

# CITADEL MINIATURES

THE 1998 COMPLETE CATALOG

\$5.99  
\$7.50 CAN.



GAMES  
WORKSHOP®

# 1998 COMPLETE CITADEL MINIATURES CATALOG



Welcome to Games Workshop's 1998 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 lists the accessories that come with each particular model. Games Workshop's plastic slottabases are supplied with all miniatures that require them.

## WARHAMMER

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# 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 88 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 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

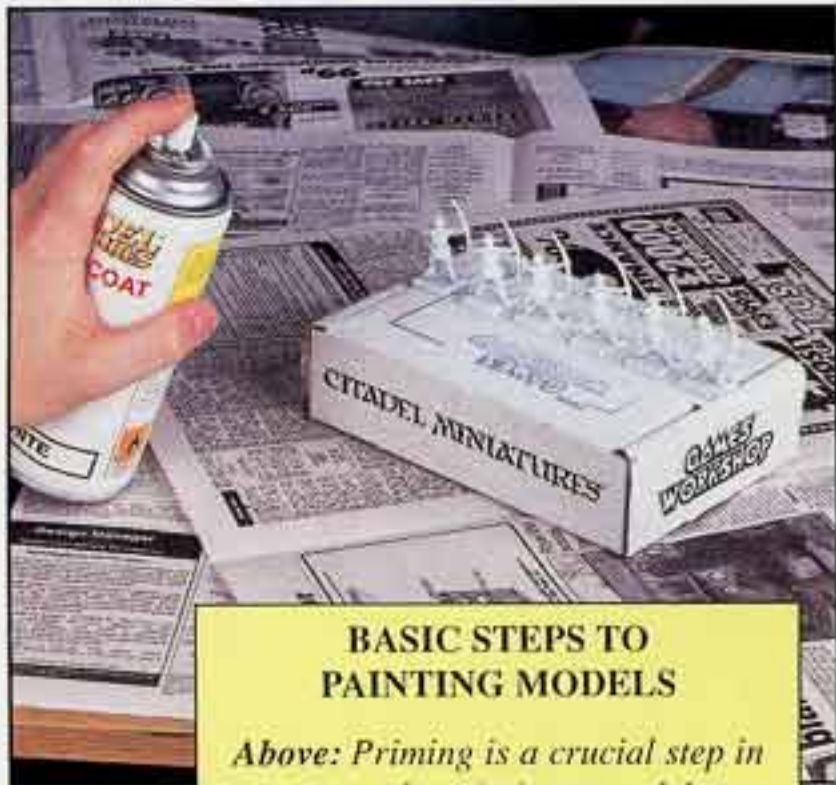
Citadel Miniatures makes a vast range of plastic and pewter models for use with Warhammer. There are thousands upon thousands of different models to choose, from evil Egrimm Van Horstmann mounted on the fearsome Chaos Dragon Baudros, to a unit of the brave and gallant Bretonnian Knights, or the short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



**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.*

**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.



*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.*

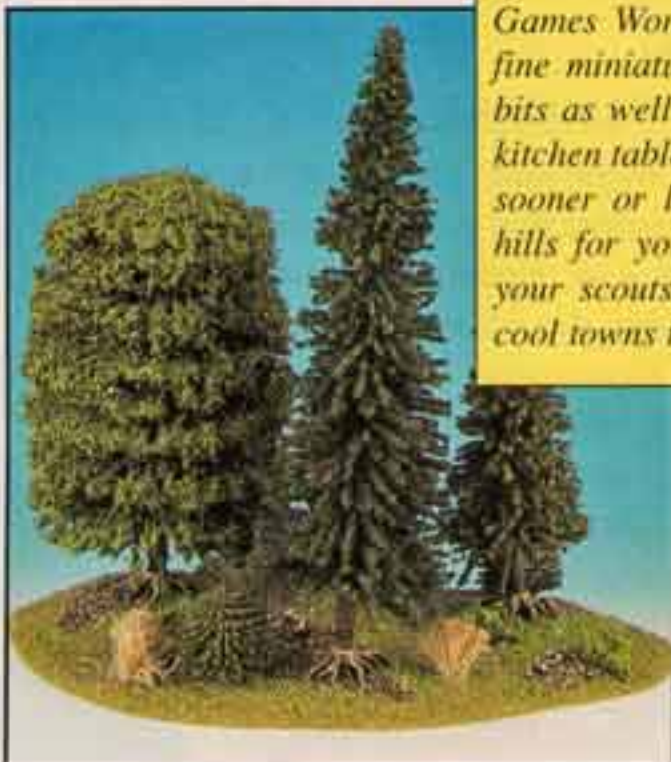




*An army of Dwarfs digs in and prepares to meet the foul Dark Elves.*

## 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.



*Games Workshop not only makes fine miniatures, but great scenery bits as well. Battling it out on the kitchen table works for a while, but sooner or later you'll want some hills for your artillery, woods for your scouts to hide in, and some cool towns to defend!*

## 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 booklet. 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,



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

plus you'll get a peek at White Dwarf Magazine, and special Games Workshop events like Games Day and the Grand Tournaments!

This guide 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. Plus, check out the Games Workshop Web

Store and place an order today!

<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 Department 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 8 p.m. Eastern Standard Time within the United States.

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**



# CUSTOMER SERVICE

Games Workshop has a 1-800-Customer Service line that is up and running. What can this Customer Service line do for you?

## 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.

## 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!



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

## HOW TO REACH GAMES WORKSHOP CUSTOMER SERVICE:

Our phones are in operation: Monday through Friday from 9 a.m. to 8 p.m.

**PHONE NUMBER: 1-800-492-8820**

**FAX: (410) 590-1444**

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

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

Or Write to us at:

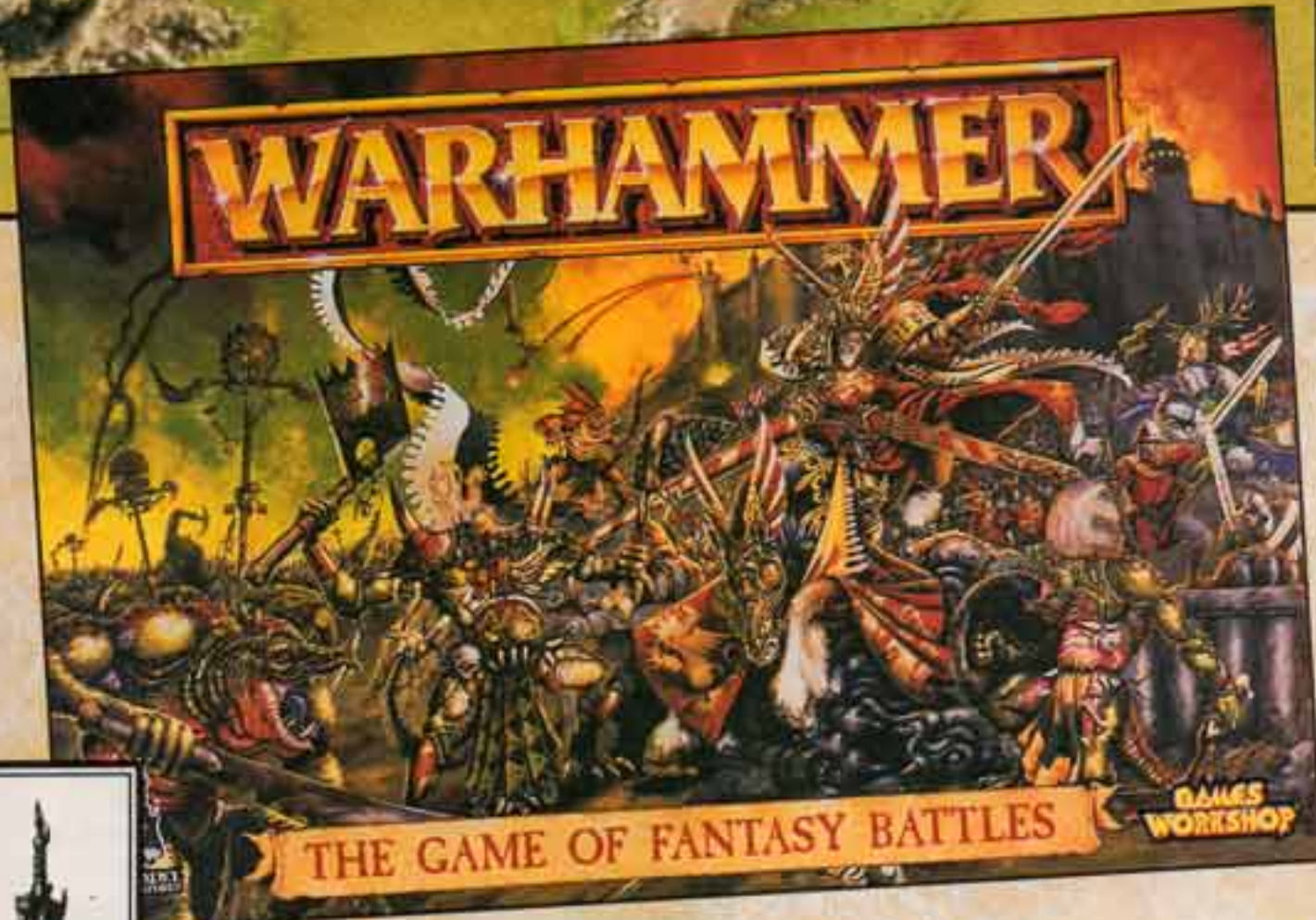
**GAMES WORKSHOP  
ATTENTION ROOLZBOYZ  
6721 BAYMEADOW DRIVE  
GLEN BURNIE, MD 21060-6401**



# WARHAMMER



The Bretonnian army in combat with their arch enemies the Lizardmen. The photograph above features metal miniatures not available in the Warhammer boxed game.



In Warhammer you become a fearless commander, painting and assembling mighty fantasy armies to do battle on the tabletop. Warhammer provides you with the core regiments of two armies – the knightly Bretonnians and the reptilian Lizardmen – and all the information you need to collect and paint your forces ready for battle.



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The Warhammer boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice, range rulers and much, much more.

Models supplied unpainted and unassembled. Contents and components may vary from those illustrated.

# WARHAMMER MAGIC



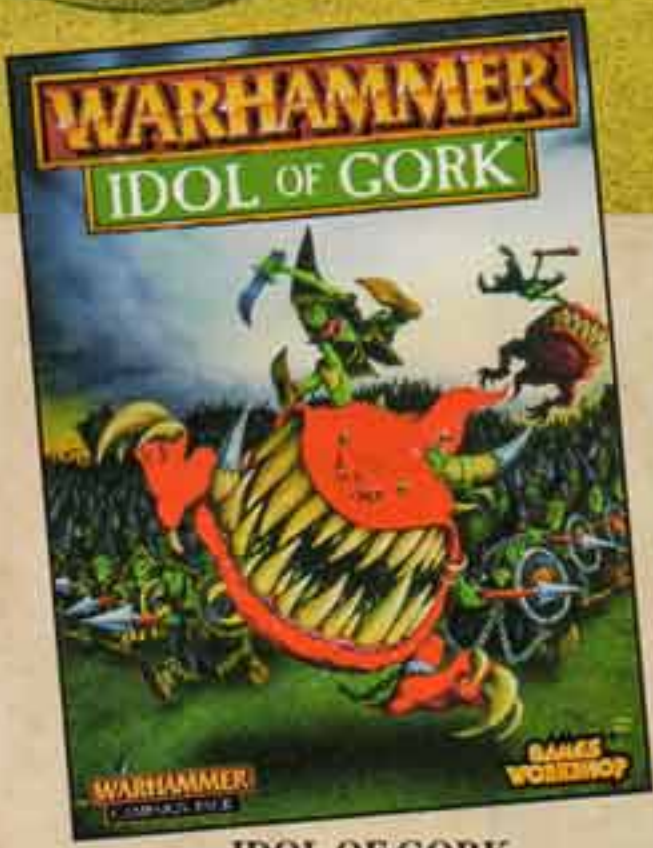
**Warhammer Magic contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles.**

Box Contents: Warhammer Magic Rulebook, Magic Item Cards - 81 Magic Weapon Items, 42 Enchanted Magic Items, 18 Magic Armor 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

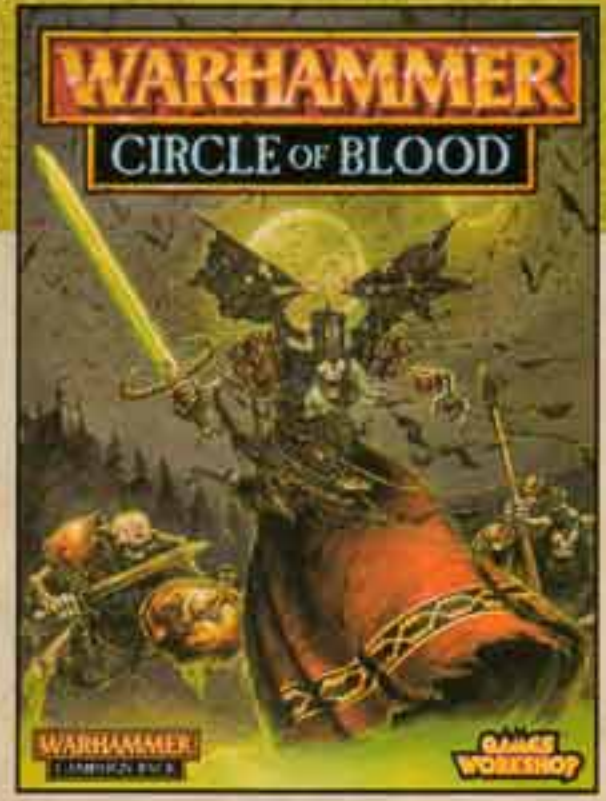
## CAMPAIGN PACKS

Each campaign pack contains card building models and a new scenario-crammed campaign for your Warhammer army. So, get the boys together and get battling!



**IDOL OF GORK**  
- FOR THE ORC ARMY!

Grotfang, warlord of the mighty Iron Claw Orcs, fights to drive Empire settlers out of his land. Contains a complete settlement of Orc huts, plus idols of Gork and Mork as well as a ruined keep.



**CIRCLE OF BLOOD**  
- FOR THE UNDEAD ARMY!

The Vampire Red Duke leads his Undead hordes against his bitter enemies the Bretonnians. Contains the Tower of Wizardry, gravestones, a hero's tomb, a mausoleum and a bridge.



**GRUDGE OF DRONG**  
- FOR THE DWARF ARMY!

Dwarf Lord Drong takes arms against the High Elves in his bid to win a kingdom and a bride! Contains a complete Dwarf brewery comprising of a brewhouse, a drinking hall, and an ale store.

Each Campaign Pack contains alternative army lists for use against a variety of different opponents.

# 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

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 **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.

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

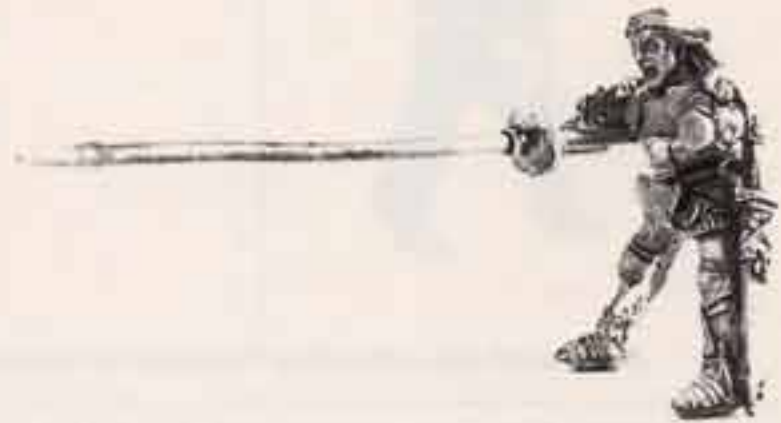
It wasn't until the reign of Gilles son, Louis, that the Knightly orders and the code of Chivalry that embodies Brettonnia today was formed. **Knights Errant** are the first and lowest order of the Knighthood. These young

Though young the Knights Errant are still capable foes.



# BRETONNIA

## 8566A BRETONNIAN KNIGHTS ERRANT



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



Knights Errant charge forth, hoping to prove themselves in battle and be raised to Knights of the Realm.



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# BRETONNIA

8566B KNIGHTS ERRANT  
CHAMPION



8566C KNIGHTS ERRANT  
STANDARD BEARER

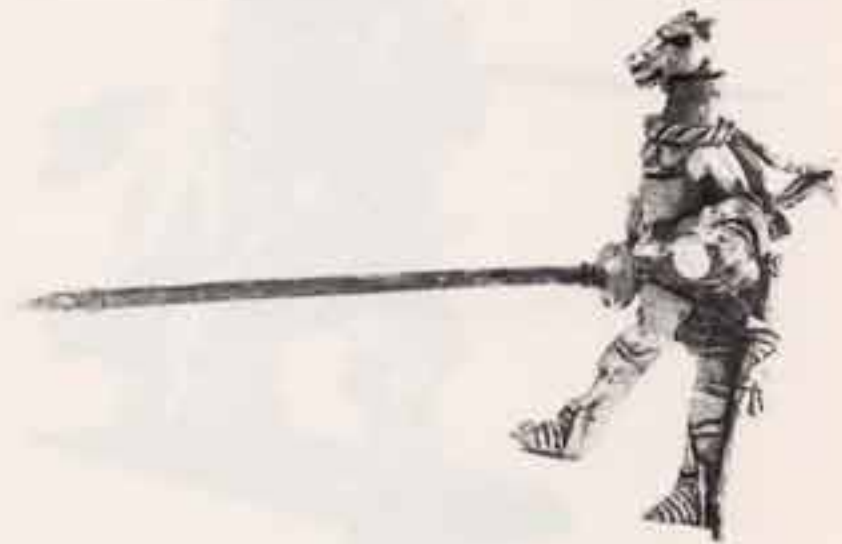
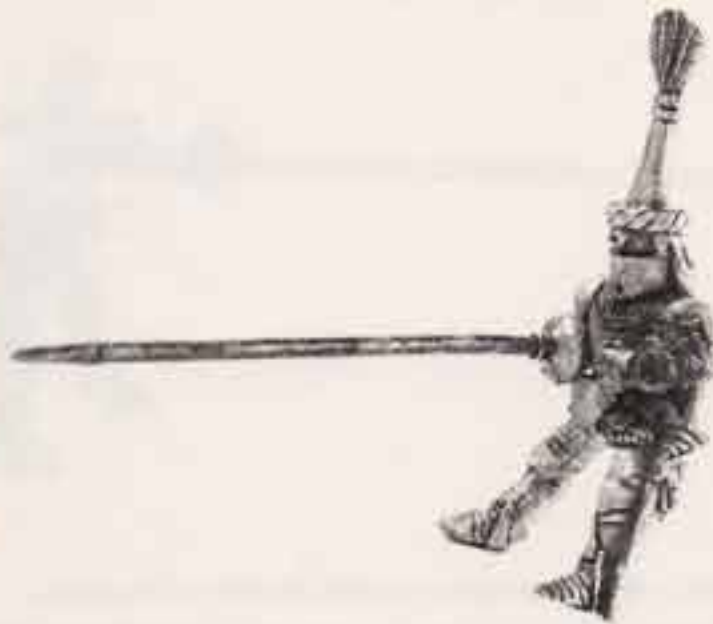


8566D KNIGHTS ERRANT  
MUSICIAN



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.



# BRETONNIA

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.

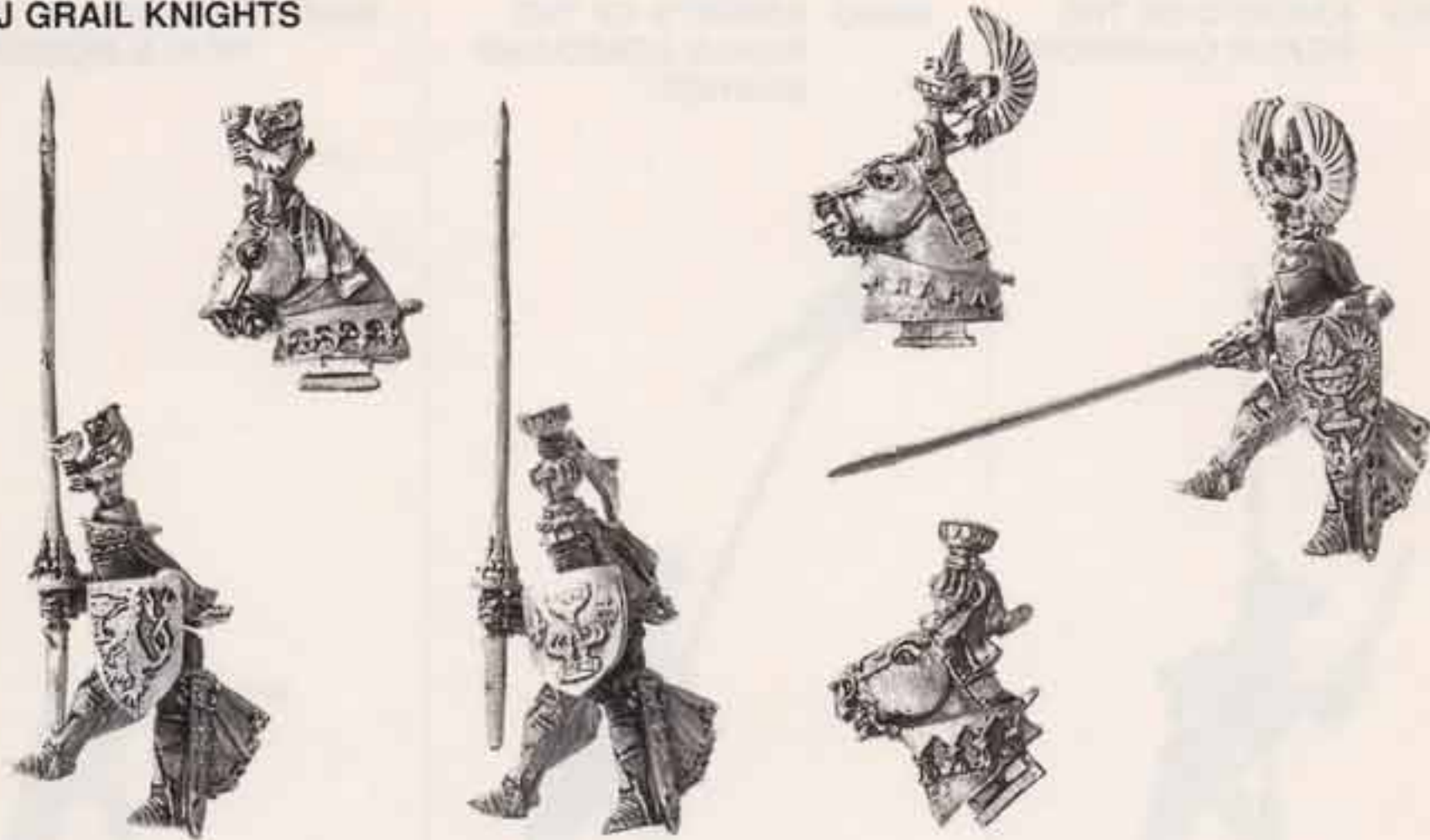


Knights of the Realm are the champions of Bretonnia. They make up the bulk of the armies, marching forth to protect the many provinces and citizens of Bretonnia.



# BRETONNIA

## 8566J GRAIL KNIGHTS



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



## 8566K GRAIL KNIGHTS CHAMPION



## 8566L GRAIL KNIGHTS STANDARD BEARER



## 8566M GRAIL KNIGHTS MUSICIAN



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



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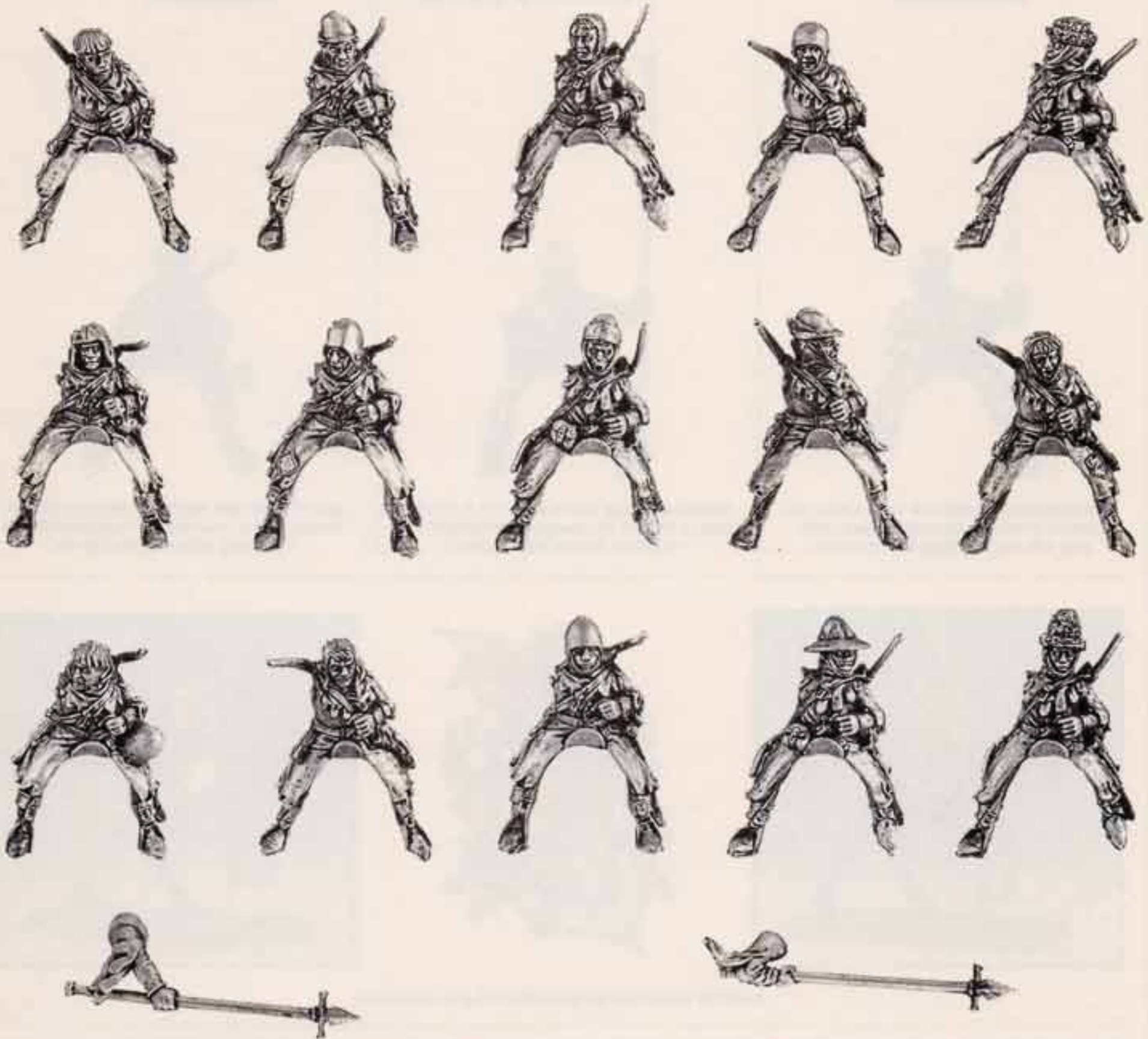


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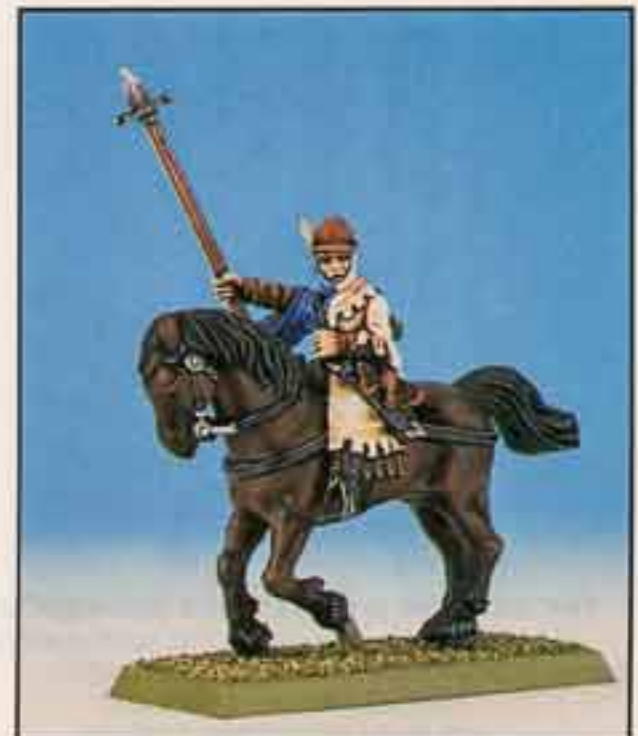


# BRETONNIA

## 8566P MOUNTED SQUIRES



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



PAINTED EXAMPLES OF MOUNTED SQUIRES.



# BRETONNIA

**8566Q MOUNTED SQUIRE CHAMPION**



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

**8566R MOUNTED SQUIRE STANDARD BEARER**



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

**8566S MOUNTED SQUIRE MUSICIAN**



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



PAINTED EXAMPLES OF MOUNTED SQUIRE COMMAND.

**8566T MOUNTED BRETONNIAN SORCERESS**



THIS MINIATURE IS PERFECT FOR REPRESENTING ELEANOR DE QUENELLES IN THE WARHAMMER CAMPAIGN PACK PERILOUS QUEST. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8567G BRETONNIAN SORCERESS**



THIS MINIATURE IS PERFECT FOR REPRESENTING LADY ISELDA IN THE WARHAMMER CAMPAIGN PACK CIRCLE OF BLOOD. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8566N GRAIL KNIGHT HERO ON FOOT**



THIS MODEL IS PERFECT FOR REPRESENTING THE HOLY KNIGHT FROM THE CIRCLE OF BLOOD CAMPAIGN PACK. PACKAGED 1 MINIATURE AND 1 PEWTER SHIELD PER BLISTER.



# BRETONNIA

## 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.



# BRETONNIA

## 8567C BRETONNIAN BOWMEN



PACKAGED 2 MINIATURES PER BLISTER.

## 8567D BRETONNIAN BOWMEN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# BRETONNIA

## 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.



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# BRETONNIA

## 8567H SQUIRES WITH BOWS



PACKAGED 2 MINIATURES PER BLISTER.

## 8567J SQUIRES WITH BOWS COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



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# BRETONNIA

## 8566W BRETONNIAN QUESTING KNIGHTS



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



# BRETONNIA

**8597Q GRAIL KNIGHT HERO  
WITH TWO-HANDED SWORD**



THIS MINIATURE IS PERFECT FOR REPRESENTING ALOYS DE MONTJOIE IN THE WARHAMMER CAMPAIGN PACK PERILOUS QUEST. PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD, AND 1 PLASTIC HORSE PER BLISTER.

**8597P QUESTING KNIGHT HERO  
WITH LANCE**



THIS MINIATURE IS PERFECT FOR REPRESENTING AGRAVAIN DE BEAU IN THE WARHAMMER CAMPAIGN PACK PERILOUS QUEST. PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD, 1 PEWTER SHIELD, AND 1 PLASTIC HORSE PER BLISTER.

**8566X QUESTING KNIGHT  
CHAMPION**



**8566Y QUESTING KNIGHT  
STANDARD BEARER**



**8566Z QUESTING KNIGHT  
MUSICIAN**



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





# BRETONNIA

## 8597R KNIGHT OF THE REALM WITH MORNING STAR



THIS MINIATURE IS PERFECT FOR REPRESENTING CASTELLAN OF QUENELLES IN THE WARHAMMER CAMPAIGN PACK PERILOUS QUEST. PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD, AND 1 PLASTIC HORSE PER BLISTER.

## 8596A BARON ODO D'OUTREMER



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

## 8566V KNIGHT OF THE REALMS HERO ON FOOT



## 8566U QUESTING KNIGHT HERO ON FOOT



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

## 8599Y TRISTRAN LE TROUBADOUR & JULES LE JONGLEUR



PACKAGED 2 MINIATURES, 1 PEWTER SHIELD, AND 1 PLASTIC HORSE PER BLISTER.



# BRETONNIA

## 8599R BERTRAND THE BRIGAND & THE BOWMEN OF BERGERAC



MINIATURES ARE SUPPLIED UNPAINTED. PACKAGED 3 MINIATURES PER BLISTER.

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



MINIATURES ARE SUPPLIED UNPAINTED. PACKAGED 3 MINIATURES PER BLISTER.

## 8599W REPANSE DE LYONESSE



PACKAGED 1 MINIATURE AND 1 PEWTER HORSE PER BLISTER.

## 8596B SULIMAN LE SARACEN



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



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# BRETONNIA



## 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.

# BRETONNIA



## 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.



# BRETONNIA



988075

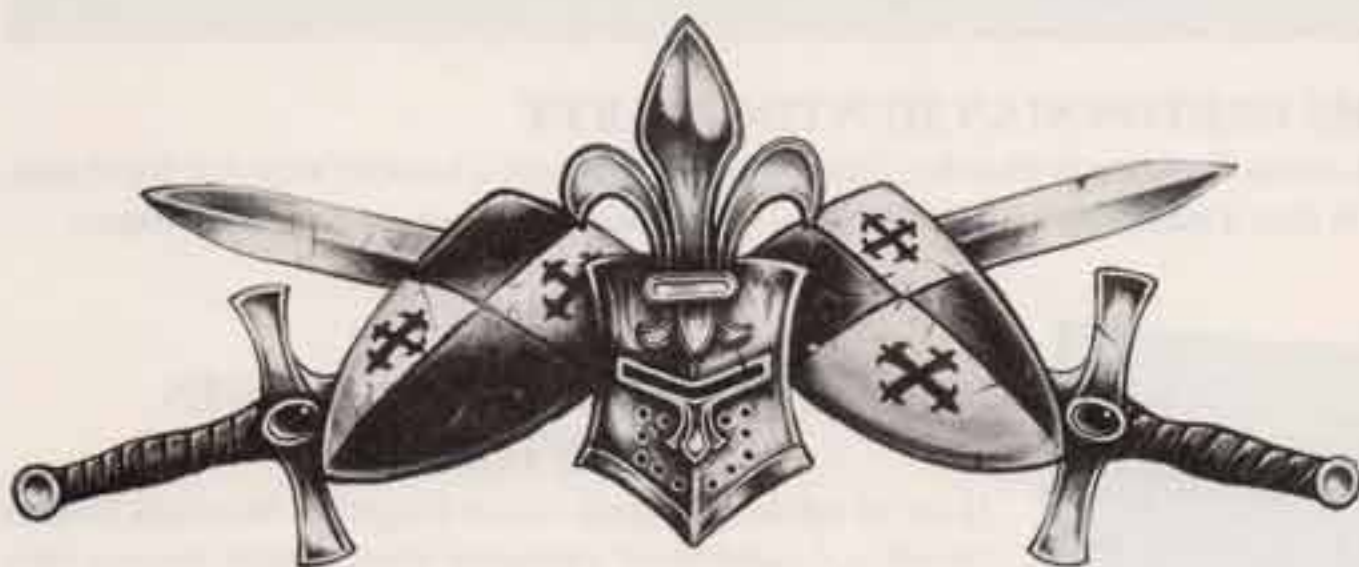
## BRETONNIAN HERO ON PEGASUS

This gallant hero can be used as Duke Gilon d'Aquitaine from the Circle of Blood Campaign Pack to swoop down and take out war machines and skulking enemy wizards.

986538

## BRETONNIAN QUESTING KNIGHTS

Questing Knights put aside all worldly things, and in return are accorded honor above even the finest lords of Bretonnia. They roam far and wide, fighting the foes of chivalry wherever they find them.

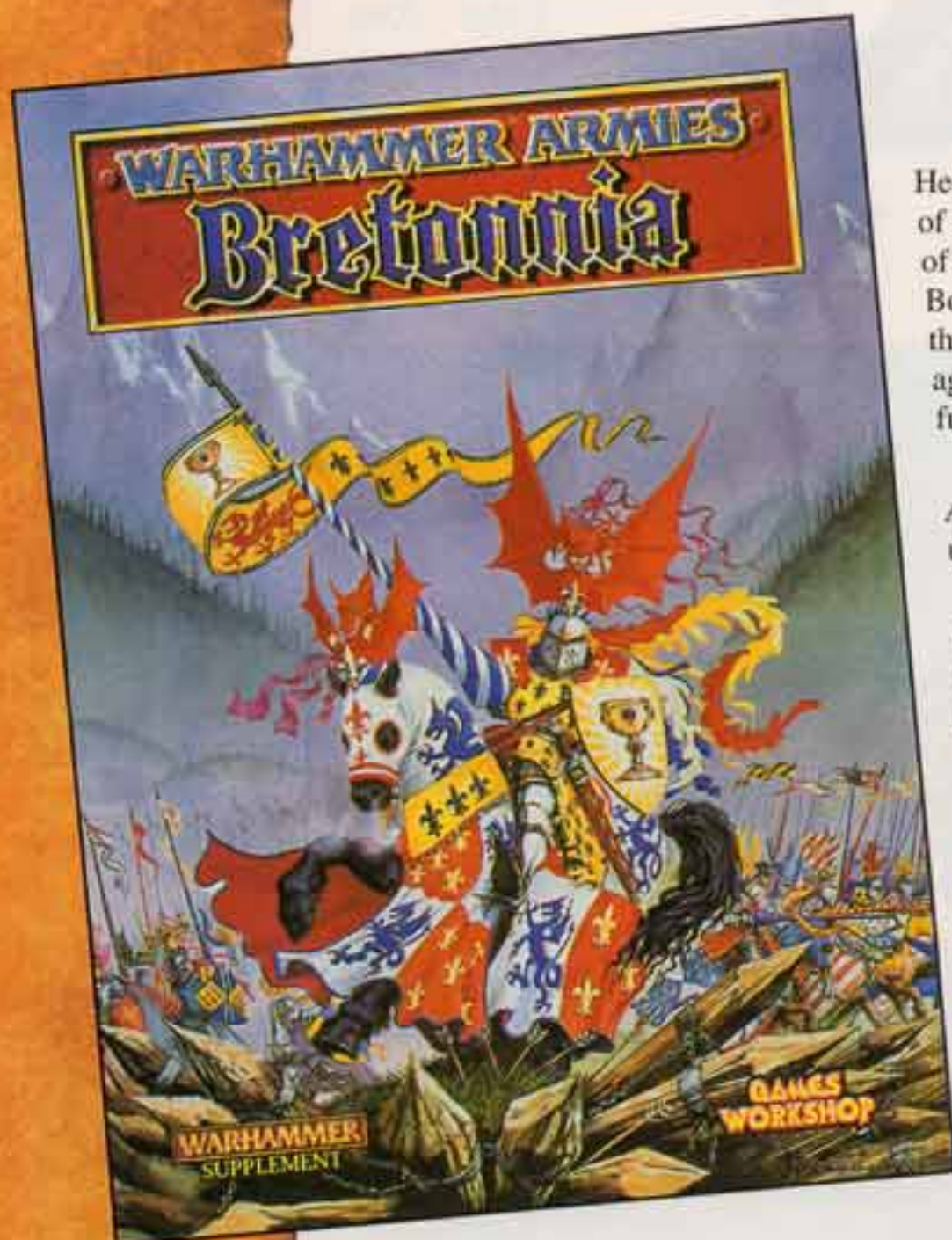


# BRETONNIA



## 980055 BRETONNIAN HUNTING PARTY

This box contains around 500 points worth Bretonnian Hunting Party. This set includes a booklet with full force lists for all the models in the box. There is also a complete set of full-color, self-adhesive banners and transfer sheets.



## 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 the 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.

# 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

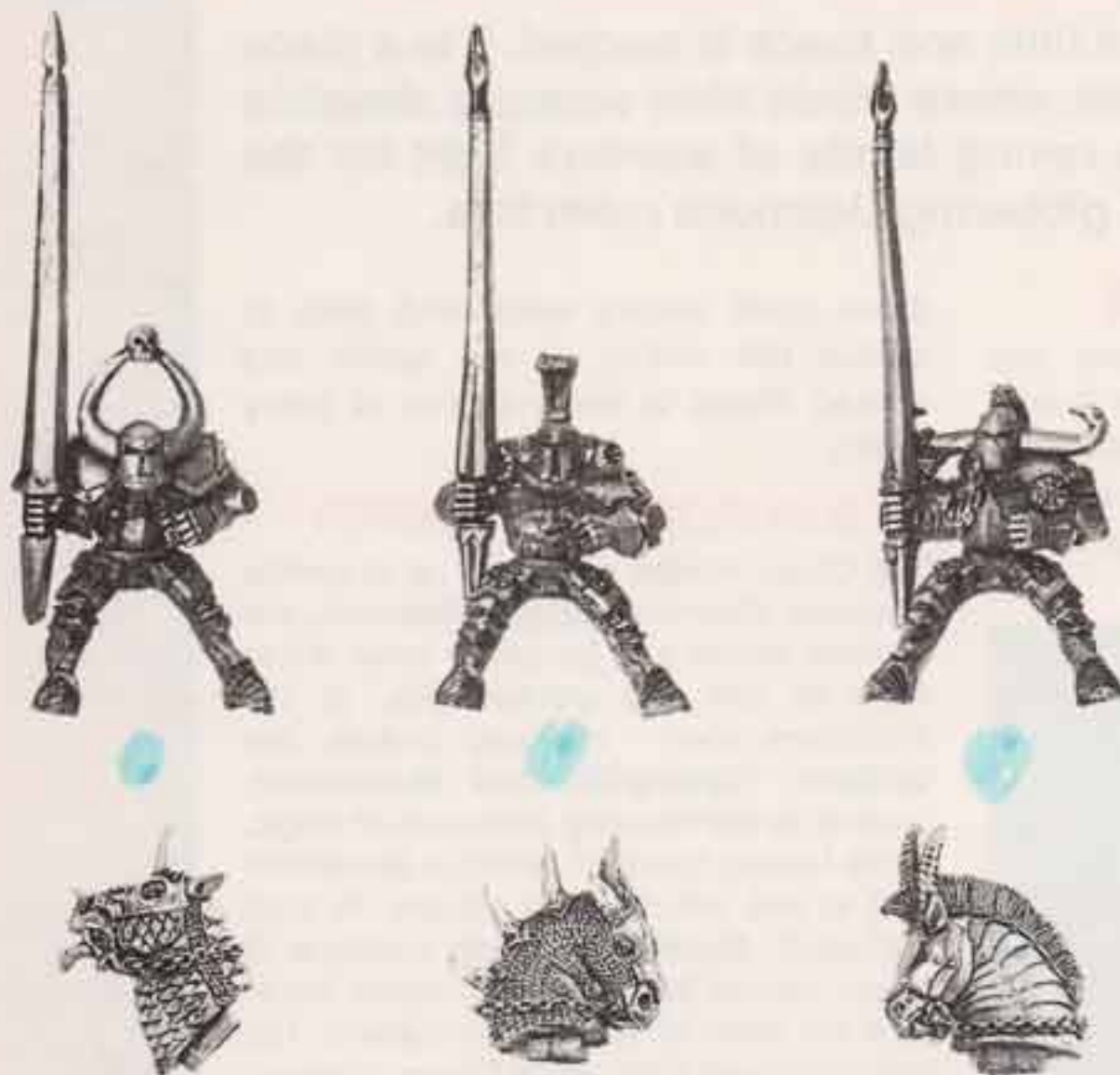
The Chaos hordes are made up of terrible monsters, Daemons, savage Beastmen, and humans whose lust for power have driven them to evil and unholy ends. In the mountains roam terrifying beasts, like **Griffons**, **Hippogriffs** and **Manticores**, created by the mutating properties of magic. In the forests, 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.



