

**MEPBM Games**  
**presents**

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



GAME # 141



## Sundered

Victory points : 700  
 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 [ 1317 ]   Once Upon a Time [ 1267 ]   Sing a Song [ 1025 ]**

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 #	:	18
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	4743
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	: Tolerated
#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 : 27	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	0	119	22	-

An army bearing the banner of the Sundered under Commander Fletcher is here.  
**A large army bearing the banner of the Red Witches under Lord Ivanosh is here.**

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

Size : Major Town	Fortifications : Fort	Loyalty : 58	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	0	176	0	-

A small army bearing the banner of the Sundered under Captain Lindon is here.  
**A huge army bearing the banner of the Red Witches under Commander Nerya Rubyhair is here.**

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

Size : Village	Fortifications : None	Loyalty : 16	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	0	96	16	-

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

Size : Town	Fortifications : Tower	Loyalty : 32	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	552	0	0	0	0	0	48	-

Foreign characters reported in the hex : **A Balrog - Cora Crimsoneye.**  
**An army bearing the banner of the Red Witches under Regent Hamishar is here.**  
**An army bearing the banner of the Red Witches under Commander Samael is here.**  
**A small army bearing the banner of the Red Witches under Commander Tuonikhos is here.**

## ARMIES AND NAVIES

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

Army morale : 44 Warships : 0 Transports : 0 (3) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	10	13	700	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 : - Deadwood - Huorns and Ents.

The Town/Tower of Cataract Glen flying the flag of the Sundered is here.  
**A large army bearing the banner of the Red Witches under Lord Ivanosh is here.**

**Army Commander : Captain Lindon** Location : @ 2317 in Mixed Forest Climate is Mild  
 Army morale : 42 Warships : 0 Transports : 0 (2) Travel mode : Normal

Troops	Training	Weapon	Armor	# Troops	Troop Type
Wood Elf footsoldiers w/broadswords	25	50	48	500	Heavy Infantry
Baggage Train Leather	Bronze	Steel	Mithril		
Weapons	-	0	0		
Armor	0	0	0		
Food	1	Low Supplies !!			
War machines	0				

Characters traveling with army : - Cedar - **Dwaithohir Eagles** - Willow.  
 The Major Town/Fort of The Gathering flying the flag of the Sundered is here.  
**A huge army bearing the banner of the Red Witches under Commander Nerya Rubyhair is here.**

#### COMPANY COMMANDERS :

Commander White Oak Location : @ 2022 Traveling with him are : Padfoot.

#### 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 :	4800		Leather	790	184
Pop Centers :	2000		Bronze	0	0
Characters :	18240		Steel	0	0
			Mithril	0	0
Total :	25040		Food	0	2086
			Timber	391	391
Current Tax rate :	70%		Mounts	86	35
Revenue expected next turn :	14000 (-11040)				
Current Gold reserve :	21654				

**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 have the nation sell to the caravans. 1669 Bronze were sold for 5007 Gold.

Double agent Sotida reports she was ordered to guard the location. Aredol was guarded.

**You have the following hostages:**

**Myrmidones of the North Kingdom is held by Deadwood at 2218 - 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 Benîm an Pharazôn and the Plane at 2436.*

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

*There are rumors of an assassination attempt involving Tabaya Kas and Tarîkmagân.*

*2300 Gold was stolen at Cataract Glen.*

*2200 Gold was stolen at Cataract Glen.*

*550 Gold was stolen at Cataract Glen.*

*20000 Gold was transported from the Once Upon a Time to The Gathering.*

## ENCOUNTER MESSAGES

### Encounter for Captain Lindon at 2317

During the past several days, troops have noticed more and more giant Eagles flying above us in the skies. They fly higher than any bow shot can reach and seem to circle and watch our advance for hours on end. It is difficult to see their size because they are at such a great distance, but some of the troops swear that they are larger than any they have ever seen. Finally, one of the Eagles landed near my tent. Several of the boldest troops drew weapons, but I warned them away. The leader of the Eagles seemed to speak to me. He said that the Eagles had decided to partake in the fight for a short time. Therefore, he and his group would scout for our army during the next few weeks. How long they would remain was uncertain. I have the feeling, however, that as long as they want to do scouting for me, I would be most happy to accept their services.

## COMBAT MESSAGES

### Battle at 1920

In the Mild climate of the Open Plains of 1920, a conflict took place in the early afternoon in high winds.

