

WARHAMMER
40,000

DAWN OF STEEL

TACTICA ARMAGEDDON

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SUPPORT/FORUM:
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ADDITIONAL CREATION TEAM:

ADDITIONAL MODELLING:
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SPACE MARINE RHINOS:
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MAP-PACK BY:
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CODDING TIPS AND HELP:
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PROMOTION TRAILER:
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TRANSLATIONS:
BILL Y (ENGLISH), PTM56 (SPANISH), THRAWN (ITALIAN),
JAQTAAR (FRENCH), BANEBOSS (POLISH)

BETATESTERS:
AZATOTH, BANEBOSS, BEZU, BYTE, COMPILER,
JAQTAAR, LORD-SOLAR, NEVIN, MESSENGER,
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ARMAGEDDON STEEL LEGION

DUE TO THE MASSIVE POPULATION OF ARMAGEDDON, IMPERIAL GUARD REGIMENTS CAN EASILY BE RAISED THROUGH VOLUNTEER EFFORTS, DRAFTS, AND EVEN FROM STREET GANGS.

IN ADDITION TO THIS, ARMAGEDDON IS ONE OF THE PRIME MANUFACTURERS OF THE CHIMERA TRANSPORT TANK FOR THE FIGHTING FORCES OF THE IMPERIUM. THIS MEANS THE IMPERIAL GUARD FORCES STATIONED UPON THE PLANET ARE ABLE TO FIELD A LARGE NUMBER OF THESE STURDY TRANSPORT VEHICLES.

THESE ARMAGEDDON STEEL LEGIONS MAKE USE OF AIR FILTRATION MASKS AS WELL AS THE AIRTIGHT CHIMERAS TO EFFECTIVELY FIGHT IN AND TRAVERSE ACROSS THE VAST ASH WASTES THAT SURROUND THE HIVES OF ARMAGEDDON.

THE STEEL LEGION ARE RENOWNED FOR THEIR SKILL IN OPPOSING THE ORKS ON THE GREAT ASH WASTES OF THEIR NATIVE WORLD. FULLY MOBILE IN THEIR CHIMERA TRANSPORTS, AND SUPPORTED BY A LARGE AMOUNT OF OTHER IMPERIAL TANKS, THEY ARE ABLE TO LAUNCH RAPID ATTACKS IN WHICH THE CHIMERAS OVERRUN THE ENEMY LINES BEFORE THE STEEL LEGION INFANTRY DISMOUNT TO FINISH THEM OFF.





FIRE CONTROL BUNKER

- HEADQUARTER OF THE STEEL LEGION

- PRODUCES:



PIONEER SQUAD

- INFANTRY, BUILDER UNIT.
- CONSTRUCTS ALL STEEL LEGION BUILDINGS.
- CAN BE EQUIPED WITH FRAGGRENADES



SOLDIERS SQUAD

- INFANTRY.
- GENERAL COMBAT UNIT, EFFECTIVE AT RANGE. WEAK IN MELEE.
- BROAD RANGE OF WEAPON UPGRADES.
- EFFECTIVE AGAINST INFANTRY.
- EQUIPPED WITH MISSILE LAUNCHERS: VERY EFFECTIVE AGAINST VEHICLES.



ROUGH RIDERS SQUAD

REQUIRES RELAY STATION

- CAVALRY
- VERY FAST UNIT. SCOUT/MELEE UNIT. GOOD RANGE OF SIGHT.
- CAN BE UPGRADED TO USE INFILTRATION (STEALTH).
- EFFECTIVE AS SCOUTS AND CLOSE COMBAT UNIT
- AGAINST INFANTRY.



COLONEL

REQUIRES AMUNITION BUNKER

-
- COMMANDER UNIT (SECONDARY).
- BOOSTS MORALE RECOVERY WHEN ATTACHED TO SQUADS.
- ABILITY UPGRADES PROVIDE ATTACK AND MORALE BONUSES FOR TROOPS.
- EFFECTIVE AGAINST INFANTRY, HEAVY INFANTRY, AND DAEMONS.
- EXCELS AT CLOSE COMBAT.



IMPERIAL MISSIONARY

REQUIRES RELAY STATION

- INFANTRY.
- LEADER UNIT EFFECTIVE AT CLOSE COMBAT AND BOOSTING
- SQUAD MORALE.
- HAS SOME SPECIAL ATTACKS.
- CAN USE RALLY ABILITY TO RESTORE LOST MORALE.
- EFFECTIVE AGAINST INFANTRY.



- PRODUCES



COMMISSAR YARRICK

REQUIRES TANK BUNKER AND ADD-ON: SALAMANDER SCOUT TANK

- COMMANDER UNIT (PRIMARY).
- BOOSTS MORALE RECOVERY WHEN ATTACHED TO SQUADS.
- ABILITY UPGRADES PROVIDE ATTACK AND MORALE BONUSES FOR TROOPS.
- EFFECTIVE AGAINST INFANTRY, HEAVY INFANTRY, AND DAEMONS.
- EXCELS AT CLOSE COMBAT.



