

GAME MANUAL

WARHAMMER
40,000

ARMAGEDDON™ DA ORKS





CONTENTS

1. INTRODUCTION	6
1.1. System Requirements	6
1.2. Installation	6
1.3. Steam	7
1.4. Uninstalling the game	7
1.5. Product updates	7
1.6. Unified Login System	9
1.7. Game forums	9
1.8. Need help?	10
2. THE MAIN MENU	10
2.1. Campaigns	11
2.2. Scenarios	12
2.3. Multiplayer	12
2.4. Load Game	12
2.5. Additional Buttons	12
3. USER INTERFACE	13
3.1. The Battle Map	13
3.2. Info Bar	15
3.3. Command Panel	16
3.4. Orders	18

4. TERRAIN	19
4.1. Clear Terrain	19
4.2. Seas and Lava	20
4.3. Mountains	20
4.4. Slopes, Craters and Hills	20
4.5. Rough Ground	21
4.6. Jungles	21
4.7. Swamps	21
4.8. Settlements and Fortifications	22
4.9. Rivers	22
4.10. Roads and Monorails	22
4.11. Grope Weed, Helsreach Monsters and Shifting Sand	23
5. UNITS	23
5.1. Moves and Attacks	23
5.2. Attributes	25
5.3. Infantry	26
5.4. Walkers	27
5.5. Vehicles	27
5.6. Tanks	27
5.7. Artillery	27
5.8. Aircraft	28
5.9. Titans	28
6. FACTIONS	28
6.1. The Imperium	28
6.2. The Orks	29
6.3. The Space Marines	29

7. PURCHASING ARMIES	30
8. MULTIPLAYER	31
8.1. Multiplayer Interface	31
8.2. Skirmish Mode	33
9. THE EDITOR	35
10. HOTKEYS	35
11. CREDITS	36

1. INTRODUCTION

Warhammer 40,000: Armageddon: Da Orks is a fantasy war game set in the Second War of Armageddon. Under the command of Warboss Ghazghkull Thraka, you will lead the Orkoid forces across the vital Hive World of Armageddon in a great WAAAGH! Forces of the Imperium of Man are going to do their best to stop you - including sending three chapters of Space Marines. They must not prevail!

1.1. SYSTEM REQUIREMENTS

OS: Vista/7/8

Processor: Intel P4/AMD/Athlon XP or better

RAM: 1GB

Video Card: 256 MB Direct X 9 compatible (512 MB recommended)

Sound Card: Direct X 9 compatible

Multiplayer: Asynchronous PBEM++

1.2. INSTALLATION

Please ensure your system meets the minimum requirements listed below. To install the game, either double click on the installation file you downloaded or insert the *Warhammer 40,000: Armageddon: Da Orks* CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3. STEAM

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

Any games purchased from the Slitherine or Matrix stores that are available on Steam as well can be registered for a Steam Key, which will allow you to add the game to your Steam library. To do this go to http://www.slitherine.com/my_page/steam_serials and enter your serial number that came with the download.

1.4. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the game's Windows **START** menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.5. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games and Slitherine release updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the Update link in your Game Menu or by using the Update Game shortcut in your Windows **START** menu folder for the game.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two step process:

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

Register a New Game Purchase - Once you have signed up for a Slitherine Group Member account, you can then register any Slitherine/Matrix title you own in your new account. To do so, log in to your account on either the Matrix Games website:

www.matrixgames.com

or the Slitherine website:

www.slitherine.com.

Click Register Game near the top to register your new purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section <http://www.matrixgames.com/games>. Once there select the game you wish to check updates for, then check the downloads link.

Certain value content and additional downloads will be restricted to Members Area members, so it is always worthwhile to sign up there.

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

Thank you and enjoy your game!

1.6. UNIFIED LOGIN SYSTEM

Slitherine and Matrix now have a new "Unified Login System". This allows you to access the Slitherine, Matrix and Wargamer sites using just one username and password. To merge your accounts so that they work for all three sites, go to:

<http://samelogin.slitherine.com/>

and enter the details of one of your accounts (ie. Either your Matrix or your Slitherine login). You will then be presented with the option to merge your accounts (listed as "[Merge my accounts]"), which will then allow you to combine any other accounts you have and/or generate a user for another website using the same details (For instance, if you were called "JohnSmith123" on the Slitherine site but had no account on Matrix, you could enter the details into the site and it would create a "JohnSmith123" account for Matrix as well, with the same password as the Slitherine login.)

