

MEPBM Games
presents

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141



Plane

Victory points : 842
Victory Conditions :

To acquire 10 additional artifacts (12) of any alignment.
To see to the termination of Beyonce Knowles by any means whatsoever.
To see to the termination of Milamber by any means whatsoever.
To hold at game end the population center of Swamp at 2335.
To hold at game end the artifact: The Black Book #154.

Top 3 Free Peoples :

Sing a Song [1317] Lands [1283] Alvernus [1275]

Special Nation Abilities :

#01 Scout/recon at double normal skill rank.
#08 Buy/sell orders receive 20% market adjustments.
#10 New mages start at rank up to 40.

Internet G141N24
GALEN KEENE 110759
NONE
NONE
NONE

Game #	:	141
Player #	:	24
Turn #	:	14
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5247
Special Service	:	YES

Plane

(A Free People)

Season : Spring

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 3 Wise Council	: Neutral
# 4 Acadians	: Neutral	# 5 Silent Assembly	: Neutral	# 6 Thorinar	: Neutral
# 7 Sapphic Enclave	: Neutral	# 8 Nameless	: Neutral	# 9 Ground Pounders	: Neutral
#10 Sundered	: Neutral	#11 Lohmai'gwaith	: Neutral	#12 Sheri-Urk	: Hated
#13 Red Witches	: Neutral	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Neutral	#17 Great Trollusk	: Neutral	#18 Bením an Pharazôn	: Hated
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#21 Lands	: Tolerated
#22 Sing a Song	: Tolerated	#23 Once Upon a Time	: Tolerated	#25 Alvernus	: Tolerated

POPULATION CENTERS

Bauglira Location : @ 2239 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 19	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	176	0	0	0	0	0	24	1500
Current stores	1124	0	0	0	0	13745	235	-

Of Hate (Capital) Location : @ 3034 in Hills & Rough Climate is Warm

Size : City	Fortifications : Castle	Loyalty : 71	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	16	0	0	58	0	1500
Current stores	2114	0	1781	0	0	58	500	-

Foreign characters reported in the hex : - **Lômiphel - Majestor.**

A small army bearing the banner of the Plane under Captain Quellious is here.

An army bearing the banner of the Plane under Regent Solusek Ro is here.

Of Time Location : @ 2836 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	112	0	0	0	16	1040
Current stores	0	0	694	0	0	0	144	-

Rhandir Location : @ 2934 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	0	240	10	1100
Current stores	0	0	0	0	0	240	84	-

Selen Location : @ 2535 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	0	240	0	1100
Current stores	0	0	301	0	0	240	0	-

An army bearing the banner of the South Kingdom under Commander Cereanth is here.

Tyarretta Location : @ 2436 in Hills & Rough Climate is Warm

Size : Village	Fortifications : None	Loyalty : 47	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	72	0	672	0	24	0
Current stores	0	0	433	0	1344	0	210	-

Ūsakan Location : @ 2439 in Hills & Rough Climate is Warm

Size : Camp	Fortifications : None	Loyalty : 16	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	360	0	0	0	0	0	30	1400
Current stores	2016	0	0	0	0	0	252	-

ARMIES AND NAVIES

Army Commander : Captain Quellious Location : @ 3034 in Hills & Rough Climate is Warm
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Southron mercenaries w/scimitars 60 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 42 Low Supplies !!
 War machines 0
 The City/Castle of Of Hate flying the flag of the Plane is here.
 An army bearing the banner of the Plane under Regent Solusek Ro is here.

Army Commander : Commander Riadeegha Location : @ 2834 in Hills & Rough Climate is Warm
 Army morale : 31 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Haradan mûmakriders w/falchions 10 10 60 500 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 2500
 War machines 0
 The Town of Herenya flying the flag of the Sh'iar Empire is here.
 An army bearing the banner of the Sh'iar Empire under Regent Shatterstar is here.

