GAME MANUAL

RUNEQUEST
WARLORDS

SLITHERINE

VIRTUOS

CONTENTS

1. INTRODUCTION

The wondrous world of Glorantha comes alive through breathtaking art, intricate character design, and authentic architecture. Every village, battlefield, and shrine reflects the cultures and myths that shape this living world. From the storm-lashed hills of Talastar to the corrupted swamps of Dorastor, each biome tells its own story - a land scarred by gods and men alike.

The tale of Hahlgrim Ironsword unfolds through a campaign – a saga of vengeance, loyalty, and destiny. His journey is revealed in fierce battles and little conflicts, quiet dialogues between comrades, and shouting commands and warnings. Short cutscenes highlight key aspects of the adventure. Between missions, players
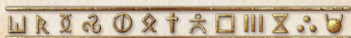
uncover deeper layers of intrigue through tactical briefings, personal reflections, and glimpses of the divine powers that move unseen across the world.

SYSTEM REQUIREMENTS

Please ensure your system meets the minimum requirements listed below.

Minimum:
OS: 64-bit Windows 10
Processor: i5-4460 (or equivalent)
Memory: 4 GB RAM
Graphics: Geforce GTX 750 (2GB VRAM)
DirectX: Version 11
Storage: 25 GB available space
Sound Card: DirectX Compatible Sound Card

Recommended:
OS: 64-bit Windows 10
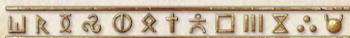**Processor:** i5-6400 (or equivalent)
Memory: 8 GB RAM
Graphics: Geforce GTX 1050 (4GB VRAM)
DirectX: Version 11
Storage: 25 GB available space
Sound Card: DirectX Compatible Sound Card

STEAM AND OTHER GAME PROVIDER PLATFORMS

If you have purchased your game from the Steam Store, you can download the game by finding it in your Steam library, and then pressing the INSTALL button.

If you have purchased your game through another game provider platform, please download the game through that relevant provider.

UNINSTALLING THE GAME

Please use the Uninstall option from the game platform provider that you bought the game through. Uninstalling through any other method will not properly uninstall the game.

PRODUCT UPDATES AND SLITHERINE ACCOUNTS

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free through the game platform provider that you bought the game through.

We also periodically make beta (preview) updates and other content available to registered owners that have a Slitherine account. Keeping up with these special updates is made easy and is free by signing up for a Slitherine Member account.

Also, to play in *RuneQuest: Warlords* Tournaments, you will require a Slitherine account to join them.

Sign Up for a Slitherine Group Member account - THIS IS A ONE TIME PROCEDURE; once you have signed up for an account, you are in the system and will not need to sign up again. Go to www. slitherine.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

Remember, once you have signed up for a Member account, you do not have to sign up again at that point you are free to register for any product you purchase. Thank you and enjoy your game!

UNIFIED LOGIN SYSTEM

Slitherine now has a new "Unified Login System". This allows you to access the Slitherine, Matrix and Wargamer sites using just one username and password. To merge your accounts so that they work for all three sites, go to (http://samelogin.slitherine.com/) and enter the details of one of your accounts (ie. Either your Matrix or your Slitherine login). You will then be presented with the option to merge your accounts (listed as "[Merge my accounts]"), which will then allow you to combine any other accounts you have and/or generate a user for another website using the same details (For instance, if you were called "JohnSmith123" on the Slitherine site but had no account on Matrix, you could enter the details into the site and it would create a "JohnSmith123" account for Matrix as well, with the same password as the Slitherine login.)

GAME FORUMS

Our forums are one of the best things about Slitherine games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to the Slitherine website and click on the Forums hyperlink.

NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to http://www.matrixgames.com/helpdesk, or send an email to support@ slitherine.co.uk.
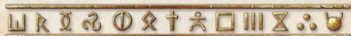
# 2. GETTING STARTED

2.1. THE MAIN MENU

The first screen you will see upon opening the game is the main menu. Here you can find a range of options that allow you to quickly begin or continue a game.

- **New Campaign:** Begin a new campaign. The campaign is a long game where you will fight a series of missions, with your army developing abilities as it fights through the *RuneQuest: Warlords* story.

- **Load Game:** Load a previously saved game, including manual and autosaves from any single player game mode or hotseat multiplayer.
- **Continue:** Load last saved game. This menu is absent when there are no saved games.
- **Tutorial:** Replay the tutorial mission of the campaign to refresh about the basics of *RuneQuest: Warlords*. This menu appears only after starting the campaign.
- **Skirmish:** Allows you to quickly set up a custom single mission against the AI opponent.
- **Multiplayer:** Takes you to the Multiplayer lobby, where you can set up a game against another human player. *RuneQuest: Warlords* offers three types of multiplayer experience: Hotseat, Live and Asynchronous (PBEM), which are described in detail in Chapter 7.
- **Army Management:** Opens the list of your armies across different factions. There you can create, customize and
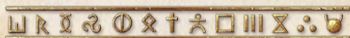
prepare armies for Skirmish and Multiplayer modes. Also it allows you to explore all of the available units, their weapons and abilities.

- **Options:** Customise sound, graphics and language options. None of the options listed here directly impact the game's play, but they can improve your *RuneQuest: Warlords* experience.

- **Screenshots:** Screenshots taken via in-game Photo Mode can be accessed here.

- **Exit:** Close the game and return to your desktop.

2.2. CAMPAIGN

To begin a campaign, click the 'New Campaign' button on the main menu. This will take you to the Campaign Options screen.
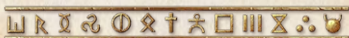
In the "Storm of Vengeance" campaign, you will fight through a series of eighteen missions. Victory in each mission will unlock new units, resources for building an army and tokens for upgrading units. Defeat, of course, is not an option. On the right-hand side of the Campaign Options screen, you will be provided with a series of options to customize the difficulty of the campaign to your liking. Three presets of difficulty are offered: 'Easy', 'Normal' and 'Hard', each more challenging than the last. To choose a difficulty option, simply click on it. There is also a Custom option, that allows you to tweak a much greater range of options below, allowing you to fine tune the challenge offered by your AI opponent, allowing them more reinforcements, enabling units to provide cover and so much more!

You can return to the main menu by clicking the 'Back' button, located in the bottom left corner of the screen. Once you have set up the campaign to your liking, press 'Launch' to begin.

2.3. SKIRMISH

Skirmish mode allows you to play a single mission with a wide range of customisable options, as well as replay battles from the campaign. To open the Skirmish lobby, select 'Skirmish' from the main menu. The Skirmish lobby offers three options:

- **Army Management:** Customise your armies by choosing from the range of units for the Talastar, Chaos and Lunar Empire factions.
- **Replay Campaign Mission:** Once you have completed a mission in the campaign, you will be able to play it again here with a custom army.
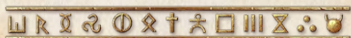
- **Begin Skirmish:** Play a custom mission against an AI opponent. Many options are offered to customize the battle to your liking, or you can use 'Surprise Me' for a completely random experience!

In Skirmish mode, you will fight using the army that you built in the Army Management screen, so it is strongly recommended that you visit that first.

2.4. SAVING AND LOADING

To load a previously saved game of *RuneQuest: Warlords*, select 'Load Game' from the main menu. This will bring up a list of all of your currently saved games, sorted with the most recent saves listed first. To load a game, click anywhere on the box for that save, so that the name of the save is highlighted, and then click the 'Load' button in the bottom left corner of the screen.

Once you are in a game, whether it is in a campaign battle or a single skirmish, you can save it at any point during your own turn.
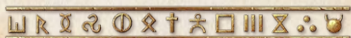
To do this, bring up the Options menu by pressing Escape (Esc) on your keyboard, and then click 'Save Game'. If you wish to overwrite an existing save, click anywhere on its box and then click 'Save'. Alternatively, you can create a new save file by clicking on one of the boxes labelled 'Empty' and then pressing 'Save', at which point you will be prompted to choose a name for your new save file. Once you are satisfied, press Confirm to create your save.

The game will also automatically save your progress both between campaign missions during the Mission Briefing Phase, and at the end of each turn in a mission. These "autosaves" function identically to any other saved game.

To access saved games on your computer's hard drive, go to Documents\Virtuos Studio*RuneQuest: Warlords*\Saves.

Note: If you are using the Steam version of RuneQuest: Warlords, your saved games and game preferences will be saved to the Steam Cloud.

