

Additional Rules Turn I: New Orders Overview

In this game of Battle of the Five Armies, additional orders will become available for you to use as the game progresses, specifically on turns 4, 6, 8 and 10. In addition, on turn 3 an entirely new class of character – the Emissary – will become available, the character limit will be increased to 12, and you can issue tactics to your attacking armies; on turn 5 the character limit will be increase to 15; and on turn 7 you will be able to cast new spells. Full details of all these, together any new concepts introduced to the game as a result, will be sent to you with the appropriate turn (in the case of orders, the turn before they become available to use!). The following list of orders, then, detailing both orders available at game start and those that will become available later on in the game, is simply to give you an idea of what you can expect as the game progresses.

Finally, as with any aspect of the game, if you have any questions please do not hesitate to contact either ourselves or your player mentor, if you have one.

Restriction Legend

c	<i>characters with command skill only</i>	company	<i>company commanders only</i>
a	<i>characters with agent skill only</i>	with	<i>army or navy commanders or characters with an army or navy only</i>
e	<i>characters with emissary skill only</i>	without	<i>characters not in command of an army, navy or company only</i>
m	<i>characters with mage skill only</i>	cap	<i>can only be issued at the capital</i>
com	<i>army or navy commanders only</i>	spell	<i>may improve spell casting rank</i>
		increase	<i>may increase a skill rank</i>

Command Skill Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
230	start	Attack Enemy	c, com	automatic	increase	AttEnmy
250	start	Destroy Population Centre	c, com	automatic	increase	DstPop
255	start	Capture Population Centre	c, com	automatic	increase	CptrPop
400	start	Recruit Heavy Cavalry	c, with	automatic		HvCvlyr
408	start	Recruit Heavy Infantry	c, with	automatic		HvInfan
435	start	Put Army on Manoeuvres	c, com	automatic	increase	ArmyMan
494	start	Fortify Population Centre	c	average	increase	FortPop
498	start	Threaten Population Centre	c, com	hard	increase	Threat
728	start*	Name New Character as Commander	c, cap	automatic		NamComm
770	start	Hire Army	c, without	automatic		HrArmy
780	start	Transfer Command	c, com/company	automatic		TrComm
235	4	Attack Nation	c, com	automatic	increase	AttNat
300	4	Change Tax Rate	c, cap	easy to av.		ChTaxRt
552	4	Post Camp	c, com	average		PosCmp
725	6	Name New Character	c, cap	automatic		NamChar
240	8	Defend	c, com	automatic	increase	Defend
430	8	Put Troops on Manoeuvres	c, with	automatic	increase	TrpsMan
496	8	Build Road	c, e	hard		BldRoad
745	8	Create Company	c, without	automatic		CreCmpy
750	8	Disband Company	c, company	automatic		DsbCmpy
404	10	Recruit Light Cavalry	c, with	automatic		LtCvlyr
412	10	Recruit Light Infantry	c, with	automatic		LtInfan
416	10	Recruit Archers	c, with	automatic		Archers
420	10	Recruit Men-at-Arms	c, with	automatic		MenAtAr
480	10	Remove Fortifications	c	hard		RmvFort
950	10	Relocate Capital	c, cap	easy		ReloCap

* Until the character limit is increased on turn 3, this can only be issued to replace dead characters

Command Miscellaneous Orders

Order Number	Turn Available	Order Description	Restriction	Difficulty	May Increase Skill Rank?	Order Code
340	start	Transfer Food: Population Centre to Army	c, with	automatic		TrPo2Ar
440	start	Make War Machines	c, with	automatic		MakWrMa
775	start	Disband Army	c, with	automatic		DsbArmy
925	start	Recon Area	c, or a dwarf	easy		Recon
345	4	Transfer Food: Army to Population Centre	c, with	automatic		TrAr2Po
765	4	Split Army	c, com	automatic		SplArmy
347	8	Transfer Food: Army to Army	c, with	automatic		TrFood
355	8	Transfer Troops: Army to Army	c, with	automatic		TrTrps

