WARHAMMER
40,000

BATTLESECTOR

SLITHERINE

black lab

CONTENTS

1. INTRODUCTION

Within the Imperium of Man are a million worlds. On each of these worlds, billions of souls work, fight, and die for the Emperor of Mankind.

For most, life in the Imperium is but a fleeting moment of pain and horror. There is no hope, for hope breeds disappointment. There is no doubt, for doubt begets heresy and dangerous thinking. There is no salvation, except that granted by the Emperor.

The only righteous path is to unleash destruction upon His enemies. From the red sands of Baal, to the perilous ruins of Cadia, to the holy steps of Terra; the xenos and the heretic must not be suffered to live.

Every sector must be conquered. Every battle must be fought with unwavering faith and grim determination. Whether a mighty Space Marine, or a rank and file Guardsman, no life lost for the Emperor is wasted.

In these darkest of times, there is only bloodshed and war.

1.1. SYSTEM REQUIREMENTS

Minimum:
OS: 64-bit Windows 10
Processor: i5-4460 (or equivalent)
Memory: 4 GB RAM
Graphics: Geforce GTX 750 (2GB VRAM)
DirectX: Version 11
Storage: 20 GB available space
Sound Card: DirectX Compatible Sound Card

Recommended:
OS: 64-bit Windows 10
Processor: i5-6400 (or equivalent)
Memory: 8 GB RAM

Graphics: Geforce GTX 950 (2GB VRAM)
DirectX: Version 11
Storage: 20 GB available space
Sound Card: DirectX Compatible Sound Card

1.2. INSTALLATION

Please ensure your system meets the minimum requirements listed above. To install the game, either double click on the installation file you downloaded or insert the Warhammer 40,000: Battlesector 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 Check for Updates link in your Game Menu.

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.slitherine.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

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: (www.slitherine.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. GETTING STARTED

2.1. THE MAIN MENU

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

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

❯ **Load Game:** Load a previously saved game, including manual and autosaves from any single player game mode or hotseat multiplayer.

❯ **Skirmish:** Allows you to quickly set up a custom single mission (with randomisation options) against the AI opponent.

❯ **Multiplayer:** Takes you to the Multiplayer lobby, where you can set up a game against another human player. Battlesector offers three

types of multiplayer experience: Hotseat, Live and PBEM, which are described in detail in Chapter 7.

❱ **Tutorial:** Begin the tutorial, a series of short missions that will teach you the basics of Battlesector.

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

❱ **Media Browser:** Screenshots taken while playing can be accessed here.

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

2.2. CAMPAIGN

To begin a campaign, click the 'New Campaign' button on the main menu. This will take you to the Campaign Options screen.

In "the Age of Crimson Dawn" campaign, you will fight through a series of twenty missions. Victory in each mission will unlock new units,

weapons and abilities that can be used as your Blood Angels fight an ever more powerful Tyranid foe. Defeat, of course, is not an option.

On the right-hand side of the Campaign Options screen, you will be provided with a series of options to customise the difficulty of the campaign to your liking. Four levels of difficulty are offered: Initiate, Astartes, Lieutenant and Company Captain, each more challenging than the last. To choose a difficulty option, simply click on it.

Below these is the Difficulty Settings button. By clicking this you will be able to see a much greater range of options allowing you to fine-tune the challenge offered by your AI opponent, allowing them more reinforcements, increasing the points cost of weapon upgrades to your units and so much more! Each option can be moused over to show a tooltip providing a detailed explanation of that option.

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

2.3. SKIRMISH

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

The Skirmish lobby offers three options:

❯ **Army Management:** Customise your armies by choosing from the wide range of units for both the Tyranid and Blood Angels factions.

❯ **Replay Campaign Mission:** Once you have completed a mission in the campaign, you will be able to play it again here.

❯ **Begin Skirmish:** Play a randomised mission against an AI opponent. Many options are offered to customise the battle to your liking, or you can use 'Surprise Me' for a completely random experience!

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

2.4. SAVING AND LOADING

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

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

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

To access saved games on your computer's hard drive, go to Documents\Black Lab Games\Warhammer 40,000 Battlesector\Saves.

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

2.5. TUTORIAL

Players new to Battlesector are strongly encouraged to play the game's Tutorial at least once. These short missions will teach you the various game concepts and allow you to become familiar with the game's controls and rules.

To access the Tutorial, select 'Tutorial' from the main menu, and then click on the Tutorial mission you would like to play.

2.6. OPTIONS

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

The Options Menu is divided into five categories:

❯ **Sound:** Change the volume of different sounds and the background music, and enable or disable subtitles.

❯ **Camera:** Change the speed and control scheme of different camera movements.

❯ **Graphics:** Change the game's screen resolution, graphics quality and other appearance settings. Players using less powerful computers may find their experience improves by lowering some of these settings.

❯ **Controls/UI:** Change the appearance of some aspects of the game map. Here you can also 'rebind' controls, changing the effects of pressing certain keys on the keyboard. Note that all keyboard commands mentioned in this manual use the default settings.

❯ **Language:** Change the language used to display text in the game.

Once you are satisfied with your choices, press 'Done' to return to the game or the main menu.

3. GAME BASICS

3.1. THE MAP

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

There are a number of ways in which you may pan across the map. The easiest is to move your mouse to the edge of the screen in which direction you want the map to move (so if you move the mouse to the top of the screen, the map will pan to view things further "up"). Alternatively, you can use the WASD keys or the arrow keys to move, and you can also left-click and drag the map.

You can rotate your view of the map by using the Q (to rotate counter-clockwise) and E (to rotate clockwise) keys. Alternatively, if you hold down the Alt key and move your mouse, you can both rotate the map,

and change its perspective to either a more top-down view or something closer to 'ground level'.