CYCLOPS

- VEHICLE. MINI-TANK.
- CYCLOPS DEMOLITION VEHICLES ARE GUIDED TO THEIR TARGETS
- AND DETONATED WITH DEVASTATING RESULTS.
- EFFECTIVE AGAINST BUILDINGS AND INFANTRY.

- RESEARCH:



INFILTRATION RESEARCH

- ALLOWS THE PIONEERS AND ROUGH RIDERS TO USE THE
- INFILTRATION ABILITY.
- WHEN ACTIVE, INFILTRATING UNITS ARE
- INVISIBLE TO MOST ENEMIES.
- INFILTRATED UNITS CANNOT ATTACK UNTIL INFILTRATION
- IS TURNED OFF.



FORTIFIED BUNKER

- FORTIFY THE HQ WITH TWO TWIN-LINKED HEAVY BOLTER EMPLACEMENTS.
- EFFECTIVE AGAINST INFANTRY.



HEAVILY FORTIFIED BUNKER

- FORTIFY THE HQ WITH ONE AUTOCANNON EMPLACEMENT.
- EFFECTIVE AGAINST VEHICLES.

- CONTAINS RESEARCH TO INCREASE THE NUMBER OF UNITS THAT CAN BE BUILT.





AMMUNITION BUNKER

- REQUISITIONS INFANTRY & LOW ARMoured VEHICLE UNITS

- PRODUCES:



STORMTROOPER SQUAD

- HEAVY INFANTRY.
- RESILIENT GENERAL COMBAT UNIT STRONG AT RANGED COMBAT.
- BROAD RANGE OF WEAPON UPGRADES. CAN BE UPGRADED TO BE
□ STRONG AGAINST MOST UNIT TYPES.
- EFFECTIVE AGAINST INFANTRY.



HEAVY BOLTER SUPPORT SQUAD

REQUIRES RELAY STATION

- INFANTRY, CAN BE ATTACHED.
- SLOW UNIT. STRONG AT RANGED COMBAT.



LASCANNON SUPPORT SQUAD

REQUIRES TANK BUNKER

- INFANTRY, CAN BE ATTACHED.
- SLOW UNIT. STRONG AT RANGED COMBAT.

- ADD-ON:



ADD-ON: SENTINEL SCOUT WALKER

- ENABLES THE REQUISITION OF SENTINEL SCOUT WALKERS.
- THE SENTINEL IS A LOW ARMoured WALKER,
□ WITH A WIDE RANGE OF WEAPON UPGRADES.
- REQUIRED FOR TANK FABRIC ADD-ON.



ADD-ON: CHIMERA TANK

- ENABLES THE REQUISITION OF CHIMERA TANKS.
- THE CHIMERA IS A MEDIUM ARMoured TRANSPORTER
□ WITH A UPGRADEABLE WEAPON TURRET.
- REQUIRED FOR TANK FABRIC ADD-ON.



ADD-ON: HELLHOUND

- ENABLES THE REQUISITION OF CHIMERA HELLHOUND TANKS.
- THE HELHOUND IS A CHIMERA BASED TANK.
- EQUIPPED WITH A HEAVY FLAMMER TURRET.



- ADD-ON:



ADD-ON: SALAMANDER SCOUT TANK.

- ENABLES THE REQUISITION OF SALAMANDER SCOUT TANKS.
- THE SALAMANDER IS A CHIMERA BASED SUPPORT TANK,
□ WITH A HIGH RANGE OF SIGHT.

- PRODUCES:



SENTINEL

REQUIRES ADD-ON: SENTINEL SCOUT WALKER

- WALKER VEHICLE.
- MEDIUM ARMoured WEAPON PLATFORM.
- CAN BE UPGRADED TO HEAVIER WEAPONS.
- MOST EFFECTIVE AGAINST VEHICLES AND INFANTRY.



CHIMERA

REQUIRES ADD-ON: CHIMERA TANK

- VEHICLE. TANK.
- MEDIUM ARMoured WEAPON PLATFORM.
- CAN TRANSPORT INFANTRY UNITS. CAN BE UPGRADED TO
□ HEAVIER WEAPONS.
- MOST EFFECTIVE AGAINST VEHICLES AND INFANTRY.



HELLHOUND

REQUIRES ADD-ON: HELLHOUND

- VEHICLE. TANK.
- MEDIUM ARMoured WEAPON PLATFORM.
- EQUIPPED WITH SINGLE INFERNO FLAMETHROWER.
- MOST EFFECTIVE AGAINST MORAL AND INFANTRY.



SALAMANDER

REQUIRES ADD-ON: SALAMANDER SCOUT TANK.