2.5. TUTORIAL

Players new to *RuneQuest: Warlords* are strongly encouraged to play the game's Tutorial at least once. The short mission will teach you the basic game concepts and allow you to become familiar with the game's controls and rules. To access the Tutorial, select 'Tutorial' from the main menu.

When starting the campaign, the game will also prompt you to play the Tutorial mission. You can accept the prompt or deny it to play a not guided version of the mission.

2.6. OPTIONS

The game's Options menu allows you to modify various game settings. None of these directly impact battles, but they can still improve your overall game experience. The Options menu can be accessed by choosing 'Options' from the main menu, or by pressing the Escape (Esc) key on your keyboard while in a mission or the Mission Preview Phase of a campaign.

The Options Menu is divided into five categories:

- **Sound:** Change the volume of different sounds and the background music, and enable or disable subtitles.
- **Camera:** Change the speed and control scheme of different camera movements.
- **Graphics:** Change the game's screen resolution, graphics quality and other appearance settings. Players using less powerful computers may find their experience improves by lowering some of these settings.
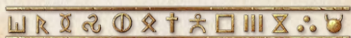
- **Controls / UI:** Change the appearance of some aspects of the game map. Here you can also 'rebind' controls, changing the effects of pressing certain keys on the keyboard. Note that all keyboard commands mentioned in this manual use the default settings.
- **Misc / Language:** Change the language used to display text in the game.
- Once you are satisfied with your choices, press 'Done' to return to the game or the main menu.

STORM OF VENGEANCE

TALUSTAR

Vasdalingland

Copper Forest

The Hold

The Hold is on Fire

Ingland

Skanthila

Way Home

ARMY MANAGEMENT

HERO UPGRADES

3. GAME BASICS

3.1. THE MAP

Once you have begun a mission, you will be taken to the map. The map will occupy almost all of your screen, and it is here where the action will be found! Navigating the map will be the first and most important skill, and *RuneQuest: Warlords* offers many ways to do this.

There are a number of ways in which you may pan across the map. The easiest is to move your mouse to the edge of the screen in which direction you want the camera to move (so if you move the mouse to the top of the screen, the camera will pan to view things

further "up"). Alternatively, you can use the WASD keys or the arrow keys to move, and you can also left-click and drag the map.

You can rotate your view of the map by using the Q (to rotate counter clockwise) and E (to rotate clockwise) keys. Alternatively, if you hold down the Alt key and move your mouse, you can both rotate the map, and change its perspective to either a more top-down view or something closer to 'ground level'.

The map can also be zoomed in or out by using R to zoom in and F to zoom out, or by scrolling with the mouse wheel.

If you have a unit selected, you can automatically move the map to centre on its location by using the . (full stop) key.

Note: These 'hotkeys' can be customised by using the 'Rebind Controls' setting in the Controls/UI section of the Options Menu.

The *RuneQuest: Warlords* map is divided into a grid of square tiles. Generally, each tile behaves exactly the same as any other,

and units on tiles covered by grass will move and fight just like they would on a tile with a wooden floor. Exceptions exist when large terrain obstacles and other features are present. Large rocks, for example, block all units from moving into them, swamp tiles slow down units doubling movement cost, and units cannot cross the steep inclines of cliffs. Man-made structures such as walls, gates and ramps are also present, limiting movement to just some of the eight possible directions.

Note: Flying units, such as Sky Bull, are able to fly over some such obstacles and thus have greater freedom of movement.

Each tile may hold just one unit at any one time, which can be identified by the 3D models that occupy them. Units can be made up of one or more models, each with their own health stat, but they cannot be divided on the map: all models in a unit will fight and move together.
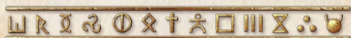
Units are able to spot enemies several tiles away, the exact distance depends on the unit itself as well as what direction they are facing. The area that can be currently 'seen' by your units will be marked by the moving shadow border around them. Tiles within this region will be shown more brightly, and any enemy units occupying them will be visible. The more distant tiles beyond will be shaded more darkly, and enemies lurking there will remain hidden until you move a unit closer to them.

A banner icon will display above each unit on the map to help you more easily identify them. The colour and symbol on these icons will identify the faction of the unit, and small symbols at the corners of the icon will give you more information about the unit at a glance:

This red fist symbol indicates that this unit has one or more Action Points available.

This green boot symbol indicates that this unit has one or more Movement Points available.
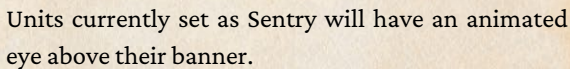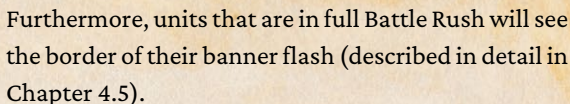
This yellow down arrow symbol indicates that this unit is currently suffering from some negative effect (such as being poisoned).
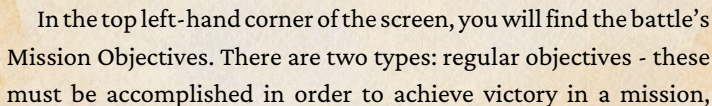
This blue up arrow symbol indicates that the unit is currently benefiting from some kind of bonus (such as spell increasing attack damage).

Furthermore, units that are in full Battle Rush will see the border of their banner flash (described in detail in Chapter 4.5).

Units currently set as Sentry will have an animated eye above their banner.

## 3.2. USER INTERFACE (UI)

The map is surrounded by a number of useful buttons and other sources of information to help you fight. Going clockwise around the screen, these include the following:

In the top left-hand corner of the screen, you will find the battle's Mission Objectives. There are two types: regular objectives - these must be accomplished in order to achieve victory in a mission,

bonus objectives - as name suggests, these are not necessary to win a mission, but completing them can offer extra rewards.

Most objectives usually mark a location with a circle of runes on the map where the objective can be achieved. You can also click on the Objective text to pan the camera to the position of the marker.

You are free to achieve objectives in any order you like.
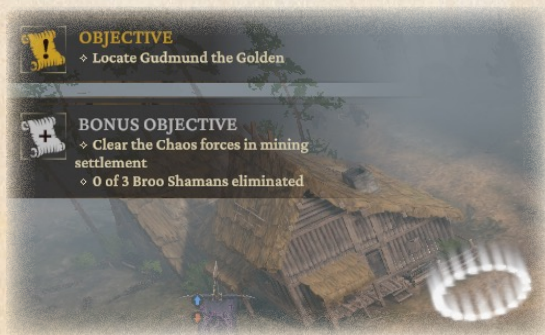
Mission objectives that include the name of a unit (such as Hahlgrim Ironsword) will require you to use the specified unit to complete their task.

Additional objectives may be given partway through a battle, at which point they will either appear under the existing conditions, or replace those conditions that have already been met. Note that some conditions may require you to complete multiple instances of a task (for instance, eliminate 3 Broo shamans), and where this is the case the game will also tell you how many have already completed.

The game will be lost if you lose all of your units (or lose important characters during Campaign mode).
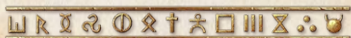
In the top right-hand corner of the screen, in order there are:

- **Move Animation Speed** (])
  (\): The button with a >> symbol allows you to 'speed up' the unit moves' animation. The one with a >| symbol, will set the highest speed, almost skipping the animations. You can also use the] key to speed up, and \ (backslash) to skip. If you wish to set the animation speed back to normal, press [key.
- **Photo Mode** (Backspace): This button opens the game's Photo Mode that allows you to create beautiful screenshots. You can also use the Backspace key.
- **Options** (Esc): Button to access the Options and Save/Load menus (Esc key).

Along the right-hand side of the screen, several more buttons can be found.

- **Unit List** (L): This list is made up of the several icons that divide all of your units into categories, such as Warlords, Strikers, Heavies, Skirmishers and Troops. You can use these to quickly navigate to a unit by mousing over the appropriate category, and then clicking on the desired unit when its panel appears.

Note: When unit categories show a small red fist symbol, just as unit banners, it indicates that at least one unit from a specific category has an unused Action Point.
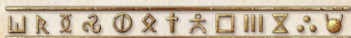
Below the list you have the button with an eye symbol that allows to Hide or Show the list.
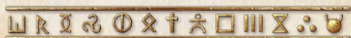
- **Unused Action Points (Tab):** Button with a helmet, marked with a Tab key by default, allows you to cycle to the next friendly unit with unused Action Points.
- **Tactical Map (M):** One at the bottom, the button with a map icon, allows you to switch to a bird's eye view of the map for planning your mission steps.
- **End Turn (Spacebar):** Located in the bottom right-hand corner of the screen, click this button when you are ready to end your turn and allow your opponent to make their moves. You can also use the Spacebar key. If you still have units that have outstanding Action Points, a warning will ask you to confirm.

