Contents

This document provides charts and information to make playing the Sword & Siege series easier.

Values derived from the Parameter Data Files (PDT) are editable within the game and they can also vary from scenario to scenario and title to title within the series. The charts contained in this document are considered a base line standard and apply to the 15-minute turn, battalion level format. Specifics for the scenario you are playing can be validated by opening the PDT Dialog from the Help menu or by pressing F2 anytime you are in the game.

It is also important to note that Weather conditions will impact a variety of things such as visibility, movement rates and weapon effectiveness. This can & will vary from scenario to scenario so must be taken into account.

This file is Specific to the game: **Age of Longbow Volume I.**

This file was updated on - July 30, 2025

Terrain Effects Chart

Values under each unit type are Movement Point cost to enter the hex. If a "+" is present then that value is in addition to the base hex cost. If values in Red then Disorder will occur if not using Road Movement per note #3.

Terrain	Combat Modifier	Height/ Meters	Line Inf.	Column Inf.	Cavalry	Artillery	Supply	Leader	Block LOS	Notes
Blocked	-	0	-	-	-	-	-	-	-	1
Clear	-	0	3	3	3	3	3	3	-	
Water/SW	-	0	-	-	-	-	-	-	-	2, 10
Forest	-15%	15	6	4	8	6	6	8	Yes	3, 9
Orchard	-10%	5	5	3	6	5	5	6	Yes	3
Marsh	-10%	0	6	4	8	-	-	8	-	3, 9
Building	-10%	0	5	4	4	4	4	4	-	
Chateau	-35%	10	-	4	8	-	6	8	Yes	3, 5, 9
Village	-25%	10	5	4	4	4	4	4	Yes	3, 9
Rough	-15%	1	5	4	8	-	-	8	Yes	3, 9
Field	-	0	3	3	3	4	4	3	-	3
Snow	-	-	3	3	3	3	3	3	-	8
Frozen	-	-	3	3	3	3	3	3	-	8

Terrain	Cmbt Mod	Height	Line Inf.	Column Inf.	Cavalry	Artillery	Supply	Leader	Block LOS	Notes
Path	-	-	-	3	3	3	4	3	-	3
Road	-	-	-	3	2	3	3	3	-	3
Pike	-	-	-	2	2	2	2	2	-	3
Abatis	+45%	-	+2	+2	+2	+2	+2	+2	-	3, 4
Trench	-50%	-	+4	+4	+4	+4	+4	+4	-	3, 4
A. Stakes	-	-	+3	+3	+3	+3	+3	+3	-	13
Terrain	Cmbt Mod	Height	Line Inf.	Column Inf.	Cavalry	Artillery	Supply	Leader	Block LOS	Notes
Stream	-	-	+2	+1	+1	+3	+3	+1	-	3
Creek	-	-	-	-	-	-	-	-	-	3, 6
Hedge	-5%	-	+2	+1	+2	+4	+4	+2	-	3
Fence	-	-	+5	+4	+4	+5	+5	+4	-	
Wall	-20%	-	+3	+2	+5	+6	+6	+5	-	3
Embank.	-25%	-	+3	+2	+6	-	-	+6	-	3
High	-45%	-	-	-	-	-	-	-	Yes	7, 12
Gate	-40%	-	+2	+1	+3	+2	+2	+3	Yes	12
Fort	-40%	-	+6	+4	+8	-	-	+8	Yes	12

Notes:

