

**MEPBM Games**  
**presents**

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



GAME # 141



## Sundered

Victory points : 667  
 Victory Conditions :  
     To hold at game end the artifact: Elenrûth #20.  
     To hold at game end the artifact: Air-cleaver #35.  
     To hold at game end the artifact: Dawnsword #18.  
     To hold at game end the artifact: Sting #112.  
     To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

**Alvernus [ 1417 ]   Once Upon a Time [ 1067 ]   Sing a Song [ 1000 ]**

Special Nation Abilities :  
     #10 New mages start at rank up to 40.  
     #14 All new troop recruits start at training 25.  
     #20 New armies start at morale 40.  
     #21 Hire new armies at no cost.

Internet G141N10  
 PHILIP SWIDERSKI 110670  
 NONE  
 NONE  
 NONE

Game #	:	141
Player #	:	10
Turn #	:	17
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	5566
Special Service	:	YES

# Sundered

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Hated	# 2 South Kingdom	: Neutral	# 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
#11 Lohmai'gwaith	: Friendly	#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

**Cataract Glen** Location : @ 2218 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 29	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	459	119	11	0
Current stores	238	0	0	0	473	0	11	-

A small army bearing the banner of the Sundered under Commander Fletcher is here.

**Riverside** Location : @ 2416 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 27	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	151	248	0	0
Current stores	0	0	0	0	155	0	0	-

A huge army bearing the banner of the Red Witches under Commander Quentinos is here.

**The Gathering (Capital)** Location : @ 2317 in Mixed Forest Climate is Mild

Size : Major Town	Fortifications : Fort	Loyalty : 63	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	108	176	0	0
Current stores	0	0	0	0	109	0	0	-

A small army bearing the banner of the Sundered under Captain Lindon is here.

**Timber Town** Location : @ 2413 in Mixed Forest Climate is Warm

Size : Village	Fortifications : None	Loyalty : 20	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	952	96	8	0
Current stores	0	0	0	0	981	0	8	-

**Xanabos** Location : @ 2120 in Open Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	184	0	0	0	567	0	16	0
Current stores	368	0	0	0	567	0	32	-

## ARMIES AND NAVIES

**Army Commander : Commander Fletcher** Location : @ 2218 in Mixed Forest Climate is Mild

Army morale : 41 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	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

Characters traveling with army : - **Huorns and Ents.**

The Town/Tower of Cataract Glen flying the flag of the Sundered is here.

**Army Commander : Lord Iron Wood** Location : @ 1920 in Open Plains Climate is Mild

Army morale : 35 Warships : 0 Transports : 0 (9) Travel mode : Evasive

Troops	Training	Weapon	Armor	# Troops	Troop Type
Mixed Elven horseriders w/broadswords	28	10	41	459	Heavy Cavalry
Wood Elf footsoldiers w/broadswords	29	10	0	1315	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				

Characters traveling with army : - **Treebeard Ents.**

**The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.**

**An army bearing the banner of the Great Trollusk under Lord Borgborog is here.**

**A huge army bearing the banner of the Great Trollusk under Captain Rashkgnar is here.**

**Army Commander : Captain Lindon** Location : @ 2317 in Mixed Forest Climate is Mild

Army morale : 40 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	0	100	Heavy Infantry
Baggage Train	Leather	Bronze	Steel	Mithril	
Weapons	-	0	0	0	
Armor	0	0	0	0	
Food	1	Low Supplies !!			
War machines	0				

The Major Town/Fort of The Gathering flying the flag of the Sundered is here.

#### COMPANY COMMANDERS :

Commander White Oak Location : @ 2317 Traveling with him are : Padfoot.

### MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	13722	11549	4154	2933	228407	18121	1778
Purchase at market price/unit	3	4	6	15	2	3	10
Sell to market price/unit	2	3	4	10	1	2	7

### MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 10014	Leather	606	184
Pop Centers : 2500	Bronze	0	0
Characters : 18060	Steel	0	0
	Mithril	0	0
Total : 30574	Food	2285	2237
	Timber	0	639
Current Tax rate : 70%	Mounts	51	35
Revenue expected next turn : 17500 (-13074)			
Current Gold reserve : 25062			

**Ships have been left anchored at the following locations:**

None

**You have the following double agents:**

**Sotida of the Lohmai'gwaith @ 2915**

Double agent Sotida reports she was ordered to refuse all personal challenges.