1.7. GAME FORUMS

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

website and click on the Forums hyperlink. Note that some games only have forums on one of the websites, so you may be redirected to the other if necessary. Your details will work on both websites, provided you have set up your account with the Unified Login System (see above section for details).

1.8. NEED HELP?

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

2. THE MAIN MENU



2.1. CAMPAIGNS

After clicking the Campaigns button on the main menu, you will be asked to choose one of the following options:

- **Tutorial:** A short campaign to teach you how to play Da Orks. At the planet Urk, forces of the Orks must be united before they can commence the invasion.
- **Act 1: Armageddon Prime** - Begin the WAAAGH! and launch the invasion of Armageddon Prime.
- **Act 2: Armageddon Secundus** - With Armageddon Prime secured, the Orks cross the Equatorial Jungle and move to take over the rest of the planet.
- **Bonus Act: We woz robbed** - The Orks succeed in the Battle of Tartarus. The newly deployed Space Marines must now suffer Thraka's wrath.

In a campaign you play through the different battles that occurred during the war for Armageddon. Completion of one battle will take you to the next one after dialogue explains how the next mission works. You will also get to bring your army into the next battle along with all of its experience and equipment too.



2.2. SCENARIOS

Clicking on "Scenarios" will allow you to play a single battle against the AI. There are 18 different battles to choose from. Single battles, like the main campaign, are played as the Orks, so they can be used to try strategies out before you play the mission in campaign mode. Upon beginning a scenario, you will be given a predetermined army, which will have equipment similar to what you might have collected if playing a campaign.

2.3. MULTIPLAYER

This will open up the multiplayer lobby, allowing you to play turns of games you have begun with other players, as well as setting up and accepting new challenges. On beginning a multiplayer game you will be given the option of playing as either the Imperium or the Orks.

2.4. LOAD GAME



Choosing this option will allow you to load a game you had saved previously. Games can be saved and loaded from the menu on the battle map, or by using Ctrl+L to load and Ctrl+S to save. It is also possible to save both scenarios and campaigns.

2.5. ADDITIONAL BUTTONS

There are 5 other buttons on the main menu: Options, Manual, Credits, More GW Games and Exit.



Options allows you to edit various options such as how quickly you scroll over the map, screen resolution, audio options and if you want tutorial messages on or off.

Manual brings up a .pdf file of this manual, and is useful for in-game reference.

Credits tells you everyone who helped make the game.

More GW (Games Workshop) Games will open the Games Workshop internet page, where you can buy other games and merchandise related to both Warhammer 40,000 and other Games Workshop products.

Exit closes the game, returning you to the desktop screen.

3. USER INTERFACE

3.1. THE BATTLE MAP

Once you begin a scenario, most of the screen will be occupied by the battle map. This is where you will give units orders, view parts of the map you own and generally spend most of your time in the

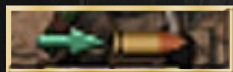


game. Occasionally you will get a message appearing on the battle map, such as requirements for victory. These are important as some can significantly alter how the battle runs.

The battle map is divided into hexagonal tiles (usually referred to as "hexes"). Each one has a single terrain type (explained later in this manual) and possibly a road. Each hex can also hold a maximum of one unit.

The map can be panned by clicking and dragging in the direction you want to move, or by simply moving the mouse to the edge of the screen, scrolling the map in that direction. It is also possible to zoom the map in or out by moving the mouse wheel up or down. There are many different zoom levels, the closest focusing on very few hexes whilst the furthest out shows a very large section of the map. It is quite likely that you will keep it somewhere in the middle.

Each unit has one attack and one move action that it can use each turn. Indicators are kept above the unit's strength plate, a green arrow to represent an unused move action and a bullet for an unused attack. Actions not used by the end of the turn do not carry over to the next turn, as each unit will be reset to one of each.



On each map there will be a series of objectives that you will be required to attack or defend for a victory. These hexes are marked by a thick gold border and a symbol indicating who owns them. The Orks have a metallic skull symbol, most other emblems belong to the Space Marines or other Imperial forces.



