

# CITADEL MINIATURES

THE 1997 COMPLETE CATALOG



GAMES  
WORKSHOP®



# 1997 COMPLETE CITADEL<sup>®</sup> MINIATURES CATALOG



Dwarf Queen Helgar

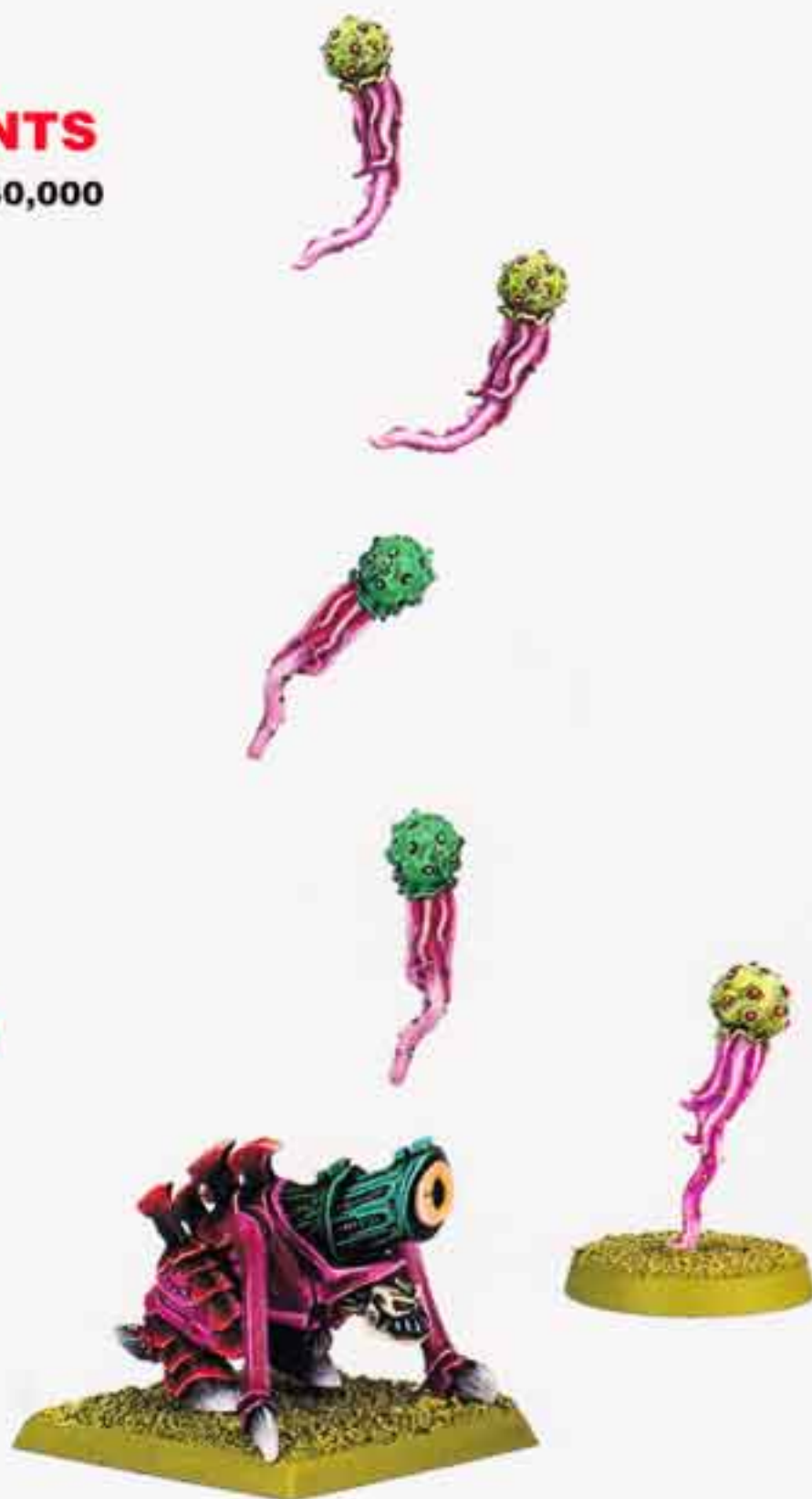
Welcome to Games Workshop's 1997 Complete Citadel Miniatures Catalog. Within these pages you will find pictures for the entire range of Citadel Miniatures for Warhammer and Warhammer 40,000. All the models are shown at **ACTUAL SIZE**, except in some cases, such as units of miniatures and the color battle shots, where we had to reduce the image to fit on the page. When possible we have pictured the miniatures in the catalog pages next to their blister "mates". Duplicate miniatures will occasionally be shown when models are packed with more than one variant. You can find packaging details at the bottom of each code section, which will list the accessories that come with each particular model. Games Workshop's plastic slottabases are supplied with all miniatures that require them.

## WARHAMMER 40,000 CONTENTS

1-8	INTRODUCTION TO WARHAMMER 40,000
9	DARK MILLENNIUM
10	WHITE DWARF SUBSCRIPTIONS
11-41	IMPERIAL SPACE MARINES
42-42	FORCES OF THE IMPERIUM
44-65	IMPERIAL GUARD
66-74	CHAOS
75-92	ELDAR
76-77	WARHAMMER 40,000
93-114	SPACE ORKS
115-122	TYRANIDS
123	COMPLETE BOXED ARMIES
124	CODEX ARMY BOOKS
125	CITADEL COLOUR PAINTS
126	SCENERY
127	SPACE HULK
128	NECROMUNDA

## WARHAMMER CONTENTS

1-4	INTRODUCTION TO WARHAMMER
5-21	WOOD ELVES
22-32	HIGH ELVES
33-43	DARK ELVES
44-70	EMPIRE
71-86	DWARFS
87-100	SKAVEN
101-134	ORCS AND GOBLINS
135-162	CHAOS
163-178	UNDEAD
179-191	CHAOS DWARFS
192-202	BRETONNIA
203-211	LIZARDMEN
212-213	MONSTERS
214	CUSTOMER SERVICE & WWW SITE
215	WHITE DWARF SUBSCRIPTIONS
216	WARHAMMER SUPPLEMENTS



*Tyranid Biovores are living artillery pieces that can launch deadly Spore Mines across the battlefield. Spore Mines are living creatures themselves, able to drift over terrain until they find the enemy and explode with devastating results. For more Tyranid bio-weaponry go to page 115 of this catalog.*



# THE WARHAMMER HOBBY

In a fantasy world amidst the clash of swords and the blare of trumpets, mighty warriors meet on the fields of battle. Like the crack of a lightning bolt, lances split as gallant knights crash into the massed ranks of stalwart foot troops. Archers darken the sky with deadly volleys of arrows, while great cannons are brought to life with thundering booms. Using Citadel Miniatures, Warhammer, the Game of Fantasy battles brings all the excitement of commanding vast armies of noble warriors to your tabletop!



## GETTING STARTED

The hobby starts with your first Citadel Miniature. From there, you can advance to painting your model, collecting an army, and playing a game.

## A WORLD IN A BOX

The best way to get into the hobby is with the Warhammer boxed game. Packed full with over 80 of our finest plastic miniatures, the box contains rules, dice, and everything you'll need to play. Any flat surface becomes the battlefield where you and your opponent can maneuver mighty armies of Citadel Miniatures in a test of tactical skills and battle prowess, but the hobby doesn't end there.



One of the great new Lizardmen models.

## EXPANDING YOUR GAME

The excitement and fun of playing a tightly contested battle is just the start of the Warhammer hobby. Players can expand their armies, adding special troop types, exotic war machines, powerful magics, and terrifying monsters.

## CITADEL MINIATURES

Citadel Miniatures makes a vast range of plastic and pewter models for use with Warhammer. There are thousands upon thousands of different models to choose, from evil Egrimm Van Horstmann mounted on the fearsome Chaos Dragon Baudros, to a unit of the brave and gallant Bretonnian Knights, or the short and hardy Dwarf Warriors.

Not only is Van Horstmann an unstoppable Chaos Sorcerer, but he makes an impressive centerpiece for any Chaos Army.







From start to finish: the stages of painting a Citadel Miniature.

### BRILLIANTLY PAINTED MINIATURES

Part of the Warhammer hobby is painting figures. Nothing brings a tabletop battlefield to life like a well painted army of Citadel Miniatures. Games Workshop has created the Citadel Colour range of paints specifically for our models.

In order to help beginners get started, the Warhammer boxed game contains a basic painting guide. By using a few fun but simple to learn techniques, players will soon have an army to be proud of. For more advanced techniques look to the monthly painting feature in White Dwarf magazine.



#### BASIC STEPS TO PAINTING MODELS

**Above:** Priming is a crucial step in properly painting a model.

**Below:** Base coating the model is the next essential step.



**Left:** After the model is basecoated it's time to shade, highlight and finish the base. Special models can be given banners by drawing a design on paper and using the same painting process.







An army of Dwarfs digs in and prepares to meet the foul Chaos horde.

### BUILDING THE BATTLEFIELD

The first few games will most likely be played on the kitchen table with the supplied buildings in the boxed game. It isn't long before players want to game on more elaborate tables filled with vast forests, rolling hills and rocky outcrops, or perhaps on the banks of some mighty river. Varied terrain allows the creation of special scenarios. For example, in one game you could be defending a crucial bridge, and in another assaulting the gates of a castle. Making scenery is part of what makes Warhammer more than a single game, but a complete hobby as well.



It's easy to make a small stand of trees. All you need is a little imagination, the right tools and some of our great new ready-made trees!

### THIS CATALOG

This catalog is intended to be your complete guide to the Warhammer hobby. With this essential tome in hand, tabletop generals and model collectors can now, at their leisure, pore over the entire line of **Citadel Miniatures** for Warhammer.

### ORGANIZATION

Grouped together by race, each miniature is shown as close as possible to **ACTUAL SIZE**. Packaging information, like whether the models come in boxed sets or blister packs, as well as what plastic accessories are included, can be found at the bottom of each page. Unless otherwise noted, all models in this catalog are made of pewter.

### KEEPING UP TO DATE

Each month Citadel Miniatures puts out dozens of new models, so to keep up-to-date with all the latest **New Releases** for Warhammer, Warhammer 40,000, and all of Games Workshop's games, check out **White Dwarf**, the monthly magazine devoted to the Games Workshop Hobby.



A Dwarf Hammerer Standard Bearer.





High Elves and Dark Elves clash on the battlefield, continuing their centuries old struggle.

### FOR FREE

If you are just getting started in the Warhammer hobby and would like to find out more about the myriad of Games Workshop products, then check our **FREE** introduction booklets. The **World of Hobby Games** is an overview of the Games Workshop and Citadel Miniature Hobby. Inside you'll find items on all the Games Workshop games including Warhammer and Warhammer 40,000, plus you'll get a peak at White Dwarf Magazine, and special Games Workshop events like Games Day!

This guides is available for free from better gaming stores, or if there are no well stocked stores in your area give us a call directly.

### GAMES WORKSHOP ONLINE

If you haven't seen it yet, then you're missing out! Go to Games Workshop's fantastic website and catch all the latest news and releases:

<http://www.games-workshop.com>

### GETTING CITADEL MINIATURES

Finding Citadel Miniatures is easier now than ever before. All you need to do is visit your local **Games Workshop** store, **Chapter Approved** retail shop, or better hobby store. A list of stores in your area can be found each month in the pages of White Dwarf magazine, on our web site, or you can call our Customer Service who will be glad to either direct you to a local store, or mail you the whole list! If you can't find the models that you're looking for then check out what our great Mail Order Service can do for you. U.S. residents can call toll free at **1-800-394-GAME**, or in Canada dial **905-795-8091**.

### CUSTOMER SERVICE

Games Workshop has a toll-free Customer service number that you can call from 9 a.m. to 7 p.m. Eastern Standard Time. If you have rules questions, problems with a missing or defective product, or are just curious about all upcoming releases, our enthusiastic staff will be more than happy to help you out. Just give us a call at:

**1-800-492-8820**



The High Elf Mage Teclis is arguably the most powerful mage in the in the Warhammer World.





# WOOD ELVES

From the heart of Athel Loren, the woods come alive with the sounding of the Horn of the Wild Hunt. The cry of Great Eagles ring out from piney crags, huge green scaled serpents known as Forest Dragons wind their way through ancient, tangled growths, and even the trees seem to come alive to defend the magical forest.

## THE LIVING FOREST

The great forest of Loren is the home of the **Wood Elves**. Kin to the High Elves, the Wood Elves stayed behind in the Old World while their brethren returned to Ulthuan, the Elven homeland.

Forced to survive on their own the Wood Elves adapted quickly to the forest life. Their wisdom, fighting techniques and even their magic changed to match the wooded surroundings. They became protectors of the

forest, every tree was sacred and every glade was holy ground.

The forest in turn offered up all of its resources to them, providing food, shelter and even its own kinds of protection in the form of ancient and powerful **Treemen**, and the mystical wood spirits, the **Dryads**.



Wood Elf Archers are the deadliest Archers in the world.

## AMONGST THE TREES

The forest of Loren is so large and vast that unique communities sprang up. The Elves that settled in the piney crags of the mountains befriended the Giant Hawks that live there, using them to scout over the forest and when necessary ride them into war. Those Elves that settled the grassy glades brought with them the graceful Elven steeds, on which they became master riders and charioteers. The Elves that settled in the deep forests became master woodsmen and trackers, able to shadow intruders in the forests and lay deadly traps should they prove dangerous or troublesome.

## THE WILD HUNT

**Archers** make up the bulk of the Wood Elf Army. Their special long bows are able to shoot farther than normal bows, allowing a deadly hail of arrows to rain down on the enemy from far away. Wood Elf **Scouts** patrol ahead of the main force, giving ample warning to their kindred of any approaching dangers. **Waywatchers** are the ever vigilant forest guard, laying devious traps for the unsuspecting enemy. **War Dancers** are the most fierce and skilled Wood Elf Warriors, turning the art of war into a deadly flowing dance, leaving the enemy mesmerized just before they fall to the swift thrust of an Elven blade. **Glade Riders** glide swiftly through the wood on their Elven steeds, while **Charioteers** crash through the enemy lines.

## THE GODS INCARNATE

As if Wood Elves weren't deadly enough, they can be led into battle by their incarnate gods, **Orion** and **Ariel**. Orion, the master of the hunt is terrifying to behold. His wife Ariel is equally as terrifying, flying on giant moth wings and casting deadly magics about the battlefield. It is no wonder that the Wood Elf home of Athel Loren has yet to be successfully invaded.



Masters of stealth, Waywatchers are the deadly guardians of the Forest's borders.



A Wood Elf Spearmen ready for battle.





# WOOD ELVES

8501B WOOD ELF GLADE GUARD



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# WOOD ELVES

## 8501B WOOD ELF GLADE GUARD



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.

PACKAGED 2 MINIATURES PER BLISTER.



Able to move swiftly through wooded terrain, Wood Elf Spearmen units are formidable defensive troops.



# WOOD ELVES

8501C WOOD ELF ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.



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# WOOD ELVES

## 8501C WOOD ELF ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.

Wood Elf archers make up the bulk of any Wood Elf army. Their exceptional skill with the bow allows them to launch deadly volleys into enemy ranks and disappear into the forests before the enemy can retaliate.





# WOOD ELVES

## 8501D WOOD ELF DRYADS



PACKAGED 2 MINIATURES PER BLISTER.

Fierce tree spirits, Dryads can assume different tree aspects to combat their foes.



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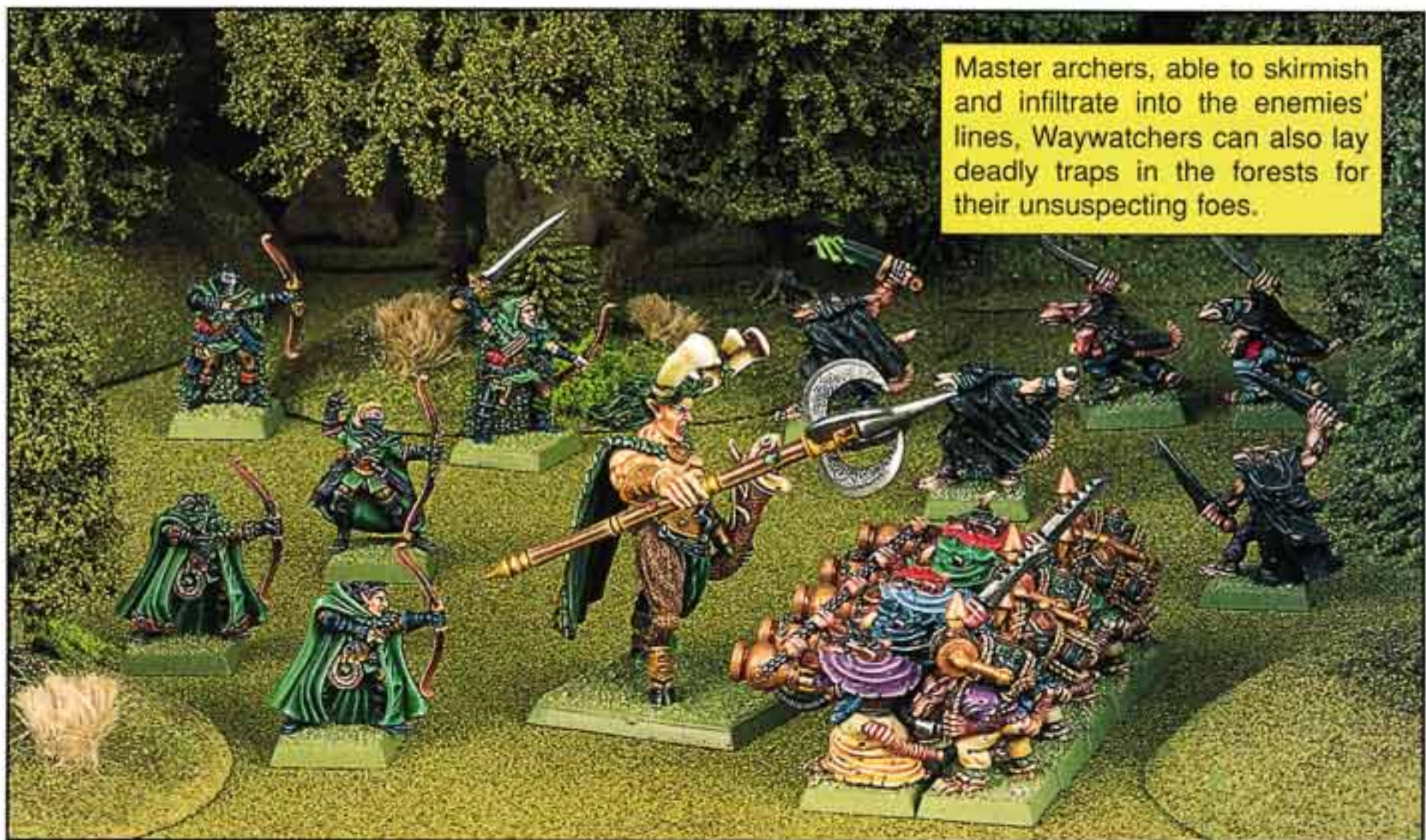


# WOOD ELVES

## 8501E WOOD ELF WAYWATCHERS



PACKAGED 2 MINIATURES PER BLISTER.

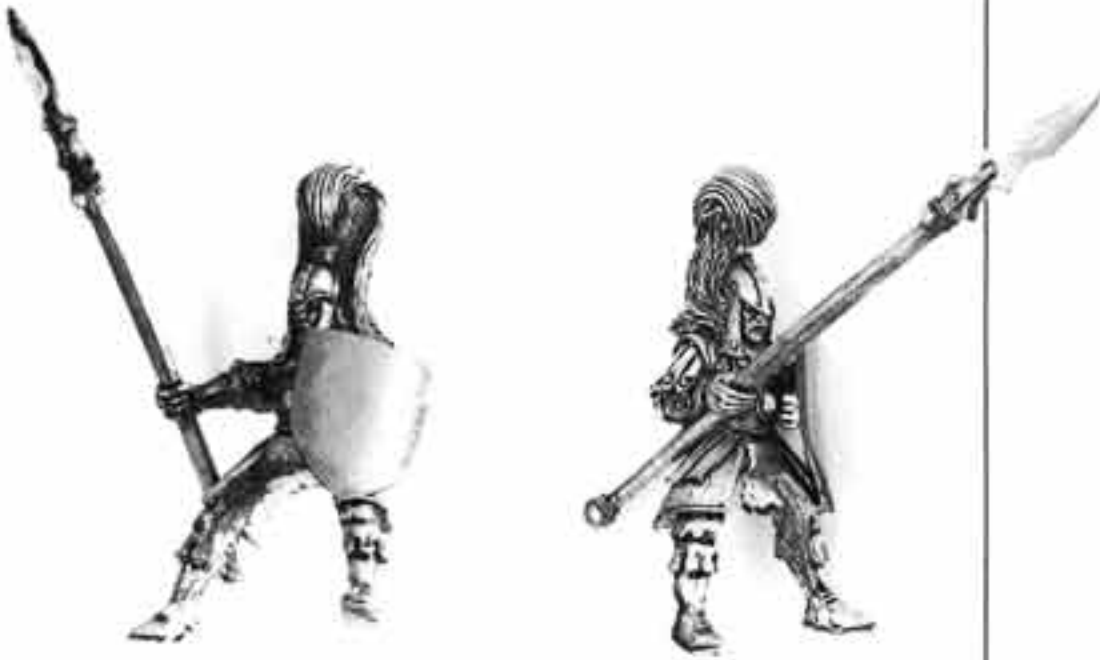


Master archers, able to skirmish and infiltrate into the enemies' lines, Waywatchers can also lay deadly traps in the forests for their unsuspecting foes.



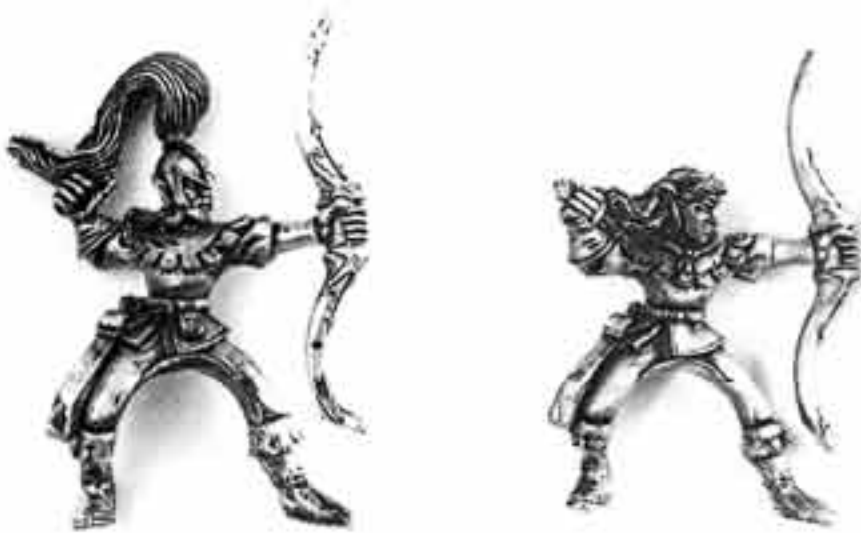
# WOOD ELVES

## 8502A GLADE RIDERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8502B GLADE RIDER ARCHERS



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8502C GLADE RIDER CHAMPION



MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

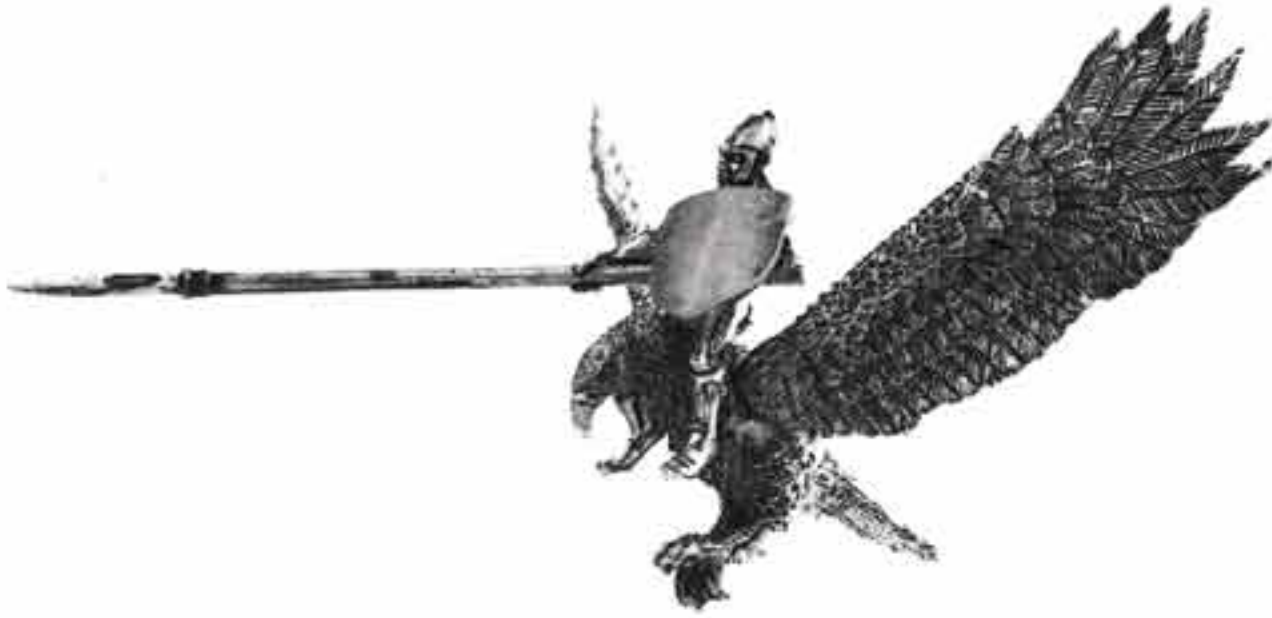


The Glade Guard are the only living cavalry that can move without penalty through forests.



# WOOD ELVES

## 8502D WOOD ELF WARHAWK RIDERS



MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

## 8502E WOOD ELF WARHAWK RIDER WITH BOW

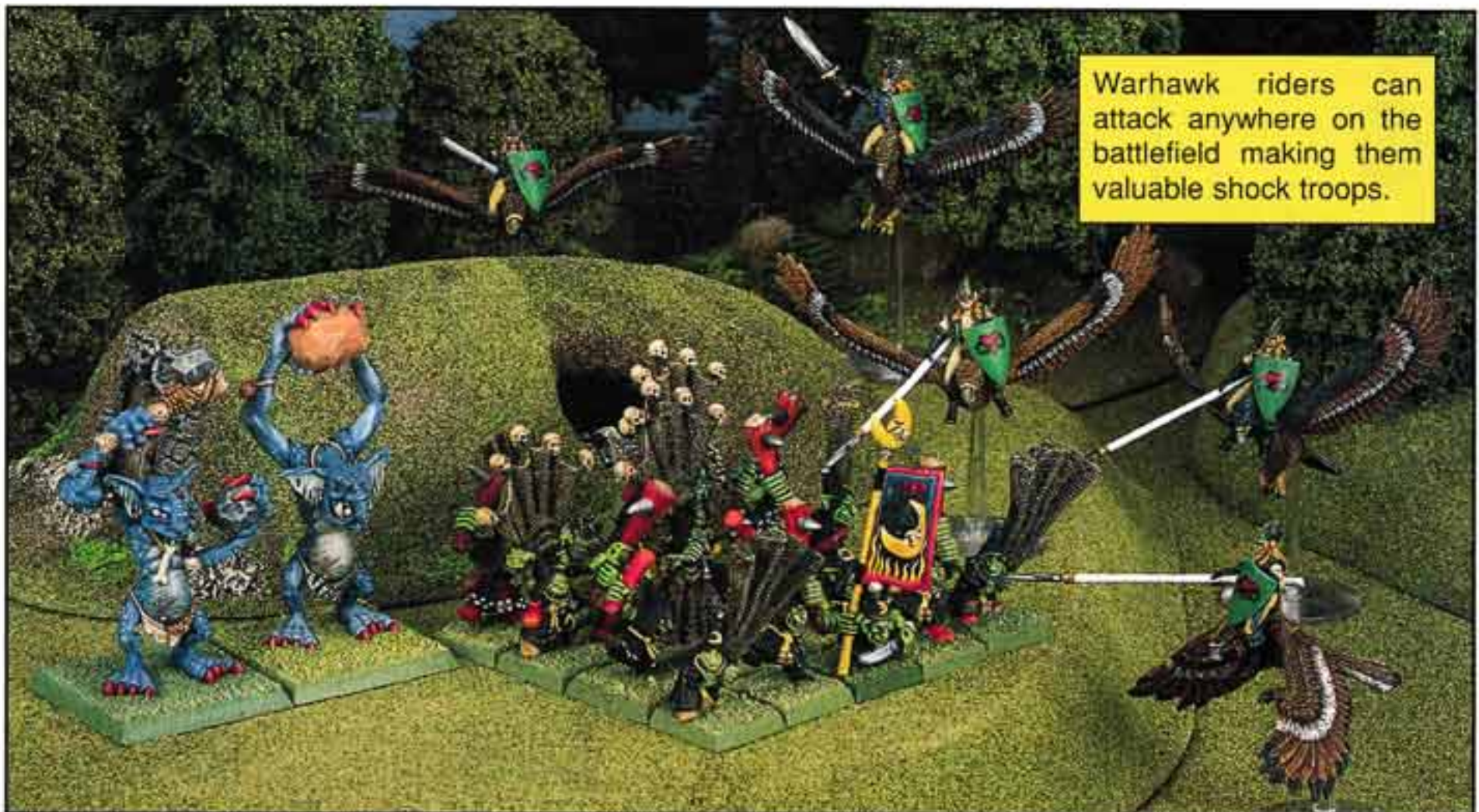


PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

## 8502F WOOD ELF WARHAWK RIDER CHAMPION



MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.



Warhawk riders can attack anywhere on the battlefield making them valuable shock troops.



# WOOD ELVES

## 8502G GLADE RIDER STANDARD BEARER



MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8502H GLADE RIDER MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8504A WOOD ELF COMMAND



PACKAGED 3 MINIATURES AND 2 STANDARD BEARER TOPS PER BLISTER.



# WOOD ELVES

## 8503B WOOD ELF WARDANCERS



PACKAGED 2 MINIATURES PER BLISTER.

Leaping and twisting in battle, the Wardancers turn fighting into an art, finishing their startled enemy with a quick thrust of an Elven blade.





# WOOD ELVES

8504D WOOD ELF MOUNTED GENERAL



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504E WOOD ELF MOUNTED MAGE



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504F WARDANCER CHAMPION



PACKAGED 1 MINIATURE PER BLISTER.

8599Q SKAW, THE FALCONER

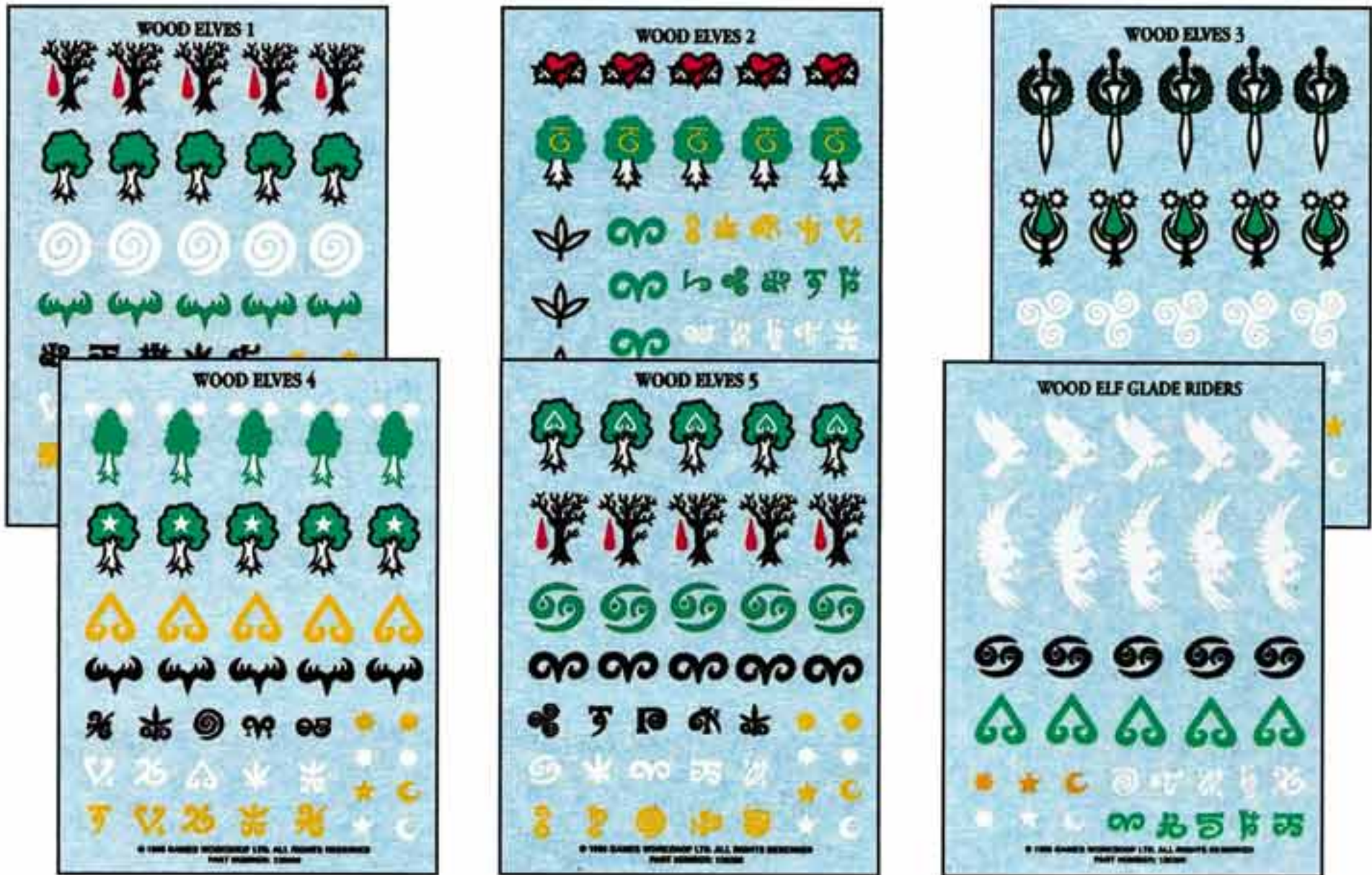


PACKAGED 1 MINIATURE PER BLISTER.



# WOOD ELVES

## 8583K WOOD ELF TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.

## 8583L WOOD ELF BANNERS



PACKAGED 5 BANNERS PER BLISTER.



# WOOD ELVES

## 0534 DURTHU TREEMAN HERO

Durthu resembles a wizened and gnarled old oak tree. He is ancient beyond reckoning and has endured in the depths of the forest for untold ages. If the Forest of Loren is invaded, Durthu will be disturbed by the sounds of battle and destruction. Enraged, he will lurch through the forest seeking out the intruders and attack them with a savage fury that defies description.



## 0752 WOOD ELF PLASTIC ARCHERS

Wood Elf archers form the backbone of the army and are renowned for their keen-eyed and deadly accuracy.



# WOOD ELVES



## 8535 WOOD ELF DRAGON

The Chasm Glades of Loren are home to the rare Forest Dragons which have dwelt there since the dawn of time. Occasionally a Mage or Lord may succeed in tempting a young Forest Dragon to leave the chasm or a thousand-year old egg will be found and warmed up until it hatches. The hatchling will be nurtured for centuries until it has grown into a worthy mount reserved only for the greatest of Mages or Lords.



# WOOD ELVES

## 0537 ORION, KING OF THE FOREST

Orion is the King of all the Wood Elves, holding his court deep inside the enchanted forest. With his realm threatened, Orion assumes the aspect of the old Elven god of Nature – Kurnous, summons his hounds of war and goes to hunt his foe. None can stand against his rage as he charges across the battlefield in a primeval fury. His power is that of a mortal god, his ferocity echoes the rage of the untamed wilderness, and in his hand he carries the magical Spear of Kurnous.



## 0539 ARIEL, WOOD ELF QUEEN OF MAGIC

Ariel is the Queen of Athel Loren, a wise ruler and a mage of great power. She is the living embodiment of Isha, and the wife of King Orion. When the Wood Elf horns summon the warriors of Loren to do battle, Ariel assumes the awe-inspiring aspect of Isha, the ancient Elven goddess of Nature.

Those few that have angered her and lived to tell the tale, whisper of her piercing scream that shatters bones and cracks open armor, and the beat of her huge wings that heralds the arrival of death.



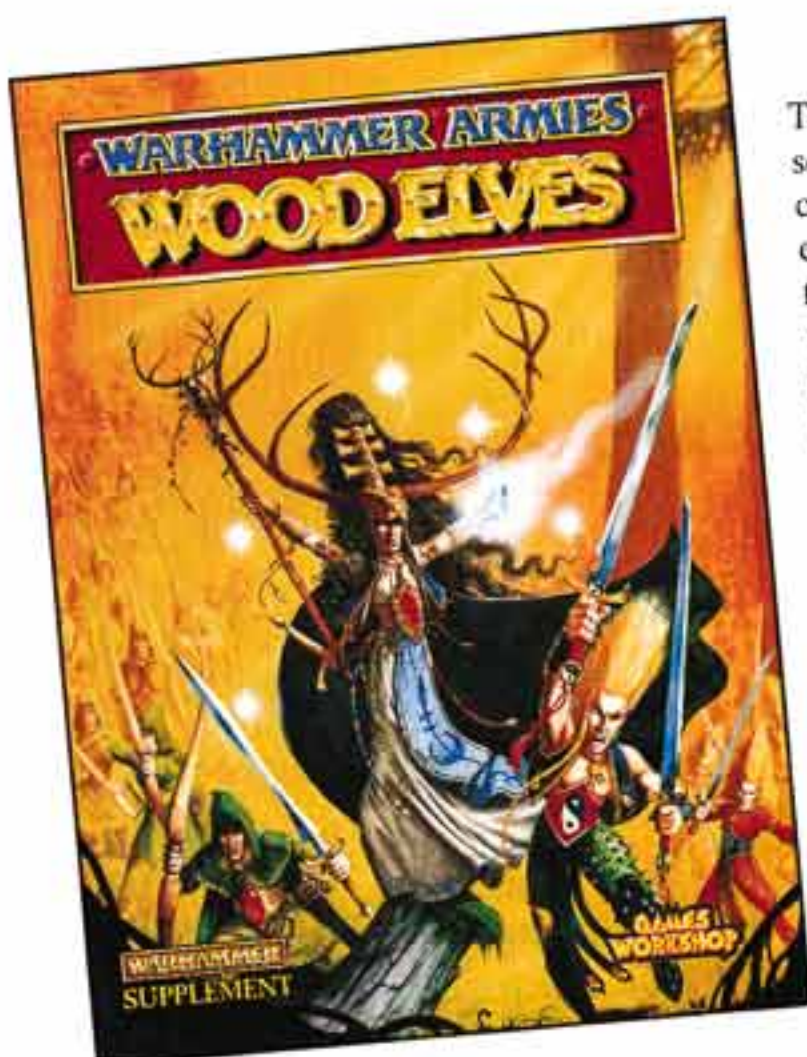


# WOOD ELVES



## 0508 WOOD ELF BOXED ARMY

Sweeping through the forests of Loren come the Wood Elves! Leading the charge is Cormac Airt, mounted on the back of a fierce Forest Dragon, unleashing a torrent of death with his magical long bow. Glade Riders sprint across the open grass, their spears aimed for the enemies' hearts. Wood Elf Archers appear out of the undergrowth, unleashing volleys of arrows into the intruders. Wardancers spring into the fray, weaving their dance of death and cutting down their opponents with a quick flick of a sword. The great Treeman Kern thunders to life, crushing all beneath his massive limbs, and spiteful Dryads repulse the enemy with their lashing leaves and entwining vines. The Wood Elves come forth to defend their forest home with all the fury of nature at their sides!



## 0138 WARHAMMER ARMIES WOOD ELVES

The Wood Elves are among the most ancient inhabitants of the Old World. Their secret realm, deep in the Forest of Loren, has remained hidden and free for centuries. Tirelessly the Scouts and Waywatchers guard the forest and no enemies have ever been able to conquer their land. The Wood Elves have tamed the savage beasts and giant birds of prey that inhabit their realm, and befriended the strange Treemen and Dryads who dwell in the depths of the forest. Their noble rulers are able to shape-shift into demi-gods to strike dread into the hearts of their foes.

### SPECIAL RULES

The Bestiary describes the unique warriors of the Wood Elves and the strange creatures of the forest including Wardancers, Scouts, Warhawk Riders, Great Eagles, Treemen and Dryads.

### ARMY LIST

A complete army list for the Wood Elves includes Charioteers, Glade Riders, Warhawk Riders, Scouts, Wardancers, Glade Guards, Archers, Treemen and Dryads. A separate section introduces some of the awesome characters of the forest realm including Orion and Ariel in the aspects of Eurnous and Isha, Thalandor Doomstar, Lothlann the Brave, Sceolan, Wyckwathyl the Wild, Scarloc, Gruarth the Beastmaster, Skaw the Falconer, Durnin the Treeman and the Dryad Drycha.



# HIGH ELVES

Before the great cities of man arose in the Old World the High Elves had already settled over much of the land. As High Elves are skilled warriors and powerful mages, their kingdom spread from continent to continent, their sleek ships come to dominate the oceans and huge fortresses rose up on every coast. But then...

## WAR FROM WITHIN

The Elves as a whole are a haughty and proud race, and it was only a matter of time before their pride clouded their judgment. Drawn into a war with the Dwarfs in the Old World, the High Elves exhausted their forces.

At their weakest they were suddenly betrayed by their own kin, now known as the Dark Elves. In a pitched battle for the throne and Kingdom, the High Elves were able to drive back the Dark Elves, but at a terrible cost.



High Elf steeds are prized above all others for their speed, power and loyalty.



## THE REBUILDING OF AN EMPIRE

Their continent Isle of Ulthuan decimated by war, the High Elf citizens slaughtered, and their armies broken, the High Elves set out to reformatify their land and start on the long road to recovery. Every citizen was trained to fight and soon every Elf could be called on in the time of war. The powerful High Elf Mages came together and increased their considerable knowledge and skill with magic. Elite units of foot troops were reinforced and stood ready at a moments notice. The **Phoenix Guard**, masters of the halberd fight in an eerie silence, never uttering a word. The **White Lions of Chrace**, the King's personal bodyguard go forth wielding great double-handed axes.

The **Shadow Warriors** stand as the last few survivors of their province, searching endlessly for their hated enemy, the Dark Elves. The **Sword Masters of Hoeth** fight with huge two-handed swords, yet are able to wield them with as much speed and skill as a normal sword. Nobles gathered to form crack cavalry units like the **Silver Helms** and the **Dragon Princes of Caledor**. And **Tiranoc Charioteers** rumbled across the plains, drawn by fine Elven Steeds.

## ETERNAL VIGILANCE

Today the Elves live in a period of regrowth.

Old wounds have been healed and trade once again flows with the Dwarfs and the developing human nations. Great fleets of Elven ships ply the waters in trade and in war against their enemies. The High Elves are always on the alert, ready to meet the next invasion from their Dark Elf kindred, an Orc and Goblin Waaagh!, or the constant menace of the Chaos hordes.

All High Elves are trained with the bow and spear so they can defend their embattled homeland.



High Elf Mages are incredibly proficient in High Magic, the most potent form of magic in the Warhammer World.





# HIGH ELVES

## 8505A HIGH ELF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



# HIGH ELVES

## 8505A HIGH ELF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8505B WHITE LION COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# HIGH ELVES

## 8505C HIGH ELF HERO



PACKAGED 1 MINIATURE PER BLISTER.

## 8505D HIGH ELF MAGE - TETHAN



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8506A PHOENIX GUARD



PACKAGED 2 MINIATURES PER BLISTER.

## 8506B SWORD MASTERS OF HOETH



PACKAGED 2 MINIATURES PER BLISTER.



# HIGH ELVES

## 8506C SHADOW WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8506D WHITE LIONS OF CHRACE



PACKAGED 2 MINIATURES PER BLISTER.

## 8506E HIGH ELF ARCHERS



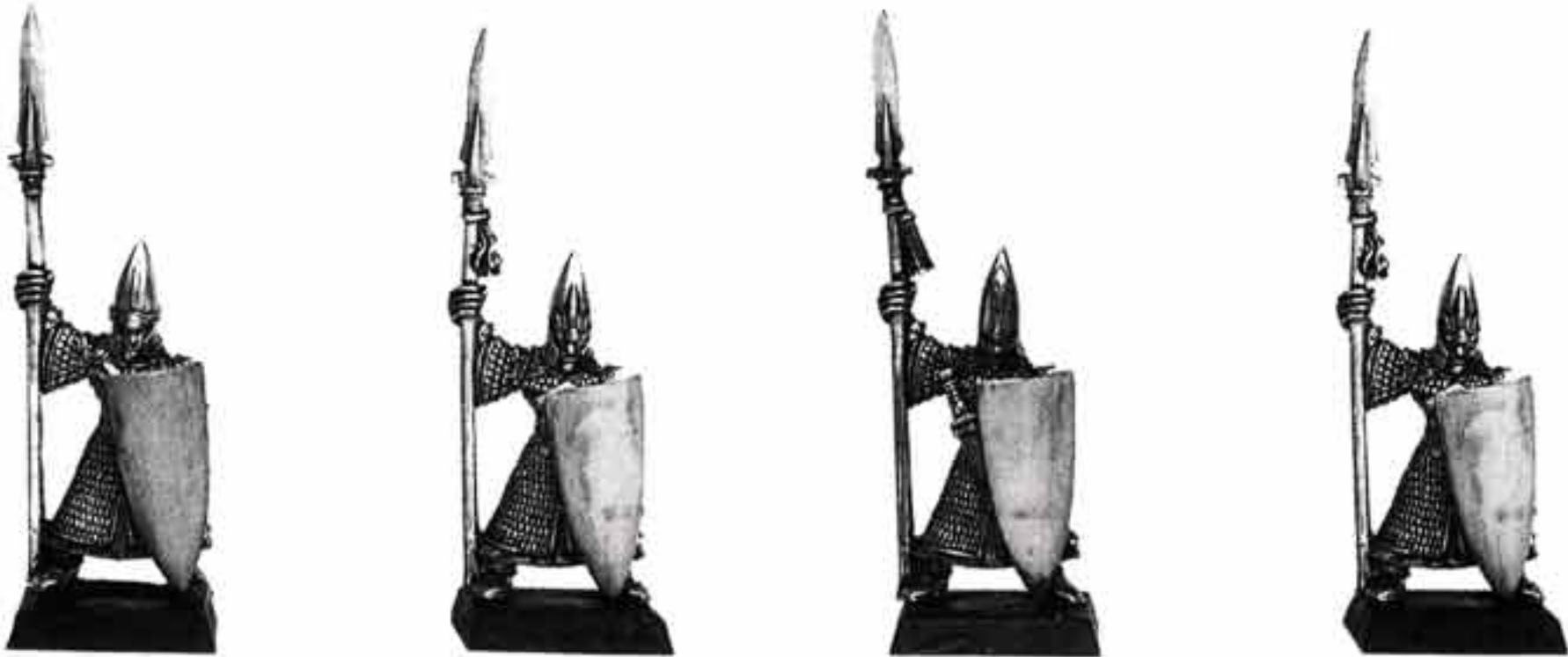
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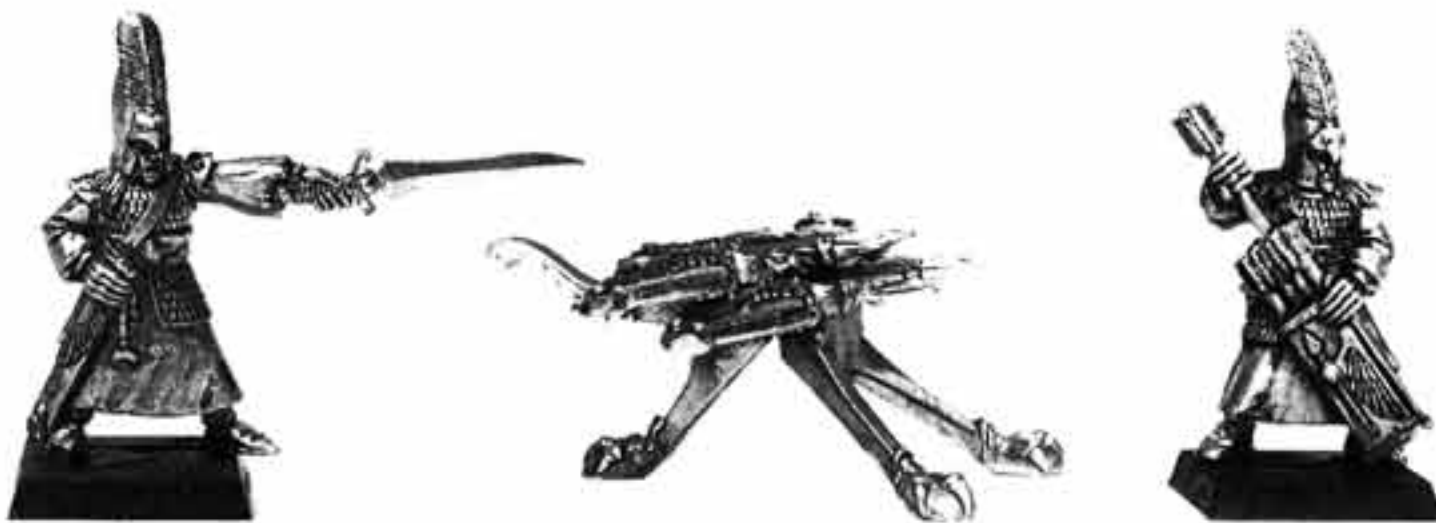
# HIGH ELVES

## 8506F HIGH ELF SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8506G HIGH ELF REPEATING BOLT THROWER



PACKAGED 2 CREW AND 1 REPEATING BOLT THROWER PER BLISTER.

## 8508A REAVER KNIGHTS WITH SPEARS



PACKAGED 1 MINIATURE, 2 PEWTER SPEARS, 2 BOWS AND QUIVERS AND 1 PLASTIC HORSE PER BLISTER.

## 8508B REAVER KNIGHTS WITH BOWS



PACKAGED 1 MINIATURE, 2 BOWS AND QUIVERS AND 1 PLASTIC HORSE PER BLISTER.



# HIGH ELVES

## 8508F SILVER HELMS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE, 2 PEWTER SPEARS AND  
1 PLASTIC HORSE PER BLISTER.

## 8597C ELDROTH, THE LORD OF TOR ELDROTH



MINIATURE SUPPLIED UNPAINTED.  
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8597F FENDAR, HIGH ELF HERO



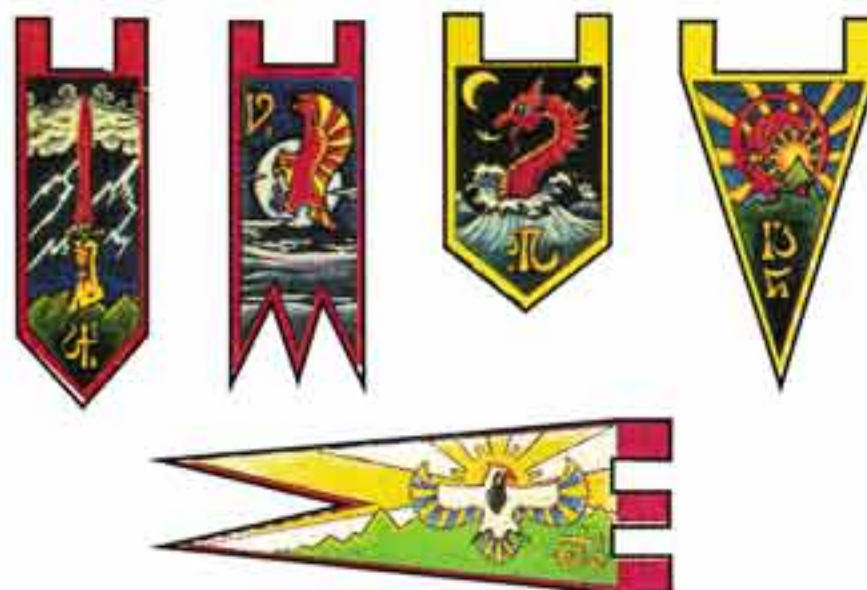
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8597G ARDATH, HIGH ELF HERO



MINIATURE SUPPLIED UNPAINTED.  
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8583B HIGH ELF BANNERS

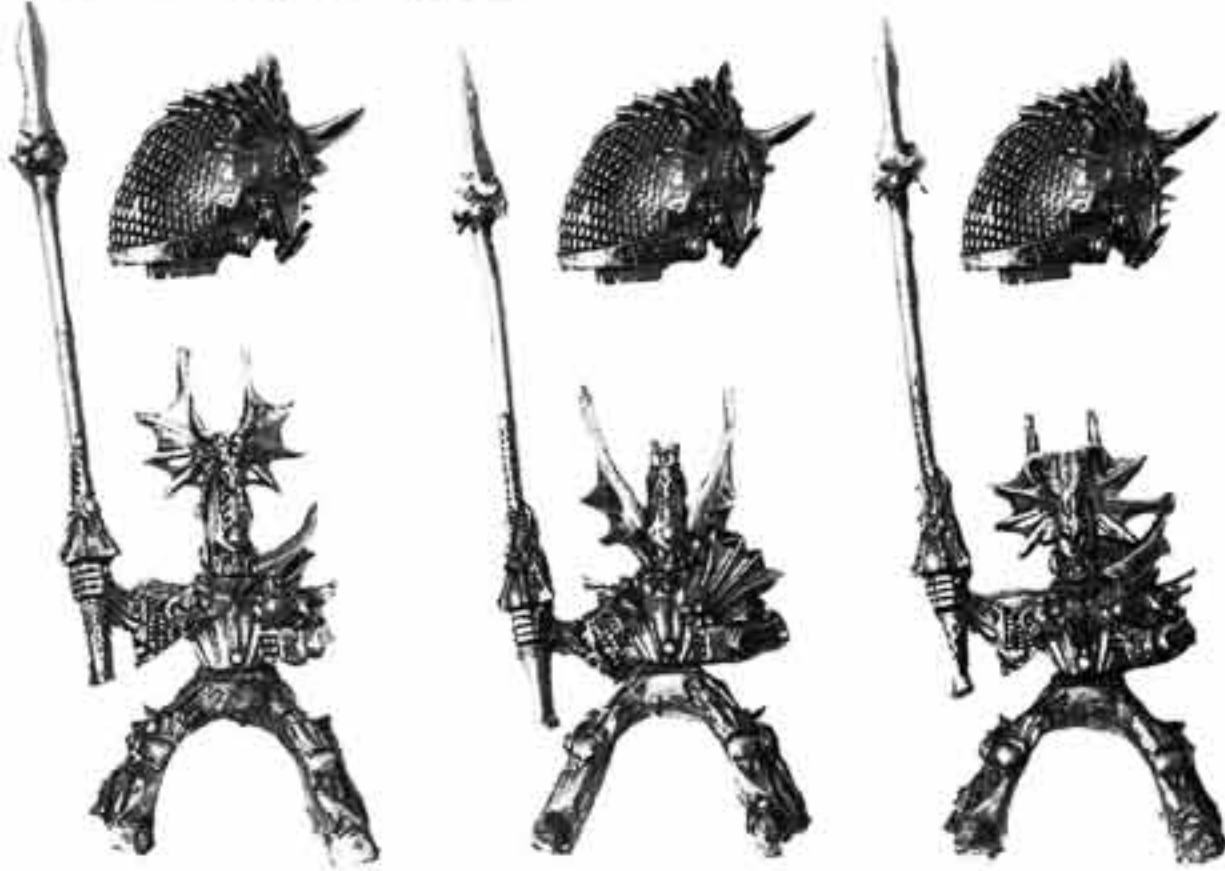


PACKAGED 5 BANNERS PER BLISTER.



