INSTRUCTION MANUAL

DAWN OF WAR : RISK

Hello and welcome to Dawn of War: Risk, a turn-based strategy game for 2 players on 1 PC, created by Fuggles and compatible with both Dark Crusade and Soulstorm.

Before you kick-off it is advisable that you read this manual. Heck, if you've got this far then you're doing better than most and are probably the sort of person who reads manuals anyway. Remember the old days when games came in proper boxes with proper manuals? Ah...them were the days....

But anyway, DoW:R is a purely SCAR based mod, owing to the fact that my DC tools have packed up, and owes a lot to a certain board game called Risk. I really love playing Risk in the real world, so much so that I own 5 different editions, and this seemed like an obvious transition (well it does when you think about it). I have tried to stay faithful to the source material, so if you have ever played Risk then you know pretty much what you are getting into.

Technically this game is not a mod, it is a map which has been heavily scripted in notepad. To play Dawn of War : Risk, you need to extract the files in the accompanying zip file into your game directory, which should look a bit like:

C:\Program Files\THQ\Dawn of War - Dark Crusade\DXP2\Data\scenarios\mp*

For the most part I wouldn't worry about this - the zip file will have the folder structure correctly set up so you can just extract to your DC or SS root directory. However should it go wrong, then I'm sure it's useful to know.

Once all files are in place, fire up the game and then go to 'skirmish' where you can scroll down to the 4 player map section and find the map called 'Risk – 2 Player Turn-Based Strategy'. Select this, have 'annihilation' as your win condition and you're off! Positions, races, teams – all irrelevant. However setting 'take and hold' in a turn based game is a little unsporting....

One thing to note is that this map is really designed to be played with time compression, and if I had mod tools then this is the one thing that I would change. Time compression is basically speeding up how fast the game plays, so let's look at this now.

TIME COMPRESSION

It is possible to set DoW running at different speeds, as you may have seen should you load up a replay. In DoW:R there is some waiting involved, which can be made more tolerable using time compression.

You will first note that in the zip file is a file called autoexec.risk.

This file contains instructions that will set the game to run at a blistering rate and set up the numeric keypad keys 0-5 to differing game speeds, from paused to super fast. If you do not have one already, this file will need to be placed in your game root directory (C:\Program Files\THQ\Dawn of War - Dark Crusade) as autoexec.lua.

Next up we need to put the game into development mode. Please note that I'm not sure whether being in this mode will make you unable to connect to multiplayer games, however it's a very easy toggle should this be a problem.

All you need to do to access development mode is go to your desktop shortcut for Soulstorm or Dark Crusade and press the right mouse button on it. Next select 'properties' and then in the **Target** box you need to add *-dev* to the end of the command line.
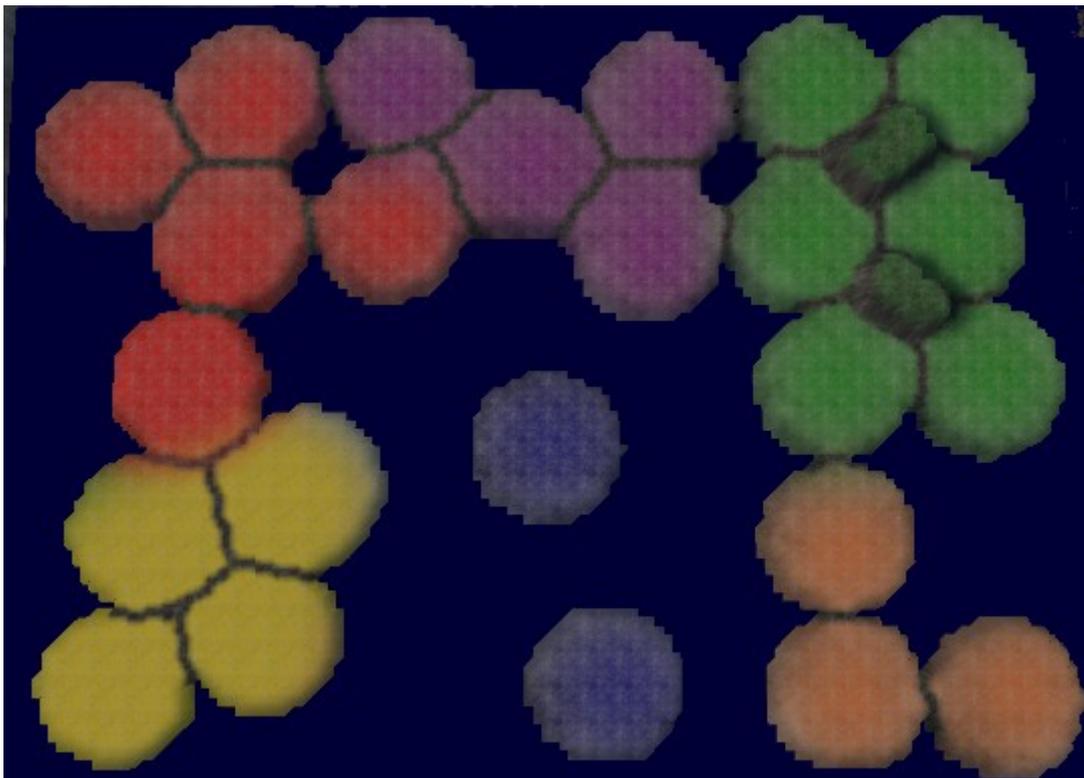
It should look a bit like this:
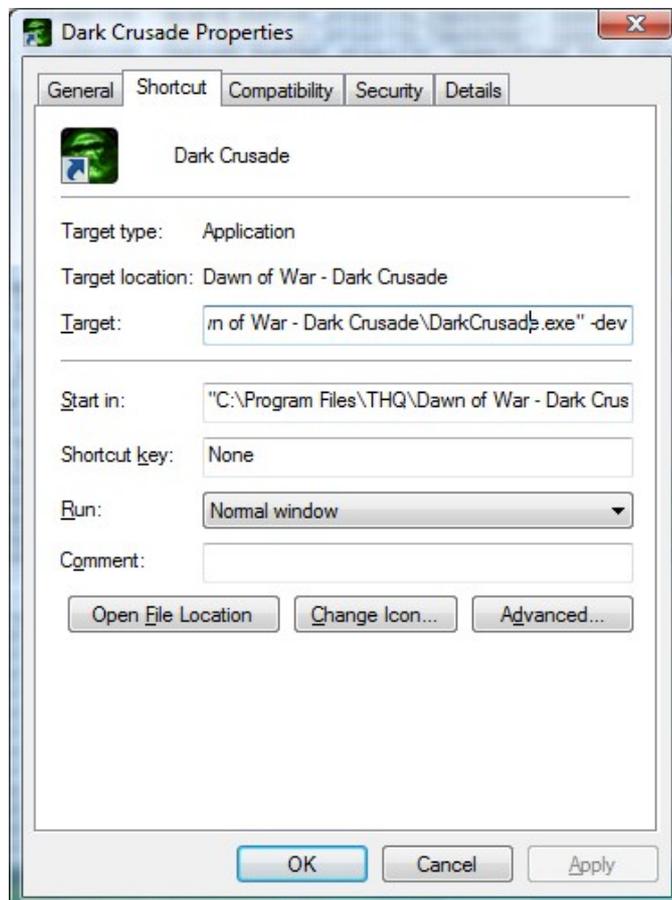
Now when running the game you will be in developer mode and will be able to time toggle at will – woo! For DoW:R you will appreciate being in a fast game mode.

Now, let's look at playing the game.

The World Map

PART 1 – Setting up

At the start of the game, each player will deploy 24 marines on the field. This will be done one marine at a time, with the game alternating between the two players. To deploy a marine first select him, and then click with the right mouse button on the orbital relay. This will queue the marine up for deepstriking, and when ready (hence time compression) you can select the orbital relay and then left click on the marine portrait and then on the ground of the territory that you want to capture to send him hurtling into action.

Please note that in this stage you are not allowed to deploy into territory containing an enemy unit, and if there are any free territories then these have to be filled before you can start reinforcing a position.

PART 2 – The Main Game

After both players have decided upon good locations for their units, it is over to Player One to start the proceedings. From this point on each turn will be broken up into 4 phases:

1) Reinforcement Phase
2) Movement Phase
3) Combat Phase
4) Consolidation Phase

The Reinforcement Phase

When battle is fully joined and it is your turn, you will be given either a heroic Force Commander (Player 1) or an insidious Chaos Lord (Player 2). It is through these characters that you will advance your turn in DoW:R.

