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Urgok lays siege to forge world Ryza, but the expansion of the Maelstrom now threatens both. The Broken Sigil kabal waged war on the Necrons, releasing many C'tan Shards from their eternal captivity. They cannot be bargained with. 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. Behemoth was the first hive fleet to enter the galaxy, and was turned aside at great cost. 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 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. 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 very heart of the Imperium is the domain of the Order of the Ebon Chalice. The Order of Our Martyred Lady defend a parish now split by the Great Rift. 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. The very first Knight House, Taranis, hails from the forge world prime, Mars itself. The Order of the Sacred Rose are a beacon of light in the darkness of Imperium Nihilus. 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 arid wastes of this mining world spawned the Cult of the Rusted Claw. 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. Capricious warriors who approach battle as a performance, the Harlequins are Aeldari who follow the mysterious Laughing God. 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. 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. Overwhelm your enemies by hurling regiments of Guardsmen into the meat grinder, or crush your foes beneath the tracks of dozens of tanks. Saim-Hann is renowned for its Wild Riders, whose fast-paced assaults are legendary. There are numerous patterns of Knight, each of which lend themselves to broad strategic roles, such as scouting or fire support. 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. 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. The ancient home worlds of the Thousand Sons are now the heart of their new empire. This is actually four groups, each laying claim to the title of Great Tyrant of Lorenze let you take command of an insurrection, combining a scrappy, rugged array of civilian vehicles and weapons with nifty alien tricks. Kronos emerged in the wake of the Great Rift, and seems specialised for battling Chaos. The seers of Ulthwé constantly seek to change the future by intervention at the right place and time. Stripped of all life, Metalica is a model of industrial efficiency. Such is the will of the Omnissiah, and his priests will stop at nothing to see that will done. The industrial world of Vostroya is famed for its noble Firstborn regiments. 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. Shop the range After sixty million years in hibernation, the android legions of the Necrons are rising across the galaxy. Nightmares given flesh, the Chaos Daemons are otherworldly creatures who war endlessly for their dark patrons. This webway portal is one of those from which Harlequin troupes strike. Learn more about them here. Your bolter-wielding Space Marines may be backed up by hellish Daemon Engines or hordes of cult infantry. The Red Grief cult became caught up in an endless race against an Ork Speed Kult. War has wracked Armageddon for generations. Shop the Range Nearly every sentient being has a psychic resonance with the warp - a terrifying realm where emotion takes form. Once a prison, the moon of Deliverance is now the roost of the Raven Guard. 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. Daemonic armies burst from the Great Rift to threaten the worlds of Man across the galaxy. Equipped with the finest wargear that the Imperium can provide, your forces will be able to wade into the enemy. The ruins of the fortress world are now home to bands of Daemons battling for supremacy. 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. Much of their parish was lost to the Great Rift, but the Order of the Argent Shroud battle on. There are none so full of faith and fury as the Sisters of Battle. After all, to adapt is to survive! Shop the Range A world of perpetual gloom and technological marvels, Medusa is home to the Iron Hands. A death world where all the flora and fauna can kill you, Catachan breeds hardy soldiers. A series of raids by the Coven of the Hex devastated Aeldari maiden worlds, massacring entire populations. The Prophets of Flesh harry the Indomitus Crusade, intent on discovering the secrets of Primaris Space Marines. Home of the alien-studying Xenarites, Stygies has a reputation for secrecy and untrustworthiness. They are the Tyranids, and they will not cease until they have devoured the universe. Shop the Range In a galaxy of terrors, those who would stand firm and fight for their species are champions all. Famed for its plasma expertise, Ryza is beset by Ork invasions and intent on survival. 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. The Chaos Legions raid the Imperium from the corrupted worlds of the Eye of Terror. There are hundreds of different Space Marine Chapters with proud honour rolls and magnificent martial histories to call their own. Few know of the existence of the Grey Knights or of their presence on the moon of Titan. There are hundreds of different space Marine Chapters with proud honour rolls and magnificent martial histories to call their own. Few know of the existence of the Grey Knights or of their presence on the moon of Titan. of. The White Scars fortress-monastery lies high in the mountains of the feudal planet Chogoris. Chaos Space Marines 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. A centre of learning, Bork'an contributes many new weapons and technologies to the Empire. House Lucaris Knights march to war from beneath the perpetual raging storms of their home world. The Order of the Bloody Rose are a bulwark against enemies in the galactic south. 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. Ravenous intergalactic predators, the Tyranids are an ever-adapting hive entity with a single, unstoppable directive: to feed. Repository of all Aeldari knowledge, truth of the Black Library's location is a closely-guarded secret. Krooldakka fell on Vigilus, and the world became his plaything, wracked by races and war The parish of the Order of the Valorous Heart lies deep in Imperium Nihilus. House Khomentis hunt daemonic creatures across their world - and revere them as embodiments of Chaos. The Adeptus Custodes never exceed ten thousand warriors at any given time. A Harlequin army is a deadly cast of characters, each playing their role to perfection and leaving your enemies in shreds. On eerie, haunted Krastellan, the Knights of House Hawkshroud value loyalty above all. Craftworlds Aeldari are ancient, arrogant and exceptionally dangerous, having turned war into a fine art. 