



### CATALOGUE

#### Section Four

#### Compiled by Simon Smith and Peter Graylish

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#### Welcome to the fourth Citadel Catalogue, a comprehensive update of the latest metal and plastic Citadel miniatures, plus all the most recent Games Workshop games and supplements.

#### Citadel Miniatures

Citadel Miniatures manufacture the largest range of high quality metal and plastic gaming miniatures in the world. Our Citadel designers work alongside the Games Workshop game designers ensuring that all our models are suitable for use by collectors, modellers and everyone who plays Games Workshop games.

Everybody involved with the design of one of our new miniatures is a keen gamer - from the person who develops the initial concept, through the designer of the original model to the guy who does the final casting in white metal. Citadel miniatures are made by gamers for gamers. Along every step of the way, the miniatures are carefully examined to make sure that they are as perfect as possible.

#### The Citadel Catalogues

The first Citadel Catalogue was separated into two sections: Warhammer 40,000 and Warhammer Fantasy miniatures, along with a comprehensive games listing. Sections Three and Four update both these major ranges, and also include Epic scale miniatures, plastics, and the latest Games Workshop games.

To make it easy to find what you need, we've divided the catalogue into sections – Warhammer 40,000, Warhammer Fantasy and Epic. Each section is broken down into specific ranges. The Warhammer 40,000 section of the Fourth Catalogue contains the latest Eldar and Space Marines releases, for example.

We have tried to make the Citadel Catalogues into the most complete reference source for Citadel miniatures ever by presenting every single miniature possible in all its glory. These catalogues are an invaluable aid to anybody who collects Citadel miniatures, allowing you to plan your next purchases and find exactly the right model for your army.

We have attempted to show every model at actual size and with all its individual components so that you can choose the exact miniatures or parts you require.

Where appropriate, each model has been shown on a plastic slottabase of the correct size for use in our games. When you buy a model you'll automatically get the correct size slottabase you need. 'Flying' models come with a clear plastic flying base.

Many of our models now come with separate plastic arms, weapons, shields or horses, which allows you to customise your miniatures. Where possible, we've illustrated these extras on the same page, or given examples of the completed models. The correct sprues will always be included when you buy your models.

#### Multi-piece models

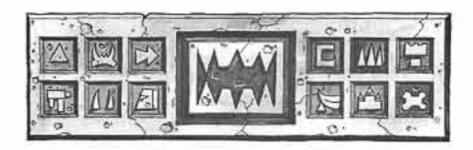
Some of our more complicated models are made of a large number of pieces. So that you can see exactly what you get with these models, we have illustrated each component separately as well as showing the completed model. We have also included construction diagrams where it isn't obvious how the models go together.

Note that our complicated multi-part models are intended for enthusiasts and you really do require a moderate level of skill to assemble them. They can certainly prove too difficult for young or inexperienced modellers. Please do not order them if you are uncertain of your skill!

#### How to Buy Citadel Miniatures

The very best way to buy Citadel miniatures is at a Games Workshop store where you'll be able to examine the models at first hand. All our Games Workshop staff are collectors and gamers like yourself so they will be glad to help you choose exactly which miniatures you require, or offer advice on how to prepare and paint your models.

Every Games Workshop store has a wide selection of painted models, and runs regular painting sessions for beginners.



The majority of the models illustrated here are readily available from Games Workshop stores and other good hobby stores, however the range is so huge that only our mail-order department can supply everything.

We have included full details on the Games Workshop Mail Order service in the enclosed price list. If you have any questions about the availability of miniatures featured in this catalogue or indeed any other Citadel models give us a ring on 0773-713213 and our expert staff will do their best to help.

#### Updating your Citadel Catalogue

Obviously this catalogue will soon be out of date as our designers produce many new and exciting models every month, and eventually these new models will be gathered together into the Fifth Citadel Catalogue. In the meantime you can keep totally up to date by reading White Dwarf, Games Workshop's monthly magazine. This magazine contains news and details of all the latest releases from the Citadel & Marauder design teams, plus articles on painting and modelling as well as regular features on all your favourite games.

#### IMPORTANT

Citadel miniatures and Marauder miniatures are intended for collectors, modellers and gamers.

#### THEY ARE NOT TOYS.

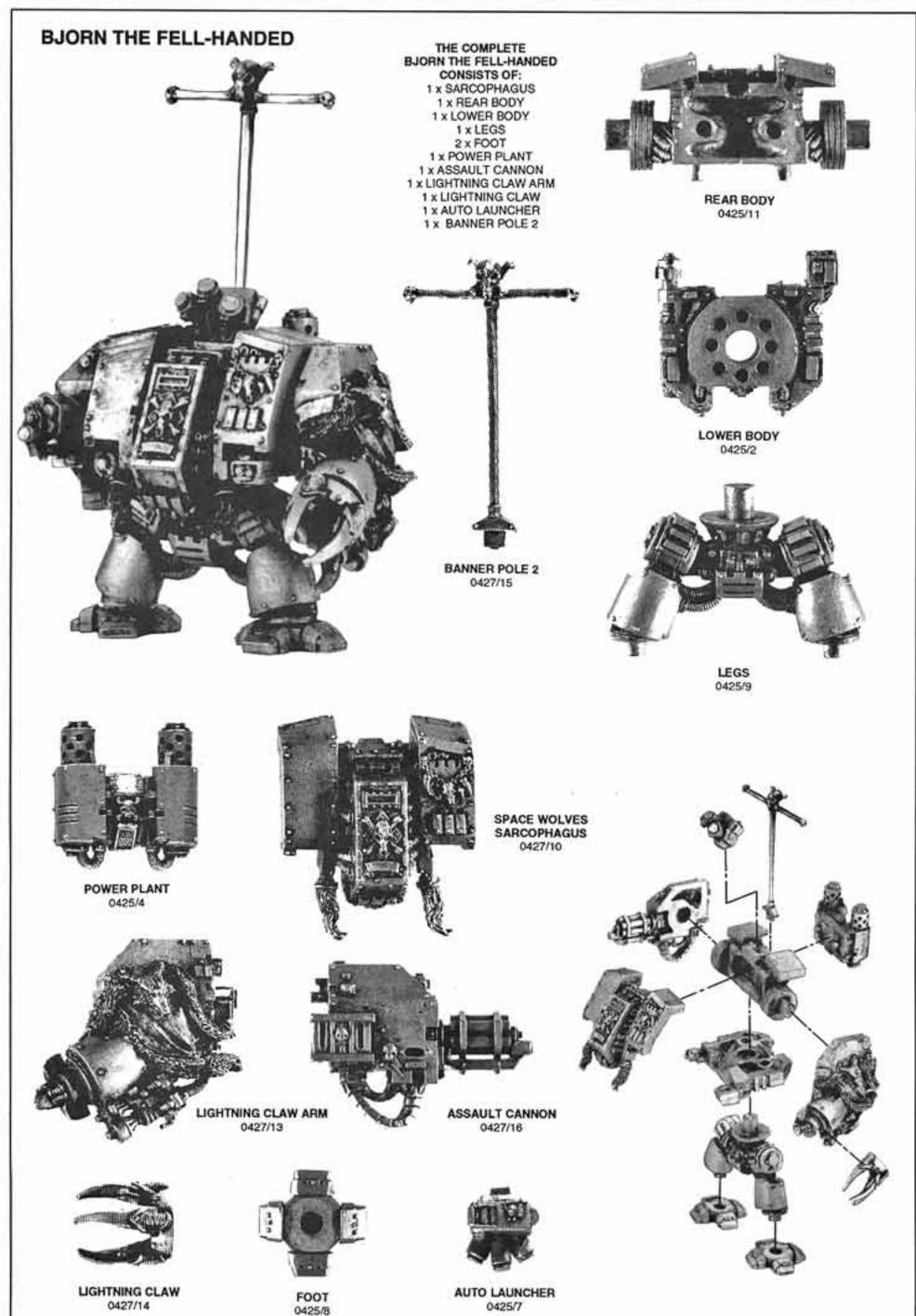
Our metal models contain lead which can be harmful if ingested, but there is no real danger if you are sensible. Please follow these simple instructions

Please do not put them in your mouth or lick them. Do not buy them for or give them to small children.

Our miniatures should never be given to children under 14, nor to anyone who you cannot trust not to suck them.

Citadel miniatures are supplied unpainted and without banners. For painting your miniatures we recommend you use Citadel paints and brushes. Where our models require construction, we recommend you use Citadel polystyrene cement and Citadel superglue.

### SPACE WOLVES DREADNOUGHT



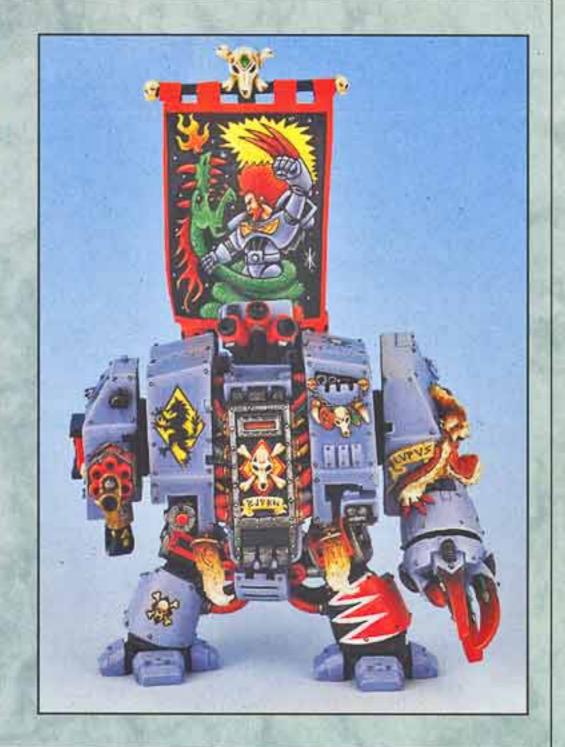
### **BJORN** THE FELL-HANDED SPACE WOLVES DREADNOUGHT

Bjorn the Fell-Handed is a mighty totem of the Space Wolves fighting history. His massive Dreadnought armour is an honoured Chapter artifact that represents an unbroken link through the centuries to the Space Wolves' legendary founder Leman Russ, Bjorn actually fought alongside Russ during the early days of the Space Wolves Chapter and he is a potent reminder of those epic times.

Between battles Bjorn's armour is constantly maintained by the Chapter's Iron Priests, Rune Priests and Artificiers.

Within the armour Bjorn rests, gathering his strength, awaiting the moment when his awesome power is needed by the Space Wolves and once more he has to crush their foes.







LEMAN'S BADGE



PACK MARKING



RAGNAR'S BADGE





ARMY BADGE



Amongst the trophies and icons displayed by Bjorn are badges and markings which refer to his early days as a warrior with the famed Leman Russ. The black, red and white pack marking is an archaic form of those currently in use by the Space Wolves.

Leman's badge marks Bjorn as having fought alongside Russ in ancient times. The badge of Ragnar and the army badge are additions to Bjorn's heraldry and simply refer to his being a part of Ragnar's current task force.



BJORN'S BANNER depicts him as a powerful member of the Blood Claws in the days of Leman Russ.



ASSAULT CANNON

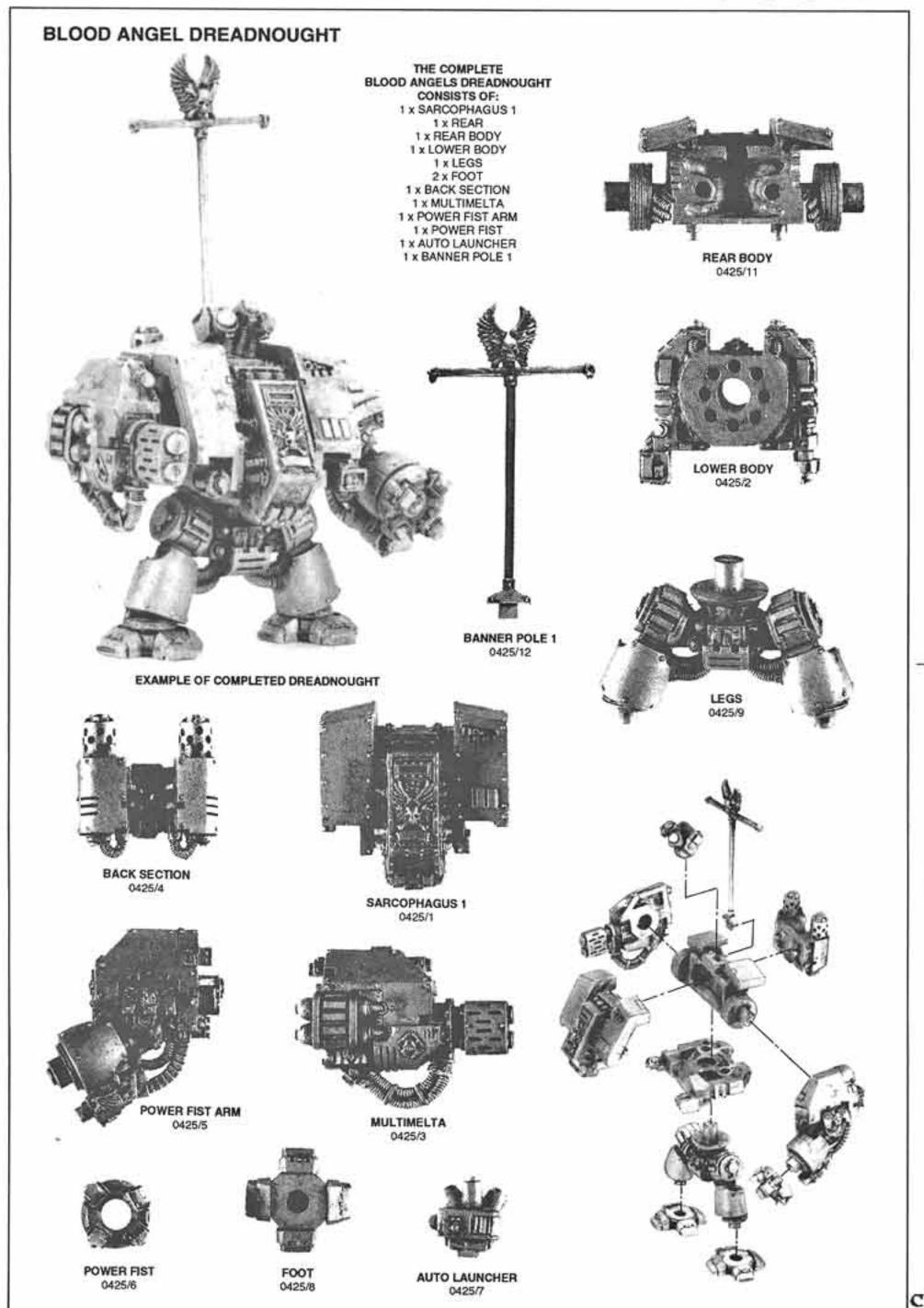
#### BJORN'S WEAPONS

Over the centuries Bjorn has wielded an enormous variety of different weapons. He is currently armed with an assault cannon and a lightning claw, the latter having an additional heavy flamer attatched. Despite the vast destructive potential of this wargear it is his fighting spirit, legendary personality and battlefield experience which are Bjorn's strongest weapons.



LIGHTNING CLAW WITH HEAVY FLAMER

# **BLOOD ANGELS DREADNOUGHT**







# ULTRAMARINES SPACE MARINE O ASSAULT SQUAD

Ultramarines assault troops are ever at the forefront of the most hard-fought battles in the galaxy. Equipped with powerful jump packs to quickly seize objectives, and armed with a chainswords, plasma pistols and other deadly hand-to-hand weapons, Space Marine assault troops are some of the toughest close combat warriors in the Imperium.

The Ultramarines are amongst the oldest and most renowned Space Marine Chapters. They are famous not only for their many victories in battle but also for their strict adherance to the Imperial orthodoxy laid out in the Codex Astartes. This great manual, set down by the Emperor himself, covers all aspects of the Chapter's life from details of uniform and markings to grand strategy.



#### ULTRAMARINES SPACE MARINES WITH JUMP PACKS

The Codex Astartes lays down a strict system of identification by giving each company a distinctive colour. The Company shown has yellow markings which appear most notably on the warrior's shoulder pad trim. The squad sergeant is distinguished by his red helmet and the red skull applied to his Chapter badge.



JUMP PACK MARKINGS



SQUAD BADGE



ARMY BADGE



THE SQUAD SERGEANT



SERGEANT'S CHAPTER BADGE



SERGEANT'S HONOUR BADGE



CHAPTER BADGE



HONOUR BADGE

# SPACE MARINES

#### **BLOOD ANGEL DEATH COMPANY**



BLOOD ANGEL DEATH COMPANY TROOPER 1 0424/3



BLOOD ANGEL DEATH COMPANY TROOPER 2 0424/4



BLOOD ANGEL DEATH COMPANY TROOPER 3 0424/2



BLOOD ANGEL CHAPLAIN 0424/1

THESE MINIATURES ARE SUPPLIED WITH PLASTIC SPACE MARINE ARMS, CLOSE COMBAT AND BACKPACK SPRUES









EXAMPLES OF COMPLETED DEATH COMPANY

#### JUMP PACK ASSAULT TROOPS



JUMP PACK TROOPER 1 0426/2



JUMP PACK TROOPER 2 0426/1



JUMP PACK SERGEANT 0426/3



JUMP PACK 0426/4

THESE MODELS ARE SUPPLIED WITH MARINE ARMS AND CLOSE COMBAT SPRUES



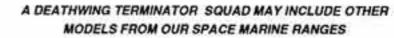


**EXAMPLES OF COMPLETED JUMP PACK ASSAULT TROOPS** 





#### **DEATHWING TERMINATORS**





DEATHWING SERGEANT 0809/7



DEATHWING TERMINATOR 1 0809/1



DEATHWING TERMINATOR 2 0809/2

RIGHT ARM



DEATHWING HEAVY FLAMER 0809/4

THE COMPLETE DEATHWING TERMINATOR CONSISTS OF:

1 x BODY 1 x LEFT ARM 1 x RIGHT ARM

THE SERGEANT TERMINATOR IS ALSO SUPPLIED WITH 1 x BACK BANNER 1 x SHIELD THE DEATHWING TERMINATORS ARE AVAILABLE AS A BOXED SET. THIS BOX CONSISTS OF:

1 x SERGEANT BODY 4 x TERMINATOR BODIES 4 x STORM BOLTERS 1 x HEAVY FLAMER

1 x BACK BANNER 1 x STORM SHIELD 1 x POWER SWORD 1 x CHAINFIST

4 x POWER GLOVE

LEFT ARM



CHAINFIST 0809/6



DEATHWING STORM BOLTER 0809/3



DEATHWING BACK BANNER 0809/10

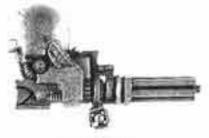


SHIELD 0809/9



d

DEATHWING POWER GLOVE 0809/5



DEATHWING ASSAULT CANNON 70060/11





POWER SWORD 0809/8





**EXAMPLES OF COMPLETED DEATHWING TERMINATORS** 

## SPACE MARINES



SPACE MARINE MK2 'CRUSADE' ARMOUR 70106/46



SPACE MARINE MK3 'IRON' ARMOUR 70106/44



SPACE MARINE MK4 'MAXIMUS' ARMOUR 70106/47



SPACE MARINE MK5 'HERESY' ARMOUR 70106/46



SPACE MARINE MK6 ARMOUR 1 70106/48



SPACE MARINE MK6 ARMOUR 2 70106/49



SPACE MARINE MK6 ARMOUR 3 70119/42



SPACE MARINE MK6 ARMOUR 4 70119/43



SPACE MARINE MK7 ARMOUR 1 70106/50



SPACE MARINE MK7 ARMOUR 2 70106/51



MK7 ARMOUR 3 0819/1



SPACE MARINE MK7 ARMOUR 4 0819/2



SPACE MARINE MK7 ARMOUR 5 70108/55



MK7 ARMOUR 6 70106/56



SPACE MARINE MK7 ARMOUR 7 70106/54



SPACE MARINE MK8 'ERRANT' ARMOUR 70106/57

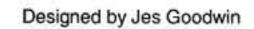
THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A SPACE MARINE BOLTER AND BACKPACK SPRUE.







EXAMPLES OF COMPLETED MK7, MK6 AND MK3 SPACE MARINES.



# SPACE MARINES

#### SPACE MARINE DEVASTATORS



HEAVY BOLTER 0813/6



IMPERIAL LASCANNON 0813/5



MISSILE LAUNCHER 0813/4



MK7 SPACE MARINE DEVASTATOR 1 0813/2



HEAVY PLASMA GUN 0422/7



MK7 SPACE MARINE DEVASTATOR 2 0813/3

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A PLASTIC SPACE MARINE BACKPACK SPRUE.







**EXAMPLES OF COMPLETED MK7 SPACE MARINE DEVASTATORS** 

#### SPACE MARINES WITH SPECIAL WEAPONS



SPACE MARINE WITH FLAMER 0819/4



SPACE MARINE WITH MELTA GUN 0808/2



SPACE MARINE WITH PLASMA GUN 0421/2

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE BACKPACK SPRUE.

### BINNOW BUT

# SPACE MARINE BLOOD ANGEL DEVASTATORS



SERGEANT

The Devastator Squads of the Blood Angels Chapter are distinguished from the Tactical Squads by their blue helmets. Otherwise they display standard Blood Angel insignia: bright red armour with predominantly black. markings. The Sergeant and Veteran trooper have reversed shoulder pad schemes to denote rankeach can lead a five-man combat squad into battle.

The Sergeant's banner displays the squad number, in this case nine, and each Space Marine displays the squad badge on their right kneepad.



WITH LASCANNON



WITH HEAVY PLASMA GUN



WITH MISSILE LAUNCHER



WITH HEAVY BOLTER



SERGEANT'S BANNER



2ND COMPANY BADGES



SERGEANT'S HONOUR BADGE

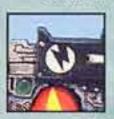


SQUAD BADGE





CHAPTER BADGES





ARMY BADGES



A COMPLETE BLOOD ANGELS DEVASTATOR SQUAD

### IMPERIAL

#### **ADEPTUS ARBITES**



ADEPTUS ARBITES CHAMPION WITH SHOTGUN 72401/4



ADEPTUS ARBITES WITH GRENADE LAUNCHER 72401/3



ADEPTUS ARBITES WITH BOLTER 72400/2



ADEPTUS ARBITES WITH SHOTGUN 72400/1

#### **IMPERIAL PSYKERS**



PSYKER 1 72410/3



PSYKER 2 72410/1



PSYKER 3 72410/2

#### SPACE WOLVES SCOUT SERGEANTS



WOLF SCOUT SERGEANT 1 70005/4



WOLF SCOUT SERGEANT 2 70005/2



WOLF SCOUT SERGEANT 3 70005/3

#### THE COMPLETE WOLF SCOUT SERGEANTS CONSIST OF: 1 x WOLF SCOUT SERGEANT 1 x WOLF SCOUT BACKPACK



WOLF SCOUT BACKPACK 70005/1

### IMPERIAL

#### **OGRYNS**



HEAD 1 72420/3



HEAD 2 72420/1



HEAD 3 72420/2



TORSO 1 72420/6



TORSO 2 72420/7



TORSO 3 72420/10



GUN 1 72420/9



GUN 2 72420/8



GUN 3 72420/11



LEGS 1 72420/4



LEGS 2 72420/5

THE COMPLETED OGRYN
CONSIST OF:
1 x HEAD
1 x TORSO
1 x GUN
1 x LEGS
PLEASE NOTE TORSO 3
WILL ONLY FIT WITH GUN 3



**EXAMPLES OF COMPLETED OGRYNS** 



### PARTY FRE



ULTHWE GUARDIANS SQUAD ARMED WITH CLOSE COMBAT WEAPONS



















Each squad of Guardians is distinguished by a minor variation in its uniform - often in the colour of helmets, sashes, and weapons. A squad will often have its own unique helmet patterning, and a selection of common styles is illustrated here. Although we have chosen Ulthwé Guardians, the same applies to all the Craftworlds.



ULTHWE JET BIKE



ULTHWE ANTI-GRAV PLATFORM WITH LASCANNON



WARLOCK WITH SINGING SPEAR



### WARLOCKS OF ULTHWE

The traditional colours of each Craftworld are reflected in the uniformes of its Guardians. These same colours commonly appear on the robes of the Craftworld's leaders and psykers. Together with the use of the Craftworld rune, these theme colours identify the Craftworld to which any Eldar belongs.

Farseers and Warlocks can easily be identified by their force weapons and distinctive Wraithbone helmets.



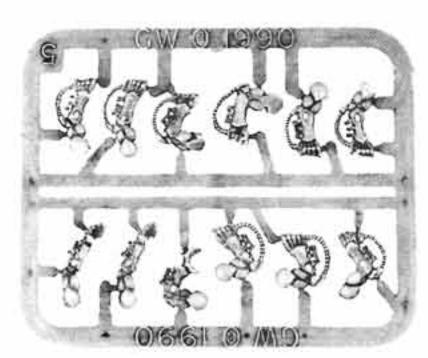
WARLOCK WITH FORCE SWORD

### ELDAR GUARDIANS



THESE MODELS ARE SUPPLIED WITH AN ELDAR ARMS SPRUE AND AN ELDAR WEAPONS SPRUE AS STANDARD

71584/17



71584/29

71584/22





EXAMPLES OF COMPLETED ELDAR GUARDIANS

**ELDAR WEAPONS SPRUE 100813** 

### PHOENIX LORDS

#### KARANDRAS - THE SHADOW HUNTER



THE COMPLETED KARANDRAS CONSISTS OF: 1 x KARANDRAS BODY 1 x KARANDRAS HEAD



KARANDRAS HEAD 71501/2



**EXAMPLE OF COMPLETED** KARANDRAS

#### ASURMEN - THE HAND OF ASURYAN

THE COMPLETED ASURMEN CONSISTS OF: 1 x ASURMEN BODY 1 x ASURMEN BANNER POLE



**ASURMEN BODY** 71503/1

**FUEGAN** 

71502/1



ASURMEN BANNER POLE 71503/2



FUEGAN - THE **BURNING LANCE** THE COMPLETED FUEGAN CONSISTS OF: 1 x FUEGAN BODY 1 x FIRE AXE FIRE AXE 71502/2

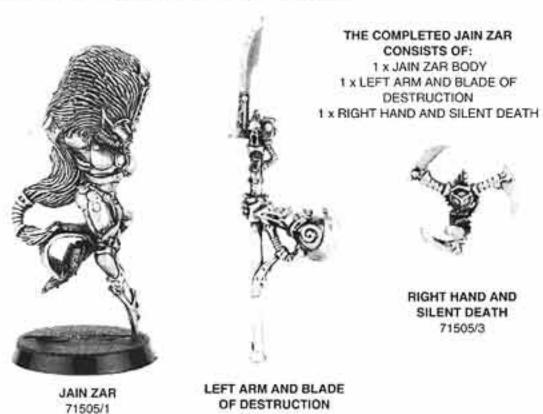


### PHOENIX LORDS

### MAUGAN-RA – THE HARVESTER OF SOULS MAUGAN-RA MAUGAN-RA MAUGETAR BODY BACKPACK 71504/2 71504/1 71504/3



#### JAIN ZAR - THE STORM OF SILENCE



71505/2









### **ELDAR AVATAR**

#### **AVATAR**

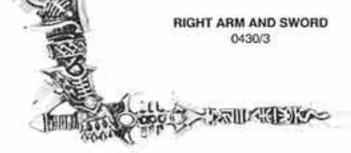


THE COMPLETED ELDAR AVATAR CONSISTS OF:

- 1 x AVATAR TORSO
  - 1 x AVATAR LEGS
  - 1 x AVATAR MANE
- 1 x BLOODY HAND 1 x RIGHT ARM AND SWORD

BLOODY HAND 0430/4







AVATAR TORSO 0430/2



0430/5



AVATAR LEGS 0430/1



## **ELDAR**

#### FARSEER



71600/3

#### **ELDRAD ULTHRAN - FARSEER OF ULTHWE**



#### WARLOCKS



WARLOCK AND FORCE ROD 1 71600/4



WARLOCK AND FORCE ROD 2 71600/2



WARLOCK AND SINGING SPEAR 71600/7



WARLOCK AND WITCH BLADE 1 71600/5



WARLOCK AND WITCH BLADE 2 71600/1



WARLOCK AND WITCH BLADE 3 71600/6



### **ELDAR**

#### WARP SPIDER ASPECT WARRIORS



WARP SPIDER 1 71635/1



WARP SPIDER 2 71635/2



WARP SPIDER 3 71635/3

#### WARP SPIDER EXARCH



EXAMPLE OF COMPLETED WARP SPIDER EXARCH



WARP SPIDER EXARCH BODY 71571/1

#### THE COMPLETED WARP SPIDER EXARCH CONSISTS OF: 1 x WARP SPIDER EXARCH BODY 1 x WARP SPIDER EXARCH CARAPACE



WARP SPIDER EXARCH CARAPACE



WARP SPIDER DEATH SPINNER 71571/3







### **HEAVY WEAPONS**

#### **GUN CREW**



GUNNER WITH SHURIKEN CATAPULT 71610/9



GUNNER WITH SHURIKEN CATAPULT AND HELMET 71610/5

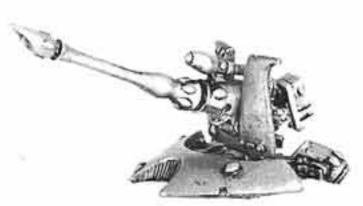


SPOTTER WITH HELMET 71610/8



SPOTTER WITH GOGGLES 71610/7

#### ANTI-GRAV WEAPONS PLATFORM



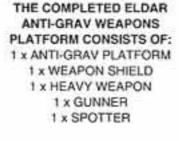
EXAMPLE OF COMPLETED ANTI-GRAV WEAPONS PLATFORM



