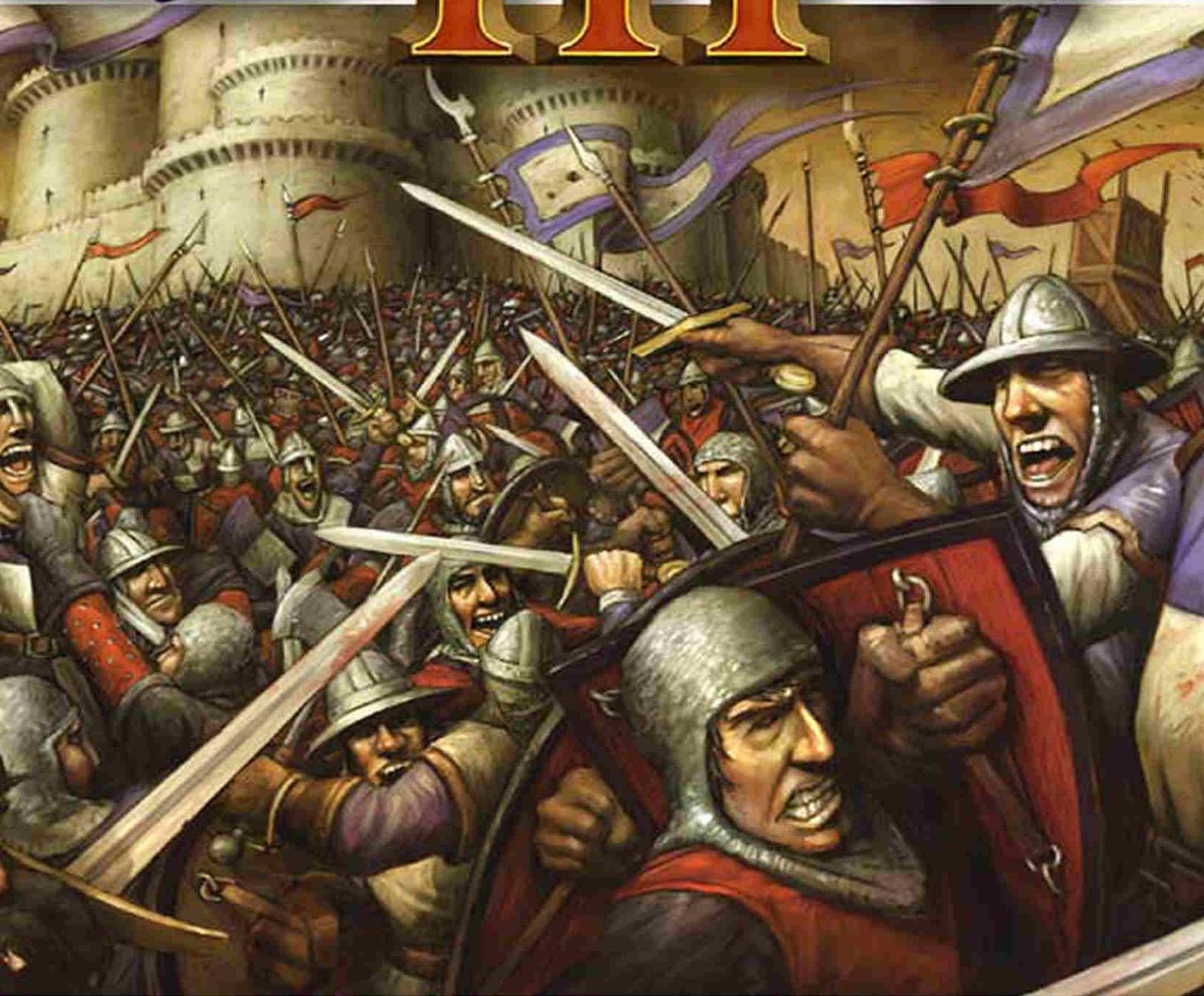


LORDS OF THE REALM



MANUAL

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Part I: Getting Started

Greetings, noble lord. Herein begins a chronicle for deeds of arms and acts of chivalry with full and proper instruction in the arts of war and the training proper to a prince for the good governance of his lands. May the wise prince profit well from this so that he shall be proclaimed as one of the Lords of the Realm!

Book I: Of the World and Its Denizens

As a newcomer to the Realm, you will encounter many new and wondrous things. As you explore your surroundings and build your kingdom, you should keep the following in mind:

The World Is Split in Two (or Three). Action in Lords III takes place primarily on two levels: the **Battle Level** and the **Strategic Level**. On the Battle Level, you fight. On the Strategic Level, you move armies, grow food, earn money and manage your kingdom. There is also a **Political Level**. Here, you interact with other lords and review your ratings.

Time Never Stops. Time continues to pass on all levels no matter which level you are currently visiting. So, if you are fighting on the Battle Level, resources continue to be gathered and armies continue to march on the Strategic Level. Likewise, while you are moving armies and overseeing your lands on the Strategic Level, your armies keep fighting on the Battle Level. Visiting the Political Level doesn't stop time either: activities on the Strategic Level and Battle Level continue.

You might find that your attention becomes divided. Not only do you have to keep track of the Battle, Strategic and Political levels, you also may find yourself fighting more than one battle at a time. Luckily, you are not alone.

Vassals Live to Serve You. Vassals take care of the details so you can keep your mind focused on strategy. The four types of vassals are **Knights, Burghers, Serfs and Clergy**. Knights act as generals on the Battle Level when you are not there to command the battle yourself. On the Strategic Level, Serfs grow food, Burghers earn crowns and the Clergy see to the health and well-being of your people. With willing vassals at your disposal, you can rest assured that you will never have to address little, everyday details.

Book II: Of Succor in Times of Need

Use the Help command ("?" on the interface) for assistance while playing the game. Left-click this button and then select an item on screen to view additional information about that item.

Book III: Herein You Create a Noble

When you start Lords III, you will be taken to the Scenario screen. Before playing a scenario, you must first select a Noble. You can use the default noble provided, or you can create a noble of your own by selecting the Create Noble button. On the Noble Creation screen, provide a name for your noble and adjust the portrait and heraldry to your liking. When you are ready, save your noble and you will be returned to the Scenario screen. Each Noble tracks its own campaign progression and saved games.

Book IV: Of the Scenarios You Can Play

In single player mode, Lords III is organized into **Campaigns** and **Battles**. Campaigns - Irish, English, French, and German - are linked scenarios that recreate major events in each kingdom's history. The first time through, the scenarios in a campaign must be played in order; every time you win a scenario, the next one in the campaign is unlocked. Once you have unlocked a scenario, you can play it without going through the campaign progression.

Battle scenarios are not locked and are played entirely on the Battle Level of the game. Resource management, strategic movement, and politics are not used in battle games. These scenarios give you the chance to test your generalship on the field of combat.

Conquest scenarios include all aspects of Lords III - Battle Level, Strategic Level, and Political Level. In these games you must build a realm using all your skills. Conquest scenarios are listed under the various campaigns.

The Scenario screen provides a description of each scenario. The shields indicate the number of noble houses in the scenario. Selecting a shield replaces it with your heraldry and sets your starting position. The Victory Conditions tab displays the victory conditions for the position. The Start Game button launches the scenario with the settings you have chosen. Scenarios unlocked using one Noble are not unlocked for others.



The Scenario Selection Screen

Part II: The Battle Level

Kingdoms are won and lost on the battlefield, and the ability to lead your troops successfully is a boon to any leader. Heed the following advice and you may become the stuff of legends.

Battles take place on the Battle Level screen, which is made up of the Main Window, the Army Display, the Information Panel, the Action Buttons, and the Mini-Map.

Book I: On the Main Window

You view the battlefield and the companies on it in the Main Window. You can change the location viewed by moving the cursor to the edge of the screen, causing the map to scroll in that direction. The mouse wheel can be used to zoom in and out. Holding down the “Z” key while moving the mouse allows you to rotate and tilt your view.

Your companies are composed of individual soldiers led by a Knight. You can select and give orders to companies using the cursor or through keyboard shortcuts. Companies function as groups, so selecting an individual soldier automatically selects all the soldiers, including the



The Battle Level Screen

knight, of that company. You can also select multiple companies by lassoing them in this view. When a company is selected, the base of every soldier in the company is highlighted.

Book II: Herein the Army Display is Revealed

The Army Display gives you a quick look at all the companies of your army. Each is represented by an icon that shows its troop type. Under each icon is a bar that shows the current health of the company, measured in men lost. The background color of your company icon indicates its current morale state. The color will shift from green to yellow to orange and into red as a company's morale shifts from good to shaken to broken. Other symbols over the company icon show when it is in combat, taking missile fire, ordered to hold, or routing.

You can select companies directly from the Army Display, either singly or in groups by shift-selecting them. When a company is selected, its icon is highlighted. To select multiple companies via the Army Display, hold down the Shift key while left-clicking the company icons you wish to select. A selected company or groups of selected companies can be assigned a quick selection "hot key" by pressing Ctrl + a number key (0-9). Thereafter that group is instantly selected whenever the chosen number key is pressed.

Use the buttons on the left of the display to switch between your companies and your siege equipment. Siege equipment only appears on maps with fortifications (castles, fiefs, and cities); otherwise, your knights keep their siege trains safely away from the battlefield. Siege equipment can be selected and controlled like companies.

