

A GALAXY OF WAR



THE WARHAMMER 40,000 HOBBY

At its heart, Warhammer 40,000 is a collecting hobby. Most collections begin slowly at first. A particular Citadel miniature will draw your eye, practically begging to be bought. Others soon follow, sometimes collected with a plan, more often as a result of the same indefinable instinct that inspired your first purchase. As the collection grows, you'll become increasingly aware of the rich depth that the hobby has to offer. It can seem daunting at first, but don't worry. What you're glimpsing is merely a vast array of choice and possibility, to be engaged with (or not) at whatever speed you wish.

STARTING THE JOURNEY

A collection of Citadel miniatures is a very personal possession. Everything, from the order in which the models were added, to the smallest details of the colours that those models have been painted in, speaks to the collector's character. As a result, no two collections come about in exactly the same way, and every journey through the hobby is unique. That said, as each collection grows, it does so along one or more of three common paths: legends, gaming and painting.

LEGENDS

The Warhammer 40,000 universe is vast, spanning thousands of years and a million worlds. It is a story of selfless heroes and ruthless villains, of desperate deeds and terrible sacrifice.

For many hobbyists, these tales are the inspiration for their collection. Their collections are shaped around every story and fragment of lore within their area of interest, then expanded further when a new battle, a new myth or a new character comes to prominence in the ever-evolving story.

For some, it's particular characters that provide the spark, doers of righteous or vile deeds whose personalities resonate with the reader. Most hobbyists have a far broader allegiance, identifying not only with specific individuals, but with one or more of Warhammer 40,000's many armies, or perhaps with a star-spanning campaign. A great many hobbyists don't even restrict their interest to a single faction, but engage with the full scope of the background. They steep themselves in the characters, armies and events drawn from across the ten thousand year history, delving into everything from the dark depths of the Horus Heresy to the desperate struggles of the Time of Ending.

There's no right or wrong way to engage with Warhammer 40,000's rich history. You can go as large or small as you want, explore the most intricate of details one minute, then

skim the surface in the next. The path you take – and the speed at which you travel – are yours to decide. You can voraciously absorb everything to do with the infamous Ork Warlord Ghazghkull Thraka one moment, and explore the deeds of the Blood Angels Space Marines the next. Afterwards, you can dive into the sprawling battles of the Damocles Gulf, or immerse yourself in the peculiar madness of the Necron archeovist Trazyn the Infinite.

Journey wherever your fancy takes you – wherever you tread, there'll be plenty of inspiration along the way.



GAMING

Your collection of Citadel miniatures isn't just a labour of love and a thing of beauty – it's also a mighty army, ready for war. Whether you're looking to recreate a specific battle, or tell new stories set in the warzones of the far future, the Warhammer 40,000 battle game provides the rules you need.

At its most basic level, the Warhammer 40,000 game is an immersive and joyous way of interacting with your collection. It's a social experience, uniting hobbyists of all ages and backgrounds in the wholesome pursuit of unremitting war. No other aspect of the hobby can be shared so easily with friends, and if there happens to be a touch of competition in the mix, then that's only natural.

Taken to its full potential, gaming is also a form of storytelling, the narrative revealed by

every roll of the dice. Some of Warhammer 40,000's most famous battles began this way. Narrative battles often use special scenarios, either taken from one of the many Warhammer 40,000 gaming supplements, or created by the players to meet the needs of the story they want to tell. These narrative battles are an exciting, immersive way of recreating the Warhammer 40,000 setting, where every player is a warlord fighting either to preserve the Imperium or destroy it. They use the rules as foundations to build upon, rather than strictures to rigidly observe.

Narrative battles are gaming at its most immersive. Where the outcome of a novel is fixed from the very first page, a game of Warhammer 40,000 is seldom decided until the last dice roll is made. Though one side will inevitably emerge victorious, there is no real defeat – it's hard to consider yourself a loser after taking part in so fulfilling an experience. When the game is done, you'll have a treasury of tales, each recalling a moment of daring heroism, or a tragedy brought about by the most damnable ill-fortune. These memories transform the game from a contest of skill into a mighty saga that you helped to forge. You're no longer looking into the world of the far future as an outsider – you're in amongst it, fighting to determine its destiny.

As with all aspects of the Warhammer 40,000 hobby, gaming is your experience to define. You can recreate skirmishes between warbands or unleash armies capable of reducing entire planets to rubble. You can play sprawling campaigns for weeks (or years) or battles whose outcome is decided over the course of an evening's play. Challenge your friends to tournaments, or recreate great events from the story of Warhammer 40,000. All these things are yours to decide, not just when you embark upon the path of gaming, but each and every time you marshal your army for war.

The only limit is your imagination!

PAINTING

Painting is an immensely satisfying aspect of the hobby. Indeed, it's perhaps the most satisfying. It's an opportunity to lavish attention on your collection, to personalise your models and proudly display your skills. As you progress, you'll look at painting not as an end in itself. Instead, you'll view it as a means by which you can bind elements of your collection together into an army, unifying them with colours and heraldry drawn from Warhammer 40,000's setting, or your own imagination.

With each stroke of the brush, the models in your collection transform from mere plastic and resin. They become a vivid vision of Warhammer 40,000, seen through your eyes. Suddenly each model is no longer one of a million identical Citadel miniatures; it's a unique expression of your hobby and your personality, and it'll be yours forever. As the collection grows, more painted models will join the ranks of your armies, each individual a reminder of your journey and of the techniques mastered along the way.

Painting isn't just about the models. An army never looks better than when displayed on a

beautifully crafted battlefield. The Citadel range encompasses plenty of scenery kits, ranging from Moonscape craters and Wall of Martyrs defence lines to the towering Fortress of Redemption and Aquila Strongpoint. These kits are assembled and painted using the same skills honed on the warriors that battle over them. With their inclusion, you're not just evoking an army, but a bleak and war-torn future.

Many hobbyists spend a lifetime dedicated to the art of painting. Their collections exist solely to feed that passion, and contain only two kinds of models: those that have already been painted, and those they have yet to paint. For such hobbyists, the painter's art is all, and every model is selected because it offers a new challenge, or the chance to refine a technique.

Of course, nobody starts out as an expert painter. Developing the skills and knowledge to paint Citadel miniatures to a high standard takes time and practice. However, each model you paint will be better than the last.



PUTTING IT ALL TOGETHER

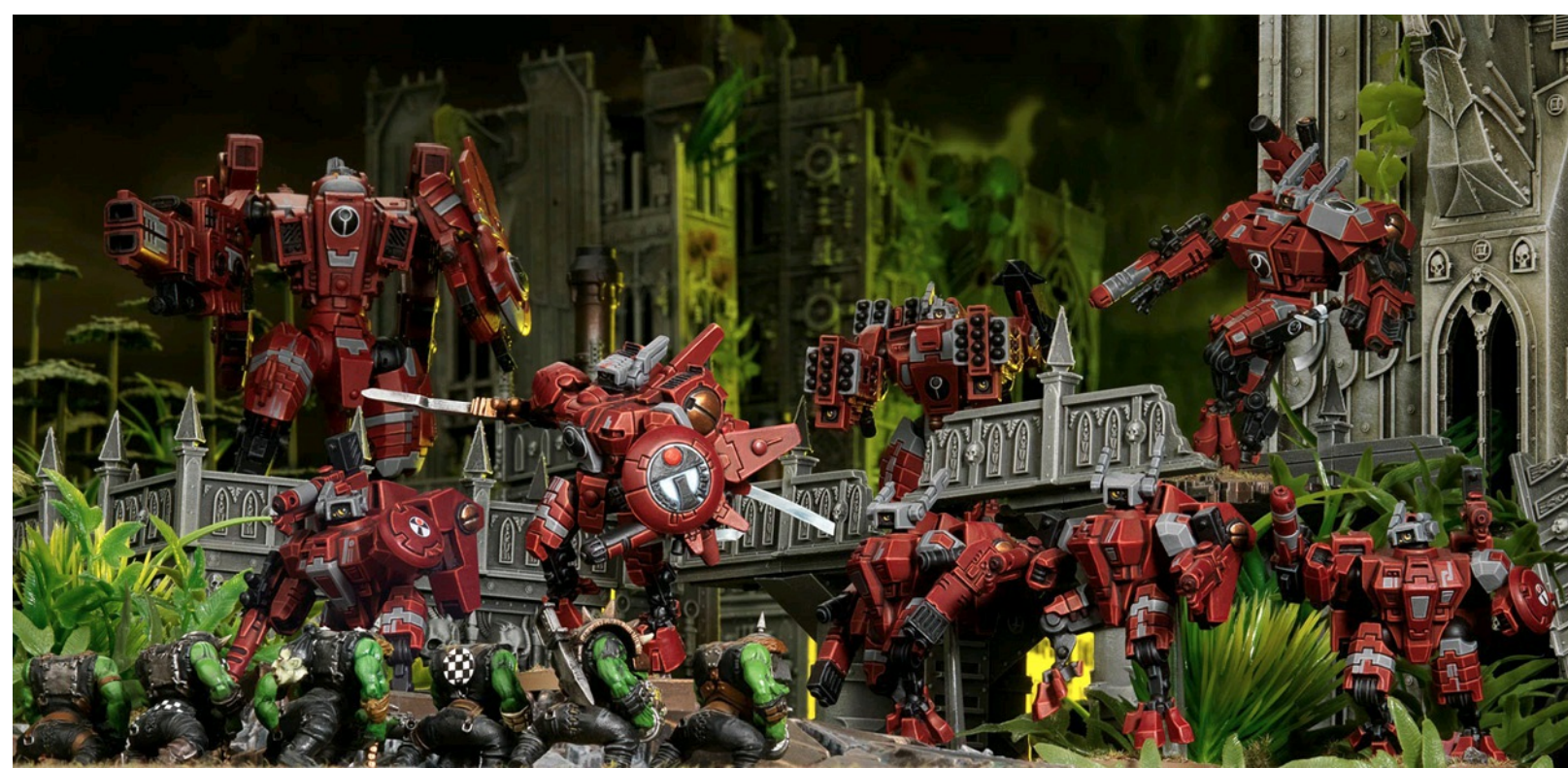
The three aspects of the Warhammer 40,000 hobby are so deep that you can spend a lifetime exploring only one, discovering new possibilities at every step. However, the absolute apex is to pursue all three, embracing all the opportunities presented by painting, by gaming and by the far future's many legends. Gaming is much more satisfying with a fully painted army than with one of bare plastic and resin. Similarly, painting models to evoke famous heroes, armies or campaigns grants them greater coherency. Likewise, games that recreate or build upon Warhammer 40,000's legends are often the most exciting.

None of this is to say that you should feel you're not doing things properly if you don't pursue all three aspects of Warhammer 40,000. In fact, you'll rarely find that all three hold your attention equally. The interests of most hobbyists shift as time passes, with

once-dedicated gamers setting aside their dice in order to refine the more contemplative arts of painting, or painters choosing to delve deeper into the legends than they ever have before.

Ultimately, however, it's your choice how to proceed. You can pursue one aspect or all three, guided by the most nebulous of whimsies, or the most careful of plans. Tread the bone-strewn dust of distant worlds, become a mighty warlord and crush all before you, or marshal the finest armies the galaxy has ever seen. This is your hobby, and how you pursue it is yours to decide. Whichever path you select, and for however long you choose to walk it, your collection will make the journey with you.

So what are you waiting for?



STRIKE FORCE ULTRA



A - Captain Agemman

B - Epistolary Maxinas

C - Squad Ternus

D - Squad Typhonian

E - Squad Calannus

F - Squad Orpheon

G - Squad Verenus

H - Venerable Brother Idaeus

I - Squad Praxius

J - Squad Morix

K - Stormtalon - *Talassarian Wind*

L - Stormraven - *Praetor's Challenge*

M - Predator - *Conqueror's Fall*

N - Predator - *Lion of Macragge*

O - Land Raider - *Orar Triumphant*

P - Land Raider - *Fury of Macragge*

STRIKE FORCE ULTRA

The Ultramarines 1st Company are the very finest defenders Mankind has to offer. They are the elite battle-brothers of the Imperium's foremost Space Marine Chapter, their skills forged on the bloodiest of battlefields and through the most gruelling of campaigns.

Many Warhammer 40,000 hobbyists choose to collect Space Marines. Some are drawn by the tales of heroism and selfless servitude, others by the stark power evoked by the models, or the endless variety of ways in which their force can be expanded. Most are drawn in by a combination of these factors. Speak to any hobbyist about his or her Space Marine collection, and they'll recount the battles it has fought, and those it aspires to fight; the stories that have shaped its past, and the warriors and war machines that will surely join it in the future. Like all collections, a Space Marine army is never completed – it merely regroups, awaiting reinforcements.

Any Space Marine collector will tell you that their Chapter is the best, outshining all others by its deeds and valour, and it's true that no two are equal. But, when all else is taken in the balance, there is one Chapter whose legend stands head and shoulders above all others.

THE SONS OF GUILLIMAN

Since their inception ten thousand years ago, the Ultramarines have stood as a bulwark upon the galaxy's eastern fringe. They have never forsaken the Emperor's light, and have repelled daemoninc incursions, Ork Waaaghs! and the all-devouring Tyranids.

Every Ultramarine is the pinnacle of the Space Marine ideal; he is loyal, unswerving and a bringer of the Emperor's wrath upon Mankind's many enemies. Yet even amongst these incomparable warriors, there are those battle-brothers whose deeds are so inspirational that they spur others to greater effort. These Space Marines form an elite fighting force within the Ultramarines.

Each veteran of the 1st Company is not merely a warrior, but a celebrated hero continuing a proud tradition. He bears the relics of those who came before him, and proudly displays the battle honours earned vanquishing the Imperium's many foes. It takes decades of peerless service for a battle-brother to earn the white helm and shoulder trim of the 1st Company, and decades more to prove himself worthy of a veteran sergeant's red helm.

Individually, the battle-brothers of the 1st Company are formidable. Together, they are an army few can match. For a Warhammer 40,000 hobbyist seeking to collect only the best, there can be no better place to start.

The collection on the next few pages represents Strike Force Ultra, an Ultramarines army famous for its victory over the Necrons of Sanctarro. One day, perhaps, this collection will grow to reunite both halves of the 1st Company in all their splendour. Until then, this is still a fearsome force by anyone's standards.

SQUAD CALANNUS & *THE FURY OF MACRAGGE*



Terminator armour can be counted both amongst the most precious of the Ultramarines' possessions and their most formidable weapons of war. Originally designed to withstand the incomprehensible temperatures within a plasma reactor, terminator armour is almost impervious even to anti-tank weapons. This, in turn, ensures that Terminators undertake the most dangerous and difficult missions. This is doubly true of Assault Terminators, who are called upon to breach heavily fortified enemy positions.

Squad Calannus, like all Ultramarines squads, takes its name from the sergeant who leads it into battle – in this case, Veteran Sergeant Joven Calannus. He fights with a pair of lightning claws, the better to thin the enemy's ranks and create time for his squad-mates to bring their weighty thunder hammers to bear. This combination of weapons makes Squad Calannus devastatingly effective against all manner of foes, from scuttling Termagants all the way up to super-heavy war machines, such as the towering Khorne Lord of Skulls.

