

HOT KEYS

Global Commands

Ping	Ctrl + P
Toggle Ping Type	Ctrl + E
Command Queue	Hold Shift
Pause Game	Pause
Display Pause Menu	F10
Objectives Menu	F11
Diplomacy Menu	F12
Allied Chat	Enter
Chat to All	Shift + Enter or Ctrl + Enter
Cycle Through Event Cue's	Space Bar
Cycle Idle Military	.
Cycle Through Builders	.
Cycle Through Research	Ctrl + R
Toggle Overwatch On/Paused	Ctrl + O
Cancel Overwatch	Ctrl + K

Engagement Stances

Hold Area	F1
Stand Ground	F2
Burn Down	F3
Cease Fire	F4
Attack	F5

Weapon Stances

Assault Stance	F6
Ranged Stance	F7

Unit Commands

Stop	Q
Move	V
Attack Move	A
Attack Melee	Z
Build	B
Attach/Detach	T
Attack Ground	G
Scuttle	Delete
Unload	N
Reinforce	R
Leader	L
Repair	E

Multiple Selection Hotkeys

Focus on Primary Selection	Ctrl + Tab
Next Primary Selection	Tab
Previous Primary Selection	Shift + Tab
Remove Selection	Hold Control + Click Unit

Camera Commands

Default Camera	Backspace
Camera Rotation	Hold Alt + Move Mouse
Zoom in/out	Middle Mouse Scroll Wheel



HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second are icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

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INTRODUCTION

In the grim darkness of the far future, there is only war...

In the endless conflict raging across the galaxy, the weapons of conquest are turned on the Kaurava system. The series of small planets tilt quickly towards a massive conflict, after a Warp Storm opened up in the heavens, disgorging the loathsome Chaos Space Marines into their midst as other forces move to counter the threat or expand their empires, the Dark Eldar enter the fray. Sadistic hedons, eternally condemned for their excesses, the Dark Eldar flit from world to world, reveling in destruction and torment. Meanwhile, descending from the firmament like wrathful angels, a new army joins the struggle. Highly trained, and carrying the God-Emperor's favor, the warrior maidens of the Sisters of Battle ready themselves for conflict.

Traversing the Webway paths from dark Commorragh, the Dark Eldar prepare to make a blood sport of the Kaurava battlefield. These corrupted Eldar, blighted forever by a thirst for living souls, move their army of pitiless torturers across battlefields, swift and cruel. Well-equipped to strike with lightning precision, the unlucky few who face them pray for death, for the alternative is to be condemned to endless torment.

Fanatical in their devotions and zealots on the field of battle, the Sisters of Battle consider it their holy duty to make war against the mutant, the alien, and the heretic alike. Able to quickly establish fortifications early in the battle and gifted with powerful Acts of Faith, granted them by the God-Emperor, the warriors of the blessed Ecclesiarchy descend on the Kaurava System. Everyone there is suspected of heresy or taint. Everything must be burnt to the ground.

NEW FEATURES

Warhammer® 40,000™: Dawn of War® – Soulstorm™ adds exciting new units and gameplay features that expand the the battlefields of the 41st Millennium.

There are two new races to play. The Sisters of Battle and Dark Eldar have entered the battle, in addition to the seven previous races.

The newest updates for this exciting installment in the Warhammer 40,000 saga include:

- Take control of the brand-new flying units and rain death down on your enemies from above.
- Experience a more diverse and in-depth view of the Warhammer 40,000 universe and win the interplanetary war of conquest from the perspective of your chosen race.
- Harvest the souls of your opponents for your own gain as the Dark Eldar, or exercise your faith as one of the Sisters of Battle to decimate your enemies.

GETTING STARTED

INSTALLATION

Insert the Warhammer 40,000: Dawn of War – Soulstorm 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 Soulstorm 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 inside of your tray liner. 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 9.0C REQUIRED

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

TROUBLESHOOTING

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

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 – Soulstorm Credits. Press F10 to activate a limited menu when playing the game.



- Click **Campaign** to play a new **Single-Player Campaign**.
- Click **Skirmish** to play a new **Single-Player Skirmish game**.
- Click on **Multiplayer** to play an Online game.

- Click **Options** to change the game's options.
- Click on **Army Painter** to customize your units' appearance.
- Click **Credits** to view the Credits for Warhammer 40,000: Dawn of War – Soulstorm.
- Click **Quit** to quit playing Warhammer 40,000: Dawn of War – Soulstorm and return to Windows.

CAMPAIGN

The Single-Player Campaign of Warhammer 40,000: Dawn of War – Soulstorm offers up a new and exciting way to experience the fervor of battle. You can choose to play as one of nine different factions, including the new Sisters of Battle and Dark Eldar units.