You will notice a series of numbers on the ground and it is by standing on these that you will progress through the phases of your turn. To start the Reinforcement Phase you need to put your Commander on the '01'.

In the Reinforcement Phase you will receive some reinforcements, the number of which depends upon certain criteria:

Base Reinforcements
You will always receive a number of reinforcements based on the number of territories that you own, divided by 3. This value is rounded up, so you will always get at least one reinforcement per turn.
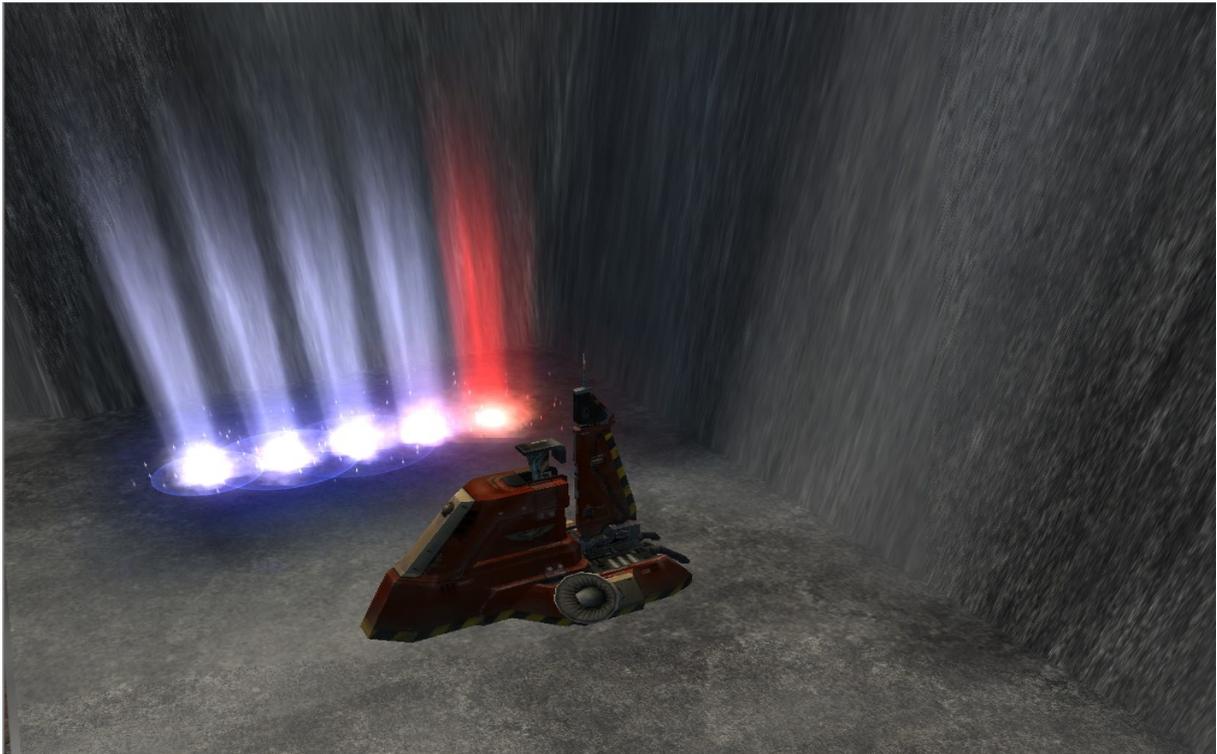
Conquest Reinforcements
You will notice on the world map that there are territories in several colours. Each colour represent a continent and should you own every territory that makes up a continent at the start of your turn, then you will get bonus units as follows:

Yellow – 4 marines
Red – 5 marines
Purple – 4 marines
Green – 6 marines
Orange – 3 marines
Blue – 2 marines

Conquest Reinforcements
Risk is all about the invasion and plundering of your enemy, so it's only fair that there is some reward for doing so (winning aside).

If by the end of your turn you have managed to capture a new territory then an alarm will sound at the end of the Consolidation Phase to alert you to this fact. In addition a light will appear next to your orbital relay:

Once you have captured 5 territories, as shown by a red light appearing, then on your next Reinforcement Phase you will be given an extra 3 marines to take the fight to the enemy.