In the top-left corner of the map a button can be found that will bring up a small menu, which can also be accessed by pressing Escape. Options here include:

- **Save Game:** save your game so you can continue it later.
- **Load Game:** abandon your current game to load another.
- **Options:** brings up a menu allowing you to change game language, effect speed, volume and other preferences.
- **Restart:** deletes all progress in a scenario, returning to the state you and your opponent were in at the beginning of Turn 1.
- **Main Menu:** returns you to the main menu. This does not automatically save your game.
- **Quit Game:** closes the game, returning you to the desktop.



3.2. INFO BAR

Occupying most of the top of your screen is the info bar. This tells you how many Glory Points and Requisition Points you have. In addition, the End Turn button is found here.



To end your turn, click on the Button labelled "Turn ___ of ___". It is a good idea to make sure you haven't forgotten any units first as there is no way to go back to your previous turn. On ending your turn, you will watch the enemy carry out all of their moves and attacks, before progressing to the next turn.

Requisition Points are represented by a gear symbol and represent how much money and resources can be spent on reinforcing and buying new units.

For example a weaker unit might cost around 200 Points, while a stronger one could cost over 1000.

Glory Points are displayed as a group of teeth and measure how well you have done throughout the campaign. These cannot be used to either purchase or replenish armies.

3.3. COMMAND PANEL

On the right edge of the screen is a large panel with various commands. In addition the minimap and unit statistics can be found here.

The minimap is found at the top of the command panel. It shows a low-detail version of the entire map, including the location of units (represented as circles) and settlements (represented as squares). Imperial & Ork forces are shown in different colours on the minimap.

Next to the minimap are 4 buttons. From top to bottom they are:

- **Deployed Forces:** all units currently on the battle map are displayed in a list along with their current strength levels, which is shown by a green bar. If the green bar is long, the unit is stronger. A short bar indicates that the unit may need replenishing.
- **Reserves:** all units that you own but are not currently on the battle map. During the deployment phase of each scenario (except for the first) in a campaign, all units begin here.



The reserves panel is automatically opened when you begin a deployment phase.

- **Defeated Armies:** shows a list of your units that have fought for you but died.
- **Strategic Map:** shows the entire map in the part of the screen that normally shows the battle map. This is zoomed in as far as possible while still showing you the entire battle. Units can only be seen by unit type, represented by a symbol (eg. Infantry, Titan etc.)

If you click any button a second time, the menu will be removed. Clicking the strategic map twice will return you to the battle map.

Below these commands will be images and statistics for any units that are either currently selected or moused over. Included in the statistics are the strength, weapons, experience and other useful data about the unit. Each unit has a maximum strength between 1 and 100, where stronger units have less base strength (for example, a Gutrippa has 8 strength points, while Slugga Boyz have 40) but more power per strength point.



Each unit carries one to three weapons, each with its own stats. Many units carry both a melee and a ranged weapon. Depending on how far away the target is, a unit may attack with either one, two or three weapons - all that are able to strike from that distance will be used in combat. Note that weapons with range 0 are only used in assaults. Some weapons can have more than one strike at the enemy in the same attack, but risk taking more damage as a result.

Experience is gained by each unit as it fights more battles. As it gains more experience your unit will gain a bonus when attacking and a smaller one when defending.

Every unit also has a morale level of either good, normal, low or broken. Units begin with good morale (and as result slight bonuses when fighting), but will easily lose this. Normal morale causes no penalties, but also no bonuses. Low and Broken morale causes your units to fight less effectively.



3.4. ORDERS

Occupying the bottom of the command panel will be the orders buttons.



Next unit: Select the next unit that can move and/or attack.



Undo last move: Undo your move so that you can try something else instead. This is only possible if your unit is still selected and has not attacked or uncovered anything from the fog of war.



Upgrade: Allows you to upgrade your unit to a better one. Any cost difference will require you to spend Requisition Points.



Previous unit: Select the previous unit that can move and/or attack.



Rest and Refit: This will provide your unit with a small morale boost. It will use up the unit's turn, but does not cost Requisition Points.



Use Transport: If a unit has a transport attached it will use that instead of walking. This may be helpful if the transport has a higher defense than the base unit. Units

that wish to travel further than the base unit allows will automatically use the transport.



Replenish: Increase your unit's strength to the highest it can go, limited by your amount of resources and its maximum strength (100 for an Attack Squig for example)



Purchase: allows you to buy new units if you have the requisition points required. Most units cost between 200 and 1000 points.