If you have a unit selected, a panel will appear along the bottom of the screen with several command buttons shown. Some of the most commonly seen are the following:

Move (Z): To move a unit, click this button. One or more tiles around the unit will then be highlighted, and if you mouse over them the cost of moving into that tile (in Movement Points and/or Action Points) will appear on a cursor.

right-click on your chosen destination tile to move, or left-click anywhere on the screen to cancel this action.

Change Facing (G): Use this to change the direction that your unit is facing. This is controlled in the same manner as the Move function, and has no cost.

Set Sentry (O): Use this to set a unit to Sentry mode, and then right-click on one of the highlighted tiles to set the area covered for lookout. Should an enemy unit enter this region in it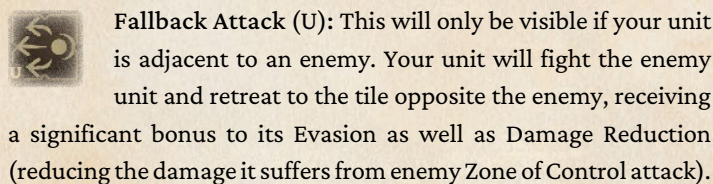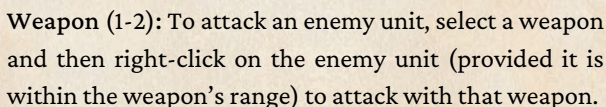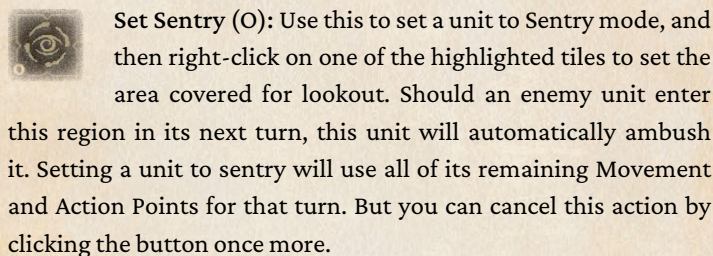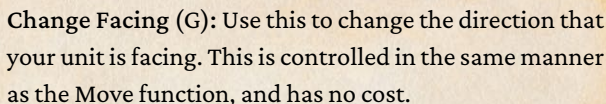s next turn, this unit will automatically ambush it. Setting a unit to sentry will use all of its remaining Movement and Action Points for that turn. But you can cancel this action by clicking the button once more.

Weapon (1-2): To attack an enemy unit, select a weapon and then right-click on the enemy unit (provided it is within the weapon's range) to attack with that weapon.

Fallback Attack (U): This will only be visible if your unit is adjacent to an enemy. Your unit will fight the enemy unit and retreat to the tile opposite the enemy, receiving a significant bonus to its Evasion as well as Damage Reduction (reducing the damage it suffers from enemy Zone of Control attack).

Abilities (2-7): Most units feature unique abilities/spells that can be played. The ones with only-target "Self" will be played right after clicking the button. Other abilities, with Ally, Enemy or Area targets, will provide instruction text on how to play them above the unit panel after you click the button.

Cooldown: Some weapons and abilities can only be used once in every several turns, and must "cooldown" before their next use. A number and dark shade over the weapon / ability's icon will indicate when this is the case, with the number stating how many turns (including the current turn) must pass before they can be used again.

Status Effects: Above the panel, any other status effects that are currently affecting the selected unit will be listed. You can mouse over these for more information. The unit's passive abilities will be listed here as well.

Each icon will also have next to it a number or letter indicating which hotkey can be used in lieu of clicking on the button.

The unit panel is also listing some of the most important stats about a selected unit:

Battle Rush: Battle Rush is gained when enemy unit models are killed, and is lost if a unit has not attacked or used any abilities at the end of a turn. Each point of Battle Rush brings bonuses, unique for each faction (e.g. Talastari become harder to hit and get a higher chance of inflicting a critical hit on an enemy), and when 100 Battle Rush is accumulated, the unit will surge (more about it in Chapter 4.5).
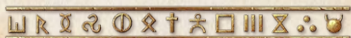
Movement Points: Movement Points are expended whenever a unit moves, and they are replenished at the beginning of each turn. Typically one movement point is needed to move one tile, though more will be needed when a unit is forced to move through another unit.

Action Points: Like Movement Points, Action Points replenish at the beginning of each turn. Action Points are used to attack with weapons, use abilities and can also be used to move additional tiles.

Evasion: The evasion stat increases the chance of avoiding an enemy's attack, reducing the overall chance that your unit will suffer any damage.

Armor: Units with higher armor stats suffer less damage as a result of enemy attacks. The effectiveness of armor is reduced by the enemy weapon's armor penetration stats.

Magic Defense: The magic defense stat opposes the power of enemy magic, higher defense allows to deflect magic abilities, avoiding any negative effects.

Magic Resistance: Similar to armor stat, magic resistance reduces incoming damage caused by magic abilities. The effectiveness of resistance stat depends on how potent enemy magic is.

Health: A unit is comprised of one or more 'models'. Each model's current health is listed here, and when it is reduced to zero as a

| 60/60 | 60/60 | 60/60 | 60/60 | 60/60 |

result of combat, the model will be 'Dead'. A unit that has lost some of its models can continue to fight with reduced offensive strength, and when all models die the unit will be destroyed and play no further part in the game.

 Cult Rune Abilities: Assigned leader unit called Cult Chosen generates cult rune points when friendly units gain Battle Rush, are killed, or complete objectives. Cult rune points, once earned, can be spent on various special abilities, which can be activated by clicking on this button and then selecting them from the menu that pops up.
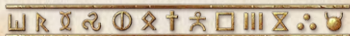
4. UNITS

4.1. MOVEMENT

Each unit in *RuneQuest: Warlords* receives one or more Movement Points at the beginning of each turn. These can be used to move the unit, and at the start of each new turn, all used Movement Points will be replenished. Note that Movement Points cannot be 'saved' for use in a later turn, and any unused points will be lost. Units with unused movement points can be identified by the small green boot symbol on the banner above the unit on the map.

Typically, moving a unit one tile in any direction (including diagonally) will cost one Movement Point, although the cost will be greater when a unit must move through another friendly unit to reach its destination. Some terrain obstacles, such as ramps, cannot be accessed from all directions (for instance, units cannot move through walls), where this occurs a unit will be required to go around the obstacle.

If you wish to move a unit beyond the range normally allowed by its Movement Point limit, it is also possible to spend Action Points in the same way that Movement Points are used. Thus, a unit with four Movement Points and one Action Point can potentially move

up to five tiles in one turn. Be careful when considering the use of Action Points to move: Action Points are also required to launch attacks and use abilities, so expending them on movement could leave your newly-moved unit in an exposed position vulnerable to enemy action!

In order to move a unit, first you must select it on the map. To do this, left-click on the tile containing the unit's 3D models on the map (NOT the icon that floats above it), so that those models are highlighted and the unit's information panel is displayed at the bottom of the screen. Alternatively, you can select the unit from the Unit List along the right edge of the screen.

Provided the selected unit has some unused Movement (or Action) Points, some of the tiles surrounding it will now have small white circles on them. These represent tiles that your unit can move into this turn, and if you mouse over them the cursor will indicate the cost (in MPs) of moving into that tile. Tiles marked with a small red circle instead can also be moved into this turn, but will require the expenditure of Action Points as well. To move to a tile, right-click on it and the unit will move there immediately. Alternatively, you can order a unit by clicking on the 'Move' button or pressing Z, and then right-clicking on the desired destination.

Though there are no costs for moving to a tile adjacent to an enemy unit, moving away from an enemy unit will cause a zone-of-control attack from that enemy if said enemy has a melee weapon (see 4.2. Zones Of Control for details).
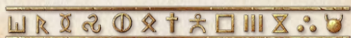
In order to withdraw without suffering heavy casualties, you can use the Fallback Attack action, which will move the unit to the tile opposite the enemy unit and grant it a large Evasion bonus as well as Damage Reduction as it weathers the enemy attack. Although this will cost a double amount of Movement Points, as well as an Action Point. Sometimes it may be better to bring in other nearby units and engage the enemy unit or kill it outright, so be sure never to let your units wander out on their own!

