

CONTENTS

SYSTEM REQUIREMENTS	1	RANDOM SCENARIO GENERATOR	40
<i>Installing the Game</i>	1	<i>Map Size</i>	40
<i>Starting the Game</i>	1	<i>Hill Height</i>	40
<i>Uninstalling the Game</i>	2	<i>Hill Width</i>	40
<i>Saving Games</i>	2	<i>Hill Density</i>	40
<i>Electronic Registration</i>	2	<i>Small Object Density</i>	41
<i>Electronic Documentation</i>	3	<i>Large Object Density</i>	41
TROUBLESHOOTING	3	<i>Random All</i>	41
<i>Sound and Video Cards</i>	3	<i>Vehicle Friendly Terrain</i>	41
<i>DirectX 6 Setup</i>	3	<i>Random Weapons</i>	41
<i>Verifying DirectX Video/Sound</i>		<i>Terrain Type</i>	41
<i>Card Drivers</i>	4	<i>Mission Type</i>	41
<i>Reinstalling Windows 95</i>		<i>Level of Difficulty</i>	42
<i>Video Drivers</i>	4	<i>Number of Squads</i>	42
<i>Contacting SSI Technical Support</i>	5	<i>Number of Special Characters</i>	42
<i>SSI Online</i>	5	<i>Number of Vehicles</i>	42
<i>Copy Protection</i>	5	<i>Ultramarine Skill level</i>	42
GAME SCREENS AND MENUS	6	<i>Build Mission</i>	42
<i>Mouse and Other Controls</i>	6	<i>Back</i>	42
MAIN MENU	6	THE GAME ELEMENTS	43
<i>New Game</i>	6	<i>Ultramarine Characters</i>	43
<i>Load Game</i>	7	<i>The Chaos Characters</i>	44
<i>Multiplayer Game</i>	7	<i>The Daemons of Chaos</i>	46
<i>Options</i>	7	<i>Hand Held Weapons</i>	47
<i>Quit</i>	7	<i>Standard Weapons</i>	47
Options	7	<i>Heavy Weapons</i>	48
<i>Encyclopedia</i>	8	<i>Terminator Weapons</i>	50
Starting a Game	9	<i>Terminator Assault Weapons</i>	51
<i>Single Scenario Screen</i>	9	<i>Assault Weapons</i>	51
<i>Level of Difficulty</i>	10	<i>Other Weapons</i>	52
Cathedral Bridge Screen	10	<i>Weapons of Special Distinction</i>	52
<i>Mission Briefing</i>	11	<i>Chaos Weapons</i>	54
<i>Configure and Choose Squads Screen</i>	12	<i>Grenades</i>	55
<i>Configure Selected Squads Screen</i>	14	<i>Battlefield Equipment</i>	57
<i>Psyker Powers Screen</i>	18	<i>Psyker Powers</i>	57
<i>Vehicle Configuration Screen</i>	19	<i>Chaos Sorcery Powers</i>	60
<i>Cathedral Bridge Options Screen</i>	21	<i>Ultramarine Vehicles</i>	60
<i>Enter Combat</i>	21	<i>Chaos Vehicles</i>	61
THE COMBAT SCREENS	22	SCENARIO BUILDER	62
<i>The Mission</i>	22	<i>Tiles, Objects, and Triggers and</i>	
<i>Cell Cursor</i>	22	<i>Reactors</i>	62
<i>Selecting Characters</i>	22	<i>Mouse Controls</i>	62
<i>Character Actions</i>	22	<i>3D Cursor</i>	63
<i>Special Character and</i>		<i>Scrolling</i>	63
<i>Equipment Buttons</i>	26	SCENARIO BUILDER MENU BAR	63
<i>Map Control and Option Buttons</i>	28	<i>File Menu Options (Alt+F)</i>	63
<i>Combat Map View Controls</i>	32	<i>Edit Menu Options (Alt+E)</i>	64
POST MISSION SCREENS	33	<i>View Menu Options (Alt+V)</i>	64
<i>Victory</i>	33	<i>Options (Alt+O)</i>	65
<i>Defeat</i>	33	<i>Canisters</i>	66
<i>Mission Debriefing Screen</i>	33	<i>Elements</i>	66
Multiplayer Games	35	<i>Triggers</i>	68
<i>Multiplayer Setup</i>	36	<i>Reactors</i>	69
<i>Multiplayer Configuration Screen</i>	37	<i>Multiplayer Start Locations</i>	70
<i>Multiplayer Choose Unit</i>	39	<i>Building Blackout</i>	70
		<i>Audio Proximity Trigger</i>	70
		<i>Setup</i>	71
		<i>Windows</i>	72
		<i>Editing Characters</i>	72
		<i>Scenario Design Suggestions</i>	73



WARHAMMER 40,000: CHAOS GATE is squad level tactical combat simulation that is set in the Warhammer 40,000 universe. In the game the Ultramarines lead by Captain Kruger undertake a perilous campaign against the traitorous forces of Chaos. WARHAMMER 40,000: CHAOS GATE can be played as an ongoing campaign, a series of single missions, as a randomly generated mission, or in head-to-head action with up to three other players over a Local Area Network (LAN) or via a TCP/IP Internet connection. WARHAMMER 40,000: CHAOS GATE also comes with a Scenario Builder that enables the creation of custom and randomly generated combat missions.



SYSTEM REQUIREMENTS

To play WARHAMMER 40,000: CHAOS GATE, be sure your system meets the following system requirements:

- ◆ Pentium 166 MHz IBM PC or compatible
- ◆ 32 MB of RAM
- ◆ Windows® 95 or 98
NOTE: This game cannot be played on Windows® NT systems. Multitasking is not recommended when playing WARHAMMER 40,000: CHAOS GATE
- ◆ An **Uncompressed** hard drive with 175MB free for the "Recommended" install
- ◆ 8 X CD-ROM drive or faster
- ◆ A SVGA video adapter with 2 MB of memory and a Color SVGA Monitor
- ◆ A 100% Microsoft (or Logitech) compatible mouse
- ◆ Microsoft mouse driver version 9.00 or higher or Logitech mouse driver version 6.24 or higher

In addition to the basic system requirements, the game requires that DirectX 6 be installed to your hard drive. The option to install DirectX 6 appears during the game installation. At the end of installation, you are prompted to register WARHAMMER 40,000: CHAOS GATE electronically. For network play, you need a DirectPlay compatible network adapter.

WARHAMMER 40,000: CHAOS GATE also features online game play access via the mplayer network. For installation instructions and system requirements, see the README.TXT file.

Installing the Game

You must install WARHAMMER 40,000: CHAOS GATE game files to your hard drive and have the WARHAMMER 40,000: CHAOS GATE CD in your CD-ROM drive to play this game or use the Scenario Builder. To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled the Windows 95 Autorun, or if it does not function, Explore the CD and double-click on the Setup icon. Follow all on-screen prompts to complete the installation.

Starting the Game

The WARHAMMER 40,000: CHAOS GATE Autorun program displays a menu with the options to run the game, the Scenario Builder, Install DirectX 6, Uninstall the game, or view the README.TXT file, every time the CD-ROM drive is closed with



the CD in place. WARHAMMER 40,000: CHAOS GATE can also be started by opening the Start menu, selecting Programs and choosing the folder where WARHAMMER 40,000: CHAOS GATE was installed and double-clicking on the WARHAMMER 40,000: CHAOS GATE program item. The other item in that folder is the Scenario Builder program which can be used to create or edit scenarios on your own.

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

Note: WARHAMMER 40,000: CHAOS GATE requires the computer be set to 256 color mode in the Windows 95 Settings window. Screen saver utilities should be turned off before starting to play WARHAMMER 40,000: CHAOS GATE.

Uninstalling the Game

To uninstall the game, select that option from the Autorun menu, or choose Settings from the Windows 95 Start Button, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on WARHAMMER 40,000: CHAOS GATE, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games or edited scenarios.

Saving Games

WARHAMMER 40,000: CHAOS GATE requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to 175KB of hard drive space.

Note: If you exchange a saved game with someone, it is important to note which slot it occupied since it can only be played from that position in the save game list.

Electronic Registration

If you did not register your copy of WARHAMMER 40,000: CHAOS GATE after installation and wish to do so later:

1. From your desktop select the Start button, click on Programs, click on WARHAMMER 40,000: CHAOS GATE and click on Register for Free Stuff.
2. Follow all on screen prompts.

Note: If you register electronically, or via the registration card, you will be provided with a code to unlock an additional scenario.



Electronic Documentation

If you do not already have the Adobe Acrobat Reader, you can install the software using these instructions. Insert the game CD in your CD-ROM drive. Explore the CD, and double-click on the ACROWIN folder, located in the root directory. Double-click on the file entitled ACROREAD.EXE and follow the on-screen prompts.

Once Acrobat Reader is installed on your system, you can read README.PDF by opening the folder on your hard drive in which you installed the Adobe Acrobat reader, and double-clicking on the file ACROREAD.EXE. From the File menu of Adobe Acrobat, you may open the README.PDF located in the root directory of your game CD.

TROUBLESHOOTING

This section should help you solve some common problems.

Sound and Video Cards

Some sound and/or video cards are not supported by Windows 95 and DirectX. If you do not have one of the following Sound or Video cards, the game may not work.

DirectX Supported Sound Cards:

Aztech, Creative Labs, ESS,

Microsoft DirectX Supported Video Cards:

2D: ATI, Chips @ Technologies, Cirrus Logic, Matrox, S3, Tseng Labs, Western Digital, 3DLabs, Creative Labs, Rendition

DirectX 6 Setup

This game requires DirectX 6. If you do not have DirectX 6, then it can be installed or reinstalled from the CD. Installing DirectX 6 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DIRECTX folder. Double click on DXSETUP.EXE to start the DirectX 6 install.

Using either the Install DirectX 6 button from the Autorun or DXSETUP.EXE, you can install DirectX 6, reinstall DirectX 6, test your drivers certification, or reinstate your previous audio and video driver as described following.



DirectX Disclaimer and License

WARHAMMER 40,000: CHAOS GATE utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, SSI cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows 95 driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

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

Verifying DirectX Video/Sound Card Drivers

To verify that your sound and video drivers are DirectX 5 certified, follow the steps below.

1. Click on the Windows Start button
(usually found in the lower-left corner of your screen).
2. Click on Run.
3. In the open field type the command:
C:\progra~1\directx\setup\dxinfo.exe
then click on OK.
4. Make sure all drivers say Certified next to them.

If any of your drivers are not DirectX certified you should contact the hardware manufacturer and see if they have certified DirectX 5 drivers.

Reinstalling Windows 95 Video Drivers

If you find that there is a problem with your display after you have installed DirectX 6 you can reinstate your old video drivers by following the instructions below.

1. Click on the Windows Start button
(usually found in the lower-left corner of your screen).
2. Click on Run.
3. In the open field type the command:
C:\progra~1\directx\setup\dxsetup.exe
then click on OK.
4. Click on the Restore Display Drivers button.

This may require that you have the disk containing your original drivers.



Contacting Technical Support

If you are having problems, please consult the Troubleshooting section of this manual before contacting SSI Technical Support. We've put many of the solutions to the most common problems in this area. If you are sure that you meet the WARHAMMER 40,000: CHAOS GATE system requirements and the game still does not run, please make certain that you are using the latest drivers for your system.

We have a staff of Technical Support Specialists ready to help you with any technical problems you may have with any of our games. If your problem is due to your system configuration they can suggest some possible solutions.

Because of the millions of different hardware and software configurations possible with today's PCs, you may still have to consult with your computer dealer, hardware manufacturer, or software publisher to properly configure your system before our game can work. You may also need to get the latest version of your sound, video, mouse, or CD-ROM drivers before the game runs properly.

We suggest contacting SSI Technical Support via fax or e-mail if possible. Please send a printout of your c:\autoexec.bat file, a printout of your c:\config.sys file, and a complete description of the problem. Please include the operating system you are using, and any error messages you have seen which indicate that there is a problem.

Please send this information to our fax number, or the e-mail address found below.

Fax: (319) 395-9600 Attn: Technical Support

E-mail: support@learningco.com (please use the game name as the subject)

If you cannot fax or e-mail us, we can also be reached by phone. Our Technical Support number is (319) 247-3333 between 9:00 A.M. and 9:00 P.M., Central Standard Time, Monday through Friday, holidays excluded.

Absolutely no game playing hints will be given through this number.

SSI Online

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

Copy Protection

In order to play WARHAMMER 40,000: CHAOS GATE, the game CD must be in the CD-ROM drive.



GAME SCREENS AND MENUS

Mouse and Other Controls

The mouse is used to move characters, to activate the menus and screens, and to display information about the game features.

Characters can be selected in the following ways; Left-click on a character to select a single character. Hold down the Ctrl key and left click on different characters to select multiple characters, or hold down left mouse button and draw a box around multiple characters.

Left-click the mouse to move or fire with selected characters. Left-click with the mouse to select menu and screen options. Right-click with the mouse to turn selected characters. Right-click anywhere on the map and the selected characters turn to face where the mouse clicked. Holding the mouse over buttons and information boxes brings up “hot text” that shows the function of the button and displays what hot key is assigned to the button.

MAIN MENU



When WARHAMMER 40,000: CHAOS GATE begins, there is an opening cinematic sequence, which can be bypassed by left-clicking or hitting any key. After the opening cinematic the first screen of the game is the Main Menu. There are five available options, as described on the following page.

New Game

Brings up the New Game Screen with choices for playing a New Campaign, Single Scenario, or a Random Scenario. See the “Starting a Game” section, starting on page 9.



Load Game

Brings up the Load Game screen with all previous saved games available. Select a saved game by left clicking on its name. To load the selection click on the check mark, or double-click on the entry. The game automatically saves at the beginning of the player’s turn.

Multiplayer Game

Displays the Setup screen that allows a player to host or join a head-to-head game over TCP/IP Internet or LAN. For more information, see the “Multiplayer Games” section beginning on page 35.

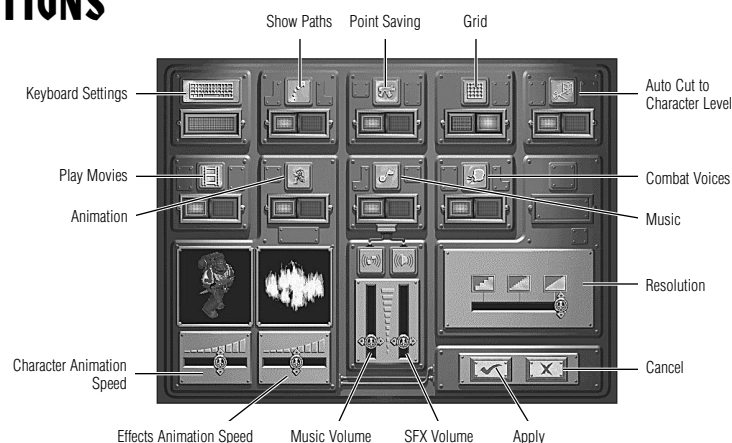
Options

Brings up the Options screen with choices for Audio Options, Video Options, Game Settings and Keyboard Hot Key Settings. For more information, see the “Options” section beginning on this page.

Quit

Prompts the user to confirm they want to quit the game, then exits to the desktop.

OPTIONS



These “look and feel” options can be set here, or during game play through the Bridge Options menu and the More Options button. Please see the following page for descriptions of these options.



Keyboard Settings: Opens a screen that is used to define combat hot keys. Click on the name of the action to change its hot key setting. A dialogue box appears asking the user to press the desired key. The **Done** button saves the changes and returns to the options menu. **Cancel** does not save the changes and returns to the Options menu.

Show Paths: This options displays the path a character must follow from one space to the next. When **On**, clicking in a cell displays the path, clicking a second time causes the character to move there.

