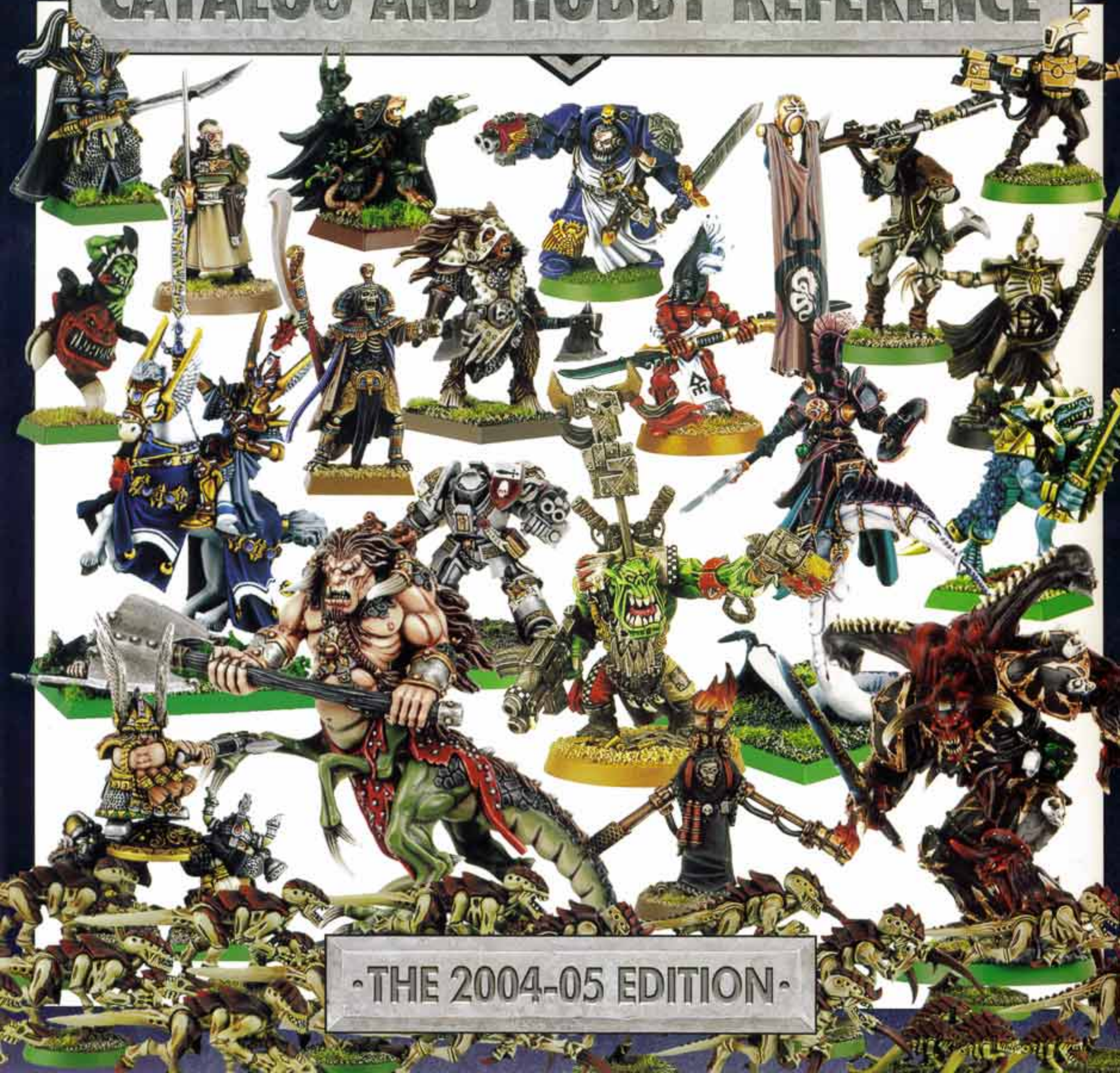


THE COMPLETE  
**GAMES WORKSHOP**

CATALOG AND HOBBY REFERENCE



• THE 2004-05 EDITION •

# THE COMPLETE GAMES WORKSHOP

## CATALOG AND HOBBY REFERENCE

### Welcome to the Complete Games Workshop Catalog & Hobby Reference 2004-05

Greetings and welcome to the largest and most complete catalog Games Workshop has ever produced. At this point, we are only fairly certain that this voluminous tome can be seen from space, but we *are* positive that this massive book will help you enjoy our broad hobby of collecting, painting, converting, and gaming with Citadel Miniatures. Feel free to spend countless hours scouring this catalog for conversion ideas, planning new armies, gleanng painting tips, or drawing inspiration. We certainly have been doing this and more during the many days and weeks it has taken to compile this catalog. While it has been a labor of love, the labor could not have been completed without the help of a great many people. Most special thanks to Drew Will, the US Publications Manager, who has not only led the charge and coordinated this colossal effort, but also, as he has for so many years, continued to get *White Dwarf* magazine out on time.

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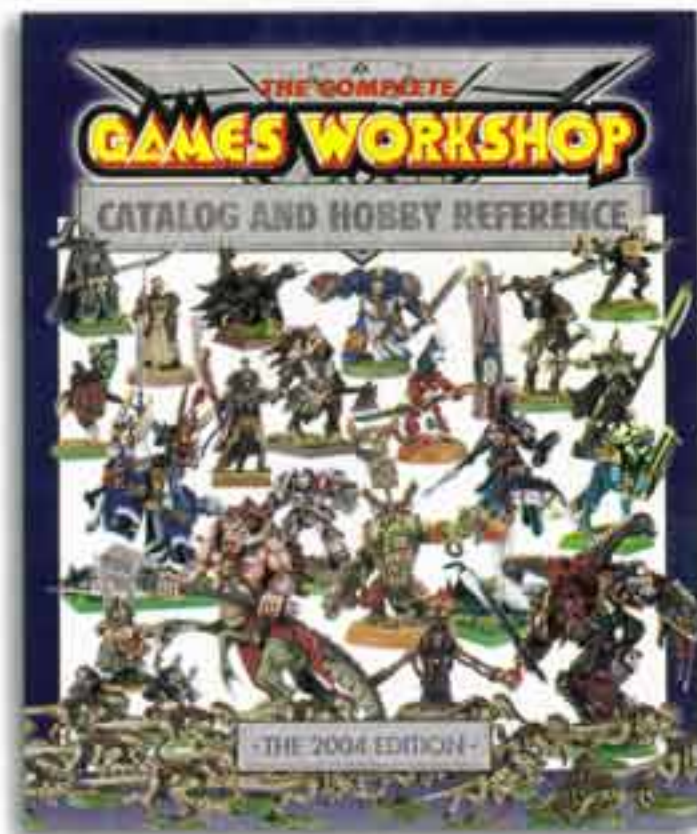
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# USING THIS CATALOG



## What You'll Find Inside

The mighty tome you now hold in your hands, *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition), is, without a doubt, the largest book Games Workshop has ever produced. It is jammed with photos of Citadel Miniatures and of all the products (games, rulebooks, paints, terrain, and more) that are available from Games Workshop.

Because there are so many codes and different ways to buy models, this section will provide all the information you'll need to get your hands (or claws, talons, powerfists, or tentacles) on all that great Games Workshop merchandise.

## The Miniatures

While you'll find games, rulebooks, and hobby supplies, it is the matchless Citadel Miniatures that rule the catalog. Each available model will be listed as follows.




**Space Marine Captain Blister (Random 1)**  
48-64 (Blister)  
010110301 (Bit)

**Commander Storm Bolter**  
010110302



*From the catalog, to the tabletop, to the battlefields of glory – your army awaits...*

*Above: From the Imperial might of the Leman Russ battle tank to the lumbering ferocity of a Giant, from lithe Howling Banshees to shambling Zombies – the Citadel Miniatures range is staggering in depth and detail!*

## In All Their Forms

Games Workshop sells its models in boxed sets, in blister packs, and as component parts. Throughout the catalog, models are shown assembled, painted, and on their appropriate bases. Each catalog entry specifies whether it is a boxed set, a blister pack (see right), or an individual part (hereafter referred to as a "bit" or "bitz"). For each boxed set of plastic miniatures, the catalog will show assembled and painted models as well as the plastic "sprues" so hobbyists can see the variety of pieces that make up the models.

