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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

INSTALLING THE GAME

To install (disc users):

1. Close all open programs and background tasks, including virus scanners (see *Performance Tips* on p. 35 for more info).

2. Insert the *Warhammer Online: Age of Reckoning* disc into your DVD drive. If Autoplay is enabled, the Warhammer installer will appear. If it is not or the installation does not start automatically click on the Start button on your windows taskbar, then:

   If you are using Windows XP, click Run and then type "D:\setup" (where "D" is the letter of your DVD drive) and press ENTER.

   If you're using Windows Vista, type "D:\setup" (where "D" is the letter of your DVD drive) in the "Search" box and press enter.

3. Press the 'Install' button on the installer to begin installation and then simply follow the on-screen instructions.

Once the game has installed you can launch it by using the game's AutoRun menu or by locating the game through the START menu.

Games on Windows XP™ and on earlier versions of Windows™ are located in the **Start** > **Programs** (or **All Programs**) menu.

Games on Windows Vista™ are located in the **Start** > **Programs** > **Games** > **Games Explorer** menu.

To install (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

Launch the game (once it is installed) directly from the EA Download Manager.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

www.warhammeronline.com

STARTING THE GAME

To start the game:

Games on Windows XP™ and on earlier versions of Windows™ are located in the **Start** > **Programs** (or **All Programs**) menu. Games on Windows Vista™ are located in the **Start** > **Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

SYSTEM REQUIREMENTS

It is essential that your PC meets the Minimum Requirements as detailed on the game's packaging. If you are experiencing poor performance, check to make sure your system hardware supports the requirements.

> **NOTE:** For system requirements, see http://www.warhammeronline.com.

GETTING STARTED

INTERNET CONNECTION, SUBSCRIPTION AND ACCEPTANCE OF END USER ACCESS AND LICENSE AGREEMENT REQUIRED TO PLAY. YOU MUST REGISTER ONLINE WITH THE ENCLOSED SERIAL CODE. CODE IS A ONE-TIME USE ONLY. EUALA, EA ONLINE TERMS & CONDITIONS, FEES AND SERVICE UPDATES CAN BE FOUND AT WWW.WARHAMMERONLINE.COM. YOU MUST BE 13+ TO REGISTER.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.WARHAMMERONLINE.COM.

THERE IS A MONTHLY SUBSCRIPTION FEE FOR THIS ONLINE PRODUCT. THE FIRST 30 DAYS IS INCLUDED IN THE PURCHASE PRICE. VALID PAYMENT METHOD REQUIRED TO REGISTER AND PLAY. SEE PAYMENT OPTIONS AT WWW.WARHAMMERONLINE.COM. CREDIT CARD PURCHASES WILL AUTO-RENEW UNLESS CANCELLED. YOU MAY CANCEL AT ANY TIME.

In order to play *Warhammer Online*, you will need to have or create a game account. Please visit **http://accounts.warhammeronline.com** to create your game account.

Once you have created an account you will be asked to enter the game registration key found in your game box. This registration key is required to activate your *Warhammer Online: Age of Reckoning* game account. Be sure to write down the username, password and secret word that you choose for this account as you will need these to log into the game.

After your free 30-day period expires you will be charged according to the subscription plan that you chose when creating your account. You will be charged unless you cancel your subscription before the 30-day period ends. You can change your subscription plan at any time by visiting **http://accounts.warhammeronline.com** and logging into your account.

If you have keys that grant you exclusive in-game items, you will be prompted to enter these after you have created your game account. You can also log into your game account at any time to add exclusive codes.

INTRODUCTION

Jumping off the *Warhammer* table-top game and flowing from the pages of *Warhammer* novels comes a game unlike any before: *Warhammer Online: Age of Reckoning*. In a world plagued by endless war, bitter grudges and vile hatreds, *Warhammer Online* brings the popular characters and legendary conflicts to life for you and people around the world to experience as a massively multiplayer online role playing game.

Darkness has washed over the lands. Maelstroms stir in the north. Chaos Marauders march southward propelled by a terrifying, unspeakable power. A plague grips the Empire's lands, transforming its victims into ghoulish mutants. Orcs and Goblins assemble in numbers never before seen. These battle-hungry greenskins have overrun half of the Dwarfs' homelands, the World's Edge Mountains, and they threaten to infest the rest. Meanwhile the Dark Elves have foreseen the coming age and have taken advantage of it. Their Witch King has mobilized all Dark Elf houses in a long-awaited effort to reclaim Ulthuan, currently the home of their hated cousins, the High Elves.

Humans of the Empire, High Elves of Ulthuan, and Dwarfs of the World's Edge Mountains are forced to unite in an effort to preserve their homelands and drive back the darkness. Together they form the Forces of Order. Worshipers of Chaos, Dark Elves, and Orcs and Goblins converge upon their rivals to unleash an era of conflict and an epoch of death as the Forces of Destruction. It is the dawning of the Age of Reckoning.

SELECTING A SERVER

Before entering the strife within *Warhammer Online*, you must choose a server on which you will play. Ask friends what server they have selected so that you can play with them. You will only be able to play with people who have chosen the same server as you.

There will be different types of servers available to choose from. The server window will explain the types of servers available to you.

Characters created on a specific server are unique to that server. You can create characters on other servers as well. You are also limited to one Realm—Order or Destruction—on each server. All the characters you create on a single server must belong to the same Realm. To play a character you must log onto the server where it was created.

CHARACTER CREATION

Will you enter the epic conflict as a brutish warrior of Chaos gifted with terrifying powers, or will you be a master of the arcane as a rarefied High Elf? There are several races and careers to choose from, the combination of which allow for several different types of game play. Play as a Witch Elf to deliver precise, lethal blows with poisoned blades while in close combat. Play as a Dwarf Engineer to construct turrets and use explosives for devastating effects at range.

Once you decide on a race and career to play, you are able to customize your character's appearance and name. Keep in mind: the more you accomplish throughout the game, the more your character's wardrobe, gear, and trophies will improve. As you progress through *Warhammer Online: Age of Reckoning*, your character's entire look will continue to become ever more distinguished.

THE ARMIES AND RACES OF *WARHAMMER ONLINE*

Begin creating your character by choosing a Realm. Join the Forces of Order in an attempt to preserve the lands, or promote anarchy throughout the world by joining the Forces of Destruction. After choosing a Realm you will need to choose a race and career within that Realm.

> **NOTE:** After completing the creation of a character for a chosen Realm, you will be able to create up to 10 characters for that Realm.

The Forces of Order

An alliance formed out of necessity, the Humans of the Empire, the High Elves, and the Dwarfs cooperate as the Forces of Order in an effort to restore their homelands and turn back the tide of darkness gripping the lands.

DWARFS

A once-proud race, the Dwarfs have come upon lean times having lost many ancestral holds to the savage greenskin hordes. While short in stature, Dwarfs make fine warriors with corded muscles and endless endurance, honed from tirelessly working in the forge and mines deep below the land. Consummate craftsman, Dwarfs make up for their physical shortcomings with the finest arms and armor in the entire world. They wield their weapons with surprising alacrity and viciousness as they seek retribution for grudges against hold and kin.

