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Contribution limits in a one-participant 401(k) plan The business owner wears two hats in a 401(k) plan: employee and employer. Contributions can be made to the plan in both capacities. The owner can contribute both: Elective deferrals up to 100% of compensation (earned income in the case of a self-employed individual) up to the annual contribution limit: $23,000 in 2024 ($22,500 in 2023; $20,500 in 2022;$19,500 in 2020 and 2021), or $30,000 in 2023 ($27,000 in 2022; $26,000 in 2020 and 2021) if age 50 or over; plus Employer nonelective contributions up to: 25% of compensation as defined by the plan, or for self-employed individuals, see discussion below If youve exceeded the limit for elective deferrals in your 401(k) plan, find out how to correct this mistake. Total contributions to a participants account, not counting catch-up contributions for those age 50 and over, cannot exceed $69,000 for 2024 ($66,000 for 2023; $61,000 for 2022; $58,000 for 2021; $57,000 for 2020). Example: Ben, age 51, earned $50,000 in W-2 wages from his S Corporation in 2020. He deferred $19,500 in regular elective deferrals plus $6,500 in catch-up contributions to the 401(k) plan. His business contributed 25% of his compensation to the plan, $12,500. Total contributions to the plan for 2020 were $38,500. This is the maximum that can be contributed to the plan for Ben for 2019. A business owner who is also employed by a second company and participating in its 401(k) plan should bear in mind that his limits on elective deferrals are by person, not by plan. He must consider the limit for all elective deferrals he makes during a year. Contribution limits for self-employed individuals You must make a special computation to figure the maximum amount of elective deferrals and nonelective contributions you can make for yourself. When figuring the contribution, compensation is your earned income, which is defined as net earnings from self-employment after deducting both: one-half of your self-employment tax, and contributions for yourself. Use the rate table or worksheets in Chapter 5 of IRS Publication 560, Retirement Plans for Small Business, for figuring your allowable contribution rate and tax deduction for your 401(k) plan contributions. See also Calculating Your Own Retirement Plan Contribution. Testing in a one-participant 401(k) plan A business owner with no common-law employees doesn't need to perform nondiscrimination testing for the plan, since there are no employees who could have received disparate benefits. The no-testing advantage vanishes if the employer hires employees. No matter what the 401(k) plan is called by a plan provider, it must meet the rules of the Internal Revenue Code. If you hire employees and they meet the plan eligibility requirements, you must include them in the plan and their elective deferrals will be subject to nondiscrimination testing (unless the 401(k) plan is a safe harbor plan or other plan exempt from testing). If you excluded eligible employees from your 401(k) plan, find out how to correct this mistake. A one-participant 401(k) plan is generally required to file an annual report on Form 5500-EZif it has $250,000 or more in assets at the end of the year. A one-participant plan with fewer assets may be exempt from the annual filing requirement. Alternatives to a one-participant 401(k) plan Possible plans for a business owner include: SEP IRA or Roth IRA Other types of plans Related You might assume that you don't have access to a 401(k) plan if you're a freelancer or an independent contractor but that isn't the case. You don't have to go without a tax-advantaged retirement savings plan. You can sign up for what's called a solo 401(k) or a self-employed 401(k). You're eligible to open a solo 401(k) if you're self-employed and don't employ others.A couple running a business together also qualifies.You can contribute to your solo 401(k) as both employer and employee.You can contribute a combined total of $70,000 in 2025, up from $69,000 in 2024. You can add another $7,500 if you're age 50 or older.You can choose between a traditional plan or a Roth plan. Each has its tax advantages. To qualify for a solo 401(k), you must produce your income from your own business. And the business must be run by you alone, or you and your spouse. Sole proprietors, small business owners without employees (except for a spouse), independent contractors, and freelancers typically fit this description. The business must also produce income. This is verified through your tax records. If you meet these criteria, you can open a solo 401(k) plan. If you're an independent contractor or freelancer with no employees, your business can take any form, whether it's a sole proprietorship, an LLC, a corporation, or a partnership. You can open a solo 401(k) at most online brokers and traditional brokers or directly through a financial services company. You'll want to do some research ahead of time to identify the best solo 401(k) company for you. You'll need an employer identification number (EIN) to get started with the enrollment process. If you don't have one already, you can apply online with the Internal Revenue Service (IRS).The rest of the documentation will be provided by the broker or financial services company you choose for the account. To open a solo 401(k) plan,you have to adopt a plan in writing, making a written declaration of the type of plan you intend to fund. The choices are the same as those given to an employee opening a 401(k) plan: you can choose a traditional 401(k) or a Roth 401(k). Each has distinct tax benefits. If you have a traditional 401(k) plan, you're investing with pretax dollars. That is, you're effectively claiming an immediate tax break for your contributions as you make them throughout your working years. When you reach retirement age, you'll owe income taxes on the funds as you withdraw them. You'll pay taxes on your initial deposits as well as on the money your investments have earned over the years. Keep in mind that most people are in a lower tax bracket after retiring than they were during their working years. If you anticipate being in a higher tax bracket, you might wind up paying a hefty extra amount in taxes down the road. Roth plans, on the other hand, are funded with after-tax dollars. You've already given the IRS its cut so your withdrawals are tax-free after you retire as long as you've had the account for over five years. This includes the money you paid in and the investment returns the account earned. This could add up to a nice fat bank account for your retirement years. However, keep in mind that it's a bigger hit to your spending power during your working years. A solo 401(k) must be set up by Dec. 31 in the tax year for which you are making contributions. Once you have established the type of plan you want, you will need to create a trust that will hold the funds until you need them or you reach retirement age. You can select an investment firm, online brokerage, or insurance company to administer the plan for you. You also need to establish a record-keeping system, so that your investments are accounted for properly. Solo 401(k)s provide some advantages over other types of retirement accounts available to you. One big advantage is the availability of the Roth option as well as the traditional version. With other self-employed retirement accounts, such as the Simplified Employee Pension (SEP) IRA, the Keogh plan, and the Savings IncentiveMatch Plan for Employees (SIMPLE) IRA, only the traditional option is offered; there are no Roth options. The regular IRA that's available to anyone with earned income is available in Roth or traditional versions, but the annual contribution limits are far lower. Another advantage of the solo 401(k) is that it can accept contributions from both an employee and an employer. That is, if you have a solo 401(k), you wear both hats and can make contributions in both roles. The contribution limits are adjusted for inflation every year by the IRS. You can contribute up to $70,000 for 2025, up from $69,000 in 2024, or 25% of your adjusted gross income, whichever is less. People age 50 and older can add an extra $7,500 a year as a "catch-up contribution" in 2024 and 2025. The SEP IRA is an alternative retirement plan that is often recommended for small business owners. But the solo 401(k) has an advantage over the SEP: you can take loans from the plan before retiring. It's generally not advisable to borrow from your retirement fund, but it's an option if you must. The solo 401(k) has