- VEHICLE. TANK.
- MEDIUM ARMoured WEAPON PLATFORM.
- HIGH RANGE OF SIGHT. VERY FAST TANK.
- MOST EFFECTIVE AGAINST VEHICLES.



TROJAN

REQUIRES AMUNITION BUNKER

- VEHICLE. TANK.
- REPAIR UNIT.
- MEDIUM ARMoured AND EQUIPPED ONLY WITH A SINGLE
□ HEAVY BOLTER.
- NO UPGRADES POSSIBLE.



RELAY STATION

- CONTACTS THE HQ TO PROVIDE A BETTER SUPPORT ON THE BATTLEFIELD.

- UPGRADES:



HEALTH UPGRADE I

- INCREASES THE MAXIMUM HEALTH OF INFANTRY SQUADS.
- FIRST IMPROVEMENT.



HEALTH UPGRADE II

REQUIRES TANK BUNKER

- INCREASES THE MAXIMUM HEALTH OF INFANTRY SQUADS.
- SECOND IMPROVEMENT.



ACCURACY UPGRADE I

- IMPROVES THE ACCURACY OF YOUR INFANTRY SQUADS.
- FIRST IMPROVEMENT



ACCURACY UPGRADE II

REQUIRES TANK BUNKER

- IMPROVES THE ACCURACY OF YOUR INFANTRY SQUADS.
- SECOND IMPROVEMENT



SERGEANT WEAPONS I

REQUIRES WARGEAR: HEAVY WEAPONS

- YOUR SERGEANTS GET EQUIPPED WITH BOLT PISTOLS.
- AND WITH POWERSWORDS.
- FIRST OF TWO POSSIBLE UPGRADES.



SERGEANT WEAPONS II

REQUIRES AIRSTRIP

- YOUR SERGEANTS GET EQUIPPED WITH PLASMA PISTOLS.
- AND WITH POWERFISTS.
- SECOND OF TWO POSSIBLE UPGRADES.



CHIMERA ARMoured SKIRTS

REQUIRES RESEARCH: LEMAN RUSS CHASSIS

- EQUIPS ALL CHIMERA TANKS WITH ARMoured SIDE SKIRTS.
- IMPROVES HEALTH.

- RESEARCH:



MELTA WEAPONS
REQUIRES TANK BUNKER

- ENABLES YOU TO USE MELTA WEAPON TECHNOLOGY.
- THESE WEAPONS CAUSE HIGH DAMAGE.
- STORMTROOPER SQUADS AND DEMOLISHERS USE THIS UPGRADE.



LEMAN RUSS CHASSIS
REQUIRES ADD-ON: CHIMERA TANK AND ADD-ON: SENTINEL SCOUT WALKER

- ENABLES YOU TO BUILD TANKS BASED ON THE LEMAN RUSS CHASSIS.
- IMPROVES CHASSIS OF EXISTING TANKS.



LEMAN RUSS TURRET

- ENABLES YOU TO BUILD LEMAN RUSS TANKS WITH A TURRET.



TANK FABRIC
REQUIRES ADD-ON: CHIMERA TANK AND ADD-ON: SENTINEL SCOUT WALKER

- ENABLES THE CONSTRUCTION OF A TANK FABRIC.
- ENABLES MANY WEAPON UPGRADES.



AIRSTRIP
REQUIRES RESEARCH: LEMAN RUSS TURRET

- ENABLES THE CONSTRUCTION OF AN AIRSTRIP.
- ENABLES ULTIMATE UPGRADES.

- WARGEAR:



HEAVY WEAPONS

- ENABLES SQUAD UPGRADES TO HEAVY WEAPONS.
- E.G. MISSILE LAUNCHER AND PLASMA GUN.



FRAG GRENADES

- EQUIPS INFANTRY SQUADS WITH FRAG GRENADE WARGEAR.
- FRAG GRENADES DAMAGE AND STUN ENEMY
- SQUADS THEY IMPACT WITH.



MELTA BOMBS
REQUIRES RESEARCH: MELTA WEAPONS

- EQUIPS SERGEANTS WITH MELTA BOMBS.
- MELTA BOMBS ARE EFFECTIVE AGAINST VEHICLES
- AND BUILDINGS.



TANK BUNKER

- REQUISITIONS HEAVY VEHICLE UNITS.

- PRODUCES:



THUNDERER

REQUIRES RESEARCH: LEMAN CASIS

- VEHICLE. ARTILLERY TANK.
- ARTILLERY CAN BE FIRED AT VERY LONG RANGE, AND DOES NOT REQUIRE LINE OF SIGHT.
- ARTILLERY IS HIGHLY INACCURATE, ESPECIALLY WHEN FIRING BLIND.
- EFFECTIVE AGAINST INFANTRY AND DUG-IN POSITIONS.



DESTROYER

REQUIRES RESEARCH: LEMAN CASIS

- VEHICLE. TANK.
- HIGH RANGE FIRE WITH TANK ARMOUR PIERCING LASER CANNON.
- EFFECTIVE AGAINST VEHICLES.