ANTI-GRAV PLATFORM 71610/6

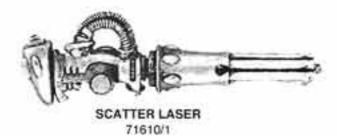


D - CANNON 071617/2





WEAPON SHIELD 0432/12



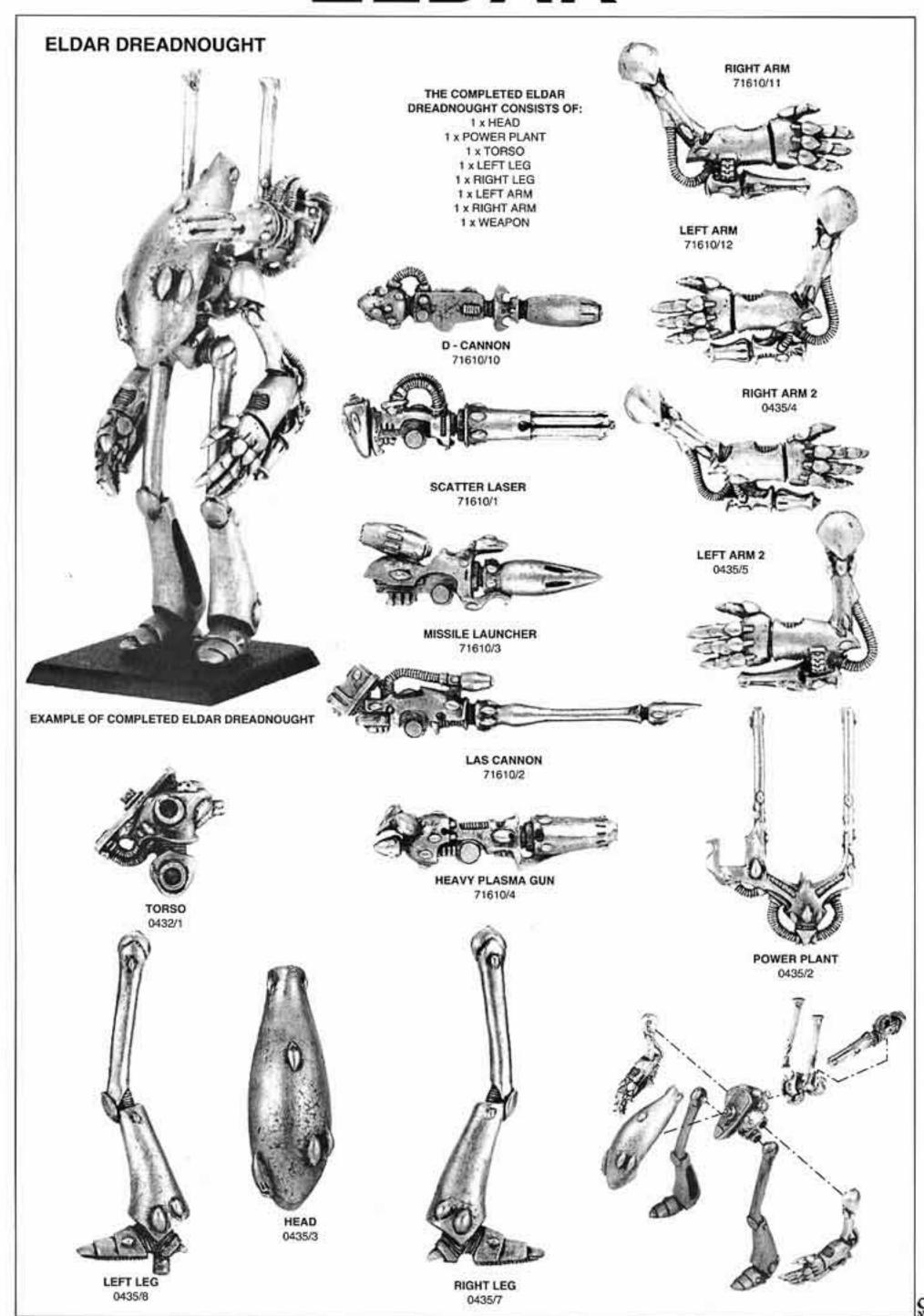


71610/4



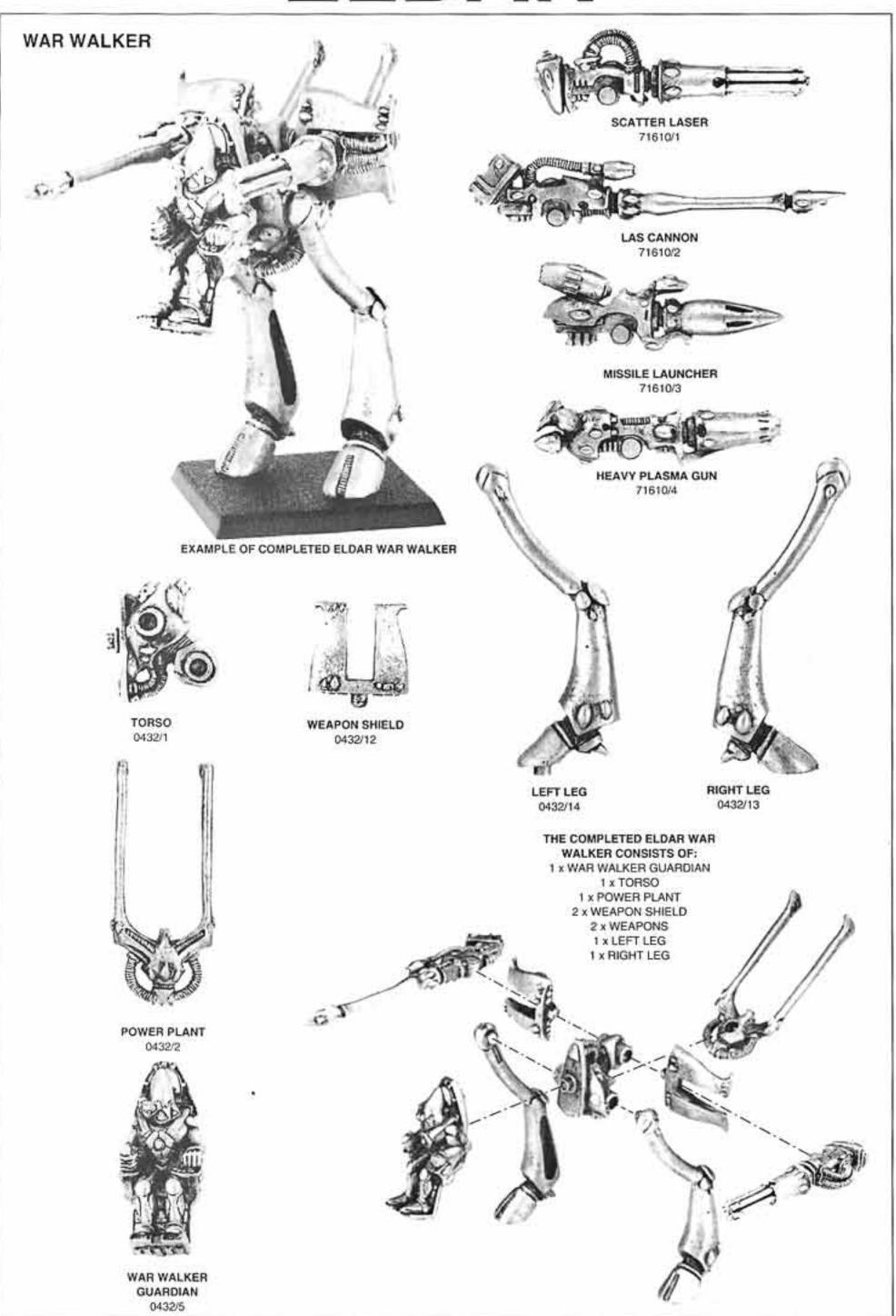
LAS CANNON 71610/2

### **ELDAR**



# A DEI

## ELDAR



## ORKS

#### **GOFF NOBS**



GOFF NOB 1 70801/5



70801/2



GOFF NOB 3 70801/1



GOFF NOB 4 70801/3



GOFF NOB 5 70801/4

#### **GOFF SKARBOYZ**



GOFF SKARBOY 1 70800/3



GOFF SKARBOY 2 70800/4



GOFF SKARBOY 3 70800/5



GOFF SKARBOY 4 70800/1



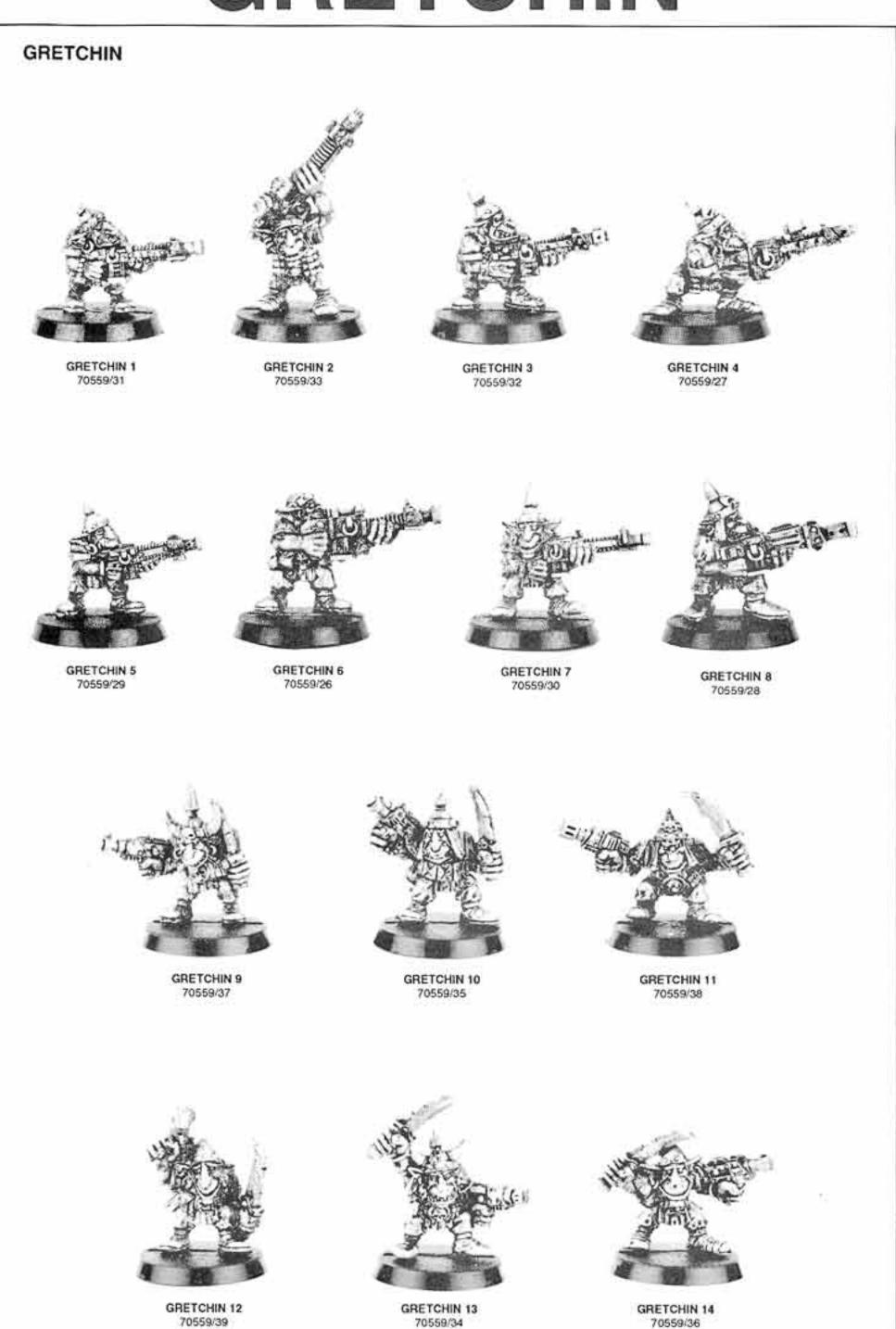
GOFF SKARBOY 5 70800/2

THESE MODELS ARE SUPPLIED WITH PLASTIC ORK ARMS AND WEAPONS SPRUES



EXAMPLES OF COMPLETED GOFF NOBS AND SKARBOYZ

# GRETCHIN



### ORKS

#### **SNAKEBITES**

THE COMPLETED SNAKEBITE ORKS CONSIST OF:

1 x SNAKEBITE ORK BODY 1 x SNAKEBITE BANNER 1 x ORK ARMS SPRUE



SNAKEBITE 1 70802/7



5NAKEBITE 2 70802/5



THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK ARMS SPRUE AS STANDARD

SNAKEBITE 3 70802/6



SNAKEBITE BANNER 1 0434/1



**EXAMPLE OF COMPLETED SNAKEBITE ORK** 

#### SNAKEBITE BOARBOYZ



BOARBOY TORSO 1 0434/5



1 x SNAKEBITE BOARBOY LEGS 1 x SNAKEBITE BANNER 1 x ORK ARMS SPRUE 1 x BOAR SPRUE



BOARBOY TORSO 2 0434/6



THESE MODELS ARE SUPPLIED WITH A PLASTIC ORK

ARMS SPRUE AND A PLASTIC BOAR SPRUE AS STANDARD

BOARBOY TORSO 3 0434/7



BOARBOY LEGS 1 0434/8



BOARBOY LEGS 2 0434/9



BOARBOY LEGS 3 0434/10

#### **EXAMPLES OF COMPLETED SNAKEBITE BOARBOYZ**





### CHAOS MARINES

#### **NURGLE PLAGUE MARINES**



PLAGUE MARINE WITH BOLTER 1 70460/2



PLAGUE MARINE WITH BOLTER 2 70460/3



PLAGUE MARINE WITH CHAINSWORD AND BOLTER 70460/1

#### WORLD EATERS OF KHORNE ASSAULT MARINES



WORLD EATERS ASSAULT MARINE 1 70465/1



WORLD EATERS ASSAULT MARINE 2 70465/2



WORLD EATERS ASSAULT MARINE 3 70465/3

#### WORLD EATERS OF KHORNE



WORLD EATER 1 70466/1



WORLD EATER 2 70466/2



WORLD EATER 3 70466/3

THESE MINIATURES ARE SUPPLIED WITH A CHAOS MARINE BACKPACK SPRUE AS STANDARD



### DAEMON ENGINES OF KHORNE

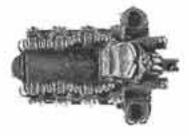
#### **BRASS SCORPION**



THE COMPLETE BRASS SCORPION CONSISTS OF: 1 x BRASS SCORPION BASE 1 x SCORPION CANNON 2 x POWER SAW



SCORPION CANNON 076544/11



BRASS SCORPION BASE 076544/10



POWER SAW 076544/12

#### DOOM BLASTER



THE COMPLETE
DOOM BLASTER
CONSISTS OF:

1 x DOOM BLASTER BASE
1 x DOOM BLASTER LEFT
MORTAR
1 x DOOM BLASTER RIGHT
MORTAR
1 x BATTLE SCYTHE 3



DOOM BLASTER BASE 076545/13



DOOM BLASTER LEFT MORTAR 076545/14



DOOM BLASTER RIGHT MORTAR 076545/15



076545/16

#### **BLOOD REAPER**



THE COMPLETE
BLOOD REAPER
CONSISTS OF:
1 x SKULL CANNON
1 x BLOOD REAPER LEFT
TOWER
1 x BLOOD REAPER RIGHT
TOWER
1 x BATTLE SCYTHE 4



BLOOD REAPER LEFT TOWER 076546/18



BLOOD REAPER RIGHT TOWER 076546/17

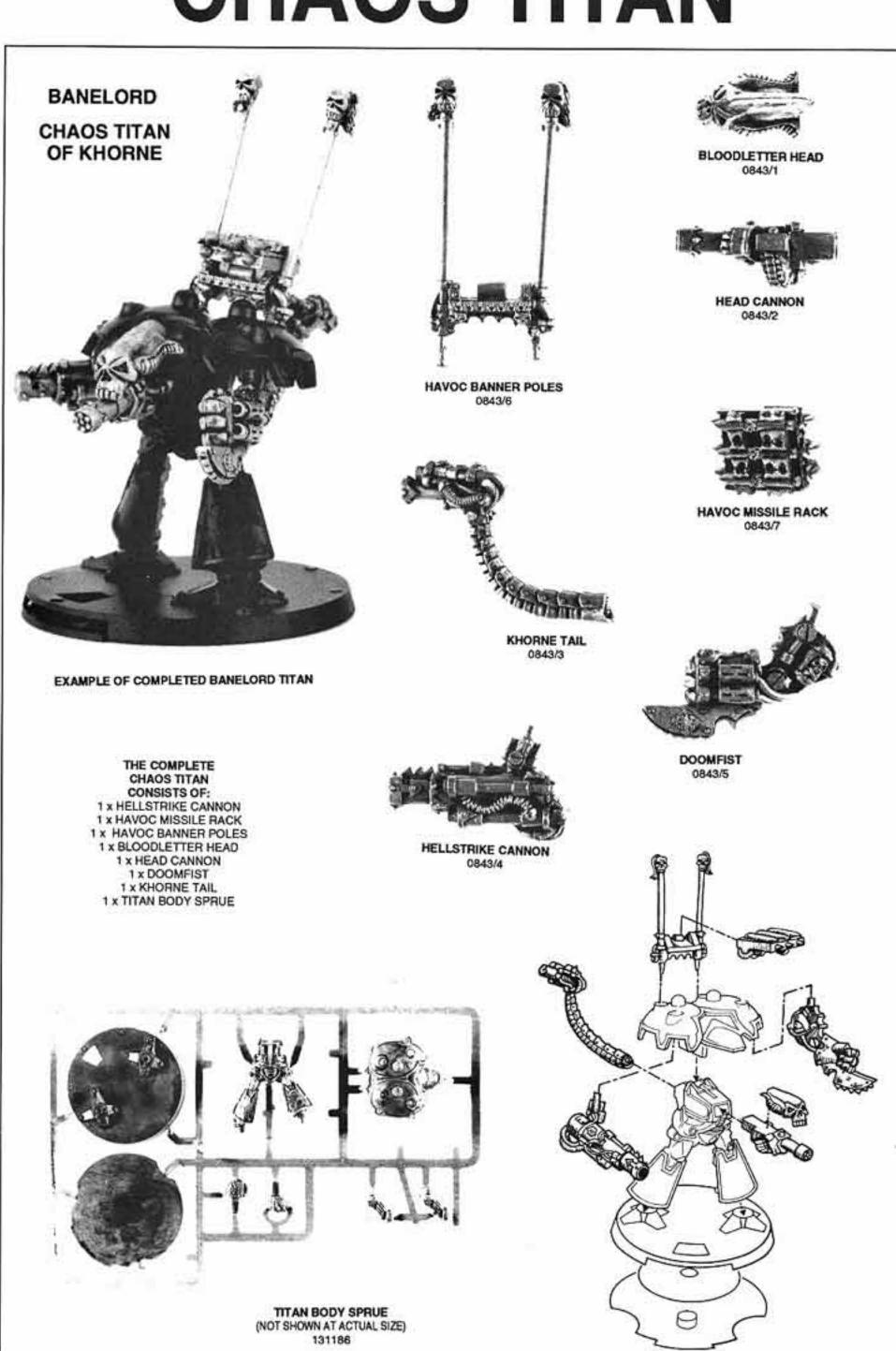


SKULL CANNON 076546/19



076546/20





### **EPIC TZEENTCH**

#### TZEENTCH FIRE LORD

THE COMPLETED TZEENTCH FIRE LORD CONSISTS OF: 1 x TZEENTCH FIRE LORD BODY

1 x TZEENTCH FIRE LORD BODY 1 x TZEENTCH FIRE LORD WINGS 1 x PLASTIC FLYING BASE



**EXAMPLE OF THE COMPLETED TZEENTCH FIRE LORD** 



TZEENTCH FIRE LORD BODY 76531/1

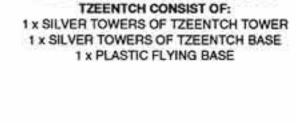


#### SILVER TOWERS OF TZEENTCH

**EXAMPLE OF THE COMPLETED SILVER TOWERS OF TZEENTCH** 



SILVER TOWER OF TZEENTCH TOWER 076532/1



THE COMPLETED SILVER TOWERS OF



SILVER TOWER OF TZEENTCH BASE 076532/2

#### DOOMWING



076533/1

THE COMPLETE DOOMWING CONSISTS OF: 1 x DOOMWING 1 x PLASTIC FLYING BASE







A STORMBLADE COMPANYLEADS AN ARMOURED SPEARHEAD



A CHAOS ARMY OF KHORNE MARCHES TO BATTLE

### IMPERIAL TANKS

#### SHADOWSWORD



SHADOWSWORD CHASSIS 076054/4

#### THE COMPLETE SHADOWSWORD CONSISTS OF: 1 x SHADOWSWORD CHASSIS

1 x VOLCANO CANNON 1 x SPONSON TURRETS 2



**VOLCANO CANNON** 076054/5

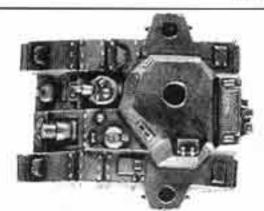




SPONSON TURRETS 2 076054/6

#### BANEBLADE





**BANEBLADE CHASSIS** 076054/1



THE COMPLETE BANEBLADE CONSISTS OF: 1 x BANEBLADE CHASSIS 1 x BANEBLADE TURRET 1 x SPONSON TURRETS 2

BANEBLADE TURRET 076054/3



TURRETS 1 076054/2

#### STORM HAMMER





STORM HAMMER CHASSIS 076054/7

#### THE COMPLETE STORM HAMMER CONSISTS OF: 1 x STORM HAMMER CHASSIS 2 x STORM HAMMER TURRETS 2 x SPONSON TURRETS 2



STORM HAMMER TURRET 076054/8

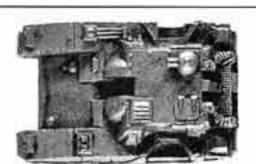
THE COMPLETE STORMBLADE CONSISTS OF: 1 x STORMBLADE BODY 1 x PLASMA BLASTGUN 1 x HUNTER / KILLER MISSILES



**SPONSON TURRETS 2** 076054/6

#### STORMBLADE





STORMBLADE BODY 0845/1



PLASMA BLASTGUN 0845/2



HUNTER / KILLER MISSILES 0845/3

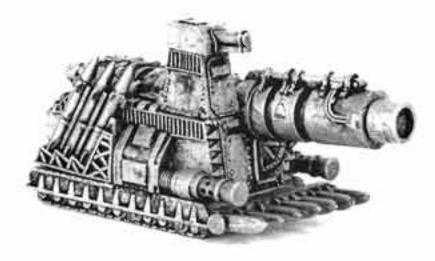




**BATTLE CANNON** 0845/4

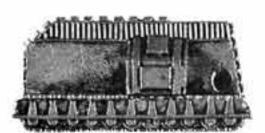
### **EPIC SQUAT**

#### SQUAT CYCLOPS



**EXAMPLE OF COMPLETED SQUAT CYCLOPS** 

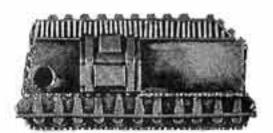




HULL RIGHT SIDE 0500/1



HELLFURY CANNON TOP 0500/3



HULL LEFT SIDE 0500/2



HULL REAR 0500/5



BARREL SUPPORT 0500/4



HELLFURY CANNON BARREL 0500/6



HELLFURY CANNON END 0500/7



RAM 0500/10



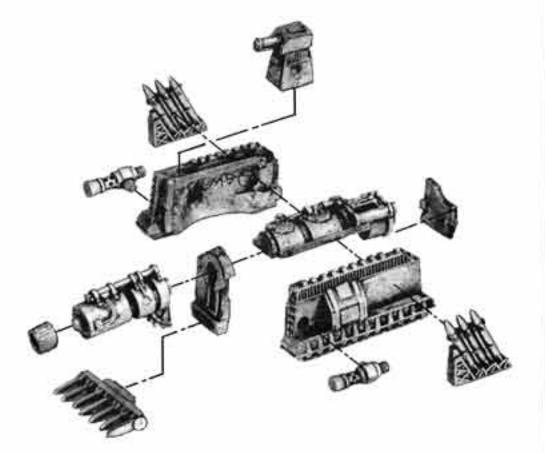
MELTA CANNON 0500/8



DOOMSTORM MISSILES 0500/11



BATTLE CANNON TURRET 0500/9



### SPACE MARKET



The Great Gargant is the most powerful of all Space Ork Mekboy inventions. Its vast body houses a multitude of orky engines, generators and dynamos, which power its frightening array of awesome weaponry. The Mega-cannon mounted in its belly and on its arm blast its enemies with massive destructive power. The Super Lifta-Droppa can pound armoured enemies into the ground and the Gork head has

massive Traktor Cannons mounted in the eye sockets to drag its opponents to their certain doom.



Citadel Miniatures are supplied unpainted. This model requires assembly. We recommend that parts are carefully cleaned and trimmed with a modelling knife before painting with Citadel paints. This is a Citadel Miniatures expert kit and requires a degree of modelling skill. We do not recommed this kit for young or inexperienced modellers.