In addition to moving between tiles, units can also move within their own tile by way of the 'Change Facing' action. Units can be set to face in one of eight directions (up, down, left, right and the diagonals), and upon moving they will automatically face the direction in which they have just moved or attacked. As an example, if a unit's last movement was to travel one tile to the right, they will face to the right until moved again.

Units that attack an enemy who is facing away from them will benefit from an accuracy bonus and even a damage boost if attacking directly to the rear of the enemy, and the targeted unit will be unable to launch a counter-attack. If the bonus is applicable, a sword icon pointing towards the enemy will appear between units when aiming for attack.
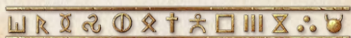
For this reason, it is extremely important that you ensure all of your units are facing the positions of possible threats before you end your turn.

In order to change direction, select the unit and then click the 'Change Facing' button or use the hotkey G, and then right-click on the tile in the direction that you want the unit to face – if you would like it to face down, you would right-click the tile below its current position. Alternatively, you can hold the right-click over the unit tile and drag it in the desired direction for the unit to be facing. You can also combine this control with movement action by holding and dragging the right-click over the destination tile.

Changing the direction faced by a unit has no cost in Movement or Action Points, so you are strongly recommended to do this with every unit at the end of a turn.

4.2. AWARENESS

As is often the case in battles, in *RuneQuest: Warlords* you will not have perfect information about the whereabouts of your enemies. Each unit has a limited visibility radius, the awareness range, which determines how far into the distance they can spot enemy units. Any tiles within the awareness range of any of your units will be shown more brightly, while the area outside of this range will be darkened. A lighter shadow border shows the boundary beyond which your units cannot spot enemy units, and enemies beyond it will not be shown and cannot be attacked.

As a standard rule, the visible area is a cone 5 tiles forward in the direction unit is facing and a circle around the unit, 3 tiles to each side and rear, but this can be affected by terrain, as the presence of walls and other features can block visibility.

4.3. ZONES OF CONTROL

Every unit with a melee weapon exerts control over 5 adjacent tiles in front of their facing direction. You can notice the controlled tiles marked by red crossed swords near enemy units or green swords around a selected ally unit.

Trying to move through or out of the enemy controlled tile will trigger a melee zone-of-control attack from the enemy unit.
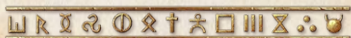
A highlighted tile with a yellow arrow originating from an enemy unit will warn you about the risk.

Suffering significant damage from zone-of-control attacks can even cause the unit to lose Movement Points and leave it Staggered - stopped early before even reaching the destination.

One way to deal with the enemy's zones of control is to engage them in melee combat. The Engaged unit focuses all its zones of control only on the last attacker as indicated with red gradient between their tiles and thus, the tiles around it are free to maneuver without provoking zone-of-control attacks.

This then allows you to tactically surround the enemy or better position your other units to attack it in the back for higher damage.

Note: Flying units, such as Sky Bull, are able to fly over enemy zones of control, except on the starting lift-off tile.

4.4. UNIT HEALTH

After engaging in melee battle or defending against a long-range attack, a unit is sure to have taken some damage. Damage reduces a unit's health, and when all of a unit's health is lost, that unit will be permanently destroyed. Most units are made up of several models, with each model representing a part of that unit.
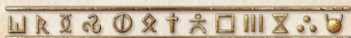
On the panel in the bottom of the screen, and the popup seen when you mouse over a unit, you will be able to see that unit's health, next to a green heart symbol. There will be a separate health bar for each model in the unit, and each model can suffer damage independently of the others or even die (though some weapons, such as dragonsnail's breath, will target every model in a unit at the same time). A unit will continue to exist as long as at least one model has a minimum of 1 health point.

Units that have suffered the death of some of their models will be less effective when attacking enemy units (for instance, a unit that has lost one of its three models will inflict only two-thirds of the damage that a full-strength unit would), but will suffer no defensive penalties. Some units have the ability to heal others, and while this can be used to restore damaged models up to full health, they cannot revive a destroyed model.
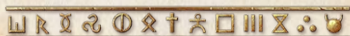
Some units, particularly warlords and large monsters, are made up of a single model. Such units will have a single health bar representing the entire unit, and will attack with all of their strength until they are destroyed.


A unit that has been destroyed is permanently removed from the game: if you are playing a campaign, it will not re-appear for the next mission. Units that have only been damaged (including the loss of some of their models) will be restored to full strength for the next mission.

4.5. UNIT WEAPONS

Throwing Javelin
(🗡 1) Action Point

◇ Range: 1-3
◇ Attacks: 1

◇ Accuracy: 80
Accuracy Loss: 10 per tile
◇ Damage: 30-40 (Physical)
◇ Armor Penetration: 2

◇ Cooldown: 1 Turn

Each unit carries one or more weapons, which can be used to attack enemy units by spending Action Points. Weapons carried by a unit can be seen by mousing over that unit, or explored in more detail by selecting the unit and then mousing over the weapons' icons at the bottom of the screen.

If you mouse over a weapon's icon, a popup will appear showing some important stats about the weapon:
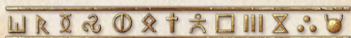
- **Range:** How far away, in tiles, can this weapon reach at enemy units. The melee weapons just say 'melee, but ranged ones indicate its maximum and minimum ranges.
- **Attacks:** How many hits the unit wielding this weapon will deal per one Attack action.
- **Accuracy:** Accuracy determines the chances of weapon hitting the enemy unit and causing damage. If the weapon deals magical damage, it will use Magic Power stat instead.

Note: the Accuracy stat reported here is only a starting point. Accuracy can be affected by different factors, including an enemy's Evasion stat, the distance between the attacker and defender and terrain obstacles.

- **Accuracy Loss:** This is how much accuracy is lost for each additional tile to the target further from the unit.
- **Damage:** How much damage will this weapon do to an enemy unit upon scoring a 'hit'. Also it mentions a type of damage the weapon deals.
- **Armour Penetration:** Weapons are rendered less powerful when attacking armored enemies. A higher Armour Penetration stat will reduce the defensive bonus that armor provides to the targeted unit. If the weapon deals magical damage, it will use Magic Potency stat instead.
- **Cooldown:** Not all weapons can be used every turn. Cooldown represents the time delay, in turns, that will be required between attacks using this weapon. Note that other weapons can still be used while one is cooling down.
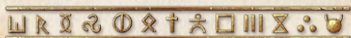
To attack an enemy unit, select the attacker and mouse over your target - by default, if the enemy is in melee range, the game will prompt an available melee weapon, if there is distance - then a ranged one. If you wish to use a specific weapon, then click on its icon (or use the appropriate hotkey).

As you mouse over the weapon's icon at the bottom of the screen, a series of reticles will appear on the map. These represent what tiles can be targeted using that weapon, considering factors such as the weapon's range and the presence of any terrain obstacles. Defending units can also benefit from some terrain features providing cover (for instance, if the defender is at the top of a cliff and the attacker is below it), which reduces an attack's accuracy further, and this will be represented by a smaller reticle.

> *Note: Ranged weapons do not have friendly fire and will shoot through a friendly unit's position without damaging that unit, but doing so will reduce the accuracy of the attack.*

When you are ready to attack, right-click the enemy unit you wish to attack. A short animation will play to show the results of

combat, including Health Point losses from successful hits, 'CRIT' messages for highest possible damage dealt and the death of models when they reach zero Health, but also misses or deflections.
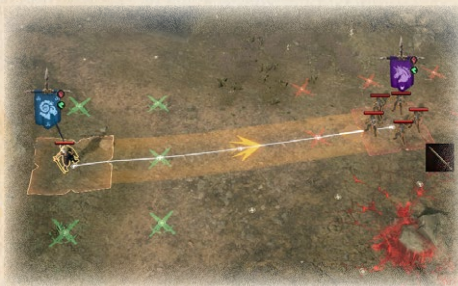
When attacking in melee, the surviving defender with a melee weapon of their own will launch a counterattack immediately following the initial combat, causing some damage to the attacker as well as the defender. A red arrow originating from an enemy unit will warn you that the enemy is capable of counterattacking.

