ALAMAZE

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ALAMAZE is the strategic fantasy war game that won **Game of the Year** at both Origins and Gen-Con. With the advent of 3rd Cycle: The Choosing in 2016, featuring a host of game play features not found elsewhere including more than 100 distinct commands covering all aspects of ruling a flourishing kingdom. Robust military possibilities with about 60 different unit types; surpassing magical system with more than 100 spells and 80 unique artifacts; a ground breaking political model; streamlined, elegant economic system; unique aspects of play including kingdom customization, the divinations of the High Priestess, the High Council and plenty of intrigue, we come to the pinnacle of the Alamaze legacy. It's a multiplayer (normally 12 players per game), turn-based strategy game where players have several days to plan their commands in the PBEM tradition. Reflexes mean nothing: Alamaze is a thinking man's text-based strategy game for discriminating fantasy gaming purists. We hope you will enjoy it for many years to come. Good hunting!

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Dedicated to: My Brother, Phil McDowell

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ALAMAZE

The Commands

INTRODUCTION

The General Rules of Play explain the functioning of the various forces, resources, and many important aspects of ALAMAZE play. These include the broad concepts of the political, military, economic, covert, magical, and diplomatic models of Alamaze. That document should be read to gain an understanding of Alamaze before learning the specific commands here in The Commands.

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 details needed when issuing the order on the Order Entry site: (http://fallofromegame.com/alamazeorders/login.php). The Commands explains the orders available and how to issue them. The Commands does not include over 100 spells and 80 artifacts whose workings are relayed to the player with the ability to use them on their Status Update (turn results). The Commands is intended as a reference, so players can learn the scope of available orders, but with our order entry system, players usually do not have to be concerned with syntax: the order entry system will guide them through issuing each command easily.

Sequence of Events. Players should remember that all commands are executed in numerical order # sequence. All commands from all players in the game are shuffled by order number, and commands with the same order number are randomly ordered. 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. In that normal case, a ruler 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. The order entry site informs players of both the orders he has so far issued, and of remaining orders, food and gold available. This is updated each time the player clicks to "verify" his issued commands, which will also notify him of any potential problems with the orders issued.

The Order Input and Verification Site. While there is complexity and a learning curve to understanding and fully enjoying Alamaze, most of the detail is handled smoothly by the Alamaze Order Input and Verification Site: the place where players issue their commands (http://fallofromegame.com/alamazeorders/login.php). Each player establishes a login and will access any of his current Alamaze games there. Selecting a game, he begins entering orders and can verify their accuracy as often as desired (some players do so after each order is given). He will be advised if there are any problems, or that no errors are detected, his remaining gold, food, and orders available are updated each time. While the system won't help with tactical and strategic decisions, it virtually eliminates technical and logistical errors. We feel it has established a new standard for enhancing enjoyment and assuring players their commands will execute as intended.

#11 - Kingdom Customization: Each kingdom may customize their position, but **only on Turn #1 - #3,** by issuing this order. Players will want to take some time considering the possibilities and how they fit with their kingdom and their anticipated strategy. Players select options totaling 3 points. If no selection is made on turns 1 – 3, the kingdom will be assigned the default of 60,000 gold on turn 3. Selections otherwise are granted on the turn issued.

Code	Customization	Points	Ability
G1	Champion Stallions	1	Gives patrol +7 movement points in addition to any other bonuses and +5 to morale of group in possession
G2	Valyrian Steel	1	Gives party +12 points to their group strength value when investigating Unusual Encounters
C1	Cloak of Disguise	1	Gives emissary (political or agent) a 75% reduced chance of detection when relocating, only 25% chance name revealed when rebel or usurp
C2	Red Elk Mount	1	Gives emissary a range of 11 on relocation (political or agent), gives an Agent a range of 10 on his missions
C3	Gold	1	15,000 gold added to treasury per point spent (may be selected more than once)
C4	Mist Talisman	1	Magically hides emissary (political or agent) to be immune to a wizard's Locate Character spell or a High Priestess' Divine Artifact Location divination
G3	Knowledge Totem	1	Provides L4 Recon when in possession of a character or group (not pc)
C5	Expert Administration	1	Adds a Provincial Governor
C6	Scrying Mirror	1	Acts as a Palantir artifact (L1 recon, use Order #972, identify the short name and area to be viewed , there is no range limit).
C7	Charismatic Ruler	1	+1 Influence
C8	Noble Family Swears Fealty	2	Adds a Baron
C9	Amulet of Protection	2	Provides -50% (40% becomes 20%) to attempts to assassinate or kidnap the emissary in possession & 50% sleep resistance.
C10	Onyx Amulet	2	Gives possessing emissary the ability to Demonic Gate (pass through military groups at pop centers without the possibility of detection) with an 8 area range, use Order #351 rather than #350.
C11	Guardian Talisman	2	Acts as a constant ward spell for the possessing emissary

C12		Capital gains +7,000 defense and L3 intrinsic counter-espionage (permanent effect for pop center, does not
	Glyph of Protection	2	transfer if capital is relocated)

#11 – CUSTOMIZE KINGDOM – Choose from the list above a total of three points and enter them by their code on the web order entry site. (http://fallofromegame.com/alamazeorders/login.php)

STANDING ORDERS

Players can issue a number of standing orders: orders that will be executed each turn without counting against the order limitation of the turn after the turn they are established. The number of possible Standing Orders is 4 plus 3 per region controlled. 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, it sometimes becomes necessary to delete those orders of lesser priority to make room for new standing orders.
- Select the standing order to be removed from the list of those established from the order entry interface

#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.
- The Order # of the order you wish executed each turn, beginning in the current turn.
- Other columns as required in the order entry interface

GROUP RELATED ACTIONS

#91 SELF INVISIBLE - This is one of a few 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.
- Group I.D. of the group containing the spellcaster or adept.
- Power level of the wizard casting the spell

#110 ATTACK GROUP - This orders a specified group of your kingdom to attack a group in the same area as it. Players are advised there are at least 20 factors that play a part in determining the outcome of battles, and that doesn't even consider spellcraft. Experience is hard earned, but your brigades may advance in experience through battle.