Squad Calannus' only weakness is its lack of firepower, which is more than compensated for by the Land Raider *Fury of Macragge*. The Land Raider is a formidable weapon of war

in its own right, and also serves as a transport for Squad Calannus.

Like most vehicles in the Space Marine army, the *Fury of Macragge* is not a permanent part of the 1st Company, but has been assigned to the army for this particular campaign – the same is true of the other vehicles that can be seen in this collection. The Land Raider is just one of the many battle tanks available to a collector of Space Marines, and the Ultramarines 1st Company is able to draw upon them all. Vehicles are an excellent way to expand any collection. Not only do they offer a substantially different modelling and painting experience, but they also add a different texture to the collection as a whole, as well as opening up new strategies on the battlefield.

CAPTAIN AGEMMAN

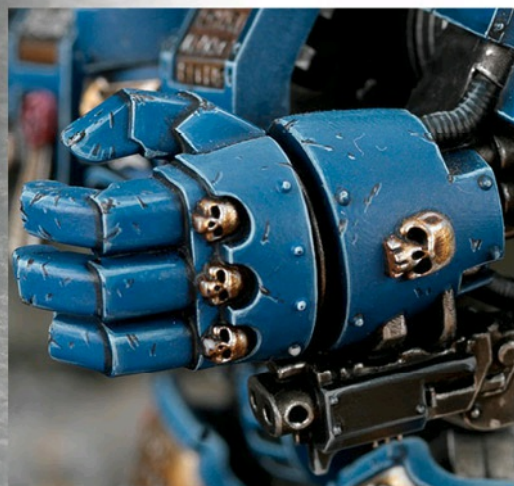


This Terminator Captain has been painted to represent Severus Agemman, captain of the 1st Company at the close of the 41st Millennium. Agemman is second in rank only to Lord Macragge himself. Therefore, not only is he an apt leader for the forces shown here, but he would also be a suitable commander should the collection ever expand to include

warriors from the other Ultramarines companies.

Characters like Agemman are fantastic centrepieces for your collection, and opportunities to display your painting and modelling skill for all to see. Note the heraldry on the model's right shoulder pad. This has been carefully recreated from that bestowed upon Agemman during the Sanctarro campaign. Details of this kind not only present a great opportunity to personalise your characters, but also transform it from a mere model to a living, breathing defender of the Imperium whose deeds are legend.

VENERABLE BROTHER IDAEUS



Gaius Idaeus was the 1st Company's captain two hundred years before Agemman. So mighty was his reputation that the current captain of the 4th Company took the same name upon promotion to command rank. Idaeus fell in battle fighting Necrons of the Sautekh dynasty, but his fighting spirit was so strong that his broken body was installed in one of the heavily-armoured warsuits known as Dreadnoughts. In the centuries since, he has continued the fight against the Ultramarines' enemies, longing to revenge himself upon the Necron Overlord who struck him down.

The Venerable Dreadnought kit is one of the most customisable in the whole Space

Marine range. It has all manner of variant armour plates, battle honours and helms that allow a hobbyist to create a truly personal Dreadnought – even before paint is applied to the model. Here, you can see a record of Venerable Brother Idaeus’ battle honours inscribed in gold upon his armoured casing. Some of these will be campaigns he fought whilst still truly alive, but as many recount his deeds as a Dreadnought.

In battle, Idaeus is a powerful asset, able to deal death as easily in the press of assault as in a firefight. Captain Agemman may possess greater skill than his predecessor, but the additional endurance of Idaeus’ adamantium body and the might of his weapons gives him the edge over his successor.

SQUAD VERENUS & *ORAR TRIUMPHANT*



Squad Verenus are Sternguard Veterans. Each battle-brother in this squad has served with pride for decades, or even centuries. Veteran Sergeant Verenus – identified by his red helm – has led his squad for nearly forty years. Many consider him Agemman’s obvious successor, should the captain fall. Until that day, Verenus serves as his captain’s right hand in all matters.

Each of Verenus’ Sternguard Veterans is a master of ranged warfare. Few warriors can

match their accuracy with a boltgun.

This squad capitalises on the wide range of ranged weaponry available to the Sternguard, including a heavy flamer and a variety of combi-weapons – each one a fusion of a bolter and a specialist weapon, such as a grav-gun. Truly, this is a squad ready to vanquish any foe in the Emperor’s name!

As befits a squad of veterans, each warrior has plenty of personality. Their individualistic poses, exotic wargear and finely-crafted armour would mark them out as leaders in any other collection, but here they are the rank and file. This, more than any thing else, speaks to the 1st Company’s status as the elite of the elite.

True to the events of the Sanctarro Campaign, this collection includes the Land Raider Redeemer *Orar Triumphant* to carry Squad Verenus into battle. The fearsome war engine is named for one of the great heroes of the Ultramarines, who went on to forge a Chapter of his own. Its ferocious close-range firepower is an ideal complement to the roaring boltguns of Squad Verenus, who claim they can hear Orar’s gruff voice in the Land Raider’s growling engine.

Despite the difference in their armaments, *Orar Triumphant* is the twin of *Fury of Macragge*, for the hulls were laid down at the same time, and their weapons blessed by the same Tech-Priests. Some Ultramarines believe that the machine-spirits of the tanks share a rudimentary bond, the one fighting all the harder if the other is endangered.

SQUAD TYPHONIAN



Squad Typhonian is one of many Terminator Squads in this collection. When the 1st Company fights in support of the main Chapter, these squads would act as shock troops. However, in Strike Force Ultra, where all the warriors hail from the 1st Company, Squad

Typhonian and its equivalents fulfil the functions normally performed by Tactical Squads – they capture key battlefield objectives, laying down a withering hail of fire as they advance.

Sergeant Iax Typhonian served in the 2nd Company during Agemman’s tenure as captain of that company. He was one of three sergeants brought into the 1st on Agemman’s order, and the only one still living. As a result, the two share a bond otherwise lacking between the aloof captain and the rest of his company. On Sanctarro, Squad Typhonian served as Agemman’s bodyguard from the very first planetstrike to the climatic battle beneath the Necrons’ Oblivion Gate.

SQUAD MORIX



Sergeant Morix and his battle-brothers are Vanguard Veterans – the Chapter's most

experienced assault troops. Such warriors often have a reputation for being hot-headed, but Squad Morix is anything but. Julion Morix personally selected every veteran in the squad, chiefly to ensure that their temperaments matched his own clinical outlook. The result is a squad that clears foes from infested underhives and fortified emplacements through cold precision, rather than fury. So the story goes, that when Sanctarro's Necron Overlord led his honour guard into battle with Squad Morix, he did so not simply because they posed a danger to his rule, but also out of respect for their faultless skill in battle.

Vanguard Veterans can be assembled in a variety of dynamic poses, and with an almost bewildering array of weapons, as each veteran is permitted to draw whatever wargear he wishes from the Chapter armoury.

How you equip your models tells something of their personality. Take Brother Calixan; he prefers to down a foe with a single, crushing blow, and therefore wields a fearsome thunder hammer. To counteract the weapon's ponderous weight, Calixan not only carries a storm shield, but his left pauldron bears an armoured crest. Sheltered by shield and reinforced armour, Calixan can endure his foes' attacks whilst he awaits the opportunity to land a killing strike.

SQUAD PRAXIUS



All the other models discussed so far have been constructed from plastic kits, but Squad Praxius is a little bit different. Each Space Marine in this Vanguard Veteran squad is a bespoke model from the Citadel Finecast range. Finecast models are made from a specialised resin that retains an even finer level of detail than plastic, making it perfect for centrepiece characters or, in this case, the finest warriors in your collection.

As befits the models that have been chosen to represent them, Squad Praxius are the most experienced of all the warriors in Strike Force Ultra. They operate as a separate formation, securing or destroying key targets whilst the enemy are kept occupied by the strike force's main assault. During the early hours of the Sanctarro campaign, it was Squad Praxius who destroyed the flux-generator, allowing Squads Verenus and Morix to breach the Overlord's palace.

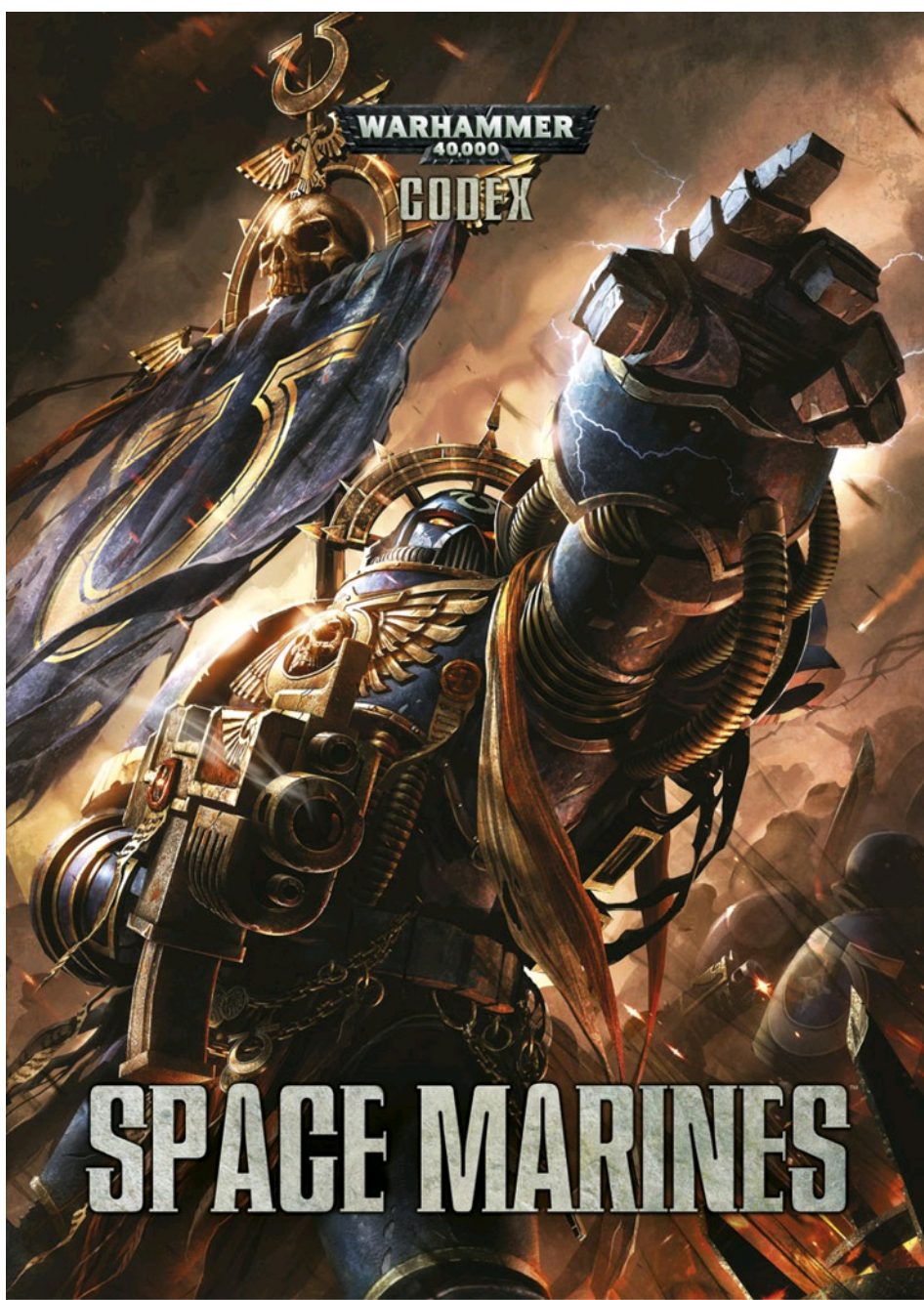
EXPLORING THE LEGENDS



The Dark Millennium book in this set tells you all about Mankind's struggle for survival, and introduces many of the armies involved in that fight. But if you want to know more, what's the next step?

There's a wealth of available information concerning the Warhammer 40,000 setting. There's so much, in fact, that it can seem daunting to some newcomers. This is part of the joy, and many hobbyists launch themselves into the setting with anarchic abandon. For some, their miniatures collection provides both a tether and a guide, making sure that they don't stray too far from their sphere of interest. Others quickly cut themselves free from such constraints, immersing themselves in the rich ten thousand year history of the far future, seeking new inspiration for their collection amidst the unknown.

This approach isn't for everyone, however, and there is structure for those who want it. Over the next few pages we will look at what tomes there are available for you to delve into in order to satisfy your interest. From weighty books detailing specific armies to indispensable digital guides to help you discover every detail, there is something for everyone.



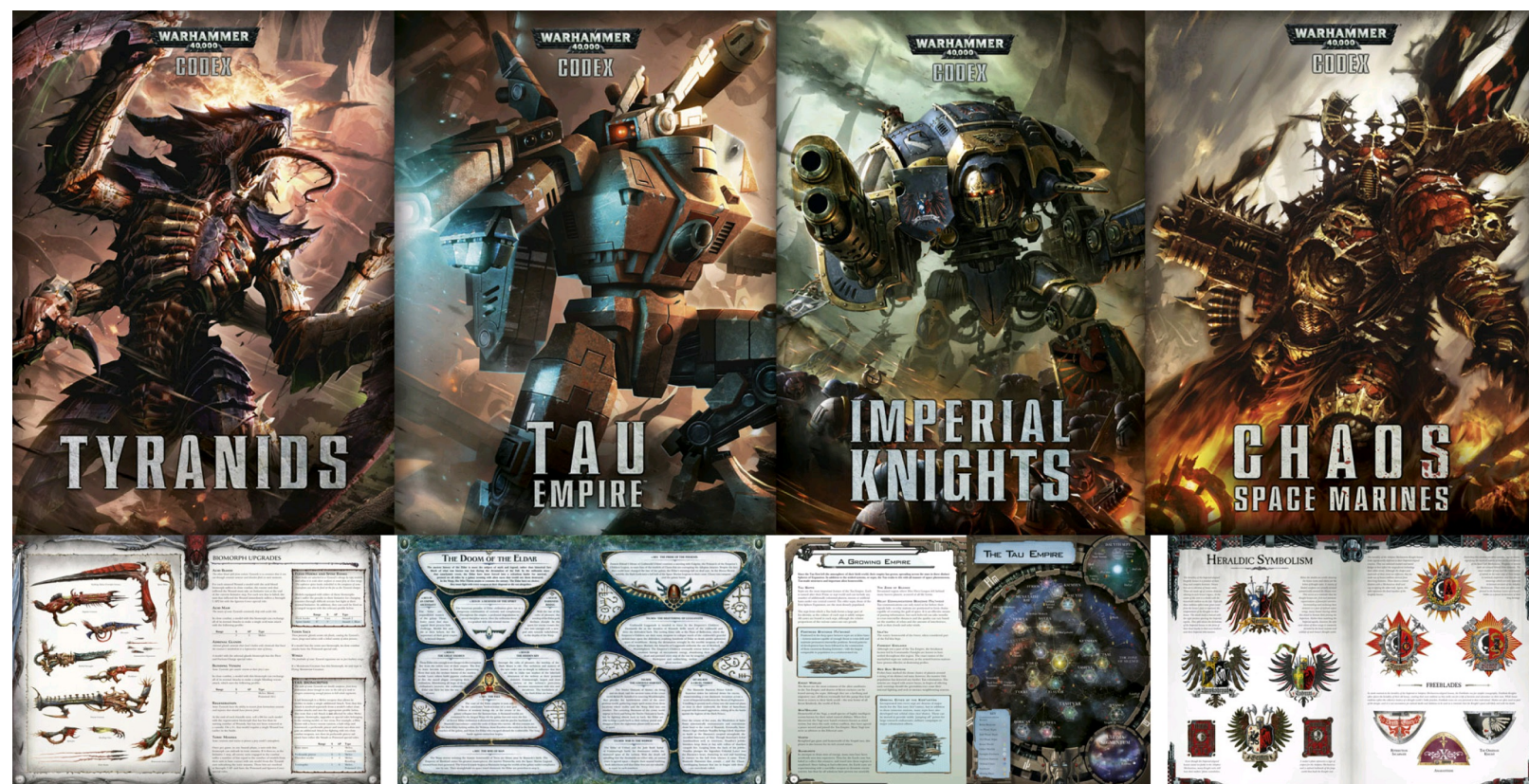
Codex: Space Marines *was the starting point for the inspiration behind Strike Force Ultra.*

CODEXES

If you're interested in delving deeper into a particular army or character, your next port of call should be a codex.

