

Fate of a Nation

Order Descriptions



Order Sequence

Version 1.2

Orders are executed in phases. The most important to consider is if orders are executed before or after movement. Building units, for example, is executed after movement. This means that if one of your settlements is going to be attacked you will not be able to use the new units to save the city; they will be produced after the attack if you still control the settlement...

Sequence of phases

- Change player settings

Change name phase

- Change army name
- Change character name
- Change fleet name
- Change settlement name
- Change ship name
- Change trade station name [Company only]
- Change unit name

Transfer phase

- Transfer character
- Transfer unit between armies
- Merge armies
- Transfer ship between fleets
- Merge fleets
- Fire guards [Company only]
- Disband army
- Disband fleet
- Abandon watchtower [Nation only]

Magic phase – The magic phase and its orders will only be shown for nations that have completed research of magical forces.

Movement phase

- Tight guard [Company only]
- Patrol area
- Embark army on fleet
- Army movement
Generates combat and capturing settlements
- Fleet movement
Generates naval combat
- Disembark army from fleet
Can generate amphibious assaults
- Attack trade station [Company only]

Expansion phase

- Nominate new capital [Nation only]
- Nominate new HQ [Company only]
- Create trade company [Nation only]
- Donate to company [Nation only]
- Building new villages [Nation only]
- Establish trade station [Company only]
- Upgrade trade station [Company only]
- Sell goods (executed in trade phase) [Company only]
- Increase population in settlements [Nation only]
- Abandon village [Nation only]
- Transfer food to settlement

- Gather settlement information [Company only]
- Scout area [Company only]
- Close trading station [Company only]
- Transfer settlement [Company only]
- Build outpost [Nation only]
- Build monastery [Nation only]
- Improve terrain [Nation only]
- Pillage terrain
- Grow forest [Nation only]
This is a unique Elf order
- Burn forest [Nation only]
Elves cannot burn down forests

Development phase

- Building new units in settlement [Nation only]
- Recruit unit [Company only]
- Recruit guards [Company only]
- Remove unique unit [Nation only]
- Design unique unit [Nation only]
- Train units [Nation only]
- Upgrade unit [Nation only]
- Build food transport
- Create trade caravan [Company only]
- Create trade delegation [Company only]
- Purchase ship [Company only]
- Building new ships in coastal settlement [Nation only]
- Train ships [Nation only]
- Repairing damaged fleets
- Reinforcing damaged armies
- Change settlement settings
- Change station settings [Company only]
- Construct building
- Demolish building
- Change religion [Nation only]
- Royal actions [Nation only]
- Trader actions [Company only]
- Increase research efforts [Nation only]
- Set research [Nation only]

Trade phase – The trade phase is only shown for trade companies and includes execution of purchase and selling of trade goods.

Diplomatic phase

- Sending messages between nations
- Change nation/company description
- Change privacy settings
- Change war status
- Create Alliance [Nation only]
Ende cannot create alliances

- Join Alliance [Nation only]
- Leave Alliance [Nation only]
- Accept surrendering nation/Surrender [Nation only]
- Demand surrender/ Ask for mercy [Nation only]
- Free vassal state/Rebellion [Nation only]

Alliance phase

- Donate to Alliance
- Vote on Alliance issue – *no description below*
- Invite new member – *no description below*
- Transfer Alliance funds – *no description below*

Update nation phase

- Settlement updates
- Food supply calculation
- Population changes
- Construction of buildings
- Collecting tax income
- Collecting research points
- Paying wages for all units and ships
- Paying maintenance costs for forts and buildings

Order Descriptions

Abandon village

This order is for abandoning a village in order to relocate the population. Abandoning villages is expensive. The base cost is 500 gold and there is a variable fee depending on how many workers are created. For each full worker unit (50 civilians) 60 gold must be paid. The whole population in the village is transformed into worker units and placed in a new army. The village is then removed from the game.

Abandon watchtower

This order is for removing unwanted watchtowers. Removal is instantaneous. No workers or army units are needed in the location for this order and it costs no gold.

Accept surrendering nation / Surrender

This order can be used in two ways:

Accept surrendering nation – A conqueror can use this order to accept the surrender of a nation that has been defeated and wants to end the war. Issue the order and select the nation that wishes to surrender to your nation. This nation will now become a vassal state to the conqueror. If the conqueror does not want to accept the surrender, he does not need to answer, just ignore the message.

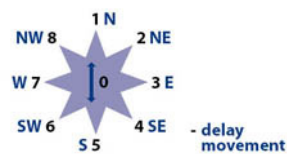
Surrender – A nation under attack can use this order to surrender to a conqueror that has demanded its surrender. Issue the order and select the nation that has demanded your surrender and your nation will become a vassal state to the conqueror. If you do not want to become a vassal state to the nation that demands your surrender do not answer, just ignore the message.

