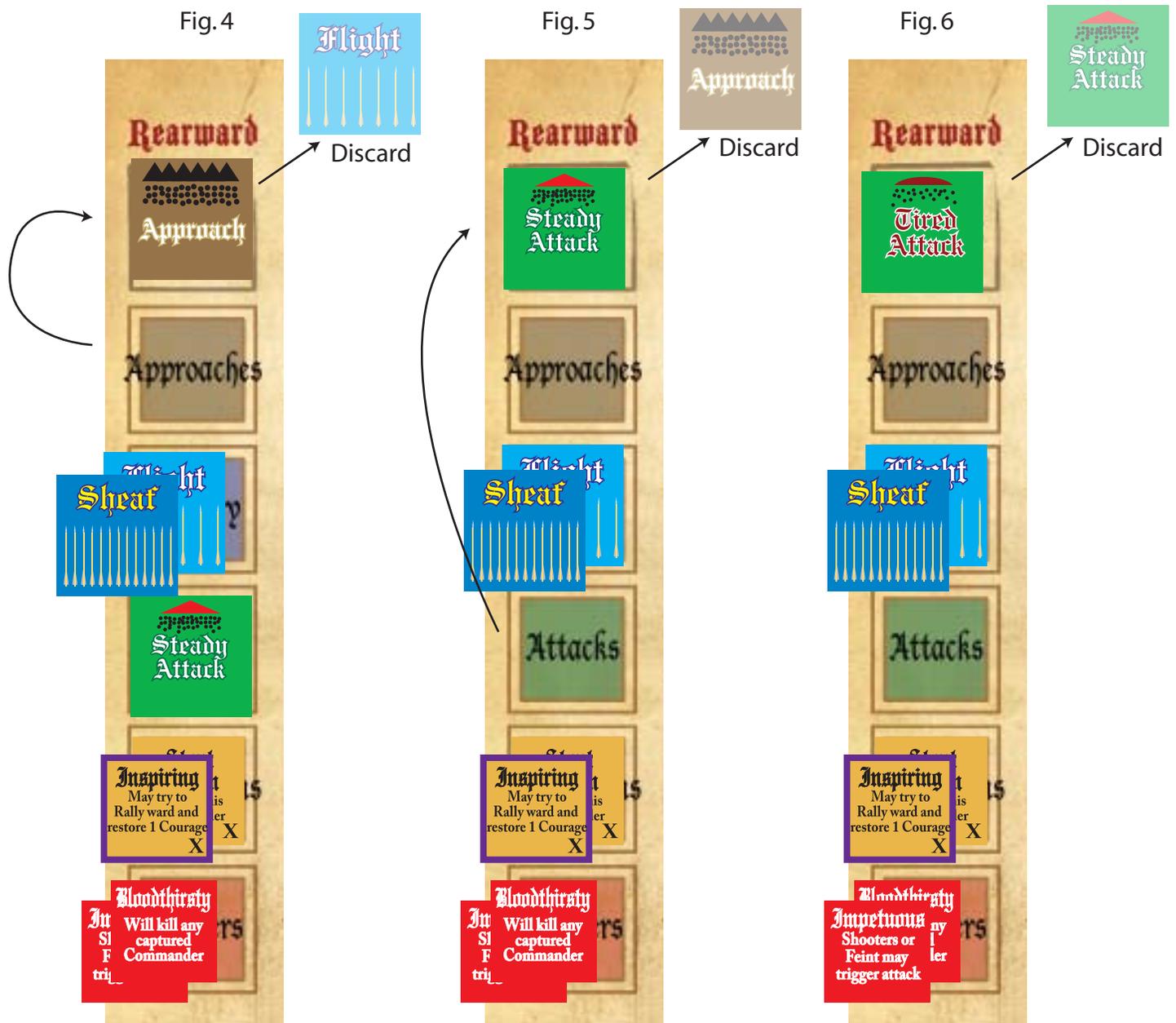


## Orders Example-Page 2

Clifford's archery attack on turn three is resolved, but unfortunately had little effect to the enemy ward. The Flight counter must be discarded after its use, so on turn 4, he decides to initiate another Approach (Fig. 4). By turn 5, Clifford is close enough to initiate his Steady Attack, so he prepares for it by discarding the Approach counter and placing his Steady Attack in the Current box (Fig. 5). However, he doesn't get to initiate this attack, because his target enemy ward was activated first, and put in a good Sheaf Attack, which gets a Galling result, causing Clifford to take a Faltering Check for himself. He pulls an unlucky card, failing the check, which should halt him. Ordinarily, he could continue unchecked by substituting a Courage loss for the halt (losing 1 courage for all his companies). However, the failure of his self-control has activated his Impetuous danger. He must immediately make an impetuous (and therefore disordered) attack, which loses him the better Steady Attack counter, replacing it with a Tired Attack counter (Fig. 6). It is with this weaker attack that he will come into grips with his foe.



Note that Clifford has no more regular approaches or attacks. If the Melee goes well, and he isn't defeated or forced to pursue his enemies off the board, he will expend a bit more Courage in the struggle. However, he still may use the Inspiring Stratagem, which may get his ward some of its precious Courage back. Even so, if he were to launch another approach or attack anywhere, they would all be Piecemeal Approaches and Tired Attacks. He still has Archery attacks left, and can launch those with no detriment. Also note that both the Bloodthirsty and Impetuous Dangers remain with him- Stratagems and Dangers without an "X" on them may not be discarded with use.