CONTENTS

1. INTRODUCTION

Warhammer 40,000: Sanctus Reach brings you to a dark era of carnage and endless war. There is no peace among the stars: the Imperium of Man is beset on all sides by all kinds of threats. Among them is the Orks, a barbaric and warlike xeno race. One of their fiercest leaders, Grukk Face-Rippa, leads his Red Waaagh! in the Sanctus Reach system. Worlds after worlds fall to billions of Orks, until only one last planet resists the green tide: the Knight World of Alaric Prime. This is where a brave company of Space Wolves makes its stand to defend the last bastion of mankind in the system.

1.1 SYSTEM REQUIREMENTS

PRODUCT SPECIFICATIONS
Theatre: Space
Unit Scale: Squad, Individual (People, Planes, Tanks etc)
Players: 1-2
AI: Yes
PBEM: Yes
Manual: Digital
Editor: Yes,
Moddable Data Files

PRODUCT REQUIREMENTS
Windows 7, 8, 10
2GHz processor
2 GB ram
512Mb DirectX9 Compatible Graphics Card

1.2 INSTALLING THE GAME

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 Sanctus Reach CD into your CD-ROM drive. If you have disabled the auto run 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.

You can also launch the game on Steam.

1.3 UNINSTALLING THE GAME

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

1.4 PRODUCT UPDATES

In order to maintain our product excellence, Slitherine Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website.

http://www.slitherine.com/forum/index.php

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.

1.5 MULTI-PLAYER REGISTRATION

We highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer, or directly at Slitherine's website at:

www.slitherine.com/members/signup.asp

This is because you will need a registered account to play Multiplayer games on Slitherine's PBEM (play by e-mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine's catalogue, so it is worth registering!

1.6 GAME FORUMS

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

Go to **www.slitherine.com/** and click on the Forums hyperlink.

1.7 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 a FAQs section 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.slitherine.com/support/**

1.8 TUTORIAL

It is advisable to play the tutorial campaign first before starting on the main campaigns in Sanctus Reach.

Select Campaigns from the main menu and Tutorial is the first option on the Select Campaign screen.

Follow the on-screen instructions as you proceed through the tutorial and you will learn about the most important aspects of the game. Once you have completed the tutorial you will be ready to begin your first campaign (we recommend "Stormclaw").

2. STARTING THE GAME

2.1 MAIN MENU

When you have clicked on the "Play Game" button you will be taken to the main menu screen. Here you have a number of choices including "Campaign" and "Skirmish".
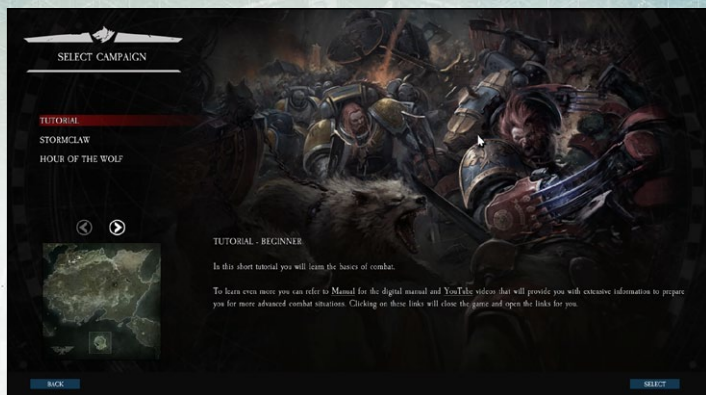
2.2 SELECTING A CAMPAIGN

Click on the "Campaigns" button and you will come through to this screen.

In the top left hand corner of the screen you will see the buttons for the three campaigns - "Tutorial", "Stormclaw" and "Hour of the Wolf".

It is recommended that you start by playing the "Tutorial" campaign and then "Stormclaw" (which is the first in the series). After this you should play the more demanding "Hour of the Wolf". New campaigns will be released in due course.

To play "Stormclaw" click on the "Stormclaw" button. The next screen shows a map of the "Blistered Isle" and highlighted in green is the "Thunderhawk Crash Site". Left click anywhere in the highlighted area and then click on the "Select" button in the right hand bottom corner of the screen.
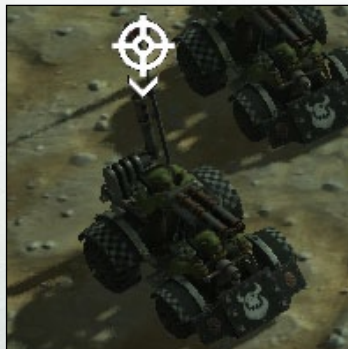
The next screen is very important. It is entitled "Green Tide, Grey Fog" and it contains vital information about the forthcoming mission. So be sure to spend some time studying the information you are given here.

Click on OK when you have finished and you will go to the "Force Selection" screen. In the first "Blistered Isle" mission your forces will already be selected for you, but in subsequent missions you will often be free to choose your own units.

On the "Force Selection" screen the units available for selection will be listed on the left-hand side of the screen. If you left-click on the name of the unit you will see the icon, the attributes and all the other information about the unit appear at the bottom of the screen. A map of the mission is displayed in the centre of the screen.

Again, it is worth spending some time digesting the information provided here as it will help you once you start the mission. In missions where you get to choose your own units, left-click in the box to select a unit, right-click if you wish to change your mind and choose a different unit. Click Start and you are ready to start the mission.

In the top left hand corner of the screen you will see your objectives for the forthcoming mission. Sometimes you will have just one objective, but in some cases there will be bonus, or secondary, objectives.

Very occasionally, a new objective will appear during the course of a mission so it is important to keep an eye on what is displayed here.

MAIN OBJECTIVES

Defend the Vengeful Howl
Defend Thunderhawk Gunship VP for 5 turns
Turns remaining - 5

BONUS OBJECTIVES

Capure the communication array

In most of the missions you will be required to capture a certain number of victory tiles. Sometimes you will be required to capture just a majority of them, other times you will need to capture all of them. on occasions you may be instructed to completely wipe out the enemy or move certain vehicles to a designated extraction point.

— NOTE —

The basic structure of a campaign is a major set-piece confrontation, followed by three random skirmish missions, before you return to another set-piece confrontation. This pattern is repeated through the campaign until you reach the final mission.

