

WARHAMMER  
40,000

# UNITED STATES OF AMERICA RITES OF WAR™

USER MANUAL



# RITES OF WAR™





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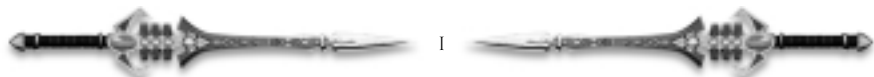
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# THE UNIVERSE OF WARHAMMER 40,000

In the nightmare future of the forty-first millennium, wars rage upon airless moons, inside the labyrinthine depths of hive worlds, and across the bleak voids between stars. From the immaterial realm of warp space, malicious entities send their unspeakable minions to slaughter and devour. Everywhere, soulless spectres and slaving monsters are poised to extinguish life. This is the universe of Warhammer 40,000.

In this vast, violent universe, there are many alien races, but of these the Eldar are perhaps the most similar to humans in physical terms. Standing taller than the average human, the Eldar have pallid skin, pointed ears, flowing hair, and bright eyes. They move with an extreme grace and suppleness that belie the power hidden within their slight frames. The Eldar possess incredible psychic talents and mystical bonds to both past and future. Despite the incredible power they wield, the Eldar are now only a shadow of their former selves . . . a fate tragically brought about by their own carelessness.

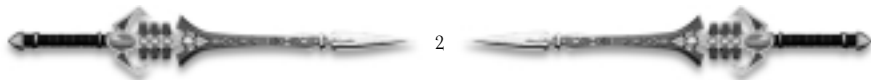
Millennia ago, the Eldar dominated the galaxy, wielding unspeakable power and commanding countless worlds. They had no need to work, so all their time was spent in pursuit of whatever whims possessed them. As centuries passed, more and more Eldar became obsessed with those activities which evoked the strongest emotional responses: pain and pleasure. Many Eldar realised the psychic dangers such pursuits posed, and they advised their brethren to halt these activities before it was too late. However, it was not long before these acts of depravity and violence had become so widespread that the entire Eldar society was caught in a maddening vortex of sheer psychic horror. From this vortex was birthed Slaanesh, a god of Chaos and eternal enemy of the Eldar race. This birth produced a violent psychic backlash that destroyed most of the Eldar and the worlds they occupied.

Thanks to the foresight of a relatively small number of Eldar, their race survives . . . but it is dying. The Eldar no longer inhabit planets, but rather living space ships known as Craftworlds. They maintain rigorous discipline in an effort to preserve their way of life, channelling their emotional energies into constructive pursuits. Violence, though it brings the Eldar all too close to the terrors of their past, is viewed as a necessary part of survival. The Eldar are also a proud race, and so they battle to reclaim the fragments of their past lest the power of their ancestors or the secrets of their terrible history fall into inferior hands.

The planet Davinuu is one such remnant of the Eldar's lost grandeur. Davinuu is an Eldar Maiden World, genetically bio-engineered in ancient times to support life. In short, Davinuu is a prefabricated paradise, testament to the power of Eldar in ages past. During the Fall of the Eldar, records of its existence were lost. Now the Eldar have rediscovered their forgotten jewel . . . but Davinuu has become a colony world of the human Imperium.

Small in number and not wishing to provoke a major war with the humans, the Eldar of the Craftworld Iyanden realise that they can never completely reclaim Davinuu for their own. However, historical records and artifacts of great power remain on the Maiden World, making it far too valuable to abandon - and far too dangerous to trust to human hands. Thus the Eldar have begun to send landing parties from Iyanden to the planet's surface. These small groups of scouts are meant to regain the treasures of Eldar past and return them safely to the void.

Unprovoked, the humans attack the Eldar scouts on Davinuu. The search for artifacts continues, but it is now a search in force. Something beyond logic is happening on this Maiden World, and as the Eldar prepare themselves for battle, a mystery more dangerous than war is about to unfold.



## GETTING STARTED

If you want to get a quick start, refer to the “Tutorial” section of the manual, which begins on page 9. It provides a step-by-step battle plan to familiarise you with the screens and basic features of a WARHAMMER 40K: RITES OF WAR scenario. If, however, you prefer to familiarise yourself with the game as a whole, turn to the “GamePlay” section on page 15.

## WHAT COMES WITH THIS GAME?

Your game box should contain this user manual, a colour unit-reference card, and a WARHAMMER 40,000: RITES OF WAR CD. This user manual explains how to play and contains important information on menus, scenarios, and unit classes and equipment. To get the game running on your computer, see the installation instructions following.

## SYSTEM REQUIREMENTS

To play WARHAMMER 40K: RITES OF WAR, be sure your system meets the following system requirements:

- Pentium 200 MHz IBM PC or compatible
- 64 MB of RAM
- Windows® 95 or 98 - **NOTE:** This is a Windows 95 game and cannot be played on Windows® NT systems. Multitasking is not recommended when playing WARHAMMER 40K: RITES OF WAR
- An **Uncompressed** hard drive with 200MB free for the “Recommended” install
- 8X CD-ROM drive or faster
- A SVGA video adaptor with 2 MB of memory and a Colour SVGA Monitor
- A Windows 95 or 98 compatible mouse

### Optional

- A DirectPlay compatible network adaptor for LAN play
- A Windows 95 or 98 compatible modem for internet play

In addition to the basic system requirements, the game requires that DirectX 6.1 be installed on your hard drive. The option to install DirectX 6.1 appears during the game installation. At the end of installation, you are prompted to register WARHAMMER 40K: RITES OF WAR electronically.

## INSTALLING THE GAME

You must install WARHAMMER 40K: RITES OF WAR game files to your hard drive and have the WARHAMMER 40K: RITES OF WAR CD in your CD-ROM drive to play this game.

To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled the Windows Autorun, or if it does not function, Explore the CD and double-click on the Setup icon. Follow all on-screen prompts to complete the installation.



## STARTING THE GAME

The WARHAMMER 40K: RITES OF WAR Autorun program displays a menu with the options to run the game, Install DirectX, Uninstall the game, or view the README.TXT file, every time the CD-ROM drive is closed with the CD in place. WARHAMMER 40K: RITES OF WAR can also be started by opening the Start menu, selecting Programs and choosing the folder where WARHAMMER 40K: RITES OF WAR was installed and double-clicking on the WARHAMMER 40K: RITES OF WAR program item. The default folder name is SSI.

For complete and specific "how to play" information, please refer to the rest of the manual. Some changes were made too late to include in this manual. Please read the README.TXT file in your game directory for more information.

## UNINSTALLING THE GAME

To uninstall the game, select that option from the Autorun menu, or choose Settings from the Windows 95 Start button, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on WARHAMMER 40K: RITES OF WAR, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games or edited scenarios.

## SAVING GAMES

WARHAMMER 40K: RITES OF WAR requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to 300Kb of hard drive space.



## TROUBLESHOOTING

This section provides information that should help you solve some common problems.

### SOUND AND VIDEO CARDS

WARHAMMER 40K: RITES OF WAR requires Windows 95 or 98, DirectX 6.1 compliant sound and video cards. If you experience problems with sound or video while playing WARHAMMER 40K: RITES OF WAR please contact the manufacturer of your video or sound card for the latest DirectX 6.1 compliant drivers. If such drivers are not used, WARHAMMER 40K: RITES OF WAR may not run properly on your system.

### DIRECTX 6.1 SETUP

This game requires DirectX 6.1. If you do not have DirectX 6.1, then it can be installed or reinstalled from the CD. Installing DirectX 6.1 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DIRECTX folder. Double click on DXSETUP.EXE to start the DirectX 6.1 install.

Using either the Install DirectX 6.1 button from the Autorun or DXSETUP.EXE, you can install DirectX 6.1, reinstall DirectX 6.1, test your drivers certification, or reinstate your previous audio and video driver.

### DirectX Disclaimer

WARHAMMER 40K: RITES OF WAR utilises Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, this publisher cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.



## CONTACTING TECHNICAL SUPPORT

The Learning Company technical support department is available to assist you with any issues regarding the product you purchased. Technical support can be reached via e-mail, mail, fax, or phone. The technical staff supports the entire family line of products from The Learning Company, including Mindscape and Broderbund products.

When contacting technical support, please provide as much information as you can about your computer system and the problem you are experiencing.

The following information is necessary to provide you with technical assistance:

*Your first and last name*

*Phone number, fax number, mailing address, and e-mail address*

*Name of the product, version, platform, and format. Example: WARHAMMER 40K: RITES OF WAR/version 8/Windows 95/98/CD-ROM*

*Brief description of your problem.*

Type of computer including name brand. If you cannot find the name of your computer say IBM PC Clone. Example:

*I have a Dell PC Pentium 200 MHz*

*Memory: 64 MB of RAM*

*Hard disk: 12 GB hard disk*

*Video card: ATI Matrox Milenia 8 MB video card*

*CD-ROM Drive: I have a 4x Panasonic CD drive*

*DVD-ROM: I have a 2nd generation Phillips DVD-ROM drive*

*Sound Card: Creative Labs 16 bit sound card*

*If using a network please mention the type of network being used.*

*Modem type and speed. Example: US Robotics 56K Flex internal modem*

*Version of Windows operating system.*

Visit our Web site, <http://www.learningco.com>, for answers to frequently asked questions and other technical support information. Go to the support section to get FAQs, downloads, patches, and other useful files.

### TECHNICAL SUPPORT CALL CENTRE

Should you experience any technical problems with this software, such as it failing to operate, please contact our Technical Services Department:

Address:            Technical Services,  
                         The Learning Company (UK) Ltd,  
                         PO Box 121, Crawley RH11 9YP, England.

Telephone:        From inside the UK: 0870 741 6821  
                         From outside the UK: +44 (0) 870 741 6821

Fax: From inside the UK: 0870 741 6822  
From outside the UK: +44 (0) 870 741 6822

E-Mail: Uktechsupport@learningco.com

Hours of business: 09:30 to 13:00hrs and 14:00 to 16:30hrs Monday to Friday

We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only

**Note:** When corresponding via mail please include the following:

First and last name

Phone number where we can reach you, fax number, and e-mail address (if available).

Name of the product, version, platform, operating system software, and format.

Platform meaning: IBM PC or Macintosh

Format meaning: Floppy disks, CD-ROM, or DVD-ROM

Operating system software: Windows® 95/98, Macintosh® System version number

## SSI ONLINE

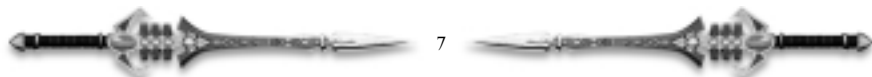
If the game about which you are inquiring has been out for more than 90 days, you'll also want to visit our website to be sure you are running the latest version of the game before contacting SSI Technical Support. The SSI website is located at [www.ssionline.com](http://www.ssionline.com). From time to time, additional scenarios and maps may also be posted to this website.

## COPY PROTECTION

In order to play WARHAMMER 40,000: RITES OF WAR, the game CD must be in the CD-ROM drive.

### Using the Mouse

In this book, the instruction to "click" refers to the left and right buttons on your mouse. Once you have used the mouse to move the pointer to the desired area on the game screen, you can press the mouse buttons in order to activate specific game functions. In order to "left-click" on a particular screen region, move the pointer to that region and press the left button on your mouse. Likewise, in order to "right-click" on a portion of the game screen, move the pointer to the desired area and press the right mouse button. In general, left-clicking on menu buttons activates the menu option. During game play, the mouse can be used to select units, give orders, and perform special functions. For information on the game play see the "Mouse Interface" section starting on page 22.



## WARHAMMER TUTORIAL

The tutorial is designed to guide you through basic game functions. Whether you're new to strategy war games, or an avid gamer who wishes to familiarise himself/herself with the control style of WARHAMMER 40,000: RITES OF WAR, the tutorial helps you to understand the interface system and fundamental concepts that underlie game play. Click on the Tutorial button located at the bottom centre of the Title Screen to begin.

The WARHAMMER 40,000: RITES OF WAR tutorial consists of a single practice scenario. This scenario is a prelude to the campaign game. It is the first of many skirmishes as the initial Eldar landing teams touch down upon Davinuus. The Imperial Guard squads, mistaking the Eldar appearance on the planet as one of territorial conquest, strike with ferocity.

To begin, click on the Tutorial button at the bottom of the Title screen. This will bring up a menu which allows you to choose a banner and enter your name. To change the name, simply click on the "Player Name" text and type in your name. Clicking the Check Mark button will take you to the Mission Briefing screen.

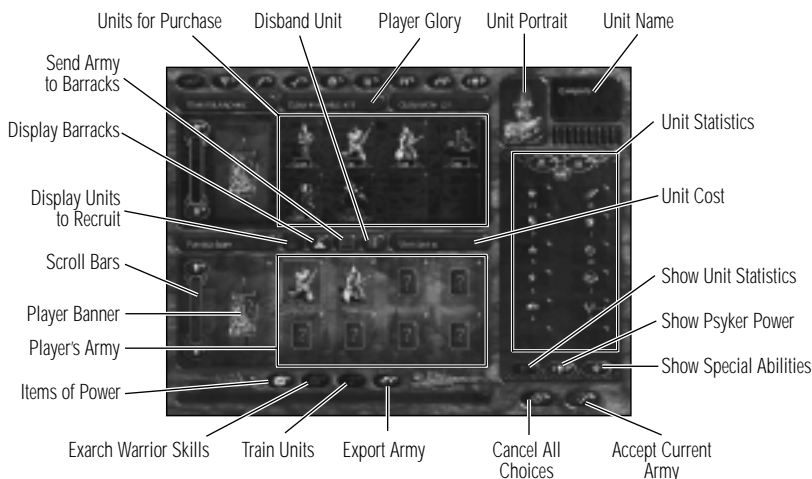
### Mission Brief

The displayed text is a mission briefing given to you by the Eldar Farseer, describing your objectives for the scenario. In short, you must defeat your enemies and take the three victory hexes. The three buttons on the upper-right corner of this screen display the scenario objectives, the scenario map, or take you to the Campaign screen.

### Campaign Screen

On this screen, click on the Manage Your Army button to go to the Army Management screen.

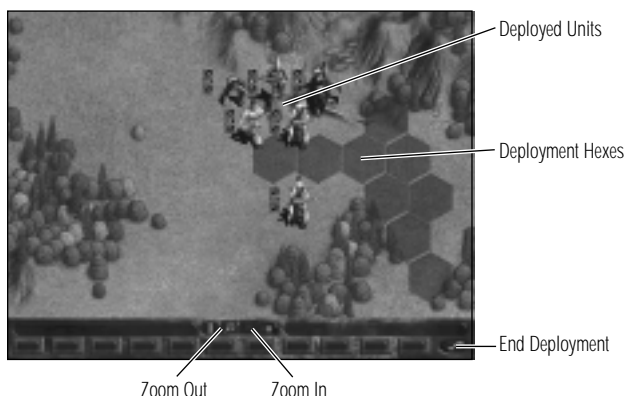
### Army Management Screen





Now its time to build your army. The units you have available to you are: Fire Dragons, Guardians, Mimes, Scatter Lasers, Striking Scorpions, Swooping Hawks and Vypers. Left clicking on any unit will display its statistics and right clicking on any unit will bring up its entry in the Encyclopedia. To add a unit to your army, simply left click on the unit, and while holding down the left mouse button, drag the unit into one of the open slots in the box below. The open slots have question marks in them. In this scenario, you may bring seven units – take one of each. When your army is complete, click on the Check Mark button in the bottom corner to return to the Campaign screen. Then click on Play Current Scenario to begin the battle.

## Deployment Screen

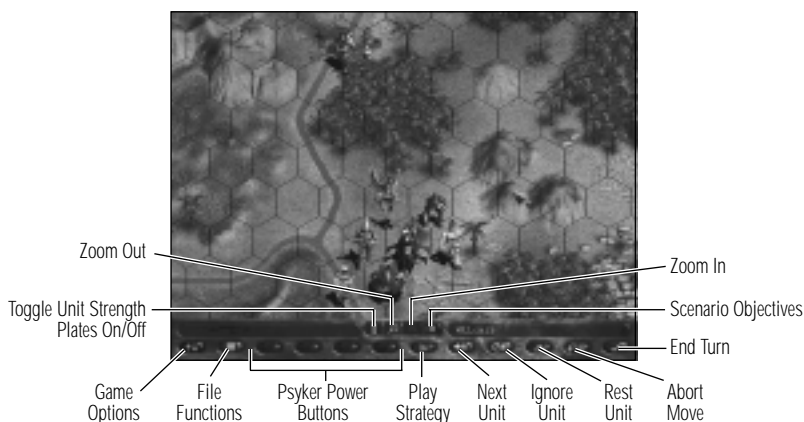


Deployment is the strategic placement of your units at the beginning of a scenario. Initially, you must deploy your force before entering into battle. All available units are placed on the map in your deployment zone. You can adjust the placement of your units by left-clicking on them. Notice that the unit becomes the cursor until it is placed down in another hex. Units can only be placed in a deployment zone hex (highlighted blue) or one already occupied by a friendly unit. You can swap unit positions by left-clicking on one unit, then left-clicking on another unit – the selected unit is now deployed and the new unit becomes your cursor.

When all units are placed according to your preferences, click on the check box in the lower right hand corner of the Screen to begin the scenario.



## Turn 1

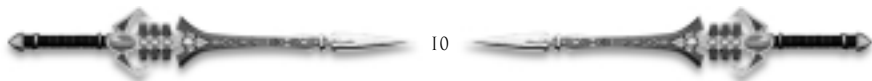


In order to win this scenario, you must occupy the victory hexes at (22,19)(27,15) and (24,12). The closest victory hex is guarded by an Imperial Guard. The Guard is on a structure hex, which will give it a good defensive bonus, so let's soften it up a bit with ranged attacks. Select your Scatter Laser by left clicking on it. The Scatter Laser is an artillery piece, which means it has a long range, but very poor armour. It is best used to soften up tough enemies before closing in with other units. An undefended artillery piece will quickly be destroyed by the enemy. Move your Scatter Laser to hex (22,22) by clicking on that hex while the Scatter Laser is selected. Now place the cursor over the Imperial Guard unit to see the damage prediction, and left click to attack. The enemy should be weakened, but still holding position, so now it's time to select your Fire Dragons.

Fire Dragons are a Devastator Squad, which means it has a medium range and is capable of support fire. Support fire occurs when an enemy unit, which is in range of one of your Devastator squads, attacks any of your other units. The Devastator will fire on the attacking enemy doing additional damage to it. It is always good to have multiple Devastator squads: placing some right behind your front line and some next to your artillery pieces. Move your Fire Dragons to hex (21,21) and fire on the Imperial Guard.

Now that the enemy is sufficiently weakened, it's time to bring in the Striking Scorpions. The Scorpions are an assault squad. With their heavy armour and powerful melee attack, Striking Scorpions are perfect for the front line. Because they close to point blank range to engage the enemy, they ignore all defensive terrain bonuses. Their weakness lies in that they get no retaliatory attack against squads with a Ranged Attack Value. Also, Assault squads cannot initiate combat with Aerial units. Assault squads are your shock troops: use them for spearheading attacks on the enemy. Move your Scorpions to (22,20) and attack the Imperial Guard.

If the Imperial Guard is still alive at this point, it will be in bad shape and may even have retreated from the structure. We'll use the Swooping Hawks to finish them off. Swooping Hawks are an Aerial squad, which ignore all negative terrain movement modifiers and have



superior sighting ranges. They are not affected by enemy Zone of Control (see pg. 23), except for enemy artillery units. Additionally, Assault squads and Scout squads cannot initiate combat with Aerial units. They are best used for attacking Assault and Scout squads and finishing off units which have retreated from combat.

Send the Vypers to occupy the victory hex and to finish off the Imperial Guard (if it is still clinging to life). Vypers, like all War Machines, are heavily armoured and loaded with powerful weapons. They are more powerful than most units, and this is reflected in their higher glory cost. The one weakness of War Machines is that, while they go up in level, albeit slowly, they can never be upgraded to a different unit. All other non-War Machine and non-Artillery units can be upgraded into more powerful units.

Now that the first Victory hex is under your control, its time to try for the second. Let's start by scouting the area with your Mime squad. Mimes are a Scout squad, which means they have superior spotting, Invisibility, First Strike and can make Hit and Run attacks. Invisibility is the Mime squad's ability to hide in the terrain, so that the enemy cannot spot them until they are in an adjacent hex. If a Mime squad attacks an enemy, and gets a higher initiative roll, it gets First Strike and the enemy gets no retaliatory attack. (enemy Devastator squads may still fire in support, though). Hit and Run means that a Mime squad can move, stop, and move again. Mimes may even move, attack and then retreat. Every time they stop there is a small movement penalty. Mime squads are useful for scouting and for softening up enemy squads. Be careful, though, Mimes have low armour and receive no retaliatory attack when defending against squads with a Ranged Attack Value. Move the Scout squad as far forward as possible to look for enemy units.

The final squad to move is the Guardian squad. Guardians are a Tactical squad, with no combat specialisation. The strength of Tactical squads is their low cost which insures that they go up in level very quickly. Guardians can be promoted into Aspect Warriors. Promoting a Guardian is better than buying a new Aspect Warrior for two reasons: Guardians are free, so its cheaper and a Guardian keeps its levels, so you end up with a high level Aspect Warrior. Guardians are best suited for initiating combat against Assault and Scout squads and Artillery – and as suicide troops to draw enemy Devastator fire. Keep the tactical squad close to the mimes.