Sadly, after receiving your conquest reinforcements then the counter will be reset and you will have to take another 5 new territories to get any more units in this way.
To deploy your reinforcements you do the same as you did in the start phase, i.e put them into the orbital relay (note that the relay can hold up to 3 marines at once) and then deepstrike them into battle.

As with the first phase you are not allowed to deepstrike into enemy owned territories.

When all units are deployed, you need to advance your Commander onto the '02' to signal the start of the Movement Phase. Note that you do not have to deploy all your reinforcements if you choose not to.

Movement Phase

It will come as no surprise to learn that in this phase you get to move your marines. Each marine can move one space and you must always leave at least one marine in each territory - Please note that you can only move one marine at a time.

Attacking
It is in this phase that you start your invasions by moving your marines into enemy occupied territory. You can move as many marines as you want in an invasion as long as there is one marine left behind to guard the territory.

Shipping Lanes
In the board game of Risk there are lines across the seas to show angles of attack across the water. DoW being DoW it's not possible to draw across water so you may notice yellow arrows on some of the territories. If you move a marine onto one of these then you will be transported to the territory that it links to.

When you have moved all of your pieces, you need to move your Commander onto the '03' to start the Combat Phase.

Combat Phase

When space marines and chaos space marines share a space, there's going to be blood!

If in the movement phase you move your units onto a territory owned by the enemy then there will be a struggle in which the attacker will either seize control of the territory by force, or be mercilessly slaughtered for their impudence.

In Risk the board game, the combat is all resolved by the throw of a die and sticking with this there is an element of chance to every combat in DoW:R, however you can influence the result by the number of units that you use to attack or defend a territory.

It is to be noted that defenders will always have a slight advantage as they are hunkered down into prepared positions, just waiting to be attacked.

Consolidation Phase

So...you fought- and you won! Hope you like the feeling Soldier, there's plenty more action where that came from.

Should you win any fights in the Combat Phase, then in the Consolidation Phase your troops will capture any land that once belonged to the puny enemy.

As long as you have captured at least one piece of land in your turn then you will now hear a siren, which indicates that you are building nicely towards your conquest reinforcements.

Your Commander will make his own way to this phase following combat, but should this not happen then simply advance to the '04' to instigate the Consolidation Phase.

Once the Consolidation Phase is resolved then prepare to surrender the controls to your rival, who will then have their turn consisting of 4 phases.

PART 3 – Ending the Game

As you probably suspected, the game ends when one player has been vanquished from the world – if you have no marines anywhere on the world map then you are defeated! Dead! Killed! Gone! A footnote in the annuls of history! A big loser to be mocked by your betters...

...and that's pretty much it. You take it in turns, you fight, and then through either luck or design one player wins!

Hotkeys

You will undoubtedly be delighted to know that when it is your turn then your Commander will be allocated to the key '1' and the teleporter to the key '2' on the regular keyboard (I.e those numbers just above the 'Q' and 'W' keys on QWERTY keyboards, not the numeric keypad).

Pressing the hotkey once selects the unit and pressing it twice centres the screen on the unit.

A note on cheating

I'll be the first to admit that this map isn't 100% airtight in terms of cheating. It's not bad, but there are few things that just can't be helped... so for your consideration:

- Should you leave no men in an area then it will be abandoned, allowing your opponent to seize it. It will also count against your conquest total.
- Should you try and select multiple marines, your commander will be selected, so move them one at a time.
- Should you deepstrike into a HQ area then all the HQ's are invincible and you can't get those men back.
- Should you deepstrike into your opponent's reinforcement area then you will be killed.
- Should you delete your orbital relay, then you will lose.
- Should you try and attack a Commander, then they're invincible too... another one where death is the only way out.

However if you choose to really try and break the game, then well, I can't stop you, but it's not in the spirit and no-one will play with you...so there.

That sliver of gloom aside, I hope you have a great time playing Dawn of War : Risk - It certainly has been a SCAR challenge!

TTFN,

Fuggles

A note of thanks

I'd like to thank Ira Aduro for the testing that he put in. I don't know if it's because I made the SCAR, but he's a lot better at finding errors than me!