Sleep: tell the unit to wait for a turn, stopping it from being picked by the Previous and Next unit commands. It is possible to move and attack with it after telling it to sleep (provided they haven't already done so), however this will cancel the sleep order.



Disband: delete the unit.

4. TERRAIN

The landscape varies greatly across Armageddon, and has the possibility to destroy an offensive before you even get to the enemy lines. Different units have their own unique way of reacting to the land, so be sure to consider how to use it to your advantage before deploying your troops in order to get the best outcome possible.



4.1. CLEAR TERRAIN

Clear terrain is land that is reasonably flat and as a result can be crossed by all types of units at the average speed. This type of land is

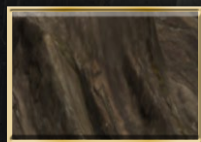
represented as wasteland, ash and grass. In addition, the bases of Hive Cities are treated as clear land for the purposes of army movement.

4.2. SEAS AND LAVA



Seas and Lava terrains are present in regions where there is a lot of water or molten rock. Only aircraft and hovercraft are capable of crossing either region. In addition, large walkers can cross water, but do so at half speed. These regions are shown as Deep, Shallow, Toxic and Thermal Water, as well as Lava Rivers and Lava itself.

4.3. MOUNTAINS



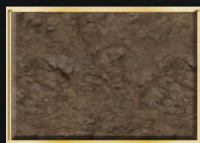
Mountain terrain is the representation of tall mountain ranges. These are great obstacles in the path of any offensive, and are very good at blocking line of sight (making the fog of war cover all of the regions behind them). Only aircraft have the capability to cross mountains - all other units will have to find some way around them. Mountain, Volcano, Rock and Wall hexes are all considered mountains.

4.4. SLOPES, CRATERS AND HILLS



Slopes, Craters and Hills are major problems for any machine, and as a result most units will be significantly slowed while crossing them, including hovercraft. Gentle Slopes cannot be crossed by any heavy equipment while lighter equipment is slowed somewhat. Hills and Slopes are also difficult to see over, and will block your unit's line of sight.

4.5. ROUGH GROUND



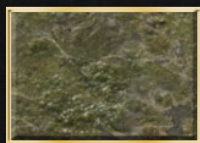
Rocky landscapes are shown in this game as "Rough" tiles. Rough tiles provide some cover to your units, but also slow your units down substantially. All units are able to cross rough terrain, but lighter units with tracks will do the best job in the region.

4.6. JUNGLES



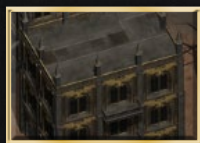
In the game you will encounter three types of jungle - sparse, normal and dense. Sparse jungle slows your heavier units down, but doesn't completely stop anything from passing. Normal jungle is harder to move through and blocks line of sight better than sparse jungle. Some heavy equipment will not be able to pass through Normal jungles. Dense jungle is almost impossible to cross - only light infantry and aircraft can do it. However dense jungle provides great cover and blocks all line of sight.

4.7. SWAMPS



Swamps are large wetland regions such as marshes and bogs, and are difficult to move through. Wheeled units struggle the most, light ones requiring an entire turn to cross one swamp hex. Heavier units will never be able to cross a swamp, and will need to find another way around. Swamps provide no cover, and as a result are useless in a defensive line.

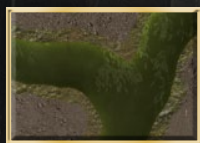
4.8. SETTLEMENTS AND FORTIFICATIONS



These terrains include settlements, ork camps, fortifications, strongpoints, trenches, factories and ore mines. With the exception of trenches, these terrains are unique in that only infantry can enter them (not even aircraft can). They also provide excellent cover (but block your line of sight). Fortification, Strongpoint and Trench hexes also provide a defensive bonus for any units stationed there.

NOTE: Settlements, Fortifications and Trenches are the only terrain types in the game that provide any specific defensive bonus (other than cover). All other types provide either no difference or a penalty.

4.9. RIVERS



Rivers come in two states - minor rivers and major rivers. Minor rivers are little more than a nuisance to all units except for large walkers, hovercraft and aircraft, as they use up a unit's turn to walk on. Major rivers are a large problem for generals as they cannot be crossed by anything other than large walkers (such as Titans) and flying units and even some submersible vehicles. Toxic and Thermal rivers work the same way as their standard counterparts. In addition, units get defensive penalties when on river hexes.