At the head of a rebellious army rode **Lord Iron Wood** of the nation of the Sundered. In his hands was borne the glowing Dagger called Dagger of Green Wisdom. 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
459 Mixed Elven horseriders w/broadswords	wooden	bronze/steel	ragged ranks
1315 Wood Elf footsoldiers w/broadswords	wooden	none	ragged ranks

At the head of a demoralized army rode **Lord Borgborog** of the nation of the Great Trollusk. 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
1000 Mixed Mannish horsemen w/shortswords	bronze	steel	a mob

At the head of a calm army rode **Captain Rashkgnar** of the nation of the Great Trollusk. 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
--------	---------	-------	------------

2402 Mixed Mannish footmen w/battle axes      wooden      none      a mob

The Major Town of Flong Mars flying the flag of the Sheri-Urk is situated in the Open Plains here. It is fortified by a Tower.

Report from Iron Wood.....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 blare of the bugles.. Charge!! Charge!!

Against the forces of Borgborog, they met our charge with one of their own.

Against the forces of Rashkgnar, we charged but they veered off and hit our flank.

After the battle had joined in earnest, heroes made their presence known all over the battlefield. **Iron Wood** fought side by side with the troops and diverted many a blade during the pitched battle with his glowing Dagger. **Treebeard Ents** walked majestically through the fearful ranks of their enemies, bringing death and fear to those that attempted to thwart their progress!

Report from Iron Wood.....Our cavalry rode swiftly across the open plains and thundered into the enemy, killing many. Our foot soldiers engaged the other troops in the open and took the battle to them. 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.... Iron Wood's forces were destroyed/routed in the battle. Iron Wood appeared to have survived. Borgborog's forces were victorious in the battle, but suffered some losses. Borgborog appeared to have survived. Rashkgnar's forces were victorious in the battle, but suffered huge losses. Rashkgnar appeared to have survived.

#### Battle at 2416

In the Mild climate of the Mixed Forest of 2416, a conflict took place in the early afternoon in high winds.

At the head of a highly energetic army rode **Commander Quentinos** of the nation of the Red Witches. The mount on which he rode cantered anxiously along the side of the battle lines. Behind him the forming ranks were filled with:

Troops	Weapons	Armor	Formations
398 Mixed Mannish horsemen w/shortswords	wooden	bronze/steel	a mob
2132 Mixed Mannish footmen w/battle axes	wooden	none/leather	a mob
237 Lesser Mannish footmen w/spears	wooden	none	a mob
316 Lesser Mannish archers w/short bows	arrows	none	a mob

The Town of Riverside 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.

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

The battle for Riverside 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 Town, but suffered minor losses. Quentinos appeared to have survived. The Town has been reduced to a Village. The Tower has not been affected. The Village has been under siege/attack this turn. The Village 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	525	InfOthr	
Bluster	810	MovChar	3434
Cedar	180	UpStNat	22
Cedar	785	JnArmy	lindo
Cierra	215	RfsPers	
Cierra	810	MovChar	2418
Deadwood	215	RfsPers	
Deadwood	870	MovJoin	2218 fletc
Fellstaff	810	MovChar	2120
Fellstaff	925	Recon	
Fletcher	315	PrchCar	br 300
Fletcher	408	HvInfan	300 ^ br
Iron Wood	210	IssPers	rashk
Iron Wood	230	AttEnmy	ch
Lindon	225	CstCbSp	108
Lindon	408	HvInfan	400 st st
Nightbreeze	315	PrchCar	st 800
Nightbreeze	605	GrdLoc	
Padfoot	325	NatSell	fo 100
Padfoot	610	GrdChar	lindo
Plum Crazy	215	RfsPers	
Plum Crazy	810	MovChar	2418
Shadow Walker	215	RfsPers	
Shadow Walker	610	GrdChar	kesha
White Oak	610	GrdChar	night
White Oak	820	MovCmpy	2022
Willow	205	UsCbArt	51
Willow	870	MovJoin	2317 lindo
Windsong	215	RfsPers	
Windsong	810	MovChar	2617

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 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 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 Sapphic Enclave is here.***

Cedar



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

Cedar was located in the Mixed Forest at 2317.

He was ordered to upgrade our relations. Our relations with the Sing a Song were upgraded.

He was ordered to join an army. He joined the army commanded by Lindon.

***He is traveling with Lindon 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 100 Stealth 0 Challenge 33  
 Artifacts : None  
 Spells (+0) : None

Changling was located in an unknown location.

Changling could not escape from being 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 move. She accepted the movement orders.

*She is currently in the Mixed Forest at 2418. The Town/Tower of Forests Edge flying the flag of the Red Witches 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 Mixed Forest at 2416.

He was ordered to refuse all personal challenges.

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

*He is traveling with Fletcher in the Mixed Forest at 2218. The Town/Tower of Cataract Glen flying the flag of the Sundered is here.*

Fellstaff



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

Fellstaff was located in the Mixed Forest at 2418.

