

WARHAMMER

SHADOW OF THE HORNED RAT



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WARHAMMER
GAMES
WORKSHOP

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Owner's Manual



MINDCAPE®

PRESENTS

WARHAMMER

SHADOW OF THE HORNE RAT™

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Windows® 95 CD-ROM Requirements

- 486-DX/2 66 MHz or faster processor
(Pentium® processor recommended)
- 8 MB or more RAM
- Windows® 95
- Double-speed or faster CD-ROM drive
- 21 MB or more free hard disk space available
- Microsoft® or 100% compatible mouse
- Windows® 95-compatible sound card recommended
- SVGA (640x480 256-colors)

CONTENTS

INTRODUCTION	8
INSTALLATION	12
THE WARHAMMER WORLD	13
THE EMPIRE	20
INTRODUCING THE GRUDGEBRINGERS	21
QUICKSTART GUIDE	27
GETTING STARTED	27
GLOSSARY OF TERMS	27
THE MAIN MENU	28
INTO BATTLE	31
THE COMPASS/LEADER'S PORTRAIT	32
DEPLOYMENT PHASE	33
INITIAL ORDERS	34
LET BATTLE COMMENCE!	34
PATROL LOOPS	35
DEBRIEFING	36
MISSION ONE - "PROTECT SCHNAPPLEBURG" -	
A PLAYTHROUGH GUIDE	38
WHAT IF THINGS GO WRONG?	40
REFERENCE GUIDE	44
GETTING STARTED	44
THE MAIN MENU	44
NEW CAMPAIGN	44
LOAD CAMPAIGN	44
OPTIONS	45
CREDITS	46
EXIT	46
PAYMASTER DIETRICH'S CARAVAN	47
THE BATTLE BESTIARY	47
THE TROOP ROSTER	48
THE BOOK OF MAGIC	49
SAVE CAMPAIGN	49
GOLD CROWNS	50
TALK TO PAYMASTER DIETRICH	50
QUIT CAMPAIGN	51
MISSION SELECT	51
GOLD	51
MINI CAMPAIGNS	52

Troop Selection Screen	53
Marching Order Screen	54
THE MARCH	55
PREPARING FOR BATTLE	56
DEPLOYMENT PHASE	56
POSITIONING A REGIMENT	57
INITIAL ORDERS	57
INTO THE FRAY...	59
CONTROLLING THE BATTLE	59
The Start Battle Button	59
The Mouse Pointer	59
The Battle Window	60
The Camera Rotate Button	60
The Camera Zoom Button	60
The Compass	61
The Pause Button	61
The Return to Camp Button	61
The Text Window	62
The Options Button	62
The Previous/Next Regiment Buttons	62
The Control Panel	62
The Map Window and Map Buttons	62
Display All Regiments	63
Display Current Regiments	63
Display Friendly Regiments	64
Display Enemy Regiments	64
Mission Objectives Button	64
The Widescreen Button	64
THE REGIMENT CHARACTERISTICS PANEL	65
REGIMENT DETAILS	65
ARMOR	65
CHARACTERISTICS	65
BANNER	66
THE CONTROL PANEL	67
BASIC ORDERS - TOP LAYER CONTROLS	67
The Move Button	68
Patrol loops	68
The Attack Button	68
The Spell Button	68
The A.I. (Artificial Intelligence) Button	69

MOVEMENT LAYER CONTROLS	70
THE RANKS BUTTON	70
Increase Ranks Button	71
Decrease Ranks Button	71
Ranks Indicator	71
THE TURNS BUTTON	71
Turn Troops Left Button	71
Turn Troops Right Button	71
About-Face Troops Button	71
THE WHEEL BUTTON	72
THE HALT BUTTON	72
COMBAT LAYER CONTROLS	73
THE CHARGE BUTTON	73
THE FIRE BUTTON	74
THE MAGIC ITEM BUTTON	75
TOP LAYER CONTROLS - DURING MELEE	75
THE ROUT BUTTON	75
THE HERO BUTTON	75
THE SPELL BUTTON	76
THE MAGIC ITEM BUTTON	76
TOP LAYER CONTROLS - WHEN ROUTING	76
THE RALLY BUTTON	76
LINE OF SIGHT	77
AFTER THE BATTLE	78
DEBRIEFING	78
MANAGING YOUR ARMY	80
PAYING YOUR TROOPS	80
Retainers	80
Mission Fees	80
HIRING AND DISMISSING REGIMENTS	80
REINFORCEMENTS	81
GAME OVER	82
ABOUT TROOP CHARACTERISTICS	83
ARMOR	84
WEAPONS	86
EXPERIENCE POINTS	87
PSYCHOLOGY	88
FEAR	88
HATRED	88
FRENZY	88

COMBAT MECHANICS	.89
CHARGING	.89
ROUNDS	.89
HAND-TO-HAND COMBAT	.89
MISSILE REGIMENTS	.90
WAR MACHINES	.90
BATTLE MAGIC	.92
The Winds of Magic	.92
Casting Spells	.92
THE SPELL BUTTON	.93
DISPEL MAGIC	.94
WIZARD LEVELS	.95
MAGIC ITEMS	.96
STRATEGY TIPS	.100
REFERENCE SECTION	.101
SPELL LIST	.101
CELESTIAL MAGIC	.101
BRIGHT MAGIC	.102
AMBER MAGIC	.104
SKAVEN MAGIC	.105
WAAAGH MAGIC	.106
TROOP CHARACTERISTICS TABLES	.109
MEN	.110
ELVES	.111
DWARFS	.111
SKAVEN	.111
ORCS	.112
GOBLINS	.112
MONSTERS	.112
WAR MACHINES	.113
OTHERS	.113
Special Rules	.114
TECHNICAL SUPPORT	.115
CREDITS	.116



Thorgrim Grudgebearer, High King Of Karaz-a-Karak

INTRODUCTION

Those nice people at Mindscape have asked me to write a few words by way of an introduction to 'Shadow of the Horned Rat'. It's a bit tricky knowing where to start really, as the game seems to have taken on a life of its own over the last few months. Perhaps I'd be best going back to basics and setting the scene for the dark tale which unfolds before you...

At Games Workshop, over many years, we have painstakingly crafted a dark and brooding world of peril and adventure - the grim World of Warhammer. This realm is rich in evocative images, places and people, with a well documented history describing the countless wars and cataclysmic happenings which have forged Warhammer into what it is today. As you are probably aware, the Warhammer World is the setting for the tabletop fantasy war games from the Games Workshop stable, and is the exciting environment in which mighty armies clash for supremacy on the field of battle.



In making the Warhammer World what it is, we have created a huge wealth of background information to flesh out the various continents, countries, armies and races from our games. There are books about the Empire, Orcs, Dwarfs, Skaven, Undead, Dark Elves, Chaos, Chaos Dwarfs and so on, all of which are represented on the tabletop by the thousands of different Citadel models which go to make up your army. When you fight a battle with your opponent's armies, you are not just pushing little lumps of painted metal and plastic around on the table to the tune of some arcane and convoluted rulebook, rather you are taking a part in the living, breathing history of this war torn realm.

"Enough! Enough!" I hear you cry "You are supposed to be talking about the computer game, not getting yet another plug for Games Workshop!" Well, true enough, but before talking about Shadow of the Horned Rat, it is important to give some indication of the why and wherefore of the game - the heroes and monsters you will encounter on the computer screen have not just been fished out of the ether, nor have the places and people you will visit on your travels. No, what has happened is that while we have been beavering away on army books, new miniatures, new games set at sea, or on the far distant continents of Ulthuan, while we have been designing ever more exciting models of Dragons, Skeletons, Vampires and the like, Warhammer has come to life! Like a Frankenstein's monster, Warhammer has taken on a life all of its own. The evocative artwork, characterisations and lengthy tomes on almost any subject within this fantasy realm have given Warhammer deep resonances even beyond the world of exciting war games with Citadel miniatures.



"Imagine what marvellous computer games you could create!" has been an often heard phrase in our shops, at our conventions and indeed in our weighty mail bag. Well, here is the first computer game set in the fantasy world of Warhammer, and by all accounts (and in our opinion) it's a bit of a corker!

In the beginning, Mindscape wanted to do some computer games about the Warhammer World and we were guardedly excited about the prospect. Right from the start, we wanted to be absolutely clear about at least one thing - if we were going down this unexplored path, we knew that we wanted to see wonderful computer games set in the World of Warhammer and not just copies of our games translated onto the computer screen.

There seems to be a habit of taking an existing board game or tabletop game, and just slapping it straight onto the computer. "What is the point?" we cry "Surely you might just as well play the real thing!" Board games have tactile qualities - counters, playing pieces, dice, weighty rule books to thumb through and argue over with your *real* opponent - all of which ingredients go to make the fun of the game. Computer games on the other hand have a whole different set of qualities - motion, sound, artificial intelligence, animation and so on. Any computer game set in the Warhammer universe must firstly be an excellent computer game in its own right, and secondly it must bring a new perspective to the world of Warhammer, a perspective which we cannot duplicate with the miniatures, dice, rulebooks and artwork at our disposal.

SO SHADOW OF THE HORNED RAT WAS BORN.

Any Warhammer fan will recognize the locations, the protagonists, the monsters, the heroes and the Warhammer Magic of this continent spanning battle game. Yet Shadow of the Horned Rat is not just a copy of any single Games Workshop game - in fact we do not have a game by that title! Shadow of the Horned Rat is a campaign-battle-real-time-strategy-adventure game(!) set in the World of Warhammer. As a mercenary commander, you fight gruelling battles for various masters, sometimes for gold, sometimes for honor (but usually for gold!) along the length and breadth of the continent known as the Old World. You have to choose your forces and plan your deployment and strategy well, as once the battle commences there is no pause or let up. In battle, your regiments march resolutely forwards, charge the foe or unleash black clouds of arrows upon their enemies. As Regiments clash with sword and mace, your mighty Wizard marshals the winds of magic to bring down devastating energies upon the forces ranged against you.

In Shadow of the Horned Rat, you have to be on your toes at all times, as this is no turn based strategy game - the enemy army responds with the immediacy of a real opponent in a real battle to



your commands and maneuvers. This was one area where the computer really scored - in a table top battle game such as Warhammer, for convenience sake we tend to organize the game into turns. One player moves and fights with all his regiments, followed by his opponent, and so on. But, turn or no turn, in our minds eye we always see the opposing armies wheeling and moving simultaneously as the battle develops. Regiments charge towards each other, cannons roar, Dragons descend from the skies to rain molten fiery death upon their enemies and so on, and they certainly do not do so on a turn by turn basis! This is exactly how the action develops in Shadow of the Horned Rat, as you are plunged into the maelstrom of war.

Shadow of the Horned Rat takes full advantage of the storytelling and scripting abilities of the computer, and as you go from battle to battle, the bigger picture unfolds before you. The cinematic sequences are glorious, and the artists at Mindscape have really got to grips with the look and feel of Warhammer. The plot is fairly convoluted, so you will have to have your wits about you for all the between game play as well as when you are directing your army against your enemies. As you gain experience of battle, you can command ever bigger armies, as your coffers are swelled by the gold you have earned.

As you travel from realm to realm, you will meet (and fight) warriors from many different races. Some of these you will be able to employ in your army, if you can pay the price or have earned their respect. Not only that, but the battles themselves are linked together by a strong narrative, as the forces of darkness strive to unleash a terrible power upon the world. True, as a hard bitten mercenary commander you can spend the game fighting for gold alone, with little thought to the bigger picture, but this will ultimately be your downfall.

I'm not saying much more, as it will probably give the game away, but the whole world lies in the Shadow of the Horned Rat, and the shadow of his coming grows darker by the day!



Andy Jones,
Games Workshop Ltd,
Nottingham, UK.
October 1995.



Rampaging Orc Boar Riders of Urgat Rip Eye

INSTALLATION

Before you can play Shadow of the Horned Rat you must run the installation program on the CD. This will copy over all the necessary files from the CD to your hard drive. It will also set up the required Windows entries.

The installation program allows you to choose from a variety of simple options. If you are not sure what to do, you can just press ENTER to select the default selection for each one. The installation program will also show you how the installation is progressing.

FOR WINDOWS 95 USERS:

1. Run Windows 95 as usual. Now insert the CD in your CD-ROM drive and wait for the autorun screen to appear.
2. If you have not installed Shadow of the Horned Rat before, you will be given the choice to install or to simply exit. Click on the 'Install' button to start the installation program.
3. Follow the on-screen instructions to complete the install process.

Entering Shadow of the Horned Rat

Re-insert the CD in the CD-ROM drive and wait for the autorun screen to appear again. This time select the 'Play' button and wait for the game to begin.

or

Make sure the Warhammer: Shadow of the Horned Rat CD is in your CD-ROM drive before you begin. Select the 'Programs' option from the Windows 95 'Start' menu, then select the 'Warhammer' sub menu. Finally select the 'Shadow of the Horned Rat' item from within.

To Uninstall

Re-insert the CD in the CD-ROM drive and wait for the autorun screen to appear again. This time select the 'Uninstall' button and wait for the program to uninstall.

or

Select the 'Programs' option from the Windows 95 'Start' menu, then select the 'Warhammer' sub-menu. Finally select the 'Uninstall' item from within. It is not necessary to have the Warhammer: Shadow of the Horned Rat CD in your CD-ROM drive to uninstall using this method.

THE WARHAMMER WORLD

In the war torn world of Warhammer mighty armies clash to decide the fate of imperilled realms. Brave warriors march forwards accompanied by terrifying monsters and devastating machineries of war. Heroes brandish magical weapons glittering with arcane energies. Powerful Wizards cast destructive and furious spells upon the enemy. Swords clash upon shields, spears are raised to strike, and clouds of arrows darken the sky.

Elves

Few races know the Warhammer World as well as the High Elves, for their fleets ply the northern oceans between the Old World in the east and Ulthuan in the west. Still further west their warfleets maintain a careful watch over the passage to Naggaroth, the realm of the Dark Elves. Nor are the High Elves strangers to the warm waters of the south and the jungle infested coasts of Lustria. Their bravest traders have travelled even further, past the southern tip of the Southlands and into the mysterious far east. To Men the lands of the east are known only as Cathay, and they are as much a part of fable as the black pits of the Dark Lands which lie between.

The Old World

The Old World is home to Men, Dwarfs, Wood Elves, and Halflings. It is also home to many of the evil creatures that are their enemies: Orcs, Goblins, and the followers of Chaos in their various guises. The high mountains and deep forests are infested with many monsters, and the northern regions are so wild and dangerous they are known as the Troll Country. Beyond the Troll Country lie the Northern Wastes, where there is only the shifting Realm of Chaos.

The Old World is bounded by the Worlds Edge Mountains to the east and by the Great Western Ocean to the west. The northern coast lies against the Sea of Claws, on the other side of which is Norsca, the home of fierce sea-fighting warriors and raiders. The southern coast lies against the Southern Sea which divides the Old World from the Southlands and the realms of Araby.

The Old World stands in the path of the armies of Chaos as they advance southwards from the Northern Wastes. It also lies within striking distance of the raiding fleets of the Dark Elves of



Naggaroth, which sweep through the Seas of Chaos and attack the northern coasts of the Old World, often in concert with raiding bands of Chaos Warriors from the north.

Within the Old World, the Border Princes to the south lie under constant threat from Orc and Goblin raids from the Badlands, so called on account of it being dominated by their interwarring tribes.

To the Men of the Old World the lands of the far south, east and west remain mysterious and exciting. For centuries ships from Bretonnia and Norsca have sailed west, hoping to discover the land of the Elves and the ports of the Dark Elves. For centuries they were thwarted. The northern passage through the Sea of Chaos proved too dangerous, and ships were destroyed like matchwood beneath the jaws and coils of the serpents that guard the Dark Elf lands. The southern passage too was guarded, but this time by the High Elves, who regarded the sea passages as their territory, out of bounds to other travellers.



Such arrogance is not untypical of the High Elves. For many years they succeeded in driving the ships of Men away, or else wrecked them on their rocky shores. Those few that chanced upon Ulthuan were destroyed by the Elves and no report ever came back of their fate. However, the persistence of the Norscans is legendary, and eventually a way was found past the Elven Kingdoms of Ulthuan to the rich lands of gold and silver beyond. Even today it is only the brave and adventurous that travel to the lands known as Lustria, to explore the treasure packed ruins of that land.

The discovery of Lustria has been made, but its exploration and study has only just begun. The sea journey itself takes many long months, and not all survive the trip. The High Elves still regard the seas around Ulthuan as exclusively theirs, and will attack and destroy any who trespass nearby.

With the discovery of a route into the south the Men of the Old World have begun to map the coasts of the Southlands and Lustria, although to date they have discovered nothing but jungle and savage natives. No Old Worlder has yet rounded the southern tip of the Southlands, and rumor tells of a mighty High Elf fortress that bars passage eastwards as once the southern sea route itself was blocked.



THE THREAT OF

The Warhammer World lies constantly under the threat of the dark corrupting presence of Chaos. To the people of the Warhammer World, Chaos is a real and growing horror. Its dangers are two fold. Chaos is born from a potent magic energy that seeps over the world like a slow poison, polluting the land and fouling the waters. This raw energy is the same stuff that powers magic, and enables Wizards to cast their spells. All magic is therefore dangerous and potentially corrupting, no matter what the intentions of its practitioners.

The presence of so much magic Chaos energy in the Warhammer World causes mutations and twisted monsters to be born, creatures with many heads and scaly skins, fiery breath and other foul and unnatural powers. The second and most obvious danger of Chaos comes from these creatures. Some are mutants born to Men and other normal creatures, others are monster races spawned long ago from twisted progeny. Half-human Beastmen hide in the deep forests from which they emerge to burn and destroy, rat-like Skaven burrow beneath the world spreading the corruption of Chaos unseen, while in the Northern Wastes the creatures of Chaos breed and multiply unchecked.

"Beneath the world there are darker things than all the fear and terror of Man can conjure. Things as black as darkest hate, and they do hate us and they want to destroy us. They gnaw beneath our cities. They crawl under our houses. They hew and mine at the very earth beneath our feet. They pray for our doom. They conjure foul daemons to crush us. They amass armies of darkness and pestilence unseen. And that, my students, is but the least of our troubles."

- Lectures of Acastrus Boehme of Altdorf.

The power of Chaos is greatest in the northlands, towards the polar regions of the Warhammer World. Here the energy of Chaos is so strong that the whole fabric of reality has broken down so that even time has no meaning. This is the land known as the Realm of Chaos. It is a shifting and unstable place, whose topography is never certain and where distances cannot be measured. Daemons and all manner of obscene monsters roam here, fighting their own bloody battles and gathering their strength to invade the Old World.

Although it may seem hard to believe, there are Men and other rational creatures who willingly embrace Chaos by joining marauding bands of Chaos Warriors to serve the whimsical and ultimately powerful gods of Chaos. Their reward is power, for as they mutate they become more powerful and the most successful of all may gain the ultimate gift of immortality. Few ever attain this goal, for most become so heavily mutated that their minds or bodies are destroyed. These Chaos Spawn, as such mutants are called, may be nothing more than a writhing mass of mutant tentacles with bloated organs spilling onto the ground. No vestige of their former life remains except a vague memory of the humanity they have gambled and lost.

