

MEPBM Games**presents**

Middle-earth Play-By-Mail™

Fourth Age, circa 1000



GAME # 141

**Lands**

Victory points : 966

Victory Conditions :

To terminate 10 characters by personal challenge or by assassination.
 To see to the termination of Gamina by any means whatsoever.
 To see to the termination of Pericles by any means whatsoever.
 To see to the termination of Guarmath by any means whatsoever.
 To hold at game end the artifact: Blood Spike #90.

Top 3 Neutrals :

Alvernus [1234] Lands [966] Plane [750]

Special Nation Abilities :

#08 Buy/sell orders receive 20% market adjustments.
 #11 New agents start at rank up to 40.
 #17 Build ships at 1/2 timber cost.
 #19 Build fortifications at 1/2 timber cost.

Internet G141N21
 NATE KEENE 110758
 NONE
 NONE
 NONE

Game # : 141
 Player # : 21
 Turn # : 11
 Account : \$ 0.00
 Free Turns : 0
 Security Code : 3123
 Special Service : YES

Lands

(A Neutral)

Season : Winter

RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Disliked	# 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	: Neutral
#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	: Neutral
#19 RhunLandChattelCo	: Neutral	#20 Tribes of Angmar	: Neutral	#22 Sing a Song	: Tolerated
#23 Once Upon a Time	: Tolerated	#24 Plane	: Tolerated	#25 Alvernus	: Tolerated

POPULATION CENTERS

Amrûn Location : @ 2336 in Hills & Rough Climate is Mild

Size : Village	Fortifications : None	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	338	0	22	1200
Current stores	0	0	0	0	16	0	155	-

Deldúwath Location : @ 2435 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 18	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	90	0	0	0	0	144	9	0
Current stores	154	0	0	0	0	144	55	-

Desert Location : @ 2236 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 57	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	324	0	120	0	0	108	0	0
Current stores	556	0	362	0	0	108	0	-

Hills (Capital) Location : @ 2137 in Mixed Forest Climate is Mild

Size : City	Fortifications : Fort	Loyalty : 79	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	70	54	0	0
Current stores	2616	0	24	40	4	54	2200	-

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

Korondë Location : @ 2235 in Hills & Rough Climate is Mild

Size : Town	Fortifications : None	Loyalty : 37	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	60	0	0	0	124	0	1300
Current stores	0	500	0	0	0	124	0	-

Lámina Location : @ 2935 in Hills & Rough Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 76	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	981	0	9	1200
Current stores	0	0	0	0	37	0	49	-

Mae Govannon Location : @ 2536 in Hills & Rough Climate is Hot

Size : Village	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	192	0	0	173	0	0	880
Current stores	0	1248	0	0	9	0	0	-

Mountains Location : @ 2136 in Mixed Forest Climate is Mild

Size : Village	Fortifications : None	Loyalty : 53	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	619	79	0	0
Current stores	0	0	0	0	32	79	0	-

Mukatana Location : @ 2634 in Hills & Rough Climate is Mild
 Size : Camp Fortifications : None Loyalty : 38 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 306 210 0 0 0 0 0 1200
 Current stores 525 1260 0 0 0 0 0 -

Nargelion Location : @ 2135 in Mixed Forest Climate is Mild
 Size : Camp Fortifications : None Loyalty : 33 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 0 0 333 333 0 0
 Current stores 0 0 0 0 13 333 0 -

Plains Location : @ 2337 in Shore/Plains Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 31 Docks : Harbor Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 200 0 0 0 259 0 5 0
 Current stores 343 0 0 0 13 0 31 -

Rough Location : @ 2139 in Hills & Rough Climate is Mild
 Size : Major Town Fortifications : Tower Loyalty : 37 Docks : Port Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 108 0 0 0 104 0 1400
 Current stores 0 648 0 0 1199 42037 0 -

A small army bearing the banner of the Lands under Lord Sound is here.