Now that you know the basic strengths and weaknesses of your units, its time to go after the second Victory Hex. This one is guarded by an Imperial Missile team (Devastator) and an Imperial Assault squad (Assault). The Assault squad is heavily armoured, and the first unit that attacks it will also draw the support fire from the Missile team. It would be a good idea to weaken the Missile team first, but this will be tough, because the missile team is in a structure and has a ranged attack. Use the Scout's First Strike attack and the Scatter Laser's superior range to weaken the Missile team, then crush it with the Striking Scorpions. If it still lives, the Vyper will finish it. Attack the Assault squad with the Fire Dragons, Guardians and Swooping Hawks – it won't be able to retaliate against any of these units. Position the Fire Dragons so that they are adjacent to your other units, that way, if the Assault squad survives, it will have to weather support fire in order to attack your units. If any units are down to less than 70% strength, be sure to rest them before moving them into combat. Remember that units resting on a structure gain back wounds and casualties, but units rested elsewhere only gain back wounds.



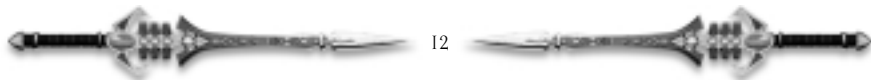
Finally, you can turn your sights on the third Victory Hex, which is guarded by a lone Imperial Autocannon (Artillery). The Autocannon has a long range, and a special called Rapid Fire witch allows it to fire twice in a turn if it doesn't move. Lightly armoured units will take a lot of damage trying to close with it. The best way to avoid the Autocannon's withering fire is to use the Vyper's long move allowance to rush in and punish it. Finish it off with the unit of your choice.

## TITLE SCREEN

This is the Title Screen that you'll see when you run RITES OF WAR. By moving the mouse pointer and left-clicking on the Title screen buttons, you can access the following options:



- PLAY A CAMPAIGN
- ENTER THE WAR ROOM
- VIEW THE ENCYCLOPEDIA
- LOAD A SAVED GAME
- GAME OPTIONS
- SHOW THE CINEMATIC
- SHOW THE CREDITS
- TUTORIAL
- QUIT GAME



## PLAY A CAMPAIGN

Left-clicking on this button displays the banner selection panel where you may select a banner to represent your forces and enter your name. Left-clicking on the DONE button takes you to the Briefing screen where you receive your first briefing and can view the objectives for the beginning scenario. You must attend to the briefing before continuing on into Campaign Play. Thus begins the single player campaign, taking you through 3 arcs of a rich storyline divided into 24 individual scenarios. The Campaign Play screen gives you further opportunities to purchase Strategies, assemble your forces on the Army Management screen, Save or Quit the current campaign, and Play the Current Scenario. For information on “Campaign Play,” see page 13.

## ENTER THE WAR ROOM

The War Room is the launching point for both multiplayer and single player Standalone scenarios. It also gives you access to saved armies and army and scenario construction screens, letting you customise both the units you use and the missions through which you play. For more information on options accessible through the “War Room,” see page 39.

## VIEW THE ENCYCLOPEDIA

The Encyclopedia is a comprehensive reference, giving you access to information on all units that you may encounter in the game. For more information on the “Encyclopedia,” see page 54.

## LOAD A SAVED GAME

The Load a Saved Game button lets you load any game that you have previously saved from either campaign play or standalone single player scenarios. To load a previously saved multiplayer game, you must go through the multiplayer setup, see the “War Room” section on page 39 for more information.

## GAME OPTIONS

Clicking on this button opens the Options menu. These options allow you to customise the game environment to match your personal preferences. Game options include:

- Music (on/off)
- Sound Effects (on/off)
- Animations Settings:
  - Unit Idle Animations (on/off)
  - Player Walk Animations (on/off)
  - Attack Animations (on/off)
  - Building Animations (on/off)
  - Enemy Walk Animations (on/off)
- Unit Spotting (on/off)
- Scrolling Options
- Difficulty:
  - Guardian (Easy)
  - Aspect (Normal)
  - Exarch (Hard)





## SHOW THE CINEMATIC

Clicking on this button lets you view the cinematic opening sequence in RITES OF WAR. Once the ending cinematics have been earned, they too become accessible through this option.

## SHOW THE CREDITS

Clicking on this button displays the game credits.

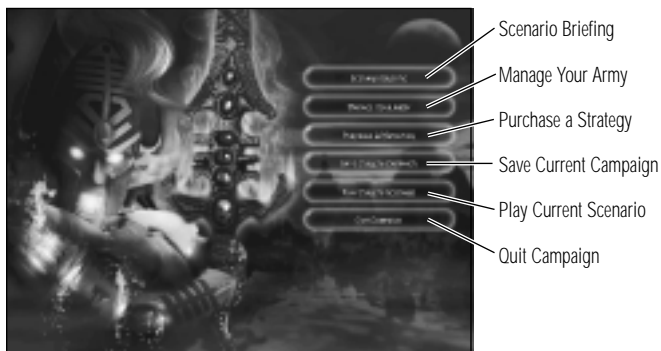
## QUIT GAME

Clicking on this button quits WARHAMMER 40,000: RITES OF WAR and returns you to Windows.

## CAMPAIGN PLAY

Choosing the Campaign Play option on the Title Screen begins a new single player campaign. The single player Campaign brings you through the full 24 scenarios that compose the story line in RITES OF WAR. Once the campaign is begun, you control the Eldar forces at the outset of the struggle on Davinuus.

When you begin campaign play, you first have the option to name your commander and choose the banner that represents your forces. Once you've chosen your banner, you'll go straight to the Scenario Briefing screen. From there, you'll go to the Campaign Screen menu. The Campaign screen is displayed after each scenario is completed, offering the following options before the next scenario gets underway:



Since it is always paramount to enter battle with organised troops, you cannot click on Play Current Scenario before having assembled your troops under Manage Your Army.



## SCENARIO BRIEFING

This Screen provides you with all the necessary information for the upcoming scenario. The Farseer, divining the future of battle, informs you of your general goals. Click on the Show Scenario Objectives button in the upper right hand corner of the Screen and your specific objectives appear. Pay close attention to these objectives. Whether you're engaged in missions of discovery, liberation, or destruction, you must fulfil the objectives for that particular scenario in order to achieve victory and move on to the next scenario. Objectives can be reviewed at any time during gameplay by clicking on the Show Scenario Objectives button on the Combat screen. Finally, the briefing includes a strategic-level view of the scenario map, giving you a chance to plan your strategies as you survey the general lay of the land and contemplate the battlefield which awaits. To view it, left-click on the Show Scenario Map button. To return to the Campaign screen, left-click on Return to Campaign Screen.

## MANAGE YOUR ARMY

Choosing the Manage Your Army option brings you to the Army Management screen. This Screen lets you choose the units that you wish to deploy in the next scenario, based upon the glory you've earned and unit availability. Army management is an important aspect of WARHAMMER 40,000: RITES OF WAR, and you must manage your army before proceeding to the next scenario. For more information on "Army Management," see page 28.

## PURCHASE A STRATEGY

You can purchase Strategies in between scenarios through the Campaign Play Screen. Strategies can be used during the game to either enhance your own units or disable those of the enemy. Please note that no Strategies are available during the first Scenario. Strategies are available at the rate of one per Scenario until all Strategies become available by the beginning of the twelfth Scenario. For more information on "Strategies," see page 34.

## SAVE CURRENT CAMPAIGN

The Save Current Campaign option lets you save your current campaign. Once your game is saved, you can use the Load a Saved Game option on the Title Screen to restore your saved game, letting you continue play from the point at which it was saved.

## PLAY CURRENT SCENARIO

Once you've taken the time to view the scenario briefing, purchase Strategies, manage your army, and save your game, you can choose the Play Current Scenario option to begin the next campaign scenario.

## QUIT CAMPAIGN

Choosing the Quit Campaign option ends your current campaign and returns you to the Title Screen.



## GAME PLAY

### GAME CONCEPTS

Every unit possesses a set of statistics which define its strengths, weaknesses, and abilities. These are Race, Move, Move Type, Initiative, Number of Attacks, Melee Attack, Ranged Attack, Ranged Attack Distance, Defence, Strength, Spotting, and Leadership. In addition, each unit may or may not possess Specials which allow it to break the rules of the game in specific ways.

### RACE

The Race of a unit determines its starting faction, allies, and enemies in Campaign Play. There are three primary factions in this game: Eldar, Imperial, and Tyranid. For complete descriptions of the three races, see "Eldar," "Imperial," and "Tyranid" descriptions on pages 55, 65, and 71 respectively.

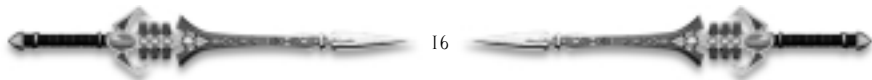
### MOVE

A unit's Move rating is the number of movement points it possesses. Each terrain type has a different movement point cost based on the unit's Move Type, see the "Movement" section on page 22 for more information.

### MOVE TYPE

Move Type encompasses both a unit's method of locomotion and the formation in which it travels. Different Move types not only determine how terrain effects the Move value of the unit, but can also affect combat. The movement types are as follows:

- Formation - walking units that, due to heavy weapons and armour or low agility, have a difficult time crossing rough terrain.
- Flying - high altitude flyers that may traverse any territory at no penalty. Note that Flying units are not able to occupy a hex that is already occupied by a ground unit. A hex may only be occupied by a single unit, be it flying or non-flying.
- Hover - low altitude flyers that can easily cross any level surface, but any uneven or inclined terrain forces them to convert thrust to lift, slowing them considerably.
- Tank - treaded or similar ground-based, artificial locomotion that moves easily over clean terrain, but is significantly slowed on any other terrain.
- Open - walking units that can weave through rough or cluttered terrain easily because of low encumbrance.
- Walker - though these units walk in a bipedal fashion, they stand more than twice as tall as a man and may stride over obstacles which would impede others.



## **INITIATIVE**

A unit's Initiative rating is an indicator of how quickly it can strike in combat. A random die roll is added to the Initiative value of both units when they enter combat, and the unit with the higher result receives an offensive and defensive bonus for that combat.

## **NUMBER OF ATTACKS**

This is the maximum number of attack rolls a unit makes when engaged in combat. For most units this is 15 and decreases proportionately as damage decreases their strength score. Units may possess Specials that alter this, such as Single Entity.

## **MELEE ATTACK**

A unit's Melee Attack value is its effectiveness at hand-to-hand combat. Hand-to-hand combat only occurs between adjacent hexes.

## **RANGED ATTACK**

A unit's Ranged Attack value is its effectiveness at long range combat. Ranged combat can occur between adjacent hexes or between non-adjacent hexes up to three hexes away.

## **RANGED ATTACK DISTANCE**

A unit's Ranged Attack distance is simply the range in hexes over which its armament is capable of firing. For example, while Tactical and Assault units must attack from the hex adjacent to their opponent, Artillery units and War Machines can take a toll on their opponents from up to several hexes away.

## **DEFENCE**

A unit's defence value is used to defend against incoming attacks; it represents actual armour and hardness, and the ability to dodge fire and seek cover.

## **STRENGTH**

A squad's Strength attribute is the number of unwounded active units left within a squad. Most units begin with fifteen Strength, though some specials drop this to ten. A unit loses attacks as it loses strength unless it has a special that causes it to behave differently.

## **SPOTTING**

Each unit has a spotting value that may change with experience and specials. All enemy units within a hex radius equal to a unit's spotting value are displayed. A unit's Spotting skill ranges from 1 to 7, representing the radius of hexes that are revealed to the unit. An invisible enemy is not spotted even if it moves within the sighting range of a friendly unit, unless it fires or moves adjacent to a friendly unit.



## LEADERSHIP

Leadership is a unit's resistance to Morale hits. It ranges from 1 to 10, with 10 being most effective.

## SPECIALS

Units may possess one or more specials - ways in which a unit's skills and abilities make them exceptions to the general rules, see the "Special Abilities" section on page 78 for more information. Specials may be inherent in the unit, acquired through experience, or randomly assigned to enemies at the start of a scenario.

## YOUR ARMY

Your army consists of squads, vehicles, and individual characters. During Campaign Play, you may command both Eldar and Imperial forces. In Standalone or Multiplayer Scenario Play, you may command any combination of Eldar, Imperial, or Tyranid forces.

As they fight, your units gain experience, which modifies their base statistics but not their Glory cost. Thus, use your units wisely, for they grow more powerful as you play. In addition, many experienced squads may be trained to a completely different squad type or character unit. See the "Training Units" section on page 32 for more information. Training, as with all army management actions, occur only between scenarios and at your discretion - you have full control over your army's fate.

In Campaign Play you may field a completely different army from scenario to scenario if you choose. The army that you deploy in any given scenario is limited only by which unit types are available to you, the total Glory available, and the number of deployment positions available. If you choose not to deploy an experienced unit for a specific scenario, you may leave the unit in your Barracks until the next time it might be useful. Customising your army prior to a scenario is handled through the "Army Management" screen, which is described in detail on page 28.

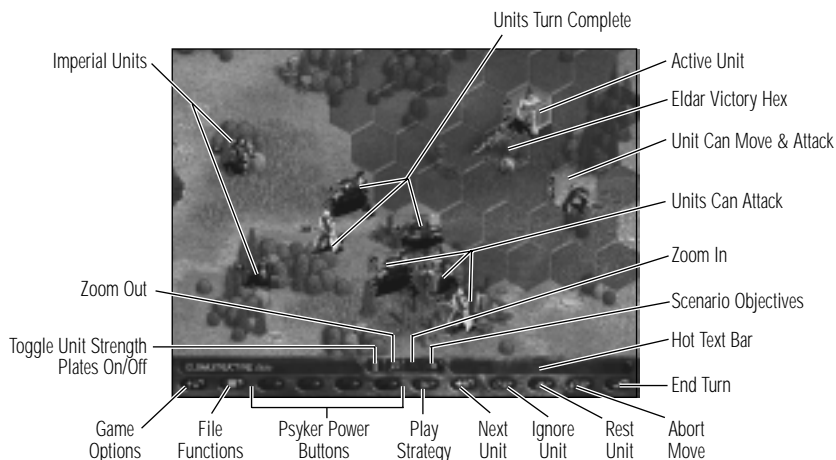
## ARMY DEPLOYMENT

After you have chosen your army through the Army Management screen, the next step in playing any scenario is the deployment phase. All of your units are placed on the map automatically before the deployment phase begins. However, you may adjust your deployment and move any units you wish by left-clicking on them; the unit becomes your cursor and the valid locations where it may be re-deployed are highlighted. You may deploy the unit in any of the highlighted locations, or you may click on a different unit to pick up the new unit and deploy the old unit in its place. Right-clicking on a deployed unit displays its statistics, as in normal game play. Feel free to use the zoom in and zoom out buttons to gain a better strategic perspective of the map. Once deployment is completed, left-click on the Exit Deployment button and scenario play commences.



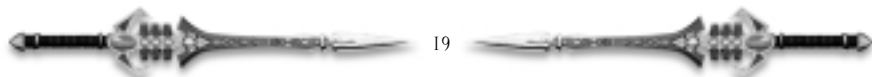
## COMBAT SCREEN

### Screen Interface



A persistent interface runs across the bottom of the Screen during regular game play. Twelve buttons lie along the very bottom of the interface, and the functions of these buttons are as follows:

- **GAME OPTIONS** - Left-click on this button to open the Game Options Screen.
- **FILE FUNCTIONS** - Left-click on this button to open the File Functions popup menu (where you may load or save your game, exit the game, or start a new game).
- **PSYKER POWER 1** - Left-click on this button to activate the selected unit's first Psyker power. This Button displays a Psyker Power icon only when that power is available to a selected unit.
- **PSYKER POWER 2** - Left-click on this button to activate the selected unit's second Psyker power. This Button displays a Psyker Power icon only when that power is available to a selected unit.
- **PSYKER POWER 3** - Left-click on this button to activate the selected unit's third Psyker power. This Button displays a Psyker Power icon only when that power is available to a selected unit.
- **PSYKER POWER 4** - Left-click on this button to activate the selected unit's fourth Psyker power. This Button displays a Psyker Power icon only when that power is available to a selected unit.
- **PLAY STRATEGY** - Left-click on this button to play the Strategy that you purchased before beginning the scenario, see the "Purchasing Strategies" section on page 35 for more information.



- **NEXT UNIT** - Left-click on this button to select and centre the Combat screen on your next unit that is still capable of movement, attack, or both.
- **IGNORE UNIT** - Once a unit is selected, you can left-click on this button to modify your Next Unit navigation. When you click on the NEXT UNIT button, an “Ignored” unit is considered unavailable until the next turn. Such units can still be selected and manipulated, but are not auto-selected by the NEXT UNIT button.
- **REST UNIT** - Left-click on this button to restore the selected unit’s lost strength if it has neither moved or attacked this turn. If the unit is not adjacent to any enemy units, the unit recovers all wounds and removes the Broken status. Additionally, if the unit is in a Structure hex (city, town, or shrine for example) it recovers all wounds and kills. If an enemy unit is adjacent, resting only restores one wound and one kill if on a Structure hex.
- **ABORT MOVE** - Left-click on this button to undo the move just performed by the selected unit. If the unit attacks, rests, performs a special action after moving, moves again (which some classes can do), or has revealed previously hidden units with its movement, this option is not available and the button is deactivated.
- **END TURN** - Left-click on this button to end your current turn, and begin the next player’s turn.

Above these buttons are 2 text bars that display context-sensitive information, separated by 4 additional buttons. If the cursor is positioned over an occupied hex, the text bars display information about the unit and the terrain. Otherwise only information about the terrain is displayed. The functions of the 4 upper buttons, from left to right, are as follows:

- **STRENGTH PLATES** (on/off)
- **ZOOM OUT**
- **ZOOM IN**
- **SHOW SCENARIO OBJECTIVES**



“Strength Plates” are persistent icons displayed to the left of each unit. These icons give you constant knowledge of the unit’s movement, attack, and strength. They can be turned on and off by selecting this control. You may note that when a unit’s movement is complete, the movement portion of its strength plate disappears. The same is true of the attack portion of its strength plate. This is useful in tracking which units under your control have expended their movements and attacks this turn.

“Zoom In” and “Zoom Out” navigate among 3 separate viewing levels: Normal (default), Mid-range where the map and units are viewed at 50% of Normal Level, and Strategic where the entire map is visible, with units displayed only as faction icons. Left-clicking on the map zooms in to Normal Level with the selected hex centred on the screen.

“Show Scenario Objectives” allows you to review your objectives for the current scenario. They are identical to those seen in the Scenario Briefing.



## Mouse Interface

You can both select your units and give them orders by using the mouse. Different mouse functions perform different commands, depending on whether or not a unit is already selected, as shown below.

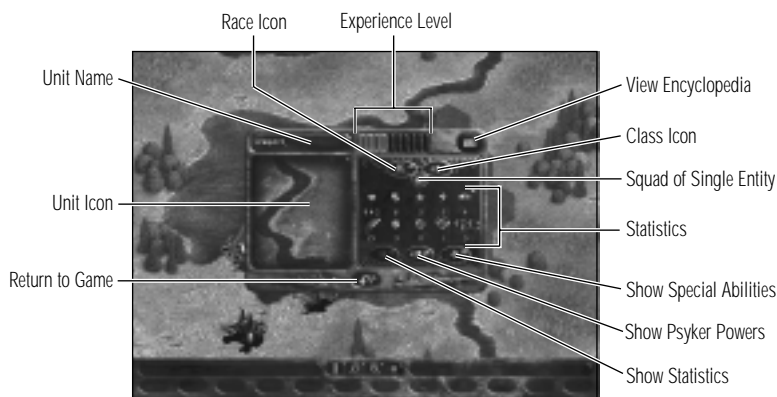
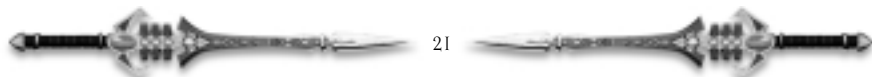
*When no unit is selected:*

- Left-clicking on a friendly unit selects it, causing its location to highlight in green. Additionally, all hexes to which the unit can move in this turn highlight in blue.
- Left-clicking on an enemy unit has no effect.
- Left-clicking on an unoccupied hex has no effect.
- Right-clicking on any unit brings up that unit's statistics.
- Right-clicking on a hex with the magnifying glass cursor displays a description of that location.
- Right-clicking on an unoccupied terrain hex has no effect.

*When a unit is selected:*

- Moving the cursor over an enemy unit within attacking range of the selected unit displays the projected results of combat.
- Left-clicking on an enemy unit within attack range of the selected unit causes the selected unit to attack the enemy unit.
- Left-clicking on an unoccupied but highlighted hex causes the unit to move to that location, unless it is interrupted in its movement by a previously unseen enemy.
- Left-clicking on an empty hex that is not highlighted has no effect.
- Left-clicking on a hex that is occupied by an enemy unit but is out of attack range has no effect.
- Left-clicking on a friendly unit deselects the current unit and selects the new unit.
- Right-clicking on any unit brings up that unit's statistics.
- Right-clicking on a hex with a magnifying glass cursor displays a description of that location.
- Right-clicking on an unoccupied terrain hex has no effect.