Ordering one of your groups to attack a declared ally's group results in a -10 point reduction to your group's morale before combat ensues, while

attacking a declared <u>enemy</u> 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, plunder, parley, threaten or siege a population center. While every kingdom may issue three tactical attack choices (Probing Attack, Standard Battle Plan, or Determined Attack), several kingdoms have additional choices as per their special kingdom abilities on their Kingdom Dossier. These include Flank, Barrage, Night Attack, Winter or Summer Attack advantage.

- Your group's I.D.
- The group I.D. of the group you wish to attack
- Your tactical selection

#111 DELAYED ATTACK - 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, plunder, parley, threaten or siege a population center. Attacking your own groups is never a wise decision. There are various penalties and the order will also fail.

- Your group's I.D.
- The group I.D. of the group you wish to attack
- Your tactical selection

#118 ATTACK EVASION (special order for some kingdoms) - This order is <u>not</u> generally available. It is a special kingdom ability or provided to a kingdom that has supremacy in a terrain such as the Dwarves in the Mountains, or the Elves in the forest. 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. Note: 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.**

- Your group ID
- The group I.D. of the group you wish to evade

#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 <u>particular</u> 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 attack and drive off (force to retreat) other groups of the kingdom controlling the PC 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.

- Your group's I.D.
- The group I.D. of the group you wish to defend against
- Your tactical selection

#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.

- 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 one of the only spells 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. Kingdom wizards have different levels of effectiveness: a Sorcerer might be doubly effective as a Dwarven wizard in an Unusual Encounter. It is not recommended to have Adepts engage as they are quite vulnerable and hardly add anything. 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.

- Group I.D. of the group containing the wizard.
- Wizard casting this spell

#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, potentially wizards, 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 an order for the encounter to have any impact during the encounter; if no encounter orders are issued (such as Guarded Attack) 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.

- Your group's I.D.
- Your tactical selection

#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. Further, you must have driven off – forced to retreat – any groups above patrol size belonging to the controller of the PC in the same area. 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 successful, your kingdom's banner will be raised within the population center and its production will become available to your kingdom immediately. 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. Captured Fools and High Priestesses change allegiance to the capturing kingdom and are relocated to its capital with a new name). **Note: #150, #160, #180 and Order #190 are the only four methods of capturing a capital**. PC's have a +/- modifier assigned for each combat 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.

Additionally, Population Centers have a base defense, which is the starting point regardless of who owns the PC. But then besides the capital getting an attacking and defensive bonus, bonuses are applied based on whether the controlling kingdom possesses traits like Stalwart, Military Tradition, Siege Engineering, or Cunning. Each of these adds 10% to the Effective Defense of the PC, as does control of the region the PC is in.

- Your group's I.D.
- Your tactical selection

#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.

- Your group's I.D.
- Your tactical selection

#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.

- Your group's I.D.

#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.

- Your group's I.D.
- Your tactical selection

#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 <u>three</u> 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 Orders #150, #160 and #180 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 50% chance of capture. For kingdoms with Siege Engineering, the chances are 50% while under siege, and 70% upon successful completion. Towns and cities attacked (#150 or derivative orders like #170) by a kingdom with Siege Engineering have 10% subtracted from their defense. Any war machines they possess will give +15% in combat attack. If not captured all political emissaries will relocate back to their capital and agents/fanatics will remain.

- Your group's I.D.

TRADE ORDERS

*Note on Orders #201 - 215. 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 15,000 or more food or gold 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." Instead of the first two letters, use "RD" for Red Dragon, and "DU" for Druid.

#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:

- The commodity to be traded: food or gold
- Amount to be traded

#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.

- First two letters of the kingdom name you wish to trade with
- Trade how much food?
- For at least how much gold?

#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.

- First two letters of the kingdom name you wish to trade with
- Trade how many gold?
- For at least how many food?

#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.
- First two letters of the kingdom name you wish to trade with
- First two letters of the emissary's name you wish to ransom
- Amount of ransom in gold units.
- First two letters of the prisoner's kingdom.

#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.
- First two letters of the kingdom name which holds the hostage
- Pay how much gold as ransom?
- First two letters of the emissary's name to be released
- First two letters of the prisoner's kingdom

#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.
- First two letters of the kingdom name you wish to trade with (not self).
- Artifact's short name (must be exact)
- For how many gold units?

#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).
- First two letters of the kingdom name you are trading with
- Trade how many gold (must be at least 10,000)?
- For the artifact abbreviated with what short name? (This must be exact)
- Where is the artifact to be delivered: group I.D., population center area designation, or   emissary's first two letters.

#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.
- Amount of bid in gold

#411 SELL CHAIR ON THE HIGH COUNCIL - 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.

- First two letters of the kingdom name you are "nominating"
- Gold you require to sell the chair
- Food you require to sell the chair

#412 PURCHASE CHAIR ON THE HIGH COUNCIL - 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 <u>on that same turn</u>. Note: in order to purchase a HC seat a kingdom must qualify (see restrictions listed in Order# 210).

- First two letters of the kingdom name on the High Council
- Gold you offer to purchase the chair
- Food you offer to purchase the chair

#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.

- First two letters of the kingdom name you are transferring to.
- Amount of gold to be transferred
- Amount of food to be transferred

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].

- 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 <u>gold</u> 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].

- 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.

- Your group's I.D.
- The initials of the brigade type chosen to be eliminated
- The training level (e.g. "Green") of the brigade to be eliminated

#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 <u>not</u> 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.

- Your group's ID to receive the bonus
- Food, Gold, or Both
- 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.