SKIRMISH

Skirmish allows you to play against computer-controlled opponents on a variety of different multiplayer maps.

ONLINE GAME

Clicking Multiplayer from the Main Menu offers the following options for multiplayer online gaming:

- **Online** -- Host/Join an online game through the Dawn of War Multiplayer Lobby.

GAME OPTIONS

CONTROLS

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

GRAPHICS

Modify graphical options such as screen resolution, texturing details, and run a performance test.

An Important Note Regarding Graphics and Having the Best Possible Experience
Warhammer 40,000: Dawn of War – Soulstorm uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce™ FX, 6 Series, and 7 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better you will be able to turn on all of the NVIDIA special effects features at higher resolutions in the game.

AUDIO

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

Sound Blaster® X-Fi™ sound cards blur the line between gaming and reality. It delivers a no-compromise promise of both lightning fast gaming and immerse audio environment – all at the same time. Play Warhammer Dawn of War: SoulStorm with Sound Blaster® X-Fi™ to experience gaming audio that sounds more dynamic and realistic than you could ever imagine. To learn more about Sound Blaster® X-Fi™ sound cards, please visit <http://www.soundblaster.com>

SISTERS OF BATTLE

The Orders Militant of the Adepta Sororitas, known informally as the Sisters of Battle, are the female warriors of the Adeptus Ministorum, the church of the Imperium commonly called the Ecclesiarchy. This group venerates the God-Emperor of humanity, who sits immortal on the Golden Throne. Thousands of psykers go to their deaths on a daily basis to sustain the Emperor, and in return for this terrible price he protects the human race from their implacable foes.

The Sisters of Battle are primarily concerned with seeking out and purging heretics and rogue psykers, viewing them as unclean abominations. They are also responsible for converting humans on inhabited worlds to worship of the God-Emperor, which they accomplish through their Missionary units. Their intense zealotry allows them to channel the Emperor's will into devastating abilities called Acts of Faith, allowing them to quickly turn the tide against dangerous adversaries.

Every Ecclesiarchal warrior wears power armor not dissimilar to their brethren in the Space Marines, though they lack the latter's cybernetic upgrades or genetic altering. In battle they tend to favor heat and flame-based weapons for their purifying effect. This makes them especially dangerous to infantry units, who crumble easily in direct assault against the Sisters of Battle. Finally, the Adepta Sororitas can call upon their Living Saint, a venerated warrior borne on wings of purity who smites the heretics with bursts of Holy Flame.

SISTERS OF BATTLE UNITS



ECCLESARCHAL SERVITOR

Ecclesiarchal Servitors act as builders for the Sisters of Battle. They are dispatched first into combat zones to provide essential infrastructure for the Sister's campaigns and they provide maintenance for damaged vehicles and buildings. They are also commonly deployed following the successful capture of enemy fortifications to dismantle buildings. They are assisted in performing their duties by the cybernetic upgrades their masters provide. With metal servo-arms, they work much faster and more efficiently than any normal human.



MISSIONARY

At the forefront of the Ecclesiarchy crusades, Missionaries travel to worlds where the Emperor is not worshipped and converting the populace. Their tenacity and infinite faith make them excellent scout and support units, as they use Acts of Faith to bolster the strength of the squad they are attached to.



CONFESSOR

An empire as vast and uncaring as the Imperium of Mankind needs strict discipline to keep it on the path to righteousness. This solemn duty falls to the Confessors. These solitary crusaders wander the Imperium, seeking out heresy in all forms and delivering judgment in the Emperor's name. A superior melee combatant who commands Acts of Faith to damage and stun his enemies, the Confessor is an awe-inspiring addition to any dedicated Ecclesiarchal force.



BATTLE SISTER SQUAD

The holy avengers of the Emperor's glory, Battle Sisters cause dread in the souls of sinners across the vast galaxy. Highly trained and adaptable to the changing conditions of the battlefield, the Battle Sisters have access to a broad range of weapon upgrades and are more than a match for any Infantry and Heavy Infantry units that dares stand against them.



CANONESS

The overall leaders of the Sisters of Battle, the Canoness commands the Ecclesiarchal forces in battle against the enemies of the Imperium. Her unwavering devotion to the cause boosts the morale of units she is attached to. She is a versatile combatant, skilled at both ranged and melee attacks. Finally, her boundless fanaticism marks her as a Faithful unit, providing the Faith resource while she remains on the battlefield.



CELESTIAN SQUAD

Without the roaring guns of the elite Celestian Squad's weapons, enemy vehicles would tear through the Sisters of Battle's forces and legions of heretics would escape the Emperor's justice. The most skilled fighters of the Order and provided an array of powerful melta weaponry designed to wipe out the machines of war, the Celestian Squad focus on their duties with utmost attentiveness. Celestian Squads supply the Ecclesiarchal commander with the Faith resource.



