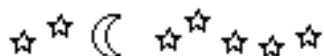


**MEPBM Games**  
**presents**

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



GAME # 141



## Plane

Victory points : 1042

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 :

**Sing a Song [ 1342 ] Plane [ 1042 ] Once Upon a Time [ 1033 ]**

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 # : 12  
Account : \$ 0.00  
Free Turns : 0  
Security Code : 8940  
Special Service : YES

# Plane

(A Free People)

Season : Winter

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Tolerated	# 2 South Kingdom	: Tolerated	# 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	: Disliked
#13 Red Witches	: Neutral	#14 Dark Feast	: Neutral	#15 Twilight Hammer	: Neutral
#16 Sh'iar Empire	: Neutral	#17 Great Trollusk	: Neutral	#18 Benîm an Pharazôn	: Disliked
#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 Mild

Size : Village	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	158	0	0	0	0	0	22	1500
Current stores	772	0	0	0	0	0	187	-

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

Size : Town	Fortifications : None	Loyalty : 40	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	132	84	0	481	0	0	0
Current stores	0	132	366	0	0	0	0	-

*An army bearing the banner of the South Kingdom under Hero Cereanth is here.*

**Falassë** Location : @ 2636 in Hills & Rough Climate is Hot

Size : Village	Fortifications : None	Loyalty : 24	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	192	96	0	0	0	0	0	960
Current stores	768	96	0	0	0	0	0	-

**Herenya** Location : @ 2834 in Hills & Rough Climate is Mild

Size : Major Town	Fortifications : None	Loyalty : 43	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	80	0	0	284	0	0	1400
Current stores	0	80	0	2	0	0	0	-

*An army bearing the banner of the Sh'iar Empire under Regent Shatterstar is here.*

**Of Fear** Location : @ 2734 in Hills & Rough Climate is Mild

Size : Major Town	Fortifications : Tower	Loyalty : 25	Docks : Port	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	40	0	0	0	0	61	0	1200
Current stores	147	0	0	0	0	294	0	-

*A huge navy bearing the banner of the Benîm an Pharazôn under Hero Bawbuzagar is here.*

*A huge navy bearing the banner of the Lands under Lord Sound is here.*

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

Size : City	Fortifications : Castle	Loyalty : 100	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	16	0	0	52	0	1500
Current stores	4114	2321	5249	230	0	15960	1250	-

A large army bearing the banner of the Plane under Commander Mithaniel Marr is here.

A small army bearing the banner of the Plane under Regent Solusek Ro is here.

**Of Storms** Location : @ 3136 in Hills & Rough Climate is Hot

Size : Camp	Fortifications : None	Loyalty : 44	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	64	0	0	96	0	960
Current stores	0	0	269	0	0	637	0	-

Foreign characters reported in the hex : - **Majestor.**

**An army bearing the banner of the Sh'iar Empire under Regent Praetor is here.**

<b>Of Time</b>	Location : @ 2836 in Hills & Rough Climate is Hot							
Size : Camp	Fortifications : Tower	Loyalty : 51	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	470	0	0	0	112	-

<b>Pilindi</b>	Location : @ 2736 in Hills & Rough Climate is Hot							
Size : Village	Fortifications : None	Loyalty : 48	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	0	0	672	115	19	0
Current stores	0	0	0	0	0	1007	163	-

**An army bearing the banner of the Benim an Pharazôn under Warlord Tarikmagân is here.**

<b>Rhandir</b>	Location : @ 2934 in Hills & Rough Climate is Mild							
Size : Camp	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	0	216	9	1100
Current stores	0	0	0	0	0	1456	64	-

<b>Selen</b>	Location : @ 2535 in Hills & Rough Climate is Mild							
Size : Village	Fortifications : None	Loyalty : 34	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	48	0	0	216	0	1100
Current stores	0	0	205	0	0	2303	0	-

<b>Tyarretta</b>	Location : @ 2436 in Hills & Rough Climate is Mild							
Size : Village	Fortifications : None	Loyalty : 65	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	0	72	0	605	0	22	0
Current stores	0	0	289	0	0	0	162	-

<b>Ūsakan</b>	Location : @ 2439 in Hills & Rough 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	324	0	0	0	0	0	27	1400
Current stores	1296	0	0	0	0	0	192	-

## ARMIES AND NAVIES

**Army Commander : Commander Mithaniel Marr** Location : @ 3034 in Hills & Rough Climate is Mild

Army morale : 10 Warships : 0 Transports : 0 (12) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Haradan mûmakriders w/falchions		11	25	38	1800	Heavy Cavalry
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	0	Out of Food !!				
War machines	0					

Characters traveling with army : - Quellious.