Shore Location : @ 2339 in Hills & Rough Climate is Mild
 Size : Town Fortifications : Tower Loyalty : 43 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 150 36 0 0 0 0 1000
 Current stores 0 900 109 0 0 0 0 -

Swamp Location : @ 2335 in Hills & Rough Climate is Mild
 Size : Camp Fortifications : Tower Loyalty : 34 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 0 0 70 0 0 108 0 1000
 Current stores 0 0 211 0 0 108 0 -

Thargelion Location : @ 2437 in Hills & Rough Climate is Mild
 Size : Village Fortifications : None Loyalty : 64 Docks : None Hidden ? : No Sieged ? : No
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold
 Expected production 115 0 0 0 900 108 0 0
 Current stores 192 0 0 0 43 108 0 -

ARMIES AND NAVIES

Army Commander : Commander Null Location : @ 2137 in Mixed Forest Climate is Mild
 Army morale : 72 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 77 30 10 200 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0
 Armor 0 0 0
 Food 900
 War machines 0
 Characters traveling with army : - Dark .
 The City/Fort of Hills flying the flag of the Lands is here.

Army Commander : Lord Sound Location : @ 2139 in Hills & Rough Climate is Mild
 Army morale : 10 Warships : 0 Transports : 0 (1) Travel mode : Normal
 Troops Training Weapon Armor # Troops Troop Type
 Lesser Dúnadan mercenaries w/broadswords 10 30 10 100 Men-at-Arms
 Baggage Train Leather Bronze Steel Mithril
 Weapons - 0 0 0
 Armor 0 0 0
 Food 1 Low Supplies !!
 War machines 0
 Characters traveling with army : - Fire .
 The Major Town/Tower of Rough flying the flag of the Lands is here.

COMPANY COMMANDERS :

None

MARKET PRICES

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

MISCELLANEOUS

Maintenance Costs expected next turn are:	Totals for Nation:	Stores	Production
Armies/Navies : 700	Leather	4386	1035
Pop Centers : 4250	Bronze	4556	720
Characters : 22960	Steel	706	226
	Mithril	40	0
Total : 27910	Food	1366	3673
	Timber	43095	1162
Current Tax rate : 39%	Mounts	2490	45
Revenue expected next turn : 25755 (-2155)			
Current Gold reserve : 9266			

Ritual character terminations: 0

Ships have been left anchored at the following locations:

7 warships at hex 2139
 1 transports at hex 2139

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:

None

NATION MESSAGES

*There are rumors of an encounter involving Myrthrandir at 4326.
 377 Gold was stolen at Nargelion.
 156 Gold was stolen at Nargelion.
 192 Gold was stolen at Nargelion.
 120 Gold was stolen at Nargelion.
 There are rumors of Gold being transported by caravan from Innuendo to Casa .
 Our populace reports that the deadline for allegiance change is imminent!*

ENCOUNTER MESSAGES

None

COMBAT MESSAGES

Battle at 2537

In the Hot climate of the Hills & Rough of 2537, a conflict took place in the early afternoon under an overcast sky.

At the head of a rebellious army rode **Hero Cereanth** of the nation of the South Kingdom. The mount on which she rode moved with trepidation to the center of the battle lines. Behind her the forming ranks were filled with:

Troops	Weapons	Armor	Formations
900 Dúnadan footmen w/broadswords	bronze	leather/bronze	a mob

The Town of Darthir flying the flag of the Lands is situated in the Hills & Rough here.

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

The battle for Darthir 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.... Cereanth's army survived the attack on the Town, but suffered minor losses. Cereanth appeared to have survived. The Town has been reduced to a Village. The Village has been under siege/attack this turn. The Village now flies the flag of the South 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.....
Aldhelm Demuret	315	PrchCar	le 2000
Aldhelm Demuret	325	NatSell	fo 100
Cinard	690	StlGold	
Cinard	810	MovChar	3434
Dark	185	DnStNat	2
Dark	940	CstLoSp	415 2438
Earth	550	ImprPop	
Earth	810	MovChar	2537
Fire	185	DnStNat	2
Fire	870	MovJoin	2139 sound
Kalatar	690	StlGold	
Kalatar	810	MovChar	3333
Klú Relortin	690	StlGold	
Klú Relortin	810	MovChar	3333
Light	525	InfOthr	
Light	810	MovChar	2435
Null	300	ChTaxRt	39
Null	315	PrchCar	mo 1500
Qesset	690	StlGold	
Qesset	810	MovChar	3335
Sound	770	HrArmy	100 ma ^ ^ 1
Sound	330	CstCjSp	510 ^
Tabaya Kas	690	StlGold	
Tabaya Kas	810	MovChar	3334
Tartas Izain	690	StlGold	
Tartas Izain	810	MovChar	3334
Water	520	InfYour	
Water	810	MovChar	3633
Wind	525	InfOthr	
Wind	810	MovChar	3336

Aldhelm Demuret



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

Aldhelm Demuret was located in the Mixed Forest at 2137.