4.10. ROADS AND MONORAILS



Roads and Monorails represent the infrastructure on Armageddon that can be used for transporting your armies. Roads

extend a unit's movement range by 50%, while monorails triple it. However hovercraft, aircraft and large walkers do not get this bonus.

4.11. GROPE WEED, HELSREACH MONSTERS AND SHIFTING SAND



Grope Weed, Helsreach Monsters and Shifting Sand are similar to other difficult terrain, causing a movement penalty.

5. UNITS

5.1. MOVES AND ATTACKS

Every unit has one move and one attack per turn. These can be done in any order and don't need to be done while keeping the unit selected in between moving and attacking. This means that you can do a recon mission with your infantry, move a titan, capture a city and then return to attack with the infantry.



To move a unit, left click on it to select it. A number of white dots

will appear near the unit. These indicate all the hexes that you can move to that turn. Any hexes that cannot be moved to on foot but can be moved to in a transport will show up with a transport icon (These only occur if you have bought a transport for the unit). Click the hex that you would like to move to, and you will get an animation of the unit moving there. The unit will enter its transport if it needs to. If you don't discover any enemy units (by pushing back the fog of war), you will be able to undo your move via the command panel until you deselect the unit.



***NOTE:** Units exert a "zone of control" in all 6 hexes surrounding them. This limits your movement so that you cannot move through two adjacent hexes if both are in the enemy zone of control within one turn.*

Attacking is done in a similar way. After selecting a unit, any enemy units nearby may have a red ring appear around them. These are the units that you are able to attack (these are determined by the range of your weapons and if they have ammo). By mousing over a unit you will see the predicted combat results. To attack, click the enemy you wish to attack and an animation will appear, showing the results of the battle. If two weapons are eligible for use in a certain battle, both will take part in combat.

***NOTE:** Some weapons can attack more than once within the same battle*

Example weapon statistics:

NAME	RANGE (Min-Max)	STRENGTH	ATTACKS PER TURN
Ork Bite	0	10	1
Slugga	1	20	2
Choppa	0	20	2
Spechul Shoota	1-2	30	5
Gutrippa Kannon	1-3	70	2
Grot Guided Missile	2-5	60	2

NOTE: A range of 0 means that the unit can only attack enemies directly next to it.

5.2. ATTRIBUTES

Every unit has a number of attributes and bonuses that apply to them in certain situations. Many of these can be seen on the sidebar when the unit is selected. Furthermore, clicking on the icon representing it will bring up a message explaining how that attribute works in combat. Weapon specific attributes are listed below:



Range: How many hexes away the weapon can attack.



Attack Strength: Combining the attacker's strength and target's defense rating determines how much damage both sides receive.



Armour Piercing %: The percentage of enemy defense that the weapon ignores.



Shots: How many times in one combat the weapon will attack. More shots means more damage to the enemy.



Accuracy: A percentage chance of scoring a hit on an enemy unit, although when you have 100% accuracy, you

are never guaranteed a hit due to weapon unreliability. This is only visible in the purchase screen.

Attributes applying to the whole unit are as follows:



Morale: The units effectiveness as a percentage. This can be increased by using the Rest and Refit command. Morale below 60% gives penalties to weapon accuracy and unit initiative.



Cover: Depending on what terrain the unit occupies, it may get a cover bonus, which reduces enemy weapon accuracy. Infantry gets the full bonus, aircraft get no bonus, all other units get half of the listed value.



Defense: The counter-strength to an enemy attack. Determines the outcome of the battle, along with the Attack Strength of the attacker.



Initiative: A higher value makes the unit more likely to begin firing earlier. This means that part of the enemy unit may get killed before it even has a chance to shoot back!

5.3. INFANTRY



Infantry are armies that fight on foot (but are occasionally carried in some sort of transport vehicle). They are specially trained to defend and attack primarily in close terrain such as jungles, but will perform poorly in more open regions. A person can access more difficult terrain than any machine, and is able to enter some terrains such as Dense Jungles and Settlements.

5.4. WALKERS



Walker

Walkers are human-shaped machines that are controlled by someone inside. A walker generally has around twice the defensive strength of an infantry, and is quite fast as well. However, they are more limited to where they are allowed to go, and also are more costly than an infantry.