Most gamers, painters, and collectors will want to buy whole models, but some hobbyists will want to purchase the separate parts for conversion and modeling purposes. Thus, every individual piece that is available for sale is shown, coded, and listed on the price list.

## Codes and Price Lists

Codes identify each product, and these codes will match up with the Price Lists found in each "chapter" of the catalog. The Space Marine Captain pictured at the right will have his price listed out (along with all the other models) at the end of the Space Marine section.

48-64	Space Marine Captain	.....	\$.10
	Blister includes 1 model		



*Left: An example of a boxed set and how it will be labeled.*

**Space Marine Command Squad Box (5)**  
48-17

*Right: The catalog does not show the blister pack but instead will show the assembled models that are enclosed.*



**Space Marine Captain Blister (Random 1)**  
48-64 (Blister)  
010110301 (Bit)

# USING THIS CATALOG



## Where Is This Stuff Available?

All of the products in the catalog are available from Independent Retail shops (often called Rogue Traders), Games Workshop Hobby Centers, and the GW Mail Order Service and Online Store. This point is so important that we had to emphasize it at right. If your local shop carries any Games Workshop products, then they have access to EVERYTHING in this enormous Catalog.

## New Models Replace Old

Over the years, Games Workshop has made many fantastic models, and we have no plans of stopping! During that time, entire ranges of Citadel Miniatures have been replaced with newer, better models. However, no matter how much better the new miniatures are, the older versions were always somebody's favorite! Therefore, whenever possible, we continue to sell these "Classic" models.

Over the years, the number of miniatures we produce has grown vast, and the multiple ranges can confuse hobbyists and the Independent Retailers who sell Games Workshop products. Even we have been a bit dumfounded about such things ourselves. The answer? We needed to organize, label, and clearly define what products were available.

**All the models in this catalog can be purchased from Independent Retailers, Games Workshop Hobby Centers, as well as Games Workshop Mail Order, and the Games Workshop web site.**

## Range Categories

On the following page, you will find the following Ranges defined: Current, Classic, Collector's, and Specialist.

Having all these categories and labels is important for lots of reasons, but the best one is making sure that you, the hobbyist, can obtain exactly what you are looking for. The Current Range is readily available and on display at any better Independent Retail shop or Games Workshop Hobby Center.

## Still Available – Whether on the Shelves or Not!

Few stores, if any, could manage, afford, or find the space to stock the many pieces and bits that make up the Classic, Collector's, and Specialist Ranges. All those models and bits, down to the most obscure left Ogre arm, can still be ordered from any participating retailer. In other words, if you can find it in this catalog, it can be ordered by your local Games Workshop stockist!

# USING THIS CATALOG

## Categories

- Current Range In stock, on the shelves
- Classic Range Special Offer
- Collector's Range Special Offer
- Specialist Range Special Offer

Remember, Special Offer means that the product will have to be ordered, but it can be ordered from Independent Retail shops, Games Workshop Hobby Centers, Games Workshop Mail Order, or the GW Online Store.

## Current Range

Games Workshop's Current Range makes up the majority of the catalog. There are NO special markings to denote the Current Range. If a model is not marked Classic, Collector's, or Specialist, it is in the Current Range. The Current Range includes the following.

**Warhammer 40,000.** The game and all the latest Codices and miniature ranges.

**Warhammer.** The game and all the latest Army books and miniature ranges.

**The Lord of The Rings.** The games and the miniature ranges.

**Battlefleet Gothic.** The game and the miniature range.

**Hobby Supplies.** Citadel Colour Paints, brushes, terrain making materials, and tools.

## Classic Range

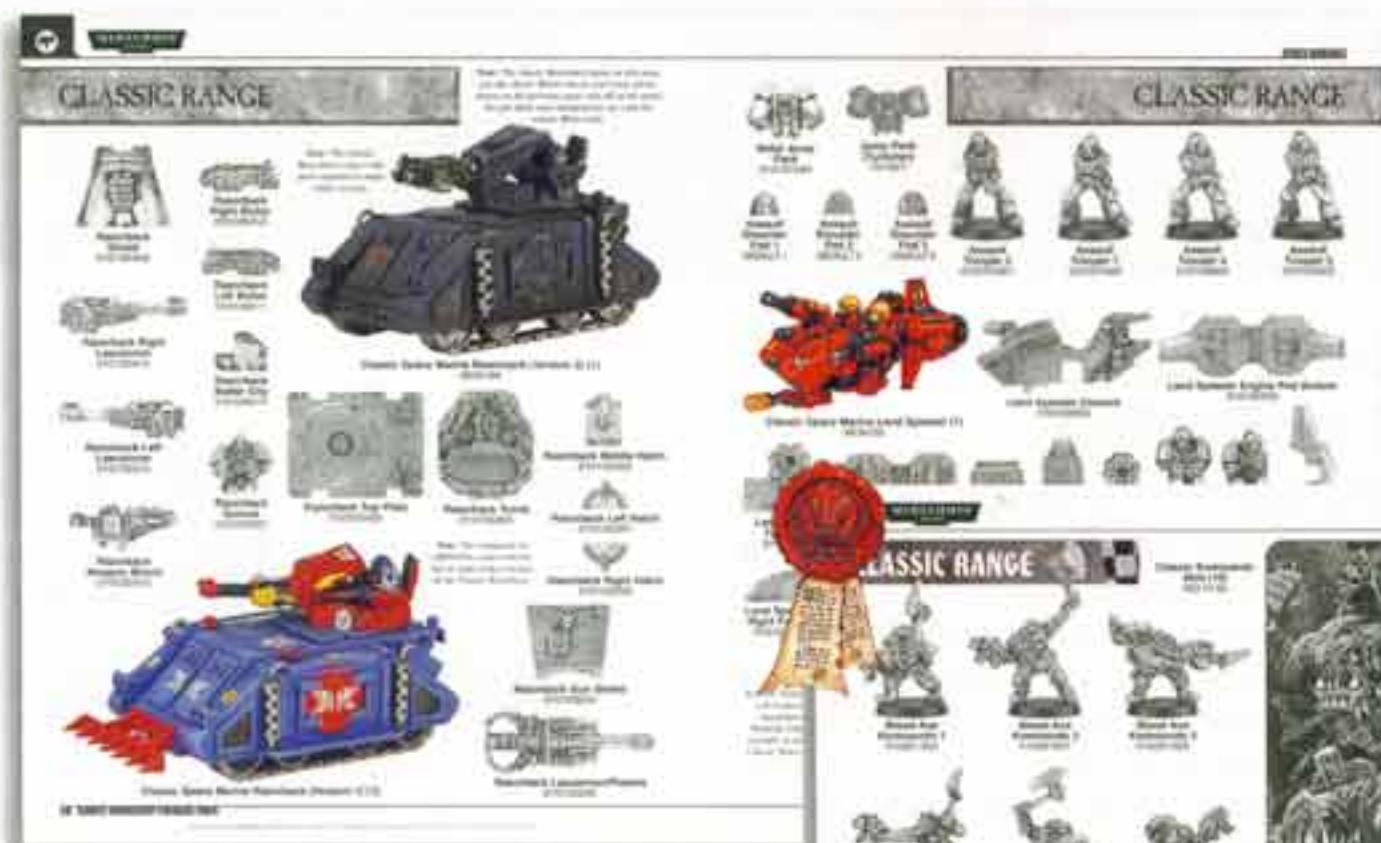
Games Workshop has grown and developed over our 25 years of existence, and there are many miniature ranges that have been replaced with new models. Most of these "older" models are still perfectly viable with the latest rules sets and army aesthetics and so are considered "Classic." There are Classic Range models for both Warhammer and Warhammer 40,000.

## Collector's Range

The Collector's term denotes editions of miniatures that are not supported by the current rules or are very old indeed. These models are still sought after by fervent collectors. Individual Collector's figures will be marked with the Collector's Range symbol. Small ranges or groups of models that are in the Collector's Range will have their whole pages/section so labeled.

## Specialist Range

The Specialist Range is made up of all the available Specialist Games and their model ranges, including Blood Bowl, Inquisitor, Mordheim, Necromunda, Warmaster, and Epic 40,000. These games are excellent and are well supported with great miniature lines.