He was ordered to purchase from the caravans. 2000 Leather were bought for 4800 Gold.

He 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. 16605 Food were sold for 19926 Gold.

He is currently in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Cinard



Ranks : Command 0 Agent 60 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Cinard was located in the Hills & Rough at 3136.

He was ordered to steal the Gold. 451 Gold was stolen at Of Storms.

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

He is currently in the Hills & Rough at 3434. The Town/Tower of C-Band flying the flag of the Sh'iar Empire is here.

Dark



Ranks : Command 62 Agent 0 Emissary 0 Mage 45
 Health 100 Stealth 0 Challenge 73
 Artifacts : None

Spells (+0) : #406 Divine Army(98) #412 Research Artifact(100)
 #413 Scry Population Center(100) #415 Scry Area(87) #418 Locate Artifact(60)
 #428 Locate Artifact True(73)

Dark was located in the Mixed Forest at 2137.

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

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

He is traveling with Null in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Earth



Ranks : Command 30 Agent 0 Emissary 82 Mage 0
 Health 100 Stealth 0 Challenge 48
 Artifacts : None
 Spells (+0) : None

Earth was located in the Hills & Rough at 2336.

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

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

He is currently in the Hills & Rough at 2537. The Village of Darthir flying the flag of the South Kingdom is here.

Fire



Ranks : Command 63 Agent 51 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 72
 Artifacts : None
 Spells (+0) : None

Fire was located in the Mixed Forest at 2137.

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

He was ordered to move and join the army. He accepted the movement orders. He joined the army commanded by Sound.

He is traveling with Sound in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.

Kalatar



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

Kalatar was located in the Hills & Rough at 3136.

He was ordered to steal the Gold. 317 Gold was stolen at Of Storms.

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

He is currently in the Hills & Rough at 3333. The Camp of Sharbhund flying the flag of the Benîm an Pharazôn is here.

Kl Relortin



Ranks : Command 0 Agent 63 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 47
 Artifacts : None
 Spells (+0) : None

Klú Relortin was located in the Hills & Rough at 3136.

He was ordered to steal the Gold. 125 Gold was stolen at Of Storms.

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

He is currently in the Hills & Rough at 3333. The Camp of Sharbhund flying the flag of the Benîm an Pharazôn is here.

Light



Ranks : Command 0 Agent 0 Emissary 57 Mage 0
 Health 100 Stealth 0 Challenge 28
 Artifacts : None
 Spells (+0) : None

Light was located in the Hills & Rough at 2239.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Bauglira. 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 2435. The Camp of Deldúwath flying the flag of the Lands is here.

Null



Ranks : Command 38 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 57
 Artifacts : None

Spells (+0) : #412 Research Artifact(78) #413 Scry Population Center(72)
 #415 Scry Area(56) #418 Locate Artifact(68) #428 Locate Artifact True(71)

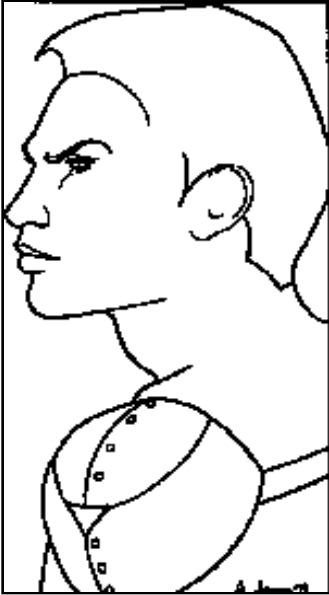
Null was located in the Mixed Forest at 2137.

He was ordered to change the tax rate. The tax rate was changed to 39. Loyalty has been affected.

