

WARHAMMER®

DARK OMEN™



WARHAMMER DARK OMEN

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS To TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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THE WARHAMMER WORLD

Across a conflict ridden world, mighty armies clash to decide the fate of imperilled realms. On every continent mighty warriors march to battle accompanied by fearless heroes, terrifying monsters and devastating engines of war. Swarms of arrows darken the sky, swords clash against shields, and bloody banners are held aloft in victory, amongst the carnage of the battlefield.



The lands that men know and inhabit comprise what is called 'The Old World'. These lands are home to many races besides Men, including Dwarfs, Elves, Halflings and the numerous abominations that infest the towering craggy mountains and dark forests. At the centre of the Old World are the twin realms of the Empire and Bretonia wherein lie the greatest concentrations of Humans and their allies. Further to the north lie the steppes and grasslands of Kislev, and beyond them the barren rocky land of Norsca. South of Bretonia fall the hot lands of Estalia and Tilea. Neither is united under one crown and instead they are divided into countless petty kingdoms and warring city states. Between Tilea and Bretonia rise the Vaults mountains, a stronghold of brigands, bandits and mercenaries all to willing to sell their sword to the highest bidder or simply cut the throat of a stranger.

Across the seas and beyond the towering mountains that border the Old World lie the lands that few Old Worlders have ever seen. The South Lands, Lustria, Araby and the Dark Lands. Only the seafaring Elves truly know the histories and terrors of these lands and they share few secrets with those not of their race.

From every corner of the Warhammer world, the march of evil threatens to splinter the fragile veneer of Civilisation. Armies of Orcs sweep down from the mountains to lay waste the lands of men. The cruel Skaven ratmen hatch their insidious plots to lay waste the world with pestilence and decay. And from the far poles of the world - known as the Realms of Chaos - march the furious armies of Daemons, warriors and beastmen. And now from long forgotten tombs in the south an ancient evil stirs and raises its rotting armies of the night against the forces of the Empire of man

INTRODUCTION



Dark Omen casts you in the role of Commander Morgan Bernhardt, leader of the Grudgebringer mercenary army. Your army begins the campaign with one of each of the following regiments; Infantry, Cavalry, Crossbows and Cannon. As the campaign progresses you will get the chance to hire new regiments and buy reinforcements. You ride with the Cavalry regiment during the campaign, and if you die then the campaign will end in defeat.

Skirmishes against the enemy take place on the battlefield. You will choose which regiments to take with you into battle, and which ones to hold in reserve. You will issue commands to your regiments before and during the battle. When you complete a mission, your surviving regiments will be rewarded with experience and gold.

When you are not on the battlefield, you will be at camp making decisions about what to spend your gold on. As the campaign matures, your army will grow in numbers and experience.

Experience makes your troops better fighters. The more experience they accrue, the better they will become. The amount of experience they gain depends on how many enemy troops they defeat and how tough they were. The tougher the enemy, the more gold your troops will earn.

It's important to note that once all troops in a regiment are dead, the regiment is lost and cannot be replaced. Regiments who have suffered casualties but who still have survivors can be reinforced, provided you have enough gold. As you fight through the campaign you should avoid sustaining continual heavy losses, as you will need a progressively stronger army as you reach the later battles.

CONTROL SUMMARY

Mouse Controls (Battlefield)

Left-click	Select
Right-click	Centre camera view
Hold right button	Scroll view towards mouse pointer

Mouse Controls (Books)

Left-click	Select
Right-click	Go to relevant page

Keyboard Controls (Battlefield)

F1	Cancel pending instruction
F5	Toggle banner sort mode
A	Auto-deploys Regiment
B	Break button
C	Charge button
F	Fire button
H	Halt button
M	Magic Button
S	Strength button (hero)
<	Step anticlockwise through friendly regiments
>	Step clockwise through friendly regiments
SHIFT <	Step anticlockwise through enemy regiments
SHIFT >	Step clockwise through enemy regiments
ENTER	End Deployment Phase / End Mission (when instructed)
TAB or SPACE	Invoke Map / Turn off Map - return to battlefield
+	Increase current regiment's ranks
-	Decrease current regiment's ranks
Left	Rotate camera view left
Right	Rotate camera view right
Up	Zoom in camera view
Down	Zoom out camera view
Delete	Maximum camera zoom (centres view to the cursor's position)
End	Medium camera zoom (centres view to the cursor's position)
Page Down	Minimum camera zoom (centres view to the cursor's position)
ALT*	Drop Magic Item on battlefield (hold ALT then left-click the item)

CTRL*	Place multiple move waypoint on battlefield (Move pointer must be active)
ESC	Menu - Abort, Adjust sound balance, Continue
F4 or T	Chat mode (Multiplayer only)

(* = Hold key and left-click mouse)

Keyboard Controls (Camp)

←	replay entire speech
→	skip entire speech (or continue campaign if speech has ended)
SPACE	skip current sentence
F9	view troop roster
F10	go to save menu

Keyboard Controls (Debriefing)

←	previous page
→	next page
↓	exit debriefing
F9	view troop roster
F10	go to save menu

ABOUT THIS MANUAL

This manual will explain how to issue orders to your troops, how to use magic during a battle and how to react to events as they occur on the battlefield. You will discover how to spend your hard earned gold on buying reinforcements and expanding the size of your army once a battle is over.

The appendices detail the variety of Magic Spells on offer and explain the differences between the races who live in the Warhammer world.

The following terms are used throughout the manual. Learn them well:

Troops	Soldiers belonging to regiments
Regiment	An organised group of soldiers
Army	All your regiments
Campaign	Your mercenary career
Line of Sight	The unobstructed view for a regiment
Melee	Hand to hand combat
Mission	A job for your army
Rally	To regroup after being routed
Range	The distance at which a weapon or Magic Spell can be used
Rate of fire	How quickly each shot is reloaded and fired from a weapon
Rout	To defeat and cause to flee in confusion



You will also find useful advice from your mentor, Klaus Zimmerman within these pages. Heed his words, for they are born from years of experience on the battlefield. You can also learn from him by selecting the Tutorial option found on the Main Menu.

THE MAIN MENU

Once the introduction has finished, the Main Menu will appear. There are six menu items to choose from. Move the mouse pointer over an item then left-click your mouse to select it.



New Campaign

Your campaign will begin here. This option is explained in more detail below. If you haven't played before, you should try out the TUTORIAL before you select this.

Load Campaign

For those who wish to continue from a previously saved campaign. See DEBRIEFING for details on how to save. Simply select a save game from the list by pointing at it and left-clicking your mouse. Now select Load to restore the save game.

Tutorial

New Commanders can learn a lot by following this step by step tutorial by Klaus Zimmerman. Just listen to his instructions and carry them out on the battlefield. More detailed instructions on playing the game can be found in the NEW CAMPAIGN section below.

Multiplayer

Challenge a fellow player to a head-to-head battle over the Internet, an IPX network or via a modem or null-modem cable. Choose or create your army, connect and then select a location for your skirmish. May the most cunning and ruthless army win! See page xx for full details.

Options

To change the level of performance on your computer. During installation, the program automatically sets these options according to the specification of your PC. However, you may wish to change the settings to suit your own preferences or to increase performance.



Rendering device If you have a compatible 3D graphics accelerator in your machine, ensure this is set to **3D**. If you don't have a 3D accelerator the 3D option will be unavailable.



Pop-up help When this is turned on, holding the mouse pointer over different areas of the screen will display Pop-up help. You will also receive Play Tips in each debriefing. Turn this option **OFF** if you don't want this help.



Pixel resolution This determines the level of graphic detail in the battles (LOW, MEDIUM or HIGH). **LOW** detail gives the fastest game performance, while **HIGH** detail gives the slowest. If you are using a 3D accelerator the option will default to **HIGH**.



Sprite filtering When turned ON this improves the graphic quality of the sprites (i.e. the troops) in the battles. This option is only available if you are using a 3D accelerator and has a negligible effect on game performance.



Texture filtering When turned ON this improves the graphic quality of the textures (i.e. the landscape and buildings) in the battles. This option is only available if you are using a 3D accelerator and, depending on the type of accelerator, may have a noticeable effect on game performance.



Lighting When turned ON this lights the battlefields realistically, using shadows cast by buildings, trees, high terrain etc. If you are not using a 3D accelerator this will have a noticeable effect on game performance.



Perspective correction When turned ON this makes the perspective in the battlefields more realistic. If you are not using a 3D accelerator this will have a noticeable effect on game performance.



Particle effects This determines the level of graphic detail in the particle effects (particles are used in the battles for explosions, magic effects etc.). **LOW** detail gives the fastest game performance, while **HIGH** detail gives the slowest.



Colour cursors When turned ON this uses colour mouse pointers throughout the game. Depending on the specification of your PC the black-and-white cursors option may be unavailable. Note that colour cursors may not move around the screen as smoothly as black-and-white cursors.



Sound quality This determines the quality of the sound and music throughout the game. **LOW** quality gives the fastest game performance, while **HIGH** quality gives the slowest.



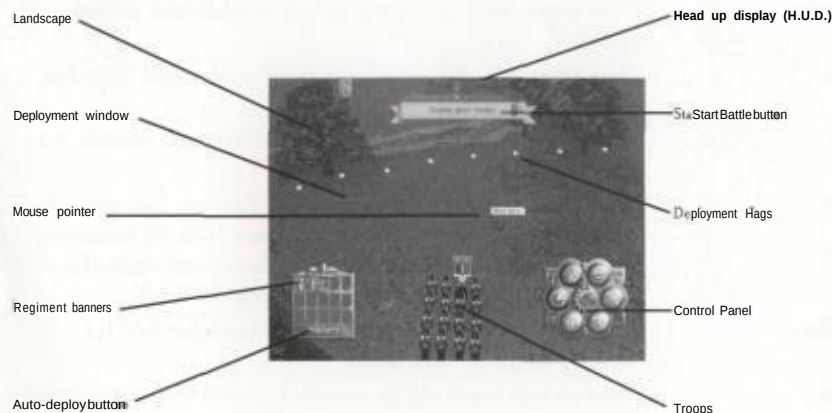
Sound balance This adjusts the balance between the sound effects volume and the music volume. Moving the slider all the way to the sound effects side will turn off the music.

Quit

Selecting this option will exit the game and return you to Windows® 95. You can also use ALT and TAB to switch between Dark Omen and other active Windows® 95 applications as normal.

NEW CAMPAIGN

When you enter a mission, you are safe from immediate attack. This is explained fully in the **DEPLOYMENT PHASE**. This respite allows you to survey the battlefield and learn a few basics before you wade into battle.



Selecting your Army

Welcome to the battlefield! What you can see here is a small part of the battlefield. To scroll the view around, hold down the right mouse button; the view will scroll towards the mouse pointer. The further you move the pointer from the centre of the screen, the faster the view will scroll. To the left of the screen you can see the Deployment window. Inside this window are all of the banners representing the regiments in your army. Banners are used both on and off the battlefield to help identify each regiment. You can see three regiments in the window - the Grudgebringer Infantry, Crossbows and Cannon. To select them you must left-click on a banner and hold the mouse button down. Now drag the banner out of the window and into the deployment area (marked out on the battlefield with white flags). Let go of the mouse button. Now repeat this exercise with the other banners. If you change your mind, left-click on the regiment's banner on the battlefield and drag it back into the window. If you prefer you can click the **Auto-deploy** button or press the A key, this will choose and deploy the most suitable regiments for you.

