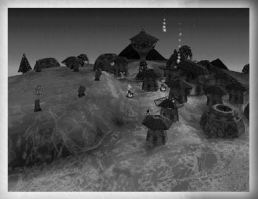
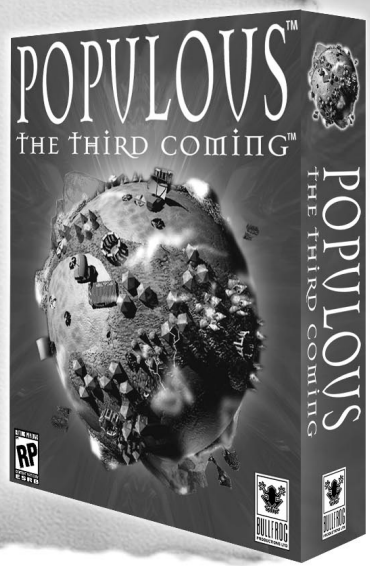
Eight years ago, Bullfrog put itself permanently on the map with the introduction of one of the most original computer games of all time – Populous. Populous was the first game to cast the player as a god who ruled his world from above – leveling the land, manipulating nature and persuading its wild inhabitants to worship and follow him. There had never been anything like it, and millions of gamers responded, spawning an entirely new genre – the God-Sim.





Now, introducing Populous – The Third Coming

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- 8-player network and modem multi-play options



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788305

ELECTRONIC ARTS™

WARHAMMER® DARK OMEN™



TEEN T AGES 13+ CONTENT RATED BY ESRB

3Dfx

Manual

REFERENCE CARD

WARHAMMER DARK OMEN

For the latest news and updates visit the *Dark Omen*™ web site:
http://www.darkomen.com

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

- ❒ 120 MHz or faster Intel Pentium®, Cyrix 6x86®, or AMD K6® processor
- ❒ Windows® 95
- ❒ DirectX™ 5.0 (included on game CD)
- ❒ 22 MB free hard disk space plus space for saved games (additional space required for swap file and DirectX 5.0 installation)
- ❒ 16 MB RAM
- ❒ Quad-speed CD-ROM drive (600K/second transfer rate) using 32-bit Windows 95 CD-ROM driver
- ❒ High Color (65,535 color) capable 1 MB PCI video card with DirectDraw™ 3.0 compatible driver
- ❒ Sound card with DirectX 5.0 compatible driver
- ❒ Keyboard
- ❒ Mouse

RECOMMENDED CONFIGURATION

- ❒ 166 MHz or faster Pentium processor
- ❒ 250 MB free hard disk space plus space for saved games (additional space required for swap file and DirectX 5.0 installation)
- ❒ 32 MB RAM
- ❒ 8x or faster CD-ROM drive using 32-bit Windows 95 CD-ROM driver
- ❒ Sound Blaster™ 16/32/AWE32™ sound card
- ❒ Mouse

REQUIRED FOR 2-PLAYER MULTIPLAYER GAMES

NETWORK

- ❒ IPX compliant network
- ❒ 166 MHz or faster Pentium processor

MODEM

- ❒ 100% Hayes-compatible 28800 bps or faster modem
- ❒ High speed serial port (16550 UART) for external modems

SERIAL PLAY

- ❒ Null modem cable
- ❒ High speed serial port (16550 UART) desirable but not required
- ✔ **NOTE:** Only one CD is required to run games but the remote computer must use a Full Installation (250 MB).

SUPPORTED 3-D CARD CHIPSETS

Dark Omen takes advantage of 3-D graphics accelerator cards compatible with the following chipsets:

3-D CHIPSET	**MANUFACTURER**
Voodoo or Voodoo Rush	3Dfx
Permedia I or II	3DLabs
Rage II or Rage Pro	ATI
Mystique or Millenium	Matrox
PowerVR PCXI or PCX2	NEC/Videologic
Riva 128	NVidia
Verite	Rendition

Dark Omen also supports any 3-D card with fully DirectX 5.0 compliant drivers and the following capabilities:

- ❒ Texture mapping
- ❒ Z-buffering or other sort-independent hidden surface removal
- ❒ Sort-independent color keying or alpha blending
- ❒ 2-D/3-D compositing
- ❒ At least 2 MB video memory (4 MB recommended)

DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running ScanDisk and Disk Defragmenter. ScanDisk searches your hard drive for any lost allocation units as well as any cross-linked files and directories. Disk Defragmenter ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

1. Run ScanDisk. To start ScanDisk, left-click the **Start** button on the Windows 95 Taskbar. The Start menu opens.
2. From the Start menu, select **Run**. Then, in the Run dialog box, type **scandisk** and click **OK**.

- ❒ Once the program starts, make sure there is a check mark in the **Automatically Fix Errors** box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click **Start** to have the program scan the drive and correct any errors.

3. Run Disk Defragmenter. To start Disk Defragmenter, left-click the **Start** button on the Windows 95 Taskbar. The Start menu opens.
4. From the Start menu, select **Run**. Then, in the Run dialog box, type **defrag** and click **OK**. As with ScanDisk, select the drive you are installing the game to and click **OK**.

DIRECTX INSTALLATION NOTES

READ THIS SECTION COMPLETELY BEFORE PLAYING *DARK OMEN* OR INSTALLING THE DIRECTX DRIVERS.

DirectX is an Application Programming Interface that allows Windows 95 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows 95 games. *Dark Omen* uses the DirectX 5.0 API (the latest iteration of DirectX at the time of release) and includes DirectX 5.0 files which you can install.

Two DirectX components, DirectDraw and DirectSound™, may require updating your video card and sound card drivers respectively, for proper operation of these components. Using video card and sound card drivers that do not have DirectX

support will result in display and audio problems in DirectX applications. During the installation of DirectX, your video card and sound card drivers will be updated if required. The DirectX 5.0 files included with *Dark Omen* include drivers for most video cards and sound cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that have DirectX support.

After installing DirectX 5.0, check to see if your video card or sound card drivers have DirectX support:

1. Click the **Start** button on your Windows 95 Taskbar. Then click **Run…**.
2. From the Run dialog box, type **d:\directx\dxsetup** then click **OK** (substitute the correct letter of your CD drive if other than 'D:').
3. Look at Primary Display Driver and Primary Sound Driver.

The second column displays the version number of the driver. The next column displays whether or not your driver is Certified by Microsoft® as supporting DirectX.

- ❒ If your Primary Display or Sound Driver says "No Hardware Support" in this column, you must contact the manufacturer to obtain updated drivers that have DirectX support.
- ❒ If your Primary Display or Sound Driver says "Certified" in this column, your video card or sound card has DirectX support, and should work properly in DirectX applications.
- ❒ If your Primary Display or Sound Driver is blank in this column, your video card or sound card driver supposedly has DirectX support, and is waiting for approval from Microsoft to be Certified.
- ✔ **IMPORTANT NOTE:** During the installation of DirectX 5.0, if you are using a video card or sound card driver from your manufacturer that has DirectX support, but is not yet Certified by Microsoft, you are asked if you want to replace the driver with a Certified driver. For **video cards**, we recommend that you do **not** replace your manufacturer's video card driver in this situation. Some manufacturers rely on their own specific driver for functionality of their display utilities programs. Replacing the manufacturer's driver with Microsoft's driver may disable the functionality of these utility programs.

INSTALLING THE GAME

1. Start the Windows 95 operating system.
2. Insert the *Dark Omen* CD into your CD drive. The Choose Setup Language screen appears.

✔ **NOTE:** If the Choose Setup Language screen does not appear, double-click the My Computer icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. If the Choose Setup Language screen still does not appear, double-click the **Setup.exe** icon.