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. 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. For more than 15,000 years, the Knights of House Terryn have defended their domain. The rapidly expanding Sautekh dynasty is centred on the Ethereals and unmatched in influence. 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. To the Orks, might makes right - and few are as mighty as they. Its soldiers are hardened and ready for battle. 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. The radiation-soaked wastes of Baal are home to the noble but cursed Blood Angels. At the heart of each towering war engine is a Noble pilot, sitting in their Throne Mechanicum and controlling their mighty steed. The Adeptus Mechanicus wield strange and arcane technological weapons of phenomenal power. 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. From Gheden, the Nihilakh dynasty defend their borders, jealously guarding their ancient secrets. 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. Shattered by Daemonic invasion, Biel-Tan is now more an armada than a singular craftworld. Crownworld of the Novokh Dynasty, Dhol VI is home to scenes of terrifying slaughter. They cannot be stopped. The galaxy is filled with myriad races, all constantly at war. 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. 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. House Griffith are named for their noble founder, who slew many of the fearsome dragons of their world. 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. Ravaged by repeated attacks, Iyanden relies on its Wraith constructs more than most craftworlds. Gorgon invaded the T'au Empire, and was eventually stopped by the T'au and Astra Militarum. The volcanic world of Nocturne breeds the hardy Space Marines of the Salamanders. 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. 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. 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 realm of Ultramar, Macragge is the Chapter Planet of the Ultramarines. Striking without warning from the webway, the Drukhari are malicious corsairs who revel in the suffering of others. Extreme medical experimentation brought the Genestealer curse to the people of this planet. There's no subtlety to their way of war, just the raw application of force. Battered, broken but still unbowed, the craftworlders live lives of ruthless discipline and asceticism, mastering arts both aesthetic and martial over millennia-spanning lifespans. 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 nobles of Raisa are only reluctantly allied to the Imperium, fiercely defending their domain. A spate of ritual killings quickly turned into terror here as the Hivecult emerged. War to them is a careful ritual, a deadly dance prosecuted in the defence of the hidden places of the webway. Shop the Emperor as his companions and sworn bodyguards. Corrupted by the Ruinous Powers, the Chaos Knights are gigantic, warp-twisted war machines. Agripinaa is a bastion of Imperial might in the midst of the Chaos-haunted Cadian sector. All would gladly martyr themselves to fulfill their holy mission. Tyranids offer you a seemingly endless horde of single-minded beasts and hulking monsters armed with claws, talons and bioweapons. 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, marrying their gene-given abilities and master-wrought wargear with dark blessings and millennia of experience fighting the so-called "Long War". Shop the Range The craftworlds are great planet ships that sail the stars, bearing with them the remnants of the once-glorious Aeldari empire. Rank upon rank of cyborg Skitarii march tirelessly into the teeth of rival guns, or ride to battle aboard Skorpius Duneriders, raising binharic hymns to the glory of the Omnissiah as their radium carbines and galvanic rifles howl and crack. 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 keeps of House Mortan are islands in a sea of monstrous creatures that roam Kimdaria. Murderous, swift, and utterly without mercy, they have been the ruin of countless worlds. Capable of pouncing on enemies from anywhere in hit-and-run attacks, Genestealer Cult armies boast versatile infantry and terrifying close-combat brutes. Drukhari armies are fast, lightly armoured raiding parties. The jungles and great beasts of Cretacia provide perfect hunting grounds for the Flesh Tearers. They are Mankind's greatest warriors, holding back nightmarish foes, and they know no fear. There are many hidden entrances to the Dark City, some known only to the Harlequins. 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. 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. One of the greatest warbosses in the galaxy, the Arch-Arsonist lays waste to entire sectors. The Nephrekh Dynasty experiments with becoming beings of light from their crownworld of Aryand. It may seem like a horrific way to make war, but this impersonal slaughter has won untold victories in the name of the Emperor. Valhallan troopers are harsh-weather experts, hailing from a world of snow and ice. As Vigilus burned, the Black Heart kabal took whole flotillas of refugees screaming back to Commorragh. 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. Ravaged during the Damocles Gulf Crusade, Dal'yth has recovered thanks to trade with alien races. The Cult of the Four-armed Emperor was birthed here, before spreading across the Imperium. Shop the Range Not even the Adeptus Astartes can resist the insidious taint of Chaos. As bolts thunder from the guns of the Ethereals, but still fights for the Greater Good. 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. House Vulker call this mineral-rich planet home, and have close ties with nearby forge worlds. The horrific worlds within the Eye of Terror are home to countless Daemons. 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. Woe betide those that see the T'au Empire as naive, for this young faction will stop at nothing to bring the "Greater Good" to the galaxy. Persecuting war with regal contempt from their gods, or simply to follow twisted and insane codes of dark chivalry. The traitor Huron Blackheart's dread domain extends out from this warp storm. 