Army movement

Each army movement order includes the full sequence of movement for the army specified. A digit (0–8) represents the direction (see picture) where 0 tells the army to enter a cave opening to travel between the Surface and the Netherworld. The use of a hyphen delays movement to subsequent movement sequences. All movement costs movement points depending on what terrain is entered (see Rulebook). Entering a cave opening costs 2 movement points. Armies can also be given orders to ‘Follow and engage’ enemy armies within sight range. The army will then automatically try to reach the target army and attack it.

Movement is divided into movement sequences which are subsequently divided into initiative phases. Within each movement sequence armies with a low initiative move before armies with a high initiative. Army movement and fleet movement are done simultaneously.

Battles are initiated when an army moves into the same sector as an enemy army. When a battle is initiated all armies involved is



locked and cannot move until the battle has been run. Armies that have not moved during the current movement sequence will be delayed and continue next movement sequence (if still alive). This means that a small and quick army can move and lock an enemy force, keeping it in the sector, while the larger and slower main army moves in at a later initiative phase in the same movement sequence.

Important note – The attacker only wins if the defender is eliminated, if not the attacker always retreats to one of the starting sectors.

Battles are executed at the end of each movement sequence when all initiative phases are completed. Captured settlements change hands after all the battles of that sequence have been completed.

Attack trade station

This order is only available for trade companies.

This order is for attacking another trade station in the same settlement. All guards will take part in the attack but units in a station will only participate if ordered to participate. All units in the trade station will then participate.

It is possible to try to hide the identity of the attacking company. This will cost 250 gold in bribes and dark clothing but there is a small risk that the settlement owner and target station owner will detect who the attacker is.

Build food transport

This order will only be shown in the OrderCreator if your nation has the technology to build food transports.

Food transports can only be constructed in villages, towns and cities. Each village, town and city can only construct one food transport each turn and the maximum size depends on how much food is stored in the settlement. Food transports cannot carry more than 5000 food even if more is stored in a settlement.

There is no cost for constructing food transports. Each wagon in the food transport units corresponds to 100 food.

Build monastery

This order will only be shown in the OrderCreator if your nation has the technology to build monasteries.

To build a monastery an army with a worker unit must be present. One worker unit in the army will be transformed and added to the monastery population. The name of the monastery must be specified. It is not possible to build a monastery closer than 8 sectors away from any other monastery. The monastery must also be within 3 sectors of a city. The sector where the monastery is constructed cannot contain any other settlement. Building a monastery costs 250 gold and the army must have at least one movement point.

Build outpost

There are three kinds of 'outposts' in Fate of a Nation:

- Watchtowers are the eyes and ears of most nations. With their ability to see 2 sectors, they are the first warning of unfriendly armies coming your way...
- Castles are more fortified positions which give a defensive bonus as well as negating the cavalry unit ability. Castles require the correct technology to be built.
- Citadels are massive fortresses that dominate the countryside. They have an improved sight value and can see 3 sectors. They give a better defensive bonus than castles and also negate the cavalry unit ability during combat. Citadels require the correct technology to be built.

Only armies with at least one worker can build watchtowers. When building a castle or a citadel, an army with workers must be present. The name of the outpost must be specified. It is not possible to build an outpost closer than 3 sectors away from other watchtowers, castles or citadels. It is not possible to build an outpost on a sector that has a cave opening, village, town, city or capital city.

Building a watchtower costs 100 gold and the army must have 1 movement point. Castles and citadels are more complex projects and take longer time. Armies that build castles and citadels must have 2 movement points.

Important note – If the Build Outpost project is not completed in one cycle the army will automatically continue with the project next cycle as long as it stays in the same sector and does not use any movement points. If the army moves away from the sector or engages in combat all progress on the project will be lost.

Building a castle takes 6 worker cycles if a watchtower is upgraded and 12 worker cycles if built from scratch. Building a citadel from scratch takes 24 worker cycles, 21 worker cycles if a watchtower is upgraded and 10 worker cycles if a castle is upgraded. The cost is 50 gold for each worker each cycle an army works on a castle. The cost of a citadel is 100 gold for each worker and cycle.

Building new ships in coastal settlement

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

After entering the id of the settlement where ships are to be built, the number of ships to build must be specified. How many ships a settlement can build depends on how developed the ship building knowledge is in the settlement and nation. If more ships are entered than the settlement shipyards can build it will still only build the maximum amount depending on its shipyard capacity.

The cost of building a ship is three times the ship's weekly wages. The settlement must be in a coastal sector.

Important note – To build ships the coastal settlement must have a shipyard. Shipyards also limit the number of ships that can be built each cycle.

Building new units in settlement

After entering the id of the settlement where units are to be built, the number of units to build must be specified. A capital city can build 4 units, a regular city 2 units and a town only 1 unit. Villages cannot build units. If more units are entered than the settlement can build it will still only build the maximum amount depending on its settlement type.