5.5. VEHICLES



Vehicle

Vehicles in Armageddon represent recon cars and other armoured units, but are much weaker than tanks. Many vehicles share similar stats with walkers, including 4 moves or more and extra defense.

5.6. TANKS



Tank

Tanks are extremely strong armoured vehicles that carry immense firepower. While able to control open ground with relative ease, they will struggle to control and even move into more difficult terrain. It costs a lot to build a tank, but they will deliver for every point spent, being able to defeat anything but a Titan decisively.

5.7. ARTILLERY



Artillery

Large cannons and rocket launchers provide decent firepower at long range, and are very useful when used before an infantry or armoured attack. In Armageddon, all artillery are mounted on vehicles and so do not require a transport. This also provides them

with a large movement value. However, they are very weak when defending, so keep a screen of tanks or infantry to protect them.

5.8. AIRCRAFT



Aircraft

Low flying hovercraft become available later in the campaign. Their main advantage is the ability to fly over rivers and lakes, although they are unable to fly over hives or settlements. The Ork aircraft is the Deffkopta, which is not very strong but has long range Rokkit Launchas. It is best suited to attacking infantry from a long range, where they will be unable to respond.

5.9. TITANS



Titan

Titans are very large walkers with colossal firepower and very fast movement. They are by far the most powerful unit in the game, having twice the defensive strength of a tank or five times that of an infantry. Despite this, don't treat a single titan as if it were a whole army - it only has one strength point. All of the material and technology needed to build one puts its cost high - well over 1000 Requisition Points for even the cheapest one.

6. FACTIONS

6.1. THE IMPERIUM

The Imperium of Man is a large empire ruling over one million worlds and covering most of the Milky Way Galaxy. Everyone in the Imperium bows down to the Emperor, a possibly immortal

figure that founded the Imperium during the late 30th Millennium, and any movement away from his beliefs are seen as heresy. The Imperium is in a constant state of war with many alien factions around the universe, which wish to challenge the current supremacy of mankind. The people's faith in the Emperor is the only major idea keeping the Imperium alive. Without it, humanity would have become extinct long ago.

6.2. THE ORKS

The Orks are a divided race, but still the most successful species in the entire galaxy, vastly outnumbering most others. Their entire life is focussed around warfare, with even small disputes being fought over to the death. The Orks are divided into many tribes which are often fighting each other, but occasionally a powerful Ork will emerge, claim he has heard a message from the Ork gods Gork and Mork, and unite a few tribes, beginning a "WAAAGH!", which is the Orkoid name for a massive military crusade. The Second War for Armageddon is one such "WAAAGH!". Although none have successfully done it yet, if an Ork was to truly unify all tribes, the race would be unstoppable and conquer the galaxy.

6.3. THE SPACE MARINES

Space Marines are genetically modified super-soldiers and the elite of the Imperial Forces, wielding the finest weaponry available. They are divided into independent Chapters of approximately 1000 brothers, each chapter having its own transports and being led by a Chapter Master, one of the most important people in the Imperium and one who has a lot of power. In Da Orks the enemy will have control of three chapters of Space Marines - the Salamanders, Blood Angels and Ultramarines.

7. PURCHASING ARMIES

If you want to have an army any better than what you begin the game with, you will eventually have to purchase some units. To do this you will open the purchase screen, which is indicated on the Command Panel as an icon of a factory.

On the left part of the Purchase Screen there will be a series of buttons indicating different factions that will receive the units and classes of the units. In addition there will be an indicator telling you how many requisition points you have (this is shown by the same gear symbol as they are shown with on the Battle Map). Next to this will be a tank symbol and a number. These represent how many units you currently are allowed to build. Each map allows you to deploy a certain amount of units. If a unit is killed, you will be allowed to deploy another.

At the bottom of the panel on the side you will find a list of the different unit classes (described in Chapter 5). By selecting a class

PURCHASE
3000

Orks

Scylla, Bloodcrabs, Great Tank, Scowage with Log Box, Scowage with Cannon, Great Mega Tank, Kill Bunka, Kill Franks (upgraded), Kill Bunka, Kill Bunka (upgraded), Kill Bunka, Kill Bunka (upgraded), Bloodcrabs Battlefortress, Bloodcrabs Battlefortress

Infantry
Walker
Vehicle
Tank
Artillery
Aircraft
Titan
All

Kill Krusha
 Health: 500
 Armor: 4
 Speed: 3
 Fire: 100%
 Accuracy: 30%
 Damage: 45
 Critical: 45%
 Bunka Cannon, 2 Big Shoran

Total costs: 580
Purchase Cancel

you will only see units of that class displayed, while clicking "ALL" allows you to view units from all classes.

