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INTRODUCTION

A decade has passed since the events of Chaos Rising, and the sector remains in turmoil. Despite the defeat of the Black Legion and the Great Daemon Ulkair, the planets of sub-sector Aurelia remain gripped by constant warfare and bloodshed. Having uncovered heresy in the highest rankings of his Chapter, Blood Raven's Captain Gabriel Angelos has been branded traitor by corrupt Chapter Master Azariah Kyras. Unwilling to spill the blood of his brother Space Marines, Gabriel has gone into hiding. There, he gathers what few friends and allies he can, readying himself to oppose the Chaotic taint that consumes his brothers.

The xenos threat continues to plague the entire sector. Imperial forces struggle with the feral remnants of the Tyranid invasion, while Orks continue to ravage at the fringes of every world. The Eldar still raid from the shadows, whispering of the remains of a long-fallen Craftworld.

The Imperium has had enough. In a bold effort to restore control, entire regiments of the Cadian Imperial Guard have arrived in the sub-sector and have taken control of its planetary defence forces. The bulk of these forces have been deployed to Typhon Primaris, a world whose dense jungles have provided sanctuary to alien and heretic alike. However, progress is slow, and the Imperium has prepared a more permanent solution for the sector and its citizens: Each and every world shall be scourged of life, subjected to the fires of Exterminatus.

GETTING STARTED

INSTALLATION

Insert the **Warhammer® 40,000®: Dawn of War® II – Retribution™** 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 – Retribution™** DVD-ROM. Locate and doubleclick 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 – Retribution™**.

TROUBLESHOOTING

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

REDEEMING TOKENS

To redeem a token you might have received for exclusive wargear you take the following steps. Start the Steam client that was installed along with the game, there should be a folder in your list of installed programs called Steam, with a program within that folder called Steam. Start that program and then login with your Steam account. Click on the Games drop down menu and then select Activate a Product on Steam. You must click on Next and the Agree to the Steam Subscriber Agreement. Enter the character code that was provided to you into the box and the click next to confirm the redemption.

GAME OPTIONS

GAME OPTIONS

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. The Developers of Warhammer 40,000: Dawn of War II along with the engineers at AMD worked closely during development to test the game on advanced ATI Radeon graphics processors. Increased performance will be noticed on more powerful systems. We recommend ATI Radeon™ HD 5700 Series (or better) video cards to enable ATI Eyefinity multi-monitor technology for maximum performance and visual quality.

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 Credits.

- Click **CAMPAIGN** to start or continue an existing campaign. To play a Coop campaign select Invite Friend from the Campaign menu.
- Click **THE LAST STAND** to play the cooperative survival mode online through Steam.
- Click on **MULTIPLAYER** to play a LAN game over your Local Area Network or to play an Online game through Steam.
- Click **OPTIONS** to alter the game's options.
- Click **EXIT** to quit playing *Warhammer® 40,000®: Dawn of War™ II – Retribution™* and return to Windows.

CAMPAIGN

Lead your chosen race to victory when you select the Single-Player Campaign. From the starmap overview of Sub-Sector Aurelia, the following options are available.

- **PLANETARY DISPLAY** (Default View): View available missions and see what units and upgrade you have unlocked.
- **SQUAD LOADOUT SCREEN**: Outfit your squads with wargear and guide their advancement.
- **SQUAD DEPLOYMENT SCREEN**: Select to deploy all of your heroes or choose to leave some heroes behind and select a support squad. Selecting a support squad provides unique bonuses and increases your population cap giving you the option to build more units from your HQ.

COOPERATIVE CAMPAIGN

You can also invite a friend from your Steam list into your single player campaign at any time. This can be done at the campaign selection screen by inviting a friend to your party, or from the starmap overview of Sub Sector Aurelia.

THE LAST STAND

The Last Stand is a cooperative survival mode that gives gamers control of an individual hero unit and drops a small multiplayer team into a battle against impossible odds.

