

GAME MANUAL



WARHAMMER
40,000

GLADIUS

RELICS OF WAR



PROXY
studios

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1. INTRODUCTION

Gladius Prime, once a peaceful planet with a rich archaeological history, now finds itself locked in a war involving the greatest powers of the galaxy that arose as relics were explored and lands colonised. Four very different factions: Space Marines, Necrons, Orks and the Astra Militarum all vie for control of the planet, combatting both the wildlife, and each other. Heroes will rise, Armies will fall, and in the end there can only be one victor. It is the 41st millennium, and there is only war!

1.1. SYSTEM REQUIREMENTS

RECOMMENDED

Requires a 64-bit processor and operating system

OS: Windows 7 / 10 (64-bit)

Processor: Intel Core i5 or equivalent

Memory: 8 GB RAM

Graphics: OpenGL 3.3 compatible with 4 GB VRAM (NVIDIA GeForce GTX 760 (4 GB) / AMD Radeon R9 270X (4 GB)) and up-to-date graphics drivers

Storage: 4 GB available space

MINIMUM

Requires a 64-bit processor and operating system

OS: Windows 7 / 10 (64-bit)

Processor: Intel Core i3 or equivalent

Memory: 4 GB RAM

Graphics: OpenGL 3.3 compatible with 2 GB VRAM (NVIDIA GeForce GTS 450 (2 GB) / AMD Radeon HD 5570 (2 GB)) and up-to-date graphics drivers

Storage: 2 GB available space

1.2. INSTALLATION

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

1.3. STEAM

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

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

1.4. UNINSTALLING THE GAME

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

1.5. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games and Slitherine release updates containing new features, enhancements,

and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the Update link in your Game Menu or by using the Update Game shortcut in your Windows START menu folder for the game.

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

- ▶ Sign Up for a Slitherine Group Member account - THIS IS A ONE TIME PROCEDURE; once you have signed up for an account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.
- ▶ Register a New Game Purchase - Once you have signed up for a Slitherine Group Member account, you can then register any Slitherine/Matrix title you own in your new account. To do so, log in to your account on either the Matrix Games website (www.matrixgames.com) or the Slitherine website (www.slitherine.com). Click Register Game near the top to register your new purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by

clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section (<http://www.matrixgames.com/games/>), once there select the game you wish to check updates for, then check the downloads link. Certain value content and additional downloads will be restricted to Members Area members. so it is always worthwhile to sign up there.

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

When you open *Gladius: Relics of War* (hereafter referred to as simply '*Gladius*'), the first thing you will see is the main menu. Here you are presented with a range of options, the most important being the button that allows you to begin a game of *Gladius*.



- ▶ **Continue:** Immediately loads your most recent single-player savegame. This game may be either player-made or an autosave, the latter being likely if you forgot to save at the end of your last session. Note that the first time you open *Gladius* (or any other time that no saves exist), this option will be unavailable.
- ▶ **New Game:** Takes you to the screen that will allow you to set up a new single-player game of *Gladius*, giving you numerous options, from the number of computer opponents to the size of the map of Gladius Prime. This is discussed in further detail in the next section.

- ▶ **Load Game:** Allows you to choose any single- or multiplayer save game of *Gladius* from your hard drive to load. There is no limit to the number of save games which may be kept on your hard drive.
- ▶ **Multiplayer:** Opens the multiplayer lobby, where you can set up and continue internet-based multiplayer games of *Gladius*
- ▶ **Settings:** Allows you to customise various gameplay, video and audio settings for *Gladius*.
- ▶ **Patch Notes:** Patches for *Gladius* will be periodically made available on the Slitherine and Matrix Games websites, and installed automatically on the Steam version. Clicking this button will bring up a list of all the changes made to the game since its original release. This information can also be found on both Steam and the Slitherine and Matrix websites.
- ▶ **Credits:** Opens a list of all the people that worked on the game. A list of credits can also be found at the end of this manual.
- ▶ **Quit:** Closes *Gladius* and returns you to your desktop.

2.2. NEW GAME SETUP SCREEN

Selecting 'New Game' on the main menu will take you to the New Game Setup Screen, which will present you with a series of options that may be customised.

Taking up most of the screen will be images of the various factions taking part in the game. The largest image, on the left, represents the player's faction, while smaller portraits represent the various AI factions (by default, there will be four of these).

Clicking on the portrait representing a faction will allow you to change which faction that player has, bringing up a screen that explains the various bonuses and rules applicable to each of the Astra Militarum

NOTE

It is also possible to have the game randomly decide which faction each player will command: just choose the 'Random' option!



(sometimes known as the Imperial Guard), Necrons, Orks and Space Marines. To select which faction that player controls, click on one of the four on the left and then select OK to return to the New Game Setup Screen.

By clicking on the coloured bar (with the text “You” or “AI”), it is possible to change what colour will be used to represent that faction on the map from the several available. No two factions may use the same colour, and ‘used’ colours will not appear in the drop-down menu.

Underneath the colour selection will be a label for what race this faction commands (for instance, “Necrons”). Clicking this will create a drop-down menu that allows you to quickly change which race that faction commands.

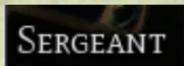
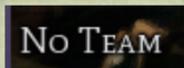
Underneath the faction portrait will be, by default, the label “No Team”. Clicking this will allow you to form permanent alliances between two or more factions by assigning them to the same team. Teams share knowledge of the map and unit bonuses, but have independent stocks



NOTE

It is possible to have multiple, or even all, factions controlling the same race. Factions in-game treat other factions of the same race the same as they would any other race.

of resources and will not be able to fight each other. Finally there is the difficulty option, which can be adjusted individually for each faction. Factions using difficulty settings other than 'Sergeant' or its equivalent will be assigned either a penalty or bonus to unit morale, the size of that change being dependent on exactly which difficulty is selected.



NOTE
 This means that the easiest possible setting would be to have your faction set to 'Warmaster' or its equivalent, while all AI players are set to 'Conscript' or its equivalent.

Depending on the faction, the name of equivalent difficulty levels is often different. The following table shows the equivalent difficulties, arranged by faction:

EQUIVALENT TO	ASTRA MILITARUM	SPACE MARINES	ORKS	NECRONS
Powerless - (Maximum Morale Disadvantage for that faction)	Conscript	Neophyte	Squig	Flayed One
Very Weak	Guardsmen	Battle Brother	Grot	Warrior
Weak (No Advantages)	Sergeant	Sergeant	Boy	Immortal
Normal (AI Default)	Commissar	Captain	Nob	Triarch Praetorian
Strong	General	Chapter Master	Boss	Cryptek
Very Strong	Lord Commander	Primarch	Warboss	Overlord
Unyielding - (Maximum Morale Advantage for that faction)	Warmaster	Emperor	Prophet of Gork and Mork	Silent King

The large plus (+) symbol allows you to add additional AI factions (up to a maximum of thirteen players or twelve AIs). By default these will always appear set to Random Faction with normal difficulty, but these can be changed to whatever option you may prefer.

On the right of the screen is a list of options that can be adjusted, customising various aspects of the map itself:

- ▶ **World Seed:** When a map is generated by the game, it will be assigned a unique code or “seed”. By copying or otherwise recording a past map’s seed, it becomes possible to replay a map exactly as it began the first time. This option is recommended only for advanced players.
- ▶ **Randomize:** Creates a new map seed using the settings included in the other boxes on the screen.
- ▶ **Copy:** Copies the map seed to your clipboard. This makes it easier to, for instance, save the seed in a notepad file.
- ▶ **Paste:** Pastes a seed that you have previously copied to your clipboard.
- ▶ **Game Speed:** *Gladius* has five options for how fast the game will play out: Very Fast, Fast, Standard, Slow and Very Slow. The former two options will speed everything up: units are built faster, technologies are researched quicker, population growth is quicker, and the reverse is true for ‘Slow’ and ‘Very Slow’. This option does not necessarily make the game harder or easier.
- ▶ **World Size:** Gives you the choice of playing on either a Tiny, Small, Medium, Large or Huge map. Generally speaking, larger maps will mean more cities on the map and consequently more units on the battlefield. On Huge maps, expect the fighting to be gruelling and drawn-out, and be prepared to make larger armies than you would on a smaller size. Note that while it is

possible to play the smaller maps with the maximum amount of factions, they will become crowded very quickly, potentially limiting your strategic options.

NOTE

When a world size is selected, the number of AI players will automatically adjust to the recommended amount. This can be easily changed by adding or removing factions using the plus (+) and cross (X) buttons.