2.3 SKIRMISH MODE

If you wish to play your own stand-alone scenario left click on the "Skirmish" button in the Main Menu screen. You will come through to a screen which lays out a number of options on the left hand side that you may wish to use to set the parameters for your own scenario such as map size, type of terrain, size of armies and, best of all, you get a chance to play as the Orks if you want to.
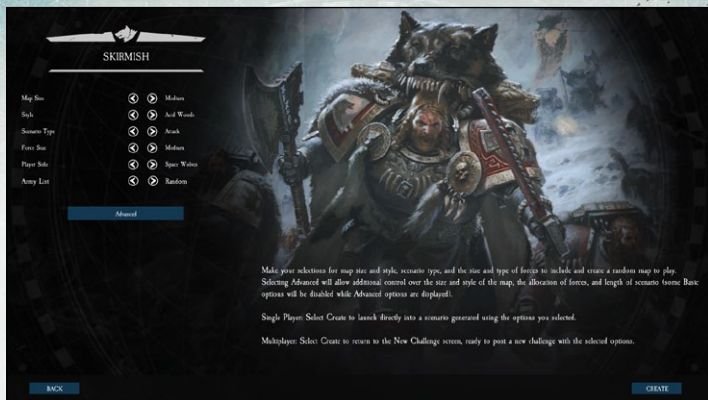
There are more advanced options to consider once you have become more familiar with the game.
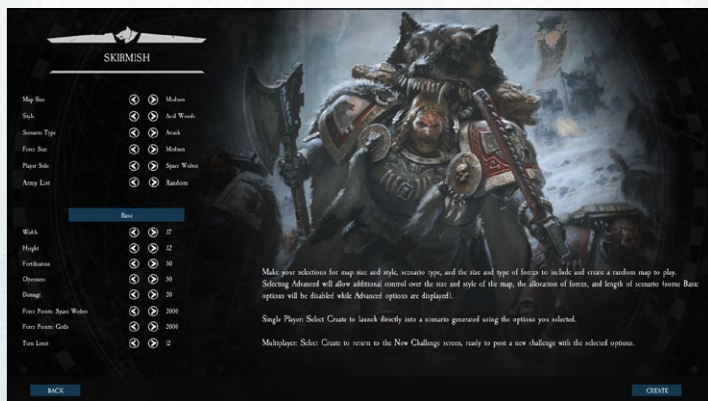
2.4 MULTI-PLAYER

Sanctus Reach includes a very comprehensive and easy to use multi-player system. Select Multiplayer from the main game menu.

If you already have a Slitherine forum username, or have previously played other multiplayer games on our server, choose the login option and enter your details.

If you are new to Slitherine, register your username and password in game. You can use these details to log in to the Slitherine forum and view statistics or chat to other players.

Slitherine have also created a "Unified Login System" for the Slitherine and Matrix Games websites and forums so you do not have remember a separate password for each of them.

If you are an existing user, you can login to the "Unified Login System" using any of your credentials. Then you can merge the accounts together to create one unified login. If you have any problems logging in please do not hesitate to contact us at support@slitherine.co.uk

The full game allows you to play online using the revolutionary Slitherine online servers. Accept another player's challenge, or create your own. Play games with other players in any time zone, and play turns at your own pace - without having to be online at the same time.

When you arrive in the Lobby, you will see that there are three tabs. The first tab, "My Games", lists the games you currently have in progress. The second tab, "My Challenges" shows the games you have put on the system that are waiting for an opponent to begin, while the third tab, "Accept Challenge" lets you see if there are any challenges available from other players who are looking to start a new game. Any games displaying a locked padlock icon are private challenges only available to specific opponents.

If you want to initiate your own challenge, click the "Issue Challenge" button and you'll see a list of available scenarios. Select the one you wish to play then select your army.

Once you have an opponent, the game moves to "My Games". If it is your turn you'll be able to select the game and press Play. If not, you'll have to wait for your opponent to take their turn. When your opponent has moved you'll be notified by e-mail. It is very important that you enter your real e-mail address when registering or you will not see the e-mail alerts when it is your turn.

2.5 EDITOR

Sanctus Reach allows you to create your own campaigns and scenarios. After left-clicking on the Editor tab you will go through to a screen where you will give your campaign its name and decide whether you want to make it a "carryover" campaign

and/or a multiplayer campaign. A "carryover" campaign means that the surviving units from one scenario are automatically made available for the next scenario. Once you have made these decisions you will be taken through to the editor itself and you can begin to create your scenario.

You will start off with a blank map and by using the toolbar on the left-hand side of the screen you will be able to place objects such as terrain features, buildings and roads on the map. You can then place the various units from each side in their starting positions and stipulate whether there are going to be reinforcements and what the victory conditions will be.

The editor will allow you to add every feature that is available in official campaigns to your own campaign, thereby letting you design single-player and multi-player scenarios of any size and complexity that you want to. Maps can also be randomly generated in the editor.

2.6 MODDING

For help with modding and creating scenarios, please visit the Sanctus Reach modding forum at **www.slitherine.com**

2.7 LOAD GAME

To continue with a game that you have previously saved click on the Load Game button and choose from your roster of saved games.

2.8 OPTIONS

To adjust the various settings available for the game click on the Options button. You may change things like the picture resolution setting, the sound level, whether you have music playing while you play and other settings. Remember to click on OK before leaving the screen to save your changes.

2.9 EXIT

Click on the Exit button when you are ready to leave the game.

3. NAVIGATING THE MAP

Once you have completed your force selection you are ready to start playing the game.

Navigating your way around the map is very straight forward with the mouse pointer after a little practice. If you wish to move the left move the mouse pointer to the left edge of the screen and the map will move across the screen To move to the right, or up or down, move the mouse pointer in the same way in the required direction.

Alternatively you can also use the wasd or 2468 keys on your keyboard to scroll the map north, south, east and west

You can use the four arrow keys on your keyboard for the following purposes . . .

To zoom in use the "up" arrow
To zoom out use the "down" arrow
To rotate the map in a clockwise direction use the right arrow
To rotate the map in an anti-clockwise direction use the left arrow

Alternatively you can use the 79 keys to rotate the map clockwise or anti-clockwise

4.UNITS

A full glossary of the different types of units in the game with their classification can be found in section 7 of this manual.