- **CHANGE HERO**: Select which of the available Last Stand Heroes you wish to play as. Each hero levels up separately.
- **CHANGE WARGEAR**: Change the equipment of your currently selected hero. Leveling up grants new wargear.
- **LEADER BOARD**: Compare your record against your friends and see where you rank against all players.
- **PLAYER STATISTICS**: View detailed information about your in game performance.

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 Steam Friends list.
 - **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 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 *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 and what hotkey it has 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. To assign a squad a new hotkey, select the squad then hold down the control button and press the number key you wish to assign it.

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 (the cursor changes to a targeting reticule) and 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 – Certain weapons can 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 the heavy bolter, require setup 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, and 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. Light cover is directional, however, so flanking tactics will negate the effects of the 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. Flame and Poison weapons are also consistently effective anti-garrison weapons.



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**. Individual units can be ordered to exit by clicking the right mouse button on their portrait in the building display at the bottom right of the screen.

FALLING BACK – To have your units fall back to safety, click the **Fall Back icon** with the **left mouse button** or **press the hotkey (“X”)**. 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

Take command of one of the six factions within the sector and experience their unique perspective of the days leading up to the incoming Imperial Exterminatus.

Throughout the campaign, you will choose missions from your Starmap and with every mission, earn experience points towards new levels, allowing you to increase your squads skill and unlock new abilities. In addition, completing missions and defeating enemies will provide you with multiple options for mission rewards, from new pieces of wargear, unlocking new units that you can command, or powerful upgrades to existing units.

STARTING A SINGLE PLAYER CAMPAIGN GAME

From the Main Menu, click **“Campaign”**. Choose **“Start a New Campaign”**. If you have never played a Real Time Strategy Game before or Dawn of War II then you should play through the Prologue mission which teaches you the basics of how to play the game. Otherwise you can choose to bypass the prologue mission and the tutorial within it.

After you have either played through the tutorial mission, or bypassed it, you must then select which Faction’s campaign you wish to play. Select your faction, then you must enter a name for that campaign, choose the difficulty, and then click **“Accept”**. This will begin your single player campaign.

PLAYING A COOPERATIVE CAMPAIGN GAME

There are two ways to invite someone into a existing or new single player campaign. From the Campaign Selection screen choose **“Invite Friend”** and then select a friend from you Steam friends list.

You can also invite a friend into a campaign that you are currently playing. From the campaign starmap overview of Sub Sector Aurelia, select the Coop icon at the top right of the screen.

In a cooperative campaign, control of your heroes along with units that are produced will be shared. The coop player will also be able to permanently level up your squads and select wargear and abilities, so make sure that you are okay with this before inviting someone into your campaign.

UNIT ABILITIES

ENERGY BASED ABILITIES – Some abilities 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 – Each race has a global resource earned in battle by fighting, capturing points, killing, and dying. These abilities can be used to activate powerful global abilities and can be used at anytime on any area revealed in the fog of war.

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.

PICKUPS AND POWERUPS

REINFORCING SQUADS – You can reinforce a squad that has suffered casualties to bring it back to full strength. Move the squad near a reinforcement point you have secured and then select the reinforcement icon next to the unit profile. If you right-click the reinforcement icon for a squad, that squad will automatically buy reinforcements whenever it is near a reinforcement point and missing squad members. Reinforcing your units costs a set amount of Requisition and Energy per squad member replaced.

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 you wish to revive. You can also revive fallen heroes by spending Requisition resource if you control a forward base or HQ, by clicking the large number beside their squad tab.

SECURING LOCATIONS – To secure a Stronghold or Building, **select a squad** and then click on the location with the **right mouse button**. The squad must remain stationary until the location is secured.



RESOURCE CRATES – Resource crates throughout the mission glow with a yellow aura. Within the crates are requisition or energy resources that you can use to upgrade your squads and heroes, reinforce your existing squads, or build and field additional squads during the mission.