another advantage over the SEP IRA: you get to choose between a Roth and a traditional account. The SEP IRA can only be a traditional account. The solo 401(k) is designed for use by sole proprietors, freelancers, and independent contractors. As such, it eliminates much of the paperwork and bureaucracy that go along with setting up and managing a 401(k) in a corporation. You have a world of options to choose from in selecting how to invest your money for retirement. Most companies offer their employees a limited selection of funds from a single financial services firm. You have no limits except for a few that the IRS imposes. You can't play the derivatives market or invest in stamps or comics, for example. Otherwise, you can invest in stocks, bonds, mutual funds, exchange-traded funds, and many other types of investments. There are basically two options in addition to the solo 401(k) for freelancers and independent contractors who want to save for retirement and get the tax advantages that accompany these IRS-approved options:The SEP IRA is designed to be an easy, flexible option for small businesses with employees. It works much like a traditional IRA but has higher contribution limits. The limits are the same as for the Solo 401(k): $69,000 for 2024, increasing to $70,000 in 2025. Your contribution cannot exceed 25% of your gross adjusted income, however, and no catch-up contribution is allowed for those age 50 or older. No Roth option is available. A SEP IRA can be opened through any brokerage or bank.The Keogh Plan is open to sole proprietors, partnerships, and limited liability companies and is often used as a profit-sharing vehicle for professional practices such as doctors' and lawyers' groups. It has the same contribution limits as the SEP IRA and the Simple 401(k) but poses a greater administrative burden. There is no Roth option.The SIMPLE IRA is designed for businesses with 100 or fewer employees. It is open to sole proprietors but has a lower contribution limit than the Solo 401(k) or the SEP IRA. The maximum contribution is up to 3% of salary plus $16,500 in 2025, up from $16,000 in 2024. There is no Roth option.Finally, the regular IRA is available to all earners. The limit is $7,000 for 2024 and 2025. You're allowed a catch-up contribution of $1,000 if you're age 50 or older. You're eligible to open a Solo 401(k) if you are self-employed and have no employees. A couple running a business jointly also qualifies. Unlike other options, a solo 401(k) account holder can choose between a traditional option and a Roth option. The traditional option allows you to deduct the amount you pay from your income for that year, giving you an immediate tax break. With the Roth option, the income taxes on that money are paid immediately and you owe no taxes when you withdraw the funds.The solo 401(k) has far higher annual contribution limits than a regular IRA, although that's also true for the SEP IRA and the Keogh plan.The Solo 401(k) allows you to take loans from your account before you retire. This is not an option with many other retirement plans.Finally, the solo 401(k) is relatively straightforward in terms of paperwork, as it is designed for one-person shops, not corporations. The most a person under age 50 can contribute to a solo 401(k) is $70,000 for 2025, up from $69,000 in 2024. Those who are age 50 and older can add an extra $7,500 as a "catch-up contribution." These numbers include the person's combined contributions as employer and employee. There is no cost to open a 401(k) account, but watch out for fees later on. While you're researching your options, check for account maintenance fees, transaction fees, commissions, mutual fund expense ratios, and sales loads.A fractionally higher fee can mean a big hit to a retirement portfolio. If you make the right choices you can minimize the fees you pay. If you are self-employed, you have several options for saving for retirement while saving on your taxes. You don't have to settle for a regular IRA, which is available to anyone with earned income but sets the maximum annual contribution at a comparatively low level. Instead, you can opt for one of several types of retirement plans that have much more generous limits with similarly generous tax benefits. The solo 401(k), the SEP IRA, the Keogh plan, and the SIMPLE IRA all are possibilities. However, the solo 401(k) is the only option that offers you a choice of a Roth account or a traditional account, while still allowing for the maximum yearly contribution available among tax-advantaged retirement plans.Miniature wargame"40K" redirects here. For the number, see 40,000. For the isotope 40K, see Potassium-40.Warhammer 40,000ManufacturersGames Workshop, Citadel Miniatures, Forge WorldYears active1987presentPlayers2+Setup time520+ minutesPlaying time60180+ minutesChanceMedium (dice rolling)SkillsStrategic thinking, arithmetic, miniature paintingWebsitewarhammer40000.comwww.warhammer.comWarhammer 40,000 is a miniature wargame produced by Games Workshop. It is the most popular miniature wargame in the world,[1][2][3] and is particularly popular in the United Kingdom.[4] The first edition of the rulebook was published in September 1987, and the tenth and current edition was released in June 2023.As in other miniature wargames, players enact battles using miniature models of warriors and fighting vehicles. The playing area is a tabletop model of a battlefield, comprising models of buildings, hills, trees, and other terrain features. Each player takes turns moving their model warriors around the battlefield and fighting their opponent's warriors. These fights are resolved using dice and simple arithmetic.Warhammer 40,000 is set in the distant future, where a stagnant human civilisation is beset by hostile aliens and supernatural creatures. The models in the game are a mixture of humans, aliens, and supernatural monsters wielding futuristic weaponry and supernatural powers. The fictional setting of the game has been developed through a large body of novels published by Black Library (Games Workshop's publishing division). Warhammer 40,000 was initially conceived as a scifi counterpart to Warhammer Fantasy Battle, a medieval fantasy wargame also produced by Games Workshop. Warhammer Fantasy shares some themes and characters with Warhammer 40,000 but the two settings are independent of each other. The game has received widespread praise for the tone and depth of its setting, and is considered the foundational work of the grimdark genre of speculative fiction, the word grimdark itself derived from the series' tagline: "In the grim darkness of the far future, there is only war".Warhammer 40,000 has spawned many spin-off media. Games Workshop has produced a number of other tabletop or board games connected to the brand, including both extrapolations of the mechanics and scale of the base game to simulate unique situations, as with Space Hulk or Kill Team, and wargames simulating vastly different scales and aspects of warfare within the same fictional setting, as with Battlefleet Gothic, Adeptus Titanicus or Warhammer Epic. Video game spin-offs, such as Dawn of War and the Space Marine series, have also been released.Note: The overview here refers to the 10th edition of the rules.The rulebooks and miniature models required to play Warhammer 40,000 are subject to copyright and sold exclusively by Games Workshop and its subsidiaries. These miniatures, in combination with other materials (dice, measuring tools, glue, paints, etc.), are generally more expensive than other tabletop games. A new player can expect to spend at least 200 to assemble enough materials for a regular game,[5][6] and the armies that appear in tournaments can be many times more.[7]The assembly and painting of models is an aspect of the hobby as important as the game itself.Games Workshop sells a large variety of gaming models for Warhammer 40,000, but no ready-to-play models. Rather, it sells boxes of model parts, which players are expected to assemble and paint themselves. Each miniature model represents an individual soldier, vehicle, or monster. Most Warhammer 40,000 models are made of polystyrene but certain models, which are made and sold in small volumes, are made of lead-free pewter or epoxy resin. Games Workshop also sells glue, tools, and acrylic paints for finishing models. The assembly and painting of the models is a major aspect of the hobby, and many customers of Games Workshop buy models simply to paint and display them.[8] A player might spend weeks assembling and painting models before they have a playable army.