

BRAVEHEART™



EIDOS
INTERACTIVE

epilepsy WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

CONTENTS

<u>SYSTEM REQUIREMENTS</u>	5	<u>CHAPTER 3: PLAYING THE GAME</u>	21
SOFTWARE	5	PLAYING THE GAME	21
HARDWARE	5	The object of the game	21
		The Clans	21
		The English	21
<u>INTRODUCTION</u>	6	BEGINNING THE GAME	22
<u>CHAPTER 1: GETTING STARTED</u>	7	The management screens	22
INSTALLING BRAVEHEART	7	The clans screens	23
UN - INSTALLING BRAVEHEART	8	GENERAL MAP	24
LAUNCHING BRAVEHEART	8	THE SETTLEMENTS SCREEN	27
<u>CHAPTER 2</u>	9	THE LEADERS SCREEN	29
SETTING UP THE GAME	9	ARMIES SCREEN	31
Welcome to 13th Century Scotland	9	PRODUCTION AND STORES SCREEN	33
MAIN MENU	9	TRADE ROUTES	34
START NEW CAMPAIGN	10	MESSAGE ROUTES	35
Customise game options screen	10	THE TOWN SCREENS	36
Choose clan screen	11	The main town summary screen	37
Leader customisation screen	13	THE WORKERS SCREEN	40
MULTIPLAYER/SCENARIO GAME	14	THE MILITARY SCREEN	46
Hosting	15	Creating and disbanding armies	48
Joining a game	17	Equipping troops	49
Creating armies	18	Missions	50
Playing a multiplayer game	19	Assigning missions	53
LOAD GAME SCREEN	20	Messengers	54
GAME OPTIONS SCREEN	20	THE TOWN TRADE SCREEN	56
REPLAY THE INTRO	20	NEWS	59
EXIT THE GAME	20	Events	59
		LOADING / SAVING GAMES /	
		IN GAME OPTIONS	61

CHAPTER 4: WARRIORS

LEADERS	62
Leaders in battle	63

TROOPS	63
Rank and gaining experience	65
Horses and cavalry	65
Loyalty	66
Siege engines	66
Lines of supply	66

OTHER FORCES	67
Scouts	67
Spies	67

CHAPTER 5

PLAYING THE 3D GAME	68
The camera	68
Camera control	69

THE 3D INTERFACE	70
Controlling your troops	70

3D GAME CONTROL SUMMARY	72
Other 3D game control/shortcut keys	72

COMMANDS	73
The Command icons	73
Tactical command icons	74
Formations	74
Radar	78
Troops in battle	79

CHAPTER 6: 13th CENTURY Life

LIFE IN SETTLEMENTS	80
Town buildings	80
Travel	81
Castles and castle Sieges	82
Transporting engines	84
Using engines	85
Catapults	85
Battering rams	85
Siege towers	86

PRACTICAL ECONOMICS	86
Happy people	86
Balancing the workforce	87
Goods and resources	87
Trade to live	89
Paying for soldiers	90
Politics	90
The long term objectives	91

CREDITS

RED LEMON CREDITS	92
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EIDOS CREDITS	93
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CUSTOMER helpline

LIMITED WARRANTY

SYSTEM REQUIREMENTS

SOFTWARE

- P233
- 32MB RAM
- 4X CDROM
- 200MB + HDD
- DirectX® 6 or higher

HARDWARE (OPEN GL, GLIDE AND D3D)

- P200
- 32MB Ram
- 4X CDROM
- 200MB + HDD
- Glide® or compatible Open GL® card
- DirectX® 6 or higher

INTRODUCTION

"I will tell you of William Wallace.

Historians from England will say that I am a liar. But history is written by those who have hung heroes. The King of Scotland had died without a son, and the King of England, a cruel pagan known as Edward the Longshanks, claimed the throne for himself. Scotland's nobles fought him, and fought each other, over the crown."

It is the spring of 1296, Edward the first, King of England invades Scotland at the head of an immense English army, sacking Berwick and rapping the southern lowlands.

Within a month, upon the fields of Dunbar, the Scottish nobles are forced to accept him as their liege.

Now the war, which desolated the country, is at an end, but it is a fragile peace, easily shattered. For many a Scottish laird signed the bond of submission to the Invader unwillingly.

Now a new conflict has erupted, the fight for power within a new regime. The noble clans feud and argue over land ownership while the English push incessantly northward, toward total domination of the Scottish race.

While some gladly wear the English chains of submission, the torch of freedom burns brightly in the hearts of others.

Scotland waits for an uniting force to begin its fight against invasion and persecution. William Wallace is one of many who could rally to your banner to fight the aggressor. However, other Scottish nobles have a similar inclination towards the vacant crown of Scotland. The balance of power is a tenuous one.

Braveheart is a freeform campaign game. As such it is not based on levels or set missions. 13th Century Scotland is represented by the rolling hills, the many towns and ranks of fierce warriors. Exactly how these three interact with one another is entirely at the hands of the player.

A lost battle is not necessarily a lost war. A victory is not necessarily a foot closer to the final goal.

Scotland will evolve over time and nobles will rise and fall as the years pass by. The campaign may well be a long and bloody one, but destiny lies in your hands alone.

CHAPTER 1: GETTING STARTED

INSTALLING BRAVEHEART

Installing Braveheart is easy. Simply insert the CD into your CD-ROM drive. After a few seconds, the launch panel will appear:

NOTE: In the event the Launch Panel does not appear when you insert the CD:

- Double-click on the My Computer icon, then double-click on the CD-ROM icon, and lastly double click on the SETUP.EXE file to bring up the launch panel OR:
 1. Click on the start button.
 2. Choose Run from the ensuing pop-up menu.
 3. Type d:\setup.exe in the box provided (where d: designates your CD-ROM drive letter).
 4. Click on the OK button to begin the install program.
- Click on the install button to begin the installer. The welcome panel will then appear.
- Click on the next button to proceed with the installation. The program will guide through the rest of the remaining process via onscreen prompts.
- You will initially be prompted to select the path and directory you wish to install Braveheart to on your hard drive.
- The default is C:\Braveheart. Click on the Next button to accept the default destination, or click on the browse button to type in a new location in the box provided.
- You will be prompted to enter the name of the programme folder you wish to create if you do not want the default "Braveheart" folder.

If you are experiencing difficulties installing Braveheart, please consult the Troubleshooting guide and performance Issues section of the README File.

UN - INSTALLING BRAVEHEART

If you need to un-install Braveheart you may do any of the following things:

1. Insert the CD into the CD-ROM drive to activate the AutoPlay feature. This will bring up the Launch Panel. Click on the un-install button and follow the on-screen prompts.
2. Click on the start button. Choose Programmes from the pop-up menu. Drag your **mouse** to the right and click on RED LEMON STUDIOS. Click on the Uninstall Braveheart from the ensuing pop-up menu and follow on-screen instructions.
3. Go to the Control Panel and choose Add/Remove Programs. Click on Braveheart, select the add/remove button and follow the on-screen prompts. If you are experiencing difficulties un-installing Braveheart, please consult the Troubleshooting and Performance Issues section of the **README** File.

LAUNCHING BRAVEHEART

Click on the start button. Choose Programmes from the pop-up menu. Drag your mouse to the right and click on RED LEMON STUDIOS. Click on the Braveheart button.

chapter 2

SETTING up the game

WELCOME TO 13TH CENTURY SCOTLAND

Welcome to Braveheart the computer game. We hope you will enjoy your stay a few hundred years ago. Before you start a real game take time to skim though this initial chapter. The decisions you make in the first few seconds will stay with you for many a long hour.

MAIN MENU



The first real screen of the game. Here you are presented with the usual game options. Start new campaign, Multiplayer/Scenario Game, Load Game, Game Options, Replay Intro and Exit Game.

Step by step some will take you through a series of other screens, each with their own choices for you to make. Lets start with...

START NEW CAMPAIGN

Ready to play a game? You're on the first step of the road.

There are four other screens full of options asking you for the type, and style of game you would like to play. These are:

GAME DIFFICULTY

The standard difficulty rating of your opponent clans and the number of them. There are four ratings, ranked for increasing difficulty: these are Passive, Opportunistic, Aggressive and Ruthless. Each rating has an adjusted opposition clan number slider bar. The more difficult the rating the more clans you must face and the smarter they will be.

Note that these opponent clans are the major clans that you may face. There are many lesser clans living in Scotland.

CUSTOMISE GAME OPTIONS SCREEN

There are a lot of options here. Leave Standard game selected and click OK. Otherwise select any options that take your fancy.

The options are:

STANDARD GAME

All the standard game features.

SIMPLIFIED TRADE

Trade prices are a lot less variable and the market more stable.

MORE STARTING STORES

Your starting town has significantly increased resources at the start of the game. Enemy clans do not receive this bonus and choosing this option reduces your final score.

RANDOMISE RESOURCES

Randomises the entire country's land resources.

AUTO MANAGEMENT PERMANENTLY

For those among you that want to enjoy the 3D combat side of the game only, the auto management feature of the game will be permanently enabled and the manual management features will be unavailable for the entire duration of the game.

This feature also encompasses the auto trade feature. The player can concentrate on the pure military operations of the game and will not need to worry about day to day life.

Note however that a good human player should be able to manage his resources better than the automated process. This option is not necessarily an advantage and choosing this option does not reflect in any way on your final score.

NON-AGGRESSIVE TOWNS GROW

Neutral non-expansionist clans will grow more steadily over time. Choosing this option will increase the difficulty of the game and this will be reflected in your final score.

CARAVANS CANNOT BE RAIDED

All trade caravans are safe from unscrupulous bandits. You will no longer be able to attack enemy supply lines, and your own supplies are also free to roam unmolested.

MORE STARTING TERRITORIES

You start the game with two territories instead of the usual one. Enemy clans do not receive this bonus and choosing this option reduces your final score.

RANDOMISE LEADERS

Randomises the starting leaders assigned to each clan and their starting statistics.

CHOOSE CLAN SCREEN

There are sixteen major clans available for the player to elect to lead in Braveheart. Each has its own strengths and weaknesses. Sometimes this may only be reflected in their initial starting location. Some can produce more or better resources while others may be next to useless at certain endeavours.

The clans are:

BUCHANAN

Clan Buchanan is political and honourable. Buchanans are famous for their willingness to fight for a holy cause, however insurmountable it seems.

Starting location: Dunbarton

CAMERON

Clan Cameron is a warlike clan with vicious and dangerous warriors. Cameron's are at their best in times of strife. In peacetime however, Camerons are prone to restlessness and inefficiency.

Starting location: Fort Augustus

CAMPBELL

Clan Campbell is a powerful political clan who uses deception and intrigue like a well-oiled sword. Campbell has links with the English and uses them well.

Starting location: Fort William

FARQUHARSON

Clan Farquarson are a peaceful Clan and derive most of their power from its excellent politicians. In times of war Farquarson are known for their superior archers.

Starting location: Balmoral

KEITH

Highlanders and swordsmen of the finest calibre, the warriors of Clan Keith are widely feared for their undisciplined but deadly fighting skills.

Starting location: Peterhead

LAMONT

Clan Lamont is a coastal Clan, which boasts good sailors. Not particularly great warriors, Lamont prefers to think their way to a solution to a problem.

Starting location: Dunoon

MACDONALD

Clan MacDonald is a prominent and powerful island Clan. Their claims as Lord of the Isles are justified, such is their large naval power base.

Starting location: Portree

MACGREGOR

Fiercely territorial and aggressive, MacGregor boasts consistently fine warriors at the expense of subtlety.

Starting location: Inveraray

MACKENZIE

Clan MacKenzie is known for its rationality and organisation on the field of battle. Its leaders are sound and good tacticians.

Starting location: Fortrose

MACKINTOSH

Famous for its information gathering powers. Shrewd use of spies has allowed this very political clan to use their skilled diplomats to their maximum potential.

Starting location: Nairn

MACLEAN

Clan MacLean is an island Clan known for producing outstanding leaders. Their island home is poor and dependant on the bounty of the sea.

Starting location: Glenfinnan

MACLEOD

This fierce Clan is renowned for its powerful warriors. Situated on Lewis, Clan MacLeod also possesses a solid defence.

Starting location: Barvas

MUNRO

This great military Clan has produced many splendid leaders as well as disciplined and skilful warriors. These Highlanders boasts some of the best fighting armies in all of Scotland.

Starting location: Dingwall

SCOTT

Clan Scott are a clever and scholastic clan. Seriously deficient on the field of battle, Clan Scott relies on its peaceful reputation and diplomatic connections to avoid trouble.

Starting location: Selkirk

WALLACE

Small but robust, these lowlanders possess a fine balance of diplomatic and combat skills. People of action, Wallace clan members perhaps lack a sense of subtlety or tact.

Starting location: Ayr

LEADER CUSTOMISATION SCREEN

After choosing your Clan, you have the opportunity to tailor your starting clan leaders to suit your own playing style. Each leader only has a few attributes that may be changed based on their starting clan. Adjust the slider bars as you wish, but make sure all the attribute points are distributed before you click OK.

The descriptions of leader attributes may be found in the section entitled **Warriors: Leaders**.

Once you are happy with your leaders, click OK and you will be transported to Scotland 1297 AD. Good luck.

MULTIPLAYER/SCENARIO GAME

The Multiplayer/scenario game allows up to twelve clans to participate in a single skirmish. These clans can be either player or computer controlled but at least one of those clans must be a player, the host.

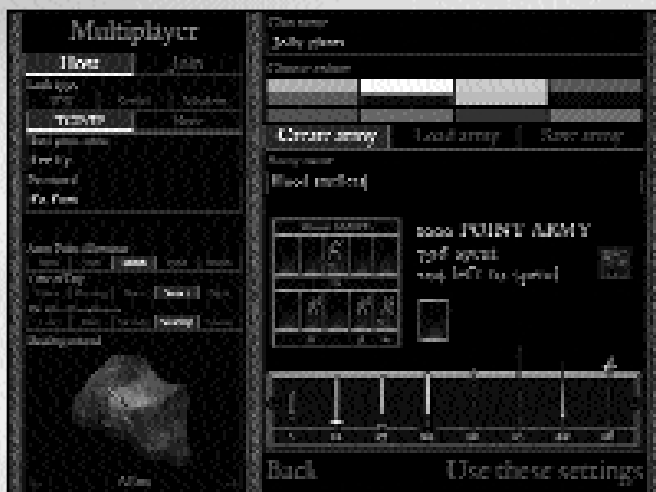
Before starting a Multiplayer game you must decide to either host or join an existing game. Select either Host or Join by clicking it.

You should now select a connection method. There are five connection types available, not including a solo-play option.

Of the five connection types, only four may be selected from the Multiplayer screen. The fifth, MPLAYER should be selected before starting the game via the **Connect to MPLAYER** shortcut in the Braveheart section of the Start menu.

The other four options are IPX, Serial, Modem and TCP/IP. Each type has a different interface and may not be selected if your individual machine is not compatible with that connection method.

HOSTING



To host a game, you must first set the games variables, these are the Maximum unit number, army point allowance, the time of day the battle is to be set in, the weather conditions and the battleground.

Maximum unit number

- Sets the limit for the maximum number of men that may be allocated to a single unit.
- This host option locks this number for all players and armies to level the playing field for the slower computers.

Army point allowance

- Dictates the amount of points each player can use when creating their army.
- When creating an army, all weapons, armour, cavalry and leaders have a points cost.
- The more superior the equipment, the more expensive it is to buy from your army points allocation.
- All armies in that skirmish must use armies with a point total up to the figure set by the host.

Time of day

- Dictates the light settings for the scenario.
- Light affects not only player visibility but also the lines of sight for the soldiers on the field.

Weather conditions

- Affect the battle conditions for individually equipped troops. Certain weather conditions impair the effectiveness of certain troops types or soldiers equipped in certain fashions.

Battleground

- The area that the skirmish will take place at. There are sixteen battlegrounds in all, each taking place within the home territory of a major clan. The Crossed swords dictate the exact position of the battlefield.

