

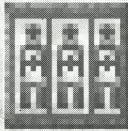


Fords of the Realm

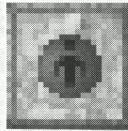
Battle Reference Card

Castle Siege Screen

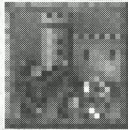
Assign Labor



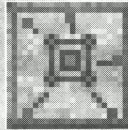
Place Units



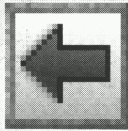
Target Units



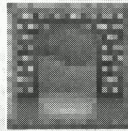
Show Targeting



*Go to Siege
Summary Screen*



Exit



Siege Units

Trebuchet



Scaling Ladder



Catapult



Battering Ram



Siege Tower



Fighter Unit



Ground Battle Screen

Change Formation



Start/Stop Battle

Direct Units



Aim Missile Units

Go to Overview Map



Unit Statistics

Retreat



Offer Quarter

Unit Types

Sword



Crossbow

Axe



Longbow

Peasant



Mace

Spear



Knight

Unit Statistics

	Attack	Defense
Peasant	1	0
Spear	2	2
Archer	1	0
Sword	3	2
Mace	3	1
Crossbow	1	0
Axe	4	1
Knight	4	4

Notes:

- 1) The different abilities of unit types are reflected in the wages paid to maintain them after an army is raised.
- 2) When not in hand-to-hand combat, Archers and Crossbows are capable of ranged attacks. Archers can fire farther than Crossbows, while Crossbows inflict more damage.



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