When a company or siege weapon is selected, the Information Window shows the name and pictures of the company's commander and the soldier type. Right-clicking the soldier picture replaces the commander's portrait with information on Offense, Defense, Morale, and Health for the company. Color dots indicate the relative effectiveness in each category, from green (Strong) to red (Weak) updating as the company's fortunes change. A star indicates that rating is affected by a Special Ability. The display is closed by right-clicking the soldier portrait.

Book III: Of the Mini-Map and Its Uses

The Mini-Map shows the entire field of battle: the location of friendly and enemy companies, castles, rivers, and water. Selected friendly units can be given move orders on the Mini-Map. Right-click the Mini-Map at the location you wish the units to move to. Left-clicking any point on the Mini-Map changes your view in the Main Window to the selected location.

Adjacent to the Mini-Map are the Game Options and Go to Strategic Level/Victory Conditions buttons. The Game Options button allows you to save/load games, exit to the main menu, quit, and adjust some of the game options. In single player mode, the game is paused while the Game Options are open. The Go to Strategic Level button is only available in conquest scenarios. In Battle Scenarios it is replaced by the Victory Conditions button. This lists the victory conditions that must be satisfied for the battle. The status of each victory condition is also listed.

Book IV: Valiant Actions and How They Are Performed

Companies and siege equipment can perform a variety of orders. You can issue orders by using the Order Buttons or directly in the interface. Orders can only be given to a selected company, and some orders are only available to certain companies. When mixed company types are selected, orders available to some but not to all selected companies (such as Fire) cannot be given.

When a company is selected, the cursor changes when it is over an appropriate target to indicate what command will be given.

Hand	Move
Sword	Attack
Glowing Sword	In Charge Range
Arrow	Missile Fire
Ladder	Scale Wall
Siege Tower	Enter Siege Tower/Move to Wall
Door	Enter Castle Structure
Boulder	Attack Castle (Siege Engines)

Book V: Knights and the Companies Under Their Command

Armies on the Battle Level are divided into Companies composed of Soldiers under the command of a Company Leader.

Soldiers and Companies

A soldier is a fighting man, grouped with others of identical abilities into companies. Soldiers come in a number of varieties, including melee soldiers, archers and mounted soldiers. While soldiers follow the orders of their company, each one fights and dies as an individual. Companies range in size from as few as ten soldiers to as many as fifty, and companies can be grouped together to form armies. Morale is determined on a company, rather than an individual, basis.

Company Leaders

A company always has a leader. He is a powerful soldier, often with special abilities. You can order a company leader to fight at the front or the rear of their company. You should be careful with the company leader, though, since his loss has a strong negative impact on a company's morale. Types of company leaders include Knights, Garrison Captains and Mercenary Captains. All three perform the same function for their companies on the battle level.

Knights

Most of your companies are led by knights. Strong combatants, they carry the best arms and armor. Depending on their company, knights may or may not be mounted on a majestic steed. Each knight is different and often has Special Abilities that enhance the performance of his company in battle. Knights come in a number of strengths, including Lesser Knights, Common Knights, Regional Knights and Kingdom Knights.

Lesser Knights are the weakest available knights, though still as tough as the most elite soldier in the field. Lesser knights may have a special ability but are just as likely to have offsetting penalties.

Common Knights are tough combatants, able to defend themselves against multiple common soldiers and survive. They may have multiple special abilities.

Regional Knights are powerful fighters. They fight better and can endure more punishment than any common soldier. They always have multiple special abilities and rarely have any penalties.

Kingdom Knights are amongst the best warriors of their day with more offensive ability and endurance than Regional knights. They typically have multiple special abilities.

Champions (dressed in silver) are heroes in battle, performing deeds of valor that belittle those of normal men and go down in history.

Grand Champions (armored in gold) are peers, the best of the best. They are the stuff of legends.

Garrison Captains are better fighters than typical Swordsman, but nowhere in the league of a knight. They are the strongest soldiers in a castle or city garrison.

Mercenary Captains are seasoned warriors, who, like knights, come in four levels of power: Irregular, Regular, Veteran and Elite. In combat, a Mercenary Captain fights as well as a Knight one level below them on the power scale. A regular Mercenary Captain, for example, is as good a fighter as a Lesser Knight.

Book VI: The Soldiers of the Realms

There are a wide variety of soldiers available to you. Knowing the strengths and weaknesses of each is vital in achieving victory on the battlefield. Each soldier type has unique skills, including offensive and defensive capabilities, mobility on the battlefield, morale strength and special abilities. Although lords of different nationalities may favor some soldier types more than others, any type of soldier could be encountered on the battlefield.

Troops fall into two basic groups: melee and missile. Melee troops are the core of any army. By engaging the enemy in hand-to-hand combat, they take ground, storm castles, and break the



enemy. Missile troops - archers and crossbowmen - are an important adjunct to any army. They have the ability to attack the enemy at a distance and can weaken powerful enemy companies before they engage in hand-to-hand combat with your melee troops.

Soldier types are:

Peasants. Peasants are lightly armed, disposable melee troops that win by attacking en masse and overwhelming the enemy. Their high casualty rates are offset by the ease with which they are replaced between battles, relative to better trained soldiers. Peasants wear little to no armor, carry farm implements or homemade weapons and would rather be anywhere than in the midst of battle, a feeling reflected by their low morale. Peasants can only perform the most rudimentary of formations.

Offense Melee	Dismal
Offense Ranged	N/A
Defense	Low
Morale	Dismal
Mobility	Fast
Formations	Column Line Skirmish
Special Abilities	None

Footmen. The footman is the basic untrained soldier that forms the backbone of an army's melee forces. Footmen are not well equipped, typically having only quilted or leather armor and perhaps a helm. They favor crushing weapons that give them an advantage over more heavily armored soldiers. They fight in basic formations that reflect their lack of training.



Offense Melee	Good
Offense Ranged	N/A
Defense	Low
Morale	Average
Mobility	Average
Formations	Column Line Skirmish
Special Abilities	Armor Piercing Ranged Defense

Warriors. Fierce warriors are drawn from rural or barbarian tribes. They charge into battle with gusto, wielding large two-handed battle axes and wearing light armor that does not slow their advance. Their hard-hitting weapons are good for attack. They know few formations. Their morale is nearly unshakable, preferring to die to the man rather than flee the battlefield.

Offense Melee	Average
Offense Ranged	N/A
Defense	Dismal
Morale	High
Mobility	Average
Formations	Column Line Skirmish
Special Abilities	Counter Strike Mobile

Polearmsmen. Polearmsmen are the medieval army's answer to enemy cavalry. Though lightly armored, Polearmsmen can be devastating on the attack, especially while holding their formation. Polearmsmen move quickly over most types of terrain. Most cavalry steer clear of Polearmsmen, not wishing to impale their mounts in a foolish charge against such an enemy. Enemy archers are the bane of Polearmsmen, against whose projectiles they have little to no defense.

Offense Melee	Average
Offense Ranged	N/A
Defense	Low
Morale	Average
Mobility	Slow
Formations	Column Line Phalanx Schiltrom
Special Abilities	First Strike

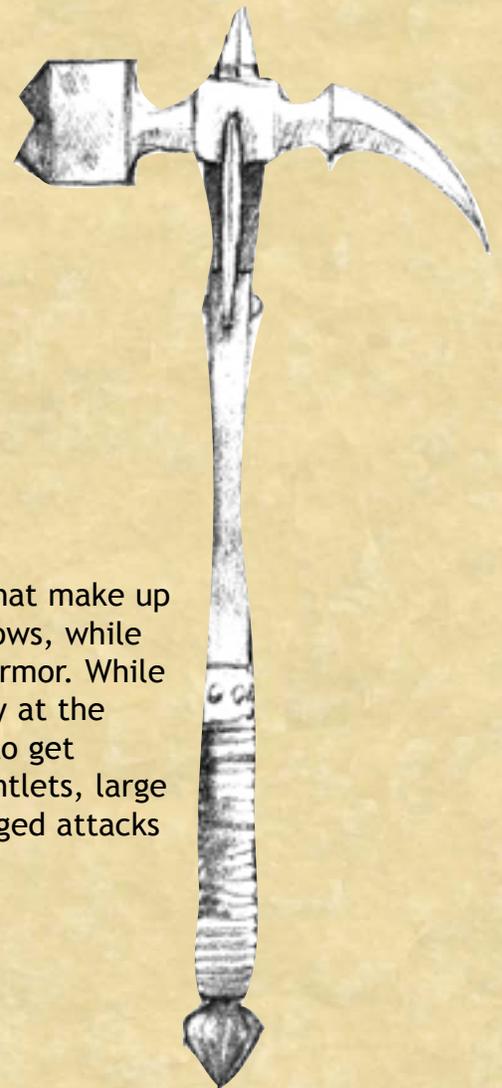
Swordsmen. Swordsmen are heavy infantry. Better equipped than footmen, they can bring their shields to bear to defend against volleys of arrows and bolts, or to form walls to

repel charges. Though their heavier armor makes them slow afoot, they are a force to be reckoned with.

Offense Melee	Average
Offense Ranged	N/A
Defense	High
Morale	High
Mobility	Very Slow
Formations	Column Line Shield Wall Skirmish
Special Abilities	Heavy Armor Ranged Defense

Nobles. Nobles are elite soldiers, drawn from wealthy landholders in times of war. They are highly trained in combat, wear only the best armor and carry heavy polearms that deal destructive blows. Unfortunately, nobles are few in number and are expensive to train and to replace. They should be used sparingly on the battlefield, usually to support an offensive thrust that must succeed. They are far too valuable to use as throwaway troops.