On the mission map Space Wolves units are indicated by a yellow symbol above their heads while Ork units have a red symbol above their heads. This allows an at-a-glance identification of all your units on the mission map in relation to the positions of the enemy. You can also use the mini-map on the right hand of the screen to see where all the units are. remember though that some enemy units may remain hidden as they are not currently within your units' line of sight.

4.1 MOVING UNITS

To move a unit move the mouse pointer over the unit on the map

Dreadnought: Korpr
Open ground
HP: 265\265
Morale: 100\100

so that it is bracketed by four small white corner markers. When you do this a small display will show important details you need to know about that unit including its name, the terrain it is in, its health and its morale. To get more information about the unit including

its weaponry and available action points left-click on the unit and look at the displays at the bottom of the screen.

Once you have left-clicked onto a unit you will see a number of white tiles in its immediate vicinity and these are the tiles that the unit can move into on that turn. Just move the mouse pointer over the highlighted square that you wish to move your unit to and then left-click on the arrow symbol that has now appeared. Your unit will then move onto that tile.

In most circumstances you will move your unit to its new destination all in one go, but it is possible to move incrementally if you wish to. This might be an important consideration if you think enemy units might be hiding close to you in preparation for an ambush, or if you are seeking to ascertain the optimum range for your unit's weapon when firing at the enemy.

Units may move, fire and then move again in the same turn, but be aware that the more shots your units take the less distance they will be able to travel that turn.

You may also make only part of a move for a unit, then go and deal with another unit, and then come back and finish your first units' move.

When you left-click on a unit to move it you will also see white target symbols on a number of tiles in front of you. These tiles are the ones currently covered by your units' "reaction fire"

capability. You will also see these symbols again on different tiles if you decide to move your unit. Any enemy unit entering one of these tiles in the next turn may be fired upon by your unit.

If you are moving a unit that is in reasonably close contact with the enemy you may see some tiles that are red in colour. These tiles indicate the "reaction fire" zone of enemy units so if you move into them then you run the risk of being shot at.

The last type of tile you might see when left-clicking on a unit to move it is one with a broken white line around its perimeter. These are represent the "zone of control" tiles of enemy units and your unit will have to stop when entering one of them.

When you have finished moving your unit you are able to alter its facing so that you have your "Reaction Fire" tiles in the right position. Move the mouse pointer over any adjacent square to your unit

and left-click. A "Set Reaction Arc" icon will appear. Left-click on the icon and your unit will turn in the desired direction. If you keep the mouse pointer hovering over your unit you will now see the new "Reaction Fire" tiles for your unit.

When you have finished moving one unit and it is still highlighted, either right click the mouse button, or press the Space bar on your keyboard, to clear it off so that you can move on to the next unit. Do not forget the buttons above the End Turn button that will help you find the next unit to move. This is particularly helpful in very large battles.

Movement allowances vary for different types of units. Infantry units are the slowest moving, usually having only 16 or 20 move points per turn. Vehicles usually have more move points than infantry, apart from those that are very heavily armoured. Some of the quickest can have up to 40 move points per turn.

The details for the movement allowances of your units can be found in the Force Selection Screen before the start of a scenario

— NOTE —

All units can move each turn unless they start it adjacent to an enemy unit that has melee capability. In these circumstances units are subject to enemy zone of control restriction and cannot move until the enemy unit has either been severely weakened or destroyed.

or either or by looking at the display in the bottom of the screen once you have clicked on the unit.

4.2 LOADING AND UNLOADING UNITS

Left-click on the transporter vehicle and check its "Transport Capacity", which is to be found on the bottom line of the tooltip that has now appeared. Next left click on the unit that you wish to transport and find its "Transport Size". As long as the "Transport Size" is not larger than the "Transport Capacity" then the unit can be transported.

For example, an empty Space Wolves Rhino transporter vehicle will have a 12/12 reading which means it has twelve places available. A Blood Claw Pack infantry unit has a transport size of 4 because it consists of four soldiers and can be successfully transported.
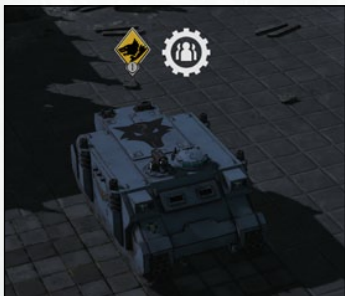
Move the unit to any square adjacent to the transporter unit and a white symbol depicting three figures will appear indicating that the vehicle is available to carry your unit.

Move the mouse pointer over the transporter and left click. A row of two icons will appear. Left click on the icon with the arrow pointing up and the unit will load onto the transporter. The words "Mount up" will appear in white text for a short time besides the vehicle.

To unload a unit from a vehicle left-click on the transporter unit and move the mouse to an adjacent square where you wish to put
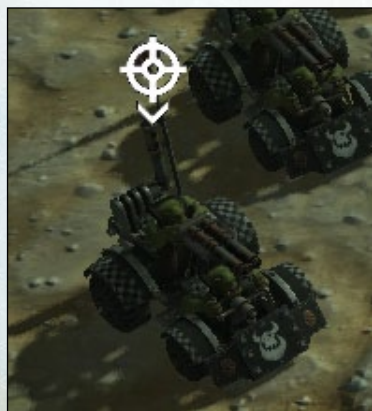
the unloaded unit. A row of four icons will appear, left-click on the last icon that has the arrow pointing downwards. The unit will unload into that square which is now highlighted in white.

If you have more than one unit in a vehicle then they will unload in the order that they got on to it. A unit may be loaded and unloaded in the same turn.

4.3 FIRING UNITS

Firing at enemy units is the most common way to inflict damage on them. There are many different types of firearms in the game ranging from the hand-held bolt pistol all the way up to huge artillery units armed with thermal cannons and missiles. All have their strengths and weaknesses and optimum situations that they should be used in and getting the best out of your assorted weaponry is largely a matter of gaining some battle-time experience.

The game mechanisms though are fairly similar for most of the weapons you will encounter in the game. As a general rule left-click on the unit you wish to fire with and look for the white circular target symbols over the heads of the enemy units. These are your possible targets.