## Examining Stats

You can examine the stats of a friendly or enemy unit by right-clicking on the unit. Choosing to examine a unit's stats displays a small panel in the centre of the Screen. This panel not only shows you the unit's statistics, it also allows you to go to the Encyclopedia for more information on the unit, or left-click on the Cancel button to return to the game.

The Statistics displayed are:

- Melee Attack
- Defence
- Leadership
- Initiative
- Special Abilities
- Psyker Powers
- Strength  
(Including current Strength, Wounds, and Kills suffered, differentiated in green, yellow, and red numbers.)
- Ranged Attack
- Ranged Attack Distance
- Movement
- Spotting
- Experience
- Number of Attacks

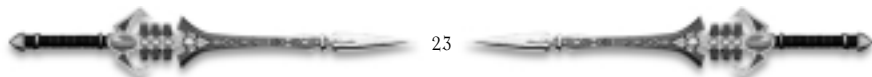
## MOVEMENT

Each unit has a Movement Type and Move points, see page 15 for more information on both “Movement Type,” and “Move points”. Move points are refreshed every turn, giving each unit a fixed range of movement. Whenever a unit enters a new hex, a number of Move points are subtracted from its current allotment. The amount to be subtracted is determined by comparing the unit’s Movement Type and the terrain type of the hex being moved into according to the chart below.

Terrain	Open	Formation	Hover	Tank	Flying	Walker
City	2/3	2/3	1	2/3	1	2/3
Town	2/3	2/3	1	2/3	1	2/3
Fortress	2/3	2/3	1	2/3	1	2/3
Shrine	2/3	2/3	1	2/3	1	2/3
Road	2/3	2/3	2/3	2/3	1	2/3
Clear	1	1	1	1	1	1
Rough	1	2	2	2	1	1
Hill	2	2	3	2	1	2
Mountain	All	All	All	All	1	2
Volcano	All	All	All	Impassable	1	All
Forest	1	2	2	2	1	1
Jungle	2	3	3	All	1	3
Swamp	3	All	2/3	All	1	All
Bridge	2/3	2/3	1	2/3	1	2/3
Shallow Water	All	3	2/3	2	1	2
Deep Water	Impassable	Impassable	1	Impassable	1	Impassable

Once a unit has moved, its Move Point allotment is zeroed (unless it is a Scout or possesses the Hit and Run ability). Scouts and Hit and Run units lose 1 Move point for ending their movement, but may continue if any movement points remain.

When a unit ends a movement it reveals units within its legal Spotting radius as if it had begun a new turn. See the “Spotting” section starting on page 16 for more information. If no new units are revealed, its movement may be undone with the ABORT MOVE unit icon. When a unit has its movement undone, it returns to its previous position, and its original number of Move Points is restored. If a unit takes any action or is deselected, it loses the opportunity to undo its movement. Thus, if a Scout unit moves once and then moves again, it may undo the second movement, but the first movement cannot be undone.



## ZONE OF CONTROL

All units have a Zone of Control (ZOC), which roughly corresponds to the area over which a unit has dominion. Every unit's ZOC surrounds the unit to a radius of one hex (a total of 6 hexes except for artillery, who exert a two hex radius zone of control versus aerial units). If a unit enters the ZOC of an enemy, its movement is stopped. For the most part, ZOCs of ground units have no effect on Aerial units; however, Aerial units' ZOCs do affect ground units. Aerial units in turn are affected by other Aerial units and Artillery units. Overlapping ZOCs of different factions do not cancel each other out; both are effective, and a unit from either side is stopped if it enters the contested hex.

If a unit attempts to move into or through a hex occupied by an enemy that was previously unspotted, an Ambush results with the stationary unit being the ambusher. During an Ambush, the moving unit is stopped at the point before it would have entered the enemy unit's hex. The ambusher may make a free attack against the moving unit with no retaliation from the moving unit.

## COMBAT

When units are involved in combat, they may (and likely will) take damage from the opposing force. This damage comes in two varieties - wounds and kills. Wounds are represented by the number next to the "blood drop" icon, and kills are displayed next to the "skull" icon. Each shot made by the opposing unit is calculated separately, and may result in inflicting one of the following.

### *Wounds*

Wounds reduce the number of attacks a unit may make and bring it closer to destruction. A unit may only make a number of attacks per turn equal to its maximum strength minus the number of wounds and kills it has received. Additionally, wounds are only recovered when the unit completely forgoes a turn in order to rest. A unit that rests with no adjacent enemies recovers all wounds. A unit that rests WITH an adjacent enemy heals only one wound. Resting in a Structure hex (a town, city, or shrine for example) always heals at least one wound and one kill. The healing provided by rest happens immediately, before the opposing player's turn begins. Note that Special Abilities can change these rules.



## Kills

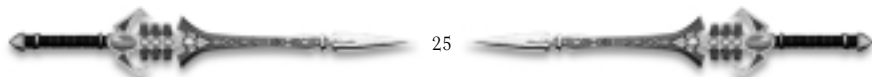
These represent damage or kills upon the unit that may not be recovered, only replaced. When a unit suffers a kill, it may only be replaced by resting at a structure hex. When a unit rests at an appropriate location, it is either brought to maximum strength (if there are no adjacent enemies), or one wound and one kill are replaced if there are adjacent enemies. Single entities NEVER suffer kills, only wounds - any result which would have been a kill is instead treated as a wound. Note that Special Abilities can change these rules.

## Combat Stages

When combat occurs between 2 units, the battle is resolved in 4 separate stages. Unit Specials may allow combatants to ignore or change the rules below.

1. **Initiative** - Initiative has a strong influence on the flow of combat. Combat initiative is calculated by adding a random roll to each unit's base Initiative statistic. The combatant with the higher total has a significant advantage in combat, enjoying an attack and defence bonus equal to the difference in initiative (maximum bonus of 3). Combat initiative does not indicate which unit resolves combat rolls first.
2. **Ranged Combat** - Direct fire from units with a non-zero Ranged combat rating. All hits from Ranged attacks are resolved immediately after both units have had the opportunity to determine their fire and any kills or wounds are applied before combat proceeds to the next stage. If the defending unit does not also have a Ranged combat score, combat ends after the Support Fire stage.
3. **Support Fire** - Indirect fire from Devastator units. If a Devastator unit is within attack range of the attacking unit and has not given support fire that turn, the Devastator has an opportunity to fire at the attacking unit. Devastator units cannot fire at units that are 3 or more hexes away from themselves. Support fire does not trigger any response, and multiple Devastator units may respond to a single attack if they are all eligible to do so. All hits from support fire attacks are resolved immediately and any kills or wounds are applied before combat proceeds to the next stage.
4. **Melee Combat** - Hand-to-hand attacks from units with a non-zero Melee rating. All hits from Melee attacks are resolved immediately after both units have had the opportunity to determine their fire and any casualties or wounds are applied before combat ends.

**NOTE:** Units with only a melee attack cannot retaliate when attacked by a unit with a ranged attack.



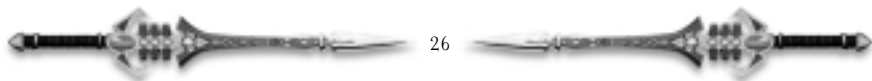
## Morale

Morale is a term applied to a unit's current psychological state. A unit's Morale is only affected when defending against an attack. A defending unit first makes a Retreat Check to see if it was shaken by the attack. If the unit fails the Retreat Check it retreats to an adjacent location, if possible. When there is no available hex to which the unit can retreat (if it's surrounded or blocked by terrain for example), the unit is immediately slain. Once the unit has successfully retreated, it must make a Break Check. If it fails the Break Check also, the unit's morale is shattered; it becomes Broken and loses 5 attack points and 5 defence points until it rests. A broken unit's strength plate turns red. Retreat and Break Checks are modified by a unit's Leadership statistic; see the "Leadership" section on page 17 for more information.

## Terrain Combat Modifiers

Terrain affects combat by modifying a defending unit's statistics based on the current terrain that they occupy according to the following chart. In general, a unit can defend more effectively when placed in a structure hex or one that offers good strategic positioning (mountain, woods, or jungle for example). Units are more vulnerable on open terrain (roads or clearings) or when the terrain is particularly difficult to navigate (swamp or river). The values below are added to the defending unit's Defence value.

<b>Terrain</b>	<b>Modifier</b>
Eldar Structure .....	+4
Imperial Structure .....	+4
Road .....	-1
Clear .....	0
Rough .....	+1
Hill .....	+2
Mountain .....	+3
Volcano .....	+3
Forest .....	+1
Jungle .....	+2
Swamp .....	-1
Bridge .....	-2
Shallow Water .....	-2
Deep Water .....	0



## STRUCTURES

Most scenario maps have structures scattered across their length. These structures may take the form of shrines, fortresses, or other significant locales. Such sites help to advance the plot or provide background information, as each may have a short piece of text associated with it that is displayed when the site is explored. Enemy units may also appear around structures as they are explored, adding an element of risk and adventure to their discovery.

Structures offer any number of benefits to the first non-computer player to liberate or explore them. One result of liberating a structure is the immediate acquisition of an additional free unit to your army. After the scenario is finished (and if the unit survives the scenario), this unit remains a part of your army. Alternately, an Item of Power such as an Eldar Artifact or piece of Imperial Wargear may be found in a liberated structure. Any newly-unearthed Item of Power is automatically equipped by the discovering unit. If the unit is ineligible for the equipment, it is reset for another unit to find.

## GLORY

As your units fight and win battles, recover Items of Power, recruit allies, and liberate enemy locations, you gain Glory points. Glory is a measure of value, and every army has an associated Glory value. Glory is an important factor in determining the relative difficulty of any given scenario; more Glory means a bigger, better army and a more challenging scenario. The Glory value of slain units may be reimbursed to you in whole or in part, based on the difficulty level you are playing on. If you disband a unit after it has been in combat, that unit's experience and Glory are lost.

When you're creating or modifying your army, you have a limited amount of Glory to draw upon but an unlimited number of Recruits to choose from see the "Army Management" section on page 28 for more information. Although your Recruits are unlimited, the types of units available in Campaign Play are not. As you play through the campaign and the plot advances, you gain access to more and different types of units. In Single and Multiplayer Scenario Play, however, as well as when creating Custom Armies, you can use your Glory points to choose from all units that occur in the game.

## VICTORY CONDITIONS

Victory conditions are the circumstances you must fulfil in order to win a given scenario. In WARHAMMER 40,000: RITES OF WAR, those conditions vary from scenario to scenario and are detailed in the objective text which can be viewed before the start of each scenario. The objective text can also be viewed during play by selecting the Show Scenario Objectives button to the right of the Zoom In button on the Combat screen. Some of the victory conditions are :

### Assassination

- A Critical Enemy unit is found and eliminated.

### Engage and Destroy

- The goal is to eliminate all enemy units on the map.



## Escort Unit

- You must safely Escort your own critical unit to a particular hex to win.

## Rescue

- You must reach one or more of your own units being held prisoner or trapped behind enemy lines.

## Retrieve Artifact

- You must find and acquire the Artifact or other Item of Power placed somewhere on the map.

## Take and Hold

- You must control all Occupation hexes on the map to win; however, their locations are varied and involve varied challenges.

## Siege

- A variation on Take and Hold scenarios. You must control all Occupation hexes to win, but one of these is generally a well-fortified fortress.

## Siege Breaker

- A variation on Take and Hold scenarios. You must control all Occupation hexes to win, but doing so involves breaking out of a powerful encircling force to take the Occupation hexes beyond, while successfully defending your deployment zone.

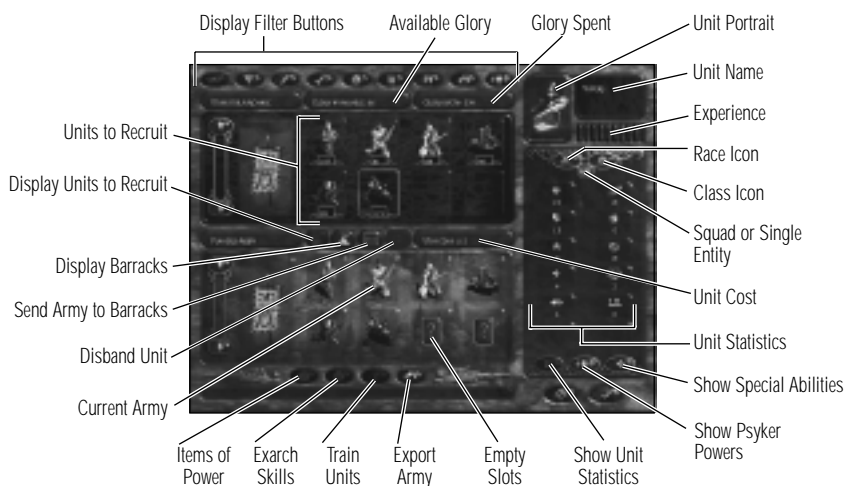
For more information on these, see the “Setting Victory Conditions” section, starting on page 50.



# ARMY MANAGEMENT

## ARMY MANAGEMENT SCREEN

Left-clicking on the Manage Your Army button on the Campaign Play screen brings you to the Army Management Screen. Here you choose, equip, and train the units you wish to take into battle. You can even put some aside for future engagements, allowing them the luxury of Barracks life while their comrades engage in hellish conflict.



The Army Management screen is divided into three primary panels: the upper window, the army window, and the currently selected unit. The upper window displays either the current Recruiting area of units that you may purchase using Glory, or the Barracks - a kind of clipboard or toy chest where your units may be temporarily stored. The army window displays all the units that you have chosen to deploy; when the scenario begins, these are the units you have at your disposal. Any unit selection is highlighted in its current window (either upper or army) and is also displayed in more detail in the currently selected unit display. The information in this display includes the unit's name, portrait, experience, and statistical information.

Note that you can individualise the names of your favourite units from this Screen. Left-click on the current unit name and it becomes an editable text field, allowing you to add your own imaginative unit designations.



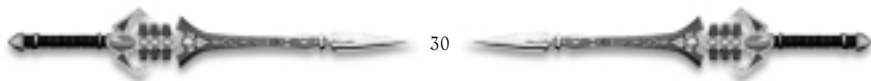


The controls and information available on this Screen are as follows:

- **FILTERS** - A row of buttons above the upper window that serve as view filters, limiting the available classes that are displayed. There is a separate button for each class and an All button. The class buttons control which classes of units are displayed in the upper and army windows and the All button causes all available units of every class to be displayed. Using the race and class filters allows the user to control exactly which section of his army is viewed at any time.
- **GLORY AVAILABLE** - Displays the Glory that you have left to spend.
- **GLORY SPENT** - Displays the current Glory value of the army you have selected, plus the value of any units you have placed in the Barracks.
- **EXPERIENCE** - Below the unit name, a row of crystals changes colour one by one to indicate the growing level of each unit's experience, from 1 to 10.

Four buttons separate the upper window and the army window. From Left to Right they are:

- **DISPLAY UNITS TO RECRUIT** - This button is active only when the Barracks is displayed. It switches the upper window from Barracks to Recruiting Area.
- **DISPLAY BARRACKS** - This button is active only when the Recruiting Area is displayed. It switches the upper window from the Recruiting Area to the Barracks.
- **SEND ARMY TO BARRACKS** - Moves all units out of the Current Army roster and into the Barracks.
- **DISBAND UNIT** - This button is active when a unit in the Current Army is selected. Glory is refunded for units bought between scenarios, until the next scenario begins.
- **ITEMS OF POWER** - This button takes you to the Unit Configuration Screen, allowing selected Eldar units to be equipped with available Artifacts. When Imperial units become available to the player, they may be equipped with available Imperial Wargear.
- **EXARCH POWERS** - This button becomes active when the selected unit is of a type and Experience level capable of receiving Exarch Powers. It takes the player to the Unit Configuration screen, where a selection of Exarch Powers appears instead of Eldar Artifacts or Imperial Wargear. (In a Single or Multi-Player game where playing the Tyranid is possible, this button would allow configuration of Tyranids with Tyranid Biomorphs.)
- **TRAIN UNIT** - This button becomes active when the selected unit is eligible for training. See the "Training Units" section on page 32 for more information.
- **EXPORT ARMY** - An army saved in this way can be imported for use in Standalone scenarios or multi-player games.



In the lower right corner of the Screen are buttons for:

- **CANCEL ALL CHOICES** - Discard all changes made and return to the Campaign screen.
- **ACCEPT THE CURRENT ARMY** - Accept all changes made to your army and return to the Campaign screen.

## RECRUITING

The Recruiting area is viewed through the upper window on the Army Management Screen. It displays all the types of units that you can buy for your army. As you progress through *WARHAMMER 40K: RITES OF WAR*, new types of units become available for purchase with each completed scenario. Note that your army size is limited by the number of deployment hexes in the upcoming scenario, but you can store extra units in your Barracks. With sufficient Glory, you could buy 1, 10 or 20 of any unit in the Recruiting area. Scroll arrows to the left of your army banner permit scrolling through available units when they fill more than the eight initially visible slots.

## BARRACKS

The Barracks is viewed through the upper window on the Army Management Screen and functions like a clipboard for your army. If a unit is not well suited to a particular scenario or if there are not enough deployment hexes to field all of your units, you can place units in the Barracks until you want to use it in your army again. Scroll arrows to the left of your army banner permit scrolling through available units when they fill more than the eight initially visible slots.

## ARMY

Your army is viewed through the army window on the Army Management Screen. The units displayed here are the units you'll have at your disposal when you play the current scenario. Scroll arrows to the left of your army banner permit scrolling through available units when they fill more than the eight initially visible slots.



## CONFIGURING INDIVIDUAL UNITS

The Unit Configuration Screen lets you customise a selected unit with additional equipment and powers.

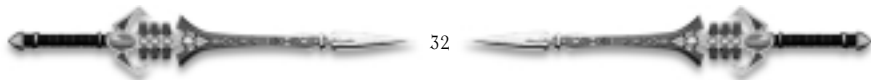


The Screen is divided into three primary panels: the customisations you can acquire, the customisations given to the current unit, and the current unit's statistics. The customisations panel displays the available custom options for the unit, based on which selected button in the Army Management Screen brought you here:

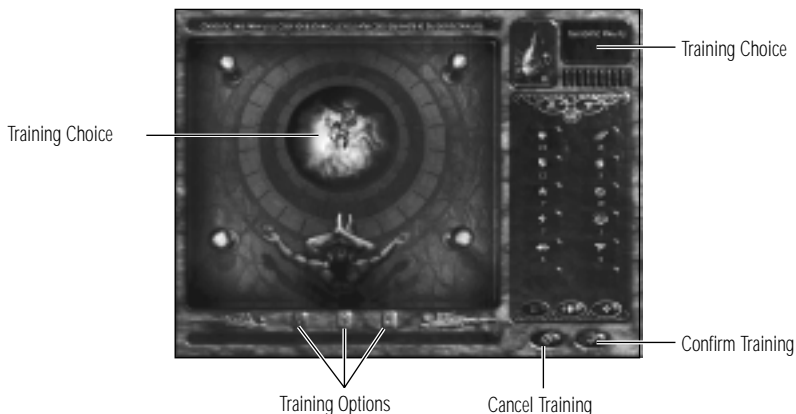
- Eldar Artifacts for the Eldar
- Imperial Wargear for Imperial Units
- Exarch Powers for eligible Exarchs
- Biomorphs for eligible Tyranids

To see information about a customisation option displayed to the right of the selection list it must be selected. You can then simply click the "Equip" or "Un-equip" arrows to assign customisations to the selected unit. The other controls and information on this Screen are as follows:

- **UNIT SPRITE** - This window shows an image of the selected unit as it appears on the screen. Icons for the customisations with which this unit is equipped appear below it. Selecting those customisations brings up a description of that Artifact or power to the right of the unit sprite.
- **UNIT PORTRAIT** - This window displays the unit portrait, and below it the level of experience achieved by the unit.
- **UNIT STATS** - This window displays the statistics of the selected unit.
- **GLORY AVAILABLE** - This number is the Glory value currently available to spend.
- **GLORY USED** - This number is the Glory value that you have already spent
- **CANCEL ALL CHOICES** - Discard all changes made and return to the Army Management screen.
- **ACCEPT THE CURRENT ARMY** - Accept all changes made to the selected unit and return to the Army Management Screen.