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 **right mouse button**. Wargear can also be rewarded for completing certain missions. You will have access to wargear acquired on the battlefield or as a reward after you have completed your current mission.

WARGEAR DONATIONS - If there is wargear in your inventory you do not want, you can donate it. In most cases, this will give all your squads a one-time experience point reward. Some special items (called Expendables in the inventory) have no function but to be donated, and upon doing so grant a benefit to the squad currently displayed on the Squad Screen. These benefits could be large amounts of experience, permanent increases to certain Attributes, or unique wargear items.

LAST STAND MODE

The Last Stand is a cooperative survival mode that gives gamers control of an individual hero unit and drops a small multiplayer team into a battle against impossible odds. Players can choose between a Space Marine Captain, Eldar Farseer, Ork Mekboy, Tyranid Hive Tyrant, Chaos Sorcerer or Imperial Guard Lord General and will team up with two other squad-mates in an attempt to hold out as long as possible against wave after wave of relentless attackers.

HERO WARGEAR – Each hero in Last Stand keeps an inventory of wargear to equip before entering a match. The role of your hero is heavily determined by what wargear they bring. Wargear grants all the abilities they can potentially use, as well as providing character traits and enhancing character stats. New wargear, and thus new abilities and versatility, are gained by leveling up.

LEVELING – When a game of Last Stand ends, all heroes in that game gain experience, which can cause them to level up. Experience is always equally distributed amongst team members based on the overall team score. Leveling up does not change a hero's base stats, but whenever a hero levels up, a new piece of wargear will be added to their inventory. So even at low levels, heroes can be just as powerful as those at high levels- but having a higher level hero will give you more options and ways of playing your character.

SCORING – The goal of Last Stand, besides survival, is to earn as high a score as possible. 20 waves of enemies will pour into an arena with your heroes, and killing those enemies earns points towards your team score, shown in the upper left of the screen. Points from each kill are increased by your team's Multiplier. Your Multiplier is increased by capturing the two points in the arena, killing an entire wave of enemies rapidly, and staying alive. With good teamwork, you can increase your multiplier to over 100, resulting in huge scores for each enemy slain!

REVIVING TEAMMATES – It is inevitable that either you or one of your teammates will be killed by the swarms of enemies in Last Stand, but so long as at least one of you is still alive, they can be revived and resume fighting. To revive a fallen teammate, a surviving player must click on the fallen player's character model with their right mouse button. The surviving hero will move to the fallen hero and, after several seconds, bring the fallen hero back to life with partial health. Be warned, if the rescuer is knocked back, killed, or enters a new command, the revival attempt will be interrupted.

SPACE MARINE CAPTAIN

The versatile Space Marine Captain is a master of the battlefield. He can lay waste to enemies with his melee and ranged weapons. He has the highest capacity for health and health regenerative bonuses. He is able to take this weight and throw it around, charging or jumping into the fray knocking down enemies. The Captain's wargear lets him support his allies with the only direct heal ability available and his ranged resurrection. The Space Marine Captain is a juggernaut, capable of stunning, taunting, and knocking down enemies while tearing them apart with his weapon of choice.

ELDAR FARSEER

Capable of dealing enormous amounts of damage, the melee oriented Farseer must get close to enemies to unleash her fury. To compliment her melee prowess, the Farseer hits enemies from afar with pure psychic energy to rip them apart or turn them against each other, causing them to recklessly attack their comrades. Leveraging her psychic abilities the Farseer can shift seamlessly from slaughtering enemies to supporting allies, granting wards of invulnerability to friends in need, concealing them from view, or teleporting them out of harm's way.



ORK MEKBOY

Master of utility, the Mekboy has a weapon for every occasion. The Burma scorches large groups of enemies, while the Big Shoota wears down any larger single targets. Need more crowd control? His Rokkit Launcha keeps small clusters of enemies knocked down, while the Deffgun Dakka can lay down suppressive fire on large groups. The Mekboy has an odd, but effective arsenal of technology to assist his allies. His Booby Traps slow down and debilitate enemies. His Mega-Rumblah causes the earth to shake, stunning all enemies in view. His Bouncy Shield turns him, or an ally, into a living bowling ball, knocking down any nearby enemies and protecting them from close range attacks.