Double agent Sotida reports she was ordered to scout the hex. A scout of the hex was attempted. Terrain is Mixed Forest. Climate is Mild. A Major Town named Aredol is here and fortified with a Tower and Aredol is owned by the Lohmai'gwaith and the hex has production of - Food: 490 Timber: 310 . Foreign forces present: None.

You have the following hostages:

Myrmidones of the North Kingdom is held by Deadwood at 2416 - No Gold ransom demanded at this time.

You possess the following artifacts:

Name of artifact	Item	#	Latent	Alignment	Known Powers
Dagger of Green Wisdom	Dagger	42	No	None	COMBAT - Increases damage by 500 points.
E Mere Vardo	Tome	45	Yes	Good	Increases Mage Rank by 15.
Orcruin	Sword	51	No	Good	COMBAT - Increases damage by 2250 points.
Moon-axe	Axe	65	No	None	COMBAT - Increases damage by 750 points.
Angbor	Gauntlet	121	Yes	None	Increases Command Rank by 15.
Sil-Maegil	Spear	135	No	Good	COMBAT - Increases damage by 750 points.
Staff of the Wanderer	Staff	155	Yes	Good	Increases Mage Rank by 15.

You have hidden the following additional artifacts:

None

## NATION MESSAGES

*There are rumors of an armed conflict involving the RhunLandChattelCo at 4423.*

*There are rumors of an armed conflict involving the Silent Assembly at 2510.*

*There are rumors of an armed conflict involving the Tribes of Angmar and the Silent Assembly at 2309.*

*There are rumors of an armed conflict involving the South Kingdom and the Lands at 2536.*

*The loyalty was influenced/reduced at Crossing.*

*Crossing is no longer under our control.*

*There are rumors of the fall of a Strategic Site.*

*There are rumors of an assassination attempt involving Daniel and Michael Buble.*

*There are rumors of a kidnap attempt involving Klú Relortin and Lômiphel.*

*4250 Gold was stolen at Riverside.*

*21632 Gold was transported from the Sing a Song to The Gathering.*

## ENCOUNTER MESSAGES

**Encounter for Commander Fletcher at 2218**

The forest has become very dense during the past few days. Scouts and night guards have reported hearing muttered words when no one was apparently there. Several guards have detected movement but then found no person or animal in that area. Early one morning, the reason became clear. Standing there in our path was a large group of Huorns and Ents. Their aged bark wrinkled as they gazed steadfastly at us and their strong limbs seemed to move from side to side as if waiting for some type of signal. As the first of our troops approached them, they were offered gifts of nuts, berries, and draught. Soon their deep voices resonated amongst themselves and amongst our troops. "We have felt the onslaught of the enemy, and we have decided to play a small part. We will travel with you for a time and see for ourselves whether we should become involved." I am glad to have these Ents and Huorns with us, and the troops feel much cheered in their presence.

**Encounter for Captain Lindon at 2317**

The forest has become very dense during the past few days. Scouts and night guards have reported hearing muttered words when no one was apparently there. Several guards have detected movement but then found no person or animal in that area. Early one morning, the reason became clear. Standing there in our path was a large group of Huorns and Ents. Their aged bark wrinkled as they gazed steadfastly at us and their strong limbs seemed to move from side to side as if waiting for some type of signal. As our column approached, they

seemed to move aside. The troops gazed at them nervously as we passed beneath their frowning visages and waving limbs. As we passed by, they seemed to melt into the forest and were seen no more.

## COMBAT MESSAGES

### Battle at 2418

In the Mild climate of the Mixed Forest of 2418, a conflict took place in the hours of late morning during a driving storm.

At the head of a calm army rode **Commander Fellstaff** of the nation of the Sundered. 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
300 Wood Elf footsoldiers w/broadswords	wooden	none	a mob

At the head of a calm army rode **Commander Quentinos** 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
503 Mixed Mannish horsemen w/shortswords	wooden	bronze/steel	a mob
2697 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob
300 Lesser Mannish footmen w/spears	wooden	none	a mob
400 Lesser Mannish archers w/short bows	arrows	none	a mob

The Major Town of Forests Edge flying the flag of the Sundered is situated in the Mixed Forest here. It is fortified by a Tower, and it is under siege or attack.

Report from Fellstaff.....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 given by the clear voice of their Commander.. Charge!! Charge!!

Against the forces of Quentinos, they met our charge with their standard formation.

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

Report from Fellstaff.....Our foot soldiers fought around every bush and tree, always trying to push through the underbrush. The troops fought well, but they could have been better trained. They fought as if uninspired. However, we were overrun in less than a few hours.