DEATH-CULT ASSASSINS

When the Adeptus Ministorum needs someone slain, they call upon their daughters of death, the lethal and fanatical Death-Cult Assassins. Preternaturally agile and capable of dodging the most vicious melee attacks, the Assassins slip behind enemy lines slaying commanders and other key personnel. In addition, the Death-Cult's stealth and observation skills make them ideal for spotting enemy units infiltrating their main force. A few well-placed Death-Cult Assassins in the right locations can cause more confusion and terror than any heavy tank.



SISTER REPENTIA SQUAD

Outcast for some past sin, the Sisters Repentia seek death and thus absolution in the heat of battle. They have brutal melee combat capabilities and are heavily armed solely with the deadly Eviscerator, making them all but unstoppable. While always threatened by opponents who excel with firearms, no one dares stand before the Sisters Repentia toe-to-toe.



SERAPHIM SQUAD

Soaring over the grim battlefields like angels of vengeance, the Seraphim Squad rain down fire and damnation on those sinners foolish enough to raise arms against the Ecclesiarchy. This fast attack combat unit operates close to the front lines, delivering lightning strikes against infantry units and dropping Krak grenades against vehicles and fortifications. The sight of the Seraphim soaring overhead provides confidence to their allies and they generate the Faith attribute necessary to power the Acts of Faith abilities.



LIVING SAINT

An unstoppable juggernaut of Holy wrath, the Living Saint all but assures a quick and decisive victory when it appears on a battlefield. This angel of death soars over the battlefield, unleashing ruin on the enemy with an awe-inspiring array of powerful abilities. In addition, her connection to the God-Emperor allows her to miraculously resurrect after death. An appearance by the Living Saint generates a large amount of the Faith resources, as she calls other devoted Sisters to join her in the fight to cleanse the universe of the heretics that stain the sight of the faithful.

SISTERS OF BATTLE VEHICLES



RHINO

The crews of the Rhino Transports have a sacred duty to transport Sisters of Battle units directly to the frontline. This heavily armored vehicle can be equipped with Laud Hailers, spreading the gospel of the Imperium through heavily amplified speakers across the battlefield. In addition, the Rhino is equipped with storm bolters capable of combating Infantry units foolish enough to get in the way.



IMMOLATOR

Lighting up the sky in bursts of Holy flame, the Immolator delivers justice to the lost souls that stand against the light of the Ecclesiarchy. This assault vehicle can take the worst punishment that the enemy can throw against it, all the while burning its way through any infantry or building units. Finally it can upgrade to Multi-Meltas, which makes short work of buildings and vehicles.



EXORCIST

The Artillery backbone of the Adeptus Ministorum, the Exorcist is capable of firing a cluster of missiles that can cause tremendous devastation across enemy forces. The weapons payload can be fired at a long range and do not require line of sight, making it ideal for hammering at an enemy's fortifications before beginning a major assault. Artillery is highly inaccurate, particularly when firing blind and a skilled commander must master this skill if they are going to be a successful servant of the Ecclesiarchy.



PENITENT ENGINE

When a repentant heretic's crimes are so heinous that even arco-flagellation is not punishment enough, he may be interred in one of the ancient and holy shiving machines known as the Penitent Engines. The Penitent Engine meets the enemy in close-quarter combat and is very effective against heretics who unwisely approach for melee. In addition, it makes an ideal leader in a siege situation, where it can quickly dispatch major defenders while the rest of the assault cleans up.



LIGHTNING FIGHTER

Crewed by their skilled pilots the Lightning Fighter is one of the finest fighters in the Imperial Navy. Soaring over the battlefield, it provides air support to fellow disciples and engages in dogfights with enemy forces. Roaring over the unclean battlefields of sinners and heretics, the Lightning Fighter is one of the greatest tools the Sisters of Battle have to enact the Emperor's will.

SISTERS OF BATTLE BUILDINGS



ECCLESARCHAL CHAPEL

The primary fortification in the Ecclesiarchy's never-ending war against heresy, the Ecclesiarchal Chapel provides builders and basic infantry for an Adeptus Ministorum commander. Ecclesiarchal Servitors, Missionaries, and Confessors deploy from the Chapel, and it projects a Control Area around itself, allowing other buildings to be built near it. It can be upgraded to the imposing Ecclesiarchal Cathedral and the awe-inspiring Ecclesiarchal Citadel.



ADEPTA SORORITAS CONVENT

Training ground and spiritual center for the Sisters of Battle, the Adepta Sororitas Convent stands in grim majesty over a million conquered worlds. Canonesses, Battle Sister Squads, Seraphim Squads, Sister Repentia Squads, Celestian Squads, and Death-Cult Assassins can all be found in its hallowed halls, while Imperial Tacticians conduct endless logistics research to more effectively produce and manage infantry units.



