

MEPBM Games
presents

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



GAME # 141



Acadians

Victory points : 500
Victory Conditions :

To hold at game end the population center of Rath Cael at 1715.
To acquire 10 additional artifacts (13) of any alignment.
To see to the termination of Zig Sha by any means whatsoever.
To see to the termination of Bruturuk by any means whatsoever.
To hold at game end the greatest amount of artifacts.

Top 3 Free Peoples :

Sing a Song [1175] Sundered [675] Wise Council [550]

Special Nation Abilities :

#02 Scout/recon at +20 to normal skill rank.
#17 Build ships at 1/2 timber cost.
#21 Hire new armies at no cost.
#32 Navies can travel open seas w/o fear of storms/lost.

Internet G141N04
BRAD BRUNET 109410
NONE
NONE
NONE

Game # : 141
Player # : 4
Turn # : 10
Account : \$ 0.00
Free Turns : 0
Security Code : 7245
Special Service : YES

Acadians

(A Free People)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Disliked	# 2 South Kingdom	: Neutral	# 3 Wise Council	: Tolerated
# 5 Silent Assembly	: Tolerated	# 6 Thorinar	: Tolerated	# 7 Sapphic Enclave	: Tolerated
# 8 Nameless	: Tolerated	# 9 Ground Pounders	: Tolerated	#10 Sundered	: Tolerated
#11 Lohmai'gwaith	: Tolerated	#12 Sheri-Urk	: Hated	#13 Red Witches	: Disliked
#14 Dark Feast	: Disliked	#15 Twilight Hammer	: Hated	#16 Sh'iar Empire	: Disliked
#17 Great Trollusk	: Hated	#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

Beaubassin Location : @ 0611 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 32	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	238	360	0	700
Current stores	0	0	0	0	0	0	0	-

Caraquet Location : @ 1414 in Open Plains Climate is Mild

Size : Town	Fortifications : Tower	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	178	0	0	0	562	0	5	0
Current stores	238	0	0	0	0	0	25	-

A small army bearing the banner of the Acadians under Veteran Cormier is here.

Grand-Pre Location : @ 0711 in Hills & Rough Climate is Mild

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	0	0	0	0	306	65	0	1100
Current stores	0	0	0	0	0	0	0	-

A large army bearing the banner of the Acadians under Veteran Biencourt is here.

An army bearing the banner of the Acadians under Veteran D'Entremont is here.

Louisbourg Location : @ 0614 in Mixed Forest Climate is Mild

Size : Town	Fortifications : Fort	Loyalty : 38	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	670	162	0	0
Current stores	0	0	96	0	0	0	0	-

Malpeque Location : @ 0714 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 36	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	677	79	0	0
Current stores	0	0	0	0	0	0	0	-

Port Royale (Capital) Location : @ 0613 in Mixed Forest Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 89	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	41	0	0	0	158	41	0	0
Current stores	41	0	0	0	0	0	0	-

A small army bearing the banner of the Acadians under Lord Champlain is here.

A navy bearing the banner of the Alvernus under Lord Llewi is here.

Port-La-Joye Location : @ 1120 in Shore/Plains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 22	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	252	0	0	0	450	0	18	0
Current stores	252	0	0	0	0	0	54	-

Saint Pierre Location : @ 0512 in Mixed Forest Climate is Mild
 Size : Village Fortifications : None Loyalty : 37 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 346 187 0 0
 Current stores 0 0 0 0 0 0 0 -

Tatamagouche Location : @ 0811 in Mountains Climate is Cold
 Size : Village Fortifications : None Loyalty : 17 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 91 58 5 0 0 0 0
 Current stores 0 91 116 0 0 0 0 -

A small army bearing the banner of the North Kingdom under Lord Cagh Monûnaw is here.

Tracadie Location : @ 0812 in Mountains Climate is Cold
 Size : Camp Fortifications : None Loyalty : 20 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 150 0 6 0 0 0 720
 Current stores 0 150 0 0 0 0 0 -

A small army bearing the banner of the North Kingdom under Commander Tor Mitari is here.

ARMIES AND NAVIES

Army Commander : Veteran Biencourt Location : @ 0711 in Hills & Rough Climate is Mild
 Army morale : 19 Warships : 0 Transports : 0 (8) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 10 16 0 1888 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 670 Low Supplies !!
 War machines 0
 The Major Town/Fort of Grand-Pre flying the flag of the Acadians is here.
 An army bearing the banner of the Acadians under Veteran D'Entremont is here.