The Grudgebringer Cavalry is automatically selected and will already be on the battlefield. You can't play a mission without them. In some battles, other regiments are automatically selected also - e.g. if you are helping someone else.

Note: You can field a maximum of 10 regiments in a battle, even if you have more available in your army. Choose the best regiments to field for each battle.

As you start the campaign, the Grudgebringer Cavalry is in possession of the Grudgebringer Sword. This is a Magic Item which can be used on the battlefield. For more information on magic, see the BATTLE MAGIC section.

Money Matters

Your army earns gold at the end of a successful mission so you can afford to hire reinforcements or new regiments later on. As the saying goes, you've got to spend money to make money.

Regiments

There are six different regiment types available during the campaign. They each have different abilities:

Infantry	These troops march on foot and are best suited at hand-to-hand combat.
Cavalry	These troops ride on horseback and therefore move much faster than other regiments.
Archers	These troops are skilled in the art of hand-held ranged weapons, e.g. crossbows, longbows.
Artillery	These troops man the War Machines, e.g. Cannons. They cannot be moved around the battlefield after deployment (with the exception of the Steam Tank). Some regiments require 'line of sight' to be able to fire on the enemy. See Status Indicator section for details.
Magic Users	Magic users specialise in different types of magic. See BATTLE MAGIC section for more details.
Monsters	These are large beasts and are generally faster and tougher than normal troops.

The H.U.D.

You should have noticed some smaller banners around the edge of the screen. These are part of the Head up display (H.U.D.). The H.U.D. shows you where other regiments are elsewhere on the battlefield in relation to the area you are currently viewing. The colour of the arrow beneath the banner tells you their current status:

- **WHITE** = Available for orders
- **RED** = Engaged in combat
- **YELLOW** = Routing
- **GREEN** = In cover/Available for orders

The arrow also points in the direction that regiment is currently facing. As you move around the landscape, the banners on the H.U.D. will also move to reflect their position in relation to the area shown before you. The relevant H.U.D. banner will disappear if the actual regiment appears in view on the battlefield. The banner will then be displayed above the regiment itself.

NORTH is also indicated on the H.U.D. for your reference.

Note: When you have several units in a melee, their banners may be overlayed on the battlefield. Press the F5 key to toggle through banners, making selection easier.

Friend or Foe?

- Allied regiments can consist of Humans, Dwarves, Wood Elves, Ogres, Treemen and others. The banner border for these regiments will be GREEN.
- Your currently selected regiment will have a WHITE banner border.
- Greenskin regiments can consist of Orcs, Night Goblins, Night Goblin Fanatics, Giant Spiders, Giant Scorpions and others. Their banner border will be RED.
- Undead regiments can include Mummies, Wights, Wraiths, Ghouls, Skeletons, Zombies and others. Their banner border will also be RED.

Note: In a Multiplayer game, GREEN borders will represent a regiment from your own army but they won't necessarily be Allied. RED will represent enemy regiments, but their race will be determined by your opponent.

Changing Camera Views

You can right-click on a banner and the view will immediately centre on that regiment, wherever they are on the battlefield. In fact, right-clicking on anything on the battlefield will centre the camera. If you right-click and hold the button down, you can move the camera around the battlefield yourself. You can also change the position of the camera by using the following keys:

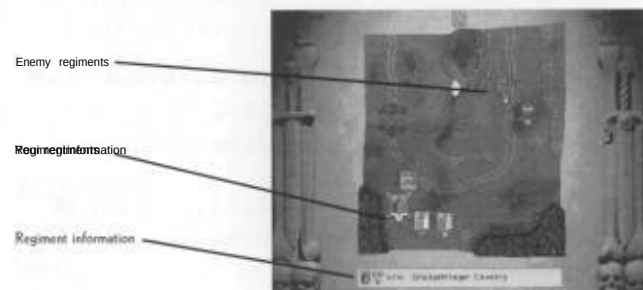
Cursor Left	Rotate camera left
Cursor Right	Rotate camera right
Cursor Up	Zoom in
Cursor Down	Zoom out

The following keys will centre the view to the cursor's position, in addition to zooming the camera:

Delete	Maximum Zoom
End	Medium Zoom
Page Down	Minimum Zoom

Map / Pause

Press TAB or SPACE to switch on the Map. This shows the entire battlefield and can be invoked at any time. Whilst the Map is selected, the game will pause (except in Multiplayer model). As well as the geographical features, your regiments and the regiments of the enemy (once sighted) will appear here.



By pointing at each banner, you can view the details of friendly and enemy regiments. Their details will be displayed beneath the Map. Left-clicking a friendly regiment's banner will select that regiment; their banner border will then turn white.

General tip - consulting the Map is the only way you can assess the strength of an enemy regiment, so use it to help decide which of your own regiments to pitch against them in battle.

Press TAB or SPACE to deactivate the Map and return you to the battlefield.

Changing Ranks

To change a regiment's ranks (formation) on the battlefield, select the regiment and then press the + and - keys on your keyboard to step through the available ranks. Note that only the front two ranks of bows and the first rank of crossbows can fire, and a 'charge' command will be more effective if the ranks are deep.

Note: When you give an 'engage' or 'fire' order, the regiment will automatically adopt the most suitable formation. Also: changing formation can also help a regiment hide in cover.

Deployment Phase

The period immediately before a battle is known as the Deployment phase. This is where you are given the opportunity to set some initial orders for your troops before the battle begins.

Every mission will begin with a deployment phase. You should have noticed some white flags planted in the ground around your regiments. These flags mark out the deployment area. You can reposition your troops anywhere within the deployment areas, but they can't be placed outside their boundaries. You can give the regiment orders to move beyond the flags, but they won't act on these orders until the deployment phase has been ended. You can also move regiments between multiple deployment areas on some battlefields.

Note: You can field a maximum of 10 regiments in a battle, even if you have more available in your army. Choose the best regiments to field for each battle.

To end the deployment phase and start the battle, you would press the ENTER key, or press the START BATTLE button. However, you should only do this after you have considered issuing some initial orders to your regiments, as detailed in the next section.

POSITIONING YOUR REGIMENTS



Regiments can be simply dragged and dropped with use of the left mouse button. They can be picked up by being selected with the 'grasping hand' and then pressing the left mouse button. To put the regiment down within the deployment area, release the left mouse button.

Basic Orders

As you move the mouse pointer away from the regiment, it will change appearance again. This will happen often on the battlefield, depending on the situation at hand. Check the following list to see what each pointer signifies:



Left-clicking on the landscape will give your regiment an order to move to that location on the battlefield. A BLUE flag will be planted in the ground to confirm the order. You can also set multiple points on the landscape if you wish. Simply hold down the CTRL key as you click. Each click will set another flag up to a maximum of eight. If you set these points to circle back on to the first flag then you have effectively created a patrol loop (indicated by the flags turning RED) which the regiment will patrol once the battle begins. Note that most Artillery regiments (e.g. Cannons) can't be moved, and regiments can only act on a move command once the battle has started.



This allows you to turn and face your regiment in a particular direction. Select a point on the landscape then left-click. The regiment will immediately turn and face in the new direction. Note that this pointer will only appear if it is positioned close to the current regiment. If you have difficulty obtaining this pointer (e.g. if the regiment's banner is in the way) hold the SHIFT key.



If an enemy regiment is on the battlefield or on the H.U.D., you can instruct your regiment to engage them in hand-to-hand combat. Move the pointer over the enemy banner. The pointer will change into a sword. Now left-click on the banner. Note that regiments can only act on an engage command once the battle has started.

Line of Sight

The battles fought in Dark Omen employ a line of sight system between friendly and enemy forces. Any enemy regiment will only be displayed on the battlefield, H.U.D. or Map if it can be seen by one of your own regiments. In order for the enemy to be spotted they must be within your regiment's field of vision. Your regiment's view to them must also be unobstructed. The enemy will also be harder to spot the further they are from your own troops. This is known as line of sight.

Some regiments who use trajectory weapons don't rely on line of sight as their weapons are designed to be fired over obstacles, e.g. Mortars. However, their accuracy is not as good if the target is out of their sight.

Other Orders

Other orders are issued by using the Control Panel located in the bottom right corner of the screen. The mouse pointer will also change its appearance as before. Most of these orders can only be given after the deployment phase is over.



The buttons can be selected by left-clicking on them with the mouse, or using the shortcut key. However, buttons are not always available - it depends on the circumstances. For example, if a regiment of yours is routing, then none of the buttons will be available until the regiment has rallied. When buttons are unavailable, they always switch to the colour of the Control Panel.

Gold = Available
Silver = Not available

Note: In a Multiplayer game, you can control Greenskin or Undead armies as well as Allied. The colour of the buttons will be different depending on which race you command. See MULTIPLAYER for more details.

Order Buttons

Use the buttons on the Control Panel to issue the following orders to your regiment. Remember that they will not always be selectable:

Charge (shortcut key: C)



During battle, left-click this button to make the regiment charge in the direction they are facing. A charging regiment will ram the enemy's ranks with great force, using their momentum to rain mighty blows upon them. Charging is strategically important because a charging regiment's momentum and power will give them the first strike in the ensuing melee and also award them additional strength during the melee.

Halt (shortcut key: H)



This button overrides the current order. The troops within the regiment will halt. Orders to fire on the enemy (see below) are also cancelled by this.

Magic (Shortcut Key: M)



You can utilise magic via a Magic Spell or a Magic Item. Selecting this button will display icons of the Magic Spells or items that the regiment has available. Magic Items can only be used once in each 'Winds of Magic' cycle. The Grudgebringer Cavalry begins the campaign with the Grudgebringer Sword, a Magic Item which can cast fireballs.

Hero/Strength (shortcut key: S)



To encourage a regiment to even greater effort during a battle, repeatedly press the Hero button to boost their strength. This only applies when the regiment is in hand-to-hand combat. This boost only affects your current regiment and is only temporary. The Hero gauge shows the build-up of strength boost. Only when the gauge is in the red zone will the boost have an effect. Note that it will become harder to reach the red zone as your regiment suffers more casualties.

Break (shortcut key: B)



If your regiment is taking a beating, break them from the *melee*. They will then rout to a safe distance before coming to a halt, unless they are being relentlessly pursued by the enemy or have suffered too many casualties. If this is the case, a white flag will appear on the regiment's banner indicating that they are unable to rally, and they will flee the battlefield.

Fire (shortcut key: F)



To select this button your regiment must have ranged weapons. You must then select this button and use the pointer to choose a target to fire at. The target can be an enemy regiment or a point on the battlefield. Left-clicking on the target will make the regiment fire. The regiment will continue to fire at the target until they receive an order to halt or the enemy has moved out of range, or until the target has been destroyed. They can only fire again after they have reloaded their weapons. The Reload counter counts down the length of time that it takes the regiment to reload their weapons. They can fire when all eight segments are lit.

Note: When you select an immobile artillery regiment (e.g. a cannon) the fire button will automatically be selected for you.



The pointer will change if the target is currently out of range. If you left-click then the target will be fired on if they come into range.



This pointer tells you that the target is currently out of sight. If your regiment doesn't need 'line of sight' to fire then they will still fire on the target but their accuracy will be poor. If 'line of sight' is required, they will open fire as soon as they can see the target.