## Out of Stock

While Games Workshop tries not to run out of stock of any of our products, there are occasionally forces beyond our control. Even if we do run out of stock on a few items, our improved manufacturing system will have the items back in stock in no time. However, there may be exceptions.

Older models – and here we are talking about models in the Classic and especially the Collector's Ranges – may suffer when their molds become worn out. If we cannot repair or replace the molds, then we will retire the model from the available range rather than sell poorly cast figures.

If any models have dropped from availability, updates will be sent to Rogue Traders, Games Workshop Hobby Centers, our Mail Order Division, and noted on our web site. Again, we do not anticipate any such incidents, but over the years, we've learned that it often happens.

## Promotional Range

On occasion, Games Workshop produces a few Promotional models for events such as major Battle Tours, Games Days, or perhaps a new game launch. These models are limited editions, as they are ONLY for sale at the event and are not otherwise available. For completeness sake (and 'cause they are cool models!), we have included them in this catalog, but they will NOT have codes, nor may they be ordered through any of our sales channels.



*Above: This promotional model for Bilbo Baggins was available at the launch of The Fellowship of The Ring.*

# Citadel Miniatures are not recommended for children under the age of 12.

## Safety First

Citadel Miniatures are fine scale models designed for gamers and collectors. Due to the small and pointed components of Citadel Miniatures, they are **NOT RECOMMENDED FOR CHILDREN UNDER THE AGE OF 12.**

Hobbyists of any age should be careful when modeling. Hobby knives, files, clippers, and more can cause bodily harm if used incorrectly. Always be sure to read and follow the instructions on the packaging when using any type of glue or spray primer. By having a thorough understanding of the product and following the proper procedures, any modeler can enjoy the Games Workshop hobby in complete safety.

## Unassembled & Unpainted

In this catalog, models and bitz are shown in a variety of ways (painted, unpainted, in pieces, fully assembled), but we want to point out that Games Workshop models are sold unassembled and unpainted. The painted and assembled models are shown to provide both a clear picture of the finished product and an inspiration to the modeler and painter.

Full models (not bitz) are sold with the appropriate plastic base that is specified by the game rules. For instance, an Imperial Guard trooper is supplied with a 25-mm round base, while an Ogryn will come with a 40-mm round base.

**All the models are supplied unpainted. Models, bitz, and plastic sprues are shown at actual size unless otherwise noted.**

Oi! Where's my head?

The Giant's head isn't missing because we've made a mistake. It's cut off on purpose to point out the immense size difference between miniatures! If the model isn't shown at actual size in the catalog, this fact will be noted.



*The size of Citadel Miniatures can be very different. Some are huge (like a Giant or Hive Tyrant), while some are relatively small (Snottlings or Necron Scarabs). Where possible, models are shown at ACTUAL SIZE in the catalog. In some cases, the models are shown a bit smaller, and this fact is noted where relevant throughout the catalog.*

## USING THIS CATALOG

### How the Catalog Is Organized

When you start to flip through something as massive as *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition), it is best if you have an idea of how things are laid out and what you can expect to find in each section.



#### SHOWCASE

Near the *Getting Started* section of each army, we like to spotlight a painted army in a showcase. These awesome and eye-catching armies are often painted by Grand Tournament contestants from around the world and will give the reader an inspirational rendition of the featured army.

### Organized by Game

The catalog is organized by Game System. The first part of any section will cover the game, what it is, how to get started, and the core products: rulebooks, annuals, and supplements. Next, the armies, warbands, fleets, or teams for that game will be covered.

### Army Organization

Warhammer 40,000 and Warhammer armies are displayed in basically the same way.

**Introduction.** A bit of background on the army and a brief synopsis on its *Fighting Style*.

**Getting Started.** The relevant Codex/Army books and any Battle Force or Battalion starter force boxes.

**By Codex or Army Book.** The models for each army are then organized per their Codex or Army book. Thus, for Warhammer 40,000 armies, HQ choices are first and are followed by Elites, Troops, Fast Attack, and then Heavy Support. For Warhammer armies, Lords & Heroes are listed first and are followed by Core, Special, and Rare choices.

**Price List.** A Price List with codes follows the Current Range of products. These lists are organized in the same order and with the same headers as the models (HQ first, then Elites, etc.). Boxed sets and blister packs are listed first, followed by bitz and sprues. Any models from the Classic/Collector's Range are printed in blue.

**Classic Range.** Any available Classic Range models will normally be shown after the Price List and will ALWAYS have a header that labels the models as CLASSIC.

### GAME SYSTEM

This small icon lets you know quickly which section of the catalog you are flipping through.

### GETTING STARTED

#### HEADER FOR SECTION

Each army for Warhammer 40,000 or Warhammer is labeled with these headers to let you know what you are looking at. In this example, the *Getting Started* section shows off the Codex army books and the Battle Force army starter set.



### Hobby Stuff

**Colors of War.** The *Colors of War* sections show off a lot of different color schemes that can be used to paint the models. These sections can help hobbyists choose a color scheme for their own army or perhaps inspire them to create their own unique version.

**Hobby Material.** Scattered throughout each section are hobby tips, step-by-steps, and as many great painted examples as we could pack in. We have included showcases of completed armies and converted models. Terrain has not been not overlooked, and we have tried to showcase at least one battlefield or evocative terrain piece for every army.

### Exceptions

Of course, with a catalog of this size, there are bound to be exceptions with the order of things. Some very large sections, like the Space Marines, will have their main ranges broken up by price lists and will be subdivided into smaller chapters. Other ranges of models, like the Tau, are so new that they have no Classic or Collector's Ranges.

### HOBBY PROJECTS

In addition to showing off the amazing models and bitz, the catalog has worked in lots of hobby tips, painting step-by-steps, advice, and examples.

### How Is It Packaged?

There are so many models in this catalog and they come in such a variety of ways that to ensure that the hobbyist can find and receive exactly what he/she is looking for, it is important to understand what each label means. The goal of this section is to point out how to read the labels and clarify what is meant by each of the packaging terms. Models are available in the following packages.

**Blister Packs.** This term refers to the packaging, the plastic bubble that holds the models to a piece of card. If you were to order a Blister Pack code that said "Random," you would receive a random variation of the available models from that code.

**Box.** This term denotes either a set of models or a larger multiple-piece model that is sold in a box. If the description says "Random," then the mix of models in the box may differ slightly.

**Bitz.** This term refers to a component piece that makes up a complete model that would normally be sold in a Blister Pack or Box. Bitz have longer nine-digit codes and are shown unpainted. No additional plastic parts, such as miniature bases, plastic shields, or mounts (like horses or wolves) are included with bitz sales.

**Plastic Sprues.** Sprue is the word to describe the plastic "frames" of plastic models or pieces. Each sprue comes with detailed component parts that must be cut out and assembled. There are boxed sets of many plastic sprues (to build an entire squad or unit), and most sprues are also available as independent bitz.

Some plastic sprues are accessories, like plastic shields or plastic Space Marine backpacks. Other plastic sprues are used to make up complete plastic Citadel Miniatures. In the case of complete plastic models, there are countless ways to assemble the plastic components, so we always try to show a few finished examples so that readers will know what the finished product looks like.



Eldrad Ulthran, Farseer of Ulthwé Blister (1) 46-38 (Blister) 010402701 (Bit)  
 Farseer Blister (1) 46-52  
 Farseer Body 010406801  
 Farseer Spear 010406802

Some single-piece models may be given both a blister and a bitz code. Where this is the case, each code will be labeled clearly so customers can ascertain whether they are getting the blister (complete with all necessary plastics, base, etc.) or the bit.

Here are some examples from the catalog of bitz and how they are labeled and coded.



Dwarf Warrior Shield Sprue 99380299007

Here are a plastic sprue labeled as a bit, a boxed regiment full of plastic sprues, and some of the fantastic models that can be assembled from those pieces.

### Multiple Options

At times, there are multiple ways to buy the same figure. Here, the Chaos Marauder Horsemen from the Warhammer Chaos army will serve as our example.