Army Commander : Lord Champlain Location : @ 0613 in Mixed Forest Climate is Mild
 Army morale : 71 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan horsemen w/broadswords 50 50 50 100 Heavy Cavalry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 857
 War machines 0
 The City/Fort of Port Royale flying the flag of the Acadians is here.
 A navy bearing the banner of the Alvernus under Lord Llewi is here.

Army Commander : Veteran Cormier Location : @ 1414 in Open Plains Climate is Mild
 Army morale : 10 Warships : 0 Transports : 0 (2) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 10 10 0 400 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 0 Out of Food !!
 War machines 0
 The Town/Tower of Caraquet flying the flag of the Acadians is here.

Army Commander : Veteran D'Entremont Location : @ 0711 in Hills & Rough Climate is Mild
 Army morale : 15 Warships : 0 Transports : 0 (4) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Eriadoran footmen w/spears 10 10 0 800 Heavy Infantry
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 201 Low Supplies !!
 War machines 0
 The Major Town/Fort of Grand-Pre flying the flag of the Acadians is here.
 A large army bearing the banner of the Acadians under Veteran Biencourt is here.

COMPANY COMMANDERS :

None

MARKET PRICES

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	34274	24787	2747	596	248158	688	4874
Purchase at market price/unit	3	3	8	46	2	9	7
Sell to market price/unit	1	1	4	21	1	4	3

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 12952	Leather	531	471
Pop Centers : 4000	Bronze	241	241
Characters : 14740	Steel	212	106
	Mithril	0	11
Total : 31692	Food	0	3407
	Timber	0	894
Current Tax rate : 73%	Mounts	79	23
Revenue expected next turn : 29895 (-1797)			
Current Gold reserve : 5142			

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
Stone-mace of Setmaenen	Mace	175	No	Good	COMBAT - Increases damage by 500 points.

You have hidden the following additional artifacts:

None

NATION MESSAGES

There are rumors of an assassination attempt involving Hecate and Oslkjmog.

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 0810

In the Mild climate of the Hills & Rough of 0810, a conflict took place in the early morning hours under a clear sky.

At the head of a demoralized army rode **Veteran Saint-Etienne** of the nation of the Acadians. 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
1200 Eriadoran footmen w/spears	wooden	none	a mob

At the head of a rebellious army rode **Hero Machaon** of the nation of the North Kingdom. 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
1100 Dúnadan knights w/lances	wooden	none	a mob

At the head of a demoralized army rode **Lord Cagh Monúnaw** of the nation of the North Kingdom. 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
250 Dúnadan knights w/lances	wooden	steel	a mob

At the head of a rebellious army rode **Captain Patrocles** of the nation of the North Kingdom. 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
1500 Dúnadan knights w/lances	wooden	leather/bronze	solid ranks
1100 Lesser Dúnadan knights w/shortswords	bronze/steel	bronze/steel	solid ranks

The Village of Menagaueche flying the flag of the Acadians is situated in the Hills & Rough here.

Report from Saint-Etienne.....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 passed down the ranks.. Keep close ranks. Use standard formation. Like we practiced!

Against the forces of Patrocles, 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 Saint-Etienne.....Our foot soldiers struggled up and down the slopes in order to engage the enemy lines. The troops tried to fight well, but they needed much more training. They fought very poorly. However, we were overrun in less than a few hours.

After the battle.... Saint-Etienne's forces were destroyed/routed in the battle. Saint-Etienne appeared to have survived but suffers from grievous wounds. Machaon's forces found no enemy armies to fight. Cagh Monúnaw's forces found no enemy armies to fight. Patrocles's forces were victorious in the battle, but

suffered minor losses. Patrocles appeared to have survived.

The battle for Menagaueche 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.... Patrocles's army survived the attack on the Village, but suffered minor losses. Patrocles 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 North Kingdom.

Battle at 0913

In the Mild climate of the Mixed Forest of 0913, a conflict took place in the early afternoon under an overcast sky.

At the head of a demoralized army rode **Commander Tor Mitari** of the nation of the North Kingdom. 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
250 Dúnadan knights w/lances	wooden	steel	a mob

The Village of Gaspareaux flying the flag of the Acadians is situated in the Mixed Forest here.

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

The battle for Gaspareaux 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.... Tor Mitari's army survived the attack on the Village, but suffered minor losses. Tor Mitari 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 North Kingdom.

