

WARHAMMER[®] 40,000

ASSAULT ON BLACK REACH[™]



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WARHAMMER 40,000

In the 41st Millennium, the galaxy is a war-ravaged battlefield. Untold thousands perish as cities, empires and even whole worlds are torn asunder in the maelstrom of battle. Blood is the only currency and victory the only goal.



Warhammer 40,000 is a game that allows you to fight conflicts between human and alien warriors on a tabletop battlefield. Opposing armies are comprised of models, assembled and painted by yourself, representing the armed forces of your chosen race. This booklet will introduce you to the Warhammer 40,000 gaming hobby in all its glory.

The aim of every Warhammer 40,000 player is to fight battles against other players. Win or lose, all battles are entertaining challenges in which you try to out-think and out-play your opponent, taking advantage of what good luck comes your way, but ultimately relying upon sound tactics to win the day. Collecting a battle-winning force and learning how to use it is something that any

committed player can achieve with time and experience. From a small core of troops you can add new squads, gradually painting your forces and bringing them to battle, expanding your army as your generalship improves, until you are ready to play huge, sweeping battles with hundreds of troops and fighting machines on each side.

In Warhammer 40,000 your skills and imagination are at least as important as the rulebook! It is not necessary to paint models before you use them, but many people enjoy painting models and a battle fought between painted armies looks absolutely fantastic.

Welcome to our hobby. May countless victories be yours, and may your dice always roll sixes.

A GALAXY TO EXPLORE

In this box you'll find enough models to start playing games, but this is just the tip of the iceberg. Warhammer 40,000 presents you with everything you could ever need to bring the wars of the 41st Millennium to life.

An entire galaxy of war machines, monsters, heroes and villains awaits your discovery. From the noble Space Marines to the brutish Orks; from conscripted companies of Imperial Guard to the Daemon-infested tanks of the Chaos Space Marines, there's a truly incredible range of Citadel miniatures to collect, paint and lead to ultimate victory.



Eldar Dire Avenger
– elite warrior of an enigmatic race.



Chaos Space Marine Raptor
– a barbaric traitor driven to serve Dark Gods.



Necron Lord
– ageless and deathless enemy of the living.



Tau Crisis Battlesuit
– awesome firepower directed by a war-forged alien.



Space Marine Land Raider
– the ultimate armoured fighting vehicle of the 41st Millennium.



ASSAULT ON BLACK REACH

These models can be used to recreate a clash between the Space Marines and Orks during the defence of Black Reach. Alternatively, you can fight any one of a hundred wars on a thousand worlds, inventing your own campaigns or re-enacting famous battles from the Warhammer 40,000 universe.

THE SPACE MARINE ARMY



Space Marine



Space Marine Terminator



Space Marine Captain

Space Marines are superhuman warriors – the ultimate defenders of Mankind. The Space Marine army is an elite force with all manner of weaponry and tactics at its command. Each Space Marine is armed with the deadliest of weapons and clad in impenetrable power armour, making it equally formidable in attack or defence.

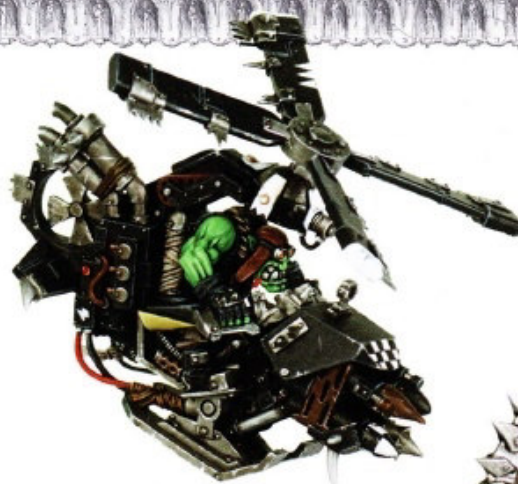
Space Marines are incredibly adept at all forms of combat. They are very hard to kill, and almost never retreat. Though the Space Marine army will always be outnumbered by the foe, each Space Marine model is the equal of two or three enemies, whether in a furious firefight or a bloody close assault.



THE ORK ARMY



Ork Warboss



Deffkopta



Ork Boy



Ork Nob

Orks are a barbaric and warlike race – they live only to fight. An Ork army is a vast horde of green-skinned brutes clad in primitive armour and wielding crude but effective weapons. An Ork player will win his battles through sheer weight of numbers, swiftly overwhelming a more disciplined enemy army in an endless tide.

Orks are poor shots, so while most carry a firearm of some sort, this is more for the noise it makes than for any real hope of killing the foe. It is in hand-to-hand combat that the Orks are at their most formidable. If the Ork player can get enough greenskins through the hail of enemy fire, he can easily slaughter the foe in a flurry of brutal blows.



GETTING STARTED

The first thing you'll notice on opening this box is the sheer amount of miniatures you have in your possession. You have enough models to make two starting armies – Space Marines and Orks. On the following pages we'll show you how to assemble your miniatures and paint both armies.



Use a pair of clippers (side cutters) to clip the models from the frame (avoid cutting off the tabs that slot into the bases).



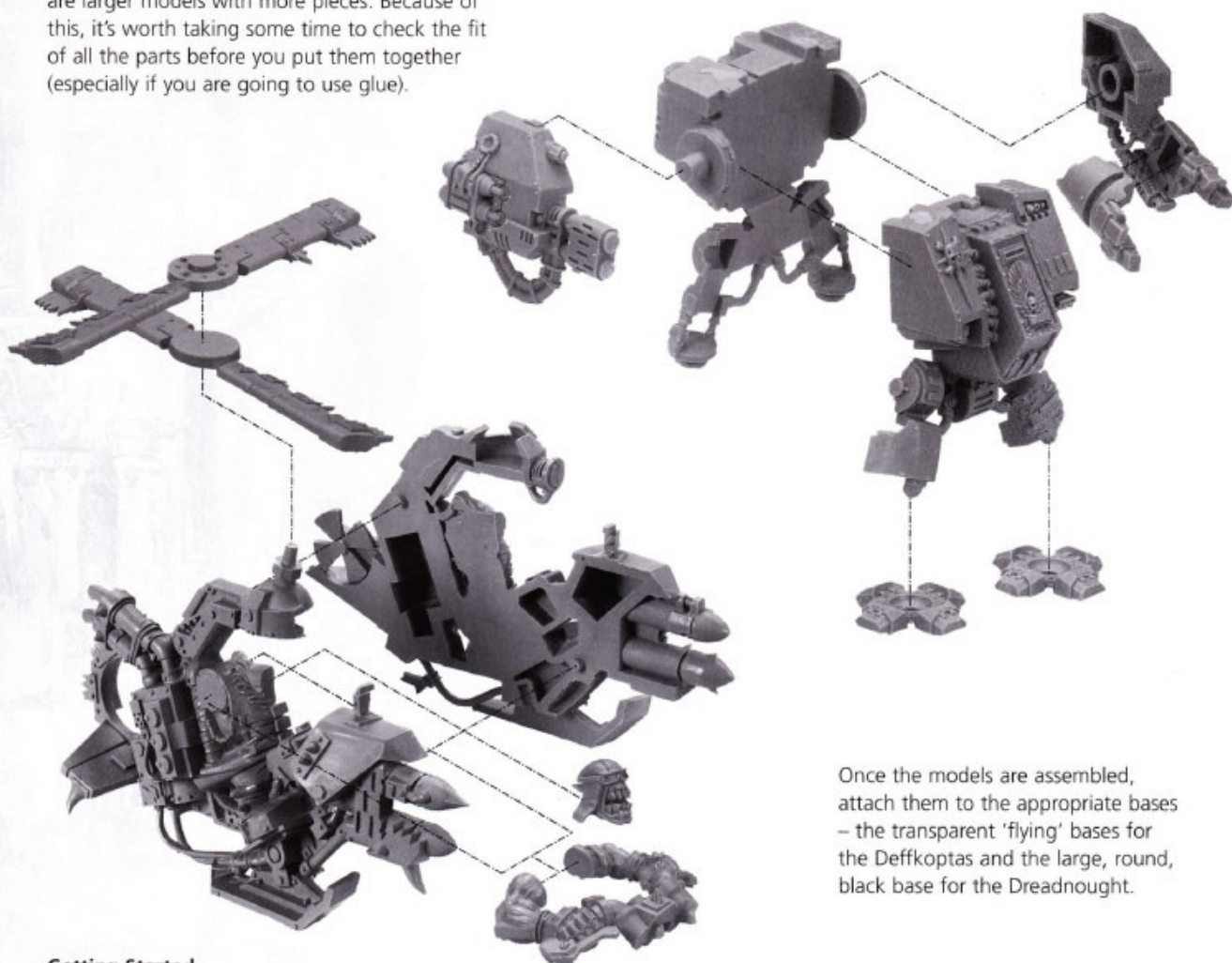
You can use a file to remove mould lines on the models, making a smoother surface for painting.



