

**MEPBM Games**  
**presents**

# Middle-earth Play-By-Mail™ Fourth Age, circa 1000



GAME # 141



**Lohmai'gwaith**

Victory points : 550  
 Victory Conditions :  
   To hold at game end the artifact: Curaran #22.  
   To terminate 10 characters by personal challenge or by assassination.  
   To see to the termination of Uvatha by any means whatsoever.  
   To hold at game end the artifact: Blue Ring #83.  
   To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Once Upon a Time [ 1217 ]   Sing a Song [ 850 ]   Acadians [ 600 ]**

Special Nation Abilities :  
   #02 Scout/recon at +20 to normal skill rank.  
   #14 All new troop recruits start at training 25.  
   #20 New armies start at morale 40.  
   #21 Hire new armies at no cost.

Internet G141N11  
 RON GULLON 109653  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 11  
 Turn # : 11  
 Account : \$ 0.00  
 Free Turns : 0  
 Security Code : 9098  
 Special Service : YES

# Lohmai'gwaith

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Disliked	# 3 Wise Council	: Tolerated
# 4 Acadians	: Tolerated	# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated
# 7 Sapphic Enclave	: Tolerated	# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated
#10 Sundered	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Hated
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Disliked	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Disliked	#18 Bením an Pharazôn	: Disliked	#19 RhunLandChattelCo	: Disliked
#20 Tribes of Angmar	: Disliked	#21 Lands	: Neutral	#22 Sing a Song	: Neutral
#23 Once Upon a Time	: Neutral	#24 Plane	: Neutral	#25 Alvernus	: Neutral

## POPULATION CENTERS

**Amberglen** Location : @ 2614 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	70	0	0	0	173	0	5	0
Current stores	174	0	0	0	229	0	12	-

**Aredol (Capital)** Location : @ 2915 in Mixed Forest Climate is Cold

Size : Major Town	Fortifications : Tower	Loyalty : 80	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	59	37	0	0
Current stores	0	0	0	91	58	74	0	-

A small army bearing the banner of the Lohmai'gwaith under Commander Garibaldi is here.

**Areduin** Location : @ 2717 in Hills & Rough Climate is Cold

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	34	0	84	0	7	0
Current stores	0	0	102	0	89	0	14	-

**Bragol** Location : @ 3116 in Open Plains Climate is Cold

Size : Village	Fortifications : Tower	Loyalty : 33	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	50	0	0	0	125	0	5	0
Current stores	100	0	0	0	133	0	10	-

**Elensarn** Location : @ 2817 in Hills & Rough Climate is Cold

Size : Town	Fortifications : Tower	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	25	0	0	0	0	0	4	600
Current stores	50	0	0	0	0	0	8	-

A small army bearing the banner of the Lohmai'gwaith under Hero Segucu is here.

**Ereb Minas** Location : @ 3012 in Open Plains Climate is Cold

Size : Village	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	84	0	0	0	132	0	2	0
Current stores	168	0	0	0	140	0	4	-

**Greywood** Location : @ 2813 in Mixed Forest Climate is Cold

Size : Village	Fortifications : None	Loyalty : 23	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	91	91	0	0
Current stores	0	0	0	0	98	205	0	-

**Lhugorod** Location : @ 3107 in Mountains Climate is Severe  
 Size : Village Fortifications : None Loyalty : 27 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 74 0 6 0 0 0 440  
 Current stores 0 148 0 51 0 0 0 0 -

**Naith** Location : @ 2816 in Open Plains Climate is Cold  
 Size : Town Fortifications : None Loyalty : 28 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 68 0 0 0 135 0 2 0  
 Current stores 136 0 0 0 143 0 4 -

**Nim Sereg** Location : @ 2818 in Open Plains Climate is Cold  
 Size : Major Town Fortifications : Fort Loyalty : 50 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 23 0 0 0 73 0 2 0  
 Current stores 31 133 0 0 77 0 584 -  
 An army bearing the banner of the Lohmai'gwaith under Captain Signette is here.