LISTENING POST

The electronic ears of the battlefield, Listening Posts are quickly built over claimed strategic points, allowing a greater foothold into freshly captured territory. Listening posts increase the Requisition resource production rate of your army, and can be upgraded with weapons, making them formidable defensive structures. Finally, a Holy Icon can be placed on top, illuminating infiltrating units with the Emperor's unwavering gaze and increasing your maximum faith value.



PLASMA GENERATOR

The Plasma Generator generates the Power resource, which is essential for creating and deploying units, building structures, and upgrading your technology. You can only build so many Plasma Generators in proximity to your Ecclesiarchal Chapel and, when destroyed, Plasma Generators will damage any unit or building nearby.



THERMO PLASMA GENERATOR

The Thermo Plasma Generator operates much like the regular Plasma Generator, but must be erected directly on a Slag Deposit. Once built, the structure will let you accumulate Power resources at a much higher rate, but like its Plasma Generator counterpart, is very unstable. Once destroyed, it will damage any nearby unit or structure.



PRISTINE SANCTUARY

A serene oasis in the confusion of battle, the Pristine Sanctuary hosts the finest minds in the Ecclesiarchy, all working to assist the Sisters of Battle in their blessed work. A research facility of unequalled ability, the Pristine Sanctuary can improve the basic weapons of the various Sisters of Battle squads, equip buildings with morale-boosting Laud Hailers, and can sharpen the minds and souls of infantry battalions and Veteran Superiors. Finally, the technicians of the Pristine Sanctuary are invaluable to the construction of Inferno Turrets and upgrading the Ecclesiarchal Cathedral.



MANUFACTORUM

The Manufactorum is the point of construction and delivery for the Adeptus Mechanicus' mighty vehicles. Rhinos, Immolators, Exorcists, Penitent Engines, and the fierce Lighting fighter units are all deployed from the Manufactorum, and immediate construction of the building is vital to an effective Commander's strategy. In addition, the Manufactorum contains research abilities to increase Support Cap and vehicle production speeds for your vehicle fleet.



HOLY RELIQUARY

Over the centuries hundreds of devoted Sisters of Battle have fought and fallen in the Emperor's name. The greatest of their number are entombed in the sanctuaries of the Holy Reliquary, serving as a constant reminder to the Ecclesiarchal forces of the solemn cost of their sacred duty. This somber edifice acts as a strongpoint for the Sisters of Battle's strongest warriors and is required for deploying the Confessor.



SHRINE OF THE LIVING SAINT

The single most formidable unit in the Sisters of Battle is the Living Saint, a warrior of light and devotion in the Ecclesiarchy's war across the unfeeling universe. When a Commander completes the construction of this building, they can call upon this elemental force to smite their enemies.



PURGATUS MINE FIELDS

An excellent method to reinforce unsecured areas and hinder advancing enemy forces, Purgatus Mine Fields burst into flame when enemy units pass over them. Unseen by most enemy units until detonation, the Purgatus Mine Field can cause tremendous devastation to the unwary.



INFERNO TURRET

Equipped with twin-linked Inferno Cannons, the Inferno Turret is highly effective against advancing infantry units. In addition, movement sensors and hard-audible technology allow these emplacements to detect enemy infiltrators and make this a wise addition to any cautious Commander's perimeter defenses.

SISTERS OF BATTLE SPECIAL ABILITIES:

ACTS OF FAITH

The Sisters of Battle units have a wide variety of special abilities that they can use to turn the battle their way. These powers are fueled by their devotion to the God-Emperor and are known as Acts of Faith. Most of these special abilities are concentrated in Leader and Specialist units, and they are powered by the Faith resource generated from Holy Symbols affixed to Listening Posts and from units like the Living Saint.



Act of Faith: Purifying Light – The Canoness can draw a flash of divine light out of herself, blinding nearby enemy units and inspiring herself to greater feats in the Emperor's name. Nearby enemy units will have their weapon accuracy greatly reduced.



Act of Faith: Ascension – Using this sacred power, the Canoness can summon the spirits of the fallen faithful, who rise and seek vengeance against all enemies in the area.



Act of Faith: Holy Edict – Invoking the might of the Holy Ecclesiarchy, the Confessor pronounces his judgment, before which few can stand defiant. When targeted against a specific enemy squad, that squad is temporarily stunned.



Act of Faith: Emperor's Wrath – This devastating area attack radiates out in an expanding pulse wave of destruction from the Confessor, damaging all in his targeted area.



Act of Faith: Lay Hands – Through his faith, this simple act of laying on hands allows the Missionary to heal an infantry squad.



