

WARHAMMER
40,000

DAWN OF WAR



USER MANUAL

WARHAMMER
40,000

GAMES
WORKSHOP

relic
ENTERTAINMENT

SEGA®

WELCOME TO DAWN OF WAR III

In Warhammer 40,000: Dawn of War III, three warring factions collide on the mysterious world of Acheron, which is said to be home to a mighty weapon. This weapon draws the attention of the greedy Ork warlord GORGUTZ, the ambitious Eldar seer MACHA, and the mighty Space Marine commander GABRIEL ANGELOS. Their search for supremacy, and the mythical weapon, forces their armies into escalating battles. However, when the weapon is found, a terrible new threat rears its head.

CONTENTS

Welcome to Dawn of War III.	2
Campaign	3
Factions	4
Elite Unit Types.	6
Super Abilities.	7
Tips & Tricks	8
Multiplayer	9
Customization & Progression	11
Main Menu	13
In-Game HUD	14
Mouse Controls	15
Keyboard Controls	16
Customer Support	18
Warranty.	18

PLEASE NOTE: The information in this manual was correct at time of publication, but some minor changes may have been made late in the product's development. All game art for this manual has been taken from the English version of this product.



Campaign

During the Warhammer 40,000: Dawn of War III campaign, you will take command of the Space Marines, Orks, and Eldar over the course of 17 spectacular missions spanning multiple war-torn worlds.

When you first start the campaign, you'll be prompted to choose your difficulty and whether you wish to play the tutorials. Difficulty levels can be changed mission-to-mission, you can play the tutorials at any point.

Over the course of the campaign, you will be given the opportunity to play a variety of Elite units, even if you haven't yet unlocked them for use in multiplayer. This is a great way to test out a variety of units and strategies before diving into multiplayer.



Space Marines

Space Marines are genetically modified super soldiers on a mission to protect mankind from the gravest threats across the Galaxy.

Their ancient power armor makes them superhuman masters of the battlefield, but their effectiveness in war has come at the cost of their own humanity. They may be low in number on the battlefield, but each is a force to be reckoned with.

With the ability to call in reinforcements from drop pods released in orbit, Space Marines can quickly turn the tide of battle with the element of surprise. Even when on their heels, they never falter.

Orks

Orks are big. Orks are barbaric. Orks are brutal. Orks love battle.

With each battle they take part in, Ork hordes gain bigger guns (or what they call “more dakka”), get hold of bigger tanks, and attract more and larger orks. Once a big enough Warboss appears, the horde becomes a WAAAGH! and rampages across the galaxy.

The Waaagh! is an unstoppable force, crushing all opposition before moving on to other worlds aboard their ramshackle starships.



Eldar

The Eldar are the last survivors of an ancient civilization that once ruled the Galaxy. They have fearsome psychic powers and wield highly sophisticated weapons.

Each Eldar has a lifetime of experience, skill, and knowledge, but they are highly dismissive of lesser creatures (including humans) who feel they are infesting the Galaxy.

Their armies ride upon grav tanks and jetbikes, descending on unsuspecting worlds with speed and fury.

Elite Unit Types

NUKER

Great at countering groups of enemies. Be sure to keep your forces spread out when going up against a player that has a Nuker Elite. Some Nuker class elites are: Imperial Knight Solaria, Jain Zar, Weirdboy Zapnoggin.

TANK

Great at soaking-up damage from multiple sources. They're going to do everything they can to get you to attack them instead of the rest of their force so pay attention to who you are targeting. Some Tank class elites are: Assault Terminators, Wraithlord, Da Mad Dread.

CROWD CONTROL

Great at stunning, blinding, rooting, and anything else that will interrupt your force. Sometimes they can target an area and sometimes they can target a single unit, watch for the windup and dodge when you can. Some Crowd Control class elites are: Gabriel Angelos, Autarch Kyre, Da Kommando, Meganobz.