**Orodnim** Location : @ 2408 in Mountains Climate is Severe  
 Size : Village Fortifications : None Loyalty : 19 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 54 42 0 0 0 0 400  
 Current stores 0 108 126 0 0 0 0 -

**Sein Ithil** Location : @ 2814 in Mixed Forest Climate is Cold  
 Size : Town Fortifications : Tower Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 140 20 0 420  
 Current stores 0 0 0 0 148 40 0 -

**Tad Eithel** Location : @ 2713 in Mixed Forest Climate is Cold  
 Size : Village Fortifications : None Loyalty : 42 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 0 0 0 0 168 62 0 0  
 Current stores 0 0 0 0 180 124 0 -

## ARMIES AND NAVIES

**Army Commander : Commander Garibaldi** Location : @ 2915 in Mixed Forest Climate is Cold  
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Wood Elf footsoldiers w/broadswords 25 10 0 400 Heavy Infantry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 2 Low Supplies !!  
 War machines 0  
 The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.

**Army Commander : Commander Redengil** Location : @ 2220 in Open Plains Climate is Mild  
 Army morale : 37 Warships : 0 Transports : 0 (8) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Elven horseriders w/broadswords 25 10 30 400 Heavy Cavalry  
 Wood Elf footsoldiers w/broadswords 25 10 0 1000 Heavy Infantry  
 Wood Elf archers w/long bows 25 60 0 100 Archers  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 The un-owned Ruins of Urukhamo is here.  
 An army bearing the banner of the Sundered under Captain Deadwood is here.

An army bearing the banner of the Sundered under Lord Iron Wood is here.  
 An army bearing the banner of the North Kingdom under Captain Myrmidones is here.

**Army Commander : Hero Segucu** Location : @ 2817 in Hills & Rough Climate is Cold  
 Army morale : 40 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	0	300	Heavy Infantry
Baggage Train Leather Bronze	Steel		Mithril		
Weapons - 0	0		0		
Armor 0 0	0		0		
Food 0 Out of Food !!					
War machines 0					

The Town/Tower of Elensarn flying the flag of the Lohmai'gwaith is here.

**Army Commander : Captain Signette** Location : @ 2818 in Open Plains Climate is Cold  
 Army morale : 41 Warships : 0 Transports : 0 (5) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords	25	10	30	400	Heavy Cavalry
Wood Elf footsoldiers w/broadswords	25	10	0	400	Heavy Infantry
Baggage Train Leather Bronze	Steel		Mithril		
Weapons - 0	0		0		
Armor 0 0	0		0		
Food 2 Low Supplies !!					
War machines 0					

The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32076	18111	4360	1613	248832	11006	1776
Purchase at market price/unit	3	3	6	22	2	4	9
Sell to market price/unit	2	2	4	17	1	3	7

#### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 13400	Leather	659	320
Pop Centers : 3000	Bronze	389	128
Characters : 15000	Steel	228	76
	Mithril	142	6
Total : 31400	Food	1295	1180
	Timber	443	210
Current Tax rate : 60%	Mounts	636	27
Revenue expected next turn : 31860 (+460)			
Current Gold reserve : 3024			

Ritual character terminations: 2

Ships have been left anchored at the following locations:

None

You have the following double agents:

None

You have the following hostages:

None

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Anarmacil	Sword	26	No	Good	COMBAT - Increases damage by 750 points.
Gersebroc	Sword	140	No	Good	COMBAT - Increases damage by 750 points.

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of a kidnap attempt involving Madonna and Bilorik.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 2320

In the Mild climate of the Open Plains of 2320, a conflict took place in the early hours of the evening during a driving storm.

At the head of a rebellious army rode **Captain Lindon** of the nation of the Sundered. The mount on which he rode moved with trepidation to the center of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
69 Mixed Elven horseriders w/broadswords	steel	steel	ragged ranks
120 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a calm army rode **Veteran Ollinkhor** of the nation of the Red Witches. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
600 Mixed Mannish footmen w/battle axes	wooden	none	a mob

At the head of a calm army rode **Commander Dagnirgul** of the nation of the Lohmai'gwaith. The mount on which he rode moved calmly to the front of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
101 Mixed Elven horseriders w/broadswords	wooden	none	ragged ranks

Report from Dagnirgul....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. Some of the troops needed this encouragement but others were checking the readiness of their weapons. Finally the order was shouted across the battlefield.. Charge!! Charge!!