[9]The current official rulebook recommends a table width of 44 inches (1.1m), and table length varies based on the size of the armies being used (discussed below).[10] In contrast to board games, Warhammer 40,000 does not have a fixed playing field. Players construct their own custom-made battlefield using modular terrain models. Games Workshop sells a variety of proprietary terrain models, but players often use generic or homemade ones. Unlike certain other miniature wargames such as BattleTech, Warhammer 40,000 does not use a grid system, so players must use a measuring tape to measure distances, which are measured in inches.All the models that a player has selected to use in a match are collectively termed an "army." In Warhammer 40,000, players are not restricted to playing with a fixed and symmetrical combination of game pieces, such as in chess. They get to choose which models they will fight with from a catalogue of "datasheets" presented in the rulebooks. Each datasheet corresponds to a particular model and contains any relevant gameplay statistics and permissible attachments. For instance, a model of a Tactical Space Marine has a "Move" range of 6 inches and a "Toughness" rating of 4 and is armed with a "boltgun" with a range of 24 inches. Both players must declare which models they will play with before the match starts, and once the match is underway, they cannot add any new models to their armies.In official tournaments, it is mandatory for players to only use Games Workshop's models, and those models must be properly assembled to match the player's army roster; substitute models are forbidden. For example, if a player wants to use an Ork Weirdboy in their army, they must use an Ork Weirdboy model from Games Workshop.[11] Games Workshop has also banned the use of 3D-printed miniatures in official tournaments.[12] Public tournaments organised by independent groups might permit third-party models so long as the models are clearly identifiable as to which Warhammer 40,000 model they are meant to represent. Tournaments might also have rules regarding whether armies are permitted to be used unpainted or must be painted to a certain standard.The composition of the players' armies must fit the rivalries and alliances depicted in the setting. All models listed in the rulebooks have keywords that divide them into factions. In a matched game, a player may only use models in their army that are all loyal to a common faction.[13] Thus, a player cannot, for example, use a mixture of Aeldari and Necron models in their army, because in the game's fictional setting, Aeldari and Necrons are mortal enemies and would never fight alongside each other.The game uses a point system to ensure that the match will be "balanced", i.e., the armies will be of comparable overall strength. The players must agree as to what "points limit" they will play at, which roughly determines how big and powerful their respective armies will be. Each model and weapon has a "point value" which roughly corresponds to how powerful the model is; for example, a Tactical Space Marine is valued at 13 points, whereas a Land Raider tank is valued at 240 points.[14] The sum of the point values of a player's models must not exceed the agreed limit. If the point values of the players' respective armies both add up to the limit, they are assumed to be balanced. 500 to 2,000 points are common point limits.Although the rules place no limit on how big an army can be, players tend to use armies comprising between a few dozen to a hundred models, depending on its faction. A large army will slow down the pace of the match as the players must physically handle many more models and consider each strategically. Larger armies also cost more money and take more work to paint and assemble.Distances must be measured with measuring tape as there is no grid.At the start of a game, each player places their models in the initial deployment zones at opposite ends of the playing field. The players roll dice to determine who takes the first turn.At the start of their turn, a player moves each model in their army by hand across the field. A model can be moved no farther than its listed "Move characteristic". For instance, a Space Marine model can be moved no farther than six inches per turn. If a model cannot fly or use a jump pack, it must go around obstacles such as walls and trees.Models are grouped into "units", commonly called squads, that move as a whole. All models in a unit must stay close to each other. Each model in a unit must finish a turn within two inches of another model from the unit. If there are more than five models in a unit, each model must be within two inches of two other models.After moving, each model can attack any enemy unit within range and line-of-fire of whatever weapons and psychic powers its models have. For instance, a model of a Space Marine armed with a "boltgun" weapon can shoot any enemy unit within 24 inches. Most of the races in the game have units with psychic powers, who are called psykers. Prior to the release of the 10th edition of the game, psyker units had the ability to cause unusual effects that function similarly to magic in a fantasy universe, such as rendering allied units invulnerable or teleporting units across the battlefield. The 10th Edition rules no longer use this feature. After ranged weapons are used, each unit can charge into melee range against enemy units. Units engaged in melee combat then take turns attacking each other until they all have fought. Units cannot shoot at an enemy unit that is engaged in melee combat with a friendly unit.When it is their turn to attack, the player declares to their opponent whichever of the models is attacking whichever enemy unit, and rolls dice to determine how much damage their models inflict upon their targets. The attacking player cannot target individual models within an enemy unit. If an enemy unit receives damage, the enemy player chooses which model in the unit suffers injury. Damage is measured in points, and if a model suffers more points of damage than its "Wound characteristic" permits, it dies. Dead models are removed from the playing field. Most models have only one Wound point, but certain models such as "hero characters", vehicles and elite troops have multiple Wound points, so the damage they accumulate must be recorded.At the end of each turn, dice are rolled to determine if units who have lost models "lose morale" and become Battleshocked. Then play passes to the opponent's turn.A game of Warhammer 40,000 lasts until each player has taken five turns. A player wins the game when the turn limit ends and they have the most victory points. How players score victory points depends on what kind of "mission" was selected for the game. The most common way for players to score victory points is by controlling objective markers. Objective markers are 40mm markers placed on the playing field, positioned in accordance with the mission rules. Players score victory points on their turns when their allied models outnumber the enemy models positioned near the objective markers. Players might also have faction-specific ways to gain victory points, such as exterminating the enemy or retaining possession of a holy relic that was placed somewhere on the playing field prior to the start of match for a certain number of turns.Most Warhammer 40,000 fiction is set around 40,000 AD. Though Warhammer 40,000 is mostly a scifi setting, it adapts a number of tropes from fantasy fiction, such as magic, supernatural beings, daemonic possession, and fantasy races such as orcs and elves; "psykers" fill the role of wizards in the setting. The setting of this game inherits many fantasy tropes from Warhammer Fantasy (a similar wargame from Games Workshop), and by extension from Dungeons & Dragons. Games Workshop used to make miniature models for use in Dungeons & Dragons, and Warhammer Fantasy was originally meant to encourage customers to buy more miniature models. Warhammer 40,000 was originally conceived as a science-fiction spin-off of Warhammer Fantasy. Though the games share some characters and tropes, their settings are separate.The setting of Warhammer 40,000 is violent and pessimistic: human scientific and social progress have ceased; humanity is in a state of total war with hostile alien races and occult forces; and the supernatural exists, is powerful and is usually untrustworthy if not outright malevolent. There are effectively no benevolent gods or spirits in the cosmos, only daemons and evil gods, and the cults dedicated to them are proliferating. In the long run, the Imperium of Man cannot hope to defeat its enemies, so the heroes of the Imperium are not fighting for a brighter future but "raging against the dying of the light".