

Incredible Simulations Inc. presents...

# Medieval Tactical Combat in the Middle Ages

Medieval and the BattlePlan Scenario and Symbol Editors are  
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## **System Requirements**

### **Medieval Minimum System Requirements:**

Windows 95

133mhz Pentium class processor

800x600 16 Bit High Color (or better) Graphics Display Capability

16 meg of RAM

20 meg of Hard Drive Space

CD-ROM Drive (for installation)

## **Introduction**

Medieval armies usually consisted of a king or his appointed commander, knights, men at arms, mercenaries, and often untrained militia from the surrounding countryside. It would usually be organized into a number of wings or groups each consisting of a mixture of the available arms types. Nobles, Knights, and men at arms usually occupied the center of a wing, while the more mobile missile armed troops screened their flanks. The militia were generally relegated to guarding camps and were not usually trusted in battle.

On the field, the wings could be aligned in lines or columns depending upon the position adopted. The English usually fought dismounted and adopted a defensive position, employing woods or other natural obstacles to guard their flanks. Continental armies usually assumed an offensive posture, attacking with their wings in column.

The interrelationships of the various unit types was very important to the evolution of strategy on the medieval battlefield. The mounted knight provided the most effective combination of speed and shock but even the knight could not ride the battlefield with impunity. Longbow and pikemen proved they could stand and turn back the stiffest cavalry charge. Each unit type in a wing was most effectively used in concert with each other.

Medieval is a tactical combat game depicting various field battles that took place in the period from about 500 AD to 1500 AD. The game system itself is basically "scale-less" but is generally built around a 25 yards per hex/25 men per unit system. As with previous Incredible Simulations' titles, Medieval was designed to be a fast turn based game. There are no seperate phases for movement and combat. Players may perform any available action at any time during their turn segment. Most of the scenarios have been scaled down to keep the battles tight and focused. Enjoy!

## **Interface**

### **MenuBar Functions**

The Windows menu bar provides access to all of the functions one may perform or set in Medieval. The menu bar groups are as follows:

## **File**

The File Group Menu Bar functions include:

### **Start New Battle**

To start a new battle, select File then Start New Battle from the MenuBar selection panel. You'll next see the new battle selection screen which will be present you with a series of simulation options as follows:

### **Computer Is**

The Computer Is group determines what the computer's function will be for the selected battle.

### **Western Force**

The computer will command the forces to the left side of the map.

### **Eastern Force**

The computer will control the forces to the right side of the map.

### **Neither**

The computer "referees" the battle. Choose this option for a human vs human battle.

### **Both**

The computer commands both forces and plays against itself.

Note that the terms Western Force and Eastern Force are generic names referring to the forces that command the left or western side of the map, and the right or eastern side of the map. When fighting an actual battle, these terms will be replaced by the actual historical names of the combatants. For example The Battle of Stamford Bridge pits the Saxons (the western force) against the Norsemen (the eastern force).

### **PBEM (Play By E-Mail)**

To set up a Play By E-Mail game, click on the PBEM control and Medieval will generate a PBEM file after each turn segment.

The Play By EMail option allows you to play Medieval head to head against an opponent anywhere in the world via electronic mail. All you have to do is send a turn segment file to your opponent after completing your game turn.

### **Setting Up A PBEM Game**

When starting a human vs human game, click on the PBEM box to turn on the Play By E-Mail option. The first player (player commanding the "western" forces), is responsible for setting the game variations.

### **Saving a PBEM Game**

Once the game variations are set, the player commanding the western forces starts the game and begins play. Medieval will begin saving a PBEM file called Medieval.PBM at the end of every turn segment. You'll receive a message indicating that the PBEM file has been saved. At this point, you should exit Medieval and send the file Medieval.PBM to the second player.

### **Loading a PBEM File**

Upon receiving a PBEM file from your opponent, copy it into your Medieval\Games directory. Then start the game. From the menu bar, select File, then Load PBEM Game. After loading the file, you'll receive a turn segment report alerting you to the losses and gains that took place during your opponent's turn. Select OK when finished with the report and continue the game with your turn segment. When done with your turn, send the new Medieval.PBM file to your opponent.

### **Surrender Point**

Sets the point at which an army will "give up the fight" and surrender the field to the enemy. If an army's morale slips below this breaking point, it surrenders and the battle is over.

Medieval defaults to an Army Morale surrender point of 30, but you may lower this for "last stand" type battles, or raise it depending upon what you want the surrender point to represent.

Note that if the battle contains a terrain objective held by a surrendering force, any points associated with the objective are automatically awarded to the winning faction regardless of which army occupies the objective.

### **AI Style**

The AI Style group sets the style of game played by the computer in Human vs Computer games.

#### **Aggressive**

The computer plays a more aggressive "attacky" style of game and basically takes more chances

#### **Cautious**

While one couldn't call the cautious style timid, in this AI mode, the computer holds back a bit, and plays a more defensive game.

#### **Balanced**

The balanced mode is a random combination of the Aggressive and Cautious AI modes. Select this mode for more of an "off the cuff" computer opponent.