- Location (area) of population center

#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.
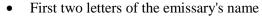
- Column A - Terror, Foreboding, Drowning, Mystery

- 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

#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.
- First two letters of the emissary's name
- Resource Cost- Dependent on the rank of the political emissary: see the "Political Emissary" rules.

#315 STIR UNREST

This is the opposite of Maintain Status Quo: the noble is attempting to prepare the populace to overthrow the current authority. Actually causing that to happen requires an Incite Rebellion or Usurp Control order by another noble, this order makes those tasks easier. The noble provides his Power to Stir Unrest, i.e., to make the PC more susceptible to Incite Rebellion or Usurp Control. Like Maintain Status Quo, the noble's Power is divided by his King's RR in the region. So a Baron of a King with 12 Influence and RR of Tolerant (2) in the region of the PC would provide 6 / 2 =3 points of Power toward Stir Unrest in the PC in which he is based. More than one noble can contribute his power to Stir Unrest – all such efforts are cumulative.
- The first two letters of the emissary's name to perform Stir Unrest
- Resource Cost – Per that of the rank of the emissary performing the mission

#320 INCITE REBELLION IN POPULATION CENTER -

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 a player resource available in Helpful Charts where a player can gauge his chances of success by entering the known factors. Stir Unrest in effect makes Incite Rebellion and Usurp Control easier to achieve.

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 player may not order an emissary to Incite Rebellion in his own capital.

- First two letters of the emissary's name
- Resource Cost - Dependent on the rank of the political emissary: see the "Political Emissary" rules.

#330 - 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. There is a player resource available in Helpful Charts where a player can gauge his chances of success by entering the known factors.
- 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 default range for all emissaries (political, agent, HP) is 8 areas. This may be altered by kingdom trait, ability or artifact. 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.
- First two letters of the emissary's name
- 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 range (normally 8 areas). Ambushing and invisible groups do not block this transfer of prisoners.
- First two letters of agent's name
- Area of controlled PC (unallied groups in this area will block order) within agent's range
- Columns as needed – First two letters of prisoner to be transferred, or "A" in column C to transfer all prisoners
- Columns as needed - Kingdom abbreviation of prisoners, unless "A" in column C.
- 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 <u>all</u> 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.

- First two letters of the king's name
- 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.

- First two letters of the emissary's name
- 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.

- 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.

- First two letters of the emissary's name
- First two letters of the kingdom name to which the skeleton applies
- Exact code designation of the "skeleton"
- Resource Cost - Dependent on the rank of the political emissary: see the "Political Emissary" rules.

#385 EMISSARY ATTEMPT ESCAPE - When an emissary from your kingdom is a captive this order directs that emissary to attempt an escape from the prison that holds him/her. Should the escape be successful then this emissary will relocate to the capital. The base chance of success is 15%; this chance can be improved should the player include a bribe (optional). With 6,000 gold the chance improves by 10% and with 12,000 gold the chance improves by 20% (15% + 20% = 35%). NOTE: A captive is able to attempt to escape multiple times in a single turn. A successful escape is considered a sole order for this emissary.

- First two letters of the emissary's name

- Amount of the bribe (either 6,000 or 12,000 gold), if any (else leave blank)
- Resource Cost
- Find this order for input under the Political Section, click on Extra Order to have the option to select an emissary no longer in court.

#390 BESTOW TITLE UPON EMISSARY - Only certain emissary types may be recruited. A king may desire to increase the power of an emissary to the level of those types which cannot be recruited. A Liege, located at the capital, will increase the rank of an emissary located in the capital by one level using this order (i.e.- a count would become a duke). This order counts as the mission for the political emissary for that turn. The king can grant this additional power only by relinquishing certain land grants, etc., previously under his direct control. As such, the king's influence will decline by 0.3 points with each issuance of this order. This is not a Sole Order for the King/Queen/Regent.
- Column A - First two letters of the emissary's name
- Resource Cost - Emissary's mission cost plus 0.3 to the king's influence.

ORDERS FOR THE KING

#400 VOTE ON THE ISSUE BEFORE THE HIGH COUNCIL -
NOTE- This order may only be used by current High Council members.
Use this order to vote your preference on the issue currently being decided
by the High Council. This is not a sole action for the king. (He may undertake others.)
- Column A - "Y" or "N" (yea or nay).

#410 BID FOR RIGHT TO NAME NEXT HIGH COUNCIL ISSUE -
NOTE- This order may only be used by current High Council members.
Members of the High Council each turn bid for the right to present an issue to be decided by vote of the High Council in the following month. The proper manner to complete each column is shown for each of the possible issue categories as outlined in the General Rules of Play. This is not a sole action for the king.

Issue#:   Issue:
1   Commend or condemn a kingdom for its king's actions at large.
2   Endorse or degrade a kingdom's actions in a particular region.
3   Increase food and lower gold production for villages, towns or cities.
4   Increase gold and lower food production for villages, towns or cities.
5   Expel a member of the High Council.

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:
Bid should always be expressed in multiples of 500.
1-5 indicates the Issue # (explained above).

"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 - 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.
- First two letters of the kingdom name you are "nominating"
- Gold units you require to sell the chair
- Food units you require to sell the chair

#412 PURCHASE CHAIR ON THE HIGH COUNCIL - 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).
- First two letters of the kingdom name on the High Council
- Gold units you offer to purchase the chair
- Food units you offer to purchase the chair

#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.
- First two letters of the emissary's name to be executed (or leave blank if all are to be executed.
- 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)
- Enter "E" to execute all declared enemies, "A" to execute declared allies, "N" for all prisoners that have not been declared an ally.

#440 DECLARE A KINGDOM TO BE AN ALLY, ENEMY, OR NEUTRAL - 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 kingdom may not have more than two other kingdoms currently declared as enemies.** Declaring an enemy causes a stir in the kingdom and results in a 0.3 loss in the ruler's Influence. 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% or more in some cases due to traits) 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). A declaration <u>is not</u> a sole action for the ruler. NOTE: Should a kingdom drop, when the announcement is given to all remaining kingdoms, all enemy and ally declarations will be cancelled.