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

A small army bearing the banner of the Plane under Regent Solusek Ro is here.

**Army Commander : Regent Solusek Ro** Location : @ 3034 in Hills & Rough Climate is Mild

Army morale : 76 Warships : 0 Transports : 0 (1) Travel mode : Normal

Troops		Training	Weapon	Armor	# Troops	Troop Type
Southron mercenaries w/scimitars		60	30	10	200	Men-at-Arms
Baggage Train	Leather	Bronze	Steel	Mithril		
Weapons	-	0	0	0		
Armor	0	0	0	0		
Food	3000					
War machines	0					

Characters traveling with army : - Riadeegha.  
 The City/Castle of Of Hate flying the flag of the Plane is here.  
 A large army bearing the banner of the Plane under Commander Mithaniel Marr is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	32595	22451	5318	1823	278442	16634	2884
Purchase at market price/unit	3	3	5	23	2	4	10
Sell to market price/unit	1	1	2	11	1	2	5

**MISCELLANEOUS**

Maintenance Costs expected next turn are:			Totals for Nation:	Stores	Production
Armies/Navies :	11000		Leather	7097	714
Pop Centers :	3000		Bronze	2629	308
Characters :	22240		Steel	6848	396
			Mithril	232	0
Total :	36240		Food	0	2042
			Timber	21657	756
Current Tax rate :	39%		Mounts	2130	115
Revenue expected next turn :	28735 (-7505)				
Current Gold reserve :	11220				

**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:**

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**

*Of Valor is no longer under our control.*  
*Our populace reports that a season change is imminent!*  
*Our populace reports that the deadline for allegiance change has passed!*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES****Battle at 3037**

In the Hot climate of the Hills & Rough of 3037, a conflict took place about midday during a driving storm.

At the head of a calm army rode **Regent Shatterstar** of the nation of the Sh'iar Empire. 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
1699 Mixed Mannish horsemen w/shortswords	wooden/bronze	leather/bronze	ragged ranks

The Town of Of Mischief flying the flag of the Plane is situated in the Hills & Rough here. It is fortified by a Tower, and it is under siege or attack.

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

The battle for Of Mischief 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.... Shatterstar's army survived the attack on the Town, but suffered minor losses. Shatterstar 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 Sh'iar Empire.

**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	710	PrenMgy	
Adeyn	810	MovChar	3034
Bertoxxulous	550	ImprPop	
Bertoxxulous	810	MovChar	2438
Brell Serilis	690	StlGold	
Brell Serilis	810	MovChar	2630
Bristlebane	525	InfOthr	
Bristlebane	215	RfsPers	
Inoruuk	525	InfOthr	
Inoruuk	810	MovChar	3335
Mithaniel Marr	400	HvCvlry	500 ^ st
Mithaniel Marr	610	GrdChar	quell
Ordun Halbor	690	StlGold	
Ordun Halbor	810	MovChar	2927
Padrey	690	StlGold	
Padrey	810	MovChar	2931
Pon Opar	605	GrdLoc	
Pon Opar	310	BidCar	mi 225 30
Quellious	185	DnStNat	12
Quellious	520	InfYour	
Rallos Zek	690	StlGold	
Rallos Zek	810	MovChar	2122
Riadeegha	185	DnStNat	2
Riadeegha	520	InfYour	
Samaub	690	StlGold	
Samaub	810	MovChar	1918
Solusek Ro	175	ChAlleg	g
Solusek Ro	948	TranCar	2239 2218 st 600
Tigon	610	GrdChar	mitha
Tigon	325	NatSell	fo 100

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(46)

Adeyn was located in the Hills & Rough at 2834.

He was ordered to prentice magery. The prentice magery was successful and his Mage rank has been improved.

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

**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 63 Mage 0  
 Health 100 Stealth 0 Challenge 31  
 Artifacts : None

Spells (+0) : None

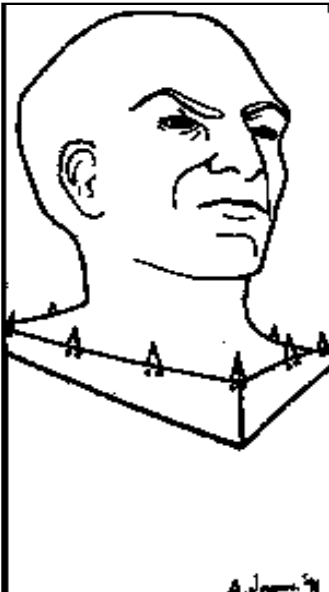
Bertoxxulous was located in the Hills & Rough at 2239.