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

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

The Battlesector map is divided into a square grid. Generally, each square behaves exactly the same as any other, and units on squares covered by

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

NOTE: Flying units, such as Tyranid Gargoyles, are able to fly over some such obstacles and thus have greater freedom of movement. Be careful!

Each square (or 'tile') may hold just one unit at any one time, which can be identified by the 3D models that occupy them. Units can be made up of one or more models, each with their own health stat, but they cannot be divided on the map: all models in a unit will fight and move together.

Units are able to spot enemies several squares away, the exact distance depends on the unit itself as well as what direction they are facing. The area that can be currently 'seen' by your units will be marked the bright blue Auspex line on the map. Squares within this region will be shown more brightly, and any enemy units occupying them will be visible. The more distant squares beyond will be shaded more darkly, and enemies lurking there will remain hidden until you move a unit closer to them.

An icon will display above each unit on the map to help you more easily identify them. The colour and symbol on these icons will identify whether the unit is friendly or enemy, and small symbols at the corners of the icon will give you more information about the unit at a glance:

❭ This blue symbol indicates that this unit has one or more Movement Points available.

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

❭ This yellow symbol indicates that this unit is currently suffering from some negative effect (such as being poisoned).

❭ This white symbol indicates that the unit is currently benefiting from some kind of bonus (such as having a jump pack currently equipped).

Furthermore, units that are currently surging will see the border of their icon flash, and units currently set to overwatch will have a rotating line, similar to a radar screen, on their icon.
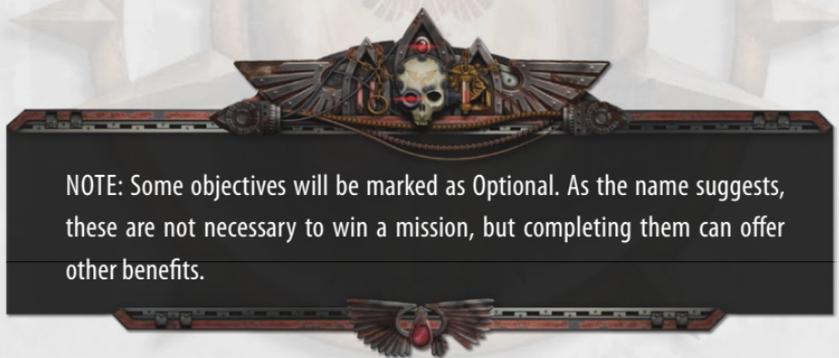
3.2. USER INTERFACE (UI)

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

In the top right-hand corner of the screen, you will find the battle's Mission Objectives. These must be accomplished in order to achieve victory in a mission, although you are free to achieve

them in any order you like. Mission objectives that include the name of a unit (such as Brother Aeturo) will require you to use the specified unit to complete their task.

NOTE: Some objectives will be marked as Optional. As the name suggests, these are not necessary to win a mission, but completing them can offer other benefits.

Additional objectives may be given partway through a battle, at which point they will either appear under the existing conditions, or replace those conditions that have already been met. Note that some conditions may require you to complete multiple instances of a task (for instance, harvest 4 geneseeds), and where this is the case the game will also tell you how many have already completed (in this case, "1 of 4 harvested").

NOTE: Where certain map locations are important to mission objectives, these squares will be highlighted with a coloured circle on the square itself and a glow rising above.

The game will be lost if you lose all of your units. In the campaign, you will also lose the game if you lose any of the story character units.

The End Turn button is located in the bottom right-hand corner of the screen. Click this when you are ready to end your turn and allow your opponent to make their moves. If you still have units that have outstanding action points, a warning will ask you to confirm.

Above the End Turn button are two small buttons that can be used to speed up the AI's turn. The one on the left, with a >> symbol, allows you to 'fast forward' the AI's actions, making animations play faster. The one on the right, with a >| symbol, will skip those animations entirely, allowing the AI turn to process much more quickly. You can also use the] key to fast forward, and \ (backslash) to skip. If you wish to set the animation speed back to normal, press [. This will only take effect during the AI's turn, not your own.

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

❯ **Move:** To move a unit, click this button. One or more squares around the unit will then be highlighted, and if you mouse over them the cost of moving into that square (in Movement Points and/or Action Points) will appear in a popup. Right click on your chosen destination square, or left click anywhere on the screen to cancel this action.

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

❯ **Overwatch:** Use this to set a unit to Overwatch mode, and then right click on one of the highlighted squares to set the area covered by the overwatch. Should an enemy unit enter this region in its next turn, this unit will automatically ambush it. Setting a unit to overwatch will use all of its remaining Movement and Action Points for that turn.

❯ **Weapon:** To attack an enemy unit, select a weapon and then right click on the enemy unit (provided it is within the weapon's range) to attack with that weapon.
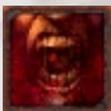
> **Fallback:** This will only be visible if your unit is adjacent to an enemy, and does not have any melee weapons. Your unit will fight the enemy unit as it retreats to the square opposite the enemy, receiving a large bonus to its Evasion stat as it does so (reducing the damage it suffers as a result of this combat).

> **Abilities:** Some units have other abilities that can be played. You can play abilities on friendly units by clicking on the ability and then right clicking on the target.

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

> **Status Effects:** Above the panel, any other status effects that are currently affecting the selected unit will be listed. You can mouse over these for more information.

> **HQ Command Points:** HQ Leaders (in the campaign, this is Sergeant Carleon, while it will be another unit in Skirmish and Multiplayer games) generate command points when friendly units gain momentum, are killed, or complete objectives. Command points, once earned, can be spent on various special abilities, which can be activated by clicking on this button and then selecting them from the menu that pops up.
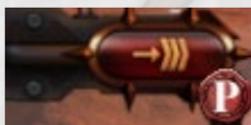
Each icon will also have next to it a number or letter (for instance, Z next to the move icon). This indicates which hotkey can be used in lieu of clicking on the button.