These models are designed to push together without the need for any glue. However, some gamers prefer to stick the parts together using plastic glue.

LARGE MODELS

Whilst all the models have multiple parts, the Space Marine Dreadnought and Ork Deffkopta are larger models with more pieces. Because of this, it's worth taking some time to check the fit of all the parts before you put them together (especially if you are going to use glue).



Once the models are assembled, attach them to the appropriate bases – the transparent 'flying' bases for the Deffkoptas and the large, round, black base for the Dreadnought.

PAINTING YOUR MODELS

Playing Warhammer 40,000 with models straight out of the box is fine. However, battles look much better when your armies are painted. Here we'll show you the basics of how to paint your models.



YOU WILL NEED:

- Paints
- Paintbrush
- Water
- A light source
- Tissue
- Newspaper



STEP BY STEP SPACE MARINE



Start by undercoating your Space Marine Chaos Black.



Next, paint the armour with a layer of Mordian Blue and the gun with Boltgun Metal



Use Shining Gold to paint the shoulder pad rims and insignia, and Blood Red for the eyes.



You can add highlights to models using lighter colours – on the armour using Ultramarines Blue and using Mithril Silver on the Boltgun.

STEP BY STEP ORK



As with the Space Marine use Chaos Black to undercoat your Ork.



Paint the weapons Boltgun Metal and the skin Orkhide Shade. Use Scorched Brown for the straps.



We have painted the skin with Goblin Green, leaving the darker colour showing in the recesses. The teeth are painted Bleached Bone.



Sand was stuck to the base with PVA glue. The base was then painted Graveyard Earth, and the top was brushed over with Bleached Bone.

SPACE MARINES

The blue-armoured Ultramarines are one of the mightiest Space Marine Chapters. However, there are over a thousand different Chapters, which gives you a great opportunity to create your own fantastic colour schemes as well as those shown here.

We've painted all the Space Marines in this box to represent the Ultramarines Chapter. Below are examples of the different troop types you can include in your army.



Space Marine



Space Marine Commander



Space Marine Dreadnought



Space Marine with flamer



Terminator Sergeant



Terminator



Space Marine Veteran Sergeant



Space Marines of the Salamanders Chapter are implacable in attack and immovable in defence.



The Crimson Fists Chapter hold the Orks as their most bitter enemies.



The White Scars are raiders without peer, masters of hit-and-run warfare.

ORKS

Orks are known as greenskins for a very simple reason – they have green skin! Shown here are some examples of the more famous Ork clans that you may want to paint.

The Orks in this box have been painted to represent the Goff clan. Here you can see the different troop types.



Ork Boy



Ork Boy with big shoota



Ork Deffkopta



Ork Warboss



Ork Nob



Ork Nob



Orks of the Evil Sunz clan are irresistibly drawn to fast vehicles and raucous noise.



The Bad Moons are the wealthiest of Ork clans. They have the 'ardest armour and the shootiest gunz.

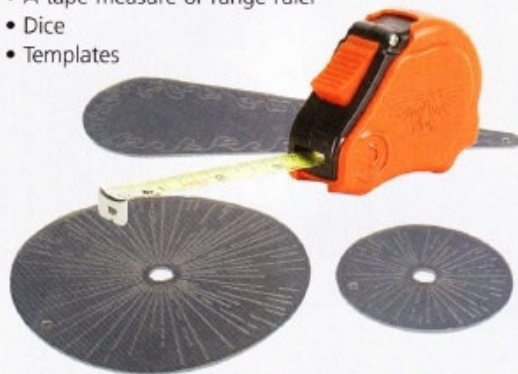


Snakebites are staunch followers of the old ways, tough as old boots and 'ard as nails.

YOUR FIRST GAME

YOU WILL NEED:

- An opponent
- A playing area
- The Rulebook
- The Space Marine Tactical Squad (10 models)
- The two Squads of Ork Boyz (20 models)
- A tape measure or range ruler
- Dice
- Templates



THE PLAYING AREA

You can play on any flat surface, from the kitchen table to your living room floor. Games of Warhammer 40,000 are normally played on a surface at least 4' by 4'.

DEPLOYING THE SPACE MARINES

The Space Marines should be set up first within 12" of one edge of the playing area.

DEPLOYING FOR BATTLE

Each battle is based around a mission. Each mission explains how to set up your models, the victory conditions of the game, and any special rules that apply during the battle. Some missions might hinge on seizing objectives, whilst others are grueling battles to the death.

For the first game, it's best to use just a few squads – we suggest the Ork Boyz squads and the Space Marine Tactical squad. As you get more familiar with the rules, you can add the other units into your games. To prepare your forces for battle, simply set them up as shown.

These instructions assume you're using a playing area of at least 4' by 4'. If you're playing on a smaller surface, it's okay to reduce the distances to match your gaming area. Just make sure both forces start 12" apart.

TERRAIN

You can play without terrain, but adding it makes the game even more exciting. We've set up our battlefield with elements from the Citadel Terrain range, but you can just as easily use cardboard boxes or books for your first game, to represent hills and other features.

DICE

In the game, dice rolls govern the life and death of the models. All dice rolls use a standard six-sided dice, also known as a D6. While cunning strategy and superior troops will usually prevail, luck certainly plays a factor and can transform certain defeat into a glowing victory. It's best to have at least a dozen or so dice handy – this'll keep the game flowing once the bullets start flying.



ATTACK!

Starting with the Space Marines side, the players take it in turns to fight the battle, moving, shooting and assaulting. Unleash ruthless firepower or crush the foe in close combat – the choice is yours.

VICTORY OR DEFEAT?

The game continues until one side has been wiped out or after both players have played six turns – whichever happens first.

If one player has succeeded in completely eliminating his opponent, he wins the game. If the game ends because six turns have been played, the player with the most models still alive wins the game.

THE MOST IMPORTANT RULE!

Warhammer 40,000 is a game unlike any other. While its rules are comprehensive, there are so many possibilities that it's impossible to cover every conceivable situation. If you find a rule doesn't quite fit a situation, a little common sense and co-operation will generally resolve the problem. Remember, you're playing to enjoy a challenging battle with friends, where having fun is more important than winning at any cost.

DEPLOYING THE ORKS

The Orks set up second. Every Ork model should be at least 12" away from a Space Marine model.

12"

ADDING MORE MODELS

Now you've had a chance to get to grips with the rules, try playing the same mission again using all the miniatures in the box. As before, the Space Marines set up first and go first, whilst the Orks set up second and go second.



LEARNING THE RULES

MODEL PROFILES

All models have a profile similar to the one shown below, representing the different characteristics, which are explained briefly on these pages (see page 6 of the main rulebook for more details).

WS Weapon Skill
BS Ballistic Skill
S Strength
T Toughness
W Wounds
I Initiative
A Attacks
Ld Leadership
Sv Save



	WS	BS	S	T	W	I	A	Ld	Sv
Space Marine	4	4	4	4	1	4	1	8	3+

TAKING TURNS

Each game is played out over a series of turns, until one player achieves victory and is declared the winner.

Both players take turns. First one player moves, shoots and assaults with his army. Once he's finished, the other player does the same with his own army. This page shows the Space marine turn.

Terrain

Terrain can offer cover from enemy fire (see page 21 of the main rulebook) but also slows movement (see page 13 of the main rulebook).

WEAPON PROFILES

Weapons also have profiles to tell you their range, Strength, armour piercing value (AP), the number of shots they fire and any special rules they have (see page 27 of the main rulebook).

	Range	Strength	AP	Special
Boltgun	24	4	5	Rapid fire

1

THE MOVEMENT PHASE

In the Movement phase, your squads can manoeuvre around the battlefield.

Squads

Models are organised into squads, commonly of 5 or more models. Each member of the squad must stay within 2" of a squad-mate at all times.

Infantry Movement

Infantry can move up to 6" in the Movement phase (see page 11 of the main rulebook).



