



Games
for Windows™

LIVE



WARHAMMER
40,000

DAWN
OF
WAR



⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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INTRODUCTION

INTRODUCTION – THE DAWN OF AN AGE

It is the 41st Millennium, and there is only war. This war emerged from the Dark Age of Technology, when mankind spread itself from one side of the galaxy to the other in its quest for knowledge. Traveling in starships to planets far from Earth, they brought with them enlightenment and the best of intentions. But this expansion was not to go unchallenged.

The enemies of man, including the savage and bloodthirsty Orks, the mysterious and powerful Eldar as well as other dark and dangerous forces, wage constant war against the descendants of Earth, seeking to end their very existence. The lives of untold billions, indeed the very survival of humanity itself, depend upon the protection of the Master of Mankind, the Immortal Emperor.

He is the leader of this driven, fierce species, caught in a fragile dominance of more than a million worlds. As a race, humanity barely survives destruction, extinction and alien invasion. Only through brute strength and the singular vision of its celestial patriarch, the Emperor, does it escape destruction. By His will do vast armies of loyal, genetically perfected and lethal warriors known as the Space Marines accomplish his merciless bidding. Without him and the Space Marines, the Imperium of Man would crumble to the many scourges assailing it.

Ten thousand years ago, the Emperor ascended to the Golden Throne of Terra. Although genetically human, the Emperor is a living god and the savior of all humanity. Supremely gifted with extraordinary psychic abilities, he used his unparalleled power to unite billions of people. Today, this vast expanse of peoples is called the Imperium. It is ruled by the iron will of the Emperor; his body is entombed in the strange life-giving machinery of the Golden Throne for eternity, as his natural life gave out long ago.

The Emperor's power remains great. His mind is the beacon star to which all ships sail, whether through the material space or the Chaos-fed terrors of the Warp. Without the Emperor's psychic beacon, the Imperium's vessels would lose their anchor in the unpredictable tempests of hyperspace.

SPACE MARINES AND THE GODS OF WAR

From the ten-thousand psykers of the Astronomican, who anchor the Imperium's starcraft in warp space, to the billions-strong Imperial Guard who defend the Emperor's worlds against alien threats and Chaos insurrections, to the Inquisition that protects the Imperium from within against the witch, the

heretic and mutant through cleansing flame and large-caliber execution, the Emperor's forces are many and dreaded.

No servant, however, compares to the monolithic Space Marines of the Adeptus Astartes – the Emperor's will made manifest and avatars of his glorious retribution. They are genetically perfect and the symbols of his everlasting might. These gods of war are often all that keep humanity from falling to the alien conquest and internal heresies.

The Blood Angels, the Black Templars, the Space Wolves and the Ultramarines are but a handful of the illustrious thousand chapters who serve the Imperium.

The Undying Master of Mankind, the Emperor, is no longer merely a man; he has become a God, worshipped by billions throughout the Galaxy. As Man's enemies rain endless death and destruction upon humanity's doomed planets, the people of the Imperium pray to the Emperor, begging for his protection. Only Space Marines can answer their desperate prayers. As the Emperor's loyal soldiers, the Imperial Guard are the backbone of mankind's military. When these innumerable ranks are coupled with the fierce and unrelentingly heroic Space Marines, they represent humanity's last, best hope for salvation from their merciless enemies.

To live now is to live in the cruelest and most bloody regime imaginable. Forget the power of technology, science, and humanity. Forget the promise of progress and understanding. There is no peace amongst the stars. Life is a desperate struggle for survival. Vigilance and devotion to the Emperor are the only refuge against the enemies of man, and the Space Marines are the Emperor's hand.

ENTER THE BLOOD RAVENS

A secretive and ritualistic chapter of the Space Marines, the Blood Ravens have a glorious history of fighting heroically for the Imperium. Yet, unlike some of the chapters who can trace their lineage back ten thousand years to when the Emperor of Mankind created the first Space Marines, little is known of the Blood Ravens' origins. Their chapter records have long since been mysteriously lost...or destroyed.

As if to compensate for their lack of knowledge regarding their roots, the Blood Ravens have developed a deep respect, almost an obsession, for information. They keep extensive records on all subjects; constantly adding to the chapter's well-organized archives with materials and artifacts gathered and cultivated based upon their belief that knowledge is the greatest weapon in the fight against the Emperor's enemies.