Particularly successful melee attacks that do a lot of damage can 'Overwhelm' the enemy unit, disabling its ability to counterattack and forcing it to retreat to a different tile. When this happens, the attacker will occupy the now vacated tile.

When a distance to the enemy is 2 tiles or more over a straight and unobstructed path, any melee weapon attack will become a 'Charge Attack', indicated by a yellow tunnel between attacker and the target. Charging units gain a damage bonus, +1 Movement Point for the reach of the attack, and their target cannot counterattack.
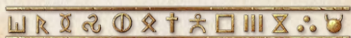
Some units also have 'Charge Abilities', which function in similar fashion, but often with greater freedom and bonuses (some allow to charge through multiple enemies, some offer more free Movement Points).
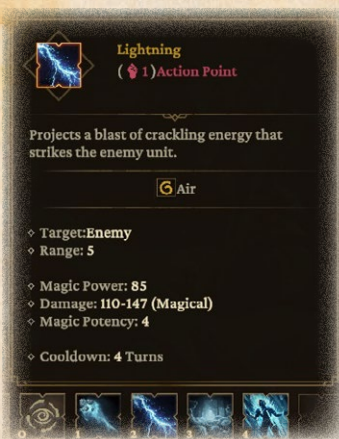
4.6. UNIT ABILITIES

Every unit fashions a kit of Abilities and Spells, allowing them to do all manner of unique actions, from jumping with ground slam shockwave, to temporarily boosting the damage of their weapons, to summoning lightning strikes, to healing other units. Carefully using these abilities at the proper time can give you a great advantage in the game, so it is a good idea to know which units can use them and deploy them to the greatest effect.

Unit Abilities can be seen in the Army Management screen between campaign missions and in Skirmish Mode. During a mission, you can see them listed next to a selected unit's weapons
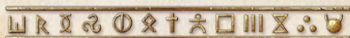
Lightning
(👆 1) Action Point

Projects a blast of crackling energy that strikes the enemy unit.

🜨 Air

◇ Target: **Enemy**
◇ Range: **5**

◇ Magic Power: **85**
◇ Damage: **110-147 (Magical)**
◇ Magic Potency: **4**

◇ Cooldown: **4 Turns**

at the bottom of the screen, which can be moused over for information. Some of them will cost Action Points to use, while others may be used for free.

The ability popup includes a short description of the ability does, then it lists the runes whose magic powers the spells, as well some important stats:

Freezing Blizzard
(👆 1) Action Point

Creates a wall of blizzard up to 3 tiles long, that doubles movement cost. Deals damage to any units entering or starting their turn on the affected tiles (once per turn per tile).

🜨 Air

◇ Target: **Area** (⚡ **Harms Allies**)
◇ Range: **4**

◇ Magic Power: **95**
◇ Damage: **22-30 (Magical)**
◇ Magic Potency: **2**

x2 Movement cost

◇ Duration: **2 Turns**

◇ Cooldown: **5 Turns**

- **Target:** Who or what is the subject of the ability; it can be an enemy, an ally, an area or self (the caster). If the ability can harm allies, there will be a corresponding warning near the listed targets - use it carefully!
- **Range:** How far away, in tiles, can this ability reach its target. The abilities targeting self do not indicate a range.

- **Magic Power:** If the ability or spell affect enemies, it usually lists its power, which determines the chances of ability applying successfully.

Note: the Power stat can be lowered by an enemy's Magic Defense stat, even resulting in the enemy deflecting the spell from taking effect.

- **Damage:** How much damage will the ability do to an enemy when taking effect. Most of the time the damage is of Magical type, however some abilities can deal Physical.
- **Magic Potency:** Some units are resistant to magic more than others. A higher Potency stat will reduce their resistance bonus.
- **Effects:** Many abilities list details of their effects to expand on the description, such as the amount of HP healed or the buff it will place on self & allies or the debuff on the enemies.
- **Charges:** Some abilities can only be used a finite number of times in a single mission, 1 charge per cast. So use them wisely!
- **Duration:** Some abilities have lasting effects, so this stat describes how long, in turns.
- **Cooldown:** All abilities have a cooldown before they can be used again, also in turns.

To use an ability, click on its button at the bottom of the screen, or use the associated hotkey (by default this will be a number). Some abilities will also require you to select a 'destination' tile to use them on, and to do this you will also need to right-click on
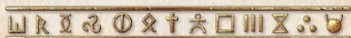
the destination. If you change your mind, left-click on the ability's button again, or press Escape key, to cancel it.


There are also Passive type abilities, which are always affecting the unit. They can be seen in the Army Management screen between missions, but during the battle they appear among the list of status effects above the unit's actions panel.

4.7. BATTLE RUSH

All units gain Battle Rush for killing enemies, with the exact amount of points shown on the popup when moused over the target. Also, units gain bonus points based on their faction's trait.
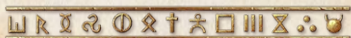
For the Talastar, this is 'Storm's Fury', which says that whenever a unit moves at least 3 tiles away from starting position, they will gain bonus Battle Rush points at the end of their turn.

Accumulated Battle Rush will be lost if a unit ends the turn without attacking or using any abilities at a rate of -10 points per one inactive turn.


A unit's Battle Rush can be seen on the info panel that appears when the unit is selected, next to the unit's portrait. Units with a non-zero amount of Battle Rush have different effects based on their faction's trait.

For instance, Talastari 'Storm's Fury' trait grants the unit an increased chance of inflicting a more powerful 'critical hit' on an enemy while attacking, as well as bonuses to their Evasion and Magic Defense, making them harder to hit.

When a unit reaches 100 Battle Rush, the icon above its models on the map will display a flashing yellow border to signify that it can spend the accumulated points for a choice of 2 powerful effects, which include the following:
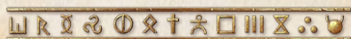
- **Empower:** A unit can temporarily upgrade next cast of its abilities, increasing damage, duration, range or reducing cooldown. To do this, select the unit and then click the appeared 'Empower' button near the Battle Rush bar.
- **Surge:** A unit can gain an additional Action Point for that turn. To do this, select the unit and then click the flashing 'Surge' button near the Battle Rush bar.

Taking advantage of either of the two options will result in the unit's Battle Rush being reset to zero.

4.8. SENTRY

Sometimes the situation will arise where you need to hold a defensive position, in which units with ranged weapons can be set to Sentry mode to ambush any incoming foes.

Units that have been set to Sentry will remain in their current location, and wait for an enemy unit to move into a specified area of the map, at which point the unit will fire on them.

> *Note: that if the enemy survives the sentry attack, they will still be able to continue with its orders, and will still be able to launch an attack of its own.*

To set a unit to Sentry, select the unit on the map and then either click the Set Sentry button or use the O hotkey. Tiles around the unit will then be highlighted, marking regions that a sentry can be set to monitor. If you mouse over these, symbols of an eye will appear in the tiles: the brighter these appear, the more accuracy
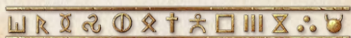
your unit will have with its weapon. Right-click on a tile to set the sentry. When you do so, note that an enemy unit moving into ANY of the tiles marked will be targeted as they move into the first tile within that range.

Setting a Sentry will use all remaining Movement and Action Points, and requires at least 1 unused Action Point. The unit will automatically change its facing to face the area being targeted with the sentry. You can cancel this action by clicking the button once more, restoring the Points.
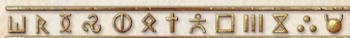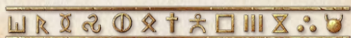
4.9. CULT RUNE ABILITIES

The assigned army leader unit, called Cult Chosen, generates cult rune points when ally units gain Battle Rush, are killed, or complete objectives. Cult Rune Points, once earned, can be spent on special faction abilities. The number inside the button represents the number of Cult Rune Points you currently have.

Clicking on this button will bring up a new screen, which shows all of the faction's Cult Rune Abilities that your army leader can take advantage of. You can use the ability by left-clicking on its card and then right-clicking on the tile(s) on which you wish to

cast them. Using these will cost Cult Rune Points (in addition to any Action Point costs listed).

In the campaign, the leader is Hahlgrim Ironsword and you need to unlock his cult rune abilities via Hero Upgrades. In Skirmish and Multiplayer games, the leader role can be assigned to any of available warlord type units.

4.10. INTERACTING WITH THE MAP

Some missions will allow you to interact with the map in various ways, such as opening gates to access parts of the map or collecting treasure chests to fulfill mission objectives.