Note that these abilities will be described in greater detail in Chapter 4: Units.

To the left of these buttons is another panel listing some of the most important stats about a selected unit:

> **Momentum:** Momentum is gained when enemy unit models are killed, and is lost if a unit has unspent Action Points left over at the end of a turn or if it is set to overwatch. Each point of Momentum increases the chance of inflicting a critical hit on an enemy (causing increased damage), and when 100 Momentum is accumulated, the unit will surge.

> **Evasion:** A higher evasion stat increases the chance of avoiding an enemy's attack, reducing the overall chance that your unit will suffer damage or be killed in combat. This only comes into play if a unit has moved in its last turn.

> **Armour:** Units with higher armour stats suffer less damage as a result of enemy attacks. Note that weapons with armour piercing stats can reduce or completely negate this defensive bonus.

> **Movement Points:** Movement Points are expended whenever a unit moves, and they are replenished at the beginning of each turn. Typically one movement point is needed to move one tile, though more will be needed when a unit is forced to move through another friendly unit.

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

> **Health:** A unit is comprised of one or more 'models'. Each model's current health is listed here, and when it is reduced to zero as a result of combat, the model will be 'Dead'. A unit that has lost some of its models can continue to fight with reduced offensive strength, and when all models die the unit will be destroyed and play no further part in the game.

Along the left-hand side of the screen, several more buttons can be found. The one at the bottom, marked with a 'P' by default, allows you to cycle to the next friendly unit with unused Action Points.
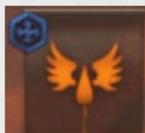
Above that is the button to Hide or Show the Unit List, which is made up of the several icons above this one. These icons divide all of your units into categories, such as HQ, Fast Attack, Troop etc. You can use these to quickly navigate to a unit by mousing over the appropriate category, and then clicking on the desired unit when its panel appears.

NOTE: This small red fist symbol in the Unit List indicates that at least one unit from a specific category has an unused Action Point.

4. UNITS

4.1. MOVEMENT

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

NOTE: Unlike Action Points, unused Movement Points do not result in the loss of a unit's momentum at the end of a turn.

Typically, moving a unit one square in any direction (including diagonally) will cost one Movement Point, although the cost will be greater when a unit must move through another friendly unit to reach its destination. Some terrain obstacles, such as ramps,

cannot be accessed from all directions (for instance, units cannot move through walls), where this occurs a unit will be required to go around the obstacle.

If you wish to move a unit beyond the range normally allowed by its Movement Point limit, it is also possible to spend Action Points in the same way that Movement Points are used. Thus, a unit with four Movement Points and one Action Point can potentially move up to five squares in one turn. Be careful when considering the use of Action Points to move: Action Points are also required to launch attacks and use abilities, so expending them on movement could leave your newly-moved unit in an exposed position vulnerable to enemy action!

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

Provided the selected unit has some unused Movement (or Action) Points, some of the squares surrounding it will now have small white circles on them. These represent squares that your unit can move into this turn, and if you mouse over them a tooltip will appear indicating the cost (in MPs) of moving into that square. Squares marked with a small
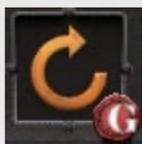
red circle instead can also be moved into this turn, but will require the expenditure of Action Points as well. To move into a square, right click on it and the unit will move there immediately.

Alternatively, you can order a unit by clicking on the 'Move' button or pressing Z, and then right-clicking on the desired destination.

Though there are no costs for moving into a square adjacent to an enemy unit, moving away from an enemy unit will cause that enemy to automatically attack your unit if said enemy has a melee weapon. In order to withdraw without suffering heavy casualties, you can use the Fallback action, which will move the unit to the square opposite the enemy unit and grant it a large Evasion bonus as it weathers the enemy attack, although this will cost all of the unit's Movement and Action Points for that turn. Sometimes it may be a better to bring in other nearby units and kill the enemy outright, so be sure never to let your units wander out on their own!

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

Units that attack an enemy who is facing away from them will benefit from an accuracy bonus, resulting in greater damage to the target compared to an attack where they face each other, and the targeted unit will be unable to launch a reaction counter-attack. For this reason, it is extremely important that you ensure all of your units are facing the positions of possible threats before you end your turn. In order to do this, select the unit and then click the

'Change Facing' button or use the hotkey G, and then right click on the square in the direction that you want the unit to face – if you would like it to face down, you would right-click the square below its current position.

NOTE: Units set to face in a particular direction will also be considered to face the directions 45 degrees to the left and right of the chosen direction. As an example, a unit set to face the up-left diagonal would suffer no combat penalty should an enemy attack from the left.

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

4.2. VISIBILITY

As is often the case in war, in Battlesector you will not have perfect information about the whereabouts of your enemies. Each unit has a limited visibility radius, the Auspex Range, which determines how far into the distance they can spot enemy units. Any squares within the Auspex range of any of your units will be shown more brightly, while the area outside of this range will be darkened. A blue line on the map, the 'Auspex Line', shows the boundary beyond which your units cannot spot enemy units, and enemies beyond it will not be shown and cannot be attacked.

As a standard rule, the visibility range is a circle around each unit, but this can be affected by several factors. Units can spot further in the direction they are facing. Terrain can also play a role, as the presence of walls and other features can block visibility.

4.3. UNIT HEALTH

After engaging in melee battle or defending against a long-range attack, a unit is sure to have taken some damage. Damage reduces a unit's health,

and when all of a unit's health is lost, that unit will be permanently destroyed.