LEMAN RUSS STANDARD

REQUIRES RESEARCH: LEMAN RUSS TURRET

- VEHICLE. TANK.
- HEAVILY ARMED AND ARMoured WEAPON PLATFORM.
- CAN BE UPGRADED TO BE EFFECTIVE AGAINST VEHICLES AND BUILDINGS.
- EFFECTIVE AGAINST ALL UNITS.



LEMAN RUSS VANQUISHER

REQUIRES RESEARCH: LEMAN RUSS TURRET

- VEHICLE. TANK.
- HEAVILY ARMED AND ARMoured WEAPON PLATFORM.
- CAN BE UPGRADED TO BE EFFECTIVE AGAINST VEHICLES AND BUILDINGS.
- EQUIPPED WITH HIGH RANGE, ANTI-TANK AMMUNITION.

- UPGRADE:



TRACK COVERS

- TRACK COVERS INCREASE THE AMOUNT OF DAMAGE THE VEHICLE CAN SUFFER.
- FIRST OF THREE POSSIBLE UPGRADES.



ADVANCED COM-SYSTEM

- THE ADVANCED COM-SYSTEM INCREASES THE RANGE OF FIRE.
- SECOND OF THREE POSSIBLE UPGRADES.



- UPGRADE:



DOZER BLADE
REQUIRES AIRSTRIPE

- THE DOZER BLADE INCREASES THE VEHICLE HEALTH THROUGH THE ADDITION OF FRONT PROTECTION.
- LAST OF THREE POSSIBLE UPGRADES.

AIRSTRIPE

- PROVIDES ACCESS TO THE MOST POWERFUL UNITS AND ABILITIES.
- ALLOWS TROOPS TO BE TRANSPORTED DIRECTLY TO THE BATTLEFIELD.

- PRODUCES:



LEMAN RUSS STANDARD

- VEHICLE. TANK.
- HEAVILY ARMED AND ARMoured WEAPON PLATFORM.
- CAN BE UPGRADED TO BE EFFECTIVE AGAINST VEHICLES AND BUILDINGS.
- EFFECTIVE AGAINST ALL UNITS.
- EMBARKED FOR DEEP STRIKE AFTER PRODUCTION.



LEMAN RUSS DEMOLISHER

- VEHICLE. TANK.
- HEAVILY ARMED AND ARMoured WEAPON PLATFORM.
- CAN BE UPGRADED TO BE EFFECTIVE AGAINST VEHICLES AND BUILDINGS.
- CLOSE COMBAT VARIANT.
- EMBARKED FOR DEEP STRIKE AFTER PRODUCTION.



LEMAN RUSS EXECUTIONER
REQUIRES RELIC

- VEHICLE. TANK.
- HEAVILY ARMED AND ARMoured WEAPON PLATFORM.
- CAN BE UPGRADED TO BE EFFECTIVE AGAINST VEHICLES AND BUILDINGS.
- EQUIPPED WITH DEVASTATING PLASMA CANNON.
- EMBARKED FOR DEEP STRIKE AFTER PRODUCTION.



- PRUDUCES:



BASILISK
REQUIRES RELIC

- VEHICLE. ARTILLERY TANK.
- ARTILLERY CAN BE FIRED AT VERY LONG RANGE, AND DOES NOT
□ REQUIRE LINE OF SIGHT.
- ARTILLERY IS HIGHLY INACCURATE, ESPECIALLY WHEN FIRING BLIND.
- EFFECTIVE AGAINST BUILDINGS AND INFANTRY AND DUG-IN POSITIONS.



STORMBLADE
REQUIRES RELIC, YARRICK, POWER UPGRADE II, SUPPORT UPGRADE V

- VEHICLE. SUPER-HEAVY TANK.
- HEAVILY ARMED AND ARMORED WEAPON PLATFORM. EQUIPPED
□ WITH DUAL HEAVY PLASMA CANNON.
- EQUIPPED WITH 2 TURNABLE LASER CANNONS, 2 TWIN HEAVY BOLTER
□ AND A CO-AXIAL HEAVY BOLTER

- UPGRADE:



BASILISK ADVANCED COM-SYSTEM RESEARCH

- WITH THE ADVANCED COM-SYSTEM THE RANGE OF FIRE
□ GETS IMPROVED.

- DEMOLISHER AND EXECUTIONER CAN BE UPGRADED WITH:



OBSERVATION BUNKER

- PLACE ON STRATEGIC POINTS AND RELICS.

- ADD-ON:



FORTIFIED POSITION ADD-ON
REQUIRES AMMUNITION BUNKER

- FORTIFY THIS STRATEGIC POINT.
- FORTIFIED POSITIONS PRODUCE THE REQUISITION
□ RESOURCE AT A HIGHER RATE.
- FORTIFIED POSITIONS ARE TOUGHER, AND ARE EQUIPPED
□ WITH A TURRETED WEAPON EFFECTIVE AGAINST INFANTRY
□ AND HEAVY INFANTRY.



