

TOTAL WAR™ WARHAMMER®



HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the centre hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in the original case after playing. Do not store the disc in a hot or humid location.

The **TOTAL WAR™: WARHAMMER®** game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- Also read the manual of your personal computer.
- The game disc may not be used for rental business.
- Unauthorized copying of this manual is prohibited.
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What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

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PLEASE NOTE: The information in this manual was correct at time of publication, but some minor changes may have been made late in the product's development. All game art for this manual has been taken from the English version of this product.

THE GAME OF FANTASY BATTLES

Life in the Old World is harsh and unforgiving. The Winds of Magic scour the lands, from the highest, gnarled peaks to the deepest, dankest caverns in the bowels of the earth; beasts once docile turn savage and disturbed, and seemingly innocuous forests become twisted and treacherous. Chaos is made manifest. All are affected. Nothing is safe.

Despite this, the world of men - the Empire - stands in opposition, with the newly elected Emperor, Karl Franz, its strongest champion. They consign themselves wholesale to the grim business of eternal war; from the highest-ranking general to the lowliest farmer, war consumes and drives all. To add insult to injury, the world itself is against them; great monsters of Chaos descend from the north, from the east insidious Vampire Counts emerge, plotting to usurp the throne, and of course the ever-present Greenskins maraud and raid every inch of embattled land.

Yet men are not entirely alone. The Dwarfen kingdoms, after many years in decline, now fight back against the darkness. Led by their High-King, Thorgrim Grudgebearer, the Dwarfs seek to right every wrong recorded in the Dammaz Kron, the ancient book of Dwarfen grudges. A mammoth task, but one Thorgrim sees as crucial to restoring the Dwarf Empire to its former glory.

In every corner of the world, battle standards are raised as the races carry themselves to war eternal for glory and to honour their myriad gods who, if they are watching, will surely feast upon these days until the end of time!



TOTAL WAR: WARHAMMER

Total War: WARHAMMER is a game of statecraft, expansion, diplomacy, nation management and epic-scale warfare, set against a dense, fantastical backdrop. It is a game of two halves - one half a turn-based strategy campaign game, the other played out in real time on the blasted battlefields of the Old World. Engage in diplomacy, trade, construction, research and exploration in a bid to make your faction the most powerful on the map. Then, when armies clash and battle is joined, command your forces in real time, leading them to victory or defeat.

INSTALLATION GUIDE

REQUIREMENTS

Firstly, please ensure that your computer meets the minimum requirements listed on the packaging. Minimum requirements are those needed to play the game at its lowest settings.

For the best experience of Total War: WARHAMMER we recommend that your computer meets the recommended requirements.

In all cases, please also make sure that you have updated your graphics card drivers to the latest version and that your operating system is also up to date.

A broadband internet connection is required for the initial installation of Total War: WARHAMMER. You will be able to play the single player game offline (not connected to the internet) once installation is complete. You will need to reconnect from time to time to receive patches and additional downloaded game content.

A good broadband internet connection is required for multiplayer games. Dial-up modem connections are not suitable.

HOW TO INSTALL FROM DISC

Close any other running applications before installing Total War: WARHAMMER. Insert DVD 1 into your DVD drive.

If you are installing the game on PC, and Autoplay is enabled, the installer will automatically start. Click on the "Install" option in the menu to begin the installation process.

If you are installing the game on PC, and Autoplay is disabled, double-click on the My Computer icon and then double-click on the DVD drive icon containing the Total War: WARHAMMER disc to launch the game installer. Again, click on "Install" in the menu.

If the game does not automatically install itself, right-click on the relevant drive icon in My Computer and choose "Explore" from the dropdown menu. Double-click on "autorun.exe" to run the installer.

THESE GAMES ARE STEAM POWERED!

When you install Total War: WARHAMMER you will need to authenticate your copy of the game by registering it online with the free Steam gaming service. You only need to connect to the internet once to do this and the installer will take you through the process when you put the Total War: WARHAMMER disc in your drive. If you don't already have a free Steam account, you will need to create one, and this will give you access to some great features:

- ☞ Find and chat with your friends while gaming.
- ☞ Quickly connect to the best multiplayer servers.
- ☞ Receive automatic game updates.
- ☞ Earn achievements and join up with the rest of the Steam community.

TO ACCESS TOTAL WAR: WARHAMMER:

1. Fully install and activate Total War: WARHAMMER and the Steam client as per instructions above.
2. Launch the Steam client and select "Activate a product on Steam..." under the "Games" menu.
3. Go through the Steam product activation wizard, entering the product code printed on the card included in this box.
4. All content will be automatically added and downloaded within its corresponding game.



