

Warhammer isn't the only tabletop wargame that Games Workshop produces. There is also Warhammer 40,000. This is a science fiction wargame with guns, tanks, aliens and squads of armoured troops fighting for survival in the 41st Millennium.

# WARHAMMER® 40,000

## IN THE GRIM DARKNESS OF THE FAR FUTURE...

### AN INTRODUCTION TO THE UNIVERSE OF WARHAMMER 40,000

#### SO WHAT IS WARHAMMER 40,000?

In the most basic terms Warhammer 40,000 is a science fiction wargame. It places you in overall command of your own powerful fighting force of miniature soldiers, which you must manoeuvre around the battlefield, guns blazing in the heat of battle, whilst trying to outwit your opponent with superior

tactics – all within the rules framework of a gaming system. But there's actually a whole lot more to it than that!

Warhammer 40,000 (often referred to by gamers as '40K') is set, as the name suggests, in the 41st Millennium. At this time the fragile Imperium of Man stands on the final bloody crossroads between extinction and survival. It is a dark future – forget the promise of peace and understanding. Technology is in decay and the universe on the brink of self destruction.

▲ The Warhammer 40,000 rulebook – 268 pages of rules, background, army lists and mayhem.



Space Marines of the Ultramarines Chapter engage Chaos Khorne Berserkers deep inside a hive world.



A game of Warhammer 40,000 in progress.

You can command squads of warriors in the service of the Emperor of Mankind, or lead alien warriors in the destruction or enslavement of humanity. All the rules that you need are contained within one rulebook, which is written to explain how to go about raising armies and playing battles and campaigns within the Warhammer 40,000 universe. How to choose your forces and then build your own alien battlefields to fight over is all covered within the main book.

The book is also full of background giving you an insight into this age of warfare and bloodshed. It describes the dark gothic background of the 41st Millennium, and the hostile aliens like the sophisticated Eldar or the crude, brutal Orks that are at war with the Imperium of Man as well as with each other. There are threats from outside the Imperium too, as the terrifying, ever-evolving insect-like Tyranids devour all in their path. Also detailed are the forces of the Imperium, from the countless legions of the Imperial Guard to the Emperor's finest – the genetically enhanced superhuman Space Marines.

The Imperium is not only threatened by the enemy without but also by the enemy within – the insidious touch of Chaos is everywhere. Fully one half of the forces of the Space Marines have been corrupted and now worship foul dark gods. There are also Chaos cults meeting in secret on millions of the Imperial worlds, plotting the downfall of the

Imperium for the glory of their Chaos masters. All this along with details of the labyrinthine organisations of the galaxy-spanning Imperium are contained within this one weighty tome.

In case you are unsure where to start, the entire first section of the book is devoted to collecting armies, building scenery for your battlefields and painting your Citadel miniatures. In fact, everything that you need to know if you have never played a wargame before and are just starting out can be found inside the Warhammer 40,000 book.

#### CODEXES – ARMY LISTS FOR THE 41ST MILLENNIUM

While it's an essential reference for you to play your games of Warhammer 40,000 with, the rules and background do not stop with the main book. We have and will be continually releasing Codexes – mini rulebooks and supplements adding more detail to the Warhammer 40,000 universe.

Each Codex is an in depth look into a particular race or army, with full details on uniforms and paint schemes. It also describes the different weapons and troop types that army uses, special rules, a fully updated army list and packs in more background, giving you a further insight into the universe of the 41st Millennium. These books help mould the character of your army, giving it a distinct fighting style and look. ▶



▲ The huge range of Codex supplements available for the Warhammer 40,000 game, containing loads of extra rules, background and expanded army lists!

▼ These pictures show just a few of the hundreds of Citadel Miniatures available for Warhammer 40,000.

## CITADEL MINIATURES – NEW WARRIORS FOR THE AGE OF BATTLE

As you can imagine there are absolutely loads of Citadel Miniatures available to accompany the Codexes and main rulebook. Every troop type is represented by finely sculpted models. From the mighty Space Marines to the lowly Grotz, there is a miniature to place on your battlefield.

And we don't just stop at the troops – you can get heroes to lead your armies; grim-faced Imperial Guard Captains, the mysterious Eldar Farseers or even the horrific Greater Daemons of Chaos.

Also you can get your hands on the rumbling war machines of the 41st Millennium in the form of plastic

kits. The awesome, hard-to-kill Space Marine Land Raider is our latest, but you can also field exotic alien vehicles like the fast Dark Eldar Raider or deadly Falcon grav tank. Or if you are a fan of the crude constructs of the Orks, their ramshackle buggies, bikes and trukks are all available too.

## IT'S YOUR GAME – THE FATE OF THE UNIVERSE IS IN YOUR HANDS...

Just like Warhammer, Warhammer 40,000 is a whole hobby within itself. Instead of spears and shields, you have boltguns and power armour. It's a whole gaming universe, full of grim battles as every race struggles for survival and dominance. ■

By Nick Davis



Orks defend their settlement from an Eldar attack.



Dark Angels Space Marines dig in behind their Predator tank.



A Chimera tank supports a Cadian Imperial Guard squad.



Kharn the Betrayer,  
Champion of Chaos.



Space Marines of the Space Wolves Chapter attack Chaos Khorne Berserkers.



Blood Angels Space Marines disembark from their Land Raider into the Chaos lines.



Eldar Guardians are given covering fire by Dark Reaver Aspect Warriors.