**OPTION 1.** If you want to buy only a single model, look for a label similar to the one below.

**Chaos Marauder Horsemen Blister (Random 1)**  
 83-54

The label of "Random 1" means that, if you order the code 83-54, you will receive one of the Chaos Marauder Horsemen. As there are multiple models with the same code, the blister is packed randomly. If you are at a Rogue Trader shop or Games Workshop Hobby Center, you can shuffle through the blisters and pick exactly which one you want.

**OPTION 2.** The next option is under the color picture that shows all the available models painted and reads something like the caption below.

**Chaos Marauder Horsemen Box (5)**  
 83-23

This label does NOT say "Random." Thus, the models pictured are the ones that come in the box. This option is perfect if you're looking to build a unit of Marauder Horsemen.

**OPTION 3.** The third way you may purchase a Chaos Marauder is as individual bitz. Each of the separate parts that make up the five complete models you find in the box are broken down and coded for sale as individual pieces. Bitz are a great option for serious hobbyists looking for exact pieces, but they will have to be special ordered and are sold at a premium price. It will work out slightly cheaper to order the random blister of one Chaos Marauder Horsemen than to order the specific component bitz that will make up the model.

**WHERE?** Better stores should stock options 1 and 2. To get option 3 (the bitz) you can ask your favorite shop to place an order for you or try our Online Store or Mail Order Service.

**WARHAMMER**  
**MORTAL UNITS**

Chaos Marauder Horsemen Blister (Random 1) 83-54

Chaos Marauder Body 1 020113101  
 Chaos Marauder Body 2 020113102

Chaos Marauder Body 3 020113103  
 Chaos Marauder Body 4 020113104

Chaos Marauder Body 5 020113105  
 Chaos Marauder Champion Body 020113114

Chaos Marauder Command Horn 020113118

Chaos Marauder Champion Shield 020113117  
 Chaos Marauder Standard 020113119

Chaos Marauder Spear & Shield 1 020113106  
 Chaos Marauder Spear & Shield 2 020113107  
 Chaos Marauder Spear & Shield 3 020113108  
 Chaos Marauder Spear & Shield 4 020113109

Chaos Marauder Axe & Shield 1 020113111  
 Chaos Marauder Axe & Shield 2 020113111  
 Chaos Marauder Axe & Shield 3 020113112  
 Chaos Marauder Axe & Shield 4 020113113

Chaos Marauder Command Horse Head 020113119

Chaos Marauder Horsemen Box (5) 83-23

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## FREQUENTLY ASKED QUESTIONS

### Random or Not?

Remember, the only time you will receive random miniatures is when you order a code that has "Random" marked next to it.

Random packaging is done when there are a multitude of models that have exact the same code. If purchasing a particular model is important to you, the best routes to take are either to get to a store that carries a wide selection of Games Workshop products and find the variant on the shelves or to place a special order and order the exact model you want as bitz.

### Will This Catalog Ever Be out of Date?

The bad news is that, yes, *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition) will be out of date at some point. The good news is that it will be out of date because there are new Games Workshop models, accessories, games, and more coming out all the time.

Hobbyists can keep up to date with the latest releases by checking out *White Dwarf* magazine and the *Troll* supplement and by checking out the Games Workshop web site.

It is also possible that, during the course of the ongoing year, Games Workshop may have to drop a few codes of miniatures due to mold deterioration. When codes are lost, for any reason, updates will be posted on our web site as well as sent out to all Rogue Trader shops and Games Workshop Hobby Centers.



Striking Scorpions Blister (Random 2)  
46-53

*There are three variants of models in the 46-53 Eldar Striking Scorpion main range code. It is a randomly packed blister that will contain any two different Eldar Striking Scorpions of the three models available in the code.*

### How Do I Purchase Items Shown in This Catalog?

Here at Games Workshop, we are big fans of hobbyists supporting their local retailer. After all, your local shop is the place where you are going to meet fellow enthusiasts, get involved in club gaming, enter painting competitions, try a demo version of the latest games, and dive into Rogue Trader Tournaments.

Whether you are shopping at a Rogue Trader store or a Games Workshop Hobby Center, the same main range is available for stores to stock. Shopping at a game shop is the best way to make your purchases, as you can hold the models in your hand and look for variables in Random codes. If you are looking to purchase models from some of the older Classic or Collector's Ranges or if you are after individual bitz or pieces, then you can place a Special Order straight from your favorite store. Just ask a staff member to place a special order for Games Workshop.

While it is true that our products are easier to find than they were years ago, you may still live far away from any shops that carry Games Workshop merchandise. Or it could be, for some reason, that your local store does not want to participate in our special ordering program. Games Workshop has a toll-free Mail Order Service that is fast and efficient as well as a fantastic Online Store.

### Finding a Store near You

Each month, we print a Retailer List in *White Dwarf* magazine that groups all the Independent Rogue Trader stores and Games Workshop Hobby Centers by State or Province. On our web site, under Shopping, you can also run a *Find the Store Nearest You* search. You can also place a call toll-free (1-800-394-GAME) to our Mail Order Staff who will happily assist you in finding a local shop.

### How Can I Get Help with This Catalog?

We have done our best to design this catalog in an easy-to-follow method so that hobbyists can find what they want. However, if you have a question that just doesn't seem to be answered in this catalog, we are happy to answer all questions. The best way to get in touch with us is to call us at:

**1-800-394-GAME**

This number is our Mail Order line crewed by Hobby Specialists who know the catalog, the Games Workshop range, and the hobby. So whether your question is about basics and getting started or bitz variants for incredibly complex conversions, just give us a call.

**For help with this catalog or any Games Workshop products, call our Hobby Specialists at 1-800-394-GAME.**



*Above: The front of the Games Workshop web site. Going online is a great way to get caught up on all the new releases.*

*Left: Games Workshop's monthly magazine is White Dwarf, which features pages of new releases in every issue.*



# GAMES WORKSHOP

## COMPLETE CATALOG POLICIES

### Defective Parts

Games Workshop strives for 100% Customer Satisfaction, and we will replace defective or damaged parts of any of our games or models.

**Games Workshop strives for 100% Customer Satisfaction.**

If you have a damaged item, keep the original packaging and do the following:

- Take the defective item back to the store from which you purchased it. Most stores will gladly replace the damaged piece.
- If, for any reason, the store in question cannot make the exchange, give our Mail Order number a call (number below).
- If you purchased the defective item from Games Workshop Mail Order or our Online Store, just give us a call at:

**1-800-394-GAME**

### Coding & Prices

Games Workshop reserves the right to correct errors and modify prices as they appear in this catalog. All prices in *The Complete Games Workshop Catalog and Hobby Reference* (2004 edition) are subject to change. Price updates, if any, will be sent to Independent Retailers and our Hobby Centers as well as posted on our web site.

### Returns

It is conceivable that you may find yourself with an undamaged Games Workshop item that you do not want. Perhaps a well meaning relative or friend purchased a duplicate item for your army, or maybe you just picked up the wrong box and didn't notice until you got home. If you can't fit it into your army/collection/painting plans, then you will want to make a return.

Independent Retailers set their own policies for returns, refunds, store credit, and exchanges. We suggest you ask about the store policy before purchasing major items, as some shops may be unable or unwilling to accept returns.

### Games Workshop's Return Policies

- Games Workshop accepts returns on finished products. The boxed set, blister pack, book, or game must be in a saleable condition, i.e., unopened and undamaged.
- If the product was purchased from us directly, we can issue a refund or a Mail Order credit, whichever is more convenient for you
- If the product being returned was not purchased from us directly, it may still be returned to us but only for Mail Order credit.
- Games Workshop **CANNOT** accept returns on bitz so be very careful when writing down codes and numbers to ensure you are getting the models you want.

If you have an item that you would like to return to Games Workshop, give us a call (1-800-394-GAME) and we will be glad to help you out.

Please note these Return Policies are for customers. Independent Retailers should contact their Sales Representative to discuss replacement products or returns.



### Special Note to Independent Retailers

It is obviously impractical for any store to attempt to carry every game, model, and bit that Games Workshop makes. However, *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition) makes sure that any store stocking any Games Workshop products can special order even the most obscure and unusual bit in our entire product line. This voluminous book is a gateway to vast amount of models, bitz, and more.