### **EPIC ORK**

#### **GREAT GARGANT**



**EXAMPLE OF COMPLETED ORK GARGANT** 

### THE COMPLETE ORK GREAT GARGANT CONSISTS OF: 3 x BODY SECTIONS 1 x HEAD 2 x FEET 2 x SHOULDER MOUNTS 1 x ORSERVATION TURBET

1 x OBSERVATION TURRET
1 x SCORCHER GUN
1 x FURNACE DOOR
1 x SUPER LIFTA DROPPA
1 x GUTBUSTER MEGA-CANNON
1 x MEGA-CANNON
1 x BALCONY



BALCONY 0827/9



SCORCHER TURRET 0827/14



OBSERVATION TURRET 0827/19



MEGA-CANNON 0827/26



FURNACE DOORS 0827/22



WEAPON MOUNT 2 0827/12



MOUNT 1 0827/11



SUPER LIFTA DROPPA 0827/24



BODY SECTION 5 0827/21



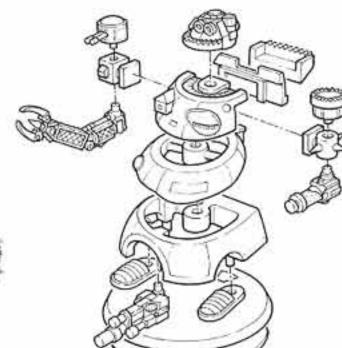
FOOT 0827/10



GUTBUSTER MEGA-CANNON 0827/25



GORK HEAD 2 0827/23



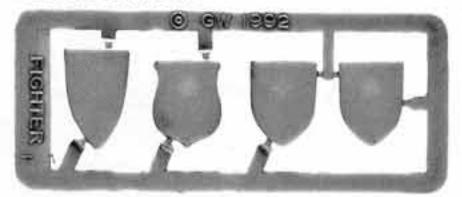
BODY SECTION 4 0827/20



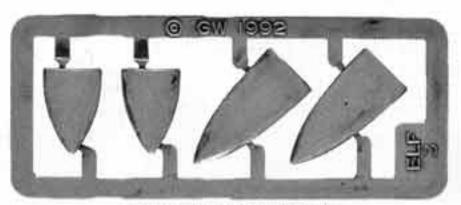
BODY SECTION 2 0827/5

### PLASTICS

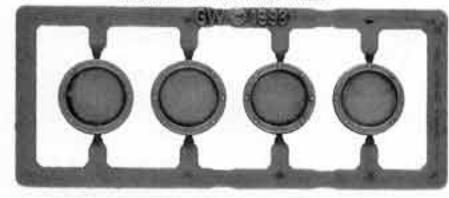
#### PLASTIC SHIELDS



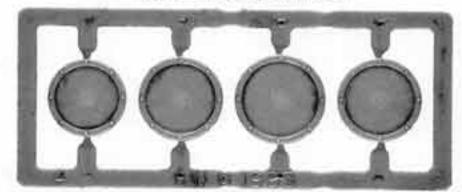
FIGHTER SHIELD SPRUE 101637



HIGH ELF SHIELD SPRUE 101635

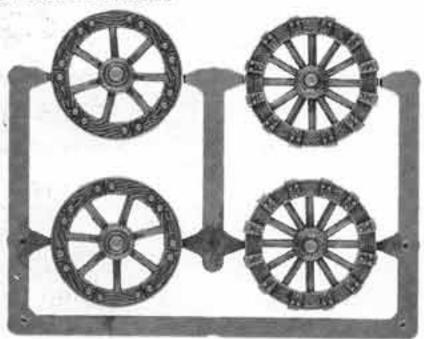


SMALL ROUND SHIELD SPRUE 111205

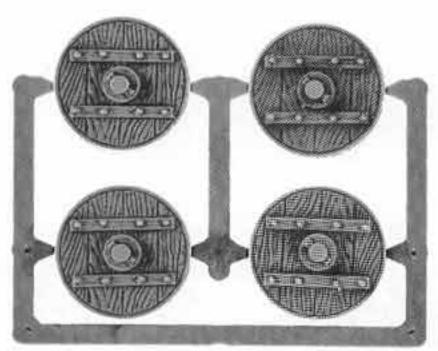


LARGE ROUND SHIELD SPRUE 111204

#### **PLASTIC WHEELS**



SPOKED WHEEL SPRUE 100557

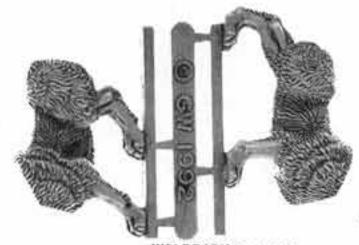


**SOLID WHEEL SPRUE 100558** 

#### **PLASTIC WOLVES**



WOLF HEAD / TAILS 1 100319/1



WOLF BODY 2 100319/4



WOLF BODY 1 100319/3



WOLF HEAD / TAILS 2 100319/2



**EXAMPLES OF COMPLETED PLASTIC WOLVES** 

HORSE HEAD AND TAIL 1 131415/1B



HORSE HEAD AND TAIL 2 131415/28



CAPARISON HORSE

**CAPARISON HORSE 3** 102788/3



(6W (0) 19/9/1

HORSE BODY 2

131415/4B





HORSE BODY 1 131415/3B





**CAPARISON HORSE 1** 102788/1



**CAPARISON HORSE 2** 102788/2

#### ARMOURED HORSE



ARMOURED HORSE **HEAD AND TAIL 1** 100849/1A



ARMOURED HORSE **HEAD AND TAIL 2** 100849/2A



ARMOURED HORSE 1 100849/3A



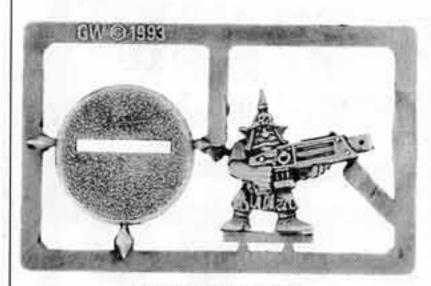
ARMOURED HORSE 2 100849/4A



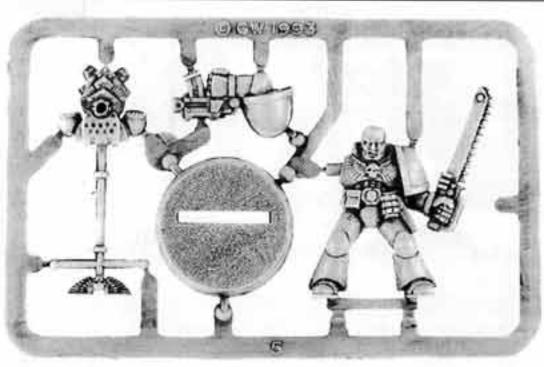
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### PLASTICS

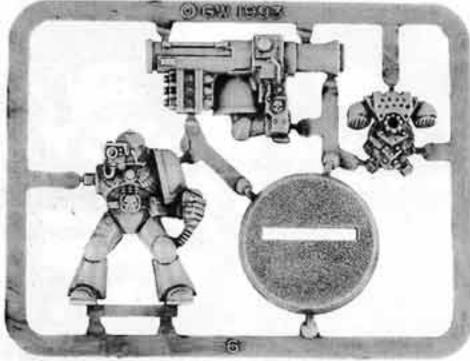
#### WARHAMMER 40,000 PLASTIC MINIATURES



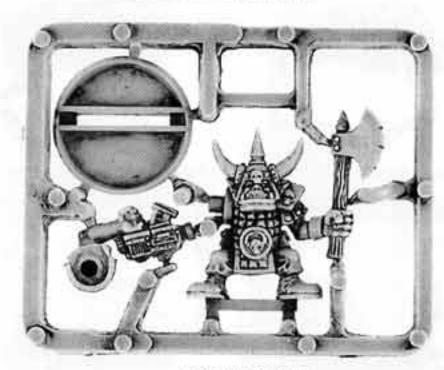
**GRETCHIN SPRUE 107250** 



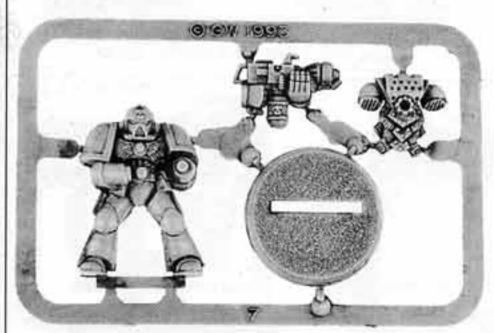
SPACE MARINE SERGEANT SPRUE 107255



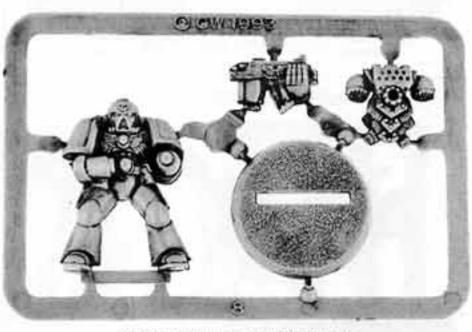
SPACE MARINE MISSILE LAUNCHER SPRUE 107255



ORK SPRUE 107245



SPACE MARINE FLAMER SPRUE 107255



SPACE MARINE BOLTER SPRUE 107255



**EXAMPLES OF COMPLETED WARHAMMER 40,000 PLASTIC MINIATURES** 



### PLASTIC BOXED SETS IMPERIAL SPACE MARINES





### SPACE ORK" WARRIORS





#### GRETCHIN







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All models supplied unpainted.

### PLASTICS

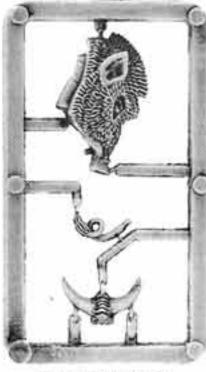
#### PLASTIC BOARS



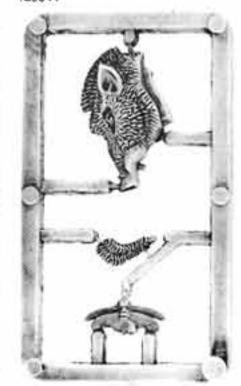
**BOAR BODY SPRUE 1** 129844



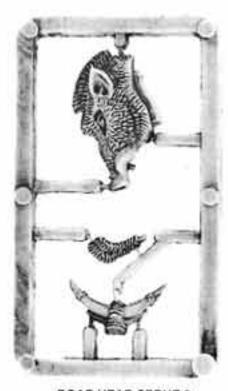
**BOAR BODY SPRUE 2** 129844



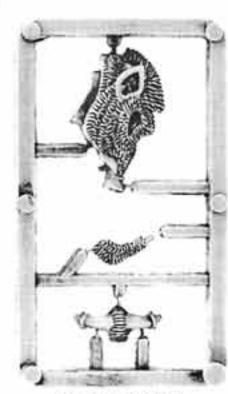
**BOAR HEAD SPRUE 1** 129844



**BOAR HEAD SPRUE 2** 129844



**BOAR HEAD SPRUE 3** 129844



**BOAR HEAD SPRUE 4** 129844



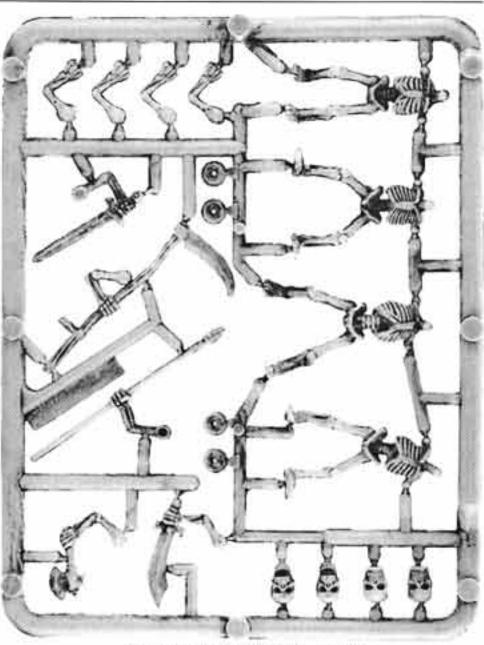
**EXAMPLE OF COMPLETED PLASTIC BOAR** 

#### PLASTIC SKELETON WARRIORS





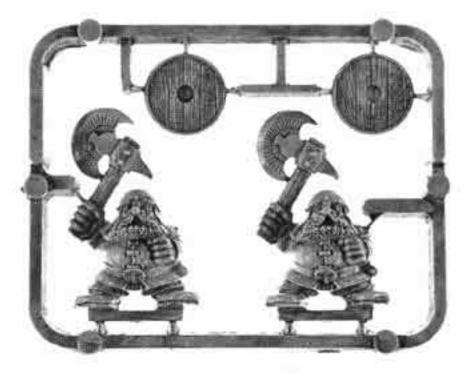
**EXAMPLE OF COMPLETED PLASTIC SKELETON WARRIORS** 



**SKELETON WARRIORS SPRUE 101462** 

### **PLASTICS**

#### PLASTIC DWARFS







**EXAMPLES OF COMPLETED PLASTIC DWARFS** 

THE DWARF SPRUE IS SUPPLIED WITH A VARIETY OF DIFFERENT SHIELD DESIGNS

#### PLASTIC SKAVEN



PLASTIC SKAVEN SPRUE 105185



**EXAMPLES OF COMPLETED PLASTIC SKAVEN** 

THE SKAVEN SPRUE IS SUPPLIED WITH A VARIETY OF DIFFERENT SHIELD DESIGNS



## SPACE MARINES WARRIORS OF THE IMPERIUM



#### THIS BOXED SET CONTAINS SIX COMPLETE SPACE MARINE MODELS CONSISTING OF:

2 Space Marine torso and leg sprues (Three models per sprue).

2 Space Marine bolter and back pack sprues (Enough wargear for all six models).

2 Space Marine arms sprues (Sufficient for all six models). Space Marines are the finest warriors in the Imperium of Man.

This boxed set contains all the components you need to assemble six plastic Space Marine miniatures.

Each multi-part model can be quickly assembled into an almost infinite variety of poses. The miniatures can

then be painted in the Chapter colours of your choice to increase the fighting power of your Space Marine forces.





These are multi-part plastic models which requires a degree of modelling skill to assemble.

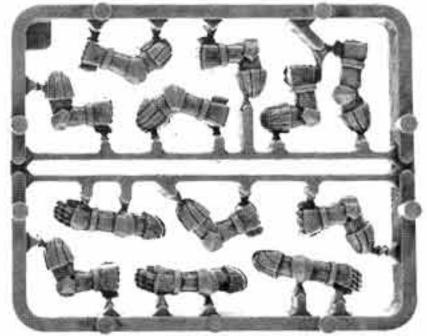
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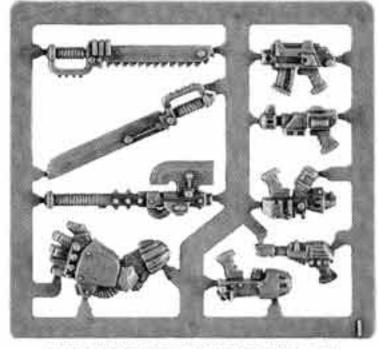
GAMES WORKSHOP

### F

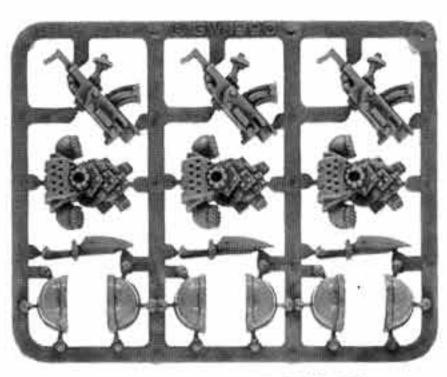
### PLASTICS



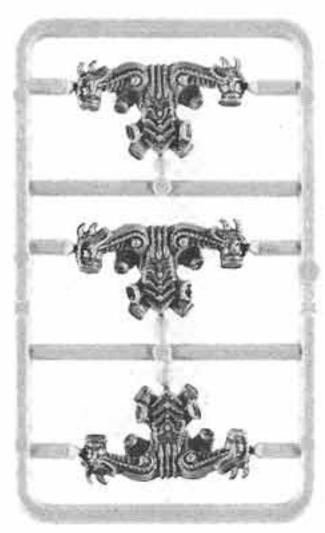
**SPACE MARINE ARM SPRUE 101789** 



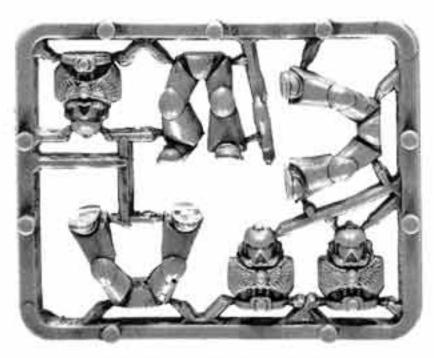
SPACE MARINE CLOSE COMBAT SPRUE 103437



SPACE MARINE ACCESSORY SPRUE 101532



CHAOS RENEGADE BACKPACK SPRUE 131914



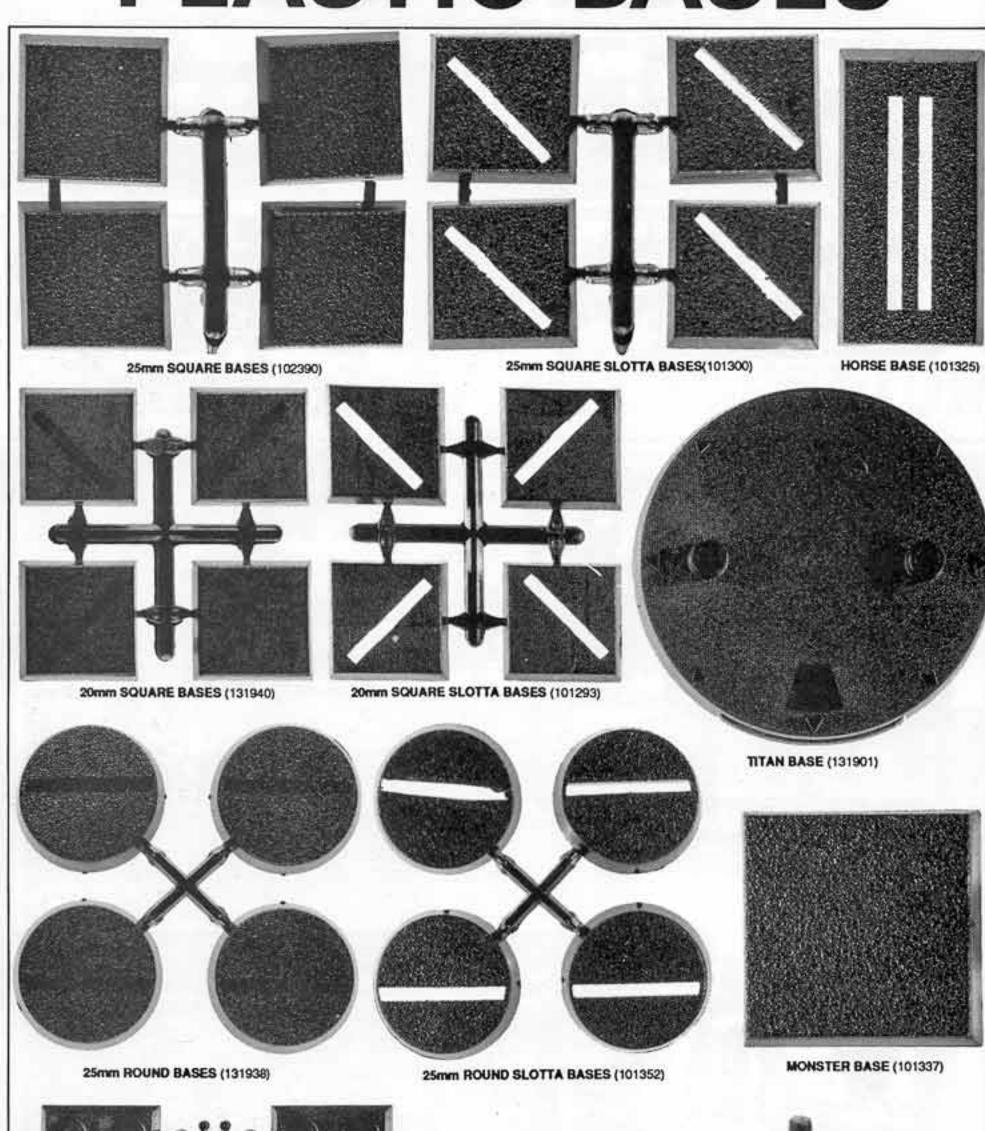
MK7 SPACE MARINE SPRUE 102528

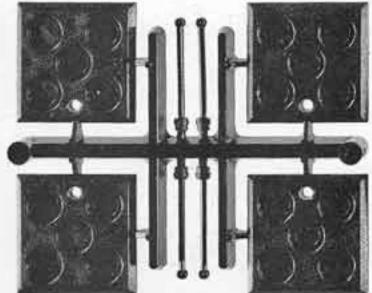


ORK ARM SPRUE 102531

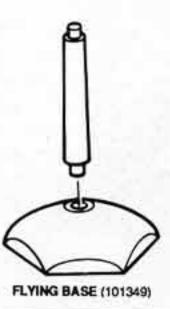


### PLASTIC BASES





**EPIC INFANTRY BASES (111231)** 



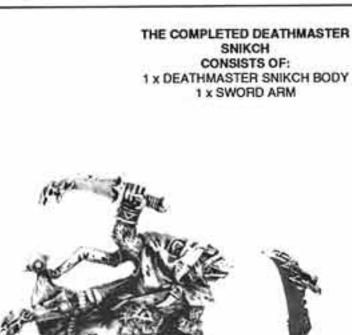


SPACESHIP BASE (129856)

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### SKAVEN







**EXAMPLE OF COMPLETED** 

DEATHMASTER SNIKCH BODY 74462/2

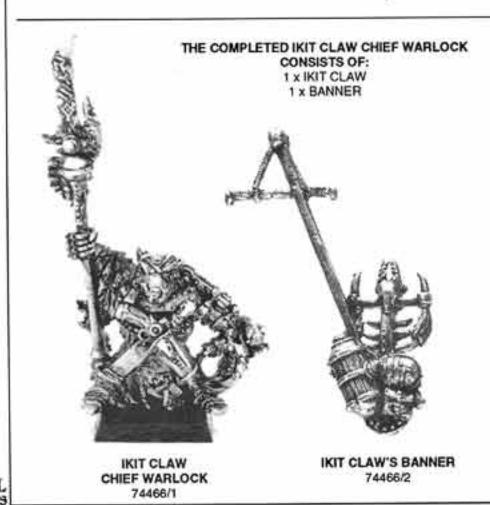
SWORD ARM 74462/3

**DEATHMASTER SNIKCH** 



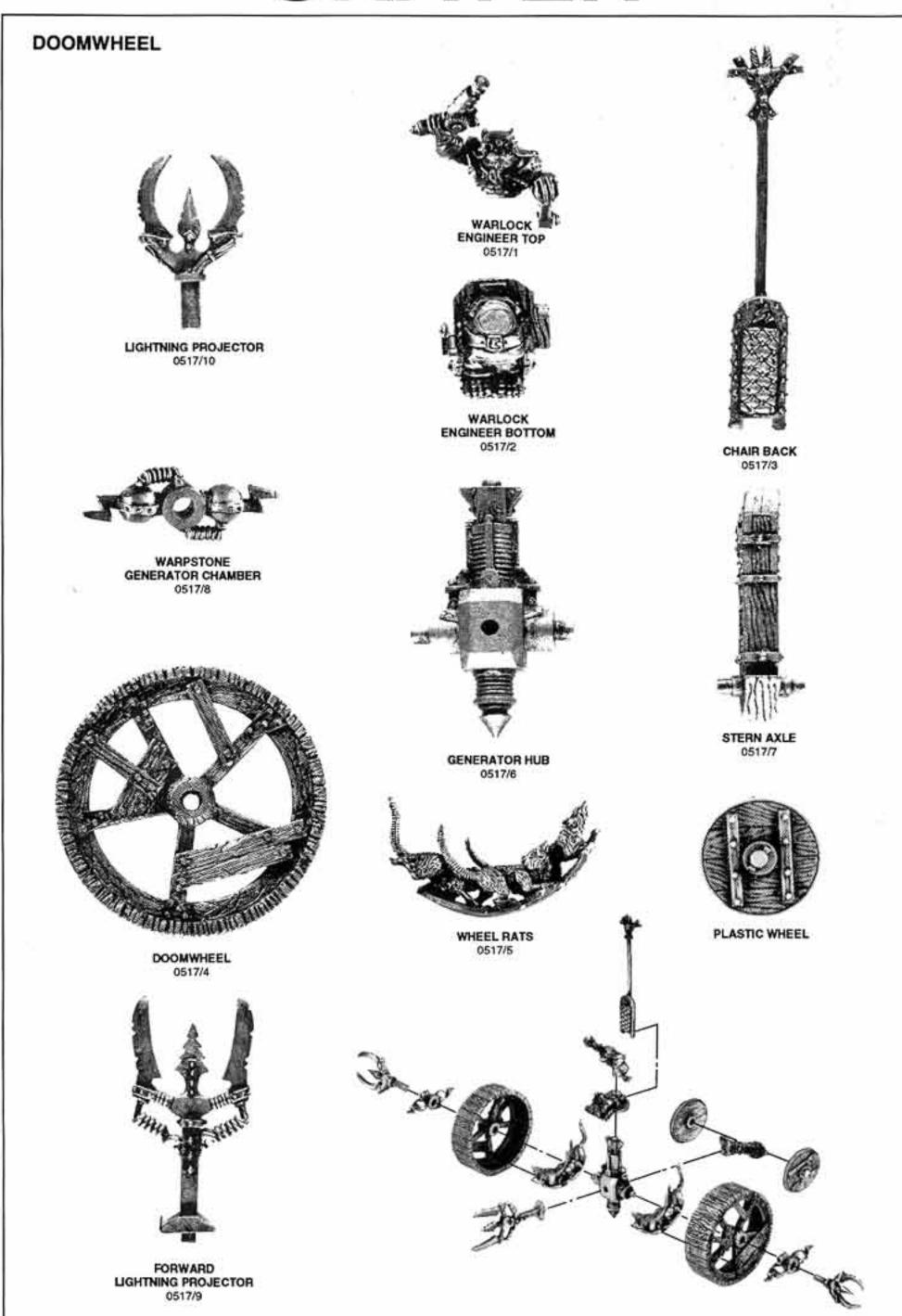
EXAMPLE OF COMPLETED WARLORD QUEEK



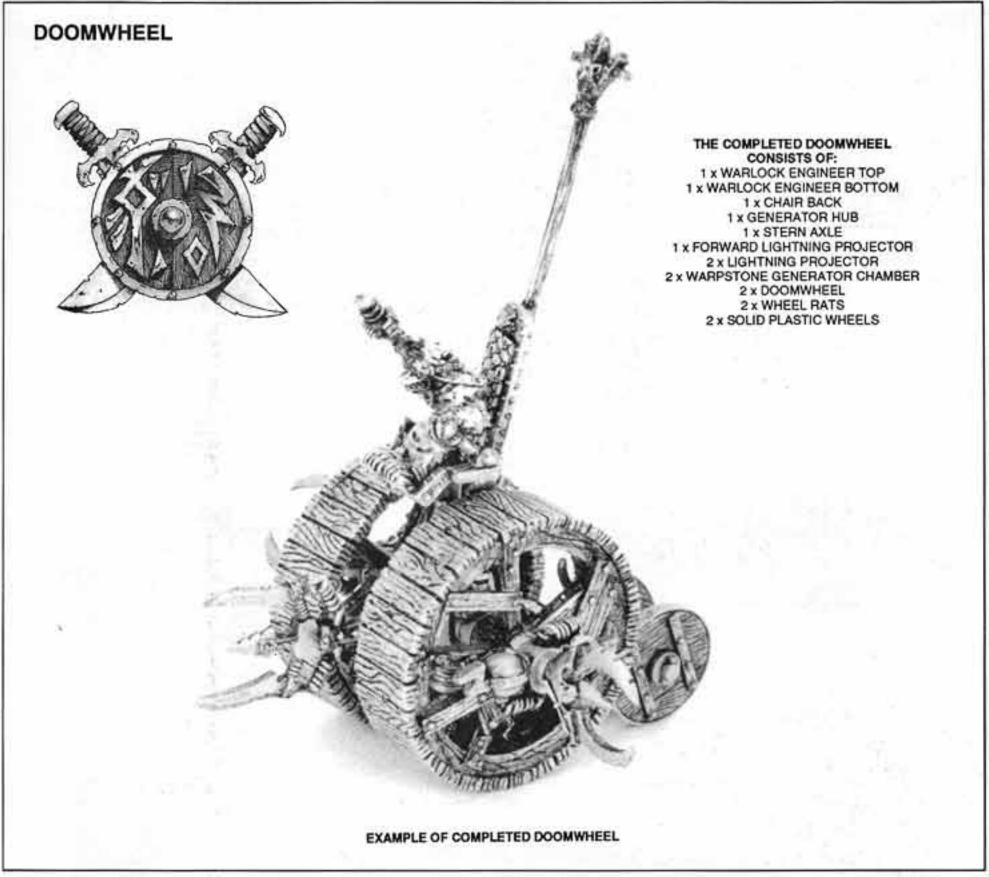




Designed by Jes Goodwin

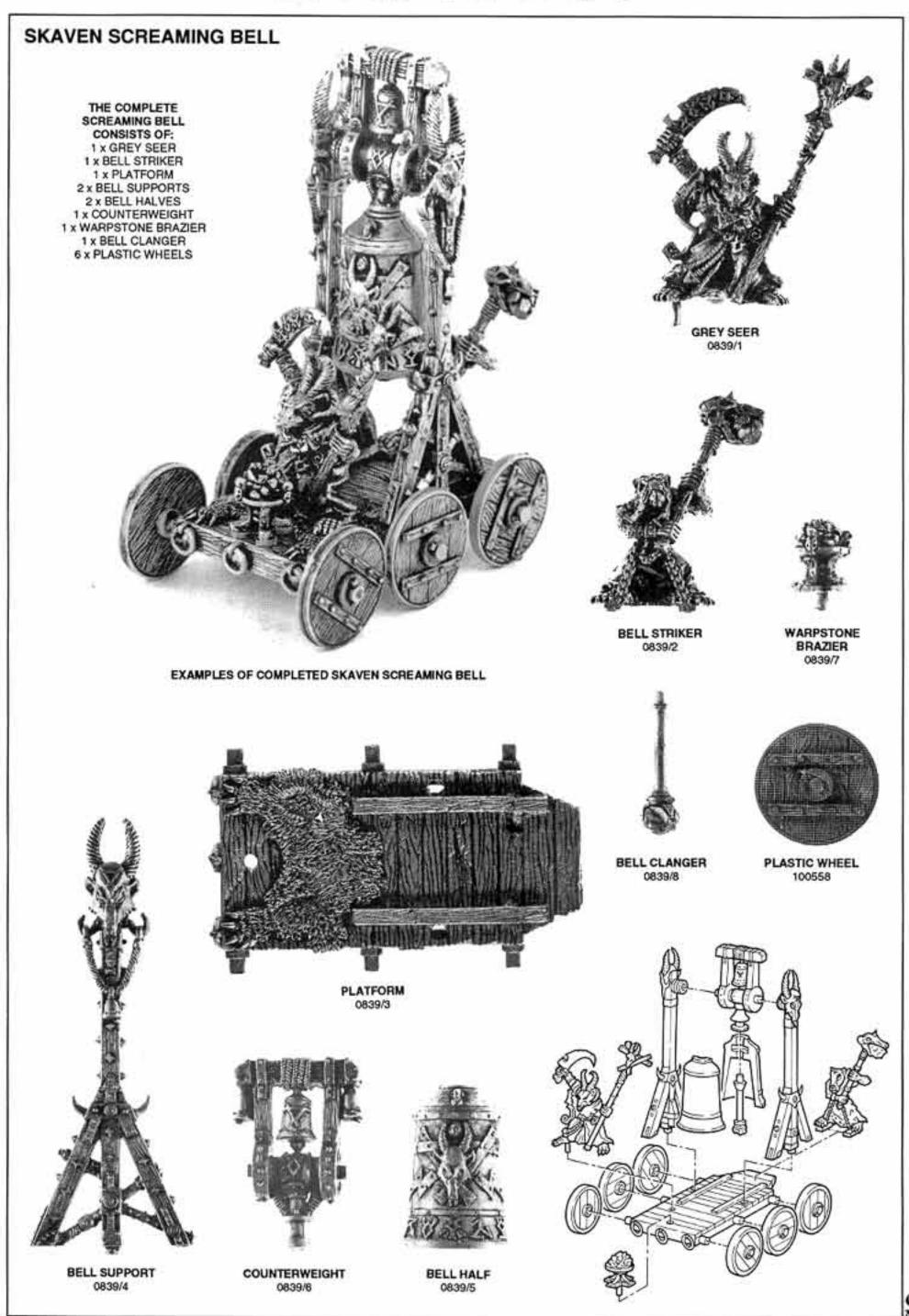


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Designed by Jes Goodwin and Norman Swales