GETTING STARTED

INSTALLATION

Insert the **Warhammer® 40,000™: Dawn of War® II™** DVD-ROM into your DVD-ROM drive. When the Start-Up screen appears, click **Install** and follow the instructions on the screen.

If the Start-Up screen does not appear, double-click on the “My Computer” icon on your desktop, then double-click the DVD-ROM drive containing the *Warhammer 40,000: Dawn of War II* DVD-ROM. Locate and double-click on *Setup.exe* to launch the start screen. Click **Install** and follow the instructions on the screen.

ENTER THE CD KEY

You will be asked to enter the unique CD key located on the back page of this manual. You must have a valid CD key to complete the installation process and play the game.

Protect your CD key – do not give it to anyone else or allow anyone else to use it. Put the game case in a safe, secure place; it will be required if you need to reinstall the game.

DIRECTX 9 REQUIRED

You are required to have DirectX version 9.0c (included on the installation disc) or later to play *Warhammer 40,000: Dawn of War II*.

TROUBLESHOOTING

Please refer to the Readme file included on the DVD-ROM for the latest information regarding troubleshooting and technical support.

FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child’s access and experience with easy and flexible tools. For more information, go to www.gamesforwindows.com/live/familysettings.

GAME OPTIONS

CONTROLS

Modify options such as Help Text appearance, mouse scroll speed, and unit responses.

GRAPHICS

Modify graphical options such as screen resolution and texturing details.

An Important Note Regarding Graphics and Having the Best Possible Experience

Warhammer 40,000: Dawn of War II - uses some of the most advanced rendering techniques available for special effects and to achieve real-time performance for a great game playing experience. The developers of *Warhammer 40,000: Dawn of War II* along with the engineers at NVIDIA worked closely during development to test the game on advanced NVIDIA GeForce cards. In order to play the game “The Way It’s Meant to Be Played” we recommend at least an NVIDIA GeForce 6600 GT series graphics card.

AUDIO

Modify audio options such as volume levels, character speech levels, and system speaker configurations.

PLAYING THE GAME

THE MAIN MENU

The **Main Menu** is where you start a new Single-Player campaign, continue an existing Single-Player campaign, engage in a CPU Skirmish, start or find an Online game, change the Game Options, and view the *Warhammer 40,000: Dawn of War II* Credits.

- Click **CAMPAIGN** to play a new Single-Player Campaign.
- Click on **MULTIPLAYER** to play a LAN game over your Local Area Network or to play an Online game through LIVE.
- Click **OPTIONS** to alter the game’s options.
- Click **EXIT** to quit playing *Warhammer 40,000: Dawn of War II* and return to Windows.



CAMPAIGN

Embark on your crusade by selecting the Single-Player Campaign for *Warhammer 40,000: Dawn of War II*. Choose your race and engage in furious battle across the dark recesses of space. Take Command of your operations from the bridge of your vessel by viewing distress signals, exploring sectors, or outfitting your squads.

- **PLANETARY DISPLAY** (Default View): Displays distress signals, threatened territories, and controlled stratagems.
- **STARMAP**: View an overview of Subsector Aurelia and/or travel to other threatened planets.
- **SQUAD LOADOUT SCREEN**: Outfit your squads with wargear and guide their advancement.
- **SQUAD DEPLOYMENT SCREEN**: Select the squads that will deploy on the next mission.

MULTIPLAYER

Click Multiplayer from the Main Menu to select from the following options for multiplayer online gaming:

- **FIND A GAME** – Automatically search for allies and opponents.
- **CUSTOM GAMES**:
 - **Public** – Host/Join an online game through the Dawn of War II Multiplayer Lobby, which provides multiplayer gaming features such as skirmishes, auto-matching, ladder ranking, etc.
 - **Private** – Create a Skirmish match against the CPU or play with others from your LIVE playlist.
 - **Local Area Network (LAN)** – Host/Join a game on your Local Area Network.
- **GAME HISTORY** – View your Recorded Games, Player Statistics, and Leader Board menus to see your army's progress and results.
- **ARMY PAINTER** – Customize your *Warhammer® 40,000: Dawn of War II* army in Multiplayer Mode.

GAME CONTROLS

CAMERA CONTROLS

CAMERA MOVEMENT – To pan the camera, move the mouse cursor to the edge of the screen in the direction you wish the camera to move. The camera will move on its own. When you are satisfied with the location, move the cursor away from the screen edge. You can also pan the camera using the arrow keys on your keyboard or by using the middle mouse button and pulling the terrain in the direction you want to move it.