Games Workshop has produced a small packet of materials that can help any Independent Retailer understand the Special Order process and also help Retailers advertise to their customers that their store is *the place* to order all bitz, Classic models, and other special needs. If you're an Independent Retailer and have not yet received a catalog and a retailer's guide, please contact your Sales Representative right away.

# GETTING THE MOST OUT OF THIS CATALOG

## An Invaluable Resource

Army builders, painters, collectors, modelers, and terrain builders will find *The Complete Games Workshop Catalog and Hobby Reference* (2004 Edition) to be an invaluable resource and inspiration for any of their projects. On this page, we've tried to gather some tips, tricks, ideas, and suggestion to help you get the most out of this Catalog.

## You Missed Something

While the rumors that you could spot this catalog from space are so far unfounded, the tome is undeniably titanic in scale. So remember, you probably missed something. If you remember this kind of attitude, you will constantly find miniatures or bitz that you can use. Sometimes these hidden gems will be discovered in sections you never imagined.

## Conversions

Converting models is the art of altering a model from its normal appearance. There are countless ways to convert a model, like using modeling putty to add extra features or swapping bitz and pieces from other models. From simple additions like a few skulls around a hero's base to wild changes like tentacles or mutations, a conversion can really make a model unique and characterful.

For conversion fans, this complete catalog is like finding the fabled Golden City of El Dorado. All the available bitz, plastic sprues, and individual models are shown on page after page. So whether you are looking at finding some thematic metal shoulder pads for your Space Marine army or looking for some severed heads to adorn your Ork Warlord's trophy rack, you've come to the right place.

## Explore Ranges

When planning for conversions, don't just look for bitz to use in your own army section. Branch out and try other games entirely. Use Mordheim models in your Warhammer force or Battlefleet Gothic Bitz to help detail your Warhammer 40,000 vehicles. Below are some awesome ideas.

- \* Check out the range of metal and plastic shields for each of the Warhammer armies.
- \* Bitz can make for great campaign markers and really bring a map to life!
- \* Scavenged Ork weapons can be pulled from any army!
- \* Chaos mutations know no bounds!
- \* A few models from your favorite opponent's range make for nice prisoners or casualties.

*Right: Marcus Blackman won a Golden Demon in England with this awesome Eldar conversion. Marcus has mixed in some Battlefleet Gothic model parts in addition to some scratch-built pieces.*



*Above: Bitz from Epic 40,000 were used to make this 3D campaign marker of an Orc tower.*



*A melta-gun is a nasty surprise!*



*Above: A heavily converted Golden Demon Winner from Tim Lison*



*Left: A Goblin Spider Rider made from a plastic Goblin from the Current Range and a Spider from the Orcs & Goblins Classic Range section.*



*A special Assault Shoulder Pad (left) and a Blood Angels Pad (right)*

*Above: The banner top from the plastic Goblin command sprue. Sprues can be ordered separately and used for trophies, banners, and more.*

*Right: A Classic Dogs of War model and some clever converting helped Christian Blair capture a Golden Demon.*



*Above: A small diorama makes for an excellent display piece as well as a modeling challenge.*

## Inspiration

When you sit down to start a new painting project, it is often useful to have a reference. What could be better than over a 1,000 pages of painted miniatures?

With this catalog, you will no longer be subjected to hasty last-minute scrambles to find a painted picture in an old issue of *White Dwarf* or have to go online to scour the Games Workshop web site. In addition to models from the incomparable 'Eavy Metal team, there are tons of pictures of Golden-Demon-winning models, armies from Grand Tournament champions, and a host of variant schemes in the *Colors of War* sections.



*Rob Hawkins's Necromancer was converted from a Necromunda model.*



If you have a rough plan or blueprint ahead of time, you will find it much easier to collect a brand new army. Here, a wise shopper uses his premade list to select just the right blisters and boxed sets.

# THANKS!

*The Complete Games Workshop Catalog and Hobby Reference* is enormous. There is no denying that this project would never have gotten off the ground without the help of many, many people, and we'd like to take this space to thank as many of them as we can.

First off, thanks to the matchless talents of the Games Workshop Citadel Miniatures sculptors and 'Eavy Metal Team painters. These models are not mere "toy soldiers" but instead are tiny works of art that will continue to bring the exciting worlds of Games Workshop to life for so many of us.

Second, thanks to all the fans and hobbyists out there who we have seen at Games Day, Golden Demon painting competitions, Grand Tournaments, Rogue Trader events, and more. Without your skills and enthusiasm, there would be no Games Workshop.

Special thanks go out to all the hobbyists whose work appears in this catalog. These full-color examples of some of the most splendid paint jobs, conversions, and armies on this planet would not have been possible without your work. We have tried to give credit to all the artists who are shown, but with over 1,000 pages, we're sure we missed a few. Please get in touch with us, and we'll be sure to add your name to the next edition.

And last but not least, thanks to the Games Workshop US staff who slaved under the weighty responsibility of showing off all of the Games Workshop products with as much care, sweat, and skill as with which they were originally made and painted.

Thanks again!



*From left to right, they are: William "Goat-boy" Stillwell, John Shaffer, Eric Sarlin, Stuart Spengler, Drew Will, "Dirty Steve" Fuller, Nicole Shewchuk, Jason Foley, and Nick Davis.*

# WARHAMMER 40,000

*In the nightmare future of the 41st millennium, mankind teeters on the brink of extinction. The galaxy-spanning Imperium of man is beset on all sides by ravaging aliens and threatened from within by heretics and traitors. There is no peace among the stars.*



*A Tau Fire Warrior*

## Bring It onto Your Tabletop

Warhammer 40,000 is the game that allows two or more players to command the forces of the Imperium or its enemies right on the tabletop. Using fantastically detailed models for soldiers, futuristic tanks, aliens, and more, players move, shoot, and try to outmaneuver each other on the table-turned-battlefield. Each player controls a whole army. Good tactics win games, while poor ones will get your forces wiped off the gaming table.

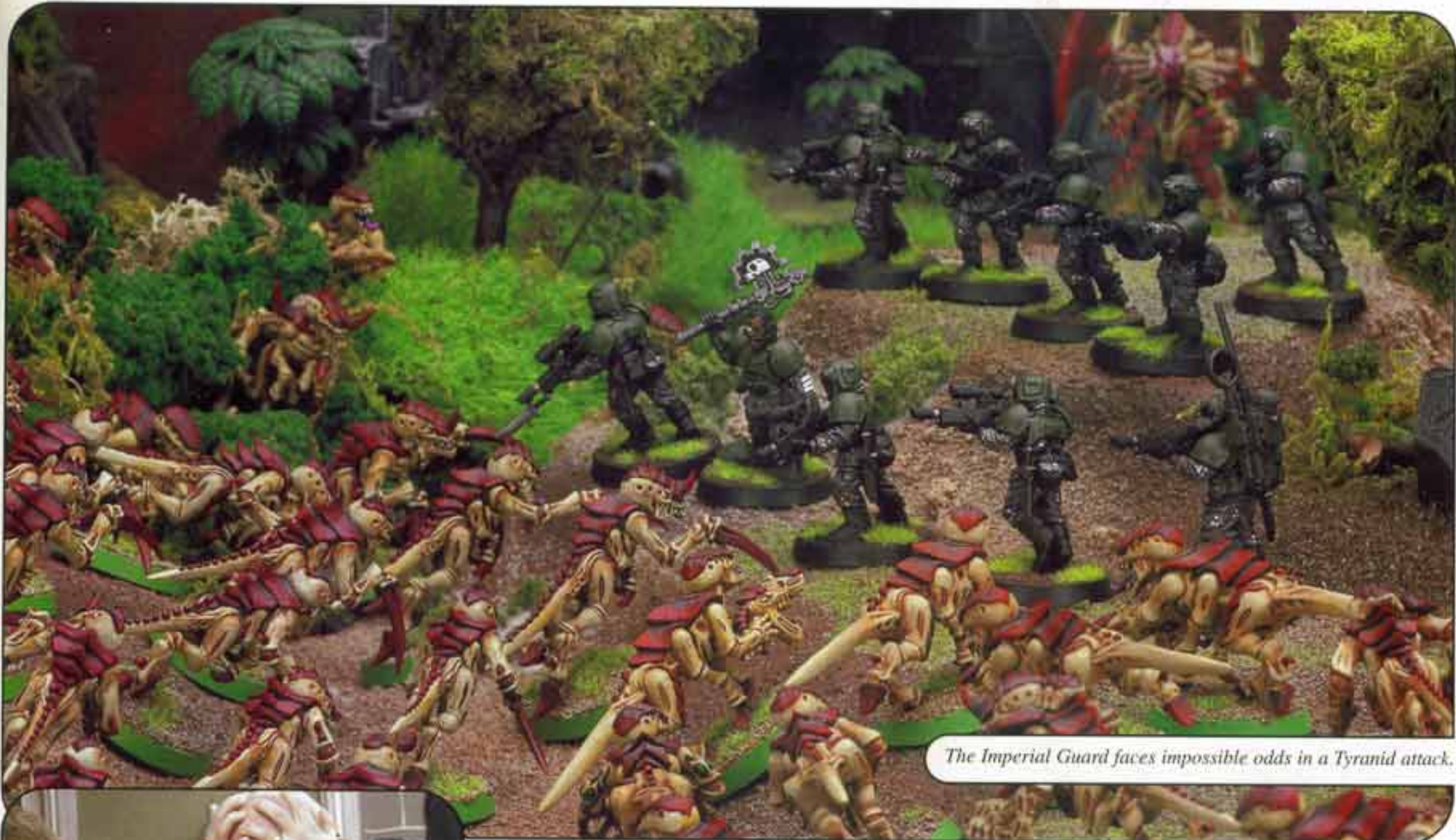
*A Space Marine Land Speeder painted in Ultramarine colors*



