

Lords of the Realm



CASTLE SIEGE & BATTLE MANUAL

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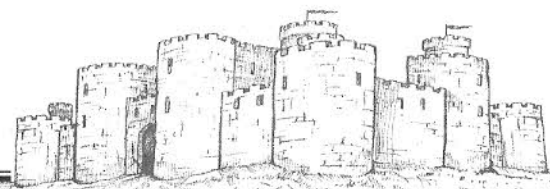
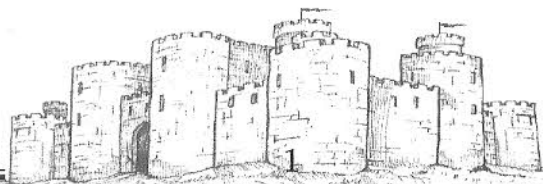


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Where Do I Start?

This is the **Castle Siege and Battle Manual** for Lords of the Realm. It contains instructions on how to direct your forces in battle, either on open ground or when besieging an enemy's castle, and how to defend your own castles from a siege. Before reading this manual, it would be a good idea to go through the Game Tutorial in the *Technical Supplement and Tutorial* booklet included with this game, and to at least skim the main *Game Manual*.

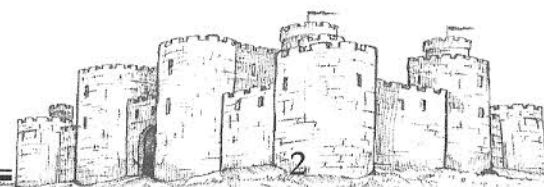
Important!

Since the main game manual went to press, a change has been made in the method by which counties are taken and defended in Lords of the Realm. The following instructions take these changes into account, and so may contradict statements made in the main manual. Please be certain to read the *Technical Supplement and Tutorial* for further changes and additions made to the game after this documentation went to press.

Conquering a County

In order to conquer a county, you must capture the *town cross*. If you are marching into a county unoccupied by any noble, the peasants of that county may resist your attack on their own initiative. Any county controlled by a noble, however, *including yourself*, will not resist an attacker unless there is an army deployed at the town cross to defend it.

If you build a castle in the county, the castle becomes the county's defensive center, not the town cross. You may build only one castle per county, and it is always sited right next to the town cross. To defend the county, you must move your army from the town cross into the castle *as soon as the site is chosen*. Even before the castle construction has actually begun, the castle site is still considered the center of the county, and is the point which an enemy must take in order to control that county.



Marching to Battle

Whenever two armed forces meet where neither has access to a castle for defense, a ground battle may take place. If either you or your opponent has a completed castle to fight from, the battle becomes a *siege* and is resolved as described in the next section of this booklet.

Any time a ground battle begins, either because you attacked an enemy or were attacked yourself, you have two choices of how to resolve the combat:

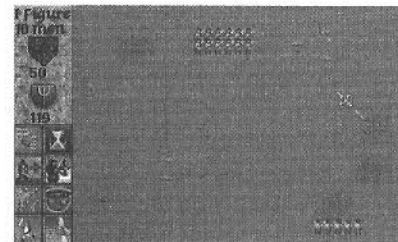
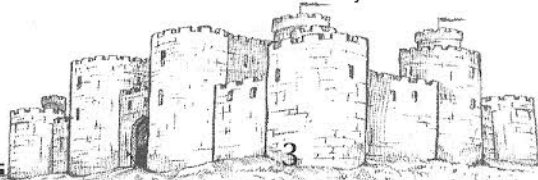
- You can have the game automatically compute the battle results based on the number of soldiers, their weaponry, and their morale; or —
- You can direct the battle yourself in detail.

If you tell the game to resolve the conflict, you will simply see a screen telling you who won, who lost, and what the casualties were on both sides. If you decide to take personal command of your forces, the *Ground Battle* screen will appear.

The Ground Battle Screen

Most of the *Ground Battle* screen is filled by the battlefield display itself. The terrain is mostly grass, but there are marshes which can slow your army's progress and hamper their fighting ability if you march into them. The battlefield is a scrolling display which is twice the length and width of the area you can see, so either set of troops may not be visible when the screen first comes up. To scroll the field, move the mouse pointer to the edge of the screen in the direction you want to move.

Both sets of troops are marked with the colors of the noble who commands them (or with gold if they are outlaws or revolting peasants.) Each army is organized into groups, and represented by a number of small human figures armed with the appropriate weapons (peasants are armed with pitchforks.) All soldiers in each group carry the same kind of weapons. Each group can be directed individually during the combat. Each single figure represents a number of men, the exact number depending on the total number of soldiers in each army.



Ground Battle Screen



At the left edge of the screen is the information column. The box at the top of the column shows you how many men each figure represents, displays the shields of the two combatants (unallied peasants or outlaws have a brown shield with a pitchfork), and shows the total army size of each side under each shield. Under the shields are eight icons which allow you to control your army:

- Rank/Column: Changes the formation of the selected group from a horizontal line to a vertical one and back again. When the army begins moving, the selected group will rearrange itself.
- Hourglass: Starts and stops the battle. (See below.)
- Move Army: Lets you direct a group's movement. (See below.)
- Archer: Lets you designate targets for any group with missile weapons. (See below.)
- Battlefield: This icon changes the scrolling battlefield display to one which shows the whole battlefield in one screen and the troops as markers of the appropriate color. (You can't give orders to your troops from this viewpoint.) Click on a part of this screen to zoom to that location on the battlefield.
- Face: This four-way toggle can be set to show the following things for each unit: the troop type (shown as a two-letter abbreviation), the morale of both sets of troops (shown in happiness hearts), the number of men left in each group, or nothing.
- Soldier with Flag: Orders your army to retreat and ends the battle. This saves you some casualties (though you will lose a few in the retreat) but has a very bad effect on your soldiers' morale.
- Hands with Flag: Allows you to offer quarter (mercy) to the enemy. If the enemy accepts, you win the battle with no more casualties, but the opposition soldiers remain in their home county (to possibly fight you again later.)

