

*Design: Rick McDowell*  
*Software Development: David Pitzel & Michael Gura*  
*Order Entry and Validation: Michael Gura*  
*Valhalla Production: Dave Davenport*

© Copyright 2013-2015 by Rick McDowell and Enlightened Age Entertainment, Inc.

# ALAMAZE



---

## The Commands

---

### INTRODUCTION

This update was created April, 2015. New changes are in this purple color. The previous update was created November, 2014. Those changes are in dark blue. These April 2015 revisions were pretty light, the important ones are:

Clarifying that choosing a kingdom's Early Strategic Objective (ESO) and Secret Victory Conditions (SVC) can be done on turns 1, 2 or 3. Related, the ESO rewards can be claimed on turns 10 – 15, rather than just turn 10 or 15. That a Secret Victory cannot be claimed until turn 20.

Capital Relocation, Order #355. "Effective 4/16/2015: Ambushing or invisible groups will NOT block the relocation of a capital (including from conquest). However, any non-hidden unallied group capable of laying siege to the PC (its value vs. PC is greater than the PC defense) will prevent capital relocation to that PC. It is not possible to issue this order if the capital is under siege."

And the creation of this new order that replaces the previous Encampment idea:

#455 KING CREATE SANCTUARY –

Use this order to create a Sanctuary to prevent your kingdom from being eliminated from the game which normally occurs when your kingdom loses its last population center. This is a sole order for the Ruler.

**Note: A kingdom is eliminated if it has no population centers under its control and no Sanctuary created. It is also eliminated if it has no Ruler and no political emissary able to assume the throne. Finally, a position which has missed three consecutive turns (no orders submitted) will be eliminated. When a position is eliminated, all players are alerted to this event in their turn results. When a kingdom is eliminated, its groups, emissaries, and artifacts are eliminated from the game.**

This order will create a new tiny pc on the map for use only by your kingdom (like a secret hideaway for the royals). The specified sanctuary location (Column C) must be within 5 areas of a kingdom-owned pc (Column B) and the area must be free of any pc's or encounters. You may not create a sanctuary in an area that another kingdom has chosen for their sanctuary. The sanctuary itself will physically exist on the map, is immune to attack, provides 0 food, 0 gold, and has 0 census to prevent a kingdom from losing control of a region if you happen to create one in their area.

The Commands document presents each of the orders available to all kingdoms. Special orders for individual

kingdoms are given in the Kingdom Dossier provided when a game begins, and spell lists are provided at the end of each turn. In The Commands, each order is explained as to purpose, sequence of execution (which is by order number), resource cost involved, and method for properly issuing the order, column by column, on the Web Order Entry and Verification Form (WOE). The form is available at: <http://fallofromegame.com/alamazeorders/> The form becomes interactive when the player is in his first game. The General Rules of Play explain the functioning of the various forces, resources, and many important aspects of ALAMAZE play. The Commands explains the orders available and how to issue them. The Commands does not include over 70 spells and 60 artifacts whose workings are relayed to the player with the ability to use them on their Status Update (turn results).

The information required on the WOE must be supplied by the player in exactly the manner listed. For example, if an order calls for the "Group I.D." to be placed in Column "A", only the Group I.D. (e.g., 1AN) is acceptable, not a group name. Typically, only a few characters are required in each column of the WOE, such as a Group I.D., the area in which a population center is located (not the population center name), a Region # (not name), or the first two letters of an emissary's name. Without exception, the Order # of the order the player wishes executed goes in the Order # column. In these rules, only the columns necessary for execution of the particular order are shown. Of course, players may only issue orders to forces under their control.

Sequence of Events. Players should remember that all commands are executed in numerical order # sequence, not in the sequence they are submitted on the WOE. All commands from all players in the game are shuffled by order number, and commands with the same order number are randomly ordered. The only significance to the order they are placed in on the WOE lies in the fact that orders received in excess of the king's influence are not processed. There is a chart in the Charts document that summarizes the Sequence of Events and includes computer processes such as production (after all combat) and reinforcements (before troop maintenance which is after production.) The Sequence of Events is also shown in Section 15 of the General Rules.

Per Turn Command Limit. There are limits to the number of orders a player is allowed. It is the kingdom's influence plus two (2) in most formats. A king with 12 influence may issue 14 commands per turn. It should be understood that there may be kingdoms or game variants that deviate from the norm. Unused commands do not carry over to the next turn.

### **STANDING ORDERS**

The number of possible Standing Orders is 4 plus 3 per region controlled. Additional Standing Orders are gained by getting control of regions. Should a kingdom have Standing Orders that were possible by regional control and then lose control of a region there will be a decrease in the number of Standing Orders allowed. Should the player desire to control which Standing Orders are removed he should consider entering Order #50 for each such order.

#### **#50 CANCEL STANDING ORDER -**

This order immediately cancels an order which the player had in a previous turn made a standing order. As players are limited as to the number of standing orders they may give (see the Standing Orders rules in the General Rules of Play), it sometimes becomes necessary to delete those orders of lesser priority to make room for new standing orders.

Column A - The Order # of the standing order to be canceled (not Order #60).

Columns B-J - Complete the information exactly as it appeared when the standing order was first initiated.

Resource Cost - 0 Gold.

#### **#60 ESTABLISH STANDING ORDER -**

When this order is selected, the order specified by the standing order will be executed each turn, automatically by the computer. In future turns it does not count as an order used against the king's influence. Standing orders cannot be used for any victory check or Order# 510 (as you must name the emissary). Clever use of standing orders can mark the difference between good and very good players.

Column A - The Order # of the order you wish executed each turn, beginning in the current turn.

Columns B-J - Complete the information required for the order exactly as it is required in these Detailed Rules. Of course, all required information will appear one column further to the right when establishing a standing order than it would when ordered normally (eg- what would normally be placed in Column A will appear in Column B of the WOE when establishing a standing order).

Resource Cost - Cost is deducted when the standing order is executed, and is dependent on the standing order.



## **GROUP RELATED ACTIONS**

### **#91 SELF INVISIBLE -**

This is one of the two spells available to adepts. By using this order a wizard or adept is protected from being slain in combat (all combats for this turn). It does not protect him from assassination or certain spells and there may exist artifacts that might overcome this protection. This order means the adept or wizard does not in any way add to the group's abilities, and is the sole spell (as with any spell) for the wizard that turn.

Column A - Group I.D. of the group containing the adept.

Column B - Power level of the wizard casting the spell (indicate "1" if the wizard is Power -1, indicate ".1" if the wizard is an adept.)

Resource Cost - 0 Gold.

### **#110 ATTACK ENEMY GROUP -**

This orders a specified group of your kingdom to attack a group in the same area as it. Ordering one of your groups to attack a declared ally's group results in a -10 reduction to your group's morale before combat ensues, while attacking a declared enemy adds 5 to the group's morale entering combat (these modifiers are for the combat only and are not carried forward permanently). If two different kingdom's groups are at sea and one attacks the other, the battle is a sea battle. Sea battles are based on number of ships, quality of the ships, and leadership; however spells have no effect at sea. Notes: If your group retreats or defends it will be unable to attack or parley a population center. Attacking your own groups is never a wise decision. There are various penalties and the order will also fail.



Column A - Your group's I.D.

Column B - The group I.D. of the group you wish to attack

Column C - Your tactical selection ("1", "2", or "3")

Resource Cost - 0 Gold.

### **#111 DELAYED ATTACK ON ENEMY GROUP -**

This order is identical to Order #110, except it occurs after all #110 attacks. Thus, this order is useful when two or more groups plan to attack the same target: more control over the order of attacks is provided. It should be noted that not all #111's will occur second as the opposing group could have issued a #110 to attack. You should also recognize that it is possible that a group that you wish to attack with a #111 might leave the field prior to your group engaging if either you have attacked another group with this same force or if the group you are hoping to engage has retreated from a previous battle in this same turn. Notes: If your group retreats or defends it will be unable to attack or parley a population center. Attacking your own groups is never a wise decision. There are various penalties and the order will also fail.



Column A - Your group's I.D.  
Column B - The group I.D. of the group you wish to attack  
Column C - Your tactical selection ("1", "2", or "3")  
Resource Cost - 0 Gold.

#### #118 ATTACK EVASION (special order for some kingdoms)

This order is not generally available. It is a Trait that will appear on your Kingdom Dossier if your kingdom has it. It is included here mainly to alert players to the possibility that an opposing kingdom may have the trait and foil your attack by withdrawing before the attack can commence. Generally this is restricted to a terrain where a kingdom enjoys superiority, such as the Dwarves in the Mountains, or the Elves in the forest.

Column A - group ID issuing order  
Column B - opposing group with which to avoid combat  
NO combat will occur between these two groups and so spells dependent upon combat occurring will fizzle. **Only available if specified on kingdom setup information**

#### #120 DEFEND AGAINST POSSIBLE ATTACK BY FOREIGN GROUP -

You may use this command when one of your groups is in the same area as a potentially hostile group, but you do not wish to initiate an attack. Your group assumes a defensive position and gains a 10% combat bonus because of this. The defensive position applies to a particular foreign group, so if you suspect attack by more than one group you should consider issuing this order repeatedly in order to defend against attacks from other groups in the area as well. Important: A group may not retreat or defend against groups and subsequently attack or parley a population center in the same turn; nor investigate an unusual sighting. (In order to attack a population center you must either attack or ignore other groups in the area.) If a group defending using tactical selection "1" (withdraw) is attacked by a group which has already engaged in combat earlier that turn, the defenders withdraw prior to combat.

Column A - Your group's I.D.  
Column B - The group I.D. of the group you are defending against  
Column C - Your tactical selection ("1", "2", or "3")  
Resource Cost - 0 Gold.

#### #121 ENTRENCHMENT

An inactive position that is attacked is treated as Entrenched, not Surprised. All inactive groups are always considered Entrenched but do not lose morale for Entrenching. Entrenchment is 90% of defense (and no defensive bonus). The Entrenchment group does not have to specify an enemy group – entrenchment works against all groups for the turn including invisible groups. Retreat is at Tactic 2. Active kingdom group issuing Entrenchment loses 5 points morale. A Group issuing Entrench may not attack any group or PC, investigate a sighting or use Parlay, or Diplomacy.

Column A - Your group's I.D.

#### #139 WIZARD ENGAGES IN UNUSUAL SIGHTING -

You may use this order only when your group has issued a #140 order and you desire a wizard to add his full effectiveness to impact on the outcome. Any wizard thus instructed is fully exposed to the hazards of battle. This is the only spell that can be cast to aid offensively in an unusual encounter until Guarded Attack (#101) is known, and the only of those two that provides the full effectiveness of the wizard (Guarded Attack is at 50% power) and counts as the sole spell the wizard may cast that turn. His effectiveness is determined by his power level, with a P3 about equal to a Marshal. It is not recommended to have Adepts engage as they are quite vulnerable. A wizard who does

not cast this spell does not participate in the encounter, and waits away from the fray to avoid risk. Note: the player must also issue Order #140 to actually initiate the unusual encounter.

Column A - Group I.D. of the group containing the wizard.

Column B - Power level of the wizard casting this spell (indicate "1" if the wizard is Power -1, indicate ".1" if the wizard is an adept). (Use no parenthesis on the order form.)

Resource Cost - 0 Gold

#### #140 RECONNAISSANCE IN FORCE OF UNUSUAL SIGHTING -

You may use this order when your group is located in an area which contains some unusual feature as described on a previous Status Update. In order to engage in the exploration and attack at the Unusual Sighting, your group may not have retreated or taken a defensive stance (Order #120) in group combat earlier in the turn. This order sends a patrol consisting of your group leaders, artifacts and about a dozen troops to investigate and reap the benefit / suffer the consequences of whatever may lay in wait.



Success is mainly dependent on the strength of the group characters present. The tactical selection indicates the amount of adversity the patrol is willing to overcome before retreating. Wizards within the group must be given order #139 or #101 (when that spell becomes available to the wizard) to have any impact during the encounter; if neither of these orders are issued then the wizard stays behind, safe but with no effect during the Unusual Encounter. Obviously, leaders and wizards are at more risk in these situations than they normally might be. [Weapon artifacts and wizard wands are very beneficial when in the possession of characters involved in the Unusual Encounter.](#)

Column A - Your group's I.D.

Column B - (leave blank)

Column C - Your tactical selection ("1", "2", or "3")

Resource Cost - 0 Gold.

#### #150 ATTACK POPULATION CENTER IN ORDER TO ESTABLISH CONTROL -

When one of your groups begins the turn in the same area as a population center not yet under your control, you may elect to use this order. Your group will do battle with whatever defenders are in the population center in order to forcefully take control of it. In order to attack the PC, **your group may not have retreated or taken a defensive stance** (Order #120) in group combat earlier in the turn. If successful, your kingdom's banner will be raised within the population center and its production will become available to your kingdom immediately. Normally, your group's "Value vs. Population Center" should be appreciably greater than the population center's defensive value (example: at least 2 or more to 1 is recommended) in order to have a reasonable chance of success. This is because most of the PC defense fires during the missile phases. Some damage to the population center's capabilities normally results from an attack. If the attack is successful there is a 50% chance each unallied emissary based in the population center will be captured by your group and sent in custody to your capital. (Exceptions: Kings/Queens have a much greater *chance of escape* than 50%, and agents/fanatics may go "underground", remaining in the conquered PC, or relocating to the capital). **Note: #150, #160, #180 and Order #190 are the only four methods of capturing a capital.** PC's have a +/- modifier to adjust how they fight as compared to the stated defensive value which represents a random factor reflecting their preparedness and inherent valor or lack thereof – generally the stated value will be carried into the battle at from 85% - 115% . Capitals always defend at the highest level (generally a 25% positive modifier) to protect the Ruler.

Column A - Your group's I.D.

Column B - (leave blank)

Column C - Your tactical selection ("1", "2", or "3")

Resource Cost - 0 Gold.

#### #160 PLUNDER THE POPULATION CENTER -

This is a drastic order which if successful results in your kingdom garnishing booty from the razing of the population center. The population center is, of course, destroyed in the process. You can expect about 150% of the normal production of food and gold from the population center added to your kingdom's available resources. Also expect the population to fight like hell to prevent this occurrence (defense is 175% of normal). Whether the effort is successful or not, word of the act will spread rapidly throughout the region and your kingdom's reaction level in that region will be worsened by one level. As in Order #150, non-allied emissaries may be captured with a successful Plunder.

Column A - Your group's I.D.

Column B - (leave blank)

Column C - Your tactical selection ("1", "2", or "3")

Resource Cost - 0 Gold.