When map locations are required for mission objectives, the relevant tiles will be marked on the map by a circle of runes (orange for main objective, white for bonus ones). In these cases you will need to move a unit to the marked location. To fulfill the mission objective, you will need to click the 'Interact' button that appears over the unit's model on the map. The results of such an interaction will depend on the mission they take place in, but the game will always give you an indication of what to expect.

Some features on the map, such as barricades or monster eggs can be destroyed. When this is the case, those features will have their own health counter, and can be attacked and damaged with any weapons.
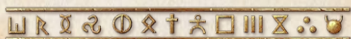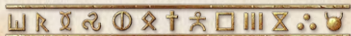
5. CAMPAIGN

5.1. BEGINNING A CAMPAIGN

To begin a campaign, select 'New Campaign' from the main menu. This will take you to the Campaign Options screen, where you can customize a range of difficulty options. The Normal level is recommended to players familiar with strategy games even if this is your first time playing *RuneQuest: Warlords*, while we recommend the Easy level to players new to strategy games. The Hard option will make the game more challenging in various ways, and we suggest you don't worry about it until you have some experience with the game.

CAMPAIGN OPTIONS

STORM OF VENGEANCE

In the sun-drenched lands of Talastar, the Bilini tribe, descendants of Orlanth, have long defended their homeland from the encroaching Lunar Empire and the ever-present threat of Chaos that spills from the cursed realm of Dorastor. When their king falls in battle, leaving the tribe leaderless, the vile Chaos raider Woowandor the Stag Rider seizes the opportunity to strike. He attacks the Hold, the sacred stronghold of the Bilini, and steals a precious heirloom that ties Halghrim Ironwood to his ancestors.

Driven by a burning desire for vengeance and the need to reclaim the relic that embodies his family's honor, Halghrim rallies the remnants of his people. He embarks on a perilous journey through treacherous swamps and dense forests, determined to track down Woowandor. The path leads him ever closer to Dorastor, a land where Chaos reigns and the horrors of twisted creatures threaten to engulf everything in darkness.

DIFFICULTY

EASY

NORMAL ✓

HARD

CUSTOM

ENHANCED ENEMY UNITS

ENEMY REINFORCEMENTS — MEDIUM →

ENEMY AI DIFFICULTY — STANDARD →

BACK   LAUNCH

Once you are satisfied with your choices, press Launch to begin the campaign. The game will also prompt you to enable the Tutorial elements. We recommend accepting them during the first playthrough.

If you wish to return to the main menu, click Back in the bottom left corner of the screen or press Escape key.

The 'Storm of Vengeance' campaign consists of 18 missions, which will be played sequentially. Between each mission, you will be given an opportunity to choose which units you would like to bring into the next mission. As you progress through the campaign, you will unlock new, more powerful unit types, and gain Fame Tokens that can be spent to give your hero characters, and other units, more abilities and weapons.

You will lose the campaign if any of the story characters are killed. Make sure you keep them alive, at all costs! But worry not, story characters have a Last Chance feature that revives them once
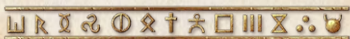
per mission (either to a portion of max HP or to full HP depending on chosen game difficulty).

5.2. BETWEEN MISSIONS

When you begin a campaign, you will be thrust straight into the action of the first mission. Victory there will open up a range of possibilities for developing and expanding your army.

Upon completing a mission, you will be taken to the Campaign screen, which is dominated by the map of Talastar and Dorastor regions, the sites of the campaign's battles. Here you will be able to see a map of the previous locations where you have fought, and a figurine will indicate where the next battle lies, labelled with the name of the next mission.
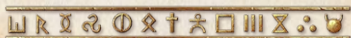
Clicking Proceed will take you to the Mission Briefing Screen. Here you will be able to read a briefing about the next battle, and the story characters will offer additional information about your upcoming fight.
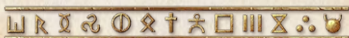
On the right-hand side of the screen you will also be able to see the unit & points limit for your army's size in this mission, as well as how many Fame Tokens and Requisitions will be awarded in the event of a victory. The presence of a unit icon here indicates that a new unit type will become available upon the successful conclusion of this mission. When you are ready to begin the battle, press Proceed.

Though it is a good idea to consult this screen before beginning a mission, we are not yet ready to fight that battle just yet, and by clicking Back we will return to the previous screen. This screen offers two other options that should be consulted before you begin any mission.

The first of these is the Army Management Screen. Here, you can decide which units you would like to bring into the next battle. In a mission, you are limited both in number and in size how many units you may send to the field. The number is straightforward: if a

mission allows you to bring up to 10 units, that means ten units of any type (including heroes).

Points, usually written as PT, create another limitation for your army's composition: in each mission you will be allowed a specified limit in points (which can be seen on the right above your army), and each unit has a Points cost. Usually "better" units cost more points, but cheaper units have their advantages too! The story heroes will have no cost (0 PT), but will permanently occupy a slot in your army.

On the left of the Army Management Screen, you will be able to see all of the units available to recruit into your army. Click on a unit's portrait to bring up details about that unit, including its stats, the number of Health Points per member (model), and what weapons and abilities they can use. When a unit is selected in this manner, its name and point cost will be listed at the top of your screen. Click the small '+' next to its portrait to add it to your army.
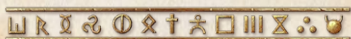
Usually the units of a category higher than Infantry will cost a point of Requisitions to recruit to your army, indicated by a small flag symbol near their portrait. Once you recruit one, it will go on cooldown with a number of missions after which this unit can be hired again. The number of available Requisition points to you will be displayed above the list as a quantity of flags, which is increased as you progress through missions. On Easy difficulty all units are free to recruit.

On the right side of the screen, you can see all of the units currently in your army, as well as their current points cost and the unit limit allowed by the next mission. Units that you do not want to bring into the next battle can be removed by clicking the arrow '>' under their portrait - the unit will then be moved to your Reserves, which can be seen by clicking the Reserves button above the unit list on the right. Units in Reserve will play no part in any missions until they are moved back into your regular force, and they can be moved out of reserve by clicking the small arrow '<' under their portrait, provided your army is not already at its unit limit.

In this screen, you will not be constrained by any points (PT) limit when deciding which units to include in your army, however this Points limit will apply when you begin the next mission. Therefore it is important that you check the Points limit you will be facing in the coming battle to ensure you bring the most appropriate units to the field!

Once you are satisfied with your army's composition, click Back (Esc) to return to the Campaign screen. You are free to return to this screen as many times as you like before you begin the mission.

On the Campaign screen, the other screen you should visit is the Hero Upgrades. Here, you can spend the Fame Tokens you
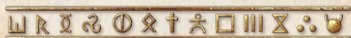
have earned from past victories on a range of abilities, upgrades and weapons. In the top left corner of the Hero Upgrades screen, you can choose which of your different hero characters (if you have more than one) will receive an upgrade and on the right how many Fame Tokens you have available.

Most of this screen is filled with a "tree" of upgrades. Each node of upgrades has a specified cost, usually the ones farther from the "core" are more expensive. In order to purchase an upgrade, you must first have purchased any prerequisite upgrades, which are marked by a blue line if they are met and a gray line if they are not.

There are three types of upgrades, indicated by the shape of the node - square ones are unlocking new unit abilities or weapons, round ones are stat upgrades for the whole army or a specific group of units (such as hero characters) and rhombus nodes unlock the Cult Rune abilities. When you mouse over a node, a popup will appear explaining its effects. On the bottom of this popup, you can find the cost of the upgrade in Fame Tokens and also what units
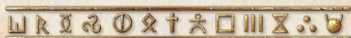
this upgrade will affect - some upgrades will improve the hero unit itself, some will upgrade other unit types in your army.

Some nodes will appear with a lock icon and no popup will appear over them - this means that it is an upgrade for a unit not yet available for your army. They will automatically unlock when you progress through missions and gain new unit types.

To select an upgrade, click on it, and then press 'Confirm' to finalize your choice. In case you have changed your mind, press 'Reset' instead.

5.3. DEPLOYMENT PHASE

At the beginning of every mission after the first, you will be given an opportunity to deploy your forces on the map. This occurs during the Deployment Phase.