The middle section of the Purchase screen is occupied by a series of units and their icons. To choose which one you would like to purchase, simply click on it. Below are the different options for transports that you can use. It is not required that you buy transports, but it is often useful as they increase movement of units. However it comes at a cost of Requisition Points.

On the right you will find a large picture of the unit you have selected, as well as a number of stats about the unit (such as its Spotting, Movement Range and Hit Point Value), as well of those of its weapons. By selecting one unit and mousing over another, you can compare the stats and choose what unit you would prefer. You will be unable to buy any units if you have no core slots available.

NOTE: Accuracy indicates how well the unit is able to find and then hit the enemy with a projectile. The higher accuracy a unit has, the better chance of scoring a kill. Accuracy also is reduced by range (something 2 hexes away will do better than something else at 4)

8. MULTIPLAYER

8.1. MULTIPLAYER INTERFACE

Warhammer 40,000: Armageddon Da Orks comes with a proven multiplayer system (that has been used in other Slitherine titles), and it is just as easy to use in this as it is in most other games.

By clicking on multiplayer in the main menu, you will be asked to "Login". All you need to do here is enter your Slytherine details (if you are using the Unified Login System then it will be those details), and you will be presented with the lobby screen.



The lobby screen contains three tabs. These are "Current Games", "Issue a Challenge" and "Accept a Challenge". The game starts you on the Current Games tab, but you can move to any of them with a single click.

Current Games displays a list of all your games in progress, sorted into "My Turn" (games that you can have a turn of at that moment), "Opponents Turn" (all games that your opponent will need to have his/her turn before you can have another) and "Results" (games that have recently been completed).

To play a turn, select one of the games in "My Turn" and then press "Play". If this is not the first turn of the battle, you will be shown a video of all of your opponents' moves not covered by the fog of war (the exact same way as you would if playing the AI), and then will be able to move your units. Pressing End Turn will send the game to your opponent.

If your opponent has not played their turn for a while, you will be able to "Claim" the game as your victory.

Issue a Challenge allows you to set up a game that will be added to the server. The process of setting up a challenge is almost the same as setting up a single player scenario, the only differences being the option to password-protect a game (so that you can choose who you play) and the ability to choose what side you play and which receives advantages (you can give the advantage to yourself, this is recommended for newer players). If you decide a bit later that you want to take down a game from the server, it is possible to do so as long as the game has not been accepted by another player. Simply press "Cancel" when the game is selected and the game will be removed from the server.

Accept a Challenge allows you to join a game that is currently on the server. If it has a lock icon on it, you will need to enter the password, otherwise you are free to join. The screen will tell you what side the opponent is choosing to play as. Games that have been accepted will move to the "Current Games" tab, where you will then play and submit turns.

8.2. SKIRMISH MODE

In *Da Orks* it is possible to randomly generate a battle rather than using one of the prebuilt maps. This can be accessed by Issuing a Challenge and then selecting "Custom Scenario" and pressing "Customise".

You will be taken to the Custom Scenario screen, which will have a large array of options that can be modified:

- **Map Size:** How big the battlefield is going to be. Bigger maps mean more units.
- **Map Type:** What type of battle do you want to fight?



- **Mission Objectives:** "Capture all Flags" means that victory will be awarded to the player who controls all hexes with faction emblems on them. "Destroy all units" means that the player with the last unit alive will win.
- **Number of turns:** How many turns do you want the battle to last for? Larger maps will generally require more turns to complete. We recommend a minimum of 10-15 turns.

For each side, various more specific options can be customised. Side 1 always goes first.

- **Faction:** what faction (Imperial, Ork, Blood Angel, Salamander, Ultramarine) can does this side control. This mostly influences unit options.
- **Points/Points per turn:** How many requisition points the side has, and how many it gets at the start of each turn.
- **Unit slots:** How many units the side has access to.
- **Unit classes:** What types of units the side is allowed access to. By default, all are enabled, but clicking on each one allows you to turn that class off. This is useful if you want to restrict titans for example.