#### #170 GROUP PARLEY WITH POPULATION CENTER -

Your group leaders will hail the leaders of the population center they are at and ask that they accept your kingdom's benevolent rulership. If successful, the center will raise your banner without spilling blood. The force of arms present has an impact on the chance of success, as does the regional reaction level, enemy/ally status, and the leaders rank. **This order requires a General or higher leader in the issuing group in order to execute.** Population centers already controlled (not neutral) are twice as difficult to acquire in this manner. Even a large group, however, will normally not fare as well as your more powerful political emissaries at this task. Whether the mission succeeds or not, no battle will be fought as a result of this order. Note: this order will not be effective against a kingdom's capital. **There is a player resource on the forum that helps a player calculate his chances of success with this order.**

Column A - Your group's I.D.

Resource Cost - 0 Gold.

#### #180 GROUP THREATEN POPULATION CENTER -

Your group leaders call out the leaders of the population center and demand they open the gates and lay down their arms, accepting your firm but fair rule. If the population center does in fact do this, your kingdom's banner is raised as it would be using order #170. If they decline, your leaders will then initiate an assault against the population center as in order #150. It should be understood that this type of "diplomatic" overture is less likely to succeed than an order #170, and if an attack is necessary, the defenders will be quite ready to meet it (defense is 135% of normal). Note: **the Threaten aspect of this order will not be effective against a kingdom's capital, so it is advisable when acting against a capital, Order #150 be used instead. That said, a battle will ensue with this order against a capital if issued.**

Column A - Your group's I.D.

Column B - (leave blank)

Column C - Your tactical selection ("1", "2", or "3")

Resource Cost - 0 Gold.

#### #190 LAY SIEGE TO POPULATION CENTER -

Your group will attempt to starve the population center into accepting your kingdom's control. This order must be given and successfully executed for three consecutive turns (by the same Group ID) in order to succeed. The besieging group must have a "value vs. population centers" rating greater than the population center's defensive value in order to succeed. The siege is broken if the sieging group is forced to retreat during group to group combat, moves, or if the group's "value vs. population center" falls below the population center's defensive value in any of the three consecutive turns. Note that if the population center is controlled by a kingdom, the controlling king might order the defensive capacity to be increased (the player indicating that order selection on his WOE) in an effort to break the siege. A group cannot siege if it has defended against another group or retreated from combat. Note: this and Order #150 are the only two methods for capturing a capital. Emissaries attempting to relocate from a population center under siege will undergo a 50% chance of capture. Upon the successful completion of a siege all non-allied emissaries located within will undergo a 20% chance of capture. If not captured all political emissaries will relocate back to their capital and agents/fanatics will remain.

Column A - Your group's I.D.  
Resource Cost - 0 Gold.

### **TRADE ORDERS**

\*Note on Orders #201 - 212. The only trade allowed between declared enemies (either kingdom has declared the other an enemy) is payment of ransom for the return of a hostage. Declared enemies may not trade gold for food, artifacts, or high council seats. No trade of any type (Orders #201 - 215) is allowed between natural enemies. Trade between any two kingdoms which involves more than 9000 food will be disclosed to all players in general terms, such as "The Darkelves traded unknown amounts of gold to the Sorcerer for a large supply of food."



#### **\*#200 TRADE ON THE OPEN MARKET-**

A kingdom may trade any amount (up to the amount on hand) of food or gold to the "market" at a 3 to 1 rate for the other commodity. For example, a kingdom which, after production, had 50,000 food on hand could elect to trade some portion of that, say 30,000 food to the market and would receive in exchange 10,000 gold. Players should find that better terms are available from other kingdoms than through the market, but this order is available as an "emergency" option if for some reason a trade with another kingdom could not be arranged. The format for the order is:

Column A: "F" or "G" (commodity to be traded)  
Column B: Amount to be traded  
Resource Cost - Dependent on terms of trade.

#### **#201 TRADE FOOD FOR GOLD -**

This order directs merchants of your kingdom to trade a designated quantity of food units to a certain kingdom in exchange for gold units not less than a designated amount. In order for the trade to be successfully completed the issuing king must have at least as much food as is designated in his current stockpiles and the reciprocal kingdom must issue order #202 (trade gold for food) with compatible terms.

Column A - First two letters of the kingdom name you wish to trade with  
Column B - Trade how many food units?  
Column C - For at least how many gold units?  
Resource Cost - Dependent on terms of trade.

#### **#202 TRADE GOLD FOR FOOD -**

This order is the counterpart of order #201 (above). In order for the trade to be successfully completed the ordering king must have the designated amount of gold on hand and the reciprocal kingdom must issue order #201 with food units not less than a designated amount.

Note: Trade is something of an exception to the standard processing sequence. When the computer finds an order to trade, it attempts to locate the counterpart to the trade from the sorted orders following it. Thus trade orders are executed in pairs, so some order #202's may be executed before some order #201's.

Column A - First two letters of the kingdom name you wish to trade with.  
Column B - Trade how many gold units?  
Column C - For at least how many food units?  
Resource Cost - Dependent on terms of trade.

#### **#203 ACCEPT RANSOM FOR THE RELEASE OF A HOSTAGE -**

This is the means whereby a king with a hostage may trade the hostage for gold. The reciprocal kingdom must issue



an order #204 with compatible terms. Of course, the issuing king must have the named hostage in his control in order to use the order. The names of hostages are learned when the hostages are first captured and are listed on each result. Should an Ally's emissary become your hostage a ransom is required (both order 203 and 204) to return this emissary.

Column A - First two letters of the kingdom name you wish to trade with  
Column B - First two letters of the emissary's name you wish to ransom  
Column C - Amount of ransom in gold units.  
Column D - First two letters of the prisoner's kingdom.  
Resource Cost - Dependent upon terms of trade.

#### #204 PAY RANSOM IN RETURN FOR THE RELEASE OF A NAMED HOSTAGE -

This is the counterpart to order #203. As with the other bilateral trade orders it requires that the other kingdom involved in the trade submits the appropriate order # with compatible terms. If the trade is successful, the named hostage will be returned unharmed to the capital of the kingdom paying the ransom. The released emissary that turn can a 350 order). This allows a kingdom to pay a ransom for an emissary of any kingdom.

Column A - First two letters of the kingdom name which holds the hostage  
Column B - Pay how much gold as ransom?  
Column C - First two letters of the emissary's name to be released  
Column D - First two letters of the prisoner's kingdom  
Resource Cost - Dependent on terms of trade.

#### #205 TRADE A NAMED ARTIFACT FOR GOLD -

The issuing king will trade a particular artifact in his possession for a designated amount of gold, **which cannot be less than 10,000 gold. A kingdom may not trade an artifact to itself.**

Column A - First two letters of the kingdom name you wish to trade with (**not self**).  
Column B - Artifact's short name (must be exact)  
Column C - For how many gold units?  
Resource Cost - Dependent on terms of trade.

#### #206 TRADE GOLD FOR A NAMED ARTIFACT -

This is the counterpart of order #205. If the other kingdom issues an order #205 with compatible terms, the artifact will be transferred to your possession. You must stipulate where the artifact is to be delivered in your kingdom (group, population center or in the case of "wearable" items, the emissary's name).

Column A - First two letters of the kingdom name you are trading with  
Column B - Trade how many gold (**must be at least 10,000**)?  
Column C - For the artifact abbreviated with what short name? (This must be exact)  
Column D - Where is the artifact to be delivered: group I.D., population center area designation, or emissary's first two letters.  
Column E - Either an E (for Emissary) or P (for Population Center). NOTE: Column E is not required if artifact destination is a group.  
Resource Cost - Dependent upon the terms of trade.

#### #210 BID FOR VACANT CHAIR ON THE HIGH COUNCIL -

Either through exposure of a "skeleton" or by a High Council decision to impeach, or other means, a position (chair) on the High Council may become available to the high bidder. If this situation exists, all kings will be notified on the preceding Status Update. If no position is vacant on the High Council, this order is inappropriate. Note: If any event has occurred on the previous result that would have removed a Kingdom from the High Council (Skeleton, Scandal, voted off the HC, etc.), they are not eligible to bid on an open seat or buy a seat from a current High Council member with the current turn.

Column A - Amount of bid in gold

Resource Cost - Equal to bid if high bidder, otherwise 0 Gold.

#### #411 SELL CHAIR ON THE HIGH COUNCIL -

*Note: This was formerly Order #211, changed to #411 with the April 2014 update.*

A member of the High Council may "nominate" a king to succeed him on the council. In essence, he is privately selling his position on the High Council for an undisclosed amount of gold and/or food. Successful completion of this "trade" requires the identified purchaser to issue an order #212 with compatible terms. The seller immediately vacates his position and the vote on the current issue passes to the purchaser. Note: the purchaser must qualify for the HC seat or this order will fail.

Column A - First two letters of the kingdom name you are "nominating"

Column B - Gold units you require to sell the chair

Column C - Food units you require to sell the chair

Resource Cost - Position on the High Council.

#### #412 PURCHASE CHAIR ON THE HIGH COUNCIL -

*Note: This was formerly Order #212, changed to #412 with the April 2014 update.*

A player will use this order if through negotiations with a current member of the High Council he has agreed to assume the High Council position in exchange for a certain amount of gold and/or food. If successfully completed, the trade allows the new High Council member to vote on the current issue and bid for a new issue on that same turn. Note: in order to purchase a HC seat you must qualify (see restrictions listed in Order# 210).

Column A - First two letters of the kingdom name on the High Council

Column B - Gold units you offer to purchase the chair

Column C - Food units you offer to purchase the chair

Resource Cost - Dependent on terms of trade.

#### #215 UNILATERAL TRANSFER -

By using this order a player transfers a certain amount of food and/or gold to a named kingdom. A gift (unilateral transfer) **may only be made to a kingdom that the gifting kingdom has previously declared an ally**. This order requires no action on the part of the receiving kingdom. Unilateral transfers are often used for such purposes as compensation for important information given, military assistance, or similar inducements. They are also frequently used for payment of blackmail (to avoid the revealing of a skeleton in the closet) or for payments on installment, and so often unilateral transfers are established as standing orders. Players should realize that whatever arrangements made and surrounding circumstances are entirely their own affair and the computer provides no means to enforce terms agreed to involving a unilateral transfer.

Column A - First two letters of the kingdom name you are transferring to.

Column B - Amount of gold to be transferred

Column C - Amount of food to be transferred

Resource Cost - Dependent on terms of trade.

### **SHORT TERM ECONOMIC ORDERS**

The proper handling of a kingdom's food and gold can be critical to the development of its position. Certainly depriving your military of food and gold to increase your wealth should be carefully considered. It is also realized that events might require such actions and that in times of shortage a ruler might choose how best to allocate his resources.

#### #225 DO NOT ALLOCATE RATIONS TO THIS GROUP -

In the event a kingdom's food availability is too low to provide food to all its brigades, the kingdom's group will not be given food and must instead forage for itself, resulting in a morale drop of ten points. If there is still insufficient food, the 1st group will be looked at then each of the following groups in consecutive order. It is not possible to

partially feed a group: all brigades must receive full rations or none will. A King/Queen/Regent may issue this order to alter this default sequence of groups not being fed by specifying which groups will not be fed. Any group forced to forage for themselves suffers the ten point morale drop. Utilization of this order will disallow a #745 (Rest Group) order. NOTE: If a group is not fed two or more turns in a row it then suffers an additional loss of 5% attrition (per turn) for every brigade type within the group as long as even a single brigade requires food. This attrition represents troops deserting and a degree of comradely. [EXAMPLE: turn# 1 the group loses 10% morale only; turn# 2 the group loses 10% morale and 10% attrition; turn# 3 the group loses 10% morale and 15% attrition].

Column A - Your group's I.D. for the group not to be provided food  
Resource Cost - Group morale and potentially attrition

#### #230 DO NOT PAY THIS GROUP -

This order is very similar to order #225, except that it relates to group gold consumption, rather than food. A group's morale will drop six points if it is not paid. A King/Queen/Regent might order #225 or #230 even with sufficient food/gold on hand: presumably in order to carry out subsequent resource-dependent commands. Utilization of this order will disallow a #745 (Rest Group) order. NOTE: If a group is not paid two or more turns in a row it then suffers an additional loss of 5% attrition (per turn) for every brigade type within the group as long as even a single brigade is not paid. This attrition represents troops deserting and lack of discipline. [EXAMPLE: turn# 1 the group loses 6% morale only; turn# 2 the group loses 6% morale and 10% attrition; turn# 3 the group loses 6% morale and 15% attrition].

Column A - Your group's I.D. of the group not to be paid  
Resource Cost - Group morale and potentially attrition

#### #235 REORGANIZE GROUP -

Upon issuing this order a King/Queen/Regent is able to reduce a group's attrition factor (modified by the troop's strength to the whole group's) or eliminate a single brigade of troops. A kingdom's natural troops can be eliminated only if no other troop type is present. This order may be issued multiple times for a group in a single turn if so desired. Utilization of this order will prohibit the usage of Order #745. \*Note: This order comes before reinforcements arrive, thus cannot be used to eliminate any scheduled reinforcements.

Column A - Your group's I.D.  
Column B - The initials of the brigade type chosen to be eliminated  
Resource Cost - 0 Gold

#### #238 MORALE BONUS -

This order allows the King/Queen/Regent to provide extra food, gold, or both to one or more of his/her groups. Upon receiving one or more of these items (double the normal amount) the morale of the group will be increased as follows: extra food gains 5 points of morale, extra gold gains 4 points of morale, and extra food and gold gains 7 points of morale (for those troops that require food, gold, or both). This Order will not increase a group's morale beyond 125%. This is not a sole action for the King/Queen/Regent. \*Notes: A group that hopes to receive this bonus cannot have been given Orders #225 or #230. This order comes before scheduled reinforcements and before normal group consumption.

Column A - Your group's ID to receive the bonus  
Column B - F, G, or B  
Resource Cost - As described above

#### #240 IMPOSE ADDITIONAL TRIBUTES ON POPULATION CENTER -

This order is used as an emergency measure to obtain additional revenue for the king's needs from a population center under his control. Using this order will result in double the normal gold production available to the controlling king for that month. However, the population center will revolt immediately afterward, declaring its neutrality. Thus, future production from that center is lost unless the kingdom later re-establishes control. In addition, each time this order is used there is a 50% chance the regional reaction of the region containing the population center will worsen by

one level. NOTES: 1. A king may not levy additional tributes against his capital. 2. All of the issuing kingdom's political emissaries at this location will be forced to relocate back to the capital by the unhappy population and this relocation counts as the sole order for the emissary.

Column A - Location (area) of population center  
Resource Cost - Population center specified.