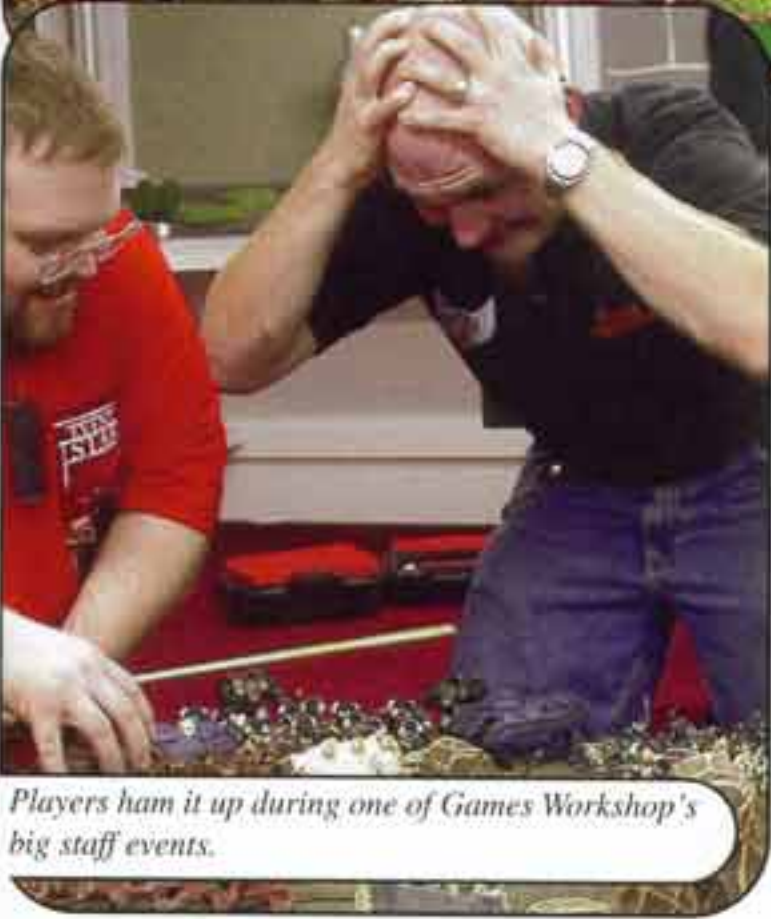
*Two hobbyists battle it out in a game of Warhammer 40,000 that takes place on an ice world.*



*A big Space Marine army arrayed for battle. These soldiers are Ultramarines, one of over 100 different Chapters of Space Marines.*



*The Imperial Guard faces impossible odds in a Tyranid attack.*



*Players ham it up during one of Games Workshop's big staff events.*



*The evil forces of the Dark Eldar attack the Eldar on a jungle planet.*

### More Than a Game

In addition to being a competitive game, Warhammer 40,000 is an entire hobby. Players can build armies, paint models, create new terrain, devise scenarios or special missions to play, and get involved in an ongoing league or campaign. There are as many challenges as a person wants to try.

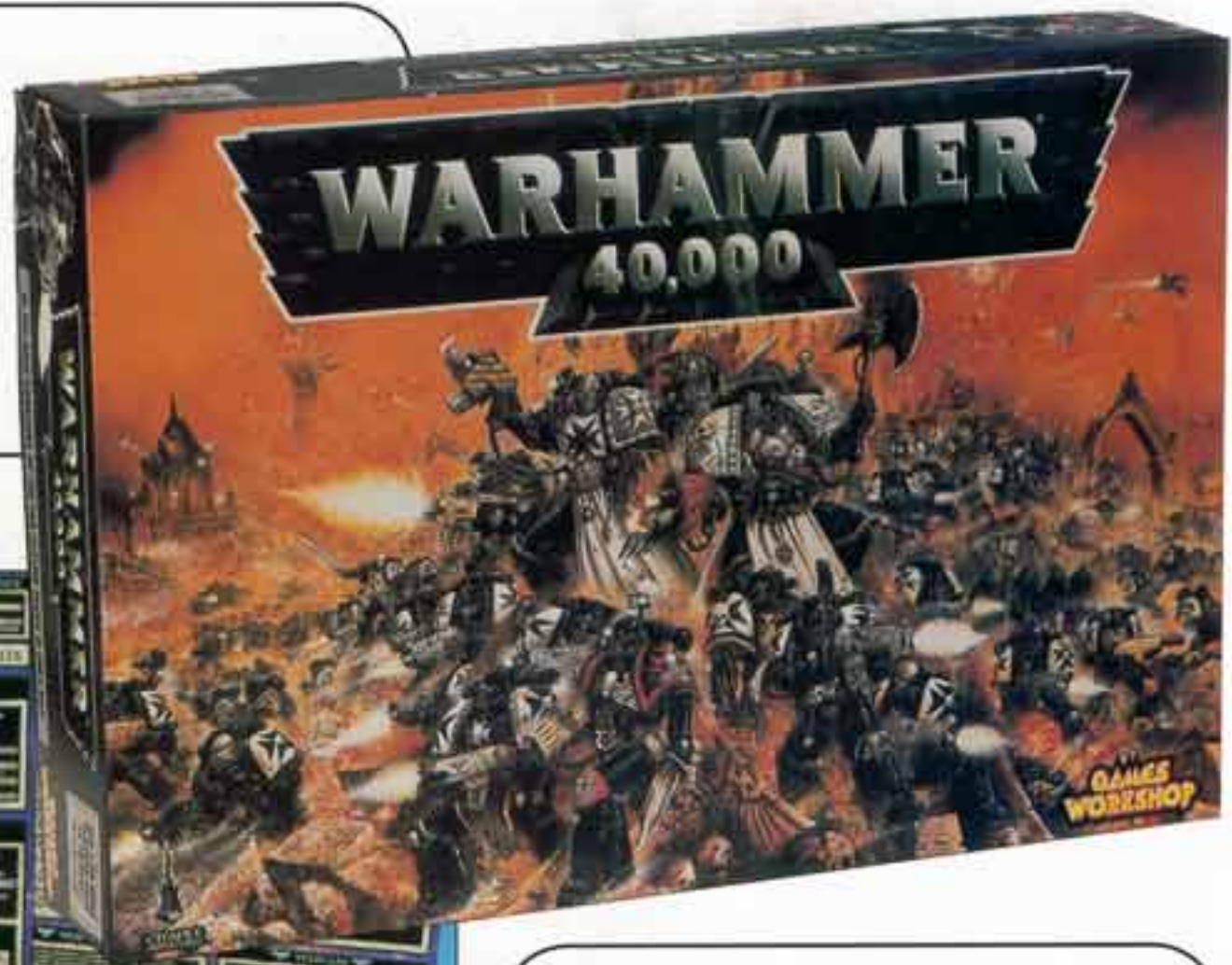
Some hobbyists get involved in all the different aspects, while some settle on a few or even just one particular part. The following pages are all about getting started with the game and building your army.