- ADD-ON:



HEAVILY FORTIFIED POSITION ADD-ON
REQUIRES TANK BUNKER

- HEAVILY FORTIFY THIS STRATEGIC POINT.
- HEAVILY FORTIFIED POSITIONS PRODUCE THE REQUISITION RESOURCE AT A HIGHER RATE.
- HEAVILY FORTIFIED POSITIONS ARE TOUGHER, AND ARE EQUIPPED WITH AN UPGRADED TURRETED WEAPON EFFECTIVE AGAINST INFANTRY AND HEAVY INFANTRY.

- RESEARCH:



ESCALATE ENGAGEMENT RESEARCH
REQUIRES RESEARCH TANK FABRIC

- PROVIDES A GLOBAL BONUS TO REQUISITION RESOURCE PRODUCTION RATES.
- PERFORM THIS RESEARCH IF YOU HAVE AN EXCESS OF POWER BUT NOT ENOUGH REQUISITION.
- FIRST OF TWO POSSIBLE UPGRADES.



FULL SCALE WAR RESEARCH
REQUIRES AIRSTRIPE

- PROVIDES A GLOBAL BONUS TO REQUISITION RESOURCE PRODUCTION RATES.
- PERFORM THIS RESEARCH IF YOU HAVE AN EXCESS OF POWER BUT NOT ENOUGH REQUISITION.
- SECOND OF TWO POSSIBLE UPGRADES.



DEFENCE BUILDINGS

- BUILDINGS:



DRAGONTEETH

- BLOCKS TROOPS IN THEIR MOVEMENT THROUGH TERRAIN.



EMPLACED CHARGE

- EMLACED CHARGES WILL EXPLODE WHEN ENEMY UNITS PASS OVER THEM.
- EMLACED CHARGES CANNOT BE SEEN BY MOST ENEMY UNITS.
- ONCE DETECTED, ENEMIES CAN ATTACK AND DESTROY EMLACED CHARGES.
- EMLACED CHARGES CAN ONLY BE TRIGGERED ONCE.



TARANTULA DEFENCE STAND

- EMLACED TURRET EQUIPPED WITH TWIN-LINKED HEAVY BOLTERS.
- EFFECTIVE AGAINST INFANTRY UNITS.
- CAN REPLACE ITS DEFAULT WEAPONS WITH ANTI-VEHICLE WEAPONS.



- UPGRADE:



LASCANNON TURRET UPGRADE
REQUIRES TANK FABRIC

- PERMANENTLY REPLACES THE WEAPON ON THIS TURRET
□ WITH TWIN-LINKED LASER CANNONS.
- LASCANNONS ARE EFFECTIVE AGAINST VEHICLES.



ENERGY BUILDINGS

- PROVIDES A GLOBAL BONUS TO POWER RESOURCE PRODUCTION RATES.

- BUILDINGS:



GENERATOR PLANT

- GENERATES THE POWER RESOURCE.
- A SINGLE HQ BUILDING (STRONGHOLD) CAN ONLY SUPPORT
□ A LIMITED NUMBER OF GENERATORS.
- PLASMA GENERATORS ARE VOLATILE AND WILL DAMAGE
□ ANYTHING NEARBY WHEN THEY ARE DESTROYED.



THERMO PLASMA GENERATOR

- GENERATES THE POWER RESOURCE AT A HIGHER RATE THAN
□ PLASMA GENERATORS.
- CAN ONLY BE BUILT ON TOP OF SLAG DEPOSITS.
- THERMO PLASMA GENERATORS ARE VOLATILE AND WILL DAMAGE
□ ANYTHING NEARBY WHEN THEY ARE DESTROYED.

- RESEARCH:



STRENGTHEN POWER GRID RESEARCH
REQUIRES RESEARCH TANK FABRIC

- PROVIDES A GLOBAL BONUS TO POWER RESOURCE
□ PRODUCTION RATES.
- PERFORM THIS RESEARCH IF YOU HAVE AN EXCESS OF
□ REQUISITION BUT NOT ENOUGH POWER.
- FIRST OF TWO POSSIBLE UPGRADES.



PLASMA BATTERY STORAGE RESEARCH
REQUIRES AIRSTRIPE

- PROVIDES A GLOBAL BONUS TO POWER RESOURCE PRODUCTION
□ RATES.
- PERFORM THIS RESEARCH IF YOU HAVE AN EXCESS OF
□ REQUISITION BUT NOT ENOUGH POWER.
- SECOND OF TWO POSSIBLE UPGRADES.





WEAPON UPGRADES:

- INFANTRY:

- SOLDIERS:



GRENADE LAUNCHER
REQUIRES RELAY STATION

- FIRES FRAGMENTATION GRENADES.
- MEDIUM TO LONG RANGE.
- EFFECTIVE AGAINST INFANTRY.



