



PlayStation

TM

NTSC U/C

PlayStation™



WARHAMMER

SHADOW OF THE HORNNED RAT™

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00117
112068



A MINDSCAPE® COMPANY

WARNING: READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

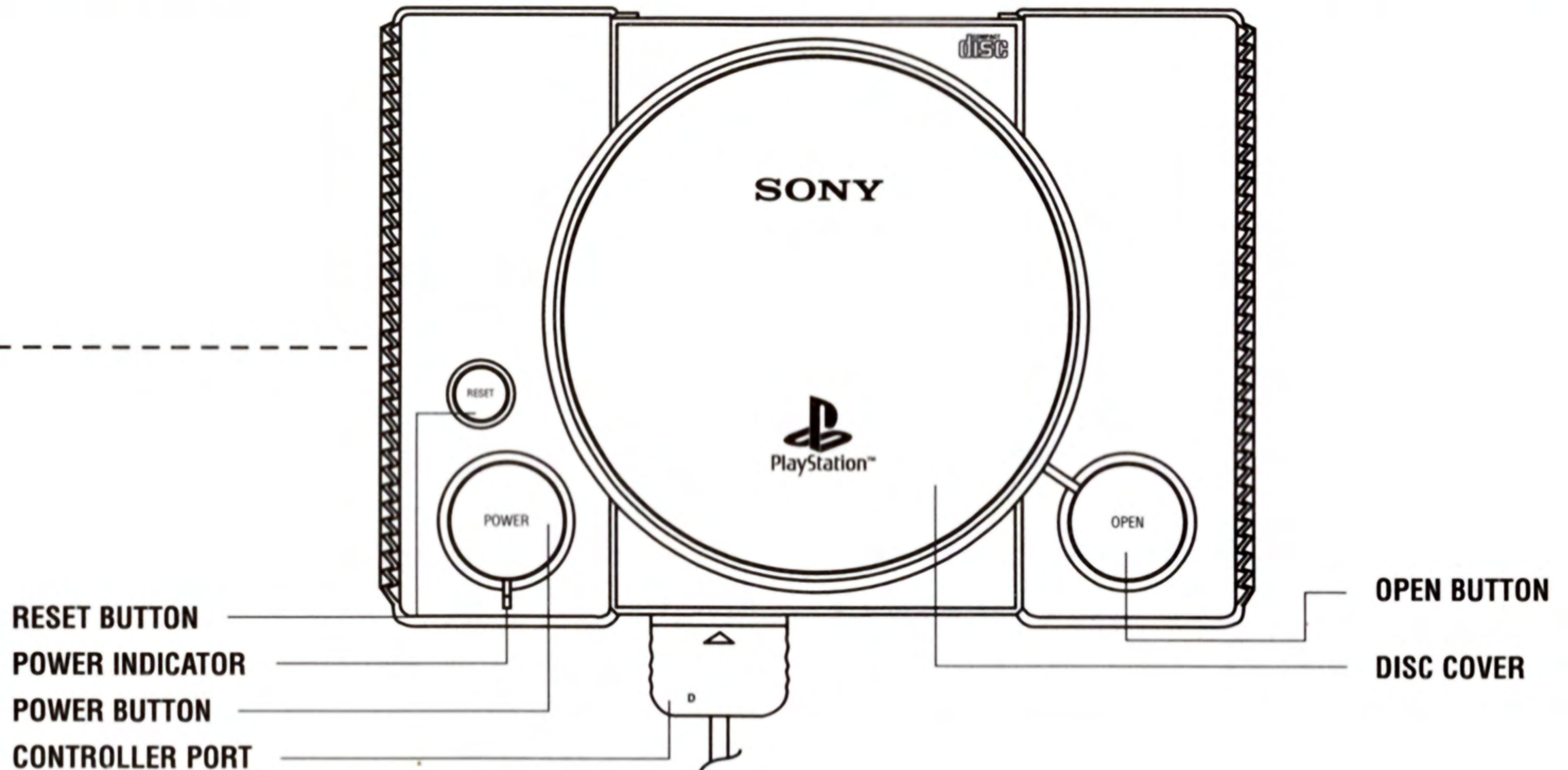
CONTENTS

SETUP.....	1
GAME CONTROLS	2
THE WARHAMMER WORLD	3
THE MAIN MENU	4
THE CARAVAN.....	6
THE TRAINING GROUND	11
SELECT A MISSION	12
PREPARE FOR BATTLE!	15
THE DEPLOYMENT PHASE	22
LET BATTLE COMMENCE!	27
THE CONTROL PANEL - OTHER BUTTONS.....	30
MANAGING YOUR ARMY.....	36
GAME OVER	38
BATTLE MAGIC.....	38
SPELL LISTS	43
TROOP CHARACTERISTICS TABLES	50
SPECIAL RULES.....	56
PSYCHOLOGY.....	59
GUNTHER SCHEPKE'S STRATEGY TIPS	61
CONTROL PANEL REFERENCE GUIDE	62
GLOSSARY OF TERMS.....	66