TOTAL WAR RECRUITS START HERE...

Most orders for campaign map characters and armies, or units in battle, follow a simple pattern of left-click to select and right-click to issue an order. If you're completely new to strategy games, you'll find all the assistance you need to conquer, betray and backstab through the in-game advisor and game guide.

There are keyboard shortcuts to help you do things quickly, but Total War: WARHAMMER gives you time to consider and plan your actions. As you become familiar with the game, you'll gradually master more advanced controls.

THE INTRODUCTION

The introduction is designed specifically to give you a taster of the game world and introduce you to the basic ideas behind Total War: WARHAMMER's turn-based campaign game and the real-time battles. You'll find it useful to look at the introduction, especially if you are a new player, for learning the basic controls and the user interface that helps you command your burgeoning empire. Note that you can bypass it by unchecking the box on the user interface when selecting your Legendary Lord.

Once you've completed the Introduction, you'll be able to continue the campaign you've begun. You'll also be ready to fire up a custom or quest battle for some glorious real-time carnage!

The game includes additional features to help your empire building and warmongering: the advisor and game guide. They have been improved for Total War: WARHAMMER.

THE ADVISOR

The in-game advisor is always on hand to help you with the controls and concepts of the game. The advisor monitors how you play and, as you progress, offers guidance about what you're doing in the game.

By default, you'll see and hear all advice as you play. You can tweak the settings to reduce the level of advice given, and tailor it to either speech or just on-screen text. As you get more experienced with the game, the advisor takes a back seat and leaves you to your own devices, only offering helpful hints when you use some aspect of the game for the first time.

This time, the advisor is complemented by information panels containing useful information and links to the game guide, where you can find more information or further details about a topic.

THE GAME GUIDE

The game guide is an online encyclopaedia of useful information designed to guide players old and new through the intricacies of Total War: WARHAMMER. For statistics and gameplay information, access the game guide at any time by pressing the F1 key, by the dedicated button on the campaign and battle HUDs, through advisor

information panels, or by right-clicking on an individual unit, building, or technology card. Note that it can also be accessed from outside the game via the Total War: WARHAMMER website.

HOW TO WIN

Victory and glory can only be attained through dominance: what you need for an ultimate victory depends on the race selected. All victory conditions have one thing in common: you must seize and control territory by capturing regions and holding or devastating specific provinces.

Objectives will help steer you towards victory. Each faction has a list of primary objectives unique to it, and each includes bonus objectives. Inspired by events from the period, these are optional, but do offer faction bonuses if they are completed. Whatever your race's aims and objectives, its victory conditions are displayed on the objectives panel. Click on the objectives button at the bottom of the screen to view them.

Finally, as you play Total War: WARHAMMER, you'll collect Steam Achievements. These won't affect your chances of winning, but will give you some bragging rights within the online community!



EXPERIENCED TOTAL WAR PLAYERS START HERE...

While it's tempting to throw yourself into the fray, if you are a Total War veteran you might want to read the "What's New" section of this manual. You'll find details of the key new game features and the improvements that make Total War: WARHAMMER one of the most compelling games in the series.

WHAT'S NEW

Total War: WARHAMMER contains several features that are new to the series. You can use magic, Lords, Heroes, flying creatures and mechanised war machines, as well as enormous, terrifying monsters, which will affect both campaigns and battles in new and dramatic ways!

RACES & FACTIONS

In Total War: WARHAMMER, you can select one of four races: the Empire, Dwarfs, Greenskins, and Vampire Counts. Each one contains one playable faction to choose from, each with its own individual style of play. For instance, as the Empire, you can choose to play as Emperor Karl Franz or his Supreme Patriarch, Balthasar Gelt. Non-playable factions belong to races too, such as the Elector Counts, who are part of Karl Franz's Empire, and the various Vampire Counts not sworn to Manfred von Carstein.

MAGIC

In the Old World of Total War: WARHAMMER, magic is manifested in spellcasters' abilities on the battlefield. Each one has an array of magical spells, ranging from simple bonuses and penalties to spells that cause direct damage to the foe, such as the "Comet of Casandora", or vortexes which will affect everything caught within them, like the "Curse of da Bad Moon". Each spell requires the "Winds of Magic", and cannot be cast if there are not enough, although the Winds recharge during the course of a battle, as indicated by the user interface in the bottom right-hand corner of the battlefield.

On the campaign map, mousing over a province shows the strength of the Winds of Magic there, which control how much magic is available for spellcasters to use and how fast it will recharge afterwards. If they are powerful enough, swirling drifts of colourful turbulence will be visible upon the air. At the start of battle the option to wait enables you to gamble on the size of the Winds of Magic pool; it may change in your favour, it may not...