#### #245 SCRAP SEA POWER -

(Previously Order #620 – changed in 11/13 so that it is with other orders that can affect gold in the current turn.) A king may sell off parts of his navy to private merchants by using this order. He may sell up to his entire navy in any one sea per use of the order. The amount of gold he receives is equal to the naval quality rating x 50% x 1000 x the number of sea power factors being scrapped. All troops and figures at sea require adequate ships. This order cannot be used to eliminate brigades that are at Sea, only the number of ships in excess of what is required for groups/patrols can be sold.

Column A - "T","F","D", or "M" . (Corresponds to the first letter of the sea for which sea power is to be affected. (eg- "T" = Sea of Terror.)

Column B - Amount of sea power to be scrapped (eg - "1", for one brigade transport capability).

Resource Cost - Sea power as indicated in column B.

### **POLITICAL EMISSARY ORDERS**

#299 GUARD PRISONERS. (Note: this is an Agent, not Political Emissary order.) Guards all prisoners at a location. Escape and Rescue chance reduced by 10 points plus 5 points for each level of the Agent. So an L1 would make a normal escape chance before any kingdom bonuses (15%),*very improbable*.

Column A – First two letters of agent's name

Column B - Guard prisoners in what location within 10 areas of agent

Resource Cost – Cost of using agent



#### #310 POLITICAL EMISSARY INFLUENCE POPULATION CENTER TO MAINTAIN STATUS QUO

This order directs a specified political emissary (but not the king) in a population center (friendly or otherwise) to use his influence to maintain the current authority in that population center. This order has the effect of making a population center more resistant to other actions by political emissaries during that turn as well as any group's parlay or diplomacy efforts the following turn. The impact of this effort is dependent upon the power of the emissary. NOTE: When this effort attempts to work against a group's action the following month (turn) the endeavor is appreciably reduced. It is possible that multiple uses of this order (even by different kingdoms' emissaries in the same location) will be accumulative.

Column A - First two letters of the emissary's name

Resource Cost- Dependent on the rank of the political emissary: see the "Political Emissary" rules.

#### #320 POLITICAL EMISSARY ATTEMPT TO CAUSE POPULATION CENTER TO REBEL -

This order directs a specified political emissary (not the king) to attempt to incite rebellion in the non-neutral population center in which he is based. The chance of success is dependent upon many factors, including: the emissary's rank; the regional reaction; the size of the population center; the king's influence; any emissary's status quo efforts; capital status of population center, and a small random chance modifier (+-10%, ie: a Count might act as either a Baron or Duke). If successful, the population center will immediately rebel and declare its neutrality. A king



may automatically relinquish control of any population center under his control, except his capital, by using this order with any of his political emissaries: the normal criteria for success are not considered. If the king presently in control of the target population center is in control of the region, there is a 15% Negative modification to the chance of inciting rebellion. There is a 15% positive modification if the influence level of the controlling king is only minor. There is a 15% positive modifier if the controlling king has a hostile reaction in the region, and a 15% negative modifier if the reaction level is friendly. Cities will be approximately 25% more difficult to Incite Rebellion.

There is risk in this mission: if the emissary fails badly he will be incarcerated by the population center's authorities and so becomes a hostage. An emissary can never cause a capital to rebel and may very well be captured should he/she make an attempt. A king may not order an emissary to Incite Rebellion in his own capital.

Column A - First two letters of the emissary's name

Resource Cost - Dependent on the rank of the political emissary: see the "Political Emissary" rules.

### #330 POLITICAL EMISSARY ATTEMPT TO USURP CONTROL OF POPULATION CENTER

This is the ultimate power order for a political emissary (but not the king). It orders the indicated emissary to establish his kingdom's rule in that population center. The factors affecting success are very similar to order #320, with the additional consideration that population centers already controlled are twice as difficult to usurp control of as are neutral population centers. If the population center is already under the control of the ordering king, this order is ignored.

If the king presently in control of the target population center is in control of the region, there is a 15% Negative modification to the chance of usurping control. There is a 15% positive modification if the influence level of the controlling king is only minor. There is a 15% positive modifier if the controlling king has a hostile reaction in the region, and a 15% negative modifier if the reaction level is friendly. Cities will be approximately 25% more difficult to Usurp Control. The risk of the emissary being incarcerated as in order #320 is also present here.

Column A - First two letters of the emissary's name

Resource Cost - Dependent on the rank of the political emissary: see the "Political Emissary" rules.

### #350 EMISSARY RELOCATE TO A NEW POPULATION CENTER -

All emissaries maintain a population center as their base of operations. In the case of political emissaries and the High Priestess this base is the area from which they execute all activities. The base is also the area to which agents and fanatics return after completing their missions. If a king desires to relocate an emissary so as to change his operations base, he must use this order. The range for all emissaries (political, agent, HP) is 10 areas. If a non-allied group occupies the intended destination, the emissary (not including agents or fanatics) will not relocate and instead returns to his existing base (the resource cost is still consumed in the effort however, as it is if an emissary attempts to relocate to an area with no PC). An ambushing or invisible group will not block emissaries. Notes: the king/queen/regent may only relocate via order #355; all other emissaries relocate their bases using this order. In addition, when emissaries other than agents relocate to a population center controlled by another kingdom, there is a chance that the controlling king will immediately learn of this relocation. The chance is 25% for emissaries below the rank of baron, and 50% for barons and above. The cost of moving a High Priestess is 5,000 gold.

Column A - First two letters of the emissary's name

Column B - Area (must contain a population center)

Resource Cost - Dependent upon emissary rank: see the "Political Emissary" rules.

### #353 – MOVE PRISONERS (Agent order)

When prisoners are first captured, they are sent to the capturing kingdom's capital. However, players may subsequently move any or all prisoners to any PC under their control that does not have an unallied kingdom group in the area with any agent. Both the current location of the prisoner(s) and the destination PC must be within the agent's 10 area range. Ambushing and invisible groups do not block this transfer of prisoners.

Column A – First two letters of agent's name

Column B - Area of controlled PC (unallied groups in this area will block order) within agent's range

Columns C, E, G, and I as needed – First two letters of prisoner to be transferred, or "A" in column C to transfer all prisoners

Columns D, F, H, and J as needed - Kingdom abbreviation of prisoners in col. D, F, H and J, unless "A" in column C. So Column D would have the abbreviation of the kingdom to which prisoner in column C belongs, etc.

Resource Cost - Per agent level

#### #355 RELOCATE THE CAPITAL -

Each kingdom maintains its capital in one of the population centers under its control. At some point in the campaign, a player may feel that it would be in his kingdom's best interest to move the capital to a new kingdom-controlled population center. This involves moving the cogs of government to the newly chosen site. Any hostages on hand and inactive groups are also moved to the new location. All of the kingdom's emissaries located in the capital that have not undertaken a sole action will relocate to the new site. This order counts as the mission for that turn for all emissaries thereby relocated. This counts as the "sole" activity for the king. That is, a king may not undertake any other mission listed as the "sole action" for a king in that turn. He may, however, use other orders for the king that are not sole actions. (Example: a king who relocates the capital could still declare an enemy {order #440}, but he could not Enamor a Region {order #470} in the same turn.) There is no range limitation on emissary travel in this case. This order is expensive because of the amount of activity required. **Effective 4/16/2015: Ambushing or invisible groups will NOT block the relocation of a capital (including from conquest). However, any non-hidden unallied group capable of laying siege to the PC (its value vs. PC is greater than the PC defense) will prevent capital relocation to that PC.** It is not possible to issue this order if the capital is under siege.

Column A - First two letters of the king's name

Column B - Area to which the capital is to be moved (must be kingdom-controlled)

Resource Cost - 20,000 gold.

#### #360 POLITICAL EMISSARY DETERMINE THE REGIONAL REACTION OF A NAMED KINGDOM

A political emissary may determine the Regional Reaction for the Kingdom of his choice in the region he is located by using this order. All political emissaries are equally effective in this mission.

Column A - First two letters of the emissary's name

Column B - First two letters of the kingdom name for which regional reaction is desired

Resource Cost - Dependent on the rank of the political emissary: see the "Political Emissary" rules.

#### #365 LEARN KING'S INFLUENCE -

This is a mission for political emissaries. An emissary who is located in a population center controlled by another kingdom can learn the influence of the controlling king by using this order.

Column A - First two letters of the emissary's name

Resource Cost - Dependent on the level of the emissary

#### #380 REVEAL A SKELETON IN THE CLOSET -

When a king becomes aware of a skeleton in the closet of a rival king, he has the option of revealing it publicly, triggering a backlash on the effected king resulting in a decline in influence and some detriment to the reactions of some regions to him. In addition, if the unfortunate king is currently a member of the High Council, he will immediately lose that position at the release of the skeleton, and it will fall to the high bidder on the succeeding turn. Each skeleton has this effect only once: once revealed it is no longer a skeleton. A king which orders one of his emissaries to "reveal" a skeleton which does not actually exist will lose one point of influence himself instead from the resulting embarrassment. Any political emissary (excluding the king/queen) that has not previously undertaken a mission that turn may execute this order: rank and location are not important. A kingdom may never release his/her own skeleton.

Resource Cost - Dependent on the rank of the political emissary: see the "Political Emissary" rules.

ISSUE#	COLUMN A	COL. B	COLUMN C	COLUMN D	COLUMN E	COL. F
1	BID IN GOLD	1	"R" OR "L"	KINGDOM ABBR.	"S" OR "O"	"_"
2	BID IN GOLD	2	"R" OR "L"	KINGDOM ABBR.	"S" OR "O"	REG #
3	BID IN GOLD	3	"V", "T", "C"	"_"	"S" OR "O"	"_"
4	BID IN GOLD	4	"V", "T", "C"	"_"	"S" OR "O"	"_"
5	BID IN GOLD	5	KINGDOM ABBR.	"_"	"S" OR "O"	"_"

#### NOTES:

Order #410 always appears in the Order # column.

Column A should always be expressed in multiples of 500.

Column B indicates the issue number.

"R" indicates you desire to raise the characteristic in question; "L" means lower it.

"V" means villages, "T" means towns and "C" means cities.

"Kingdom ABBR" means indicate the first two letters of the kingdom's name.

"S" indicates secret ballot, "O" is open ballot.

"\_" means leave column blank.

#### **#411 SELL CHAIR ON THE HIGH COUNCIL -**

*Note: This was formerly Order #211, changed to #411 with the April 2014 update.*

A member of the High Council may "nominate" a king to succeed him on the council. In essence, he is privately selling his position on the High Council for an undisclosed amount of gold and/or food. Successful completion of this "trade" requires the identified purchaser to issue an order #212 with compatible terms. The seller immediately vacates his position and the vote on the current issue passes to the purchaser. Note: the purchaser must qualify for the HC seat or this order will fail.

Column A - First two letters of the kingdom name you are "nominating"

Column B - Gold units you require to sell the chair

Column C - Food units you require to sell the chair

Resource Cost - Position on the High Council.

#### **#412 PURCHASE CHAIR ON THE HIGH COUNCIL -**

*Note: This was formerly Order #212, changed to #412 with the April 2014 update.*

A player will use this order if through negotiations with a current member of the High Council he has agreed to assume the High Council position in exchange for a certain amount of gold and/or food. If successfully completed, the trade allows the new High Council member to vote on the current issue and bid for a new issue on that same turn. Note: in order to purchase a HC seat you must qualify (see restrictions listed in Order# 210).

Column A - First two letters of the kingdom name on the High Council

Column B - Gold units you offer to purchase the chair

Column C - Food units you offer to purchase the chair

Resource Cost - Dependent on terms of trade.

#### **#430 ORDER THE EXECUTION OF A HOSTAGE OR HOSTAGES -**

At some point in the campaign a king may acquire a hostage that he cannot or chooses not to ransom. He may instead order the execution of this hostage. He may alternatively order the execution of all hostages held of a named kingdom, or the execution of all hostages held in his dungeons from all kingdoms (should he acquire any ally's emissary who was a prisoner, he/she will also be executed). This does not count as the sole action for the king.

Column A - First two letters of the emissary's name to be executed (or leave blank if all are to be executed).



Column B - First two letters of the kingdom name to which the hostage belongs (or leave blank if all hostages from all kingdoms are to be executed)

Column C- Enter "E" to execute all declared enemies, "A" to execute declared allies, "N" for all prisoners that have not been declared an ally.

Resource Cost - 0 Gold.

#### #440 DECLARE A KINGDOM TO BE AN ALLY, ENEMY, OR NEUTRAL -

Most kingdoms start with a natural enemy and a kingdom's status with its natural enemy is unalterable (cannot be affected by Order #440.) In an Alliance Victory Potential game (Second Cycle of Magic), kingdoms are allied with their two Alliance kingdoms. In all other cases, at the campaign's outset all other kingdoms are neutral to one another. This order is used to change that status, or later on, to change it back to neutral if desired. Enemy or ally status has some effect on combat (troops are more eager to attack known enemies than they are allies), and a significant impact on political actions in regions controlled by the king. A king will find his regional reaction level improved by one level in regions under the control of those kings which have declared him an ally. Similarly, his reaction level is worsened in regions controlled by those that have declared him an enemy. In addition, groups of kingdoms whose regional reaction is unfavorable (Hostile) will suffer small morale reductions (3%) due to the difficulty of obtaining supplies, partisan resistance, etc. Groups in friendly regions may experience minor improvements to morale. It should be remembered that the regional reaction level is of great importance in the success or failure of the efforts of a political emissary to cause rebellion in or gain control of a population center as well as a group's parlay efforts. Also, the number of declared allies and enemies is of importance when Status Points are awarded. Declaring an ally reduces status points, while being declared an enemy increases status points (as the challenge is more difficult with enemies and less difficult with allies). This is not a sole action for the king. NOTE: Should a kingdom drop, when the announcement is given to all remaining kingdoms, all enemy and ally declarations will be cancelled.

Column A - "A", "E", or "N" (for ally, enemy or neutral)

Column B - First two letters of the kingdom name

Resource Cost - 1000 Gold.

#### #455 KING CREATE SANCTUARY -

Use this order to create a Sanctuary to prevent your kingdom from being eliminated from the game which normally occurs when your kingdom loses its last population center. This is a sole order for the Ruler.

**Note: A kingdom is eliminated if it has no population centers under its control and no Sanctuary created. It is also eliminated if it has no Ruler and no political emissary able to assume the throne. Finally, a position which has missed three consecutive turns (no orders submitted) will be eliminated. When a position is eliminated, all players are alerted to this event in their turn results. When a kingdom is eliminated, its groups, emissaries, and artifacts are eliminated from the game.**

This order will create a new tiny pc on the map for use only by your kingdom (like a secret hideaway for the royals). The specified sanctuary location (Column C) must be within 5 areas of a kingdom-owned pc (Column B) and the area must be free of any pc's or encounters. You may not create a sanctuary in an area that another kingdom has chosen for their sanctuary. The sanctuary itself will physically exist on the map, is immune to attack, provides 0 food, 0 gold, and has 0 census to prevent a kingdom from losing control of a region if you happen to create one in their area.