Army Commander : Regent Solusek Ro Location : @ 3034 in Hills & Rough Climate is Warm
 Army morale : 78 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Haradan mûmakriders w/falchions 10 10 60 500 Heavy Cavalry
 Southron mercenaries w/scimitars 60 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 458 Low Supplies !!
 War machines 0
 The City/Castle of Of Hate flying the flag of the Plane is here.
 A small army bearing the banner of the Plane under Captain Quellious is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32411	21956	10562	0	231447	22605	6052
Purchase at market price/unit	3	3	3	92	2	3	6
Sell to market price/unit	2	2	2	65	1	2	4

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 6200	Leather	5254	536
Pop Centers : 2000	Bronze	0	0
Characters : 22880	Steel	3209	248
	Mithril	0	0
Total : 31080	Food	1344	672
	Timber	14283	538
Current Tax rate : 39%	Mounts	1425	104
Revenue expected next turn : 14465 (-16615)			
Current Gold reserve : 10652			

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:

None

You have hidden the following additional artifacts:

Name of artifact	#	Location
Mace of the Huntsman	9	Quellious has hidden it in the City of Of Hate at 3034
Culok	145	Quellious has hidden it in the City of Of Hate at 3034

NATION MESSAGES

*There are rumors of an armed conflict involving the Lohmai'gwaith at 3017.
Falassé is no longer under our control.*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 3135

In the Warm climate of the Hills & Rough of 3135, a conflict took place in the early morning hours in high winds.

At the head of a demoralized army rode **Regent Praetor** of the nation of the Sh'iar Empire. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
60 Lesser Mannish horsemen w/scimitars	bronze/steel	bronze/steel	solid ranks
1251 Mixed Mannish footmen w/battle axes	wooden	none	ragged ranks
200 Lesser Mannish footmen w/spears	wooden	none	a mob

At the head of a demoralized army rode **Commander Mithaniel Marr** of the nation of the Plane. The mount on which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1800 Haradan mûmakriders w/falchions	wooden/bronze	bronze/steel	a mob

At the head of a calm army rode **Regent Blister** of the nation of the Sh'iar Empire. The mount on which she rode moved calmly to the front of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
1194 Mixed Mannish horsemen w/shortswords	wooden/bronze	none/leather	ragged ranks

At the head of a demoralized army rode **Veteran Browgue** of the nation of the Sh'iar Empire. The mount on

which he rode stood cautiously at the rear of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
300 Mixed Mannish horsemen w/shortswords	wooden/bronze	none/leather	a mob

Suddenly, violent bolts of lightning crashed into and around the battleground. Unnaturally strong and driving rain caused Army Commanders to review their chosen tactics. Commander Mithaniel Marr changed tactics to standard battle formation.

Report from Mithaniel Marr.....My commanders moved among the troops before battle, readying them, bolstering their resolve, and issuing last minute orders. The troops needed this encouragement because many feared that they would die in the battle. Finally the order was heard coursing through the ranks.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Praetor, they charged our standard formation and hit us hard.

Against the forces of Blister, they charged our standard formation and hit us hard.

After the battle had joined in earnest, heroes made their presence known all over the battlefield.

Report from Mithaniel Marr.....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops tried to fight well, but they needed much more training. They fought very poorly. Although we fought hard, and although the battle lasted many days, we were defeated..

After the battle.... Praetor's forces were victorious in the battle, but suffered huge losses. Praetor appeared to have survived. Mithaniel Marr's forces were destroyed/routed in the battle. Mithaniel Marr appeared to have survived. Blister's forces were victorious in the battle, but suffered severe losses. Blister appeared to have survived. Browgue's forces found no enemy armies to fight.

Battle at 2734

In the Warm climate of the Hills & Rough of 2734, a conflict took place in the early morning hours under an overcast sky.

At the head of a rebellious army rode **Regent Shatterstar** of the nation of the Sh'iar Empire. 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
1252 Mixed Mannish horsemen w/shortswords	wooden/bronze	leather/bronze	ragged ranks

The Major Town of Of Fear flying the flag of the Plane is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

After the battle.... Sound's forces found no enemy armies to fight. Shatterstar's forces found no enemy armies to fight.

The battle for Of Fear was over even before it began. The attackers were so numerous and strong that the defending militia had little chance to save themselves. The battle was over in just a few hours!!

After the attack on the population center.... Shatterstar's army survived the attack on the Major Town, but suffered minor losses. Shatterstar appeared to have survived. The Major Town has been reduced to a Town. The Tower has not been affected. The Town has been under siege/attack this turn. The Town now flies the flag of the Sh'iar Empire.