# HIGH ELVES

## 8508G DRAGON PRINCES



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

## 8508H DRAGON PRINCES STANDARD BEARER



PACKAGED 1 MINIATURE, 1 PEWTER HORSE  
HEAD AND 1 PLASTIC HORSE PER BLISTER.

## 8599B PRINCE TYRION



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE, 1 PEWTER HORSE  
HEAD AND 1 PLASTIC HORSE PER BLISTER.



## 8599C TECLIS, HIGH ELF MAGE



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



## 8508I DRAGON PRINCES CHAMPION



MINIATURES ARE SUPPLIED WITH A  
PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE, 1 PEWTER HORSE  
HEAD AND 1 PLASTIC HORSE PER BLISTER.



# HIGH ELVES



## 0750 PLASTIC HIGH ELVES

The Island of Ulthuan is famous for producing the formidable High Elven Spearmen along with deadly keen-eyed Archers.

## 0527 HIGH ELF LORD OF DRAGONS

Armed with the mighty Star Lance and astride a hulking Dragon, none dare to stand before the awesome fury of Prince Imrik, the High Elven Lord of Dragons.





# HIGH ELVES



**0822  
HIGH ELF  
WAR GRIFFON**

One of the deadliest combinations in the Warhammer World! The Griffon is a winged terror with razor-sharp claws and a powerful hooked beak. Riding atop this majestic beast is the powerful High Elf Lord Eltharion.

**0825  
HIGH ELF  
BATTLE CHARIOTS**

Sleek and deadly, the High Elf Battle Chariots smash into the enemy and crush the foe beneath steel shod wheels. Few units dare to stand their ground as High Elf Chariots bear down upon them.



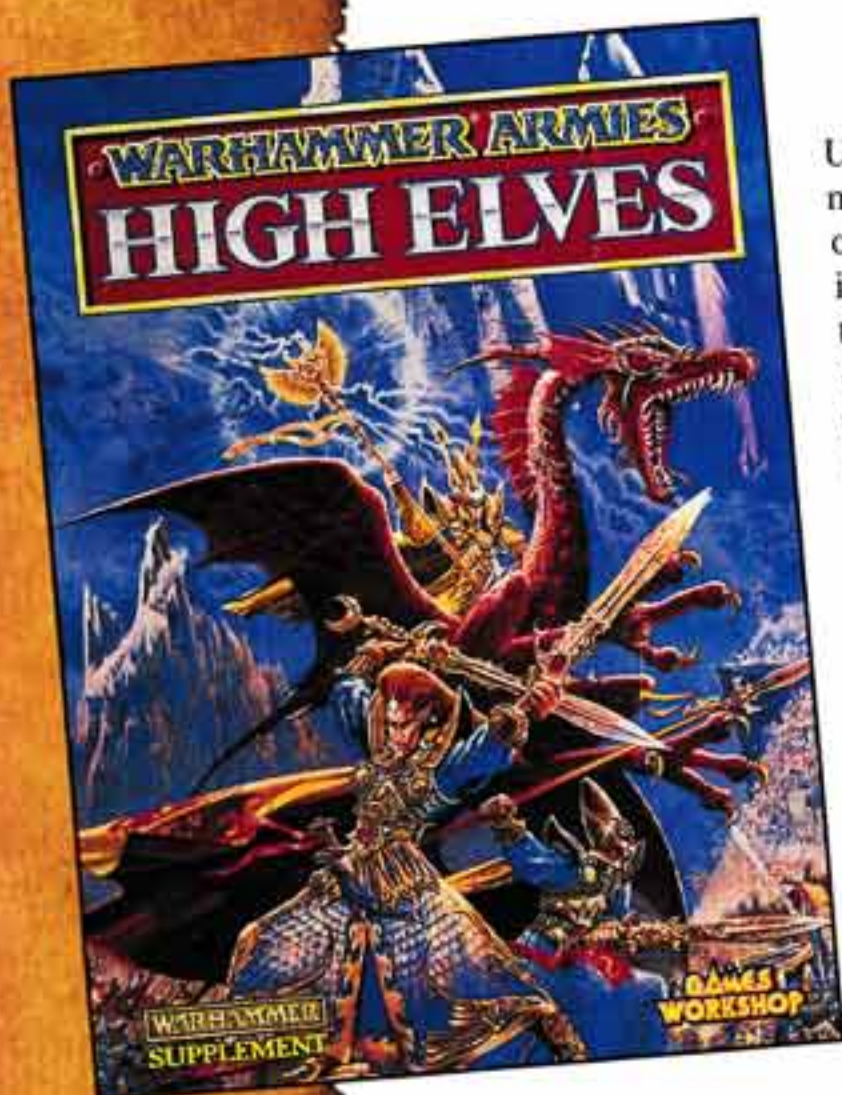


# HIGH ELVES



## 0521 HIGH ELF BOXED ARMY

Led by the mighty General, Prince Tyrion, the High Elves March to war! Like glinting beacons, Silver Helms charge forth. Along side the Silver Helms are the valiant Dragon Princes of Caledor, with their heavily barded horses made to look like the Dragons they once rode. High Elf Archers notch their arrows ready to support the advancing infantry. Spearmen stand ready, waiting to counter an enemy charge with their deadly spears. Phoenix Guard march forth quieter than a whisper, their halberds ready to cut down even the heaviest armored foe. Sword Masters make ready to engage the foe with their great two-handed swords which they wield with blinding speed. Tiranoc Charioteers race down the enemies flank waiting for the right moment to crash through the enemy units. With a mighty whoosh the High Elf Repeater Bolt Throwers spring to life, impaling the foe with its deadly volleys. This High Elf Army box contains all you need to start your High Elf Army and march to war with banners raised high!



## 0132 WARHAMMER ARMIES HIGH ELVES

Ulthuan - the ancient island realm of the High Elves: the birthplace of true magic, an enchanted land inhabited by creatures who were already millennia old before the emergence of mankind. Ulthuan is the greatest sea-faring power in the Warhammer World, dominating the flow of trade from the Old World to the new, a great colossus standing astride the ocean and guarding the destiny of the whole world. This indispensable supplement for the Warhammer game of fantasy battles describes the ancient land of Ulthuan and the armies of the High Elves in complete and exhaustive detail.

### SPECIAL RULES

Covering the unique High Elf repeater bolt thrower and many new magic items and spells such as the Moon Staff of Lileath, the Heart of Avelorn and the great runesword Sunfang.

### ARMY LIST

A complete army list for the High Elves including the Phoenix Guard, the Dragon Princes of Caledor, the White Lions of Chrace and the Sword Masters of Hoeth. A full list is provided including heroes, wizards, and monsters in your army. A separate section introduces great Elven heroes and wizards including Tyrion, Champion of the Everqueen, also called Orcbane and Mankiller, his twin brother Teclis, the greatest wizard in the Old World and founder of the Imperial Colleges of Magic, and Eltharion, Warden of Tor Yvresse and scourge of the invaders of Ulthuan.



# DARK ELVES

There is one name whispered in the Warhammer World with both complete fear and hatred. These marauders sail the seas on great Black Arks and are trailed by sea monsters too horrible to mention. When they make landfall it signals a period of war, destruction and death. They live for the thrill of the kill and the pleasure of enslaving others, they are the Dark Elves.

## A HISTORY STEEPED IN BLOOD

Dark Elf society is centered around war. They know no peace, having been banished to the frozen lands of Naggaroth centuries ago. They face the constant threat of invasion from the north by Chaos Hordes, and from the south they continue their never ending war with the High Elves.

Embedded in conflict for over 5,000 years with their hated cousins, the High Elves, the Dark Elves strive to reclaim the homeland they were driven away from so long ago.

Having embraced the ways of Dark Magic the Dark Elves descended into total and utter decadence. They revel in killing and the spilling of blood and take extreme pleasure from watching their enemies suffer.

## MALICIOUS INTENT

Dark Elf Warriors are cruel and fierce fighters. They are lithe and sinuous, their muscles are strong and their reactions are every bit as quick as their agile minds. **Dark Elf Warriors** wear distinctive and highly ornate armor. They carry cruel swords or spears and many are armed with a deadly **Repeater Crossbow** which shoots a hail of small, barbed arrows.

The Dark Elf Army is also replete with elite units such as the **Cold One Knights**. They ride ancient reptiles known as Cold Ones that live underneath the frozen lands. **Dark Elf Corsairs** fight from the decks of the great Black Arks. Protected by the impenetrable Sea Dragon Cloaks, they fight with a sword or axe in each hand. They are renowned for their dazzling and ferocious skill in combat. Perhaps the most feared are the deadly **Witch Elves**, who go into bloody frenzies when fighting, allowing them to literally carve their way through the enemy.

## CONQUEST OF EVIL

The Dark Elves are on a continuous quest to take back their homeland of Ulthuan. Until that glorious day comes, however, they are content to raid the cities and ports of other races, killing for pleasure and taking slaves.



Some Dark Elves are raised from birth to be trained killers. These warriors eventually become the feared Dark Elf Assassins.



A Dark Elf Champion.

## DARK PACTS

All Elves are a race touched by magic. No exception are the Dark Elves, who began their descent into decadence with the studying of the forbidden Dark Magic. After thousands of years, they have become supreme masters of their art, able to cast vile spells, and call forth evil Daemons in the blink of an eye.

Dark Elf Sorcerers, use forbidden magic to torture and destroy their enemies.





# DARK ELVES

## 8510A DARK ELF SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

Not only are the Dark Elf Spearmen solid defensive troops, but their quick move allows them to outflank and attack their opponents as well.





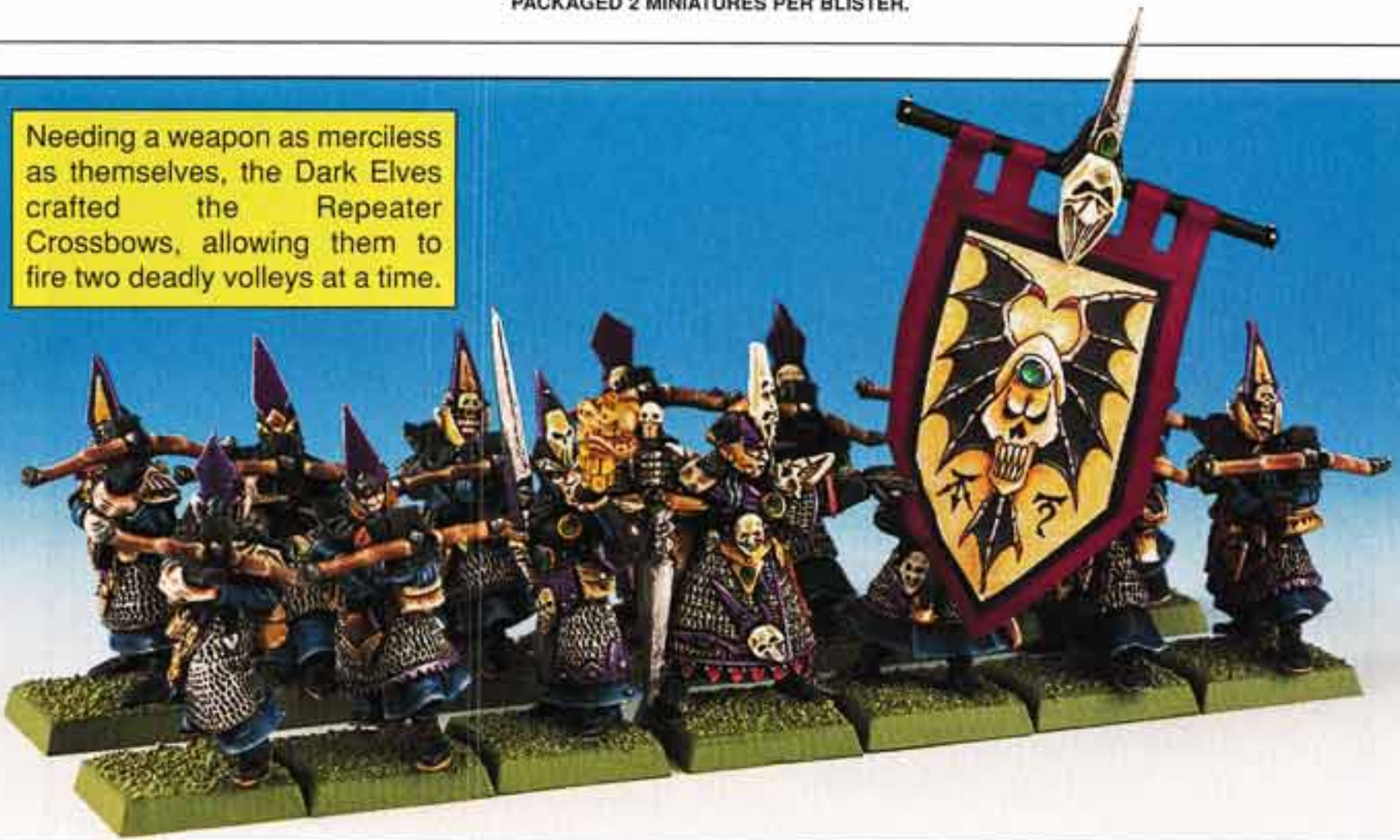
# DARK ELVES

## 8510B DARK ELF CROSSBOWMEN



PACKAGED 2 MINIATURES PER BLISTER.

Needing a weapon as merciless as themselves, the Dark Elves crafted the Repeater Crossbows, allowing them to fire two deadly volleys at a time.





# DARK ELVES

## 8510C DARK ELF CORSAIRS



PACKAGED 2 MINIATURES PER BLISTER.

## 8510D DARK ELF SWORDSMEN



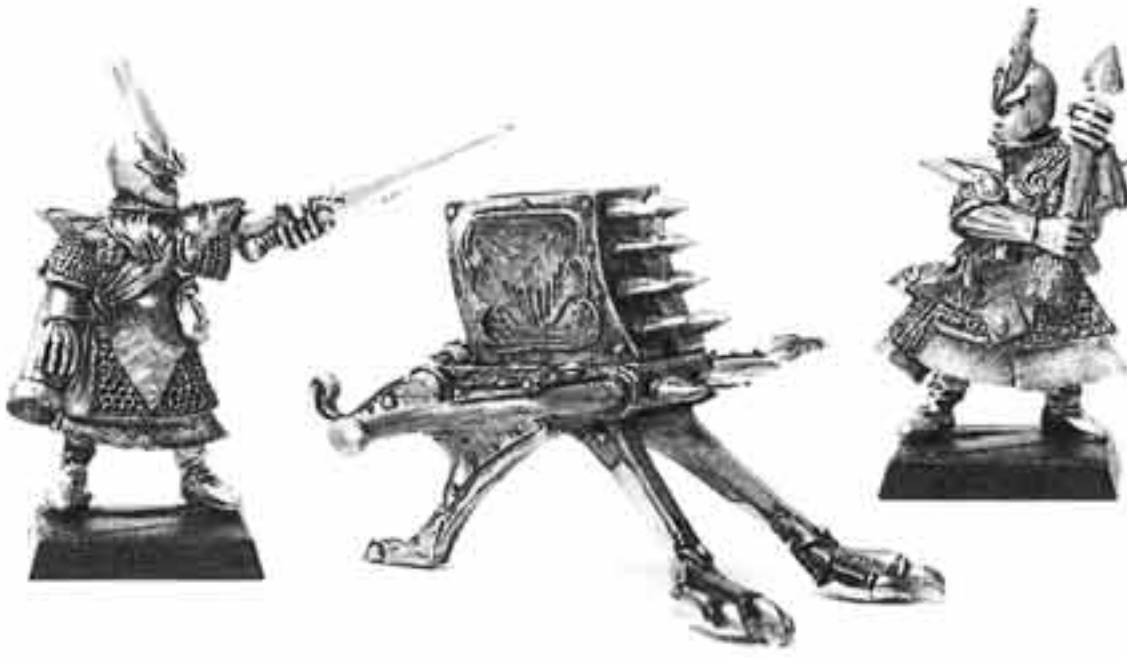
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.





# DARK ELVES

## 8510E DARK ELF BOLT THROWER



PACKAGED 2 MINIATURES AND 1 BOLT THROWER PER BLISTER.



## 8512A DARK ELF COMMAND

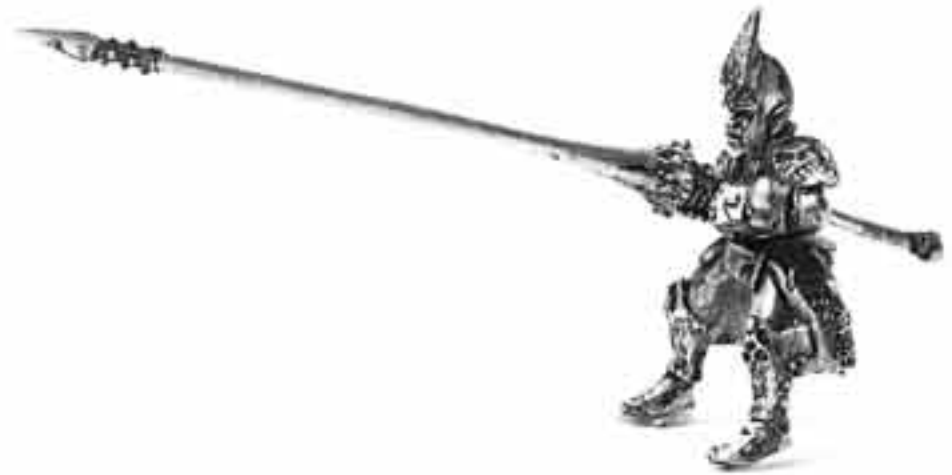


PACKAGED 3 MINIATURES AND 2 STANDARD BEARER TOPS PER BLISTER.



# DARK ELVES

## 8511A COLD ONE KNIGHTS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 COLD ONE PER BLISTER.

## 8511B COLD ONE STANDARD BEARER



## 8511C COLD ONE HERO

## 8511D DARK ELF GENERAL



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 COLD ONE PER BLISTER.

While Cold Ones can be subject to stupidity, once they have tasted blood in battle they are driven into wild frenzies, making them fierce mounts and opponents.





# DARK ELVES

## 8512C DARK ELF SORCERER



PACKAGED 1 MINIATURE AND  
1 RANDOM FAMILIAR PER BLISTER.

## 8512D DARK ELF ASSASSIN



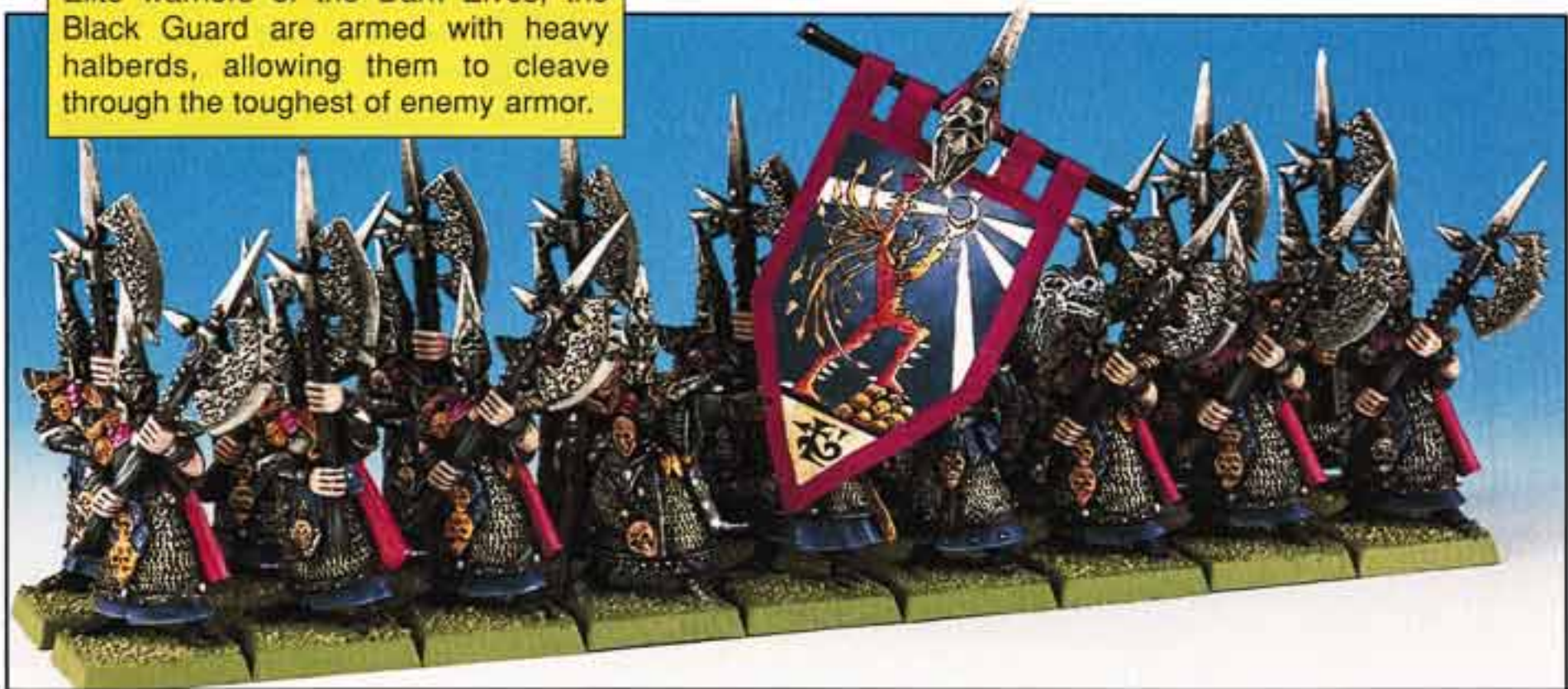
PACKAGED 1 MINIATURE PER BLISTER.

## 8513A BLACK GUARD OF NAGGAROTH



PACKAGED 2 MINIATURES PER BLISTER.

Elite warriors of the Dark Elves, the Black Guard are armed with heavy halberds, allowing them to cleave through the toughest of enemy armor.





# DARK ELVES

## 8513B WITCH ELVES



PACKAGED 2 MINIATURES PER BLISTER.

Witch Elves are the most cruel and bloodthirsty of all the Dark Elves. Driven into frenzies they live to butcher their foes and bathe in the blood of their enemies.



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CITADEL  
MINIATURES



# DARK ELVES

## 8583H DARK ELF BANNERS



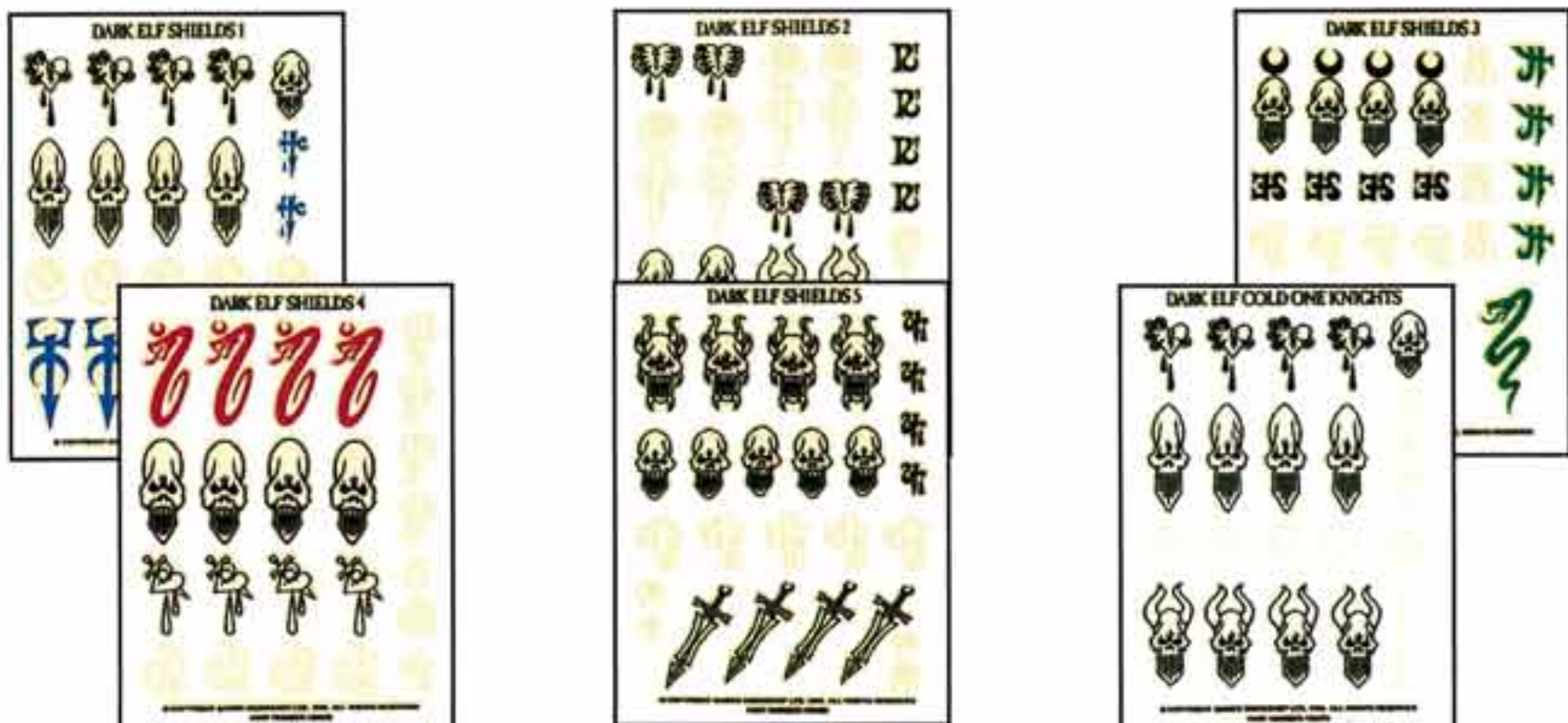
PACKAGED 5 BANNERS PER BLISTER.

## 8583I DARK ELF STANDARDS



PACKAGED 5 STANDARDS PER BLISTER.

## 8583J DARK ELF TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.



# DARK ELVES



## 0745 PLASTIC DARK ELF WARRIORS

Driven from the Elf lands of Ulthuan long ago, the Dark Elves are bitter warriors with an unquenchable penchant for cruelty. No defeated enemy can expect mercy from the Dark Elves.

0531

## THE BEASTLORD RAKARTH

The Dark Elves have always made great use of enslaved monsters, but none have ever approached the mastery of the Beastlord Rakarth. In fact, Rakarth can even tame the opposing player's monsters and use them for his own cruel purposes. It is said that the dungeons of Karond Kar are full of the creatures he has tamed.

Armed with the magical Whip of Agony, the Beastlord Rakarth rides to battle on an enormous Dragon that he has broken to his will.



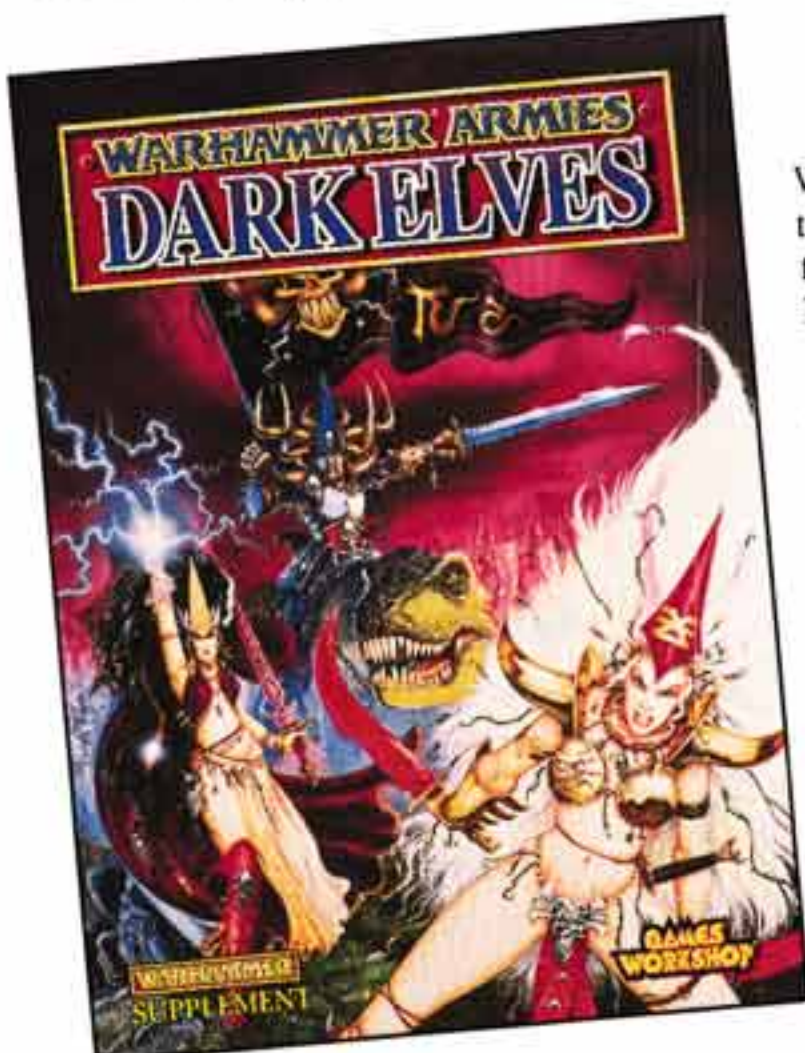


# DARK ELVES



## 0509 DARK ELF BOXED ARMY

Shudder in fear for the next dreaded boxed army, the Dark Elves, has arrived from the frozen lands of Naggaroth. Commanded by Shadrak the Slayer, he leads his followers onward into battle mounted on the back of a fearsome Cold One. With the General ride the rest of the Dark Elf Cold One Knights, their Blood Banner raised high. Dark Elf Warriors and the halberd wielding Black Guard march forth ready to cleave their enemy in two. Dark Elf Crossbowmen hold the high ground, sending volley after volley into the enemies ranks. Witch Elves charge forth with blood curdling screams, driving their foes before them with their frenzied attacks. Harpies sweep down from the sky, tearing through armor with their razor sharp claws and teeth. Dark magic billows forth from the Dark Elf Mages corrupting all in its path. And the deadly Repeater Bolt Throwers spring to life, skewering the enemy on gigantic bolts. Nowhere in the Warhammer World is safe from the ravages of the Dark Elves, and all the races shall cower before their might!



## 0137 WARHAMMER ARMIES DARK ELVES

Warhammer Armies, Dark Elves describes the history of the Dark Elf race since the Sundering - the cataclysmic result of the bloody civil war which divided forever the Dark Elves from their High Elf kin, and drove the Witch King and his savage followers northward into the Land of Chill.

### FORCES OF BATTLE

Warhammer Armies, Dark Elves contains a complete army list for the forces of the Witch King and the Dark Elf armies of Naggaroth. The list includes: Dark Elf Sorcerers, Executioners, Black Ark Corsairs, Dark Riders, Assassins, Witch Elves, Scouts and the deadly reptilian war beasts known as Cold Ones. The Special Characters section includes the full background and rules for some of the greatest heroes of the Dark Elf race such as Helbrion-Hag Queen of the Witch Elves, Shadowblade Master of Assassins, and the Witch King himself.

### WAR MACHINES AND MAGIC

This book also contains rules for the Dark Elf war machines such as the deadly Repeater Bolt Thrower and the mysterious Cauldron of Blood, together with a selection of new Magic Items. The 'Heavy Metal' pages cover a wide variety of Dark Elf regiments and include many full-color banner and shield designs.



# The Empire

Between the World's Edge Mountains and the Grey Mountains, nestled among the great forests lies the most powerful human realm in the Old World, The Empire. Here one of the world's greatest armies awaits its next challenge. Great Cannons stand ready to smash the enemy, crack units of Archers with arrows notched wait for their signal, and powerful Mages prepare to bend the winds of magic to their will.

## A TROUBLED BIRTH

The Empire stands as a testimony to the fighting spirit of its inhabitants. It was born amidst great Orc and Goblin armies, incursions of Chaos hordes, and has even survived the evil scheming of the Skaven. The realms stood divided and were nearly lost until one man wielding a mighty hammer arose to unite the human tribes together. This man, known as Sigmar, was a powerful warrior and led the Empire to great victories against its enemies. It was only a matter of time before the embattled humans made friends with the Dwarfs in the surrounding mountains and together they drove out the threats that plagued the early human settlements.



## THE CULT OF SIGMAR

Sigmar stands as the founder and patron god of the Empire. His legacy has spawned a realm that produced many wonders, including: the mighty **Imperial Engineers Guild** which produced such wonders like the **Imperial Steam Tank**, and the **Collages of Magic** where the powerful **Empire Wizards** are taught their powerful and archaic craft. The Empire itself is made up of many provinces led by Elector Counts.

From each province troops are recruited to fight for the Empire. Stalwart units of **Halberdiers**, keen-eyed **Archers**, young and brash **Pistoliers**, and daring regiments of **Swordsmen** to name a few. From the ranks of the nobles comes the King's personal bodyguard, the elite **Reiksguard**, and the other knightly orders: the savage **White Wolves**, the resplendent **Knights Panther**, and the fervent **Knights of the Rising Sun**.

Mounted or unmounted, Reiksguard units can roll over enemy troops with their superior fighting skills.



## KARL FRANZ

Today the Empire stands under the prosperous leadership of the great warrior the Emperor Karl Franz. Trade flows freely out of the cities, and its borders stand secure. Together with their long standing allies, the Dwarfs, the Empire strives to stem the Orc and Goblin menace, and crush the rising tides of Chaos.



Halberdiers are just one of the many foot troops offered in the Empire army.



# EMPIRE

## 8519A OGRES

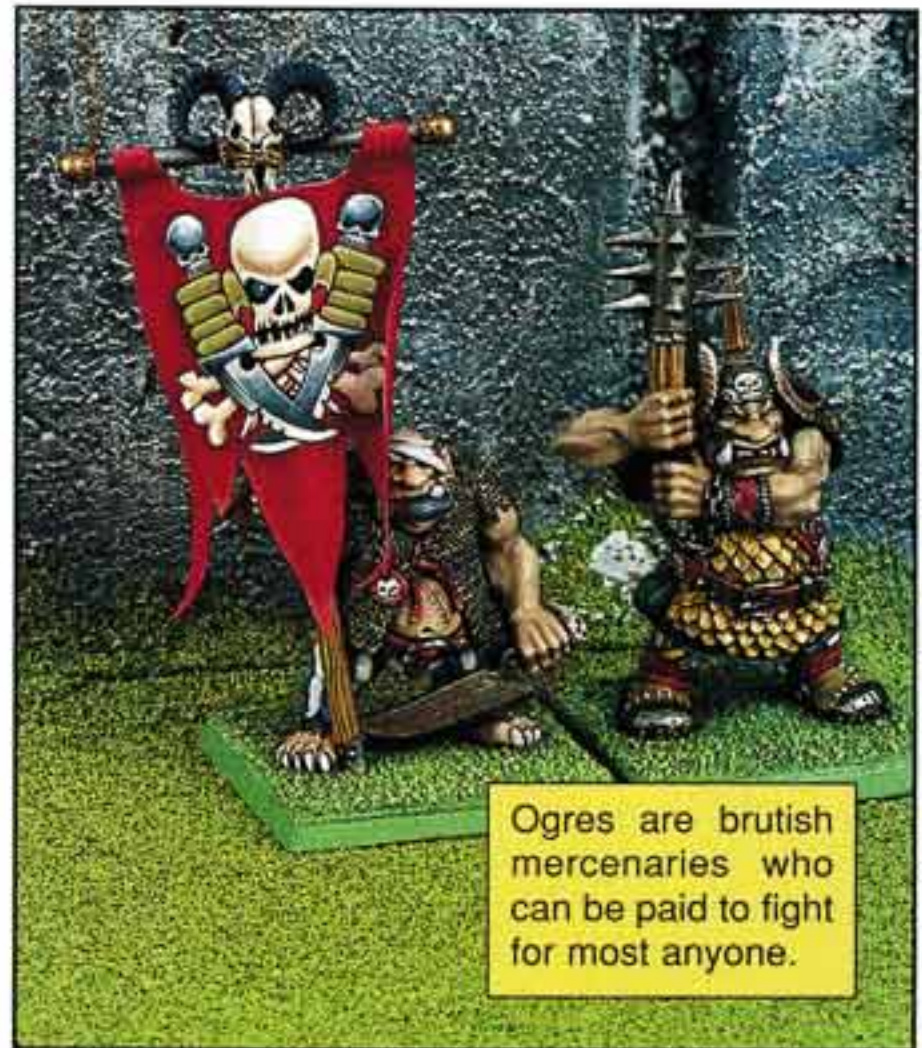


PACKAGED 1 MINIATURE PER BLISTER.

## 8519B OGRE STANDARD BEARER



PACKAGED 1 MINIATURE PER BLISTER.



Ogres are brutish mercenaries who can be paid to fight for most anyone.



# EMPIRE

## 8556A KNIGHTS OF THE WHITE WOLF



## 8556B KNIGHTS OF THE WHITE WOLF STANDARD BEARER



## 8556C KNIGHTS OF THE WHITE WOLF GRAND MASTER



PACKAGED 1 MINIATURE AND  
1 PLASTIC HORSE PER BLISTER.

PACKAGED 1 MINIATURE AND  
1 PLASTIC HORSE PER BLISTER.

PACKAGED 1 MINIATURE AND  
1 PLASTIC HORSE PER BLISTER.

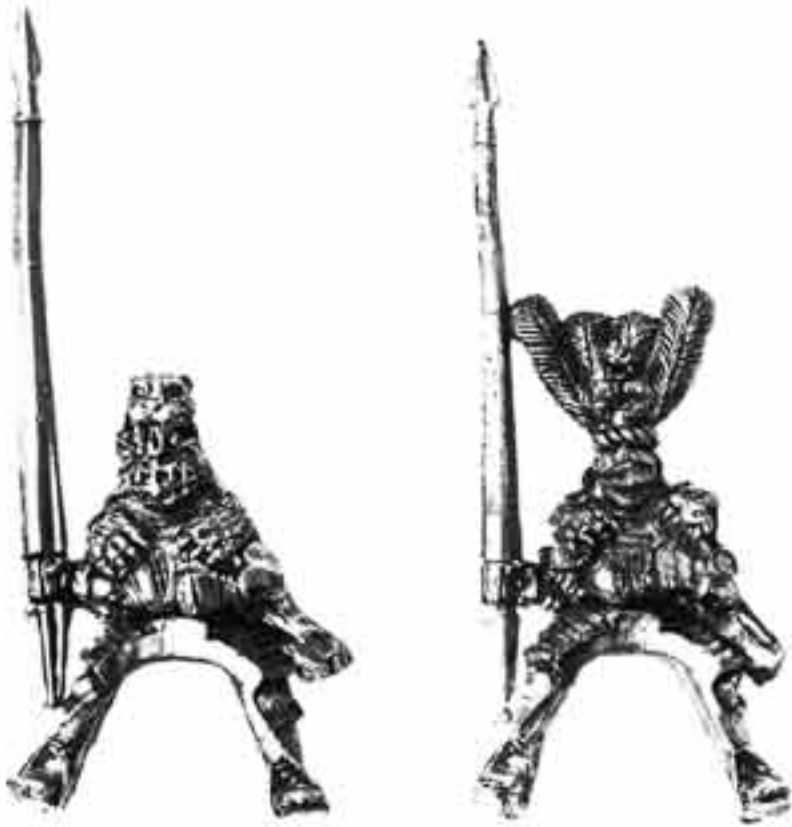
White Wolves spurn shields opting to wield great two-handed hammers in battle, with which they crush the skulls of their foes.





# EMPIRE

## 8556D KNIGHTS PANTHER



MINIATURES ARE SUPPLIED WITH  
A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND  
1 PLASTIC HORSE PER BLISTER.

## 8556E KNIGHTS PANTHER STANDARD BEARER



MINIATURES ARE SUPPLIED WITH  
A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND  
1 PLASTIC HORSE PER BLISTER.

## 8556F KNIGHTS PANTHER GRAND MASTER



MINIATURES ARE SUPPLIED WITH  
A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND  
1 PLASTIC HORSE PER BLISTER.

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The Knights Panther  
ride into battle in full  
armor wielding the  
lance and wearing  
the pelts of their  
namesake.



# EMPIRE

## 8556G REIKSGUARD KNIGHTS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8556I REIKSGUARD GRAND MASTERS

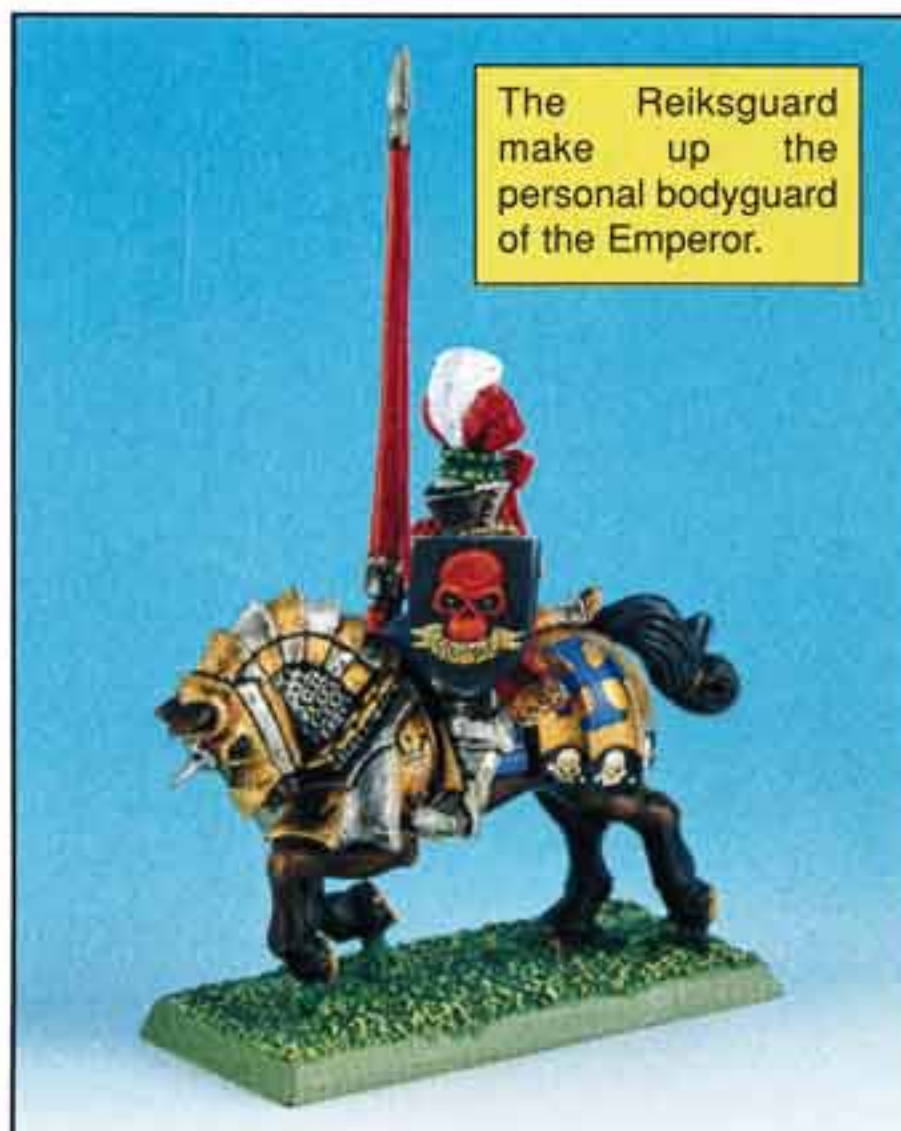


MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8556H REIKSGUARD KNIGHT STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.





# EMPIRE

## 8556J KNIGHTS OF THE BLAZING SUN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8556L KNIGHTS OF THE BLAZING SUN GRAND MASTER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8556K KNIGHTS OF THE BLAZING SUN STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



The Knights of the Blazing Sun dedicated their order to the warrior goddess of Estalia who once saved them in battle.



# EMPIRE

## 8558A EMPIRE COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 3 MINIATURES PER BLISTER.

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# EMPIRE

## 8558A EMPIRE COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 3 MINIATURES PER BLISTER.



# EMPIRE

## 8558C EMPIRE SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



## 8558D EMPIRE SWORDSMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



# EMPIRE

## 8558E EMPIRE HALBERDIERS



PACKAGED 2 MINIATURES PER BLISTER.



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# EMPIRE

## 8559A EMPIRE HAND GUNNERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8559B EMPIRE CROSSBOWMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC CROSSBOW SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

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CITADEL  
MINIATURES



# EMPIRE

## 8559C EMPIRE ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8560A EMPIRE PISTOLIERS



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

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# EMPIRE

## 8560B ENGINEER OUTRIDER WITH REPEATER MUSKET

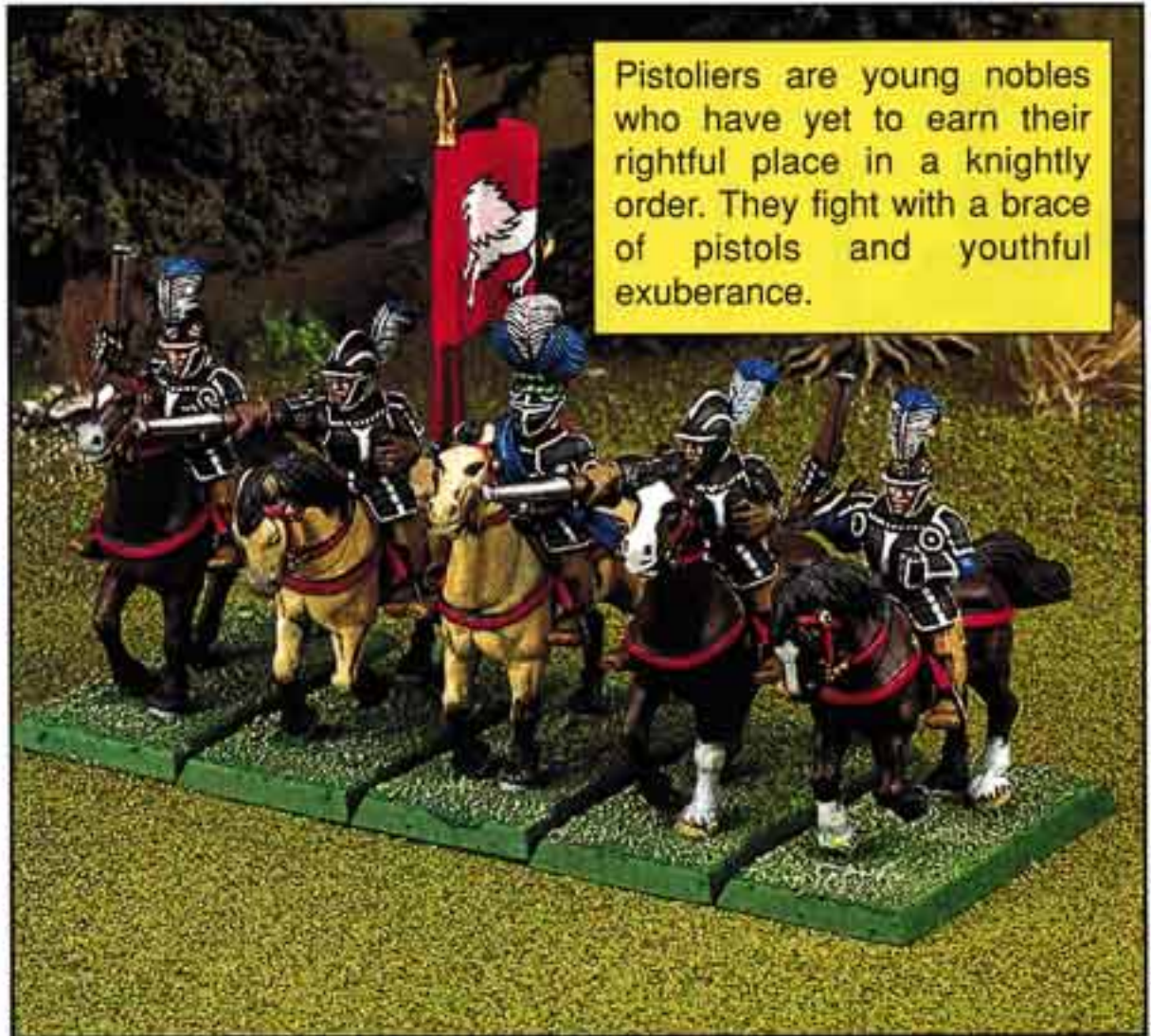


PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8560C ENGINEER OUTRIDER WITH REPEATER PISTOL



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

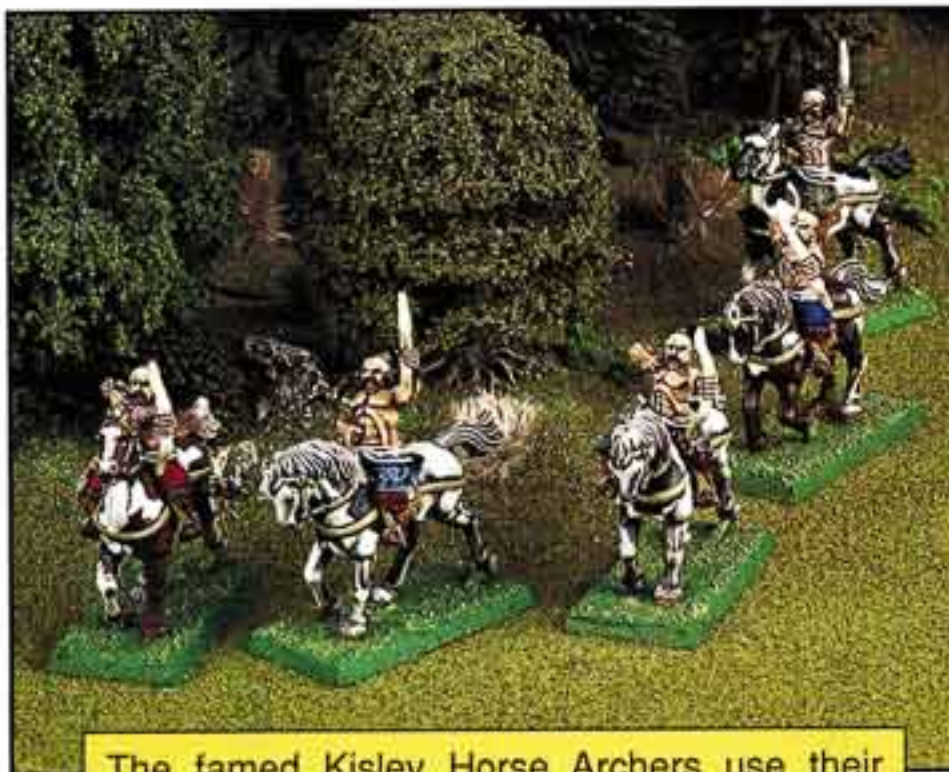


Pistoliers are young nobles who have yet to earn their rightful place in a knightly order. They fight with a brace of pistols and youthful exuberance.

## 8560D KISLEV HORSE ARCHERS



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



The famed Kislev Horse Archers use their skirmishing formation to pepper the enemy while remaining elusive to incoming fire.

## 8560E KISLEV HORSE ARCHER STANDARD BEARER



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



# EMPIRE

## 8560F KISLEV HORSE ARCHER MUSICIAN



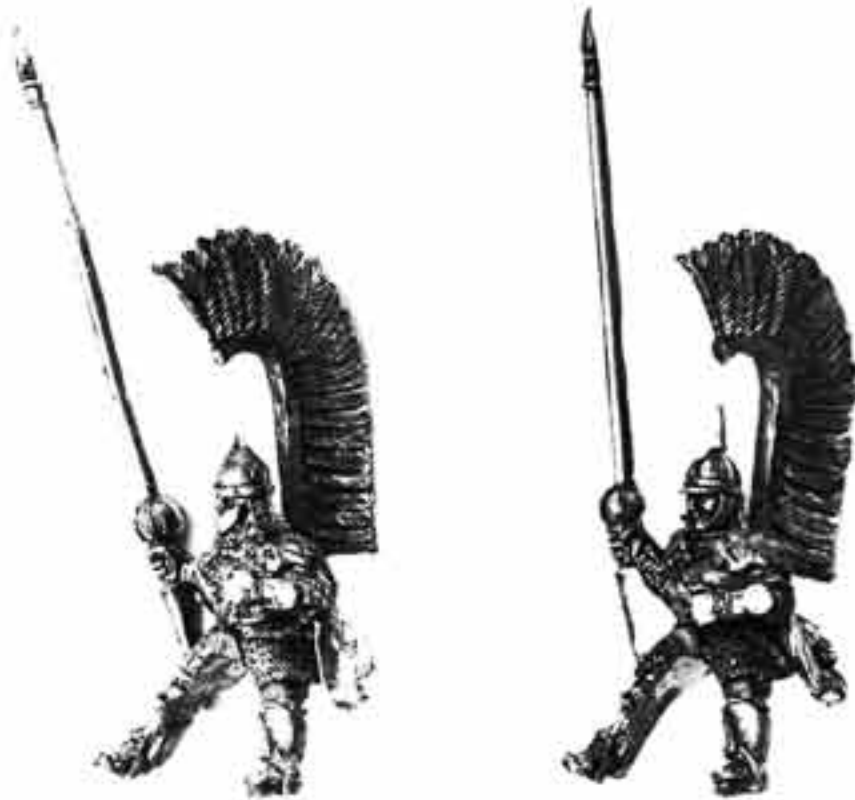
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8560G KISLEV HORSE ARCHER CHAMPIONS



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8560H KISLEV WINGED LANCERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8560I KISLEV WINGED LANCER STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8560J KISLEV WINGED LANCER MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8560K KISLEV WINGED LANCER CHAMPION



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



# EMPIRE

## 8561A REIKSGUARD



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 2 MINIATURES PER BLISTER.