To assess which a target to choose, or whether a shot is likely to be successful, move your mouse pointer over the enemy unit so that a small bullet icon appears. Left-

click the mouse again and the bullet icon will move up fractionally and then a display will appear showing very important information about your weapon and the target that you are considering firing at, including whether it is in cover or not. Particularly important are the "damage potential" rating and the "chance to hit" (expressed as

a percentage). If these are below 50% and "normal" then you may wish to select another target if it is available. Left-click on the small bullet icon to fire the weapon.

Again it is the case that your own battle experience is crucial here. For example, the statistics may suggest to you that the damage you are likely to inflict is limited, but if the enemy unit is already badly damaged, or if you have other units in support that can also fire at the same target, then it still could be worth taking the shot. On the other hand, taking an effectual shot with an isolated unit that has left itself in the open and vulnerable to attack from the enemy on their turn is usually not a very good decision.

Artillery units can bombard enemy units that they cannot see although projectile weapons degrade the further they travel.

Sometimes you will see a green icon on a tile between your unit and the target. This icon indicates that there is terrain that might block some or all of your

shots. If possible, it is often better to move to a different tile to get a clearer shot.

Buildings and structures, some forms of terrain like forests, and smoke will all block line of sight for shooting. Some of these terrain types can also be used as cover to minimise casualties from enemy fire.

Firing with a flamer weapon is a bit different from most of the other weapons. To fire a flamer left-click on the unit then move the mouse pointer to an adjacent square in the general direction of the enemy unit(s). Left-click again to see the highlighted squares that will be hit by the flamer.

Left-click again to fire the flamer. Please be aware that the flamer will potentially hit any unit, friend or foe, within the highlighted area.

4.4 REACTION FIRING

Units with firing capability are also able to fire once during the enemy's turn (provided their morale level is high enough). This is known as "reaction firing". So it is important to have your units facing in the right direction at the end of your turn.

Anticipating where the enemy units might move to, so that you can maximise the number of reaction shots you can have, is an important skill in the game.

It is possible to injure or kill your own units with firing by your own units so be very careful when you are targeting enemy units.

4.5 DESTROYING STRUCTURES AND TERRAIN FEATURES

You can also destroy structures and some terrain features such as trees by firing at them until the tile health score is reduced to zero or below.

To fire at a structure or terrain feature move the mouse pointer over the terrain tile to ascertain the tile health value.

Left-click on the unit you wish to fire with and then move the mouse pointer over the terrain tile to bring up the terrain destruction icon.

Left-click on the terrain destruction icon to fire.

4.6 MELEE ATTACK

Sometimes it will be more advantageous to use a unit's melee capability rather than to shoot. This will often happen if the enemy unit is very close rendering missile fire much less effective.

Some of the units have hand-to-hand combat capability. If you want a unit to engage in hand-to-hand fighting you should move it

into an adjacent tile to the enemy unit. Then move the mouse pointer over the enemy unit that you wish to fight so that one of the various melee icons is displayed.

Left- click anywhere in the enemy unit's tile so that the melee icon moves to the top of the icon display. Left-click on the icon to commence the combat. Most units are able to conduct two phases of combat per turn.

4.7 SPECIAL ABILITIES ATTACK

As you progress through the various missions you will find that more and more of units gain special abilities that increase their effectiveness and allow them to make different types of attack.

For example, some units will acquire various types of grenade that can cause considerable damage and debilitation to enemy units.

Using these special abilities to their optimum effect can be difficult at first, but with practice they can make a big difference to the outcome of your mission.

To use a special ability left-click on the unit and an icon will appear. Left click on the icon to activate the ability.

5. TACTICAL CONSIDERATIONS

5.1 HEALTH POINTS

Each time a unit receives enemy fire, or is engaged in hand-to-hand fighting it may suffer damage and lose health points. The number of health points lost by a unit are indicated after each phase of combat.

You can check on the health of a unit during the course of a battle by looking at the display in the left hand corner of the screen.

Dreadnought Rafnsvartr					WEAPON STATS
265/265	ACTIONS: 1	ARMOUR	ABILITIES		Twin-linked Autocannon
100/100	REACTIONS: 1	90			Wolf Claw
200/700	MOVE POINTS: 5	70			Heavy Flamer

Units losing all their health points are destroyed. A white skull symbol will appear above a unit if its losses reach 50% or more.

5.2 MORALE

Most units in the game will start a mission with their morale set at a value of 100, although some hero units will start with more than that.

A unit's morale will drop as it suffers damage and loses health points. In general, Space Wolves units tend to have much more durable morale, but units on both sides suffer serious loss of morale if they are subjected to bombardment or flamer attack.

All weapons have a "shock" capability and for every attack that inflicts damage on a unit its morale is reduced by the attacking weapons shock value.

If a unit's morale falls below 50 then its status becomes "shaken" and its own shooting capability suffers a 10% loss in accuracy and it loses any "zone of control" (ZOC) it may have had.

If a unit's morale falls below 25 then its status reduces further to "panicked" and its shooting capability suffers a 25% loss in accuracy and it loses its ability to use "reaction fire".

If a unit's morale falls to 0 then it is considered "broken" and its accuracy is reduced to 50%. It is also unable to move towards enemy units.

Once a unit's morale reaches zero then the unit is "out of action" and it cannot move or attack enemy units.

When a unit is destroyed all friendly units within a distance of 3 tiles will immediately lose 15 morale points.

At the start of a turn any unit that has not taken damage in the previous enemy turn will regain 15 morale points (up to their original morale points total).
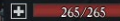
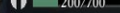At the start of each turn a unit will regain 15 morale points for every friendly unit that is within a distance of 3 tiles and that has morale higher than 50 points.

5.3 EXPERIENCE

Units can gain experience when fighting by destroying enemy units. When an enemy unit is destroyed the number of experience points gained will appear on the screen. The more powerful the enemy unit destroyed the more experience points gained.

For example, destroying a Gretchin infantry unit will score you 100 experience points but if you manage to destroy a Killa Kan Rocket unit then you will score 280 points.

You can check the progress of units gaining experience in the Force Selection Screen or by looking at the unit display in the bottom left hand corner of the screen.

Dreadnought Korpr						WEAPON STATS
	265/265	ACTIONS: 0	ARMOUR		ABILITIES	Twin-linked Autocannon
	100/100	REACTIONS: 1	🛡	90		Wolf Claw
	200/700	MOVE POINTS: 2	🛡	70		Heavy Flamer

If during the course of a mission a unit fills up its experience bar by killing enemy units then the next time that unit appears in the game it will have a higher experience level and it will have become a more efficient unit.