Point Saving: This toggles Point Saving on and off. Point Saving causes moving characters to stop at the point where they have used all their action points except what is required for one shot. This allows them to adjust the angle of attack, close the range to an enemy, or take advantage of Overwatch fire at the end of movement.

Grid: Toggles a grid overlay on the combat map on or off.

Auto Cut to Character Level: Automatically removes terrain layers down to the level of the active character. Terrain layers can be restored with the number keys (1-7) or by using the Cut to Level 1-7 buttons on the lower-left control panel.

Play Movies: Toggles animated cut scenes between campaign missions on and off.

Animations: Toggles on and off character's movement animations during combat.

Character Animation Speed: This slider controls the speed at which the figures move.

Effects Animation Speed: This slider controls the speed at which the effects move.

Music: Toggles on and off the game music.

Combat Voices: Toggle on and off the combat voices.

Music Volume: This controller adjusts the volume of the in game music.

Sound FX Volume: This controller adjusts the volume of the in game sound effects.

Resolution: This controller adjusts combat screen resolution to one of three settings.

Accept: Applies changes and returns to the previous screen.

Cancel: Cancels all changes and returns to the previous screen.

ENCYCLOPEDIA

The Encyclopedia can also be viewed from various places throughout the game and contains information about the game elements. These include the characters, vehicles, weapons, equipment, and Psyker powers. Pressing one of the four category buttons selects characters, weapons, vehicles, or Psyker powers. The Previous Item and Next Item buttons are used to page through the items. The **Exit** button closes the encyclopedia.

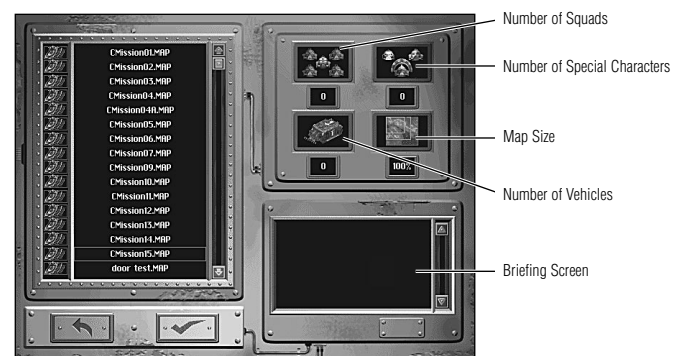


STARTING A GAME



Campaign games begin with the player selecting a difficulty level from the Level of Difficulty screen. The player then follows the Ultramarines through an epic crusade against the traitorous forces of Chaos Lord Zymran. Single Scenario mode allows the player to choose a completed campaign mission, a custom mission that has been built with the scenario editor or a mission created with the random scenario generator and saved. After choosing a difficulty level, the Single Scenario screen is displayed.

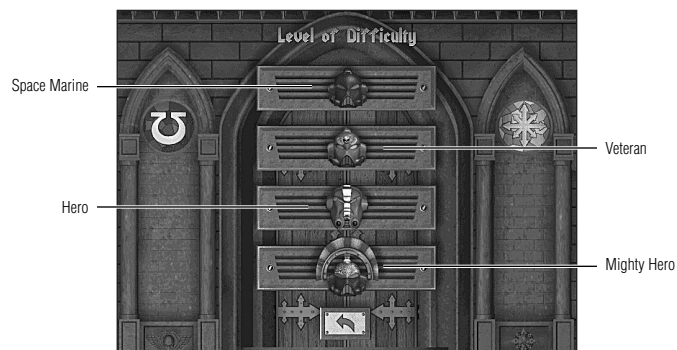
Single Scenario Screen



Campaign missions played individually and missions that have been created with the Scenario Editor are loaded from this screen. Select the mission to be played by left clicking on its name. Banner icons to the left of the mission names indicate campaign missions. Information about the mission is on the right side of the screen, including the number of squads, any special characters or vehicles, and the size of the mission map. The mission's objectives and victory conditions are in a lower-right corner window. Single scenario play can only be played on the Ultramarine side.

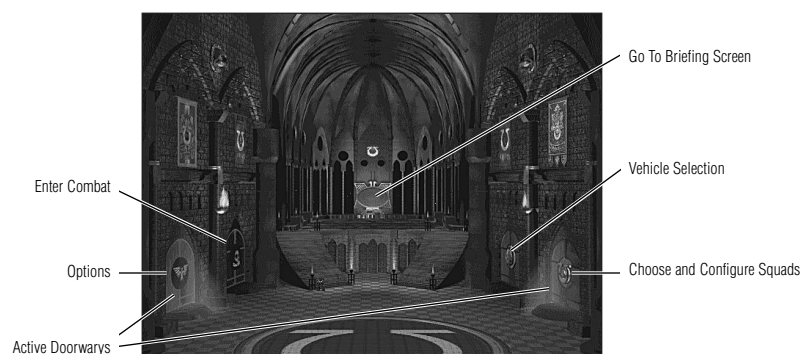


Level of Difficulty



Choosing the level of difficulty for games is done on this screen. There are four choices: Space Marine (Easy), Veteran (Normal), Hero (Hard), and Mighty Hero (Very Hard). WARHAMMER 40,000: CHAOS GATE and all of its missions were constructed with the Veteran difficulty setting in mind. Increasing or decreasing the difficulty level changes the following: chances of reinforcements arriving, the skill level of enemy troops and how intelligently the enemy behaves. The Mighty Hero difficulty setting is the same as Hero with the following differences: in Mighty Hero mode you can only have one saved game file for the campaign or mission. This file is automatically updated whenever a character is killed, the turn ends, or the player exits the game.

CATHEDRAL BRIDGE SCREEN



The campaign, single scenario and random scenarios start at the cathedral bridge. There are five hot spots here. The view screen in the center of the cathedral bridge screen is the mission briefing hot spot. The other four hot spots are the doors leading out of the bridge. These can only be entered when they have lights shining on them.



Mission Briefing

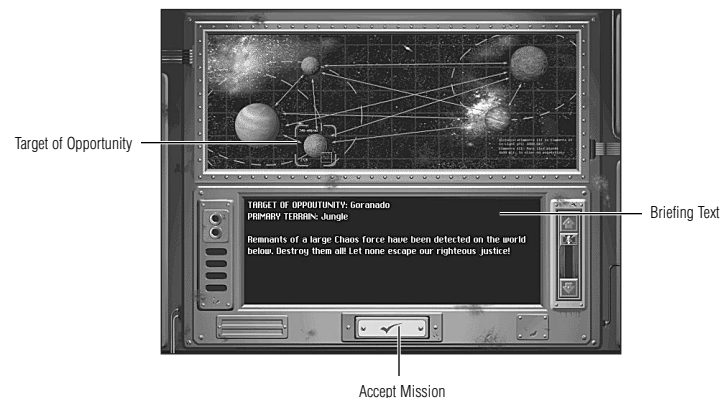
During campaign missions Captain Kruger, leader of the Ultramarines second company, transmits his orders to the Space Marines. The orders and mission objectives are also displayed on the view screen.

During single scenario and random scenarios the mission objectives are displayed on the view screen.

Campaign Random Scenarios

At times during a campaign targets of opportunity occur. These missions are always optional and are not required to finish the campaign. However these missions are good opportunities to gain combat experience for the Space Marines and to bolster the Ultramarine army's inventory of weapons.

Campaign Random Scenario Screen



Click on the planets in the view screen to select a mission. Completed or failed missions are bracketed in red. Missions that can be selected are bracketed in green. The primary mission is always on the far right. Selecting the primary mission bypasses any remaining missions of opportunity.

Information about each mission is displayed in the text region below the view screen. Click the button with the **Check Mark** to select the mission.



Configure and Choose Squads Screen



The front door on the right hand side of the screen leads to the Configure and Choose Squads screen and the Configure Selected Squads screen. The Choose Squad screen is used for selecting characters to be sent on a mission. The top half of the screen shows the statistics for selected characters, including the following information about each character. As the cursor is passed over each statistic, hot text appears, describing its role.

Squad Selection Buttons

All selected squads go on the mission. There are eight squads in the Ultramarine company. There are five Space Marines in each squad. There are four types of squads, one Terminator squad, five Tactical squads, one Assault squad, and one Devastator. Up to three squads can be taken into combat in any combination. Note: Some squads are not available until Captain Kruger authorizes their use.

Character Portrait

A picture of the selected character.

Character Name

By clicking on his name, the name of the selected character can be changed. A cursor appears, the name can then be edited or replaced.

Action Points

Displays the number of action points that the selected character has for each turn.

Health

Displays the number of health points that the selected character has at the beginning of combat. When health reaches zero during combat, the character dies. Health is refreshed before each mission.



Armor

Displays the number of armor points the selected character has at the beginning of combat. The Space Marines Power Armor protects against the devastating effects of powerful weapons, but has a chance of being damaged in the process. Space Marine armor starts at 40 points, Terminator armor starts at 110 points.

Ballistic Skill

Displays a number that represents the characters percent chance to hit a target with a ballistic weapon. When the character takes a shot this number can be modified by several influences such as: range, type of weapon, cover, and smoke.

Weapons Skill

Displays a number that represents the characters percent chance to hit a target with a melee weapon. The type of weapon being used can modify this number.

Strength

Displays a number that is used to determine how far a character can throw objects. If the character strength is greater than his weapons strength, this number is used in calculating melee damage.

Toughness

Displays a number that is used to determine a character's ability to resist damage. Characters with higher toughness are more likely to resist damage, because a high toughness is harder to penetrate.

Initiative

Displays a number that is used to determine the order in which characters make their attacks in melee combat. The character with the highest initiative goes first.

Attacks

Displays the number of attacks or swings that a character makes during a round.

Leadership

Displays a number that is used to determine if a character passes a break test. Characters with high leadership are less likely to fail a break test. Squad mates within five cells of one another use the highest leadership value for this test.

Number of Missions

Display the number of missions the selected character has been on.

Number of Enemies Killed

Displays the number of enemy characters the selected character has killed.

Experience Points

Displays the number of experience points the selected character has earned.



Psyker Powers

The top four monitors on the right side of the screen are used to display the Psyker powers of a selected Librarian.

Honor Badges

The bottom four monitors on the right side of the screen are used to display any honor badges awarded to the selected character.

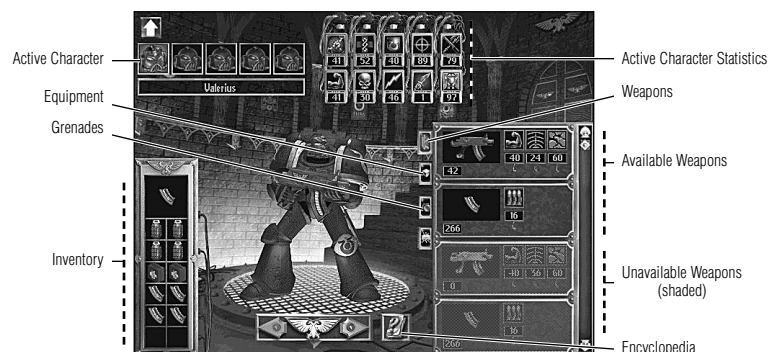
Special Character Selection

There are ten Special Characters, one Captain, one Chaplain, two Apothecaries, two Techmarines, and Four Librarians. Each of the ten special characters in the Ultramarine army is depicted with an icon at the bottom of the screen. Left clicking highlights and selects the special character and displays his statistics on the view screens. Captain Kruger authorizes the use of the special characters during campaign missions. Characters that cannot be selected are not available on the mission.

Arranging the Company

The members of the squads are represented with squad member icons. The squad member icons can be dragged and dropped to other squad member locations, allowing the player to arrange his army any way he wishes. Dragging an icon to a location that is filled causes the squad members to switch positions. Special character icons can not be moved. The door on the left returns to Cathedral Bridge. The door on the right moves onward to the Configure Selected Squads screen.

Configure Selected Squads Screen



This screen is used to outfit the selected squads and characters for combat. All of the squads are displayed loaded up with a default configuration. This default configuration gives all of the characters basic weapons, ammunition, grenades,



and medical supplies. Special and Heavy weapons, and special grenades can be substituted onto the characters in accordance with the squad configuration rules. The weapons used by the special characters can not be changed, but their equipment can be.

Squad Configuration Rules

Tactical Squad: The basic configuration for a tactical squad is five Space Marines, one of which is a Sergeant. Each Space Marine is configured with a standard Bolter. One Tactical Squad member can be configured with one Special Weapon or one Heavy Weapon. The Special Weapons include the Flamer, Plasma Gun, and Melta. The Heavy Weapons include the Missile Launcher, Multi-Melta, Heavy Plasma Gun, Heavy Bolter, and Lascannon. Each member of the Tactical Squad also carries a combat knife. Tactical squad members can carry any combination of ammunition, grenades, equipment, or medical kits

Assault Squad: The basic configuration for an Assault Squad is five Space Marines, one of which is a Sergeant. Each Space Marine is armed with a Bolt Pistol and a Chainsword. All members of the Assault Squad are allowed to change the type of pistol and close combat weapon they are carrying. Assault Squad members can carry any combination of ammunition, grenades, equipment or medical kits.

All members of an Assault squad are outfitted with a jump pack.

Devastator Squad: The basic configuration for a Devastator squad is five Space Marines, one of which is a Sergeant. Four of the Space Marines are armed with Bolters and one carries a Heavy Bolter. Any two Devastator Squad members may be configured with Heavy weapons. These include the Missile Launcher, Multi-Melta, Heavy Plasma Gun, Heavy Bolter, and Lascannon. Each member of the Devastator Squad also carries a combat knife. Devastator Squad members can carry any combination of ammunition, grenades, equipment or medical kits

Terminator Squad: The Terminator Squad consists of five Veteran Space Marines, one of which is a Sergeant, each armed with a Storm Bolter and Power Fist. One Terminator may substitute his Storm Bolter with a Terminator heavy weapon. These include the Assault Cannon and Heavy Flamer. Any Terminator may substitute with any of the Terminator assault weapons. These include the Power Sword, Chain Fist, Power Fist, Lightning Claws, and the Thunder Hammer and Storm Shield. Terminators can not carry extra ammunition, grenades, equipment, or medical kits.

Squad Icons

Click these icons to choose the squad to configure. When exchanging squad members by dragging icons, only characters with the Crux Terminatus honor can wear Terminator armor.



Squad Member Icons

Click on the Squad member Icon to select a character to configure.

Characters Name

Displays name of the selected squad member. By clicking on his name, the name of the selected character can be changed. A cursor appears; the name can then be edited or replaced.

Previous Character and Next Character

The arrow buttons at the bottom of the screen selects the previous or next character to configure, or use the left- and right-arrow keys.

Statistics Monitors

The monitors show selected characters statistics. These include the characters, Action Points, Health, Armor, Ballistic Skill, Weapons Skill, Strength, Toughness, Initiative, Attacks, and Leadership.

Character Portrait

Shows the selected character with his current weapons.

Carried Equipment

Space Marines can only carry one ranged weapon and one close combat weapon at a time. Members of Tactical and Devastator squads always carry a combat knife as their close combat weapon. Characters never drop their only weapons.

The boxes on the left hand side of the screen show what equipment the selected character is carrying. The larger top box represents the ammunition that is loaded in the character's weapon. The twelve boxes below are for extra ammunition, grenades, equipment, and medical kits. Items can be removed from the character by left clicking on the picture of the item.

Equipment Inventory

The equipment inventory is divided into three sections, weapons, equipment, and grenades. A fourth tab displays the Psyker Powers selection screen, which are described in the "Psyker Powers Screen" section, starting on page 18. All available equipment is in the inventory. Additional weapons and equipment can be found during missions as individual pieces, in crates, in piles, or on dead bodies. Any equipment that is located can be used during the battle as long as the Space Marine finding it can equip it. Use the retrieve commands during combat to



examine and pickup equipment. Any equipment that is located and not used is added to the equipment inventory at the end of the mission. See the "Retrieve Screen" section, starting on page 25 for more information.