Pursue the following careers as a Dwarf:

Engineer

The Engineer is a munitions expert, fashioning complex explosives and automated gun emplacements that help swing the balance of the war back to the side of Order. You must maneuver wisely, positioning yourself so that you can strike at your target without exposing yourself to their attacks. An Engineer is a consummate marksman with a rifle. However, some of your most devastating attacks—grenades, blunderbusses, artillery bombardment, and more—require a closer position.
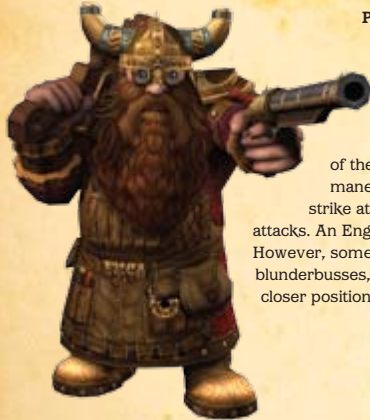
Ironbreaker

The easiest way to incur a grudge from a Dwarf is to strike out at his kin and comrades! This grudge-born fury is what drives the stout mass of metal and muscle that is the Ironbreaker! As an Ironbreaker, your job on the battlefield is to be the go-between for your allies and enemies. Absorb the pummeling that may otherwise serve as the demise of your comrades because, frankly, you're strong enough to take the abuse and dish it back! Be wary of ranged attacks and dark magic as they could spell the doom of an Ironbreaker warrior.

Runepriest

Any righteous Runepriest would tell you that the blessings bestowed by crafting ancient ancestor runes is far superior to the Magic of other races. Use the power stored in these runes to unleash the wrath of your forefathers and exact maximum damage to Destruction's forces, and to bestow their blessings to bolster Order's troops. Careful planning and strategic employment of rune magic will be the key to achieving victory in battle.

EMPIRE

The descendants of Sigmar are an industrious people who deftly exploit their natural resources. They are besieged, however, by internal and external threats: a mysterious plague has ravaged the populace while the dreaded hordes of Chaos seek to obliterate their race for all eternity. Descendants of a proud warrior heritage, they are proficient in hand-to-hand combat. Combined with the powerful magics taught to mankind by the High Elf Archmage Teclis, the Empire of Mankind is a potent force to be reckoned with on the battlefield.

Those loyal to the Empire can pursue the following careers:

Bright Wizard

Harness the power of fire and incinerate those loyal to the Forces of Destruction. For the Bright Wizard, the best defense is your offense, namely the blazing flames that you summon from deep within your heart. With the mastery of the magic of fire and the power of the mystical Seven Keys, the Bright Wizard's spells can immolate their foes in a pillar of fire. However, a Wizard must use caution, for to be too reckless with magic invites destruction upon the caster himself!

Witch Hunter

Cunning, skilled, and ruthless, the Witch Hunter has been tasked with eradicating Chaos forces, dark magic, and witchery of all kinds. Fast and agile, the Witch Hunter is dangerous in close-quarters, especially when approaching an unsuspecting or startled target from behind. The Witch Hunter will frequently employ holy water, chrisoms, blessed ashes, and other relics to further increase the suffering inflicted upon their foes.

Warrior Priest

The Cult of Sigmar seeks to uphold the vision of Sigmar by delivering aid to those in need and divine retribution to those who stand in the way of the Empire of Man. As you strike down your enemy, you are filled with the Righteous Fury of Sigmar himself. This divine fury can be expended to end life or restore it and complement your melee prowess. Blessings of Faith bring powerful boons to those around you, but you must be close to the fight for your words to reach them. To do your job you must place yourself at risk, but it is in this risky position which you are most powerful.
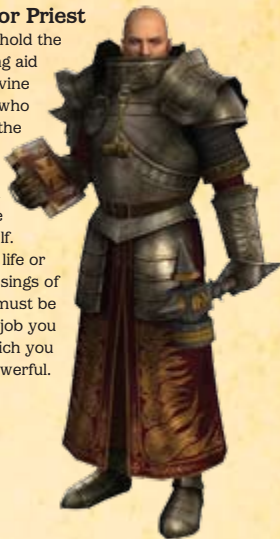
HIGH ELVES

Magic sustains and defines this very proud and disciplined race. Through the ages the High Elves have constructed and nurtured a kingdom full of splendor and might. However, their fallen kin, the Dark Elves, covet the esteem and material wealth they have attained seeking to win it back no matter the cost. High Elves are remarkably restrained, relying on years of discipline and study to suppress their deep-seated passions from spiraling out of control. This unwavering discipline makes them potent practitioners of the arts, both magical and martial.

Within the High Elf race, select from the following careers:

Swordmaster

Elegant and intellectual warrior scholars, the Swordmasters of Hoeth use fluid footwork to complement their dexterity with delicate Elf Greatswords. A Swordmaster wastes no movement as every motion is designed to prepare for the next action. Through this graceful Blade Dance a Swordmaster is capable of chaining numerous methods of attacks into powerful offensive or defensive combinations.

Archmage

Above all else the High Elves are known for their mastery of the arcane arts. The High Elf Archmage is the most refined, intelligent, and powerful practitioner of the arcane in Warhammer. By delicately balancing his use of the Winds of Magic, he can heal the most grievous of wounds while sundering his foes from afar. Careful application of force and aid in critical spots upon the battlefield will gift the Archmage with a reserve of magical energy that allows him to aid his allies when any other mage would be all but spent.

Shadow Warrior

The Shadow Warrior has transformed the concepts of ambush and guerrilla warfare into an art form. She strikes swiftly and noiselessly with his longbow before charging forth to slay any survivors with a bout of blade. The arts of scouting, skirmish, and assault are the Shadow Warrior's specialties. These strategies, when combined with her burning desire for vengeance at the expense of Dark Elves, result in a potent offensive warrior capable of acting alone or as the vanguard for a larger group.
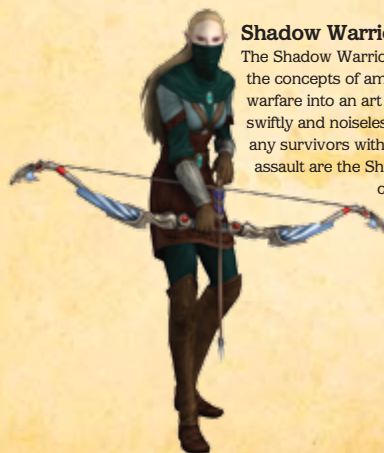
White Lion

The White Lion is a consummate woodsman and a savage hunter. Armed with his ancestral woodsman's axe, the White Lion cleaves through his opponents with a fury not normally associated with High Elves. This savagery is a result of the bond they form when fostering and training War Lions in the art of battle. Trained to complement the White Lion, these War Lions accompany their masters into battle, forming a destructive duo that forces their opponents to choose death by axe or by claw.
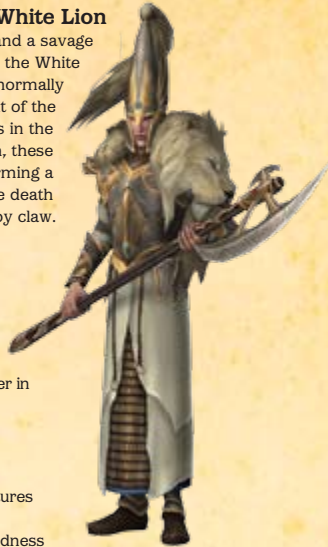
The Forces of Destruction

Worshipers of Chaos, the Dark Elves, and the greenskins are brought together by the common goal to sow destruction throughout the Old World. Each for their own reasons, they long to spill the blood of those bound together in the name of Order.

GREENSKINS

Aptly named for the vivid color of their flesh, these creatures live for one thing and one thing only: battle. Boorish and restless they will attack anyone, but have a particular fondness for squishin' "stunties," otherwise known as Dwarfs. If no opponent is readily available, they have been known to pass idle time fighting each other. Their combat abilities match their inherent savagery, and when unified into a *WAAAGH!*–the combined armies of Orcs and Goblins, so named after their common battle cry–they are a terrifying force to be reckoned with. They have no capacity for mercy or compassion and, as a result, pose an incalculable threat to the Dwarfs and the Forces of Order.