You cannot explicitly relocate your capital to or from a sanctuary with Order #355. Your capital will automatically relocate there when you lose your last pc. However you must create a sanctuary before you lose your last pc or you will be eliminated from the game. If your capital is inside a sanctuary, it will automatically relocate to a kingdom-owned pc (free) once your kingdom acquires one by some means.

If your kingdom has any alternate capital locations setup with Order #495, those locations will be checked prior to moving your capital from a sanctuary to a kingdom-owned pc (if you happen to acquire more than one pc on the

recovery turn). Otherwise, the highest defensive valued pc will be chosen during the automatic relocation of your capital.

Your capital will not relocate to a kingdom-owned pc that has a non-allied group outside it that is capable of laying siege to the PC. Once the non-allied group moves away from a kingdom-owned pc, your capital may automatically relocate there from the sanctuary as normal.

Non-allied groups may end movement on the same area as a sanctuary but it will have no effect in blocking a capital from relocating there. Once your capital has relocated to a sanctuary, any emissaries, agents, priestesses, prisoners, and/or artifacts residing at the sanctuary are still targetable for effects/spells (so they may be slept, assassinated, kidnapped, bribed, stolen, ...etc.).

Only one sanctuary may be created for your kingdom and you may change its location at any time by reissuing this order with a new location. If you change the sanctuary's location then your previous sanctuary pc will be destroyed on the map. When your capital relocates from a sanctuary to a kingdom-owned pc, your kingdom will be reimbursed with 10,000 food and 10,000 gold (the cost of creating a sanctuary) with these amounts being reported under Trade on your kingdom turn report.

Agents (including ravens, palantirs, and crystals of seeing) will report a normal recon of a sanctuary area however divines from priestesses or consuls with Order #750 will not display any sanctuary locations (same for the wizard spell #751). A wizard's locate character spell #855 will work normally and will provide the sanctuary as the targeted character's location.

Agents may train with Order #500 as normal inside a sanctuary however agents may not transfer artifacts with Order #910 to a sanctuary nor may they sabotage its defenses or steal its food/gold. In addition, agents may not poison the capital's food storage with Order #615 but may poison the food supply of any groups located in a sanctuary. Agents may guard prisoners with Order #299 that may be located in a sanctuary.

Emissaries, agents, and priestesses may not move to a sanctuary with Order #350 (nor gate with Order #351) even by your own kingdom. If your capital is inside a sanctuary, emissary titles may be issued with Order #390 as normal. Prisoners may escape from a sanctuary with Order #385.

Groups (inactive or otherwise) may receive scheduled reinforcements (turn 5, 10, 15, ...etc.) while inside a sanctuary. Groups may not recruit troops with Order #560 inside a sanctuary nor may they train troops with Order #550. However, special troops that are acquired with Order #565 may be summoned inside a sanctuary regardless of terrain as normally per 565 rules. Groups issued to rest with Order #745 gain 8% morale while inside the safe confines of a sanctuary.

Sanctuaries may not be taxed with Order #240. Orders that improve or lower a pc's statistics with Order #600 have no effect on a sanctuary including any spell effects like plague, famine, or hidden ore. Destroy pc spells (Spells #155,156,157) have no effect on a sanctuary. You may place a dome with Spell #135 on a sanctuary but it will provide no benefit since sanctuaries cannot be attacked.

Column A: specify king/queen/regent/consul abbreviation

Column B: specify a kingdom-controlled pc location (map coordinate)

Column C: specify sanctuary location within 5 areas of the PC in (B) (map coordinate)

Resource Cost: 10,000 food and 10,000 gold

#### #470 KING ENAMOR A REGION'S POPULATION -

This order is a sole order for the king. He may not undertake this order and any other order listed as a sole order in the same turn. By using this order, a king through his powerful oratory, expensive gifts and gestures of goodwill win over some popular sentiment in a particular region. In game terms, an improvement of one level to the regional reaction will occur. The king need not be located in the target region. Note: If a declared enemy controls the region

that is being attempted to be enamored then you will be unable to become friendly as long as he maintains control. If your natural enemy gains control of a region it will lower your regional reaction in that region by two levels. As long as he/she controls the region the best regional reaction you can have in that region is Suspicious.

Column A - First two letters of your king's name

Column B - Target region #

Resource Cost - 16,000 Gold.

#### #475 DENIGRATE A KINGDOM BEFORE A REGION'S POPULATION -

This is a sole action for a king. This order is similar to Order #470, in that it affects a regional reaction level. However, the issuing king in this case seeks through an extensive propaganda campaign to convince a region's population of the evil associated with the truly despicable ways of a particular kingdom. If successful, the targeted kingdom will suffer a worsening of one level in the regional reaction in that particular region. The base chance of success is 50%. This is modified by the ratio of the issuing king's influence to the target king's influence. Next, the % chance is modified by the relative influence of the two kings in the region. Finally, there is a 20% positive modification if the issuing king has a regional reaction of "friendly", a 10% negative modification if "suspicious" and 20% negative if "hostile". The resulting number will be modified if need be to a minimum chance of 10% and a maximum of 90%. Here are two examples:

A) The issuing king, the Halfling, has an influence level of 10 and wishes to denigrate the Westmen king, who has an influence of 15 in Torvale. The Westmen, who are in control of Torvale, control P.C.'s with 75% of the region's population. The Halflings control 15% of the population in the region, and are viewed with suspicion there. The Halfling's chance of success in denigrating the Westmen in Torvale is  $50\% * 10/15 * .15/.75 - .1 = -.03$ , so is modified to the minimum 10% chance.

B) The Sorcerer wishes to denigrate the Warlock in Amberland. The Sorcerer has an influence of 14, controls 30% of the region, and has a tolerant reaction there. The Warlock has an influence of 12, and controls 25% of the region. The Sorcerer is facing:  $50\% * 14/12 * .3/.25 + 0 = 70\%$  chance of success.

Column A - First two letters of your king's name

Column B - Target region #

Column C - First two letters of the kingdom name you wish to denigrate

Resource Cost - 10,000 Gold.

#### #480 KING EXPAND HIS INFLUENCE -

By using this order, the king pulls the necessary strings to expand his sphere of influence. The result of this is an increase of one level to his influence. Influence determines the maximum number of orders a king may issue per turn, and has significant impact on the success of his political emissaries. The extra order gained through execution of this order will not be available until the following turn. This is a sole action for the king. This command cannot be used to raise the King's Influence above 20. A king may only surpass a 20 influence through other game means, such as taking control of regions, High Council decision, etc.

Column A - First two letters of the king's name

Resource Cost - 15,000 Gold.

#### #490 KING INCREASE TREASURY BY RELINQUISHING INFLUENCE -

This is a rather desperate order wherein the king attempts to gain gold quickly at the expense of his world-wide influence. The king sells parcels of land and awards minor titles to lower nobles in exchange for the gold they offer. No new emissaries result from this order, however. A King/Queen/Regent may not sell influence if that action will take him/her below the minimum influence for that kingdom (8, unless otherwise stipulated for the kingdom).

The king will suffer a loss of one level of influence, but gains 10,000 gold. This is a sole action for the king.

Column A - first two letters' of the king's name  
Resource Cost - One level of influence.

#### #495 EMERGENCY CAPITAL

In the event that a king believes his Capital may be threatened (captured or destroyed), this order may be issued to name a primary and secondary potential Capital location, as the King would prefer. As with Order-355 any PC listed must be owned and have no non-allied group in the area, etc. Should either of the listed PC location not be available, for any reason, the new Capital will relocate to the PC with the highest defense that qualifies. This order remains in effect each turn unless changed by a subsequent #495 Order. The resource costs are incurred each turn. This is not counted as a sole order for the King.

Column A – Primary location  
Column B – Secondary location (if desired)  
Resource Cost – 1,500 Gold and 2,000 Food

#### #499 APPEAL TO THE GODS (Team games only)

Each team may be afforded one opportunity during the campaign to make an appeal to their god, if things are going poorly for them. The last place team after a status update (again, the last place team for that status update, not total points) is the only team that may make an appeal. Each active member of the team must make the appeal on the same turn for the appeal to have a chance of being honored by the god; last place will be complied based upon active team members. Such appeal may be made on any turn prior to the turn of the next Status Point Award. Note: there are many additional qualifiers and potential penalties associated with this order, please refer to section 33. of the General Rules Of Play. Consideration should be given as to the ability of the 1st group to receive any or all the potential aid.

Just place #499 in the Order# column  
Resource Cost - 0

### **ACTIONS TO INCREASE THE KINGDOM'S RESOURCES**

#### #500 INCREASE AN AGENT OR FANATIC'S PROFICIENCY -

Agents and fanatics are the intelligence/espionage arm of a king's resources. Their proficiency determines their chance of success in completing the various missions they will be assigned. An agent's proficiency will increase automatically upon successful completion of missions other than reconnaissance, relocating, and counter-espionage. (If an agent on counter espionage captures a foreign agent, his rating will increase.) As an alternative, however, a king may pay for this type of emissary to be specially trained so as to attempt to increase his proficiency by one level immediately. Each kingdom has a limitation as to how high in proficiency its agents can advance. This limitation is displayed on each status update. Each level of proficiency increases the opportunity for success by 5% and decreases the team's chance of being caught by 5%. For example, if a given agent normally had a 20% chance of succeeding in a particular mission without being caught, and an equal opportunity of being caught, an increase in his proficiency of one level would give him a 25% chance of succeeding and decrease his chance of being captured to 15%. An agent or fanatic may not undertake training and perform another action in the same turn: training is considered his mission.

Column A - First two letters of the agent/fanatic's name  
Resource Cost - 4000 Gold. Can be altered by the Underworld. Current cost of training is shown on the Status Update. Training a Fanatic costs 75% that of an Agent.

#### #510 HIRE A NEW EMISSARY -

Certain emissary types may be added to a king's talent pool through execution of this order. These types, and their



associated gold costs are:

Type of Emissary:	Place in Column A:	Resource Cost:	Influence Cost:
Agent	A	5,000 gold	0.1
Envoy	B	3,000 gold	0.1
Ambassador	C	6,000 gold	0.2
Provincial Governor	D	15,000 gold	0.5
High Priestess*	E	18,000 gold	0.5
Fanatic	F	8,000 gold	0.2

**\* A High Priestess may not be hired until Turn 4 at the earliest.**

These are the only types of emissaries that can be recruited. A newly recruited emissary may begin his service in any population center under the control of that kingdom. The player should give the emissary a name appropriate for his kingdom. No other emissary in the kingdom may have previously been given a name beginning with the same first two letters (including dead or captured emissaries). A requested name may be deemed inappropriate (ridiculous names fall in this category) by staff during processing and in such case the player forfeits the right to name the emissary, and one will be appointed to him.

Order 510 has an additional cost to the issuing king. Each time this order is given, the king will lose a % of a point of influence dependent upon the emissary being hired. Hiring an envoy will cost the king .1 of influence, an ambassador .2 and a provincial governor .5. In addition, the hiring of an agent results in the loss of .1 and a Fanatic .2. There is a .5 point cost to influence for hiring a High Priestess. A High Priestess may not be hired in Turns 1-3. If you wish to designate a hired ambassador or provincial governor as female, assign an appropriate name and place an "F" in column D. The default gender is male.

Note: a standing order may not be used for this order.

Column A - "A" - "E" to indicate the emissary type, as shown above

Column B - Name for new emissary (between four and twenty letters, spaces allowed after 2nd)

Column C - Area of population center under kingdom's control

Resource Cost - As shown above, based on emissary recruited.

**#550 TRAIN ONE or ALL BRIGADE(S) OF RECRUITS TO FIGHT AS VETERANS -**

This order commands the leaders of a group already containing at least one brigade of recruits to train one or all brigades in order that they might perform in all ways as veteran troops. (Recruits suffer a -25% combat modification.) Recruits may only be trained when the group is located in a population center controlled by the ordering king. A player may train all brigades of Recruits to Veterans in a group by placing an "A" in column B. This of course requires the kingdom to pay the cost of training for each brigade. (Example, a group with 3 brigades of Recruits where the player wishes to train all 3 by placing an "A" in column B would cost 12,000 gold and 9000 food). By training all Recruits to Veterans, no empty brigade slot is required.

Column A - Your group's I.D.

Column B - "A" to Train all brigades to Veterans, or leave blank.

Resource Cost - 4000 Gold and 3000 Food per brigade trained.

**#560 RECRUIT TROOPS -**

Each king begins the game with a certain number of brigades which bear the name of his kingdom. These troop types may only be replaced by scheduled reinforcements. However, a king may increase the size of his forces by using this order. A group intending to recruit troops must be located in a kingdom controlled town or city. Each use of this order will produce one brigade of recruits. Repeated use of this order in the same population center may not be possible: see the General Rules of Play. Generally a maximum of two brigades can be recruited in a single turn from a PC, a third recruiting will cause the PC to rebel. You may recruit into an inactive group at your capital. NOTE: You may never recruit from a village and never recruit from a town or city when the action will reduce the census below 10,000.



Column A - Your group's I.D.  
Resource Cost - 7000 Gold and 3000 Food

#### #600 INCREASE A POPULATION CENTER'S PRODUCTION OR DEFENSES -

Each king has the option of increasing the gold production, food production or defensive value at any population center under his control. Any one of these factors can be improved at a population center by executing this order. The selected value will increase by 1000. The cost of increasing food or gold production is 4000 gold and 3000 food. The cost of increasing defensive capacity is 6000 gold and 3000 food. The population center's census will increase with the food and gold increases and decrease with the defensive raise by 500. It should be understood that when the gold production of a town or village reaches certain amounts that rumors of this reach all kingdoms (see the General Rules for additional information).

In a single turn, only one order may be given to increase a given P.C.'s food, gold, or defenses. Each of these properties may be increased in the same turn, however, by issuing three 600 orders for the P.C.. When issuing the order, you may include a number from 1 to 3 in column "C". This number indicates the number of times you wish the increase to be made for the P.C., the default value for column "C" is 1. Of course, the kingdom issuing the order with a 2 or 3 in Column "C" must pay for each additional increase. Thus, increasing defenses at a P.C. three times by placing a "3" in Column "C" would cost 18000 (6000\*3) gold, and 9000 food. As this is a single order (for the multiple increases) it will fail should there not be enough gold or food for the number of increases requested.