- Ally, Enemy, or Neutral
- First two letters of the kingdom name
- Resource Cost - 1000 Gold and 0.3 Influence if an enemy is declared

#455 KING CREATE SANCTUARY –
(Note: this is a complicated order not often used. New players might skip this explanation unless needed.) 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.

- specify king/queen/regent/consul abbreviation
- specify a kingdom-controlled pc location (map coordinate)
- 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.

- First two letters of your king's name
- 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%. However, a kingdom in control of a region cannot be denigrated below Suspicious. 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.
- Ruler's name
- Target region
- 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.
- First two letters of the king's name
- Resource Cost - 15,000 Gold.

#483 FOOL ENTERTAIN THE COURT – The court jester has equal chances in his performance to raise the king's influence by 0.3, 0.2, 0.1, or 0 when undertaking the only mission available to the Fool. He cannot raise influence above 25. Since fools may be captured, a kingdom may have more than one Fool but a Fool can only be hired if no Fool is present at the capital.
- Fool ID
- Resource Cost: 3000 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.
- 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.
- Primary location
- Secondary location (if desired)
- Resource Cost – 1,500 Gold and 2,000 Food

ACTIONS TO INCREASE THE KINGDOM'S RESOURCES

#500 TRAIN TO 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 <u>will</u> 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.
- First two letters of the agent/fanatic's name
- Resource Cost - 4000 Gold.

#509 TEST FOR THE GIFT – The test is not 100% successful though kingdom traits may improve her chances. If successful, the noble maiden becomes a high priestess with full abilities. This is a sole order for the maiden so if she is slept, she cannot perform her test. The new high priestess cannot divine in the turn she becomes a priestess since her sole action is used for The Test.
- Noble maiden ID
- Resource Cost: 8,000 gold and 0.2 influence

#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
Fool	B	3,000 gold	0.1
Ambassador	C	6,000 gold	0.2
Provincial Governor	D	15,000 gold	0.5
Noble Maiden	E	6,000 gold	0.2
Fanatic	F	8,000 gold	0.2

These are the only types of emissaries that can be recruited. A Fool must be based at the kingdom's capital and cannot be hired if the kingdom already has a Fool at the capital. A Noble Maiden can be attracted at a controlled PC with an existing Temple. Other newly recruited emissaries may begin his service in any population center under the control of that kingdom. A Fool may only be hired if the kingdom has no Fool already at his capital. Captured Fools, Noble Maidens or High Priestesses are not imprisoned: they change their allegiance to that of the capturing 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).

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 .2 point cost to influence for attracting a Noble Maiden. 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.
- "A" - "F" to indicate the emissary type, as shown above
- Name for new emissary (between four and twenty letters, spaces allowed after 2nd)
- Area of population center under kingdom's control

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

#511 RETAIN CENTURION or ADEPT

Centurions cost 10,000 gold and 0.1 influence. Adepts costs 20,000 gold, 0.5 influence, Neither can be hired before turn 10, and Adepts may only be hired if the kingdom has no more than 4 adepts and wizards (entire kingdom across all groups cannot be more than 4). If the supplied name is not unique across all groups (not just the specified group) then a random name will be generated. It is possible that combat earlier in the turn may create a new leader with the same two initials which will cause the specified name to be replaced with a random one. Hiring a new figure with this order will not prevent the hiring group from ambushing nor will it ruin the chances for a successful rest with order 745.

- Group ID (must be at the capital, may be an inactive group)
- New character's name of length 4-12 characters, no spaces first two characters, or leave blank and a random name will be generated for you

#550 TRAIN ONE or ALL GREEN BRIGADE(S) OF ONE BRIGADE TYPE -

Green brigades suffer a -25% combat modification to both attack values and defense. Regular troops are the default values, Veteran brigades get a 25% bonus. While brigades must earn promotion to Veteran or Elite by fighting (not training), Elite brigades fight 75% better than Regular brigades. Green brigades may only be trained when the group is located in a population center controlled by the ordering ruler. A player may train all brigades of one type of Green experience, which then become Regular brigades. 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).

- Your group's I.D.
- The brigade type to train (e.g., "Westmen")
- Number of brigades to train
- Resource Cost - 4000 Gold and 3000 Food per brigade trained.

#560 RECRUIT TROOPS FROM A CONTROLLED TOWN OR CITY - 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. Many kingdoms also begin with a few brigades of different brigade types. 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 a recruitable brigade type for the region they are being recruited in. For example, Westmen may be recruited in Torvale, Huns and Zamorans may be recruited in Synisvania. Recruited troops from Order #560 begin with Green experience. 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.

- Your group's I.D.
- Brigade type to be recruited
- Resource Cost - 7000 Gold and 3000 Food

#565 RECRUIT COMPANIONS

Reference your kingdom setup file on what troop types are permitted for your kingdom (as well as their recruit cost and other requirements). Use the brigade ID's listed on the kingdom setup to identify the particular brigade (t's not always the first two characters). Use this order to recruit companions in the specified terrain anywhere on the map excluding areas with PC's (must be "in the wild") starting on turn 4 at the earliest. A kingdom cannot recruit more than 3 per turn for all groups combined subject also to the overall limit of the number of brigades of the Companion

type in a given group. Besides terrain, there are usually requirements for a minimum level of leadership and sometimes a veteran or elite brigade in the force. Companions start at Regular experience.

- Group ID
- Companion Brigade ID
- No more than 3 per turn for a kingdom
- Cannot be done before turn 4

#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 production, gold production or defenses is 4000 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.

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 choose the number of increases from 1 to 3. 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 entering a "3" would cost 12000 (4000*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.

- Area the population center is located
- Increase, food, gold or defenses
- Levels to increase: 1, 2, or 3
- Resource Cost - As described above.