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. 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.....
Adeyn	325	NatSell	br 100
Adeyn	215	RfsPers	
Bertoxxulous	525	InfOthr	
Bertoxxulous	810	MovChar	2734
Brell Serilis	215	RfsPers	
Brell Serilis	620	Kidnap	bawbu
Bristlebane	525	InfOthr	
Bristlebane	810	MovChar	2734
Inoruuk	525	InfOthr	
Inoruuk	810	MovChar	2534
Mithaniel Marr	215	RfsPers	
Mithaniel Marr	230	AttEnmy	su
Ordun Halbor	690	StlGold	
Ordun Halbor	810	MovChar	2122
Padrey	930	ScoChar	
Padrey	810	MovChar	2834
Pon Opar	605	GrdLoc	
Pon Opar	320	SellCar	ti 5000
Quellious	500	Double	lomip
Quellious	215	RfsPers	
Rallos Zek	810	MovChar	2220
Rallos Zek	930	ScoChar	
Riadeegha	315	PrchCar	mo 250
Riadeegha	850	MovArmy	w w e e ^ ^ ^ ^ ^ ^ ^ ^ no
Samaub	810	MovChar	2322
Samaub	930	ScoChar	
Solusek Ro	765	SplArmy	quell ^ ^ ^ ^ ^ 100
Solusek Ro	400	HvCvlry	500 ^ st
Tigon	690	StlGold	
Tigon	810	MovChar	2731

Adeyn



Ranks : Command 0 Agent 0 Emissary 0 Mage 50
Health 100 Stealth 0 Challenge 50
Artifacts : None

Spells (+0) : #104 Resistances(91) #206 Wall of Fire(70) #302 Long Stride(94)
#414 Scry Hex(84) #506 Curses(46)

Adeyn was located in the Hills & Rough at 3034.

He was ordered to refuse all personal challenges.

He was ordered to have the nation sell to the caravans. 2609 Bronze were sold for 6261 Gold.

He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.

Bertoxxulous



Ranks : Command 0 Agent 0 Emissary 65 Mage 0
Health 100 Stealth 0 Challenge 32
Artifacts : None

Spells (+0) : None

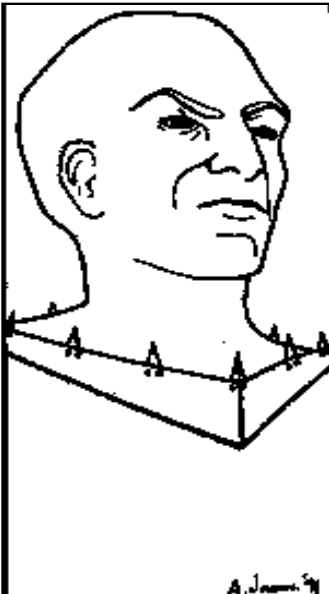
Bertoxxulous was located in the Hills & Rough at 2438.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Havens Of Umbar. Current loyalty is perceived to be fair.

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

He is currently in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Sh'iar Empire is here.

Brell Serilis



Ranks : Command 0 Agent 73 Emissary 0 Mage 0
Health 100 Stealth 0 Challenge 54
Artifacts : None

Spells (+0) : None

Brell Serilis was located in the Hills & Rough at 2734.

He was ordered to refuse all personal challenges.

He was ordered to kidnap a character. Bawbuzagar was kidnaped.

Bawbuzagar escaped from being held hostage.

He is currently in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Sh'iar Empire is here.

Bristlebane



Ranks : Command 0 Agent 0 Emissary 74 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Bristlebane was located in the Hills & Rough at 2438.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Havens Of Umbar. Current loyalty is perceived to be marginal.

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

He is currently in the Hills & Rough at 2734. The Town/Tower of Of Fear flying the flag of the Sh'iar Empire is here.

Inoruuk



Ranks : Command 0 Agent 0 Emissary 75 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

Inoruuk was located in the Hills & Rough at 2438.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Havens Of Umbar. Current loyalty is perceived to be marginal.

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

He is currently in the Hills & Rough at 2534. The Village of Cacanga flying the flag of the South Kingdom is here.

Mithaniel Marr



Ranks : Command 39 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 60
 Artifacts : None
 Spells (+0) : None

Mithaniel Marr was located in the Hills & Rough at 3135.

He was ordered to refuse all personal challenges.

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

He is currently in the Hills & Rough at 3135.

Ordun Halbor



Ranks : Command 0 Agent 69 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Ordun Halbor was located in the Mountains at 2322.

He was ordered to steal the Gold. 45 Gold was stolen at Olekhai.

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

He is currently in the Mountains at 2122. The Major Town of Tempakhor flying the flag of the Red Witches is here.

Padrey



Ranks : Command 0 Agent 70 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 52
 Artifacts : None
 Spells (+0) : None

Padrey was located in the Hills & Rough at 2934.

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

He was ordered to scout for any characters. A scout for characters was attempted.