Column A - Area the population center is located  
Column B - "F", "G" or "D" (indicating to increase either food, gold, or defensive capacity.)  
Column C - 1, 2, or 3  
Resource Cost - As described above.

#### **SEA POWER**

Fleets are required for moving brigades into any sea. Patrols (0 brigades) do not (Rules revision 10/13) require fleets to move upon a sea, but the patrol will be at risk. Each sea may have a different number of fleets available to the kingdom as shown on his Status Update. Each brigade to be transported at sea requires 1 fleet to execute the transport. Fleets in a sea can transport multiple groups, subject to their per group maximum. Thus, should the 1AN be a patrol and the 2AN have two brigades, the 3AN likewise have two brigades, and all three are in the Sea Of Mystery then the Ancient Ones will be required to have two fleets in Mystery and all three groups could move by sea. Fleets are required even if a group with brigades at sea is moving and its first area moved to is a land area (from sea). A kingdom may have a maximum of 12 fleets in any one sea.



#### #245 SCRAP SEA POWER -

(Previously Order #620 – changed in 10/13 so that it is with other orders that can affect gold in the current turn.) A king may sell off parts of his navy to private merchants by using this order. He may sell up to his entire navy in any one sea per use of the order. The amount of gold he receives is equal to the naval quality rating x 50% x 1000 x the number of sea power factors being scrapped. All brigades and figures at sea require adequate ships. This order cannot be used to eliminate brigades that are at Sea, only the number of ships in excess of what is required for groups/patrols can be sold.

Column A - "T", "F", "D", or "M". (Corresponds to the first letter of the sea for which sea power is to be affected. (eg- "T" = Sea of Terror).)  
Column B - Amount of sea power to be scrapped (eg - "1", for one fleet).  
Resource Cost - Sea power as indicated in column B. Gold is recovered per above.

## **EARLY AGENT ORDERS**

Most agent and fanatic orders are in the #900's. A couple are executed earlier in the turn sequence, such as the following:

### **#615 SPOIL FOOD SUPPLIES**

An Agent/Fanatic of Level-5 or higher may attempt to spoil the food surplus at another kingdom's capital or the supplies of a group. If successful 20% of the food balance will be removed from the surplus of the target kingdom; the result against a group would be a 7% loss of group morale. The chance of success for a Level-5 agent is 25% and the chance of getting caught is 15% (modified by any agent on counter-espionage).

Column A - First two letters of the agent's name  
Column B - Area of a capital or group  
Column C - Group ID (if group is target)  
Resource Cost - The Agent's proficiency rating \* 500

### **#691 TRAIL GROUP -**

This order requires an agent or fanatic undertaking the order to know the location of the target group prior to its movement, ie, its location as of the last turn. As long as this beginning location is within the agents range, and is in fact the location of the target group, the agent will be able to trail the group and give a recon report of the area it occupies.

Column A - Agent/fanatic abbreviation  
Column B - Target Group ID  
Column C - Target Group location  
Resource Cost - The agent's proficiency rating \* 500 Gold

### **#692 LEARN GROUP'S MORALE AND ATTRITION-**

An Agent/Fanatic may be assigned to closely observe any kingdom's group within his/her range (ten areas) to learn the existing morale and attrition of that group. There are, of course, risks in such a mission; the chance of success for a proficiency 1 agent is 20% and also a 30% chance of being caught (modified if the target group has their own agent doing Counter-Espionage).

Column A - Agent/Fanatic abbreviation  
Column B - Target Group ID  
Column C - Target Group location  
Resource cost - The agent's proficiency rating \* 500 gold

## **GROUP RELATED TRANSFER, MOVEMENT AND OTHER ORDERS**

There will follow a series of transfer orders that provide great flexibility with aligning your groups. Those that denote being "late" transfers (orders-741 – 744) have costs not incurred with earlier transfers. This cost is due to the emergency aspect of these orders. With careful planning these costs can often be avoided.

When you are utilizing the various transfer orders pay close attention to the abbreviations of the troop types you desire to transfer. For example the following do not utilize the normal pattern of the first two letters: Wights = WT, and Red Dragon = RD.

**NOTE:** Remember that orders are shuffled and therefore may affect the sequence intended. Groups ending their movement in a Hostile Region will suffer a 3% loss of morale and in a Friendly Region may gain 2% morale.

### **#699 EARLY SEND DETACHMENT FROM MAIN GROUP -**

This order allows a kingdom with at least one currently inactive group to reactivate it by providing it with at least a leader, and potentially with troops and a wizard from an active group. The newly activated group then begins its orders from the same area as the group providing the detachment. This transfer order involves an inactive group, the group to receive the transferred figures and/or troops must be inactive. A leader is not required to be transferred to the formerly inactive group in order to activate it: a wizard alone or troops alone is sufficient. NOTE: Should a group be involved in combat prior to this #702 Order and losses are more than expected, this order might fail as it looks to transfer the number requested.

Column A - Your group's I.D. from which the detachment will come

Column B - Your group's I.D. which is currently inactive

Column C - First two letters of the brigade type to be transferred

Column D - # of brigades of the troop type to be transferred

Column E - "H" or "L" for high ranking or low ranking group leader; or specific leader's initials

Column F - Power level of the wizard to be transferred (i.e.- ".1" to transfer an adept); or specific wizard's initials

Resource Cost - 0 Gold.

#### #700 TRANSFER TROOPS FROM GROUP TO GROUP -

This order can be used to transfer up to two brigade types from one group to another group of the same kingdom in the same area. (Group transfer orders are allowed only between groups of the same kingdom in the same area except in the case of Order #702 when an inactive group is involved in receiving troops.) Utilization of this order will cause the loss of ambushing status.

Column A - Your group's I.D. which is transferring the troops

Column B - Your group's I.D. of the group to receive the troops

Column C - First two letters of the brigade type to be transferred (eg- "VE" for veterans.)

Column D - # of brigades to be transferred

Column E - First two letters of a second brigade type to be transferred or leave blank

Column F - # of brigades of the second troop type to be transferred

Resource Cost - 0 Gold.

#### #701 TRANSFER FIGURES BETWEEN GROUPS -

This order is the compliment of Order #700 in that it allows the transfer of the other tangible elements of a group, namely leaders, wizards and artifacts. Up to two leaders may be transferred between active groups in the same area of the same kingdom, but only one wizard or artifact. This does not affect ambushing status.

Column A - Your group's I.D. that is transferring the figures

Column B - Your group's I.D. of the group to receive the troops

Column C - "H" or "L" for high ranking or low ranking group leader; or leader's initials

Column D - "H" or "L" for high ranking or low ranking group leader; *or leader's initials*

Column E - The number representing the power level of the wizard to be transferred (eg- "2" to transfer a Power-2 wizard); or wizard's initials

Column F - The short name for the artifact to be transferred

Resource Cost - 0 Gold.

NOTE: One or more of columns C - F can be left blank.

#### #702 SEND DETACHMENT FROM MAIN GROUP -

This order allows a kingdom with at least one currently inactive group to reactivate it by providing it with at least a leader, and potentially with troops and a wizard from an active group. The newly activated group then begins its orders from the same area as the group providing the detachment. This transfer order involves an inactive group, the group to receive the transferred figures and/or troops must be inactive. A leader is not required to be transferred to the formerly inactive group in order to activate it: a wizard alone or troops alone is sufficient.



Column A - Your group's I.D. from which the detachment will come

Column B - Your group's I.D. that is currently inactive

Column C - First two letters of the brigade type to be transferred

Column D - # of brigades of the troop type to be transferred

Column E - "H" or "L" for high ranking or low ranking group leader; or specific leader's initials

Column F - Power level of the wizard to be transferred (eg- ".1" to transfer an adept); or specific wizard's initials

Resource Cost - 0 Gold.

#### #705 SEA PATROL -

This order commands all your sea power in a particular sea to patrol the waters for unallied navies. If one is encountered, a battle will ensue. After the battle, surviving ships from Sea Patrol will return to port. (Note: this order will prohibit both #710 Sea Movement and #715 Sea Search orders as all ships in this sea are on patrol.) There is a 60% chance of successfully intercepting (interdicting). Should this order be issued and there are enemy troops and/or figures (leaders - wizards) interdicted in the sea in which the sea patrol takes place those figures have a chance of dying if the enemy suffers a loss of fleets. In addition, if the fleet encounters another fleet on sea patrol which it outnumbers in fleets by a 3 to 1 (or greater) margin, the battle will be fought and the larger fleet will remain on Sea Patrol, rather than returning to its port.

While a Patrol does not require a fleet in the sea to move or remain at sea (only brigades require fleets), it still must issue order #710 or #715 to move in a sea area. The fleets required are equal to the number of brigades, and Patrols have no brigades. However, a Patrol may be interdicted (intercepted by sea patrol) at half the usual interdiction rate (so 30%) of the time by a non-ally on Sea Patrol. If the kingdom with a Patrol sized group at sea has fleets, they will defend the Patrol. However, an interdicted Patrol with no supporting fleets is destroyed and all characters in the Patrol, lost.

Column A - "T", "F", "D", or "M" (1st letter of the sea to patrol.)

Resource Cost - 0 Gold.

#### #710 SEA MOVEMENT -

Use this order when you wish to move a group to or from areas that include at least one sea area. You must have sufficient sea power on hand to facilitate the move: one fleet per brigade to be transported by sea. While moving a Patrol requires no fleets, a Patrol entering a sea area must use a sea movement order. This order alerts the sea power to transport the group, and moves the group as well. The same ships can be used multiple times in a single turn. Groups may move vertically, horizontally, or diagonally. Note: you cannot use this order if you have issued a Sea Patrol order. A fleet can be encountered a maximum of twice by non-allied sea patrols in a single turn.

Column A - Your group's I.D.

Column B - Area to move to

Column C - Area to move to (or leave blank)

Column D - Area to move to (or leave blank)

Column E - Area to move to (or leave blank)

Column F - Area to move to (or leave blank)

Resource Cost - 0 Gold.

#### #715 SEA SEARCH FOR POPULATION CENTER-

This order is very similar to Order #710, except the group has orders to stop in the first area that contains a population center. If no population center is encountered movement will continue to the scheduled destination. Groups may move vertically, horizontally, or diagonally. Note: you cannot use this order if you have issued a Sea Patrol order. A fleet can be encountered a maximum of twice by non-allied sea patrols in a single turn.

Column A - Your group's I.D.

Column B - Area to move to

Column C - Area to move to (or leave blank)  
 Column D - Area to move to (or leave blank)  
 Column E - Area to move to (or leave blank)  
 Column F - Area to move to (or leave blank)  
 Resource Cost - 0 Gold.

#### #720 GROUP MOVEMENT -

This is the order to move your groups when no sea areas are to be traversed. The group may move as described in the General Rules of Play. Inactive groups may not move. Groups may move vertically, horizontally, or diagonally.



Column A - Your group's I.D.  
 Column B - Area to move to  
 Column C - Area to move to (or leave blank)  
 Column D - Area to move to (or leave blank)  
 Column E - Area to move to (or leave blank)  
 Column F - Area to move to (or leave blank)  
 Resource Cost - 0 Gold.

#### #725 GROUP SEARCH FOR POPULATION CENTER -

This order is the land equivalent of Order #715: the group will end its scheduled movement if it located a population center in route to its ordered destination. Otherwise movement is identical to Order #720. Groups may move vertically, horizontally, or diagonally.

Column A - Your group's I.D.  
 Column B - Area to move to  
 Column C - Area to move to (or leave blank)  
 Column D - Area to move to (or leave blank)  
 Column E - Area to move to (or leave blank)  
 Column F - Area to move to (or leave blank)  
 Resource Cost - 0 Gold.

#### #730 GROUP WAIT IN AMBUSH -

A group which has neither moved nor been involved in combat (including siege) may wait in ambush. A group of over five brigades is not able to ambush. The effect of this is that a group which ends its movement in the area of the ambushing group will be unaware of the ambushing group's presence: the group is hidden, and thus may gain the advantage of surprise for an attack the following turn, or avoid an encounter entirely. The best agents (L7+), it is reported, can frequently detect an ambushing group, **as can a P5 wizard or Warlord in the area of the ambushing group**. Note: most group activities will disallow this order (recruiting, training, combining, reorganizing, transfer of troops, parlay, diplomacy, teleportation and any orders issued involving combat [#s 110, 111, 120] even if no combat takes place. "Most" individual Spellcaster spells (like the various "Destroy or Damage spells) do not disallow this order.

Column A - Your group's I.D.  
 Resource Cost - 0 Gold.

#### \* #731 PURSUE GROUP

A movement order which incorporates skirmishing between the rear guard of the pursued group and the advance elements of the tracking group. A group located in the same area as another group at the beginning of a turn may issue this order in an effort to keep contact with that group, by duplicating the other group's movement orders. The group given this order will attempt to end its movement at the ending area of the group it is pursuing, even if this involves force-marching. If the group being pursued utilizes sea movement then the pursuing group is unable to

follow (the logic here is that the pursuing group is unable to coordinate with their fleets the exact location and time that the pursued group will board their ships). Basically, the group will use the exact movement order of the group it is tracking as its own movement order (substituting in its own group ID). If the group is successful, ie - it ends its move in the same area as its target, the target group will suffer a 3 point morale drop and 2 point attrition increase, which represents probing attacks and skirmishes which the pursued group must ward off. While a patrol may pursue a group there will be no loss of morale or attrition suffered by the group. If the group is unsuccessful, it will move as best it can along the tail of the other group, or may not move at all, such as the case in which the target group had teleported away. Note: invisibility will not normally deter a group from being followed, since the spell is cast after movement has occurred. It is conceivable that two groups in the same area would each issue this order to pursue one another. In this case, both groups would remain in the same area and each would suffer morale drop and attrition increase.

Column A - Your group's ID

Column B - Target group ID

Resource Cost - 0 Gold

**\* #732 INTERCEPT GROUP -**

This order allows a group which has not issued a movement order in the current turn the chance to intercept, that is, move to the location of, specifically targeted groups which end their movement within a certain radius of the intercepting group. Groups may not intercept targeted groups that end their movement in a water area (or the land area at PI). Groups of patrol size may only be intercepted by other patrol-sized groups. The intercept radius of a kingdom's groups will be listed in their setup information. The range in areas is 2 to 5 area radius for intercept, with 2 or 3 being the norm. The group attempting to intercept may list one or two target criteria in its order. A group that lists one-target criteria (completes only through column "C") will suffer a 3% drop in morale, due to the constant state of readiness required to attempt an intercept. A group which lists two target criteria (completes through column "E") will suffer a 5 point morale drop. The morale drops occur as a result of issuing the order and are independent of whether the group actually intercepts its target.