#### SKAVEN ARMY REGIMENTS



CLAN PESTILENS PLAGUE MONK REGIMENT



CLAN MOULDER RAT OGRE PACK



CLANRAT WARRIOR REGIMENT





RAT OGRE HEAD 1 74460/2



RAT OGRE HEAD 2 74460/3



RAT OGRE HEAD 3 74460/1



TORSO 1

74460/5



RAT OGRE TORSO 2 74460/4



RAT OGRE TORSO 3 74460/6



**RAT OGRE** LEGS 1 74460/7



RAT OGRE LEGS 2 74460/8

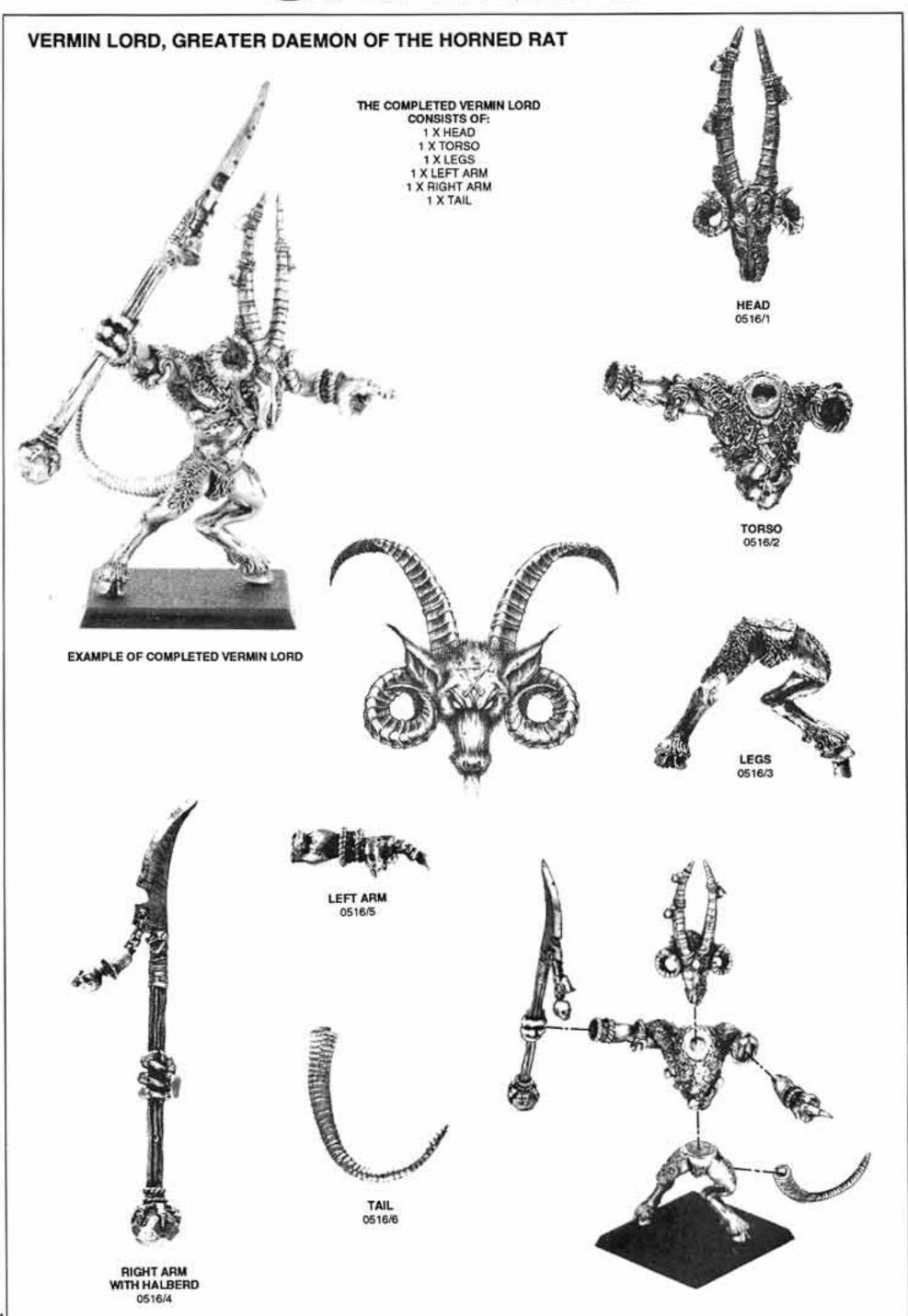


THE COMPLETED RAT OGRE MODELS CONSIST OF: 1 X RAT OGRE HEAD 1 X RAT OGRE TORSO 1 X RAT OGRE LEGS



**EXAMPLES OF COMPLETED RAT OGRES** 





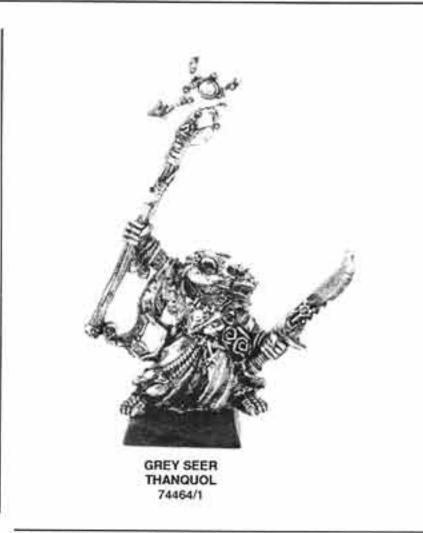


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#### **GREY SEER THANQUOL AND BONERIPPER**



**EXAMPLE OF COMPLETED BONERIPPER** 





BONERIPPER HEAD 74467/1



TORSO 74467/2



BONERIPPER LEFT ARM

#### THE COMPLETE BONERIPPER CONSISTS OF:

1 x BONERIPPER HEAD 1 x BONERIPPER TORSO 1 x BONERIPPER LEGS 1 x BONERIPPER LEFT ARM



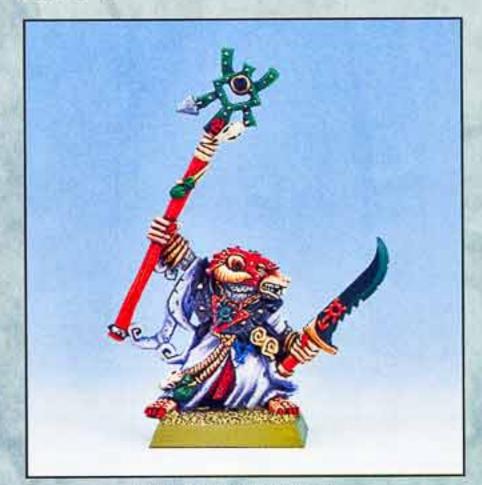
LEGS 74467/4







BONERIPPER - MUTANT RAT OGRE



GREY SEER THANQUOL







CLAN ESHIN GUTTER RUNNERS



A PACK OF SKAVEN ATTACKS AN EMPIRE VILLAGE.





PACK MASTER WITH WHIP 1 74461/45



PACK MASTER WITH WHIP 2 74461/85



PACK MASTER WITH WHIP AND SWORD 74461/50



THROT THE UNCLEAN 74461/19



GIANT RAT 5 74461/5



GIANT RAT 6 74461/2



74461/1



74461/4



74461/3

#### **GUTTER RUNNERS**



GUTTER RUNNER WITH DAGGER 1 74455/7



GUTTER RUNNER WITH SHURIKEN AND DAGGER 74455/91



DAGGER AND NET 1
74455/5

**GUTTER RUNNER WITH** 

GUTTER RUNNER WITH DAGGER 3 74455/89



GUTTER RUNNER WITH DAGGER AND NET 2 74455/6



GUTTER RUNNER WITH DAGGER AND NET 3 74455/90



GUTTER RUNNER WITH DAGGER 3 74455/8



GUTTER RUNNER WITH TWO DAGGERS 74455/88





THESE FIGURES ARE SUPPLIED WITH PLASTIC SHIELDS WHERE APPROPRIATE



STORMVERMIN WITH HALBERD 4 74453/71

STORMVERMIN WITH HALBERD 5 74453/73

STORMVERMIN WITH HALBERD 6 74453/72

STORMVERMIN WITH HALBERD 7 74453/74

#### PLAGUE MONKS



PLAGUE MONK 1 74454/75



PLAGUE MONK 2 74454/76



PLAGUE MONK 3 74454/77



PLAGUE MONK 4 74454/78

#### PLAGUE CENSER BEARERS



**CENSER BEARER 1** 74459/86



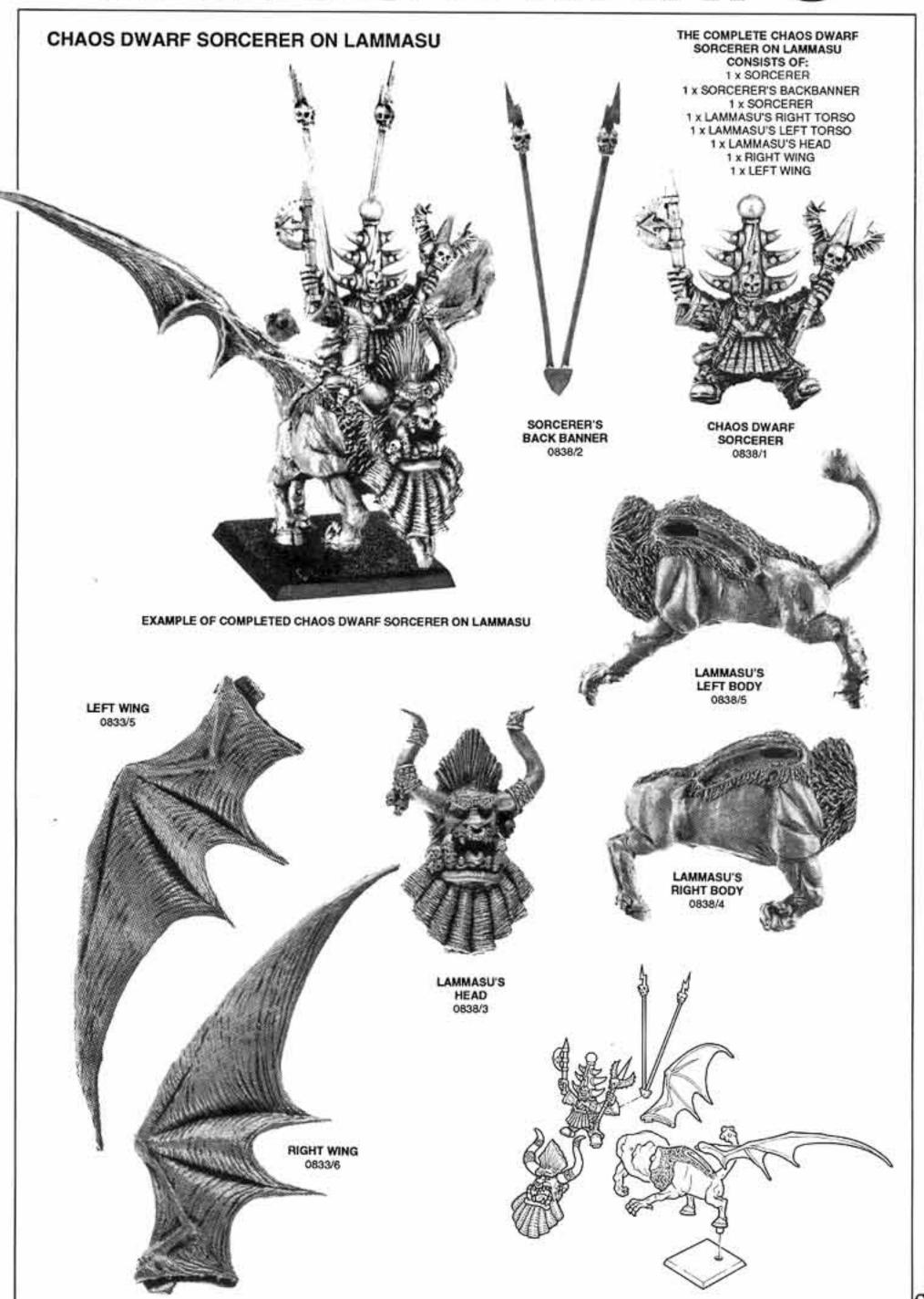
**CENSER BEARER 2** 74459/81



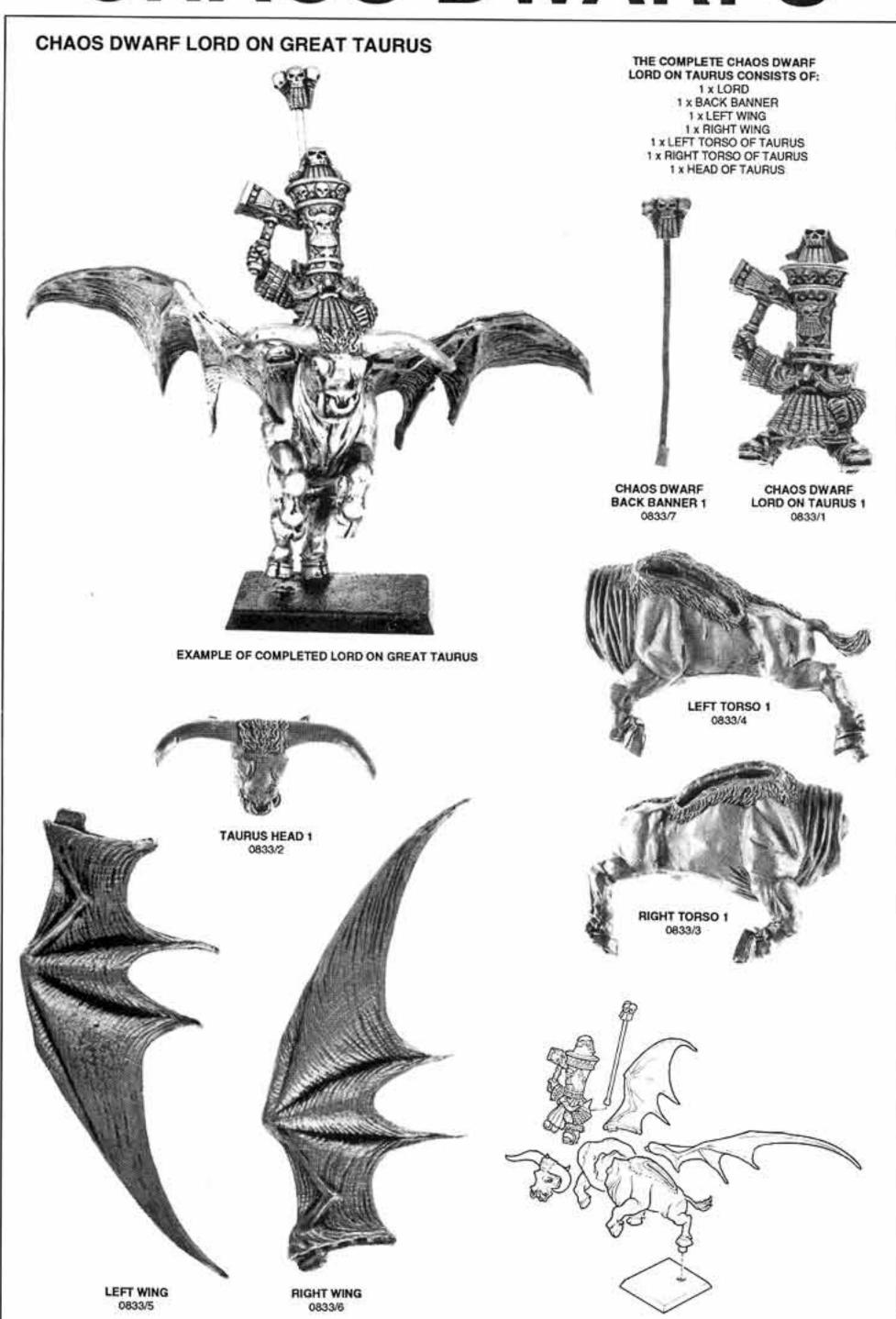
**CENSER BEARER 3** 74459/87



**CENSER BEARER 4** 74459/80







#### **CHAOS DWARF HEROES**





75880/2

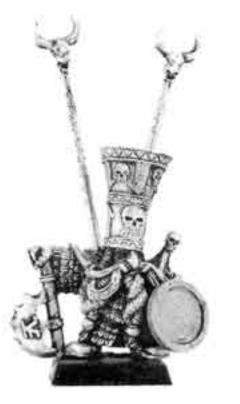


THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD

75880/4



A COMPLETE CHAOS DWARF HERO CONSISTS OF: 1 x HERO/SORCERER 1 x CHAOS DWARF BANNER







EXAMPLES OF COMPLETED CHAOS DWARF HEROES

Chaos Dwarfs are evil, self-centred creatures, caring nothing for the life of others and directing all their labours to the construction of their great city, the Tower of Zharr-Naggrund. Chaos Dwarf armies scour the Dark Lands and beyond for slaves to labour in the mines and factories or as sacrifices to their dark god Hashut.



STANDARD BEARER



STANDARD BEARER



DRUMMER



LEADER WITH SWORD



WITH AXE



WITH BLUNDERBUSS



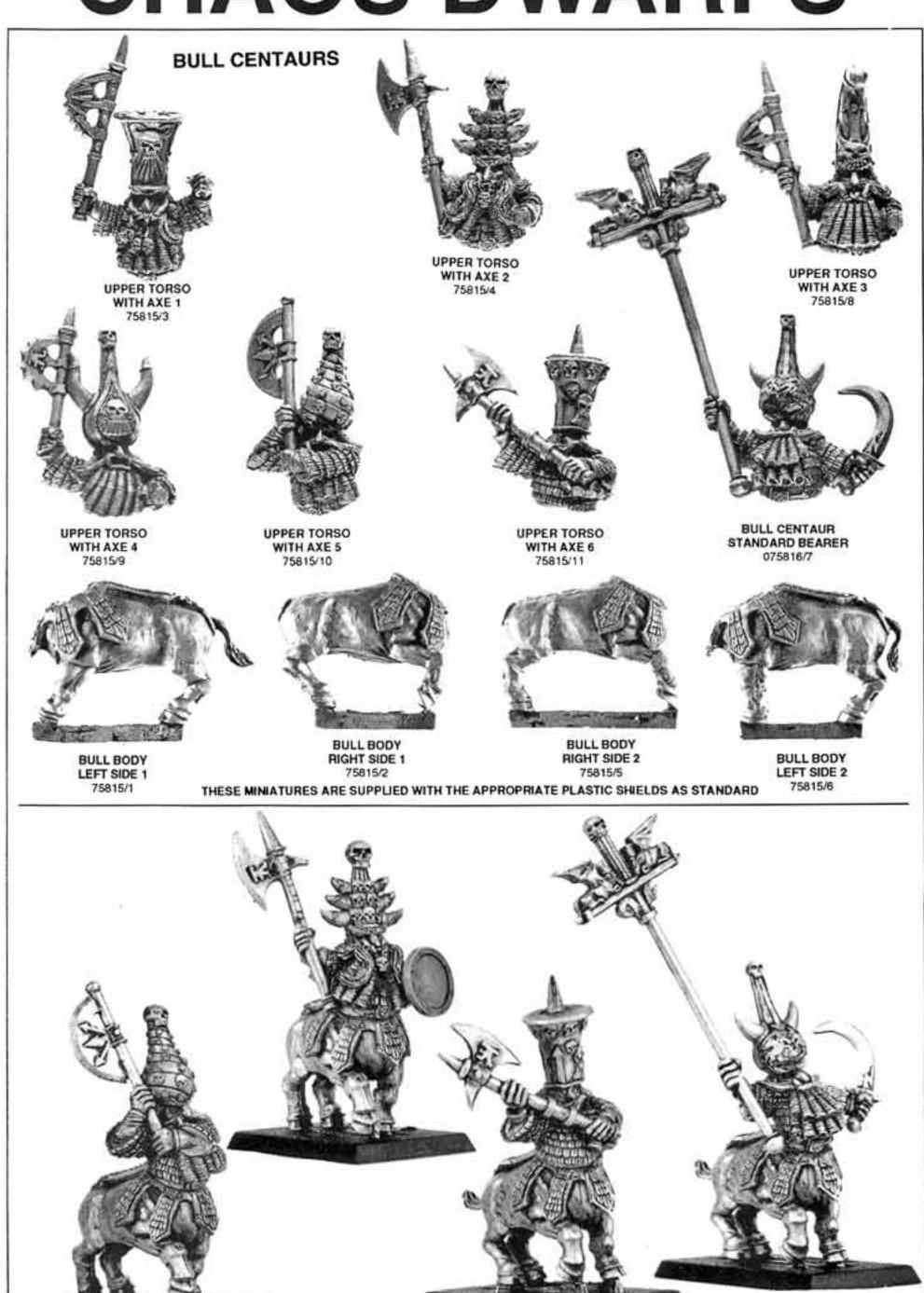
LEADER WITH SWORD



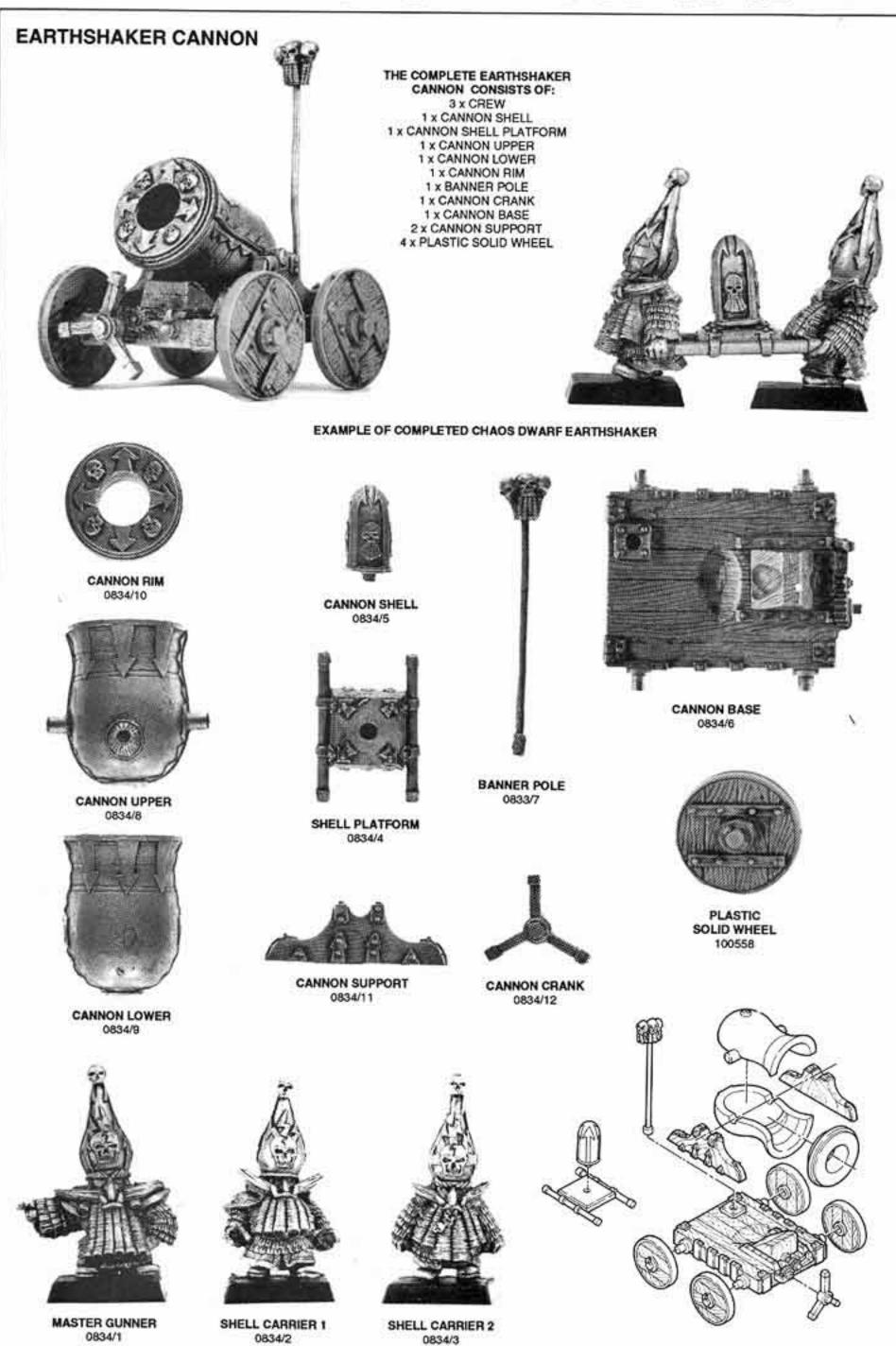
A REGIMENT OF CHAOS DWARFS WITH BLUNDERBUSSES



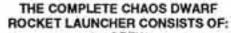
HORN BLOWER



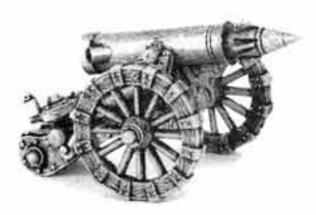
**EXAMPLES OF COMPLETED CHAOS DWARF BULL CENTAURS** 



#### **ROCKET LAUNCHER**



2 x CREW
1 x LEFT BASE
1 x RIGHT BASE
1 x CRANK
2 x PLASTIC SPOKED WHEEL



**EXAMPLE OF COMPLETED CHAOS DWARF ROCKET LAUNCHER** 

ROCKET LAUNCHER GUNNER 075820/1

ROCKET LAUNCHER LOADER 075820/2



ROCKET LAUNCHER RIGHT BASE 075820/3

ROCKET LAUNCHER

LEFT BASE

075820/4



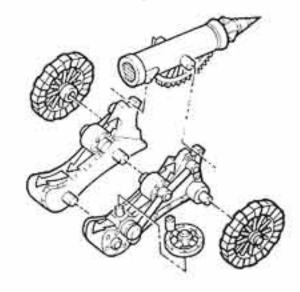
ROCKET LAUNCHER 075820/5



ROCKET LAUNCHER CRANK 075820/6



PLASTIC SPOKED WHEEL 100557

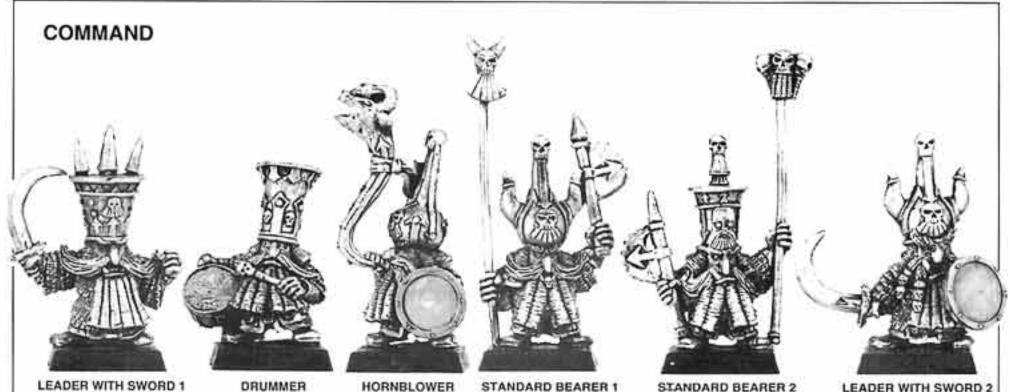


Designed by Alan Perry and Norman Swales





MANK GIBBONS



75805/5

HORNBLOWER 75805/2

STANDARD BEARER 1 75805/3

T STANDARD BEARER 2 75805/6

LEADER WITH SWORD 2 75805/4

#### **AXEMEN**



WITH AXE 1 75800/1



75800/2



WITH AXE 3 75800/3



75800/4

#### **BLUNDERBUSSES**



WITH BLUNDERBUSS 1 75810/1



WITH BLUNDERBUSS 2 75810/2



WITH BLUNDERBUSS 3 75810/3



WITH BLUNDERBUSS 4 75810/4



WITH BLUNDERBUSS 5 75810/7

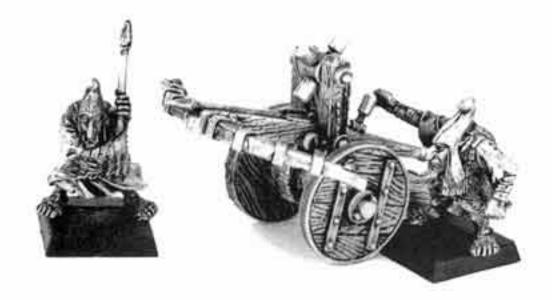


WITH BLUNDERBUSS 6 75810/6



WITH BLUNDERBUSS 7 75810/5

#### HOBGOBLIN BOLT THROWER



THE COMPLETED HOBGOBLIN
BOLT THROWER CONSISTS OF:

1 x HOBGOBLIN BOLT FIRER

1 x HOBGOBLIN SPEAR LOADER

1 x RIGHT SIDE

1 x LEFT SIDE

1 x BOLT THROWER

1 x BOW

1 x TOWING RING

1 x WINDLASS

2 x SOLID PLASTIC WHEELS

**EXAMPLE OF COMPLETED HOBGOBLIN BOLT THROWER** 







SOLID PLASTIC WHEEL

RIGHT SIDE 75874/3

75874/4





BOLT THROWER 75874/5



TOWING RING 75874/7



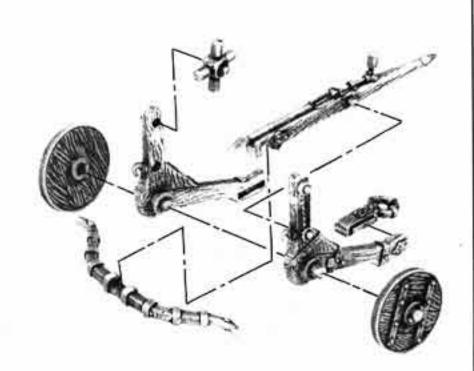
WINDLASS 75874/8

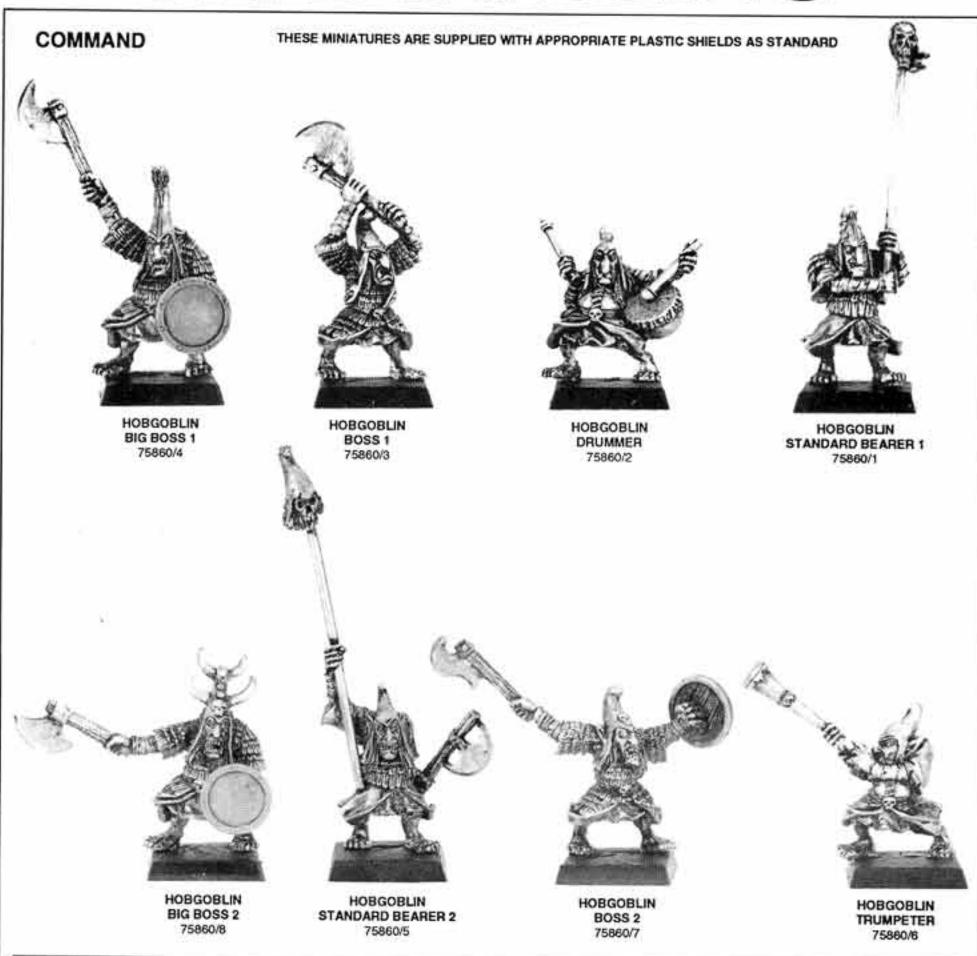


HOBGOBLIN SPEAR LOADER 75874/2



HOBGOBLIN BOLT FIRER 75874/1





#### **SNEAKY GITS**



5873/1



SNEAKY GIT 2 75873/2



SNEAKY GIT 3 75873/3

#### **ARCHERS**



HOBGOBLIN ARCHER 1 75855/1



HOBGOBLIN ARCHER 2 75855/2



HOBGOBLIN ARCHER 3 75855/3



HOBGOBLIN ARCHER 4 75855/4



HOBGOBLIN ARCHER 5 75855/5



HOBGOBLIN ARCHER 6 75855/6



HOBGOBLIN ARCHER 7 75855/7



HOBGOBLIN ARCHER 8 75855/8

#### WARRIORS





HOBGOBLIN WARRIOR 1 75850/1



WARRIOR 2 75850/2



HOBGOBLIN WARRIOR 3 75850/3



WARRIOR 4 75850/4



HOBGOBLIN WARRIOR 5 75850/5



HOBGOBLIN WARRIOR 6 75850/6

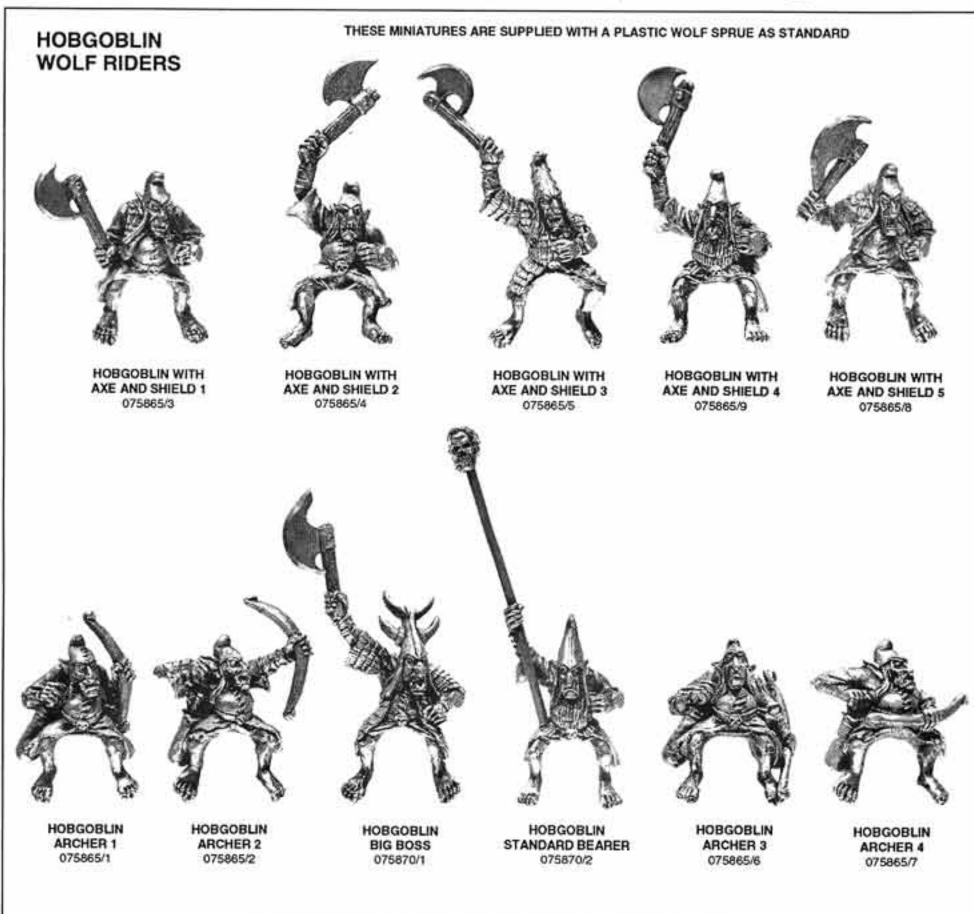


HOBGOBLIN WARRIOR 7 75850/7



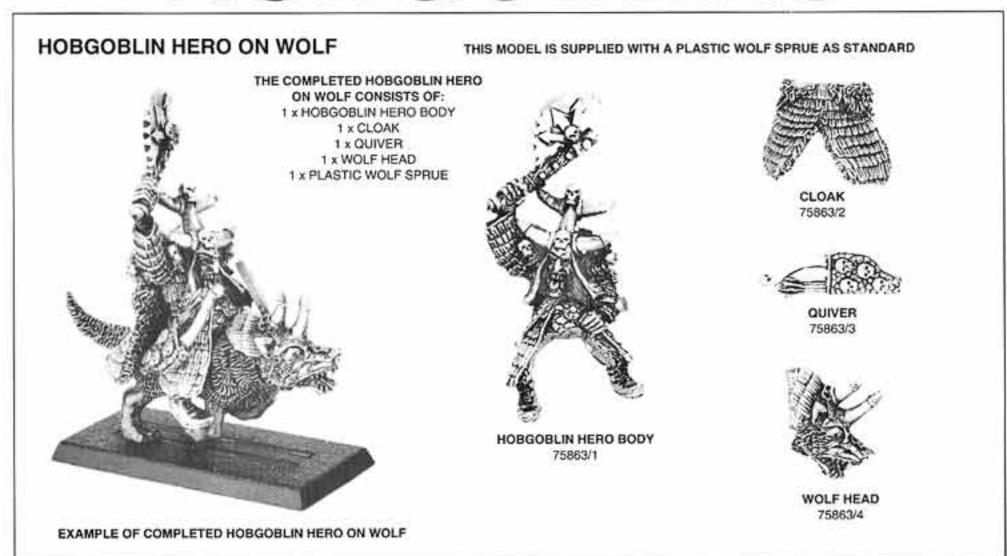
HOBGOBLIN WARRIOR 8 75850/8





THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AND A PLASTIC WOLF SPRUE AS STANDARD





Designed by Alan Perry





JADE WIZARD 73791/8



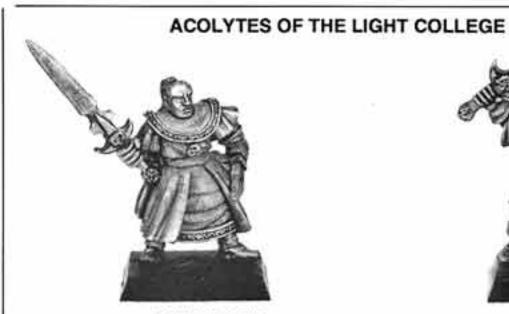
AMETHYST WIZARD 73791/9



AMBER WIZARD 73791/7



13791/6



ACOLYTE OF THE LIGHT COLLEGE 2 73800/2



ACOLYTE OF THE LIGHT COLLEGE 1 73800/1



EXAMPLES OF COMPLETED IMPERIAL BATTLE WIZARD



MTD GREY WIZARD 73705/5



MTD BRIGHT WIZARD 73706/6

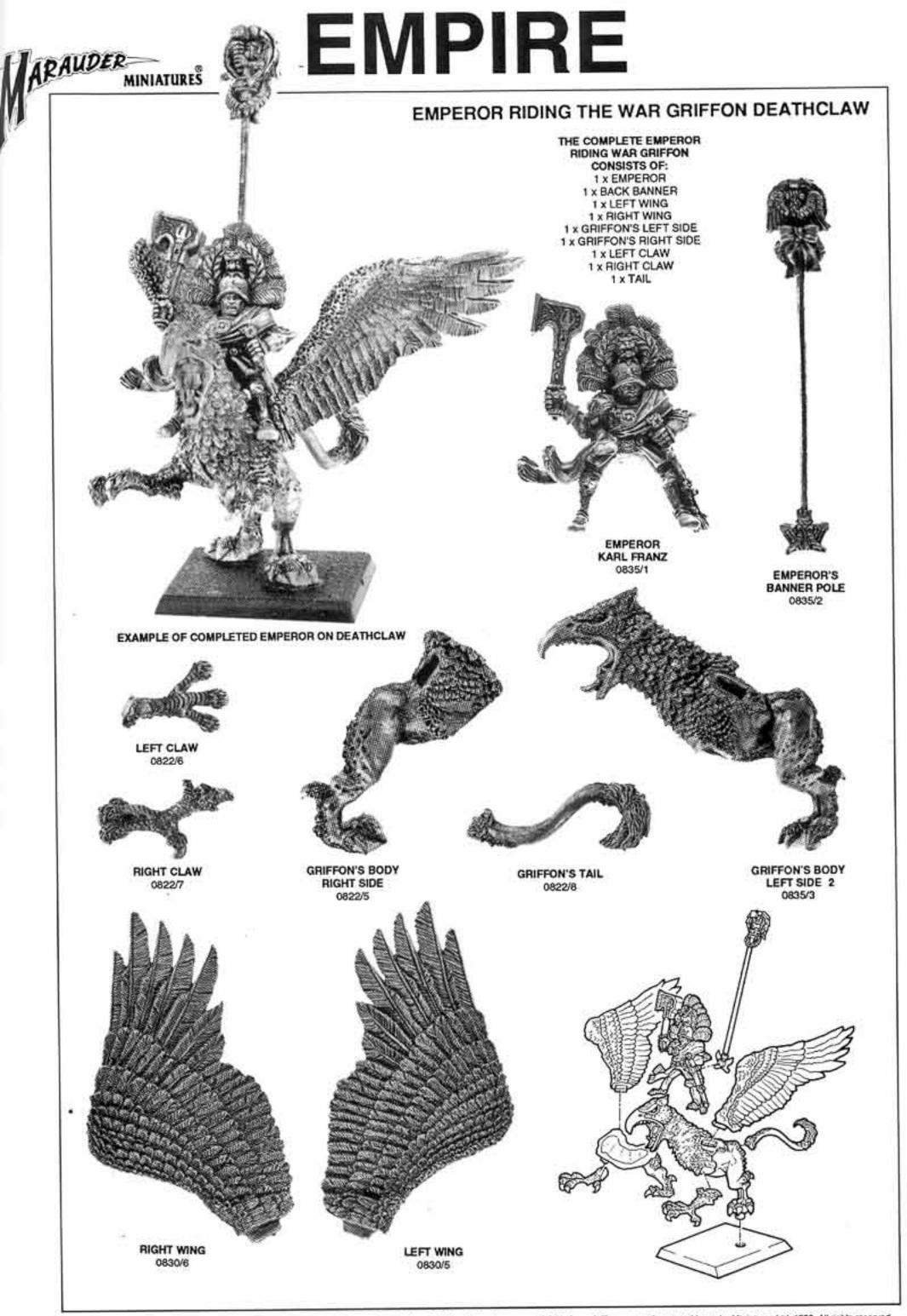


MTD CELESTIAL WIZARD 73707/7



MTD GOLD WIZARD 73708/8

THESE MINIATURES ARE SUPPLIED WITH PLASTIC UNARMOURED OR CAPARISON HORSES AS STANDARD





### PAUDER HIGH ELVES





WHITE LION WITH DOUBLE HANDED AXE 1 88750/1



WHITE LION WITH **DOUBLE HANDED AXE 2** 88750/2

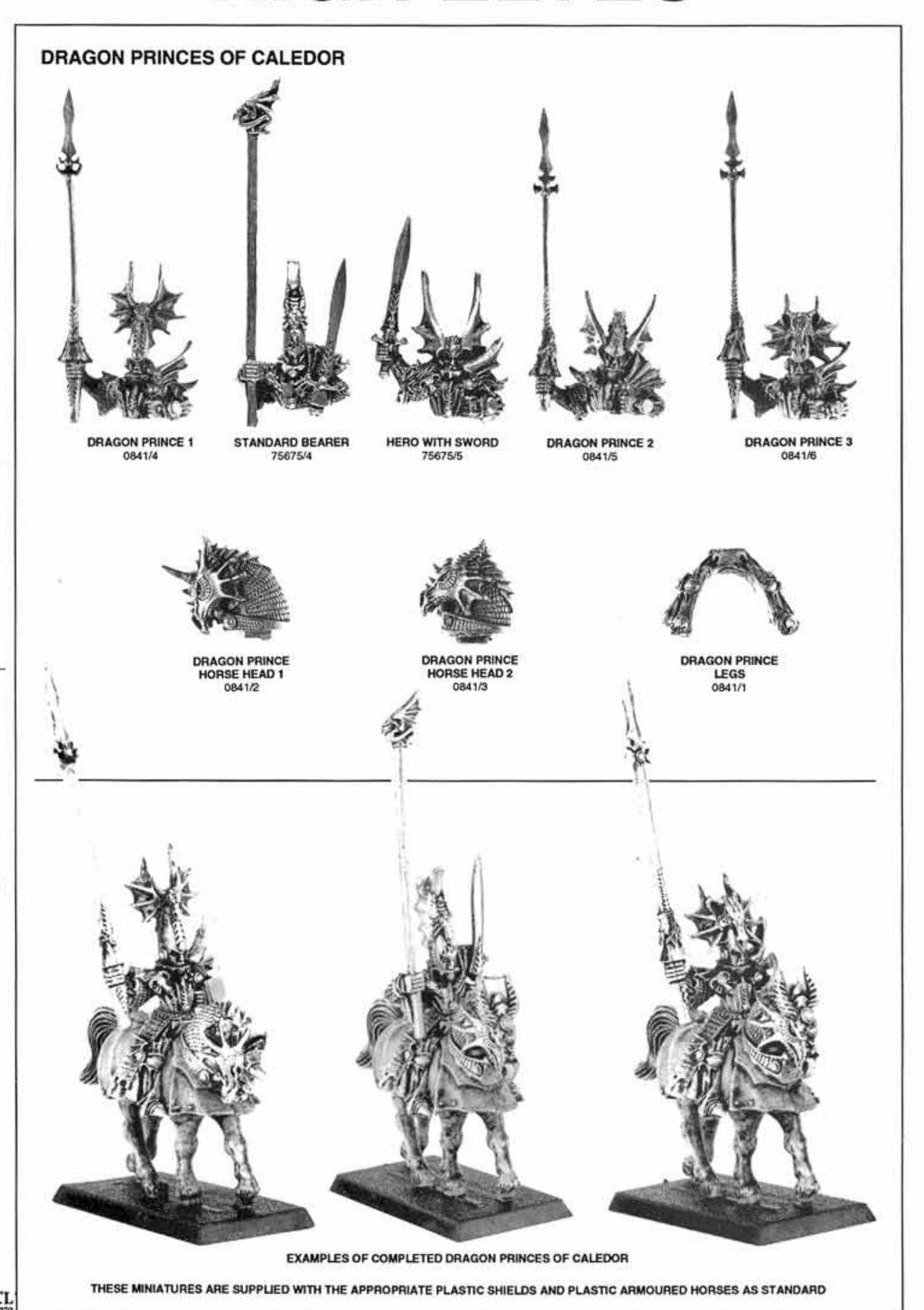


WHITE LION WITH **DOUBLE HANDED AXE 3** 88750/3



WHITE LION WITH **DOUBLE HANDED AXE 4** 88750/4

# HIGH ELVES



# ANVIL OF DOOM

#### **DWARF RUNESMITH'S** ANVIL OF DOOM



THE COMPLETE ANVIL OF DOOM CONSISTS OF: 1 x RUNEPRIEST 2 x GUARDIAN 1 x ANVIL OF DOOM 1 x ANVIL PEDESTAL 1 x ANVIL BASE 2 x BANNER POLE 4 x PLASTIC SPOKED WHEELS





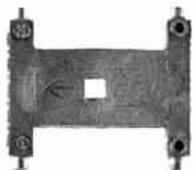
EXAMPLE OF COMPLETED DWARF RUNESMITH AND THE ANVIL OF DOOM



**BANNER POLE** 0836/6



ANVIL OF DOOM 0836/3



ANVIL BASE



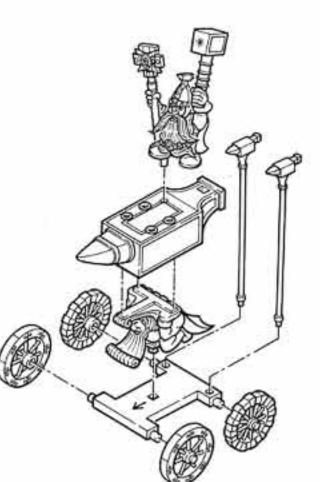
ANVIL PEDESTAL 0836/5



GUARDIAN 0836/1



PLASTIC SPOKED WHEELS 100557

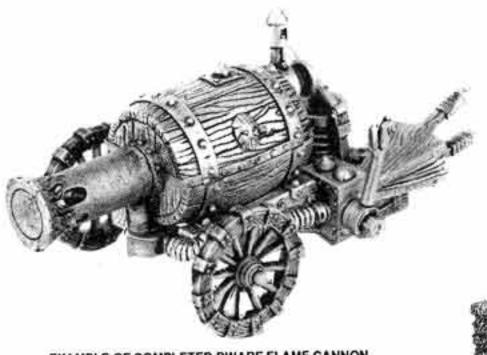




0836/2

# FLAME CANNON

#### DWARF FLAME CANNON



THE COMPLETE DWARF FLAME CANNON CONSISTS OF:

3 x CREW 1 x CANNON 1 x UPPER BARREL 1 x LOWER BARREL 1 x LEVER 1 x BELLOWS

1 x PUMP 1 x STEAM WHISTLE 1 x INSTRUMENTS PANEL 1 x FRONT BASE 1 x REAR BASE 2 x PLASTIC SPOKED WHEELS

EXAMPLE OF COMPLETED DWARF FLAME CANNON



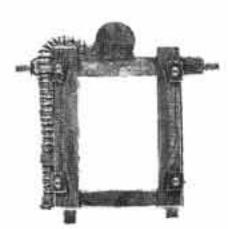
MASTER GUNNER 0837/1



LOADER 0837/2



SWABBER 0837/3



FRONT BASE 0837/7



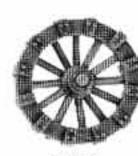
CANNON 0837/8



LEVER 0837/11



BELLOWS 0837/13



PLASTIC SPOKED WHEELS 100557



REAR BASE 0837/6



UPPER BARREL 0837/5



PUMP 0837/10



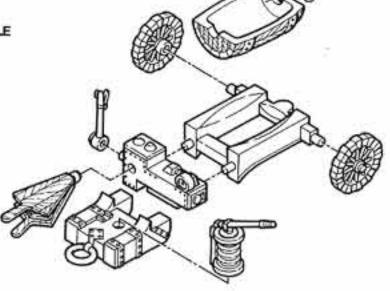
STEAM WHISTLE 0837/12



LOWER BARREL 0837/4



INSTRUMENTS PANEL 0837/9





EXAMPLE OF COMPLETED KRAGG THE GRIM

#### RUNE LORD KRAGG THE GRIM

THE COMPLETE KRAGG THE GRIM CONSISTS OF:

1 X KRAGG THE GRIM 1 X KRAGG'S BANNER



KRAGG'S BANNER 74384/2



KRAGG THE GRIM 74384/1

### ENGINEER GUILDMASTER BURLOCK DAMMINSON



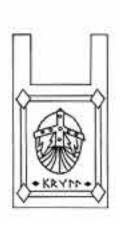
DAMMINSON'S BANNER 74383/2

BURLOCK DAMMINSON 74383/1

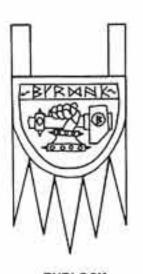


EXAMPLE OF COMPLETED BURLOCK DAMMINSON





KRAGG THE GRIM'S BACK BANNER



BURLOCK DAMMINSON'S BACK BANNER

UNGRIM IRONFIST



THE SLAYER KING

THE COMPLETE UNGRIM IRONFIST CONSISTS OF:

1 x UNGRIM IRONFIST 1 x IRONFIST'S BANNER

IRONFIST'S BANNER

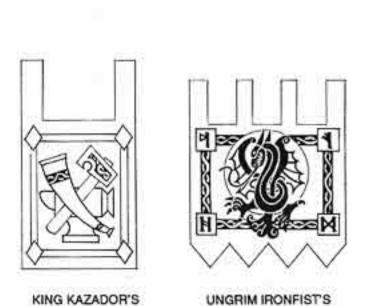
74382/2

UNGRIM IRONFIST

74382/1





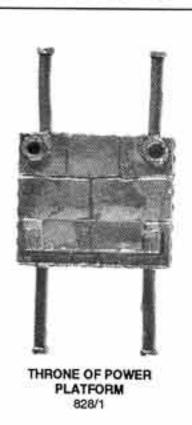


**BACK BANNER** 

**BACK BANNER** 



## THRONE OF POWER





THORGRIM GRUDGEBEARER 828/5



SEAT

THRONE OF POWER



THRONE OF POWER BACK 828/2



THRONE OF POWER BANNER POLE 828/3



THRONE OF POWER BEARER 1 828/6



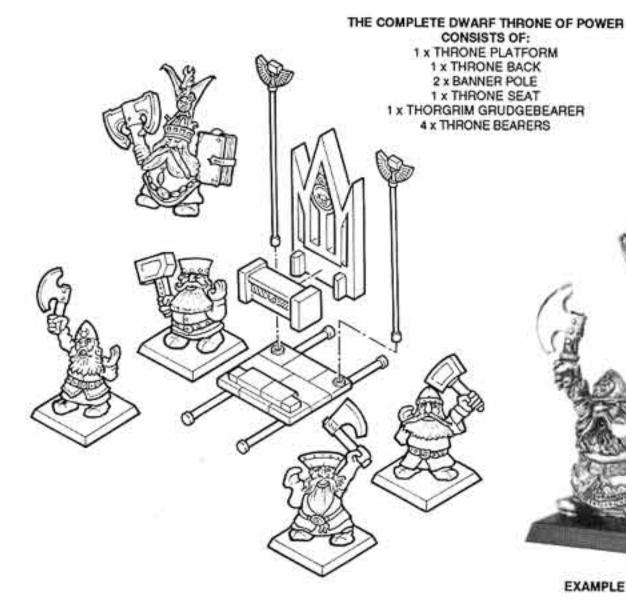
THRONE OF POWER BEARER 2 828/7



THRONE OF POWER BEARER 3 828/8



THRONE OF POWER BEARER 4 828/9





**EXAMPLE OF COMPLETED DWARF THRONE OF POWER** 

### DWARF KING'S THRONE OF POWER

Thorgrim, Dwarf king of Karaz-a-Karak is known as the Grudge Bearer because he keeps his own personal copy of the Dammaz Kron or Book of Grudges with him at all times. In battle Thorgrim recites ancient and damning grudges from the book inflaming the Dwarves with hatred for their enemies, with the result that they become resolute and almost unbreakable in combat.

The throne of power is an ancient Dwarf relic which has been used by the kings of Karaz-a-Karak for over four thousand years. Encrusted with countless powerful runes, it confers magical protection upon the king and his throne bearers and is able to heal them from the effects of wounds.