3. Select the language you want from the drop menu, then click OK. The Welcome screen appears.
4. Please read the Welcome screen, then click **Next>**. The Setup screen appears.
5. Select your preferred setup size, then click **Next>** to continue.
6. Click **Next>** to accept the default destination directory or **Browse…** to select another directory. Installation begins.

❒ By default, *Dark Omen* is installed into a directory labeled **C:\Program Files>Dark Omen**

7. A prompt appears asking if you wish to install DirectX 5.0. If DirectX 5.0 is not installed on your computer, select **Yes**. If it is already installed, select **No**. Installation is complete.

➪ If you installed DirectX 5.0, after DirectX installation is complete, click **Yes, I want to restart my computer**.

8. Click **Finish** to exit the installation program.

UNINSTALLING/RE-INSTALLING THE GAME

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

TO UNINSTALL AND RE-INSTALL DARK OMEN:

1. With the Windows 95 operating system running, click the **Start** button on your Windows 95 Taskbar, then select **Programs>Dark Omen>unInstall Shield**.

❒ This removes all *Dark Omen* files from your computer with the exception of DirectX 5.0 and your saved game files.

2. Repeat the steps for installing the game above.

STARTING THE GAME

1. Start the Windows 95 operating system.

❒ If the *Dark Omen* CD is already in your CD drive, click the **Start** button on your Windows 95 Taskbar, then select **Programs>Dark Omen>Dark Omen** The *Dark Omen* introduction sequence begins, followed by the Main menu.

❒ If the *Dark Omen* CD is **not** already in your CD drive, insert the CD in your CD drive. The *Dark Omen* autorun launcher appears.

✔ **NOTE:** If the autorun launcher does not appear, double-click the My Computer icon on the Desktop. Then double-click the icon corresponding to your computer's CD drive. If the autorun launcher still does not appear, double-click the **Autorun.exe** icon.

2. Click PLAY. The *Dark Omen* introduction sequence begins, followed by the Main menu.
3. If you want to bypass the introduction sequence, click the left mouse button.

✔ **NOTE:** Please see the enclosed manual for gameplay instructions.

PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

❒ First, please make sure you have read thoroughly the *Installing The Game* and *System Requirements* sections.

If you have followed the directions and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

CD PROBLEMS

A quad-speed CD-ROM drive is required to run *Dark Omen*.

RECEIVE "FILE NOT FOUND" ERROR MESSAGE WHEN INSTALLING OR RUNNING THE GAME.

❒ Make sure the game was properly installed. See *Installing The Game* on p. 5.

❒ Make sure that the CD is in the CD drive. The CD must be in the drive to install or run the game.

❒ Make sure that the CD is not scratched or damaged.

CD-ROM PERFORMANCE PROBLEMS

❒ Be sure that you are using a 32-bit native Windows 95 driver to control your CD-ROM drive. These drivers can be configured from the Device Manager in the **Control Panel>System Properties**.

❒ Do not use a DOS-based 16-bit driver (loaded in CONFIG.SYS) to control your CD-ROM. Performance may be significantly reduced.

CHOPPY OR STUTTERING VIDEO OR AUDIO

These problems may be improved by adjusting the CD-ROM read-ahead cache.

TO ADJUST THE READ-AHEAD CACHE:

1. At the Windows 95 desktop, right-click the My Computer icon, then choose **Properties** from the pop-up menu.
2. Click the Performance tab, then click **File System…**
3. Click the CD-ROM tab, then click in the **Optimize access pattern for:** box, and choose QUAD-SPEED OR HIGHER.
4. Move the **Supplemental cache size:** slider to SMALL, then click **Apply**.

✔ **NOTE:** Moving the slider to LARGE will not improve *Dark Omen* video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

3-D ACCELERATOR HARDWARE

Before reading this section, find out which 3-D chipset your 3-D accelerator card uses. If you are unsure, check your graphic card manual or contact your graphic card manufacturer.

Dark Omen requires the following minimum feature set to run correctly utilizing 3-D accelerator hardware:

❒ Texture mapping

❒ Z-buffering or other sort-independent hidden surface removal

❒ Sort-independent color keying or alpha testing

❒ 2-D/3-D compositing

❒ At least 2 MB of video memory (4 MB recommended)

THIS FEATURE SET IS NOT SUPPORTED FULLY BY THE FOLLOWING 3-D CHIPSETS:

❒ ATI Rage I

❒ S3 Virge, Virge VX, Virge DX, Virge GX

Dark Omen cannot properly run on a 3-D card which does not correctly conform to the minimum feature set and will default to software rendering.

As *Dark Omen* cannot detect which 3-D chipset it is running we have included a series of patches that accommodate problems with the 3-D chipsets listed below:

- ATI Rage II
- ATI Rage Pro
- 3DLabs Permedia 1
- 3DLabs Permedia 2
- Rendition Verite 1000

TO ENABLE A 3-D ACCELERATOR PATCH:

1. Click the **Start** button on your Windows 95 Taskbar, then select **Programs>Dark Omen>Dark Omen Hardware TroubleShooter**
2. Select **No, I need to use the Troubleshooter**, then select the relevant chipset from the Quick Patch drop menu.
3. Click OK to accept.

3Dfx Voodoo based cards or Matrox Mystique

Some DirectX 3.0 drivers for these cards are not recognized by DirectX 5.0 setup. In those cases, DirectX setup brings a message up during install stating "Setup does not recognize the existing driver for this device...Install new driver? (not recommended)" along with Yes and No buttons. Clicking YES may allow *Dark Omen* to run.

NEC/Videologic PowerVR or 3Dfx Voodoo based 3D cards

The NEC/Videologic PowerVR and 3Dfx Voodoo based cards may fail to function correctly. Please see the website or contact the technical support of your 3-D card manufacturer for a fix.

Other problems

Dark Omen may require newer DirectX drivers than were distributed with your card. If you have Internet access, try downloading the latest drivers for your 3-D card from the manufacturer's website.

As a last resort we have included generic reference drivers for most of the 3-D chipsets supported at the release of *Dark Omen*. These reference drivers may not perform as well as the specific drivers for your card but may incorporate bug fixes or features required by *Dark Omen* to operate correctly.

As you are almost always better off with the supported drivers provided by your board manufacturer you should switch back to the supported release drivers as soon as they are brought up to date. The reference drivers can be found on your CD in the **\Drivers** directory.

If any other problems occur with 3-D hardware rendering, contact technical support or run the game with the CPU Rendering option selected in the Options screen.

Sound: Known Problems And Fixes

Sound Stutter/Breakup on 3Dfx based video cards.

- We have noticed this problem with some machine configurations using 3Dfx. A fix exists for this problem, please contact your 3-D video card supplier for details.

VIDEO PROBLEMS

Dark Omen requires a PCI SVGA video card capable of 640x480 resolution with 65,535 colors (1 MB or more video memory). It is normal for the videos to have a single black line between each line of video on the screen.

✔ **NOTE:** If your Windows 95 display driver does not support DirectDraw, you may experience difficulties installing or running *Dark Omen*.

General Video Card Information

- During DirectX installation, the DirectX setup program attempts to install a display driver that has DirectDraw support for your video card. If your video card driver does not have DirectDraw support, the DirectX setup program replaces your existing video card driver. In some cases, this may disable any Manufacturer specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- If your video card driver already has DirectDraw support, but is not yet Certified by Microsoft, you will be asked if you want to replace your current driver. In most cases, you do not want to replace your existing driver as this may disable any Manufacturer specific utilities for your video card. If you do have video related problems using the uncertified DirectDraw drivers from your manufacturer, you may solve these problems by reinstalling DirectX and replacing your current video driver with a DirectX 5.0 video driver.

Please refer to *DirectX Installation Notes* on p. 3 for more information.