THE WINDS OF MAGIC

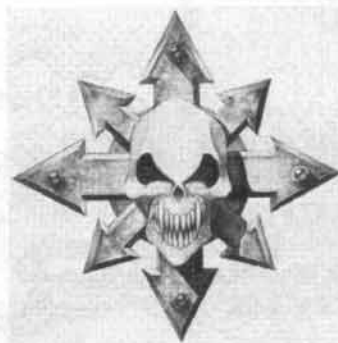


The High Mages of Ulthuan, the great island of the Elven Kingdoms, teach that there are not one, but two realities. The first is the commonplace world we all live in. The world of tangible things: living creatures and plants, water and rocks and air; things made of material substance. Co-existing with our solid, familiar world is a completely different reality, a world whose fabric consists of raw power. It too has its landscapes and its living creatures but their forms are fashioned from solid energy. This second world, the great unseen domain that co-exists with the material world, is the source of all magic and is known as the world of Chaos. It provides Wizards with the power for their conjurations, it imbues magic weapons and other enchanted

items with their potency and its energies course through supernatural creatures such as ghosts and the undead.

'Battle Magic' is the preserve of Battle Wizards who are trained to use devastating Battle Magic spells. Not all Wizards have the right temperament or skill to become a Battle Wizard, as the energies involved are tremendous and far beyond the capacity of most Wizards to control. In fact Battle Wizards are so rare and so valuable that there is an institution in Altdorf exclusively devoted to their education and training. This is the world-renowned Colleges of Magic, where the majority of battle Wizards in the Old World are trained. The Colleges of Magic play a pivotal role in all matters concerning magic in the Old World.

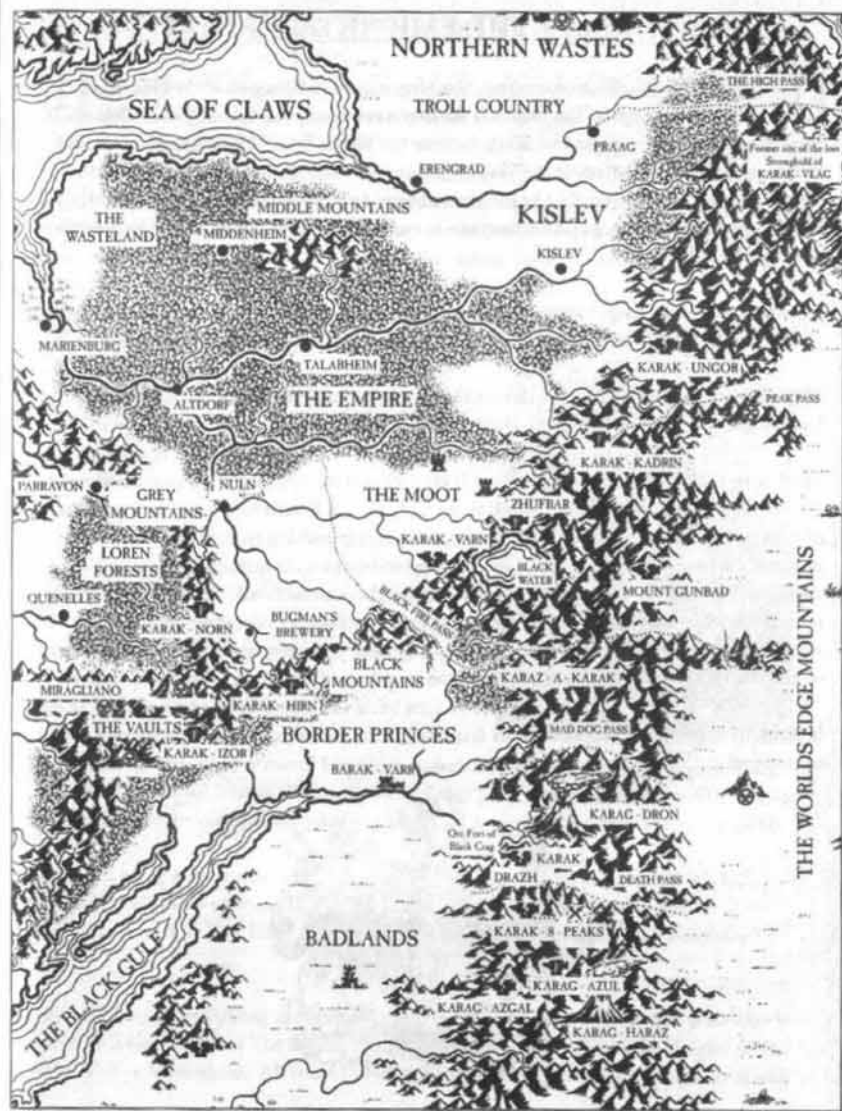
The Warhammer World is awash with magical energy, its whole fabric is steeped in power, and the very skies are thick with billowing clouds of invisible energy. These clouds, known as the Winds of Magic, drift across the land and are drawn on by Battle Wizards who use its power to bring down destruction on their enemies.



MAP OF THE WARHAMMER WORLD.



SHADOW OF THE HORNERD RAT



THE EMPIRE

The Shadow of the Horned Rat game takes place mainly in the region of the Old World known as the Empire. The Empire is the largest and most powerful of all the realms of Men. It lies in the center of the Old World between the Worlds Edge Mountains and the sea, and encompasses all the lands north of the Grey Mountains and south of the nation of Kislev in the icy north. It is a land dominated by huge rivers and deep, dark forests, which are infested with all kinds of monsters from savage Chaos Beastmen to marauding Forest Goblins. They also hide the ruins of ancient Elf cities.

The southlands of the Empire are more civilized with numerous cities built along the river Reik. This land, called the Reikland, is the heart of the Empire.

The Empire's capital city Altdorf is also the chief center of magical learning and Wizards come from all over the Old World to study at the Colleges of Magic.

The Empire is also home to communities of Dwarfs whose forebears sought refuge there when their strongholds became untenable or fell to the Goblins. The Dwarfs have passed on a great deal of their technical knowledge, so the Empire has many skilled metal workers and craftsmen: inventive and imaginative people who have created a bizarre arsenal of spectacular if rather unreliable weapons. The Engineers school in Altdorf is the most famous of the institutions which teach and develop these skills, and another is the Gunnery school in Nuln where the foremost manufacturers and artillerymen come from. These are genuinely cosmopolitan places where people of many nations come together to study under the most learned men in the Old World.

In Shadow of the Horned Rat, the Empire faces the greatest threat to its existence ever yet encountered...



INTRODUCING THE GRUDGEBRINGERS

In Shadow of the Horned Rat you assume the role of Morgan Bernhardt, the commander of the Grudgebringer mercenaries and leader of the Grudgebringer Cavalry regiment. Your goal is to earn a king's ransom in gold and swell the ranks of your army to become the most powerful and notorious in the land. To realize your ambitions you must hack your way through many bloody missions, offered to you by wealthy patrons who pay you well to do their dirty work for them. But there is a bigger picture - as your conquests are rewarded evidence will emerge of an evil plot within the Empire. Will you have the cunning and might to crush it?

Morgan Bernhardt is the eldest son of the Graf Bernhardt of Nuln. His father is a wealthy and influential merchant in the ancient Reikland city, and is said to control the traffic over five of the bridges of Nuln, including the Great Drawbridge over the Reik. He hence has something of a grip on the commerce which enters and exits Nuln and so commands great wealth.



As is the tradition in Nuln, the eldest sons of the wealthy families are sent to the Officer Academy of the great Gunnery School. Morgan Bernhardt was no exception, and he spent four years learning the skills of command, strategy and leadership. He gained a reputation as a "gifted yet troublesome student", graduating at the top of every class he could be bothered to attend. The study of artillery bored him senseless, and for the young Bernhardt the glamour of the Cavalry attracted him like a magnet. He could outride the Reiksguard Knights who sometimes visited Nuln in all their finery, and took great pains to goad these young lords to take part in elaborate competitions involving horses and huge sums of money whenever possible.

Eventually, Morgan Bernhardt's fiery temper and unrepentant sense of misadventure was his undoing. He was thrown out of the Academy for gross insubordination, duelling and misappropriation of college funds. This was his first step along a great career as a mercenary captain.

Determined to put his fighting and equine skills to the test, Bernhardt attempted to prove his right to join the Knights of The Blazing Sun, The Knights Panther and even the Knights of The White Wolf in Middenheim. All refused to recognize his cleverly crafted representations of why



he should be counted among their number, and his checkered history dogged him like a curse, catching up eventually wherever he went. He was even refused a place in the Empire Pistoliers, to his great chagrin and to the delight of his peers.

Essentially not a bad man, the young Bernhardt was a slave to his ego and temper. He wanted battle, glory, honor and riches, if only to prove to his contemporaries (whom he considered to be dull, by and large) that he was more than their equal in every respect. And so it was that, kicking his heels in Nuln, he met with Gunther Schepke.

Schepke was a hard bitten Mercenary, commanding a small, but extremely tough bunch of halberdiers known as 'Schepke's Sixteen'. The name came from a now infamous battle at Black Fire Pass, some ten years ago, when Schepke and his battle scarred mercenaries held off over two hundred Orcs for five hours while the baggage train they guarded retreated into the safety of the Empire. At the end of the battle, only sixteen of Schepke's initial force of fifty survived. The Greenskins were slain to the last Goblin. The mercenary explained their suicidal defense of the convoy simply by the fact that theirs was a fixed sum contract, and the money initially due for fifty now went to a mere sixteen. Not only that, but the gold to pay the mercenaries rested in the rear most wagons of the convoy - a shrewd move by the convoy's paymaster.

Schepke recognised a kindred spirit in the young Bernhardt, and a few evenings of drinking and discussion soon acquainted the old soldier with Morgan's superb grasp of tactics and soldiery. "All theoretical, old man, all theoretical," lamented the drunken Morgan one evening after a lengthy session at the Kipperd Herring, one of the less salubrious drinking houses of Nuln.

"So, my young Captain, you want to fight, eh?" growled Schepke, rubbing his stubbled chin thoughtfully. "There's ways and means - if you really have the fire in your belly!"

"I want to LEAD!!" exclaimed Morgan, slamming his tankard on the table. "I have the knowledge, I have the skill, and you can follow me if you will! How many years have you been scraping for a living - five, ten, fifteen? Well, show me the men and I'll put together a fighting force to shame the Reiksguard and the Panthers and the whining White Wolves of Middenheim to boot!" Morgan's eyes were blazing with fury and inspired determination. "Are you with me? Well, ARE YOU?" Morgan slumped in his chair, drumming his fingers on the coarse wooden table.

Most of the drunken warriors in the alchouse had of course been listening in to the words of Bernhardt, in fact they could hardly miss his rousing ragings. Although Morgan's questions were addresses to Schepke, after a moments silence the alchouse erupted with a hubbub of cheering and shouting.

"I'm with you!"
"Count us in!"
"We're your men!"

The young Morgan looked shocked and a little embarrassed by the furor he had started, but Schepke sat back and grinned his wolfish grin. He saw a great leader in the making, a rising star. Standing up, he waved the rest of the men quiet and addressed the throng.

"We're all fighting men, and this here is *Captain* Morgan Bernhardt, our leader. He is a tactical genius and a great fighter on horse and on foot. We'll do the swearing in afterwards - but those of you who are in, get to the bar - the drinks are on the captain!"

The rush for the bar was as good a sign of his new men's loyalty as any could wish, and Bernhardt was left riffling through his pockets. "I have not the gold to pay..." he began, whispering desperately to Schepke.

"Ah! I see we will need someone with an eye for gold" answered Schepke, nodding sagely. He beckoned into the shadows.

"Let me introduce Mr Dietrich Von Schweitzer, the canniest paymaster you are ever likely to meet this side of the Black Fire Pass."

A scrawny individual with beady eyes and long, grasping fingers edged into view, nodding as if possessed.

"Very good, very good. Yes, very good indeed young Bernhardt. I know your father you know. Clever man. Pleased to meet you." His quiet whispering voice had a steel edge to it, as he peered over the rims of his spectacles. "I expect you will be needing an advance on our first job to pay for tonight's drinks? Let's just say this will be my affirmation of determination to our cause - after all, you will risk your lives, while I risk that which is most precious to me - my gold!"

At that point, as if things could not get more unlikely, a cloaked stranger stepped forth from a darkened alcove. His robe was red, and his flaming beard matched its crimson hue. He was obviously very old and somewhat the worse for drink, but cheerily impressed nonetheless. Small sparks flickered at his fingertips, and wisps of grey smoke curled every so often from his flared nostrils.



"A rousing speech young man! Well done. Well done indeed. Fiery temper in you, that's for sure. That's what we need around here, too many fops and dandies for my liking." He narrowed his eyes conspiratorially and his voice lowered to a whisper. "Burn 'em to a crisp I say! I can do it too y' know!"

At that he reared up, hiccuped and sent a gout of flame up towards the ceiling, while a nimbus of sparks licked around his head. The occupants of the alehouse who were not already at the bar made for it at double speed, or left the inn by the back door. Fighting for gold was one thing. Wizards, and drunken Bright Wizards at that, was another altogether. "You'll go far, mark my words" the Wizard exclaimed, wagging his blazing finger sagely at Bernhardt. "I only wish I were young enough to...but no matter, I've done more than enough in my time. Hold a moment, I'll be back", and with that he stumped off to his alcove, leaving glowing embers where his feet trod the wooden boards.



"Who in blazes...?" exclaimed Morgan. "He's raving mad, he could burn the place down!..."

"Not so loud...sir... that's Darius Redhand III, one of the Arch Wizard Lords of the Bright College in Altdorf - often comes this way for a bit of 'local color' or so he says." Schepke's growling whisper bade his commander be silent. "You appear to have caught his eye!"

The old Wizard stumped back into view, carrying a scabbard. On close view, the scabbard was fashioned in black leather, so worn that any inscriptions or decoration were long since worn away.

When he reached Bernhardt, Redhand drew the blade, and the sound was a musical ringing that only the finest of blades could ever replicate. Runes burned on its blade, illuminating the alehouse with a glorious blazing light. Redhand waved it around vaguely for a few moments and then sheathed the blade again, quenching its fire.

"Dangerous things magical swords, always trying to get out you know." The old Wizard paused for a moment, then cleared his throat. "This is Grudgebringer, forged by the Dwarfs, as they all seem to be these days, a weapon of great power." Redhand uttered the latter as if the sword expected, no, demanded that the words be said, the required formal introduction for a presence superior than any other in the alehouse. Redhand held the scabbard out to the hesitating Bernhardt.

"Well? Go ahead man, take it, you'll make better use than I'm going to at my age. It's always thirsting for battle, and I've not been in one for years now. It's only fair to free the blasted thing, though we have had some glorious times y'know." The aged Wizard thrust the scabbard into Bernhardt's hands, nodded sagely then turned and stalked out of the Inn. "Grudgebringer demands respect young man, he has some great powers if you treat him well." And with that last retort he was gone into the night, leaving a swirl of sparks and embers on the air. Morgan would wonder for the rest of his life if he'd seen tears in old Redhand's glittering eyes as he left his favorite blade behind him.

And so the unlikely partnership was forged, and the Grudgebringers came into existence. With Schepke's experience and Bernhardt's tactical brilliance and flair for leadership, success was inevitable. At Von Schweitzer's suggestion, they began campaigning in the Reikland, earning a reputation as a hard nosed bunch of very professional soldiers, who achieved whatever task they were set with grim determination. And they very rarely failed. If bonuses were offered, the Grudgebringers fulfilled the conditions to the letter. If patrons reneged on a deal, retribution was swift, violent and just. The Grudgebringers soon became known alternately as 'Bernhardt's Private Army', a small force of utterly professional mercenaries with their own code of honor.

And back in Nuln, the aging Graf Bernhardt smiled his secret smile of pride whenever he heard the latest tales of his eldest son's ever growing chain of glorious victories.





Night Goblins advance through Black Fire Pass

QUICKSTART GUIDE

In *Shadow of the Horned Rat*, the aim is to lead your mercenary army through a series of battles or 'missions'. These will pay you well enough to finance and build your mighty army as you uncover dark and sinister machinations within the Empire.

The purpose of this chapter is to explain how to get a game up and running as quickly and easily as possible. Although the major functions and features will be explained here, we strongly recommend you take the time to read the rest of the chapters in the Reference Guide fully. They contain a wealth of information, advice and tips which will ensure you get the maximum enjoyment from the game. To be told exactly which strategies to adopt for the first mission, read the **PLAYTHROUGH** which follows this Quickstart chapter.

GETTING STARTED

To enter the world of *Warhammer: Shadow of the Horned Rat*, please refer to the 'INSTALLATION' section on page 12. Once the game has begun loading you will see the Mindscape logo followed moments later by the introduction. You can advance through the introduction by left-clicking your mouse. To skip it completely, press the ESC key or right-click your mouse. This will take you to the Main Menu.

You will learn how to earn your fortune by accepting missions, hiring and firing troops, travelling from one place to another, fighting battles (hand-to-hand, with artillery and maybe even with magic), making strategic decisions and generally living long enough to reap the rewards!

GLOSSARY OF TERMS

Here are a number of terms that are used quite often throughout this manual:

Army	all your regiments
Campaign	your mercenary career
Line of Sight	the unobstructed view for a regiment
Melee	hand to hand combat
Missile Regiment	soldiers armed with missile weapons (crossbows, cannons, catapults, etc.)
Mission	a job which your army is employed to complete
Rally	to stop a regiment from fleeing the battlefield
Range	the distance within which a weapon or spell can be used
Rate of Fire	how quickly each shot is reloaded and fired
Regiment	an organized group of soldiers

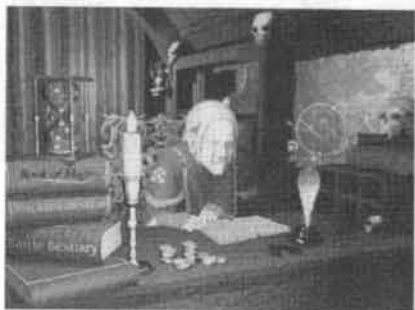
Rout to defeat and cause to flee in confusion
Troops soldiers belonging to regiments

THE MAIN MENU



As you start Shadow of the Horned Rat, your objective is straight-forward: as a mercenary for hire, you aim to earn as much gold as possible and make your mercenary army the most powerful in the land!

Click the bronze button labelled "NEW CAMPAIGN". You will be asked to name your commander - either enter your own name or accept the default name (Cmdr Bernhardt). Once you have entered a name you will arrive inside Paymaster Dietrich's Caravan:



Wealthy patrons come to Paymaster Dietrich and hire you to fight battles for them. More and more of these 'missions' will become available as the campaign progresses. As you select missions and move around the land, so Paymaster Dietrich's Caravan will follow and make camp close by. At the end of a mission you will return to the camp for debriefing before you return once again to the caravan to select another mission.

