

FINAL
LIBERATION

WARHAMMER
EPIC 40,000

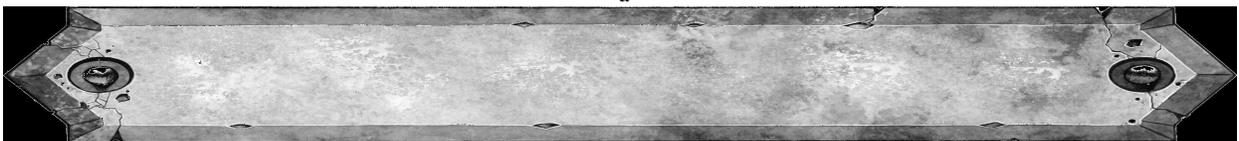
READ ME
MANUAL SUPPLEMENT





Table of Contents

netWar Information	i
Credits	1
Manual Errata	4
General Notes, Hints, and Tips	5
Scenario Breakdowns	6
Final Words	12
Da OrkiE Bit at da End	I



netWAR Shareware Notes

netWAR is the first arcade-style multi-player war game with state-of-the-art graphics. It allows up to 30 opponents per battlefield (level) to compete in rapid arcade-style action. The main difference between netWAR and other multi-player games out there is its rapid arcade-style action and superior graphics. No other online game comes close to netWAR based on those features alone. Also, with many multi-player games it's all about character development and role-playing, which means "point and click" play. netWAR is an arcade-style action game that's easy to pick up and play right away.

Finally, you don't need three hours to enjoy netWAR. You log in and blast away. You can play for hours -- or minutes.

TO PLAY netWAR

To set up, launch, and register netWAR:

- 1) Select the INSTALL neWAR button from the main menu and follow the onscreen prompts to set up the game. Accept the default folder location, or change it.
- 2) To launch netWAR:
Start > Programs > netWAR > netWAR
- 3) Logon screen appears. Click New Account
This button uses your Internet connection to go to the registration page of the netWAR website (www.netwar.com). The Powers That Be automatically assign a User Name and Password, and email them back to you.
- 4) Launch netWAR again
Start > Programs > netWAR > netWAR
At the Logon screen, type your User Name and Password, then click Logon. Go ahead and make some Mayhem.
- 5) To exit to Windows 95, click Quit where available on screen, or press Esc or Alt+F4.

Units

There are four different characters to choose from - Schmitt, Sonja, A.K. and Special Forces Dude (see descriptions below).

SCHMITT

Former collegiate hammer thrower. Hunts big game with boulders and loves to chuck hand grenades while humming old heavy metal tunes.



SONJA

Only child of military operatives who wanted a son. Beauty, brawn, and brains. Prefers classic nitro concussion of dynamite to fancier explosives.



A.K.

Former postal worker. Ticked off and looking to blow steam. With a fully automatic in hand, he achieves an accuracy unmatched in mail delivery.



SPECIAL FORCES DUDE

Officially does not exist. No face, no trace, but easy to locate. Just follow his trail of Neutron Implosion Stars.



Vehicles

There are a number of vehicles you can pick up in the course of a game:

- * Jet Pack
- * Manual Turret
- * Auto Turret
- * Light Tank
- * Battle Tank
- * Behemoth Tank
- * Attack Chopper
- * Armored Gunship
- * Fan Boat
- * Light Attack Boat
- * Transport Helicopter

Weapons & Ammo

Depending on which character you choose, you will have access to different weaponry and ammo.

- * Grenades
Schmitty has an unlimited supply of grenades.
- * Dynamite
Sonja throws dynamite at anyone who looks like he wants a fight.
- * Neutron Implosion Stars
The Special Forces Dude uses these as his weapon of choice. They fly rather slowly, but travel farther than most other weapons and offer quite a devastating punch.
- * Machine Gun
This standard-issue weapon (A.K.'s favorite) is preferred by those with discriminating tastes in weaponry. This simple but deadly weapon spews a constant stream of leaded death in the path of all comers and leaves a wake of destruction behind.
- * Flame-throwers
All foot soldiers can pick up flame-throwers located randomly throughout many levels. The flame-throwers have an unlimited supply of fuel. They do slow down a running soldier due to the added weight of the equipment.

