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[Warhammer 40,000: Dawn of War - FAQ and Gameplay Hints](#)

Humans ain't got nothing on us, Orks

General Information
Q: What is Dawn of War based on?A: Dawn of War is based on Game Workshop's Warhammer 40,000 universe.
Q: How many races are playable in Dawn of War?A: Four races are playable in Multiplayer and Skirmish - Space Marines, Chaos Marines, Eldar, and Orks.
Q: Is there an IRC channel for Dawn of War?A: Yes. Our IRC server is "irc.hwcommunity.com" and the channel is "#dawnofwar" (without the quotes).
Q: Why are other races from the Table Top game not in Dawn of War? Why are some units missing from the included races?A: This basically comes down to the amount of time, money, and resources Relic had to complete Dawn of War with. Also, some units would simply not work in the game environment.
Q: What exactly is the "Army Painter"?A: The army painter is part of Dawn of War that allows you to paint various parts of your army units. You can also select badges and banners for your army from the Army Painter.
Q: Is it possible to create custom badges and banners?A: Yes. Badges must be 64x64 pixels, 32 bit, and saved as .tga files. Banners must be 64x96 pixels, 32 bit, and saved as .tga files. These go into their respective folders within the Dawn of War directory.
Q: Are you able to record games to watch at a later date?A: Yes, after each game you can save the replay, and they can be loaded from Skirmish>Load Game>Recorded Games. If you download a recording from online, the file goes in the Playback folder in the Dawn of War directory.
Q: How can I activate the ultra-high graphics settings?A: -forcehighpoly and fullres_teamcolour=1 are the magic words to make DoW look better, but they can screw up your performance.
Q: How do I use the 3d Camera?A: In the options menu, you'll have to tick the Enable 3d Camera option. This will allow you to zoom in as far as you please. You can also hold the ALT key and move the mouse to manipulate the camera POV. Use the BACKSPACE key to restore the camera to its original view.
Q: How do I take a screenshot?A: Press the Print Screen key and a screenshot will be saved to the ScreenShots folder in your DoW directory.
Q: Will Tyranids ever appear in Dawn of War?A: Not in this version, no. Relic has stated that the current game engine for Dawn of War will do the Tyranid race any justice. Thus they won't appear.
Gameplay Information
Q: What are squads?A: Squads are groups of units, all infantry are created in a squad of a few members. You can then reinforce the squad to bring it up to the maximum number of members. Some squads allow different weapons to be placed on them. Units inside a squad cannot be controlled separately. Some units like vehicles, commanders, and builders act alone, and sometimes can be attached to a squad.
Q: How do I get Requisition?A: You must capture strategic points, critical locations, and relics with infantry squads. Each one will generate +6 Requisition points. You are able to build listening posts on Strategic points and Relics. This increases the value of the point up to +12. By fortifying the listening post, it increases the total value to +18, and the heavily fortified listening posts have a huge value of +24! The +number means how much requisition points you get every 10 seconds. You also acquire 20 requisition points from each HQ structure you have. Another way to get more requisition points is to research the upgrades at the listening posts.
Q: How do I get power?A: In order to get power, you must build generators. These give you +10 power/10 seconds. You can have a total of 6 generators per HQ building. You can also have unlimited large generators, but these can only be placed on slag deposits. Each large generator produces +40 power. You can also research upgrades at the standard generators.
Q: What exactly is "morale"?A: Morale is a system that is similar to Hit Points, but doesn't cause the unit to die when it reaches zero. All weapons inflict some form of Morale damage, as well as normal damage, be it a little or a lot. When a squad's morale is broken, its accuracy is drastically reduced.

Damage remains normal, just the chance of actually hitting the target is very low. A squad will always be gaining morale if they lose it, but if they remain under fire, they will most likely not gain enough to become unbroken.

Q: What are combat stances?A: Combat stances can be set to make your units behave in a certain way. The stances are as follows:

Weapon Stances:- Assault Stance: This will make units move into Close Combat with enemy units when ordered to attack, or enemies move close to them. They will only attack with ranged weapons if the enemy is just within range of ranged weapons, but not in range to move to engage them.

- Ranged stance: Units will fire ranged weapons at the enemy from a distance. They will only engage in CC if the enemy attacks them in CC.

- Versatile Stance: Only shows up when you have several units selected, some set to ranged, some set to assault.

- Engagement Stances:

Stand Ground: Unit will move only a short distance to engage the enemy, and will cease the attack if the enemy moves too far away.