The cost of building all units excl. Worker is three times the unit's weekly wages. Worker units cost only one time their weekly wages to build. 50 men will be recruited from the settlement for each unit. If a settlement has a population smaller than 500 it does not have enough strong young men to equip a full unit (special case for Workers, see below).

Important note – Barracks and stables are essential for building new units. The only units that can be built without barracks are start units (unit ability start). Building any type of cavalry needs stables. Stables also limit the number of cavalry units that can be built each cycle.

Important note – Workers are special. A settlement only need a population of 250 to be able to build a worker unit.

Building new villages

When building a new village an army with workers (settlers) must be available. The name of the new village must be specified and also if only one or all the worker unit(s) in the army shall be used as settlers. The men in the worker units will become the new population in the village and removed from the army. In the case that all units in the army are used to build the new village any character attached to the army will also be transferred to it.

Building a village is 500 gold. New villages must be at least 4 sectors away from any other villages, towns, cities or capital cities. However, building villages this close to other settlements might not be the best option as they will share the food resources of the squares between them. If a village is built on the same sector as a watchtower, castle or citadel it will be replaced by the new village. The army must have at least 1 movement point left to build a village. Villages can only be built on terrains that produce food. It is not possible to build villages on cave openings.

Burn forest

This order cannot be issued by elven nations and will only be shown in the OrderCreator for non-elven nations.

This order can be used by non-elven nations to burn down forests within and around their borders. If done on the Surface a plain will be created. In the Netherworld an open cave will be created.

Burning down a forest takes 4 worker cycles to complete. This means that an army with 1 worker unit will need 4 cycles to complete the project while an army with 4 worker units only needs 1 cycle to complete it. Each cycle an investment of 25 gold is needed for each worker unit in the army. This order costs 2

movement points each cycle and the army may not move before starting to burn down a forest.

Important note – If the Burn Forest project is not completed in one cycle the army will automatically continue with the project next cycle as long as it stays in the same sector and does not use any movement points. If the army moves away from the sector or is engaged in combat all progress on the project will be lost.

Change army name

This order is for changing the name of an army. As other players will come in contact with your armies it is advised to spend some time giving them proper names.

Change character name

This order is for changing the name of a character. As other players will come in contact with your characters it is advised to spend some time giving them proper names.

Change fleet name

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

This order is for changing the name of a fleet. As other players will come in contact with your fleets it is advised to spend some time giving them proper names.

Change nation / company description

This order is for changing the description of your nation or company.

The options presented in 'Select government type' depend on the religion of your nation. Each government type only allows a certain set of leader titles.

Symbol is the flag of your nation or company. Here you can describe (maximum of 50 characters allowed) what it looks like. An example could be 'Two blood red axes crossed against black' for a nation or 'A golden sack of coins' for a company.

Legend/motto is a famous saying or motto that gives an impression of what your nation or company is about (maximum of 100 characters allowed). An example could be 'Strength is not measured in size, it is measured in numbers' for a Krant nation or 'Wealth is not only measured in pounds of gold, it is also measured in honour' for a company. Writing a legend/motto is optional and not required for a complete description.

In Nation/Company description, a longer description can be entered. It can be up to 600 characters long and should contain a text describing some aspect of your nation or company.

Important note – All descriptions are subject to the approval or disapproval of the GM. The GM may decide, without specifying the reasons, against a certain description.

Important note – When this order is used for the first time there is no administration fee (i.e. it's free of charge). Changing an already existing nation or company description is charged with a 1€ administration fee.

Change player settings

This order is for changing the player data in your account registered at Norberg Games. These changes will take effect when the next turn is processed and will affect all your positions in games hosted by Norberg Games.

Change privacy settings

This order is for changing the privacy settings of a nation. When set to 'on' no other nation will receive any contact information on your nation in their royal library. When set to 'off' other nations will receive information on who runs the nation as well as their e-mail.

Change religion

This order will only be shown in the OrderCreator if your nation has the technology to change religion.

This order is for changing the religion of your nation. Your people's reaction to the change depends on how deep your nation has researched into the religious technology tree. Bad effects from changing the religion will appear with the development and construction of monasteries.

The nation's cost for changing the religion is 2500 gold. The name of the religion must also be changed when the religion is changed.

Change settlement name

This order is for changing the name of a settlement. As other players will come in contact with your settlements it is advised to spend some time giving them proper names.

Change settlement settings

This order is for changing the trade tax and store food factor in a settlement. The trade tax can only be set to a value between 5–25%. The store food factor can be set to a value between 0–75%.

Change ship name

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

This order is for changing the name of a ship. As other players will come in contact with your ships it is advised to spend some time giving them proper names.

Change station settings

This order is only available for trade companies.

This order is for changing the price offered for general, special and racial trade goods at a trade station. Price offered can vary between 50–250% where 50% means that no goods of that type will be bought.