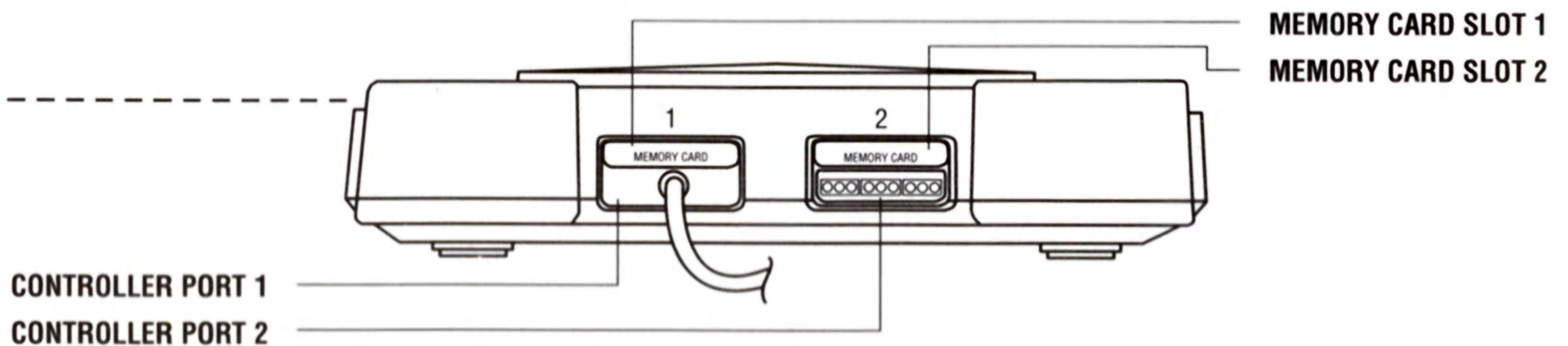
SETUP

Console

Top View



Front View

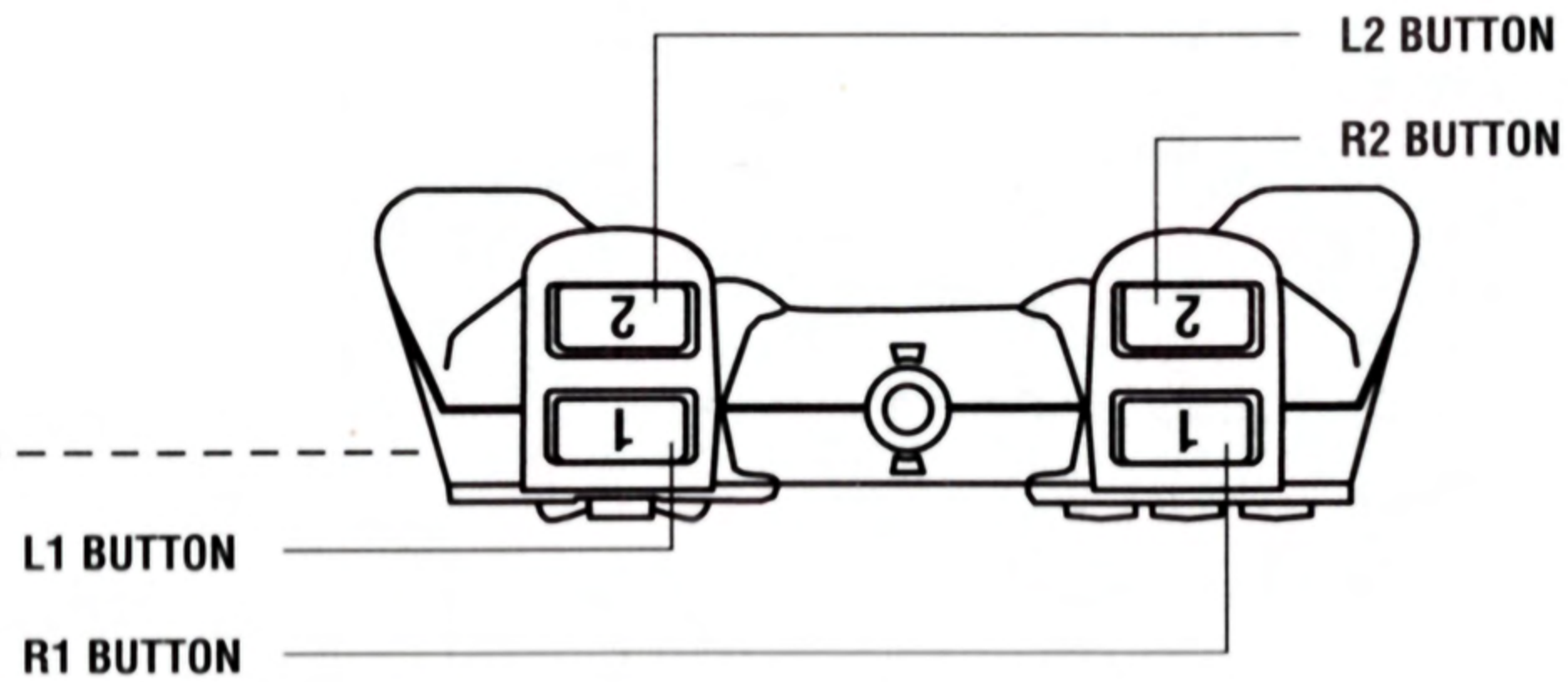


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **WARHAMMER™ SHADOW OF THE HORNED RAT** disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

GAME CONTROLS

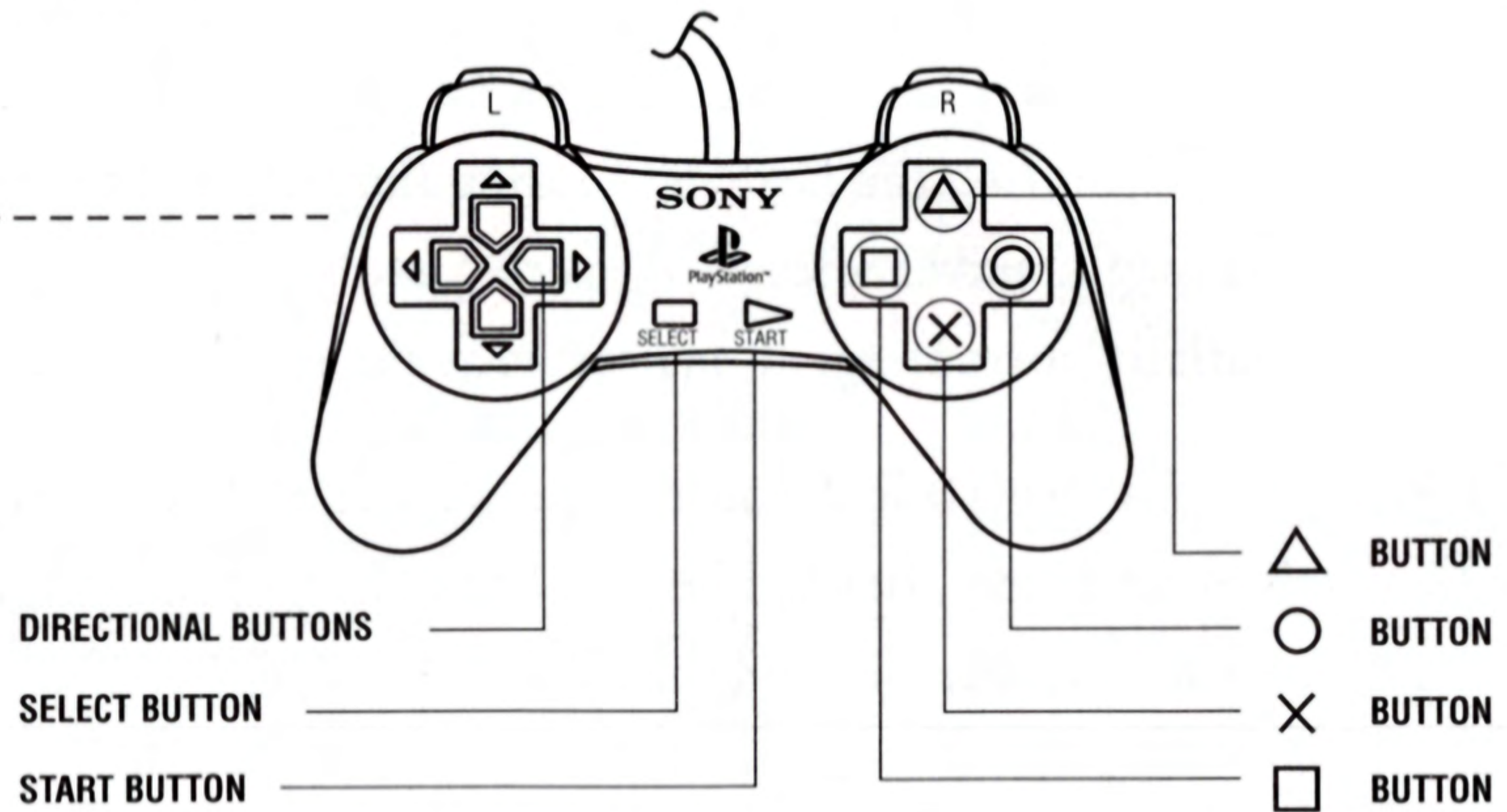
Controller

Front View



The L1, L2, R1 and R2 Buttons are referred to as the Shoulder Buttons

Top View



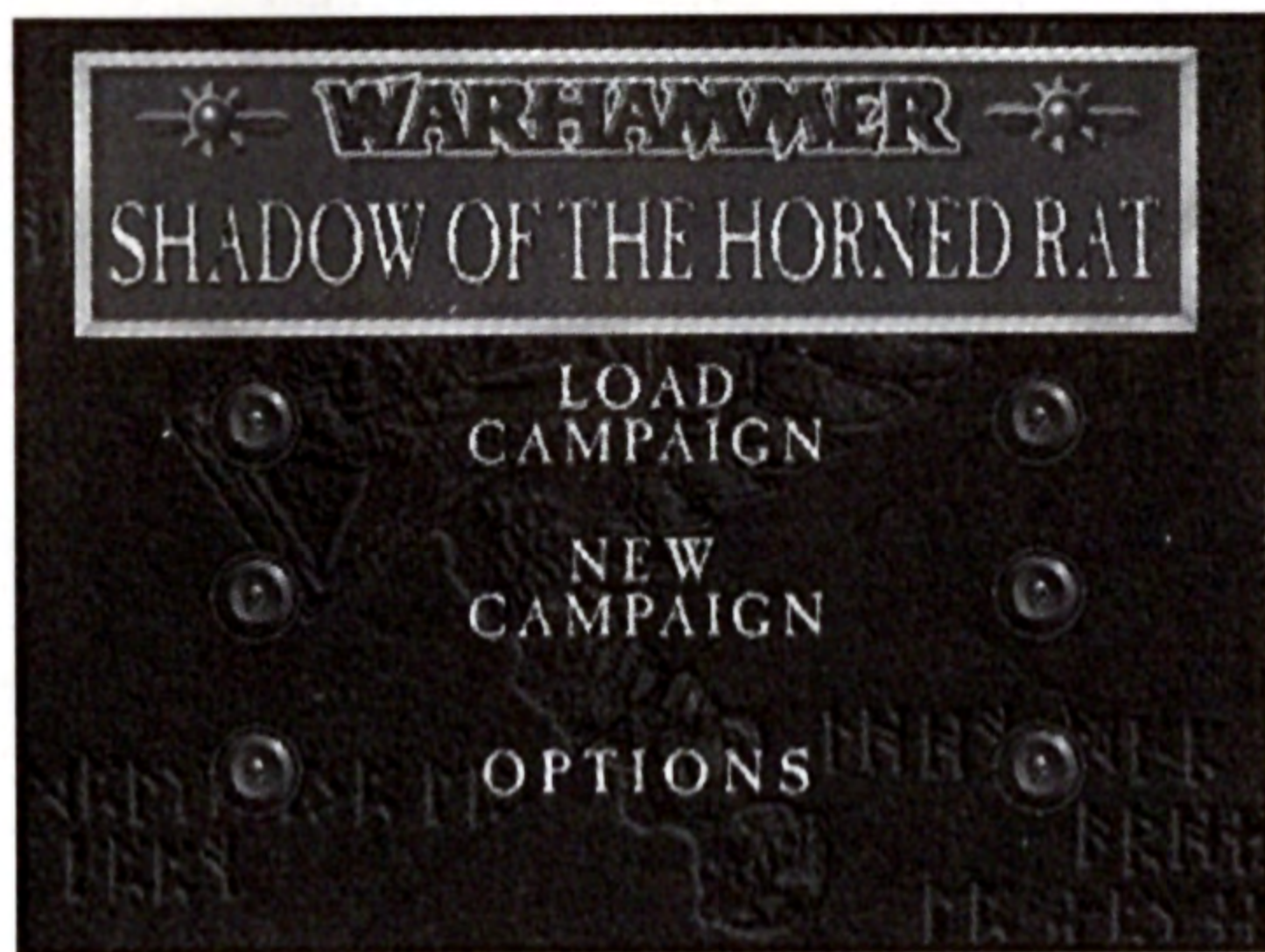
THE WARHAMMER WORLD

In the war torn world of Warhammer, mighty armies clash to decide the fate of imperiled realms. Brave warriors march forward accompanied by terrifying monsters and devastating machines 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.