## TRAINING UNITS

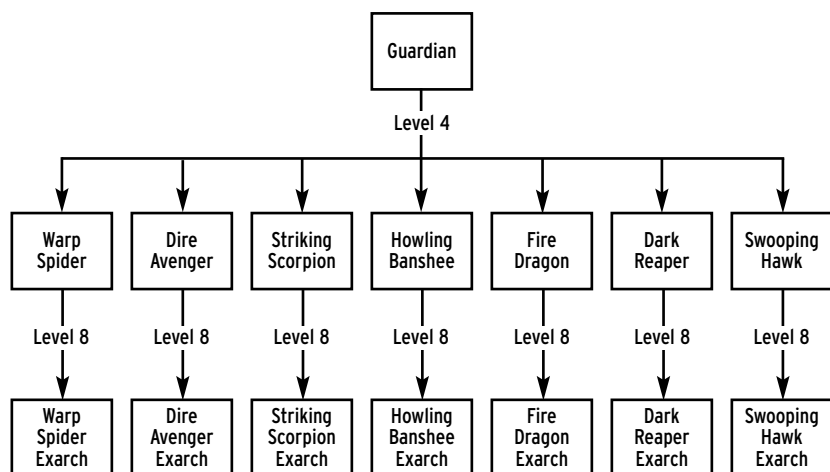


Certain Eldar units have the ability to train themselves to become different units throughout the course of a campaign. If such a unit is selected, the unit has the proper experience level, and you can afford the new unit type, you can use the Training screen to train the unit. Displayed across the bottom of the Train Unit screen are Eldar rune stones representing the available promotions for the selected unit. Click on a stone to see the new unit and its stats. If a training is selected when the **ACCEPT THE CURRENT ARMY** button is clicked, the unit is trained to the new unit type.

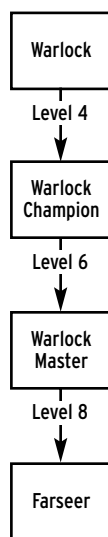
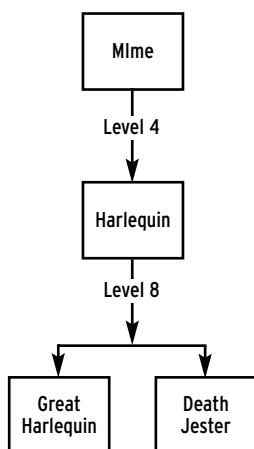
Training one of the Eldar runestones is only an option for certain Eldar units, and only during Campaign Play. Generally, training makes a unit become more specialised; for example, a Fire Dragon unit, consumed by and utterly focused upon his path of advancement becomes a Fire Dragon Exarch. A Warlock strives to become a Warlock Champion, and thereafter a Warlock Master.



The figure below displays the possible training paths available and the “Encyclopedia” section, starting on page 54, discusses the uses for each type of unit.



**Note:** Exarchs have the option to purchase one Exarch skill at level 9, and another at level 10.



# STRATEGIES

## PURCHASING STRATEGIES

At the beginning of the Second Scenario, Strategies start to become available for purchase. An additional Strategy becomes available each scenario, until all 11 Strategies are listed for possible purchase.

At the end of each scenario where Strategies are available, you may have surplus Glory points that you wish to use, not on Army Management, but on the purchase of a Strategy. Strategies in WARHAMMER 40,000: RITES OF WAR function much like the Strategy Cards in the miniatures tabletop version of Warhammer 40,000 - they can be used during the game to either enhance your own units or disable those of the enemy.

Some Strategies are automatic, and take effect whenever relevant. Other Strategies must be activated. Player-activated Strategies are brought into play by left-clicking on the Play Strategy button during the upcoming scenario. Most activated Strategies require the selection of a target - only certain targets may be highlighted, depending upon the Strategy you are initiating. Once purchased, a Strategy may only be used once in each scenario. All strategies available in WARHAMMER 40,000: RITES OF WAR are listed below.

## LIST OF STRATEGIES

### Booby Traps

This is an activated Strategy. A Booby Trap may be placed into any empty hex adjacent to any Player controlled unit. Any unit of any side (including yours) that moves into the selected hex takes a strength 20 hit and its turn ends. Once a booby trap has been triggered, that hex is safe for further movement. In a multiplayer game, multiple players may trap the same hex. The result is NOT cumulative.

### Brilliant Strategy

Brilliant Strategy is an automatic Strategy. This Strategy, which is automatically active for the duration of the scenario, causes all units to add a random number of 1-8 to their initiative score during combat, instead of the standard 1-4. This will make your units significantly more dangerous and harder to damage.

### Crack Shot

This is a player-activated Strategy. When played, Crack Shot allows you to select any single unit you control that has not yet fired this turn. The target of that unit's next shot is considered to be at half defence value. If that unit does not fire before the end of the turn, then the Strategy is reset and may be reused.

### Craven Cowardice

This is an activated Strategy, which may be played at any time during your turn. Craven Cowardice may be played on any Broken unit, or any unit that is at or below half strength. The targeted unit is instantly destroyed as the individual members break and scatter to find deep, dark holes in which to hide. The Strategy has no effect on units with the "Heroic" special ability or on Assassination targets.



### **Divine Inspiration**

This is an automatic Strategy, in effect as soon as a scenario begins. Inspired by powerful oratory and the Rites of War, all of your forces to add 1 to their Leadership for the entire scenario.

### **Haywire Bomb**

This is an activated Strategy. A Haywire Bomb may be played on any enemy vehicle or Mechanised unit that is adjacent to one or more of your units. The targeted unit is immediately given the status of Broken. Haywire Bombs have no effect on organic units.

### **Insane Courage**

This activated Strategy immediately restores any single selected unit that you control to full rested health, converting all wounds to active strength points, and removes the Broken condition. Further, the unit is reset to full maximum movement points and may make an additional move and attack this turn, even if it had already moved and/or fired. This Strategy may only be played during your turn.

### **Orbital Barrage**

Orbital Barrage is a player-activated Strategy. When played, Orbital Barrage allows you to select any hex on the map to receive a devastating bombardment from orbit. A shower of heavy fire is immediately directed at the target, inflicting a tremendous amount of damage (a strength 16 hit) on any unit, including friendly forces, both in the selected hex and hexes adjacent to it.

### **Sabotage**

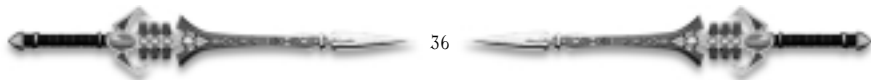
This is an activated Strategy. The player plays this Strategy during his own turn, selecting an enemy Artillery unit as a target. The next time the targeted unit attempts to fire, it explodes instead, inflicting an attack on itself equal to its own attack strength. If the enemy Artillery survives the self-inflicted attack, it is considered to have attacked that turn but is in otherwise free to act in succeeding turns as usual.

### **Virus Bomb**

A Virus Bomb is an activated Strategy that inflicts a strength 10 hit versus a single target enemy piece that is adjacent to a player controlled unit. The targeted unit is considered to have a defence of 0 for this attack. The Virus Bomb affects all organic units but has no effect whatsoever on vehicles and mechanised units.

### **Vortex Bomb**

This is an activated Strategy. A Vortex Bomb may be played on any enemy unit that is adjacent to a player controlled unit. Enemy squads targeted by a Vortex Bomb are immediately reduced to half strength, rounding down, with the strength points lost considered kills, not wounds. A single entity targeted by a Vortex Bomb has a 50% chance of being killed outright, and a 50% chance of being totally unaffected. Vortex Bombs have no effect on Assassination targets.



## UNIT CLASSES

This section gives a brief description of the different classes of units, who they are effective against, and details which traits they have in common.

### AERIAL

Aerial units have Flying Movement and have higher-than-average Spotting because of their elevated vantage points. Aerial units cannot be forced into Melee combat by an attacker, making them particularly effective at hunting Assault troops. Note that Aerial units cannot occupy the same hex as a ground unit; every hex can contain only 1 unit at any given time. Aerial units are not, however, affected by the Zones of Control of ground-based units other than Artillery and may move over them freely. Artillery units have a two hex radius zone of control versus aerial units.

### ASSAULT

Assault units are Melee specialists. They are most effective in conjunction with War Machine units, spearheading attacks into the enemy's most heavily defended positions and clearing away heavily entrenched enemy troops. Assault units have excellent Initiative and Open movement. These squads ignore any opponent's positive terrain modifiers when attacking.

### DEVASTATOR

Devastators combine the firepower of War Machines and the affordability of Tactical units. They have good Initiative, and can cause high levels of damage at longer range than most other troops types. This is balanced by their Formation movement type due to their heavy equipment. Devastator units tend to have special types of weapons that excel at cracking hard targets - tanks and the like - at the expense of effectiveness against infantry formations. Most importantly, Devastator units are capable of support fire, as they can fire at the enemy over the heads of any adjacent friendly units.





## WAR MACHINE

War Machines combine maximum firepower, armour, and mobility. As such, they are among the most expensive units in the game. War Machines are heavily armoured and by nature can Overrun their opponents. That is, if a War Machine attacks and completely destroys an opponent before moving, it can make another attack in the same turn.

## TACTICAL

Tactical troops are the most efficient and flexible units available. They are well-balanced statistically and generally cheap. While there is always a unit better suited to any given task than a Tactical unit, no unit is as good at every task as the Tactical squad. They are masters at defending terrain, all positive terrain bonuses are doubled for Tactical units.

## SCOUTS

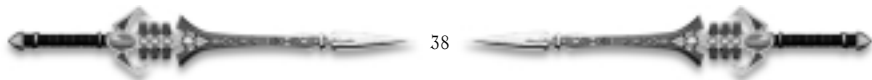
Scouts are wily and unpredictable, moving fast, hitting hard, and fading away before they can be caught. Scouts have high Spotting and Initiative, Open Movement, and many Move points. All Scout have the "Hit and Run" special ability, after stopping, Scouts may resume movement in the same turn by expending a single movement point. So long as they have enough Move points, Scouts may even attack between moves, making them extremely good for hit-and-run tactics and eliminating slow-moving Artillery units. Scouts cannot be ambushed, and an ambush attack will not occur if a Scout moves into an unseen enemy. If an attacking Scout wins initiative over the defender, the defender cannot counterattack that turn.

## ARTILLERY

Artillery units have intense firepower that is capable of damaging the enemy at extreme long range. Artillery is used to provide support to attacking troops by weakening enemy defenders. Once the enemy's defenses are softened up by a fusillade of Artillery fire, allied troops can move in to clean up, quickly eliminating any remaining resistance with minimal losses. The fire envelope of Artillery units makes them effective against the otherwise difficult to stop Aerial units. Artillery units have poor armour and few Move points, making them very vulnerable should the enemy get behind your lines. Artillery also have a zone of control of two against aerial units.

## PSYKERS

Psykers are extremely lethal beings who may manipulate the raw power of the cosmos in a number of ways. They may employ highly destructive blasts of energy to smite their foes, or defend their fellows in a crackling sheath of psychic force. Many Psykers are also masters of combat, more than able to devastate legions of enemies with their Force weapon. All Psyker attacks are considered Armour Piercing.



## UNIT ADVANCEMENT

As units perform actions and engage in combat, they gain experience and become more effective at accomplishing the various duties assigned to their class. All units gain experience through combat at a rate that is dependent on the power level and skill of both combatants. In other words, units gain more experience for attacking foes that are more powerful than themselves, and less experience for attacking weaker foes. This experience reward is doubled if the enemy unit is destroyed. Higher level units gain less experience from the same activity than do lower level units.

Additionally, Scouts gain experience for spotting previously unknown enemies, and Psykers gain experience for using their powers effectively. Similar to combat, as Scout and Psyker units gain levels, they acquire less experience from these activities.

All units start at level zero and gain a new level every hundred experience points. Units gain levels immediately, while in the field, upon reaching the required experience total. As units gain new levels, their statistics increase based upon the following chart. Fractional ability bonuses are always rounded down.

Class	Move	Initiative	Melee	Ranged	Armour	Spotting	Leadership
Aerial	0.25	0	0.5	1	1	0	0.25
Assault	0	0	1.5	0	1	0	0.25
Devastator	0	0	0	1	1	0	0.25
War Machine	0	0	0	1	1	0	0.25
Tactical	0	0	0.5	1	1	0	0.5
Scout	0.25	0	0.5	1	0.5	0.25	0.25
Artillery	0	0	0	1.5	0.5	0	0.25
Psyker	0	0	1	1	1	0	0.25





## WAR ROOM

The War Room screen is the launching point for multiplayer and standalone scenarios. You can also edit scenarios and armies through the War Room menu. Through the War Room, you can access the following options:



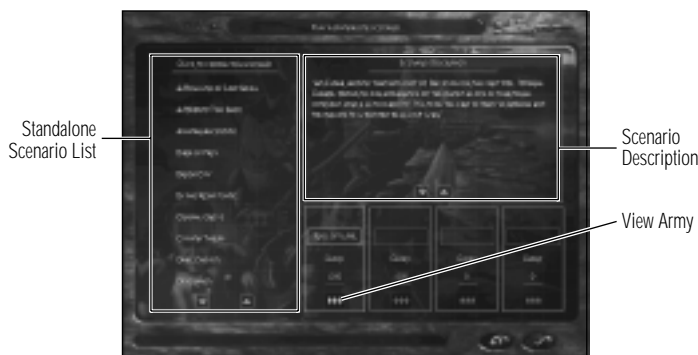
- Play a Standalone Scenario
- Play a MultiPlayer Scenario
- Customise Armies
- Edit Scenarios
- Create a New Scenario



## PLAY A STANDALONE SCENARIO

WARHAMMER 40,000: RITES OF WAR comes with 6 specially scripted standalone scenarios, divided into two mini-campaigns of 3 scenarios each. These scenarios offer you the opportunity to play factions other than the Eldar. In the first mini-campaign, you command an army of Imperials and Space Marines against the Eldar. In the second, you wield Tyranid forces in a battle to subjugate the humans of Davinius.

The War Room allows you to play any pre-designed Standalone scenario. Scenarios played through the War Room standalone, and do not occur as any part of the general WARHAMMER 40,000: RITES OF WAR campaign progression. Options and information on the standalone scenario screen are as follows:



- **SELECT STANDALONE SCENARIOS** - Here, you can view the names of all available scenarios in a file selection box. Left-clicking on a scenario name highlights it, and brings information in both the **SCENARIO DESCRIPTION** and **PLAYER INFORMATION** areas. The highlighted scenario is the one you play once you left-click on the **CONFIRM** button.
- **SCENARIO DESCRIPTION** - This text describes the Scenario selected and its Victory Conditions.
- **PLAYER INFORMATION** - Displayed in this section is the player name (click on "Rites of War" to enter your name), starting glory value, and a **VIEW ARMY** button for the player controlled army.
- **VIEW ARMY** - Choosing this option takes you to the Army Construction Management screen.
- **CANCEL ALL CHOICES** - Left-click on this button in order to reject all settings and return to the War Room screen.
- **CONFIRM** - Left-click on this button in order to accept all selections and begin the Standalone scenario.



## MULTIPLAYER SCENARIO

This option brings you to the multiplayer scenario Screen, where you can choose to create a new session or join an existing multiplayer session. There are five specially scripted Multiplayer scenarios in which players can choose between available races, or construct armies of mixed races to stage wildly imaginative battles. There are three two-player scenarios, one three-player scenario, and one four-player scenario. Many others can be created using the Scenario Editor. For more information see "Edit Existing Scenarios" on page 44.

Up to 4 players can fight against each other over a local area network (LAN), the Internet, or on Club SSI (via MPlayer). Players also have the option to load any pre-built scenario map, including campaign maps, and import their own custom armies for a multiplayer game.

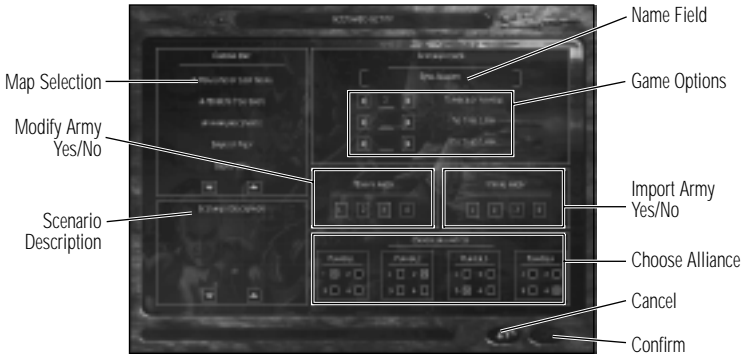


This Screen lets you host or join a multiplayer scenario. The following functions are available:

- **PLAYER'S NAME** - This option allows you to define what you will be known as to the other players.
- **CONNECTION TYPE** - You can choose Lan Connection (IPX/LAN) or Internet (TCP/IP).
- **JOIN GAME** - This choice allows you to join an existing game.
- **CREATE GAME** - This choice allows you to host a session.
- **SCENARIO NAME** - Here the host of the session enters the name by which the session is known to the other players.
- **NUMBER OF PLAYERS** - The Host can set the number of players in the Multiplayer Session from 2 to 4 players.
- **CANCEL ALL CHOICES** - This button rejects all choices and returns you to the War Room Screen.
- **CONFIRM** - This button accepts and finalises all selections and opens either the Join Session Screen (if you selected Join) or the Create Session Screen (if you selected Create).

## Multiplayer Game

### Multiplayer Screen One



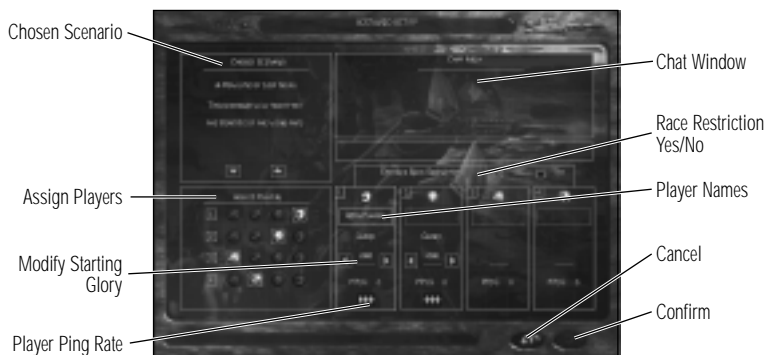
**Note:** Only the creator of this session may choose the scenario, assign player slots, set players' glory, and set the options.

- **MAP SELECTION** - Here the host of the session chooses the scenario to be used in the session.
- **SCENARIO DESCRIPTION** - In this window, the description of the highlighted scenario and its objectives is displayed.
- **EDIT TIME** - Here the Host sets an acceptable time limit in which players must complete their turns. If a player has not completed his turn at the end of this time, the turn is automatically ended and the current turn is passed on to the next player.
- **RESTRICT NUMBER OF TURNS** - Here the Host can set a turn limit for the game. At the end of the set turn limit, if the Victory Conditions described in the Scenario Objectives have not been met, victory goes to the player who has achieved the greatest portion of those objectives. If no Scenario Objectives have been met, victory goes to the player who has acquired the most Glory.
- **MODIFY ARMY** - Here the Host selects which players are permitted to modify their assigned default armies on the Army construction screen.
- **IMPORT ARMY** - Here the Host selects which players are permitted to import their own custom army.
- **CHOOSE ALLIANCES** - Here the Hosting player sets Alliances between the players. Allied armies are essentially treated as one army, except that individual players control their own units.

**CANCEL ALL CHOICES** - If the Hosting player clicks this button, the session is cancelled and all players return to the War Room Screen.

**CONFIRM** - This button accepts all choices and moves the Hosting Player on to Multiplayer Scenario screen Two.

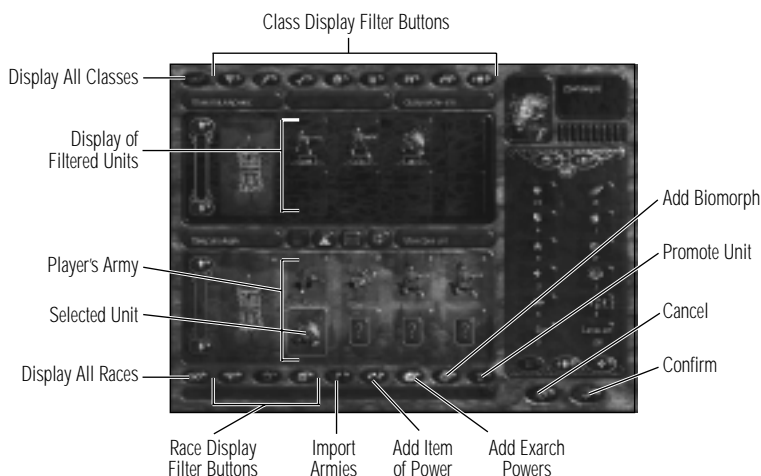
## *Multiplayer Screen Two*



- **CHAT ROOM** - The Chat Room is composed of two sections, an upper window where all comments between those involved in the session are displayed and a lower window where you may type in your comments to the Chat Room.
- **RACE RESTRICTIONS** - Here the Host decides whether or not the armies fielded by the players in a multi-player game are restricted to their specific race or can be mixed. If "yes" is chosen, armies must be pure Eldar, Imperial, or Tyranid. If "no" is chosen, armies can be comprised of any combination of units from any race.
- **PLAYER INFORMATION** - This area includes the following information for all players in the session:
  - **Player Names** - This area displays the name you have chosen and those of your opponents.
  - **View Army** - If the Host has allowed modification of armies before entering play, this icon takes you to the Army Management screen where you will be able to Import and/or modify the army of your choice.
  - **Glory** - The Host may modify the Glory value available to any player, though Glory can never be set lower than that set for the default army in the scenario.

