

**MEPBM Games**  
**presents**

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



GAME # 143



## Half-Orcs

Victory points : 792  
 Victory Conditions :  
     To hold at game end the artifact: Talisman of Absorption #175.  
     To hold at game end the artifact: Usriev #206.  
     To hold at game end the artifact: Palantír of Osgiliath #166.  
     To hold at game end the population center of Mudflat Landing at 3112.  
     To hold in stores at game end the greatest amount of Mithril.

Top 3 Free Peoples :

**Frost Men [ 1050 ]   Aerithryn [ 1033 ]   Dustbighters [ 900 ]**

Special Nation Abilities :  
     #11 New agents start at rank up to 40.  
     #12 New commanders start at rank up to 40.  
     #22 Uncover secrets at minimum 40 (all characters).  
     #24 Can learn lost conjure mounts spell.

Internet G143N10  
 ADAM WATERS 110093  
 NONE  
 NONE  
 NONE

Game #	:	143
Player #	:	10
Turn #	:	2
Account	:	\$ 0.00
Free Turns	:	0
Security Code	:	3844
Special Service	:	YES

# Half-Orcs

(A Free People)

Season : Summer

## RELATIONS WITH OTHER NATIONS

# 1 North Kingdom	: Neutral	# 2 South Kingdom	: Neutral	# 3 Frost Men	: Tolerated
# 4 Dustbighters	: Tolerated	# 5 Aerithryn	: Tolerated	# 6 Amestrians	: Tolerated
# 7 Faux Meddle Aarmy	: Tolerated	# 8 Twin Scorpions	: Tolerated	# 9 Rhosgobel	: Tolerated
#11 Galadhrim	: Tolerated	#12 Drib Le Chin	: Disliked	#13 Ull Navala	: Disliked
#14 Farrelly	: Disliked	#15 Nacth Strum	: Disliked	#16 Shadowborn	: Disliked
#17 Heathen Kings	: Disliked	#18 Vampiric Order	: Disliked	#19 Scourge	: Disliked
#20 Black Numenroans	: Disliked	#21 Enlightned Shadow	: Neutral	#22 Fallen	: Neutral
#23 Amun-Musa	: Neutral	#24 Darokin	: Neutral	#25 Karamaikos	: Neutral

## POPULATION CENTERS

**Arex** Location : @ 3321 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 30	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	220	0	20	0	0	0	1100
Current stores	0	0	0	0	0	0	0	-

**Bartrex** Location : @ 3322 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 26	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	230	60	0	0	0	0	1000
Current stores	0	0	0	0	0	0	0	-

**Cungabok** Location : @ 3914 in Open Plains Climate is Mild

Size : Village	Fortifications : Tower	Loyalty : 59	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	94	0	0	0	634	0	14	0
Current stores	0	0	0	0	634	0	0	-

**Cuzdorf** Location : @ 3816 in Open Plains Climate is Warm

Size : Camp	Fortifications : Tower	Loyalty : 35	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	390	0	0	0	1030	0	30	0
Current stores	0	0	0	0	1030	0	0	-

**Dungortheb** Location : @ 3711 in Shore/Plains Climate is Mild

Size : Town	Fortifications : None	Loyalty : 49	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	81	0	0	0	329	0	5	0
Current stores	0	0	0	0	329	0	0	-

**Eastmoor** Location : @ 3921 in Mountains Climate is Mild

Size : Camp	Fortifications : None	Loyalty : 25	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	0	220	150	10	0	0	0	0
Current stores	0	0	0	0	0	0	0	-

**Eastwall** Location : @ 4013 in Shore/Plains Climate is Mild

Size : Camp	Fortifications : Tower	Loyalty : 42	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	99	0	0	0	891	0	27	0
Current stores	0	0	0	0	891	0	0	-

**Sargortheb** Location : @ 3712 in Shore/Plains Climate is Mild

Size : Town	Fortifications : None	Loyalty : 39	Docks : None	Hidden ? : No	Sieged ? : No			
Surplus Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts	Gold
Expected production	81	0	0	0	270	0	11	0
Current stores	0	0	0	0	270	0	0	-

**Warholm** Location : @ 3710 in Open Plains Climate is Mild  
 Size : Major Town Fortifications : None Loyalty : 56 Docks : None Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 126 0 0 0 432 0 11 0  
 Current stores 0 0 0 0 432 0 0 -

**Wojap City** Location : @ 3612 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Fort Loyalty : 47 Docks : Harbor Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 108 0 0 0 295 0 7 0  
 Current stores 600 0 0 0 295 0 322 -  
 A small army bearing the banner of the Half-Orcs under Captain Nox the Impailer is here.