After the battle.... Fellstaff's forces were destroyed/routed in the battle. Fellstaff appeared to have survived but suffers from light wounds. Quentinos's forces were victorious in the battle, but suffered minor losses. Quentinos appeared to have survived.

The battle for Forests Edge 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.... Quentinos's army survived the attack on the Major Town, but suffered minor losses. Quentinos 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 Red Witches.

## 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.....
Bluster	215	RfsPers	
Bluster	525	InfOthr	
Changling	850	MovArmy	e ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Changling	552	PosCmp	First Fork
Cierra	215	RfsPers	
Cierra	525	InfOthr	
Deadwood	215	RfsPers	
Deadwood	810	MovChar	2416
Fellstaff	215	RfsPers	
Fellstaff	240	Defend	ch
Fletcher	728	NamComm	Silverwing f
Fletcher	850	MovArmy	se w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Iron Wood	498	Threat	
Iron Wood	860	ForcMar	w w ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ev
Lindon	770	HrArmy	40 hi ^ ^ 1
Lindon	940	CstLoSp	415 1817
Nightbreeze	690	StlGold	
Nightbreeze	810	MovChar	2317
Padfoot	610	GrdChar	fletc
Padfoot	325	NatSell	ti 100
Plum Crazy	215	RfsPers	
Plum Crazy	525	InfOthr	
Shadow Walker	810	MovChar	2317
Shadow Walker	905	ScoArmy	quent y
White Oak	605	GrdLoc	
White Oak	728	NamComm	Cedar m
Willow	810	MovChar	1813
Willow	900	FindArt	51
Windsong	520	InfYour	
Windsong	810	MovChar	3221

Bluster



Ranks : Command 0 Agent 0 Emissary 60 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Bluster was located in the Hills & Rough at 3534.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be marginal. Continued efforts may succeed.

*He is currently in the Hills & Rough at 3534. The Camp of Hoglip Chain flying the flag of the Sh'iar Empire is here.*

Cedar



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.*

Changling



Ranks : Command 33 Agent 0 Emissary 0 Mage 0  
 Health 86 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Changling was located in the Mixed Forest at 2314.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to post a camp. He was not able to post the camp because there was insufficient populace.

Changling was kidnaped.

The army commanded by Changling has been disbanded because no suitable commander was present.

Changling could not escape from being held hostage.

He was ordered to move the army. He was not permitted orders because he was held hostage.

*He is currently being held hostage. Location unknown. No Gold ransom demanded at this time.*

Cierra



Ranks : Command 0 Agent 0 Emissary 70 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Cierra was located in the Open Plains at 1920.

She was ordered to refuse all personal challenges.

She was ordered to influence their population center loyalty. She was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be fair. Continued efforts may succeed.

***She is currently in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.***

Deadwood



Ranks : Command 48 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : #135 Sil-Maegil  
 Spells (+0) : None

Deadwood was located in the Open Plains at 2220.

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 2416. The Town/Tower of Riverside flying the flag of the Sundered is here.***

Fellstaff



Ranks : Command 34 Agent 0 Emissary 0 Mage 0  
 Health 94 Stealth 0 Challenge 34  
 Artifacts : None  
 Spells (+0) : None

Fellstaff was located in the Mixed Forest at 2418.

He was ordered to refuse all personal challenges.

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

Fellstaff was wounded during combat.

***He is currently in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Red Witches is here.***



Fletcher



Ranks : Command 30 Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

Fletcher was located in the Mixed Forest at 2317.

He was ordered to name a new commander. He was not able to name a commander because there was insufficient Gold.

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

He had a special encounter. See Encounter Messages.

**He commands an army in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.**

Iron Wood



Ranks : Command 59 (74) Agent 0 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 84  
 Artifacts : #42 Dagger of Green Wisdom\ #121 Angbor  
 Spells (+0) : None

Iron Wood was located in the Open Plains at 2120.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to threaten the population center. Xanabos is now under our control.

He was ordered to force march the army. He accepted the forced march orders. Morale was reduced.

**He commands an army in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.**

Lindon



Ranks : Command 42 Agent 0 Emissary 0 Mage 40  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

Spells (+0) : #104 Resistances(77) #108 Blessings(68) #414 Scry Hex(95)  
 #415 Scry Area(91)

Lindon was located in the Mixed Forest at 2317.