MEMORY PROBLEMS

Dark Omen requires 16 MB RAM and Virtual Memory **Enabled**. We advise that you let Windows 95 manage the amount of virtual memory automatically (the default setting), and that you have **at least** 50 MB free hard disk space after installation.

SOUND PROBLEMS

Dark Omen requires a sound card that has DirectSound support. If your sound card driver does not have DirectSound support you may experience choppy or stuttering sound, or sound that cuts in and out. If your sound card driver does not have DirectSound support, we recommend obtaining updated drivers from your sound card manufacturer.

INSTALLED SOUND CARD, BUT THERE IS NO SOUND

- ❒ Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

General Sound Card Information

- ❒ During DirectX installation, the DirectX setup program attempts to install a sound driver which has DirectSound support for your sound card. If your sound card driver does not have DirectSound support, the DirectX setup program attempts to replace your existing sound card driver.
- ❒ Please consult your sound card manufacturer for updated drivers if DirectSound drivers are not available for your sound card in DirectX 5.0.

Please refer to *DirectX Installation Notes* on p. 3 for more information.

MODEM PROBLEMS

Dark Omen requires a 100% Hayes compatible 28800 bps or faster modem for modem play. A high-speed (16550 UART) serial port is required for external modems.

General Modem Information

Your modem must be set to connect with data compression disabled. Your modem should not be locked into any specific speed settings.

- ❒ Hardware (RTS/CTS) flow control must be enabled.

Some modems load settings into NVRAM (non-volatile RAM) when you turn them on; these settings may be incompatible with *Dark Omen*. If your modem has difficulty initializing and there are no apparent COM port or IRQ conflicts, try resetting your modem with the factory default settings loaded into NVRAM.

- ➪ To do this, go into a communications program (e.g., Hyper Terminal, Procomm, etc.) and type **at&f** at the command line. Wait for the OK, then type **at&w0**.

Modem does not initialize

- ❒ Make sure you select the correct modem from the Modem screen.
- ❒ Make sure there are no other peripherals (e.g., mouse) conflicting with the modem's COM port.
- ❒ Make sure that all modem settings (e.g., COM port) are correct. (Consult your modem documentation for proper installation.)
- ✔ **NOTE:** You may not be able to run your modem on COM4 if you have a video card based on the S3 chip set. If you experience any difficulty making a modem connection on COM4, we suggest changing your modem or serial port to an alternate COM port.

Modems connect but do not exit synchronisation

- ❒ Make sure you selected the correct modem from the list on the Modem screen.
- ❒ While you're in the game, abort the connection and try connecting again.
- ❒ The modems may not have initialized properly. Turn off both modems, then start the connection procedure again.

NETWORK PROBLEMS

Dark Omen requires an IPX protocol network and network interface card for network play.

- ❒ If you experience difficulties with network play, you may want to consult your network manual or network administrator for specific information on loading drivers.

Connection Problems

- ❒ Make sure the computers you are trying to connect are on the same network, and are using the same protocol.

Network Performance Issues

There are various adjustments you can make to be sure you get the best performance out of your network game. These apply to the host computer as well as the clients, but try them on the host alone first as this may solve all the problems.

- Make sure the host computer (the one that creates the network game) is the fastest of the computers, as it controls the game speed.
- High-traffic networks will slow the game down considerably. Avoid playing the game at peak traffic hours, while there are large file transfers or print jobs being done.
- The slowest computer limits performance. Adjusting the screen size on a slow machine can help boost performance in a network game.

General Network Information

- Do not run any Windows 95 applications that communicate over the network in the background (e.g., mail programs, personal schedulers, system or network monitors).
- If you are connected to a Novell network, make sure you have disabled Network Messages.

TECHNICAL SUPPORT

The *Dark Omen* CD includes a Windows Help file that provides solutions and answers to the most common difficulties and questions about how to properly run this product.

- **To access the Help file**, click the **Start** button on your Windows 95 Taskbar, then select **Programs>Dark Omen>Help**.
- To access the Help file directly from the game CD, double-click the **Eng.hlp** icon located in the **\Darkomen\Prg_eng** folder.

Dark Omen includes a utility that allows you to contact EA via fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report.

- To run the support utility, click the **Start** button on your Windows 95 Taskbar, then select **Programs>Dark Omen>IP.EXE**.

TROUBLESHOOTING DOCUMENTS ONLINE!

Electronic Arts Product Support now offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, you can find these guides at

http://www.ea.com/techsupp/troubles.htm

Here you will find troubleshooting information on **DirectX**, **Joysticks**, **Modems**, and **Networks**, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at **http://www.ea.com/techsupp.)**

Abbreviated versions of these guides are included in the Help file on the CD for your convenience.

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a daily basis, so please check here first for no-wait solutions:

http://www.ea.com/techsupp

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. *All messages are responded to in kind*—if you send in a request by fax, response will also come by fax. Please be sure to include the support utility's report in your e-mail message, fax, or letter:

- **To run the support utility**, click the **Start** button on your Windows 95 Taskbar, then select **Programs>Dark Omen>IP.EXE**.

If you need to talk to someone immediately, call us at (650) 628-1001 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. *Please have the utility's report printed and ready when you call.* This will help us answer your question in the shortest possible time. **No hints or codes are available from (650) 628-1001. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

EA Tech Support Fax: (650) 628-5999.
Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@ea.com
WARRANTY INQUIRIES: cswarranty@ea.com
WORLD WIDE WEB: Access our Web Site at http://www.ea.com
FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465.

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM-8 PM.
If you are under 18 years of age parental consent required.

Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

- In the US, dial 900-288-HINT (4468). 75¢ per minute (95¢ for first minute).
- In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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Developed in the U.K.

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COMMAND REFERENCE

MOUSE CONTROLS

Battlefield

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

Books

Select	Left-click
Go to relevant page	Right-click

KEYBOARD CONTROLS

Battlefield

Cancel pending instruction	F1
Toggle banner sort mode	F5
Auto-deploy regiment	A
Break button	B
Charge button	C
Fire button	F
Halt button	H
Magic button	M
Strength button (hero)	S
Force the Turn and Face pointer	Hold Shift
Cycle counter-clockwise through friendly regiments	<
Cycle clockwise through friendly regiments	>
Cycle counter-clockwise through enemy regiments	Shift <
Cycle clockwise through enemy regiments	Shift >
End Deployment Phase / End mission (when instructed)	Enter
Invoke map / Turn off map - return to battlefield	Tab or Spacebar
Cycle regiment formations	+ / -
Rotate camera view left	←
Rotate camera view right	→

Zoom in camera view	↑
Zoom out camera view	↓
Maximum camera zoom (Centers view to the cursor's position)	Delete
Medium camera zoom (Centers view to the cursor's position)	End
Minimum camera zoom (Centers view to the cursor's position)	Pg Dn
Drop Magic Item on battlefield (Hold Alt then left-click the item)	Alt *
Place multiple move waypoint on battlefield (Move pointer must be active)	Ctrl *
Menu - Abort, Adjust sound balance, Continue	Esc
Chat mode (Multiplayer only)	F4 or T

(* = Hold key and left-click mouse)

Camp

Replay entire speech	←
Skip entire speech (Continue campaign if speech has ended)	→
Skip current sentence	Spacebar
View Troop Roster	F9
Go to Save menu	F10

Debriefing

Previous page	←
Next page	→
Exit Debriefing	↓
View Troop Roster	F9
Go to Save menu	F10

Anywhere

Momentarily view Pop-up help (Even if Off in options)	F6

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARHAMMER® DARK OMEN™

THE WARHAMMER WORLD

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

Little is known of the Warhammer World, most of its secrets being guarded jealously by the well traveled and learned Elves. Rumors of the Northern Realms of Chaos and subterranean races of Skaven are abundant, but their truth still remains a mystery.