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.

In SHADOW OF THE HORNEDED 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?

THE MAIN MENU



A number of choices are available from the Main Menu. **NEW CAMPAIGN** will begin a new game. If you haven't played before, or you want to start again from the beginning, then select this. **LOAD CAMPAIGN** will allow you to load in a previously saved campaign from a Memory Card (Note: The Memory Card should always be plugged into Slot 1 on your PlayStation™). **OPTIONS** allows you to configure the audio for the game.

MENU CONTROLS

You can choose from two different control methods when choosing a menu item:

1. Use your Directional button to move the pointer to your selection. Press the **X** button to select the currently highlighted item.
2. Use the Shoulder buttons to move through the options, pressing the **X** button to select the currently highlighted item.

LOAD CAMPAIGN

If you have previously saved a campaign then you can load it back in. A list of the used **WARHAMMER** save game slots on the card will then be displayed. Use your **Directional** button or **Shoulder** buttons to step through the list. When the saved game you wish to load in is highlighted, press the **X** button to select it. The campaign will then be loaded into memory and the game will continue from that point. Do not remove or insert a memory card during a load operation. If there are no saved games to load in or you change your mind, you can select the **EXIT** parchment to leave this screen and return to the **Main Menu**.

OPTIONS

The **Options** screen allows you to configure the audio for the game. A new menu will appear on screen, allowing you to alter the **Music** and **Sound Effects (SFX) Volume** during a Campaign. As with the **Main Menu**, use your **Directional** button or **Shoulder** buttons to highlight and select the option of your choice. Select the **INCREASE/DECREASE** buttons to change the **Music** and **Sound Effects Volume** settings. When you have finished, highlight then select **EXIT**.

NEW CAMPAIGN

Select the bronze button labeled **NEW CAMPAIGN**. You will arrive inside **Paymaster Dietrich's Caravan**. This serves as the headquarters for your operations. **Dietrich Von Schweitzer** lives here, 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**, the **Troop Roster** and the **Book of Magic**.

THE CARAVAN



CARAVAN CONTROLS

You can use your **Directional** button to move the hand around the screen. When it points at an option some text is displayed to describe what the option does. Press the **X** button to select it when you are ready. A quicker method is to use the left and right **Shoulder** buttons on your controller. These will quickly jump from one option to the next when pressed. Again, use the **X** button to select the option.

The Shoulder buttons on your controller can be used in the same way on many other screens. For example, to explore the pages of a book found on Paymaster Dietrich's table or step through the debriefing screens once a mission is over. To get into the action as quickly as possible, skip to **SELECT A MISSION**. To learn more about the other options here, read on.

THE BATTLE BESTIARY

The Battle Bestiary contains reference material regarding the many races you will encounter during your campaign. This intelligence will become invaluable as you encounter these regiments, allowing you to adapt your strategies to best defeat them. For further information regarding the races and regiments in **WARHAMMER: SHADOW OF THE HORNED RAT**, see **TROOP CHARACTERISTICS TABLES** on page 48.

THE TROOP ROSTER

The Troop Roster is your inventory of regiments. All the 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 further 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.

A regiment's battle values are shown immediately before their biography, which can be viewed by selecting the NEXT bookmark to turn the pages of the book. You can move on through your other regiments, comparing them. The battle value is a good indication of how formidable the regiment is during battle. The skulls represent the regiment's skill, while the shields represent their armor level. Normal clothing (no armor at all) is the lowest level, while the large shield represents the highest level.

Regiment's Skill Level

- 1 skull Recruits (lowest skill)
- 2 skulls Regular troops
- 3 skulls Crack troops
- 4 skulls Veteran troops
- Large skull Elite troops (highest skill)

To turn the pages back select the BACK bookmark. When you have finished select DONE to return to Paymaster Dietrich's Caravan.

THE BOOK OF MAGIC

The Book of Magic provides you with information regarding the arcane arts and ancient items of power. As Wizards join your army you may consult the Book of Magic for information about their spells. Additionally, as you find magic items on the battlefield or hire regiments who possess magic items, you may discover the purpose of these items. To learn more about magic, see the **BATTLE MAGIC** section on page 36.

One bookmark will toggle between showing **SPELLS** and **MAGIC ITEMS** when selected. As with the other books, select the **NEXT** and **BACK** bookmarks to turn the pages. When you have finished, select the "DONE" bookmark to return to Paymaster Dietrich's Caravan.

SAVE CAMPAIGN

Select the map in Paymaster Dietrich's Caravan to save your current campaign. Note that you can only get to the Caravan between battles. A list of available save game slots will appear. Do not remove or insert a memory card during a save operation. Using your Directional button, highlight the slot you wish to save to and then press **X** to select it. Your current position within the campaign will be saved.

If you change your mind, highlight and select the **EXIT** parchment to leave this screen and return to Dietrich's Caravan.

GOLD CROWNS

To find out how much money you have in your coffers, move the cursor hand over the gold crowns on Paymaster Dietrich's table. Gold crowns are the usual payment for any missions you will be offered. By the time the missions are put 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 higher the gold on offer, 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.

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 talk to you. Pay close attention to what he has to say, as your Paymaster isn't in the habit of repeating himself!

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).

THE TRAINING GROUND

This option allows you to enter a mock battle and get used to the Battle Interface.

THE TRAINING GROUND

Upon selecting the training ground, you will immediately be taken to the Troop Selection Screen (see page 11). You may select any of your current regiments to train with, up to a maximum of five regiments. Once you have decided upon the composition of your training force, select **DONE** to continue to the Training Ground.

The Training Ground is a normal battlefield, with a number of target regiments on it. Some of these regiments will be stationary, while others will be patrolling areas of the battlefield. The Training Ground will allow you to get comfortable with the Control Interface without losing valuable troops. The target regiments will act as normal regiments, but will wait to be attacked rather than engage on their own. Remember: losses you suffer during training are not real, and will not affect the status of any regiments who enter the Training Ground.

Your regiments will appear within the perimeter of your Deployment Zone, and can be placed anywhere within it using the Control Panel. For details regarding Deployment of troops and Initial Orders, see the **PREPARE FOR BATTLE** Section on page 13. Once deployment is complete, press the **START** button to begin the training battle. As mentioned, the target regiments will not attack you unless you engage them. You can now work with the Battle Interface, get used to the H.U.D. for selecting regiments, and try out the different types of regiment available to you. All of the functions available in a real battle will be available. For a full explanation of the Battle Interface Controls, see **CONTROL PANEL CONTROLS** on page 14.

You may exit the Training Ground at any time by pressing the **START** button to pause the game, then **SELECT** to access the available options. Use the **Directional** button to select **End Training**, which will take you back to the Caravan.

SELECT A MISSION

Paymaster Dietrich is your agent and treasurer, responsible for maintaining supplies, paying the men, and securing contracts for the Grudgebringers. As you move from victory to victory, more potential employers will approach Dietrich with offers of work. He travels with your army in his caravan, where he can provide you with information about your regiments and new missions. After each mission you will return to Dietrich's caravan and learn of new developments, potential recruits, and further employment.