5.4 ABILITIES

Elite and leader units will start the campaign with a number of special abilities that will often significantly benefit your army. A full list of abilities in the game is provided in Section 7 (the Glossary).

All units can gain new abilities during the course of a campaign every time that their experience level increases as a result of destroying enemy units. Units that are destroyed during a mission will not gain any new abilities if they are subsequently reformed later on in the game.

5.5 TERRAIN

There are many different types of terrain in the game and they can have important effects on the movement capabilities of your various units. Some terrain is impassable and your units will have to go round these while some terrain gives units some cover from enemy fire.

5.6. TACTICAL PENALTIES

Units at 50% strength or less suffer a number of penalties affecting the accuracy of their firing; the loss of their zone of control ability; the loss of their reaction fire capability; and the loss of their ability to conduct melee counter-attacks.

When losses reach 25% or less units are unable to move towards the enemy.

5.7 SOME TACTICAL ADVICE

Units can move and fire and the same turn so it is often very important to consider which to do first. Remember also that shooting will reduce the number of tiles that a unit can move in that turn. Shooting twice may mean that you cannot move at all.

Do not forget to make sure that your units are facing the right way at the end of your turn. Use the "Set Reaction Fire" or "Turn Hull" (for vehicles) facilities to face possible enemy attacks in your enemy's next turn.

You will need to have some experience with the game to know what the best range to shoot from is for each weapon. Some firing weapons are not very effective at very close range so it may be advantageous to move your unit further away from the target before firing.

Some weapons will hit all the figures in an enemy unit but others will just hit individual figures. It is just a matter of experience to know which weapons are more effective in any given circumstance.

Units with melee capability, for example those that carry a chainsword, exercise a zone of control in each of the eight squares that surround them. Any enemy unit within this zone of control cannot move away until the unit is destroyed.

Armoured vehicles have their strongest armour at the front, their medium armour at the sides and often no armour at all at the rear.

You can protect your badly damaged units by loading them into a transporter unit, but remember, if you lose the transporter unit you will also lose any units that it may be carrying.

If your way forward is blocked you can destroy structures and some terrain features. But remember that destroying them can be a prolonged process taking a number of turns unless artillery or missile units are used for that purpose.

Use the bombard capability of your artillery units to strike at larger concentrations of enemy units, particularly if they are infantry.

Be careful how you use artillery and flamer units because they can do serious damage to your own troops if they are positioned close by.

Hover vehicles can be attacked in melee from the ground so be sure to keep them out of range of powerful enemy units.

Use your fast attack units as scouts to identify enemy positions and to harass them with fire from a distance. Using higher ground can be particularly effective. Do not get too close to the enemy if the unit is on its own.

Be careful with your leader units as they will be targeted ruthlessly by the enemy.
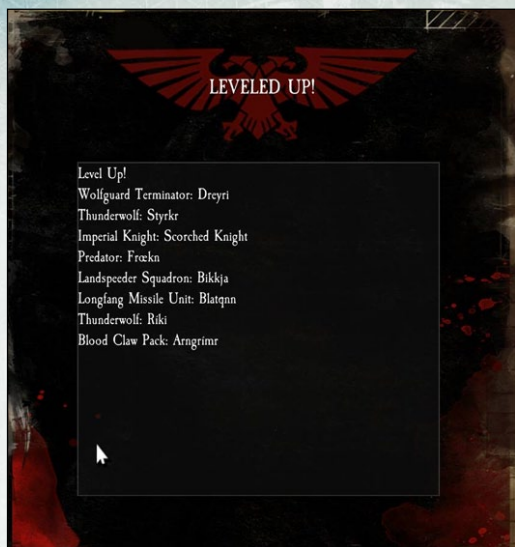
Smoke blocks line of sight so use it as cover when approaching enemy positions.

6. MISSION CASUALTIES AND ACHIEVEMENTS

At the end of a mission you will see either a Victory or a Defeat Screen.

The next screen will show the casualties for both armies from the mission and the number of experience points gained overall by your units.

Eliminations		
Hero	1	1
Commander	1	0
Heavy Support	9	0
Elite	11	3
Fast Attack	10	4
Infantry	34	3
Transport	0	0
Artillery	2	0
Total	68	12
Score	12110	3080

LEVELED UP!

Level Up!
Wolfguard Terminator: Dreyri
Thunderwolf: Styrkr
Imperial Knight: Scorched Knight
Predator: Frœkn
Landspeeder Squadron: Bikkja
Longfang Missile Unit: Blatqnn
Thunderwolf: Riki
Blood Claw Pack: Arngrimr

On the right hand side of the screen you will see details of those of
your units that have gained new abilities which they can use when
selected again later in the campaign.

7. GLOSSARY

The units in the game for both Space Wolves and Orks are classified
into 8 groups. These are "Hero", "Commander", "Heavy Support",
"Elite", "Fast Attack", "Infantry", "Transport" and "Artillery".

7.1 SPACE WOLVES UNITS

BEORIC WINTERFANG
Heavily armoured leader unit armed with a Storm Bolter and lethal Frost Sword. Has Vengeance Ammo and Wolf Rage abilities.

BLOOD CLAW PACK
Regular infantry unit armed with Bolt Pistols and Chainswords. Useful in melee. Exerts zone of control over enemy units in adjacent tiles.

EGIL REDFIST
Leader unit armed with a Bolt Pistol and Power Fist capability. Has Seeker Ammo, Blood Rage and Wolf Amulet abilities.

GREY HUNTER PACK
Regular infantry unit armed with the powerful bolter weapon. Excellent shooting capability but vulnerable if the enemy make physical contact.

HENGIST IRONAXE
Leader unit armed with a Power Axe. Has Wolf Tooth Necklace, Wolf Standard and Frag Grenade abilities.

IMPERIAL KNIGHT
Massive walking artillery unit armed with a Thermal Cannon, a Reaper Chainsword and a Heavy Stubber weapon. Exerts zone of control over enemy units in adjacent tiles.

LAND RAIDER
Very resilient and super powerful artillery unit armed with a Twin-linked Heavy Bolter and two Twin-linked Lascannons. Has Machine Spirit and Transport abilities.