[15] Through constant sacrifice and toil, the Imperium delays its inevitable doom. The tone of the game's setting, exemplified by its slogan "In the grim darkness of the far future, there is only war", shaped the "grimdark" subgenre of scifi, which is particularly amoral, dystopian or violent.[16]As the setting is based on a wargame, the spin-off novels and comic books are often war dramas with protagonists being warriors of some sort, the most popular being the Space Marines. Otherwise, they tend to be aristocrats of some sort such as Inquisitors, Rogue Traders, or Eldar princes, because only such people have the resources and liberty to have a meaningful impact on a galaxy-spanning setting whose civilisations are mostly autocratic.The source of magic is a parallel universe of supernatural energy, "the Warp". All living things with souls are tied to the Warp, but certain individuals called "psykers" have an especially strong link and can manipulate the Warp's energy to work magic. Psykers are generally feared and mistrusted by humans. Psykers may have many dangerous abilities such as mind control, clairvoyance, and pyrokinesis. Moreover, the Warp is full of predatory creatures that may use a psyker's link to the Warp as a conduit by which to invade realspace. But for all the dangers that psykers pose, human civilisation cannot do without them: their telepathic powers provide faster-than-light communication and they are the best counter to supernatural foes on the battlefield, the latter being The Grey Knights. For this reason, the Imperium rounds up any psykers it finds and trains them to control their abilities and resist Warp predators. Those who fail or reject this training are executed for the safety of all. Those who pass their training are pressed into life-long servitude to the state and are closely monitored for misconduct and spiritual corruption.[17]Rick Priestley cites J. R. R. Tolkien, H. P. Lovecraft, Dune, Paradise Lost, and 2000 AD as major influences on the setting.The Chaos Gods were added to the setting by Bryan Ansell and developed further by Priestley. Priestley felt that Warhammer's concept of Chaos, as detailed by Ansell in the supplement Realms of Chaos, was too simplistic and too similar to the works of Michael Moorcock, so he developed it further, taking inspiration from Paradise Lost.[18] The story of the Emperor's favoured sons succumbing to the temptations of Chaos deliberately parallels the fall of Satan in Paradise Lost. The religious themes are primarily inspired by the early history of Christianity. Daemons in WH40K are the embodiment of human nightmares and dark emotion, given physical form and sentience by the Warpthis idea comes from the 1956 movie Forbidden Planet.[citation needed] Chaos carries a lot of influences from H. P. Lovecraft, such as mystical artefacts that drive people insane and secretive cults dedicated to evil gods.The Emperor of Man was inspired by various fictional god-kings, such as Leto Atreides II from the novel God Emperor of Dune by Frank Herbert, and King Huon from the Runestaff novels by Michael Moorcock.Humans fear artificial intelligence and creating or protecting an artificial intelligence (or 'abominable intelligence') is a capital offence (though most 'crimes' such as petty theft or adjusting machinery are also capital offences in the Imperium). This comes from the Dune novels. As in the Dune setting, the prohibition on artificial intelligence was passed after an ancient war against malevolent androids.[citation needed]To me the background to 40K was always intended to be ironic. [...] The fact that the Space Marines were lauded as heroes within Games Workshop always amused me, because they're brutal, but they're also completely self-deceiving. The whole idea of the Emperor is that you don't know whether he's alive or dead. The whole Imperium might be running on superstition. There's no guarantee that the Emperor is anything other than a corpse with a residual mental ability to direct spacecraft. It's got some parallels with religious beliefs and principles, and I think a lot of that got missed and overwritten.Rick Priestley, in a December 2015 interview with Unplugged Games[19]Models available for play in Warhammer 40,000 are divided into "factions". Under normal circumstances, a player can only use units from the same faction in their army.See also: Space Marine (Warhammer 40,000)An imperial guardsmanThe Imperium of Man is described as an authoritarian techno-feudal theocractic human empire that comprises approximately 1 million worlds and has existed for over 10,000 years. The faction abhors aliens to the point that associating with aliens is a capital offence. The state religion of the Imperium is centred around its founder, the Emperor of Mankind, who united humanity millennia earlier. Although the Emperor is its nominal ruler, he was mortally wounded in battle and lives on life support in a vegetative state. Despite his condition, his mind still generates a psychic beacon called "the Astronomican" by which starships navigate the Warp.[20] Although the Imperium has highly advanced technology, most of its technologies have not improved for thousands of years due to religious taboos against science and innovation.Most Warhammer 40,000 fiction is written from the perspective of the Imperium.Of all the factions in the Warhammer 40,000 universe, the Imperium has the most sub-factions and largest catalogue of models. The most common are the Space Marines (Adeptus Astartes) and Imperial Guard (Astra Militarum), each which can be further subdivided into hundreds of Chapters and Regiments (Militarum Regimentos), respectively. Other playable Imperium sub-factions in the tenth edition of Warhammer 40,000 tabletop include the Sisters of Battle (Adepta Sororitas, often described as the female equivalent of Space Marines), Adeptus Custodes (bodyguards of the Emperor at the Imperial Palace), Adeptus Mechanicus (Tech-Priests who are a mix of flesh and machine), and Imperial Knights (battle mechs which tower above all troops/tanks while being smaller than Titan Legions). Each player builds their army around a specific sub-faction and its focused play style. For instance, an army of Space Marines (Adeptus Astartes) will consist of a small number of powerful infantry, whereas an Imperial Guard army will have weak but plentiful infantry combined with strong artillery. [21][22]In theory, while the Imperium of Man's variety of sub-factions gives Imperial players the choices and flexibility to design their army for any style of play, most in-game army lists do not permit an Imperial player to field an army with units from different sub-factions (i.e. one cannot mix Space Marine infantry with Imperial Guard tanks). However in Epic an Imperial player may supplement their Space Marine or Imperial Guard forces with towering mecha from the Imperial Knights and/or Titan Legions, plus support from the Imperial Navy for aerial units and orbital bombardments. Two or more different Imperial sub-faction armies (each led by a separate player) can form an alliance in large multiplayer games. [23]"Chaos Space Marine" redirects here. For the song by Black Country, New Road, see Ants from Up There.A Chaos Space MarineChaos represents the myriad servants of the Chaos Gods, malevolent and depraved entities and daemons who formed from the base thoughts and emotions of all mortal sentients.[24] Those exposed to the influence of Chaos are twisted in both mind and body and perform sordid acts of devotion to their dark gods, who in turn reward them with "gifts" such as physical mutations, psychic power, and mystical artefacts.[25] Like their gods, the servants of Chaos are malevolent and insane, adopting the aesthetics of body horror and cosmic horror in the design of their models and story details. The struggle against Chaos is central to the setting of Warhammer 40,000.[24]As with the Imperium, Chaos players have access to a large variety of models, allowing them to design their army for any style of play. Certain models of Chaos Daemons can be used for Warhammer 40,000 and Warhammer Age of Sigmar (or its predecessor, Warhammer Fantasy Battle).[26][27] Several Chaos factions and their model range are derived from their Imperium counterparts but have a corrupted/warped aesthetic due to the influence of Chaos Gods, such as Chaos Space Marines (also known as Traitor Marines, Renegade Marines, or Heretic Astartes), Chaos Knight Houses, and Traitor Titan Legions. Army lists require players to theme their army around a particular Chaos god, which focuses the style of play. For instance, an army themed around Nurgle will consist of slow-moving but tough troops.