*An Imperial Guard Sniper takes aim at a Tau Devilfish commander.*

## Getting Started

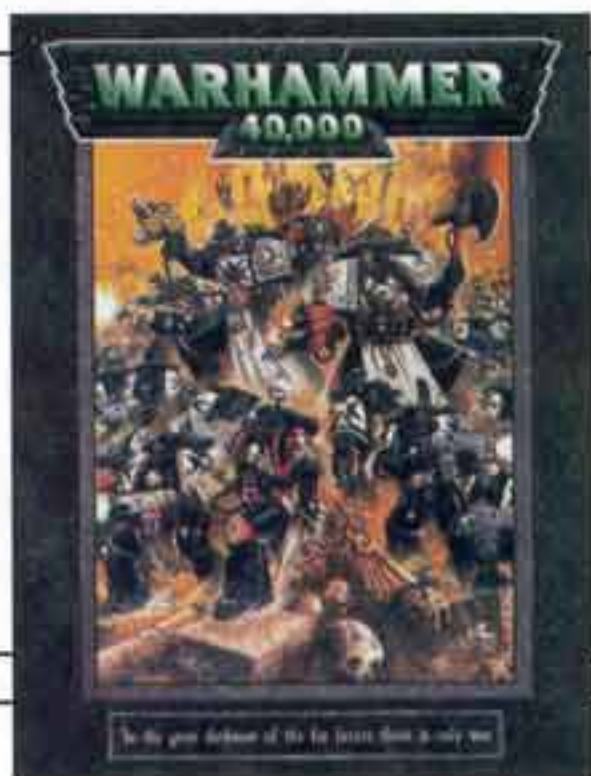
The easiest way for newcomers to get into the Warhammer 40,000 hobby is to purchase the boxed set. This massive box contains the start of two armies (Space Marines and Dark Eldar) along with the rulebook, dice, rules, and some terrain. You can literally open the box and start playing right away (okay, you'll need a little time to assemble some models and read the basic rules – but you can start in a half hour or so).



In one quick and easy package, the Warhammer 40,000 boxed set contains everything you need to get started. What's in it?

The boxed game contains 31 Citadel Miniatures (20 Dark Eldar, 10 Space Marine troops, and 1 Space Marine Land Speeder), a 288-page rulebook, 2 gothic ruins, jungle trees, range rulers, dice, templates, and more.

**Warhammer 40,000  
Boxed Game**  
40-01-60  
\$75.00



## Another Option

Some players want to get started with Warhammer 40,000 but aren't interested in either Space Marines or Dark Eldar. Rather than buying the boxed set, some players start with the separate Warhammer 40,000 rulebook. This way, players can get their hands on the 288 pages of rules, background, and getting started sections of Warhammer 40,000 and then choose the army they would like to start playing.

Remember though, without the boxed set, you will have to get your hands on dice, measuring devices, and templates.

**Warhammer 40,000 Rulebook**  
40-02-60  
\$30.00

*Chapter Approved* is an annual publication that contains supplements and additions to the Warhammer 40,000 game. This year, *Chapter Approved* contains army lists, Codex updates, Masterclass painting guides, trial rules, new missions, questions and answers about the rules, and much more to keep you at the front lines of the Warhammer 40,000 universe.

**Chapter Approved 2004**  
40-04-60  
\$25.00





*Tanks of the Imperial Guard prepare to make a last stand against the oncoming hordes of alien Orks.*

## All Levels of Gaming

The Warhammer 40,000 rules allow great scope for gaming. Games can range in length from a quick half an hour skirmish with a dozen or so models per side to massive battles between dozens of players – each with his own sizable armies. The objectives of each game can be as simple as “wipe out the other side” to complicated missions seeking to capture a powerful artifact or reach a certain portion of the battlefield (perhaps to close down a teleporter).

Some players build large and official armies or play in tournaments, large gatherings of like-minded competitors. The gaming lasts for hours or even whole weekends before a winner is declared. Other gamers quite gleefully (and unofficially) scratch-build their own battle stations, massive tanks, or mutated monsters to make their games even more varied. Still others link their games to form a large campaign, where each battle affects the next.

There is no right or wrong way to play, and many gamers constantly find new favorite ways to play to supplement traditional gaming. It's a big universe out there!



*This Seer Council leads the armies of the Eldar, an enigmatic race that sometimes helps the Imperium of Man but sometimes thwarts it.*



# CHOOSING AN ARMY

*Before you can collect an army and play satisfyingly large battles of Warhammer 40,000, you'll need to choose which force you'd like to play. There are over a dozen armies to choose from, and each one has countless varieties. How can a beginning player make a decision?*

## So Many Choices

First off, it is important that we say there is no right or wrong way to choose an army. There is nothing wrong with starting to collect an army and then switching to another because it suits your style better. Just remember, though, the more times you switch armies, the further you'll be from having a fighting army to play with.

Take a look at the following advice and mull it over. Perhaps we can get you on the right course as quickly as possible.

## Getting Started

Some lucky players know which army they want to collect immediately. Perhaps they have seen some games in action or spoken with an experienced friend. Others are less sure and may have boiled it down to a few choices but still don't really know. This page and the next can help you reach a decision.

To make your best decision, the first thing to do is to amass all the information you can about the armies that you find appealing. This very catalog is an excellent aid. There may be a lot of criteria for players choosing their armies, but here are some of the ones we've



*Two young players with small forces battle it out at a Games Workshop Hobby Center.*

encountered most often: style of play, background, and the miniatures. Each of these topics deserves closer inspection.

## Style of Play

Each army in the Warhammer 40,000 game is different and will be better at different things on the tabletop. The important part here is for players to try to imagine the kind of play they'd like best. Do you see yourself as an aggressive, risk-taking commander who is looking to bring the fight to the enemy? Or does a defensive stand sound better? Would you rather lay down a hail of fire from long-range, or do you want superior numbers to swamp the foe? It is possible to achieve some or even all of these tactics with the same army, but every force has strengths and weak points.

For example, take a Tau army. Tau have some of the best and most advanced weaponry in the Warhammer 40,000 game. They can strike hard from long range. Where Tau fall short is in close quarters combat. There are upgrades, troop choices (like Kroot), and more that can compensate for this lack of hand-to-hand skill, but even

with these things in place, a Tau army is far better off when keeping the foe at an extended range.