A Beastman Shaman. The Beastmen serve no mortal master, but belong heart and soul to the Dark Gods of Chaos.

# CHAOS

## 8520A CHAOS KNIGHTS



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

## 8520C CHAOS KNIGHTS CHAMPION



MINIATURES ARE SUPPLIED WITH A  
PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE,  
1 PEWTER 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.





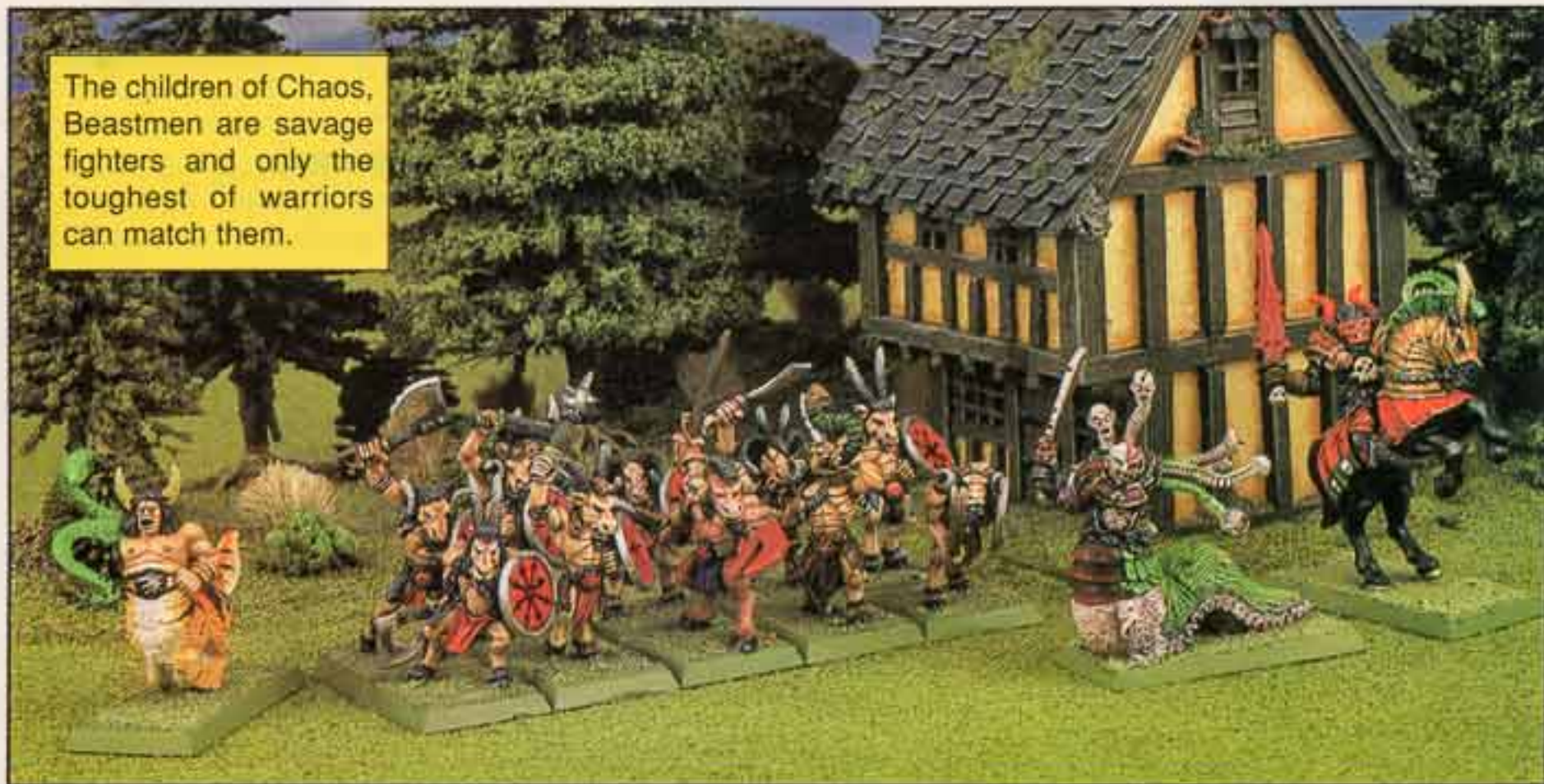
# CHAOS

## 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.



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# CHAOS

## 8521D BEASTMEN SHAMAN



PACKAGED 1 MINIATURE PER BLISTER.

## 8521E UNGOR SKIRMISHERS



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



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# CHAOS

8521F UNGORS WITH SPEARS



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

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
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# CHAOS

8521G UNGOR SKIRMISHERS  
COMMAND



8521H UNGOR WITH SPEARS  
COMMAND



PACKAGED 2 MINIATURES PER BLISTER.

8521J BESTIGORS



PACKAGED 2 MINIATURES PER BLISTER.



# CHAOS

## 8521K BESTIGOR COMMAND



PACKAGED 2 MINIATURES PER BLISTER.

## 8521L BEASTMAN LORD



PACKAGED 1 MINIATURE PER BLISTER.

## 8524A CHAOS SORCERERS



PACKAGED 1 MINIATURE PER BLISTER.



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# CHAOS

8525A MINOTAURS



PACKAGED 1 MINIATURE PER BLISTER.

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
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# CHAOS

8525C MINOTAURS WITH ADDITIONAL HAND WEAPONS



PACKAGED 1 MINIATURE PER BLISTER.





# CHAOS

8525D MINOTAURS WITH DOUBLE HANDED WEAPONS



PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS

8525B MINOTAUR LORD



PACKAGED 1 MINIATURE PER BLISTER.



A BEASTMAN WARBAND.



Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
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# CHAOS

## 8529A BLOODLETTERS OF KHORNE



PACKAGED 2 MINIATURES PER BLISTER.

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



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# 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.

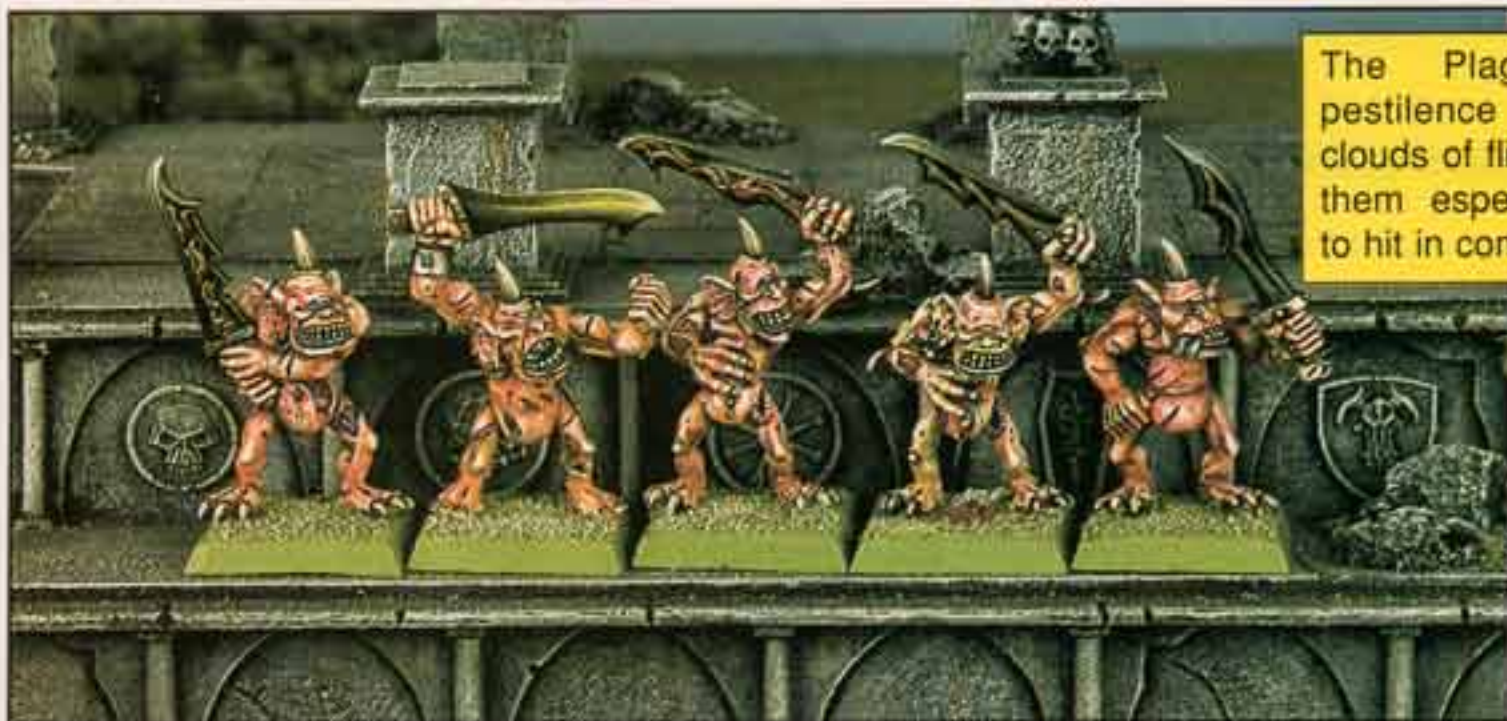


# CHAOS

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.



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# CHAOS

## 8536B NURGLINGS



PACKAGED 9 NURGLINGS PER BLISTER.

## 8537E DAEMON PRINCE



PACKAGED IN A RANDOM MIX TO MAKE 1 MINIATURE PER BLISTER.

## 8537F CHAOS SPAWN



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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# CHAOS

## 8540A FLAMERS OF TZEENTCH



PACKAGED 2 MINIATURES PER BLISTER.

## 8540B PINK HORRORS



PACKAGED 1 MINIATURE PER BLISTER.



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# CHAOS

8540D PINK HORROR CHAMPION



PACKAGED 1 MINIATURE PER BLISTER.

8540E PINK HORROR COMMAND



PACKAGED 2 MINIATURES PER BLISTER.



8540C BLUE HORRORS



PACKAGED 2 MINIATURES 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



## 0543 THE GREAT UNCLEAN ONE

This Greater Daemon of Nurgle is vast, horrible, and rank, able to vomit over its enemies in the form of blood, maggots, slime and other putrid foulness, which drowns his victims in diseased filth.



## 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 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 Norsca 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 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.

## 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!



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.

# 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.

8580F CHAOS DWARF SORCERER



PACKAGED 1 MINIATURE PER BLISTER.

8580I CHAOS DWARF ROCKET LAUNCHER



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



# 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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# 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.



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# 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

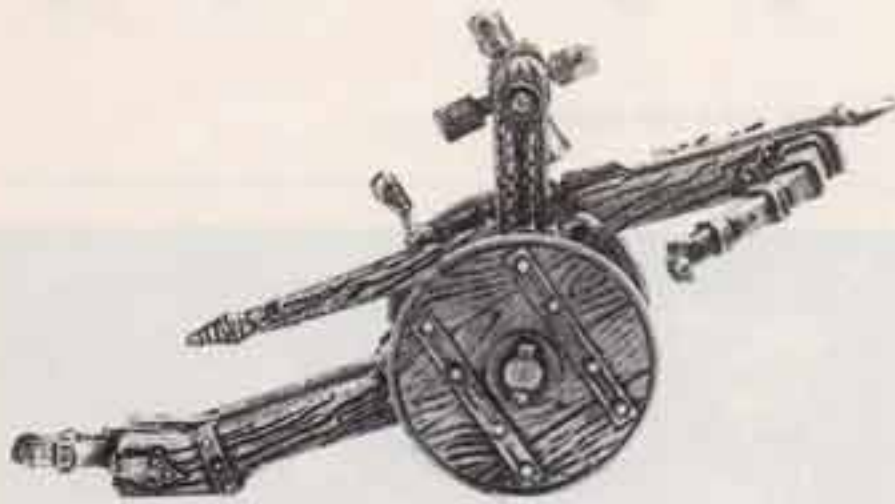


8581J HOBGOBLIN WOLF RIDER CHIEFTAIN



MINIATURE 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



## 0744 PLASTIC CHAOS DWARFS

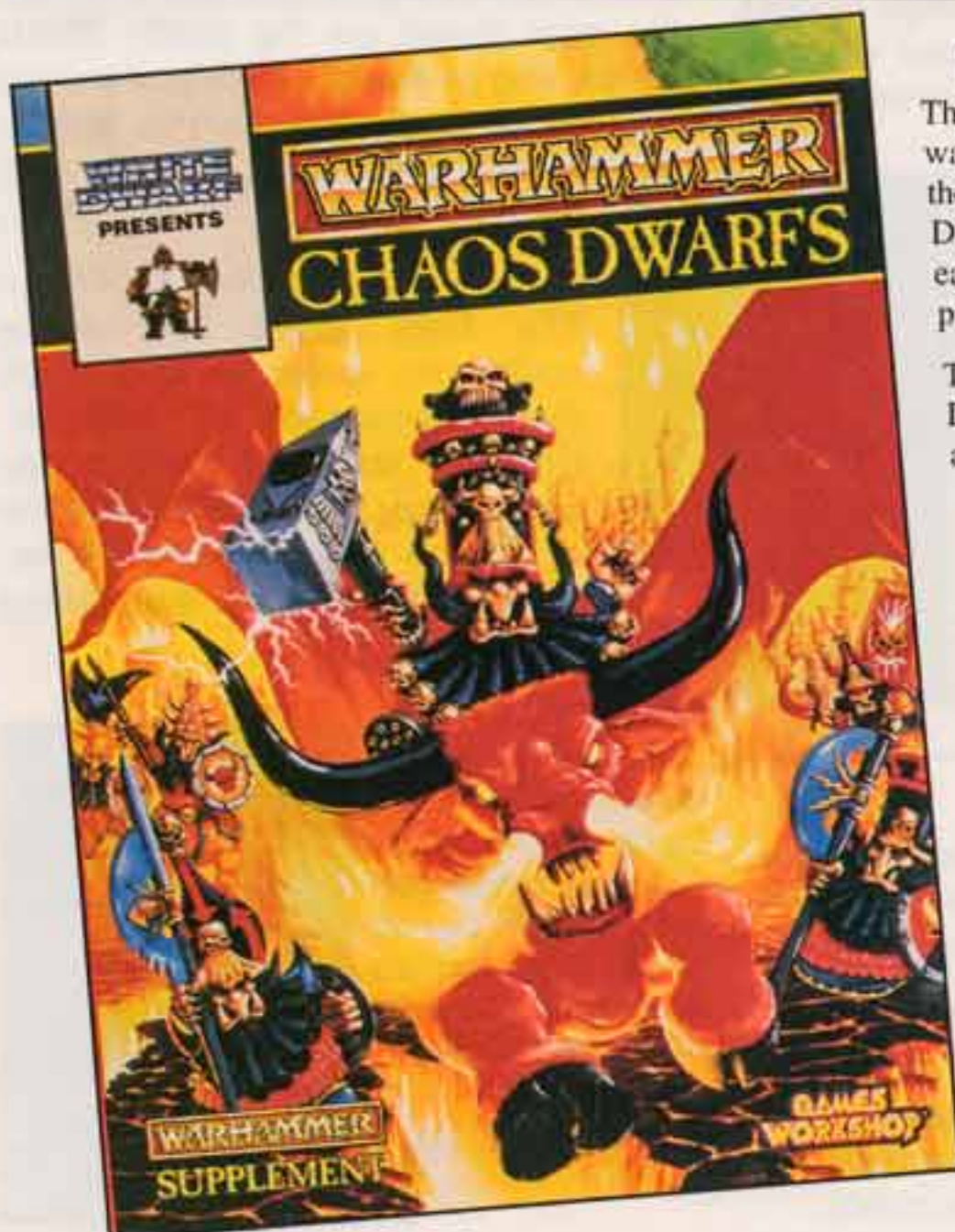
Protected by heavy scaled armor, Chaos Dwarf Warriors wield brutal double-handed axes that cleave through their foes with deadly effect.

## 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.



# 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.

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



## 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 the killing and the spilling of blood and take extreme pleasure from watching their enemies suffer.

## DARK PACTS

All Elves are a race touched by magic. No exception are the Dark Elves, who began their decent 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.

## 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. However, until that glorious day comes, they are content to raid the cities and ports of other races, killing for pleasure and taking slaves.

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



# DARK ELVES

## 8510A DARK ELF SPEARMEN



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

Dark Elf Spearmen are the backbone of any Dark Elf Army.



# DARK ELVES

## 8510B DARK ELF CROSSBOWMEN



PACKAGED 2 MINIATURES PER BLISTER.

A few volleys from the deadly repeater crossbows is a great way to keep enemy units from reaching hand-to-hand combat.



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# DARK ELVES

## 8510C DARK ELF CORSAIRS



PACKAGED 2 MINIATURES PER BLISTER.

## 8510D DARK ELF SWORDSMEN

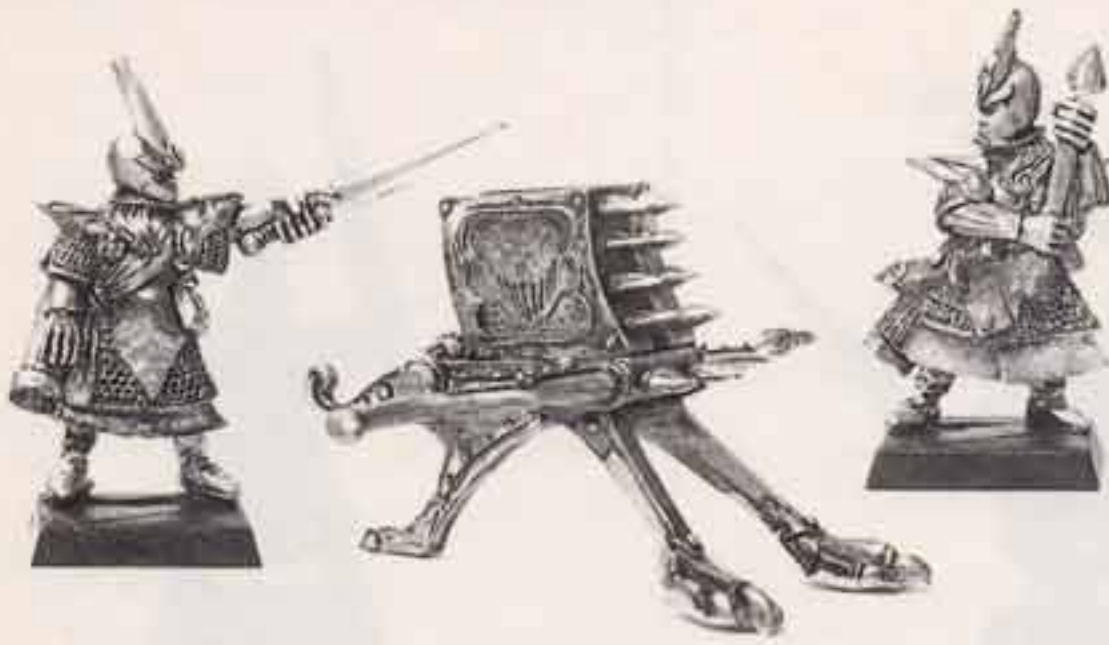


MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 2 MINIATURES PER BLISTER.

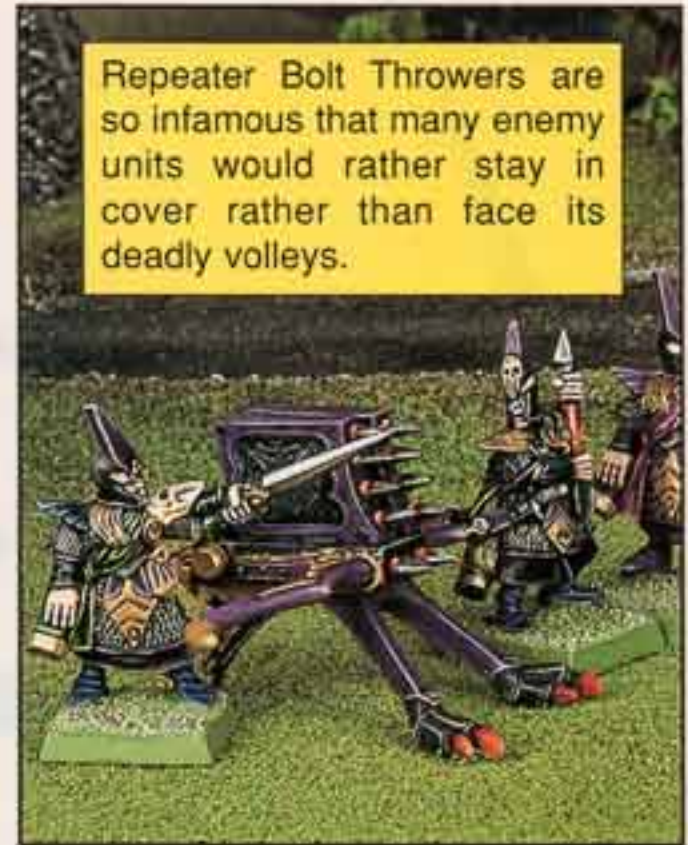


# DARK ELVES

## 8510E DARK ELF BOLT THROWER



PACKAGED 2 MINIATURES AND 1 BOLT THROWER PER BLISTER.



## 8512A DARK ELF COMMAND



PACKAGED 3 MINIATURES PER BLISTER.





# DARK ELVES

8511A COLD ONE KNIGHTS



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

8511B COLD ONE  
STANDARD  
BEARER



8511C COLD ONE HERO

8511D COLD ONE  
GENERAL



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

Cold Ones are ancient and vicious reptiles. In battle their bite can tear a heavily armored knight in two.



# DARK ELVES

8512C DARK ELF SORCERER



PACKAGED 1 MINIATURE PER BLISTER.

8512D DARK ELF ASSASSIN



PACKAGED 1 MINIATURE PER BLISTER.

8513A BLACK GUARD OF NAGGAROTH



PACKAGED 2 MINIATURES PER BLISTER.

The Black Guard of Naggaroth are one of the many elite units of the Dark Elf army.



# DARK ELVES

8513B WITCH ELVES



PACKAGED 2 MINIATURES PER BLISTER.

Deceptively beautiful, the Witch Elves are bloodthirsty and depraved warriors.



# DARK ELVES

## 8583H DARK ELF BANNERS



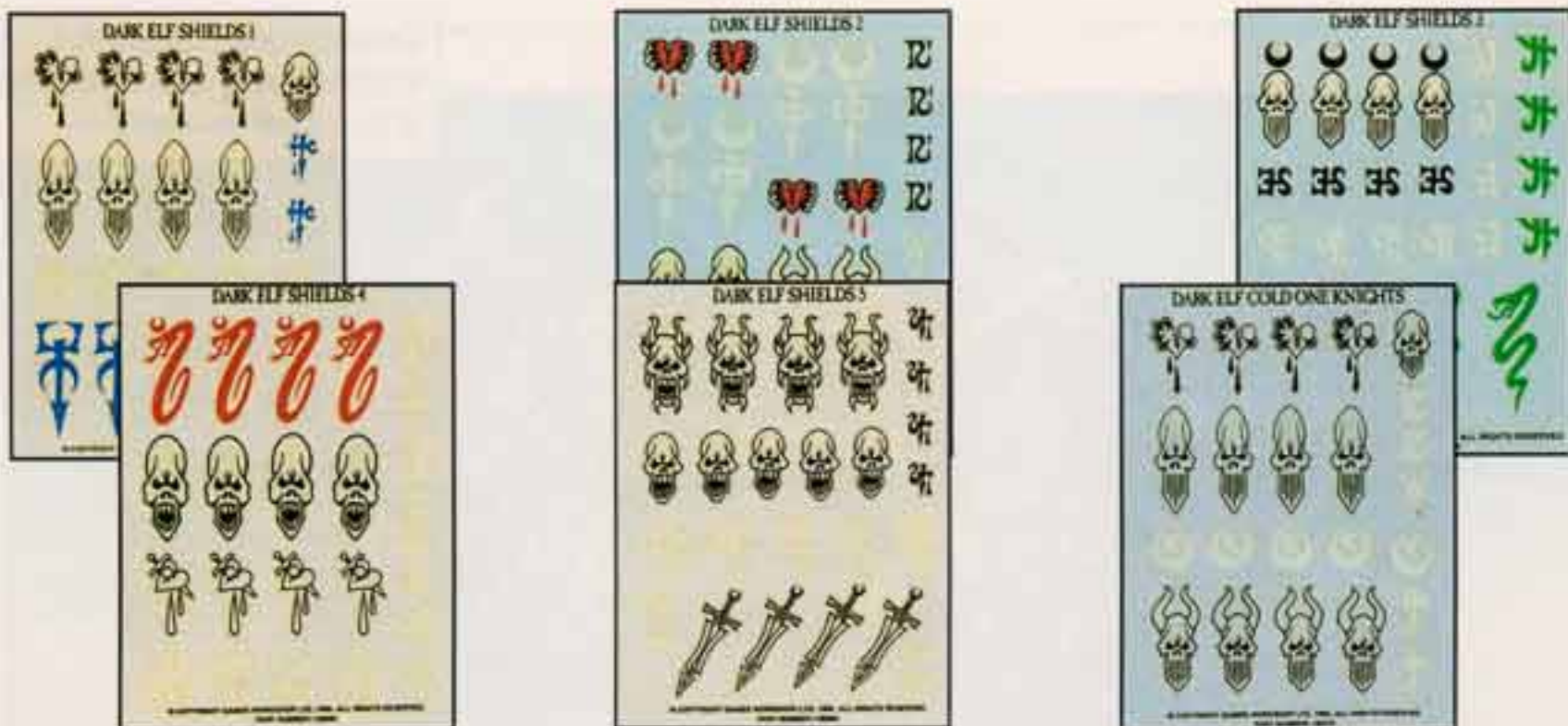
PACKAGED 5 BANNERS PER BLISTER.

## 8583I DARK ELF STANDARDS



PACKAGED 5 STANDARDS PER BLISTER.

## 8583J DARK ELF TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.



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MINIATURES

# 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.

## 993132 CAULDRON OF BLOOD

The Cauldron is tended by an ancient Hag Queen called the Keeper of the Cauldron and is accompanied by a bodyguard of Witch Elves. The Cauldron is kept safely within the Temple of Blood. In times of great need the Cauldron is brought forth and travels with the Witch Elves as they march to war. In battle it drives the Witch Elves to an even greater pitch of frenzy, while its magical properties serve to sustain and protect them.



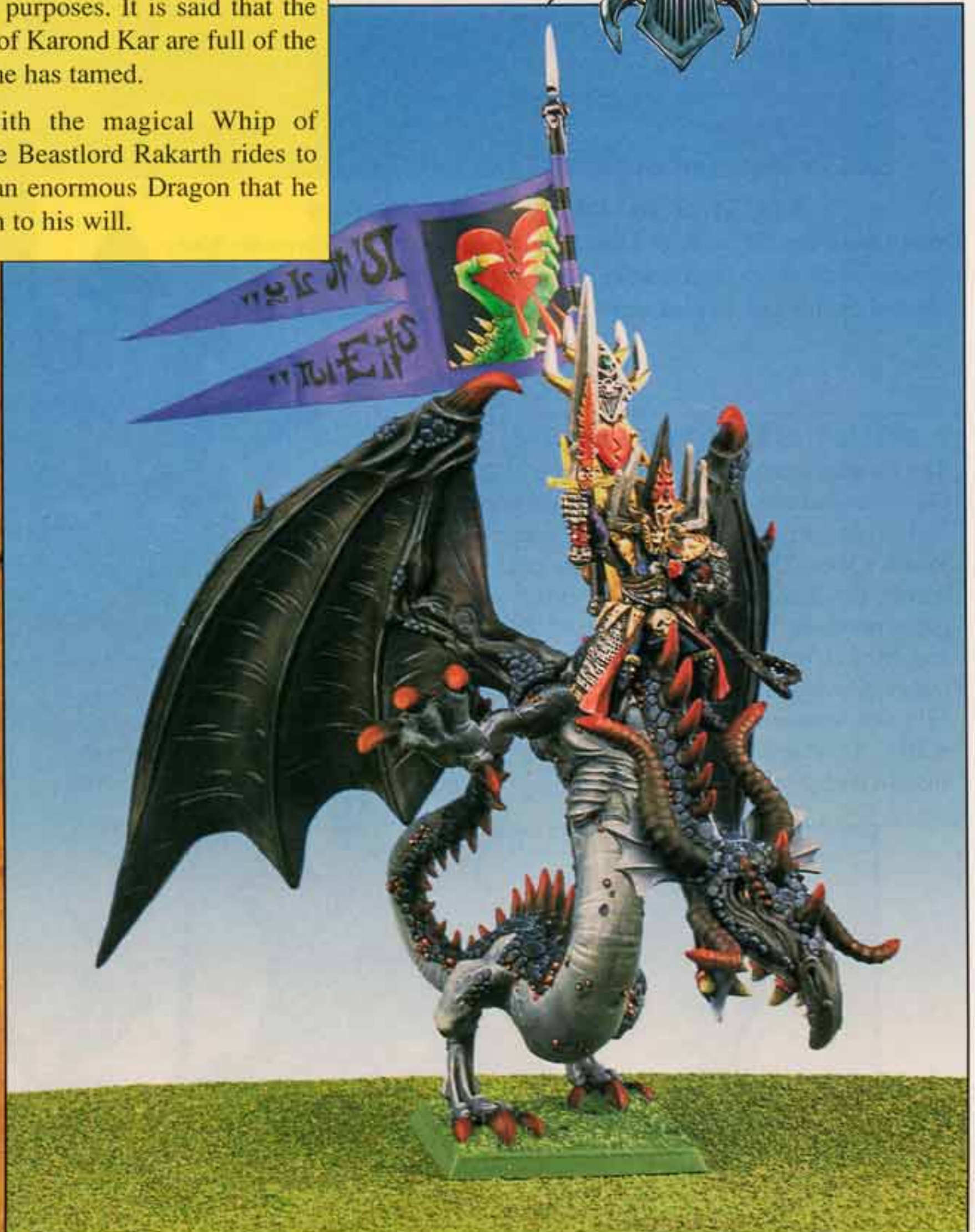
# DARK ELVES

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.

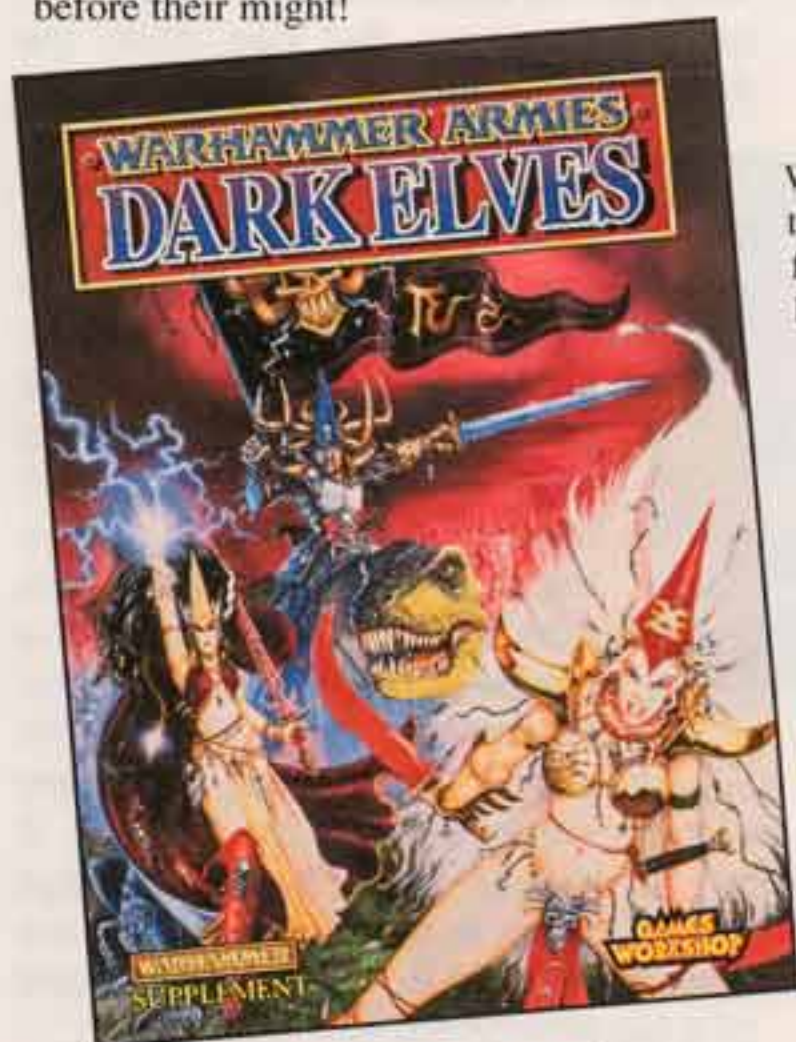


# DARK ELVES



## 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 Hellebron 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.

# 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 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.

## 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!



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



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





# 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.

Dwarf Hammerers make up the King's personal bodyguard. When they march to war, they wield great hammers with which they can crush all but the toughest of foes.



# DWARFS

## 8514C IRONBREAKERS



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

## 8514D DWARF MINERS



PACKAGED 2 MINIATURES PER BLISTER.



# DWARFS

## 8514E BUGMAN'S RANGERS



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

## 8515A SLAYERS



PACKAGED 2 MINIATURES PER BLISTER.



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# DWARFS

## 8515B SLAYERS WITH ADDITIONAL HAND WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8516C DRAGON SLAYERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8516D DAEMON SLAYERS



## 8516K SLAYER COMMAND



PACKAGED 2 MINIATURES PER BLISTER.



PACKAGED 1 MINIATURE PER BLISTER.



# DWARFS

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.

## 8516E DWARF MINER COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8516F BUGMAN'S COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# DWARFS

## 8516G HAMMERER COMMAND



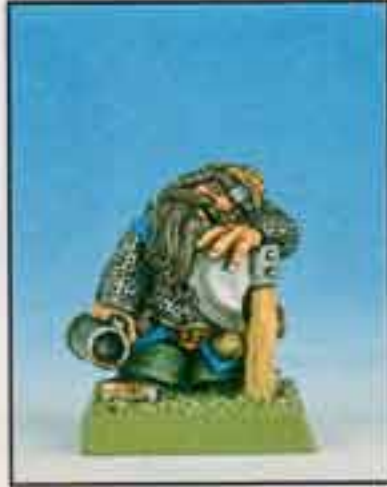
PACKAGED 3 MINIATURES PER BLISTER.

## 8516L DWARF DRUNKS



PACKAGED 2 MINIATURES PER BLISTER.

## 8577D DWARF GYROCOPTER



PAINTED EXAMPLES OF DWARF DRUNKS.



The Dwarf Gyrocopter can race behind enemy lines creating havoc and total disarray.

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



# DWARFS

## 8577A DWARF CANNON



PACKAGED 3 CREW AND 1 CANNON PER BLISTER.

## 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.



It's the Dwarfs' devastating war machines that have saved the day in many battles.

AN EXAMPLE OF A PAINTED DWARF CANNON AND CREW.



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# DWARFS

## 8578A DWARF THUNDERERS



PACKAGED 2 MINIATURES PER BLISTER.



Dwarfs are renowned for their black powder weapons, often credited with inventing the first hand guns. Nothing can stop a cavalry charge faster than a thundering round from these guns.



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# DWARFS

## 8578B DWARF CROSSBOWMEN



PACKAGED 2 MINIATURES PER BLISTER.



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MINIATURES

CITADEL  
MINIATURES

# DWARFS

## 8578C DWARF CLANSMEN



## 8578E DWARF CLANSMEN WITH DOUBLE HANDED WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8578D DWARF SPEARMEN



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



# DWARFS

## 8583A DWARF BANNERS



PACKAGED 5 BANNERS PER BLISTER.

## 8597A DWARF GENERAL



THIS MINIATURE IS PERFECT FOR REPRESENTING LORD DRONG IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE PER BLISTER.

## 8597B DWARF GENERAL



THIS MINIATURE IS PERFECT FOR REPRESENTING QUEEN HELGAR IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE PER BLISTER.

## 8597D DWARF RUNESMITH



THIS MINIATURE IS PERFECT FOR REPRESENTING GRUNG IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

## 8597E DWARF HERO



THIS MINIATURE IS PERFECT FOR REPRESENTING SKAG IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

## 8597H DWARF MINER CHAMPION



THIS MINIATURE IS PERFECT FOR REPRESENTING KRUDD IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.



# DWARFS

8599D KING KAZADOR



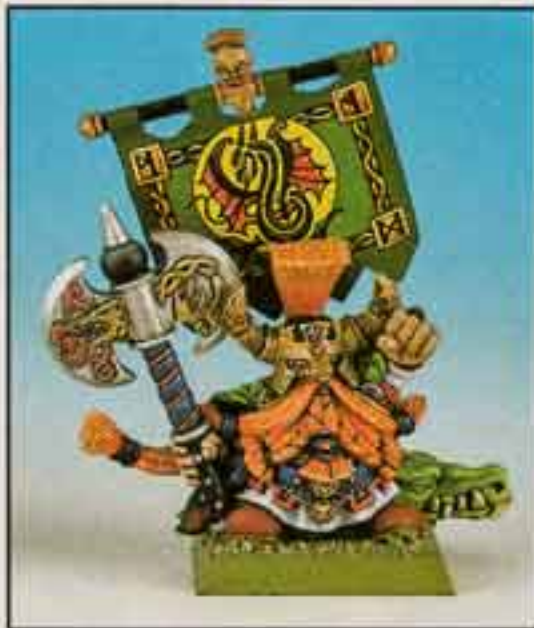
MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

8599E BURLOCK DAMMINSON



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

8599F UNGRIM 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.