To start a mission, click on the scroll in the bottom right corner of the screen. You will then see the Mission Select screen. Only one mission will be available at this early stage of the proceedings. More will become available as you make progress.



A mission is usually a battle with set goals, objectives and rewards. However, you could be employed to carry out other missions, such as escorting your patron to a place in the Old World.

You'll begin the game with your mercenaries camped at a town called Wissenheim in the Border Princes. You will see that "Protect Schnappleburg" is the only mission on offer to you, and you'll also see the fee payable for completing the mission. Since there is only one mission on offer it has already been selected. To learn more about this mission, click on the "Brief" button below Dietrich's portrait.



After you have been briefed, click on the "Accept" button below Dietrich's portrait. Alternatively, if you decide not to accept the mission, select 'Abort' to be taken back to the caravan. However, seeing that this is the only mission on offer you are advised to accept it! Once you have accepted the mission, you need to select the troops you will take with you.

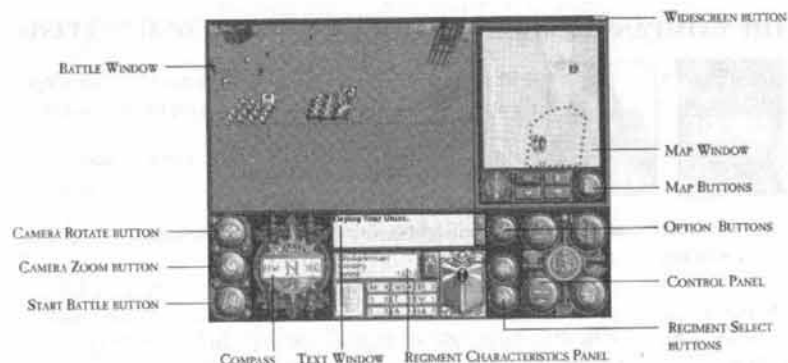


You will only have two regiments available to you at this stage of the game, and the Grudgebringer Cavalry, your personal regiment will already be selected. To select the other regiment, left-click on them so that their banner is circled, then select the "Done" button at the bottom of the screen. You now need to choose your marching order:



In case of ambush, your regiments should be arranged to protect the weaker regiments during travel. For this reason, you are given the chance to set the order of march before the mission begins. Your troops will arrive on the battlefield in the order you choose here.

To change a regiment's position in the order, click on the regiment to pick it up. Now move it to the required position and click again to put it down. The rest of the regiments will be rearranged accordingly. Obviously, the marching order will have a greater significance when you have more regiments in your army than the modest two available here! When you are ready, select the "Done" button to prepare for battle. After a short interlude, you will arrive on the battlefield.



INTO BATTLE

Your troops have arrived at the battlefield, and can be seen standing in their regiment formations. Note that your regiments have arrived in the same marching order you chose earlier. Time is effectively suspended at this stage (see 'Deployment phase' below), so feel free to examine the battlefield at your leisure. Try the following:

Position the mouse pointer in the Battle Window, then hold down the **right** mouse button. The 'camera' (through which you are looking) should start to move. As you move the mouse pointer around the window the camera will change direction and speed. In later missions you'll need to be able to move around quickly and precisely, so take a minute or two to practice these movements around the battlefield. Note that if you move the mouse pointer completely outside the Battle Window, the camera stops moving. This will also happen if you release the right mouse button at any time. The camera will also stop if you have reached the edge of the battlefield area. This means you cannot move any further in that direction.

Camera Rotate Button



You can rotate the camera using this button. Left-click the mouse to rotate the camera to the left, or right-click to rotate the camera to the right.

THE COMPASS/LEADER'S PORTRAIT



As you rotate the camera, the Compass will spin to show the current direction the camera is facing.

The row of lights above the Compass dial depict the amount of magical energy available, while the scrolling sky below the Compass dial depicts the Winds Of Magic (see the 'BATTLE MAGIC' chapter for full details, but you don't need to worry about magic in this initial mission).

Whenever the leader of a regiment 'speaks', the Compass will be temporarily replaced by his portrait and text will appear in the Text Window. If the regiment has no special leader, or if he has fallen in battle, the regiment's banner will appear instead. Clicking on this portrait with the left mouse button will take the Battle Window directly to their position on the battlefield. This is useful if the regiment are in trouble and need help. If you click on the portrait with the right mouse button the portrait will disappear without moving the Battle Window.

Camera Zoom Button



You can zoom the camera in and out using this button. Successive left-clicks will zoom in, and right-clicks will zoom out.

Widescreen Button



Left-clicking the Widescreen Button removes the Map Window, effectively making the Battle Window fill the screen's width. Left-click the Widescreen Button again to regain the Map Window.

Now you've practiced moving the camera around the battlefield, let's briefly discuss what you can actually see. Obviously the main features are the ground itself and all of the scenery, such as buildings and trees. You can also see the villagers going about their business, and all of the regiments which you brought into battle together with those enemy regiments which are known to you.

DEPLOYMENT PHASE

Before the battle actually begins, you have the opportunity to deploy your troops. The purpose of this is to set up your initial strategy before the battle actually begins.

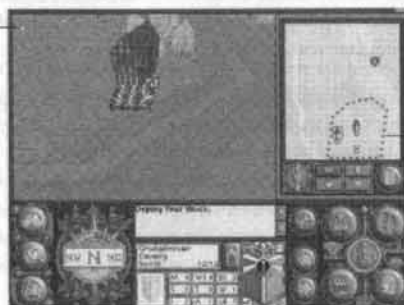
Deployment is carried out one regiment at a time. First, select a regiment to deploy in one of the following ways:

1. Left-click near the troop under the regiment's banner in the Battle Window, or
2. Left-click on the regiment's banner in the Map Window, or
3. Left-click on the Previous/Next Regiment buttons to cycle through your regiments until the required one is found, then click on its banner in the Characteristics Panel (which is in the lower half of the screen).

You can tell which regiment is selected by looking in the Map Window for a banner with a white border. Also, the selected regiment has a tick ✓ in the bottom left corner of its banner in the Characteristics Panel. Note that during deployment you can only select one regiment at a time.

To move the selected regiment, click and hold the left mouse button on the regiment's banner then move the mouse to the required position. You can do this in either the Battle Window or the Map Window (see methods 1 and 2, above). If you need to scroll the Battle Window while moving your regiment, you must also hold down the right mouse button. Once the regiment is in the correct position, you can then set the direction the regiment should face. Hold down the CTRL key (while keeping the left mouse button held down) then move the mouse. You will see the regiment turn to face the mouse pointer. When you are happy with their position and direction, release the mouse button(s). You can repeatedly adjust each regiment's position and/or direction at any time until you actually start the battle, but you cannot deploy your regiments outside the area marked with white flags on the Battle Window, or red markers on the Map Window.

THE FLAGS INDICATE THE
DEPLOYMENT AREAS



THE DOTS INDICATE THE
DEPLOYMENT AREA

Keep an eye on the regiment's banner as you move them around. A small icon depicting a tree will appear when the regiment is in cover. This indicates that they are currently 'out of sight' of known enemy regiments.

INITIAL ORDERS

Move button



You can also set initial movement orders for each regiment, which will be carried out as soon as you start the battle. Once you have deployed your regiments, click on the move button then click your destination in the Battle Window or the Map Window. A red marker will appear in the Map Window to show the destination. You can set more complicated paths by holding the CTRL key and clicking up to 8 positions in the Battle Window or the Map Window. In this situation, numbered markers will appear in the Map Window showing each position. For full details on using the move button, see the "TOP LAYER CONTROLS" section on page 76.

If you alter a regiment's position or direction after setting their initial movement orders, the orders will be lost. It is therefore advisable to position ALL your regiments first, then issue any move orders when you are happy with the positioning.

LET BATTLE COMMENCE!

Start Battle button



Once you click on the Start Battle Button, the battle begins. As soon as you press this button, it will change function and allow you to 'pause' the game once the battle is underway. Once the mission is over it will change function again and let you to 'return to camp' to be debriefed.

The computer controls the enemy army, and your mission briefing will have explained what your objectives are. You will usually achieve these objectives by crushing the enemy armies with superior strategy and force of arms.

As the battle commences, you will already have deployed your regiments and given any initial orders. As the battle progresses you will have to give out new orders to your troops to fulfill your strategy and destroy your opponent. Essentially, you will move your regiments around and attack the enemy. How to do this is briefly explained below.

Move button



To move a regiment to another position, click on the Move button then click your destination in the Battle Window or the Map Window. The regiment will then maneuver to the destination, avoiding any obstructions in its path. You can set more complicated paths by holding the CTRL key and clicking up to a maximum of 8 waypoints in the Battle Window or the Map Window. The regiment will then maneuver to each waypoint in turn.

PATROL LOOPS

A patrol loop is a circular route that can be set for your regiments to follow. These patrol loops can help against surprise attacks from hidden enemy regiments.

To set a patrol loop, select waypoints as above but make the final destination the same as the starting point. This is easiest to perform when done in the Map Window. The regiment will immediately set off on patrol.

The Attack button



To attack an enemy regiment, click on the Attack button then select the regiment you wish to attack (as described previously in the "Deployment Phase" section). Your regiment will maneuver to the enemy regiment's position and engage them in combat.

The Hero button



Sometimes a regiment can become empowered by the bloody atmosphere of combat. As their leader goads them to greater effort, the adrenaline pumps through their bodies with extra vigor, enhancing their strength during battle. To help fighting regiments in this way, select the regiment and click the Hero Button repeatedly to boost their strength. Note that this temporary boost only occurs while you click the button and it only affects the regiment whose banner is displayed in the Characteristics Panel. The only real disadvantage to using this button is that it can act as a distraction, taking your attention away from other events that might be unfolding on the battlefield.

To resume the game, click on this button again. A "Game Running" message will appear in the Text Window to confirm that time has resumed again.

Return to Camp button



DEBRIEFING

[illegible]

Mission Balance Sheet

Initial Payments	1,000.00
Companion Payments	400.00
Material Costs	7,500.00
Residual Activity Rewards	1,000.00
Residual Effect Penalty	-400.00
Residual Depletion Penalty	-10.00
Total Initial Payments	800.00
Current Costs	100.00

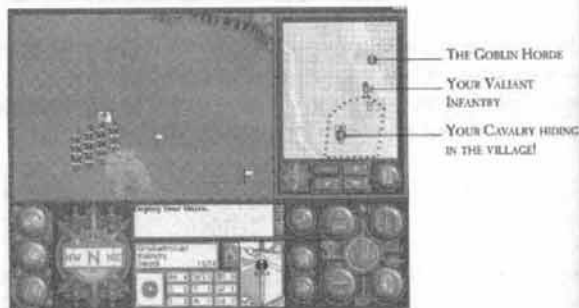
This final page gives a financial summary, detailing the costs of the mission, payment received, and your overall financial situation. Click on the "Previous" button to move to the previous page, or the "Done" button to return to Paymaster Dietrich's Caravan and continue your campaign.

MISSION ONE - "PROTECT SCHNAPPLEBURG" A PLAYTHROUGH GUIDE

WARNING - This section contains detailed instructions on playing the first mission successfully. You may wish to discover how to win this battle yourself by trial and error. If this is the case we suggest you skip this section.

Assuming you have chosen and accepted the mission and your troops, you will arrive at the southern end of Schnappleburg. Intelligence has already informed you of a regiment of Goblins which are approaching the village from the forest to the east. Your objective, as you know, is to protect the village and its inhabitants from the attack.

The best strategy to employ is to keep the Goblins from entering the village altogether. This way, they will be unable to cause any damage. To this end, deploy your regiment of Swordsmen towards the north-eastern extent of the deployment area, and face them towards the Goblins.



If you were to deploy your Cavalry in a similar position, you would be able to attack the Goblins with both your regiments, undoubtedly crushing them with little effort. However, the recommended strategy is to keep your Cavalry back for use as a quick-response regiment in the event of any unforeseen developments. To this end, deploy your Cavalry out of sight behind the copse of trees on the east of the village, and face them roughly towards the Goblins in order that they can see the area from which the Goblins are attacking. Do NOT face them directly into the trees, however, as when you want to move them out of cover they will lose valuable time wheeling to a clear path - they won't be able to see much, either! Be sure to check that they are out of sight, using the Cover indicator in the top-left corner of their banner. Once you have completed your deployment, begin the battle!



As soon as the battle starts, order your Swordsmen to engage the Goblins. Once they are engaged, move your Cavalry to a point between the village and the melee, and ensure they are still facing the forest to the north-east. You'll see why in a moment. Return to your Swordsmen, ensure they are selected then give them some assistance with the Hero button. Be sure to keep an eye open for other developments elsewhere on the battlefield!

After a short time, your Cavalry will spot a regiment of Goblin Wolfriders rounding the copse to the north of the melee! Immediately you see them, order your Cavalry to engage them. Keep an eye on the battle between your Swordsmen and the Goblins.

When (or if!) the Goblins rout (flee) from your Swordsmen, see how many Goblins are remaining. If there are many, let your Swordsmen pursue them and cut them down. However, if there are only a few, you may want to break off the pursuit with the Halt Button as Goblins in small numbers are unlikely to rally. As soon as your Swordsmen are disengaged, order them to engage the Wolfriders (assuming your Cavalry have not routed them already).

Once the Wolfriders have routed, order both your regiments to patrol the surrounds of the village by setting up patrol loops. You should assume that the enemy regiments WILL rally, and patrol the areas where they are likely to resume their attacks. If an enemy regiment does rally, use your judgement to decide which of your regiments should engage it. For example, if one of the enemy regiments has routed off the battlefield, you should engage the other with both your regiments.

Once both enemy regiments have been destroyed or routed, the mission is over.

WHAT IF THINGS GO WRONG?

As Warhammer is a real-time game with artificially intelligent enemies, we cannot guarantee that everything will go exactly as described above - that's what makes the game so challenging, and so much fun to play! Differences in your actions, positioning and timing can cause the enemy to change their strategy accordingly, making it possible to play each mission in many different ways.

For example, one of your regiments may lose a battle with one of the Goblin regiments. Or, one of the Goblin regiments you broke may rally and, unnoticed by you, resume their attack on the village. You may fail to see the Wolfriders, who will enter the village. The villagers themselves may be attacked, or simply die of fright as the Goblins surge towards them! You may deploy your regiments so far away from the point of attack that they cannot reach the Goblins before they enter the village.

There are many other ways to play this mission successfully too. It's also a great practice ground to sharpen your skills for later battles. Try using one of your regiments to lure the enemy into battle, then charge the enemy in the rear or the flank with your other regiment; this will inflict greater Goblin casualties than a standard face to face charge. There are many possibilities for you to discover...

THE BATTLE OF MESTBURG

Hold fast men, easy does it! Schepke's growling voice carried easily on the crisp morning air. "Keep those tapers away from the cannons awhile yet boys, we want 'em close, don't we?" The grizzled veteran rubbed at the three days' growth of stubble on his chin, and spat phlegmatically on the trampled wet grass.

The Grudgebringers stood atop a rounded hillock, halberds ringed around the slope to make a defensive wall of sharp steel. Above them a contingent of Wood Elves from Athel Loren waited calmly, bows at the ready, their elegant pennants flapping in the steady breeze. Ceridan, the enigmatic Elf Ranger, nodded almost imperceptibly at Schepke as he surveyed the ranks of the mercenaries.

On top of the hill sat two cannons, squat iron war machines, loaded and primed with grapeshot for close quarter work. The gunners from Nuln paced around the cannons impatiently, taking care that their lighted tapers were not extinguished by the steady drizzle which ran in rivulets over the dull metal barrels of their beloved guns. The Dwarf Hammerers in front of the cannons glared ferociously in the direction of the enemy, apparently with no thought for the gaping black maws set to explode scant inches over their heavily bearded heads. They had

worked with the gunners before, and trusted them implicitly. The Dwarfs knew that there was no room for doubt in the battle to come.



The Hillock sat in the middle of a shallow valley, flanked by the forested slopes of the mountains which rose on either side to create the impassable valley walls. To right and left similar hillocks rose, no doubt the careless deposits of the long dead glaciers which had carved these troughs through the mountains in eons gone by. On each of these hillocks the glitter of steel reflected what sunlight shone through the persistent curtain of thin rain.

Bright banners looked strangely drab in the dull grey morning light, and the intermittent blaring of horns trumpeted signals from redoubt to redoubt.

The ground between the hillocks was a mess of trenches and ditches, ranks of spiked wooden poles and noxious tar pits rendering transit through the valley almost impossible. Engineers worked feverishly at the final preparations, and to the untrained eye the array of troops and war machines looked very impressive indeed.

Schepke had twenty years of hard earned battle experience under his worn leather sword belt, and he was not impressed. He recognized the hurried construction of the defenses, the gaps in the earthworks and the lack of any form of second line of defense. He recognized poorly trained mercenaries from Estalia in their flamboyant scarlet jackets, and knew that there was little or no command structure to this rag tag army. From his brief conversations with Prince Morion De Vere, the lord of this minor principality, Schepke knew that he recognized the deficiencies too. They were, after all, obvious. The Prince's regiments held the right flank, resplendent in blue and gold, but Schepke knew that only one man in five were trained, regular soldiery. The rest were farmers, millers, blacksmiths and the like up until a scant few weeks ago.

The Grudgebringers held the center ground, and with good reason. Their reputation went before them, as did that of Morgan Bernhardt their leader. Prince De Vere knew that whatever else happened, the mercenaries would follow their famous motto "The Grudgebringers will hold until paid their bloody gold."



As he surveyed the battlefield, Schepke was pleased, and not a little relieved, to see Bernhardt and his cavalry trotting briskly towards the hillock. The elite warriors were returning from a spoiling attack against the oncoming warhost. From a quick headcount, Schepke could see no losses, although it looked as though Gunther Macke was slumped in the saddle of his Roan.

Bernhardt waved cheerily as he approached, threading his way through the defenses as if he had put them together himself.

"I see you have the men arrayed in fine style my friend," Bernhardt shouted as the ranks of Halberdiers parted to permit the cavalry to ascend the hillcock.

"I see you've bloodied yourselves, m'lord," answered Schepke, a broad grin on his face. "Black Orc blood of course, if I'm not mistaken!" Bernhardt nodded, and jumped from his saddle, handing the reins of his stallion to young Kurt Valek as he did so. "Nor are you wrong Schepke, nor are you wrong. You should have seen us, we swept them aside like chaff before the wind. Grudgebringer roared and bellowed and none could stand before us." Abruptly Bernhardt's eyes became downcast. "Still they come though, still they come. Hark, their drums rattle and bash in my ears even now. I would say we have perhaps a half hour and then they will be upon us. They have Trolls, great gnarly beasts with ripping fang and claw - one of them did for Macke in a trice...I must find De Vere and warn him of their disposition."