Found: Regent Shatterstar - Sh'iar Empire. Spy Cinard - Lands. Nothing else was reported at this time.

He is currently in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Sh'iar Empire is here.

Pon Opar



Ranks : Command 0 Agent 51 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 38
 Artifacts : None
 Spells (+0) : None

Pon Opar was located in the Hills & Rough at 2239.

He was ordered to sell to the caravans. 5000 Timber were sold for 12000 Gold.

He was ordered to guard the location. Bauglira was guarded.

He is currently in the Hills & Rough at 2239. The Village of Bauglira flying the flag of the Plane is here.

Quellious



Ranks : Command 40 Agent 0 Emissary 83 Mage 0
 Health 100 Stealth 0 Challenge 51
 Artifacts : None
 Spells (+0) : None

Quellious was located in the Hills & Rough at 3034.

She was ordered to refuse all personal challenges.

She was ordered to recruit a double agent. She was not able to recruit the double agent because she was not able to influence the character. Continued efforts may succeed.

She commands an army in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.

Rallos Zek



Ranks : Command 0 Agent 65 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Rallos Zek was located in the Mountains at 1922.

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

He was ordered to scout for any characters. A scout for characters was attempted.

Found: Lord Vjirjlr Jhreluruk - Sheri-Urk. Mystic Xafwelug - Sheri-Urk. Captain Yoerjurg - Sheri-Urk. Mystic Wreaporguk - Sheri-Urk. Rogue Azzurro - Once Upon a Time. Rogue Madonna - Sing a Song. Burglar Nightbreeze - Sundered. Freddie Mercury. Burglar Erenoc - Twilight Hammer. Rogue Vasco - Sing a Song. Lord Pakindjfoe Mog - Sheri-Urk. Nothing else was reported at this time.

He is currently in the Open Plains at 2220. The un-owned Ruins of Urukhamo is here.

Riadeegha



Ranks : Command 32 Agent 0 Emissary 19 Mage 25
 Health 100 Stealth 0 Challenge 40
 Artifacts : None
 Spells (+0) : #102 Barriers(87) #308 Capital Return(65)

Riadeegha was located in the Hills & Rough at 3034.

He was ordered to purchase from the caravans. 250 Mounts were bought for 1400 Gold.

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 commands an army in the Hills & Rough at 2834. The Town of Herenya flying the flag of the Sh'iar Empire is here.

Samaub



Ranks : Command 0 Agent 60 Emissary 0 Mage 15
 Health 63 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : #302 Long Stride(51)

Samaub was located in the Mountains at 2214.

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

He was ordered to scout for any characters. A scout for characters was attempted.

Found: Commander Razakhir - Red Witches. Nothing else was reported at this time.

He is currently in the Mountains at 2322. The Village of Olekhai flying the flag of the Red Witches is here.

Solusek Ro



Ranks : Command 68 Agent 0 Emissary 0 Mage 47
 Health 100 Stealth 0 Challenge 79
 Artifacts : None

Spells (+0) : #412 Research Artifact(95) #413 Scry Population Center(66)
 #415 Scry Area(75) #418 Locate Artifact(92)

Solusek Ro was located in the Hills & Rough at 3034.

He was ordered to recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

He was ordered to split the army. The army was split. 42 Food was transferred.

He commands an army in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane is here.