Offense Melee	Exceptional
Offense Ranged	N/A
Defense	Exceptional
Morale	Exceptional
Mobility	Very Slow
Formations	Column Line Schiltrom Phalanx
Special Abilities	Heavy Armor Armor Piercing First Strike



Crossbowmen. Crossbowmen are the untrained troops that make up the bulk of many an army's ranged attack. Heavy crossbows, while slow to reload, can punch through even the heaviest of armor. While they wear heavier armor than bowmen, they are similarly at the mercy of the enemy should they be unfortunate enough to get involved in melee combat. Crossbowmen can deploy mantlets, large shields that provide them with extra protection from ranged attacks at the expense of their mobility.

Offense Melee	Low
Offense Ranged	Low
Defense	Dismal
Morale	Dismal
Mobility	Slow
Formations	Line

	Column
	Mantlet
	Skirmish
Special Abilities	Armor Piercing

Bowmen. Bowmen, unlike their crossbow wielding counterparts, are trained professionals who have grown up firing the bow and training to use it in formations. Bowmen wear little armor, preferring to stay light and mobile. When forced to engage in melee combat, they drop their bows and pull out swords. Still, they are no match for trained men at arms or cavalry and try to avoid direct engagements whenever possible, often firing from behind the protection of a line of melee units. When holding position, Bowmen often plant stakes in the ground to dissuade enemy cavalry from charging.

Offense Melee	Dismal
Offense Ranged	Average
Defense	Dismal
Morale	Average
Mobility	Average
Formations	Line
	Column
	Skirmish
	Stakes
Special Abilities	Flame Arrows

Light Cavalry. Light Cavalry are drawn from your poorer vassals. They own mounts and have light but effective weapons and armor. Though they have not been trained as soldiers, a life-time of riding allows them to use their speed and maneuverability to their advantage. Light Cavalry are the ultimate skirmishers, and no other soldier moves faster. They can engage an enemy, do some damage and then move quickly away before they are overwhelmed.

Offense Melee	Low
Offense Ranged	N/A
Defense	Low
Morale	Low
Mobility	Exceptional
Formations	Line
	Column
	Skirmish
Special Abilities	Mobile

Heavy Cavalry. The heavy cavalry is made up of wealthy vassals, their associates and willing family members. To secure their services, the knight often provides horses, armor and weapons to these fighting men. Dressed in full chain hauberks and armed with war hammers for close combat, heavy cavalry is perfect for flanking an unwary enemy or charging into lightly armed peasants, archers or soldiers. Heavy cavalry is most wary of formations of Polearmsmen, who set their long weapons against its charge.

Offense Melee	High
Offense Ranged	N/A
Defense	High
Morale	High
Mobility	Very Fast

Formations	Line Column Skirmish
Special Abilities	Heavy Armor Armor Piercing

Welsh Longbowmen (England). Practitioners of the longbow spend years learning their craft, and no place has the art of the bow been taken to greater heights than in Wales. It is the Welsh who are credited with first using the longbow in war and later perfecting the tactics. Welsh longbowmen are often found amongst the wealthiest of lords in England or as highly paid mercenary bands in other countries. They can shoot with more deadly power than any other archers of their time.

Offense Melee	Low
Offense Ranged	Exceptional
Defense	Dismal
Morale	Average
Mobility	Average
Formations	Line Column Skirmish Stakes
Special Abilities	Armor Piercing Flame Arrows

Chevaliers (France). The flower of French chivalry, Chevaliers charge headlong into battle on their steeds with the best arms and armor their noble wealth can provide. They attack and defend better than typical heavy cavalry soldiers. A charge of chevaliers is a fearsome thing to behold, even for soldiers in formations designed to defeat cavalry.



Offense Melee	High
Offense Ranged	N/A
Defense	Exceptional
Morale	Exceptional
Mobility	Very Fast
Formations	Line Column Skirmish
Special Abilities	Armor Piercing Masterpiece Armor

Highlanders (Scotland). The fierce highlanders of Scotland are rugged warriors, famous for their large two-handed swords called claymores. Highlanders are experts in traveling quickly over rough terrain and making swift hit and run strikes. Possessed of nearly unshakable morale, Highlanders use their claymores to launch devastating attacks on much larger enemy formations.

Offense Melee	High
Offense Ranged	N/A
Defense	Average
Morale	Exceptional
Mobility	Fast
Formations	Columns Line Skirmish
Special Abilities	Counter Strike Mobile

Gallowglass (Ireland). Descended from fierce Viking stock, the typical Gallowglass stands more than a head taller than most they face on the battlefields of England, Ireland and Scotland. Known to be fearless and ruthless, they carry huge battle axes called sparths and charge into battle shouting warcries. Gallowglass are most often found in the employ of a powerful Irish king or chieftain, or working as mercenaries in the Scottish highlands.

Offense Melee	Good
Offense Ranged	N/A
Defense	Good
Morale	High
Mobility	Average
Formations	Column Line Skirmish
Special Abilities	Armor Piercing Counter Strike Heavy Armor

Teutonic Knights (N. Germany). Modeled after the Templars and the Hospitaliers, this German order of knighthood consists of a mix of fighting men and priests. Well-funded and very professional, the Teutonic Knights are also well versed in the healing arts, and suffer far less from the pitfalls of a campaign.

Offense Melee	Good
Offense Ranged	N/A
Defense	Exceptional
Morale	Exceptional
Mobility	Very Slow
Formations	Column Line Skirmish Shield Wall
Special Abilities	Heavy Armor Ranged Defense

Swiss Pikemen (S. Germany). The Swiss pikemen are perhaps the most professional soldiers. They spurn armor in favor of mobility. This, combined with their superior formation training, allow them unparalleled battlefield maneuverability for foot soldiers. Their ability to use the phalanx formation well against charges means only the most suicidal cavalry would attack them.

Offense Melee	Exceptional
Offense Ranged	N/A
Defense	Low
Morale	Average
Mobility	Average
Formations	Column Line Schiltrom Phalanx
Special Abilities	Armor Piercing Counter Strike First Strike

Genoese Crossbowmen (Italy). While most crossbowmen are untrained peasants with shoddy equipment, the Genoese crossbowmen are consummate professionals. More heavily armored than typical crossbowmen, they train extensively with mantlets and make use of finely crafted, heavy crossbows.

Offense Melee	Low
Offense Ranged	High
Defense	Good
Morale	Average
Mobility	Slow
Formations	Line Column Mantlets Skirmish
Special Abilities	Heavy Armor Armor Piercing

Goedendag (Flanders). The Goedendag is a uniquely Flemish invention, a deadly two handed club, shod with a long iron spike affixed to the end. The Goedendag formation is very effective against both cavalry and heavily armored infantry.

Offense Melee	High
Offense Ranged	N/A
Defense	Average
Morale	Average
Mobility	Slow
Formations	Column Line Phalanx Schiltrom
Special Abilities	Armor Piercing First Strike Heavy Armor

Book VII: How a Noble Moves and Faces His Units

There are two ways to move a company. In the Main Window, right-clicking unoccupied ground issues a move order to the selected company. Alternately, you can right-click a location on the Mini-Map to order a company to move to that location on the Main Map. Left-clicking the Stop button will cancel a move order for the selected company.

The facing of a company and siege equipment is important. Companies attack better facing forward and are more vulnerable if attacked on the side or rear of their formation. Siege weapons need to face their target in order to fire. To decide which way to face troops and siege equipment, hold the mouse button down when issuing a move order. After a brief delay, the facing



arrow and an outline of the company formation will appear at the target point. Moving the mouse causes the arrow to pivot 360°. When the mouse button is released, the company will move to the location and orient themselves in the direction chosen.

When a move order is given the company marches by the most direct route. Swamp, mud and scrub will slow company movement considerably. Rivers are impassible except at bridges and fords. If attacked while moving the company will cancel the move order and fight.

To set waypoints, hold down the W key when issuing the move order. Any number of waypoints can be set until the W key is released or a different order is given. When a company is selected, any current waypoints are shown on the map. If a company engages in combat or is given an attack or charge order, all waypoints are lost.

Book VIII: The Wise Noble Organizes His Men

A company is made up of soldiers who move and act in a Formation. A formation affects a company's movement, attack and defense abilities.

Every company knows two to four formations. Right-click a company icon to display a pop-up list of the formations that the company can use. Right-click to close the list or left-click to select a formation.



Line. A single line of soldiers, this formation is weak on defense but is good for blocking enemy charges from reaching other companies.

When attacking an enemy, a line formation "hinges" so that the wings will close on an enemy's flanks and more soldiers will engage with the enemy. However, when not on the attack, a line remains rigid.

Advantage: Create a line that enemy units must break through in order to pass. Bring more men to bear on a target and gain a small offensive bonus. Envelop a smaller formation and attack their flanks and rear.

Disadvantage: Easy to punch a hole in a section of a line.



Column. A box of tightly knit soldiers in rows and columns, their proximity to one another increases their defense and also boosts their morale.

Advantage: Increased defense and morale.

Disadvantage: Greater chance of being hit by arrow and stone volleys due to tightly packed soldiers. Small surface area naturally limits the number of soldiers that can be brought to bear.



Skirmish. Not really a formation, skirmish is a loose mob of soldiers moving in the same direction. Skirmish formation gains no offensive or morale benefits, but it can move quickly and has a better chance of surviving concentrated arrow fire than a more tightly packed formation.

Advantage: Rapid movement over almost all terrain types with no extra time for facing changes. Less chance of taking damage from ranged fire.