Against the forces of Ollinkhor, we charged but they veered off and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Skinbark Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress!

Report from Dagnirgul.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Captain Lindon: 140 Food

Commander Dagnirgul: 74 Food

After the battle.... Lindon's forces were victorious in the battle, but suffered huge losses. Lindon appeared to have survived. Ollinkhor's forces were destroyed/routed in the battle. Ollinkhor appeared to have survived but suffers from serious wounds. Dagnirgul's forces were victorious in the battle, but suffered huge losses. Dagnirgul appeared to have survived.

## SPECIAL MESSAGES

**FREE TURNS!** Do you have any friends that would enjoy playing ME-PBM? MEPBM will credit you with a free turn for each NEW player that signs up and mentions your name (New players can only mention one name). If you would like to start a game with several friends, just let us know! Please try to collect all names & required funds, and mail together, when joining with friends. Current player set-ups are: £5.00, new player registrations are: £10.00

Front Sheet

The FrontSheet is now in the main body of the email of each turn you get. This also includes nations available, new games starting up, generic message from us about other aspects of the game as well as game reports. It also has your balance and the conta

ME-PBM Forum and ME-PBM Mailing List

This is to let you know that we have started an ME-PBM forum on our web site. The address for the web site is [www.MiddleEarthGames.com](http://www.MiddleEarthGames.com). From there, you can go to links that allow you to log into the message board and to subscribe to the mailing list.

## ORDERS GIVEN

Character	Order #	Order Code	Additional Information.....
Angamir	185	DnStNat	2
Angamir	325	NatSell	mi 9
Dagnirgul	215	RfsPers	
Dagnirgul	230	AttEnemy	ch
Falstaff	215	RfsPers	
Falstaff	810	MovChar	2915
Garibaldi	770	HrArmy	400 hi ^ ^ 2
Garibaldi	850	MovArmy	w h h e ^ ^ ^ ^ ^ ^ ^ ^ no
Hecate	615	Assass	jakhl
Hecate	810	MovChar	3221
Iago the Lucky	550	ImprPop	
Iago the Lucky	810	MovChar	3221
Lavinia	930	ScoChar	
Lavinia	810	MovChar	3221
Maedengil	520	InfYour	
Maedengil	940	CstLoSp	413 3221
Pericles	520	InfYour	
Pericles	315	PrchCar	le 800
Redengil	850	MovArmy	w w w ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Redengil	925	Recon	
Segucu	520	InfYour	

Segucu	770	HrArmy	300 hi ^ ^ ^
Signette	400	HvCvlry	400 ^ br
Signette	850	MovArmy	nw h e h sw ^ ^ ^ ^ ^ ^ ^ ^ no
Sotida	615	Assass	markh
Sotida	810	MovChar	2717

Angamir



Ranks : Command 44 Agent 0 Emissary 0 Mage 0  
 Health 83 Stealth 0 Challenge 59  
 Artifacts : #26 Anarmacil✓  
 Spells (+0) : None

Angamir was located in the Mixed Forest at 2915.

She was ordered to downgrade our relations. Our relations with the South Kingdom were downgraded.

She was ordered to have the nation sell to the caravans. 14 Mithril were sold for 294 Gold.

***She is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.***

Dagnirgul



Ranks : Command 36 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Dagnirgul was located in the Open Plains at 2320.

He was ordered to refuse all personal challenges.

He was ordered to have his army attack all of his enemies. See Combat Messages.

The army commanded by Dagnirgul has been disbanded because of minimum size requirements.

He has encountered the entrance to an obscure trail which can be investigated.