ASSASSIN

Great at hunting down and focusing on a single unit. Try and keep support nearby because you never know when one these elites will show up. Some Assassin class elites are: Kill Team Ironmaw, Striking Scorpion.

SUPPORT

Great at healing, negating damage, and anything else to do with keeping your units alive. Usually a good idea to take care of sooner rather than later. Some Support class elites are: Jonah Orion, Big Mek Wazmakka.

Line Units

Line Units make up the bulk of your army from Tactical Marines to Predators, from Boyz to Deff Dreads, and from Dire Avengers to Wraithblades. No single unit on its own can hope to defeat an enemy. It will take a balanced combination of line units to counter your enemies.

Super Abilities

SPACE MARINES: ORBITAL BOMBARDMENT

The Space Marine's super ability is the mighty Orbital Bombardment, a searing laser fired from orbit onto their foes. This beam gains in size and power the more targets it vaporizes, but this added destruction comes at the cost of its speed.



ELDAR: ELDRITCH STORM

The Eldar's super ability is Eldritch Storm, a massive tempest of psychic power. The huge storm slows all enemies within it, and then strikes smaller areas with hugely damaging lightning blasts.



ORKS: ROKS

The Orks' super ability is Roks, in which they deploy a powerful traktor beam to rain asteroids from the sky - first in small chunks, slowing and damaging enemies, and finally a massive Rok that decimates the unfortunate foes underneath.



Tips & Tricks

ECONOMY VS UNITS

There's a fine balance between knowing when to build units and when to upgrade your economy. Going too much into one over the other could cost you the game. Try to only invest in "secure" resource points until you have the upper hand, then you can start investing in the riskier resource points.

ELITES, SUPER ABILITIES, AND ELITE POINTS

Both your Elite units and your super abilities cost Elite Points. Elites point are accumulated slowly over time, though capturing and upgrading an Elite Resource point will increase the rate at which they're gained. Try to hold off from calling in your Super Abilities until absolutely necessary, as you never know when you need to call in an Orbital Bombardment to wipe out an enemy army!

DESTRUCTIBLE WALLS

Multiplayer maps contain destructible walls and barriers at strategic points throughout. Once opened, they can never be closed again, so be cautious and strategic when opening one up.

COMBAT STANCES – MELEE VS RANGED

A wide variety of units have the option to switch stances between Melee and Ranged. Switching stances allows you to tie up enemy units, reducing their DPS and potentially turning the tide of battle.

HEAVY COVER

Heavy Cover are capturable cover points throughout the map that can help you temporarily lock down an area. Be warned though, cover can be destroyed permanently, and there are several line units that have a designated role as Counter Cover that can make quick work of enemy forces stationed in Heavy Cover.

STEALTH / DETECTORS

Stealth comes to play in a variety of ways in Dawn of War III. Some units are stealthed by default and only reveal when in combat, while others must use abilities to use stealth. The main counter to uncover stealth units in hiding are detectors units, which also happen to be your builder units.

THE CODEX

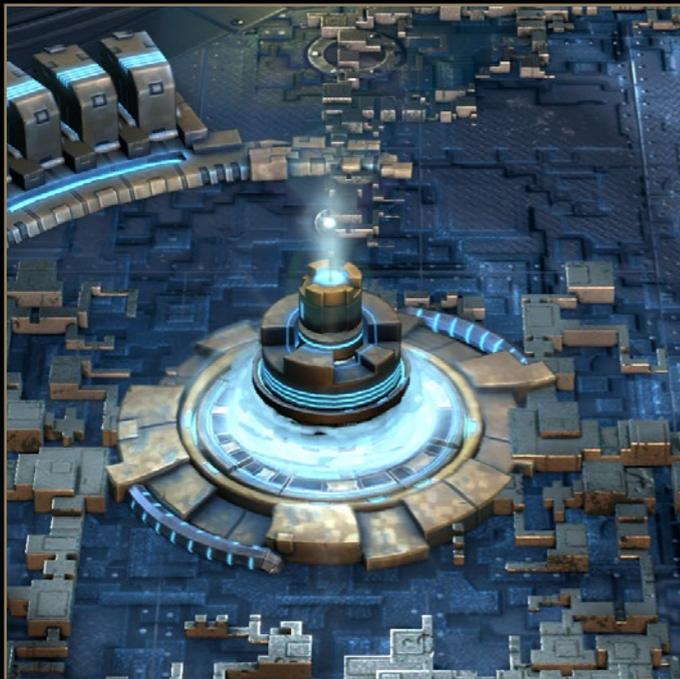
All of this information, and more, can be found in the in-game codex, which is located in main menu of Dawn of War III.