CAMERA FOCUS – To focus the camera on a unit, double-click with the **left mouse button** on that unit's portrait in the squad tabs. The squad tabs are located along the right side of the screen.

CAMERA ZOOMING – To zoom the camera in or out, **scroll** up or down with the mouse wheel. Scrolling up zooms in and scrolling down zooms out. Press the keyboard's **Backspace** key to reset the camera to the default view.

CAMERA ANGLE – To change the angle of the camera, hold down the **Alt** key on the keyboard and move the mouse around. To return the camera to the default angle and height, press the **Backspace**.

UNIT SELECTION

SELECTING A UNIT OR SQUAD – To select a unit click on the model or the unit's decorator above his head with the **left mouse button**. Alternatively, you can click on the squad portrait on the right side of the screen or use the designated hotkey.

SQUAD PORTRAITS – Each squad has a portrait on the upper-right portion of the screen that lists important information about that squad's status. You can see the health of each Squad Leader, how many Members each squad has and what hotkey it is associated with it. Click with the **left mouse button** on the Squad Portrait once to select it, and **double-click** with the **left mouse button** to center the camera on that unit.

UNIT INFO PANEL – When you have a unit selected, the squad's information and abilities appear in a panel at the bottom right of the screen. Use the icons along the top of this panel to trigger the unit's special abilities.

SELECTING MULTIPLE UNITS – To select several units at once, click and hold down the **left mouse button** while dragging the mouse across the squads. Release the left mouse button when the box formed surrounds the squads desired.



Hot Keys – You can quickly select a unit by pressing the number on the keyboard of the hotkey associated with the squad you would like to select. For instance, the Force Commander is #1; to select him with his hot key, press the number **1** on the keyboard. Each squad's hot key is indicated next to his squad tab on the right side of the screen.

USING YOUR UNITS

MOVING A UNIT – To move a unit, first select it, then position your cursor where you would like it to move to, then click once with the **right mouse button**.

ATTACKING WITH A UNIT – To have a unit attack an enemy, first select that unit, then place the mouse pointer over an enemy, where the cursor changes to a targeting reticule, and finally click once with the **right mouse button**.

ATTACK MOVE – Units given an Attack-Move order will engage any enemies they encounter while moving. They will also make better use of cover. To issue an Attack-Move order, first select a unit. Next, click on the **Attack-Move icon** with the **left mouse button**, and finally click on the unit's destination with the **left mouse button**.

SUPPRESSION – Rapid-fire and sniper weapons cause suppression. When your units are suppressed, the decorator above the squad on screen blinks red and they move and fire much more slowly.

SETUP WEAPONS – Heavy weapons like Avitus's heavy bolter require set-up time. Until that time elapses, the weapon cannot fire. Weapons set-up automatically when the squad isn't moving. You can see the progression of the setup in the squad's decorator.

FACING – Set-up weapons cannot rotate freely, so you must point them in the right direction. To tell a unit which way to face, first select that unit. Next **click-and-hold** with the **right mouse button** where you want the unit to move to, and drag in the direction you want them to face. **Release** the mouse button and the unit will move and face that direction.

USING COVER – Cover helps to shield your units from enemy fire. Green dots appearing while a unit is selected represent an area of heavy cover. Yellow dots represent light cover while white dots mean that location is not in cover. To get into cover, place your mouse pointer at the desired cover location and then give your units a move order to get there. Most objects in the world provide some form of cover. In a firefight, cover can make all the difference between victory and defeat.

CLEARING BUILDINGS – Enemies in buildings are much harder to kill. They benefit from cover and elevation. Try using frag grenades or other explosive devices to get rid of them.

USING BUILDINGS – You can enter buildings to give your units better protection. To do so, select a unit and place the mouse pointer on the building you want to enter. If your unit can enter the building, the mouse cursor will change to represent this. Finally click the **right mouse button**. Your units will automatically move towards the building, enter it and take up firing positions at the windows.

EXITING BUILDINGS – To exit a building, select that building then click the **left mouse button** on the **Exit All icon**.

FALLING BACK – To have your units fall back to safety, click the **Fall Back icon** with the **left mouse button**. The selected unit will run back to the closest relay you control.