- **CANCEL ALL CHOICES** - If the Hosting player clicks this button, the session is cancelled and all players return to the War Room screen.
- **CONFIRM** - This button accepts and finalises all selections and begins the multiplayer scenario. Only the creating player may confirm, and only once all slots have been filled and all players are ready.
- **ASSIGN PLAYERS** - The host can assign the icon that represents the players army..

## CUSTOMISE ARMIES



Left-clicking on this selection from the War Room Screen brings you to the Army Construction screen. You can create armies here that can later be used in standalone single player scenario games or multiplayer games.

This screen resembles the Army Management Screen that precedes every scenario, see the "Army Management screen" section on page 28 for more information. However, your choices are not limited on the Army Construction screen, letting you mix and match units of different races, types, and abilities. You may also import an army you have already saved.

## EDIT EXISTING SCENARIO

Existing Scenarios can be edited, making Standalone scenarios from multi-player scenarios you have previously created, or vice versa. You determine default armies, set the stance for A.I. in Standalone Scenarios, set deployment and occupation hexes, and place Items of Power on the map. Please note that as the maps themselves are hand drawn artistic pieces, it is not possible to reconfigure the terrain itself.





## Edit Existing Scenario Screen



- **CHOOSE MAP** - This option allows you to choose a different map to be used for the selected Scenario.

**EDIT MAP** - This option takes you to the Map Editor Screen, where units may be placed, Deployment, Occupation, and Objective hexes adjusted, and Critical units chosen. See the “Map Editor Screen” section on page 51 for more information.

- **SCENARIO DESCRIPTION** - This option allows you to enter your own Objective text for the scenario being edited.
- **SCENARIO NAME** - This option allows you to rename the scenario being edited.
- **NUMBER OF PLAYERS** - Here you may determine how many players the new scenario is intended for, from 1 to 4 players. Choosing 1 creates a Single Player Standalone map. Choosing 2 to 4 players creates a Multiplayer map.
- **RESTRICT NUMBER OF TURNS** - This option allows you to decide whether or not the scenario being created is limited in the number of turns available until victory, and exactly what the turn limit for the scenario is.
- **A.I. STANCE** - This option allows you to set the A.I. to either a Defensive, Aggressive, or Swarming Stance.
- **PLAYER INFORMATION** - This option allows you to set player information, including:
  - **Player Badges** - Left-clicking on a Player Badge icon brings up a sub-menu of available player badges to select from. The Player Badge select identifies that player’s army to the other players on the field of battle.
  - **Player Names** - This area displays the name you have chosen and those of your opponents.
  - **Glory** - Here you may modify the Glory value available to any player.



**View Army** - This icon takes you to the Army Management screen where you will be able to Import and/or modify the army of your choice.

**CANCEL ALL CHOICES** - Selecting this choice cancels all selections and takes you back one Screen.

**CONFIRM** - This button accepts and finalises all selections and returns you to the War Room Screen.

### Notes on A.I. Stances:

**Aggressive:** An Aggressive AI player will both actively defend its own strategic assets and attempt to capture yours. Units under the control of an Aggressive AI will actively hunt down and engage your units, only breaking off if they take significant losses. Maps dominated by the Space Marines are typically set to this stance.

**Defensive:** A Defensive AI player concentrates on holding territory it already possesses, and securing unclaimed strategic locations. Units controlled by a Defensive AI player tend to only attack if the results favour them over their opponent, and will quickly disengage to rest if they are hard pressed. The AI player of Maps dominated by the Imperial Guard tend to use this stance

**Swarming:** While some small attention is placed on defending critical sites, an AI set to the Swarming stance will concentrate on charging at you with complete abandon. Units controlled by this type of AI will only consider how much damage can be inflicted on you, and will attack with little or no regard for their own survival. Badly damaged units will disengage to rest and heal, but only if they don't see a target for a quick kill. This stance is typically used by the AI on Tyranid dominated maps.





## CREATE NEW SCENARIO

New scenarios can be created using any of the existing 24 Campaign maps supplied with **Rites of War**. You can make Multiplayer scenarios or Standalone scenarios, as you wish, determining default armies, setting the stance for A.I. in Scenarios, setting deployment and occupation hexes, placing Items of Power on the map. Please note that as the maps themselves are hand drawn artistic pieces, it is not possible to reconfigure the terrain itself.

### Create New Scenario Screen



The options and information available on this Screen are as follows:

- **LIST MAP** - This selection allows you to choose the map out of which you create a New Scenario.
- **EDIT MAP** - This option takes you to the Map Editor screen, where units may be placed, Deployment, Occupation, and Objective hexes adjusted, Critical units chosen. See the "Map Editor Screen" section on page 50 for more information..
- **SCENARIO DESCRIPTION** - Here you may enter a description for your new scenario, including its Objectives.
- **NEW SCENARIO NAME** - Here you enter the name for your new scenario.
- **NUMBER OF PLAYERS** - Here you may determine how many players the new scenario is intended for, from 1 to 4 players. Choosing 1 creates a standalone map. Choosing 2 to 4 players creates a Multiplayer map.
- **RESTRICT NUMBER OF TURNS** - This option allows you to decide whether or not the scenario being created is limited in the number of turns available until victory, and exactly what the turn limit for the scenario is.
- **A.I. STANCE** - This option allows you to set the A.I. to either a Defensive, Aggressive, or Swarming Stance.

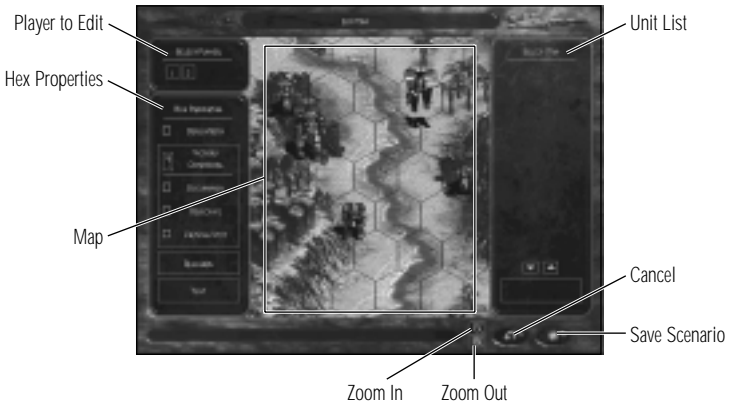
- **PLAYER INFORMATION** - This option allows you to set player information, including:
  - **Player Badges** - Left-clicking on a Player Badge icon brings up a sub-menu of available player badges to select from. The Player Badge select identifies that player's army to the other players on the field of battle.
  - **Player Names** - This area displays the name you have chosen and those of your opponents.
  - **Glory** - Here you may modify the Glory value available to any player.

**View Army** - This icon takes you to the Army Management screen where you will be able to Import and/or modify the army of your choice.

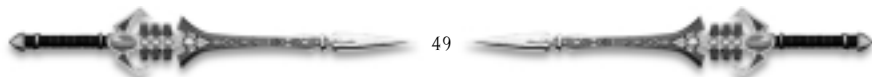
- **CANCEL ALL CHOICES** - Selecting this choice cancels all selections and returns you to the War Room.
- **CONFIRM** - This button accepts and finalises all selections and returns you to the War Room.

## MAP EDITOR SCREEN

### Map Editor



You arrive at the Map Editor screen by selecting **EDIT MAP** from either the **EDIT EXISTING SCENARIO** option or the **CREATE NEW SCENARIO** option on the War Room screen. From Map Editor screen units may be placed, Deployment, Occupation, and Objective hexes adjusted, Critical units chosen. Please note that as the maps themselves are hand drawn artistic pieces, it is not possible to reconfigure the terrain itself.



**MAP IMAGE** - The image of the map itself appears centred on this Screen. It is possible to move the cursor over the map to select hexes and to scroll to any position on the map as necessary.

- **SELECT PLAYER** - Here you choose the Player Number for which you are setting Deployment, Occupation, or Objective hexes, or for which you are deploying units.
- **HEX PROPERTIES** - The properties of the selected hex can be modified with the following controls:
  - **Deployment** - The selected hex is designated a Deployment hex for the appropriate player.
  - **Occupation** - The selected hex is designated an Occupation hex for the appropriate player. For the chosen player, taking and holding this hex results in victory. More than one such hex can be placed on the map, in which case all Occupation hexes for the given player must be taken and held for victory.
  - **Objective Hex** - The selected hex is designated as providing a Reward of some type for the player whose unit first enters the hex (assuming that unit is eligible for the given reward.)
  - **Critical Unit** - The selected unit becomes a Critical Unit, and if killed, results in a loss for the controlling side.

**Rewards** - Selecting this option brings up a panel in the centre of the Screen allowing one of various available rewards or even a trap to be placed within the selected hex.

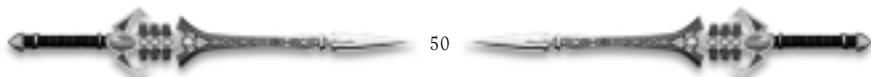
- Units can be chosen for the selected hex, as well as which player they are allied with, or, alternatively, they can be allied with the player who first finds them. These units are invisible on the map until a unit captures the hex, then they appear in the nearest unoccupied hex.
- **Treasure** can be placed in the selected hex. This includes Items of Power such as Eldar Artifacts and Imperial Wargear. These go to the first unit entering the hex, if it is eligible for the given Treasure item.
- **Trap Damage** sets a damage penalty for moving into the given hex. This occurs regardless of the player controlling the unit entering the hex.
- **Experience Bonus** adjusts the Experience reward for entering the selected hex.
- **Glory Bonus** adjusts the Glory reward for entering the selected hex.

**Text Description** - Selecting this option brings up any current text description for the selected hex in the centre of the Screen, plus the option to modify that text as you wish. Text is entered both to be displayed when a player Right-Clicks over a hex and for when that hex is captured by a unit.

**UNIT LIST** - This option allows you to select units for pre-deployment on the map. such as setting the enemy's units on the map for a Standalone game. Units appearing in this location of the Editor are chosen with the View Army selection on the previous Screen, in either the Edit Existing Scenario or Create New Scenario.,

**CANCEL ALL CHOICES** -Selecting this choice cancels all selections and returns you to the previous Screen.

**CONFIRM** - This button accepts and finalises all selections and returns you to the previous Screen.



## SETTING VICTORY CONDITIONS

Victory conditions are the circumstances you must fulfil in order to win a given scenario. In **WARHAMMER 40,000: RITES OF WAR**, those conditions vary from scenario to scenario and are detailed in the objective text which can be viewed before the start of each scenario. The objective text can also be viewed during play by selecting the **Show Scenario Objectives** button to the right of the **Zoom In** button on the Combat screen.

Victory Conditions are best explained by starting with the elements used to create them. An understanding of these elements is also necessary to set up your own Victory Conditions using the Scenario Editor. Victory Conditions are determined using Occupation hexes, Objective hexes, and Critical units.

### Occupation Hexes:

When all Occupation hexes on a map are controlled by one side, that side wins, unless some other victory condition was also set. Occupation hexes start out under the control of one side or another. Occupation hexes and who controls them can be set in the Scenario Editor when creating your own scenarios.

In Campaign and Standalone scenarios, the enemy A.I. units react to Occupation hexes as follows:

Enemy units tend to garrison Occupation Hexes under their control. Enemy units tend to manoeuvre toward and attempt to take Occupation hexes under your control. For best results (making A.I. units most effective), well balanced maps should have 3 to 5 Occupation hexes evenly distributed, of which the player controls 1 or 2 at the start of the game. For every Occupation hex under enemy control, place down 3 or 4 enemy units.

Occupation hexes are clearly marked with a symbol depicting which faction currently controls them. If no Occupation hexes are placed, the enemy defaults to attack on sight and their victory condition defaults to Engage and Destroy.



## Objective Hexes:

Objective hexes are hexes which must be entered but not controlled. For instance, if the Victory Condition is to rescue a unit or retrieve an Artifact, the Reward (the unit or Artifact) is placed in an Objective hex. These hexes are not marked, as part of the mission is to explore and find them.

Objective hexes can be used along with Occupation hexes. In such a scenario, you may control all of the Occupation hexes, but you do not achieve Victory until you have found and entered the set Objective hex.

Objective hexes are also used in combination with Occupation hexes to set up Escort Unit scenarios. See setting up the "Escort Unit" section on page 51 for more information.

Rewards such as rescue units and Artifacts do not have to be placed in Objective hexes. They can be placed anywhere. They need appear in Objective hexes only where their acquisition becomes part of the Victory Condition.

## Critical Units:



Only one unit per side can be made a Critical unit. When that unit is eliminated, the side to which it belongs loses. If a critical unit is in play, the cursor changes to the following to indicate this unit's identity.

## VICTORY CONDITION DESCRIPTIONS

### Assassination:

Definition:

- A Critical Enemy unit is found and eliminated.

How to Set in Scenario Editor:

- Set one enemy unit to be a Critical Unit.

### Engage and Destroy

Definition:

- The goal is to eliminate all enemy units on the map.

How to Set in Scenario Editor:

- This is always active by default. Any side which loses all of its units loses the scenario.

### Escort Unit

Definition:

- You must safely Escort your own critical unit to a particular hex to win.

How to Set in Scenario Editor:

- Set one of your own units to be a critical unit.
- Set the hex to which the unit must be Escorted to be both an Objective and an Occupation hex.



- Combining the two hex types allows a Victory when only the Critical Unit takes the hex and provides a visual indicator of the goal (as pure objective Hexes have no marker.)

## Rescue

Definition:

- You must reach one or more of your own units being held prisoner or trapped behind enemy lines.

How to Set in Scenario Editor:

- Set the hex you wish to rescue the unit from to be an Objective hex.
- Set the Reward you want from this Objective hex to be a unit.
- Align the Reward unit to your side.
- Write text for the Objective hex.

## Retrieve Artifact

Definition:

- You must find and acquire the Artifact or other Item of Power placed somewhere on the map.

How to Set in Scenario Editor:

- Set the hex you wish to retrieve the Artifact from to be an Objective hex
- Set the Reward you want from this Objective hex to be an Item of Power appropriate to your side.
- Write text for the Objective hex.

## Siege

Definition:

- A variation on Take and Hold scenarios. You must control all Occupation hexes to win, but one of these is generally a well-fortified fortress.

How to Set in Scenario Editor:

- Set at least one Occupation hex to be under your control (generally in your deployment zone).
- Set other Occupation hexes under enemy control where and as you wish to balance gameplay.
- Set one or more of these within an enemy stronghold or other position well defended by enemy forces.
- Set the enemy AI stance to defensive.

## Siege Breaker

Definition:

- A variation on Take and Hold scenarios. You must control all Occupation hexes to win, but doing so involves breaking out of a powerful encircling force to take the Occupation hexes beyond, while successfully defending your deployment zone.





How to Set in Scenario Editor:

- Set at least one Occupation hex to be under your control (generally in your deployment zone).
- Set other Occupation hexes under enemy control where and as you wish to balance gameplay.
- Arrange a significant enemy force, poised to assault your deployment zone.
- Set the enemy AI stance to aggressive or swarming.

## Take and Hold

Definition:

- You must control all Occupation hexes on the map to win; however, their locations are varied and involve varied challenges.

How to Set in Scenario Editor:

- Set at least one Occupation hex to be under your control (generally in your deployment zone).
- Set other Occupation hexes under enemy control where and as you wish to balance gameplay.

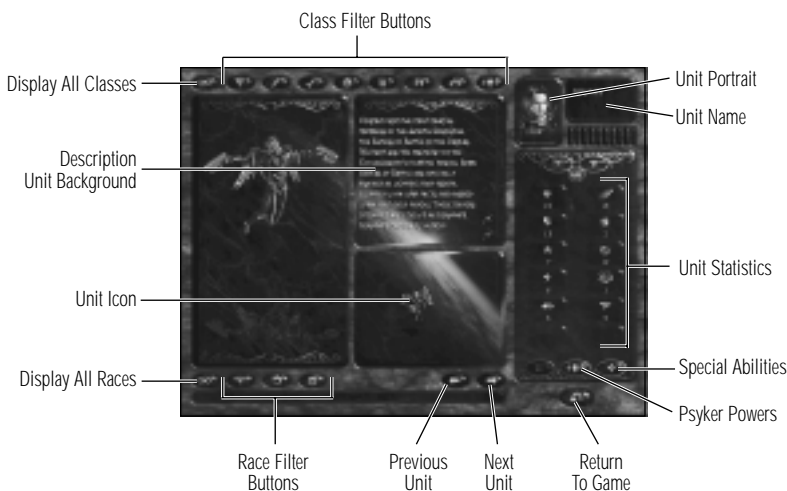
## Victory Condition Variations

- Set only one Occupation Hex under your control behind enemy lines. Place one of your units on the hex and make it a Critical Unit. Place a number of enemy units nearby. Place a line of Occupation hexes under enemy control and garrisoned by the enemy between your deployment zone and your besieged unit. Now, try to race to the rescue of this unit before it is eliminated by the enemy, then Engage & Destroy or Take and Hold to win.
- Place a Critical Unit among the enemy as in an Assassination scenario. Set one of your own units up as a Rescue unit in a Rescue scenario. Accomplishing either objective counts as a win.



## THE ENCYCLOPEDIA

Giving a comprehensive description of all units in the game, you can access the WARHAMMER 40,000: RITES OF WAR Encyclopedia through the Title Screen. The Encyclopedia Screen is composed of the following elements:



- Unit Name
- Unit Sprite
- Beauty Shot
- Race Filters  
(All Races, Eldar, Imperial, Tyranid)
- Navigation Buttons  
(Next Unit, Previous Unit)
- Class Filters (All Classes, Aerial, Assault, Devastator, War Machine, Tactical, Scouts, Artillery, Psyker)
- Psyker Powers
- Special Abilities
- Unit Statistics
  - Strength
  - Leadership
  - Spotting
  - Attack #
  - Movement
  - Defence
  - Initiative
  - Experience
  - Melee Attack
  - Ranged Attack
  - Ranged Attack Distance

Filter buttons across the top of the Encyclopedia Screen distinguish by unit class, while those on the bottom distinguish by race. Choosing one of the Class Filters brings up a Table of Contents in place of the unit's Beauty Shot, so that units within that Class can be chosen with ease. Using either the Table of Contents or the Race and Navigation buttons, you can navigate through the myriad units in RITES OF WAR. Thus, if you only want to view the statistics for Imperial Scout units, simply left-click on the Imperial Race Filter button, then the Scout Class Filter button. The Previous and Next navigation arrows let you scroll through all units within the selected group, while the Table of Contents allows you to choose a specific member of that group. All information included in the Encyclopedia is also included under the "Eldar," "Imperial," and "Tyranid" headings that follow.



## THE ELDAR

The scattered remnants of the ancient Eldar race can be found across the galaxy. Most of these fragments drift across the void on gigantic vessels the Eldar call "Craftworlds." The warriors of the craftworlds are varied and powerful, each with their own particular prowess and skills.

The deadliest of the Eldar fighters are the Aspect Warriors. The ritualistic combat styles of the Aspect Warriors give each superior skill in one particular form of fighting, such as close combat with powered weapons, long range support with heavy firepower, or tactical versatility.

When an Eldar has immersed himself deep into the comprehension of his chosen path, he risks sliding into a state where he is irrevocably locked into that path. These Eldar are known as Exarchs, and they are mighty figures. They are dedicated completely to their warrior code. The Exarchs' fanatical dedication drives them to achieve spectacular levels of skill in their chosen path, far exceeding those who merely follow the warrior path without becoming it. Exarchs are eligible for special abilities at levels 9 and 10.

Combined with the strange and sophisticated arms and war machines of the Eldar race, their warriors are frightening opponents able to defeat foes who would otherwise match them in numbers or firepower.

### The Maiden Worlds

When their civilisation was all-powerful, the Eldar settled many new worlds. They learned how to turn barren, lifeless places into planets suitable to sustain life. Hundreds of otherwise uninhabitable bits of cosmic flotsam blossomed into life, becoming paradises ripe for settlement. Most of these worlds were destroyed during the Fall, drawn into the Eye of Terror. Their Eldar populations were eradicated by the psychic shock-wave of the warp-space rift - they were either destroyed or changed in ways too horrible to contemplate.

The process of discovering, seeding, and nurturing worlds was a slow one. First simple bacteria were introduced to establish an atmosphere and fix the bio-system into place. Then, more complex organisms were introduced. Gradually the planet's ecology advanced so that it became inhabitable. While these were self-governing processes once the initial seeds had been planted, the time scales were enormous. Often, it would take thousands of years to bring a planet to inhabitable fruition. When the Eldar worlds were destroyed, many other planets on the distant fringes of Eldar space had been seeded but were not yet ready to inhabit. These worlds were not touched by the Fall, and continued to develop in the manner intended by the decimated Eldar.

The Eldar now refer to these habitable planets as the "Maiden Worlds" or Ilcathan Worlds after Ilcath, the good goddess of Eldar folklore. The Eldar consider the Maiden Worlds to be Eldar planets, created by their forefathers for them to settle. In most cases these worlds are incredibly bountiful, as the ancient Eldar engineered evolutionary processes which would prevent diseases and harmful life forms developing. Of course, ten thousand years is a long time even for the Eldar. Many of the Maiden Worlds have long since been discovered and settled by other races, especially humans. The Eldar regard this as nothing less than theft and invasion. Human settlement of the Maiden Worlds is the most common cause of conflict between the two races.