A codex is an essential purchase for any hobbyist looking to learn more about a particular army, or about the Warhammer 40,000 setting generally. It is a primer, containing the most important information concerning one of the many Warhammer 40,000 armies. Here you'll find information on the warriors in an army and how they fight. The codex also covers examples of the army's heraldry and iconography, the pivotal events in its history, and the deeds of its mightiest (or most villainous) heroes. It also contains all the Warhammer 40,000 rules for the models in the chosen army, if you're looking to forge a history and heroic saga of your own!

For a collector of a particular army, a codex is an essential purchase – nowhere else will you find so many strands of background to engage with. Even if you don't collect the army in question, a codex is a perfect jumping-off point for learning more about the Warhammer 40,000 setting. Indeed, many hobbyists like to add every codex they can to their collection, even for those armies they don't collect!

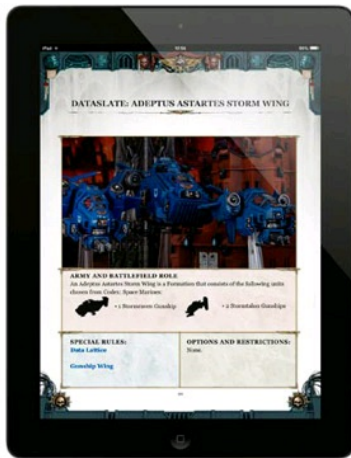


CODEX SUPPLEMENTS



Codex supplements are for those who want to dive even deeper into a specific army. Where a codex focuses on an army's entire history, a codex supplement zooms into a specific formation, a campaign or a handful of mighty heroes. Greater focus means more detail; not only on the battles themselves, but on the warriors and personalities who fought in them. If you've hungrily devoured everything your army's codex has to offer, one of its codex supplements is the obvious next step.

DIGITAL EDITIONS



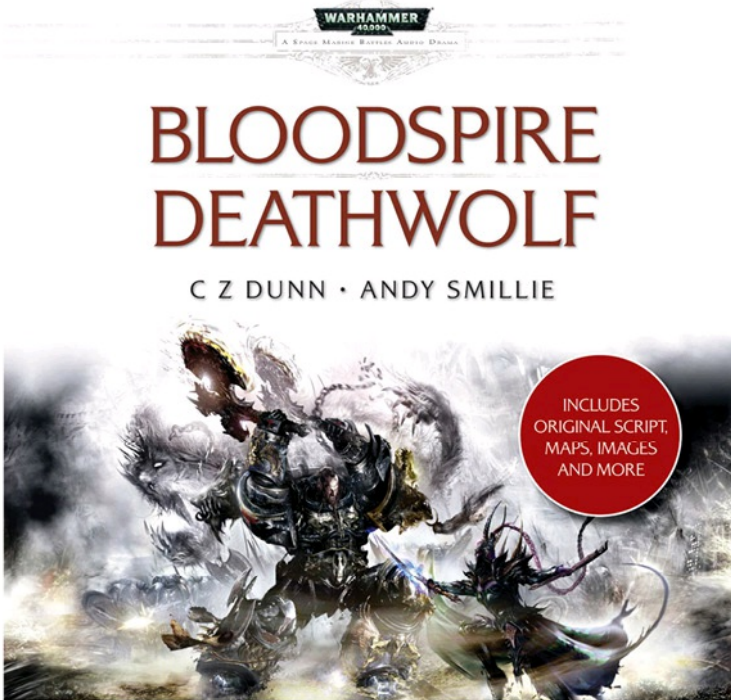
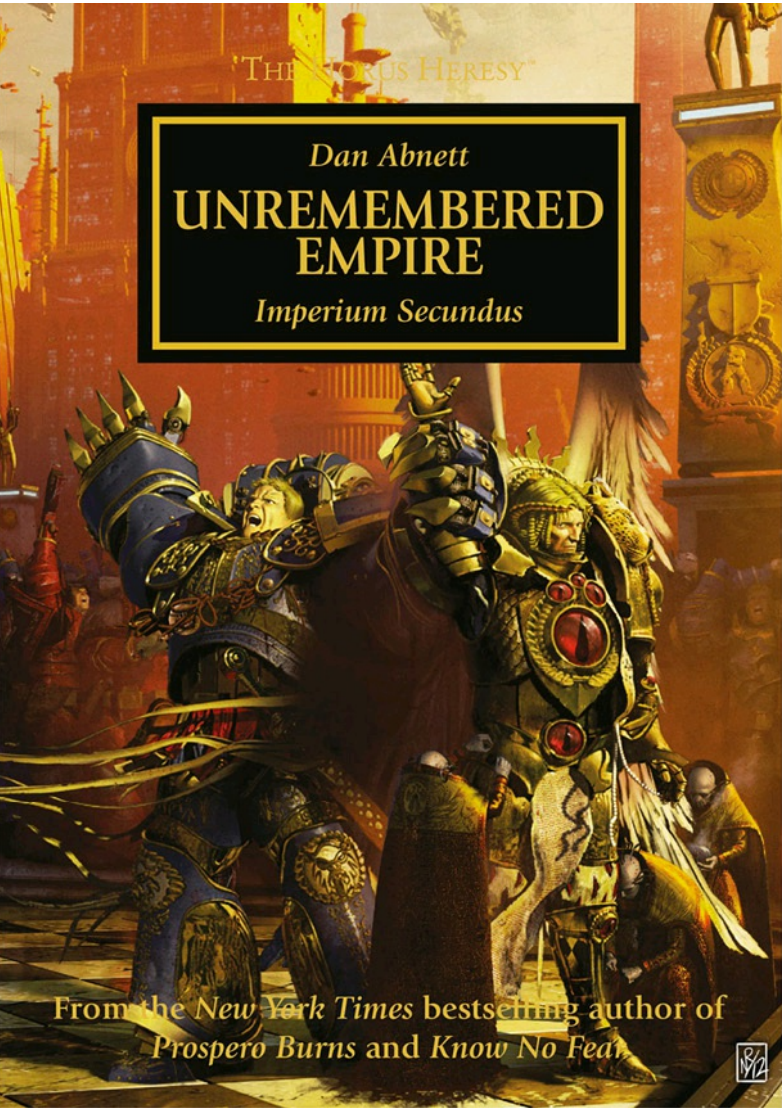
Codexes and codex supplements are also available in a variety of digital formats. Each is crammed to bursting with the same information as the print editions, but can be downloaded to your eReader for convenient viewing wherever you are. They're perfect for the hobbyist who wants to have the legends of the 41st Millennium at his or her fingertips.

DATASLATES



Dataslates provide background material in the most focused format of all. Each concentrates on a pivotal group of combatants and their deeds, such as the Ultramarines Tyrannic War Veterans, or the first Daemon Prince, Be'lakor. Think of them as super-condensed tomes of information, zooming in on one topic of information whilst ignoring all others.

BLACK LIBRARY

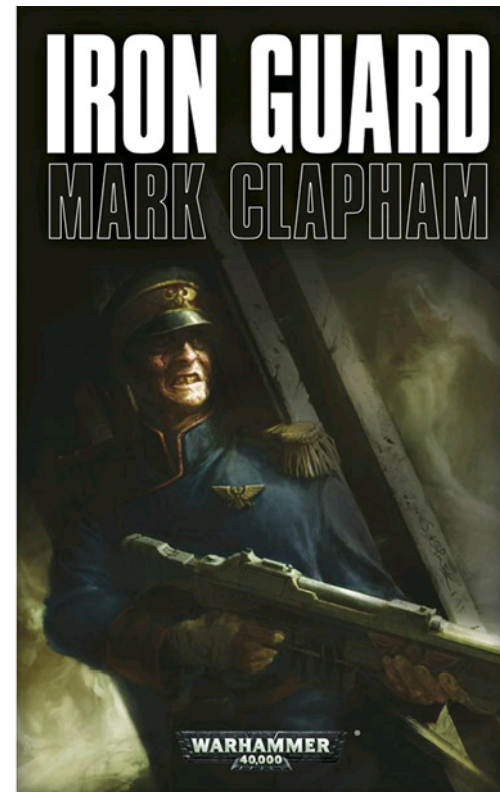
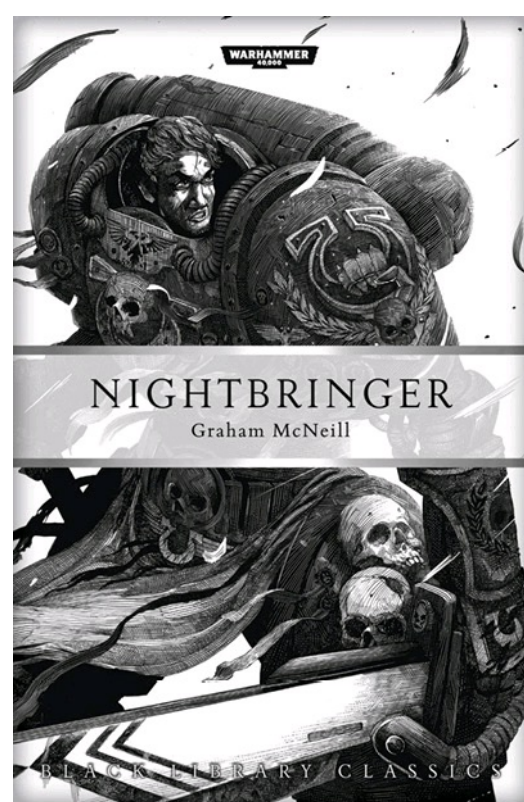


The Black Library is a mystical Eldar repository for all the secret and arcane lore of the

universe. It's also the name of Games Workshop's publishing house, which is devoted to bringing the fantastic worlds of Warhammer and Warhammer 40,000 to life through action-packed, fast-paced novels and audiobooks.

For Warhammer 40,000 collectors, Black Library's works are the perfect way to get right into the heart of their favourite armies and characters. You'll find everything here: sprawling campaigns, individual battles for redemption, treachery, betrayal and, of course, acts of incredible heroism and tyranny.

Whether you're looking for even more depth in a story you've already discovered elsewhere, or are eager to tread new ground, there's plenty in Black Library to tempt you.



STRIKE FORCE DAMNOS

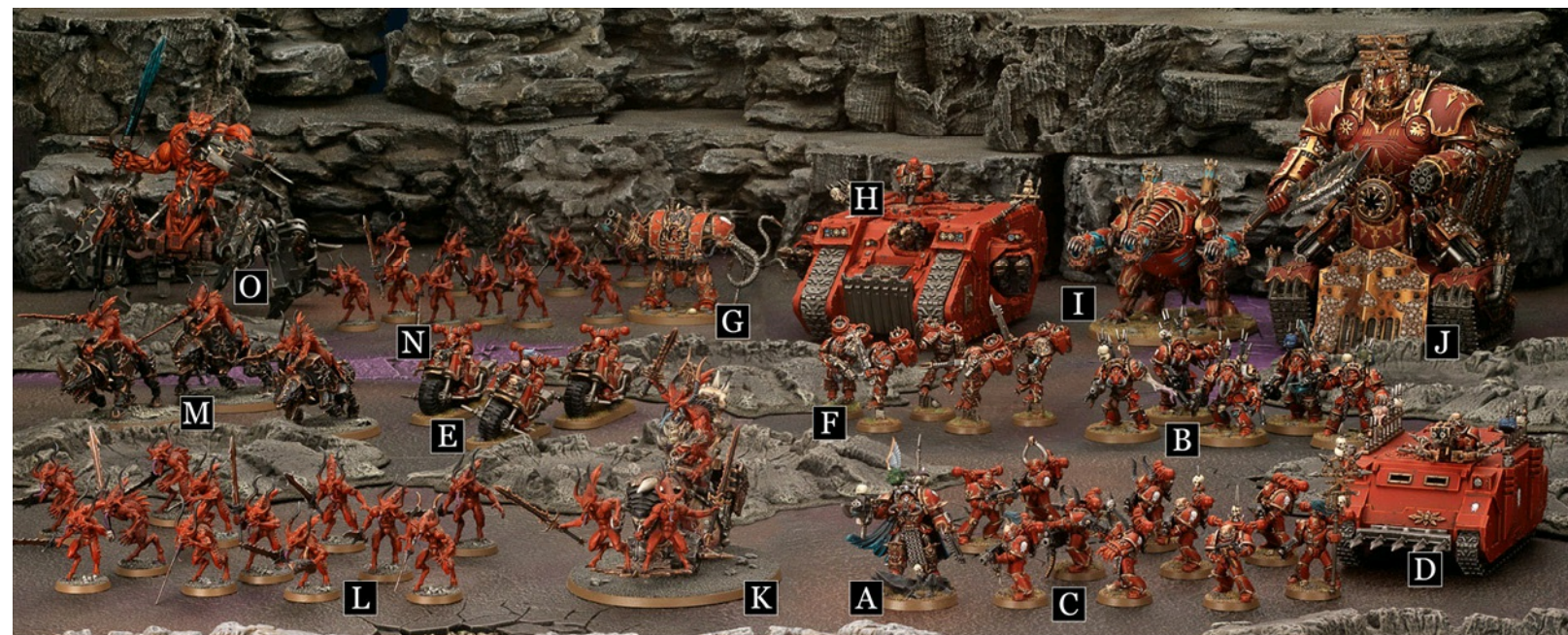
Strike Force Damnos is a collection inspired by the epic storyline, Fall of Damnos, detailed in the Damnos novel. In the story, an Imperial world is laid under siege by the Necrons stirring beneath its surface, and its defences are swiftly overrun. It falls to the Ultramarines 2nd Company and Captain Cato Sicarius to confront the Necron menace, but as the battle rages on it becomes clear that victory will not easily be won.