Independent Characters

The Space Marine Captain and Ork Warboss are mighty individuals who do not need to operate in squads (see page 47 of the main rulebook).

2

THE SHOOTING PHASE

In the Shooting phase, models can shoot at enemies they can see (see page 17 of the main rulebook). A dice is rolled for each shot to determine the outcome.

Roll to Hit

Models use their Ballistic Skill (BS) to determine their chances of hitting. Space Marines have a BS of 4, and always hit on a dice result of 3 or more (see page 17 of the main rulebook).

Roll to Wound and Save

Models hit by shooting have a chance to be wounded, according to the Strength (S) of the weapon and the Toughness (T) of the model hit (see page 19 of the main rulebook). Models that are wounded normally have a chance to make a 'saving throw', to represent their armour saving them from the shot (see page 20 of the main rulebook).

3

THE ASSAULT PHASE

In the Assault phase, squads within 6" of the enemy can charge into close combat.

Striking Blows

In an assault, models from both sides strike in Initiative (I) order using their Attacks value (A) to determine how many times they strike. How easily models hit each other is determined by their Weapon Skill (WS).

Close combat attacks have a chance to cause wounds according to the Strength (S) of the model striking blows and the Toughness (T) of the model being struck. If wounds are caused, saving throws may be taken and casualties removed (see page 39 of the main rulebook).

CASUALTIES

Each model can take a certain number of Wounds (W) before it is slain and removed from the table. Most models only have a single Wound, although heroic individuals and large monsters may have more (see page 26 of the main rulebook).

Morale

If a squad takes too many casualties, it must take a Morale test using its Leadership (Ld). If the test is failed, the squad will retreat towards the edge of the board.

Dreadnought

Dreadnoughts are Vehicles, which have different rules to other models (see page 56 of the main rulebook).

THE NEXT TURN

Once the Space Marines have completed their Assault phase, the Orks take their turn, working through Movement, Shooting and Assault phases in the same way.

Deffkoptas

Deffkoptas use the rules for Jetbikes (see page 53 of the main rulebook for more information).

SPACE MARINE TASK FORCE



SPACE MARINE CAPTAIN

	WS	BS	S	T	W	I	A	Ld	Sv
Captain	5	5	4	4	3	5	3	9	3+

The Space Marine Captain excels at both ranged combat and the fury of a close assault.

EQUIPMENT

- Power armour
- Boltgun
- Power sword
- Frag and Krak grenades

SPECIAL RULE

- Independent character



TACTICAL SQUAD (10 MODELS)

	WS	BS	S	T	W	I	A	Ld	Sv
Vet. Sergeant	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Space Marine Tactical squads are experienced in all battlefield roles, but excel at fire support.

EQUIPMENT

- Power armour
- Bolt pistol
- Frag and Krak grenades
- Six models have boltguns
- The Sergeant has a close combat weapon
- One model has a flamer
- One model has a missile launcher



TERMINATOR SQUAD (5 MODELS)

	WS	BS	S	T	W	I	A	Ld	Sv
Terminator	4	4	4	4	1	4	2	9	2+

Terminator squads are mobile and well-armoured. They are proficient at range, but are at their most devastating in close assaults.

EQUIPMENT

- Terminator armour
- Storm bolter
- 4 models have power fists
- 1 model has a power sword

DREADNOUGHT

	WS	BS	S	I	Front	Side	Rear
Dreadnought	4	4	6(10)	4	12	12	10



The Dreadnought is proof against most Ork shooting and has blistering firepower.

EQUIPMENT

- Multi-melta
- Storm bolter
- Dreadnought close combat weapon

SPACE MARINE WEAPONS

Weapon	Range	Strength	AP	Type
Multimelta	24"	8	1	Heavy 1, Melta
Boltgun	24"	4	5	Rapid fire
Bolt pistol	12"	4	5	Pistol
Flamer	Template	4	5	Assault 1
Missile launcher	-	-	-	-
- Frag missile	48"	4	6	Heavy 1, Blast
- Krak missile	48"	8	3	Heavy 1
Storm bolter	24"	4	5	Assault 2





THE ORK WARBAND

ORK WARBOSS

	WS	BS	S	T	W	I	A	Ld	Sv
Warboss	5	2	5	5	3	4	4	9	6+

The Ork Warboss needs to get into close combat and get krumpin' as soon as possible. It's best to have the Warboss lead your Nobz or Boyz, to ensure he doesn't get shot.

EQUIPMENT

- Ork armour
- Shoota
- Power claw

SPECIAL RULE

- Independent character



NOBZ MOB (5 MODELS)

	WS	BS	S	T	W	I	A	Ld	Sv
Ork Nob	4	2	4	4	2	3	3	7	6+

Bigger, stronger and harder to kill than Boyz, the Nobz are your shock troops.

EQUIPMENT

- Ork armour
- Choppa
- Slugga



BOYZ MOB (20 MODELS)

	WS	BS	S	T	W	I	A	Ld	Sv
Ork Boy	4	2	3	4	1	2	2	7	6+

Ork Boyz close with the enemy as quickly as possible, where their plentiful Attacks can tear the foe to pieces.

EQUIPMENT

- Ork armour
- Choppa
- Slugga
- 2 models have a big shoota



DEFFKOPTAS (3 MODELS)

	WS	BS	S	T	W	I	A	Ld	Sv
Deffkopta	4	2	3	4(5)	2	2	2	7	4+

The Deffkopta's rokket launchas can not only sheer through Space Marine power armour, they're also capable of piercing the Dreadnought's armour.

EQUIPMENT

- Ork armour
- Choppa
- Twin-linked rokket launcha

ORK WEAPONS

Weapon	Range	Strength	AP	Type
Shoota	18"	4	6	Assault 2
Slugga	12"	4	6	Pistol
Big shoota	36"	5	5	Assault 3
Rokket launcha	24"	8	3	Assault 1

SPECIAL RULES

Most units have special rules that give them extra abilities. We've deliberately left off most of the special rules as this makes it easier to get to grips with the basics of the game. You'll find a complete list and description of a unit's special rules in its army book, also known as a Codex.

EXPANDING YOUR FORCES

The forces included in this box provide good starting armies for the Space Marines and Orks. As you play more games, you can add more models to your collection and expand the types of units in your army.

Once you've played a few games with the models in this box, you'll want to get a copy of Codex: Space Marines or Codex: Orks. Army Codexes are crammed full of detailed background information, uniform painting guides, and example army lists. Codexes also set out the rules and points cost for all the models in the army, to help you organise balanced games. Most games of Warhammer 40,000 are played at a points value of between 1,000 and 3,000 points. As you can see below, there are about 600 points' worth of Space Marines and 450 points' worth of Orks in this box, so you're already well on the way to building your army. Once you've got your Codex, you can start adding new units to your burgeoning army, including devastating tanks, jump pack assault troops and artillery units.



SPACE MARINE TASKFORCE: 585 points



Space Marine
Captain: 100 points



Tactical Squad:
170 points



Dreadnought:
115 points



Terminator Squad:
200 points

ORK WARBAND: 450 points



Ork Warboss and Nobz Mob: 185 points



Deffkoptas: 135 points



Ork Boyz: 130 points



Battleforce boxes contain several different units, often including characters or a potent war machine. Buying your units in a battleforce guarantees that your force will grow swiftly.

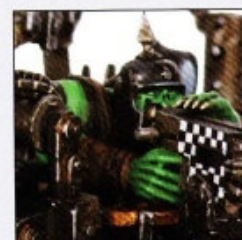


Battle Squad boxes usually contain several different weapon options. For example, Space Marine Devastators can choose from a range of heavy weapons.



Space Marines and Orks have access to all manner of fighting vehicles. These include fast recon vehicles, earth-shaking tanks and armoured transports that get your infantry into battle more swiftly.

Ork Trukk



Metal Models

Many of the models you will want to add to your forces are available in plastic. However, certain monsters, elite squads and special types of character are available in metal. These models are even more detailed than your plastic troops and make great centrepieces for your collection. You can see the entire Citadel miniatures range on our website.



Marneus Calgar



Space Marine Chaplain




Ork Kommando









For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods and Master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls die every day, for whom blood is drunk and flesh eaten. Human blood and human flesh — the stuff of which the Imperium is made.

To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. This is the tale of those times. It is a universe you can live today — if you dare — for this is a dark and terrible era where you will find little comfort or hope. If you want to take part in the adventure then prepare yourself now. Forget the power of technology, science and common humanity. Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.

