


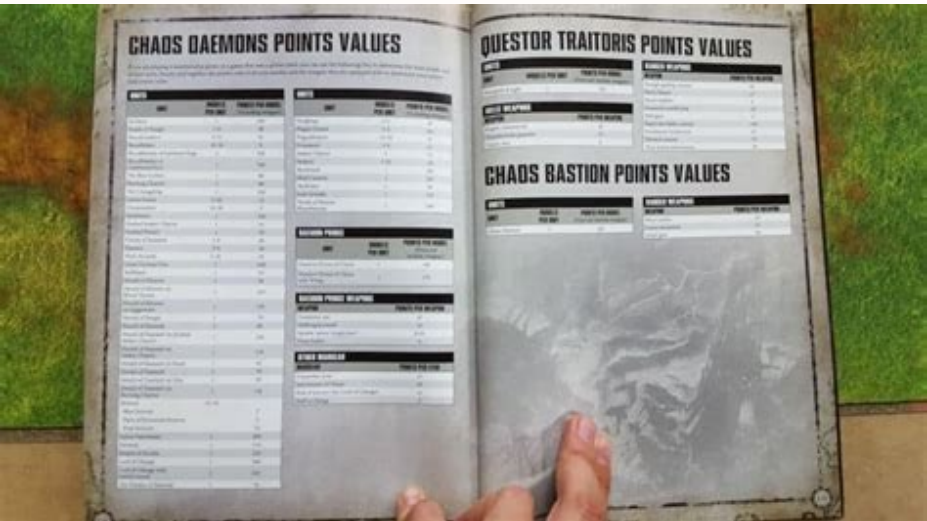
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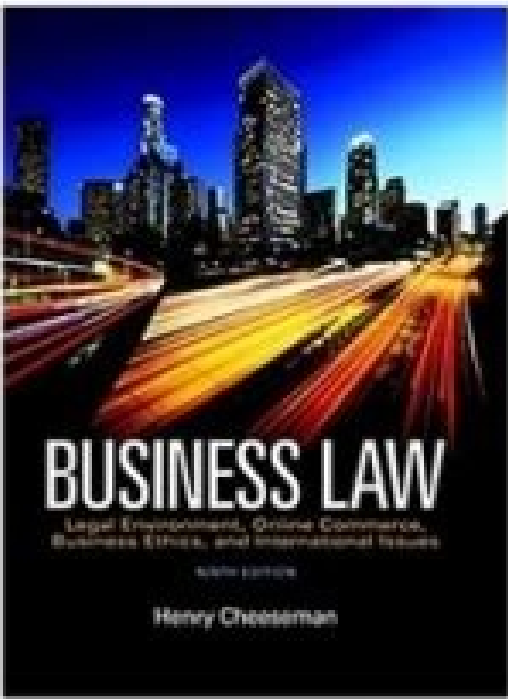
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Few know of the existence of the Grey Knights or of their presence on the moon of Titan. Shop the Range 10,000 years ago the Custodians were created by the Emperor as his companions and sworn bodyguards. Optimistic and forward-looking, they push the borders of their fledgling dominion ever forward with well-trained and superbly armed cadres made up of infantry, alien auxiliaries and super-advanced battlesuits. Equipped with the finest wargear that the Imperium can provide, your forces will be able to wade into the enemy. The keeps of House Mortan are islands in a sea of monstrous creatures that roam Kimdaria. Fortunately, a single Custodian Guard is the equal of entire regiments of any other soldier, meaning that you'll triumph despite being constantly outnumbered in battle. As bolts thunder from the guns of their guardian spears, swords and axes, their gilded storm shields deflect shots and blades as they fight and slay the enemies of the Emperor. Each has their own cultures and different ways of fighting. The seers of Uithwé constantly seek to change the future by intervention at the right place and time. Ravaged during the Damocles Gulf Crusade, Dal'yth has recovered thanks to trade with alien races. The Red Grief cult became caught up in an endless race against an Ork Speed Kult. Woe betide those that see the T'au Empire as naïve, for this young faction will stop at nothing to bring the "Greater Good" to the galaxy. If you love the thought of hordes of nigh-unstoppable, mindless androids relentlessly advancing on your enemies before utterly crushing them, then the Necrons are for you. The nobles of Raisa are only reluctantly allied to the Imperium, fiercely defending their domain. Based on the moon of Titan, shielded from detection by vast and sorcerous wards, they have their own fortress-monastery whose defences are all but impenetrable, and whose deep catacombs contain labyrinths of dark secrets and forbidden lore. At the vanguard of the Humanity's armies fight the Space Marines. Massive plasma reactors thrum with energy, driving the pistons, servos, and gears that send the Knight suits pounding forward with frightening speed. On eerie, haunted Krastellan, the Knights of House Hawkshroud value loyalty above all. The jungles and great beasts of Cretacia provide perfect hunting grounds for the Flesh Tearers. Capricious warriors who approach battle as a performance, the Harlequins are Aeldari who follow the mysterious Laughing God. Extreme medical experimentation brought the Genestealer curse to the people of this planet. Silver-clad psychic templars, the Grey Knight are selfless warriors who risk all to hold back the threat of Humanity's eternal damnation. The Rangers of Alaitoc are famed for their mastery of stealth and deadly ambushes. There are numerous patterns of Knight, each of which lend themselves to broad strategic roles, such as scouting or fire support. A spate of ritual killings quickly turned into terror here as the Hivecult emerged. Commander Farsight long ago abandoned the teachings of the Ethereals, but still fights for the Greater Good. Once, they defended the Imperium. Nightmares given flesh, the Chaos Daemons are otherworldly creatures who war endlessly for their dark patrons. Valhallan troopers are harsh-weather experts, hailing from a world of snow and ice. They represent the backbone of how the game is played, and once you have mastered them, you can use all the additional rules found in the Warhammer 40,000 Core Book to take your games even further! Can You Chip In?The Internet Archive is growing rapidly, and we need your help. In the galactic west, the Cult of Strife battle Chaos alongside their craftworld kin. The Warhammer 40,000 Core Rules show you how to move, shoot, charge and fight with your units on the battlefield. The Nephrekh Dynasty experiments with becoming beings of light from their crownworld of Aryand. Driven north by the Great Rift, the mighty Nazdreg now threatens Valhalla, Goth, and Alaric. Imperial Knights tower over the battlefield like ironclad idols of war. An Adeptus Mechanicus army in