MISSILE LAUNCHER
REQUIRES HEAVY WEAPONS RESEARCH

- FIRES HIGH-IMPACT, ARMOR-PIERCING EXPLOSIVE MISSILES.
- LONG RANGE.
- EFFECTIVE AGAINST VEHICLES AND BUILDINGS.



PLASMA GUN
REQUIRES HEAVY WEAPONS RESEARCH

- ALL PLASMA WEAPONS USE MAGNETIC FIELDS TO PROJECT SUPER-HEATED STREAMS OF MOLTEN PLASMA.
- MEDIUM RANGE.
- EFFECTIVE AGAINST HEAVY INFANTRY.

- STORM TROOPERS:



FLAMER

- HAND-HELD FLAMETHROWER.
- SHORT RANGE.
- EFFECTIVE AT BREAKING ENEMY MORALE.



GRENADE LAUNCHER
REQUIRES RELAY STATION

- FIRES FRAGMENTATION GRENADES.
- MEDIUM TO LONG RANGE.
- EFFECTIVE AGAINST INFANTRY.



PLASMA GUN
REQUIRES HEAVY WEAPONS RESEARCH

- ALL PLASMA WEAPONS USE MAGNETIC FIELDS TO PROJECT SUPER-HEATED STREAMS OF MOLTEN PLASMA.
- MEDIUM RANGE.
- EFFECTIVE AGAINST HEAVY INFANTRY.

- STORM TROOPERS:



MELTA GUN
EQUIRES MELTA RESEARCH

- FIRES AN ULTRA HOT PLASMA BEAM, THAT BREAKS THROUGH ANY ARMOUR.
- MEDIUM RANGE.
- EFFECTIVE AGAINST ALL ARMoured TROOPS.
- CAUSES HIGH DAMAGE.

- LOW ARMoured VEHICLES:

SENTINEL:



HEAVY FLAMER

- HEAVY FLAMETHROWER.
- SHORT RANGE.
- EFFECTIVE AGAINST INFANTRY.
- VERY EFFECTIVE AT BREAKING ENEMY MORALE.



AUTOCANNON
REQUIRES RELAY STATION

- FIRES MEDIUM CALIBER SHELLS THAT CAUSE HIGH DAMAGE ON ARMoured UNITS.
- LONG RANGE.
- SLOW RELOAD.
- EFFECTIVE AGAINST VEHICLE AND BUILDINGS.



LASCANNON
REQUIRES TANK BUNKER

- HIGH POWERED LASER WEAPON, DEVASTATING AGAINST ARMoured UNITS.
- LONG RANGE.
- EFFECTIVE AGAINST VEHICLES AND BUILDINGS.

CHIMERA:



AUTOCANNON

- FIRES MEDIUM CALIBER SHELLS THAT CAUSE HIGH DAMAGE ON ARMoured UNITS.
- LONG RANGE.
- SLOW RELOAD.
- EFFECTIVE AGAINST VEHICLE AND BUILDINGS.



TWIN-LINKED HEAVY BOLTER
REQUIRES TANK BUNKER

- FIRES LARGE CALIBER BOLT ROUNDS EFFECTIVE AT PUNCHING THROUGH MOST INFANTRY ARMOUR.
- LONG RANGE.
- EFFECTIVE AGAINST INFANTRY.



- HEAVY VEHICLES:



LASCANNON

- HIGH POWERED LASER WEAPON, DEVASTATING AGAINST
□ ARMoured UNITS.
- LONG RANGE.
- EFFECTIVE AGAINST VEHICLES AND BUILDINGS.



HEAVY BOLTER

- FIRES LARGE CALIBER BOLT ROUNDS EFFECTIVE AT
□ PUNCHING THROUGH MOST INFANTRY ARMOUR.
- LONG RANGE.
- EFFECTIVE AGAINST INFANTRY.



HEAVY FLAMER

- HEAVY FLAMETHROWER.
- SHORT RANGE.
- EFFECTIVE AGAINST INFANTRY.
- VERY EFFECTIVE AT BREAKING ENEMY MORALE.



PLASMA GUN

- ALL PLASMA WEAPONS USE MAGNETIC FIELDS TO PROJECT
□ SUPER-HEATED STREAMS OF MOLTEN PLASMA.
- MEDIUM RANGE.
- EFFECTIVE AGAINST HEAVY INFANTRY.



MULTIMELTA

- FIRES ULTRA HOT PLASMA BEAM, BREAKS THROUGH EACH ARMOUR.
- MEDIUM RANGE.
- EFFECTIVE AGAINST ALL ARMoured TROOPS.
- CAUSES HIGH DAMAGE.



SPECIAL ABILITIES:

- COLONEL:



RALLY

- THE COLONEL RALLIES HIS SQUAD.
- RESTORES THE SQUAD TO FULL MORALE.
- COUNTERACTS THE EFFECTS OF BEING BROKEN.