[28] Likewise, a Chaos army themed around Khorne will lean towards melee combat and eschew psykers.[29]A Necron warriorThe Necrons are an ancient race of skeleton-like androids. Millions of years ago, they were flesh-and-blood beings, but then they transferred their minds into android bodies, thereby achieving immortality.[30] However, the transference process was flawed, as they all lost their souls and all but the highest-ranking ones became mindless as well. They are waking up from millions of years of hibernation in underground vaults on planets across the galaxy and seek to rebuild their old empire. Besides the cyborgs from the Terminator franchise, Necron designs evoke ancient Egypt in their aesthetics, although they are not based on the Tomb Kings of Warhammer Fantasy.Necron infantry have strong ranged firepower, tough armour, and slow movement. Necron units can rapidly regenerate wounds or "reanimate" killed models at the start of the player's turn.[31] All Necron models have a Leadership score of 10 (the maximum possible), so Necrons rarely suffer from morale failure. Necrons do not have any psykers, but they possess units called "C'tan shards" which are psyker-like.A Craftworld Aeldari warrior.The Aeldari (formerly called the Eldar) are based on Elves of fantasy fiction. Aeldari have very long lifespans and all of them have some psychic ability. The Aeldari travel the galaxy via a network of magical tunnels called "the Webway", to which they have exclusive access. In the distant past, the Aeldari ruled an empire that dominated much of the galaxy, but it was destroyed in a magical cataclysm along with most of the population. The surviving Aeldari are divided into two major subfactions: the ascetic Asuryani, inhabitants of massive starships called Craftworlds (also known as "Craftworld Eldar" or simply "Eldar"); and the sadistic Drukhari (also known as "Dark Eldar"), who inhabit a city hidden within the Webway and must inflict pain on others to survive. There are a number of minor subfactions too: the Harlequins, followers of the Laughing God Cegorach; and the Ynnari, followers of the death god Ynnead. Although it has been 10,000 years since their empire's fall, the Aeldari have never recovered, due to their low fertility and aggression by other races.Craftworld Aeldari infantry tend to be highly specialised and relatively frail, often described as "glass cannons" because of their lack of staying power and flexibility, Aeldari armies can suffer severe losses after a bad tactical decision or even unlucky dice rolls, while successful gameplay can involve outnumbered Aeldari units that outmanoeuvre the opponent and kill entire units/squads before they have a chance to retaliate.[32] Aeldari vehicles, unlike their infantry counterparts, are very tough and hard to kill because of many evasive and shielding benefits. With the exception of walkers, all Aeldari vehicles are skimmers which allow them to move freely across difficult terrain, and with upgrades, at speeds only matched by the Drukhari and the T'au armies. Drukhari are similar to Craftworld Aeldari, with the major differences being that they have no psykers and their vehicles tend to be open-topped, allowing infantry to shoot from them.An Ork BoyThe Orks are green-skinned aliens based on the traditional orcs of high fantasy. Orks are a comical species, with crude personalities, ramshackle weaponry, and Cockney accents. Their culture revolves around war for the sake of it. Unlike other races who generally only go to war when it is in their interest, Orks recklessly start unnecessary conflicts for the pleasure of a good fight. Orks do not fear death, and combat is the only thing that gives them emotional fulfillment. Ork technology consists of dashed-togethter scrap that by all logic should be unreliable if even functional, but Orks generate a psychic field that makes their ramshackle technology work properly or more effectively (for example, vehicles painted red are faster, simply because the Orks believe it to be so). If a non-Ork tries to use a piece of Ork technology, it would likely malfunction.Ork infantry models are slow-moving and tough. The Orks are oriented towards melee combat. Infantry models are cheap (by point cost), so a favourite strategy of Ork players is "the Green tide": they field a large horde of Ork infantry and march them across the playing field to swarm the opponent. Orks do have a number of specialist units with abilities such as psychic powers or vehicle repair, but typically Ork warfare is about brute force and attrition. Ork gameplay is seen as fairly forgiving of tactical errors and bad die rolls."Tyrannids" redirects here. For the bird family Tyrannidae, see Tyrant flycatcher.A Tyranid warriorThe Tyranids are a mysterious alien race from another galaxy. They migrate from planet to planet, devouring all life in their path. Tyranids are linked by a psychic hive mind and individual Tyranids become feral when separated from it. Tyranid "technology" is entirely biological, all ships and weapons being purpose-bred living creatures.Tyranids have a preference for melee combat. Their infantry models tend to be numerous and fast but frail. They have low point costs, meaning Tyranid armies in the game are relatively large (many cheap weak models, as opposed to armies with few expensive powerful models such as the Space Marines). Tyranids also have the most powerful countermeasure against Battleshock called Synapse. The Synaptic network is an aura around powerful leader beasts that compels Tyranids to fight on.[33]There is a sub-species of the Tyranid race called "genestealers".[34] When a human is infected by a genestealer, they are psychically enslaved and will sire children who are human-genestealer hybrids. These hybrids will form a secret society known as a genestealer cult within their host human society, steadily expanding their numbers and political influence. When a Tyranid fleet approaches their planet, they will launch an uprising to weaken the planet's defences so that the Tyranids may more easily conquer it and consume its biomass.In earlier editions of the game, Genestealer Cults could only be used as auxiliaries to a regular Tyranid army, but since 8th edition, they can be played as a separate army. Although there is a dedicated line of Genestealer Cult models, a player can also use models from the Imperial Guard (a sub-faction of the Imperium) in their Genestealer Cult army. This is an exception to the common-faction rule and is based on the logic that these "human" models are actually genestealer hybrids who look perfectly human. Like other Tyranids, Genestealers are fast and hard-hitting but fragile. All Genestealer Cult infantry and bikers have a trait called "Cult Ambush" that allows them to start the match off table and later be set up on the table, instead of being set up in the designated starting zones at the start of the game (similar to the Space Marines' "Deep Strike" ability).The visual design of the Tyranids was inspired by the art of H. R. Giger, with the genestealer sub-race being further inspired by the Xenomorphs from the Alien franchise.[35]A T'au warriorThe T'au are a young race of blue-skinned humanoid aliens inhabiting a relatively small but growing empire located on the fringe of the Imperium of Man. The T'au Empire is the only playable faction in the setting that integrates different alien species into their society. They seek to unite all other races under an ideology they call "the Greater Good". Some human worlds have willingly defected from the Imperium to join the T'au Empire. Such humans tend to have a better quality of life than Imperial citizens because the T'au practise humane ethics and encourage scientific progress. The T'au are divided into five endogamous castes: the Ethereals, who are the spiritual leaders; the Fire Caste, who form the T'au military; the Air Caste, who operate starships; the Water Caste, who are merchants and diplomats; and the Earth Caste, who are scientists, engineers, and labourers.The T'au are oriented towards ranged combat and generally shun melee. They have some of the most powerful firearms in the game in terms of both range and stopping power. For instance, their pulse rifle surpasses the firepower of the Space Marine boltgun,[36] and the railgun on their main battle tank (the Hammerhead) is more powerful than its Imperium counterparts. The T'au currently do not have any psykers. Most T'au vehicles are classified as flyers or skimmers, meaning they can move swiftly over difficult terrain. The T'au also incorporate alien auxiliaries into their army: examples include the Kroot who provide melee support and the insectoid Vespids who serve as fast-attack infantry.The T'au are strongly influenced by Japanese culture, including Japanese feudalism and samurai society, while their tactics are similar to samurai warfare. Aesthetically, T'au infantry are based upon samurai armour, while their vehicles are similar to Mecha anime and manga, being very distinct from the organic-looking Eldar skimmers and the crude-looking Imperium tanks.