the field resembles a bizarre and grotesque religious procession. Collecting Chaos Knights allows you to lavish attention on each stunning individual model, making for a small but impactful collection of models that are fantastic allies in any other Chaos army as well as a standalone force. A death world where all the flora and fauna can kill you, Catachan breeds hardy soldiers. Astra Militarum armies are characterised by teeming regiments of ground-pounding infantry, mechanised assault spearheads, rumbling armoured columns, tortured battle psykers, companies of abhuman troopers, sprawling batteries of mobile artillery, sky-darkening squadrons of combat aircraft, and super-heavy war engines the size of mobile fortresses. Shop the Range The Adeptus Mechanicus prize knowledge above all things, and without a second thought they will shed oceans of blood - both the enemy's and their own - in their endless crusade for its acquisition. Striking across the galaxy, Hive Fleet Leviathan is a terror that haunts the entire Imperium. Shop the Range The craftworlds are great planet ships that sail the stars, bearing with them the remnants of the once-glorious Aeldari empire. Chaos Space Marines armies are excellent all-rounders, capable of shredding enemies at a distance before closing in deadly charges, and offer a vast range of models to collect, paint, and play with. The well-drilled warriors of Mordian form the disciplined and valorous Iron Guard. The birthplace of the T'au race, this is home to the Ethereals and unmatched in influence. You can support your masses of augmetic soldiers with maniples of battle robots - ancient Cybernetica war constructs driven by clattering difference engines - as well as insectoid walking tanks, Kataphron servitors or other lethal war machines. Please help us to share our service with your friends. Famed for its plasma expertise, Ryza is beset by Ork invasions and intent on survival. Just as the battle-brothers of the Grey Knights are a superlative evolution of all that it means to be a Space Marine, so too does their Chapter Armoury contain some of the greatest war machines in the Imperium. Phalanx, the Imperial Fists' star-fort Chapter Fortress, guards space around the Throneworld. House Griffith are named for their noble founder, who slew many of the fearsome dragons of their world. Shop the Range In a galaxy of terrors, those who would stand firm and fight for their species are champions all. War to them is a careful ritual, a deadly dance prosecuted in the defence of the hidden places of the webway. There are none so full of faith and fury as the Sisters of Battle. The traitor Huron Blackheart's dread domain extends out from this warp storm. Persecuting war with regal contempt from their titanic war machines, the Chaos Knights are an elite and terrifying brethren who bring worlds to ruin for glory, for their gods, or simply to follow twisted and insane codes of dark chivalry. The Order of the Sacred Rose are a beacon of light in the darkness of Imperium Nihilus. They are the Tyranids, and they will not cease until they have devoured the universe. Behemoth was the first hive fleet to enter the galaxy, and was turned aside at great cost. Tyranid armies are incredibly distinctive, using alien creatures where other armies might have tanks and planes! A vast range of models means your choice of tactics is up to you - maybe you'll take an elite force of armoured, towering brutes, or perhaps a devastating line of bio-artillery backed up by nightmarish alien psykers. Gorgon invaded the T'au Empire, and was eventually stopped by the T'au and Astra Militarum. At the heart of each towering war engine is a Noble pilot, sitting in their Throne Mechanicum and controlling their mighty steed. As Viglius burned, the Black Heart kabal took whole flotillas of refugees screaming back to Commorragh. For more than 15,000 years, the Knights of House T'erryn have defended their domain. Shop the Range Often outnumbered but never outgunned, Imperial Knights are miracles of the Dark Age technology. The Mephrit crownworld and Phaeron were lost in the long sleep, leaving them leaderless. In battle, the Imperial Guard bring immense firepower and sheer, crushing weight of numbers to bear. Every Chaos Knight in your force will