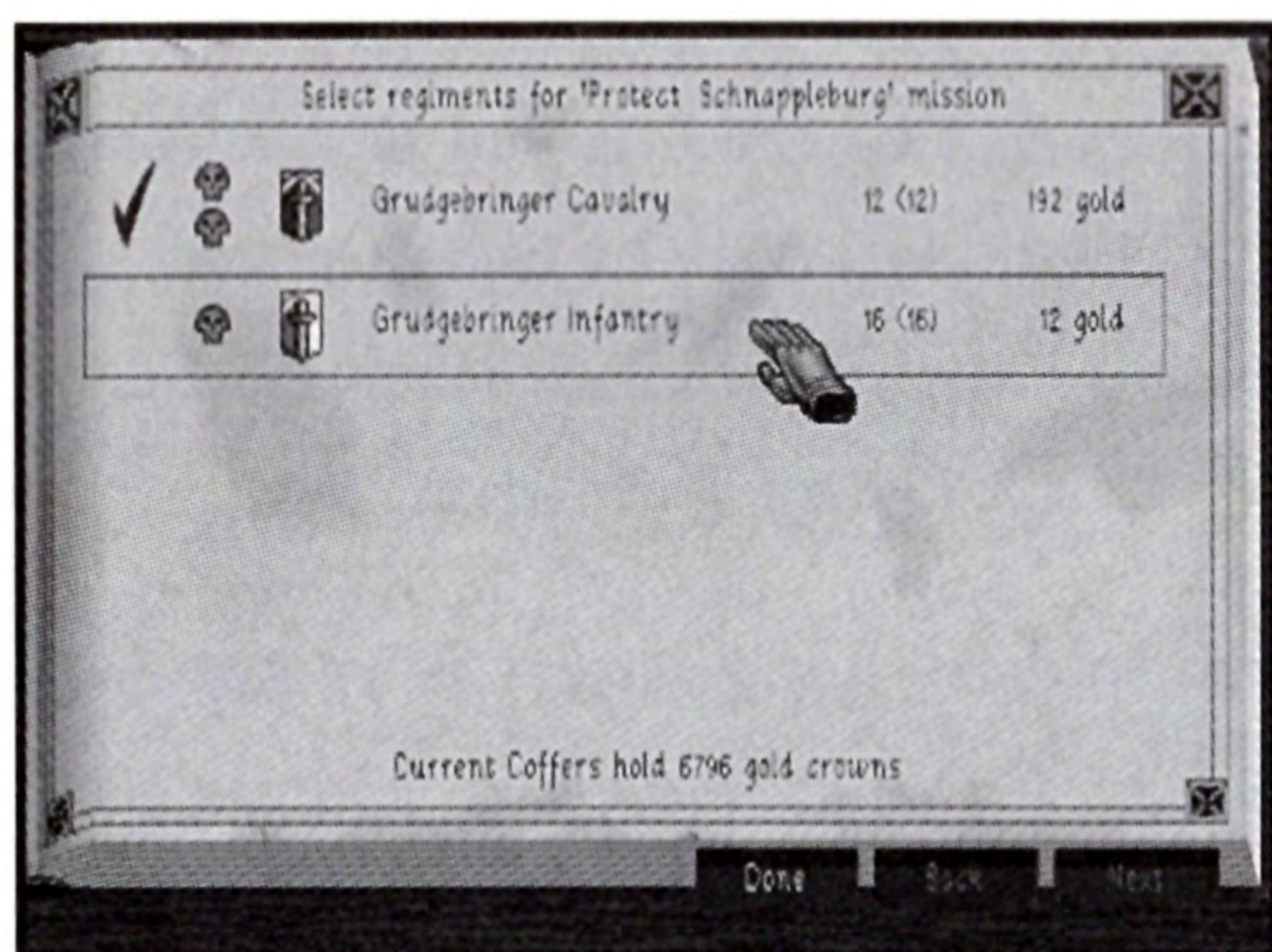
To select a mission, select the scrolls in the bottom right corner of the Caravan screen. You will then be taken to the Mission Select screen. Initially, there will only be one mission available to you, but as the game progresses and tales of your army's victories reach further afield, more will become available.

As your army is a mercenary company, you will be hired to carry out a variety of missions, ranging from escorting patrons to hunting down marauding warbands. However, you can be sure your swords will always be required.

You begin the game with your mercenary company camped in the town of Wissenheim in the Border Princes. At this time, the "Protect Schnappleburg" mission is the only contract available to you. The fee Dietrich has negotiated is displayed beneath the mission. To learn more about the mission, select the BRIEF button below Dietrich's portrait, and he will explain what is required of the Grudgebringers. To end the briefing you can select the ABORT button.

Once you have been briefed, select the **ACCEPT** button below Dietrich's portrait. If you decide not to accept the mission and there are others available, then you are free to examine them. If you wish to return to the Caravan, select **CARAVAN**. Initially, there will be only one mission available to you, so you are advised to accept it and prove your worth as a commander.

Upon accepting a mission, you will be taken to the Troop Selection screen to decide upon the composition of your force for the coming battle.



TROOP SELECTION SCREEN

As commander of the Grudgebringer mercenary company, it is your privilege to choose which regiments will fight under your command in each battle. Initially, your force will only consist of the Grudgebringer Cavalry and Grudgebringer Infantry. But as your company gains experience, more regiments will seek to join you. To select a regiment you wish to fight with, move the cursor

to its name and press the **X** button. A large red ✓ will appear beside its details. To deselect it, repeat the process and the ✓ will disappear. As the Grudgebringer Cavalry are your command regiment, it will always be selected. This is indicated by the large black ✓ next to its name. Also, any other regiments which must be present on a mission will be marked in this manner.

As these selections are made, the pay for each regiment will be deducted from your coffers. A large standing army requires a huge amount of gold to support it. It is advisable to select carefully, only taking regiments you require. However, you may wish to maintain a huge army, overwhelming the enemy through sheer weight of numbers, potentially inflicting fewer casualties in your own ranks and reducing the need for reinforcement later.

If there are more troops available than will fit on the first screen, select the **NEXT** or **BACK** bookmarks to turn the pages and see the remainder. A maximum of 10 regiments can be selected for any one mission. Note that for patrol or escort missions, cannons and war machines (e.g., 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. 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, select the **DONE** bookmark.



THE MARCH

If a march is necessary, your progress is illustrated on the main map once a mission has been selected. 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 or you may have an encounter with friendly forces. Encounters are usually resolved

on the main map screen where you may be offered a mission or a regiment looking for work.

PREPARE FOR BATTLE!

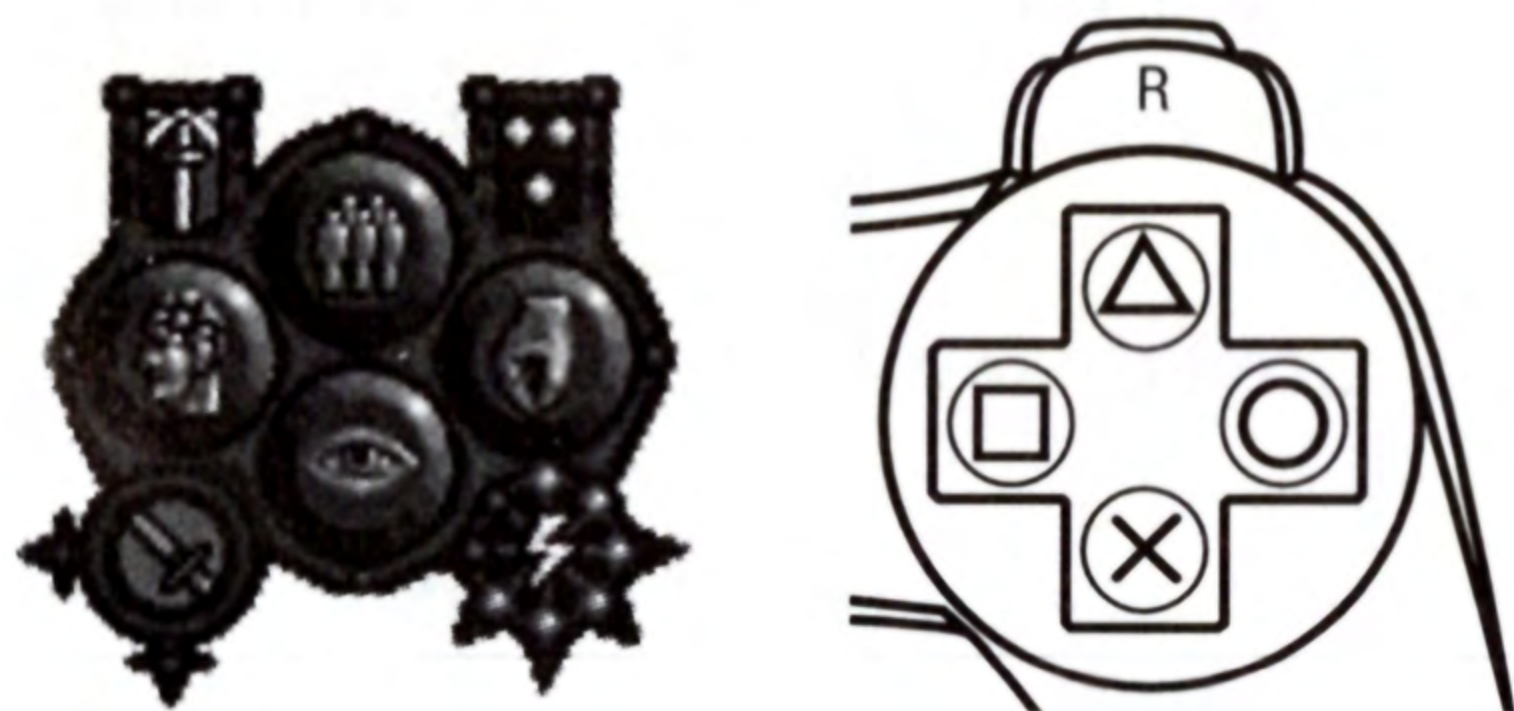


You will now be taken onto the 3-D battlefield where your army will act on your commands. These are issued via your controller in conjunction with the Control Panel that appears in the bottom right corner of the screen. The buttons available on this panel will change depending on the circumstances as the game progresses.