Power-Ups

- * Armor
An armor pack is used to restore 25 percent of your vehicle armor up to 100 percent maximum. They are randomly located throughout the levels. Armor packs appear as a wrench and stay on the screen for a short period of time. You can use them simply by passing over them in your tank, helicopter, or watercraft.
- * Cloaking Device
This power-up is temporary and makes you invisible to everyone else for a timed period. When cloaked, you can sneak up on an opponent and attack without warning. You will, however, become visible to opponents while firing a weapon, giving your opponent a chance to see you and fire back.
- * Health Pack
A health pack is used to restore about 25 percent of your health up to 100% maximum. Packs are randomly located throughout the levels. Health packs appear and stay on the screen for a short period of time. You can use them simply by walking, driving, or flying over them.

CONTROLS

The controls are as follows:

- F1: Toggle keyboard control overlay
- F2: Toggle player rankings display
- F3: Toggle status bar
- F4: Toggle big chat overlay
- F5: Select broadcast chat
- F6: Your team only chat
- F7: Select individual chat (forward)
- F8: Select individual chat (backward)
- Shift: Sprint (temporary speed up)
- CTRL: Fire forward
- ALT: Fire secondary, exit vehicle, swim underwater
- Keypad/Arrow keys: Player movement

If you forget these controls while you are in the game, you can always hit F1 to display this list.



SYSTEM REQUIREMENTS

Ya gotta have Internet connectivity and a system that can handle the flak. Distributed as a 32-bit Windows 95 program, netWAR requires:

- Microsoft Windows® 95
- Pentium® 90 processor or better
- DirectX 3a or higher installed
- 16 MB RAM (32 MB recommended)
- 29 MB free hard disk space
- 28.8 KPS modem or faster
- 32-bit TCP/IP stack
(Windows 95 provides a 32-bit TCP/IP stack that you can set up.)
- Internet Service Provider (ISP) that supports 32-bit SLIP/PPP connection protocols (check with your ISP)



www.ssionline.com

www.clubssi.com

www.netwar.com



Epic Warhammer 40,000: Final Redemption **The ...Definitive... Credit List**

Holistic Design

Director / Design	Ken Lightner, Andrew Greenberg
Lead Programmer	Ken Lightner
Programming	Scott Rich, Shane Garrett, Alan Belletti, Garner Halloran
Art Director	Brian Mead
Artists (3D/2D)	David Sweet, Chris Royster, Cheryl Scribner, Brian Mead
Additional 2D Art	Bryce Nakagawa (Lead 2D Artist)
Map Concept & Design	Chris Royster
Additional Map Design	Chris Wiese
Documentation	Andrew Greenberg
Testers	Bill Bridges, Josh Gorfain, Garth D. Wilson, Jeremy Hannah, Eric Jensen, Bill Shelley, Stuart Wolf, Pete Montgomery, Matt Moses

Strategic Simulations, Inc.

Producer	John Eberhardt
Associate Producer	Jeff Pena, Bill White
Audio Programming Director	Ralph Thomas
Audio	Steve Lam, Lance Page
Music Composed & Arranged by	The Samsara Project
User Manual Editors	Mark Whisler, Anatheia Lopez, Aaron Scheiber
Map Tile Art	Saffire, Inc.
Numbers Tweakers	James Young, Chris Cates
Test Supervisor	Jason Ray
Assistant Lead Product Tester	Cyrus G. Harris
SSI Testers	Shilo Anacleto, Phil Wang, Jessica Jones, Chris Cates, Clifford Mann, Lewis Nowosad, Bobby Budde, Ben Fuller, Jasun Reynolds, Tod H. Clark, Josh Cloud, Dan Cermak, Chuck Kroegel
Executive Producer	Bret Berry
External Testers	Anders Persson, Andy Meechan, Bart Koehler, Charles Sutherland, Chris Miller, Chris Pinson, Chris Storey, Christian Taylor, Chris White, Dan Taylor, Erik Rutins, Felipe Cintron, John Owen, Mark Shieh, Matt Starling, Michael King, Phil Mogavo, Richard Bright, Steven Sheldon, William Rood, Glen Musson