Disadvantage: Reduced offense, defense and morale. Easily routed by charges



Shield Wall. The shield wall is a defensive formation designed to block off an area of the battlefield, a gap in a defensive line or a hole in a castle wall. The soldiers form a tight line, their shields interlocked, and attempt to ward off any attempts to breach their defenses. This hampers their offense, but this is more than made up for by their defense in many situations.

Advantage: High bonus to defense, especially against charges. Good bonus to morale.

Disadvantage: Slow movement rate.



Phalanx. A pincushion of overlapping weapons, the phalanx is particularly damaging when assaulting enemies. Because of the intense training of troops who know this formation, they can still move and attack while in the formation.

Advantage: Increased offense and defense, especially deadly against charging opponents.

Disadvantage: Vulnerable to volleys of arrows and siege weapons.



Schiltrom. A circle of men with their backs towards the center, this formation allows soldiers to defend against attacks from any direction. This formation is particularly good against charges.

Advantage: Offensive bonus, good defense and morale boost.

Disadvantage: Poor mobility. If ordered to move, the unit changes to column formation and stays in that formation at the new location.



Stakes. Stakes form a perimeter around the company that makes them difficult to attack in melee combat and dangerous to charge.

Advantage: Causes damage to charging enemies, gives small bonus to ranged offense.

Disadvantage: Poor mobility. If ordered to move, the unit changes to line formation and stays in that formation at the new location.



Mantlets. Defensive shields are set in front of the company to provide protection from missile fire. While using the mantlets, the company cannot move but can fire their weapons.

Advantage: Great defense against ranged attacks

Disadvantage: Poor mobility. If ordered to move, the unit changes to line formation and stays in that formation at the new location.

All companies can be issued the following orders:



Stop immediately cancels the orders of the selected company. The company still defends itself and pursues enemies that come in range.



Hold cancels a company's orders and sets it to defend its location. The company comes to a halt and defends its current location, engaging enemies only when they come into very close range.

While soldiers hold their formations as long as they can, formations have a tendency to break down as battles progress.

Book IX: On the Abilities of Soldiers

Special abilities help to make each soldier type unique and aids in emphasizing the soldier's role in the battle. Every soldier has a different combination of special abilities.

Special abilities are used automatically. You do not have to instruct soldiers to use them.

Heavy Armor. A soldier with heavy armor has increased defensive capabilities.

Armor Piercing. Soldiers with armor-piercing weapons can overcome their more heavily armored opponents, nullifying the enemy's defensive advantage.

First Strike. First strike gives polearm-wielding companies the ability to do extra damage to enemy cavalry, since their long weapons are ideally suited to receive the attacks of galloping horsemen.

Counter Strike. Counter strike allows a company to do extra damage to polearm-wielding enemies.

Ranged Defense. Shield-carrying soldiers with ranged defense have an easier time defending the ranged attacks from archer companies' arrows and bolts. This defense works in conjunction with heavy armor, should the soldier type happen to have both. Unlike heavy armor, the bonus from ranged defense is not negated by armor piercing attacks. Ranged defense offers no protection from siege weapons.

Flame Arrows. Archers with this ability automatically fire flaming arrows when attacking a structure that can burn, such as a siege engine or a wooden building.

Masterpiece Armor. Soldiers in masterpiece armor are using the highest quality armor available to them. It is perfectly fitted by master craftsmen with few if any weaknesses or exposed areas and deflects most lesser attacks with ease.

A soldier with masterpiece armor has increased defense in all combat.

The armor piercing special ability will reduce the bonus from masterpiece armor.

Mobile. Soldiers with this ability are used to moving over rough terrain and suffer less when they do so. The bonus from the mobile special ability does not make the soldiers any faster over normal terrain, but acts to offset some of the penalties from poor terrain.

Book X: Wherein Men are Set to Battle Each Other



Companies can be ordered to attack in the Main Window by selecting the company and right-clicking its target. The cursor will change to an attack icon when over a valid target.

Some soldiers have more than one mode of attack. Bowmen and crossbowmen can employ missile fire or melee tactics. Missile fire is used by default. The cursor changes from an arrow to a sword

when a melee attack will be made. There may be times when you want to override the default attack mode. In these cases, use the *Missile/Melee* button to switch weapons of the company. When the bow icon appears, the company attacks with missile fire; when the sword is shown, it will make a melee attack.

Both infantry and cavalry companies can charge over short distances. Charges are powerful attacks that increase the damage a company does on initial impact with the enemy. Charge has a limited range, which varies by the company type. Charging companies also suffer a penalty to their defense while charging.

Charges can be performed whenever a company's charge icon is active. When a target is in charge range, the attack cursor highlights. To charge, click an enemy or location and then click the charge button. The company will speed up as they charge, and in the case of cavalry, lower their lances for a devastating attack. Once charge is selected, the Charge button grays out for a time. You must wait until the button becomes active again before executing another charge.

The Schiltrom and Phalanx formations are especially good at countering charges. Companies that charge enemies in these formations will suffer more damage. Shield Wall increases a company's defense against charge, rather than allowing the company to damage the charging enemy.

Book XI: How a Knight Shall Lead His Men



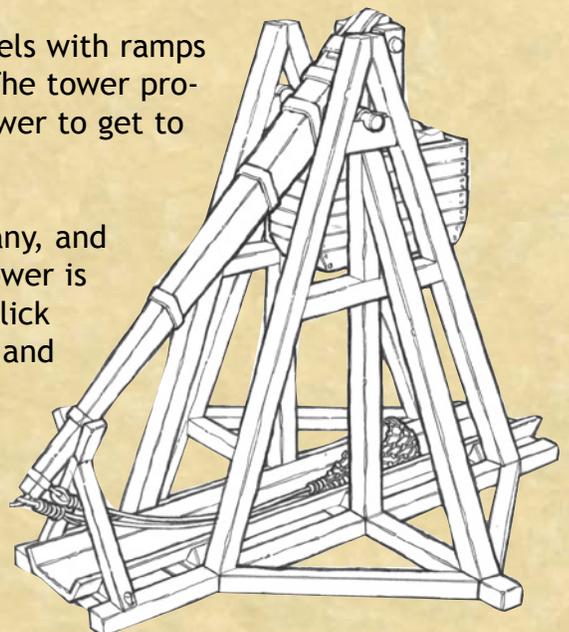
A knight can either engage or command his men. When ordered to command, the knight moves to the rear of the company. There he is less likely to fall in combat and bolsters the morale of his men. When engaging, the knight moves to the front of the company where he is a powerful warrior in combat. However, the loss of their knight can have disastrous consequences for the morale of the company. Press E to order the knight to the front or rear.

Book XII: On the Breaching of Walls and Fortifications

Fortifications can be broken if you have siege engineers or vassals who possess siege equipment. If you have siege equipment, the *Siege/Company* button is active on the Army Display. Use the button to switch the display between companies and siege equipment. Siege equipment can also be selected and controlled directly on the map.

Siege Towers. Siege towers are large towers on wheels with ramps that can be lowered to gain access to castle walls. The tower protects the soldiers as they climb ladders within the tower to get to the ramp and make their way over to a castle wall.

To move soldiers into a siege tower, select the company, and move the cursor over the siege tower. If the siege tower is empty, the cursor will change to a load icon. Right-click the tower to order the selected company to move to and enter the siege tower. Only infantry companies, including archers, can enter a siege tower, and only one company can occupy a siege tower at a time, regardless of its size.



To use a siege tower, select the tower and move the cursor over the castle wall you wish to assault. When the assault wall icon appears, right-click to move the tower towards the wall. Both an empty and loaded siege tower can be moved to a wall.

Once a siege tower successfully makes it to the targeted wall, the company of soldiers inside the tower will automatically storm the wall. As long as a siege tower remains in contact with a wall, other companies can use it to climb the walls from outside.

When attacking a siege tower with siege weapons soldiers inside take damage, although they gain some protection from being sheltered. If a siege tower is destroyed with soldiers inside of it, those soldiers are killed.

Battering Rams. The battering ram is a weapon designed specifically to destroy gates that bar the way on gatehouses. They are ineffective against enemy troops and are not powerful enough to batter down walls.

To use a ram, select the ram and target a gate. The ram will move into position and will begin battering the gate.

Ballista. Ballista are giant siege crossbows, firing large bolts that can tear through lines of troops and destroy enemy siege engines. While they can be used to attack enemy soldiers within castles, they are ineffective against castle walls. Be wary when aiming your ballista shots as they kill anything they strike, including your own soldiers.

To fire a ballista, select the ballista and then target an enemy company. If the company is within the ballista's firing arc, it will fire immediately and then begin to reload. If the target is outside the firing arc, the ballista will slowly turn to aim at the target.

Catapults and Mangonels. The catapult uses a torsion engine to hurl stones at enemy soldiers, siege engines and fortifications. Along with trebuchets, they are the primary weapons for destroying structures.

Catapults are not very accurate weapons, and the farther away the target is, the greater the chance the shot will drift. If ordered to fire at an enemy company, a catapult will fire a single shot to the designated location. If the target has moved in the meantime, the catapult does not adjust for the new location.

Mangonels are different versions of catapults trading range and durability for greater mobility, power, and a faster rate of fire.

Trebuchet. Trebuchets are the largest of the siege engines, capable of slinging huge stones through the air by use of counterweights. They take longer to load and fire but have a huge impact when they hit. Due to their arcing trajectory, trebuchets are capable of lofting shots over the walls of castles and hitting structures and soldiers in the interior. Like Catapults, they are not particularly accurate weapons.