Act of Faith: Divine Retribution – The Missionary and any attached squad is granted powerful retaliation damage as brimstone rains from the heavens upon any who do him harm.



Act of Faith: Emperor's Touch – Divine weapons are granted to the Missionary and any attached squad through the Emperor's Touch, which can punch through even the mightiest armor.

SISTERS OF BATTLE UNIT ABILITIES



Angelic Visage – The blessed Sisters of the Seraphim Squad can inspire nearby allies with their holy might. Affected units are immune to morale damage and cause increased destruction to their enemies.



Krak Grenades – Several members of the Sisters of Battle, especially the Celestian and Seraphim Squads, are highly trained in vehicle and building demolition. Using a Krak Grenade does catastrophic damage to enemy vehicles and fortifications. They only work in very short ranges and do not affect infantry.



Righteous Fervor – The passionate devotion of the Sister Repentia Squads can be used to push them to fight harder, to their own detriment. While this ability is activated, the Squad will move faster and receive a damage bonus, but the members will slowly use health. A commander utilizing this ability should be cautious, for the Sister Repentia Squad can die from this ability.



Laud Hailers – Affixed to all major Ecclesiarchal Buildings and the Rhino Transport, the Laud Hailers play heavenly music that damages morale for nearby enemies while boosting it for allies.



Phosphor Grenades – A classic weapon in the fight against heresy, the Phosphor Grenade is effective when thrown into enemy infantry, causing massive damage and breaking their morale. This weapon is ineffective against vehicles and buildings.

LIVING SAINT ABILITIES



Flame of the Ardent Blade – When a Living Saint uses the Flame of the Ardent Blade ability, she creates a ray of holy flame that shoots forward, devastating all in its path. To use it, the commander designates a specific direction and left-clicks the target. Any enemies caught in the path will be damaged.



Miraculous Intervention – If the Living Saint falls in battle, her incredible faith will allow her to rise once again. This power is automatically used at the moment the Living Saint dies.



Jump – Thanks to her powerful wings, the Living Saint can easily soar over terrain and units that are normally impassible.

DARK ELДАР

Appearing as a twisted reflection of the wise and spiritual Eldar, the debauched Dark Eldar prowl the galaxy as pirates and mercenaries, where they can indulge their wanton passion for brutality in bloody combat against other races across the stars. Hailing from the dark city of Commorragh, where wandering shadows tear apart the unwary, the Dark Eldar use the Webways of their people to travel anywhere in the cosmos, making war wherever they see fit.

The Dark Eldar were thrill seekers and sense-addicts of the Eldar empire, forming pleasure cults to indulge themselves in all manner of forbidden and profane desires. Their hedonism and lack of restraint brought ruin to the Eldar, for the pain and torment they inflicted birthed the Chaos God Slaanesh, enemy of the Eldar race. Thousands of Eldar worlds were ravaged, and millions of Eldar fell to Chaos or to infighting between those loyal to the Eldar Seers and their corrupt brethren. The Dark Eldar were defeated and cast away, where they were isolated on Commorragh and cursed by Slaanesh.

This curse, known as the Thirst, gives the Dark Eldar an all-consuming need to drink the souls of other beings. To continue their existence, the Dark Eldar make war all over the universe, applying the scholarly traits of their race to channel this thirst into horrible powers they can call down on their enemies. They also maintain the speed and marksmanship the Eldar are known for, but they lack the hearty resilience of other races. It is a grave sorrow for the worlds that fall under the Dark Eldar's baleful eye, for they will know unending torment at the hands of their merciless conquerors.

DARK ELДАР UNITS



TORTURED SLAVE

These unfortunate souls, mostly humans captured during Dark Eldar raids, are utilized as builders once their masters tire of tormenting them. Sent out into battlefields hobbled and chained, the Tortured Slaves plant Warp spire pods to start building construction. This allows the Dark Eldar structures to essentially build themselves, freeing the Tortured Slave to quickly begin other fortifications.



MANDRAKES

Basic, front-line units, the Mandrakes are experts at camouflage and infiltration due to their Warp-tinged shadow skin. This special ability, combined with their innate cruelty and bloodlust, makes the Mandrake a terrifying addition to the Dark Eldar Forces.



HAEMONCULUS

Deploying out of the Kabal Fortress, the Haemonculi are the master torturers of the Dark Eldar race. Viewing the mortification of the flesh as the finest of arts, the Haemonculus inflicts high morale damage against the enemy unfortunate enough to fall under his blades. In addition, the Haemonculus's keen eye detects infiltrating units, making him a vital addition to a commander's war effort.



WARRIOR SQUADS

The Warrior Squads are the primary infantry unit of the Dark Eldar. These forces are trained to move quickly and to strike in lightning hit-and-run raids. A Warrior Sybarite, who provides leadership and tactical expertise to their campaigns, can reinforce them.