Orcs

Larger and more powerful than their Goblin relatives, the thoroughly nasty Orcs use their cumbersome weapons and crude, thick armor with alarming speed and ferocity.

Black Orc

The Black Orc is a terrifying brawler who doesn't fight by the rules. Encased in rock 'ard armor with a choppa and shield in hand, a Black Orc fears no foe. Those who dare to cross him quickly realize how brutal an Orc can be once embroiled in the joy of battle. Black Orcs are frontline fighters who deal death in brutish fashion while enduring and outlasting attacks from their enemies. Smarter than most Orcs, the Black Orc also has the skill to chain different attack methods together to form assaults that strike with maximum power… and pain.

Goblins

While smaller than the Orcs, Goblins are far more cunning due to ages of being bullied by their Orc cousins. They are crafty and deceptive, and while their appearance may provoke laughter, their ferocity is unrivalled. Goblins display surprising power on the battlefield and must not be underestimated.

Goblins may pursue the following careers:

Squig Herder

Balls of gnashing teeth and muscle; no one would confuse a Squig with a pristine steed. Lethal in general, a Squig is particularly nasty when directed in battle by a Goblin. Squig Herders goad their charges into the fray with prodding spears in order to see it that their jaws find the flesh Goblin enemies. Squig Herders are also armed with a trusty short bow which allows them to attack their enemies from afar while the Squig engages it in close combat. This is convenient, since a Squig Herder can find himself a bit vulnerable when staring at the business end of an Ironbreaker's Axe.

Shaman

Powered by the baleful wrath of the twin deities, Gork and Mork, the Shaman crafts powerful spells and magic to aid his fellow greenskins and pummel his enemies. However, Gork and Mork have never been known to get along well, so the Shaman is always playing a risky game when he calls upon the might of both at the same time! Sneakily manipulating the WAAAGH! power of both Gork and Mork is imperative to success on the battlefield!

CHAOS

In the wastelands of the far north dwell mortals seduced by the Gods of Chaos. Bent toward destruction and domination in their fell deities' names, the warriors of Chaos rampage to the south in pursuit of total annihilation of the Empire. Behind their fervor is the Great Manipulator, the dark god Tzeentch, whose intricate plan for the mortal realm is beyond comprehension. Under this direction, the Warlord Tchar'zanek drives his horde forward, seeking nothing but total domination. With inhuman strength, powerful magic, and a touch of madness, the hordes of Chaos represent an unstoppable juggernaut on the field of battle.

Chosen

A Chosen Champion of Tzeentch relies on cunning arcane trickery, combined with brutal force, to flay the flesh from the bones of his enemies. Condemned to eternally appease Tzeentch and his devilish machinations, the Chosen strives to increase his strength and perfect his skill at waging war. With each victory, Tzeentch strips away a piece of the Chosen's humanity and replaces it with powerful Dark Gifts that make the Chosen beholden to the Dark God's evil desires. These Dark Gifts enhance the Chosen's tremendous martial adeptness, increasing their durability, strength, even allowing them to exploit the Winds of Magic to wither and mutate anyone within range of their fell presence.

Marauder

Strength is the key to survival amongst the savage tribes of the North, and the Marauder is the product of a lifetime of bloodshed for the greater glory of the Dark Gods. As the Marauder's bloodlust for battle rises, his features and appendages grow oversized, grotesque, and mutated, until all that remains is a grisly beast bent on destruction. Each mutation brings with it an additional, unique gift to aid the Marauder in battle. These gifts help to direct and enhance the destructive force of the Marauder and, in turn, help to earn greater favor (and more horrible gifts) from the Changer of Ways.

Zealot

Unlike the more cultured practitioners of magic, the shamanistic Zealots of the North harness their power through fetishes, rituals, and alchemy. A Zealot can gift his followers with strange magical powers through the ritualistic branding of Marks of Power onto their flesh. These marks infuse any warrior with the ability to call upon daemonic powers to smite their foes. The Zealot is also a master alchemist, brewing vile potions that further bolster the strength of his allies, healing grievous wounds and toughening skin to ward off the most dangerous blows. Rounding out the Zealot's arsenal is ritualistic magic, including the ability to call down a Harbinger of Doom upon his opponents, marking them for a quick death in a storm of feathers and magical energies.

Magus

Former wizards and practitioners of the arcane, the Magus' lust for knowledge and arcane power have set them on the path of damnation. By brokering their very souls to Tzeentch, the Magi have gained knowledge far beyond that of a mortal. This knowledge allows them to manipulate the denizens of the Realm of Chaos and bind them to their will. Through sheer force of will, a Magus binds a Daemon into mortal flesh and rides above the battle on its disc-like form. From their superior vantage point they lash out with terrible energies, warping their foes and opening rifts in reality where daemonic minions pour forth to do their bidding.

DARK ELVES

Banished by the High Elves after Malekith the Witch King attempted to ascend to the throne of the Phoenix King, the Dark Elves (Druchii in Elf speak) have long harbored rancor against their cousins in Ulthuan. Foregoing the discipline and restraint of their kin, they give in to their primal urges and passions. To a Dark Elf wanton cruelty, deceit, and torture are not only a daily way of life, but the tools for realizing their deep hatred for the High Elves in the Age of Reckoning. They view all other races as fodder for enslavement or sacrifice to their vicious god, Khaine, and these malevolent traits are no more evident than when steeped in the frenzy of battle.

Within the Dark Elf race, select from the following careers:

Witch Elf

Do not be tempted by the seductive beauty of a Witch Elf, for her cruelty and desire to see and hear the pain of her enemies has no equal. Wielding long sacrificial daggers that drip with deadly poisons, these incredibly quick and agile fighters leave blood and destruction in their wake as they race across the battlefield. The more blood they spill, the greater their fervor for battle. As the Witch Elf's Frenzy increases, so too do the incredible feats she can perform in battle. A Witch Elf at the height of her bloodlust can penetrate even the staunchest defenses. In addition to their brutal martial prowess, the Witch Elves partake of a multitude of fell elixirs and poisons which increase their frenzy to a self-destructive level. To be kissed by a Witch Elf's blade, it is said, is to be kissed by death itself.

Sorceress

The Sorceress is extremely effective at casting destructive spells designed to inflict pain and suffering. Like their fair kin in Ulthuan, the Dark Elves are master practitioners of the arcane. Unlike the High Elf Archmages, however, Sorceresses treat the Winds of Magic as just another tool to bend to their will. By recklessly gathering power around them, they harness Dark Magic and can unleash it in the form of terrible spells. These spells are incredibly destructive, and capable of shattering almost any defense. Such power does not come without a price, for if the Sorceress' will falters even slightly, the unstable power of Dark Magic will return upon her with a powerful backlash. Historically, the arcane covens have only admitted women into their ranks. However, Malekith's desire for revenge against his kin has finally overcome his own paranoia: he now allows men to walk the Dark Path of Magic alongside Morathi's chosen in defiance of ancient prophecies.
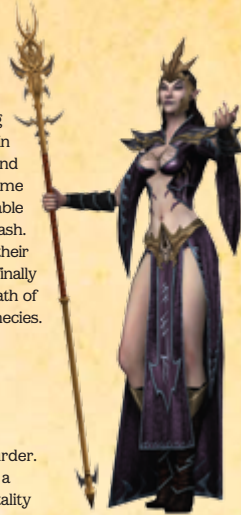
Disciple of Khaine

The Disciple of Khaine has but one calling: murder. Trained in the dark rites of his god, Khaine, a Disciple can sap a soul of all energy and vitality with just a slice of his razor-sharp blades. With the essence of souls taken from their opponents, the Disciple can enact dark rites, calling upon Khaine's favor to bless his allies. This can make the soldier immune to pain, and raise the dead to fight once more. A Disciple is also a consummate fighter and skilled torturer for Khaine, relishing the essence taken from a slow agonizing demise over that of a quick, well-placed deathblow.