LAND SPEEDER SQUADRON
A very mobile and well armoured hover aircraft armed with a powerful Assault Cannon. Very useful for scouting.

LOGAN GRIMNAR

A very powerful and versatile hero unit armed with a Storm Bolter and Axe of Morkai. Has Belt of Russ, Armour of Asvald Stormwrack, Master Crafted Weapons, Great Wolf, Inferno Ammo and Wolf Tooth Necklace abilities.

LONG FANG LASCANNON

Elite infantry unit armed with very deadly lascannons.

LONG FANG MISSILE

Elite infantry unit armed with both Frag missile and Krak missile capability

PREDATOR

Powerful and heavily armoured unit armed with Autocannon and Heavy Bolters.

RAGNAR BLACKMANE

A very powerful and versatile hero unit armed with a Bolt Pistol and Frostfang Chainsword. Has Fury of the Wolf, Blackmaned Cloak, Wolf Lord, Master Crafted Weapons, Belt of Russ and Wolf Tooth Necklace abilities.

RHINO TRANSPORT

Armoured transport unit armed with powerful Storm Bolter weapon. Can carry up to twelve Space Wolves.

SCORCHED KNIGHT

Very powerful, durable and heavily armoured walking artillery unit armed with a devastating Thermal Cannon, Heavy Stubber and Reaper Chainsword. Has Stomp and Ion Shield abilities. Exerts zone of control over enemy units in adjacent tiles.

SKYCLAW
Regular infantry unit armed with bolt pistols and Chainswords. Good in melee. Exerts zone of control over enemy units in adjacent tiles.

SWIFT CLAW SQUADRON
Very mobile motorbike squadron armed with twin-linked bolters and chainswords. Very good for scouting or hunting down retreating Orks and rescuing isolated units pinned down by enemy fire. Exerts zone of control over enemy units in adjacent tiles.

THUNDERWOLF
Very mobile, lightly armoured fast attack unit armed with power axes. Exerts zone of control over enemy units in adjacent tiles.

WHIRLWIND
A slow moving vehicle armed with the powerful Storm Bolter weapon and the devastating Whirlwind Missile. Make sure you protect this unit and keep it away from the front line as the Orks will target it when they can.

WOLF PRIEST
A very special healer unit armed with a Bolt Pistol and Crozius Arcanum holy mace. Has Healing Balm and Spirit of the Wolf abilities.

WOLF LORD KROM DRAGONGAZE
Powerful hero unit armed with Bolt Pistol and Wyrmclaw. Armoured and has many special abilities. Exerts zone of control over enemy units in adjacent tiles.

WOLFGUARD TERMINATOR
Very well armoured and resilient elite infantry unit armed with Storm Bolter and Power Fist or just a Thunder Hammer. Exerts zone of control over enemy units in adjacent tiles.

7.2 ORK UNITS

BATTLE WAGON-KANNON
Very mobile and well-armoured transporter unit armed with a Big Shoota weapon.

BURNA BOY
Infantry unit armed with flamers. Do not let them get too close, particularly if your infantry units are closely grouped together.

DEFF DRED
Very solid and durable heavy support unit, very heavily armoured and armed with Skorcha and Kan Klaw.

DEFFKOPTA
Well-armoured and mobile fast-attack hover unit armed with either a Kustom Mega Blasta or Rokkit Launcher.

FLASH GITZ
Very durable elite infantry unit armed with either a Combi-shoota or a Snazzgun.

GORKANAUT
Huge and very resilient artillery unit with very heavy armour armed with a Deffstorm Mega Shoota, Reaper Chainsword and a Quad-linked Big Shoota. Has Skorcha, Twin Rokkit Launcha, Stomp and Transport abilities.

GRETCHIN
Lighter infantry unit occasionally capable of inflicting serious damage on enemy infantry units. Very mobile.

GRUKK FACE-RIPPA
Heavily armoured hero unit carrying a Combi-shooter as well as a Git-Rippa and a powerful Rokkit-Launcha. Has Attack Squig,

Warboss, Ripper, Stikkbombs, Bosspole and Kustom Job weapons abilities. Exerts zone of control over enemy units in adjacent tiles.

KILLA KAN-ROCKET

Heavily armoured support unit holding a Killa Rokkit and lethal Kan Klaw for close combat. Very dangerous opponent. Exerts zone of control over enemy units in adjacent tiles.

KILLA KAN-SHOOTA

Heavily armoured support unit armed with a Big Shoota weapon and a lethal Kan Klaw for close combat. Beware. Exerts zone of control over enemy units in adjacent tiles.

KRUMPA

Powerful leader unit armed with a very accurate Grotzooka and a lethal Kan Klaw for close combat. Has Armour plating and Warpaint abilities. Exerts zone of control over enemy units in adjacent tiles.

MEGANOBZ

Powerfully built and very well-armoured elite infantry unit armed with a Twin-linked Shoota and Power Klaw.

MEK GUN

A well-armoured artillery unit with a powerful Smasha Gun that can pierce enemy armour from long distance.

MOGROK

Very heavily armoured hero unit armed with Combi Shoota, Rokkit Launcha and Git-Rippa weapons. Has Tellyport Blasta, Bosspole, Kustom Force Field and Warboss abilities.

SKORCHA NOBZ

A very dangerous elite infantry unit armed with powerful combi-shooters with flamer capability. Do not let these get too close, particularly if your infantry units are closely grouped together!

SLUGGA NOBZ

Elite infantry unit armed with powerful Sluggas and Choppas for close combat as well as having modest shooting ability. Exerts zone of control over enemy units in adjacent tiles.

ORK BOY

Infantry unit carrying Sluggas and Choppas for close combat as well as having modest shooting capability. Exerts zone of control over enemy units in adjacent tiles.

RUSTGOB

Leader unit armed with a vicious Grabba Stikk for close combat. Has Herd Squig, Runt Herder and Grabba Stikk abilities. Exerts zone of control over enemy units in adjacent tiles.

SHOOTA BOY

Standard infantry unit armed with Shoota weapon.

SKRAK HEAD-SMASHA

Leader unit armed with a Slugga weapon and a Choppa for hand-to-hand combat. Has Bosspole and Krak Stikkbomb abilities. Exerts zone of control over enemy units in adjacent tiles.