## Eldar Tactical Units

### *Dire Avengers*

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The Dire Avengers represent the god Khaine in his aspect as an honourable, noble warrior. They are the most numerous of all the Aspect Warriors, with shrines on all the Craftworlds. Dire Avengers are the most tactically flexible of all Aspect Warriors. They are armed with the Shuriken Catapult - a weapon perfected by the Eldar and especially deadly in the hands of the Dire Avengers.

### *Dire Avenger Exarch*

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The Dire Avenger Exarch represents the highest level of skill and proficiency possible for a warrior on the Dire Avengers path. The Exarchs' fanatical dedication drives them to achieve spectacular levels of skill in their chosen path. They are armed with the Shuriken Catapult. The Dire Avenger Exarch is a well-balanced unit and equally suited for attack and defence on the battlefield.

### *Guardians*

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Every Eldar is trained and ready to fight if need be. The Guardians are the Craftworld's most numerous body of fighting troops. Guardians are armed with the versatile Shuriken Catapult, which allows them to make a solid defence or counterattack with speed. They are often accompanied by special anti-grav platforms mounting heavy weapons. Unlike the slow and ponderous supporting units of other races, this enables the Eldar to stay mobile while delivering lethal strikes.

Guardians are all-purpose, basic troops. They are relatively weak, but gain experience quickly.

### *Warp Spiders*

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The heavily-armoured Warp Spiders use a compact warp generator to teleport short distances through the warp. This allows them to circumnavigate any barrier or defensive line to occupy the most favourable position in battle. Warp Spiders are feared for this ability as well as their extremely deadly weapons, the Death Spinners. These weapons project a long thread of single-molecule chain, or mono-filament wire. The technology used to create this device is unique to the Eldar. The Death

Spinner's magnetic containment field spools the wire together and hurls it towards the enemy in a rapidly expanding mist-like mass. As the wire strikes its target, tension causes the wire to writhe and lash as loose ends seek out tiny holes in the victim's armour. Where it touches flesh or soft tissue, the wire uncoils inside the victim's body, severing limbs and turning flesh into pulp.

Warp Spiders are especially deadly against units moving in Formation.



## Warp Spider Exarch

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The Warp Spiders Exarch represents the highest level of skill and proficiency possible for a warrior on the Warp Spider path.

Armed with a pair of fearsome Death Spinners, they are especially deadly against units moving in formation.

## Wraithguards

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The Wraithguards are not living warriors, but robotic bodies constructed to house the spirits of dead heroes of the Eldar. Only in times of great need are the dead stirred from their slumber and brought to battle, but the sturdy armour and devastating Wraithcannon have won many battles which otherwise would have been lost. The Wraithcannon is a weapon unique to the Eldar Wraithguards and is powered by the psychic energy of the Wraithguards' Spirit Stone. This energy is focused to open a temporary rift between reality and warp space within the target, tearing it apart or warping it a distance away. The effects of the Wraithcannon are very similar to that of the Artillery weapon, the D-Cannon, but the results are

tightly controlled and far more accurate.

Armed with the Wraithcannon, Wraithguards can be effective against armoured troops.

## Eldar Scout Units

### Mimes

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Mimes have yet to undertake the Ritual, and so have not been initiated into the full secrets of the Harlequins. They are brought to a band by the solitaires, and it is up to the Great Harlequin what they must do to earn the right to be taught the ways of the Harlequins. Mimes may spend many years serving their Harlequin band in this way, moving from Craftworld to Craftworld through the material universe, watching and listening to all that happens.

Mimes make good scouts and can manoeuvre quickly across the battlefield.

### Harlequins

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The Harlequins are warrior troubadours whose carefully constructed masques and impressive displays of mime and acrobatics tell the many strange stories of Eldar mythology. They wear exotic multicolored costumes, brightly patterned to represent figures from the Eldar myth cycles. They never show their real faces but conceal them beneath a shifting costume mask that can assume any image at the will of the Harlequins. When the Harlequins fight in battle their masks are said to reflect the worst nightmares of all those who

gaze upon them, causing their foes to quail with supernatural fear. Harlequins are armed with the Harlequin's Kiss, a tubular weapon that straps to the back of one's forearm. By punching forward, the Harlequin activates the weapon and releases a tightly curled 100 meter long



mono-filament wire (a wire only one molecule thick). If the tip of the weapon touches the enemy, the wire filament pierces armour and flesh to instantly uncoil inside the victim's body. Within the space of a heartbeat, the enemy's insides are reduced to the consistency of soup, and the wire whips back into the Harlequin's Kiss.

With their Harlequin's Kiss, these stealthy scouts can make effective hit and run attacks against a more powerful enemy.

### *Great Harlequin*

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The Great Harlequin of the Laughing God is a leader among the Harlequins and the most powerful of hand-to-hand combatants from among all those wandering warriors. The Great Harlequin bears the honour of representing the Laughing God, and wears a grotesque mask in the image of this enigmatic being. The Great Harlequin is armed with the Harlequin's Kiss.

The Great Harlequin can attack from cover and deal significant damage before escaping to disappear from the enemy's sight once again. It is an excellent harasser.

## **Eldar Assault Units**

### *Avatar*

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The heart of every craftworld contains a shrine in which sits the Avatar of the Bloody Handed God, Kaela Mensha Khaine - the Eldar god of war. When the Eldar engage in desperate struggles, the Avatar is roused from its brooding slumber as an embodiment of terror and carnage, prepared to lead the Eldar into battle. The Avatar is a monstrous creature, with molten metal for blood, steel-like skin, and smouldering eyes intent on death and destruction. In one hand it wields the

Wailing Doom, one of the most devastating hand held weapons known. This mighty Sword is capable of smashing tanks and slicing the most heavily armoured warrior in two. The Avatar's other hand constantly drips with blood, capable of crushing a skull with ease or smashing through muscle and bone with a single blow.

The Avatar can be the ultimate Eldar fighting unit; however, even a lion can be brought down by enough jackals. Always defend the Avatar's flanks.

### *Howling Banshees*

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The Howling Banshees are swift and mobile troops, most deadly in hand-to-hand fighting. Their Banshee masks contain psychosonic amplifiers that magnify their battle screams into mind-destroying barrages. Their screams inflict a severe shock to the central nervous system of the Eldar's foe, causing momentary paralysis. Banshees are excellent at terminating enemy troops caught in the open or in light cover, as their psychic screams prevent most opponents from even firing back. Most Howling Banshees are female, although any Aspect

Warriors can be male or female. Howling Banshees are armed with power swords.



## ***Howling Banshee Exarch***

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The Howling Banshee Exarch represents the highest level of skill and proficiency possible for a warrior on the Howling Banshee path. A warrior having achieved this level can never again experience any life or existence that is not dedicated completely to their warrior code. The Exarchs' fanatical dedication drives them to achieve spectacular levels of skill in their chosen path. Howling Banshee Exarchs are armed with a devastating power axe. Howling Banshee

Exarchs make effective shock troops, as their stunned opponents are incapable of launching a full-force counter attack. If they themselves fall victim to a surprise assault, however, they can be vulnerable.

## ***Striking Scorpions***

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The Striking Scorpions are among the most powerful of the hand-to-hand fighting Aspect Warriors. Striking Scorpions carry powered saw-toothed swords called chainswords. In effect, chainswords are elegant, high-powered chainsaws that can easily rip through flesh or metal. Striking Scorpions excel at breaking through hardened lines, where their heavier armour allows them to charge into melee range. Once Scorpions have closed the necessary distance, no opponent can stand long against

their furious battle prowess.

## ***Striking Scorpion Exarch***

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The Striking Scorpion Exarch represents the highest level of skill and proficiency possible for a warrior on the Striking Scorpion path. The Striking Scorpion Exarch is armed with a chainsword. Striking Scorpion Exarchs are best suited for close, hand to hand assaults. They are very durable, shrugging off wounds that would destroy lesser units.

## **Eldar Aerial Units**

### ***Swooping Hawks***

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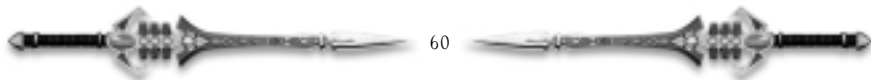
The Swooping Hawks wear cunningly constructed wings made from vibrating feather plates. The pitch and vibration of these plates turns the wings into a blur of colour, which carries the Eldar high into the air. From the air, Swooping Hawks wield Lasblasters, enabling them to rain a hail of suppressing death upon foes below. The Swooping Hawks' costumes reflect the background colour of the sky.

### ***Swooping Hawk Exarch***

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The Swooping Hawk Exarch represents the highest level of skill and proficiency possible for a warrior on the Swooping Hawks path. Swooping Hawk Exarchs wield powerful Lasblasters, enabling them to rain a hail of suppressing death upon foes below. Their wings are coloured in brilliant shades that create dazzling polychromatic patterns when in flight. Swooping Hawk Exarchs defend the sky above their embattled brethren, engaging enemy aerial units before they can wreak havoc on the Eldar below.



## Eldar Devastator Units

### *Dark Reapers*

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Dark Reapers are Aspect Warriors who embody their god Khaine in his aspect of Destroyer, and are armed appropriately. Dark Reapers wield the deadly long ranged Reaper Launcher which fires a hail of armour-piercing rockets. These provide solid long-ranged support for any Eldar attack. The Dark Reapers' armour is composed of heavy interlocking plates. Their lower leg armour is specially designed to stabilise their bodies and thus allow for more accurate targeting.

Dark Reapers provide good long range support, even against armour; however, they are slow and must be deployed with forethought.

### *Dark Reaper Exarch*

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The Dark Reaper Exarch represents the highest level of skill and proficiency possible for a warrior on the Dark Reapers path. Dark Reaper Exarchs wield the deadly long ranged Reaper Launcher which fires a hail of armour-piercing rockets. These provide solid long-ranged support for any Eldar attack. The Dark Reaper Exarch's armour is composed of heavy interlocking plates. Their lower leg armour is specially designed

to stabilise their bodies and thus allow for more accurate targeting. Dark Reaper Exarchs provide good long range support, even against armour; however, they are slow and must be deployed with forethought.

### *Death Jester*

---



The Death Jester wears the costume of Death. His mask is a skull, and the bones that decorate his costume are made from the bones of the Harlequin group's previous Death Jester. Unlike other Harlequins, the Death Jester is heavily armed in battle. He wields the massive and deadly Shrieker Cannon, which provides the troupe's long range weaponry. Death, it is said, strikes from afar and with great surety. The Shuriken Shrieker Cannon is an upgraded version of the shuriken cata-

pult with a longer barrel. It fires shrieker ammunition, delivering a genetic serum which kills its victims in a particularly horrifying and untidy manner.

The Death Jester shares the stealthy traits of its Harlequin lineage, and stands good chance of breaking its opponent through the sheer surprise and force of its deadly assault.

### *Fire Dragons*

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The Fire Dragons are among the most specialised and least numerous of the Aspect Warriors. They carry powerful Fusion guns which deliver a blast of intense heat, melting through armour, searing flesh, and leaving the target a charred wreck. Fire Dragons excel at hunting down enemy tanks, whose hulls they can rapidly slag with their fiery weapons.





## ***Fire Dragon Exarch***

---



The Fire Dragon Exarch represents the highest level of skill and proficiency possible for a warrior on the Fire Dragon path. This Exarch carries a powerful firepike which delivers a blast of intense heat, melting through armour, searing flesh, and leaving the target a charred wreck. The Fire Dragon Exarch excels at destroying War Machines, but proves vulnerable to well-coordinated melee assaults.

## **Eldar War Machines**

### ***Falcon***

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Falcon Grav Tanks are the standard gravtank of the Eldar. Its primary armament is a single powerful pulse cannon and backed up by multiple shuriken cannons allowing it to strike with unparalleled power and frequency. The Falcons weapons boast sufficient power to punch significant holes in most other War Machines, and a rate of fire that proves very effective in anti-infantry actions.

### ***Fire Prism***

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Fire Prism Grav Tanks mount a single large laser weapon, known as the Prism Cannon, which uses a massive crystal to focus its energy before delivering a devastating blast. It is used to provide swift-moving, heavy firepower in support of Eldar War Machines. The blast of a Fire Prism's main cannon is a concentrated burst of energy that detonates in spectacular release of superheated fury.

Though an excellent War Machine, devastating against armour and squads, the power required to operate the Fire Prism Cannon precludes the mounting of secondary support weapons, making it relatively vulnerable to close range infantry attacks.

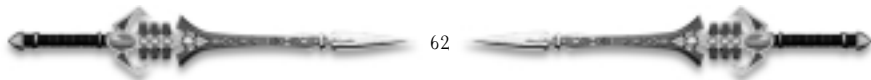
### ***Vypers***

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The Eldars are famed for their large variety of anti-gravity vehicles, most prominent of these being Jetbikes and Vypers, both capable of flying at high speeds, thus making them difficult to hit or damage. Vypers accommodate two crew members and are augmented by a sophisticated technology that allows them to move at high speed but sustain a barrage of fire. The second crew member occupies a weapons platform behind the Vyper's cockpit, from which he commands a deadly shuriken cannon.

Highly mobile and boasting lethal weaponry, Vypers can be used to bolster a flagging defence or launch rapid hit-and-run attacks. They should not be used in toe to toe battles with heavy enemy armour.



## **War Walker**

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War Walkers are vehicles of extremely unusual design. They resemble a Wraithlord in that it they are massive and vaguely humanoid, with long but tremendously powerful limbs. The single crewman is protected by a sophisticated energy shield. War Walkers provide the ideal means of moving over steep or broken ground, as their limbs have the agility of a living body.

These large, mechanised weapon platforms are deadly against units of the enemy Devastator class and other concentrated ground troops.

## **Wraithlord**

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As a Wraithguard is an artificial body housing a dead warrior's spirit, so too is the mighty Wraithlord. The Wraithlord's power on the battlefield, however, is greater than an entire unit of the smaller Wraithguards. The souls of the greatest battle-sung heroes of the craftworld are integrated with these huge war machines, which tower over a man. Laden with destructive weaponry, the Wraithlords stride into battle with the fluidity and ease of a living Eldar. They crush foes with their mighty fists. Their shoulder mounted D-Cannon is the Eldar race's most devastating weapon.

This fearsome monstrosity can all but crush any opposition. Nevertheless, it is best to employ the Wraithlord at the vanguard of a coordinated force, so that it is not endangered of being overwhelmed by the enemy's sheer numbers.

## **Eldar Artillery Units**

### **D-Cannon**

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The distort or "D-cannon" is an Eldar weapon that makes use of the same warp-technology that enables spacecraft to move in and out of warp space. The weapon emits a low droning noise which builds in pitch until it fires with a high-pitched shriek, spewing a beam of impenetrable blackness towards its target. When this momentary rift between real space and the warp strikes the target, the unlucky foe is enmeshed in

blackness and violently wrenched between warp space and reality.

An extremely deadly artillery piece. As with all artillery, it is best used as a ranged support weapon and kept out of the vanguard where it would prove most vulnerable.

### **Brightlance**

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The Eldar have a grasp of technology which far surpasses that of most other races. They utilise this advantage to the fullest in the battlefield, mounting their ultra tech weapons on hovering platforms enabling crews to move these powerful weapons around the battlefield with great speed and little assistance. The most common types of these systems include an extremely powerful Brightlance.

Brightlance are high powered weapons capable of cutting through heavily armoured vehicles with ease. They are vulnerable in melee combat.



## ***Scatter Laser***

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The Eldar originally devised Scatter Lasers for use by some of their more powerful War Machines, though the Eldar Guardians quickly adapted a version to be fitted to the anti-grav platform. This weapon comprises six separate laser chambers that can be fired simultaneously, at the same or different targets. Scatter Lasers are similar to Imperial Lasers, but infinitely more refined.

Scatter Lasers are often employed to soften targeted positions before a full assault of Eldar troops is launched.

## ***Vibro Cannon***

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Vibro Cannon are a uniquely Eldar weapons which use resonant force as a powerful means of destruction. A vehicle hit by Vibro Cannon shakes violently and may fall apart. Troops are flung to the ground quivering uncontrollably. Even the ground itself is ripped asunder by shock waves emanating from Vibro Cannon. The weapon can be directed against a specific point on the battlefield, but its forces are transmitted through the ground all the way to its target.

Vibro Cannon are actually more effective against troops in fortified or entrenched positions, as the very defenses they depended upon are weakened by the seismic disturbance.

## **Eldar Psyker Units**

All Eldar Psyker units can use one of four Psyker Powers per turn, depending upon his experience level.

### ***Farseer***

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The Farseer provides guidance to the Craftworld and commands the Eldar forces in battle. His powerful psychic abilities allow him to foresee the possible futures that extend from every decision and action. He can also unleash psychic powers of unparalleled magnitude to either aid his own troops or smite their enemies. In battle, the Farseer proves himself an ancient, experienced, and skilled opponent, commanding respect from friend and foe alike. Wounds do not slow a Farseer in battle, as his

number of attacks stay constant, even near death.

### ***Warlock***

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The Eldar are a psychically sensitive race and have the inner strength to develop their powers in many extraordinary ways. Eldar who choose this path are called Seers. A Seer uses mystic runes to focus his powers, enabling him to foretell the future. He carries spirit stones, which contain the essences of long dead Seers as his spiritual guides. Some Seers' power go far beyond prediction, and these more powerful individuals are called Warlocks. A Warlock can focus energies in destructive as well as creative

ways, sending psychic blasts hurtling from his mind. The Warlock is armed with a Shuriken Pistol. A compact version of the Shuriken Catapult, it fires lethal disks of spinning death.



## ***Warlock Champion***

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The Warlock Champion is a step along the path of devotion that can take an Eldar from Warlock to Warlock Master. The Warlock Champion can focus energies in destructive as well as creative ways, sending psychic blasts hurtling from his mind. The Warlock Champion is armed with a Witch Blade, a weapon only Psykers can wield. Inside the sword is interwoven a powerful ps-convector, a special material formed into a precise serpentine shape which concentrates and directs psychic energy. This makes the Witch Blade a weapon to be feared in the hands of an experienced Warlock Champion.

## ***Warlock Master***

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The Warlock Master represents the next step along the path of devotion that can take an Eldar from Warlock Champion to Farseer. He is armed with a Singing spear; a force weapon like the Champion's sword, but one that can also be thrown for a deadly ranged attack.





## THE IMPERIUM

The Innumerable warriors of the Imperial Guards form the backbone of the Imperium's fighting strength. Their numbers are so vast and their campaigns so widely scattered across the galaxy that even the adepts of Earth have imprecise knowledge of the Guard's exact strength and deployment.

While individual Guardsmen cannot match the strength, ferocity, or ruthlessness of the Space Marines, Imperial Guards regiments are powerful fighting forces comprising thousands of men with hundreds of tanks, artillery pieces, and armoured vehicles. Even the smallest detachment of Imperial Guards is likely to be supported by a Leman Russ battle tank. In larger battles, the Imperial Guards can deploy whole phalanxes of tanks and vehicles backed up by swarms of infantry and long range artillery.

The Imperial Guards do not share the responsibility of defending the Imperium alone. The Space Marines are the most feared and respected of all mankind's warriors. Standing over seven feet tall, genetically engineered and extensively trained, they are the ultimate human fighting machine. Although relatively few in number, their legendary prowess and bravery means that they can defeat opponents who outnumber them many times over.

Equipped with the best arms and armour the Imperium has to offer, the Space Marine armies are also extremely mobile. Transports allow them to move swiftly and deal with an enemy threat, or to strike suddenly and seize a vital strategic objective. The Space Marines' dedication and fearless devotion to their Chapter makes them ideal defensive troops. Their heavy armour and excellent training allow them to take on seemingly impossible odds only to emerge battered but victorious.

Yet another select arm of Imperial power, the Sisters of Battle of the Orders Militant are equipped with highly advanced armour and weaponry. Raised from birth to believe in the righteousness of their cause, the Sisters of Battle fight in small units at close quarters, favouring Bolters and Bolt pistols to eradicate their enemies. The Sisters of Battle are skilled, zealous fighters, pursuing Wars of Faith across the Imperium and smiting the foes of the Emperor whether they're heathen aliens or apostate humans.

## Imperial Tactical Units

### Imperial Guard

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The Imperial Guard are recruited from all across the Imperium and charged with defending its million worlds. They represent a solid and well-trained fighting force capable of engaging in any action, no matter how large, small, or far removed. They are organised into regiments which often take on their own fighting styles and regimental uniforms. Imperial Guards are armed with a Lasgun.

Imperial Guards are equally suited for all situations. They are a basic, well-disciplined fighting force. Individually weak, they can be a significant threat in large masses.



## ***Sisters of Battle***

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Formed from the most martial members of the Adepta Sororitas, the Sisters of Battle of the Orders Militant are the mainstay of the Ecclesiarchy's fighting forces. They are often seen fighting alongside the Imperial Guards in great crusades or defending isolated shrines and monasteries against the ravages of aliens, heretics, and mutants. The Sisters of Battle are armed with Bolters.

The Sisters of Battle are well suited for any tactical situation. They never break or retreat from danger.