But the universe is a big place and, whatever happens, you will not be missed...

THE IMPERIUM OF MAN

It is an age of darkness and superstition. The Imperium of Man commands the greatest stellar empire the galaxy has ever seen. Its outposts span a million worlds; its laws and credos govern souls beyond counting. This is the Age of the Imperium – the ultimate destiny of Mankind.

Four hundred centuries have passed since man stepped out into the cold of space. Forty thousand years. An age so long that almost its entire history lies shrouded in legend. Who knows how Mankind came to be scattered across a million disparate worlds? Who remembers the wars that split the Earth asunder and dragged humanity down to the level of brute beasts? Who would recognise the names of Earth's ancient ruins, of nations destroyed and peoples long since crumbled to dust? To these questions there can be no answers. The questions themselves died upon the lips of men tens of thousands of years past. From those times come only whispers of horror and death, of the Dark Age of Technology, the Realm of Night, of the Empire of Blood and the terrible long centuries of the Age of Strife.

This is the time of the Emperor, the Age of the Imperium. It is an age of war already ten thousand years old. In this war mere survival is justly hailed as a victory. Defeat can only lead to the irrevocable end of humanity and to the destruction of the very fabric of the universe. It is a war waged across the galaxy, in the darkness of space, on a million worlds, and within the depths of every human soul. There can be no conceivable end. No peace, only the stillness of oblivion.

THE EMPEROR

Not even the ancient records of the historians of the Adeptus Administratum tell how the Emperor came to rule over the Imperium. Over one hundred centuries ago the Great and Beneficent Emperor of Mankind ascended to the Golden Throne of Earth. Legends hint darkly at the terrible wars of the Horus Heresy, of the battles that raged across the galaxy, and of the final victory of the Emperor over the thrice-damned Horus and the forces of Chaos. The truth lies buried under millennia of superstition, submerged beneath myth and locked behind adamant doors sealed with ancient runes of power. The only man who might remember those far-off days is the Emperor himself, and none can guess what thoughts revolve inside his undying skull.

Ten thousand years ago the Emperor lived and breathed as a mortal man, but his physical life has long since ended, crushed out of him by Horus, the Great Enemy, in the final battle for Earth. Today, as for the last ten thousands years, the Emperor lives only by the immeasurable force of his supreme will. His broken and decayed body is preserved by the stasis fields and psi-fusion reactors of the Golden Throne. His great mind endures inside a rotting carcass, kept alive by the mysteries of ancient technology. His immense psychic powers reach out from the Golden Throne, enveloping and protecting mankind across the

entire galaxy. His consciousness wanders through Warp space, warring against the Daemons that inhabit it, keeping closed the doors between this world and the next. If the Emperor should fail then the Daemons of Chaos will flood into the galaxy. Every living human will become a gateway for the destruction of mankind. Finally, the galaxy itself will become submerged in the stuff of Warp space, and all physical life will end. There would be no physical matter. No space. No time. Only Chaos.

THE ADEPTUS TERRA

The Emperor has neither spoken nor moved since his incarceration in the arcane mechanism of the Golden Throne. His material body is to all intents dead, and his psychic mind is wholly preoccupied within Warp space fighting the eternal battle for the preservation of Mankind. All that is left of the Emperor is a consciousness divorced from the material world, a mind incapable of ordinary communication with his billions of devoted servants.

The Imperium is ruled in the Emperor's name by the incalculably vast Adeptus Terra, the ancient Priesthood of Earth, whose masters are the High Lords of Terra. The Adeptus Terra numbers billions upon billions of individuals on Earth alone. Its offices span the galaxy and its powers extend to every human world. No man is free from its influence or from the strictures of its rule. The Emperor has become a god and saviour to sprawling Mankind. Superstition and dogma have become the rituals of worship.



The Adeptus Terra is a huge and multi-faceted organisation. It is divided and subdivided into countless subordinate organisations, millions of offices each with awesome powers over the common man. Indeed, the Adeptus Terra is so vast that no one can say with certainty how many divisions work under its banner, or what their purpose might be. Ten thousand years of endeavour has built an edifice that reaches into the heart of human society. Information is gathered; facts are accumulated; taxes are levied. Like an ancient and ponderous clock, the wheels of bureaucracy grind slowly forward, carried by their own momentum, without

thought or consideration. Only a very few of the most important of these vast organisations are recorded – there are many more and it is doubtful anyone knows the full extent of the power of the Adeptus Terra.



The Imperium of Mankind is spread across the entire galaxy and consists of a million worlds. Although this is a huge number of planets, it is as nothing when compared to the immense size of the galaxy itself. The Imperium is spread very thinly across space – its worlds are dotted through the void and divided by hundreds, if not thousands of light years. It is therefore wrong to think of the Imperium in terms of a territory which extends across the galaxy. The truth is far more complex. The Imperium's holdings are scattered far and wide by the vagaries of Warp travel and spatial drift. One inhabited system may be separated from its nearest neighbour by alien civilisations, unstable Warpstorms, dimensional cascades or unexplored space. Indeed, Mankind's ignorance of his environs far exceeds his meagre knowledge, for humanity has yet to explore much of the galaxy. Who knows what secrets lie undiscovered and undisturbed amongst the stars?

THE WARP

The pattern of human settlement throughout the galaxy owes much to the nature of space travel. All interstellar travel is undertaken using Warp drives that launch a spacecraft into the alternative dimension of Warpspace. Within Warpspace a ship can cover the equivalent of many thousands of light years within a relatively short time, dropping back into real space far away from its starting point. The unpredictable and turbulent nature of Warpspace means that some parts of the galaxy are harder to reach than others. Some zones are eternally isolated by swirling Warpstorms, dichotomic turbulence and violent currents within the ether. Other areas can only be reached by difficult and dangerous routes, or are accessible only during lulls in the fierce fluctuations of the Warp. Some parts of Warpspace act as dimensional vortices, ensnaring spacecraft and tearing them apart with impossible forces. In others, time flows at odds with the material realm. Days become nanoseconds, minutes stretch into years, and the future spirals into the past.

Only the Imperium can fully exploit the medium of the Warp to travel from one side of the galaxy to the other. The Imperium's mastery of Warpspace is born of three factors. The first is the maintenance of ancient technology by the Adeptus Mechanicus – the Tech Priests of Mars who preserve the lore of ancient science on behalf of the Adeptus Terra. Without the

technological advantage of efficient Warp engines it would be impossible for the Imperium to defend its scattered planets.

The second factor is the existence of human mutants known as Navigators – a race apart which traces its origins to the uncertain times of the Dark Age of Technology. Only a Navigator can pilot a ship through Warpspace. His swollen cranium houses a mind which is sensitive to the tides and currents of the Warp, enabling him to guide his ship through Warpspace to its eventual destination.

The third factor is the immeasurably powerful beacon of the Astronomican. Broadcast from holy Terra by a choir of psykers and guided by the Emperor's Will, this beacon reaches out through Warpspace, where Navigators follow its guiding light. It is the Astronomican that allows Navigators to use their powers to the full. Without it, not even the most powerful of their number could pilot his ship for the immense voyages required.

Without command of Warpspace and the ability to manoeuvre its military forces across the gulf of space, the Imperium would be unable to function as a whole. It would wither and die, torn apart by internal uprising and alien aggression. Everywhere the foes of humanity stand poised to exploit weakness and infirmity. Warlike Orks descend upon world after world, plundering and destroying, leaving death and destruction in their wake. Long dormant Necrons stir in the dust of a thousand dead worlds, implacable of will and merciless in nature. The voracious Tyranids sweep through the galaxy like a plague of locusts, laying bare whole star systems and moving ever onwards. The upstart Tau press upon the Imperium's boundaries, their deceptive and iniquitous ideals of common cause as dangerous as their military advance. From their wondrous craftworlds in the void between worlds, the enigmatic Eldar cast meddlesome influence across all, tugging at the fate of other races to assure their own survival. Yet even these foes are as nothing beside the horrors that lurk beyond the veil of the material universe. From the shifting seas of the Warp come Daemons, entities whose bodies are fashioned not of flesh and blood, but unadulterated power, whose food and drink is the terror and ambition of man. Creatures that draw hatred and greed for breath, and that will not rest whilst a single man lives.