With that, Bernhardt clambered back into the saddle and made to gallop away. He turned to Schepke and grinned fiercely. Raising his voice he addressed his expectant troops with a voice of steel "We will earn our gold before the day is out my friends, mark my words. Some of us will fall, but we all know the deal don't we?!" He clearly expected an answer and the mercenaries knew what was demanded of them, crying out with one voice "The gold of the dead is gold in my purse!" Bernhardt nodded, clearly pleased

"Good! So be it! Can you not smell them? Do they not stink! The Orc host of Urgat Ripeye approach, with brash words and crude weapons. They are no match for us my Grudgebringers, no match at all." He stretched out an arm and pointed down the valley "Every one of the evil scum is worth a copper piece to us, dead that is, so by my reckoning there's enough greenskins on the way to keep us in ale for a few months." At this the men cheered heartily, although their faces betrayed the battle tension which Schepke knew so well: the tightening of his stomach and the bile rising as a cold lump in his throat marking him as no different from his men.

Bernhardt considered a moment before continuing. "I'm away to see our gracious 'patron' now lads, to see if I can't arrange a fat bonus for us - us being placed in such a splendid position here right where the action is going to be thickest." At this, Schepke grinned, showing broken teeth. "Thing is my fine boys" Bernhardt went on, "Old Ripeye has seen his way to sending maybe a hundred Orcs for each one of us. Ogres and Trolls too, so there's plenty of work for our swords today." With that, he turned his horse about and headed for where the Prince could be found.

"I'll be back!" He shouted as he cantered past Schepke. Passing his lieutenant, he leaned over in the saddle, a conspiratorial glint in his eye. Schepke strained to catch the whispered words. "I'm going to have to negotiate quickly now, Schepke old man. De Vere said nothing about Giants or Wyverns now did he?"

And with that Bernhardt was off down the hillside again, his war stallion kicking up great clods of earth as he headed for the Prince's camp.

Schepke shook back his head and laughed into the rain and the wind. What else could he do when his lord appeared to look forward with eager anticipation to the battle, a battle where it seemed that they were to be outnumbered by hosts of unspeakable beasts from the very gates of hell.

Schepke laughed until grim tears ran down his grizzled face. As he laughed, the distant sound of Orcish wardrums and the dull stamp of thousands of iron shod feet rolled around the rain drenched valley.

"Stand easy lads, we've time for a smoke yet." The lieutenant made much of casually rolling a fresh cheroot from his meager supply of tobacco before adding, almost as an afterthought "Oh, and it's a good gold piece for the first of you ragged lot to down a Troll, so look sharpish!"



REFERENCE GUIDE

GETTING STARTED

To enter the world of Warhammer Shadow of the Horned Rat, please refer to the 'INSTALLATION' section on page 12. Once the game has begun loading you will see the Mindscape logo followed moments later by the introduction. You can advance through the introduction by left-clicking your mouse. To skip it completely, press the ESC key or right-click your mouse. This will take you to the Main Menu.

THE MAIN MENU

A number of options are presented here on the Main Menu:

NEW CAMPAIGN

This option will start a new game from the very beginning. You will first be asked to name your commander. To choose the default name of Cmdr Bernhardt just press ENTER. If you prefer, you can type in another name up to a maximum of 16 characters and then press ENTER. Once your commander's name has been established, you will be taken to Paymaster Dietrich's Caravan where you can begin your quest for glory and riches.

LOAD CAMPAIGN

If you want to continue a previously saved campaign select this option.



1. Click on the LO

2. Select the load slot which contains the save game you wish to restore. Now click on the LOAD button to initiate the load.

OPTIONS

Select this if you want to change the way the game behaves. For example, if the game performs slowly you can reduce the graphic quality to gain speed. The options available are as follows:

- | | |
|-------------------------------|---|
| Shading quality | This adjusts the level at which the graphics in the Battle Window are shaded. 'Unlit flat' is the lowest, while 'Gourard' is the highest. The higher the level, the higher the quality of the graphics and the slower the game will be as the computer takes longer to calculate each frame. The default setting is 'Flat'. |
| Texture mapping | This chooses whether the scene in the Battle Window will be drawn with detailed texture maps or with flat colours. Switching this 'Off' will make the scene look very basic, but the game will be faster. The default setting is 'On'. |
| Perspective correction | This chooses whether the scene in the Battle Window will be perspective-corrected or not. If it is not, flat surfaces may be visibly distorted. Switching this 'Off' may make the game slightly faster. The default setting is 'On'. |
| Pixel resolution | This adjusts the definition of the scene in the Battle Window. Switching this to 'half' will make the graphics appear less sharp, but will make the game slightly faster. The default setting is 'full'. |
| Animate scenery | This chooses whether scenery such as windmills will be animated (i.e. whether the sails rotate). Switching this 'Off' may make the game slightly faster. The default setting is 'On'. |
| Animate textures | This chooses whether textures (such as water) will be animated. Switching this 'Off' may make the game slightly faster. The default setting is 'On'. |
| Sound effects | You may choose to have the in-game sound effects on or off. The default setting is 'On'. |

Music You may choose to have the in-game music on or off. The default setting is 'On'.

Quit Campaign This button will quit your current campaign and take you back to the Main Menu where you can start a brand new campaign or load a previously saved one. **BEWARE** - any unsaved data will be lost.

When you have finished, click 'OK' to accept your changes or 'Cancel' to lose them. If you accept them, the options you choose here will be recalled each time you play.

You can also access these options by selecting the Options button (the wrench) during a mission.

CREDITS

Find out the names of the talented and creative people who were responsible for bringing Warhammer: Shadow of the Horned Rat to your computer!

EXIT

This will exit Warhammer: Shadow of the Horned Rat and return you to Windows 95. Only choose this option if you are sure you have finished. If you are mid-way through a campaign, make sure you have saved your game first. See page 49 for details on how to save.



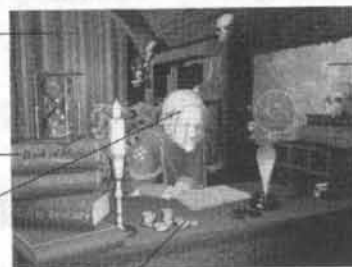
PAYMASTER DIETRICH'S CARAVAN

This serves as the headquarters for your operations. Here lives Dietrich Von Schweitzer, your paymaster, agent and oracle of knowledge. From here you can access all the information you will need to run your army and choose your missions thanks to the books found inside. They include the Battle Bestiary and the Troop Roster. To read a book, click on its spine and it will open.

CLICK ON CURTAINS
TO QUIT CAMPAIGN

CLICK ON SPINES TO
OPEN BOOKS

CLICK HERE TO SEE IF
DIETRICH WANTS TO
TALK TO YOU



CLICK ON THE MAP
TO SAVE CAMPAIGN

CLICK ON THE SCROLLS
TO GO TO THE MISSION
SELECTION SCREEN

CLICK HERE TO SEE HOW
MUCH GOLD YOU HAVE

THE BATTLE BESTIARY

For your reference enemy races and regiments in the game can be looked up in the *Battle Bestiary*. It allows you to familiarize yourself with the races and special regiments found in the Warhammer world prior to your entering battle. Knowing your foe's strong and weak points will help you plan your strategy. What is a Skaven Warfire Thrower team and which regiments are vulnerable to it? Find out here! A description of each race will appear at the start of the game, but enemy regiments will only be added after you first encounter them on the battlefield. For further reading on races and regiments see **PSYCHOLOGY AND SPECIAL RULES** on page 88.



TURN THE PAGES USING
THE NEXT AND BACK
BOOKMARK. TO RETURN
TO PAYMASTER DIETRICH'S
CARAVAN CLICK ON DONE

THE TROOP ROSTER

The Troop Roster is your inventory of regiments. Any regiments in your mercenary army will be shown here from bands of brave warriors to Wizards and mighty war machines. As you progress through the game any regiments you employ will be added to the Roster. You will also use the Roster to view and recruit new regiments and troops when they are available, and dismiss any regiments you no longer wish to employ.



To view a regiment's fighting characteristics click on the **STATS** (statistics) bookmark. From here you can toggle back to the **INFO** page or move on through your other regiments, comparing their characteristics. Put simply, the characteristics define the strengths and weaknesses of each regiment. A thorough explanation of these characteristics and what they mean can be found in the **ABOUT TROOP CHARACTERISTICS** section of this manual. To turn the pages click on the **NEXT** and **BACK** bookmarks. When you have finished click on the **DONE** bookmark to return to Paymaster Dietrich's Caravan.

To cancel any changes you have made (such as hiring and dismissing regiments), click on the **ABORT** bookmark. You will then be taken back to Paymaster Dietrich's Caravan.



THE BOOK OF MAGIC

Similar to the Battle Bestiary, this is your reference book for spells and magic items. As you hire new Wizards you can study their repertoire of spells here. As you find magic items or hire regiments with magic items, you can discover their purpose and therefore put them to good effect. To learn more about magic, see the **BATTLE MAGIC** chapter on page 92.



As with the other books, click on the **NEXT** and **BACK** bookmarks to turn the pages. When you have finished, click on the **DONE** bookmark to return to Paymaster Dietrich's Caravan.

SAVE CAMPAIGN

Click on the map in Paymaster Dietrich's Caravan to save your current campaign. Note that you can only get to the Caravan between missions, so you won't be able to access the Save Campaign function until the current mission is over.



1. To save, click on one of the save game slots, then click on the save button.

2. A dialogue box will appear in which you can type a name for your saved game. When you have made a suitable entry, click on OK or press the ENTER key to confirm and initiate the save.
3. Click on DONE to return to Paymaster Dietrich's Caravan.

GOLD CROWNS

You can find out how much money you have in your coffers by moving your cursor over the gold crowns on Paymaster Dietrich's table. You accumulate gold by completing missions. Usually an initial fee is paid on acceptance of the mission, then the balance is paid at the end depending on your level of success. Mission fees are displayed on the Mission select screen and again during debriefing.

TALK TO PAYMASTER DIETRICH

Paymaster Dietrich can usually be found engaged in his favorite pastimes - counting gold or reading books about gold. However, he will occasionally have some important information to give you. When he does, he will stop reading and turn to face you. Click on him to hear what he has to say.

QUIT CAMPAIGN

This option will take you back to the Main Menu screen after a confirmation prompt. BEWARE - any unsaved mission data will be lost. If you wish to preserve the current campaign, you must save it first (see above for details).



MISSION SELECT



From Paymaster Dietrich's Caravan you can review any missions that have been offered to you. Click on the scrolls in the wooden boxes on the right hand side of the screen. This will take you to the Mission Select screen. From here you can be briefed on all the missions which are currently on offer and find out how much gold you'll be paid on completing them. Click on one of the mission parchments to highlight and select it, then click on the BRIEF button underneath Dietrich.



Some mission briefings plot a route so you can see exactly where the mission will take you. Missions to be conducted in the same immediate area may not need to show a route.

GOLD

Gold crowns are the usual payment for any missions you will be offered. By the time the missions are assigned to you, Paymaster Dietrich will have negotiated a fee for each one. You can see how much you will be paid underneath each mission name in the Mission Select screen. As a general rule, the more gold offered, the more dangerous the mission is expected to be.

Some fees take the form of an advance payment and a completion payment. If this is the case you will be paid the advance on accepting the mission and only receive the completion payment when the mission is over.

MINI CAMPAIGNS

Some missions will naturally lead into others as they are completed to make a 'mini campaign'. Not all of the missions in a mini campaign have to be completed before a separate mission can be accepted. You may want to go back to a mini campaign after you have completed other missions and hired more regiments.

Time goes on as you travel between missions, so any unattempted missions offered may be completed by other mercenary groups in your absence. This is especially likely if your next mission involves more than a few days travel from your current position on the map. When you return you may find some of these missions are no longer being offered for this very reason.

You can left-click through each sentence of the briefing. When you have decided on a mission to accept, click on the ACCEPT button underneath Dietrich's portrait. This will take you to the Troop Selection screen.

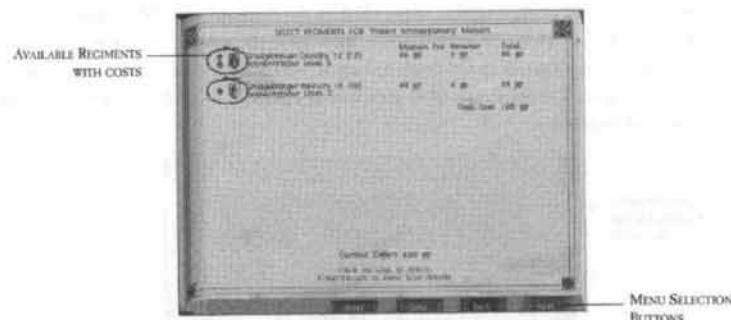
To return to Paymaster Dietrich's Caravan without selecting a mission, click on the ABORT button underneath Dietrich's portrait.



TROOP SELECTION SCREEN

From battle to battle, the exact composition of your mercenary army may change as you carefully select troops appropriate to the task in hand. Careful troop selection is important to maximize your chances of success. Choose the regiments you wish to take on the mission by clicking on them (clicking on them again will deselect them). As these selections are made, the total cost of employing your army is accumulated at the bottom of the army list. A large army costs a lot of money to maintain so be selective, picking only the men you need for the job. On the other hand you may want to simply overwhelm the enemy, potentially inflicting fewer casualties in your ranks and therefore reducing the need for reinforcements.

Note that the Grudgebringer Cavalry are your own regiment and are therefore selected for missions automatically. As long as there are still some troops left, they will always participate in a mission and so cannot be deselected.



If there are more troops available than will fit on the first screen, click on the NEXT and BACK bookmarks to turn the pages and see the remainder.

Note that for patrol or escort missions, cannons and war machines (i.e. heavy artillery) are not selectable. This is due to the nature of the missions - they concentrate on movement and protection against ambushes, while artillery need to be 'dug in' where they stand.

Those regiments that you choose not to select for a mission are paid a retainer to remain at your camp and kick their heels or twiddle their thumbs. It's not a good idea to keep a regiment idle for too long. Fighting is their trade - not only is it a waste of money to pay them to do nothing but they aren't going to be very happy either!

If your current mission requires a journey of great distance to be made, your camp will follow on behind and rendezvous with you after your mission.

When you are happy with your selection, click on the DONE bookmark.

Clicking the ABORT bookmark will cancel your decision to proceed with the mission and return you to the Mission Select screen.

MARCHING ORDER SCREEN

The Warhammer world is not a very safe place to explore. Any journey through unfamiliar territory is prone to ambushes or other encounters. In the event of an ambush or sighting there will be no time to deploy your regiments around the battlefield. You will be plunged into battle in marching order! Bear this in mind when choosing your troop's marching order.

To reposition a regiment in the marching order, click on the regiment you wish to move. The regiment's details will attach to the mouse pointer. Now move the pointer to the new position for the regiment (the list will scroll up and down if there are too many regiments to show on one screen) and click again. The regiment will be placed in its new position, and all affected regiments will be shifted appropriately.



You may wish to compare your regiments in the Troop Roster before you commit them to their marching order. To do this, keep CTRL pressed on the keyboard and click on any regiment in the marching order. When you are finished looking at the Troop Roster click on the DONE bookmark.

When you have issued your marching order click on DONE to begin the mission.

Clicking the ABORT bookmark will cancel your decision to proceed with the mission and return you to the Mission Select screen.

THE MARCH

If a march is necessary, your progress is illustrated on the main map. To give you an idea of scale, one dot on the shown route represents approximately one day's travel.

On the march to your destination you may be ambushed and plunged into battle in marching order (you will not be given the chance to deploy your regiments), or you may have an encounter with friendly regiments. Encounters are usually resolved on the main map screen where you may be offered a mission or perhaps a regiment looking for work. Since your camp travels behind you, fresh regiments can be selected for any such mission offers.



PREPARING FOR BATTLE

DEPLOYMENT PHASE

Perhaps the most important part of any battle is in the planning and deployment of your regiments. Many a battle has been lost in an eagerness to surge into the enemy ranks - while the artillery support are overwhelmed by Boar Riders emerging from the trees! It is crucial that you choose the right deployment for your army. For example, you may want to place your cavalry in the center of your other units in order to give them support quickly if anything goes wrong with your battle plan.

Before the battle actually begins, you have the opportunity to deploy your troops. The Text Window contains the words "Deploy your regiments" during this phase. Deployment involves moving your regiments to suitable starting positions, deciding on their formation (ranks) and setting initial movement orders. However, none of these steps are strictly necessary - you are free to start each battle with your troops arranged as they arrived, but this is not recommended.

Note that in certain missions you will NOT have the opportunity to deploy. For example, if you are on a patrol or escort mission and you encounter hostile forces, your troops will be plunged into battle in whatever order they are marching.

Initially, you will notice a set of white flags in the Battle Window, and a corresponding set of red markers in the Map Window. These indicate the area in which you may deploy your regiments in the current battle. You are free to move the camera around the entire battlefield and observe the terrain and visible enemy regiments. This might give you clues as to how to deploy your regiments most effectively, but you cannot deploy your regiments outside the marked area.

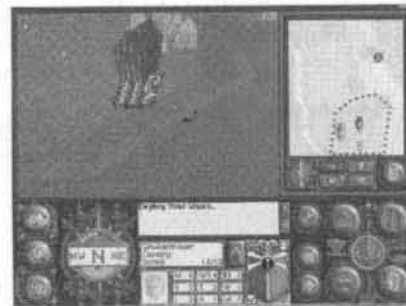
Deployment is carried out one regiment at a time. First, select a regiment to deploy in one of the following ways:

1. Left-click near the troop under the regiment's banner in the Battle Window, or
2. Left-click on the regiment's banner in the Map Window, or
3. Left-click on the Previous/Next Regiment buttons to cycle through your regiments until the required one is found, then click on its banner in the Characteristics Panel.

You can tell which regiment is selected by looking in the Map Window for a banner with a white border. Also, any selected regiments have a tick ✓ in the bottom left corner of their banner in the Characteristics Panel. Note that during deployment you can only select one regiment at a time.

POSITIONING A REGIMENT

To move the selected regiment, click and hold the left mouse button on the regiment's banner then move the mouse to the required position. You can do this in either the Battle Window or the Map Window (see methods 1 and 2, above). If you need to scroll the Battle Window while moving your regiment, you must also hold down the right mouse button. Once the regiment is in the correct position, you can then set the direction the regiment should face. Hold down the CTRL key (whilst keeping the left mouse button held down) then move the mouse. You will see the regiment turn to face the mouse pointer. When you are happy with their position and direction, release the mouse button(s). You can repeatedly adjust each regiment's position and/or direction at any time until you actually start the battle, but you cannot deploy your regiments outside the area marked with white flags.



Keep an eye on the regiment's banner as you move them around. A small icon depicting a tree will appear when the regiment is in cover. This indicates that they are currently 'out of sight' of known enemy regiments.

