



WARHAMMER
40,000

DAWN OF WAR

CHAOS RISING™

relic
ENTERTAINMENT

SEGA®

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 pegonline.eu

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INTRODUCTION

Until a millennium ago, planet Aurelia rivaled Meridian as the leading planet in Sub-Sector Aurelia. Meridian was the seat of sector governance, but Aurelia enjoyed a close relationship with the Blood Ravens. Most of the planet's 25 billion inhabitants lived in two dozen massive hive spires, while a small but hardy population survived in the harsh expanses between the hives.

That Aurelia was not selected as sub-sector capital had much to do with its positioning on the rimward edge of the sector, where warp anomalies made interstellar travel less reliable. And this same thing ultimately spelled Aurelia's doom.

Indeed, during the so-called "storm of sorrow," the warp anomalies along the sector rim grew in ferocity and spread across the fringe. A powerful rift tore through space within the Aurelia system itself, disastrously affecting the orbit of all the inner planets.

Aurelia had been on the outer edge of the star's inhabitable ring – cold but viable – but was suddenly thrown much farther out from the star. In a matter of days, the planet was flash frozen, much of the moisture in the air forming into glacial layers atop the sprawling cities. Only 100,000 or so escaped the planet with their lives.

In all likelihood many more survived in the shelter of the spires or industrial sites, but it did them no good. Indeed, the rifts continued to multiply until, barely a month after the first anomaly had appeared in system, Aurelia quite simply vanished as warp storms engulfed it.

For ten centuries, this front of warp storms and anomalies has chummed along the Aurelian rim. Aurelia's star has been sighted peering out from behind the storm front from time to time, but the planet was lost – most thought forever.

A year ago, the Blood Ravens and their allies saved the sector from the invading Tyranids. The sector remains on a war footing and every planet bears the scars of the alien invasion. Few have had cause to check on the Warp Storms at the sector's edge.

They should – for the storms have receded and Planet Aurelia has returned. And with it comes an ancient archenemy.

NEW FEATURES

Warhammer® 40,000™: Dawn of War® II – Chaos Rising™ adds new units and new strategies to the exciting gameplay offered by *Dawn of War II*. The traitorous forces of the Chaos Space Marines bring new weaponry and new troop types, as well the Chaos worship gameplay mechanic. Existing *Dawn of War II* owners will get access to new units for the Space Marines, Orks, Tyranids, and Eldar armies. Some of the updates in this exciting installment in the *Dawn of War II* franchise include:

- **NEW CAMPAIGN** – Command the Blood Ravens through new Single-Player or Co-Op missions as they are confronted by their ancient archenemies, the forces of Chaos.
- **NEW PLAYABLE RACE** – Swear loyalty to the Chaos Gods and play as the bloodthirsty Chaos Space Marines in multiplayer battles against both *Chaos Rising* and *Dawn of War II* owners.
- **NEW ENVIRONMENT AND MAPS** – New ice planet graphics set will increase the visual diversity and adds 7 new multiplayer maps.
- **NEW FREE-FOR-ALL MULTIPLAYER MODE** – Battle up to 5 other players in this every-man-for-himself multiplayer mode.
- **NEW UNITS** – New units for the Space Marines, Orks, Tyranids, and Eldar armies.
- **NEW LAST STAND HEROES** – Face off against the relentless horde as either the Chaos Sorcerer or the Tyranid Hive Tyrant.

GETTING STARTED

INSTALLATION

Insert the **Warhammer® 40,000™: Dawn of War® II – Chaos Rising™** 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 – Chaos Rising™** DVD-ROM. Locate and double-click on **Setup.exe** to launch the Start screen. Click **Install** and follow the instructions on the screen.

ENTER THE CD KEY

You will be asked to enter the unique CD key located on the back page of this manual. You must have a valid CD key to complete the installation process and play the game. Protect your CD key – do not give it to anyone else or allow anyone else to use it. Put the game case in a safe, secure place; it will be required if you need to reinstall the game.

DIRECTX 9 REQUIRED

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

TROUBLESHOOTING

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

GAME OPTIONS

CONTROLS

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

GRAPHICS

Modify graphical options such as screen resolution and texturing details.

An Important Note Regarding Graphics and Having the Best Possible Experience. The Developers of **Warhammer® 40,000™: Dawn of War® II – Chaos Rising™** 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, engage in a Skirmish against the computer, start or find an Online game, change the Game Options, and view the **Warhammer® 40,000™: Dawn of War® II – Chaos Rising™** Credits.

- Click **CAMPAIGN** to play a new Single-Player Campaign.
- Click **THE LAST STAND** to play the cooperative survival mode.
- Click on **MULTIPLAYER** to play an Online game.
- Click **OPTIONS** to alter the game's options.
- Click **EXIT** to quit playing **Warhammer® 40,000™: Dawn of War® II – Chaos Rising™** and return to Windows.