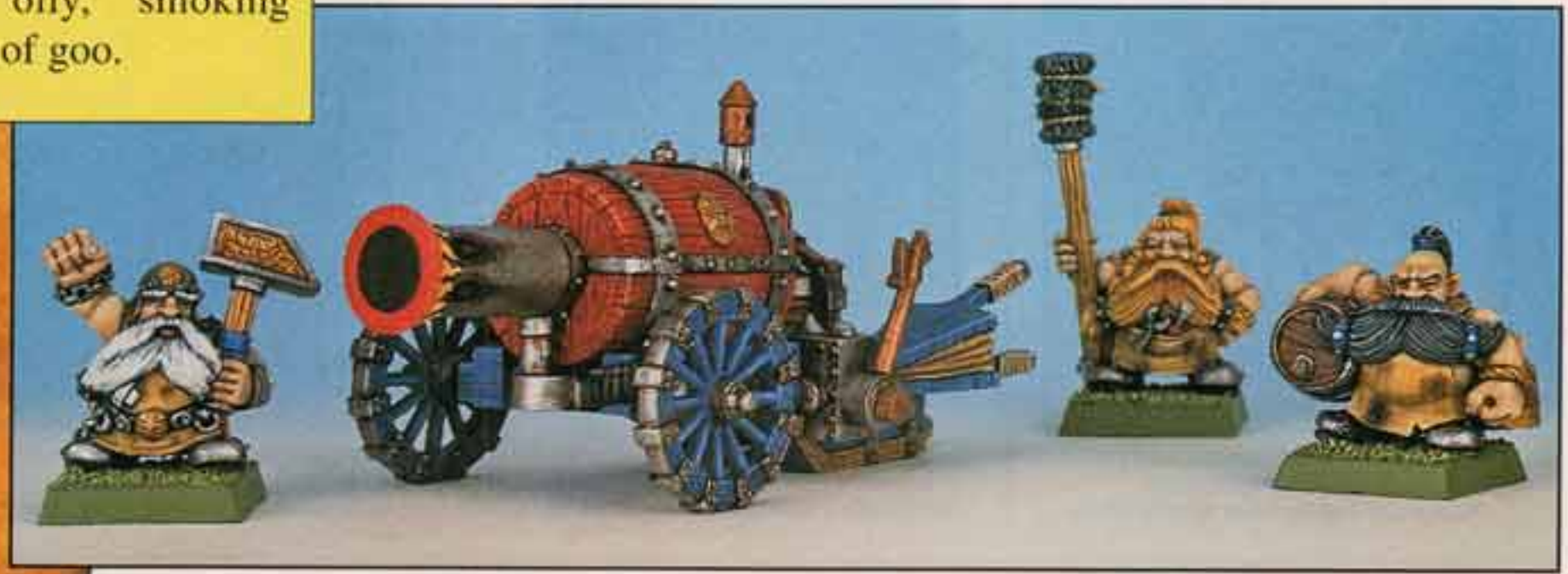
# DWARFS



**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.

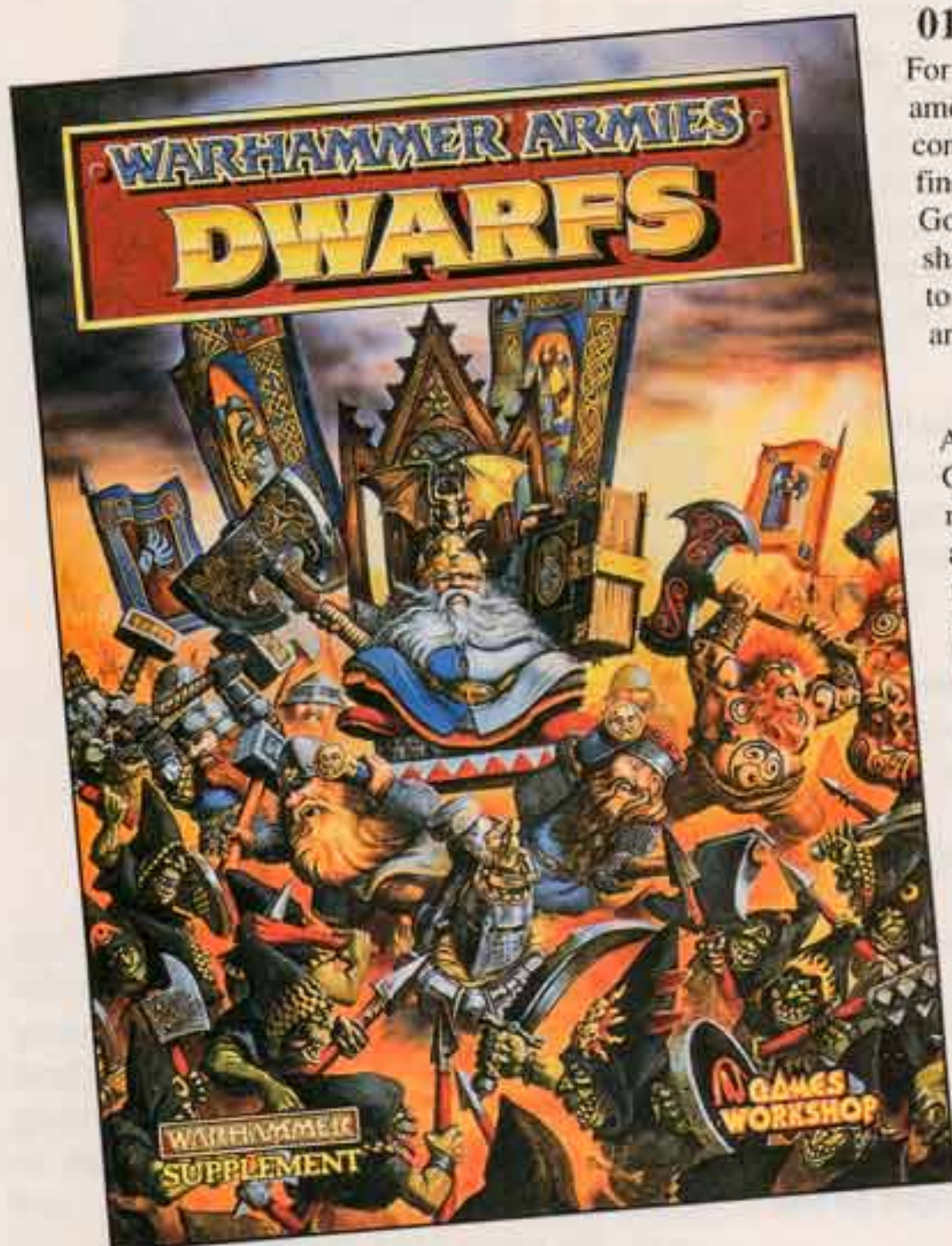
**0837  
DWARF FLAME  
CANNON**  
Capable of spewing forth a gout of burning pitch, the Flame Cannon can so completely annihilate a unit of troops that there is nothing left but oily, smoking piles of goo.



# 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 World's 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.

# 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 marvels like the **Imperial Steam Tank**, and the **Colleges 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 a 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 the very best mercenaries gold can buy, Their hulking forms and brutish strength inspire fear all over the field.



# EMPIRE

8556A KNIGHTS OF THE WHITE WOLF



8556B KNIGHTS OF THE WHITE WOLF  
STANDARD  
BEARER



PACKAGED 1 MINIATURE AND  
1 PLASTIC HORSE PER BLISTER.

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.



While most knights opt for swords, the wild White Wolves opt for great two-handed hammers so they can literally crush their enemies.



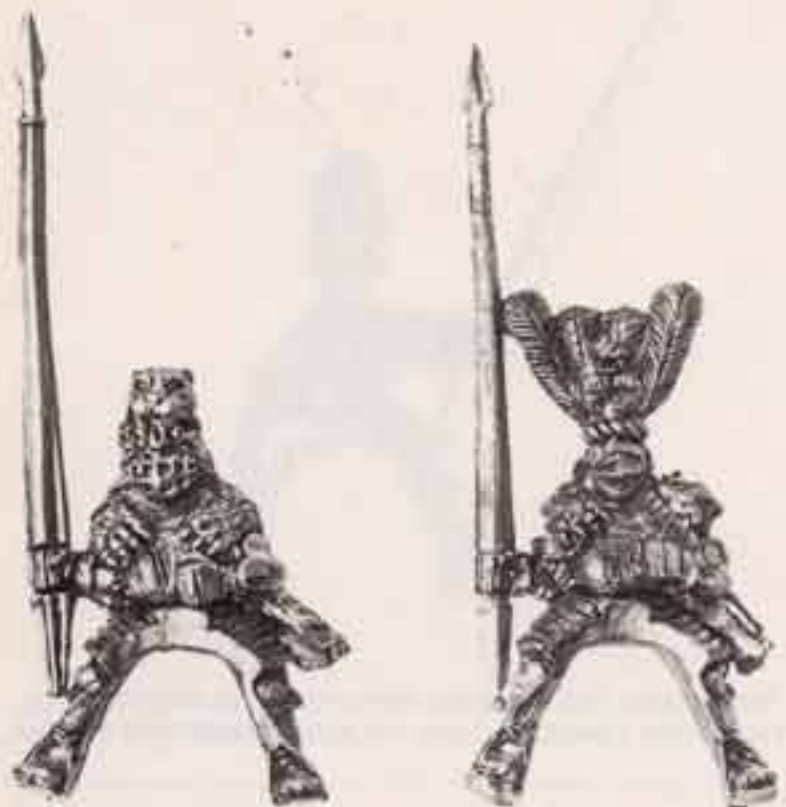
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MINIATURES



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MINIATURES

# EMPIRE

8556D KNIGHTS PANTHER



8556E KNIGHTS PANTHER STANDARD BEARER



8556F KNIGHTS PANTHER GRAND MASTER



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



The Knights Panther are one of the shining examples of the Knightly Orders. Marching to battle they carry the pelts of their namesakes slung across their shoulders.



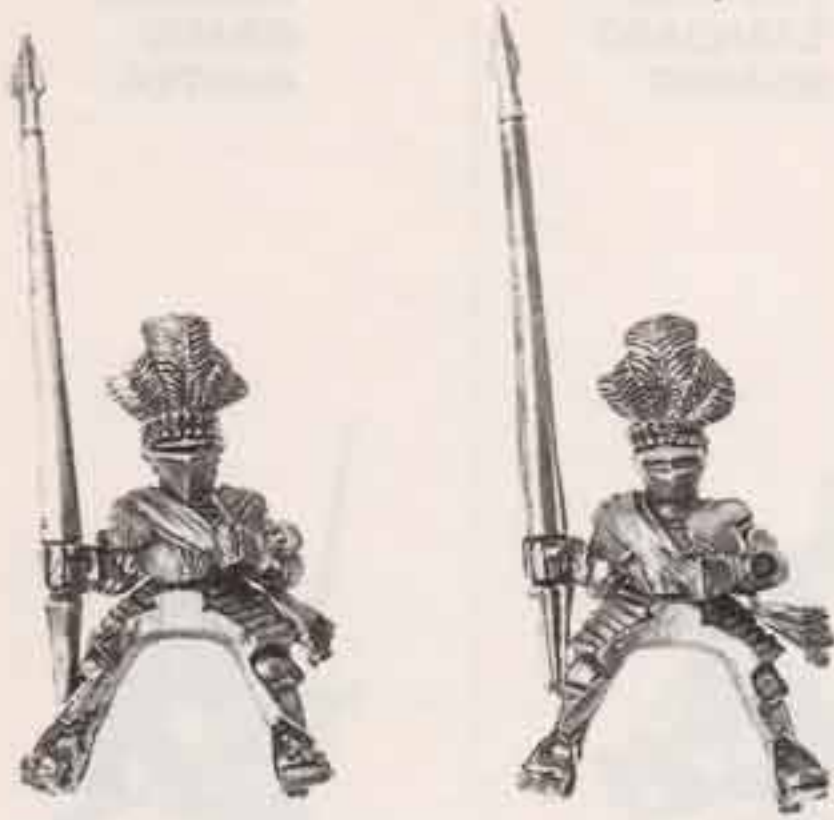
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MINIATURES

# EMPIRE

## 8556G REIKSGUARD KNIGHTS



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.

## 8556I REIKSGUARD KNIGHT GRAND MASTERS



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



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MINIATURES



CITADEL  
MINIATURES

# EMPIRE

8556J KNIGHTS OF THE BLAZING SUN



8556K KNIGHTS OF THE BLAZING SUN  
STANDARD BEARER



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.



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MINIATURES



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MINIATURES

# EMPIRE

8558A EMPIRE COMMAND



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



# EMPIRE

8558A EMPIRE COMMAND



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



CITADEL  
MINIATURES



CITADEL  
MINIATURES

# 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.



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MINIATURES



# EMPIRE

## 8558E EMPIRE HALBERDIERS



PACKAGED 2 MINIATURES PER BLISTER.



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MINIATURES



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MINIATURES

# EMPIRE

## 8559A EMPIRE HAND GUNNERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8559B EMPIRE CROSSBOWMEN



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



# 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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MINIATURES



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MINIATURES

# EMPIRE

**8560B ENGINEER OTRIDER  
WITH REPEATER  
MUSKET**



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8560C ENGINEER OTRIDER  
WITH REPEATER  
PISTOL**



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8560F KISLEV HORSE  
ARCHER MUSICIAN**



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8560D KISLEV HORSE ARCHERS**



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

**8560E KISLEV HORSE  
ARCHER STANDARD  
BEARER**



**8560G KISLEV HORSE ARCHER CHAMPIONS**



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

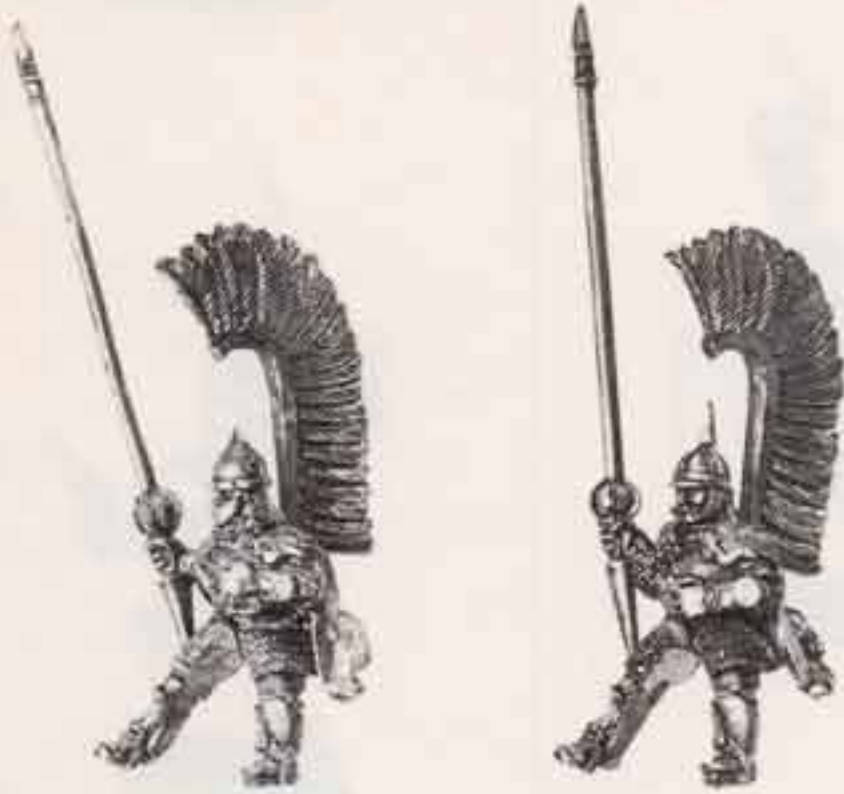


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MINIATURES

CITADEL  
MINIATURES

# EMPIRE

## 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.



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MINIATURES



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MINIATURES

# 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.



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CITADEL  
MINIATURES

# EMPIRE

## 8562A HALFLING SPEARMEN



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



## 8562B HALFLING ARCHERS



PACKAGED 4 MINIATURES PER BLISTER.

## 8562C HALFLING COMMAND



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



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MINIATURES



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MINIATURES



# EMPIRE

## 8562D HALFLING HOT POT CATAPULT



PACKAGED 3 HALFLINGS AND 1 HOT POT CATAPULT PER BLISTER.

## 8563A JADE WIZARD



PACKAGED 1 WIZARD PER BLISTER.

## 8563B MOUNTED JADE WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

## 8563C AMBER WIZARD



PACKAGED 1 WIZARD PER BLISTER.

## 8563D MOUNTED AMBER WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

# EMPIRE

8563E BRIGHT WIZARD



PACKAGED 1 WIZARD PER BLISTER.

8563F MOUNTED BRIGHT WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563G CELESTIAL WIZARD



PACKAGED 1 WIZARD PER BLISTER.

8563H MOUNTED CELESTIAL WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563I GOLD WIZARD



PACKAGED 1 WIZARD PER BLISTER.

8563J MOUNTED GOLD WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

# EMPIRE

8563K GREY WIZARD



PACKAGED 1 WIZARD PER BLISTER.

8563L MOUNTED GREY WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563M AMETHYST WIZARD



PACKAGED 1 WIZARD PER BLISTER.

8563N MOUNTED AMETHYST WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563O LIGHT WIZARD



PACKAGED 1 WIZARD PER BLISTER.

8563P MOUNTED LIGHT WIZARD



PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.



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MINIATURES



CITADEL  
MINIATURES

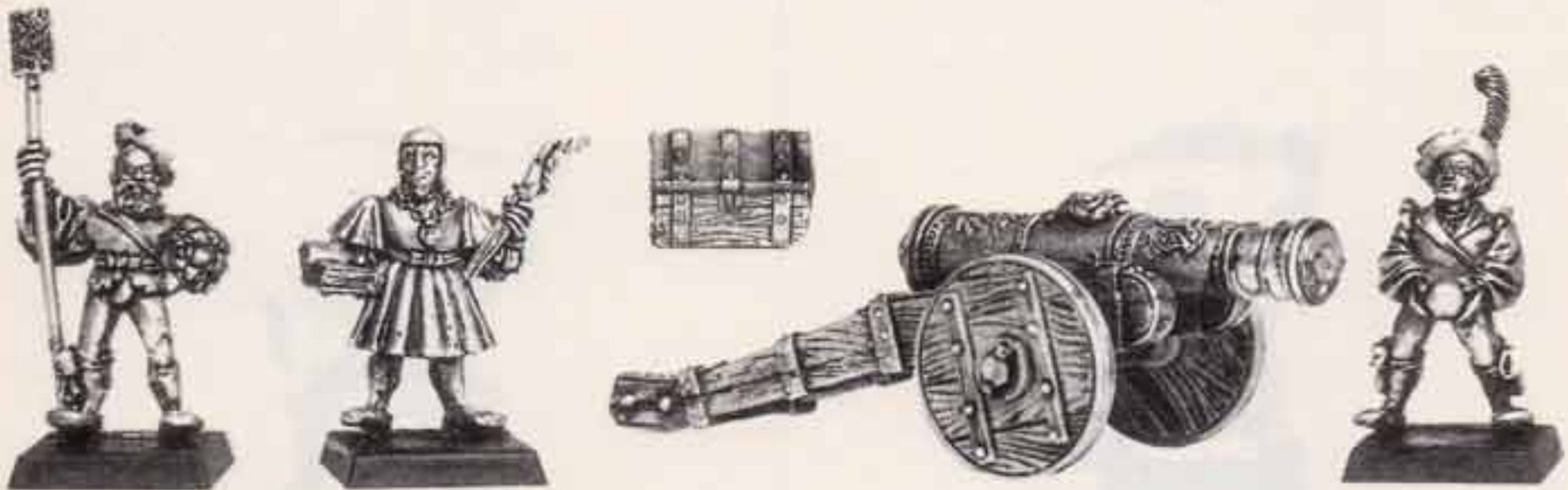
# EMPIRE

## 8576A EMPIRE MORTAR



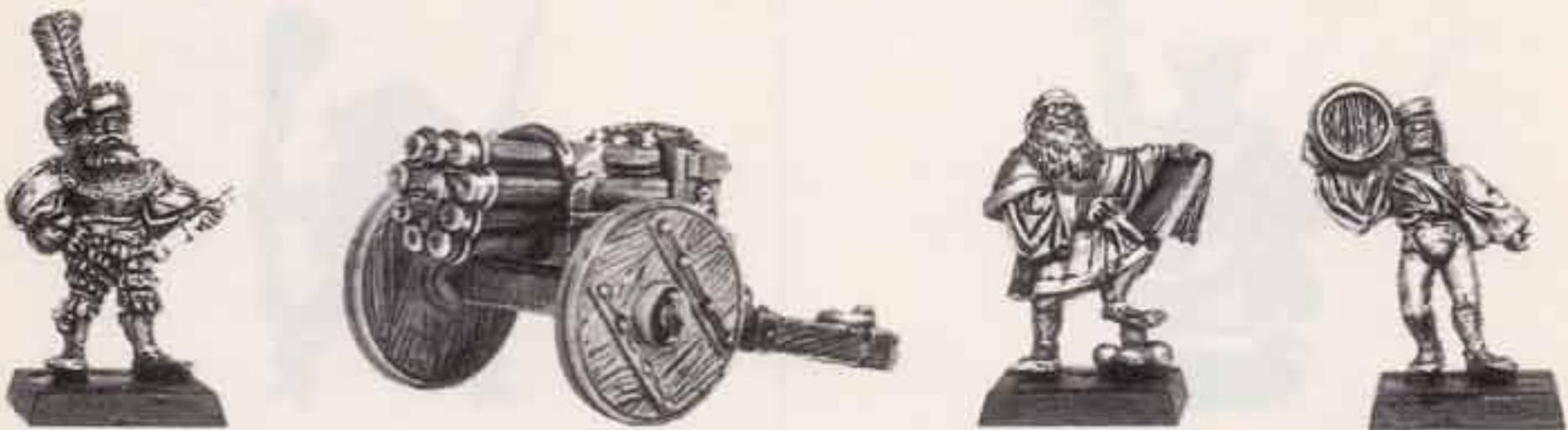
PACKAGED 3 CREW AND 1 EMPIRE MORTAR PER BLISTER.

## 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.



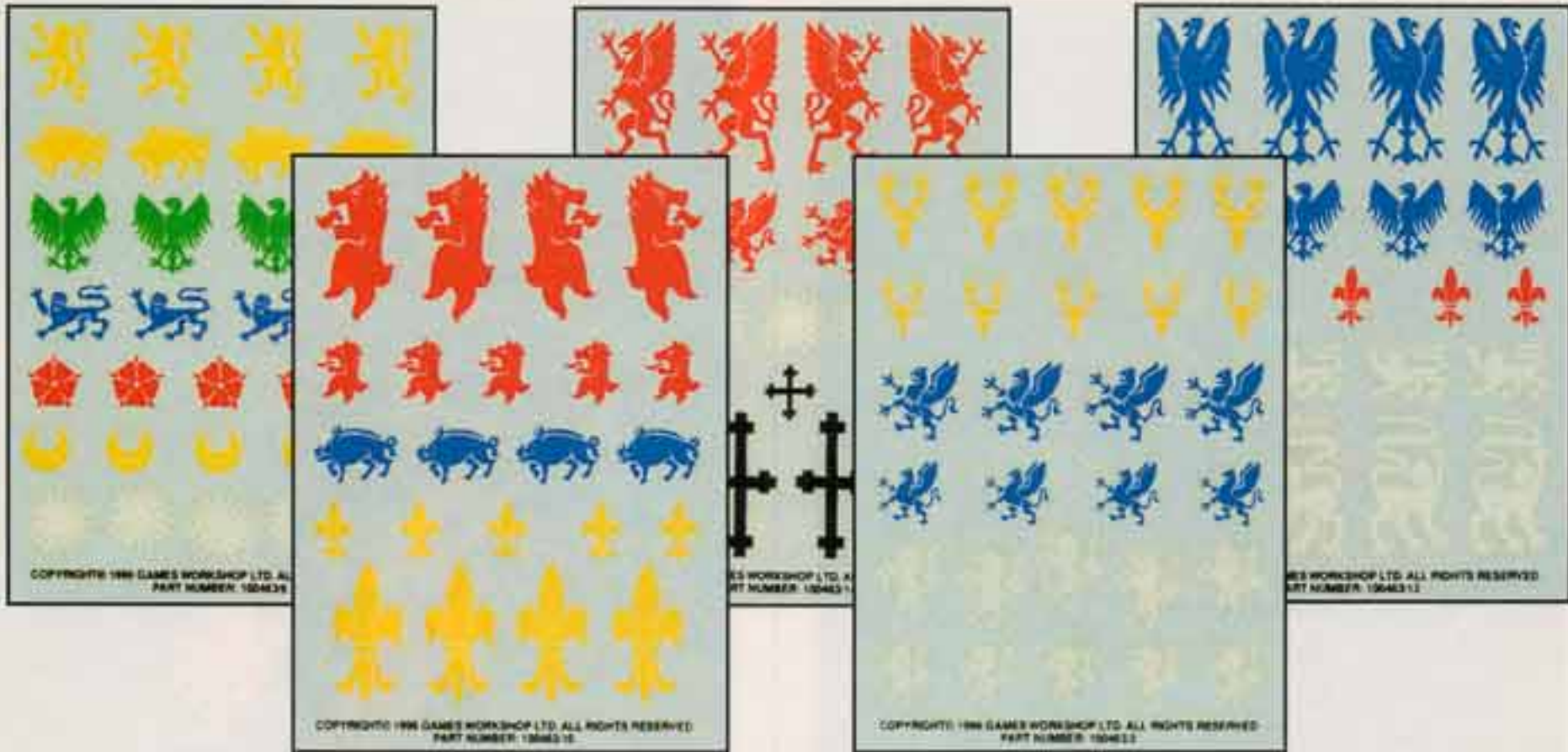
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MINIATURES



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# 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.



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# 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.

8597L EMPIRE GENERAL



THIS MODEL IS PERFECT FOR REPRESENTING RUTGAR FROM THE  
IDOL OF GORK CAMPAIGN PACK.  
MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.  
PACKAGED 1 MINIATURE, 1 PEWTER SHIELD, AND  
1 PLASTIC HORSE PER BLISTER.



# 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. It is one of the best achievements of the top-secret Imperial Engineering School.



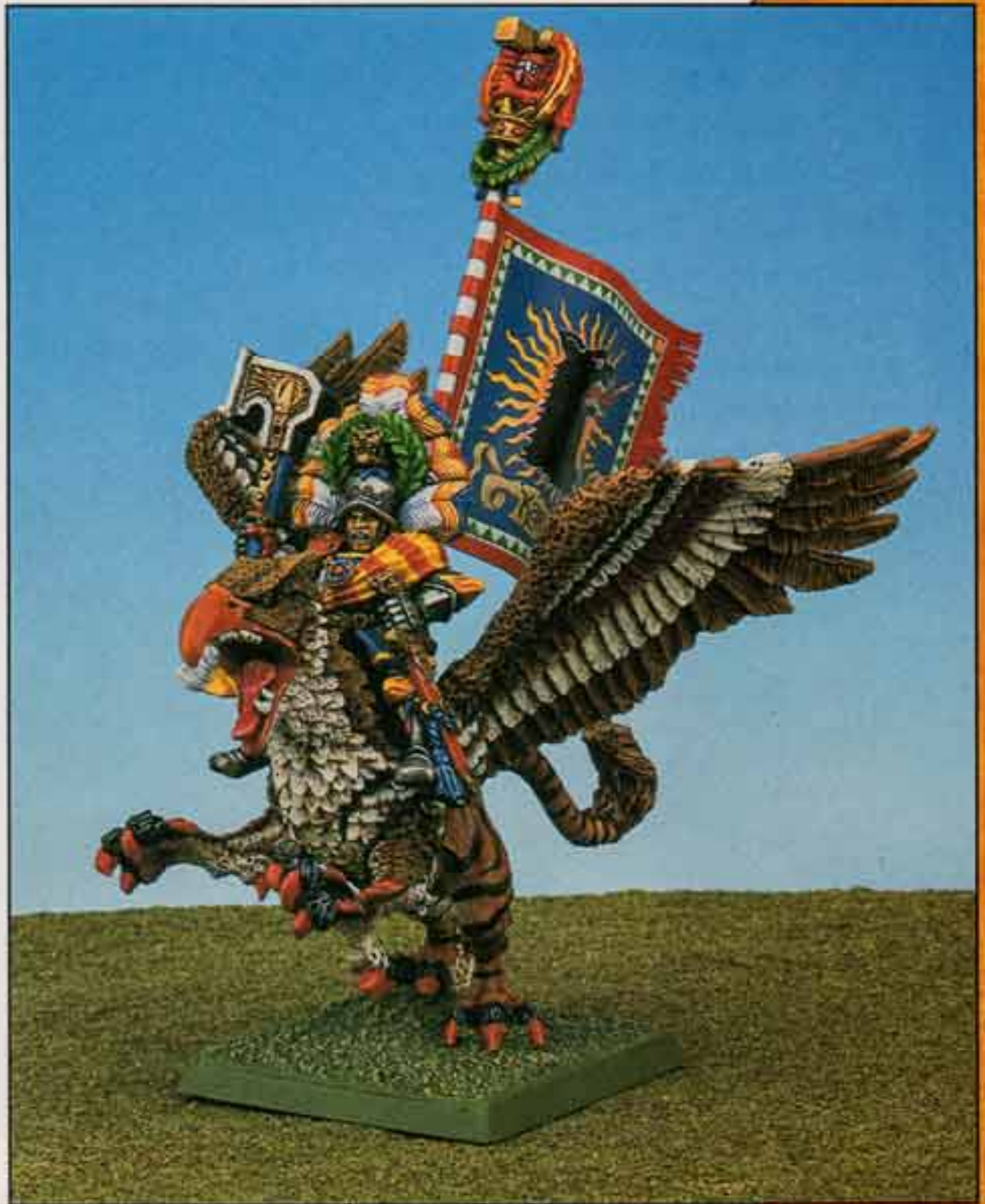


# EMPIRE

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 Aldorf 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.

# 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 came 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

The White Lions are proficient with axes that enable them to make one of three special attacks.



## 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 refortify 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.

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



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.



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

# 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.



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# HIGH ELVES

## 8505B WHITE LIONS OF CHRACE COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8505C HIGH ELF HERO



PACKAGED 1 MINIATURE PER BLISTER.

## 8505D HIGH ELF MAGE



THIS MINIATURE IS PERFECT FOR REPRESENTING TETHAN IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

## 8506A PHOENIX GUARD



PACKAGED 2 MINIATURES PER BLISTER.



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MINIATURES



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MINIATURES

# HIGH ELVES

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.





# HIGH ELVES

## 8506E HIGH ELF ARCHERS WITH ARMOR



PACKAGED 2 MINIATURES PER BLISTER.

## 8506F HIGH ELF SPEARMEN

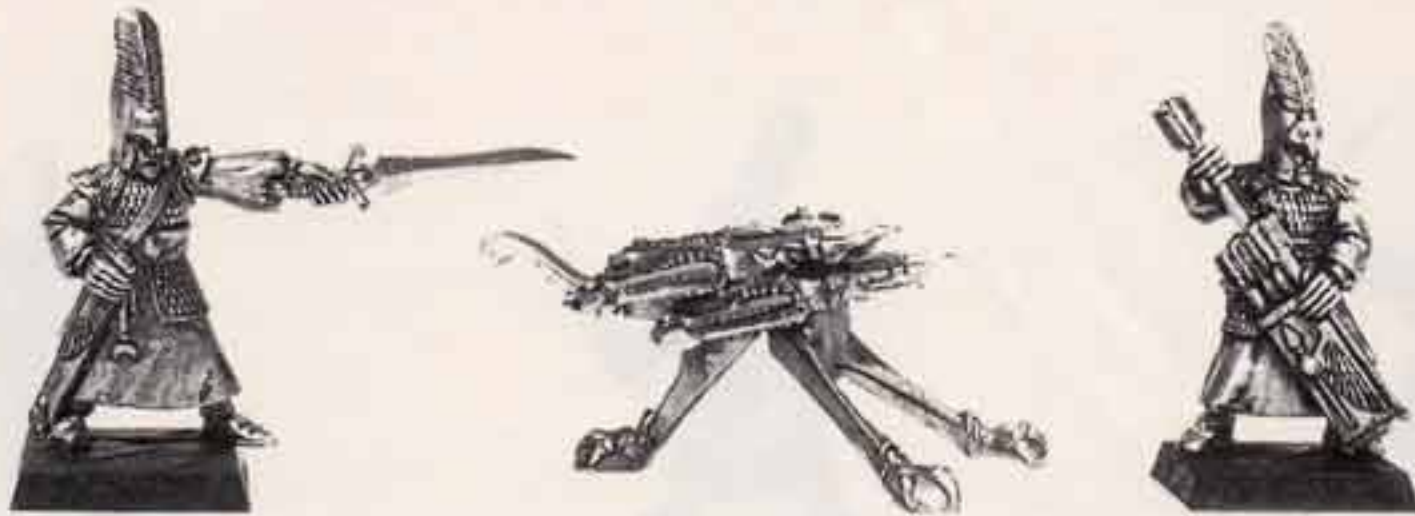


MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.



# HIGH ELVES

## 8506G HIGH ELF REPEATING BOLT THROWER



PACKAGED 2 CREW AND 1 REPEATING BOLT THROWER PER BLISTER.

## 8506H HIGH ELF ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.



PAINTED EXAMPLES OF HIGH ELF ARCHERS.



# HIGH ELVES

## 8506J SWORDMASTERS OF HOETH COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8506K MAIDEN GUARD



PACKAGED 2 MINIATURES PER BLISTER.



## 8506L MAIDEN GUARD CHAMPION



PACKAGED 1 MINIATURE PER BLISTER.



# HIGH ELVES

## 8508A ELLYRIAN REAVERS WITH SPEAR



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

## 8508B ELLYRIAN REAVERS WITH BOW



PACKAGED 1 MINIATURE, 1 BOW ARM WHEN NECESSARY, 2 BOWS AND QUIVERS, AND 1 PLASTIC HORSE PER BLISTER.



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MINIATURES



CITADEL  
MINIATURES

# HIGH ELVES

## 8508D HIGH ELF MAGE



PACKAGED 1 MINIATURE PER BLISTER.

## 8505E HIGH ELF ARCHER COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8508F HIGH ELF SILVER HELMS



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



# HIGH ELVES

## 8508G DRAGON PRINCES OF CALEDOR



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.



## 8508I DRAGON PRINCES STANDARD BEARER



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



# HIGH ELVES

8508J SILVER HELM  
CHAMPION



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

8508K SILVER HELM  
MUSICIAN



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

8508L SILVER HELM  
STANDARD  
BEARER



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



8508M ELLYRIAN REAVER  
CHAMPION



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

8508P ELLYRIAN REAVER  
MUSICIAN



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

8508N ELLYRIAN REAVER  
STANDARD  
BEARER

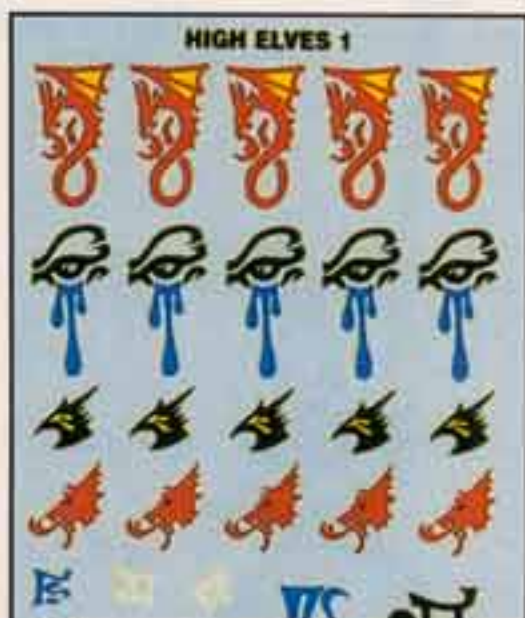


MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND PLASTIC HORSE PER BLISTER.



# HIGH ELVES

## 8583Q HIGH ELF TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.

## 8583B HIGH ELF BANNERS



PACKAGED 5 BANNERS PER BLISTER.





# HIGH ELVES

## 8597C HIGH ELF GENERAL



THIS MINIATURE IS PERFECT FOR REPRESENTING ELDROTH IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8597F HIGH ELF HERO



THIS MINIATURE IS PERFECT FOR REPRESENTING FENDAR IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8597G HIGH ELF HERO



THIS MINIATURE IS PERFECT FOR REPRESENTING ARDATH IN THE WARHAMMER CAMPAIGN PACK GRUDGE OF DRONG. MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.



# HIGH ELVES

8599B PRINCE TYRION



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

8599C TECLIS, HIGH ELF MAGE LORD



MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.



8599X KORHIL, HUNTER CAPTAIN OF THE WHITE LIONS



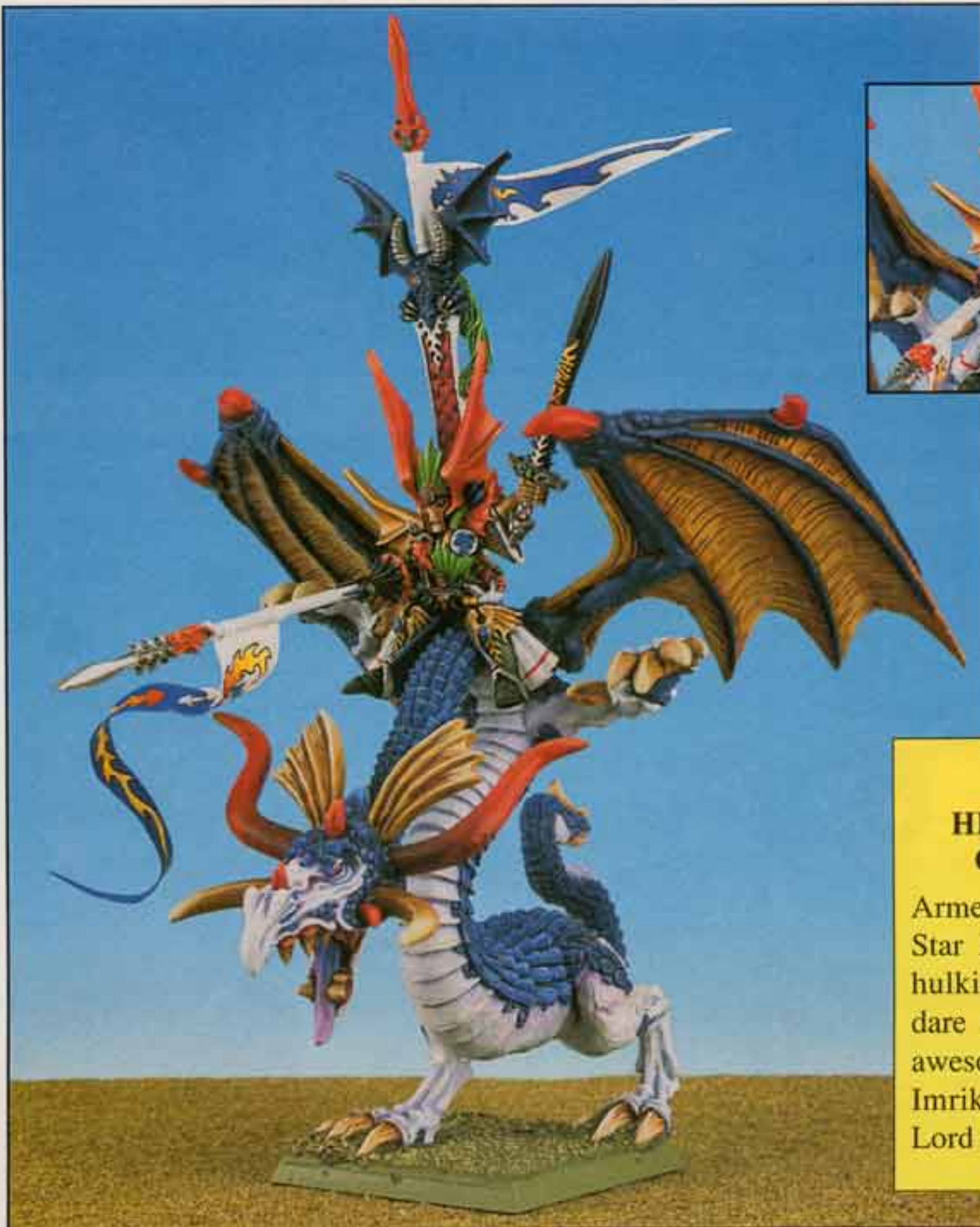
MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.



# 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.



**990054  
HIGH ELF TIRANOC CHARIOT**

Charging in, striking at their foe and wheeling away, driving back the enemy with their skill and power, the Charioteers of Tiranoc are a breathtaking sight that none in the other Elven kingdoms can match for speed and grace.



# HIGH ELVES



993352

## ELLYRIAN REAVERS

Like an army of shadows they strike hard and fast before vanishing once more into the wilderness. Ellyrians are virtually born in the saddle and their feats of horsemanship are legendary.

993345

## SILVER HELMS

The Silver Helms form the small but powerful core of the Phoenix King's armies. Mounted upon swift Elven steeds, armored in hardened steel, and bearing tall lances with diamond-hard tips, the martial prowess of these Elf Knights is almost unequalled.

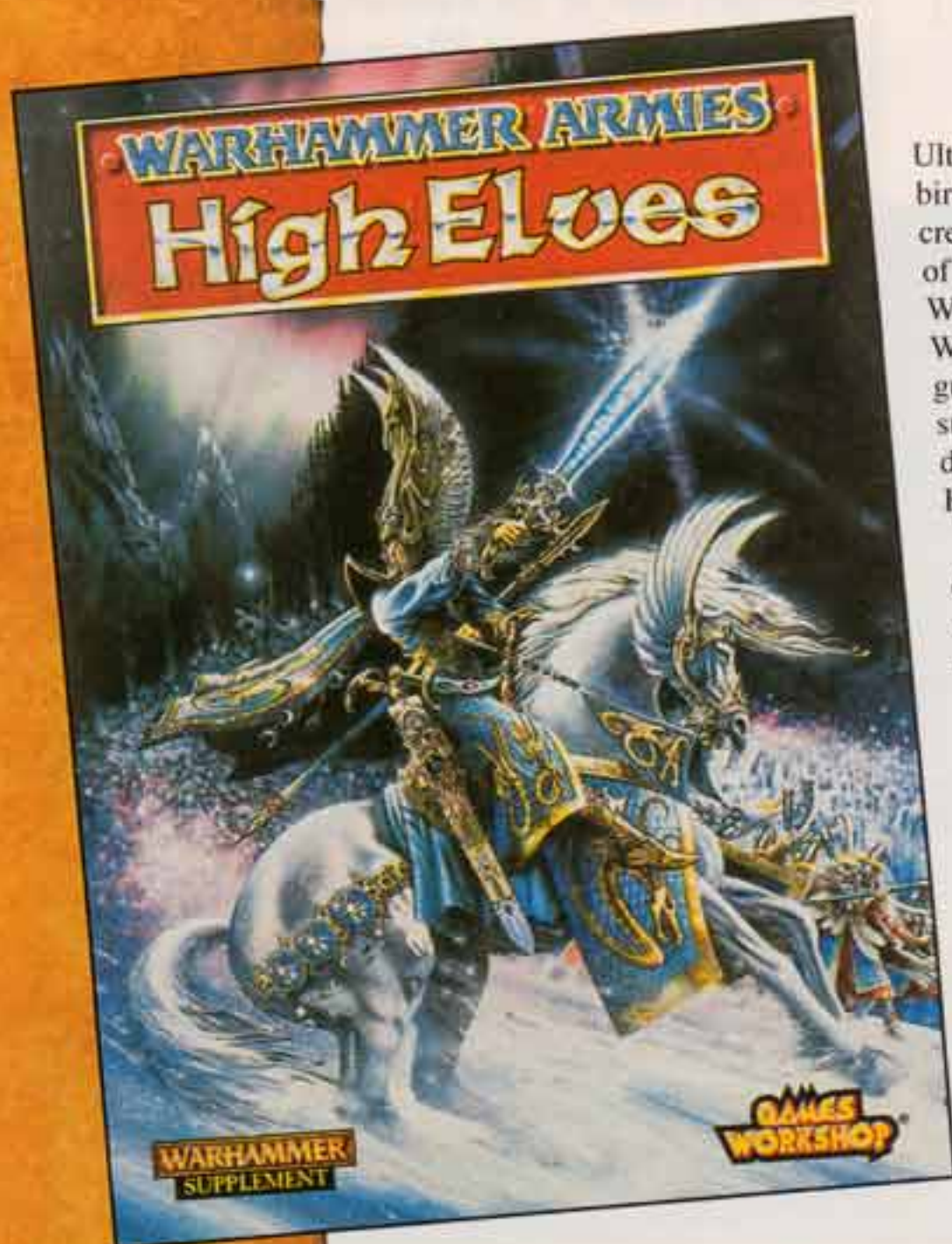


# HIGH ELVES



## 977260 HIGH ELF CAVALRY FORCE

This box contains around 750 points worth of High Elf Cavalry forces. This set includes a booklet with full force lists for all the models in the box. There is also a complete set of full-color, self-adhesive banners and transfer sheets.