This is a truly glorious collection of Citadel miniatures, representing the entirety of the Ultramarines 2nd Company, as well as a handful of forces from the wider Chapter. It includes several of the Ultramarines' greatest heroes, including Captain Sicarius, Chief Librarian Tigurius, Venerable Dreadnought Agrippan of the 1st Company and Sergeant Chronus (seen here commanding the Predator *Rage of Antonius*).

Even without its narrative underpinning, this would be a mighty force. A Space Marine Battle Company is perhaps the most iconic formation in Warhammer 40,000. Yet it is the presence of Sicarius, Tigurius, Agrippan and Chronus that make this a truly special collection – a snapshot of one of the Ultramarines' greatest fighting forces.



The Lords of Carnage began life as a focused collection of Chaos Daemons, consisting of models loyal only to Khorne, the Blood God. It started small, as most do, then rapidly grew into a mighty host. In a natural evolution of the background, a detachment of Chaos Space Marines soon followed. In the grand story of Warhammer 40,000, few armies are more closely tied than the Chaos Daemons and the Chaos Space Marines. In many ways, they're two sides of the same coin, the corrupters and corrupted, fighting side by side for the glory of the Chaos Gods. Make no mistake – this is an army of monsters, no matter how human some of them might look.



B - The Wrathguard

E - Harkhon's Riders

G - Morann the Entombed

H - Land Raider - *Murderstorm*

I - K'arazan the Destroyer

J - The Blood Reaper

K - Kha'zan Bloodrend

L - The Blades of Gorefire

M - The Knights of Gorefire

N - The Talons of Rage

O - Zanakaras the Slayer

THE LOST AND THE DAMNED

There are many reasons a Space Marine can fall to Chaos. He can become consumed by his own pride, or long for glory over selfless service. His mind can become corrupted by heretical lore, or his body by unsanctioned contact with forbidden artefacts. For the renegades known as the Crimson Slaughter, however, damnation took a different path. In the wake of a great massacre, its warriors came to believe that they were haunted. Accusing whispers echoed through their minds, voices that could only be stilled by increasingly brutal acts. For a time, the Crimson Slaughter resisted their fate but, by the close the 41st Millennium, they were lost to the Emperor's light, allied irrevocably with Daemons and the arch-traitor Abaddon.

COLLECTIONS AT WAR

In many ways, the Lords of Carnage are an excellent counterpoint to Strike Force Ultra. The Ultramarines are, first and foremost, the defenders of Mankind, whilst the servants of Chaos seek only to destroy. Where Strike Force Ultra fights to preserve the Emperor's realm, the Lords of Carnage seek only to slake their own savage lusts.

UNHOLY ALLIES

Even amidst the almost infinite variation offered by the rich background of the Chaos Daemons and Chaos Space Marines, there are few combinations more appropriate than the one represented by the Lords of Carnage. The Crimson Slaughter are notorious for their swift and bloody massacres, whilst the Daemons of Khorne exist only to spill blood and claim skull-trophies from the slain. They even share the same colour palette, with every model a brazen combination of blacks, golds and violent reds.

Tactically, the two detachments in this collection complement each other perfectly. The Chaos Space Marines bring an impressive amount of firepower, as well as hell-forged Daemon Engines and tanks. Meanwhile, the Daemons provide a brutal host of ferocious assault troops most opponents will find hard to match.

BARANOX THE BLOOD-HAUNTED & THE WRATHGUARD



Before their fall, the warriors of the Crimson Slaughter were Space Marines of the Crimson Sabres Chapter. Then, Baranox was but a veteran sergeant. He was a loyal servant of the Emperor – if perhaps one rather more ruthless than strictly necessary. Where many of the Crimson Sabres fought their fate, Baranox embraced damnation, for he heard it calling to a part of his soul that he had suppressed for too long.

Baranox is this detachment's leader, and has been assembled from the vast array of options presented by the Chaos Terminator Lord kit. Terminators are imposing enough at the best of times, but when the model has been further bulked out by the battle-scarred cloak and raised up on the jagged spur of rock (both of which are components in the kit) Baranox has become a truly intimidating figure.

From the trophies on Baranox's weapon rack, we can see that he has clashed with both the Dark Angels and the Tyranids of Hive Fleet Leviathan. The Dark Angel trophy is a particularly grim testament to the Chaos Lord's battle-skill. The helm still bears one of its wing crests, suggesting that it was no lesser a warrior than a Company Master, and the

gouge across its left eye suggests a particularly punishing blow from Baranox's bayonet.

The Wrathguard are Baranox's personal retinue, the survivors of his old Crimson Sabres Terminator Squad. Each is a warrior of stark and bloody reputation, a bringer of terror to the citizens of the Imperium. Some of the Terminators serve Baranox out of a lingering loyalty, others out of the glory their lord will bring them, and one – the axe-wielding brute known as Rictanus – awaits only the proper moment to overthrow his master and claim leadership of the warband.

This Chaos Terminator squad is geared to slay the foe at close quarters – Baranox isn't the type to fight at a distance, preferring to smell the foe's spilt blood as it falls. The heavy flamer and combi-bolters complement each other perfectly, the gouts of tainted fire and booming shells weakening the enemy line before the Terminators' stampeding assault hits home.

THE SKYBLADES



The Skyblades were once Assault Marines, the bringers of vengeance and liberation. Now they are Raptors, sowers of terror and dismay. Looking closely, it's easy to see the vox-casters set in their helmets and armour plates. As Raptors descend from the skies, these amplify their war-cries into unearthly, terror-inducing howls. In the case of the Skyblades, the vox-casters broadcast not only their own war-cries, but also the cruel voices of the Daemons who haunt their every waking moment.

The Skyblades prefer to attack without warning, descending from smoke-strewn skies into the foe's very heart. Their boots are adorned with metal claws precisely so that even

the act of entering the fray is an attack, the razor-sharp blades driven through armour and flesh by the Skyblades' unstoppable momentum.



THE BLADES OF GOREFIRE & KHA'ZAN BLOODREND



The detachment's Bloodletters all hail from the Blades of Gorefire – so called because the enchantments set within their hellblades set spilt blood alight. These Daemons are but the barest fraction of their legion's might, just as the Blades of Gorefire themselves are but one of the myriad legions in Khorne's service.

The Bloodletters' poses perfectly evoke their nature. There's something reptilian about the flicking tongue and unblinking gaze, a ruthlessness that's intimidating even when portrayed in a model scarcely an inch tall. Looking at the miniatures, it's easy to imagine the Daemons' loping stride as they close with their prey, as well as the coiled-spring final pounce that brings the fell-enchanted hellblades to bear.

If anything, the Bloodcrusher cavalry are even more intimidating. Every rider is leaning forward over his Juggernaut's neck, desperate to reach battle. The Juggernauts themselves are a perfect contrast to their Bloodletter masters, yet retain the same desperate energy. Each beast is caught in mid-stampede, its brass hooves thundering across one of a thousand battlefields, a battering ram of Warp-forged steel that ceases only in death.

Kha'zan Bloodrend, the leader of this detachment, rides to war atop a Blood Throne – one of many created in imitation of Khorne's own magnificent seat of power. Kha'zan is a Herald of Khorne, and stands high in the Blood God's favour. The air around his throne resonates with abiding fury, sending the other Bloodletters into a wild frenzy. Where other warlords might be content to take their ease upon such a vehicle, Kha'zan is practically leaping from his throne in eagerness to claim his tithe of skulls.

Though supposedly bound to Baranox's service, the Blades of Gorefire are almost impossible to control once the battle begins. They emerge from the Warp when the carnage reaches its height, and then charge madly from foe to foe, lost in the unholy joy of slaughter.

In the back of this photo you can see the huge form of Zanakaras the Slayer, a former Bloodletter of the legion who has made a terrible pact with the Forge of Souls. Thus has he been returned to battle as a Soulgrinder, tasked to claim mortal souls until his debt has been repaid. Until then, Zanakaras endures an agonised half-mechanical existence.

MORANN THE ENTOMBED



Morann was once a living warrior – now he is a twisted abomination of flesh and machinery known as a Helbrute. Long ago, he was Baranox's captain in the Crimson Sabres, and was one of the few to resist their fall into damnation. Unfortunately for Morann, Baranox lacked his moral centre, and the captain was felled by his own sergeant's treacherous blow. However, even this indignity was not enough for Baranox, who ordered Morann's mortally wounded form bound into a Helbrute's vile sarcophagus. Centuries later, Morann serves – albeit unwillingly – though he has long since been

driven insane by the techno-sorcery that cages him.

A close look at Morann's model reveals the twisted synthesis of flesh and machine. There are cables running through his bulky muscles, and pistons buried deeper still. If you look closely, you can see the yellow and black cable running from Morann's left arm and into his slab-like body. This is one component of the behavioural limiters Baranox has ordered set in his captain's flesh, to forestall the revenge Morann yearns for.

THE BLOOD REAPER



The Blood Reaper is a Lord of Skulls, a vast engine of destruction designed in a Warpsmith's fevered dreams and birthed from a Daemon forge. It is a fearsome war machine, and cost Baranox nearly a decade's worth of plunder to acquire from the machine-pits of Zartrox.

The Lord of Skulls dominates any battlefield, not only through its sheer physical presence, but also because of the obscene amount of firepower it can bring to bear. Boiling blood gushes through its systems, feeding its daemonic reactor and gouting forth to scald and sear the foe.

The Lord of Skulls is a super-heavy vehicle, and one of the largest plastic kits available.

Though it dwarfs even the largest model in the collection, this size doesn't come at the cost of detail. Almost every inch of this battle-scarred model is festooned with gothic detail, from the skull-filled rune that shapes the prow, to the snarling face engraved in the helm. It is a glorious capstone to any collection, and a fitting tribute to the Dark Gods of Chaos.

IMPERIUM'S MIGHT

A collection can be as narrow or as broad as you want it to be. Strike Force Ultra is based on a particular army in a specific campaign, whilst the Lords of Carnage portrays a Chaos warband of the type commonly fielded by the renegades known as the Crimson Slaughter. This collection, the Imperium's Might, takes things even further.

The Imperium is a vast, galaxy-spanning civilisation, and its defenders are legion. Though its armies sometimes fight alone, they must just as often band together to defeat an otherwise overwhelming threat. As a result, it's quite common to see Space Marines fighting alongside the Astra Militarum, Inquisitors directing Imperial Knights, and other, even more outlandish combinations. This brings incredible freedom to any hobbyist, presenting a wealth of models that not only look great together, but also faithfully represent the Warhammer 40,000 setting.

The Imperium's Might is such a collection. It contains detachments drawn from the White Scars and Blood Angels Space Marines, the Adepta Sororitas, the Astra Militarum, and the Knights of House Terryn. There's even an Ordo Malleus Inquisitor lurking amongst the crowd but, given the secretive nature of the Inquisition, it's doubtful that any of the others know why he's there.



A - Kor'sarro Khan's White Scars

Kor'sarro Khan

Tactical Squad Korvorros

Vanguard Veteran Squad Ravon

Land Speeder *Chogorax*

Land Speeder *Hunter's Tooth*

Bike Squad Manacos

B - Astorath's Blood Angels

Astorath the Grim

Cursed Squad Philonis

Cursed Squad Etrogan

Cursed Dreadnought Malpharion

Stormraven *Angel's Redemption*

C - The Iotan Gryphonnes

197th Iotan Gryphonnes, 8th Platoon

Bullgryn Squad Ironhead

Taurox Prime *Gryphonne's Talon*

Taurox Prime *Duty's Call*

Taurox Prime *Sabanski's Honour*

Hellhammer *Cleansing Wrath*

D - The Knights of House Terryn

Sire Yoran, Knight of House Terryn

Sire Capulan, Knight of House Terryn

Sire Monteryn, Knight of House Terryn

E - Adepta Sororitas

Saint Celestine

Squad Romera

COMMON DESIGNS

Even though there are models from half a dozen different armies present in this

collection, it still has a glorious unity. On its most basic level, this springs from the fact that most of the models are human (albeit genetically enhanced in some cases), but there's much more to it than this. Despite their obvious differences, all defenders of the Imperium share design motifs. Sometimes this is simply by dint of wielding the same weapons, as Space Marines and Sisters of Battle often do, but it goes deeper. Take the looming shapes of the Imperial Knights for example. Even though these monstrous war machines are distinctly inhuman (although there's a pilot buried away safe beneath each Knight's carapace) the shapes of their armour plates show them to be clearly from the same family of design as those worn elsewhere in the army.

SHARED COLOURS

The other thing that helps bind the collection together is the deliberately limited colour palette. Most of the models are predominantly black, white or blue. Red, where it is used, looks all the more dramatic for its limited application, and green hardly appears at all. In other collections, the more unusual models, such as the brutish Ogryns, might look out of place. However, because the Ogryns' colour scheme ties back into that of the Tempestus Scions – whose own weapon and armour stylings echo those of the Space Marines around them – they feel like a natural addition, not only to the Astra Militarum detachment, but the whole collection.

However, when all's said and done, these are all rational explanations to clarify a simple and instinctive truth: these models make for a fantastic collection because they look great!

ASTORATH'S BLOOD ANGELS



Every Blood Angel in this detachment is a member of the Death Company, a formation of battle-brothers driven berserk by a flaw in their own gene-seed. Those lost to the ranks of the Death Company become little more than wild, blood-hungry beasts, and are guided by Astorath to where they can serve the Imperium best. Any amongst them who survive the battle will perish beneath Astorath's axe, to preserve them from a slow, insanity-wracked death.

There's a fantastic sense of forward motion in these models – you can see them charging forward into fray, almost hear their tortured battle-cries. It's worth noting that the Death Company's armour is much more ornate than that worn by the White Scars in this collection. Blood Angels are artisans, believing form is at least as important as function.

ADEPTA SORORITAS



The warrior-women of the Adepta Sororitas are the Ecclesiarchy's standing army. They are holy warriors, steeped in the Emperor's Creed, and able to perform incredible deeds by invoking his name. Their armour echoes the knightly garb of the Space Marines, but also has an austere and priestly aspect, marking them as holy warriors. The models in this collection have been painted to represent the Order of Our Martyred Lady. Their armour is black, representing the mourning cloth worn following Saint Katherine's martyrdom, the red robes commemorating her split blood, and that of all who have fought in her name ever since.

This detachment of Adepta Sororitas is led into battle by Celestine, a living saint. She has been slain many times during the Imperium's defence, but each time she has returned to

life in a blaze of flame, like a phoenix from its pyre. Celestine embodies the holy cause of the Adepta Sororitas, and the model is a fine addition to this, or any other collection.

KOR'SARRO KHAN'S WHITE SCARS



The White Scars detachment is the largest in this collection, and the most evenly balanced tactically. The Land Speeders and bikers provide mobile firepower, the Vanguard Veterans a lethal assault force, and the Tactical Squad is a highly mobile spearhead, thanks to its Rhino transport.