He was ordered to hire an army. An army of 100 Heavy Infantry with 1 Food was hired.

He was ordered to cast a lore spell. Scry Area - Foreign armies identified: None. See report below.

He had a special encounter. See Encounter Messages.

**He commands an army in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.**

Nightbreeze



Ranks : Command 0 Agent 64 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 48  
 Artifacts : None  
 Spells (+0) : None

Nightbreeze was located in the Mountains at 2214.

She was ordered to steal the Gold. 2203 Gold was stolen at Overview.

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

***She is currently in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.***

Padfoot



Ranks : Command 0 Agent 36 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 27  
 Artifacts : None  
 Spells (+0) : None

Padfoot was located in the Mixed Forest at 2317.

She was ordered to have the nation sell to the caravans. 2556 Timber were sold for 12780 Gold.

She was ordered to guard a character. Fletcher was guarded.

***She is traveling with White Oak in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.***

Plum Crazy



Ranks : Command 0 Agent 0 Emissary 71 Mage 0  
 Health 100 Stealth 0 Challenge 35  
 Artifacts : None  
 Spells (+0) : None

Plum Crazy was located in the Open Plains at 1920.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. He was not able to influence/reduce the population center loyalty because the populace was not influenced. Current loyalty is perceived to be fair. Continued efforts may succeed.

***He is currently in the Open Plains at 1920. The Major Town/Tower of Flong Mars flying the flag of the Sheri-Urk is here.***

Shadow Walker



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

Shadow Walker was located in the Mountains at 2214.

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

He was ordered to scout an army. A scout of the army was attempted. Commander Quentinos of the Red Witches is located in the Mixed Forest at 2416 Travel mode is Normal. Morale is 55. Troops: Heavy Cavalry: 398 Heavy Infantry: 2132 Light Infantry: 237 Archers: 316 . Scouted army movement to new location at 2416.

*He is currently in the Mixed Forest at 2416. The Town/Tower of Riverside flying the flag of the Sundered is here.*

White Oak



Ranks : Command 30 Agent 44 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

White Oak was located in the Mixed Forest at 2317.

He was ordered to guard the location. The Gathering was guarded.

He was ordered to name a new commander. A new commander named Cedar was available.

*He commands a company in the Mixed Forest at 2317. The Major Town/Fort of The Gathering flying the flag of the Sundered is here.*

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (90)  
 Health 100+ Stealth 0 Challenge 105  
 Artifacts : #45 E Mere Vardo #51 Orcruin #65 Moon-axe/  
 #155 Staff of the Wanderer  
 Spells(+30) : #308 Capital Return(96) #402 Perceive Allegiance(100)  
 #412 Research Artifact(90) #418 Locate Artifact(91) #422 Perceive Power(90)  
 #428 Locate Artifact True(78)

Willow was located in the Mixed Forest at 2314.

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

She was ordered to find an artifact. An artifact search was attempted. Orcruin #51 was found in the Open Plains at 1813.

*She is currently in the Open Plains at 1813.*

Windsong



Ranks : Command 0 Agent 0 Emissary 67 Mage 30  
 Health 100 Stealth 0 Challenge 40