- ▶ **Land Mass:** Allows you to choose how much of Gladius Prime is made up of land. A smaller amount of land on the map will mean both more water and more potential chokepoints, but also more opportunities to use aircraft to get around enemy lines.
- ▶ **Artefact Density:** The higher this setting, the more ancient Ruins of Vault and other artefacts that will be present on the map. While these always render bonuses for your faction if you're lucky enough to find them, beware that putting more of them on the map gives your opposition more of a chance to grab them too!
- ▶ **Wildlife Density:** Gladius Prime is inhabited by many vicious creatures, from feral Kroot Hounds to Enslavers that seek to control your units' minds. Generally these 'neutral' units make early development of your faction more difficult, especially when you do not have a large army, and it may be wise for newer players to reduce their numbers until they become more experienced.



► **Special Resource Density:**

Special resources, such as Grox Pastures, are terrain features that provide larger-than-usual benefits to resource production in nearby cities. A greater resource density will mean that more of these are present on the map, and that cities will develop slightly faster.



► **Ruins of Vault Density:**

Ruins of Vault are terrain features that can provide substantial bonuses to your faction's research rate, and provide benefits to the first unit to walk on them. Increasing ruin density will tend to mean that technology is discovered slightly faster by all factions.



► **Jokaero Trader Encampment Density:**

Trader Encampments provide an influence bonus to cities that include one within their boundaries, and in the later portion of the game they can also be used by hero units to acquire various traits and weapons. Increasing the density will make these more common on the map.



► **Necron Tomb Density:** The Necrons faction is unique in that it is only able to construct its cities on tiles that include Necron Tombs. As a result, increasing the tomb density will give the

Necrons more possible locations, and will make the game easier for them (and arguably harder for other players). We recommend that new players who wish to try out the Necrons increase tomb density for their first game.



- ▶ **Wire Weed Density:** Wire Weed is a terrain feature that slows unit movement and cannot be built on by cities. Increasing density will restrict your options on the map.



- ▶ **Forest Density:** A greater forest density will obviously mean more forest tiles on the game map, slowing movement for most units. Note that lowering the forest density does not necessarily alter the amount of land on the map (this can be changed in the Land Mass section); forests on a lower density setting will be replaced by 'flat land' such as tundras, deserts and grasslands instead.



- ▶ **River Density:** Rivers slow movement and can increase



food production in cities that build on them. Increasing river density will tend to slow down armies but will speed up city development.

Once you are satisfied with your settings, select ‘Start’ to begin your game!

3. GAME BASICS

3.1. THE MAP

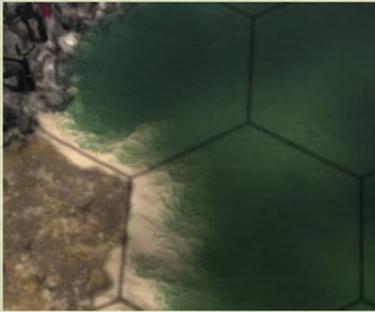
Once a game has begun, the majority of the screen will now be covered by the main map. This is where the vast majority of your actions in *Gladius* will take place: armies are moved on the map, cities are founded here, resources are harvested and artefacts explored here.



The map, like that of many other strategy games, is divided into hexagonal-shaped tiles, frequently nicknamed “hexes”. Each hex will have its own terrain type, such as tundra, volcanic or grassland.

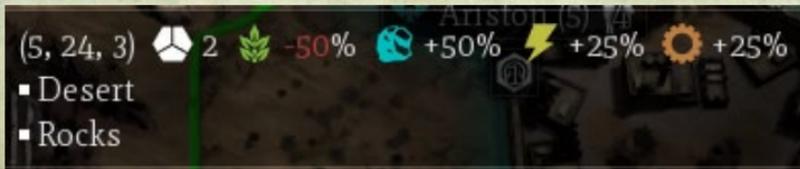
Some hexes will include natural features, such as rivers or forests, and some may include unnatural features, such as an artefact or a Necron Tomb. The latter are especially important to anyone playing as the Necrons, as those are the only places where Necron cities may be founded. (Perhaps it would be a good idea to block them off as another faction?)

The other common terrain is a water-filled tile: labelled “coast” if it is adjacent to a land tile, or “ocean” if it is not. Coasts and Oceans



are impassable for all units except flying ones (flying units are unlocked later in the game), and cities may not build on them. They yield no resources and hold little strategic value besides the possibility of sending a swarm of bombers around the enemy defense line to hit his rear.

Try hovering over one of the hexes with your mouse cursor. A pop-up will appear after a brief period of time. This pop-up will tell you many useful things about that hex, including the terrain type and co-ordinates of the hex. In addition, any special features, including forests, artefacts or rivers will be visible, along with the name of a unit that may be present. Most importantly, any resources that the terrain can provide (as a city-wide percentage bonus) will be listed, as well as the number of “building slots” available if a city is founded or expanded into that hex.



Initially however, only a couple of dozen hexes will be revealed, with everything around them being covered in black clouds. These black clouds cover areas of the map once known but now forgotten, and they are now considered terra incognita, “unknown land”. Terra incognita can be pushed away by simply moving a unit to a hex within a unit’s sight range of it, revealing the hex underneath permanently.



But not totally permanently. As soon as your unit moves away from that tile, the clouds will return to form what is known as the fog of war. The terrain type itself will still be visible, as will any artefacts or other things that were there when the tile was explored. Enemy units, however, will become invisible, hidden by the fog of war, and you will not be notified if an artefact you ignored is claimed by another faction. Do not allow yourself to be fooled by the fog of war: tread carefully as you explore the forgotten lands of Gladius Prime.

Speaking of artefacts, if you discover an unexplored Ruin of Vault or another artefact (hovering over the artefact will tell you if it has been explored by another faction yet or not), you should aim to move a unit into it as soon as possible. Artefacts are guaranteed to provide a bonus to the first faction that walks into them, so unless there is dangerous wildlife or an enemy army near them, you should seek to claim as many as you can before they are all taken by your enemies.

3.2. THE INTERFACE

On the borders of the screen surrounding the map will be a series of black boxes and information panels.

The most important of these is the resource listings in the top-left corner of the screen. Depending on your chosen faction, you will see only the resources that your faction's inhabitants are worried about: for instance the Necrons do not worry about food while only the Space Marines care about requisition points. Each resource is denoted by a coloured icon, and then two numbers. The numbers represent both the current stockpile and the projected growth or loss of that resource between now and the next turn. For instance, a purple symbol followed by 58 (+18) means that currently you have



58 energy, and unless the situation changes drastically you will have 18 more influence points next turn, for a total of 76.

Hovering over each resource's numbers will give a breakdown of exactly what is causing the stockpile of that resource to change. This will usually be due to buildings in cities producing the resource while units or population use it up, while other factors such as loyalty can have either a small or massive impact at times. If you notice that resource stockpiles are ever decreasing, it is essential that you construct the appropriate building or disband unnecessary units as soon as possible.



To the right of the resource listings will be a turn counter, telling you how many turns have elapsed since the beginning of your game. Also here is an indicator that tells you what race you are commanding and shows what colour you are represented by on the map in case you forgot.

In the top right corner is a button that will allow you to access a smaller version of the Main Menu, where you can save or load a game, alter your graphics and audio settings or leave *Gladius* entirely. If you clicked on this by mistake, you may return to your game by pressing Continue.

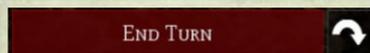
Underneath the Menu button are five more buttons, represented by a book, scroll, flag, exclamation and question marks. Each of these opens a screen that provides more information on various aspects of your faction that don't directly involve your cities or units. From left to right these are:

- ▶  **Research:** opens a screen that allows you to decide which weaponry or construction projects your faction should attempt to develop. As the game continues, having a wide range of advanced weapons will prove very helpful in ensuring that it is your faction that controls *Gladius Prime*.
- ▶  **Quests:** Brings up a list of your past and current quests that have been issued throughout the game. Because it is possible to win the game by completing all of your quests, you should check this screen often.
- ▶  **Compendium:** Opens up the Compendium, an in-game encyclopedia with entries on every unit, faction, building, trait and item in the game. Check here whenever you discover an enemy unit or just something you're not totally sure about, and you will have an advantage over your opponents.

Below these will be information on your current research project, telling you how many turns (at the current rate of research point development) and research points are needed to complete the advancement your engineers are attempting to develop. Clicking here will take you to the research screen.

From the beginning of Turn 2, when you are given your first quest, the requirements for your current quest will also be listed. Clicking on this will take you to the Quest screen, where you will find the rewards for that chapter of the quest, as well as some lore and the past quests that you have already completed.