#611 CONSTRUCT TEMPLE or HOBBIT TRADING COMPANY – most kingdoms can build temples, and only the Halflings can build the Hobbit Trading Company. A temple must be constructed in order to attract a Noble Maiden, who may then attempt the Test for the Gift, which if successful, transforms her into a High Priestess.

- "T" for Temple, "H" for Hobbit Trading Company (Halflings only)
- Kingdom-owned city or town (not village or sanctuary)
- Resource Cost: temple (5,000 food, 10,000 gold), trading company (10,000 food, 15,000 gold)

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.

Elite Ship. A kingdom may construct one elite, custom cutter (ship) to transport its patrols in that sea. The ship is of advanced technology and so, expensive. Such equipped patrols will not be interdicted by sea patrol. They evade combat if their turn is ended in the same area as an attacking navy, if they issue the order to Evade. The elite ship can be sabotaged, however, in which case its protections cease (and it is destroyed) until a replacement elite ship in that

sea is built. Costs 6k, one active Elite Ship per sea max per kingdom. Players are asked to name their elite ship when constructing it. The movement of the Elite Ship is independent of the order given to the navy in that Sea. In other words, a player can issue both Move Patrol with Elite Ship and an order for the navy in that sea such as #705, #710 or #711.

#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.

- Terror, Foreboding, Drowning, or Mystery for which sea power is to be affected.
- 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.

#705 SEA PATROL - This order commands 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. Sea Patrol has a finite range within the sea. The default is 8 contiguous areas (seas average about 27 areas). A Sea Patrol would have the chance to interdict any group that has sea movement through any of those areas. Two kingdoms both on sea patrol involving any same area have a 90% chance of engaging in a sea battle. Some kingdoms such as those with the Sea Faring trait may have a different range for sea patrol.

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-sized group without an Elite Ship 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.

- Terror, Foreboding, Drowning, or Mystery for which 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 for a group larger than patrol sized 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.

- Your group's I.D.
- Contiguous areas to move to.
- Enter <STOP> after entering map coordinates.

#711 Trade Mission - Fleets can be sent on a Trade Mission to trade local luxuries and bring in 1500 gold per fleet for the mission, per turn used. The Trade Mission must begin with a controlled coastal or sea area PC, and name 5 contiguous (and unique) sea areas. It can be interdicted by a Sea Patrol in those areas.
- Which fleet: Mystery, Terror, Foreboding, or Drowning
- Controlled PC either in the sea or coastal
- Five contiguous, unique sea areas, first one contiguous to the PC

#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.
- Your group's I.D.
- Contiguous areas to move to.
- Enter <STOP> after entering map coordinates.

#748 INCREASE SEA POWER - 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 = a new fleet with quality 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 ((2x12 + 1x10) / 3) = 11.3. This is because 2 quality 16 fleets are being compromised by a third fleet at quality 10 [initial 12 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.

- Sea Abbreviation (D, F, M or T)
- Amount to spend per new fleet in increments of 1000, from 4000 to 16,000.
- # of new fleets to be constructed (1, 2 or 3 only)

- Location of kingdom owned PC within 1 area of Sea square
- 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 x 13 + 3 x 10 = 82 / 7 = 11.7)

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:

#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.
- First two letters of agent's name
- Guard prisoners in what location within 8 areas of agent
- Resource Cost – Cost of using agent

#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).
- First two letters of the agent's name
- Area of a capital or group
- 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.
- Agent/fanatic abbreviation
- Target Group ID

- 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 (eight 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).
- Agent/Fanatic abbreviation
- Target Group ID
- 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.

A special treatment applies to all group transfer orders: they are "free" orders in that they cost no resources and do not count against the Influence based order limit.

#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.
- Your group from which the detachment will come
- Your group which is currently inactive
- First two letters of the brigade type to be transferred
- # of brigades of the troop type to be transferred
- "H" or "L" for high ranking or low ranking group leader; or specific leader's initials
- Power level of a wizard to be transferred (i.e.- ".1" to transfer an adept); or specific wizard's initials

#700 TRANSFER <u>TROOPS</u> 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.
- Your group which is transferring the troops
- Your group of the group to receive the troops
- First two letters of the brigade type to be transferred (eg- "VE" for veterans.)
- # of brigades to be transferred
- First two letters of a second brigade type to be transferred or leave blank
- # of brigades of the second troop type to be transferred
- Resource Cost - 0 Gold.

#701 TRANSFER CHARACTERS 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.

- Your group that is transferring the figures
- Your group of the group to receive the troops
- "H" or "L" for high ranking or low ranking group leader; or leader's initials, or leave blank
- "H" or "L" for high ranking or low ranking group leader; or leader's initials, or leave blank
- The number representing the power level of the wizard to be or wizard's initials, or leave blank
- The short name for the artifact to be transferred or leave blank
- Resource Cost - 0 Gold.

#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.

- Your group's I.D. from which the detachment will come
- Your group's I.D. that is currently inactive
- First two letters of the brigade type to be transferred
- # of brigades of the troop type to be transferred
- "H" or "L" for high ranking or low ranking group leader; or specific leader's initials
- Power level of the wizard to be transferred (eg- ".1" to transfer an adept); or specific wizard's initials
- Resource Cost - 0 Gold.

Note: #705 (Sea Patrol), #710 (Sea Movement), and other Sea Power orders are shown in a previous section: SEA POWER.

#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. Groups ending their movement in a Hostile Region will suffer a 3% loss of morale and in a Friendly Region may gain 2% morale.

- Your group moving
- Contiguous areas to move to.
- Enter <STOP> after entering map coordinates.

#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.

- Your group moving
- Contiguous areas to move to.
- Enter <STOP> after entering map coordinates.

#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 Meteor Storm) do not disallow this order.

- Your group to ambush

#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, is 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.

