



Warhammer 40,000: Battlesector is a battle scale turn-based strategy game set in the Warhammer 40,000 universe coming soon for **PC, PlayStation 4** and **Xbox One**.

The PC version will be released in **May 2021**, while it will be released on console later during the summer.

The game revolves around army sized turn-based strategical battles on grid-based maps.

The factions available will be the **Blood Angels** Space Marine chapter (that the player commands in the single player story campaign) and the **Tyranids** xenos race (the antagonist in the story campaign, they are playable in Skirmish and Multiplayer). The game is planned to be modular and introducing new factions, units, heroes and tilesets in future expansions will be rather easy.

In each scenario, armies will range from 10 to 25 units (depending on the size of the scenario) with each unit potentially comprising several individual models. For instance, a Hero or a Dreadnought has an individual model, a unit of Intercessors has 5 models, a unit of Tyranid Hormagaunts has 8 models.

The base game has the following modes:

- **Campaign.** Play through a narrative-driven set of missions, complete with cutscenes, voiceover dialogue and unique story characters. Missions have varied objectives, such as activating relays, protecting units, collecting sacred items, or straight up wiping out all opposition.

The base game comes with the *Age of Crimson Dawn* campaign. Set in the aftermath of *Devastation of Baal*, with the player controlling Blood Angels Space Marines against Tyranids of Hive Fleet Leviathan.

The campaign takes place days after the Devastation of Baal, when the Blood Angels fought for their very survival against Hive Fleet Leviathan on their homeworld, Baal. Sergeant Carleon of the 8th Company tests the skills and stability of the new Primaris Space Marines, brought to Baal Secundus by Roboute Guilliman's Indomitus Crusade.

- **Skirmish Mode.** Play a one-off battle against an AI enemy army on a map of your choosing. Available on all platforms.

At launch, all skirmish battles have the objective to kill all of the enemy units

- **“Live” Online Multiplayer.** Play a one-off battle against a human player over the internet. Both players are online at the same time and see their opponents moves in real-time. *Available on all platforms.*
At launch, all multiplayer battles have the objective to kill all of the enemy units
- **Play by E-mail Multiplayer.** Play a one-off battle against a human opponent via the PBEM server. *Available on PC only.*
At launch, all multiplayer battles have the objective to kill all of the enemy units
- **Hotseat Multiplayer.** Play a one-off battle against another human player on the same system. Available on all platforms. Objective is to kill all of the other players' units.

GAMEPLAY FEATURES

Weapons Loadouts & Abilities

Most units have access to multiple weapon loadout options.

Most units have between 1 and 4 unique special abilities. (There are over 60 special abilities for the combined Blood Angels and Tyranid armies). These vary a lot depending on the type of unit, with Heroes having among the most effective abilities.

Detailed Stats for every unit and weapon

Each unit type is unique and has its strengths and weaknesses and can carry specific weapons. Stats like squad size, health, movement points, action points, armor, evasion, unique abilities, weapon strength, status effects and more ensure that players will need to learn how to best employ a specific unit if they hope to succeed.

Take Cover

You can take cover behind environmental objects as well as other units to gain cover bonuses during battle, and you'll protect your units from enemy fire.

Overwatch

You can set up Overwatch on your firing units, so that any enemy unit which enters your field of fire during their turn will be fired upon.

Melee and Charges

When you enter melee combat with a unit, they are engaged and locked in combat. Each time you will attack in melee, the enemy unit will strike back in the same turn, except when you're doing Charges. If you have an uninterrupted straight line of movement to an enemy unit, you can charge them, attacking them in melee with a bonus and without giving them the chance to strike back. Also, by charging you have a chance to push the enemy unit back by one tile.

Zone of control and Attacks of Opportunity

When you try to retreat from melee combat, you will grant an attack of opportunity to your enemy, which is basically a free melee attack they will automatically deal on your retreating unit.

Furthermore, any unit gets a free Attack of opportunity on any enemy unit that tries to walk past their zone of control (the tiles immediately adjacent to the unit).

Air Support

The *HQ Command* system lets the player call in faction-specific air support; Blood Angels call in a Stormraven to unleash fury on their enemy or reinforce with more Assault Marines, while the Tyranids can call in the Harpy to devastate the enemy or scatter spore mines across the battlefield.

Momentum

The *Momentum* system lets units surge on the battlefield, allowing them to perform superhuman chains of actions, or upgrade their abilities. Each faction has a different approach to Momentum, for instance the Blood Angels gain Momentum by killing their enemies up close, which in turn allows them to A) deal more critical hits due to their Red Thirst unique ability; B) the player can decide to use all the Momentum of a unit to allow for that specific unit to Surge, to either gain more action points or upgrade an ability.

Carry-over your units in the campaign

When you play the campaign you will be able to carry your troops from battle to battle, as long as they survive. After each battle you'll be able to spend points on new units & loadouts.

Campaign HQ Command Points

Campaign *HQ Command Points* let the player unlock abilities, weapons, and unique passive bonuses. Each Hero has a specific set of HQ Command perks they can unlock, some will upgrade the specific Hero and others will upgrade and give bonuses to all units in the army. You can gain HQ Command Points by completing objectives in the campaign.

BLOOD ANGELS AND TYRANIDS

Both factions have an extensive roster of unit types at their disposal. It is not final and we don't want to reveal all of them yet. Each faction in the game will have a diverse and versatile roster, although some factions will be better at certain things than others.

The Blood Angels are a Space Marines chapter with devastating technological weapons and Space Marine suits of armour at their disposal, as well as mighty vehicles, like the **Predator**.

Most importantly, they field plenty of fierce new Primaris Space Marine units, who are stronger and bigger than normal Space Marines. These include units such as **Aggressors** and **Hellblasters**.

The Tyranids are a xeno race with access to plenty high model-count units with large squads and a cheap price, like the **Termagants** and **Hormagaunts**, and will try to use their numerical superiority to surround and swarm you, but can also field terrible creatures such as the **Tyrannofex** or the **Hive Tyrant**.