Magic Points

Reload counter

Winds of Magic cycle

The centre of the Control Panel is home to four important indicators. The 'Reload counter' and 'Hero gauge' are explained above. 'Magic Points' and the 'Winds of Magic cycle' are explained in the BATTLE MAGIC section. There are a few other indicators found on the corners of the Control Panel:



Banner indicator

Threat indicator

Troop count indicator

Status indicator

The Banner indicator shows you which regiment is currently selected. This is important because the orders you select will only be given to this regiment. To issue orders to another regiment you would need to select it from the H.U.D. or the battlefield by left-clicking on the relevant banner. When the banner border turns **WHITE**, you know the regiment has been selected. The banner will then appear on the banner indicator.

- The Threat indicator shows a number of skulls:

1 skull =	Recruits (lowest threat)
2 skulls =	Regular troops
3 skulls =	Crack troops
4 skulls =	Elite troops (highest threat)

- The Status indicator has three modes:



If your regiment is positioned behind a copse of trees, this might block the view of any approaching enemy regiment. The **cover indicator** will switch on to show that your regiment is currently in cover and no enemy regiment can see them. The arrow beneath the regiment's banner will be green.



When the regiment is in melee, the battle indicator will switch on. The arrow beneath the regiment's banner will be red.



The **routing indicator** turns on if the regiment is routing. The arrow beneath the regiment's banner will be yellow. Regiments who are routing will only halt when it is safe to do so. You can then issue fresh orders. If a regiment has suffered large casualties they will rout until they are off the battlefield. Under these circumstances you will see a white flag waving above their banner as they retreat across the battlefield.

- **The Troop Count Indicator** shows how many troops are in the current regiment. This number will obviously reduce if the regiment suffers any casualties.

INTO BATTLE

Once you have issued your initial orders it is time to end the deployment phase and start the battle. To do this, press ENTER, or left click the red arrow on the scroll at the top of the screen. The white flags will disappear. You will also hear a rumble of thunder, indicating the start of a new 'Winds of Magic' cycle (which is explained in more detail in the **BATTLE MAGIC** section). Your regiments will now act on the orders you gave them. As the mission progresses, new situations will arise. You will hear responses from all regiments (friend or foe) as these events unfold. For example:

"Aye sir"	Confirmation of new orders that you have just issued to a regiment.
"Enemy sighted"	A new enemy regiment has just been seen. Their banner will now appear on the H.U.D.
"Enemy destroyed"	One of your regiments has defeated an enemy regiment.
"Help us!"	Some of your troops need help - use the Hero button, some magic and/or send in some of your other regiments to help them out.
"We're under fire!"	One of your regiments is being attacked by an enemy using ranged weapons, e.g. archers firing arrows.
"Charge!"	One of your regiments has charged.
"We fear the enemy!"	See SPECIAL RULES in Appendix B for more details on fear.
"Retreat"	One of your regiments has fled the melee.

You must learn to react quickly to these events as they occur. Learn to switch between your regiments and issue fresh orders. Thinking on your feet is but one of the requirements for being a successful Commander!

Aborting Mission

If you want to abort the mission, press **F1** key. A small menu will appear. **Abort** will quit the mission and return you to the Main Menu, whilst **Continue** is self-explanatory. You can also adjust the sound balance from this menu. The game will pause whilst this menu is displayed.

BATTLE MAGIC



THE WINDS OF MAGIC

The Winds of Magic are the means by which all Wizards cast their spells. As magical energy seeps into the material world it fragments into eight distinct types or qualities. Just as oil spilled onto water produces a rainbow of colours, so magic produces a polychromatic display of swirling clouds. These invisible clouds blow from north to south, some magic riding high, other falling to the ground and seeping into the earth and rock. There are many different types of magic in the Warhammer world. In Dark Omen you will encounter four - Bright, Ice, Waaagh and Dark.

A full spell list for each of the above can be found in the Appendices. You can also learn about them within the game by browsing through an appropriate Wizard's spell book in the Troop Roster.

CASTING SPELLS

In the Warhammer world, magic exists in all things, both living and dead. As the Winds of Magic billow over and through the land, a magician must draw from the energy that is available at that time. This is represented by the eight BLUE lamps that are found in the centre of the Control Panel. Each lamp represents one Magical Power Point.

Every spell requires a number of Magical Power points to cast. These points are shown as small lamps beneath the spell icons that appear on the Magic Panel when the Magic button has been selected. Spells are only available on the battlefield if the current regiment is a Wizard. You can only cast a spell if the required number of Magical Power points are available. Once the spell has been cast, the appropriate number of Magical Power points will be deducted. The winds change at the beginning of each 'Winds of Magic' cycle and a different amount of magic is made available for your Wizards to use. This cycle can be seen in the control panel, when the indicator is filled blue a new cycle is about to begin. The blue circles in the centre of the icon interface will turn red when a spell is pending. You can only cast as many spells as there are available spell points for that magic phase. Wizards from the same army must share the points on offer. If one Wizard casts a spell which requires three points and there are only three available, your other Wizards will have to wait for the winds to change again before they can cast any spells.

A clap of thunder announces the start of each new Winds of Magic cycle.



The Magic button is only available if you currently have control of a Wizard, or a regiment which owns a Magic Item. When you select the Magic button, the Magic Panel will appear. You can then select a spell or a Magic Item, then choose a target if one is required. To close the Magic Panel, select the Magic button once more.



The mouse pointer will change into a magician's staff when you have selected a spell or Magic Item to use. Some spells and items require a target, so point at a target then left-click to confirm. Other spells and items will be immediately cast or used, e.g. Crystal Cloak. You can only cast a spell if the required number of Magical Power points are available.



Some spells have an immediate effect on their target, others are longer lasting. To cancel a lasting spell, make sure the Magic Panel is visible, then move the staff pointer over the spell to be cancelled and Left-click. To try stopping an enemy's spell, you must cast Dispel Magic. See Appendix A for a full list of Magic Spells.

USING MAGIC ITEMS

Magic Items can generally be used just once in every 'Winds of Magic' cycle. You will then have to wait until the next cycle to use them again. Some Magic Items are always active, e.g. Shield of Ptolos. Others can only be used once and have an immediate but temporary effect, e.g. the Potion of Strength. Fortunately, Magic Items don't use any precious Magical Power points.

The Grudgebringer Sword



Your Grudgebringer Cavalry begins the campaign with the Grudgebringer sword in its possession. This mighty sword has runes inscribed along the blade by a Bright magic Wizard Lord. In hand-to-hand combat the wielder strikes more accurately and ferociously against his enemies. In addition a fireball may be cast from the sword once per Magic Cycle.

COLLECTING MAGIC ITEMS

Enemy regiments can also possess Magic Items. If this is the case, you'll normally see some sort of magical effect around the unit, either constantly or when you attack them. When you destroy these regiments they will drop the items on the ground. The same is true of gold coins. When you successfully complete a mission, both items and gold will be automatically collected by your army as they leave the battlefield. The items will appear in the storage slots on the right page of the Troop Roster and can then be redistributed amongst your regiments. See TROOP ROSTER section for full details.

Note: If you loose a mission, items and gold will NOT be collected automatically.



You can pick up a dropped item during a battle. Simply point at the item and the pointer will change to a grasping hand. Now left-click on the item. The current regiment will then attempt to pick it up. If they have no room for the item then your regiment won't be allowed to pick it up.

Some Magic Items cannot be used by certain regiments. For example, a Bright Wizard can't make use of an Enchanted shield because Wizards cannot use armour, so the Wizard won't be able to pick the item up.

The Experience Level of the regiment governs how many Magic Items they can own. If a regiment has failed to earn experience, then they can possess just one Magic Item. The maximum allowed is three items, and a regiment can only own one item of each type - Shield, Weapon or Banner. Once an item has been collected, the regiment can usually start using it immediately, via the Magic button.

DROPPING MAGIC ITEMS

You can drop a Magic Item on the battlefield by holding down the ALT key and left-clicking on the item's icon from the Magic Panel. It will land on the ground nearby. But beware, enemy regiments like to own Magic items as much as you, and they will try to pick up anything they find!

MISSION ENDED

The mission will end when:

- You have won; having defeated all the enemy regiments.
Or:
- you have lost; having had all your regiments destroyed or routed from the battlefield.
Or:
- Commander Bernhardt has been killed! This will result in the end of the campaign - Game Over!

Debriefing

After a mission is over, you will be told whether you were victorious or defeated. The amount of gold earned on the battlefield will also be displayed. The next page gives a summary of each regiment's kills, losses and the experience gained.

Along the bottom of these pages you will see some new icons:



Go to previous page.



Close the scroll book and go to camp, where the campaign will continue.



Go to next page.



This allows you to save your game or load in a previously saved game. You can also delete a save game file from here. A name for your save game file is suggested, but you can amend or delete it if you wish.



Selecting this icon will take you to the open pages of a book known as the Troop Roster. You should use this book before you go to camp and continue with the campaign.

THE TROOP ROSTER



Within this book you are able to recruit new troops and replace any casualties, providing you have enough gold coins to pay for them! You can also sell Armour and sell or move any Magic Items your army might possess.

An extra icon is found at the bottom of almost all book pages:



This will take you back to the very first page of the Troop Roster.

Each double page serves a different function. The first gives you an update on the current status of all your regiments. It shows the following:

- The regiment's experience level as represented by two vertical bars:

The yellow bar shows the regiment's overall experience level. Each time the level reaches a marker, the regiment gains a level (see following section). The blue bar shows the regiment's progression to the next level.

- The regiment's Threat Level as represented by skulls:

- 1 skull = Recruits (lowest threat)
- 2 skulls = Regular troops
- 3 skulls = Crack troops
- 4 skulls = Elite troops (highest threat)

- The current number of troops within the regiment and the maximum allowed:

e.g. 10/15 = 10 troops left from a maximum of 15.

- The regiment's Armour Level as represented by small shields:

- 0 shields = No armour (normal clothing)
- 1 shield = Lowest strength armour
- 5 shields = Highest strength armour

The number of shields and empty shield slots indicate the maximum Armour Level for the regiment. The **GOLD** shields show the minimum Armour Level (this may not be sold).

The **SILVER** shields represent any extra armour that has been bought (this armour may be sold if required)

Note: Wizards have no use for armour and so won't have an Armour Level. Instead, their spell book is shown.

You may also see a small green arrow next to the regiment's banner. This shows that the regiment is not a permanent member of your army, and at some point they will either leave or join you permanently. A large red arrow next to their banner shows that they are just about to leave. When this happens any Magic Items you have given the regiment will be returned to your storage area, but any armour or troops you have purchased for them will not be returned.



You can also read about particular Magic Spells providing you have a Wizard under your command. Wizards specialise in one school of the arcane, so their Spell Books will only reveal details for that particular type of magic. Right-click on the Wizard's Spell Book icon to be taken directly to the first page of the Spell Book.



"An enchanted shield..."

Any Magic Items belonging to the regiment are also shown here. If you right-click on the item you will be taken directly to the relevant pages which will tell you what the item is and what it can do. Use the bookmark to take you back to the first page of the Troop Roster when you've finished. You can also right-click on the regiment's banner to view details on the current owner of the item.

Note: You can have up to fifteen regiments in your army at any one time.

Gaining Levels

When your regiments have gained enough experience points on the battlefield, they will be rewarded with an increase of Threat Level. Threat Levels affect a number of regiment attributes - their skill with standard weapons, trajectory weapons or their overall strength.