have a colossal impact, whether it's a charging Knight Rampager smashing aside ranks of enemy infantry or a fast-moving War Dog peppering the foe from afar. Once a prison, the moon of Deliverance is now the roost of the Raven Guard. Craftworlds armies are highly focused warhosts where every unit fulfils a specific role, each utterly deadly when used in its proper place. There's no subtlety to their way of war, just the raw application of force. This once-humble world is now the centre of the emerging empire of the Bladed Cog. When roused to war, they shred their enemies with contemptuous fusillades backed up by the blades of carefully trained Aspect Warriors and the guns of swift grav-tanks and skimmers. Led into battle by hulking Warbosses, Ork hordes known as Waaaghs! leave utter ruin in their wake, as rolling, seemingly endless hordes of Boyz cause merry havoc with scavenged weapons and wargear. Shop the Range Orks are hulking creatures quite literally born to fight, a deadly alien race that loves nothing more than a good scrap. The ruins of the fortress world are now home to bands of Daemons battling for supremacy. The ground shakes as the Imperial Knights march into battle, the pennants and honour banners affixed to their armour flapping in the hot winds of war. After all, to adapt

is to survive! Shop the Range A world of perpetual gloom and technological marvels, Medusa is home to the Space Marines. Thank you for interesting in our services. Ten thousand years after the Horus Heresy tore the galaxy in two, the Space Marines who once defended the Imperium are now one of the greatest threats to its survival, murdering the genex-given abilities and master-wrought wargear with dark blessings and millennia of experience fighting the so-called "Long War". Learn more about them here. The Sisters of Battle are supping by hordes of fanatical and bizarre shock troops - if you want to destroy the enemies of Mankind in the most pious way possible, this army is for you. The Cult of the Four-armed Emperor was birthed here, before spreading across the Imperium. Corrupted by the Ruinous Powers, the Chaos Knights are gigantic, warp-twisted war machines. It may seem like a horrific way to make war, but this impersonal slaughter has won untold victories in the name of the Emperor. Excelling at mid-range, these forces use speed to dictate the pace of battle, keeping their shooting units just out of reach while melee specialists cause carnage on the front lines. A small but focused roster of ultra-customisable units means your force won't need many models to complete, while rich detail and lurid colour schemes offer hours of painting fun for each model. From a time before Humanity existed, an ancient power stretches out through the veil of death itself, bearing cold disdain for all other forms of life in the galaxy. There are hundreds of different Space Marine Chapters with proud honour rolls and magnificent martial histories to call their own. Tyranids offer you a seemingly endless horde of single-minded beasts and hulking monsters armed with claws, talons and bio-weapons. Stripped of all life, Metalica is a model of industrial efficiency. Once a verdant world, Tallarn was devastated during the Horus Heresy and now comprises harsh deserts. This webway portal is one of those from which Harlequin troupes strike. The radiation-soaked wastes of Baal are home to the noble but cursed Blood Angels. The Chaos Legions raid the Imperium from the corrupted worlds of the Eye of Terror. Wherever Daemons break through the veil of reality, wherever the powers of the warp manifest, the Grey Knights are there, fighting to protect the very soul of Humanity. With bolter and melta, with flamer and howling chainblade, they purge their enemies from the field of battle in the name of the Emperor and the Imperial creed. Shattered by Daemonic invasion, Biel-Tan is now more an armada than a singular craftworld. T'au armies eschew the monsters, madmen and magi used by other armies, instead giving you access to towering battlesuits and bizarre alien auxiliaries. The death world of Fenris is the fierce home of the savage Space Wolves. The Dark Angels' fortress, The Rock, is the last remnant of their lost home world. Blessed with alien cunning and strange "gifts", these