Column A - Your group ID

Column B - The abbr. of the kingdom whose group(s) you are most interested in intercepting

Column C - The group # of the kingdom indicated in Col. B you are interested in intercepting (1,2,3, or 4) or leave blank. (Intercept any group of that kingdom within the intercept radius)

Column D - The kingdom abbr. of the kingdom whose group(s) you are next most interested in intercepting, or leave blank.

Column E - The group # of the kingdom indicated in Col. D you are interested in intercepting (1,2,3, or 4) or leave blank (intercept any group of that kingdom within the intercept radius)

NOTE: As with all orders, of the same number, all Order-732 orders are shuffled and the sequence of processing is random. Thus, it is possible that while a group is in the process of intercepting a group (at a specific location) that group might then move to intercept another group.

**#735 PURSUE GROUP –**

See above ORDER-731 instructions and notes. Either order # may be used (one before intercepts, one for after).

**#740 COMBINE TWO GROUPS IN THE SAME AREA -**

You may use this order if, after movement, two of your groups are located in the same area and you wish to merge them into one group. Remember that the restrictions relating to group composition (ie- no more than three leaders, wizards or brigade types) apply. If two groups that in some way exceed these limitations are ordered to combine, excess items will be dropped from the resulting group. (Normally this will be the least valuable of the items in

excess.) The group from which all items were transferred becomes an inactive group.

Column A - Your group's I.D. from which items will be transferred

Column B - Your group's I.D. to which the items are transferred

#### #741 LATE TRANSFER TROOPS FROM GROUP TO GROUP

This order can be used to transfer up to two brigade types from one group to another group of the same kingdom in the same area. (Group transfer orders are allowed only between groups of the same kingdom in the same area, except in the case of Orders #699 and #743 when an inactive group is involved in receiving troops.) Utilization of this order will cause the loss of ambushing status.

Column A – Your group's I.D., which is transferring the troops.

Column B – Your group's I.D. of the group to receive the troops.

Column C - First two letters of the brigade type to be transferred (eg- "VE" for veterans.)

Column D - # of brigades to be transferred

Column E - First two letters of a second brigade type to be transferred or leave blank

Column F - # of brigades of the second troop type to be transferred

#### #742 LATE TRANSFER OF FIGURES BETWEEN GROUPS -

This order is the compliment of Order #701 in that it allows the transfer of the other tangible elements of a group, namely leaders, wizards and artifacts. Up to two leaders may be transferred between active groups in the same area of the same kingdom, but only one wizard or artifact. This does not affect ambushing status.

Column A - Your group's I.D. that is transferring the figures

Column B - Your group's I.D. of the group to receive the troops

Column C - "H" or "L" for high ranking or low ranking group leader; or leader's initials

Column D - "H" or "L" for high ranking or low ranking group leader; *or leader's initials*

Column E - The number representing the power level of the wizard to be transferred (i.e.- "2" to transfer a Power-2 wizard); or wizard's initials

Column F - The short name for the artifact to be transferred

NOTE: One or more of columns C - F can be left blank.

#### #743 LATE SEND DETACHMENT FROM MAIN GROUP

This order allows a kingdom with at least one currently inactive group to reactivate it by providing it with at least a leader, and potentially with troops and a wizard from an active group. The newly activated group then begins its orders from the same area as the group providing the detachment. This transfer order involves an inactive group, the group to receive the transferred figures and/or troops must be inactive. A leader is not required to be transferred to the formerly inactive group in order to activate it: a wizard alone or troops alone is sufficient.

Column A - Your group's I.D. from which the detachment will come

Column B - Your group's I.D. that is currently inactive

Column C - First two letters of the brigade type to be transferred

Column D - # of brigades of the troop type to be transferred

Column E - "H" or "L" for high ranking or low ranking group leader; or specific leader's initials

Column F - Power level of the wizard to be transferred (eg- ".1" to transfer an adept); or specific wizard's initials

#### #744 LATE COMBINE OF TWO GROUPS IN THE SAME AREA

Column A - Your group's I.D. from which items will be transferred

Column B - Your group's I.D. to which the items are transferred

#### #745 REST GROUP

This order allows a group which has not been involved in any other group activity (ie, combat, assuming defensive

posture, parley, sieging, recruiting or training troops, transfers, movement, ambush, receiving reinforcements, etc., i.e., any other activity) and is located in a kingdom controlled town or city, to partake in some R&R. The group to undertake the rest cannot have been issued either Order #225 or Order #230 in the current game turn. Also, there can be no unallied groups in the same area as the group ordered to rest. The effect of this order is to raise the morale of the group by 5 points in a town or 7 points in a city., Morale cannot be raised above 120 in this manner. This order can only be used one time per turn per group. NOTE: Care should be taken to realize that as this order (and benefits) takes place prior to special magical movement, like teleport spells, that should the group rest, it will not move.

Column A - Your group's I.D.

Resource Cost - none

#### #748 INCREASE SEA POWER -

*(This was previously Order #640. It was changed 11/13 so that new fleets are constructed after Sea Movement. That is, fleets must exist at the beginning of the turn in which they are to be used to transport or patrol. There are also several other changes to the requirements and format of the order.)* A king may increase the sea power and simultaneously increase or decrease its naval quality rating in a particular sea by executing this order.

Only one #748 order may be given in a single turn for a given sea. Up to 3 fleets can be created in a single #748 order. In order to construct a fleet in a sea, the building kingdom must control a PC either in the sea or within 1 area of the named sea (i.e., on the coast).

All kingdoms have an initial sea quality in all seas, including those where they have no fleets. The initial fleets (1 to 3 per this order) built in a sea where a kingdom previously had no fleets **must be** at the initial sea quality, and costs 8000 per fleet. Example: A kingdom with no fleets in the Sea of Mystery, but with initial quality per the Kingdom Dossier is 12, can construct 1 to 3 fleets in Mystery, provided it has a population center in the sea or on the coast of Mystery, at a cost of 8000, 16,000, or 24,000 gold (for 3 fleets).

The cost of adding a new fleet in a sea where the kingdom already has at least one fleet is from a minimum of 4000 to a maximum of 16,000 gold, with the change in quality of the new fleet from initial sea quality being (gold spent / 1000) -8. So spending 10k on a fleet would generate a fleet of quality  $(10,000 / 1000) - 8 = 2$  greater than initial sea quality. An expenditure of only 4k on a fleet would result in a new fleet of quality 4 below initial sea quality.

Fleets built change overall sea quality in that sea on a weighted average basis. A kingdom with two fleets at quality 12 in a given sea with initial sea quality of 12 that builds a new fleet spending 6000 gold would now have 3 fleets of quality  $((2 \times 12 + 1 \times 10) / 3) = 11.3$ . This is because 2 quality 16 fleets are being compromised by a third fleet at quality 10  $[\text{initial } 12 \text{ quality} + \{(6000/1000) - 8\} = 10]$ .

Naval quality is the major factor in sea battle outcomes, with sea power present being of secondary importance. Naval quality has no effect on transport alone, however.

A kingdom may have a maximum of 12 fleets in any given sea. Subsequent orders to increase fleets will fail in that sea. Maximum fleet quality is 16.

Column A: Sea Abbreviation (D, F, M or T)

Column B: Amount to spend per new fleet in increments of 1000, from 4000 to 16,000.

Column C: # of new fleets to be constructed (1, 2 or 3 only)

Column D: Location of kingdom owned PC within 1 area of Sea square

Column E: Area adjacent to PC in Col D that is in the Sea in Col A

Example:

A kingdom starts with 2 fleets of quality 12 in the Sea of Mystery, and a PC within 1 area of any Sea of Mystery water square (at JB). Player issues order #748 as follows:

748    M       10000       2       JB       KA

KA is a sea area in the Sea of Mystery. The kingdom will build an additional 2 fleets at a total cost of 20,000 gold as long as the PC at JB is owned by the kingdom when order 748 is processed. The kingdom will then have 4 fleets of quality 13 (2 starting at 12, 2 at 14 average to 4 at quality 13).

On the next turn the kingdom issues the following:

748    M       6000       3       JB       KA

the kingdom builds 3 additional fleets at quality level 10 (starting naval quality for the kingdom using the base 8000 amount, less 2 since 6000 is 2000 less than 8000) for a total cost of 18,000 gold. The kingdom will then have 7 fleets of quality 11.7 (  $4 \times 13 + 3 \times 10 = 82 / 7 = 11.7$  )

### ***HIGH PRIESTESS ORDERS***

#### **#750 DIVINE INFORMATION RELATING TO POPULATION CENTERS -**

A king with a High Priestess in his service may use this order to discover a variety of information concerning population centers of any or all kingdoms in any or all regions, as limited below. The player must complete two of the three columns B - D. Thus, one can learn the location of all population centers of a certain type belonging to a specified kingdom, regardless of region, or the location of all towns within a particular region, etc. Divinations call upon dangerous forces with unknown consequence and are sometimes fatal (about 15% of the time) to the High Priestess in her frail state while divining, so some care is advised in selecting divinations.

Column A - First two letters of the High Priestess' name

Column B - "V", "T", or "C" (type of population center)

Column C - Region # (i.e.- "1")

Column D - First two letters of the kingdom name

NOTE: only two of the columns "B" - "D" should be completed.

Resource Cost - 7,000 Gold.

#### **#755 DIVINE THE SEA POWER OF ALL KINGDOMS IN A PARTICULAR SEA -**

This order will result in the king learning the sea power of all kingdoms in a particular sea, along with the related naval quality rating. This order may not be given before turn 6.

Column A - First two letters of the High Priestess' name

Column B - "T", "D", "F" or "M" (first letter of the sea name)

Resource Cost - 7,000 Gold.

Note: #760 DIVINE INFORMATION RELATING TO MILITARY GROUPS - was moved to Order #857 (below, still in HP section) in the revision to The Commands of November, 2013. The change was made so the HP would divine locations after Teleport spells.

#### **#765 DIVINE INFORMATION RELATING TO REGIONAL REACTIONS -**

The High Priestess may learn the regional reaction of all kingdoms within a particular region, or the regional reaction levels of a particular kingdom in all regions. The reaction levels learned are independent of the further modification potentially made due to ally/enemy status in controlled regions. The same risk of loss concerning the High Priestess exists. Order #765 may not be given before turn #6.



Column A - First two letters of the High Priestess' name  
Column B - Region # (or blank)  
Column C - First two letters of the kingdom name (or blank)

NOTE: Players must complete either column B or column C.

Resource Cost - 5,000 Gold.

#### #770 DIVINE THE SECRET INTENTIONS OF A PARTICULAR KINGDOM -

This order may not be successfully given before turn #10. By using this order a kingdom with a High Priestess may glean the secret victory condition of a named kingdom (in general terms). Using this command carries the same risk to the High Priestess as Order #750.

Column A - First two letters of the High Priestess' name  
Column B - First two letters of the kingdom name  
Resource Cost - 7,000 Gold.

#### #780 HIGH PRIESTESS CONVERT AGENT TO FANATIC -

The High Priestess is very adept at instilling tremendous ideological fortitude in the hearts and minds of those with whom she meets. In game terms, this means she can convert up to two agents into fanatics via this order. The agents must be based in the same population center as the priestess. Use of this order does not count as a sole order for the High Priestess, nor for the agent(s), who may perform a mission in the same turn as his conversion. No deaths relating to instilling fanaticism have been reported.

Column A - First two letters of the High Priestess' name  
Column B - First two letters of the agent's name  
Column C - First two letters of the agent's name (or leave blank)  
Resource Cost - 5,000 Gold.

#### #790 DIVINE THE EXACT NAME OF AN ARTIFACT -

Often the first step in locating an artifact is to discover its exact name (and the short name needed for WOE purposes). By using this order the High Priestess will discover the correct name for one artifact at random. **Artifacts already owned by the High Priestess's kingdom will not be divined.** The player may place a designator in Column "B" to indicate the class of artifact the High Priestess would like to learn about, or leave Column B blank. Choose one of the following, if desired for Column B: King, Weapon, Wizard, Covert, or Benevolent.

Column A - First two letters of the High Priestess' name  
Column B - Leave blank or choose the one word for the artifact class desired, shown above.  
Resource Cost - 5,000 Gold.

#### #793 HEAL

This order reflects the High Priestess' ability to reduce attrition in a Brigade, Division, or Army sized groups. It is a sole order for the High Priestess and requires both the High Priestess and group to be within the same region when this order is issued. There is no known case of a High Priestess fatality being reported when healing. The High Priestess reduces 8% attrition for a Brigade, 6% for a Division, and 4% for an Army. A group must have been fed and paid the turn a Heal Order is used. It is possible that a second High Priestess can heal the same group with 50% effectiveness. The High Priestess can provide this healing effect for any Kingdom's group.

Column A - First two letters of the High Priestess' name  
Column B - Group ID to be healed  
Resource Cost - 4,000 gold and 4,000 food

#### #795 DIVINE THE LOCATION OF A NAMED ARTIFACT - -

If the correct name of an artifact is known a kingdom with a High Priestess can use this order to discover information

about its location. The same risks to the life of the High Priestess exist for Orders #790 and #795 as exist for Order #760.

Column A - First two letters of the High Priestess' name

Column B - Short name of the artifact

Resource Cost - 7,000 Gold.

#### #857 DIVINE INFORMATION RELATING TO MILITARY GROUPS -

Similar to Order #750, this divination relates to active military group locations. Players may discover the location of all groups of a particular size in a particular region, of a particular kingdom in a particular region, etc. Even hidden or invisible groups will be discovered by the High Priestess. There is the same danger relating to the High Priestess as in Order #750 and #755. Note: this order was moved from #760 to #857 in 10/2013 so that the divination occurs after all movement including teleportation.

Column A - First two letters of the High Priestess' name

Column B - Group size (i.e.- "Brigade", "Division", etc.)

Column C - Region # (i.e.- "1")

Column D - First two letters of the kingdom name

NOTE: Only two of the columns "B" - "D" should be completed.

Resource Cost - 7,000 Gold.

### **THE RITE OF THE MAGI**

#### #800 THE RITE OF THE MAGI -

Magic plays a significant, sometimes-critical part in the world of Alamaze. There are many mysteries and powers, which are locked away from all but those wizards, experienced enough to have discovered their secrets. Only a few gifted individuals, Adepts, have the potential to advance to wizard status and so begin unlocking those mysteries. The Rite of the Magi is a trial by fire for adepts: success means the adept becomes in all ways a Power-1 Wizard; failure can mean death. Unlike magical research (#799), an Adept does not have to be at a kingdom controlled population center to utilize this order.

Column A - Your group's I.D. containing the Adept

Resource Cost - Dependent on the kingdom's magical research cost (given in the setup information).