He was ordered to purchase from the caravans. 1500 Mounts were bought for 8400 Gold.

He commands an army in the Mixed Forest at 2137. The City/Fort of Hills flying the flag of the Lands is here.

Qesset



Ranks : Command 0 Agent 59 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 44
 Artifacts : None
 Spells (+0) : None

Qesset was located in the Hills & Rough at 3136.

He was ordered to steal the Gold. 269 Gold was stolen at Of Storms.

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

He is currently in the Hills & Rough at 3335. The Village of Ku-Band flying the flag of the Sh'iar Empire is here.

Sound



Ranks : Command 53 Agent 0 Emissary 0 Mage 48
 Health 100 Stealth 0 Challenge 65
 Artifacts : None

Spells (+0) : #412 Research Artifact(100) #413 Scry Population Center(97)
 #415 Scry Area(74) #418 Locate Artifact(60) #510 Conjure Food(77)

Sound was located in the Hills & Rough at 2139.

He was ordered to cast a conjuring spell. Conjure Food was cast. 1200 Food was conjured.

He was ordered to hire an army. An army of 100 Men-at-Arms with 1 Food was hired.

He commands an army in the Hills & Rough at 2139. The Major Town/Tower of Rough flying the flag of the Lands is here.

Tabaya Kas



Ranks : Command 0 Agent 60 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Tabaya Kas was located in the Hills & Rough at 3136.

He was ordered to steal the Gold. 461 Gold was stolen at Of Storms.

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

He is currently in the Hills & Rough at 3334. The Village/Tower of Tudaninazul flying the flag of the Benim an Pharazôn is here.

Tartas Izain



Ranks : Command 0 Agent 61 Emissary 0 Mage 0
 Health 100 Stealth 0 Challenge 45
 Artifacts : None
 Spells (+0) : None

Tartas Izain was located in the Hills & Rough at 3136.

He was ordered to steal the Gold. 230 Gold was stolen at Of Storms.

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

He is currently in the Hills & Rough at 3334. The Village/Tower of Tudaninazul flying the flag of the Benim an Pharazôn is here.

Water



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

Water was located in the Hills & Rough at 2935.

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

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

He is currently in the Hills & Rough at 3633.