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

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

**He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.**

Brell Serilis



Ranks : Command 0 Agent 70 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 52  
 Artifacts : None

Spells (+0) : None

Brell Serilis was located in the Hills & Rough at 2438.

He was ordered to steal the Gold. 2774 Gold was stolen at Havens Of Umbar.

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

**He is currently in the Hills & Rough at 2630. The Major Town/Fort of Balakazra flying the flag of the Benim an Pharazôn is here.**

Bristlebane



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

Bristlebane was located in the Hills & Rough at 2438.

He was ordered to refuse all personal challenges.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at Havens Of Umbar. Current loyalty is perceived to be normal.  
*He is currently in the Hills & Rough at 2438. The Town/Tower of Havens Of Umbar flying the flag of the South Kingdom is here.*

Inoruuk



Ranks : Command 0 Agent 0 Emissary 73 Mage 0  
 Health 100 Stealth 0 Challenge 36  
 Artifacts : None  
 Spells (+0) : None

Inoruuk was located in the Hills & Rough at 3533.

He was ordered to influence their population center loyalty. The loyalty was influenced/reduced at RF. 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 3335. The Village of Ku-Band flying the flag of the Sh'iar Empire is here.*

Mithaniel Marr



Ranks : Command 39 Agent 69 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 60  
 Artifacts : None  
 Spells (+0) : None

Mithaniel Marr 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 recruit some heavy cavalry. 500 Heavy Cavalry w/Wood weapons and Steel armor were recruited.

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

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



Ordun Halbor



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

Ordun Halbor was located in the Hills & Rough at 2731.

He was ordered to steal the Gold. 3185 Gold was stolen at Zigurunzaden.

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.*

Padrey



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

Padrey was located in the Hills & Rough at 2124.

He was ordered to steal the Gold. No Gold was found in the treasury at Amon Cael.

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

*He is currently in the Hills & Rough at 2931. The Village of Tawima flying the flag of the Benim an Pharazôn is here.*

Pon Opar



Ranks : Command 0 Agent 46 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 34  
 Artifacts : None  
 Spells (+0) : None

Pon Opar was located in the Hills & Rough at 3034.

He was ordered to bid from the caravans. 225 Mithril was bought for 6750 Gold.

He was ordered to guard the location. Of Hate was guarded.

*He is currently in the Hills & Rough at 3034. The City/Castle of Of Hate flying the flag of the Plane 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 Sheri-Urk were downgraded.

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

***She is traveling with Mithaniel Marr 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 62 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 46  
 Artifacts : None  
 Spells (+0) : None

Rallos Zek was located in the Hills & Rough at 2224.

He was ordered to steal the Gold. 2050 Gold was stolen at Amon Arlog.

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.***

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 3034.

He was ordered to downgrade our relations. He was not able to downgrade our relations because the populace did not support it. Continued efforts may succeed.

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

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

Samaub



Ranks : Command 0 Agent 58 Emissary 0 Mage 15  
 Health 35 Stealth 0 Challenge 46  
 Artifacts : None  
 Spells (+0) : #302 Long Stride(51)

Samaub was located in the Shore/Plains at 2227.

He was ordered to steal the Gold. He was not able to steal Gold because of tight security. He was injured by local militia while performing his theft mission.

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

***He is currently in the Hills & Rough at 1918. The Village of Charne flying the flag of the Sheri-Urk 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.

He was ordered to change our allegiance. Our allegiance has been changed.

He was ordered to transport by the caravans. The transport was changed because there was insufficient Steel. No Steel was transported.