STARTING A HOSTED GAME

You will not announce your hosted game until you select **Use these settings** placed at the bottom right of the screen.

Both your Clan name and Host game name will default to anonymous if you do not enter anything in the related spaces provided.

Once you select this option you will be taken to the connected lobby.

As the host, you will be waiting for other players to join your game. A panel will inform you of any players who have joined your game.

You also now have access to the message panel. Type any messages into the area at the bottom left of the screen and press the Return key to send the message to any players connected to your hosted game.

You may now create your army and select an army colour. See **Creating Armies** below.

The host also has control over the number of computer controlled armies that will take part in the skirmish. You may select as many or as few as you wish, up to the limit of twelve participating armies.

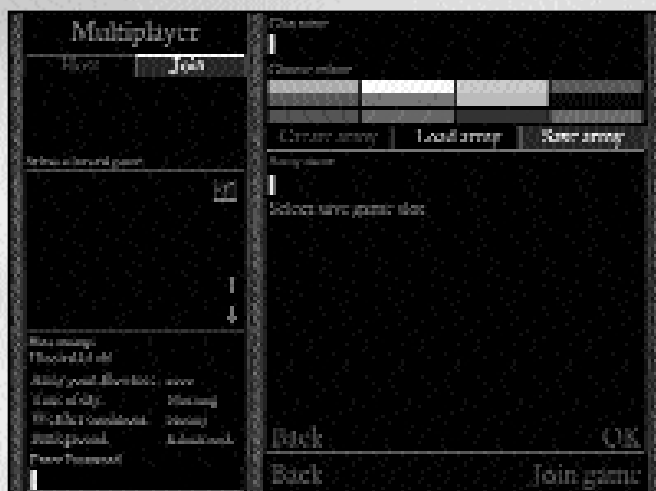
The host also may set up any human teams by clicking on the flag outline next to the players name. Corresponding colours indicate team selection.

If you click Back at this stage, you will cancel your hosted game and expel all other users connected to it.

Assuming that you have an army and everyone has assigned themselves an army colour, you may start the game at any time by clicking on **Start game**. Only players joined at this time may take part in the skirmish, no players may join once a game is underway.

Until this time, the Start game option will not be available.

JOINING A GAME



If you don't want the hassle of hosting a game, you may elect to join a game hosted by someone else. The options available to a joined connection are slightly different from a hosted game and the connection choice None is not available.

Depending on the connection type selected, you will be offered a lobby of available hosted games.

Click on the Search (telescope) button to look for games using the selected link-up method. You may also be presented with a dialog box in which to enter your link specifications.

Clicking of a hosted game name will display the setting chosen by the host for his game. You may use this information in deciding whether to join that game or not.

If the game is protected by a password, a lit padlock will appear next to the hosted game name. You will need to type in the password in the space provided.

When you have decided on which game to enter, click on Join game.

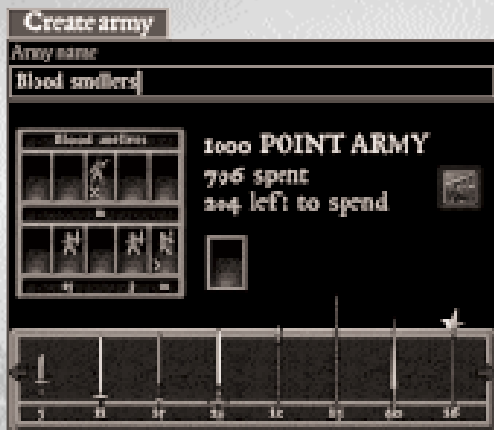
You will be taken to that hosts lobby, where you will see the names of other joined players and may now communicate with them via the message box.

When you have created your army, select an army colour and click on Ready at the bottom right of the screen.

The host may not start a game until all players have indicated that they are ready and have chosen a colour for their army.

When all players are ready and have selected a colour, the host may start the game.

CREATING ARMIES



As stated before, all armies have a point restriction based on the hosts' game settings. Buying equipment from the weapons bar creates an army.

Pick weapons up with the left-mouse button and drop them directly into the army box using the right-mouse button and the points will be deducted automatically from your total as you pick up weapons. Points may be regained by dropping weapons back into the stores.

Some troops types may be further equipped with shields and armour. These items may not be assigned to troops carrying double handed weapons. These are assigned and unassigned in the same way as weapons.

There are unlimited stocks of all items in the weapons bar and you are restricted solely by the army point allowance.

The price of a single item of a weapon type is written directly under the weapon graphic. Lances also come with horses, and therefore cost significantly more than other weapons. The army box works in exactly the same manner as the armies' box from the military screen.

Troops may be picked up and moved at will within the army box with left-mouse button to pick up and right-mouse button to drop.

Leaders have a special cost, with some leaders costing more than others. As no two armies may have the same leader, each player must hold his selected leader to prevent other players from selecting him.

Scroll through the available leaders using the arrows under the leader's portrait and click the Lock button to prevent other players from selecting your chosen leader.

Note that leaders are not initially equipped with weapons or armour. You must buy him one and drop it on his portrait to assign it to him.

LOADING ARMIES

To save time, armies of set points totals have been pre-generated and may be accessed using the Load army option.

- Click the **Load army** button and select an army point total. You will be offered a number of pre-generated armies to load.
- Click on the armie's name to select it and click Load. Take care, the loaded army will replace any army you were previously working on.
- You may further modify your loaded army after loading, but if your army contains a leader currently held by another player, you may not use him in the skirmish and will need to select another.

SAVING ARMIES

Newly created or modified armies may be saved for later use by using the Save army option.

- Click on the **Save army** button.
- To save your army, select a Save game slot and click OK.

The army will be filed based on its army point allocation. When re-loading a saved army only the armies equal to or lower than the hosts' army point allocation will be listed.

If you would like to create an army in advance without hosting or joining a Multiplayer game, simply select the host option with the army point allocation total of your choice and create and save your army in the usual manner.

PLAYING A MULTIPLAYER GAME

Multiplayer games are a brutal affair, usually culminating in a last man standing situation.

The winner is the last clan alive at the end of the skirmish. How that is achieved is up to the individual.

You may send a message to the other players by pressing the **Insert** key while in the 3D engine. Any messages are sent to all of the other players.

If the host player's army is destroyed, he has the option to either remain on the field as a spectator, to allow the other players to continue the game, or may end the entire game. This will disconnect all other players.

If he remains, he may select cameramen to view the battle with, but has no other control over the battle.

LOAD GAME SCREEN

If you have a previously saved a game you can continue with it from this screen. Simply select the saved game file name and click OK.

GAME OPTIONS SCREEN

Adjust the games overall audio settings and view the previous high scores or see the game credits from this screen.

Also there is a model detail bar which will alter the detail of models in the 3D engine. Model detail will affect the speed of the game and the overall aesthetics of the 3D world.

Some options are accompanied by a slider bar: left is low; right is high.

REPLAY THE INTRO

Replays the introductory animation sequence.

EXIT THE GAME

Shuts down Braveheart and returns you to Windows.

chapter 3: playing the game

playing the game

THE OBJECT OF THE GAME

Of course you want to win. But there are a few ways of winning. Basically you have two major goals in Braveheart, the crown of Scotland and the total defeat of the English.

To accomplish these two tasks the answers may lie with politics or a steady sword arm, or both. There are no set ways to win in Braveheart, so experiment with different strategies, but remember that the other clans are not mere drones. They too are conspiring toward the same goals.

THE CLANS

Potentially you may have to compete with every other clan that you didn't pick in the Clan choice screen at the beginning of the game. These are the major aggressive clans. The nobles with the most ambition and lust for the Scottish crown come from these clans. Each has its own expansionist doctrine and each has an individual code of conduct. These characteristics are consistent from game to game, so it's up to you to find each clan's strengths and weaknesses in order to exploit them.

Along with these major clans are many smaller who harbour no ambition for the crown. These clans live day to day minding their own business. However they are not merely fodder for the major clans to gobble up, they will defend themselves if threatened, trade goods and ally themselves as necessary.

THE ENGLISH

The English are under the impression that the Crown of Scotland already belongs to their King, Edward I, known as the Longshanks. Therefore, all pretensions towards the Scottish throne are illegal and will need to be crushed utterly.

Unfortunately, the English have the power to achieve this feat against a divided nation in chaos. Their King is strong, their troops are well trained, well fed and exist in large numbers.

BEGINNING THE GAME

THE MANAGEMENT SCREENS

The management screens are your interface with the living environs that is 13th Century Britain. It is through these screens that you will farm the land, trade your goods, make your weapons of war and train your legions of warriors.

It's a complicated process and is conducted on two different levels, the clan overview level where you can assess the total effects of your governmental efforts, and the town level, which deals directly with the everyday lives and work of individual towns within your clan.

Each screen is linked to each other through the link icons at the bottom of every screen. Each icon represents a facet of clan management. Blue bordered icons represent clan screens, red borders indicate town screens.



These icons are from left to right:



General map



Messenger routes



Settlements



Main town



Leaders



Workers screen



Armies



Military screen



Production & Stores



Town trade



Trade routes



News screen

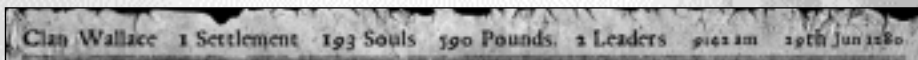
The screens are covered screen by screen below:

THE CLAN SCREENS

These provide information on the bigger picture of your environment. All the collated information of the land and all of its inhabitants are presented in these screens.

There are seven clan screens in all, each representing a combined information source from all of your settlements and often other settlements belonging to other clans.

At the top of the screen is the Clan title bar. This top line is significantly different from the Town title bar as it only shows information relevant for your entire clan. It is non-specific and is present only to provide an indication of the overall estimation of your clans well being.



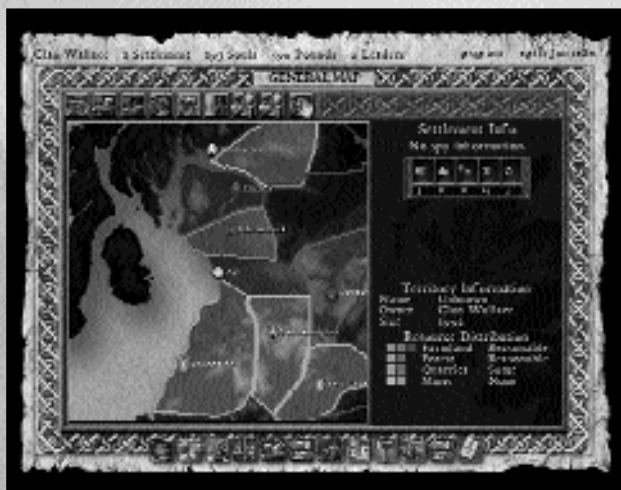
The Clan title consists of the following, from left to right:

- The clan name
- The number of settlements belonging to your clan.
- The current population of the entire clan.
- The accumulated treasury total of the clan, in Pounds.
- The numbers of leaders in the clan's employ.
- The current time and date.

Apart from the Clan name and the time and date, nothing on the Clan title bar can be manipulated.

- Left click on the Clan name to change it and type in a replacement name. Time will advance one day if selected (clicked on).
- To advance time continuously, press the F1 key. This will advance time in days until another key is pressed or until an event happens.
- Clicking the left mouse button may also stop time advancing.
- As time manipulation is essential, it is included on every clan and town screen.
- The time function is identical on all screens.

GENERAL map



The General map is the first of the management screens for good reasons. This is where you keep track of your troop and caravan movements, look out for approaching armies and survey the land for raw resources, political borders and settlements.

Firstly, under the screen title are a number of icons designed for finer manipulation of the map. The first six are information toggles, the last three manipulate the map itself.

The toggles are:

Political borders



Displays a coloured border to not only show the extents of a clan territory, but also its political attitude towards your own clan.

Political colours consist of the following, and these colours are consistent with all aspects of the general map.

White	Your own clan
Yellow	Allied
Green	Friendly
Blue	Neutral
Orange	Hostile
Red	Warring
Grey	Unknown territory

Resources



Draws the map in terms of raw land resources. Resources are keyed to the following colours. Darker colours indicate more fertile or richer land.

Brown	Arable land
Green	Forests
Red	Stone quarries
Yellow	Potential mines
White	Barren or useless land
Blue	Water or Sea

Settlements



Draws the location of towns and castles. Towns are drawn as a coloured circle. Capitals are outlined with a second circle. A diamond represents your current location and a skull represents a plagued town.

Castles are drawn according to their size and type and are coloured based on their political disposition. Finished castles also display a protection radius. Any towns falling within this radius gains the castles' protection.

Hold Control (Ctrl) and clicking on one of your own towns will take you into the 3D world to view your town. You may also view non-owned towns in the 3D world if you have a spy present there by holding Control (Ctrl) and clicking on that town. To leave the town, press ESC followed by ABANDON BATTLEFIELD to return to the General map screen.

Armies



Displays not only your own, but spotted armies belonging to other clans. Your own clan armies are displayed according to their current mission assignment.

Sword	Combat
Crescent moon	Covert actions
Castle	Garrison
Scroll	Diplomatic envoy
Arrow path	Patrol/ambush patrol
Shoe	Marching army
Empty shield	Awaiting orders

In addition, enemy armies may have:

Questionmark	Unknown intentions
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Trade caravans



Displays your trade caravans and any other caravans that can be spotted from your towns. Trade caravans will be displayed either full or empty depending on their current status. Caravans displayed with a shield are travelling with an armed guard.

Scouts/Spies



Scouts, spies and messengers.

Only your own Special Forces are ever shown.

Zoom in to map



Zooms in the map as long as this icon is pressed (clicked on).

Zoom out of map



Zooms out the map as long as this icon is pressed (clicked on).

Move map



Grabs the map and scrolls the viewing area as long as you hold down the left mouse button over the icon. As an alternative to using the map manipulation icons, you may control the map by holding down the right mouse button to zoom in/out and dragging the map area by holding down the left button or Space Bar and moving the mouse. You may also move the map by using the cursor keys and the +/- keys.

To the right of the map is the information panel. This panel displays information on selected towns or items on the map. Information displayed here is dependent on information gathered by spies or scouts.

If a castle is selected it will display:

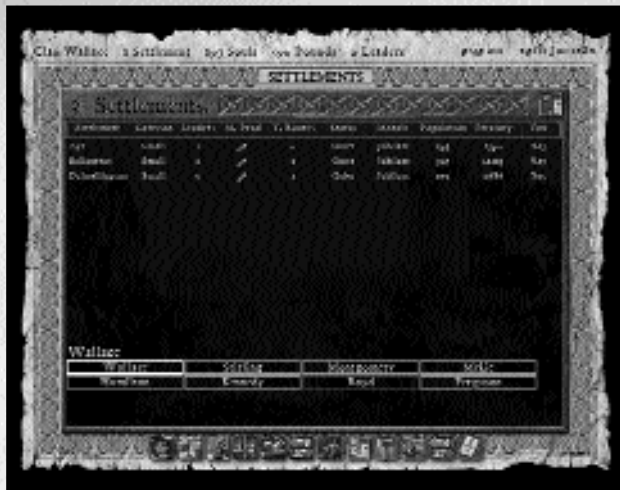
- Its castle type (size).
- Its clan owner.
- The town that built it.
- Its estimated garrison.

The bottom section of the panel is reserved for armies, individual units and caravans and also the land resources key/legend if that toggle is switched on.

Caravan information on this map is restricted to the caravans' destination and its estimated time of arrival. For more information on caravans, see **The Trade routes screen**.

The map will appear in many guises throughout the management screens. The basic control method described here is consistent with all pictorial maps.

THE SETTLEMENTS SCREEN



This screen provides the summary of all towns and villages known to your clan. To begin with, this screen will only contain a single entry, your starting town.

Before too long it should begin to fill up as your scouts return from their missions and your borders begin to expand.