### **Fog of War**

When turned on, the Fog of War (FOW) option, in essence hides some of an opponents statistics from being viewed until contact (combat) is made with the unit. It represents the situation where you may see a group of warriors armed with battle axes and kite shields but at the same time, you don't know their morale, level of training, or experience ect. As the saying goes... there's only one way to find out!

When the FOW option is turned off, all of an enemy unit's statistics will be open to you whether you've previously met them in battle or not.

### **Visibility**

#### **Always**

With visibility set to Always, an entire army's units will always be visible on the map and to the opposition for the entire game.

#### **Upon Detection**

Each individual unit becomes visible only when an opposing unit can see it. Units can "see" other units on the battlefield when they are able to trace a line of sight (LOS) to the unit. Whether an LOS exists between units is mostly determined by terrain type and weather. In Medieval, units never block LOS. When Upon Detection mode is selected, the computer automatically calculates the LOS and determines unit visibility.

## **Weather**

The type of weather selected impacts upon visibility, movement, and combat. The following types of weather conditions are modeled in the Medieval game system:

### **Clear**

Max Sighting Range: 120 hexes

Movement: -

Missile Fire: -

Charges:-

### **Rain**

Max Sighting Range: 60 hexes

Movement: +1

Missile Fire: -10%

Charges:-

### **Heavy Rain**

Max Sighting Range: 30 hexes

Movement: +2

Missile Fire: -20%

Charges: Not Available

### **Fog**

Max Sighting Range: 8 hexes

Movement: -

Missile Fire: -20%

Charges:-

### **Snow**

Max Sighting Range: 40 hexes

Movement: +1

Missile Fire: -10%

Charges:-

### **Heavy Snow**

Max Sighting Range: 20 hexes

Movement: +3

Missile Fire: -30%

Charges: Not Available

### **Battles**

The battles selection box in the start new battle screen allows you to view and select the various medieval battle scenarios that are currently installed in your system. A description of the battle currently selected is provided in the battle history box at the bottom of the screen.

### **Save Game**

Saves the current game in progress

### **Save Game As...**

Saves the current game in progress under a different name

### **Load Game**

Loads a previously saved game

### **Load PBEM Game**

Loads a Play by E-Mail game

### **Exit**

Exits Medieval and returns to Windows

## **Command**

The Command menu group includes:

### **Charge**

Puts the selected unit into Charge Attack Mode.

### **Missile Fire**

Puts the selected unit into Missile Fire Mode.

### **Rally**

Issues a Rally Command to the selected unit.

### **Change Formation**

Brings up the Change Formation selection screen.

Use the change formation command to set the order or formation in which a unit's men line up. Different formations yield different effects on a unit's movement, combat, missile fire, and defensive capabilities. A unit must first pass a Morale Check in order to successfully change its formation. Should a unit fail the morale check during a change formation command, its formation is automatically set to None.

### **Notes:**

- Units may perform only one change formation attempt per turn
- Disrupted, Routed or Broken units may not change formation.
- Units occupying a hex with a terrain defensive modifier (stream, marsh, woods) may not change formation.
- Units in an enemy ZOC may not change formation

See Formation for a detailed examination of the formations available in Medieval.

### **Change Facing**

Changes unit Facing from East to West or West to East There are two Facing modes in Medieval. Those are left and right or East and West. A unit may only sight thru its Front and Flank hexsides. Anything behind the direction that a unit is facing cannot be seen. Units are hampered in their ability to defend if attacked thru their flank, or worse yet, their rear hexside. A unit may change its facing at anytime during its turn segment without cost.

### **ReSupply**

Issues a ReSupply order to the selected unit.

### **Show Leader**

Reports the selected unit's leader and hex location.

### **Next Unit**

Selects the next available unit.

### **Previous Unit**

Selects the last available unit.

## **Battle**

The Battle menu bar functions include:

### **Battle Report**

Provides an overall report on the progress of the battle

The Battle Report displays the following statistics for each faction:

#### **Men**

Active:	Total number of men currently active
Destroyed:	Total number of men killed in action
Surrendered:	Total number of men who have surrendered
Deserted:	Total number of men who have deserted
Total Lost:	Total number of men lost (KIAs, surrenders, and deserters)
%Lost:	Percentage of men lost.

#### **Units**

Active:	Total number of units currently active
Destroyed:	Total number of units killed in action
Surrendered:	Total number of units that have surrendered
Deserted:	Total number of units that have deserted
Total Lost:	Total number of units lost (KIAs, surrenders, and deserters)
%Lost:	Percentage of units lost.

#### **Army Morale**

The average morale of an army. If an army's morale slips below its surrender point, the army will surrender and "give up the field" to the enemy.

#### **Surrender Point**

The point at which an army will surrender to the enemy. For example, a surrender point of 25 means that an army will surrender if its morale drops below 25.

#### **Fire Power**

The aggregate fire power of the currently active units.

### Combat Strength

The aggregate combat strength of the active units.

### Victory Points

The total number of victory points held by a faction.

### **Turn Report**

Provides a combat report indicating gains and losses that have taken place during the current turn segment only.

The turn report displays the following statistics of each faction for actions taken place during the current turn.

#### Men

Active:	Total number of men currently active
Destroyed:	Total number of men killed in action
Surrendered:	Total number of men who have surrendered
Deserted:	Total number of men who have deserted
Total Lost:	Total number of men lost (KIAs, surrenders, and deserters)
%Lost:	Percentage of men lost.