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

Tigon



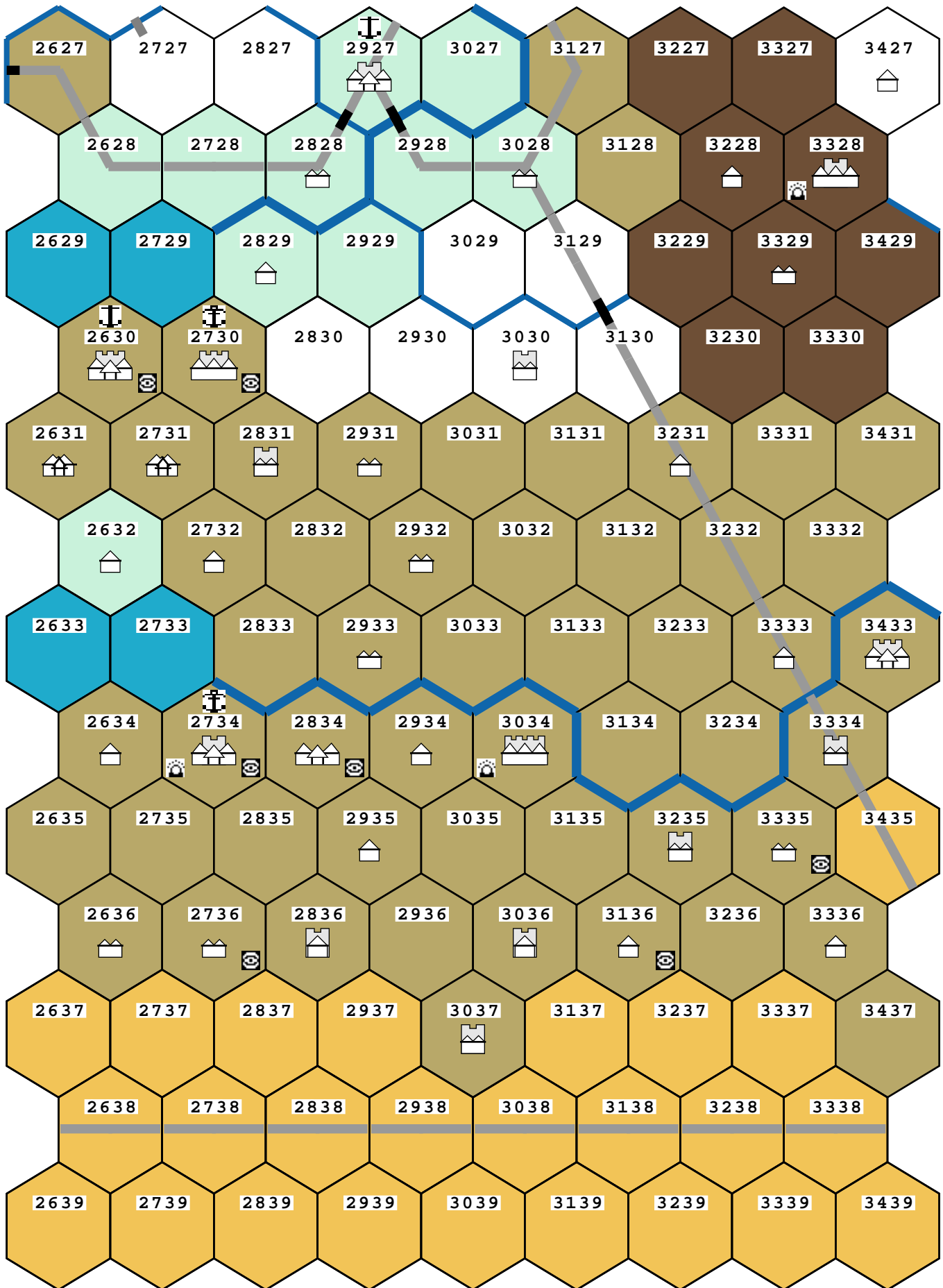
Ranks : Command 0 Agent 50 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 37  
 Artifacts : None  
 Spells (+0) : None

Tigon was located in the Hills & Rough at 3034.

He was ordered to have the nation sell to the caravans. 13084 Food were sold for 15700 Gold.

He was ordered to guard a character. Mithaniel Marr was guarded.

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



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

**Bristlebane (ID: brist) @ 2438 Emissary**

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

**Inoruuk (ID: inoru) @ 3335 Emissary**

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

**Mithaniel Marr (ID: mitha) @ 3034 Command Agent**

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

**Ordun Halbor (ID: ordun) @ 2927 Agent**

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

**Padrey (ID: padre) @ 2931 Agent**

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

**Pon Opar (ID: pon o) @ 3034 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) @ 2122 Agent**

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

**Riadeegha (ID: riade) @ 3034 Command Emissary Mage**

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

**Samaub (ID: samau) @ 1918 Agent Mage**

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

**Solusek Ro (ID: solus) @ 3034 Command Mage**

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

**Tigon (ID: tigon) @ 3034 Agent**

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