***He is currently in the Open Plains at 2320.***

Falstaff



Ranks : Command 40 Agent 0 Emissary 0 Mage 0  
 Health 94 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Falstaff was located in the Open Plains at 2320.

He was ordered to refuse all personal challenges.

He was ordered to move. He accepted the movement orders.

***He is currently in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.***



Garibaldi



Ranks : Command 39 Agent 0 Emissary 0 Mage 0  
 Health 31 Stealth 0 Challenge 54  
 Artifacts : #140 Gersebroc  
 Spells (+0) : None

Garibaldi was located in the Mixed Forest at 2915.

He was ordered to hire an army. An army of 400 Heavy Infantry with 2 Food was hired.

He was ordered to move the army. He accepted the army movement orders.

*He commands an army in the Mixed Forest at 2915. The Major Town/Tower of Aredol flying the flag of the Lohmai'gwaith is here.*

Hecate



Ranks : Command 0 Agent 66 Emissary 0 Mage 30  
 Health 100 Stealth 10 Challenge 56  
 Artifacts : None

Spells (+0) : #4 Major Heal(85) #302 Long Stride(93) #304 Fast Stride(59)

Hecate was located in the Open Plains at 2320.

She was ordered to assassinate a character. Jakhlurg was assassinated.

She was ordered to move. She accepted the movement orders.

*She is currently in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.*

Iago the Lucky



Ranks : Command 0 Agent 0 Emissary 79 Mage 10  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None

Spells (+0) : #412 Research Artifact(89)

Iago the Lucky was located in the Open Plains at 2614.

He was ordered to improve the population center size. Amberglen was improved to a Village.

He was ordered to move. He accepted the movement orders.

*He is currently in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.*

Lavinia



Ranks : Command 0 Agent 34 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 25  
 Artifacts : None  
 Spells (+0) : None

Lavinia was located in the Open Plains at 2320.

She was ordered to move. She accepted the movement orders.

She was ordered to scout for any characters. A scout for characters was attempted.  
 Found: Nienor. Otrane. Zymraan. Rian . Valacar. Gallan. Glóredhel. Nothing else was reported at this time.

***She is currently in the Mountains at 3221. The Major Town/Tower of Morannon flying the flag of the South Kingdom is here.***

Maedengil



Ranks : Command 0 Agent 0 Emissary 70 Mage 30  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None

Spells (+0) : #302 Long Stride(96) #413 Scry Population Center(70)  
 #415 Scry Area(65)

Maedengil was located in the Open Plains at 2818.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Nim Sereg.

He was ordered to cast a lore spell. Scry Population Center - Major Town named Morannon - owned by the South Kingdom - fortified with a Tower - loyalty = 66.  
 Production - Bronze: 370 - Gold: 1600 - Mithril: 20. Stores - Bronze: 267 - Mithril: 20 - Timber: 5622. Foreign armies present: - South Kingdom.

***He is currently in the Open Plains at 2818. The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.***

Pericles



Ranks : Command 10 Agent 0 Emissary 48 Mage 0  
 Health 100 Stealth 0 Challenge 26  
 Artifacts : None  
 Spells (+0) : None

Pericles was located in the Open Plains at 2818.

He was ordered to purchase from the caravans. 800 Leather were bought for 2400 Gold.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Nim Sereg.

***He is currently in the Open Plains at 2818. The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.***

Redengil



Ranks : Command 36 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Redengil was located in the Open Plains at 2420.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Iron Wood of the Sundered with about 1000 troops at 2220 - Deadwood of the Sundered with about 1000 troops at 2220 - Myrmidones of the North Kingdom with about 1600 troops at 2220. See report below.

***He commands an army in the Open Plains at 2220. The un-owned Ruins of Urukhamo is here.***

Segucu



Ranks : Command 20 Agent 0 Emissary 15 Mage 0  
 Health 100 Stealth 0 Challenge 21  
 Artifacts : None  
 Spells (+0) : None

Segucu was located in the Hills & Rough at 2817.

He was ordered to influence the population center loyalty. The loyalty was influenced/improved at Elensarn.