Most units are made up of several 'model's, with each model representing a part of that unit. On the panel in the bottom left corner of the screen, and the popup seen when you mouse over a unit, you will be able to see that unit's health, next to a green plus (+) symbol. There will be a separate health bar for each model in the unit, and each model can suffer damage independently of the others or even die (though some weapons, such as grenades, will target every model in a unit at the same time). A unit will continue to exist as long as at least one model has a minimum of 1 health point.

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

Some units, particularly vehicles and especially large Tyranids, are made up of a single model. Such units will have a single health bar representing the entire unit, and will attack with all of their strength until they are destroyed.

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

4.4. COMBAT

Bolt Rifle

Range: 1-6

Base Damage: 3-5
  Armour Piercing 2

Base Accuracy 80
  Weapon 80
  Unit Bonus 0

Accuracy Falloff: 10 per tile
Cost: 1 AP

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

If you mouse over a weapon's icon, a popup will appear showing some important stats about the weapon:

❯ **Range:** How far away, in squares, can this weapon shoot at enemy units? Every weapon has a maximum range, but some also have minimum ranges (for instance, frag grenades cannot be used on enemies on an adjacent square). Each weapon also has an optimal range, and will be most effective when targetting enemies at this distance.

❯ **Base Damage:** How much damage will this weapon do to an enemy unit upon scoring a 'hit'. Sometimes this is given as a range instead of an exact value.

❯ **Armour Piercing:** Weapons are rendered less powerful when attacking armoured enemies. A higher Armour Piercing stat will reduce the defensive bonus that armour provides to the targeted unit.

❯ **Accuracy:** When a unit attacks, most weapons will be fired multiple times. Accuracy determines how many of those shots 'hit' the enemy unit and cause damage.

❯ **Note:** The Accuracy stat reported here is only a starting point. Accuracy can be affected by a range of factors, including an enemy's Evasion stat (provided it moved in its last turn), the distance between the attacker and defender and terrain obstacles.

❯ **Accuracy Falloff:** This is how much accuracy is lost for each additional squares' distance there is between the attacking and defending units, compared with the optimal range for that weapon.

❯ **Ammunition:** Some weapons can only be used a finite number of times in a single mission. Attacking with these weapons will use 1 point of ammunition, so use them wisely!

❯ **Cooldown:** Not all weapons can be used every turn. Cooldown represents the time delay, in turns, that will be required between attacks using this weapon. Note that other weapons can still be used while one is cooling down.

To attack an enemy unit, select the attacker and then click on the weapon that you wish to use (or use the appropriate hotkey). As you mouse over the weapon's icon at the bottom of the screen, a series of orange targets will appear on the map. These represent what squares can be targeted using that weapon, considering factors such as the weapon's range and the presence of any terrain obstacles such as walls. The brighter this target is, the more accurate the attack will be (if you have spare Movement Points, it may be advisable to move to a location that takes advantage of the weapon's optimal range). Defending units can also benefit from some

terrain features providing cover (for instance, if the defender is at the top of a cliff and the attacker is below it), which reduces an attack's accuracy further, and this will be represented by a smaller target symbol.
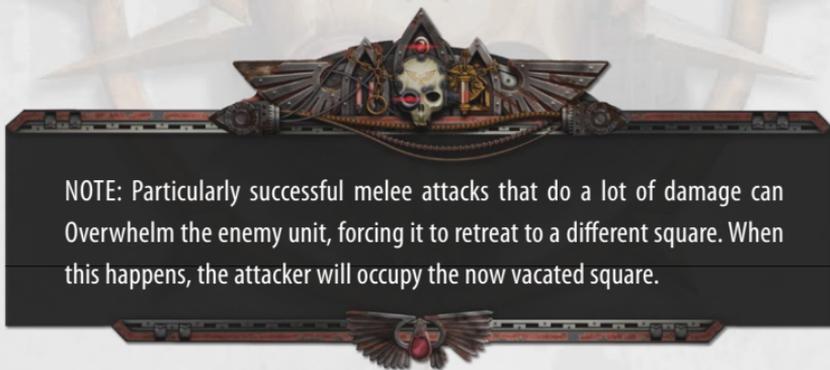
NOTE: Air strikes, which can be launched by HQs that have been upgraded with a command ability, are the only attacks that will ever result in friendly fire. Other attacks can shoot through a friendly unit's position without damaging that unit, but doing so will reduce the accuracy of the attack.

When you are ready to attack, right click the enemy unit you wish to attack, and combat will begin immediately. A short animation will play to

show the results of combat, including Health Point losses from successful 'hits', and the death of models when they reach zero Health.

When you attack with most weapons, the enemy will not have any opportunity to respond to your attacks until their next turn. An exception to this rule exists for 'melee' attacks targeting an enemy in the square directly adjacent to the attacker. When a unit attacks with a melee weapon, such as an HQ Unit's Chainsword, the defender will launch a counterattack immediately following the initial combat, causing some damage to the attacker as well as the defender.
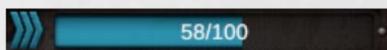
NOTE: Particularly successful melee attacks that do a lot of damage can Overwhelm the enemy unit, forcing it to retreat to a different square. When this happens, the attacker will occupy the now vacated square.

4.5. MOMENTUM

Units gain momentum based on their faction's trait. For the Blood Angels, this is 'Red Thirst', which says that whenever a unit kills an enemy model, they will gain Momentum points, gaining more depending on a unit's proximity to its target.

Momentum will be lost if a unit ends the turn with unused Action Points, or if they are set to overwatch. When a unit reaches 100 Momentum, it will 'Surge'.

A unit's momentum can be seen on the info panel that appears when the unit is selected, next to a blue triple-chevron icon. This will be listed on a scale from 0 to 100: momentum cannot be negative, and units that are surging cannot gain any more. Units with a non-zero amount of momentum will also have a chance of inflicting a more powerful 'critical hit' on an enemy while attacking, with the chance dependent on both the unit's current momentum and the faction's trait.