[37]A Hearthkyn warrior of the Leagues of VotannThe Leagues of Votann are a confederation of abhumans known interchangeably as Squats and Kin, which are based on the dwarves of fantasy fiction. They are a spiritual successor to an earlier Squat faction that was removed from the setting for not fitting in aesthetically.Though Squats are a subspecies of humanity, the Leagues of Votann stand independent of the Imperium of Man. Unlike the Imperium, the Leagues of Votann have no qualms about using artificial intelligence, treating their androids as fellow Kin. Kin culture is centred around the Votann, extremely powerful supercomputers responsible for managing the majority of Kin society and keeping records. The Kin are extremely competitive and capitalistic, with powerful corporations (referred to as Guilds) regularly strip-mining entire planets for resources. While the Kin have no natural psychic abilities, they do have artificial psykers referred to as Grimnyrs, who are responsible for communicating with the Votann.The Leagues have a preference for ranged combat and siege tactics. Their infantry is slow but sturdy.In 1982, Rick Priestley joined Citadel Miniatures, a company started with support from Games Workshop that produced miniature figurines for use in Dungeons & Dragons. Bryan Ansell (the manager of Citadel) asked Priestley to develop a medieval-fantasy miniature wargame that would be given away for free to customers so as to encourage them to buy more miniatures. Dungeons & Dragons did not require players to use miniature figurines, and even when players used them, they rarely needed more than a handful.[38] The result was Warhammer Fantasy Battle, which was released in 1983 to great success.Warhammer Fantasy was principally a medieval fantasy game in the vein of Dungeons & Dragons, but Priestley and his fellow designers added a smattering of optional science fiction elements, namely in the form of advanced technological artefacts (e.g., laser weapons) left behind by a long-gone race of spacefarers. Warhammer 40,000 was an evolution of this taken to the opposite extreme (i.e., mostly science-fiction but with some fantasy elements).Since before working for Games Workshop, Priestley had been developing a spaceship combat tabletop wargame called "Rogue Trader", which mixed science fiction with classic fantasy elements. Priestley integrated many elements of the lore of "Rogue Trader" into Warhammer 40,000, chiefly those concerning space travel, but he discarded the ship combat rules for lack of space in the book.[39][a]Games Workshop planned to sell conversion kits by which players could modify their Warhammer Fantasy models to wield futuristic weaponry such as laser weapons, but eventually Games Workshop decided to create a dedicated line of models for Warhammer 40,000.[40] However, certain models of Chaos Daemons can be used for both Warhammer 40,000 and Warhammer Fantasy (or its successor, Warhammer Age of Sigmar).[41][42]Initially, Priestley's new game was simply to be titled Rogue Trader, but shortly before release Games Workshop signed a contract with 2000 AD to develop a board game based on their comic book Rogue Trooper. So as not to confuse customers and to satisfy the demand for the Rogue Trader game which had been promised since 1983, Games Workshop renamed Priestley's game Warhammer 40,000: Rogue Trader and marketed it as a spin-off of Warhammer Fantasy Battle (which in many ways, it was).Warhammer 40,000: Rogue Trader received its first full preview in White Dwarf issue number 93 (September 1987).Warhammer 40,000: Rogue Trader was released in October 1987. It was a success and became Games Workshop's most important product. In the January 1988 edition of Dragon (issue 129), Ken Rolston raved about this game, calling it "colossal, stup

specific rules for each race's aircraft, as well as playable missions. A notable inclusion in this release is "warlord traits" for each race that deal specifically with aircraft. This supplement still uses the same rules as the Warhammer 40,000 rulebook. It was updated to 7th Edition with Shield of Baal: Leviathan. Death From the Skies was not updated after 7th edition, but 8th edition and onward permit using aircraft in the core rules.Stronghold Assault, released in December 2013, was a 48-page expansion that contains more rules for fortifications in the game, as well as rules for more fortifications than listed in the main 6th Edition rulebook. Stronghold Assault was updated for the 8th edition of the game in Chapter Approved 2017.Escalation, released in December 2013, contained rules for playing games with super heavy vehicles, normally restricted to Apocalypse events, in normal events. Escalation was not updated, and in the current iteration of the game super heavy vehicles can be used in the core rules.Boarding Actions, released in January 2023, was designed for smaller 500-point missions aboard spaceships. It generally follows the rules of Warhammer 40,000 with modifications such as distance being measured around terrain features rather than through, combat no longer working through walls, and models blocking line of sight. Vehicle and Monster units are not able to be played in Boarding Actions, making the game heavily focused on infantry units. Rules for Boarding Actions were released in the Arks of Omen: Abaddon book. New boxset releases called Boarding Patrols were also released to give players a starting force for use in Boarding Actions. In July 2024, a new supplement for Boarding Actions was released, adding new missions and bringing the rules fully into the 10th edition of the game.Games Workshop has expanded the Warhammer 40,000 universe over the years to include several spin-off games and fictional works. This expansion began in 1987, when Games Workshop asked Scott Rohan to write the first series of "literary tie-ins". This eventually led to the creation of Black Library, the publishing arm of Games Workshop, in 1997. The books published relate centrally to the backstory in the Warhammer universe. Black Library also publishes Warhammer 40,000 graphic novels.[74]Several popular miniature game spin-offs were created, including Space Crusade, Space Hulk, Horus Heresy, Kill Team, Battlefleet Gothic, Epic 40,000, Inquisitor, Gorkamorka, Necromunda and Assassinorum: Execution Force. A collectible card game, Dark Millennium, was launched in October 2005 by Games Workshop subsidiary, Sabertooth Games. The story behind the card game begins at the end of the Horus Heresy arc in the game storyline and contains four factions: the Imperium, Orks, Aeldari and Chaos.[75]Main article: List of Warhammer 40,000 novelsFollowing the 1987 initial release of Games Workshop's Warhammer 40,000 wargame the company began publishing background literature that expands previous material, adds new material, and describes the universe, its characters, and its events in detail. Since 1997 the bulk of background literature has been published by the affiliated imprint Black Library.The increasing number of fiction works by an expanding list of authors is published in several formats and media, including audio, digital and print. Most of the works, which include full-length novels, novellas, short stories, graphic novels, and audio dramas, are parts of named book series. In 2018, a line of novels for readers aged 8 to 12 was announced, which led to some confusion among fans given the ultra-violent and grimdark nature of the setting.