TYRANID HIVE TYRANT

These gigantic creatures are often found at the core of marauding Tyranid forces, psychically directing and enhancing waves of lesser Tyranids, while demolishing the enemy with their own massive talons and bioweapons. In Last Stand, the Hive Tyrant has the unique ability to summon multiple Tyranid minions to its aid. The Tyrant's size makes it less maneuverable than most units, but also renders it completely immune to suppression and knockback.

CHAOS SORCERER

Manipulative, cunning and evil, the Sorcerer supports the forces of Chaos with terrible warp powers. In Last Stand, he is capable of widespread destruction through a large variety of damaging spells, though his most unique ability is that of crafting a chaotic Doppelganger of most enemy squads to do his bidding.

IMPERIAL GUARD LORD GENERAL

The Lord General bears absolute authority over the vast military forces of the Imperial Guard, and in The Last Stand, he is able to call upon their arrayed might. In addition to a wide variety of ranged weaponry that he can wield with expert precision, the Lord General can organize and deploy a hand-picked squad of bodyguards and officers to fight at his side. He can also deploy a variety of Turret emplacements to provide supporting fire, and call in devastating ordnance barrages.

MULTIPLAYER MODE

Multiplayer matches can be initiated by either clicking Find A Game, which will automatically match you with other players looking to play online, or by playing a custom game and hosting or joining a Public, Private, or Local Area Network hosted game.

AVAILABLE GAME MODES

Team Battle – Two teams of up to three players and/or CPU's are matched up against each other.

Head to Head – Fight against one other CPU or Human player.

Two vs Two – Team up with a friend to fight against two other CPU or Human players.

Annihilate – There are no Victory Points to be captured, no counters to run down. The only way to win is by destroying all enemy bases.

Free For All – Every player is up against every other player in Free For All. Each player has their own Victory Counter, starting at 0. The more Victory Points you control on the map, the faster your Counter will increase. The first player to reach the Victory Counter goal, or the last player standing if all opposing player's bases are destroyed, wins.

Team Free For All – Players are paired off into three teams of 2. These teams then compete with the same rules as Free For All.

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 team's victory point counter go down. When one team's counter reaches 0 victory points, that team loses. Alternatively, if you eliminate all the 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. These abilities can be used to activate powerful global abilities and can be used at anytime on any area 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.

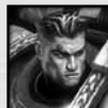
SPACE MARINES

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.



LIBRARIAN

Space Marine Psyker unit capable of powerful damage and support abilities. Inspires surrounding marines when killing in melee.



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.



LAND RAIDER REDEEMER

Heavy transport tank. Equipped with anti-infantry flamethrower cannons, a multi-melta gun, and a twin-linked assault cannon. Can launch a barrage of Frag Grenades. Also allows nearby squads to reinforce.



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 to 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 Buma'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.



WEIRDBOY

The Weirdboy is a long range support unit and caster. Charge his energy by putting him near da boyz and having them shout.

VEHICLES



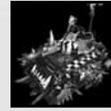
BATTLEWAGON

Heavy assault transport with anti-vehicle weaponry. Anti-infantry shootas are activated when any two squads garrison the Battlewagon.



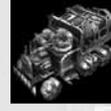
DEFF DREDD

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 CHOPPASI! – 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



AUTARCH

Autarch commander unit equipped with Swooping Hawk wings. Can leap across the battlefield. Passive aura strengthens nearby Eldar infantry. She deep-strikes onto the battlefield while raining grenades on foes.



HOWLING BANSHEES

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



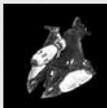
GUARDIAN SQUAD

Ranged anti-infantry units that grow much stronger when upgraded with a Warlock leader. 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.



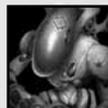
SEER COUNCIL

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.