When a unit surges, the icon above its models on the map will display a flashing yellow border to signify that it can take advantage of a surge's benefits, which include the following:

❱ As long as a unit is surging, it will receive an additional Movement Point.

❱ A surging unit can temporarily upgrade its abilities. For instance, if your unit has acquired the 'Frag Grenade' ability, these grenades will be Empowered so that they do more damage and the unit has more grenade ammunition. To do this, select the unit and then click the flashing 'Empower' button at the bottom of the screen. Empowered abilities will last until the end of the mission.
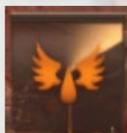
❱ A unit can use that surge to gain an additional Action Point for that turn. To do this, select the unit and then click the flashing 'Surge' button at the bottom of the screen.

Taking advantage of either of the latter two options will result in the surge ending and the unit's momentum being reset to zero.

4.6. OVERWATCH

Sometimes the situation will arise where using your unit's Action Points to either move or attack the enemy would not result in the best results possible. Instead you might prefer to merely hold the ground you currently occupy – perhaps it makes a great defensive position, or you need to complete some objective in the area but a specific unit is currently elsewhere and will need time to arrive. Situations such as these are the ideal time to use the Overwatch order.

Units that have been set to Overwatch will remain in their current location, and wait for an enemy unit to move into a specified region of the map, at which point the unit will fire on them. Note that following this overwatch attack, the enemy unit will be able to continue with its orders, and will still be able to launch an attack of its own.

To set a unit to Overwatch, select the unit on the map and then either click the Overwatch button or use the O hotkey. Squares around the unit will then be highlighted in red, marking regions that an overwatch can be set to cover. If you mouse over these, symbols of an eye will appear in the squares: the brighter these appear, the more accuracy your unit will have at firing its weapon, and the better the results of combat will be.

Right click on a square to set the overwatch. When you do so, note that an enemy unit moving into ANY of the squares so marked will be targeted as they move into the first square within that range. Often it is a good idea to set your overwatch range to ambush enemies as they move into an area where your weapons are most effective, though other times it may be preferable to set overwatches to cover a greater area at longer range, with the loss of accuracy that entails.

Setting an Overwatch will use all remaining Movement and Action Points, and requires at least 1 unused Action Point. The unit will automatically change its facing to face the area being targeted with the overwatch, leaving it vulnerable to attacks from the rear. Furthermore, any unit that sets an Overwatch will suffer a small loss of Momentum at the end of its turn.

4.7. UNIT ABILITIES

Many units can take advantage of Abilities, allowing them to all manner of unique actions, from using a jump pack to increase their movement range, to temporarily increasing the accuracy of their weapons, to healing other units. Carefully using these abilities at the proper time can give you a great advantage in the game, so it is a good idea to know which units can use them and deploy them to the greatest effect.

Unit Abilities can be seen in the Army Management screen between campaign missions and in Skirmish Mode. During a mission, you can see them listed next to a selected unit's weapons at the bottom of the screen, which can be moused over for a popup describing what they do. Some of them will cost Action Points to use, while others may be used at any time.

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

4.8. HQ COMMANDS

If you are playing the campaign, at the end of each mission you will be rewarded with some HQ Tokens, which may then be used to acquire special HQ Commands (among other bonuses). These can be accessed by selecting the HQ unit and then clicking on the symbol of a flag. The number inside the flag represents the number of Command Points you currently have. Command Points can be gained whenever a friendly unit gains momentum, completes an objective, or dies.

Clicking on this button will bring up a new screen, which shows all of the Commands that your HQ can take advantage of. Using these will cost Command Points (in addition to any Action Point costs listed). You can use a Command by clicking "select" and then right clicking on the square(s) on which you wish to use them.

4.9. INTERACTING WITH THE MAP

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

When map locations are required for mission objectives, the relevant squares will be marked on the map by an orange circle symbol. In these cases, the mission objective will list a specific unit (such as the Sergeant Carleon HQ), and you

will need to move that unit to the marked location. To fulfill the mission

objective, you will need to click the 'Interact' button that appears on the unit's model on the map.

Control Panels on the map, such as the one pictured, can also be used by moving any unit to an adjacent square, and then clicking the Interact button. The results of such an interaction will depend on the mission they take place in, but the game will always give you an indication of what to expect.

Some features on the map, such as control panels, certain walls, and infestation nodes, can be destroyed. When this is the case, those features will have their own health counter, and can be attacked and damaged with any weapons.

5. CAMPAIGN

5.1. BEGINNING A CAMPAIGN

To begin a campaign, select 'New Campaign' from the main menu. This will take you to the Campaign Options screen, where you can customise a wide range of difficulty options. The 'Astartes' level is considered to be 'normal', and is recommended to players familiar with strategy games even if this is your first time playing Battlesector, while we recommend the Initiate level to players new to strategy games. Most other difficulty options available will make the game more challenging in various ways, and we suggest you don't worry about these until you have some experience with the game.

Once you are satisfied with your choices, press Launch to begin the campaign. If you wish to return to the main menu, click Back in the bottom left corner of the screen.

The 'Age of Crimson Dawn' campaign consists of 20 missions, which will be played sequentially. Between each mission, you will be given an opportunity to choose which units you would like to bring into the next mission. As you progress through the campaign, you will unlock new, more powerful unit types, and gain HQ Tokens that can be spent to give your HQs, and other units, more abilities and weapons.

You will lose the campaign if any of the story characters are killed. Make sure you keep them alive, at all costs!

5.2. BETWEEN MISSIONS

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

Upon completing a mission, you will be taken to the Campaign screen, which is dominated by the moon Baalfora, the site of the campaign's battles. Here you will be able to see a map of the previous locations where

AGE OF CRIMSON DAWN

BREACH IN THE HEAVENWALL

THE GREAT SALT WASTES

ARMY MANAGEMENT

HQ UPGRADE CENTRE

you have fought, and a button will indicate where the next battle lies, labelled with the name of the next mission.

