

Lords of the Realm

Battle Reference Card

Castle Siege Screen

Assign Labor



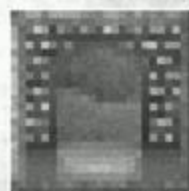
Place Units

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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