Change trade station name

This order is only available for trade companies.

This order is for changing the name of a trade station. As other players will come in contact with your trade stations it is advised to spend some time giving them proper names.

Change unit name

This order is for changing the name of a unit. As other players will come in contact with your units it is advised to spend some time giving them proper names.

Change war status

This order is for changing the attitude of your nation towards another nation from ‘no treaty’ to ‘war’ or vice versa. The standard relation between two nations is ‘no treaty’. This allows for passage of civilian armies through the other nation’s territory. When changed to ‘war’, civilian armies will be engaged when meeting armies of the other nation.

Close trading station

This order is only available for trade companies.

This order is for dismantling and abandoning a trade station. All guards will be fired, as well as any remaining units and characters. There is no cost for executing this order.

Construct building

Buildings are an essential part of any settlement. They are needed to build your units and ships, to help defend your cities and boost research as well as tax income. The number of buildings in a settlement is limited by the settlement type. A capital city can house 12 buildings, a regular city 8 buildings, a town 4 buildings and a village only 1 building.

For all buildings there is a sum of gold for constructing them as well as a weekly maintenance. How long it takes to construct a building depends on both building and settlement type. A building that takes 1 cycle to build in a capital might take 2 or even 3 cycles to build in a village. Some buildings can only be built in the larger settlements.

Important note – Barracks and stables are essential for building new units. The only units that can be built without barracks are

start units (unit ability start). Building any type of cavalry needs stables. Stables also limit the number of cavalry units that can be built each cycle. To build ships the coastal settlement must have a shipyard. Shipyards also limit the number of ships that can be built each cycle.

Create Alliance

This order will only be shown in the OrderCreator if your nation is not allied to another nation.

To create a new alliance two nations must issue the ‘Create alliance’ at the same cycle stating that they want to create an alliance with the other nation. This will create a new alliance with the name specified by the empire with the lowest nation id. More than two nations cannot be part in the creation of a new alliance. Further members must be voted into the alliance by the already existing members.

To give the alliance a good start each nation must pay a fee of 500 gold to the alliance funds. This fee follows the same rules as the fee paid each cycle and part of the gold will be used to establish relations with the allied nation. The remains will be added to the alliance treasury.

Create trade caravan

This order is only available for trade companies.

This order is for creating trade caravans. Trade caravans can be created in all trade stations that have stored trade goods. A caravan can only carry one type of trade goods but there is no limit to the amount. Trade caravans are easily destroyed and up to 50 guards can be attached to the trade caravan to escort it. These guards will be taken from the guards patrolling the trade station. If a trade caravan with guards is attacked the guards will take casualties before the caravan itself.

The cost of building a trade caravan is 50 gold and each station can only create one trade caravan each turn. The trade caravan can either be attached to an existing army at the same location as the station or a new army can be created for it.

Create trade company

This order will only be shown in the OrderCreator if your nation has the technology trade company. If a trade company is created the order will be removed from the order list.

This order is for creating a trade company for your nation. There are two setups to choose from. In both setups the trade company will receive a HQ trade station in the settlement specified. It can either choose to start with one additional trade station or one trade delegation. The nation also needs to specify how large an amount of gold it will donate to the new trade company.

Creating a trade company is 2500 gold which is withdrawn from the nation treasury. The amount of gold the nation wishes to donate to the trade company is added to this sum. The gold donated to the trade company is added to the treasury of the company.

Create trade delegation

This order is only available for trade companies.

This order is for creating trade delegations. Trade delegations can be created in all trade stations. They are easily destroyed and up to 50 guards can be attached to the trade delegation to escort it. These guards will be taken from the guards patrolling the trade station. If a trade delegation with guards is attacked the guards will take casualties before the delegation itself.

Building a trade delegation cost 500 gold and each station can only create one trade delegation each turn. The trade delegation can either be attached to an existing army at the same location as the station or a new army can be created for it.

Demand surrender / Ask for mercy

This order can be used in two ways:

Demand surrender – A conqueror can use this order to demand the surrender of another nation. The other nation will receive a message stating the conquerors demand. It can then use the ‘Surrender’ order if it accepts the demand from the conqueror. A nation in an alliance or a nation that is a vassal state cannot issue this order.

Ask for mercy – A nation facing defeat by a stronger nation can use this order to ask for mercy, i.e. try to surrender to the conquering nation. The conqueror will receive a message stating your desire to surrender and will use the ‘Accept surrendering nation’ if it accepts the nation as a vassal state. A nation cannot be allied, have vassal states or be a vassal state when issuing this order.

Demolish building

Buildings are essential parts of any settlement. With the limited number of buildings for all settlements there might come a time when a building must be demolished to make room for another type of building.

Demolishing a building is instantaneous and costs 25 gold. Only one building can be demolished each cycle.