## 210001 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 for 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.

# 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 pass.

## 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 arcane 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 the 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!

## 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 lengths 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



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

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. Also pouring forth from the Lustrian jungles are 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!



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



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.



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# 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.

## 8584G TERRADONS WITH BOWS



## 8584H TERRADONS WITH JAVELINS



PACKAGED 1 HEAD, TAIL, LEFT WING, RIGHT WING, FRONT RIDER, BACK RIDER, AND 2 METAL SHIELDS PER BLISTER.



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# LIZARDMEN

## 8584M SALAMANDER



PACKAGED 1 SALAMANDER AND 4 PRODDERS PER BLISTER.

## 8585C SAURUS WITH HAND WEAPONS



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

Strong and scaly, Saurus warriors have been known to take on a full charge from mounted knights and come away unscathed.



# LIZARDMEN

8585A SAURUS COMMAND



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



Skinks make excellent skirmishing troops. Their quick move allows them to run around enemy units and fire at them from behind!

Skinks often form up around their larger cousins, the Kroxigors. This can make for a nasty combo, for as the Skinks attack so can the Kroxigors by swinging their great axes over the Skinks' heads.



# 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.



# LIZARDMEN

## 8585G TEMPLE GUARD COMMAND



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

## 8585H TEMPLE GUARDS



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



Saurus Temple Guards are the elite of the Lizardmen. They win their battles with sheer brute force rather than finesse or speed.



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# 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.

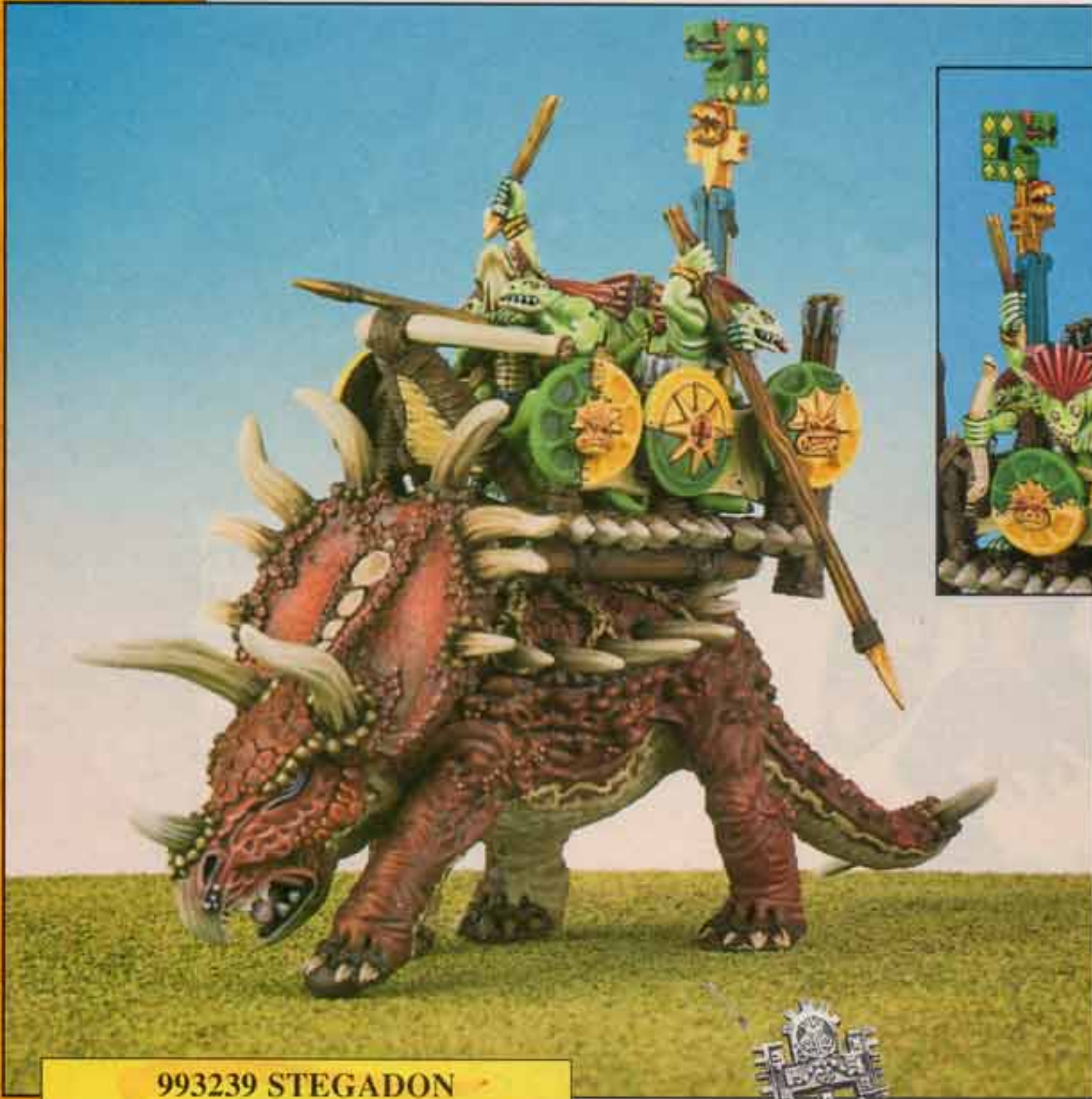


## 0664 PLASTIC LIZARDMEN SKINKS

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



## 993239 STEGADON

The Stegadon is the greatest of the Lizardmen war beasts. It is a particularly fearsome creature with large horns, spiky tail, and massive jaws. Its thick horny hide serves as natural armor plating to protect it during battle. Skinks ride in a howdah on its broad back, raining down spears, javelins, and arrows from its great bow.



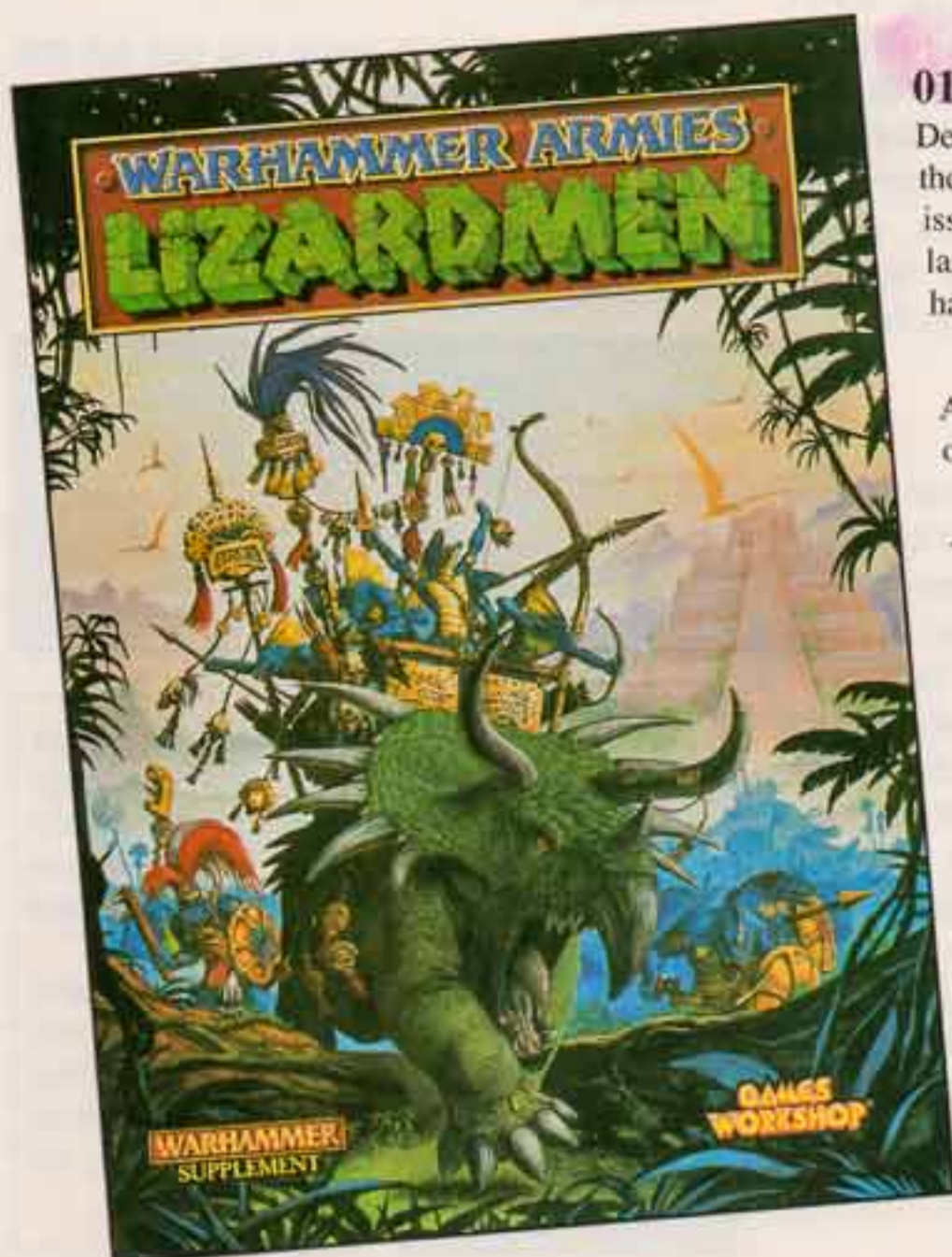


# LIZARDMEN



## 0540 SLANN MAGE PRIEST ON PALANQUIN

The bloated Slann Mage Priest is carried into battle by the most exceptionally strong and dedicated Saurus who are 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, Kroxi'kor 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 Sauris, 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.

# 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 annals of Human and Dwarf history, when huge armies came sweeping out of the mountains leaving complete destruction and desolation in their 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 their lack of 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 fighting 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, shrewdness and their bizarre but effective selection of troops.

## 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 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.

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



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

Left: 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.

Not suitable for children under 36 months due to small parts and essential pointed components. All models supplied unpainted.  
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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 ARROW 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



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



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MINIATURES



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# ORCS & GOBLINS

8542B SAVAGE ORC ARRER BOYZ



PACKAGED 2 MINIATURES PER BLISTER.



# ORCS & GOBLINS

8542C SAVAGE ORC COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



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MINIATURES



CITADEL  
MINIATURES



# ORCS & GOBLINS

## 8542C SAVAGE ORC COMMAND



PACKAGED 3 MINIATURES PER BLISTER.

## 8542E SAVAGE ORC SHAMAN



PACKAGED 1 MINIATURE AND 1 SNOTLING PER BLISTER.

## 8544A BLACK ORCS WITH ADDITIONAL HAND WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.



# ORCS & GOBLINS

## 8544B BLACK ORCS WITH DOUBLE HANDED WEAPONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8544C BLACK ORC COMMAND

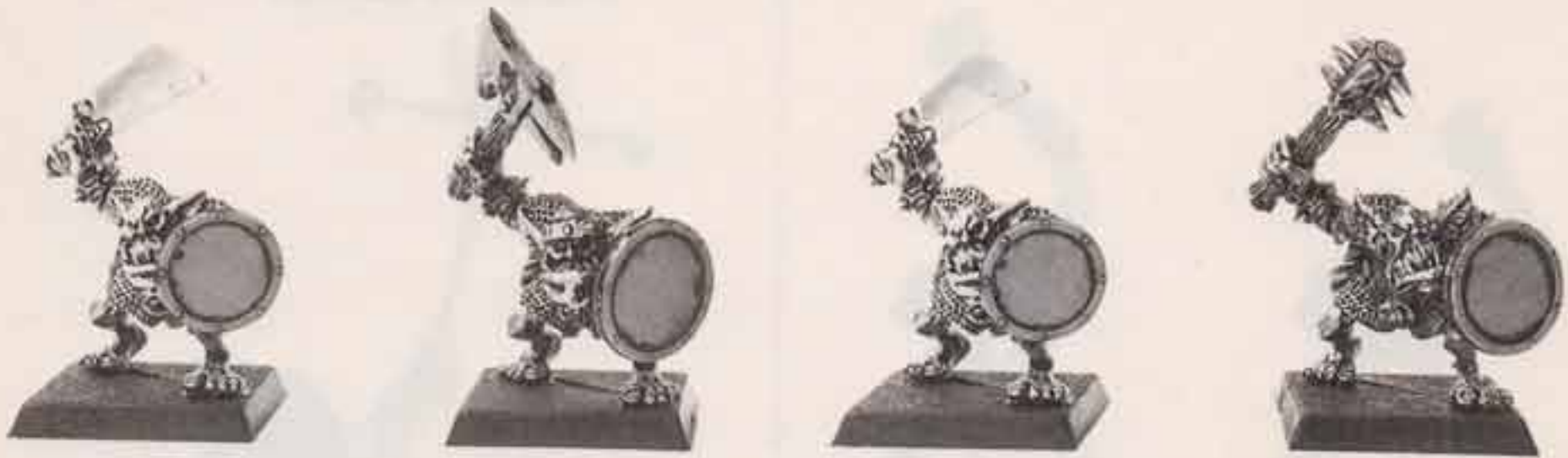


PACKAGED 3 MINIATURES PER BLISTER.



# ORCS & GOBLINS

## 8544E ORC BIG 'UNS



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



The older Orcs get the bigger and meaner they become. These Orcs, known as Big 'Uns, have seen countless fights, are tough as nails, and are only too happy to get in another scrap!

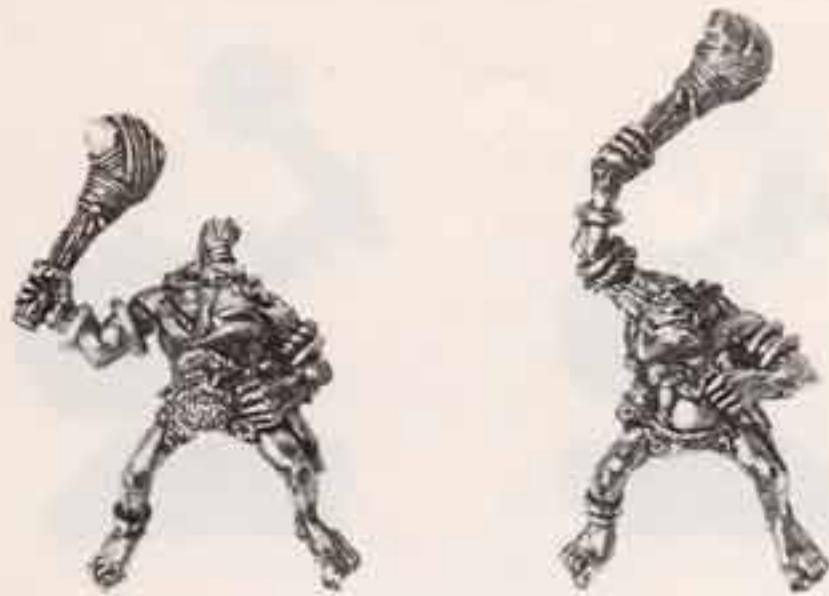
## 8544G BIG 'UNS COMMAND



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

# ORCS & GOBLINS

## 8545A SAVAGE ORC BOAR BOYZ



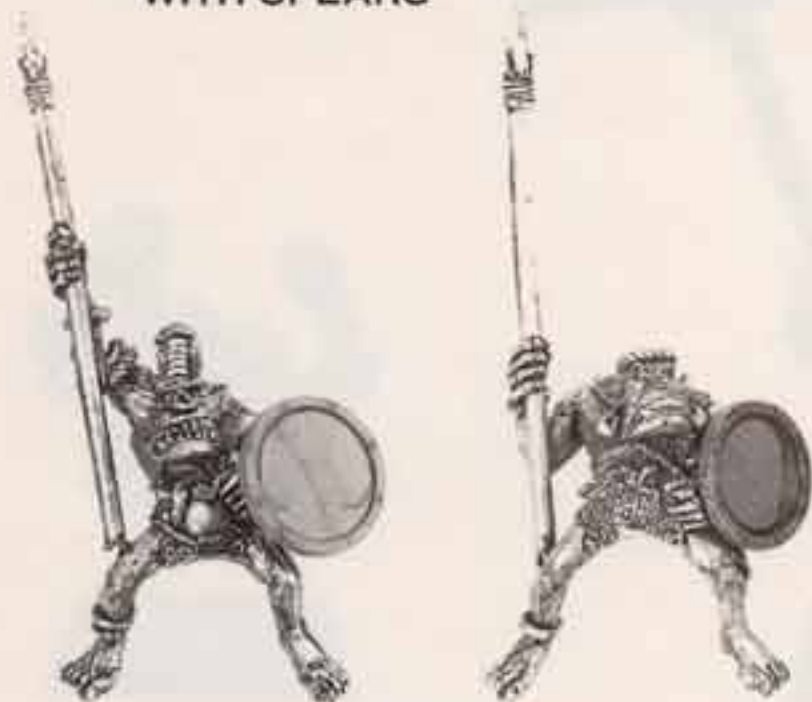
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.  
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

## 8545B SAVAGE ORC BOAR BOYZ HERO



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

## 8545E SAVAGE ORC BOAR BOYZ WITH SPEARS



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



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.



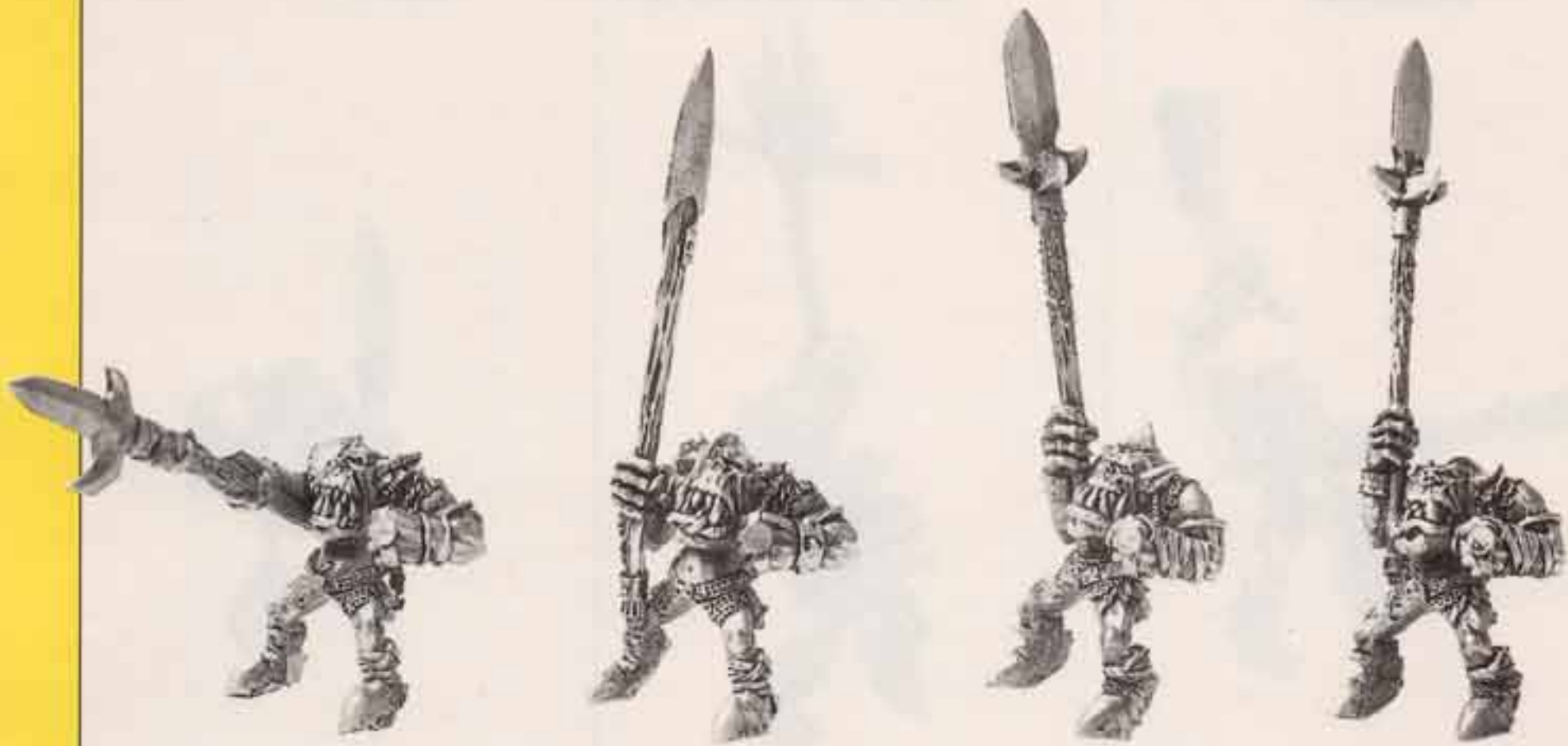
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MINIATURES



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# ORCS & GOBLINS

8545G ORC BOAR BOYZ WITH SPEARS



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

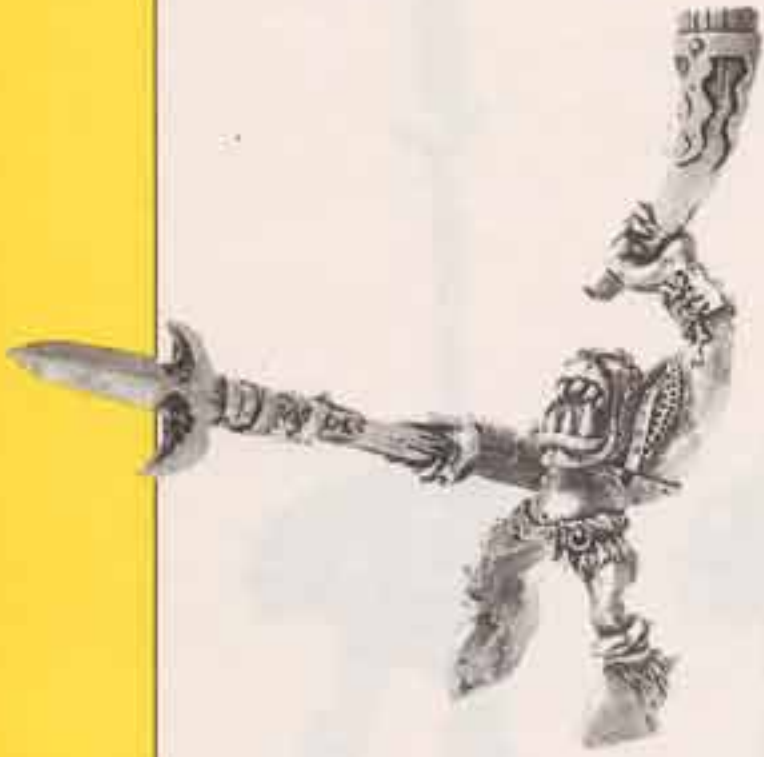
Since Orcs would rather eat a horse than ride it (only stinkin' Umies and weedy Elves ride horses) they turned to the foul tempered boars for support. These boars are incredibly mean, and only the biggest Orcs can ride them successfully.



AN EXAMPLE OF A PAINTED UNIT OF ORC BOAR BOYZ.

# ORCS & GOBLINS

8545K ORC BOAR BOYZ  
MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR  
PER BLISTER.

8545J ORC BOAR BOYZ  
STANDARD BEARER



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR  
PER BLISTER.

8545H ORC BOAR BOYZ  
HERO



PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR  
PER BLISTER.

8583D ORC BANNERS



PACKAGED 5 DIFFERENT BANNERS PER BLISTER.



# ORCS & GOBLINS

8597J ORC SHAMAN



THIS MODEL IS PERFECT FOR REPRESENTING NAZGOB FROM THE IDOL OF GORK CAMPAIGN PACK. MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.



8598C GROTFANG ROTGUT



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

8598B MORGLUM NECKSNAPPER



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

8597K ORC WARLORD



THIS MODEL IS PERFECT FOR REPRESENTING GROTFANG FROM THE IDOL OF GORK CAMPAIGN PACK. MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED. PACKAGED 1 MINIATURE, 1 PEWTER BOAR HEAD, AND 1 PLASTIC BOAR PER BLISTER.



# ORCS & GOBLINS

## 8547A GOBLINS



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



## 8547C GOBLINS WITH SPEARS



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



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# ORCS & GOBLINS

8547D GOBLIN COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



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CITADEL  
MINIATURES

# ORCS & GOBLINS

## 8547E FOREST GOBLINS



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

Forest Goblins live in the dark woods of the Old World. They love to decorate themselves with wild feathers and tattoos which add to their frightening appearance when they raid villages and farms.



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# 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



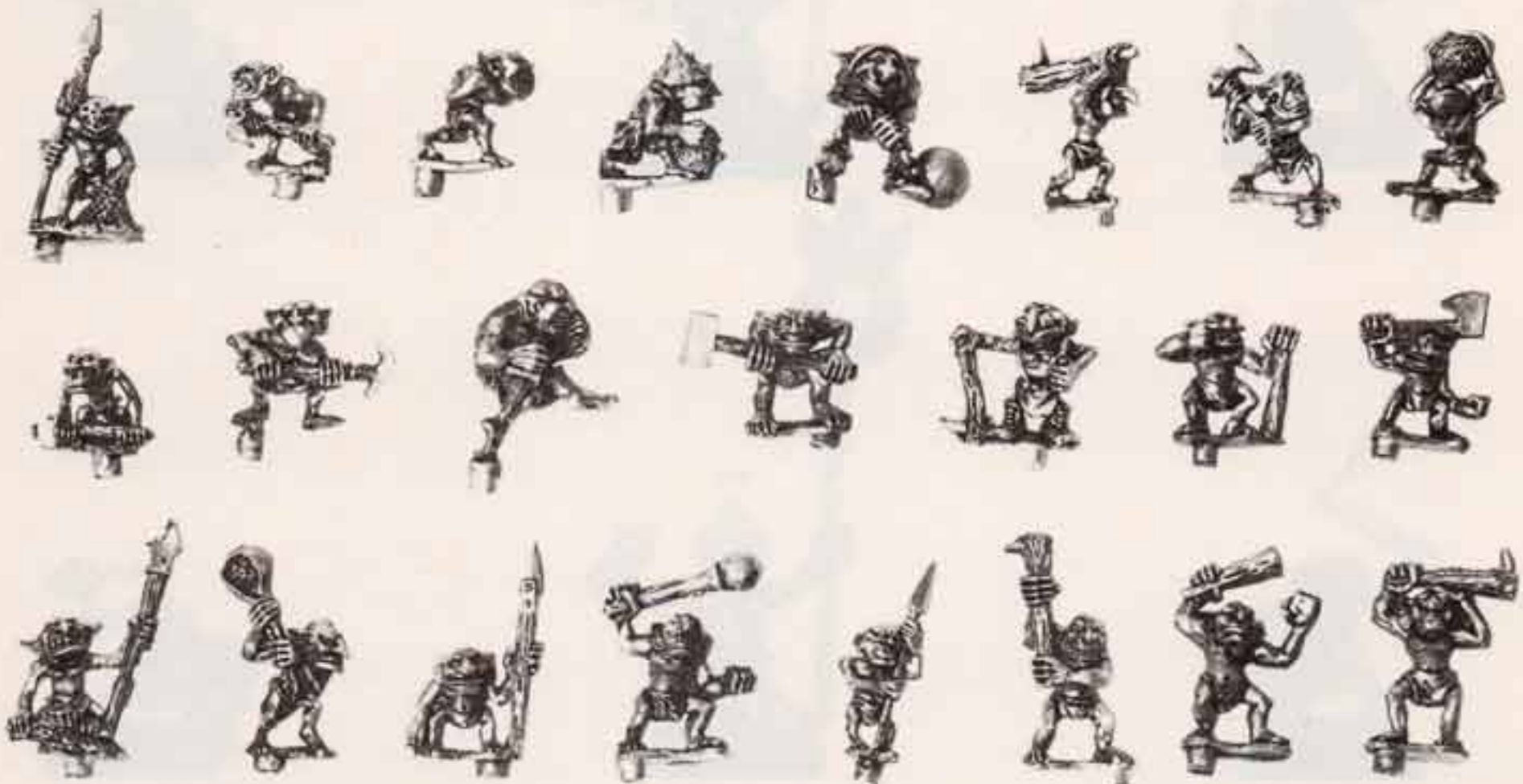
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

## 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.



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# ORCS & GOBLINS

## 8548A GOBLIN FANATICS



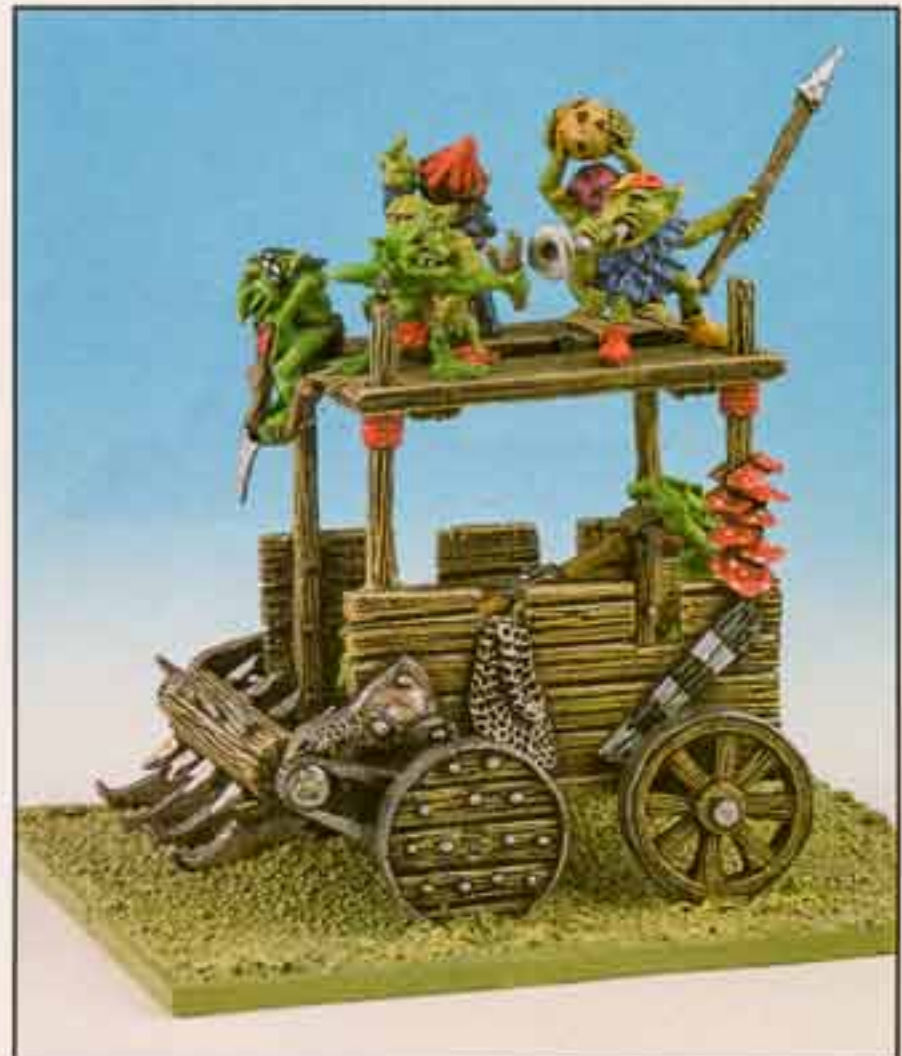
PACKAGED 2 MINIATURES PER BLISTER.

## 8548B DOOM DIVERS



PACKAGED 1 MINIATURE AND 1 CATAPULT PER BLISTER.

## 8548C SNOTLING PUMP WAGON



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

# 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.



Squig Hoppers can bound over intervening terrain and troops. This allows them to wreak havoc long before the main body of the army arrives.



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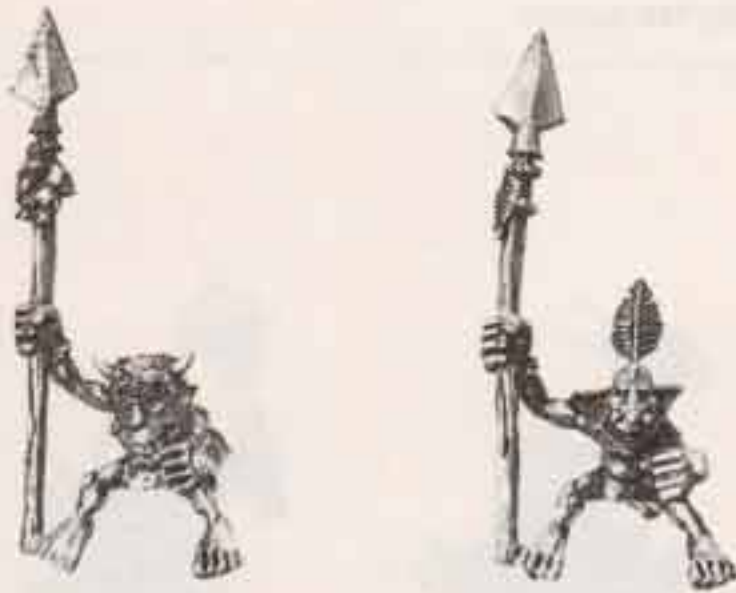
# ORCS & GOBLINS

## 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 Goblins specialize in capturing and employing the nasty denizens of the forests. They especially love using giant spiders which allow them to crawl over anything that gets in their way.



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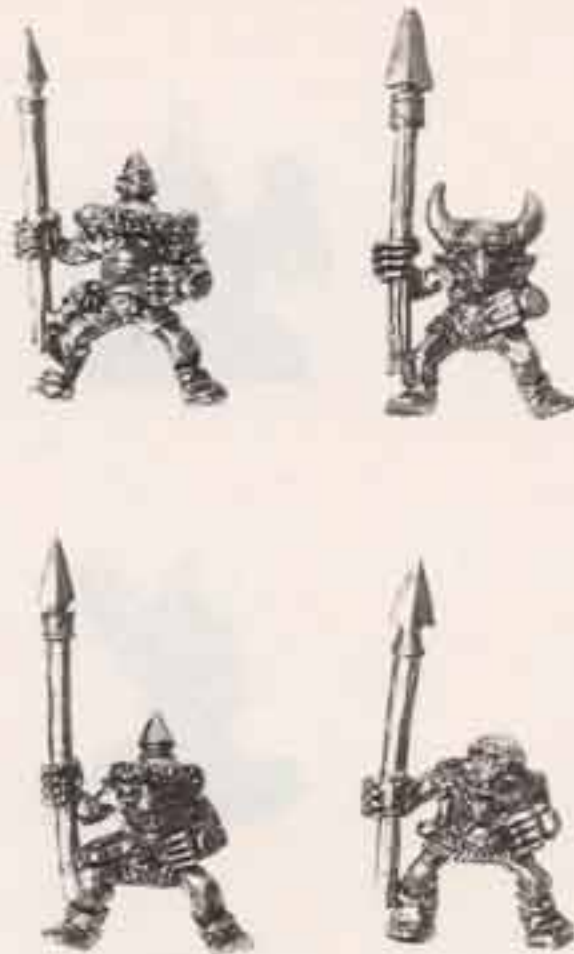


# ORCS & GOBLINS

## 8550D WOLF RIDERS



## 8550E WOLF RIDERS WITH SPEARS



## 8550G WOLF RIDER STANDARD BEARER



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

## 8550F WOLF RIDERS WITH BOWS



PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

## 8550H WOLF RIDER MUSICIAN

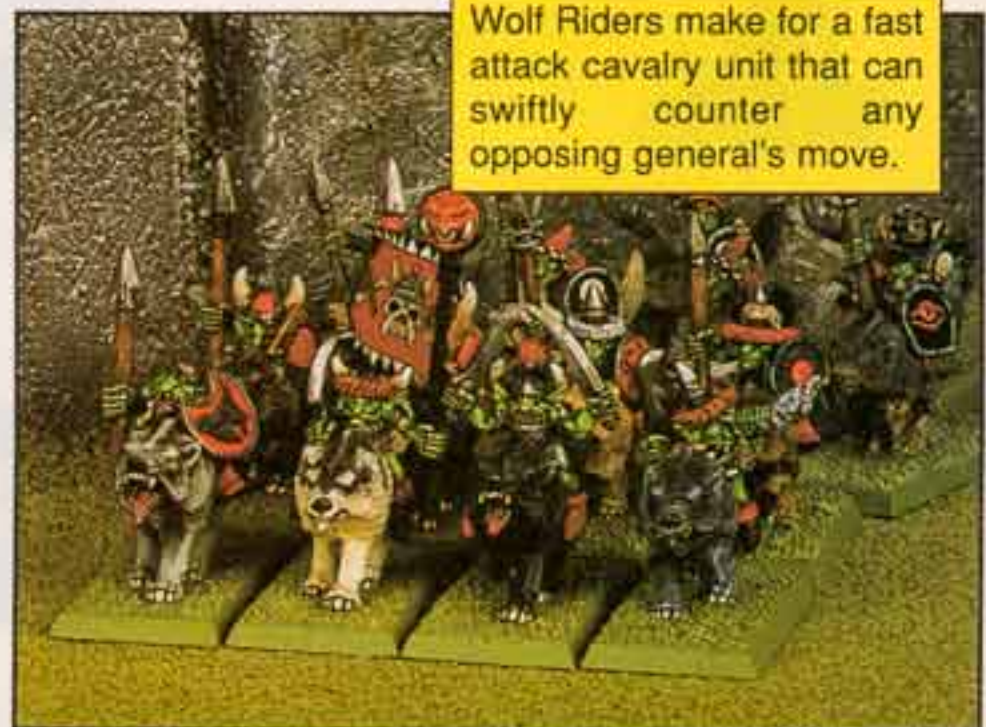


PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

## 8550I WOLF RIDER HERO



PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.



Wolf Riders make for a fast attack cavalry unit that can swiftly counter any opposing general's move.



# 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.



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MINIATURES



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MINIATURES

# 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.



# ORCS & GOBLINS

## 8552E NIGHT GOBLIN SHAMAN



PACKAGED 3 MINIATURES PER BLISTER.

## 8573A RIVER TROLLS



PACKAGED 1 MINIATURE PER BLISTER.



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MINIATURES



CITADEL  
MINIATURES

# ORCS & GOBLINS

8573B STONE TROLLS



PACKAGED 1 MINIATURE PER BLISTER.



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MINIATURES



CITADEL  
MINIATURES

# ORCS & GOBLINS

## 8583C GOBLIN BANNERS



PACKAGED 5 DIFFERENT BANNERS PER BLISTER.

## 8598A SKARSNIK AND GOBBLA



MINIATURES SUPPLIED UNPAINTED.  
PACKAGED 2 MINIATURES PER BLISTER.