Artifacts : None

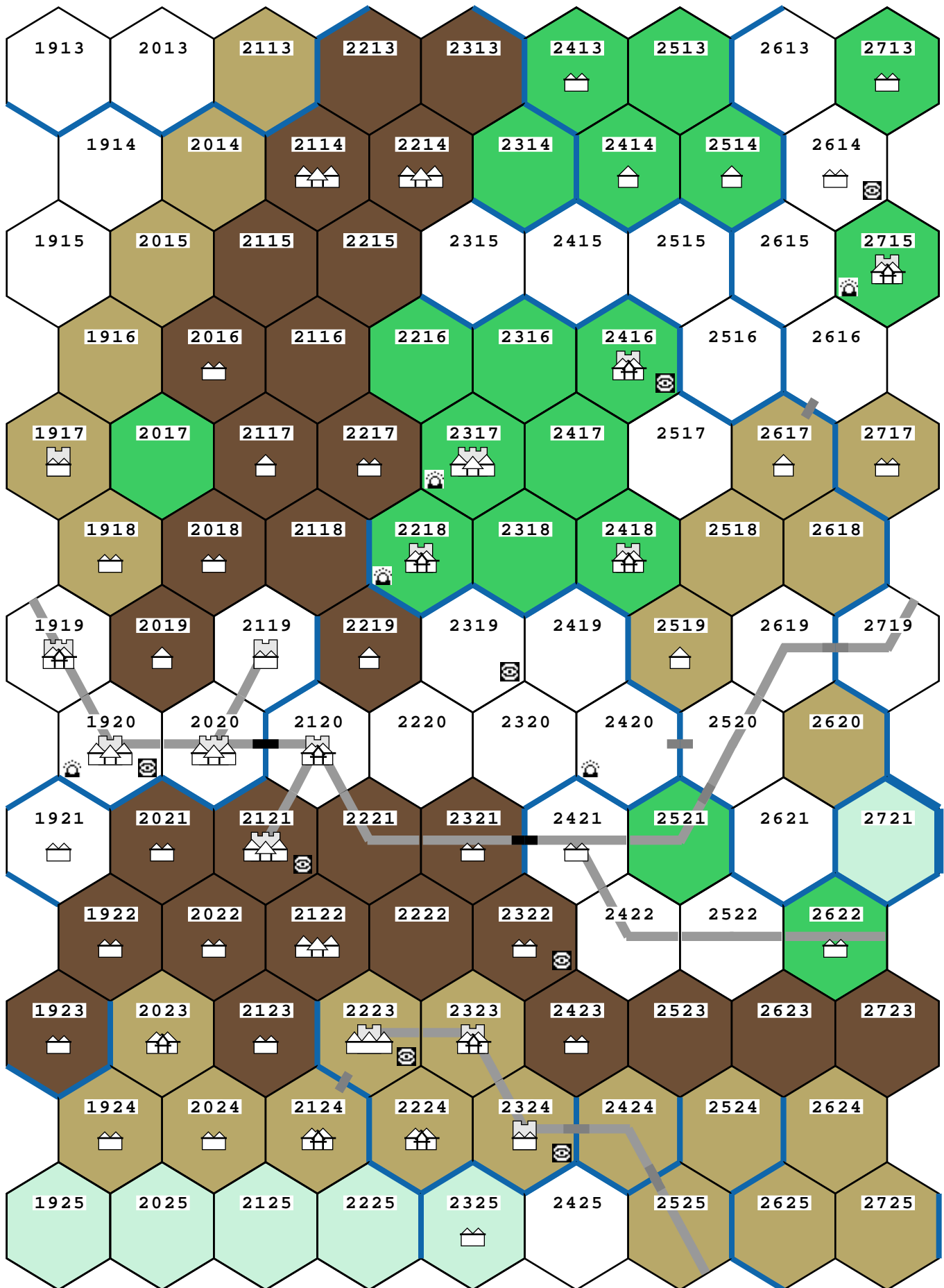
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

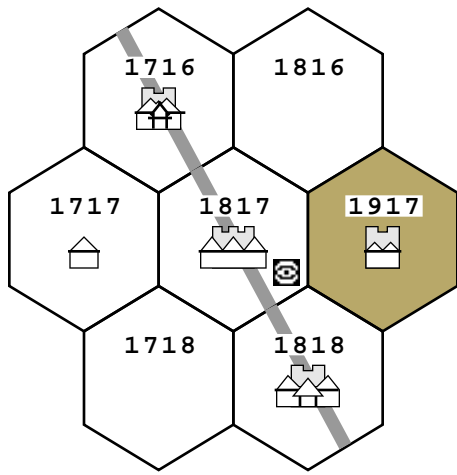
Windsong was located in the Hills & Rough at 2617.

She was ordered to influence the population center loyalty. The loyalty was influenced/improved at Crossing.

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

***She is currently in the Mountains at 3221. The Town/Tower of Morannon flying the flag of the Ground Pounders is here.***





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

**Deadwood (ID: deadw) @ 2416 Command**

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

**Fellstaff (ID: fells) @ 2418 Command**

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

**Fletcher (ID: fletc) @ 2218 Command**

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

**Iron Wood (ID: iron ) @ 1920 Command**

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

**Lindon (ID: lindo) @ 2317 Command Mage**

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

**Nightbreeze (ID: night) @ 2317 Agent**

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



**Padfoot (ID: padfo) @ 2317 Agent**

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

**Plum Crazy (ID: plum ) @ 1920 Emissary**

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

**Shadow Walker (ID: shado) @ 2416 Agent**

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

**White Oak (ID: white) @ 2317 Command Agent**

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

**Willow (ID: willo) @ 1813 Mage**

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

**Windsong (ID: winds) @ 3221 Emissary Mage**

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