MELTA BOMBS

- USES A MELTA BOMB ON A TARGETED UNIT.
- DOES MASSIVE DAMAGE TO ENEMY VEHICLES AND BUILDINGS.
- MELTA BOMBS ARE VERY SHORT RANGE AND DO NOT
□ AFFECT INFANTRY.

- IMPERIAL MISSIONARY:



RALLY

- THE IMPERIAL MISSIONARY RALLIES HIS SQUAD.
- RESTORES THE SQUAD TO FULL MORALE.
- COUNTERACTS THE EFFECTS OF BEING BROKEN.



FRENZY

- THE PRIEST BECOMES MURDEROUS FRENZY FOR A SHORT PERIODE.
- HE CANNOT DIE FOR THAT PERIODE. □
- THE MELEE DAMAGE AND CHARGE RANGE GET'S INCREASED.



MOLOTOV COCKTAIL

- THE PRIEST THROWS A BOTTLE OF INFLAMMABLE SPRIT
□ TO IT'S ENEMIES.
- FLAME ATTACK, EFFECTIVE AGAINST INFANTRY. □

- COMMISSAR YARRICK:



RALLY

- YARRICK RALLIES HIS SQUAD.
- RESTORES THE SQUAD TO FULL MORALE.
- COUNTERACTS THE EFFECTS OF BEING BROKEN.



BATTLECRY

- YARRICK ISSUES A MIGHTY BATTLECRY.
- AFFECTS ALL NEARBY FRIENDLY INFANTRY UNITS
□ FOR A SHORT PERIOD OF TIME.
- PROVIDES AN ATTACK DAMAGE BONUS AND MORALE BOOST.



TANK ABILITIES:

- HELLHOUND:



IMMOLATE

- THE TANK CREW MAKES A DESPERATE FULL TURN WITH
□ THERE VEHICLE, ATTACKING ALL UNITS SURROUNDING
□ WITH THE INFERNO CANNON.
- DAMAGES ENEMY INFANTRY CLOSE TO THE TANK.
- FLAME ATTACK, EFFECTIVE AGAINST INFANTRY.

- LEMAN RUSS
BASED TANKS:



FRAG DEFENDER

- THE TANK CREW THROW A BOUNCH OF FRAG GRENADES
□ OUT OF THERE VEHICLE.
- DAMAGES ENEMY INFANTRY CLOSE TO THE TANK AND STUNS
□ THEM TEMPORARILY.
- HAS NO EFFECT ON VEHICLES OR BUILDINGS.

- LEMAN RUSS
□ VANQUISHER:



ANTI-TANK SHELLS □

- FIRES A GRENADE AT THE TARGETED LOCATION OR ENEMY.
- DAMAGES ENEMY TANKS AND STUNS THEM TEMPORARILY.
- HAS LESS EFFECT ON INFANTRY OR BUILDINGS.

- STORMBLADE:



SMOKE LAUNCHERS

- FIRES A SMOKE GRENADE AT THE TARGETED LOCATION.
- LEFT-CLICK AND TARGET A LOCATION TO ACTIVATE.
- UNITS IN THE AREA AROUND THE SMOKE GRENADE RECEIVE
□ A DEFENSE AGAINST RANGED ATTACKS.



SHORTCUTS:

BUILDINGS:

□ □ AIRPORT□ □ □ □ □ □ □ □ □ □ □ □ "A"
□ □ AMMUNITION BUNKER□ □ □ □ □ □ □ □ "M"
□ □ DRAGONTEETH□ □ □ □ □ □ □ □ □ □ "D"
□ □ GENERATOR□ □ □ □ □ □ □ □ □ □ □ "G"
□ □ OBSERVATION BUNKER□ □ □ □ □ □ □ □ "O"
□ □ HQ□ □ □ □ □ □ □ □ □ □ □ □ □ □ "H"
□ □ PERSONAL MINE□ □ □ □ □ □ □ □ □ □ □ "I"
□ □ REACTOR□ □ □ □ □ □ □ □ □ □ □ □ "R"
□ □ TANK FABRI□ □ □ □ □ □ □ □ □ □ □ □ "F"
□ □ TARANTULA□ □ □ □ □ □ □ □ □ □ □ □ "T"

HQ:

□ □ INFANTRY PIONEER□ □ □ □ □ □ □ □ □ "P"
□ □ INFANTRY TROOP□ □ □ □ □ □ □ □ □ □ "T" □
□ □ CAVALRY ROUGH RIDER□ □ □ □ □ □ □ □ "R"
□ □ INFANTRY LIEUTENANT□ □ □ □ □ □ □ □ "L"
□ □ TANK CYCLOPS□ □ □ □ □ □ □ □ □ □ □ "C"
□ □ HERO URIAH JACOBUS□ □ □ □ □ □ □ □ □ "M"
□ □ HERO YARRICK□ □ □ □ □ □ □ □ □ □ □ "K"
□ □ INFILTRATE RESEARCH□ □ □ □ □ □ □ □ "I"
□ □ HQ ADDON I□ □ □ □ □ □ □ □ □ □ □ □ "U"
□ □ HQ ADDON II□ □ □ □ □ □ □ □ □ □ □ □ "U"
□ □ SQUAD CAP RESEARCH□ □ □ □ □ □ □ □ □ "S"
□ □ SUPPORT CAP RESEARCH□ □ □ □ □ □ □ □ "V"