Multiplayer

In Dawn of War III, you can choose your favourite faction and elites, and team up with other players or computer AI across a number of 1 vs. 1, 2 vs. 2, and 3 vs. 3 player maps.

MULTIPLAYER MATCH BASICS

In a multiplayer match of Dawn of War III, two teams face off in battle. Each team is trying to destroy the opposing team's Power Core, a large structure in that team's base area. The Power Core is defended by two layers of protective buildings.



The outermost layer of protection is one or more **Shield Generators**. These passive buildings render the inner turrets and power core invulnerable.



Each shield generator is followed by a large **Turret**. These active defenses can cause serious damage to attacking armies. Each turret is invulnerable until its corresponding Shield Generator is destroyed.



Once one or more turrets are destroyed, the enemy's **Power Core** becomes vulnerable. Destroying the enemy's Power Core will result in a victory, and end the match.

MULTIPLAYER PLAY OPTIONS

Quick-Match

Use this option to search for other players to play with or against. The system's match-making accuracy increases with every quick-match you play, so after roughly five battles you should begin to be matched with and against players at a similar level.

- You can invite friends to party up with so you search together.
- You can choose which maps or map sizes to search for.
- You can choose to search for matches against AI opponents or live opponents.



Create

Use this option to host your own match, choosing the map, starting resources, AI opponents, and other various options. You can make this match public, or keep it private and invite only your friends.

Browse

Use this option to look at a current list of public matches.



Customization & Progression

Dawn of War III allows you to create your army, and your own playstyle, by making a few important choices before each match.

CHOOSING ELITES AND DOCTRINES

The **Elites** screen allows you to choose the three active Elite units who will lead your army into battle, as well as the **Doctrines** you choose to equip.

There are two different types of Doctrines. **Elite Doctrines** generally enhance a specific Elite unit, while **Standard Doctrines** offer various effects and advantages to your army as a whole. Players can bring in a maximum of six Doctrines into a match (one Elite Doctrine per Elite unit, and three Standard Doctrines), allowing for hundreds of combinations to customize your play style.



ARMY PAINTER

The **Army Painter** allows you to customize the color scheme for your army, as well as get a closer look at your units. You can choose from a variety of color presets based on the rich background of Warhammer 40,000, or you can make your own scheme.

*Army Painter is not available during the single player campaign.

EARNING EXPERIENCE POINTS AND SKULLS

Completing a campaign mission for the first time on each difficulty and finishing a multiplayer match will result in Skulls being awarded. Any Elite units used during the campaign mission or multiplayer match will earn Experience Points.

Skulls are used to unlock additional Elite units and Doctrines. XP is used to level up your Elite units. All Elites start at Level 1, and by earning Experience Points can reach Level 10. Each level brings a new reward, including a new Elite Doctrine, a variant Skin, Skulls, and more.

ESCALATION PHASES

Escalation phases occur every ten minutes in a multiplayer match, up to a maximum of four phases.

- **Phase 1:** Units refund 25% of cost on death.
- **Phase 2:** Units refund 15% of cost on death, +50% add on resources, +50% objective structure health, +25% listening post health.
- **Phase 3:** Units refund 5% of cost on death, 100+ add-on resources, +100% objective structure health, +50% listening post health.
- **Phase 4:** Units refund 0% of cost on death, +150% add-on resources, +150% objective structure health, +75% listening post health.