STORMBOYZ

Very mobile and lightly armoured fast attack unit armed with Slugga and Choppa weapons. Exerts zone of control over enemy units in adjacent tiles.

TRUKK

Very powerful and well armoured transport unit armed with a Big Shoota machine gun. Very dangerous opponent for infantry.

WARBIKER

Very mobile fast attack unit armed with a Twin-linked Big Shoota weapon and Chainsword.

WARBUGGY

Very mobile and aggressively driven fast attack enemy vehicles armed with a Twin-linked Shoota.

WEIRDBOY

A very special unit known as a caster armed with a staff. He is the most psychically powerful of all the Orks and has Overload, power Burst and Power Vomit abilities.

7.3 TYPES OF WEAPON: SPACE WOLVES

ASSAULT CANNON

Very powerful weapon against Ork infantry with a high rate of fire and considerable armour penetration.

AUTOCANNON

Very powerful weapon best suited for dealing with Ork vehicles.

BOLT PISTOL

Much less effective than the Bolters, these short-range weapons still pack a reasonable punch against Ork infantry units and are also very useful for finishing off badly damaged larger Ork units.

BOLTER

These are very accurate weapons that are most effective against Ork infantry units but they can also be used to degrade and then knock down some of the biggest Ork units.

CHAINSWORD

Close combat weapons most effective against Ork infantry but with very limited armour piercing capability against armoured Ork units.

FLAMER

This short-range weapon is most effective when aiming at an area containing several enemy units although it can be used against

isolated targets. Although the damage caused to enemy units is often very limited, flamers can cause catastrophic morale drops in many types of units rendering them much easier targets for other friendly units.

FRAG MISSILE
Very useful weapon against larger groups of ork infantry

FROST SWORD
Rare, but extremely powerful weapon that can be used to take on the biggest enemy units.

HEAVY BOLTER
Very similar weapon to the ordinary Bolter, although slightly more powerful.

HEAVY FLAMER
This medium-range weapon is most effective when aiming at an area containing several Ork units although it can be used against isolated targets.

HEAVY STUBBER
Very accurate weapon best used at larger groups of Ork infantry.

KRAK GRENADE
Useful for stunning larger concentrations of Orks located in adjacent tiles so that other friendly units can move in to finish them off.

KRAK MISSILE
Deadly accurate weapon, most effective against individual Ork infantry characters or Ork vehicles.

LASCANNON
Extremely accurate medium-range weapon most effective against individual Ork infantry characters or Ork vehicles.

MELTAGUN
Superbly accurate medium-range weapon that very rarely misses the target, most effective against individual Ork infantry characters or Ork vehicles.

POWER AXE
Lethal weapon with excellent armour penetration.

POWER FIST
Excellent close combat weapon with good armour penetration.

REAPER CHAINSWORD
Similar to the ordinary Chainsword but with greater armour piercing capability.

STORM BOLTER
Very similar weapon to the ordinary Bolter, although slightly less accurate.

THERMAL CANNON
Absolutely devastating weapon that will almost always severely damage anything that it fires at.

THUNDER HAMMER
Top of the range close combat weapon that can be used to take on the biggest Ork units.

TWIN-LINKED BOLTER
Less accurate version of the bolter, usually mounted on a vehicle.

WHIRLWIND MISSILE
Long-range weapon with moderate accuracy and considerable armour penetration.

7.4 TYPES OF WEAPON: ORKS

BIG SHOOTA/ QUAD-LINKED BIG SHOOTA/ TWIN-LINKED SHOOTA
Very accurate and powerful weapons with reasonable armour penetration that can be used against both infantry and vehicles.

BURNA/COMBI FLAMER/SKORCHA
These short-range weapons are most effective when aiming at an area containing several enemy units although it can be used against isolated targets. Although the damage caused to enemy units is often very limited, flamers can cause catastrophic morale drops in many types of units rendering them much easier targets for other friendly units.

CHAINSWORD
These weapons are for close combat with the enemy but have limited piercing capability.

CHOPPA
Close-combat weapon that comes in various sizes but all ineffective against armoured enemy units.

COMBI SHOOTA
A dual purpose weapon with average firing capabilities but possessing a very powerful flamer component.

DEFFSTORM MEGA SHOOTA
Very powerful all-purpose weapon that will cause considerable damage to any Space Wolves unit.

GIT-RIPPA
Quite powerful close combat weapon but ineffective against armoured enemy units.

GROT BLASTA
Quite feeble short-range weapon best used against Space Wolves infantry units.

GROTZOOKA

Very accurate medium-range weapon that is best used against Space Wolves infantry units where it can also cause serious losses of morale. It can also do some damage to armoured Space Wolves units.

KAN KLAW/ POWER KLAW

Very powerful and lethal close combat weapons.

KUSTOM MEGA BLASTA

Very powerful and accurate weapon best used against enemy infantry formations.

MEK GUN

Long-range and accurate artillery weapon with high armour penetration.

REAPER CHAINSWORD

Similar to the ordinary Chainsword but with greater armour piercing capability.

ROKKIT LAUNCHA

Delivers lethal missiles with great accuracy. Very good armour penetration and can cause catastrophic loss of morale.

SHOOTA

Fairly accurate medium-range weapon for use against Space Wolves infantry units.

SLUGGA

Moderately powerful short-range weapon for use against Space Wolves infantry units.

SMASHA GUN

Devastating weapon against Space Wolves infantry units causing both terrible damage and catastrophic loss of morale.

SNAZZGUN
Very accurate medium-range weapon devastating against Space Wolves infantry units.

7.5 SPACE WOLVES ABILITIES

ADAMANTINE MANTLE
Protective cloak giving +20 ballistic protection.

AFTERBURNER
Increases speed for Land Speeder and Swiftclaw units.

ARMOUR OF ASVALD STORMWRACK
Gives health regeneration.

AUSPEX SCANNER
Reveals enemy units regardless of usual line of sight restrictions.

BELT OF RUSS
Gives 30% chance to ignore all damage.

BLACKMANED WOLF CLOAK
All units within a three tile radius at the start of a turn gain 12 movement points. Ragnar Blackmane ignores enemy zone of control.

BLOOD RAGE
Nearby units regain 30 health from melee kills.

BOMBARD
Indirect fire capability.

CAMO CLOAK
Can hide unit in any terrain.