Siege Ladders. All melee infantry can use siege ladders. When a wall is targeted, the cursor changes to a ladder icon. Right-click to order the company to place siege ladders and attack the wall at that location. Archers must change to Melee mode (using the Missile/Melee button) before they can place ladders. Siege ladders cannot be placed on towers, keeps or gatehouses.

Book XIII: On Taking a Castle

Once walls are breached, your troops can storm through the castle to fight defenders. You can order your soldiers to any part of the castle by clicking the desired location. The company will move to the nearest entrance (usually a tower) and then go to the location, provided the way is not blocked by enemy troops.

As the battle progresses, you can measure your success by the number of your troops on castle walls and tower tops. Work quickly because castle battles have a time limit (approximately 6 minutes). If you have not won the battle by the end of the time limit, your forces will automatically withdraw from battle. If neither side has inflicted any damage in that time the battle ends and the attacker automatically withdraws.

Castles fall when all defending companies are destroyed or have surrendered. If only defending siege weapons remain, the castle falls.

Book XIV: On Defending Castles

A castle's thick walls and towers are its main defense against the enemy, though you do have some offensive tools at your disposal.

Ballistae, catapults, and mangonels built on top of towers can fire missiles at companies. Of course, you also have boiling oil. Your men will automatically pour oil when the enemy is at the base of the wall beneath the cauldron. They must then wait for the cauldrons to refill before they can be used to attack again.



Book XV: The Perils and Rewards of Doing Battle

Battle lasts until one side flees the field. A company's morale is indicated by the color of its icon on the Army Display: the color ranges from green to yellow and then into orange and red as morale is lowered. Green is good morale, yellow means the company is shaken and deep orange to red means the company is on the verge of routing. When a company does rout, the soldiers immediately break formation and run until they are a safe distance from the enemy, where they wait and recover. During this time you cannot control or give orders to the company, and they may run again if enemies come too close. If they reach a map edge they will flee the battle entirely. Sometimes, if they cannot escape (when besieged, for example) they will immediately surrender and be removed from play.

Negative Morale Events

The following events on the battlefield can negatively affect morale:

Loss of a company leader. Losing a knight, Mercenary captain, or Garrison captain is one of the largest blows a company can suffer, and many of them do not survive the impact to their morale.

When a company leader is lost, the company immediately loses any bonus to their morale they gained from the leader and his special abilities.

The company also suffers a morale penalty for having lost their leader in combat.

A company that loses its leader stands a good chance of breaking and fleeing immediately, so keeping a leader alive is vital to the survival of a company.

Low Chivalry. When a noble's Chivalry rating (see Part IV, Book I) is low their soldiers' morale is reduced.

Company suffers casualties. As a company sustains casualties, they lose morale. The more soldiers that are lost, the more often their morale drops and the greater the chance the company will rout.

Positive Morale Events

The following events on the battlefield can positively affect morale:

Found safe regrouping point. When a company has found a safe regrouping point, they begin to rally and gain morale.

Enemy company routed. When enemy companies are routed friendly companies nearby gain morale.

High Chivalry. When a noble's Chivalry rating is high all of their soldiers' morale is increased.

Defending Church lands and fighting crusades. When fighting a battle to defend church parcels or on crusade against a heretic, soldier's morale is improved.

Fighting against no quarter. When an enemy has declared No Quarter (see Part IV, Book III) soldiers will fight to the death.

Withdrawing



Sometimes it is wiser to **withdraw** than fight to the last man. The Withdraw button automatically orders your entire army to retreat or, if the defender of a castle, for all to surrender. You must confirm this order before it will be executed.

In a Conquest scenario, when one side orders a withdrawal, the battle ends and the game returns to the Strategic Level. The withdrawing army must retreat a safe distance before the player can issue it new orders.

Part III: Strategic Level

Armies march and wealth is earned on the Strategic Level. Here, you develop your lands and make strategic military decisions.

Book I: On the Interface

The elements of the Strategic Level are the **Main Window**, the **Information Panel**, the **Selection Bar**, the **Action Buttons**, the **Mini-Map**, and the **Message Bar**.

The **Main Window** shows a portion of the world. On it are displayed **parcels**, **estates**, **borders**, and **armies**. This is where you move armies, assign vassals to land and rule your kingdom. You can only see your own lands, lands on your borders and territory occupied by your armies. Most enemy territory is hidden by fog of war.

Parcels are the smallest unit of land and are marked by white borders. Parcels are grouped into regions, and each region has an estate, the heart of the region. Both your parcels and estates are marked by banners. Parcels have small banners with your color; estates have large flags flying your heraldry. Region borders are marked by the colored arrows. When you control the estate, you automatically own all the parcels in that region, although you may still have to deal with lingering enemy armies. You gain control of an estate when you place one of your vassals there. In some scenarios, regions may be grouped into larger units - the County of Flanders, the Duchy of Normandy, or the Kingdom of England, for example. Regardless of proper name, these are all referred to as kingdoms. To control a kingdom you can either conquer all the starting regions of that kingdom or eliminate the noble house that currently holds the title. For example, you could become Count of Flanders by controlling all the regions of Flanders, by eliminating the current Count of Flanders, or by doing both at once. When you control a kingdom, you gain the title and access to powerful kingdom vassals.

When you select any army or parcel the Information Panel changes to provide information about your selection. The information varies depending on whether you have a vassal, mercenary, army or parcel selected.

Right-clicking the picture in the panel will open a window that gives you detailed information about your selection and information about your lands as a whole. Right-click on the portrait again to close this window. Double-click the picture to jump to the location of the selected item. This is useful for moving to a distant army or going to a mercenary you just hired.

The Selection Bar displays groups of available units: unassigned vassals, armies and companies, or mercenaries. Arrows allow you to scroll through the display. The buttons to the right allow you to sort in several ways. For vassals you can sort by knights; by burghers, clergy, and serfs; or by lesser vassals. The bar beneath each banner indicates the size of the army in companies.

The **Action Buttons** are displayed above the Selection Bar. The first four buttons - View Vassals, View Armies, View Mercenaries, and Empty Parcels - are always displayed. The View buttons bring up the appropriate displays in the Selection Bar. The Empty Parcel button is only active if you

have a parcel where no vassal is assigned. Clicking on it will instantly take you to that parcel. If you have more than one empty parcel, repeated presses will cycle you through all your unassigned lands. The Empty Parcel is also activated by pressing F4 on the keyboard.

The **Mini-Map** shows the world and the location of known friendly and enemy armies. You can left-click to move the map view to any location on the map. Adjacent to the Mini-Map are buttons that take you to the Diplomacy screen (see section IV) and the Game Controls.

The **Message Bar** appears at the top of the screen. On the bar are the Message Log, the name of the region the currently selected item is in, your Food Display, and your Treasury. As messages arrive they remain on screen for a short period of time and then disappear. Pressing the spacebar automatically takes you to the location of the event.

As soon as a message arrives it is placed into a log. The Logbook button displays all your messages and allows you to scroll through them. Messages are color-coded by event type: red - battle; yellow - strategic; blue - political.



The Strategic Level Screen

Book II: On Vassals and Their Duties

Vassals give parcels of land their function. When you assign a vassal to a parcel, he puts that land to use depending on his particular type. The four types of vassals are Knight, Clergy, Burgher, and Serf. To see the vassals available to you, select **View Vassals** from the Action Buttons. This displays portraits of your unassigned vassals in the Selection Bar and the Action Buttons associated with vassals. The sorting buttons on the right allow you to display your Knights, your Burghers, Clergy, and Serfs, and your Lesser vassals. Repeated clicks on the same sort button cycles through the vassal types (Knight, Clergy, Burgher, Serf) in that pool.

Vassals have four different power levels: lesser, common, regional, and kingdom. Lesser vassals are the least powerful but are always available. Common vassals have some strengths and are readily available to serve anywhere. Regional vassals are associated with specific regions and serve the noble who controls the region. Kingdom vassals are powerful lords only available to a king. In addition there are special vassals who only enter the service of nobles who meet specific requirements. These requirements include owning specific regions, having player ratings above or below certain values and performing certain actions in the game -- razing buildings, winning sieges, building cathedrals and manor houses, possessing a number of towns etc. In addition, Common and greater vassals may have unique special abilities that make them more powerful and effective than others of their type. Be sure to look over your vassals as they enter your pool to check for these special abilities. The detailed information about your vassals (opened by right-clicking) lists power level, special abilities and special requirements of the vassal.

In each scenario you start with a limited pool of vassals. As you gain lands, new common and regional vassals will enter your pool and can be assigned to lands. Become king and kingdom vassals will enter your service. Likewise, if you lose titles or regions, or your ratings drop, vassals will leave your service. When you lose control of a region, regional vassals will leave you and enter the service of the lord who now controls their region. Likewise, kingdom vassals will serve their new king. Special vassals will go to other players (if any) who meet their requirements. Unassigned vassals simply leave your pool, but if they are assigned they will give up their parcel and you will have to assign a new vassal to fill the vacancy.

To assign a vassal to an empty parcel, simply drag and drop the vassal from the Selection Bar to the parcel in the Main window. You can also select the desired vassal, click the **Assign** button and then left-click the desired parcel. To remove a vassal from a parcel, select the parcel and then click the **Remove** button. You will be asked to confirm this action.

When a vassal is assigned, he constructs a building that indicates the parcel's function. As time passes, the land becomes more productive, and more fields are plowed and structures are built. Productivity advances in stages from one to five, but only the largest parcels can attain stage five.

