

**MEPBM Games**  
**presents**

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



GAME # 141



## Plane

Victory points : 950  
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 :

**Alvernus [ 1317 ] Once Upon a Time [ 1267 ] Sing a Song [ 1025 ]**

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 #          | : | 18      |
| Account         | : | \$ 0.00 |
| Free Turns      | : | 0       |
| Security Code   | : | 1895    |
| Special Service | : | YES     |

# Plane

(A Free People)

Season : Spring

## RELATIONS WITH OTHER NATIONS

|                       |             |                      |             |                       |             |
|-----------------------|-------------|----------------------|-------------|-----------------------|-------------|
| # 1 North Kingdom     | : Disliked  | # 2 South Kingdom    | : Neutral   | # 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     | : Disliked  | #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 : 28 | 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      | 528                   | 0            | 0            | 0             | 0             | 13486  | 0      | -    |

**Cacanga** Location : @ 2534 in Hills & Rough Climate is Warm

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Village      | Fortifications : None | Loyalty : 54 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather               | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 0                     | 176          | 112          | 0             | 712           | 0      | 0      | 0    |
| Current stores      | 0                     | 264          | 0            | 60            | 1424          | 0      | 0      | -    |

*A small army bearing the banner of the Lands under Captain Null is here.*

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

|                     |                         |              |              |               |               |        |        |      |
|---------------------|-------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : City         | Fortifications : Castle | Loyalty : 70 | 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      | 1296                    | 0            | 2032         | 250           | 0             | 3846   | 990    | -    |

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

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

|                     |                        |              |              |               |               |        |        |      |
|---------------------|------------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp         | Fortifications : Tower | Loyalty : 35 | 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            | 224          | 0             | 0             | 0      | 0      | -    |

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

|                     |                       |              |              |               |               |        |        |      |
|---------------------|-----------------------|--------------|--------------|---------------|---------------|--------|--------|------|
| Size : Camp         | Fortifications : None | Loyalty : 46 | Docks : None | Hidden ? : No | Sieged ? : No |        |        |      |
| Surplus Product     | Leather               | Bronze       | Steel        | Mithril       | Food          | Timber | Mounts | Gold |
| Expected production | 0                     | 0            | 60           | 0             | 0             | 300    | 0      | 1100 |
| Current stores      | 0                     | 0            | 0            | 0             | 0             | 0      | 0      | -    |

## ARMIES AND NAVIES

**Army Commander : Captain Quellious** Location : @ 3034 in Hills & Rough Climate is Warm

|                                  |         |                 |        |              |          |               |        |
|----------------------------------|---------|-----------------|--------|--------------|----------|---------------|--------|
| Army morale :                    | 39      | 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      | 0            |          |               |        |
| Food                             | 4       | Low Supplies !! |        |              |          |               |        |
| War machines                     | 0       |                 |        |              |          |               |        |

*The City/Castle of Of Hate flying the flag of the Plane is here.*

**Army Commander : Commander Riadeegha** Location : @ 3036 in Hills & Rough Climate is Hot  
 Army morale : 22 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Haradan mûmakriders w/falchions 10 10 0 500 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
**The Camp/Tower of Of Valor flying the flag of the Benîm an Pharazôn is here.**

**Army Commander : Regent Solusek Ro** Location : @ 3037 in Hills & Rough Climate is Hot  
 Army morale : 67 Warships : 0 Transports : 0 (7) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Haradan mûmakriders w/falchions 10 10 60 1000 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0  
 Food 0 Out of Food !!  
 War machines 0  
 Characters traveling with army : - Mithaniel Marr.  
**The Village/Tower of Of Mischief flying the flag of the Sh'iar Empire is here.**

#### COMPANY COMMANDERS :

None

#### MARKET PRICES

| Product                       | Leather | Bronze | Steel | Mithril | Food   | Timber | Mounts |
|-------------------------------|---------|--------|-------|---------|--------|--------|--------|
| Market units available        | 16202   | 22278  | 5159  | 0       | 236809 | 31430  | 1458   |
| Purchase at market price/unit | 2       | 2      | 5     | 92      | 2      | 2      | 11     |
| Sell to market price/unit     | 1       | 1      | 2     | 49      | 1      | 1      | 6      |