Along the right-hand side of the screen may be a series of notifications relevant to the current turn. These may include the discovery of enemy units (including wildlife), an artefact being revealed from the fog of war or being explored, the founding of a city and more. Clicking on one of these will take you to the relevant Compendium entry for further information.



Finally you can find the button to end your turn and allow the AI to make its move. If you have not yet moved all of your units, this button will instead instruct you to move your units. If you do not wish to do that, the button next to it, with a white arrow, can instead be used to force-end the turn, leaving those units doing nothing until the next turn.



Below that is the minimap, which will give the locations of cities and known units as coloured dots. In addition, hexes obscured by the fog of war will be darkened and totally unexplored regions will be black. The minimap can be used to see at a glance where the holes in

your faction's defense lie, as well as helping you find your next target quickly. Clicking on the minimap will quickly zoom the rest of the map to focus on that part of the world.

3.3. CITY BASICS



Cities are the most important part of your faction: they allow you to extract resources, build units and maintain control over an area. Lose all of your cities, and you will be out of the game. Lose a well-developed one in the late game, and you might wish you were knocked out of the game anyway.



When you begin a game of *Gladius*, one of your two units that you begin the game with will be your faction's equivalent of an engineer. Unless your starting location is absolutely terrible, you will want to found a city on the first turn (every turn you spend wandering around looking is a turn your rivals are using to get ahead). This is done by pressing the Found City button on the engineer unit, or in the case of the Space Marines, the Deploy City command under the Operations bar at the top of your screen. Your city



will begin the game as a single tile structure, but it won't be long before your cities can rival the great Imperial Hive Worlds.

Once a city has been founded, a defensive tower will automatically be created in the hex it was founded in. These towers are quite powerful and in the early game it will take an enormous amount of force to defeat one (although if you can build mighty Baneblades or Gargantuan Squiggoths, this may not be the case anymore). They can also bombard enemy units, usually out to two tiles away though this can vary depending on which weapons they are equipped with. This will require any serious attempt to take them to involve a serious investment of force and resources.

You can explore your own cities by clicking on their name label on the map. A sidebar will then appear on your screen detailing the net resource output of that city for the various resources. In addition, all of the buildings in the city will be listed, along with their resource output or upkeep costs. Underneath some building will be buttons allowing you to order them to produce units or other buildings, as well as the option to 'acquire tile', giving your city more building room. The number of buildings each hex can hold is limited by the number of building slots in that hex, while the number of buildings operating at once is limited by your city's population.

NOTE

A city with multiple buildings can be building multiple things at once. For instance, a city with the relevant buildings can build both a unit and a new building at the same time.

3.4. UNIT BASICS

From the moment you begin the game, you will be interacting with units. Units are used to build cities, units are used to explore the landscape, units are used to kill your enemies. Proper unit management is one of the most important skills in the game, and without it your games will be short and miserable.



Units are marked on the map by a small group of figures (or in the case of larger units, one more imposing figure) within a hex. More usefully however, is the small square plate above each unit. The icon on the plate tells you what unit it is (if it looks unfamiliar, you can mouse over it to find out), while the colour of that icon determines which faction it belongs to. Also on the plate will be two bars: one for how many hitpoints it has remaining (a full bar means full strength), and another one for morale.

In order for you to make a unit do anything, first it must be selected, which is done by clicking on the unit on the map (or the plate just above). A selected unit will show a green circle underneath it on the map, and a panel on the side of the screen will appear with details about the unit. If the option “Auto-cycle units” is enabled in Settings, the game will automatically select your next unit when a previous one has finished moving provided there are no enemies within range to attack.

This panel lists several important aspects about your units, each marked by a small icon. The most common ones are listed as follows:

- ▶  **Armour:** Some units carry armour, which reduces the amount of damage they will suffer from enemy attacks. Each point of armour reduces damage by approximately 8%
- ▶  **Hitpoints:** How much ‘health’ your unit has. When this value is reduced to zero, your unit will ‘die’ and be permanently eliminated from the game.
- ▶  **Morale:** A counterpart to hitpoints, morale tells you how mentally fit for fighting your unit is. If this value drops below 66%, the damage your unit does will be reduced by one fourth and the unit is said to be ‘shaken’. When morale falls to less than 33%, the damage is further reduced to merely one half, and the unit is said to be broken, however even if it

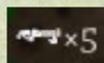
falls to 0% the unit will not necessarily die (although it almost certainly will die unless it can retreat quickly).

- ▶  **Actions:** An ‘action’ is any task a unit conducts other than simple movement, and performing one usually means that your unit will not be allowed to move again until the next turn. The most common action is simply attacking a rival unit, but special units such as heroes can also conduct more sophisticated actions such as teleportation.
- ▶  **Movement:** How many hexes your unit may move that turn. Note that some hexes require multiple movement points to cross, while moving to a hex adjacent to an enemy unit will use all of your unit’s remaining points.
- ▶  **Sight Radius:** How far the unit is able to “see”, that is to ‘lift’ the fog of war from a tile. For many early units, this is equal to one turn’s worth of movement. Certain terrain features including cliffs and forests can obstruct this distance, occasionally making only the adjacent hex visible.
- ▶  **Experience Level:** Taking part in fights will eventually see your units become more skilled as more of their ranks are filled with hardened veterans. For every level beyond the first, the unit’s strength in both attack and defense will increase by 10%.

NOTE

Experience is gained by all units that have fought against an enemy unit once that enemy dies, even if they did not fight that turn. This means that if one unit is heavily wounded and another one comes in to finish off the rival, both will benefit an equal amount once the rival dies.

On the next row will be a list of weapons. The different weapons that a unit carries will determine both how many hexes away a unit can be for it to target and how powerful an attack is. Mousing over each weapon's icon will bring up a popup that explains the various attributes of a weapon, including damage, range, accuracy (which determines how likely it is that an enemy unit will actually be damaged), armour penetration (which determines its usefulness against heavily armoured units such as tanks), any special effects that apply to the weapon and more.



An example of these is ammunition (or ammo). While basic weapons have a limitless supply (although there may be a turn cooldown between uses), some weapons come with only a limited amount of ammo. Ammo cannot be regained automatically, and the weapon will have to be acquired again if you run out.



Below weapons will be another line of icons. These represent the various traits that the unit currently has, which can provide bonuses or penalties to the unit. Some of these will be faction-specific (Ork units for instance have a trait that boosts morale), others unit-specific (for instance, some units are immune from the movement penalty through forests) and occasionally a situation-specific trait will be present, such as one to indicate that a unit is currently in a forest. Each of these is listed in the Compendium, and details can also be found by mousing over the respective icon.



The final three rows will be filled with a series of large buttons. Each of these represents an order that you can give your unit by clicking on it. Some of these are simple tasks like “heal” or “disband” (note that this will delete your unit, saving you on upkeep costs but potentially damaging your defensive capabilities. Use with caution!), but more advanced units such as heroes will have a much

larger variety of orders. Many of these use up action points for that turn, so keep this in mind if you have plans for your units to do something else first.

3.5. MOVING AND ATTACKING

A lot of time in *Gladius* is spent moving your units around. Engineers are sent to build new cities. Scouts are sent to explore the lands. Armies are moved into positions from which they can better fight their foes. Mastering unit movement is essential to victory in *Gladius*, and this section hopes to make that easier.

With the exceptions of immobile units such as defensive towers in cities, most units have a number of movement points, which are displayed on the panel on the left of the screen when a unit is selected. Each turn, the amount of movement points is reset to its maximum value (so basic infantry units always begin the turn with three, for example).



The amount of movement points your unit has denotes how far it is allowed to move. Having three movement points means that the unit may move three hexes each turn. Note that some hexes, such as ones containing forests and rivers, cost multiple points to enter, while moving into a hex directly adjacent to an enemy unit will use up all of a unit's movement points. Cliffs (those rocky formations on hex borders) cannot be crossed directly and must be walked around – no amount of movement points can change this.

When a unit is selected, a green border will be visible on the map covering an area around the unit. This marks out how far that unit is allowed to move within one turn. If you want to move farther than the green border, right click on the hex you want to move your unit to, and it will move there immediately. Be aware that even if you did not order your unit to travel to one of the hexes at the edge of the green region,



all movement points will be used up for that turn. In *Gladius*, it is not possible to split movement points within the one turn.