This screen offers the following pieces of information:

- The Clan to which the listed settlements belong.
- The settlement's name.
- The estimated garrison at that town.
- The number of leaders based at that town. (Though these may not be actually present).
- The settlement's main produce.
- The number of trade routes that town is currently managing.
- The settlement's current status.
- The town's current morale.
- The town's current estimated population.
- The total pounds in the town's treasury.
- The towns' current tax rate.

The town with the highest value in the selected column will be placed at the top with the rest in order of diminishing value beneath it. A second click will reverse the order. Settlement column sorts the list alphabetically.

Under the list of settlements, the current political status of the listed clan towards you is displayed.

Below that, is the combined list of clans you have discovered. Clicking on any of these will change the display to list the known settlements from that clan.

Information is based on your political friendliness to that clan and your own spy network.

Clan attitudes are demonstrated by the colour of the box in which the clan's name lies.

This clan list is colour coded for ease of sorting and player recognition in the same fashion as the general map. These colours may change gradually as political relations change.

Clans marked with an asterisk denote the presence of one of your spies at one or more of their settlements.

Spies inform you of town details and may wander about towns (See General map).

The Go to town icon



Lastly, you may use a shortcut to jump to the town management sections of individual towns by double clicking on the highlighted settlement information row or by selecting a row by clicking it once and clicking on the Go to this settlement (Put in Bold) icon near the top right of the screen.

If you have a spy at a settlement the Go to this settlement (Put in Bold) icon also doubles as a spy report on that towns owner.

THE LEADERS SCREEN



This screen lists your most important commodities, the leaders of your armies. Without these men you are limited to only a very few military options. This screen will help you keep track of them and allows you to study their strengths and weaknesses. This screen is split into two screens, a full details screen for your own leaders and a brief details screen for every other known leader as well as summary information on your own.

As well as displaying large portraits of your leaders, the full detail displays the following information. For full details on leaders see the section entitled **Leaders**.

- The leaders name.
- The leaders clan affiliation.
- His current location.
- His current wages: this is paid from the treasury coffers of either the town in which he is currently located, or from the treasury of the town with which his current army is based if he is not barracked.
- His leadership statistic.
- His combat statistic.
- His brawn statistic.
- His brain statistic.
- His stealth statistic.
- His diplomacy statistic.
- His loyalty statistic.
- His current fame.
- His current morale.
- His current army and number of troops in it.
- His assigned army's rank.
- His current orders.

Use the scroll arrows to cycle through your leaders.

Also there are three icons at the top right of the screen:

Toggle List Mode icon



This toggles between brief and full detail leader screens.

The Go to leader icon



This takes you to the military screen of the leaders current town.

The dismiss leader icon



You may wish to dismiss a current leader. In case you clicked this button by accident you will be prompted with an “ Are you sure? “ question before this command is implemented.

The brief leaders' screen gives a more compact version of the known leaders in the game. Similar to the Settlements screen this screen is arranged in rows and columns of information. Again this is sorted by clicking on the column headings. Different clans may be selected if they are known, but information is limited to your past dealings with those leaders and your spy network. The political colouring system still applies here.

ARMIES SCREEN



This screen caters for all of your clans' armies. As armies are changing constantly, no details of any armies belonging to other clans can be tracked by your spies and are thus not shown.

Again this screen is arranged in columns and rows and is sorted in the same way.

This screen displays:

- The number of armies in your clan.
- The army's name.
- The army's estimated size.
- The army's rank: This is calculated from the average of all the individual units in that army.
- The army's leader/commanding officer
- The army's home base.
- The army's current status or mission.
- The army's current morale rating.
- The army's current location.

The bottom of this screen is reserved to display more information about a selected army (click once on a highlighted army to select it).

More detailed army information consists of:

- The army name.
- The exact number of soldiers in that army.
- The total wages for that army.
- The full name of the army's leader.
- A portrait of that leader.
- The army's rank.
- The army's home base.
- The army's status.
- The army's current morale.
- The army's location.
- A description of the units which make up the army. This consists of the number of men in that unit, their equipment/troop type and their rank displayed as a colour.

The Go to this army icon



Finally the **Go to this army** icon takes you to the military screen of a selected army's hometown. This may also be achieved by double clicking on an army's row.

PRODUCTION AND STORES SCREEN



The production and stores screen simply lists all the items needed for your settlements continued well-being as well as any weapons of war they may be making or storing.

Each item has two numbers directly underneath it. The first beige number represents the number of this item currently present in that town's stores. The second number represents either a surplus or a deficit of that item per month. Green denotes a surplus, red a deficit. Any surplus is added to the stores as items are made. A deficit indicates that the town is not producing enough of that item to prevent the stores from being drawn from.

Again, either by selecting a town and clicking on the Go to this town icon or double clicking on a town row will take you to those towns' management screens. In this case the towns main summary screen.

For a full listing of the meanings of the item icons, see the section entitled **Goods and resources**.

TRADE ROUTES



This screen shows you all of your active trade caravans, the towns they came from and those that they are travelling to. The path caravan is drawn as it makes its way across the map.

At the right is the information panel describing the following details:

- The number of caravans that you have at present.
- The status of the caravan.
- Where the caravan came from and where it is heading.
- What it is carrying.
- Who is guarding it.
- Its estimated time of arrival to its current destination.

These caravans are listed according to the icon toggles at the top of the screen.

The toggles are:

Show all caravans



Displays all of your currently serving caravans.

Show incoming caravans only



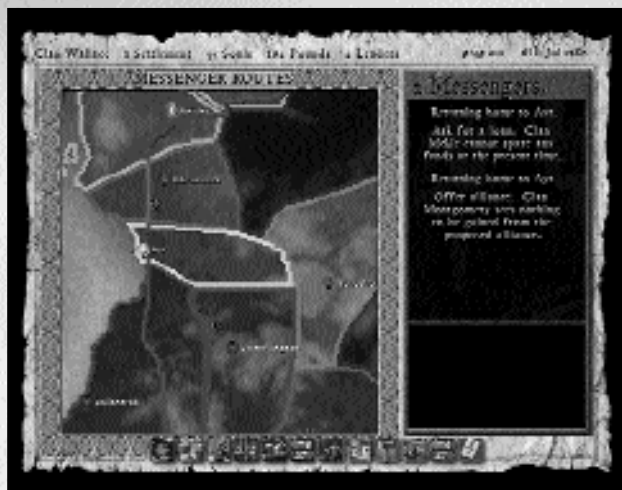
Displays your incoming caravans only.

Show outgoing caravans only



Displays your outgoing caravans only. The bottom section of the panel is reserved for details of the towns and caravan routes directly under your mouse pointer.

MESSAGE ROUTES



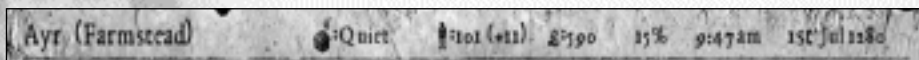
Like the trade routes screen, this screen helps you keep track of all the messages currently being sent or those you are awaiting a reply from.

As messengers are always sent out and replies are returned via the sender's messenger. Only your own message routes are ever displayed, the messengers of other clans are essentially invisible.

The bottom half is reserved for information about individual message routes or towns as your mouse pointer passes over them on the map on the left side of the screen.

THE TOWN SCREENS

While most of the Clan screens are for summary and information purposes only, the town screens are where you can get your hands dirty with the actual management of your clan, settlement by settlement. Here you work the land, feed the masses, construct and sell your wares, arm and deploy your armies, and communicate with the other clans. Sound daunting? Don't worry, the town screens are supplied with an auto management feature if you're a little unsure on your feet or just plainly uninterested in the management features.



The first major difference between the town and clan screens is the town screen title bar. There is more detail to the town title bar, and the numbers will be smaller.

Displayed on the town title bar is the following:

- The towns' name and size You may change the towns' name by left clicking on it.
- The towns' status Towns may possess seven states, Quiet, Alarmed, Panicked, Warring, Besieged, Starving and Plagued.
- The towns' population The total number of people in the town, not including soldiers. A second number indicates the change in population for that town since the end of last month. This change may be the result of births, deaths and immigration and emigration from other nearby towns.
- The towns' local treasury and the towns tax rate This is the amount in the towns coffers which is kept in the town hall and the amount that the people from this town is paying in taxes. You can alter this figure by clicking on the tax number. It can be set to anything from 0% to 100% taxation.
- The time and date Again, this may be advanced by either the hour or the day by clicking on the relevant area.

*Note that there are two types of town, Capitals and satellites, the differences are subtle yet significant. See the section entitled **Life in settlements** for more details.*

All town screens have "town jump" arrows, clicking on these takes you to the next owned town based on the order arranged on the Clan settlements screen.

THE MAIN TOWN SUMMARY SCREEN



There are four town screens in all. The first is the summary screen, which is a kind of small-scale clan screen. It provides little to manipulate and acts as a one stop at a glance stop of the town without having to enter the other four screens. Useful for a quick check up or slight adjustment to the towns overall town management policy.

The main points of interest here are the auto management triangle, the Build new town icon and the Raze this town icon.



The auto management triangle is an extremely useful device, which essentially runs your town for you if you let it. At each point of the triangle is an aspect of town management. Management is set at a bias towards one or more of these aspects.

Auto management can be turned on and off at will (click on the large AUTO or MANUAL buttons). Useful for any actions you wish to make that falls outside of the towns' current work aspect.

That is, unless auto management permanently has been selected from the campaign game settings.

The aspects are:

- **MILITARY**

The town officials will work towards managing an efficient community dedicated to producing weapons. Weapons are made at the expense of all other goods apart from subsistence food. The actual decisions on what weapons to make is automated but may be overridden manually.

- **TRADE**

The town will devote all their energies to producing marketable goods in order to turn a tidy profit, at the expense of all else.

- **PEOPLE**

The town will make endeavours to make the people comfortable and happy with their lot in life. This includes everything from the section entitled **Happy people**.

The auto management is featured for convenience, not as a complete substitute for the player. An astute player should be able to make tweaks and cunning decisions, which the auto management system will be completely incapable of.

Alternately, you may wish to set some of the less important towns on auto management, while you take manual control of the important ones. Highly recommended if you have a lot of towns screaming for your attention.

Town officials never look further than their own towns' plight. A town will not help one of its neighbours unless you do it yourself.

No auto-managed town may send armies on any type of mission apart from caravan guard duty. Those kinds of decisions are yours alone. And they may never un-assign any army from a mission that you have given them personally. If you wish to avoid this, either have no leaderless armies in that town, or give those armies another guard or garrison duty before switching to auto management.

The auto management also appears on the Workers screen. The two triangles are the connected and it is included in the workers screen for instant visual feedback purposes.

The two icons at the top right hand of the Stores window represent two powerful features that shouldn't be used without a good deal of thought.

Build new settlement



Asks a group of workers to go out and build the basis for a new satellite town within your local territorial area. These settlers take a portion of their previous town's stores with them. Each territory is only allowed a limited number of satellite settlements based on its size. Once this icon is selected you will be asked for a location to build your new town on a map which will temporarily replace the left side of the screen.

Once selected (left click) you are asked "Are you sure?", No cancels the action, Yes build the new town.

Further occupants may be acquired through immigration or by disbanding an army at the new town. Town resources will start from nothing unless equipped by a friendly caravan.

Raze this town



Destroys the town completely and disbands the local populace and all the soldiers belonging to that town.

All stores are lost and all caravans belonging to the town are disbanded even if they're still travelling to another town carrying goods. Leaders present or assigned to armies from that town travel to the nearest friendly town without their disbanded armies. Armies travelling to a town that has just been razed while on route, turn back for home. Not surprisingly, you are asked "Are you sure?" before you are allowed to raze a town.

All other features of the main summary screen are non-interactive. To adjust anything else to do with town management, you must enter the relevant town screen.

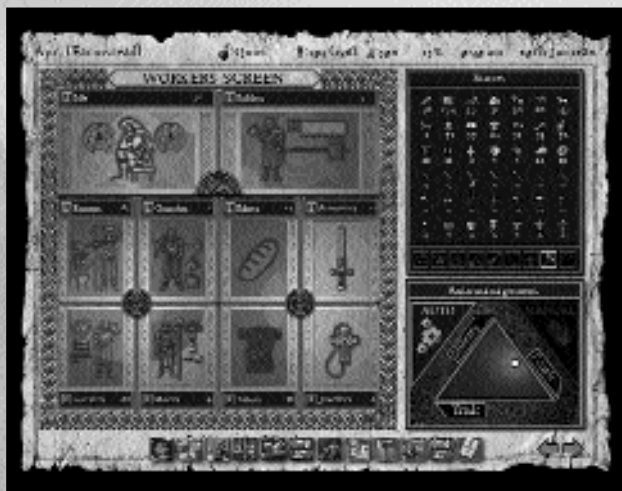
Other information consists of:

- The towns current health. Towns possess seven states of health, Diseased, Weak, Poorly, Average, Good, Very good, Excellent.
- The towns' current morale. Towns have seven states of happiness, or lack off.
- Euphoric, Jubilant, Happy, Content, Unhappy, Depressed and Wretched.
- The state of housing and living space at the town.
- The current breakdown of the allocation of workers in the town. Switch to the workers screen to adjust this.
- The current items or buildings the workers are making. These are represented by three bars showing housing, stores and military buildings. The full bar represents the total quantity of buildings that will be built. The green portion represents the towns' current total buildings of that type and the yellow line denotes the amount of buildings that the town requires.

The information section briefly lists all other town information:

- The number of caravans currently sent out by the town.
- The numbers of leaders currently present in that town.
- A brief rundown of the armies currently present in the town.
- The location of the towns scouts.
- The status of the towns messengers.
- The contents of the town stores, and the items that the town is put up for sale.

THE WORKERS SCREEN



This is where the ordinary peasantry conducts their lives. Working the land, turning raw resources into product and building those large castles that soldiers are so fond of.

The workers screen is divided into three areas, the distribution area on the left, the forecast box at the top right and the detail area at the bottom right.

The distribution area is further divided into the different professions of town life.

All of the different professions have a distribution area with either a minimum or maximum labour limit and all have a details box to correspond to the tasks that you wish to assign the allotted workers to. (Only on Manual management mode) Assign the workers by holding/clicking on a distribution area to set the workers. Workers are always pulled from the idle area first and then from the other professions.

To prevent unwanted re-allocation, you may lock certain professions by right clicking on the profession area. A second right click removes the lock. Locked professions cannot be changed by the Auto-management feature, keep this in mind if you wish to protect a certain profession or for fine-tuning of the auto-management triangle.

THE DETAILS BOX



The details box appears over the auto-management triangle whenever you click on the I icon that appears at the corner of each profession area. Click on the I again to close the detail box.

The detail boxes usually list the task options available to that profession. Each profession may only engage in one task at a time, no matter how many workers are assigned to it. To begin work on a task, select it by clicking on the icon in the detail box. You are presented with information that describes what you need to begin production. If those demands are met, click on the Start production icon and your workers will begin making that item. The Stop production icon will replace the Start production icon. Click on this to stop production without un-assigning your workforce.

Notice that there is efficiency rating for each detail box. Workers gain efficiency like soldiers gain rank. As long as they are working in their specialised profession, the workers will gain efficiency. As soon as they are reassigned they will lose all rank they have previously gained. Efficiency speeds the creation process and in the case of builders and armourers, increased the number of options available to them.

IDLE

Firstly at the top left is the idle area. This area is used for any spare workers not assigned to any other task. These peasants are the ones available for recruitment into the armies from the military screen.

BUILDERS



Builders construct all the structures in the game and must have stone and timber to work with. Builders will construct and repair town structures automatically. Normal town growth will keep a certain demand for builders to construct homes and other necessary buildings and their attentions will have to be balanced with any special construction tasks you assign to them.

The builders detail box has a slider that represents the production bias towards domestic and special construction needs. The blue left end represents domestic town building while the red end at the right represents any special projects you assign to the builders. These special construction projects are listed below. Not all are available to all towns.

Barracks



Housing for troops stationed at the town. Insufficient barracks lowers troop morale and may lead to their desertion.