Main Menu



- ① **Player Profile** View your match history or change your profile portrait.
- ② **Home** View the latest Dawn of War III News.
- ③ **Campaign** Start a new campaign or continue an existing playthrough.
- ④ **Multiplayer** Play a Quick Match or create your own Custom Match.
- ⑤ **Elites** Customize your Elites loadouts and choose Doctrines.
- ⑥ **Army Painter** View dozens of included paint schemes, or create your own.
- ⑦ **Learn** Play through tutorials, read through the game's codex, or watch a replay.
- ⑧ **Community** View your current standing in the Leaderboards and more.

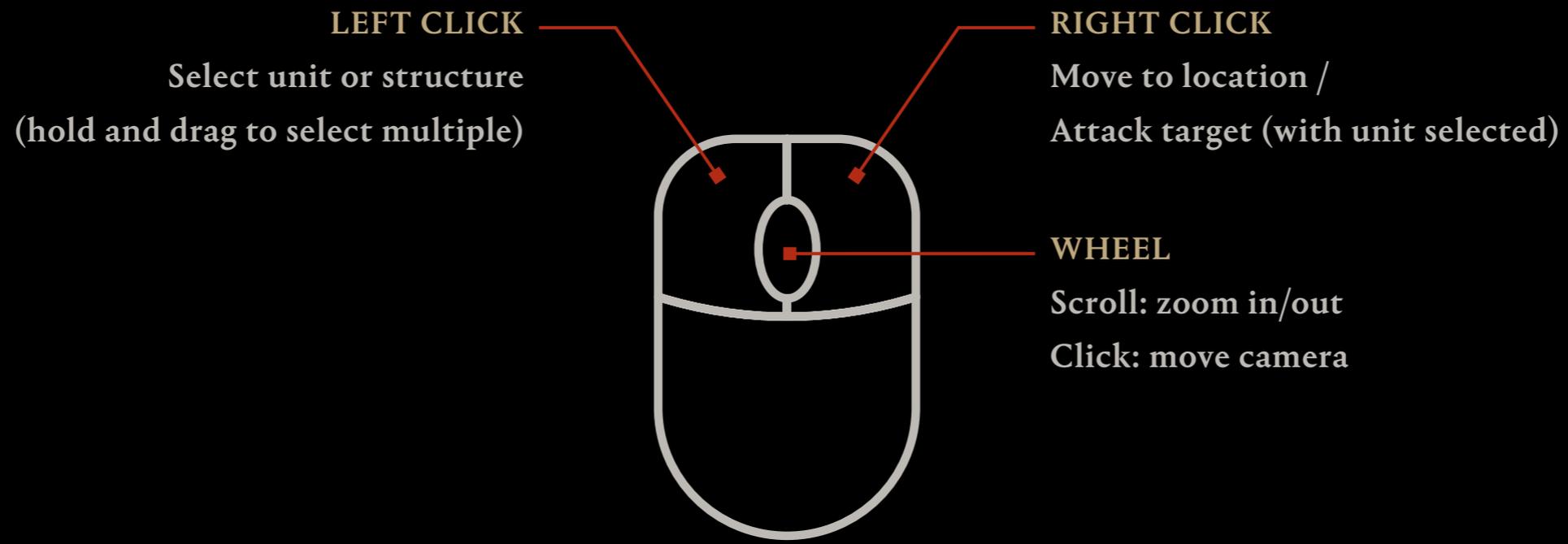
In-Game HUD



- ① **Power Core Health** Health bars of each team's Power Cores (Multiplayer).
- ② **Objectives** Indicates your current objective.
- ③ **Super Ability** Indicates the availability of each faction's unique super ability, unlocked by accruing Elite points.
- ④ **Elite Units** Indicates the status and availability of your Elite units.
- ⑤ **Faction Mechanic** Certain factions, like the Space Marines and their Drop Pod ability, have a unique mechanic that can turn the tide of battle.
- ⑥ **Command Card** The currently selected unit's abilities, upgrades, and commands.
- ⑦ **Resources** The current status of Requisition, Power, and Elite Points.