CERAMITE PLATING
Gives 50% chance of reducing damage from heat-based weapons.

CHOKE GRENADE
Ork unit will be stunned for 2 turns.

COMBAT TELEPORTER
Allows terminator to teleport directly to any valid tile within a distance of 12 tiles.

ETERNAL WARRIOR
Gives 50% chance of staying alive even when health points are reduced to zero.

EXTRA ARMOUR
Increased protection for vehicles.

FRAG GRENADE
Damages enemy units within a two tile radius.

FROST RAGE
Triples power of melee attack.

FURY OF THE WOLF
Capability to attack all adjacent enemy units.

GENESEED MUTATION
Gives 20 health points regeneration per turn.

GREAT WOLF
Improved rally capability.

HAYWIRE GRENADE
Damages one attribute of any Ork vehicles within a 3 tile range.

HEALING BALM
Every man in the unit recovers 50 health points.

HELL-FIRE AMMO

Anti-infantry ammunition that has the chance to ignore ballistic protection capability of Ork units.

INFERNO AMMO

Superior anti-infantry ammunition that has a higher chance than Hell-fire Ammo of ignoring the ballistic protection capability of Ork units.

ION SHIELD

Directional shield that can be set each turn to give a 50% chance of deflecting any possible damage to the unit.

KRAK GRENADE

Anti-vehicle grenade with a blast area of three tiles.

KRAKEN PENETRATOR AMMO

Superior anti-tank ammunition.

M40 TARGETING SYSTEM

No accuracy loss for shooting at a fast-moving target.

MACHINE SPIRIT

Gives 50% chance of staying alive even when health points are reduced to zero.

MASTER CRAFTED WEAPONS

Gives bonuses to all weapons.

MELTA BOMBS

Anti-vehicle explosive with a one tile range.

METAL STORM FRAG AMMO

Hits all Orks on the target tile.

PHOTON FLASH GRENADE
Reduces shooting accuracy and combat skill of Ork units by 40% for either 2 or 3 turns and reduces their line of sight range by 4 tiles.

RAD GRENADE
Reduces ballistic protection of all Ork units within a two tile range.

RAVAGER
Reduces effectiveness of enemy heavy armour by 30 for 3 turns.

SCARE GRENADE
Reduces morale of Ork units within a 3 tile range.

SEEKER AMMO
Very accurate ammunition.

SENESCHAL
Gives unit an extra action each turn.

SHRAPNEL AMMO
Hits all Orks adjacent to the target tile.

SMOKE GRENADE
Blocks line of sight within a two tile radius. Effects may last between 2-5 turns.

SPIRIT OF THE WOLF
Enables units nearby to recover health and morale points.

STALKER SIGHT
Adds 2 tiles to range and increases accuracy by 30%.

STASIS GRENADE
Stuns enemy for 2 turns

STOMP
Anti-infantry melee attack capability.

TANGLEFOOT GRENADE
Impedes movement of Ork units.

TARGETING AMMO
Increased accuracy for all units firing at this target during the current turn

TEMPEST AMMO
This ammunition will hit all the figures in an Ork unit at full power.

TEMPEST MISSILE LAUNCHER
Bonus weapon for Land Speeder units.

TRANSPORT
Unit has transport capability.

VENGEANCE AMMO
Elite anti-tank ammo that reduces the effectiveness of armour.

VOID SHIELD
Powerful force field generator gives 30% chance of avoiding damage.

WOLF AMULET
Gives 15% chance to ignore damage from ranged weapons.

WOLF LORD
Boosts morale and effectiveness of all units nearby.

WOLF RAGE
All units within three tiles regain 20 morale from melee kills.

WOLF STANDARD
Boosts the missile and combat capabilities of all units within a 2-tile radius.

WOLF TOOTH NECKLACE
Gives bonus to melee attacks.

7.6 ORKS ABILITIES

ARMOUR PLATING
Gives increased ballistic protection.

ATTACK SQUIG
Gives bonus attack every third turn.

BOMBARD
Indirect fire capability.

BONUS WEAPON
Gives unit an extra weapon, possibly a Skorcha or a Twin Rokkit.

BOSSPOLE
Gives rally capability.

GRABBA STIKK
Stuns Space Wolves units.

HERD SQUIG
Spawns between 2 and 4 squads of Gretchin.

KILLBOLT
Gives more powerful anti-tank attack.

KRAK STIKKBOMB
Anti-tank weapon with an effective radius of one tile.

KUSTOM FORCE FIELD
All units within three tiles have a 25% chance to ignore damage overload if Weird Boy unit explodes.

KUSTOM JOB WEAPONS
Boosts power and armour piercing capability of weapons and prevents any degradation.

OVERLOAD
A 30% chance the Weirdboy explodes with warp energy on his death and all units within three tiles suffering 25% damage.

POWER BURST
The Weirdboy charges his staff with warp energy giving a high power blast melee attack.

POWER VOMIT
The Weirdboy spews gross warp energy.

RIPPER
Decreases protection given by heavy armour by 30 for three turns.

RUNT HERDER
Gretchins act as cover for unit if in line of fire.

STIKKBOMB
Damages all Space Wolves units within a two tile radius.

STOMP
Anti-infantry attack capability.

TELLYPORT BLASTA
Tellyports any Space Wolves unit that has been hit backwards between three and six tiles.

TRANSPORT
Unit has transport capability.

WARBOSS
The Weirdboy projects warp energy into all Orks within 2 tiles giving them a bonus melee attack",

WARP BUBBLE
Gives extra protection.

WARPAINT
Boosts all Ork weapons within a four tile radius.

WARPATH
Gives units in three tile area an extra action each.

8. HOT KEYS

Esc - Options screen including load/save/exit, and sound
wasd or number pad 2468 - scroll map north, south, east and west
eq or number pad 7 9 - rotate view clockwise or anti-clockwise
up/down arrows - zoom in/zoom out
j - cycle mini map options
m - toggle top-down view
F1 - bring up list of hot keys
F2 - take a Screenshot
Shift3 - low camera angle
Tab - next unmoved unit
n - next unit
Space bar - deselect unit
Enter/return - End Turn
k or Insert or 0 on number pad - casualties
1 - line of sight
p - add map pin
l - toggle unit list

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With thanks to everyone at Games Workshop

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