A single barracks houses two-hundred and fifty troops.

Prison



A jailhouse where you may keep captured enemy leaders.

Watchtower



Early warning lookout structure. Available only to Capitals.

Stockade



Wooden defensive fort. Available only to Capitals.

Keep



A stone single towered defensive structure. Available only to Capitals.

Small castle



A small stone keep with a defensive wall. Available only to Capitals.

Medium castle



A good-sized castle with corner towers and archer positions. Available only to Capitals.

Large castle



A large castle with many towers. Available only to Capitals.

Fortress



The best castle you can build.

*Note: See **Castles and castle sieges** for more information about castles.*

To build a castle, select a castle icon. You will then be presented with a map and asked to select a location to build on. Choose a place where you can take the most advantage of the castles defensive radius and click the left mouse button. Your castle may take a while to build, be patient. You do not need to currently have the resources available to begin production, but no more than a single castle may be constructed at any one time. A half-completed castle must either be finished or abandoned before another castle can begin construction. Town construction usually takes priority over castle building. Builders working on castles and other special structures are drawn from builders who are surplus to the towns needs. An inferior castle may be upgraded to a better structure as long as it is undamaged. When building a New Castle, simply click over the old castle site when selecting a location to build on.

FARMING



Part of the group of four land workers. The other three are the quarry workers, foresters and miners. These four all share a common feature, their minimum requirement is replaced by a maximum limit shown as a green filter.

All towns have a land radius, which they draw all their raw resources from. This resource radius grows and shrinks according to the current population of the town. Only so many land workers may be assigned to these pieces of land at a time, hence the maximum limit. If a town does not possess any raw resources of a certain type, the entire land worker profession for that resource will be unavailable.

Farmers serve a very important role in your society, they provide the first link in the food chain. Farmers tend the fields for grain and breed the animals for food and toil. Coastal towns also have the option to farm the sea for fish.

Open the farmers detail box (click on the farmers I):

- This box has two areas of reference stores, goods and livestock. In its centre is a yellow and green bar with a pitchfork slider. This bar represents the farming bias. The yellow end represent the fields of grain, the green end represents the grassy fields of livestock. Use the slider to choose a preference for your farmers' attentions.
- Under the slider is the ration bar. This determines the amount of food you are allowing your townsfolk to eat. The more they eat the healthier and happier they are.
- The less, the more sickly and depressed. You may cycle through the rations by clicking on the ration bar.
- At the bottom right is the slaughterhouse. Here you will butcher your livestock for meat. Simply add or subtract livestock using the arrows and click on the knife to quickly and painlessly convert them into meat and hide.

QUARRY WORKERS



Workers of stone. These workers cut the stone which is essential to all building, and hence town growth. Some towns may be lucky and discover gemstones in their quarries.

FORESTERS



Foresters perform the husbandry of the woods and provide timber for building and weapons.

MINERS



Miners dig up metal ore and in some lucky cases, gold ore.

BAKERS



First of a group of four goods makers. Bakers take the raw ingredients provided by the farmers and turn them into something edible. Bakers may make bread, haggis, cheese and pies if they have the ingredients.

ARMOURERS



Make weapons, armour and siege weapons. Armourers are limited to certain types of weapons at first, but after practice and time they may have a lot more advanced choices of items to make. See the **Goods and resources** section for the different types of weapons and armour available.

TAILORS



Produces clothes to keep your people happy and healthy.

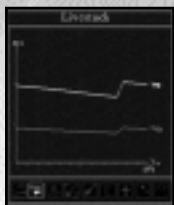
JEWELLERS



Makes fine luxury items for the pretty maidens. Jewellery is expensive and always fetches a good price.

Jewellery may be converted into money at any time by selling it to your own townsfolk.

THE PRODUCTION BOX



This box predicts the future for your stores based on current production against predicted consumption.

Under the box is a row of toggle icons representing different areas of your town stores. From left to right they are:



- Stores
- Livestock
- Farm produce
- Raw production
- Food production
- Clothes production
- Luxury items
- Weapon construction
- Land allocation

The prediction time scale may be cycled by clicking on the time frame at the top right of the prediction box.

THE MILITARY SCREEN



Easily the most complicated screen in the game, the military screen is the heart in Braveheart.

This screen represents the towns' barracks. Here, all your leaders, armies and other forces are kept, awaiting your orders.

Armies, leaders and other forces are shown in "Boxes", Army boxes, Leader boxes and other forces boxes. Leaders are also displayed as shortcut portraits at the bottom of the screen.



Below the armies' name and wage cost is the army box. An army box consists of a title bar where the armies' total number of troops, its loyalty rating and rank is displayed, and ten unit spaces. The spaces may be occupied by up to twenty-five soldiers of the same troop type, i.e. equipped in exactly the same manner or a single piece of siege equipment. A catapult, a battering ram or a siege tower.



Under the army box is a leader box reserved for the commander of that army.



There are four types of other forces, peasants, messengers, scouts and spies. For more details on the specifics of these types see the section entitled **other forces**.

Manipulation of items on the military screen generally involves picking things up and dropping them on or in things. Left clicking the mouse button on a unit/soldier/leader/peasants/equipment icon will pick it up. More items may be picked up if the left mouse button is held down and all items will be picked up if the left mouse button is double-clicked.

Picked up items are held at the end of the mouse pointer awaiting placement into a box or onto a military function icon.

Any type of soldier or peasant may be placed in a unit square, leaders may only be placed in Leader boxes or back into the Leader bar, equipment may be dropped on soldiers, leaders and peasants. (See **Equipping troops**).

- Clicking the right button drops items. Holding right button drops more, double-clicking right button drops all items on the mouse pointer.
- Icons just under the army boxes may be greyed out as certain actions are not permitted until a condition is met, such as selecting an army or picking up a unit.

The icons and their functions are:

Equip the troops/ Return to military screen



This toggle icon changes the mission/leader bar at the bottom of the screen to the equipment rack and vice versa.

Visit the prison/ Return to military screen



Available only if you have built a prison in your town and you have prisoners in it. This toggle icon changes from the army boxes section in middle portion of the screen to the prison, displaying any captive leaders present in the town and vice versa.

Prison bar



To interact with a prisoner select (left-click) on his portrait and select a prison icon. You may release him, kill him, torture him for information or try to convert him to your Clan.

List all armies/ List armies present only



This is a toggle icon which allows you to free some screen space by viewing only armies currently present, or to see the entire list of all armies belonging to that town, present or otherwise.

Create new army



This is a drop icon that takes the soldiers at the end of your mouse pointer and creates a new army from them.

Disband unit or army



This drop icon disbands the soldiers at the end of your mouse pointer back into peasants or disbands a selected army.

Assign visiting army to here



All armies need a town to call its hometown or home base.

This icon links a selected army to the town you are currently managing.

Recall army



Recalls a selected army already on a mission back to its hometown.

CREATING AND DISBANDING ARMIES

As noted before. To create a new army you need to pick up some troops with the left mouse button and drop them on the **Create new army** icon with the right mouse button. These troops now form the first troops of the new army.

Armies may also be created by picking up a leader, either from his portrait or from the Leader box of an existing army and dropping him on the **Create new army** icon.

Once there are at least two armies, you may switch any number of troops from army to army at will, but troops types may never be mixed and no army may have more than one commander. Exact matching troops types dropped on top of each other will add to the unit up to the limit of twenty-five soldiers per unit space. Non matches will swap the two units from pointer to space and vice versa. If at any time an army has no units in any of its unit spaces and no leader in the Leader box, that army is considered disbanded.

To manually disband an army, select the name of the army and click on the disband army icon. To disband a unit, pick up the unit to be disbanded and drop it onto the disband army icon.

Soldiers are reverted to idle peasantry and are added to the worker pool, losing all military rank and leaders are merely unassigned from military duties and returned to the leader bar. To truly get rid of a leader for good, you need to dismiss him from within the Clan leaders' screen.

All equipment is returned to the town armoury.

If there are no soldiers to pick up, you have to start with unequipped recruits, the peasantry. The peasants are the idle workers of the town. Peasants otherwise occupied with other facets of town production cannot be recruited until they are made idle. Picking up idle peasants' converts them into peasant infantry armed with pitchforks and other farming tools, this removes them from the worker pool, and is henceforth classed as unproductive soldiers who may never gain rank.

To turn them into real fighters, you need to give the weapons.

equipping troops



To equip or rearm troops, click on the **Equip the troops** icon. This changes the mission/leader bar at the bottom of the screen to the equipment rack.

You now have access to your town armoury. Pick up equipment from the equipment rack in the same manner as you pick up troops and drop them on the soldier units or the leaders.

Notice that each unit space has room for a shield and armour under the base weapon type. This weapon defines the soldier type but any additional equipment given to a soldier further defines him into a sub-type of that soldier.

A unit is made up of soldiers armed with exactly the same equipment configuration. A soldier may be equipped with any combination of one weapon, one shield and one piece of armour. There are restrictions placed on certain weapons that limits further equipping of that soldier. For example, a soldier armed with a two-handed weapon may not be equipped with a shield.

See the section entitled **Troops** for the full can and cannot equipping list.

The one special case is the lance. Lances are the only combat units that may be assigned a horse, and lances may not be used by foot soldiers. Therefore, whenever a lance is assigned to a soldier, a horse is also assigned at the same time. Lances may not be assigned if a horse is not available.

Soldiers already armed will exchange their old equipment for the new equipment that you are assigning to them. In some cases that may create two different troop types even if they are armed with the same weapon. For example, a group of ten swordsmen armed with ten swords and ten small shields are assigned seven large shields. This produces two groups, a group of three swordsmen armed with three swords and three small shields and a larger group of seven swordsmen armed with seven swords and seven large shields.

The new unit is always placed in the target unit space, with the older unit transferred onto the end of your mouse pointer for relocation to another unit space or formed into a new army. The replaced weaponry and any excess weaponry assigned to the troops are returned to the stores.

Equipment may only be taken away from troops by picking up the troops while the pointer is unoccupied and disbanding them. This transfers the item(s) back to the armoury stores and the soldier's back into the peasants' pool.

Leaders assigned from the leader bar are initially armed with an improvised weapon. Leaders are equipped in the same way as ordinary foot soldiers except that the weapons and armour are simply replaced to and from the stores. To leave the equip mode, click the Return to military screen icon.

MISSIONS

Once you have armies and commanders you may wish to send them out to wreak havoc and chaos throughout the land. Simply select an army by clicking on its name. Some or all of the mission icons on the mission/leader bar will become available.

Only a single army may be assigned a mission at once. But armies sent out immediately after one another are prone to arriving at the same time. In this way, up to six armies may be sent on a single combat mission. Armies in excess of the sixth and armies on any other mission apart from combat are subject to an event cue.

Grey armies are unassigned and will perform no duties until assigned a mission. Therefore a town may be unguarded even if an army is present if that army has not been assigned Garrison or Guard duty.

There are eight types of mission that may be assigned to your armies. Only Move, Garrison, Guard duty and training may be assigned to armies without a leader. At certain points in certain missions, you may be offered the opportunity to change the mission parameters of an army. This usually consists of an Await orders command within an event window. In this case the army will wait where it is until given a new mission from its hometown military screen.

The missions and army states are:

Idle army

Not a mission, but an army's neutral state without any current orders. Idle armies are essentially off duty and will not perform any function at all, no matter what the circumstances. Idle armies may be given orders at any time.

Move army



Orders the army to move to another one of your own towns. If an army has to cross water to move or attack a target it must first travel to an owned port town. Only scouts may be asked to move to an unknown area. Moving a spy to a non-owned town automatically assigns him to infiltrate that target.

Combat mission



Your army will be sent to attack something. This is often used as an act of conquest. Attacked towns will be conquered if your army is victorious on the field at their destination. Towns protected by a castle cannot be targeted until the protective castle is neutralised. Attacked castles do not change hands until the territorial Capital is taken. All combat missions must have a leader to command it.

Diplomatic mission



Your leader acts as a diplomatic envoy and his army as his personal bodyguard. Diplomats sent to clans, which are currently hostile towards your own clan or indeed at war with, are exposed to severe personal danger. Diplomatic missions are assigned slightly differently from normal missions. See below for more details. The diplomat is simply asked to go to a town to open diplomatic talks. You need not specify the subject until talks are initiated. The following may be discussed when the diplomat arrives.

Certain subjects are only available depending on the political atmosphere between your two clans.

- Offer peace: Offered to any clan with which you are currently at war with. Success ends hostilities; at least temporarily.
- Present gift: Available at all times to all clans. Attempts to bribe the clan to feel better towards you. The agreed amount is automatically debited from the diplomats' hometown.
- Demand surrender: Offered against warring clans only. Success ends the feud and transfers ownership of all their land, armies and leaders to your clan.
- Demand tribute: Available at all times to all clans except allied ones. Threatens the receiving clan to give you money. Funds are automatically added to the diplomats' hometown.
- Demand absorption: Similar to demand surrender except that you need not be at war with the receiving clan. Although after a demand like this you soon may be. Absorbed clans transfer all their lands, armies and leaders to your clan.
- Rally support: Asks your diplomat to actively seek recruits to your clan. Success will result in a peasant army forming from the target town and heading to the leaders' hometown. This action is highly unpopular among burgh lords.
- Ask for support: Similar to rally support except that this option is only available at an allied clan. This asks the clan to gift you soldiers to add to the diplomats' army. There must be room in the army to allow a transfer of troops.
- Ask for information: Asks for any relevant information that the receiver wishes to share. Any new information will be displayed in the Clan settlement screen. Any territorial information will be conveyed to the General map.
- Attack the town: Send your diplomat and his diplomatic guard (if he has one), to attack the settlement he has initiated the talks with.
- Declare War: Declares a state of war between your clan and the clan you are currently in diplomatic talks with.
- Cancel Diplomatic Mission: Cancels current diplomatic mission, and returns Leader and diplomatic guard to their home town

Ambush/patrol mission



Asks an army to patrol an area of land looking for potential targets of opportunity. Ambush missions are conducted in non-owned territory. The raiding army will actively seek trade caravans and attack them if prompted to do so. Once a caravan is ambushed, the raiding party may return home with their spoils or destroy the caravan and continue their patrol to look for other potential victims. Needless to say, not many other clans welcome bandits and thieves. Patrols are conducted within your own borders. Patrolling parties look for any raiding bandits or approaching armies. You have the choice whether a patrol attacks an encountered force or not. Patrols continue until the army is recalled to home base or are given other orders after an incident.

Garrison duty



This mission may be performed by leaderless armies and acts as a castles' defensive force. Only one army may garrison a castle at a time. Armies may also be sent to garrison a castle up to the limit of the castles maximum garrison capacity. Armies garrisoning a castle must be recalled home before they may be given another mission. Up to six armies may garrison a single town, but if the town does not have enough barracks to house them, expect insubordination.

Guard duty



There are two types of guard duty; neither type needs the presence of a leader. Night militia and caravan guard duty. Caravan duty is assigned from the trade screen where all caravan activity takes place. Night militias are assigned from the military screen and may only guard their current location. Their sole function is to watch for raiders at night. Without a Night militia, even the strongest garrisoned town can be caught with their pants down. Beware however, as some stealthy leaders can evade almost any night watch. Only one army may be assigned as the Night militia at any one time.

Covert actions



This term is used for any small unit night operations into enemy settlements. Armies wishing to undertake a covert action must not only have a leader but also must contain no more than ten soldiers. Cavalry are considered too noisy to be taken on covert missions.

Possible targets:

- Raid treasury
- Raid stores
- Raid armoury
- Rescue prisoner
- Destroy stores
- Destroy armoury
- Destroy barracks
- Assassinate leader

Attempts to find the town hall and steal the town taxes.

Attempts to find the town stores and ransack them. The more valuable goods are always taken first. Human players are given a choice of the entire store to pick the most desirable loot.

The same as the above except that the armoury holds weapons and armour.

Attempts to break into the town prison and free any prisoners kept within.