### **ORDERS FOR AGENTS AND FANATICS**

In these rules it should be understood that agents and fanatics are interchangeable: a fanatic is an agent with very strong beliefs. Also remember that unless otherwise specified, an agent may undertake a mission in an area up to ten areas from his base (this is called the agent's range). A prudent king will most certainly pay close attention to skills of agents, both his own and possible enemies'. It should be understood that an agent/fanatic uses all available skill and concentration to attempt to accomplish a single mission and to return from that mission. An agent/fanatic can gain only a single level by any of these missions in a given month (turn).



#### #900 BRIBE POLITICAL EMISSARY -

In order to discover a skeleton in the closet it is normally necessary to bribe a political emissary. Each political emissary has a chance equal to his relative power of knowing the sordid details necessary to provide proof of a skeleton in the closet (that is, in game turns, to reveal the skeleton and its associated code). Only an agent or fanatic of at least level 3 proficiency may undertake this assignment and must be within ten areas away from their base of operations. In order to have a chance of succeeding the target emissary must be awaiting further orders: he cannot have undertaken a mission in that turn. (Thus the ordering king must gamble on the target's inactivity, otherwise the

agent's mission will be fruitless. As a prisoner is unlikely to move he is a very good target for this order [normal cost is incurred and only the kingdom who holds the captive can bribe a prisoner]). The cost of the order is dependent on the level of the political emissary bribed, in addition to the cost of using the agent (500 gold per level). Fanatics fare no better than agents in this mission. Agents that are not successful in their bribe may find themselves incarcerated by the angry political figure's guards.

Column A - First two letters of the agent's name

Column B - Area in which the political emissary is located

Column C - First two letters of the political emissary's name

Column D - First two letters of the kingdom name of the political emissary

Resource Cost - Dependent on rank of the political emissary and the agent/fanatic.

\* An emissary that has successfully escaped is not subject to a bribe attempt (he/she is no longer imprisoned, thus no longer at the same location).

#### #910 TRANSFER ARTIFACT -

This order allows you to move artifacts from place to place under your control. An agent/fanatic may pick-up an artifact from a group, population center or emissary and deliver it to one of the same. Only the pick-up point must lay within the agent's 10 area range and use either Column "D" or "E".

Column A - First two letters of the agent's name

Column B - Your group's I.D. if artifact with group, or location of population center if artifact is in population center, or with an emissary use first two letters of the political emissary's name.

Column C - Short name of artifact

Column D - Destination area or group I.D.

Column E - if an emissary is to be possession of the artifact, first two letters of the emissary's name

Resource Cost - The agent's proficiency \* 500 Gold.

#### #920 COUNTER-ESPIONAGE -

When undertaking this mission an agent hopes to thwart the efforts of a foreign agent to damage the resources of one of his king's population centers, groups, sea power, and other considerations, but not characters (Use Guard, #925). If a foreign agent attempts to perform a mission in this protected area, his success chance is reduced 5% plus 5% per level of the agent on counter-espionage. (The sum of the agent on counter-espionage is subtracted from the foreign agent's chance of success.) Additionally, the foreign agent has his chance of being caught increased by the same amount: 5% plus 5% per level of the agent on Counter-Espionage. There is risk in this mission: if an agent is able to successfully sabotage an area despite the efforts in counter-espionage, there is a 20% chance that an agent, and a 40% chance for a Fanatic on Counter-Espionage to be killed during the mission. Note-1: An agent may be assigned to counter espionage for one of the groups of his kingdom by placing the Group ID of the group within his range in Column "B", rather than putting an area designation in that column. The agent will guard the leaders, wizards and artifacts of that group. Note-2: While it is possible that an Agent/Fanatic has been given an Order-920 to be "at risk" more than once, this Agent/Fanatic can only achieve a maximum of a single increase in level in any given month (turn).

Column A - First two letters of the agent's name

Column B - Target area, first letter of the sea name, or group ID

Resource Cost - The agent's proficiency \* 500 Gold.

#### #925 GUARD -

Similar to Counter-espionage, guard has as its objective the protection of up to two emissaries in a particular population center. Guard missions may only be performed for emissaries of the same kingdom as the agent. An Agent/Fanatic on this assignment will give protection against assassination, kidnapping, and any steal attempt of an artifact in possession of the guarded emissary. If a foreign agent attempts to perform a kidnap, assassination, or steal artifact mission against the

guarded characters, his success chance is reduced 5% plus 5% per level of the agent on counter-espionage. (The sum of the agent on Guard's guard percentage is subtracted from the foreign agent's chance of success.) Additionally, the foreign agent has his chance of being caught increased by the same amount: 5% plus 5% per level of the agent on Counter-Espionage. Note: If an emissary being guarded gets assassinated or kidnapped then the agent guarding will have a 20% to be killed during the mission, and a fanatic has a 40% chance of being killed.

Column A - First two letters of the agent's name  
Column B - Area where the two emissaries are located  
Column C - First two letters of the emissary's name to be guarded  
Column D - First two letters of the second emissary's name  
Resource Cost - The agent's proficiency \* 500 Gold.

EXAMPLE: An L-4 Agent doing a 925 order reduces the chances of a successful enemy agent actions against the protected emissary by 25 points. Thus a foreign agent with a 50% chance of success would be reduced to a 25% chance of success. A foreign agent with a 25% chance of being caught would then have a 50% chance of being caught.

#### #930 SABOTAGE POPULATION CENTER -

An agent may be assigned to sabotage a population center's defenses, gold production, or food production. If successful, defenses are reduced normally by 1000, and production by 2000 units. These are permanent losses. The base chance of success for a proficiency 1 agent is 25%, and there is also a 25% chance of being caught.

Column A - First two letters of the agent's name  
Column B - Target area  
Column C - "D", "G", or "F" (defenses, gold, or food production)  
Resource Cost - The agent's proficiency \* 500 Gold.

#### #935 SABOTAGE THE SEA POWER OF A FOREIGN KINGDOM -

The agent attempts to reduce the sea power transport capability of a designated kingdom in one of the four seas. If successful the sea power of that kingdom will be reduced by one level in that sea. At least one area of the sea must be within the agent's ten area range.

Column A - First two letters of the agent's name  
Column B - First two letters of the kingdom name whose sea power is the target  
Column C - First letter of the sea  
Resource Cost - The agent's proficiency \* 500 Gold.

#### #940 ASSASSINATE NAMED EMISSARY -

Any emissary, including kings, may be the target of assassination attempts. In addition to the agent's proficiency, success is dependent upon the rank of the target: more powerful emissaries are more difficult to assassinate. A low level agent has virtually no chance of assassinating a king. An agent guarding the intended victim also severely limits the opportunity for a successful assassination. If the assassination succeeds, the guard is slain as well. NOTE: This order will not be allowed on turn #1 and a kingdom may never attempt an assassination on a member of his own court. Should the assassination be successful any artifacts belonging to this emissary remain with his kingdom.

Column A - First two letters of the agent's name  
Column B - Area in which target is located  
Column C - First two letters of the emissary's name to be assassinated  
Column D - First two letters of the kingdom name to which the emissary belongs  
Resource Cost - The agent's proficiency \* 500 Gold.

#### #945 ASSASSINATE FOREIGN HERO OR WIZARD -

Similar to Order #940, except the target is a group figure, not an emissary. The group must be within the agent's range in order to have an opportunity of succeeding, but the exact location of the group need not be known (See NOTE below). The target area (Column "E") must be within 5 areas of the targeted group. Assassination of group figures is slightly more difficult than that of emissaries due to the security of a military organization. NOTE: This order will not be allowed on turn #1 and a kingdom may never attempt an assassination on a member of his group.

Column A - First two letters of the agent's name

Column B - Group I.D. of the target group

Column C - "L" or "W" (assassinate leader or wizard?)

Column D - "H" or "L" (highest or lowest ranking leader/wizard); or specific target's initials

Column E - Optional for Target in Ambush: Area in which the group is anticipated to be located (\* See note below)

Resource Cost - The agent's proficiency \* 500 Gold.

\* A level 7 agent/fanatic or higher can attempt to assassinate a hero or wizard from an ambushing group by limiting his/her efforts to only a single area. Add the area to Column E. The target group must be within five areas of the area in Column E.

#### #950 RESCUE HOSTAGE -

This dangerous mission orders an agent to attempt to free a hostage and return him to the agent's capital. Only the present location of the hostage need be within the agent's range. There is a base 30% chance of success (An improvement of 10 points introduced in 11/2014). The chance of the agent being captured is 10% (points) less than for most missions.

Column A - First two letters of the agent's name

Column B - Target area

Column C - First two letters of the kingdom name to which the hostage owes allegiance

Column D - First two letters of the hostage's name

Resource Cost - The agent's proficiency \* 500 Gold.

#### #955 KIDNAP EMISSARY -

In terms of mechanics, this mission is similar to Order #950. In this case however, the danger of breaking into a prison to free a hostage is replaced by the active resistance of the emissary. If successful, the captive is sent to the agent's capital. Only the present location of the emissary need be within the agent's range. NOTE: This order will not be allowed on turn #1. NOTE: Please be advised that "KIDNAP" is somewhat more difficult than assassination. In addition to the agent's chance of successfully kidnapping he must also be successful in getting away with the captured emissary. If the "Kidnap" is successful any artifact that this emissary might have are not included.

Column A - First two letters of the agent's name

Column B - Target area

Column C - First two letters of the emissary's kingdom name

Column D - First two letters of the target emissary's name

Resource Cost - The agent's proficiency rating \* 500 Gold.

#### #960 STEAL ARTIFACT -

If the short name of an artifact is known, as well as its present location, it is possible an agent can steal the artifact and bring it back to his base of operations. This is a very risky assignment. The location of the artifact must, of course, be within the agent's ten area range. Should the artifact be in possession of a group, then Column "E" must be within five (5) areas of the group's location. There are various artifacts that are impossible to steal from lairs ("the wild"). NOTE: The stealing of all artifacts has been made more difficult and stealing from the "Wild" even more difficult. A level 4 agent attempting to steal an "average" artifact will have about a 10% chance when the artifact is in the possession of another kingdom.

Column A - First two letters of the agent's name

Column B - Area artifact is located in, or group I.D. if with a group, or emissary's initials if emissary in possession

Column C - First two letters of the kingdom name in control of the artifact, or leave blank if the artifact is not in the possession of any active kingdom

Column D - Short name of artifact

Column E - Area in which it is anticipated that the group is located (\* See note below)

Resource Cost - The agent's proficiency rating \* 500 Gold.

\* A level 7 agent/fanatic or higher can attempt to steal an artifact from an ambushing group by limiting his/her efforts to only a single area. Add the area to Column E.

#### \* #963 DESTROY ARTIFACT-

It is possible to destroy artifacts at the volcano known as the Fire of the Void which is always located in area "ON" on the map. A group (patrol size and up) located here possessing the artifact may issue the following order. Note: once destroyed the artifact is forever eliminated from the campaign.

Column A - Group ID

Column B - Artifact's short name

Resource Cost - 0 Gold

#### #965 STEAL FOOD OR GOLD -

An agent may attempt to steal food or gold from any controlled population center (not from neutral population centers). The maximum amount that can be stolen is 50% of the population center's production for that season, further limited to the amount the kingdom has in its stockpiles. Chance of success is 25% for a level 1 agent. Any resource successfully pilfered will be immediately added to the agent's kingdom stockpiles and deducted from the stockpiles of the victimized kingdom.

Column A - First two letters of the agent's name

Column B - Area population center is located in

Column C - "G" to steal gold, or "F" to steal food

Resource Cost - The agent's proficiency rating \* 500 Gold.

#### #970 RECONNAISSANCE -

This is the intelligence gathering function of an agent. This mission is among the safest (although there is some chance of being caught – 5% of an L1 agent) for agents, therefore no improvement to the agent's proficiency will result from this mission. An agent will report any groups, population centers, emissaries, artifacts, or unusual sightings in the area of reconnaissance. Important: An agent/fanatic of level 4 or higher will penetrate a masked group to learn information. An agent/fanatic of level 7 or higher will discover a group whose status is ambush. An Agent or Fanatic of L7 or higher will detect some indication of an invisible group in the area of his recon.

Column A - First two letters of the agent's name

Column B - Target area

Resource Cost - The agent's proficiency rating \* 500 Gold.

#### #971 TRAIL GROUP -

This order is available for agents/fanatics of level 3 and greater. This is similar to reconnaissance except in this case the ordering player is interested foremost in learning the exact location of a group within the range of the agent. If the indicated group is within the agent's range, he will perform a reconnaissance of that area. If it is not, the agent will not perform a reconnaissance, however the resource cost is still consumed. Note: It is possible that magic can produce some unusual information. Requires the issuing agent to identify the region # he expects to find the target group in (after



movement) in Column "C". If correct, the agent will trail the group and give a recon report of the area it occupies. In some occasions, a player may wish to issue Order #691 (see the order) instead of #971.

Column A - First two letters of the agent's name

Column B - The group ID. to be trailed

Column C - Identify the Region # the agent will scout for the group to be trailed

Resource Cost - The agent's proficiency rating \* 500 Gold.

#### #975 RECONNAISSANCE OF SEA POWER OF A NAMED KINGDOM -

By using this order an agent can discover the sea power and related naval quality rating of a particular kingdom in a sea within the agent's ten area range.

Column A - First two letters of the agent's name

Column B - "T", "F", "D" or "M" (first letter of the sea name)

Column C - First two letters of the kingdom name

Resource Cost - The agent's proficiency rating \* 500 Gold.

#### \*#976 RECONNAISSANCE OF POPULATION CENTERS -

This order allows an agent/fanatic of level 4 or higher, to search four(4) connecting areas for population centers. All areas must be within the agents range. The report will be abbreviated, as in a High Priestess' report.

Column A - Agent/fanatic abbreviation

Column B - First area

Column C - Second area (must touch area in column B)

Column D - Third area (must touch area in column C)

Column E - Fourth area (must touch area in column D)

Resource Cost - The agent's proficiency rating \* 500 Gold

#### #977 RECONNAISSANCE OF GROUPS -

This order allows an agent/fanatic of level 4 or higher, to search four(4) connecting areas for military groups. All areas must be within the agents range. The report will be abbreviated, as in a High Priestess' report. Note: A level-11 and higher will give an indication of any invisible group (not by Group ID or kingdom) should there been any in these four areas.

Column A - Agent/fanatic abbreviation

Column B - First area

Column C - Second area (must touch area in column B)

Column D - Third area (must touch area in column C)

Column E - Fourth area (must touch area in column D)

Resource Cost - The agent's proficiency rating \* 500 Gold

#### #978 AGENT RECONNAISSANCE FOR UNUSUAL SIGHTINGS -

This order allows an agent/fanatic of level 4 or higher, to search four (4) connecting areas for Unusual Sightings. All areas must be within the agents range.