- Your group pursuing
- Target group to pursue

#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. 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.

- Your group intercepting
- The kingdom whose group(s) you are most interested in intercepting
- 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)
- The kingdom whose group(s) you are next most interested in intercepting, or leave blank.
- The group # of the kingdom you are interested in intercepting or leave blank (intercept any group of that kingdom within the intercept radius)

#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.
- Your group from which items will be transferred
- Your group 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.
- Your group which is transferring the troops.
- Your group of the group to receive the troops.
- The brigade type to be transferred
- # of brigades to be transferred
- Second brigade type to be transferred or leave blank
- # 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. NOTE: One or more of columns C - F can be left blank.
- Your group that is transferring the figures
- Your group of the group to receive the troops
- "H" or "L" for high ranking or low ranking group leader; or leader's initials
- "H" or "L" for high ranking or low ranking group leader; or leader's initials
- 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
- The short name for the artifact to be transferred

#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.
- Your group from which the detachment will come
- Your that is currently inactive
- First two letters of the brigade type to be transferred
- # of brigades of the troop type to be transferred
- "H" or "L" for high ranking or low ranking group leader; or specific leader's initials
- 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 - 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.

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

- Your group to rest

HIGH PRIESTESS ORDERS

The High Priestess is a special emissary with special requirements to retain. A temple must be constructed (Order #611) in order to attract a Noble Maiden, who may then attempt the Test for the Gift, which if successful, transforms her into a High Priestess. The demanding nature of her divinations means the High Priestess is subject to becoming Weary after a divination. When Weary, she may divine, but risks becoming Exhausted. When Exhausted, she must rest (take no action) and then reverts to Weary. If resting while Weary, she returns to Good health.

86 SUMMON AVENGING ANGEL - The Avenging Angel may only be summoned by a High Priestess of a Devout kingdom (trait). The Angel streaks down from the heavens wielding a flaming sword and smites the enemy, causing Fear (-10% morale) to PC defense or enemy group without the Stalwart trait and inflicting 3,000 divine fire damage during the Magic phase of combat (plus spell density). Counts as a sole order for the priestess and your group (Column B) must be within 8 areas of the priestess' location. The Angel flies back to the heavens after the battle.

Multiple castings of this summoning may be performed to benefit the same group to aid them in battle but they must affect different targets. So if your group is at a location going against multiple foes (perhaps a group and pc), you can have several priestesses cast an avenging angel against each of them including the pc. Again, only Devout kingdoms.

- Priestess summoning
- Own group to benefit within 8 areas of the Priestess
- Target group or PC
- Resource cost: 7000 gold and sole order for high priestess

#302 BLESS - This High Priestess ability protects (wards) up to two emissaries of any one kingdom up to 8 areas from the black magic of an opposing spellcaster, and helps guard against foul play of the more earthly variety. Spells directed against the warded emissaries will be ineffective, and other attacks such as an assassination attempt against them will have a 40% diminished chance of working (a 50% chance becomes 30%). A bless effectively hides an emissary from a locate spell. The priestess bless effect supersedes a wizard's ward spell (they don't stack) so the target receives the highest protection available (from bless) if both were done on the same emissary.

- Priestess name
- Location of emissaries no more than 8 areas from the priestess
- Kingdom abbreviation of the emissaries to be blessed
- Name of first emissary to be blessed

- Leave blank or name of second emissary to be blessed
- Resource Cost: 7,000 gold

#509 TEST FOR THE GIFT – A noble maiden undertakes the Test for the Gift in hopes of becoming a High Priestess. The test is not 100% successful and kingdom traits may improve her chances of succeeding. If successful, the noble maiden becomes a High Priestess with full abilities. This is a sole order for the maiden so if she is slept, she cannot perform her test. The new high priestess cannot divine in the turn she becomes a priestess since her sole action is used for The Test.
- Noble maiden name
- Resource Cost: 8,000 gold and 0.2 influence

#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. Only two of the criteria should be completed.
- High Priestess' name
- Village, town, or city (or leave blank and complete other two criteria)
- Region (or leave blank and complete other two criteria)
- Controlled by kingdom name (or leave blank and complete other two criteria)
- 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.
- High Priestess' name
- Terror, Drowning, Foreboding, or Mystery
- Resource Cost - 7,000 Gold.

#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.   Order #765 may not be given before turn #6. First two letters of the High Priestess' name
- Region (or leave blank and complete Kingdom name)
- Kingdom name (or leave blank and complete Region)
- Resource Cost - 5,000 Gold.

#775 SUMMON LESSER ANGEL - Only a Devout (trait) kingdom's High Priestess can summon a Lesser Angel. The Lesser Angel appears for only the turn summoned and will visit a PC controlled by her kingdom no more than 8 areas from the HP and increase its defense, food, and gold production by 1,000 each. The visitation awes the surrounding population, increasing census by 1,000 as well.
- Priestess name
- Kingdom-controlled pc no more than 8 areas away from the priestess
- 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.

- High Priestess' name
- Agent's name
- Second Agent's name (or leave blank)
- Resource Cost - 5,000 Gold.

#790 DIVINE THE LEGACY OF AN ARTIFACT - Often the first step in locating an artifact is to discover its legacy which in game terms will be the artifact's code. By using this order the High Priestess will discover the correct code for one artifact. Artifacts already owned by the High Priestess's kingdom will not be divined. The player may designate the class of artifact the High Priestess would like to learn about. Choose one of the following, if desired: King, Weapon, Wizard, Covert, or Benevolent. The player may narrow the divination further to within a specific region if desired, and also, that the artifact be still in the wild or in the possession of a different kingdom.   It is possible nothing will be divined if the restrictions dictate no artifact qualifying to the specs exist. For example, seeking a King artifact in Region 1 in the Wild may well turn up nothing, if there were no King artifact in the wild in Region 1.