Selecting Equipment

Clicking on the picture of the item in the equipment inventory adds that item to the selected character. Remove equipment by clicking on an item in the character's inventory

Weapons Button

Brings up the weapons section of the inventory.

Equipment Button

Brings up the equipment section of the inventory.

Grenade Button

Brings up the grenade section of the inventory.

Picture

The name of the weapon, grenade, or equipment is displayed in hot text when the cursor is placed on the picture. Clicking on the picture equips the item. Pictures become shaded when the item is not selectable because of restrictions in the squad configuration rules.

Strength: Determines the weapons ability to inflict damage.

Range: Displays the maximum distance a weapon can shoot, as well as the range of the Scanner.

Blast Radius: Displays the radius of the area affected by a grenade.

Damage Potential: Shows the maximum amount of damage that a weapon can do. One point of damage is equal to one point of character health or one point of character armor.

Number in Inventory: Displays amount of each item in the equipment inventory.

Number of Rounds: Shows the number of rounds in that type of ammunition clip.

Encyclopedia Button: Brings up the Encyclopedia. For more information about the Encyclopedia see page 8.

The Exit Door exits to the Cathedral Screen.



Psyker Powers Screen



This screen is used to select Psyker Powers for the Librarians. This screen opens after exiting the Configuration Screen if it is the first time that the selected Psyker is being configured. This same screen opens after the Mission Debriefing if the Librarian has moved up a level and is eligible for a new power.

Available Psyker Powers

The empty boxes at the top of the screen indicate the number of powers that can be selected. Normally only one power at a time is selected. The Psykers get one new power for each level. Four powers can be selected for a multiplayer game. Selecting a power fills one box. To change powers, click on a filled box, emptying it, and select another power.

Psyker Power Icons

An icon represents each of the Psyker Powers. Click on the icon to select the power. Selecting an icon highlights the icon in red, changes the power name to red, and displays the icon in the available Psyker Powers box.

Psyker Power Name

Displays the name of the Psyker Powers. Clicking the power name causes the text information on the left to change to reflect the power.

The left and right arrows at the bottom of the screen change the pages of powers to choose from.

Done Button

The eyes of the **Skull Face** button glow after the correct number of powers have been selected. Pressing this button brings up a confirmation dialogue box. Clicking on the **Checkmark** exits the screen and proceeds to the game. Clicking on **X** restores the Psyker Powers screen where different powers can be selected.



Vehicle Configuration Screen



The rear door on the right hand side of the Cathedral Bridge screen leads to the Vehicle Configuration screen. This door is highlighted and opens, only if vehicles are being taken on the current mission. During the campaign only Captain Kruger can authorize vehicles for use on missions. The player decides which vehicles to take during random scenarios, and custom created missions.

The left side of this screen is used for selecting vehicles. This can only be done during random scenarios, and custom created missions. The right side of the screen is used for configuring vehicles that have been selected which is done any time a vehicle is used, either during campaign or scenario play.

Vehicle Picture

Depicts current vehicle in an action scene. The left- and right-arrows at the bottom of the screen change the pages of vehicles to choose from.

Select Vehicle Button

Used to select vehicles for a mission. This button becomes available during random scenarios, and custom created missions. This button is inactive during campaign play. Captain Kruger authorizes vehicles for campaign missions.

The text box displays a brief text description of the currently selected vehicle.

Vehicle Number Icons

Up to three vehicles can be assigned to a mission. The design of the mission, the settings in the Random scenario Generator or the number of players in a multiplayer game determines the number of assigned vehicles to a mission.

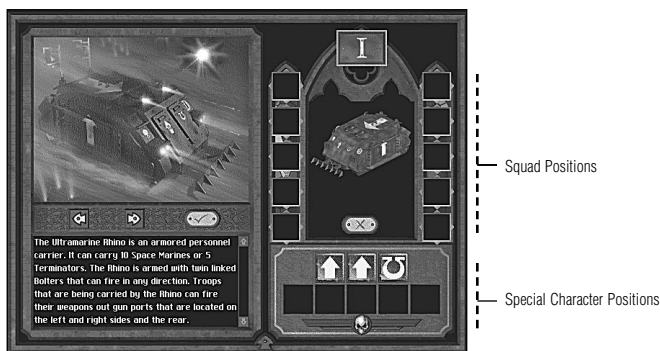
Up to three Vehicle Number Icons are displayed. However, two are displayed for missions with two vehicles and one is displayed for missions with one vehicle.



Clicking on the icon shows the selected vehicle in the window below. If no vehicle has been selected, use the select vehicle button on the left side of the screen to select one. Selecting another vehicle replaces one that has been selected.

Note: Captain Kruger's Ultramarine Company has limited resources. Should you be assigned a vehicle and lose it, there may not be a replacement available.

Configuring Vehicles



The only vehicle that actually can actually be configured is the rhino. The Predator, Dreadnought, and Land Speeder only need to be selected for use in combat.

Configuring the Rhino

The Rhino is an armored personnel carrier. It can carry up to ten characters outfitted in Power Armor, or five characters in Terminator Armor. The player has the option of loading characters into the Rhino before entering combat.

Rhino Passenger Boxes

When the Rhino is selected and displayed as the right side vehicle picture, ten boxes appear alongside the picture. These represent locations for passengers.

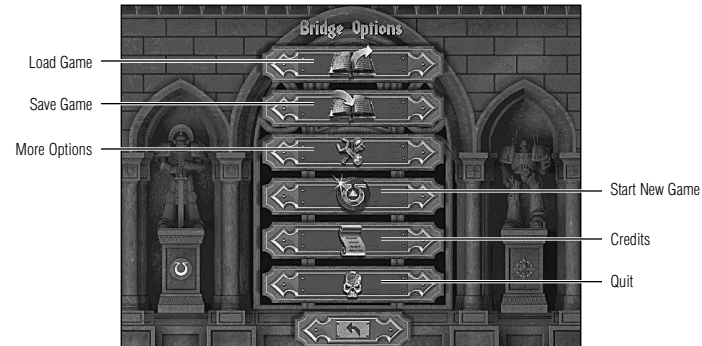
Squad and Special Character Icons

When the Rhino is selected and displayed as the right side vehicle picture, eight boxes appear below the picture. The top three represent the squads taken into combat. The bottom five are for the special characters. To have a squad or special character start a mission in a Rhino, drag and drop the appropriate icon into one of the passenger boxes. Individual special characters may be placed in the Rhino. Entire squads must be placed in the Rhino. The screen cannot allow invalid combinations.

The Done button exits the Vehicle Configuration screen. Changes to the vehicle configurations can be made before going into combat.



Cathedral Bridge Options Screen



The front door on the left side of the Cathedral Bridge leads to the Cathedral Bridge Options screen. The following options are available.

Load Another Game: Brings up the load game screen.

Save Current Game: Brings up the save game screen.

More Options: Brings up the main options screen.

Start New Game: This ends the current mission and brings up the main menu.

Credits: Brings up the credit screen.

Quit: Prompts the user to confirm they want to quit the game and then exits to the desktop.

Back: Returns to the Cathedral Bridge.

Enter Combat

The rear door on the left side of the Cathedral Bridge is highlighted when the user has completed every step necessary to enter combat. Entering this door begins the mission. It might be wise to go through the Options door first, where the squad configuration can be saved.



THE COMBAT SCREENS

The Mission

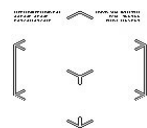
The deployment of the Space Marines, special characters, and vehicles is determined when the mission is created. Turn-based action unfolds as Space Marines move and encounter Chaos forces. The Space Marine player always has the first move. The mission ends in either success or failure, depending on the specific mission parameters and whether they are accomplished.

During the player's turn, each Space Marine, Terminator, and Space Marine vehicle uses their allocation of action points to move, fire, engage in hand-to-hand combat, and interact with various features on the Combat screen using the controls below.

Cell Cursor

The game play view is a 3D coordinate environment: The cursor in the game hugs to each blocked area called a cell. A cell is a block of 3D space surrounded by a frame, that contains coordinates for movement, character, object, and terrain data. The combat display is seven layers high. As the cursor is moved is around the game map it hugs the terrain shape. To move the cursor up and down in space, use the **A** key and **Z** key.

Selecting Characters



Left-click on friendly characters to select. Press and hold the **CTRL** key to select multiple characters. Multiple characters can also be selected holding the left mouse button down, moving the mouse draws a box. Any friendly characters in the box are selected. The active character, or characters, display a "chevron" which contains the number action points remaining for that turn. Action points are what determine what a character can do each turn, and once spent are gone until a new turn begins.

Character Actions



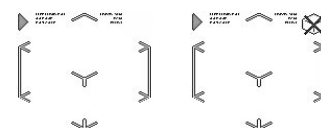
During a turn, troops can perform a wide variety of actions to move, fight, use powers and abilities in the battle against the forces of Chaos. Some of these actions are triggered by using buttons on the three panels below the Combat screen, some are triggered by moving the cursor over a unit or object on the screen and clicking there.



Movement

To move a selected character or characters, first move the mouse to the desired location and left click. The selected character or characters begin to move to that location. The selected character or characters stop moving and report if they see a new enemy or if the point saving option is enabled. Once committed to, however, movement is required. Short strings of movement work better than long ones in case a chance to shoot at an enemy occurs, and the option to fire or use grenades is preserved as long as possible. There are two modes for moving, walking and running.

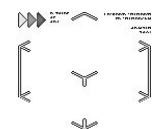
Walk



Walking is the default mode for movement. There are no bonuses or penalties for walking. The walk button on the combat screen sets the movement mode to walking if run mode or fire mode has been set. The Cell cursor above on the left indicates walking is allowed, the cursor on the right indicates that the cell is impassable for either walking or running movement. In many cases, movement is allowed into a cell even if there is an object there, so always check with the cursor.

► *Action Points Used: 3 points for all terrain types*

Run



Press the run button on the combat screen to set the movement mode for the selected characters to running. Running lowers the selected characters chance to hit when firing his weapon for the remainder of the turn. Characters that are running are harder to hit by characters that are on Overwatch.

► *Action Points Used: 2 points for all terrain types*

Crouch / Stand

The crouch and stand button on the combat screen toggles the selected characters from standing position to a kneeling position and back again. Characters that are kneeling automatically stand when ordered to move somewhere.

► *Action Points Used: 2 points to crouch or stand*

Changing Direction

Characters can face eight directions. Select one or multiple characters and right click the mouse off of the characters. The selected characters turn to face the cursor.

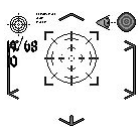
► *Action Points Used: 1 point per facing change*

Point Saving

Point saving is enabled on the Options screen, and causes a character to stop moving when all action points have been used except those needed for a normal, ranged weapon attack with the weapon the character possesses. Point saving is on by default.

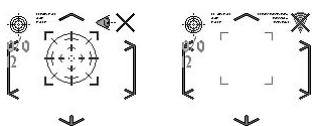


Shooting



To target an enemy, move the cursor to an enemy occupied cell. If the enemy is an eligible target, the cursor changes to a targeting cursor displaying two numbers. The first number is the percent change to hit the target. The second number is the percent chance to damage the target. Below that are two numbers

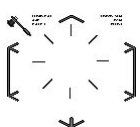
the first representing the number of action points each normal shot uses. The number below that is the number of spaces between the active character and the target. Left clicking on the enemy fires the selected character's weapon. Characters automatically turn to face their targets.



If the target is not eligible a cursor like the one on the left appears when the enemy is targeted. If the enemy is out of range, a cursor like the one on the right appears.

► *Action Points Used: Determined by weapon type*

Hand to Hand Combat



Characters that are adjacent to an enemy can engage in hand to hand combat. Characters must have their melee weapon selected before engaging in hand to hand combat. Multiple characters may attack one enemy. Select a character or characters for the hand to hand combat exchange. The targeting cursor changes to a "hand-to-hand" combat targeting cursor, and the selected character's chevron becomes two crossed weapons when hand-to-hand combat is set up properly.

Left-click on the enemy to initiate one round of hand-to-hand combat. Repeat clicking to continue the hand-to-hand combat exchange.

► *Action Points Used: 10 points per round (Only the aggressor uses action points.)*

Direct Fire

Pressing the direct fire button on the screen activates direct fire mode. Any cell can be targeted while in direct fire mode. Direct fire is used to for shooting at objects, such as barrels, doors, and plants.

► *Action Points Used: Determined by weapon type*

Aimed Shot

Pressing the aimed shot button on the combat screen activates aimed shot mode. Shots taken in aimed shot mode are more accurate than normal fire. Characters take more time to target an enemy and fire at exposed areas of a target that is in cover.

► *Action Points Used: Twice the cost of a normal shot. Determined by weapon type*



Retrieve

The retrieve button becomes active when the selected character is adjacent to and facing or standing in the cell of one of the following: an item, a crate, a pile of weapons, a dead body, or a friendly character. Pressing the active retrieve button opens the retrieve screen.

► *Action Points Used: 4 points per item*

Retrieve Screen



The top half of the Retrieve screen shows the item or items that are contained inside the crate, pile of weapons, dead body, or friendly character. The bottom half of the retrieve screen shows the items that the selected character is carrying. Clicking on an item moves it to the other half of the screen. For example clicking on a Bolter Clip that is in a crate moves it to

the selected Space Marine's personal inventory. Items do not move if there is no room for it in the new location.

The following special cases prevent items from being exchanged or retrieved.

Ultramarine Space Marines never pickup or use any Chaos Weapon. A Space Marine never drops his weapons. Tactical Space Marines can only exchange their weapon for a weapon designed for their squad type. Devastator Space Marines can only exchange their weapon for a weapon designed for their squad type. Assault Space Marines can only exchange their weapon for a weapon designed for their squad type. Terminators can never exchange their weapons or retrieve items. Special character's weapons cannot be dropped or exchanged, however, their equipment can.

The Encyclopedia can be accessed from this screen. The exit button exits the retrieve screen.

Open Door

The open door button is highlighted when a character is adjacent to and **facing** a closed door. Pressing the Door button opens the door. There are two types of doors. There are normal doors and there are lockable doors. Normal doors are never locked. Lockable doors can be locked and unlocked. Throwing a switch or using a key can do this. Lockable doors have a small picture of a keyhole on their button.

► *Action Points Used: 2 points to open or close a door*

Operate Switch

The Operate Switch button is highlighted when a character is adjacent to and facing a switch. Pressing the Operate Switch button toggles the switch. Switches are normally used for opening and closing, and locking and unlocking doors. **Note:** switches can also be linked to traps.

► *Action Points Used: 2 points to toggle a switch*



Overwatch

Pressing the overwatch button puts any selected characters into overwatch mode. Overwatch is defined as declared opportunity fire. When a character is set to overwatch mode, any action points that the character has remaining are used to shoot targets of opportunity during the enemies turn. Action points not used are lost. Moving a character after overwatch has been set cancels overwatch mode. Characters set to overwatch get an eye symbol added to their chevrons.

► *Action Points Used: None*

Rally/Formation Movement

This button determines how a **group** of selected characters moves. In Rally mode all selected characters try to move to the same point on the map. This is good for bringing several characters together. In Formation mode all selected characters try to move as an organized group. The selected characters end their movement in as close to the same formation in that they began as terrain and action points allow.

► *Action Points Used: None*

Board/Disembark Vehicle

This button loads and unloads characters into and out of the Rhino armored personnel carrier. Characters must be standing in one of three cells directly behind the Rhino. Characters in the Rhino can shoot out of the sides and rear of the vehicle.