THE GATHERING DARK

Though the Imperium is surrounded and alone in a galaxy of war, it is far from defenceless. The superhuman Space Marines, the innumerable Imperial Guard, the star-conquering vessels of the Imperial Navy and the mighty machines of the Titan Legions, all stand as a bulwark against threats both within and without, combating the encroaching darkness with fire and courage. Yet the Emperor's light grows dim and his domain dwindles, planet by planet and system by system. The enemies of Mankind gather like carrion and a time of endless night presses in. There is no peace, no respite, no hope of victory.

There is only war...

IMPERIUS DOMINATUS

The Age of Battle has begun.

The fires of war burn brightly from star to star. Everywhere the fortresses of Man are steeped in blood and ancient enemies appear from the darkness. Sensing weakness they gather for the kill. They know as we know that night approaches and all mortal life shall be extinguished. We know, as they cannot, that there shall be a new dawn and a new day when we will rise and they will be driven into the darkness forever.

INDOMITABLE WRATH Emperor Class Battleship



Hundreds of mighty craft, such as the Indomitable Wrath, prowl the inky blackness of the void, ready to dispense swift death.

BINARY SYSTEM 'CABULIS'

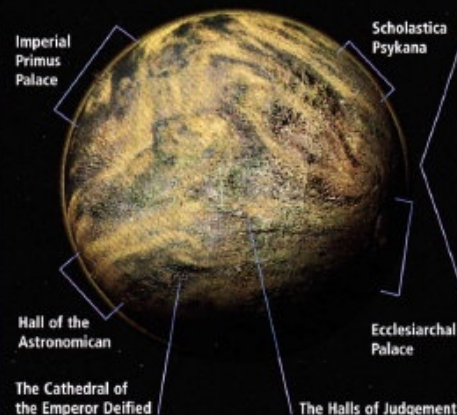


Cabulis, primarily a munitions tithe zone, is a typical example of a binary system. One of its suns is a parasitic star that has reduced its partner to little more than a stellar skeleton. The entire Cabulis system has been plunged into a desperate war of attrition with the seemingly unstoppable Waaagh! Gragnatz.

SEGMENTUM PACIFICUS

HOLY TERRA

Blessed in his authority,
here dwells the most beneficent Emperor.



Terra is the slow-beating heart of the Imperium, a sacred world of power and majesty that has become legend. It is the site of the Golden Throne; the demesne of the Immortal Emperor of Mankind. The breathtaking architecture of its soaring buildings strike awe into the hearts of the supplicants below. Forbidding statues of angels and Primarchs loom down from their eyries, their sightless stare driving out all thoughts of heresy. Truly it is such a blessing to set foot upon Glorious Terra that most pilgrims never leave.

HALO STARS

THE EYE OF TERROR



SEGMENTUM SOLAR

THE Maelstrom



SEGMENTUM TEMPESTUS

THE VEILED REGION



PLEURIC SYSTEM, VAN REILAC BELT



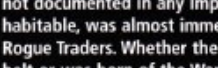
Orbital Defence System



Orbital Defence System



Orbital Defence System



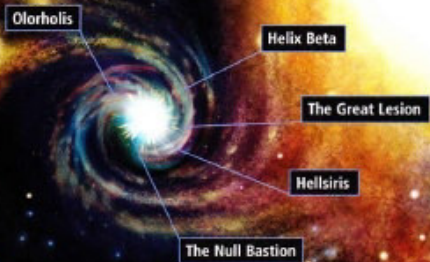
Orbital Defence System



Orbital Defence System



THE MAELSTROM
Majoris Grade
Warp/real-space interface
Host to unnumbered
Corsair fleets
Base to renegade Huron
Blackheart and fleet
(exact whereabouts
unknown).



THE BLOODMOONS OF THEX PRIME

(approx. 15% of total Thexian Trade Empire)



Hailing from the oxidised worlds known as the Bloodmoons, the Thexian Elite are a bimorphic race few in number but strong in influence. They are masters of manipulation and have worked themselves into integral positions in the Borlac, Loxatl and Nicassar civilisations. Though Thexians are famously persuasive, when guile is not enough their battle form is quite horrifying to behold.

CRAFTWORLD IYANDEN

Eldar Craftworld, last sighted 992.M41



Eldar
Runaform
'The Shrine
of Asuryan'



The nomadic remnants of the Eldar race ply the stars in Craftworlds; not spacecraft, so much as gigantic space-borne cities. Some xenoscholars believe that the Craftworlds themselves possess a gestalt consciousness comprised of the ghosts of fallen Eldar who once lived upon them. As with all Eldar craft, they are just as likely to attack Imperial forces as they are to come to their aid.

ULTIMA SEGMENTUM

THE WRATH

CHOU STARS

Desperation

Formund

THE EASTERN FRINGE

THE GRENDL STARS

Constellation on far Eastern Fringe once known as the Wings of Sanguinius. Now known to harbour the hyper-violent Barghesi. Avoid at all costs.



THE TAU EMPIRE

CHARADON SECTOR

Ichar IV

Espandor

Perdus

Blackreach

False Hope

Salem

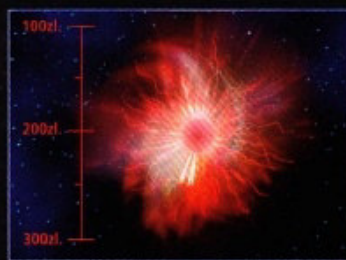
THE REALM OF ULTRAMAR



MACRACGE
UL01.01
Orb. Dist. 2.01AU
Adeptus Astartes Chapter Planet
Tithe Grade: Aptus Non
Aestimare: D0
Population: 400,000,000
Defeat of Hive Fleet Behemoth
(qf: BattleMacragge 745.M41)



Home of the Ultramarines Chapter, Ultramar is an Empire of beautiful and highly developed civilised worlds that stand as an indomitable bulwark against the encroaching darkness of the Eastern Fringe.



Anomaly 'Hadox' ++Unclassified++

SPATIAL ANOMALY 'HADOX'

The 'red hole' known as Hadox is uncategorisable and possibly even sentient. It is believed that it constantly spews time from other dimensions into the southern spiral arm of our own galaxy, thereby distorting all attempts to monitor or control it. The outer rim of Hadox is dotted with ghost ships, trapped in a kind of stasis from which there can be no release.

THE THREAT WITHOUT

The majority of the Tyranid Hive Fleets thus far encountered have originated from the galactic east. Several tendrils of Hive Fleet Behemoth and Hive Fleet Kraken have been engaged and neutralised at great cost in life, but many tendrils remain. Worse still, many xenologists believe that the vast majority of the Tyranid race is watching and waiting in the cold void.



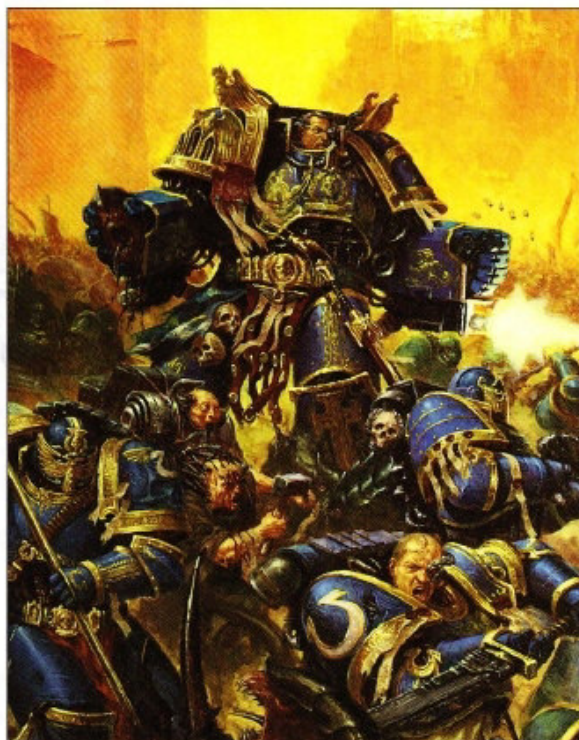
Known advance of the Eastern Hive Fleets. 998.M41

ARMIES OF THE IMPERIUM

The Imperium wages unceasing war against enemies from without and from within. Rebellions must be quashed, heresies expunged and alien empires thwarted. This duty falls to the armies of the Imperium; the Space Marines, the Imperial Guard and a hundred others besides.