#### Units

Active:	Total number of units currently active
Destroyed:	Total number of units killed in action
Surrendered:	Total number of units that have surrendered
Deserted:	Total number of units that have deserted
Total Lost:	Total number of units lost (KIAs, surrenders, and deserters)
%Lost:	Percentage of units lost.

### Victory Points

The number of victory points gained or lost during the turn.

## **Army**

### **Standing Orders**

#### **Charge Evasion**

When a Charge Attack is leveled against a unit, that unit may attempt to evade the charge. The charge evasion standing order sets the rules that your units should follow when charged.

#### Attempt Evasion of All Charges

Your units will attempt to evade all charge attacks launched against them.

#### Attempt Evasion of Unfavorable Charges

Your units will attempt to evade only those charge attacks in which their losses would appear to be greater than those of the charging unit.

#### Do Not Evade Charge Attacks

Your units will never attempt to evade any charge attacks.



### **Close Combat Counter Attack**

Whenever a unit enters a frontal hex ZOC of an opposing unit, that unit may immediately launch a close combat attack on the advancing enemy unit. The counter attack standing order sets the rules that your units should follow when enemy units enter their ZOCs.

#### Counter All Possible Attacks

If able, your units will immediately launch a close combat attack on any unit entering their frontal ZOC.

#### Counter Attack Only if Favorable

Your units will counter attack intrusions into their ZOCs only if enemy losses would appear to be greater than theirs.

#### Do Not Counter Attack

Your units will never counter attack ZOC intrusions.

### **Leader Exemptions**

The Leader exemptions provide you with the opportunity to differentiate your leaders' defensive actions from those of your "regular" units. For example, you might set your regulars to counter attack if favorable, but stop your leaders from doing so in order to keep their fatigue levels to a minimum.

#### Attempt Evasion of All Enemy Attacks

When selected, your army's wing leaders will attempt to evade all combat attacks launched by the enemy.

#### Do Not Counter Attack

When selected, your wing leaders never launch counter attacks against enemy units.

Note: If leader exemptions are not selected, wing leaders follow the charge evasion and counter attack standing orders set for all units.

### **Command Range Movement is: On/Off**

Turns the Command range Movement rules on or off.

With Command Range Movement on, a unit may not move outside of its leader's command radius. With Command Range Movement off, a unit may move anywhere that its MPs allow, however if it moves beyond the command range of its leader, it still suffers all penalties associated with being out of command. See Leaders

### **Western Forces OB**

Shows the current order of battle of the western force.

### **Eastern Forces OB**

Shows the current order of battle of the eastern force.

### **Unit Info Display**

Toggles the Unit information display from minimum to maximum.

## **Terrain Objective**

The Terrain Objective menu group includes:

### **Objective Status**

Shows the status of the battle's terrain objective.

### **Victory Objective is On/Off**

Toggles the symbol marking the terrain objective hex on or off.

Note that in battle's that do not contain a terrain objective, these menu selections will be deactivated and not accessible.

## **Reinforcement**

The Reinforcement menu group includes:

### **Western Reinforcement**

Shows the reinforcement schedule of the western force if applicable.

### **Eastern Reinforcement**

Shows the reinforcement schedule of the eastern force if applicable.

Note that in battles where there are no reinforcements, or after all reinforcements have arrived, these menu options will be deactivated and not accessible.

## **Display**

The Display menu group includes:

### **Zoom In**

Zooms in the view of the battle map to the next highest level. There are three map zoom levels in the Medieval system. To zoom in to a portion of the battle map, first click on the Zoom + icon on the Command Panel, the cursor will change to a magnifying glass. Next click on the map portion that you want to zoom to.

### **Zoom Out**

Zooms out the view of the battle map to the next lowest level. There are three map zoom levels in the Medieval system. To zoom out the battle map display, just click on the Zoom - icon on the Command Panel.

### **Map Overlay is On/Off**

Toggles the map overlay symbol on or off. The map overlay symbol is usually a hexagonal grid that overlays the entire battle map making it easier to discern individual terrain sections.

### **MapText is On/Off**

Toggles any text on the map on or off. Very often Medieval battle maps will contain text labels indicating various features of the map (cities, rivers, roads, etc.). The map text toggle gives you the flexibility to turn these labels on or off.

### **AI Display Level**

Selects the zoom level at which the battlemat should be displayed during the computer's (AI) turn.

## Preferences

The Preferences menu group includes:

### **Auto Rally is: On/Off**

With auto rally on, the computer will automatically attempt to rally any of your Routed or Disrupted units at the beginning of the turn segment. With auto rally off, you can choose to rally units on an individual basis. See Rally

### **Set Message Delay**

Allows you to set the number of seconds a game message will be displayed on the information panel.

### **Sound is: On/Off**

Allows you to turn Medieval's digitized sound effects on or off.

## Help

The Help menu group includes:

### **Contents**

### **Keyword Search**

### **About Medieval**

Displays Medieval Credit, Copyright, and Version information.