DWARF BANNER OF KINGSHIP

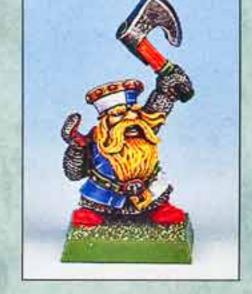


THORGRIM'S WAR BANNER









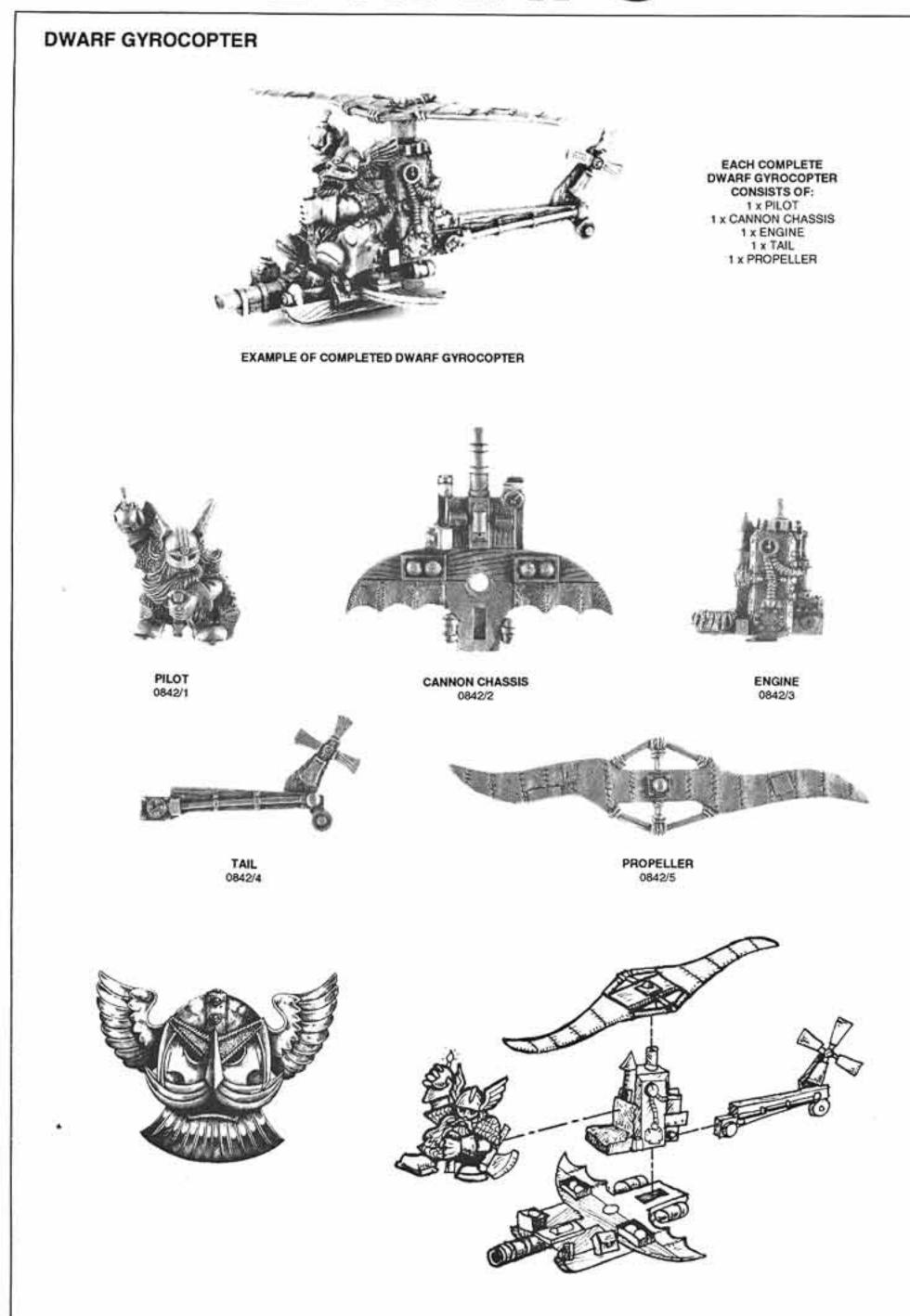
THORGRIM'S THRONEBEARERS



THORGRIM GRUDGE BEARER. KING OF KARAZ-A-KARAK.







#### **GOTREK AND FELIX**



GOTREK GURNISSON 074380/1



FELIX JAEGAR 074380/2

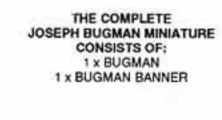
#### **BUGMAN'S DWARF RANGERS**



**EXAMPLE OF COMPLETED JOSEPH BUGMAN** 



0840/2





JOSEPH BUGMAN 0840/1



TROOPER 3 0840/7



TROOPER 2 0840/6



STANDARD BEARER 0840/4



TROOPER 1 0840/5



CHAMPION 0840/3

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AS STANDARD



### DWARF SLAYERS

Dwarf Slayers seek a heroic demise by hunting out and fighting the largest monsters they can find. They never wear armour, spurning the very idea of self-preservation. They carry an axe. Often a very big axe.

Although driven to seek their death in battle Slayers are incapable of deliberately fighting to lose, and always enter the fray to win. The most skilled Slayers, the least successful ones in a sense, tend to survive either because they are the toughest, the fastest, or the most determined warriors in the Warhammer world.



A REGIMENT OF DWARF SLAYERS



DAEMON SLAYER



GIANT SLAYER



DRAGON SLAYER





TROLL SLAYERS





### DWARF SLAYERS

#### TROLL SLAYERS



TROLL SLAYER 1 88091/57



TROLL SLAYER 2 88091/51



TROLL SLAYER 3 88091/52

#### **GIANT SLAYERS**



GIANT SLAYER 1 88092/54



GIANT SLAYER 2 88092/53

#### DRAGON SLAYER



DRAGON SLAYER 88097/55

#### DAEMON SLAYER



DAEMON SLAYER 88098/56



### ARAUDER

### **DWARFS**





#### **DWARF CROSSBOWS**



**CROSSBOW 1** 88051/33



**CROSSBOW 2** 88051/34



**CROSSBOW 3** 88051/35



**CROSSBOW 4** 88051/36



**CROSSBOW 5** 88051/57



CROSSBOW 6 88051/58



**CROSSBOW 7** 88051/59



**CROSSBOW 8** 88051/60



**CROSSBOW 9** 88051/61



**CROSSBOW 10** 88051/62



**CROSSBOW 11** 88051/63



**CROSSBOW 12** 88051/64



**CROSSBOW 13** 88001/5



CROSSBOW 14 88001/8

#### THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLUG-IN CROSSBOW



**CROSSBOW 15** 88051/38



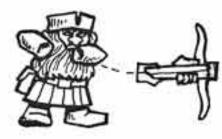
**CROSSBOW 16** 88051/37



**CROSSBOW 17** 88051/39



**CROSSBOW 18** 88051/40





PLUG-IN CROSSBOW 1A 88051/1A

551



#### TROLL SLAYERS



WITH SWORD 88091/8



WITH MACE 1 88091/9



WITH AXE 1 88091/10



WITH HAMMER 88091/6



WITH AXE 2 88091/7



WITH AXE 3 88091/5



WITH TWO SWORDS 88091/1



WITH MACE 2 88091/2



WITH FLAIL 88091/3



WITH TWO HANDED AXE 88091/4

#### **THUNDERERS**



THUNDERER 1 88096/27



THUNDERER 2 88096/28



THUNDERER 3 88096/29





**THUNDERER 4** 88096/30



THUNDERER 5 88096/35



THUNDERER 6 88096/36



THUNDERER 7 88096/37





THUNDERER 12 88096/42



THUNDERER 9 88096/39



THUNDERER 10 88096/40



88096/41

### DWARF THUNDERERS





























#### **DWARF MINER COMMAND**



**LEADER** 88045/3



STANDARD BEARER 88045/1



HORN BLOWER 88045/2

#### **DWARF MINERS**



DWARF MINER 1 88044/1



DWARF MINER 2 88044/2



DWARF MINER 3 88044/3



DWARF MINER 4 88044/4



DWARF MINER 5 88044/5

#### SKELETON HORSEMEN



SKELETON HORSEMAN WITH BOW 74519/4



SKELETON HORSEMAN WITH AXE



SKELETON HORSEMAN WITH SWORD 74519/1



WITH SPEAR

74519/3

THESE MODELS ARE SUPPLIED WITH PLASTIC SHIELDS WHERE APPROPRIATE AND A PLASTIC SKELETON STEED SPRUE AS STANDARD







THE COMPLETED DIETER
HELSNICHT ON MANTICORE
CONSISTS OF:

1 x BANNER TOP

1 x DIETER HELSNICHT LEGS 1 x DIETER HELSNICHT BODY

1 x MANTICORE HEAD

1 x MANTICORE LEFT BODY 1 x MANTICORE RIGHT BODY

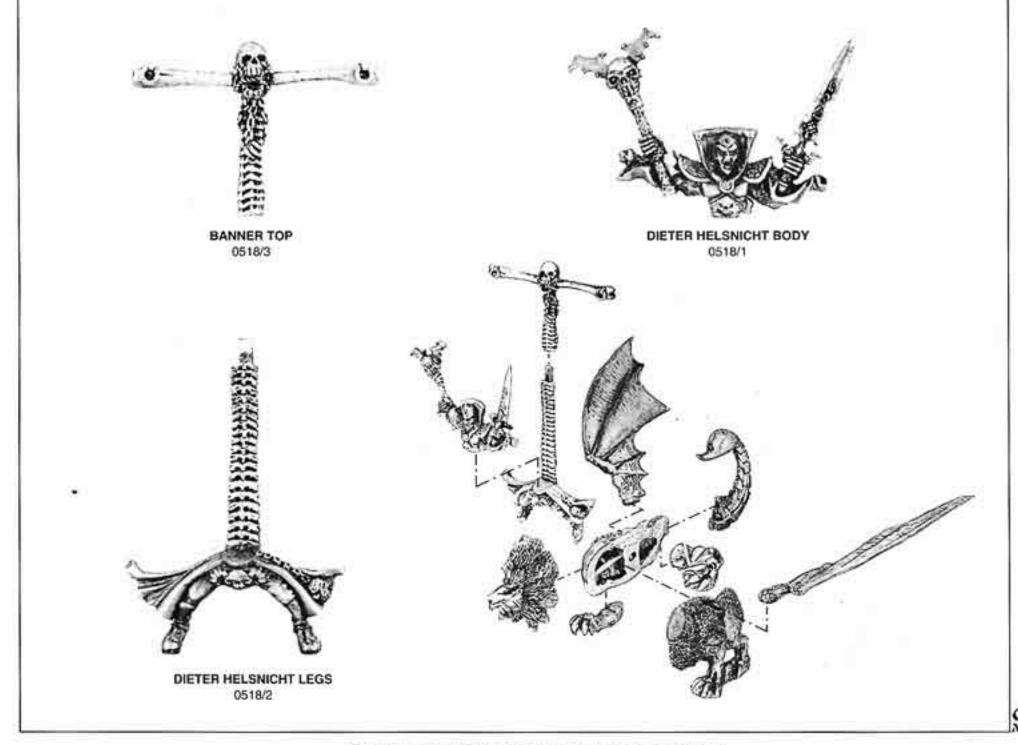
1 x BACK LEG

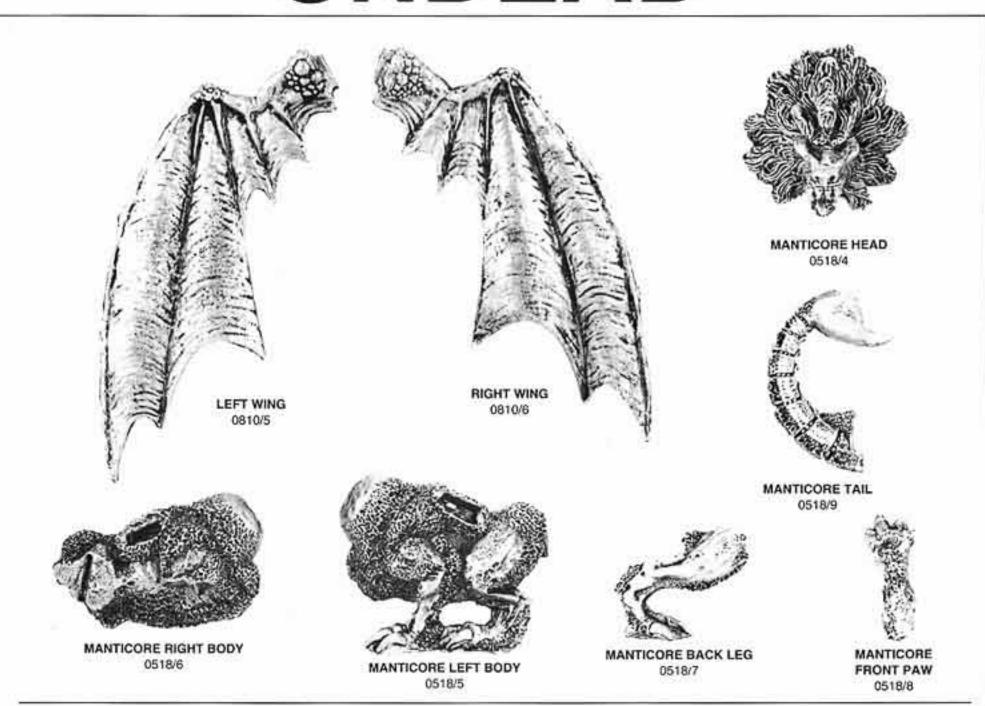
1 x FRONT PAW

1 x MANTICORE TAIL

1 x LEFT WING

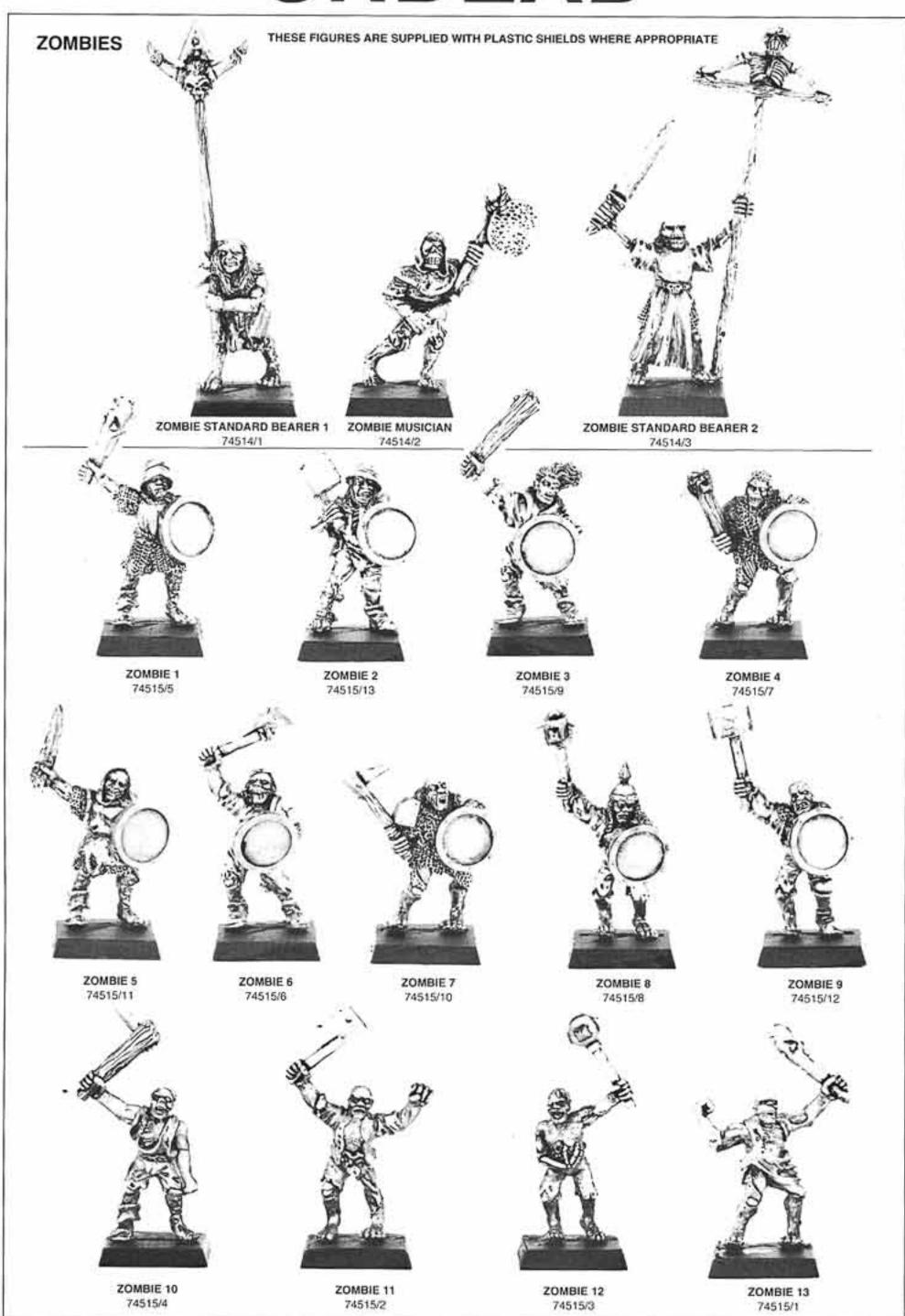
1 x RIGHT WING

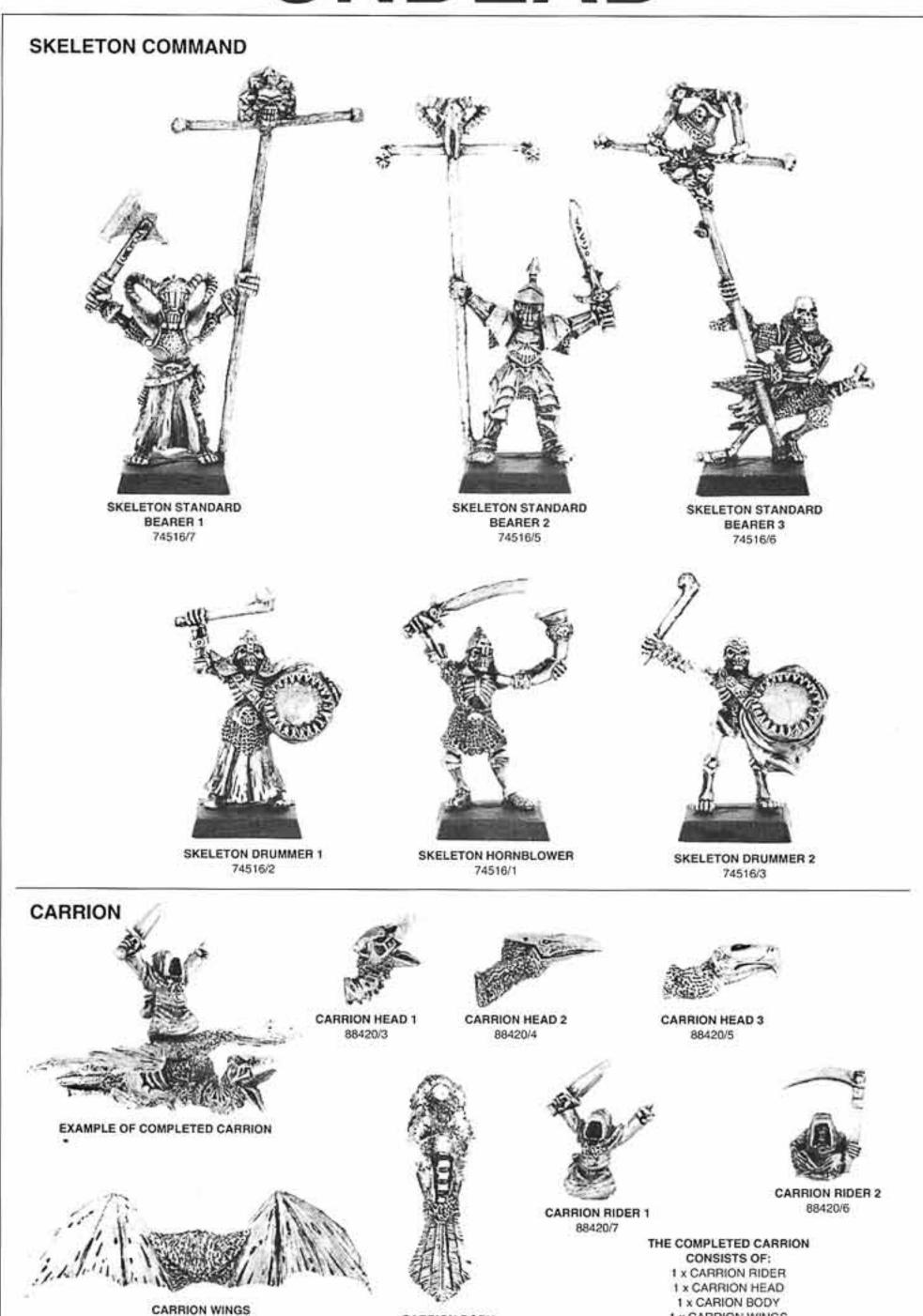




#### **GHOULS**







**CARRION BODY** 

88420/1

88420/2

1 x CARRION WINGS



### MUMMIES

Preserved beyond death by potent magic and reeking of the natron and sulphur of the embalmer's parlour, Mummies are amongst the most powerful of all Undead creatures. Although slow moving, Mummies are immensely powerful and almost impossible to destroy.







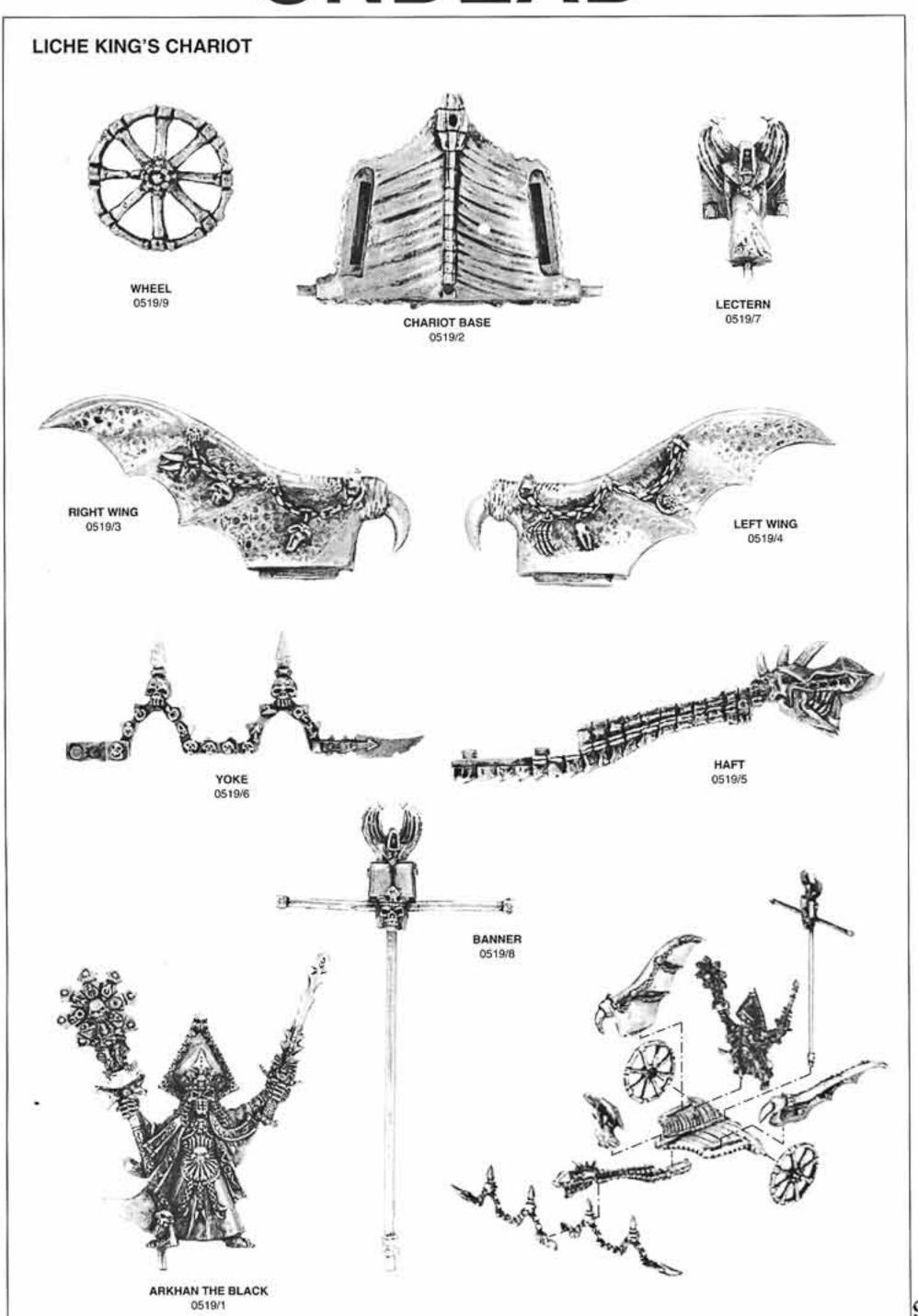


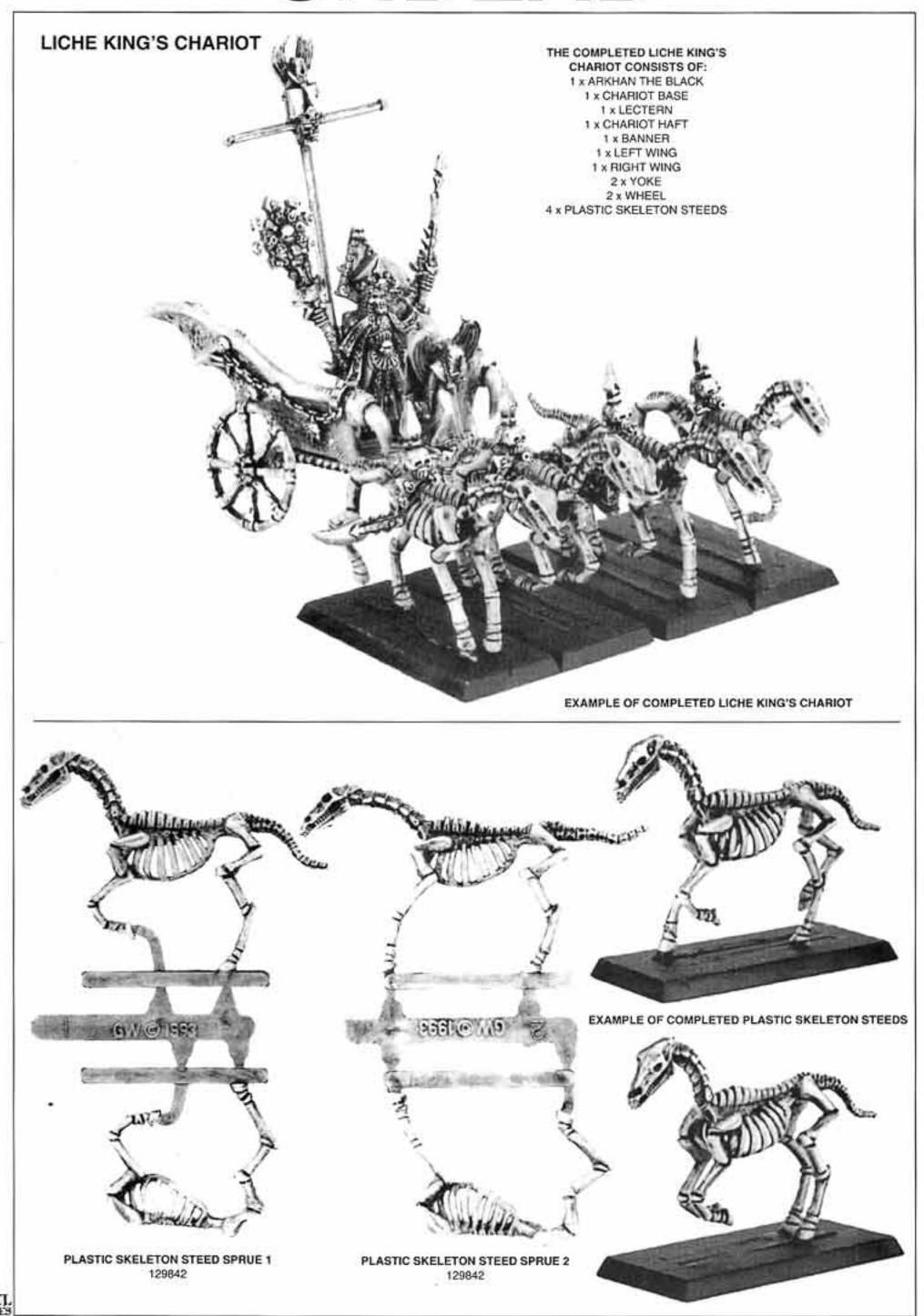
MUMMIES



AN UNDEAD HOST MARCHES TO WAR.