Increases in Threat Levels are awarded once your army is off the battlefield. When a regiment gains a level, they can carry one extra Magic Item. When a Wizard regiment gains a new level, they gain an extra Magic Spell and the ability to possess an extra Magic Item. Their primary skill on the battlefield will also improve, e.g. bowmen will improve their firing ability.

Experience Level	Number of Magic Items	Number of Magic Spells (excluding Dispel Magic)	Experience points required
1	1	2	
2	2 2	3	1000
3	3 (maximum)	4 (maximum)	3000
4			6000

All Wizards begin the campaign with 'Dispel' in their repertoire. See Appendix A for a full list of spells for all races.

Giving Items

You can pick up Magic Items on this page and give them to other regiments. Left-click on the item to pick it up. Drag it over an empty Magic Item box belonging to another regiment and release the mouse button. That regiment can then use the item in the next battle they fight.

Some Magic Items can't be given to certain regiments. For example, a Bright Wizard can't be given an Enchanted shield because Wizards cannot use armour of any kind.

Note: Regiments can only carry one of each type of Magic item. When you pick an item up, any regiment that cannot carry it will be greyed.

You can store up to twenty different Magic Items at camp. The right hand page displays a list where items collected from the battlefield will first appear if they haven't already been distributed to the regiments. Use the left and right red arrows to step through the list. You can pick these items up and then give them to your regiments.

Buying And Setting

At the bottom of the left hand page are the controls for buying additional troops, buying and selling armour, and selling Magic Items.



The name of the currently highlighted regiment is shown, together with an icon depicting what type of regiment they are (cavalry, infantry, etc.). To highlight a different regiment, left-click their banner in the main area of the screen.

Beneath the regiment's name are two sections; troop purchasing and armour purchasing. The information shown in these sections relates only to the currently highlighted regiment.

To purchase troops for the regiment, click on the + button to the right of the helmet icon. Each time you click, the cost of the troop (shown to the left of the + / - buttons) will be deducted from your total gold. You will also see the regiment's current size change to show the new size in red. You cannot increase the number of troops beyond the regiment's original size, and you must have sufficient gold to cover the cost of the troops. If you can't buy troops for any reason, the + button will be greyed. You can reduce the number of troops you are buying with the - button, but you cannot actually sell troops.

To automatically purchase troops for your entire army, click the auto-reinforce button. The computer will calculate the best use of your money, but you are free to make your own modifications.

To purchase armour for the regiment, click on the + button to the right of the shield icon. Each time you click, the cost of the armour (shown to the left of the + / - buttons) will be deducted from your total gold. You will also see the regiment's current armour level change to show the new armour level as a red shield. You cannot increase the armour level beyond the regiment's maximum (depicted by the empty shield slots), and you must have sufficient gold to cover the cost of the armour. If you can't buy armour for any reason, the + button will be greyed. You can reduce the amount of armour you are buying with the - button. Note: each level of armour is progressively more expensive!

To sell armour for the regiment, left-click on one of their shields in the main area of the screen and hold the button down (note that you cannot sell gold shields). Drag the shield over the 'current gold' icon at the bottom left of the screen, and the armour's sale value will be displayed. Release the button to sell the armour for that price (you will be asked to confirm the transaction) or move the armour away from the 'current gold' icon and release the button to abort the sale. Note that if you 'sell' a red shield in this way, you will receive the full value of the armour, just as if you had clicked the - button to the right of the shield icon (you are simply deciding not to buy the armour after all). However, if you sell a silver shield you will only receive a portion of what you originally paid (the armour is second-hand).

Note that throughout this process, the new troops and armour are depicted in red. At this stage, you have the opportunity to change your purchases as many times as you like. You can also undo all of the purchases by clicking the undo button. Your purchases are in fact only finalised when you exit the Troop Roster. Next time you view the roster, all the figures will be in black and silver, and you cannot undo your changes.

You should note that the cost of troops for your regiments will increase each time you buy armour for the regiment and finalise the purchase (by exiting the Troop Roster). Therefore, whenever possible you should always buy troops either before, or at the same time as, buying armour.

To sell a magic item, left-click on the item in the main area of the screen and hold the button down. Drag the item over the 'current gold' icon at the bottom left of the screen, and the item's sale value will be displayed. Release the button to sell the item for that price (you will be asked to confirm the transaction) or move the item away from the 'current gold' icon and release the button to abort the sale.

If you want to read through the remaining pages of the book, use the 'next page' icon. If you see an icon of a banner or a Magic Item on a page, right-click on the icon to read more about it.

Camp

After each battle is concluded, you will eventually return to camp. From here you will learn of the consequences of the previous battle and possibly meet new characters or old friends. You can use the Troop Roster to buy reinforcements if you haven't already. New developments in the campaign will be revealed as you recover at camp, and you also might have to make important decisions about what to do next or where to go. You can also save your campaign whilst at camp by selecting the disk icon.



Select this icon to continue with the campaign.



To hear the last camp meeting again, select this 'rewind' icon.

MISSION ONE: A STRATEGY GUIDE



This very first mission finds the Grudgebringer army ignorant of events developing in the southern lands. They have been employed to protect a small Trading Post from Goblin attack.

Mission Objectives

To slay the Goblins and stop them from ransacking the Trading Post located in the NW corner of the battlefield.

Troop Selection:

- Grudgebringer Cavalry (with Grudgebringer Sword)
- Grudgebringer Infantry
- Grudgebringer Crossbows
- Grudgebringer Cannon

Deployment phase

Turn the map so that the southernmost edge of the map is at the bottom of the screen. Place the cannon an inch and a half below the copse of trees to the right (N.B. Be sure you still have line of sight by clicking on the target projectile weapons icon and moving the pointer north towards the rock face ridge where the enemy troops will approach. The arrow pointer will have a no entry circle on it if you have no sight. Place the Grudgebringer infantry in the bottom right of the deployment area (behind and slightly to the right of the crossbowmen) and give them an order to march round and stand on the immediate right of the crossbowmen. Finally place the Grudgebringer cavalry in between the two outcrops of trees facing the dirt path so that none of them can get away. When deploying the crossbowmen press the '-' key to extend the ranks in a long line to achieve the maximum possible spread of fire.

Strategy

Press space to view the map. You will see the position of the first enemy regiment: the Goblin archers. Now you are ready to begin the battle so click on the red arrow next to the "Deploy Your Troops" text at the top of your screen. As soon as the battle begins order the cannon unit to open fire on the incoming Goblin archers. You will now see a Night Goblin infantry regiment approaching from the top of the path heading towards your troops. Tell your crossbows to open fire on the Goblin infantry. As the goblins approach the Grudgebringer crossbows, order the Grudgebringer infantry to attack the remaining Goblin infantry. Click on your crossbows and order them to attack the remaining Goblin archers. Next, order your Grudgebringer cavalry to attack the Goblin infantry already engaged with your infantry. You should quickly eliminate the goblins. Next, order your cavalry to engage any remaining archers. Tell your canon and crossbows to halt their fire. As they approach the enemy archers use the Grudgebringer swords' magic ability to fire a fireball into their ranks. Once eliminated, move the infantry and cavalry back to their deployment positions. Make sure they are facing the correct direction i.e. towards the path and up the hill, when you have finished.

You will soon sight the next wave of Goblin archers and infantry. Order the cannon and crossbows to open fire on the archers. When close enough order the crossbows to re-direct their fire on the incoming infantry regiment. Next, order the infantry to attack the Goblin infantry. Re-direct the fire of the crossbows again to the to the archers. Order the cavalry to attack the Goblin infantry as soon as possible. When the Goblin infantry are defeated, charge down the remaining archers using your cavalry. Use the Grudgebringer flame sword to inflict maximum casualties. Don't forget to tell your crossbows to disengage fire whilst the Grudgebringer cavalry engage the archers.

Congratulations you are victorious. Before retiring from battle go and collect the treasure chest of gold that awaits you in the town down the hill.

Don't forget to use the boost strength icon when your infantry and cavalry are engaging in combat.

Outcome

The treasure stored at the Trading Post should be intact. Aside from your earnings for destroying the Goblins, your army should also have captured 150 gold coins to add to your coffers. Your army should also have very few or no casualties to report when they return to camp for debriefing.

General tip - use the camera controls to zoom out as far out as it will go. This will give you a good view of the entire battlefield and a better understanding of the enemies movements once the battle has begun.

MULTIPLAYER

The Multiplayer option is selected from the Main Menu. This allows two players to fight each other head-to-head over the Internet, an IPX network, or via modem or a null-modem cable. Each option utilises the DirectPlay drivers which are installed as part of DirectX 5.

The Multiplayer screen has only a few items to select from.

PLAY	Begin the Multiplayer game. See later for further details.
EDIT ARMY	Edit your army prior to entering the battlefield. See below for further details.
MAIN MENU	Returns you to the Main Menu.

Edit Army

This option allows you to edit an existing army or create a new one from scratch. You can edit Greenskin or Undead armies as well as the usual Allied variety. Note that you can only do this before you make the connection with your opponent.

The list shows you the names of some existing armies and their strength rating. To the left of the list are three Race icons. The currently highlighted icon will be Allied, so only Allied armies appear in the list. If you left-click on the Greenskin icon then only Greenskin armies will be displayed, and so on. You can also choose to create a new army, with various levels of gold to spend, by clicking on a 'New Army'.

At the bottom of the screen you have three options:

DELETE	This will delete the currently selected army from the list.
EXIT	This will exit this screen and return to the MULTIPLAYER screen.
EDIT	This will allow you to edit the army as detailed below.

Selecting edit from the list will take you to a familiar looking book. This is very similar to the first pages of the Troop Roster. The regiments in this army are shown on the left, complete with their relevant threat and armour ratings and current Magic Items.

Most of the icons along the bottom of these pages you should also be familiar with. You will notice you can save the army by accessing the disk icon. You should do this once you have finished editing the regiments.

Note that you can't buy additional troops for a regiment because each regiment begins with a full compliment.



Troop Catalogue: Left-clicking this icon allows you to read up on all available regiments and hire a few. Go through each page and choose a regiment. Select the gold coin to hire the regiment. A number is shown on their banner in the top left corner of the right page. This is used to help identify multiple regiments of the same type. Remember that you can have up to a maximum of fifteen regiments in total. When you have reached this limit, or if you have insufficient gold to pay for the regiment, the gold coin icon will not be selectable.



Magic Item Catalogue: This icon allows you to read up on all available Magic Items and buy as many as you can afford or carry in your army. Up to twenty items can be held in storage.

Having equipped your armies and saved them, exit the Troop Roster then select exit from the Army Editor menus to return to the Multiplayer menu.

Play

This option takes you to the Connection Screen. You can now select the type of connection you are going to use for the Multiplayer game.

Note: You can only edit or create armies before you make your connection with your opponent. Be sure you have a satisfactory army available before proceeding.



Dark Omen uses the DirectPlay component of Microsoft DirectX to provide its Multiplayer functionality. The following connections types will be available if your PC is suitably equipped and configured.

IPX:	Typically this will be the service used over a LAN (Local Area Network). This selection requires no other configuration in order to operate.
TCP/IP:	This may be used play over a LAN, no configuration is necessary. Simply click OK when presented with a request box for an IP address. To play over the Internet or other Wide Area Network (WAN) you will have to supply a value for the IP address request box. (If your Internet connection is a dial-up account you should connect before you start Dark Omen). More information can be found below.