Design unique unit

This order will only be shown in the OrderCreator if your nation has the technology military organization.

This order is for designing unique units for your nation. For details of how the options available in this order affect the created unit please read the Unique units section (Rulebook, chapter 7). A nation cannot have more than 10 unique units at any time.

Important note – All unique units are subject to the approval or disapproval of the GM. The GM may decide, without specifying the reasons, against a certain unique unit.

Important note – A 1€ administration fee is charged for each approved unique unit.

Disband army

This order is used to disband an army or a single unit. If the nation is able to pay retirement wages of 1 gold for each soldier they will become new population if disbanded in a village, town or city. If disbanded outside a settlement they will disappear without causing any mischief.

However, if the nation is unable to pay all soldiers their retirement wages of 1 gold they will feel they are treated unjustly and will leave the nation. If an army or a unit is disbanded without paying their retirement wages in the wilderness there is a real possibility that they will turn against their former employer to get revenge for their unjust situation.

Important note – If your nation has a negative treasury and needs to disband units to decrease your unit wages, consider disbanding units inside your settlements first. Cutting the connection to your armed soldiers when they are out in the wilderness will make them angry indeed!

Disband fleet

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

This order is for disbanding a fleet or a single ship. It can only be done in a settlement controlled by your nation.

Disembark army from fleet

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

This order disembarks the specified army from the specified fleet. The army is disembarked to a land sector in the direction specified (1–8) or into the harbour of the settlement where the fleet is docked (0). Disembarking armies is done after movement, i.e. it is possible to move a fleet and then disembark an army. It is possible to embark and disembark an army in the same cycle.

Executing this order costs 1 movement point for the fleet. It is possible to disembark an army to a sector settled by a hostile nation or a sector with hostile armies present. This will start an amphibious assault.

Donate to Alliance

This order is only for nations which are members in an alliance.

This order is for transferring gold from a nation to its alliance. The alliance can then transfer the gold to another nation through an alliance issue.

Donate to company

This order is only for nations that have created a trade company.

This order is for transferring gold from a nation to its company. The transfer of gold is instantaneous and the company will receive the gold in the expansion phase and can use it later in its own turn.

Embark army on fleet

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

This order embarks the specified army on the specified fleet. The fleet must have enough free cargo space for all units, otherwise this order will fail and no units will be loaded. Embarking armies is done before movement, i.e. it is possible to embark an army on a fleet and then move the fleet to another location. It is possible to embark and disembark an army in the same cycle.

Executing this order costs 1 movement point for the fleet and all movement points for the army. The army to be embarked must be in the same sector as the fleet or in an adjacent sector.

Establish trade station

This order is only available for trade companies.

This order is for attempting to establish a trade station in a settlement. Trade delegations are the only unit able to establish trade stations and after successfully completing the order they are disbanded. Any guards attached to the trade delegation are transferred to the new trade station. A company can only have 1 trade station in a settlement.

Each attempt costs between 400 and 2000 gold and the chance of success depends on how much the company is willing to pay for the permit. Spending 2000 gold will ensure that the attempt is successful. The army containing the trade delegation must stay in the settlement during the whole turn in order to make the attempt. If the attempt fails the trade delegation can continue trying the next turn.

Fleet movement

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

Each fleet movement order includes the full sequence of movement for the fleet specified. A digit (1–8) represents the direction (see picture, page 3). The use of a hyphen delays movement to subsequent movement sequences. All movement costs movement points depending on the direction of the wind and the type of weather. Fleets can also be given orders to ‘Follow and engage’ enemy fleets within sight range. The fleet will then automatically try to reach the target fleet and attack it.

Sailing/rowing against the wind costs 2 movement points while sailing with the wind only costs 1 movement point. During calm weather movement in all directions costs 1 and during thunderstorms movement in all directions costs 2.

Example – If the wind is blowing from the north (i.e. blowing in direction 5, to the south) movement against the wind costs 2 movement points. Directions 8, 1 and 2 count as against the wind. All other directions count as with the wind and only cost 1 movement point.

Fleets can enter friendly coastal towns, cities and capital cities. They cannot enter coastal villages as will be too small to have a harbour.

Important note – Galleys (ships with ship ability Galley) are not seaworthy enough to travel far from the coast. When they travel on ocean sectors they must always have at least one land sector in sight. Otherwise movement will be cancelled. There is no limit on sea sectors.

Movement is divided into movement sequences that are subsequently divided into initiative phases. Within each movement sequence fleets with low initiative move before fleets with a high initiative. Fleet movement and army movement are done simultaneously.

Naval battles are initiated when a fleet moves into the same sector as an enemy fleet. When a naval battle is initiated all fleets involved are locked and cannot move until the naval battle has been run. Fleets that have not moved during the current movement sequence will be delayed and continue movement the next movement sequence (if still alive). This means that a small and quick fleet can move and lock an enemy fleet, keeping it in the sector, while the larger and slower main fleet moves in at a later initiative phase in the same movement sequence.