## 8597M NIGHT GOBLIN SHAMAN



THIS MODEL IS PERFECT FOR REPRESENTING ODDGIT FROM THE IDOL  
OF GORK CAMPAIGN PACK.  
MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



CITADEL  
MINIATURES



CITADEL  
MINIATURES

# 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.

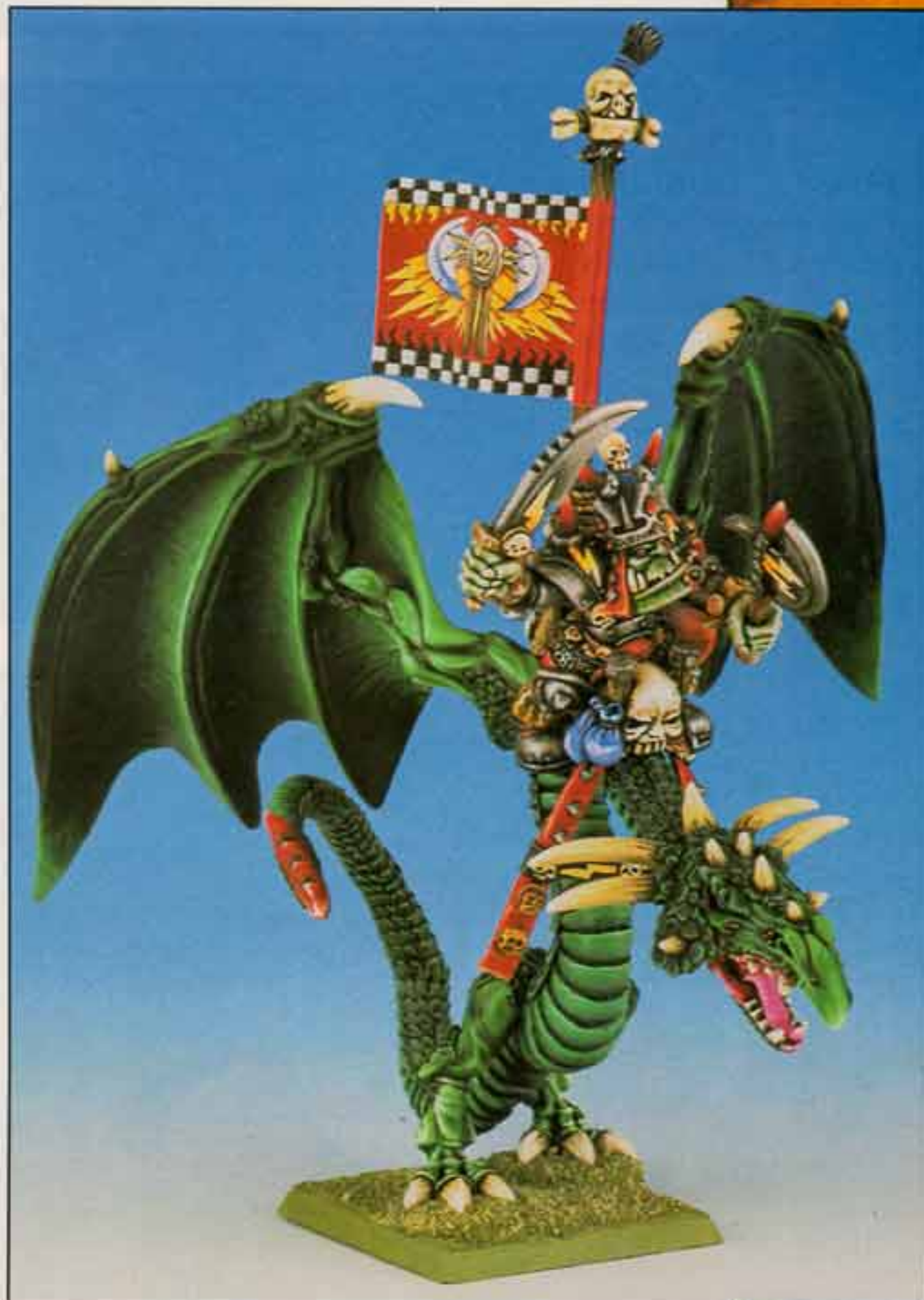
0528

## 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 Wyvern, 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**

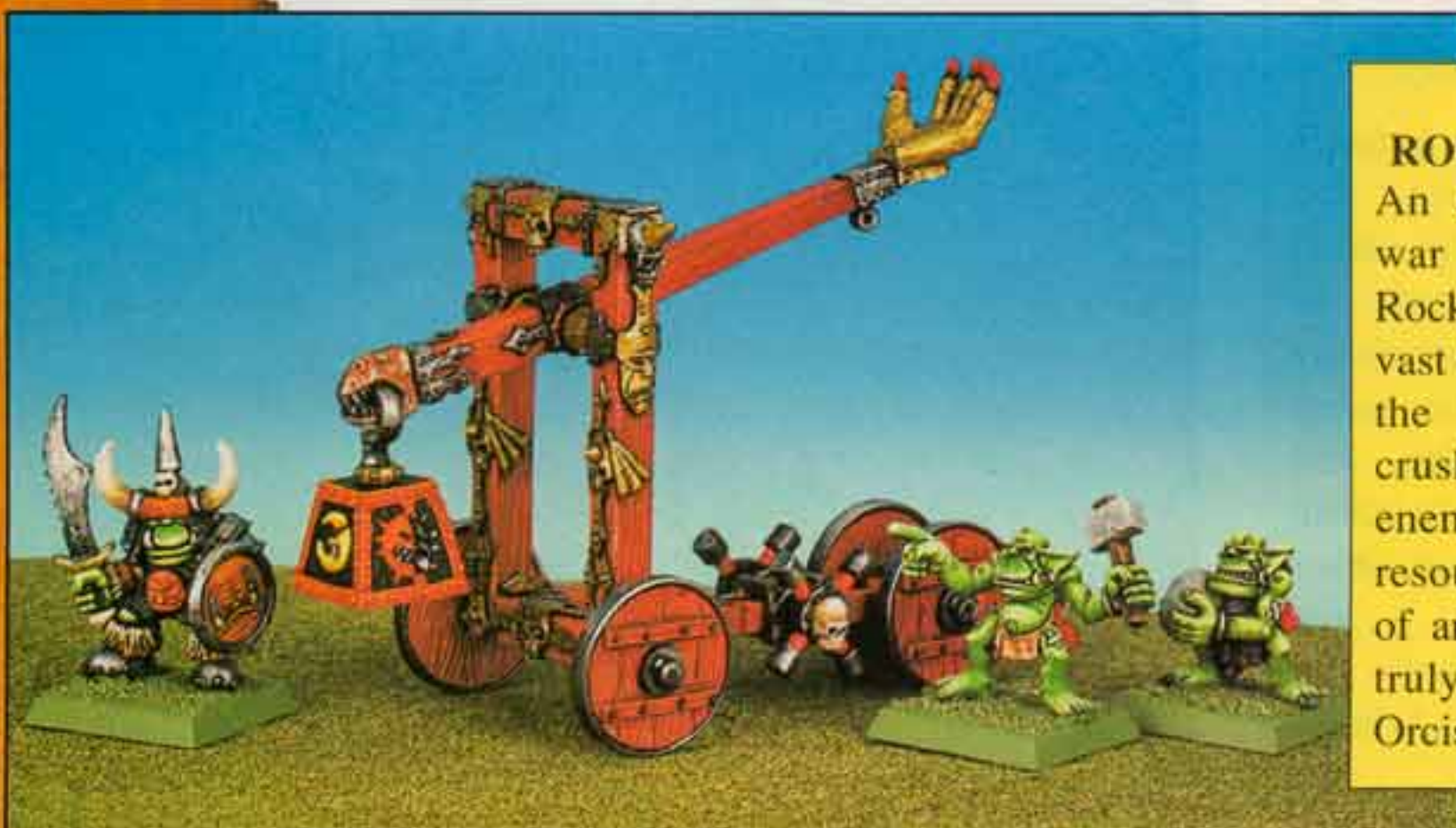
The biggest and strongest of all Orcs, Black Orcs rely on brute strength and their two hand weapons to grind all opposition into the ground.



**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 comes 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

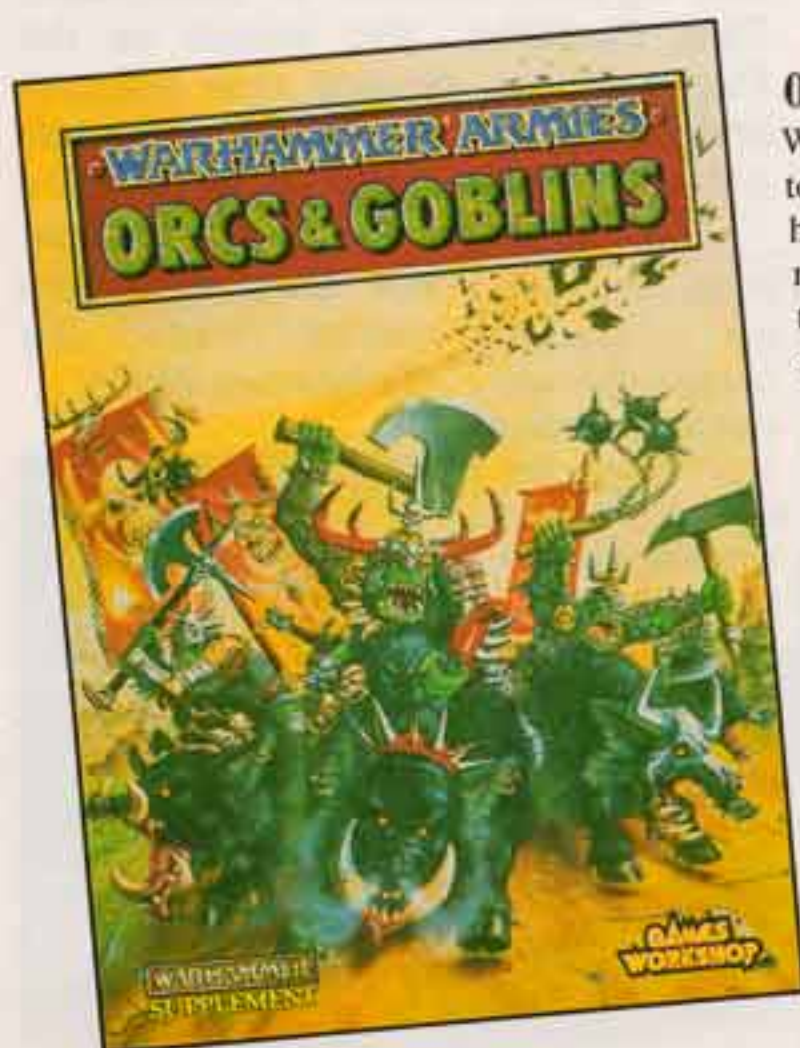
The most fierce of the Orc and Goblin calvary can be found in the Orc Boar Riders. Only the biggest Orcs can ride these powerful and rather foul tempered boars, which makes for a fast striking, elite unit that can crush all that dare stand in their way!

# 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 marshal his troops is the fearsome Goblin Warlord of the Eight Peaks, Skarsnik, and his giant Squig Gobbla. The flapping of leathery wings heralds the arrival of Vareg '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.

### ARMY LIST

A complete army list for Orc and Goblin armies. It contains a full list of heroes, shamans, and monsters and a special section describing the greatest Warlords of 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 under the Thirteen Lords of Decay.



Skaven  
Clanrat  
Champion.

## CHILDREN OF THE HORNED RAT

While the origins of the Skaven remain 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 of 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. However, when combined in packs, they can be whipped into unstoppable frenzies.



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

## 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

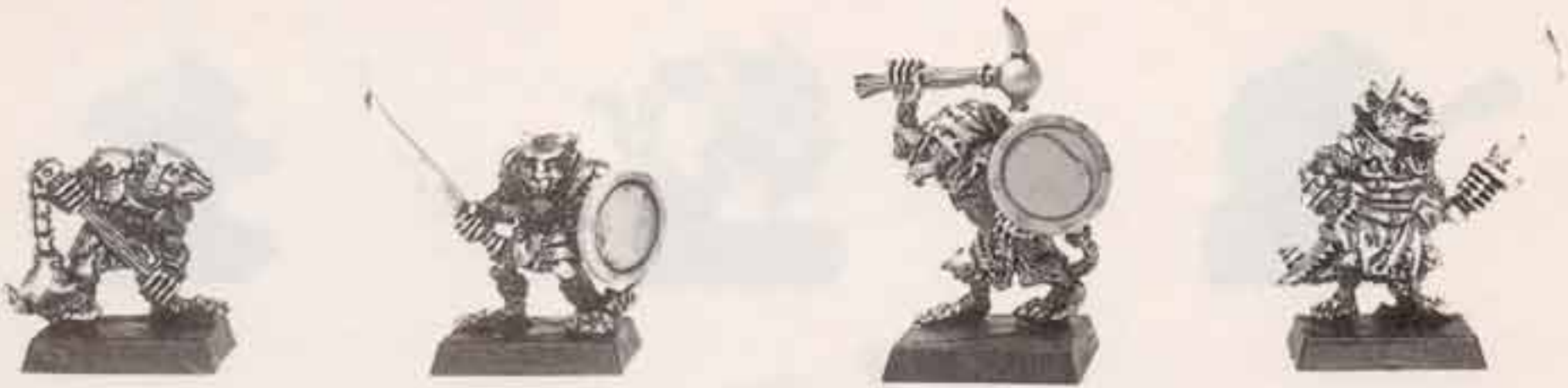
The skaven society is separated into clans, and within each clan runs a pecking order. The stronger and more cunning the rat, the better position he will be in. The weak and the slow are captured for slaves, or used as cannon fodder when the Skaven march to war. The larger more robust Skaven, known as **Clanrats**, form the core units of the Skaven army. **Stormvermin** form the elite warrior 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 its rivals. 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

## 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.



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# 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.



CITADEL  
MINIATURES



CITADEL  
MINIATURES

# SKAVEN

## 8517F GUTTER RUNNERS



PACKAGED 2 MINIATURES PER BLISTER.



# 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 their lesser 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.



# 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.



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MINIATURES



CITADEL  
MINIATURES

# 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.



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# 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.

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

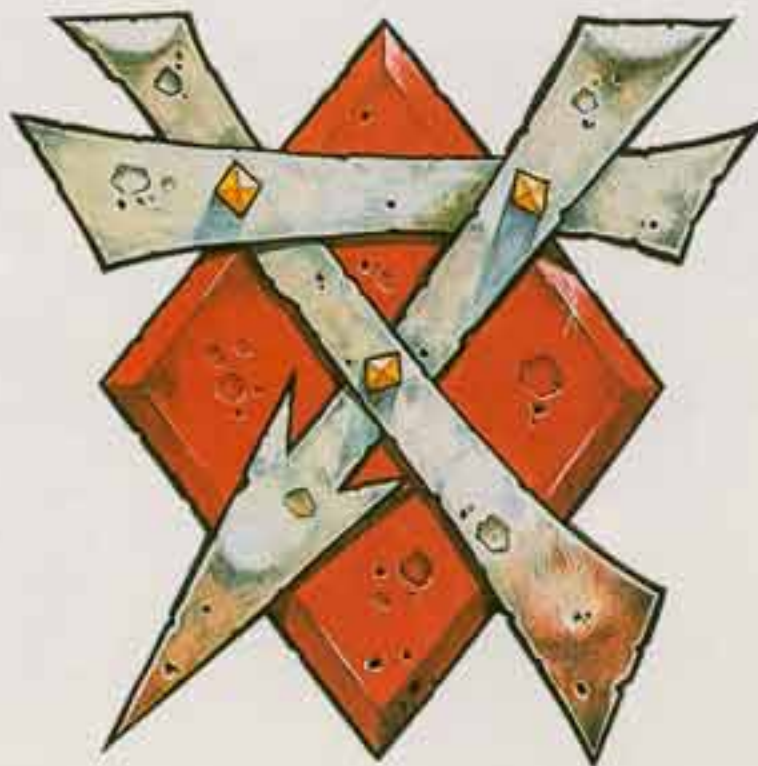


MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

## 8598K IKIT CLAW CHIEF WARLOCK OF CLAN SKRYRE



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



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# SKAVEN

8598L DEATHMASTER SNIKCH  
CHIEF ASSASSIN OF CLAN ESHIN



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

8598N BONERIPPER  
THANQUOL'S BODYGUARD



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

8598M THANQUOL GREY SEER



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.



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# 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 of Giant Rats, the mighty Doomwheel churns forward generating bolts of deadly warp-lightning. While somewhat unstable and erratic in its 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.



## 0746 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 an even 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

This 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.



# 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.



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.

## 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 reestablishing control over his scattered undead realm.

## 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.



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



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

# UNDEAD

## 8569A SKELETON WARRIORS



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

## 8569C SKELETON WARRIORS WITH DOUBLE HANDED WEAPONS



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



CITADEL  
MINIATURES



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MINIATURES

# UNDEAD

## 8569D SKELETON ARCHERS

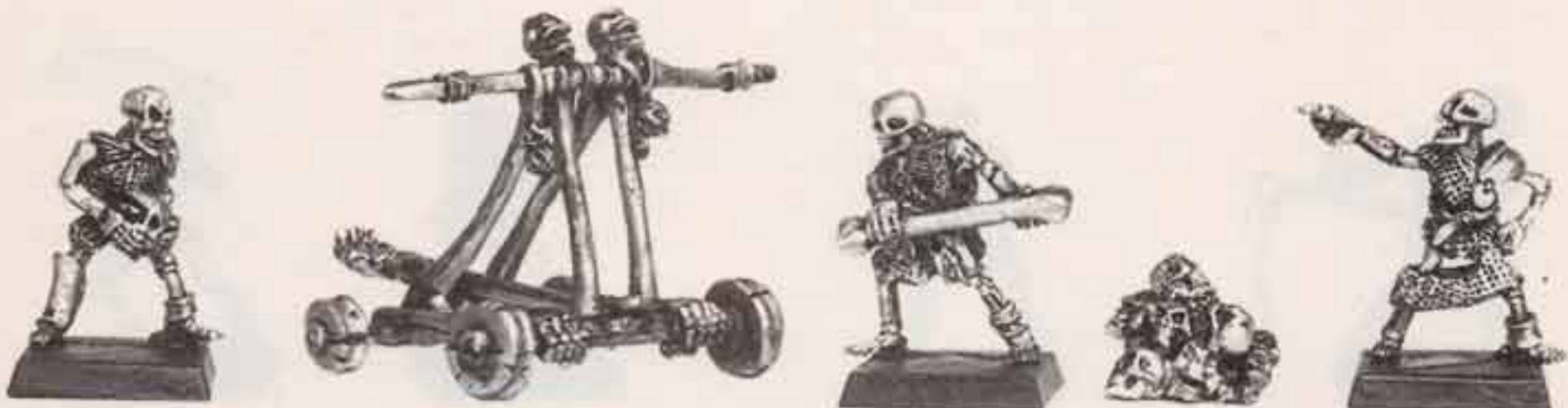


PACKAGED 2 MINIATURES PER BLISTER.



Above: The evil Screaming Skull Catapult 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.

## 8569F SCREAMING SKULL CATAPULT



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



CITADEL  
MINIATURES



CITADEL  
MINIATURES

# UNDEAD

8569E UNDEAD COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# UNDEAD

## 8569G UNDEAD ARMORED SKELETONS



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

## 8569H UNDEAD ARMORED SKELETON COMMAND



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



# UNDEAD

## 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.

## 8570E CARRION



PACKAGED 1 MINIATURE PER BLISTER.



CITADEL  
MINIATURES



CITADEL  
MINIATURES

# UNDEAD

## 8571A ZOMBIES



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

## 8571B ZOMBIE COMMAND



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



CITADEL  
MINIATURES



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# UNDEAD

## 8571C GHOULS



PACKAGED 2 MINIATURES PER BLISTER.

## 8572A VAMPIRE



PACKAGED 1 MINIATURE PER BLISTER.

## 8572C LICHE



PACKAGED 1 LICHE AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.



# UNDEAD

## 8572B NECROMANCERS



PACKAGED 1 MINIATURE PER BLISTER.

## 8572D WIGHTS



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



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# UNDEAD

## 8572E MUMMIES



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

PACKAGED 2 MINIATURES PER BLISTER.

## 8572F GHOSTS



PACKAGED 2 MINIATURES PER BLISTER.



# UNDEAD

## 8572G WRAITHS



PACKAGED 2 MINIATURES PER BLISTER.

## 8570G UNDEAD MOUNTED WIGHT



PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE PER BLISTER.



CITADEL  
MINIATURES



CITADEL  
MINIATURES

# UNDEAD

8570H UNDEAD MOUNTED WIGHT CHAMPION



8570J UNDEAD MOUNTED WIGHT STANDARD BEARER



8570K UNDEAD MOUNTED WIGHT MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE PER BLISTER.

8572J BAT SWARM



PACKAGED 10 MINIATURES PER BLISTER.

8572H UNDEAD WRAITH CHAMPION



THIS MINIATURE IS PERFECT FOR REPRESENTING THE BANSHEE IN THE WARHAMMER CAMPAIGN PACK CIRCLE OF BLOOD. PACKAGED 1 MINIATURE PER BLISTER.

8570F UNDEAD MOUNTED WIGHT LORD



THIS MINIATURE IS PERFECT FOR REPRESENTING THE DARK KNIGHT IN THE WARHAMMER CAMPAIGN PACK CIRCLE OF BLOOD. PACKAGED 1 MINIATURE PER BLISTER.



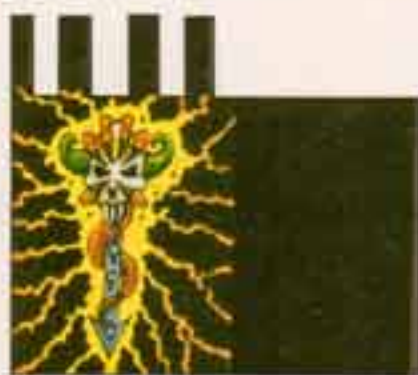
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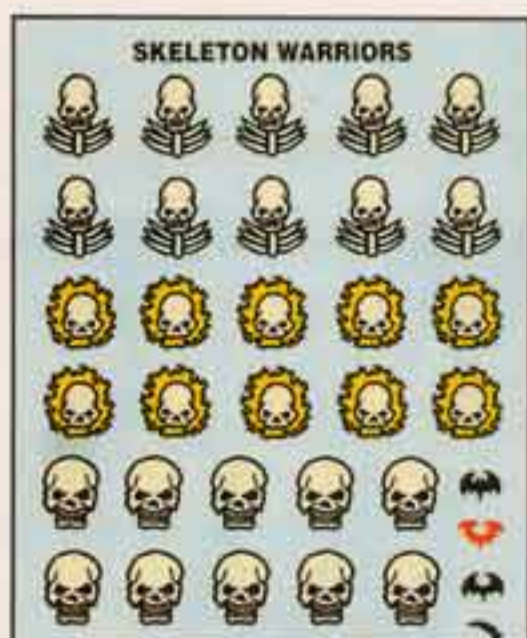
# UNDEAD

## 8583E UNDEAD BANNERS



PACKAGED 5 BANNERS PER BLISTER.

## 8583M UNDEAD TRANSFERS



PACKAGED 10 TRANSFERS PER BLISTER.



CITADEL  
MINIATURES



CITADEL  
MINIATURES

# UNDEAD

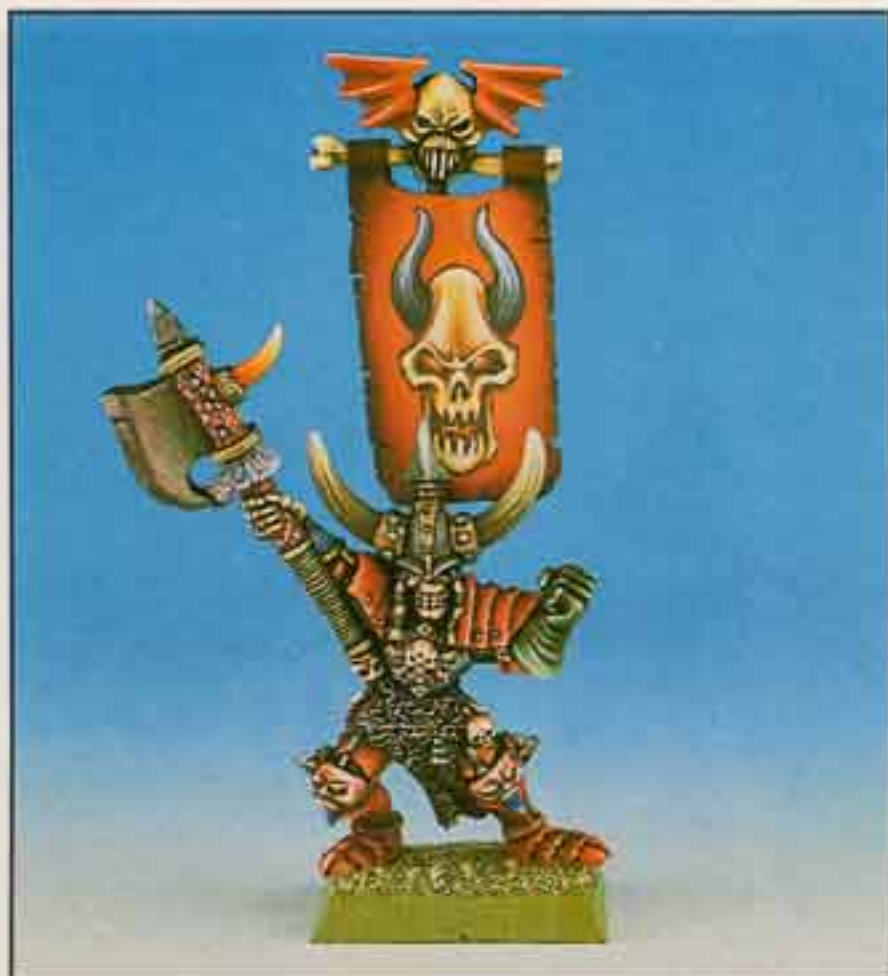
**8598D HEINRICH KEMMLER  
THE LICHEMASTER**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



**8598G KRELL  
LORD OF THE UNDEAD**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



**8598E ISABELLA  
VON CARSTEIN**



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

**8597N VAMPIRE LORD**



THIS MINIATURE IS PERFECT FOR  
REPRESENTING THE RED DUKE IN THE  
WARHAMMER CAMPAIGN PACK CIRCLE OF  
BLOOD. MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



**8598F VLAD VON CARSTEIN**



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.

989997

## UNDEAD MOUNTED WIGHTS

The Undead Wights ride into battle upon the backs of Skeleton Steeds passing through any solid objects in their path. Wielding enchanted ancient blades of evil, the enemy has something more to fear than their appearance.





# 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

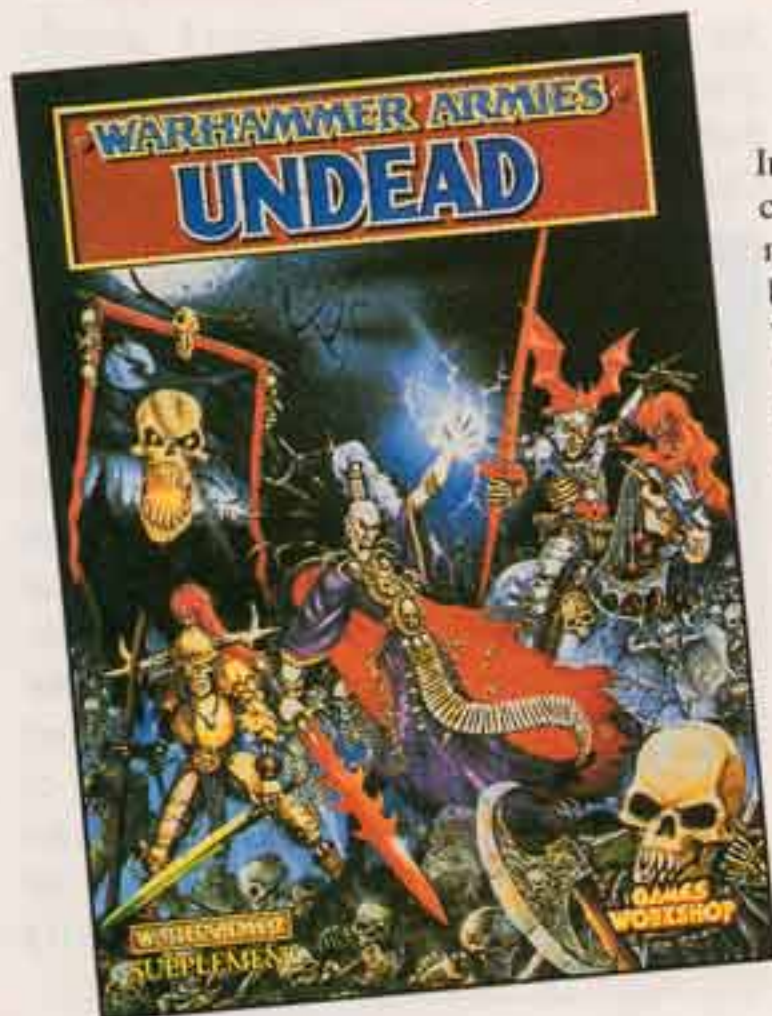


## 0511 UNDEAD BOXED ARMY

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.

# 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.



Wood Elf Archers are the deadliest Archers in the world.

## 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**.

## 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.



A Wood Elf Spearman ready for battle.

## 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



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

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.

# WOOD ELVES

8501B WOOD ELF GLADE GUARD



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



# WOOD ELVES

8501B WOOD ELF GLADE GUARD



MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.

PACKAGED 2 MINIATURES PER BLISTER.



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# WOOD ELVES

## 8501C WOOD ELF ARCHERS



PACKAGED 2 MINIATURES PER BLISTER.



# WOOD ELVES

8501D WOOD ELF DRYADS

8501D WOOD ELF DRYADS



PACKAGED 2 MINIATURES PER BLISTER.



Dryads are fierce woodland spirits that often aid Wood Elves in the protection of Athel Loren, their forest home. In battle, they take on different tree aspects such as the stout oak or the whip-like willow.





# WOOD ELVES

## 8501E WOOD ELF WAYWATCHERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8501F WOOD ELF SCOUTS



PACKAGED 2 MINIATURES PER BLISTER.



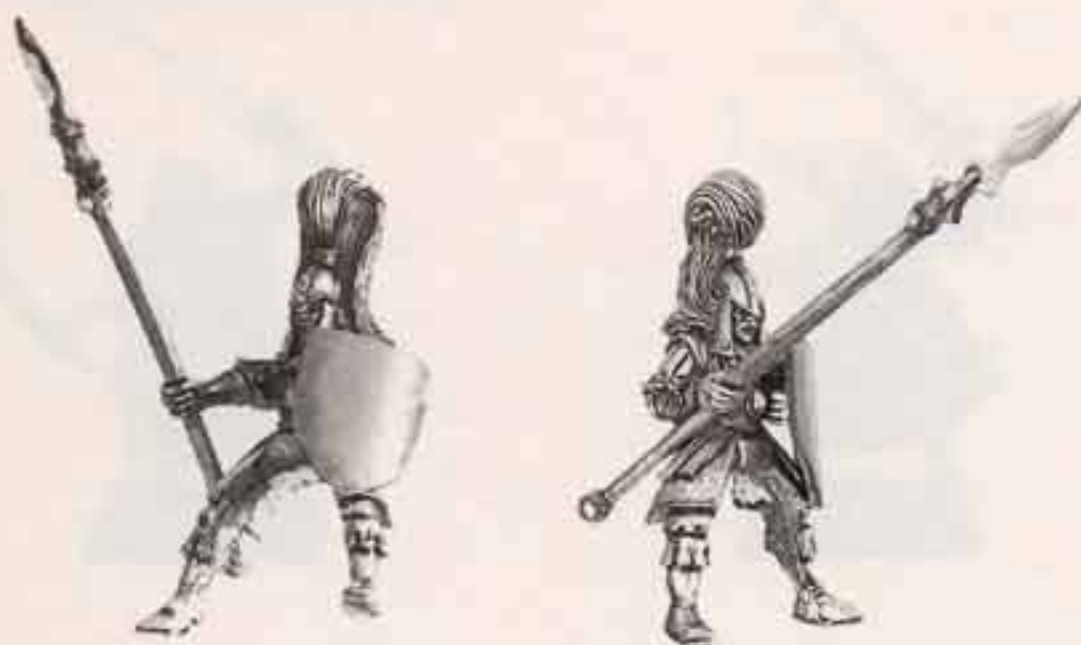
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MINIATURES

# 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.

## 8502H GLADE RIDER MUSICIAN



PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

## 8502C GLADE RIDER CHAMPION



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

## 8502G GLADE RIDER STANDARD BEARER



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



# WOOD ELVES

## 8502D WOOD ELF WARHAWK RIDERS



MINIATURES ARE 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.

## 8504H WOOD ELF WARHAWK MAGE RIDER



PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.



Warhawk Riders fly high over the treetops, ready to swoop down upon unsuspecting intruders to catch them by surprise.



# WOOD ELVES

## 8504A WOOD ELF COMMAND



PACKAGED 3 MINIATURES AND 2 STANDARD BEARER TOPS PER BLISTER.

## 8501G WOOD ELF SCOUT COMMAND



PACKAGED 3 MINIATURES PER BLISTER.



# WOOD ELVES

## 8503B WOOD ELF WARDANCERS



PACKAGED 2 MINIATURES PER BLISTER.



Wardancers are, perhaps, the most deadly warriors in the world. They are the last line of defense of the sacred glades, and train endlessly to make sure they never fail in their task. Wardancers have become so adept at their art that they have literally turned it into a whirling dance of death, allowing them to weave and dodge enemy blows with ease before striking back with unerring accuracy.



# 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.

8504G WOOD ELF SORCERESS ON FOOT



PACKAGED 1 MINIATURE PER BLISTER.

8599Q SKAW THE FALCONER



MODEL SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.



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MINIATURES

# WOOD ELVES

8574A TREEMEN

WOOD ELVES



MODELS SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

8574B WAR EAGLES

WAR EAGLES



PACKAGED 1 MINIATURE PER BLISTER.



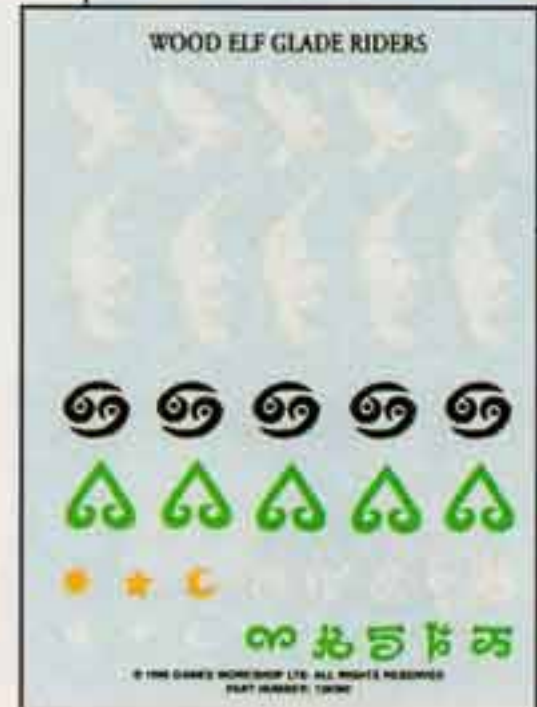
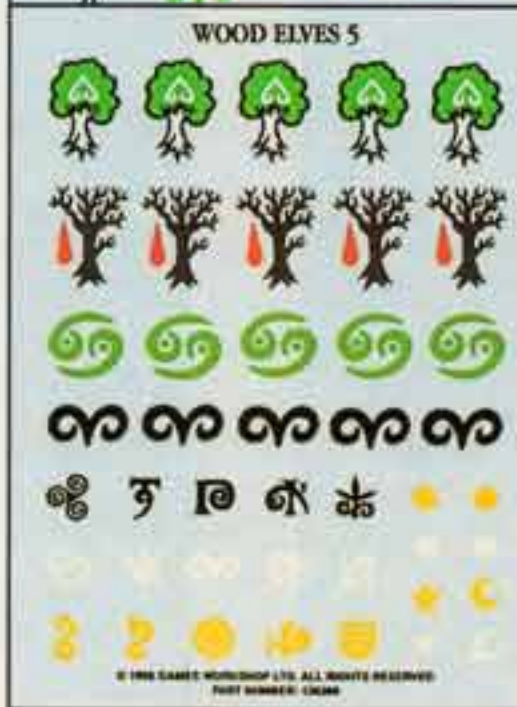
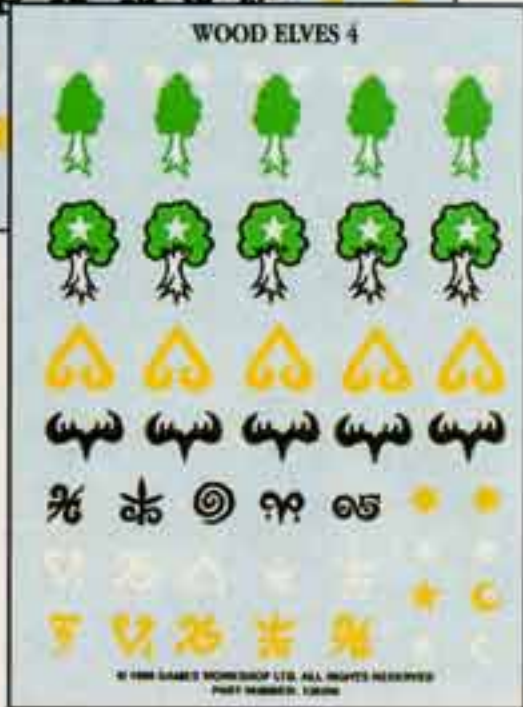
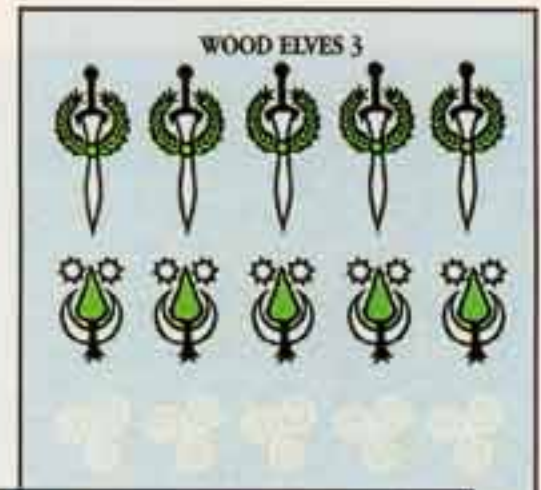
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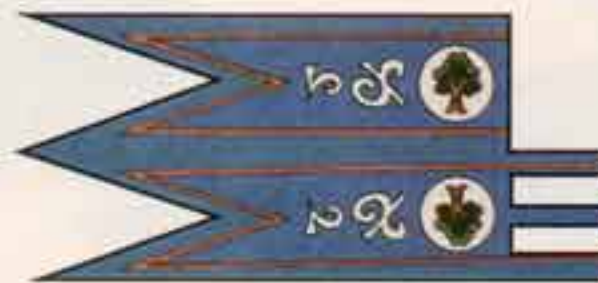
# WOOD ELVES

## 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



## 0535 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.

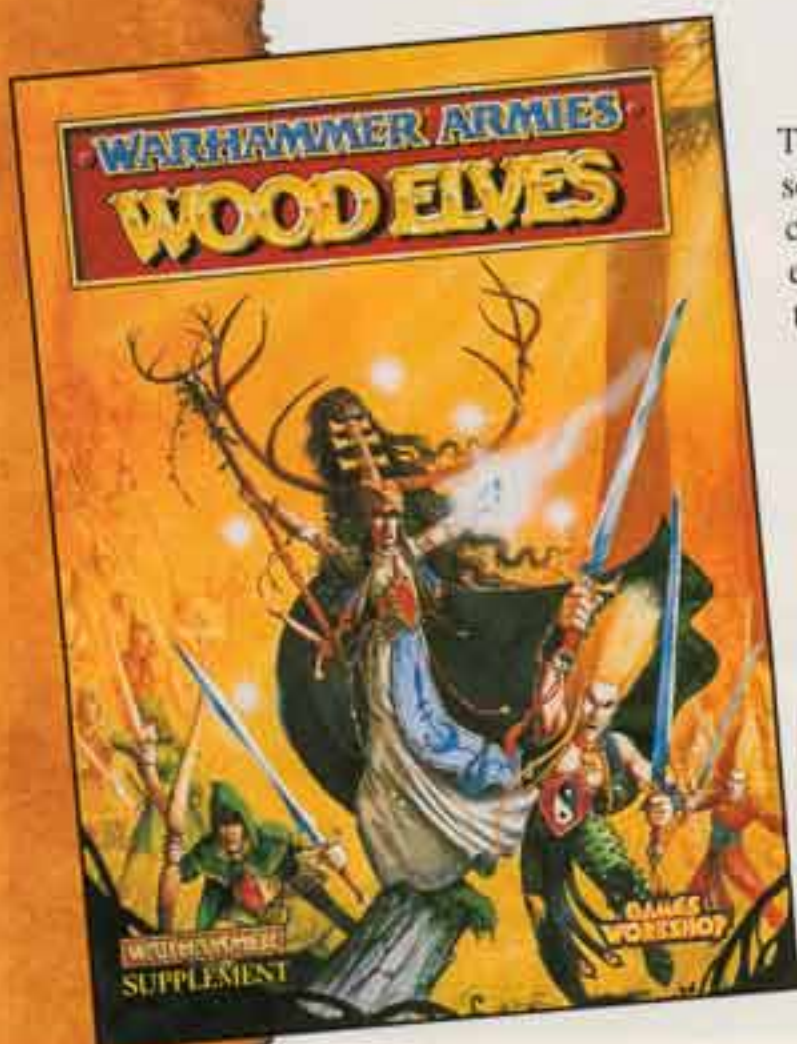


# WOOD ELVES



## 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

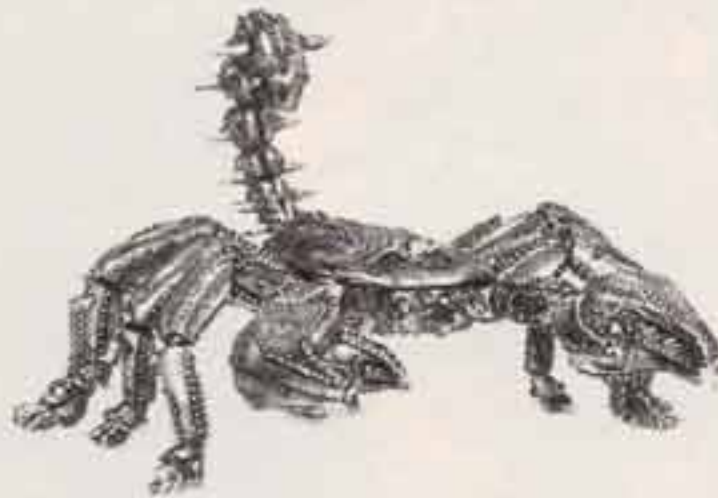
The Bestiary describes the unique warriors of the Wood Elves and the strange creatures of the forest including Wardancers, Scouts, Warhawk Riders, Great Eagles, Treemen and Dryads.

### 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 Kurnous and Isha, Thalandor Doomstar, Lothlann the Brave, Sceolan, Wychwethyl the Wild, Scarloc, Gruarth the Beastmaster, Skaw the Falconer, Durthu the Treeman and the Dryad Drycha.

# MONSTERS

8574E GIANT SCORPION



PACKAGED 1 MINIATURE PER BLISTER.



8574F COCKATRICE



PACKAGED 1 MINIATURE PER BLISTER.

8574C UNICORN



PACKAGED 1 MINIATURE PER BLISTER.

8574D GIANT SPIDER



PACKAGED 1 MINIATURE PER BLISTER.



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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.*

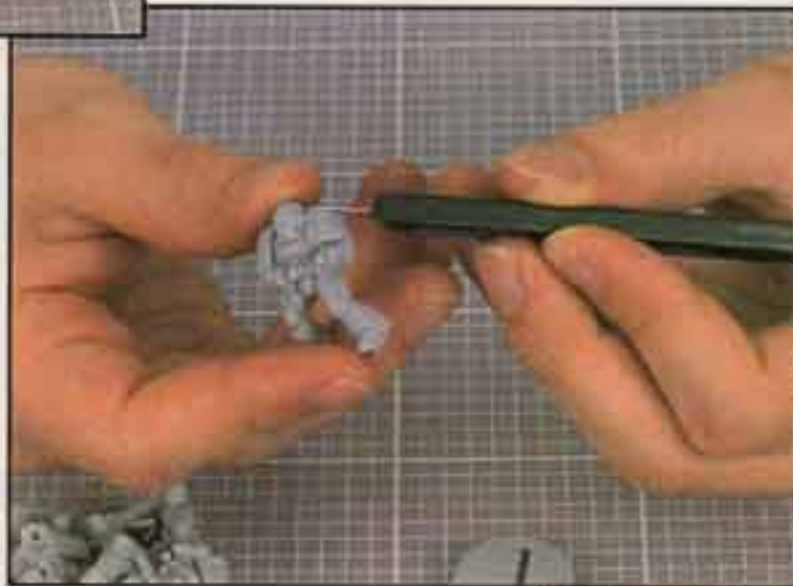




*From start to finish: the stages of painting a Citadel Miniature.*



**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.



### 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.



**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.

## 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.



*An Ultramarine armed with a flamer.*

## 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.

*Battle Sisters of the Order of Our Martyred Lady defend an Imperial base from attack by the foul minions of Chaos.*



### 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** introductory material. The **World of Hobby Games** is an overview of the Games Workshop and Citadel Miniatures hobby, including Warhammer 40,000 and all the other great Games Workshop games.