Video Sequences

Original Live-Action Footage	Bright Lights Studios
Original Computer Animation	David Sweet, Chris Royster (Holistic Design)
Media Engineers	Maurice Jackson, Lee Crawford
Editors	John Eberhardt, Mario Alves
Live-Action Director, BLS	Tom Lauten
Script / Story Development	Tom Lauten, Andrew Greenberg, Ken Lightner, John Eberhardt, Andy Jones
Production Manager, BLS	Keith Dando
Live-Action Art Director, BLS	Mark Bedford
Digital Effects, BLS	Neil South
Work Shop Supervisor, BLS	Peter Ives
Effects Crew, BLS	Dave Churchill, Paul O'Reilly, Claire Watson
Cast	
Commander	John Kingsley
Talmayus	David Learner
Omegus	Hu Pryce
Agrippa	Dave Perks
Commisar Holt	Larry Rew
Sgt. Ivanovitch	Peter Mimmack
Tech Adept	Sean Connolly
Sgt. Mathias	John Hathaway
Shadow Sword Commander	Jason Harris
Uri Petchenka	Dave Roberts
Colonel Horgrawl	Clifford Barry
General Mikial Silenko	Roger Franke
Commander Jal-Gada	Gavin Naylor
Commander Beshenka	Robert Wilkinson
Gunter Klein	Jefferey Wilson
Draastus	Richard Westcott
Lady Mistress Mollar Tobias	Louise Papillon
Sgt. Mahrhut	Marcus Fernando
Warboss Skroll	Gavin Naylor
Extras	Niki Felsted, Richard Bacchus, Gregory Cooper, Jamie Firth, Mark Gibbons, Karl Oswin, Matthew Sweatman, Mark Wiszowaty
Ork Voices	Lee Crawford
Voice Talent	Dave Merrick, Forrest Elam, Mike Simpson, Garrett Graham, Dave Wallick
Costumes / Wardrobe	Sandra Maudlin, Joy Foley, BLS



Games Workshop

Rogue Trader

Jon Gillard

Additional Thanks

Andy Jones

Special Thanks

Final Liberation Casualties

Mac Seneour, David Locke, Manny Granillo

Video Production

The Belgrade Theater, The Coventry Centre for the Performing Arts, Armourcast





Manual Errata

- There are no password for multiplayer games.
- There are no AI vs. AI games.
- The exit button is on the Options screen.
- On page 71 of the game manual it lists the Gretchin as having a CAF of 4. Gretchin have a CAF of -1.
- On page 72 of the game manual it lists the Thunderer weapon as having a penetration of 70. Thunderer's have a penetration of 90.
- On page 72 of the game manual it lists the Slasher Gargant as having 8 hits. Slasher Gargants have 9 hits.
- On page 73 of the game manual it lists the Gatling Blaster as having a range of 28. The Gatling Blaster has a range of 24.
- On page 72 of the game manual it lists the Gatling Blaster as having a penetration of 70. The Gatling Blaster has a penetration of 60.
- Movement ratings are 2x those listed in the printed game manual.
- Use the "<" to lower flyers down one level, use the ">" key to raise them by one level
- Use the "v" key during the Campaign map while on the strategic map to apply a color-coded overlay of who controls which regions (Ork = green, Imperial = red).



General Notes, Hints, and Tips

- Hold down the shift key with any artillery unit to target any area on the map
- Hold down the shift key down with any non-artillery unit to select a target for close assault - the unit will move to the target and close assault, provided it has enough movement points
- Player One is ALWAYS considered the attacker
- Use the terrain and buildings to your advantage - line of sight and opportunity fire are your best weapons (and your worst enemy)
- In the campaign game, a direct path is often the best path to take
- Flyers are outstanding - until the enemy picks up their first anti-air unit; make sure to pick your forces wisely
- In multiplayer games, remember to strike the enemy quickly - use routs to your advantage



Scenario Breakdowns

ZHUKOV

The last province the Orks overran, Zhukov's wide open areas make it a prime spot to land Space Marines. Once you win the Zhukov scenario, you are given the following regiment and troops:

Regiment Commander Holt

Company 1 Colonel Horgrawl

- Commissar Imperial Guard
- Mordian Captain
- Bombard Battery
- Chimera

Company 2 Captain Hadrian

- Mordian Heavy
- Chimera
- Thudd Gun Battery

Once you finish the first scenario the following units become available to you to purchase:

- Commissar
- Thud Gun
- Mordian Tactical and Heavy
- Tallarn Tactical and Heavy
- Catachan Tactical and Heavy
- Mordian Captain
- Tallarn Captain
- Jungle Captain

KOTSLEV

Volistad's main spaceport is still operational, but the Ork's destructive tendencies won't leave it that way for long. After your victory at Kotslev you are given the following regiment and troops:

Regiment Commander

Company 1 Lieutenant Eberhardt

- Lemn Russ
- Basilisk Battery
- Chimera
- Tallarn Captain

The following units have now become available for you to purchase:

- Manticore
- Chimera
- Hellhound
- Rough Riders
- Demolisher
- Lemn
- Vindicator
- Bombard
- Baneblade



MALENKOV

The Orks have yet to raze all of Malenkov's farms, but they're trying to remedy that.