WRAITHGUARD

Slow-moving, short-range heavy infantry, they move more quickly with a warlock nearby but are stunned if the warlock dies.

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.

SUMMON AUTARCH – Spawn an Autarch at your HQ, or any visible location on the field.

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

WEBWAY GATE – Constructs a Webway Gate, which infantry can travel through.

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



GENESTEALER BROOD

An elite melee unit that infiltrates after staying still for enough time. Adrenal Rush ability grants increased speed, lifesteal and increased damage.



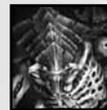
HORMAGAUNT BROOD

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.



SPORE MINES

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



TERMAGANT 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.



TYRANT GUARD

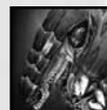
A large, durable melee unit, the Tyrant Guard moves faster when in synapse aura. Can use the Shieldwall ability, which regenerates health and reduces incoming damage.

VENOM BROOD



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.



SWARMLORD

Legendary synapse creature. Nearly unstoppable in melee combat. Increases the movement speed of nearby Tyranids and allows squads to reinforce.

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 tyrannofoming 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.

CHAOS SPACE MARINES

HEROES



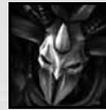
CHAOS LORD

A melee specialist that uses brute force and health draining attacks to crush enemies. When using this hero, Chaos shrines will periodically summon temporary Bloodletters.



PLAGUE CHAMPION

The Plague Champion can shoot normally while suppressed. He protects friendly infantry from ranged fire with the Breath of Nurgle and can be upgraded to support allies with different plague auras and turrets. Chaos shrines will heal nearby friendly units and periodically knock away enemy infantry.



CHAOS SORCERER

The Chaos Sorcerer excels at breaking enemy formations with damaging and disruptive spells. Chaos shrines will be able to cloak nearby friendly units and fire bolts that damage units in an area over time.

UNITS



CHAOS HERETICS

Lightly armed melee unit capable of detonating themselves to harm nearby enemies. Can also construct Chaos shrines and use Worship to bolster nearby Chaos units.



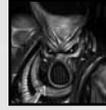
CHAOS SPACE MARINES

Tactically adaptable infantry that can be equipped with multiple weapon upgrades.



CHAOS HAVOCS

A heavy weapons team capable of suppressing infantry. Can be upgraded with anti-vehicle weapons.



NOISE MARINES

Noise Marines disorient their enemies with sonic weapons. The sonic blaster prevents units from firing at range. Can upgrade to the Blastmaster which acts as artillery and is effective versus all armor types.



PLAGUE MARINES

Strong ranged units that can still shoot normally while suppressed. Their deaths heal friendly units and damage enemies, and they are armed with a Missile Launcher that is effective against vehicles.



VEHICLES



CHAOS DREADNOUGHT

Large walker unit capable of damaging all target types. Can be upgraded with a Missile Launcher or a second melee weapon.



CHAOS PREDATOR

Heavy battle tank, equipped with ranged weapons that are effective against infantry and vehicles.

DAEMONS



BLOODLETTERS

A strong melee unit capable of teleportation through the warp. Can also Phase shift.



BLOODCRUSHER

A large juggernaut daemon that can charge through infantry. Energy is gained from being around melee fighting and worship.



GREAT UNCLEAN ONE

An elite melee unit that can vomit bile on enemies, project a poison aura and drag enemies towards itself.

GLOBAL ABILITIES

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

CHAOS LORD ABILITIES:

MALIGNANT BLINDNESS

Temporarily reduce all enemy units' sight range to almost nil.

BLOODLUST

For a duration your infantry will buff the damage of nearby allies whenever they attack in melee.

BLOOD SACRIFICE

Sacrifice a friendly unit to spawn a squad Bloodletters. These daemons will remain so long as they have Energy, which drains over time.

DAEMONIC SUMMONING

Creates a summoning circle that periodically spawns Bloodletters while activated. These daemons will remain so long as they have Energy, which drains over time.