BREACH IN THE HEAVENWALL

ARMY SIZE   Rewards
900 PT   5

SERGEANT CARLEON

I COULD NOT HIDE MY CONFLICT WHILE I GAVE WATARING MY ASSESSMENT. I HAVE NO DOUBT NOW THAT SOMETHING OF SANGUINIUS EXISTS WITHIN THESE PRIMARIS, BUT THEY MOVE THROUGH A WORLD NOT YET SCALED FOR THEM, A UNIVERSE NOT YET READY FOR THEIR WEIGHT.

BACK   PROCEED

Clicking on this button will take you to the Mission Briefing Screen. Here you will be able to read a briefing about the next battle, and the story

characters will offer additional information about your upcoming fight. On the right-hand side of the screen you will also be able to see the Points limit for your army's size in this mission, as well as how many HQ Tokens will be awarded in the event of a victory. The presence of a unit icon here indicates that a new unit type will become available upon the successful conclusion of this mission. When you are ready to begin the battle, press Proceed.

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

The first of these is the Army Management Screen. Here, you can decide which units you would like to bring into the next battle. In a mission, you are limited both in number and in size how many units you may send to the field. The number is straightforward: if a mission allows you to bring up to 10 units, that means ten units of any type (including HQs).

Points, usually written as PT, create another limitation for your army's composition: in each mission you will be allowed a specified limit in Points (which can be seen in that briefing screen we consulted earlier), and each unit has a Points cost. Usually "better" units cost more Points, but cheaper units have their advantages too!

NOTE: If any of your units were damaged in the previous mission, they will return in the next mission restored to full strength. Ammunition will also be fully restored.

On the left of the Army Management Screen, you will be able to see all of the units available to bring into your army. Click on a unit's portrait to bring up details about that unit, including its Movement Point allowance per turn, the number of Members (or models) in that unit and their Health Point limit, and what weapons and abilities they can use. When a unit is selected in this manner, its name and Point cost will be listed at the top of your screen. Click the "Add Unit to Army" button, or the small '+' next to its portrait, to add it to your army.

On the right side of the screen, you can see all of the units currently in your army, as well as their current Points cost and the unit limit allowed by the next mission. Units that you do not want to bring into the next battle can be removed by clicking the '-' under their portrait, or by clicking on the portrait and then the 'Transfer Unit to Reserves' button. The unit will then be moved to your Reserves, which can be seen by clicking the

Reserves button above the unit list on the right. Units in Reserve will play no part in any missions until they are moved back into your regular force, and they can be moved out of reserve by clicking the small '+' under their portrait, provided your army is not already at its unit limit.

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

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

On the Campaign screen, the other screen you should visit is the HQ Upgrade Centre. Here, you can spend the HQ Tokens you have received from past victories on a range of abilities, upgrades and weapons.

In the top right corner of the HQ Upgrade screen, you can choose which of your different HQs (if you have more than one) will receive an upgrade,

while the top-centre of the screen includes the currently selected HQ's name and how many HQ Tokens you have available.

Most of this screen is filled with a "tree" of upgrades. Each row of upgrades has a specified cost, with upgrades in the top row costing 1 HQ Token, the upgrades in the second row 2 and so on. In order to purchase an upgrade, you must first have purchased any prerequisite upgrades, which are marked by a red line if they are met and a black line if they are not.

When you mouse over an upgrade, a popup will appear explaining its effects. In the top right corner of this popup, you can see what units this upgrade will affect – some upgrades will improve the HQ unit itself, some will upgrade other unit types in your army (such as those marked as improving Intercessors units), and some, marked Command Abilities, can be used by your HQ unit but are not tied to that unit directly – these are marked as Command Abilities and require the use of HQ Command Points.

To select an upgrade, click on it, and then press 'Confirm' to finalise your choice.

5.3. LOADOUT PHASE

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

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

A counter at the top of the screen will inform you how many Points have been used by the units currently deployed on the map, and you will be unable to begin a mission if you exceed the specified limit. For

this reason, it is always a good idea to check the limit for an upcoming mission from the Campaign Screen (described in the previous section of this manual), and ensure that the units you bring to the mission make the most efficient use of both the Points and unit number caps. Units in your Reserve cannot be accessed in the loadout phase.

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

Once you are satisfied with the deployment of your units, press Proceed to begin the battle!

6. SKIRMISH

6.1. ARMY MANAGEMENT

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

On the right-hand side of the screen, two options are available: Overview and Army Inspector. Overview allows you to see all of the armies you have previously created, listed with information about the faction they represent (Blood Angels or Tyranids) and how many units are currently in them (up to a maximum of 20). If you wish to delete an army, click on the minus sign (-) in the bottom right corner of their panel. A new army can be created by clicking on the plus (+), next to the label 'Create New Army'. By clicking on one of the armies, you will be taken to the Army Inspector.

When you are in Army Inspector mode, you will be able to see the Points (PT) cost of your current army, and its current size, listed underneath the buttons for Overview and Army Inspector. In a skirmish, Points represent the only limitation to an army's composition and size.

NOTE: In Skirmish mode, the Points limit for a mission will be determined by the level you are playing. In a random battle, this limit can be customised.

On the left of the Army Management Screen, you will be able to see all of the units available to bring into your army. Click on a unit's portrait to bring up details about that unit, including its Movement Point allowance per turn, the number of Members (or models) in that unit and their

Health Point limit, and what weapons and abilities they can use. When a unit is selected in this manner, its name and Point cost will be listed at the top of your screen. Click the "Add Unit to Army" button, or the small '+' next to its portrait, to add it to your army.