► *Action Points Used: 10 points to Board or Disembark*

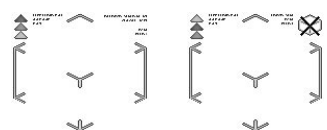
End Turn

This button ends the users turn. The button is highlighted during the users turn.

Special Character and Equipment Buttons

Some buttons are only available for specific units: Assault Space Marine squads are equipped with jump packs, Apothecaries can tend wounded characters, and Librarians can use or nullify Psyker powers.

Jump Pack



When the selected character is an Assault Space Marine an extra button appears on the screen just to the right of the retrieve button. This button is the jump pack button. Pressing this changes the cell cursor to the orange colored Jump Pack cursor,

which is used to choose the destination of the Assault Marines jump. The cursor above on the left indicates that the destination can be landed in and is in range, the cursor on the left indicates that the destination is impassable or out of range. When the destination is chosen the Assault Marine's Jump Pack activates, the Marine lifts off, flies over the battlefield, and then lands. The button has a small window with a



number that represents the amount of fuel in the jump packs fuel tank. The Assault Marine automatically turns to face the direction of the jump. An Assault Marine can cover a tremendous distance until fuel runs out on their jetpack, so use them wisely.

► *Action Points Used: 10 points per jump* ► *Fuel Used: 1 point per cell moved*

Apothecary Heal

Pressing this button causes the Apothecary to heal one of his Brother Space Marines. The Apothecary must be adjacent to and be facing a wounded character for the button to highlight. The button has a small window with a number that represents the number of action points required to heal the wounded character.

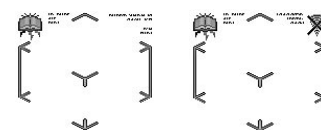
► *Action Points Used: As much as required to heal the wounded character*

Techmarine Manipulate

Pressing this button causes the Techmarine to use his special skills. He may need to work a complicated control panel or run a computer. The Techmarine must be adjacent to and be facing the equipment that needs to be worked on. The button has a small window with a number that represents the number of action points required to successfully manipulate the equipment.

► *Action Points Used: As much as required to manipulate the equipment*

Invoke Psyker Power



Pressing this button opens the Invoke Psyker Power Screen. The button has a small window with a number that represents the number of force points available to the Psyker during the turn. A Psyker draw upon the powers of the warp to invoke his

powers. The force points represent the amount of power that is available to the Psyker at any given moment. The number of force points change every turn.

Note: Powers can only be used if there are enough force points available. In addition, higher level powers are more difficult to use, so a first level psyker using a third level power has a greater chance of failure than than a third level psyker.

The cursors above represent the psyker's ability to target his powers, the left-and cursor indicates that the target is visible and in range, the right-hand cursor indicates that the target is not visible or is out of range.

► *Action Points Used: 20 points to use a power*

Invoke Psyker Power Screen



This screen shows all the available powers of the selected Psyker. Select which power to use by clicking on its icon.

Once a power is selected the screen closes. If the power needs to be targeted the cell cursor changes to the blue

Invoke Psyker Power cursor. If not the power is simply invoked. There are two other buttons on this screen. One opens the encyclopedia and the other exits the screen.



The Ultramarine Librarians, Chaos Sorcerers, and Greater Demons can all use Psyker Powers. Even though there are three levels of powers and four levels of Psykers, the levels do not correlate directly. Any level Psyker can use any level power. A level three Psyker has a better chance of using a level three power, than a level one Psyker using a level three power. The following Chart shows how effective the Psykers are at using powers.

	PERCENT CHANCE TO INVOKE POWER		
	LEVEL 1 POWER	LEVEL 2 POWER	LEVEL 3 POWER
Level 1 Psyker	80	60	40
Level 2 Psyker	90	80	60
Level 3 Psyker	100	90	80
Level 4 Psyker	100	100	90

Nullify Psyker Power

This button ends the effect of any power that has been used and is still in effect. Many of the Psyker powers stay in effect until they are nullified or the Psyker dies.

Map Control and Option Buttons



These buttons enable access to screens and panels that are not combat or movement related.

Friendly Squads

The row of buttons that runs across the top center of the panel centers the screen on the first character in each of the friendly squads present on the map. Vehicles and special characters are treated as squads.

Options

This button opens the Cathedral Bridge options screen.

Map

This button brings up a small topographical map of the combat area. The X2 and X1 are used to enlarge and reduce the map. The Exit button closes the map.

MAP KEY

Red Dots Chaos Warriors	Red Squares Chaos Vehicles	Yellow Dots Daemons
Blue Dots Ultramarine Warriors	Blue Squares Ultramarine Vehicles	

Mission Objectives

This button opens a dialogue box that shows the current mission's objectives. The exit button closes the dialogue box.



Inventory



This button opens the currently selected characters inventory screen. The following information is shown on this screen: The number of rounds left in the clip that is currently loaded in the selected characters ranged weapon. The type of ranged weapon being carried. The type of close combat weapon being carried. The contents of the selected characters twelve carried equipment inventory locations. The following actions are performed using the inventory screen:

Drop Item

Select any item from the characters carried equipment. Press the drop button to drop the item to the character's feet.

► *Action Points Used: 4 points per item*

Throw Item

Select any item from the characters carried equipment. Press the throw button to throw the item to another cell. The throw item cursor appears, use it to select a cell for the item's destination.

► *Action Points Used: 10 points per item*

Reloading Ranged Weapon

Select an ammunition clip. The left button changes to the Reload Weapon button. Press the button to reload the ranged weapon. Empty clips are discarded. Partial clips are saved.

► *Action Points Used: Based on weapon type*

Unjam Weapon

Select the malfunctioning weapon. The left button changes to the Unjam Weapon button. Press this button to repair the weapon. This button is only active when a weapon jams.

► *Action Points Used: 25 points*

Throwing a Grenade

Select a grenade. The left button changes to the Throw Grenade button if there are enough action points available. Press this button to prime the grenade. The grenade targeting cursor appears, use it to select a cell for the grenade's destination. The grenade explodes immediately. The Throw Item button can be used to throw a grenade without it exploding.

► *Action Points Used: 15 points*



Using a Melta-bomb



Melta-bomb are high-explosive devices that are more powerful than grenades, which are equipped with timers. The left button changes to the Place Melta-bomb button.

Pressing this button brings up a timer panel. Set the timer by clicking up and down arrow. Setting the timer to "1" causes the Melta-bomb to detonate at the end of the current movement phase. Setting the timer to "2" detonates the Melta-bomb at the end of the enemies' movement phase. Each number is half a turn, with an odd number detonating the Melta-bomb at the end of the users turn and even numbers detonating the bomb at the end of the enemies turn. If the timer is set to "0," the Melta-bomb goes off as soon as it is dropped. A Melta-bomb is not thrown, it is placed next to its target. Pressing the Place Melta-bomb button drops the bomb at the selected character's feet.

► *Action Points Used: 20 points*

Using a Scanner

Select the scanner. The left button changes to the Use Scanner button. Pressing this button opens the scanner screen. The scanner has a range of 30 cells. It detects all life forms, vehicles, blind smoke, and radiation within range, including those not seen by your marines.

SCANNER KEY

Red Dots	Chaos Warriors	Red Squares	Chaos Vehicles	Yellow Dots	Daemons
Blue Dots	Ultramarine Warriors	Blue Squares	Ultramarine Vehicles	Green Dots	Radiation
White Dots	Blind Smoke				

► *Action Points Used: 30 points to use the scanner*

Medi-Packs

Select a Medi-pack. The left button change to the use Medi-pack button.

Pressing this button uses the Medi-pack. Each Medi-pack heals between 25 and 45 points of damage. Medi-packs can only be used on the character possessing them, and not on other characters.

► *Action Points Used: 20 points to use the Medi-pack*

Use Key

Some locked doors can only be unlocked with a key. Select a key. The left button changes to the use key button. Pressing the button uses the key.

► *Action Points Used: 10 points to use a key*



Encyclopedia



The Encyclopedia contains information about characters, vehicles, weapons, equipment, and Psyker powers. Pressing one of the four category buttons selects characters, weapons, vehicles, or Psyker powers. The Previous Item and Next Item buttons are used to page through the items. The Exit button closes the Encyclopedia.

Next Marine

This button centers the combat map on the next character in the squad or force.

Next Enemy

This button centers the combat map on the next enemy that the selected character can see. The button has a box with a number in it. This number represents the number of enemies that the selected character can see.

Ranged Weapon Icon

This icon shows which ranged weapon the selected character is carrying. Clicking on this icon highlights and selects the weapon for use when firing at a ranged target.

Ammunition Clip Icon

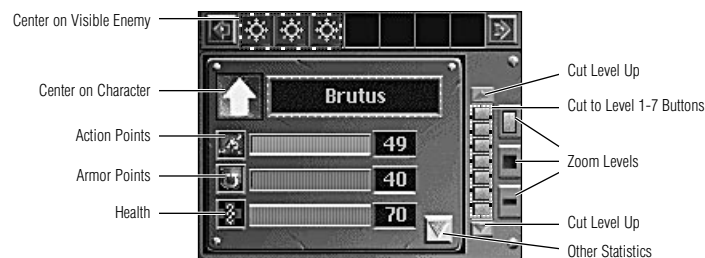
The number on this icon represents the number of rounds left in the currently loaded ammunition clip.

Hand to Hand Combat Weapon Icon

This icon shows which hand to hand combat weapon the selected character is carrying. Clicking on this icon highlights and selects the weapon for use in hand-to-hand combat.



Combat Map View Controls



Visible Enemy Unit

The row of buttons that runs across the top of the left-hand panel is used to center the map on enemies that are visible to the currently selected character. Arrows on either end allow scrolling when a large number of enemy figures are visible.

100% View: Sets the combat view to the closest zoom in mode. Objects at 100%.

50 % View: Sets the combat mode to the middle zoom mode. Objects at 50%.

25% View: Sets the combat view to the farthest zoom out mode. Objects at 25%.

Cut Level Up: This button raises the terrain up one level.

Cut Level Down: This button lowers the terrain down one level.

Cut to Level 1-7: These buttons sets the terrain to levels one through seven, stripping away levels above the one selected. This is useful for looking at subterranean levels, or finding enemy characters hidden in cover.

Selected Character Button

Pressing this button centers the Combat map on the current selected character. The screen centers on a vehicle if the selected character is in the vehicle. A gear like symbol is added to the selected character's icon if he is in a vehicle. This icon also indicates which squad the character is in, the symbol corresponds to the squad designator on the character's shoulder armor.

Name

This shows the selected character's name.

Action Points

Shows the number of Action Points available to the character. This value is displayed both numerically and graphically.

Armor

Shows how many armor points the character has left. This value is displayed both numerically and graphically. Armor cannot be replenished during combat.



Health

Shows the number of health points the character has left. This value is displayed both numerically and graphically. Health can be replenished during combat by using Medi-packs or by being healed by an Apothecary.

More Info

This button changes the Statistics area so that it displays all of the character's statistics. These include the characters, Action Points, Health, Armor, Ballistic Skill, Weapons Skill, Strength, Toughness, Initiative, Attacks, and Leadership.

POST MISSION SCREENS



Victory

Victory is declared and the mission ends when all objectives have been accomplished.

Defeat

The Ultramarines are defeated if all of the user's characters are killed before meeting the mission objectives. There are no turn limits on missions. As long as one Space Marine lives you have a chance to fulfill your mission.

Mission Debriefing Screen

The Mission Debriefing screen displays statistical feedback about the performance of each Space Marine that participated in the mission. The arrow keys at the bottom of the screen are used to change the selected character. Leave the mission debriefing by clicking the skull button at the bottom of the screen.



Character Picture

Show a picture of the selected character. Characters with a skull icon for a picture have been killed during the mission.

Experience Points

The top box displays the total number of experience points earned by the selected character throughout the campaign. The bottom box displays the total number of experience points earned by the selected character during the mission.

Honor Badges

Honor Badges are awarded to characters that accomplish heroic deeds and worthy actions. The following Honor Badges are awarded.

Crux Terminatus: Terminator Honors are awarded to Space Marines that have reached the rank of veteran. The veteran must score five kills during a single mission to receive the Crux Terminatus. Only Space Marines that have received the Crux Terminatus may be moved into the Terminator squad and use Terminator armor during combat.

Marksman's Honor: Awarded for hitting ten targets during one mission.

Imperial Laurel: Awarded to characters that meet mission objectives.

Purity Seal: Awarded to any character that completes five missions without failing any break tests.

Character Ranks

Space Marines and Librarians can be promoted in rank. These promotions are based on experience points earned.

Space Marine Ranks

CHARACTER TYPE	EXPERIENCE NEEDED
Space Marine	0
Space Marine Veteran	1000
Space Marine Hero	2300
Space Marine Mighty Hero	3600

Librarian Ranks

CHARACTER TYPE	EXPERIENCE NEEDED
Lexicanium – Librarian Level 1	0
Codicier – Librarian Level 2	1000
Epistolary – Librarian Level 3	2300
Chief Librarian – Librarian Level 4	3600



Experience Points

Mission Experience: Awarded for going on missions and surviving.

Combat Experience: Awarded for going on a mission, and engaging the enemy in combat.

Mission Objective Experience: Awarded for completing a mission objective.

Ranged Weapons Experience: Awarded for hitting a target with a ranged weapon.

Close Combat Weapons Experience: Awarded for hitting a target with a close combat weapon.

Psyker Power Experience: Awarded to a Librarian for successfully casting a Psyker power.

Killing Chaos Characters Experience: Awarded for killing Chaos characters in combat.

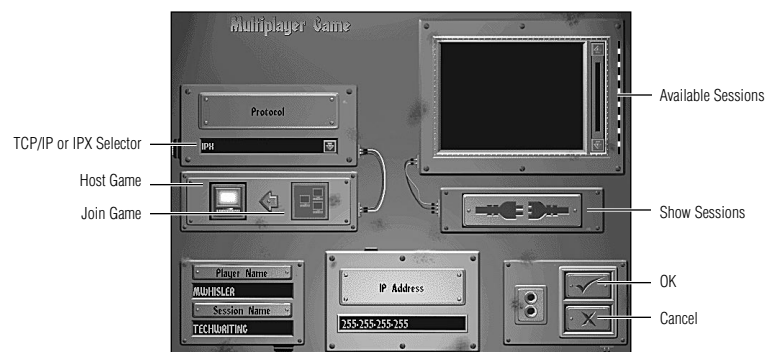
Accuracy of Attacks

The Accuracy of Ranged Fire and Close Combat attacks is reported.

Character Statistics

Shows the selected characters statistics. A character's statistics change when he is promoted to a new rank.

MULTIPLAYER GAMES



Up to four users can participate in a Multiplayer game. Each player can choose to play the Ultramarines or Chaos. Victory is declared when only one player has characters left on the map.



Multiplayer Setup

Clicking on the Multiplayer button on the Main Menu displays the Multiplayer setup screen. This menu allows the creation of a new Multiplayer game. One player must be the host. The others must join the game.

Choose Protocol

This pull down menu lists different connections: IPX Network, and TCP/IP Network and Internet. The game finds other users if playing on a local TCP/IP network. You must enter an IP address to connect to other users when playing on the Internet.

Host Game

Press this button to host a game. The host user picks the map and sets all Multiplayer game options. The host needs to give the other users his IP address when playing across the Internet.

Join a Game

Press this button to join a multiplayer game. If Join is selected all games of that protocol are displayed in the Session List.

Player Name Edit Box

This is a text field for the player to enter their name.

Session Name Edit Box

This is a text field for the host to enter the name of the Multiplayer game session.

IP Address

This is a text field for the joining players to enter the IP address of the host computer. This only needs to be done for Internet games.