## 8561B REIKSGUARD COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# EMPIRE

## 8561D GREATSWORDS



PACKAGED 2 MINIATURES PER BLISTER.

## 8561E FLAGELLANTS



PACKAGED 2 MINIATURES PER BLISTER.



# EMPIRE

## 8562A HALFLING SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 4 MINIATURES PER BLISTER.



While not physically strong, Halflings make excellent bowmen with their unerring accuracy.

## 8562B HALFLING ARCHERS



PACKAGED 4 MINIATURES PER BLISTER.

## 8562C HALFLING COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 4 MINIATURES PER BLISTER.



# EMPIRE

## 8562D HALFLING HOT POT CATAPULT



PACKAGED 3 HALFLINGS AND 1 HOT POT CATAPULT PER BLISTER.

## 8563A JADE WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

## 8563B MOUNTED JADE WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

## 8563C AMBER WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

## 8563D MOUNTED AMBER WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.



# EMPIRE

## 8563E BRIGHT WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

## 8563F MOUNTED BRIGHT WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

## 8563G CELESTIAL WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

## 8563H MOUNTED CELESTIAL WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

## 8563I GOLD WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

## 8563J MOUNTED GOLD WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.



# EMPIRE

## 8563K GREY WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

## 8563L MOUNTED GREY WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

## 8563M AMETHYST WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

## 8563N MOUNTED AMETHYST WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

## 8563O LIGHT WIZARD



PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

## 8563P MOUNTED LIGHT WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.



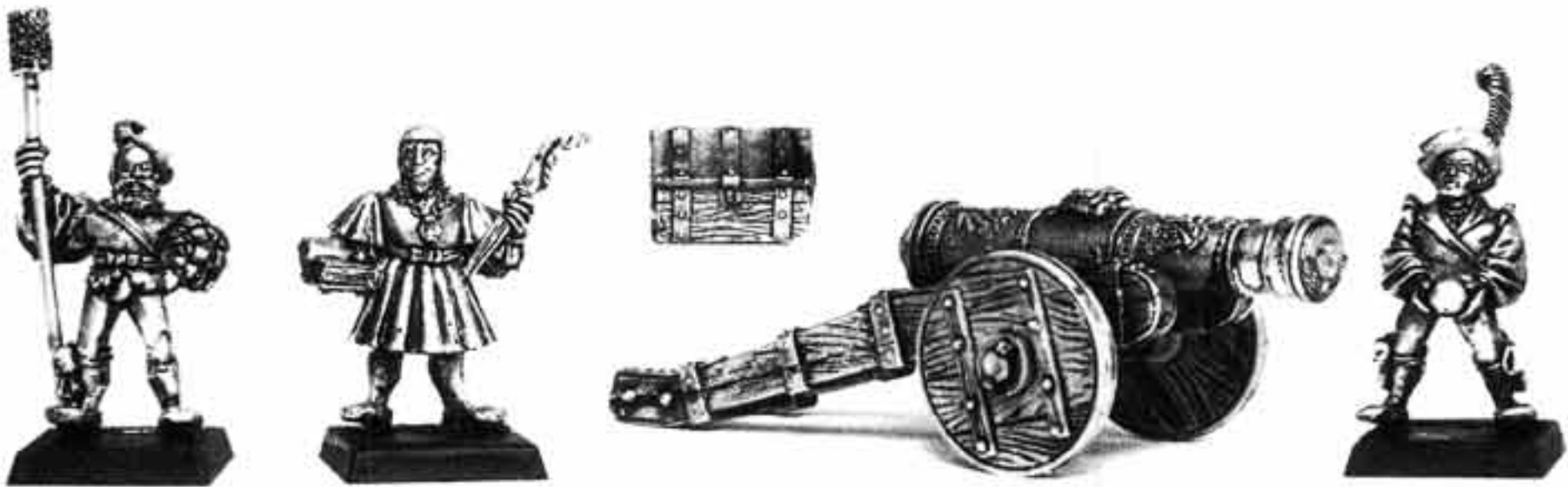
# EMPIRE

## 8576A EMPIRE MORTAR



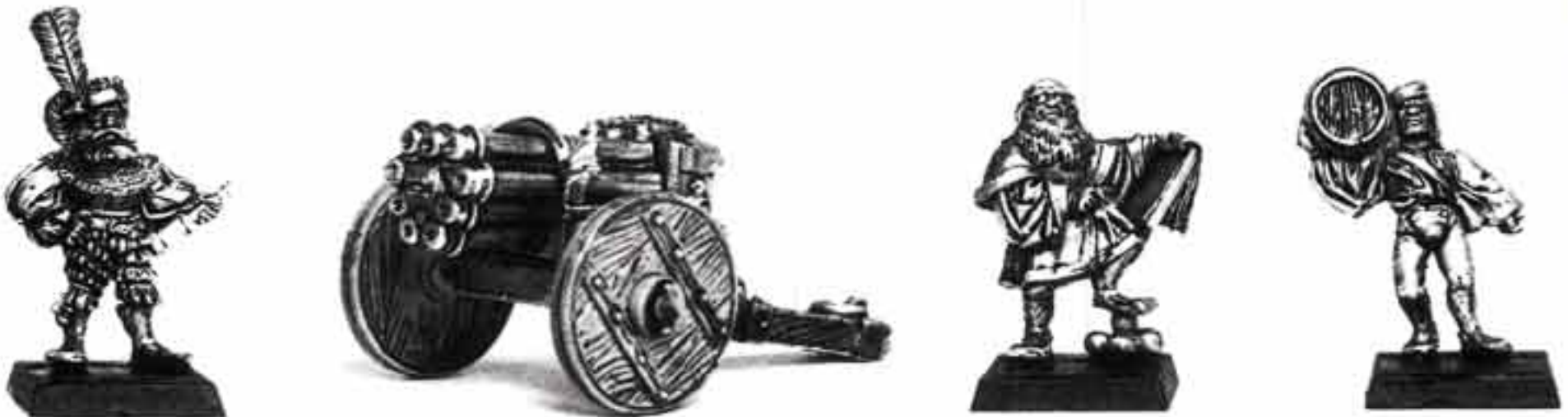
PACKAGED 3 CREW AND 1 EMPIRE MORTAR PER BLISTER.

## 8576B EMPIRE GREAT CANNON



PACKAGED 3 CREW, 1 EQUIPMENT CHEST, AND 1 GREAT CANNON PER BLISTER.

## 8576C EMPIRE HELBLASTER VOLLEY GUN

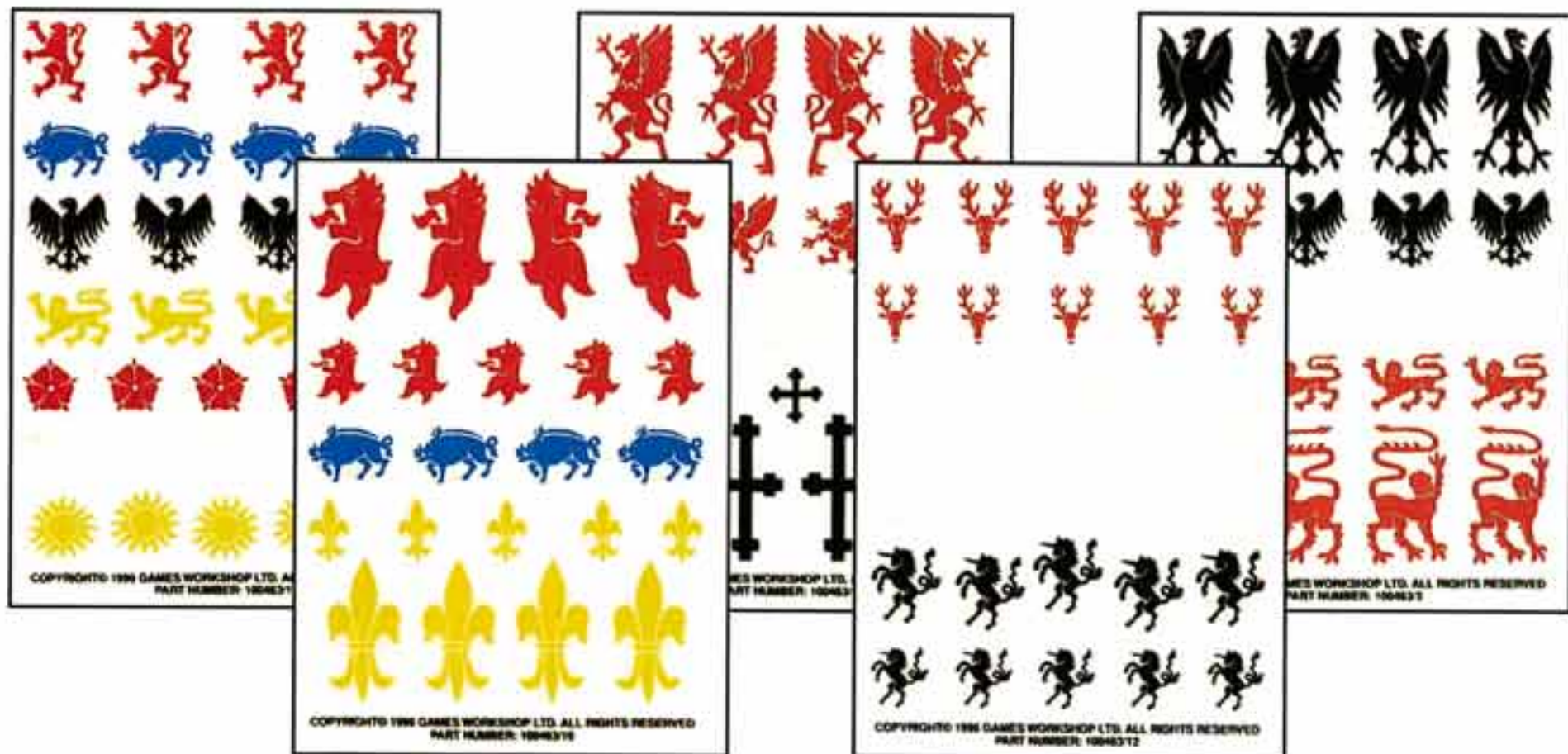


PACKAGED 3 CREW AND 1 HELBLASTER VOLLEY GUN PER BLISTER.



# EMPIRE

## 8583F EMPIRE TRANSFERS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.

## 8599A TZARINA KATARIN THE ICE QUEEN OF KISLEV



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8599J LUDWIG SCHWARZHELM EMPEROR'S CHAMPION



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



# EMPIRE

**8599K REIKSMARSHALL  
CAPTAIN KURT HELBORG**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8599L THYRUS GORMANN  
SUPREME PATRIARCH**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8599S BORIS TODBRINGER  
ELECTOR COUNT OF MIDDENLAND**



MINIATURE SUPPLIED UNPAINTED.  
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8599T ALDEBRAND LUDENHOF  
ELECTOR COUNT OF HOCHLAND**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



# EMPIRE

8599U VALMIR VON RAUKOV  
ELECTOR COUNT OF OSTLAND



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8599V MARIUS LEITDORF  
ELECTOR COUNT OF AVERLAND



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

The Empire is the mightiest of the human realms and is readily seen as they wage war.





# EMPIRE



## 0749 PLASTIC HALBERDIERS

Imperial Halberdiers form the backbone of the armies of the Empire. With their battle-prowess and heavy-bladed halberds these troopers have earned the begrudging respect of their foes.

## 0811 EMPIRE WAR WAGON

Pulled by steel-clad steeds, the War Wagon is a mobile battle tower bristling with a variety of unique and deadly weapons. One of the best achievements of the top-secret Imperial Engineering School.



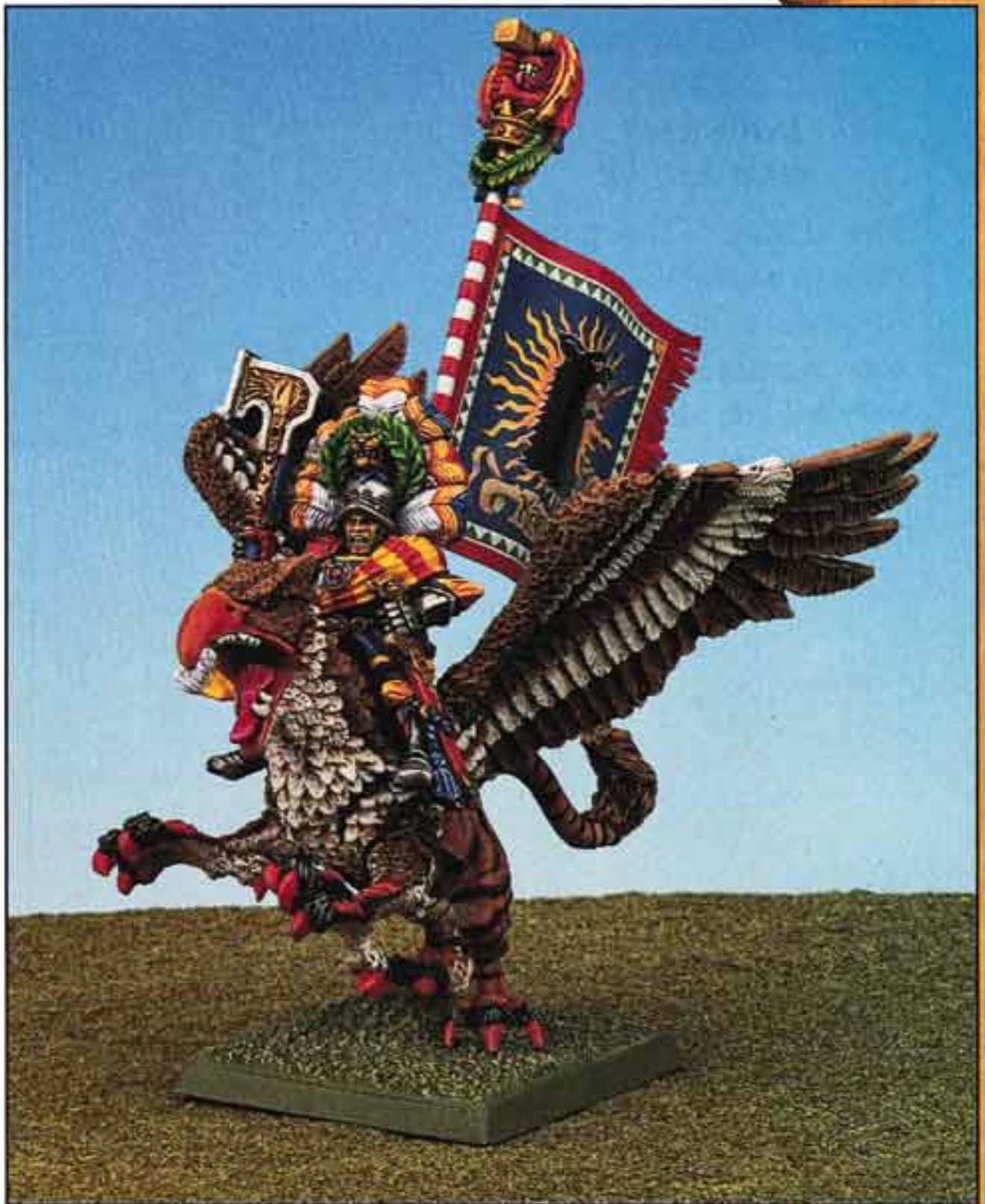


# EMPIRE

0835

## THE EMPEROR'S WAR GRIFFON DEATHCLAW

Astride his War Griffon Deathclaw, the Emperor Karl Franz leads the mighty Empire armies to glorious victory. Sure to make the perfect centerpiece for any Empire force.



## 0812 IMPERIAL STEAM TANK

Armed with a cannon and protected by thick armor plating, the Steam Tank rolls inexorably forward. Providing it gets enough power from its huge iron boiler the Steam Tank is nigh unstoppable.



# EMPIRE

## 0817 IMPERIAL WAR ALTAR

The Grand Theogonist rides to war on the Altar of Sigmar, a death-dealing war machine that leaves only broken and mangled enemy units in its wake.



## WARHAMMER ARMIES The Empire



## 0130 WARHAMMER ARMIES EMPIRE

The Empire is the largest and most powerful realm in the Old World. Its borders stretch from the Grey Mountains in the south to the Forest of Shadows in the north, encompassing prosperous cities, dark forests, tall mountains and continent-spanning rivers. This invaluable companion to the Warhammer game describes the lands and armies of the Empire in complete and colorful detail.

### THE EMPIRE

A complete history of its lands and peoples, the great city states and provinces, its Emperors and mighty deeds of old.

### SPECIAL RULES

Covering the weapons and devices of the Engineers School of Altdorf including such arcane devices as the War Wagon, Helblaster Volley Gun, the Steam Tank of Leonardo Miraglio, Repeater Hand Guns, and Mortars.

### ARMY LIST

A complete army list for the Empire army including the Emperor's Reiksguard, the Knightly Orders of the White Wolves, Knights Panther and Knights of the Blazing Sun. The Empire's infantry and artillery are covered in detail including special troops, Kislev allies, Halfling and Dwarf regiments, and more. A full list is provided for including heroes, wizards, and monsters into your army. A separate section introduces historical characters from Emperor Karl Franz to Tzarina Katarin the Ice Queen of Kislev.



# DWARVES

The Dwarfs are mighty warriors able to bear the load of armor that would cause a man to collapse, and swing mighty two-handed hammers that can crush their enemy with a single blow. Slow to forget a slight, they are known throughout the world as grudgebearers, and are always ready to take revenge for their ancestors.

## THE DWARF EMPIRE

Long before the cities of man arose, before the Elven ships landed on the coasts of the Old World, the Dwarfen realms spread across the World's Edge Mountains. The Dwarfs carved their strongholds out of the mountains themselves and mined the riches they found within. Stout warriors and master forgers, their armies marched onward and the Dwarfs claimed the Old World for their own.



The Dwarf army is full of missile troops like this Dwarf Thunderer.

## THE GREAT CATAclySM

The Dwarf Empire was so strong and vast that only a string of cataclysmic events could have brought the realms to its knees. It was only a matter of time after the Dwarfs and Elves first met that the two would come to blows. Both being a proud and haughty race, they do not take slights very easily and eventually they went to war in what was called the Great War of the Beard. This war exhausted the forces of both races and ended in stalemate. The Dwarfs retreated to their mountain strongholds and barred the gates.

Then came the great rift when the old volcanoes in the Dwarf realms erupted and great earthquakes tore the mountains apart. Many strongholds were destroyed and its defenses left in ruins. It was not long before Orc and Goblin hordes overran the shattered realms.



Dwarf Slayers actively seek out the largest and most powerful monsters to defeat.

## BY THE BEARDS OF THEIR ANCESTORS

The bulk of the Dwarf Army is made up of **Dwarf Clansmen** who go into battle wielding finely crafted axes, spears, or even great two-handed axes. Too short to use bows, Dwarfs adopted the crossbow and handgun as weapons of choice to give covering fire for their infantry.

Because they live in a constant state of warfare, Dwarfs have a wide range of elite units to choose from. The oldest Dwarf warriors are known as **Long Beards**. These cantankerous old fellows are always complaining about how today's Goblins are just smaller and weedier than the ones they had to fight when they were young. **Dwarf**

**Hammerers** are the King's personal bodyguard. They go into battle wielding deadly two-handed hammers that can crush the enemy in one great heave.

**Dwarf Slayers** are Dwarfs that have been spurned and have left the safety of the strongholds to find their lost honor by

fighting the biggest and baddest monsters. Living in the mountains the Dwarfs had no practical use for cavalry so they look to their fantastic war machines to give them an edge. Whether it is from the burning whoosh of a **Flame Cannon**, or the churning of the blades on the

mighty **Gyrocopter**, Dwarfs are never lacking for artillery. It seems Dwarfs are always ready to show another army the error of its ways from the business end of a big cannon barrel.



Dwarf Runesmiths forge powerful runic weapons and have been known to ride into battle on the top of large anvils!





# DWARFS

## 8514A LONGBEARDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8514B DWARF HAMMERERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 2 MINIATURES PER BLISTER.





# DWARFS

## 8514C IRONBREAKERS



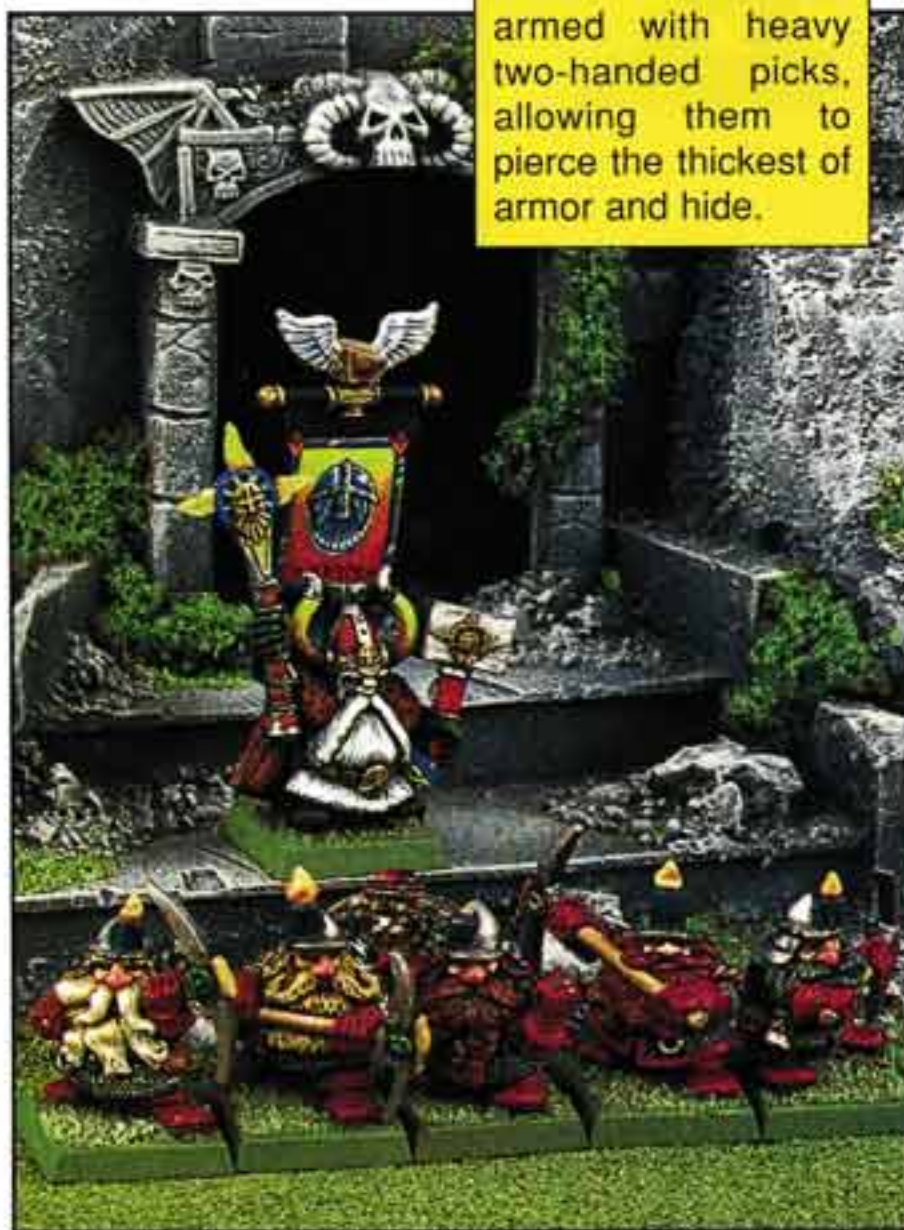
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8514D MINERS



PACKAGED 2 MINIATURES PER BLISTER.

Dwarf Miners are armed with heavy two-handed picks, allowing them to pierce the thickest of armor and hide.





# DWARFS

## 8514E BUGMAN'S RANGERS



Driven from their brewery by a horde of Goblins, Bugman's Rangers are always up for a chance to get revenge on their green skinned nemesises.



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8515A SLAYERS



PACKAGED 2 MINIATURES PER BLISTER.



# DWARFS

## 8515B SLAYERS WITH ADDITIONAL WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8516A DWARF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



# DWARFS

## 8516A DWARF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

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# DWARFS

## 8516C DRAGON SLAYERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8516D DAEMON SLAYERS



Though light on armor, Slayers are heavy on the offensive, able to wound even the toughest of creatures with relative ease.



PACKAGED 1 MINIATURE PER BLISTER.

## 8516E DWARF MINER COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8597H KRUDD, DWARF MINER CHAMPION



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



# DWARFS

## 8516F BUGMAN'S COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8516G HAMMERER COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8597D GRUNG, DWARF MASTER RUNESMITH



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8597E SKAG, THE STEALTHY



PACKAGED 1 MINIATURE PER BLISTER.



# DWARFS

## 8516K SLAYER COMMAND



PACKAGED 2 MINIATURES PER BLISTER.

## 8577D DWARF GYROCOPTER



Armed with a steam cannon, the Gyrocopter can literally boil the enemy in their own armor.

MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 GYROCOPTER AND 1 RIDER PER BLISTER.

## 8516L DWARF DRUNKS



PACKAGED 2 MINIATURES PER BLISTER.

## 8577A DWARF CANNON



PACKAGED 3 CREW AND 1 CANNON PER BLISTER.



# DWARFS

## 8577B DWARF ORGAN GUN



PACKAGED 3 CREW AND 1 ORGAN GUN PER BLISTER.

## 8577C DWARF BOLT THROWER



PACKAGED 3 CREW AND 1 BOLT THROWER PER BLISTER.

## 8578A DWARF THUNDERERS



PACKAGED 2 MINIATURES PER BLISTER.



# DWARFS

## 8578B DWARF CROSSBOWMEN



PACKAGED 2 MINIATURES PER BLISTER.

Dwarf Crossbowmen help form the backbone of the Dwarf army, combining stalwart troops and heavy hitting firepower.





# DWARFS

## 8578C DWARF CLANSMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



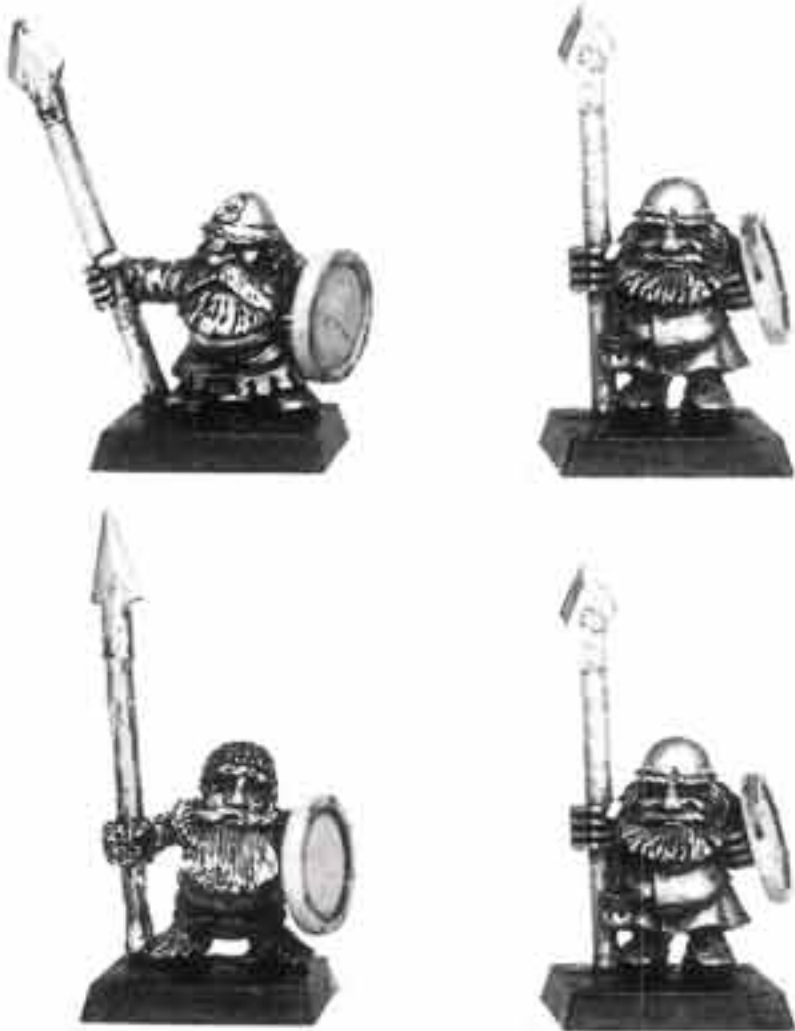
Big blocks of Dwarf Warriors are the mainstays of Dwarf armies, providing a high toughness and an even higher leadership.





# DWARFS

## 8578D DWARF SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 2 MINIATURES PER BLISTER.

## 8578E DWARF CLANSMEN WITH DOUBLE HANDED WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8583A DWARF BANNERS



PACKAGED 5 BANNERS PER BLISTER.

## 8597A DWARF LORD DRONG



MINIATURE SUPPLIED UNPAINTED. MINIATURE SUPPLIED IS WITH A  
PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE PER BLISTER.

## 8597B QUEEN HELGAR



MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A  
PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE PER BLISTER.



# DWARFS

8599D KING KAZADOR



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8599E BURLOCK DAMMINSON



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8599F UNGRIMM IRONFIST



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8599G GOTREK AND FELIX



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 2 MINIATURES PER BLISTER.

8599H KRAGG THE GRIM



MINIATURE SUPPLIED UNPAINTED.  
BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8599M THE WHITE DWARF



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

8599N JOSEPH BUGMAN



MINIATURE SUPPLIED UNPAINTED.  
BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.



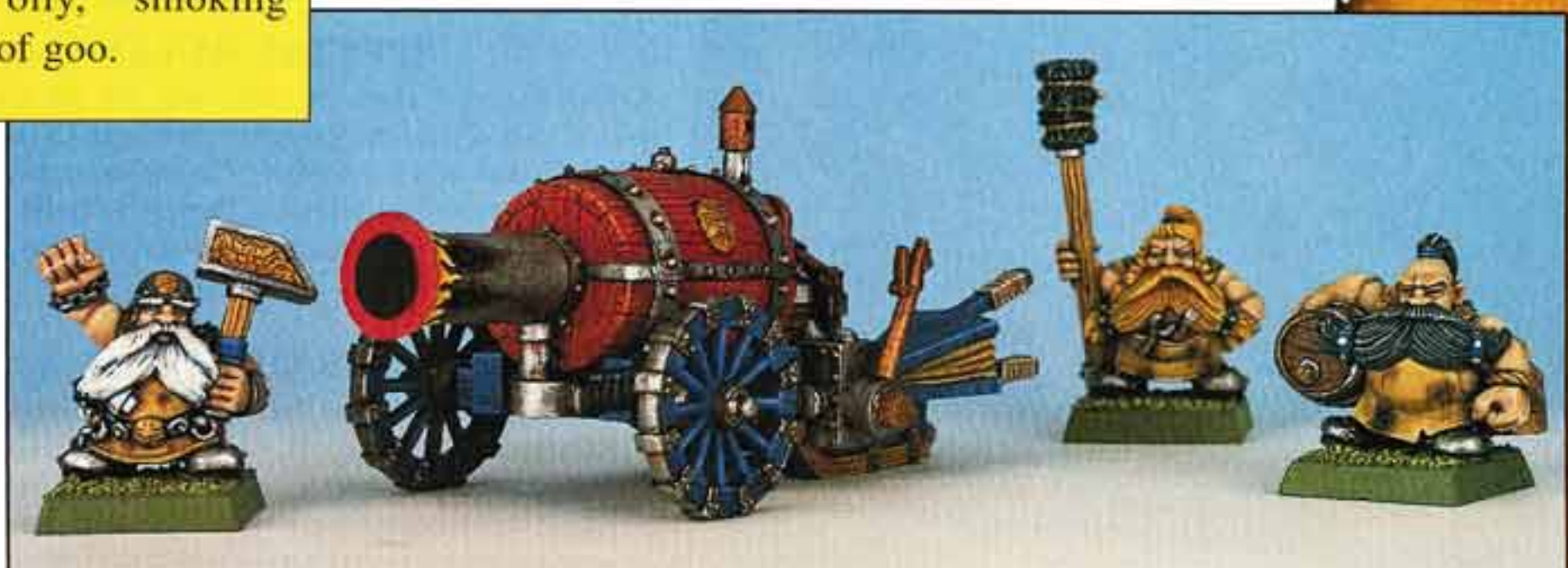
# DWARFS



**0751  
PLASTIC DWARF  
WARRIORS**  
Strong and resilient, Dwarf Warriors will often fight to the last rather than admit defeat.

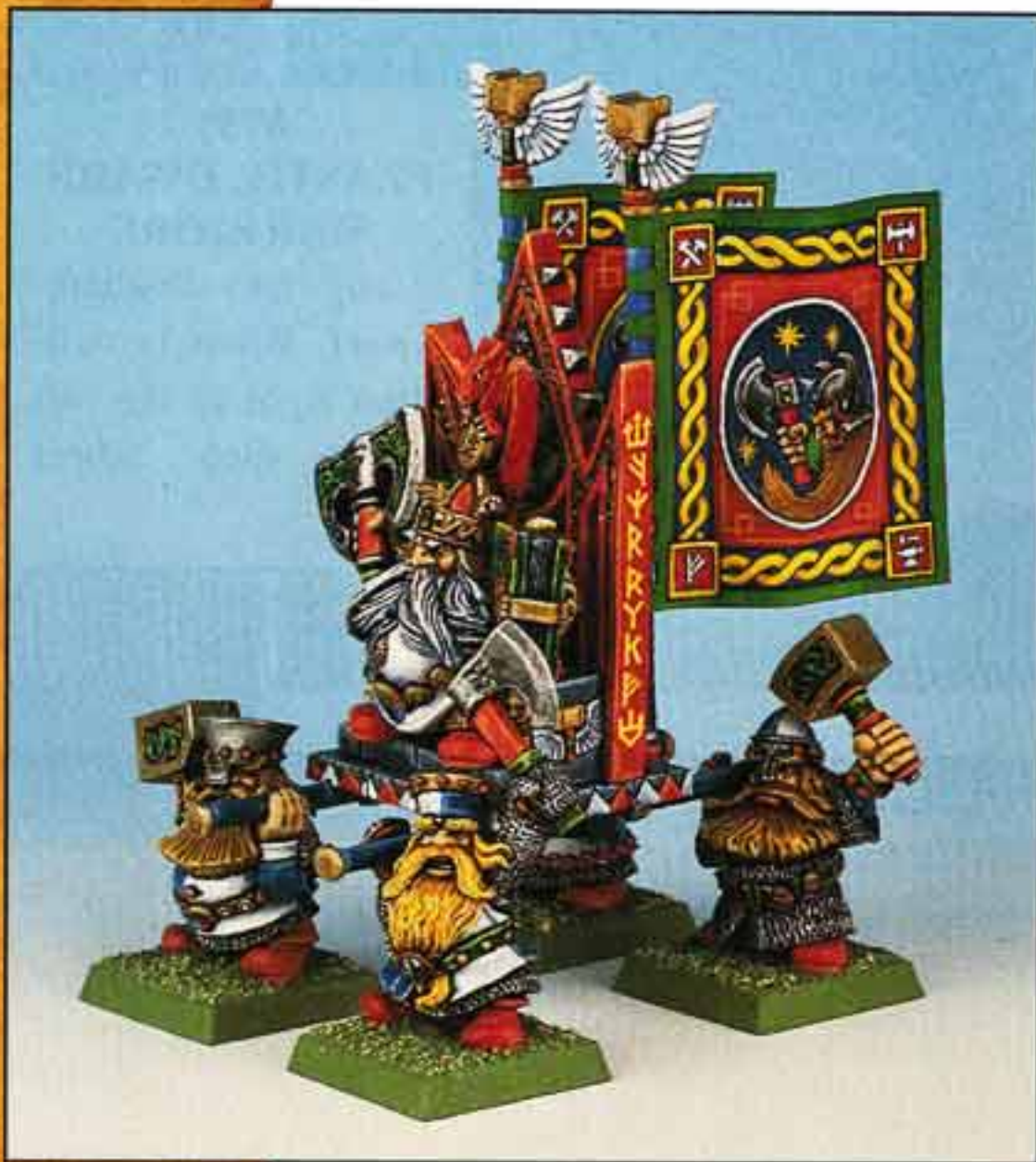
**0836  
DWARF  
RUNESMITH'S  
ANVIL OF DOOM**  
When struck by a Dwarf Runesmith, the Anvil of Doom unleashes its pent-up fury in the form of deadly lightning bolts.

**0837  
DWARF FLAME  
CANNON**  
Capable of spewing forth a gout of burning pitch, the Flame Cannon can so completely annihilate a unit of troops that there is nothing left but oily, smoking piles of goo.





# DWARFS



## 0828 DWARF KING'S THRONE OF POWER

The most powerful of all Dwarfen Relics, the Throne of Power has borne the Dwarf High Kings to battle since the dawn of time. Carried by four stout Dwarfs, the Throne cuts a bloody swathe through any troops foolish enough to get within charge distance.



## 0133 WARHAMMER ARMIES DWARFS

For thousands of years the great Dwarf Empire has endured amongst the Worlds Edge Mountains. Centuries of war and conquest have hardened the Dwarfs and molded them into the finest warriors anywhere. Countless battles against the Orcs, Goblins, and Skaven have embittered their hearts and sharpened their thirst for revenge. This invaluable companion to the Warhammer game of fantasy battles describes the armies of the Dwarfs in complete detail.

### WAR AND CONQUEST

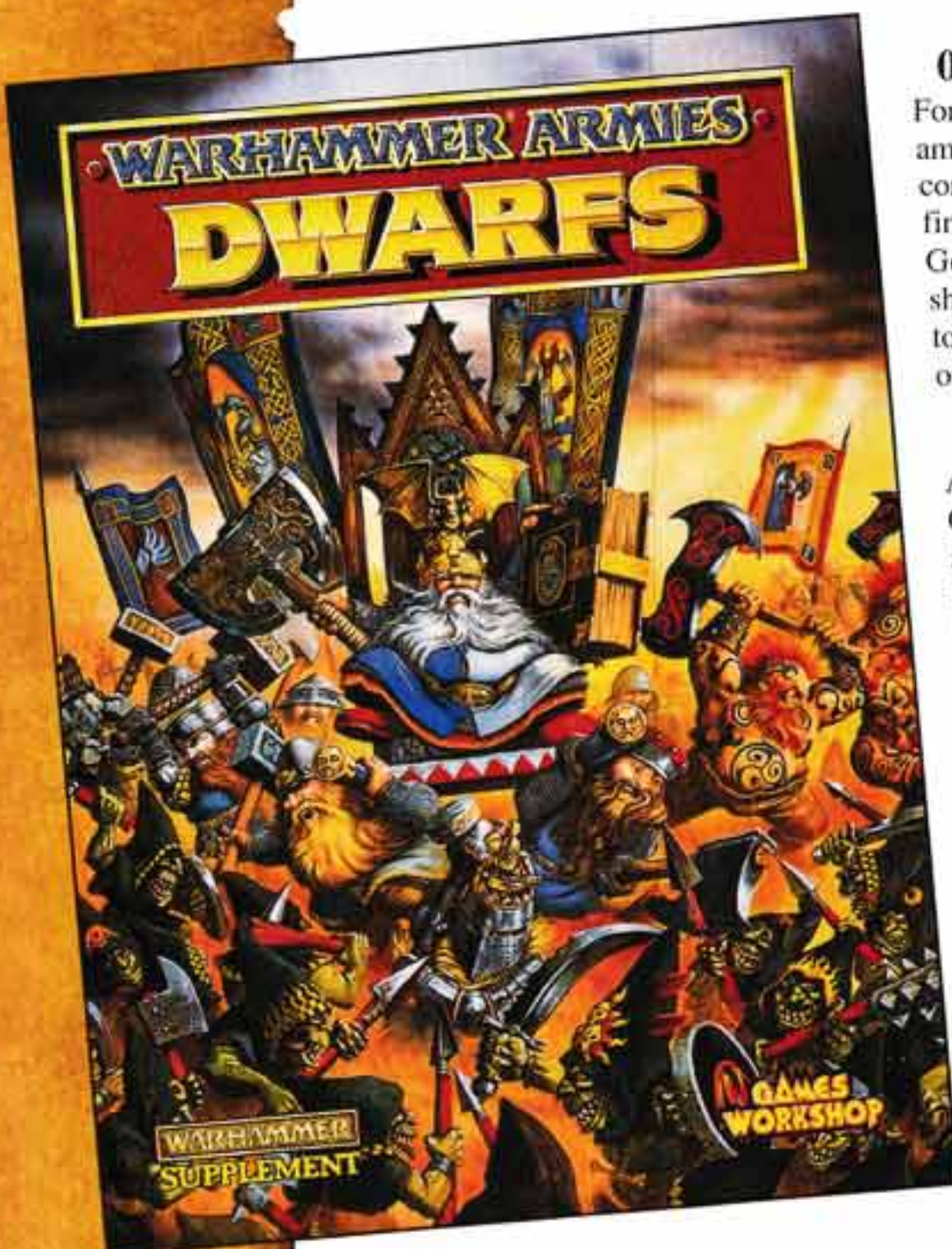
A history of the Dwarfs from glorious days of the Ancestor Gods to the constant warfare of present times. The Dwarf realms are described together with their many strongholds and mines, and the subterranean Underway which links them together. A section covers the Dwarf runic script and provides a description of their ancient language of Khazalid.

### SPECIAL RULES

Complete game rules are provided 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, armor, standards, war machines, and talismans.

### ARMY LIST

A complete army list for the Dwarfs army including 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.





# SKAVEN

With a high pitched squeal of a thousand maddened rats, the Skaven swarm the fields of battle. A rat infestation turned nightmare, the vile rat-men scheme and plot the downfall of all the races in an effort to turn the World into one nation united under the Thirteen Lords of Decay.

## CHILDREN OF THE HORNED RAT

While the origins of the Skaven remains shrouded in mystery, their current presence is all too noticeable. Under the direction of the Thirteen Lords of Decay, the Skaven construct elaborate plans, some which take decades to bear any fruit. The Skaven themselves are gross parodies of a cross between a man and a rat. Walking upright and possessing cunning intelligence, they are however skittish when left on their own. But when combined in packs, they can be whipped into unstoppable frenzies.

## THE UNDEREMPIRE

The Skaven empire is known as Skavenblight. A half sunken city in the middle of the treacherous marshes that cover northern Tilea. Stretching out from Skavenblight like evil tendrils is a massive network of tunnels. These tunnels crisscross the whole of the Old World, leading to every major city, stronghold, and castle. From there the Skaven can unleash their fiendish plots, launch attacks, or spread their deadly diseases.

While Rat-Ogres are brutally savage, they are stupid beasts, thus they are herded into battle by Skaven Packmasters.



## FISTS OF FURRY

The skaven society is separated into clans, and within each clan runs a pecking order. The stronger and more cunning the rat, the better position he will be in. The weak and the slow are captured for slaves, or used as cannon fodder

when the Skaven march to war. The larger more robust Skaven,

known as **Clanrats**, form the core units of the Skaven army. **Stormvermin** form the elite warriors units. These large Skaven, are a match for any foe that dares stand against them.

Each clan has its own niche that keeps it from being enslaved by a rival clan. Four clans have risen to

prominence in Skaven society. **Clan Moulder**, who are powerful Beastmasters, breed horrible fighting beasts. **Clan Eshin** are the feared Skaven Assassins. **Clan Skyre** are the mystical Warlock Engineers,

blending science and magic into strange and mystical devices of destruction. **Clan Pestilins**, also known as the Plague Monks, develop new diseases and spread them over the Old World with a fanatic fervor. Together these clans work to spread despair and bring down the nations of the Warhammer World!



Skaven Clanrat Champion.



Alone Clanrats can be skittish, but gathered in a pack they can be fierce warriors.



# SKAVEN

## 8517A CLANRATS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8517B CLANRATS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8517C STORMVERMIN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



# SKAVEN

## 8517D SKAVENSLAVES



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8517E SKAVENSLAVES WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



Skavenslaves are driven into battle before the rest of the host to soak up arrow, crossbow, and any other missile fire that might threaten more valuable troops

Stormvermin are the fierce elite warriors of the Skaven. When armed with halberds they are more than a match for even the most experienced of foes.



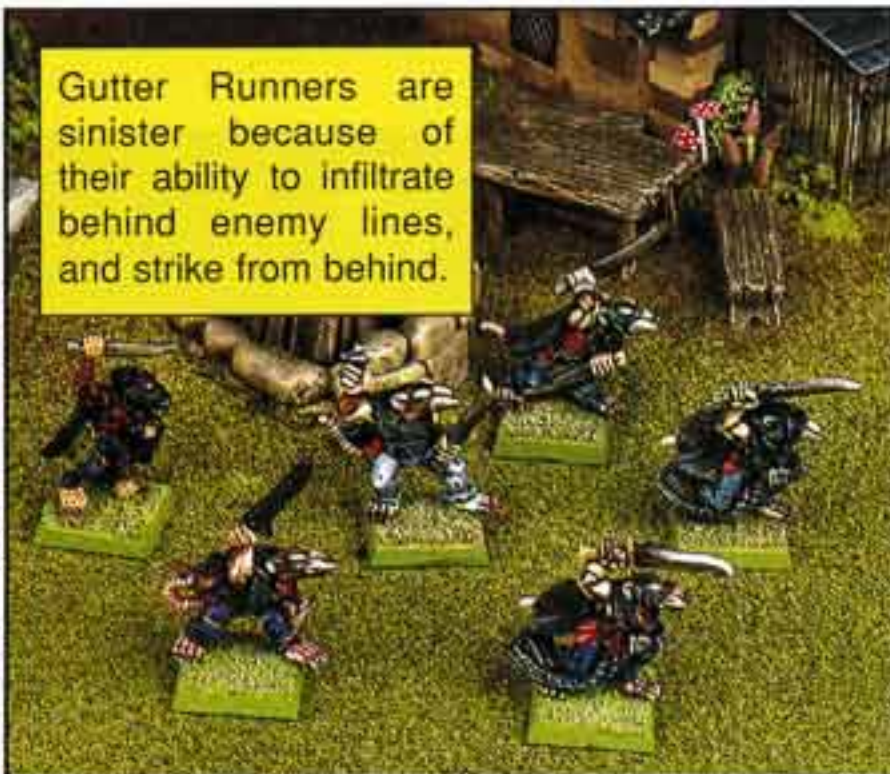


# SKAVEN

## 8517F GUTTER RUNNERS



PACKAGED 2 MINIATURES PER BLISTER.



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# SKAVEN

## 8517G PLAGUE MONKS



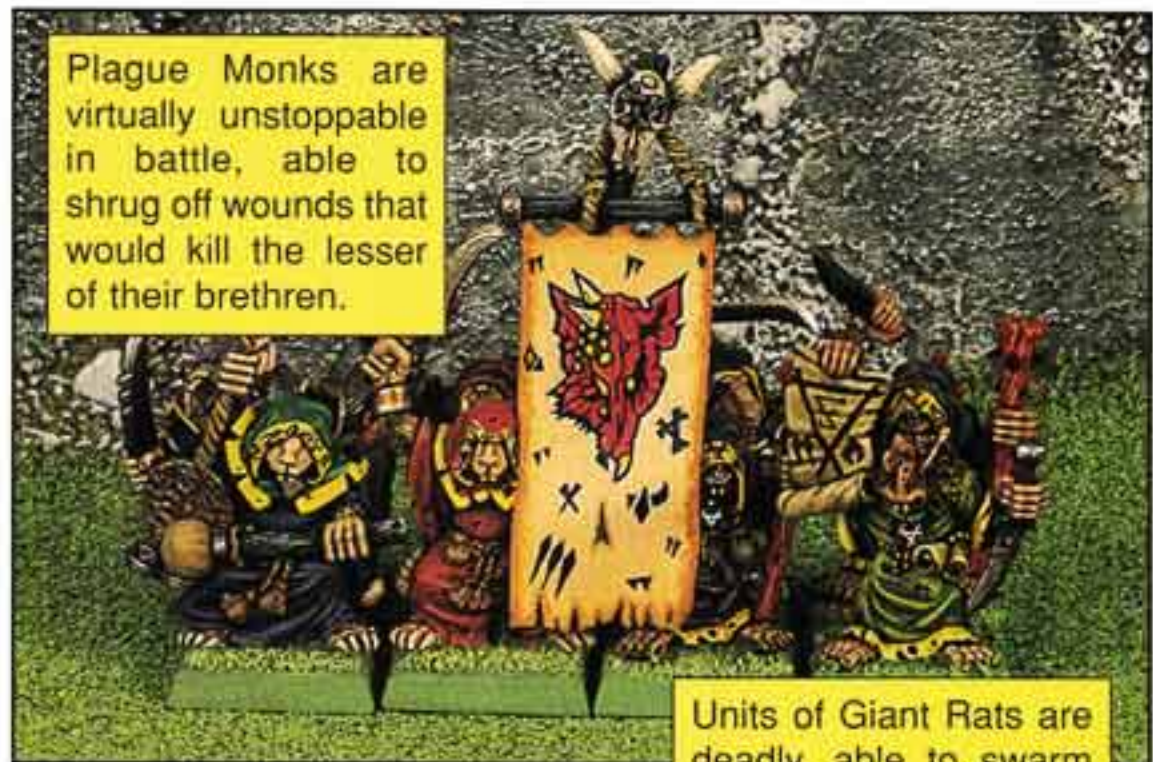
PACKAGED 2 MINIATURES PER BLISTER.

## 8517H RAT SWARM



PACKAGED 5 MINIATURES PER BLISTER.

Plague Monks are virtually unstoppable in battle, able to shrug off wounds that would kill the lesser of their brethren.



Units of Giant Rats are deadly, able to swarm around enemy units in enormous quantities.





# SKAVEN

## 8518A SKAVEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

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# SKAVEN

## 8518A SKAVEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8518B STORMVERMIN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8518C WARPFIRE THROWER



PACKAGED 2 MINIATURES PER BLISTER.



# SKAVEN

## 8518D JEZZAIL TEAM



PACKAGED 2 MINIATURES PER BLISTER.

## 8518E PLAGUE CENSER BEARERS



PACKAGED 2 MINIATURES PER BLISTER.

Only the most fanatical of Clan Pestilens are allowed to carry the deadly plague censers into battle, spreading clouds of foul diseases with every swing.





# SKAVEN

## 8518F POISON WIND GLOBADIERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8518G SKAVEN ELITES ASSASSINS



PACKAGED 2 MINIATURES PER BLISTER.



An infamous invention by Clan Skyre, Poison Wind Globadiers lob glass balls filled with toxic gasses into the enemies' ranks. Even the heaviest of armor gives no protection against the deadly fumes that are released.

## 8518H SKAVEN ELITES CLAN SKYRE WARLOCKS



PACKAGED 1 MINIATURE PER BLISTER.



# SKAVEN

## 8518I PACKMASTER WITH GIANT RATS



PACKAGED 1 PACKMASTER AND 3 GIANT RATS PER BLISTER.

## 8518J RAT OGRES



PACKAGED 1 MINIATURE PER BLISTER.



Rat Ogres are foul mutations bred by Clan Moulder for their pure savagery and strength.



# SKAVEN

## 8518K PLAGUE MONK COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8598I LORD SKROLK PLAGUELORD OF CLAN PESTILENS



MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

## 8598K IKIT CLAW CHIEF WARLOCK OF CLAN SKRYRE



MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8598J QUEEK HEAD-TAKER WARLORD OF CLAN MORS



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.





# SKAVEN

**8598L DEATHMASTER SNIKCH  
CHIEF ASSASSIN OF CLAN ESHIN**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8598M THANQUOL GREY SEER**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8598N BONERIPPER  
THANQUOL'S BODYGUARD**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



Above: Gutter Runners  
ambush an Empire Cannon  
emplacement.

Below: Wood Elf Wardancers  
face certain death at the  
hands of Clan Skryres'  
infamous Warfire Thrower  
teams.





# SKAVEN



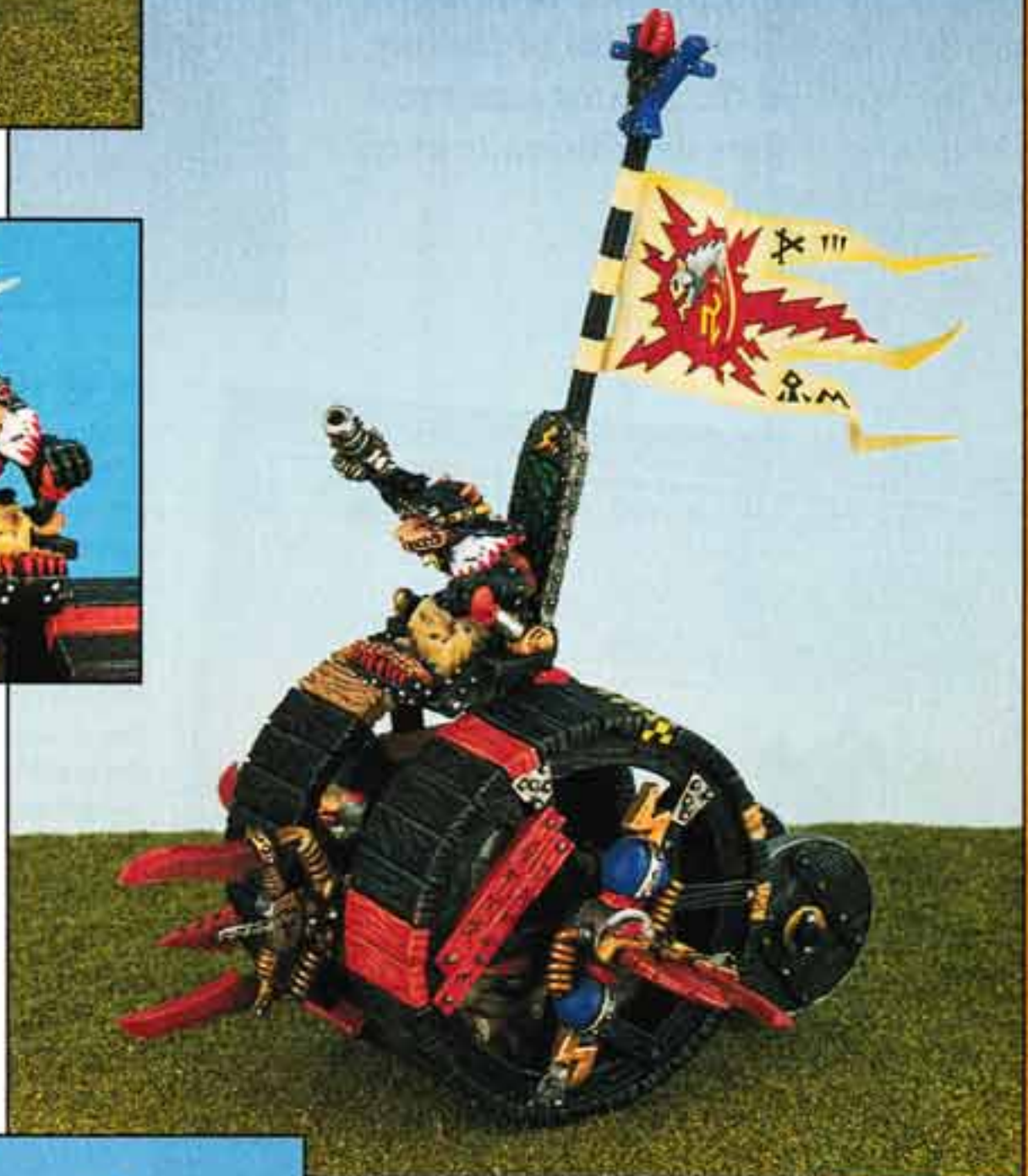
## 0516 SKAVEN VERMIN LORD

Towering ominously over the chittering Skaven hordes, the Vermin Lord is the perfect centerpiece for a Skaven army.