Modem: You may play a head-to-head modem session. Unlike the other connection possibilities the modem does not make a connection until the next screen has been completed. See below for details. (Dark Omen requires a Modem Speed of 28.8k or greater)

Direct Serial: This requires an ordinary null-modem cable. You will be required to supply additional configuration information. Ensure that the correct COM port has been selected for each machine (see 'Determining Which COM Ports Are Connected'). The default values for the other settings are acceptable for Dark Omen. If you do alter the configuration, both machines must be set the same. N.B. Changing the Baud rate from the default value of 57600 may result in data loss and/or poor performance.

Other: You may see other connection types. These will have been supplied by 3rd parties such as online gaming providers. In these cases you should seek advice from the 3rd party involved.

Left-click on the connection type of your choice, then select connect to continue (you may be asked to enter additional configuration information). The connection will then be made (except for modem play - see below). If you change your mind, back will return you to the previous screen.

Available Sessions Screen



This screen shows a list of the available sessions on the current connection (if any exist). You may update the list by left-clicking **refresh**, in case a new session has been created since you connected. You can enter your name in the text box at the top of the screen, or use the default name. If you choose to 'create' a game the game will be called by the name you have entered.

To join an available session, select one by left-clicking, then select **join**. To create a new session, select **create**. Either way you will be taken to the Session Screen.

Note: If you are using modem play, clicking 'create' or 'join' will prompt you for further configuration, as follows.

The 'create' button will activate a dialog box allowing you to select the required modem and an 'answer' button. Clicking **answer** will place your modem in answer mode. The other player will call your modem.

The 'join' button will activate a dialog box allowing you to select the required modem, and to provide the telephone number you wish to call. When you have provided this information clicking **connect** will actually dial up the other modem.

Session Screen



Once your opponent has connected, you will see his army race, strength and name at the top of the screen.

Below, you should choose the army you wish to use from the list, which shows the existing armies and their strength rating. To the left of the list are three Race icons. Select the required icon to display the available armies of that race.

Beneath the armies is a list of available battlefields. The player who creates the session must select the battlefield on which to play. The player who joins the session cannot change it.

At the bottom of this screen is the message window. You can exchange messages with your opponent by typing on the keyboard and pressing RETURN. Your messages, and any replies, will be shown in the message window.

Once both players have configured the session, select fight to go to battle.

Note: As soon as either player has clicked 'fight', the opponent will have 60 seconds to complete his choices before the battle begins. Use the message system to ensure both players are ready to begin before clicking 'fight'.

After The Battle

When the battle is over you will receive a debriefing as in the single player campaign. Once you have examined the battle results you can go to the Troop Roster and save your army, if you wish. When you exit the debriefing you will be returned to the Available Sessions Screen, and if you are connected over dial-up Internet or modem the connection will still be active. If you wish to hang up the modem you should select **Back** to return to the Connection Screen. When you Quit Dark Omen, Dial-up connections active before you started Dark Omen should be shut down in the normal way.

Playing Over The Internet (TCP/IP)

To join an Internet game you must supply the IP address of the PC that has created the Session. To find your IP address you may need to use the Windows® 95 utility 'WinPCFG' - see the following instructions. If so, it is recommended that you do this before starting Dark Omen.

Getting your IP address

1. Holding the mouse cursor over the CREATE button in Dark Omen's Session List Screen will pop-up your current IP address. If pop-up help is turned off, you'll need to hold F6 while doing this.
OR
1. If you are using a dial-up Internet account you must connect before starting the WinPCFG program.
2. On the start menu select run, then type 'winipcfg'.
3. In the drop down box will be listed your network devices.
4. Select the correct device. If you are using a dial-up connection ensure that the device 'PPP Connection' is selected.
5. The correct IP address should now be listed. Take a note of this.

When you arrange to play a game and you are to be the game creator you should give this IP address to the other player. The player who is joining the game types in this address when prompted by Dark Omen.

Performance Issues for Internet Play

The quality of your Internet connection will determine how well Dark Omen plays. You can gauge the quality of your Internet connection using a Windows® 95 program called 'PING'.

Testing Your Internet Connection

1. Get the IP address of the other player.
2. Open a MS-DOS prompt window (Start Menu/Programs).
3. Type 'ping xxx.xxx.xxx.xxx', where xxx.xxx.xxx.xxx is the IP address of the other player.
e-S-
C:\W95>ping 159.153.45.42
Pinging 159.153.45.42 with 32 bytes of data:
Reply from 159.153.45.42: bytes=32 time=16ms TTL=31
Reply from 159.153.45.42: bytes=32 time=21ms TTL=31
Reply from 159.153.45.42: bytes=32 time=15ms TTL=31
Reply from 159.153.45.42: bytes=32 time=1ms TTL=31

The 'time' field gives the latency of the connection. The lower the number the better. The example above shows the times over a LAN TCP/IP connection. Acceptable values over an Internet connection would be up to 500ms or so. Game performance and response will start to suffer over this value.

If you receive the message 'Destination Host Unreachable', then there is either an error in the IP address, a firewall present or a network failure that cannot be routed around. The 'Request Timed Out' message will generally occur when the quality of the connection is very low. Attempting to play Dark Omen in these circumstances is not recommended.

Who Should Create The Game?

It is recommended that whoever has the faster PC should create the game.

What Modem Speeds are Supported for Dial-Up?

Dark Omen requires a modem connection of at least 28.8k.

Render Quality affects Multiplayer Quality

As in single player the fastest response is best. Set the game's display and sound options to give you the best performance particularly if you are going to create the game.

High Latency I Poor Connection - What can I do?

1. If your connection is dial-up you could try logging off and reconnecting. In some cases the quality of connection may improve, however the Internet as a whole is the main factor.
2. Try connecting at 'off-peak' times when the Internet is quieter.
3. Play only against opponents near to you. Opponents on the same ISP (Internet Service Provider) are the nearest!

Determining nearness of Opponent

1. From an MS-DOS prompt, type 'tracert xxx.xxx.xxx.xxx', where xxx.xxx.xxx.xxx is the IP address you are analysing.
2. Wait! The process may take a few minutes to complete.
3. Now you have a list of the 'hops' your data makes to reach its destination.
4. The less hops the better. A journey of less than 15-17 hops is in most cases going to work best.

Lobby Support

Dark Omen supports being launched by DirectPlay Lobby Clients. Please refer to your Lobby Client documentation for details.

Troubleshooting the Connection

Here are the errors you may experience, and their possible causes.

- 'Session lost':** This is the error message returned when the connection has been broken. This could either be through errors in the connection or the other player quitting the game unexpectedly.
- 'Failed to load battle':** One (or both) the PC's could not load the selected battle. The most likely cause of this is through disk corruption. Both PC's should check their drives for errors (use Scandisk or similar). Dark Omen will require reinstallation if there were errors.
- 'Army transfer failed':** This could be caused by either a bad connection or disk errors. You should check both your connection and your PC for disk errors. If there are disk errors you will need to reinstall Dark Omen.
- 'Player cannot be synchronised':** One of the PC's cannot keep up with the other. This is probably due to a low quality connection.
- 'Could not connect':** The DirectPlay Service could not be started.
- Tailed to connect to session':** This error may be due to a network error, or another player may have joined the chosen session just ahead of you.
- 'Failed to create the session':** This error is most likely given when a connection has failed to initialise correctly, e.g. Internet/Modem.
- 'Failed to start lobby session':** The game has been started from a lobby client but could not open the connection and/or session successfully. The connection information from the Lobby client may be incorrect or the other player may have quit.
- 'Connection cancelled by user':** You have cancelled the operation.

Determining Which COM Ports are Connected

In order to set up a successful serial connection you must enter the correct COM port into the configuration dialog. If you are unsure which COM port is being used, follow the steps below.

1. Ensure that both machines are connected using a null-modem cable and turned on.
- IMPORTANT:** If you have a serial printer or any serial device other than a modem, you must turn it off or disconnect it. Modems may be connected and turned on but should not be operating.
2. On both PC's, from the Dark Omen program folder (Start/Programs/Dark Omen) click the 'Detect COM Port Connection' program to run it.
 3. On both PC's, click the 'Detect' button at the same time (approximately).
 4. The detection process will take between 30 and 100 seconds.
 5. When done the detected port will be displayed, or 'none' if the port was not detected. If the port was not detected it is recommended that you try again (from step 3) a couple more times.
 6. If still no port has been detected, there may be a fault with the connectors or cable or a configuration problem.
 7. Press 'Exit' when you are done.

Testing your Serial Cable

If you are experiencing difficulties setting up a direct serial connection using a null-modem cable, you can do a simple test using the Windows® 95 Hyperterminal program.

1. On both PC's locate and start 'Hyperterminal'. (Should be Start Menu/Programs/Accessories/Hyperterminal/Hypertm.exe).
2. On each PC type a name for the connection and press OK. (Test Serial' would be a good name).
3. On each PC select the 'Connect Using' combo box and select the 'Direct to Com X' option that matches the COM port being used. Click OK.
4. On both PC's make sure the same Port Settings are selected. If they are different change them so they match. Click OK.
5. Now type keys on one PC and see if they appear on the other's screen. Try this in reverse.

If the last step is not successful then the connection has failed.

Possible Reasons for Failure.

1. Not a Null-Modem Cable. You may be using a modem cable. This will not work.
2. The cable is damaged. The cable should be electrically tested.
3. One of the PC's has an incorrectly functioning COM port. Try another port. Check the Device for Conflicts in the System Control Panel Applet.

Rule Changes In Multiplayer

Note that there are a few rule changes in a Multiplayer game, compared to a solo campaign:

- Invoking the Map during a battle (press **TAB** or **Space** to toggle it on/off) does not pause the game as it would do in a solo campaign.
- If both players choose the same race for their army (e.g. Greenskin), then Fear behaves slightly differently. For example, in a solo campaign, Giant Spiders cause fear in all races except those of the same race or those who are immune to fear. In a Multiplayer game, your opponent's Greenskin troops will fear your Giant Spider but won't fear their own! (see SPECIAL ATTRIBUTES in APPENDIX B for details on fear).
- If your Night Goblin regiment contains Night Goblin Fanatics, you will see a swinging ball and chain above the regiment on the battlefield. Your opponent won't see this indicator.

In a solo campaign you can only control an Allied army. In Multiplayer, you can choose who you want to be. The colour of the order buttons found on the Control Panel will differ depending on the race of your army:

Race	Selectable	Not currently available
Allied	Gold	Silver
Greenskin	Red stone	Grey stone
Undead	Bone	Wood

Messages

Players can send messages to each other during a Multiplayer game. To do this, simply press **F4** or 'T' and then type in your message. Pressing **ENTER** will send the message to your opponent. Any messages they send to you will appear on-screen during the battle.

Aborting a Multiplayer Game

Pressing **ESC** will give either player the chance to abort the game or continue. If you decide to abort, you will be taken back to the sessions list. The connection is not broken unless you select **back** from the sessions list.