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.....
Arsenault	520	InfYour	
Arsenault	325	NatSell	ti 100
Biencourt	408	HvInfan	400 ^ ^
Biencourt	605	GrdLoc	
Broussard	605	GrdLoc	
Broussard	810	MovChar	1010
Champlain	728	NamComm	Comeau m
Champlain	325	NatSell	mi 100
Cormier	408	HvInfan	200 ^ ^
Cormier	925	Recon	
D'Aulnay	550	ImprPop	
D'Aulnay	810	MovChar	1515
D'Entremont	408	HvInfan	200 ^ ^
D'Entremont	850	MovArmy	ne e ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Durelle	690	StlGold	
Durelle	810	MovChar	1615
JF Breau	690	StlGold	
JF Breau	810	MovChar	1609
Martin	500	Double	borgb
Martin	810	MovChar	0812
Pierre Lejeune	500	Double	borgb
Pierre Lejeune	810	MovChar	1515
Robichaud	325	NatSell	fo 100
Robichaud	520	InfYour	
Saint-Etienne	215	RfsPers	
Saint-Etienne	840	Stand	w

Arsenault



Ranks : Command 0 Agent 0 Emissary 38 Mage 0
 Health 100 Stealth 0 Challenge 19
 Artifacts : None
 Spells (+0) : None

Arsenault was located in the Mixed Forest at 0613.

He was ordered to have the nation sell to the caravans. 894 Timber were sold for 1788 Gold.

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

He is currently in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.

Biencourt



Ranks : Command 10 Agent 35 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Biencourt was located in the Hills & Rough at 0711.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Wood weapons and No armor were recruited.

He was ordered to guard the location. Grand-Pre was guarded.

He commands an army in the Hills & Rough at 0711. The Major Town/Fort of Grand-Pre flying the flag of the Acadians is here.

Broussard



Ranks : Command 0 Agent 44 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 33
 Artifacts : None
 Spells (+0) : None

Broussard was located in the Mountains at 0608.

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

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

He is currently in the Open Plains at 1010. The Village/Tower of Emenduin flying the flag of the North Kingdom is here.

Champlain



Ranks : Command 50 Agent 0 Emissary 53 Mage 0
 Health 100 Stealth 0 Challenge 66
 Artifacts : #175 Stone-mace of Setmaenen/
 Spells (+0) : None

Champlain was located in the Mixed Forest at 0613.

He was ordered to have the nation sell to the caravans. 46 Mithril were sold for 966 Gold.

He was ordered to name a new commander. A new commander named Comeau was available.
He commands an army in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.

Comeau



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 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.

Cormier



Ranks : Command 10 Agent 29 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

Cormier was located in the Open Plains at 1414.

Lack of Food may have affected army movement.

Lack of Food restricted the army morale.

He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

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

He commands an army in the Open Plains at 1414. The Town/Tower of Caraquet flying the flag of the Acadians is here.

D'Aulnay



Ranks : Command 0 Agent 0 Emissary 78 Mage 0
 Health 100 Stealth 0 Challenge 39
 Artifacts : None
 Spells (+0) : None

D'Aulnay was located in the Open Plains at 1414.

He was ordered to improve the population center size. Caraque was improved to a Town.

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

He is currently in the Shore/Plains at 1515.

D'Entremont



Ranks : Command 10 Agent 28 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 23
 Artifacts : None
 Spells (+0) : None

D'Entremont was located in the Mixed Forest at 0512.

He was ordered to recruit some heavy infantry. 200 Heavy Infantry w/Wood weapons and No armor were recruited.

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

He commands an army in the Hills & Rough at 0711. The Major Town/Fort of Grand-Pre flying the flag of the Acadians is here.

Durelle



Ranks : Command 0 Agent 42 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 31
 Artifacts : None
 Spells (+0) : None

Durelle was located in the Mountains at 2114.

He was ordered to steal the Gold. 500 Gold was stolen at Khiranos.

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

He is currently in the Shore/Plains at 1615. The Village of Saghamor flying the flag of the Red Witches is here.

JF Breau



Ranks : Command 0 Agent 50 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 37
 Artifacts : None
 Spells (+0) : None

JF Breau was located in the Mixed Forest at 1517.

He was ordered to steal the Gold. 971 Gold was stolen at Dar Mors.

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

He is currently in the Hills & Rough at 1609. The Major Town/Fort of Weathertop flying the flag of the North Kingdom is here.

LeBlanc



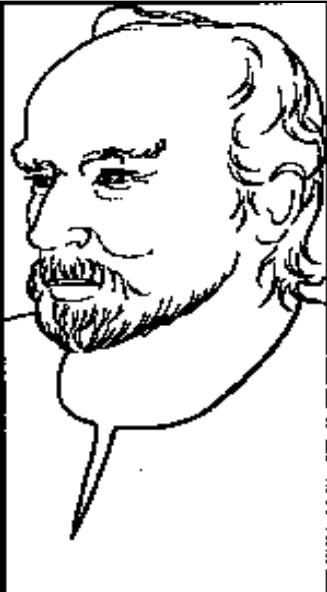
Ranks : Command 30 Agent 0 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

LeBlanc was located in an unknown location.