Column A - Agent/fanatic abbreviation

Column B - First area

Column C - Second area (must touch area in column B)

Column D - Third area (must touch area in column C)

Column E - Fourth area (must touch area in column D)

Resource Cost - The agent's proficiency rating \* 500 Gold

## EARLY STRATEGIC OBJECTIVE AND VICTORY

### #991 SETTING THE EARLY STRATEGIC OBJECTIVES (ESO)

The Early Strategic Objective is a strategic element of Alamaze that requires significant planning to achieve and may be claimed from Turn 10 through Turn 15). Achieving the Early Strategic Objective (ESO) can be an important accomplishment for each kingdom, raising its strategic profile and its chances for ultimate victory.

**Only on Turns 1-3 Command Submission:** Each player determines the specific Early Objectives for his kingdom to achieve from a fairly comprehensive list of alternatives on Turn 1, 2 or 3 via Order #991. This does count against the Influence based limit on the number of orders. Several objectives must each be achieved in order to achieve the Early Strategic Objective. Players determine whether to pursue the easier to achieve Lesser ESO, or gamble more and go for the Greater ESO. These objectives are shown below. Beyond choosing the Objectives, players also later choose their specific Rewards for achieving their ESO, on one turn of Turn 10 through Turn 15. One objective *must* be Territorial.

Players who do not make a Turn 1-3 submission of their ESO objectives are assigned a default selection as detailed at the end of the Objectives section.

Column A – Two character objective code (one of the selections must be Territorial)

Column B - Two character objective code

Column C - Two character objective code or leave blank

Column D - Two character objective code or leave blank

### THE OBJECTIVES:

Each kingdom will have several chosen objectives to achieve by the end of Turn 10, or if not, on Turn 15. Goals vary and can include controlling certain territorial possessions, having characters in various classes of respectable level, economic development, magic development, achieving more than does an arch enemy, and other goals.

Code:	Points:	Quality:	Category:
<b>Territorial:</b>			
T1	2	Major	Control a region
T2	2	Major	Substantial & significant in regions
T3	2	Major	Two cities in 2 different regions
T4	1	Minor	Substantial in a region
T5	1	Minor	Significant in 2 regions
T6	1	Minor	Control Avalon
<b>Political:</b>			
P1	2	Major	Influence of 17+ & 2 Princes
P2	2	Major	High Council & Tolerant or better in 6 regions
P3	1	Minor	High Council & Influence 15+
P4	1	Minor	Friendly in 3 Regions
P5	1	Minor	3 emissaries Duke + excluding Demon Prince and Consul
<b>Adventure:</b>			
A1	2	Major	Recover 3 artifacts from Unusual Sightings
A2	2	Major	7 prisoners
A3	1	Minor	Control 2 artifacts
A4	1	Minor	4 prisoners
A5	1	Minor	Warlord
<b>Development:</b>			
D1	2	Major	3+ L10+ Agents

D2	2	Major	3+ Power 5 Wizards
D3	1	Minor	3+ Marshals
D4	1	Minor	Total 7+ Fleets in 2+ Seas
D5	1	Minor	PC with > 35k defense or gold production
D6	1	Minor	2 L7+ Agents or Fanatics
D7	1	Minor	2 Power 4+ Wizards
D8	1	Minor	6 Generals+

Players choose their objectives within certain guidelines. **Here is the method:**

1. On Turn 1, 2 or 3, choose your objectives by entering the corresponding codes in Columns A – D as needed on your Turn Input Sheet by issuing order #991 and identifying specific ESO's. It is possible only Columns A and B need be completed for choosing the Lesser ESO and with one objective a major (2 point) objective. Completing through Column D would only be necessary if the player chooses 1 Major and 3 minor objectives in pursuit of the Greater ESO from the four available categories in pursuit of a Greater ESO, or four minor objectives to achieve a Lesser ESO.
2. Make only one selection from any one category (example: one only from "Territory").
3. Each objective is worth either 1 or 2 points toward your ESO. Choose from 2 to 4 categories and from 3 to 5 total points. 3 and 4 points achieved provide the Lesser Strategic Objective rewards, 5 points achieved are needed for the Greater Strategic Objective.
4. Selecting 5 points of Objectives and so the Greater ESO rewards means only the Greater ESO can be claimed. Selecting 3 or 4 points of achievement mean only the Lesser ESO can be claimed, by achieving at least 3 of the points:
5. One of the selections must be from the Territory Objective category.

**Example 1:** Player enters order #991 on his turn input sheet and chooses his Territory Objective of having Substantial Influence in one region and so places T4 (code T4) in column A. This provides one point. He chooses a major objective in the Political Objective of having 2 or more Prince or Princesses and Influence of at least 17 (code P1) and enters P1 in column B. This provides two points, for a total of 3 so far. Because he can choose to have 4 points of objectives but needs only accomplish 3 to achieve the Lesser ESO, he also selects from the Adventure category, code A5, which requires having a Warlord and is a minor (1 point) objective, and so puts A5 in column C. Of the 4 possible points, he must achieve 3 to gain the rewards of the Lesser ESO he has effectively chosen.

The player completes his ESO objectives on the Turn Input Sheet of Turn 1 by entering:

991    T4    P1    A5

**Example 2:** The player in this case goes for the Greater ESO by selecting Objectives worth 5 points. He chooses a major objective (2 points) from Territory (could have selected a Major from any category), and a minor objective each from the other three categories: Political, Adventure, and Development, so for 2+1+1+1 = 5 which is required for the Greater ESO. There is no room for falling short – all must be achieved or there is no ESO award. If achieved, the player will have accomplished the Greater ESO and have 5 points of Reward. His specific choices for the Early Strategic objective of his kingdom result in this submission on Turn 1:

991    T1    P4    A3    D5

Players choose as described above from the following possibilities. Again, only one objective from any one category, and one objective must be **Territorial**.

**Default Selection.** A player who does not make a selection on Turn 1, or who makes an invalid selection will be assigned the default selection which is:

T1	2	Major	Control a region
P5	1	Minor	3 emissaries Duke + excluding Demon Prince and Consul

Success in which leads to accomplishment of the Lesser ESO.

## #992 – SELECTING ESO REWARDS

Players that achieve their ESO may claim their rewards on Turn 10 (if achieved by then), through Turn 15. Rewards can

be claimed by issuing Command #992. Most items that will be received will be placed at the capital; if there are items that belong with a group they will be placed with the kingdom's first group; there must be slots available for any figures (leaders/wizards) and/or troops or these items will be lost. The method of Selecting ESO Rewards is explained below.

- Column A – Two character rewards code
- Column B - Two character rewards code or leave blank
- Column C - Two character rewards code or leave blank
- Column D - Two character rewards code or leave blank
- Column E - Two character rewards code or leave blank

## **REWARDS**

Players may choose to pursue either the Greater ESO or the Lesser ESO when they choose their Objectives via Order #991 on Turn 1 (see above). Achieving the Greater ESO provides 5 reward points. The Lesser ESO provides 3 reward points. A player who selects the Greater ESO in his Objectives must achieve those objectives: he cannot fall short and request rewards for the Lesser ESO.

Like the Objectives, the Rewards of achieving the Early Strategic Objective vary significantly, and are chosen by the player for his kingdom on Turn 10 if the player feels he has achieved his Objectives, **or up until Turn 15 if not claimed on Turn 10 and the player believes he has achieved them on T11 – T15.**

Players submit their claim for Rewards via order #992, Request ESO Rewards. Players place the codes for the Rewards they are selecting in Columns A – E, as needed.

Unlike with the selection of Objective, up to 2 of the same code may be entered. Example: By entering code I1 in columns A and B for order #992 entered on Turn 10 **through** Turn 15 (if not already achieved), 2 points of influence total are sought. A third I1 entered in column C is illegal, and will result in the 3<sup>rd</sup> instance of the reward not being granted. Kingdom specific rewards (e.g.: Red Dragon brigade or Demon Prince character) are only for those kingdoms that otherwise have access to them.

<b>Code</b>	<b>Points</b>	<b>Reward</b>
G1	1	20000 gold
B1	1	Kingdom brigade except RD or GI brigades (see K2)
I1	1	Point of Influence
N1	1	Baron
L4	1	Level 4 Agent
W1	1	Adept
C1	1	General
B2	2	Red Dragon or Giant brigade (RD and GI kingdoms only)
N2	2	Duke
L7	2	Level 7 Agent
W2	2	Power 1 Wizard
C2	2	Marshal
W3	3	Power 2 Wizard
S1	3	Demon Prince (Demon Prince kingdom only)
S2	3	Ancient Consul (Ancient Ones kingdom only)

A player may only claim his Rewards by making valid selections via Order #992 on Turn 10 **through** Turn 15, (if not accomplished on Turn 10. Rewards are only granted once.)

## #993 SECRET VICTORY CONDITONS SELECTION

Many variants of Alamaze include Secret Victory potential, although some do not. This is disclosed in the game signup thread and on the initial Turn 0 results. Secret Victory may not be claimed until Turn 20 at the earliest. Players select their own Secret Victory Conditions as part of their Turn 1, 2 or 3 order submissions by including Order #993 with the chosen codes for Conditions selected in columns A - C. One of the Conditions *must* be Territorial. Players that do not make selections by end of Turn 3 have a default selection made for them. In making these selections, they substantially control their strategic approach to the campaign.

Column A – Two character victory condition code

Column B - Two character victory condition code

Column C - Two character victory condition code

### Method:

1. Players select 3 different Secret Victory Conditions to accomplish from 8 categories when they submit their Turn 1 orders. Accomplishing all three conditions any time after Turn 15 results in the player achieving Secret Victory if he submits an order to check for Secret Victory and has in fact accomplished and maintains all three objectives as of the end of that turn.
2. Players enter order #993 on Turn 1 and complete columns A – C in order to select their specific SVC's. Each condition has a two character code (example: 1A is the code for the Territory category (1) and A is the condition of Control 3 regions). Players enter these codes into columns A – C. This order counts as one of the Turn 1 orders toward the order limitation.
3. Players who do not enter order #993 on Turn 1 will be assigned a default set of Secret Victory Conditions shown later in this section.
4. Each player must choose one of the *Territory* objectives, along with two others from two different Victory Condition categories.
5. **Starting with Turn 20** a player may submit an order #995 if he feels he will have accomplished all three Conditions as of the end of that turn. By doing so, he is claiming victory and if successful, will be the Victor and the campaign will end.

**Secret Victory Conditions:** Three Conditions must be chosen from 3 different Categories. For example, "Territory" is a Category and "Control 3 Regions" is a Condition. Only one Condition can be selected from any one Category, and one of the Categories chosen must be the Territory category.

### The Victory Condition Categories and specific Conditions:

- 1. Territory (one Condition must be from this category)**
  - A. Control 3 regions;
  - B. Be Substantial in 3 regions and Significant in 2;
  - C. Control 5 cities and 15 towns.
- 2. Power**
  - A. Have 3 Warlords (note – promotion to Warlord will be more difficult than currently);
  - B. Have a group with attack value vs. PC > 125k;
  - C. Have 10 leaders of general or greater rank.
- 3. Influence**
  - A. Influence of 22+;
  - B. 3 Princes(s), not Demon Princes or Consuls, and on the High Council;
  - C. 2 Dukes and 3 Counts or higher emissaries not including the King (or Consuls or Demon Princes) and on the High Council

#### 4. **Magic**

- A. A Power 8 and a Power 6 wizard;
- B. Four Power 6 wizards;
- C. Two wizard artifacts and 4 other artifacts and a Power 6 wizard

#### 5. **Naval Power**

- A. 6+ fleets in each of 2 seas of quality 12+;
- B. 12 fleets in one sea of quality 14+;
- C. 2+ fleets in all seas of quality 12+.

#### 6. **Esoteric**

- A. 4 artifacts of any one class;
- B. 10 artifacts;
- C. 2 Quest artifacts (Require a Key to obtain: Ring of Power, Gem of Planes, Elan Flame of the North, Staff of the Great Orator).

#### 7. **Rivalry**

- A. Control > regions than the natural enemy (not available if a kingdom has no natural enemy);
- B. On the High Council and kingdom's natural enemy is not, and Influence is > natural enemy (not available if kingdom has no natural enemy);
- C. Hold 3+ prisoners of the kingdom's natural enemy of Governor rank or above.

#### 8. **Covert**

- A. Have three or more Level 12 or higher agents or fanatics;
- B. Have ten or more Level 4 or higher level agents;
- C. Have 7 prisoners of Level 3 or higher or of Governor rank or higher in any combination

Default Secret Victory Conditions. A player who does not make his SVC selections on Turn 1, or who makes an invalid selection will be assigned the default selection which is:

- 1A: Control 3 Regions;
- 2A: Have 3 Warlords;
- 3A: Have Influence of 22+

Example Secret Victory Conditions Submission (must be on Turn 1):

#	A	B	C	D	E
993	1A	5B	8C		

**VICTORY CHECKS:** *(It is important to realize that any unsuccessful VICTORY check will be announced to all kingdoms within the game).* Any VICTORY check that is unsuccessful will be announced to all kingdoms within the game. Any kingdom that fails its Victory check will suffer a .5 reduction in Influence.

#### #995 SECRET VICTORY CHECK -

This order is used to order to determine whether the kingdom has achieved the terms of its Secret Victory Conditions as of that moment. **It may not be claimed until Turn 20 at the earliest.** A winner by Standard Victory takes precedence over an Individual Victory (which has precedence over a Team Victory). This order has no resource cost and requires no



emissary, but it does count as an order toward the king's influence limitation. This order is not suitable as a standing order. Any, and all, Victory Checks that fail will cost the issuing kingdom/s a .5 reduction in Influence.

Column A - (leave blank)  
Resource Cost - 0 Gold.

#### #996 THE REX VICTORY CHECK

This order is used when a player believes he will meet the conditions of The Rex Victory which is control of four regions). This order has no resource cost, requires on emissary, but does count as an order toward the king's influence limitation. This order is not suitable as a standing order. Any, and all, Victory Checks that fail will cost the issuing kingdom/s a .5 reduction in Influence.

Column A - (leave blank)  
Resource Cost - 0 Gold.

#### #997 TEAM VICTORY CHECK -

All active team members must request a Team Victory Check in order for a team victory to be awarded. An individual rightfully claiming a standard victory will earn the victory before a team. This order is not suitable as a standing order. Any, and all, Victory Checks that fail will cost the issuing kingdom/s a .5 reduction in Influence.

Column A - (leave blank)  
Resource Cost - 0 Gold.