## ***Space Marines***

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Space Marines are highly flexible and tactically adaptable troops. They make up the majority of squads in most Space Marine Chapters.

Standing over seven feet tall, genetically engineered and extensively trained, they are the ultimate human fighting machine. Equipped with standard thick ceramite power armour and rapid Bolters, Space Marines believe themselves prepared to deal with any situation.

These standard infantry units are well-balanced and quite effective against any infantry the opponent can field.

## ***Terminators***

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Every Space Marine Chapter has a small number of suits of massive, powered tactical armour. This armour, called "Terminator Armour," is rare and very precious. Only Marines in the First Company of the Chapter are granted the honour of using it. Although heavy and bulky, the Terminator Armour provides excellent protection and extra strength, allowing the wearer to use devastating weapons not available to other troops. Terminators are equipped with Storm Bolters. This heavy version of the basic weapon fires a burst of

explosive shells, thus making it effective at laying down a curtain of fire.

Terminators are perhaps the most potent tactical units in the Imperium, boasting fine armour and excellent melee capabilities.

## **Imperial Scout Unit**

### ***Marine Scouts***

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Scouts are more lightly equipped than other Space Marines. They are trained to clear the way for heavy forces, secure vital strong points, and evaluate the enemy's firepower. They are highly manoeuvrable, and often make courageous use of what fire power they possess. Marine Scouts are equipped with Bolters.

The Marine Scouts' mobility makes it an effective unit if sent in mass against slow and ponderous artillery pieces.



## Imperial Assault Units

### *Imperial Assault Squad*

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Imperial Assault Squads are among the most dedicated and battle hardened of the Imperial Guard. They are prepared to take their place as the sharpened tip of the Imperial lance, the vanguard of any attack or counterassault. Imperial Assault Squads are equipped with close quarter weapons.

Imperial Assault Squads prove their value in hand to hand encounters with heavy opponent forces in almost any terrain.

### *Terminator Assault Squad*

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Terminator Assault Squads are armed with specialist close combat weapons like lightning claws. These weapons provide added protection to the Terminator. At the same time, lightning claws are capable of destroying any foe in melee combat, shredding opponents with high-power energised claws of mono-point edged ceramite steel. They are used when combat is likely to take place at very close range, such as boarding actions or firefights in built-up areas and hive-cities. Nothing can resist the advance of these behemoths at point blank range.

In a lightning attack, Terminator Assault Squads can penetrate any level of defenses, from heavy, well-defended positions to emplacements protected by War Machines.

## Imperial Aerial Units

### *Jump Marines*

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These assault-oriented squads are equipped with close quarter weapons such as bolt-pistols and chainswords. They use jump packs that enable them to leap over difficult terrain and quickly engage the enemy. Chainswords are lethal, high-powered chainsaws that can rip through flesh and bone, even tear apart metal.

Jump Marines are effective when employed against enemy Assault units, and their Aerial ability makes them good spotters when trying to pin down the manoeuvres of the enemy.

### *Seraphim*

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Formed from the most martial members of the Adepta Sororitas, the Sisters of Battle of the Orders Militant are the mainstay of the Ecclesiarchy's fighting forces. Some Sisters of Battle are specially trained as lightning fast troops, equipped with jump packs and armed with twin bolt-pistols. These Sisters of Battle are known as Seraphim. Seraphim can strike almost anywhere, hitting hard and fast before moving onto another target.

These heroic female warriors are tough against Assault troops, but vulnerable when facing enemy Artillery.



## Imperial Devastator Units

### *Imperial Missile Team*

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Although the majority of the Imperial Guards' heavy firepower lies in its battle tanks, infantry squads are always useful for their ability to maximise the use of cover and fight in dense terrain. The Imperial Guard Missile Teams use their Missile Launchers to take a toll on enemy War Machines and Aerial units alike. They can set up ambushes and crossfires that leave enemy vehicles twisted, burning wrecks.

Imperial Guard Missile Teams have an effective ranged attack, but they are quite vulnerable to close quarters combat.

### *Marine Devastators*

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Marine Devastators are equipped with Lascannon, weapons used to burst open enemy tanks and strong points. Marine Devastators can provide heavy supporting fire for a Space Marines assault, or a deadly battery of guns for defence. Their armour piercing Lascannon are capable of focusing a tremendous amount of energy into small spot, allowing them to punch through armour with relative ease. War Machines beware.

Marine Devastators can be a very effective element when used in a combined arms assault against War Machines.

### *Terminator Devastators*

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Performing a function similar to their smaller Marine counterparts, the Terminator Devastator squad is a slow moving heavy weapons division. The primary difference is one of scale: whereas the Lascannon of a standard Marine Devastators unit may crack open an enemy target, a Terminator's Assault Cannon will obliterate it.

Armed with the devastating firepower of their Assault Cannon and protected by the heavy armour of their Terminator suits, Terminator Devastators can provide the heavy hitting necessary to break up the most determined of enemy attacks.

## Imperial War Machines

### *Immolator*

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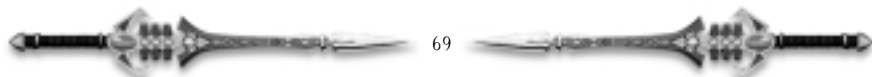


Under the zealous command of the Sisters of Battle, the Immolators' Twin Flame-throwers can cleanse the battlefield of all but the toughest foes. The Immolator is most dangerous in dense terrain such as cities or jungles. Its very presence is so threatening that legends have arisen regarding its ability to disrupt the enemy's attack and turn

back a tide of foes without firing a single shot.

The Immolators' Twin Flame-throwers are extremely useful against enemy ground forces and infantry, especially units moving in Formation.





## **Land Raider**



shards..

With very heavy armour and armour piercing lascannons, this War Machine can crush nearly any opponent.

The brutal Land Raider is the mainstay of the Space Marines' armoured might. This formidable War Machine's four lascannons and incredibly heavy armour make the Land Raider more of a mobile fortress than a tank. The Land Raider can smash its way through enemy lines with ease, blasting enemy battle tanks into scattered remnants and smouldering

## **Leman Russ**



enemy. The Leman Russ's armament can be varied considerably, but the turret mounted Battle Cannon is standard. Side sponson mounts can be fitted with a variety of heavy weapons, intended to provide close infantry support and keep enemy troops at bay.

Well-armoured Leman Russ Battle Tanks proves deadly against the enemy, whether he is on foot or ensconced in his own protective War Machine.

Rugged and easily maintained, the Leman Russ is the main battle tank of the Imperial Guards and the mainstay of most Imperial Guard attacks. Leman Russ Battle Tanks may fight in places as varied as the blistering heat of an arid waste or the moist chill of a methane swamp. It can withstand these environments as well as the shells and blasts of the

## **Imperial Artillery Units**

### **Imperial Guard Autocannon**



It is common for Imperial Guards to be supported by Heavy Weapons or Support squads. The notorious Autocannon is used to rain high explosive shells on enemy positions, pinning them down while other Imperial Guards units move in for the kill.

battle line.

Imperial Guard Autocannons are most effective at range, providing critical support to the Imperial Assault and Tactical units at the front of the

### **Whirlwind**



Marines advance by launching salvos of its missiles into enemy troops.

Whirlwinds are a variant of the common troop carrier called the Rhino, made by attaching a multiple missile launcher to its roof. Once so converted, the interior is turned over to carrying missiles and the complex guidance systems necessary to operate them. The Whirlwind is used to provide a withering barrage as the Space

Whirlwinds prove tough competition for most War Machines and Aerial units, for they sport excellent armour and boast a relatively high mobility for Artillery units.



## Imperial Psyker Unit

### *Librarian*

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The Space Marine Librarian makes use of his psychic powers to unleash devastating attacks on the enemy. Librarians of the First Company are additionally allowed to wear the same Terminator armour as their brethren. The awesome strength and protection of the Terminator armour, combined with the deadly power of their Bolters and psychic powers makes the Librarian among the most dangerous individuals the human race has ever

seen.

Like all Psyker units, the Librarian can use one of four Psyker Powers per turn. Wounds do not slow a Librarian in battle, as his number of attacks stay constant, even near death.





## THE TYRANID

The Tyranid assault swarms are made of a multitude of creatures, seemingly spawned from mankind's darkest nightmares. Wave after wave of monstrosities scuttle, leap, and slither across the battlefield, intent only on the destruction of their foes. With scything claws and razor sharp teeth, the Tyranid broods rip, tear, slash, maim, and mutilate everything in their path. The broods' killing frenzy leaves nothing but dismembered corpses in their wake. Tyranid attacks are characterised by large broods of creatures sweeping forward to engage the enemy, while the larger bio-constructs manoeuvre into the best position for their devastating ranged attacks.

### Tyranid Tactical Units

#### *Brood Guard*

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Those infected by the Tyranid Genestealers are driven to follow the compulsion of all Tyranid and breed new warriors for the Hive. The children of those infected by the Genestealers are born as Hybrids, hideous monstrosities bearing the traits of both Genestealers and their parents, including extra arms, claws, and armour. Hybrids share their parents' fanatical devotion to the cause of the Hive. Brood Guards are

armed with Lasguns.

Brood Guards are equally suited for all situations. Their fanatical devotion to the Hive makes them willing to sacrifice themselves in all situations.

#### *Termagants*

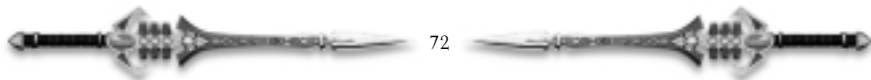
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Although smaller in size than many other Tyranids, Termagants are agile, fast, and cunning. It has six limbs and a chitinous outer shell, its powerful body swooping low to the ground for speed. Broods of scuttling Termagants form the bulk of the Tyranid swarms. Termagants tend to fight in groups, using their numbers to make up for their lack of individual size and strength. The Termagant is armed with a Spike

Rifle. This weapon is made up of a bony muscle-lined tube which contains a row of forward pointing spikes. When the Spike rifle is fired, a powerful muscle contraction hurls the first spike in the row at its target with armour piercing force.

Termagants are prone to overwhelm their opponents by sheer numbers on the battlefield and are otherwise evenly balanced for all types of missions.



## ***Tyranid Warriors***

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Tyranid Warriors form the heart of the Tyranid swarms and act as psychic nodes directing the will of the Hive Mind to the lesser creatures under their command. They are powerful, accurate, agile, and devastating fighters in close combat, exceedingly difficult to kill. Highly intelligent, Tyranid Warriors possess a thick, chitinous carapace which can absorb considerable damage. They are armed with the Barbed Strangler. The Barbed Strangler is fired from a simple launcher which is little more than a muscled tube. This projectile is a living organism which explodes upon entering living tissue, releasing a concentrated mass of writhing tentacles, tearing the unlucky victim apart within seconds.

Tyranid Warriors are the backbone of the Tyranids' Tactical strength, striking fear into opponents and acting as a rallying point for other Tyranid units.

## **Tyranid Scout Unit**

### ***Lictors***

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The Lictor is a silent and predatory stalker that seeks out species for the swarms to consume. Though it may stand some twenty feet tall and wield enormous Scythe Claws that can easily rend flesh and armour, the Lictor's genetically engineered agility and alertness, combined with its covering of chameleonic scales, make it virtually undetectable. When stealth has served its purpose, a Lictor uses its flesh hooks to ensnare its foes and bring them into the deadly embrace of its massive Scythe Claws.

These masters of stealth demonstrate a fury in battle that cannot be matched by the Scouts of their opponents.

## **Tyranid Assault Units**

### ***Carnifex***

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The Carnifex is a living battering ram of bone, muscle, and sinew well used to smashing through the enemy. Their lethal Scythe Claws are impossibly strong and sharp, able to destroy even tanks and Wraithlords. Their carapaces are so tough that they are almost impossible to stop with conventional weaponry, deflecting Bolter and Lasgun fire alike with terrifying ease. Even Artillery and War Machines are not immune to the carnage wrought by a Carnifex's charge.

The Carnifex is the perfect engine of destruction, evolved specifically for its shock attacks, capable of smashing apart almost any obstacle, whether it is a defensive line, enemy War Machines, or a fortified position.



## ***Genestealers***

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Genestealers have the ability to infect other life forms with viral gene-seeds, which rapidly twist the minds and very genetics of those infected. These people are then sent back into the society from which they came, but now with a fanatical and all-consuming loyalty to the great communal intelligence that is the Tyranid race. Thus, a handful of Tyranid can bring towns, cities, and even worlds to ruin in complete secrecy. Genestealers often form the vanguard of the Tyranid invasion. Once the hive swarms engage in battle, Genestealers form part of the first waves of shock troops that overrun the foe. They are well adapted for fighting in close combat and excel at it like no other creature in the galaxy.

Genestealers excel at melee combat and can overwhelm nearly any enemy with their unparalleled killing skills.

## ***Hormagaunts***

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Hormagaunts are specialised bio-forms of the Termagant genus that have been adapted for fighting in close combat. Broods of Hormagaunts are extraordinarily vicious and single-minded. They attack opponents of any size without hesitation, bounding forward on their powerful legs to engage enemies quickly, overwhelming them in a wave of sword-like claws.

Hormagaunts excel at close assaults where the opportunity to rend their opponents limb from bone is offered. They can be vulnerable to Aerial units.

## **Tyranid Aerial Unit**

### ***Gargoyles***

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Gargoyles are creatures adapted for sowing terror and confusion amidst the foe as they flap and wheel overhead on their leathery pinions. Gargoyles have been evolved to act independently from the hive mind, enabling them to range far and wide from the main Tyranid swarm. Gargoyles spray foes on the ground below with a highly corrosive, flaming bile that incinerates flesh and can boil a man within his own armour.

Gargoyles are the bane of all enemy ground units, but prove especially damaging to Assault units.



## Tyranid Devastator Units

### *Brood Missile Team*

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Those infected by the Tyranid Genestealers are driven to follow the compulsion of all Tyranid and breed new warriors for the Hive. The children of those infected by the Genestealers are born as Hybrids, hideous monstrosities bearing the traits of both Genestealers and their parents, including extra arms, claws, and armour. Hybrids share their parents' fanatical devotion to the cause of the Hivemind. The Brood Missile Teams use their Missile Launchers to take a toll on enemy War Machines and

Aerial units alike. They can set up ambushes and crossfires that leave enemy vehicles twisted, burning wrecks.

Brood Missile Teams have an effective ranged attack, but they are quite vulnerable to close quarters combat.

### *Venom Warriors*

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The most striking characteristic of the dreaded Tyranid Venom Warriors are their unholy weapons, the Venom Cannon. The Venom Cannon is a long, powerful bio-weapon that fires salvos of a highly corrosive poison at high velocity. The poison is formed into crystals which are encrusted with a metallic residue. When the weapon fires it uses an electrostatic charge to accelerate its deadly ammunition to supersonic speeds. A target struck by the Venom Cannon is either

killed by the impact and blast of electrical energy or by corrosive fragments of the poison crystals when they shatter.

Venom Warriors make excellent front line troops, striking sufficient fear into the enemy that they may retreat or break even before the Venom Warriors' Venom Cannon can wreak havoc in their squads.

## Tyranid War Machines

### *Brood Land Raider*

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The mainstay of the Space Marines' armoured might, Land Raiders are not immune to being overtaken in battle and salvaged by the Tyranid for their own all-conquering designs. Taking as much pride in the absorption of these War Machines into their ranks as they do in the infection of the Land Raider's crew, the Tyranid always repaint their

acquisitions in the appropriate colours and markings to show their new allegiance. This formidable War Machine's four lascannons and incredibly heavy armour make the Brood Brother Land Raider more of a mobile fortress than a tank. It can smash its way through enemy lines with ease, blasting enemy battle tanks into scattered remnants and smouldering shards..

With very heavy armour and armour piercing lascannons, this War Machine can crush nearly any opponent.



## ***Brood Leman Russ***

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Rugged and easily maintained, the Leman Russ is nonetheless vulnerable to being overtaken in battle and salvaged by the Tyranid for their own all-conquering designs. Taking as much pride in the absorption of these War Machines into their ranks as they do in the infection of the Leman Russ's crew, the Tyranid always repaint their acquisitions in the appropriate colours and markings to show their new allegiance. Brood Brother Leman Russ Battle Tanks are rugged enough to fight in places as varied as the blistering heat of an arid waste or the moist chill of a methane swamp. The Brood Brother Leman Russ's armament can be varied considerably, but the turret mounted Battle Cannon is standard.

Well-armoured Brood Brother Leman Russ Battle Tanks prove deadly against the enemy, whether he is on foot or ensconced in his own protective War Machine.

## **Tyranid Artillery Units**

### ***Biovores***

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Biovores are literally walking guns: they are bred only to nurture and launch deadly Spore Mines. Spore Mines are deadly living bombs vomited from the maw of these genetically adapted war-beasts. When Spore Mines come into contact with a non-Tyranid life form they explode, spraying the area with carapace shrapnel, fiery gas, acid droplets, and virulent alien spores. Biovores lay down a barrage of these to cripple and disrupt the enemy while the Assault creatures of the Hive Mind close in for the kill.

Other than its ability to launch Spore Mines, the Biovore is sedentary and vulnerable to close assault.

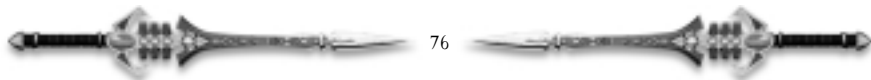
### ***Brood Autocannon***

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Those infected by the Tyranid Genestealers are driven to follow the compulsion of all Tyranid and breed new warriors for the Hive. The children of those infected by the Genestealers are born as Hybrids, hideous monstrosities bearing the traits of both Genestealers and their parents, including extra arms, claws, and armour. Hybrids share their parents' fanatical devotion to the cause of the Hivemind. The notorious Autocannon can rain high explosive shells on enemy positions, pinning them down while other Tyranid units move in for the kill.

Brood Autocannon are most effective at range, providing critical support to Tyranid Assault and Tactical units at the front of the battle line.



## ***Brood Whirlwind***

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Whirlwinds are a variant of the common troop carrier called the Rhino, made by attaching a multiple missile launcher to its roof. Like other Imperial War Machines, Whirlwinds can be overtaken in battle and salvaged by the Tyranid for their own all-conquering designs. Taking as much pride in the absorption of these War Machines into their ranks as they do in the infection of the Whirlwind's crew, the Tyranid always repaint their acquisitions in the appropriate colours and marking to show their new allegiance. Brood Brother Whirlwinds are used to provide a withering barrage as the Tyranids advance by launching salvos of its missiles into the enemy.

Brood Brother Whirlwinds prove tough competition for most War Machines and Aerial units, for they sport excellent armour and boast a relatively high mobility for Artillery units.

## **Tyranid Psyker Units**

### ***Hive Tyrant***

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The Hive Tyrant is a gigantic, many-limbed alien horror. In addition to its fearsome claws, fangs, and whip-like tail, the Hive Tyrant carries the feared Venom Cannon into battle for the devastation of enemy forces at range. The Venom Cannon fires salvos of a highly corrosive, electrically charged poison at high velocity. A target struck by the Venom Cannon is either killed by the impact, the blast of electrical energy, or by corrosive fragments of the poison crystals when they shatter.

While all Tyranid share a group consciousness, the Hive Tyrant acts as the prime focal point for swarms, relaying instructions and keeping the individual members of a swarm in control and on target. As such, killing the Hive Tyrant can disrupt the cohesion of Tyranid swarms, though it may be easier to face the full force of the swarm than kill the Hive Tyrant.

### ***Magus***

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When a psychically active being is infected by the Genestealers, that being may become a Magus. A Magus is a Psyker who is unwaveringly loyal to the Hivemind, and uses his vast powers to aid the swarm in its conquest and consumption of all other life. The Magus frequently acts as an organiser and controller of the Hybrids and Genestealers in an area, functioning as the psychic relay for the brood. The Magus's standard attack is a Psychic Blast.

Like all Psyker units, the Magus can use one of four Psyker Powers per turn, depending upon his experience level. Wounds do not slow a Magus in battle, as his number of attacks stay constant, even near death.





## Zoanthrope



Related to Tyranid Warriors, the Zoanthrope is an extreme genetic creation which has psychic powers coded into its very cells. Because it relies so greatly upon its psychic abilities, the Zoanthrope's body has withered compared to its fearsome relatives. Nonetheless, the defensive abilities of the Zoanthrope cannot be underestimated. In battle they can hurl blasts of psychic energy that vaporise metal and disintegrate flesh in an instant.

Zoanthropes also protect themselves with a powerful psychic barrier, making them almost invulnerable to enemy fire.

Like all Psyker units, the Zoanthrope can use one of two Psyker Powers per turn. Wounds do not slow a Zoanthrope in battle, as his number of attacks stay constant, even near death.



## SPECIAL ABILITIES

These are attributes that are inherently possessed by some units. These attributes have a variety of effects including modifying a unit's statistics under different circumstances, altering the way existing rules affect the unit, or giving the unit abilities that are normally associated with other classes. These abilities are meant to mimic on a broad scoped strategic scale the Special Abilities of units in the Warhammer world. A unit may not normally gain or lose these attributes during play.