### CUSTOMER SERVICE

Games Workshop has a toll-free Customer service number you can call from 9 a.m. to 8 p.m. (Eastern Standard Time). If you have rules questions, queries about upcoming releases, or problems with missing or defective product, give us a call at

**1-800-492-8820**



### 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.



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

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 IMPERIAL SCENERY

## 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.



## 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 ceramite-reinforced concrete forming meter-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.

## 990900 STORM OF VENGEANCE

Nine challenging battles for Warhammer 40,000 depicting the Dark Angels' defense of Piscina IV

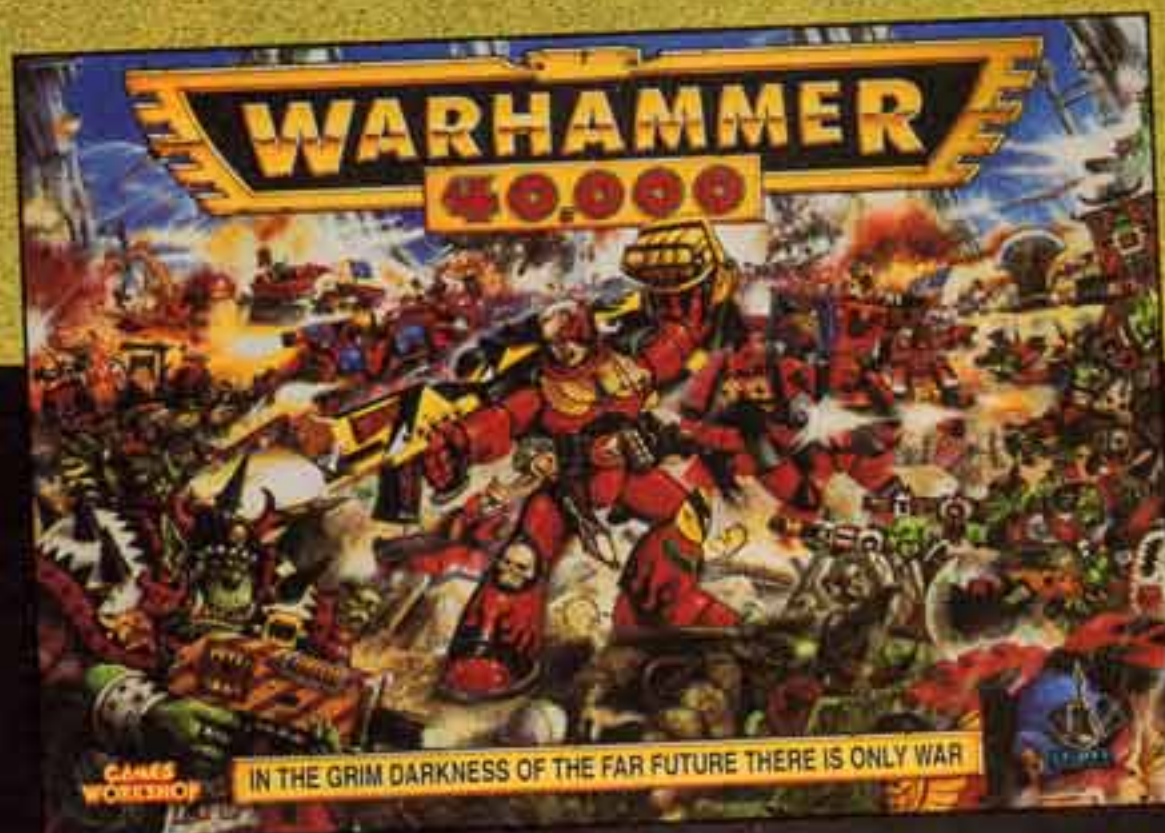
The battles follow the course of the campaign and culminate in the Orks' final desperate attempt to capture the planet. The scenarios also include special rules and new characters for the campaign.

This box contains a card model building specially made for use with the Storm of Vengeance scenarios.



# WARHAMMER

## 40,000



The Blood Angels defend an Imperial Firebase against a Tyranid swarm. This photograph features Space Marines and Tyranids from the extensive range of models for the Warhammer 40,000 game.



Warhammer 40,000 and some of the many supplements available

Warhammer 40,000 is the game of warfare in the far distant future. The 41st millenium. is an age of horror and war, where mankind must fight for survival against unimaginable terrors and innumerable odds. Only the Emperor's finest troops, the mighty Space Marines can protect the galaxy from certain destruction.

In Warhammer 40,000 you are the commander of a heroic band of warriors or an unstoppable alien horde. You collect and paint your own force of Citadel Miniatures, plan your strategy, and commit your force to the bloody crucible of war!



The Warhammer 40,000 boxed game contains everything you need to get started including Citadel miniatures, buildings, rulebooks, dice and much, much, more.

# 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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**GAMES  
WORKSHOP**

# 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 daemonic 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 galaxy 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.



**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!

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 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



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

## 8012H CHAOS SPACE MARINE WITH FLAMER



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.

8012K CHAOS SPACE MARINE SORCERER



PACKAGED 1 MINIATURE PER BLISTER.



# 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.



## 8012G CHAOS SPACE MARINE WITH PLASMA GUN



PACKAGED 2 MINIATURES PER BLISTER.



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



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# CHAOS SPACE MARINES

## 8062A CHAOS PLAGUE MARINES



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## 8062E NURGLE ICON BEARER



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## 8062B CHAOS PLAGUE MARINE CHAMPION



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

## 8062C PLAGUE MARINE WITH MELTAGUN



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

## 8062D PLAGUE MARINE WITH PLASMA GUN



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

# CHAOS SPACE MARINES

8012Q NOISE MARINE  
WITH DOOM SIREN



PACKAGED 1 MINIATURE PER BLISTER.

8012R NOISE MARINE  
WITH SONIC BLASTER



PACKAGED 1 MINIATURE PER BLISTER.

8012S NOISE MARINE  
WITH BLASTMASTER



PACKAGED 1 MINIATURE PER BLISTER.

8063A CHAOS TERMINATOR  
WITH TWIN BOLTER



8063B CHAOS TERMINATOR  
WITH BOLTER-FLAMER



8063C CHAOS TERMINATOR  
WITH TWIN BOLTER  
AND CHAIN WEAPON



PACKAGED 1 MINIATURE PER BLISTER.



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# CHAOS SPACE MARINES

## 8063G CHAOS TERMINATOR CHAMPIONS



PACKAGED 1 MINIATURE PER BLISTER.

## 8061H CHAOS SP. M. TRANSFERS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.

## 8063D CHAOS TERMINATOR WITH BOLTER-MELTA



## 8063E CHAOS TERMINATOR WITH REAPER AUTOCANNON



## 8063F CHAOS TERMINATOR WITH HEAVY FLAMER

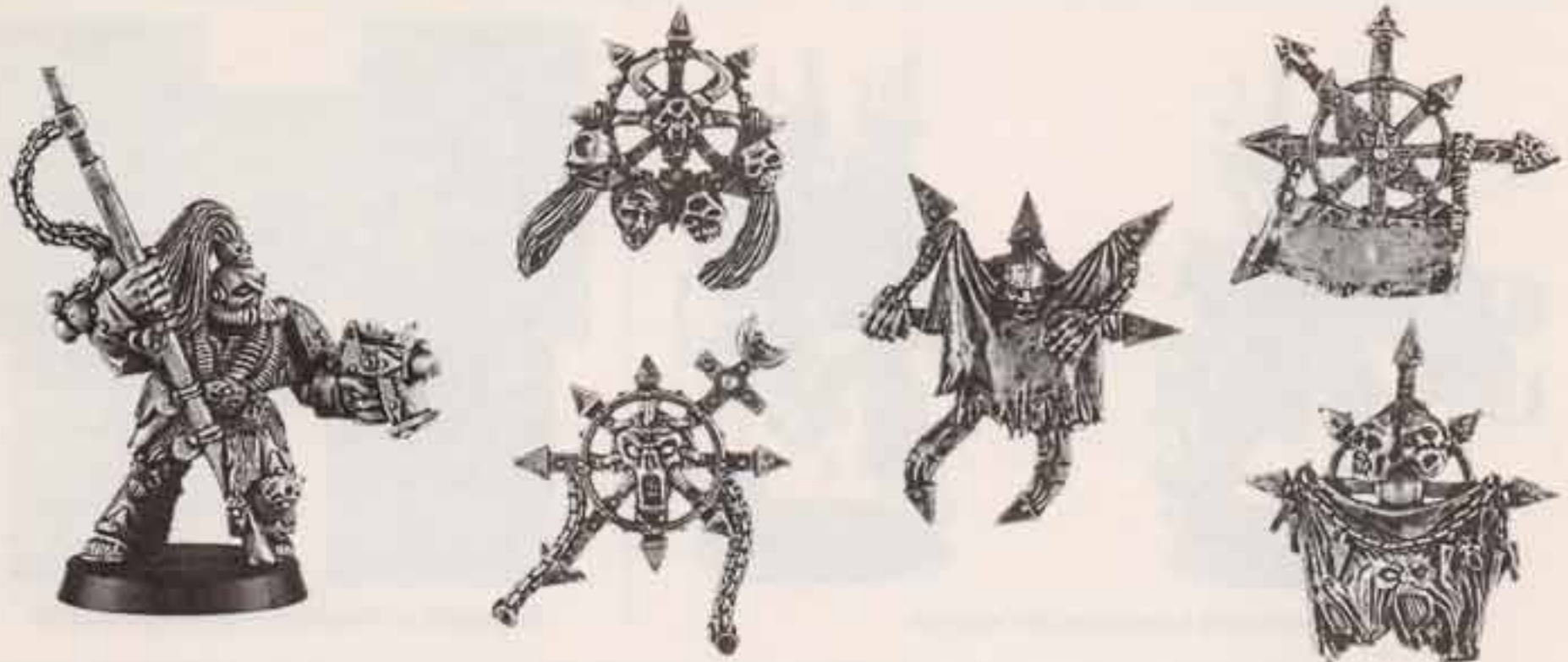


PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS SPACE MARINES

## 8012T CHAOS SPACE MARINE ICON BEARER



MINIATURES ARE SUPPLIED WITH A PLASTIC BACKPACK SPRUE. PACKAGED 1 MINIATURE AND 1 ICON PER BLISTER.

## 8038W KHARN THE BETRAYER

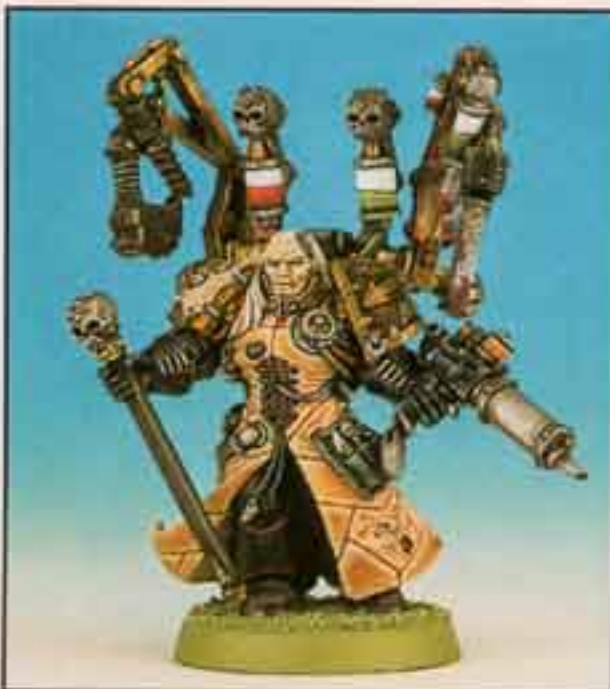


## 8038U ABADDON THE DESPOILER, WARMASTER OF CHAOS



## 8038X AHRIMAN

## 8038V FABIUS BILE



MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.



# CHAOS SPACE MARINES

## 8012P CHAOS SPACE MARINE VETERANS

THIS RANGE OF SHOULDER PADS PROVIDES THE OPPORTUNITY TO CUSTOMIZE INDIVIDUAL MODELS OR ENTIRE SQUADS OF CHAOS SPACE MARINE VETERANS. THERE ARE SPECIFIC DESIGNS FOR THE MAJOR CHAOS LEGIONS AS WELL AS LOTS OF NON-SPECIFIC LEGION DESIGNS THAT CAN BE USED ON JUST ABOUT ANY CHAOS SPACE MARINE MODEL.



EMPEROR'S CHILDREN  
CHAOS SPACE MARINE  
SHOULDER PAD



DEATH GUARD  
CHAOS SPACE MARINE  
SHOULDER PAD



WORLD EATERS  
CHAOS SPACE MARINE  
SHOULDER PAD



THOUSAND SONS  
CHAOS SPACE MARINE  
SHOULDER PAD



NIGHT LORDS  
CHAOS SPACE MARINE  
SHOULDER PAD



ALPHA LEGION  
CHAOS SPACE MARINE  
SHOULDER PAD



IRON WARRIORS  
CHAOS SPACE MARINE  
SHOULDER PAD



BLACK LEGION  
CHAOS SPACE MARINE  
SHOULDER PAD



WORD BEARERS  
CHAOS SPACE MARINE  
SHOULDER PAD



CHAOS SPACE MARINE  
SHOULDER PAD 17



CHAOS SPACE MARINE  
SHOULDER PAD 15



CHAOS SPACE MARINE  
SHOULDER PAD 16



CHAOS SPACE MARINE  
SHOULDER PAD 3



CHAOS SPACE MARINE  
SHOULDER PAD 4



CHAOS SPACE MARINE  
SHOULDER PAD 5



CHAOS SPACE MARINE  
SHOULDER PAD 6



CHAOS SPACE MARINE  
SHOULDER PAD 7



CHAOS SPACE MARINE  
SHOULDER PAD 8



CHAOS SPACE MARINE  
SHOULDER PAD 9



CHAOS SPACE MARINE  
SHOULDER PAD 10



CHAOS SPACE MARINE  
SHOULDER PAD 11



CHAOS SPACE MARINE  
SHOULDER PAD 12



CHAOS SPACE MARINE  
SHOULDER PAD 13



CHAOS SPACE MARINE  
SHOULDER PAD 16



CHAOS SPACE MARINES VETERANS ASSEMBLED USING JUST A FEW OF THE CHAOS SPACE MARINE VETERAN SHOULDER PADS.

# CHAOS SPACE 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.



## 0671 PLAGUE MARINES

Immune to pain caused by battle wounds, Plague Marines are tough opponents to defeat. Contains 5 plastic models.



# CHAOS SPACE MARINES



## 0462 CHAOS DREADNOUGHT

Giant armored war machines which blast 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 SPACE MARINES



**0466 CHAOS SPACE MARINE BIKE**  
Chaos Space Marine bikers are deadly and highly mobile close assault troopers. They employ the speed and maneuverability of bikes in the same way as their Imperial enemies, and are always armed to the teeth with powerful close combat weapons. Contains 1 Chaos Marine and bike.



## 0465 CHAOS SPACE MARINES

Chaos Marines are corrupt and full of evil paving a path of destruction for their unholy masters. Contains 7 pewter models, 5 warriors, a missile launcher, and a flamer.

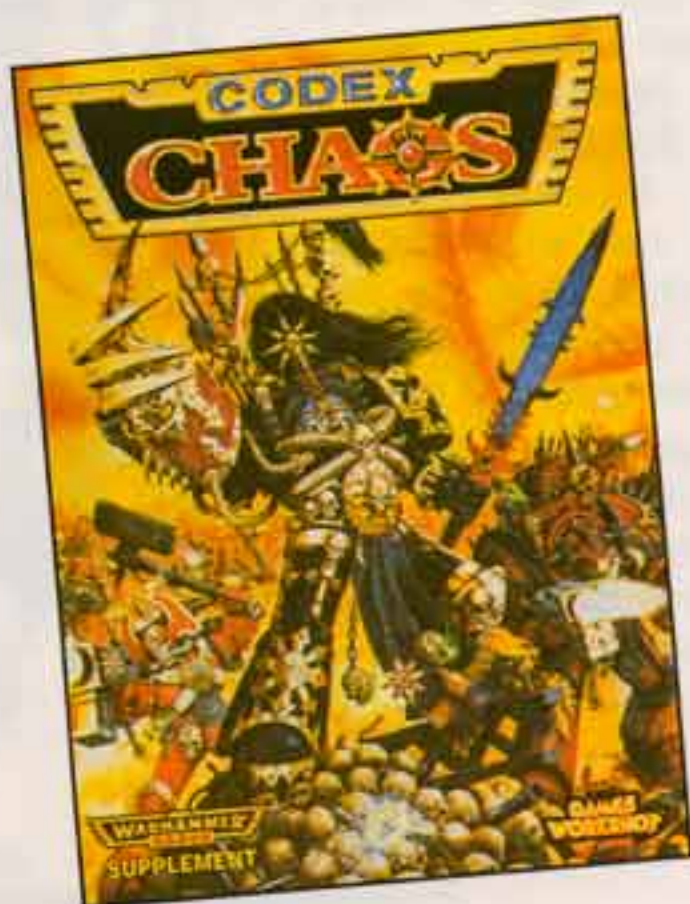


# CHAOS SPACE MARINES



## 0507 CHAOS BOXED ARMY

The Chaos Boxed Army comes with all you need to get started wreaking revenge on the crippled and aged Imperium. Khorne Berzerkers pour forth, wielding their flesh-tearing chainswords and bellowing evil chants of blood for their god. Plague Marines shamle onwards, their putrid bodies spreading decay and filth with every pus-filled step. Chaos Space Marine Terminators march forward protected by their impenetrable armor, cutting down the enemy with cold fury. The groan and cry of a metal beast rings across the battlefield as a Dreadnought, corrupted and insane, unleashes its brutal array of weaponry. Warp energy explodes with devastating results under the direction of a Chaos Space Marine Sorcerer all for the greater glory of Chaos. Now you can spread fear and destruction across the galaxy with this exciting boxed set.



## 0158 CODEX CHAOS

Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. They call upon their dark masters when they do battle, and the Chaos Gods answer them, sending daemonic creatures of unutterable foulness to fight at their side. Meanwhile, on thousands of Imperial worlds Chaos Cultists plot and scheme, rising up in bloody rebellion when the time is right.

### CHAOS SPACE MARINES AND CHAOS GODS

This book contains descriptions of all the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, and more. Descriptions and special rules are included for Chaos Space Marines, covering Veterans, Terminators, Noise Marines, Khorne Berzerkers, Plague Marines, Sorcerers, and Chaos Dreadnoughts.

Learn the secrets of the four mighty Gods of Chaos and their minions: Khorne the Blood God, Lord of Battles; Nurgle the Lord of Decay; Tzeentch the Great Sorcerer, God of Mighty Magics; and Slaanesh, the Prince of Pleasure. Rules are included for all the foul daemons from Bloodletters to Plaguebearers.

# 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 millenia 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 protect 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 troops 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.



# 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.



# ELDAR

## 8023A SWOOPING HAWKS



PACKAGED 2 MINIATURES PER BLISTER.

## 8023B SWOOPING HAWK EXARCH



PACKAGED 1 MINIATURE PER BLISTER.

## 8024B DARK REAPER EXARCH



PACKAGED 1 MINIATURE PER BLISTER.

## 8024A DARK REAPERS



PACKAGED 2 MINIATURES PER BLISTER.



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MINIATURES



# ELDAR®

## 8025A DIRE AVENGERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8026A FIRE DRAGONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8025B DIRE AVENGER EXARCH



PACKAGED 1 MINIATURE PER BLISTER.



## 8026B FIRE DRAGON EXARCH



PACKAGED 1 MINIATURE PER BLISTER.



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# ELDAR

## 8027A STRIKING SCORPIONS



PACKAGED 2 MINIATURES PER BLISTER.

## 8028B HOWLING BANSHEE EXARCH



PACKAGED 1 MINIATURE PER BLISTER.

## 8027B STRIKING SCORPION EXARCH



PACKAGED 1 MINIATURE PER BLISTER.

## 8028A HOWLING BANSHEES



PACKAGED 2 MINIATURES PER BLISTER.



# ELDAR

## 8029A FARSEER



PACKAGED 1 MINIATURE 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.



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MINIATURES

# ELDAR

## 8052A WARP SPIDERS



PACKAGED 2 MINIATURES PER BLISTER.

## 8052B WARP SPIDER EXARCH



PACKAGED 1 MINIATURE PER BLISTER.

## 8056A ELDAR SCOUTS



PACKAGED 2 MINIATURES PER BLISTER.



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# ELDAR

## 8059A WRAITHGUARD



PACKAGED 1 MINIATURE PER BLISTER.

## 8061F ELDAR TRANSFERS



PACKAGED 15 TRANSFER SHEETS PER BLISTER.



SPACE ORK GOFFS IN COMBAT WITH THE ELDAR.



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CITADEL  
MINIATURES

# 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.



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# 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.

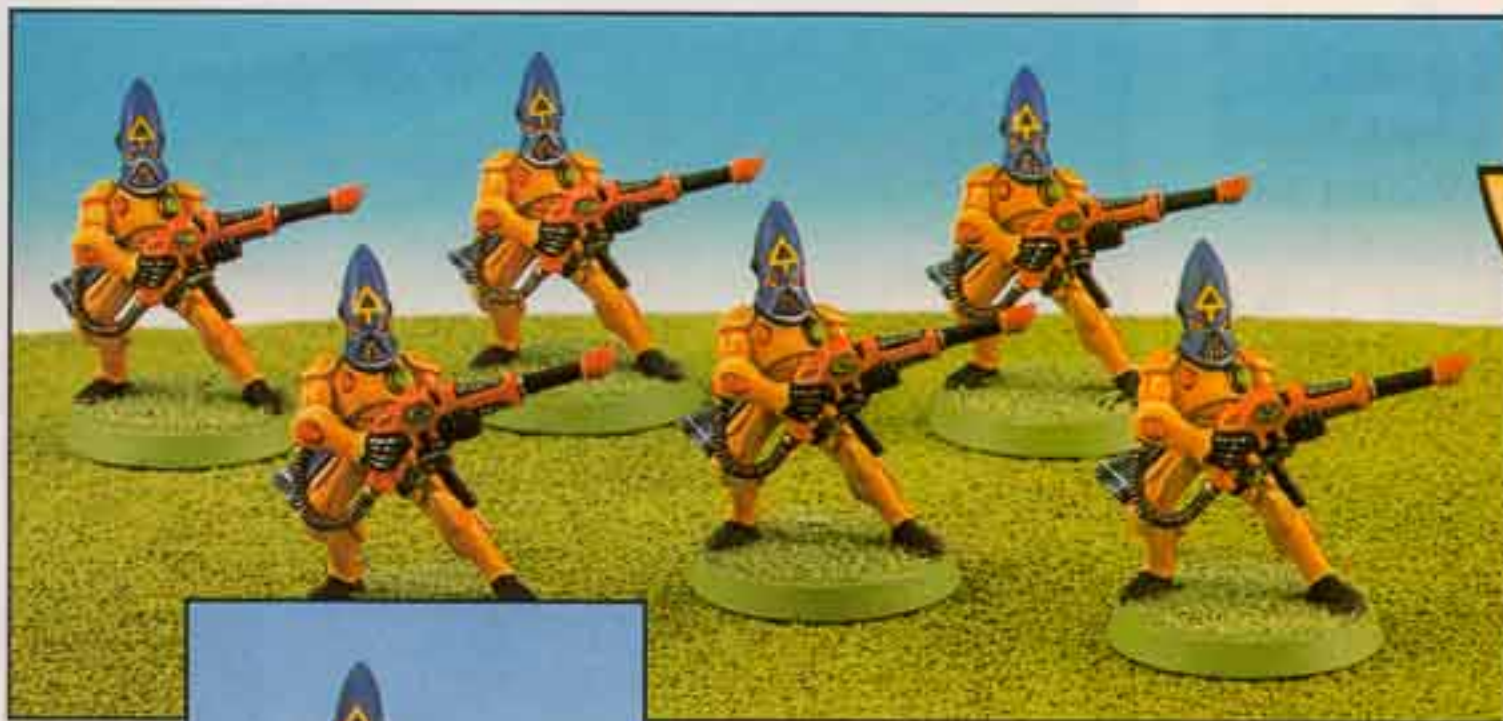


# ELDAR



## 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.



## 0670 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 the defense of their Craftworlds or in support of the Aspect Warriors. Contains a complete squad of 6 finely detailed plastic Citadel Miniatures.

# 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.



## 0662 ELDAR VYPER JETBIKE

The Vyper Jetbike is the most formidable of all Jetbikes. This heavy two-man vehicle carries some serious fire power, in the form of twin linked shuriken catapults with a targeter, to back up Jetbike squadrons and the Craftworld troops on the ground. In addition to the Shuriken catapults, the Vyper is equipped with a pintle-mounted weapon operated by the gunner. This is linked to an in-helmet targeter that allows the gunner to bring his weapon to bear on anything that he can see. Contains 1 plastic Vyper Jetbike with a two man crew.

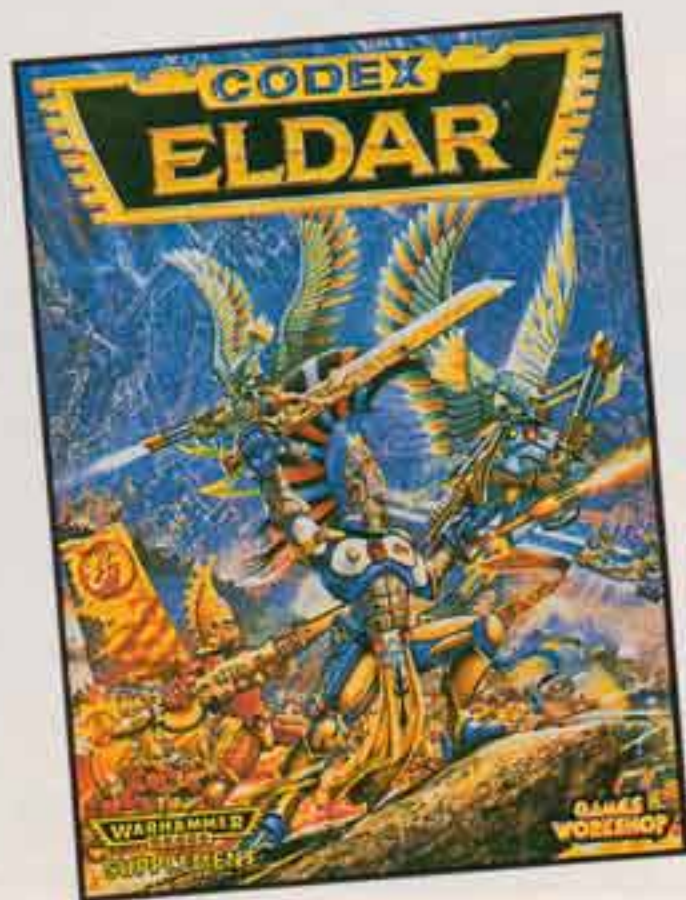


# ELDAR®



## 0515 ELDAR BOXED ARMY

The Eldar are an ancient and highly civilized race, immersed in a never-ending battle against the dark powers of Chaos. Although now few in number, the Eldar use advanced weaponry and the deadly warrior skills they have developed over the many millennia to counter the superior numbers of the enemy. Now you can take control of this struggle with the Eldar Boxed Army. Command all the devastating Aspect Warriors from the stalwart Dire Avengers to the ferocious Howling Banshees. Infiltrate enemy lines with the Eldar Scouts, who can kill enemy officers with unerring accuracy. Lead Eldar Guardians to the battle lines, backed by Anti-Grav Platforms, and the menacing firepower of the Eldar Dreadnought and Warwalker. Make your foe quake in fear with the awesome might of Asurmen, the Dire Avenger Phoenix Lord and the unmatched psychic power of Eldrad Ulthran, the Farseer of Ulthwe. The future of the Eldar is in your hands!



## 0155 CODEX ELDAR

The Eldar are an ancient and sophisticated race, immersed in a continuous battle for survival in a galaxy overrun by barbaric usurpers. The deadly warriors of the Eldar race fight back with their advanced weaponry and ritualized battle skills. The fighting forces are guided by powerful Eldar psykers who trace the myriad skeins of probability for the best path to take into the future. This essential companion to the Warhammer 40,000 game describes the history and armies of the Eldar in complete exhaustive detail.

### THE ANCIENT CIVILIZATION OF THE ELDAR

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path.

### ARMY LIST AND SPECIAL RULES

A complete army list for the Eldar army from Aspect Warriors to Warlocks. Complete rules are provided for all Eldar weapons, vehicles, and wargear.

# 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



Left: A Catachan Jungle Trooper Sergeant.  
Top Right: Mordian Iron Guard Mortar team.  
Right: A Cadian Shock Trooper.



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 nigh unstoppable Imperial Guard.



# 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  
RAIDER WITH  
GRENADE LAUNCHER



PACKAGED 2 MINIATURES PER BLISTER.

8031 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  
RAIDER 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

## 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.



# IMPERIAL GUARD

8032E ICE WARRIORS OF VALHALLA



PACKAGED 2 MINIATURES PER BLISTER.



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MINIATURES

# 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.



# IMPERIAL GUARD

8033E TALLARN DESERT  
RAIDER LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.

8033F ICE WARRIOR OF  
VALHALLA LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.

8033G CATACHAN JUNGLE  
CAPTAIN



PACKAGED 1 MINIATURE PER BLISTER.

8033H IMPERIAL  
PRIMARIS PSYKER



PACKAGED 1 MINIATURE PER BLISTER.

8040A CATACHAN JUNGLE FIGHTER  
MISSILE LAUNCHER



PACKAGED 1 MISSILE LAUNCHER AND 2 CREW PER BLISTER.



8033J STORMTROOPER SERGEANT



PACKAGED 1 MINIATURE PER BLISTER.

8040B CATACHAN JUNGLE FIGHTER  
HEAVY BOLTER



PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.

# IMPERIAL GUARD

## 8035A OGRYNS



PACKAGED 1 MINIATURE PER BLISTER.

## 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.



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MINIATURES



# IMPERIAL GUARD

## 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.

## 8040J TALLARN DESERT RAIDER 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.

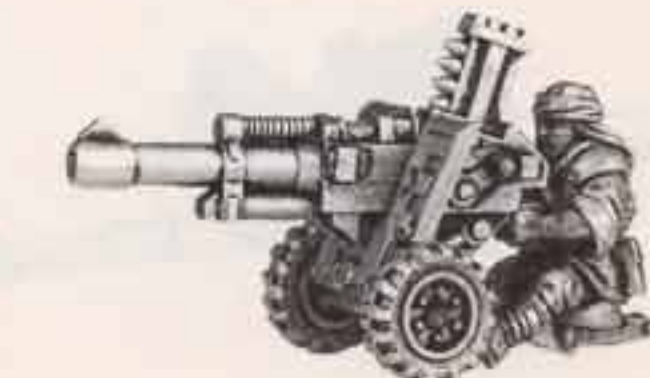
## 8040K TALLARN DESERT RAIDER AUTOCANNON



## 8040I CADIAN SHOCK TROOPER AUTOCANNON



PACKAGED 1 AUTOCANNON AND 2 CREW PER BLISTER.



PACKAGED 1 AUTOCANNON AND 2 CREW PER BLISTER.



# IMPERIAL GUARD

## 8040L ICE WARRIOR OF VAHALLA HEAVY BOLTER

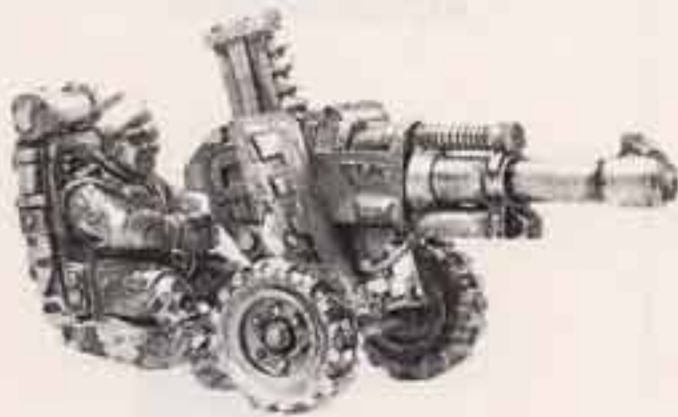


PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.

## 8040P STORMTROOPER AUTOCANNON



PACKAGED 1 AUTOCANNON AND 2 CREW PER BLISTER.



## 8040N ICE WARRIOR OF VAHALLA MORTAR TEAM



PACKAGED 1 MORTAR TEAM AND 2 CREW PER BLISTER.



## 8040Q STORMTROOPER 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.



# IMPERIAL GUARD

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 ATILA



PACKAGED 1 MINIATURE PER BLISTER.



8060B ROUGHRIDERS OF ATILA LIEUTENANT



PACKAGED 1 MINIATURE PER BLISTER.

8060C ROUGHRIDERS OF ATILA STANDARD BEARER



8060D ROUGHRIDERS OF ATILA SERGEANT



PACKAGED 1 MINIATURE PER BLISTER.

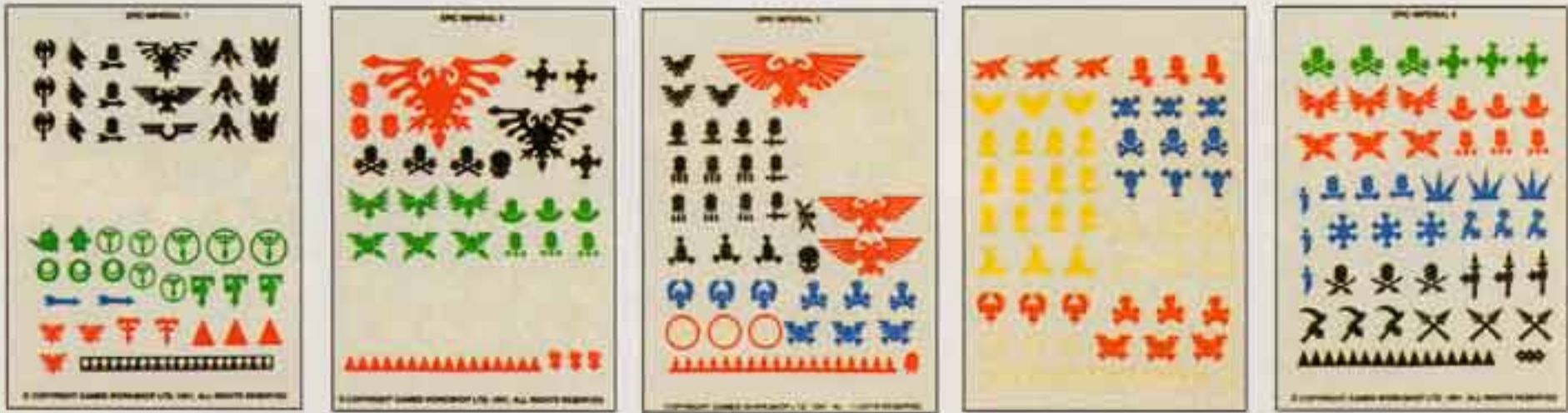


PACKAGED 1 MINIATURE PER BLISTER.



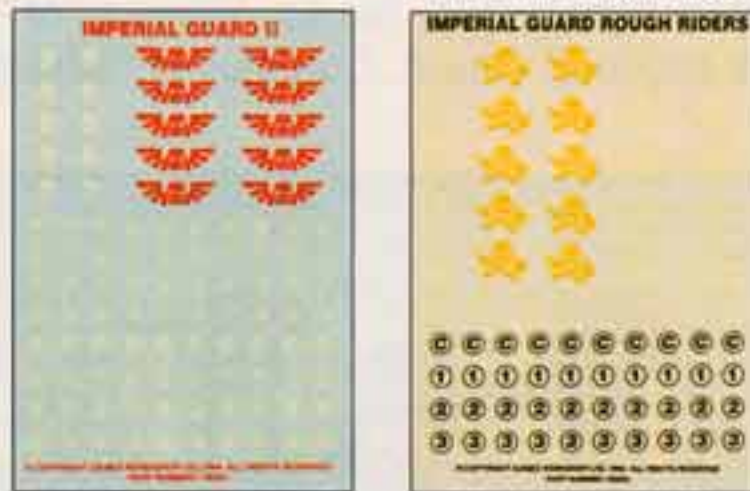
# IMPERIAL GUARD

## 8061I IMPERIAL GUARD TRANSFERS



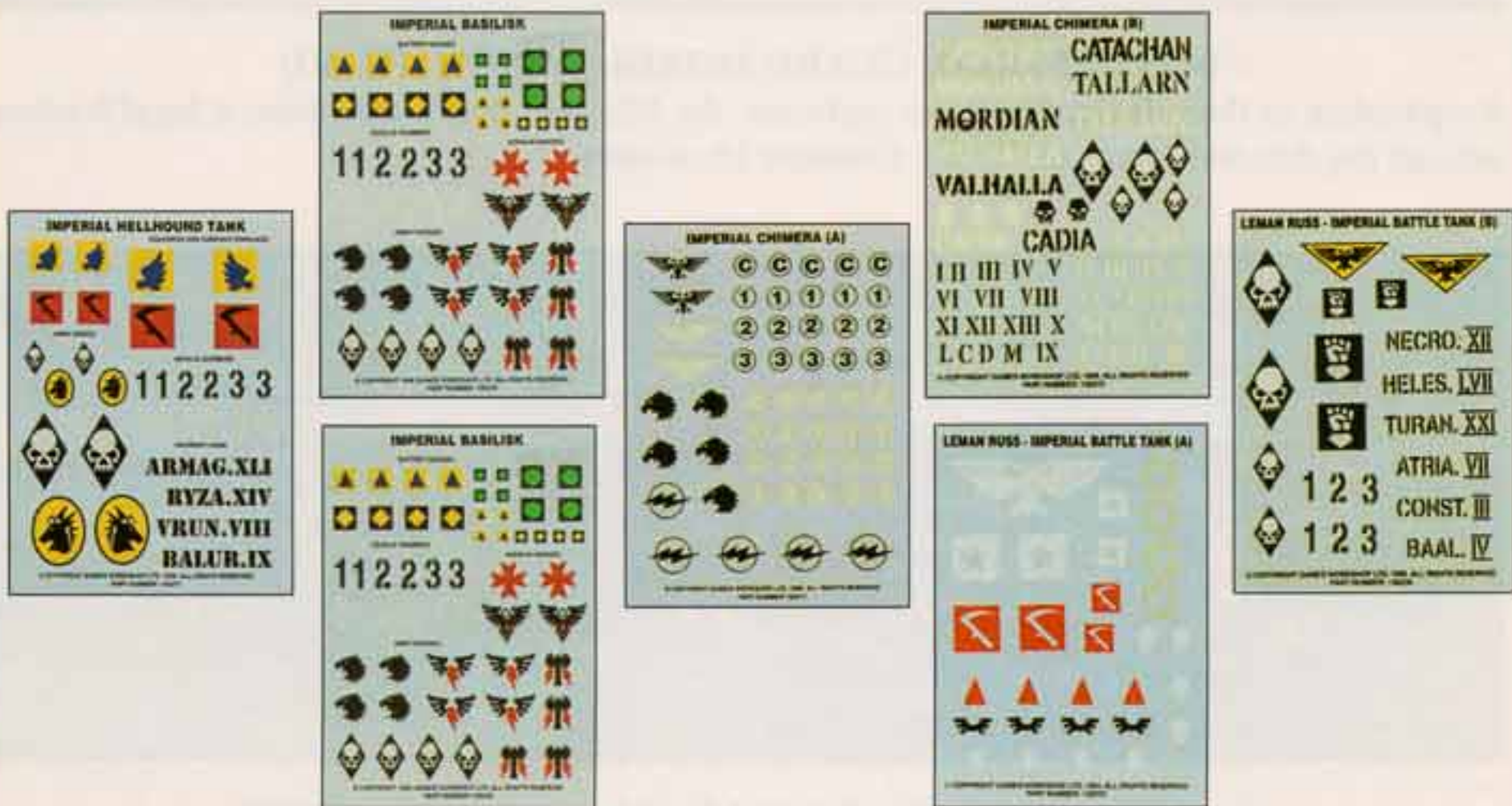
PACKAGED 15 TRANSFER SHEETS PER BLISTER.

## 8061J IMPERIAL GUARD TRANSFERS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.

## 8061K IMPERIAL GUARD ARMOR TRANSFERS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.



# IMPERIAL GUARD



## 0444 IMPERIAL GUARD ICE WARRIORS OF VALHALLA

Raised on a frozen and desolate homeland, 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 some of the hardest warriors of the Imperium - the Tallarn Desert Raiders. Contains 10 models.

# 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.



## 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.



Redemptor Kyrinov inspires a squad of Valhallan Ice Warriors to even greater heights of bravery in the face of the enemy.