If you instead want to move further than the green border, you are still allowed to click on a more distant hex. Before you release the right mouse button, a line of green arrows will be marked out on the map, along with gear symbols showing where the unit would stop each turn (they can't use more than their maximum number of movement points each turn). The unit will then automatically move towards the more distant tile each turn until it reaches it. It will always take the fastest route possible, but this may not always be the 'safest' route, so be careful when giving units long-ranged movement orders.

NOTE

You are still allowed to change your unit's order before it reaches the distant hex, as long as it has not used up its movement points for that turn.



Basic attacks are done in much the same way, by right clicking on an enemy unit within range. An attack requires that you have a weapon with sufficient range and at least one point of ammo (if this is limited), as well as the unit having at least one action point. You do not require movement points in order to attack, so it is possible to move to the absolute edge of

the green border for movement and then attack an adjacent unit (or in some cases, a unit two or more hexes away) all within the one turn.

 If you right click on an enemy unit, a prognosis will appear on the side of the screen telling you how many casualties both sides should expect to suffer. Note that this is not 100% accurate: units can, and frequently will, suffer more or less casualties, but the prognosis should give a result close to the true outcome of the battle. If you are happy, right click to attack the unit. This will also use up all of your unit's movement points for the turn, in addition to an action point.

NOTE

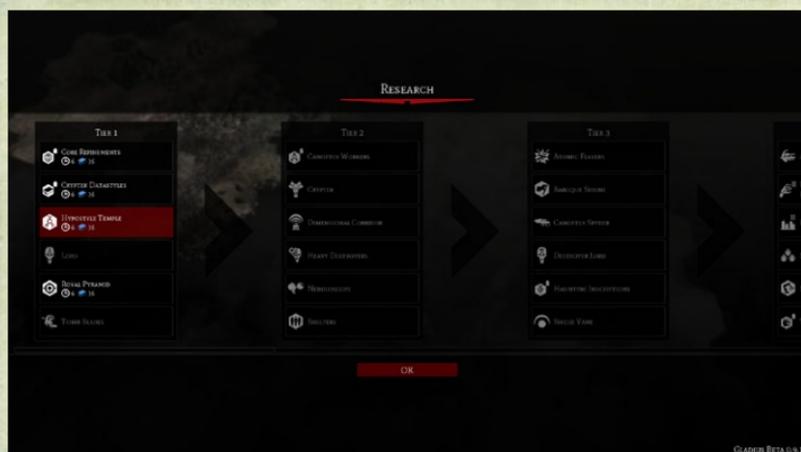
Even if you kill an enemy unit in combat, your unit will not move to the hex that has been vacated as a result

3.6. RESEARCH

In order to survive against the fierce competition that your rivals will put up, it is essential to acquire and maintain a technological lead wherever possible. This is done by producing “research”.

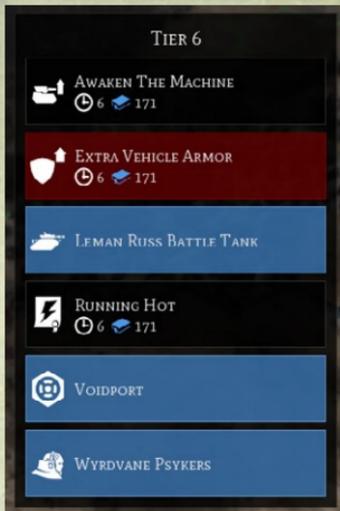
‘Research’ points are a form of resource, similar to ore or requisitions, and can be obtained by the same means as any other resource: certain buildings can generate them, they can be found on some tiles and the presence of some artefacts (including Ruins of Vault) within city boundaries will generate them. In addition, cities with high loyalty will see a slight increase in research production.

Research points are then spent in the research screen, which is accessed by clicking on the book icon in the top right corner of the screen, or alternatively by clicking on “No Research Selected” (this will display the name of the technology being researched instead if applicable).



Discovering technologies is done by investing research points into them over a number of turns, until enough have been accumulated for the technology to be understood by your population. At that point, you will be presented with a popup informing you that the tech has been discovered, so that you can tell your scientists to begin work on another project.

In the Research Screen, technologies are divided into ten tiers. You begin the game with only access to tier one, but once you



have discovered two from tier one the techs from the second tier will become available, two from tier two to unlock tier three and so forth. Some techs have the additional requirement that you have researched another tech first (possibly from the same tier, usually from a previous one).

This is made easier by the fact that all techs currently available for research are highlighted by white writing. Ones that are unavailable are greyed, while techs you have already discovered are in blue. To choose which project you want to begin investing research points into, simply click on it and then press OK.

NOTE

it is possible to change your research project mid-tech, but beware that this will cause you to lose ALL progress on the tech you are abandoning.

In a number of cases, it is possible to begin researching techs that allow the construction of buildings that are then used to build certain units (for instance, buildings that make aircraft). This does not necessarily mean you will be able to build said unit immediately afterwards, as many units also have their own technology requirement.

3.7. THE COMPENDIUM

The Compendium is an in-game source that contains information on many important game aspects. It is usually accessed using the '?'

- ▶ **Items:** Explains the different items that may be carried by hero units and their various effects on combat.
- ▶ **Tips:** A list of the all of the tutorial tips. If you have forgotten how a game concept works, this is the quickest way to remind yourself.
- ▶ **Traits:** This section explains the various traits that units can be affected by at any one time, whether they be caused by an event (such as exploring an artefact) or simply by what faction you are playing as.
- ▶ **Units:** A list of every unit in the game (including neutral wildlife), including movement and combat stats, explanations of the different weapons that they carry, traits, actions they can carry out (for instance, founding a city), cost and upkeep.

3.8. QUESTS AND VICTORY

Once your cities are running smoothly and your armies are well established, you will eventually start thinking about how you are going to finally confirm your superiority over your rivals by winning the game. There are two ways to do this:

- ▶ Outright global conquest of Gladius Prime, crushing all of your rivals into dust. The method to this is simple: build the biggest army with the best guns, and keep fighting until there is no one left to fight.
- ▶ Establish your faction's presence on Gladius Prime by completing all of your faction's quests.

The “quest” is a series of challenges and tasks that you are instructed to fulfill as the game progresses. The exact requirements of them vary wildly, with everything from building an army to discovering certain technologies to hoarding resources. At each stage, you will

be rewarded for completing a chapter of the quest, usually with something related to the task. For instance, researching a food production technology may give you food, while building a barracks might instead provide you with a free unit.

The first quest unlocks at the beginning of the second turn, and there is no time limit to completing them. Subsequent chapters of the quest are unlocked as you complete the previous ones, so if you want to win using this method then it would be a good idea not to waste time!

4. UNITS

4.1. HIDING UNITS



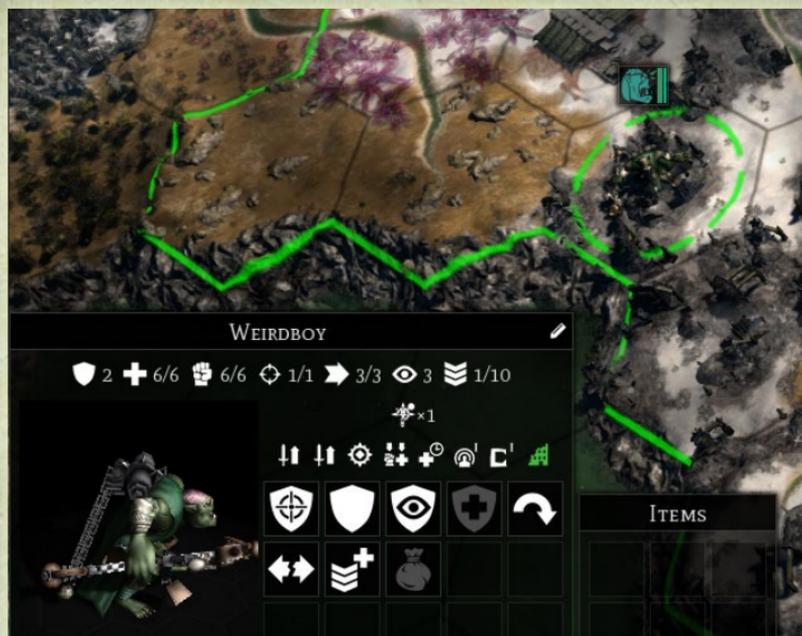
In addition to the regular fog of war, some (usually infantry) enemy units can also be obscured from view if they are in a forest. The forests will not be covered by the dark clouds that show the fog of war, but the unit inside them will only be visible if a friendly unit (whether yours or another faction on your

team) is adjacent. Beware of enemy units waiting in forests for the chance to finish off your wounded units.