## 0517 SKAVEN DOOMWHEEL

Powered by hordes and hordes of Giant Rats, the mighty Doomwheel churns forward generating bolts of deadly warp-lightning. While somewhat unstable and erratic in movement, the Doomwheel causes such magnificent damage when it works correctly that every Skaven Warlord would gladly sacrifice a unit of slaves to get one.



## 0761 PLASTIC SKAVEN

Individual Skaven are often ill-disciplined and cowardly, but in packs Skaven become bold. In battle Skaven form a horde which overwhelms the foe in a terrifying avalanche of insane rat-warriors.



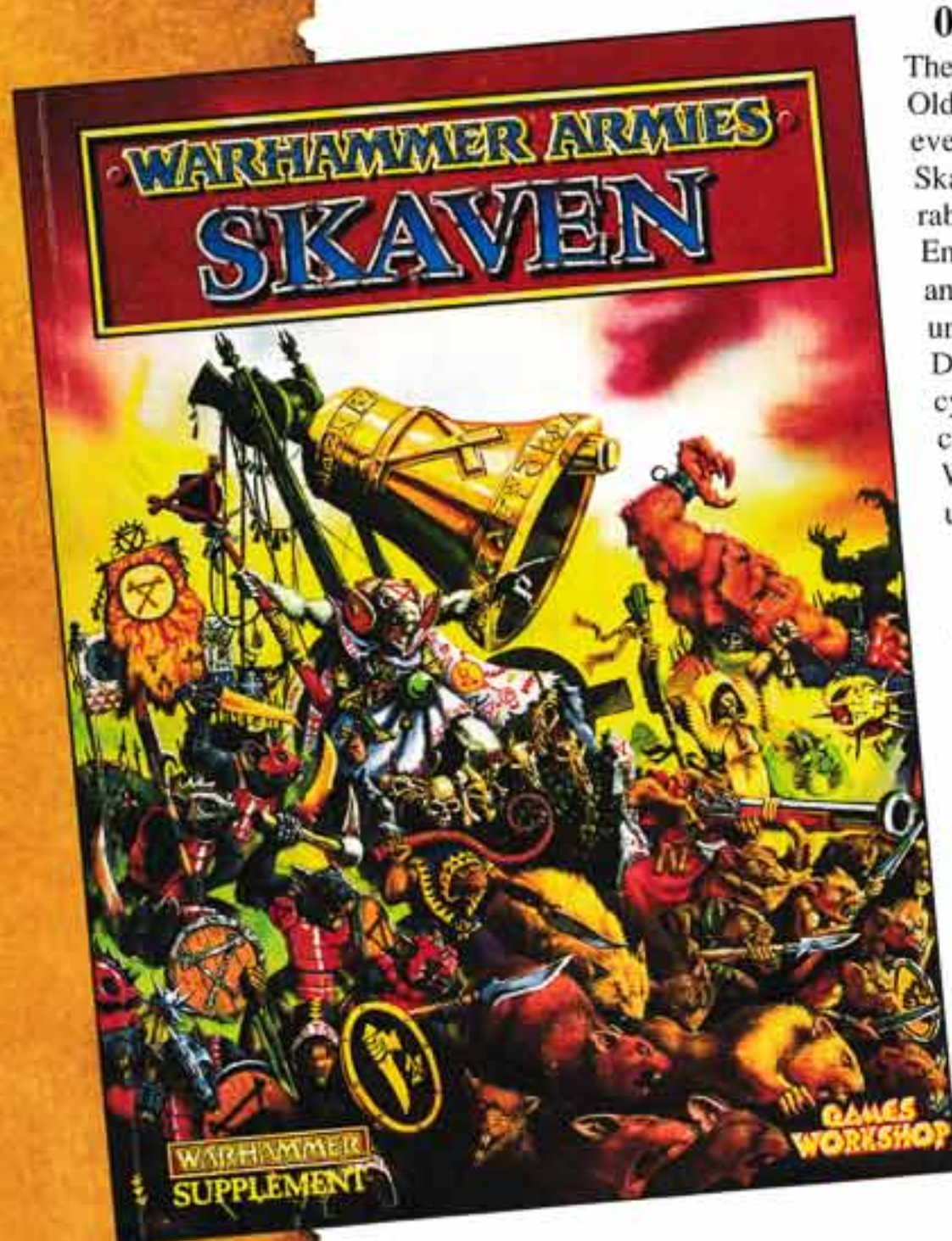
# SKAVEN

## 0839 SKAVEN

### SCREAMING BELL

Pulled and dragged forward by ragged hordes of Skaven, the Screaming Bell is one of the most fearsome creations of the warped Warlock Engineers. Ringing out a mind-ripping peal of death, the Screaming Bell has enough power to raze cities and destroy armies.

Each toll of the warpstone bells drives the Skaven to new heights of ferocity. At the front of the twisted carriage a Grey Seer exhorts the Skaven to even an more frenzied state.



## 0135 WARHAMMER ARMIES SKAVEN

The vile and malevolent Skaven gnaw through the roots of the Old World like a malignant cancer. Their Under-Empire spreads ever outward from its sprawling capital of ancient evil, Skavenblight. 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 supplement for Warhammer fantasy battle describes the Skaven race and their unspeakable horror in complete and exhaustive detail.

### CORRUPTION AND DECAY

A comprehensive history of the Skaven traces their origins and their rise to power, detailing their main strongholds of Crookback Mountain, the City of Pillars, Hell Pit, and the most foul and secret realm of Skavenblight itself.

### SPECIAL RULES

Complete game details are included for specialist troops and the infernal devices of the Warlock Engineers, including the infamous Screaming Bells, the awesome Doomwheel, warlock Jezzail teams, revised rules for the terrifying warfire thrower, Poison Wind Globadiers, Gutter Runners, Plague Censer Bearers, Rat Ogres and special Skaven magic items.

### ARMY LIST

A complete army list for the Skaven hordes. From Stormvermin and Clanrats to the most infamous Skaven characters.



# ORCS & GOBLINS

With a thundering rumble, hordes of greenskins charge forward. Caught up in the Waaagh, Orc and Goblin tribes band together to fight for power, prestige, or to just pass the time. Found in every corner of the Warhammer World, no race is spared the constant invasions of the Orcs and Goblins.

## PICK UP DAT AXE YA GIT!

Orcs and Goblins are arguably the most war-like race in the Warhammer World. In fact. If they didn't spend so much time warring with each other they would have crushed most of the Human, Dwarf, and Elven Empires long ago.

An Orc invasion known as Waaagh is an awesome sight to behold. They start when an Orc or Goblin Boss gains respect through beating other Orc and Goblin tribes. Soon everyone is flocking to the winner's banner in hopes of being on the winning side (and what fun is war if you can't be on the winning side, right?). Soon thousands of Orcs and Goblins are united under one banner and hungry for conquest. Many such Waaaghs are recorded in the annuals of Human and Dwarf history, when huge armies came sweeping out of the mountains leaving complete destruction and desolation in its wake.



## THE LADZ

Orcs, as a whole, are not very intelligent creatures but their determination to get what they want more than makes up for clever ideas or cunning plans. Their large stature makes them physically suited for battle, made up of heavily muscled limbs and thick skins, they can shrug off wounds that would kill an ordinary human. Goblins are smaller, weaker, and not quite as well suited for battle as their larger cousins. They will run from a fight unless they outnumber their enemy, or on the chance that the enemy is weaker, injured, or asleep. What they lack physically however is made up in cunning and shrewdness and their bizarre but effective selection of troops.

Black Orcs are the biggest and toughest of all the Orcs, and will not rout when they see smaller Orcs fleeing from battle.

## THE WAAAGH!

One of the greatest things about the Orc and Goblin Army is the variety of troops that can be fielded. Orcs come in a variety of sizes, ranging from regular **Orc Boys** to the rather large and



Giant heads with teeth, Squigs are driven from their dens in dark caves and goaded into battle.

intimidating **Black Orcs**. **Savage Orcs** are Orcs who shun the use of armor and steel weapons, relying on pure ferocity and a little bit of magical war paint to

carry them through the battle. And of

course there are the **Orc Boar Boyz**,

an adventurous lot that ride huge, bloodthirsty war

boars! Not content to be outdone, the Goblins have a myriad of troops themselves. Ranging from the crazy Goblin Fanatics, who are whirling balls of death, to Forest Goblins who scuttle about the field on top of Giant Spiders.

An Orc and Goblin force laid out on the battlefield is an impressive sight. With an almost endless variety of troops, they can meet and beat any force that is stupid enough or slow enough to get in their way.



Squig Hoppers can cause massive damage if they manage to land in the middle of an enemy unit.



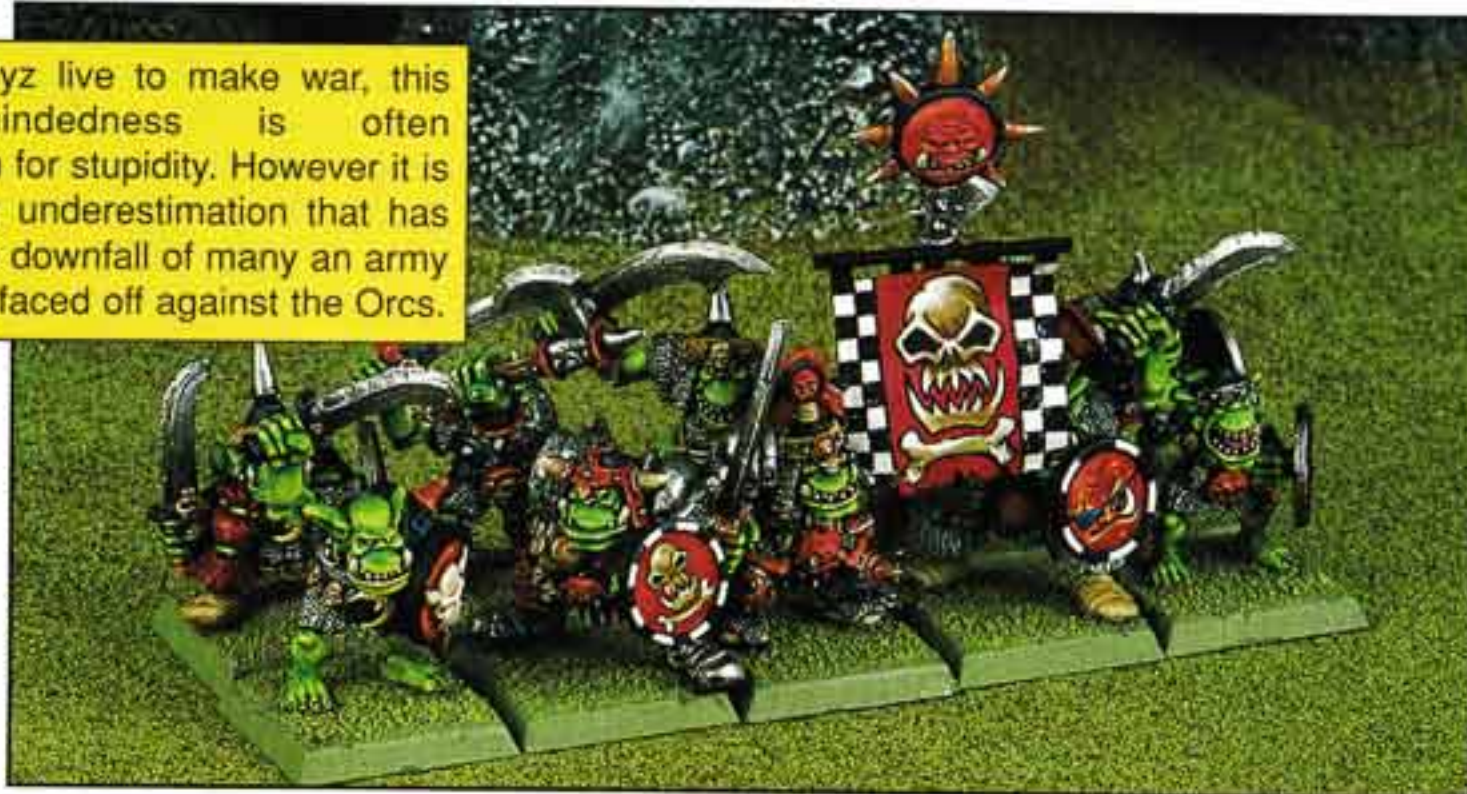
# ORCS & GOBLINS

## 8541A ORC BOYZ



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

Orcs Boyz live to make war, this single-mindedness is often mistaken for stupidity. However it is this very underestimation that has been the downfall of many an army that has faced off against the Orcs.



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# ORCS & GOBLINS

## 8541B ORC BOYZ WITH HALBERDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8541C ORC ARRER BOYZ



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 2 MINIATURES PER BLISTER.



## 8541D ORC CROSSBOW BOYZ



MINIATURES ARE SUPPLIED WITH A PLASTIC CROSSBOW SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



# ORCS & GOBLINS

## 8541E ORC BOLT THROWER



PACKAGED 3 CREW AND 1 BOLT THROWER PER BLISTER.

## 8541F ORC COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8541H ORC SHAMAN WITH FAMILIAR



PACKAGED 1 MINIATURE AND 1 FAMILIAR PER BLISTER.

## 8541J ORC WARLORD



PACKAGED 1 MINIATURE PER BLISTER.



# ORCS & GOBLINS

## 8542A SAVAGE ORC BOYZ



Savage Orcs shun the use of steel and armor, relying on their feral savagery to deliver them safely through a battle.

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.







# ORCS & GOBLINS

8542C SAVAGE ORC COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

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# ORCS & GOBLINS

## 8542C SAVAGE ORC COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8542E SAVAGE ORC SHAMAN



PACKAGED 1 SHAMAN AND 1 SNOTLING PER BLISTER.

## 8544A BLACK ORCS WITH ADDITIONAL WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.



# ORCS & GOBLINS

## 8544B BLACK ORCS WITH DOUBLE-HANDED WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.





# ORCS & GOBLINS

## 8544C BLACK ORC COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8544E ORC BIG 'UNS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

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# ORCS & GOBLINS

## 8544F ORC BIG 'UNS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8544G ORC BIG 'UNS COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



An Orc horde attacking near the border of the Empire.

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# ORCS & GOBLINS

## 8545A SAVAGE ORC BOAR BOYZ



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

## 8545B SAVAGE ORC BOAR BOYZ HERO



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

## 8545C SAVAGE ORC BOAR BOYZ STANDARD BEARER



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

## 8545D SAVAGE ORC BOAR BOYZ MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

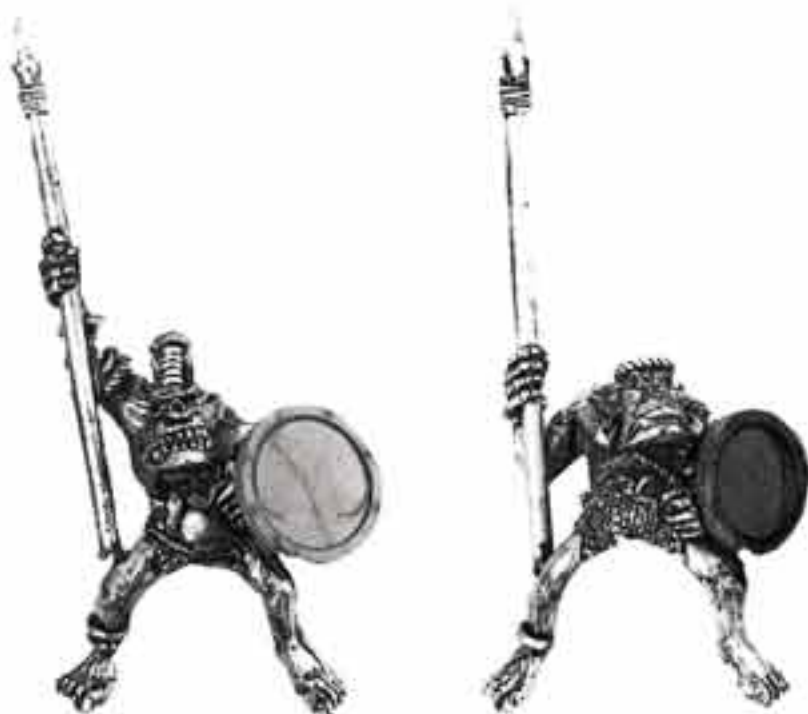
Boar Boyz ride into battle on the backs of ferocious boars, who are even more tenacious than their Orc riders.





# ORCS & GOBLINS

**8545E SAVAGE ORC BOAR BOYZ WITH SPEARS**



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

**8545G ORC BOAR BOYZ WITH SPEARS**



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

**8545F SAVAGE ORC BOAR BOYZ SHAMAN**



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

**8545H ORC BOAR BOYZ HERO**



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

**8545K ORC BOAR BOYZ MUSICIAN**



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

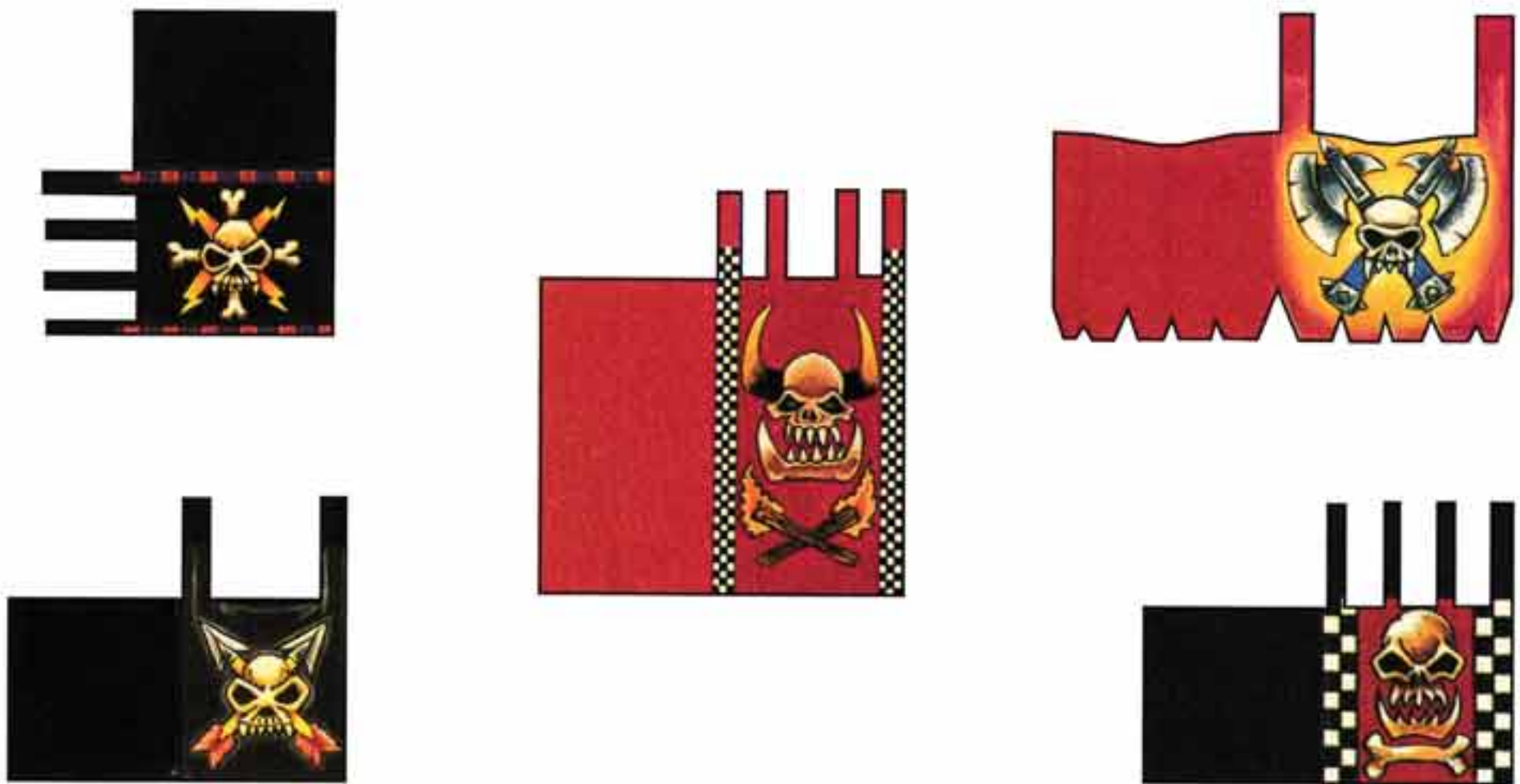
**8545J ORC BOAR BOYZ STANDARD BEARER**





# ORCS & GOBLINS

## 8583D ORC BANNERS



PACKAGED 5 DIFFERENT BANNERS PER BLISTER.

## 8598B MORGLUM NECKSNAPPER



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED MORGLUM, PEWTER BOAR HEAD,  
AND 1 PLASTIC BOAR PER BLISTER.

## 8598C CHIEFTAIN GORFANG ROTGUT



MINIATURE SUPPLIED UNPAINTED AND CONVERTED BANNER POLE  
NOT INCLUDED.  
MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE PER BLISTER.



# ORCS & GOBLINS

## 8547A GOBLINS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



On their own, Goblins are rather weedy. This is why they band together in huge mobs and try to overwhelm the foe.

## 8547C GOBLINS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



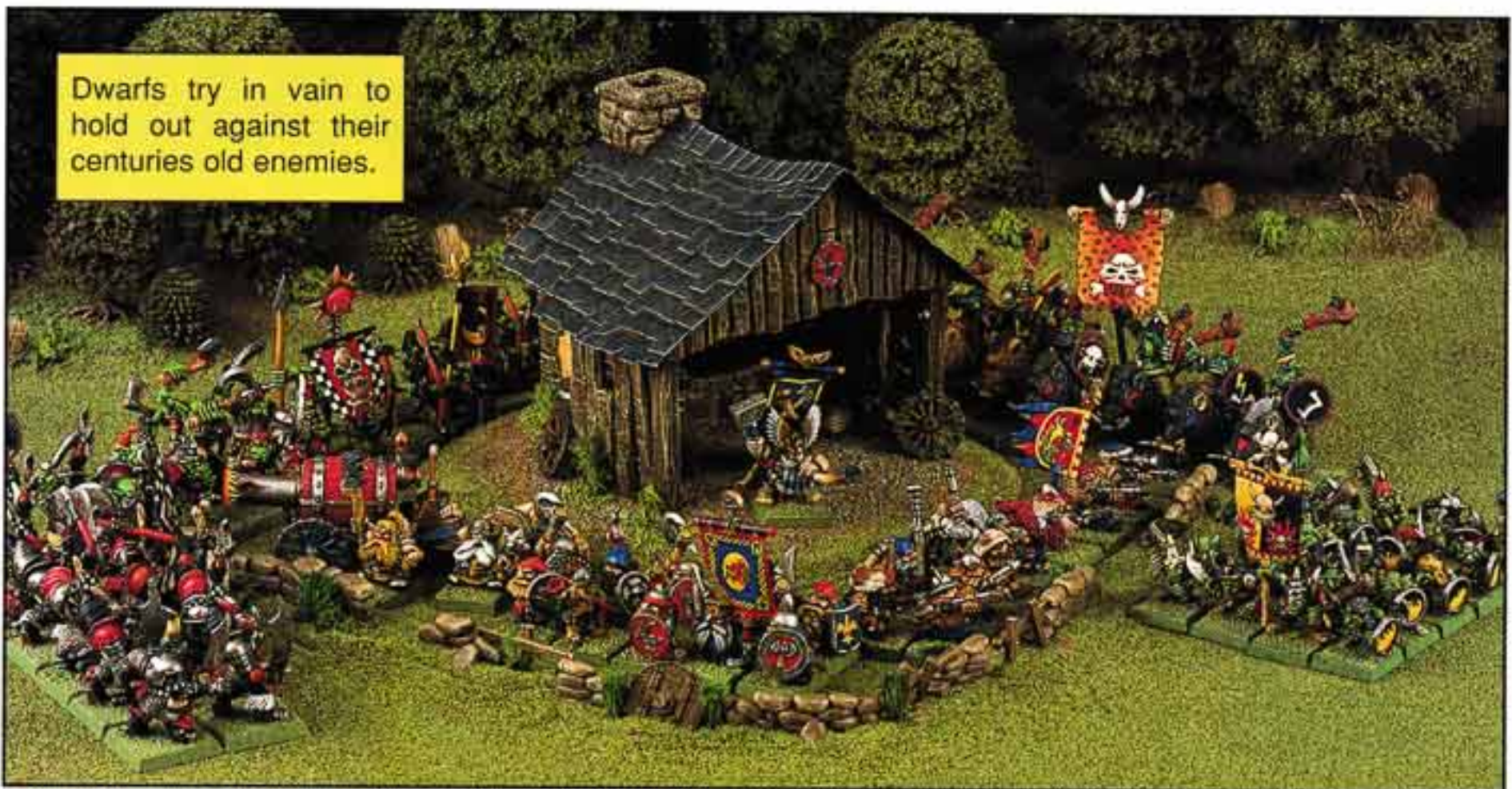
# ORCS & GOBLINS

## 8547D GOBLIN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

Dwarfs try in vain to hold out against their centuries old enemies.



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# ORCS & GOBLINS

## 8547E FOREST GOBLINS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

Forest Goblins live in the deep, dark forests that surround the Empire, emerging to conduct raids on the Empire farms and settlements.





# ORCS & GOBLINS

## 8547F FOREST GOBLIN ARCHERS



PACKAGED 3 MINIATURES PER BLISTER.

## 8547H FOREST GOBLIN COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



# ORCS & GOBLINS

## 8547G FOREST GOBLINS WITH SPEARS



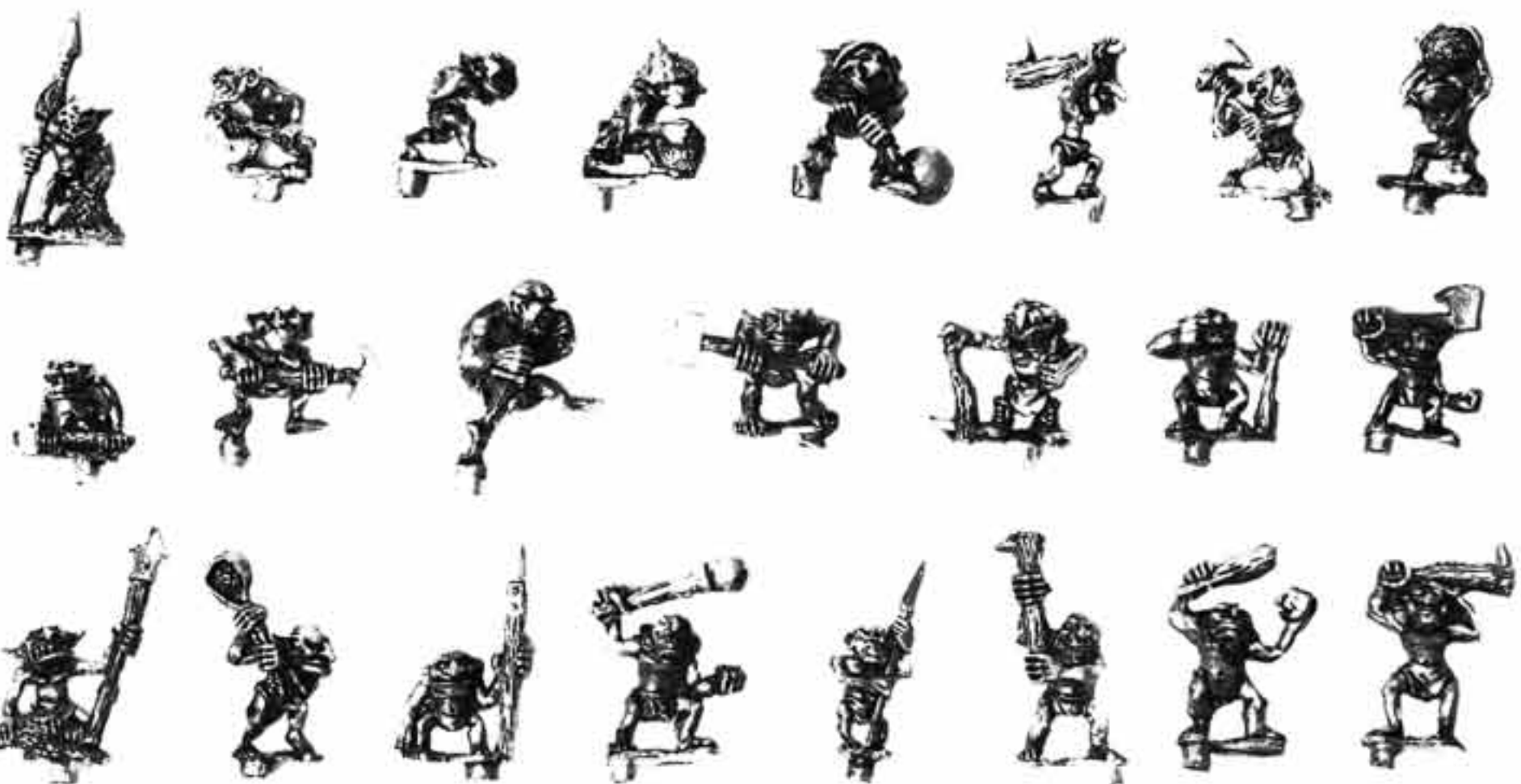
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8547I FOREST GOBLIN SHAMAN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8547J SNOTLINGS



PACKAGED 9 RANDOM SNOTLINGS PER BLISTER.





# ORCS & GOBLINS

## 8548A GOBLIN FANATICS



PACKAGED 2 MINIATURES PER BLISTER.

## 8548B DOOM DIVERS



PACKAGED 1 MINIATURE AND 1 CATAPULT PER BLISTER.

## 8548C SNOTLING PUMP WAGON



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 SNOTLING PUMP WAGON AND CREW PER BLISTER.

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# ORCS & GOBLINS

## 8549A NET TEAMS



PACKAGED 2 MINIATURES PER BLISTER.

## 8549B SQUIG HUNTERS WITH SQUIG



PACKAGED 1 SQUIG HUNTER CREW AND 1 SQUIG PER BLISTER.



# ORCS & GOBLINS

## 8549C SQUIGS



PACKAGED 3 MINIATURES PER BLISTER.

## 8549D SQUIG HOPPER



PACKAGED 1 MINIATURE PER BLISTER.



A Snotling Pump Wagon charges forth in an attempt to silence the powerful Empire artillery.





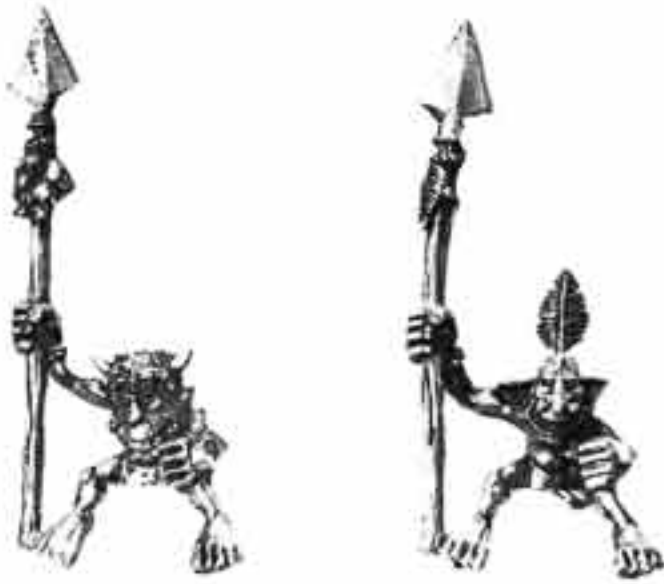
# ORCS & GOBLINS

## 8550A GOBLIN SPIDER RIDERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 SPIDER PER BLISTER.

## 8550B GOBLIN SPIDER RIDERS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 SPIDER PER BLISTER.

## 8550C GOBLIN SPIDER RIDER STANDARD BEARER



PACKAGED 1 MINIATURE AND  
1 SPIDER PER BLISTER.

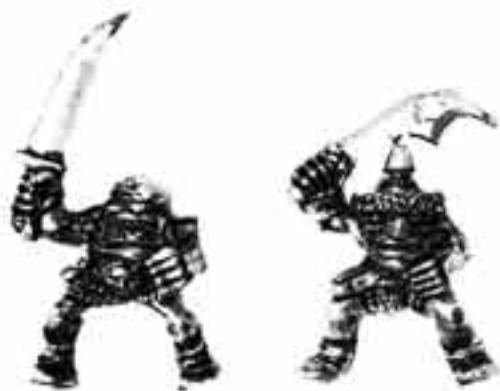
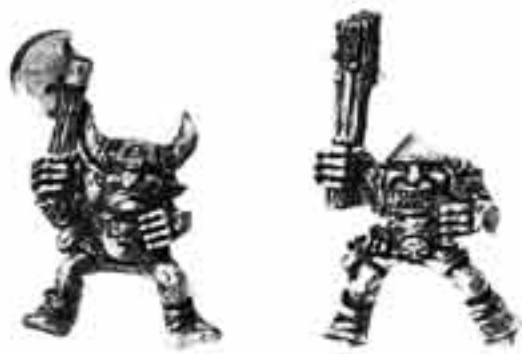


Forest Goblin Spider Riders are sneaky opponents. Not only can they climb over any terrain, but their gruesome spiders have poisonous bites



# ORCS & GOBLINS

## 8550D WOLF RIDERS



## 8550E WOLF RIDERS WITH SPEARS

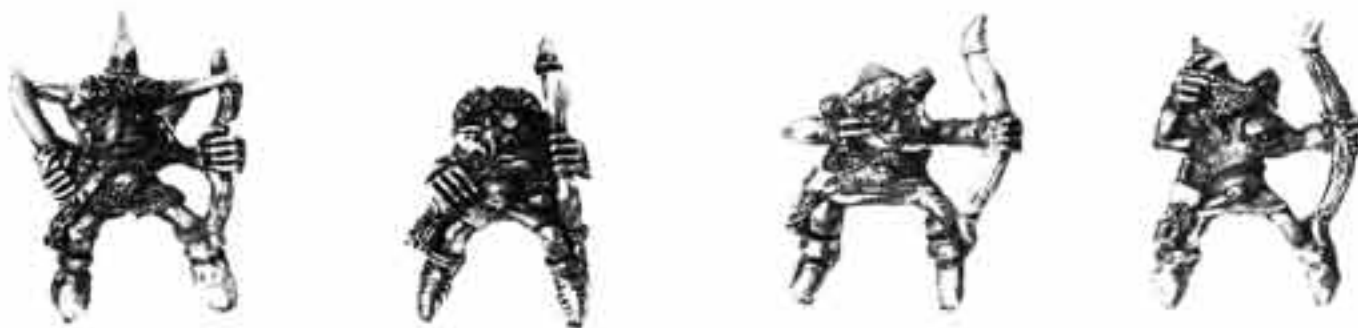


## 8550G WOLF RIDER STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

## 8550F WOLF RIDERS WITH BOWS



PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

## 8550H WOLF RIDER MUSICIAN



PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

## 8550I WOLF RIDER HERO



PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.



Wolf Riders are fast attack troops that can rush down the sides of the battle field to flank opponents.



# ORCS & GOBLINS

## 8552A NIGHT GOBLINS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8552B NIGHT GOBLINS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



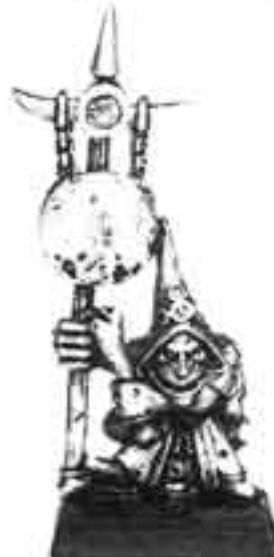
# ORCS & GOBLINS

## 8552C NIGHT GOBLINS WITH BOWS



PACKAGED 3 MINIATURES PER BLISTER.

## 8552D NIGHT GOBLIN COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

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# ORCS & GOBLINS

## 8552E NIGHT GOBLIN SHAMAN



PACKAGED 3 MINIATURES PER BLISTER.

## 8573A RIVER TROLLS



PACKAGED 1 MINIATURE PER BLISTER.

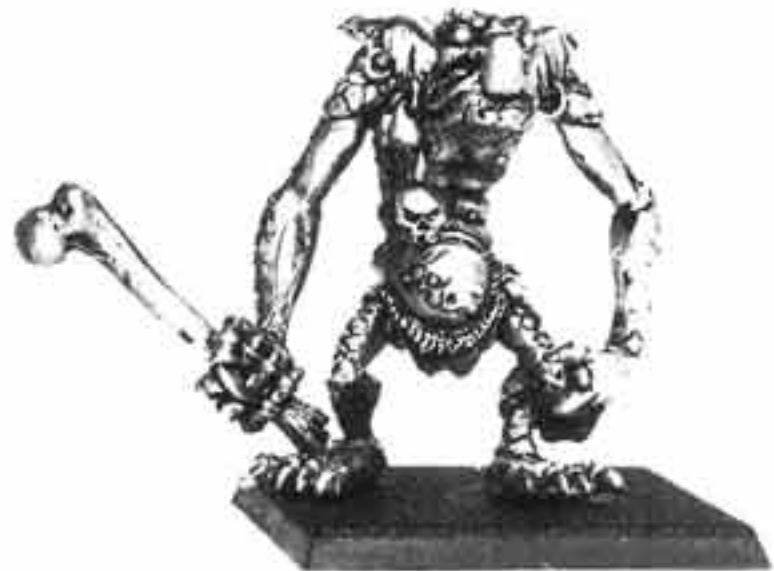


# ORCS & GOBLINS

## 8573B STONE TROLLS



Not only do Stone Trolls regenerate wounds, but they have an innate magic resistance that makes them all but immune to spells.

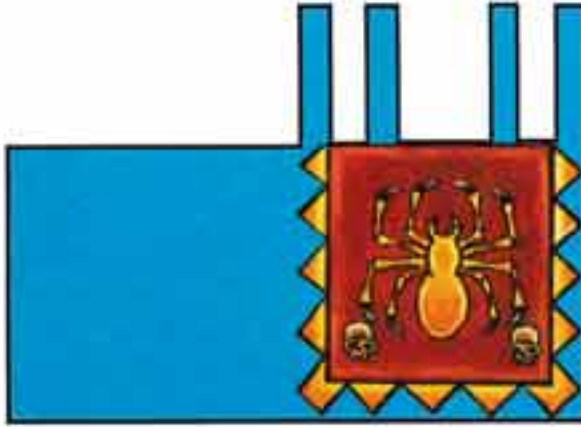


PACKAGED 1 MINIATURE PER BLISTER.



# ORCS & GOBLINS

## 8583C GOBLIN BANNERS



PACKAGED 5 DIFFERENT BANNERS PER BLISTER.

## 8598A SKARSNIK AND GOBBLA



MINIATURES PROVIDED UNPAINTED.  
PACKAGED 2 MINIATURES PER BLISTER.



# ORCS & GOBLINS



0747

## PLASTIC ORCS

Orcs are harsh and brutal warriors who love nothing more than a good scrap. If Orcs can't find any enemy to fight, they will quickly resort to battling it out amongst themselves.

0528

## AZHAG THE SLAUGHTERER

One of the most infamous of all Orc Warlords, Azhag the Slaughterer led a legendary Orc Waaagh! rampaging through the very heart of the Empire.

Azhag rode to war atop a large and particularly ferocious Wavern, but what really made Azhag dangerous was the Crown of Sorcery.

Another of Azhag's special abilities, and one that made his career as a Warlord so successful, is his ability to prevent the usual effects of Orc and Goblin animosity within 12" of his person. Other greenskins just wouldn't dare to disobey any of Azhag's orders!





# ORCS & GOBLINS



**0748  
PLASTIC  
BLACK ORCS**

The biggest and strongest of all Orcs, Black Orcs rely on brute strength and their two hand weapons to grind all opposition into the ground.



**0755**

**PLASTIC GOBLINS**

When grouped in large formations Goblins become incredibly effective troops, either swarming over the enemy in a wave of superior numbers, or darkening the skies with clouds of arrows.



**0823**

**ROCK LOBBER**

An awesome Orc war machine, the Rock Lobber hurls vast boulders across the battlefield to crush and flatten enemy units. The resounding "splat" of an accurate shot truly delights the Orcish mind.



# ORCS & GOBLINS



## 0844 CHIEFTAIN GROM'S WAR CHARIOT

Spurring the ferocious wolves that pull his massive chariot to an even greater speed, Goblin Warlord Grom the Paunch crashes into the foe and splinters enemy units asunder.

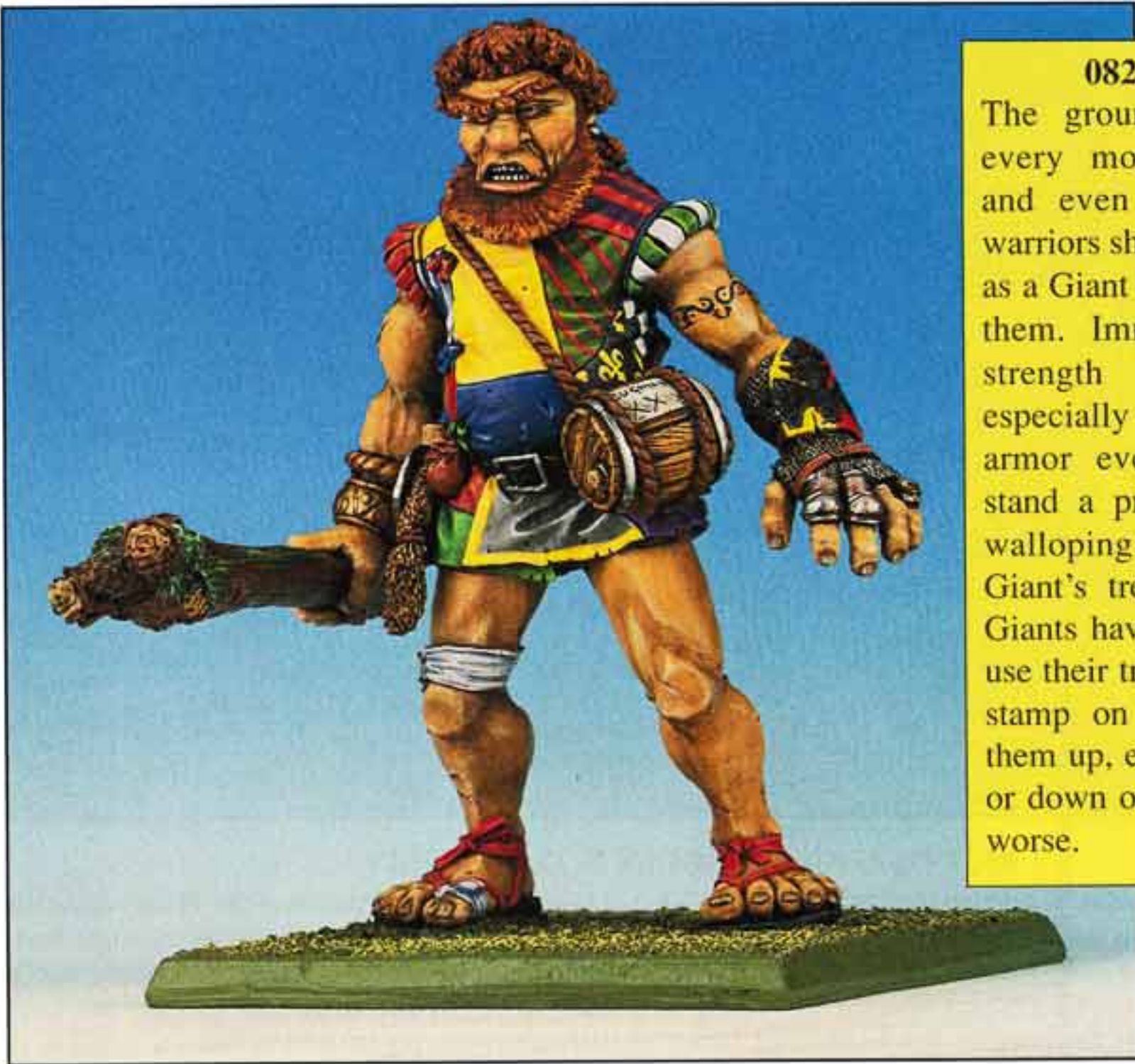


## 0544 GOBLIN CHARIOT

With a snapping of jaws and a rumble of wheels come the Goblin Chariot! Pulled by ferocious wolves, the Goblin chariot wreaks havoc as it cuts through the enemy units with its scythed wheels crushing all those unfortunate enough to get caught in front of its path.



# ORCS & GOBLINS



## 0829 GIANT

The ground shakes with every monumental stride and even the bravest of warriors shake in their boots as a Giant bears down upon them. Immense size and strength make Giants especially formidable. No armor ever forged could stand a prayer against the walloping blows of a Giant's tree-trunk weapon. Giants have been known to use their tremendous size to stamp on opponents, pick them up, eat them, jump up or down on them, and even worse.



## 0545 ORC BOAR BOYZ

The most fierce of the Orc and Goblin calvary can be found in the Orc Boar Riders. Only the biggest Orcs can ride these powerful and rather foul tempered boars, which makes for a fast striking, elite unit that can crush all that dare stand in their way!

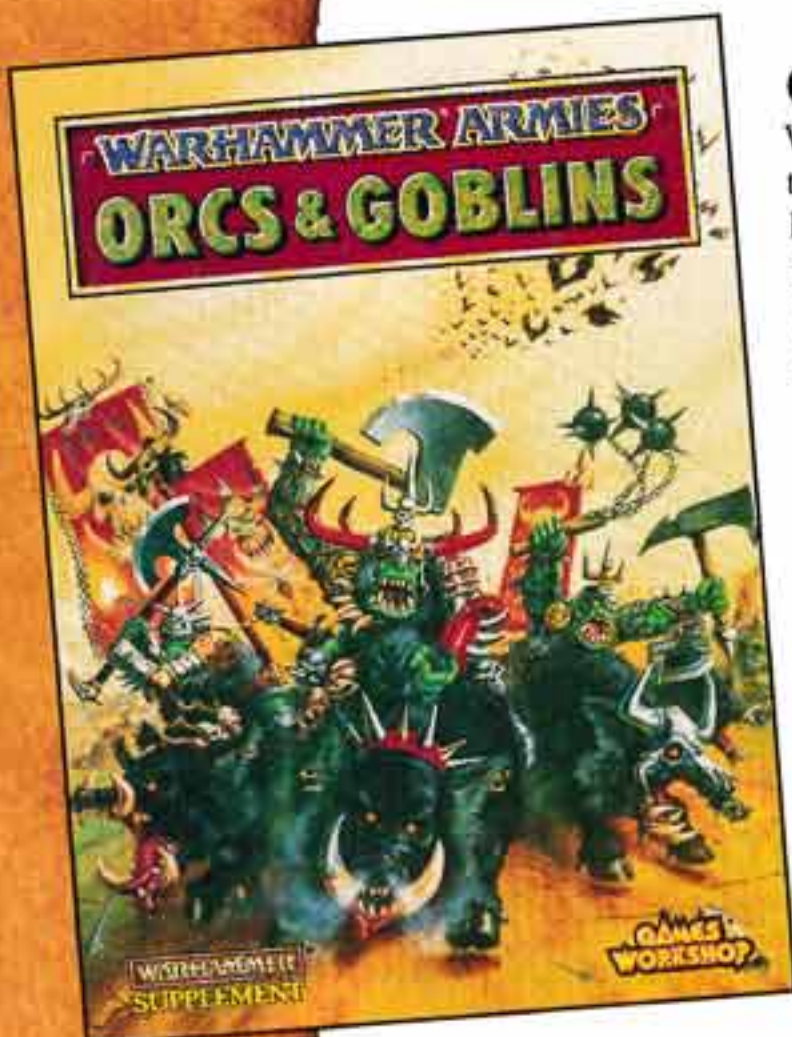


# ORCS & GOBLINS



## 0522 ORC AND GOBLIN BOXED ARMY

Rampaging across the Old World are the Orc and Goblin hordes! Led by Grom the Paunch of the Misty Mountains, the mighty Waaagh has started. Helping him to marshall his troops is the fearsome Goblin Warlord of the Eight Peaks, Skarsnik, and his giant Squig Gobbler. The flapping of leathery wings heralds the arrival of Varg 'eadsmasha, the Orc Master Shaman and his bloodthirsty Wyvern and the battle is ready to begin! Orc Boyz rush forward into battle, supported by withering fire from the Orc Arrer Boyz. Mob after mob of Goblins pour forth like a sea of red eyes and sharp little teeth. Fanatics burst forward as they close with the enemy, their huge ball and chains decimating even the heaviest of armored foes. Goblin Wolf Riders bound up the edge of the battlefield, harrying the enemy flanks. With a loud twang a Goblin Doom Diver is launched into the air, ready to crash down into some unsuspecting unit. It's a never ending threat to the Old World, all in one box and ready for you to take command!



## 0131 WARHAMMER ARMIES ORCS AND GOBLINS

Waaagh! The greenskins are coming. Orcs and Goblins pour from the mountains to wreak havoc amongst the realms of men. Warlords lead wild and teeming hordes to battle, Orc and Goblin tribes swell the ranks. Trolls and ferocious monsters bellow in fury. Chariots and weird machines rumble forward to crush the enemy. This invaluable companion to the Warhammer game describes the armies of Orcs and Goblins in complete detail.

### WAAAGH!

A broad history of the Orc and Goblin races describes the careers of some of the most famous Orc and Goblin Warlords - their rise to power and the glorious path of their conquests and devastations.

### SPECIAL RULES

Complete game details are included for all Orc and Goblin weapons, devices, and unusual warriors including Doom Divers, Squig Hunters, Big 'Uns, Snotling Pump Wagons, Night Goblin Netters, and many more. Special magic rules cover Night Goblin, Forest Goblin and Savage Orc Shamans.

### SPECIAL RULES

A complete army list for Orc and Goblin armies. A full list of heroes, shamans, and monsters. And a special section describing the greatest Warlords of past and present.





# CHAOS



In the north lies a land where time and space is warped. It is a place of horrid mutations and death, where winds blow across a desolate and sandy landscape. Here roving bands of warriors fight for the favor of their evil gods, and gibbering Daemons roam free.

## THE GREAT COLLAPSE

The Northern Chaos Wastes were not always in their present state. Once it was the sight of a great portal constructed by the Old Ones, an enigmatic race that one day appeared on the Warhammer World. What exactly caused the portal to collapse shall remain a mystery, but the consequences are clearly evident. The resulting collapse flooded the area with magical energy that spread out and saturated the land. With it came great mutations to both the landscape and those unfortunate enough to be caught in the ensuing flood of energies. The rift allowed horrors beyond the world to enter, now known as the Chaos Gods; Tzeentch, Slaanesh, Nurgle, and Khorne.



Bloodletters are fierce Daemons of Khorne who wield terrible swords known as Hellblades.

## THE CHAOS GODS

There are four Chaos Gods who rule the infernal region known as the Realms of Chaos. Khorne is the Blood God, the god of battle who revels in war and spurns the use of magic. Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Slaanesh is the god of decadence and pleasure and of the terrible temptations that only a god can offer. Tzeentch is the Great Sorcerer, the god of magic and master of the mutable time-stream. Together these gods weave webs and plots to undue the reality of the world and spread chaos to every corner of every realm.

## A HUNGER FOR POWER

The Chaos hordes are made up of terrible monsters, Daemons, savage Beastmen, and humans whose lust for power have driven them to evil and unholy ends. In the mountains roam terrifying beasts, like **Griffons**, **Hippogriffs** and **Manticores**, created by the mutating properties of magic. In the forests, bands of ferocious **Beastmen** wait to raid unsuspecting villages for food and sport. **Daemons**, terrible creations of magic, spread their terror and wreak havoc all in the name of their arcane masters. The most depraved followers of Chaos, however, are the humans. Drawn by the whispered promises of power, they sell their souls for greater magical abilities, or for more skill and prowess in battle. Appearing on the battlefield as great **Chaos Sorcerers**, menacing **Chaos Warriors**, or even the appalling **Chaos Knights**, they spill blood in the names of their patron god and gather their enemies' skulls for glory.

Chaos Sorcerers pledge their souls in hopes of getting more arcane knowledge and achieving immortality.