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 mountains and forests.

The main realms of the Old World are those of the Empire, which is at the center of the Old World and has the greatest populous of Human nations, and Bretonnia, south of the Empire and which is noted for its gallant knights and chivalric traditions. Further North is the unwelcoming land of Kislev, and beyond that the rocky land of Norsca. South of Bretonnia are the desert lands of Estalia and Tilea. Between Tilea and Bretonnia is a tiny upland region known as The Vaults: home to bandits, brigands, mercenaries and characters of a most unsavory nature.

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 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 ends in defeat.

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

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

Experience makes your troops better fighters. The more experience they accrue, the better they 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 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 need a progressively stronger army as you reach the later battles.

For more info about this and other titles,
check out Electronic Arts™ on the web at www.ea.com.

About This Manual

This manual explains 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 organized 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 TUTORIAL from the Main menu.

The Main Menu

Once the introduction has finished, the Main menu appears.

- To select a menu item, left-click on the item.



New Campaign

Your campaign begins here. This option is explained in more detail below (see *New Campaign* on p. 10). If you haven't played before, you should try out the TUTORIAL before you select this.

Load Campaign

Continue a previously saved campaign. For details on saving campaigns, see *Debriefing* on p. 24.

- To restore a saved campaign, left-click it in the list, then select LOAD.

Multiplayer

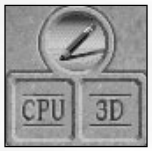
Challenge a fellow player to a head-to-head battle over the Internet, an IPX network, modem, or null-modem cable. Choose or create your army, connect, and select a location for your skirmish. May the most cunning and ruthless army win! See *Multiplayer* on p. 34 for full details.

Tutorial

New Commanders can learn a lot by following Klaus Zimmerman's step by step tutorial. Listen to his instructions and carry them out on the battlefield. For more detailed instructions on playing the game, see *New Campaign* on p. 10.

OPTIONS

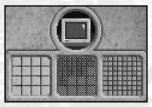
Use Options to improve the level of performance on your computer. During installation, the program automatically sets these options according to the specification of your PC. However, you may adjust the settings to suit your own preferences or to increase performance.



Rendering Device If your computer has a compatible 3D graphics accelerator, ensure this is set to 3D. If you don't have a 3D accelerator the 3D option is unavailable.



Pop-up Help When turned ON, holding the mouse pointer over different areas of the screen prompts Pop-up help. You will also receive Play Tips in each debriefing. Set this option OFF if you don't want this help.



Pixel Resolution Determine the level of graphic detail in the battles. LOW detail gives the fastest game performance, while HIGH detail gives the slowest. If you are using a 3D accelerator the LOW and MEDIUM options are unavailable.



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



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



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



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



Particle Effects 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 speed, while HIGH detail gives the slowest.



Color Cursors When ON this uses color mouse pointers throughout the game. Depending on the specification of your PC the black-and-white cursors option may be unavailable. Color cursors may not move around the screen as smoothly as black-and-white cursors.



Sound Quality Determines the quality of the sound and music throughout the game. LOW quality gives the fastest game speed, while HIGH quality gives the slowest.



Sound Balance Adjusts the balance between the sound effects volume and the music volume. Move the slider all the way to the sound effects side to turn off the music.

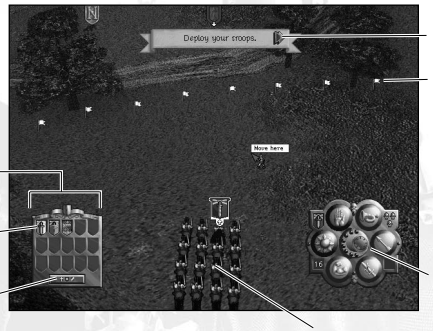
QUIT

Selecting this option exits the game and returns you to the Windows 95 operating system.

- With *Dark Omen* running, you can press Alt + Tab to toggle back to other active Windows 95 applications.

NEW CAMPAIGN

When entering a mission, you are safe from immediate attack. (See *Deployment Phase* on p. 14.) 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 see here is a small part of the battlefield.

- To scroll the view, press and hold the right mouse button. The view scrolls toward the mouse pointer. The further you move the pointer from the center of the screen, the faster the view scrolls.

To the left of the screen you can see the Deployment window. Inside this window are all 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, left-click on a banner and drag the banner out of the window and into the Deployment Area (marked on the battlefield with white flags). Release the mouse button.

- If you change your mind, left-click 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 A; this chooses and deploys the most suitable regiments for you.

The Grudgebringer Cavalry is automatically selected and positioned 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 begin the campaign, the Grudgebringer Cavalry has the Grudgebringer Sword. This is a Magic Item which can be used on the battlefield. For more on magic, see *Battle Magic* on p. 22.

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 for 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. cross-bows and 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 fire on the enemy. For more information, see *Line of Sight* on p. 16.
Magic Users	Magic users specialize in different types of magic. See *Battle Magic* on p. 22 for more details.
Monsters	These are large beasts and are generally faster and tougher than normal troops.

THE HUD

You should have noticed some smaller banners around the edges of the screen. These are part of the Heads-Up Display (HUD). The HUD shows you where other regiments are on the battlefield in relation to the area you are currently viewing.

The color 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 HUD move to reflect their position in relation to the area shown before you. The relevant HUD banner disappears if the actual regiment appears in view on the battlefield. The banner is then displayed above the regiment itself.

➥ North is also indicated on the HUD for your reference.

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

FRIEND OR FOE?

➥ Allied regiments can consist of Humans, Dwarfs, Wood Elves, Ogres, Treemen and others. The banner border for these regiments is GREEN.

➥ Your currently selected regiment has a WHITE banner border.

➥ Greenskin regiments can consist of Orcs, Night Goblins, Night Goblin Fanatics, Giant Spiders, Giant Scorpions, and others. Their banner border is RED.

➥ Undead regiments can include Mummies, Wights, Wraiths, Ghouls, Skeletons, Zombies and others. Their banner border is also RED.

NOTE: In a Multiplayer game, GREEN borders represent a regiment from your own army but they aren't necessarily Allied. RED represents enemy regiments, but their race is determined by your opponent.

CHANGING CAMERA VIEWS

- To center the camera view on a regiment (anywhere on the battlefield), right-click its banner. In fact, right-clicking on anything on the battlefield centers the camera.
- To move the camera around the battlefield yourself, right-click and hold the button down.

You can also change the position of the camera by using the following keys:

Rotate camera left	←
Rotate camera right	→
Zoom in	↑
Zoom out	↓

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

Maximum Zoom	Delete
Medium Zoom	End
Minimum Zoom	Pg Dn

MAP/PAUSE

While the Map is selected, the game pauses (except in Multiplayer mode!). As well as the geographical features, your regiments and the regiments of the enemy (once sighted) appear.

- To toggle the Map ON/OFF, press Tab or Spacebar. This displays the entire battlefield and can be invoked at any time.



- To view details of friendly and enemy regiments, point at their banners. Their details are displayed beneath the Map.
- To select a friendly regiment, left-click its banner. The banner's border turns white.

TIP: Consulting the Map is the only way to assess the strength of an enemy regiment, so use it to decide which of your own regiments to pitch against them in battle.

CHANGING RANKS

- To change a regiment's ranks (formation) on the battlefield, select the regiment and then press [+] and [-] to cycle through the available ranks.

TIP: Only the front two ranks of bows and the first rank of crossbows can fire, and a Charge command is more effective if the ranks are deep.

NOTE: When you give an Engage or Fire order, the regiment adopts the most suitable formation. Also, changing formation can help a regiment hide in cover.

DEPLOYMENT PHASE

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

Every mission begins 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 move regiments between multiple Deployment Areas on some battlefields.