An Imperial commander can call on many diverse organisations in his pursuance of the Emperor's Will, and each of the Imperium's military forces brings its own tactical specialisation to the ever-lasting war effort. Some organisations, such as the pious battle-sisters of the Adepta Sororitas, the stalwart Imperial Guard or the valorous Space Marines are paraded as heroic saviours, their efforts lauded and praised by the common man. Others, such as the shadowy operatives of the Officio Assassinorum, dwell in the darkness, proponents and practitioners of more sinister arts.

The Imperium draws great advantage from the unbelievably huge weight of manpower it can bring to bear. Yet the Imperium also draws upon the strengths of machinery and arcane technology. The mighty Titans of the Adeptus Mechanicus bestride mud-churned battlefields like adamantium colossi. The star-spanning vessels of the Imperial Navy transport armies from one warzone to another and engage in apocalyptic conflagrations in deep space. It is undeniable that the Imperium's diversity of military forces is its greatest strength. Though the forces of the Imperium are myriad, they all work to one shared goal: enforcing the Emperor's Will, and thus preserving the survival of Mankind.



THE SPACE MARINES

The Legions of the Adeptus Astartes are the most powerful and most dreaded of all human warriors. In many respects they are not really human at all, but superhuman beings forged from ordinary men through genetic modification, arduous training and rigorous discipline. Armed with fearsome boltguns and clad in impenetrable suits of power armour, the Space Marines are the living embodiment of the Emperor's Will.

A THOUSAND CHAPTERS

Space Marines are organised into small independent armies, called Chapters, of which there are roughly one thousand spread throughout the galaxy. Each Chapter has its own ships, heraldic uniforms, as well as its own identity and traditions. Most Chapters operate from a Chapter Planet – a world within the Imperium owned and governed by the Space Marines that maintain a base there.

Some Chapters are not planetbound at all – their base of operations a vast space fleet, an orbital asteroid or a space station. The Master of a Space Marine Chapter is not only its warmaster, but also its figurehead in all matters. Therefore a Space Marine Chapter Master may act as the head of government as well as the commander of a peerless military force.

DUTY, VALOUR, FAITH

All the Space Marines in a Chapter belong to its warrior cult. In many cases, these warrior cults preserve traditions and practices that date back to the earliest days of the Emperor's reign. Space Marines from a single Chapter are therefore spiritual brothers as well as brothers at arms. This dual existence as physical and spiritual warriors is what forges the Space Marines into such dedicated and determined warriors.

Compared to humanity's teeming billions there are few Space Marines – there is less than one Space Marine for every planet in the Imperium. Too sparse to form the sole fighting forces of Mankind, the Space Marines are the Imperium's elite warriors, a core of highly mobile shock troops trained to fight in all environs.

Space Marines conduct the most dangerous and crucial of assaults, such as lightning raids behind enemy lines, infiltration attacks to seize vital positions and tunnel fights to secure enemy-held cities. Though the Space Marines are often outgunned and always outnumbered, their strength, courage and faith allows them to emerge victorious against the most terrible of odds. They are the Angels of Death and none can stand against them.



THE IMPERIAL GUARD

The Imperial Guard is Mankind's primary and most numerous defence. It is the Hammer of the Emperor, numbering billions upon billions of soldiers divided into tens of thousands of regiments. Such regiments vary enormously across the galaxy and include disciplined ranks of infantry, glorious cavalry, fearsome artillery and earth-shaking tanks and war engines. An Imperial Guardsman can never possess the battle prowess of a Space Marine, but there are many million such Guardsmen for every Space Marine, sufficient that they can be expended carelessly for the smallest of goals or committed to the most desperate of defences.

Each world of the Imperium is obliged to raise regiments of Imperial Guard, and these are shipped all across the galaxy to conduct terrible wars in the Emperor's name. Each regiment maintains its own traditions, troop designations and doctrinal foibles, but is largely uniform in its composition. So it is that an infantry regiment will contain nothing in the way of heavy artillery, whilst an artillery regiment will contain little else. As a result, the Imperial Guard are at their strongest when formed into an army drawn from several regiments – a deliberate organisational procedure set in place to prevent large scale rebellion occurring ever again.

Where the Space Marines can be likened to a surgical blade, striking swiftly and precisely, the onslaught of the Imperial Guard is akin to a sledgehammer, cumbersome

but unstoppable. Though ponderous, the Imperial Guard can field an unending tide of infantry, supported by armoured vehicles and artillery. With thunderous barrages, remorseless tanks and crackling volleys of las-fire, the Imperial Guard attacks in endless waves until victory is won. It is warfare at its most brutal, where individual soldiers are irrelevant and only the onslaught of one hundred thousand men can decide a world's fate.

INQUISITORS

Inquisitors are utterly ruthless individuals who hunt the enemies of the Emperor wherever they may be found. No conspiracy or rebellion is beyond the purview of an Inquisitor, no matter its scale or form. Though the Imperium is the greatest stellar realm ever known, no being – man or alien – is beyond the stern gaze of the Inquisition. An Inquisitor has authority to accuse or recruit any force in the pursuit of his duties, from a frontier colony militia or hive world security detail, through to entire Space Marine Chapters, Titan Legions or vessels of the Imperial Fleet. Yet the Inquisitor has one weapon in his arsenal like no other: Exterminatus, an orbital bombardment of cataclysmic proportions that employs virus bombs, cyclonic warheads and seismic torpedoes to scour all life from a planet, leaving it a dead and ruined shell.

THE ALIEN MENACE

Mankind is not alone in the galaxy. Countless alien empires watch the Imperium with covetous eyes, seeking any chance to encroach upon Mankind's domain. Though most are small and petty, easily cowed by the slightest show of Imperial might, there are some that pose a severe threat.

THE ORKS

Orks are green-skinned monsters that live only to fight. They are the most brutal and warlike of all the alien races and the most populous – thousands of Ork-held worlds can be found in every sector of the galaxy. Indeed, so numerous are the Orks that if they were to ever stand united as a race, no force in the galaxy could withstand them.

Fortunately for the other races of the galaxy, the lust for battle that makes Orks so strong is also their weakness. So great is their need for conflict that Orks will happily fight amongst themselves if another, more deserving, enemy does not present itself. Indeed, Orks will indulge in bloody wars with their own kind just to smell the cordite discharge of shootas and hear the meaty sound of choppas hitting flesh. On occasion, a Warboss will arise from the ranks of the feuding warbands to unite his fellows. Methods vary, but inevitably boil down to an erudite vision of galactic conquest, combined with enough raw Orky strength to bash a few 'eads together until the Boyz "stop quarrellin' and lissen to orders". Under the domination of their Warboss, the Orks set off in search of a new enemy to fight – any enemy – and the Waaagh! is born.



A Waaagh! is all but impossible to defeat. Hundreds of thousands of battle-hungry Orks surge from planet to planet and system to system in a tide of ferocious enthusiasm. Huge mobs of heavily-muscled Greenskins charge headlong into the fray, guns blazing. Ramshackle Bikes, Trukks and Battlewagons cough great gouts of oily smoke into the air as they scream towards the foe. Herds of diminutive Gretchin are goaded forward, cackling with glee as their sheer numbers overwhelm the defenders. Colossal Squiggoths run rampant, crushing men and tanks beneath their vast bulk. Through it all, the Warboss leads from the front wherever the fighting is thickest, hacking at enemies with wild abandon and roaring enthusiasm to his Boyz.

Orks care little for strategy and less for casualties – only the death or defeat of their Warboss will drive the fight from them. If the Warboss is slain or deposed, the tribes will splinter and so end the threat for a time. Such respite is brief at best, for it is only a matter of time before another Warboss arises and another Waaagh! begins.

THE NECRONS

For centuries the explorators of the Imperium thought the ancient civilisation of the Necrons extinct, a colossal star-spanning empire brought to dust by the weight of aeons. Now the Necrons are awakening from their slumber. Dormant tomb complexes on a thousand worlds have stirred to wakefulness, disgorging silent phalanxes of Necron machine-warriors and their myriad weapons of war.



Necrons strike without warning, wielding weapons whose capabilities lie far beyond those of the human Technomancers from the Dark Age of Technology. The true extent of the Necron menace is unknown. Their machine-warriors are constructed to 'phase out' if disabled, and so it is impossible to say how many unexplained disasters have been brought about by Necron hands. That the Necrons have a purpose, a plan, a greater and more sinister motive that guides their aggression is without doubt. What that purpose might be remains to be seen, but it surely augurs ill for the rest of the galaxy.