BOSSSES – You will face elite enemies with special powers and higher stats. These 'bosses' use a special health bar that appears at the top of the screen.



CAMPAIGN MODE

As a member of the elite Space Marines, forged through war into the Emperor's finest warrior, it is your holy charge to protect the galaxy against the Xenos invasion. Throughout the campaign, you will choose missions from the distress signals transmitting onto your Starmap. Wage war and purge the planets of the Imperium from the heretic Eldar, the pillaging Orks, and the ravaging Tyranid threats. With every mission, earn experience points towards new levels, allowing you to increase your squad's skill and unlock amazing new abilities.

In addition, completing missions and defeating enemies will provide you with new **wargear** and **attribute points**. As the campaign progresses, dropped wargear will become more powerful and can be equipped from the Squad Screen to increase the power and abilities of the squad that equips it. Attribute points can also be spent to further increase the power and abilities of squads.

When a mission is complete, new distress signals appear for you to answer.

STARTING A SINGLE PLAYER CAMPAIGN GAME

From the Main Menu, click "**Campaign**". If you have not logged on with a Live Profile, do so now. If you are logged in, you can proceed to the next screen. Choose "**New Campaign**". You must then name your Force Commander and choose a difficulty, then click "**Accept**". This will begin your single player Space Marines campaign.

UNIT ABILITIES

ENERGY BASED ABILITIES – Abilities like Tactical Advance and Infiltrate require mental focus from the squad and consume energy. Energy replenishes automatically so long as the unit isn't using one of these abilities.

GLOBAL ABILITIES – Global abilities are granted in special circumstances and represent additional support from the orbiting strike cruiser. These abilities appear in a special area and can be used without selecting a particular unit.

LIMITED USE ABILITIES – Frag Grenades, Demolition Charges, and Stimulant Packs are some of the limited use abilities available to the player. Their ability icons include a number, showing the remaining uses this mission. You can replenish these abilities by picking up supply drops.

RANGED ABILITIES – Many abilities have a range beyond which they will not function. To see this range, click on the ability's icon. The range will appear as a dotted line on the terrain.

BATTLE CRY – Battle Cry allows the Force Commander to enhance all your nearby squads. To use Battle Cry, first select the Force Commander, then, click on the Battle Cry ability icon with the **left mouse button**. All your units that are within range receive a boost to their damage output and your Force Commander will become temporarily immune to knockback and perform a special attack with each melee attack.

COMBAT JUMP – To use the Assault Marines' Jump Packs, **select Thaddeus** then click on **Combat Jump** with the **left mouse button**. Then click on the location you want Thaddeus to jump to with the **left mouse button**.

DEMOLITION CHARGES – To use demolition charges, first select the squad that has them (by default, Cyrus). Next, click on the **Demolition Charge ability icon** with the **left mouse button**, and then click with the **left mouse button** once more on the location where you wish to throw the demolition charge.

DROP POD ABILITY – If you are far from a secured Teleporter Relay Beacon or strategic asset and need to reinforce, you can use a drop pod. Click on the Drop Pod ability icon with the **left mouse button**. Then click on the area where you want the drop pod to arrive with the **left mouse button**.

FOCUS FIRE – Avitus can increase his damage output by using Focus Fire. To use Focus Fire, **select Avitus** and click on the **Focus Fire ability icon** with the **left mouse button**. His weapon will do more damage until you turn the ability off or he runs out of energy. To turn the ability off, just click on the icon a second time with the **left mouse button**.

FRAG GRENADES – To use frag grenades, first select the squad equipped with them (by default this is Tarkus), then click on the **Frag Grenade ability icon** with the **left mouse button**. (Ability icons appear to the right of the unit's portrait in the bottom right of the screen.) Now, move the cursor to the location you wish to throw the grenade at, and then click the **left mouse button** once more.

HIGH POWERED SHOT – When using High Powered Shot, Cyrus will take a single sniper shot at the target, often killing it outright. Only vehicles, huge creatures and bosses are too tough to take out with a single shot. To use the ability, select Cyrus and click on the **High-Powered Shot ability icon**. Finally, click on an enemy unit with the **left mouse button**.

INFILTRATE – To use Infiltrate, select Cyrus and click on the **Infiltrate ability icon** with the **left mouse button**. Cyrus and his squad will remain invisible to the enemy until you turn the ability off or he runs out of energy. To turn the ability off, just click on the icon a second time with the **left mouse button**. Players who venture too close to the enemy may be partially revealed.