SCOURGES

This elite unit trains in the use of jump packs, making them highly effective shock troops. Unlike other armies with jump-assault units, the Scourge Squad carries heavy weapons into battle, allowing them to rain destruction down on opposition and flee before the enemy can muster an effective counterattack.



WYCHES

Wyches spend their entire lives perfecting the skills of gladiatorial combat. They battle each other, warp beasts, and captured soldiers – and few survive their first fight. Those that do quickly become expert melee combatants, and are hired into service as heavy infantry units that use crippling attacks that slow units and sap morale. In addition, their keen eyes and dark sorceries allow them to detect infiltrated units.



WARP BEASTS

Spawned from the bloody nightmares of mortals, Warp Beasts are death and pain embodied. Mindless and brutal, the Warp Beasts are “organized” and driven against enemy forces by their Beastmasters. Their brutality knows no loyalty and while viciously effective, a loss of unit morale will cause them to turn on their handlers with unhindered fury.



ARCHON

Any commander experienced in fighting the Dark Eldar know to fear the Archon, a vicious melee warrior who leads front-line troops into battle. This unit can use his Animus Vitae ability to drain the energy from his opponents, healing himself in the process. In addition, the Archon can be reinforced by his highly trained retinue of Incubus troops, which increase the abilities of the Archon he supports.

DARK ELДАР VEHICLES



HELLIONS

Often deployed at the head of an advancing Dark Eldar raiding force, the Hellion Squad are mounted on skyboards, able to quickly engage in close quarter combat with stunning speed, making them very effective skirmishers against infantry units.



REAVER JETBIKES

A classic vision with Dark Eldar armies are Reaver units soaring over the battle to conduct hit-and-run strikes against beleaguered infantry squads. Best utilized to strike against slower forces, an effective commander will make mastering the deployment of Reaver Jetbike units a high priority.



RAIDER

Acting both as a transport and an Assault Platform, the Raider carries Dark Eldar infantry forces deep into the battlefield, where the open top allows the mounted squad to fire freely at enemy forces. The Raider is equipped with Screaming Jets, which can be used to shock ground units as it soars by. Finally, the Raider is equipped with a Dark Lance, a weapon that can devastate vehicle targets.



RAVEN

On its own, the Raven is a versatile dogfighter, built especially for speed and maneuverability. In addition, it has the Short Circuit ability, allowing the Raven's pilot to temporarily disable enemy vehicles and turrets from attacking, making it useful for stalling major defenses before a ground assault.



TALOS

Constructed by the insane Haemonculi. The Talos is a torture device that sweeps across the battlefield on anti-gravitic motors. Possessing an excellent melee attack, the Talos can also harvest Soul Essence from fallen opponents, making this sinister weapon especially feared throughout the universe.



RAVAGER

The tank buster of the Dark Eldar, the heavily armored Ravager moves more nimbly than similar vehicles controlled by opposing forces. Though it is primarily deployed to clear out Vehicles and Buildings, it can be upgraded with Disintegrators to annihilate infantry.



DAIS OF DESTRUCTION

The ultimate weapon of the Dark Eldar army all but assures victory for a wise commander and bears their commander Asdrubael Vect. The Dais projects an energy field around it, shielding all units from incoming ranged weapons, while returning fire with deadly weapons effective against all unit types. Finally, the weapons can be overloaded to unleash the Dark Scythe ability, which causes extreme damage in a swath in front of the Dais.

DARK ELДАР BUILDINGS



KABAL FORTRESS

The Kabal Fortress is the first command post established by Dark Eldar raiding forces. The unholy screams of the tormented echo in the endless halls of this grim citadel, and the basic units of the Dark Eldar army deploy from this position. In addition, the covens of the Dark Eldar Archon research new deployment and ability options from inside their dark chambers.



HALL OF BLOOD

The primary training ground for the pirates and mercenaries of the Dark Eldar, the Hall of Blood quarters their finest shock troops. The merciless training quickly weeds out the weak, whose souls are consumed by their brethren, and the hearty few who survive emerge ready to serve the Dark Eldar commander. In addition, the darkest and most wizened kin of the Hall can be used to research the Planetary Raid ability.



TOWER OF LOATHING

One of the most disheartening sights for an enemy commander is a Tower of Loathing being erected on a captured strategic location. These ugly towers serve as a basic defensive fortification in newly captured territory, protecting it until further reinforcements can be called in. Additionally, it can be upgraded with equipment to allow Requisition rates to increase, as well as heavy weapons to mow down oncoming hostile forces.