Knights raise your troops and fortify your lands. The Information Panel displays name, power level, portrait, and the basic company type raised. In addition the panel may have icons if a knight belongs to a military order (Templar, Teutonic, or Hospitalier) or has a special ability. Once assigned, it will also indicate whether the knight is garrisoning a fief, castle or city, in the field, or in a battle. Troop types vary from knight to knight, and the crafty lord chooses his knights wisely to build a balanced force. When assigned to a parcel knights create fiefs. They build castles on estates. As fiefs and castles develop, they generate increasing amounts of recruitment points that are used to replace company losses. The better the parcel level, the faster new soldiers are added to the company. Likewise, morale is recovered at a faster pace. Fief defenses

strengthen as parcels improve; the walls get better and the fief acquires a small garrison. Castles must be upgraded, as explained below. Castles also generate construction points, which are needed to upgrade or make repairs after combat.

Military orders have special abilities to improve the following areas:

Teutonic	Teutonic knight companies, improves combat ability
Hospitalier	Improves soldier replacement, morale recovery, and Christianity
Templar	Improves movement, supply lines, and Crown production

Clergy see to the health and well-being of your people and improve your favor in the eyes of the Church. The Information Panel shows name and power level, along with any monastic order (Benedictine, Franciscan, Dominican, or Cistercian) the clergyman belongs to and whether he has any special abilities. Once assigned to a parcel, it will also show his productivity bonus and whether a retainer has been attached to that parcel. Clergy build churches on parcels and cathedrals on estates. Churches improve the productivity of all parcels in the region. Churches earn you Christianity points based upon the total number of churches possessed. Cathedrals each grant an individual Christianity bonus.

Religious orders have special abilities to improve the following areas:

Cistercians	Improve farm production
Benedictines	Improve crown production
Franciscans	Improve Christianity
Dominicans	Improve parcel productivity

Burghers earn crowns needed to upgrade castles, hire mercenaries, and ransom knights. The Information Panel shows name and power, along with any guilds belonged to and whether the burgher has special abilities or not. Once placed, the display will also show the crowns produced there, if there is a garrison present (and how many companies), if the town or city is a port, and if a retainer has been attached to the land. Burghers build towns on parcels and cities on estates. When placed in a coastal parcel with a landing (indicated by the small dock on the map), the town or city has a port. Towns and cities generate more gold as they develop and cities gain a bonus for the number of farms in their region and the number of towns and cities in their region and surrounding regions. Towns and cities also attract mercenaries and determine the number of mercenaries you can have hired at any time. The more towns and cities that are placed, the more mercenaries you can hire. Finally, cities have defensive walls and garrison companies, although they are not as strong as castles.

Burgher guilds have special abilities (see below) to improve the following areas:

Carpenter	Improves siege
Banker	Increases money, reduces agent and retainer costs
Wainwright	Improves food and construction
Stonemason	Improves castle defenses
Brewer	Increases money and morale
Blacksmith	Increases replacements, reduces mercenary costs

Serfs feed your armies and provide labor to build castles. The Information Panel lists name, power level, and whether the serf has any special abilities. Once assigned a parcel, it will also show points of food produced and if a retainer is attached to the parcel. Serfs create farms on parcels and manors on estates. As they develop they produce more points of food and construction points. Each point of food can supply one company. Construction points are used to determine the time needed to build a castle in the region. Manors stockpile food for times when you have more companies than farms to feed them (see Book III). They also increase the construction points available in adjacent regions.

Special Abilities

In addition to their normal properties, vassals can have special abilities that improve (or worsen) both companies and parcels. Additional companies of troops, increased attack ratings, better mercenary selection, and bonus Christianity are all possible through special abilities.

Special abilities can affect individual companies and parcels or whole armies and regions. If a knight has an ability that affects a company, it affects only his company. If it affects an army, it extends to all the companies in his army. Likewise, if a burgher has an ability that affects a parcel, it applies only to the parcel he is assigned. If the ability affects the region, it extends to all parcels in the same region as the one where the burgher is assigned. Guild Burghers, Monastic Clergy and some special vassals have abilities that affect the entire kingdom in which they are placed.

If a vassal, army, or parcel has one or more special abilities, this is indicated by the star on the Information Panel. The specific special abilities are listed in the vassal's Detailed Information, accessed by right-clicking the picture in the Information Panel. Extra abilities are marked in the vassal's detailed information by an icon in front of the ability name.



Special Ability	Applies to	Bonus	Penalty
Accuracy	Army	Increases the offensive rating of missile attacks	Decreases the offensive rating of missile attacks
Additional Company	Army	Grants an additional company of men of specified type, lead by a lieutenant knight	
Additional Siege Engine	Army	Grants an additional siege weapon to a knight	
Architect	Parcel	Decreases the cost of castle construction and repair	Increases the cost of castle construction and repair
Armorer	Parcel	Increases soldier recruitment rate	Decreases soldier recruitment rate
Bravery	Army	Decreases negative morale effects	Increases negative morale effects
Builder	Parcel	Strengthens castle components	Weakens castle components
Chivalrous	Political	Periodically increases Chivalry	Periodically decreases Chivalry
Consumption	Army	Reduces the amount of food consumed by the knight's army	Increases the amount of food consumed by the knight's army
Crusader	Political	Changes all wars against enemies into crusades	
Devotion	Parcel	Increases the size of a parcel's Church productivity bonus	Decreases the size of a parcel's Church productivity bonus
Diplomatic	Political	Reduces negative and increases positive change on ratings for political actions	Increases negative and reduces positive change on ratings for political actions
Engineering	Army	Increases the combat ratings of the knight's siege weapons	
Farmer	Parcel	Increases the amount of food produced by a parcel	Decreases the amount of food produced by a parcel
Ferocity	Army	Increases the offensive skill of a melee soldier	Decreases the offensive skill of a melee soldier
Financier	Parcel	Increases the amount of money produced by a parcel	Decreases the amount of money produced by a parcel
Good Employer	Parcel	Increases the chance that a mercenary will show up in a burgher's town/city.	

Special Ability	Applies to	Bonus	Penalty
Honorable	Political	Periodically increases Honor	Periodically decreases Honor
Industrious	Parcel	Increases the number of construction points provided by castles, cities, fiefs, farms and manor houses	Decreases the number of construction points provided by castles, cities, fiefs, farms and manor houses
Loot	Army	Increases the amount of loot a knight's army can pillage after a battle	Decreases the amount of loot a knight's army can pillage after a battle
Loyalty	Army	Increases the morale recovery rate for companies at castles or fiefs	Decreases the morale recovery rate for companies at castles or fiefs
Luck	Knight	Decreases the likelihood of capture or death	Increases the likelihood that a knight will be captured or die
Mobility	Army	Increases the speed of a soldier type	Decreases the speed of a soldier type
Negotiator	Parcel	Lowers the price of mercenaries recruited from the burgher's city/town.	Increases the price of mercenaries recruited from the burgher's city/town.
Piety	Political	Periodically increases Christianity	Periodically decreases Christianity
Quartermaster	Army	Improves the supply state of the army	Decreases the supply state of the army
Raider	Army	Increases the area pillaged by a company	Decreases the area pillaged by a company
Renown	Parcel	Increases the number of mercenaries that can be hired	Decreases the number of mercenaries that can be hired
Saintly	Political	Immune to crusades and Corrupt Cardinals	
Scrounger	Army	Reduces foraging penalties	Increases foraging penalties
Seneschal	Parcel	Increases a parcel's growth	Decreases a parcel's growth
Speed	Army	Increases an army's movement rate on the strategic level	Slows an army's movement rate on the strategic level
Tenacity	Army	Increases a soldier's durability	Decreases a soldier's durability

Book III: Regarding the Use of Armies

When a Knight is assigned to a parcel or estate, an army appears on the map at his fief or castle. The Knight commands this army. Selecting an army changes the Action Buttons to those used by armies: Move, Force March, Pillage, Reorganize and Orders. The View Armies button displays all your armies in the Selection Bar. The banners in the Selection Bar have icons indicating whether the army is currently in battle, in the field, or occupying a castle, fief, or city. The bar underneath the banner indicates number of companies in the army. In the map window, the ornaments at the top of the army banner indicate the general size: one to three knights, four to seven knights, and eight or more.

When two armies are in the same location, they merge to form a single army. An army can have from one to ten companies. If combining two armies would result in an army with more than ten companies, then the armies will not be allowed to merge. If three or more armies are ordered to merge in one location, they do so in the order of arrival. Once the ten-company limit is reached, any remaining armies will move adjacent but will not merge. You can, however, move single companies from one army to another. Selecting the army shows all the companies on the Selection Bar. To break a large army into smaller armies, select the desired companies on the display (using a shift-left click) and either move them to a new location or click the Reorganize button.

Armies can be ordered to move by right-clicking a location on the map or by using the Move To button and selecting the desired location. To order a Force March (which causes the army to move faster), choose a destination and then use the Force March button. Force marching causes loss of morale for the army. The longer the soldiers have to march, the more demoralized they become. When their morale drops low enough, they automatically stop force marching.

If located in a friendly port, armies can travel by sea. While the army is on the dock, right-click the water for the army to board ships, then they can be ordered to land at any harbor or port. However, while at sea, the army is considered unsupplied and will suffer accordingly. The Orders buttons allow an army to take an Engage Enemy or Ignore Enemy stance. Armies that engage the enemy will move to attack any enemy army that is in the same parcel, regardless of whether the army was in its own territory or entering enemy land. An army set to ignore the enemy holds its position if it is stationary and ignores enemy armies while marching. These armies do fight back when attacked, though.