LeBlanc could not escape from being held hostage.

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

Martin



Ranks : Command 0 Agent 0 Emissary 59 Mage 0
 Health 100 Stealth 0 Challenge 29
 Artifacts : None
 Spells (+0) : None

Martin was located in the Shore/Plains at 1120.

He was ordered to recruit a double agent. He was not able to recruit the double agent because the target character does not have emissary or agent skill.

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

He is currently in the Mountains at 0812. The Camp of Tracadie flying the flag of the Acadians is here.

Pierre Lejeune



Ranks : Command 0 Agent 0 Emissary 61 Mage 0
 Health 100 Stealth 0 Challenge 30
 Artifacts : None
 Spells (+0) : None

Pierre Lejeune was located in the Shore/Plains at 1120.

He was ordered to recruit a double agent. He was not able to recruit the double agent because the target character does not have emissary or agent skill.

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

He is currently in the Shore/Plains at 1515.

Robichaud



Ranks : Command 0 Agent 0 Emissary 39 Mage 0
 Health 100 Stealth 0 Challenge 19
 Artifacts : None
 Spells (+0) : None

Robichaud was located in the Mixed Forest at 0613.

He was ordered to have the nation sell to the caravans. 6774 Food were sold for 6774 Gold.

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

He is currently in the Mixed Forest at 0613. The City/Fort of Port Royale flying the flag of the Acadians is here.

Saint-Etienne



Ranks : Command 10 Agent 31 Emissary 0 Mage 0
 Health 40 Stealth 0 Challenge 25
 Artifacts : None
 Spells (+0) : None

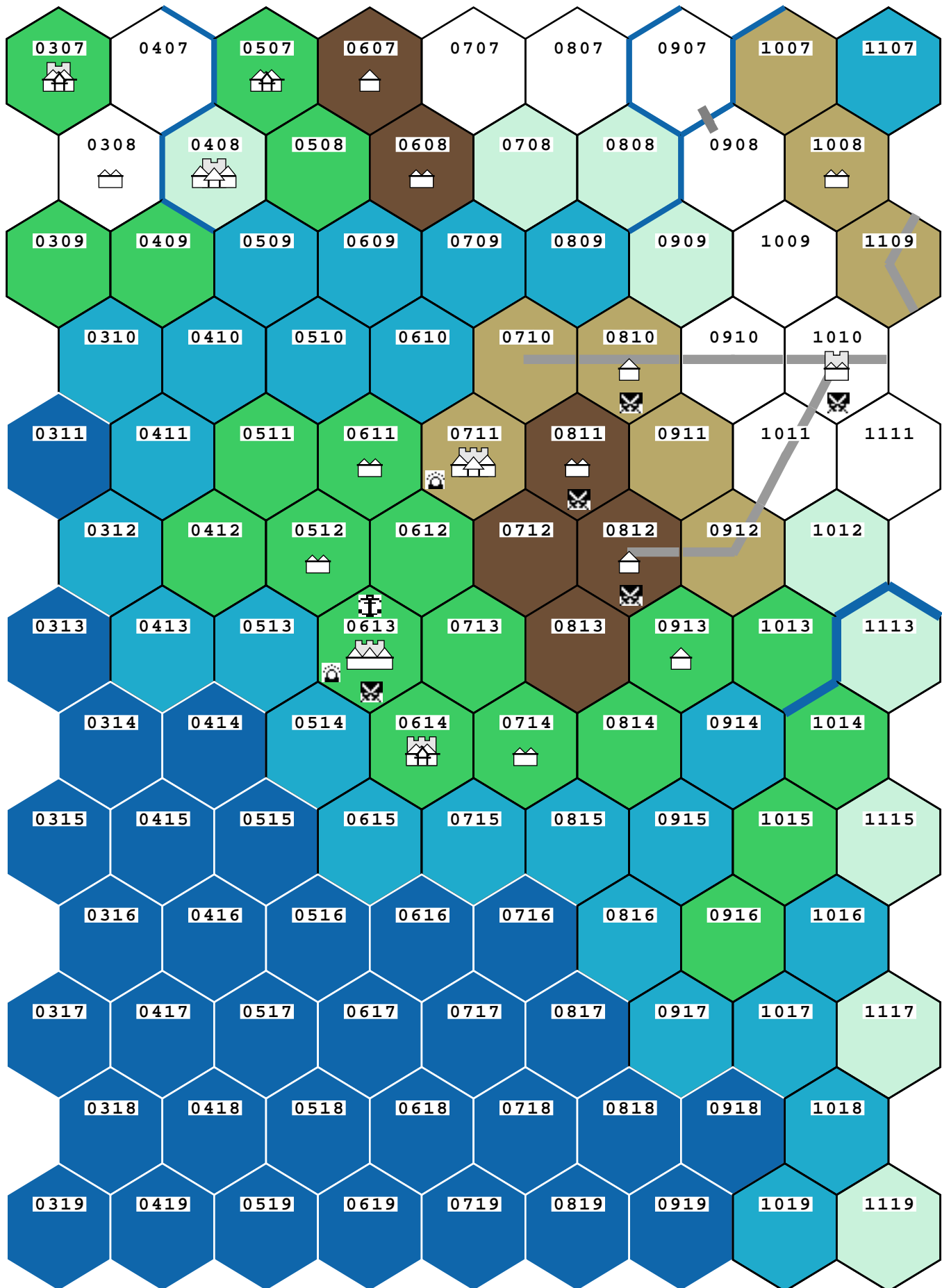
Saint-Etienne was located in the Hills & Rough at 0810.