**Yaargle (Capital)** Location : @ 3913 in Shore/Plains Climate is Mild  
 Size : Major Town Fortifications : Fort Loyalty : 77 Docks : Port Hidden ? : No Sieged ? : No  
 Surplus Product Leather Bronze Steel Mithril Food Timber Mounts Gold  
 Expected production 90 0 0 0 342 0 11 0  
 Current stores 1301 0 0 0 342 0 0 -  
 An army bearing the banner of the Half-Orcs under Captain Kuzwar Blackboot is here.

## ARMIES AND NAVIES

**Army Commander : Captain Kuzwar Blackboot** Location : @ 3913 in Shore/Plains Climate is Mild  
 Army morale : 43 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Mannish horsemen w/lances 10 10 0 400 Heavy Cavalry  
 Plainsman horsemen w/broadswords 40 40 40 100 Light Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 370 Low Supplies !!  
 War machines 12  
 The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.

**Army Commander : Captain Morzug Bloodaxe** Location : @ 4220 in Open Plains Climate is Hot  
 Army morale : 30 Warships : 0 Transports : 0 (4) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Mixed Mannish horsemen w/lances 28 23 17 506 Heavy Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 1111 Low Supplies !!  
 War machines 0  
 An army bearing the banner of the Dustbighters under Regent Dain Ironrod is here.  
 An army bearing the banner of the Scourge under Lord Subotei is here.

**Army Commander : Captain Nox the Impailer** Location : @ 3612 in Shore/Plains Climate is Mild  
 Army morale : 30 Warships : 0 Transports : 0 (1) Travel mode : Normal  
 Troops Training Weapon Armor # Troops Troop Type  
 Plainsman horsemen w/broadswords 40 40 40 100 Light Cavalry  
 Baggage Train Leather Bronze Steel Mithril  
 Weapons - 0 0  
 Armor 0 0 0  
 Food 74 Low Supplies !!  
 War machines 0  
 The Major Town/Fort of Wojap City flying the flag of the Half-Orcs is here.

**COMPANY COMMANDERS :**

None

**MARKET PRICES**

Product	Leather	Bronze	Steel	Mithril	Food	Timber	Mounts
Market units available	20180	7551	1783	537	14547	8681	1210
Purchase at market price/unit	3	5	8	53	2	5	11
Sell to market price/unit	2	3	5	36	1	3	8

**MISCELLANEOUS****Maintenance Costs expected next turn are:**

Armies/Navies : 6636  
 Pop Centers : 4250  
 Characters : 13000  
 Total : 23886

**Totals for Nation:**

Leather  
 Bronze  
 Steel  
 Mithril  
 Food  
 Timber  
 Mounts

**Stores**

1901  
 0  
 0  
 0  
 4223  
 0  
 322

**Production**

1069  
 670  
 210  
 30  
 4223  
 0  
 116

Current Tax rate : 73%  
 Revenue expected next turn : 27650 (+3764)  
 Current Gold reserve : 20020

No new characters available at this time

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

8 warships at hex 3913  
 4 transports at hex 3913

**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 armed conflict involving the Faux Meddle Army at 3335.  
 There are rumors of a theft attempt involving Mag Tremontaine at Vorloi.*

**ENCOUNTER MESSAGES**

None

**COMBAT MESSAGES****Battle at 4017**

In the Warm climate of the Hills & Rough of 4017, a conflict took place in the early afternoon in high winds.