Any leaders not belonging to your clan that are rescued from imprisonment will join your clan in an act of extreme gratitude.

Freed prisoners are taken back to the armies' hometown.

Seeks to find the town stores and burn them to the ground. Bear in mind that some towns may have more than one storehouse.

Exactly the same as destroy stores except for weapons and armour.

Kills all sleeping soldiers in that barracks. However, those that wake up may race out and retaliate.

A knife in the back is the desired end result for a meeting with an enemy leader currently resting at a town.

Bear in mind that this can be done to your own leaders.

Most town buildings may be set on fire. To do this, attack the building. A soldier will hammer down the buildings door and set fire to the building from the inside. Be warned. Fires tend to wake people up. That includes all the other sleeping soldiers in the town. It can get really crowded, really quickly.

Train army



This takes an army out of active duty and inducts them into an intensive training program to improve their overall performance. Training armies gain experience and improve rank over time, however training is more expensive than the standard army wages. To recall an army from training camp, simply select the army followed by the **Recall army to this town** icon. Although not as beneficial as a live battle, training is none risk and reliable.

Note that some Clans are better at training troops than others.

Awaiting orders

Again not a mission, but a neutral state of rest. Armies may achieve this state at the completion of an aspect of their current mission type, i.e. after a successful castle siege, or if the circumstances of their current mission have changed, i.e. the army is sent to a town, which is destroyed on route. Armies awaiting orders are the only armies that may be given orders outside of a town, but they may achieve this state many times depending on the situations that arise.

ASSIGNING MISSIONS

Now you know what all the mission icons mean, you may feel like using them. In every case you will need to select an army by clicking on its army name. The mission icons are now made available. If an icon is still grey, then some army requirements have not been met, check the mission descriptions for pre-requisites before undertaking missions.

Select a relevant mission icon and a map of the area will appear.

Notice the icon with the large Red Cross on it. Click on this to cancel the mission command. Some missions require a destination, click on the map to send out an army. To help you choose a destination. The area to the left of your map will confer additional information. This information is only available for non-owned towns if you have a spy positioned there. When you have decided, click on the target. That's it, the army will leave immediately if they need to. They are now inaccessible until they return from their mission, are recalled or are awaiting orders. Their army box will change colour to reflect their mission.

The army mission colours are:

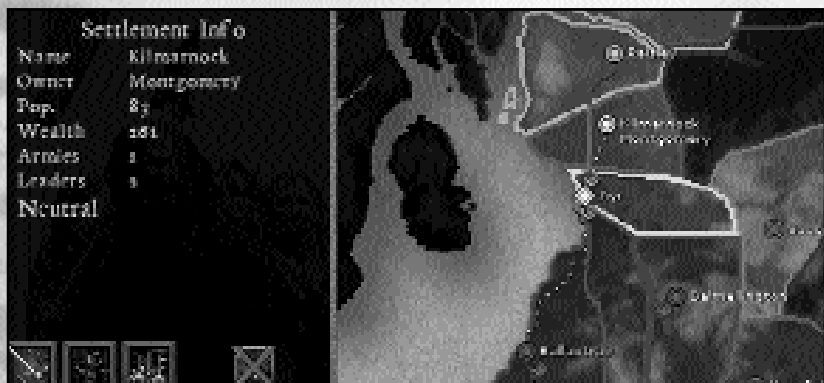
Grey	No orders
Cyan	Marching
Red	Combat mission
Blue	Diplomatic mission
Brown	Garrison duty
Yellow	Guard Duty
Purple	Patrol/Raid
Black	Covert missions
Green	Training
White	Awaiting orders

All you have to do now is wait until your army arrives at their destination or your deployed forces meet some undesirables. You will be informed of any developments as they happen. See the section entitled **Events**. Your armies may be intercepted by enemy patrols and a fight may break out. Chance battles are not a part of any mission and the army will continue with its assignment unless recalled home. Consider recalling your armies at this point, especially those on political missions. Non army forces may only be assigned specific tasks.

- Scouts can only be ordered to **move** into a territory.
- Spies may only be ordered to **move** into an enemy town.

MESSENGERS

If you don't want to risk a diplomat, use an expendable messenger. Towns are restricted to two full time messengers at any one time. If a messenger is killed a new one will be trained from the civilian population.



To send a message, select a messenger from the military screen followed by the “Move” mission command. You will be asked for a destination to send him to. By holding the mouse pointer over towns on the map, additional information will be displayed to aid your choice. Select a town and the message you wish the messenger to bear. He will be despatched immediately. If at any time you wish to abort the process, simply click on the cancel messenger button.

Note that messengers alter the standings of the players' clan toward the receivers Clan and occasionally other Clans. Political standings can be severely damaged or even shattered if the player sends too many messengers with demands to a certain Clan.

Messengers carry a lesser degree of influence than a diplomat, and a much lower success rate.

In addition, messengers lack the tact and subtlety of a diplomat and may be sent to any Clan with any message, however unwise.

- Ask for information: Asks for any relevant information that the receiver wishes to share. Any new information will be displayed in the Clan settlement screen. Any territorial information will be conveyed to the General map.
- Ask for military support: Similar to rally support except that this option is only available at an allied clan. This asks the clan to gift you soldiers to add to the diplomats' army. There must be room in the army to allow a transfer of troops.
- Ask for a loan: Ask an ally for some money. Loans are not expected to be paid back and are classed as favours. Favours will be expected to be returned. Funds are automatically added to the diplomats' hometown.
- End alliance: A polite politically correct way to tell a former ally that they are no longer needed?
- Offer alliance: Asks for a friendly clan to join you in a mutual protective alliance. Allied clans represent very favourable political relations and open a new set of diplomatic options.
- Declare War: Declares a state of war between your clan and the clan you are currently in diplomatic talks with.
- Pay ransom: Pays the ransom for a captured fellow leader. Sometimes this mission holds an inherent chance of a double-cross. Ransom money is automatically debited from the diplomats' hometown.
- Cancel Diplomatic Mission: Cancels current diplomatic mission, and returns Leader and diplomatic guard to their home town.

This approach may also be performed on your own leaders behind your back. Do you know how loyal your own leaders are?

RECEIVING MESSENGERS

The reverse of the above. You are offered the choices of:

- Accept the messengers terms or demands.
- Refuse the messengers terms or demands.
- Kill the messenger to stir things up a bit.

DEATH OF MESSENGERS

Messengers cannot be intercepted while delivering messages but they run the risk of being killed upon arrival by the receiver. If one of your messengers is executed in this manner, you will be notified instantly via an Urgent report event notification. See the section **Troops: Other forces** for more details.

THE TOWN TRADE SCREEN



The trade screen controls the sending and guarding of trade caravans and the posting of items for sale. Caravans wanting to buy items are always received from other clans, caravans going to towns belonging to their own clan are conducting straight goods transfers straight into the town stores.

The trade screen is split into two sections, the actual caravans on the left, the stores and barracks on the right. The icons at the top right of the screen are toggle icons. These toggle the viewing options on screen.

The icons are, from left to right:

View stores



Displays the combined content of the town halls coffers, the store houses goods and the armoury weapons.

View armies



Displays the available armies currently barracked in town which may be used to guard the goods caravans.

Show all caravans



Displays all of the towns currently serving caravans.

Show incoming caravans only



Displays your incoming caravans only.

Show outgoing caravans only



Displays your outgoing caravans only.



Under these icons is the Shop window. This area is used to display the goods that the town has placed for sale to other clans.

You may select what items (if any) that you wish to put up for sale by picking up an item from the stores section (you must have the stores section displayed underneath of course) and dropping it into a shop window space. You may now alter the asking price for one quantity of that item (a single item, a bail, a galleon etc) by clicking on the yellow up or down arrows directly above and below the current price tag. You can adjust this asking price at any time, but arriving caravans will decide to buy or not based on the price of the goods when they arrive at your town.

To un-assign an item for sale, simply reverse the process. Pick up from the shop window and drop the item back into the stores. The town officials may automatically control the town trade. Simply toggle the Auto or Manual switches in the shop window to activate or deactivate this feature. This auto trade acts independently from the auto-management feature.

With auto trade, caravans are despatched to buy goods. It will also create caravans to supply your own towns with goods if the need arises and offers surplus goods for sale to other clans. The Stores section under the shop window each shows two numbers alongside the goods items.

These numbers indicate:

- S The number of this item in the town stores
- £ The current estimated average market value of this type of goods.

TRADE CARAVANS



Trade caravans are similar to army boxes except that they are split into two sections. The first box on the left represents the goods caravan itself. This caravan may carry up to five different types of goods and up to fifty items in each caravan. The second box is the merchants' moneybag. This bag carries any money assigned to the merchant to buy goods with, or is transporting to another one of your towns. The third box on the right represents the army guard. Caravans are coloured to reflect their status. Blue is an outgoing caravan, gold is an incoming caravan. Existing caravans also display their destination, the clan to which that town belongs and the caravans estimated time of arrival.

All caravans can be used once only, there and back. Indeed if the caravan is used as a supply run to one of your own towns, it is disbanded as soon as it arrives.

See Events: A trade caravan for the full story.

CREATING NEW CARAVANS



To create a new caravan, select a mode of transportation at the bottom left of the screen. Horses are a rarity, but they travel much quicker than an ox. The movement bonus may be made irrelevant though if walking guards slows the caravan to their own pace. A third inferior choice exists if a town does not have enough livestock to form a caravan. Caravans may still be sent, but will be hand pulled by peasants at an incredibly slow rate of movement. You may select the number of carts you require for a newly created caravan by clicking the up/down arrows next to the Create new caravan icons.

Click on a cart type, horse, ox or peasant pulled and select a destination for the caravan on the map that appears. Manipulate the map in the same fashion as the General map screen. Move your mouse pointer over the towns on the map. You will be given the name of the town, the towns clan owner and it political attitude towards you directly under the map. Notice that the information section has changed. It is now displaying this towns shop window. Use this information to pick a town destination. You can now decide what you wish to put in your new caravan, what guard you would like and how much money to bring with you. Items may only be placed in a caravan if they are delivering goods to one of your own towns. Open the town stores by clicking on the stores toggle icon at the top right of the screen. Now pick up items by left clicking the mouse button and drop them into the caravan portion of the caravan on the left with the right mouse button in exactly the same fashion as the military screen. Do this only if you wish to move stores from town to town, otherwise just pick up some money and drop it into the moneybag. You will need this to buy goods at a town market. If you are sending a caravan to buy goods, it may not be sent until you assign some money to it.

Caravans do not necessarily need a guard but this option may be useful if you fear for the safety of the caravan. To assign a guard, click the barracks toggle icon, using the arrows to cycle through any armies available for caravan duty. That is, any armies that is currently in the town and not assigned to another task. Now select one by clicking on its army name and drop it into the right sided guard portion of the caravan with the right mouse button. Drop it back into the military info section to cancel the assignment to the caravan. Soldiers currently guarding caravans are essentially taken out of the armies' loop. You still have to pay their wages, but they cease to be an army with a hometown. The regain both states when they arrive back at one of your towns or when the caravan is disbanded. The caravan guard is then converted to a standing army homed to their new location. When you are ready, click the Send caravan icon to send the caravan out, or click the cancel caravan icon to abandon the process.

NEWS



All news is documented in this screen in simple reports.

This information is updated every day as it happens.

EVENTS



Are you waiting for news from your patrols, your marching armies, and your messengers?

Then you're waiting for an Event.

- Events are occurrences that may not happen every day.
- Events describe a large variety of occurrences, from basic information like the death of a messenger to the arrival of vast armies at your castle walls.

Event windows will automatically pop up as the event happens in real time, advancing time will hurry the events forward but the clock will stop at the time of the event.

Your advisor is available at certain events, click on the **Advice** icon to hear his thoughts.

Events are split into seven sub-categories:

An urgent report

Describes everything from the successful insertion of a spy, a newly trained cadre of soldiers to the assassination of one of your commanders. Urgent reports convey both good and bad news.

Possible responses to reports vary as much as the reports themselves.

A battle

Describes any type of potential conflict. You will have the choice to retreat your army if you are the aggressor, otherwise you will have to fight for your life.

You also have the option to allow the computer to determine the outcome of the battle based on the troop strengths of the combatants by selecting “ Use your initiative “ at the bottom of the event window.

Raiding party at target

Your small covert unit has reached its target. You may allow them to run the mission on their own, or take control of them manually in real-time.

Diplomatic talks

Either your diplomat has arrived at his target or you are receiving a diplomat. If it is your own diplomat involved in talks, you are given a choice of what you would like him to discuss depending on the political relations between your own clan and theirs.

If you are receiving a diplomat you will be informed of the diplomats request. You will have the option to accept or refuse his suggestions. At the end of the talks you may allow the diplomat to leave in peace, or try to cut him down like a dog.

A messenger arrives

You have received news of some type, either from a returning messenger or an envoy from another clan. Clan envoys expect a reply to their messages.

A trade caravan

A trade caravan has arrived at a town. If the caravan and the town both belong to you, then any stores that the caravan is carrying is deposited into the town stores and any guarding soldiers will be formed into an army at the town barracks.

If the arriving caravan belongs to another clan, you may trade with it or attack it for the money it will be carrying. If you wish to trade, you are presented with the caravan full of the goods that the trader wishes to purchase and the goods you currently have in your towns shop window.

You are allowed to haggle last minute price changes to your goods at this time, and the trader will adjust his shopping trolley accordingly.

When you are happy with the proposed transaction, click “Complete the deal”, otherwise “Send them away”. The inverse applies when you send a caravan to another clans' town.

LOADING / SAVING GAMES / IN GAME OPTIONS

Press the ESC key to access these options.

The following options are now available:

- | | |
|-----------------|---|
| • Continue game | Returns you to the game. |
| • Save game | Select a save game slot to save your game or click on erase a slot to delete a previously saved game. |
| • Load game | Select a load game slot to load a previously saved game. |
| • Exit game | Abandons the game and returns you the main menu. |

CHAPTER 4: WARRIORS

LEADERS

The leaders of men; your Generals, Politicians and Spymasters. These are the heroes that will drive the history of the British Isles. Without leaders, your armies are merely a collected rabble. In Braveheart, your armies can barely perform any task without a leader at its head.

The collecting of these men is therefore imperative to a successful campaign. All of the major clans begin the game with two fanatical leaders. These leaders are incorruptible from your cause throughout the game while they live. The same does not apply to all other leaders who will wander the land acting as mercenaries. Certain leaders are attracted to certain types of clan, and their loyalty is dependent on their morale and the colour of your money. All clans will want their services, and they know it.

All leaders have different skills and strengths, and their talents will have to be used properly to attain the best results from them.

Leaders are displayed in the Clan leaders' screen with a reasonably large number of individual statistics. These represent personal characteristics and are described below.

LEADERSHIP

The ability to mould a body of men into a cohesive fighting force. A low leadership rating leads to confusion in the ranks, weak formations and slower reactions when following orders. A strong leadership rating results in swift actions and solid formations.

COMBAT

The leaders personal effectiveness in battle. This has no effect on the skill of his troops.

BRAWN

The strength of the leader. This reflects his damage potential in battle and the amount of damage he can receive before death.

BRAIN

The leaders intelligence. A leaders brain statistic affects all diplomatic talks.

STEALTH

A leaders ability to be sneaky. A leader transfers this attribute to all his troops when on a covert night mission.

DIPLOMACY

The leaders skill in direct diplomatic talks. Diplomacy also helps a leader on the battlefield in the unlikely event of his surrender.

LOYALTY

The leaders inherit devotion to his employer. A low loyalty suggests likelihood to work for the highest bidder.

FAME

Fame is not a statistic but a running total of the leaders' experience and reputation. Leaders gain fame from victories and successful diplomatic talks. As a reflection of a leaders' experience, leaders gain extra skill points which are added to their statistics at certain intervals, therefore famous leaders are more skilful and generally cost more to employ than unknown or fledgling ones.

MORALE

Similar to a town's morale, a leader's morale is affected by victories and defeats on the field as well as events on the diplomacy table. Leaders with low morale may be liable to leave the employ of their current clan.