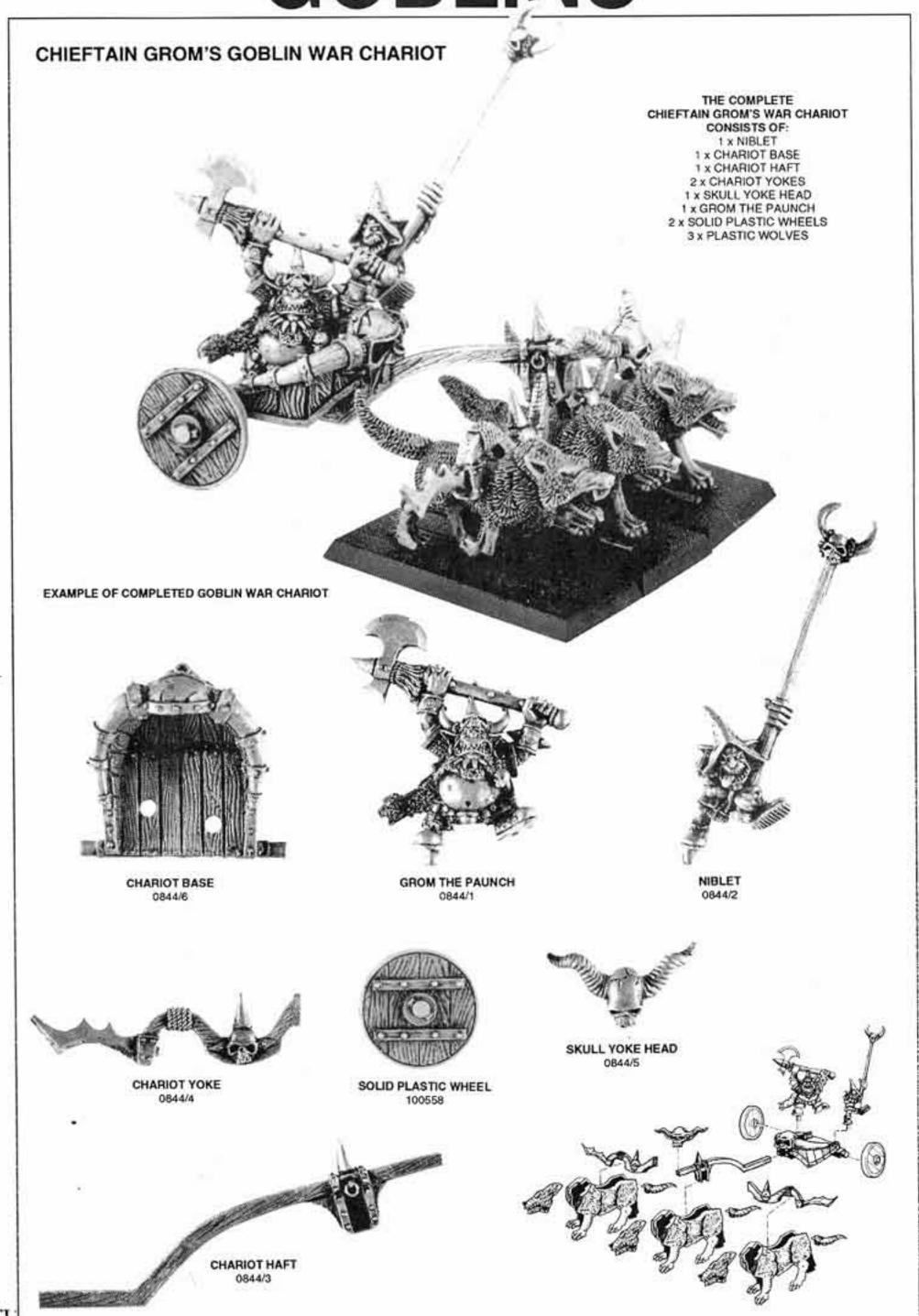








# GOBLINS



### NIGHT GOBLINS

#### SKARSNIK AND GOBBLA



GOBBLA 75425/2



5KARSNIK 75425/1

#### **SQUIG HOPPERS**



NIGHT GOBLIN SQUIG HOPPER 4 75440/4



NIGHT GOBLIN SQUIG HOPPER 3 75440/3



NIGHT GOBLIN SQUIG HOPPER 2 75440/2



NIGHT GOBLIN SQUIG HOPPER 1 75440/1

#### **CAVE SQUIGS AND HUNTERS**



CAVE SQUIG 1 075469/2



075469/3



CAVE SQUIG 3 075469/4



NIGHT GOBLIN SQUIG HUNTERS 1 075469/1



CAVE SQUIG 4 075469/6



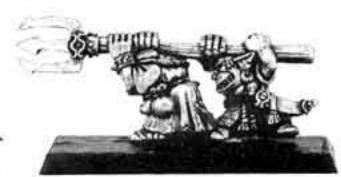
O75469/7



CAVE SQUIG 6 075469/8

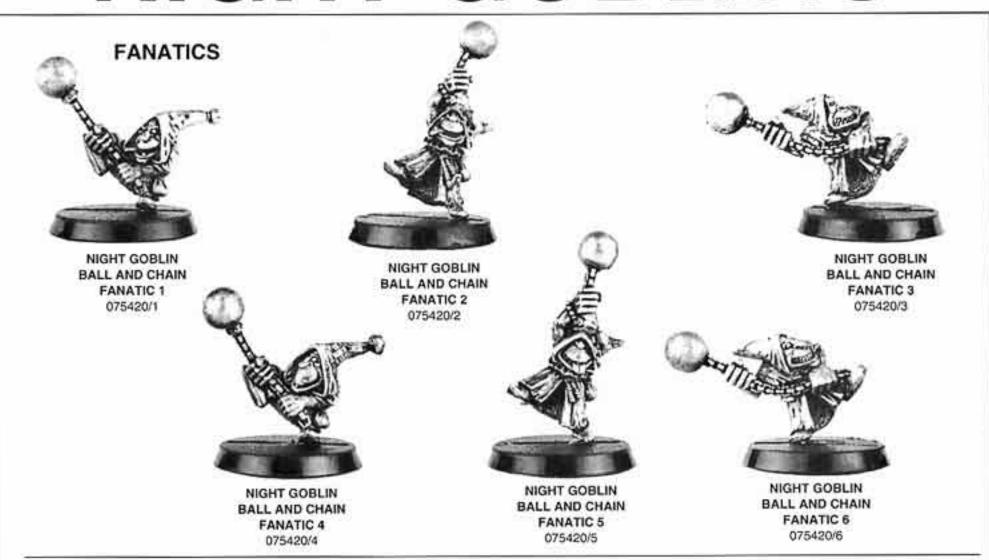


CAVE SQUIG 7 075469/9



NIGHT GOBLIN SQUIG HUNTERS 2 075469/5

# NIGHT GOBLINS



#### **CLUBBERS**



CLUBBER 1 075457/3



CLUBBER 2 075457/4

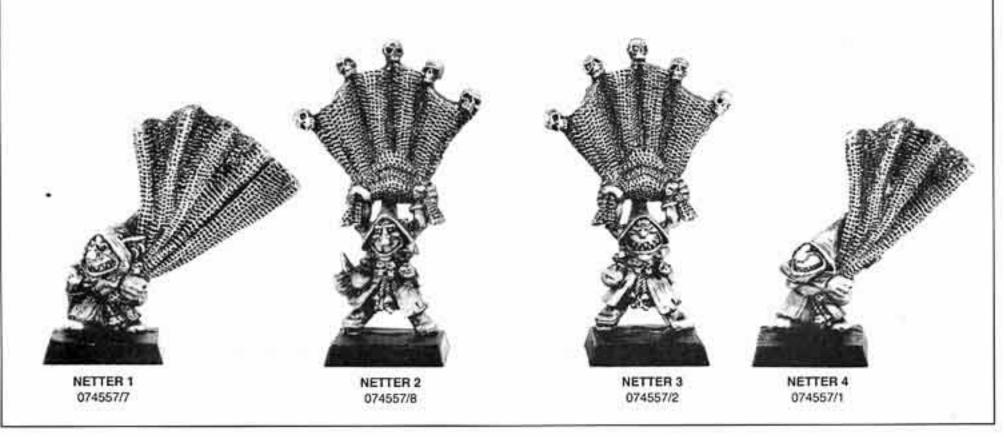


CLUBBER 3 75457/6



75457/5

#### **NETTERS**







### GOBLINS

#### **WOLF RIDERS**

THESE MINIATURES ARE SUPPLIED WITH THE APPROPRIATE PLASTIC SHIELDS AND A PLASTIC WOLF SPRUE AS STANDARD





BOSS 88260/1



BIG BOSS 88260/2



HORN BLOWER 88260/3



BANNER BEARER 88260/4



WITH SPIKED CLUB AND SHIELD 88260/10



WITH SWORD AND SHIELD 1 88260/7



WITH AXE AND SHIELD 88260/9



WITH SWORD AND SHIELD 2 88260/8



88260/6



ARCHER 2 88260/11





ARCHER WITH SWORD 88260/5



WITH SPEAR 1 0831/1



WITH SPEAR 2 0831/2



WITH SPEAR 3 0831/3



WITH SPEAR 4 0831/4

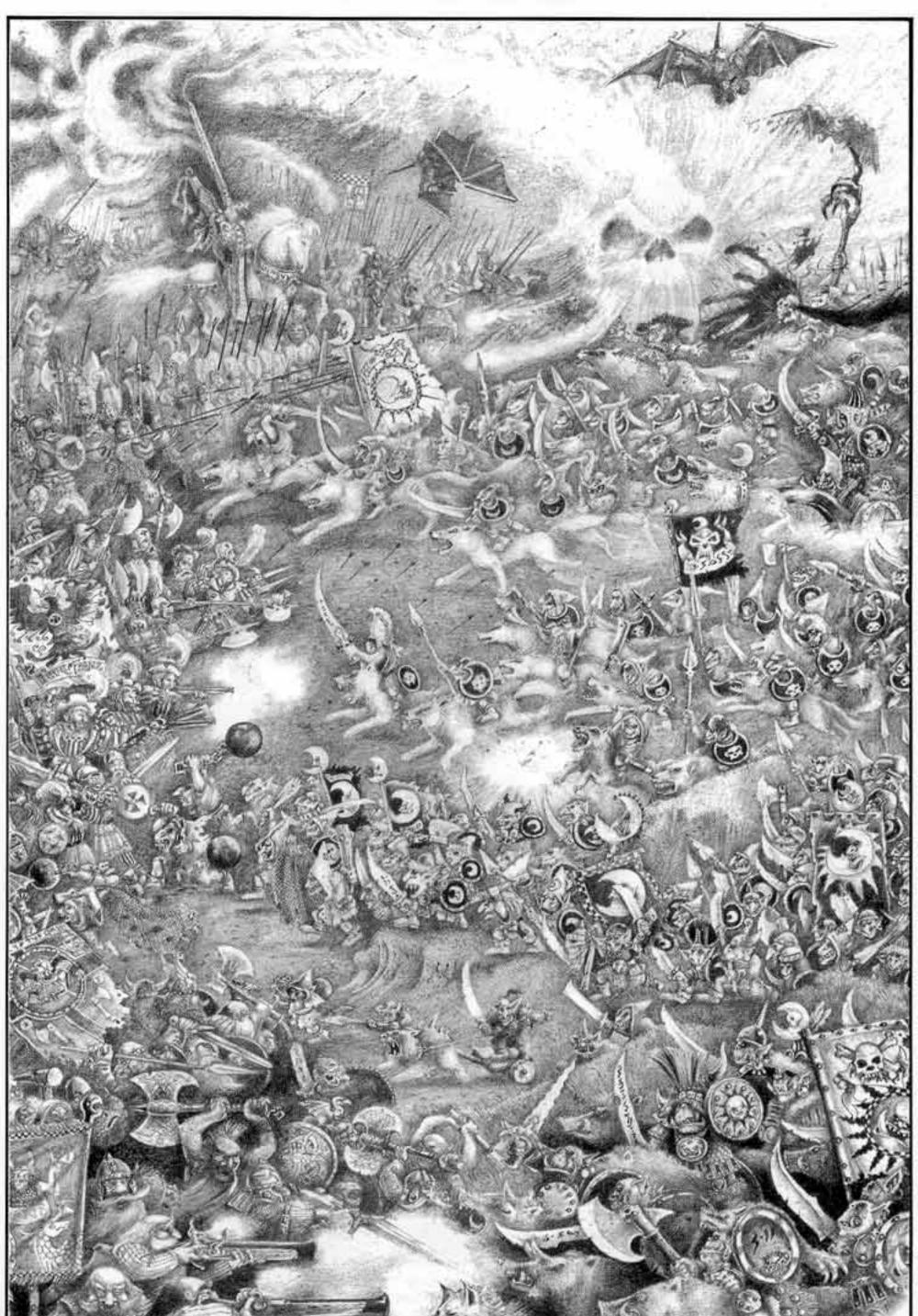






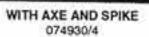


Marauder Miniatures are supplied unpainted. Banners not included.



### OGRES







WITH TWO HANDED MACE 074930/5



WITH SPIKED CLUB 074930/6



THE COMPLETED OGRE STANDARD BEARER CONSISTS OF: 1 x STANDARD 1 x STANDARD BEARER

Designed by Michael Perry

74930/2



STANDARD BEARER 74930/1

# ORCS





**BLACK ORC WITH AXE 1** 75255/4



BLACK ORC WITH AXE 2 75255/5



BLACK ORC WITH AXE 3 75255/6



BLACK ORC WITH **AXE AND CLEAVER 1** 75255/3



BLACK ORC WITH AXE AND CLEAVER 2 75255/2



BLACK ORC WITH AXE AND SWORD 75255/1

# ORCS



**GORFANG ROTGUT** 

CHIEFTAIN 075240/1

### **ORC BIG'UNS**



BIG'UN WITH SPEAR 1 075230/1



BIG'UN WITH SPEAR 2 075230/2



BIG'UN WITH SPEAR 3 075230/3



BIG'UN WITH SWORD 1 075230/4



BIG'UN WITH SWORD 2 075230/5



BIG'UN WITH AXE 075230/6



BIG'UN WITH MACE 075230/7



BIG'UN WITH BOW 075230/8



### **ORC BOYZ**



ORC WITH AXE AND DAGGER 1 075220/1



ORC WITH SWORD 1 075220/2



ORC WITH AXE 1 075220/3



ORC WITH SPIKY CLUB 1 075220/4



ORC WITH SWORD 2 075220/5



ORC WITH SWORD 3 075220/6



ORC WITH SWORD 4 075220/7



ORC WITH SWORD 5 075220/8



ORC WITH SWORD 6 075220/9



ORC WITH SWORD 7 075220/10



# SAVAGE ORCS



# SAVAGE ORCS

#### ARRER BOYZ



SAVAGE ORC WITH BOW AND HAMMER 075210/1



SAVAGE ORC WITH BOW 1 075210/2



SAVAGE ORC WITH BOW 2 075210/3



SAVAGE ORC WITH BOW 3 075210/4



SAVAGE ORC WITH BOW 4 075210/5



SAVAGE ORC WITH BOW 5 075210/6



SAVAGE ORC WITH BOW 6 075210/7



SAVAGE ORC WITH BOW 7 075210/8



SAVAGE ORC WITH BOW 8 075210/9



SAVAGE ORC WITH BOW 9 075210/10



SAVAGE ORC WITH BOW 10 075210/11



SAVAGE ORC WITH BOW 11 075210/12



SAVAGE ORC WITH BOW 12 075210/13



SAVAGE ORC WITH BOW AND KNIFE 075210/14



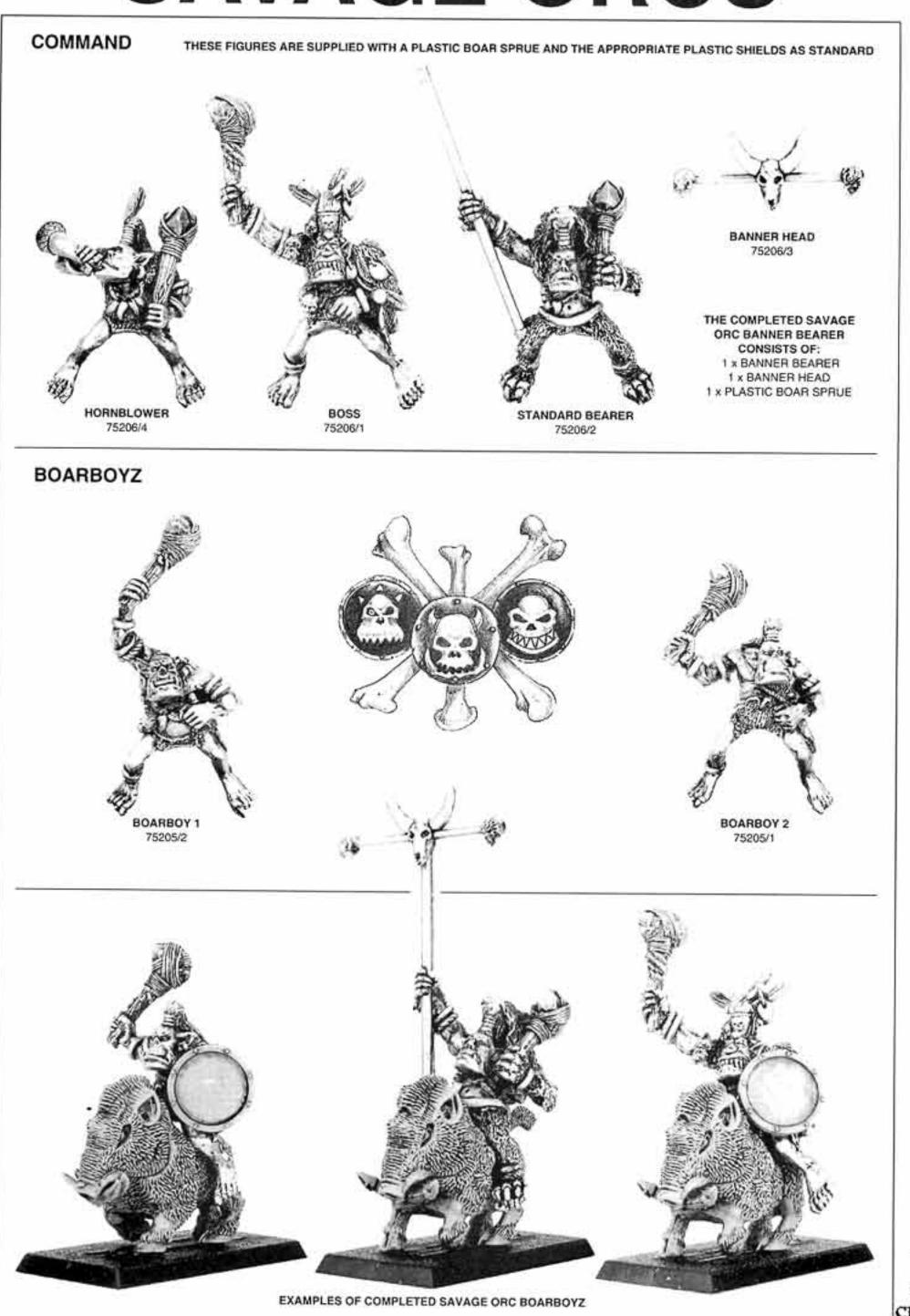
SAVAGE ORC WITH BOW 13 075210/15



SAVAGE ORC WITH BOW 14 075210/16



# SAVAGE ORCS



# MIGHTY EMPIRES



MIGHTY EMPIRES **GREAT CANNON** 075094/7



**MIGHTY EMPIRES** TEMPLE 075094/1



MIGHTY EMPIRES BATTERING RAM 075094/6



**MIGHTY EMPIRES** SIEGE TOWER



**MIGHTY EMPIRES** STONE THROWER 075094/4



**MIGHTY EMPIRES** STONE CIRCLE 075094/3



MIGHTY EMPIRES MINE 075094/2



**BRIDGE 1** 075101/2



**BRIDGE 2** 075101/3



SKELETON ARMY BANNER 075101/7



**WIZARDS TOWER** 075101/1

SHIP CONSISTS OF: 1 x PIRATE SHIP SAIL 1 x PIRATE SHIP HULL



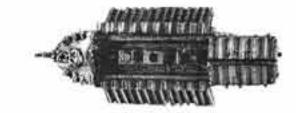
NECROPOLIS 075101/6



COMPLETE PIRATE SHIP



PIRATE SHIP SAIL 075101/5



PIRATE SHIP HULL 075101/4

# ARCANE ARCHITECTURE



**ARCANE DOORS** 079717/1



SINGLE DOOR 079717/2



079717/4





079717/5



079717/6



COLUMN 1 079717/7



**COLUMN 2** 079717/8



**COLUMN 3** 079717/9



**COLUMN 4** 079717/10



COLUMN WITH GARGOYLE 079717/12



HUGE CANDLESTICK 079717/11



**HEAD STONES 2** 079717/20



**HEAD STONES 1** 079717/19





**GRAVE STONES 1** 079717/15



**GRAVE STONE 4** 079717/18



079717/21



079717/22



**GRAVE STONES 2** 079717/16



**GARGOYLE 1** 079717/13



COMPLETE SARCOPHAGUS 1



COMPLETE SARCOPHAGUS 2



**GRAVE STONES 3** 079717/17



**GARGOYLE 2** 079717/14



SARCOPHAGUS 1 079717/23



SARCOPHAGUS 2 LID 079717/26



SARCOPHAGUS 2 079717/25



### COMPLETE ARMIES

The following pages contain a selection of Warhammer Fantasy Battle, Warhammer 40,000 and Space Marine armies. Each army may be ordered separately, please contact Games Workshop Mail Order for details.

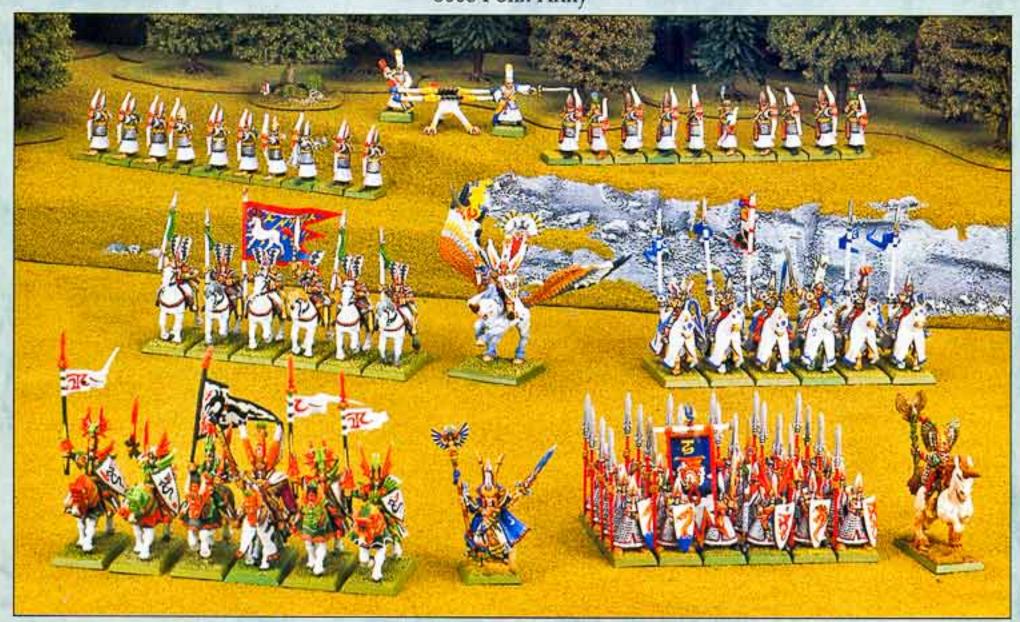
### WARLORD QUEEK'S SKAVEN SWARM

2998 Point Army



### TECLIS'S HIGH ELF PATROL

3003 Point Army



### GORBLUM'S ORC AND GOBLIN HORDE

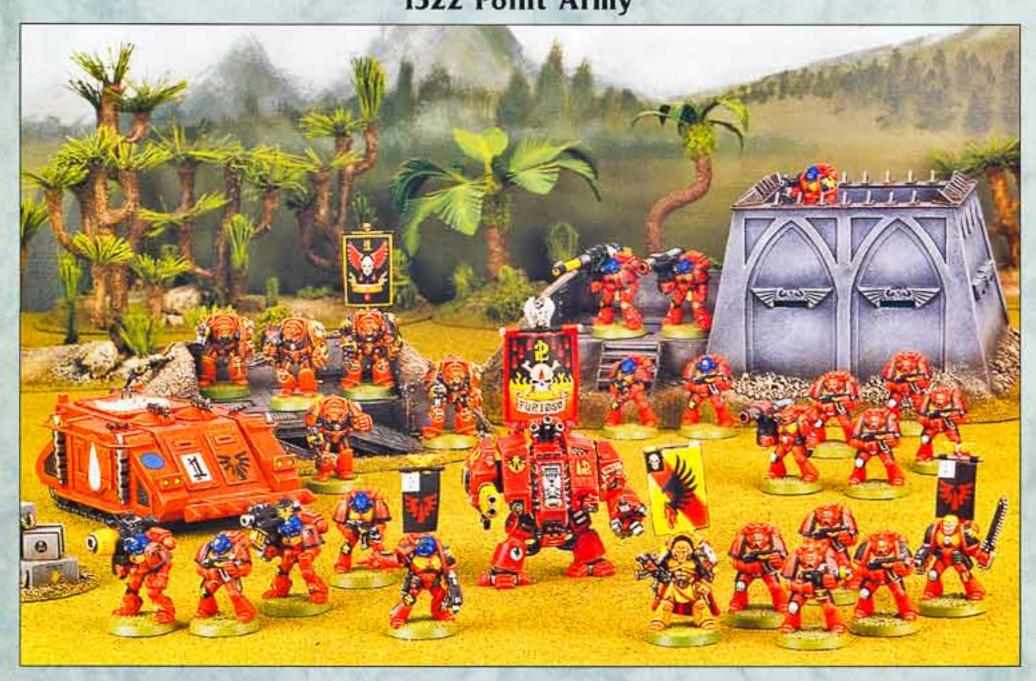
2003 Point Army



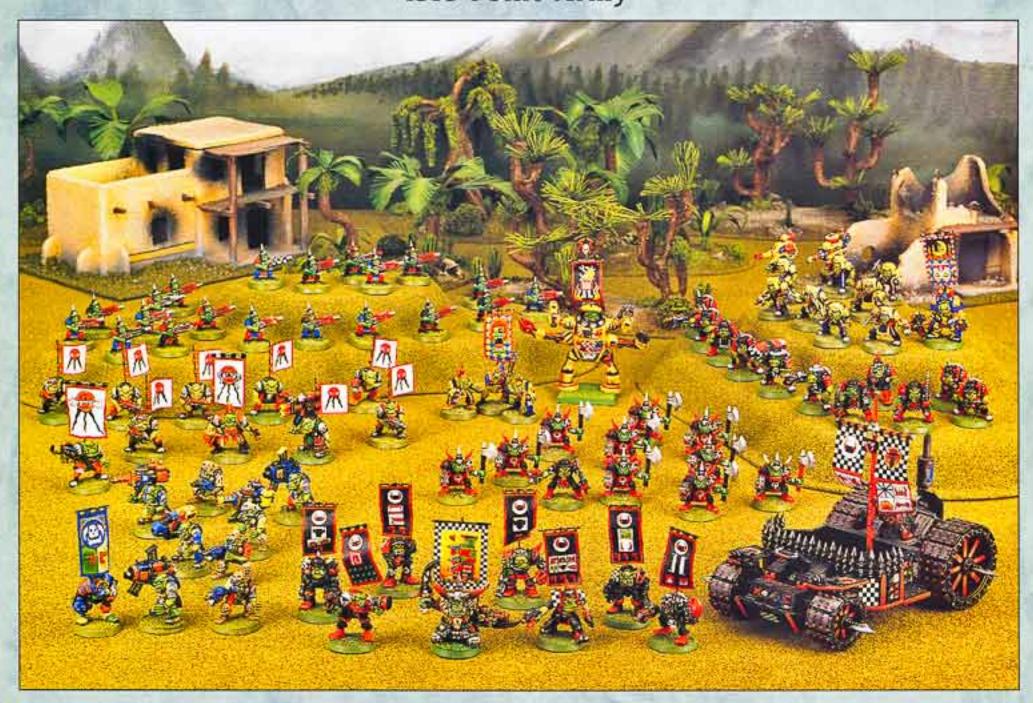
## LORD BZAARK'S CHAOS DWARF ARMY 2950 Point Army