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

He was ordered to recon the area. A recon of the area was attempted. Foreign armies identified: - Hamishar of the Red Witches with about 800 troops at 2120 - Tuonikhos of the Red Witches with about 400 troops at 2120 - Samael of the Red Witches with about 800 troops at 2120. See report below.

*He is currently in the Open Plains at 2120. The Town/Tower of Xanabos flying the flag of the Sundered 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 2218.

He was ordered to purchase from the caravans. 300 Bronze were bought for 1200 Gold.

He was ordered to recruit some heavy infantry. 300 Heavy Infantry w/Wood weapons and Bronze armor were recruited.

**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 1920.

He was ordered to challenge Rashkgnar to personal combat.

He challenged Rashkgnar to personal combat, but was refused. He gained personal honor.

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

Treebeard Ents has left the army.

**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.**

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(70) #414 Scry Hex(95)  
 #415 Scry Area(91)

Lindon was located in the Mixed Forest at 2317.

He was ordered to cast a combat spell. Blessings was cast.

He was ordered to recruit some heavy infantry. 400 Heavy Infantry w/Steel weapons and Steel armor were recruited.

He had a special encounter. See Encounter Messages.

Scouting was performed by the Dwaithohir Eagles. A scout of the area was attempted.

Foreign armies identified: - Nerya Rubyhair of the Red Witches with about 2600 troops at 2317 - Ivanosh of the Red Witches with about 1500 troops at 2218. See report below.

**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 66 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Nightbreeze was located in the Mixed Forest at 2317.

She was ordered to purchase from the caravans. 800 Steel were bought for 4800 Gold.

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

*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 38 Emissary 0 Mage 0  
 Health 100 Stealth 21 Challenge 28  
 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. 4216 Food were sold for 4216 Gold.

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

She moved with the company to 2022.

*She is traveling with White Oak in the Mountains at 2022. The Village of Barad Lagrim flying the flag of the Great Trollusk 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 move. He accepted the movement orders.

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

Shadow Walker



Ranks : Command 0 Agent 58 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 43  
 Artifacts : None  
 Spells (+0) : None

Shadow Walker was located in the Mixed Forest at 2416.

He was ordered to refuse all personal challenges.

He was ordered to guard a character. Kesha was guarded.

*He is currently in the Mixed Forest at 2416. The Village/Tower of Riverside flying the flag of the Red Witches is here.*

White Oak



Ranks : Command 30 Agent 46 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 41  
 Artifacts : None  
 Spells (+0) : None

White Oak was located in the Mixed Forest at 2317.

He was ordered to guard a character. Nightbreeze was guarded.

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

*He commands a company in the Mountains at 2022. The Village of Barad Lagrim flying the flag of the Great Trollusk is here.*

Willow



Ranks : Command 0 Agent 0 Emissary 0 Mage 60 (90)  
 Health 100+ Stealth 0 Challenge 135  
 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 Open Plains at 1813.

She was ordered to use a combat artifact. Orcruin #51 was used.

She was ordered to move and join the army. She accepted the movement orders. She joined the army commanded by Lindon.