WAGE

Simply the leaders wage for the month. Leaders are paid at the beginning of each month and are paid according to their fame, not necessarily their statistics.

LEADERS IN BATTLE

Leaders are inspirational figures and will impart a morale bonus on any friendly troops around them whilst at the same time causing a fear modifier on the enemy.

Even weak leaders are better than an elite soldier when in combat. However since the commanding officer is such a large target this does not impart the huge advantage that it would seem to. Take care of your leader in battle.

TROOPS

There are many types of troops in Braveheart based on the individual soldier's main weapon that they are equipped with. To add to that, depending on the type of weapon used, a soldier may also be equipped with shield, armour, and issued with a horse. The actual number of permutations this allows is quite sizeable but a Swordsman armed with a shield and chainmail is still classed as a Swordsman.

Below is a table of available weapons and their possible combinations.

S denotes a Scottish weapon, E an English weapon and A can be made by anyone. Their use is not mutually exclusive, but their construction is.

	Hands	Mounted	Shield	Armour	Construct
 Improvised weapon	Two	No	No	Yes	A
 Claymore	Two	No	No	Yes	S
 Broadsword	One	No	Yes	Yes	A
 Great sword	Two	No	No	Yes	E
 Dagger	One	No	Yes	Yes	A
 Pike	Two	No	No	Yes	E
 Short spear	Two	No	No	Yes	A
 Long spear	Two	No	No	Yes	S
 Axe	One	No	Yes	Yes	A
 Broad axe	Two	No	No	Yes	S
 Mace	One	No	Yes	Yes	A
 Short bow	Two	No	No	No	S
 Long bow	Two	No	No	No	E
 Crossbow	Two	No	No	No	E
 Lance	One	Yes	Yes	Yes	E
 Club	One	No	Yes	Yes	S
 Scouts (No weapon)	n/a	No	No	No	A
 Spies	n/a	No	No	No	A
 Messengers (No weapon)	n/a	No	No	No	A

The movement rate of troops is affected by the weight of their equipment on the battlefield.

Equipping troops is a balance of resources and personal playing style. Bear in mind though that certain weapons have advantages over others.

RANK AND GAINING EXPERIENCE

Troops gain experience after every battle that they survive, more so if they emerge victorious. All peasants drafted into the army begin life ranked as green and may never gain any experience unless they are given a weapon to train with. Once equipped, soldiers gain experience with that given weapon alone. If at any time that weapon is removed from the soldier he instantly reverts to peasant status and loses all rank bonuses.

Shields, armour and horses do not affect a soldier's rank. There are four soldier ranks; Green, Regular, Veteran and Elite. The higher the rank the better the troops.

Note that a high rank automatically improves the soldiers' personal autonomy when commanded by a weak leader. Elite troops do not follow fools easily.

Soldiers may be moved from unit to unit at any time, providing that the soldier is armed exactly in the same fashion as his newly assigned unit. Mixed units are not allowed. This practice will average the ranks of the newly added to unit. Green soldiers added to an elite unit will reduce the overall unit rank to either Regular or Veteran depending on the number added.

Rank is colour coded as the following:

Green	Green, inexperienced troops.
Orange	Regular well trained, battle ready troops.
Red	Veteran battle hardened experienced troops.
Blue	The Elite and most experienced troops available.

HORSES AND CAVALRY

Horses serve two purposes in Braveheart, as a faster work animal to pull carts and caravans in place of the more commonplace ox and as cavalry.

Cavalry adds a new and dangerous weapon to the medieval Commander's army. Combining excellent mobility accompanied by devastating charge attacks, horses grant a new level of battle strategies.

Unfortunately, horses in Scotland are in short supply. If you see a line of cavalry charging across the field in full gallop it's likely to be English and headed towards your petrified men.

Horses are precious commodities in Scotland, perhaps more so because in times of extreme hardship they may be slaughtered for their meat.

Loyalty

All armies have a loyalty rating. This rating stems from the experience of the troops and their origins.

There are three loyalty ratings:

Dubious	Armies who have either just been created or turncoats from other clans.
Reliable	Standing armies with a solid background.
Fanatical	Unswervingly loyal troops.

The lower the loyalty rating, the more susceptible the army is to morale losses on the battlefield resulting in surrender, desertion and rout. Be careful just who you assign to certain important tasks.

Your own army may surrender without your consent if its own loyalty rating is Dubious and they are taking heavy losses. The commanding army of that army will seek to escape in this event back to one of your own towns.

SIEGE ENGINES

Specialised siege equipment does not come cheaply or quickly. Siege machines in Braveheart come in three forms, the catapult, the battering ram and the siege tower.

Siege engines are built just like any other conventional weapon by the armourers, albeit at greatly increased resource costs. However siege engines must be transported to a siege target either as or along with a conventional army led by a leader. Siege engines occupy an army box unit slot for each engine and does not require men to equip it to. These engines will need be assigned men at the actual siege (See **Castles and castle sieges**).

Armies containing siege engines may only be sent to friendly towns or to attack enemy castles or stockades. These are the only structures that require the presence of siege engines and the only reason why men would willingly wheel these monstrosities across miles of muddy countryside. This trip will also have wear and tear effects on the transported siege engine that can only be partially repaired at a friendly town. These engines are not built to travel well.

LINES OF SUPPLY

An army marches on its stomach and for the same reasons as transporting siege engines great distances will damage the engine, moving men great distances damages the army.

An army eats from the stores of the town that they are currently barracked in. A large army will exhaust a small community's food stores in little or no time at all and then leave everyone going hungry. Logistics for armies is an important basis for success, or failure if it all goes wrong. Armies do not carry supplies when they travel. Instead they forage from the surrounding land. This does not impinge on the supplies of the local town but since foraging is scarcely enough to survive on, troops will find the act demoralising and demeaning after a time. Troops forced to forage on the march too long will lose morale and start to desert. This also applies to leaders. If a leader's morale falls lower than his troops, causing him to desert, the entire army will desert on route.

OTHER FORCES

SCOUTS

Scouts are non-combatants who are used to investigate terrain features on the General map. They avoid settlements except to mark their location and once sent out do not return until they have mapped the entire new territory.

Scouts have a small chance of being caught by territorial patrols. His survival depends on the nature of the clan soldiers that caught him and the Clans attitude towards you, if any.

SPIES

These very special units have a single function. Infiltrate other clan towns and castles to find out as much as possible about the enemy.

Spies are non-combatants and should not be confused with soldiers on covert missions. A town may only possess three spies at any one time.

Spies are automatically trained from the civilian population of a town, although some clans are better at training spies than others. Training takes some time, but once trained, a spy may be given a single assignment, infiltrate a town or castle and relay information about that town.

To assign a spy to a settlement, simply order him to move to the enemy settlement or structure from the military screen.

Only a single spy is needed per settlement/castle, further spies may not be sent there until the present spy is caught. Spies kept at home increase the chance of catching an enemy spy who has or is trying to infiltrate your town.

Any spy runs a continued risk of being caught. Spying is classed as a severely dishonourable action. Caught spies are always killed and political relations are always very badly mauled by the discovery of a spy.

A spy has another important function. Once inserted into a town or castle, a spy is free to wander about the area as a civilian in the 3D world. He may investigate the town stores, armoury or whatever. He must avoid the town guard though, as acting suspiciously around important buildings is a sure-fire way of getting caught.

To view towns or castles with a spy insertion, hold Control (Ctrl) and click on the town or castle in the General map screen.

A spy may see inside a storehouse or other special buildings by clicking on the RAID command and then clicking on the building to be investigated.

To return to the Map screen, press ESC followed by ABANDON BATTLEFIELD.

chapter 5



PLAYING THE 3D GAME

Sooner or later you'll need to enter the 3D world. Control here is real time and similar to other real time strategy games of its ilk, except for one main difference; the camera concept.

THE CAMERA

Control of the camera is paramount to playing the 3D game. To facilitate user control there are four camera modes for the player. Soldiers' views, follow cam, battle cam and null cam. Three of these modes rely on the assignment of a "cameraman". The camera may be assigned to any of your own troops currently on the field. The cameraman may be changed at will. Once the cameraman has been assigned you may switch between the camera modes.

Soldiers' view is the view of the scene as perceived from the eyes of the cameraman. He may look left to right and up and down.

Follow cam acts as a hovering camera a few feet behind and above the cameraman.

Battle cam is the most versatile of the camera modes with the most scope for manipulation. With the Battle camera you have full control of not only the scrolling aspect of the landscape but also the elevation as well. Be it from ground level to high above for a birds eye overview of the battlefield.

The Battle camera gives you the total freedom to roam around the battlefield. However it is a viewing device not a mobile scout. Although it is allowed to fly anywhere it likes, the enemy will only be drawn on screen if they can be currently seen by one of your own troops. Unless you scout an area properly, there is no telling what could be lurking on that seemingly empty piece of land.

Note that when you enter the 3D world the cameraman is assigned originally to your army leader. If your army has no leader, it will be set on a random soldier.

Null camera, drops the camera onto a point on the ground. The last point of the previous cameraman determines this point.

Null camera can also be achieved if the current cameraman is killed in combat.

CAMERA CONTROL

Camera actions are controlled through the use of the right mouse button while in the 3D world.

To assign/change the cameraman simply right click the mouse when your mouse pointer is over the new target soldier. Since the actual playing area is huge and therefore it is incredibly easy to lose yourself in it, there are several shortcuts to help you find a group of men and assign a new cameraman easily.

There are four representations of your own troops in the 3D game user interface. The leader portraits at the bottom left of the screen, the small shortcut units inside the army box, the selected units at the top of the screen and the current cameraman at the bottom right. Right clicking on any of these will reassign the cameraman to a member of the selected group (or leader) and centre them on the screen (unless you were in the Soldiers' view mode).

To switch the camera mode:

F1	Soldiers' view mode
F2	Follow camera mode
F3	Battle camera mode
F4	Null camera

Moving the mouse cursor to the extremes of the screen scrolls the camera.

Alternatively, you may like to use the keyboard cursor keys to scroll the screen in Battle camera or null camera mode, or control the look around view in the Soldiers' view and follow modes.

In any camera mode, holding down the right mouse button and moving the mouse will change the rotation and zoom of the camera.

In addition to this, in third person, as well as holding down the right mouse button, holding down the Left shift button on the keyboard will enable the camera view to change elevation.

This function is duplicated by the numeric keypad. The +/- keys on the keypad zooms the camera in and out.

Camera control is essential to all aspects of the 3D world. Practice makes perfect.

THE 3D INTERFACE

The 3D game user interface is essentially separated into two parts, the control panel and the play area.

The control panel represents essential command buttons and user information such as the play area radar and the command icons. The play area represents the world in which you will interact with your troops and conduct your army moves.

CONTROLLING YOUR TROOPS

BASIC SELECTION AND CONTROL METHOD



The basic control method is achieved using the left mouse button. Clicking on an individual/unit/army selects it. Dragging around individuals/units/armies selects units within the drag box.

Holding **CTRL** along with the above adds to the selection.

Holding left **ALT** deselects from the selected individuals/units/armies.

Space bar: Cancels activated command mode, deselects all and toggles the army box.

THE ARMIES TAG



You may assign up to six individual armies to the same mission. You may only access the army box of one army at a time. This is done by left-clicking on the number tag directly above the army box, the armies are numbered from one to six. All leaders present will be shown at the bottom of the screen, numbered according to their armies. Leaders may only give leader commands to their own troops.

Note that due to the huge processing requirements of very large numbers of troops on the field at the same time, troops may be rounded down proportionally. A single soldier in the 3D world may represent multiple soldiers from that army. The proportional scaling will be constant with all armies on the field.

THE ARMY BOX



The army box under the radar represents the army as arranged by you in the military screen before sending your army on the mission.

You may toggle between armies by selecting the number tag directly below the radar. This brings down the army box and displays its contents.

Here the armies name, total number of soldiers, loyalty and rank are displayed followed by the soldiers themselves in their respective units.

Clicking on the army name will select the entire army. Clicking on a unit selects that unit. Holding CTRL/left ALT with a drag selection adds/subtracts units from the selection.

The leader portraits(s) act as a shortcut in the same manner.

Selected soldiers are displayed at the top of the screen. Entire units selected will turn green on the army box; partially selected units are displayed in gold.

Selected soldiers, move to a space selected by the left mouse click unless the cursor is directly over an enemy unit, at which point the soldiers will attack that target.

*Note that you are offered a facing preference in the form of a direction arrow at the move destination only if you have activated the **Move** mode. That is, selected the Move command icon. To use the facing arrow, hold the left mouse down and move the mouse left and right to rotate the facing arrow clockwise and anti-clockwise. Releasing the mouse button issues the command.*

You may shortcut this process by pressing the **M** key to activate the Move mode.

The right mouse button can still be used to adjust camera position while doing this.

Actions may be selected directly from the icons command panel(s) or with the allocated shortcut key.

3D GAME CONTROL SUMMARY

Soldiers may also be selected from the army box directly under the radar, by left clicking on an individual soldier or by dragging a box around a body of troops.

- Left clicking an army slot activates the appropriate army box panel in which the armies pre-defined units are placed.
- Left clicking on the army name within the panel selects every member of the entire army.
- Left clicking on a single unit in the army box selects that unit.
- Leaders are selected by left clicking on the appropriate leader portrait at the bottom left of the screen.

OTHER 3D GAME CONTROL/SHORTCUT KEYS:

"Ctrl"	Add to selection
"ALT"	Subtract from selection
"1" - "0"	Unit selection/deselection
"Space"	Deselects all + close army box
"1" - "6" + Right ALT	Show/hide army box
"M"	Move mode
"A"	Attack mode
"G"	Guard mode
"R"	Raid mode
Alt 1- 9	Group soldiers.
1 - 9	Select Alt 1-9 grouping.
Numpad 8,2,4,6,-,+	Move camera up,down,left,right,in and out
Left mouse button (click)	Select/deselect
Left mouse button (drag)	Box select
+ Left ALT	Box deselects
+Left Ctrl	Box additional select
Right mouse button (click)	Select cameraman (change mode if same)
+Left Shift	Rotate and zoom (in 3rd or null cam)
"INSERT"	Send network message
"Esc"	Access game options menu

COMMANDS

Commands are issued via the icon panels and most need a second target click to begin the action.

All commands not in an action cue are processed last in first out, and the latest command always over rules the previous.

Pressing the S key stops all commands. During a rout, this option may not be available, at least temporarily.

THE COMMAND ICONS

The command icons are split into three subcategories. **Basic commands, tactical commands, and leader commands.** Each is only assessable on certain conditions.

BASIC COMMANDS

Whenever a soldier of any type is selected the player has access to the **Basic commands**.

The basic commands consist of **Move, Attack, Guard and Raid**.

All basic commands freeze out any further selection unless the icon is clicked again, or until a target is selected, be it an area, person or building.

All have corresponding icons until a target is selected, at which point the order is attempted.

Move



Move is self-explanatory and is targeted to a place, point on the viewed play map.

Holding down the **M** key when selecting the destination on screen will provide the **Facing arrow**. Moving the mouse left and right will rotate this arrow. Releasing the left mouse button will determine the end facing position based on the end pointing direction of your troops.

Attack



Attack is targeted at an individual or a building with the selected soldiers.

Melee soldiers will attack directly in a straight line towards the target.

Soldiers attacking a building will attempt to enter it in order to destroy it by fire.

Troops armed with missile weapons are exempt from moving towards the enemy. They will stop and fire where they stand.

Guard



Guard can be targeted at an individual building. The selected soldiers will circle the building, deflecting any hostile forces away from it.

Guarding soldiers only attack opponents attacking the building or are attacking them personally.

Discipline and rank have a strong effect on how soldiers guard their target. See **Rank**.

Raid



Raid is targeted only on a building, and only specific buildings at that.

An icon will inform the player whether the targeted building may be raided or not.

Only Storehouses, armouries, prisons and town halls may be raided.

Individuals must enter the building to raid it.