CAMPAIGN

Embark on your crusade by selecting the Single-Player Campaign for **Warhammer® 40,000™: Dawn of War® II – Chaos Rising™**. Take command of your operations from the bridge of your Strike Cruiser by viewing distress signals, exploring planets, or outfitting your squads.

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

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.
- **LEADERBOARD:** 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.
- **GAME HISTORY:** View your Recorded Games, Player Statistics, and Leader Board menus to see your army's progress and results.
- **ARMY PAINTER:** Customise 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 the **Backspace**.

UNIT SELECTION

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

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

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

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

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

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

SETUP-WEAPONS – Heavy weapons, like Avitus's heavy bolter, require set-up time. Until that time elapses, the weapon cannot fire. Weapons set-up automatically when the squad isn't moving. You can see the progression of the set-up 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, select that unit, **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 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 flame weapons, frag grenades or other explosive devices to get rid of them.

USING BUILDINGS – You can enter buildings to give your units better protection. To do so, select a unit and place the mouse pointer on the building you want to enter. If your unit can enter the building, the mouse cursor will change to represent this. Click the **right mouse button**, and your units will automatically move towards the building, enter it and take up firing positions at the windows. Some abilities cannot be used by units inside buildings.

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 – In campaign, you will face elite enemies with special powers and higher stats. These 'bosses' have a special health bar that appears at the top of the screen.

CAMPAIGN MODE

As a member of the elite Blood Ravens Space Marines, tempered by war into one of the Emperor's finest warriors, it is your righteous charge to protect the galaxy against the Xenos and the foul Traitor Legions of Chaos. Throughout the campaign, you will choose missions from the distress signals transmitting onto your Starmap and Bridge. Wage war and purge the planets of the Imperium of the secretive Eldar, the pillaging Orks, the ravaging Tyranids, and the daemonic servants of Chaos. With every mission, earn experience points towards new levels, allowing you to increase your squads' skill and unlock amazing new abilities. In addition, completing missions and defeating enemies will provide you with new wargear and experience points. As the campaign progresses, dropped wargear will become more powerful and can increase the power and abilities of the squad that equips it. Attribute points can also be spent to further increase the power and abilities of squads.

STARTING A NEW SINGLE PLAYER CAMPAIGN GAME

From the Main Menu, click “**Campaign**”. If you have not logged on with a Games for Windows – LIVE profile, do so now. If you are logged in, you can proceed to the next screen. Choose **Chaos Rising** and then **New Campaign**. You must then name your Force Commander and choose a difficulty, then click **Accept**. This will begin your single-player Space Marines campaign.

IMPORTING YOUR CAMPAIGN FROM DAWN OF WAR II

If you have previously completed the original campaign from **Warhammer® 40,000™: Dawn of War® II – Chaos Rising™** you can choose to carry forward your squads from that campaign into **Chaos Rising**. Your characters will retain the skills and abilities that you unlocked in the original campaign. To do so, choose **Import Previous Campaign**. You will then see a list of all the completed Dawn of War II campaigns associated with your Steam account. Choose the campaign you want to import and click **Accept**.

A NOTE ON YOUR INVENTORY – A year has passed since the climactic battle with the Tyranids, and your Space Marines are aboard a new Strike Cruiser with a new mission. Much of the equipment they may have gathered has been lost in battle or returned to the Chapter Librarian. Your squads will be allocated a selection of starting gear by the Chapter’s techmarines, along with most of the items you had equipped during the final mission of the *Dawn of War II* campaign. Any Terminator armor in your inventory will be damaged and unusable until a techmarine artificer is available to repair it.

CHAOS CORRUPTION MECHANIC

Chaos Rising introduces the concept of Corruption. Each of your heroes (save for the incorruptible Dreadnought, Davian Thule) has their own Corruption Meter along with a new set of special traits and abilities that are tied to it. This meter will be visible on the Squad Screen after the first few missions.

If your Blood Ravens choose to use wargear tainted by the dark powers or take actions that show disregard for the very cause they are fighting for, they open themselves to the temptations of Chaos. And these temptations are great: by becoming corrupt, you can gain powerful new abilities and destructive wargear. But there are other wargear items that require an uncorrupted soul in order to use. And the most corrupt Space Marines may well turn on their brothers.

THE PURE TRAIT – Each squad also has a “Pure” trait, a special bonus they receive so long as they remain uncorrupted (a Corruption level of 3 or less). If a Space Marine reaches a Corruption level of 4, he loses that special trait and gains the first of his Corruption traits. He will only regain his Pure trait if he can somehow reduce his Corruption.