- To end the Deployment Phase and start the battle, press [Enter], or press the START BATTLE button.

TIP: You should not start the battle until after you have considered issuing some initial orders to your regiments, as detailed in the next section.

POSITIONING YOUR REGIMENTS



Regiments can be dragged and dropped with the left mouse button.

- To pick up a regiment, move the pointer over it, and when the Grasping Hand appears press 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 changes appearance again. This happens often on the battlefield, depending on the situation at hand. Check the following list to see what each pointer signifies:



This pointer orders a regiment to a specific location on the battlefield.

- To order a regiment to a location on the battlefield, left-click on the landscape. A BLUE flag is planted in the ground to confirm the order.

- To set multiple points on the landscape, hold down [Ctrl] as you click. Each click sets another flag up to a maximum of nine.

➥ If you set these points to circle back to the first flag then you have created a Patrol Loop (indicated by the flags turning RED). The regiment patrols this loop when the battle begins.

NOTE: Most Artillery regiments (e.g. Cannons) can't be moved, and regiments only act on a move command once the battle starts.



This pointer allows you to turn and face your regiment in a particular direction.

- To turn your regiment, select a point on the landscape then left-click. The regiment immediately turns and faces the new direction.

NOTE: This pointer appears only when 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 [Shift].



If an enemy regiment is on the battlefield or on the HUD, use this pointer to instruct your regiment to engage them in hand-to-hand combat.

- To engage, move the pointer over the enemy banner. When the pointer changes into a sword, left-click on the banner.

➥ Regiments can act on an engage command only after the battle begins.

LINE OF SIGHT

The battles fought in *Dark Omen* employ a Line of Sight system between friendly and enemy forces. Any enemy regiment is displayed on the battlefield, HUD, or Map only if it can be seen by one of your own regiments.

In order to spot the enemy:

➥ The enemy must be within your regiment's field of vision.

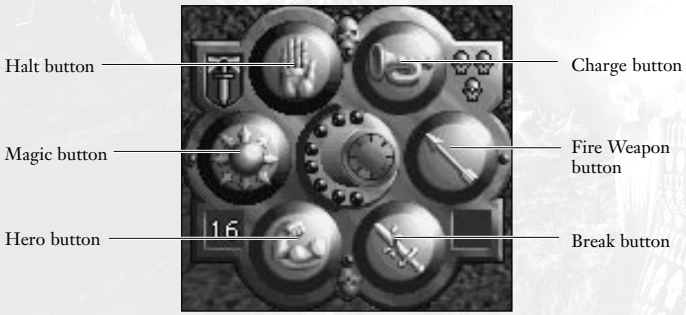
➥ Your regiment's view to them must be unobstructed.

NOTE: Enemies are harder to spot the further they are from your own troops.

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 changes its appearance as before. Most of these orders can be given only after the Deployment Phase is over.



- To select the orders, left-click them with the mouse, or use the shortcut key.

Buttons are not always available—it depends on the circumstances. For example: if a regiment of yours is routing, none of the buttons are available until the regiment has rallied. When buttons are unavailable, they always switch to the color 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 color of the buttons differ depending on which race you command. See Multiplayer on p. 34 for more details.

Charge Order



During battle, use this order to make the regiment charge in the direction they are facing. A charging regiment rams 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 gives them the first strike in the ensuing melee and also awards them additional strength during the melee.

➥ Shortcut key: C

Halt Order



Overrides the current order. The troops within the regiment halt. Orders to fire on the enemy (see below) are also canceled by this.

➥ Shortcut key: H

Magic Order



You can utilize magic via a Magic Spell or a Magic Item. Selecting this button displays 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.

➥ Shortcut key: M

Hero/Strength Order



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 at the center of the Control Panel shows the build-up of strength boost. Only when the gauge is in the red zone does the boost have an effect.

➥ Shortcut key: S

NOTE: Overuse of the Hero/Strength order makes it harder to reach the red zone as your regiment suffers more casualties.

Break Order



If your regiment is taking a beating, break them from the melee. They 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 appears on the regiment's banner indicating that they are unable to rally, and they flee the battlefield.

➥ Shortcut key: B

Fire Order



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 on. The target can be an enemy regiment or a point on the battlefield. Left-clicking on the target makes the regiment fire. The regiment continues to fire at the target until they receive an order to halt, the enemy moves out of range, or the target is destroyed. They can fire again only after they have reloaded their weapons. The Reload counter at the center of the Control Panel counts down the length of time that it takes the regiment to reload their weapons. They can fire when all eight segments are lit.

➥ Shortcut key: F

NOTE: If you select an immobile artillery regiment (e.g. a Cannon) the fire button is selected for you.



The pointer changes if the target is currently out of range. If you left-click, the target is fired on when it comes into range.

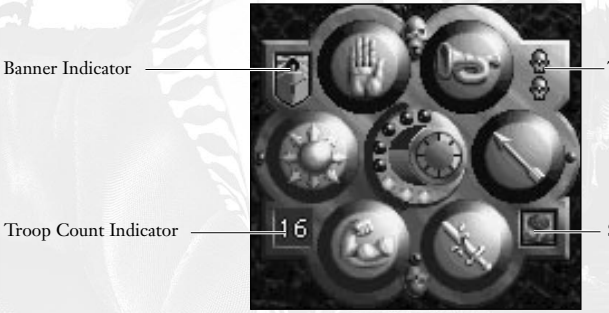


This pointer tells you that the target is currently out of sight. If your regiment doesn't need Line of Sight to fire then they fire on the target but their accuracy is poor. If Line of Sight is required, they open fire as soon as they can see the target.



The center of the Control Panel is home to four important indicators. The Reload Counter and Hero Gauge are explained above. Magical Power Points and the Winds of Magic Cycle are explained in *Battle Magic* on p. 22.

There are a few other indicators found on the corners of the Control Panel:



The Banner Indicator displays the currently selected regiment. This is important because the orders you select are given only to this regiment. To issue orders to another regiment you must select it from the HUD or the battlefield by left-clicking on the relevant banner. When the banner border turns WHITE, you know the regiment is selected. The banner then appears on the Banner Indicator.

The Threat Indicator displays 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 switches ON to show that your regiment is currently in cover and no enemy regiment can see them. The arrow beneath the regiment's banner is green.


When the regiment is in melee, the Battle Indicator switches ON. The arrow beneath the regiment's banner is red.


The Routing Indicator turns ON when the regiment is routing. The arrow beneath the regiment's banner is yellow. Regiments who are routing halt only when it is safe to do so. You can then issue fresh orders. If a regiment has suffered large casualties they rout until they are off the battlefield. Under these circumstances, a white flag appears above their banner as they retreat across the battlefield.

The Troop Count Indicator displays the number of troops in the current regiment. This number reduces as the regiment suffers casualties.

INTO BATTLE

Once you issue your initial orders it is time to end the Deployment Phase and start the battle.

To start the battle, press Enter, or left click the red arrow on the scroll at the top of the screen. The white flags disappear.

A rumble of thunder indicates the start of a new Winds of Magic Cycle (see *Battle Magic* on p. 22). Your regiments act on the orders you gave them. As the mission progresses, new situations 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 now appears on the HUD.
"Enemy destroyed"	One of your regiments has defeated an enemy regiment.
"Help us!"	Some of your troops need help—use the Hero button, 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* on p. 53 for more details on fear.
"Retreat"	One of your regiments has fled the melee.

You must 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

- To abort the mission, press Esc. A small menu appears.

ABORT CAMPAIGN quits the mission and returns you to the Main menu. CONTINUE CAMPAIGN is self-explanatory. You can also adjust the sound balance from this menu. The game pauses while this menu is displayed.