## Game Concepts

## **Sequence of Play**

The sequence of play for both factions in Medieval is as follows:

- Reinforcement Check
- Rally Sequence (if Auto Rally is enabled)
- Movement and Combat
- Berserker Check
- Deserter Check

## **Army Morale**

The overall measure of an army's willingness to fight. Should an army's morale slip below its Surrender Point, the army will surrender the field to the enemy and automatically lose the battle. Army morale is displayed at the start of every turn segment and can also be monitored from the Battle Report screen.

## **Unit Statistics**

### **Men**

The number of active men in the Unit.

### **Morale**

A measure of the unit's training and willingness to fight. (0-120)

Morale is a key concept to the operation of Medieval. A unit's morale represents its combat efficiency and willingness to fight. Virtually every action that a unit may take is influenced to some degree by its morale level. Morale for all units is rated between 0 (lowest) and 120 (highest).

### **Morale Decreases**

All Units experience decreases in morale as a direct result of taking combat losses.

### **Morale Increases**

Morale is increased at the beginning of each turn segment for all units that did not move and or were not involved in any combat during the previous turn.

### **Low Morale**

When a unit's morale level falls below 30, it is considered Broken and will be severely hampered in any operations.

### **Notes**

- Units within command range of a Leader recoup morale points at a greater rate.
- A unit's morale can never exceed its initial morale setting.

### **MPs**

A unit's current MP total. See Movement

### **Class**

A unit's class represents its level of training and morale. The levels of unit class in Medieval are as follows:

#### **Peasant**

Morale Max:50

Untrained soldiers added to fill out an army.

#### **Militia**

Morale Max:70

Average trained soldiers.

#### **Veteran**

Morale Max:80

Experienced trained soldiers.

#### **Elite**

Morale Max:90

Experienced highly trained soldiers.

#### **Nobel**

Morale Max:100

Experienced highly trained soldiers, usually of royal blood (European feudal nobility)

### Hero

Morale Max:120

Reserved for those figures of extraordinary ability.

### **Status**

A unit's status represents its current operating level. The four status levels in Medieval are as follows:

#### Ready

Unit is fully functional.

#### Disrupted

Unit has lost some measure of order and coordination.

- Cannot hold or change formation
- Attacks, defends and fires missiles at a reduced level of efficiency
- Must pass a Morale check before initiating combat or firing missiles

#### Routed

The unit has lost all sense of order and coordination.

- Cannot hold or change formation
- Cannot enter enemy ZOCS
- Cannot initiate attacks
- Cannot fire missiles
- May surrender if attacked
- May only move towards its starting map side

#### Broken

The unit's morale has fallen below thirty. A severely hampered unit.

- Cannot hold or change formation
- Cannot enter enemy ZOCS
- Cannot initiate attacks
- Cannot fire missiles
- May surrender if attacked
- May only move towards its starting map side
- Warriors may begin to desert the unit

### **Unit Formation**

The term "formation" refers to the way a unit is lined up. A unit's formation plays a significant factor in its ability to move, fight, defend, and fire missiles. The following are the formation types available in Medieval:

#### **Column**

Best used for movement and attack.

- increased combat ability
- no movement penalties
- may initiate charge attacks

#### **Skirmish**

Best used for Missile Fire.

- increased missile fire capability
- can not initiate attacks or charges
- reduced rate of movement

-only unit's capable of missile fire may enter Skirmish Formation.

### **Shieldwall**

Best used for defending against close combat attacks.

- increased defensive ability
- can not move
- can not fire missiles
- can not initiate attacks or charges
- only units with medium sized or larger shields may enter Shieldwall Formation.

### **Square**

An "all around" formation best used for defensive purposes.

- units in square formation have no rear or flank hexsides.
- reduced rate of movement

### **None**

Units without any formation can carry on most functions-- at reduced levels of efficiency

- units with no formation may not charge attack

### **Fatigue**

The measure of a unit's fatigue level. During battle units become fatigued. With each level of fatigue that a unit carries, its abilities to perform on the battlefield become degraded. If afforded no rest a unit will become 100% fatigued ( exhausted) and will barely be able to function. Units may recover from fatigue by not moving and or not being involved in close combat.

- Fatigue is measured in increments of 0,25,50,75, and 100%
- Both Foot and Horses units bearing an excessive amount of weight, become fatigued at a higher rate when involved in close combat.

### **Weight**

The total weight of the equipment that each man in a unit is carrying. Certain units move slower and fatigue at a higher rate if carrying excessive weight. Total weight is measured by the following three categories:

#### Light (Lt)

Units suffer no additional fatigue points

#### Moderate (Mod)

Foot units suffer extra fatigue during close combat and move at a slower rate

#### Heavy (Hvy)

Foot units suffer extra fatigue during close combat and move at a slower rate

Horse units suffer extra fatigue during close combat

Note:

Supply units are not affected by equipment weight.

### **Leader**

- If the unit is a wing leader, its rating and command range are indicated
- If the unit is a "regular", its leader's name and rating are indicated
- Regular units not in command are designated with an "X"

### **Combat**

The type of combat weapon used and current combat strength of the unit.

The measure of a unit's raw close combat ability. The higher the rating, the stronger the unit. Mostly derived from a unit's weapon type, number of men, morale, and class.