Kor'sarro Khan is the leader of this detachment. He is the White Scars Master of the Hunt, charged with slaying those foes who have affronted his Chapter. His sword palpably crackles with power, promising a swift, if painful, death to whoever feels its edge. Kor'sarro's topknot and fur cloak speak to the White Scars' origins as wild warriors of the plains, and contrast with the more ornate details on the Blood Angels and Adepta Sororitas models in the collection.

Unlike most Space Marines, the White Scars display their company markings as a ragged blaze on their left knee pad or greave, as seen on this Tactical Squad. White Scars Tactical Squads normally deploy in Rhino armoured transports, in order to improve their mobility. The red arrow on this Rhino's upper hatch and the number of the front of its right track housing denote it as being assigned to this particular Tactical Squad. These details help forge stronger ties between a collection's different elements. The squad and its Rhino are no longer separate entities, but two halves of a greater whole.

THE KNIGHTS HOUSE OF TERRYN



It's easy to forget just how intimidating Imperial Knights are until you see them next to your other models – only then do you remember that a Knight can probably stomp most of its enemies flat without resorting to its chainblade or battle cannon. One Knight makes for an excellent centrepiece model. Three, as are shown in this collection, are not only glorious in their own right, but provide an excellent backdrop for framing your army when it's on display. Looking at them, it's easy to imagine the infantry advancing with the mighty war engines at their back, glad of the Knights' looming presence, but wary of being crushed by a four-toed foot.

The blues of House Terryn are much richer and deeper than the functional cobalt-greys of the Tempestus Scions. This evokes the idea that a Knight's heraldry is born of a much-revered tradition, whilst that of the soldiers of the Astra Militarum is laid down by a

utilitarian and uncaring bureaucracy (which is almost certainly the case). It's also worth noting that each Knight's heraldry is slightly different – individuality that befits a warrior of noble blood.

THE IOTAN GRYPHONNES



These Tempestus Scions are from the 197th Iotan Gryphonnes, They are soldiers of the Militarum Tempestus, and a cut above the common soldiers of the Astra Militarum. This elite status is shown in dozens of small details, from the target scopes on their weapons, to the rebreathers and comms-antennae built into their gilt-edged armour.

The Tempestus Command Squad's status – even in this august company – is clearly marked by their crimson berets. Note how the Tempestor Prime's greatcoat is draped loosely around his shoulders, ready to be shucked off if it becomes an impediment.

The heavily muscled Bullgryns are not Militarum Tempestus troops, but warriors seconded from the Militarum Auxilla, and outfitted in the Gryphonnes' regimental colours. The Bullgryns take an almost childish delight in following orders, making them ideal support troops for the Gryphonnes. Any enemy wanting to silence the Tempestus Scions' hot-shot lasguns will first have to breach the Bullgryns' formidable wall of slabshields.

Alone of the detachments in this collection, the 197th Iotan Gryphonnes don't have a notable hero to lead them into battle. They're one of the many thousands of Astra Militarum strike forces cut off behind enemy lines after their main force was annihilated.

The Taurox Prime, *Gryphonne's Talon*, is one of two transports included in the detachment. Not only do these vehicles provide additional heavy firepower, they also allow the Tempestus Scions to redeploy rapidly.

PAINTING YOUR COLLECTION

This book contains hundreds of models painted to an amazing standard. Fortunately, you don't need to be a cybernetically enhanced painter-savant to make a fantastic army of your own. Part of the fun and satisfaction that comes from the hobby is developing greater skills as you paint your models. There's a real sense of pride to be found in every model you paint, and as you improve, that sense of personal satisfaction only increases.

ASSEMBLING MINIATURES

The excitement that comes from tearing the plastic wrap off a new set of miniatures and delving in is hard to beat. But beautiful miniatures don't assemble themselves – you're going to have to get your hands dirty! Thankfully, assembling miniatures is the first exciting step towards building up a collection of Citadel miniatures of your own.

PERSONALISING YOUR MINIATURES

Many hobbyists love to experiment with the art of personalising miniatures. Customising the models in your collection is incredibly rewarding, providing you with bespoke characters and squads to act as centrepieces to your army, focal points that inspire both you and your fellow hobbyists.

The most straightforward way to personalise your models is to kit-bash: to mix components from several different kits together in order to achieve a unique effect. Very little (if any) complex modelling work is needed when kit-bashing; normally, gluing components together is all that's required.

Almost without exception, a plastic Citadel miniatures kit contains a host of spare parts. Rather than throwing away these unused components, store them safely for later use in a small box or bag (most hobbyists call this their Bitz Box). This indispensable resource can be called upon whenever it is required.

If you want to go further, you can take two different kits and extensively mingle the components. The cunning way in which many plastic Citadel miniatures are designed, with common fittings for components such as heads, legs and weapons, makes kit-bashing of this kind very straightforward – all you need is a bit of imagination

Converting is taking the process of personalising miniatures a little further, perhaps by cutting a weapon away from a model to replace it with a new gun, or chopping off a head to include an alternative. Conversions can range from the simple to the incredibly

complex, depending on your own skill and willingness to experiment.



This Ultramarines Sergeant has been 'kit-bashed' using components from three different kits, resulting in a truly unique model.

CHOOSING A COLOUR SCHEME

With your models assembled, it's time to break out the paints. But before you get going, you'll want to have a think about the colour schemes you want to use. You'll sometimes have a fixed idea right from the start, and be able to dive straight in. On other occasions, you'll want to seek out inspiration from codexes, novels or other hobbyists' collections. Think about whether or not you want to use common colours to bind your collection together, or whether you would rather apply contrasting colours to help the models stand out.

Many painters find it useful to paint one miniature as a 'test model' – one member of the squad or army they're about to paint – to ensure that the chosen colour scheme works as well in reality as it does in his or her head. Life as a test model can be tough, as not every set of colours works as imagined on the first go. However, there's honour in this sacrifice – better to risk one model than to find yourself halfway through painting an army before discovering that the chosen colour scheme isn't appropriate.



These Blood Angels have been assembled using both the Tactical Squad and Death Company kits. This gives them a richer, more ornate appearance than a Tactical Squad assembled straight out of the box.

THE CITADEL PAINT SYSTEM



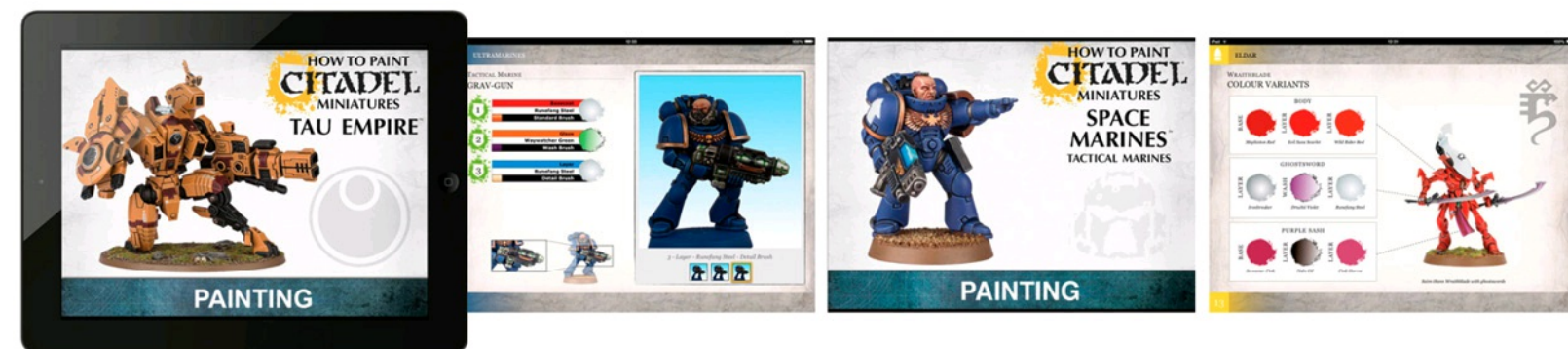
Formulated to make painting as straightforward and enjoyable as possible, the Citadel Paint System is a dream come true for hobbyists. It's a range of paints, washes, glazes and textured paints that contains over 140 different colours for painting your miniatures.

Base Paints are the perfect foundation upon which the rest of your layers can be applied. Layer Paints are formulated to layer over Base Paints (and each other) for the perfect highlighting effect. Dry Paints have a consistency perfectly suited for drybrushing – a fast and effective way of capturing all the raised details on a model, whilst Shades and Glazes deepen the shadows and enrich the colours of the paints already applied. Last of all, Texture Paints are ideal for getting a gravelly finish on a model's base, helping to ground it strongly on the battlefield.



HOW TO PAINT CITADEL MINIATURES

How to Paint Citadel Miniatures is the ultimate guide to painting your models, written with advice from a selection of seasoned painters. This book is designed not only to teach you the techniques of painting models, but also to impart the principles of what makes a good paint job! By studying this book you'll learn techniques such as drybrushing and layering, as well as using washes and glazes. *How to Paint Citadel Miniatures* also contains valuable advice on assembling models and techniques that lend towards batch painting – the art of producing an army's worth of models to a consistent standard and appearance. That's not all, however. The full potential of the Citadel Paint System is explored and explained through a series of demonstrations and guides, taking you through the journey of painting single models, squads and entire armies.



DIGITAL EDITIONS

How to Paint Citadel Miniatures will give you a strong grounding in the techniques and principles of painting, but if you want detailed guides for your army of choice, we also produce an extensive range of additional painting guides as digital editions. These contain detailed step-by-step tutorials for specific kits, or entire armies, as well as alternate colour schemes and top tips to get your miniatures looking their best. The books in this range

are the perfect next step on your painting journey, and they will help you amass a fantastic collection of painted Citadel miniatures in no time at all.

WHITE DWARF



White Dwarf is Games Workshop’s weekly hobby magazine; each issue is jam-packed with beautifully painted models and armies. Not only is it the best way to stay informed about all the latest releases and hobby news, it’s also an invaluable source for painting guides, conversion ideas and inspiration for every collector.

When It All Comes Together

Mike Gupton's collection of Imperial Fists Space Marines really shows off what you can achieve with patience, imagination and plenty of dedication. Mike has modelled a suitably gothic display board from a variety of Citadel terrain kits, and its brooding colours are a beautiful counterpoint to the bold yellows of the Imperial Fists.





APOCALYPSE



UNLEASH THE APOCALYPSE!

Apocalypse is one of Warhammer 40,000's impressive array of supplements, and provides guidance for the largest and most spectacular games you'll ever play.

Apocalypse brings together every aspect of the hobby. There is no finer sight than a game of Apocalypse in full spate. It's a riot of colour, with vast collections of Citadel miniatures contesting over one enormous battlefield.

Apocalypse is a grand display of your cherished Citadel miniatures that evolves as the game goes on, re-enacting (or newly forging) grand battles. For many hobbyists, Apocalypse is the apex of their experience, a celebration not only of their collecting journey, but also of all the models and stories they've encountered along the way. With so much variety to choose from, and so much scope for amazing and massive battles, Apocalypse is a rewarding and exciting way to expand your Warhammer 40,000 horizons.

MASSIVE BATTLES

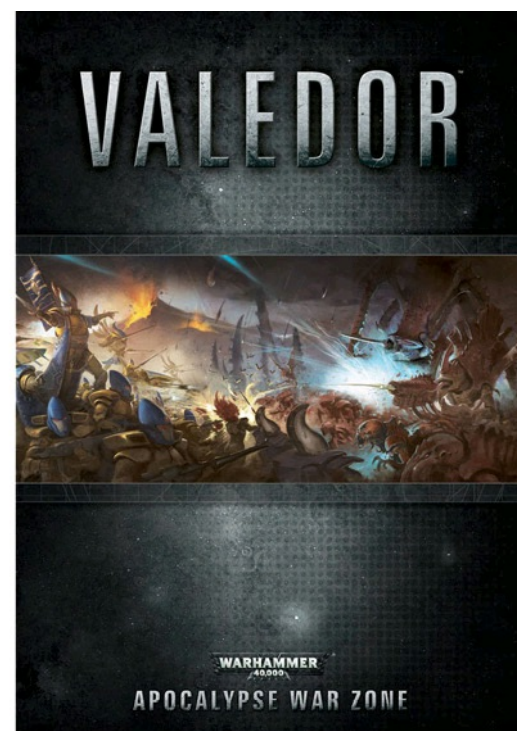
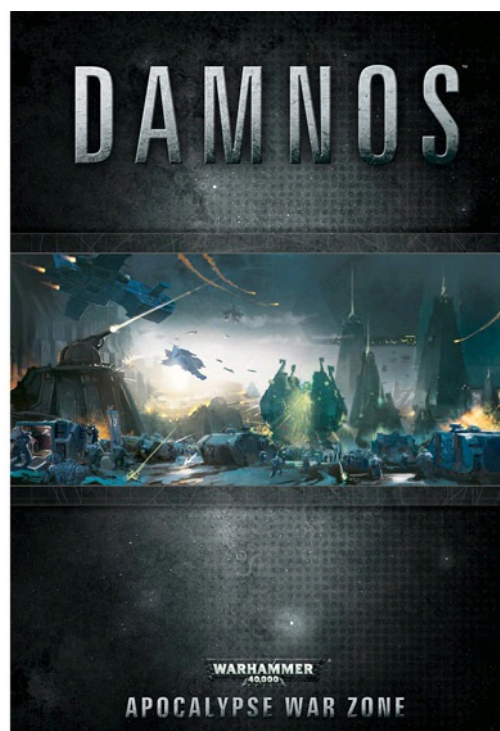
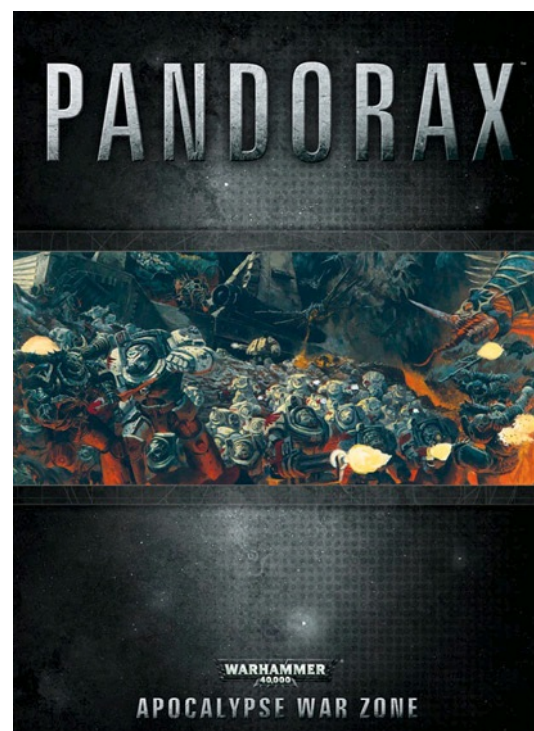
First and foremost, Apocalypse is an opportunity to unleash every part of your gloriously painted collection in a world-shaking war. Ordinarily, the games you'll play will have restrictions on the forces you can field, but anything goes in Apocalypse. Everything you own, from the smallest Grot to the largest of Titans, has a part to play in an Apocalypse game.