Don't worry about what to do when you first enter the landscape. The game begins in the Deployment phase - you won't be attacked until after you have pressed the **START** button on your controller to start the battle (all this is described over the next few pages). You can take your time to look at the screen and learn what the various buttons and displays do before you plunge into battle!

CONTROL PANEL CONTROLS

The arrangement of the Control Panel buttons match the Action buttons on your PlayStation™ controller exactly. This makes the selection of a button on the Control Panel very simple - just press the corresponding button on your controller:



When a button is pressed on your controller, you will see the equivalent Control Panel button depress in response. You will also hear a click. Some Control Panel buttons remain depressed after you have selected them. Others only remain depressed as long as you hold

down the corresponding button on your controller. As you learn how to use the various functions on the Panel, you will discover how each button works.

CONTROL PANEL BUTTONS



Select: To select a regiment, either use the Heads Up Display (H.U.D. - see page 17) to cycle through available regiments then select them using **X**, or move the sword over the regiment's banner so that the regiment is highlighted and press **X**. You will notice that the Control Panel changes.

Once a regiment is selected, a few additional symbols may appear on the Control Panel. The banner of the currently selected regiment will appear, along with a few others - depending on the circumstances:



In Cover icon - 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 - This appears when the regiment is routing, i.e. has been broken from combat and is fleeing. Note that this icon can only appear during a battle.



Attack icon - This shows that the regiment is currently involved in combat.



Magic Points icon - This dial shows the number of magical points available for the current Winds of Magic cycle and unlike the others, it will always appear on the edge of the Control Panel, regardless of the circumstances.

The lit blue lamps indicate the number of points available. Each time a new cycle is about to begin, the lightning bolt will flash for a second or two, then you will hear a rumble of thunder and the points for the next cycle will be displayed on the lamps. Every time you cast a spell the relevant magical points will be deducted from the total shown here. For more details on using magical spells and items, please read the **BATTLE MAGIC** section.



View: Whenever there are no regiments highlighted, the View Mode button will appear on the Control Panel. This allows you to scroll the game 'camera' around the entire battlefield using your Directional button as long as you are holding down the **X** button.

You will notice that the small banners around the edge of the screen will move as you move the view. They are part of the H.U.D. which is explained in more detail over the next few pages.

In View Mode (keep **X** held down), using either of the Left and Right Shoulder buttons will rotate the camera clockwise and counter-clockwise. To zoom out for a more general view of the battlefield press the upper Left and Right Shoulder buttons (L1 and R1) together. To zoom in for a closer look press the lower Left and Right Shoulder buttons (L2 and R2) together. When you are happy with the new camera position, just let go of the buttons and the **X** button.

Button(s)	Camera Move
X + Top Pair, Upper (L1 & R1)	Zoom out
X + Top Pair, Lower (L2 & R2)	Zoom in
X + Either Left (L1 or L2)	Rotate clockwise
X + Either Right (R1 or R2)	Rotate counter-clockwise

A compass will appear in the top-right corner of the screen when in View Mode, to help you keep your bearings. The needle will always point North.

Note: to switch back to Select mode, point the sword at a selectable target on the battlefield.

HEADS UP DISPLAY (H.U.D.)

Around the edge of the screen you will have noticed a few banners. If you used View Mode and moved the game camera around the battlefield, you will have noticed these banners moving around the outer edge. This H.U.D. helps to show you where other regiments (represented by the banners) are positioned in relation to the camera's current position. For example, a banner which appears on the left edge of the H.U.D. is currently to the left of the camera. The banners appear on the H.U.D. only when the regiments are on the very edge of the current view or out of sight (not visible on-screen but still on the battlefield somewhere). As soon as they are visible and away from the edge, the banner will appear above the regiment itself and will not be displayed on the H.U.D.



Enemy regiments' banners have a red background, friendly regiments' banners have a blue background, and the currently selected friendly regiment will have a light blue background. 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:

Arrow

Status





White arrow: Regiment available for orders

Red arrow: Regiment in combat

Yellow arrow: Regiment fleeing

QUICK REGIMENT SELECTION

The H.U.D. can be used to select regiments very quickly. In **Select Mode**, use the top **Shoulder** buttons to cycle through friendly regiments; a target cursor will appear over the regiment banner currently in view on the **Battlefield**, or over a regiment's banner on the **H.U.D.**

 **Target Regiment:** Once you have cycled through to the desired regiment,   press **X** to select that regiment and the view will immediately center on them  wherever they are on the battlefield. If you decide not to select a new regiment, move the sword using your **Directional** button and the target cursor will disappear. Once you have selected a new regiment, the relevant **Control Panel** buttons will appear so you can issue your orders.

Shoulder button

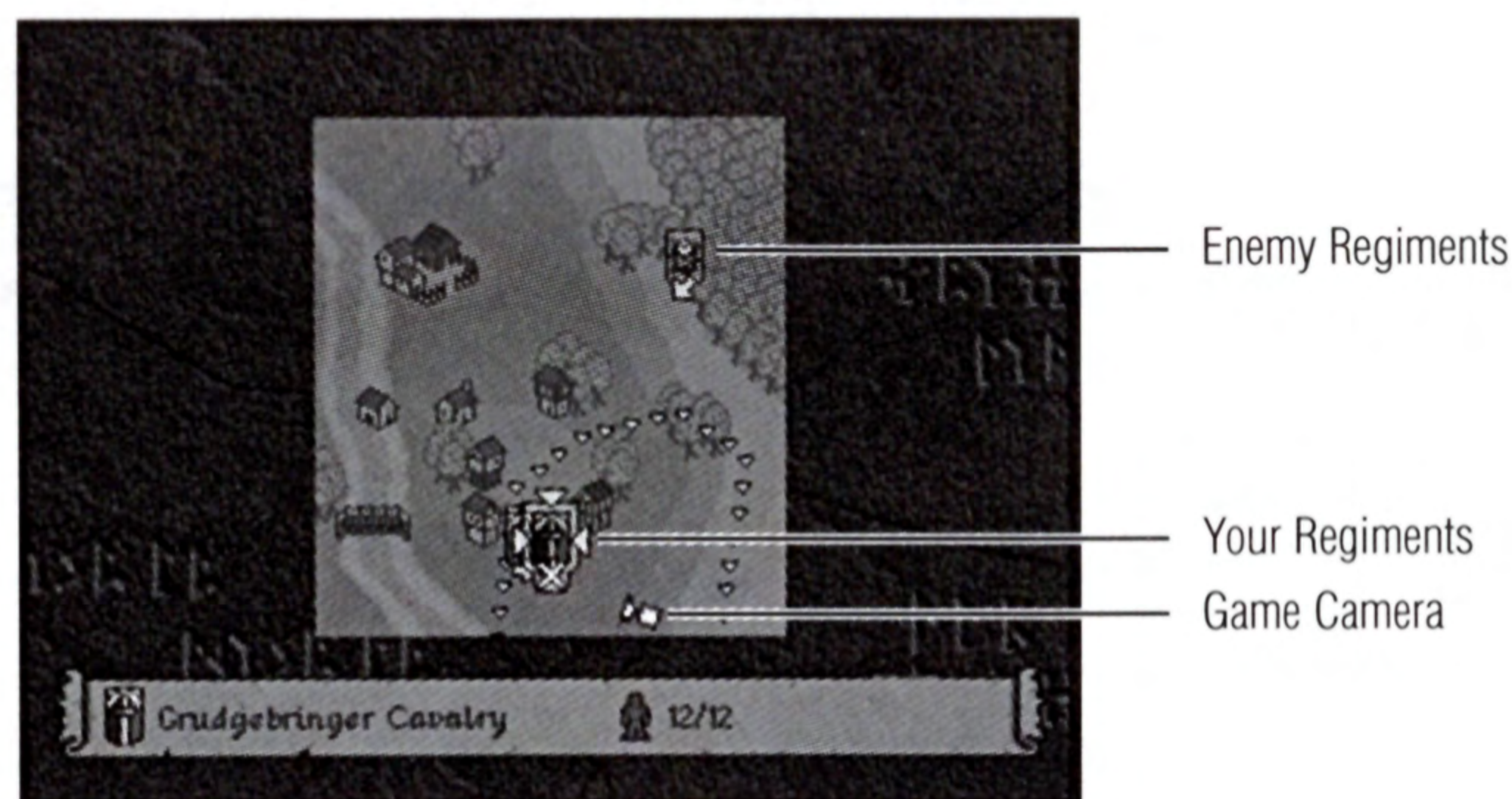
Target

Top Left or Right (L1 or R1) Cycle through friendly regiments

Bottom Left or Right (L2 or R2) Cycle through enemy regiments

2-D MAP

A 2-dimensional Map can be displayed, showing the entire battlefield. This can be invoked at any time during the deployment phase or during a battle. While the 2-D map is selected, the game will pause, allowing you to analyze the battlefield. As well as the geographical features, your regiments and the regiments of the enemy (once sighted) will appear here. Your currently selected regiment will be marked with a light blue banner background for easy reference.