Session List

This lists the current games that are occurring under the selected protocol. Hosting a game does not display any list information. To join one of these games click the name to select it. Click on the OK button to connect to the selected game.

Update Session List

Pressing this button refreshes the Session List.

OK

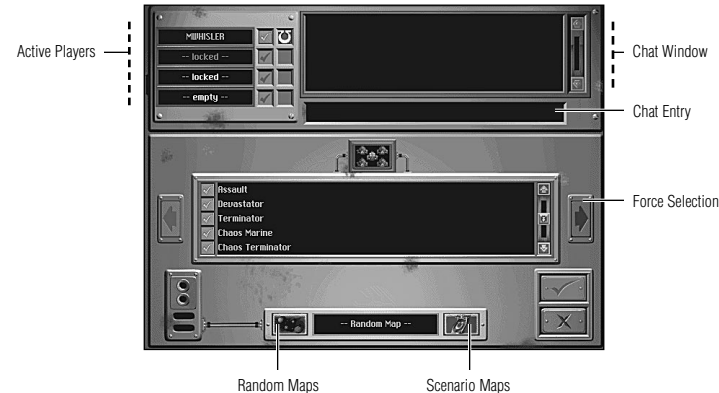
Starts the Multiplayer gaming session if the player is the host. Connects to the selected game if the player is joining a game.

Cancel

Exits the Multiplayer screen and returns the user to the main menu.



Multiplayer Configuration Screen



Names

The names of the players that have joined the Multiplayer game are displayed. The names are colored to match the color of the chevrons that the player's characters display during combat.

Ready Button

Pressing this button highlights the checkmark. This indicates that the player is satisfied with the current configuration and is ready to begin.

Army Select Button

Pressing this button selects the player's army, Ultramarines, or Chaos.

Chat Text Area

Chat text is displayed in the upper area of this panel. Below this is the text entry box used to enter the chat text. Type a message and press the **Enter** key to send all players and display it to the Chat Text Area.

Left and Right Arrows

Pressing these buttons pages the host selection controls to the left and right.

Squad Types

The host can allow or disallow any squad type in the Multiplayer game. Highlighting the checkmarks enables the squad type. All units are available as a default



Special Characters

The host can allow or disallow any Special Character type in the Multiplayer game. Highlighting the checkmarks enables the special character types.

Disable all Special Characters

This button disables all of the special characters from the Multiplayer game.

Vehicle Types

The host can allow or disallow any vehicle type in the Multiplayer game. Highlighting the checkmarks enables the vehicle type.

Disable all Vehicles

This button disables all of the vehicles from the Multiplayer game.

Weapons Types

The host can allow or disallow any weapon type in the Multiplayer game. Highlighting the checkmarks enables the weapons types.

Select Map

Only the host can select the map for the Multiplayer game. Pressing the button brings up the load map screen. Clicking on the map name selects the map for use during the Multiplayer game. Clicking the Ok button returns the host to the Multiplayer Configuration screen.

Random Map

The host can elect to use a randomly generated map for the Multiplayer game. Pressing this button brings up the random map generator. Only the map creation variables are available; mission type, squad, character, and skill level variables are handled using the Multiplayer Choose Unit panels. See the “Multiplayer Choose Unit” section, starting on the next page, for more information.

Map Name

This window displays the name of the selected map. “Random Map” is displayed if a random map is used for the Multiplayer game.

Starting a Multiplayer Game

Only the host has an active Ok button. When all of the players have checked their ready to play buttons the button highlights for the host. Pressing begins multiplayer game launch process. The Cancel button exits the players from the Multiplayer game configuration screen, and brings up the Main Menu.



Multiplayer Choose Unit

After the host begins the game the first thing that happens is that each player is taken to his own Choose Squads screen. Each player must select which units to use during the mission. The total number of units allowed is determined by how many players there are in the game. In a two-player game each player can take three squads, five special characters, and three vehicles. In a three-player game each player can take two squads, three special characters and two vehicles. In a four-player game each player can take two squads, three special characters and two vehicles.

Selecting Units

Click on the checkmarks to open the list boxes that contain the units to select from. Click on the unit's name to select it. The player can click the Ok button to continue when he is satisfied with all his selections for squads, special characters, and vehicles.

The following chart show how many of each type of squad, special character, or vehicles that can be take on a Multiplayer mission.

MULTIPLAYER UNITS CHART					
Ultramarine Terminator	1	Ultramarine Captain	1	Ultramarine Rhino	2
Tactical	3	Ultramarine Chaplain	1	Ultramarine Predator	2
Assault	2	Apothecary	1	Ultramarine Land Speeder	2
Devastator	2	Techmarine	1	Ultramarine Dreadnought	2
Word Bearers	3	Librarian	1	Chaos Rhino	2
Khorne Berzerkers	2	Chaos Lord	1	Chaos Predator	2
Chaos Cultist	3	Chaos Chaplain	1	Chaos Dreadnought	2
		Chaos Sorcerer	1		
		Bloodthirster	1		
		Bloodletter	1		
		Flesh Hound	1		
		Lord of Change	1		
		Flamer	1		
		Pink Horror	1		

The Ok button exits the Multiplayer Choose Unit screen and continues on with the configuration process for a Multiplayer game. The Exit button returns the player to the main menu.

Finishing Multiplayer Configuration

After choosing their units the players are taken to the squad configuration screen. After configuring their squads each player selects Psyker powers for any Psykers selected. Then the players are taken to the vehicle configuration screen if any vehicles were selected. When the players are finished configuring their units they are taken to the waiting screen. The waiting screen shows who is finished configuring and who is not. When all the players are finished the combat map loads and the Multiplayer game begins.



RANDOM SCENARIO GENERATOR



This screen provides the opportunity to create a random scenario by setting several options or allowing them to be set randomly.

Map Size

This slide controller sets the map size for the random scenario. Options are small medium and large.

Hill Height

This controller sets the maximum height of the hills on the map.

Hill Width

This controller sets the width of hills. Higher numbers allow for hills that cover large areas. Lower numbers allow for hills that cover small areas.

Hill Density

This controller sets the number of hills that generator attempts to create.

Higher numbers allow for a lot of overlapping hills. Lower numbers allow for fewer hills that are spread out.



Small Object Density

This controller sets the density of the smaller objects that are placed by the random generator. Smaller objects include; Trees, plants, rocks, rubble, crates barrels, etc.

Large Object Density

This controller sets the density of the large objects that are placed by the random generator. Larger objects include; Buildings, bunkers, ruins, industrial structures, etc.

Random All

Randomly selects a value for the following settings: Hill Height, Hill Width, Hill Density, Small Object Density and Large Object Density.

Vehicle Friendly Terrain

This button causes the random generator to create terrain that allows vehicles to move easily around the map.

Random Weapons

When this button is active, weapons, ammunition, and crates of weapons and ammunition are distributed on the map.

Terrain Type

Displays the types of terrain that can be generated by the random generator: Swamp, Arctic, Lava, Forest, Industrial, Wasteland and Jungle.

Mission Type

Selects the type of mission that is generated by the random generator. The mission types include the following:

Secure Area: Locate and eliminate all enemy forces.

Assault: Attack a defended position.

Search and Destroy: Locate and destroy an object on the map.

Head Hunter: Locate and eliminate a specific enemy character.

Resupply Raid: A smash-and-grab raid to recover munitions and supplies.



Level of Difficulty

This controller sets the level of difficulty. Lower level missions have less enemy squads and less threatening enemies. Higher level missions have more enemy squads and tougher enemy types. The following chart shows how many enemy squads and what types of enemies appear for each level of difficulty.

DIFFICULTY LEVEL	1	2	3	4	5	6	7	8	9	10
MAX NUMBER OF SQUADS	4	4	4	4	5	5	5	6	6	6
Chaos Cultist	X	X	X							
Word Bearers	X	X	X	X	X	X	X	X	X	X
Khorne Berserkers			X	X	X	X	X	X	X	X
Chaos Terminators					X	X	X	X	X	X
Chaos Chaplain			X	X	X	X	X	X	X	X
Chaos Sorcerer				X	X	X	X	X	X	X
Chaos Lord					X	X	X	X	X	X
Blood Thirstier								X	X	X
Bloodletter				X	X	X	X	X	X	X
Flesh Hound					X	X	X	X	X	X
Lord of Change								X	X	X
Flamer					X	X	X	X	X	X
Pink Horror				X	X	X	X	X	X	X

Number of Squads

This sets the number of Ultramarine Space Marine squads that are on the map.

Number of Special Characters

This sets the number of Ultramarine special characters that are on the map.

Number of Vehicles

This sets the number of Ultramarine vehicles that are on the map.

Ultramarine Skill level

This sets the experience level of Ultramarine characters that are placed on the map. The higher the setting the more experienced the characters are.

Build Mission

Starts the random generator terraforming the combat map. After the map is complete units are selected and combat begins.

Back

Exits the random generator screen.



THE GAME ELEMENTS

Ultramarine Characters

Tactical Space Marine Squad



A Tactical Combat Squad consists of five Space Marines. Each Space Marine is configured to carry a Bolter. One member of the squad may substitute his Bolter with a Flamer, Meltagun, Plasma Gun, or Heavy Weapon. Tactical Space Marines wear Power Armor into Combat.

Assault Space Marine Squad



An Assault Combat Squad consists of five Space Marines. Each Space Marine is configured with a Bolt Pistol and Chain Sword. Any member of an Assault Squad may substitute his Bolt Pistol with a Hand Flamer or Plasma Pistol. Any member of an Assault Squad may substitute his Chain Sword with a Power Sword, Power Axe, or Power Fist. Each Space Marine wears Power Armor and a Jump Pack that allows him to make powered leaps across the battlefield. A jump pack has a range of 24 units per jump. The Jump Pack holds enough fuel to jump a total of 120 units.

Devastator Space Marine Squad



A Devastator Combat Squad consists of five Space Marines. Each Space Marine is configured to carry a Bolter. Two squad members may substitute their Bolters with any Heavy Weapon. Devastator Space Marines wear Power Armor into combat.

Terminator Squad



A Terminator Squad consist of five Veteran Space Marines, each wearing special Terminator Armor. Every Terminator is equipped with a Storm Bolter and Power Fist. One Terminator may substitute his Storm Bolter with a Heavy Flamer or Assault Cannon. Likewise, any Terminator may substitute his Power Sword with a Chain Fist or Power Fist. Terminators may also be equipped with Lightning Claws or a Thunder Hammer and Storm Shield.

Apothecary



The Apothecary is a warrior of supreme bravery. If a Brother Warrior falls, the Apothecary can administer to him by tending his wounds and applying battle dressings to staunch the flow of blood. The Apothecary is armed with a Bolt Pistol.



Techmarine



The Techmarine is a priest of the Machine God skilled in the arcane sciences, and pertinent to the dark secrets of technology. The Techmarine is armed with a Bolt Pistol and Power Axe.

Librarian



The Librarians are powerful Psykers that use their mighty psychic powers in battle. With all of their powers the Librarians are the ultimate warrior mystics, endowed with abilities, which set them aside from their Brother Space Marines. The Librarians wear Power Armor and are armed with a Bolt Pistol and Force Axe.

Chaplain



The Chaplains are the spiritual leaders of their Space Marine Chapter. They perform the ancient ceremonies of Initiation and Vindication and lead their brethren through the prayers of faith and sacred psalms of the Emperor. The Chaplains accompany their Brothers into war, leading the way into the ultimate consummation of battle and death. The Chaplain wears Power Armor and is armed with a Bolt Pistol and the Crozius Arcanum.

Captain



The Space Marine Captain commands one of the Chapter's companies. He is the bravest and mightiest warrior, inspiring all under his command. The Captain wears Power Armor. He is armed with a Plasma Pistol and a Power Sword.

The Chaos Characters

Chaos Cultist



The vast bulk of the followers of Chaos are the Chaos Cultist. These crazed human followers of the Chaos Gods have been driven to the edge of madness and beyond by the terrifying sights they have seen and the unspeakably vile acts that they have carried out.

Word Bearers Chaos Space Marines



The Word Bearers Chaos Space Marines are configured into squads of five. Each Chaos Space Marine is equipped with a Bolter. Two of the squad members may substitute their Bolter with a Flamer, Meltagun, Plasma gun, or any Heavy Weapon. Chaos Space Marines wear Power Armor.



Khorne Berzerkers



Khorne Berzerkers are Chaos Space Marines that have dedicated themselves to the Chaos Blood God Khorne. They live only for battle and charge in to combat chanting their famous war cry, "Blood for the Blood God". Khorne Berzerkers are equipped with a Bolt Pistol and a Chain Sword. They may exchange their Bolt Pistol for a Hand Flamer or Plasma Pistol. Likewise, they may exchange their Chain Sword for a Chain Axe, Power Axe, or Power Fist. Khorne Berzerkers wear Power Armor.

Chaos Terminator Squad



A Chaos Terminator Squad consists of five Chaos Space Marines, each wearing special Terminator Armor. Each Chaos Terminator is equipped with a Combi-Bolter and Power Fist. Any Terminator may substitute his Combi-Bolter with a Combi-Flamer, Combi-Melta, or an Autocannon. Likewise, Chaos Terminators may substitute the Power Fist with a Chain Fist, Power Axe or Chain Axe.

Chaos Sorcerer



A Chaos Space Marine Librarian who pledges his soul to Chaos becomes a Chaos Sorcerer and is granted new powers by his patron god. The Chaos Sorcerers command the unseen energy of the universe using it to attack and destroy their enemies. The Chaos Sorcerers wear Power Armor. They are armed with a Bolt Pistol and Chain Sword.

Chaos Chaplain



The Word Bearers are the only Chaos Space Marine Legion to still have Chaplains, who enforce a strict regime of religious observance upon their brethren. All Word Bearers are expected to spend a considerable part of each day in acts of ritual sacrifice, occult studies, and decadent worship. The Chaos Chaplains wear Power Armor and are armed with a Bolt Pistol and Power Sword.

Chaos Lord



The Chaos Lord leads his army of traitorous Word Bearer Chaos Space Marines. He is a despicable abomination that worships the dark gods of Chaos, conquering worlds in their name. The Chaos Lord wears Power Armor and is armed with a Plasma Pistol and Power Sword.



The Daemons of Chaos

Bloodthirster, The Greater Daemon of Khorne



Bloodthirsters are the most powerful of all Chaos daemons and the most mighty of the Blood God's warriors. Their presence radiates sheer terror, their body exudes the stink of death, and their eyes carry the promise of cold execution. In its talons the Bloodthirster carries a bloodstained axe and a long lash tipped with cruel barbs.

Bloodletter



The Bloodletters are Khorne's Warriors of Death, the foot soldiers of his daemon armies. Their truly horrific appearance is an assault upon reason. They descend upon their foe, driven crazy by the scent of blood, screaming with fury as they fall upon mortal flesh. They carry a long jagged Hellblade, with which it can drain the very soul from a man.

Flesh Hound



The babbling tales of maniacs who have been exposed to the unshielded horrors of the warp speak of the blood-red hounds of Khorne, whose howls of rage haunt their sleep, and whose memory stalks their every waking moment.

Lord of Change, The Greater Daemon of Tzeentch



The appearance of these daemons defies mortal comprehension. The Lord of Change is the wisest and most subtle of all the Greater Daemons, a monster whose gaze penetrates into the very depths of the soul, exposing its victim's innermost hopes and fears.

Flamers of Tzeentch



Flamers are possibly the most strange and disturbing of all daemons. Their bizarre appearance belies a dangerous agility as they bound across the battlefield; spitting searing flames and roaring to life like living blowtorches.