NOTE: If you decide you do not want a character that you made, you can select the character in the character screen and click the DELETE button to clear its slot. Be warned: once you click the DELETE button, your character will be gone permanently! Be sure you really want to delete that character!

WAGING WAR: PLAYING THE GAME

Whether you have come to do battle as a proud and honorable Dwarf or wage a cruel attack as a devious Dark Elf, master the controls and you'll hold the fate of the war in your hands. Move expertly, kill swiftly, and decide wisely, and you will determine the outcome of the brutal Age of Reckoning.

Moving Around in the Game

MOVEMENT	KEYBOARD
Forward/backward/turn left/turn right	**W/S/A/D** or **Up Arrow/Down Arrow/Left Arrow/Right Arrow**
Strafe left/right	**Q/E**
Jump	**SPACEBAR**
Auto run	**NUM LOCK**

Actions and Resources

ACTION	KEYBOARD
Auto attack	**C**
Cycle targets	**TAB**
Camera adjustment	Left click (hold) and move mouse
Camera and character view adjustment	Right click (hold) and move mouse
Auto-run with mouse	Left and right click (hold) and move mouse
Talk	**ENTER**
World map	**M**
Tome of Knowledge	**K**
Character	**P**
Backpack	**B**
Abilities	**V**
Game menu	**ESC**
Guild	**G**

USER INTERFACE

1. Avatar and Screen Name
2. Hit Points
3. Action Points
4. World Map
5. Victory Points
6. Miniature Map
7. Help
8. Experience Points
9. Renown Points
10. Morale Meter
11. Abilities
12. Tactics
13. Chat Window
14. Quest Giver
15. Trainer
16. Merchant
17. Target's Health and Action Points
18. Social Window
19. Target Indicators
20. Guild
21. Character
22. Backpack
23. Tome of Knowledge
24. Scenario Join
25. Main Menu: Logout, Game Settings, Options
26. Customize UI
27. In-Game Mail
28. Open Parties and Warbands

NOTE: Your allies are encircled in blue; your dreaded enemies appear in red.

CONSPIRE AND RIDE!

Communicate and scheme with fellow soldiers in chat channels and parties and then travel distances great and small to wage war against your enemies.

CHAT CHANNELS

Surrounded by a great group of nasties that look ready to pounce? Help is just a message away with Chat Channels. Chat Channels make it easy to communicate with your party, your guild, and nearby people as well as everyone on the battlefield. With them, you can send messages to a targeted group of players to plan your strategies, reminisce about old conquests, or just spend some time in idle chat.

Chat Channels are accessed via slash commands. So, if you want to talk to your Guild-mates in Guild Chat for example, type "/gu", which will automatically change the chat buffer to reflect that you are entering text into the Guild Chat channel.

GROUPING UP
Parties

When players want to get something done quickly and easily, need some help, or want some companionship, then forming a party is the perfect solution. Parties are comprised of 2-6 players who work together towards a common goal and then share in the experience and loot they gain.

Open Parties With the Open Party system, you can open up a convenient window that displays nearby parties and players who are "open" to new members. Click the "Join" button and you are partied… That's right, no more spamming "lfg" in the chat channels and waiting for an "invite"!
No more hassles with party leaders!

Warbands When you are ready to move on to more difficult RvR or PvE tasks that require tight coordination of larger numbers of people, you are ready for Warbands. Warbands make large-scale coordination and management tasks much simpler with an easy-to-use interface.

TRAVEL

Inside every warcamp and city, flightmasters wait to send you across the Old World and Ulthuan to find additional adventures to experience and to win battles. Of course, they charge a nominal fee for this service. To use them, simply right click on them, select your destination, and get whisked away by air. All open points on the map may be reached from any other point, so there is no need to fly to hubs. Every flight is non-stop, fast, and offers no refreshments.

You may select several different destinations, dependent upon your current level and whether or not you've already visited your destination. Capital cities will be open to you so long as they are not under siege. In the event that the capital city you wish to travel is under attack, the flightmaster will instead allow you to fly to the city's associated refugee camp. At certain levels, other destinations open up to you. From the beginning of your career, you may travel from any warcamp to another tier one warcamp. After you reach level 12, all of the tier two warcamps will be opened. The tier three warcamps open at level 22 and—at level 32—you may finally travel to all warcamps within your Realm. Additionally, if you are the adventurous sort and manage to make it to a warcamp where you would not normally have access, you will be able to return there the next time you access a flightmaster.

Feel like travelling in style? Take a load off of those aching feet and get to your destination faster with your personal mount. Ride a ferocious wolf with your Goblin, a powerful warhorse with your Priest of the Empire, or a personal Gyrocopter with your Dwarf. In fact, each race gets its own special mount, with a few surprises thrown into the mix.

Once your character reaches a specific level you will become eligible to purchase a mount from the stable in one of the capital cities. Once purchased, you can use this item (right click on the item in your backpack or left click from hot bar) to summon the mount.

GAINING RANKS

A character's rank indicates how powerful or experienced they are; the higher the rank the more experienced and mighty the character. In *Warhammer Online*, you can increase both your player rank and your Renown rank.

PLAYER RANK

Player rank indicates the general power level of the player and increases as you earn experience points. Experience can be gained in numerous ways including completing quests, killing monsters, and participating in Realm vs. Realm (RvR) combat. As your player rank increases, you will gain additional bonuses and unlock new abilities for your character!

Rank Increase Rewards

Hit Points	For every rank earned, your character's hit points (HP) will increase, allowing you to absorb greater amounts of damage before dying.
Statistics	For every rank earned your character's statistics will increase, and this increases the overall combat ability of your character. Each character gains statistics appropriate to its career when ranking up.
Ability Level	The ability level of your abilities will increase automatically as you rank up. Exact details on which abilities level up at which rank can be found in the in-game player guide.
Mastery Points	You gain mastery points as you rank up. Mastery points can be spent at a trainer to further enhance abilities. The number of mastery points gained at each rank can be found in the in-game player guide.

RENOWN RANK

Renown rank indicates how much a player has advanced in the RvR portion of WAR. Your Renown rank increases by earning Renown points. Renown points can only be gained by participating in RvR combat. You need to kill players, capture objectives and keeps, and participate in scenarios in order to gain Renown points.

Renown Rank Increase Rewards

Renown Points	For every Renown rank earned, your character will earn a Renown point, which can be spent at a trainer to purchase RvR upgrades such as stat bonuses, tactics, and abilities
Titles	As your Renown rank increases you will unlock new Renown titles for your character. A full list of titles can be found in the in-game player guide.
Renown Achievements	When you reach certain Renown ranks, you will unlock special achievement rewards. These rewards include new abilities, increases to stats, and additional mastery points for your character. A full list of achievements and at what Renown ranks they are granted can be found in the in-game player guide.

Renown Skill Training	Trainers are stationed throughout the world to assist you in learning new abilities and tactics. Special Renown trainers exist close to the RvR zones. These trainers teach only those skills that are associated with RvR. At tier one, Renown trainers may be found in each tier one warcamp. However, they will only teach skills to players who are level 11 and less. After you reach level 12, you must travel to a keep or fortress that has been claimed by your Realm. The Renown trainers will be located on the grounds of the keep whenever your Realm has control of the keep. After you've reached level 32, you will find Renown trainers located in the capital cities. Therefore, your Realm must have a keep captured—if you are between rank 12 to rank 31—in order for you to train your Renown skills.