### **Missile**

The type, strength, and range of the missile weapon used. The measure of a unit's raw missile fire power. The higher the rating, the deadlier the unit. Mostly derived from a unit's missile weapon type, number of men, morale, class, and formation.

### **Defense**

The measure of a unit's ability to defend itself against combat and missile attacks. Defense ratings are measured in percentage form zero (low) to a maximum of eighty percent. A unit's defense rating is based upon its armor type, shield type, terrain occupied, formation, class, and morale. See Strength Modifiers for more details.

### **Ammo**

The amount of ammunition a missile unit has left measured by:

- |    |   |
|----|---|
| X  | Unit has no ammunition and may not fire   |
| 1  | Unit may fire one shot before running out of ammunition                                     |
| Lo | Unit is low on ammunition and has a 25% chance of having one shot left with each shot fired |
| Hi | Unit is high on ammunition but has a 10% chance of reaching low status with each shot fired |

### **Value**

The number of victory points that the unit is worth.

## **Leaders**

Medieval armies are broken down into Wings (combat groups) which are commanded by leaders. Leaders aid subordinate units in Rally Attempts, Morale Checks, and in recovering Morale points-- IF the leader's rating is positive. Leaders with negative ratings will actually hinder units in the above categories. In addition to the normal unit statistics, leader units contain the following two:

### **Command Range**

The distance at which a unit may be from a wing leader and still be under its influence. Units within the command range of a Leader are considered to be "in command".

### **Rating**

A measure of the leader's ability. Leader ratings may be positive or negative.

### **Notes:**

- Units that stray beyond the command range of a leader no longer receive any of the benefits of the leader's abilities and fight at a disadvantage in close combat.
- If a wing leader is destroyed, its units may still function on the battlefield but no longer receive any of the benefits of the leader's abilities.
- If a wing contains multiple leaders, units automatically fall under the command of the closest leader.
- Leaderless wings are never influenced by another combat wing's leader.
- Leaders also have the ability to evade ALL type of close combat attempts. See Evasion

## **Morale Checks**

A unit's morale or willingness to fight is tested at various stages during a game. Unit's passing the morale check are able to carry on as normal. Units failing a morale check are penalized to a degree depending upon the cause of the morale check.

### **Situations that cause a Morale Check:**

- Attempting to Rally
- Attempting a Charge Attack
- Attempting to Evade Attacks
- Attempting to Change Formation
- Disrupted units attempting to fire missiles or initiate combat
- Routed or Broken units failing a morale check when attacked may surrender
- Routed or Broken units failing a morale check at the end of their turn segment may desert

## **Structures: Castles and Camps**

Structures like castles and camps are built into the Medieval system for the sole purpose of providing supply and-- depending upon their defensive capability, sanctuary to units.

All structures have the following statistics:

### Side

Which faction the structure belongs to.

### ReSupply Level

The number of times the structure is able to provide supply to a unit. See ReSupply

### Def (Defensive Modifier)

Structures may have positive or negative defensive modifiers. Units battling from a hex containing a structure receive a defensive shift depending on the structure's defensive rating. For example, a unit occupying a camp with a defensive modifier of minus two would receive a -20% increase in its defensive capabilities.

### Height

The height of the structure (used for LOS determination)

### Notes

-Units occupying structures:

- may not initiate close combat attacks
- may not evade close combat attacks
- may not launch counter attacks
- are not subject to fallback movement if routed or disrupted in battle

-Units may receive supply from an enemy structure ONLY if they occupy the structure

-Units may not receive supply from any structure occupied by an enemy unit

## **Terrain Statistics**

Terrain statistics are displayed along the bottom of the Game Info Panel. The terrain stats displayed represent that of the currently selected unit, or that of the hex pointed to by the cursor.

The following terrain statistics are modeled in Medieval:

### **Hex**

The number of the hex.

### **Type**



The type of terrain represented in the hex as in Rivers, Woods, Marshes, etc.

**Elv (Elevation/Height)**

The elevation of the base terrain and the height (if applicable) of any secondary terrain in the hex. For example, a hex containing a base elevation of 2 with a secondary terrain of type Woods with a height of 3, would be represented as Elv:01/04. Height is always measured as the height of the secondary terrain plus the base elevation of the hex.

**CPM (Cost Per Move)**

The base movement cost of the hex. Note that if the hex is part of a selected unit's move overlay, CPM then represents the total MPs required to move into the hex from that unit's current position.

**Def (Defensive Modifier)**

Active hexes may have positive or negative defensive modifiers. Units battling from an "active" terrain hex receive a defensive shift depending on the type of terrain occupied. For example, a unit occupying a forest hex with a defensive modifier of two will receive a 20% increase in its defensive capabilities if attacked.

**Dist (Distance)**

The distance in hexes from the currently selected unit.

**Zones of Control**

A unit's zone of control (ZOC) is usually described as the six hexes that surround it. This also holds true for the Medieval system, with one exception. In Medieval, units can only project control into frontal and flank hex sides. Units NEVER exert an influence into rear hexsides. See Facing

Notes:

- Broken or Routed units never project control over ANY hex sides.
- Whenever units move into an enemy ZOC
  - they may move no further for the rest of the turn segment.
  - they may be counter attacked by the enemy units controlling the ZOC.