9. THE EDITOR

Once you've played the game for countless hours, you may want to start making your own battles. As a result, we have included the editor that was used to develop all of the base game's scenarios so that you can do the same thing. It is a simple but very powerful tool, giving you the possibilities of adding new maps, weapons and armies.

10. HOTKEYS

F5 - Quick Save

F8 - Quick Load

Alt+E - End Turn

Ctrl+L - Load Game

Ctrl+S - Save Game

W,A,S,D, arrow keys - Move map view

+,.,PgUp,PgDn - Change map zoom

* - Restore default zoom level

Escape - Menu

Tab - Strategic Map

Spacebar - Toggle Fullscreen mode

Return - Open Chat Window

I - Mission Objectives

<,[- Previous Unit

>,) - Next Unit

Backspace - Undo Move (only when undo enabled)

R - Rest and Refit

Z - Sleep
F - Replacements
U - Upgrade
M - Mount/Dismount
P - Purchase
Delete - Disband

11. CREDITS

FLASHBACK GAMES STUDIO

Game design:

Alexander Shargin

Programming:

Alexander Shargin, Andrey Shevchenko

THE LORDZ GAMES STUDIO

CEO and Executive Producer:

R.T. van der Moer

Art Director:

Christian Walter

Design Director:

Rob Graat

Technical Director:

Szymon Gatner

Scenario Designer:

Frank Leone

Story Writer:

Andy Hall

Lead Concept Artist:

Krithic B.

Lead Character Artist:

Michal Svec

Lead Vehicle Artist:

Abhinav Chokhavatia

Modelling and Texturing:

Ronak Gajjar, Pushti Patel, Jophry Chris, Jalpa Joshi,
Abhi Jariwala

Visual Effects Artist:

Christian Sturm

IT and Web Development:

Tony Burden

General Manager:

Wim D'Halleweyn

Administration:

Marc Van Hoek, Laurence Fontaine, Genevieve Dumont

Legal Department:

Kristof De Vulder, Alexis Fierens

ATOM AUDIO PRODUCTIONS

Music:

Dan Bewick & Kristian Nairn

Additional Music:

Alex White

Additional Strings:

Frank Biddulph

Additional Programming:

Anna Cooper

Supervising Sound Designer:

Tatsujiro Oto

Additional Sound Design:

Dan Bewick

Assistant Audio Editor:

Dom Lancaster

VOICE ACTORS (IN ORDER OF APPEARANCE)

Mad Dok / Snazzdakka -

Stephen Critchlow

Dagnuts / Gitnikka -

Dan Bewick

Inquisitor Horst / Colonel Corone / Commander Tu'Shan -

Dan Bewick

Officer Trelssa - Elisha Ainsbury

Hermann Von Strab / Dante / Drill Sargent Goryle -

Stephen Critchlow

Commander Jaxxon - Joseph Robinson

Commisar Yarrick - Rob Brown

Commisar Faldrak / Princeps Mannhiem / Urk-Gug /

Ghazghkull Thraka - Jon Campling

Additional Imperial Guard - Andy Carroll / Paul Arnold

Additional Space Marine & Orks - Jon Campling / Dan Bewick

Recorded @ JEB Studios West and ATOM Studios West

Hardware Support - Gavin Miller @ Kazbar Systems Ltd.

Software Support - Flux Sound & Picture Development /

Vienna Software Instruments / Native Instruments

SLITHERINE

CHAIRMAN

JD McNeil

DEVELOPMENT DIRECTOR

Iain McNeil

PRODUCER

David Sharrock

OPERATIONS DIRECTOR

Erik Rutins

TECHNICAL DIRECTOR

Philip Veale

CREATIVE DIRECTOR

Richard Evans

MARKETING DIRECTOR

Marco A. Minoli

PRODUCT MANAGER

Alberto Casulini

PRODUCTION DESIGN

Marta Falbo

MANUAL LAYOUT

Myriam Bell

PRODUCTION LEAD

Matthew Davis

PRODUCTION TEAM

Andrew Loveridge, Lucas Young

ADMINISTRATION

Dean Walker, Liz Stoltz

CUSTOMER SUPPORT STAFF

Paulo Costa, Joseph Miller

WEB DEVELOPMENT

Valery Vidershpan, Andrea Nicola, Fernando Turi

Thanks to all the dedicated and fantastically talented staff at Games Workshop and Slitherine.