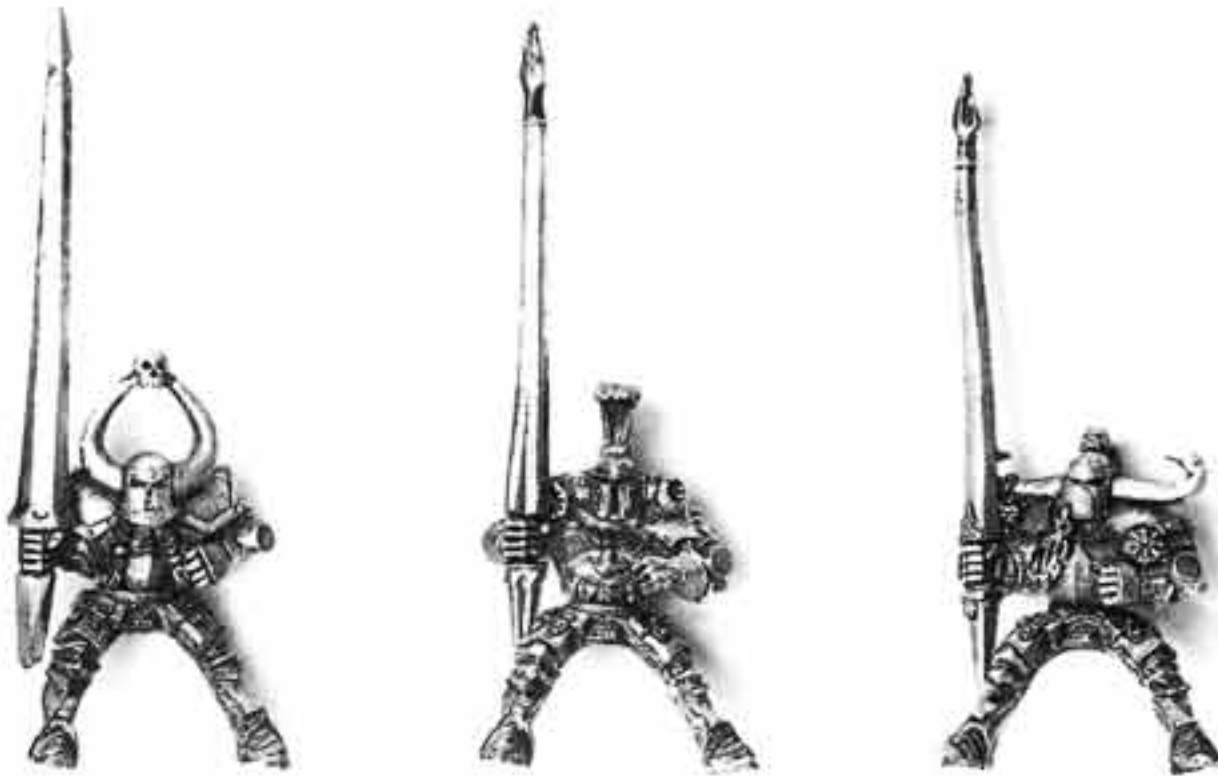
Chaos Warriors battle for the attention of their god, hoping to be raised to the status of Chaos Champions.





# CHAOS

## 8520A CHAOS KNIGHTS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE, 1 HORSE HEAD, AND 1 PLASTIC HORSE PER BLISTER.

## 8520B CHAOS KNIGHTS STANDARD BEARER



MINIATURES ARE SUPPLIED WITH A  
PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE, 1 HORSE  
HEAD, AND 1 PLASTIC HORSE PER  
BLISTER.

## 8520C CHAOS KNIGHTS CHAMPION



MINIATURES ARE SUPPLIED WITH A  
PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE, 1 HORSE  
HEAD, AND 1 PLASTIC HORSE PER  
BLISTER.



Chaos Knights are the most feared cavalry in all the Warhammer World. They pledge their souls and in turn receive immense battle prowess and savagery.



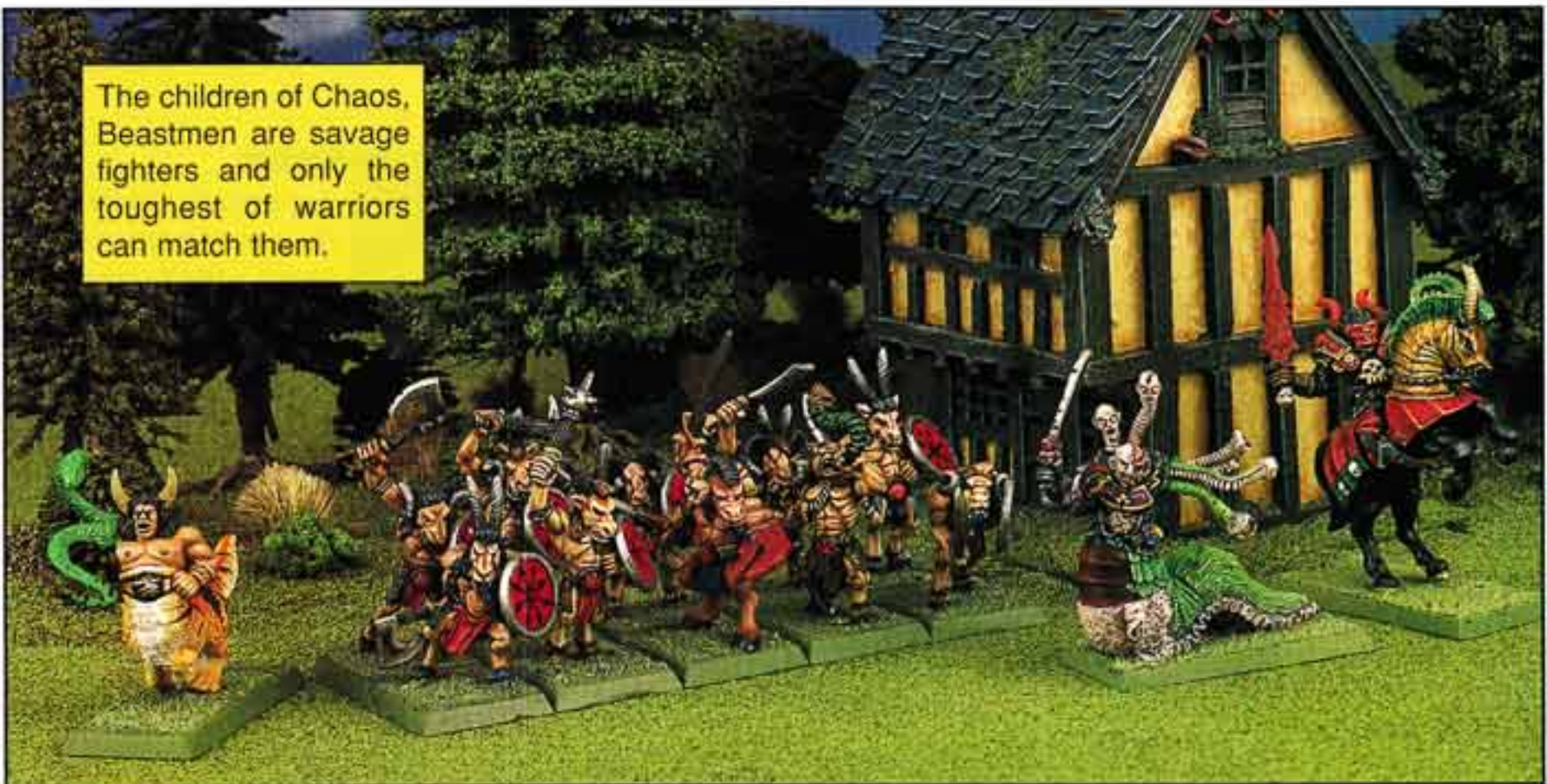
# CHAOS

## 8521A BEASTMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

The children of Chaos, Beastmen are savage fighters and only the toughest of warriors can match them.





# CHAOS

## 8521B BEASTMEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



Beastmen heroes and champions are especially tough, their heightened fighting abilities allows them to cut through other units with ease.



# CHAOS

## 8521D BEASTMEN SHAMAN



PACKAGED 1 MINIATURE AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.

### FAMILIARS



THE RANDOMLY SELECTED FAMILIARS FOR ANY OF THE SHAMAN OR SORCERER CODES WILL BE TAKEN FROM THE ABOVE ASSORTMENT.



# CHAOS

## 8523A CHAOS WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

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# CHAOS

## 8523A CHAOS WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8523B CHAOS WARRIORS WITH TWO HANDED WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.



# CHAOS

## 8523C CHAOS WARRIORS WITH HALBERDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8523D CHAOS WARRIOR COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# CHAOS

## 8524A CHAOS SORCERERS



PACKAGED 1 SORCERER AND 1 RANDOM FAMILIAR PER BLISTER.

## 8525A MINOTAURS



PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS

## 8525A MINOTAURS



PACKAGED 1 MINIATURE PER BLISTER.

## 8525C MINOTAURS WITH ADDITIONAL HAND WEAPONS



PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS

8525B MINOTAUR LORDS



PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS

## 8527A CHAMPIONS OF KHORNE



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8527B CHAMPIONS OF NURGLE



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

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# CHAOS

## 8527C CHAMPIONS OF SLAANESH



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



# CHAOS

## 8527D CHAMPIONS OF TZEENTCH



PACKAGED 2 MINIATURES PER BLISTER.

## 8527E TZEENTCH DISC RIDERS



PACKAGED 1 RIDER AND 1 DISC PER BLISTER.

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CITADEL  
MINIATURE



# CHAOS

## 8529A BLOODLETTERS DAEMONS OF KHORNE



PACKAGED 2 MINIATURES PER BLISTER.

Wielding their awesome Hellblades, Bloodletters cut swathes of destruction for their Lord Khorne.





# CHAOS

## 8529B FLESH HOUNDS DAEMONS OF KHORNE



PACKAGED 1 MINIATURE PER BLISTER.

The Fiends of Slaanesh can unleash a soporific musk which renders the enemy unconscious.



Flesh Hounds wear the protective Collars of Khorne which renders them immune to all types of magic weapons and spells.

## 8533A FIENDS OF SLAANESH



PACKAGED 1 MINIATURE PER BLISTER.





# CHAOS

## 8533B DAEMONETTES OF SLAANESH



PACKAGED 2 MINIATURES PER BLISTER.



Not only are the Daemonettes of Slaanesh fierce hand-to-hand fighters, but their massed ranks can cast magical spells too.



# CHAOS

## 8533C STEEDS OF SLAANESH



PACKAGED 1 STEED AND 1 RIDER PER BLISTER.



Steeds of Slaanesh attack with their long tongues, ensnaring its victims and dragging them forward to be crushed in the rider's claws.

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# CHAOS

## 8536A PLAGUEBEARERS DAEMONS OF NURGLE



PACKAGED 2 MINIATURES PER BLISTER.



The Plaguebearers pestilence attracts clouds of flies, making them especially hard to hit in combat.



# CHAOS

## 8536B NURGLINGS



PACKAGED 9 NURGLINGS PER BLISTER.



## 8536C BEAST OF NURGLE



PACKAGED 1 MINIATURE PER BLISTER.





# CHAOS

## 8537B HARPIES



PACKAGED 2 MINIATURES PER BLISTER.



Harpies are loathsome creatures who prey on the weak upon the fields of battle.

## 8537D DRAGON OGRES



PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS

8537D DRAGON OGRES



PACKAGED 1 MINIATURE PER BLISTER.

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CITADEL  
MINIATURES



# CHAOS

## 8540A FLAMERS OF TZEENTCH



PACKAGED 2 MINIATURES PER BLISTER.

## 8540B PINK HORRORS



PACKAGED 1 MINIATURE PER BLISTER.



Pink Horrors are creatures of raw magic, and rather than being destroyed when they are wounded they split and become two smaller Blue Horrors.



# CHAOS

8540C BLUE HORRORS



PACKAGED 2 MINIATURES PER BLISTER.

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CITADEL  
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# CHAOS

## 8583G CHAOS TRANSFERS



PACKAGED 15 TRANSFER SHEETS PER BLISTER.

## 8598O SCYLA, SPAWN OF CHAOS



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8598P AEKOLD HELBRASS



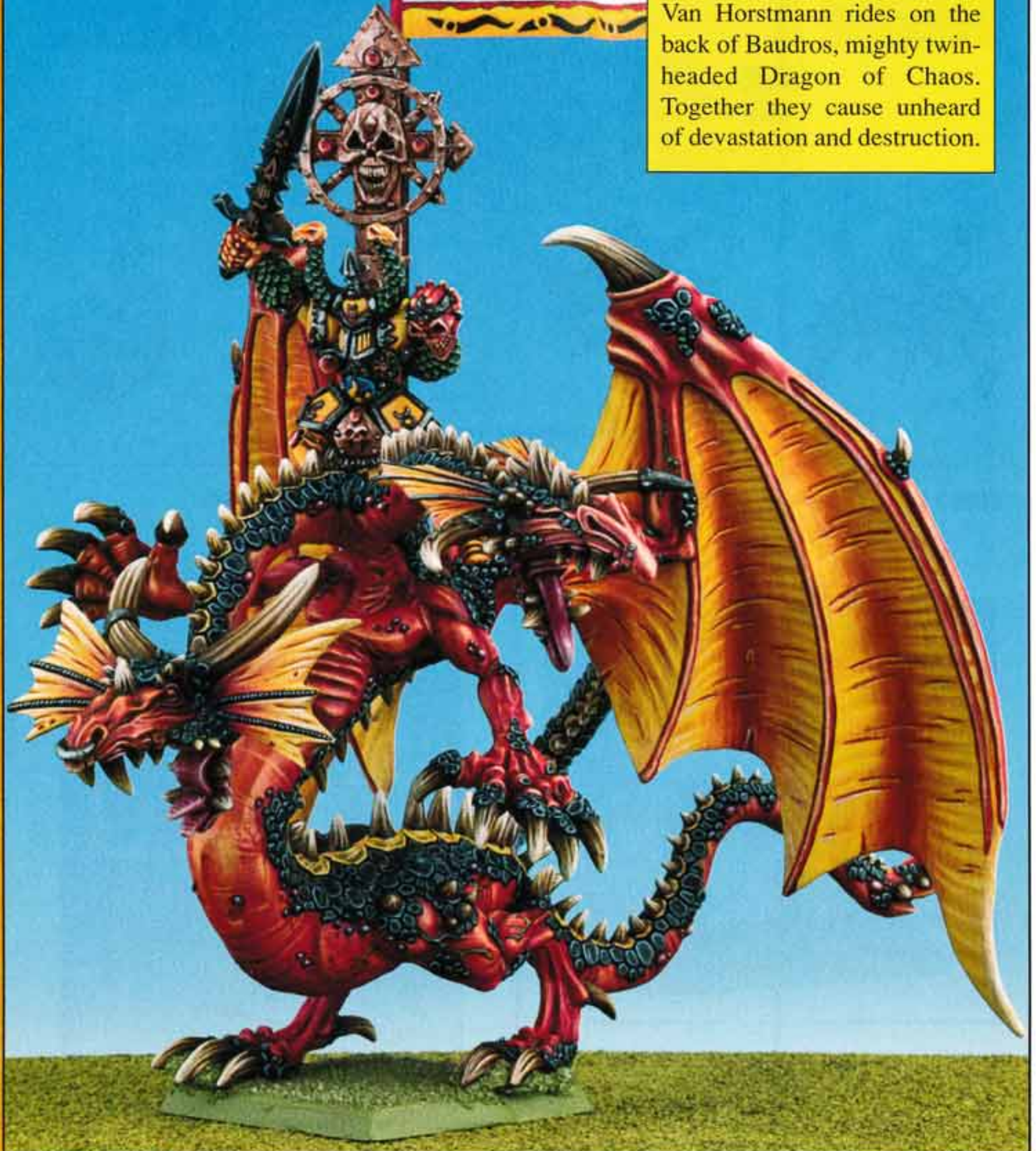
MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS

## 0533 EGRIMM VAN HORSTMANN ON CHAOS DRAGON

Wielding his Chaos Rune Blade and the Skull of Katam, the Dark Sorcerer Egrimm Van Horstmann rides on the back of Baudros, mighty twin-headed Dragon of Chaos. Together they cause unheard of devastation and destruction.





# CHAOS



## 0737 PLASTIC CHAOS WARRIORS

Once men lived beneath the armored shell of the Chaos Warrior, but having sold their souls for battle prowess and powers unknown, there is little humanity, if any, left at all.

## 0529 ARBAAL THE UNDEFEATED CHAMPION OF KHORNE

As the Blood god's own champion Arbaal has received plenty of Chaos gifts, the least of which is certainly not the massive Hound of Khorne on which he rides. Aided by his awesome Destroyer power Arbaal is a living whirlwind of death and destruction. Constantly under the iron gaze of Khorne's scrutiny, Arbaal has never lost in battle to this date.



## 0738 PLASTIC BEASTMEN

Found in the Chaos wastes and the darkest forests, Beastmen loathe other creatures, but despise humans above all else. Beastmen fight with a brutal lack of discipline and an unmatched savagery.

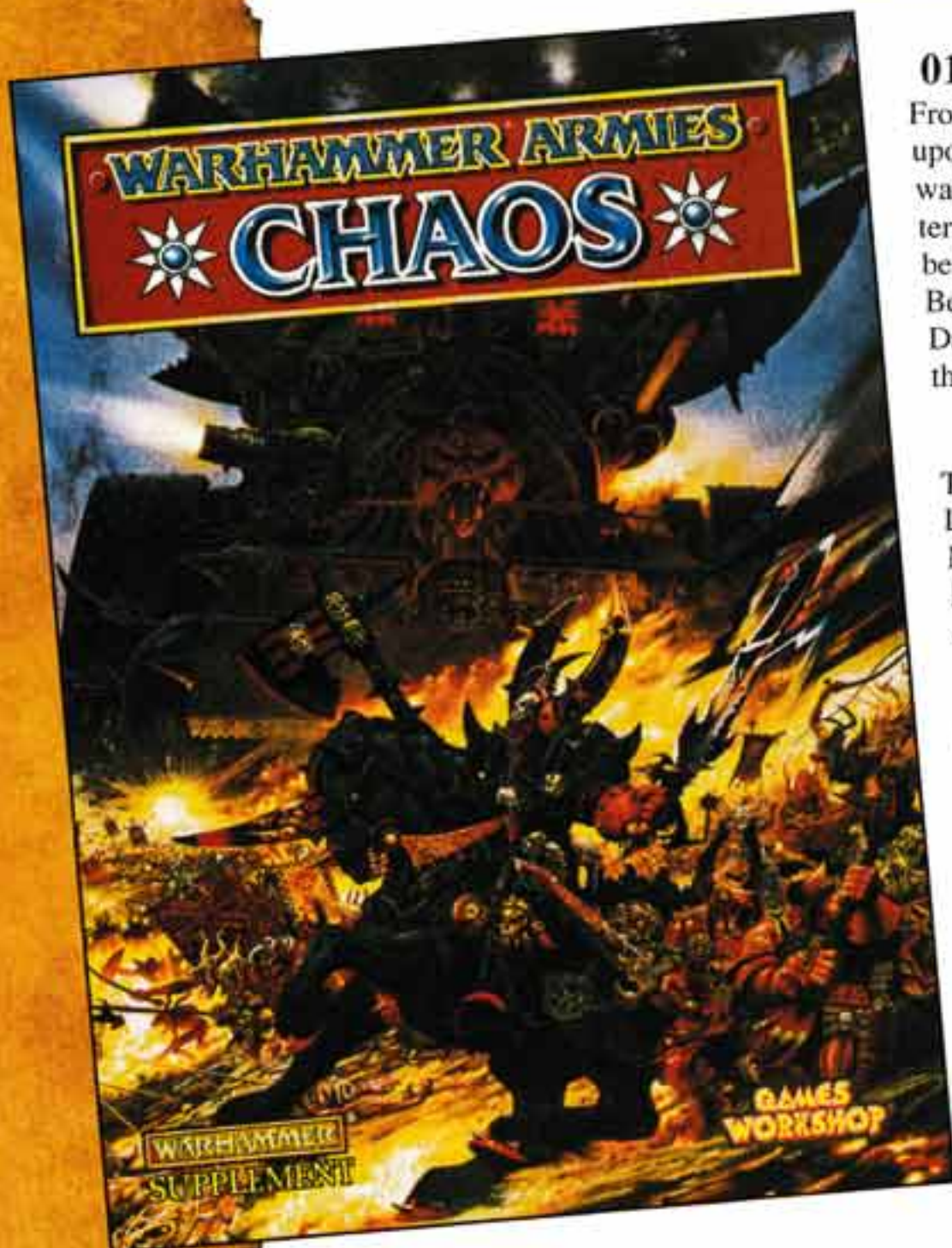
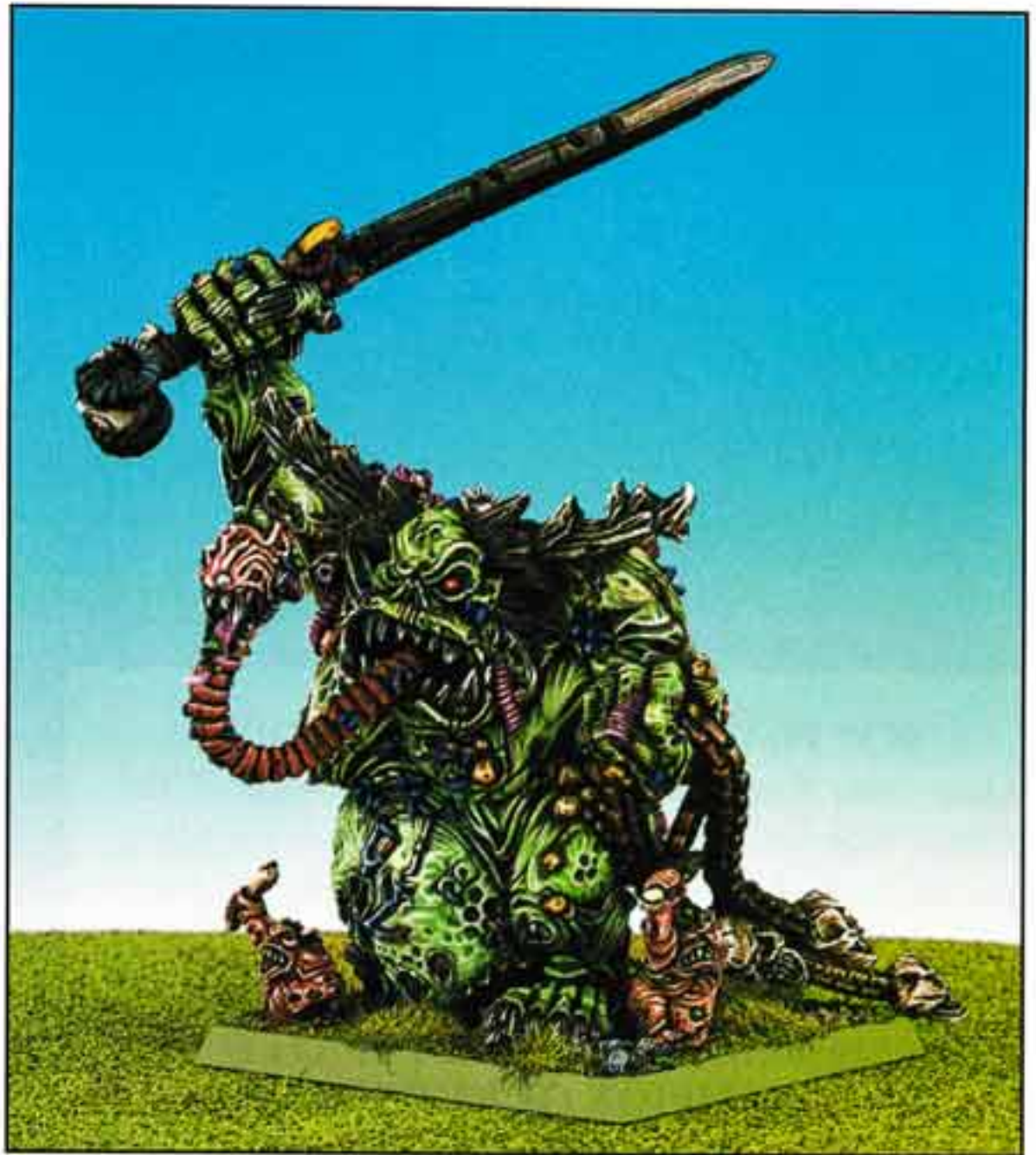




# CHAOS

## 0543 THE GREAT UNCLEAN ONE

This Greater Daemon of Nurgle is vast, horrible, and rank. The Great Unclean One's body swarms with tiny daemon Nurglings bursting forth from his flesh. The daemon can vomit over its enemies in the form of blood, maggots, slime and other putrid foulness, which drowns his victims in diseased filth.



## 0136 WARHAMMER ARMIES CHAOS

From the desolate Northern Wastes the Chaos hordes march upon the world. Champions of the Dark Gods lead their warriors against the realms of men. Mighty Sorcerers weave terrifying spells of destruction. Horned Beastmen bray and bellow in anticipation of the slaughter that is to come. Behind them, riding upon a wave of devastation, come the Daemons of Chaos themselves, foul and unholy creatures that hate mankind and seek to enslave all living things.

### THE CHAOS GODS

The four mighty Gods of Chaos: Khorne the Blood God, Lord of Battles; Nurgle the Lord of Decay, the Pestilential Master of Plague; Tzeentch the Great Sorcerer, God of Mighty Magic; and Slaanesh, the seductive and enchanting Prince of Chaos.

### SPECIAL RULES

Special rules cover Chaos Gifts, horrific mutations that confer even greater powers upon your Chaos horde, and Chaos Rewards, magic boons bestowed upon your Chaos Champions and Sorcerers by the gods themselves. To accompany the expanded Chaos spell deck included in the box there is an improved set of Chaos Magic rules for Chaos Sorcerers, daemons, and Beastmen Shamans. This volume also contains rules for Chaos Spawn: vile creatures mutated beyond recognition by the unbridled forces of change.

### CHAOS ARMY LIST

A complete army list for the Chaos horde. A full list of heroes, shamans, sorcerers, and monsters.



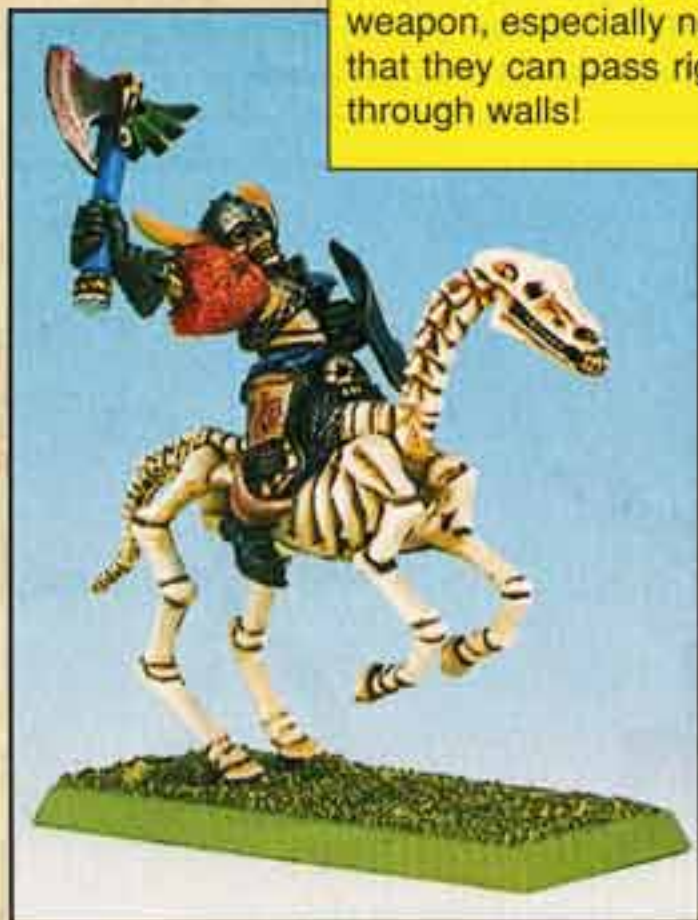
# UNDEAD

On the plain of bones, hundreds of bodies shuffle along in eerie silence, their skeletons silhouetted against the moonlight. In the swamps of Tilea, decaying corpses mindlessly roam the marshes. And in the ancient necropolis, the dead carry on with day to day duties in a terrifying parody of the living. In the Warhammer World death is not always the end, but a horrifying beginning.

## REAPER OF SOULS

The great undead nation came into being with the birth of the most vile and insidious Necromancer, **Nagash**. His reign of terror began over 4,000 years ago in the land of Nehekara. Here Nagash started down the path of Necromancy, first devising elixirs to extend his life, and then eventually refining spells for controlling the dead. In the end his unholy journey led to a master spell to raise all the dead in the land to fight for his nightmare army. His plan to turn the rest of the world into one undead nation under his command would have worked if not for the treachery of the Skaven. Assassinated by the evil rat things, Nagash's plans fell to ruin and much of his armies were laid to dust. Still a sorcerer as powerful as Nagash does not stay dead for long! Hidden in his tomb he bides his time, regaining strength and reassessing control over his scattered undead realm.

Even in death cavalry can be a potent weapon, especially now that they can pass right through walls!



## WE ARE LEGION

Undead armies are gruesome to behold. Hordes of **Skeletons** marching along with only the clang of rusted weapons to mark their presence. **Zombies** amble forward, leaving a trail of once vital organs strewn behind them.

Horribly degenerated humans called **Ghouls** scuttle about with the hopes of getting the taste of a bit of flesh. Terrifying **Wraiths** swing their razor-sharp scythes, while their chilling touch reduces hardy warriors into gibbering cowards. Leading this otherworldly horde are the Undead elite. Bloodthirsty **Vampires**, who prowl the night in search of life sustaining blood. Sadistic **Necromancers** raid ancient barrows in search of the heroes of old to enslave in their Undead hordes. Even more horrific are the Undead Necromancers known as **Liches**. These evil creatures plot the downfall of man without the bother of human emotions, knowing full well that eventually all will be called to serve in the ranks of the Undead.

Once a mighty Chaos Champion, Krell serves again, this time in the Undead legions.



The dreaded Vampire Lords are some of the most evil of the Undead. Their unrelenting attacks and transfixing glares can kill even the best of heroes.





# UNDEAD

## 8569A SKELETON WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Above: The evil Skull Chukka not only kills opponents, but causes automatic panic checks as well.

Left: Skeleton units are the backbone of the Undead army. Fearing nothing they slowly amble forth, intent on adding their foes to their own ranks.

## 8569B SKELETON SPEARMEN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 2 MINIATURES PER BLISTER.





# UNDEAD

## 8569C SKELETON WARRIORS WITH DOUBLE HANDED WEAPONS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 2 MINIATURES PER BLISTER.

## 8569D SKELETON ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.



# UNDEAD

8569E UNDEAD COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

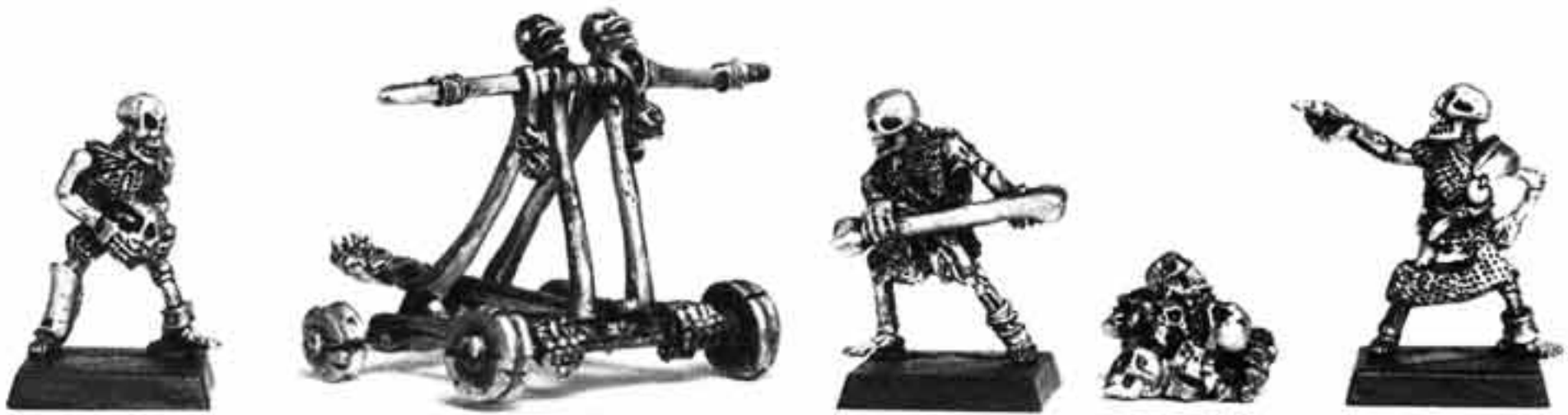
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# UNDEAD

## 8569F SCREAMING SKULL CATAPULT



PACKAGED 1 SKULL CATAPULT, 1 PILE OF SKULLS, AND 3 CREW PER BLISTER.

## 8570A UNDEAD CAVALRY



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE  
PER BLISTER.

## 8570B UNDEAD CAVALRY WITH SPEAR



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE  
PER BLISTER.

## 8570D MOUNTED NECROMANCER



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8570C UNDEAD CAVALRY WITH BOW



PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE  
PER BLISTER.



# UNDEAD

## 8570E CARRION



PACKAGED 1 MINIATURE PER BLISTER.

## 8571A ZOMBIES



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

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# UNDEAD

## 8571B ZOMBIE COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8571C GHOULS



PACKAGED 2 MINIATURES PER BLISTER.





# UNDEAD

## 8572A VAMPIRE



PACKAGED 1 MINIATURE PER BLISTER.

## 8572C LICHE



PACKAGED 1 LICHE AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.

## 8572B NECROMANCERS



PACKAGED 1 NECROMANCER AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.



Preserved beyond death, Mummies are the most powerful of all the Undead creatures.

Wraiths are the ethereal embodiment of dead Necromancers whose twisted and mad souls could not rest.



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# UNDEAD

## 8572F GHOSTS



PACKAGED 2 MINIATURES PER BLISTER.

## 8572G WRAITHS



PACKAGED 2 MINIATURES PER BLISTER.



# UNDEAD

## 8572D WIGHTS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8572E MUMMIES



PACKAGED 2 MINIATURES PER BLISTER.





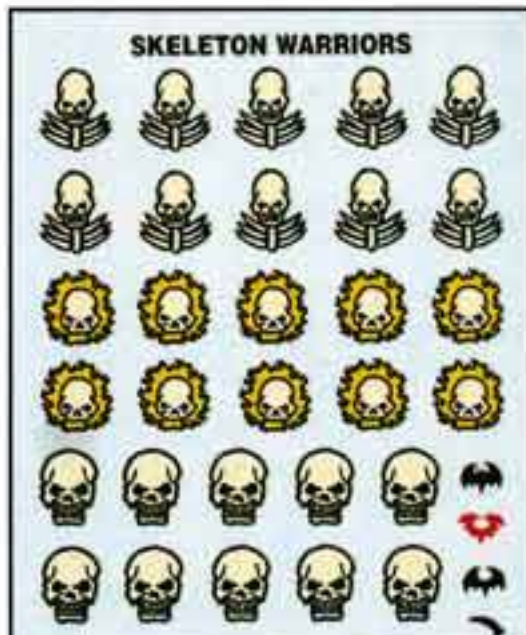
# UNDEAD

## 8583E UNDEAD BANNERS



PACKAGED 5 BANNERS PER BLISTER.

## 8583M UNDEAD TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.



# UNDEAD

8598D HEINRICH KEMMLER  
THE LICHEMASTER



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

8598E ISABELLA VON CARSTEIN



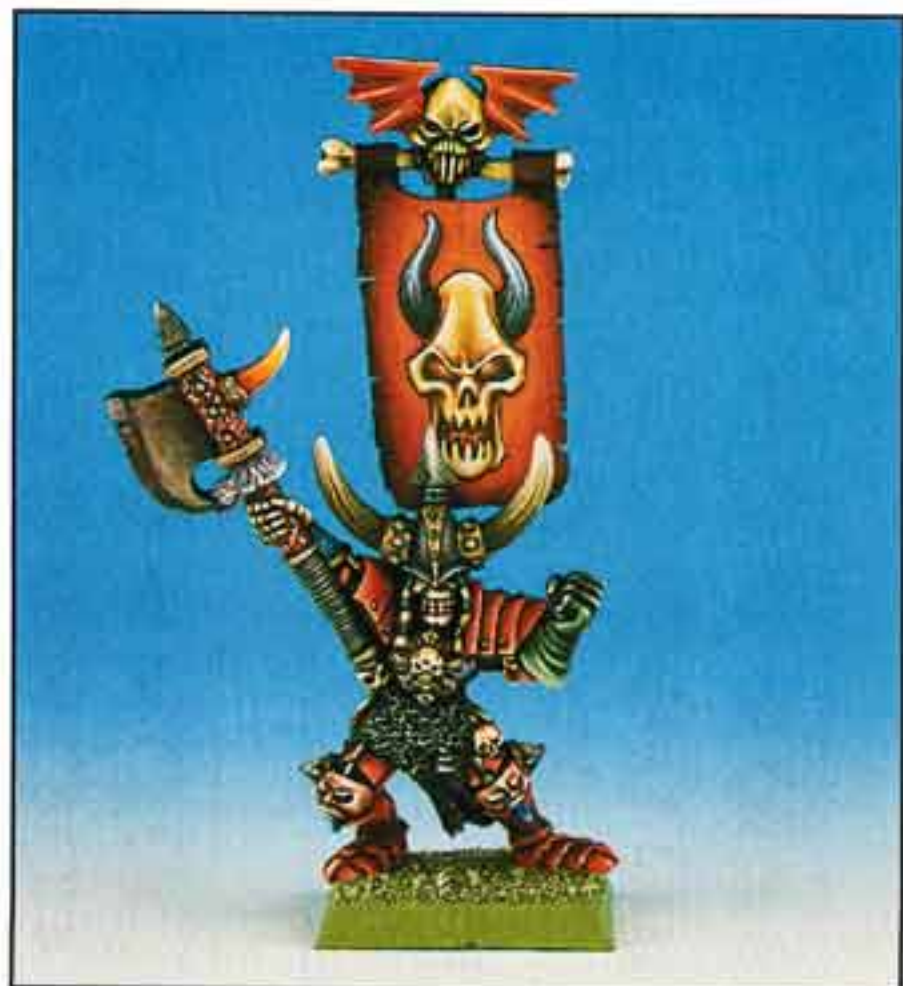
MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

8598F VLAD VON CARSTEIN



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

8598G KRELL  
LORD OF THE UNDEAD



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



# UNDEAD

0518

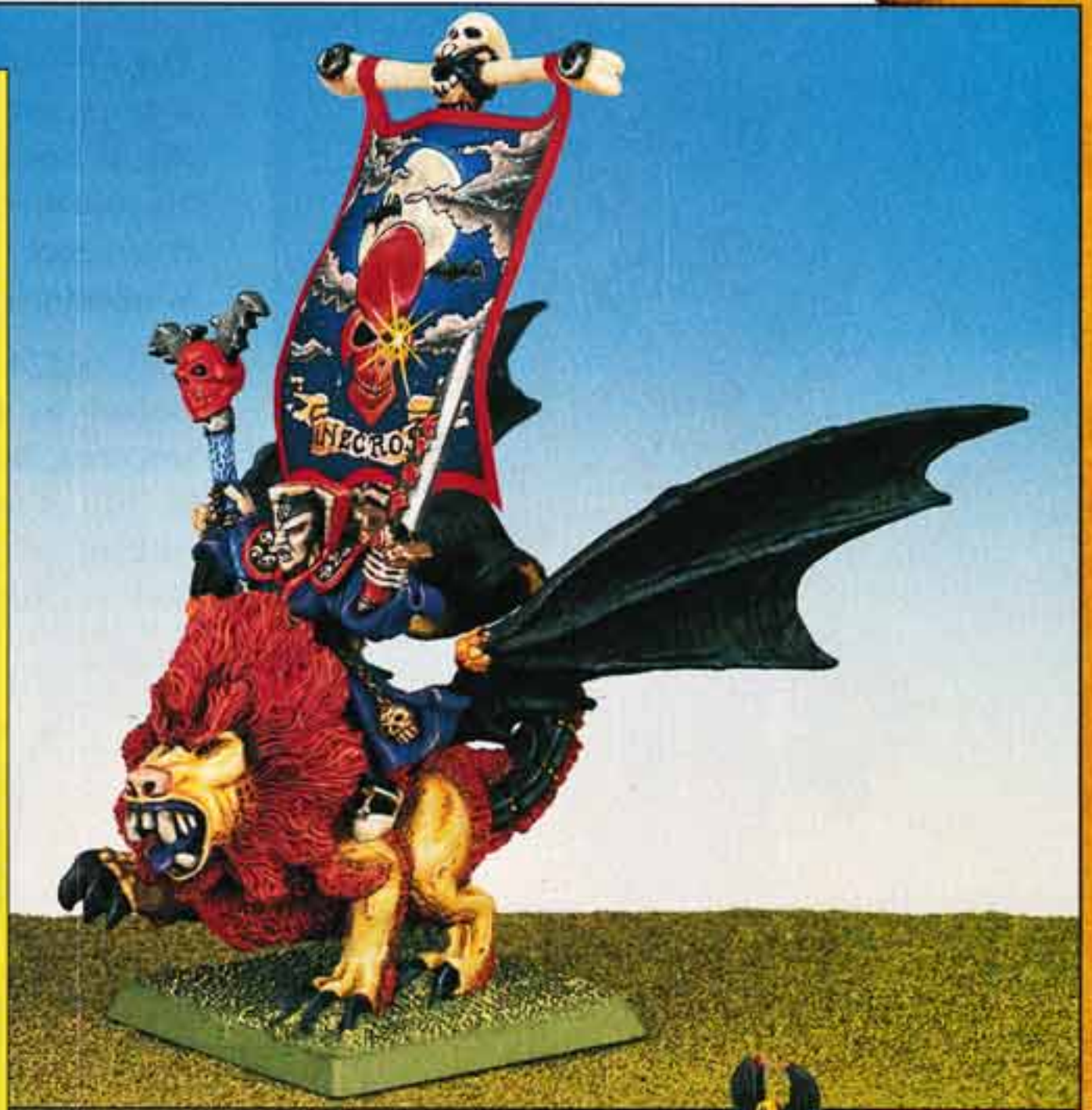
## NECROMANCER ON MANTICORE

Dieter Helsnicht, the Doomlord, hurtles across the battlefields of the Old World striking down his foes with the Chaos Runesword and the deadly Flaming Skull staff.

0519

## LICHE KING'S CHARIOT

The ancient and deadly Liche King Arkhan the Black rides to battle on a powerful chariot made from the skeletal carcass of a Manticore. The chariot's ability to fly makes it even more dangerous.





# UNDEAD

## 0523 NAGASH

The All-father of the living dead, Nagash is as ancient and evil a creature as the Old World has ever known. Forever plotting his cold revenge on the living, Nagash has risen once again to menace the entire Warhammer World.

## 0524 ZOMBIE DRAGON

Bound to a Necromancer by terrible sorceries, long dead Dragons are brought to life again. Partially decayed and reeking of rot, Zombie Dragons fight tirelessly for their Necromantic master.





# UNDEAD



**0736  
PLASTIC  
SKELETON  
WARRIORS**

Grim skeletal Warriors are brought back to life to form the core of many Undead Armies.

**0780  
PLASTIC  
SKELETON  
HORSEMEN**

With the ability to ride through solid objects, Undead Horsemen make a fast and maneuverable unit.



**0781  
PLASTIC  
SKELETON  
CHARIOT**

Rattling as they advance, Undead Chariots come equipped with wicked scythed wheels.





# UNDEAD

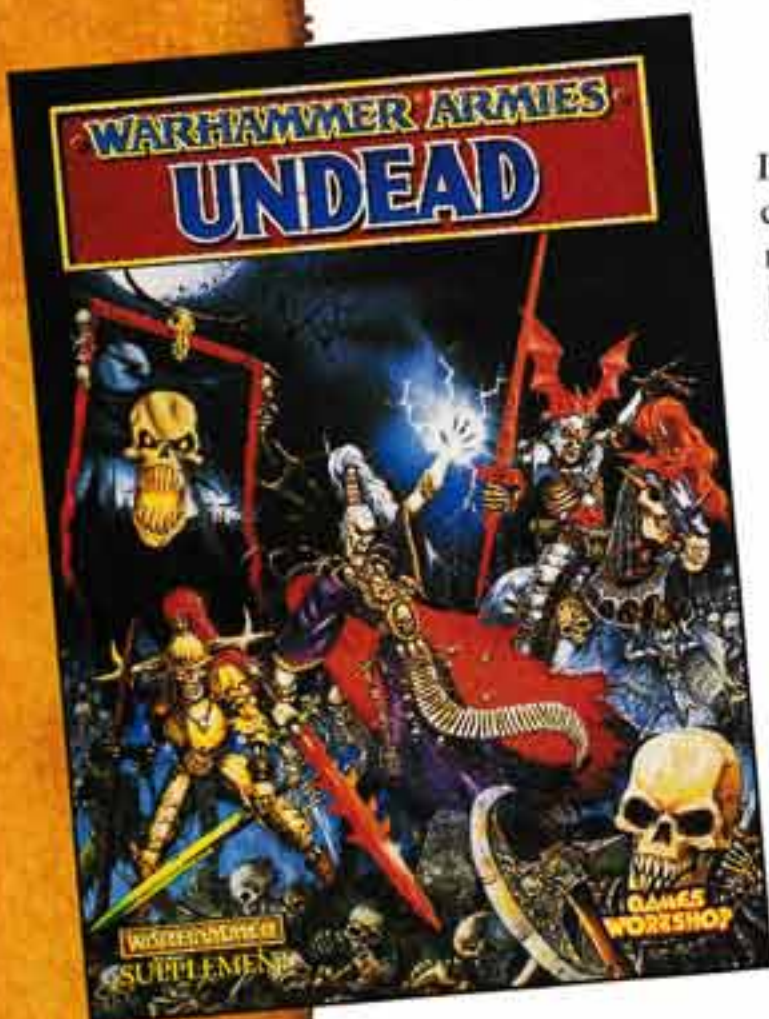


## 0511 UNDEAD BOXED ARMY

All across the Old World ancient crypts open up in answer to the siren call of Necromantic magic. An evil glint appears in long-empty sockets. Hordes of the living dead gather, their bones rattling and dry flesh creaking, as they are pulled irresistibly to battle by the adamant will of their dark master.

The Undead Army contains a complete 2,000 point army. Included are Necromancer Dieter Helsnicht mounted on a Manticore, 6 Skeleton Horsemen, 20 Skeleton Warriors, 2 Undead Chariots, 2 Carrion, 2 Screaming Skull Catapults, 2 Wights, 3 Undead Command, 12 Ghouls, 12 Zombies, and a Vampire Count.

Also included is a booklet containing a full army list, characteristics, magic items, and a set of full-color, self-adhesive standards and banners for your army.



## 0134 WARHAMMER ARMIES UNDEAD

In the Warhammer World the dead do not rest easy. Vampires lurk in haunted castles in the sinister forests of Sylvania. Necromancers seek to escape their 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 gigantic shadowy figure of Nagash, the Great Necromancer, once human but now powerful enough to rival the gods themselves.

### THE REALMS OF THE DEAD

A detailed history of the Undead beginning with the birth of Nagash over 4,000 years ago. The Land of the Dead is described together with the many other enclaves and Undead strongholds that are scattered throughout the Warhammer World. A special section reveals the terrible history of the dreaded Vampire Counts of Sylvania, from their rise to power under Count Manfred von Carstein to the present day.

### ARMY LIST

This book also contains rules for all Undead creatures, warriors, and war machines. A complete set of 10 Necromantic Magic Spell Cards is provided.



# CHAOS DWARFS

Chaos Dwarfs are a vile people, waging wars and enslaving thousands to work their foul mines. The smoke of hundreds of forges choke the air and the desolation of mining deposits cover the earth, turning the landscape into a blasted wasteland. On the top of obsidian temples, the evil Chaos Dwarf Sorcerers sacrifice hundreds of slaves in the name of their Dark Father, Hashut.

## THE DESCENT INTO DARKNESS

Before the fall of their great Empire, the Dwarf Realms spread across the mountain ranges from the cold and windswept lands of Norsica to the blasted plains east of the World's Edge Mountains. When the great Polar Gates collapsed and the tide of Chaos swept through the world, most thought the Dwarfs to the east were lost and destroyed. Dwarfs are a robust people and rather than being wiped out, the warping tides of chaos mutated them into grim shadows of their former selves.



Chaos Dwarf Warriors are heavily armored, naturally tough, and determined fighters.

## THE DRUMS OF WAR

When a Chaos Dwarf Army marches to war or in search of slaves they bring a variety of troops. **Chaos Dwarf Warriors** form the steadfast core units, supported by regiments of the devastating **Blunderbusses**. These core units are in turn supported by the elite **Bull Centaurs**, the terrible **Great Taurus**, and the **Lammasu**. Because Chaos Dwarfs are few in number they usually coerce mobs of Goblins and Orcs to fight for them. Hobgoblins readily fight for Chaos Dwarfs, giving the army some much needed speed with their **Hobgoblin Wolf Riders**. Of

course no Chaos Dwarf army is complete without heavy artillery. With their devastating **Earth Shaker Cannon**, not only can they wipe out units, but its destructive blasts are so huge it can knock nearby units to the ground!

## THE SONS OF HASHUT

When the tides of Chaos rolled through some of the Chaos Dwarfs were drastically changed physically, a few becoming the great **Bull Centaurs**, guardians of the Temple of Hashut. It is even rumored that the **Great Taurus** and the hideous-faced **Lammasu** were once Chaos Dwarfs. One of the biggest changes that came over the Chaos Dwarfs was their embrace of sorcery. They became mighty wizards and used their power to raise temples dedicated to Hashut.



The mighty Death Rocket is one of the powerful war machines in the Chaos Dwarf Army.



Not only do Chaos Dwarf Sorcerers make remarkable wizards, but they are powerful warriors too.



# CHAOS DWARFS

## 8580A CHAOS DWARF WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 2 MINIATURES PER BLISTER.

## 8580B CHAOS DWARF BLUNDERBUSSES



PACKAGED 2 MINIATURES PER BLISTER.



# CHAOS DWARFS

## 8580C CHAOS DWARF COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8580E CHAOS DWARF HEROES



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8580F CHAOS DWARF SORCERER



PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS DWARFS

## 8580G BULL CENTAURS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 1 MINIATURE PER BLISTER.



Once Chaos Dwarfs, they were twisted by the warping forces of Chaos and transformed into Bull Centaurs. Both cunning leaders and brutal warriors, Bull Centaurs form an elite force for the Chaos Dwarfs.

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# CHAOS DWARFS

## 8580H BULL CENTAUR STANDARD



PACKAGED 1 MINIATURE PER BLISTER.



## 8580I CHAOS DWARF ROCKET LAUNCHER



PACKAGED 2 CREW AND 1 CHAOS DWARF ROCKET LAUNCHER PER BLISTER.



The Death Rocket is a fiendish invention of the Chaos Dwarf Sorcerers. Although larger rockets have been experimented with, the Death Rockets have proved the most reliable and successful on the battlefield.





# CHAOS DWARFS

## 8581A HOBGOBLIN WARRIORS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Hobgoblins are sneaky, distrustful and rather cowardly creatures. In large groups, however, they become cunning and malicious fighters and never hesitate to attack their enemies if it looks like they can get the upper hand.

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MINIATURES



# CHAOS DWARFS

## 8581B HOBGOBLIN ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8581C HOBGOBLIN COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



# CHAOS DWARFS

## 8581C HOBGOBLIN COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 8581E SNEAKY GITS



PACKAGED 2 MINIATURES PER BLISTER.



Sneaky Gits fight using two long, curved daggers which are ideally suited for stabbing their enemy in the back. They are the most treacherous and conniving of all their twisted self-serving race.



# CHAOS DWARFS

## 8581F HOBGOBLIN WOLF RIDERS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

## 8581G HOBGOBLIN WOLF RIDERS WITH BOWS



PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.



Mounted on the back of giant wolves, the Hobgoblin Wolf Riders are the fast attack troops of the Chaos Dwarfs. Able to wipe out artillery emplacements, sweep away archer units, or even crash into the flanks of the enemy. Wolf Riders are deadly foes.



# CHAOS DWARFS

**8581H HOBGOBLIN WOLF RIDER STANDARD BEARER**



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

**8581I HOBGOBLIN WOLF RIDER BIG BOSS**

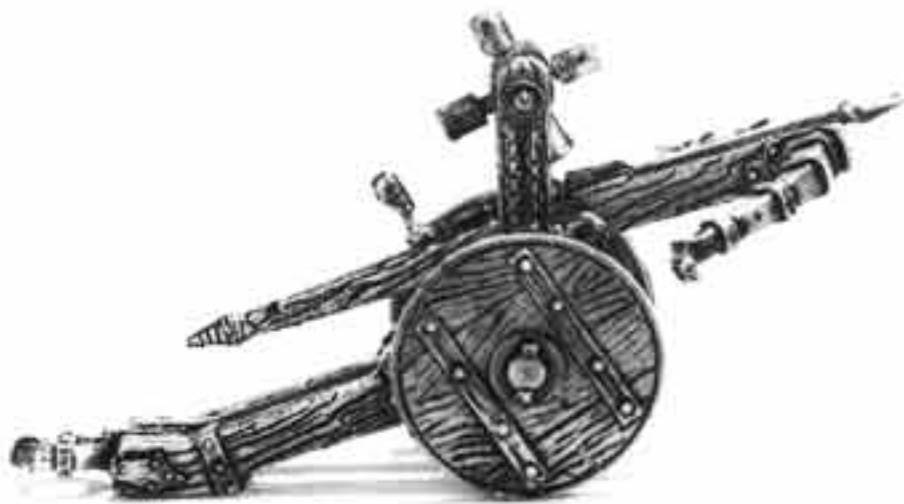


**8581J HOBGOBLIN WOLF RIDER CHIEFTAIN**



MINIATURE SUPPLIED UNPAINTED.  
MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE, 1 PEWTER WOLF HEAD, AND  
1 PLASTIC WOLF PER BLISTER.

**8581K HOBGOBLIN BOLT THROWER**



PACKAGED 2 MINIATURES AND 1 BOLT THROWER PER BLISTER.

**8598H ASTRAGOTH**



MINIATURE SUPPLIED UNPAINTED.  
BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS DWARFS



## 0833 CHAOS DWARF LORD ON GREAT TAURUS

Breathing out clouds of flame, the Great Taurus strikes terror into the hearts of its foes.



## 0834 CHAOS DWARF EARTHSHAKER

The Earthshaker is an awesome war machine which creates devastating shockwaves to pulverize and disrupt enemy troops. One of the deadliest weapons in the Chaos Dwarf arsenal.



# CHAOS DWARFS



## 0749 PLASTIC CHAOS DWARFS

Protected by heavy scaled armor, Chaos Dwarf Warriors wield brutal double-handed axes that cleave through their foes with deadly effect.