He was ordered to hire an army. An army of 300 Heavy Infantry with 0 Food was hired.

***He commands an army in the Hills & Rough at 2817. The Town/Tower of Elensarn flying the flag of the Lohmai'gwaith is here.***

Signette



Ranks : Command 40 Agent 0 Emissary 0 Mage 10  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : #412 Research Artifact(50)

Signette was located in the Open Plains at 2818.

She was ordered to recruit some heavy cavalry. 400 Heavy Cavalry w/Wood weapons and Bronze armor were recruited.

She was ordered to move the army. She accepted the army movement orders.

***She commands an army in the Open Plains at 2818. The Major Town/Fort of Nim Sereg flying the flag of the Lohmai'gwaith is here.***

Sotida



Ranks : Command 0 Agent 63 Emissary 0 Mage 30  
 Health 100 Stealth 0 Challenge 54  
 Artifacts : None

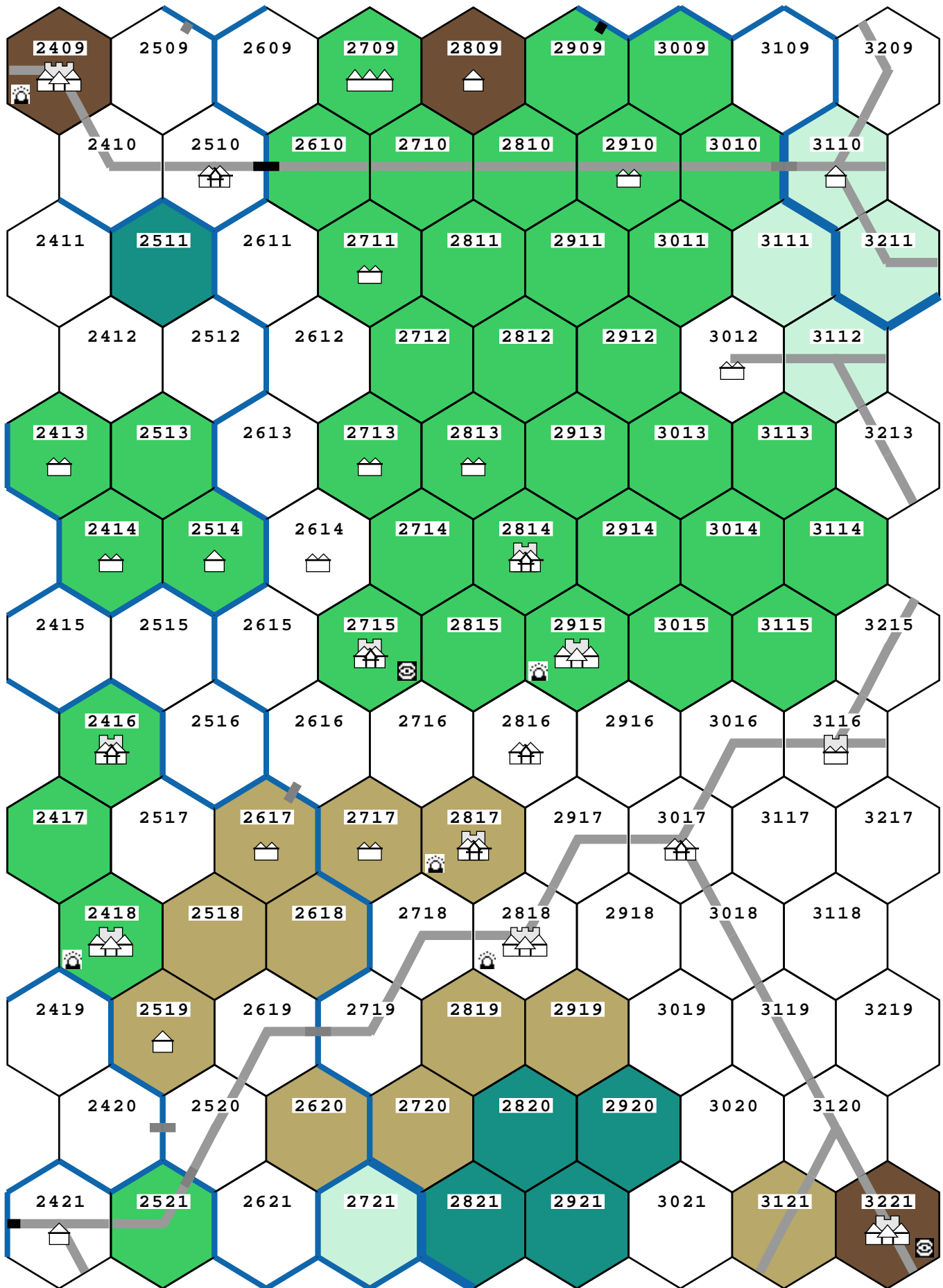
Spells (+0) : #308 Capital Return(81) #413 Scry Population Center(65)  
 #415 Scry Area(58)