DARK FOUNDRY

The essence of effective Dark Eldar strategy is the manufacture of fast-attack vehicles capable of easily traversing terrain and engaging enemy forces in raids. The Dark Foundry supplies the commander with a vast array of vehicles capable of meeting this task. In addition, the centuries-old engineers conduct research to improve the quality and durability of their weapons.



SLAVE CHAMBER

Built in exultation of the Chaos God Slaanesh, the Slave Chamber provides dungeons for the masses of slaves used to provide the lords of the Dark Eldar with labor and entertainment. This harvesting pit of soul essence increases the population cap, the research speed, and the reinforcement speed of Dark Eldar forces, as the souls of the unfortunate trapped within galvanize the shock troops to greater acts of sadism. Finally, the torturers of the slave chamber can sacrifice one of their thralls, sending out a blast of pure, agony-driven psychic energy.



PLASMA GENERATOR

The Plasma Generator generates the Power resource, which is essential for creating and deploying units, building structures, and upgrading your technology. You can only build so many Plasma Generators in proximity to your Kabal Fortress and, when destroyed, Plasma Generators will damage any unit or building nearby.



HAEMONCULUS LABORATORY

Before they were enthralled by the Chaos God Slaanesh, the Dark Eldar were part of one of the most cultured and learned civilizations of the universe. That scholarly tradition continues, albeit in a more twisted fashion, in the halls of the Haemonculus Laboratory. Here, sinister sorceries and the application of pain, misery and death are brought to the aid of their brethren as research into increasing the combat effectiveness of their forces. Once the Haemonculus Laboratory is complete, the Dark Eldar commander can access Squad Leader options and special units.



THERMO PLASMA GENERATOR

The Thermo Plasma Generator operates much like the regular Plasma Generator, but must be erected directly on a Slag Deposit. Once built, the structure will let you accumulate Power resources at a much higher rate, but like its Plasma Generator counterpart, is very unstable. Once destroyed, it will damage any nearby unit or structure.



WYCH-CULT ARENA

Among a species where cruelty is an art and souls are the stuff of life, the Wych Cult Arenas are among the most significant expressions of their culture. In the death-games of the Arena, the Wych cult train themselves in melee combat, allowing the Wych Squads to be deployed. In addition, the twisted tutors of the Wyches conduct research into using the tormented souls of the fallen as weapons in their raids.



SOUL CAGE

Since inadvertently creating the Chaos God Slaanesh through their ghastly rituals millennia ago, the Dark Eldar have been in the thrall of their thirst for living souls. The Soul Cage, a hideous edifice echoing with the souls of the damned, is the ultimate monument to their corruption. The appearance of a Soul Cage on a battlefield means that the Dark Eldar's strongest units, the Ravagers and the Dais of Destruction, are available to overwhelm their opposition. In addition, the Soul Cage allows research to upgrade the global soul collection abilities of their units.

DARK ELДАР SPECIAL ABILITIES

The Dark Eldar found their origins in the "pleasure cults" of the ancient Eldar Empire, where jaded sensualists sought emotional highs and gratification regardless of the morality involved. The Seers of their people warned the pleasure cults that a great darkness would befall their race, but the sensualists paid no heed until they caused a great cataclysm, known as the Fall, came down upon them. Their bodies tainted and almost drained by the inadvertent birth of Slaanesh and the opening of the Eye of Terror, the sensualists retreated to Commorragh and became the Dark Eldar.

The Dark Eldar, cursed by the Chaos God Slaanesh, thirst for the souls of their fallen enemies. This destructive urge leads them to become the most feared mercenaries and pirates in the universe, where they slake their unnatural lusts on countless doomed souls. Unfortunately for those allied against them, the armies of the Dark Eldar can utilize unique powers fuelled by the essences of their victims. Dark Eldar harvest Soul Essence from their fallen adversaries, channeled and strengthened by their mystics. They can unleash this energy into unique and fearsome abilities to help turn the tide of battle. A wise Dark Eldar commander will quickly master these abilities if they hope to gain success in their campaign.



Piercing Vision

This Soul-powered ability temporarily grants detection to a single squad or vehicle.



Screams of the Damned

Even the bravest enemies of the Dark Eldar quake when this power is activated. The horrifying wails of the victims of Dark Eldar Torturers fill the battlefield, lowering morale for all enemy units.



Rend Soul

This power strikes the enemy down with a burst of malevolent energy that tears at their very souls. In addition to torturing the victim's soul, this power disables the target's abilities for a short time.



Corrosion

The agony the Dark Eldar's tormented slaves feel can be channeled and coalesce into a sickly acidic cloud that eats away at enemy armor. Any enemy units within the cloud take additional damage from all attacks.



Rekindle Rage

Not all innate powers of the Dark Eldar cause damage to enemies. This ability reignites the spirit of fury and malice that fuels the powers of Dark Eldar units, instantly recharging all abilities of the target unit.