SKILLS AND ABILITIES

Every career has access to unique skills and abilities that they use to play the game. These abilities define the character and how it performs both in and out of combat. In order to learn new abilities you must first adventure in the world, gaining experience and seeking out special expert Non-Player Character (NPC) trainers who will teach you further skills.

ABILITIES

Abilities are the primary character actions used in the game. Activated from your ability hot bar or number keys, abilities can be used to attack opponents, defend or heal allies, or increase character performance both in and out of combat. Abilities generally require action points to activate. However, some careers do have abilities that do not require action points, but instead have special requirements to activate these abilities. Each ability is unique and frequently has different uses for a variety of situations. Learning your career's abilities and when to best use them is key to mastering combat in *Warhammer Online*.

MORALE ABILITIES

Morale abilities are powerful special moves that a player can only unlock by being successful in combat. The longer a player survives and excels in battle the more morale they generate. When a player has earned enough morale, special morale abilities become active for use. There are four levels of morale abilities each requiring more morale before they become available. After triggering the ability your morale drains back to zero and it begins building again. If a player leaves combat then his morale will quickly drain back to zero. Morale abilities can turn the tide of a fight and learning when to best activate them is critical to winning the battle.

TACTICS

Tactics are special strategy bonuses a player can choose when not in combat. Each tactic can alter the player's power by increasing or decreasing different abilities, skills or statistics. In order to activate a tactic the player must first assign it to a tactic set while out of combat. After a tactic has been added to a set the player can choose to switch between sets when they are out of combat preparing for their next fight. Tactic sets allow you to customize your tactics for your favorite play styles. Tactics are specific to the type of skills and abilities they affect and come in three types:

Career tactics	Special bonuses to skills, abilities and stats earned by your career
Renown tactics	Special bonuses to RvR related skills and abilities
Adventuring tactics	Special bonuses unlocked via the Tome of Knowledge which grant bonuses in player vs. monster combat only

NOTE: To change active morale abilities, action abilities, and tactics, click the ABILITIES button on the top left side of the UI. The window that pops up has a tab for actions, morale, and tactics. Click on the pertinent tab, then click on the ability you wish to add, and finally click on the slot you wish to add the ability to.

CAREER MASTERY

Career mastery offers advanced player customization options that will allow players to choose which aspect of their career is most powerful. Masteries can significantly alter your play style and role in *Warhammer Online*. Each career is given three mastery paths to choose from and players can increase their proficiency in a path by visiting a trainer and selecting from the following options.

Increase mastery level	A player can spend a mastery point to increase their mastery level. This will increase the level of all abilities related to this mastery by one level per point. In addition, a player will unlock access to special abilities, tactics, and morale by increasing your mastery level.
Purchase mastery ability	Players can choose to spend one mastery point to purchase unlocked mastery abilities.
Purchase mastery tactic	Players can choose to spend one mastery point to purchase unlocked mastery tactics.
Purchase mastery morale ability	Players can choose to spend one mastery point to purchase unlocked mastery morale abilities.

In addition players can reset their career mastery and refund all of their points by choosing the RESPECIALIZE option in the mastery training window. Refunding mastery points will cost a small sum of money.

ITEMS AND EQUIPMENT

Loot the corpses of those you defeat. Open the treasure chest that awaits those who conquer a Public Quest. Receive rewards from the completion of personal quests. Take your chances inside dungeons to recover artifacts spoken about in legend. Throughout your journeys in *Warhammer Online* you will earn new armor, weapons, trinkets and trophies in various ways. Those items and equipment will both empower you and allow you to further personalize your character.

Place your mouse cursor over corpses and chests you have participated in defeating and earning and right click to loot. A menu will pop up on which you can select the items you wish to take, or you can simply select LOOT ALL to take everything.

Looted items will go into your backpack, which is accessible by clicking the backpack icon on your quickbar or pressing 'B.' To equip those items click on the character icon or press 'P' to open your character pane. Then simply drag the item you wish to equip from your backpack to the appropriate slot on your character pane (i.e., helm to head slot). You will be unable to change equipment while engaged in combat.

NOTE: The benefits gained by your equipped items can be found on the character pane. These statistics correlate to your character's overall offensive and defensive effectiveness.

Some items and equipment are not useable by certain classes, such as heavy armor by an Archmage. In addition, some require your character to be a minimum rank before being able to equip them.

NOTE: Occasionally you may recover damaged items. Those items can become useable once they are repaired. Repair your items at select merchants, such as blacksmiths, found in chapter hubs and cities throughout the world.

Further customize your character's appearance with armor dyes and trophies. Armor dyes can be bought from merchants. Click the dye items button in the merchant window. Select an armor piece you wish to dye, then left click a primary color or right click a secondary color that you wish to apply.

Trophies are earned from various achievements in RvR and PvE. Journey to locations few others have found, survive confrontation with the deadliest of monsters, or defeat thousands of players. These are a few of the several ways you can earn rare trophies such as skulls, beards, and medals to adorn your character's armor and serve as a testament to your bragging rights.

TOME OF KNOWLEDGE

The Tome of Knowledge is more than a book—it is your personal record of your journeys, battles, and accomplishments while playing *Warhammer Online*. You can learn about the back-story of each Realm, race, and creature that populates *Warhammer Online*. The Tome of Knowledge also tracks all of your accomplishments: every kill, every quest, every item, and more. Virtually anything you need to know about your game play can be found in the Tome of Knowledge.

The Tome also offers more opportunities for unlocking new abilities and tactics that will boost your career and aid the overall war effort. When an entry is unlocked an onscreen message appears displaying the number of experience points awarded. Click on the message to open and read the related entry within the Tome of Knowledge.

It's the story of *Warhammer Online*. It's the story of your career.

INTRODUCTION AND NEW ENTRIES

A Table of Contents is provided for you to flip through the Tome of Knowledge and research everything you need to know about the war you are waging. New entries, such as accomplishments you've recently posted, can also be found here so that you may track the points, titles, etc., that you have achieved. And remember—discovery is a key element of unlocking new areas and entries within the Tome, so take time to wander off the beaten path and explore.

PERSONAL JOURNAL

The Personal Journal logs your individual progression through *Warhammer Online*. Every quest you currently have open is recorded here. It also reports your achievements and discoveries. Then there's the loot, goodies, and booty you've found. Whatever material goods you've accumulated, they are all documented in the Rewards chapter.

COMPENDIUM

The world is vast and populated by all sorts of characters, from the vile to the vivacious. See who—or what—you've encountered in the pages of the Compendium!

Beasts abound in this world, and the Bestiary logs any and all creatures you've encountered and killed (or been killed by). Humanoids, monsters, and other organisms you've happened upon during your travels are also noted within your personal Bestiary. Dig deeper by reading the descriptions of each one, and appreciate what makes them so benevolent or downright nasty.

Learn why the racial pairings have been driven to war and where the war takes place in the History and Lore section. Study the tiers within each of the three areas of conflict, along with the legends and historical significance that accompany each battle zone.

Much like History & Lore, the Noteworthy Persons section provides biographical information of the characters within *Warhammer Online*. Read what drives these characters to preserve Order or see Destruction proliferate.

GUILDS

A Guild is a collection of allied players who work cooperatively to enjoy adventures, fight mammoth monsters, and accomplish fantastic feats all throughout the *Warhammer Online* world. Guilds also act as a social hub, allowing you to build a network of friends and allies as you play through the game. Additionally, Guilds are an ever-growing, ever-changing part of *Warhammer Online*.