Important note – The attacker only wins if the defender is eliminated, if not the attacker always retreats to one of the starting sectors.

Naval battles are executed at the end of each movement sequence when all initiative phases are completed.

Fire guards

This order is only available for trade companies.

This order is for firing guards in a trade station. A trade station can fire as many guards as it wishes in a single turn. The guards leave their post instantaneously and head back home in search for a new employment. There is no cost when firing guards.

Free vassal state / Rebellion

This order can be used in two ways:

Free vassal state – A conqueror can use this order to free a vassal state from its domination. This will end the vassalage and cancel all agreements between the two nations.

Rebellion – A vassal state can use this order to rebel against its conqueror. This will end its vassalage and cancel all agreements between the two nations.

Gather settlement information

This order is only available for trade companies.

This order is for collecting basic information regarding the trade situation in a settlement. It can only be executed by armies. There is no charge for this order and it will reveal what trade goods are produced in the settlement.

Grow forest

This is a unique Elf order. No other races can issue this order and it will only be shown in the OrderCreator for elven nations.

This order can be used by Elven nations to expand the forests within and around their borders. As Elves receive a larger amount of food from forest sectors this may be essential for their long-term survival. It is only possible to grow forests in sectors that border on an already existing forest or forest cave. On the Surface a forest will be created, in the Netherworld a forest cave will be created.

Growing a forest takes 4 worker cycles to complete. This means that an army with 1 worker unit will need 4 cycles to complete the project while an army with 4 worker units only will need 1 cycle to complete it. Each cycle an investment of 25 gold is needed for each worker unit in the army. This order costs 2 movement points each cycle and the army may not move before starting to grow a forest.

Important note – If the Grow Forest project is not completed in one cycle the army will automatically continue with the project on the next cycle as long as it stays in the same sector and does not use any movement points. If the army moves away from the sector or is engaged in combat all progress on the project will be lost.

Improve terrain

Nations can improve sectors in and around their settlements to increase the food output. Terrain can be improved several times and the limit of the improvement is decided by the technological progress of your nation.

Improving a terrain takes 1 + *number of levels that are improved* worker cycles to complete (2 if terrain is improved 1 level, 3 if terrain is improved 2 levels etc.). This means that an army with 1 worker unit will need 2 cycles to complete the project while an army with 2 worker units will need only 1 cycle to complete it. Each cycle an investment of 10 gold is needed for each worker unit in the army. This order costs 2 movement points each cycle and the army may not move before starting to improve a terrain.

Important note – If the Improve Terrain project is not completed in one cycle the army will automatically continue with the project on the next cycle as long as it stays in the same sector and does not use any movement points. If the army moves away from the sector or is engaged in combat all progress on the project will be lost.

Increase population in settlements

This order is used to settle worker units in an already existing village, town, city or capital city. Like the Build Village order it must be specified if all worker units or only one shall be allowed to settle in the settlement. In the case that all units in the army are used to increase population any character attached to the army will also be transferred to the settlement.

Settling new workers is 25 gold. Only villages, towns, cities and capital cities can be settled. The army must have at least 1 movement point left to increase population in a settlement.

Increase research efforts

This order is for boosting the research output of your capital city. A nation may spend 1000, 1500, 2000 or 2500 gold to increase its research. Spending less will be inefficient and more will only be lost in the administration of your nation. Roughly, each 100 gold will give a 1% increase of the base research output of your capital city.

Join Alliance

This order will only be shown in the OrderCreator if your nation have been invited to join an alliance.

When an alliance have passed a vote to invite a new nation to the alliance that nation needs to use the Join Alliance order to accept the invitation. There is a fee of 500 gold to join an already existing alliance. This fee follows the same rules as the fee paid each cycle and part of the gold will be used to establish relations with the allied nation. The remains will be added to the alliance treasury.

Leave Alliance

This order will only be shown in the OrderCreator if your nation is allied to another nation.

To leave an alliance a nation only needs to issue the 'Leave alliance' order. The nation will leave the alliance at the end of the cycle after all movement has been done. All remaining members of the alliance will be notified about the event and informed that a state of war now exists between the alliance and the nation who left.

There is no fee for leaving an alliance. An alliance with only one member left will be disbanded and all remaining funds will be returned to the last member.

Merge armies

This order is used to merge two armies in the same sector. This order is only executed if there is enough room for all units in the target army. If the total amount of units is too large for one army the order will not be executed.

Merge orders are done before movement. They do not cost any movement points for the armies involved and there is no gold cost for the nation.

Merge fleets

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

This order is for merging two fleets in the same sector. It will only be executed if there is enough room for all ships in the target fleet. If the total amount of ships is too large for one fleet the order will not be executed.