KLAUS ZIMMERMAN'S STRATEGY TIPS

- Be sure to stop your ballistic regiments from firing when you engage their target regiment in melee, or you'll suffer losses from friendly fire.
- Put Archers on high ground. This gives them the advantage of a higher 'line of sight', allowing them to see over the top of potential obstacles. They will also benefit from greater than normal range due to their elevated position on the battlefield.
- Launch surprise attacks by hiding your regiments behind buildings and trees and charging out as the enemy passes by.
- Retreating a regiment to lead the enemy into an ambush is an old but effective tactic.
- Soften up enemy regiments with missile fire and magic before engaging them in melee.
- Use caution when advancing past obstacles such as buildings and trees, as enemy regiments may be hiding behind them.
- Protect your wizards and artillery crews from attack by enemy missile fire and ground troops. They are valuable regiments, but are easily destroyed in this way.
- Gain the advantage in melee by charging enemy regiments in the flanks or rear.
- Cavalry regiments can be held back so they can come to the swift assistance of any regiments that require aid during a battle. A charging Cavalry galloping at the enemy from the rear can be highly effective.
- Mounted enemy regiments should be engaged by your own Cavalry to even the odds.
- Attack routing enemy regiments with magic or ranged fire. Although they can't retaliate whilst routing, they will be able to fight if they regroup elsewhere on the battlefield. You will also earn more gold and experience.
- Target and destroy enemy magic users quickly, before they inflict too much damage on your army.
- Enemy Wizards can be difficult to defeat with magic, so try hitting them with artillery or missile fire instead.
- Night Goblin Fanatics can be concealed in ordinary Night Goblin regiments and will be released when your regiments get close, causing large amounts of damage. Charging a fast regiment close to the Night Goblins can release the Fanatics and allow your regiment to escape to safety.
- Don't be afraid to retreat if the battle is going badly. It takes the stronger man to know when to cut his losses and run.

APPENDIX A

MAGIC SPELLS



There are four different types of magic available in Dark Omen; Bright, Ice, Waaagh and Dark.

Each of the four types share one **common** Magic Spell:

Bright Magic

Bright Wizards are fire Wizards. Their magic is of flame and heat and they make excellent Battle Wizards with their ability to cast fireballs and flame storms upon their enemies.

Dispel Magic



Magic Power points cost: 1 (per potency) - maximum 3

Dispel Magic creates an aura of anti-magic around the chosen friendly regiment, and any offensive magic entering this zone of protection may be neutralised. It may also be cast on a regiment which is currently engulfed by magic. Dispel is more effective when more magic is channelled into it, but its potency is reduced after each attempt to dispel. To achieve this, you must select (left-click) one to three times on the spell before casting.

Fireball



Magical Power points cost: 1 (per Fireball, of which you are allowed a maximum of 3)

A fiery ball of energy blasts forth from the mage's hands and hurtles towards its target, wounding any troops in the blast area. The spell has a medium range and armour offers no protection from the searing blast. By channelling more magic into the spell, the mage can produce multiple fireballs. To achieve this, you must select (left-click) one to three times on the spell before casting.

Sanguine Sword



Magical Power points cost: 3

Magical flaming swords materialise around the mage and will attack enemy units on behalf of their invoker. The swords fly towards any nearby enemies, each dealing a powerful blow. The spell lasts for a short while before the swords fade away.

Blast



Magical Power points cost: 2

A powerful attack, Blast launches a lethal volley of burning energy at the target. The range is of a medium distance, but the flames deal a lethal blow to all but the hardiest of targets.

The Burring Head



Magical Power points cost: 2

A phantasmal flaming skull flies from the mage's hands and travels a short distance until the spell expires or hits a solid object. The disembodied head causes a good amount of damage to any target it passes through, and its unearthly laughter can cause units to flee in fear.

Conflagration of Doom



Magical Power points cost: 3

This powerful spell creates a flaming meteor, suspended in the air high above the heads of the enemy troops. The meteor crashes to the ground, delivering an awesome blast to anything onto which it falls. The mere sight of the flames descending from the sky is often enough to make the enemy flee in fear.

Flamestorm



Magical Power points cost: 2

A fierce column of fire erupts from the ground spewing forth flame and ash. All troops who are caught in the blast are burned and attempt to back away from the flames. The spell stays in effect for a short time unless dispelled or cancelled by the casting mage. Only one Flamestorm can be in effect at any one time.

Crimson Bands



Magical Power points cost: 3

Twisting bands of energy entwine the enemy unit, entangling them and rendering them unable to move, fight, shoot or cast magic. The spell remains in effect for a short time unless dispelled or cancelled by the casting mage.

Wings of Fire



Magical Power points cost: 2

The mage is lifted up on ethereal fiery wings and is transported to another part of the battlefield. This can take the mage into close combat with the usual advantages, but not into any areas that are normally inaccessible.

ICE MAGIC



Ice Magic is a native form of magic practised in the northern regions of Kislev. An Ice Wizard is able to control magical energy to produce deadly spells of ice and cold.

Death Frost



Magic Power points cost: 3

While in melee a freezing mist engulfs the mage and anyone in close proximity to him, turning their bodies into frozen blocks of ice. The spell's lack of range is compensated by its effectiveness, as limbs freeze and shatter causing horrific and often mortal wounds.

Chill Blast



Magic Power points cost: 3

This spell sends forth an icy beam, subjecting anything in its path to a violent and freezing assault against which armour affords no protection. The spell has a medium range.

Ice Shards



Magic Power points cost: 2

Sharp icicles spring from the mage's hand in the direction of the target, causing multiple wounds as they pierce and impale their targets. This ranged attack is shorter than most, but is still highly effective as the deadly needles of ice cause their victims to freeze and shatter.

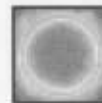
Wind of Cold



Magic Power points cost: 2

A freezing wind heads towards the target freezing those it reaches. The spell's range is unpredictable and varies greatly, however it is unhindered by obstacles and armour cannot protect those who are trapped in its wake.

Shield of Cold



Magic Power points cost: 1

This spell creates a frozen shield that protects the chosen friendly regiment from missile fire. The enemy's chances of penetrating the shield are greatly reduced and the shield remains effective for a short time unless dispelled or cancelled by the caster. The shield offers no protection from melee attacks and is automatically dispelled if the subject enters hand-to-hand combat.

Hawks of Miska



Magic Power points cost: 2

A flock of crystalline hawks appears in the sky above the heads of a nearby enemy unit, unnerving them with their unearthly shrieking. Such a spectacle may cause the target unit to run in fear from the battlefield.

Snow Blizzard



Magic Power points cost: 3

A furious blizzard stirs up around a nearby enemy target, stopping them in their tracks. The troops are temporarily immobilised by the strong winds and biting cold, rendering them unable to move, fight, shoot or cast magic.

Crystal Cloak



Magic Power points cost: 2

The mage is surrounded in a shimmering cloak of ice and snow which may lessen the impact of normal weapons. A blow from a magical weapon will be deflected as normal but will also destroy the shield, thus rendering the mage open to further attacks.

WAAAGH MAGIC



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

Brain Bursta



Magic Power points cost: 1 (per Bolt)

The shaman sends a bolt of energy flying towards the target. The first target hit by the blast will suffer the unfortunate consequence of their head exploding in a shower of bone and blood. Tougher creatures can withstand this mental assault, but armour offers no protection whatsoever. By channelling more magic into the spell, the Shaman can produce multiple bolts. To achieve this, click up to 3 times on the spell icon.

Gaze of Mork



Magic Power points cost: 2

The shaman sends out a searing beam of energy, delivering a mighty mental blow to anything in its path and causing massive internal wounding. The range of the shaman's power is good, and the spell is effective against all targets who are caught in its path.

Da Krunch



Magic Power points cost: 3

The shaman's wailing for divine intervention is answered as the enormous foot of Gork stamps down on the target unit. Gork is not always precise about where he treads, but when on target the result is devastating.

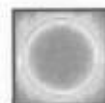
Fist of Gork



Magic Power points cost: 3

Gork imbues the shaman with astounding powers in melee. For a short period of time, vaporous fists swirl through the fray, lashing out repeatedly with astonishing accuracy and strength and causing severe casualties in the enemy ranks.

Mork Save Vz



Magic Power points cost: 1

This spell protects the chosen Ore or Goblin regiment from all magic for a short period of time. Mork Save Uz not only dispels any spells currently cast on the regiment but also renders the target unaffected by all magic, including friendly magic, for the duration of the spell.

Ere We Go



Magic Power points cost: 2

The shaman can inspire to greater efforts any friendly regiment within a long range, for a short period of time. The target of the magic becomes tougher and stronger, giving it a considerable advantage in melee.

DARK MAGIC



Dark energy is undivided; it contains all the types of magic energy in a seething mass. Dark Magic spells are destructive and powerful. Most mighty of all are the spells which give dominion over demons and the dead.

Gaze of Nagash



Magic Power points cost: 2

A beam of magic shoots from the mage's eyes, corroding and withering any target in its path. Armour offers no protection against this short ranged but highly effective attack, it merely crumbles away.

Raise the Dead



Magic Power points cost: 3

The necromancer's power raises the bodies of the dead up from the belly of the earth. A regiment of Zombies rises from the ground to fight on behalf of their master. This spell can only sustain one group of Zombies at any one time so it must be cancelled or dispelled, or the Zombie regiment killed, before the spell may be cast again.

Doombolt



Magic Power points cost: 1 (per Bolt)

A powerful blast of Dark energy rushes towards the target, causing severe wounding. The spell is also exceedingly effective against larger targets, but will not travel very far before it fades. By channelling more magic into the spell, the necromancer can produce multiple bolts. To achieve this, click up to 3 times on the spell icon.

Death Spasm



Magic Power points cost: 2

A bolt of Dark magic strikes a single target within a short distance. Weaker targets are killed by the attack but before expiring suffer violent seizures, haphazardly striking those in the near vicinity. Armour provides no defence against this spell.

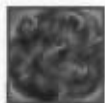
Blade Wind



Magic Power points cost: 2

This whirling torrent of magical energy materialises over the enemy target, releasing swirling blades into the regiment and causing severe wounding. The effectiveness of the spell is lessened when targeted at more skilled fighters, as they defend themselves more effectively from the assault.

Arnzipal's Black Horror



Magic Power points cost: 3

The mage conjures a swirling cloud of darkness that moves across the field, annihilating everything in its path. Strong characters have a better chance of surviving the attack, and only those with magical armour can expect any defence against this spell.

Soul Drain



Magic Power points cost: 3

This medium ranged spell allows the mage to drain energy from living creatures. All those close to the nominated target feel the very life force sucked out of them as the spell takes effect. The life that is stolen is absorbed into the mage's soul, healing wounds and revitalising. Only magical armour will offer any resistance.

Witch Flight



Magic Power points cost: 2

The mage uses the power of the void to transport him across the battlefield, to any point he desires. This can take the mage into close combat with the usual advantages, but not into any areas that are normally inaccessible.

MAGIC WEAPONS

Grudgebringer Sword

This mighty sword has runes inscribed along the blade by a Bright magic Wizard Lord. In hand-to-hand combat the wielder strikes more accurately and ferociously against his enemies. In addition a fireball may be cast from the sword once per Magic Cycle.

The Sword Skabskrath (Undead only)

This unholy sword holds terrifying evil spirits within its blade. In hand-to-hand combat the sword may be cast once per Magic Cycle, sending forth a demonic wave of spirits to strike fear into the hearts of the enemy. This sword may only be used by Undead armies.

Runefang (Allies only)

Forged by a great Dwarf runesmith as a gift to the Empire, this sword has powerful Dwarf runes carved upon its blade. The sword strikes with such force it penetrates all armour, and any undead troops hit by the sword suffer twice the normal damage. This sword may only be used by Allied armies.

Hellfire Sword

This sword is enchanted with the energy of Bright magic. Its magical power may be cast once per magic cycle when the wielder is in melee, unleashing a fiery blast which wounds any troops in the vicinity.