At the head of a rebellious army rode **Captain Morzug Bloodaxe** of the nation of the Half-Orcs. 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
700 Mixed Mannish horsemen w/lances	wooden/bronze	leather/bronze	a mob

At the head of a rebellious army rode **Regent Dain Ironrod** of the nation of the Dustbighters. 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
600 Dwarven ponyriders w/war hammers	wooden/bronze	leather/bronze	ragged ranks
200 Dwarven ponyriders w/battle axes	steel	steel	solid ranks

At the head of a calm army rode **Lord Jorhun** of the nation of the Ull Navala. 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
600 Mixed Mannish horsemen w/shortswords	bronze/steel	bronze/steel	ragged ranks

Suddenly, violent bolts of lightning crashed into and around the battleground. Unnaturally strong and driving rain caused Army Commanders to review their chosen tactics. Captain Morzug Bloodaxe changed tactics to standard battle formation. Regent Dain Ironrod changed tactics to standard battle formation. Report from Morzug Bloodaxe....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 clear voice of their Commander.. Keep close ranks. Use standard formation. Like we practiced! Against the forces of Jorhun, 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. **Sul Hjorn** rode into the enemy ranks with his glowing Flail and cut down a score of foes before they knew what had happened.

Report from Morzug Bloodaxe....Our cavalry rode swiftly around and over the small hills and attacked the enemy savagely. The troops fought well, but they could have been better trained. They fought as if uninspired. Although the enemy fought hard, we finally succeeded in overwhelming them after a long battle.

Commanders on the scene ordered their troops to salvage what they could from the remains of the enemy forces..

Captain Morzug Bloodaxe: 567 Food

Regent Dain Ironrod: 949 Food

After the battle.... Morzug Bloodaxe's forces were victorious in the battle, but suffered some losses. Morzug Bloodaxe appeared to have survived. Dain Ironrod's forces were victorious in the battle, but suffered some losses. Dain Ironrod appeared to have survived. Jorhun's forces were destroyed/routed in the battle. Jorhun appeared to have survived.

**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.....
Dunga	300	ChTaxRt	73
Dunga	947	NatTran	3612 mo 100
Emok	555	CreCmp	Bartrex
Emok	810	MovChar	3411
Feardach	555	CreCmp	Arex
Feardach	810	MovChar	3013
Furmug	555	CreCmp	Eastmoor
Furmug	810	MovChar	4017
Grummsh	731	NamAgen	Okmok m
Grummsh	947	NatTran	3913 le 100
Kuzwar Blackboot	400	HvCvlyr	400 ^ ^
Kuzwar Blackboot	765	SplArmy	nox t ^ 100 ^ ^ ^ ^
Morzug Bloodaxe	215	RfsPers	
Morzug Bloodaxe	850	MovArmy	se se se e e ^ ^ ^ ^ ^ ^ ^ ^ no
Nox the Impailer	300	ChTaxRt	73
Nox the Impailer	850	MovArmy	w w nw ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ no
Orsma	605	GrdLoc	
Orsma	810	MovChar	4420
Tholmok the Drunk	330	CstCjSp	508 200
Tholmok the Drunk	948	TranCar	3913 3612 le 600
Ufgamuk theBloody	330	CstCjSp	508 200
Ufgamuk theBloody	710	PrenMgy	

Dunga



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

Dunga was located in the Shore/Plains at 3913.

He was ordered to change the tax rate. The tax rate was changed to 73. Loyalty has been affected.

He was ordered to have the nation transport by the caravans. 308 Mounts (+10%) transported to Wojap City.

***He is currently in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.***

Emok



Ranks : Command 0 Agent 0 Emissary 56 Mage 0  
 Health 100 Stealth 0 Challenge 28  
 Artifacts : None  
 Spells (+0) : None

Emok was located in the Mountains at 3322.

He was ordered to create a camp. A camp named Bartrex was created.

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

***He is currently in the Shore/Plains at 3411.***

Feardach



Ranks : Command 10 Agent 0 Emissary 63 Mage 20  
 Health 100 Stealth 0 Challenge 38  
 Artifacts : None  
 Spells (+0) : #4 Major Heal(73) #508 Conjure Mounts(50)

Feardach was located in the Mountains at 3321.

He was ordered to create a camp. A camp named Arex was created.

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

***He is currently in the Mixed Forest at 3013.***

Furmug



Ranks : Command 0 Agent 0 Emissary 54 Mage 0  
 Health 100 Stealth 0 Challenge 27  
 Artifacts : None  
 Spells (+0) : None

Furmug was located in the Mountains at 3921.

He was ordered to create a camp. A camp named Eastmoor was created.

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

***He is currently in the Hills & Rough at 4017.***

Grumms



Ranks : Command 40 Agent 50 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 49  
 Artifacts : None  
 Spells (+0) : None

Grumms was located in the Shore/Plains at 3913.