Soulstorm

This apocalyptic power creates a maelstrom of destructive energy that can be guided through enemy ranks. All units, both friendly and hostile, are dealt high damage if they are caught in the Soulstorm's boundless fury.

DARK ELДАР UNIT ABILITIES



Harvest Soul Essence

Many of the Dark Eldar's most effective skills and abilities are powered by the souls of their fallen enemies. Certain key units, like Talos Vehicles and Tortured Slaves, can harvest this power and use it as a resource for the Dark Eldar war effort.



Terrorfex Grenades

The Terrorfex grenades are among the most devious weapons in the Dark Eldar's Arsenal. They are filled with a gas that causes horrific visions, devastating the opponent's morale. As the enemy unit struggles to recover, they are effectively blind and easily slain or captured.



Animus Vitae

This power ensnares enemies in psychically-charged barbed metal, locking them in place. The captive is leeches of energy, which replenishes the Archon who cast it.



Crucible Of Malediction

The product of tormented and tortured psykers, the Crucible of Malediction unleashes their tortured spirits upon enemy units, driving them mad and causing them to fight amongst themselves.



Wildfire

The Talos war engine can unleash a flurry of blasts randomly in all directions, capable of surprising and damaging incoming enemies.



Short Circuit

The engineers of the Dark Eldar have created a method for the Raven fighters to create a localized EMP pulse that deactivates electronic targeting systems, temporarily shutting down Vehicle and Building weapons.



Screaming Jets

The Raider comes equipped with Screaming Jets, modified jump jets that produce a terrifying sonic wail. Raider pilots have devised tactics where they land in the middle of enemy squads to disrupt them and cause morale damage.



Soulshock

A defensive measure for the Slave Chamber, the torturers inside sacrifice the life of a slave to send out a blast of pure psychic energy, damaging all nearby squads.



Dark Scythe

The ultimate power of the Dais of Destruction, the Dark Scythe overloads the Vehicle's weapons, razing the ground in a cone-shaped beam of pure Dark Matter. This attack rips through any unit unfortunate enough to be in its path.



Torture Amp

Master torturers of the Dark Eldar, the Haemonculi inflict high morale damage against the enemy with the Torture Amp. High atop a pole, the Torture Amp screeches out recorded screams of the Dark Eldar's captives. This causes slowing and morale damage for nearby enemies, but the Torture Amp powers down over time.



Stinger

The Haemonculus fires a poison dart, causing extreme poison damage to a single target at range. A unit which dies from the Stinger will explode, damaging other nearby units in a shower of blood and bone.



Soul Destruction

Taking delight in every nuance of discomfort, the Haemonculus uses Soul Destruction on a selected pile of corpses causing them to explode, damaging nearby units.

NEW UNITS



SPACE MARINES

LAND SPEEDER TEMPEST – The Tempest variant of the Land Speeder features an armored and enclosed single seat cockpit, nose-mounted Assault Cannon and side-mounted missiles. The Tempest is deployed by Space Marine Chapters when fast-moving heavy fire support is needed.



CHAOS SPACE MARINES

HELL TALON – The Chaos Hell Talon is the Traitor Legions' frontline bomber, its aggressive profile and fearsome arsenal of weapons an easy match for most loyalist aircraft. With a crew of three, the Hell Talon is a new addition to the rapidly growing Chaos arsenal of war machines.



ORKS

FIGHTA-BOMMA – Fighta-Bommas provide Orks with their fast-moving support fire. With their large payload of bombs and rockets they can rapidly unleash their devastating arsenal against enemy forces.



ELDAR

NIGHTWING – The Nightwing is the primary fighter craft of the Eldar combining a speed and maneuverability that no Imperial fighter can match along with considerable firepower and sophisticated energy field protection.



IMPERIAL GUARD

MARAUDER BOMBER – The Marauder Bomber is the workhorse of the Imperial Navy. Used as an attack craft by fleet spaceships, it also fulfils a tactical role, supporting ground offensives by bombing enemy troop concentrations, usually before an offensive, to soften up the enemy.



NECRONS

ESSENCE OF THE DECEIVER – In addition to assuming the form of the Nightbringer, the Necron Lord in Soulstorm will be able to become the other C'tan god: The Deceiver. The powers of the Deceiver allow him to terrify, confuse, and ultimately destroy his foes. The morale of entire armies can be broken with a word from this vile creature.



TAU EMPIRE

BARRACUDA – The premiere combat aircraft of the Tau Empire, the Barracuda soars over ruined battlefields, delivering anti-air and anti-vehicle support for the Tau war effort. The Earth Caste designed the Barracuda's weaponry to attack hardened targets effectively, while ensuring that it had the speed and maneuverability to battle against other dogfighters.

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