AMMUNITION BUNKER:

□ □ INFANTRY STORMTROOPER□ □ □ □ □ □ □ "T"
□ □ INFANTRY HEAVY I□ □ □ □ □ □ □ □ □ □ "H"
□ □ INFANTRY HEAVY II□ □ □ □ □ □ □ □ □ □ "L"
□ □ TANK TROJAN□ □ □ □ □ □ □ □ □ □ □ □ "R"
□ □ TANK CHIMERA□ □ □ □ □ □ □ □ □ □ □ □ "C"
□ □ TANK SENTINEL□ □ □ □ □ □ □ □ □ □ □ □ "S"
□ □ TANK HELLHOUND□ □ □ □ □ □ □ □ □ □ □ "D"
□ □ TANK SALAMANDER□ □ □ □ □ □ □ □ □ □ □ "A"

TANK FABRIK:

□ □ TANK THUNDERER□ □ □ □ □ □ □ □ □ □ "T"
□ □ TANK DESTROYER□ □ □ □ □ □ □ □ □ □ "D"
□ □ TANK LEMAN RUSS RAP□ □ □ □ □ □ □ □ "L"
□ □ TANK VANQUISHER□ □ □ □ □ □ □ □ □ □ "V"
□ □ TANK DESTROYER THUNDERER□ □ □ □ □ "A"
□ □ TANK DESTROYER DESTROYER□ □ □ □ □ "B"
□ □ TANK DESTROYER LEMAN RUSS RAP□ □ □ "C"
□ □ TANK DESTROYER VANQUISHER□ □ □ □ □ "E"

AIRPORT:

□ □ TANK DEMOLISHER□ □ □ □ □ □ □ □ □ "D"
□ □ TANK EXECUTIONER□ □ □ □ □ □ □ □ □ "E"
□ □ TANK LEMAN RUSS RAP□ □ □ □ □ □ □ □ "L"
□ □ TANK LEMAN RUSS RAP□ □ □ □ □ □ □ □ "B"
□ □ TANK DEMOLISHER RESEARCH I□ □ □ □ "A"
□ □ TANK EXECUTIONER RESEARCH I□ □ □ □ "M"
□ □ TANK BASILISK RANGE RESEARCH□ □ □ □ "F"
□ □ TANK STORMBLADE□ □ □ □ □ □ □ □ □ "S"

RELAY STATION:

□ □ HEAVY WEAPONS RESEARCH□ □ □ □ □ □ "W"
□ □ MELTA RESEARCH□ □ □ □ □ □ □ □ □ "M"
□ □ FRAG GRENADE RESEARCH□ □ □ □ □ □ □ "F"
□ □ MELTA BOMB RESEARCH□ □ □ □ □ □ □ □ "B"
□ □ ACCURACY UPGRADE RESEARCH□ □ □ □ □ "A"
□ □ HEALTH UPGRADE RESEARCH□ □ □ □ □ □ "H"
□ □ SERGEANT WEAPON UPGRADE□ □ □ □ □ "P"
□ □ TANK CHIMERA UPGRADE□ □ □ □ □ □ □ "U"
□ □ LEMAN CASIS RESEARCH□ □ □ □ □ □ □ "C"
□ □ LEMAN TURRET RESEARCH□ □ □ □ □ □ □ "T"
□ □ TANK FABRIC RESEARCH□ □ □ □ □ □ □ "R"
□ □ AIRPORT RESEARCH□ □ □ □ □ □ □ □ □ "A"

ABBILITIES:

□ □ FRAG GRENADES□ □ □ □ □ □ □ □ □ □ "F"
□ □ MOLOTOV COCKTAIL□ □ □ □ □ □ □ □ □ "F"
□ □ FRAG DEFENDERS□ □ □ □ □ □ □ □ □ □ "F"
□ □ BATTLECRY□ □ □ □ □ □ □ □ □ □ □ □ "B"
□ □ RALLY□ □ □ □ □ □ □ □ □ □ □ □ □ □ "R"
□ □ SMOKE LAUNCHERS□ □ □ □ □ □ □ □ □ □ "S"
□ □ HELLHOUND IMOLATE□ □ □ □ □ □ □ □ □ "H"
□ □ MELTA BOMBS□ □ □ □ □ □ □ □ □ □ □ "M"
□ □ URIAH JACOBUS FRENZY□ □ □ □ □ □ □ □ "W"