[76]Main article: The Horus HeresyOne of the most successful storylines to be produced by Black Library is the Horus Heresy, a prequel series set ten thousand years prior to the main setting of the wargame and depicting the downfall of the Emperor of Mankind, setting the conflict between Chaos and the Imperium in motion. The storyline is divided across multiple series of novels and comic books.Main article: List of Games Workshop video gamesGames Workshop first licensed Electronic Arts to produce Warhammer 40,000 video games, and EA published two games based on Space Hulk in 1993 and 1995. Games Workshop then passed the license to Strategic Simulations, which published three games in the late 1990s. After Strategic Simulations went defunct in 1994, Games Workshop then gave the license to THQ, and between 2003 and 2011, THQ published 13 games, which include the Dawn of War series. After 2011, Games Workshop changed its licensing strategy: instead of an exclusive license to a single publisher, it broadly licenses a variety of publishers.[77]Games Workshop have produced a number of standalone "boxed games" set within the Warhammer 40,000 setting; they have licensed the intellectual property to other game companies such as Fantasy Flight Games. The Games Workshop-produced boxed games tend to be sold under the aegis of the "Specialist Games" division. Titles include:Battle for ArmageddonChaos Attack (expansion for Battle for Armageddon)Doom of the EldarSpace Hulk (four editions were published; expansions are listed below)Deathwing (an expansion boxed set adding new Terminator weapons and a new campaign)Genestealer (an expansion boxed set adding rules for Genestealer hybrids and psychic powers)Space Hulk Campaigns (an expansion book released in both soft and hard-cover collecting reprinted four campaigns previously printed in White Dwarf)Advanced Space CrusadeAssassinorum: Execution ForceBommerz over da Sulphur River (board game using Epic miniatures)Gorkamorka (a vehicle skirmish game set on a desert world, revolving principally around rival Ork factions)Digganob (an expansion for Gorkamorka, adding rebel gretchin and feral human factions)Lost PatrolSpace Fleet (a simple spaceship combat game, later greatly expanded via White Dwarf magazine with material intended for the aborted Battleship Gothic, itself later relaunched as Battlefleet Gothic)Tyranid Attack (an introductory game reusing the boards from Advanced Space Crusade)Ultra Marines (an introductory game reusing the boards from Space Hulk)Blackstone Fortress (a cooperative board game set in the wreck of a large spaceship known as a Blackstone Fortress, using the Warhammer Fantasy-based Warhammer Quest system)The success of the Horus Heresy line of novels lead to a launch in 2012 of a standalone Horus Heresy tabletop wargame and rulebook,[78] with basic models representing the eighteen Space Marine legions that precede the chapters and warbands of the 40,000 setting and named characters representing the superhuman primarchs. The game is marketed on the Games Workshop website as a separate line from the main editions of Warhammer 40,000, though some factions, like the Titans and Knights, include models or colour schemes designed to be playable in either setting.Although there were plans to create a full-fledged Warhammer 40,000 "pen and paper" role-playing game from the beginning,[79] these did not come to fruition for many years, until an official Warhammer 40,000 role-playing game was published only in 2008, with the release of Dark Heresy by Black Industries, a Games Workshop subsidiary. This system was later licensed to Fantasy Flight Games for continued support and expansion.Formerly Games Workshop licensed a number of Warhammer 40K themed products to Fantasy Flight Games. They specialise in board, card and role-playing games. Included in the licensed product were:Horus Heresy: a board game focusing on the final battle of the Horus Heresy the battle for the Emperor's Palace; this game is a re-imagining of a game by the same name created by Jervis Johnson in the 1990s.Space Hulk: Death Angel, The Card Game: the card game version of Space Hulk. Players cooperate as Space Marines in order to clear out the infestation of Genestealers on a derelict spaceship.Warhammer 40,000: Conquest: a Living Card Game where players control various factions of the Warhammer 40,000 setting in order to rule the sector.Forbidden Stars: a board game that pits four popular Warhammer 40,000 factions against one another to control objectives and secure the sector for themselves.Relic: an adaptation of the board game Talisman to the Warhammer: 40,000 setting.The Warhammer 40,000 Roleplay series of tabletop role-playing games, which share many core mechanics as well as the setting:Dark Heresy: players may assume the roles of a cell of Inquisitorial acolytes, or assume a different and equally small-scale scenario following the game's rules. The recommended scenarios and ruleset present a balance between investigation and combat encounters.Rogue Trader: players assume the roles of Explorers, whose rank and escalated privileges allow for travelling outside the Imperium's borders. Due to extensive expansions for Rogue Trader, campaigns can be largely different and altered by game masters. Its most significant difference from any of the other Warhammer 40,000 Roleplay titles is that it contains rules for capital spaceship design and space combat.Deathwatch: the game allows players to role-play the Space Marines of the Adeptus Astartes, who are the gene-enhanced superhuman elite combat units of the Imperium of Man. In light of this, its ruleset heavily emphasises combat against difficult or numerically superior enemies, rather than negotiation and investigation, compared to Dark Heresy or Rogue Trader.Black Crusade: Black Crusade allows players to role-play Chaos-corrupted characters. This instalment will be concluded with supplements. It is notably different in that it allows much more free-form character development, with experience costs being determined by affiliation with a Chaos God.Only War: Only War puts players in the boots of the Imperial Guard, the foot soldiers of the Imperium of Man. Despite the human-level capabilities of the characters, it also emphasises combat over interaction, much like Deathwatch.Games from other publishers include:Risk: Warhammer 40,000: This is a Warhammer 40,000-themed variant of the board game Risk, published by The OP.[80]Monopoly: Warhammer 40,000: A Warhammer 40,000-themed version of the board game Monopoly, published by The OP.[81]Munchkin Warhammer 40,000: a Warhammer 40,000-themed edition of Munchkin, released in 2019 by Steve Jackson Games.[82]Magic: the Gathering Universes Beyond: Warhammer 40,000 collaboration: A series of Warhammer 40,000-themed pre-constructed decks and limited edition collections of Magic: The Gathering.[83]On July 17, 2019, Games Workshop and Big Light Productions announced the development of a live-action TV series based on the character Gregor Eisenhorn, who is an Imperial Inquisitor.[84] Frank Spotnitz was to be the showrunner for the series. The series was expected to be based on the novels written by Dan Abnett.[85]In March 2022, Games Workshop released the micro series The Exodite on the Warhammer+ streaming service. The Exodite follows the struggle of a T'au Empire expeditionary force to bring the Greater Good to a new planet.In September 2022, Games Workshop released the animated series Hammer and Bolter on the Warhammer+ streaming service. Each of the 15 half-hour episodes focused on a specific faction from the 40k universe, including the Imperium of Man, Chaos Space Marines, Orks, Tyranids, and Necrons.In December 2022, Amazon MGM Studios acquired the TV and film rights to the game after months of negotiations and fending off rival companies that also sought the rights. Vertigo Entertainment's Roy Lee and Natalie Viscuso worked with Henry Cavill to obtain the IP before taking it to Amazon Studios. Vertigo will executive produce with Games Workshop's Andy Smillie and Max Bottrill alongside Amazon MGM Studios. Henry Cavill will star and also serve as an executive producer of the series and further planned franchise.[86]In December 2024, the franchise was featured in Secret Level, a video game anthology series created by Tim Miller for Amazon Prime Video.[87] The episode is titled "And they shall know no fear", a reference to the iconic line from the series. It takes place after the events of Space Marine 2, and follows Ultramarine lieutenant Demetrian Titus, the protagonist of the Space Marine games, on a mission to destroy a chaos sorcerer.On December 13, 2010,[88] Ultramarines: A Warhammer 40,000 Movie was released directly to DVD. It is a CGI science fiction film, based around the Ultramarines Chapter of Space Marines. The screenplay was written by Dan Abnett, a Games Workshop Black Library author. The film was produced by Codex Pictures, a UK-based company, under license from Games Workshop. It utilised animated facial capture technology from Image Metrics. It was received poorly.