**Line of Sight**

A Line of Sight (LOS) determines if units can see, and consequently, fire upon each other. The Medieval system automatically calculates whether a line of sight exists between units.

**LOS Effects and Restrictions**

- LOS is either blocked or unblocked. Blocked LOSs do not allow missile combat or spotting to occur between the two units in question.
- Units have no effect on whether an LOS exists between units, however only certain missile weapons such as long bows, are capable of firing over the heads of intermediate units to reach a target. Crossbows for instance, cannot fire over or through units to reach a target. See Missile Weapons
- LOSs are never blocked into hexes adjacent to a unit.
- Units can always fire into or out of, but never through a hex with a height greater than its elevation. For example, a forest hex with a base elevation of 1 might have a total height of 2 due to the height of the trees in the hex. A unit would be able to fire into or out of this forest hex but never through it. See Terrain Statistics

## **Movement**

Each unit is allotted a number of movement points (MPs) per turn which it expends in order to move on the battlefield. The cost of MPs per move depends upon on the terrain, distance covered, and the type and status of the unit moving.

### Selecting a Unit

To select a unit for movement and or combat, move the cursor over the unit and left-click the mouse button. The selected or "hot" unit is outlined with a white hex border and its statistics are displayed on the Info Panel or Unit Detail Window.

Once selected, the movement overlay symbol will cover every hex that the unit may legally move to. To move the unit, click on the hex that you want to move the unit to. The unit will then appear at the new location and the cost of the move will be subtracted from the units MPs.

### **Factors Influencing Movement Rates**

#### Command Range

When Command Range Movement is enabled, units "In Command" may not move outside of the command range of their leader. See Leaders.

#### Terrain Effects

- Each hex terrain has a cost per move (CPM) value which a unit must "pay" in order to enter it. A terrain's CPM value is listed in the Terrain Stats line on the Information Panel.
- Units cannot move to terrain with base elevations greater than their current elevation plus one.
- Terrain Hex CPM and elevation are established for each battle in the BattlePlan Battle Editor

#### Unit Type

There are three basic unit types in Medieval.

- |        |   |
|--------|---|
| Foot   | Infantry units  |
| Horse  | Cavalry units, units that fight mounted on horses and generally have more MPs then all other units. |
| Supply | Supply bearing units, these units are able to resupply other units                                  |

Both infantry and horse (rare!) units may be armed with weapons capable of missile fire.

- Supply units expend a greater rate per move then Foot or Mounted units.
- Supply units may not enter enemy ZOCs
- Infantry Units suffer movement penalties when overburdened with equipment weight..

#### Unit Status

- Routed and Broken Units may not enter enemy ZOCs

#### Unit Formation

- Units in Shieldwall formation may not move at all.
- Units in Skirmish and Square formations expend a greater MP per move rate then those in Column or those in no formation..

#### Fatigue Level

- Fatigued units expend a greater MP per move rate than rested units.

#### Weather

- Weather conditions like rain and snow will increase a units MP per move rate.

### Enemy Zones of Control

- Moving into an enemy ZOC increases the MP movement rate.
- Once a unit has moved into an Enemy ZOC, it can not move any further for the rest of the turn segment and may be open to counter attack
- A unit beginning its turn in an enemy ZOC may not reenter another enemy ZOC for the duration of turn segment.

### Miscellaneous

- Units moving thru Caltrops expend a greater MP rate than normal terrain movement.
- There is no stacking of multiple units into a single hex in Medieval. Only one unit may occupy a hex at a time.

## **Unit Facing**

Simply put, a unit's facing determines what the unit can see. In order to charge, attack, fire missiles, or properly defend an attack, a unit must be able to see its target. Units may only sight enemy units thru their Front and Flank hexsides. See Change Facing

## **Charge Attacks and Close Combat**

Close combat refers to any non-missile attack that takes place between adjacent units on the battlefield. There are two types of combat in Medieval, Charge Attacks and Close Combat.

### **Charge Attacks**

The charge attack is the most powerful form of close combat in Medieval. A unit's combat strength is increased if it is able to charge attack an enemy unit.

#### To initiate a charge order, a unit must:

- be in Column formation
- not be more than 25% Fatigued
- must be of Ready status
- must have a clear path to the enemy unit
- must pass a morale check before beginning the charge

When charge conditions are met, the charge icon will be activated on the command panel. Click on the icon to start the charge order. All enemy units capable of being charged will be hi-lighted with the attack overlay symbol (usually a red hex border). Next move the cursor over the unit that you want to charge. The probable losses for each side will be displayed on the info panel. Lastly, click on the enemy unit to begin the charge.

### **Morale Check**

Before units begin the actual charge, they must pass a Morale Check. Units failing the morale check become disrupted and can not complete the charge.

Note: No Charge attacks may be initiated during heavy rain or snow weather conditions.

### **Close Combat**

To initiate a close combat attack, move the unit adjacent to the enemy unit to be attacked. Next move the cursor over that unit. The probable losses for each side will be displayed on the info panel. Next, click on the enemy unit to begin the attack.