Pink and Blue Horrors



The survivors of daemon attacks are rarely fully sane or coherent. Scarce wonder that there are few reliable descriptions of these daemons, known only as the Horrors of Tzeentch. Victims babble incoherently about pink and blue creatures, dancing monsters that bray and cackle as they whirl along dealing death with their long clawed arms. As pink horrors are stuck down, each divides into two blue creatures, which continue to fight with savage ferocity until overcome.



Hand Held Weapons

Bolt Pistol



A smaller hand held version of the Bolter. Fires a small self-propelled explosive missile. This weapon is most accurate at short ranges.

Max. Range: 16

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 10

Plasma Pistol



A smaller hand held version of the Plasma Gun. This weapon fires an energy shell of bright glowing plasma. It is most accurate at short ranges. This is a weapon capable of sustained fire.

Max. Range: 18

Armor Penetration: 60

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 12

Hand Flamer



A smaller hand held version of the Flamer. This weapon is effective only at extreme short ranges.

Max. Range: 4

Blast Radius: 1

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 10

Standard Weapons

Combat Knife



A trusted weapon in close quarters, the dual-sided Combat Knife is comprised of a carbon-steel blade lined by a mono-molecular edge.

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 10

Bolter



The Bolter is the standard armament of the Space Marines. It is a short, compact weapon that fires a small missile or bolt considerably larger than an ordinary bullet. Effective at medium range.

Max. Range: 24

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 10

Master Crafted Bolter



A Master Crafted Bolter has longer range and fires more accurately than a standard issue Bolter.

Max. Range: 36

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 10



Plasma Gun



The Plasma Gun fires energy shells of bright glowing plasma. When a plasma shell hits, tremendous heat and energy are released, destroying the target. Though the plasma gun is highly effective, it loses accuracy over long range. This is a weapon capable of sustained fire.

Max. Range: 24 Armor Penetration: 60 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 13

Flamer



Flamers are flame-throwers that fire a highly volatile chemical which ignites on contact with the air throwing out a great belch of fire. The weapon has only a short range but is very effective.

Max. Range: 8 Blast Radius: 2 Armor Penetration: 40 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 10

Melta-Gun



The Melta-Gun is also known as the melter, cooker or vape gun. It works by sub-molecular thermal agitation in a manner comparable to microwave irradiation. The weapon has only a short range, so it is used mostly for close assault and support.

Max. Range: 12 Armor Penetration: 80 Max. Character Damage: 110 Max. Vehicle Armor Pen.: 24

Heavy Weapons

Heavy Bolter



The Heavy Bolter is a larger version of the Standard Bolter. It is sometimes known as the "Back Breaker" or "Bruiser" by the troops who have to carry it because of its great weight - but also because of the heavy punishment it can deal out to the enemy. This is a weapon capable of sustained fire.

Max. Range: 40 Armor Penetration: 50 Max. Character Damage: 100 Max. Vehicle Armor Pen.: 15

Missile Launcher



The Missile Launcher is one of the most common and highly favored heavy weapons in the Imperial arsenal. It carries a missile-magazine containing individual self-propelled missiles, and can fire a variety of missile types.

Max. Range: 72 Blast Radius: Based on missile type
Max. Character Damage: Based on missile type

Armor Penetration: Based on missile type
Max. Vehicle Armor Pen.: Based on missile type



MISSILE LAUNCHER AMMUNITION:

Krak Missiles



The Krak missile is designed specifically to crack open heavily armored targets and is the standard anti-vehicle missile. It can also be effective against well-armored foot troops.

Blast Radius: 1 Armor Penetration: 80 Max. Character Damage: 150 Max. Vehicle Armor Pen.: 26

Frag Missiles



This missile explodes upon impact scattering shrapnel over a wide area. Although unlikely to damage heavily armored targets, the fragments of spinning metal easily scythe lightly armored troops down.

Blast Radius: 2 Armor Penetration: 40 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 10

Melta-Missiles



Upon impact, the Melta-Missile undergoes a subatomic reaction releasing a blast of intense heat. This missile is capable of destroying vehicles and armored doors, and is especially useful for attacking troops huddled together in defended positions.

Blast Radius: 1 Armor Penetration: 80 Max. Character Damage: 110 Max. Vehicle Armor Pen.: 26

Plasma Missiles



Plasma is an unpleasant and unstable material in a highly energized state. When a Plasma Missile explodes it creates a ball of shining plasma like a miniature sun.

Blast Radius: 2 Armor Penetration: 50 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 11

Blind Missiles



Blind is a sophisticated form of smoke screen, which also produces broad-spectrum electro-magnetic interference.

Blast Radius: 2-5

Anti-Plant Missiles



This missile was developed as a defoliant to clear areas of vegetation, which could act as cover to enemy troops. All vegetation in the area effect of the missile is destroyed.

Blast Radius: 2-5



Lascannon



The Lascannon is designed to knock out armored vehicles. It can also be used against heavily armored foot troopers, since the laser easily penetrates most armor.

Max. Range: 60 Armor Penetration: 90 Max. Character Damage: 170 Max. Vehicle Armor Pen.: 26

Multi-Melta



The weapon is essentially a more powerful version of the standard Meltagun. It works by means of subatomic agitation, rather like a long ranged microwave cooker, and can melt its way through even the heaviest armor. It is, however, limited by a relatively short range.

Max. Range: 24 Armor Penetration: 80 Max. Character Damage: 190 Max. Vehicle Armor Pen.: 38

Heavy Plasma Gun



The Heavy Plasma gun generates and fires energy shells of glowing plasma. When the shells strike an object they react with its matter to create miniature spheres of boiling nuclear energy. For this reason Heavy Plasma Guns are sometimes called "Sun Guns." The heavy plasma gun can be fired on either maximum power or low energy. The energy drain on the Heavy Plasma Gun in maximum power mode is so vast that once it has been fired it takes one complete turn for the weapon to recharge.

Maximum Power Mode

Max. Range: 72 Armor Penetration: 100 Max. Character Damage: 150 Max. Vehicle Armor Pen.: 26

Low Energy Mode

Max. Range: 40 Armor Penetration: 70 Max. Character Damage: 90 Max. Vehicle Armor Pen.: 17

Terminator Weapons

Storm Bolter



The Storm Bolter is a specially designed pair of Bolt Guns which have been re-designed for use by Terminator Squads of Space Marines. The Storm Bolter fires two shots simultaneously.

Max. Range: 24 Armor Penetration: 40 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 10

Assault Cannon



This weapon is a self-loading machine autocannon used by Terminator Space Marines. It has six separate barrels, which are rotated by a motor, allowing the weapon to spit out a hail of shells, which can easily tear a man-sized target apart.

Max. Range: 32 Armor Penetration: 80 Max. Character Damage: 150 Max. Vehicle Armor Pen.: 24



Heavy Flamer



The Heavy Flamer operates along the same lines as the smaller Flamer and Hand Flamer, shooting an enveloping flame at the target and setting it alight.

Max. Range: 12 Blast Radius: 2 Armor Penetration: 50 Max. Character Damage: 60
Max. Vehicle Armor Pen.: 11

Terminator Assault Weapons

Chainfist



Terminator Space Marines use the Chainfist. It is primarily used for cutting holes through heavy bulkhead doors and walls, but it is also an awesome weapon in close combat. The Terminator Chainfist is essentially a power glove and a Chain Sword.

Armor Penetration: 100 Max. Character Damage: 90 Max. Vehicle Armor Pen.: 40

Lightning Claws



Lightning Claws are special weapons used by Terminator Space Marines. They consist of a pair of heavy armored power gloves with long slashing talons sheathed in a rippling blue power field.

Armor Penetration: 80 Max. Character Damage: 80 Max. Vehicle Armor Pen.: 34

Thunder Hammer & Storm Shield



A Thunder Hammer is a weapon used by Terminator Space Marines and is normally used in conjunction with a Storm Shield. The Thunder Hammer is a large hammer with a power generator, which energizes only when the hammer strikes its target. This allows the weapon to store a tremendous amount of energy and release it only at the moment of impact, producing a terrific blast of energy and a sound like a crack of thunder.

Armor Penetration: 150 Max. Character Damage: 110 Max. Vehicle Armor Pen.: 100

Assault Weapons

Power Fist



The Power Fist is a heavy armored gauntlet surrounded by an energy field, which disrupts the surface of solid matter, allowing the fist to punch through walls and armor, or grip and tear away at solid objects.

Armor Penetration: 80 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 34



Chain Sword



A popular weapon among close assault troops, the powered chainsaw edge is studded with sharp, monomolecular teeth capable of slicing through armor and steel bulkheads.

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 16

Power Axe



The Power Axe resembles a large axe or halberd. Its blade is surrounded by a hazy blue power field, which crackles with discharges of energy. When the weapon strikes, this energy is discharged over the victim, rending the target apart with lightning-like power.

Armor Penetration: 50

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 17

Power Sword



The blade of the Power Sword is surrounded by a hazy blue energy field which disrupts any solid matter it touches. As a blow is struck the whole length of the sword shivers with a crackling discharge of energy which then envelopes the target and tears it apart.

Armor Penetration: 50

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 17

Other Weapons

Crozius Arcanium



The Crozius Arcanium is a sacred rod of office carried by Space Marine Chaplains. A crackling blue energy field surrounds it as it is swung, rending the target apart with a flare like lightning.

Armor Penetration: 50

Max. Character Damage: 80

Max. Vehicle Armor Pen.: 17

Force Axe



A specialized weapon of the Ultramarine Librarians, the Force Axe focuses energy within the blade itself to produce a concentrated physical attack.

Armor Penetration: 80

Max. Character Damage: 70

Max. Vehicle Armor Pen.: 17

Weapons of Special Distinction

Serpents Breath Flamer



The Serpents Breath Flamer has a much greater range than a standard Flamer does.

Max. Range: 16

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 10



Star Thrower Plasma Gun



The Star Thrower Plasma Gun is a more powerful weapon than the standard plasma gun.

Max. Range: 24

Armor Penetration: 80

Max. Character Damage: 80

Max. Vehicle Armor Pen.: 17

Master Crafted Bolt Pistol



A Master Crafted Bolt Pistol has longer range and fires more accurately than a standard issue Bolt Pistol.

Max. Range: 24

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 10

Nova Storm Plasma Pistol



The Nova Storm Plasma Pistol has a longer range and is more powerful than a standard Plasma Pistol.

Max. Range: 21

Armor Penetration: 60

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 12

Purifier Hand Flamer



The Purifier Hand Flamer shoots twice as far as the standard Hand Flamer does.

Max. Range: 8

Armor Penetration: 40

Max. Character Damage: 60

Max. Vehicle Armor Pen.: 10

Vindicator Chain Sword



The Vindicator Chain Sword causes greater damage than a standard Chain Sword.

Armor Penetration: 60

Max. Character Damage: 80

Max. Vehicle Armor Pen.: 22

Juggernaut Power Fist



The Juggernaut Power Fist delivers a more powerful blow than a standard Power Fist.

Armor Penetration: 90

Max. Character Damage: 80

Max. Vehicle Armor Pen.: 40

Reaper Power Axe

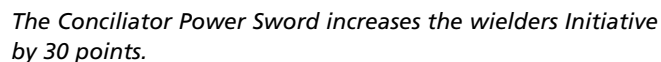


The Reaper Power Axe causes the wielder to move at an accelerated pace.

Armor Penetration: 50

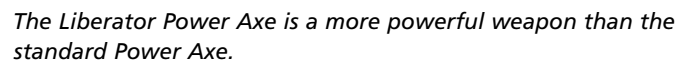
Max. Character Damage: 60

Max. Vehicle Armor Pen.: 17



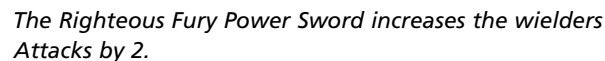
Armor Penetration: 50 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 17

Liberator Power Axe



Armor Penetration: 70 Max. Character Damage: 80 Max. Vehicle Armor Pen.: 27

Righteous Fury Power Sword



Armor Penetration: 70 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 17

Chaos Weapons

No self-respecting Space Marine would deign to touch a weapon used by a minion of Chaos, so all of the information below has been derived from post-combat, after action reports.

Laspistol

Small laser pistol used by Chaos Cultist. This weapon is accurate at short range.

Max. Range: 16 Armor Penetration: 30 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 9

Combi-Bolter

Chaos Terminators are armed with Combi weapons that combine together a Bolter with one of three other weapons: a Flamer, a Melta-Gun, or a second Bolter. A Combi-Bolter fires two Bolter shots simultaneously.

Max. Range: 24 Armor Penetration: 40 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 10

Combi-Melta

Chaos Terminators are armed with Combi weapons that combine together a Bolter with one of three other weapons: a Flamer, a Melta-gun, or a second Bolter. A Combi-Melta can fire in either selected mode as a Bolter or a Melta-Gun.

Bolter:	Max. Range: 24	Armor Penetration: 40	Max. Character Damage: 60	Max. Vehicle Armor Pen.: 10
Melta-Gun:	Max. Range: 12	Armor Penetration: 80	Max. Character Damage: 110	Max. Vehicle Armor Pen.: 24



Chaos Terminators are armed with Combi weapons that combine together a Bolter with one of three other weapons: a Flamer, a Melta-gun, or a second Bolter. A Combi-Flamer can fire in either selected mode as a Bolter or a Flamer.

Bolter:	Max. Range: 24	Armor Penetration: 40	Max. Character Damage: 60	Max. Vehicle Armor Pen.: 10
Flamer:	Max. Range: 8	Blast Radius: 2	Armor Penetration: 40	Max. Character Damage: 60
	Max. Vehicle Armor Pen.: 10			

Reaper Auto-Cannon

Chaos Terminators may be equipped with a rapid firing Auto-Cannon, an automatic, self-loading cannon that fires a high-velocity hail of solid shells.

Max. Range: 40 Armor Penetration: 80 Max. Character Damage: 110 Max. Vehicle Armor Pen.: 20

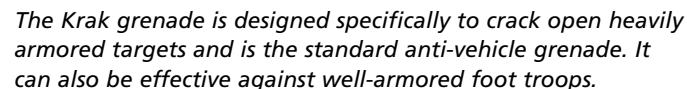
Chain Axe

The Chain Axe is a brutal hand-to-hand combat weapon, which remains in common use by the Chaos Space Marines. A Chain Axe comprises a reinforced steel axe incorporating a powered chainsaw edge.

Armor Penetration: 50 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 16

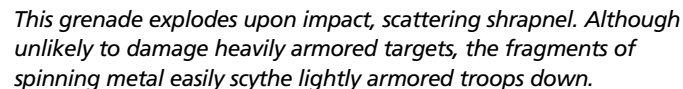
Grenades

Krak Grenade



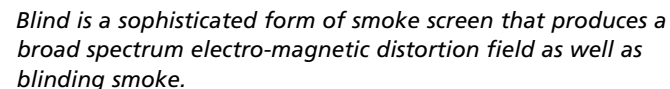
Blast Radius: 1	Armor Penetration: 60	Max. Character Damage : 110	Max. Vehicle Armor Pen.: 24
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Frag Grenade



Blast Radius: 2	Armor Penetration: 30	Max. Character Damage: 60	Max. Vehicle Armor Pen.: 10
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Blind Grenade



Blast Radius: 2-5



Plasma grenade



Plasma is an unpleasant and unstable material in a highly energized state - when a Plasma Grenade explodes it creates a ball of shining plasma like a miniature sun.

Blast Radius: 2 Armor Penetration: 50 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 11

Rad Grenades



Radiation Grenades are dangerous because the deadly radiation they emit is persistent, erratic, and impossible to see.