BATTLE MAGIC

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 colors, so magic produces a polychromatic display of swirling clouds. These 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 is available in Appendix A on p. 41. 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 center 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 available on the battlefield only if the current regiment is a Wizard. You can cast a spell only if the required number of Magical Power Points is available. Once the spell is cast, the appropriate number of Magical Power Points is 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 center of the icon interface turn red when a spell is pending. You can cast only as many spells as there are available spell points for that Magic Phase.

Wizards from the same army must share the points available. If one Wizard casts a spell which requires three points and there are only three available, your other Wizards must 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 appears. You can then select a spell or a Magic Item and choose a target if one is required. To close the Magic Panel, select the Magic button once more.



The mouse pointer changes into a magician's staff when you select 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 are immediately cast or used, e.g. Crystal Cloak. You can only cast a spell if the required number of Magical Power Points is 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 canceled and left-click.

- To stop an enemy's spell, cast Dispel Magic.

➥ For a full list of Magic Spells, see Appendix A on p. 41.

USING MAGIC ITEMS

Magic Items can generally be used just once in every Winds of Magic Cycle. You must then 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 drop the items on the ground. The same is true of gold coins. When you successfully complete a mission, both items and gold are collected by your army as they leave the battlefield. The items appear in the storage slots on the right page of the Troop Roster and can be redistributed amongst your regiments. See *The Troop Roster* on p. 25 for full details.

Note: If you lose a mission, items and gold are NOT collected.


You can pick up a dropped item during a battle. Simply point at the item and the pointer changes to a grasping hand, then left-click on the item. The current regiment attempts to pick it up. If they have no room for the item then your regiment can't 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 armor, so the Wizard won't pick the item up.

The Experience Level of the regiment governs how many Magic Items it 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 own only one item of each type—Shield, Weapon and Banner. Once you collect an item, the regiment can use it immediately, via the Magic button.

DROPPING MAGIC ITEMS

You can drop a Magic Item on the battlefield by holding down Alt and left-clicking on the item's icon from the Magic Panel. It lands on the ground nearby. Beware, enemy regiments like to own Magic Items as much as you, and they try to pick up anything they find!

MISSION ENDED

The mission ends when:

You win; having defeated all the enemy regiments.

–or–

You lose; having had all your regiments destroyed or routed from the battlefield.

–or–

Commander Bernhardt is killed! This results in the end of the campaign—Game Over!

DEBRIEFING

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

Along the bottom of these pages some new icons appear:


Go to previous page.


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


Go to next page.


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


Selecting this icon takes 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



With this book you can recruit new troops and replace casualties, providing you have enough gold coins to pay for them! You can also sell armor and sell or move Magic Items.

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


This takes 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. **10/16** = 10 troops left from a maximum of 16.

The regiment's Armor Level as represented by small shields.

➥ **0 shields** = No armor (normal clothing)

➥ **1 shield** = Lowest strength armor

➥ **5 shields** = Highest strength armor

The number of shields and empty shield slots indicate the maximum Armor Level for the regiment.

➥ GOLD shields show the minimum Armor Level (this may not be sold).

➥ SILVER shields represent any extra armor that has been bought (this armor may be sold if required)

NOTE: Wizards have no use for armor and thus don't have an Armor 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 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 are returned to you storage area, but armor or troops you purchased for them are not returned.



You can read about particular Magic Spells if you have a Wizard under your command. Wizards specialize in one school of the arcane, so their Spell Books reveal details only for that particular type of magic.

• To open the Spell Book to the first page, right-click on the Wizard's Spell Book icon.



Any Magic Items belonging to the regiment are also shown here.

• To go directly to the pages which identify the item and describe its power, right-click on the item.

➥ Use the bookmark to take you back to the first page of the Troop Roster when you're finished.

• To view details on the current owner of the item, right-click on the regiment's banner.

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 are rewarded with an increase of Threat Level. Threat Levels affect a number of regiment attributes—skill with standard or trajectory weapons and 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 also improves, e.g. bowmen 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	3	1000
3	3 (maximum)	4 (maximum)	3000
4			6000

All Wizards begin the campaign with Dispel in their repertoire. See Appendix A on p. 41 for a full list of spells for each magic type.

GIVING ITEMS

You can pick up a Magic Item on this page and give it to another regiment. That regiment can then use the item in the next battle they fight.

• To transfer a Magic Item, left-click on the item, then drag it over an empty Magic Item box belonging to another regiment and release the mouse button.

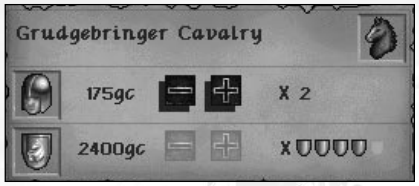
➥ Some regiments won't accept certain Magic Items. For example: a Bright Wizard can't be given an Enchanted shield because Wizards cannot use armor of any kind.

NOTE: Regiments can only carry one of each type of Magic item. When you pick up an item, any regiment that cannot carry it is grayed out.

You can store up to twenty different Magic Items at camp. The right-hand page displays a list where items collected from the battlefield 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 up these items and give them to your regiments.

BUYING AND SELLING

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



The name of the currently highlighted regiment appears 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 armor purchasing. The information shown in these sections relates only to the currently highlighted regiment.

To purchase troops for the regiment, click 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) is deducted from your total gold. The regiment's current size changes 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 is grayed out. You can reduce the number of troops you are buying with the - button, but you cannot actually sell troops.

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

To purchase armor for the regiment, click the + button to the right of the shield icon. Each time you click, the cost of the armor (shown to the left of the + / - buttons) is deducted from your total gold. The regiment's current armor level changes to show the new armor level as a red shield. You cannot increase the armor level beyond the regiment's maximum (depicted by the empty shield slots), and you must have sufficient gold to cover the cost of the armor. If you can't buy armor for any reason, the + button is grayed out. You can reduce the amount of armor you are buying with the - button.

NOTE: Each level of armor is progressively more expensive!

To sell armor for the regiment:

1. Left-click on one of their shields in the main area of the screen and drag the shield over the Current Gold icon at the bottom-left of the screen (you cannot sell gold shields). The armor's sale value appears.
2. Release the button to sell the armor for that price (you are asked to confirm the transaction) or move the armor away from the Current Gold icon and release the button to abort the sale.

NOTE: If you sell a red shield in this way, you receive the full value of the armor, just as if you had clicked the - button to the right of the shield icon (you are simply deciding not to buy the armor after all). However, if you sell a silver shield you receive only a portion of what you originally paid (the armor is second-hand).

Throughout this process, the new troops and armor 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 finalized when you exit the Troop Roster. Next time you view the roster, all the figures are in black and silver. You cannot undo your changes.

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

To sell a magic item:

1. Left-click on the item in the main area of the screen and drag the item over the Current Gold icon at the bottom-left of the screen. The item's sale value appears.
2. Release the button to sell the item for that price (you are 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 a battle concludes, you return to camp. From here you 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 are revealed as you recover at camp, and you also might have to make important decisions about what to do next or where to go.

- To save your campaign while at camp, select 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

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

Position your Cannon regiment as far Northeast within the Deployment Area as you can, facing N in the direction of the cliff top by the waterfall. Place your Infantry unit on the N edge of the area from their starting position and rotate them to face NE. Give them an order to move NE to a point between the two trees. They act on this once deployment is ended. Move your Crossbow regiment into the NE corner of the Deployment Area and leave them there.

STRATEGY

Your army is aware of two enemy regiments during deployment. Goblin Archers move south from their starting position at the top of the battlefield and head for the cliff top near the waterfall and then wait for targets. They fire on any approaching regiment. Your regiments are safe from their arrows within the Deployment Area, but as you move North, your regiments soon fall within the Archers' range. A regiment of Goblin troops heads south, then turns south-west then west en route to the NW Trading Post.