INITIAL ORDERS

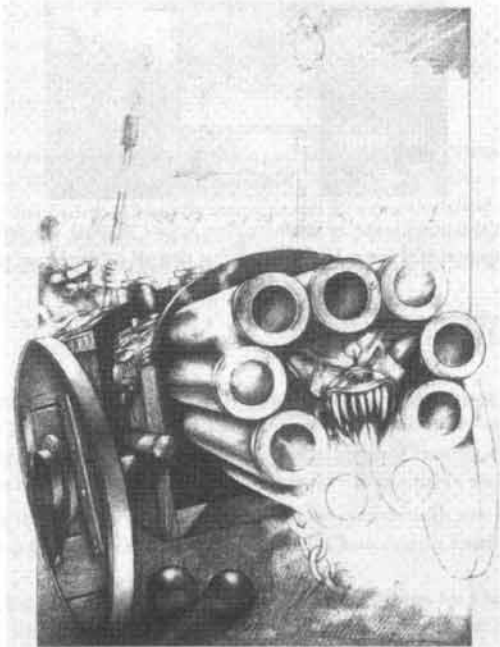
Before battle commences you can give each regiment a set of orders. They will be carried out as soon as you start the battle. Selecting these orders now, before the battle begins, will give you more time to watch and react to events as they happen on the battlefield. When you display each regiment, try and have a clear idea of what you want to achieve in the battle and set the orders accordingly.

Move button



Once you have set the position and direction, click on the move button then click your destination in the Battle Window or the Map Window. A red marker will appear in the Map Window to show the destination. You can set more complicated paths by holding the CTRL key and clicking up to 8 positions in the Battle Window or the Map Window. In this situation, numbered markers will appear in the Map Window showing each position. For full details on using the move button, see the 'TOP LAYER CONTROLS' section on page 75.

If you alter a regiment's position or direction after setting their initial movement orders, the orders will be lost. It is therefore advisable to position ALL your regiments first, then issue any movement orders when you are happy with the positioning.



INTO THE FRAY...

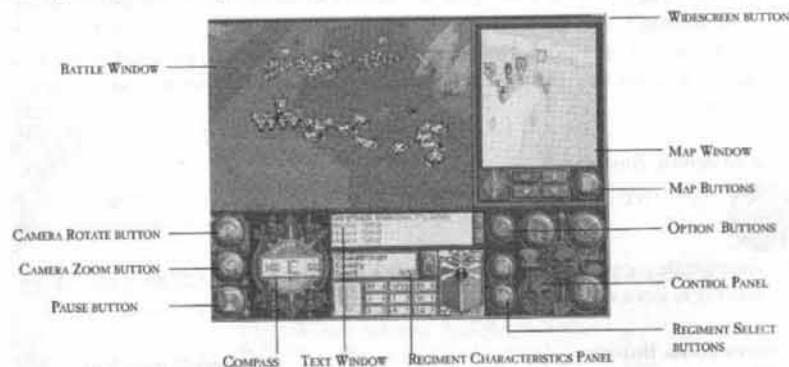
Start Battle button



Once you have finished deploying and setting your initial orders, or if you just want to begin immediately, click on the Start Battle button to commence battle. The battle will start IMMEDIATELY! (This button will change function and allow you to 'pause' the game once the battle is underway. When the mission is over it will change function again and allow you to 'Return to Camp').

CONTROLLING THE BATTLE

During battle, the screen layout will appear as shown below:



THE MOUSE POINTER

During battle the mouse pointer will change to indicate the type of action which is possible or required at the time. The four possible symbols are:



This is the normal mouse pointer, and is used for all actions except when you are choosing a target.



The sword will appear when you are choosing a target for a regiment to engage in hand to hand combat.



The arrow will appear when you are choosing a target for a ballistic regiment to fire on.



The Wizard's staff will appear when you are choosing a target for a Wizard to cast a spell at.

In each case, you should use the top left tip of the pointer to point with.

THE BATTLE WINDOW

The Battle Window is your 'camera's-eye' view of the battlefield. You can move the camera around as follows:

Position the mouse pointer in the Battle Window, then hold down the **right** mouse button. The 'camera' (through which you are looking) should start to move. As you move the mouse pointer around the window the camera will change direction and speed. In later missions you'll need to be able to move around quickly and precisely, so take a minute or two to practice these movements around the battlefield. Note that if you move the mouse pointer completely outside the Battle Window, the camera stops moving. This will also happen if you release the right mouse button at any time and when you have reached the edge of the battlefield area and cannot move any further in that direction.

Camera Rotate Button



You can rotate the camera using this button. Left-click the mouse to rotate the camera to the left, or right-click to rotate the camera to the right.

Camera Zoom Button



You can zoom the camera in and out using this button. A left-click will zoom in, and a right-click will zoom out.

The Compass



As you rotate the camera, the Compass will spin to show the current direction the camera is facing.

The row of lights above the Compass dial depict the amount of magical energy surging across the battlefield, while the scrolling sky below the Compass dial depicts the Winds Of Magic (see the 'BATTLE MAGIC' section on page 92 for full details).

Note that the Compass will be temporarily replaced by a regiment leader's portrait whenever he speaks.

Pause Button



To pause the game, click on the Pause button. A "Game Paused" message will appear in the Text Window. Time is effectively suspended until you resume the game.

To resume the game, click on this button again. A "Game Running" message will appear in the Text Window to confirm that time has resumed again.

Return to Camp Button



When the mission is over, the Pause button will be replaced by the Return To Camp button. You will also see "The Mission Is Over" message appear in the Text Window. Click the Return To Camp button to leave the battlefield and receive your debriefing.

If none of your troops survived (the mission was a failure), you will be taken for debriefing automatically.

The Text Window

This window will advise you of a variety of game events. Look out for messages from individual regiments and leaders as well as more general messages.

The Options Button

Select this if you want to change the way the game behaves. For example, if the game runs slowly you can reduce the graphic quality to gain speed. See MAIN MENU at the start of this Reference Guide for full details.

The Previous/Next Regiment Buttons

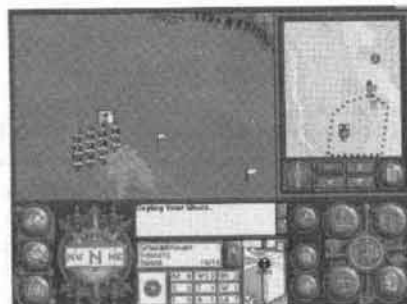


Clicking on these buttons will step backwards and forwards through your regiments. The camera in the Battle Window will also snap to the regiment's position, although the regiment will not actually be selected. To select/deselect the current regiment, click on its banner in the Characteristics Panel. A tick ✓ will appear in the bottom left corner of the banner to indicate that the regiment is selected.

THE CONTROL PANEL

This is where you issue orders to your regiments. See 'THE CONTROL PANEL' section below for full details.

THE MAP WINDOW AND MAP BUTTONS



THE MAP WINDOW

MAP BUTTONS

The Map Window provides an overhead view of the battlefield showing known terrain features. In larger battles this window can be scrolled by placing the mouse pointer in the window, holding down the right mouse button and moving the mouse. Additionally, clicking the left mouse button while pointing at an area of the map will snap the camera in the Battle Window to that position (if the chosen position cannot be reached by the camera, a warning will be given).

To help you locate your position, a small white icon □ shows the camera's position and direction, while a white cross ✕ shows the camera's point of focus.

The banners of all known regiments (friendly and enemy) are also shown subject to the status of the four buttons underneath the map (see below for details). Enemy regiment's banners have a red outline, friendly regiment's banners have a black outline, and the currently selected friendly regiment(s) have a white outline. Note that each banner has a small arrow underneath showing the direction in which the regiment is facing, this arrow is color-coded as follows to show the regiment's status:

White arrow:	Regiment awaiting orders
Red arrow:	Regiment in combat
Yellow arrow:	Regiment fleeing

Remember - enemy regiments' arrows have a red outline, while friendly regiments' arrows have a black outline.

The cluster of four buttons underneath the map allow you to select which regiments' banners are displayed in the Map Window. This is useful in larger battles when a large number of banners can be grouped close together making identification difficult. Note that only the banners are switched on or off by these buttons - the arrows described above will always be displayed to show where regiments are positioned on the map.

Display All Regiments



Click this button to display the banners of all known regiments, friend and foe.

Display Current Regim



Click this button to display the banner of the currently selected friendly regiment(s) only. Note that if no regiments are selected, no banners will be displayed.

Display Friendly Regim

Click this button to display the banners of all friendly regiments only.

Display Enemy Regimen

Click this button to display the banners of all known enemy regiments. The banner of the currently selected friendly regiment(s) will also be displayed.

Mission Objectives Butt

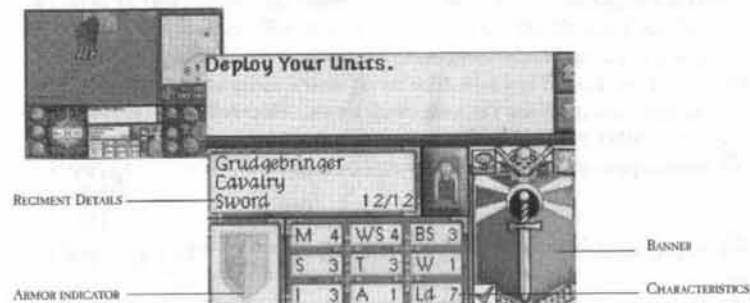
Clicking this button will display the current mission's objectives in the Text Window. If the mission is over, the words "The Mission Is Over" will be displayed.

The Widescreen Button

Clicking this with the left mouse button removes the Map Window and makes the Battle Window fill the screen's width. Left-click the Widescreen button again to regain the Map Window.

**THE REGIMENT CHARACTERISTICS PANEL**

This panel is comprised of four areas and reveals Regiment Details, Armor, Troop Characteristics and Regiment Banners.

**REGIMENT DETAILS**

This area displays the name of the selected regiment, the troops' primary weapon, the regiment's current size (the first digit) and the regiment's original size (the second digit).



Clicking the Helmet button toggles the area to display the name and weapon of the regiment's leader, but only if the regiment has a leader. Click again to return to the regiment's details.

ARMOR

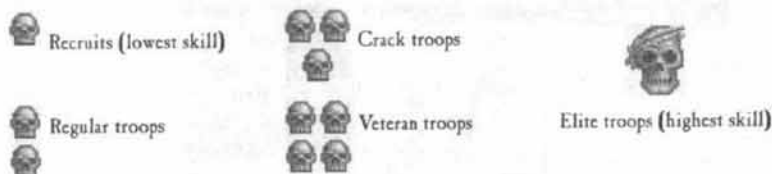
All armored regiments have an Armor Rating from 0 (no armor) to 5 (full armor). There are many different combinations of armor which would give approximately the same protection. For example, a mounted regiment with nothing but a shield would afford the same protection as a foot regiment with heavy armor. Details of Armor Ratings can be found in the ABOUT TROOP CHARACTERISTICS section on page 109.

CHARACTERISTICS

When the Helmet button is toggled to show the regiment's details, the troops' characteristics can be seen. When toggled to show the leader's details, the leader's characteristics are shown. The outcome of battles are resolved by using a series of these characteristics, so they are vital. The abbreviations used are as follows (see the 'CHARACTERISTICS' section on page 109 for full details):

M	Movement Allowance	W	Wounds
WS	Weapon Skill	I	Initiative
BS	Ballistic Skill	A	Attacks
S	Strength	Ld	Leadership
T	Toughness		

Clicking in the characteristics area toggles the area to display the regiment's overall battle value. This is a good indication of how formidable the regiment is during battle. Click again to return to the regiment's characteristics. The battle values are indicated as follows:



NOTE: For enemy regiments, the detailed characteristics are not available. Only their overall battle value will be displayed.

BANNER

Clicking in this area will snap the camera in the Battle Window to the regiment's position, and select/deselect the regiment. There are also four icons which appear on the banner:

 In Cover icon (top left of banner) - this appears when the regiment is in cover, i.e. out of sight of known enemy regiments. Note that this icon only appears during the Deployment phase.

 Routing icon (top left of banner) - this appears when the regiment is routing, i.e. has been broken from combat and is fleeing.

 Artificial Intelligence icon (top right of banner) - this appears when the regiment's A.I. is switched on, and disappears when it is switched off (see 'THE CONTROL PANEL' section below for full details).

 Regiment Selected icon (bottom left of banner) - this indicates that the regiment is currently selected.

THE CONTROL PANEL

Normally, a regiment will move and fight with little more commands than 'move here' or 'attack there'. Archers will move and shoot when in position, Cavalry will charge at the foe, Wizards will cast spells and so on. However, you may sometimes want your Archers to get into hand to hand combat, or you may even want your Wizard to charge into the Fray! The Control Panel allows you to do this, by having much more control over your troops and what they do.

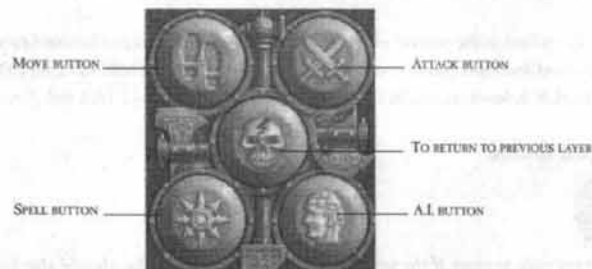
Clicking on many of the buttons on the Control Panel brings up a new 'layer' of buttons, expanding the options available to you. To return to a previous layer, click the central 'Skull' button. Most of the buttons also have keyboard alternatives; these are detailed on the separate Keyboard Reference chart.

NOTE: The buttons described below are those that appear during the battle itself, i.e. after the deployment phase. For details of the buttons available while you are deploying, see the 'DEPLOYMENT' section on page 56.

The following instructions all assume that you have a regiment selected (see the 'Deployment' section on page 56). Note that during the game you can select several regiments by holding down the SHIFT key as you click each regiment. In this way you can issue the same orders to several regiments at once.

BASIC ORDERS - TOP LAYER CONTROLS

These buttons cover all of the basic orders in a battle - moving, fighting and so on. Each is explained in detail below:



Move Button



To move a regiment to another position on the battlefield, click on the move button then click your destination in the Battle Window or the Map Window. A red marker will appear in the Map Window and the regiment will then manoeuvre to the destination, avoiding any obstructions in its path. You can set more complicated paths by holding the CTRL key and clicking up to a maximum of 8 waypoints in the Battle Window or the Map Window. The regiment will then maneuver to each waypoint in turn.

Patrol loops

To set a patrol loop, proceed as above but make the final destination the same as the starting point. This is easiest to perform when done in the Map Window.

When you click the Movement button you will see a second layer of buttons offering extra commands. See 'MOVEMENT LAYER CONTROLS' below for details.

The Attack Button



To order a regiment to attack an enemy, click this button then click on the enemy regiment you wish to engage either in the Battle Window or the Map Window. Regiments with hand weapons will maneuver to the enemy's position and attack them using hand to hand combat, while those with long range weapons will fire at the enemy if they are in weapons range.

If you want to have more control over the fight, click the Engagement button and you will see a second layer of buttons offering extra commands. See 'ENGAGEMENT LAYER CONTROLS' below for details.

The Spell Button



This button only appears if the selected regiment is a Wizard. You should also be familiar with the concept of the Winds of Magic before you try and cast any spells. Please read the BATTLE MAGIC section on page 92 for details about magic and how to use this Spell Button.

The A.I. (Artificial Intelligence) Button



A.I. (Artificial Intelligence) breathes life into all of the creatures living in the Shadow of the Horned Rat. Without it they would never react or perform tasks on their own.

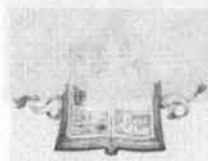
All regiments start with their A.I. switched ON. Under normal circumstances you will want to keep this switched on so that they react automatically when threatened by an enemy regiment. However, in certain circumstances you may want to turn a regiment's A.I. off, thus giving you complete control. For example, you may not want your regiment of Dwarf Warriors to charge into a nearby fight - you may want to save them for the Orc regiment who have just emerged from the trees on the other side of the battlefield. Turning the A.I. off will ensure that your regiment will sit tight until you issue the order to attack. With the A.I. turned on, your regiment will probably charge into the nearby fight, and be charged in the rear themselves when the Orcs arrive.

To switch A.I. off, click the A.I. button once. The A.I. indicator at the top right of the regiment's banner will disappear. To switch it back on, click this button again. The A.I. indicator at the top right of the regiment's banner will reappear.

Any Missile Regiments (with the exception of War Machines such as cannon) who have their A.I. switched on will automatically fire on enemy targets that they perceive as an immediate threat. You will learn more about War Machines as the game progresses (refer to the Bestiary as and when you encounter them).

If you target an enemy when your archer's A.I. is turned on, they will move within range and attack, but retreat if they fall under attack themselves.

Any Wizards who have their A.I. switched on will automatically cast a spell at enemy regiments which are threatening them. In addition they will also try to cast Dispel Magic when enemy Wizards cast a spell. See BATTLE MAGIC on page 92 for full details on magic.



MOVEMENT LAYER CONTROLS

CLICK ON MOVE BUTTON TO GO TO MOVEMENT LAYER CONTROLS



RANKS BUTTON



TURNS BUTTON

WHEEL BUTTON

HALT BUTTON

These buttons are used to issue other movement-based orders not covered by the move button (as detailed in 'TOP LAYER CONTROLS' above). For example, if you wish to change formation, direction etc. Their functions are as follows:

THE RANKS BUTTON

The number of Ranks defines the formation of your regiment. For example, a regiment of twelve troops could be formed of six ranks of two soldiers, three ranks of four soldiers and so on.

When you click the Ranks button you will see a third layer of buttons offering extra commands or functions:

INCREASE NUMBER OF RANKS



RANKS INDICATOR

DECREASE NUMBER OF RANKS

Increase Ranks Button To increase a regiment's ranks, click this button.

Decrease Ranks Button To decrease a regiment's ranks, click this button.

Ranks Indicator This shows the current number of ranks, as set by the Buttons above.

Changing the formation of your regiment is useful in two ways. It can help your regiment hide in cover, and the more ranks they are deep when facing an enemy, the more sturdy they will be when charged.

THE TURNS BUTTON

When you click the Turns button you will see a third layer of buttons offering extra commands.

TURN TROOPS LEFT



TURN TROOPS RIGHT

ABOUT-FACE TROOPS

Turn Troops Left Button

To turn a regiment's troops 90 degrees to the left, click this button.

Turn Troops Right Button

To turn a regiment's troops 90 degrees to the right, click this button.

About-Face Troops Button

To about-face a regiment (turn through 180 degrees), click this button.

THE WHEEL BUTTON



Wheeling a regiment pivots the entire regiment on the spot. They can turn in any direction and remain in formation at the same time. This is especially useful in lining up before a charge, where precise positioning as well as timing can be crucial.

To wheel a regiment to face a new direction, click this button. Then click the point for them to face, either in the Battle Window or the Map Window. The regiment will wheel to face the chosen point.

THE HALT BUTTON



Click this button to halt and reform a regiment at any time. If your regiment is in pursuit of a routing enemy they may be reluctant to give up chase as they'll be eager to 'finish them off'. If this is the case, the Halt button will remain depressed and they will stop their pursuit as soon as they see reason!