Stormsword

This mighty sword channels the energy of Celestial magic through its blade. In hand-to-hand combat a successful strike wounds the enemy automatically, regardless of any armour he may be wearing. When the wielder is in melee it may be cast once per magic cycle, summoning multiple lightning bolts from the sky which strike the enemy regiment.

MAGIC SHIELDS

Spelleater Shield

The Spelleater Shield is inscribed with symbols which have the power to absorb enemy magic. Whenever the bearer's regiment is the target of an enemy spell the shield has a good chance of absorbing the magic and channelling its power to any friendly mages. The shield can also negate the effects of enemy magic items. Additionally, the shield provides the bearer's regiment with a basic level of armour if they have none. This item can only be utilised by troops who are normally able to use a shield.

Dragonhelm

This magic helmet protects the bearer's regiment from the effects of fire or flame attacks. The magical powers are so effective that almost all such attacks will be ineffective.

Shield Of Ptolos

The Shield of Ptolos is magically inscribed with a myriad of distracting patterns and designs. The patterns magically distract arrows and bolts, sending them spinning off course. The bearer's regiment will be protected against missiles from bows, crossbows, war engines and so on. Additionally, the shield provides the bearer's regiment with a basic level of armour if they have none. This item can only be utilised by troops who are normally able to use a shield.

Enchanted Shield

The Enchanted Shield provides the bearer's regiment with an extra level of armour, or provides a basic level of armour if the regiment has none. This item can only be utilised by troops who are normally able to use a shield.

MAGIC BANNERS

Banner Of Arcane Warding

The banner of Arcane Warding is inscribed with sigils to twist magic aside and deflect it in unpredictable paths. When a hostile spell is cast against a regiment bearing this banner the spell is likely to be either negated or deflected towards the closest enemy regiment.

Banner Of Wrath

This hallowed banner has been infused with power and can lash the enemy with bolts of pure energy. It may be cast once per magic cycle, unleashing up to six mighty lightning bolts upon enemy troops within range.

Banner Of Defiance

This powerful banner infuses the bearer's regiment with extra courage, making them braver and more determined. A regiment bearing this banner will never break from hand-to-hand combat and is immune to fear.

Mark's War Banner (Greenskins only)

This banner is infused with the power of the Waaagh and has the ability to negate hostile spells which are cast at the bearer's regiment. Additionally, any enemy Wizard who comes into contact with the regiment will explode, dying immediately. This banner may only be carried by Orc and Goblin armies.

WIZARD ARCANA (MAGIC USERS ONLY)

Staff Of Osiris

The Staff Of Osiris contains magic which can unleash a powerful energy bolt. It may be cast once per magic phase, sending a blast of pure energy towards the target. Any troop in the blast's path is hit with great force. The Staff may only be carried by Wizards.

Wand Of Jet

This powerful wand channels the energy of the winds of magic, providing the bearer with extra magical powers. Any spell in the bearer's repertoire can be cast for one less magic point than it would normally cost, to a minimum of one point. The Wand Of Jet may only be carried by Wizards.

Book Of Ashur

This enchanted book contains mysterious secrets allowing a Wizard to increase his repertoire of spells by one, up to a maximum of five spells. The Book Of Ashur may only be carried by Wizards.

MISCELLANEOUS MAGIC ITEMS

Heart Of Woe

This pendant is enchanted with a life-sensing force which, when the bearer is slain, causes the Heart to explode. Any troop caught in the blast is hit with potentially huge force and if wounded suffers terrible damage.

Potion Of Strength

When drunk, this magic potion increases the strength of the bearer's regiment for a short period of time, allowing them to inflict far more damage on enemy troops in melee. The potion can only be used once.

Horn Of Urgok

This enchanted horn has the power to panic enemies and calm friendly troops with a single blast. When sounded, all enemy regiments within earshot may flee and all fleeing friendly regiments within range will rally themselves.

APPENDIX B

SPECIAL RULES

Each regiment differs from the next in many ways; not just in their appearance, choice of weaponry or preferred method of attack. All of the troops within the three races (Allied, Greenskin and Undead) have psychological and physical attributes which affect the way they behave on the battlefield. These differences are known as the 'Special Rules'.

Fear & Hatred

Strong emotions such as fear or hatred of another race originate from a long history of conflict and misunderstanding. If a regiment comes up against an enemy they fear, they might automatically rout across the battlefield just to get away from their foe! Similarly, if a regiment encounters an enemy they hate, they will need no second invitation to engage in battle. If a race is immune to fear and hatred then it goes without saying that they will be much harder to rout off the battlefield!

The relative strength of the enemy regiment has an effect on whether the fear is enough to deter your regiment from engaging them in battle. For example, one solitary zombie probably isn't going to be enough to make your sixteen man strong Cavalry regiment flee in fear! They will still fear the creature, but not to the point where they feel the need to run away from it.

The following table shows who is feared, who is hated and who is immune to these emotions.

A = Allied, G = Greenskins, U = Undead

Regiment	Feared by...	Hated by...	Immune to Fear/Hatred
Humans (A)	x	x	x
Dwarf Warriors (A)	x	Night Goblins (G)	x
Treeman (A)	All*	x	YES
Wood Elf Archers (A)	Goblins	x	x
Wood Elf Glade Guards (A)	Goblins	x	x
Grail Knights (A)	x	x	YES
Orcs (G)	x	Dwarfs, Treemen (A)	x
Giant Scorpion (G)	All*	Dwarfs, Treemen (A)	YES
Giant Spider (G)	All*	Dwarfs, Treemen (A)	YES
Night Goblins (G)	x	Dwarfs, Treemen (A)	x
Night Goblin Fanatics (G)	x	Dwarfs, Treemen (A)	YES
Troll (G)	All*	Dwarfs, Treemen (A)	YES
The Black Grail (U)	All*	x	YES
Ghouls (U)	All*	x	YES
Hand of Nagash (U)	All*	x	YES
Mercenary Ogres	All*	x	x
Mummies (U)	All*	x	YES
Screaming Skull Catapults (U)	All**	x	YES

Skeleton Archers (U)	All*	x	YES
Skeleton Horsemen (U)	All*	x	YES
Skeleton Warriors (U)	All*	x	YES
Undead Chariots (U)	All*	x	YES
Vampire (U)	All*	x	YES
Wights (U)	All*	x	YES
Wraiths (U)	All*	x	YES
Zombies (U)	All*	x	YES

* Not feared by those in the same army or by those immune to fear.

** The skulls they fire cause fear when they hit their targets.

Special Attributes

Apart from fear and hatred, there are 'Special Attributes' associated with particular regiments.

Race	Regiment	Special Attributes
ALLIED	Treemen	Will take twice the damage from fire attacks.
ALLIED	Imperial Steam Tanks	Cannot be engaged in melee. They will run over any enemy troops who get in their way!
GREENSKIN	Night Goblin Fanatics	Can't be engaged in hand-to-hand combat. They will just plough through a regiment regardless! (These are hidden in other Goblin regiments)
GREENSKIN	Trolls	Are magically resistant. There's a 50% chance that a Magic Spell will have no effect on them. They also have the ability to regenerate wounds (except those caused by fire), literally growing new flesh as it is hacked off!
GREENSKIN	Giant Spiders	Have 360 degree vision.
UNDEAD	Wraiths	Can only be harmed by magic weapons or spells. Normal weapons have no effect.
UNDEAD	Mummies	Suffer double wounds from any fire attack.

APPENDIX C

BATTLE: BESTIARY

Information about all the regiments encountered in Dark Omen have been gathered together for your reference.

ALLIED REGIMENTS

Grail Knights



Having sipped from the grail itself, these Knights are the most powerful of all the Knights of Bretonnia. Their skill in combat is extraordinary and they fight determinedly. Grail Knights know no fear and are immune to such types of psychology.

Knights of the Realm



These Knights belong to the most numerous of the Bretonnian orders of chivalry. They ride into battle on powerful Bretonnian war-horses and are highly skilled in combat.

Dwarf Warriors



Determined and confident, Dwarfs are immensely strong and resilient although slow on their feet. They will flee in only the most desperate circumstances and their hatred for Ores and Goblins makes them even less likely to rout when fighting them.

Grudgebringer Cavalry (Mercenary Cavalry)



Taking their name from their Commander's powerful sword 'Grudgebringer' these mercenaries form the core of the army known as the Grudgebringers. They are skilled in combat and ride into battle on mighty war-horses.

Grudgebringer Infantry (Mercenary Swordsmen)



These warriors are highly experienced and proficient fighters led by Sergeant Gunther Schepke, Bernhardt's second in command. As part of the respected mercenary army known as the Grudgebringers they are completely loyal to their Commander.

Grudgebringer Crossbows (Mercenary Crossbowmen)



As part of the respected Grudgebringer mercenary army these troops are skilled in their art and loyal to their Commander. They are armed with powerful crossbows, which have a long range but require line of sight to their target. Although they wield their crossbows with considerable skill, they are not particularly effective in hand-to-hand combat. Only the front rank of crossbowmen may fire.

Grudgebringer Cannon (Mercenary Artillery)



This machine fires heavy cannonballs which can tear through enemy regiments and light buildings with ease, but is progressively more inaccurate the further it fires. Its enormously long range is only equalled by Ore Rock Lobbers, but it requires line of sight to its target as the cannonball is fired in a very shallow arc. Armour is useless against hits from a Cannon.

Imperial Cannon



This machine fires heavy cannonballs which can tear through enemy regiments and light buildings with ease, but is progressively more inaccurate the further it fires. Its enormously long range is only equalled by Ore Rock Lobbers, but it requires line of sight to its target as the cannonball is fired in a very shallow arc. Armour is useless against hits from a Cannon.

Carlsson's Cavalry



These warriors form part of the militia commanded by the Border Prince and former mercenary Sven Carlsson, a personal friend of Bernhardt. They ride into battle on mighty war-horses and are proficient in combat.

Bright Wizard (Flame strike)



Having spent years studying his art at the Bright College in Altdorf, a Bright Wizard is able to control magical energy to produce spells of flame and heat. Although extremely powerful in battle, Wizards do not fare well in hand-to-hand combat. A Wizard may never wear armour.

Countess' Guard (Imperial Halberdiers)



These fighters, like all the Empire's infantry, are highly trained and proficient fighters. They are skilled in combat and the halberds they wield are heavy weapons which hit with great force. These weapons must be wielded with both hands, so these troops are limited in the amount of armour they can utilise.

Helmgart Bowmen (Imperial Bowmen)



Like all warriors of the Empire these bowmen are highly trained in their art. They are armed with standard bows which have a medium range. Although they wield their bows with skill they are not particularly effective in hand-to-hand combat. Only the front two ranks of archers may fire. Helmgart Bowmen do not require line of sight.

Flagellants



Flagellants are men who have been driven over the edge of sanity by some personal disaster or catastrophe, causing them to travel the Empire preaching their nightmare visions of doom. Their madness gives them superhuman strength and resilience and they fight with outstanding fury. Flagellants wear only tattered robes and will not wear armour. They will also never break from combat.

Imperial Steam Tank



This machine is in effect a mobile cannon and is very heavily armoured. In battle it cannot be engaged in hand-to-hand combat as it would simply run over any troops in its path. The cannon, which has a long range but is progressively more inaccurate the further it fires, launches heavy cannonballs which can tear through an enemy regiment with ease. Armour provides no protection against hits from cannonballs.