#### MISCELLANEOUS

| Maintenance Costs expected next turn are:   | Totals for Nation: | Stores | Production |
|---|--------------------|--------|------------|
| Armies/Navies : 9100                        | Leather            | 1824   | 176        |
| Pop Centers : 2000                          | Bronze             | 264    | 176        |
| Characters : 24800                          | Steel              | 2256   | 300        |
|   | Mithril            | 310    | 0          |
| Total : 35900                               | Food               | 1424   | 712        |
|   | Timber             | 17332  | 358        |
|   | Mounts             | 990    | 40         |
| Current Tax rate : 39%                      |                    |        |            |
| Revenue expected next turn : 10990 (-24910) |                    |        |            |
| Current Gold reserve : 31102                |                    |        |            |

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

None

**You have the following double agents:**

None

**You have the following hostages:**

**Yoerjurg of the Sheri-Urk is held by Rallos Zek at 2223 - No Gold ransom demanded at this time.**

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 the fall of a Strategic Site.*

## ENCOUNTER MESSAGES

None

## COMBAT MESSAGES

### Battle at 2436

In the Warm climate of the Hills & Rough of 2436, a conflict took place in the early morning hours under a omen-filled sky.

At the head of a calm army rode **Commander Bawbuzagar** of the nation of the Benîm an Pharazôn. 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   |
|--|---------------|--------------|--------------|
| 882 Mixed Mannish horsemen w/shortswords | wooden/bronze | bronze/steel | ragged ranks |

The Village of Tyarretta flying the flag of the Plane is situated in the Hills & Rough here.

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

The battle for Tyarretta 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.... Bawbuzagar's army survived the attack on the Village, but suffered minor losses. Bawbuzagar appeared to have survived. The Village has been reduced to a Camp. The Camp has been under siege/attack this turn. The Camp now flies the flag of the Benîm an Pharazôn.

## 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.....     |
|----------------|---------|------------|---------------------------------|
| Adeyn          | 810     | MovChar    | 3034                            |
| Adeyn          | 947     | NatTran    | 3034 mo 100                     |
| Bertoxxulous   | 810     | MovChar    | 2339                            |
| Bertoxxulous   | 525     | InfOthr    |                                 |
| Brell Serilis  | 675     | SabPort    |                                 |
| Brell Serilis  | 810     | MovChar    | 2636                            |
| Bristlebane    | 525     | InfOthr    |                                 |
| Bristlebane    | 810     | MovChar    | 3036                            |
| Inoruuk        | 810     | MovChar    | 2934                            |
| Inoruuk        | 525     | InfOthr    |                                 |
| Mithaniel Marr | 725     | NamChar    | ^ ^ 10 10 10 ^                  |
| Mithaniel Marr | 310     | BidCar     | mi 250 25                       |
| Ordun Halbor   | 690     | StlGold    |                                 |
| Ordun Halbor   | 810     | MovChar    | 2122                            |
| Padrey         | 690     | StlGold    |                                 |
| Padrey         | 810     | MovChar    | 2927                            |
| Pon Opar       | 910     | ScoArea    |                                 |
| Pon Opar       | 810     | MovChar    | 4128                            |
| Quellious      | 185     | DnStNat    | 16                              |
| Quellious      | 325     | NatSell    | ti 100                          |
| Rallos Zek     | 810     | MovChar    | 2223                            |
| Rallos Zek     | 930     | ScoChar    |                                 |
| Riadeegha      | 255     | CptrPop    | ch                              |
| Riadeegha      | 860     | ForcMar    | se e h h sw ^ ^ ^ ^ ^ ^ ^ ^ no  |
| Samaub         | 690     | StlGold    |                                 |
| Samaub         | 810     | MovChar    | 1309                            |
| Solusek Ro     | 425     | RtrTrps    | ^ ^ ^ ^ ^ 100                   |
| Solusek Ro     | 850     | MovArmy    | sw sw se ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no |
| Tigon          | 215     | RfsPers    |                                 |
| Tigon          | 930     | ScoChar    |                                 |

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(48)

Adeyn was located in the Hills & Rough at 2239.

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

He was ordered to have the nation transport by the caravans. 490 Mounts (+10%) transported to Of Hate.

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

Angbor



Ranks : Command 10 Agent 18 Emissary 10 Mage 0  
 Health 100 Stealth 0 Challenge 16  
 Artifacts : None

Spells (+0) : None

Angbor has a special ability. He has a bonus to his Agent rank.

**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 69 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None

Spells (+0) : None

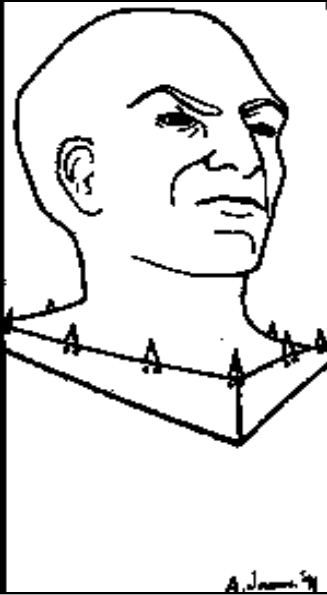
Bertoxxulous was located in the Hills & Rough at 2535.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Selen. Selen is now under our control.

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

**He is currently in the Hills & Rough at 2339. The un-owned Ruins/Tower of Shore is here.**

Brell Serilis



Ranks : Command 0 Agent 77 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 57  
 Artifacts : None  
 Spells (+0) : None

Brell Serilis was located in the Hills & Rough at 2139.

He was ordered to sabotage the harbor/port. He was not able to sabotage the harbor/port because there was no harbor or port.

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

***He is currently in the Hills & Rough at 2636. The City/Castle of Falassë flying the flag of the Benîm an Pharazôn is here.***

Bristlebane



Ranks : Command 0 Agent 0 Emissary 81 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Bristlebane was located in the Hills & Rough at 2537.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Darthir. Current loyalty is perceived to be rebellious.

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

***He is currently in the Hills & Rough at 3036. The Camp/Tower of Of Valor flying the flag of the Benîm an Pharazôn is here.***

Inoruuk



Ranks : Command 0 Agent 0 Emissary 81 Mage 0  
 Health 100 Stealth 0 Challenge 40  
 Artifacts : None  
 Spells (+0) : None

Inoruuk was located in the Hills & Rough at 2534.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Cacanga. Cacanga is now under our control.

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

***He is currently in the Hills & Rough at 2934. The Camp of Rhandir flying the flag of the South Kingdom is here.***

Mithaniel Marr



Ranks : Command 39 Agent 72 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 63  
 Artifacts : None  
 Spells (+0) : None

Mithaniel Marr was located in the Hills & Rough at 3034.

He was ordered to bid from the caravans. 250 Mithril was bought for 6250 Gold.

He was ordered to name a new character. No character name was provided. A new character named Angbor was available.

He moved with the army to 3037.

***He is traveling with Solusek Ro in the Hills & Rough at 3037. The Village/Tower of Of Mischief flying the flag of the Sh'iar Empire is here.***

Ordun Halbor



Ranks : Command 0 Agent 74 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

Ordun Halbor was located in the Mountains at 2114.

He was ordered to steal the Gold.

He injured Kandle of the Dark Feast and thwarted her guard mission. 4651 Gold was stolen at Khiranos.

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 74 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 55  
 Artifacts : None  
 Spells (+0) : None

Padrey was located in the Hills & Rough at 3723.

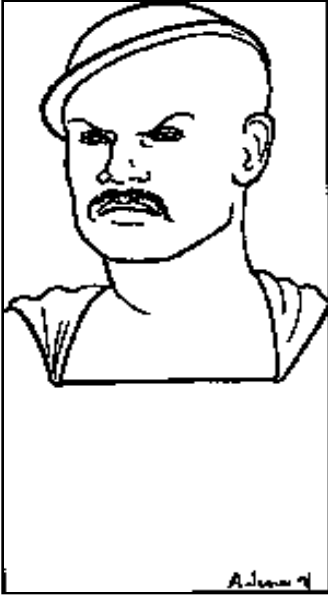
He was ordered to steal the Gold. 6040 Gold was stolen at Ashpit.

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

***He is currently in the Shore/Plains at 2927. The Major Town/Tower of Pelargir flying the flag of the Dark Feast is here.***



Pon Opar



Ranks : Command 0 Agent 56 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None  
 Spells (+0) : None

Pon Opar was located in the Mountains at 3124.

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

He was ordered to scout the area. A scout of the area was attempted. Foreign armies identified: None. See report below.

*He is currently in the Mountains at 4128. The Village/Tower of Fate flying the flag of the RhunLandChattelCo 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 downgrade our relations. Our relations with the Sh'iar Empire were downgraded.

She was ordered to have the nation sell to the caravans. The stores sold was changed because the total product sold was more than the market purchase limit. 9750 Timber were sold for 23400 Gold.

*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 68 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 51  
 Artifacts : None  
 Spells (+0) : None

Rallos Zek was located in the Open Plains at 1817.

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: Rogue Azzurro - Once Upon a Time. Captain Feodoros - Red Witches. Madonna. Agent Lamronos - Red Witches. Commander Venikhar - Red Witches. Nothing else was reported at this time.

*He is currently in the Hills & Rough at 2223. The City/Tower of Zaragost flying the flag of the Red Witches 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 2934.

He was ordered to capture the Camp of Rhandir. No enemies found at 2934.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

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

**He commands an army in the Hills & Rough at 3036. The Camp/Tower of Of Valor flying the flag of the Benim an Pharazôn is here.**

Samaub



Ranks : Command 0 Agent 67 Emissary 0 Mage 15  
 Health 100 Stealth 0 Challenge 53  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(51)

Samaub was located in the Hills & Rough at 1410.

He was ordered to steal the Gold. 2275 Gold was stolen at Haira.

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

**He is currently in the Open Plains at 1309. The Major Town of Sumar flying the flag of the North Kingdom 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.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to retire some troops. 100 Men-at-Arms were retired.

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

**He commands an army in the Hills & Rough at 3037. The Village/Tower of Of Mischief flying the flag of the Sh'iar Empire is here.**

Tigon



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

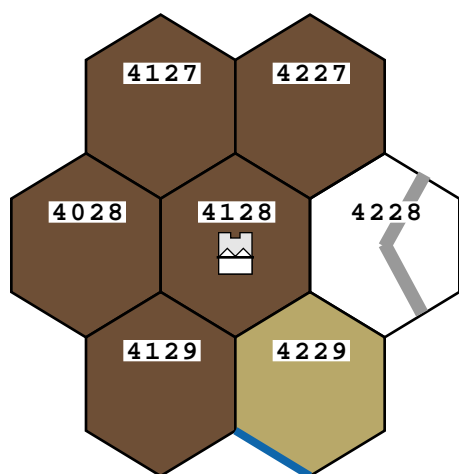
Tigon was located in the Hills & Rough at 2636.

He was ordered to refuse all personal challenges.

He was ordered to scout for any characters. A scout for characters was attempted.  
 Found: Rogue Leegrash - Benîm an Pharazôn. Marach - Free People Male. Angbor - Free  
 People Male. Rogue Klú Relortin - Lands. Emissary Ulwath - Benîm an Pharazôn. One or  
 more reports may be incorrect. Nothing else was reported at this time.

***He is currently in the Hills & Rough at 2636. The City/Castle of Falassë flying the  
 flag of the Benîm an Pharazôn is here.***

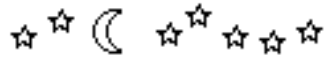




**MEPBM Games**  
**Middle-earth Play-By-Mail™**  
**Fourth Age, circa 1000**

Plane

**URNSHEET**



Game # 141



GALEN KEENE 110759  
 NONE  
 NONE  
 NONE

Game # : 141  
 Player # : 24  
 Turn # : 19  
 Security # : 1895

**Return this turnsheet before JUNE 16 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 _____<br><br>Required _____<br>Information _____<br>_____ | Order -> # _____ Code _____ Type _____<br><br>Required _____<br>Information _____<br>_____ |
|--|--|

**Angbor (ID: angbo) @ 3034 Command Agent Emissary**

|  |  |
|--|--|
| Order -> # _____ Code _____ Type _____<br><br>Required _____<br>Information _____<br>_____ | Order -> # _____ Code _____ Type _____<br><br>Required _____<br>Information _____<br>_____ |
|--|--|

**Bertorxxulous (ID: berto) @ 2339 Emissary**

|  |  |
|--|--|
| Order -> # _____ Code _____ Type _____<br><br>Required _____<br>Information _____<br>_____ | Order -> # _____ Code _____ Type _____<br><br>Required _____<br>Information _____<br>_____ |
|--|--|

**Brell Serilis (ID: brell) @ 2636 Agent**

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

**Bristlebane (ID: brist) @ 3036 Emissary**

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

**Inoruuk (ID: inoru) @ 2934 Emissary**

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

**Mithaniel Marr (ID: mitha) @ 3037 Command Agent**

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

**Ordun Halbor (ID: ordun) @ 2122 Agent**

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

**Padrey (ID: padre) @ 2927 Agent**

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

**Pon Opar (ID: pon o) @ 4128 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) @ 2223 Agent**

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

**Riadeegha (ID: riade) @ 3036 Command Emissary Mage**

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

**Samaub (ID: samau) @ 1309 Agent Mage**

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

**Solusek Ro (ID: solus) @ 3037 Command Mage**

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



## Tigon

(ID: tigon) @ 2636 Agent

Order      ->    #        Code            Type       

Required

## Information

Order      ->    #        Code            Type       

Required

## Information