STAVOK

The amount of dust the Orks have kicked up could mean tanks. Be ready for their worst.

TULIA

These old villages provide the Orks an abominable amount of cover. Expect them behind every wall.

GORSHKOV HIVE

Once a shining jewel of Volistad, Gorshkov Hive is a ruined shell of its former self.

KIRPONOS

The Orks seem to have established organized camps throughout this province. Must be some deviant kind of Ork.

KRASNOV DEPRESSION

Reports indicate a great deal of movement within the Depression. Expect the Orks to hit you and hit you fast.

SARATOV

Seismic reports indicate the presence of death rollers in Saratov. The heathens will try and run you over!

VLASOV ISLAND

The toxic wastes which spew into Vlasov's harbor are not nearly as noxious as the Ork presence on the island.

TOLLCHARIN

Once the site of the most important Astropath monastery in this sector, its loss has impaired space travel throughout the Imperium. A new regiment is now yours to command:

Regiment

Company 1 Lieutenant Infernicus

- Thunderhawk Gunship
- Whirlwind
- Predator
- Space Marine

Company 2 Lieutenant Fletch

- Leviathan
- Space Marine
- Vindicator
- Space Marine



TOLLCHARIN (CONT.)

After you liberate the monastery, the following new units are available for purchase:

- Thunderhawk
- Space Marines
- Rhino
- Whirlwind
- Land Speeder
- Marauder
- Hydra AA
- Predator

ORK BASIN

This province's inhabitants named it Ork Basin for how unforgiving the land is. Little did they know how prophetic the name was.

PORT KOSYGIN

Volistad's defenders gave their lives trying to keep Port Kosygin's tank factories from falling to the Orks. Revere their memory. The Volistad Iron Lords are now under your command:

Regiment Volistad Iron Lords

Company 1 Volistad Iron Lords

- Shadow Sword
- Baneblade
- Shadow Sword
- Storm Hammer

After you win the battle at Port Kosygin, the following units are available to you for purchase:

- Leviathan
- Storm Hammer
- Shadow Sword

CARPATHIA

Carpathia's wastes have always been home to vile creatures. The Orks are only the worst.

PECHORA

The Orks' most devious minds have gathered here. Expect weapons of unparalleled ingenuity.

KOPOLOV FOLD

This city grew from nothing to a gleaming metropolis. The Orks seem determined to return it to nothing.



BORODNI

Almost nothing remains of Volistad's once-fabulous capital, but still its few defenders refuse to surrender. New regiment and troops given to your command:

Regiment Pechinka

Company 1 Lieutenant Ivanovich

- Chimera
- Imperial Guard
- Thudd Gun Battery
- Imperial Guard

Company 2

- Chimera
- Rough Riders
- Thudd Gun Battery
- Imperial Guard

Freeing the capital releases the following units, making them available for purchase:

- Planet Guard
- Rhino
- Shadowsword
- Hydra AA

LETNI ISLE

The Orks have been ferrying their mobs to this island by air. The fliers might still be there.

SHKURO

The Orks have dug in here. Expect fierce house-to-house fighting. They will contest every inch of the city.

RYTI

The scene of one of the most gallant stands in the defense of Volistad, Ryti once served as the planet's main arms depot.

Regiment Ninth Basilisk

Company 1 Lieutenant Hogart

- Hellhound
- Bombard Battery
- Imperial Guard
- Demolisher Siege Tank

Company 2 Lieutenant Penichka

- Imperial Guard
- Basilisk Battery
- Bombard Battery
- Deathstrike Missile Battery

A victory at Ryti makes the following units available for purchase:

- Basilisk
- Deathstrike
- Hydra AA



GORBATOV

The key to Gorbatov may well be seizing its high ground.

VORKATA REACHES

Long ago the Adeptus Mechanicus crafted their awesome war machines here. Now the Orks use their tools to build their vile gargants. Once you have taken the Vorkata Reaches, the following regiment and troops are given to you:

Regiment Titanicus

Company 1 Lieutenant Harnicus

- Space Marine
- Predator
- Predator
- Warlord Titan

The following fearsome units of the Adeptus Mechanicus are now available for purchase:

- Warlord
- Reaver
- Warhound
- Hydra AA

BUKHARIN PENINSULA

The Orks have torched most of the refineries which once dotted the landscape here, but some have survived.

MOLOTAKAZ

The wilds of Molotakaz, holy to many of the Emperor's children, have been defiled. The time for cleansing has come!