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

Windsong



Ranks : Command 0 Agent 0 Emissary 67 Mage 30

Health 100 Stealth 0 Challenge 40

Artifacts : None

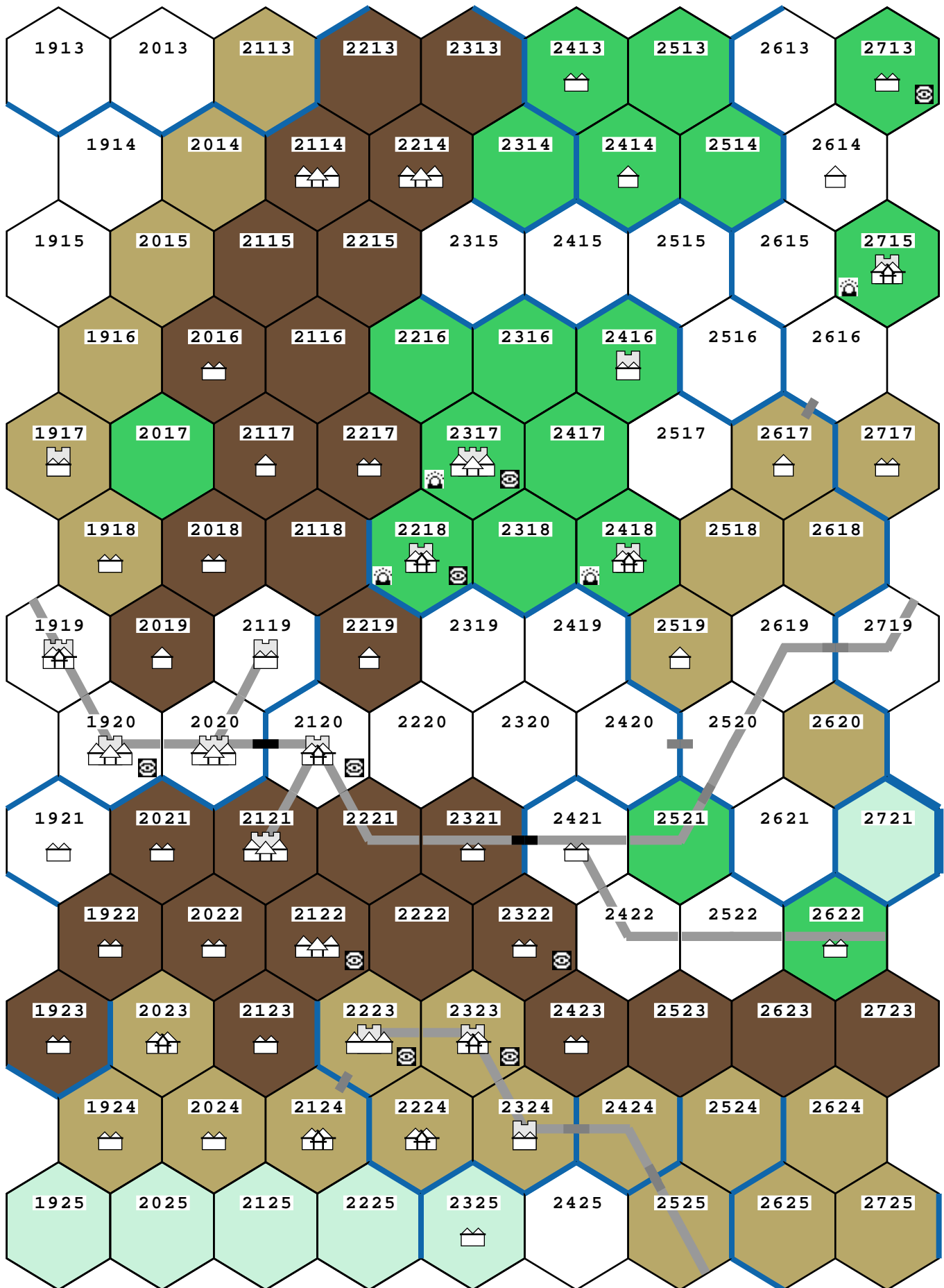
Spells (+0) : #4 Major Heal(73) #6 Greater Heal(82) #308 Capital Return(73)

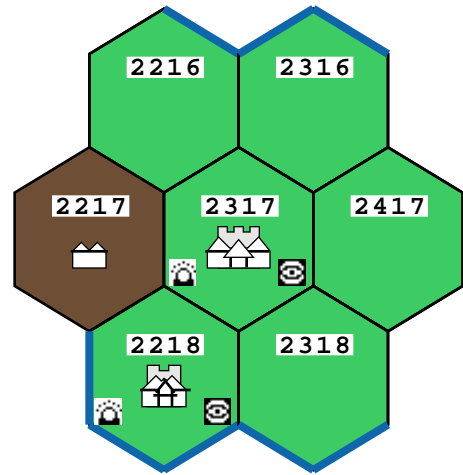
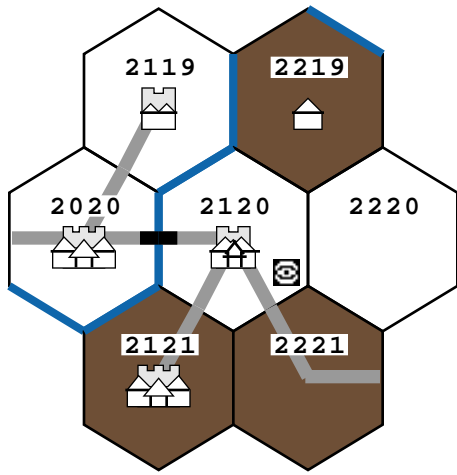
Windsong was located in the Mountains at 3221.

She was ordered to refuse all personal challenges.

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

*She is currently in the Hills & Rough at 2617. The Camp of Crossing flying the flag of the Red Witches is here.*





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

**Deadwood (ID: deadw) @ 2218 Command**

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

**Fellstaff (ID: fells) @ 2120 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) @ 2022 Agent**

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

**Plum Crazy (ID: plum ) @ 2418 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) @ 2022 Command Agent**

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

**Willow (ID: willo) @ 2317 Mage**

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

**Windsong (ID: winds) @ 2617 Emissary Mage**

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