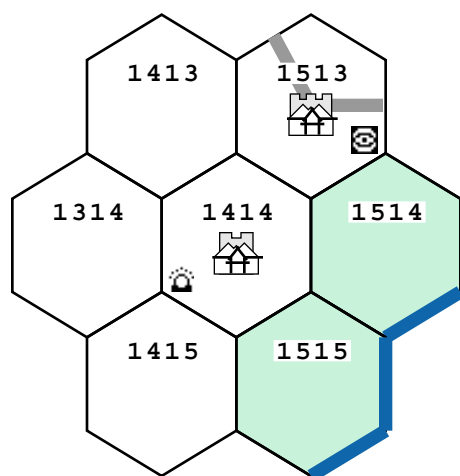
He was ordered to refuse all personal challenges.

Saint-Etienne was wounded during combat.

He was ordered to stand and defend. He was not able to stand and defend because he does not command an army.

He is currently in the Hills & Rough at 0810. The Camp of Menagauche flying the flag of the North Kingdom is here.

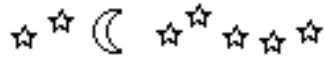




MEPBM Games
Middle-earth Play-By-Mail™
Fourth Age, circa 1000

Acadians

URNSHEET



Game # 141



BRAD BRUNET 109410
 NONE
 NONE
 NONE

Game # : 141
 Player # : 4
 Turn # : 11
 Security # : 7245

Return this turnsheet before FEBRUARY 24 2013

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

Daytime Phone #: _____

Arsenault (ID: arsen) @ 0613 Emissary

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Biencourt (ID: bienc) @ 0711 Command Agent

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Broussard (ID: brous) @ 1010 Agent

Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____	Order -> # _____ Code _____ Type _____ Required _____ Information _____ _____
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Champlain (ID: champ) @ 0613 Command Emissary

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

Comeau (ID: comea) @ 0613 Command

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Cormier (ID: cormi) @ 1414 Command Agent

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

D'Aulnay (ID: d'aul) @ 1515 Emissary

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

D'Entremont (ID: d'ent) @ 0711 Command Agent

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

Durelle (ID: dural) @ 1615 Agent

<div style="margin-bottom: 10px;"> Order -> # Code Type <div style="border-bottom: 1px solid black; width: 100px; display: inline-block;"></div> </div> <div> Required <div style="border-bottom: 1px solid black; width: 100px; display: inline-block;"></div> </div> <div> Information <div style="border-bottom: 1px solid black; width: 100px; display: inline-block;"></div> </div>	<div style="margin-bottom: 10px;"> Order -> # Code Type <div style="border-bottom: 1px solid black; width: 100px; display: inline-block;"></div> </div> <div> Required <div style="border-bottom: 1px solid black; width: 100px; display: inline-block;"></div> </div> <div> Information <div style="border-bottom: 1px solid black; width: 100px; display: inline-block;"></div> </div>
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JF Breau (ID: jf b) @ 1609 Agent

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

Martin (ID: marti) @ 0812 Emissary

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

Pierre Lejeune (ID: pierr) @ 1515 Emissary

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

Robichaud (ID: robic) @ 0613 Emissary

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

Saint-Etienne (ID: saint) @ 0810 Command Agent

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