TARTAR

Tatar has long been home to sturdy, tenacious people. The Orks have driven them into the wastes, and it is up to you to reclaim their land.

UZHOROD

The Orks have turned this hive into a killing field. Proceed with caution!

ORK BASIN

Ork mekboyz have been flocking here like mad. Expect them to have something special worked up for you.

GORKOV HIVE

Once the most populous of hives, the Orks have massacred its population. Still, if you can rescue it, we can rebuild it.

RUTKENIA

The Orks have enslaved most of Rutkenia's inhabitants, so if we free them, they can begin rebuilding their city at once.



NEW KAMCHAKTA

The Orks have plenty of their boyz stationed in the buildings. Don't be afraid to level a few structures to get the rats inside. After this scenario, all units are available to add to your forces.

IRKUTSK HIVE

The infidels have called up their mightiest armor to stop you here. May the Emperor guide your shots.

YATUTSK

This demolished city once boasted a monument to the Emperor. We shall make a new monument from a thousand Ork skulls!

IVANOVICH

Ivanovich's few oases will be the scene of fierce fighting. Drive the Orks back to the desert!

RIBASHKA

Ribashka's wide-open sands should provide an optimal area for armored war. Expect the Orks to spring out of the dunes.

KONOVOF

If you reach this region, then the Orks will be getting desperate. Expect them to throw everything they have at you.

LUTOV'S WASTES

Warlord Skroll has turned his space hulk into a nightmare of desperate Orks. Defeat him here and your name will ring throughout the stars.



Final Words

We hope you enjoy **Warhammer Epic 40,000: Final Liberation**. We have spent over three years putting this game together, changing the initial vision of the game from a real-time “me-too” product into that which you have today. Between the Orkie music, the similarity to the Games Workshop rulesets, and the outstanding AI, we know you’ll have a good time.

Final Liberation marks a new generation of Games Workshop-licensed titles on the computer, and we are proud to be setting the mark. As rich as any other in science fiction, the Warhammer 40K universe offers an endless gamescape in which to create almost any type of game. Keep an eye out for upcoming titles from SSI, including the first **Final Liberation** expansion disc (Ultramarines v. Chaos), **Warhammer 40,000: Chaos Gate** (Warhammer 40K squad-based game), and a host of other games which are on the drawing board.

Though I will say this - the biggest problem with having been involved with **Final Liberation** is that I have had no time to paint my figures for the tabletop game(s)! Ah, well. Whether lead, pewter, or electronic, da Orks still goez fastuh.

I’m off to play **Final Liberation**, paint my figures for *Gorka Morka*, and sit down to design the next Epic computer battle. Enjoy yourselves.

John Eberhardt
Producer
Strategic Simulations, Inc.



**DA
ORKIE
BIT AT DA
END**





Hows' comE da humiEs always put da Ork bits at da End? Bagh!

WE all knowz da bEstEstz way ta play dis game iz az an Ork. Not much ta know, oddEr dan ta blow up da humiEs. Or somE Orks dat gEtz in da way. Long as you blowin' somEtin' up, don't mattuh.

Just so dEy no, wE Orks is da samE as humiEs. Jus' biggEr & grEEEn. WE like smashin' Em, but it ain't pErsonal. DEy bEttuh dEn da Eldar pansies.

Dat bEin' said, 'ErE's how I play.

In ordEr ta bEstEst bE a Ork Warlord, ya gottah bE cunning. 'UgE hordEs of Boyz gotz dErE placE, but not as da End all of thE plan. Gotta havE somE of EvEryting, oddErwizE ya can't smash 'Em goodEst.

WhEn ya sEttup, sprEad out your forcEs, but put dEm lousy GrEtchin or somE of yEr chEap Boyz in da front. KEEp da good stuff in da back.

TEll da buggyz ta swarm out aftEr da EnEmy's big stuff, and do it quick. DEy won't last long, so gEttum out dErE fast.

UsE da Big Gunz an' FlyErz only if ya tink dErE's no othEr way ta do it. Smashin' is smashin,' but ya gotz ta sEE dErE facEs to gEt da full fun of it.

If yEr onE a dEm Brainboyz, ya might figgrE out how ta usE combinEd arms and makE a good smash forcE. Da humiEs calz it "finEssE," but I callz it good killin; wayz.

Jus' rEmEmbEr - if ya diE ya diE, so it don't count as a dEfEat. Now gEt goin.' It's a WAAAAGH!!!