4.2. HEROES AND ITEMS

Once you have reached the second technology tier and researched the appropriate tech, it will be possible to build hero units in cities

with the required buildings. Hero units are much stronger than regular infantry units, and have access to powerful traits and abilities that lesser units don't have.



Among these is the ability to access the “shop” at a Jokaero Trader Encampment. To use this, move your hero unit on to a hex with the Encampment, and click the “shop” button that will appear in the panel on the bottom-left corner of the screen.



At the shop, you will be able to buy and sell items for your unit by spending influence points. On the left hand side of the shop screen will be a list of all the items that the hero is currently carrying, as well as how many items it is allowed to carry and your faction's influence point stockpile. To sell an item, just click on it and it will be removed from your unit, with half of the item's value being returned to your influence stockpile.

the items that your hero is now carrying. If one of these items is a grenade or similar single-use item, clicking one of those buttons will allow you to use that item.

4.3. AIRCRAFT



Once the middle tiers of the tech tree have been researched and appropriate buildings constructed, it will be possible for your faction to build aircraft units.

Aircraft are controlled the same way other units are, and they attack no differently to ground units. They do however have more options when moving: they can fly straight over cliffs (while ground units are forced to go around them), they are not slowed by forests or other terrain obstacles, and they are the only units that can cross water (coast or ocean) tiles.

 Some aircraft also have the ability to transport units across the map. These units will have the ‘Transport’ trait. If you want to load a unit onto a transport, simply move that unit into the hex containing the transport aircraft. Once units are loaded on the transport, a menu will appear labelled ‘Cargo’, with icons for all of the units currently loaded. To unload, click and drag one of the icons onto a hex on the map and that unit will leave the transport and move to that hex.

NOTE

If your transport is destroyed, all the units carried on it will be destroyed as well!

4.4. ARTEFACTS



Scattered across the map will be several double-pyramid structures called artefacts. These are special units that do not fight and cannot be moved, but award their faction various bonuses, ranging from increased production in cities to an increased movement rate.

Artefacts can be captured by moving a unit next to them and then right-clicking on them, as if to attack

(instead of a red hex to indicate an attack, a blue border will show that it can be captured). Capturing the artefact will allow your faction to take advantage of its benefits for as long as you control it (your rivals will not take kindly to capturing the artefact, and are likely to try to take it back).

Some artefacts, such as the Old One Obelisk, award special traits to your units (in the case of the Obelisk, the trait will provide a 25% melee damage bonus). These traits will be present only as long as you command the artefact, and will disappear if a rival captures it.

5. CITIES

5.1. THE IDEAL LOCATION

The first thing you should consider when beginning your game of *Gladius* is where to place your first city. While cities never require the “perfect” location (the resources obtained are small in comparison to the amounts buildings can generate), it is essential that your first

is well placed – the technology for building engineer units is not available until the third tier, while the Space Marines cannot build additional cities at all.

The best location for a city is one with a variety of resources, especially in the hex it is first built in but also the ones immediately surrounding it. Most tiles contain one or more bonuses to resource production – deserts provide a 20% bonus to energy production, while grasslands provide 40% more food. Once these tiles are acquired by a city, that bonus is added to the amount that each building in the city produces of that resource. Obtaining a range of terrain types within your city's walls will help ensure you have the lead in every resource's production, and can be a major advantage in the game.



Additionally you should see if it is possible to build your city near an artefact or terrain feature. Arguably the most useful of these are Ruins of Vault, which if brought within your borders provides an even larger bonus to research than is commonly found on the map. In the days before research buildings are widespread, this can boost your research to a level that other factions will struggle to match, but other features exist for the other resources.

These special features can be secured for your faction by having one of your units end its turn on their hex. When they are captured in this way, the flat resource bonus (for instance, +2 food from Grox Pastures) will become immediately available and a small border will appear around the feature. Take care to defend your ground, as an enemy unit can usurp control of the feature if it is left unguarded. The additional percentage bonuses will only become available if a city acquires their tile, at which point the bonus will be applied to the entire city's production.

TERRAIN FEATURE	RESOURCE BONUS
Grox Pasture	+20% Food, +2 Food
Ore Field	+20% Ore, +2 Food
Promethium Relay Pipes	+20% Energy, +2 Energy
Ruins of Vault	+20% Research, +2 Research
Jokaero Trader Encampment	+20% Influence, +2 Influence
Recaf Leaf	+20% Loyalty, +1 Food, +1 Energy
Shard of Vault	+10% Ore, +10% Energy, +1 Ore, +1 Energy
Fermentation Pool	+20% Population Growth, +2 Food

NOTES

Factions commanding the Space Marines gain bonuses to requisitions instead of food and ore. Necrons do not benefit from Grox Pastures due to not requiring food to feed their cities.

Factions commanding the Necrons are limited to building cities over Necron Tombs, which may force you to build in less favourable positions. This does not limit them from capturing special features.

5.2. BUILDING SLOTS AND ACQUIRING TILES



In addition to resources, every hex also has a number of “building slots” (usually 3 for flat terrain and 2 for rocky or forested lands). The number of building slots determines how many buildings may be present in that hex, so if there are two building slots then you may have two buildings there. Acquiring tiles (done with construction buildings) allows you to take advantage of other hexes’ building slots, but does not use any up nor does it provide any directly.



When a city is founded, it will begin with two buildings: a headquarters / defensive tower and a construction building. These will require two building slots, so if you built on a rocky field then you will have to acquire a new tile before you can build anything else. Cities built on flat plains

(such as grassland, volcanic or desert tiles without anything else on them) will be able to store a third building in their first hex before an expansion is necessary.

NOTE

Be careful not to expand your cities too quickly: without development a city can only house a small population and additional tiles cost influence every turn. Building beyond your immediate need will do nothing but slow your development down.

A good way of telling if you need to acquire another tile or two for your city is to click on it and then look at the map. Small icons will

be present under each developed hex showing what buildings are currently there, and by hovering over each tile you can see whether they have filled all of their building slots or not. For instance, if only two icons are present and you know that the tile has three building slots, there is currently no need to expand the city.

5.3. BUILDINGS AND PRODUCTION

Aside from the headquarters or “defensive tower”, there are two main types of buildings in *Gladius*: resource producers and production facilities.

Resource producers are simple: once they are built and operational, they will use up a small amount of one resource to produce a larger amount of another. An example of this is the energy producing building (all factions have their own variants), that uses one ore each turn to produce six energy.



Production facilities are more complicated, and an example of one is the ‘building that constructs buildings’ that will be present as soon as you found a city, although multiple unit-producing buildings also exist. Like resource producers, these too have upkeep costs, but instead of producing ore or energy, they instead produce ‘production points’ (because the symbol for these is a gear, you might prefer to call them gears), although some do produce influence or other resources as a byproduct.

These ‘gears’ are then used to make things such as buildings, units, acquiring tiles for a city and more. Much like the research system, each building or unit has a cost in gears, and once enough points have been invested (this usually takes somewhere between one and ten turns), that thing will then spawn in or just outside your city, ready for action. In addition, buildings and units have a flat cost in resources that will automatically be deducted from your stockpile

when they begin construction (should you choose to cancel the project, these resources will be returned to your stockpile).

To begin work on a project, click on one of the buttons underneath the building's name in the city display to begin working on it. Each building can only work on one task at a time, but it is possible to queue items (the flat cost of the item will be deducted when it begins production, not when it is first added to the queue). However, within a city multiple buildings can be producing things at the same time. For example, while playing as the *Astra Militarum*, a Labour Corps can be acquiring a tile while a Manufactorium is building a Scout Sentinel. Just make sure that you have the resources to manage both!

5.4. POPULATION AND LOYALTY

Population  16/18 (13 required)

Undeveloped cities cannot build enormous

quantities of things right from the time they are founded, and in *Gladius* this is represented by the Population mechanic. Every building other than your headquarters requires a population point to be assigned to it in order to function, so building excessively without the population to support them will leave you with a city full of empty buildings.

Population is generated as a result of city growth over multiple turns, which is visible on the city sidebar. Growth occurs when the city is not at the population limit and can be sped up with more favourable terrain features, edicts (only the *Astra Militarum* and Space Marines have access to these) and upgrades, and once it has occurred for long enough then a new population point will be added to your city and the cycle will reset.

An undeveloped city is limited to six population points, but buildings can be researched that allow you to have more. This mechanic is called

Housing (the first six are said to be housed in your headquarters), and increasing the Housing limit of the city will allow you to have many more population points in your city, which then allows you to operate more buildings at the same time. Every population point consumes one unit of food per turn, so don't build more housing than you can feed!