On the right side of the screen, you can see all of the units currently in your army. Units can be removed from an army by clicking the '-' under their portrait, or by clicking on the portrait and then the 'Delete Unit' button. Armies can be renamed here by clicking on their name, next to the symbol of a gear, and then typing in your chosen name for them. Finally, you can use the 'Back' button to return to the Overview screen.

6.2. REPLAY CAMPAIGN MISSION

Skirmish Mode offers the option to replay previous missions from the campaign. Each mission will first have to be "unlocked" by completing it in the campaign, and only those that have been unlocked will be visible, until you have played the campaign fully through when all will be unlocked.

The My Army section will allow you to choose what army you use in the mission. You can choose the faction you play, although you will be limited to compatible factions for that mission (for instance, you cannot play as the Tyranids in the main campaign). Below this, you can choose between any of the armies that you have created in the Army Management screen. Note that you will NOT be bound by the same Points limit when deploying units as you were in the campaign, although some of the earlier missions will not have sufficient space to deploy a full-size army.

In this screen, you will also be able to choose from the same difficulty options as are offered in the campaign, with Initiate being the easiest and Company Captain the most challenging.

At the bottom of the screen, you can select a mission by clicking on it. You will be asked to confirm your choice, so if you make a mistake you can go back. Once you are satisfied with your choice, press Proceed to begin the game.

6.3. RANDOM SKIRMISH

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

On the left-hand side of the screen, you will be able to select which of several pre-built maps you would like to fight on, with details of the map such as its size, terrain type and layout shown in the centre of the screen. To select a map, use the left and right arrows next to the currently selected map's name.

Below this, you will find the option to decide which faction you will play as (either Blood Angels or Tyranids), and the corresponding army to fight with, taken from the Army Management screen. Finally, you can choose how large an army you wish to be allowed to deploy, measured in Points (PT). You can also choose what faction your AI opponent will control, and their army's size as well. Setting both army sizes at the same value will

result in a balanced game, while giving the AI a larger amount will make the game more difficult.

All of the above options can also be randomised by checking the box next to them, underneath the dice symbol.

On the right-hand side of the screen, you can use the 'Randomise All' button to randomise the map, armies and factions, or use 'Surprise Me' to jump straight in without reviewing the choices. When you are ready to begin play, click 'Begin'.

7. MULTIPLAYER

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

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

Like Skirmish Mode, Multiplayer games are played using armies that you have set up ahead of time, and you can do this in the Army Management

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

screen. This is done in the same way as in Skirmish Mode, and armies created in Skirmish can be used for Multiplayer games and vice versa.

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

Clicking on 'Live' or 'PBEM' will take you to the multiplayer lobby. In the centre of the screen, you will be able to see the games currently available to join on the server, or you can click on 'Games In Progress' to see your current games and play the turns that are waiting for you. On the side of the screen, you can create a new match or revisit the Army Management screen, both of which are done in the same way that you would set up a Skirmish.

Clicking on 'Hotseat' will allow you to set up a "hotseat" game, that is, two players playing a game on one computer. If you wish to save a hotseat

game, you can do this just like any single player games, by pressing Esc on your keyboard and then 'Save' and giving the save file a name.

8. HOTKEYS

Pan camera – W/A/S/D or arrow keys
Rotate camera – Q/E
Zoom camera – R/F
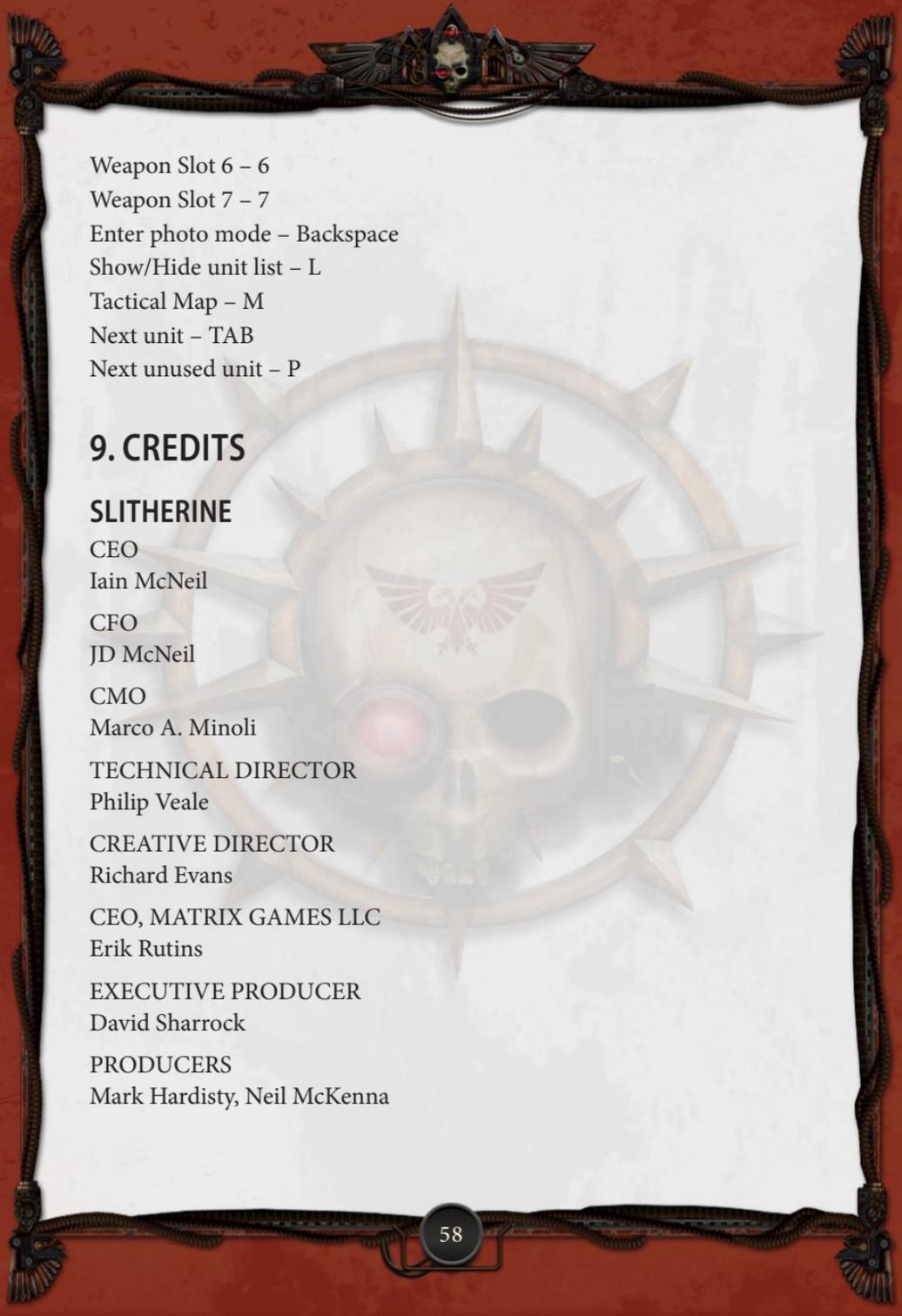Enter move mode – Z
Change facing – G
Overwatch – O
Interact – I
Weapon Slot 1 – 1
Weapon Slot 2 – 2
Weapon Slot 3 – 3
Weapon Slot 4 – 4
Weapon Slot 5 – 5