By using the Shoulder buttons, you can step through the friendly and enemy regiments. Their details will be displayed beneath the Map. The current regiment will be highlighted. Pressing the **X** button on your controller will select the regiment (if friendly) so when you return to the battlefield, the game camera is already positioned on them. Press the **SELECT** button on your controller to return to the battle.

You can scroll the map if necessary by using the Directional button on your controller.

THE DEPLOYMENT PHASE

Before battle commences, your forces must be deployed on the field of conflict. Intelligent deployment is essential to any strategy, and you should consider carefully before committing to battle. As you enter the battlefield, your regiments will be inside an area marked by a series of white flags. This is the deployment zone, and you may position your forces anywhere within this region. Once deployment is complete, and you start the battle, the flags will be removed and the bloodshed will begin.

The Marching Order of your regiments onto the battlefield is pre-determined as follows: first the Cavalry, followed by any Infantry, Bowmen, Wizards and lastly War Machines. In most missions, you will be able to deploy regiments as you desire. However, in ambush missions your troops will be plunged into battle in the order stated by their Marching Order and you will NOT have the opportunity to deploy them.

Deployment is carried out one regiment at a time. To select a regiment and issue orders, you need to understand how the control panel works in this phase of the game.

As you start, the four buttons will be as follows: Select Mode, Reposition, Ranks, and A.I. Although you don't have to use them at all prior to starting the battle, it is recommended. However, if you want to jump straight into battle, skip the following section and advance to LET BATTLE COMMENCE!

THE CONTROL PANEL - DEPLOYMENT PHASE



In the deployment phase there are four buttons available on the panel. You will also notice an on-screen cursor in the shape of a sword. Use the Directional button on your controller to move the cursor around the screen. It is important to note that when you point the cursor at certain targets within the landscape, the buttons on the panel change and new ones become available. These buttons will always be relevant to whatever the cursor is pointing at (the 'target'). This is the key to understanding how the Control Panel works.

To select a regiment during deployment, use the H.U.D. as described in the previous section. Alternatively, move the pointer over the banner so it becomes highlighted, then press **X**. Once this is done, there are three main stages to deployment:



Reposition: You can change the starting position of each regiment by using this button. Make sure you have selected the required regiment, then press the **REPOSITION** button. The cursor will change to a hand. Move the regiment using your Directional button, to the position within the deployment zone you want them to start from.

When you are happy with the regiment's position, press the **REPOSITION** button again. A new button (**TURN**) now replaces Reposition on the Control Panel (see next page):



Turn: Press the **TURN** button. You can now turn and face the regiment in whatever direction you wish using your **Directional** button. Turning the regiment towards the enemy is usually a good idea, as it saves them having to wheel to face the enemy once the battle is underway. The **TURN** button is replaced by the **Confirm** button once it has been pressed.



Confirm: Once you have repositioned your regiment and decided upon the direction they will face, press the **CONFIRM** button. This will complete the regiment's deployment.

The other commands available during deployment are:



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

Changing the formation of your regiment is useful in two ways. It can help your regiment hide in cover, and the deeper their ranks are when facing an enemy, the more sturdy they will be when charged. Press the **RANKS** button for each different formation until you find one that suits your battle strategy.



A.I.: Artificial Intelligence (A. I.) 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. 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 which has just emerged from the trees on the other side of the battlefield. Turning the A.I. off will ensure that your regiment will wait until you issue the order to attack, although they will defend themselves if forced. With the A.I. turned on, your regiment will probably charge into the nearby fight, to be charged in the rear themselves when the Orcs arrive.

To switch A.I. off, press the A.I. button once. To switch it back on, click it again. When on, the button remains depressed. Any Missile regiments (with the exception of War Machines such as cannon) with 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 archers' A.I. is turned on, they will move within range and attack, but retreat if they fall under attack themselves.

INITIAL ORDERS

Before battle commences you can give each regiment a set of initial 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 unfold on the battlefield. When you select each regiment, try and have a clear idea of what you want to achieve in the battle and set the orders accordingly.

If you alter a regiment's position or direction after setting its initial movement orders (see below), the orders will be lost. It is therefore advisable to position **ALL** your regiments first, then issue any move orders once they are positioned.



Move: The **MOVE** button will appear on the Control Panel when the sword is pointing at the landscape within the battlefield (rather than pointing at a target on the battlefield). Press the **MOVE** button to select that location on the landscape; a blue flag will appear on the battlefield. This is now the destination for your current regiment once the battle has started.

You can set more complicated paths by holding down the **MOVE** button for a second or two and creating additional waypoints after your first move has been set. A blue flag will appear on the battlefield in the relevant location. You can set up to 8 waypoints this way. The regiment will then maneuver to each waypoint in turn once the battle begins. To cancel a waypoint, set a new Move command and all previously set waypoints will be erased automatically.

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. The waypoints will change color to indicate that you have set a patrol loop.

LET BATTLE COMMENCE!

Start Battle: Once you press the **START** button, a roll of thunder will greet the start of battle. The PlayStation™ controls the enemy army, and your mission briefing will have explained your objectives. 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 must give out new orders to move your regiments around and attack the enemy. How to do this is explained below.

First, you will notice that the control panel has changed, and now shows the buttons for **Select Mode**.



Select Mode:

The regiment currently selected is indicated by its banner appearing in the upper-left area of the control panel.



Move: To move a regiment to a new position, move the sword and point at the location you wish to move to - you might have to enter View mode and move the camera to the area if it isn't already in view. Press the MOVE button to confirm the destination point; a blue flag will appear on the battlefield. The selected regiment will move to that point.

Remember that you can also set Waypoints and Patrol Loops if you wish. See INITIAL ORDERS for details.



Attack: To attack an enemy regiment in hand-to-hand combat, select the regiment you wish to use, then highlight the enemy regiment using the H.U.D. or your sword. The ATTACK button will appear on the Control Panel. Press the \square button, and your regiment will maneuver towards the enemy and attack with whatever melee weapons they have available.



Hero: To encourage a regiment to even greater effort during battle, press the HERO button repeatedly to boost their strength. This only applies when the regiment is in hand-to-hand combat, and is a temporary boost, only occurring while you press the button. It only affects your currently selected regiment. The length of time that the button is pressed is not relevant, but the number of times you press it is.

Note that the HERO button will only appear on the Control Panel once your regiment has actually engaged the enemy in battle.

Pause: To pause the game during a battle, press the **START** button on your PlayStation™ controller. Remember that during the deployment phase, the **START** button will end that phase and begin the battle! Once the battle is over, the **START** button will return you to your Camp instead of pausing.

When paused, press **SELECT** to display a small menu with five options:

ContinueContinues the game

Sound Effects Volume ..Move your Directional button right or left to increase or decrease

Music VolumeUse in the same way as the Sound Effects Volume option

Restart BattlePuts you back to your arrival on the battlefield

Quit CampaignQuits the entire Campaign, and takes you back to the Main Menu

Use your Directional button to highlight the option of your choice, then press **X** to select it.

THE CONTROL PANEL - OTHER BUTTONS

If you have read the CONTROL PANEL BUTTONS section earlier in this manual, you will have already seen a number of buttons on the Control Panel. You might also have seen a few more buttons which weren't described earlier. All of the other buttons that might appear on the Control Panel are now discussed.

Normally, a regiment will move and fight with few 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.

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 20.



Magic: This button will appear if the selected regiment is a Wizard or if the regiment owns a Magic Item. Before using this button, you should learn more about magic and what it can do by reading the BATTLE MAGIC section on page 36.

COMBAT BUTTONS



Charge: On this command the regiment's leader screams "CHARGE," and his troops charge ferociously towards their enemy!

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, press this button. The regiment will immediately charge in the direction they are facing. They will then be available for further orders. If the regiment hits an enemy regiment during their charge, they will fight them.

Regiments will quite often charge into battle automatically, however their A.I. (Artificial Intelligence) will only let them do so from a safe distance that will guarantee success. There is a margin for improvement that you can anticipate by taking over and manually selecting 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!

* 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 this distance is covered, the regiment will become exhausted and rally (stop running and re-form).

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 (e.g., hand to hand) because they will be too busy fleeing to stop and fight!