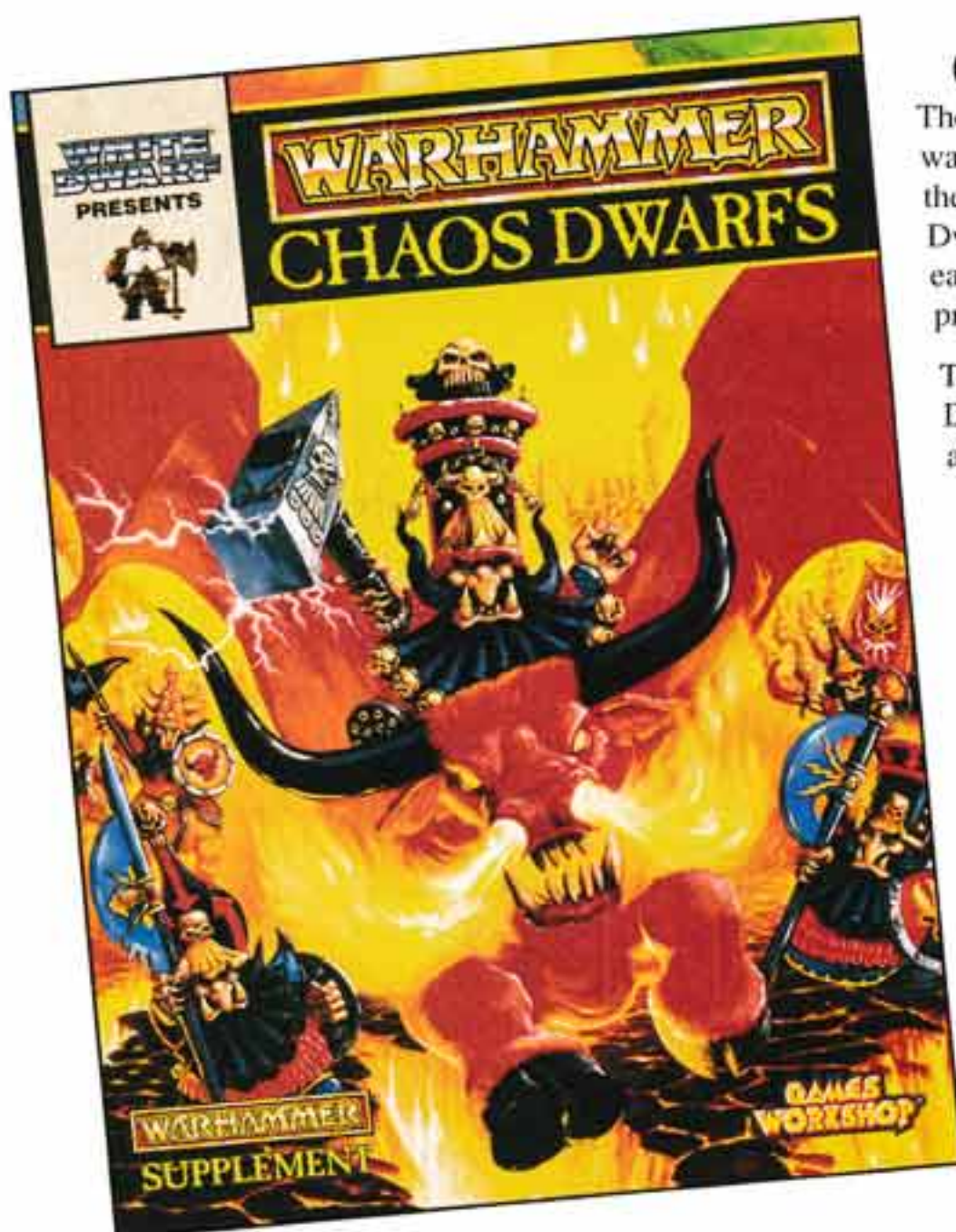
## 0838 CHAOS DWARF SORCERER ON LAMMASU

Twisted by potent sorcery and foul mutation, the Lammasu wraps itself in whirling clouds of protective black magic and carries on its powerful back a mighty Chaos Dwarf Sorcerer.





# CHAOS DWARFS



## 0129 WARHAMMER CHAOS DWARFS

The Chaos Dwarfs are a vile black-hearted race, forever waging war in their relentless search for victims to enslave. Shrouded by the smoke of a thousand forges, the foul empire of the Chaos Dwarfs lies deep inside the Dark Lands. Far below the bitter earth, the tortured slaves labor in chains, endlessly seeking out precious metals and minerals for their evil masters' plans.

This book is a compilation of Chaos Dwarf articles from White Dwarf magazine. It includes a complete Chaos Dwarf army list and rules for their unique characters, troops and war machines.





# Brettonnia

Brettonnia is the land of Chivalry and Honor. Great Knights mounted on the backs of magnificent warhorses charge into battle. Supported by their Squires and Men-At-Arms, they protect the land of Brettonnia and their revered Lady of the Lake.

## BLOOD AND HONOR

The land of Brettonnia is one of the greatest realms in the Old World, second only to the Empire in size, wealth, and military prowess. Much like the Empire, Brettonnia was once home to many different human tribes that fought amongst themselves for control of the land. It wasn't until the whole of Brettonnia was threatened by a massive Orc invasion that it started to form into the proud nation that stands today. Brought together under the brave leadership of Gilles le Briton, a massive campaign was launched and Gilles won

twelve straight battles, ridding the land of the Orc threat. Appointed the Overlord of Brettonnia, Gilles continued to battle against the Orcs, Chaos and other foul vermin that plagued the land.

## CHIVALRY

It wasn't until the reign of Gilles son, Louis, that the Knightly orders and the code of Chivalry that embodies Brettonnia today was formed. **Knights Errant** are the first and lowest order of the Knighthood. These young warriors set out on quests in order to prove their worthiness. **Knights of the Realm** make up the most numerous of the orders. Proven in battle and worthy of the title of Knight, they serve as lords and dukes, protecting the realm and its peoples.

**Questing Knights** set aside their worldly possessions and set out on a holy quest to find the Grail and gain the favor of the Lady of the Lake. **Grail Knights** are the highest order of knights and are the very embodiment of Chivalry. Having succeeded in their quest for the Grail, they have sipped its contents and gained the favor of the Lady of the Lake. The orders of knights are supported by retinues of commoners or Men-At-Arms. Regiments of



A much less noble weapon, bows are left to the commoners to use.

**Bowmen** are raised from the villages to give valuable long range support to the knights. Basic infantry comes in the form of deadly regiments of **Halberdiers** and defensive units of **Spearmen**. With the variety of steadfast cavalry, and solid infantry, the armies of Brettonnia stand ready to repulse any who try to desecrate their beloved land.



A Knights of the Realm Standard Bearer.

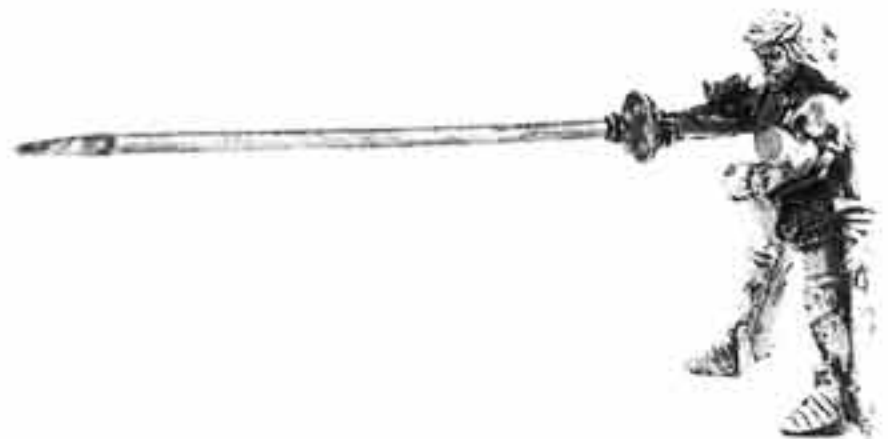
Though young the Knights Errant are still capable foes.





# BRETONNIANS

## 8566A BRETONNIAN KNIGHTS ERRANT



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

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Knights Errant are young knights that must prove themselves in battle before they can be elevated to Knights of the Realm.



# BRETONNIANS

8566B KNIGHTS ERRANT  
CHAMPION



8566C KNIGHTS ERRANT  
STANDARD BEARER



8566D KNIGHTS ERRANT  
MUSICIAN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8566E BRETONNIAN KNIGHTS OF THE REALM



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



# BRETONNIANS

8566F KNIGHTS OF THE REALM CHAMPION



8566G KNIGHTS OF THE REALM STANDARD BEARER



8566H KNIGHTS OF THE REALM MUSICIAN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



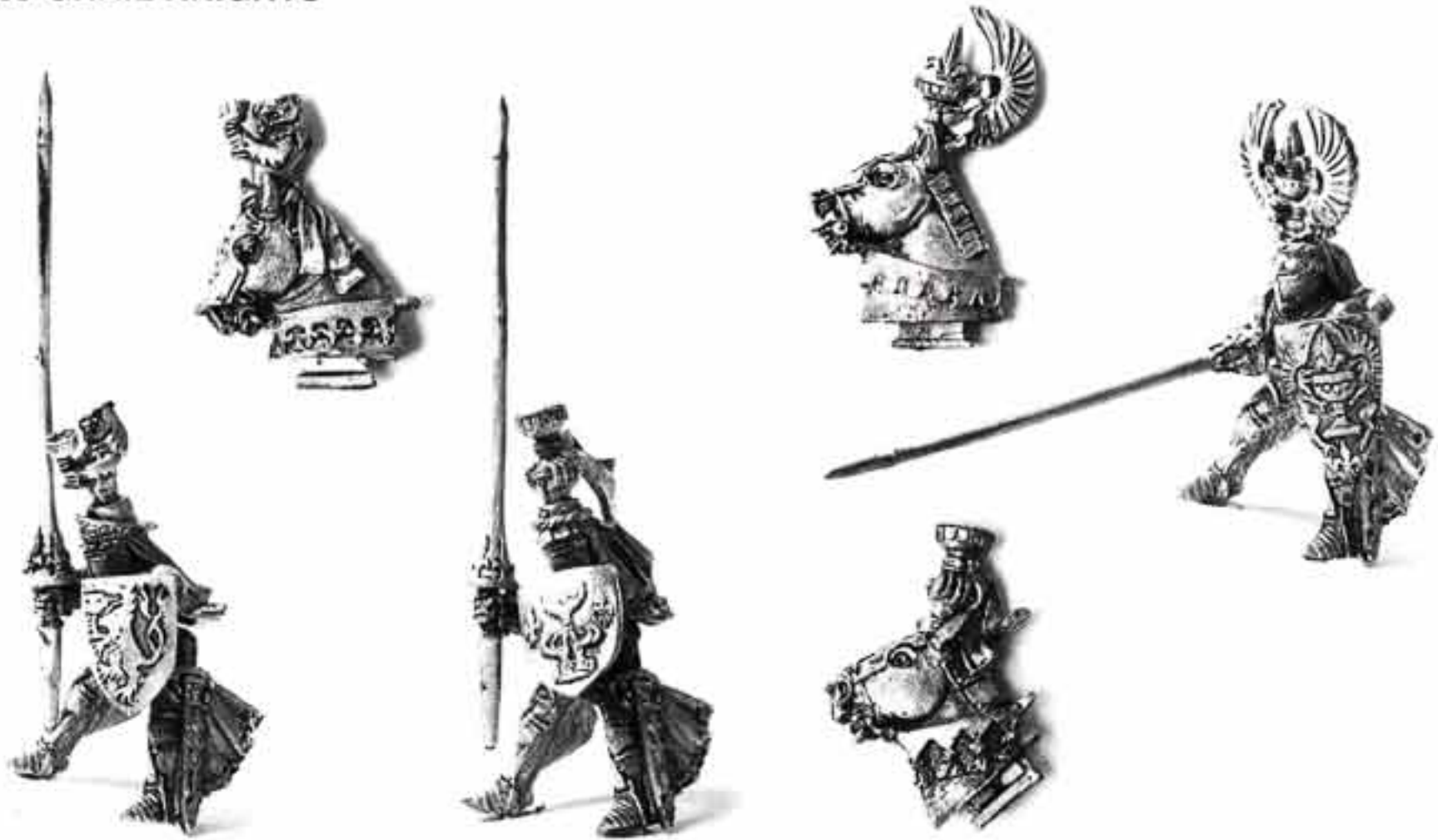
Knights of the Realm are the defenders of the provinces of Bretonnia. Lords of the castle ride forth to protect their vassals and subjects.





# BRETONNIANS

## 8566J GRAIL KNIGHTS



PACKAGED 1 MINIATURE, 1 PEWTER SHIELD, 1 HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.



## 8566K GRAIL KNIGHTS CHAMPION



## 8566L GRAIL KNIGHTS STANDARD BEARER



## 8566M GRAIL KNIGHTS MUSICIAN



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE, 1 HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.



# BRETONNIANS

## 8567A BRETONNIAN MEN-AT-ARMS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8567B BRETONNIAN MEN-AT-ARMS WITH SPEARS COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



# BRETONNIANS

## 8567C BRETONNIAN BOWMEN



PACKAGED 2 MINIATURES PER BLISTER.

## 8567D BRETONNIAN BOWMEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# BRETONNIANS

## 8567E BRETONNIAN MEN-AT-ARMS WITH HALBERDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

## 8567F BRETONNIAN MEN-AT-ARMS WITH HALBERDS COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



The most skilled of the commoners are raised up in units of Men-At-Arms to defend the castle and to act as infantry when the local lord marches to war.



# BRETONNIANS

## 8599R BERTRAND THE BRIGAND



Bertrand



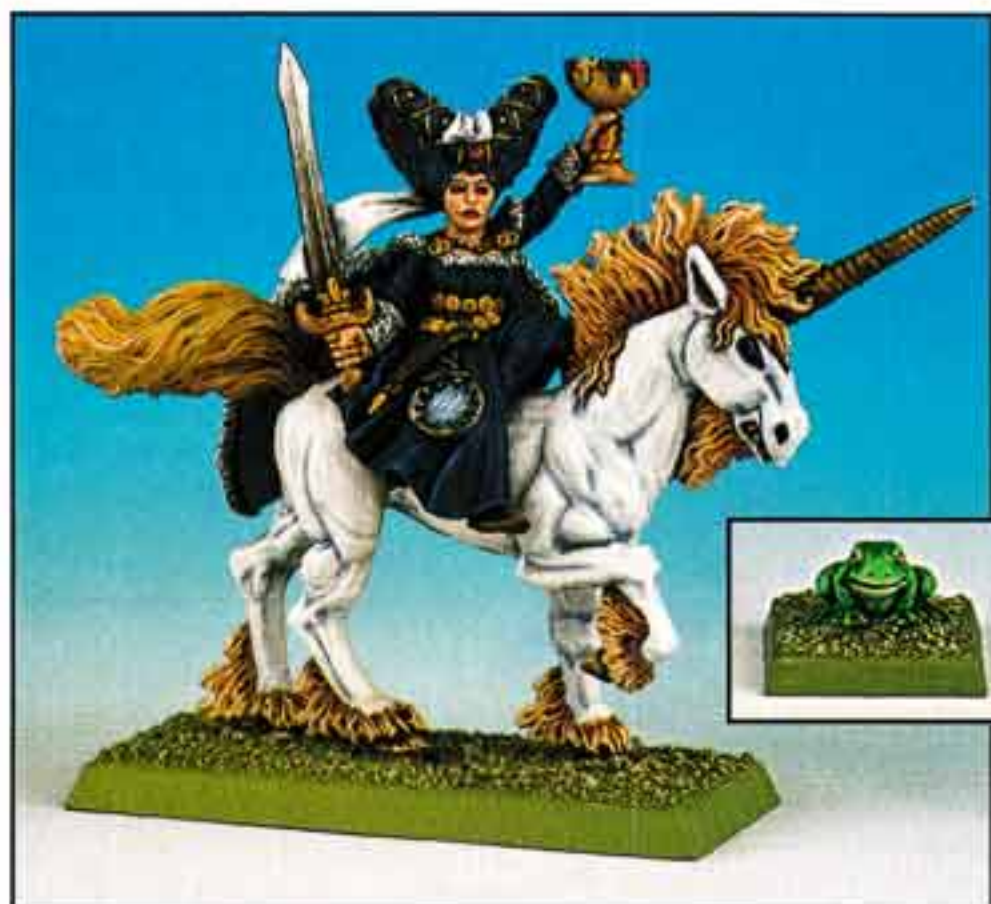
Hugo le Petit



Gui le Gros

MINIATURES SUPPLIED UNPAINTED. PACKAGED 3 MINIATURES PER BLISTER.

## 8599P MORGIANA LE FAY, FAY ENCHANTRESS OF BRETONNIA



MINIATURES SUPPLIED UNPAINTED. PACKAGED 3 MINIATURES PER BLISTER.



## 0139 WARHAMMER ARMIES BRETONNIA

Heed the call to arms of the valiant Knights of Bretonnia, noblest of men and guardians of a kingdom founded upon the principles of chivalry and the protection of the weak. Mighty Knights, loyal Bowmen and steadfast Men-At-Arms do battle in the name of the Lady of the Lake and for glory of the King, crusading against the forces of evil and smiting the unholy with righteous fury.

### THE LAND OF CHIVALRY

A description and history of the kingdom of Bretonnia and its unique chivalric and heraldic traditions.

### SPECIAL RULES

The Bestiary describes the warriors of Bretonnia, including Knights Errant, Knights of the Realm, Questing Knights, Grail Knights, Men-At-Arms, Bowmen, and Squires. Also included are new special rules covering the various Knightly Virtues.

### ARMY LIST

A complete army list for Bretonnia detailing all the basic troop types, as well as special characters such as Louen Leoncoeur, the King of Bretonnia, the Fay Enchantress Morgiana Le Fay, and Bertrand the Brigand and the Bowmen of Bergerac.

### 'EAVY METAL

Color photographs of the Bretonnian army painted by Games Workshop's Eavy Metal team plus extensive painting tips and an in-depth look at Bretonnian heraldry.



# BRETONNIANS



## 0538 LOUEN LEONCOEUR KING OF BRETONNIA

Louen is the embodiment of knightly virtue and courage. Sworn to protect the mystical Lady of the Lake and his beloved Bretonnians, the mighty King can always be found in the thick of the fray, driving the enemy before him.



## 0541 BRETONNIAN GRAIL KNIGHTS

Having faced and vanquished the most terrible perils in their search for the grail, Grail Knights are the most skilled and courageous fighters in all the realm of Bretonnia. They are utterly fearless in battle, and their thunderous charge can make the most determined enemies quake with terror.



# BRETONNIANS



## 0667 PLASTIC BRETONNIAN BOWMEN

Only the finest archers may join the regiments of Bretonnian Bowmen. Massed ranks of these archers shoot deadly volleys of arrows at the enemy.

## 0542 GREEN KNIGHT

The Green Knight shuns the company of other Knights and lives as a hermit guarding the sacred places of the Lady of the Lake. He will not join any unit and always fights alone and single handed.



## 0665 PLASTIC BRETONNIAN KNIGHTS

In battle the Knights of the Realm rally to the King to crush the enemies of Bretonnia.





# LIZARDMEN

High atop the temples in the steamy jungles of Lustria sit the bloated Slann Mage-Priests. From there they use their supreme will and power to carry out the great cosmic plan. Supported by the brutish Saurus, the small and agile Skinks, and a host of other reptilian creations, the Slann ensure that the divine plan of the Old Ones will come to bear.

## THE ARRIVAL

Long before the cities of man, before the Dwarfs sang their great drinking songs, before even the High Elves sailed across the oceans, the Old Ones ruled over the world. They came in great silver ships via a great portal over the North Pole and settled in the steamy jungles on what is now known as the great continent of Lustria. There they spawned the great Slann to help them in their divine plan. Great temples were raised, and for these the Saurus, Skinks, Kroxigors and other breeds were spawned. The Old Ones were so powerful that they changed shape and climate of the world.

## THE COLLAPSE

By some terrible mistake the polar gates collapsed and were destroyed, taking the Old Ones and the Slann of the first spawning with it. A great rift in the fabric of space occurred, and through this poured the foul force of Chaos and a great tidal wave of magic flooded the world. The remaining Slann were left to contemplate the Old Ones Divine Plan. With their servants they carry on to the best of their abilities, letting none stand in their way for the Old Ones will is supreme and their plan will be done despite the cost!



Powerful warriors, few can stand up against the strong arms and gnashing teeth of the Saurus.



Towering over the battlefield, Kroxigors are mighty lizards able to cleave the enemy in half with their great bronze axes.

## A SCALY HORDE

When the Lizardmen march to war, the world quakes. The Slann do not take well to those that interfere with the Old Ones plans, and will go to any end to make sure the plan stays on course. The **Slann Mage-Priests** lead their servants into battle on the top of great palanquins carried by the strongest and most fierce of the Saurus. The core of the army is

made up of the small and agile **Skinks**. Though not the best in hand-to-hand they are good bowmen, and often carry poisoned arrows. The **Saurus**, however, are bred for close combat. With heavily muscled bodies and fierce snapping jaws they can take down the strongest warriors, while the

**Saurus Temple Guard** can cleave through the heaviest of armor with their powerful halberds. Even larger are the terrifying

**Kroxigors**. Able to accompany Skinks or fight on their own, they are towering figures of destruction. Soon to be pouring forth from the Lustrian jungles will be

more lizardmen beasts, like the high flying **Terradons** which swoop down upon enemy units dropping large boulders, and the great **Stegadon** that can crush enemy units underfoot.

Surely, none can defy the will of the Old Ones, and those that try will pay with their lives!

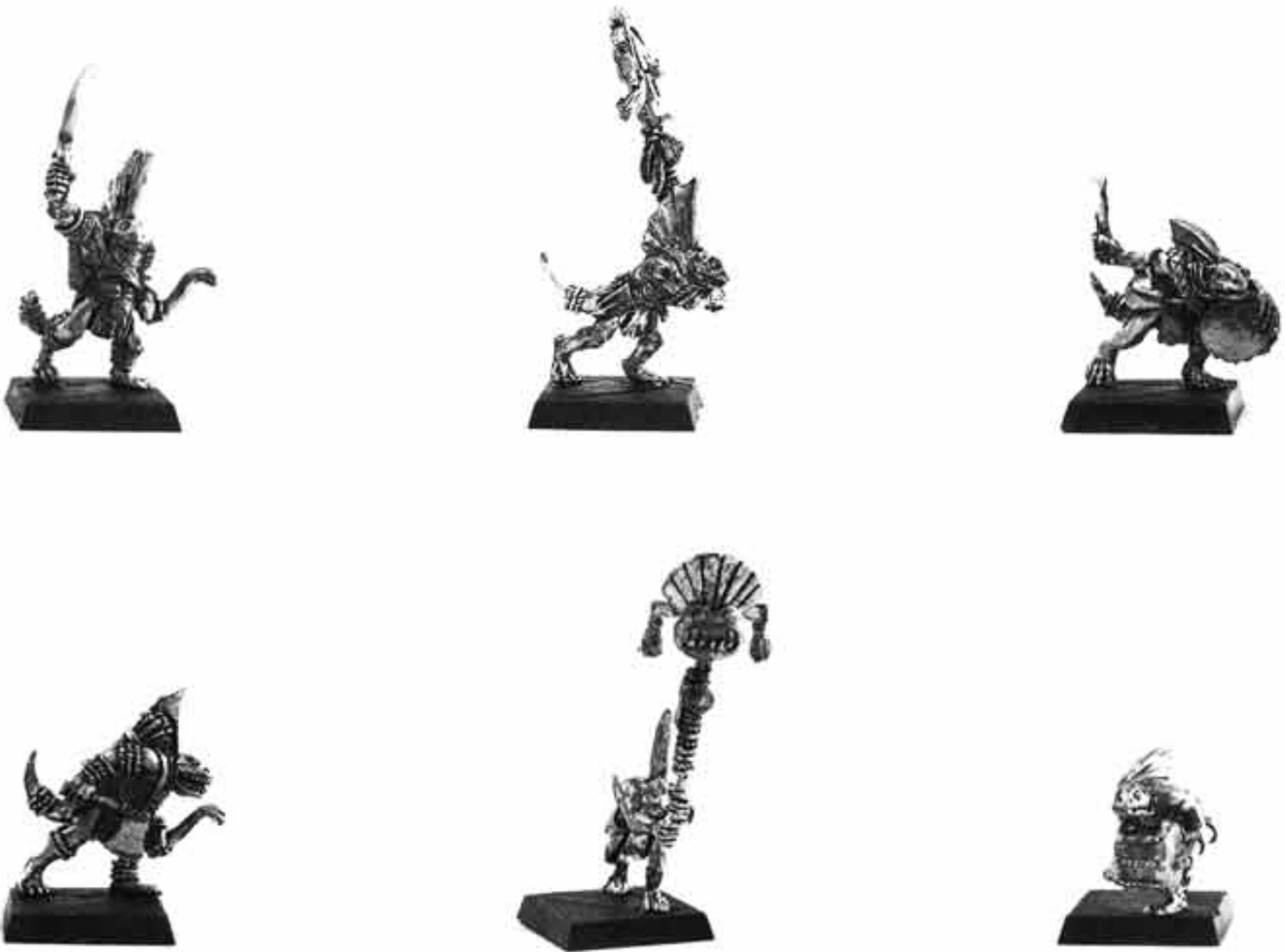


Small and speedy, Skinks can unleash volleys of poisoned javelins and arrows into their foes.



# LIZARDMEN

## 8584A SKINK ARCHER COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8584B SKINK ARCHERS



PACKAGED 3 MINIATURES PER BLISTER.



# LIZARDMEN

## 8584C SKINKS WITH JAVELINS



PACKAGED 3 MINIATURES PER BLISTER.

## 8584D SKINKS WITH JAVELINS COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# LIZARDMEN

## 8584E LIZARD SWARM



PACKAGED 10 MINIATURES PER BLISTER.

## 8584F SNAKE SWARM



PACKAGED 10 MINIATURES PER BLISTER.

## 8585C SAURUS WITH HAND WEAPONS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

With their high strength, toughness, and armor save, Lizardmen Saurus are nearly unstoppable.





# LIZARDMEN

## 8585A SAURUS COMMAND



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.



Skirmishing allows the Skinks to form a protective shield for other troops, and make themselves harder to hit as well as they advance.



While Skinks may not seem that intimidating, they can swarm over the enemy in massed ranks and use the awesome power of the Kroxigor to take out heavily armored foes.



# LIZARDMEN

## 8585D LIZARDMEN KROXIGOR



PACKAGED 1 MINIATURE PER BLISTER.

## 8585E SAURUS WITH SPEARS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Spears allow an extra rank in the unit of the Saurus to fight, further increasing their incredible prowess in battle.



# LIZARDMEN

## 8585F TEMPLE GUARD CHAMPION



MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8585G TEMPLE GUARD COMMAND



PACKAGED 2 MINIATURES PER BLISTER.

## 8585H TEMPLE GUARDS



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



Saurus Temple Guards wield deadly halberds in battle, allowing them to cut through all but the thickest of armor with ease.





# LIZARDMEN



## 0663 PLASTIC LIZARDMEN SAURUS

The Saurus were bred by the Old Ones to be supreme warriors. They are ferocious fighters, tearing and ripping with their talons and teeth as well as hacking with their crude bronze weapons.



## 0664 PLASTIC LIZARDMEN SKINKS

In battle Skinks form huge units ready for their masters to command. They are the most agile of the Lizardmen and shoot great volleys of poisoned arrows into the ranks of their enemies.





# LIZARDMEN



## 0540 SLANN MAGE PRIEST ON PALANQUIN

The bloated Slann Mage Priest is carried into battle by the most exceptionally strong and dedicated Sauruses. Chosen to become part of the elite Temple Guard.



## 0140 WARHAMMER ARMIES LIZARDMEN

Deep within the steaming Jungles of Lustria, the Lizardmen sound the drums of war. From mighty temples and ruined cities, they issue forth to defend their ancient civilization and conquer new lands. Under the guidance of their Slann Masters, the Lizardmen have come to unleash their cold blooded savagery upon the world.

### LUSTRIA

A description and history of the tropical jungles of Lustria, cradle of the Warhammer World's most ancient and arcane civilization.

### SPECIAL RULES

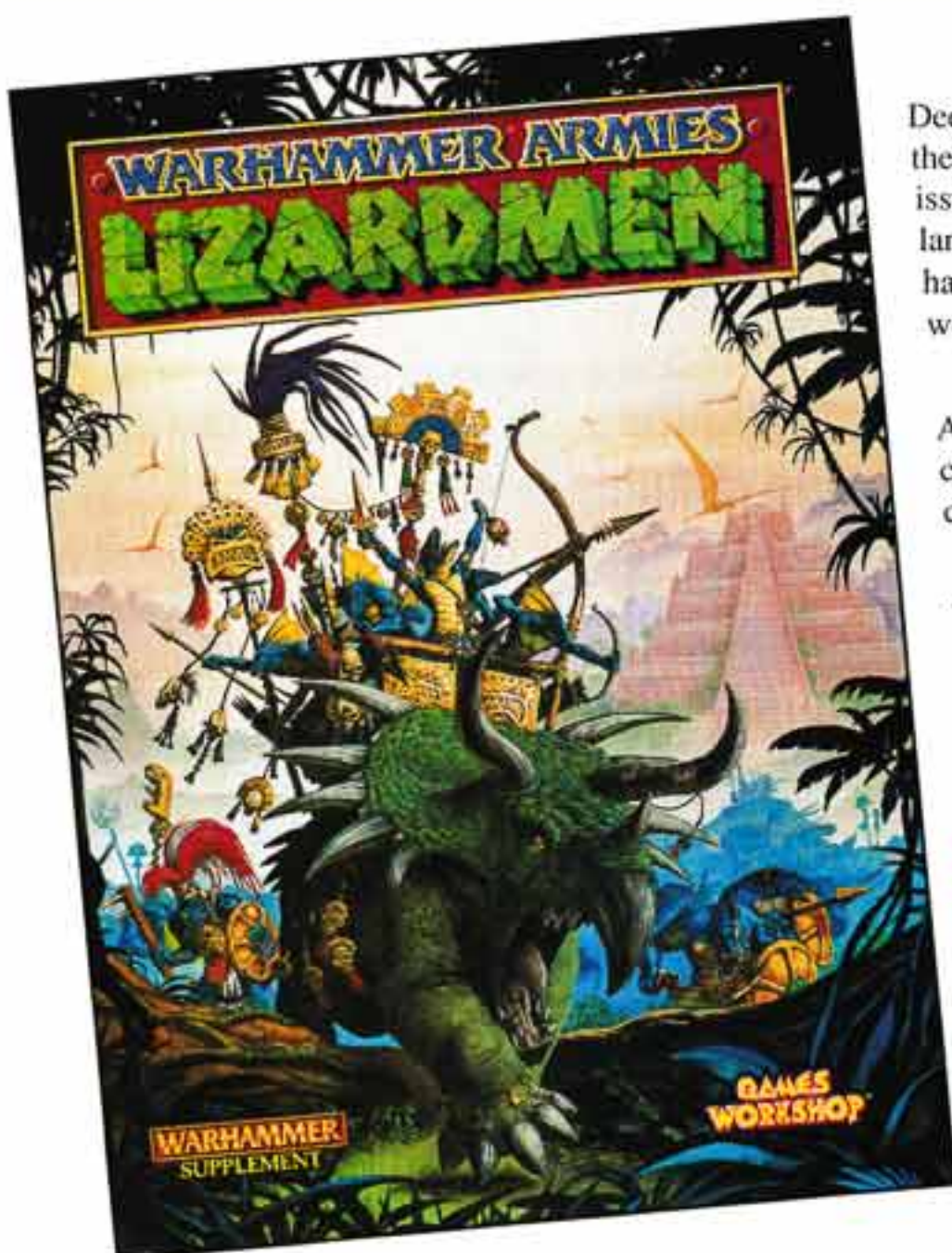
The Bestiary describes the fearsome Lizardmen in all their guises, featuring Skinks, Sauruses, Kroxigor and the Slann Mage-Priests themselves. Also described are Cold Ones, Terradons, Stegadons and Salamanders, awesome reptiles bred ages past to serve the Lizardmen as mounts and beasts of burden.

### ARMY LIST

A complete army list for the Lizardmen, including all the various troops types, as well as unique special characters like Venerable Lord Kroak, Lotl-Botl the Saurus, and Oxayotl the Chameleon Skink.

### COLOR SECTION

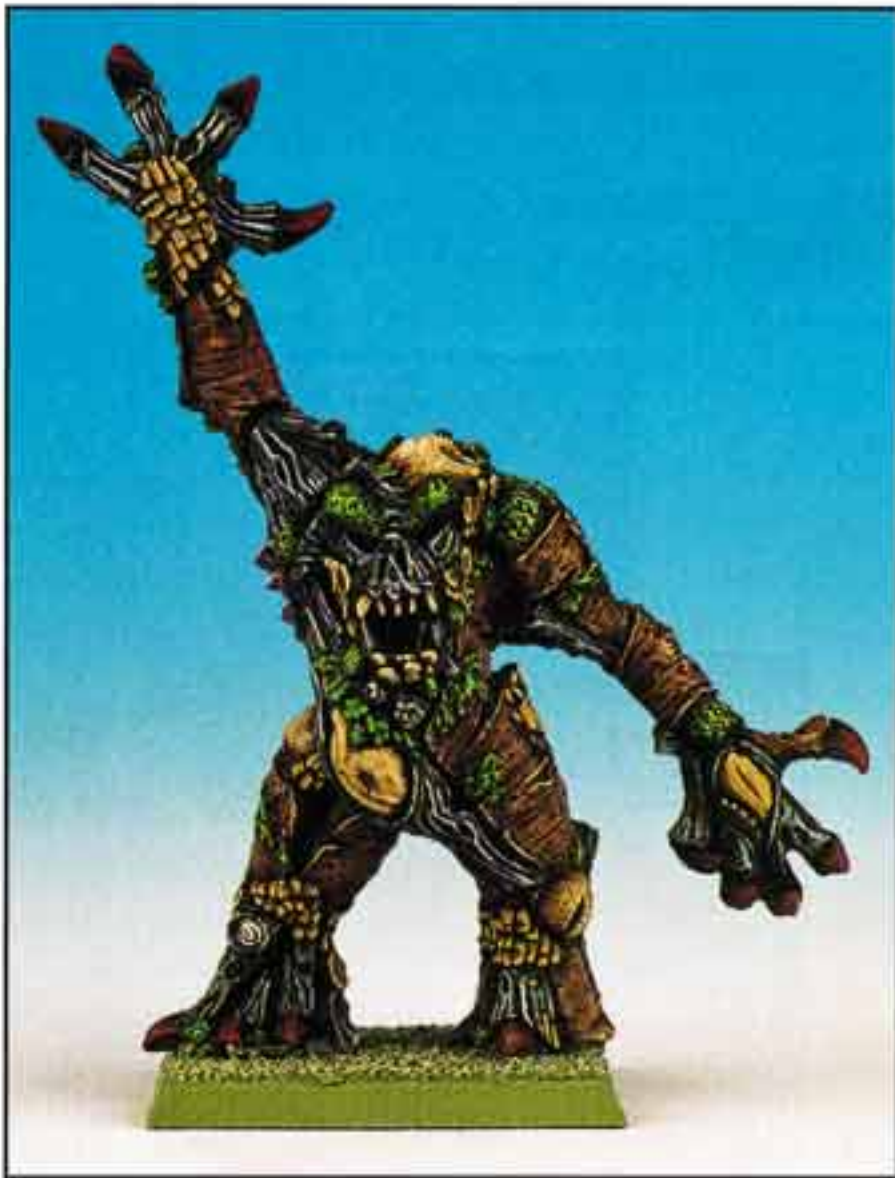
Color photographs of the Lizardmen army painted by Games Workshop's 'Eavy Metal team, plus extensive tips on how to paint Lizardmen models.





# MONSTERS

## 8574A TREEMEN



MINIATURES ARE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



## 8574C UNICORN



PACKAGED 1 MINIATURE PER BLISTER.

## 8574F COCKATRICE



PACKAGED 1 MINIATURE PER BLISTER.

## 8574D GIANT SPIDER



PACKAGED 1 MINIATURE PER BLISTER.



# MONSTERS

## 8574B WAR EAGLES



PACKAGED 1 MINIATURE PER BLISTER.



## 8574E GIANT SCORPIONS



PACKAGED 1 MINIATURE PER BLISTER.



# CUSTOMER SERVICE

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## RULES QUESTIONS ANYONE?

First off, the Customer service line can answer game questions quickly and easily. If you aren't sure about a ruling, give us a call. Our crack staff of expert gamers will be happy to help out (but before you call, check our question guidelines in the yellow box!). Need some guidelines for running leagues and tournaments? With plenty of convention experience, the Customer Service Department will be glad to offer suggestions and hints to help things go smoothly.

## RESOLVE PRODUCT PROBLEMS

Customer Service deals with missing and defective products. If you have a problem give us a call.



*Our Customer Service Staff is ready to serve you!*

## RULES QUESTIONS GUIDELINES

Games Workshop Customer Service is anxious to help with all your rules questions, but to save our sanity we do ask that you follow these guidelines:

- A) Please no more than three questions at a time. If you have more than three, please write, e-mail, or fax them - Attention Rules Boyz. If you write, please enclose a self-addressed stamped envelope
- B) Please phrase written questions in a Yes/No format when possible.
- C) Leave space between questions so we can fill in the answers on the same page!

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**FAX: (410) 242-1839**

**E-MAIL: CUSTSERV@GAMES-WORKSHOP.COM**

**E-MAIL: ROOLZBOYZ@GAMES-WORKSHOP.COM**

Or Write to us at:

**GAMES WORKSHOP  
ATTENTION RULES BOYZ  
3431C BENSON AVENUE  
BALTIMORE, MD 21227-1072**

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IS NOW ONLINE!**

Diving into the Computer age, Games Workshop is online. Our web site can be reached at:

**<http://www.games-workshop.com/>**



## WHAT YOU'LL FIND AT OUR WEBSITE

The Games Workshop website is aimed at both seasoned hobby veterans and newcomers looking at our product line for the first time. There is a library of painted Citadel Miniatures you can bring up on screen and check out, as well as a mountain of game background, history, new releases, White Dwarf, articles and more. The site is updated monthly so be sure to check back so you don't miss anything cool!

Of course just showing the product isn't enough - we also have to tell you where to get it. An easy to access directory leads you to a Retailer List. Every country is listed, but the United States is broken up by states. The town, store name, and phone number is listed so you can zip down to your local shop and pick up what you need!



# SUBSCRIPTIONS

# WHITE DWARF



White Dwarf is Games Workshop's monthly gaming supplement and Citadel Miniatures catalog. Every issue is crammed full with 120 color pages of high energy Games Workshop games and Citadel Miniatures. Not only can you find all the new model releases in every issue, but you'll also find painting information, new game rules, tactics, Modelling workshops, and much, much, more!

## CARD INSERTS

Every month inside White Dwarf you'll find two sheets of die-cut cards containing extra rules for you to punch out and use with Games Workshop games.



## QUESTIONS & ANSWERS

Each month, White Dwarf puts together a letters page providing the answers to some of the more commonly asked gaming questions. They also spend ages rooting through their postbag in order to pick out any letters that raise particularly interesting points.

## FEATURES

No matter how long you have been playing for, or even what Games Workshop games you play, you'll find something interesting in every issue. From Warhammer 40,000, to the Epic system or Warhammer, each White Dwarf is packed full of exciting articles and features.

These pages cover everything from building your first army, to game-winning tactics articles written by the games designers themselves.

Along with all the latest model releases, other special features include interviews, brand new game scenarios, artwork, and miniature pages. White Dwarf covers all aspects of the gaming hobby and within each issue you'll find hints and tips on getting the most out of the hobby.



## GET YOUR COPY TODAY!

You can get White Dwarf by visiting your local Games Workshop, Chapter Approved Retailer, or better shops across the United States and Canada. You can also get a subscription delivered to your doorstep! Just give our Mail Order boyz a call at 1-800-394-4263 (U.S.) or (905) 795-8091 (Canada) and be sure to ask about the special White Dwarf Subscription deals that Mail Order offers every month!



# WARHAMMER MAGIC



Warhammer Magic contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles.

## BOX CONTENTS

### Warhammer Magic Rulebook

### Magic Item Cards

- 81 Magic Weapon Items
- 42 Enchanted Magic Items
- 18 Magic Armour Items
- 36 Wizard Arcana Items
- 6 Magic Ward Items
- 12 Bound Magic Items
- 30 Magic Standard Items

### Winds of Magic Deck

- 36 Winds of Magic cards

### Spell Decks

- 10 High Magic spells
- 10 Necromantic spells
- 13 Skaven spells
- 10 Waaagh spells
- 10 Dark Magic spells
- 20 Battle Magic spells
- 10 Chaos Dwarf spells

### Templates and Counters

- 10 Spell effect templates
- 12 Warpstone counters

## WARHAMMER

# The Grudge of Drong



The Grudge of Drong is the first in a series of Warhammer Fantasy Battle campaign series. It is a tale of Dwarf Pride and Elven cunning, in which Queen Helgar is determined to fight to the last Elf to hold on to the throne of her ancestors, so bitterly begrudged by her ancestral enemy, Drong.

## CONTENTS

- 3 CARD BUILDINGS
- SCENARIO BOOK
- 20 SHEET ROSTER PAD
- 4 ELF AND 5 DWARF SCENARIO HANDOUTS

THIS IS NOT A COMPLETE GAME YOU WILL NEED A COPY OF WARHAMMER - THE GAME OF FANTASY BATTLES TO USE THE CONTENTS OF THIS BOX. PLAYERS SHOULD ALSO HAVE ACCESS TO THE WARHAMMER ARMIES BOOKS DWARFS AND HIGH ELVES.

# Warhammer Quest



Warhammer Quest is the game of battle, magic and adventure in the danger-ridden caverns of the Warhammer World. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory.





# WARHAMMER

## THE GAME OF FANTASY BATTLES

Minatures supplied unpainted. Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.



Enter the world of Warhammer, a world of conflict in which each player controls mighty armies. Great heroes lead regiments of knights and spearmen into battle, carefully manoeuvring for position as huge winged monsters fly overhead. Mighty war machines smash gaping holes in the enemy lines, and magical energies crackle across the battlefield as rival wizards struggle for mastery. Finally, you unleash your army in a devastating charge which will trample the foe beneath your massed ranks...



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# THE WARHAMMER 40,000<sup>®</sup> HOBBY

In the far future rival armies clash on the fields of battle. Troops in powered armor advance behind great tracked tanks, while above in the skies the high-pitched whine of anti-gravity engines give away the presence of Jetbikes beginning a strafing run. Using armies of Citadel Miniatures the Warhammer 40,000 game puts all the action of these futuristic conflicts right onto your table-top.



## GETTING STARTED

The hobby starts with your first Citadel Miniature. From there, you can advance to painting your model, collecting an army, and playing a game.



*A Space Marine painted up in Blood Angels colors.*

## A WORLD IN A BOX

The best way to get into the hobby is with the **Warhammer 40,000** boxed game. Absolutely packed full of miniatures, the Warhammer 40,000 box contains rules, dice, and everything you'll need to play. Any flat surface becomes the battlefield where you and your opponent can maneuver mighty armies of Citadel

Miniatures in a fast-paced test of skills and tactics, but the hobby doesn't end there.

## EXPANDING YOUR GAME

The excitement and fun of a tightly contested battle is just the start of the Warhammer 40,000 Hobby. As players continue to test their generalship, they can expand their forces with new troop types, futuristic war machines, and entire new armies.

## CITADEL MINIATURES

Citadel Miniatures makes a vast range of plastic and pewter models for use with Warhammer 40,000. There are thousands upon thousands of different models to choose from, including the units and tanks of the Imperial Guard, the myriad host of creatures found in the hideously alien Tyranid Swarm, the mighty legions of the Space Marines, and more.



*An Imperial Dreadnought painted in the Dark Angels colors.*

*In battle, these giant armored war machines use their awesome arsenal of weapons to support squads of infantry.*





From start to finish: the stages of painting a Citadel Miniature.

## BRILLIANTLY PAINTED MINIATURES

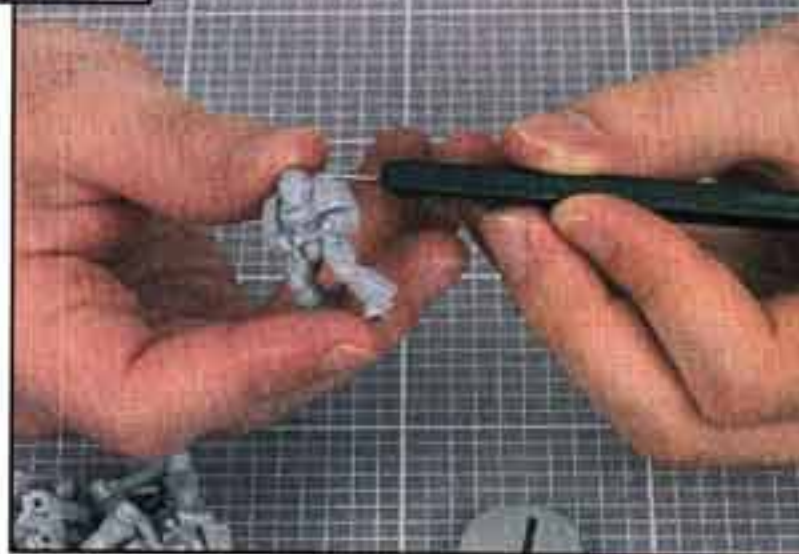
Part of the **Warhammer 40,000 Hobby** is painting figures. Nothing brings a tabletop battlefield to life like a well painted army of Citadel Miniatures. Games Workshop has created the **Citadel Colour** range of paints specifically for our models. In order to help beginners get started, the Warhammer 40,000 boxed game contains a basic painting guide. By using a few fun

but simple to learn techniques, players will soon have an army to be proud of. For more advanced techniques look to the monthly painting feature in **White Dwarf** magazine.



### BASIC STEPS

A few of the basic stages of preparation are shown here. Above: A plastic model is cut off the sprue. Right: With a hobby knife the model is carefully cleaned of mold lines. To glue your models use polystyrene cement for plastics, and superglue for pewter. Far Right: After an undercoat the model is ready to be painted.



### FINISHED MODELS

Some players prefer to give their models a quick basecoat and rush them onto the battlefield. Other people like to lavish their miniatures with details, as well as intricate shading and highlighting. The choice of painting styles is up to you!



The Citadel Colour Paint Set contains everything needed to get started in the hobby.





*An Eldar force battles the Imperial Guard amidst the rubble-strewn streets of a ruined city.*

## STUNNING GAMING TERRAIN

The first few games most people play will be on a flat tabletop with little terrain but the basic card buildings supplied in the boxed game. Many players will develop the urge to add hills, woods, rivers, and more. Varied terrain makes for more interesting battles and adds whole new tactical challenges to the game. The possibilities are

unlimited - dense jungles, the ruins of a futuristic city, the list is endless! Making your own scenery is part of what makes Warhammer 40,000 more than just a single game, but an entire hobby as well.



*Above left: A giant spiky cactus makes for some impressive alien fauna.*

*Below: A Space Marine takes cover amidst the craters and rubble of a ruined city.*



## THIS CATALOG

This catalog is intended to be your complete guide to the Warhammer 40,000 hobby. With this essential tome in hand, tabletop Generals and model collectors can now, at their leisure, pore over the entire line of **Citadel Miniatures** for Warhammer 40,000.



*An Ultramarine armed with a flamer.*

## ORGANIZATION

Grouped together by army, each miniature is shown as close as possible to **ACTUAL SIZE**. Packaging information, like whether the models come in boxed sets or blister packs, as well as what plastic accessories are included, can be found at the bottom of each page. Unless otherwise noted, all models in this catalog are made of pewter.

## KEEPING UP TO DATE

Each month Citadel Miniatures puts out dozens of new models, so to keep up-to-date with all the latest **New Releases** for Warhammer 40,000 and all of Games Workshop's games, check out **White Dwarf**, the monthly magazine devoted to the Games Workshop Hobby.





An Ork village is beset by an alien horde of Tyranids.



## FREE STUFF

If you are just getting started and you want more information about the Games Workshop hobby, then you should check out our

**FREE** introduction material. The **World of Games Workshop** is an overview of the Games Workshop and Citadel Miniatures hobby, including Warhammer 40,000 and all the other great Games Workshop games. Also look for the **Citadel Collector's Guides** - small booklets which briefly explain strategies for collecting and playing your **Warhammer 40,000**, **Warhammer**, and **Epic Armies**. These guides will provide army-building tips for beginners and veterans alike. All these guides are free from better

gaming stores, or if there are no well stocked shops in your area, give us a call directly.

## CUSTOMER SERVICE

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**1-800-492-8820**



*The fast and deadly plastic Eldar jetbike is perfect for hit-and-run attacks on the enemy.*

## FINDING CITADEL MINIATURES

To get your hands on any of the models in this catalog you will need to find and visit your local **Games Workshop** store, **Chapter Approved Shop**, or any good gaming store across the United States and Canada.

For a list of stores in your area call us at our Customer Service number. We will be happy to either mail you a complete list of Retail Stores that stock Games Workshop products, or we can give you phone numbers of a few stores close to where you live. If you can't find what you are looking for at your local store, Games Workshop offers a fast and efficient Mail Order Service for U.S. residents call toll free at **1-800-394-GAME**, for Canadian residents call **905-795-8091**.

## GAMES WORKSHOP ONLINE

If you haven't surfed into the Games Workshop website then you don't know what you are missing. Now you can plug into all the newest models, news, and updates all online. Check us out at:

**<http://www.games-workshop.com/>**





# WARHAMMER

## 40,000

The best way to give a new player the feel for Warhammer 40,000 is to actually play a game. Since we can't easily come into your house to play, we'll have to settle for inviting you to one of our battles. After a lot of work putting together this very catalog, the graphics department decided to stay late one evening and settle some scores. Now the Imperial Guard must battle the marauding Space Orks!

Warhammer 40,000 is a game designed to be played by two sides or more, but as we have four members in the Graphics department, we split into two teams of two. It is no problem to add more players or armies into a game, and while most games are one player against another, we have had mega-battles with a dozen players per side!

In order to get started with our office battle we picked a point value and began to gather our armies.

### POINT VALUES?

To ensure that games of Warhammer 40,000 are balanced, every troop type and vehicle is assigned a point value, based on how effective it will be on the battlefield. That way, two armies with totally different troops can play an "even" game where the winner will be determined not by which army is "better", but by which player had superior tactics and the best overall strategy.

When you agree to a battle, you can decide how many points you each want to field. This is based on several factors: how many painted models you have in your army, how long you want your game to last, etc.

We have found it is best to collect your army in "blocks" of between 250 and 500 points. This way, you can start playing small games, and increase them in size as you finish up new squads and vehicles.

For this game, we decided on 1,000 points each, as this would give us a relatively basic battle that would last an evening, and because, at this point Jeremy has only that much painted in his Space Ork army! It is possible to play smaller skirmishes or even huge colossal battles that will take weeks to finish up. The choice is up to you.

The office battle divided up into **Chris Gohlinghorst** and **Drew Will** with **Imperial Guard**, versus **Dan Bartholomew** and **Jeremy Vetock** with **Space Orks**.



*The staff in the midst of a battle to the finish!*

### A ROLLING TIDE OF GREEN

Ork Warbosses have loads of great troop types to choose from, and although one thousand points is a relatively small game of Warhammer 40,000, it is still a lot of Orks. "Quantity over quality!" is definitely an Ork motto. After reading the **Codex Orks** there were so many squads and support weapons to try out, that it would've been impossible to pick them all! We definitely wanted Kommandos so we could infiltrate.

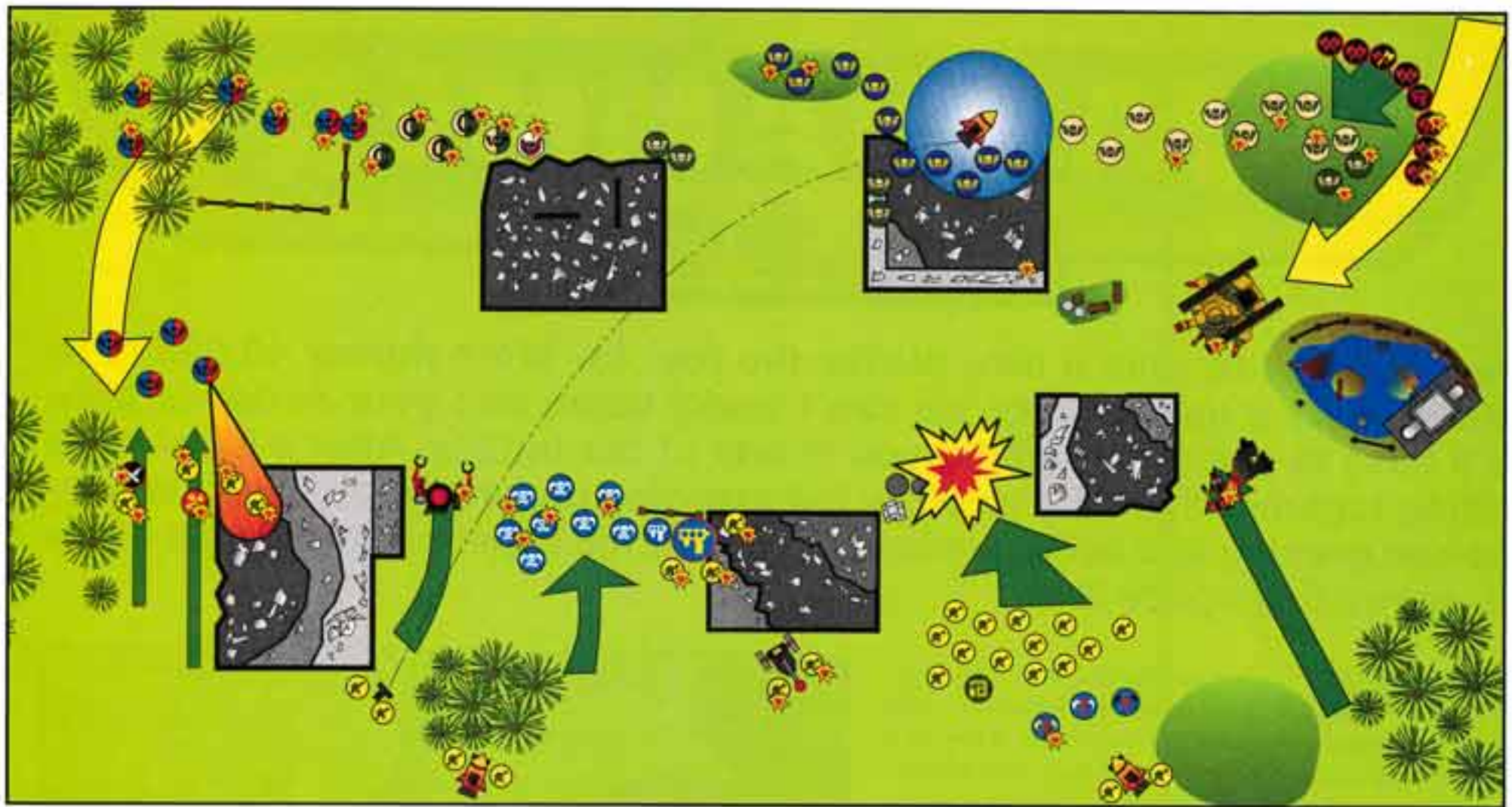


Dan and I went over our forces, and decided who would control which squads, and got ready for the Imperial Guard. Let's see how them humies like a taste of Palsa Rokkits!