worshippers of the Tyranids bring entire worlds down from within, turning the implements they once used to build the Imperium to its ultimate ruin in carefully planned insurrections that see even the military might of the Astra Militarum humbled. The arid wastes of this mining world spawned the Cult of the Rusted Claw. Hive Fleet Kraken was broken at Macragge, but its tendrils still strike to this day. Unleashing their psychic might, nothing can stand in their way. Perhaps you'll play a legendary force from the Horus Heresy or let your creativity run wild with a renegade Chapter of your own making. Poison-slinging Kabalites mounted in incredibly fast transports offer fire support to gladiatorial Wyches and the hulking nightmares Haemonculus Covens, alongside esoteric and terrifying units like shadow-lurking Mandrakes and winged Scourges. Home of the alien-studying Xenarites, Stygies has a reputation for secrecy and untrustworthiness. The most densely populated sept, Sa'cea is renowned for producing honourable warriors. In the realm of Ultramar, Macragge is the Chapter Planet of the Ultramarines. Shop the Range Sundered from the Aeldari in the harrowing events of the Fall, the Drukhari are sadistic corsairs for whom the universe is merely a plaything. Daemonic armies burst from the Great Rift to threaten the worlds of Man across the galaxy. The industrial world of Vostroya is famed for its noble Firstborn regiments. The rapidly expanding Sautekh dynasty is centred on the crownworld of Mandragora. The home of House Herpetrax is bathed in the infernal energies of numerous warp rifts. A series of raids by the Covenant of the Hex devastated Aeldari maiden worlds, massacring entire populations. If you like the idea of filling the air with countless lasgun beams, salvoes of missiles, and the fury of plasma blasts, then the Imperial Guard is for you. Overwhelm your enemies by hurling regiments of Guardsmen into the meat grinder, or crush your foes beneath the tracks of dozens of tanks. Optimistic, driven and ever-expanding, the T'au Empire seek to enlighten the galaxy through diplomacy - and superior firepower. Such is the will of the Ommissiah, and his priests will stop at nothing to see that will done. These armies of living metal were once dormant and hidden, but now they march again, inexorable in their advance to restore their ancient empire. The White Scars fortress-monastery lies high in the mountains of the feudal planet Chogoris. The very heart of the Imperium is the domain of the Order of the Ebon Chalice. The T'au Empire offers high-unmatched shooting, boasting firepower few forces can dream of. Rank upon rank of cyborg Skitarii march tirelessly into the teeth of rival guns, or ride to battle aboard Skorpilus Duneiders, raising binharic hymns to the glory of the Ommissiah as their radium carbines and galvanic rifles howl and crack. In the Twisted Catacomb of Moebius, the Nekthyst Overlords plan their campaign of vengeance. Shop the Range Not even the Adeptus Astartes can resist the insidious taint of Chaos. Playing the Harlequins is like choreographing a particularly deadly dance, as your specialist troops run rings around their sluggish enemies, devastating them up close and in melee. This webway portal is one of those from which Harlequin troupes strike. Urgok lays siege to forge world Ryza, but the expansion of the Maelstrom now threatens both. Much of their parish was lost to the Great Rift, but the Order of the Argent Shroud battle on. Agripinaa is a bastion of Imperial might in the midst of the Chaos-haunted Cadian sector. Home of respected military academies, Vior'la is famous for the quality of its Fire Warriors. They can annihilate entire regiments of the foe in a single salvo, or else wield industrial-scale close-combat weaponry that can tear down a fortress gate or flip a battle tank with a single blow. Crownworld of the Novokh Dynasty, Dhol VI is home to scenes of terrifying slaughter. Excelling in mid-to close-ranged firefighths, this devout sisterhood mows down their foes with endless volleys of firepower while their soaring hymnals echo over the screams of the dying. It is not uncommon for forge worlds to launch vast, interstellar crusades in order to recover some lost repository of scientific knowledge