Among the races, Dwarfs do not use magic as they have no affinity with the Winds, but have an innate resistance to magic and magical weapons. However, they do create powerful runes to augment their warriors and weapons, giving them much the same functionality as spellcasters.

FLYING CREATURES

Flying creatures and war machines are a brand new addition to the series, exclusive to Total War: WARHAMMER. Great Wyverns and Dragons, hordes of Vampire Bats, Imperial Griffons, and thundering Dwarf Gyrocopters can take the fight to the skies above the battlefield, requiring new tactics to defeat or use them to your best advantage. Wyverns and Dragons strike terror into their enemies' hearts as they swoop down upon them, smashing into ranks and sending scores of troops scrambling to get out of the way. However, terrifying though they are, large flying creatures can be easily pinned down and destroyed if caught in melee on the ground, so must be quickly pulled out and regrouped in much the same way as traditional cavalry after a charge. They are

particularly good at harassing flanks and shattering wavering forces, yet care should be taken to avoid missile attacks, which can easily shoot them out of the sky. Dwarf Gyrocopters cannot land, yet carry extremely powerful weapons designed to decimate enemy ranks with high-yield ordnance or vicious steam cannons. However, they too can fall foul of missile units if not deployed prudently.

MONSTERS

Enormous, terrifying creatures that tower above even the tallest, strongest warriors on the battlefield, monsters such as Giants, Trolls and the fearsome Arachnarok Spiders wreak havoc amongst their opponents - striking terror into the hearts of nearby enemies, affecting their fighting ability. They can also smash into enemy lines, sending them reeling in all directions.

However, monsters can be pinned down in melee and if they spend too long in combat, can eventually be worn down and killed. They are also susceptible to certain types of weapon, like halberds and long spears, cannons, and specialist pieces such as the mighty Trollhammer Torpedo, but are generally able to take a lot more damage than other creatures before they die.

Monsters are great for pinning down units whilst your other forces manoeuvre into advantageous positions. Naturally, some are unruly and temperamental, so both friend and foe alike must beware!

LORDS

Lords are the leaders of races and commanders of your armies on the battlefield. There are two types - Lords and Legendary Lords, the latter of which are genuine, named characters from the annals of the Old World, steeped in its lore and history. You begin the game by selecting one of your chosen race's Legendary Lords, a choice that will affect your playing style early in the campaign.

Lords can be upgraded through battles, which give you skill points to spend on skills and upgrades such as new weapons, mounts and battlefield abilities. All of these can be managed through the Character Details panel.

Legendary Lords also trigger narrative quest chains which, if completed, culminate in epic battles and the unlocking of powerful magical artefacts, further developing their characters.

HEROES

Heroes provide a dual function, acting both as agents on the campaign map and powerful warriors on the battlefield. As campaign agents they are able



to perform useful subterfuge actions, such as the assassination of rival enemy Lords and Heroes, or sabotage of enemy settlements or armies. Of course, each one also has abilities that passively improve the situation in your own provinces.

On the battlefield, Heroes that have been embedded in armies can use an array of potent magical spells and abilities that can be brought to bear on their foes. A Lord or Hero is the equivalent of a unit or more of regular troops, due to their power and influence on the field.

Heroes can develop their skills on both the campaign map and the battlefield, earning points that can then be spent on skill upgrades, new abilities, mounts, and magic items, making them more effective in every way.

THE UNDERWAY

The Underway is a vast, sprawling network of tunnels and highways beneath the surface of the Old World, constructed by the Dwarfs during their golden age of empire. At one time, it spanned the length and breadth of the Old World, enabling the Dwarfs to pass beneath the mountains and lakes without as much as a worry. Yet the Underway was also the instrument of the Dwarfs' undoing; the Greenskins, upon discovering it, harnessed the tactical advantage of the tunnels to launch systematic, devastating attacks on the Dwarfholds. The resulting wars devastated the underground network and trapped the Dwarfs in isolated, fractured mountain redoubts.

These days, the Underway is a broken, shattered shadow of its former glory, and yet still has the potential to connect distant lands with ease, to those who know how to use it. The tunnels are fraught with danger and peril, yet the wise Dwarf and Greenskin commander can still navigate the highways, broken though they may be, to travel underneath threats which would otherwise be their undoing. However, in its current state, the Underway is not completely undetectable and those who use it will likely be intercepted. Armies caught by their enemies in the tunnels will be forced to fight in the dark, broken ruins, beneath the baleful gazes of ancient Dwarf statues.