Wind



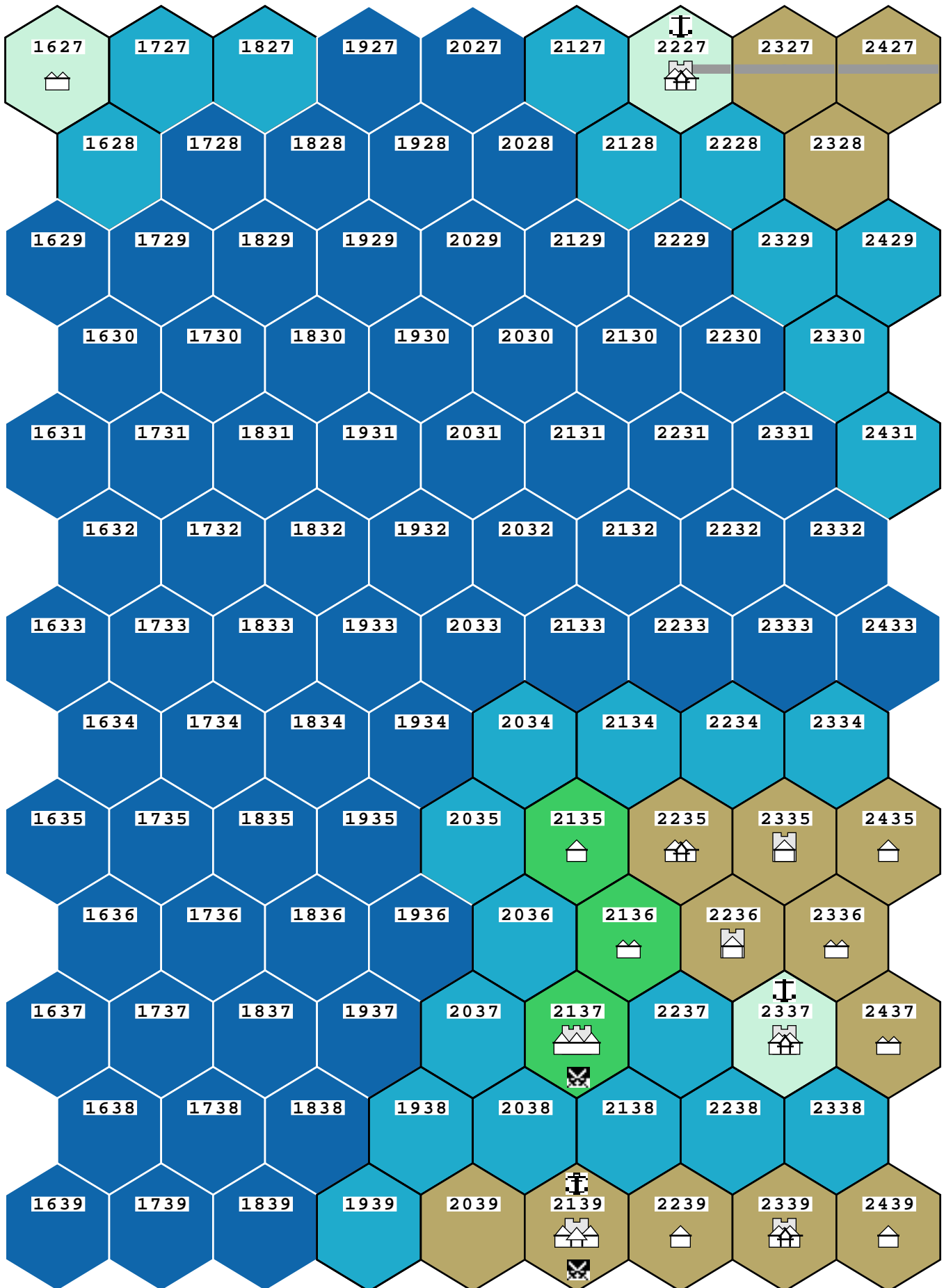
Ranks : Command 0 Agent 0 Emissary 68 Mage 0
 Health 100 Stealth 0 Challenge 34
 Artifacts : None
 Spells (+0) : None

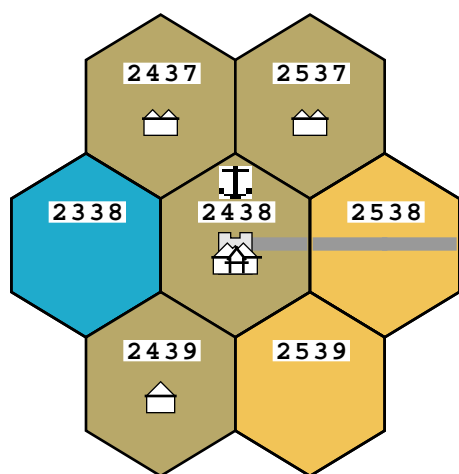
Wind was located in the Hills & Rough at 2834.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Herenya. 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 3336. The Camp of MPEG-2 flying the flag of the Nameless is here.







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Game #      : 141
Player #    : 21
Turn #      : 12
Security #  : 3123
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Return this turnsheet before MARCH 10 2013

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

Daytime Phone #: _____

Aldhelm Demuret (ID: aldhe) @ 2137 Agent

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

Cinard (ID: cinar) @ 3434 Agent

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

Dark (ID: dark) @ 2137 Command Mage

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

Earth (ID: earth) @ 2537 Command Emissary

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

Fire (ID: fire) @ 2139 Command Agent

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

Kalatar (ID: kalat) @ 3333 Agent

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

Klú Relortin (ID: klu r) @ 3333 Agent

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

Light (ID: light) @ 2435 Emissary

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

Null (ID: null) @ 2137 Command Mage

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

Qesset (ID: qesse) @ 3335 Agent

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

Sound (ID: sound) @ 2139 Command Mage

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

Tabaya Kas (ID: tabay) @ 3334 Agent

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

Tartas Izain (ID: tarta) @ 3334 Agent

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

Water (ID: water) @ 3633 Emissary

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

Wind (ID: wind) @ 3336 Emissary

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