THE ELДАР

The Eldar are enigmatic beings. Long ago, when Mankind's ancestors were crawling from the seas, the Eldar empire spanned the galaxy. Alas, the Eldar fell from grace, undone by their own arrogance. Pride became hubris, hubris became decadence and decadence descended into depravity. So it was that a sickening and obscene god was born from the waking dreams of the Eldar – Slaanesh, the Dark Prince of Chaos. The psychic maelstrom of Slaanesh's creation tore the heart of the Eldar dominions asunder, leaving only roiling chaos in its wake. Only a few Eldar survived this cataclysmic Fall, a comparative handful who fled upon mighty vessels known as craftworlds. Now the Eldar are all but extinct, the nomadic and scattered fragments preserved by their manipulations of fortune and fate. By rigid dedication and denial of their darker sides, the Eldar stave off the predatory god that still hungers for their immortal souls.

The alien dexterity and poise of the Eldar far outmatches that of a human. This physical superiority combines with a daunting technological prowess to make the Eldar amongst the most fearsome of adversaries. Their sleek anti-grav vehicles dart and jink effortlessly through incoming fire, unleashing focussed energy beams that render the thickest armour useless. Squads of elite Aspect Warriors strike with precision and uncanny skill. Warlocks and Farseers twist the skeins of fate to protect their fellows or harness psychic energy to attack the very minds of their foes. The Eldar may be doomed, but their star shall burn brightly until the very end.

THE DARK ELДАР

The Dark Eldar emerge from the otherworldly-twilight of their homeworld, Commorragh, only to bring terror and death. They strike from the labyrinthine webway, bypassing the most intricate of defences and early warning systems. Baroque skiffs carry hundreds of bloodthirsty warriors into the enemy lines, engines screaming like the suffering of damned souls. Slender guns spray clouds of razor-sharp splinters and frenzied Grotesques leap into packed ranks to experience the joy of slaughter and the warm taste of spilt blood.

The Dark Eldar know of a thousand ways to take life in battle. They decapitate the foe with monomolecular blades, shred them in a hail of flechettes or impale them upon the prows of raiding craft. If a more lingering death is sought, the Dark Eldar employ poisons that make the enemy's blood boil, or perhaps flay the skin from their bones. When the slaughter is done, the Dark Eldar return to their nightmarish domain, taking as slaves those victims unfortunate enough to survive the battle.

The Dark Eldar delight in torture, the full measure of alien intellect given over to the debasement and destruction of others. To the Dark Eldar, the fruit of desperate terror is as pleasing as the caress of a blade across unspoiled flesh. The tortures inflicted have been refined over long millennia, an art practiced on the bodies and souls of countless billions. The victims are preserved for decades, longing for an end to their existence – a mercy that the Dark Eldar will never grant.



THE TYRANIDS

The Tyranids are the most rapidly evolving race in the galaxy, voracious predators driven to consume all other life. They are believed to have migrated from beyond the known galaxy in search of fresh worlds to consume. The Tyranids are an elemental force – utterly alien, remorselessly hungry and impossible to stop.

Tyranids do not make their weapons and starships out of metal and plastic. Instead the Tyranids use gene-splicing and bioengineering to grow war matériel from the living organic matter harvested from the worlds they devour. Every living thing caught in the path of the Tyranid onslaught is consumed, its constituent matter reduced to an organic gruel from which ever more Tyranid organisms are formed.

The Tyranids comprise many different creatures functioning as one, coordinated by the gestalt consciousness of the Hive Mind. Every Tyranid organism, from the tiniest of devourer-worms to the lumbering Carnifexes and the star-spanning Hive Ships, exist only as part of the single super-organism, the Hive Fleet itself. At war the Tyranids form an unstoppable horde, a thunderous avalanche of bio-engineered killing machines of every size and shape. They are a danger not only to Mankind, but to the entire galaxy.

THE TAU EMPIRE

In the Eastern Fringe, far from the power of Terra, world after world and system after system have fallen to the advances of the Tau Empire. An ambitious and dynamic race, the Tau seek to bring enlightenment and unity to those who will join with them. Each phase of advancement is directed by the Ethereals, the Tau spiritual leaders, and brings ever more worlds and systems into the fold. Any resistance is swept aside, whether it is philosophical or physical, for the Greater Good can overcome any obstacle.

At the forefront of the Tau's rapid expansion are the warriors of the Fire Caste. Bonded as brothers and equipped with the most sophisticated wargear available, these Fire Warriors are trained for seek and destroy missions. The military ethos of the Tau revolves around the devastating application of superior firepower – a doctrine that has been tried and tested on a thousand worlds. To this end, Fire Warriors can draw support from specialist battlesuit teams, alien mercenaries and formidable hovortanks as the theatre of battle requires.

The Tau are a vibrant spark of life, utterly at odds with a galaxy of dead and dying empires. Only time will tell if the future belongs to them.

THE CHAOS THREAT

The deadliest threat facing the Imperium is not alien merely to holy Terra, or Mankind's galaxy, but to this plane of reality itself. From the roiling tides of the Warp, the Dark Gods of Chaos gaze upon the physical world, worming their influence into the hearts of mortals.

CHAOS SPACE MARINES

From within the tumultuous depths of the Eye of Terror, from a thousand desolate worlds and ebon moons, the Chaos Space Marines launch their attacks against the Imperium. Once they were the elite of Mankind, proud and majestic warriors who spent their lives and efforts for the betterment of all. Now they are lost – selfish and wretched exiles given over to personal ambition and the terrible glories of hungry gods.

The Chaos Space Marines are terrible foes. Each draws upon the superhuman prowess of a Space Marine combined with the dark blessings of the Chaos Gods – to say nothing of the daemonic energies and destructive sorceries at the traitors' command.

For ten thousand years, the Chaos Space Marines have been a dark cancer on the flesh of the Imperium. They are a sickness that will never end, not until all order is overthrown, leaving nothing but anarchy and madness in its wake.

DAEMONS

From the otherworldly Realm of Chaos the Daemons watch the physical plane with covetous eyes, always alert for an unshielded psyker or a tide of raw emotion, either of which they can ride through the walls between realities.

Daemons are destruction incarnate. Each is part of one of the four Gods of Chaos and shares the drives of its creator. Daemons of Khorne, for example, exist only to shed blood in their master's name, whilst the daemonic servants of Nurgle seek to further the plagues and diseases so cherished of their god. The mere presence of Daemons is an affront to a rational universe, and the natural order of things collapses wherever they tread.

Fortunately, daemonic incursions are rare events. Yet psyker numbers grow with every passing day, exponentially increasing the frequency of bridgeheads between the mortal and immortal realms. It is only a matter of time before the two worlds are one, and all reality is made over in the image of the Chaos Gods.

THE CHAOS GODS

There are four brothers who rule the infernal region known as the Realm of Chaos. Mightiest is Khorne, the Blood God and Lord of Skulls. Second in power is Tzeentch, patron of sorcery and change, the schemer who controls the fate of the universe. Next is Nurgle, the Lord of Decay and Master of Pestilence. Last of all is Slaanesh, the beguiling Prince of Chaos, seductive and perverse in aspect and thought.

From their vantage point beyond space and time the Chaos Gods ponder the feeble antics of humanity much as a man might study a nest of ants. They watch the progress of one tiny creature until the struggles of a more interesting individual captures their attention.

Many are the allies of the Chaos Gods. Mutants, psykers and heretics abound throughout the Imperium – all are tainted by Chaos and can easily be corrupted to a godly design. More valuable are willing adherents, beings who would side with Chaos for their own selfish ends. Though the Chaos Gods are whimsical and capricious, they never lack for such followers, for allegiance with the Chaos Gods brings glory and rewards of a sort. Such devotees are a valuable currency. Every pledged soul swells the power of Chaos, and hastens the Dark Gods' domination of the material plane.



GOING FURTHER

There are many paths through the Warhammer 40,000 experience, whether you want to play games, collect and paint your Citadel miniatures, explore the background, or a combination of all aspects. No two journeys are the same, but there are plenty of guides to help you on your way.

THE HARDBACK RULEBOOK

A great purchase for any gamer, the hardback rulebook has the same rules as those contained in this box. It also has in-depth background information about the Warhammer 40,000 universe, exploring the benighted Imperium of Man, the alien races and the threat of Chaos.

In addition it contains invaluable collecting and painting advice, stunning miniatures showcases and a wealth of exciting gaming material for beginner and veteran alike.



OTHER ARMIES

Space Marines and Orks are only two of the many Warhammer 40,000 armies you can collect. A guide to all of the Warhammer 40,000 armies can be found on our website.