Fire: 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, highlight the enemy regiment you wish to target then press this button. 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 (with the exception of War Machines) will move into range and begin firing if their A.I. is on.

To order a regiment to fire at an area on the battlefield, point at the area and then press this button. 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 and no further action will occur.

* Each missile firing regiment has a predetermined Rate of Fire, which governs the time taken for the weapon to be reloaded and re-targeted. 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.



Flee: This button only appears during a melee. Keep this button depressed for a few seconds to force your regiment to flee. Note that although a regiment may rout using this command or through suffering heavy losses, routing regiments will not be killed unless they are pursued by enemy regiments.



Hold: This button only appears when you first select a regiment. It will disappear if you do anything else. Pressing this button will halt the regiment, cancelling their current orders.



Face Direction: If you point the sword cursor at a spot on the ground close to the current regiment, this button will appear. By pressing this button and the regiment will turn in formation, facing in that direction.

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 HORNERD RAT* employ a line of sight system between friendly and enemy forces.

Any enemy regiment on the battlefield will only be displayed on the battlefield and 2-D map 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 be harder to spot the further they are from your regiment. Once spotted, the enemy will appear on the battlefield and 2-D map 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 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!

FINDING MAGIC ITEMS

Many battles have been fought in the Warhammer World, and many great heroes have fallen on the field of battle. During a battle, it is possible that your regiments may discover magical items on the battlefield, dropped by these heroes in times long past. If your regiment discovers a magic item, a message will be displayed on the screen and a battle horn will sound. By sending regiments to scout areas of the battlefield, you will increase your chances of discovering any items.

Once the mission is over, the magic item will be detailed in the debriefing. The next time you enter the Caravan, you may examine the item by selecting the **BOOK OF MAGIC**. Upon entering battle, the regiment wielding the magic item will be able to use it by selecting the **MAGIC** button (see **BATTLE MAGIC**, page 36).

AFTERMATH

Once the smoke of battle has cleared and the screams of the dying have faded, it is time to count the costs of war. If your tactics were successful, then your objectives will have been met and you may return victorious. However, you may be returning to camp with the tattered remnants of a shattered army, outmatched by superior forces.

To return to camp at the end of a mission, press the **START** button.

DEBRIEFING

You will receive a debriefing when you have finished any mission.

The first page of the debriefing 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. Select the **NEXT** bookmark to move to the next page. This page details the performance of each regiment, while the final page shows the mission payment details.

Select the **BACK** bookmark to move to the previous page, or the **DONE** bookmark to return to Paymaster Dietrich's Caravan and continue your campaign.

Remember that Psychology also plays a role in the outcome of a battle. Check the section on **PSYCHOLOGY** (page 57) to learn more about this important factor.

MANAGING YOUR ARMY

PAYING YOUR TROOPS

Your assembled army of muscle and steel does not risk life and limb for the love of battle. It is hard cash that fuels those sword-arms. There are two levels of fee you must pay your regiments, known as a Retainer and a Mission Fee. These fees will vary depending on the regiment's experience and size and will be found for each regiment in the Troop Roster.

Retainer: 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 Fee: 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 to battle (subject to the maximum of 10) 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, 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 select the **FIRE** bookmark. (The only valid reason for dismissing a regiment is if you can not afford to keep them in your employ).

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. Dietrich will inform you when there are any available. Details are found in the Troop Roster where you will be offered reinforcements from a central pool of available recruits. Step through your regiments one at a time, clicking on **HIRE** to assign reinforcements to them.

You must pay an initial Retainer fee as each new recruit is hired. The exact fee will depend on the value of the regiment being joined.

Note that you can only reinforce a regiment up to its original size. Also, you cannot recruit extra Wizards - you are limited to those you are lucky enough to meet on your travels. Finally, recruiting for a war machine regiment recruits only the crew - you cannot increase the number of machines! When you leave the town or city, the opportunity to hire reinforcements will be gone.

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.

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 colors, 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 exists in all things, both living and dead. As the Winds of Magic billow over and through the land, a magician must draw from the energy available at that time. This is represented by the blue lamps that surround the Magic Power Points symbol on the Control Panel. Each blue lamp represents one Magical Power Point. Every spell requires a number of Magical Power Points to cast, represented by red lamps which replace the blue ones on the Magic dial. You can only cast a spell if the required number of magic points is available. Once a spell is cast, the appropriate number of Magical Power Points will be deducted from the Control Panel. Every so often the winds change and a different amount of magic is made available for your Wizards to use. You will see the thunderbolt on the Magic Points symbol flash immediately before this, and you will also hear a clap of thunder to announce the start of each new Winds of Magic cycle.



Magic: The MAGIC button is only available on the Control Panel during a battle. You must select either a regiment which owns a magic item or a Wizard, or the button won't appear. When you select the MAGIC button it will remain depressed until you select it again or you have finished casting (at which point the panel disappears and you are back to the other Control Panel buttons). The sword cursor will change into a magician's staff while you use the MAGIC button and all other buttons associated with it.

Magic can be cast as a **Spell** (by a **Wizard**) or via a **Magic item** (owned by a regiment). Select the **MAGIC** button on the **Control Panel**. A new window will pop up, listing all the spells and/or items available. Use the **UP** and **DOWN** buttons on the control panel to scroll through the list (only three appear in the window at once) until the spell or item you want to use is highlighted.

If you don't have enough **Magical Power Points** to cast a **Spell**, the **Spell** will be unselectable and 'grayed out' on the list.



Cast: Once you have selected a spell or a magical item from the list, you are ready to unleash the magical power. Press the **CAST** button to do this. Note that the spell will be aimed at the current cursor position, so use the staff cursor to point at the target before you press the **CAST** button. You can also use the **H.U.D.** to target a regiment quickly.

Spell Duration

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



Cancel: Note that some spells have a lasting effect, and will stay in effect until the casting **Wizard** cancels them or is killed. To cancel such a spell, use the **MAGIC** button and step through the list of spells using the **UP** and **DOWN** buttons on the **Control Panel**. When you highlight an active spell, the **CAST** button will change to a **CANCEL** button. Press the button to cancel the spell.

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:

<u>Level/Number of Spells</u>	<u>Wizard</u>
1	Wizard
2	Wizard Champion
3	Master Wizard
4	Wizard Lord

When a campaign starts 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 starting on page 41). To increase in level, a Wizard must gain more experience points. Each new level entitles a Wizard to another spell, determined at random from the remaining spells in the branch.

Each Wizard is promoted one level for every 1000 experience points gained. (See EXPERIENCE POINTS on page 56 for information on how these points are awarded).

MAGIC ITEMS

In the Warhammer world a handful of master craftspeople 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 button appears on the Control Panel during the battle 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 button and its associated buttons. To order a regiment's leader to use a magic item, select this button. A list of available spells and magic items will appear. Use the UP and DOWN buttons to highlight the item, then press the CAST button to use it.

Once the magic has taken effect, a yellow flash will appear next to the spell or item in the list, indicating that the spell is in progress. Once the spell has run its duration, the yellow flash will disappear, indicating that the spell is no longer active. Each spell or item can only be used once per Winds of Magic Cycle. As with casting a spell, use the staff cursor to identify the target before you hit the CAST button to use the item. Remember that you can use the H.U.D. to help you target a regiment quickly.

Some items can only be used once before they expire, e.g., Potion of Strength. Others can remain active until turned off. You can toggle them on and off by using the CAST and CANCEL buttons (see CASTING SPELLS for more details).

SPELL LISTS

For your reference the spells in the Warhammer World 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.

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 like miniature stars. Any close combat opponents instantly take a S4* hit (armor saves apply as normal) and continue to do so until they move apart, the Wizard is slain, or the spell is cancelled.

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

*Strength 4

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 across the wind. The spell lasts until it is cancelled or the caster is slain. 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 the Wizard's eyes and mouth, splaying arms and legs into a rigid cruciform shape. The outer shell of the caster's 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 head shoots forward, 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. Power points required: 3

Flamestorm: A mighty pillar of fire bursts from the ground and engulfs everything in flame. 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 cancelled or the caster is killed. 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 most 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 anywhere on the battlefield. If the caster transports into close combat range it is counted as a charge, and 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. 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 plunge 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 to swoop upon the target, covering it 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 the 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 enemies and greatly reduce their chance of a successful hit. 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 cancels it or is slain. Any armor saves 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 cancels the spell or is slain. 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 gruesome 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



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.

Fists of Gork: The Shaman's arms are wrapped 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

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

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. Each characteristic has a value between 0 and 10.