During the deployment, a list of all of your units in your Army (but not those in your Reserve) will be listed along the right-hand side of the screen. In this list, the Point cost of a unit and its weapons will also be visible. At the beginning of a loadout
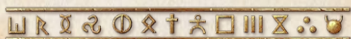
phase, your units will start out Deployed on the map, however a checkmark will allow you to move them to a temporary Reserve (at which point they will be labelled 'Reserved' and have their stats written in gray); clicking this checkmark again will deploy them back onto the map. If a unit has multiple weapon loadouts available, its 'armor' button will be enabled, clicking it will allow you to view or change the unit's weapons.

A counter at the top of the screen will inform you how many points have been used by the units currently deployed on the map, and you will be unable to begin a mission if you exceed the specified limit. For this reason, it is always a good idea to check the limit for an upcoming mission from the Campaign Screen (described in the previous section of this manual), and ensure that the units you bring to the mission make the most efficient use of both the points and unit number caps. Units in your Reserve cannot be accessed in the loadout phase.

On the map, a small group of tiles will be highlighted: these represent the possible locations in which you may deploy your forces. Your units will start already placed, but if you would like to move one, click on it and drag it to your desired location. The direction that a unit faces will be predetermined by the game, and cannot be changed during deployment (though in the campaign this will not matter as you will be given the first turn, and thus the opportunity to change units' facings before fighting any enemies).

Once you are satisfied with the deployment of your units, press 'Confirm' to begin the battle!
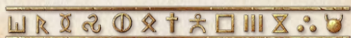
6. SKIRMISH

6.1. ARMY MANAGEMENT

In Skirmish Mode, battles can be set up using armies that you have previously created. These armies can be created in the Army Management Screen.

On the left-hand side of the screen, you can see all of the previously created armies, listed with information about the faction they represent and how many units are currently in them (up to a maximum of 20). You can filter the list per faction by clicking on its logo above the list; click once more to turn off the filter.
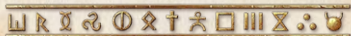
If you wish to delete an existing army, click on the 'x' button in the bottom right corner of the army card. A new army can be created by clicking on the 'Create New Army' or pressing Spacebar.

By clicking on one of the armies, you will open it for customization. You will be able to see the points (PT) cost of your current army, and its current size, listed on the top right side above.
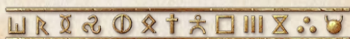
Note: In Skirmish mode, the points limit for a custom match is selected during match setup, but during replaying campaign missions the limit is set during deployment phase.

On the left of the Army Management Screen, you will be able to see all of the faction units available to bring into your army. Click on a unit's portrait to bring up details about that unit, including its stats, the number of Health Points per member (model), and what weapons and abilities they can use. When a unit is selected in this manner, its name and Point cost will be listed at the top of your screen. Click the small '+' next to its portrait to add it to your army.

On the right side of the screen, you can see all of the units currently in your army. Units can be removed from an army by clicking the 'x' under their portrait, or by clicking on the portrait and then pressing the Delete key. Armies can be renamed here by clicking on their name, next to the symbol of a feather, and then typing in your chosen name for them. Finally, you can click the 'Army List' or 'Back' button to return to the screen listing all created armies. Your changes to the armies are saved automatically.

6.2. REPLAY CAMPAIGN MISSION

Skirmish mode offers the option to replay previous missions from the campaign. Each mission will first have to be "unlocked" by completing it in the campaign mode, and only those that have been unlocked will be available to replay, except the very first tutorial mission.
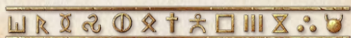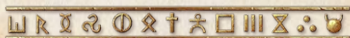
The My Army selection will allow you to choose what army you use in the mission. You can play only with a faction that is compatible for the campaign (for the 'Storm of Vengeance' it is Talastar).

The left-hand section will show a preview of the selected army composition. You can also open the Army Management screen from here in order to customize the selected army.

Note that you will not be bound by the same Points limit when deploying units as you were in the campaign, although some of the earlier missions will not have sufficient space to deploy a full-size army.

In this screen, you will also be able to choose from the same difficulty options as are offered in the campaign.

On the right-hand side of the screen, you can select a mission by clicking on it. Once ready with your choices click 'Proceed'.

Some campaign missions require story characters to complete, so the game will warn you that a list of them will be added to your army temporarily as prerequisites.

6.3. CUSTOM SKIRMISH

If you would like to play a more customized battle, click on 'Begin Skirmish'. This will take you to a screen where you can create your new skirmish match, which can be customized or randomised to your liking.

On the left-hand side of the screen, you will be able to select which of several pre-built maps you would like to fight on, with details of the map such as its size, terrain type and layout shown in the centre of the screen. To select a map, use the drop-down list with map names.

Then you can choose the objective of the match - Eliminate All, Control Area, Capture Points.

Below this, you will find the option to decide which faction you will play as (either Talastar or Chaos or Lunar Empire), and the corresponding army to fight with, taken from the Army Management screen. Finally, you can choose how large an army you wish to be allowed to deploy, measured in points (PT). You can also choose what faction your AI opponent will control, and their army's size as well. Setting both army sizes at the same value will result in a balanced game, while giving the AI a larger amount will make the game more difficult.

All of the above options can also be randomized by clicking the button with the dice symbol.

On the right-hand side of the screen, you can see the summary of the match details. When you are ready to begin playing, click 'Proceed' or use the 'Surprise Me' button to jump straight in without reviewing the choices.
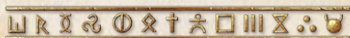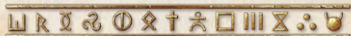
7. MULTIPLAYER

RuneQuest: Warlords offers three different multiplayer modes, allowing you to challenge another human player located anywhere in the world. To begin, select Multiplayer from the main menu.

Playing multiplayer online will require you to login to your Slitherine or Steam account. Your Slitherine account can be used even if you are using the Steam version of the game, and we recommend that you use this as it will also allow you to participate in multiplayer tournaments.

Like Skirmish Mode, Multiplayer games are played using armies that you have set up ahead of time, and you can do this in the Army Management screen. This is done in the same way as in Skirmish

Mode, and armies created in Skirmish can be used for Multiplayer games and vice versa. Two types of online multiplayer are offered, Live and Asynchronous (PBEM). If you play a Live game, you will be able to see your opponent's move as they happen in real time, while PBEM games see each player play their turn, and then (automatically) upload the turn to the server for the other player. This server operates in the same way as many other Slitherine titles.

> Note: if you logged in to the Multiplayer system using your Slitherine account, you will also receive an email when a turn is waiting for you on the server.

Clicking on 'Live' or 'Asynchronous' will take you to the multiplayer lobby. In the centre of the screen, you will be able to see the games currently available to join on the server, or you can click on 'Games In Progress' to see your current games and play the

turns that are waiting for you. On the left side of the screen, you can create a new match or revisit the Army Management screen, both of which are done in the same way that you would set up a Skirmish match.

Clicking on 'Hot Seat' will allow you to set up a "hotseat" game, that is, two players playing a game on one computer. If you wish to save a hotseat game, you can do this just like any single player games, by pressing Esc key on your keyboard and then 'Save' and giving the save file a name.
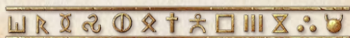
8. HOTKEYS

Pan camera	W/A/S/D or arrow keys
Rotate camera	Q/E
Zoom camera	R/F
Pan camera to main objective	V
Pan to selected unit	. (full stop)
Enter move mode	Z
Change facing	G
Set sentry	O
Fallback	U
Interact	I
Weapon slot 1	1
Weapon/Ability slot 2	2
Weapon/Ability slot 3	3
Ability slot 4	4
Ability slot 5	5
Ability slot 6	6
Ability slot 7	7
Show/Hide unit list	L
Tactical Map	M
Next unit	P
Next unused unit	Tab
Enter Photo mode	Backspace