Note: Moving into an enemy controlled ZOC may not be a casual affair as enemy units capable of launching a counter attack may do so once you've entered their ZOC. See Counter Attacks

### **Counter Attacks**

Counter attacks are a form of close combat initiated by units when an enemy unit moves into their frontal hexside. With the single exception of charging units, any time a unit enters an enemy controlled frontal ZOC, it runs the risk of being counter attacked. Whether units launch a counter attack or not, is influenced by their combined combat strength versus the combat strength of the unit entering the ZOC and the status of their Counter Attacks Standing Orders.

### **Berserk Attacks**

Any unit left adjacent to an enemy unit at the end of a turn segment without initiating an attack has a chance of going berserk. Berserk units will immediately launch a close combat attack on the nearest enemy unit. Berserk attack results can be favorable or unfavorable as the berserk unit receives a momentary morale boost for the attack but also loses any formation it may be holding.

### **Attack Evasion**

When a Charge Attack is leveled against a unit, that unit may attempt to evade the charge. In order to evade a charge attack, a unit must:

If the above conditions are met, the unit will move to the "safe hex" and avoid the charge. You can control under which conditions your units attempt to evade charge attacks in the Standing Orders section.

### **Leaders and Evasion**

In addition to evading charge attacks, leader units also have the ability to evade ALL close combat attacks. You can set your leader units evasion priority in the Standing Orders section.

### **Deserters**

At the end of a turn segment, a check for deserters is performed. Any units of Routed or Broken status are subject to having deserters. Should a unit of routed or broken status fail this morale check, a randomly determined number of men from the unit will desert. If the entire unit should desert, it is removed from the battlefield and its point value is awarded to the opposition.

## **Missile Fire**

Units capable of missile fire may target enemy units within their weapon's range-- if they can see them. Certain types of terrain may block the LOS but Medieval will automatically determine if an LOS exists between units. Units NEVER block LOS in Medieval.

### **Issuing a Fire Order**

If a selected unit can target any enemy within its fire range, the missile fire icon will be activated. Click on the icon to start the fire order. All enemy units capable of being fired upon will be highlighted with the attack overlay symbol (usually a red hex border). Next move the cursor over the unit that you want to fire at. The probable losses for the target will be displayed on the info panel. Lastly, click on the enemy unit to begin the missile fire. Watch for the actual results on the info panel.

## **Rallying Units**

As a result of combat and missile casualties, units may become disrupted or routed. When this occurs, a unit's ability to function becomes hampered. Disrupted or routed units may attempt to remedy this situation by trying to rally.

A rally attempt "costs" only 1MP but a unit may attempt only 1 rally per turn. Click on the Rally icon to issue a rally command. If the AutoRally feature is enabled, all disrupted or routed units will attempt to rally at the start of the turn segment.

Successful rallies are largely dependent upon a unit's morale and whether or not they are within the command range of a "good" leader. If a unit fails a rally command, it is forced to "fallback" a number of hexes toward its starting map side. Note that fallback movement does not expend unit movement points.

## **ReSupplying Missile Units**

As missile units fire, they deplete ammunition. Missile units may be resupplied by moving adjacent to a supply unit, or a structure (such as a castle or camp) with the ability to provide ammunition. When resupply conditions are met, the resupply icon will be activated on the command panel. Click on the resupply icon to resupply the unit's ammunition.

- Units may receive supply from an enemy structure ONLY if they occupy the structure
- Units may not receive supply from enemy occupied structures

## **Strength Modifiers**

There are conditions and situations that occur within Medieval where combat strength shifts are added (or subtracted) to an attackers or defenders base strength.

### **Combat Strength Modifiers**

#### Positive Combat Modifiers

- Unit is in Column Formation
- Unit is Cavalry attacking Infantry
- Unit is Charging
- Unit is attacking thru an enemy unit's flank or rear hex side
- Unit has a longer weapon than the enemy (for example Pike versus Sword)
- Unit is uphill of enemy

#### Negative Combat Modifiers

- Unit has no formation
- Unit is not in command
- Unit is infantry attacking cavalry
- Unit is defending attack thru its flank or rear hex side
- Unit is downhill of enemy

### **Missile Strength Modifiers**

#### Positive Missile Fire Modifiers

- Unit is firing within the effective range of the missile weapon

#### Negative Missile Fire Modifiers

- Unit is fatigued
- Unit is not of Ready status
- Unit is not in skirmish formation
- Unit is not in command
- Unit is firing beyond the effective range of the weapon
- Weather is Rain, Heavy Rain, Snow or Heavy Snow
- Unit is firing "over the heads" of other units

### **Defensive Strength Modifiers**

#### Positive Defense Modifiers

- Unit is in ShieldWall formation
- Unit is in defense positive active terrain

#### Negative Defense Modifiers

- Unit is fatigued
- Unit is not of Ready status
- Unit is in defense negative active terrain
- Unit is not In Command

## **Rout Movement**

Unit's that become routed or disrupted from taking casualties during close combat or missile fire, are pushed back from the current hex occupied. Units unable to "fallback" suffer additional losses.

## **Victory Conditions**

In Medieval the game as in Medieval history, most battles continue until all of the warriors on one side have either been killed, captured, surrender, or desert. The side which holds the field generally wins.

