

SPECIAL RULES

In addition to the special rules described on page 114 of the manual, Treemen cause terror as described above. Also note that Wyverns and Dragons cause terror, not fear as stated in the manual.

MISSILE WEAPONS

Missile Weapons form an important part of any army, whether they are archers, crossbowmen or war machines. The effectiveness of each type of missile weapon can often depend on the weapons range, which are listed below in descending order. Using this information, your missile regiments can often take on enemy regiments with a smaller range, rendering them unable to fire back! However, the reverse is true for the enemy, so be on guard!

Weapon Ranges in descending order:

Goblin Doomdiver Catapult	*Unlimited range!
Orc Rock Lobber	
Imperial Great Cannon	
Cannon	
Mortar	
Crossbow, Longbow	*Equal ranges
Wood Elf Bow, Volley Gun, Bow	*Equal ranges
Short Bow	



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2206610-250001/1125



SHADOW OF THE HORNED RAT™

SUPPLEMENT

IMPORTANT - This supplement contains information not found in the *Shadow Of The Horned Rat* manual. Please read it in conjunction with the manual to ensure you enjoy the game to the fullest.

PAYMASTER DIETRICH'S CARAVAN

Details of the facilities available in Dietrich's Caravan can be found on page 47 of the manual. Note that you can also access the Options menu by clicking on the bookcase. Refer to the menu functions on page 45 of the manual.

SAVE CAMPAIGN

Instructions for saving a campaign are given on page 49 of the manual. Note that an auto-save feature has been added, allowing you to revert to a position prior to the battle just fought. Simply select *Load Campaign* from the main menu, and choose the *Last Game* slot.

MISSION SELECT

When reviewing the available missions (see the *Mission Select* section on page 51 of the manual) make sure you have enough funds to pay an army to fight. If you accept a mission and then find that you cannot pay a single regiment to fight, your patron will not be pleased! At this point all regiments will leave your army to find work which actually pays, and the game will end. If you are low on funds it is wise to embark on missions which pay in advance.

TROOP SELECTION SCREEN

Details on troop selection can be found on page 53 of the manual. However, you should note that your army may consist of a maximum of 13 regiments. If you try to select more than this number, a warning tone will sound and the words *Roster Full* will appear at the bottom of the page. If you wish to take an unselected regiment when your roster is full, you must first deselect one which was previously selected.

During troop selection you may open the troop roster to examine a regiment's details. Hold down the CTRL key on your keyboard and click on a regiment; the roster will be opened at that regiment's page. To return to the troop selection screen click the *Done* bookmark at the bottom of the screen.

Note that for some missions, some regiments may be automatically selected for you, and cannot be deselected. This occurs when the regiment concerned has a cause of their own to fulfil by winning the battle. Similarly, some regiments will not be selectable for certain missions. This occurs when the regiment has reasons of their own for not fighting the battle.

THE COMPASS

Whenever a regiment's leader speaks, the compass will be temporarily replaced by his portrait (see page 61 of the manual). Left-clicking on the portrait will snap the camera to the regiment in order that you can see what the regiment is doing. Right-clicking on the portrait will remove it and return to the compass.

THE PREVIOUS/NEXT REGIMENT BUTTONS

The operation of these buttons is described on page 62 of the manual. Note that right-clicking on these buttons will cycle backwards and forwards through your regiments **WITHOUT** snapping the camera to each regiment's position. This is useful if you need to check on a particular regiment's status while watching the battle proceedings elsewhere on the battlefield.

THE REGIMENT CHARACTERISTICS PANEL

The Banner: As described on page 65 of the manual, clicking on the banner will snap the camera to the regiment's position and select/deselect the regiment. Note that right-clicking on the banner will select/deselect the regiment **WITHOUT** snapping the camera to the regiment's position.

THE A.I. (ARTIFICIAL INTELLIGENCE) BUTTON

The operation of this button is detailed on page 69. However, Wizards and Archers behave slightly differently from other regiments when their A.I. is switched ON - the regiment will actively attack any enemies who are close enough. If the enemy regiment routs, the Wizard/Archer regiment will attempt to pursue them.