As you and your Guild mates fight your way through the world, facing perilous danger and achieving glory on the battlefield, your guild earns access to new and exciting features. This is known as the Living Guild because—just like individual players—guilds can gain experience and rank-up through the game.

Attaining new Guild ranks unlocks guild advancement rewards such as customizable Guild heraldry, Guild cloaks, Guild standards, Guild tactics, and so much more.

CREATING A GUILD

Guilds are created at Guild Registrars found in the capital cities. To register a new guild, all you need are six players in a group who are not already in other Guilds.

Specifically, the guild founders must complete the following steps:

- Travel as a group to a capital city and visit the guild registrar.
- Fill out and then accept a Guild registration confirmation dialogue.
- Pay the guild registrar a modest fee. (The fee for guild registration is displayed in the guild registrar's interaction menu.)
- Start adventuring with your guild!

NOTE: If the registration process is interrupted or canceled for any reason before the Guild has been successfully registered the registration fee is returned.

GUILD TOOLS

All Guild tools can be accessed from the Guild window.

Profile
The Profile tab houses your Guild's summary description, message of the day, website address, email, statistics, Guild news, keep captures, Guild promotions, and additional profile features.

Calendar
With the Calendar tab, your Guild can view, set up, and manage Guild and Alliance events. The Calendar makes things easy by providing features such as a sign-up list which allows Guild members to sign up for specific events, and provides an option to allow Guild members with the appropriate permissions to accept and decline sign-ups.

Roster
The Roster tab lists all of your members, shows who the Guild leader is, who is offline or online, and who the Guild founders are. Also available through the Roster tab is the Alliance sub-tab, which allows you to view and edit information about who your Guild has made alliances with.

Standard
The Standard tab lets players view their Guild's unique heraldry and customize each of the standards available to it with powerful Guild tactics which help all nearby allies when the standard is used.

Rewards
The Rewards tab allows you to see what your Guild has earned as it has progressed, as well as what it has to look forward to. From this tab, you can also reserve heraldry for your Guild which will be shown on your standards and cloaks. So now, instead of appearing as a nameless hodgepodge of warriors as you charge into the fray, your Guild can hold its standard up high and be recognized from afar, sending a chill to the core of your enemies and a breath of hope to your allies.

Guild Permissions
The Guild Permissions tab allows you to enable and edit Guild titles, as well as modify Guild permissions. These permissions include promotion/demotion privileges, rank title privileges, Guild chat privileges, and calendar management privileges.

GUILD STANDARDS AND TACTICS

Guild standards allow Guild members to proudly display their colors and heraldry in battle—boosting the morale of all allies in the area. The standards become available as a Guild levels up, with up to three standards ultimately being unlocked. Once a Guild reaches the appropriate rank and unlocks a standard, the appropriate item becomes available for purchase at the Guild store located in your Realm's capital city. Standards can be customized with a Guild's heraldry as well as guild tactics.

CAPITAL CITIES

Whether it be Altdorf or the Inevitable City, quests, dungeons, secrets, and more await as you explore the living cities of *Warhammer Online*! Each capital city has a total of five city ranks. As players participate in the RvR campaign in Tier 4—in addition to participating in city and public quests—they are contributing to their realm's effort to increase its city rank. Players should revisit their cities often, as each city rank opens new areas to explore (along with new and different types of quests to participate in). Keep in mind that the same holds true for your enemies. As your enemy's city gains rank, the bigger the rewards will be... but of course attaining the rewards will prove more difficult.

REALM VS. REALM™

At the heart of *Warhammer Online* is the RvR Campaign that pits armies against one another in perpetual combat. Simply put, it's you versus actual opposing players, not NPCs. The campaign is an epic journey through the four tiers of gameplay (detailed below), until you reach its culmination: the sacking of a capital city within the fourth tier. Will you be defending or attacking?

Within most tiers are battlefield objectives and keeps: areas that are vital for each race to ultimately control. Claim and defend the battlefield objectives, and accumulate Renown for yourself and victory points for fellow warriors. Turn the tides of the war by having your realm control the zones as you fight to win the campaign and dominate the world of *Warhammer Online*. Players from your enemy's realm will not be able to engage you unless you are flagged for RvR. You can elect to flag yourself for RvR combat at any time by right clicking on your character portrait and flagging yourself for RvR. You will also be flagged for RvR combat upon entering an RvR area (highlighted in red on the World Map). You will be alerted by a red *Warhammer Online* skull symbol above your character, and the appearance of an RvR timer. The flag (shown on your character's head in the top left) is removed only when you leave the combat area *and* the RvR timer runs out. If you are flagged, you're fair game. Participating in RvR nets you items, currency, Renown, and experience.

As you participate in RvR in each tier, you are protected against players who are above your rank range by the Coward's Reward. Players who choose to enter an RvR area or flag themselves for RvR combat, and are above the rank range of that tier, will be turned into a chicken!

There are four types of RvR combat: open world RvR, instanced battle scenarios, Campaigns and city sieges. Prepare to do battle in all four!

OPEN WORLD RVR

Skirmishes Skirmishes are incidental combat that takes place in the RvR areas of each zone, pitting player against player. In other words: see the enemy, kill the enemy, and rise through the ranks by earning experience points and Renown points.

Battlefields Objectives Scattered throughout the RvR world are objective-based battles that net victory points for your entire realm and grant bonuses to your Renown points. Tiers 2, 3 and 4 also feature keeps that will need to be captured *and* defended in order to gain control of these zones and progress towards the sacking of your enemy's capital city.

INSTANCED RVR

Scenarios If it's timed all-out mayhem on a level playing field that you're looking for, then scenarios are for you. With a timer counting down from 15 minutes, scenarios are score-based (up to 500 points) with objectives ranging from killing players to possessing artifacts. Scenarios can accommodate battles numbering up to 18-on-18. Winning the scenario earns your realm victory points that contribute to zone control. All scenarios are bracketed to pit you against players of relatively equal level.

CAMPAIGNS

Zone Control Scenarios, keeps, battlefield objectives and PvE all contribute towards zone control. Dominating in each of these areas will earn your Realm victory points and help your Realm take over a tier in tiers 1-3. Capturing a zone grants many benefits including Renown gains, more influence from Public Quests and buffs which are granted only from crushing your enemies! Tiers 1-3 are always available for capture and recapture.

Tier 4 Campaign Tier 4 features a tug-of-*WAR* across several zones that lead to city capture. Each racial pairing has a single zone which is contested while others within the tier are inactive. The scenarios, battlefield objectives and keeps in the inactive zones are also inalterable. Contested zones are just like tier 1-3 zones that offer scenarios, keeps and battlefield objectives to fight over. Capturing the contested zone will push the *WAR*-front towards your enemy's capital city, effectively turning inactive zones into contested zones. Remember, only 1 zone can be contested per tier 4 pairing. At the ends of each tier 4 pairing lie the great fortresses of each race. If a Realm is successful in defending their fortress, the campaign in that tier resets back to the start! If a Realm fails at defending their fortress however, the entire tier 4 pairing will be captured for and extended period of time! Capturing another racial pairing's tier 4 zones within that time limit unlocks the capital city for assault!

CITY SIEGE

Explore massive living cities that become more or less prosperous based on a realm's overall performance in the ongoing war. Navigate a maze of twisting streets, visit the local tavern, explore a dark undercity, and meet colorful personalities in a metropolis full of adventure. When you're in the enemy's capital city, lay all of it to waste. Sack, loot, and pillage to your heart's delight. When a capital city is under assault, all zones in tier 4 across all racial pairings are RvR locked, and the only combat that matters is the city assault! In this stage, attackers and defenders fight to control the city by fighting over battlefield objectives, scenarios, conflict Public Quests, personal quests and skirmishes! If you successfully defend your capital city, the enemy is pushed out and the campaign resets across all tier 4 zones for all racial pairings. If the capital city falls to attackers however, the city is theirs for several hours with the possibility of holding it even longer! Attackers that conquer two massive Public Quest encounters while in the capital city will gain access to the king instance! Defeat the king and take him back to your own city for the ultimate blow to your enemies.