This booklet contains a brief introduction to each army, from the multitudinous Tyranids to the elite Eldar – but this only scratches the surface. Every Warhammer 40,000 army has its own Codex containing rules, background and uniform guides. Each army also has a wide range of metal and plastic kits, from armour-plated tanks to elite sharpshooters, giving you an incredible range of themes to build your army around.



Tau
Fire Warrior



Thousand Sons
Chaos Space Marine

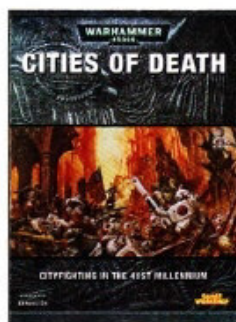


Eldar
Ranger

EXPANSIONS

For players who want to take their Warhammer 40,000 gaming experience to the next level, there are a series of expansions. Each expansion takes the basic game and introduces new settings and challenges, such as the close-quarters clashes in Cities of Death or the vast and devastating battles of Warhammer 40,000: Apocalypse.

Each expansion presents new rules, scenarios and advice for expanding your army to meet the new challenge.



WHERE TO PLAY

In addition to having games in your own home with your friends, you can also play games in Games Workshop stores and at gaming clubs. Stores and clubs are great places to meet other people who are part of what is known as the gaming community.

You can meet like-minded hobbyists, learn about painting models and making terrain, as well as play battles. This is a great way to make new friends, while having fun playing games of Warhammer 40,000.



The gaming community also holds many social events and gatherings, such as competitive tournaments or friendly bring-and-battles. These events allow hobbyists to get together, meet new people (and opponents) and also to share their interest in Warhammer 40,000.

Every year Games Workshop runs and sponsors a large number of events, the largest of which are Games Days. These massive conventions are held around the world and attract thousands of people. Showcasing all aspects of the hobby, Games Days also host the Golden Demon painting competitions, the most prestigious miniature painting contest in the world.

WHITE DWARF

Games Workshop's monthly magazine, White Dwarf, is a great place to learn more about the Warhammer 40,000 hobby. Presenting articles on painting miniatures, building terrain and playing games, White Dwarf also details all the latest model and gaming releases, as well as providing a comprehensive directory to help you find your nearest Games Workshop store or Warhammer 40,000 models stockist.



ADVICE AND CONTACTS

Games Workshop offers outstanding customer service and advice. Just drop in to your local Games Workshop store or call our Direct Sales hobby specialists (see telephone numbers on the right).

THE WEB

Everything in this booklet, from rules to painting to collecting, is covered in more detail on our website:

www.games-workshop.com

You will also find our online store, thousands of articles, painting guides and downloads.

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QUICK REFERENCE SHEET

TURN SEQUENCE

- 1 The Movement Phase
- 2 The Shooting Phase
- 3 The Assault Phase

SHOOTING SEQUENCE

- 1 Pick one of your units, check its line of sight and choose a target for it.
- 2 Check range.
- 3 Roll to hit.
- 4 Roll to wound.
- 5 Take saving throws.
- 6 Remove casualties.

ASSAULT PHASE

- 1 Move assaulting units
- 2 Defenders react
- 3 Resolve combats

ROLL TO HIT (SHOOTING)

Firer's BS 1 2 3 4 5
Score needed to hit 6 5 4 3 2

MORALE CHECKS

A unit takes a Morale check:

- If it takes 25% or more casualties in a single phase (close combat casualties do not count) – test at the end of the phase.
- If an enemy tank performs a Tank Shock attack on them – test once the tank has moved into contact.
- If it is defeated in close combat in the Assault phase – test once combat results are established. The unit's Leadership is modified by -1 for every point their side has lost the combat by.

DIFFICULT TERRAIN – EFFECTS ON MOVEMENT

Unit Type	Slowed by difficult terrain?	Dangerous Terrain test required?
Infantry	Yes	No*
Bikes	No	Yes
Jetbikes	No	Only if move starts/ends in the terrain
Monstrous creatures	Yes	No*
Jump Infantry	No	Only if move starts/ends in the terrain
Artillery	Yes	No for crew*. Yes for gun models.
Beasts & Cavalry	Yes	No*
Vehicles – Walkers	Yes	No*
Vehicles – Skimmers	No	Only if move starts/ends in the terrain
Vehicles – Other	No	Yes

* unless terrain is also categorised as dangerous

RESERVES TABLE

Turn	Unit arrives on
1	N/A
2	4+
3	3+
4	2+
5+	Automatic

COVER CHART

Cover Type	Save
• Razor wire, Wire mesh	6+
• High Grass, Crops, Bushes, Hedges, Fences	5+
• Units (friends and enemies) Trenches, Gun pits, Tank traps, Emplacements, Sandbags, Barricades, Logs, Pipes, Crates, Barrels, Hill crests, Woods, Jungles, Wreckage, Craters, Rubble, Rocks, Ruins, Walls, Buildings, Wrecked vehicles	4+
• Fortification	3+

RESOLVING COMBATS

- 1 Pick a combat.
- 2 Fight Close Combat. Engaged models roll to hit and to wound in Initiative order. Their opponents take Saving throws as required.
- 3 Determine Assault Results. Total up wounds inflicted. The side which inflicted the most wounds overall in the combat is the winner.
- 4 Loser Checks Morale. The loser has to pass a Morale check or fall back. If the loser passes the test, go directly to Pile In.
- 5 Sweeping Advances, Fall backs and Consolidations. Units falling back from close combat must test to see if they successfully break off, if they fail they are destroyed. The winners may then consolidate their position.
- 6 Pile In. If units are still locked in close combat, then any models not engaged are moved 6" towards the enemy to continue the fight next turn.
- 7 Pick another combat and repeat until all combats have been resolved.

TO HIT CHART (Assault)		Opponent's Weapon Skill									
Attacker's Weapon Skill		1	2	3	4	5	6	7	8	9	10
	1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
	2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
	3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
	4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
	5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
	6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
	7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
	8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
	9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
	10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

TO WOUND CHART		Toughness									
Strength		1	2	3	4	5	6	7	8	9	10
	1	4+	5+	6+	6+	N	N	N	N	N	N
	2	3+	4+	5+	6+	6+	N	N	N	N	N
	3	2+	3+	4+	5+	6+	6+	N	N	N	N
	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

WEAPON TYPE SUMMARY (not for vehicles)

Weapon Type	Moving and Firing	Firing and Assaulting
Pistol	Can move and fire once	May fire once in the Shooting phase and then assault the same enemy unit in the Assault phase. Counts as an additional weapon in close combat.
Rapid Fire	Fire twice at up to 12", or remain stationary and fire once up to maximum weapon range.	Unit may not assault if the weapon was fired in the Shooting phase (unless allowed to by a special rule).
Assault	Can move and fire normally.	May fire in the Shooting phase and then assault the same enemy unit in the assault phase.
Heavy	Cannot move and fire.	Unit may not assault if the weapon was fired in the Shooting phase (unless allowed to by a special rule).

VEHICLE DAMAGE TABLE

D6	Result	Modifiers:
1	Crew – Shaken	Glancing Hit -2
2	Crew – Stunned	Hit by 'AP-' weapon -1
3	Damaged – Weapon Destroyed	Hit by 'AP1' weapon +1
4	Damaged – Immobilised	Target is open-topped +1
5	Destroyed – Wrecked	
6	Destroyed – Explodes!	

DEEP STRIKE MISHAP TABLE

D6	Effect
1-2	Terrible accident! The entire unit is destroyed!
3-4	Misplaced. Your opponent may deploy the unit anywhere on the table (including inside difficult terrain, which of course counts as dangerous for Deep Striking units!), in a valid Deep Strike formation, but without rolling for scatter.
5-6	Delayed. The unit is placed back in reserve. If the unit is unlucky enough that the game ends while it is still in reserve, it counts as destroyed.

VEHICLES' MOVING & SHOOTING SUMMARY CHART

	Stationary All Weapons	Combat Speed 1 Weapon*	Cruising Speed No Weapons	Flat Out N/A
All (except Fast & Walkers)	All Weapons	1 Weapon*	No Weapons	N/A
Fast	All Weapons	All Weapons	1 Weapon*	No Weapons
Walker	All Weapons	All Weapons	N/A	N/A

*plus all defensive weapons.



There is no time for peace.

No respite.

No forgiveness.

There is only WAR.



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