Agent Skill Orders

Order Number	Turn Available	Order Description	Restriction	Difficulty	May Increase Skill Rank?	Order Code
605	start	Guard Location	a	automatic	increase	GrdLoc
610	start	Guard Character	a	automatic	increase	GrdChar
615	start	Assassinate Character	a	hard	increase	Assass
670	start	Sabotage Fortifications	a	hard	increase	SabFort
680	start	Sabotage Production Stores	a	hard	increase	SabStor
685	start	Steal Artifact	a	hard	increase	StlArt
690	start	Steal Gold	a	hard	increase	StlGold
731	start	Name New Character as Agent	a, cap	automatic		NamAgen
930	start	Scout for Characters	a, or a dwarf	average		ScoChar
600	6	Counter Espionage	a	average	increase	CntrEsp
620	6	Kidnap Character	a	hard	increase	Kidnap
630	6	Rescue Hostage	a	hard	increase	Rescue
905	6	Scout Army	a, or a dwarf	average		ScoArmy
910	8	Scout Area	a, or a dwarf	automatic		ScoArea

Agent Miscellaneous Orders

Order Number	Turn Available	Order Description	Restriction	Difficulty	May Increase Skill Rank?	Order Code
920	start	Scout Population Centre	a, or a dwarf	easy		ScoPop
915	4	Scout Hex	a, or a dwarf	easy		ScoHex

Emissary Skill Orders

Order Number	Turn Available	Order Description	Restriction	Difficulty	May Increase Skill Rank?	Order Code
525	4	Influence Other's Pop. Centre Loyalty	e	average	increase	InfOthr
555	4	Create Camp	e	easy	increase	CreCmp
949	4	Transfer Ownership	e	easy		TrOwner
500	6	Recruit Double Agent	e	average	increase	Double
520	6	Influence Own Population Centre Loyalty	e	automatic	increase	InfYour
550	6	Improve Population Centre	e	average	increase	ImprPop
734	6	Name New Character as Emissary	e, cap	automatic		NamEmis
942	8	Move Turn Map	c, e, cap	average		MvTnMap
505	10	Bribe/Influence Character	e	average	increase	Bribe

Emissary Miscellaneous Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
585	8	Uncover Secrets	e	average		Uncover

Mage Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
710	6	Prentice Magery	m	automatic	increase	PrenMgy
737	6	Name New Character as Mage	m, cap	automatic		NamMage

Mage Miscellaneous Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
705	8	Research Spell	m	varies		RsrchSp

Movement Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
810	start	Move Character	without	automatic		MovChar
840	start	Stand and Defend	com	automatic		Stand
860	start	Force March Army	com	automatic		ForcMar
870	start	Move Character & Join Army	without	automatic		MovJoin
820	8	Move Company	c, company	automatic		MovCmpy
825	8	Cast Movement Spell	m, without	varies	spell	CstMvSp

Healing Spell Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
120	start	Cast Heal Spell	m	varies	spell	CstHISp

Combat Spell Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
225	start	Cast Combat Spell	m	varies	spell	CstCbSp

Conjuring Spell Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
330	start	Cast Conjuring Spell	m	varies	spell	CstCjSp

Lore Spell Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
940	start	Cast Lore Spell	m	varies	spell	CstLoSp

Miscellaneous Orders

<i>Order Number</i>	<i>Turn Available</i>	<i>Order Description</i>	<i>Restriction</i>	<i>Difficulty</i>	<i>May Increase Skill Rank?</i>	<i>Order Code</i>
210	start	Issue Personal Challenge		automatic	increase	IssPers
215	start	Refuse All Personal Challenges		automatic		RfsPers
315	start	Purchase from Caravans		automatic		PrchCar
320	start	Sell to Caravans		automatic		SellCar
325	start	Nation Sell to Caravans	cap	automatic		NatSell
360	start	Transfer: Artifacts to Character		automatic		TrArt
785	start	Join Army	without	automatic		JnArmy
935	start	Use Scrying Artifact		automatic		UsScArt
947	start	Nation Transport	cap	automatic		NatTran
948	4	Transport by Caravan	cap or origin hex	automatic		TranCar
900	6	Find Artifact		hard		FindArt
285	8	Reaction to Encounter		automatic		ReacEnc
290	8	Investigate Encounter		automatic		InvEnc
310	8	Bid from Caravans		automatic		BidCar
755	8	Join Company		automatic		JnCmpy
760	8	Leave Company	without	automatic		LvCmpy
790	8	Leave Army	without	automatic		LvArmy
740	10	Retire Character		automatic		RtrChar