- ⑧ **Structure Selection Bar** As structures are built, these icons become available, allowing you to quickly select any of your buildings to produce units, no matter where you are on the map.
- ⑨ **Unit Selection Bar** All line units that are currently built or under construction appear here, allowing you to quickly select any of your units no matter where you are on the map.
- ⑩ **Mini-Map** A top-level view of the current match, notifying you of enemies, allies, and objectives.
- ⑪ **Ping System** Notify your allies where to attack, defend, move, and more (Multiplayer).
- ⑫ **Doctrines** Indicates currently equipped Doctrines.
- ⑬ **Escalation Phase** Indicates the current level of Escalation Phase (Multiplayer).

Mouse Controls



Move the mouse cursor to the edge of the screen to scroll.



Keyboard Controls

GRID/ABILITY HOTKEYS

Top Row	Q, W, E, R
Middle Row	A, S, D, F
Bottom Row	Z, X, C, V

RACE SPECIFIC HOTKEYS - SPACE MARINE

Plant the Standard	G
Drop Pod Slot 1	J
Drop Pod Slot 2	K
Drop Pod Slot 3	L

BASIC HOTKEYS

Deselect Unit/Structure	Esc (With a unit selected)
Pause Menu	Esc (Without a unit selected)
Open Chat	Enter
Pause Game	Pause Break
Pan Up	↑ / CTRL + W
Pan Left	← / CTRL + A
Pan Down	↓ / CTRL + S
Pan Right	⇒ / CTRL + D
Elite Slot 1	F1
Elite Slot 2	F2
Elite Slot 3	F3
Super Ability	F4
Building 1	F5
Building 2	F6
Building 3	F7
Building 4	F8
Building 5	F9
Pause Menu	F10
Lock Mouse to Window	CTRL + Backspace

ADVANCED HOTKEYS

Focus camera on selection	Apostrophe
Focus Camera on HQ	Home
Default Camera	Backspace
Zoom In	PageUp
Zoom Out	PageDown
View player list	" or 0
Select Control Groups	#
Create Control Groups	CTRL + #
Clear Control Groups	ALT + #
Cycle to next Builder unit	Comma
Cycle to next Infantry unit	Period
Cycle to next Vehicle unit	Slash
Cycle to next Idle Builder unit	ALT + Comma
Cycle to next Idle Infantry unit	ALT + Period
Cycle to next Idle Vehicle unit	ALT + Slash
Select All Builder units	CTRL + Comma
Select All Infantry units	CTRL + Period
Select All Vehicle units	CTRL + Slash

Select All Idle Builder units	CTRL + ALT + Comma
Select All Idle Infantry units	CTRL + ALT + Period
Select All Idle Vehicle units	CTRL + ALT + Slash
Select All Units	CapsLock
Select All On Screen Units	CTRL + A
Quick Save	SHIFT + F5
Ping Menu	CTRL + B
Ping Attack	CTRL + H
Ping Defend	CTRL + J
Ping Capture	CTRL + G
Ping Caution	CTRL + L

REPLAY HOTKEYS

Toggle HUD	CTRL + U
Decrease Speed	Minus
Increase Speed	Equals
Next Player	Right-Bracket
Previous Player	Left-Bracket

Customer Support

Please check www.sega.com/support for details of product support in your region.
Register online at www.sega.com for exclusive news, competitions, email updates and more.

+44 (0)845 301 5502* (UK)

*International call rate. Call charges may vary, please consult your phone provider.

Warranty

WARRANTY: SEGA Europe Limited warrants to the original buyer of this Game (subject to the limitation set out below), that this Game will perform under normal use substantially as described in the accompanying manual for a period of ninety (90) days from the date of first purchase. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction, which remain unaffected.

WARRANTY LIMITATION: This warranty shall not apply if this Game is used in a business or commercial manner and/or if any defect or fault results from your (or someone acting under your control or authority) fault, negligence, accident, abuse, virus, misuse or modification of the Game after purchase.