As you might expect, Apocalypse games are BIG. They're fought between teams, rather than individuals, with each player taking part pooling his or her resources with those of their allies. Model collections come together to form massive, all-conquering armies. Fortifications combine to become sprawling fortresses. Even Citadel gaming boards are brought together, creating a playing area that covers not just the dining room table, but the whole dining room! This is gaming at its grandest, a day or weekend-spanning experience to be celebrated with friends.

UNFORGETTABLE STORIES

But the game is only part of Apocalypse. Indeed, to call Apocalypse a mere game is to barely scratch the surface of what it offers. At its finest, Apocalypse is an epic tale. Sometimes, your battle will be given structure by a scenario in one of the range of Warzone books. On other occasions, you and your friends will create your own story, or expand a setting based on the legends of Warhammer 40,000.

In either case, and more than in any kind of Warhammer 40,000 game, story is pre-eminent, another chapter of the Imperium's struggle re-enacted on the battlefield. Victory and defeat, while important, are simply part of the experience whilst in the thick of rolling the dice.



AN EVER-GROWING COLLECTION

Just as your Apocalypse battles are inspired by your collecting journey, so too will your games of Apocalypse provide new collecting avenues to explore. The Apocalypse book and its Warzone expansions provide datasheets that show you how to shape your Citadel miniatures into famous formations from the Warhammer 40,000 story, such as a Space Marine Battle Company, an Ork Dread Mob, or the Necron War Council of Mandragora.

Each datasheet helps you plan your purchases, by providing a handy guide to the models you need for that formation. It's also illustrated with a photograph of Citadel miniatures painted by Games Workshop's 'Eavy Metal team, giving you colour and iconography references for your own models. Last of all, the datasheet contains a handful of rules, each of which represents how those models fight in Apocalypse-scale battles. Each datasheet is therefore an invaluable collecting guide in its own right, whether you're looking to organise models you've already purchased, or looking for a new challenge.



SUPER-HEAVY VEHICLES

Apocalypse is particularly suitable for unleashing the largest kits in the Citadel range, such as the mighty Baneblade tank, shown in the photograph opposite. These are the most challenging and rewarding kits any hobbyist can add to their collection.

FORGE WORLD

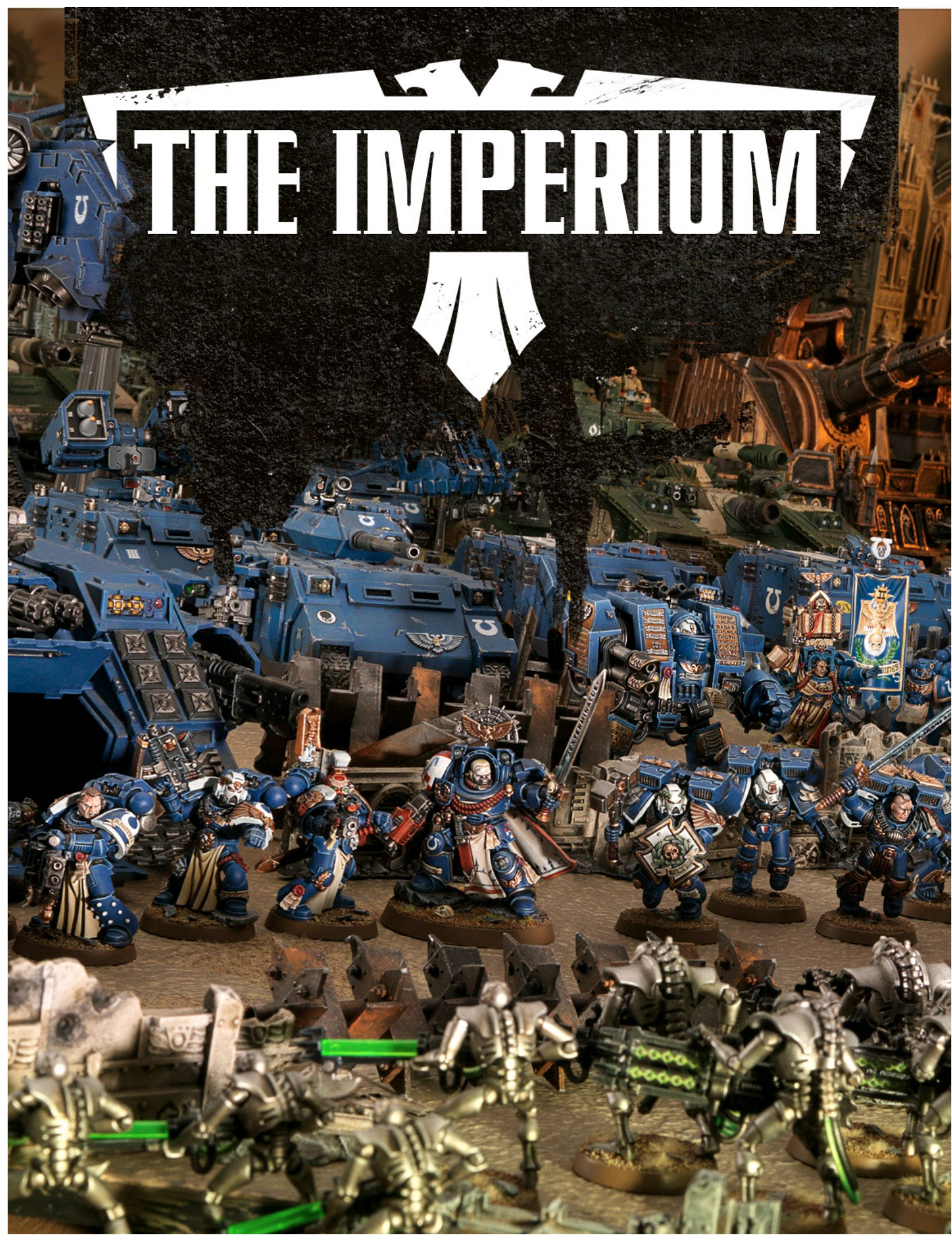
If you're interested in taking your collection to another level entirely, cast your eye over the superbly detailed range of Forge World kits. Forge World specialise in resin kits of super-heavy war machines. It's an ever-growing range, with some truly inspiring pieces – the Reaver Titan being but one of them!



In the following section, a stunning range of Citadel miniatures is displayed on a host of amazing battlescapes. Each scene plunges you deep into the grim darkness of the 41st Millennium and provides a wealth of inspiration for your collection.



THE IMPERIUM



ULTRAMARINES

The Wardens of Ultramar. The Exemplars. A light in the darkness of the Eastern Fringe.



Marneus Calgar, Lord Macragge







'Let them bestride the galaxy like the gods of old, sheltering Mankind from destruction at the hands of an uncaring universe.'

- Roboute Guilliman



Ultramarines Librarian







'I can pulp your flesh and snap your bones in less than a second, and without so much as lifting a finger. What is the power of technology compared with that?'

- Vel'cona, Chief Librarian of the Salamanders



BLOOD ANGELS

The Flawed Host. The Noble Damned. Their glory conceals all-consuming rage.



Astorath the Grim, Reclusiarch of the Blood Angels















DARK ANGELS

The Brothers in Shadow. The Seekers of Redemption. In silence, strength. In secrecy, honour.



Left: Azrael, Supreme Grand Master

Top Right: Asmodai, Master of Repentance

Bottom Right: Ezekiel, Grand Master of Librarians







SPACE WOLVES

Warriors of the Fang. Ice-born heroes. Their eyes are keen, and their claws sharp.



Logan Grimnar, High King of Fenris









GREY KNIGHTS



A line of shining steel, they stand firm between Mankind and the horrors of Chaos.



Nemesis Dreadknight, Sword of Titan













ASTRA MILITARUM

They are the hammer and the shield, the martyrs whose blood washes the Imperium clean.



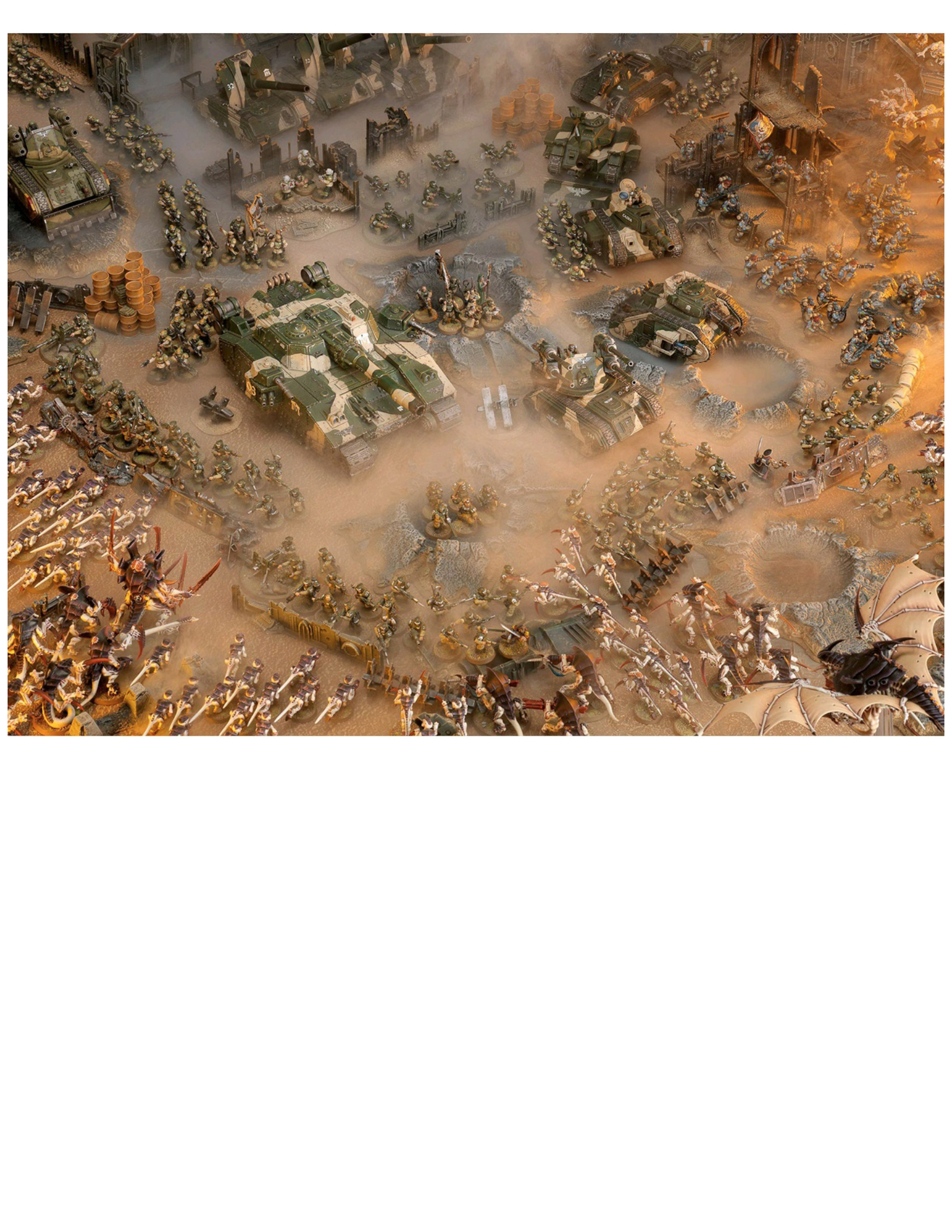




'That which I cannot crush with words I will crush with the tanks of the Imperial Guard.'

- Lord Solar Macharius















IMPERIAL KNIGHTS

The technology of forgotten days, harnessed to honour and an indomitable will.



'There can be no bystanders in the battle for survival. Anyone who will not fight by your side is an enemy you must crush.'

ADEPTA SORORITAS

Theirs is the faith that reshapes the galaxy, that scours with flame the enemies of Man.





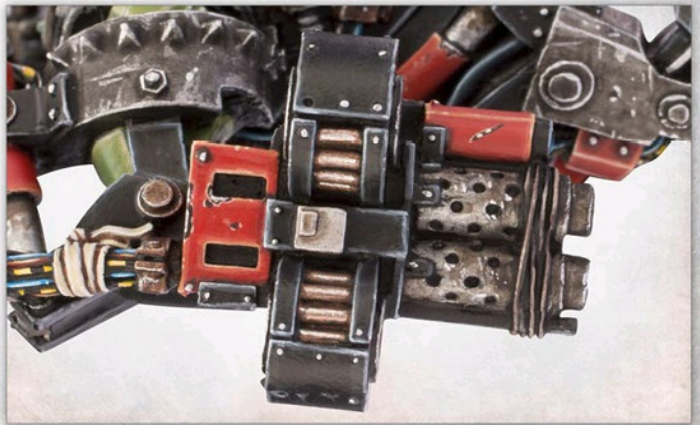


XENOS THREAT



ORKS

The Beast that roams the stars, the destroyer of civilisation.