Loyalty

 -1.0

Another negative of unmitigated population growth is that the more people you have, the harder it is to make them listen to you. In game, this is represented by Loyalty, represented by an icon of a red flag. Each point of loyalty boosts production of all resources by 2%, and equally a disloyal city will slow production by the same amount. While this is not a concern for a new city, once you begin seeking to expand beyond six population there is a risk of loyalty dropping into the negatives. This can be prevented by constructing buildings that boost loyalty. The Astra Militarum is also able to gain loyalty points from the terrain, but other factions do not have this ability.

Additionally, founding more cities after your first will decrease loyalty in every city you own by 3, including the new one, so it is not recommended to build new cities until you have researched technologies that allow you to boost loyalty. It may also be useful to build the new city near a Recaf Leaf, which provides six loyalty to that city.

5.5. FIGHTING CITIES

When a city is founded, a headquarters unit will automatically be built in the first tile that the city occupies. The headquarters represents a combination of the city's infrastructure and defenses, and if it is destroyed then the city will be destroyed too. This unit cannot be moved, even if the city expands beyond its first tile. Because only one unit can occupy a tile at any one time, this means

that your other units cannot move into the city centre, but they can occupy other tiles within the city.

NOTE

Enemy units may also occupy tiles within the city other than the centre. Their presence will not affect buildings in those tiles in any way.

Headquarters are extremely powerful, and even late-tier units will struggle to fight them on anything approaching an equal basis. Taking, or more accurately, destroying, a city requires an enormous investment of resources and units, almost certainly over many turns. If you cannot defeat the headquarters within one turn, it is important to continuously attack so that it cannot use a turn of respite to repair its strength.



While you are attacking the city, remember that buildings within the city may be building new units even as you continue to attack, so be wary of leaving weaker units where they may be vulnerable to a sudden arrival of enemy reinforcements.

To win the game however, it is essential to assemble an army capable of bringing down your rivals' cities, as the only path to victory other than completing quests is the total destruction of every enemy city on the map. In saying that, do not neglect to defend your own cities too. While a headquarters can take a small group of enemy units out, it will still fall to a determined assault if it does not have other units supporting it.

The Space Marine Fortress of Redemption acts in many ways similar to a city headquarters, and although less powerful, will still require a significant commitment of resources to destroy. Unlike regular cities, new units will not be built inside a Fortress of Redemption, but the Space Marines can still send units in from other parts of the map to counter your offensives.

5.6. EDICTS

Astra Militarum and Space Marine cities can also take advantage of the edict system to boost their productivity.

Once you have researched an appropriate technology (the first is available from the start of the game), a menu will appear on the bottom of your screen when a city is selected, labelled "Edicts" if you are the Astra Militarum. By clicking on one of the buttons in that menu, an edict will be immediately implemented in the city.

Space Marine edicts are labelled 'Chapter Tactics' and are available from the Operations menu on the main map screen.

An edict will last for ten turns, and once those ten turns have passed you will need to wait another ten turns before you can implement it again. While the edict is active, your city will receive a 25% bonus to one of various factors, including population growth, resource production and production (gears) generated by a particular building. These bonuses only affect the city that the edict was enacted in, but the same edict can be active in multiple cities at the same time.

Each edict costs 50 influence to implement, which is small compared to the benefits that an edict can provide, and large factions are recommended to have as many active as possible.

6. YOUR FIRST GAME

Gladius is a complex game, with many different aspects of your faction competing for your attention, and the first time you play it things may seem a little overwhelming. The purpose of this section is to show you the most basic game concepts in action, using the first several turns of a sample game to explain them. While the chapter will only scratch the surface of the game, don't forget that you can always come back to the other sections of the manual and the in-game tips if you need further help. On that note, let's begin:

6.1. STARTING OUR GAME



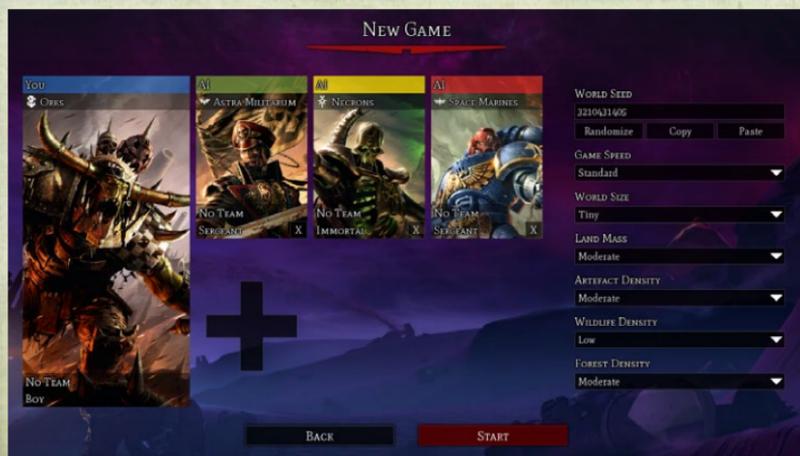
When you open *Gladius*, you will be presented with the Main Menu, which gives us the options of New Game, Load Game, Multiplayer, Settings and so on. Right now, we want to get straight into the action, so we will select New Game.

The New Game screen presents us with a series of options about our game, listed on the right. We can ignore the World Seed, and most other options are fine too. For the purposes of this game, we will however set the world size to Tiny so that we do not have to worry about

there being too many units on the map to manage. The other option we are truly interested in is the Wildlife Density. Wildlife in *Gladius* can prove a serious nuisance if you are unprepared for them, and as this is our first game we do not want to be dealing with too many of them. Setting this to 'Low' means that our units will still benefit from the experience of fighting them (more on that later), but there is less chance that they will be able to overwhelm our fledgling state.

On the left is a series of portraits of both our faction and those of our rivals. Right now we are set as the Space Marines, while our one rival will be a random faction.

While these options are fine, for the purposes of this game we do not want to play as the Space Marines due to their rather unique method of play (for instance, they may only control one city and their use of resources is different to that of the other three factions). Instead, we will go with the Orks, who benefit greatly when there is a lot of fighting going on and are better positioned to highlight the different aspects of the game. This is done by clicking on the large portrait of the Space Marine on the left of the screen, then selecting "Orks" and then pressing OK to confirm.



While Tiny maps are designed for only two players, if we continue with this option it may be a while before we encounter any rivals. In a regular game, this would not be a problem, but for the purposes of this demonstration we would like to meet our opponents sooner than that. As a result, we will use the plus (+) button twice to increase our total number of rivals to three. Doing this does not increase difficulty directly in any way, all it means is that the map will be more crowded, and that when the fighting begins, all powers will be less prepared.

NOTE

When you play your first game, or any subsequent ones, do not feel compelled to necessarily play as the Orks with three rivals on a tiny map. That's just what we're doing for this chapter, and there's nothing wrong with playing on different settings!

We may also choose to give our rivals a morale disadvantage using the difficulty settings, and once we're happy, we can begin.

6.2. OUR FIRST CITY



It's now turn one, and the map has centred on our small band of Orks, who know about the hexes immediately around them and in some cases a little further. A quick glance at the minimap tells us that we are virtually in the centre of Gladius Prime, which means we will have to be cautious as we expand, for threats could lurk anywhere. At this early stage in the game however, our rivals are mere roaming bands like ourselves, so we have little to fear for now other than the wildlife.

Our band of Orks consists of several units: a Mek and some Boyz (throughout this playthrough, we will focus our attention on only one unit of Boyz). Meks are our form of engineers, which at this point are useful only for their ability to build cities (they can heal vehicles once we develop those, but that isn't a concern for us right now). Boyz are simple, tough warriors, who exist so that we may fight whatever gets in our way.

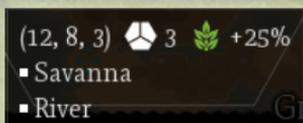
NOTE

If you play as a faction other than the Orks, you will still start with similar units, although they will have slightly different stats to better reflect the faction they represent.

The first priority for us is to use our Meks to build a city, and it is vital to spend some time looking around for the best place to build it. The strength of a faction is determined purely by its ability to crank out armies and harvest resources, and these are both done at cities.

We spend some time looking at the different hexes surrounding our Meks. One thing you will notice immediately is the green border surrounding the area up to three tiles away from our Mek. This shows how far the Mek can move in one turn, and if we want to build our city this turn (which we do), then we will have to build in one of these tiles.