[89]The album Realms of Chaos: Slaves to Darkness by British death metal band Bolt Thrower features lyrics as well as artwork based on the Warhammer and Warhammer 40,000 brands, with the album's title design being identical to that of the eponymous Games Workshop books.In the early 1990s Games Workshop set up their own label, Warhammer Records. The band D-Rok were signed to this label; their only album, Oblivion, featured songs based on Warhammer 40,000.The song "Chaos Space Marine" by British experimental rock band Black Country, New Road is named after the Chaos Space Marine in Warhammer 40,000.In Issue 35 of Challenge (1988), John A. Theisen said "If this were intended as a serious science-fiction game, my criticisms would be enormous. However, it is not; it is undeniably action-oriented science-fantasy. As a result, by openly acknowledging that it is a fantasy game set in the far future, any comments on internal consistency, suspension of disbelief, and game rationale can be thrown out the nearest window. This is basically cosmic hack-and-slash, not an extrapolation of future-history-yet-to-come. And if that's the way you like to play, this game is fun, fun, fun."[90]In Issue 12 of the French magazine Backstab (1998), Croc noted that the rules in the 3rd edition had been immensely simplified, saying, "It's clear, Games Workshop is trying to lower the age of its players even further. The rules of WH40K are much simpler than previous ones, really bringing this edition closer to Space Marine. Units fire together, not figure by figure. No more alerting, no more hiding." His only complaint with the game was the sculpting of the Dark Eldar figurines, which he called, "ugly and badly sculpted, I don't know where they got the sculptor who did this but he should buy some glasses." Croc concluded by only giving the Dark Eldar figurines a rating of 5 out of 10, but giving the overall game 7 out of 10, saying, "It's a real treat for both old and new players."[91]Ken Carpenter reviewed the second edition of Warhammer 40,000 in White Wolf #44 (June, 1994), rating it a 4 out of 5 and stated that "WH40K is [...] a perfect game for beginners to miniatures gaming because of its low initial investment [...] WH40K is a colorful, visual way to represent battles in a dark future."[92]Warhammer 40,000 2nd Edition won the 1993 Origins Award for Best Miniatures Rules.[93]In 2004, Warhammer 40,000 was inducted into the Origins Hall of Fame.[94]Warhammer 40,000 8th Edition won the 2017 Origins Awards for Best Miniatures Game and Fan Favorite Miniatures Game.[95]Grimdark Future^ Priestley had - with Richard Halliwell - written a set of science fiction table top miniatures rules called Combat 3000 in 1980^ "Top 5 Non-Collectible Miniature GamesSpring 2020". icv2.com. 12 August 2020. Archived from the original on 19 September 2021. Retrieved 29 October 2020.^ "TOP NON-COLLECTIBLE MINIATURES LINES FALL 2022". icv2.com. 23 March 2023.^ "TOP MINIATURES LINES FALL 2023". icv2.com. 25 March 2024.^ Edison Investment Research (10 April 2019). "On a Mission". www.edisongroup.com. Archived from the original on 21 February 2022. Retrieved 26 September 2019.This market analysis does not break down sales figures between specific product lines, but it adds partial validity to the claim that Warhammer 40,000 is most popular among the British, where Games Workshop's sales are strongest in general.^ Ahmed, Samira (13 March 2012). "Why are adults still launching tabletop war?". BBC News. Archived from the original on 13 October 2018. Retrieved 12 October 2018. The prices for essential models, paints and books are 'eyewatering', he says. [...] 'You need at least 200 just to set up a half-decent legal army for a game, and if you want a board and scenery to go to play with friends you're looking at least 200 on top of that,' says Craig Lowdon, 25, of Crewe.^ "Britons are increasingly turning to tabletop games for entertainment". The Economist. 4 October 2018. Archived from the original on 13 October 2018. Retrieved 12 October 2018. For years, Games Workshop was known primarily for two things: pricey products (a Warhammer army can cost well over 300, or $390)^ Carter et al. (2014)^ Merilinen, Mikko; Heljakka, Katriina; Stenros, Jaakko (2022). "Lead Fantasies: The making, meaning and materiality of miniatures". In Germaine, Chloe; Wake, Paul (eds.). Material Game Studies A Philosophy of Analogue Play (1sted.). Bloomsbury Academic. p.93. ISBN9781350202740.^ Thuborg, Peter (10 September 2018). "A beginners guide to painting your first Warhammer army". Age of Miniatures. 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'Bryan's idea of Chaos was very much derived from [science fiction and fantasy author] Michael Moorcock,' he said. 'I always thought it was a little too close for comfort, it looked like we were just copying.''But I'd always had this sense of Chaos existing as described in Paradise Lost. I'd tried to bring elements of that into the background and gradually change it from a description of daemons into a kind of force out of which came realities, a kind of literal primal chaos.'"Unless you've read Paradise Lost you don't get it. The whole Horus Heresy is just a parody of the fall of Lucifer as described by Milton.'^ Duffy, Owen (11 December 2015). "Blood, dice and darkness: how Warhammer defined gaming for a generation". Cardboard Sandwich. Archived from the original on 18 May 2016.^ Vela, Larry (23 June 2023). "Warhammer 40K: What Is The Astronomican Anyway?". Bell of Lost Souls. 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For the isotope 40K, see Potassium-40.Natural number 399994000040001 List of numbersIntegers 0 10k 20k 30k 40k 50k 60k 70k 80k 90k Cardinalforty thousandOrdinal40000th(forty thousandth)Factorization26 54Divisors35 totalGreek numeral M {\displaystyle {\stackrel {\delta }{\mathrm {M} }}} Roman numeralXL, xlBinary1001110001000002Ternary200021211113Senary5051046Octal1161008Duodecimal1B19412Hexadecimal9C401640,000 (forty thousand) is the natural number that comes after 39,999 and before 40,001. It is the square of 200.40320 = smallest factorial (8!) that is not a highly composite number40425 = square pyramidal number40585 = largest factorion[1]40678 = pentagonal pyramidal number40755 = the smallest number >1 to be a Triangular number, Pentagonal number, and a Hexagonal number.[2] Additionally, it's a 390-gonal, 4077-gonal, and 13586-gonal number.[3][4][5]40804 = palindromic square41041 = Carmichael number[6]41472 = 3-smooth number, number of reduced trees with 24 nodes[7]41586 = Large Schrder number41616 = triangular square number[8]41835 = Motzkin number[9]41841 = 1/41841 = 0.0000239 is a repeating decimal with period 742680 = octahedral number[10]42875 = 35342925 = square pyramidal number43261 = Markov number[11]43380 = number of nets of a dodecahedron43390 = number of primes 2 19 {\displaystyle \leq 2^{19}} .[12]43560 = pentagonal pyramidal number43691 = Wagstaff prime[13]43777 = smallest member of a prime sextuplet44044 = palindrome of 79 after 6 iterations of the "reverse and add" iterative process[14]44100 = sum of the cubes of the first 20 positive integers 44,100 Hz is a common sampling frequency in digital audio (and is the standard for compact discs).44444 = repdigit44583 = number of partitions of 41[15]44721 = smallest positive integer such that the expression 1/n 1/n + 2 10944724 = maximum number of days in which a human being has been verified to live (Jeanne Calment).[16]44944 = palindromic square45360 = 26th highly composite number;[17] smallest number with exactly 100 factors (including one and itself)46080 = double factorial of 1246233 = sum of the first eight factorials46249 = 2nd number that can be written as a 2 + b ! {\displaystyle a^{2}+b!} in 3 ways[18]46368 = Fibonacci number[19]46656 = 2162 = 363 = 66, 3-smooth number46657 = Carmichael number[6]46972 = number of prime knots with 14 crossings47058 = primary pseudoperfect number[20]47160 = 10-th derivative of xx at x=1[21]47321/33461 248629 = number of trees with 17 unlabeled nodes[22]48734 = number of 22-bead necklaces (turning over is allowed) where complements are equivalent[23]49151 = Woodall number[24]49152 = 3-smooth number49726 = pentagonal pyramidal number49940 = number of 21-bead binary necklaces with beads of 2 colors where the colors may be swapped but turning over is not allowed[25]There are 930 prime numbers between 40000 and 50000.^ "Sloane's A014080: Factorions". 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