STIMULANT PACKS – To use the Stimulant Pack, first select the unit currently equipped with the Stimulant Pack (by default, the Force Commander). Then click with the **left mouse button** on the **Stimulant Pack ability icon**. All your units within range will be healed, and any incapacitated squad leader will be revived.

TACTICAL ADVANCE – Tarkus can use Tactical Advance to break suppression. **Select Tarkus** and click on the **Tactical Advance ability icon** with the **left mouse button**. His squad will be immune to suppression and take less damage until you turn the ability off or he runs out of energy. To turn the ability off, just click on the icon a second time with the **left mouse button**.

TO VICTORY! – The Force Commander can charge into enemies using his To Victory! ability. To use this ability, first select the Force Commander, then, click on the To Victory! ability icon with the **left mouse button**. Finally click on a target unit with the **left mouse button**. While charging, the Force Commander can knock over other enemies and even destroy walls.

TURRET ABILITY – During certain missions, you will have access to Tarantula turrets. To deploy Tarantula turrets, first click on the Tarantula turret ability icon with the **left mouse button**, and then click where you want the turret to arrive with the **left mouse button**.

PICKUPS AND POWERUPS

LEVEL UP – Units can level up by killing enemies on the battlefield. When one of your units has leveled up, they will briefly display a level up animation. When you complete the current mission, you will be able to make the unit even stronger by increasing its stats and unlocking new abilities.

REINFORCEMENT – You can reinforce a squad that has suffered casualties to bring it back to full strength. Move the squad near a Beacon or Strategic Asset you have secured, and reinforcements will appear automatically. The number appearing above the Beacon or Strategic Asset indicates how many squad members still need to be reinforced. You can also reinforce at the drop pod that delivered your squads at the beginning of the mission.

REVIVING FALLEN SQUAD LEADERS – To revive a fallen squad leader, **select one of your conscious units**, and then click with the **right mouse button** on the hero whom you wish to revive. If there is a fallen unit within range, you can use a Stimulant Pack to revive it.

SECURING RELAY BEACONS / STRATEGIC ASSETS – To secure a Strategic Asset or Teleporter Relay Beacon, first **select a squad** and then click on the Beacon with the **right mouse button**. The squad must remain stationary until the array is secured.

SUPPLY CRATES – Supply crates throughout the mission glow with a yellow aura. Within the crates are supplies. To pick up supplies from a crate, have one of your units destroy it. Then click on the supplies within with the **left mouse button**. This will replenish your limited use abilities such as frag grenades, demolition charges, and health packs.

WARGEAR PICKUP – Wargear is special equipment that makes your characters more powerful. Enemies will sometimes drop wargear when they die. To pick up a piece of wargear, click on it with the **left mouse button**. Wargear is also rewarded for completing certain missions. You will have access to wargear acquired on the battlefield or as a reward once you have completed your current mission.

MULTIPLAYER MODE

Matches in multiplayer can either be Team Battle or Head to Head. A Team Battle pits two teams of up to three players or CPU's against each other. A Head to Head match is a match between you and one other player, either CPU or Human.

WINNING MULTIPLAYER GAMES

Victory Points - You can win the game by capturing Victory Points. The team that controls the most victory points will run down the opposing team's Victory Counter. Win the game by running the enemy Victory Counter down to zero points.

Capturing victory points makes the opposing teams victory point counter go down. When one team's counter reaches 0 victory points, that team loses.

Annihilate - You can take the fight directly to your opponents and destroy their bases. If you eliminate all enemy bases, you will win the match.

RESOURCES

You need requisition and power to purchase units and upgrades for your army. Capture points on the map to increase the amounts of requisition and power you are earning.

Requisition - Requisition is the primary resource used for purchasing units. Be sure to capture requisition points.

Power - Power is required for advanced units and upgrades. Capture Power Nodes to increase your Power income. You can upgrade the Power Nodes and build up to three generators at them to generate even more resources for you and your team.



Shared Resources - Your entire team benefits from capturing points and upgrading Power Nodes. If you don't have enough Requisition to upgrade your Power Nodes, ask your teammates to upgrade them. They benefit equally from a fully upgraded Power Node.

Stealing Upgrades - The enemy can capture a Power Node and steal your upgrades if you aren't defending them. Be careful to protect your economy!