CORRUPTION TRAITS – Each squad has 6 Corruption traits that will unlock as his Corruption rises. A trait unlocks every 4 Corruption points, i.e. at 4, 8, 12, 16, 20 and 24 points. Corruption can never go above 24, the point at which the Space Marine’s soul is forever lost to the Ruinous Powers. Once fully corrupted, no redemption is possible.

RAISING CORRUPTION – Space Marines gain Corruption when they undertake actions that contravene the fundamentals of their duty to Chapter and Emperor. The most common of these activities is deploying to a mission with equipment that has been tainted by the evil of Chaos. Most missions also have special conditions that can cause Corruption, such as allowing fellow Space Marines to die needlessly or failing to slay a foul enemy of humanity. Direct exposure to Warp emanations can also cause Corruption.

CORRUPTION OF COMMAND – Your Force Commander is subject to the temptations of Corruption as much as your other squads, but as a leader his actions carry additional weight. Indeed, every time the Commander unlocks a Corruption trait, he causes one of your other squads to doubt his judgment, and unless that squad is already as corrupt as your Commander, they will also gain Corruption by deploying with the Force Commander.

REDEMPTION – Lowering Corruption is also possible. Missions will also have Redeeming conditions, special objectives that when accomplished will reduce your squads’ Corruption. There are also special redeeming Purity Seals that can reduce Corruption when worn during a mission. The seals represent acts of penance on the Space Marine’s part, such as going into combat with reduced armor or with only limited weaponry.

THE REWARDS OF PURITY – Although Corruption has several rewards – new abilities and bonuses – the rewards of purity are perhaps less obvious. Beyond the squad’s special trait, remaining Pure also means the ability to equip Anointed items. Among the rarest and most potent items in the Space Marines arsenal, these weapons require their wielders to be pure of heart.

TREASON MOST FOUL – The gravest price of Corruption is in the lost bonds of brotherhood among Space Marines. If your squads are tempted by the powers of Chaos, the most corrupt of them may well turn against your Commander.

THE LIBRARIAN

Librarian Jonah Orion joins your strike force of Space Marines in the *Chaos Rising* campaign. A powerful psyker, he wields amazing powers derived from his traits and wargear. Whenever you unlock a trait of Jonah's, you gain a new passive benefit and the ability to equip a special piece of wargear. This new item will either be a psychic tome (which grants an Ability) or a relic that enhances an Ability he already has. For example, the Tome of Wrath grants the Smite ability, allowing him to fire deadly bolts of psychic lightning; the Staff of Jove enhances the ability, causing that lightning to jump from target-to-target.

The array of tomes and relics makes the Librarian incredibly adaptable. Make sure to try out different load outs and look for enhancing relics to customise the Librarian how you see fit.

UNIT ABILITIES

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

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

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

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

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

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

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

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

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

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

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

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

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

TACTICAL ADVANCE – Tarkus can use Tactical Advance to break suppression.

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

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

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

PICKUPS AND POWERUPS

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

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

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

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

SUPPLY CRATES – Supply crates throughout the mission glow with a yellow aura. Within the crates are supplies. To pick up supplies from a crate, have one of your units destroy it. Then click on the supplies within with the **left mouse button**. This will replenish some of your limited use abilities. Supplies come in different flavors, each replenishing different abilities. For example, medical supplies replenish stimulant packs and Combat supplies replenish frag grenades and blind grenades.

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

DONATIONS TO THE LIBRARIUM - If there is wargear in your inventory you do not want, you can donate it to the Chapter Librarium (a combination archive, reliquary and armory). 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. *Chaos Rising* adds two new heroes for you to master: the Tyranid Hive Tyrant and the Chaos Space Marine Sorcerer.

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.

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 highlevels - 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.

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 game.

Matches initiated through Find A Game can be either a Team Battle or Head to Head Match. A Team Battle pits two teams of up to three players and/or CPU's against each other. A Head to Head match is a match between you and one other CPU or human player.

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.

ADDITIONAL GAME MODES

The following Victory Conditions are only available in Custom Public or Private games.

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 players' 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.

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.

CHAOS SPACE MARINES



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.



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.

PLAGUE MARINE CHAMPION ABILITIES:

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.

PLAGUE OF UNDEATH

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

NOXIOUS CLOUD

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

SORCERER ABILITIES:

DARK FLAMES

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

MASS WARP

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

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.

All Chaos Commanders have access to the final global ability:

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.

NEW UNITS

SPACE MARINES



LIBRARIAN

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



ORKS

WEIRDBOY

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



ELDAR

WRAITHGUARD

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



TYRANIDS

GENESTEALER BROOD

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



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.

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