SORCERER LORD
READY REFERENCE CARD
AMSTRAD/SCHNEIDER CPC

LOADING

To load Disc Version type: RUN "DISC"
To load Tape Version press CONTROL & ENTER simultaneously.

KEYBOARD CONTROLS

The controls for selecting and moving units are on the numerical keypad, as shown below:

7 MOVE	8 SELECT UNIT	9 MOVE
4 MOVE	5 NEXT UNIT	6 MOVE
1 MOVE	2 DE-SELECT	3 MOVE

OTHER KEYS

R — Re-centre map
T — Display terrain type
W — War report
P — Display turn & phase
M — Strategic Map
X — End movement
G — Access Garrison

To attack an enemy unit move your unit onto it.

UNIT INFORMATION DISPLAY

LEADER: OLPHID OF IMRYTH   READY
ARMY: 550 WARRIORS   150 RIDERS
LDR: 6   SOR: 1   FTG: 0   MOVE: 4

LDR — Leadership rating, adds to combat.
SOR — Sorcery rating, works best near Rune Rings.
FTG — Fatigue rating, caused by forced marches, etc.
MOVE — Number of movement points left.

Possible modes are: READY, NORMAL, FORCED, HALTED, ENGAGED.

TERRAIN AND UNIT SYMBOLS

TERRAIN   SYMBOL

TERRAIN	SYMBOL
Plains	Light Green
Hills	Medium Green & Hill
Forest	Dark Green & Tree
Forested Hills	Dark Green & Hill
Desert	Orange
Icy Wastes	White & Mountain
Mountains	Grey & Mountain
Water	Blue
Fortress	Yellow & Fortress
Citadel	Magenta & Citadel
Rune Ring	Bright Green & Ring

ARMIES   SYMBOL

ARMIES	SYMBOL
Shadowlord	Yellow Dragon on Blue
Galanor	White Emblem on Red

TERRAIN PREFERENCES

The different nations which make up the Galanor forces fight better in certain types of terrain:

NATION	SYMBOL	PREFERENCE
Rovanium	Half-moon & Star	None
Imryth	Sun	Forests
Savantor	Sword & Two Stars	Desert & Plains
Morgalion	Axe	Hills
Heredach	Cross	Hills

STRATEGIC MAP COLOURS

Shadowlands	Grey
Rovanium	Magenta
Imryth	Bright Green
Savantor	Light Green
Morgalion	Medium Green
Heredach	Dark Green

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