Each tile can be hovered over to tell us more about it, including not just the terrain type, but also aspects like what resources can be



harvested there without any buildings. The icon next to the terrain type, that looks like a hexagon divided into three parts, tells us how many “building slots”

that tile has. Generally speaking, you want your city to be located in an area with a lot of building slots available, but luckily they are very common so we don't have to worry too much.

3 By examining the nearby lands, it looks like we have a great starting location. The tile directly east of our Meks is a savanna/river tile and has three building slots, along with a whopping +40% bonus to food production. Adjacent to it is also a Jokaero Trader Encampment, which provides a similar bonus to influence, and we are in easy reach of tiles providing more essential resources, including a rocks tile with bonuses to ore production and some forests that can provide energy. Satisfied that we have found a good site, we select the “found city” button in the bottom left of the screen, and then select the hex directly east of us.





Our Meks will then move to the tile and build our brand new city. Immediately, the city will be randomly assigned a name (in this case, it is called “Nazdreg Wos Ere”), and we will be taken to the city interface screen.



Currently our city has one population point, although another will be ready for action in four turns. We are also bringing in nearly eight food and ore, four energy, six research and thirteen influence. Furthermore, our city currently has five loyalty points, giving up a 10% production boost for all resources. Our city currently contains two buildings: a boss tower (a defensive structure) and some Scrap Shedz (our main production facility).

NOTE

As always, the other factions get equivalent buildings appropriate to their own faction, this is not a scenario unique to the Orks.

In *Gladius*, each building produces things independently of any other building, so if we had two Scrap Shedz in our city they could both be building things at the same time.

Right now though, we only have one, and it has a variety of options on what it could build. Our priority right now is to be able to assemble an army that can protect us against any Necrons or Humans that we may encounter, and that means that we need the two things Orks love best: more guns and better guns!



'More guns' are easier to come about, so we will focus on that first. One of the options for our Scrap Shedz is to construct a Pile O' Dakka, which is able to build more Boyz for us. Clicking on that button will allow us to choose which tile the Pile O' Dakka will be made in. Right now,

Nazdreg Wos Ere only takes up one tile, so we select that tile. In six turns, the building will be ready, so for now we click out of the city interface (just click somewhere random on the map).

Our stock of ore has now decreased by 50. Those 50 ore will now be used to build the Pile O' Dakka. If we were to suddenly change our mind, we can select the city by clicking on its name, and then selecting the red icon underneath the Scrap Shedz to cancel production. But right now, we are happy with our decision, so we leave it be.

6.3. EXPLORING GLADIUS PRIME

A couple of tiles away from the city, we have a unit of Boyz waiting to be moved. Click on them to select them, and you will then see a similar green border to what the Meks had when we were deciding where to put the city. Just like for the Meks, this tells us how far the Boyz can move in one turn. Because Boyz have three movement points (this can be seen in the panel in the bottom left of the screen), they can move across three flat tiles. If obstacles such as rivers are in the way, we will only be able to move one or two in that direction.

Early in the game, it is important to explore the map to find out where your rivals are located, if only so you can focus your defenses on a specific direction. As we know of no enemies at the moment, we can use our Boyz to wander around the map, uncovering the landscape from the fog of war as they go. If one of our rivals does show up near our city, the Boss Tower inside will be able to hold them off (no-one is going to field a serious army this early, and city defenses are more than able to take on single units).

One object of interest to us right now is the Ruins of Vault within easy reach of our Boyz. Ruins of Vault are a common artefact on the map that are guaranteed to give a bonus to the first faction to walk a unit into them, so walking on to them is an easy choice. We right click on them, and our Boyz move there. Once a unit moves, that's it, they cannot undo their move or go farther even if they potentially could have used more movement points.



If we take a look at the right hand side of the screen, we will see what has been found in the Ruins. In this case, we have found a 'Temporary Shield'. Clicking on this just removes its listing from the side of the screen, but if we look it up in the Compendium we will find that our unit has now acquired two points of armour, which will make it more resilient to enemy attacks. That's a good thing, because

moving to the southwest has also revealed some wildlife: there is a group of Kroot Hounds waiting just across the river.

We also observe that a blue border has appeared around the Ruins of Vault. This tells us that the Ruins are considered part of our faction's territory, and that we can take advantage of their resource output (in this case, 2 research points). This is because special terrain features, like Ruins of Vault, can be 'captured' by units that end their turn on their hex. Until a rival unit walks on the Ruins, we will be able to take advantage of their benefits, this can be made more permanent if we have a city acquire their tile (which will also grant that city a 20% bonus to research).

For now though, we cannot do anything about them as our Boyz have finished their move, so we must instead focus on the last thing we can do this turn: research

6.4. RESEARCH

Below the button for the Compendium is a notification saying "No Research Selected". This means that the smartest of the Orks are currently not trying to think of anything that could help us in battle, something that we need to fix. If we click on that notification, we will be taken to the research screen.

The research screen is divided into ten tiers, each containing six technologies that can be researched. Generally speaking, you need to discover two techs of a previous tier to unlock the ones in the following tier, but certain techs also require the discovery of others (for instance, you cannot research Warboss without Kommando Kamp).

Right now, we can choose between five techs to research: Kommando Kamp (which allows us to build heroes), Kult ov Speed (which makes vehicles and aircraft), More Dakka (a production boost), Orkoid Fungus (increased food production) and Stikkbomb (a combat

NOTE

Each faction has its own unique tech tree, and supposedly equivalent units between two factions may have slightly different places, giving certain factions advantages over others at different points in the game.

advantage). The sixth tier 1 tech, Warboss, is not yet available, so we will ignore that for now.

As we are currently building a Pile O' Dakka in our city, it would make sense to go with the tech More Dakka, which will be finished the same turn that our building is. This also aligns perfectly with our plan for more and better guns, so we click on it and press OK to confirm.

With that, we have done everything there is to do on turn one, so we clear all the notifications and then press End Turn.

6.5. THE SECOND TURN

The AI players will then each have their turns, and they probably did similar things to us. We also noticed the nearby Kroot Hounds move



towards our Boyz, but the river gets in the way before they can attack us. With that out of the way, it is now Turn 2.

Before we can do anything though, we are presented with the first chapter of our quest, which is telling us that our Boyz are bored and they want a fight (and what good Ork doesn't?). If we are able to acquire 100 influence, we will be given a free unit of Boyz.

This stands out for two reasons: one, we are generating a dozen influence points a turn anyway, so this quest will be very easy to complete (and we would love that second unit!), and two, it is the first step in an avenue towards victory. When we complete all of the chapters in the quest, we would win the game regardless of our position relative to the other factions remaining in the game, so why not try to complete them?



Clicking away from that, we are now directed to our unit of Boyz, and seeing as the quest was just urging us into a fight, now seems like

a good time for one. There is now a unit of Kroot Hounds directly adjacent to us, waiting on a river. It would be wise to kill them before they can escape across it, as reaching a river uses up all of a unit's movement points.

Before we charge in blindly however, it would be wise to first mouse over the Kroot Hounds to check our odds of winning the fight. When we do this, a prognosis appears on the side of the screen telling us how many casualties each side will be likely to suffer. Luckily, the superior strength of the Boyz will almost certainly wipe out the Kroot Hounds, so we right click on them to make an attack.



As predicted, the Kroot Hounds are totally wiped out, although at greater cost to our own than we thought. Our Boyz have also gained a small amount of experience, although at the moment this is inconsequential. Because we are the Orks, we have also claimed

two ore and five influence from the corpses of the Kroot Hounds, a small but welcome boost to our future development for sure!

As we have attacked, our Boyz cannot do anything more this turn, so we end the turn and wait for the AI players to make their moves.

6.6. WHERE FROM HERE?

CHAPTER 1: BOYZ IS BORED
Accumulate influence (12.2/100).



It is now turn three, and nothing much has changed in the immediate vicinity. No more

Kroot Hounds have emerged from the darkness, and our rivals are too far away to bother us yet. One thing to note is that we have now generated some of the influence needed for our quest, and these points are now visible on the side of the screen. By the looks of things, we are only a few turns away from getting our new unit!



Our attention however, shifts back to our Boyz, who have lost nearly a third of their strength in the recent fight with the Kroot Hounds. While this is not a mortal threat to them by any means, we do not know what lies beyond the darkness, and indeed that darkness may contain more Kroot Hounds that think Ork is on the menu.

Our Orks however, do not have to become a meal for the Kroot Hounds. We can click on the heal option at the bottom of the screen (with a large plus in the middle of its icon). This tells us that it will only take one turn for our Boyz to recover from their wounds. This is hardly any time at all, so we choose to heal and then end our turn once more.

