

Orders Example-Page 1

“Butcher” Clifford has been assigned the Rearward position in a Lancastrian host. He chooses a “Grim Advance” order for his ward, which will provide him with a number of tactical components for him to place on his side’s Ward Display Card, and that will allow him to function during the game.

The tactics set by the order are taken and placed in the appropriate spots on his ward’s track (shown below). He also may take a number of Stratagems, and must take a few dangers as well.

Clifford is Committed to the Lancastrian cause, has 4 Puisseance, and has Audacious, Impetuous and Bloodthirsty qualities. For his Stratagems he chooses “Inspiring” (by virtue of his 4+ Puisseance and Committment) and “A Stout Ensign”, because he wishes to ensure his survival in this battle. He must also take the “Bloodthirsty” and “Impetuous” Danger counters. All these counters are placed at the start of the game in the positions shown in Figure 1 below.

Fig. 1

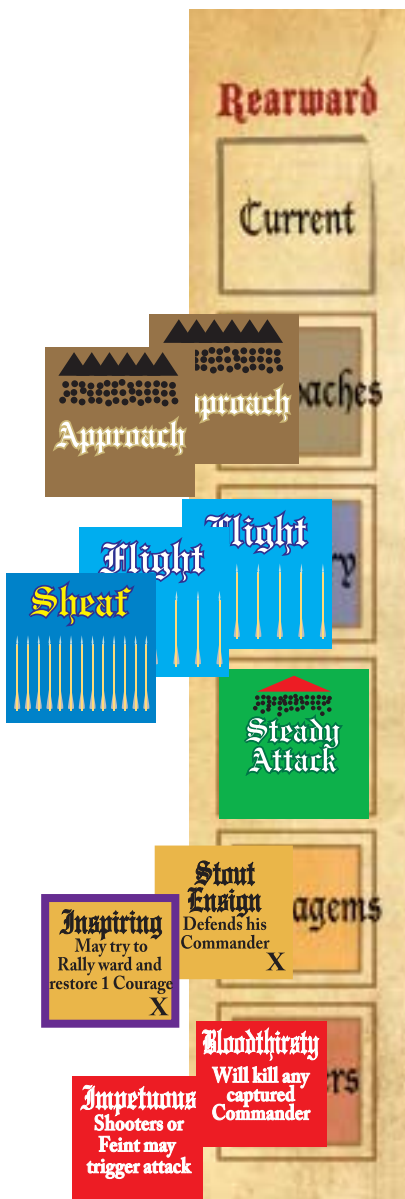


Fig. 2

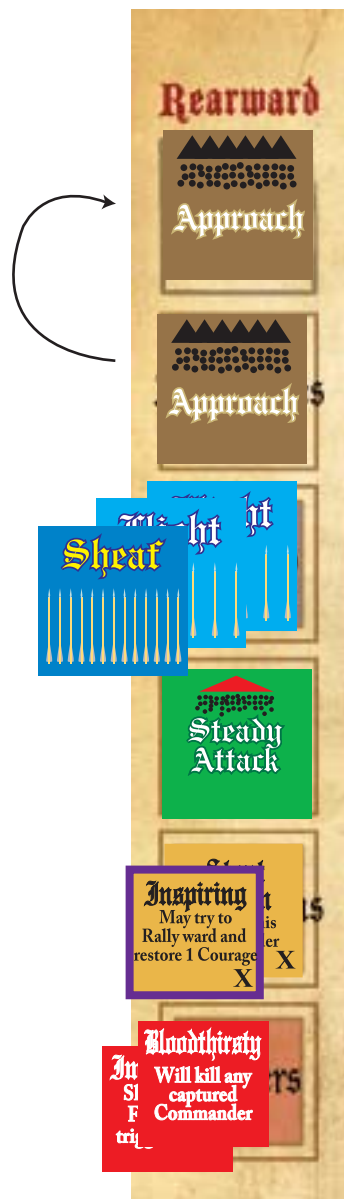
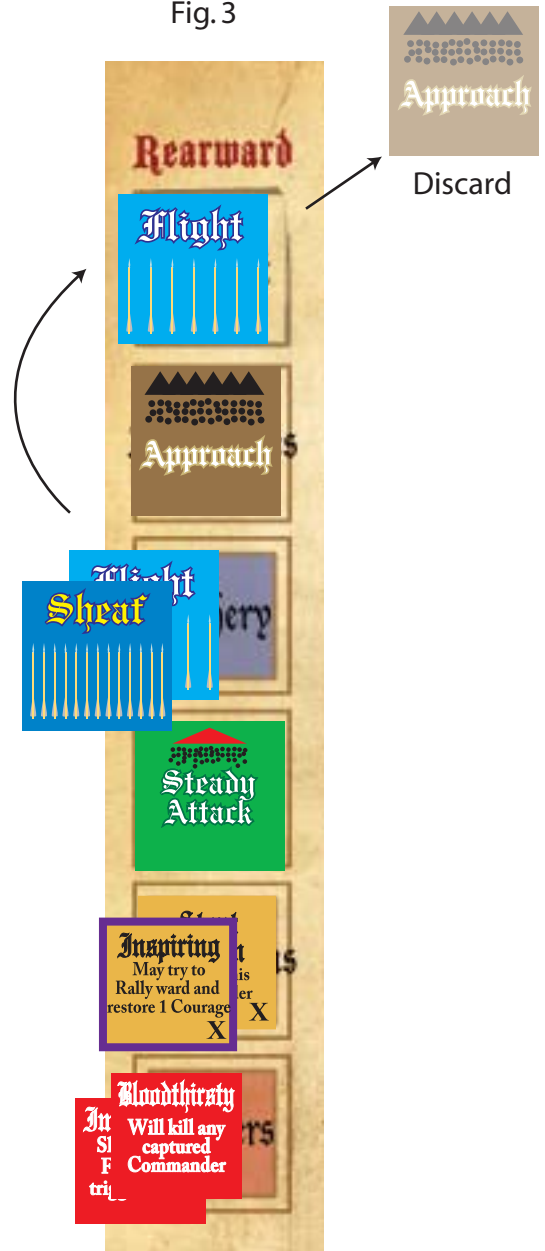


Fig. 3



On the first turn, Lord Clifford chooses a standard Approach counter from his track, and places it face down on the “Current ” space. When his ward is activated, the counter will be flipped (to show activation) and all his companies will perform this move (Fig. 2). The counter is left in the Current box until he decides to change his tactic, when he merely discards the counter from the Current space in the Order Placement Phase, and places a new tactic there instead. By turn 3 he does this, choosing a Flight archery attack (Fig. 3), as all his units have come into Flight range of an enemy ward.