### LIST OF SPECIAL ABILITIES

#### **Armour Piercing**

Armour Piercing weapons focus a tremendous amount of energy into a small spot, allowing them to punch through armour with relative ease. All War Machines or Mechanised units lose 1/2 their defence when attacked by an enemy unit with the Armour Piercing special ability.

#### **Cloud Attack**

Units with the Cloud Attack advantage gain a +4 Ranged combat versus Formation movement. This is to simulate the effectiveness of blanketing attacks like flamers and death spinners against tight formations of enemies.

#### **Lethal**

Lethal Attacks get inside living targets and destroy them from within. All wounds this unit deals against organic enemies are converted to kills. This does not work versus Single Entities.

#### **Distortion**

Distortion weapons literally shift their targets through the twisting, destructive embrace of Warp space. This process is usually instantly fatal to all targets, but it is highly inaccurate. All targets are considered to have 1/2 defence and all wounds become kills.

#### **Explosive**

Units with an Explosive attack fire a shot that explodes in a wide radius upon contact with anything solid. Units that only possess a melee attack gain no benefit from this special. Any attack versus a non-single entity unit gains +3 to ranged attack.

#### **Fearsome**

A Fearsome unit causes enemies to have 1.5x of the chance of retreating and of breaking. This simulates the Fear ability in Warhammer. Units with the Fearsome ability are immune to other Fearsome units.

#### **Frenzy**

Frenzied units never retreat or break. They have a +3 to melee and a +2 defence for melee combat, and -2 to defence for Ranged combat. If a unit with Frenzy attacks adjacent to an enemy, combat always proceeds to Melee.

#### **Heroic**

Heroic squads do not retreat and cannot be broken.



### **Invisibility**

A unit that has the Invisibility trait automatically becomes invisible if it ends a turn without attacking. An Invisible unit cannot be spotted by an enemy unless the enemy is adjacent to the invisible unit.

### **Hit and Run**

Units with the Hit and Run ability may continue moving after stopping (either due to attacking or entering an enemy ZOC) at a cost of one Movement point.

### **Leader**

A unit with the Leader trait is a great source of inspiration for those who surround him. All units gain +2 leadership for each adjacent Leader.

### **Lightning Field**

Covered in a crackling field of electricity, the unit gains +3 to Melee and +3 to defence.

### **Pop Up Attack**

Units with this ability receive a +3 to their defence rating during ranged combat when located in all forest and jungle regions, or when located at a fort or shrine.

### **Rapid Fire**

Units with Rapid Fire lay down an awesome volley of fire when they attack. If a unit with Rapid Fire does not move, it may fire twice instead of once.

### **Regeneration**

At the end of a side's turn, one wound is automatically regained by a unit with Regeneration. Kills are not regained in this fashion.

### **Seismic Attack**

Units with Seismic Attack ignore all terrain modifiers to defence. They gain +3 in attacks against cities, structures, mountains, or volcanoes, and +2 in attacks against units with Tank movement. These bonuses are cumulative, but are unable to affect units that fly or hover.

### **Single Entity**

Single Entities never suffer kills, and wounds do not reduce their number of attacks (always 10). Single Entities have 10 strength instead of 15.

### **Stun Attack**

A unit attacked by an enemy possessing this advantage is only able to respond with half of its attacks, rounding up. This ability mimics the paralytic effect of a Howling Banshees attack.

### **Swarming**

Units with this special ability gain +1 to attack value for each additional friendly unit that has attacked the defending unit that turn.

### **Terrifying**

A Terrifying unit causes enemies to have 2.5x of the chance of retreating and of breaking. This simulates the Terror ability in Warhammer. Units with the Terrifying trait are immune to Terrifying and Fearsome units.



## Warping

A Warping unit ignores enemy Zones of Control and may move through them freely. This simulates the jump ability of Warp Spiders.

## EXARCH WARRIOR SKILLS

Players may purchase for Exarch characters any two of these Warrior Skills at any time between scenarios or for use in custom armies or scenario specific armies once after the unit reaches level 9 and again after reaching level 10. Exarch Warrior Skills function like and are in addition to any other Special Attributes that unit may possess by virtue of its unit type or any Artifact with which it is equipped. The purchase of Exarch Warrior Skills is permanent once confirmed.

### Battle Fortune

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If a unit with Battle Fortune takes what should be lethal damage, it has a 50% chance of being saved by a miraculous stroke of luck and surviving with 1 strength remaining.

### Bounding Leap

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The Exarch gains the special ability Hit and Run, allowing it to move again after stopping for one additional movement point.

### Crack Shot

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The Exarch gains +4 to its ranged attack.

### Crushing Blows

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The Exarch gains +4 to his Melee attack.

### Fighting Fury

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When brought to one half or less of its maximum strength, the Exarch enters a berserk fighting rage, and gains +5 to all of its attacks, +2 to its defence, and has no chance of retreating or breaking.

### Master Warrior

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A Master Warrior Exarch excels at all levels of combat. The unit receives +2 to Melee, ranged attacks, and defence.



## Mighty Strike

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If the Exarch attacks and slays an adjacent opponent without moving, he may still move and fire as normal. This is identical to the War Machine class's Overrun ability.

## Resolve

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The Exarch becomes immune to all Psyker powers.

## Stealth

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Exarch gains the special ability Invisible. Units with invisibility cannot be spotted by non-adjacent units following any turn in which they did not attack.

## Tough

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The Exarch gains +4 to defence.

## War Shout

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The Exarch gains the special ability Fearsome. Enemy units are half again as likely to break when facing a Fearsome unit.

## TYRANID BIOMORPHS

Players may purchase for Tyranid units any one of these Biomorphs for use in custom armies or scenario specific armies. Tyranid Biomorphs function like and are in addition to any other special ability it may possess by virtue of its unit type. The purchase of Biomorphs is permanent once confirmed. Please note that you can only control Tyranid units in some non-campaign, single player Standalone scenarios and in multi-player games.

### Acid Blood

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Any unit engaging an acid blood unit in melee takes back half the damage it inflicts.

### Adrenaline Sac

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The Tyranid gains the special ability Hit and Run, allowing it to move after stopping for one additional movement point.



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### Aura of Torment

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The inverse of Leader, a Tyranid with an Aura of Torment inflicts a 2 point penalty on the Leadership values of all adjacent enemies.

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### Bio Plasma Attack

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Unit gains a 7 point ranged attack, or +3 to an existing ranged attack.

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### Enhanced Senses

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The Tyranid gains +2 to Spotting, and can spot invisible units.

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### Hardened Carapace

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The Tyranid gains +4 to Defence.

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### Null Zone

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The Tyranid unit gains immunity to Psyker powers.

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### Regeneration

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The Tyranid gains the special ability Regeneration. The unit regains one wound at the end of every turn. Kills do not regenerate.

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### Sharpened Claws

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The Tyranid gains +1 to its Melee rating and the special ability Armour Piercing while in Melee combat. Attacks against War Machine or mechanised units ignore 1/2 their defence.

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### Venom Sacs

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The Tyranid gains the special ability Lethal. All wounds dealt to organic units become kills. This ability does not affect single entities.



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## Voltage Field



The Tyranid gains the special ability Lightning Field granting it +3 to melee attack and defence.

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## Warp Field



If a unit with Warp Field takes what should be lethal damage, it has a 50% chance of being saved by a miraculous stroke of luck and surviving with 1 strength remaining.

## PSYKER POWERS

Certain units are classified as Psykers. These units have one or more Special Abilities that are dependent their unit type and race. Each faction has a number of different psyker powers available to it. Certain units have access to all their race's available powers immediately, while other units acquire access to them over time. Eldar and Human Psykers have a number of psyker powers determined by their experience level, with a maximum of four. Tyranid units have access to powers as determined by their unit type.

Units with psyker powers may activate one psyker power per turn, and activation of this power precludes their ability to attack. If a psyker has already launched an attack in a given turn, they may not activate a psyker power during this turn. Psyker powers may only be activated during the controlling player's turn. All Psyker powers have a range of three hexes from the "casting" unit unless stated otherwise.

## Eldar Psyker Powers

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### Level 1 - Fortune



The casting Psyker and all friendly adjacent Eldar gains +2 to defence, until the start of the controlling player's next turn.

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### Level 2 - Executioner



The Psyker projects a psychic warrior to attack his foes. The targeted unit suffers an attack equal to the Eldar's Melee combat rating.

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### Level 3 - Doom



The Psyker calls on the varied strands of fate, and ensures the doom of the targeted enemy unit. All strikes against the targeted unit are treated as two kills per strike until the end of the turn. Single Entities, or any unit immune to kills, still takes double wounds.

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### Level 4 - Eldritch Storm



The Psyker calls forth a massive and powerful storm of psychic energy to tear at a targeted space. The targeted unit takes a strength 14 hit and may not retaliate itself if attacked the rest of the turn.

## Imperial Psyker Powers

### Level 1 - Aura of Fire

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The casting unit is surrounded by a burning, protective sheath of fire, and gains +3 to melee and to defence until the start of the controlling player's next turn. The Psyker may still move and act in addition using this ability.

### Level 2 - Wind Storm

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The targeted unit is engulfed in a battering storm of hurricane force winds, severely hindering it. The targeted unit may not move or retreat for the remainder of your turn and the duration of its next turn. Further, all attacks and defenses are at a -3 penalty.

### Level 3 - Lightning Arc

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The targeted unit is struck by a bolt of lightning for a strength 16 attack.

### Level 4 - Armageddon

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Every unit adjacent to the targeted hex, including the targeted hex, is struck for a strength 12 hit as mighty conflagration of flame sweeps out and engulfs the targeted area.

## Tyranid Psyker Powers

### Level 1 - Hypnotic Gaze

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The targeted unit gains a paralysing stare that prevents units it attacks from effectively defending themselves. A unit attacked by an enemy possessing this advantage is only able to respond with half of its attacks, rounding up. This power only affects organic units.

### Level 2 - The Horror

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The Horror overwhelms any living targeted unit with a flood of mental images of terror and hopelessness. This causes the targeted unit to make a morale check at half of its leadership or become broken.

### Level 3 - Psychic Scream

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All Psykers in the targeted hex and all surrounding hexes suffer a strength 16 hit as psychic energy unleashed by the hive pounds at their minds

### Level 4 - Catalyst

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The targeted Tyranid and all adjacent Tyranids gain +3 to all attacks and +3 to their defence rating until the end of the turn as the hive mind supercharges them and sends them into a berserk fury.





## ITEMS OF POWER

Players may equip units with any one Item of Power available to you between scenarios or for use in custom armies or scenario specific armies. Items of Power function like Specials. During Campaign play, various Items of Power become available as the scenarios progress. There is an average of 1 Item of Power per scenario map, waiting to be discovered and used by your army. Note that only humans can use those Items of Power called Imperial Wargear, and only Eldar can use artifacts.

### ELDAR ARTIFACTS

#### Armour of Gorhu

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Gorhu was a renegade in ancient times, cursed to always bear discord, misery, and confusion in his wake. Gorhu's miraculous armour was believed to be the cause of this. His armour, many said, was a cursed thing, created by a Chaos power. At first, Gorhu delighted in the magical armour he found, for while he wore it he could not be slain by any force. His companions soon noticed, however, that Gorhu was incapable of learning even the simplest thing or gaining any wisdom as long as he wore the armour. Indeed, as time passed, he actually seemed to lose what meagre skills he began his career with. Thus Gorhu, who at one time was a being of great acclaim, slowly descended into madness. He eventually took flight from his fellows, never to be seen again.

A unit wearing **Armour of Gorhu** cannot be reduced below one strength point; however, all allies around this unit are treated as if their leadership is two less, and the unit cannot gain experience.

#### Blood Moon of Khaine

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This ancient amulet is a symbolic reference to the red moon of the bloody-handed god Khaine. Upon donning this amulet, any Eldar experience a sudden surge of primal bloodrage, an overwhelming desire to completely destroy any enemy on the battlefield.

A unit equipped with **Blood Moon of Khaine** is granted the special ability Frenzy. The first unit reaching the hex where it is found gains an experience bonus.

#### Blood of Isha

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Eldar myths tell of Isha, the mother goddess of the Eldar. She fell beside her beloved, her fellow god Kumous, stricken by the chaos power that is Slaanesh as it strode through the heavens slaying the gods of the Eldar. The tales further tell how, as Slaanesh raised its hands to slay the already mortally wounded Isha, it was attacked with maniacal ferocity by the Eldar's bloody handed god of war, Khaine. Though she knew her time was short, and that Slaanesh would soon absorb her, she had yet one gift to give to her people, her Eldar. As the drops of her blessed blood fell, she willed them from the Heavens to the realm of mortals, and further to land on all the worlds of the Eldar. A few drops fell on each world, as the Eldar were many and far flung then. They became perfect drops of crystal that would heal all woes for any who held them. In this way, Isha would always be with her children.



A unit equipped with the **Blood of Isha** gains the Regeneration special ability. It also automatically recovers from broken status at the end of any round.

### Book of Maeiel

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Wondrously preserved within a crystal shroud, this is a tome of long-forgotten magics once wielded by the Eldar ancients. The rediscovery of Maeiel's Book gives a Farseer understanding of many ancient secrets thought to be lost during the Fall.

Any unit given this item is granted a bonus Psyker Power, up to their racial maximum. If the unit is a Psyker, it is also granted +1 to all Attacks and Defence.

### Chalice of Khaine

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Hidden aeons ago from those who would abuse its might, the Chalice of Khaine is a grisly and powerful Artifact. The Chalice is empowered by filling it with the last drops of blood from an enemy slain on the field of battle. It is said that whoever consumes this horrid nectar is healed of all wounds and gains a measure of their foe's strength. Too horrible to be used during a period of

peace, the Chalice may be of immense use in this time of great need.

Whenever a unit equipped with the **Chalice of Khaine** slays an enemy unit, that unit is healed of all wounds and gains a bonus number of experience points equal to one tenth of their foe's experience points.

### Crucible of Vaul

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This fiery forge is a symbolic reference to the timeless patron god of the Eldar, Asur. Any unit possessing this item stands strong, even in the face of certain death.

The **Crucible of Vaul** bestows upon the unit so equipped +2 to all attacks and defence. It also confers a leadership bonus of +2.

### Eyes of Kurnous

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These shards of brilliant crystal, according to legend, are fragments of the perfect eyes of Kurnous, the Legendary Hunter and god of the Eldar. Kurnous was revered for keen sight - both across the fields he hunted and into the hearts of the people. When Slaanesh attacked the gods of the Eldar, it was Kurnous who

first saw the approach of the Chaos power. But Kurnous was imprisoned then, bound by the jealous god Khaine within chains of fire. Thus Kurnous was unable to call out his warning cry. When Slaanesh discovered him, it grew resentful of his perfect sight. A vain and narcissistic creature, it could not stand to be seen by him in all its hideous corruption. And so it turned his eyes to crystal, then tore them from his head and shattered them, flinging the shards across all the worlds of creation. Over the ages, Eldar have discovered these crystals on myriad worlds. The shards, an eternal reminder of the Eldar legacy, grant sight beyond sight and vision beyond vision to those who bear them.

Units equipped with the **Eyes of Kurnous** may spot invisible enemies within their spotting range, and may not be ambushed.



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### Fist of a Hundred Blades

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These long, scythe-like blades can be attached to the armour that covers an Eldar's forearm. A boon to any Eldar that prefers a bloody fight in close quarters, The Fist of a Hundred Blades extends a warrior's reach and effectiveness in hand-to-hand combat.

Units equipped with **Fist of a Hundred Blades** gain a melee bonus of +2. A Striking Scorpion equipped with this Artifact also receives the Lethal special ability.

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### Force Barrier

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This Artifact was created to provide cover for units until proper wraithbone structures could be created. Thought to be a lost technology until rediscovered on Davinuus, these items provide protection by surrounding the user in an invisible cage of force. Not all enemy fire is stopped by the barrier, but enough to give measurable cover in times of need.

A unit equipped with **Force Barrier** is granted a defence value of +4.

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### Heart of the Phoenix

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A gift from Asurmen to the Phoenix Lord Fuegan as he departed the shrine of Asur after the fall, these gems were placed in the foundation of every shrine of the Fire Dragons. Now only a few remain.

A unit bearing the **Heart of the Phoenix** is counted as a Leader and becomes immune to all Morale effects. A Fire Dragon unit also gains experience at a faster rate.

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### Helm of Arasta

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The ancient Eldar artificers created this helm to spread fear and doubt among their enemies. It radiates a field of terror that overloads opponent brainwaves temporarily - not enough to kill them or cause permanent damage, but enough to cause confusion and delirium to a commander and his troops long enough for a turn or two.

A unit wearing the **Helm of Arasta** gains the special ability Fearsome. If the unit is also has the Leader special, it is also granted the Stun Attack special.

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### Prophecy of Imandha

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These cryptic writings of Farseer Imandha predicted the doom currently befalling Davinuus. Written millennia ago, the full meaning of the runes may only be truly understood by spirits of forgotten days, but they possess a key to the path to victory. These magic runes of scripted Eldar prophecy describe events yet to unfold.

Units equipped with this Artifact gain +2 to initiative. The player also gains the added bonus of being able to see 20% of the enemy forces not previously visible on the map at the beginning of each turn. These units remain visible until the beginning of the enemy's next turn.



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### Ramandar's Mirror



Ramandar's Mirror provides a special energy Screen which bends the fabric of space in such a way that direct hits become glancing blows and glancing blows become misses. The effect serves to hinder enemy targeting, while the possessor of the Mirror moves into attack position.

A unit equipped with **Ramandar's Mirror** gains +2 to its defence rating. A Vyper equipped with this Artifact can also utilise the space bending effect of Ramandar's Mirror and has a 50% chance to convert kills it would suffer, to wounds.

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### Runestones of Jarankyor



These stones were lost by one of the most powerful Eldar Farseers centuries ago. He used them to divine the future, allowing the Eldar to choose a course of action more in line with the probabilities of future events. Infinitely rarer than diamonds, these magical stones grow only upon carefully sculpted and prepared sites on a Maiden World. To hold one of these gems is to literally

hold the future in your hands. By gazing into the infinite depths of their wisdom, you may see the near future reflected back at you from the runestones' glyphs.

A unit equipped with the **Runestones of Jarankyor** gains +2 to its initiative in combat.

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### Sword of Wrath



Thunder rolls forth from this blade, while lightning dances along its edge. It is a hurricane barely containable by a mortal fist. Enemies are often paralysed with fear at the mere sight of this awesome weapon, and few can stand the force of its blade. Rumoured to be one of the swords forged by the great god Vaul long

ago, the Sword of Wrath was last wielded by an Exarch of the Dire Avengers in ages past on a forgotten Crone world. Its presence on this Maiden World is a mystery, but its power is well known. The Sword of Wrath is a blade of righteous fury; its destiny is to rend the enemies of the Eldar.

A unit wielding this blade gains the special ability Lightning Field. A Dire Avenger also gains the special ability Terrifying.

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### Vision of Beyond



Increasing the already keen sight of the Eldar, these specially made goggles allow better distance vision on the field of battle. They allow you to spot the enemy long before he spots you. While useful for many different battlefield situations, this artifact excels when utilised to outmanoeuvre the enemy.

Units equipped with this Artifact increase their spotting range by one hex.

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### Warp Skein



This netlike object was fashioned ages ago from the chaotic essence of the warp. When used, the Warp Skein surrounds the unit with strands of the warp, allowing it to temporarily shift in and out of the warp. When the Warp Skein is activated, the unit disappears and quickly reappears in the perfect vantage for a killing strike.

**Warp Skein** gives the Warping special ability.



## IMPERIAL WARGEAR

### Aegis Suit

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The unit gains total immunity to Psyker powers.

### Cameleoline

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The unit gains the special ability Invisibility. A unit with Invisibility automatically becomes invisible if it ends a turn without attacking. Invisible units cannot be spotted by units not adjacent to them.

### Conversion Field

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If a unit with Conversion Field takes kills, it has a 50% chance that all kills taken become wounds.

### Krak Grenades

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The unit gains the special ability Armour Piercing. This ability reduces the defence of WarMachine and Mechanised units by 50%.

### Medi-Pack

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The unit gains the special ability Regeneration. Units with Regeneration automatically regain one wound at the end of every turn. Kills cannot be regenerated.

### Power Field

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Unit Gains + 4 to defence versus Ranged combat. Movement becomes -1.

### Scanners

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The unit gains +2 to Spotting, and can spot invisible units.

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QUIT GAME .....	<b>Control Q</b>
ZOOM IN .....	<b>Z</b>
ZOOM OUT .....	<b>X</b>
PSYKER POWER 1 .....	<b>1</b>
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PLAY STRATEGY .....	<b>S</b>
NEXT UNIT .....	<b>N</b>
PREVIOUS UNIT .....	<b>P</b>
IGNORE UNIT .....	<b>I</b>
REST UNIT .....	<b>R</b>
ABORT MOVE .....	<b>A</b>
VIEW UNIT STATISTICS .....	<b>V</b>
SCROLL MAP .....	<b>↑ ↓ → ←</b>
CENTER ON SELECTED UNIT .....	<b>Spacebar</b>
GENERAL CONFIRM, GO FORWARD .....	<b>Enter</b>
GENERAL CANCEL, GO BACK .....	<b>Esc</b>

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