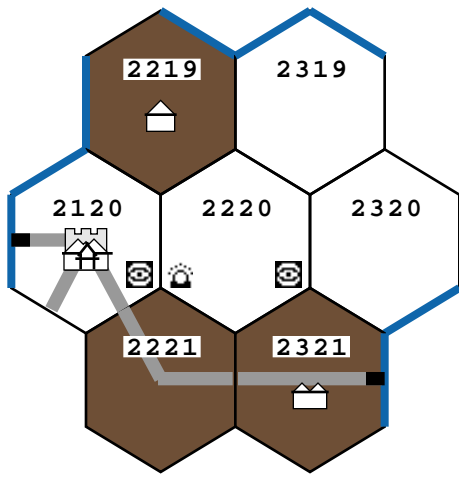
Sotida was located in the Open Plains at 2320.

She was ordered to assassinate a character. Markhos was assassinated.

She was ordered to move. She accepted the movement orders.

*She is currently in the Hills & Rough at 2717. The Village of Areduin flying the flag of the Lohmai'gwaith is here.*







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Game #      : 141
Player #    : 11
Turn #      : 12
Security #  : 9098
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**Return this turnsheet before MARCH 10 2013**

To MEPBM, 340 North Rd, Cardiff, CF14 3BP, Wales  
Tel: +44 (0) 29 20913359 Fax: +44 (0) 29 20625532

Daytime Phone #: \_\_\_\_\_

Angamir (ID: angam) @ 2915 Command

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	
			_____						_____	

Dagnirgul (ID: dagni) @ 2320 Command

<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;"></td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Required</td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Information</td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;"></td> <td colspan="3"></td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required					Information										<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;"></td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Required</td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;">Information</td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="border-bottom: 1px solid black;"></td> <td colspan="3"></td> </tr> </table>	Order	->	# _____	Code _____	Type _____						Required					Information									
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Falstaff (ID: falst) @ 2915 Command

Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				

**Garibaldi (ID: garib) @ 2915 Command**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Hecate (ID: hecat) @ 3221 Agent Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Iago the Lucky (ID: iago ) @ 3221 Emissary Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Lavinia (ID: lavin) @ 3221 Agent**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Maedengil (ID: maede) @ 2818 Emissary Mage**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				

**Pericles (ID: peric) @ 2818 Command Emissary**

Order	->	#	_____	Code	_____	Type	_____	Order	->	#	_____	Code	_____	Type	_____
Required			_____					Required			_____				
Information			_____					Information			_____				
			_____								_____				



## Redengil (ID: reden) @ 2220 Command

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	
			_____						_____	

Segucu (ID: seguc) @ 2817 Command Emissary

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	
			_____						_____	

Signette (ID: signe) @ 2818 Command Mage

Order	->	# _____	Code _____	Type _____		Order	->	# _____	Code _____	Type _____
Required			_____			Required			_____	
Information			_____			Information			_____	
			_____						_____	

Sotida (ID: sotid) @ 2717 Agent Mage

Order	->	#	Code	Type	Order	->	#	Code	Type
Required					Required				
Information					Information				