MULTIPLAYER CONVENTIONS

Global Abilities - Each race has a global resource earned in battle by fighting, capturing points, killing, and dying. This global resource of Space Marine Zeal, Ork Waaagh!, Eldar Psychic Might, or Tyranid Biomass can be used to activate powerful global abilities which can be used at anytime anywhere revealed in the fog of war.

Headquarters - Upgrading your headquarters grants access to new unit types and can make your existing units more powerful. Your headquarters has two possible upgrades.

Rally Point - Click the Rally Point button to set a rally location. You can designate either a location or a unit as your rally point. All newly constructed units will run to the rally location.

Earning Experience - You earn experience by killing enemies and supporting your team mates. As you earn experience, your army and commanders will level up and become more powerful.

Knocked out - When a commander falls he can be revived by his teammates. If you revive a friendly commander, you earn experience.

Reviving your own commander - Sometimes your teammates won't be able to revive your commander. Select your fallen commander and press the Revive button that appears. Your commander will reappear back at your base. Reviving your commander costs Requisition, but the price will fall over time.

Wargear and Upgrades - Commanders have several upgrades available to them, and can equip a weapon, armor, and accessory piece. Upgrades can make you stronger, grant abilities, or make you more effective against different types of enemies. Select your commander to see your available upgrades.

Squad and Vehicle Upgrades - Squads and vehicles also have some upgrades available. Some upgrades offer new weapons, others add new units to squads. Select your units to see their available upgrades.

Work together - Teams that work together will be far more powerful than those that don't. Talk to your teammates to let them know what you are doing! Make coordinated assaults against the enemy team, protect your economy, and take advantage of each of your commanders' strengths.

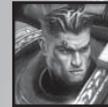
SPACE MARINES

HEROES



APOTHECARY

The Apothecary specializes in healing and excels at supporting from just behind the front line with his abilities. Grants a regeneration bonus to nearby allies.



FORCE COMMANDER

The Force Commander is a melee specialist who can inspire allied troops around him to boost their effectiveness.



TECHMARINE

The Techmarine is a defensive specialist. He constructs turrets to defend territory and a teleporter relay to reinforce allies.

UNITS



ASSAULT SQUAD

Comes with jump packs effective at closing distances. Additional upgrades include Blind Grenade and Melta Bombs.



DEVASTATOR HEAVY BOLTER SQUAD

Comes with a weapon that suppresses large groups of infantry. Has limited firing arc and requires set-up time.



DEVASTATOR PLASMA CANNON SQUAD

Effective at dislodging enemy troops and vehicles from dug in positions. Has limited firing arc and requires set-up time.



SCOUT SQUAD

Can be upgraded with combat shotguns or sniper rifles - either of which also grants the Infiltrate ability. May also add a Scout Sergeant who grants frag grenades.





TACTICAL MARINE SQUAD

Tactically adaptable infantry that can be equipped multiple weapon upgrades.



TERMINATOR SQUAD

Deadly veterans of a thousand campaigns, Terminators are very powerful heavy infantry units. Highly durable, immune to suppression and can teleport.



TERMINATOR ASSAULT SQUAD

Deadly veterans of a thousand campaigns, Assault Terminators are very powerful heavy melee infantry units. Highly durable, immune to suppression and can teleport.

VEHICLES



DREADNOUGHT

The sight of a Dreadnought killing enemy units inspires nearby troops, temporarily increasing their weapon damage. Comes with the Emperor's Fist ability and can add an assault cannon or receive the Dark Age of Technology upgrade.



PREDATOR

Heavy battle tank. Its ranged weapons are effective against infantry and vehicles.



RAZORBACK

Transports infantry units across the battlefield and allows nearby squads to reinforce.



VENERABLE DREADNOUGHT

A more powerful Dreadnought. Effective in melee. The sight of a Dreadnought killing enemy units inspires nearby troops, temporarily increasing their weapon damage.

GLOBAL ABILITIES

NOTE: The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.

ANGELS OF DEATH – Your infantry become temporarily invulnerable.

BLESSING OF OMNISSIAH – Repair all allied vehicles for a short duration.

DEEP STRIKE TERMINATOR SQUAD – Teleport in a Terminator Squad to a target location.

DROP POD – Call in a Drop pod with a Tactical Squad and reinforce nearby squads.

FOR THE EMPEROR! – Target squad temporarily receives less damage and becomes immune to suppression but moves slower.