Ghazghkull Thraka, The Beast of Armageddon







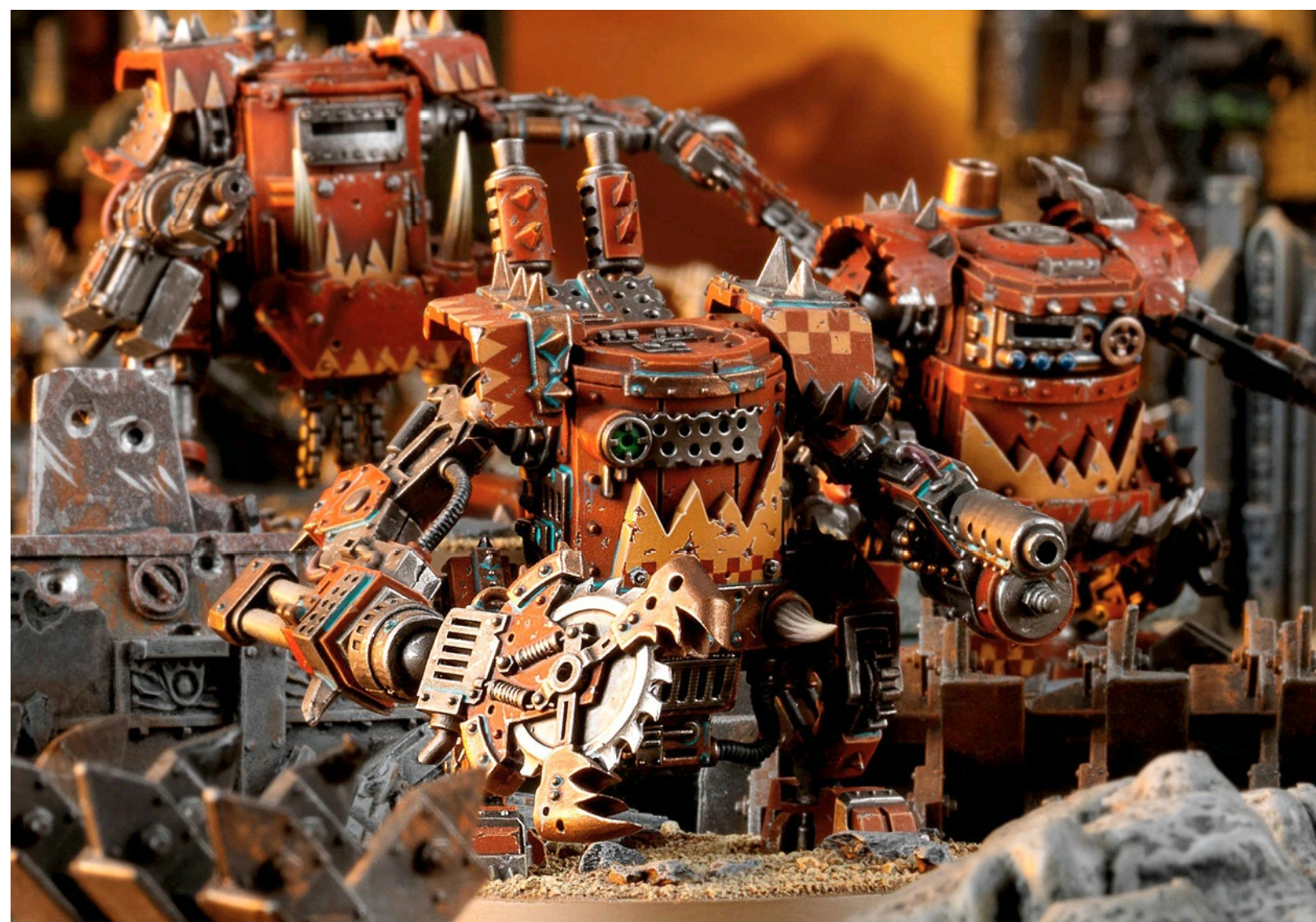


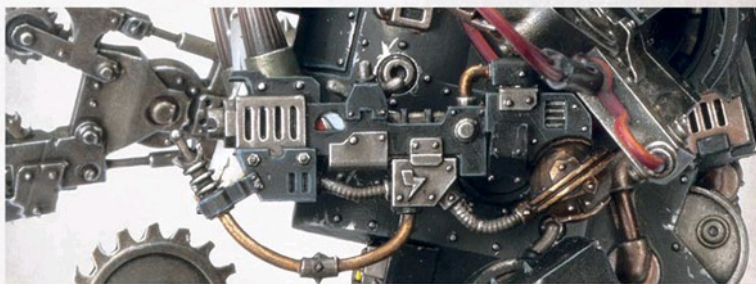
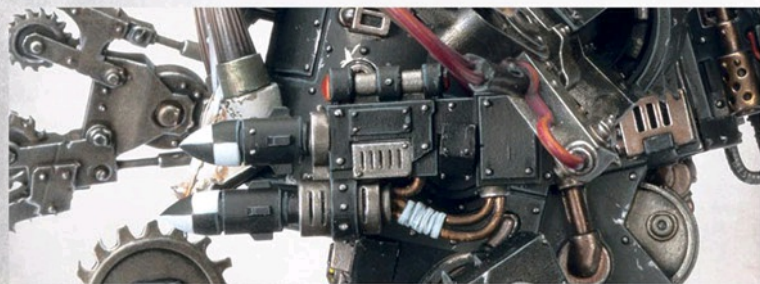
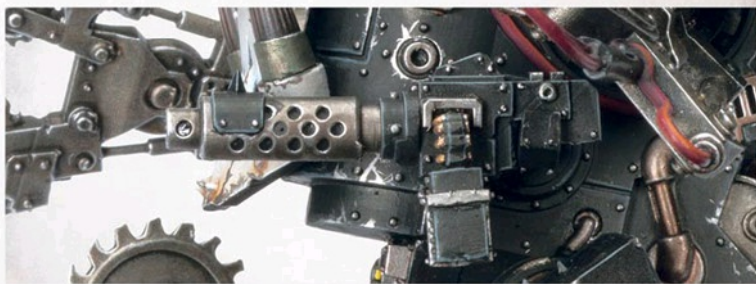
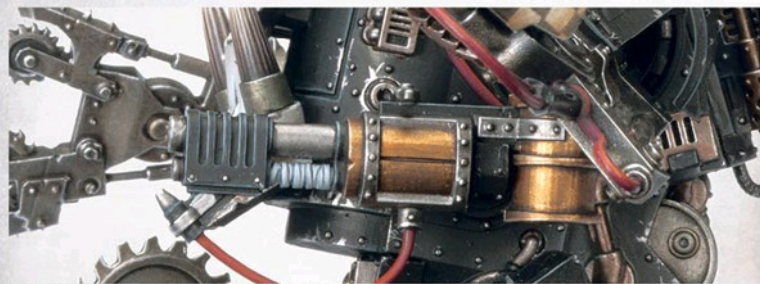




'We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win.'

- Warlord Ghazghkull Mag Uruk Thraka





ELDAR

The empire of yesterday, now a dying flame in the darkness of the void.



The Avatar of Khaine, the Doom that Walks





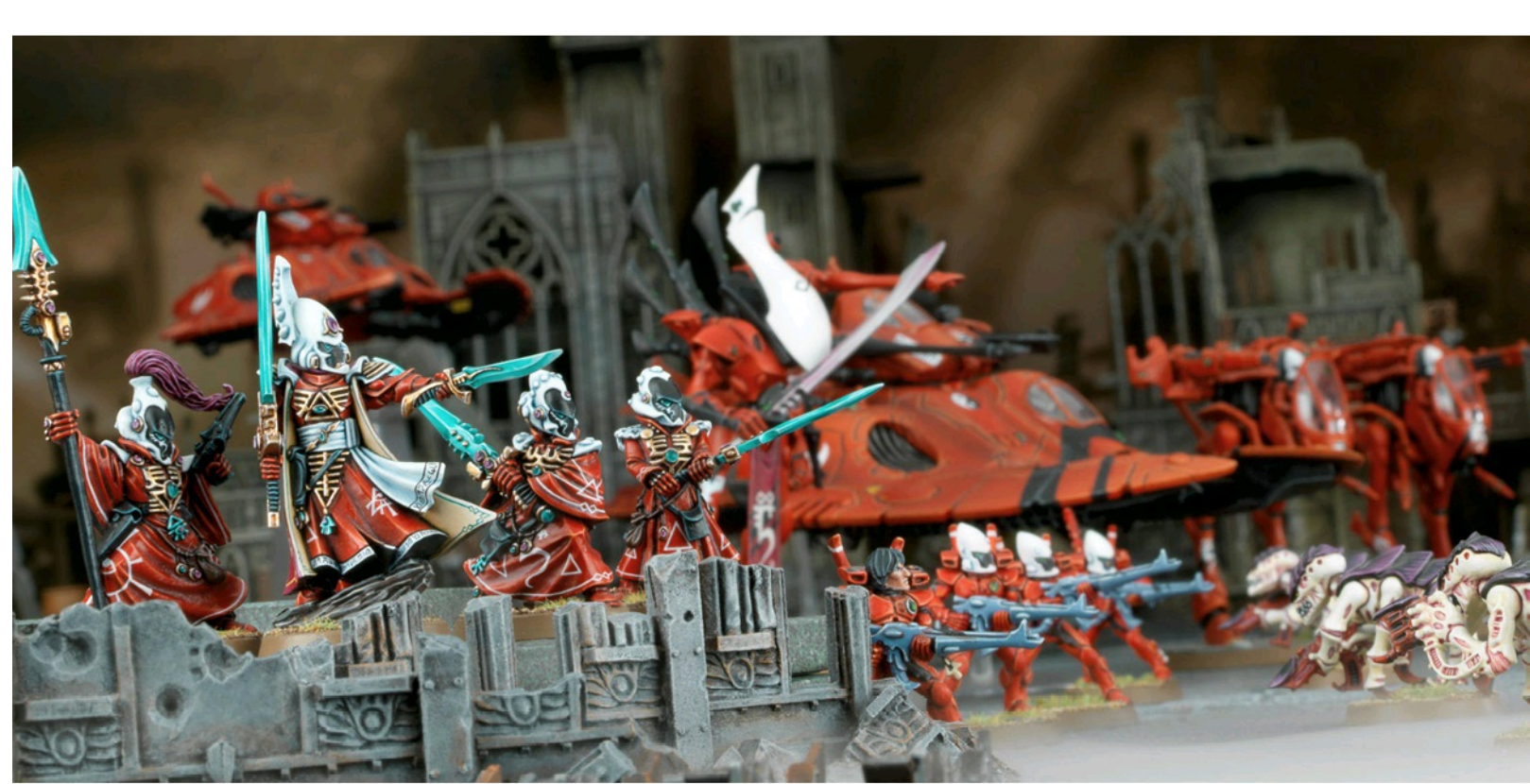


















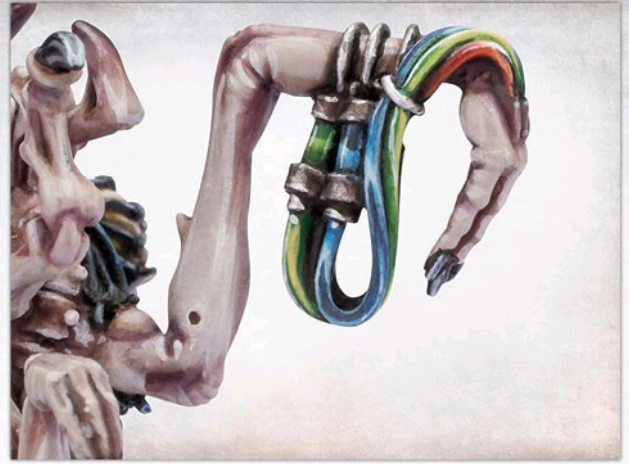






DARK ELDAR

They are malice cloaked in eternal darkness, bringers of agony and harbingers of terror.



Urien Rakarth, the Sculptor of Agonies





'There is a very good reason why so many of the galaxy's cultures are afraid of the dark.'

- Inquisitor Bastalek Grimm









NECRONS

They ruled the heavens in ancient days. Now they seek to do so again.



Anrakyr the Traveller, Exile of Phyrria



*'We take your treasures from you now as we shall surely take the galaxy in its turn.
You have not the wit to appreciate either, and thus you are not worthy of them.'*

- Trazyn the Infinite

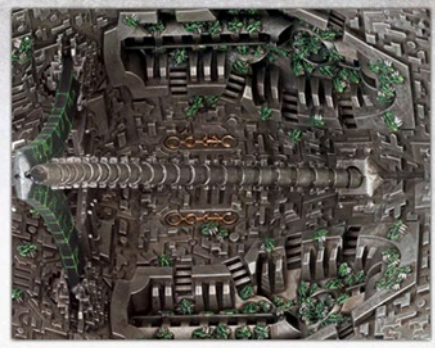
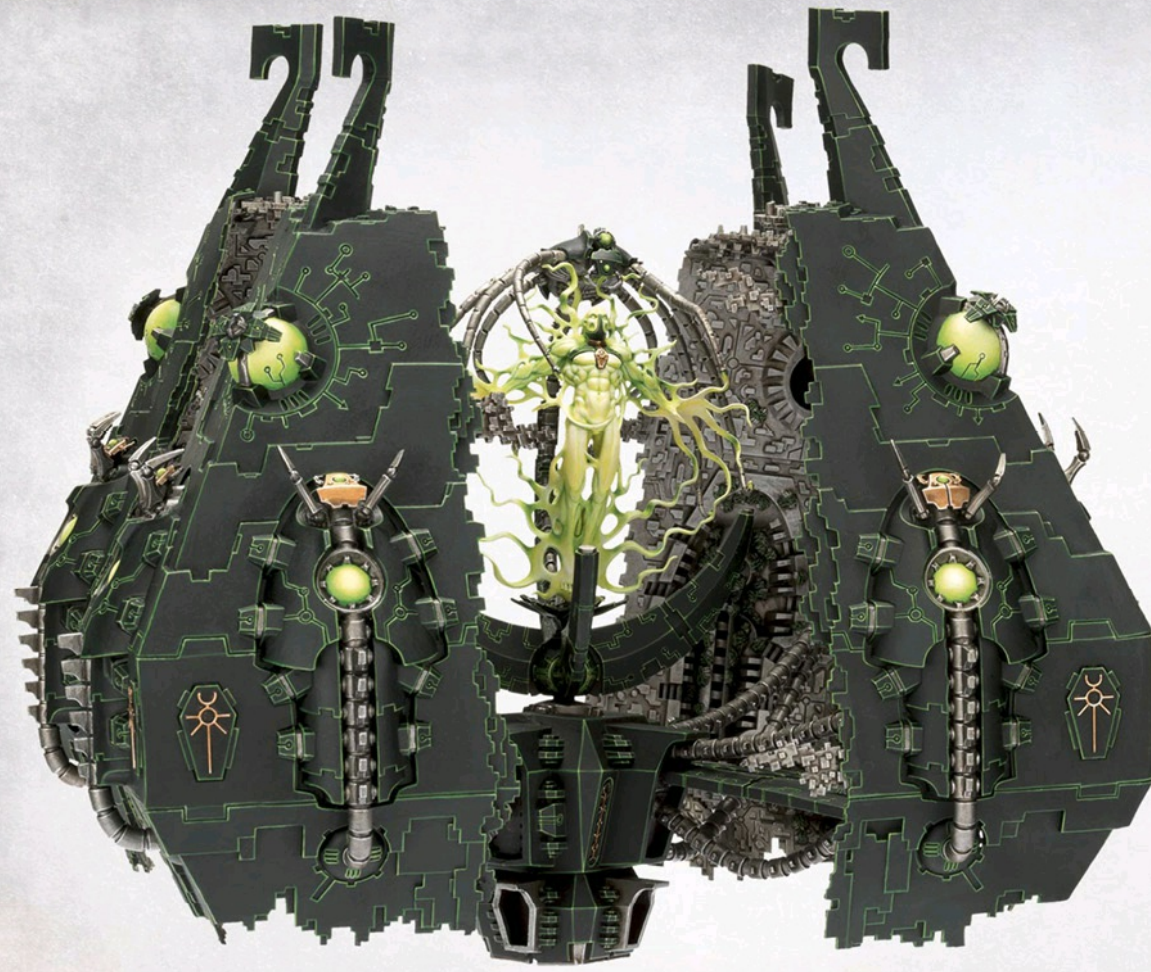






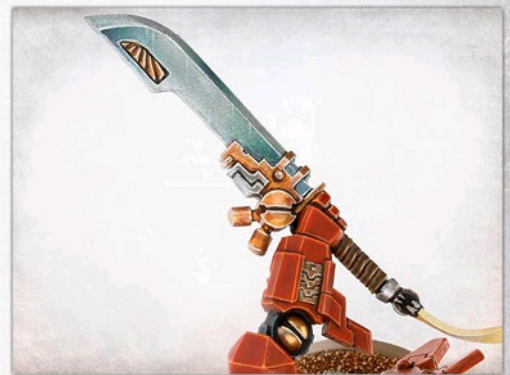






TAU EMPIRE

The young race, whose flame burns bright as oblivion looms.



Commander Farsight, Hero of Vior'la



‘Our conquest is inevitable, our ascension a matter of time. Let none who are wise deny our destiny.’