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. Chaos Daemons are literally the nightmares of Humanity given flesh, immortal servants of the Chaos Gods imbued with all manner of fell power. This webway portal is one of those from which Harlequin troupes strike. Harsh, poisonous Krieg mass-produces soldiers whose only purpose is to fight for the Imperium. Infected with Tyranid DNA, Genestealer Cultists combine human cunning and alien ferocity to destroy the Imperium from the inside. The Sisters of Battle are supported 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. At the vanguard of the Humanity's armies fight the Space Marines. Daemonic hosts issue from the Maelstrom, bolstering the armies of the Tyrant of Badab. Once a verdant world, Tallarn was devastated during the Horus Heresy and now comprises harsh deserts. The home of House Herpetrax is bathed in the infernal energies of numerous warp rifts. Birthplace of the Cult Mechanicus, Mars is revered above all other forge worlds. The Dark Angels' fortress, The Rock, is the last remnant of their lost home world. Each has their own cultures and different ways of fighting. 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. 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. Optimistic, driven and ever-expanding, the T'au Empire seek to enlighten the galaxy through diplomacy - and superior firepower. Excelling in mid- to close-ranged firefights, this devout sisterhood mows down their foes with endless volleys of firepower. while their soaring hymnals echo over the screams of the dying. The well-drilled warriors of Mordian form the disciplined and valorous Iron Guard. Nominally an Imperial world, Chancer's Vale is almost entirely under the sway of the Pauper Princes. 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. Craftworlds armies are highly focused warhosts where every unit fulfils a specific role, each utterly deadly when used in its proper place. The nobles of Chrysis, the Knights of House Krast, rule over the ruins of their devastated world. 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. If you like the idea of filling the air with countless lasgun beams, salvoes of missiles, 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. 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. Unleashing their psychic might, nothing can stand in their way. In the Pariah Nexus, the Szarekhan Dynasty plot to shroud the galaxy in silence. Armed with arcane technology, nearly impervious to damage and led by maniacal Overlords, few xenos races are as terrifyingly dangerous. In battle, the Imperial Guard bring immense firepower and sheer, crushing weight of numbers to bear. Phalanx, the Imperial Fists' star-fort Chapter Fortress, guards space around the Throneworld. 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. The Mephrit crownworld and Phaeron were lost in the long sleep, leaving them leaderless. 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. The Adeptus Custodes were the first and greatest of the supersoldiers engineered by the Emperor - they are nigh-immortal exemplars of legend. 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. 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. Silver-clad psychic templars, the Grey Knight are selfless warriors who risk all to hold back the threat of Humanity's eternal damnation. For millennia, Cadia guarded the Imperium against Chaos. In the Twisted Catacomb of Moebius, the Nekthyst Overlords plan their campaign of vengeance. Shop the Range Often outnumbered but never outgunned, Imperial Knights are miracles of the Dark Age technology. Cadia fell, but its warriors fight on. 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. The most densely populated sept, Sa'cea is renowned for producing honourable warriors. House Khymere abandoned this world, and it now lies desolate, littered with broken Knights. 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 Adeptus Custodes also battle for the Emperor across His realm. Discovering a living city crafted by Chaos the Coven of Twelve peeled it apart to experiment on it. The Rangers of Alaitoc are famed for their mastery of stealth and deadly ambushes. Woken from a millennia-long slumber, Hive Fleet Hydra seeks to slake its unnatural hunger. In the galactic west, the Cult of Strife battle Chaos alongside their craftworld kin. Imperial Knights tower over the battlefield like ironclad idols of war. 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. On this fallen forge world, House Vextrix augment and perfect their Knight chassis. Striking across the galaxy, Hive Fleet Leviathan is a terror that haunts the entire Imperium. Astra Militarum armies are characterised by teeming regiments of ground-pounding infantry, mechanised assault spearheads, rumbling batteries of mobile artillery, sky-darkening squadrons of combat aircraft, and super-heavy war engines the size of mobile fortresses. This once-humble world is now the centre of the emerging empire of the Bladed Cog. 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. 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. Once, they defended the Imperium. Home of respected military academies, Vior'la is famous for the quality of its Fire Warriors. An Adeptus Mechanicus army in the field resembles a bizarre and grotesque religious procession. The nobles of House Raven watch over their world from the immense Keep Inviolate. Driven north by the Great Rift, the mighty Nazdreg now threatens Valhalla, Goth, and Alaric. Hive Fleet Kraken was broken at Macragge, but its tendrils still strike to this day. 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. 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. 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. Led into battle by hulking Warbosses, Ork hordes known as Waaaghs! leave utter ruin in their wake, as roiling, seemingly endless hordes of Boyz cause merry havoc with scavenged weapons and wargear. Massive plasma reactors thrum with energy, driving the pistons, servos, and gears that send the Knight suits pounding forward with frightening speed. The coldly logical Graians pursue their goals relentlessly, to the exclusion of all else. Now, the Chaos Space Marines seek to annihilate it in service of the Dark Gods. Drukhari armies exchange durability for raw speed and attack power, allowing you to slay enemies before they've even had a chance to react. Shop the range The Sisters of Battle are warriors of zealous devotion. The death world of Fenris is the fierce home of the savage Space Wolves.

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