He was ordered to name a new agent. A new agent named Okmok was available.

He was ordered to have the nation transport by the caravans. 891 Leather (+10%) transported to Yaargle.

***He is currently in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.***

Kuzwar Blackboot



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

Kuzwar Blackboot was located in the Shore/Plains at 3913.

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

He was ordered to split the army. The army was split. 74 Food was transferred.

***He commands an army in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.***



Morzug Bloodaxe



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

Morzug Bloodaxe was located in the Hills & Rough at 4017.

He was ordered to refuse all personal challenges.

He was challenged by Sul Hjorn to personal combat, but refused. Sul Hjorn gained personal honor.

He was ordered to move the army. He accepted the army movement orders. Movement was delayed by evasive or non-(friendly/tolerant) forces. Movement was stopped by non-(friendly/tolerant) forces.

*He commands an army in the Open Plains at 4220.*

Nox the Impailer



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

Nox the Impailer was located in the Shore/Plains at 3913.

He was ordered to change the tax rate. He was not able to change the tax rate because no change was ordered.

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

*He commands an army in the Shore/Plains at 3612. The Major Town/Fort of Wojap City flying the flag of the Half-Orcs is here.*

Okmok



Ranks : Command 0 Agent 40 Emissary 0 Mage 0  
 Health 100 Stealth 0 Challenge 30  
 Artifacts : None  
 Spells (+0) : None

*He is currently in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.*

Orsma



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

Orsma was located in the Shore/Plains at 3913.

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

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

*He is currently in the Open Plains at 4420. The Town of Kel Horend flying the flag of the Ull Navala is here.*

Tholmok the Drunk



Ranks : Command 10 Agent 0 Emissary 0 Mage 40  
 Health 100 Stealth 0 Challenge 42  
 Artifacts : None

Spells (+0) : #413 Scry Population Center(66) #415 Scry Area(78)  
 #416 Reveal Production(86) #508 Conjure Mounts(68)

Tholmok the Drunk was located in the Shore/Plains at 3913.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 Mounts were conjured.

He was ordered to transport by the caravans. 600 Leather (+10%) transported from Yaargle to Wojap City.

*He is currently in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.*

Ufgamuk theBloody



Ranks : Command 10 Agent 0 Emissary 0 Mage 43  
 Health 100 Stealth 0 Challenge 45  
 Artifacts : None