- Aun’Va, Ethereal Supreme



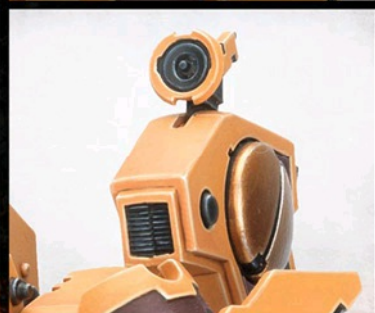
‘Remember, the first step to victory is often the most important.’

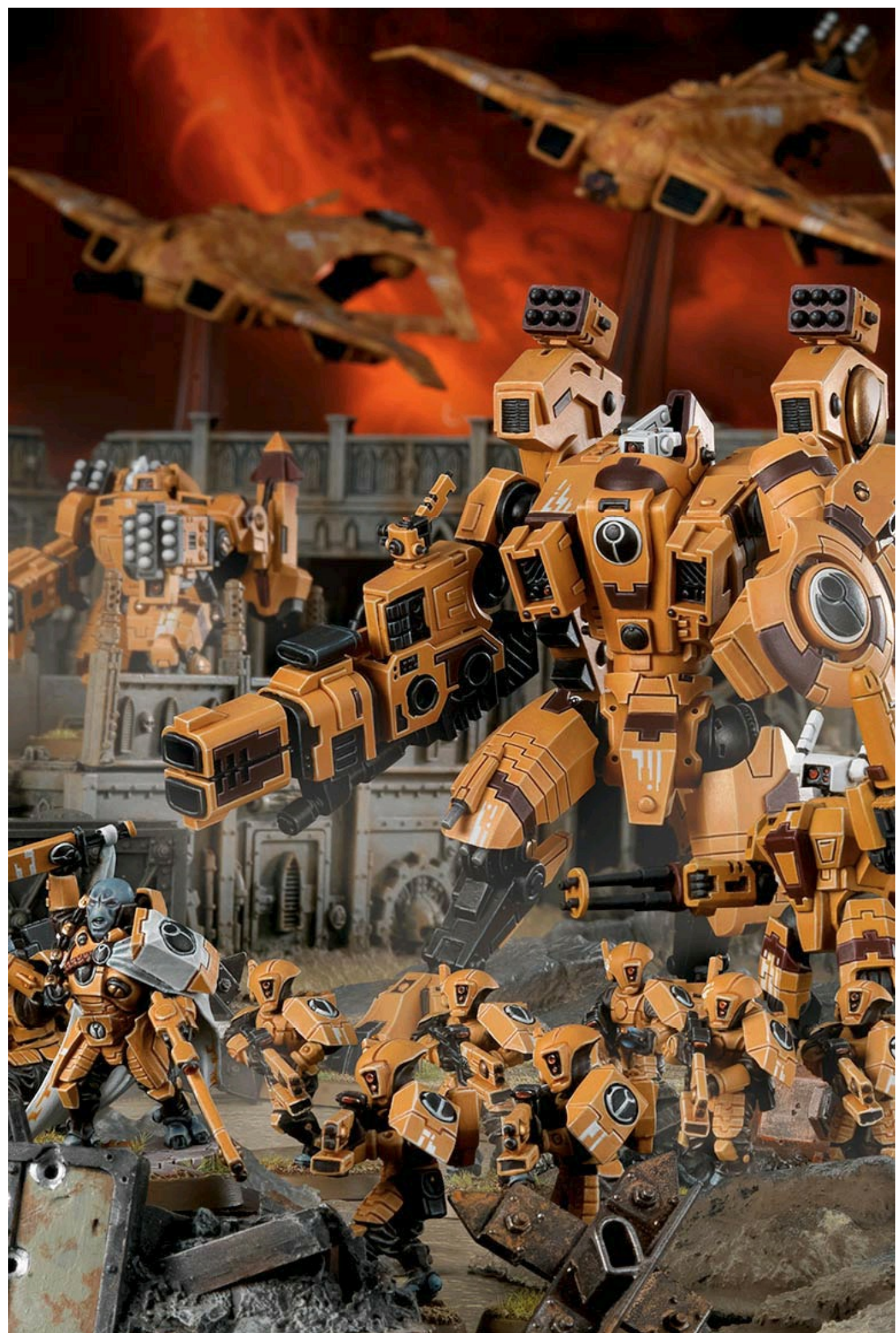
- Commander Puretide



'In the end, the final arbiter must be victory.'

- Commander Puretide





TYRANIDS

They are the hunger without end, a devourer of flesh and of hope.



Hive Tyrant



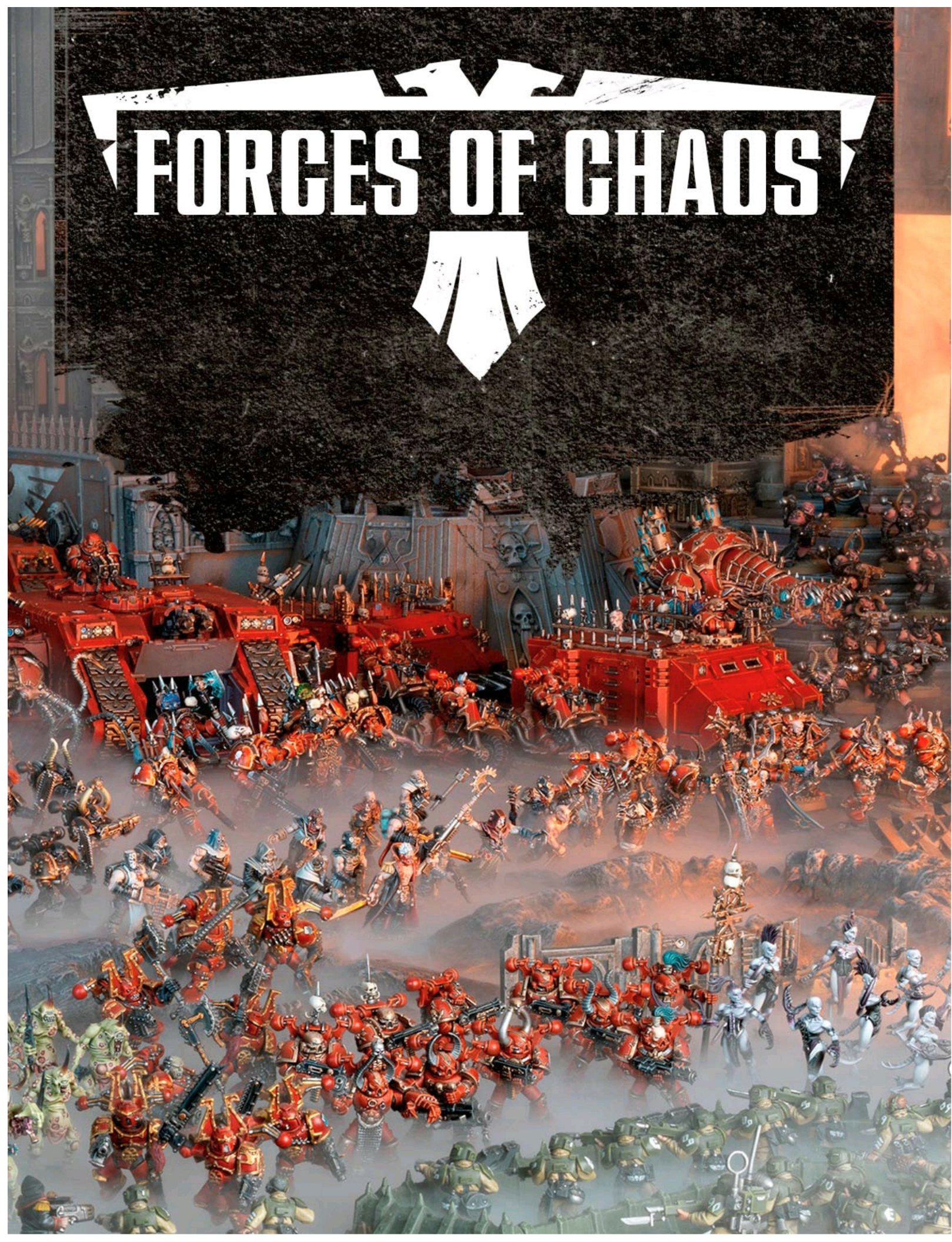








FORCES OF CHAOS



CHAOS SPACE MARINES

Once Mankind's greatest champions, now its direst foes.



Abaddon the Despoiler, Warmaster of Chaos









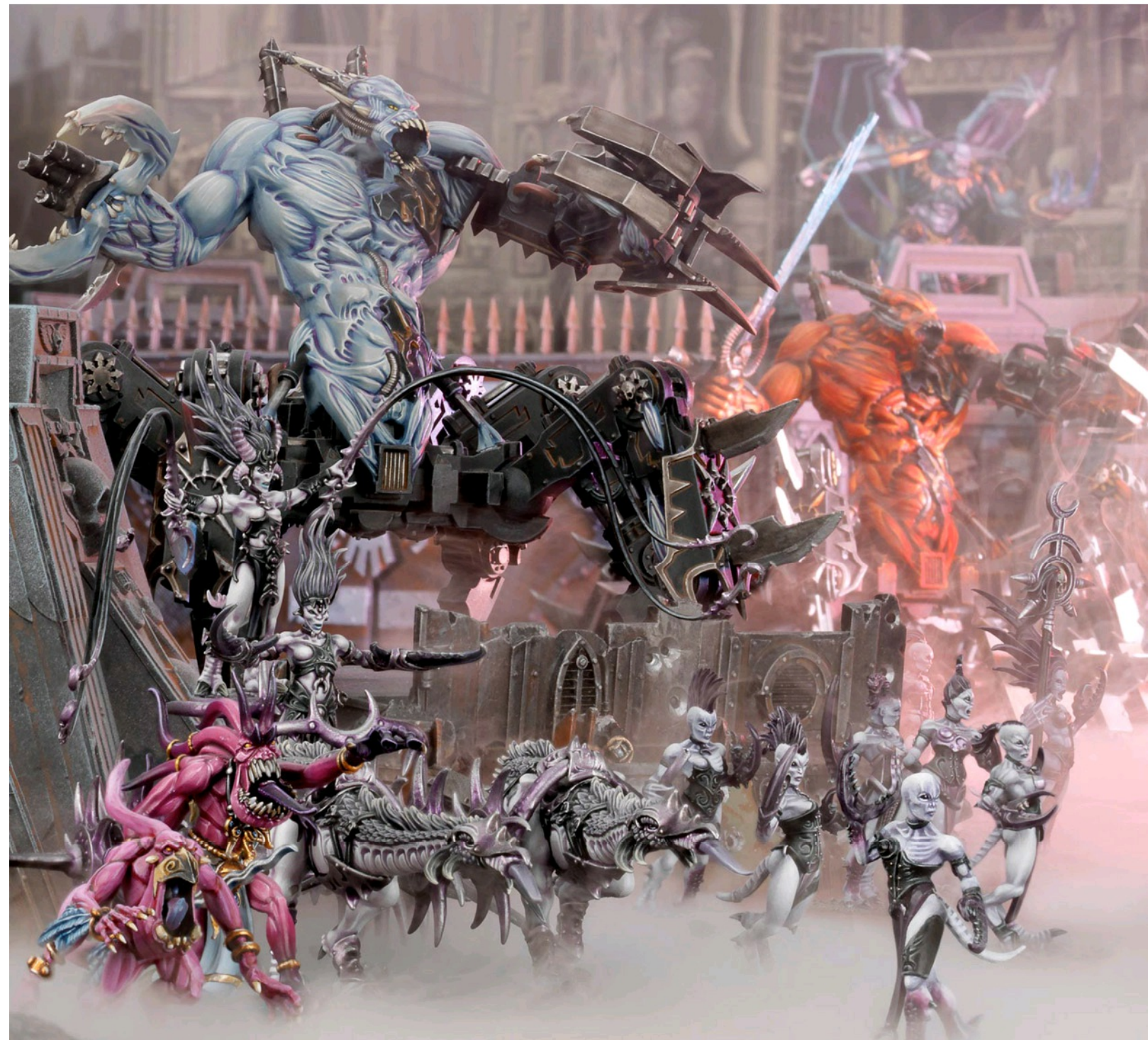




‘Blood for the Blood God! Skulls for the Skull Throne!’

CHAOS DAEMONS

The Scions of the Dark Gods, the ultimate enemy. They are malevolence made flesh.

















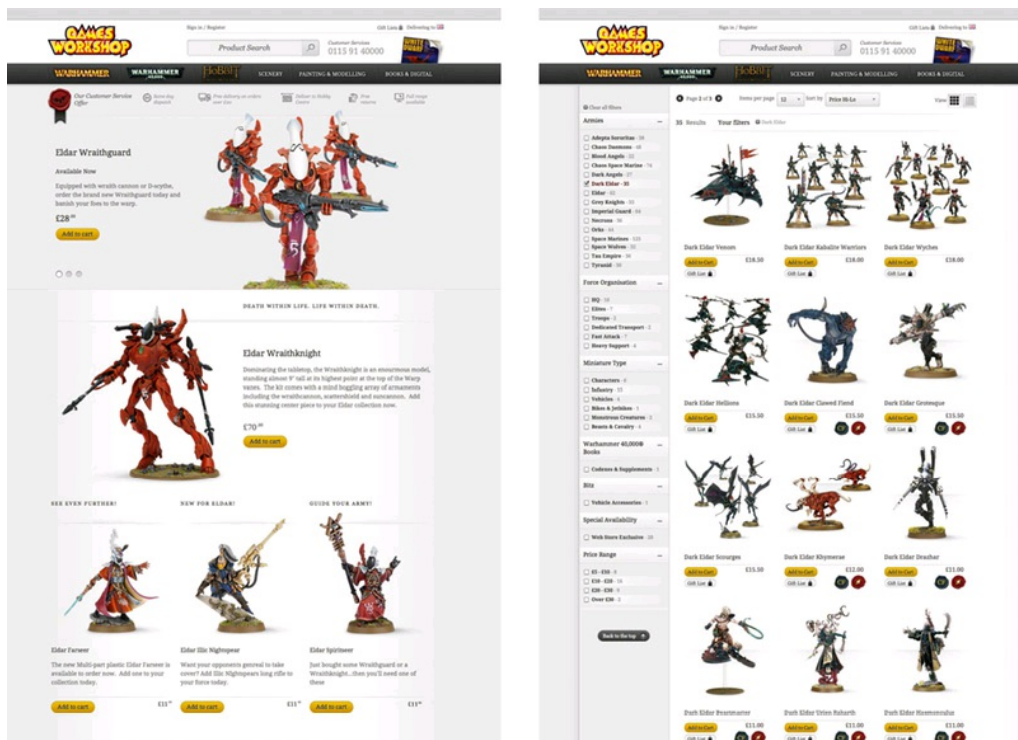
‘Understand, mortals, that every one of you, each of your so-called champions with their petty ploys, is just a piece in the Great Game of my master.’

- Mith'an'driarkh, Greater Daemon of Tzeentch

CALL TO ACTION

www.games-workshop.com

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