- Priestess name
- Specify artifact type or leave blank
- Region to search or leave blank for any region
- Specify in the wild, kingdom owned, or leave blank for either
- Resource Cost: 7,000 gold

#793 HEAL - This order reflects the High Priestess' ability to reduce attrition to specific brigades in a group. 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. A group must have been fed and paid the turn a Heal Order is used. The High Priestess can provide this healing effect for any Kingdom's group. The High Priestess can direct to reduce attrition to up two brigade types or experience levels, reducing the first brigade type by 10% divided by the number of brigades of that type, and reducing up to 6% attrition for a second brigade type and experience divided by the number of brigades of that type.

- High Priestess' name
- Group to be healed
- First brigade Type, e.g., "Ogres"
- Experience level of first brigade type, e.g., "Veteran"
- Second brigade type
- Experience level of second brigade type
- Resource Cost - 7,000 gold

#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.

- High Priestess' name
- Code of the artifact (typically learned through previously having used order #790)
- Resource Cost - 7,000 Gold.

#857 DIVINE INFORMATION RELATING TO MILITARY GROUPS - Similar to Order #750, this divination relates to active military group locations. Cannot be issued prior to Turn 5.   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, but not groups at a hidden location such as a population center with a Glyph of Concealment. The divination occurs after all movement including teleportation. NOTE: Only two of the columns "B" - "D" should be completed.

- High Priestess' name
- Group size (i.e.- "Brigade", "Division", etc.)
- Region
- Target kingdom name
- 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.

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

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 eight 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). Agents actually are a team of operatives. When the team has achieved Level 7 or higher, if the leader of the team is captured, the team is experienced enough to continue as an effective unit, but loses 4-6 levels of experience (rather than being eliminated entirely).

Agents of Level 4 gain abilities such as piercing masked groups to reveal their size when recon of that area is undertaken, they are able to bribe, perform reconnaissance sweeps of four area, and other abilities. At Level 7 additional missions are available such as Advanced Recon and detecting ambushing groups, and at L10 an agent on recon can detect invisible groups.

#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 4 proficiency may undertake this assignment and must be within eight 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 and may not have been magically Slept. 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. Note: 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.

- Agent's name
- Area in which the political emissary is located
- Target political emissary's name
- Kingdom name of the political emissary
- Resource Cost - Dependent on rank of the political emissary and the agent/fanatic.

#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 any of those possible targets. Only the pick-up point must lie within the agent's 8 area range.

- Agent's name
- Your group 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.
- Code for artifact
- Destination area or group I.D.
- 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 - An agent on Counter Espionage attempts to protect the characters (leaders and wizards) and artifacts in a single kingdom controlled group, or all kingdom characters in a controlled population center as well as protecting the PC from theft and sabotage. Further, if the PC with counter-espionage is a coastal or sea area based PC, the counter-espionage also lends its protection to the fleets and any Elite Ship of the kingdom in that sea from sabotage. Collectively, these are significant increases in capability for Counter-Espionage from 2nd Cycle.

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. Further, if the agent on counter espionage is based in the PC he is protecting, an additional 10% is added to his counter-espionage efforts. There is risk in this mission: if an agent is able to successfully complete an espionage mission (not recon) in a PC or group despite the efforts in counter-espionage, there is a 20% chance that an agent, and a 30% chance for a Fanatic on Counter-Espionage to be killed during the mission.

The chance of a <u>recon</u> by a foreign agent being intercepted with counter espionage will reduce the chance of a successful recon by the counter espionage percentage. So with an L2 on counter espionage (15% counter espionage, or 25% if the counter espionage is in the PC where the agent is based), an L1 would have his 90% chance to recon reduced to 75% chance of success (or 65% at a PC where the counter espionage agent is based), and a 10% (up 15% from -5%) chance of being captured. An L5 doing the recon would have a base chance of 110% (90% for L1 plus 4 levels at 5%) – the 15% CE for a net of 95% of success (85% if the counter-espionage is based at the PC), and a negative 10% change of being captured (still 0% if CE comes from an agent based at the PC).

Foreign agents captured by an agent on counter espionage have a 75% chance of revealing their kingdom (normally 50%). Fanatics will never reveal their kingdom if captured.

If a PC with active counter-espionage is successfully reconned, the agent report will reveal that there was active counter-espionage there and the name of the agent team conducting it.

The chance of detecting an emissary relocating to the PC is increased by the counter espionage percentage. Counter espionage from the previous turn effects the following turn up through order #899 of the following turn.

As with other agent orders, the agent's range is 8 areas.
- Agent's name
- Target area, sea name, or group
- 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, normally one not controlled by the kingdom attempting to Guard. Guard missions may only be performed for emissaries of the same kingdom as the agent. An Agent/Fanatic on this assignment with 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 30% chance of being killed. 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. As with other agent orders the range is 8.
- Agent's name
- Area where the two emissaries are located
- Emissary's name to be guarded
- Second emissary's name or leave blank
- Resource Cost - The agent's proficiency * 500 Gold.

#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.
- Agent's name
- Target area
- Sabotage 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.
- First two letters of the agent's name
- First two letters of the kingdom name whose sea power is the target
- First letter of the sea
- Choose whether to target elite ship or leave blank to target general fleet
  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 may be 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.

- Agent's name
- Area in which target is located
- Emissary's name to be assassinated
- 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 8 area range in order to have an opportunity of succeeding, but the exact location of the group need not be known. The actual location of the group cannot be more than 5 AND within the overall 8 area limit of the agent (i.e. the mini 5 radius must reside within the 8 area range of the agent). Assassinating an undead leader/wizard (nazgul/wraith/lich) requires a Weapon classed artifact in possession of the agent. Assassination of group figures is slightly (about 10%) more difficult than that of emissaries due to the security of a military organization. This order will not be allowed on turn #1 and a kingdom may never attempt an assassination on a member of his group.