All regiment types who have their A.I. switched OFF will stand firm awaiting your orders, and will not seek targets for themselves. They will, however, defend themselves if attacked.

DWARF GYROCOPTERS

Moving: When moving across the battlefield, a gyrocopter will fly to its destination and hover there. If you wish the gyrocopter to descend to ground level, click the **Halt** button on the movement layer of the control panel. The gyrocopter will automatically return to flying altitude when you order it to move elsewhere.

Weapons: Gyrocopters are armed with bombs and a steam cannon. The steam cannon fires a blast of superheated steam, and is fired in the same way as other missiles (see *Fire Button* in the *Combat Layer Controls* section on page 73 of the manual). To release bombs, first ensure that your gyrocopter is airborne, and not hovering at ground level. Then hold the CTRL key on your keyboard and click the **Fire** button on the combat layer of the control panel. A bomb will be released and will drop to the ground immediately below the gyrocopter. Each gyrocopter carries an unlimited supply of bombs.

In Melee: Gyrocopters may be used in melee much like an infantry regiment. When in melee, the gyrocopter pilot fights as best he can while keeping one hand on the controls in an attempt to keep the machine airborne! However, bear in mind that he is only a single troop and may not fair well against large enemy regiments.

AFTER THE BATTLE

As described in the *Debriefing* section on page 78 of the manual, troops who fell in battle are not necessarily dead. However, once a regiment is below 20% of its original size the troops become so demotivated that the entire regiment will desert your army! To prevent this, ensure that you support badly decimated regiments by recruiting new troops for them wherever possible.

EXPERIENCE POINTS

Experience Points are detailed on page 87 of the manual. However, you should note that at 4000 points a missile regiment will receive +1 Initiative instead of +1 Strength. Also, bear in mind that the cost of employing a regiment increases along with their experience points, so your army will become more expensive to operate as it increases in skill. (This does not apply to regiments which work for you for no pay; these will remain on no pay regardless of their experience).

Also, Wizards are promoted one level for every 1000 experience points gained, not for every 2500 points as described.

THE SPELL BUTTON

If you have a magic user selected the **Spell** button will appear on the *Combat Layer* of the control panel (see *Battle Magic* on page 92 of the manual). Once you have clicked this button to display the list of spells available, you may decide not to cast any of them. If you have not yet selected a spell to cast, simply click the **Skull** button on the Control Panel to remove the list. If you have selected a spell to cast but have not yet chosen a target (the spell will have a green tick next to it) click the **Skull** button on the control panel; the use of the spell will be cancelled (note that the power points required to cast the spell will be lost). If you have selected a spell which requires no target, it will take effect immediately and therefore cannot be cancelled. If you wish to remove the spell list after casting, simply click the **Skull** button on the Control Panel.

MAGIC ITEMS

If a regiment's leader possesses a magic item, the **Magic Item** button will appear on the *Combat Layer* of the control panel (see *Magic Items* on page 96 of the manual). Once you have clicked this button to display the list of magic items, you may decide not to use the item. If you have not yet selected an item to use, simply click the **Magic Item** button again to remove the list. If you have selected an item to use but have not yet chosen a target (the item will have a green tick next to it) click the **Skull** button on the control panel; the use of the item will be cancelled. If you have selected an item which requires no target, it will take effect immediately and therefore cannot be cancelled. If you wish to remove the magic item list after using an item, simply click the **Magic Item** button again.

Note that it is a regiment's leader who holds the magic item(s). Therefore if the leader has fallen in battle, the **Magic Item(s)** will not be available for the duration of the battle.

PSYCHOLOGY

Terror: Some monsters are so huge and threatening that they are even more frightening than those described in the *Fear* rules (see *Psychology* on page 88 of the manual). These creatures cause terror. Troops confronted by such monsters will be completely overwhelmed with horror and will flee immediately.