### FOR THE EMPEROR

No green skins are going to stop the Imperial war machine! Chris and Drew picked a lethal mixture of Imperial Guard Squads, a Command Squad, and a Primaris Psyker. The Imperial ace in the hole was a Leman Russ tank held in reserve! Feeling close to invincible, the Imperial Guard vowed that no lowly Ork would escape the board alive.





## THE PLAYING FIELD

Setting up a battlefield to play over is the next step. Here at Games Workshop we are spoiled by having lots of room and terrain specifically made for tabletop battles. At home, especially when you are starting out, you can make due with the kitchen table and some rudimentary pieces of scenery. The card buildings that come in the Warhammer 40,000 boxed game are an excellent launching point. For great tips on making your own hills, rivers, and more, check out the **How to Build Wargames Terrain** book. Also, **Modelling Workshop** articles are featured each month in **White Dwarf** magazine.

## IMPERIAL GUARD SET UP

In Warhammer 40,000 the army with the lower strategy rating has to set up first. This being the case, the Imperial troops had to put their models on the table before the Orks.

The Command Squad was centrally located, with support from a Heavy Weapons Squad dispersed across the whole front. The Imperial Guard squads were placed to take maximum advantage of all the hard cover provided by the ruined buildings. Held in reserve, the Leman Russ tank could be brought in when and where it was needed most.

## SEND IN THE ORKS



Not only did the Orks get to set up second, but the Blood Axe Kommandos can infiltrate, which means we got to place the squad nearly anywhere we wanted on the battlefield, so long as opposing models could not see them. With the Dreadnought supporting the left flank, and the speedy Warbike on the right, we were ready to begin our headlong advance.

*Here is map showing the basic movements of both the Space Ork army (bottom icons) and the Imperial Guard forces (top) during the first few turns. Note all the carnage!*

## A TABLETOP BATTLEFIELD

Now both armies were deployed, and we were ready to play. The table looked great - everywhere in the ruined city there were models. From the second story of a partially collapsed doorway stood an Imperial Guard missile launcher team. Behind a hill an Ork Pulsa Rokkit sat primed for launching. With a resounding boom, the Imperial Guard shot off their special pre-game barrage, and it began . . .

## ORKS - TURN ONE

The scream of an incoming shell was replaced by the groans of Chris and Drew as the Imperial barrage was off target, missing the Dreadnought by a mere four inches. With a laugh of triumph, Dan advanced the metal monstrosity forward, and unloaded with both weapons. The lascannon missed abysmally, but the heavy bolter stitched a bloody pattern of death down the command squad, eliminating four Guardsman, including an autocannon team! An excellent start!

On the right flank the Warbike revved its engines and advanced. Two more Imperial troops fell as the bike's twin-linked autocannons rained death.

Now that everything was going the Ork way, it was time for the Kommandos, hiding deep in enemy territory, to spring their ambush. Even a ballistic skill of four and the bonus of close-ranged shooting, however, could not save Jeremy's rolling. What should have been a massacre of an entire squad ended with only two more Imperial casualties. Aaaargh!

Adding insult to injury, the Squig Katapult misfired, launching one of its own crew members to a cruel fate. Always unpredictable, a Deathskull armed with Kustom Kombi-weapon took aim at the opposing lascannon team and promptly rolled a misfire. Ka-boom. What originally looked to be the start of an Ork rampage ended only with mediocracy.



## IMPERIAL GUARD RESPOND

The initial Ork onslaught could have been far worse, but plenty of damage had been done! Pivoting to meet the Kommando threat on Imperial flanks, Drew lined his squad up to maximize his number of shots. A few well placed lasgun shots dropped Kommandos, as did the sergeant with his plasma pistol.

In need of reinforcements and more than a little worried about the oncoming warbike, Chris decided to bring the Leman Russ tank out of reserves and onto the table. Not only did the steam-rolling tank crush one Kommando beneath its treads, but the array of weaponry raked across the whole of the Ork front. The Warbike was devastated by the battlecannon, the Dreadnought crippled by a lascannon shot, and the Gretchin horde was trimmed back by the heavy bolters. Whew!



On the far right Imperial flank the Cadian unit advanced through the woods and the Mordian Iron Guard took up a defensive position in one of the ruined buildings.

After receiving the full brunt of the Imperial wrath, the Kommandos choose this time to roll double sixes for a leadership test, and ran back to cover! Imperial cheers!

## TURN TWO - ROKKITS AWAY!

At the start of the turn we had to roll to see if the Dreadnought blew up, which happily, it did not. On the downside we couldn't move, and only one weapon was serviceable, That didn't stop Dan from pointing the heavy bolter at a Cadian heavy weapon team and blasting them out of hard cover!

With a cunning grin the Ork Warlord gave the signal to launch the Pulsa Rokkits. These potentially deadly weapons haphazardly travel across the board and release a pulsating force field, which is powerful enough to knock down troops and buildings alike. By landing a Pulsa in one of the Guard infested buildings we could not only pin their troops from advancing, but also (on a roll of 4, or better) bring down the building and destroy about half of their squad.

To represent the length of the Rokkit's fuse you can nominate between one and ten. Once you have made your estimate, roll that many number of six-sided dice, and add twelve inches. Like most Orky weapons, it is a erratic, but with skill and luck, it can be quite devastating. On this day the skill was with Dan and Jeremy, and hopefully the luck. Our Pulsa landed

amidst the squad of Mordian Iron Guard in the building, but we had to roll the pulse results in their turn.

A Deathskull with an autocannon managed to damage the Leman Russ' tracks - at least slowing it down considerably. After rallying our Kommandos, it was time to use our strategy card, a randomly drawn card that we could play at any point during the game. While the Imperial Guard side had drawn a special-issue piece of battlefield equipment, we had a deadly virus bomb that we could place anywhere on the battlefield. Heh, heh, heh . . .

## IMPERIAL TURN TWO

Although it was early in the battle, things looked bright for the Emperor's troops. That was until the Imperial Captain and the Primaris Psyker triggered the unexploded virus bomb that had lain dormant in the rubble. Two more casualties to be avenged!

The good news for the Imperial Guard was the Pulsa Rokkit did not level the building (on a roll of a three), and therefore caused no losses. Meanwhile the Leman Russ, even with a damaged tread, managed to bring the Gretchin mob down to a mere few. A well placed battlecannon shot crashed into the Deathskulls, taking two out.

The missile launcher team, hidden in a window of the shaking, but not collapsing building, followed with an excellent shot that blasted two more Deathskulls. Frag missiles proved deadly to the big Ork mobs! Even the Warboss' presence couldn't keep the remaining Deathskulls from routing!

On the left flank, the Cadians were in a desperate firefight with the Ork Painboy and Mekaniak, along with their entourage of Gretchin assistants. The greenskins were tough to hit as they were getting hard cover from the dilapidated buildings. Unfortunately the Cadian with the flame thrower fell a few inches short of roasting several of the Gretchin. To this stage neither side had won a clear advantage, but the Imperial Guard seemed to be on the verge of pulling away.

*Blood Axe Kommandos are normally quite ruthless, using their infiltration skills to leap out and surprise the foe. Here some Kommandos raid a Stormtrooper outpost.*





## ORKS - TURN THREE

The third turn opened with a cataclysmic explosion as the damaged Dreadnought finally overloaded. Bad news, but not hopeless for Dan and Jeremy.

Finally connecting on a shot with his Kustom Blasta (the first two shots we rolled ones), the surly Ork Warboss blew an entire lascannon team to tiny bits. It was satisfying!

On the embattled left flank, the Painboy, and his lowly Gretchin assistants blasted down three of the Imperial Guard - enough to force another leadership test, but alas, morale held firm and the troops did not rout. Curses to Drew's dice rolling.

The rest of the turn, however, was not nearly as Ork friendly. The Squig Katapult managed to somehow hurl its only remaining crew member instead of buzzer squigs, and our last Pulsa Rokkit fell woefully short of target, only providing a barrier through which the Leman Russ could not pass. When you are talking odds, it should be noted that a misfire should only occur one time in six. Somehow, far off on his Golden Throne, the Emperor was affecting the Ork law of averages, as the woeful greenskins misfired four out of a possible five times. At least the Deathskulls rallied!



*For complete and in-depth battle reports, with detailed maps and loads of strategy tips, just check out any issue of White Dwarf magazine! Left: The Imperials react to the exploding Ork Dreadnought. Below: Ork Warlord plots a brutal revenge.*

## SO CLOSE TO VICTORY

In the third turn the Imperial Guard began advancing across the table. On the left flank the Cadian Shock Trooper with the flamer finally got in range to blast the Gretchin out of the building. Enemy models in hard cover are notoriously hard to hit, so the flamer, which doesn't need to roll to hit, was the perfect weapon. With a yelp (and an awful smell) the Gretchin went up in flames. Another trooper fired a lucky shot and the Painboy was no more. Imperial left flank secure.

Elsewhere on the battlefield, the Tallarn Desert Raiders and the Blood Axe Kommandos remained in a deadlock. Each turn one or two of the foe were sniped off, but neither side could strike a deciding blow, or land a finishing punch.

The Leman Russ advance was hindered by the throbbing pulses of Orky technology, but that didn't stop this juggernaut from raking fire over the Gretchin obliterating them utterly. Only the Runt Herder was left, and on the roll of ten, he was forced to dash off to cover. Run away! No small surprise with the awesome might of the Leman Russ bearing down!

While inflicting a lot of casualties the Orks were still there . . .

## THIS IS WARHAMMER 40,000!

That is what Warhammer 40,000 is all about. Our game went five turns and lasted two hours, and we spent about a half an hour doing set up and clean up. Of course we did stop in the middle, taking some time to drink some Coca-Colas and survey the carnage on both sides.

We just wanted to give you a taste of what the game was like - the move and counter move, the firefights, and the search for cover. Both sides got to cheer good moves and lament over bad dice rolls. In the end, it isn't about winning, but about the fast and furious fun of maneuvering your troops and vehicles across the tabletop terrain! Blasting your friends is okay too!

## WHAT NEXT?

Of course the Orks versus Imperial Guard Graphics battle ended in a dead-tie. Both sides claim victory, and blame their partial downfall on bad luck. The only remedy . . . a rematch.

Once you understand the strengths and weaknesses of your army, you can tailor your list to better combat a particular foe. The Imperial side, encouraged by the success of their Leman

Russ, is thinking of another vehicle, perhaps the flame-spewing Hellhound? Meanwhile on the Ork side, Dan and Jeremy need to do a lot more painting - perhaps adding a Shokk Attack Gun to destroy vehicles, or even using the Ork Blood Axe clan to pilfer some Imperial vehicles of their own?

The result - well both sides boast that victory will be theirs next time. With all the troops and the vast variety of models the games are always different

and exciting. Now what are you waiting for, get out there and start playing your own futuristic battles!





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White Dwarf is Games Workshop's monthly gaming supplement and Citadel Miniatures catalog. Every issue is crammed full with 120 color pages of high energy Games Workshop games and Citadel Miniatures. Not only can you find all the new model releases in every issue, but you'll also find painting information, new game rules, tactics, Modelling workshops, and much, much, more!

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# SPACE MARINES

The Space Marines are the finest human warriors of the Imperium. Recruited from the most skilled and ferocious fighters in the galaxy, each Space Marine is then genetically altered to add strength, speed, and toughness far beyond the scope of any ordinary man. Equipped with the best weapons and armor in the Imperium, the Space Marines are mankind's last line of defence.



A Space Marine from the Legion of the Damned.

## EMPEROR'S FINEST

The history of the Space Marines is the stuff of legend. To delve further into the rich history you will need to check out the Ultramarines Codex. In the short version, suffice it to say that the first Space Marines were created by the Emperor through genetic manipulation.

Born a normal, if still very talented human, a Space Marine recruit is chosen at a young age. The conversion into super-warrior is achieved through implantation of genetically cultured organs, selected hormone increases, and more. When properly trained and given the best equipment, powered armor, and weaponry available, the end result is a member of the Emperor's finest, the Imperial Space Marines.

## CODEX CHAPTERS

The Space Marines are split into 1,000 well organized, fully equipped independent armies known as chapters. Each chapter of Space Marines has its own history, as well as specific guidelines for organization, tactics, and insignia. Some Chapters, like the **Ultramarines**, will rigidly follow the Imperial guidelines (called the Codex Astartes), others, like the **Space Wolves**, are fiercely independent. Regardless of specific rules and regulations, all the Imperial Space Marines are united in their devotion and fierce loyalty to the Emperor!



A Space Marine of the Ultramarines Chapter.

## HAMMER OF THE EMPEROR

Space Marines come in many different chapters, which gives Warhammer 40,000 players who want to field the best troops in the Imperium lots of options. If you want to follow a published army list, with fully detailed histories, special characters, and paint schemes, you can look for the **Space Wolf Codex**, the **Ultramarines Codex**, and the **Angels of Death Codex**, (which contains the full **Blood Angels** and **Dark Angels** Space Marine army lists).

As there are 1,000 different chapters of Space Marines and only a small percentage are detailed in the various Games Workshop books, that leaves a lot of room for creativity. Many players invent their own Space Marine Chapters, including color schemes, and past histories. It is easy to base game rules off one of the published army Codex books.



A Dark Angel Space Marine with a Heavy Plasma Gun.

## ON TO GLORY

No matter which chapter you finally choose, remember that the Space Marines are the elite fighting force in the galaxy. Forward for the Emperor!



Space Wolves are known for their ferocity in combat.



# SPACE MARINES

## 8001A SPACE MARINES



"Your honor is your life. Let none dispute it."  
Captain Navarre of the Black Templars



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES WHEN NECESSARY. PACKAGED 2 MINIATURES PER BLISTER.



AN EXAMPLE OF A PAINTED TACTICAL SQUAD OF BLOOD ANGEL SPACE MARINES.

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CITADEL  
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# SPACE MARINES

## 8001B SPACE MARINE SERGEANTS



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES.  
PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES



## 0454 SPACE MARINE DEVASTATORS

Devastator Squads lay down a withering hail of fire to annihilate the enemy. Contains a complete squad of 5 models, including a Sergeant and 4 Space Marines with heavy weapons.



## 0455 SPACE MARINE ASSAULT SQUAD

Equipped with Jump Packs and deadly close combat weapons, Assault Marines quickly leap into the midst of the battle. Contains a squad of 5 models, including a Space Marine Sergeant.



## 0456 SPACE MARINE TACTICAL SQUAD

Mighty and stalwart defenders of humanity, the Ultramarines have a legendary past full of heroic stands against superior numbers. Contains a complete squad of 10 models.



# SPACE MARINES



## 0441 SPACE MARINE TERMINATORS

The ultimate in elite fighting troops, Space Marine Terminators always draw the most dangerous missions. Contains a complete Terminator Squad of 5 models.



## 0439 SPACE MARINE LAND SPEEDER

Powered by anti-gravitational engines, the Space Marine Land Speeder streaks across the battlefield to bring its formidable weaponry within range to blast the foe. Contains 1 Land Speeder and 2 Space Marine crew.

## 0442 SPACE MARINE DREADNOUGHT

Space Marine Dreadnoughts are massive war machines crewed by mortally wounded heroes of old. Contains 1 Dreadnought armed with a power fist and an assault cannon.





# SPACE MARINES®

## 8002A SPACE MARINE WITH MELTA GUN



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PACKAGED 1 MARINE WITH MELTA GUN AND 1 MARINE PER BLISTER.

## 8002B SPACE MARINE WITH FLAMER



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## 8002C SPACE MARINE WITH PLASMA GUN



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES WHEN NECESSARY.  
PACKAGED 1 MARINE WITH PLASMA GUN AND 1 MARINE PER BLISTER.



EXAMPLES OF PAINTED SPACE MARINES FROM THE DARK ANGELS AND THE LEGION OF THE DAMNED.



# SPACE MARINES

## 8002E SPACE MARINE SCOUTS



PACKAGED 2 MINIATURES PER BLISTER.

## 8003A ASSAULT MARINES



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 MINIATURE WITH JUMP PACK PER BLISTER.



AN EXAMPLE OF A PAINTED ULTRAMARINE ASSAULT SQUAD.



# SPACE MARINES



## 0776 SPACE MARINES WARRIORS OF THE IMPERIUM

Space Marines are by far the most powerful and dreaded of all human warriors. Contains 6 detailed plastic Space Marines with decal sheets included. The multi-pieced models can be assembled into an infinite variety of poses.



## 0463 SPACE MARINE BIKE SQUADRON

Space Marine Bikes can quickly move across the battlefield to destroy their mark with bolter fire. This fantastic boxed set contains three of the high-detailed plastic motor bikes, as well as three plastic Space Marine riders. In order to outfit your squad exactly the way you want, we have also included three pewter torsos: a Space Marine Sergeant with power sword, a Space Marine with a melta gun, and one with a plasma gun.





# SPACE MARINES

## 0732 SPACE MARINE BIKE

Space Marine Bikes hurtle into battle, the awesome sound of roaring engines and bolter fire spelling doom for their enemies. This boxed set contains 1 high-detailed plastic motor bike, as well as 1 plastic Space Marine rider.



## 0464 PREDATOR ANNIHILATOR

The deadly variant of the Predator, the Predator Annihilator is armed with a turret-mounted twin lascannon and side lascannons or heavy bolters. A plastic model kit of 1 Predator Annihilator.



# SPACE MARINES

## 8003B BLOOD ANGEL DEATH COMPANY



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

## 8003C JUMP PACKS



PACKAGED 3 JUMP PACKS PER BLISTER.

## 8004A SPACE MARINE WITH MISSILE LAUNCHER



## 8004B SPACE MARINE WITH LASCANNON



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

## 8004C SPACE MARINE WITH HEAVY BOLTER



## 8004D SPACE MARINE WITH HEAVY PLASMA GUN



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES

## 8005A SPACE MARINE CAPTAIN WITH TERMINATOR HONORS



PACKAGED 1 MINIATURE PER BLISTER.

## 8005C DARK ANGEL CAPTAIN



PACKAGED 1 MINIATURE PER BLISTER.



## 8005E ULTRAMARINE CAPTAIN



PACKAGED 1 MINIATURE PER BLISTER.

## 8005F CHAPLAINS



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES

8005G LIBRARIAN EPISTOLARY



8005J TECH MARINES



8005H LIBRARIAN CODICIER



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8005I LIBRARIAN LEXICANIUM



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# SPACE MARINES

## 8005K APOTHECARY



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## 8005L SPACE MARINE STANDARD BEARER



## 8005M SPACE MARINE BLOOD ANGEL STANDARD BEARER



## 8005N SPACE MARINE DARK ANGEL STANDARD BEARER



Brother Bethor is the present Bearer of the Sacred Standard. He was chosen for this sacred duty following his quite exceptional bravery during the Cleansing of Durganion XIII, where he single handedly recaptured the 3rd Company's Battle Standard after it had been captured by a Genestealer brood.

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.



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## 8006B IRON PRIEST



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## 8006E SPACE WOLF SERGEANT



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## 8006C WOLF GUARD



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# SPACE MARINES

## 8006F WOLF SCOUT SERGEANT



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## 8006G GREY HUNTERS



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## 8006H BLOOD CLAWS



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# SPACE MARINES



## 0802 SPACE WOLVES GREY HUNTERS

Space Wolves Grey Hunters stalk their enemy as relentlessly as the giant wolves from their homeworld of Fenris. Contains a complete squad of 10 models, including a Space Wolf Sergeant.



## 0803 SPACE MARINE TERMINATORS WOLF GUARD

Armed with awesome Terminator Armor and an array of deadly weapons the Wolf Guard form the hardest-hitting unit in a Space Wolf Army. A complete squad of 5 models.



## 0804 SPACE WOLVES LONG FANGS

Long Fangs are crack shot veterans who use devastating heavy weapons to provide the Space Wolves with supporting firepower. A complete squad of 5 models.



# SPACE MARINES



## 0805 SPACE WOLVES BLOOD CLAWS

With a frenzied howling Blood Claws Assault Squads charge into the thick of battle and hack their foes with unmatched savagery. Contains a complete Assault squad of 10 models.



## 0666 SPACE WOLVES DREADNOUGHT

An ancient Space Wolf hero entombed in a Dreadnought, Bjorn the Fell-handed continues to fight, tearing enemies apart with his lightning claw, and blasting them with his assault cannon. Contains 1 model.





# SPACE MARINES

8006J SPACE WOLF STANDARD BEARER



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.



8006K LONG FANG  
WITH LASCANNON



8006L LONG FANG  
WITH MISSILE LAUNCHER



8006M LONG FANG  
WITH HEAVY BOLTER



8006N LONG FANG  
WITH PLASMA GUN



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES

## 8007A TERMINATOR CAPTAIN



PACKAGED 1 MINIATURE PER BLISTER.

## 8007C TERMINATOR WITH CYCLONE MISSILE LAUNCHER



PACKAGED 1 MINIATURE PER BLISTER.

## 8007D TERMINATOR WITH ASSAULT CANNON



PACKAGED 1 MINIATURE PER BLISTER.

## 8007B TERMINATOR LIBRARIAN



PACKAGED 1 MINIATURE PER BLISTER.



## 8007E TERMINATOR TROOPER



PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES



## 0457 DARK ANGELS RAVENWING LANDSPEEDER

The Ravenwing Land Speeder is a lightning fast weapon of war. Contains 1 Landspeeder model.



## 0429 DARK ANGELS DREADNOUGHT

The Dreadnought's operator is not an ordinary Space Marine, but one of the Old Ones: a living embodiment of a Chapter's spirit and heroic history. Contains 1 Dreadnought armed with a missile launcher and a lascannon.



## 0809 SPACE MARINE DEATHWING TERMINATORS

Throughout the Imperium's long and bloody history, there are few battle records more steeped in glory and honor than that of the Deathwing Company. Contains a complete squad of 5 models.



# SPACE MARINES



## 0663 BLOOD ANGELS SPACE MARINE DREADNOUGHT

Shrugging off incoming enemy shells like gentle rain, the mighty Blood Angels Dreadnought strides fearlessly into battle. Contains 1 Dreadnought armed with a multi-melta and a power fist.



## 0664 BLOOD ANGELS SPACE MARINE DEATH COMPANY

Due to a strange mutation in the Blood Angels geneseed even the most mortal of wounds cannot stop the battle-crazed warriors of the Death Company. Contains a complete squad of 10 models, including a Chaplain.



# SPACE MARINES

8007F TERMINATOR WITH  
HEAVY FLAMER



PACKAGED 1 MINIATURE PER BLISTER.

8007G TERMINATOR WITH  
LIGHTNING CLAWS



PACKAGED 1 MINIATURE PER BLISTER.

8007K TERMINATOR WITH  
CHAINFIST



PACKAGED 1 MINIATURE PER BLISTER.

8007H TERMINATOR THUNDERHAMMER



PACKAGED 1 MINIATURE PER BLISTER.



8007I TERMINATOR SERGEANT



PACKAGED 1 MINIATURE PER BLISTER.

8007J TERMINATOR CHAPLAIN



PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES®

**8009A DEATHWING TERMINATOR  
WITH HEAVY FLAMER**



PACKAGED 1 MINIATURE PER BLISTER.

**8009B DEATHWING TERMINATOR  
WITH ASSAULT CANNON**



PACKAGED 1 MINIATURE PER BLISTER.

**8009C DEATHWING TERMINATOR  
SERGEANT**



PACKAGED 1 MINIATURE PER BLISTER.

**8009D DEATHWING TERMINATOR  
TROOPER**



PACKAGED 1 MINIATURE PER BLISTER.

**8009F DEATHWING TERMINATOR  
WITH CHAINFIST**



PACKAGED 1 MINIATURE PER BLISTER.

**8009E DEATHWING CYCLONE**



PACKAGED 1 MINIATURE PER BLISTER.





# SPACE MARINES



## 0458 SPACE MARINE PREDATOR TANK

The main armored support of the Space Marines, the fearsome Predator is armed with a turret-mounted autocannon and two heavy bolters or lascannons. A plastic model kit of 1 Predator.



## 0448 SPACE MARINE WHIRLWIND

The Whirlwind showers tremendous salvos of fragmentation missiles onto the foe. Contains a plastic and pewter model kit of 1 Whirlwind.



# SPACE MARINES



## 0433 SPACE MARINE RAZORBACK

The deadly Razorback excels in its dual use as a troop transport vehicle and an enemy tank destroyer. Contains a plastic and pewter model kit of 1 Razorback.



## 0743 SPACE MARINE RHINO

The fast speed and armored hull of the Rhino allows Space Marine Squads to be quickly transported to vital points of the battlefield. Contains a plastic model kit of 1 Rhino.



# SPACE MARINES

**8010A WOLF GUARD  
SERGEANT**



PACKAGED 1 MINIATURE PER BLISTER.

**8010B WOLF GUARD TERMINATOR  
WITH ASSAULT CANNON**



PACKAGED 1 MINIATURE PER BLISTER.



**8010C WOLF GUARD TERMINATOR  
WITH HEAVY FLAMER**



PACKAGED 1 MINIATURE PER BLISTER.



**8010D WOLF GUARD  
TERMINATOR  
RUNEPRIEST**



PACKAGED 1 MINIATURE PER BLISTER.

**8010E WOLF GUARD  
TERMINATOR  
TROOPER**



PACKAGED 1 MINIATURE PER BLISTER.

**8010F WOLF GUARD  
CYCLONE**



PACKAGED 1 MINIATURE PER BLISTER.

**8010G WOLF GUARD  
TERMINATOR  
TROOPER**



PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES

8038B RAGNAR BLACKMANE  
SPACE WOLF LORD



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8038C ULRİK THE SLAYER  
WOLF PRIEST



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8038D NJAL STORM CALLER  
RUNE PRIEST



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8038H MARNEUS CALGAR  
MASTER OF THE ULTRAMARINES



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES

8038I ULTRAMARINE CHIEF LIBRARIAN  
TIGURIUS



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8038J COMMANDER AZRAEL, SUPREME  
GRAND MASTER OF THE  
DARK ANGELS WITH  
HELMET BEARER



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 2 MINIATURES PER BLISTER.

8038K ASMODAI, DARK ANGEL  
INTERROGATOR CHAPLAIN



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8038L EZEKIEL, DARK ANGEL GRAND  
MASTER OF LIBRARIANS



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

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# SPACE MARINES

**8038N APOTHECARY CORBULO**  
SANGUINARY PRIEST OF THE  
BLOOD ANGELS



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8038P BLOOD ANGEL CHIEF LIBRARIAN**  
MEPHISTON, LORD OF DEATH



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8038Q COMMANDER DANTE, LORD OF THE**  
BLOOD ANGELS



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8038T BROTHER-CAPTAIN TYCHO,**  
COMMANDER OF THE 3RD BLOOD  
ANGEL COMPANY



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

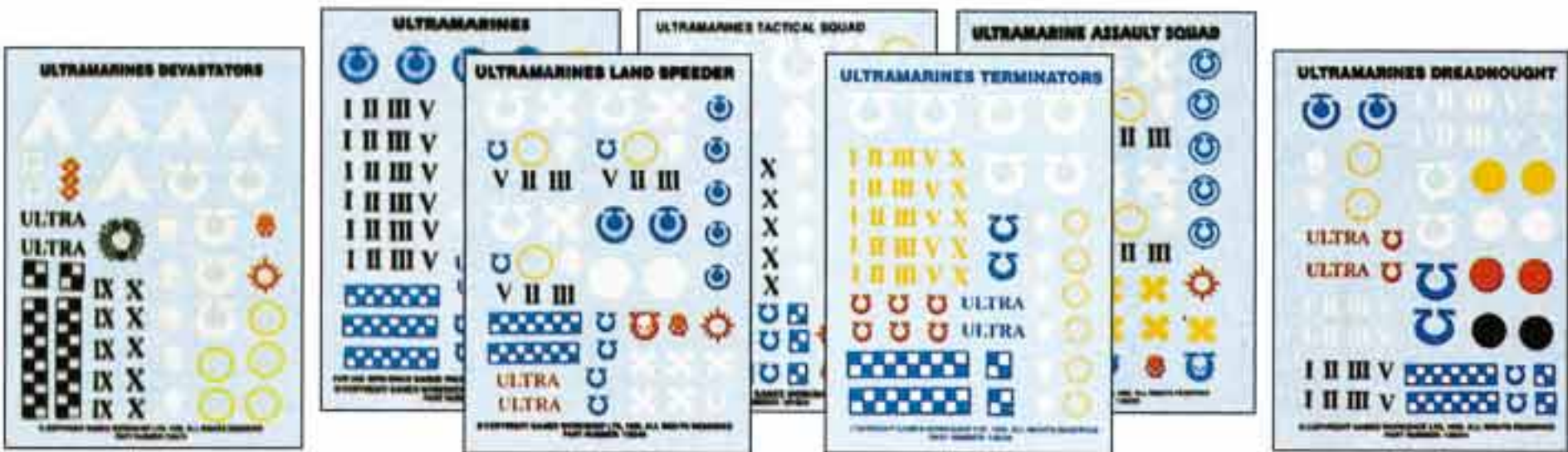


# SPACE MARINES

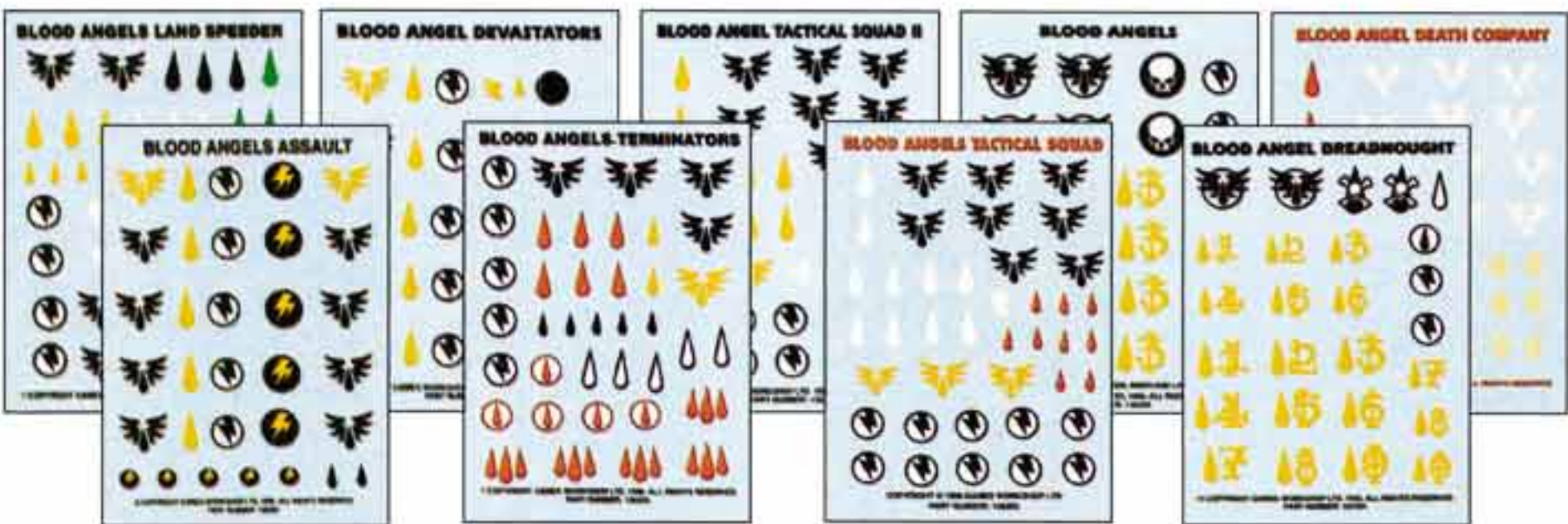
## 8061L SPACE WOLF DECALS



## 8061M ULTRAMARINE DECALS



## 8061N BLOOD ANGEL DECALS



## 8061P DARK ANGEL DECALS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.

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# SPACE MARINES

## 8061A SPACE WOLF BANNERS



PACKAGED 5 TRANSFER SHEETS PER BLISTER.

## 8061C ULTRAMARINE BANNERS



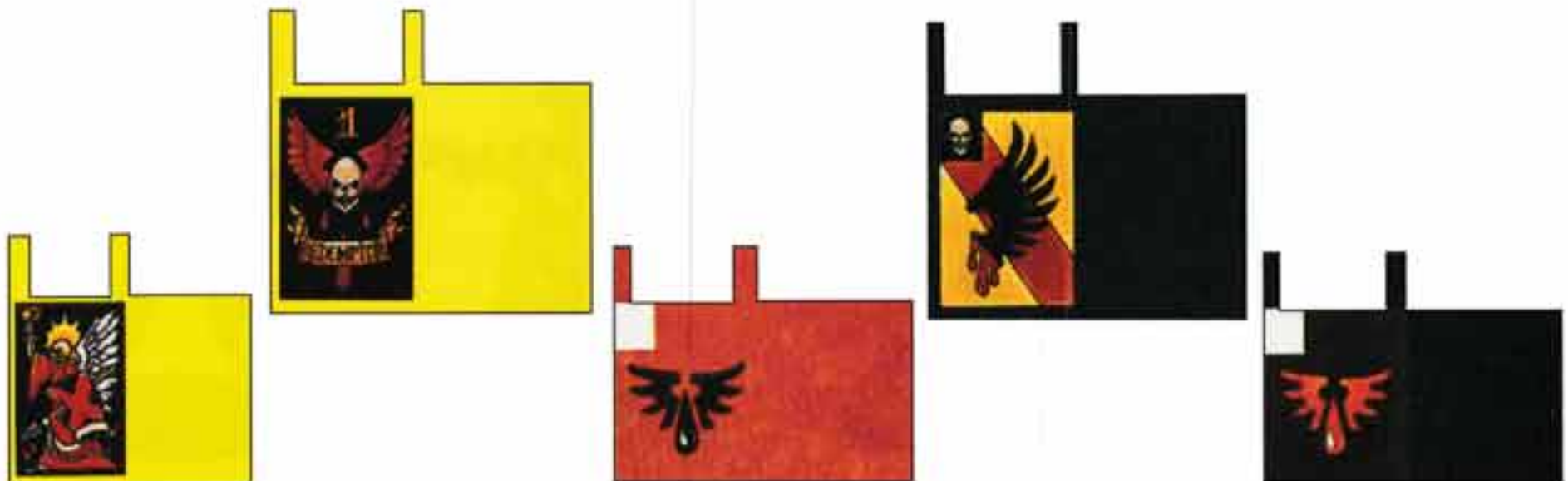
PACKAGED 5 TRANSFER SHEETS PER BLISTER.

## 8061D ULTRAMARINE CHARACTER BANNERS



PACKAGED 5 TRANSFER SHEETS PER BLISTER.

## 8061Q BLOOD ANGEL BANNERS



PACKAGED 5 TRANSFER SHEETS PER BLISTER.



# IMPERIUM

## 8048A RAPIER



PACKAGED 1 RAPIER AND 2 CREW PER BLISTER.

## 8048C TARANTULA



PACKAGED 1 TARANTULA AND 2 CREW PER BLISTER.

## 8048D SERVITORS



PACKAGED 2 MINIATURES PER BLISTER.

## 8051A ADEPTUS ARBITES WITH SHOTGUN



PACKAGED 2 MINIATURES  
PER BLISTER.

## 8051B ADEPTUS ARBITES WITH BOLTER



PACKAGED 2 MINIATURES  
PER BLISTER.

## 8051C ADEPTUS ARBITES CHAMPION



PACKAGED 2 MINIATURES PER BLISTER.

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# IMPERIUM

8051D IMPERIAL PSYKERS



PACKAGED 2 MINIATURES PER BLISTER.

8051E VINDICARE ASSASSIN



8051F CALLIDUS ASSASSIN



PACKAGED 1 MINIATURE PER BLISTER.

8051G EVERSOR ASSASSIN



8058A INQUISITOR TERMINATOR



PACKAGED 1 MINIATURE PER BLISTER.

8058B GREY KNIGHT TERMINATOR



PACKAGED 1 MINIATURE PER BLISTER.



# IMPERIAL GUARD

The Imperial Guard is the fighting force raised to protect mankind and human rights. Considering there are over a million Imperial planets, the Imperial Guard has an immense resource of men and equipment to draw from. Whether recruited from desert planets or lush jungle worlds, Imperial troops all join the well-equipped and nigh unstoppable Imperial war machine.



## THE ULTIMATE FIGHTING MACHINE

Every planet in the Imperium raises a planetary defense force to defend itself against hostile aliens, raiders, pirates, and the forces of Chaos. The **Imperial Guard** are mustered from the best of each planet's defensive army.

The great variety of homeworlds where troops are recruited produces an amazing assortment of different looking regiments. For example, the troops from the Jungle World of **Catachan** look nothing like the men recruited from the freezing ice planet of **Valhalla**.

No matter where the Imperial Guard troopers come from, they are trained, armed, and equipped to deal with any foe.

## MECHANIZED HEAVY METAL

Of all the armies of the 41st Millennium, the Imperial Guard relies the most on massive war machines such as tanks and mobile artillery. While regiments

of infantry are certainly profuse, it is hard to pass up the massive supporting fire supplied by a **Basilisk** mobile artillery platform, or the heavily armed and deadly **Leman Russ** battle tank.



"See the Universe - Join the Imperial Guard!"

*Famous Recruiting Slogan of the Imperial Guard*

## RECRUITING YOUR ARMY

The sight of an Imperial Guard army laid out across the battlefield is quite impressive - the essential command squads, deadly heavy weapon support teams, squads of infantry neatly lined up, and the multitude of support. Commanders must choose from a variety of tanks, personnel carriers, and artillery, as well as selecting specialty troops like veteran squads, the brutish **Ogryns**, or the sniping **Ratlings**.

The first step in collecting an Imperial Guard army is to pick up the **Imperial Guard Codex**. This essential tome contains all the rules, special weapons, and points values for the Imperial Guard. With this book in hand it will not be long before you are relentlessly driving the foe before you, or utterly crushing them beneath the steely treads of the almost unstoppable Imperial Guard.



Left: A Catachan Jungle Trooper Sergeant.

Top Right: Mordian Iron Guard Mortar team.

Right: A Cadian Shock Trooper.





# IMPERIAL GUARD



## 0437 IMPERIAL GUARD JUNGLE FIGHTERS OF CATACHAN

The steamy jungle of Catachan is so deadly that only the strongest may survive it. Raised in such a hostile environment, the Jungle Fighters make excellent troops. Contains 10 models.



## 0440 IMPERIAL GUARD ROUGH RIDERS OF ATTLA

The Rough Riders of Attila are fierce tribesman who ruthlessly ride down the foe with their deadly hunting lances. Contains 4 pewter riders and 4 plastic horses.



## 0443 IMPERIAL GUARD CADIAN SHOCK TROOPS

Steeped in the blood of countless skirmishes with the forces of Chaos, the Cadian Shock Troops have been molded into grim and determined warriors. Contains 10 models.



# IMPERIAL GUARD

**8031A CATACHAN JUNGLE FIGHTER WITH MELTA GUN**



PACKAGED 2 MINIATURES PER BLISTER.

**8031B CATACHAN JUNGLE FIGHTER WITH FLAMER**



PACKAGED 2 MINIATURES PER BLISTER.

**8031C MORDIAN IRON GUARD WITH MELTA GUN**



PACKAGED 2 MINIATURES PER BLISTER.

**8031D MORDIAN IRON GUARD WITH GRENADE LAUNCHER**



PACKAGED 2 MINIATURES PER BLISTER.

**8031E CADIAN SHOCK TROOPER WITH MELTA GUN**



PACKAGED 2 MINIATURES PER BLISTER.

**8031F CADIAN SHOCK TROOPER WITH FLAMER**



PACKAGED 2 MINIATURES PER BLISTER.



# IMPERIAL GUARD

**8031G TALLARN DESERT  
RAIDER WITH  
MELTA GUN**



PACKAGED 2 MINIATURES PER BLISTER.

**8031H TALLARN DESERT  
RAIDERS WITH  
GRENADE  
LAUNCHER**



PACKAGED 2 MINIATURES PER BLISTER.

**8031I ICE WARRIOR  
OF VALHALLA  
WITH FLAMER**



PACKAGED 2 MINIATURES PER BLISTER.

**8031J CATACHAN JUNGLE  
FIGHTER WITH  
PLASMA GUN**



PACKAGED 2 MINIATURES PER BLISTER.

**8031K CADIAN SHOCK  
TROOPER WITH  
PLASMA GUN**



PACKAGED 2 MINIATURES PER BLISTER.

**8031L MORDIAN IRON  
GUARD WITH  
FLAMER**



PACKAGED 2 MINIATURES PER BLISTER.



# IMPERIAL GUARD

**8031M ICE WARRIOR  
OF VALHALLA WITH  
MELTA GUN**



PACKAGED 2 MINIATURES PER BLISTER.

**8031N ICE WARRIOR  
OF VALHALLA WITH  
GRENADE  
LAUNCHER**



PACKAGED 2 MINIATURES PER BLISTER.

**8031O TALLARN DESERT  
RAIDERS WITH  
PLASMA GUN**



PACKAGED 2 MINIATURES PER BLISTER.

**8031P CATACHAN JUNGLE  
FIGHTER  
COMM-LINK**



PACKAGED 2 MINIATURES PER BLISTER.

**8031Q CADIAN SHOCK  
TROOPER  
COMM-LINK**



PACKAGED 2 MINIATURES PER BLISTER.

**8031R ICE WARRIOR  
VALHALLA  
COMM-LINK**



PACKAGED 2 MINIATURES PER BLISTER.



# IMPERIAL GUARD

8031S STORMTROOPER WITH  
PLASMA GUN



PACKAGED 1 MINIATURE PER BLISTER.

8031T STORMTROOPER WITH  
MELTAGUN



PACKAGED 1 MINIATURE PER BLISTER.

8032A CATACHAN JUNGLE FIGHTERS



PACKAGED 2 MINIATURES PER BLISTER.



# IMPERIAL GUARD



## 0444 IMPERIAL GUARD ICE WARRIORS OF VALHALLA

Raised on a frozen and desolate homeworld, the Ice Warriors of Valhalla are famed as one of the toughest regiments of the Imperial Guard. Contains 10 models.



## 0445 IMPERIAL GUARD MORDIAN IRON GUARD

Resplendent in their distinctive dress uniforms, the Mordian Iron Guard form a loyal bastion against the dreaded forces of Chaos. Contains 10 models.



## 0446 IMPERIAL GUARD TALLARN DESERT RAIDERS

Out of the harsh land and raging sandstorms of Tallarn come one of the hardest warriors of the Imperium - the Tallarn Desert Raiders. Contains 10 models.



# IMPERIAL GUARD



## 0450 LEMMAN RUSS DEMOLISHER IMPERIAL SIEGE TANK

Armed with the mighty turret-mounted demolisher cannon, the Lemman Russ Demolisher is an awesome weapon of destruction. Contains an extensive plastic model kit of 1 Demolisher.



## 0559 IMPERIAL GUARD STORMTROOPERS

Stormtroopers are the elite veteran warriors for the Imperial Guard. Armed with hotshot lasguns, the Stormtroopers are a force to be reckoned with. Contains 6 models.



# IMPERIAL GUARD

## 8032B MORDIAN IRON GUARD



PACKAGED 2 MINIATURES PER BLISTER.

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# IMPERIAL GUARD

## 8032C CADIAN SHOCK TROOPS



PACKAGED 2 MINIATURES PER BLISTER.



# IMPERIAL GUARD

## 8032D TALLARN DESERT RAIDERS



PACKAGED 2 MINIATURES PER BLISTER.

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CITADEL  
MINIATURES



# IMPERIAL GUARD

8032E ICE WARRIORS OF VALHALLA



PACKAGED 2 MINIATURES PER BLISTER.





# IMPERIAL GUARD



## 0453 IMPERIAL HELLHOUND TANK

The Hellhound is a heavy armored vehicle which causes fear on the battlefield due to the inferno cannon mounted on the turret raining burning death on your opponent. Contains a plastic and pewter model kit of 1 Hellhound.



## 0452 IMPERIAL GRIFFON

The Imperial Griffin is an armored mobile long-ranged killing machine. Having the power of a devastating mortar, no target is out of reach. Contains a plastic and pewter model kit of 1 Griffin.



# IMPERIAL GUARD



## 0753 IMPERIAL GUARD BASILISK

The Basilisk has a mounted earthshaker artillery cannon to shoot at those hard to reach troops. Contains a plastic model kit of 1 Basilisk.





# IMPERIAL GUARD

## 8032F RATLING SNIPERS



PACKAGED 3 MINIATURES PER BLISTER.

## 8033A COMMISSARS



PACKAGED 1 MINIATURE PER BLISTER.

## 8033B CATACHAN JUNGLE FIGHTER LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.

## 8033C MORDIAN IRON GUARD LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.

## 8033D CADIAN SHOCK TROOPER LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.

## 8033E TALLARN DESERT RAIDER LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.



PACKAGED 1 MINIATURE PER BLISTER.

## 8033F ICE WARRIOR OF VALHALLA LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.



# IMPERIAL GUARD

**8033G CATACHAN JUNGLE CAPTAIN**



PACKAGED 1 MINIATURE PER BLISTER.

**8033H IMPERIAL PRIMARIS PSYKER**



PACKAGED 1 MINIATURE PER BLISTER.

**8033J STORMTROOPER SERGEANT**



PACKAGED 1 MINIATURE PER BLISTER.

**8035A OGRYNS**



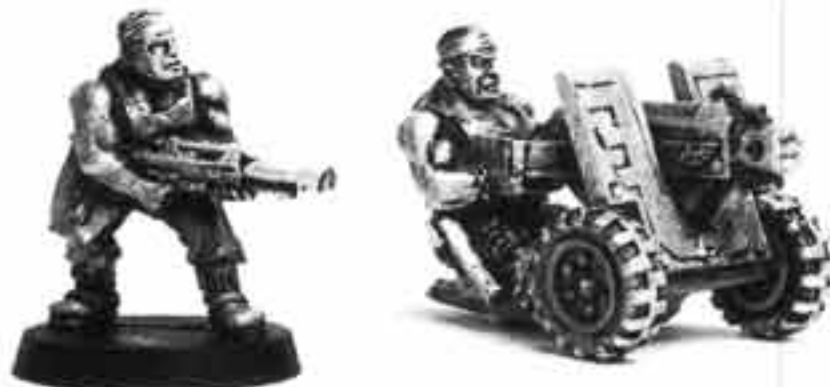
**8040A CATACHAN JUNGLE FIGHTER MISSILE LAUNCHER**



PACKAGED 1 MISSILE LAUNCHER AND 2 CREW PER BLISTER.



**8040B CATACHAN JUNGLE FIGHTER HEAVY BOLTER**



PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.



PACKAGED 1 MINIATURE PER BLISTER.



# IMPERIAL GUARD

## 8040C CATACHAN JUNGLE FIGHTER LASCANNON



PACKAGED 1 LASCANNON AND 2 CREW PER BLISTER.

## 8040D MORDIAN IRON GUARD HEAVY BOLTER



PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.

## 8040F MORDIAN IRON GUARD MORTAR



PACKAGED 1 MORTAR AND 2 CREW PER BLISTER.

## 8040E MORDIAN IRON GUARD LASCANNON



PACKAGED 1 LASCANNON AND 2 CREW PER BLISTER.

## 8040G CADIAN SHOCK TROOPER MISSILE LAUNCHER



PACKAGED 1 MISSILE LAUNCHER AND 2 CREW PER BLISTER.

## 8040H CADIAN SHOCK TROOPER HEAVY BOLTER



PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.



# IMPERIAL GUARD

## 8040I CADIAN SHOCK TROOPER AUTOCANNON



PACKAGED 1 AUTOCANNON AND 2 CREW PER BLISTER.

## 8040J TALLARN DESERT RAIDER MISSILE LAUNCHER



PACKAGED 1 MISSILE LAUNCHER AND 2 CREW PER BLISTER.

## 8040K TALLARN DESERT RAIDER AUTOCANNON



PACKAGED 1 AUTOCANNON AND 2 CREW PER BLISTER.

## 8040L ICE WARRIOR OF VAHALLA HEAVY BOLTER



PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.

## 8040M ICE WARRIOR OF VAHALLA LASCANNON



PACKAGED 1 LASCANNON AND 2 CREW PER BLISTER.

## 8040N ICE WARRIOR OF VAHALLA MORTAR TEAM



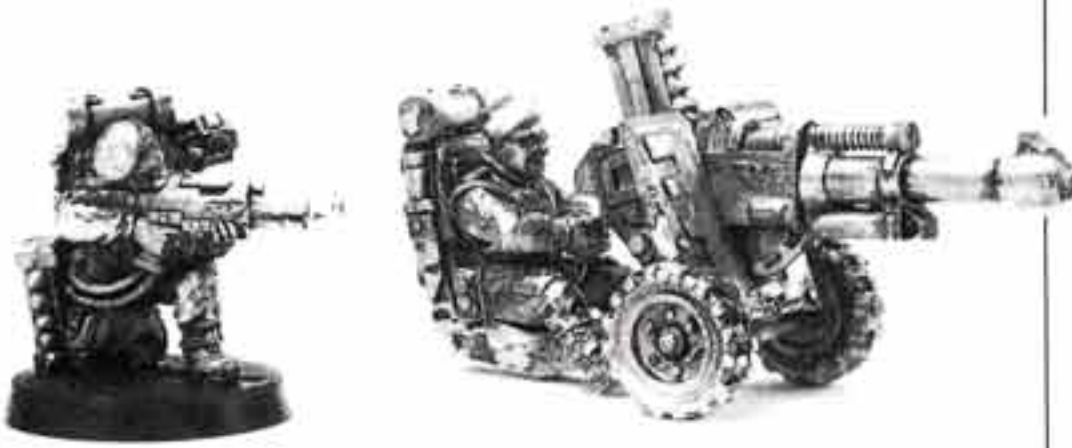
PACKAGED 1 MORTAR TEAM AND 2 CREW PER BLISTER.





# IMPERIAL GUARD

## 8040P STORMTROOPER AUTOCANNON



PACKAGED 1 AUTOCANNON AND 2 CREW PER BLISTER.

## 8040Q STORMTROOPER HEAVY BOLTER



PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.

## 8038F COMMISSAR YARRICK



MINIATURES SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.



## 8038R CAPTAIN AL'RAHEM OF TALLARN



MINIATURES SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8038S CAPTAIN CHENKOV OF VALHALLA



MINIATURES SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



# IMPERIAL GUARD

8060A ROUGHRIDERS OF ATTLA



PACKAGED 1 MINIATURE PER BLISTER.



8060B ROUGHRIDERS OF ATTLA  
LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.

8060C ROUGHRIDERS OF ATTLA  
STANDARD BEARER



8060D ROUGHRIDERS OF ATTLA  
SERGEANT



PACKAGED 1 MINIATURE PER BLISTER.

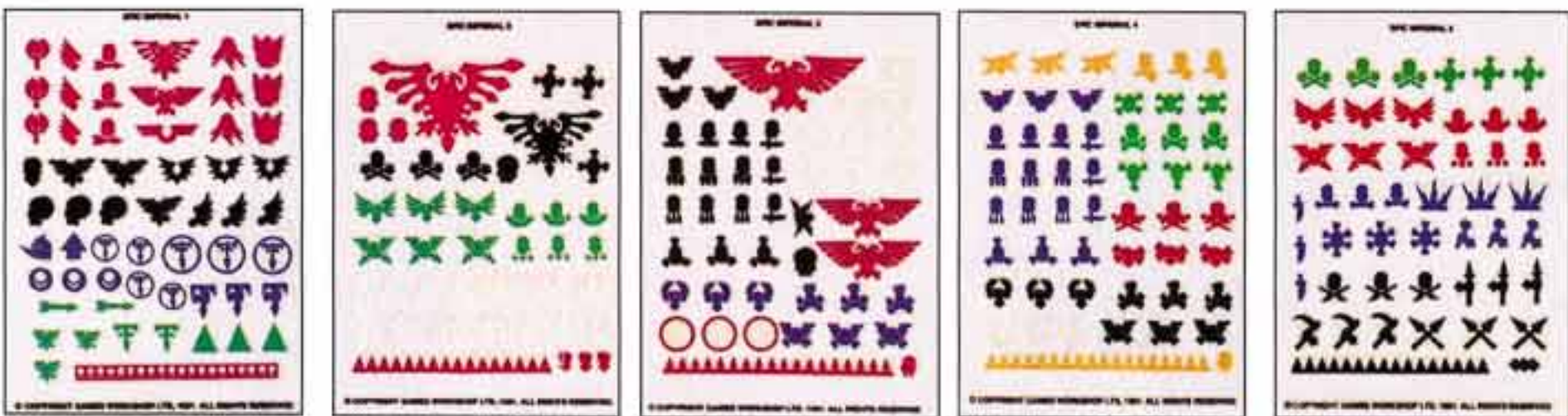


PACKAGED 1 MINIATURE PER BLISTER.