1) Blocked hexes are used to create an artificial barrier on a game map to exclude sections that would skew a scenario if they were to be left accessible. They can also be used to block out the highest regions of a map that the armies would not have normally accessed anyway.
2) If a unit "Has Boats" it may move across water hexes for a total of 2 hexes per turn. Under Frozen conditions Water hexes act like Field terrain and can be moved across. In those conditions the Field movement cost values apply for all unit types.
3) When a Path, Road or Pike are running through an entire hex this will negate any negative impacts from the terrain type on units moving through the hex provided they are a) in Column formation (or limbered) and b) are moving in single file. These restrictions do not apply to Leaders. The movement cost paid is that of the travel medium and not the terrain in these cases. See further notes on Creeks in item 6.
4) When moving through this terrain type a unit will become Disordered if it is not in Column formation <u>and</u> using a Path, Road, or Pike in <u>single file</u>. Applies to Infantry, Cavalry & Siege Engines.
5) Special rules apply to Chateau. Cavalry and Siege Engines may not enter these hexes.
6) Creeks may only be crossed in two situations. If there is a Path, Road, or Pike crossing them a small bridge will be placed over them. In this event Bridge Movement Restrictions apply and so passage only occurs in single file. Additionally, in Frozen conditions Creeks become passable and only at that time do the additional movement points apply.
7) High Walls may not be crossed by any unit type. Gates must be used only, and then Column movement is required. Units may fire in both directions across a High Wall hex however.
8) Effects for Snow or Frozen conditions are handled within the Weather Entries of the PDT file, for increasing movement costs and impacting weapon effectiveness, visibility, etc.
9) If the Optional Rule "Column Movement Restriction" is in use then these features will also cause Disorder for Infantry in Column formation and not using Road Movement.
10) Shallow water has same attributes as Water however it additionally prevents the movement of Ships through those hexes.
11) Fortress components (Walls, Towers & Gates) have a Strength value that must be overcome to enter into the Fortress.
12) These terrain types are not frequently used in the Sword & Siege series.
13) Archer Stakes negate the Cavalry Charge bonus and require extra movement points to cross.

Unit Status Effect Chart

Status	Effect
Good Order	No implications. However, always check the Weather effects if your units are not performing the way you expect. The current weather conditions and ramifications are displayed in the Status Bar at the bottom of the screen and can also be accessed from the Parameter Data Dialog from the Help menu.
Disorder	- May not change formation. - Moves at 2/3 normal movement allowance. - Attacks at 1/3 normal strength. - Defends at 2/3 normal strength. - Fires at ½ effectiveness. - Can not deploy or recall skirmishers. - Can not repair bridges. - Does not exert a Threat Value. - If it fails a morale check the unit will become Routed. - Can not initiate a Charge if a Cavalry unit. - Receives a -1 for Morale Check purposes.
Routed	- Maintains its full movement point allowance. - Defends at 1/3 normal strength unless also Isolated, then has a strength of 0. - Can not initiate a melee. - Has a Morale of 0 for Morale Check purposes. - Always considered in Column / Mounted formation. - May not move towards enemy units within 5 hexes and Line of Sight. - May only increase distance from the enemy units when behind enemy lines. - Can not provide Spotting, only returns a ?. - May not change formation. - Can not be resupplied. - Does not have a Zone of Control. - Does not exert a Threat Value. - Can not deploy or recall skirmishers. - Can not repair bridges. - Can not initiate a Charge if a Cavalry unit. - Can not overrun enemy skirmishers in a chateau hex. - Becomes Disordered when the unit rallies. - Will suffer "Lost Stragglers" if unit suffers another Routed result on a morale check. - When a unit Routs it causes all other adjacent units to conduct a morale check.

Weapon Effects Chart

The following chart is for weapons used in the WintStk.pdt file.