DARK FLAMES

Creates a line of fire that damages infantry. Infantry will temporarily catch on fire and hurt other nearby infantry.

EMPYREAL ABYSS

Creates a devastating warp rift that deals heavy damage to units in an area. Unholy chains will pull nearby infantry into its area of effect.

MALIGNANT BLINDNESS

Temporarily reduce all enemy units' sight range to almost nil.

MASS WARP

Teleport all of your units to the Sorcerer's location.

NOXIOUS CLOUD

Spawn a controllable cloud of death and decay, dealing damage to any enemy infantry within it.

PLAGUE OF UNDEATH

Invoke Nurgle's power over death, causing enemy casualties to linger as undead warriors attacking nearby enemies.

TOUCH OF NURGLE

Bestow the blessings of Nurgle on an allied unit. That unit will explode into a foul cloud on death, damaging nearby enemies and healing nearby allies.

IMPERIAL GUARD



INQUISITOR

This offensive focused hero uses fire and guile to destroy the enemies of man.



COMMISSAR LORD

The Commissar Lord is an inspiring support hero who leads from the frontlines. He excels at melee combat and empowering infantry with various buffs.



LORD GENERAL

The Lord General is a master tactician who takes defensive control of the battlefield with massive turrets and off map artillery. His personal retinue keeps him safe from harm.



UNITS



CATACHAN DEVILS

A squad of seasoned Catachan jungle fighters. Devils are effective in close combat and take advantage of several different types of weapons for every occasion.



INFANTRY SQUAD

Basic ranged combat unit effective against other ranged forces but weak in melee. Can be upgraded with a Sergeant and a Commissar which increases the squad size.



HEAVY WEAPONS SQUAD

Equipped with a Heavy Bolter that suppresses large groups of infantry, has a limited firing arc and requires set-up time. Can be upgraded to a Lascannon or Autocannon.



OGRYN SQUAD

Ogryns are tough ogre-like brutes who excel in close combat and are excellent at disrupting enemy ranged units. Can be upgraded with a Bone Head.



STORM TROOPER SQUAD

Elite ranged infantry equipped with hot shot lasguns. Storm Troopers can be upgraded to fulfill different roles.

VEHICLES



BANEBLADE

Super heavy battle tank armed with numerous weapons. Autofire is disabled. Use its abilities to fire from the main gun.



BANEWOLF

A light tank that uses toxic chemical weapons designed to completely eradicate the enemy.



CHIMERA

Transports infantry units across the battlefield and allows nearby squads to reinforce. Loaded troops add to the Chimera's firepower.



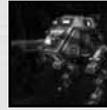
LEMAN RUSS BATTLE TANK

A multi-purpose battle tank. Can be upgraded with weapons more effective versus infantry or vehicles.



MANTICORE

Mobile artillery unit that fires missile barrages.



SENTINEL

Fast and maneuverable vehicle that is fragile and vulnerable to small arms fire. Ideal for contributing to ranged fire fights or kiting melee units.

GLOBAL ABILITIES

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

AIR DROPPED MINES

Calls in a Valkyrie that air drops self burrowing mines that will damage and snare the enemy.

BASILISK CREEPING BARRAGE

Off map basilisks fire a wave of artillery shells that advance in a direction of your choice, knocking down and damaging the enemy.

HEAVY TURRET

Deploy a Heavy Turret that is equipped with a Vanquisher Cannon that is effective against vehicles. The turret can be upgraded to have an Executioner Cannon which is effective against all targets.

HELLFURY STRIKE

Calls in a Valkyrie to fire hellfire missiles which unleash promethium on the ground that damages enemies over time.

IMPERIAL GUARD BUNKER

Deploy an Imperial Guard bunker that can be garrisoned by infantry. Can be upgraded to a medical or repair bunker, and can also be booby trapped.

INFILTRATED STORM TROOPERS

Calls in a squad of infiltrated storm troopers.



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Agoura Hills, CA 91301

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