### Unit Values

Most units carry a point value which is awarded to the opposing side when the unit is destroyed, surrenders, or deserts. No points are awarded for routed or broken enemy units, the unit must be removed from the battle field before any victory points are awarded.

### Terrain Objective Values

In some battles, a terrain objective is defined and assigned a value. If a unit is holding (occupying) a terrain objective, that unit's army is awarded the value of the terrain objective. If a battle contains a terrain objective that is held by an army which surrenders, any points associated with that objective are automatically awarded to the winning army regardless of which faction occupies the terrain objective.

### Winning The Battle

The side (army) which holds the field wins. If an army's morale slips below its surrender point, that army surrenders and the opposing faction automatically wins the battle. If a battle reaches its maximum turn limit with both armies still engaged, then the army holding the most victory points wins the game. You can always refer to the Battle Report (even after a battle has ended) to see exactly what transpired during a battle.

## **Medieval Designer's Notes**

It has been a long and interesting road from the Alamo, to the Little Bighorn, thru Zulu South Africa, and now with Medieval, to the Middle Ages. Actually, the notion of doing a Medieval combat game had been in the back of my mind for quite sometime. There is, will be, and has been tons of coverage on the "fantasy" aspects of the genre. Many companies have created various "medieval flavour" games incorporating mythological creatures and magical aspects into their systems, but there hasn't been a PC game that focused on the real historical battles of the period...until now.

There were several design challenges that had to be answered from the start. For one, we only wanted to tackle the field battles, where armies were challenged and armies accepted. No long drawn out sieges here! We wanted the huge bloody "smash-mouth" affairs and there were a lot of them. Some, like Hastings, even changed the course history. Second, we wanted to get back to a quick, fast paced tactical system with very focused and intense scenarios. Finally, we wanted to give you an open ended system where new scenarios could be added over time and where existing ones could be edited and fine tuned--by you!

Medieval is the result of those efforts. I sincerely hope you enjoy the game and thank you very much for your continued support of Incredible Simulations.

Best,  
Jeff Lapkoff, Incredible 15 June 1998

## Credits

### Medieval

Jeff Lapkoff.....Game Design, Programming, Art, and Sound

### Scenario Design

Jeff Lapkoff and Dennis Bishop

### Distribution and Support

Scott and Elisa Hamilton, Gregory Smith, and all with HPS Simulations

### Game Testing

Salvatore Carlino Sr. and James Urban

### 3d-Models

Platinum Pictures 3D Cafe and Graphic Detail, Inc.

## Sources

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Hastings 1066, Christopher Gravett, Osprey Military Campaign Series No. 13

The Normans, Rich Rostrom, Emperor's Press

The Flower of Chivalry, Bruce McFarlane, The Canadian Wargamers Group

## Contacting Incredible

If you have any questions or comments concerning Medieval, The BattlePlan Scenario Designer, or Symbol Editor, please feel free to contact Incredible Simulations at:

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**\* \* \* Stop by Incredible's WebSite for new battles, sets, and upgrades for Medieval \* \* \***



## Appendix Medieval Weapons of War

### Weapons of Medieval Field Warfare

#### **Combat Weapons**

The Medieval system models the following close combat weapons

Weapon	Weight	Length	Rating
QuarterStaff	03	084	050
Battle Axe	06	036	100
War Axe	12	048	150
Pole Axe	14	084	200
Halberd	15	108	300
Cavalry Flail	08	060	100
War Hammer	06	030	130
MorningStar	08	030	150
Mace	07	030	150
War Flail	12	096	170
Maul	09	048	200
Short Sword	05	036	100
Scimitar	06	036	130
Falchon	09	033	130
Long Sword	08	044	150
Claymore	09	048	200
Spear	04	072	125
Pike	12	108	230
Lance	15	120	300

#### **Missile Weapons**

The Medieval system models the following missile fire weapons:

Weapon	Weight	Max Range	Rating	OHF	SPT
Rocks	01	02	020	Yes	2
Sling	01	04	030	No	2
Staff Sling	02	05	040	No	2

Light Spear	04	02	050	Yes	1
Javelin	05	02	075	Yes	1
Throwing Axe	07	02	100	Yes	1
Short Bow	03	04	080	Yes	2
CrossBow	08	04	100	No	1
LongBow	06	08	125	Yes	2
Hvy CrossBow	12	06	125	No	1

#### OverHead Fire (OHF)

Weapon has the capacity to fire over other units

#### Shots Per Turn (SPT)

The number times the weapon may fire per turn

#### Effective Range

The effective range of a weapon is defined as its Max Range divided by two.

#### **Armor**

Armor	Weight	Rating
Fur	05	05
Leather	10	10
Ringmail	20	15
Chainmail	22	20
Hauberk	30	25
Field Plate	40	30
Cavalry Plate	50	40

#### **Shields**

Shield	Weight	Rating
Small	05	10
Medium	10	20
Kite	17	25
Large	20	30
Tower	22	35

#### **Caltrops**

Caltrops are nasty little devices used to setup the Medieval equivalent of a mine field. Anytime a unit ends its turn in a caltrops hex, it suffers a randomly determined number of losses. If a unit has enough MPs, it may pass thru caltrops unscathed, but its rate of movement will be greatly reduced. In addition, units may never charge thru a caltrops infested hex.

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