Merge orders are done before movement. They do not cost movement points for the fleets involved and there is no gold cost for the nation.

Nominate new capital

This order will only be shown in the OrderCreator if your nation has lost its capital city.

This order is used to nominate a new capital city if your nation has lost its original capital city. Only cities and towns can be nominated and towns only if there is no city left in the nation.

Nominate new HQ

This order will only be shown in the OrderCreator if your company has lost its HQ

This order is used to nominate a new HQ for your company. Only a regional HQ can be nominated as a new HQ of a company.

Patrol area

This order is for putting your armies on patrol duty. While on patrol duty an army will automatically move and attack the first hostile army that enters a sector bordering the patrolling army. This order can only be given to non-civilian armies.

Important note – If set to patrol the area an army will automatically continue to patrol subsequent turns as long as it doesn't move or attack an army entering a nearby sector. If it does, this order will be cancelled!

Pillage terrain

Allowing your armies to pillage the infrastructure around your enemies' settlements is a sure way to limit their growth and long-term ability to survive against your strong nation. It will also fill your treasury with gold from the defenseless farmers and shepherds your armies hunt down and kill.

Pillaging a sector costs 1 movement point and can only be done in sectors that have been upgraded.

Purchase ship

This order is only available for trade companies.

A trade company can buy ships from a settlement with a shipyard.

Each trade station can only purchase one ship. Newly bought ships are attached to a new fleet in the same sector as the trade station.

The cost for purchasing ships is four times the ship's weekly wages. The technological level of the nation owning the company decides how advanced ships the trade station can purchase.

Recruit guards

This order is only available for trade companies.

This order is for recruiting local guards to a trade station. A trade station can recruit up to 50 local guards each cycle. It is never possible to recruit more guards than the trade station have room for. Recruiting one single guard is 1 gold.

Recruit units

This order is only available for trade companies.

A trade company can recruit mercenaries similarly to how a nation trains units. Each trade station can only recruit one unit. Newly recruited units are attached to the station and a station will only succeed in recruiting a new unit if there is room for the new unit in the station.

Recruiting units is four times the unit's weekly wages. 50 men will be recruited from the region for each unit. Most of the men use their own horses and equipment, making it possible to recruit units without the need for barracks and/or stables. The technological level of the nation owning the company decides what unit types that can be recruited.

Reinforcing damaged armies

This order is for reinforcing units in an army. It can be used to reinforce either the whole army or a single unit. The army must be in a settlement owned by your own nation and it must have a population of at least 250 before trying to reinforce each unit. The cost to reinforce a unit is 1 gold for each soldier. The army must have at least 1 movement point left in order to complete this order.

Important note – Barracks and stables are essential for reinforcing units. The only units that can be reinforced without barracks are start units (unit ability start). Reinforcing any type of cavalry needs stables.

Remove unique unit

This order will only be shown in the OrderCreator if your nation has the technology military organization.

This order is for removing unique units from your list of unique units. To remove a unique unit design all units of the type must be disbanded first, otherwise this order will fail. The main reasons for using this order is to reuse a good unit name or when the nation has reached its maximum of 10 unique units.

Repairing damaged fleets

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

This order is for repairing ships in a fleet. It can be used to repair either the whole fleet or a single ship. The fleet must be in a settlement owned by your own nation and it must have a shipyard. The quality of the shipyard dictates how much repairs it can do in a single cycle. This is a total capacity and the capacity is reset after each cycle. The cost to repair one structure point is 5 gold. The fleet must have at least 1 movement point left in order to complete this order.

Royal actions

This order is for doing royal actions in settlements (for details view section 'The ruling class', Rulebook chapter 3). Only characters housed in capitals, cities and towns can issue royal actions. The exception is Cultural influence that also can be issued in villages. Only one royal action can be done in each settlement. Only the leader character can perform royal actions in the capital.

Scout area

This order is only available for trade companies.

This order is for scouting the region around a trade station. A trade station sends out scouts into the region around its settlement but it will also interview merchants and traders to find out what is going on within the sight range of the settlement.

When using this order the trade station will get a sightings report and map update of everything within sight range of its settlement. Selecting the option to increase range with 1 will give a larger area to scout. The basic cost for this order is 50 gold. Selecting to increase range with 1 cost +100 gold, i.e. a total of 150 gold.

Sell goods

This order is only available for trade companies.

This order is for ordering a caravan to sell its trade goods to a town or a city. Some basic rules must be followed:

- A settlement will never buy trade goods it produces itself.
- No settlement will buy trade goods that are produced within 10 sectors range.
- The trade tax in the settlement has a large influence on the profit.

In order to sell goods the caravan must spend the whole turn inside the settlement. All caravans attached to the army will try to sell their goods. When a caravan has sold all its trade goods it will be disbanded.

Important note – If the caravan have goods left to sell after the cycle the army will automatically continue selling goods the next cycle as long as it stays in the same sector.