WARRANTY CLAIM: If you discover a problem with this Game within the warranty period (including a problem with the activation of the Game, using key-codes or otherwise), you should contact the retailer from where you bought the Game. Please ensure that you have a copy of the original sales receipt as you may be asked to provide this to the retailer. If you discover a bug or error in the Game, please contact the technical support team at SEGA (details set out in this manual) and inform them of the difficulty you are experiencing with the Game. The retailer or SEGA will either repair or replace the Game at their option. Any replacement Game will be warranted for the remainder of the original warranty period or ninety (90) days from receipt of the replacement Game, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive an amount up to the price you paid for the Game. The foregoing (repair, replacement or the price you paid for the Game) is your exclusive remedy.

LIMITATION: TO THE FULLEST EXTENT ALLOWED BY LAW (BUT SPECIFICALLY NOT LIMITING ANY LIABILITY FOR FRAUD OR DEATH OR PERSONAL INJURY CAUSED BY SEGA'S NEGLIGENCE), NEITHER SEGA, ITS RETAILERS OR SUPPLIERS SHALL BE LIABLE FOR ANY SPECIAL OR INCIDENTAL DAMAGE, DAMAGE TO PROPERTY, LOSS OF PROFITS, LOSS OF DATA OR COMPUTER OR CONSOLE FAILURE, ANTICIPATED SAVINGS, BUSINESS OPPORTUNITY OR GOODWILL WHETHER ARISING DIRECTLY OR INDIRECTLY FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSS.

Additional information if you are based in Australia: The benefits under this warranty are in addition to other rights and remedies under a law in relation to the goods. Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

WARRANTOR: This warranty is provided by SEGA Europe Limited. You can contact SEGA to discuss your warranty claim as follows:

1. Post
For UK/Europe: SEGA Europe Limited, 27 Great West Road, Brentford, Middlesex, TW8 9BW, England
For Australia: Five Star Games, Suite 111, 55 Miller Street, Pyrmont NSW 2009, Australia
For US: SEGA of America, Inc. 6400 Oak Canyon, Suite 100, Irvine, CA 92618
2. Email: Please check <http://www.sega.com/support> for more details.
3. Phone: 00 44 845 301 5502 (UK)
1-800-613-162 (Australia)

International call rates apply if calling from outside of these locations. Please consult your phone provider for further details.

Unless otherwise noted, the example companies, organisations, products, people and events depicted in the game are fictitious and no association with any real company, organisation, product, person or event is intended or should be inferred.

WARHAMMER
40,000
DAWN OF WAR

YOU'VE PLAYED THE GAME



NOW DISCOVER OUR MINIATURES

IN THE GRIM DARKNESS OF THE FAR FUTURE THERE IS ONLY WAR

Warhammer 40,000 is a wide-ranging hobby that includes collecting, building, painting and playing tabletop wargames with Citadel Miniatures.

THREE GREAT WAYS TO GET INTO WARHAMMER 40,000

- 1** Go to your nearest **GAMES WORKSHOP** or WARHAMMER retail store for a FREE introductory table-top game and FREE painting lesson where you get to keep the miniature.



- 2** Go to games-workshop.com to check out the full range of exciting Warhammer 40,000 products.

- 3** Find your nearest independent retailer from over 4,000 stores in 50 countries at games-workshop.com/storefinder



WARHAMMER 40,000

WARHAMMER COMMUNITY

WARHAMMER40000.COM



Warhammer 40,000: Dawn of War III © Copyright Games Workshop Limited 2017. Dawn of War III, the Dawn of War logo, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under license. This release is developed by Relic Entertainment and published by SEGA. SEGA, the SEGA logo, Relic Entertainment and the Relic Entertainment logo are either registered trademarks or trademarks of SEGA Holdings Co., Ltd or its affiliates. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. Uses Autodesk® Scaleform® software © 2017 Autodesk, Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners.