

Lords of the Realm



CASTLE SIEGE & BATTLE MANUAL

©1994 Impressions Software Inc.

Impressions[™]

Impressions Software, Inc. 222 Third Street, Suite 0234, Cambridge MA 02142

Impressions[™]

Lords of the Realm

Castle Siege and Battle Manual

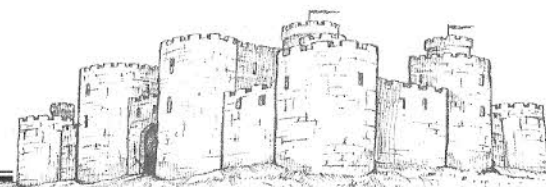
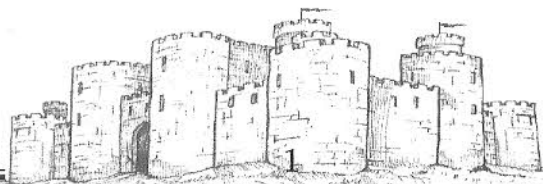


Table of Contents

Where Do I Start?.....	2
Important!.....	2
Conquering a County.....	2
Marching to Battle.....	3
The Ground Battle Screen.....	3
Movement and Targeting.....	5
Resolution.....	6
Siege Warfare.....	7
Besieging a Castle.....	7
Siege Strategy.....	10
Siege Labor.....	12
Defending a Castle.....	13
Resolving the Siege.....	14



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:

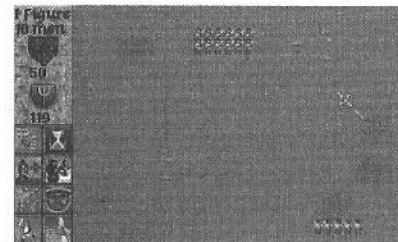
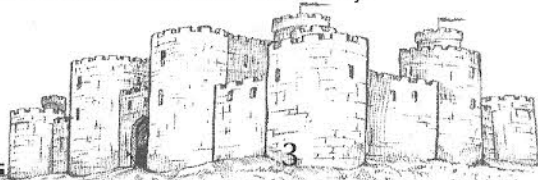
- You can have the game automatically compute the battle results based on the number of soldiers, their weaponry, and their morale; or —
- You can direct the battle yourself in detail.

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.

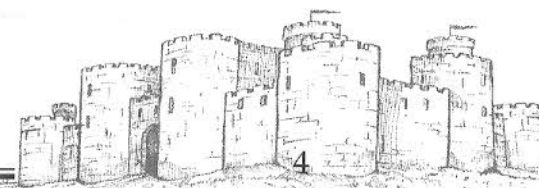


Ground Battle Screen



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.)



Movement and Targeting

When a battle first begins, no troops are moving. You can move around and survey the field at your leisure, then issue your orders. When you are ready, you can click on the hourglass icon and time will progress. Your men will begin to follow your orders, in real-time animation. Whenever you wish to change your orders, you can either click on the hourglass again and stop time passing while you act, or simply issue them while the battle is raging.

To give orders to your troops, you must first select a group by clicking on it, which will cause your flag to appear as a marker on that group. To direct that group to move in a certain direction, click on the Move Army icon, and the mouse pointer will change to a dagger. Click again on the position where you want your soldiers to go.

Soldiers wielding hand weapons can be targeted at an enemy group by simply moving them up to the group you want them to attack (you will see the target start to flash as you move the dagger over it.) When they reach their target, they will automatically start fighting.

Soldiers with missile weapons (crossbows or longbows) are moved in the same way, but to assign them a target you need to select a group and then click on the Archer icon. The mouse pointer will change to the dagger; select a target group of the enemy as above and click. Your archers will then fire their weapons at the target group, as long as that group is in range. A group of soldiers with ranged weapons can either move or fire, but can't do both at once.

You can select more than one unit at a time to move or to aim, and can deselect any chosen unit by clicking on it a second time. If you select multiple units, they will all try to go to or attack the same place (be sure that there is an army there for them to attack). Once a target or destination is chosen, all units are deselected.

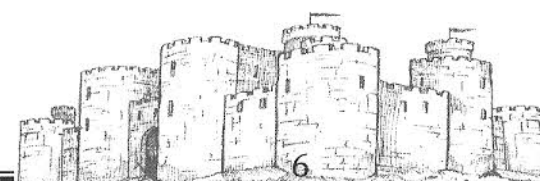


You can order a retreat or offer quarter to the enemy at any time by clicking on the appropriate icon, although you may suffer some casualties during a retreat. If the size of your army becomes too small before a retreat is called, the casualties taken during the retreat may wipe the army out entirely and cause it to disappear from the map. If the retreat causes your army's morale to drop to zero, the entire army may rout, which will also cause it to disappear.

Resolution

The combat is resolved according to the number of men on each side, the weaponry carried, the morale of each side, and the terrain. (For the combat statistics of each type of soldier, see the Quick Reference Card included with the game.) Shrewd leadership also helps; a unit attacking from the side has an advantage, while one attacking from behind has an even greater advantage. If your army begins to lose, the morale of individual units of your men will drop and some of them may run away from the fight. A unit will rout if its morale reaches zero. You can't give orders to soldiers who have been routed, so it's a good idea to keep an eye on your army's morale. The better morale they start with, the longer they will keep fighting if things turn against them. Enemy soldiers can also be driven to rout if their morale is low.

When the battle is over, a summary screen will appear telling you who won and what casualties were suffered. Right click to exit this screen and go back to the kingdom map.



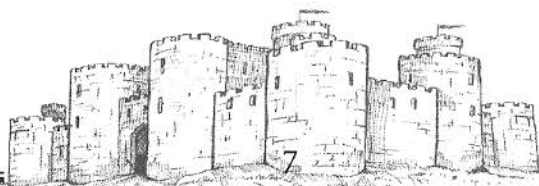
Siege Warfare

A county with a completed castle on its lands can't be conquered until the castle itself is defeated by a *siege*. A siege can be won by brute force — knocking down the walls and killing the soldiers of the castle's garrison — or by patience through simply sitting and waiting for the trapped defenders to run out of food. A direct assault is usually faster, but you will lose men with each attack on the castle's walls as the defenders fight back. A patient blockade is certain to succeed eventually, as long as your men have enough food, their morale remains good, and the enemy does not counterattack from within the castle; but while your forces are tied up keeping the castle surrounded they can't be used elsewhere, and they are a sitting target for any other army that wants to attack them in turn.

A completed castle stands empty until you march an army up to it and station the soldiers there by moving the army figure onto the castle. Each castle has a capacity in men which shows how large an army it can hold; if you try to garrison it with an army that won't fit, it won't work, and you will need to split the army and use a part of it to guard the castle. Each castle also has a capacity in food which determines how long it can feed its garrison; the castle is automatically stocked with food as it is built (this food does not come out of the county's stores.)

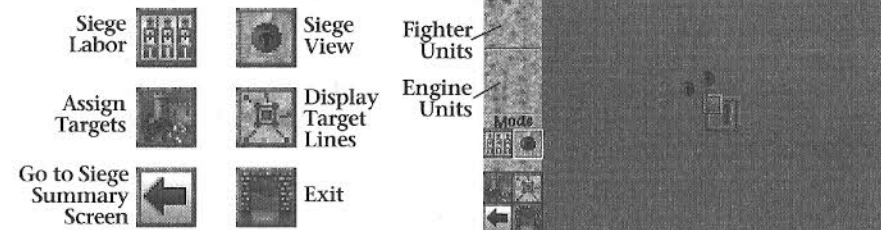
Besieging a Castle

Only a castle which has been completed and garrisoned needs to be defeated by a siege. If the castle is not yet finished but is garrisoned, the fight is resolved as a ground battle instead. If the castle is under repair from an earlier battle and is garrisoned, it will begin a siege already damaged, putting it at a disadvantage. A castle that is being expanded and is garrisoned will defend against the siege as it was before the expansion began. An ungarrisoned castle, regardless of its status, can be taken by an army walking into it, without a siege or a battle.



To begin a siege on an enemy castle, simply march your army up right onto the castle and confirm that you want to start a siege. You will see the castle getting its defenses in order, and the *Siege Summary* screen will appear, giving you information about the state of the siege and the condition of your troops. If you want to *blockade* the castle instead of attack it directly, click on the Doorway icon to exit this screen. Nothing else needs to be done to maintain the blockade, as long as you leave your army in position.

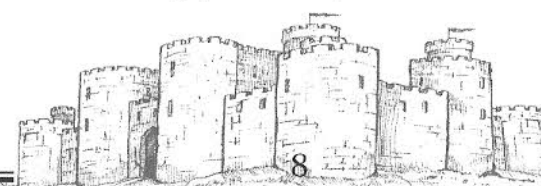
If you prefer to make a direct assault on the castle's defenses instead, click on the Go-To Arrow, and the *Castle Siege* main screen will appear.



The green field that takes up most of the screen shows the floorplan of the castle you are attacking. The position of the flag shows the point which must be taken in order to capture the castle and end the siege. The walls and towers of the castle are shown in shades of gray, with the darker grays showing weaker areas (lower walls and smaller towers). At the left edge of the screen is the *command column* that you will use to organize and execute the siege. To return to the *Siege Summary* at any time, click on the Go-To Arrow icon in the lower left corner.

During the siege, you can divide up your attacking forces into three groups of workers:

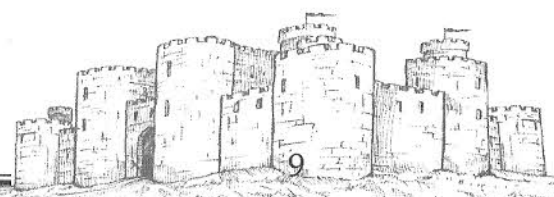
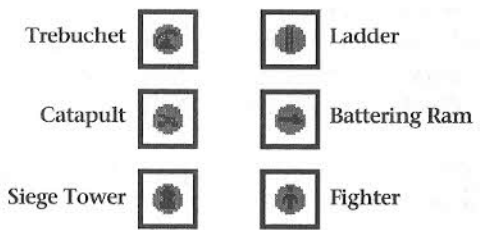
- *Foragers* go out and find food for your troops by hunting, gathering, and taking food from the locals. If you have too few foragers, your army may run out of food during a long siege and be forced to give up.
- *Builders* work on assembling *siege engines* to help you attack the castle more effectively (see below.)



- *Fighters* can attack the castle's defenders directly with siege towers and ladders. Fighters can also dig earth with which to fill up the castle's moat, if it has one. They can attack the castle walls without engines to support them, but are very unlikely to do any damage.

The first gray box in the command column shows one round, blue, soldier icon for every unit of men you have assigned as fighters. The number of men in each unit will change, depending on the total size of the army. All fighters are of equivalent skill during a siege, even if your army has several different types of soldiers. The second gray box shows one icon for each siege weapon you have built. There are five types of siege engines, each with a different use, and a different labor requirement for construction:

- *Ladders* are easy to build and can be used to scale low walls.
- *Towers* are also fairly easy to build and can be used to scale higher walls than ladders.
- *Catapults* are engines which hurl rocks.
- *Trebuchets* are large counterweight devices that can throw very large rocks.
- *Rams* are armored poles used to batter down gates.

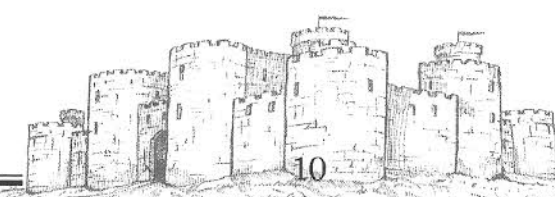


Siege Strategy

The ultimate goal of a castle siege is to capture the castle by killing all the defenders within (or cowing them into surrender) while doing as little damage as possible to the castle itself. As the attacker, you would like to be able to occupy the castle yourself after taking it, and the less damage done during the siege, the less effort and expense you will have to devote to repairing it afterward.

Catapults, trebuchets, and rams all do damage to the castle structure when used. Ladders and siege towers do no damage to the castle itself, but they allow fighter units to scale the castle walls and reach the castle defenders. Ladders will scale low walls, while siege towers can reach over low or medium walls if there are fighter units available to man them. Walls are much less sturdy than towers, gatehouses, and keeps, and a gap in a wall allows fighter units to move inside and do more damage against the castle garrison.

To plan your attack, click on either a soldier icon or a siege weapon icon (if you have any built) in the gray boxes at the top left of the screen, and then click on the location next to the castle where you want to station that unit. If you have more units of that type available, the next one will automatically be selected for placing. Different units have different ranges — if you place a unit outside of its effective range, you won't be able to aim it. The closer a unit is to the wall, however, the easier it is for the defenders to attack it in return and the more damage the unit will take during the assault. A fighter or engine unit which loses all of its men to the defender's attacks will disappear



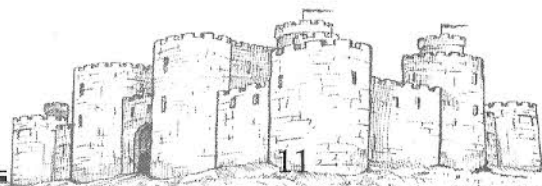
from the targeting screen during resolution. A placed unit can be moved by simply clicking on it again and replacing it in a new location (including back in the inactive unit boxes, if you like.)

Ladders and siege towers must have fighter units “aimed” at them in order for them to be useful — the fighter unit will use the ladder or tower to get over the castle wall and attack the defenders inside. Without this equipment, fighter units have next to no chance of success. A ladder or siege tower that has been “manned” by a fighter unit will be shown in a special color. If there is a gap in the wall, fighter units can attack inner structures.

Most units can only attack the outer perimeter of the castle initially. While the outside wall is intact, structures inside the walls can only be assaulted by *catapults* and *trebuchets*, which throw missiles through the air. If a gap is made in a wall, a fighter unit can attack structures inside through the hole. To aim a unit, click on the icon showing a castle and soldiers. The pointer will change to a dagger. Click the dagger pointer on the unit to aim, then on the part of the castle you want that unit to attack. A red line will appear as the dagger moves over sections that are legal targets; it will disappear if the chosen target is out of range or is not allowed. When you have decided on a target, click on the location.

You may target multiple pieces to the same point by clicking on each of the pieces one at a time and then clicking on the target. To deselect a piece, click on it a second time. Each piece currently being aimed will be highlighted.

Usually, the red targeting line will disappear after the target has been set. If you would prefer to keep the targeting line showing at all times, click on the Targeting icon and all targeting lines will be displayed until you click on the icon a second time.



Fighter units are not very good at attacking a castle directly, unless they have ladders and towers to gain access or can move through a gap in the wall to attack inner structures. Fighters can also fill up sections of the castle’s moat, if it has one. To do this, “aim” the fighter unit at the section of the moat you want to fill. The pointer will change to a shovel. Click on the section of moat and the fighters will get to work filling it with dirt. This will take one season, and they can be attacked while they work.

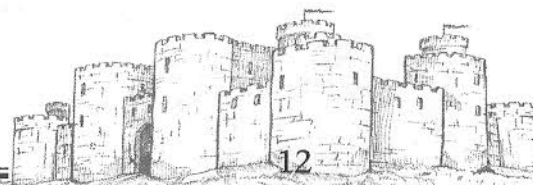
Siege Labor

In order to monitor the state of your troops and to assign the men to one of the three tasks, click on the Three Soldiers icon to change the screen from targeting mode to labor mode. (Click on the blue unit icon to return to targeting mode at any time.) The *Siege Organization* screen will appear.

The first column on this screen lets you assign your troops to one of the three work areas, using the slider bars. The bar for the fighters also shows you how many fighter units you have. If you place fighter units on the targeting screen and then reduce the number of soldiers assigned as fighters, the units will disappear from the targeting map.

The center column shows you how your food supplies are holding out and how much food your foragers will bring in during the next season. Click on the Rations button on the middle of the screen to increase or decrease the amount of food you want your troops to eat.

The last column is where you will build siege engines. Use the up and down arrows to set the number of each engine you want to build, to the limit of your available labor. Each engine takes a different number of men to build a single unit — the more effective engines also take more effort to create. The siege engines will appear the turn after you assign builders to their creation. Builders remain on duty each season, building the same weapons, until you reassign them.

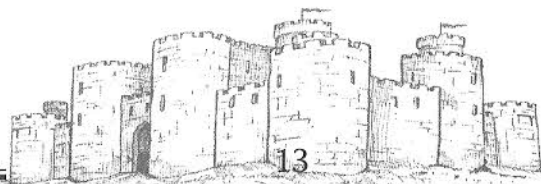


When you have finished assigning workers, click on the Doorway icon to exit the screen. At the end of the current season, the *Siege Resolution Screen* will appear to show you how successful your attack was (see below).

Defending a Castle

When one of your castles is attacked by an enemy army, you have far fewer options. Each turn, the *Siege Defense* screen will appear, giving you a picture of the castle under siege and a summary of information about its condition, and showing you four option buttons for your response:

- *Ask for quarter* sends a request to the enemy to accept your peaceful surrender of the castle. If he agrees, your army will appear next to the castle and the castle itself will be surrendered to the enemy. The attacker may choose not to accept your surrender, in which case you will have to fight to the death.
- *Attempt escape* is an option you can use if you have a gatehouse in the outer wall of your castle through which your army can leave without engaging the enemy's forces. The castle will be lost, but your army figure will reappear on the kingdom map, ready to move on or do battle.
- *Sally forth* is the option that allows you to send your forces charging out to engage the enemy's troops in a ground battle.
- *Hold fast* is the "defend" option — you choose to simply sit and wait out the enemy, fending off his attacks as well as you can. This can be useful if you're waiting for reinforcements to arrive, or for his troops to run out of food.

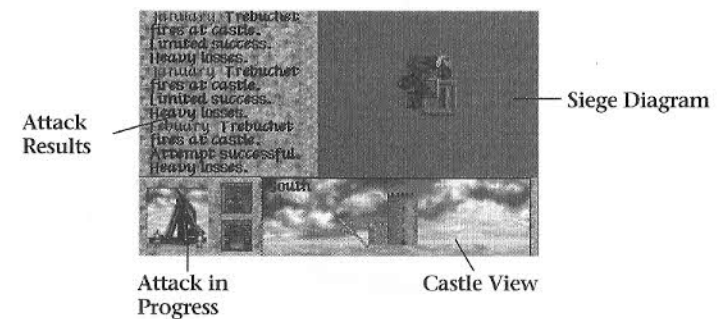


The fifth button on this screen allows you to set the rations for the castle dwellers, controlling how quickly they eat their store of irreplaceable food.

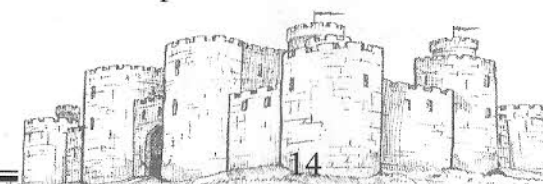
If your castle is sturdy and well-stocked enough to hold out against the attackers for a few seasons, you may be able to assemble another army or move one in from another area to engage the attacking army in a ground battle in front of the castle. If you defeat the attacking forces, the siege is automatically lifted — although any successful siege will do a certain amount of damage to your castle which will have to be repaired.

Resolving the Siege

Whether you are attacking or defending, all castle sieges are resolved at the end of the season. For each siege, the *Siege Resolution Screen* will appear to show you the attacks on the castle as they are made, and what the results are. This screen shows the floorplan of the castle and the placement of the attacking units on the upper right, highlighting each unit as it makes its attack. On the left, a readout shows you what unit was attacking during which month of the season, how effective it was, and how much damage the attackers took from the castle's defenders.



On the lower right is a scene showing you how the castle appears from the viewpoint of the unit currently attacking. Any damage done to the castle will appear on this picture, giving you an easy way to judge how well the siege is going. In the lower left corner is a picture which will show you the attacking unit in action. Between these two pictures are two icons.

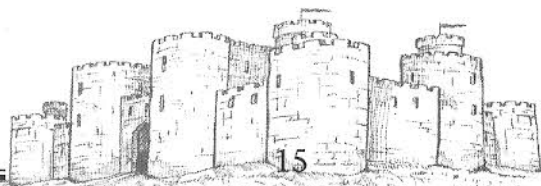


- The Horse icon will speed up the display of what happened that season so that it takes less time to complete.
- The Doorway icon will exit the screen.

In order to win a siege, the attacking army must meet one of four conditions:

- The defenders are starved out with a blockade until they capitulate; *or*
- All the soldiers of the castle garrison are killed; *or*
- The castle's central defensive point (marked by the flag) is taken through killing all the people at that location; *or*
- The castle's central defensive point is destroyed.

When the siege is won, the attacker takes possession of the castle (assuming it wasn't totally destroyed in the attack) and its county. The victor can then garrison the captured castle with his own forces and repair it if necessary.



*Impressions Software Inc.
Software Copyright © 1994 Impressions
Manual Copyright © 1994 Impressions*

All rights reserved worldwide. No portion of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Impressions Software Inc.

THE ENCLOSED SOFTWARE PROGRAM IS LICENSED BY IMPRESSIONS SOFTWARE INC. TO CUSTOMERS FOR THEIR NON-EXCLUSIVE USE ON A SINGLE COMPUTER SYSTEM PER THE TERMS SET FORTH BELOW.

LICENSE

You have the non-exclusive right to use the enclosed program on a single computer. You may not electronically transfer the program from one computer to another over a network. You may not distribute copies of the program or documentation to others. You may make one (1) copy of the program solely for backup purposes. You may transfer the software from one computer to another on a permanent basis only, and only when all copies of the original software on the original computer are removed on a permanent basis. You may not use, copy, modify, sub-license, rent, lease, convey, translate or transfer the program or documentation, or any copy except as expressly provided in this agreement. You may not convert this software to any programming language or format, decompile or disassemble the software or any copy, modification or merged portion, in whole or in part.

LIMITED WARRANTY

This program is provided "as is" without warranty of any kind either expressed or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose. The entire risk as to the results and performance of the program is assumed by you. Impressions Software Inc. does not warrant that the functions contained in the program will meet your requirements or that the operation of the program will be uninterrupted or error free. The sole and exclusive remedy available to the purchaser or user of this software and accompanying documentation is a refund or replacement of the product, at the option of Impressions Software Inc.

To the original purchaser only, Impressions warrants the magnetic diskette on which this software product is distributed. It is warranted to be free of defects in materials and faulty workmanship under normal use for a period of ninety days from the date of purchase. If during this ninety-day period the diskette should become defective, it may be returned to Impressions Software Inc. for a replacement without charge. The media warranty period is automatically extended upon receipt of the registration card.