9. CREDITS

SLITHERINE

CEO
Iain McNeil

DOP
Marco A. Minoli

TECHNICAL DIRECTOR
Philip Veale

CREATIVE DIRECTOR
Richard Evans

EXECUTIVE PRODUCER
David Sharrock

LEAD EXTERNAL PRODUCER
Neil McKenna

SENIOR EXTERNAL PRODUCER
Mark Hardisty

EXTERNAL PRODUCER
Jenny Zsibrita

BUSINESS DEVELOPMENT MANAGER
Alberto Casulini

MARKETING MANAGER
Giulia Sellitto

SENIOR BRAND MANAGER
Francesco Tebaldi

JUNIOR BRAND MANAGER
Sofia Corona

DIGITAL & CONTENT MANAGER
Enzo Fallara

SOCIAL & CONTENT SPECIALIST
Andrea Rossi

LIVE PRODUCTION & CONTENT EDITOR
Michele Riviera

COMMUNITY MANAGER
Edward Jenkins

HEAD OF COMMUNICATION
Paolo Paglianti

ASSISTANT PR & EXTERNAL RELATIONS
Eugenia Sala

MEDIA RELATIONS FOR SPAIN AND LATIN AMERICA
Rafael Zapata

DOP ASSISTANT
Adriana Bienati

GRAPHIC DESIGNER
Anna Basile

E-COMMERCE MANAGER
Giulia Costa

MANUAL LAYOUT
Myriam Bell

OPERATIONS LEAD
Matthew Ravenwood

OPERATIONS ASSISTANT
Joseph Stephenson, Sid Jones

HEAD OF ACCOUNTS
Dean Walker

ACCOUNTS ADMINISTRATOR
Richard Baker

CUSTOMER SUPPORT STAFF
Paulo Costa, Joseph Miller

WEB DEVELOPMENT
Valery Vidershpan, Andrea Nicola, Fernando Turi, Yurii Shmeloyv

VIRTUOS

CEO
Gilles Langourieux

MANAGING DIRECTOR FOR THE GAME DIVISION
Christophe Gandon

HEAD OF VIRTUOS ORIGINALS
Denis Ferrier

ORIGINALS & FULLDEV SUCCESS DIRECTOR
Olivier Masclef, Playtest Producer, Laurent Leriche

VOLMI

MANAGEMENT

GENERAL STUDIO MANAGER
Volodymyr Loban

COO
Miroslav Baranenko

PRODUCTION DIRECTOR
Nazar Kostiuk

TECHNICAL DIRECTOR
Anton Nesterenko

ACCOUNT DIRECTOR
Alina Obukhovska

SENIOR GAME PRODUCER
Nataliia Pravdiuk

ART PRODUCER
Kateryna Yatsukh (Demchenko)

GAME DESIGN

LEAD GAME DESIGNER
Sasha Lukhverchyk

SENIOR GAME DESIGNER
Mykhailo Anri Doroshchenko

NARRATIVE DESIGNER
Dmytro Kravchenko

LEVEL DESIGNER
Eugene Kostenko, Oleksandr Androshchuk

GAME BALANCE ANALYST
Serhii Kryklia, Veronika Melnyk, Yevhen Sytnyk

DEVELOPMENT

LEAD DEVELOPER
Yevhenii Romanov, Max Baraniuk

DEVELOPER
Maksym Zynych, Ihor Sichkar, Volodymyr Spodin, Daniil Krasnikov, Ihor Popovych

SENIOR QA ENGINEER
Oleh Chipchev

QA ENGINEER
Dmytro Boiko, Dmytro Rozumovskyi

ART DIRECTION

ART DIRECTOR
Dmytro Krainiuk, Roman Misiak, Anatolii Didok

ART DIRECTOR ENVIRONMENT
Sergey Chebotok

UI/UX

SENIOR UI/UX DESIGNER
Olesia Oberemko

2D CONCEPT ART

2D LEAD ARTIST
Yevhen Okremov

2D ARTIST
Alina Stetsenko, Anastasiia Polynko, Andrii Yurchenko, Mykyta Shpitko, Oleh Korzh, Valerii Silaiev

CONCEPT ARTIST
Eugene Shin, Mykhailo Kholopkin, Oleksandr Ledovskyi, Yevgeniy Shin, Maryna Marchuk, Oleg Gorbachik, Pavlo Marchuk, Valentyna Khmelovska

3D CHARACTER ART

LEAD CHARACTER ARTIST
Mykhailo Filenko

3D CHARACTER ARTIST
Yurii Tkachenko

3D CHARACTER ARTIST
Mykhailo Verovkin, Yan Bespalko, Olena Varenyk, Yuliia Shchurova, Denys Bocharov, Yevheniia Semych, Zakhar Kornieiev, Yuliia Ruban, Borys Desiatnyk, Andrii Kachmar, Anastasiia Bilusiak, Artem Chihlintsev, Kateryna Pikalova

3D ENVIRONMENT ART

LEAD ENVIRONMENT ARTIST
Ruslan Svynoboi

3D ENVIRONMENT ARTIST
Viacheslav Riabokin, Danil Kovalyov, Roman Botvinko, Yan Hetts, Andrii Ryzhkov, Bohdan Zhakun, Ivan Taradin, Nikita Diachenko, Mykhaylo Kosaykin

ANIMATION

LEAD 3D ANIMATOR
Yevhen Vasyliev

3D ANIMATOR
Serhii Holovko, Mykhailo Ilchenko, Rostyslav Kriuchkov, Olha Parchuk, Larysa Vdovchenko

LEAD 2D ANIMATOR
Oleksandr Shkurko

2D ANIMATOR
Volodymyr Vereshchahin, Dmytro Pavlov, Stanislav Kamaletdinov

VFX

LEAD VFX ARTIST
Vitalii Boichenko

VFX ARTIST
Oksana Lymar, Vladyslav Lukianenko, Bohdan Novytskyi, Danyil Polokhov, Anastasiia Oleshchuk

LEVEL ART

LEAD LEVEL ARTIST
Denys Berehech

LEVEL ARTIST
Viktor Horobchenko, Dmytro Tymofieiev, Viacheslav Riabokin, Daryna Shaposhnyk, Mykhailo Kholopkin, Andrii Turchak, Mykola Tuiakhov, Pavlo Pozharskyi, Eugene Kostenko

TECHNICAL ART

LEAD TECHNICAL ARTIST
Andrii Kozii

TECHNICAL ARTIST
Vitalii Ponamarenko

2D TECHNICAL ARTIST
Jan Kato

ART QUALITY CONTROL

LEAD QC ARTIST
Pavlo Pozharskyi

QC ARTIST
Serhii Karpenko, Valentyn Blavat, Pavlo Davydenko, Dmytro Shepeliev, Mykhailo Kropotin

IT SUPPORT

IT SERVICEDESK LEAD
Serhii Frolov

IT SERVICEDESK
Yurii Sobchenko

IT SYSTEM ADMINISTRATOR
Vladyslav Buturlin

IT MANAGER
Mykola Kozyr

HUMAN RESOURCES

TALENT ACQUISITION MANAGER
Anna Borysova

TALENT ACQUISITION SPECIALIST
Kateryna Nosachova, Diana
Kasprazhytska

HR DIRECTOR
Olena Lichkanenko

KWA SOUND PRODUCTION

AUDIO DESIGN
COMPOSER
Oleksandr Chornyi

LEAD SOUND DESIGNER
Igor Kazmichuk

SOUND DESIGNER
Oleksii Kameniuka, Yurko Kerelius

FOLEY MIXER
Zhenia Futor

FOLEY ARTIST
Tetiana Allakhverdiieva

VOICE CAST
Voice Actors
Steven Kelly, Tim Simmons, Erin Lillis,
Aaron Ralby, Gigi Shellie, Steve Jones,
Aaron Sinn

SBT LOCALIZATION

UKRAINIAN LOCALIZATION
PROOFREADING, LQA
Yurii Pavliuk

TRANSLATOR, LQA
Oleksandr Kyrylov, Yurii Myklashchuk

TRANSLATOR
Marharyta Pylypchuk, Vladyslav
Kravchenko, Alina Farafonova,
Oleksandr Vlasiuk

STUDIO UMLAUT

GERMAN LOCALIZATION
TRANSLATOR
Stefan Henrich

LOCALIZE DIRECT

FRENCH LOCALIZATION
TRANSLATION STUDIO
Localize Direct

POLISH LOCALIZATION
TRANSLATOR
Romuald Wawrzyniak

SPANISH LOCALIZATION
TRANSLATOR
Rafael Zapata

CHINESE LOCALIZATION
TRANSLATOR
Benjamin Li

RUSSIAN LOCALIZATION
TRANSLATOR
Roman Matsuk

SPECIAL THANKS!

VICE PRESIDENT AND CREATIVE
DIRECTOR @ CHAOSIUM
Jeff Richard

**NARRATIVE DESIGNER, WRITER @
VIRTUOS**
Ciaran McGrath

GAME DESIGNER @ VIRTUOS
Gavin Crosbie

GAME DESIGNER @ VIRTUOS
Hugo Cerutti

STORYBOARD ARTIST
Serhii Sudenko