or weapons technology, should such a prize present itself. Repository of all Aeldari knowledge, truth of the Black Library's location is a closely-guarded secret. While they were created to defend the Throne World, the Adeptus Custodes have recognised that the most effective way to safeguard Terra is to take a proactive hand in the ongoing battle against Mankind's innumerable foes. While they excel in combat against the creatures of the warp, they will fight any enemy that threatens Humanity, even those from within the Imperium itself. Shop the Range Nearly every sentient being has a psychic resonance with the warp - a terrifying realm where emotion takes form. Harsh, poisonous Krieg mass produces soldiers whose only purpose is to fight for the Imperium. They cannot be bargained with. For hobbyists, you'll have a stunning, diverse range of models to play with, paint, and convert - after all, as every Archon knows, variety (and suffering!) is the spice of life. Chaos Knights armies consist of only a few models - two or three of these titanic terrors are easily a match for entire armies of lesser troops. Ork armies are as diverse, punchy, and bonkers as Orks themselves! From the nigh-legendary "green tide" of choppy Boyz, to rumbling armoured columns, to Dread Mobs of clanking walkers, Ork armies are generally characterised by devastating (and inaccurate) firepower and bruising melee skills. In the Pariah Nexus, the Szarekhan Dynasty plot to shroud the galaxy in silence. House Lucaris Knights march to war from beneath the perpetual raging storms of their home world. House Khymere abandoned this world, and it now lies desolate, littered with broken Knights. Drukhari armies exchange durability for raw speed and attack power, allowing you to slay enemies before they've even had a chance to react. Striking without warning from the webway, the Drukhari are malicious corsairs who revel in the suffering of others. The galaxy is filled with myriad races, all constantly at war. They are Mankind's greatest warriors, holding back nightmarish foes, and they know no fear. Now, the Chaos Space Marines seek to annihilate it in service of the Dark Gods. Guardians of the Imperial Palace, the Adeptus Custodes also battle for the Emperor across His realm. On this fallen forge world, House Vextrix augment and perfect their Knight chassis. Battered, broken but still unbowed, the craftworlders live lives of ruthless discipline and asceticism, mastering arts both aesthetic and martial over millennia-spanning lifespans. For millennia, Cadia guarded the Imperium against Chaos. Chaos Daemons are literally the nightmares of Humanity given flesh, immortal servants of the Chaos Gods imbued with all manner of fell power. This is actually four groups, each laying claim to the title of Great Tyrant of Jagga. Ravaged by repeated attacks, Iyanden relies on its Wraith constructs more than most craftworlds. Discovering a living city crafted by Chaos, the Covenant of Twelve peeled it apart to experiment on it. T'au models have a high-tech aesthetic and super-modular kits that let you customise your battlesuits to meet any battlefield need - or just what you think looks the coolest! Shop the Range They came from outside of our galaxy - a predator from some distant, forsaken place. Each piloted by a warrior of prodigious skill and courage, they can devastate their enemies Born to battle, Orks are brutal aliens who fight for the sheer fun of it with ramshackle, but lethal, weapons and armour. Unfortunately, fewer than 1 in 1000 of our patrons donate.Access to knowledge is more crucial than ever--so if you find all these bits and bytes useful, please pitch in. One of the greatest warbosses in the galaxy, the Arch-Arsonist lays waste to entire sectors. The Adeptus Custodes never exceed ten thousand warriors at any given time. Focus your play style on your favourite Chaos God with an indomitable procession of Plaguebearers or a swift Slaaneshi strike force, or master the strengths of all four in a single, varied collection! Chaos Daemons are a savage close-combat army, using psychic powers and warpflame-spewing monstrosities to weaken the foe before tearing them apart with claw, blade and fang, capable of appearing almost anywhere they wish! Shop the Range Traitors