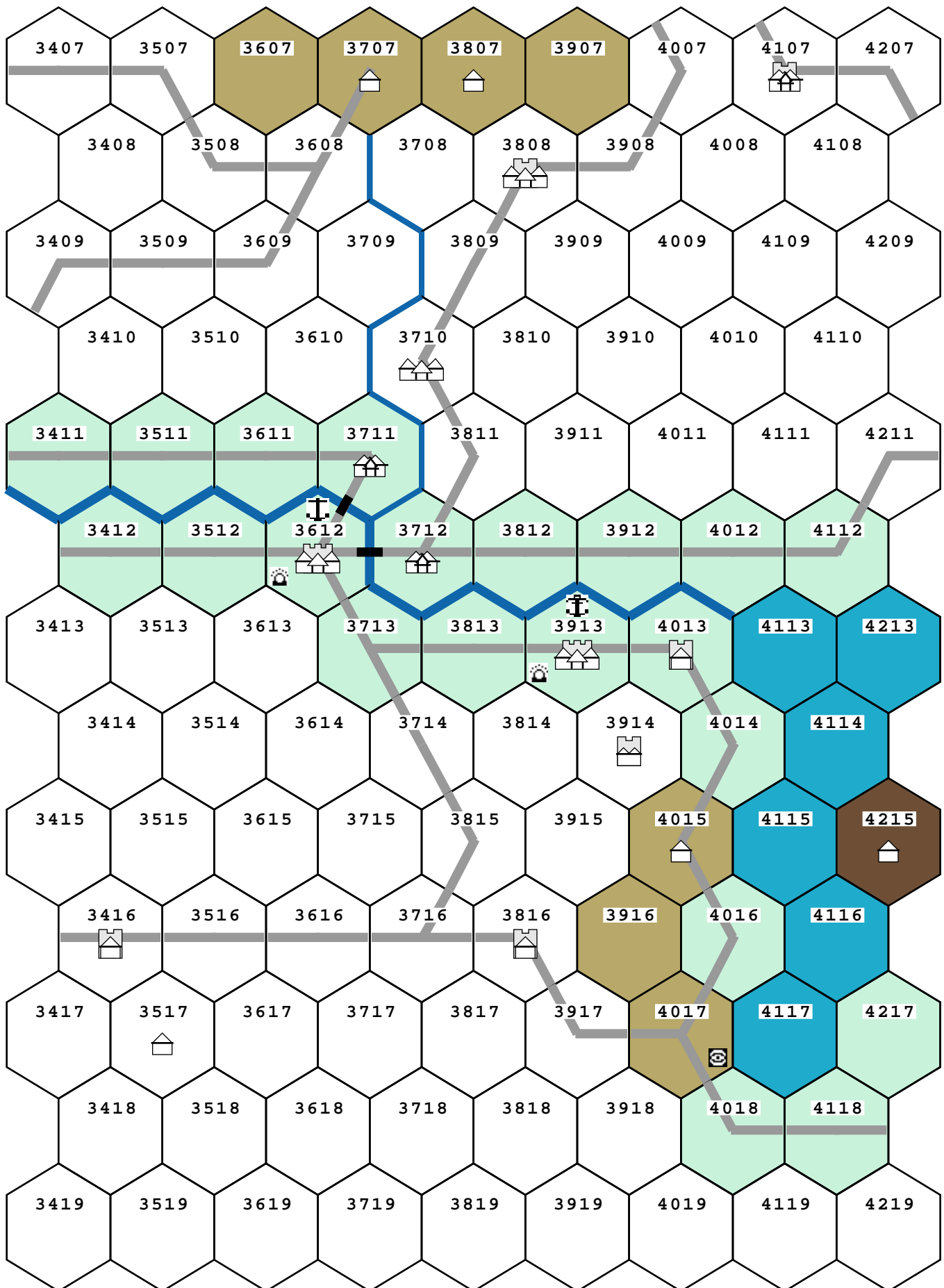
Spells (+0) : #414 Scry Hex(81) #415 Scry Area(57) #416 Reveal Production(79)  
 #508 Conjure Mounts(81)

Ufgamuk theBloody was located in the Shore/Plains at 3913.

He was ordered to cast a conjuring spell. Conjure Mounts was cast. 200 Mounts were conjured.

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

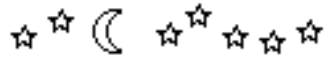
*He is currently in the Shore/Plains at 3913. The Major Town/Fort of Yaargle flying the flag of the Half-Orcs is here.*



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

Half-Orcs

**URNSHEET**



Game # 143



ADAM WATERS 110093  
 NONE  
 NONE  
 NONE

Game # : 143  
 Player # : 10  
 Turn # : 3  
 Security # : 3844

**Return this turnsheet before SEPTEMBER 2 2013**

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

Daytime Phone #: \_\_\_\_\_

**Dunga (ID: dunga) @ 3913 Command**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Emok (ID: emok ) @ 3411 Emissary**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Feardach (ID: feard) @ 3013 Command Emissary Mage**

<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>	<p>Order -&gt; # _____ Code _____ Type _____</p> <p>Required _____</p> <p>Information _____</p> <p>_____</p>
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**Furmug (ID: furmu) @ 4017 Emissary**

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

**Grumsh (ID: grumm) @ 3913 Command Agent**

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

**Kuzwar Blackboot (ID: kuzwa) @ 3913 Command**

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

**Morzug Bloodaxe (ID: morzu) @ 4220 Command**

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

**Nox the Impailer (ID: nox t) @ 3612 Command**

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

**Okmok (ID: okmok) @ 3913 Agent**

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

## Orsma (ID: orsma) @ 4420 Agent

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

## Tholmok the Drunk (ID: tholm) @ 3913 Command Mage

<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	# _____	Code _____	Type _____	Required					Information										<table border="0" style="width: 100%;"> <tr> <td style="width: 15%;">Order</td> <td style="width: 5%;">-&gt;</td> <td style="width: 10%;"># _____</td> <td style="width: 20%;">Code _____</td> <td style="width: 50%;">Type _____</td> </tr> <tr> <td>Required</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Information</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>	Order	->	# _____	Code _____	Type _____	Required					Information									
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Ufgamuk theBloody (ID: ufgam) @ 3913 Command Mage

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