Infiltrated buildings will be marked with a raid icon indicating that you have men inside. Clicking on an infiltrated building will open the building contents.

You may now take or drop items up to the limit of the carrying capacity of the men inside the building by clicking on the up/down arrows.

To leave with your loot, click on the exit building icon.

Note that the game is not paused while your men are inside a building. You'll have to be quick. Soldiers killed before the scenario ends will lose any items carried up to their individual carrying capacity.

TACTICAL COMMAND ICONS

These represent specific group actions or options. To perform a tactical command you must select a body of at least six men.

There are eight unit commands. Four are formations; the others are strategic actions.

All unit commands are subject to variations of application due to the **Rank** of the unit.

FORMATIONS

All formations are selected by a single left click, but you also have the option to set the direction of the formation using the facing arrow function (M key).

Line formation



Line is a Defensive formation unless charging cavalry uses it.

Line movement speed is below average and may not charge unless used with cavalry.

Leaders are placed at the back of a line formation.

Wedge formation



Wedge is an offensive formation used to punch a hole through the opponents' forces.

Because of the nature of wedge, when it attacks, it is always considered as a charge.

Wedge movement is below average but increases to a charge when attacking.

Leaders are placed within the wedge formation near the back.

Circle formation



Circle is a defensive formation similar to the basic guard command. It is used to protect an individual, not necessarily a leader.

If a leader is not selected the unit will protect the man in the middle of the formation.

Circle movement is slow and may not charge.

Leaders are placed directly in the centre of a circle.

Loose formation



Loose is not really a formation. But the state the soldiers exist in if they are not in any other formation.

Loose movement is standard and may charge at will.

Leaders may stand anywhere in a loose formation.

STRATEGIC ACTIONS

Charge



The group will run in formation (if possible) at the formations top speed toward the target to attack with full force.

A charging unit deals double damage for the first round of combat (it will still need to hit normally) but receives no other benefits.

A charge is vulnerable to a line formation with long weapons.

Scatter



A simple command where the unit breaks formation and runs at full speed away from the centre-point of the unit.

Scatter is used primarily against charges, be it cavalry, wedges or just superior numbers of troops.

Withdraw



Withdraw is a movement, which needs a final destination, which directs the unit backward while defending themselves.

Movement is slow, but is less dangerous than simply turning tail and running while in the midst of combat.

If the unit is not engaged in combat they will shuffle backward to the destination point.

Retreat



Another mass move command. You will be asked for confirmation of this command as it will attempt to disengage the entire army from combat and remove them from the battlefield. As soon as you confirm this command, you will lose control of the entire army permanently. Retreat pulls the entire army from the field and abandons the scenario if it is the only army in your force.

Retreat is not a surrender command. The scenario could still be a victory if the mission objective was achieved, especially in a covert operation.

LEADER COMMANDS

Available whenever a leader is selected, whether on his own or along with soldiers.

There are four leader commands:

Regroup



Regroup is basically a move command.

However once the army reaches the destination it will reform to its initial shape it possessed at the start of the battle. The facing arrow in the same fashion as the Move command determines facing.

Truce



This is not available on covert missions as it offers the enemy a battlefield truce.

If successful, hostilities will end towards the leaders' army and he is allowed to leave the field and return to his hometown unmolested. The success or failure of this manoeuvre depends on the leaders' diplomacy rating and the enemies view on how capable it is of winning the scenario.

Surrender self



Generally a better option than the whole army surrender.

This icon prompts an "Are you sure Yes/No" message.

→ No continues the game.

The leader is offering himself for the lives of his troops. The enemies decision to accept (It is always successful) is irrespective of political overtones, although its treatment of the captured leader is.

Surrender



Begs for mercy from the enemy.

- No continues the battle,
- Yes will indicate the acceptance of the armies surrender.

The scenario ends and the player is presented with the loss result screen.

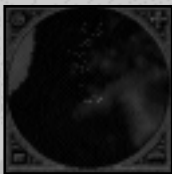
The outcome of the surrender is determined by the diplomacy skill of your armies' leader.

If your army has no leader, then expect heavy losses.

OTHER NOTES

Surrender and **retreat** in the net game merely removes the player from the net game and counts as a lost game.

RA DAR



The radar, although not standard 13th century equipment is nevertheless too useful to leave out. It represents the landscape as seen two dimensionally from above. Use it to locate relative positions between your own and opposing troops and leaders.

The radar will always face in the same direction as the cameras current facing, whichever mode it is currently in and is always centred on the camera.

The radar may only be manipulated by zooming in and out at its centre position to enlarge or reduce the active viewing range of the radar.

+/-

zoom in/out the radar

Information is represented on the radar as such:

Blue	Players troops
Light blue	Players leaders
Green	Players allies
Light green	Allied leaders
Purple	Neutrals
Red	Enemies
Orange	Enemy leaders
Light grey	Buildings

Also there are four buttons built into the radar graphic. A zoom in button, a zoom out button, an in game options button and a minimise button.

The **zoom in** and **zoom out** button are simply an alternative to the +/- keys. The radar either zooms in or out for as long as the mouse button is kept pressed.

The **in-game options** button brings up a window containing the following: -

- Continue game
- Sound volume with gauge
- Music volume with gauge
- Effects volume with gauge
- Voice volume with gauge
- Adjust gamma with gauge
- Detail with gauge
- Abandon battlefield followed by another smaller window

→ Are you sure? - Yes/No

Abandon battlefield is really a shortcut to the Retreat troops command. You will be returned to the management section with the result of the battle waiting for you.

If you are using this option to stop viewing one of your own towns or are leaving a spy, no result is required or forthcoming.

- Exit game followed by another smaller window

→ Are you sure? - Yes/No

Returns you to the games front end.

The **minimise** button only minimises the unit options icons. This hides the command icon panels and clears some screen space while keeping selected units selected. Clicking it again will re-display the options of the selected unit.

TROOPS IN BATTLE

The finer points of medieval warfare are best left to be discovered on your own. Without giving too much away it is fair to say that some weapons are better against certain other weapons.

The equipment a soldier carries with him promotes a fine balance between speed of action, damage potential and movement rate.

Equipping troops based on a defined role will greatly increase your chances of victory. Making good choices with formations using certain weapons also helps greatly.

BATTLE TACTICS

There are numerous battle tactics available to you. The simplest being running in a straight line towards the enemy and hitting them until either all of your own troops or your enemies are dead. Not very subtle, but effective at times.

Information is a key factor on the battlefield. The enemy is not displayed if none of your troops can see them, no matter how close they actually are. It may sound obvious but use your troops' eyes as much as possible.

Sometimes the battle is won by preparation alone. If you equip your men according to the weaknesses of the enemy then success may be guaranteed before the first blow is struck.

The movement and placing of your units can induce many subtle battlefield situations. From distracting the enemy, to encircling and overwhelming their ranks. Of course the enemy know those tactics as well.

CHAPTER 6: 13TH CENTURY LIFE

LIFE IN SETTLEMENTS

Settlements are where everyone lives their everyday lives. There are two types of settlements, Capitals and satellites. Satellites are just normal towns.

Each territorial area has a Capital. This will be the oldest town in that territory, although not necessarily the largest. This town holds the local burgh lords of that territory and it is they that make the decisions on structure planning permission and construction. Thus only the capital is allowed the option to build castles and keeps.

Because of the nature of the ruling lords being present here, the Capital holds the key to the entire territory. Take control of the Capital and you will control the rest of its satellite towns as well.

The territorial Capital may only be reassigned if the old Capital was razed to the ground, probably at the hands of the current owner of the town. In this case, the next largest town becomes the new territorial Capital.

Satellite towns may do just about everything available for towns except that they are unable to build castles or other satellite towns.

TOWN BUILDINGS

Towns and villages contain many different types of buildings and building structures. Most serve only the basic living functions of the town or its theological needs. However some buildings are more important than others.

There are six buildings that have a significantly higher importance than the others; the town hall; storehouses; armouries; barracks and the prison.

While the destruction of other buildings is disruptive to the towns continued welfare, the destruction or raiding of these five building types can prove disastrous if they are destroyed or raided at inopportune times.

Of course, buildings are only destroyed or raiding on purpose. The defending of these structures is the priority for the towns' night watch militia guard.

The functions of the important town buildings are:

Town hall

This is where all the towns taxes are kept. There is only ever one town hall per town.

Storehouse

These house all the stores needed for everyday living, from timber to jewellery. There may be multiple storehouses in a town depending on the towns' size.

Armoury

Makes and stores any weapons, armour or siege equipment for that town. There may be multiple armouries in a town depending on the towns' size.

Barracks

This is where all the troops present in a town stays when not on duty. Barracks serve no other function and there may be multiple barracks in a town based on the number of troops present.

Prison

The prison stores any captured leaders that the armies from the town have defeated in battle. Prisons may hold up to four prisoners and there is only ever one prison at any one town.

All but the barracks and prison are built automatically by the towns Construction workers and are repaired by the same at the highest priority whenever any are damaged.

TRAVEL

In order to get from A to B in medieval Scotland, most people are forced to use their feet. Armies march to their destination avoiding steep hills and rivers whenever possible. Travel time is therefore entirely dependent on the terrain that the army is passing through or around.

Armies may be sent to any destination on the known areas of the map but may be inconvenienced or indeed confronted by the enemy if they pass through political borders.

Goods caravans move at the speed of their slowest member. This is usually a guarding foot soldier.

SEA TRAVEL

Some locations have access to large bodies of water. The clans from these locations have the double-edged sword of being hindered and helped by their natural obstacle.

Often troops will have to march around rivers to arrive at their destination, but islands are completely out of their reach. Unless they first have access to a port town.

Only coastal towns have ports, these towns' acts as normal but they may also enable the ferrying of troops to other towns with ports.

Often in the case of island clans, it will be in the form of an invasion fleet.

This travel procedure is performed automatically whenever an army is asked to move to a coastal town. This is only performed if the target destination cannot be approached on foot.

Even though ships disembark at the town docks, the town may not be taken while it lies within the protection radius of a castle. Thus even amphibious attacks on towns are drawn towards castles, and the castle must be taken before the town can be occupied.

No combat is performed ship to ship, troops are considered disembarked before engaging the enemy, often at a designated battleground.

CASTLES AND CASTLE SIEGES

Castles play an unequalled role in medieval life; they provide protection to large areas of land and a safe haven to the peasantry in times of attack from hostile forces.

In Braveheart, castles rank from simple wooden stockades to mighty fortresses'. The larger the castle, the more resources, manpower and time needed to construct it.

There are seven types of defensive structure available in Braveheart, the bigger it is the harder it is to breach and defeat. These are:

WATCHTOWER



As stated before, the watchtower is a structure, which acts as an early warning system against approaching armies. Garrisoned watchtowers also act as a permanent patrol.

Defensive radius: Small

Maximum garrison: 30 soldiers

STOCKADE



A large wooden structure mostly used as a temporary defensible position near a town.

Defensive radius: Average

Maximum garrison: 50 soldiers

KEEP



The first of the stone structures. A keep possesses no outer wall and therefore it is relatively easy to defeat. Its defensive radius exceeds the stockade.

Defensive radius: Above average

Maximum garrison: 30 soldiers

SMALL CASTLE



The first real castle. The small castle is basically a keep with an outer wall and gatehouse added. This allows much greater protection for its garrison and a serious threat to attackers without siege engines.

Defensive radius: Above average

Maximum garrison: 60 soldiers

MEDIUM CASTLE



The medium castles while being larger than the small castle also possesses corner towers with archer positions. Its walls are stronger and it can hold a larger garrison.

Defensive radius: Good

Maximum garrison: 100 soldiers

LARGE CASTLE



The large castle is a very strong fortified structure with very strong walls and many towers.

Defensive radius: Very good

Maximum garrison: 150 soldiers

FORTRESS



The best castle available and the strongest by far. It is protected by a double wall and two gatehouses and is nearly impenetrable.

Defensive radius: Excellent

Maximum garrison: 200 soldiers

Once constructed, the castle possesses its own subsistence system apart from the town that built it. It always has enough food and clothing to cater for its garrison as long as it is manned. Each castle type has a limited number of men that it may have garrisoning it, but if at any time it is left unmanned, the castles defensive value is lost until a new garrison is assigned to it.

A Castles' defensive value depends on its size and also clever use of its initial building location. Approaching armies may not pass through this radius on their way to a town without first going to the castle.

Therefore before attacking a town, the castle must be dealt with first.

Covert parties bypass the castle and may enter the designated town unmolested, to begin with anyway.

Castles are treated as a destination in their own right only when an army is sent to attack or garrison it.

Destroying a castle only negates the castles defensive effects in the area and leaves the previously protected towns vulnerable to attack.

You will only gain control of the castle if you capture the territories capital town. Once captured, the castle may be assigned a garrison of your own troops.

Of course all the defensive benefits of castles are open to your own towns as well as the enemies.

Attacking a large specially constructed defensive structure is a tricky proposition at best. Even the basic wooden stockade is a difficult task without the proper equipment. And in the case of castle sieges, that means siege engines.

Soldiers are not built to hack down stone walls, although castles doors may not be beyond them as long as they enjoy arrow showers. The serious castle stormer needs catapults, battering rams and siege towers.

Siege weapons perform completely different things but have the common factor of having to be manned to operate.

It takes four men to operate any type of siege engine. Manning siege weaponry is a process of assigning men to it and using the engine to attack a target, either a door or a wall.

On top of that is the task of keeping tabs on enemy attacks on engines and defending them appropriately.

TRANSPORTING ENGINES

Siege engines must be assigned to an army as a piece of equipment, they are not technically a hand weapon and do not need to be assigned to soldiers. Merely picking one up and dropping it into an army box slot will equip that army with the engine. A single engine takes up an entire army unit slot. Once engines are assigned to an army, it may be moved from town to town, or into battle. Armies containing engines may only be sent on straight combat missions on castles.

USING ENGINES

As stated before, siege engines need a minimum of four men to operate it. These men are used to basically move the thing. Whenever an engine is short of its four-man quota it will cease to function until it has a full crew.

Selecting a number of men along with the engine followed by a move or attack order operates siege engines. Excess men in the selection are assigned as the engine reserve. These reserves will replace any casualties to the engine as they fall. Crew may be unassigned from the engine simply by selecting the men without selecting the engine and giving them another order (i.e. Move). Of course this will incapacitate the engine unless other soldiers take their place.

CATAPULTS



Catapults are very powerful siege vehicles used for destroying castle walls and doors.

Catapults are built in a city but are treated as a troop type once it is built.

Catapults have a maximum range similar to the maximum range of a longbow.

A manned catapult will attack a target, (i.e. A wall, door, soldier) as long as it has its full compliment of four crew. The catapult will continue to fire until the target is destroyed, the catapult is moved or destroyed or its crew is incapacitated.

Note that catapult aim is relatively inaccurate and tends to drift from shot to shot.

ATTACKING CATAPULTS

Catapults are usually used at a decent distance from the actual target to avoid large accurate missile barrages. The furthest range of a catapult rock does not exceed the furthest range of a fired arrow. Catapults may be vulnerable to archers if they are too near their target. Inversely they may be too inaccurate themselves to be effective if too far away from their target.

Catapults may also be destroyed through hacking or incapacitated by killing the crew.

BATTERING RAMS



Battering rams are treated in exactly the same fashion as catapults in terms of building, assigning and manning once on the field.

To attack, rams must be moved against a door or wall. Once positioned, the crew will swing the ram until the target is breached or they themselves are killed.

Rams may be destroyed by hacking them to pieces or incapacitated by killing the crew.

SIEGE TOWERS



Siege towers are primarily covered ladders. They protect soldiers as they scale castle walls.

Siege towers are manned like catapults and rams and must be pushed against a castle wall.

All troops then ordered to the top of the wall will use the nearest available tower to get there.

Towers do not need a crew once placed in position and will continue to function as a ladder until destroyed.

Towers may only be destroyed by hacking and may be incapacitated by killing the crew before they place the tower in position.