The Pillage order is used to burn crops and ruin buildings, destroying the productivity of a parcel. If the army is ordered to attack an undefended main parcel building (the farm, church, etc.) it will Raze that building, completely destroying it. The attacker also gains a small amount of money (or food if a manor house is razed). The vassal assigned to that parcel automatically returns to the owning player's vassal pool. A new (or the same) vassal cannot be assigned to that parcel until a set period of time passes.

Armies can be ordered to attack the enemy by moving them directly to the target or, if the army is set to engage the enemy, simply ordering them to enter a parcel containing an enemy army. In this case the army will immediately move to attack the enemy (and the enemy may also begin moving if also on Engage Enemy).

Once two armies engage, the battle will commence. You can enter and take command of a battle (see Part III) by double-clicking the armies. Once in a battle you can leave at any time by using the "Go to Strategic Level" button. When you are not commanding your men, your knights and sol-

diers will fight to the best of their abilities. When you leave a battle, your soldiers will attempt to carry out whatever commands you have given them before making their own decisions. It is possible for several battles to occur at the same time, and you must choose which battles to oversee. Finally, unless an army is of high quality or high morale, it may surrender before battle begins when faced by overwhelming odds.

If a battle is not going well, you can order your army to withdraw by telling it to move elsewhere. Remember that withdrawal has grave consequences for your army. When an army withdraws, it suffers additional losses and attempts to retreat to a safe parcel. If it cannot find a parcel to retreat to, the army will disband. When an army is retreating you cannot give it any orders. Likewise a victorious army must loot the battlefield and regroup after battle before it can be issued new orders.

At the end of battle, you may gain (or lose) Chivalry and loot. More importantly you may capture enemy knights or have some of your knights captured. In the first case, a message will ask if you want to ransom or execute your prisoners. Your decision will gain or lose you Honor. If another player has captured your knights, you may get the opportunity to ransom them. A ransomed knight is immediately returned to his parcel and can be used normally. If you have set your disposition (see Part IV) to No Quarter, captives are automatically executed. If your disposition is Fight Honorably, they are automatically offered for ransom. In any case, if you do nothing the knights in question are automatically executed after a period of time and the Honor penalty is applied.

Book IV: On the Feeding and Care of Armies

To maintain their fighting condition, armies must be fed. Armies are supplied with food from farms and manors. Farms produce one to three points of food, depending on the parcel level, manors produce three to nine. Each company requires one point of food. The Food Counter on the Menu Bar shows how many companies you are feeding and your current food production. Selecting the display changes it to show the total amount of food stored in your manor houses and your rate of consumption. If your food production is equal to or more than your companies need, your granaries will gradually fill. If your companies eat more food than you produce, then they will use food stored in your manor houses, and your granaries will become depleted. When your manor houses are empty, the extra companies are unsupplied.



The distance between an army and friendly lands, and the presence of enemy armies, fiefs and castles, determines how much food it actually receives. Armies that don't receive full rations are forced to forage. Armies that receive no food are out of supply. Foraging slows an army's movement and causes its morale to drop. When out of supply, an army's movement is greatly slowed and the morale loss is severe.

When a company's morale drops too low, soldiers desert. If morale remains low, soldiers will continue to leave the company until it is forced to disband. When a company disbands, the knight automatically returns to his fief and to form a new company there. Note that other events (victories and defeats, for example) will raise or lower a company's morale. When conditions are normal, companies will replace losses and regain morale over time. This occurs faster the closer to home they are. The fastest recovery occurs when a company is in its home parcel; the slowest when it is in enemy territory.

For more on Morale, see Part II.

Book V: Herein Are Explained Mercenaries

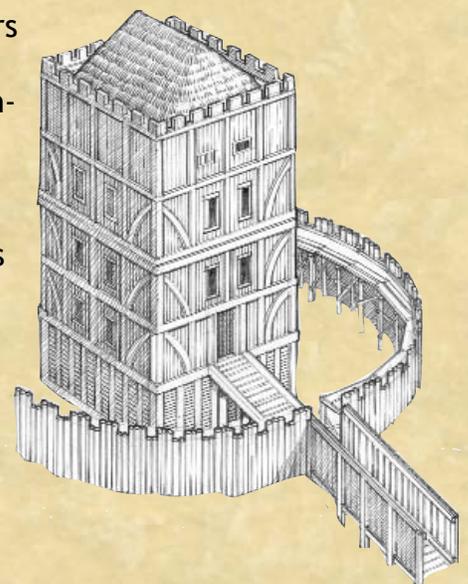
You can hire mercenary companies, siege engineers, agents, and retainers. Mercenaries appear in towns and cities. The number of mercenaries you will have to choose from and the maximum number you can hire are determined by the number of towns and cities you control (modified by any special abilities of your burghers). These totals can be found in the Detailed Information for each town and city. The View Mercenaries button displays which mercenaries are available. Further information, including cost, appears in the Info Panel when a mercenary is selected. To hire a mercenary, select it and then click the Hire button. The crowns are automatically subtracted from your treasury. If you do not have enough crowns, the Hire button is automatically deactivated.

Companies appear as armies in the town where they were hired. Sometimes grand companies, which are made up of several companies, are hired. Mercenary companies function like your own companies, but they do not replace losses or require food. They will disband if their losses are too heavy.

Every type of soldier can appear as a mercenary company.

Siege engineers are specialists who provide siege equipment for your armies. When hired, they appear like companies. Siege Engineers have no defenses; if attacked while alone they are automatically killed without going to the Battle Level. When merged with another army, their equipment is added to the army and appears when fortifications are attacked. There are different qualities of siege engineers. The better the quality, the greater the chance the siege engineer will add the more powerful available siege engines to your army.

Agents are special mercenaries who perform unique one-time duties. Some tasks are performed immediately (providing a bonus to ratings, for example). Other agents must be placed on a parcel, army or vassal to perform their tasks. Agents can sabotage enemy parcels, hold fairs, and assassinate rival vassals.



Agents include:

Assassin. An assassin can be hired to attempt to kill a specific vassal. After you hire the assassin, select the parcel where the targeted vassal resides. If the assassination is successful, the vassal will be killed immediately. The noble house pays the diplomatic and monetary cost whether or not the attempt is successful.

Corrupt Cardinal. A corrupt cardinal can be hired to ruin a noble house's Christianity. When used, the target house's Christianity drops to 1, allowing other houses to crusade against them. Any house with a Saintly vassal is immune to a corrupt cardinal.

Destitute Monks. A noble house can donate money to a destitute abbey or monastic brotherhood, thereby increasing its Christianity among the faithful of the world. Each donation to the destitute monks increases Christianity.

Disillusioned Peasantry. Disillusioned Peasantry can be hired to stop production on a parcel and prevent castle upgrades and repairs. Disillusioned peasantry revolt for a set period of time. The parcel ceases to function as if an army were on the parcel.

Fair Maiden. A fair maiden can be hired to paralyze an army not in combat by wooing the lead knight in the army. When hired you select an enemy army to be the target of the wooing. Any current orders are canceled, and no new orders can be issued until the knight's love turns sour.

Minstrels. Minstrels can be hired to sing praises and write heroic tales featuring the members of the acting noble house, thereby increasing its honor. Each use of the minstrels increases honor by a certain amount.

Saboteur. A saboteur is sent to a particular parcel where he works to reduce the productivity of the selected parcel.

Spy. Spies reveal an enemy region as if you had an army present. The effect has a limited duration. When a spy is hired you are prompted to select a target region.

Traveling Troupe. Traveling troupes can be hired to organize fairs featuring jousts for a noble house, thereby attracting the attention of aspiring knights and increasing the noble house's chivalry rating.

Thieves. Thieves can be hired to steal money from another noble house. When hired you select a parcel on another player's land. If your thieves are successful, you gain a certain amount of money from the target noble house.

Retainers are mercenaries permanently assigned to parcels. They have abilities that affect the parcel, the entire region, or sometimes the vassal of that parcel. When hired, the cursor changes to show the retainer. A parcel can only have one retainer at a time. Retainers also leave if the parcel is defeated by the enemy, the main parcel building is destroyed or if the parcel function changes.

The list of retainers includes:

Artists. Artists work for a church or cathedral and increase the parcel's production bonus.

Alewife. Alewives work on manors or farms and increase the food production of the parcel.

Holy Scholars. Holy scholars work at Cathedrals and increase the Christianity bonus.

Mason. Masons work at Castles and increase construction point production.

Mediator. Mediators are assigned to castles. If the knight is captured, the mediator automatically negotiates his safe return without paying ransom. Once the mediator has been used, he is removed from the parcel and no retainer is assigned there.

Merchant. Merchants increase the gold production in the towns or cities where they reside.

Sword Master. Sword Masters work for knights at a fief or a castle. The sword master increases the recruitment revenue production in the parcel.

Book VI: How Castles are Constructed and Repaired

When you first place a knight on an estate, he automatically builds a simple castle. To improve the estate's defenses, select the parcel and click the Upgrade button. You will see a list of the castle designs currently available and their costs. After you choose a design, the cost is deducted from your treasury and construction begins. Construction takes time and will vary according to the number of construction points produced by parcels in the region. Until the work is complete, the old castle appears during battles.



When a castle is damaged during combat, it can be repaired after the battle is over. For damaged castles, a Repair option appears. Click Repair to restore a damaged castle.