to the Imperium they once defended, the Chaos Knights are a twisted mirror of the Imperial Knights, oathed now to the Ruinous Powers and rewarded with fell gifts. Craftworlds Aeldari are ancient, arrogant and exceptionally dangerous, having turned war into a fine art. Guided by psychic divination and the intelligence gathered by shadowy agents, they strike down demagogues and warlords who might otherwise raise invasion forces against the heart of the Imperium. The lightning-fast campaigns of the Space Marines are conducted with such spectacular brutality that they have come to be known as the Angels of Death. The nobles of House Raven watch over their world from the immense Keep Inviolate. War has wracked Armageddon for generations. The horrific worlds within the Eye of Terror are home to countless Daemons. Nominally an Imperial world, Chancer's Vale is almost entirely under the sway of the Pauper Princes. The ancient home worlds of the Thousand Sons are now the heart of their new empire. The Broken Sigil kabal waged war on the Necrons, releasing many C'tan Shards from their eternal captivity. As an independent nonprofit, we build and maintain all our own systems, but we don't charge for access, sell user information, or run ads. Woken from a millennia-long slumber, Hive Fleet Hydra seeks to slake its unnatural hunger. Orks are wildly unpredictable to both you and your foe, ensuring no two games are the same and offering all sorts of hilarious moments, while for painters and collectors, the range is a playground for vivid paint jobs and crazy conversions. Cadia fell, but its warriors fight on. We are a non-profit group that run this website to share documents. If you want to field gene-enhanced living weapons who have undergone the best training, wear the finest armour and bear devastating weaponry, choose the Space Marines. Shop the range After sixty million years in hibernation, the android legions of the Necrons are rising across the galaxy. From Gheden, the Nihilakh dynasty defend their borders, jealously guarding their ancient secrets. Shop the Range Genestealers are the pioneers of Tyranid invasions, infecting human cultures and, over generations, turning them into mutant insurrectionists known as the Genestealer Cults. The parish of the Order of the Valorous Heart lies deep in Imperium Nihilus. Home to the Crimson Fists, Rynn's World was wracked by a massive Ork invasion. They are as aggressive and unrelenting a foe as they are terrifying. The Astra Militarum are a blunt instrument of violence, wrought on a galactic scale. They are a highly specialised Space Marine Chapter whose existence is known only to a privileged few, and whose deployment is the ultimate sanction against the powers of the warp. 1 of 18 There is no combat theatre in which the Space Marines cannot excel, no foe they cannot overcome, and no danger they dare not face. Armed with arcane technology, nearly impervious to damage and led by maniacal Overlords, few xenos races are as terrifyingly dangerous. Kronos emerged in the wake of the Great Rift, and seems specialised for battling Chaos. The nobles of Chrysis, the Knights of House Krast, rule over the ruins of their devastated world. Chaos Daemons are unlike any other army - instead of war machines or ranks of infantry, you'll be fielding an army of eldritch nightmares and monsters. Capable of pouncing on enemies from anywhere in hit-and-run attacks, Genestealer Cult armies boast versatile infantry and terrifying close-combat brutes. The very first Knight House, Taranis, hails from the forge world prime, Mars itself. Infected with Tyranid DNA, Genestealer Cultists combine human cunning and alien ferocity to destroy the Imperium from the inside. The Order of the Bloody Rose are a bulwark against enemies in the galactic south. Instead, we're powered by donations averaging \$30. Its soldiers are hardened and ready for battle. They cannot be stopped. The Prophets of Flesh carry the Indomitus Crusade, intent on discovering the secrets of Primaris Space Marines. Daemonic hosts issue from the Maelstrom, bolstering the armies of the Tyrant of Badab. To keep our site running, we need your help to cover our server cost (about \$400/m), a small donation will help us a lot. Birthplace of the Cult Mechanicus, Mars