PRACTICAL ECONOMICS

happy people

Although the average medieval town can be productive without being happy (Many in history were not), a happy town will have certain advantages over an unhappy one.

Firstly, and possibly most importantly, happy towns attract people from unhappy towns to want to go and live there.

In essence, this is the very first and most insidious form of warfare. Enticing the populace of your rivals to join your clan with the simple promise of a better life. More people means more taxes, more production, more goods, bigger armies and as a helpful side effect, rival clans are weakened by the exodus' from their own towns.

There are a few ways of ensuring the happiness of your towns' populace. Townsfolk like to feel safe, secure in their jobs, and free from sickness and disease.

This translates to a reliable town guard, possibly from a protective castle. A decent life expectancy away from war; a healthy trade system with a good backup quantity of money in the town hall; low taxes; plenty of diverse food to eat; plenty of living space; plenty of clothes and the odd luxury item for quality of life. Also a sense of importance is also a factor, this may be imparted from a successful campaign army.

As you may have noticed, some of those things are contradictory. It's not easy to keep everyone happy all the time.

Please most of the people most of the time and you're on the right track.

BALANCING THE WORKFORCE

The populace of a town must be split into many different services and production tasks. The exact management and balance of this is dependent on your own style of play with a little bit of your chosen clans' personality thrown in.

Certain clans may have a talent for certain professions. Whether you choose to exploit this talent or not is up to you.

As described in the Workers screen, there are plenty of things to keep your peasant folk busy with. But all towns need not be the same.

Not all towns will be best served with the auto management forged directly in the centre of the triangle. Think about the needs of the local area. Is it safe to produce a mixed economy on the front lines against Clan MacGregor, one of the most violent of all the clans? Probably not. You'll need all your men to build that castle as quickly as possible. So where do you get your food and clothes?

Things become complicated when you have a few towns to play with, but if you think as a Clan warlord and not as a weekend council member, the pieces will fall nicely into place.

GOODS AND RESOURCES

Your towns have a limited area to gather resources from, but careful manipulation of satellite towns can maximise the gathering of resources from your territories.

By now you've probably guessed what all the little goods icons stand for, but here is the complete list:

	Money	Used to buy things with.
	Timber	Used to make buildings and weapons. Also used for repairing catapults.
	Stone	Used for building.
	Metal ore	Used to make weapons.
	Gold ore	Used to make jewellery.
	Gems	Used to make fine jewellery.
	Cattle	Used for meat, and milk.
	Sheep	Used for meat and wool.
	Horses	Used for meat, cavalry and pulling caravans. Horses used as cavalry cannot be used to breed.
	Hides	Produced from slaughtered cattle. Hide is used to make clothes and leather armour.

	Wool	Produced by shearing sheep in spring. Used to make clothing.
	Grain	Produced by your farmers at harvest. Used to make bread, haggis, and pies.
	Fish	Fished from coastal areas. Used to make pies.
	Meat	Produced from slaughtered cattle, sheep and horses.
	Dairy	Produced from cows.
	Clothes	Used by people as an essential requirement to life. Produced from wool and hide.
	Rings	Jewellery produced from gold ore.
	Necklaces	Fine jewellery produced from gold ore and gems.
	Bread	Foodstuff produced from grain.
	Haggis	Foodstuff produced from meat and grain.
	Cheese	Foodstuff produced from milk.
	Pie	Foodstuff produced from fish and grain.
	Dagger	A small one-handed weapon produced from metal ore.
	Broadsword	A medium sized one-handed weapon produced from metal ore.
	Claymore	A large two-handed Scottish broadsword produced from metal ore and hide.
	Great sword	A very large two-handed sword produced from metal ore and hide.
	Spear	A long two-handed stabbing weapon produced from metal ore and timber.
	Long-spear	A very long two-handed anti-cavalry weapon produced from timber.
	Lance	A long cavalry weapon produced from timber.
	Pike	A very long two-handed stabbing weapon produced from metal ore and timber.
	Short bow	A short range two-handed missile weapon produced from timber.

	Longbow	A long range two-handed missile weapon produced from timber.
	Crossbow	A powerful short range two-handed missile weapon produced from metal ore and timber.
	Axe	A small one-handed chopping weapon produced from metal ore and timber.
	Broadaxe	A large two-handed chopping weapon produced from metal ore and timber.
	Mace	A small one-handed bashing weapon from metal ore and timber.
	Club	A crude one-handed bashing weapon produced from timber.
	Small shield	A small shield produced from timber and hide.
	Medium shield	An average sized shield produced from metal ore and timber.
	Large shield	A large shield produced from metal ore, timber and hides.
	Leather armour	A light armour produced from hide.
	Chainmail armour	A heavy armour produced from metal ore.
	Plate armour	A very heavy armour produced from metal ore and hide.
	Battering ram	A large siege weapon used to shatter doors. Produced from timber.
	Siege tower	A very large construct used as an aid in scaling castle walls. Produced from timber.
	Catapult	A large siege weapon used to hurl large rocks against fortifications. Produced from timber and stone.

TRADE TO LIVE

Trading is occasionally perilous, but in the end the effort is worth it. Not all of your towns will possess all of the natural resources necessary for a healthy existence. Of course you can try to steal goods, but trading is safer.

Trading can serve two purposes, trading for survival and trading for profit.

Survival means trading for items that your town needs to provide for its continued well being. Goods transfers from one of your own towns to another are classed as free survival trading. All other transfers must be paid for.

Market forces, supply and demand, affect trade. Keep in mind that this is 13th century Scotland. Shrewd players may be able to detect a change in the market forces to buy and sell their own goods to an optimum profit.

PAYING FOR SOLDIERS

A professional military is not free. Soldiers do not pay taxes and they consume large amounts of towns' food supplies. Travelling makes them unhappy, and combat gets them killed. Unfortunately, you won't last too long without them.

It is better to produce armies as you need them and then employ them full time than create masses of enlisted soldiers at one time for a guaranteed win on the battlefield.

This plan is fatally flawed for several reasons. A green army is a weak army, a large army is an expensive army and a dead soldier is a dead peasant that could have been paying taxes.

Soldiers are a necessity, but not necessarily a bank breaking one. Disbanding obsolete armies, not assigning soldier guards to caravans deep within your own lands, building castles which provide maximum protection with minimum soldier garrisons are all money saving devices.

Of course, sometimes you may need large expensive armies. Remember that all of your rivals are balancing the same books as you.

POLITICS

It may sound obvious, but having too many enemies is bad, inversely you can never have enough allies.

Politics affect every single facet and area of life in Scotland. Every action has a political reaction somewhere else. Of course some political ripples are larger than others.

For example, all violent acts have an extremely negative effect on political relations with that clan. Peaceful trading has a gradual but positive effect.

Even seemingly innocuous acts like forming an alliance may have detrimental effects on relations with someone else. The new allies' enemies may suddenly become your enemies. Ever wonder why they wanted that alliance in the first place?

Reputation plays a big role in the political hotbed. Heinous deeds are remembered and good deeds often not. Note that some clans actually like deviousness and skulduggery. It's up to you to find these clans if you have mind to the more shadowy parts of Scotland.

Don't forget that a rival clan can be just as powerful as a weapon than as an enemy. If someone else fights your battles for you, your towns can only benefit. Beware the conquering clan though, he may eventually see your lands as an unsightly blot in his blanket of conquest.

THE LONG TERM OBJECTIVES

Braveheart is a freeform game with no time limit. If you desire to play this game as a Scotland simulator, by all means be our guest.

You are under no pressure to complete missions, make trade caravans or even collect leaders. But whatever courses of action you take, bear in mind that there are several rival clans out there that will be actively seeking the crown of Scotland. Also the English will be pushing for total domination.

Steps should be taken to ensure your survival in such a climate. Making allies is a good first step. Even allying with the English is not unheard of, especially if this is the only course of action available.

If at any time, another Clan chief claims the crown of Scotland, either by making enough allies or by defeating the English, the game will end. No matter what your current power base, you have been beaten to the punch.

So what do you want to do?

The game is structured towards the conclusion of a united Scotland. Will you be the one who unites the clans?

So the clans are now united, what now?

There is the small matter of an evil English King that sits uneasily at Westminster, atop a certain Scottish stone, which just happens to belong to the King of Scotland.

Do you feel like picking a fight down south?

"In the year of our Lord 1314, patriots of Scotland, starving and outnumbered, charged the fields of Bannockburn.

They fought like warrior poets.

They fought like Scotsmen.

And won their freedom.

Forever."

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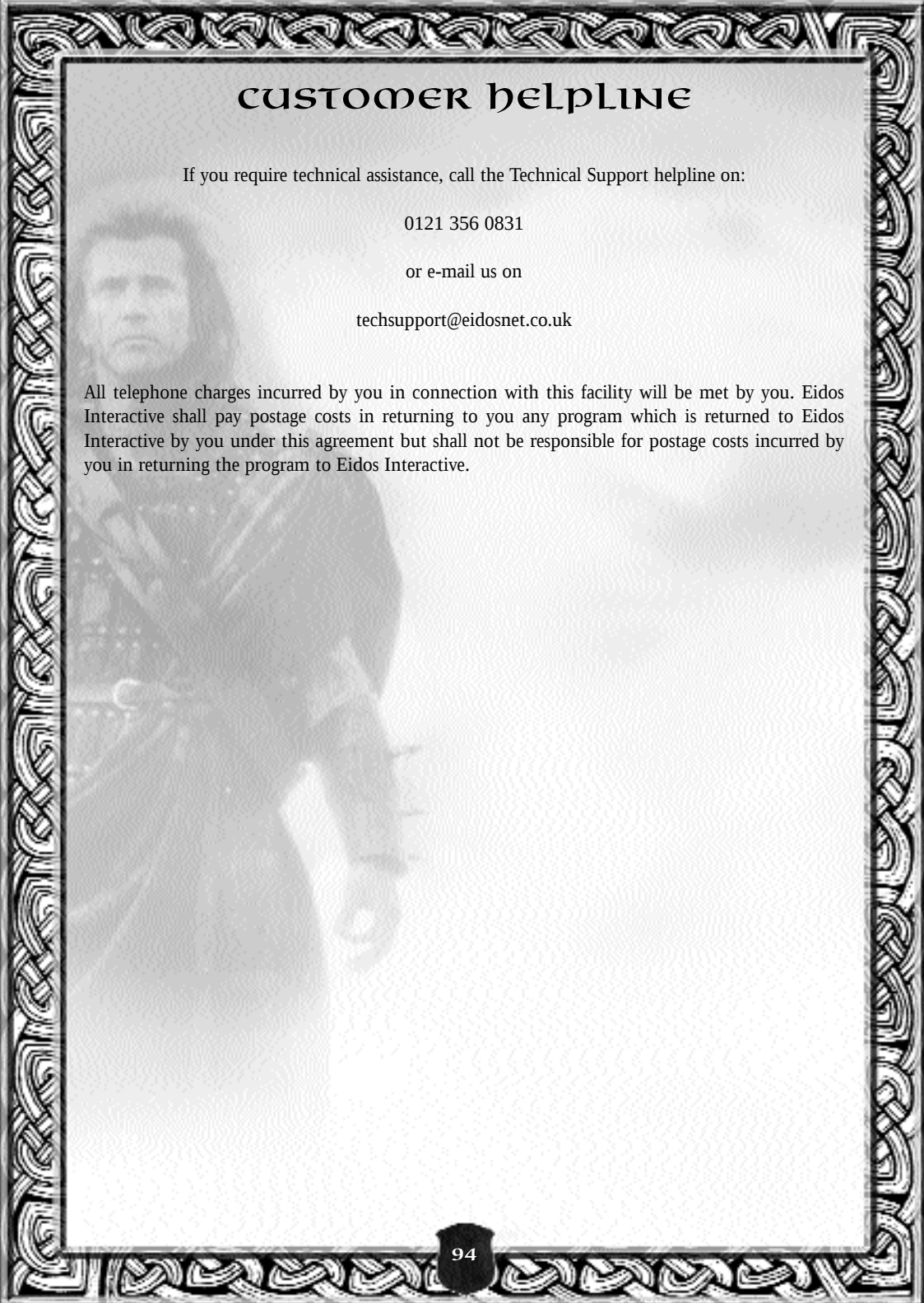
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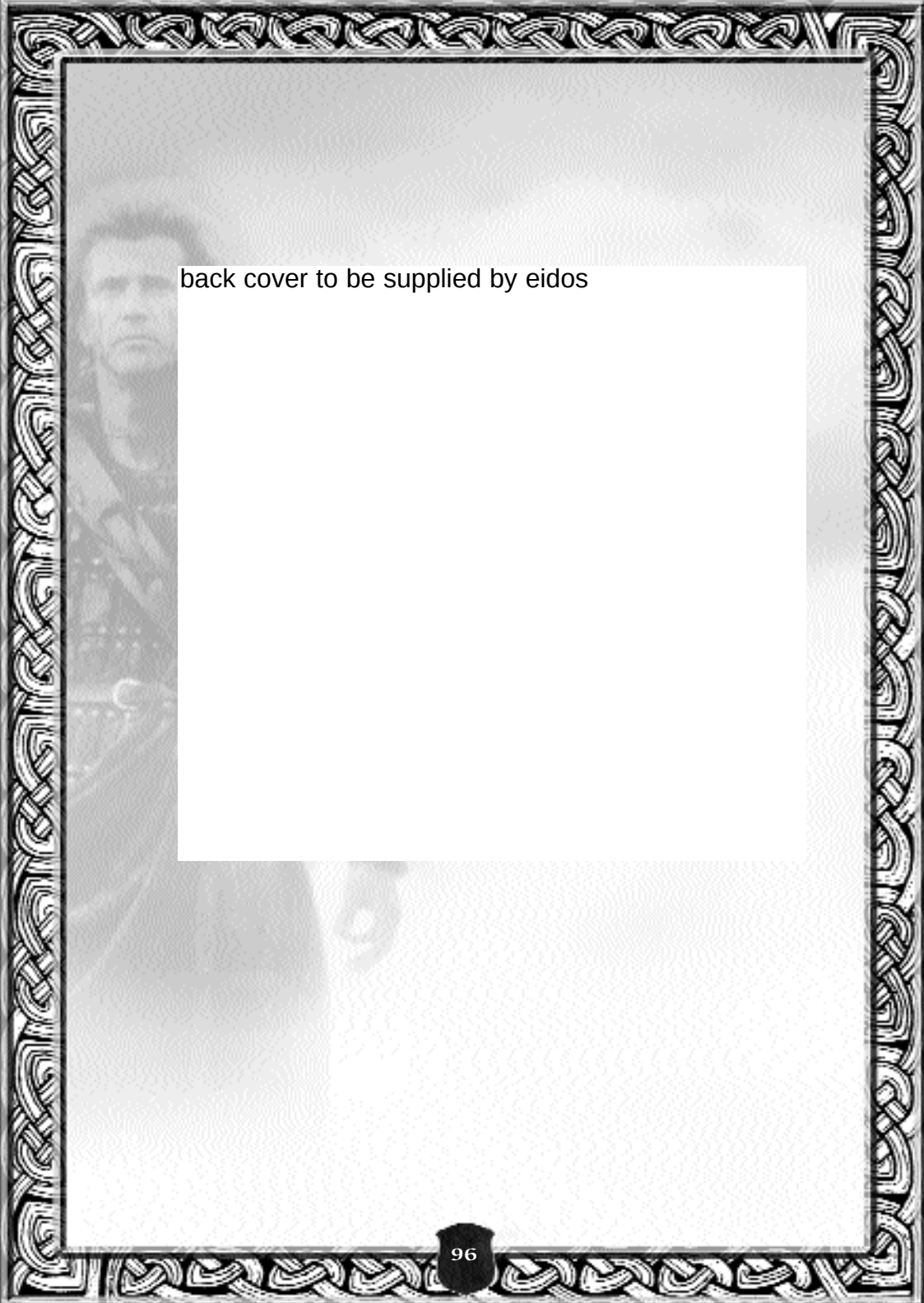
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