This button will also halt a missile regiment firing or a Wizard casting a spell.



COMBAT LAYER CONTROLS



ATTACK BUTTON

CHARGE BUTTON



FIRE BUTTON

CEASE FIRE BUTTON

MAGIC ITEM BUTTON

These buttons are used to issue other combat orders, so if you are simply attacking an enemy regiment and leaving them to get on with it (as detailed in 'TOP LAYER CONTROLS' above) you can ignore these buttons. Their functions are as follows:

THE CHARGE BUTTON

On this command the regiment's leader screams "CHARGE", and his troops run towards their enemy shouting and waving their weapons in an attempt to frighten their foe into submission before the melee has even started!

Charging is strategically important because a charging regiment's momentum and power will give them the first strike in the ensuing melee and secure an additional strength bonus for the first round of combat.

To order a regiment to charge, click this button. The regiment will immediately charge in the direction they are currently facing. The distance they charge depends on the regiment's set charge distance (taken from their Movement Allowance, see the TROOP CHARACTERISTICS TABLES near the back of this manual for these values), after which time the regiment will become exhausted and rally (stop running and re-form). They will then be available for further orders. If the regiment hits an enemy regiment during their charge, they will start to fight them.

Regiments will quite often charge into battle automatically, however their A.I. (Artificial Intelligence) will only let them do so at a safe distance which will guarantee success. There is a margin for improvement and you can anticipate this by taking over and manually clicking the Charge Button yourself. If your charging regiment falls short though, they will be left fighting for breath in the face of the enemy and be extremely vulnerable to attack!

You can also instruct a regiment to charge at a routing enemy regiment. You should inflict some hits on them as your regiment charges through them. Note that you won't be able to engage a routing regiment in normal combat (for example hand to hand) because they will be too busy fleeing to stop and fight!

THE FIRE BUTTON

This button only appears if the selected regiment has missile weapons such as crossbows or war machines (cannons, mortars etc.)

- To order a regiment to fire, click this button then click on the enemy regiment you wish to fire upon either in the Battle Window or the Map Window. The regiment will turn or wheel to face the enemy (if possible), then fire repeatedly as governed by the regiment's Rate of Fire*. If the target is out of range, the regiment will wait until the enemy regiment comes into range and then begin firing.
- To order a regiment to stand and search for any in-range enemy targets, click on the regiment itself. A message will appear in the Text Window to confirm this. As soon as a target comes into range within the regiment's line of sight, the regiment will fire repeatedly as governed by their Rate of Fire*.
- To order a regiment to fire at a point on the battlefield, click the required point in the Battle Window or the Map Window (the point must be within the regiment's line of sight). The regiment will fire once only. If the target point is out of range or not in the line of sight, a message will appear in the Text Window and no further action will occur.
- To order a regiment to fire at a building, click on the target building in the Battle Window or the Map Window (the target must be within the regiment's line of sight). The regiment will fire repeatedly as governed by their Rate of Fire*. Note that fire from archers and crossbowmen is ineffective against buildings, but fire from war machines most certainly is not!

* Each missile firing regiment has a predetermined Rate of Fire, which governs the time taken for the weapon to be reloaded and retargeted. No regiment can fire faster than this rate (which is based on their 'Initiative'. See the TROOP CHARACTERISTICS TABLES near the back of this manual for these values).

THE MAGIC ITEM BUTTON

Some characters (Wizards, Captains etc.) wield powerful magic weapons or other magic items such as armour, shields, potions etc. These items are imbued with powerful spells and are potent weapons in your own arsenal. They should not be ignored! This button will only be available if a magic item is possessed by the selected regiment's leader. Please read the MAGIC ITEMS section on page 96 for full details.

TOP LAYER CONTROLS - DURING MELEE

When a regiment is in hand-to-hand combat, a single layer of buttons is available. You can intervene by clicking the buttons found here:



THE ROUT BUTTON

If you think a regiment is doing badly in battle, this button can be used to force them to break off from the fighting and run. Note that there is a risk involved with using this button - the regiment may be pursued and cut down, or may rout (flee) off the battlefield completely.

THE HERO BUTTON

To encourage a regiment to even greater effort during battle, select the regiment and click the Hero button repeatedly to boost their strength. This is a temporary boost which only occurs while you click the button and it only affects the regiment whose banner is displayed in the Characteristics Panel.

THE SPELL BUTTON

This button only appears if the selected regiment is a Wizard. See BATTLE MAGIC on page 92 for details.

THE MAGIC ITEM BUTTON

This button only appears if the selected regiment's leader possesses a magic item. Again, refer to the MAGIC ITEMS section on page 96 for details.

TOP LAYER CONTROLS - WHEN ROUTING

When a regiment is routing, all you can do is try to rally them.



RALLY BUTTON

THE RALLY BUTTON

Rallying calls for your regiment's troops to cease their rout and regroup. This is important to regain control of units which may flee off the battlefield and therefore be lost for the remainder of the mission. The Rally button allows you to do this.

To ensure a regiment attempts to rally while routing, make sure this button is depressed. Providing the regiment's A.I. is switched ON, the button will be depressed automatically anyway.

If the regiment's A.I. is switched off, this button must be depressed by you for the regiment to attempt to rally.

LINE OF SIGHT

An important feature of any battle is the ability of the troops to see each other. The battles in Shadow of the Horned Rat employ a line of sight system between friendly and enemy forces, which functions as described below.

Any enemy regiment on the battlefield will only be displayed in the Battle and Map Windows if it has been spotted by one of your own regiments. In order for an enemy regiment to be spotted they must be within your regiment's field of vision (a cone-shaped area projecting out in the direction your regiment is facing) and your regiment's view to them must be unobstructed. The enemy regiment will also be harder to spot the further they are from your regiment. Once spotted, the regiment will appear in the Battle and Map Windows for the duration of the battle and can be acted upon by any of your own regiments.

Note that the above rules apply equally to the enemy spotting your own regiments, so make the best possible use of cover when deploying and during battle. If the enemy doesn't know you're there, you have a distinct advantage!



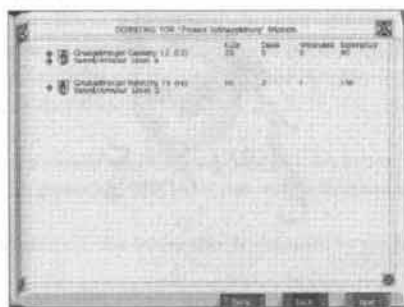
AFTER THE BATTLE

Battles can end for a number of reasons. On the optimistic side, the battle might end because you have been victorious! You achieved all your mission objectives and were given the chance to select the **RETURN TO CAMP** button. On the other hand, you may have lost all of your regiments (either because they were all dead or injured) and the mission came to a premature end - taking you directly into a debriefing by default.

DEBRIEFING



The first page gives the overall result of the mission. You will be told whether the mission was a success or a failure, and which objectives were and were not met. Click on the "Next" button to move to the next page, or the "Done" button to end the debriefing and return to Paymaster Dietrich's Caravan.



The second page details the performance of each regiment, giving details such as number of casualties, number of kills, experience points earned and so forth.

Troops who fell during the battle are not necessarily dead. They may only be injured. Injured troops will require some time to rest, and therefore will not be available for the duration of the next battle (although the remainder of the regiment can be taken into battle as normal). In the event that all troops in a regiment are actually killed, the regiment will be lost for good. In the event that a war machine's crew are all killed, the machine will be lost too.

If you do particularly badly in a battle, recuperated troops might want more gold to fight for you next time!

Click on the "Next" button to move to the next page, the "Previous" button to move to the previous page, or the "Done" button to end the debriefing and return to Paymaster Dietrich's Caravan.



The final page gives a financial summary, detailing the costs of the mission, payment received, and your overall financial situation. Click on the "Previous" button to move to the previous page, or the "Done" button to return to the Caravan screen and continue your campaign.



MANAGING YOUR ARMY

PAYING YOUR TROOPS

Your assembled army of muscle and steel do not risk their lives for the love of battle. They need hard cash to fuel their sword-arms. There are two levels of fee you can pay your regiments, known as a Retainer and a Mission Fee. These fees will vary depending on the regiment's experience and size and these fee details will be found for each regiment in the Troop Roster.

Retainers Retainers are paid at the start of every new mission to all non-combat regiments, i.e. those not selected for the mission. This is their standby fee for staying at camp and not wandering off to find work that pays better.

Mission Fees This is the fee you must pay each regiment you are sending into battle.

You are free to take as many regiments as you like into battle, but remember, when you do not have enough money to pay your own Grudgebringer Cavalry regiment a mission fee, your army will desert you and the campaign will end. It may prove advantageous to be frugal (avoiding unnecessary expense) as a large force can be pretty costly as well as excessive for your needs.

HIRING AND DISMISSING REGIMENTS

At various points in the game, Paymaster Dietrich will inform you that there are regiments willing to join your army. This usually happens while visiting towns, because that is where regiments are more likely to find work. However, Dietrich can also be approached by Warriors, regiments of Knights or Mercenaries looking for employment while you are on a march.



To view their credentials go to the front of the Troop Roster book. You will recognize them by the large FOR HIRE stamp! To purchase their services click on the HIRE bookmark and they will be permanently added to the Troop Roster.

You can also dismiss some regiments from here but remember - once a regiment has been dismissed they will never again approach you for work! To fire a regiment click on the FIRE bookmark. (The only valid reasons for dismissing a regiment is whether you can afford to keep them in your employ or not).

REINFORCEMENTS

As the campaign progresses, each regiment's complement will undoubtedly be whittled down. Paymaster Dietrich is always on the lookout for suitable replacements and there are often individuals willing to fill this role in their search for glory and gold. Reinforcements can only be found in towns or cities and Dietrich will inform you when there are any available. Details are found at the beginning of the Troop Roster where you will be offered the maximum number available to each of your regiments. Enter the number of reinforcements you wish to hire for each regiment and click on HIRE.



Note that you can only reinforce a regiment up to its original size. Also, you cannot recruit extra Wizards - you are limited to those who you are lucky enough to meet on your travels. Finally, recruiting men for a war machine regiment recruits only the crew - you cannot increase the number of machines!

GAME OVER

The current campaign will come to an end on one of the following conditions:

1. The Commander is killed in Battle.
2. You can no longer afford to pay your regiments. When you no longer have the funds to pay the Grudgebringer Cavalry (your own regiment) they will leave your army and you will be declared bankrupt.
3. You complete the game.



ABOUT TROOP CHARACTERISTICS

Each type of person or creature in the Warhammer world is described by means of a set of characteristics. These characteristics are measured on a scale of 1 to 10 - the higher the number, the better. A table giving the characteristics of all regiments in the game can be found on page 110. The characteristics are:

Movement Allowance (M)

This represents the speed at which a regiment can maneuver, and is also used as a basis for calculating their charge distance.

Weapon Skill (WS)

This defines how skilled a warrior is with his weapons, or how vicious a monster is. The higher the value the more likely the fighter is to hit a hand-to-hand combat opponent.

Ballistic Skill (BS)

This defines how skilled a warrior is with ranged weapons such as bows or crossbows, or how accurate a ranged war machine such as a cannon is.

Strength (S)

This shows how strong a creature is, and therefore how hard it can hit. Strength is used to determine how easily a creature can hurt an opponent it has struck. The strength of the weapon is also taken into account.



Toughness (T)

This is a measure of a creature's or a machine's ability to resist damage when hit. The higher the value, the lower the chance of landed blows actually inflicting wounds.

Wounds (W)

This shows how much damage a creature or machine can take before it dies or falls unconscious (or in the case of machines, before it is ruined).

Initiative (I)

This indicates how fast a creature can react. In close combat this is used to determine the order in which creatures strike.

Attacks (A)

This defines how often a creature attacks during close combat. A creature with more than one attack can potentially strike more than one enemy creature in the same round (see COMBAT MECHANICS on page 89 for more details on rounds).

Leadership (Ld)

This shows how brave and solid a creature is. A creature with a high leadership is less likely to flee from close combat (rout), and is more likely to rally if it does rout. Also, all regiments with a leader use his Leadership in any tests (explained below).

ARMOR

Any regiment equipped with armor will be less likely to sustain wounds from hand to hand attack, missile weapons and some spells.

You will notice that all regiments have an Armor Rating which is shown on screens such as the Troop Roster and the Troop Selection Screen. These Armor Ratings range from 0 (no armor) to 5 (full armor). In the tabletop WARHAMMER BATTLE game each armor type has a name such as 'shield', 'chain plus shield' etc. The reason we have Armor Ratings as opposed to written descrip-



tions is simply for ease of comparison. After all, there are many different combinations of armor which would produce the same result. For example, a mounted regiment with a shield would have approximately the same protection as a foot regiment with heavy armor, making an Armor Rating of 2. In WARHAMMER BATTLE, any wounds on such an individual would be ignored on a roll of five or more on a six sided die (known as an armor save of 5+).

The Armor Ratings are as follows:

<i>Armor Rating</i>	<i>Tabletop Warhammer Equivalent</i>
Armor Rating 0	(Armor Save: None)
Armor Rating 1	(Armor Save: 6+)
Armor Rating 2	(Armor Save: 5+)
Armor Rating 3	(Armor Save: 4+)
Armor Rating 4	(Armor Save: 3+)

Note that if a troop is mounted, his Armor Rating is increased by 1. Therefore the Armor Ratings for mounted troops are:

<i>Armor Rating</i>	<i>Tabletop Warhammer Equivalent</i>
Armor Rating 1	(Armor Save: 6+)
Armor Rating 2	(Armor Save: 5+)
Armor Rating 3	(Armor Save: 4+)
Armor Rating 4	(Armor Save: 3+)
Armor Rating 5	(Armor Save: 2+)



WEAPONS

Some weapons are exceptionally powerful and they give their wielder a Strength bonus in hand to hand combat. This means that the wielder's Strength is increased by the value indicated below:

<i>Weapon</i>	<i>Strength bonus</i>
Greatsword (two handed sword)	+2
Two-handed Hammer	+2
Mounted Lance	+2 (on charging only)
Halberd	+1

Projectile weapons inflict damage relative to their strength, as below:

<i>Weapon</i>	<i>Strength</i>
Short Bow	3
Long Bow	3
Wood Elf Bow	3
Crossbow	4
Gyrocopter Bomb	4 (2 for indirect hits*)
Volley Gun	5
Mortar	7 (3 for indirect hits*)
Rock Lobber	10 (5 for indirect hits*)
Cannon	10 (5 for indirect hits*)
Imperial Cannon	10 (5 for indirect hits*)
Doom Diver Catapult	10 (5 for indirect hits*)
Doomwheel	2, 4, 6, 8 or 10 (For 'Lightning' attacks)

* An Indirect hit refers to the blast area of the weapon, i.e. the shell has not hit the target but the blast from the explosion has.

For an explanation of how Strength influences damage see COMBAT MECHANICS on page 89.

EXPERIENCE POINTS

Experience points are the means by which a regiment's characteristics can be increased. You will notice in the Troop Roster that each regiment has its own number of experience points. These are gained by killing enemy troops and they represent the troops' level of field experience or how 'battle hardened' they are.

Experience points are awarded after each battle to the participating regiments who actually scored kills. The amount of points awarded per kill is dependant on how powerful the enemy was.

For example, 4 points are awarded for each Goblin Sticker killed, while 28 points are given for defeating a Giant.

As a regiment's experience points increase their characteristics will increase as follows:

2000 Points - Regiment receives +1 Weapon Skill
(missile firing regiments receive +1 Ballistic Skill)*

4000 Points - Regiment receives +1 Strength*

6000 Points - Regiment receives +1 Wound*

* These awards are only given once, i.e. a regiment will not have received three +1 Weapon Skill awards by the time they exceed 6000 experience points!

NOTE: Wizards do not receive the above awards. Instead, they advance through Wizard Levels. See WIZARD LEVELS on page 95 for details.



PSYCHOLOGY

In addition to the characteristics described above, many types of creature either cause, or are subject to, psychology rules.

The following descriptions mention various 'tests'. These are not physical tests that you (the player) have to witness or participate in. These are tests performed by the game, based on the various TROOP CHARACTERISTICS. In the tabletop WARHAMMER BATTLE game tests are rolled by the players on two six sided dice. For example, a leadership test is often performed to see if a regiment will rout (run away) from combat. If the result is higher than the regiment's Leadership value then the test has failed and the regiment will rout. In Shadow of the Horned Rat the computer simulates these dice rolls.

FEAR

Fear is a reaction to huge monsters or unnerving situations. If a regiment wishes to engage an enemy that it fears, it must first take a Leadership test to overcome its fear. If a regiment is charged by an enemy that it fears it must take a Leadership test - if the regiment fails the test the regiment will flee.

For a list of regiments which cause or are subject to fear see SPECIAL RULES on page 114.

HATRED

Hatred is a powerful emotion borne of rivalry, grudges and irreconcilable feuds. Troops which hate their hand-to-hand adversaries take any rout tests with a Leadership value of 10, making them unlikely to rout from the combat. In the first 'round' they will also re-attempt any blows which fail to hit the enemy.

For a list of regiments which are subject to hatred see SPECIAL RULES on page 114.

FRENZY

Certain warriors can go into a fighting frenzy, a whirlwind of destruction in which all concern for their personal safety is ignored in favor of blood-letting. Frenzied troops fight in hand-to-hand combat with double their normal attacks, and will always pursue a routing enemy.

COMBAT MECHANICS

The characteristics described above are used most often during combat. Note that the descriptions which follow are summarized - the actual computations don't exactly make interesting reading! You don't need to know the information that follows, but it will help you to understand how the results of combat are decided.

CHARGING

When a regiment engages an enemy regiment, calculations are made to determine which regiment is to 'gain' the charge and which is to 'receive' the charge. These calculations are based on the regiment's Movement and Initiative characteristics, with an element of chance included too. The regiment with the highest Movement and Initiative is most likely to gain the charge and will get to strike their foe first as well as be awarded a Strength bonus for the duration of the initial combat round.

ROUNDS

Once your regiment clashes with the enemy, the resulting combat is resolved by the computer calculating a series of combat 'rounds'. Each round lasts thirty seconds and during this period of time, the computer makes certain combat calculations to see who is winning.

HAND-TO-HAND COMBAT

In each combat round, the front rank of each regiment in the battle attacks. The regiment with the highest initiative attacks first. The 'Attack' characteristic shows how many times each mercenary warrior can attack in each round. When an individual attacks another, the Weapon Skill of the combatants is compared to determine whether the attacker landed a blow. If so, the attacker's Strength is compared to the victim's Toughness to determine whether the blow caused a Wound. If so, there is a chance his armor may save him. If this armor save fails, the blow hits home and the wound is caused. NOTE: Some weapons give the attacker a Strength bonus during combat. For details of these see 'Weapons' on page 86.

If the troop has more than one attack, the above process is repeated until his attacks have been exhausted. Note that each attack may target a different enemy troop if sufficient enemy troops are close by; this is particularly relevant for monsters, some of whom can have as many as 7 attacks per 'round'.

