

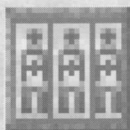


## *Battle Reference Card*

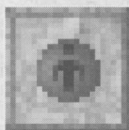
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### *Castle Siege Screen*

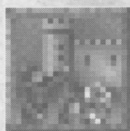
*Assign Labor*



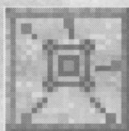
*Place Units*



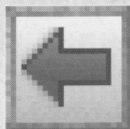
*Target Units*



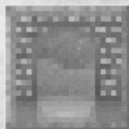
*Show Targeting*



*Go to Siege  
Summary Screen*



*Exit*



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### *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.