This proves to be a wise decision when we continue exploring in turn four and find another group of Kroot Hounds waiting to the north, but once again we find them too far away to attack immediately. On turn five, we wipe them out without trouble.

On turn five we are also notified of an important development at Nazdreg Vos Ere: another population point has been grown and is now ready for action. This means that the city can now operate two buildings at the same time without trouble (there are enough people, or in this case Orks, working there), which is very helpful considering we will be finishing off a building in the very near future. The new population point however is costing us some food and loyalty points, one for each, so we have to be careful with our expansion to ensure that this does not drop too low.



6.7. MORE GUNS AND BETTER GUNS

When turn seven rolls around, we are made aware of two important developments: we have developed our first technology, and our building in Nazdreg Wos Ere is now ready. Because we get a massive pop up for the research, we will deal with that first.



While clicking away the popup doesn't do anything immediately, we quickly return to the research screen by clicking on "No Research Selected" in the corner of the screen. At this point we still have only the options that were available on turn one (ignoring what we just discovered of course), as we have not yet unlocked the second tier of techs. At this stage in the game, taking advantage of the second tier is a major priority for us, and by hovering over many of the Tier 2 techs it becomes apparent that several of them need Kult ov Speed. Even ignoring this, the ability to build vehicles and aircraft will be useful, so we choose that and move on.

We are then taken to our Boyz, who by now are several tiles away from our city. At this point, the other factions still pose no threat to us, so we keep exploring (or healing when necessary). Those Ruins and artefacts won't stay untouched for long, so we need to grab them while they're still out there.

The end turn button however will not allow us to forget about our city, which is looking for something to build once more. We have however, run into a problem. The tile our city occupies has three building slots, and all of them are now filled (the Scrap Shedz and Boss Tower from when we founded it, plus the recently built Pile O' Dakka). Most of the buttons under the Scrap Shedz for possible building options are now greyed out, further emphasising the need to expand the city.

This can be done by using the 'Acquire Tile' order, which after a couple of turns will expand the city (including the outer walls on the map) to now include another hex. This hex can then hold new buildings (provided it has building slots), and we will benefit from whatever resource bonuses are there.

NOTE

Once a tile is acquired, its resource bonuses are effective for the whole city, not just buildings placed in the same tile.

Seeing as our population is still growing, the tile to the southwest with three building slots and two food looks like an attractive choice, so



we click that and some of our Orks can get to work on expanding our settlement.

That doesn't mean that all of them will though. Our new Pile O' Dakka is ready, and the Orks in one building are not concerned with what is happening with

another. They only have one option: produce Boyz. Right now, we don't have many Boyz available, and we want to be ready in case the Astra Militarum comes knocking on our door. We also click on that, and fifteen food and ore are subtracted from our stockpiles. In five turns, they will be ready for action, while our city expansion will be finished in just two. And on that note, we can once again end our turn.

6.8. A WAITING GAME

At this point, we are limited to exploring with our Boyz and continuing to build up our city. On turn nine, we will have expanded Nazdreg Wos Ere into the tile to the southwest, and we will now face the decision of what to build there. There is no “best option”, but generally speaking we want to increase production of whichever resource we are generating the least of, which in this case is energy. Work begins in the new tile on a Powwa Gubbinz, which will be ready in four turns.



Before long we will accumulate enough influence to complete the first stage of our quest. The second stage is then presented to us, offering 25 food (about five turns' production at the moment) if we

research Orkoid Fungus and then build an Orkoid Fungus building. Depending on your position, this choice might be too far from the direction that you intend to take your faction, and because there is no penalty to ignoring the quests we can just leave it alone if we want. It will be there if we decide we want it.

Our second, free unit of Boyz from the quest will be ready the following turn (it is on the map now but with no movement points), while the one we were building in our city is also nearly ready. Now that we're up to around the twelfth turn, it might be wise to start thinking about building a solid army and not just a band of wandering Orks. Our Pile O' Dakka should be ordered to continue producing Boyz for the near future, as we want to be ready if the Space Marines come knocking.

6.9. FIRST CONTACT



It isn't long before we encounter one of our neighbours: the Necrons. Their city is a fair distance away from ours, but the presence of a Necron Tomb much closer to our city presents a concern: should the Necrons be able to bring an engineer into our lands, we could be in serious trouble as their new city starts cranking out more armies.

Luckily, our Boyz happened to walk into a tile three away from the Necron city: close enough to spot it but far enough away that the city defenses cannot attack us (they can hit out to two tiles). At this point, we do not dare go any closer. City defense towers are very powerful and difficult to kill, making a one-unit charge suicidal. One day, we will have a large enough army to storm in without casualties being too big a problem, but right now all we can do is continue to prepare and build up our forces. Our next tech advancement is not too far away, and with it will come the opportunity to begin working on the second tier technologies (of course, there is nothing wrong with finishing some of the older techs first).

Before long we will also find the cities of the Astra Militarum and the Space Marines, and both will be itching for a fight. Nonetheless, as long as we continue to build on our solid foundations and do not allow them to grow too large (if we spot one of their engineers, kill it before it has a chance to build a city!), we will eventually be able to use the superior spirit of the Waaagh! to overwhelm them all.

At this point, the sample game comes to a close, as there are too many possible moves from here to give each the consideration it deserves. With this game in mind, the time has come to start your own, using the lessons learned here to build your own destiny. Gladius Prime is there for the taking, and you must take it!

7. MULTIPLAYER

If you ever decide that the formidable AI is no longer a worthy opponent, or you just want to play with someone else, then multiplayer is the place for you! Here you can play games with friends or family, or even random people over the internet, with ease. To begin, select Multiplayer from the main menu.

This will take you to the multiplayer lobby, where you can begin, load or join a game. Taking up most of the screen will be a list of available games on the multiplayer server. To join one of these, click on it and select Join.

Alternatively, if you wish to host your own multiplayer game, you can do so by selecting 'New' at the bottom of your screen. Here you will be taken to a setup screen similar to the screen used to set up single player games, including options to change number of players, world size, game speed and so forth. Additional factions will initially be commanded by the AI, but if another player joins the game they will take over one of these slots. Once you are satisfied, and enough players have joined, select Ready. The game will begin once all players have selected this.

NOTE

If you wish to load an incomplete multiplayer game, this is done by clicking the Load button and then selecting the appropriate save file.

Advanced users may instead wish to directly connect to another computer, bypassing the regular server list. To do this, click on Direct Connect, and then enter the IP address of the computer you wish to connect to. The options for Remote Port and Listen Port should be left as 6121 and 6120 respectively.

If instead you decide not to play multiplayer after all, you can click Back to return to the main menu.

8. HOTKEYS

LeftMouseButton: Select

RightMouseButton: Move / attack / cancel targeting

Space: Next task

Ctrl+Space: Force end turn

Tab: Next idle unit / next city

Shift+Tab: Previous idle unit / previous city

Enter: Chat

Q: Unit ability 1

W: Unit ability 2

E: Unit ability 3

R: Unit ability 4

A: Unit ability 5

S: Unit ability 6

D: Unit ability 7

F: Unit ability 8

Y: Unit ability 9

X: Unit ability 10

C: Unit ability 11

V: Unit ability 12

1: Unit item 1

2: Unit item 2

3: Unit item 3

4: Unit item 4

5: Unit item 5

6: Unit item 6

Escape: Menu screen / back / cancel

F1: Compendium screen

F2: Research screen
F3: Quests screen
F4: Factions screen
F5: Quick save
F9: Quick load
PrtScr: Save JPG screen shot
Shift+PrtScr: Save JPG screen shot without HUD
Alt+PrtScr: Save PNG screen shot
Alt+Shift+PrtScr: Save PNG screen shot without HUD
Ctrl+P: Save JPG screen shot
Ctrl+Shift+P: Save JPG screen shot without HUD
Ctrl+Alt+P: Save PNG screen shot
Ctrl+Alt+Shift+P: Save PNG screen shot without HUD
Alt+F4: Quit
Alt+Enter: Full screen
Ctrl+D: Debug panel
Ctrl+F: Metrics
Ctrl+R: Refresh (reload modified) data
Ctrl+E: Settings screen
Ctrl+H: HUD
Ctrl+L: Load screen
Ctrl+M: Mixer panel
Ctrl+N: Next music track
Ctrl+S: Save screen
Ctrl+U: Unit overlay
Ctrl+Y: Yield overlay
Ctrl+MouseButton event: Clear all events
Ctrl+MouseWheelScroll: Change time of day

9. CREDITS

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