- Hold Position: Unit will not move from its position unless ordered by the player. Even attacked in CC, they will not return the fight in CC, but rather continue to fire as ranged with 1% accuracy. (This is regardless of weapon stance).

- Burn Stance: Left to their own devices, units will take priority to taking down enemy buildings.

- Attack Stance: Unit will attack any enemy unit in range, and will hunt the enemy until either they or the enemy is dead.

- No Attack Stance: Unit will not fire ranged weapons/engage in CC.

Q: Some of the unit stats on the interface don't match the kind of damage I see while watching a battle. Are these numbers incorrect?A: No, these damage numbers are correct, but they do not include armor piercing, which plays a huge role in Dawn of War.

Q: Where can I find information on the hotkeys in Dawn of War?A: You can find a guide to hotkeys as well as other information about overwatch and stances in this post.

Single-Player Information The Single-player campaign of Dawn of War takes place on the planet Tartarus, as you control the Space Marine chapter "The Blood Ravens". There are 11 missions, and a walkthrough for all missions is available. The Single-player campaign can be played on three difficulty levels – Normal, Hard, and Insane.

Q: Are you able to play any race other than Space Marines in Single-player?A: No, but in some missions you acquire a few squads of Imperial Guard, Lemman Russ' and the Imperial Guard commander.

Q: What are the actual changes to the game for the different skill levels?A: Normal means the non-player units have 1/2 their normal hit points. Hard means that all units have their normal hit points, and on Insane mode, the non-player units have 1 1/2 times their normal hit points. The computer also becomes far more aggressive, and is overall more difficult to deal with on the higher the skill level.

Q: Can I use cheats in Single-player?A: You can use cheats in single player by adding "-dev" to target field in shortcut properties. Ex: "C:THQDawn of WarW40k.exe" -dev. Code FOW_RevealAll: Remove fog of warsd_instant_build=1: Turn on instant build sd_instant_build=0: Turn off instant build

Q: Where can I find a tutorial mission?A: By clicking Skirmish on the main menu, you can find the Tutorial button on the bottom of the Skirmish screen.

Q: Are there any hero units in Single-player?A: Yes, throughout the game, you will control up to 4 "commander" units. These respawn at your base if killed.

Q: Why are some researches not available in Skirmish?A: Researches and units become available as you advance through the game, they are not all there in the first missions.

Q: Do units gain experience during the campaign, and are they kept from mission to mission?A: No, units will not get stronger as they fight, and no units directly carry over mission to mission.

Multiplayer InformationWarhammer 40,000: Dawn of War has several choices for multiplayer games. The main being Gamespy which can be reached by clicking "Multiplayer" on the main menu, followed by "Online". There is also a "Direct Connect" option on the "Multiplayer" screen, along with a "LAN" option. You are able to play one of four races during a multiplayer game; Space Marines, Chaos Space Marines, Eldar, and Orks.

Q: How many multiplayer maps are there for Dawn of War?A: 21 maps shipped with the game, 5 more were included in patch 1.1. Following the release of the Map Editor, there have been many fan created maps.

Q: Is there any ladder system or stat recording for Gamespy?A: Yes, all games are counted towards an overall win percentage, and