Dwarf and Greenskin Lords can access and traverse the underway by setting their armies' stance to "Use Underway".



CONTROLS

Below, we've listed the classic controls used in Total War: WARHAMMER. You may create your own custom key bindings for everything, if you wish. In the front end menu or the in-game menu go to "options" and "controls" to set these up.

FUNCTION	STANDARD CONTROLS	
	Primary Key	Secondary Key
UNIVERSAL CONTROLS		
Toggle Sound Effects	Alt + X	
Toggle Music	Alt + M	
Select All	Ctrl + A	
Select Next	Period	
Select Previous	Comma	
Current Selection Order Cancel	Backspace	
Standard Ping	Ctrl + F5	
Chat Panel On	Y	
Chat Panel Off	ESC	
CAMERA CONTROLS		
Move Forward Fast	Numberpad 8	
Rotate Up	V	+
Rotate Down	C	-
Camera Up	X	*
Camera Down	Z	/
Accelerate	Page Up	
Decelerate	Page Down	
Rotate Left	Q	Num 4

Rotate Right	E	Num 6
Scroll Left	A	Num 1
Scroll Right	D	Num 3
Step Forward	W	Num 5
Step back	S	Num 2
Increase Camera Rotation	Shift + Page Up	
Decrease Camera Rotation	Shift + Page Down	
Intelligent Zoom	N	
Third-person Camera	Insert	
Toggle Unit Camera	Delete	
Show Tactical map	Tab	
CAMPAIGN MAP		
Show Selected Overview	1	
Show Garrison	2	
Show Unit Recruitment	3	
Show Hero Recruitment	4	
Show Diplomacy	5	
Show Faction	6	
Show Finance Panel	7	
Show Technologies	8	
Show Objectives	9	
Show Book of Grudges	0	
End Turn	Enter	Num Enter
Toggle Move Speed	Space	
Disband Current Selection	Ctrl + P	

Quick Save	Ctrl + S	
Quick Load	Ctrl + L	
Toggle Settlement Labels	Ctrl + T	
Auto-merge Units	Ctrl + M	
Pan to Capital	Home	
Default camera rotation	End	
End Turn	Enter	
Show Strategic map	Tab	
BATTLES		
Unit/Group Controls		
Group/Ungroup Units	G	
Toggle Locked Group	Ctrl + G	
Toggle Melee Mode	F	
Toggle Unit Speed	R	
Pan to unit	End	
Special Ability Slot 1	Alt + 1	
Special Ability Slot 2	Alt + 2	
Special Ability Slot 3	Alt + 3	
Special Ability Slot 4	Alt + 4	
Special Ability Slot 5	Alt + 5	
Special Ability Slot 6	Alt + 6	
Create/Select unit group 10	Ctrl + 0	0
Create/Select unit group 1	Ctrl + 1	1
Create/Select unit group 2	Ctrl + 2	2
Create/Select unit group 3	Ctrl + 3	3

Create/Select unit group 4	Ctrl + 4	4
Create/Select unit group 5	Ctrl + 5	5
Create/Select unit group 6	Ctrl + 6	6
Create/Select unit group 7	Ctrl + 7	7
Create/Select unit group 8	Ctrl + 8	8
Create/Select unit group 9	Ctrl + 9	9
About Face	J	
Increase Unit/Group Width	Ctrl + Up	
Reduce Unit/Group Width	Ctrl + Down	
Step Unit/Group Backwards	Down	
Step Unit/Group Forwards	Up	
Rotate Unit/Group Left	Ctrl + Left	
Rotate Unit/Group Right	Ctrl + Right	
Strafe unit left	Left	
Strafe unit right	Right	
Selection Controls		
Select All Artillery Units	Ctrl + B	
Select All Melee Infantry Units	Ctrl + I	
Select All Cavalry Units	Ctrl + C	
Select All Missile Infantry Units	Ctrl + M	
Deselect all	Enter	
Pan to Lord	Home	
Game/UI Controls		
Cycle Battle Speed	T	

Show Unit Orders	Space	
Toggle Unit Information	I	
Toggle UI visibility	K	
Toggle UI (with Borders)	Alt + K	
Toggle Pause	P	

CUSTOMER SUPPORT

Please check www.sega.com/support for details of product support in your region.
Register online at www.sega.com for exclusive news, competitions, email updates and more.

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For US: SEGA of America, Inc. 6400 Oak Canyon, Suite 100, Irvine, CA 92618
- 2. Email:** Please check <http://www.sega.com/support> for more details.
- 3. Phone:** 00 44 845 301 5502 (UK) 1-800-613-162 (Australia)

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