Blast Radius: 2-5 Armor Penetration: 70 Max. Character Damage: 60 Max. Vehicle Armor Pen.: 11

Vortex Grenade



The Vortex Grenade is a rare weapon that is very difficult to produce. When the grenade is activated it creates a tiny rift between the real universe and warp space, a rift which becomes a vortex in the fabric of space like a small black hole. Everything encompassed by the vortex is destroyed without exception.

Blast Radius: 2 Max. Character Damage: Destroyed if hit. Max. Vehicle Armor Pen.: Destroyed if hit.

Stasis Grenade



The Stasis Grenade is an unusual and rare weapon. At the heart of the grenade lies a small time-warp generator that creates a self-replicating time-warp or stasis-loop centered upon itself. Everything close to the grenade is condemned to relive the same instant, time and time again.

Blast Radius: 2

Anti - Plant Grenade



This grenade was developed as a defoliant to clear areas of vegetation, which could act as cover to enemy troops. All vegetation in the area effect of the grenade is destroyed.

Blast Radius: 2-5

Haywire Grenade



The Haywire or Scrambler Grenade emits an incredibly powerful burst of electromagnetic interference, which scrambles delicate circuits and overloads instruments. It is used to disrupt the control systems of Dreadnoughts, vehicles, and Terminators.

Blast Radius: 2 Max. Vehicle Armor Pen.: Automatic if hit



Melta Bomb



The Melta Bomb is a subatomic thermal charge able to destroy heavily armored targets. A Melta bomb is very bulky and must be placed so that its contact plate is touching the target.

Blast Radius: 1 Armor Penetration: 80 Max. Character Damage: 110 Max. Vehicle Armor Pen.: 34

Battlefield Equipment

Medi-Pack



The Medi-Pack contains battlefield dressings that a Space Marine can administer when wounded in battle.

Scanner



The Scanner is used to register energy emissions throughout the electro-magnetic spectrum. It can detect vehicles, living creatures and radiation.

Ultramarines Space Marines = Blue Dots
Ultramarine Vehicles = Blue Squares

Chaos Space Marines = Red Dots
Chaos Vehicles = Red Squares

Daemons = Yellow Dots
Radiation = Green Dots

Psyker Powers

Hellfire



A mighty pillar of fire bursts from the ground and engulfs everything in flames.

Range: 24 Force Points: 2 Level: 2

Lightning Arc



With a crack of thunder, a bolt of searing lightning leaps from the Psyker's palms and strikes the target.

Range: 24 Force Points: 3 Level: 3

The Gate



The Psyker opens a portal through the warp to instantaneously transport characters.

Range: 18 Force Points: 1 Level: 1

Assail



The Psyker unleashes his powers against a single enemy. The victim is flung about by a series of blows from a giant invisible assailant.

Range: 24 Force Points: 1 Level: 1



Displacement



This Psyker power enables the Psyker to transport a friendly squad or character across the battlefield in any direction.

Range: 18

Force Points: 2

Level: 2

Machine Curse



The Psyker calls upon his powers to pronounce a curse on the machine spirits of his enemies.

Range: 24

Force Points: 2

Level: 2

Scan



The Psyker opens his mind to sense the presence of all enemy characters within range.

Range: 36

Force Points: 1

Level: 1

Quickening



The Librarian creates an accelerated time field around himself or another character, doubling his movement and attacks.

Range: 6

Force Points: 2

Level: 2

Strength of Mind



The Librarian draws upon his inner reserves of strength to fortify himself and those about him against Psychic attack.

Range: 6

Force Points: 2

Level: 2

Smite



The Psyker unleashes a devastating Psychic attack on all characters in an area.

Range: 3

Force Points: 3

Level: 3

Iron Arm



A flow of powerful Psychic energy rushes over and through the subject, infusing him with power, doubling his strength and toughness.

Range: 3

Force Points: 2

Level: 2

The Salamander



The Librarian draws on the terrifying legends of chapter history to create a monstrous spectral creature that burns a trail of destruction in its path.

Range: Up To 30

Force Points: 2

Level: 2



Teleportation



This Psyker power enables the Psyker to transport himself across the battlefield in any direction.

Range: 24

Force Points: 1

Level: 1

Psychic Shield



The Librarian conjures a shield of Psychic energy to protect himself.

Range: 0

Force Points: 1

Level: 1

Destroy Daemon



The Psyker hurls his powers against a daemon in an attempt to banish it back into the warp.

Range: 24

Force Points: 2

Level: 2

Holocaust



The Psyker releases his mightiest powers in a raging conflagration of blazing fire. Every living creature in range, friend or foe, bursts into horrific flames.

Range: 12

Force Points: 3

Level: 3

Scourging



Crackling bolts of power lash out from the Psyker's fingers, striking the first target in their path.

Range: 24

Force Points: 1

Level: 1

Purge Psyker



The Psyker assaults one of the enemy Psykers in a battle of wills.

Range: 36

Force Points: 1

Level: 1

Aura of Fire



An aura of flickering flames forms around the Psyker. The Aura of Fire negates wounds suffered by the Psyker.

Range: 0

Force Points: 1

Level: 1

Vortex



A sphere of darkness opens between the outstretched hands of the Psyker and widens to a swirling vortex that moves forward destroying all in its path.

Range: Up To 18

Force Points: 3

Level: 3



Storm of Wrath



The Psyker unleashes a mighty psychic storm of terrifying intensity, which affects all enemy targets within Range.

Range: 12

Force Points: 3

Level: 3

Aura of Fortitude



The Psyker projects a powerful mental shield to protect himself and those nearby against Psychic attack.

Range: 9

Force Points: 1

Level: 1

Chaos Sorcery Powers

Pink Fire of Tzeentch

Guttering flames of pink magic spurt from the Chaos Sorcerers outstretched hands.

Range: 6

Force Points: 1

Level: 1

Bolt of Change

The Chaos Sorcerer summons a bolt of raw magical power. The magic rips through the victim, twisting and warping his body in a blur of growth and change.

Range: 12

Force Points: 2

Level: 2

Tzeentch's Fire Storm

The Chaos Sorcerer launches a fiery mass of flames that drain away the victims' souls to the capricious realm of Tzeentch. Pink Horrors are drawn back by the energy flow.

Range: 24

Force Points: 2

Level: 2

Ultramarine Vehicles

Ultramarine Rhino



The Ultramarine Rhino is an armored personnel carrier. It can carry 10 Space Marines or 5 Terminators and is armed with twin linked Bolters that can fire in any direction. Troops being carried by the Rhino can fire their weapons out gun ports located on the left and right sides and the rear.

Armor Rating Weapons: 12

Armor Rating Tracks: 15

Armor Rating Hull: 18 - 20

Ultramarine Predator



The Ultramarine Predator is a variation of the basic Rhino. It includes extra armor and an enclosed turret. This converts the Rhino into a dedicated fighting vehicle. The Predator is armed with an Autocannon and a turret mounted Bolter.

Armor Rating Tracks: 15

Armor Rating Hull: 18 - 20

Armor Rating Turret: 22



Ultramarine Land Speeder



A Land Speeder is a two man fast-attack vehicle, powered by a gravitic reaction motor, which flies above the battlefield. The Land Speeder is armed with a Heavy Flamer and a Multi-Melta.

Armor Rating Land Speeder: 10 - 12

Ultramarine Dreadnought



Dreadnoughts are huge fighting machines that stride into battle raining fiery death upon the land. A heroic Space Marine, mortally wounded in battle long ago, whose body is interred within, operates this towering hulk. The Ultramarine Dreadnought is armed with an Assault Cannon and a Missile Launcher.

Armor Rating Legs: 18 - 20

Armor Rating Body: 19 - 21

Armor Rating Left Arm: 17 - 19

Armor Rating Right Arm: 17 - 19

Chaos Vehicles

Chaos Rhino



The Chaos Rhino is an armored personnel carrier. It can carry 10 Chaos Space Marines or 5 Chaos Terminators. The Chaos Rhino is armed with twin linked Bolters that can fire in any direction. Troops that are being carried by the Chaos Rhino can fire their weapons out gun ports that are located on the left and right sides and the rear.

Armor Rating Weapons: 12

Armor Rating Tracks: 15

Armor Rating Hull: 18 - 20

Chaos Predator



The Chaos Predator is a variation of the basic Chaos Rhino. It includes extra armor and an enclosed turret. This converts the Chaos Rhino into a dedicated fighting vehicle. The Chaos Predator is armed with an Autocannon and a turret mounted Bolter.

Armor Rating Tracks: 15

Armor Rating Hull: 18 - 20

Armor Rating Turret: 22

Chaos Dreadnought



Despite its awesome weaponry, the Chaos Dreadnought is as much a horror to the forces of Chaos as to their enemies. No Chaos Space Marine wishes to end his life entombed inside one, for those imprisoned within invariably go insane. The Chaos Dreadnought is armed with twin Heavy Bolters and a Thunder Hammer.

Armor Rating Legs: 18 - 20

Armor Rating Body: 19 - 21

Armor Rating Left Arm: 17 - 19

Armor Rating Right Arm: 17 - 19



SCENARIO BUILDER

Building a scenario for Chaos Gate includes the following steps: 1) Design the playing area by placing terrain elements called Tiles, and Objects into some or all of the cells of the map. This can be done by hand or using the Random Map Generator. 2) Assign troops to both sides. 3) Establish events and victory conditions using objects called Triggers and Reactors.

Tiles, Objects, and Triggers and Reactors

Tiles are screen elements that are visible in the editor and the game, which are used to support other things such as characters and objects. Tiles are used to sculpt terrain. Tiles exist in one to seven levels of a cell, and can be used to lay terrain and build slopes. *Objects* are items used to build structures with walls and apertures, add dressing, and landscape. Objects that do not block movement or line of sight have little effect on the game. Triggers and Reactors are game elements that are attached to cells, objects, and characters. *Triggers* are linked to Reactors giving the engine the capability of having cause and effect type of events and reactions. For example a trigger can be attached to a switch and a reactor can be attached to a door. The switch can then be used to open and close the door, or to lock and unlock the door depending on how the trigger and reactors were set up.

Mouse Controls

Much of the process of building a WARHAMMER 40,000: CHAOS GATE scenario utilizes the mouse. There are several ways to apply game elements.

Click and Drop

Clicking on the map places a selection down. If a group of Tiles or Objects are currently selected they can be placed one at a time.

Drag and Drop

Holding down the left mouse button and dragging across the screen draws a boxed area, releasing the mouse fills each cell within the box with the current selection. If a group of Tiles or Objects is currently selected, then the boxed area is filled randomly with selections from the group. Clicking on the Mini Map while dragging a box shifts the view to the location on the map and creates a boxed area. This is useful for dropping selections over long distances.

Holding down the Ctrl key while selecting tiles or objects allows more than one kind of Tile or Object to be selected. Using the Drag and Drop technique with a variety of items selected lays them in a random pattern, to facilitate covering a large area.



Drag and Right-Click

Holding down the left mouse button and dragging across the screen draws a boxed area, right-clicking while continuing to hold down on the left-mouse button displays a pop-up menu for selecting, editing, and deleting items. You can also access the Undo and Redo options from this pop-up dialog box as well. The primary use for this option is to delete large groups of Tiles or Objects. Note: Tiles placed on Level 1 cannot be deleted, they must be replaced with a "blank" tile.

3D Cursor

The Scenario Builder uses a 3D cursor when building the maps. There are seven levels for every map. The A and Z keys raise and lower the active cursor between the different levels. The cursor becomes an arrow when it is dragged onto the menu bar.

Scrolling

Mouse: Pressing the **Spacebar** hides the menu bar and gives the Player the ability to scroll around the map with the mouse. The mouse can scroll around in all directions. To bring the menu bar back, press the **Spacebar** again.

Keyboard: Pressing the **Spacebar** key allows scrolling around the screen in all eight directions with the number-pad keys. In this mode the mouse can only activate menus.

SCENARIO BUILDER MENU BAR

File Menu Options (Alt+F)

New (Ctrl+N): Creates a new map. The New Mission Parameters dialogue box opens so that the map size can be set and the object set selected. A 100% map is 130x100 tiles. An object set contains a full set of tiles, and objects. The sets provided are the same sets used to create the campaign missions.

Random Map Generator: Brings up the Random Map Generator. Maps made with the Random Map Generator can be edited in the Scenario Editor.

Open (Ctrl+O): Brings up the open map menu. Only files with the .map file extension can be loaded in the Chaos Gate Scenario builder. Maps for scenarios included in Chaos Gate can be found in the maps directory. The campaign mission maps can only be edited after they have been completed successfully.

Save (Ctrl+S): Quick-saves the current map. If the map has not been saved before then it brings up the Save As menu.



Save As: This option allows the player to save and name the map. Maps can be saved in any directory.

Exit (Alt+F4): Quits out of the Scenario Builder after prompting to save the scenario. Left-clicking on the X in the box in the upper-right corner of the Scenario Builder exits instantly without prompting for a Save Game file name.

Edit Menu Options (Alt+E)

Undo (Ctrl+Z): This reverses the last action(s) taken which affected Tiles or Objects.

Redo (Ctrl+Y): This restores the last Undo action(s) taken.

Goto (Ctrl+J): Brings up the Goto menu. This allows the player to enter a character's ID number. Clicking on the Character button centers the screen on that character and clicking on the Other Start button centers on that character's other start location. The Next buttons (Next Character and Next Other Start) provide the same function as the Character and Other Start buttons, but they also allow the player to cycle through all of the characters or start locations on the map.

Delete (Del): This deletes only the items that are in the currently selected mode. Note: This command cannot clear any tiles on the bottom level. In order to remove tiles placed on level 1, press F5 to open the tile menu and replace tiles on that level with the blank tile at the top of the Tiles menu by Left-clicking and dragging across the tiles to be replaced with blanks.

View Menu Options (Alt+U)

The following options are available on the View menu.

Status Bar (Ctrl+Q): This displays or hides the Status Bar. When building missions, the Status Bar displays the Cursor Position Coordinates, Zoom Level, Terrain Hugging, Levels Viewed, and the Current Mode.

If this feature is On it is checked in the Menu Bar. The default for this option is On.

Mini Map (Ctrl+M): Displays or hides the Mini Map. This is a flat, miniature, overhead view of the Game Map. The white square indicates the current location of the screen relative to the map. The mini map also reflects the size of the Game Map. Blue dots indicate Ultramarine characters, red dots are Chaos Characters. Clicking on the Mini Map jumps the player to that location of the map. If this feature is On it is checked in the Menu Bar. The default for this option is Off.

Grid (Ctrl+G): Displays or hides the green Tile Overlay Grid on the game map. This feature outlines all tile surfaces on the map giving it a schematic view. If this feature is On it is checked in the Menu Bar. The default for this option is Off.



View Sub-Menu

This menu consists of toggles to display or hide all of the items that can be placed on the map. Items that are not checked are hidden from view. Checked items are shown on the map. Clicking on a checked item removes the check and hides that item from the map. The list of the items that can be viewed or hidden is as follows:

Squads Multiplayer Start	Vehicles Mission Objectives	Objects Triggers	Items and Canisters Reactors	Character Other Start Building Blackout
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View Up to Level 1 through 7: Pressing ALT plus the number keys 1–7, shows levels up to the currently selected level. Any level higher than the currently selected level are not displayed. Chaos Gate defaults to Level 7 which displays all levels from the highest down. The currently selected level is checked in the Menu Bar.

Options (Alt+O)

Display Cursor Items (Ctrl+C): Enables the 3D cursor to display objects, inside the 3D frame, - If this feature is On it is checked in the Menu Bar. The default for this option is Off.

Terrain Hugging (Ctrl+F): Enables the cursor to hug to the landscape and features of the terrain while scrolling around the Tactical Game map. This feature condition is displayed in the Status Bar. If this feature is On it is checked in the Menu Bar. The default for this option is Off.