Tigon



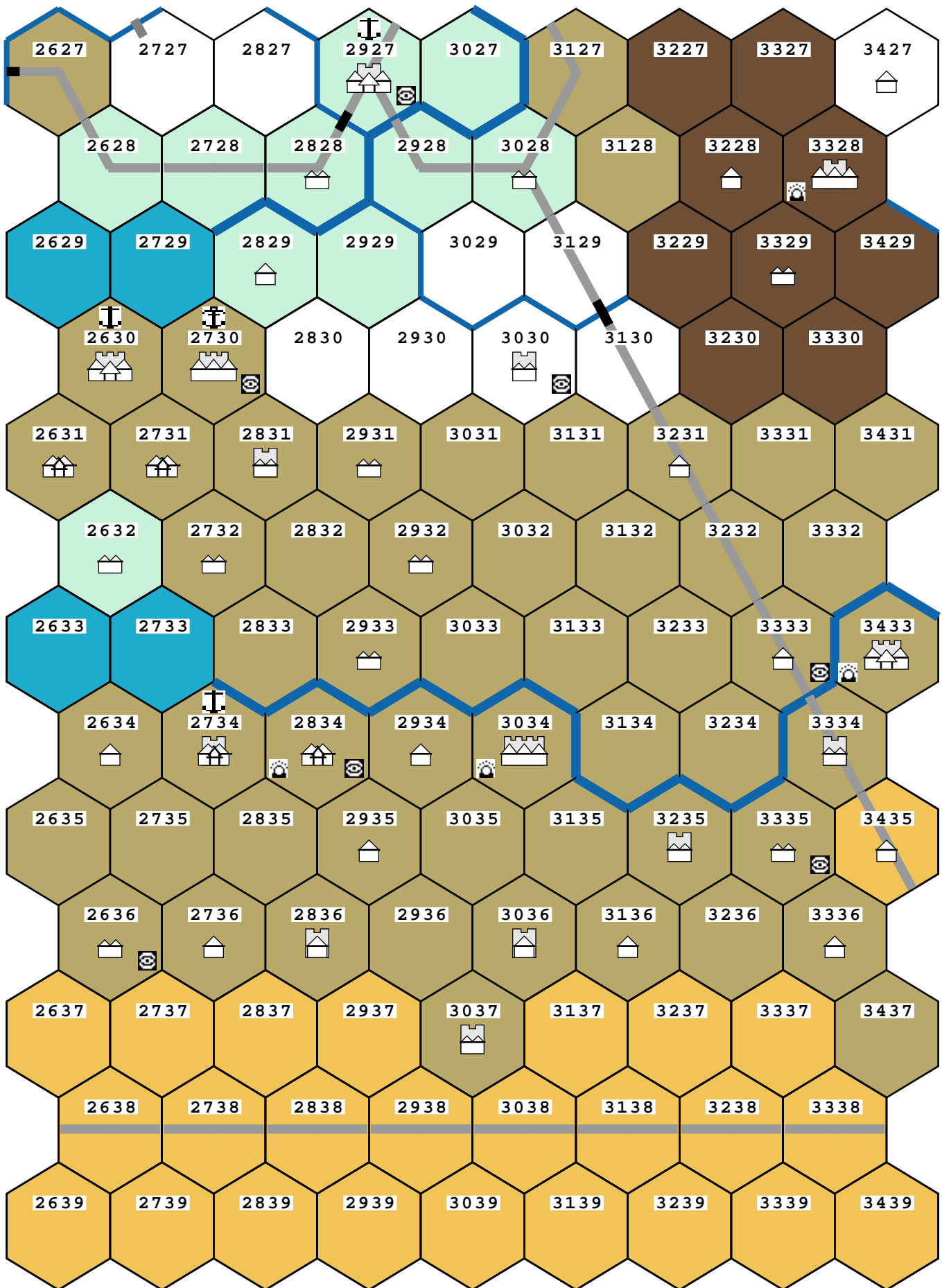
Ranks : Command 0 Agent 55 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 41
 Artifacts : None
 Spells (+0) : None

Tigon was located in the Hills & Rough at 3434.

He was ordered to steal the Gold. 4107 Gold was stolen at C-Band.

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

He is currently in the Hills & Rough at 2731. The Town of Zigurunzaden flying the flag of the Benim an Pharazôn is here.





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Game #      : 141
Player #    : 24
Turn #      : 15
Security #  : 5247
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Return this turnsheet before APRIL 21 2013

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

Daytime Phone #: _____

Adeyn (ID: adeyn) @ 3034 Mage

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

Bertoxxulous (ID: berto) @ 2734 Emissary

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

Brell Serilis (ID: brell) @ 2734 Agent

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

Bristlebane (ID: brist) @ 2734 **Emissary**

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

Inoruuk (ID: inoru) @ 2534 Emissary

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

Mithaniel Marr (ID: mitha) @ 3135 Command Agent

Order	->	#	Code	Type		Order	->	#	Code	Type	
Required			<hr/>			Required			<hr/>		
Information			<hr/>			Information			<hr/>		
			<hr/>						<hr/>		

Ordun Halbor (ID: ordun) @ 2122 Agent

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

Padrey (ID: padre) @ 2834 Agent

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

Pon Opar (ID: pon o) @ 2239 Agent

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

Quellious (ID: quell) @ 3034 Command Emissary

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

Rallos Zek (ID: rallo) @ 2220 Agent

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

Riadeegha (ID: riade) @ 2834 Command Emissary Mage

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

Samaub (ID: samau) @ 2322 Agent Mage

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

Solusek Ro (ID: solus) @ 3034 Command Mage

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

Tigon (ID: tigon) @ 2731 Agent

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