### CAPTAIN TYCHO'S BLOOD ANGELS 1522 Point Army



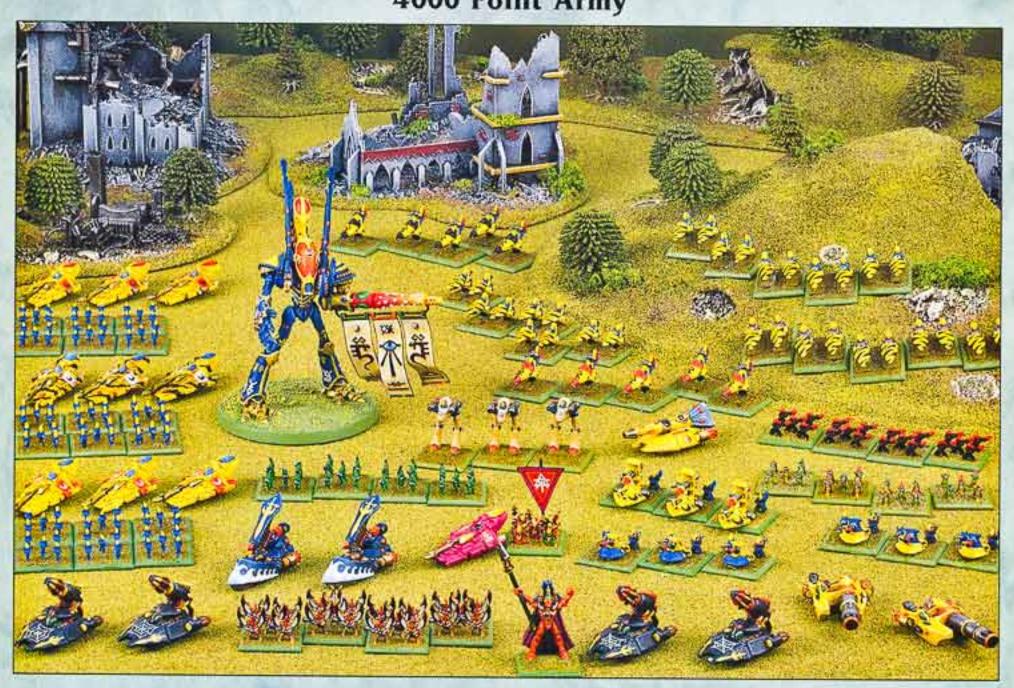
### WARBOSS MAGROT'S ORK HORDE 1518 Point Army



# CHAOS RENEGADES 5000 Point Army



## ELDAR WARHOST OF THE ALAITOC CRAFTWORLD 4000 Point Army

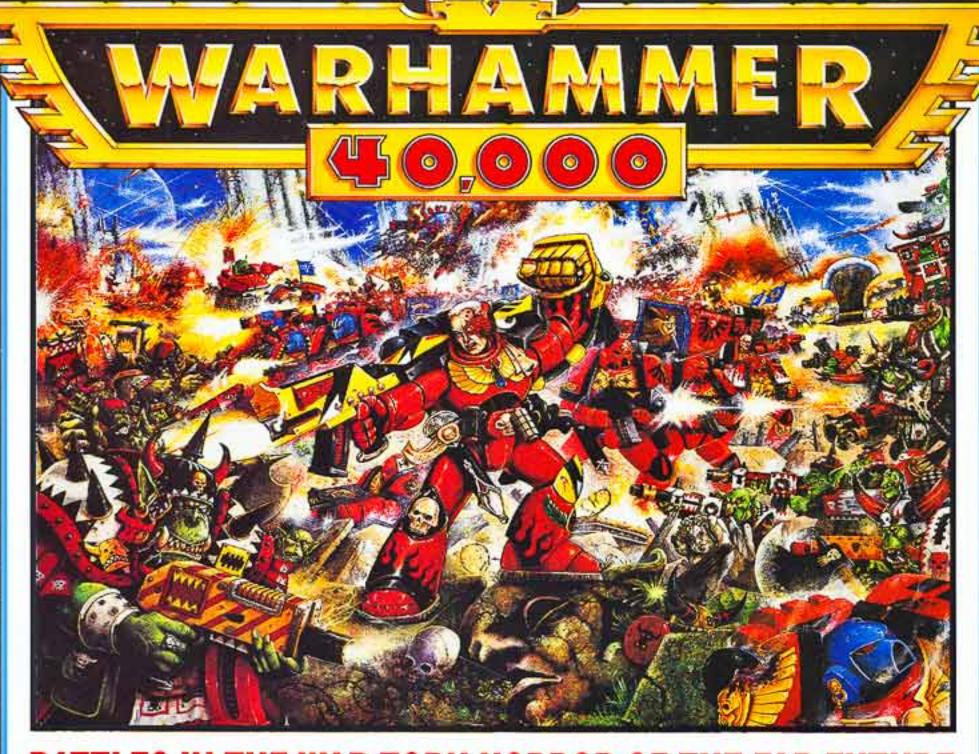


### THE IMPERIAL GUARD OF BARBARIUS PRIME 4000 Point Army



### SQUIGBREFF'S ORK HORDE 4000 Point Army





### BATTLES IN THE WAR-TORN HORROR OF THE FAR FUTURE

The new boxed Warhammer 40,000 game contains 80 new plastic Citadel Miniatures (20 Space Marines, 20 Space Orks and 40 Gretchin with Autoguns), a comprehensive Rulebook, a Wargear Equipment Book, the Codex Imperialis background book, a

Scenario booklet, plus fullcolour burst templates, counters, fast playsheet and 20 card scenic buildings. Also included in the box are Wargear, Mission, Vehicle and Dreadnought cards, Squad data and Weapons reference cards, a full-colour guide to painting the models, ten ordinary dice and four

special dice for moderating heavy weapons and artillery fire.





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# WARHAMMER

Dark Millennium brings the full range of deadly fighting machines, devastating psykers and exotic wargear to the Warhammer 40.000 game.

Warhammer 40,000 game.

The box contains over twenty full colour vehicle datafax including everything from bikes to battle tanks and dreadnoughts. Special rules and psychic disciplines are detailed for each of the major races. Dark Millennium also contains dozens more templates and Wargear cards for you to equip your specialist troops with and two sets of two new Mission cards – Witch Hunt and Guerrilla War, and a deck of eighteen strategy cards to help you to defeat your enemies and emerge the victor!

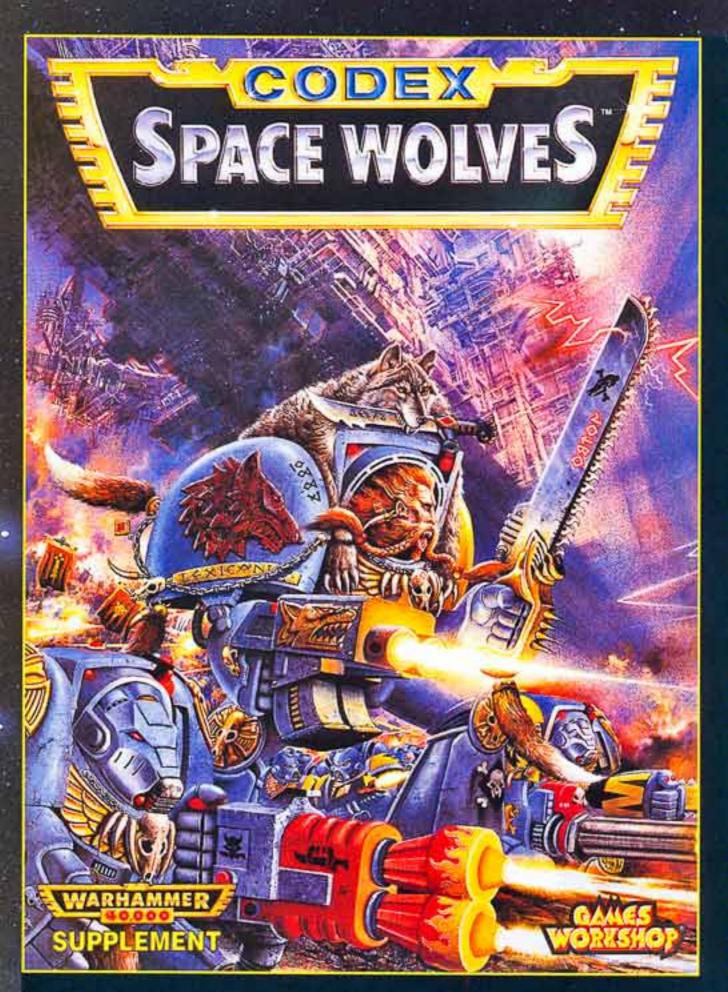


THIS IS NOT A COMPLETE GAME. YOU WILL NEED A COPY OF WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOX.

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# WARHAMER 40,000



#### THE SPACE WOLVES

In ages past the mighty Primarch Leman Russ led the Space Wolves Chapter of Space Marines. Never was there a warrior as fierce as Leman Russ, and never were there Space Marine Warriors as headstrong and battle-keen as the Space Wolves. This invaluable companion to the Warhammer 40,000 game describes the armies of the Space Wolves Chapter in complete detail.

### THE MIGHT OF THE SPACE WOLVES

The creation of the Space Wolves in the days of the Primarch Leman Russ is described together with their forbidding homeworld, the icy planet of Fenris.

#### ORGANISATION AND SPECIAL RULES

Organisational details and special rules are provided for the Space Wolves, including details of the Long Fangs, Grey Hunters, and Blood Claws.

#### ARMY LIST

A complete army list for the Space Wolves Chapter is given including special characters such as Njal Stormcaller, Ulrik the Slayer, Ragnar Blackmane and Logan Grimnar.



CODEX SPACE WOLVES IS NOT A COMPLETE GAME. YOU NEED A COPY OF WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOOK.

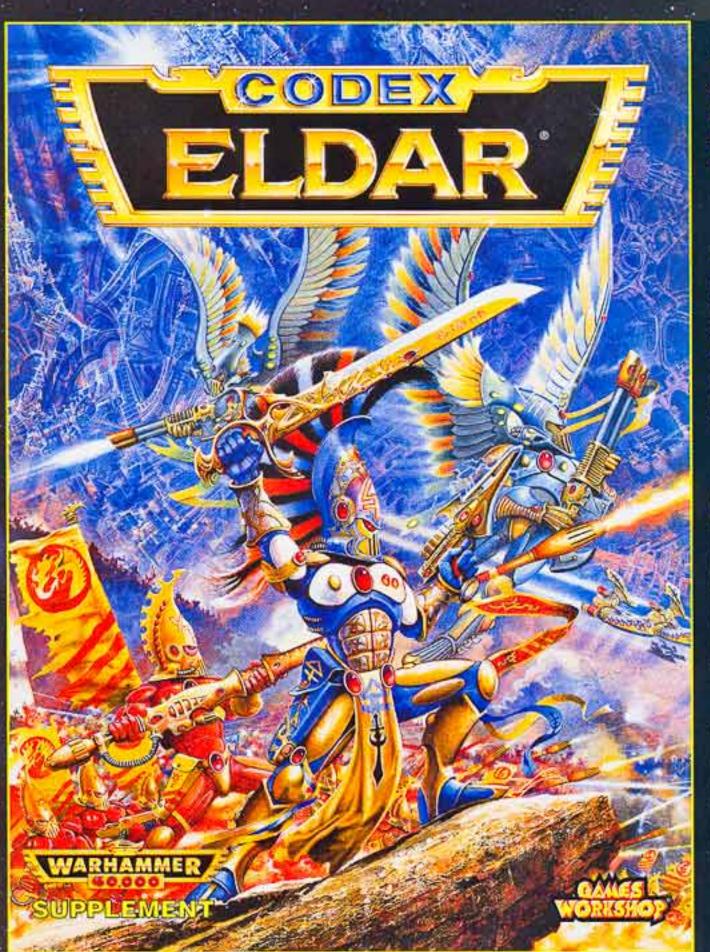
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# WARHAMER #



#### THE ELDAR

This essential companion to the Warhammer 40,000 game describes the history and armies of the Eldar in complete detail.

### THE ANCIENT CIVILISATION OF THE ELDAR

The rise and fall of the Eldar race is described in full, together with the advanced technologies of psychic engineering, the limitless energies of the Infinity Circuit and the mysteries of the Eldar Paths.

### SPECIAL RULES

Full game rules are provided for all the Eldar weapons, vehicles and wargear, including: Wraith Cannon, the Wailing Doom, the Laser Lance, Vibro-cannon, Vyper Jetbikes, the Sword of Asur and much more.

#### **ARMY LIST**

The book features a detailed army list for the Eldar army covering the diverse Aspect Warriors, the Harlequins, Pirates, Exodite Dragon Knights, Wraith-Guard plus many more war machines and warriors.

#### **'EAVY METAL**

This volume also contains many full-colour uniform guides and Eldar miniatures painted by the Games Workshop Eavy Metal team.



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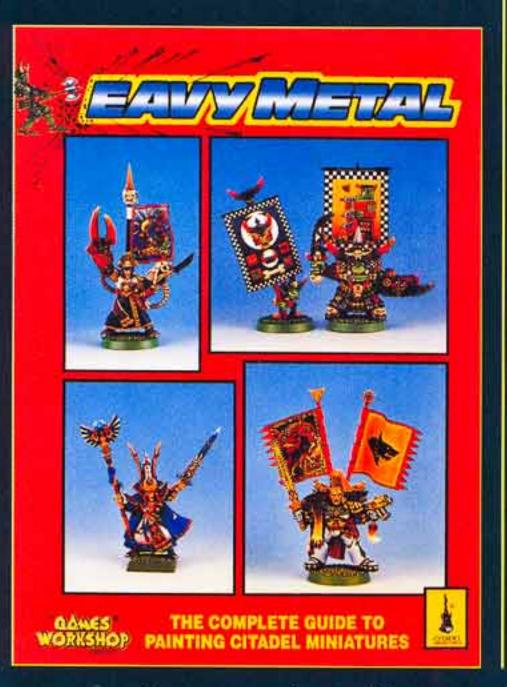


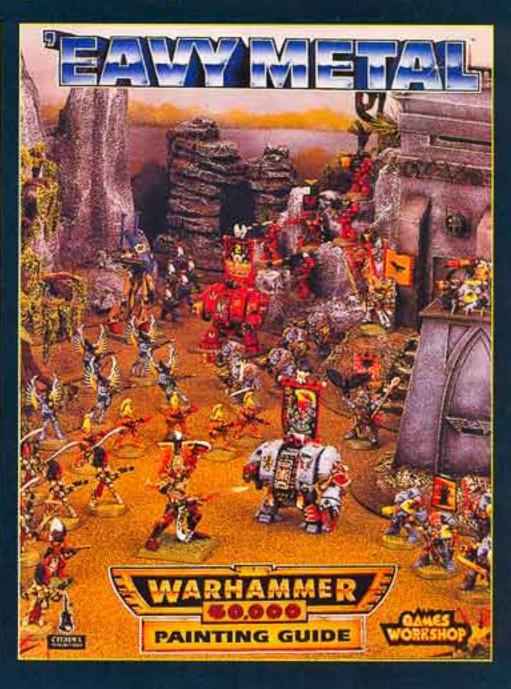
# PEANY RETAIL

### PAINTING GUIDES

Essential reading for miniature painters and modellers. Mike McVey's 'Eavy Metal Painting Guides contain all you need to know, whether you're new to painting or an expert perfecting your technique.

The first of the 'Eavy Metal series, the 'Eavy Metal Painting Guide is the definitive volume on painting Citadel Miniatures. It covers everything from setting up your work area and applying basic procedures, through to advanced painting and special techniques, including glazing and blending.





The Warhammer 40,000 Painting Guide is the second volume in the series, and the most comprehensive guide published about painting Warhammer 40,000 miniatures. It includes painting techniques and colour schemes for all of the different races and character models of the 41st millennium.

For your copies, call into your local Games Workshop store, or phone our Mail Order Department on (0773) 713213.



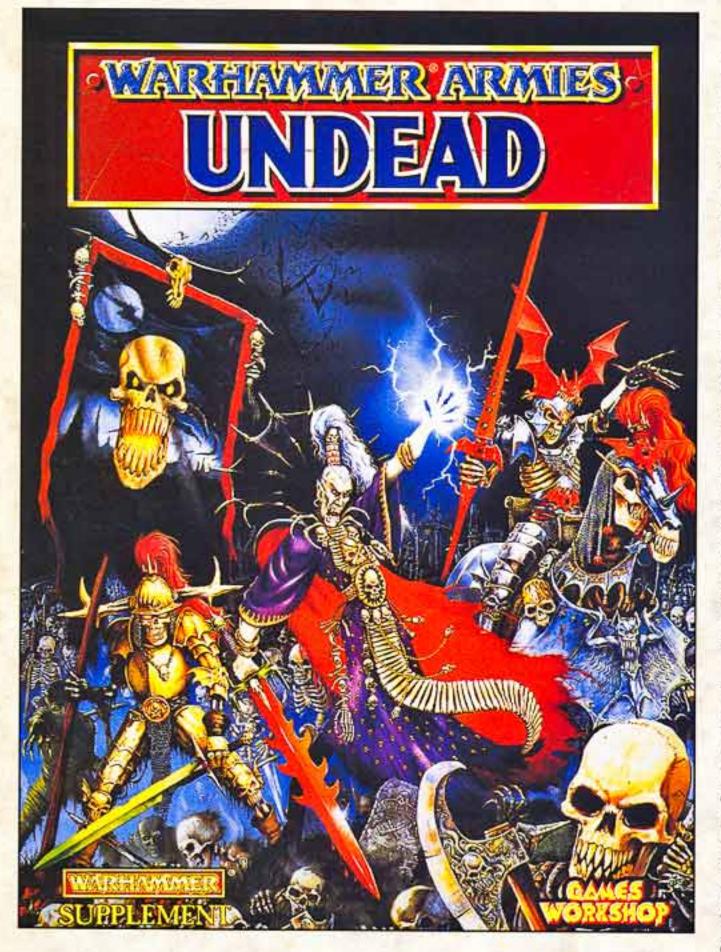
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# WARRANIER



### THE UNDEAD

In the Warhammer World the dead do not rest easy. Vampires lurk in haunted castles in the sinister forests of Sylvania. Necromancers to escape their seek mortality by searching for forbidden knowledge within the pages of accursed books. In lost cities buried beneath the desert sands of the Land of the Dead, the Tomb Kings rule over legions of corpses, their servants in death as they were in life. And behind all of this towers the ancient shadowy figure of Lord Nagash - the Great Necromancer, once human but now powerful enough to rival the Gods themselves.

This essential supplement for the Warhammer game describes the armies of the Undead in complete detail. The book contains a full history of the Undead together with an army list that includes rules for all the Undead creatures, characters, warriors and war

machines. There are also a set of 10 new Necromantic Magic spell cards as well as over a dozen new Magic Item cards and an exciting Undead scenario – Revenge of the Doomlord.

Warhammer Armies books for the Empire, Dwarfs, Orcs and Goblins, High Elves and Skaven are also available along with the Warhammer Battle Magic supplement.



### WARHAMMER ARMIES - UNDEAD IS NOT A COMPLETE GAME. YOU NEED A COPY OF WARHAMMER TO USE THE CONTENTS OF THIS BOOK.

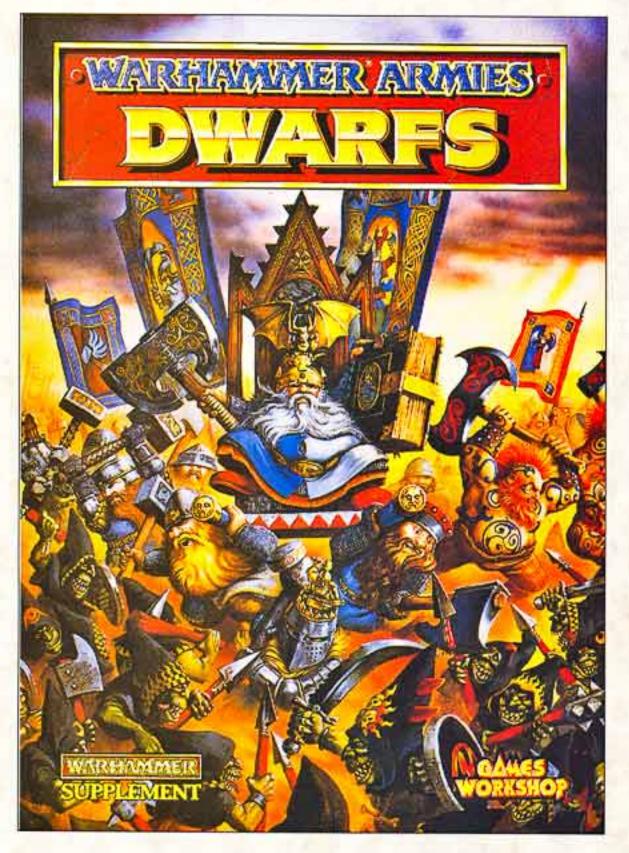
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Each fully illustrated volume in the Warhammer Armies series is packed with background, history, special rules and a complete army list. With detailed, full-colour painting guides, these books form the essential reference collection for all Warhammer gamers.

### WARHAMMER ARMIES DWARFS

Renowned as battle-hardened warriors, Dwarfs have endured centuries of war and conquest to establish their mighty Empire among the Worlds Edge Mountains. This supplement describes the Dwarfs' Empire and history, from the great days of the Ancestor Gods to the sorry times of the present. It includes details of the Dwarfs' language, their music, writing, and magic runes.

The Dwarf army list includes details about Runesmiths, Hammerers, Iron Breakers, Long

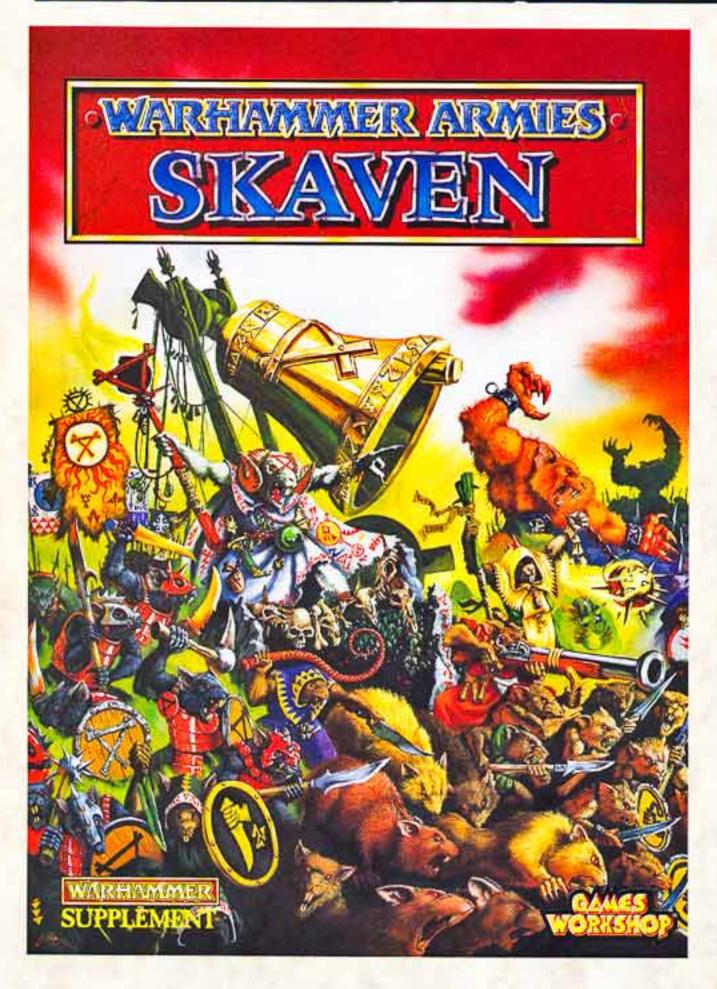
Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, and more warriors and war machines. A full list is provided for Dwarf heroes past and present, including Ungrim Ironfist the Slayer King of Karak Kadrin, Thorgrim Grudgebearer the High King of Karaz-a-Karak, the renowned Slayer Gotrek Gurnisson and Joseph Bugman Dwarf Master Brewer.

**Special rules** include details of the game rules for all Dwarf war machines and warriors including the Flame Cannon, Organ Gun, Slayers, and Runesmiths. A complete new magic rune system is described allowing Dwarfs to build their own powerful magic weapons, armour, standards, war machines and talismans.

In addition Lord Duregar leads a Dwarf army into a ferocious battle against Orcs and Night Goblins at the very gates to the ancient stronghold of Karak Eight Peaks

— a new Warhammer scenario.

# WARRINGER



### THE SKAVEN

The vile and malevolent Skaven gnaw through the roots of the Old World like a malignant cancer. From their sprawling capital of ancient evil, Skavenblight, their Under-Empire spreads ever outward as seething hordes of vicious rat-men lie waiting to bring the final apocalypse down upon the unsuspecting realms of men.

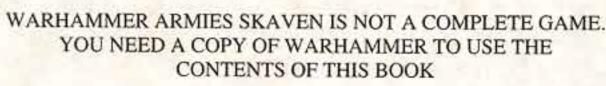
Hidden from the eyes of men black-clad assassins slink through the sewers, rabid Plague Monks brew magical pestilences, insane Warlock Engineers build their devastating weapons of mass destruction and foul Packmasters mutate warped and deadly war-beasts to unleash upon their foes.

Through the ancient and evil Lords of Decay the Horned Rat himself, dark god of the Skaven race, cynically guides his children to their ultimate destiny of complete mastery of the entire world!

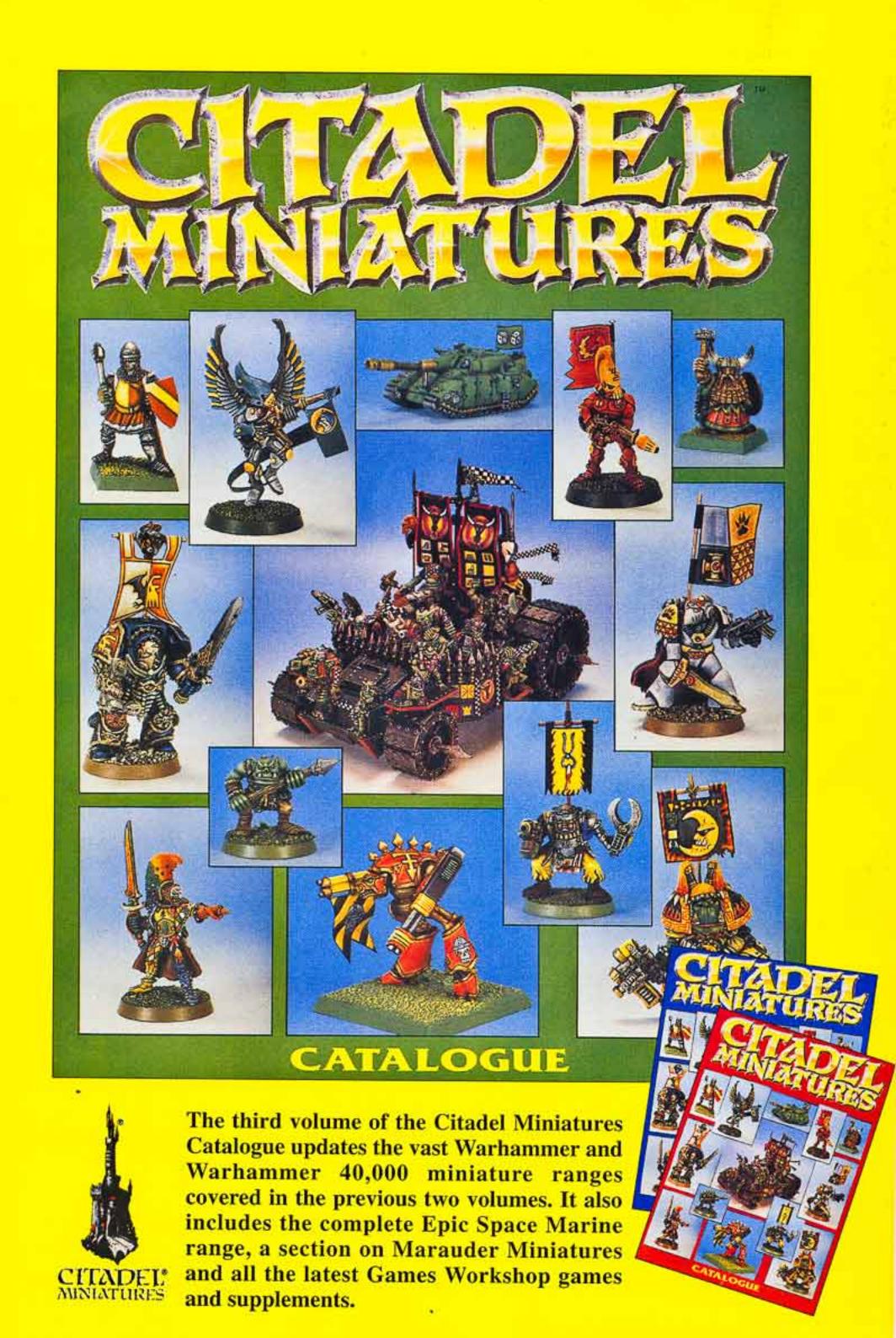


This indispensable supplement for the Warhammer game of fantasy battles describes the Skaven race and their unspeakable horror in complete and exhaustive detail.

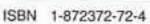
The Empire, Dwarfs, High Elves, and Orc & Goblin armies books are also available along with the Warhammer Battle Magic supplement.













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