First, give your Cannon regiment orders to fire on the cliff top Archers. Even from that range they should hit their targets. The Archers might retreat off the battlefield after taking casualties. They are more likely to swiftly move east and then south-east to avoid the fire, hoping to get close enough to your Cannon regiment to attack them. As soon as they move (retreating or otherwise), instruct your Cavalry to attack the Goblin regiment who should be almost North of the Cavalry's position by now. Try and use the Grudgebringer Sword on them as you charge into battle. You should defeat them, aided by the fact that the Archers are no longer giving the Goblin regiment any protection. If executed properly, a command to charge can also panic the enemy into fleeing.

You should switch to your Crossbow regiment and order them to fire on the Archers who have moved down from the cliff top to the trees NE of the Crossbow regiment's position. This should be enough to finish the Archers off (or at least force them to retreat off the battlefield).

At this point two new enemy regiments are sighted. Some more Archers install themselves on the cliff top, whilst another regiment of Goblin troops swarms south and (if unattended) attacks your Cannon regiment. Command your Infantry, Cavalry and Crossbow regiments to destroy the Goblins.

Once the enemy is near, order the Crossbows to hold their fire to avoid hitting your other friendly regiments with arrows. Move the Crossbow regiment to a safe distance away from the fighting. It should be safe to use your Cannon regiment once again to pick off the new Archers on the cliff top. If you feel particularly brave, halt the Cannon regiment and send in the Infantry and Cavalry to attack the remaining Archers. It is always a good idea to tell your Cannon regiment to cease fire once your own regiments are within the target area.

You can use the Cavalry (who have the higher armor rating of the two regiments) to attack the Archers first, mainly because the Cavalry reaches them much quicker and thus give the Archers less time to reload their weapons! Once the Archers are in hand-to-hand combat, send in the Infantry to help finish them off.

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 100 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.

TIP: Use the camera controls to zoom out as far out as it goes. This gives you a good view of the entire battlefield and a better understanding of the enemy's movements once the battle begins.

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 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 are able to fight if they regroup elsewhere on the battlefield. You 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 are 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.

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, modem or null-modem cable. Each option utilizes the DirectPlay drivers which are installed as part of DirectX 5.

The Multiplayer screen contains three options:

PLAY	Begin the Multiplayer game. See *Play* on p. 36.
EDIT ARMY	Edit your army prior to entering the battlefield. See below for further details.
MAIN MENU	Return to the Main menu.

EDIT ARMY

This option lets you 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 is Allied, so only Allied armies appear in the list.

- To display Greenskin armies, left-click the Greenskin icon, and so on.
- To create a new army with various levels of gold to spend, click a New Army.

At the bottom of the screen you have three options:

Delete	Delete the currently selected army from the list.
Edit	Edit the army as detailed below.
Exit	Exit this screen and return to the Multiplayer screen.

EDIT

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

You should be familiar with most of the icons along the bottom of these pages. You can save the army by accessing the Disk icon. You should do this when you finish editing the regiments.

NOTE: You can't buy additional troops for a regiment because each regiment begins with a full compliment.



Troop Catalog: This icon lets 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 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 is unavailable.



Magic Item Catalog: 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. You can hold up to twenty items in storage.

- Having equipped your armies and saved them, exit the Troop Roster then select EXIT from the Army Editor menu 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 are available if your PC is suitably equipped and configured.

IPX: Typically this is 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 to play over a LAN. Click OK when presented with a request box for an IP address. To play over the Internet or other Wide Area Network (WAN) you must 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 28.8kbps or greater)

Direct Serial: This requires an ordinary null-modem cable. You are required to supply additional configuration information. Ensure that the correct COM port has been selected for each machine. The default values for the other settings are acceptable for *Dark Omen*. If you alter the configuration, both machines must be set the same. 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 are supplied by 3rd parties such as online gaming providers. In these cases you should seek advice from the 3rd party involved.

- To continue, left-click on the connection type of your choice, then select CONNECT (you may be asked to enter additional configuration information). The connection is made (except for modem play—see below).
- If you change your mind, BACK returns you to the previous screen.

AVAILABLE SESSIONS SCREEN



This screen shows a list of the available sessions on the current connection (if any exist).

- To update the list (in case a new session was created since you connected) left-click REFRESH.

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 is labeled by the name you have entered.

- To join an available session, left-click it, then select JOIN. To create a new session, select CREATE. Either way, the Session screen appears.

NOTE: If you are using modem play, clicking CREATE or JOIN prompts you for further configuration, as follows.

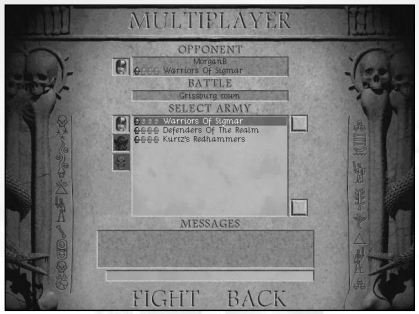
The Create button activates a dialog box allowing you to select the required modem.

- To place your modem in answer mode, select the required modem and click ANSWER. The other player calls your modem.

The Join button activates a dialog box that allows you to select the required modem and enter the telephone number you wish to call.

- To dial up the other modem, provide the necessary information, then click CONNECT.

SESSION SCREEN



Once your opponent connects, his army race, strength and name appear 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 ratings. 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 created the session must select the battlefield on which to play. The player who joined the session cannot change it.

At the bottom of this screen is the message window.

- To exchange messages with your opponent, type on the keyboard, then press Enter. Your messages, and any replies, appear in the message window.
- To go to battle (once both players have configured the session), select FIGHT.

NOTE: As soon as either player clicks FIGHT, the opponent has 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 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 return to the Available Sessions screen. If you are connected over dial-up Internet or modem the connection is still active.

- To disable the modem connection, click BACK to return to the Connection Screen. When you quit *Dark Omen*, dial-up connections active before you started *Dark Omen* must 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 'WinIPCFG' (see the following instructions). If so, it is recommended that you do this before starting *Dark Omen*.

GETTING YOUR IP ADDRESS

- Hold the mouse cursor over the Create button on the Session List screen. Pop-up text appears with your current IP address. If Pop-up Help is turned OFF, you must hold F6 while doing this.

–or–

➥ If you are using a dial-up Internet account you must connect before starting the WinIPCFG program.

1. On the Start menu select RUN, then type **winipcfg** and click OK.
2. In the drop down box a list of your network devices appears.
3. Select the correct device. If you are using a dial-up connection ensure that the device PPP Connection is selected.
4. 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 joins the game types in this address when prompted by *Dark Omen*.

RULE CHANGES IN MULTIPLAYER

There are a few rule changes in a Multiplayer game, compared to a solo campaign:

➥ Invoking the Map during a battle (press Tab or Spacebar to toggle 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 fear your Giant Spider but don't fear their own! (See *Special Rules* in APPENDIX B on p. 53 for details on Fear.)

➥ If your Night Goblin regiment contains Night Goblin Fanatics, a swinging ball and chain above the regiment appears 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 color of the order buttons found on the Control Panel 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 send a message to your opponent, press F4 or T, then type your message, and press Enter. Messages appear on-screen during the battle.

ABORTING A MULTIPLAYER GAME

- To abort the game, press Esc. If you decide to abort, the Sessions list appears. The connection is not broken until you select BACK from the Sessions list.

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:

DISPEL MAGIC



Magical 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 neutralized. It may also be cast on a regiment which is currently engulfed by magic. Dispel is more effective when more magic is channeled into it, but its potency is reduced after each attempt to dispel.

- To achieve this, you must left-click one to three times on the spell before casting.

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 Flamestorms upon their enemies.

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 armor offers no protection from the searing blast. By channeling more magic into the spell, the mage can produce multiple Fireballs.