Weapon/Range	1	2	3	4	5	6	7	8	9	11	12	14	15	18
Cannon@!	15/15	16/16	14/14	8/8	6.5/6.5	6.5/6.5	4.5/4.5	4.5/4.5	2.5/2.5	2.5/2.5	1.5/1.5	1.5/1.5	1.5/1.5	.5/.5
Saker!	9/9	10/10	8/8	4/4	3/3	3/3	1.5/1.5	1.5/1.5	1.5/1.5	1.5/1.5	1.5/1.5	.75/.75		
Culverin@!	12.5/12.5	14/14	11/11	7/7	5/5	4/4	4/4	2/2	2/2	1.25/1.25	1.25/1.25	1.25/1.25	1.25/1.25	.5/.5
Demi Culverin@!	10/10	11/11	9/9	5/5	5/5	3.5/3.5	2/2	2/2	1.5/1.5	1.5/1.5	.75/.75	.75/.75	.5/.5	
Falcon	5/5	5.5/5.5	4/4	4/4	2/2	2/2	1/1	1/1	.5/.5					
Falconette	4/4	4/4	3/3	1.5/1.5	1/1	1/1	.5/.5							
Ribaulds	8/7.5	4.5/4.25	2.5/2											
Javelins	3.5/2.75													
Longbow+	8/4.75	4.5/1.75	2/.75											
Handgun	5/4.85	1/.8												
Lance & Xbow	4.75/4.5	1/.75												
Ballista	6/6	4/4	1.5/1.5	1.5/1.5	.75/.75									
Crossbow	5/4.75	1.75/1	.75/.5											
Trebuchet+!@	6.5/6.5	3/3	2.5/2.5	2.5/2.5	1/1									
Bow+	7/4.5	3/1.25	1.5/.75											
Spear & Bow	4/3.75													
Hvy Crosbw@	6.5/6.25	3.25/3	1/.75	.75/.5										
Shortbow+	6/3.5	1.75/.75												

+ Can fire indirect

^ Can fire while mounted

! Requires setup to fire

@ No Defensive fire

* Single use

1) Fire values are against Soft / Hard targets. A Hard target is any unit with an armor value greater than 0.
2) Longer range weapons effective values beginning at range 4 continue until replaced at next level.

HotKeys	Toolbar Icon	Description	Toolbar Group
A		Highlight Low/No Ammo units	Highlight
B		Toggle display of unit Bases (3D views only)	Map
C		Toggle display of Command Range	Unit
D		Highlight Disordered Units	Highlight
E		Highlight Spotted Units	Highlight
F		Highlight Fired Units	Highlight
G		Highlight High Fatigue Units	Highlight
H		Toggle display of Reachable Hexes	Unit
I		Highlight Isolated Units	Highlight
J		Display Jump Map dialog	Map
K		Highlight your Commanded Units in Multi-Player Mode	Highlight
L		Display Leaders On Top of each stack (2D view only)	Map
M		Highlight Moved Units	Highlight
N		Advance hot spot to Next Stack of units not active this turn	Map
O		Display Objectives on the map	Map
P		Advance hot spot to Previous Stack of units not yet active	Map
Q		Highlight Organization for the selected unit	Highlight
R		Start Roaming mode. Click mouse to exit on a hex	Unit/Map
S		Highlight Supply Wagons	Highlight
T		Toggle display of Unit Flags (3D Mode only)	
U		Toggle display of Units on map	Map
V		Display Visible Hexes from selected friendly occupied hex	Unit
W		Highlight Detached Units	Highlight
X		Highlight Fixed Units	Highlight
Y		Display Supply Sources on the map	
Z		Display Division Colors	Map

HotKey	Toolbar Icon	Description	Toolbar Group
		The following hotkeys begin with the top row keys on the keyboard working left to right (as applicable), and then down the keyboard	
Esc		In PBEM mode, ends the replay routine.	
F1		Open General Help (this file – Npb.pdf)	
F2		Open the Parameter Data Dialog	
F3		Open the Designer/Campaign Notes file (Notes.pdf)	
F4		Open the Users Manual (User.pdf)	
F5		Decrease A/I processing or Replay speed	Control
F6		Return A/I processing or Replay to normal speed	Control
F7		Increase A/I processing or Replay speed	Control
F8		Put A/I processing or Replay in highest possible speed	Control
F9		Pause A/I Processing, in PBEM replay – ends replay	Control
`		Toggle display of on-map Labels	Map
0		Toggle display of Hex Outlines	Map
1		Display the map in 2D Extreme Zoom-Out view	
2		Display the map in 2D Zoom-Out view	
3		Display the map in 2D Normal view	
4		Display the map in 3D Zoom-out view	
5		Display the map in 3D Normal view	
-		Zoom-Out the view of the map	Map
=/+		Zoom-In the view of the map	Map
Backspace		Toggle display of 3D casualties (3D Carnage)	Map
Tab		Toggle display of on Map Unit Strength in each hex	
[		Toggle display of Map Contours	Map
]		Toggle display of 2D Map Slope graphics	Map
\		Toggle display of Full Screen Map view	Map
;		Toggle display of A/I Orders	
,	3,1	Toggle display of Map Coordinates	Map
.	7	Toggle display of Map Elevations	Map
/		Toggle display of on Map Combat Modifiers (Terrain)	Map