After a 'round' has been completed, the total number of wounds caused by each side in the melee is calculated. If applicable, bonus points are added for any regiments which charged the enemy in the flank or the rear. Once it is determined which side scored less, all regiments belonging to that side in the melee must take a Leadership test***. Any regiments which fail the test will rout from the combat.

***Leadership tests are subject to psychology rules, for example Dwarf Slayers will never rout from combat. See the 'PSYCHOLOGY' section above for full details of the psychology rules.

MISSILE REGIMENTS

When a missile regiment attempts to fire, the range of its weapon is first considered to determine whether or not it will fire. If the target is out of range, you will be told in the Text Window and no firing will take place. Providing the target is in range and can be seen, a calculation is made using the regiment's Ballistic Skill characteristic (with an element of chance), to determine whether the projectile hit the target. If so, the projectile's Strength is compared to the victim's Toughness to determine whether the projectile caused any Wounds. The Strength of the projectile is taken from the Strength of the weapon which fired it. For details of weapon Strengths, see 'Weapons' on page 86. If the victim is wounded he attempts to make an armor save, based on his Armor Rating, to deflect the blow. If the armor save fails, the projectile hits home and the wounds are caused.

Apart from the range of the strike and the fact that damage is taken from the weapon's Strength (as opposed to the attacker's Strength), missile attacks are resolved the same as hand to hand attacks.

Some missile weapons such as cannon also have a blast area, which can cause damage to a large number of enemy troops in one strike.

WAR MACHINES

War machines can be prone to fail or misfire in one of the following ways:

- May not shoot - a minor fault prevents the machine shooting in this 'round'.
- Disabled - a more serious fault prevents the machine shooting for the next 2 'rounds'.
- Destroyed! - the machine breaks up under the strain placed upon it and is permanently destroyed.



BATTLE MAGIC

The Winds of Magic

The Winds of Magic are the means by which human Wizards cast their spells. As magical energy seeps into the material world it fragments into eight distinct types or qualities. Just as oil spilled onto water produces a rainbow of colours, so magic produces a polychromatic display of swirling clouds. These clouds make complex patterns in the air as they blow from north to south, some magic riding high, other falling to the ground and seeping into the earth and rock. Of course these billows of energy are not visible to everyone. Certain talented humans spend years training to harness their powers and study at one of the eight colleges of magic in Altdorf: the Bright, Gold, Jade, Grey, Light, Celestial, Amethyst and Amber college.

CASTING SPELLS

In the Warhammer world, magic is naturally drawn to battlefields. As the Winds of Magic billow over the battlefield, a magician must draw from the energy that is available at that time. This is represented by the blue lights over the scrolling dial on the Compass. Each blue light represents one magical Power Point. When casting a spell (see below) you will notice that each spell has a number next to it. The number denotes the number of Power Points required to cast it. You can only cast a spell if the number of lights lit is equal to or greater than the number of power points required. Once the spell has been cast, the appropriate number of power points will be deducted from the current stock as shown on the Compass.

Every sixty seconds the winds change and a different amount of magic is made available for your Wizards to use. This is the Winds of Magic cycle.



THE SPELL BUTTON



This button is available as a basic order on the 'Top layer of controls' on the Control panel during a battle (after the deployment phase). You need to have selected a Wizard first else the Spell button won't be available.

To order a Wizard to cast a spell, click this button. A list of available spells will appear under the Text Window. Select the spell to cast by clicking on it, then proceed as follows:

1. A green tick ✓ will appear next to any spell which requires a target to be selected before the Wizard can begin casting.
2. Click on the target (which can be an enemy regiment, a friendly regiment, or a point on the battlefield) in the Battle Window or the Map Window. A red X will appear next to the spell, indicating that the Wizard is now casting the spell. Once the spell takes effect, a yellow flash will appear next to the spell, indicating that the spell is in progress.
3. A red X will appear next to any spell which does not require a target. This indicates that the Wizard will cast the spell immediately once it has been selected. Again, once the spell takes effect a yellow flash will appear next to the spell, indicating that the spell is in progress.

Spell Duration

Once a spell has run for its duration, the yellow flash will disappear, indicating that the spell is no longer active.

- Note that some spells have a lasting effect, and will stay in effect until cancelled by the casting Wizard or dispelled by any Wizard. To cancel such a spell without casting Dispel Magic, hold down the CTRL key and click the spell. The yellow flash will disappear, indicating that the spell is no longer active.

Sustained Attack

- To launch a sustained attack on a target, click the spell button as normal to display the spell list. Then click the spell button again, and click on a target. The Wizard will select a suitable spell to cast at the target as often as he can. To cancel the attack, click the spell button again or move the Wizard.

DISPEL MAGIC

Dispel Magic is a vitally important spell which all Wizards have the ability to cast. When an enemy Wizard casts a spell you can attempt to nullify it by casting Dispel Magic. Your first attempt will not always be successful as there is a 50% chance it will work. If Dispel fails you can try again until your supply of Power Points is exhausted. Note that if you cast Dispel Magic when there is nothing to dispel, a green tick ✓ will appear next to 'Dispel Magic' indicating that the Wizard is waiting to cast. As soon as an enemy Wizard tries to cast a spell, the Wizard will attempt to dispel it. There is no range limit for Dispel to work.

To Dispel your own spells (for example those that last a long time), you need not expend valuable Power Points. Hold down CTRL and left click on the spell's name in the spell panel.

When your Wizard is killed any spells he has cast are automatically dispelled.

Automatic Dispel feature

Note that if the Wizard's A.I. is turned on he will automatically attempt to Dispel enemy magic. If Auto Dispel fails to nullify the enemy spell then your Wizard has been beaten by his enemy for this Winds of Magic cycle (sixty seconds); he can only try to Dispel each enemy spell once per cycle. If you have more than one Wizard on the battlefield they can both have one attempt each per cycle to Dispel an enemy spell. Be aware that the Auto Dispel feature will automatically take the power point it needs before it is cast.

- To cast Dispel Magic manually (which is only required if the Wizard's A.I. is switched off - see below) click the spell button as normal to display the spell list, then click 'Dispel Magic'. If there are any enemy spells in action on the battlefield, the Wizard will attempt to dispel the closest one to him immediately. If there are no enemy spells to dispel, a green tick ✓ will appear next to 'Dispel Magic' indicating that the Wizard is waiting to cast. As soon as an enemy Wizard tries to cast a spell, the Wizard will attempt to dispel it.

WIZARD LEVELS

In Warhammer all Wizards can be divided into four skill levels. He will have one, two, three or four spells depending on his level as below:

Level	Wizard	Number of Spells
1	Wizard	1
2	Wizard Champion	2
3	Master Wizard	3
4	Wizard Lord	4

When a campaign is started the Wizards are given a set allocation of spells from the list. These spells will belong to their own particular branch of magic - Bright, Amber, etc. (see SPELL LISTS below). As a Wizard gains more experience points he will increase his Wizard Level until he reaches the level of Wizard Lord. As he reaches a new level he is therefore entitled to another spell and these are determined at random from the remaining spells in his branch.

Each Wizard is promoted one level for every 2500 experience points gained (See EXPERIENCE POINTS on page 87 for information on how these points are awarded).



MAGIC ITEMS

MAGIC ITEM BUTTON



In the Warhammer world a handful of master craftsmen are able to harness the power of Magic to create powerful artifacts (a magic sword, shield, armor etc.). One such magic item is 'Grudgebringer', the sword which Morgan Bernhardt named his mercenaries after. Some regiments already possess a magic item when they are recruited into your army. If a regiment is lucky enough, they can also be found on the battlefield. In this case you will be told of their find in the mission debriefing. The Magic Item button appears on the Combat layer of controls if the selected regiment's leader possesses a magic item.

Some magic items are active all the time (e.g. armor or shields) but some are weapons and must be activated using the Magic Item Button. To order a regiment's leader to use a magic item, click this button. A list of available magic items will appear under the Text Window. Select which one to use by clicking on it; then proceed as follows:

1. A green tick ✓ will appear next to any item which requires you to choose a target first before it can be used. Click on the target (which can be an enemy regiment, a friendly regiment, or a point on the battlefield) in the Battle Window or the Map Window. Once the magic takes effect, a yellow flash will appear next to the item, indicating that the spell is in progress.
2. Once the spell has run for its duration, the yellow flash will disappear, indicating that the spell is no longer active.
3. Note that such a magic item can only be used once per Winds of Magic Cycle (every 60 seconds).

THE BATTLE OF MESTBURG PART II

All around the hillock, the grass was slick with mingled black and red blood. Bernhardt withdrew Grudgebringer, his sword, from the still twitching corpse of the Goblin Fanatic who had crashed into the ranks of his halberdiers, pulverizing them with an immense metal ball on a length of rusted chain. Grudgebringer glittered and sparkled, white fire running along the edge of the shining blade, unsullied or tarnished by blood or gore.

It seemed that they had reached an impasse in the fighting. With the death of the Fanatics, the foremost mass of Night Goblins had halted in dismay, arguing and bickering amongst themselves at the bottom of the hill. Behind them, the hulking shapes of Orcs and worse approached, howling and snarling at their smaller cousins to get stuck in. A flurry of black fletched arrows washed against the ranks of the Grudgebringers, and young Valek fell with his throat pierced, and his young blood staining his surcoat.

The mercenaries had been forced to the very topknot of the hillock, and formed a tight circle around the cannons. The Elves had run out of arrows some hours ago, and were now fighting close quarter with their wicked blades, standing alongside Dwarf and Man to close the gaps in the thinning ranks. The cannons themselves were loaded and ready, but once fired, there was no more tinder or shot left. Bernhardt knew that the last shots must count.



The valley was full of Orcs, a black crawling mass whose stench reached up to assail his nostrils even while the fighting ebbed awhile. More Orcs than even Bernhardt had expected had assaulted their positions non stop for five hours or more, and the air was thick with the reek of them. For the first time he began to wonder if he would live to see another day.

To Bernhardt's right stood Schepke, his emotionless face giving nothing away. His armor was battered and dented, and blood ran freely down his left arm, where an Orcish blade had penetrated the shoulder joint of the armor. Schepke still managed a weary grin, and gesticulating at the goblins below, he shouted to his men "See, they have no stomach for a fight when faced by real warriors!" Turning to Bernhardt, he shouted again, this time at the Goblins and Orcs themselves "What are you waiting for, night filth? Come on up and taste Grudgebringer, and meet your death!" As he finished, Bernhardt held aloft the magical sword so all could see, and the burning fire along the blade caused the Night Goblins to wail and gibber, covering their eyes from the hated glare and backing away in confusion.

Bernhardt had waited for this moment, and seized the chance eagerly, bringing his sword down in a sweeping gesture which the gunners recognized at once. The two mighty cannons roared, and the air was full of fire and smoke as hot metal shards raked the Night Goblins into a mass of



bloody sinew and chalk white bone in an instant, tearing on into the tight press of Orcs behind. As the smoke cleared, a great cheer went up from the human ranks, and other cannons along the ragged defensive line fired in unison. Like a wave of blazing thunder the sound of cannonades went up and down the line, joined by the tearing rattle of a volley gun and the flash of lightning as Uberstrom, the Celestial Wizard unleashed his power on the orkish army. A dull green flickering witchlight answered, as some unseen

Shaman replied in kind, but it was too late. Confident of victory, the Orc horde had seen its best ranks ripped asunder in a moment, and they began to waver in their determination to press home the attack.

Mighty Black Orcs roared their anger and frustration, contemptuous of their cowardly kindred. Massive Ogres pushed on, dim wittedly perceiving that something was wrong, but driven on by blind momentum, tearing holes in the human line with massive clubs and mauls. But they were few, and were pulled down or riddled with arrows and musket fire.

At that moment the unthinkable was happening - the Orcs were teetering on the brink of a rout. Bernhardt recognised the fact immediately, and knew that the Orc Warbosses would be doing their utmost to rally their forces, seize back the initiative and clinch the defeat of the puny, outnumbered humans. Even as he looked around and assessed the situation, a black shape as tall as the clock tower in nearby Mestburg lurched forward, a horror of fang and claw, red eyes burning insanely as they peered down at the tiny human warriors. Without hesitation, Bernhardt leapt forward on his charger, raised Grudgebringer, and hurtled forward to meet the lumbering Troll head on. It roared in bestial laughter and raised a massive spiked club upwards to deliver the death strike to yet another impudent manling. Defeat was unthinkable to this towering, mindless monstrosity, whose tiny mind was a raging maelstrom of bloodlust and frenzied destruction.



Schepke followed his leader, guessing what was in his mind, and the Grudgebringer cavalry raised the standard and galloped heroically down the slope to meet an enemy twenty times their number.

"Are we to be shamed by manlings?" bellowed Furgus Fragman, and the remaining Dwarfs joined in the charge, quickly followed by halberdiers and Wood Elves alike. None knew what

they were doing, all were certain that they faced death, but all would follow Morgan Bernhardt to hell and back if he asked it of them.

Scant yards away, Bernhardt raised Grudgebringer once more and pointed the blade at the towering Troll who was almost upon him, even now leering wickedly as it reached down a thorny clawed hand to pluck the leader of the Grudgebringers from his saddle. "MEAT!" it articulated with difficulty, corrosive saliva dripping from its gaping maw to fall hissing on the bloody ground. Greedy eyes peered at the wickering stallion, ignoring the little pinpricker pointing at its head. The Orcish ranks roared in primal laughter, eager to see the human warrior devoured by the ravening Troll.

Then Grudgebringer erupted into blazing fury, a jet of incandescent energy engulfing the Troll in a moment. Its head flew sizzling and popping through the air to land like a cannonball amidst the nearby Black Orc command group. Seeing their leaders slain, if inadvertently, by one of their own, the Orcs wavered uncertainly. The blazing sword filled them with dread. The charging cavalry regiment crashing into their front ranks decided them, and they broke and fled shamelessly before the humans who moments before they had thought beaten.

His horse astride the still bubbling remains of the Troll, Bernhardt laughed a harsh laugh and raised his sword to the skies. All along the lines the Orcs were falling back in confusion and despair. And the weary human warriors were following up, even the cheap Estalians realising that fierce attack was their only hope of survival.



"Don't give the fleeing bully a chance to look over his shoulder, and he might not realize what a small boy he is being chased by!" Morgan Bernhardt laughed aloud as he shouted the words - he had seen it happen before, and knew it could happen again.

"GRUDGEBRINGER!" he howled "GRUDGEBRINGER!" And the cry was taken up first by the mercenaries, then throughout the whole pursuing army, a resounding single voice of determination and anger.

Bernhardt knew then beyond doubt that they would win, and that he would be the one to collect the gold piece promised for the first Troll killed that day.

GUNTHER SCHEPKE'S STRATEGY TIPS

Following are a few simple tips which should put you on the road to developing good strategies:

- Wherever possible, charge enemy regiments in the flank or rear when engaging them as your troops will receive combat bonuses for doing so. The manual Charge button is particularly useful for this.
- Try to avoid getting missile regiments (such as archers) and Wizards into hand-to-hand combat - keep them for what they're good at, and it will pay you dividends.
- Make use of available cover when deploying your regiments. If the enemy can't see you, you can make excellent surprise attacks, charging the flank and rear as detailed above.
- Use your cavalry regiments to hold back the enemy while your slower infantry regiments come into play.
- Use your Wizards to knock out serious threats such as war machines and enemy Wizards as soon as possible.
- If used correctly spells can easily tip the balance of a battle. Your Wizards should therefore be closely guarded as they are valuable members of your army.
- Try to keep at least one cavalry regiment free for use as a rapid response force - their high movement allowance will allow them to reach problem areas quickly.
- Use appropriate regiments when engaging the enemy, and make use of psychology. For example, use Dwarf slayers against monsters, Dwarfs against Greenskins and elves against goblins (see the 'PSYCHOLOGY' section for more details).
- Protect regiments which are weak in hand-to-hand combat (for example, Wizards and archers) with infantry regiments stationed close by.
- It is important to carefully consider the deployment of any heavy artillery (cannon, mortars etc.). These regiments have to be 'dug in' before battle, therefore once the battle begins they cannot be moved around the battlefield like other mobile regiments. Take care to position them where they can be defended by others.

REFERENCE SECTION

This section of the manual contains detailed listings of all sorts of information that the computer uses to resolve the battle in Shadow of the Horned Rat. These include full spell lists as well as a detailed breakdown of the battle characteristics of every troop type. Study them well and they will reveal much vital information for the battles ahead.

SPELL LISTS

For your reference the spells in the game are described below with Strength and Wound values. Please note that almost all spells are subject to range. If a target is out of range your Wizard will inform you so.



CELESTIAL MAGIC

Celestial Magic is represented by the color blue. Its rune is Azyr - the comet of power. In battle, Celestial Wizards command the power of the heavens, calling down lightning and savage winds against their foes.

Azure Blades

Thin razor-like shards fill the air around the Wizard, whirling in orbit around him like miniature stars. Any close combat opponents instantly take a (Strength)4 hit (armor saves apply as normal) and continue to do so until they move away, the Wizard is slain or the magic is dispelled.

Power points required: 1

Lightning

With a crack of thunder a bolt of searing cerulean lightning leaps from the caster's palms and strikes the first regiment in its path. The target sustains a S6 hit causing 1-3 wounds. This spell is particularly effective against buildings, war machines and other comparable constructions which suffer 1-3 S10 hits.

Power points required: 1

Wind Blast

The air is driven into a howling Wind Blast which extends in a straight line from the Wizard. Any regiments within the Blast must resist the wind or be blown to the ground where they will be helpless while the spell lasts. It is not possible to move or shoot across the wind. The spell lasts until it is dispelled, the caster moves or is slain, or he decides to end it. While the Wind Blast lasts the spell cannot be cast again.

Power points required: 2

The Sapphire Arch

The Wizard raises his arms and begins to chant. As he does so a sweeping arch of pure sapphire swirls into existence. The arch remains in place for thirty seconds when it is taken back into the Wizard's hand. Any regiments which move through the arch disappear and will reappear back through the arch when the spell is cast again in a new location.

Power points required: 2

Storm of Shemtek

The caster's body is wracked with a fierce storm of light and energy. A gale of brightness pours from his eyes and mouth and his limbs are splayed into a rigid cruciform shape. The outer shell of his body cracks, and 2-12 powerful lightning bolts streak towards the target. Each bolt causes a S6 hit and 1-3 wounds. Once the strike has been made the storm ends and the caster collapses unconscious. The caster regains consciousness after a short period. No armor save is possible against the storm.

Power points required: 3



BRIGHT MAGIC

Bright magic is represented at the Bright College in Altdorf by the color red. Its rune is Aqshy - the key of secrets. Bright Wizards are fire Wizards. Their magic is of flame and heat and they make excellent Battle Wizards with their ability to cast fireballs and flame storms upon their enemies.