LARRAMAN'S BLESSING – All allied commanders who are currently unconscious on the battlefield are revived.

ORBITAL STRIKE – A massive orbital strike capable of destroying even the heaviest units.

VENERABLE DREADNOUGHT DROP POD – Call in a Drop pod with a Venerable Dreadnought.

ORKS

HEROES



KOMMANDO

The Kommando is a stealth expert that ambushes his prey.



MEKBOY

Meks are responsible for maintaining the machinery that the Orks use. They also can enhance troops with their technology.



WARBOSS

The largest and most powerful Ork, he excels at melee combat.

UNITS



KOMMANDO SQUAD

Fragile ranged unit. Kommando Kit unlocks Infiltrate ability. Can detect infiltrated units. Additional abilities include Luv da Dakka, Smoke Grenade and Buma Bomb. Can add a Nob Leader.



LOOTAS

Comes with Dakka Deffgun, a suppression weapon with a limited firing arc. Can be upgraded with the Beamy Deffgun (an anti-vehicle weapon).





NOB SQUAD

Large Orks who do very high damage against infantry. Upgrades include 'Uge Hammers, Nob Leader and the Nob Kit, which grants the Frenzy ability.



SHOOTA BOYZ

Can be upgraded with the Big Shoota giving the Aiming? Wotz Dat? ability. Can also be upgraded with a Nob Leader.



SLUGGA BOYZ

Tough melee troops equipped with a Choppa and Slugga. Can be upgraded with Burma's and with a Nob Leader to unlock Recklessness ability.



STIKKBOMMAZ

Lightly armored melee unit. Comes equipped with stikkbombz. Can be upgraded with the Bomma Kit, which grants stun bombz.



STORMBOYZ

Jump troop that stomps da enemies. Good at forcing ranged units into melee combat. Can get Improved Jump Packs, which grants the Bommaboy ability. Can also get a Nob Leader.



TANKBUSTAS

Heavily armed anti-vehicle infantry. Capable of using the Rokkit Barrage ability to rain rockets down upon their foes.

VEHICLES



DEFF DREDD

Slow melee vehicle. Effective versus infantry and vehicles. Has the Rampage ability which allows it to move faster but takes damage and can be upgraded with reinforced plating.



LOOTED TANK

Slow ranged vehicle. Effective against infantry, vehicles and buildings. Can be upgraded with reinforced plating.



WARTRUKK

Fast and fragile, anti-infantry vehicle. Transports infantry units across the battlefield and allows nearby squads to reinforce. Detects infiltrated units.

GLOBAL ABILITIES

NOTE: The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.

'ARD BOYZ – Target squad temporarily receives less damage.

CALL DA BOYZ! – Reinforces and temporarily increases the speed and damage of the squads around your commander.

HIDE – Infiltrates target squad for a duration.

KOMMANDO IZ DA SNEEKIEST – Spawn a Kommando squad at target locations.

KULT OF SPEED – Reinforces and temporarily increases the speed and damage of your squads around your commander.

MORE DAKKA – Temporarily increases the ranged firepower of a targeted squad.

ROKS – Order a massive Rok strike onto a target location.

USE YER CHOPPAS! – Increase the melee damage and chance of triggering a special attack of a target squad.

ELDAR

HEROES



FARSEER

A master psyker, the Farseer is a support caster who provides disruptive melee and strengthens troops with her spells.



WARLOCK

An offensive psyker, the Warlock specializes in damage spells and front line combat.



WARP SPIDER EXARCH

The Warp Spider Exarch is able to hit and run with his teleport ability. He can also teleport allies bringing them to and from battle.

UNITS



HOWLING BANSHEES

Highly agile melee infantry. Upgrades grant additional speed, War shout ability and other enhancements.





GUARDIAN SQUAD

Comparatively fragile units. Upgrades grant abilities such as Plasma Grenades and Energy Shields.



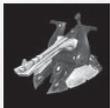
BRIGHT LANCE WEAPON TEAM

Mobile weapons platform armed with anti-armor cannon. Has limited firing arc and requires set-up time.



D-CANNON WEAPON TEAM

Mobile weapons platform armed with powerful artillery weapon. Has limited firing arc and requires set-up time.



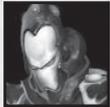
SHURIKEN CANNON WEAPON TEAM

Mobile weapons platform armed with suppression weapon. Has limited firing arc and requires set-up time.



