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Michael Knight : Warhammer 40,000: Dawn of War (Prima Official Game Guide) before purchasing it in order to gage whether or not it would be worth my time, and all praised Warhammer 40,000: Dawn of War (Prima Official Game Guide):

5 of 5 people found the following review helpful. OKBy Markus EggerThis is not a bad guide. I wish it had a bit more detail in terms of multi-player and skirmish strategies. A lot of this guide focuses in the campaign. Normally, that would be OK, but since the campaign in this game is so short and basically a no-brainer, I would have appreciated more skirmish and multi-player info.None of that is the author's fault however. It just results in a strategy guide that is OK, but not crucial. Buy it if you really like to play the game and plan to play it a lot. Otherwise, you can probably do without this guide.0 of 0 people found the following review helpful. It's OKBy MJMore of a expanded owners manual than a stragegy guide, a little helpful, but you can play well without it.11 of 11 people found the following review helpful. TERRIBLEBy TWThis book is absolutely useless. The only worthwhile hint in the entire book is to program specific hotkeys to certain squads to access them quickly. This is a good hint, too bad the book doesn't tell you HOW

to program said hotkeys.(Hot keys are also not explained in the Dawn of War manual, either.)I finally learned the Zen art of hot-key programming from my brother, an ubergamer who figured it out because DoW is similar to another game he played, and I will now go the extra mile and share the secret knowledge Prima does not. (Save your money, the book is worthless!)With the squad, or building, or whatever you want to access the hot-key with currently selected, hold the CTRL button down and then press a number. That number key will then be the hot-key for that squad or building. For example, you select the Marine Chapel Barracks, and hold down CTRL, then the "1" key. From now on, if you press "1" once, you'll get the menu for the Barracks, pressing it twice will center your map on the building itself. Voila, more strategy advice than the entire Prima guide.

Burn the Heretic. Kill the Mutant. Purge the Unclean. Strategies for controlling all four races in head-to-head and multiplayer modes
Details of strengths and weaknesses on all units for each of the four armies
Information on each battlefield, including locations of resources, important chokepoints, and enemy positions
Strategies for playing online against human opponents, including advice on what army to use and how best to use it against the other forces
Complete walkthrough for the Campaign Game
Tips on upgrading your squads and vehicles for maximum firepower

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