Weapon Slot 6 – 6
Weapon Slot 7 – 7
Enter photo mode – Backspace
Show/Hide unit list – L
Tactical Map – M
Next unit – TAB
Next unused unit – P

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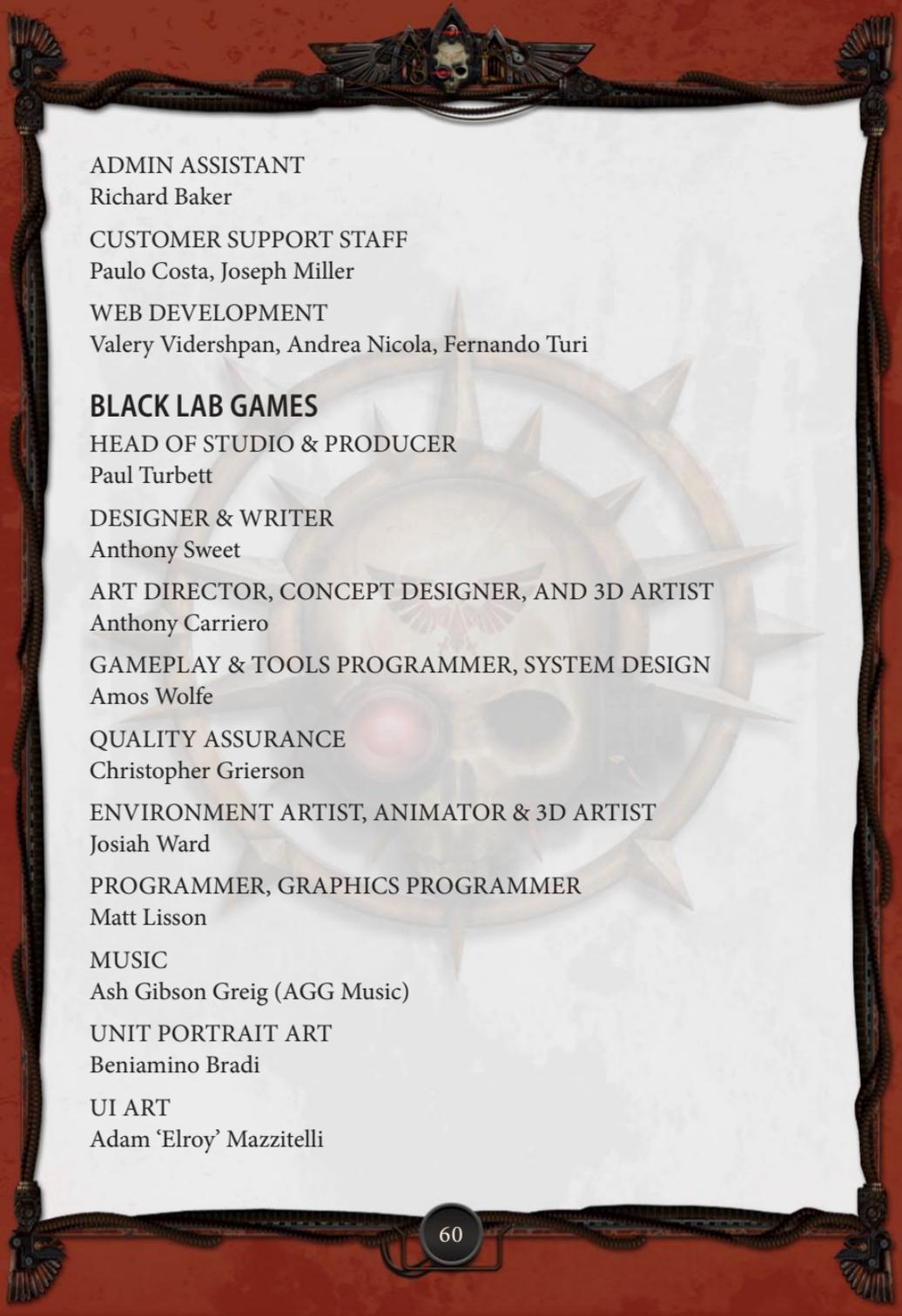Koen Bekkema

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