M Movement Allowance - how fast a regiment can move

WS Weapon Skill - how skilled a troop is with melee weapons

BS Ballistic Skill - how accurate a troop is with missile weapons

S Strength - how likely a blow is to inflict a wound

T Toughness - how well a troop can withstand an enemy blow

W Wounds - the number of successful blows a troop can withstand before dying

I Initiative - how likely a troop is to strike the first blow, or how fast a missile regiment can fire

A Attacks - the number of times a troop can strike in each combat round

Ld Leadership - how likely a regiment is to stay in melee when losing or subject to fear, or how likely routing troops are to rally

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 Nuln 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

MEN	M	WS	BS	S	T	W	I	A	LD
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
Furgal 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
Harkon Skull-Splitter	3	5	4	4	4	1	3	2	9
Dargrimm 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 Sleaquit	6	5	4	4	3	1	5	2	7
Clan Skryre Warfire Thrower Team	4	3	3	3	3	1	4	1	5
Grey Scer	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 Gorgrhum 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
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

* Goblin Fanatics can inflict 1-6 Strength 5 hits per attack. Armor is ineffective against Fanatic attacks.

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	-	-	-
Goblin Doom Diver Catapult	-	-	-	-	7	3	-	-	-
Orc Rock Lobber	-	-	-	-	7	3	-	-	-
Skaven Doomwheel**	3-18	-	-	7	7	3	1	3	10
Skaven Mole Machine	2	-	-	-	7	3	-	-	-

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

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

SPECIAL RULES

Some regiments have special abilities or reactions. These abilities or reactions can be psychological (see Psychology on page 57) 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 subject to Hatred:

- ◆ Night Goblins hate Dwarfs.
- ◆ Dwarfs hate ALL Greenskins (Orcs, Goblins and Night Goblins) regardless of type.
- ◆ The Black Avengers hate Skaven.

EXPERIENCE POINTS

A regiment's characteristics can be increased by experience points. 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 dependent upon 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, its 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**
(missile firing regiments receive +1 **Initiative**)

6000 Points Regiment receives +1 **Wound**

These awards are only given once. For example, 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 39 for details.

PSYCHOLOGY

In addition to the characteristics described previously, many creatures 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 HORNERD 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 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 that cause or are subject to fear, see **SPECIAL RULES** on page 54.

HATRED

Hatred is a powerful emotion based in rivalry, grudges and irreconcilable feuds. Troops that 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 that fail to hit the enemy.

For a list of regiments subject to hatred, see **SPECIAL RULES** on page 54.

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.



GUNTHER SCHEPKE'S STRATEGY TIPS

Captain Gunther Schepke is Bernhardt's second in command and leads the Grudgebringer Infantry regiment. A few of his tips should put you on the road to developing good strategies:

- ◆ Wherever possible, charge enemy regiments in the flank or rear when engaging them - your troops will receive combat bonuses. The manual CHARGE button is useful for this.
- ◆ Try to avoid putting your 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 cavalry regiments to hold back the enemy while slower infantry regiments come into play.
- ◆ Use your Wizards as soon as possible to knock out serious threats such as War Machines and enemy Wizards.
- ◆ 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 - its high movement allowance will allow it 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 on page 57 for more details).
- ◆ Protect regiments that 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, and once battle begins cannot be moved around like other mobile regiments. Take care to position them where they can be defended by others.

CONTROL PANEL REFERENCE GUIDE

GENERAL



Selects a regiment.



Indicates regiment is in cover (Deployment Phase only).



Indicates regiment is routing (Battle only).



Indicates number of magic points available.



Indicates regiment is currently engaged in combat (Battle only).



Moves the camera around the battlefield in conjunction with the Directional button. Zooms the camera in and out in conjunction with the upper and lower Shoulder button pairs. Rotates the camera in conjunction with the left and right Shoulder buttons.



Activates/de-activates the 2-D map.

DEPLOYMENT



Allows the selected regiment to be moved within the Deployment Zone.



Allows the facing of the regiment to be changed.



Confirms the choice of location and facing during deployment.



Allows the formation of the regiment to be altered.



Switches the regiment's AI on and off.



Ends Deployment and begins battle.

BATTLE



Selects a regiment.



Issues movement orders.



Orders the selected regiment to attack.



Gives the selected regiment a boost in strength during combat each time it is pressed.



Pauses/resumes the battle. When battle is complete - returns to camp.



Orders regiment to charge.



Orders missile troops to fire.



Orders regiment engaged in combat to attempt a withdrawal (keep pressed).



Cancels all orders and brings regiment to a halt.



Orders regiment to turn to face direction indicated by cursor.



Activates Magic Panel.



Casts selected spell or activates selected magic item.



Cancels selected spell.

GLOSSARY OF TERMS

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 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

CREDITS

WARHAMMER: SHADOW OF THE HORNERD RAT was brought to you by the following people:

Team Leader

Jeff Gamon

Game Design

Alex Bund

Richard Castle

Matt Dean

Karl Fitzhugh

Jeff Gamon

Andy Jones

Steve Leney

Geoff Pass

Richard Plumb

Story

Dave Gamon

Andy Jones

Richard Jones

Programming

Jeff Gamon

Andy Kerridge

Rodney Lai

Colin Moore

Additional Programming

Paul Brooke

Richard Leinfellner

Nick Tresadern

Lead Artist

Steve Leney

Animated Sequences

Richard Castle

John McCormack

2-D Artwork

Richard Castle

Steve Leney

Mark Machin

Nick Tresadern

3-D Artwork

Richard Castle

Adrian Crofts

Karl Fitzhugh

Gavin Moore

Nick Tresadern

Mission Design

Karl Fitzhugh

Steve Leney

Sound Effects & Music

Anthony Bowyer-

Lowe

James Hannigan

Mark Knight

Voice Recording

Bright Light Studios

Tim Douglass

Voice Actors

Sean Connolly

Marc Finn

Gavin Naylor

Quality Assurance

Matthew Dean

Mia Garside

Martin Newing

Richard Plumb

Localization

Patrick Baroni

Carlo Boggio

Chris Leilich

Manual

Louis Sackow Design

Ruth Weston

Sandra Shepard

Packaging

Louis Sackow Design

Product Marketing

Jeff Hoff

Mike Lustenberger

Ruth Weston

Jeff Shirk

Cover Artwork

Dave Gallagher

Manual Illustrations

John Blanche

Wayne England

Mark Gibbons

STRATEGIC SIMULATIONS, INC. LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the media on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase the media prove defective in any way, you may return the media to **Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086-2901** and SSI will replace the media free of charge. In addition, if the media prove defective at any time after the first 30 days, return the media to SSI and SSI will replace the media for a minimum charge of \$10.00 plus \$4.00 for shipping and handling. California residents, add applicable sales tax. SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE CD OR DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.) The enclosed software program and this rule book are copyrighted. All rights are reserved. This rule book may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine-readable form, in whole or in part, without prior written consent from SSI. The program accompanying this rule book may be copied by the original purchaser only as necessary for use on the computer for which it was purchased.

Any persons reproducing any portion of this book for any reason, in any media, shall be guilty of copyright violation and subject to the appropriate civil or criminal action at the discretion of the copyright holder(s).

©1996 Strategic Simulations, Inc. All Rights Reserved.

WHAT TO DO IF YOU HAVE A DEFECTIVE CD OR DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. Due to the complex nature of our simulations, however, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the media itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that the media is defective, make sure to check your disk drive. Up to 95% of the media returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning. Should you have defective media, please return the disk or CD only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. Replacement media will be provided upon our receipt of the defective media. Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

QUESTIONS OR PROBLEMS?: Our main business number is (408) 737-6800. **If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded.** NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us for hints at: Hints, Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 (include a self-addressed, stamped envelope for reply).

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.

THE NEXT GENERATION OF STRATEGY GAMING!

First, PANZER
GENERAL™ took
the gaming world
by storm. Now, prepare
to become an
ALLIED GENERAL™.

Volume II
in SSI's
premier
5-Star
Series™ has you in its

sights! Play 3 campaign
games as an American, British
or Soviet General against the
German army. Or choose from
over 35 scenarios that let you
play as either the Allied or Axis
side. Watch your forces improve with each victory.

Use new troop types such as Finnish ski troops. Several
what-if scenarios include Churchill's never-realized invasion
of Norway — *Operation Jupiter*. With so many choices, your
abilities will be tested as never before!

ALLIED GENERAL. THE EXCELLENCE CONTINUES.

STRATEGIC SIMULATIONS, INC. • 675 Almanor Ave., Suite 201 • Sunnyvale, CA 94086 • 408.737.6800 • www.ssionline.com

ALLIED GENERAL is a trademark of and © 1996 Strategic Simulations, Inc., a Mindscape Company. All rights reserved. WARHAMMER and the Games Workshop logo are registered trademarks and Shadow of the Horned Rat is a trademark of Games Workshop Ltd. © 1996 Games Workshop Ltd. © 1996 Mindscape, Inc. All rights reserved. Mindscape is a registered trademark of Mindscape, Inc. The SSI logo is a registered trademark of Strategic Simulations, Inc.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



ALLIED GENERAL™



A MINDSCAPE® COMPANY