> **Victory Points**
>
> Victory points are the points used in calculating zone control. Every time you defeat a player, complete a scenario, take a keep or battlefield objective, or complete quests and public quests, your realm is awarded victory points.

Warfare encompasses three regions in the world of *Warhammer Online*. Each racial pairing will begin fighting its natural enemy and attempt to control the battlefronts and seize capital cities found within the maps below. Your allies can help you to fight your way through these zones.

Dwarfs vs. Greenskins

The greenskins have declared *WAAAGH!* and are furiously assaulting the Dwarfs. Survive and prevail in the four tiers of war pitting Dwarfs against the bloodthirsty Orcs and Goblins.

Empire vs. Chaos

The Lands of Men are under assault by the rampaging hordes of Chaos. Four tiers must be endured amidst the spilling of blood from those loyal to the Empire and Gods of Chaos.

High Elves vs. Dark Elves

The Witch King Malekith has seized the moment to exact revenge upon the High Elves. Find a way to persevere through all four tiers where the High Elves must defend their land and drive the Dark Elves and their sinister traditions into oblivion once and for all.

PLAYER VERSUS ENVIRONMENT

The lands of the Warhammer world are many and varied, and so too are the creatures, races and monsters found throughout them. Face these hostile NPCs in an effort to complete quests, public quests, and dungeons. Defeat them to earn experience, loot rewards, and contribute to the overall war effort in Player vs. Environment (PvE) game play.

QUESTS: PERSONAL AND PUBLIC

Become a part of the *Warhammer Online* story while advancing your character's power by participating in quests. There are two categories of quests in *Warhammer Online*: personal and public.

Personal Quests

Keep an eye out for personal quest-givers throughout *Warhammer Online*. You can identify them by the book-shaped icon floating over their heads. Interact with them to learn about opportunities for glory, power and rewards nearby. After accepting their quests, the quest's objective will appear on your User Interface (UI) and indicators for directions will be displayed on your mini-map.

Whether the quest objective is to rescue peasants, prepare a devastating ritual, infiltrate an enemy camp, or simply conquer an area, every one you complete will reward you with experience—and sometimes armor, weapons or other trinkets, all of which are vital in advancing your character's level and power.

> **NOTE:** Once you accept a quest, use the World Map to see where quest objectives are located (encircled in red).

Public Quests™

Traveling through Nordland you notice burning fields on the horizon. As you near the farm the clash of sword on shield is heard. Closer still you now see that Marauders have invaded the stead and other players you've never met before are attempting to drive them back. Upon entering the area the public quest objective appears on your UI. It indicates how many Marauders have been defeated so far, and how many more still need to be put to the sword before the farmstead is safe. You have come upon a public quest. Your individual actions there will contribute toward the common goal, and your contribution will gauge your reward after the final stage of this public quest.

There are over 400 public quests throughout *Warhammer Online*. They come in all shapes, sizes and difficulty ranges from defending a farmstead to closing a Chaos portal (or opening one as the case might be). They are comprised of multiple stages. As the shared objective(s) in each stage are fulfilled, the public quest advances a stage which changes the events and goals in the area. While the early stages of a public quest can be accomplished by a single player, the later stages increase in difficulty requiring multiple players. The final stage will include an end boss whose defeat will result in the greatest rewards.

> **INFLUENCE:** Participation in public quests grants you influence with certain NPCs. Look to your Tome of Knowledge to learn where you can turn in the influence you earn for rewards.

DUNGEONS

Join your friends in discovering whether or not the peasants' outlandish claims of monstrous rats scurrying about the Altdorf Sewers are true, fight alongside your realm's bravest in facing murder incarnate at the Bastion Stair, or aid in the effort to rescue the Everqueen in the Lost Vale. These are just a few of the several dungeons in *Warhammer Online* for mid to high level players to enjoy.

Dungeons come in three varieties: realm instanced, group instanced and war band instanced. Survive the challenges and epic boss fights found inside to earn the most coveted of weapons, armors and trinkets.

CRAFTING AND GATHERING

Crafting and gathering skills give players the opportunity to create and produce items that will eventually be used in combat. Learning these skills allows a player to harvest the resources found virtually everywhere in every living thing in *Warhammer Online*.

Crafting

Whether concocting powerful doses of enhancement potions is your cup of tea or infusing objects with magical properties is your heart's desire, discover the artisanship necessary to become an expert in crafting. But choose wisely—you may only learn one crafting skill at a time.

Apothecary	Apothecary is a skill that allows players to create potions, lotions, and powders. Players can learn this skill from apothecary trainers found throughout the world of *Warhammer Online*.
Talisman Making	Players who make talismans are meddling in hedge-wizardry, manipulating items of minor power (faintly touched by the Winds of Magic), and spiritual significance. Talismans are items that can be put into empty slots on weapons and armor. Players can learn this skill from the talisman-making trainers that are scattered throughout the world.

> **NOTE:** You can switch your crafting skill by talking to a crafting trainer. If you switch skills, all progress in your previous crafting skill will be lost.

Gathering

Gathering skills are crucial to the war effort and can be helpful in your crafting labors. Choose carefully, because you can only have one.

Butchering Butchering allows players to extract resources from the monsters lumbering throughout the world. You'll salvage meat, bones, blood, leather, and the like.

Scavenging Scavenging is very similar to butchering except it allows players to extract resources from intelligent monsters and player corpses throughout the world. Get gold teeth, possessions, lucky charms, and more. This is one of the best ways to get apothecary ingredients.

Cultivation Players with the cultivation skill can grow their own weeds and fungi. There are merchants that sell all the basic low-level seeds, but you can also find them stuck on or falling from furry, forest-inhabiting creatures.

Salvaging Salvaging is like backwards crafting. Salvagers can take existing items and break them down into raw materials.

> **NOTE:** You can switch your gathering skill by talking to a gathering trainer. If you switch gathering skills, all progress in your previous gathering skill is lost.

Mythic Engineers

Chief Technology Officer: Matthew Shaw

Lead Software Engineer: Jason Abbott, Andrew Meggs

Senior Software Engineer: Andrew Farrier

Software Engineer: Anuj Agrawal, Roger Bocksnick, Nathan Bonfiglio, Shaun Cox, Alan Davies, John Falcone, Ayinan Farooq, Christopher Friedemann, Scott Geiser, Nasri Hajj, Steven Hoelle, Jeremy Lerner, Zachary Lute, Eric MacDonald, Brian Mazza, Dan Mederios, Kristen Neal, Georgia Nelson, Charles Nicholson, Andrew Oxfeld, Eric Parker, David Scott, Christopher K White, Joanna Yun, Jonathan Avila, James Irizarry, Jason Mahar

Technical Director: Chad Robertson, Colin Shannon

Mythic Content

Content Developer: Anas Alkhatib, Gary Astleford, Jessica Batshcelet, Christopher Behrens, Larry Boles, Sean Bosshardt, Phillip Chan, Haley Chivers, Adam Coleman, William Cook, Jonathan Daniels, Matt Daniels, Matthias Dohmen, Charles Durham, Thomas Ellis, James Ewing, Keavan Freeman, Andrew Hoffman, Thomas Lipschultz, Santo Lopez, John Luu, Chris Lynch, Sean McNair, Leah Miller, Jason Mohr, Justin Molina, Michelle Mulrooney, Craig Nelson, Benjamin Phongluangtham, Ben Pielstick, Jonathan Rudy, Thomas Schwarzenhorn, Martin Smith, George Smith III, Mark Steelman, Brendan Tobin, Joseph Tooker, Paul Torres, Randy Vazquez, Gregory Wickham, Matthew Witter, Matt Wotring, Michael Wyatt, Christina Zeeman, Megan Zelenik