RANGER

Light infantry unit with long range weaponry good against units in buildings. Detects infiltrated units. Upgrades allow for infiltration and Cloaking Field.



SEER COUNCIL

Powerful melee unit made up of Warlocks. Projects an aura accelerating energy regeneration of nearby allies.



WARP SPIDER SQUAD

Teleporters allow for ambushes and rapid redeployment.

VEHICLES



FALCON

Light skimmer tank and troops transport. Reinforces nearby infantry.



FIRE PRISM

Skimmer tank armed with powerful energy cannon. Capable of high-damage focused shot.



WRAITHLORD

Powerful walker unit. Upgrades allow addition of suppression or anti-armor weaponry.

MONSTERS



AVATAR

Fiery incarnation of the God of War and Murder. Massively powerful melee unit. Enhances nearby troops, making them resistant to ranged damage and immune to suppression.

GLOBAL ABILITIES

NOTE: The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.

CONCEAL – Target squad temporarily receives less ranged damage.

CRACK SHOT – Temporarily increases the ranged damage of a target allied squad.

ELDRITCH STORM – Creates a large psychic storm, disrupting and damaging enemies in a large radius.

FARSIGHT – Temporarily reveals the fog of war in the targeted area.

SPIDER'S BROOD – Teleport in a Warp Spider squad to the targeted location.

SUMMON SEER COUNCIL – Spawns a Seer Council at your HQ.

SWIFT MOVEMENT – Temporarily increases the speed of all allied infantry.

WEBWAY GATE – Allows infantry to travel between webway gates.

TYRANIDS

HEROES



LICTOR ALPHA

The Lictor Alpha's camouflage allows it to ambush and disrupt enemy infantry.



RAVENER ALPHA

The Ravener Alpha tunnels under enemy lines opening up strategic tunnels for allies to use.





HIVE TYRANT

The Hive Tyrant is a large and powerful Tyranid that directs the swarm with powerful synapse abilities. The Hive Tyrant is immune to suppression.

UNITS



HORMAGAUNT BROOD

Gaunts excel at overcoming enemies in melee with their larger numbers. They become much more deadly when under the effects of synapse.



LICTOR

Elite assassin unit that comes with the Infiltrate ability and the deadly flesh hooks attack. Detects infiltrated units.



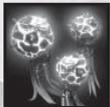
RAVENER BROOD

Fragile, high-damage melee unit that is effective against infantry and capable of burrowing underground. Can burrow and be upgraded with the Devourer, a ranged weapon effective against infantry.



RIPPER SWARM

Small tyranid creatures that soak up ranged fire and disrupt enemy lines to protect more important creatures. Cannot be suppressed while under the effects of synapse.



SPORE MINES

Each mine explodes in a cloud of poisonous spores when detonated.



TERMAGAUNT BROOD

Attacks from Termagants cause targets to become temporarily more vulnerable to all further attacks. When Termagants are under the effects of synapse, enemies struck are knocked down.



WARRIORS

Vicious melee creatures that can be mutated to carry ranged weaponry. Their synapse aura increase durability of nearby Tyranids.



ZOANTHROPE

Slow, fragile artillery unit. Comes with the Focused Warp Blast and the Warp Field abilities.

MONSTERS



CARNIFEX

A living engine of destruction that is impervious to small arms fire. Can be upgraded to have thornback armor, a barbed strangler, spore cysts, a venom cannon, or to project bio-plasma.

GLOBAL ABILITIES

NOTE: *The Global Abilities you have access to depend on which Hero you have selected. Each Hero has different abilities.*

BROOD NEST – Allows nearby Tyranids to Reinforce.

CATALYST – A target Tyranid unit is spurred into a suicidal frenzy, increasing its damage but making the unit die at the end of the duration.

MYCETIC SPORES – Mycetic Spores spawn Hormagaunts and reinforce other nearby squads.

SPORE MINES – Drops down a group of Spore Mines.

STALK – Reveals enemy commanders on the map.

TYRANNOFORMATION – Capillary towers erupt from the group, damaging enemies and tyrannofforming the area. Provides bonuses to nearby Tyranids.

WARRIOR VANGUARD – Mycetic Spores spawn Warriors and reinforce other nearby Tyranids.

WITHOUT NUMBER – Creates additional Tyranids at your base.



NOTES



A Special Note About Graphics



Recommend
GeForce™ Graphics Processors
www.nZone.com



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