Fireball

Balls of bright scarlet fire leap from the Wizard's hand and fly in a straight line towards their target. The first target in its path is enveloped by flames and suffers one S4 hit. No magic saving throw is allowed.

Power points required: 1

Piercing Bolts of Burning

With a sweep of the Wizard's arm the air fills with arrows of orange flame. The Bolts of Burning fly in a straight line hitting the first regiment in their path. 2-12 hits are inflicted on the target regiment and there is a 50% chance that each hit will cause a wound. No armor saves are allowed.

Power points required: 2

The Burning Head

A phantasmic flaming head forms in front of the caster. The fiery head shoots forwards, laughing insanely as it burns a trail of destruction in its path until it fades back into the magical realms. Anyone caught in its path will suffer one S4 hit, causing 1 wound. Regiments suffering damage from this attack must make a test for fear.

Power points required: 2

Conflagration of Doom

A burning fireball appears at a random height above the battlefield. It continues to plummet towards the earth, growing larger as it does so. When the fireball hits the ground it explodes in a fury of fire and destruction, killing everything in its blast area. Any regiments in its path may flee due to fear before impact. While the Conflagration remains in play, it cannot be cast again. Each attempt to Dispel the conflagration will remove only a limited mass. Therefore a large fireball may require several dispels to terminate it.

Power points required: 3

Flamestorm

A mighty pillar of flame bursts from the ground and engulfs everything in fire. Any regiments engulfed by the flamestorm suffer a S4 hit. A flamestorm will remain in place and cannot be entered - effectively blocking movement. It will remain until the spell is used again, the caster is killed or it is dispelled.

Power points required: 3



AMBER MAGIC

Amber is represented by its rune Ghur - the arrow. Few Wizards can withstand the touch of Amber magic. It is like a chill wind that freezes the very marrow in bones and drives away reason. Amber magic is the wildest and inhuman of all. It is the magic of wild places and bestial minds.

The Flying Bower

The caster is swallowed up by a whirlwind of glowing amber energy and transported to anywhere on the battlefield. If the caster transports himself into close combat range the maneuver is counted as a charge, whereupon the usual bonuses will apply.

Power points required: 1

Hunting Spear

The Wizard plucks a glowing amber spear from the air and casts it at the target. The spear will streak towards it, bending and twisting around obstacles in its path until it hits its. If the target is an individual it is hit automatically and suffers a S6 hit inflicting 1-3 wounds. If the target is a regiment the spear will hit the front rank inflicting a S6 hit, then plunging through to hit the second rank with a S5 hit and so on until it fails to wound or there are no ranks left.

Power points required: 2

The Flock of Doom

With an unearthly screeching call the caster summons thousands of birds which swoop upon the target, covering them with a ferocious mass of feather, beak and claw. The target suffers 3-18 S3 hits. Once it has attacked, the Flock fades back into energy, leaving only a few glowing feathers behind.

Power points required: 2

The Curse of Anraheir

The Wizard pronounces a curse upon his enemies. Wispy, ethereal spirits rise from the ground and start to harass them, scrabbling at their feet and legs with insubstantial claws. The ghosts distract the target and greatly reduce their chance of a successful hit on their enemies. Furthermore their pace of movement will be halved and mounted regiments may panic as their mounts shy away from the spirits. Once cast the spell remains effective for the rest of the battle unless the caster removes it, is slain or it is dispelled. The spell cannot be cast again while it remains in play. Any armor waves must be taken twice for any regiments under the Curse of Anraheir.

Power points required: 3

Tangling Thorn

A mass of dense plant growth erupts from the ground and overwhelms those trapped within it. The target can do nothing for the rest of the battle unless the caster ends the spell, is slain or it is dispelled. A fireball can be cast against the thorns and frees 1-6 individuals from its grasp. When the entire regiment is freed the Tangling Thorn is dispelled.

Power points required: 3



SKAVEN MAGIC

The Skaven draw upon Dark magic for their magical power. Dark energy is undivided. It contains all the known types of energy in a seething mass. It is the magic of Chaos, demons and death. Skaven magic is used by the caste known as the Warlocks and by the mightiest Skaven of them all, the great Grey Seers. Their spells are conjured in the name of the Horned Rat, god of all the Skaven race and lord and father of all ratmen.

Skitterleap

Skitterleap can affect the caster or an individual. The target leaps into the air and disappears with a flash and a puff of sulphurous smoke, reappearing anywhere on the battlefield. The individual may move into hand to hand combat if desired and thus count as a charge.

Power points required: 1

Pestilent Breath

The Skaven opens its jaws and a black, pestilential vapor spills out. Flesh touched by the vapor blackens and sloughs away in untidy lumps. Anyone in contact with the foulness has a 50% chance of suffering 1 wound. No armor save is allowed except for magic armor.

Power points required: 1

Warp Lightning

The Skaven sorcerer raises its arms and chants shrill incantations, and unholy energy crackles around it. It then flings its claw forward and casts a bolt of deadly Warp Lightning at its foe. The target suffers 1-6 S5 hits, each causing 1 wound with no armor save possible.

Power points required: 2

Madness (Grey Seers only)

The Skaven Grey Seer attempts to completely control the actions of any individual on the battlefield (though Wizards cannot be made to use their magic). If the spell is a success the effect will last until it is dispelled, it naturally wanes or the caster or victim dies.

Power points required: 2

**WAAAGH! MAGIC**

Orcs and Goblins are unlike other creatures in that their minds are so strongly 'Orcy' that they generate their own form of energy. As individuals this effect is negligible, but as a mob their combined minds produce an awful lot of concentrated energy. In large amounts this energy excites Orcs and Goblins and this sense of euphoria and common identity is known as the Waaagh!. This energy vents itself through the most receptive Orc or Goblin mind present. Such individuals are called Shamans, and use the power of the Waaagh! to cast their magic spells.

Mork Save Uz!

The impassioned pleading of the Shaman summons the protective power of Mork against the enemy's spells. This spell affects one regiment of Orcs or Goblins only and stops any magic affecting them for a short period. It also dispels any spells currently affecting them.

Power points required: 2

Fists of Gork

The Shaman's arms are enwrapped with glowing streamers of power which bash his opponents and send them flying through the air. The Shaman inflicts 1-6 S6 hits which are spread among his close combat opponents. If the maximum six hits are scored, another 1-6 hits are inflicted, and so on.

Power points required: 2

Ere We Go

The Shaman infuses a regiment of Orcs or Goblins with the power of Gork and Mork so they become extra fast and tough. For a short duration the regiment gains +1 Toughness and always strikes first in combat, even if they're charged.

Power points required: 2

Gaze of Mork

The Shaman's eyes blaze with lurid energy which burns a trail of destruction across the battlefield. Anyone unfortunate enough to be caught in the path of the beam suffers a S6 hit.

Power points required: 2

Da Krunch

The mighty foot of Gork stomps down to squish the enemy into pancakes! Anyone hit suffers a S10 hit unless they can successfully make a test under their Initiative score to get out of the way.

Power points required: 3



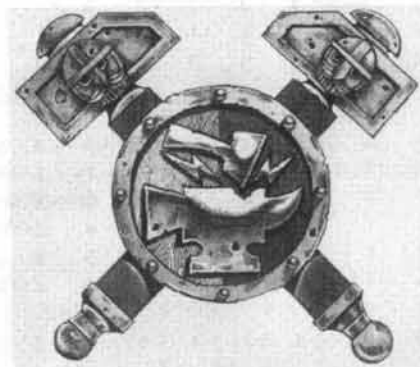
The Emperor

TROOP CHARACTERISTICS TABLES

We have included below the characteristics for all the regiment types in *Warhammer: Shadow of the Horned Rat*. Remember, these are starting characteristics only. As your regiments gain experience they will increase their values.

M	Movement Allowance
WS	Weapon Skill
BS	Ballistic Skill
S	Strength
T	Toughness
W	Wounds
I	Initiative
A	Attacks
Ld	Leadership

NOTE: Mounted regiments are listed with the movement rate of their mounts. Mounts are also listed separately. Indented names indicate regiment leaders.



MEN	M	WS	BS	S	T	W	I	A	LD
Black Avengers	4	3	3	3	3	1	3	1	7
Ramon Black	4	3	3	4	3	1	3	2	8
1st Carlsson Guard	4	3	3	3	3	1	3	1	7
Captain Bernard	4	4	3	3	3	2	3	2	9
2nd Carlsson Guard	4	3	3	3	3	1	3	1	7
Carroburg Greatswords	4	3	3	3	3	1	3	1	7
Captain Schaeffer	4	4	4	4	4	2	4	2	9
Gourard's Bandits	4	3	3	3	3	1	3	1	7
Guy Gourard	4	3	3	3	3	1	3	1	7
Grudgebringer Cavalry	8	3	3	3	3	1	3	1	7
Commander Bernhardt	8	4	5	4	4	2	4	2	9
Grudgebringer Infantry	4	3	3	3	3	1	3	1	7
Lieutenant Schepke	4	4	4	4	3	1	4	2	7
Keeler's Longbows	4	3	4	3	3	1	3	1	7
Johann Keeler	4	3	4	3	3	1	4	1	8
9th Leitdorf Crossbow Regiment	4	3	3	3	3	1	3	1	7
Captain Holger	4	3	3	3	3	1	3	1	8
Mercenary Crossbowmen	4	3	4	3	3	1	3	1	7
Corporal Fletcher	4	3	4	3	3	1	3	1	7
4th Nulu Halberdiers	4	3	3	3	3	1	3	2	7
Captain von Raukov	4	3	3	3	3	1	3	2	8
Otto Hilm's Bodyguard	4	4	3	3	3	1	3	2	7
Ragnar's Wolves	8	3	3	3	3	1	3	1	7
Captain Ragnar	8	4	4	4	4	2	4	2	8
Reiksguard Mounted	8	4	3	4	3	1	4	1	7
Captain Todbringer	8	5	3	4	3	2	5	2	9
Vannheim's 75th	8	4	3	3	3	1	3	1	7
Captain Vannheim	8	5	5	4	4	2	4	3	9
Villagers	4	3	3	3	3	1	3	1	7
Allor (Amber Wizard)	4	3	3	4	4	2	4	1	7
Luther Flamestrike (Bright Wizard)	4	3	3	4	4	2	4	1	7
Marius Uberstrom (Celestial Wizard)	4	3	3	4	4	3	5	2	7

ELVES	M	WS	BS	S	T	W	I	A	LD
Ceridan	5	6	6	4	4	2	8	3	9
Wood Elf Archers	5	4	4	3	3	1	6	1	8
Galed	5	4	4	3	3	1	6	2	9
DWARFS	M	WS	BS	S	T	W	I	A	LD
Crossbowmen	3	4	3	3	4	1	2	1	9
Gromdal Orcbane	3	4	3	3	4	1	2	1	9
Gotrek Gurnisson	3	8	6	4	5	3	5	4	10
Hammerers	3	5	3	4	4	1	3	1	9
Furgus Fragman	3	5	3	4	4	1	3	1	9
Iron Breakers	3	5	3	4	4	1	3	1	9
Grunti Bigfoot	3	5	3	4	4	1	4	2	9
Slayers	3	4	3	3	4	1	2	1	9
Warriors	3	4	3	3	4	1	2	1	9
Hakon Skull-Splitter	3	5	4	4	4	1	3	2	9
Daggrimm Firebeard	3	5	4	4	4	1	3	2	9
Azguz Bloodfist	3	5	4	4	4	1	3	2	9
Engrol Goldtongue	3	5	4	4	4	1	3	2	9
SKAVEN	M	WS	BS	S	T	W	I	A	LD
Clanrat Warriors	5	3	3	3	3	1	4	1	5
Warlord Queezil	5	6	6	4	4	3	7	4	7
Clan Eshin Assassin Sleaguit	6	5	4	4	3	1	5	2	7
Clan Skryre Warfire									
Thrower Team	4	3	3	3	3	1	4	1	5
Grey Seer	5	6	6	4	4	4	7	4	7
Pack Master	5	4	4	3	3	1	4	1	7
Skrik	5	4	4	3	3	1	4	1	7
Plague Monks	5	3	3	3	4	1	4	1	5
Priest Maggot Pragg	5	5	5	4	5	2	6	3	6
Rat Ogres	6	4	0	5	5	3	5	2	5
Skavenslaves	5	2	2	3	3	1	4	1	4
Stormvermin	5	4	3	4	3	1	5	1	5
Thanquol	5	6	6	4	4	4	7	4	7

ORCS	M	WS	BS	S	T	W	I	A	LD
Arrer Boyz	4	3	3	3	4	1	2	1	7
Big Uns	4	4	3	4	4	1	3	1	7
Warboss Urgat Rip-Eye	4	6	6	4	5	3	5	4	9
Boss Orc Gorglum Snot	4	4	4	4	4	1	3	2	7
Black Orcs	4	4	3	4	4	1	2	2	8
Big Boss Oruk Gutspiller	4	6	5	5	5	2	4	3	9
Boar Boyz	7	4	3	3	4	1	2	1	7
Marak									
(Orc Master Shaman on Wyvern)	6	3	3	4	5	3	4	2	7
Orc Boyz	4	3	3	3	4	1	2	1	7

GOBLINS	M	WS	BS	S	T	W	I	A	LD
Archers	4	2	3	3	3	1	2	1	5
Doom Divers	4	2	3	3	3	1	2	1	5
Fanatics*	2-12	-	-	5	3	1	-	1-6	-
Goblins	4	2	3	3	3	1	2	1	5
Night Goblins	4	2	3	3	3	1	2	1	5
Boss Goblin Gribnick the Black	4	3	4	4	3	1	3	2	5
Squig Hoppers	2-12	2	3	3	3	1	2	1	5
Wolf Riders	9	2	3	3	3	1	2	1	5
Zorag									
(Night Goblin Champion Shaman)	4	2	3	4	4	2	3	1	5

* Goblin Fanatics can inflict 1-6 Strength 5 hits per attack. No saving throws for armour are made from a Fanatic attack.

MONSTERS	M	WS	BS	S	T	W	I	A	LD
Dragon	6	6	0	6	6	7	8	7	7
Giants	6	3	3	7	6	6	3	1	6
Treemen	6	8	3	6	7	6	2	4	9
Trolls	6	3	1	5	4	3	1	3	4
Wyvern	6	5	0	5	6	4	4	3	5

WAR MACHINES	M	WS	BS	S	T	W	I	A	LD
Cannon	-	-	-	-	7	3	-	-	-
Imperial Cannon	-	-	-	-	7	3	-	-	-
Hellblaster Volley Gun	-	-	-	-	7	3	-	-	-
Mortar	-	-	-	-	7	3	-	-	-
Dwarf Gyrocopter	24	-	-	6	7	3	-	-	-
Kargan Ironfist	24	4	3	3	4	1	2	1	9
Goblin Doom Diver Catapult	-	-	-	-	7	3	-	-	-
Ore Rock Lobber	-	-	-	-	7	3	-	-	-
Blaven Doomwheel**	3-18	-	-	7	7	3	1	3	10
Blaven Mole Machine	2	-	-	-	7	3	-	-	-

** The Skaven Doomwheel has three potential attacks, from Warp Lightning, the Wheel and the crew.

OTHERS	M	WS	BS	S	T	W	I	A	LD
Giant Wolf	9	4	0	3	3	1	3	1	3
Squig	2-12	4	0	5	3	1	5	2	2
Wagon & Rider	2	-	-	-	7	3	-	-	-
War Boar	7	4	0	3	4	1	3	1	3
War Horse	8	3	0	3	3	1	3	1	5



SPECIAL RULES

Some regiments have special abilities or reactions. These abilities or reactions can be psychological or physical:

- Squig Hoppers are immune to all psychological effects. They do not have to take leadership tests, and cannot be broken from combat.
- Night Goblin Fanatics are immune to all psychological effects. They do not have to take leadership tests, and cannot be engaged in hand-to-hand combat.
- Dwarf Slayers are immune to all psychological effects except their hatred for Greenskins. They cannot be broken from combat.
- Trolls are magically resistant, i.e. immune to magical attacks. They also have the ability to regenerate wounds (except those caused by fire), literally growing new flesh as it is hacked off!
- Treemen take twice the normal damage from fire.
- Ragnar's Wolves are renowned for running down their enemy to the last man. Consequently they will never halt their pursuit of a routing enemy until they have been driven from the battlefield.

Fear

Regiments which cause or are subject to Fear:

- Goblins and Night Goblins fear Elves.
- Wyverns, Rat Ogres, Dragons, Giants and Trolls cause fear.
- Dwarf Slayers are immune to the effects of fear and do not have to take any tests.

Hatred

Regiments which are subject to Hatred:

- Night Goblins hate Dwarfs.
- Dwarfs hate ALL Greenskins regardless of type, i.e. Orcs, Goblins and Night Goblins.
- The Black Avengers hate Skaven.

Technical Support

Before calling for technical support, please have the following information ready:

- Detailed description of your problem and the exact steps described in order of occurrence, so we can try to reproduce the problem.
- Name/make/model/speed of your computer.
- Copy of your CONFIG.SYS file.
- Copy of your AUTOEXEC.BAT file.
- Name/make/model of your sound card.
- Name/make/model of your video card.
- Print out of the MS-DOS Check Disk command (type CHKDSK and press Enter to get it).
- Name/make/model of printer you are using, and whether it is color or black & white.
- Version of Windows and MS-DOS you are using.
- For Windows and MPC products, we also need a copy of your WINDOWS.INI and SYSTEM.INI files, both of which are in your Windows subdirectory.

VERY IMPORTANT: WHEN CORRESPONDING WITH MINDSCAPE, PLEASE INCLUDE THE FOLLOWING INFORMATION:

- Fax number.
- Work phone number.
- Home phone number (or where your computer is most of the time).

For technical support in the USA, please contact:

Mindscape, Inc.
88 Rowland Way
Novato, CA 94945
FAX: (415) 897-5186
Telephone: (415) 898-5157
BBS: (415) 897-2867
Automated 800 Service: (800) 409-1497

For technical support in Australia and New Zealand, please contact:

Mindscape, Inc.
5/6 Cladstone Road
Castle Hill, New South Wales
Australia 2154
FAX: 02 8992348
Telephone: 02 8992277

For technical support in Europe, please contact:

Technical Services
Mindscape International Ltd.
Priority House, Charles Avenue,
Maltings Park, Burgess Hill,
West Sussex, RH159PQ
England, United Kingdom

When calling from OUTSIDE the UK:
FAX: <International Code> 44 1444 248996
Telephone: <International Code> 44 1444 239600

When calling from INSIDE the UK:
FAX: 01444 248996
Telephone: 01444 239600
(Monday - Friday, 09:30 - 13:00 hours and
14:00 - 16:30 hours)

(This service can help you to find your own answers at no charge!)

America Online keyword: MINDSCAPE
CompuServe: GO MINDSCAPE
Internet: mscap@aol.com

Note: If you know your party's extension, dial (415) 897-9900 and dial in the proper extension. If you know the technician's name but not his or her extension, you can dial the same number, then press 0 and ask to be transferred to the technician you are trying to reach.

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