Sending messages between nations

This order is for sending text messages to another nation. The message can be up to 250 characters long. Only one message can be send to each nation on each cycle.

Set research

This order is for changing your research priorities. Each nation can research up to two technologies at the same time. 70% of the nation's research will add to the primary technology and 30% to the secondary research. In some cases a nation might want to 'rush' a technology by researching the same technology as both primary and secondary. This can be done at a price, 10% of the total research will be lost as the wise men hurry to complete the project.

All progress on a project is saved even if a nation changes research priorities before a project is completed. This allows a nation to continue a project at another time.

Tight guard

This order is only available for trade companies.

This order is for ordering all guards at a station to prepare for an attack from another station. The use of this order will double the required wages paid to the guards during the turn but if the station is attacked the same guards will perform better than usual. A station under tight guard may not attack other stations during the turn.

Trader actions

This order is only available for trade companies.

This order is for performing trader actions in trade stations (for details view section 'Company leaders', Rulebook chapter 4). Only characters housed in trade stations can issue trader actions. Only one trader action can be done in each trade station each turn.

Train ships

This order will only be shown in the OrderCreator if your nation has the technology to train ships.

This order is for training ships to improve their combat efficiency. The number of ships that can be trained and the chance of success are dictated by the training building in the settlement. Ships can only be trained in coastal settlements in your control that has an operating training building.

The cost for training each ship is 50 gold. This fee must be paid even if the train order is not successful. The fleet containing the ships to be trained must have 3 or more movement points left to complete the training. To train ships the settlement must have a shipyard as well as a training facility.

Train units

This order will only be shown in the OrderCreator if your nation has the technology to train units.

This order is for training units to improve their combat efficiency. The number of units that can be trained and the chance of success are dictated by the training building in the settlement. Units can only be trained in settlements in your control that has an operating training building.

The cost for training each unit is 50 gold. This fee must be paid even if the train order is not successful. The army containing the units to be trained must have 2 or more movement points left to complete the training. All non-start units require a barracks and cavalry units require both a barracks and a stable in the settlement.

Transfer character

This order is for transferring characters between armies, fleets and settlements. It can also be used to transfer Bastard characters to units. The target position for the character must have room for it for the order to succeed.

Transfer characters orders are done before movement. They do not cost any movement points for the armies and fleets involved.

Transfer food to settlement

This order will only be shown in the OrderCreator if your nation has the technology to build food transports.

Food transports can unload their food in villages, towns and cities controlled by your own nation. Each wagon in the food transport consists of 100 foods. The army can be given order to unload either all food in all units or a specified amount of food from a single unit. The food unloaded is added to the stored food in the settlement.

The army needs at least one movement point in order to execute this order. There is no cost for unloading food from food transports.

Transfer settlement

This order is only available for trade companies.

This order is for transferring control of a settlement to the nation controlling the company. Companies can control settlements but they are of limited use. A nation will almost always make better use of a settlement. There is no cost for executing this order.

Transfer ship between fleets

This order will only be shown in the OrderCreator if your nation has the technology to build ships.

This order is similar to the Merge Fleets order but only one ship is transferred between the two fleets. The target fleet must have enough room for the ship. Ships can also be transferred to new fleets.

Transfer ship orders are done before movement. They do not cost

any movement points for the fleets involved and there is no gold cost for the nation.

Transfer unit between armies

This order is similar to the Merge Armies order but only one unit is transferred between the two armies. The target army must have enough room for the unit. Units can also be transferred to new armies. Trade companies can use this order to transfer units between armies and trade stations. It can be used to transfer a single unit or all units in a station or army.

Transfer unit orders are done before movement. They do not cost movement points for the armies involved and there is no gold cost for the nation.

Upgrade trade station

This order is only available for trade companies.

This order is for upgrading a regular trade station to a regional HQ. A regional HQ can house more characters, keep a larger amount of guards and units as defence as well as store a larger amount of trade goods.

A company can have 1 regional HQ for every 4 regular stations. A regional HQ must be at least 15 sectors away from the closest regional HQ of the same company. Upgrading a trade station to a regional HQ is 500 gold.

Upgrade unit

As new unit types become available the now obsolete units have to be upgraded. Using the Upgrade Unit order is much more efficient than first disbanding the old unit and then building a new unit. The new unit type must be of the same ability as the old unit type, i.e. a pike unit can only be upgraded to another pike unit. There is one exception to this rule; units with ability start can be upgraded to melee units.

The cost for upgrading a unit is the same as the wages for the new unit type. The army with the unit to be upgraded must have 2 or more movement points left to allow a unit to be upgraded. Upgrading a unit does not cost movement points for the army, allowing it to upgrade several units in the same cycle. Non-start units require a barracks and cavalry units require both a barracks and a stable in the settlement. Experienced units will lose some experience when upgraded.