Automatch games count towards your automatch score if you choose them to be ranked.**Q:** Are there different chat rooms for Gamespy?**A:** Yes, there are 10 different rooms in which you can chat, and also, chat is possible when waiting in a game lobby.**Q:** What exactly is "automatch"?**A:** Automatch is a matchmaking system that can be used for 1v1, 2v2, 3v3, or 4v4 battles with random players. You are able to select race, color scheme, and type of game from the Automatch screen. You must then wait while other people join the game. When there are enough players, the game will start on a map for that number of players, and the teams will be random, not who joined first. These games can be chosen ranked or unranked from the Automatch screen.**Q:** What are the possible win conditions in Dawn of War?**A:** There are seven different possible win conditions. They are as follows:1. Annihilate: Destroy primary enemy buildings.2. Assassinate: Kill an enemy's commander unit.3. Control Area: Capture 66% or more of the Strategic Points on the map. These must be held for 8 minutes to win the game.4. Destroy HQ: Destroy all of the enemy's HQ buildings.5. Economic Victory: Acquire a certain amount of resources to win.6. Take and Hold: Take more than 50% of the Critical Locations on the map. They must be held for 7 minutes.7. Sudden Death: Capture an enemy's strategic point.**Q:** Are you able to play against computers with human allies online?**A:** Yes, the host can add computer players to the game, and also set their team number.**Q:** What is the "Auto Teams" feature?**A:** The Auto Teams feature randomly chooses teams based on the number of players per team you set. This number can be 2, 3 or 4 players per team. There are also two other options to make teams, Free For All - No teams, and Player Sets Team - allowing each player to set their own team. For the Player Sets Team options the host of the game can modify computer player's team number.**Q:** How does the star system work?**A:** The number of stars you have is computed as follows:Stars are based on your win/loss record:20% win/loss for 1 star40% win/loss for 2 stars60% win/loss for 3 stars70% win/loss for 4 stars75% win/loss for 5 stars They also require a certain number of games played:Below 5 games you can't have any starsBetween 5 and 19 you can have at most 1 starBetween 20 and 39 you can have at most 2 starsBetween 40 and 79 you can have at most 3 starsBetween 80 and 199 you can have at most 4 stars**Q:** Does Dawn of War have a point decay system for automatch?**A:** Yes, Tacit has explained it's working as follows:If you are currently ranked in the Top-100, you must play at least 2 games per week to avoid point decay. You will lose 40 points in any week you do not play at least 2 games.If you are currently ranked in the Top-1000, you must play at least 1 game per week to avoid point decay. You will lose 20 points in any week you do not play at least 1 game.Your score will never decay below 1100 points.The system only reviews your activity once per week, on Sunday night.**Q:** Is there a translation available for other languages of the Victory Conditions so I know what type of game I'm joining?**A:** Yes, we have the French, German, and Spanish translations.*French:*Annihilate: AnnihilationAssassinate: AssassinatControl area: Zone de contrôleDestroy HQ: Destruction de QGEconomic victory: Victoire économiqueTake and hold: Prendre et tenirSudden death: Mort subite*German:*Assassinate: AttentatDestroy HQ: HQ vernichtenSudden Death: Sudden DeathEconomic Victory: ökonomischer SiegControl Area: KontrollgebietTake and Hold: Erobern und haltenAnnihilate:Vernichtung*Spanish:*Annihilate: AniquilacionAssassinate: AsesinatoControl area: Controlar el areaDestroy HQ: Destruir CGEconomic victory: Victoria EconomiaTake and hold: Ocupar y mantenerSudden death: Muerte Subita**Q:** How do I use cheats in multiplayer/skirmish?**A:** The host of the game must allow cheats through game options before beginning the game. Once ingame, open the console and use any of the following:cheat_revealall - reveal all FOWcheat_killself - kill yourselfcheat_power(n) - give yourself "n" units of powercheat_requisition(n) - give yourself "n" units of requisition**Unit Types** Unit Listing by Race*Space Marine Unit List*Servitor - InfantryScout Marine Squad - InfantrySpace Marine Squad - Heavy InfantryAssault Marine Squad - Heavy InfantryForce Commander - CommanderTerminator Squad - Heavy InfantryAssault Terminator Squad - Heavy InfantryLibrarian - CommanderApothecary - Heavy InfantryRhino - VehcileLand Speeder - VehcileDreadnought - VehcileHellfire Dreadnought - Vehcile

Whirlwind - Vehicle Predator - Vehicle Land Raider - Vehicle Chaos Unit List Heretic - Infantry Cultist Squad - Infantry Chaos Marine Squad - Heavy Infantry Raptor Squad - Heavy Infantry Chaos Lord - Commander Horror Squad - Daemon Possessed Marine Squad - Daemon Chaos Sorcerer - Heavy Infantry Bloodthirster - Daemon Obliterator Squad - Heavy Infantry Chaos Rhino - Vehicle Chaos Predator - Vehicle Defiler - Vehicle Ork Unit List Big Mek - Commander Gretchin Squad - Infantry Slugga Boyz Squad - Infantry Shoota Boyz Squad - Infantry Stormboyz Squad - Infantry Tanka Busta Squad - Infantry Nob Squad - Heavy Infantry Warboss - Commander Mad Dok - Infantry Wartrukk - Vehicle Wartrak - Vehicle Killa Kan - Vehicle Looted Tank - Vehicle Squiggoth - Vehicle Eldar Unit List Guardian Squad - Infantry Ranger Squad - Infantry Howling Banshee Squad - Infantry Dark Reaper Squad - Infantry Warp Spider Squad - Heavy Infantry Farseer - Commander Avatar - Daemon Seer Council - Heavy Infantry Bonesinger - Infantry Falcon Grav Tank - Vehicle Vyper - Vehicle Wraithlord - Vehicle Fire Prism - Vehicle Brightlance Platform - Heavy Infantry Grav Platform - Heavy Infantry Tech trees can be found in the screenshots below.