Zoom (Ctrl+F3): This menu allows a choice of four preset zoom modes, or a custom zoom mode from the Zoom Level pull down menu. The preset zoom modes are 100% (Zoom Level 1), 50% (Zoom Level 2), 25% (Zoom Level 4), 10% (Zoom Level 10). The Zoom Level choices range from 1-17 with the preset ranges falling within the first 10 choices. The Apply button enables that zoom mode. The zoom mode is displayed on the Status bar.

Video Modes Sub-Menu

The choices are 640x480, 800x600, and 1024x768. Only the video modes that the player's computer can support are available. The current mode is checked in the Menu Bar and current resolution is displayed on the Status Bar.

Scrolling Speed Sub-Menu

Sets the rate of scroll with the mouse when in Mouse Scrolling mode. The choices are 1 through 5 with 5 being the fastest. The currently selected speed is checked in the Menu Bar.

Play Animations: Toggles the playing of animations for animated objects on and off. Default is set to on.

Items (Alt+I): This menu lists all of the Items that are in WARHAMMER 40,000: CHAOS GATE. There are eleven sections, each containing a list of Items that pertain to that



section: Ammunition, Pistols, Basic Weapons, Heavy Weapons, Terminator Weapons, Hand to Hand Weapons, Special Weapons, Grenades, Equipment, Canisters and Relic. The currently selected item is checked in the Menu. All of these items can be carried or used by characters. Selecting an item and clicking on the Tactical Game map places the item down. **Note:** Characters, Vehicles, Dead Bodies and Crates can be turned by using the number keys on the numeric keypad.

Canisters

Dead Bodies and Crates are canisters. If more than one item is placed in the same cell it becomes a pile. Piles are also considered canisters. To add items to a canister simply place the item in the cell that contains the canister. To edit the Canister, right-click on the cell that contains the Canister that is to be edited. Choose the Edit pull down menu and select Canister. This displays the Canister menu. Select an object and press the Delete button to delete the item. To remove a Canister/Dead Body from the map, right-click and choose the Delete pull down menu and select the Canister from the list of items.

Elements

This menu lists all of the Elements that are in Chaos Gate. There are ten sections each containing a list of Items that pertain to that section: Ultramarine Characters, Chaos Characters, Ultramarine Vehicles, Chaos Vehicles, Mission Objective, Trigger, Reactor, Multiplayer Start Location, Building Blackouts and Audio Proximity Trigger. The currently selected Element can be placed on the map. All these elements are described in game terms in the "Game Elements" section, starting on page 43.

Ultramarine: Lists the Ultramarine characters that can be placed on the map.

Chaos: Lists the Chaos characters that can be placed on the map.

Ultramarine Vehicles: Lists the Ultramarine vehicles that can be placed on the map.

Chaos Vehicles: Lists all the Chaos vehicles that can be placed on the map.

There is a limit of squads of characters and vehicles that can be placed on the map for both sides. A total of nine squads and twelve vehicles can be used for both sides. For example, if the Chaos forces have five squads the Ultramarines can only field four. If the Ultramarines put seven vehicles on the map, Chaos can only field five.

Mission Objective

Mission Objectives are assigned to cells, characters, objects, and items. The mission objectives are used to designate an objective that must be completed in order to successfully complete a mission. Primary Objectives are objectives that must be fulfilled to complete a mission. A screen is displayed whenever a Mission objective token is placed on the map. This screen is also available from the Edit selection of the right-click pop up menu whenever a mission objective is in the current cell.



ID: Every Mission objective is assigned a unique ID number.

Primary Objective: Selects the current mission objective as a primary objective.

Cell, Character, Object, and Item radio buttons: Selects which element in the cell has objective assigned.

Cell: If selected the actual cell is assigned the objective.

Character: If selected, the character that is in the current cell is carrying the objective with him.

Object: If selected one of the three objects that can be in the cell is assigned the objective. Radio buttons are used to indicate if the left, right, or center objects is selected.

Item: If selected an item that is currently in the cell carries the mission objective. A scrolling dialog box allows selection when more than one item is in a cell.

Trigger Mechanism: This is used to determine what needs to be done in order to obtain the mission objective. Valid triggers are defined for each element type

Cell Triggers

Get To: When a player's character enters a cell the objective is met.

Character Triggers

Get To: When a one of the players characters stands next to the target character. This can also have a radius set.

Kill: When one of the player's characters kills the target character the trigger is activated.

Object Triggers

Get To: When one of the player's characters stands in the same cell as an object. This can also have a radius set.

Destroy: When one of the player's characters destroys the object the trigger is activated.

Manipulate: When one of the players character uses the object.

Pick Up: When one of the player's characters picks up the object.

Item Triggers

Pick Up: When a character picks up the item the trigger activates.

Action Points: The number entered in this field determines the number of action points needed to activate the trigger.

Radius: The number entered in this field determines how close a character needs to be to activate the trigger.



Causes: This shows the result of the trigger being activated.

Instant Victory: Causes immediate victory upon activating the trigger.

Instant Defeat: Causes immediate defeat upon activating the trigger.

One Objective Met: This designates the trigger as one of many triggers that need to be activated in order to win the mission.

Text and Sound: By selecting this option, a text dialog can be displayed and or a .WAV file can be played.

Accomplished By: This designates if a particular character activates a trigger.

Experience Points: This designates how many experience points the character receives for activating the trigger.

Alt. Destroy: This only applies for objects. This allows the trigger to be activated by any character upon destroying the object. For example if the Techmarine is supposed to disable a power generator and he gets killed then any character may destroy the power generator and still accomplish the mission.

Experience Points: This designates how many experience points the character receives for activating the trigger by destroying the object.

Triggers

Triggers are tokens that are placed on the map. Their purpose is to detect many different types of events that happen on the map. Triggers are linked to reactors. One trigger can affect several reactors. Several triggers can also affect one reactor. Every trigger has its own unique id number. The trigger icon is a large knife-switch. Remember that triggers and reactors can be hidden using the *View* sub-menu.

Trigger Types

Button: Used to create switches and buttons that the game characters can use. The Button trigger has a single use setting. If single use is selected then the button only works one time.

Proximity: This type of trigger detects the presence of characters. Three settings are used to define this trigger. The first is radius, which sets how far away a character is when the trigger is set off. The second is Line-of-Sight (LOS). If LOS is set then the trigger must also be able to see the character that is activating the trigger. The third setting is Single Use. If Single Use is selected then the trigger only activate once.

Turn: This type of trigger counts up to the number of turns that it is set to and then activates its reactor. The turn trigger has a single use setting. If single use is selected, the turn trigger increments, activates its reactor, and then stops functioning. If the single use is **not** selected then the counter resets after it activates its reactor.



Character: This type of trigger is attached to a character. It has several settings, which allow it to be configured several ways. The first setting is proximity. When any of the player's characters get within the set radius the reactor activates. This setting can be modified by the single use, line of sight and radius settings. The second setting is death. The when the character is killed the reactor activates. The third setting is first hit. The first time the character is hit by any shot the trigger activates its reactor.

Minimum Enemies: This trigger keeps track of the number of Chaos characters that are in play. If the level of chaos troops falls below the assigned value the trigger activates its reactor. The *Min* setting is used to determine the level at which the trigger activates. The *Max* setting is only used when the reactor type is a generic reinforcement token. The trigger controls the reinforcement and only generates enough squads to match the *Max* level. If single use is turned on then the trigger only works once. If single use is not turned on then the trigger fires again if the level of enemies matches the *Min* setting again.

Key: This type of trigger unlocks door-lock reactors. When this type of trigger is dropped an icon of a key is placed in the map. Chaos characters at the beginning of the mission must carry all keys. Each key has its own unique ID number.

Reactors

Reactors are tokens that are placed on the map. All reactors perform some sort of action when activated by a trigger. Reactors are linked to triggers. Multiple triggers can activate one reactor. One trigger can activate multiple reactors. The reactor icon is a light bulb. Remember that triggers and reactors can be hidden using the *View* sub-menu.

Door Lock: This reactor is placed in a cell that also contains a door. Door locks have an enable check box that locks the lock before the mission starts.

Generic Reinforcement: This reactor token is used to create reinforcements. This token generates one squad every time it is triggered. The squad type, level of the squad and Artificial Intelligence settings determine the type of squad that is generated. The token also has a setting that determines the total number of squads the token contains. When a squad is generated this number decreases until the token can no longer generate squads.

Information Token: This type of reactor token is used to display a dialog box, play a sound effect or play a wave file of spoken text. When triggered the text dialog box and/or a sound file plays

Traps: This type of reactor token acts as an emitter that is used for creating traps. The emitter has settings for direction and weapon type. The emitter can be set so that it is initially on.



Multiplayer Start Locations

These tokens determine the start locations for a multiplayer game. Up to six of these locations can be put on a map. The game selects the start locations for each player randomly for these six.

Building Blackout

These tokens are used to black out the insides of buildings.

Audio Proximity Trigger

The Audio Proximity Triggers are used for setting up the ambient sound for a mission. There are four different types of Audio Proximity Triggers.

Global Proximity Trigger: The global proximity trigger is used to play the basic ambient sound effect for the mission. There can only be one Global Proximity Trigger on any map. This trigger plays a looping WAV file continuously for the entire mission.

Global Override Trigger: The global proximity triggers is used to cancel the sound that is being played by the global trigger and play its own .WAV file. This trigger can be used to provide sound inside of buildings, caves, or other structures. This trigger is only active if it can be seen, meaning that if the trigger is on level two and the player viewing is level five and there is a tile between, the trigger would not activate because it can not be seen. Adjustable parameters for this trigger include radius, volume.

Local Proximity Trigger: The local proximity trigger supplements the global and global override proximity triggers. This trigger is used to create localized sounds in the game. Examples would be water falls, large power generators, and etc. Adjustable parameters for this trigger include radius, volume, the name of the wave file and a check box to indicate if the sound always be at 100% volume or decreases in volume based on how far way we are from the trigger.

Random Proximity Trigger: The random proximity trigger also supplements the global and global override triggers. It works the same as the local trigger except that it plays at random intervals. Adjustable parameters for this trigger include radius, volume, name of file, a check box to indicate if we want the sound to always be at 100% volume or decrease the volume based on how far way we are from the trigger, and a check box to select random activation. Two numbers must be provided when the random box is checked. One for minimum interval between sound and one for maximum interval between sounds.



Setup

Mission Setup

Mission Title and Mission Briefing

The text entered in these boxes is displayed in a dialog box when the mission briefing button is pressed on the combat screen. The creator of the mission should include information here about mission objectives and the victory conditions for the mission.

Mission Enable

This section of the screen is used for setting what type of characters and vehicles the player can take into combat. If the character type or vehicle number is checked, then that vehicle type is available for the campaign mission. These selections are used by the Choose Squads screen, the Squad Configuration screen, and Vehicle Configuration Screens. If these elements are not checked they are not available in the campaign mission.

Mission Ending

This screen is used to set conditions for ending a mission. This menu is over ridden by any mission objective that ends a mission with immediate victory or defeat.

Victory Perspective: Change these to Ultramarines and Chaos.

Turn Limit — OK: Sets a turn limit to the mission.

Secure Area — OK: The player must kill all the enemies if this box is checked.

Mission Objectives Window

The Mission objectives windows display all of the primary objective tokens, their ID number, whether it's assigned to an cell, character, item or object, and its cause and effect.

Trigger and Reactor Linking

Triggers and Reactors need to be linked together in order for each to do its job. The trigger can have one of two functions. A trigger can activate a reactor, meaning the reactor actually does its job, such as a trap firing a missile. A trigger can also enable a reactor, such as turning on a trap so that it can fire. Linking triggers is accomplished by using the Link Triggers and Reactors screen. This screen has two modes for linking. The first is Activate link and the second is Enable link. The Activate link mode allows the user to create Activates links. The Enable link mode allows the user to create Enable links.

There are also two modes that set how the links are made. The first is Link Many Triggers To One Reactor, which allows the user to assign more than one trigger to Reactor. The other mode is Link Many Reactors To One Trigger which allows the user to assign more than one reactor to a single trigger.



Windows

Tiles (CTRL + 1): Opens the window that displays the current tile palette.

Objects (CTRL + 2): Opens the window that displays the current objects palette.

Animated Objects (CTRL + 3): Opens the window that displays the current animated objects palette.

Hide (Shift +ESC): Selecting this option closes the Tiles, Objects and Animated Objects windows.

Editing Characters

Configuration Screen

Character configuration is like Squad configuration. Put the cursor on a character, right click, select *Edit* and then *Character* to open the squad configuration screen. The Squad Configuration opens with the selected character highlighted, and the rest of the squad is also loaded. Assign weapons and equipment to characters as described in the Squad Configuration screen section starting on page 14.

Psyker Powers

Pressing the button labeled *Psyker Powers* loads the Psyker Configuration Screen. Select the Psyker Powers as described in the Psyker Configuration Screen section starting on page 18.

Assigning Artificial Intelligence

Pressing the button labeled *AI and Availability* changes the equipment inventory into Artificial Intelligence and Availability Screen. Pressing the top section up and down arrow buttons changes the Artificial Intelligence type for the selected character.

Setting Character Level

There are three sections under the AI and Availability screen that are used for setting the characters level. Characters with higher levels have higher statistics. Level at low sets the characters level if playing the game at its easiest play setting. Level at medium sets the characters level if playing at the normal play level. Level at hard sets the characters level if playing at the hardest play levels.

Setting Appearance on Map

Use the up and down arrows to set the percent chance that a character appears on the map. The percent chance is set for each level of play allowing characters to appear only if the player plays the mission on the hardest level.



Scenario Design Suggestions

Suggestions:

- ◆ The average map size should be from 40% to 60% size. Large maps require a lot more setup and play time. It's also much easier if you have the random map generator create a map for you to edit, than to build one from scratch.
- ◆ It is a good idea to raise the entire map up one level, to provide depth, and to allow walls to be placed on buildings that have been placed near the foreground edge of the map. To do this, follow these steps:
 - a) Turn on the Grid so to see what being done (Alt-G, or View Grid in the menu selections).
 - b) Press F5 to open the Tiles window. Select the very first tile in the upper left hand corner, which should be a blank tile (all black). Fill the entire map with this tile. Press A to raise the cursor level by one.
 - c) Select a few random grass tiles below the blank tile in the Tiles window. Fill the entire map on the second level, except for the bottom-leftmost and bottom-rightmost column/row. When this is done, the entire map should be set on level 2, and have room to place wall sections in the empty row/column, for buildings and hills that are to be placed near the edge of the map.
 - d) As a finishing touch, press Z to lower the level again, and place dirt cliff tiles along these emptied edges on level one, to give the entire map a 3D impression.
- ◆ When making buildings, place the floor tiles first, then work on the back walls, then any second story, then the fore walls, to insure that all the sections are filled. Add doors and windows last, for proper placement. Try to insure that each building has more than one entrance or exit, and that there is a reason to go into a building. Also, for a better look, look in the Objects window for the left-hand walls of the building being made, and scroll to the bottom of the list. There are "gap filler" objects that fit in the foreground corner sections of the completed building, to make the left and right walls look like they connect. Otherwise, there might be small gaps in the wall.
- ◆ Select an already placed enemy character, and right-click to get the option to place an Alternate Start Location. This provides a random choice of start locations for this character, adding replay value to the scenario.
- ◆ When making hills, work from the bottom up. Also, avoid making irregular hills on the non-visible side of the hill, as players cannot see the obstructions there easily. For the same reason, avoid placing too many vertical walls or buildings that cover up sections of the map, as the areas are not easily visible to the player. It can cause line of sight difficulties for someone covering the area.
- ◆ It is always a good idea, for variety and strategy, to provide at least three ways to get to any location on the map. Funneling characters through a pre-set path provides no room for strategic maneuvering.



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