is revered above all other forge worlds. Krooldakka fell on Vigilus, and the world became his plaything, wracked by races and war. Your bolter-wielding Space Marines may be backed up by hellish Daemon Engines or hordes of cult infantry. There are many hidden entrances to the Dark City, some known only to the Harlequins. Moving towards Terra itself, Waaagh! Wazdakka has become a target for the Adeptus Custodes. The Adeptus Custodes were the first and greatest of the super-soldiers engineered by the Emperor - they are nigh-immortal exemplars of legend. Saim-Hann is renowned for its Wild Riders, whose fast-paced assaults are legendary. We need your help to maintenance this website. Each Daemon is savagely strong, cunning, and often blessed with bizarre abilities that reflect their patron - from the head-claiming, horned legions of Khorne to the shimmering, magic-mastering hosts of Tzeentch. The volcanic world of Nocturne breeds the hardy Space Marines of the Salamanders. House Khomentis hunt daemonic creatures across their world - and reverse them as embodiments of Chaos. When the grand armies of the Astra Militarum open fire, it is apocalyptic. Part of a unknowable vast gestalt consciousness known as the Hive Mind, the Tyranids are bio-adapted monstrosities who endlessly travel the stars in search of biomass, consuming entire planets in order to grow and adapt, falling upon worlds in waves until nothing remains but ash and acid-scarred rock. Shop the range The Sisters of Battle are warriors of zealous devotion. Rewarding to careful planners, Genestealer Cults allow you to punch way above your weight through sheer cunning, while for painters and collectors, the army offers a glimpse at the "ordinary" civilians of the 41st Millennium - give or take a few arms... Shop the Range The Grey Knights are the Emperor's Daemon hunters. House Vulkan call this mineral-rich planet home, and have close ties with nearby forge worlds. The coldly logical Graians pursue their goals relentlessly, to the exclusion of all else. The Order of Our Martyred Lady defend a parish now split by the Great Rift. Shop the Range The Harlequins are an elite cadre of warrior-dancers who have escaped Slaanesh through the patronage of Cegorach, the mysterious Aeldari god of mischief. Ravenous intergalactic predators, the Tyranids are an ever-adapting hive entity with a single, unstoppable directive: to feed. Sustaining themselves through the suffering of living beings, Drukhari warbands strike forth from the hidden city of Commorragh in search of slaves, plunder, sport, and the chance to influence the Dark City's labyrinthine and deadly politics. A Harlequin army is a deadly cast of characters, each playing their role to perfection - and leaving your enemies in shreds. All would gladly martyr themselves to fulfill their holy mission. They will not stop until Terra itself is in flames, and the Emperor's corpse is offered before the Dark Gods! Chaos Space Marine forces combine the heavy arms and armour of their loyal kin with an arsenal of hellforged arcana. The Adeptus Mechanicus wield strange and arcane technological weapons of phenomenal power. Drukhari armies are fast, lightly armoured raiding parties. Shop the Range The T'au Empire are a recent contender in the great game of the 41st Millennium, rising among fallen empires and intergalactic predators through diplomacy, unity and a simply terrifying amount of firepower. To the Orks, might makes right - and few are as mighty as they. Genestealer Cult forces let you take command of an insurrection, combining a scrappy, rugged array of civilian vehicles and weapons with nifty alien tricks. Maybe you'll field a fast-moving strike force of rapid assault mechs, or create a defensive line of Fire Warriors capable of obliterating anyone who dares get close. A centre of learning, Bork'an contributes many new weapons and technologies to the Empire. Collecting such a force offers the chance to paint and play with a huge variety of models, with incredible colour schemes to choose from and a diverse spread of Aspect Warriors, wraith constructs, and more to demonstrate your skills. Murderous, swift, and utterly without mercy, they have been the ruin of countless worlds.

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