Content Director: Destin Bales

Content Lead: Gabriel Amatangelo, Brian Audette, Michael Barr, Ellisa Barr, James Casey, Robert Frazier II, Jeremiah Spencer, Corrie Treadway, Amber Turner

Mythic QA

Application Tester: Zachary Brideson

Director of QA: Jason Dawdy

Play Tester: Christian Balzhiser, Mario Brunner, Eugene Choi, Jonathan Flowers, Zakary Hudson, Mike McCubbin, Jeff Nilson, Daniel Palmer, Angela Stevens

QA Lead Tester: Christopher Bryant, Eleanor Crawley

QA Supervisor: Miguel Bogaert, Jonathan Farinelli, Michael Finnigan

QA Tester: Charles Beauvais III, Mario Biviano, Joshua Geary, Garrick Hickman, Richard Hunt, Jeeol Lee, Valerie Lee, Frank McDonough, Ryan Mikula, Jake Motsenbocker, James Riddick, Eric Sandler, Phillip Wallace, Eric Wrobel

Senior Software Tester: Robert Corbin

Software Tester: Tom Bourassa, Remi Burgos, Christopher Chang, Jamie Cohen, Crystal Ferguson, Stephanie Flatley, Stephen Malczak, Alex Modny, Cat Rey, Michael Riddick, Jennifer Schradeya, Sterling Stone, Alex Venezia, Angela Webb, James Wilson

Mythic Marketing

Assistant Product Manager: Juli Cummins

Marketing Assistant: Ayaka Hahn, Jordan Rosenbaum

Product Manager: Eric Correll

Senior Director of Marketing: Eugene Evans, Steve Perkins

Mythic Community

Assistant Community Manager: Emily Dalberg

Community Coordinator: Joanne Laroche, James Nichols, Melissa Sheldrake

Community Relations Director: Robert Mull

Mythic Operations

Administrative Assistant: Amy Gummings

Desktop Services Supervisor: Matthew Kurz

Desktop Technician: Jonathan Weisman

Engineering Manager: Raymond Wenderlich

Facilities Supervisor: Renee Akins-Knudson

Lead Software Engineer: Anthony Feldmesser, Ken Foster, Mark James Jr

Online Operations Manager: Brian Johnson

Program Manager: David Casteel

Senior Director: Darrin Hyrup

Senior Systems Administrator: Baris Harrison

Senior Web Developer: Timothy Eberts

Software Engineer: Marty Brown, Matt Doetsch-Kidder, Marc Lewis, Michael Littlejohn, Alisa Thomson, John Weatherley

Sr. Manager, Facilities & Admin Svcs: Christopher Weakley

Systems Administrator: Chris DeRamus, Brendan Elliot, Daniel Parsons

Technical Director: Andrew Mann

Technical Services Manager: Mitchell Tuckness

Web Designer: Jason Krieger

Web Developer: Cat Weismann

Web Development Manager: Scott Stricklin

Mythic Support

Finance Director: Tonya Dunham

Senior Financial Analyst: Tommy Guerrera

Senior HR Generalist: Laura Sowder

Senior HR Manager: Evelyn Brison

Additional Support

Animator: Eric Piccione

Artist: Erik Ehoff, Mark Evans, Lars Grant-West, Ralph Horsley, Jim Nelson, James Ryman, Dan Scott, Adrian Smith, Christopher Trevas, Pete Venters, Tyler Walpole

Engineer: Brian Frappier

Mythic Customer Support

Assistant Manager: Sam Makely

Call Center Supervisor: Sean Gallagher

Director of Customer Support: Rob DiBiano

Manager: Todd Gropp

Quest Lead: Matt Pucevich

Team Lead: Travis Beall, Michael Knudson, Israel Peak, Talal Saad, Andrew Rovendro, Jay Taylor

Training and Documentation Lead: Linda Robbins

Training and Documentation Team: Kathi Zelenik

For Games Workshop

Andrew Jones, Alan Merrett, Erik Mogenson, Graeme Nicoll

For Womb Music

Penrose Anderson, Geraldine Blecker, Steven Jay Blum, Robin Atkin Downes, Olivia J. Fox, Michael Gough, Bob Joles, Chuck Klausmeyer, Rosalyn Landor, Enn Reitel, Rik Schaffer, David Shaughnessy, Andre Sogliuzzo, April Stewart, Margaret Tang, Rick Wasserman, Tatyana Yassukovic

For FILMharmonic Orchestra Prague

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To all of the wonderful, creative people at Games Workshop: Thank you for the privilege of working with your amazing game. We have endeavored to stay true to the spirit of *Warhammer* and we hope that you are as proud of *Warhammer Online* as we are.

We would like to extend a special thanks to all of our beta testers who helped to shape this game with their feedback, opinions and enthusiasm. In memory of the thousands of bugs who lost their lives due to your efforts, we salute you!

And finally, thanks to everyone else who helped us bring our Warhammer passion to life. In particular, an extra special thanks goes to the Mythic families, without whose support we would have not been so strong. Making this game has been a long, arduous, and glorious experience. Over the course of three years, our team has flourished tremendously. We have watched individuals grow and discover the champions within themselves. We have held each other up when some began to doubt and fear. And we have come together as a family, bonded by our passion and belief in what we do. We hope that this message comes through in our game. *WAR* is Everywhere!

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed.

  For NVIDIA video cards, visit www.nvidia.com to locate and download them.

  For ATI video cards, visit www.ati.amd.com to locate and download them.

- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. You can visit www.microsoft.com to download the latest version of DirectX.

EAX® ADVANCED HD™

EAX® ADVANCED HD™ includes sophisticated reverberation and filtering algorithms, simulating real-world acoustic effects. This helps to create a dynamic audio world and a more immersive gaming experience. With Warhammer Online: Age of Reckoning's continual support of EAX® ADVANCED HD™, you can experience enhanced 3D effects including the renowned EAX® Environmental Reverberation with one of our Sound Blaster® Audigy® or X-Fi™ series sound card. For more information on Sound Blaster® X-Fi™, please visit http://soundblaster.com.

NOTE: Windows Vista Users - Requires Creative ALchemy for full Audigy & X-Fi Hardware and EAX ADVANCED HD support. For more information on ALchemy, please visit http://soundblaster.com/alchemy

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GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.

- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.

- For optimum performance when playing, it could be helpful to disable other background tasks (except the EADM application, if applicable) running in Windows.

IN-GAME CUSTOMER SUPPORT

In-Game Customer Service Representatives (CSRs) are available 24 hours a day, 7 days a week.

To place an appeal while in-game, simply click on the FILE APPEAL button. The appeal interface will open. This interface allows our customers to request help, submit bugs, and report misconduct. All appeals that come from this interface go directly to our ticketing system, and are processed by our CSRs.

Some tips for the best and fastest Appeal results:

- Choose the correct option from the menu. If you're stuck in the landscape (and /stuck command doesn't free you), you would want to select the "Stuck" option from the menu.

- Be detailed. The more information you give us, the faster we can find a solution to your issue. For example, if you are having difficulty with a quest, tell us the name of the quest in the appeal.

TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista users, go to **Start > Games**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file, you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

Technical Support Contact Info

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: http://support.ea.com

Mailing Address:
Electronic Arts Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

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