Book VII: On Garrisons

A castle can hold a single army plus all garrison troops stationed there. If an entering army would exceed the limit, no companies of that army will enter (although individual companies can be ordered to enter separately). Armies are moved into castles by selecting the army and right-clicking the castle.

Part IV: Diplomacy

The successful noble is ever mindful of the powerful all around him. This includes not just neighbors, kings and emperors, but also the omnipresent influence of the Church and the will of the Pope.

The Political screen is used to track personal ratings, monitor the state of your lands, set attitudes toward other players, make offers of peace and alliance, and declare war or proclaim crusade.

The Diplomacy button sends you to the Political screen. Remember, the game does not pause while you are on this screen. The Political screen is made up of the Map, the Information Display, and the Selection Buttons.



The Diplomacy Screen

The Map shows parcels with region and kingdom borders indicated. Each parcel is color-coded to show who owns it. Estate locations are marked by icons. The buttons above the map allow you to display additional information.

The **Information Display** shows your ratings: **Chivalry**, **Christianity** and **Honor**. The remaining information depends on what is selected. **Politics** shows the actions possible toward other noble houses. **Noble Houses** shows the current information about other nobles and allows you to set your attitude toward them.

Book I: Wherein the Ratings are Explained

There are three standards by which your actions and inactions are measured: Chivalry, Christianity, and Honor. These ratings rise and fall based on actions taken by the House. The numbers range from one (worst) to seven (best). The ratings have a broad effect on your realm and your interactions with others. Most importantly, your ratings will determine what manner of special vassals flock to your banner.

Chivalry affects your relations with your knights. Chivalry is increased by winning battles, becoming a king, paying ransoms, and conquering regions. Chivalry decreases when mercenaries are hired, battles are lost, knights desert due to low morale, ransoms are not paid, and when fighting with no quarter. When serving a highly chivalrous lord, soldiers have higher morale, and regain morale and replace losses quicker. Low chivalry results in soldiers being worse in all these categories. Gallant knight vassals will only offer to serve chivalrous lords, while nefarious scoundrels may only work for black-hearted lords.

Christianity is the measure of your piety and standing with the Church. Christianity increases over time based on the number of cathedrals and churches you have. Christianity also increases by winning battles on church or cathedral parcels and conquering enemy regions during a crusade.



It decreases when you raze serf and clergy parcels, pillage (especially for pillaging your own or church lands), fight battles in enemy territory (unless the enemy is excommunicated or a heretic), fight battles on enemy church parcels, and fight battles in enemy cathedral regions. Lords with high Christianity attract the pious, virtuous and diligent. A Christianity of seven allows a king to attack those with a four Christianity or less with no penalties and to Crusade against those with a Christianity of two or less. A Christianity of six allows a king to ignore penalties when attacking an enemy whose Christianity is three or less. Those with low Christianity often attract barbarians, pillagers, and other evil types. When a lord's Christianity falls to two, he is excommunicated and the penalties for attacking him are negated. When a lord's Christianity is at one, the Church declares him a heretic. Any war against a heretic is automatically a crusade with all the benefits explained below.

Honor affects your dealings with other nobles, burghers, and mercenaries. Honor increases when you fight your ally's enemies, offer captured knights for ransom, fight honorably through an entire war, sign peace treaties, form alliances, and hire mercenaries. Your honor decreases when you execute knights, declare war, break alliances, attack your allies without declaring war, and raze cities or towns. It also drops when your mercenaries disband due to casualties. The most honorable lords generally find it easier to form alliances and make peace with other nobles. Those with an honor of six or seven pay reduced costs for building castles, hiring mercenaries and ransoming knights. The dishonorable lord will have difficulty forming relationships with other nobles. Those whose honor is two or less suffer increased costs when building castles, hiring mercenaries, and ransoming.

Book II: On War, Peace, Alliance, and Gifts

There are four diplomatic states: **War**, **Crusade**, **Peace**, or **Alliance**. You can have a different relationship with every noble house, and these relations can change over time. Relations can be changed by clicking Politics on the Selection buttons. The Information Display then shows a list of possible actions. Left-clicking an action changes the cursor to indicate the choice. Move the cursor to the map to select a target. The cursor changes to indicate the action is valid for the target noble house. At the same time, the effect of the possible action on your ratings is shown in the Information Display. Left-clicking the target completes the action. Right-clicking will cancel the action.

Declare War/Crusade allows you to declare war on another house. A declaration is not required before attacking another lord, but doing so will reduce the ratings penalty of a sneak attack. Declaring war on an ally will cost Honor.

Generally, waging war displeases the Church, and attacking armies in enemy lands will cost Christianity. However, the Church condones attacks against the excommunicated and will not assess a penalty. The Church favors lords who wage war on heretics. If you attack a heretic (a crusade), you incur no penalties for attacking, razing, or pillaging, and earn bonus Christianity whenever you capture a heretic's region.

Peace is brokered between enemies. If peace is accepted, you and your former enemy gain honor for the deed. Before peace can be declared, nobles must remove their armies from each other's lands.

Alliances can be arranged between nobles at peace. When an alliance is accepted, you and your ally gain several benefits. Armies treat allied lands as friendly territory for movement and supply and sharing fog of war (you see what your ally sees). You also gain honor for making alliances.

Break Alliance allows you to end any alliance by decree. This causes an immediate loss of Honor and puts both houses into a state of peace.

The **Give** action opens a panel where you can give crowns to other nobles. When you have entered the amount you want to give, click the Give button to complete the action. By giving gifts you can influence the opinion other nobles hold of you.

The **Accept/Decline Offers** button lets you decide on offers of peace and alliance made by other players to you. Select the offer you want and choose the Accept or Decline button. If you decline, the offer is immediately withdrawn. If you accept, the offerer will eventually send a response indicating that your acceptance has been received. A message noting this is shown and added to your Message Log. Another noble's offer is only good for a short time, so if you do nothing it will eventually be declined

Book III: Regarding the Attitudes of Nobles

Every noble has an Attitude toward all other nobles. The attitudes are **Fight Honorably**, **Neutral**, and **No Quarter**. These attitudes affect the fate of prisoners and what happens when the opposing force chooses to withdraw from a battle.

When you choose to **Fight Honorably**, you are allowing your enemy to withdraw from battles peacefully (gaining honor and chivalry for doing so). Knights you captured in battle are automatically offered for ransom. The withdrawing companies suffer fewer losses in the retreat, as you have chosen to honorably let them go.

The **Neutral** setting leaves all decisions regarding knights' fates in your hands. You can offer or execute knights on a case-by-case basis.

No Quarter means you will not let enemy leave the field unpursued. Enemy knights captured in combat are automatically executed at the end of the battle, costing no additional Honor in the process. Furthermore, withdrawing companies take additional losses from your relentless pursuit. However, knowing they are fighting a merciless opponent, all enemy companies have increased morale when in combat against you. Furthermore, selecting this attitude causes an immediate loss of Chivalry as your good name is sullied.

Part V: Multiplayer

Lords III can be played through a LAN or over the Internet. Multiplayer games use the same scenarios as the single player game with each player taking the role of one of the noble houses in the game. There are no campaigns in multiplayer; all scenarios are unlocked at start. Conquest scenarios range from two to eight players. Battle Scenarios are for two players only.

To play a multiplayer game, all players are required to have a copy of the *Lords III* disk in their CD-ROM drive. Upon starting the game, all players should choose the Multiplayer option.

Book I: Setting Up a LAN Game

Start a LAN game by selecting the LAN option on the Multiplayer screen. You will then be prompted for a player name. The next screen displays all games currently being played on the network.

The game display lists the name of the game being played, current ping rate, and the number of players in the game. Selecting a particular game provides additional details about that game.

To join an existing game, select the game from the list and press Join. This takes you to the staging lobby where you can see and chat with the other players. Once done, you press Ready. When all players have signaled they are ready, the game will begin.

To host a game, press the Create Game button. You will enter the staging lobby, where you select and name a scenario and set game conditions.

When the host presses 'Okay' all players are taken to the Game Start screen where you select a portrait, heraldry, and starting position. When all players have made their choices the game begins.

Book II: Setting Up an Internet Game

If playing through the Internet, you must have a Gamespy account. You can create a free account at Gamespy if you are not already registered. Enter your Gamespy nickname and password to access the Main Lobby. Here you can find the latest news and updates and proceed to the Group Room Selection.

The Group Room Selection prompts you to choose from a selection of available game rooms. Choose one to enter it.

The Group Room lists the name and type of games being played, the maps used, the current ping rates, and whether a game is open (no password) or private (password required). You can sort games by varying conditions and also access your buddies/ignore lists. There is also a chat window for players to use.

To join an existing game, select the game from the list and press Join. This takes you to the staging lobby. Once done, you press Ready. When all players have signaled they are ready, the game will begin.

You can also host an Internet game. The process for hosting an Internet game is identical to the process for hosting a LAN game.

Book III: Wherein In-Game Controls are Described

When playing a multiplayer game of Lords III special chat functions are available.

The Chat command ("Enter") opens a small text window at the bottom of the map window. Messages entered here are sent to other players in the game. Incoming messages are identified by player name and color. By default, chat messages are sent to all players. Text commands allow messages to be routed to specific players or groups. The Log button in the corner of the window opens the Chat Log over the entire screen so you can see all chat messages. Pressing the button again closes the log.

Chat commands are as follows:

Command	Hotkey
Send message to allies	/a followed by the message
Send message to specific player	/ <playersname> followed by the message
Send message to opponents	/o followed by the message
Chat help	/h