Imperial Mortar



This machine fires explosive shells high into the air, sending them crashing into enemy ranks. It has an extremely long range and can shoot over obstacles and terrain as the shell is fired in an arc, but it is progressively more inaccurate the further it fires. Armour provides no protection against hits from a Mortar. The Imperial Mortar does not require line of sight.

Mercenary Ogres



These massive creatures stand twice as tall as a man and are far more strongly built. Although they are not particularly intelligent, they are strong and tough and fight ferociously. They are notoriously indiscriminate about who they fight for, as long as they are rewarded. Due to their large and threatening appearance Ogres provoke fear.

Outlaw Infantry



These highly trained warriors were once swordsmen of the Empire. However, under the influence of their leader Jurgen Muntz, they have abandoned the Empire to fight outside the law for greater material gain.

Imperial Greatswords



Imperial Greatswords, like all swordsmen of the Empire, are highly trained and proficient fighters. The swords they wield are so large they must be swung with both hands and therefore strike with great force. Due to this fact these troops are limited in the amount of armour they can utilise.

Ice Mage (Stormbringer)



Ice Magic is a native form of Magic practised in the northern regions of Kislev. An Ice Mage is able to control magical energy to produce deadly spells of ice and cold. Although extremely powerful in battle, Wizards do not fare well in hand-to-hand combat. A Wizard may never wear armour.

Ragnar's Wolves



These warriors originate from the cold and inhospitable lands of Norsca where they fight under the command of Eric Ragnar, their leader and a personal friend of Bernhardt. They ride into battle on mighty war-horses and are skilled in combat.

Outlaw Pistoliers



These young mercenaries are fairly inexperienced, but make an exceptional rapid response force. Under the guidance of their disillusioned leader they have abandoned the Empire to fight outside the law. In combat their skills are average but they carry pistols, which only have a very short range yet are powerful enough to penetrate most armour. The pistols require line of sight to their target.

Wood Elf Glade Guards



These tall, agile warriors live in the Forests of Loren. They are quick on their feet and are skilled in combat. Wood Elves are feared by Goblins, giving them the advantage when facing them in combat. Elves will only wear light armour in battle as heavier varieties are too restrictive.

Wood Elf Archers



These tall, agile warriors are armed with powerful longbows. Their skill as archers is excellent and their bows have a very long range. They are quick on their feet, are not slowed by difficult terrain and are equally as good hand-to-hand fighters as other Elves. These troops will only wear light armour in battle as heavier varieties are too restrictive. Wood Elves are feared by Goblins, giving them the advantage when facing them in combat. Only the front two ranks of archers may fire. Wood Elf Archers do not require line of sight.

Treeman



These extremely large creatures are incredibly strong and tough, fighting with great skill and ferocity. However, their dry woody skin suffers great damage if burned, so fire is their greatest enemy. They hate Orcs and Goblins, so are unlikely to flee when fighting them. Due to their huge and frightening appearance, Treemen provoke fear. Treemen cannot wear armour.

GREENSKIN REGIMENTS

Gigantic Spider



These huge and horrific monsters are worshipped by Night Goblins. They have 360 degree vision, making them excellent at spotting hidden enemies. Due to their ferocious appearance Gigantic Spiders cause fear.

Giant Scorpion



These huge and ferocious creatures breed in the dank underground passageways deep below the earth. The combined force of their two pincers allows them to fight with great strength. Due to their horrific nature Giant Scorpions cause fear.

Night Goblins



Typically smaller than Orcs, Goblins look rather thin and scrawny compared to their larger relatives. Night Goblins hate Dwarfs and are unlikely to flee when fighting them. However, they fear Elves and are therefore at a disadvantage when facing Elf regiments.

Night Goblins with Fanatics



Typically smaller than Orcs, Goblins look rather thin and scrawny compared to their larger relatives. Night Goblins hate Dwarfs and are unlikely to flee when fighting them. However, they fear Elves and are therefore at a disadvantage when facing Elf regiments. This regiment conceals Night Goblin Fanatics, gibbering lunatics who become immensely strong and fearless after drinking intoxicating fungus beer. Hidden within the regiment, they are pushed out when close to the enemy. The Fanatics spin wildly through any troops they contact and cannot be engaged in hand-to-hand combat. They eventually collapse from exhaustion or collide with an obstacle.

Night Goblin Archers



Night Goblin Archers are armed with short bows. Their skill as archers is average, but their bows only have a short range. Night Goblins hate Dwarfs and are unlikely to flee when fighting them. However, they fear Elves and are therefore at a disadvantage when facing Elf regiments. Only the front two ranks of archers may fire.

Night Goblin Archers *with Fanatics*



Night Goblin Archers are armed with short bows. Their skill as archers is average, but their bows only have a short range. Night Goblins hate Dwarfs and are unlikely to flee when fighting them. However, they fear Elves and are therefore at a disadvantage when facing Elf regiments. This regiment conceals Night Goblin Fanatics, gibbering lunatics who become immensely strong and fearless after drinking intoxicating fungus beer. Hidden within the regiment, they are pushed out when close to the enemy. The Fanatics spin wildly through any troops they contact and cannot be engaged in hand-to-hand combat. They eventually collapse from exhaustion or collide with an obstacle.

Night Goblin Shaman



These Goblin Wizards are slightly tougher than ordinary Night Goblins and have the powers of Waaagh magic at their disposal. Night Goblins hate Dwarfs and are unlikely to flee when fighting them. However, they fear Elves and are therefore at a disadvantage when facing Elf regiments.

Orc Arrer Boyz



Orc Arrer Boyz are armed with standard bows. Their skill as archers is average and their bows have a medium range. Arrer Boyz are just as skilled in hand-to-hand combat as other Boyz. Only the front two ranks of Arrer Boyz may fire. Orc Arrer Boyz do not require line of sight.

Orc Boar Boyz



More skilled than normal Orcs, these powerful troops ride into battle on fierce war boars. As large as a horse, the boars are thick-skinned, difficult to injure and fight viciously. Their pointed tusks and sharp teeth inflict extra damage when charging enemy troops.

Orc Boyz



These Orcs are the smallest of their kind, yet are still as tall as a man and substantially broader. Single-minded when it comes to battle, Orc Boyz normally form the core of any Orc army.

Orc Big'uns



Bigger and more powerful than ordinary Orc Boyz, Big'uns are very strong and mean and by far the best mob of Orcs in the army. They are more skilled in combat and their size gives them greater overall strength than their smaller counterparts.

Orc Bolt Thrower



This huge crossbow fires spear-sized missiles which can tear through several ranks of an enemy regiment, but is progressively more inaccurate the further it fires. It has an extremely long range but requires line of sight to its target as the missile is fired in a straight trajectory. Armour is useless against hits from a Bolt Thrower.

Orc Rock Lobber



This enormous catapult hurls large boulders high into the air, sending them crashing down into enemy ranks. Its enormously long range is equalled only by Imperial Cannons and it can shoot over obstacles and terrain as the missile is fired in an arc, but it is progressively more inaccurate the further it fires. Armour is useless against hits from a Rock Lobber.

Orc Shaman



These Orc Wizards are slightly tougher than ordinary Orc Boyz and have the powers of Waaagh magic at their disposal. They can wreak havoc amongst their enemies with their powerful and destructive spells.

Trolls



Large and repulsive, Trolls are extremely strong and fight with great ferocity. Their bodies possess a natural resistance to magic and their flesh has the unusual ability to regenerate almost instantly when wounded. A Troll can sustain a great deal of damage before it is unable to regenerate. However, if burned they cannot regenerate so fire is their greatest enemy. Due to their hideous appearance Trolls cause fear.

UNDEAD REGIMENTS

Ghouls



Ghouls are inhuman creatures who live in places of the dead feeding on corpses. They are tough but very cowardly and will flee if beaten in combat. Ghouls are foul and unnatural creatures which cause fear in the enemy.

Mummies



These ancient dead come from the desert lands of Araby in the south. They are slow-moving but tough and are powerful fighters. Their greatest weakness is fire; a Mummy hit by flames suffers additional damage due to the flammable chemicals used during their embalming. Mummies are supernatural creatures which cause fear and are immune to this type of psychology themselves.

Necromancer



These Wizards are evil men who use the power of evil magic to extend their own lives for centuries. They are extremely dangerous, being strong fighters as well as having the powers of Dark and Necromantic Magic at their disposal.

Screaming Skull Catapult



This machine hurls maniacally screaming skulls high into the air, sending them crashing down into enemy ranks. It has an extremely long range and can shoot over obstacles and terrain as the missile is fired in an arc, but it is progressively more inaccurate the further it fires. The shot from a Screaming Skull Catapult causes fear in the target regiment and its crew are immune to this type of psychology themselves. Armour is useless against hits from a Screaming Skull Catapult.

Skeleton Archers



Skeleton Archers are armed with standard bows. Their skill as archers is relatively poor, but they are equally as good hand-to-hand fighters as Skeleton Warriors and will never flee from hand-to-hand combat. Skeletons are supernatural creatures which cause fear and are immune to this type of psychology themselves. Only the front two ranks of archers may fire.

Skeleton Horsemen



Skeleton Horsemen are the ageing remains of brave riders and their horses, re-animated by the power of necromancy. The re-animated horses are not slowed by difficult terrain and a regiment of Skeleton Horsemen will never flee from hand-to-hand combat. Skeletons are supernatural creatures which cause fear and are immune to this type of psychology themselves.

Skeleton Warriors



Skeletons are the ageing remains of fallen warriors, re-animated by the power of necromancy. A regiment of Skeletons will never flee from hand-to-hand combat. Skeletons are supernatural creatures which cause fear and are immune to this type of psychology themselves.

Undead Chariots



These horrifying contraptions are constructed from bone and sinew and are pulled by Skeleton steeds. They inflict tremendous damage when charging enemy troops and will never flee from hand-to-hand combat. Undead Chariots are evil and unnatural machines which cause fear and are immune to this type of psychology themselves.

The Black Grail



This regiment consists of the re-animated remains of Bretonnian Grail Knights and their horses. They are extremely powerful warriors and fight relentlessly. The horses are not slowed by difficult terrain and the regiment will never flee from hand-to-hand combat. These warriors are supernatural creatures which cause fear and are immune to this type of psychology themselves.

Vampire



Vampires are human in appearance, but their blood is tainted with supernatural energy. They move swiftly and are very tough, being able to sustain many wounds before they die. A Vampire's skill in combat is excellent and they are relentless fighters, making them formidable opponents. In addition they have the powers of Dark and Necromantic Magic at their disposal.

Wights



Wights are the decayed remains of evil lords, wearing ancient battle gear and re-animated by the power of necromancy. They are armed with magical Wight Blades which can inflict many wounds with a single blow. If forced to flee from hand-to-hand combat the magical bond which sustains them is destroyed and they crumble to dust. Wights are supernatural creatures which cause fear and are immune to this type of psychology themselves.

Wraiths



These terrible and powerful creatures are the remains of Necromancers who were physically consumed by the evil magic they practised. Their bodies are insubstantial and can only be harmed by magic weapons or spells, which makes them very hard to kill. Wraiths are supernatural creatures which cause fear and are immune to this type of psychology themselves.

Zombies



Zombies are fresh corpses brought back to life by foul necromancy. Their skill in combat is poor and if forced to flee from hand-to-hand combat the magical bond which sustains them is destroyed and they collapse lifelessly to the ground. Zombies are unnatural creatures which cause fear and are immune to this type of psychology themselves.

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