# IMPERIAL GUARD



## 0450 LEMAN RUSS DEMOLISHER IMPERIAL SIEGE TANK

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



## 0669 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 plastic models.



# 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.

# IMPERIAL GUARD



## 0453 IMPERIAL HELLHOUND TANK

The Hellhound is a heavily 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

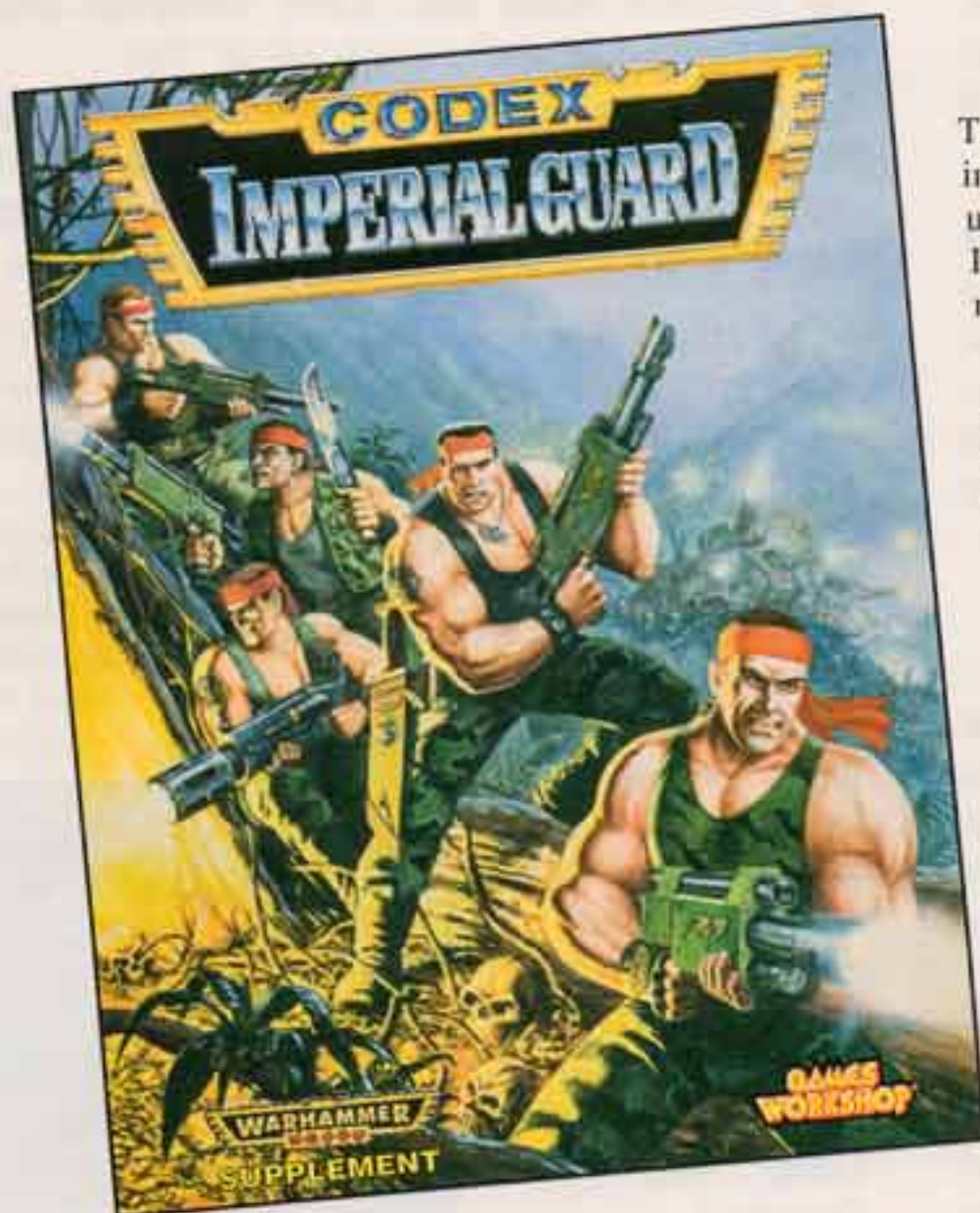
The Imperial Griffon is an armored mobile long-ranged killing machine. Having the power of a devastating mortar, no target is out of reach. Contains a plastic and pewter model kit of 1 Griffon.

# 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.



## 0161 CODEX IMPERIAL GUARD

The Imperial Guard is the largest and most powerful force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies.

### THE IMPERIAL GUARD

The planets and histories of many of the most famous regiments of the Imperial Guard are described, such as the Mordian Iron Guard and the Valhallan Ice Warriors.

### SPECIAL RULES

This Codex contains special rules for the Imperial Guard, plus rules for their weapons and equipment, and a Forces section that includes Commissars, Storm Troopers, and Ratling snipers.

### ARMY LIST

The army list will enable you to assemble your Imperial Guard force, complete with command HQ, Commissars, psykers, Guardsmen, heavy weapons teams, Rough Riders, tanks, and artillery. A selection of special characters includes Lord Commander Macharius, Commissar Yarrick, and Nork Deddog, the Ogryn bodyguard.

# Sisters of Battle

## The Imperium

The Imperium is a vast empire containing thousands of worlds and billions of people. A part of this vast network is the Adeptus Ministorum, also known as the Ecclesiarchy. Its mission - spread the will of the Emperor across the Universe.

### THE CULT OF THE EMPEROR

Without the Emperor humanity would have had no future. He single-handedly brought his people from the wastes and built a vast empire that stretched across the stars. With his apparent death came a frightening moment when the Imperium would crumble. But, the **Cult of the Emperor** was born and gave Humanity something to believe in.



### THE ECCLESIArchY

Like one great monastic order, the **Ecclesiarchy** sustains and perpetuates the Cult of the Emperor. There are many branches of the Ecclesiarchy, from the mundane offices that oversee the day to day running of a planet to the militant orders that quell rebellions and crush the influence of Chaos.

### THE DAUGHTERS OF THE EMPEROR

When the borders of the Imperium are threatened the Space Marines and the Imperial Guard are sent to war. But when it comes to keeping a world from falling into the perverse ways of Chaos, or routing a rogue planetary governor, the **Sisters of Battle** are called forth.



Battle Sister with Heavy Bolter.

### RIGHTEOUS FURY

The Sisters of Battle are totally devoted to the Cult of the Emperor, and enforce his will wherever they roam. Broken down into several different orders, these female warriors employ a vast array of deadly weaponry

and armor to quickly dispatch the enemy.

### SPREADING THE WORD

There are numerous other warriors in this holy crusade. Many planets that reside within the Imperium lack the guidance of the Ecclesiarchy, either having been cut off from humanity by fierce warp storms or enslaved by aliens. It is the job of the **Missionaries** to convert these worlds and lead them back into the fold. Armed with little more than an undying faith in the Emperor, these men suffer hardships and pains that would easily crush lesser men. Supported by **Preachers** and the **Frateris Militia**, holy wars can be called upon a planet in order to cleanse it of the unrighteous and bring it back under the guidance of the Ecclesiarchy.



### THE SWIFT ARM OF JUSTICE

The Imperium also contains many other warriors, from the justice dealing **Adeptus Arbites** which try to keep peace among the great Hive Cities to the revered **Grey Knights** whose job is to seek out and destroy the fierce daemons of Chaos. Keeping order among the worlds of the Imperium is no easy task and a constant vigilance must always be maintained else Humanity will fall. Long live the Emperor!



The deadly Eversor Assassin is only used in dire situations.

# IMPERIUM

## 8049B SISTER SUPERIOR



PACKAGED 1 MINIATURE PER BLISTER.

## 8049A BATTLE SISTERS



PACKAGED 2 MINIATURES PER BLISTER.



# IMPERIUM

8049F BATTLE SISTER WITH FLAMER



PACKAGED 1 MINIATURE PER BLISTER.

8049G BATTLE SISTER WITH MELTAGUN



PACKAGED 1 MINIATURE PER BLISTER.

8049D BATTLE SISTER WITH  
HEAVY FLAMER



PACKAGED 1 MINIATURE PER BLISTER.

8049E BATTLE SISTER WITH  
MULTI-MELTA



PACKAGED 1 MINIATURE PER BLISTER.

8049C BATTLE SISTER WITH  
HEAVY BOLTER



PACKAGED 1 MINIATURE PER BLISTER.

8049M BATTLE SISTER CANONESS



PACKAGED 1 MINIATURE PER BLISTER.



# IMPERIUM

## 8049H SERAPHIM BATTLE SISTERS



PACKAGED 1 MINIATURE PER BLISTER.

### 8049J SERAPHIM BATTLE SISTER WITH TWIN FLAMER



PACKAGED 1 MINIATURE PER BLISTER.

### 8049K SERAPHIM BATTLE SISTER SUPERIOR



PACKAGED 1 MINIATURE PER BLISTER.

### 8049L BATTLE SISTER ICON BEARER



PACKAGED 1 MINIATURE PER BLISTER.

# IMPERIUM

## 8049N IMPERIAL MISSIONARIES



PACKAGED 1 MINIATURE PER BLISTER.

## 8049R IMPERIAL PREACHERS



PACKAGED 1 MINIATURE PER BLISTER.

## 8049T FRATERIS MILITIA



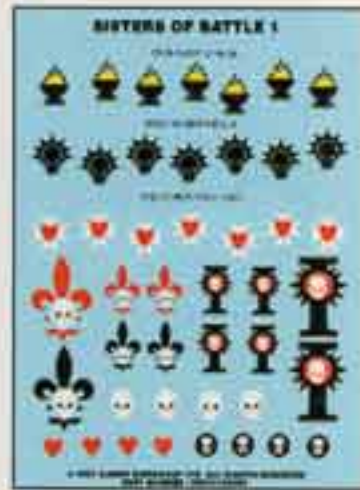
PACKAGED 5 MINIATURES PER BLISTER.



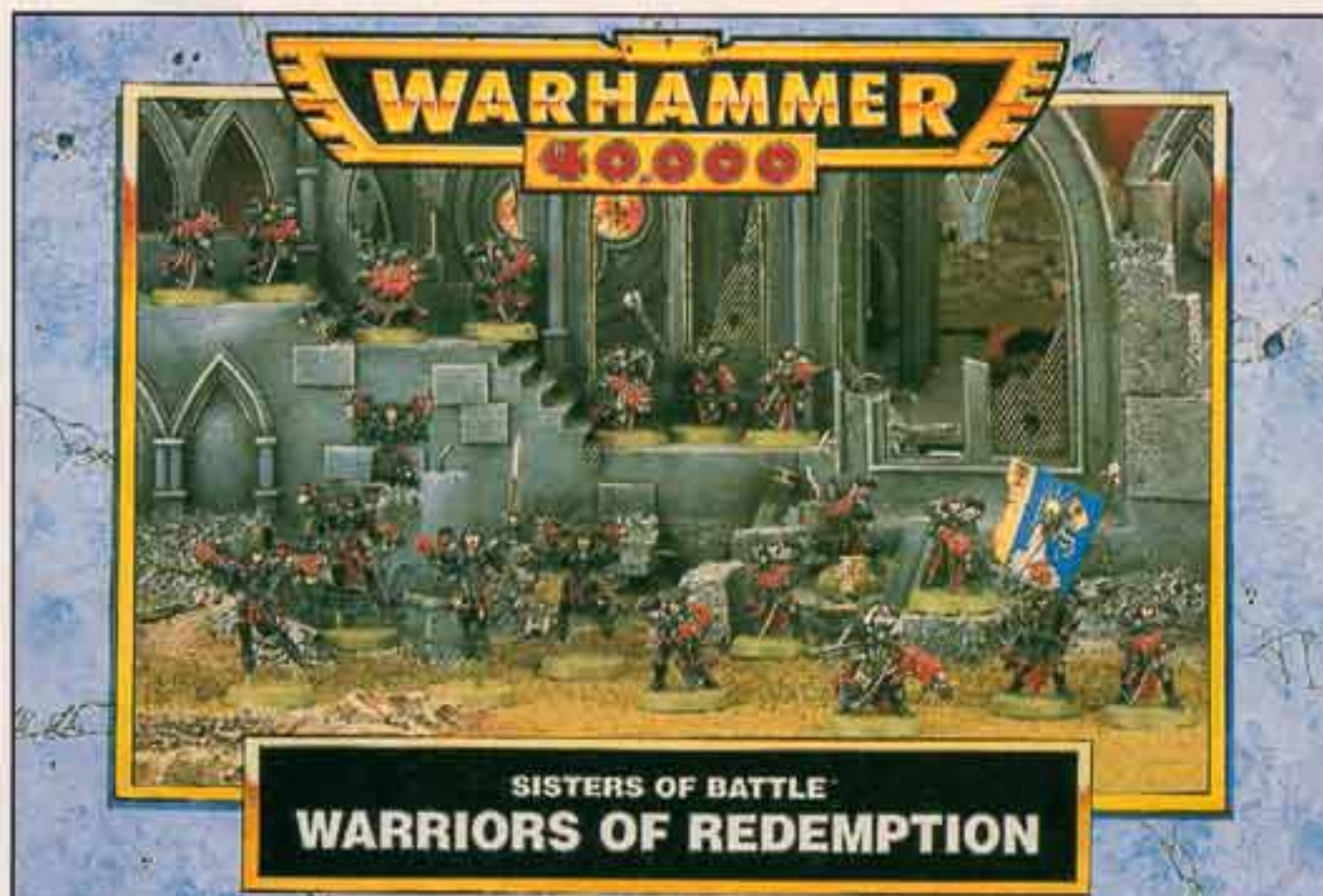


# IMPERIUM

## 8061R SISTERS OF BATTLE TRANSFERS AND BANNERS



PACKAGED 2 TRANSFER SHEETS AND 6 BANNERS PER BLISTER.



## 980680 WARRIORS OF REDEMPTION FORCE BOX

This box contains around 800 points worth of Sisters of Battle forces. This set includes a booklet with full force lists for all the models in the box. There is also a complete set of full-color, self-adhesive banners and transfer sheets, as well as a unreleased Imperial Shrine for your Sisters of Battle force.



# IMPERIUM

8038Y IMPERIAL CONFESSOR KYRINOV



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

8038Z URIAH JACOBUS



MINIATURE SUPPLIED UNPAINTED.  
PACKAGED 1 MINIATURE PER BLISTER.

8051E VINDICARE ASSASSIN



PACKAGED 1 MINIATURE PER BLISTER.

8051F CALLIDUS ASSASSIN



PACKAGED 1 MINIATURE PER BLISTER.

8051G EVERSOR ASSASSIN



PACKAGED 1 MINIATURE PER BLISTER.

# IMPERIUM

## 8058B GREY KNIGHT TERMINATOR



PACKAGED 1 MINIATURE PER BLISTER.

## 8058A INQUISITOR TERMINATOR



PACKAGED 1 MINIATURE PER BLISTER.

## 8051H CULEXUS ASSASSIN



PACKAGED 1 MINIATURE PER BLISTER.



# IMPERIUM

## 8048A RAPIER



PACKAGED 1 RAPIER AND 2 CREW PER BLISTER.

## 8048C TARANTULA



PACKAGED 1 TARANTULA AND 2 CREW PER BLISTER.

## 8051A ADEPTUS ARBITES WITH SHOTGUN



PACKAGED 2 MINIATURES  
PER BLISTER.

## 8051B ADEPTUS ARBITES WITH BOLTER



PACKAGED 2 MINIATURES  
PER BLISTER.

## 8048D SERVITORS



PACKAGED 2 MINIATURES PER BLISTER.



PACKAGED 2 MINIATURES PER BLISTER.



# IMPERIUM



## 993024 SISTERS OF BATTLE

The Sisters of Battle are the elite fighting arm of the Ecclesiarchy, the organization responsible for ensuring fealty of the masses to the Emperor. Contains 6 models.



## 987887 BATTLE SISTERS SERAPHIM SQUAD

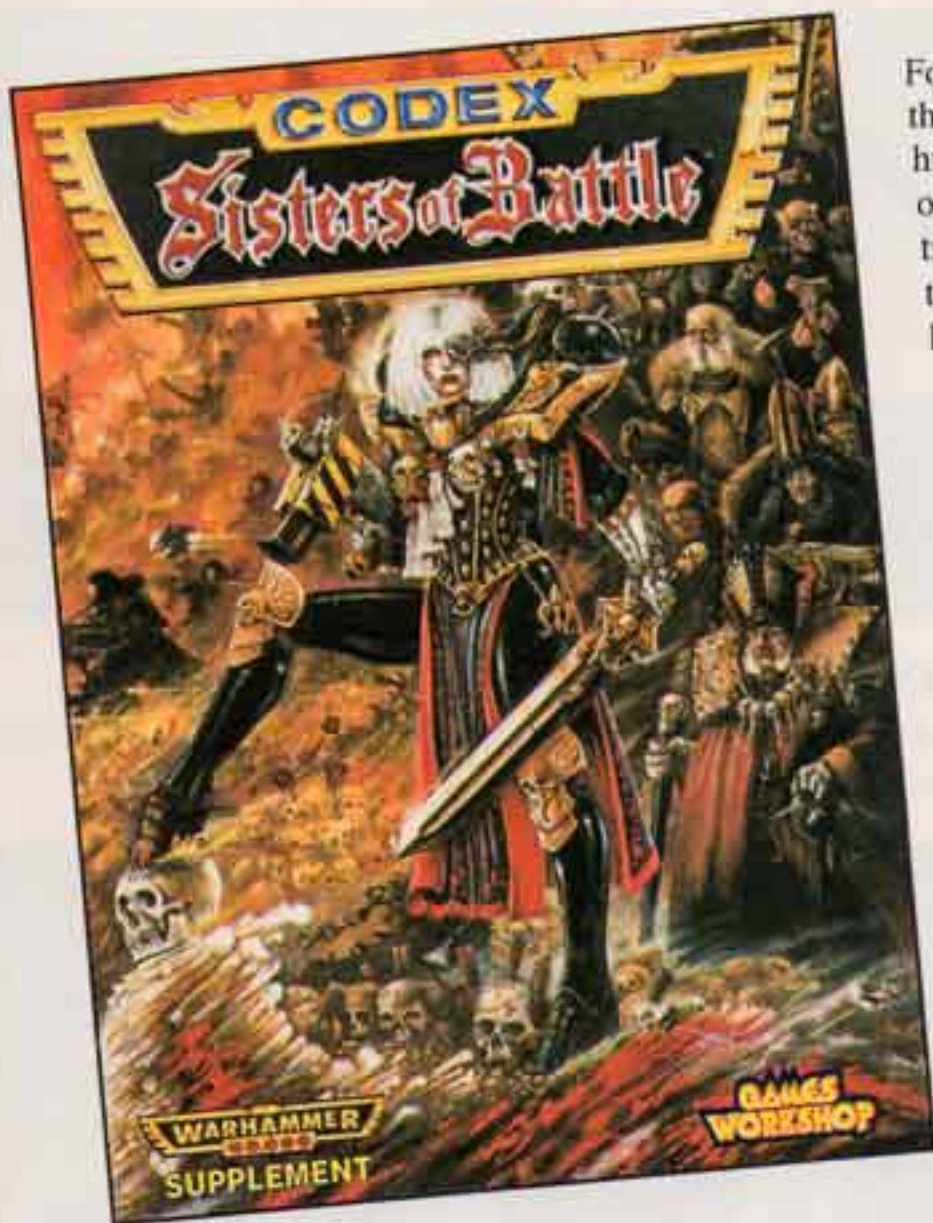
The Seraphim are the elite shock troops of the Orders Militant, comprised of the most battle-hardened Sisters armed with weapons in both hands and a jump pack. Contains 5 models.

## 988488 SISTERS OF BATTLE IMMOLATOR

Equipped with twin heavy flamers, the Immolator is perfect for burning or melting straight through any foes foolish enough to stand in the way of the Emperor's will! Contains a plastic and pewter model kit of 1 Immolator.



# IMPERIUM



## 988679 CODEX SISTERS OF BATTLE

Foremost amongst the fanatical warriors of the Ecclesiarchy are the Battle Sisters of the Adepta Sororitas. They constantly guard humanity against the vile hordes of Chaos, the insidious threat of heretics, and the assaults of heathen aliens. With their elite training, superb wargear and unshakable faith in the Emperor, the Sisters of Battle have crushed the foes of mankind in countless battles across every part of the galaxy.

### THE ADEPTUS MINISTORUM

Revealed for the first time is the full story of the long and tortuous evolution of the Adeptus Ministorum, from its founding in the distant past to its present day organization. It provides a unique insight into the politics and powers that rule humanity, and their effect on the warriors of the Imperium.

### FORCES OF THE ECCLESIArchY

This book contains full details and rules for all the fighters of the Ecclesiarchy, from the lowly Frateris Militia, to the noble Battle Sisters of the Militant Orders of the Adepta Sororitas. Also covered are the zealous Confessors, stalwart Preachers, and questing Missionaries of the Adeptus Ministorum, as well as the Sister Superiors and Canonesses that lead the Sisters of Battle. In addition, full rules are provided for the elite Seraphim squads and the flame-throwing Immolator.

### ARMY LIST

The army list in this Codex allows you to field warriors from the Adeptus Ministorum in your Warhammer 40,000

battles. Also provided are guidelines for using the forces of the Ministorum as allies for other Imperial organizations. Finally, the Special Characters section profiles some of the mighty individuals in the Ministorum.

## 981571 CODEX ASSASSINS

This 24 page book is one of a range of Codex supplements for the Warhammer 40,000 game. Each Codex forms a complete hobby guide to a particular part of the Warhammer 40,000 universe. Packed full of background information, special rules, army lists, and much, much more, they form an invaluable guide to collecting, painting, and gaming with armies of Citadel Miniatures.

### AGENTS OF DEATH

The Imperial Assassins are totally awesome combatants, each one trained to excel in all the arts of death and use some of the most deadly weapons in the Imperium. Full rules for their unusual wargear and skills are given to enable you to add the full destructive potential of these devastating warriors to your Imperial armies.

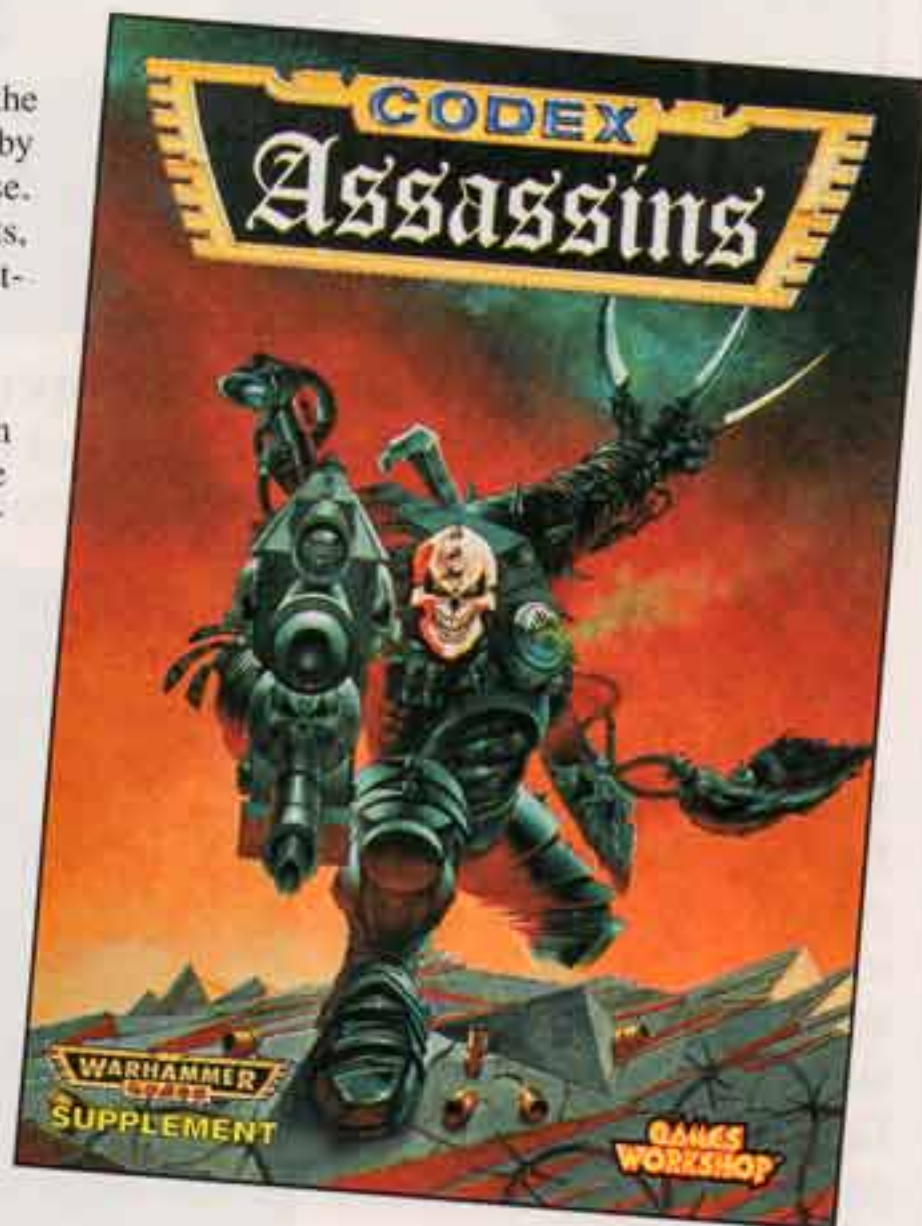
### OFFICIO ASSASSINORUM

The Vindicare Assassin is the Imperium's arm of vengeance. Equipped with the deadly accurate Exitus longrifle, they leave false messiahs and self proclaimed prophets with nowhere to hide!

The Callidus Assassin strikes from within, using special shape-shifting abilities to assume the identity of enemy troops and allowing her to strike at the very heart of a rebellion.

The Eversor Assassin specializes in unstoppable assault. Armed with awesome weaponry and pumped full of combat stimulants the Eversor tears the heart out of the enemy operation.

The Culexus Assassin hunts down enemy psykers and drains them of their powers before sucking out their very essence in bloody hand-to-hand combat.



# 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 defense.



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 their 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, although 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



A Dark Angel Space Marine with a Heavy Plasma Gun.

Space Wolves are known for their ferocity in combat.



histories. It is easy to base game rules off one of the published army Codex books.

## ON TO GLORY

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

# SPACE MARINES

## 8001A SPACE MARINES



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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# SPACE MARINES

## 8001B SPACE MARINE SERGEANTS



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



# SPACE MARINES

## 8002A SPACE MARINE WITH MELTA GUN



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

## 8002B SPACE MARINE WITH FLAMER



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

## 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.



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# SPACE MARINES

## 8002E SPACE MARINE SCOUTS



PACKAGED 2 MINIATURES PER BLISTER.

## 8002F SPACE MARINE SCOUT SERGEANT



PACKAGED 1 MINIATURE PER BLISTER.

## 8002G SPACE MARINE SCOUT WITH HEAVY BOLTER



PACKAGED 1 MINIATURE PER BLISTER.

## 8002H SPACE MARINE SCOUT WITH NEEDLE SNIPER RIFLE



PACKAGED 2 MINIATURES PER BLISTER.



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# SPACE MARINES

## 8003A ASSAULT MARINES



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

## 8003D ASSAULT MARINE SERGEANTS



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

## 8003C JUMP PACKS



PACKAGED 3 JUMP PACKS PER BLISTER.



AN EXAMPLE OF A PAINTED ULTRAMARINE ASSAULT SQUAD.



# SPACE MARINES

## 8003B BLOOD ANGEL DEATH COMPANY



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

## 8004A SPACE MARINE WITH MISSILE LAUNCHER



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

## 8004B SPACE MARINE WITH LASCANNON



## 8004C SPACE MARINE WITH HEAVY BOLTER



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

## 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



8005H LIBRARIAN CODICIER



8005I LIBRARIAN LEXICANIUM



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

8005J TECH MARINES



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

# SPACE MARINES

## 8005K APOTHECARY



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



## 8005L SPACE MARINE STANDARD BEARER



## 8005M SPACE MARINE BLOOD ANGEL STANDARD BEARER



## 8005N SPACE MARINE DARK ANGEL STANDARD BEARER



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





# SPACE MARINES

## 8006B IRON PRIEST



PACKAGED 1 MINIATURE PER BLISTER.

## 8006E SPACE WOLF SERGEANT



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

## 8006C WOLF GUARD



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

# SPACE MARINES

## 8006F WOLF SCOUT SERGEANT



PACKAGED 1 MINIATURE PER BLISTER.

## 8006H BLOOD CLAWS



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

## 8006G GREY HUNTERS



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



# SPACE MARINES

8006J SPACE WOLF STANDARD BEARER



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

8007C TERMINATOR WITH CYCLONE MISSILE LAUNCHER



PACKAGED 1 MINIATURE PER BLISTER.

8007A TERMINATOR CAPTAIN



PACKAGED 1 MINIATURE PER BLISTER.

8007B TERMINATOR LIBRARIAN



PACKAGED 1 MINIATURE PER BLISTER.

8007D TERMINATOR WITH ASSAULT CANNON



PACKAGED 1 MINIATURE PER BLISTER.

8007E TERMINATOR TROOPER WITH STORMBOLTER



PACKAGED 1 MINIATURE PER BLISTER.

# SPACE MARINES

8007I TERMINATOR SERGEANT



PACKAGED 1 MINIATURE PER BLISTER.

8007J TERMINATOR CHAPLAIN



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.



8007F TERMINATOR WITH HEAVY FLAMER



PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES

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.

8009A DEATHWING TERMINATOR  
WITH HEAVY FLAMER



PACKAGED 1 MINIATURE PER BLISTER.



8009E DEATHWING  
CYCLONE



PACKAGED 1 MINIATURE PER BLISTER.

8009B DEATHWING TERMINATOR  
WITH ASSAULT CANNON



PACKAGED 1 MINIATURE PER BLISTER.



# SPACE MARINES

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



PACKAGED 1 MINIATURE PER BLISTER.



**8010A WOLF GUARD SERGEANT**



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 WITH CHAINFIST**



PACKAGED 1 MINIATURE PER BLISTER.



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# SPACE MARINES

**8038B RAGNAR BLACKMANE  
SPACE WOLF LORD**



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

**8038C ULRIK 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.

# 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 BLOOD  
ANGELS 3RD COMPANY



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



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MINIATURES



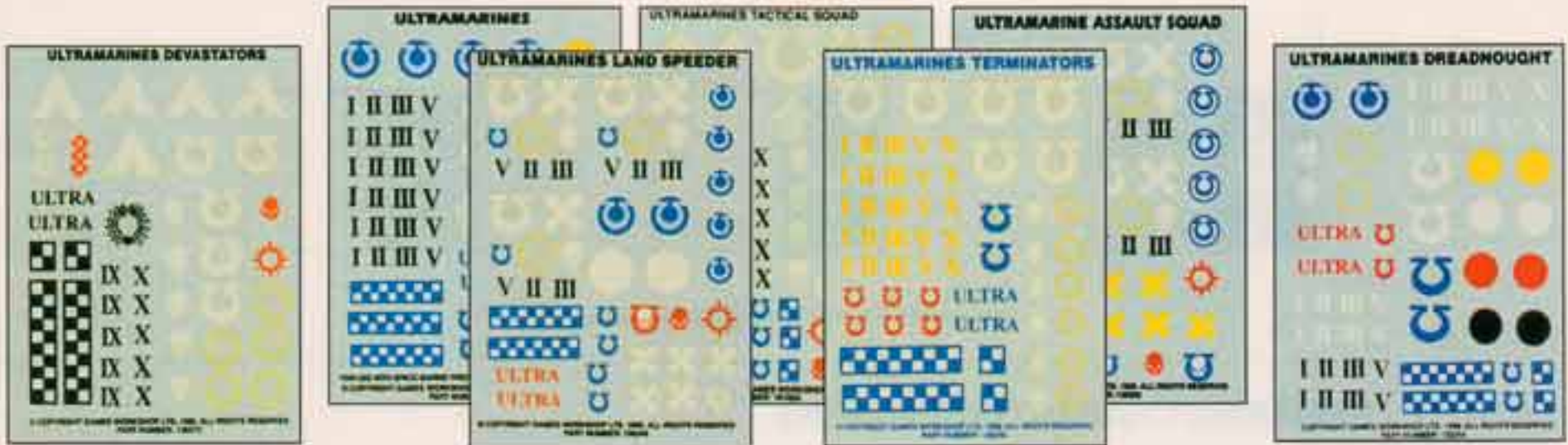
CITADEL  
MINIATURES

# SPACE MARINES

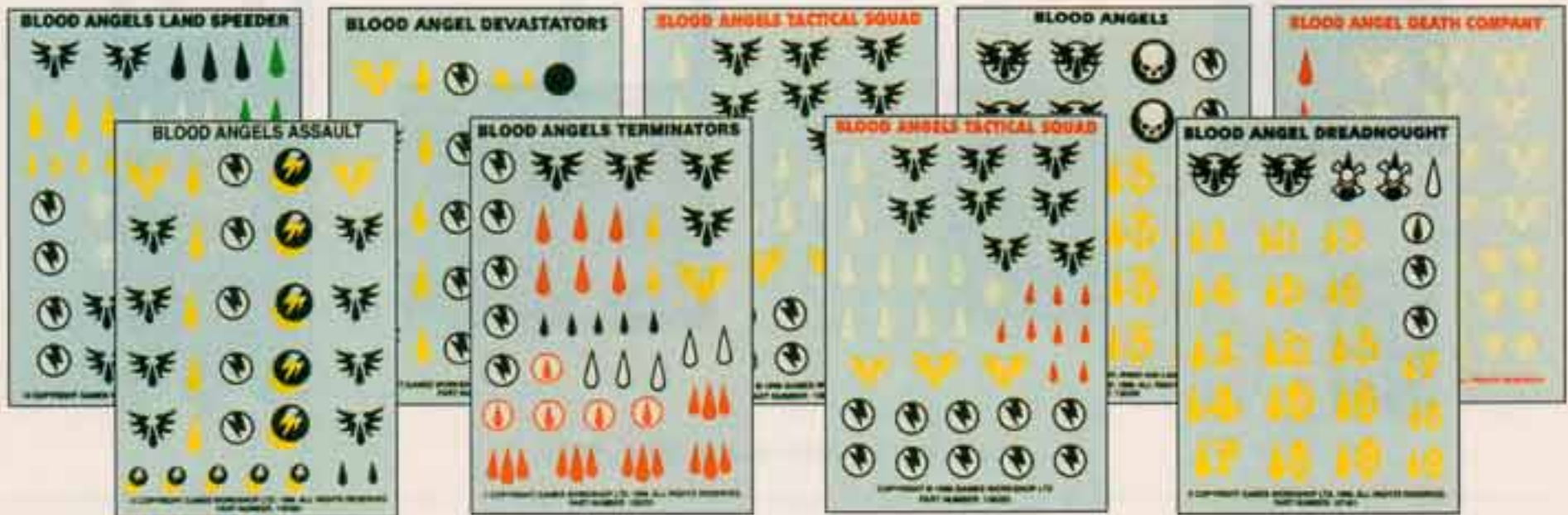
## 8061L SPACE WOLF TRANSFERS



## 8061M ULTRAMARINE TRANSFERS



## 8061N BLOOD ANGEL TRANSFERS



## 8061P DARK ANGEL TRANSFERS



PACKAGED 10 TRANSFER SHEETS PER BLISTER.



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# SPACE MARINES

## 8061A SPACE WOLF BANNERS



PACKAGED 5 BANNER SHEETS PER BLISTER.

## 8061C ULTRAMARINE BANNERS



PACKAGED 5 BANNER SHEETS PER BLISTER.

## 8061D ULTRAMARINE CHARACTER BANNERS



PACKAGED 5 BANNER SHEETS PER BLISTER.

## 8061Q BLOOD ANGEL BANNERS



PACKAGED 5 BANNER SHEETS 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®



## 992881 SPACE MARINE TERMINATOR SQUAD

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



## 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 highly-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 meltagun, and one with a plasma gun.



# SPACE MARINES



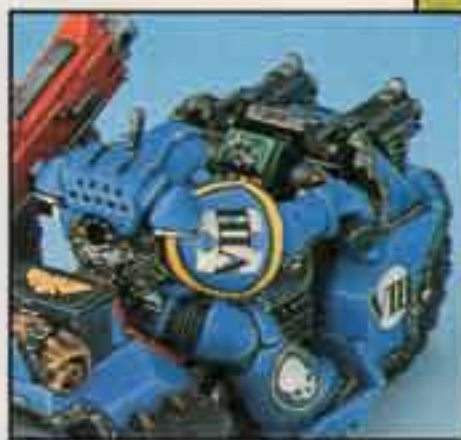
## 0732 SPACE MARINE BIKE

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 highly-detailed plastic motor bike, as well as 1 plastic Space Marine rider.



## 0467 SPACE MARINE ATTACK BIKE

Space Marine Attack Bikes combine fast attack and superior fire power. The Attack Bike comes standard with twin-linked bolters, auto-launchers, and a multi-melta or heavy bolter. This boxed set contains 1 highly-detailed plastic motor bike, as well as 1 plastic Space Marine rider, pewter bike bits, and 1 pewter Space Marine gunner.



## 993222 SPACE MARINE CHAPLAIN ON BIKE

Now you can lead your bike squadron into close quarter fighting against enemy infantry. Chaplains are tough hand-to-hand fighters in addition to adding the sheer mobility offered by riding a bike. Heretics don't stand a chance! This boxed set contains 1 highly-detailed plastic motor bike, as well as pewter bike bits, and a pewter Space Marine Chaplain.



# SPACE MARINES



## 986774 SPACE MARINE SCOUTS

Space Marine Scouts wear lighter armor to assist in their role at scouting ahead of the main battle lines and clearing the way for the Chapter's advance. Relying upon their speed and mobility, Scouts seek out enemy positions and uncover any foes who have secreted themselves in ambush. Scouts will also set traps and ambushes for careless enemies as well as infiltrate behind enemy lines to sabotage supply routes or blow up ammo dumps. Contains 5 models.



## 0743 SPACE MARINE RHINO

The high 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



## 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.



## 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



## 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 and pewter model kit of 1 Predator.



## 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 and pewter model kit of 1 Predator Annihilator.

# 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



## 0457 DARK ANGELS RAVENWING LANDSPEEDER

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



## 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



## 0154 CODEX ANGELS OF DEATH

The Dark Angels and the Blood Angels Space Marine Chapters are both dedicated guardians of the Imperium and loyal servants of the Emperor. To mankind they are awe-inspiring figures that bring hope and salvation. To the enemies of mankind they are creatures of terror and dread. Yet each harbors a sinister millennia-old secret that sets them apart from their brother Space Marines and may yet bring them both eternal damnation.

### THE DARK ANGELS

The Dark Angels were the very first Space Marine Legion and are regarded as the epitome of the dedicated Space Marine warrior: serious minded, slow to anger, but tenacious and all but unstoppable in their zeal once aroused. Yet behind this impressive facade lies a truth that is altogether more sinister, for the Dark Angels have been carrying on a secret Crusade which began over 10,000 years ago following an act of terrible betrayal.

### THE BLOOD ANGELS

The Blood Angels are amongst the most ferocious and blood-thirsty of all the Space Marine Chapters. Even though they have proved themselves in countless battles to be the most loyal servants of the Emperor, they remain the most feared and least trusted of all Space Marine Chapters.

## 0153 CODEX SPACE WOLVES

In ages past the Mighty Primarch Leman Russ led the Space Wolves Chapter of Space Marine warriors. He was unsurpassed for ferocity in battle and no Chapter was as headstrong and battle keen. This invaluable companion to the Warhammer 40,000 game describes the armies of the Space Wolves Chapter in complete detail.

### THE MIGHT OF THE SPACE WOLVES

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

### ORGANIZATION AND SPECIAL RULES

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

### ARMY LIST

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



## 0157 CODEX ULTRAMARINES

The Ultramarines are the greatest of all Space Marine Chapters. From the dawn of the Imperium they have served the Emperor with loyalty and a ferocity that no others can match. Their Primarch, Roboute Guilliman, wrote the Codex Astartes, and the Chapter has exemplified its teachings ever since. The Ultramarines were instrumental in the defeat of Hive Fleet Behemoth, saving the Imperium from almost certain destruction by the Tyranids. They are the warriors of Macragge in the realm of Ultramar, and in faith and in valour they are unmatched.

### THE BIRTH OF SPACE MARINES

The creation of the Space Marines and the subsequent rebirth of the Codex Chapters under the leadership of the Great Primarch Roboute Guilliman of the Ultramarines.

### CODEX CHAPTERS AND ARMY LIST

Organizational details and color schemes for many Codex Chapters, including the Ultramarines, Imperial Fists, Genesis Chapter, White Consuls, Black Templars, the Doom Eagles, and many more. A complete army list for the Ultramarines Chapter and all Codex Chapters.



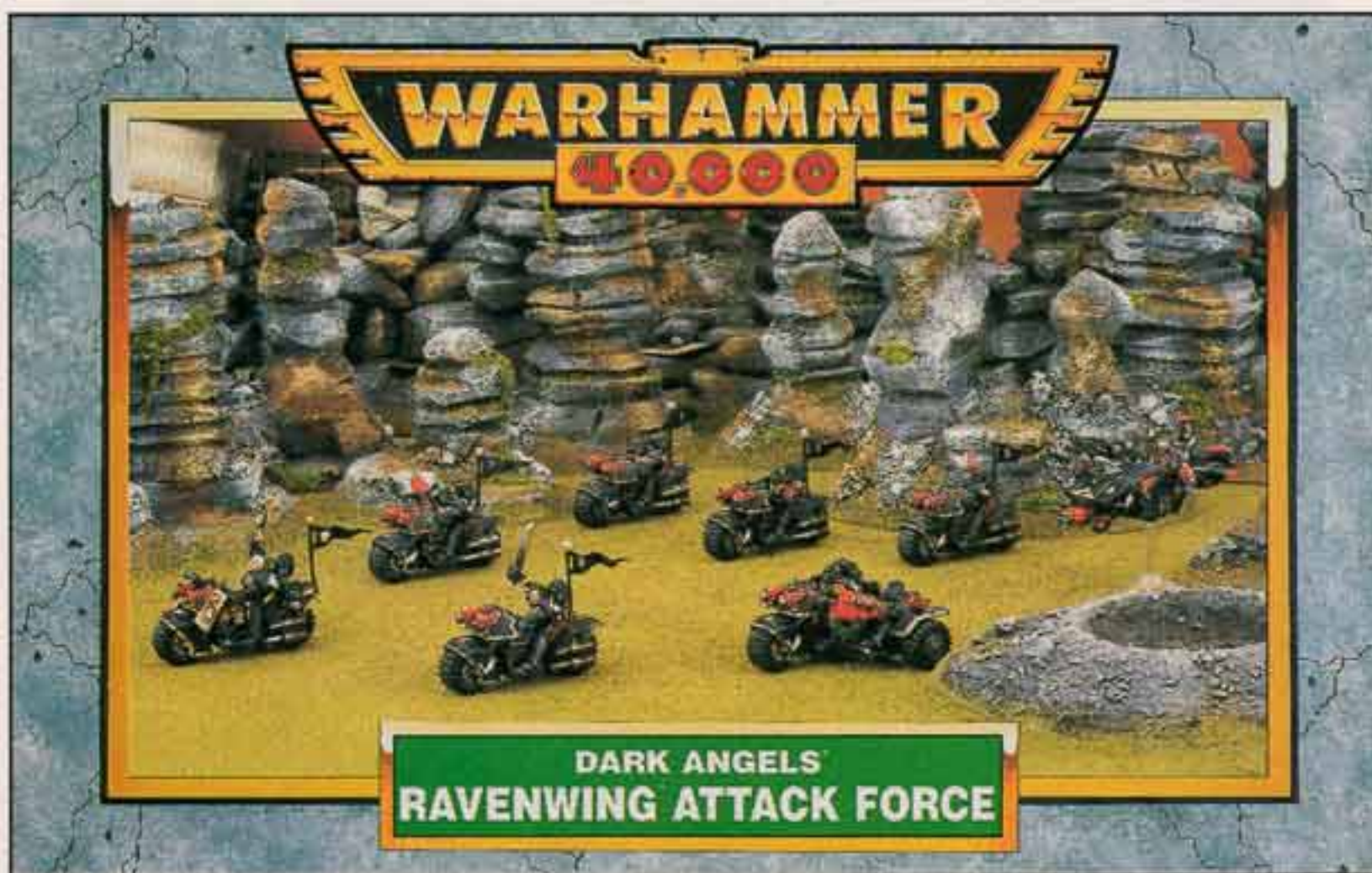


# SPACE MARINES



## 0526 BLOOD ANGEL BOXED ARMY

This boxed army contains a complete 2,000 point Blood Angel army. Over 40 pieces and includes a booklet with full army lists for all the models in the box including points values and characteristics. There is also a complete set of full-color, self-adhesive banners and transfer sheets for your army.