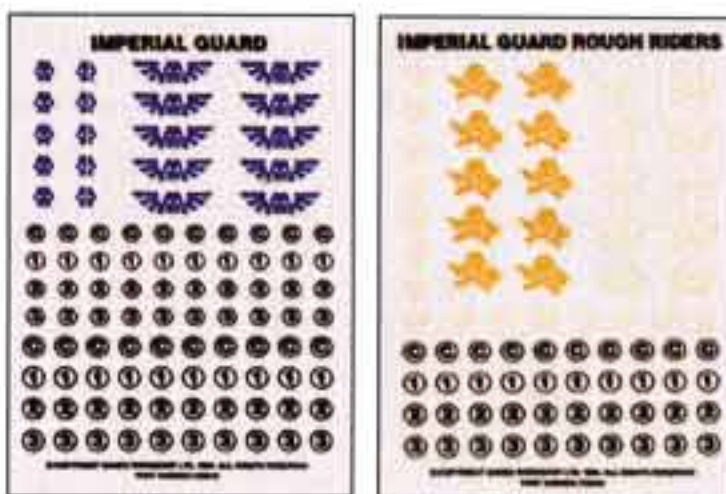
# IMPERIAL GUARD

## 8061I IMPERIAL GUARD DECALS



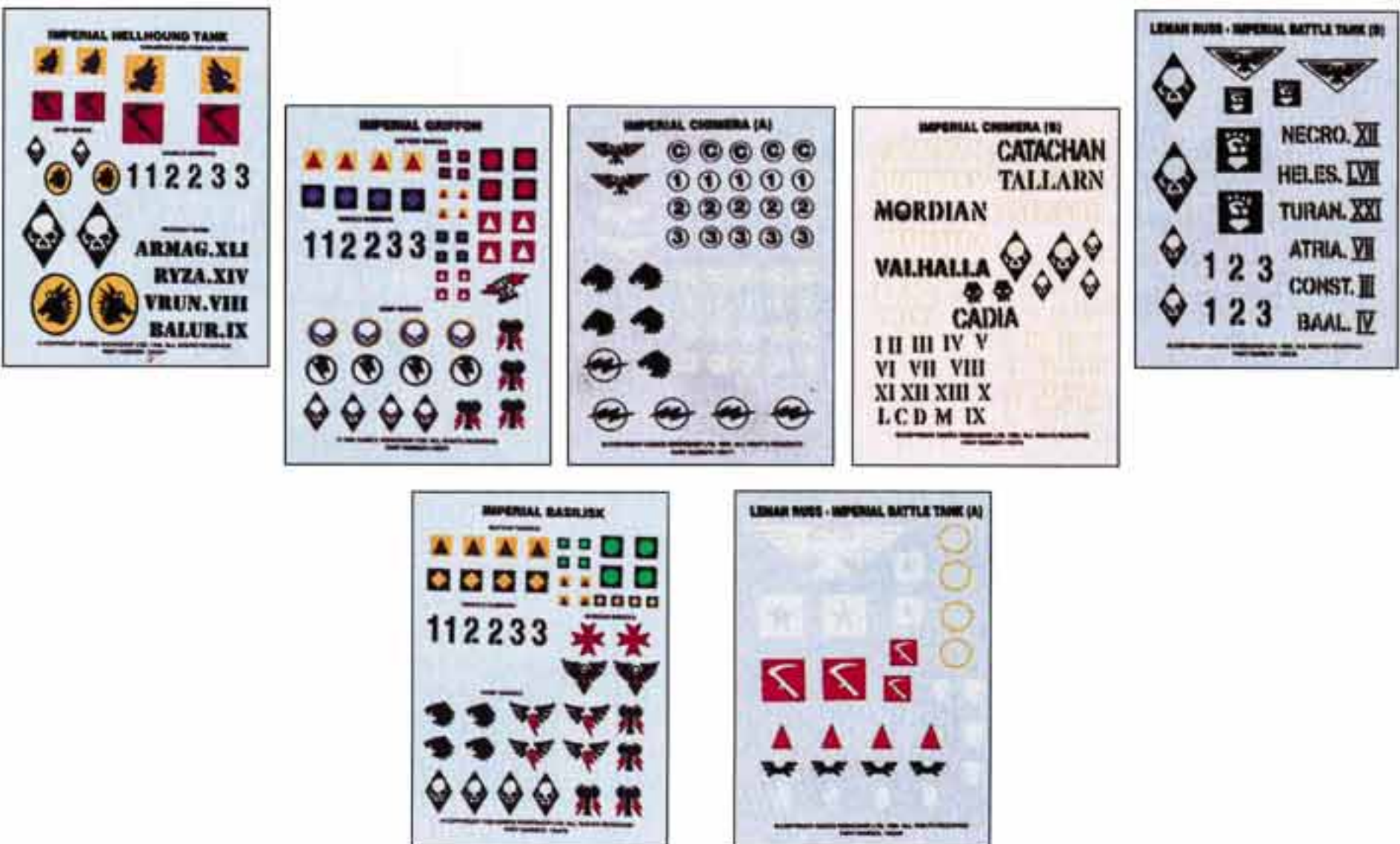
PACKAGED 15 TRANSFER SHEETS PER BLISTER.

## 8061J IMPERIAL GUARD DECALS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.

## 8061K IMPERIAL GUARD ARMOR DECALS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.



# IMPERIAL GUARD



## 0785 IMPERIAL LEMAN RUSS BATTLE TANK

The bane of the Imperium's enemies, the Leman Russ Tank shrugs off attacks as it cuts a bloody swathe through enemy troops. Contains an extensive plastic model kit of 1 Leman Russ.



## 0799 IMPERIAL CHIMERA ARMORED TROOP CARRIER

The Chimera Armored Troop Carrier rapidly deploys Imperial Guard troops across the battlefield and then supports them with a deadly multi-laser. Contains a plastic model kit of 1 Chimera.



# CHAOS

Out of the dreaded Eye of Terror the forces of Chaos burst forth to wreak death and destruction. The fearsome Chaos Space Marines call upon their dark masters for aid when they do battle, and the Chaos gods answer by sending the loathsome daemonic creatures of the warp to fight at their side. Blood for the Blood God!



## OPEN REBELLION

In the early days of the Imperium the Emperor's greatest champion, the Warmaster Horus, led Titan Legions, countless thousands of Imperial troops, and even some chapters of Space Marines into revolt. The **Horus Heresy** (as it was later called) wrought catastrophic damage across space, and the tremendous battles only ended after Horus' defeat at the Emperor's hands. With their failure the once loyal chapters of Space Marines fled into the dark realm of space known as the Eye of Terror.

## 10,000 YEARS OF REVENGE

The Eye of Terror is a nexus where Warp Space converges with real space and magical energies spill into the cosmos. The great gods of Chaos exist in the warp along with their demonic followers, and it is these dark gods that have lured and reshaped the traitor Space Marines.

In the 10,000 years since their first rebellion failed, the forces of Chaos have not been idle. On countless planets across the galaxies the siren call of Chaos still lures men into rebellion with the promises of dark powers. **Daemons** of unmentionable evil still lurk in the Warp, waiting for their release. Perhaps the most horrible of all are the **Chaos Space Marines**. These are the same warriors from 10,000 years ago, enthralled by the Chaos gods, and still crusading from out of the Eye of Terror to reap bloody revenge.



A Chaos Space Marine with heavy bolter.

## CRUSH THE IMPERIUM

Few forces in the 41st Millennium inspire fear like Chaos. The key to assembling and winning with a Chaos army is to recognize and use the advantages of each of your units.



A Chaos Space Marine Terminator.



A Chaos Space Marine.

Given the powerful nature of the Chaos Space Marines, a Chaos army will almost certainly be outnumbered in every game. With little margin for error, Chaos Commanders

must use their matchless skills to break the enemy before being

swamped under superior numbers. After all, even the almost impenetrable **Chaos Terminator Armour** will eventually fall to a foe with lots of heavy weaponry. **Khorne Berzerkers** are without equal in

hand-to-hand savagery, but if they cannot reach close quarters, they are just a wasted advantage! Balanced troop selection and cunning battle tactics are the key ingredients to ensure Chaos slaughter! For more information, tactics, and a complete army list, check out the **Chaos Codex**.



# CHAOS SPACE MARINES

## 8012E CHAOS SPACE MARINES



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

## 8012F CHAOS SPACE MARINE CHAMPION



## 8012H CHAOS SPACE MARINE WITH FLAMER



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.



# CHAOS SPACE MARINES

## 8012J CHAOS SPACE MARINE WITH HEAVY BOLTER



PACKAGED 1 MINIATURE PER BLISTER.

## 8012L CHAOS SPACE MARINE WITH MISSILE LAUNCHER



MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8012M CHAOS SPACE MARINE WITH LASCANNON



PACKAGED 1 MINIATURE PER BLISTER.

## 8012G CHAOS SPACE MARINE WITH PLASMA GUN



PACKAGED 2 MINIATURES PER BLISTER.

## 8012K CHAOS SPACE MARINE SORCERER



PACKAGED 1 MINIATURE PER BLISTER.

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# CHAOS SPACE MARINES®

## 8012N CHAOS SPACE MARINE WITH AUTOCANNON



PACKAGED 1 MINIATURE PER BLISTER.

## 8055D KHORNE BERZERKER CHAMPIONS



## 8055E KHORNE ICON BEARER



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.



## 8061H CHAOS DECALS



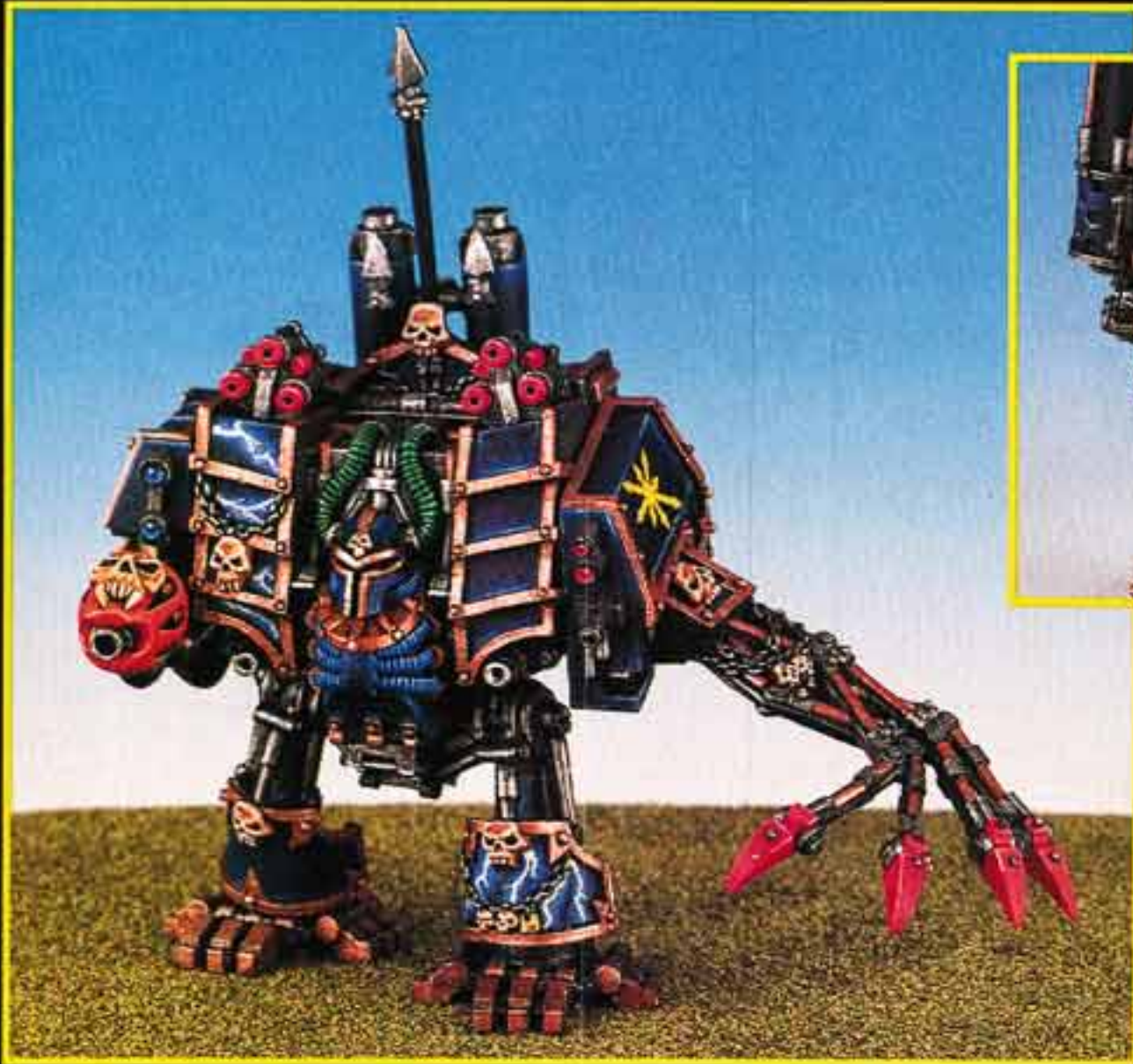
PACKAGED 15 DECALS PER BLISTER.



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS SP. MARINES



## 0462 CHAOS DREADNOUGHT

Giant armored war machines blasting the enemy with heavy weapons fire. Contains a pewter model kit of 1 Chaos Dreadnought plus six different weapon arms.



## 0461 CHAOS TERMINATORS

Veteran Chaos warriors wearing the most feared and superior armor combined with a weapons combination of devastating fire power. Contains 5 pewter models with a variety of weapon choices.



## 0666 CHAOS SPACE MARINES

Filled with evil and corruption, Chaos marines destroy with a vengeance. Contains 5 multi-posed plastic models.



# CHAOS SP. MARINES



**0460 CHAOS JUGGERNAUT**  
Nightmares given form, the Daemons known as Khorne's Juggernauts are terrifying to behold as they stride across the battlefield, crushing everything in their path. Contains a pewter model kit of 1 Chaos Champion and Juggernaut.



**0672 KHORNE BERZERKERS**  
Khorne Berzerkers are savage fighters who revel in the bloodiest hand-to-hand combats. Contains 5 plastic models.



**0871 PLAGUE MARINES**  
Immune to pain caused by battle wounds, Plague Marines make a tough opponent to defeat. Contains 5 plastic models.



# CHAOS SPACE MARINES

8062A CHAOS PLAGUE MARINES



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8062B CHAOS PLAGUE MARINE CHAMPION



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

8063A CHAOS TERMINATOR  
W/TWIN BOLTER



8063B CHAOS TERMINATOR  
W/BOLTER-FLAMER



PACKAGED 1 MINIATURE PER BLISTER.

8063C CHAOS TERMINATOR  
WITH TWIN BOLTER  
AND CHAIN WEAPON



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# CHAOS SPACE MARINES

8062C PLAGUE MAR. W/MELTAGUN



8062D PLAGUE MAR. W/PLASMA GUN



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8063G CHAOS TERMINATOR CHAMPIONS



PACKAGED 1 MINIATURE PER BLISTER.

8063D CHAOS TERMINATOR  
W/BOLTER-MELTA



8063E CHAOS TERMINATOR  
W/REAPER  
AUTOCANNON



PACKAGED 1 MINIATURE PER BLISTER.

8063F CHAOS TERMINATOR  
W/HEAVY FLAMER





# CHAOS SPACE MARINES

8062E NURGLE ICON BEARER



MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

8038U ABADDON THE DESPOILER, WARMASTER OF CHAOS



MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.



8038V FABIUS BILE



MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.



8038X AHRIMAN



MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

8038W KHÂRN THE BETRAYER



MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.



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# ELDAR

Long before humans even dreamed of the stars, the Eldar were already forming an empire that stretched across the cosmos. The Eldar are an ancient and sophisticated race, immersed in a continuous battle for survival in a galaxy now hopelessly overrun by barbaric usurpers.



A Dire Avenger Aspect Warrior.

## THE DYING RACE

Once the Eldar race ruled supreme, but their galaxy-wide success led to a growing decadence, then civil war. Finally, the doomed Eldar unwittingly awakened their arch-enemy, the Chaos entity known as *Slaanesh*.

In the end all the Eldar planets were destroyed, and the only survivors of these great tragedies

were the Eldar aboard the vast star-spanning spaceships known as Craftworlds.

## THE WARRIOR'S PATH

Over the countless millennium since their downfall the surviving remnants of the Eldar population have come out on top of their battle for survival primarily because of superior training and sophisticated technology.

All Eldar have battle training, and the basic trooper is known as a **Guardian**. For the most part, the Guardian Squads are a defensive force, ready to defend a Craftworld from any outside attack. Some Eldar go further in their combat training, becoming masters of a specialized form of fighting - these Eldar are called **Aspect Warriors**. There are many specific types of Aspect Warrior, each one trained and armed to fulfill a different task on the varied and unforgiving battlefields of the grim 41st Millennium.



A Fire Dragon Aspect Warrior.



Left: A Dark Reaper Aspect Warrior.  
Right: An Eldar Warlock.

## SEEKING A GRIM REVENGE

The remnants of the once great Eldar civilization are still a force to be reckoned with. Far from giving up, these grim warriors have dedicated themselves to avenging their downfall and ridding the galaxy of the evil forces of Chaos.

In Warhammer 40,000 Eldar armies are loaded with very powerful squads, but true to form, the Eldar are never very many in number. The key to victory for players with Eldar armies is to pick the right troop for the situation. *Striking Scorpion* and *Howling Banshee* Aspect Warriors are excellent for close combat, while the *Dire Avengers* and *Dark Reapers* are masters of ranged combat.

For special rules, new equipment, and the fascinating history of the Eldar check out the *Eldar Codex* before you start your galaxy-wide quest for vengeance.











MINIATURES SUPPLIED UNPAINTED. CONTENTS AND COLOURS MAY VARY FROM THOSE SHOWN.



# ELDAR

## 8021A ELDAR HARLEQUIN TROUPERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8021B ELDAR DEATH JESTERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8021C HARLEQUIN SHADOWSEERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8021D SOLITAIRES



PACKAGED 2 MINIATURES PER BLISTER.



# ELDAR

## 8021E GREAT HARLEQUINS



PACKAGED 2 MINIATURES PER BLISTER.

## 8021F HARLEQUIN TROUPERS WITH SWORDS



PACKAGED 2 MINIATURES PER BLISTER.

## 8022A GUARDIANS WITH LASGUNS



PACKAGED 2 MINIATURES PER BLISTER.



EXAMPLE OF PAINTED ULTHWE GUARDIAN SQUAD ARMED WITH SHURIKEN CATAPULTS.



# ELDAR

## 8022B GUARDIANS WITH SHURIKEN CATAPULTS



PACKAGED 2 MINIATURES PER BLISTER.

## 8022C ELDAR GUARDIANS



MINIATURES SUPPLIED WITH PLASTIC ARMS AND WEAPONS SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

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# ELDAR

## 8023A SWOOPING HAWKS



PACKAGED 2 MINIATURES PER BLISTER.

## 8023B SWOOPING HAWK EXARCH



PACKAGED 2 MINIATURES PER BLISTER.

## 8024B DARK REAPER EXARCH



PACKAGED 2 MINIATURES PER BLISTER.

## 8024A DARK REAPERS



PACKAGED 2 MINIATURES PER BLISTER.



# ELDAR

## 0380 ELDAR AVATAR

The living embodiment of the Eldar War God, the Avatar rises from his smoldering iron throne to lead the Eldar to battle. There are few creatures in any galaxy that can stand and face the raging fury of the mighty Avatar! Contains 1 Avatar model.



## 0432 ELDAR WAR WALKER

Armed with the devastating combination of a unit-shredding scatter laser and a tank-killing lascannon, the War Walker adds a potent offensive punch to the Eldar Army. Contains 1 War Walker and 1 Eldar pilot.





# ELDAR



## 0435 ELDAR DREADNOUGHT

Towering over the battlefields of the 41st Millennium, Eldar Dreadnoughts lay down a hail of supporting fire for advancing squads of Eldar. Contains 1 Dreadnought and a selection of 3 different heavy weapons.



## 0784 ELDAR GUARDIANS

Few Eldar remain, so in times of battle all Eldar Citizens must form Guardian Squads. With lasguns and mesh armor, Guardians are valiant in defense of their Craftworlds or in support of the Aspect Warriors. Contains a complete squad of 6 finely detailed plastic Citadel Miniatures.



# ELDAR

## 8025A DIRE AVENGERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8026A FIRE DRAGONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8025B DIRE AVENGER EXARCH



PACKAGED 2 MINIATURES PER BLISTER.



## 8026B FIRE DRAGON EXARCH



PACKAGED 2 MINIATURES PER BLISTER.

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CITADEL  
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# ELDAR

## 8027A STRIKING SCORPIONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8028B HOWLING BANSHEE EXARCH



PACKAGED 2 MINIATURES PER BLISTER.

## 8027B STRIKING SCORPION EXARCH



PACKAGED 2 MINIATURES PER BLISTER.

## 8028A HOWLING BANSHEES



PACKAGED 2 MINIATURES PER BLISTER.



# ELDAR®

## 8029A FARSEER AND GUARDIAN



PACKAGED 2 MINIATURES PER BLISTER.

## 8029B WARLOCKS WITH WITCH BLADES



PACKAGED 2 MINIATURES PER BLISTER.

## 8029C WARLOCKS WITH FORCE RODS AND SINGING SPEARS



PACKAGED 2 MINIATURES PER BLISTER.

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# ELDAR®

## 8042A SCATTER LASER ON ANTI-GRAV PLATFORM



PACKAGED 3 MINIATURES PER BLISTER.

## 8042B DISTORTION CANNON ON ANTI-GRAV PLATFORM



PACKAGED 3 MINIATURES PER BLISTER.

## 8042C HEAVY PLASMA GUN ON ANTI-GRAV PLATFORM



PACKAGED 3 MINIATURES PER BLISTER.

## 8042D LASCANNON ON ANTI-GRAV PLATFORM



PACKAGED 3 MINIATURES PER BLISTER.



# ELDAR

## 8052A WARP SPIDERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8052B WARP SPIDER EXARCH



PACKAGED 2 MINIATURES PER BLISTER.

## 8056A ELDAR SCOUTS



PACKAGED 2 MINIATURES PER BLISTER.

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# ELDAR

## 8038A ELDRAD ULTHRAN – FARSEER OF ULTHWE



MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

## 8057A PHOENIX LORD KARANDRAS THE SHADOW HUNTER



SCORPION'S BITE

MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8057B PHOENIX LORD JAIN ZAR THE STORM OF SILENCE



THE SILENT DEATH



THE BLADE OF DESTRUCTION

MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



# ELDAR

**8057C PHOENIX LORD ASURMEN  
THE HAND OF ASURYAN**



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8057D PHOENIX LORD FUEGAN  
THE BURNING LANCE**



DETAIL OF FIRE AXE

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8057E PHOENIX LORD MAUGAN RA  
THE HARVESTER OF SOULS**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8057F PHOENIX LORD BAHARROTH  
THE CRY OF THE WIND**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



# ELDAR®

## 8059A WRAITHGUARD



PACKAGED 1 MINIATURE PER BLISTER.

## 8061F ELDAR DECALS



PACKAGED 15 TRANSFER SHEETS PER BLISTER.



SPACE ORK GOFFS IN COMBAT WITH THE ELDAR.



# ELDAR



## 0438 ELDAR SHRIEKER JETBIKE

This deadly war machine takes its name from the Shrieker Cannon slung under the front of the Jetbike. The Shrieker Cannon spits forth screaming missiles of lethal serum. Contains 1 plastic Jetbike and additional pewter weapon and Eldar crew.



## 0786 ELDAR JETBIKE

The Jetbike is a lightning-fast weapon of war. Guardians riding Jetbikes form attack squads that can over-run heavily defended positions and strike deep into enemy territory. Contains 1 plastic Jetbike and 1 Eldar crew.





# ORKS

Space Orks are a green-skinned and ferocious race, bent on fighting anything that dares to stand in their way. The Orks live for war, eager for battle against any opposition, whether it is human, Eldar, Tyranid, Chaos, or even other Orks! The tendency to fight amongst each other is perhaps the only reason Orks don't currently rule the universe.



## WAAAGH!

'Ere we go . . . Orks are tough, brutal, and a remarkably widespread race. Their society is broken into huge clans, each clan having its own distinctive behavior and

habits. Of course you can not overlook the Orks' smaller cousins, the not-incredibly-brave, but extremely numerous **Gretchin**.

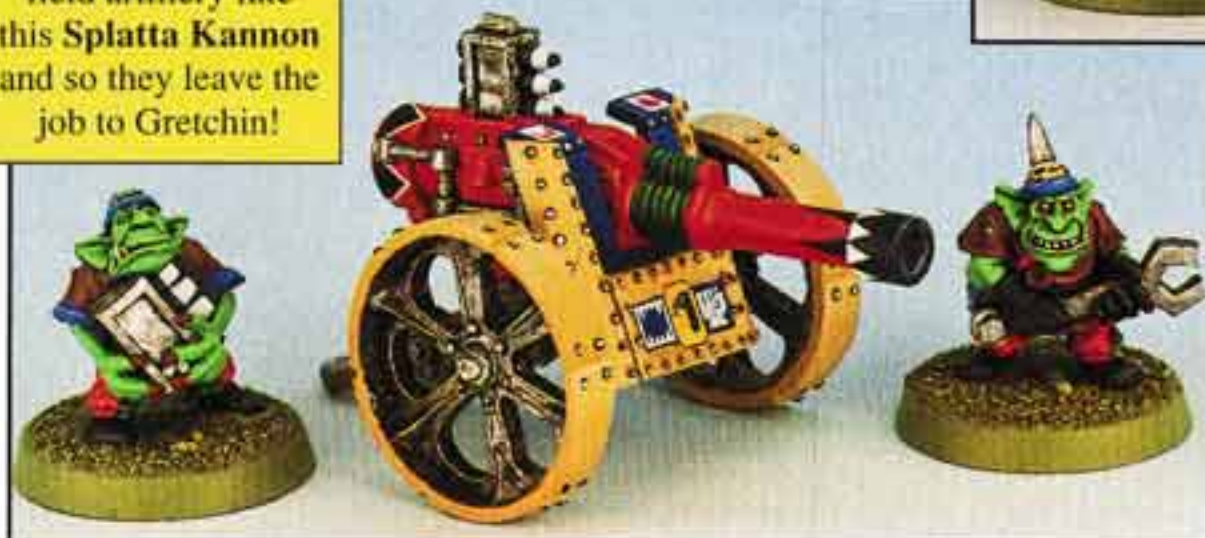
Orks control a significant part of known space, but this territory is not in the least united. In fact, Orks spend so much time fighting each other, that the full brunt of an Ork offensive is rarely felt. On occasion, however, Orks manage to form a huge cohesive army under a particularly dominating Warlord. These great Orkish crusades are known as a **Waaa-Ork**, or **Waaagh!**, and they are greatly feared throughout the galaxy.

## ORK CLANS

Putting together an Ork army is easy and fun, as the Orks have a lot of character. Each of the six main Ork clans have their own models, paint schemes, weapons of war, and battle tactics.

For example, the Orks of the **Goff** clan prefer to

Orks are far too impatient to operate field artillery like this **Splatta Kannon** and so they leave the job to Gretchin!



dress in black and are notoriously ill-humored. In fact Goffs have the reputation of being the biggest and baddest of all Orks - they prefer to equip themselves with close combat weapons and then dealout their damage in hand-to-hand. In contrast, the **Evil Sunz** clan favors bright red which fits their flamboyant lifestyle. Nothing attracts an Evil Sunz Ork more than a fast and loud warbike painted red (because as the old Ork adage goes, "Red wunz go fasta!").

## A ROLLING TIDE OF GREEN

When putting together and outfitting an army, Ork Warlords are spoiled with choices. With a plethora of different troop types and war machines to select from, Orks need to keep in mind what type of game they want to play.

A Blood Axe Kommando.



For a fast hit-and-run assault type of player, you can't go wrong with the mechanized war bike and buggy squads of the Evil Sunz. The best looters in known space, Orks of the Deathskull clan have access to loads of heavy weapons - this makes them the clan to go to for massive firepower.

The choices are nearly endless, with war machines, Dread-noughts, and elite units like the Stormboyz Korps! Of course many Ork Warlords, in typical green-skin fashion, lump in as many troops as they can and charge. In the immortal words of legendary Ork Warlord Brakka, "Krush dem all!"



# SPACE ORKS

## 8013A GOFF BOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

## 8013B BLOOD AXE BOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.



A STEP-BY-STEP EXAMPLE OF HOW TO PAINT A BLOOD AXE.

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# SPACE ORKS

## 8013C DEATHSKULL BOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

## 8013D EVIL SUNZ BOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.



# SPACE ORKS

## 8013E SNAKEBITE BOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

## 8013F BAD MOON BOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

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# SPACE ORKS

## 8014A GOFF BOSSES



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES.  
PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

## 8014C DEATHSKULL BOSS



MINIATURES ARE SUPPLIED WITH PLASTIC ARM  
AND WEAPON SPRUES.  
PACKAGED 1 ORK BOSS AND 1 RANDOMLY  
SELECTED RUNT OR SQUIG PER BLISTER.

## 8014B BLOOD AXES BOSSES



MINIATURES ARE SUPPLIED WITH PLASTIC ARM  
AND WEAPON SPRUES WHEN NECESSARY.  
PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

## 8014D EVIL SUNZ BOSS



MINIATURES ARE SUPPLIED WITH PLASTIC ARM  
AND WEAPON SPRUES.  
PACKAGED 1 ORK BOSS AND 1 RANDOMLY  
SELECTED RUNT OR SQUIG PER BLISTER.

## RUNTS AND SQUIGS



THE RANDOMLY SELECTED RUNT OR SQUIG FOR ANY ORK CODE WILL BE TAKEN FROM THE ABOVE ASSORTMENT.



# SPACE ORKS

## 8014E SNAKEBITE BOSS



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

## 8014H STORMBOY DRILLBOSS



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

## 8014F BAD MOON BOSSES



PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

## 8014G FREEBOOTERZ KAPTIN



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

## 8014J BLOOD AXE KOMMANDO KAPTIN



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.



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CITADEL  
MINIATURES



# SPACE ORKS

## 8015A WEIRDBOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 WEIRDBOY AND 1 MINDER PER BLISTER.

## 8015B RUNTHERDZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES.  
PACKAGED 2 RUNTHERDZ AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.



# SPACE ORKS

## 8015C PAINBOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES.  
PACKAGED 2 PAINBOYZ AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

## 8015D MEKBOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES.  
PACKAGED 2 MEKBOYZ AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.



# SPACE ORKS

## 8015E WARPHEADZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES WHEN NECESSARY. PACKAGED 1 WARPHEAD AND 1 MINDER PER BLISTER.

## 8015F MINDERZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES WHEN NECESSARY. PACKAGED 2 MINDERZ PER BLISTER.

## 8016A GRETCHIN WITH AUTOGUNS



PACKAGED 3 GRETCHIN PER BLISTER.



# SPACE ORKS



## 0379 ORK DREADNOUGHT

Blasting away at the enemy and lumbering inexorably forward, this death-dealing machine is a must for every Ork Warlord with an eye for conquest! Contains 1 Dreadnought.



## 0434 SNAKEBITE ORK BOARBOYZ

Orks of the Snakebite Clan charge screaming into combat on top of mighty warboars. Orks respect boars for their ferocity and their noxious stench. Contains 4 pewter Orks and 4 plastic boars.



# SPACE ORKS



## 0436 ORK STORMBOYZ ASSAULT SQUAD

Death from above! With a well-drilled reckless abandon, Stormboyz use Ork Jump Packs to leap straight into the thick of battle. Contains a complete Korp of 5 Stormboyz, including a Drillboss.



## 0673 SPACE ORK WARRIORS

Orks charge into close range and blast the foe with their bolt pistols, or better yet, fight in hand-to-hand combat! Contains 6 highly detailed plastic models.



## 0674 GRETCHIN

When banded together into huge mobs, the lowly Gretchin become a deadly opponent. Wave after wave of attacking Gretchin can swamp even the best of troops. Contains 10 finely detailed plastic Citadel Miniatures.



# SPACE ORKS

## 8016B CLOSE ASSAULT GRETCHIN



PACKAGED 3 GRETCHIN PER BLISTER.



AN EXAMPLE OF PAINTED GRETCHIN MOB WITH AUTOPISTOLS AND KNIVES.

## 8016C GRETCHIN ASSISTANTS



PACKAGED 3 MINIATURES PER BLISTER.



# SPACE ORKS

## 8017A ORK BOARBOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 BOARBOY AND 1 PLASTIC BOAR PER BLISTER.

## 8017B ORK BOARBOYZ NOBZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES.  
PACKAGED 1 NOB, 1 PLASTIC BOAR, AND 1 PEWTER BOAR HEAD PER BLISTER.



# SPACE ORKS

## 8018A ORK MAD BOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

## 8018B BLOOD AXE ORK KOMMANDOS



PACKAGED 2 MINIATURES PER BLISTER.



# SPACE ORKS

## 8018C GOFF SKAR BOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

## 8018D ORK STORMBOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 STORMBOY WITH JUMP PACK PER BLISTER.

## 8018E ORK FREEBOOTERZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES WHEN NECESSARY. PACKAGED 2 MINIATURES PER BLISTER.



# SPACE ORKS

## 8018F GOFF NOBZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

## 8018G SNAKEBITE NOBZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.



# SPACE ORKS

## 8043A ORK WITH 'EAVY STUBBA



MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE.  
PACKAGED 1 MINIATURE WITH HEAVY WEAPON PER BLISTER.

## 8043B ORK WITH MULTI-MELTA



MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE.  
PACKAGED 1 MINIATURE WITH HEAVY WEAPON PER BLISTER.

## 8043C ORK WITH AUTOCANNON



MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE.  
PACKAGED 1 MINIATURE WITH HEAVY WEAPON PER BLISTER.

## 8043D ORK WITH 'EAVY BOLTA



MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE.  
PACKAGED 1 MINIATURE WITH HEAVY WEAPON PER BLISTER.

## 8043E ORK WITH LASCANNON



MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE.  
PACKAGED 1 MINIATURE WITH HEAVY WEAPON PER BLISTER.

## 8043F ORK WITH SHOKK ATTACK GUN



MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE.  
PACKAGED 1 MINIATURE WITH HEAVY WEAPON PER BLISTER.



# SPACE ORKS

## 8043G DEATHSKULL LOOTAS WITH KUSTOM KOMBI-WEAPONS



MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE. PACKAGED 1 MINIATURE WITH KOMBI-WEAPON PER BLISTER.

## 8038E GHAZGHKULL THRAKA WITH MAKARI



MINIATURES SUPPLIED UNPAINTED. BANNERS NOT INCLUDED. EACH BLISTER IS PACKAGED WITH GHAZGHKULL AND HIS FAITHFUL STANDARD BEARER MAKARI.

## 8038G ZODGROD WORTSNAGGA



MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED. PACKAGED 1 MINIATURE PER BLISTER.



# SPACE ORKS

## 8045B WARTRACK



PACKAGED 1 WAR BUGGY AND CREW PER BLISTER.

## 8045C SCORCHER



PACKAGED 1 SCORCHER AND CREW PER BLISTER.

## 8046A SPLATTA KANNON



PACKAGED 1 SPLATTA KANNON AND 2 CREW PER BLISTER.

## 8046B PULSA ROKKIT



PACKAGED 1 PULSA ROKKIT AND 2 CREW PER BLISTER.



# SPACE ORKS

## 8046C TRAKTOR KANNON



PACKAGED 1 TRAKTOR KANNON AND 2 CREW PER BLISTER.

## 8046D SMASHA GUN



PACKAGED 1 SMASHA GUN AND 2 CREW PER BLISTER.

## 8046E SQUIG KATAPULT



PACKAGED 1 SQUIG KATAPULT AND 2 CREW PER BLISTER.



EXAMPLE OF PAINTED TRAKTOR KANNON AND CREW.



# SPACE ORKS

## 8047B ORKS IN MEGA-ARMOUR WITH BOLTERS



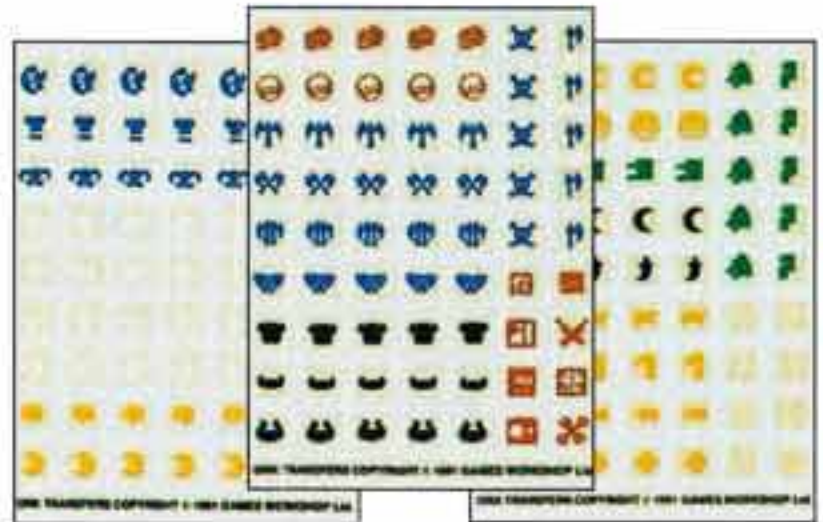
PACKAGED 1 MINIATURE PER BLISTER.

## 8047C ORKS IN MEGA-ARMOUR WITH PLASMA GUNS



PACKAGED 1 MINIATURE PER BLISTER.

## 8061G SPACE ORK DECALS



PACKAGED 15 DECALS PER BLISTER.

## 8061B SPACE ORK BANNERS



PACKAGED 5 BANNERS PER BLISTER.



# SPACE ORKS



**0735 ORK BUGGY**  
War Buggies zoom across the battlefield firing lethal blasts from the mounted Multi-Melta. Anything that isn't green! Look out! Contains a plastic model kit of 1 Ork Buggy.



**0801 ORK WARBIKE**  
Yet another Ork speedy machine tearing up anything that crosses its path with twin autocannons. Contains a plastic model kit of 1 Ork Warbike.





# TYRANIDS

From out of the icy void of space comes a terror unlike any other. The Tyranids come, driven by the single-minded consciousness of the hive-mind, to utterly destroy and consume all who would stand in their way. Decimating whole galaxies, the Tyranids leave behind them only a bloody path of lifeless planets.

## DOMINATE, CONSUME, EXPAND

The massive **Tyranid** fleets have come from the depths of cold space to conquer. Totally alien from mankind, the Tyranids are directed by the Hive mind, the group consciousness that directs the billions of Tyranid creatures, and ties each individual into the collective intelligence.

Even more frightening is the unique Tyranid ability to evolve equipment out of living tissue. This means that *everything* the Tyranids use, from weapons to entire spacecrafts, is a living creature in its own right - especially evolved for the task at hand by the Tyranids.

## BIO-CONSTRUCTED DEATH

As the Tyranids continue their never-ending search for living materials to consume for their own needs, they have had to evolve some potent symbiote weaponry to overcome resistance. When choosing their troops Tyranid Commanders have a wide variety of bio-engineered warriors to choose from, each suited for a different role on the battlefield.

The **Genestealers** and **Hormagaunts**, for example, are awesome in hand-to-hand combat, but with no ranged attacks, both troop types are vulnerable as they advance across the table

to engage the enemy.

Some troops, like **Tyranid Warriors** are potent at both ranged and close combat, depending on how you choose to equip them. A *Venom Cannon* can rain death from a distance, while *Boneswords* are only for close combat.



Above: A Termagant with fleshborer.  
Top Right: A flying Gargoyle.  
Right: A Genestealer



## CHOOSING YOUR SWARM

When it comes to actually building a Tyranid Army for Warhammer 40,000 a Tyranid Commander is presented with two distinct advantages - the first of which is a vast horde of great Citadel Miniatures, and the second is a varied and playable army list which can be found along with special rules and background in the **Tyranid Codex**.



Whether you choose a small but powerful army full of **Hive Tyrants** and **Carnifexes**, or try to sweep the foe under with a living tide of **Termagants** and **Gargoyles**, the Tyranid Army offers endless possibilities. There is a big universe out there, now go out and consume it!





# TYRANIDS

## 8036A GENESTEALER CULT HYBRIDS



PACKAGED 2 MINIATURES PER BLISTER.

## 8036B GENESTEALER CULT MAGUS



PACKAGED 2 MINIATURES PER BLISTER.

## 8037C TERMAGANTS WITH STRANGLEWEB



PACKAGED 2 MINIATURES PER BLISTER.

## 8037A TERMAGANTS WITH FLESHBORERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8037B TERMAGANTS WITH SPIKE RIFLES



PACKAGED 2 MINIATURES PER BLISTER.

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# TYRANIDS

## 8037D TYRANID GARGOYLES



PACKAGED 2 MINIATURES PER BLISTER.

## 8037E BIOVORE WITH SPORE MINES



PACKAGED 1 BIOVORE AND 3 SPORES PER BLISTER.

## 8037N SPORE MINES



PACKAGED 6 SPORES PER BLISTER.

## 8037F HORMAGAUNTS



PACKAGED 2 MINIATURES PER BLISTER.



# TYRANIDS



## 0378 TYRANID CARNIFEX

The Carnifex is a terrifying living dreadnought constructed by the Tyranids. Protected by incredibly tough chitinous plates, the Carnifex wades through the enemy to bring sweeping death with its great blade-like arms. Contains 1 model.



## 0451 LICTOR

Lictors are especially adept at stalking ahead of the Tyranid Army and destroying and disrupting enemy forces. Well equipped for dealing death, the Lictor is a living weapon. Contains 1 model.



## 0449 HIVE TYRANT

Large, powerful, and sinuously graceful, the Hive Tyrant wields its bio-weapons to deadly effect. The focal point of the Hive Mind, the Hive Tyrant drives the Tyranid swarm forward in battle, crushing and consuming all who cross their path. Contains 1 Hive Tyrant and optional weapons including: a Venom Cannon, Lash Whip, Bone Sword, and a Barbed strangler.



# TYRANIDS



## 0675 TERMAGANTS

Commonly called Hunter Slayers by Imperial Troops, Termagants are fast, agile, and altogether cunning creatures. Contains 6 plastic Termagants armed with deadly fleshborers.



## 0676 GENESTEALERS

Scuttling forward with inhuman speed, Genestealers rip into foes with razor-sharp claws. They are feared as one of the deadliest hand-to-hand opponents in the galaxy. Contains 6 plastic models.



## 0775 TYRANID WARRIORS

Helping to direct the vile orders of the Hive Mind, Tyrannid Warriors lead the lesser bio-constructs to battle. Contains 3 finely detailed plastic Citadel Miniatures.



# TYRANIDS

8037G TYRANID WARRIOR WITH SPINE-FIST AND BONESWORD



PACKAGED 1 MINIATURE PER BLISTER.

8037M TYRANID RIPPER SWARM



PACKAGED 1 SWARM PER BLISTER.

8037H TYRANID WARRIOR WITH DEVOURER



PACKAGED 1 MINIATURE PER BLISTER.



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# TYRANIDS

## 8037I TYRANID WARRIOR WITH LASH WHIP AND BONESWORD



PACKAGED 1 MINIATURE PER BLISTER.



## 8037J TYRANID WARRIOR WITH VENOM CANNON



PACKAGED 1 MINIATURE PER BLISTER.



# TYRANIDS

## 8037K TYRANID WARRIOR WITH BARBED STRANGLER



PACKAGED 1 MINIATURE PER BLISTER.



## 8037L ZOANTHROPE



PACKAGED 1 MINIATURE PER BLISTER.

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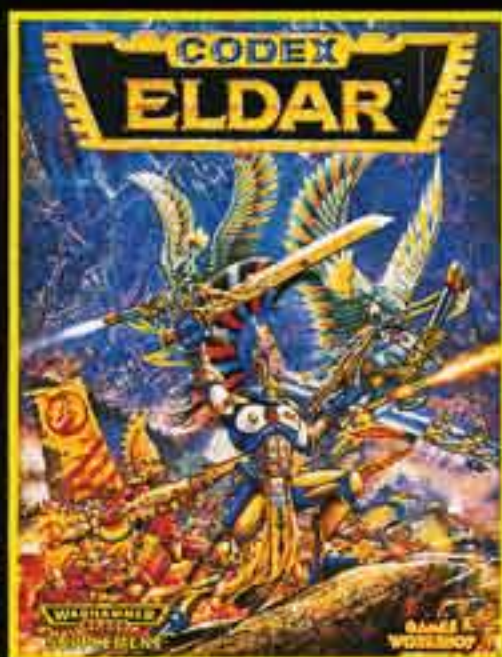


# CODEx



## 0153 SPACE WOLVES

Space Wolves have long been famous for courage and savagery. This book describes their unique history and organization.



## 0155 ELDAR

The Eldar are an ancient race engulfed in a battle for survival. This companion describes the history and armies of the Eldar.



## 0156 ORKS

Orks are the most savage and warlike race in the whole galaxy. The complete army list covers the vast array of Ork troop types.



## 0157 ULTRAMARINES

The greatest of all Space Marine Chapters. This book covers the background and army lists for the Ultramarines.



## 0159 TYRANIDS

Tyranids live to raze all life to fuel their own malevolent needs. The complete army list covers all the vile Tyranid troop types.



## 0161 IMPERIAL GUARD

Imperial Guard is the largest fighting force in the galaxy. The complete army list covers all the vile Imperial Guard troop types.



## 0154 ANGELS OF DEATH

Learn the long hidden secrets of the Blood Angels and Dark Angels. This book covers the background and army lists for both Space Marine Chapters.



## 0158 CHAOS

Traitors to the Emperor and worshippers of dark gods. The Chaos Space Marines seek retribution. This book covers the hideous background and army lists for the Chaos Space Marines.



## 0160 WARHAMMER 40,000 BATTLES

This awesome compilation contains all the most sought-after Warhammer 40,000 articles and datafax cards from White Dwarf Magazine.



# CITADEL PAINTS

## CITADEL COLOUR PAINTS



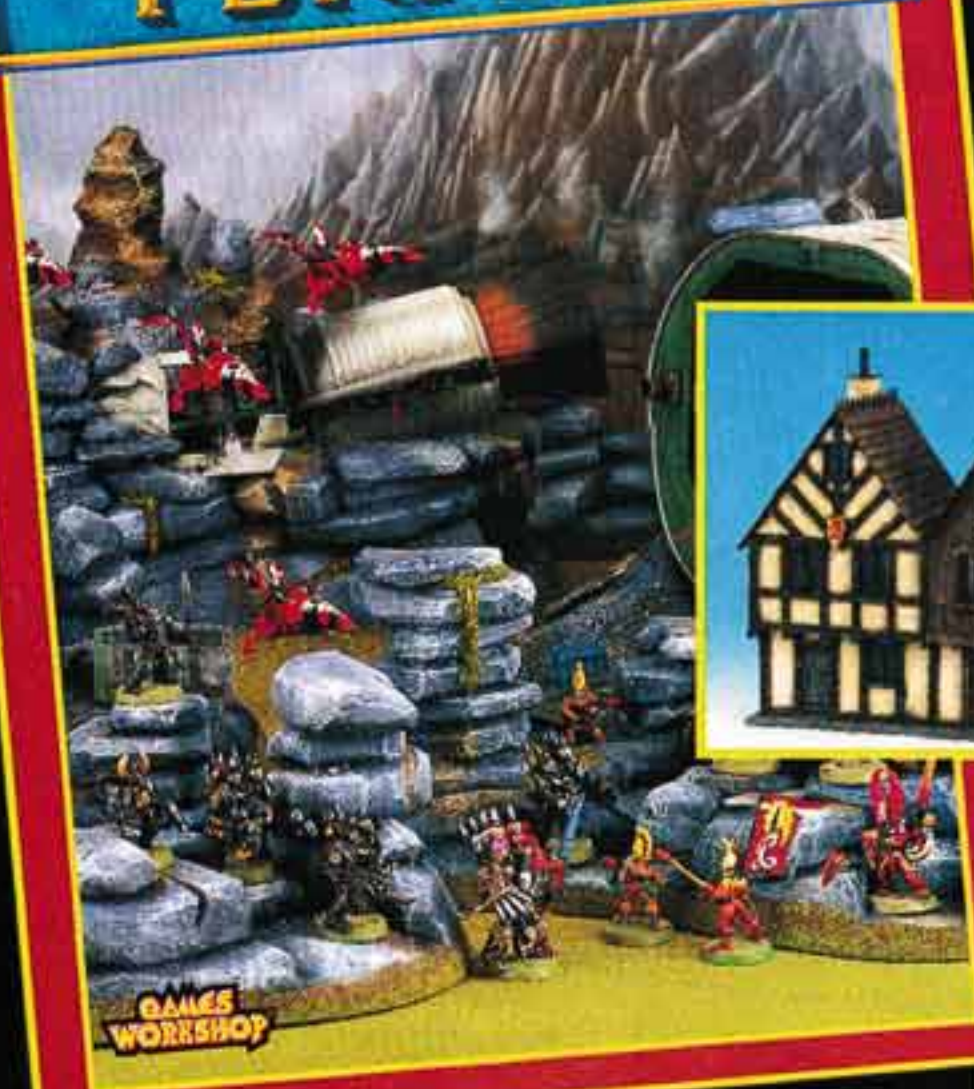
The Citadel Color Paint Set is an ideal way to buy your first paints. The box contains ten pots of water soluble paint, a brush, two Citadel miniatures, and the tray incorporates a handy mixing palette.

Also available are individual paints, with over 75 colors to choose from. Currently there are four different spray paint colors corresponding to a Chapter of Space Marines. After undercoating apply a superfast basecoat.



### HOW TO MAKE

## WARGAMES TERRAIN



### BUILDING TERRAIN

Nothing looks better than a gaming table crammed with exciting scenery. This book show you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and the cratered battlegrounds of the far future.



# SCENERY

WARHAMMER 40,000

## IMPERIAL FIREBASE



### 0170 IMPERIAL FIREBASE

Firebases come complete with a variety of fuel and ammo supplies allowing the re-supply and repair of most STC-designed Imperial combat ordinance, and turning the firebase into a vital link in an army's supply chain.

Firebases can act as command posts, supply centers, fortresses or as a transport terminus.

This boxed set contains a complete Imperial Firebase plastic and card model including full assembly instructions.

WARHAMMER 40,000

## IMPERIAL BASTION



### 0169 IMPERIAL BASTION

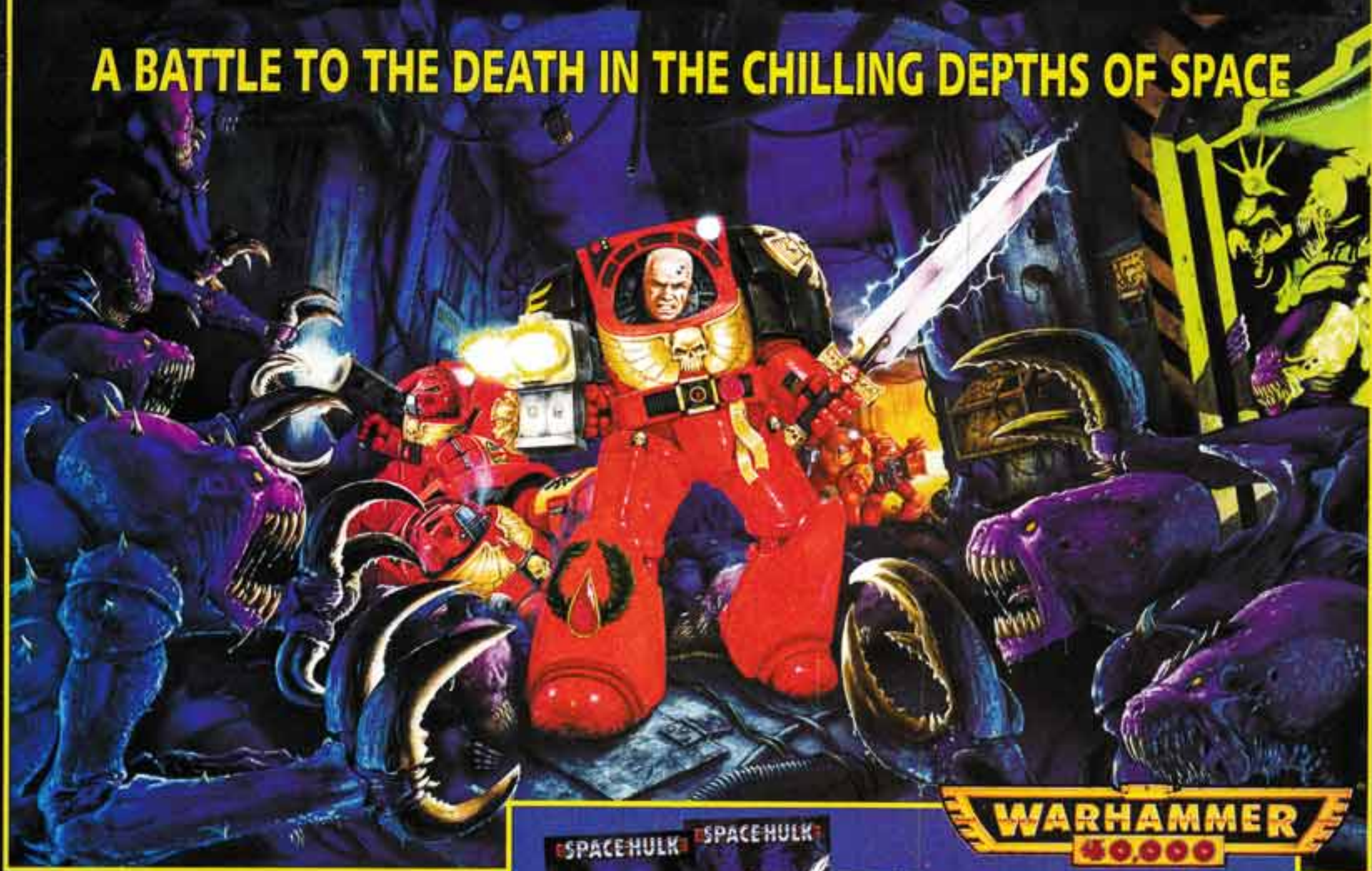
A Bastion is a permanent emplacement and many have stood guard over the Imperium's borders for more than ten millennia. Built around a high tensile adamantium frame with cermite-reinforced concrete forming metre-thick walls, the Bastion is designed to be able to withstand anything from sub-arctic temperatures to the rigors of volcanic activity.

This boxed set contains a complete Imperial Bastion plastic and card model including full assembly instructions.



# SPACE HULK™

A BATTLE TO THE DEATH IN THE CHILLING DEPTHS OF SPACE



**WARHAMMER**  
40,000

In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers - savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines - the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.



Contents and components may vary from those illustrated. Plastic moulding may vary due to the complexity and detail of the mould.

In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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# NECROMUNDA



Minatures supplied unpainted.  
Contents and components may vary from those illustrated.  
Plastic moulding may vary due to the complexity and detail of the mould.



**Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda's many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.**

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.



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**GOLIATH FIGHTER**



# WARHAMMER 40,000™ DARK MILLENNIUM



WARHAMMER  
40,000  
SUPPLEMENT

DEVASTATING WAR MACHINES, WARGEAR AND PSYKERS

A GAMES  
WORKSHOP  
PRODUCT

## WARHAMMER 40,000

**D**ark Millennium brings the full range of deadly fighting machines, devastating psykers and exotic wargear to the 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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USA  
6721 Baymeadow Drive  
Glen Burnie, Maryland 21060-6401  
Tel: 1-800-394-4263

CANADA  
1645 Bonhill Road Unit 11  
Mississauga, Ontario L5T 1R3  
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