- To achieve this, you must left-click one to three times on the spell before casting.

SANGUINE SWORD



Magical Power Points cost: 3

Magical flaming swords materialize around the mage and 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 BURNING 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 canceled 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 canceled 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 practiced 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



Magical 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



Magical Power Points cost: 3

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

ICE SHARDS



Magical 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



Magical 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 armor cannot protect those who are trapped in its wake.

SHIELD OF COLD



Magical 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 canceled by the caster. The shield offers no protection from melee attacks and is dispelled if the subject enters hand-to-hand combat.

HAWKS OF MISKA



Magical 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



Magical Power Points cost: 3

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

CRYSTAL CLOAK



Magical 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 is deflected as normal but also destroys the shield, thus rendering the mage open to further attacks.

Waaagh Magic



Orcs 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 Orcs and Goblins and this sense of euphoria and common identity is known as the Waaagh. This energy vents itself through the most receptive Orc or Goblin mind present. Such individuals are called Shamans, and use the power of the Waaagh to cast their magic spells.

BRAIN BURSTA



Magical Power Points cost: 1 (per Bolt)

The shaman sends a bolt of energy flying towards the target. The first target hit by the blast suffers the unfortunate consequence of their head exploding in a shower of bone and blood. Tougher creatures can withstand this mental assault, but armor offers no protection whatsoever. By channeling 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



Magical 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



Magical 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.

FISTS OF GORK



Magical 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 UZ



Magical Power Points cost: 1

This spell protects the chosen Orc 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



Magical 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.

GAZE OF NAGASH



Magical Power Points cost: 2

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

RAISE THE DEAD



Magical 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 canceled or dispelled, or the Zombie regiment killed, before the spell may be cast again.

DOOMBOLT



Magical 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 does not travel very far before it fades. By channeling 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



Magical 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. Armor provides no defense against this spell.

BLADE WIND



Magical Power Points cost: 2

This whirling torrent of magical energy materializes 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.

ARNIZIPAL'S BLACK HORROR



Magical 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 armor can expect any defense against this spell.

SOUL DRAIN



Magical 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 revitalizing the mage. Only magical armor offers any resistance.

WITCH FLIGHT



Magical 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 armor, and any undead troops hit by the sword suffer twice the normal damage. This sword may be used only 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, regardless of any armor 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 channeling 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 armor if they have none. This item can be utilized only by troops who are 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 are ineffective.

SHIELD OF PTOLOS

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

ENCHANTED SHIELD

The Enchanted Shield provides the bearer's regiment with an extra level of armor, or provides a basic level of armor if the regiment has none. This item can be utilized only by troops who are 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 is 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 never breaks from hand-to-hand combat and is immune to fear.

MORK'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 explodes, dying immediately. This banner may be carried only 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 Cycle, 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 be carried only by Wizards.

BOOK OF ASHUR

This enchanted book contains mysterious secrets allowing a Wizard to increase his repertoire of spells by one (to a maximum of five spells). The Book of Ashur may be carried only 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 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 rout across the battlefield just to get away from their foe! Similarly, if a regiment encounters an enemy they hate, they need no second invitation to engage in battle. If a race is immune to fear and hatred then it goes without saying that they are 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 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)	—	—	—
Dwarf Warriors (A)	—	Night Goblins (G)	—
Treeman (A)	All *	—	Yes
Wood Elf Archers (A)	Goblins	—	—
Wood Elf Glade Guards (A)	Goblins	—	—
Grail Knights (A)	—	—	Yes
Orcs (G)	—	Dwarfs, Treemen (A)	—
Giant Scorpion (G)	All *	Dwarfs, Treemen (A)	Yes
Giant Spider (G)	All *	Dwarfs, Treemen (A)	Yes
Night Goblins (G)	—	Dwarfs, Treemen (A)	—
Night Goblin Fanatics (G)	—	Dwarfs, Treemen (A)	Yes
Troll (G)	All *	Dwarfs, Treemen (A)	Yes
The Black Grail (U)	All *	—	Yes
Ghouls (U)	All *	—	Yes
Hand of Nagash (U)	All *	—	Yes
Mummies (U)	All *	—	Yes
Screaming Skull Catapults (U)	All **	—	Yes
Skeleton Archers (U)	All *	—	Yes
Skeleton Horsemen (U)	All *	—	Yes
Skeleton Warriors (U)	All *	—	Yes
Undead Chariots(U)	All *	—	Yes
Wights (U)	All *	—	Yes
Wraiths (U)	All *	—	Yes
Zombies (U)	All *	—	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	Take twice the damage from fire attacks.
Allied	Imperial Steam Tanks	Cannot be engaged in melee. They run over any enemy troops who get in their way!
Greenskin	Night Goblin Fanatics	Can't be engaged in hand-to-hand combat. They plow through a regiment regardless! (These are hidden in other Goblin regiments.)
Greenskin	Trolls	Magically resistant. There is a 50% chance that a Magic Spell does not affect them. They 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° vision.
Undead	Wraiths	Can be harmed only 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* is 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 flee in only the most desperate circumstances and their hatred for Orcs 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, 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) AND IMPERIAL CANNON






These machines fire heavy cannonballs which can tear through enemy regiments and light buildings with ease, but they are progressively more inaccurate the further they fire. Their enormously long range is only equaled by Orc Rock Lobbers, but they require Line of Sight to their targets as the cannonballs are fired in a very shallow arc. Armor 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 (FLAMESTRIKE)




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 armor.

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 armor they can utilize.

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 do not wear armor. They never break from combat.

IMPERIAL STEAM TANK




This machine is in effect a mobile cannon and is very heavily armored. 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. Armor 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. Armor 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 armor they can utilize.

ICE MAGE (STORMBRINGER)




Ice Magic is a native form of Magic practiced 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 armor.

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 armor. 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 wear only light armor 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 wear only light armor 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 armor.

GREENSKIN REGIMENTS

GIGANTIC SPIDER




These huge and horrific monsters are worshipped by Night Goblins. They have 360° 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




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




This regiment of Night Goblin Archers conceals Night Goblin Fanatics, making them a threat both from a distance and in melee.

NIGHT GOBLIN SHAMAN




These Goblin Wizards are slightly tougher than ordinary Night Goblins and have the powers of Waaagh magic at their disposal. Like all Night Goblins, Shamans 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 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. Armor 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 equaled 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. Armor 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 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 is immune to this type of psychology themselves. Armor 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 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 aging 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 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 aging remains of fallen warriors, re-animated by the power of necromancy. A regiment of Skeletons never flees 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 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 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 practiced. 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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TECHNICAL SUPPORT

The *Dark Omen* CD includes a Windows Help file that provides solutions and answers to the most common difficulties and questions about how to properly run this product.

➥ **To access the Help file**, select the **Help** file from the **Start** > **Programs** > **Dark Omen** menu.

The Help file contains a utility that allows you contact EA via fax or e-mail. The utility automatically detects your system's hardware and organizes this information into a report.

➥ **To run the support utility**, select **IP.EXE** from the **Start** > **Programs** > **Dark Omen** menu.

TROUBLESHOOTING DOCUMENTS ONLINE!

Electronic Arts Product Support now offers troubleshooting guides that help overcome some common difficulties. If you have access to the World Wide Web, you can find these guides at **http://www.ea.com/techsupp/troubles.htm**

Here you will find troubleshooting information on **DirectX**, **Joysticks**, **Modems**, and **Networks**, as well as information on regular system maintenance and performance. (For game-specific information and additional troubleshooting, visit our main page at http://www.ea.com/techsupp.)

Abbreviated versions of these guides are included in the Help file on the CD for your convenience.

For more detailed technical support and contact information, please consult the *Dark Omen Reference Card*.

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Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, California 94063-9025

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