## 987399 DARK ANGEL RAVENWING FORCE BOX

This box contains around 750 points worth of Dark Angel Ravenwing forces. This set includes a booklet with full force lists for all the models in the box. There is also a complete set of full-color, self-adhesive banners and transfer sheets, as well as some unreleased accessories for outfitting your Ravenwing force.

# SPACE MARINES



## 0510 ULTRAMARINE BOXED ARMY

This boxed army contains a complete 2,000 point Ultramarine army. This set includes a booklet with full army lists for all the models in the box including points values and characteristics. There is also a complete set of full-color, self-adhesive banners and transfer sheets for your army.



## 0514 SPACE WOLF BOXED ARMY

This boxed army contains a complete 2,000 point Space Wolf army. This set includes a booklet with full army lists for all the models in the box including points values and characteristics. There is also a complete set of full-color, self-adhesive banners and transfer sheets for your army.

# 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!

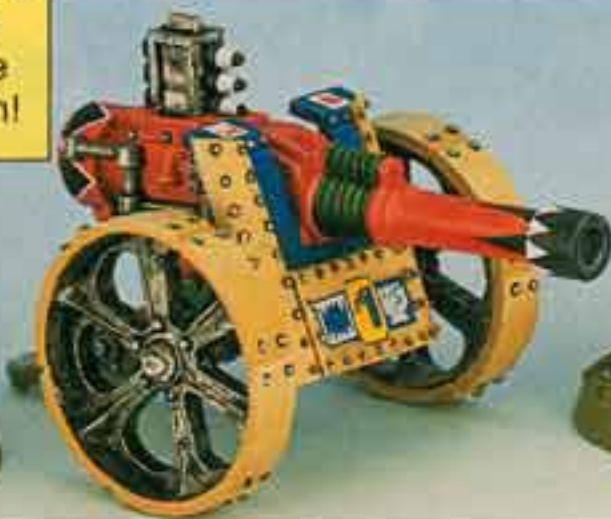
'Ere we go Orks are tough, brutal, and a remarkably widespread race. Their society is broken into huge clans, each clan having its own distinctive behavior and habits. Of course you can not overlook the Orks' smaller cousins, the not-incredibly-brave, but extremely numerous **Gretchin**.

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 dress in black and are notoriously ill-humored. In fact Goffs

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



A Blood Axe Kommando.



have the reputation of being the biggest and baddest of all Orks - they prefer to equip themselves with close combat weapons and then deal out 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.

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.



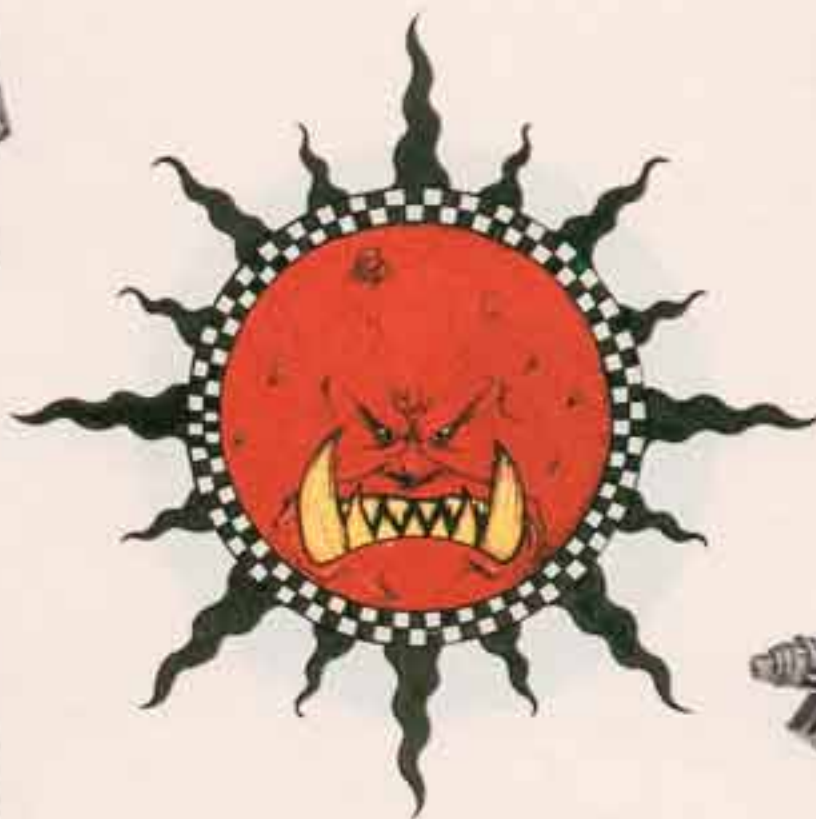
# SPACE ORKS

## 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.



# 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.

## 8014F BAD MOON BOSSES



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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# SPACE ORKS

## 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.

## 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.

## RUNTS AND SQUIGS



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



# SPACE ORKS

## 8015A WEIRDBOYZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 WEIRDBOYZ AND 2 MINDERZ 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.



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# 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.



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# SPACE ORKS

## 8015E WARPHEADZ



MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES WHEN NECESSARY. PACKAGED 1 WARPHEAD AND 2 MINDERZ 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

## 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.



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# 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.



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# 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.



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# 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.

## 8018G SNAKEBITE NOBZ



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



# SPACE ORKS

## 8018E ORK FREEBOOTERZ



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

## 8018F GOFF 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.

## 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

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.



8039A NAZDREG UG URDGRUB  
BAD MOON WARLORD



BANNERS NOT INCLUDED.  
PACKAGED 1 MINIATURE PER BLISTER.

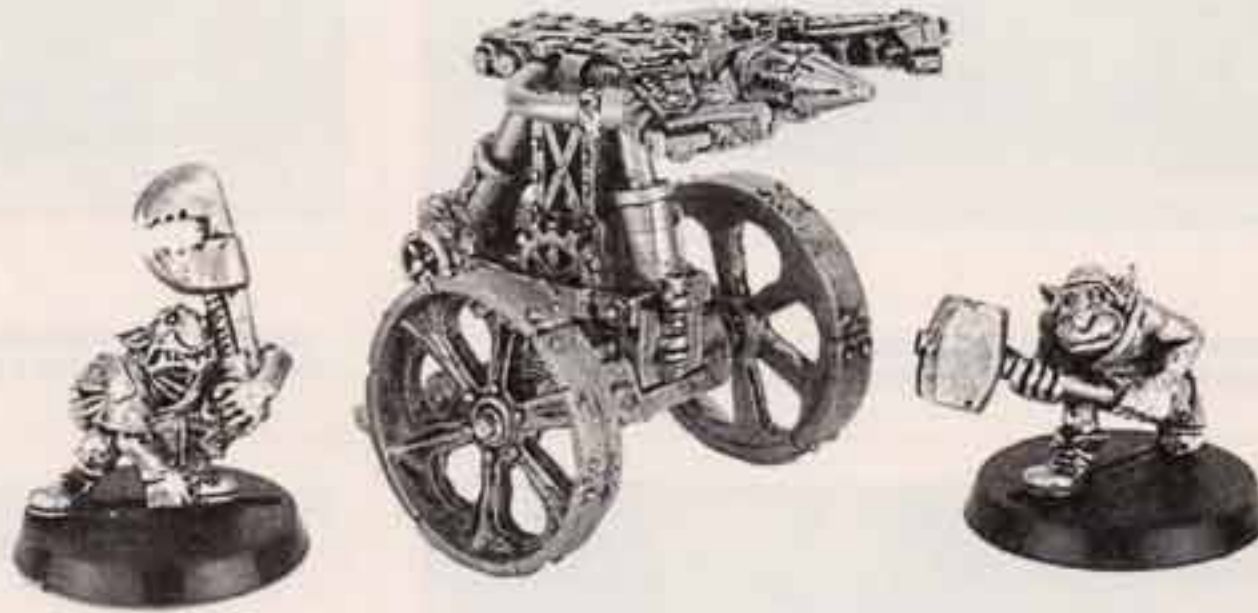
# SPACE ORKS

## 8046C TRAKTOR KANNON



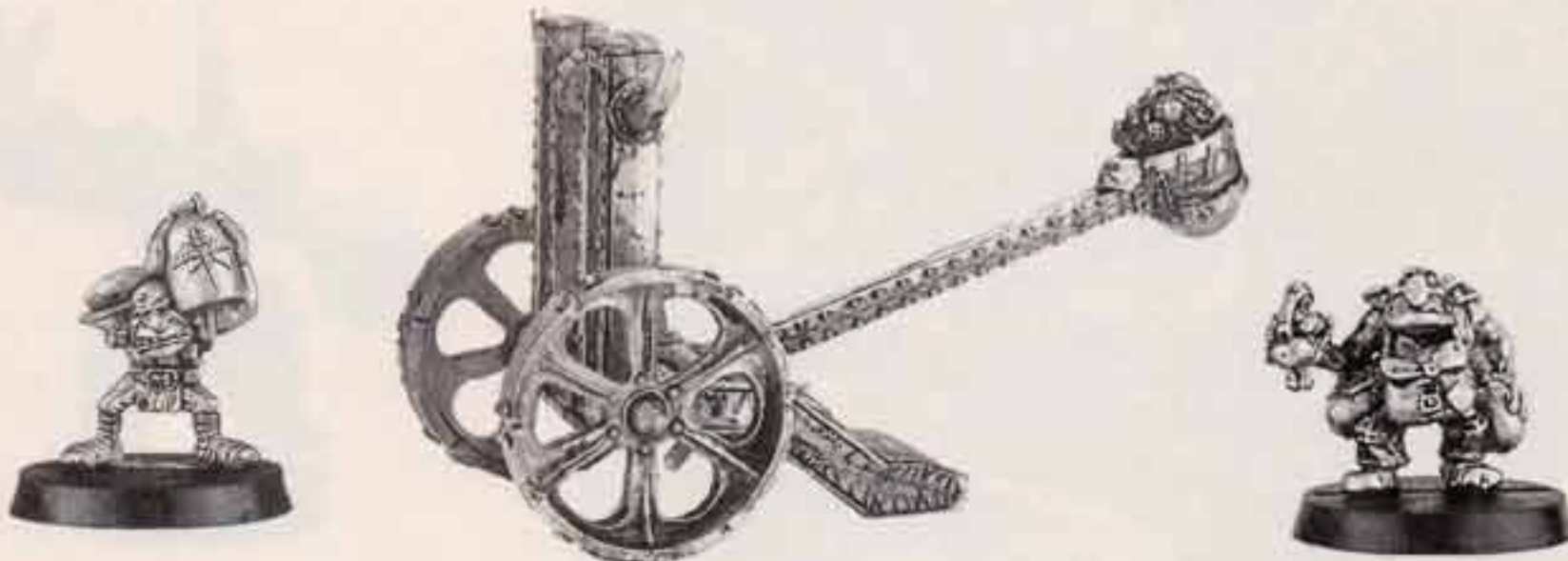
PACKAGED 1 TRAKTOR KANNON AND 2 CREW PER BLISTER.

## 8046D SMASHA GUN



PACKAGED 1 SMASHA GUN AND 2 CREW PER BLISTER.

## 8046E SQUIG KATAPULT



PACKAGED 1 SQUIG KATAPULT AND 2 CREW PER BLISTER.



# SPACE ORKS

## 8047B ORKS IN MEGA-ARMOUR WITH BOLTERS



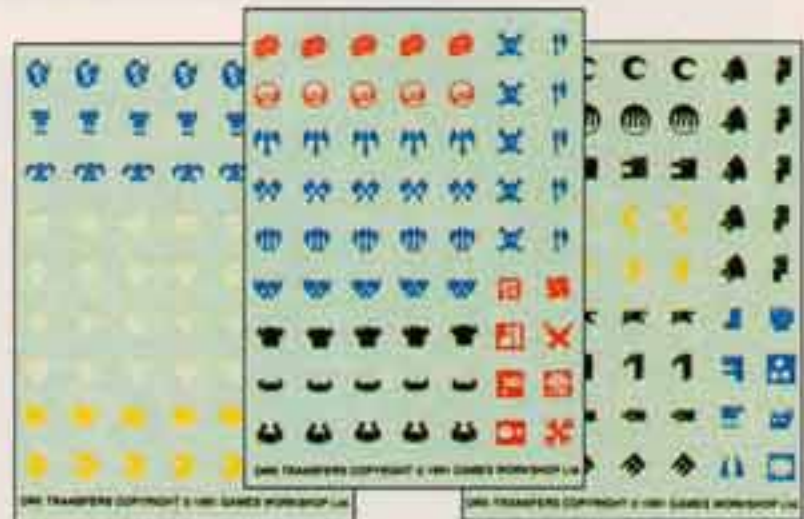
PACKAGED 1 MINIATURE PER BLISTER.

## 8047C ORKS IN MEGA-ARMOUR WITH PLASMA GUNS



PACKAGED 1 MINIATURE PER BLISTER.

## 8061G SPACE ORK TRANSFERS



PACKAGED 15 TRANSFERS PER BLISTER.

## 8061B SPACE ORK BANNERS



PACKAGED 5 BANNERS PER BLISTER.



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# SPACE ORKS



## 0674 GRETCHIN

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



## 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.

## 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.

# SPACE ORKS



## 0801 ORK WARBIKE

Yet another speedy Ork machine tearing up anything that crosses its path with twin autocannons. Contains a plastic model kit of 1 Ork Warbike.

## 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.



## 0156 CODEX ORK

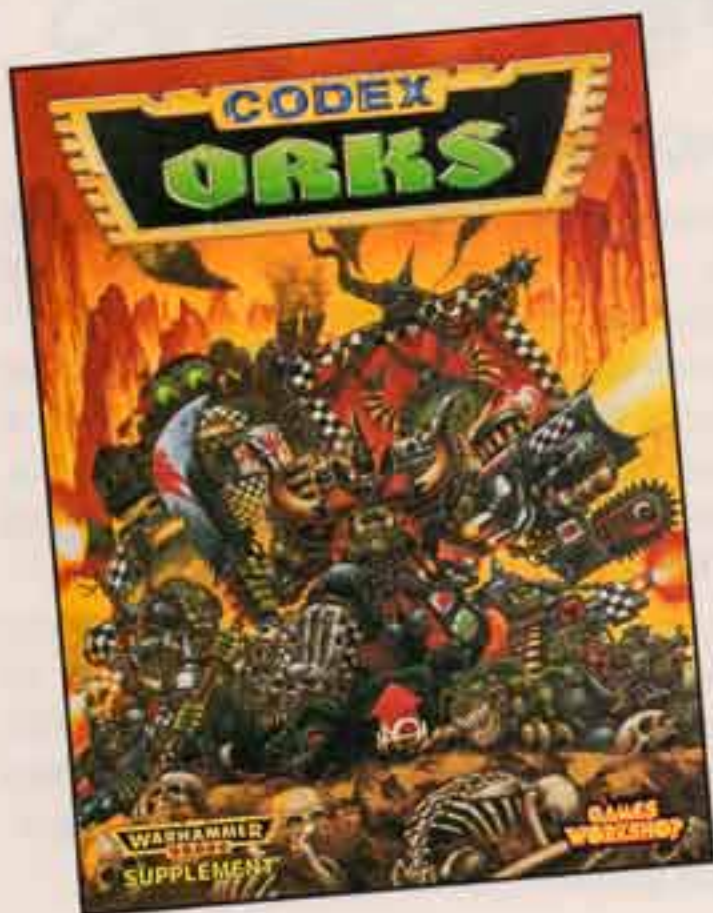
The Orks are the most savage and warlike race in the whole galaxy. Their huge empire is divided among thousands of Warlords. The Orks live for war and are constantly striving to defeat their neighbors whether they are human, Eldar, or even other Orks! Were the Orks ever to unite it is unlikely that anyone could survive against them for very long. This essential companion to the Warhammer 40,000 game describes the Orks and their armies in complete and exhaustive detail.

## WAAAGH DA ORKS!

A comprehensive background section describes the origins of the Ork race, and all aspects of Ork 'Kultur'. The different clans and types of Ork are described along with Ork technology, the Ork gods, and the relationship between the Orks and the other green-skinned races such as Gretchin and Snotlings.

## ARMY LIST AND SPECIAL RULES

A complete army list for the Ork army from Blood Axe Kommandos to Squig Katapults. Complete rules are provided for all Ork weapons, vehicles, and wargear.



# 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 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

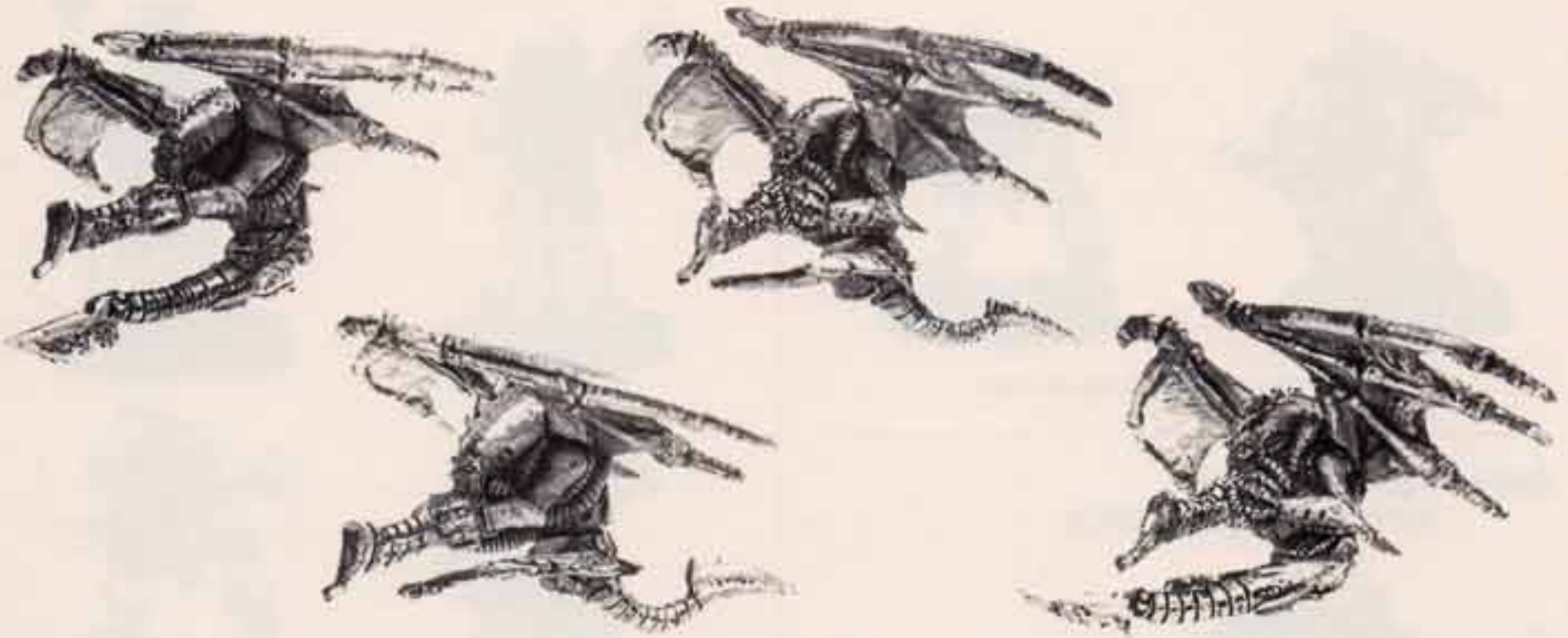


PACKAGED 2 MINIATURES PER BLISTER.



# 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.



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# 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.



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# TYRANIDS

## 8037K TYRANID WARRIOR WITH BARBED STRANGLER



PACKAGED 1 MINIATURE PER BLISTER.



## 8037L ZOANTHROPE



PACKAGED 1 MINIATURE 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.



# TYRANIDS



## 0512 TYRANID BOXED SWARM

Devouring everything living thing in their path, the Tyranids act with one mind to conquer the galaxy. This boxed army contains a complete 1,500 point Tyranid army. This set includes a booklet with full army lists for all the models in the box including points values and characteristics.

## 0159 CODEX TYRANIDS

A vast and alien intellect has risen from the void of intergalactic space. The single monstrous entity which is the Tyranid race has found a new, rich feeding ground: the human galaxy. Driven by the single consciousness of the hive mind, the Tyranids consume every living thing in their path. The bio-engineered warriors of the hive mind overrun world after world, each generation becoming better adapted to hunting their new prey. The galaxy is doomed to become a barren lifeless wasteland if the Tyranids cannot be stopped. This invaluable supplement introduces the full horror of the Tyranid hordes to the Warhammer 40,000 game.

## THE TYRANID INVASIONS

The first and second Tyranid invasions are described, including the fate of Tyran, first planet of the Imperium to fall to the invaders, and Macragge, where the first Tyranid invasion - Hive Fleet Behemoth was finally stopped. The sinister strategy of the second Tyranid invasion force, Hive Fleet Kraken, is also detailed along with the insidious spread of the Genestealers.

## ARMY LIST AND SPECIAL RULES

A complete army list for the Tyranid army from Biovores to Zoanthropes, including a second army list for Genestealer Cult forces. Complete rules are provided for all Tyranid weapons, Biomorph upgrades, missions, and strategies.





# CITADEL COLOUR PAINTS



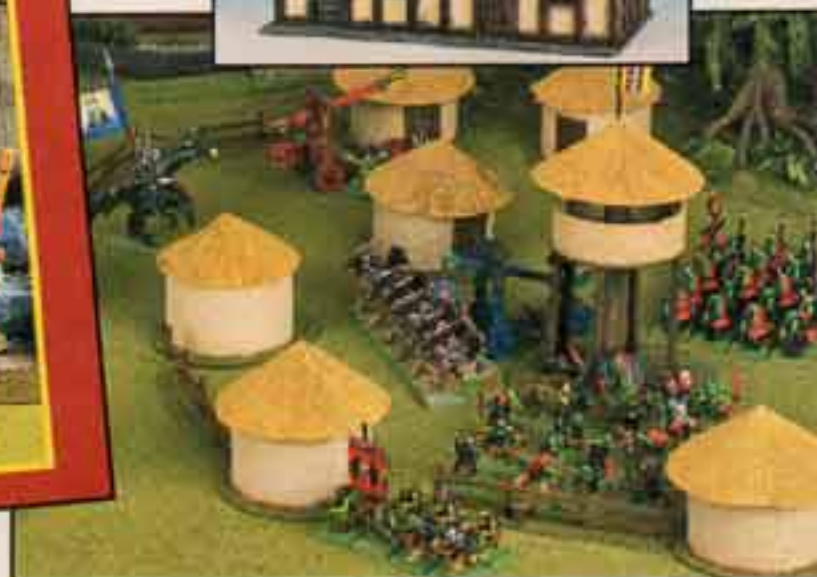
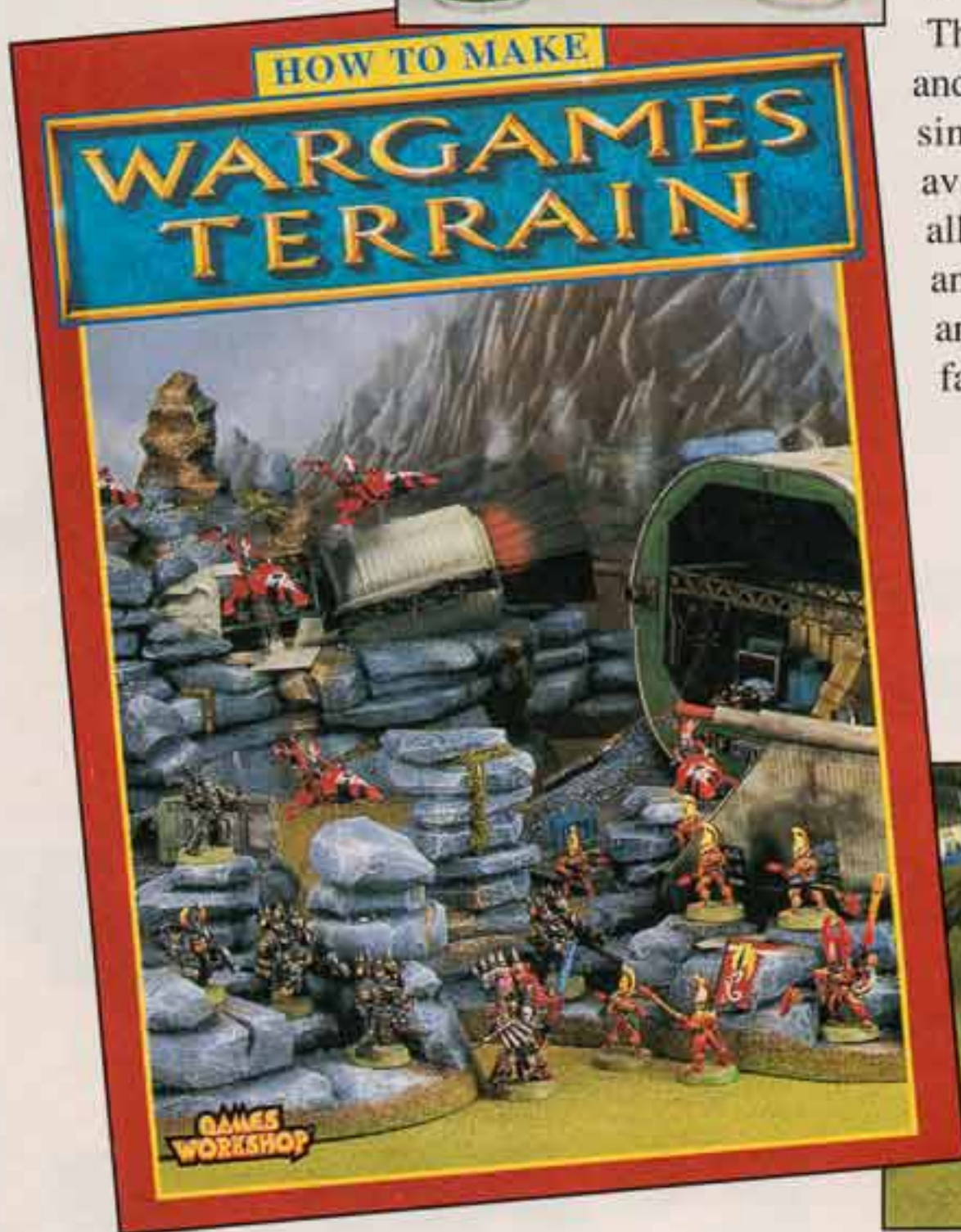
The Citadel Colour Paint Set is an ideal way to buy your first paints. The box contains ten pots of water soluble paint, a brush, two Citadel miniatures, and the tray incorporates a handy mixing palette.

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 super fast basecoat.



## BUILDING TERRAIN

Nothing looks better than a gaming table crammed with exciting scenery. This book shows 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.



# GORKAMORKA



**SHOOTING: TO HIT** Use the shooter's BS to find the DS roll needed to hit the target. A roll of a 7 always misses.

| BS | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
|----|----|----|----|----|----|----|----|----|----|----|
| DS | 9+ | 9+ | 9+ | 9+ | 9+ | 9+ | 9+ | 9+ | 9+ | 9+ |

**SHOOTING: TO WOUND** Compare the AT's Strength with the target's Toughness. The result is the DS score needed to inflict a wound.

|                 |    | THE STRONGER NUMBER |    |    |    |    |    |    |    |    |    |
|-----------------|----|---------------------|----|----|----|----|----|----|----|----|----|
| STRENGTH OF HIT | 1  | Toughness           |    |    |    |    |    |    |    |    |    |
|                 |    | 1                   | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 1               | 1  | 2                   | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |
| 2               | 2  | 3                   | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 |
| 3               | 3  | 4                   | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 |
| 4               | 4  | 5                   | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 |
| 5               | 5  | 6                   | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 |
| 6               | 6  | 7                   | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 7               | 7  | 8                   | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 8               | 8  | 9                   | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 9               | 9  | 10                  | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 10              | 10 | 11                  | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

**WEAPONS SUMMARY**

| WEAPON           | RANGE  | TO HIT | TO WOUND | STRENGTH | TO HIT MODIFIERS | TO WOUND MODIFIERS | ATTACK | DEFENSE | NOTES                               |
|------------------|--------|--------|----------|----------|------------------|--------------------|--------|---------|-------------------------------------|
| Box              | 12 18  | -1     | 3        | +1       | 3                | +1                 | 1      | 4+      | None or few                         |
| Crossbow         | 12 18  | -1     | 3        | 0        | 1                | 4+                 | 1      | 4+      | Kneelock                            |
| Shooter          | 6 18   | -1     | 2        | 0        | 1                | 4+                 | 1      | 4+      |                                     |
| Cannon           | 6      | +3     | 3        | 0        | 1                | 4+                 | 1      | 4+      |                                     |
| Blooderbus       | 6      | 12     | +1       | 3        | 0                | 1                  | 1      | 4+      | Double headed. Opponent wins if     |
| Shogga           | -      | -      | -        | varies   | +2               | varies             | 1      | -       |                                     |
| Vipe club/Choppe | -      | -      | -        | varies   | +1               | varies             | 1      | -       |                                     |
| Club/Choppe      | -      | -      | -        | varies   | +1               | varies             | 1      | -       | Opponent can't block. Tumble if     |
| Knives/Knuckles  | -      | -      | -        | varies   | +1               | varies             | 1      | -       | +1 Initiative. Three times per game |
| Chain/Flail      | -      | -      | -        | varies   | +1               | varies             | 1      | -       | 1 point to roll                     |
| Spear            | 6      | -1     | 3        | 0        | 1                | 4+                 | 1      | 4+      | 1 Bow, 1+                           |
| Six Shoots       | 6 12   | +1     | 3        | 0        | 1                | 4+                 | 2      | 3+      |                                     |
| Easy Shoots      | 12 18  | -1     | 3        | 0        | 1                | 4+                 | 2      | 3+      |                                     |
| Wakid Launcher   | 12 18  | -1     | 3        | 0        | 1                | 4+                 | 2      | 3+      |                                     |
| Mapoon Gun       | 12 18  | -1     | 3        | 0        | 1                | 4+                 | 2      | 3+      |                                     |
| Spear Gun        | 12 18  | -1     | 3        | 0        | 1                | 4+                 | 2      | 3+      |                                     |
| Scorcha          | varies | -      | -        | -        | -                | -                  | -      | -       |                                     |



# GORKAMORKA



**MENT 2. SHOOTING 3. HAND-TO-HAND 4. RECOVERY**

The warrior may move at twice its normal speed and may enter combat. A charging warrior with the nearest enemy at whom it wishes.

**OVERWATCH:** A warrior may go on overwatch if you declare this at the start of the movement phase. A warrior on overwatch cannot be forced to fight in place, but may fire at the enemy's turn.

**RUNNING:** A warrior may run up to twice its normal movement (4"X2-8") & turn. A warrior which runs cannot fire a ranged weapon.

**MOVEMENT: RAMMING**

**T-BONE HEAD-ON**

A target passes a Leadership test, if it fails, otherwise it is rammed.

Damage each type of ram causes to both the rammer and the vehicle. Each point of damage reduces the vehicle's armor.

| RAMMER DAMAGE  | TARGET DAMAGE |
|--|---------------|
| D6   | D6            |
| A head-on with a larger vehicle is D6                                    | D6            |
| T-bone with a larger vehicle inflicts D3 on the target or the rammer.    | D3            |
| A head-on with a larger vehicle inflicts D2 on the target or the rammer. | D2            |
| A t-bone with a larger vehicle inflicts D2 on the target or the rammer.  | D2            |
| A head-on with a larger vehicle inflicts D1 on the target or the rammer. | D1            |

**MOVEMENT: BOARDING**

A warrior must charge up to the side or the rear of the vehicle to jump aboard. A warrior may jump from one vehicle to another if it is within 2" of the target vehicle. The charger must roll equal to or under its initiative on a D6, if it passes, it is safely aboard. Figures remain on board until the vehicle is destroyed. The attacker gets 4+ for charging in the first round of combat and only fights one enemy on the vehicle at a time.

If anyone takes a close combat, in addition to any regular attacks and takes a D3 hit on a D6 roll of 4+, the attacker may not follow up. He simply fights one no-one counts as charging. The attacker may leap off the vehicle in any of the movement phases in which he takes a D3 hit on a D6 roll of 4+.

**LOSS OF THE DRIVERS**

If the driver is thrown off the vehicle then one of the crew must take over. At the end of the hand-to-hand combat phase roll a D6 for one unengaged warrior. On a roll of 4+ the warrior may take over. If nobody is available to take over the driver is in close combat at the start of the movement phase the vehicle survives. Else it is destroyed.

**DE-RESULT**

D3 - Sweeps 40" to left and moves D6" forward  
 D4 - Sweeps 40" to right and moves D6" forward  
 D5 - Sweeps 40" to left and moves D6" forward  
 D6 - Sweeps 40" to right and moves D6" forward  
 D7 - Sweeps 40" to left and moves D6" forward  
 D8 - Sweeps 40" to right and moves D6" forward  
 D9 - Sweeps 40" to left and moves D6" forward  
 D10 - Sweeps 40" to right and moves D6" forward  
 D11 - Sweeps 40" to left and moves D6" forward  
 D12 - Sweeps 40" to right and moves D6" forward



Models are supplied unpainted and require assembly. Contents and components may vary from those illustrated.

As well as Warhammer and Warhammer 40,000 there are many other Games Workshop games. These are set in the Warhammer or Warhammer 40,000 universes and each has its own range of exciting supplements and miniatures.

# NECROMUNDA

The planet of Necromunda is an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities

called hives – layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the glittering spires inhabited by wealthy nobility.

In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a three-dimensional landscape of ruined buildings, gantries and walkways. Your tabletop becomes the scene of the action, a part of the sprawling subterranean wastes, as you fight for the spoils of a derelict civilization.



Goliath Ganger



Orlock Ganger



# Warhammer Quest

The Warhammer world is a dark and brooding place filled with hideous monsters and deadly evil. In Warhammer Quest you are a heroic warrior, journeying deep into the danger-ridden catacombs beneath the Old World. As you triumph over terrifying monsters and deadly traps, you will be rewarded with gold, treasure and powerful magic artifacts.



Warhammer Quest is an exciting tabletop boardgame that contains color card floor plans, rulebooks, dice and includes over 90 Citadel Miniatures. The game utilizes an innovative card-based system that ensures each quest provides a unique and exciting series of challenges for your warriors. As each dungeon card is turned over, new passageways and caverns are revealed for you to explore until a sudden event card pitches you into deadly combat.



Orc



Barbarian

WARHAMMER  
**EPIC 40,000**

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**SPACE HULK**

In the depth of space, vast derelict space craft drift ever closer toward the Imperium. These space hulks harbor 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.



Genestealer



Space Marine Terminator

# GAMES DAY

## GOLDEN DEMON™

Games Day is the biggest Games Workshop gaming event of the year. Thousands of people come along to experience all aspects of the hobby - from high intensity gaming to miniature painting contests and more.



Every year at Games Day hordes of miniature painters gather to enter the Golden Demon Competition. Not only is this a chance to test your mettle against the best painters in the world, but you can view hundreds upon hundreds of fantastically painted entries.

All day long there are events to take part in, battles to fight, new games to learn, new releases to check out, and of course, how can we leave out the sheer amount of high octane Waaagh! energy that so much excitement generates. Don't miss out!

Games Day is held every summer in the Baltimore, Maryland area. For more information and exact dates of this year's extravaganza, give our Customer Service a call at:



The award ceremony for the Golden Demon winners!

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# THE GRAND TOURNAMENT

While most people, including ourselves, play Games Workshop games in a light-hearted manner, there is no denying that the challenge of a tightly-contested tournament match is hard to resist.

## QUEST FOR THE BEST

The Grand Tournament is an "official" Games Workshop Warhammer and Warhammer 40,000 tournament.

The ultimate challenge for an ardent Games Workshop hobbyist, a Grand Tournament tests not only a player's generalship, but also sportsmanship, army selection, game knowledge, and miniature painting. To win it all, you must combine excellence in all categories over the course of a non-stop gaming weekend.

## INTERNATIONAL FAME

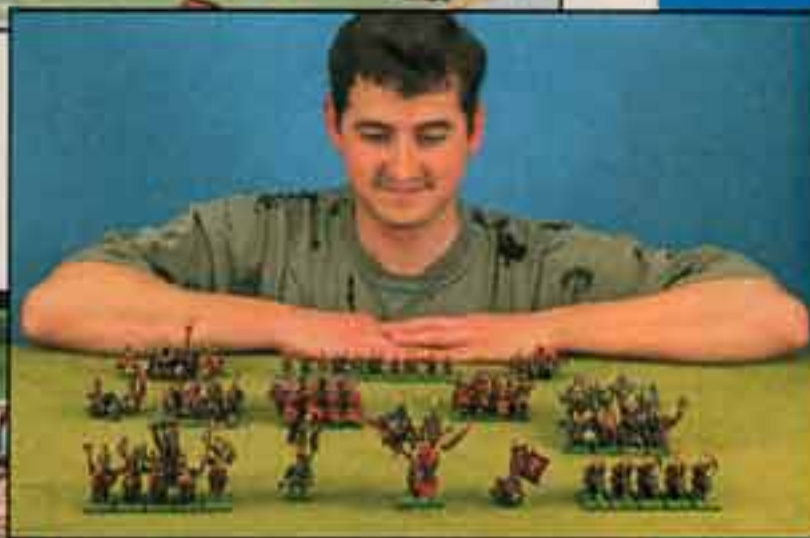
Because the Games Workshop hobby is international, the Grand Tournaments had to be world-wide as well! Currently Games Workshop holds a Grand Tournament in England, the United States, and Canada, but more may be added by the time you read this!

Along with the tournament the weekend is filled with other activities, including the infamous Jervis Johnson pub quiz, and a great chance to meet other gamers. The winners, of course, can gain international fame and their very own spotlight in White Dwarf Magazine!



*Left: Tournament Judge Andy Jones inspects a contestant's painting skills!*

*Below: Gareth Hamilton, the winner of the 1995 Best Painted Army, was featured in White Dwarf magazine.*



## FOLLOW THAT DWARF!

If you are interested in entering a Grand Tournament keep your eyes on White Dwarf magazine. In White Dwarf we will



announce where and when the next Grand Tournament will be. All Grand Tournament rules and entry forms will be supplied as well.

So sharpen up your blade, and double check the ammo for your boltgun. Good luck and we hope to see you there!

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That's right, Games Workshop is on-line! Our website can be reached at:

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



While not as far-reaching as the Emperor's Astronomicon, the Games Workshop website is up and running. Surf by and check it out . . .

### 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 that you can bring up on screen and check out, as well as a mountain of game background, history, new releases, and White Dwarf articles. You'll even find gaming tips, painting tips, and more.

### BUT THAT ISN'T ALL . . .

Of course just showing off all the different games isn't enough - we also have to tell you where you can get your hands on your very own stuff! The Website has an easy-to-access directory that can tell you where your nearest Games Workshop store, Chapter Approved shop, or other decent Games Workshop stockist is located. In the United States and Canada all the stores are broken into States or Provinces, so you can quickly check out your surrounding area! We include phone numbers so you can call ahead to make sure of hours and that they'll have what you are looking for. Call them to find out about upcoming games, events, etc. This could be a great way to find a whole new group of opponents! Now if you travel (say on a vacation), you can instantly find out where your best chances are for drumming up a game, or keeping up with your favorite hobby. This area is updated every month, so stop by and see if any new stores or stockists have opened near you!

If there are no shops in your local area, then you will want to check out the Games Workshop on-line store. From here you can buy games, supplements, even miniatures and conversion bits. Barring warpstorms, we're open 24 hours a day. Currently we can only take orders from inside the United States!

### UPDATE UPDATE UPDATE

One way or another the hard-working techpriests try to update the website every week. Along with stocking the latest models into the on-line store, we'll be previewing all the latest and upcoming releases, posting all the hot news items, and letting you have all the inside gaming tips we can catch in our web! Be sure to bookmark us and surf by - after all, you don't want to miss out on anything do you?



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# WHITE DWARF

White Dwarf is Games Workshop's monthly gaming supplement and Citadel Miniatures catalog. Every issue is crammed full with color pages for everyone who's interested in Games Workshop games and Citadel Miniatures. It features all the new model releases and talks about how to paint them, answers your questions about game rules, discusses gaming tactics, and much, much more!

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