HotKey	Toolbar Icon	Description	Toolbar Group
Space Bar		Display the Selection Dialog for units in current hot spot	
Ctrl	⊕	Toggle between Move/Fire mode	Control
Home		Move selected unit forward in hex (3D view only)	
Delete	↰	Turn the selected unit Counterclockwise	Unit
End		Move selected unit backward in hex (3D view only)	
PgDn	↱	Turn the selected unit Clockwise	Unit
		The following hotkeys begin the top row keys on the number pad, working left to right, top to bottom	
/		Highlight Routed Units	
*		Highlight Mixed Units stacks.	
-		Highlight Non-Full Strength Units	
7		Move the selected unit up and to the left one hex	
8		Move the selected unit up one hex	
9		Move the selected unit up and to the right one hex	
+		Highlight Extended Line Units	
4	↰	Turn the selected unit Counterclockwise	Unit
5	↩	Turn the selected unit About-Face	Unit
6	↱	Turn the selected unit Clockwise	Unit
1		Move the selected unit down and to the left one hex	
2		Move the selected unit down one hex	
3		Move the selected unit down and to the right one hex	
0	⊕	Change Formation of the selected unit (line/column)	Unit
		The following hotkeys require two keys to be pressed at the same time for the command to take place.	
Alt + C	✚	Open the Leader Casualty Dialog	Report
Alt + D		Open the unit Withdrawal Dialog	
Alt + F	≋	Open the Auto Defensive Fire Dialog	Combat
Alt + G	📖	Open the Strength Dialog	Report
Alt + J	⏰	Open the unit Release Dialog	Report

HotKey	Toolbar Icon	Description	Toolbar Group
Alt + L		Open the Location Dialog	Report
Alt + M		Open Name of Music dialog	
Alt + N		Open the units Arrived Dialog	Report
Alt + O		Open the Objectives Dialog	Report
Alt + P		Open the Supply Source Dialog	Report
Alt + Q		Open the Organization Dialog	Report
Alt + R		Open the units Removed Dialog	Report
Alt + W		Open Weather Forecast	Report
Alt + Y		Open the Victory Dialog	Report
Alt + Z		Open the Reinforcements Scheduled Dialog	Report
Alt + \		Open the Find Leader or Unit dialog	
Ctrl + A		Open Artillery Dialog	Combat
Ctrl + B		Change cavalry units to Charging	Unit
Ctrl + C		Change formation of selected units (line/column)	Unit
Ctrl + D		Change Block formation of selected units	Unit
Ctrl + E		Change Extended Line formation of selected units	Unit
Ctrl + F		Turn selected unit Counterclockwise	Unit
Ctrl + G		Turn selected unit About-Face	Unit
Ctrl + H		Turn selected unit Clockwise	Unit
Ctrl + I		Begin Melee	Combat
Ctrl + J		Add to Melee	Combat
Ctrl + L		Clear Melee	Combat
Ctrl + O	2:1	Show Melee Odds	Combat
Ctrl + P		Resolve Melee	Combat
Ctrl + R		Toggle Bridge Repair	Unit
Ctrl + S		Deploy / Recall skirmishers / squadrons	Unit
Ctrl + U		Undo Move (only when FOW not in effect)	Unit

HotKey	Toolbar Icon	Description	Toolbar Group
Ctrl + X		Remove selected units from map (only on map edge)	Unit
Ctrl + Y		Move selected unit To Top of stack	Unit
Ctrl + Z		Move selected unit To Bottom of stack	Unit
		Activate the A/I	Control
		Save the current game file	Control
		Advance to the Next Turn	Control
Shift + F		Toggle display of available range for the selected unit.	
		This list is complete as of version 4.02.	