- First two letters of the agent's name
- Group I.D. of the target group
- Assassinate leader or wizard?
- Highest or lowest ranking leader or wizard; or specific target's initials
- Target area within agent range: actual group location must be no more than 5 areas from here.
- Resource Cost - The agent's proficiency * 500 Gold.

#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.

- First two letters of the agent's name
- Target area
- First two letters of the kingdom name to which the hostage owes allegiance
- 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. This order will not be allowed on turn #1. 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 artifacts that this emissary might have are not included – they are secreted away and find their way back to the capital. The culture and history in Alamaze is such that powers are accustomed to abduction and prisoner exchange or ransom – so this mission is slightly easier than Assassination. Additionally, Fool's, Noble Maidens, or High Priestesses if kidnapped convert to the kingdom who kidnapped them, and so are not prisoners, but instead are new emissaries of the kidnapping kingdom.

- Agent's name
- Target area
- Target emissary's kingdom name
- 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 8 area range. There are various artifacts that are impossible to steal from lairs ("the wild") – generally quest artifacts that require a key. A level 4 agent attempting to steal an artifact will have about a 10% chance when the artifact is in the possession of another kingdom.

- Agent's name
- Area artifact is located in, or group I.D. if with a group
- Kingdom name in control of the artifact, or leave blank if the artifact is not in the possession of any active kingdom
- Code of artifact
- If a group is in possession, target area in which the target group is expected to be located: the actual location of the group must be within five areas of the target area to have a chance to succeed.
- Emissary's name if emissary in possession
- Resource Cost - The agent's proficiency rating * 500 Gold.

#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 "NN" on the Resurgent 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.

- Group name
- Artifact's code

#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.

- Agent's name
- Area population center is located in
- Steal gold or 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 with a 90% success rate if there is no counter-espionage including from kingdom traits, and a base -5% for an L1 agent being captured (so less than 0% unless counter espionage) 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.

- Agent's name
- 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.

- Agent's name
- The group name to be trailed
- 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 8 area range.

- Agent's name
- Terror, Foreboding, Drowning, or Mystery
- Target kingdom name
- Resource Cost - The agent's proficiency rating * 500 Gold.

#976 RECONNAISSANCE SWEEP FOR 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.

- Agent/fanatic name
- First area
- Second area (must touch area in column B)
- Third area (must touch area in column C)
- Fourth area (must touch area in column D)
- Resource Cost - The agent's proficiency rating * 500 Gold

#977 RECONNAISSANCE SWEEP FOR 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-10 and higher will give an indication of any invisible group (not by Group name or kingdom, just notice that some group is there invisible) should there been any in these four areas.

- Agent/fanatic name
- First area
- Second area (must touch area in column B)
- Third area (must touch area in column C)
- Fourth area (must touch area in column D)
- Resource Cost - The agent's proficiency rating * 500 Gold

#978 AGENT RECONNAISSANCE SWEEP 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.

- Agent/fanatic name
- First area
- Second area (must touch area in column B)
- Third area (must touch area in column C)
- Fourth area (must touch area in column D)
- Resource Cost - The agent's proficiency rating * 500 Gold

#979 – ADAVANCED RECON. An agent of L7 or greater can produce reconnaissance produced by the combined orders 976, 977, and 978 but at an L1 level, meaning this order will not reveal hidden groups, hidden PC's or hidden Unusual Sightings.

- Agent/fanatic name
- First area
- Second area (must touch area in column B)
- Third area (must touch area in column C)
- 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. Players will need to supply the objective codes they are targeting:

- Two character objective code (one of the selections must be Territorial)
- Two character objective code
- Two character objective code or leave blank
- 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:
			Territorial:
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
			Political:

P1	2	Major	Influence of 17+ & 2 Princes (not DE 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

Adventure:

A1	2	Major	Recover 4 artifacts from Unusual Sightings
A2	2	Major	7 prisoners
A3	1	Minor	Control 2 artifacts
A4	1	Minor	4 prisoners
A5	1	Minor	Warlord

Development:

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 each of 2+ Seas
D5	1	Minor	PC with > 35k defense or gold production
D6	1	Minor	3 L7+ Agents or Fanatics
D7	1	Minor	3 Power 4+ Wizards
D8	1	Minor	6 Generals+

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

1. There is an exception: a dispersed kingdom (Pirates, Red Dragon, Tyrant and Underworld) gains an automatic 2 points to its ESO. So it may achieve a Lesser ESO with 1 point, or a Greater ESO with 3 points. At least one point must be a Territorial Objective.
2. 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.
3. Make only one selection from any one category (example: one only from "Territory").
4. 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.
5. 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.
6. 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.

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 3rd 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.

Code	Points	Reward
G1	1	20000 gold
B1	1	Kingdom brigade except Red Dragon (see B2)
I1	1	Point of Influence
N1	1	Baron
L4	1	Level 4 Agent
W1	1	Adept
C1	1	General
B2	2	Red Dragon brigade
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)

#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.

- Two character rewards code
- Two character rewards code or leave blank
- Two character rewards code or leave blank
- Two character rewards code or leave blank
- Two character rewards code or leave blank

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 it's Victory check will suffer a .5 reduction in Influence.

#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.

#997 ALLIANCE VICTORY CHECK -

All active team members must request a Team Victory Check in order for a team victory to be awarded.   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.

#998 THE USURPER VICTORY CHECK

This order is used when a player believes he will meet the conditions of The Usurper Victory, which is control of three regions and maintaining substantial influence over two (or more) 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. If both a Rex and Usurper victory occur on the same turn, the victory goes to the Rex player. Any, and all, Victory Checks that fail will cost the issuing kingdom/s a .5 reduction in Influence.

Don't forget: the Alamaze Forum (http://kingdomsofarcania.net/forum/index.php) is a great resource and a place to ask questions. Support@alamaze.co can also provide technical support.

ENJOY ALAMAZE 3ʳᵈ Cycle and GOOD HUNTING!