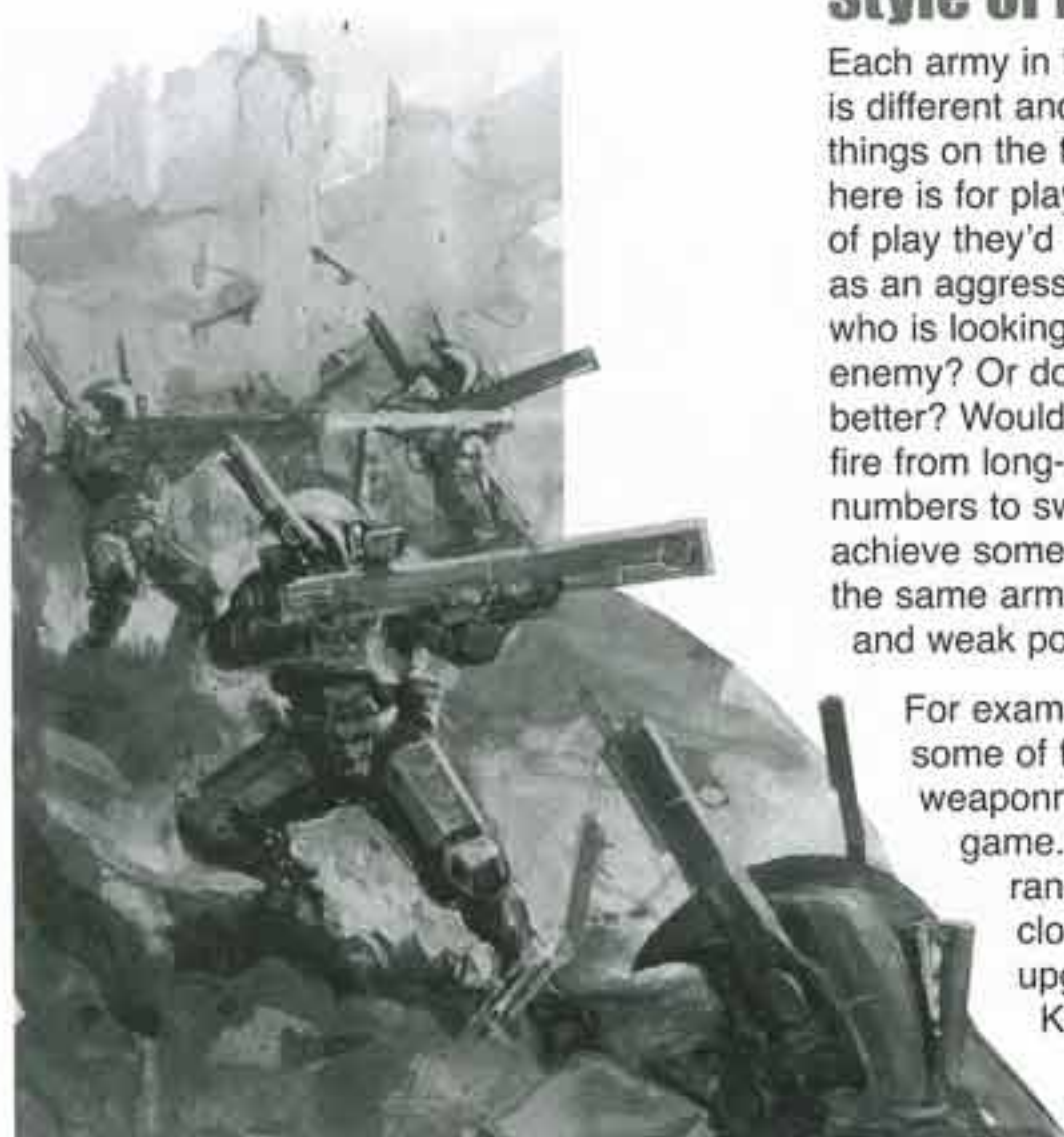
In this catalog, players can find out more about how each army plays by reading the *Fighting Style* sections for each force.

## Background

One of the best parts of the Warhammer 40,000 game is the rich background. Each army has its own history, home world, and goals. Many players can't get into their army unless they can get into the background.

For example, the Tyranids are an alien race that has a single Hive Mind consciousness. All the swarms of creatures are coordinated as if a single mind controlled them! Tyranids drift through space looking for life forms to consume for the Hive. Most of the troop types are mindless engines of destruction that can be driven to destroy all they encounter.

A player looking for a small army with lots of individuality, a noble history, and a valiant ethos would do well to steer clear of the Tyranids! Each army in this catalog begins with some background information.



## Miniatures

Many players choose armies based strictly on the look of the model range. Since collecting and painting are such a large part in the Warhammer 40,000 hobby, choosing a force based on looks is a sensible option. After all, the more you like and enjoy the models, the more you'll have fun in the collecting, painting, and modeling aspects of the hobby.

This catalog is ideal in that such minded players can ogle the entire available range of models for each army.

## Taking the Next Step

The next step, once you've found an army or two that really capture your interest, is to find out more. The Games Workshop web site is also ideal for this sort of research, and you'll find information about every army.

Finding and talking to a local gaming group is always a great idea. After all, the members may be some of the opponents you'll be squaring off against with your new army in the future. Try asking for times when players meet at your local Rogue Trader Independent Retailer or Games Workshop Hobby Center.

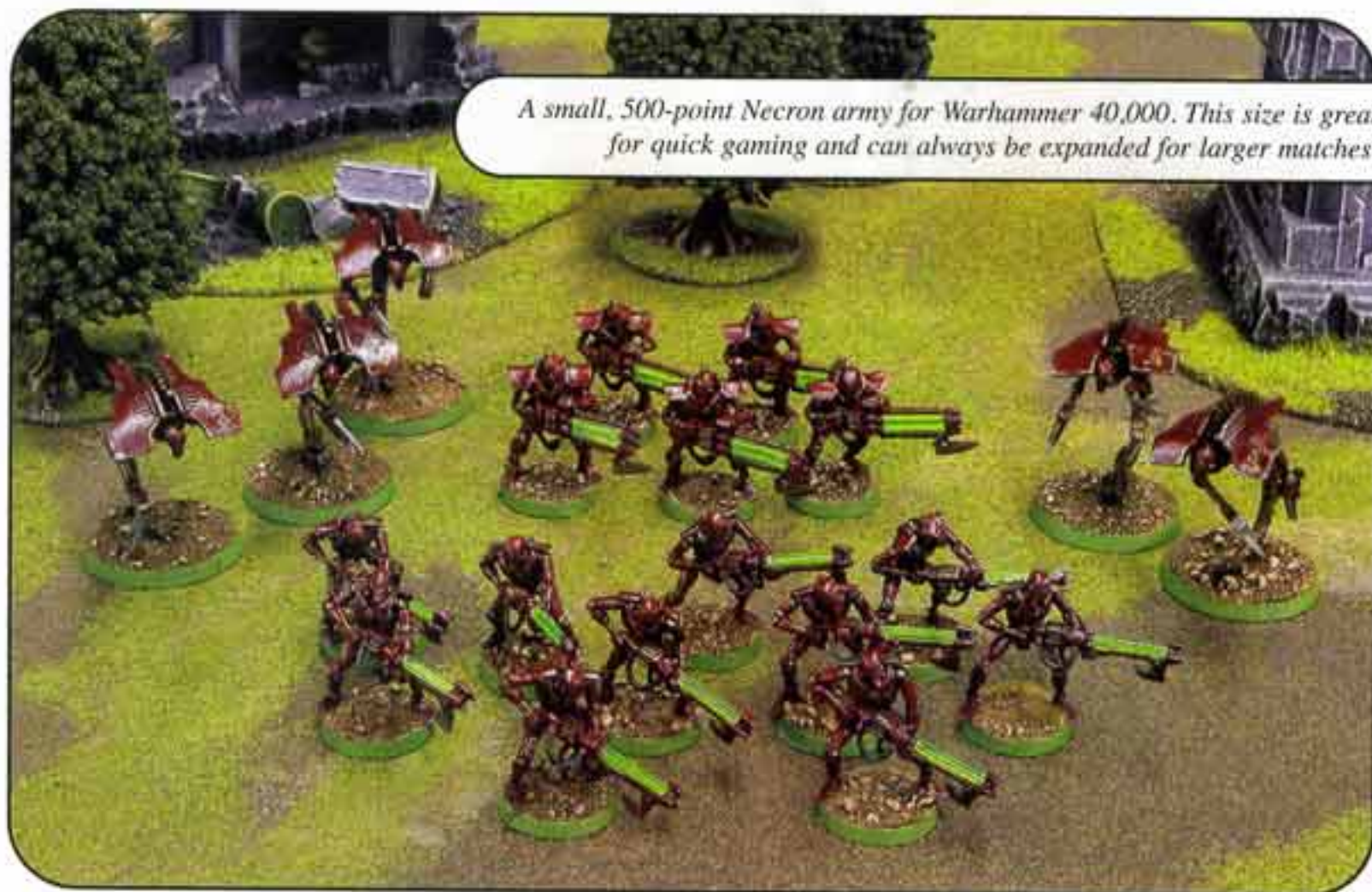
## The Essentials – The Codex

Once you've decided on an army, the Codex for that army is the next logical step. The Codex will go into detail about the army and allow players to build armies far beyond what is discussed in the basic rulebook.

Each Codex contains a complete army list, with every troop and vehicle type as well as every weapon and piece of battle gear available to the force. Additional background and history are included as are the profiles for some special characters and all the special rules you'll need to know about your army of choice.



There are 17 different Codex army books to choose from, and the next few years will bring even more. That's a lot of armies to choose from and fight against!



A small, 500-point Necron army for Warhammer 40,000. This size is great for quick gaming and can always be expanded for larger matches.

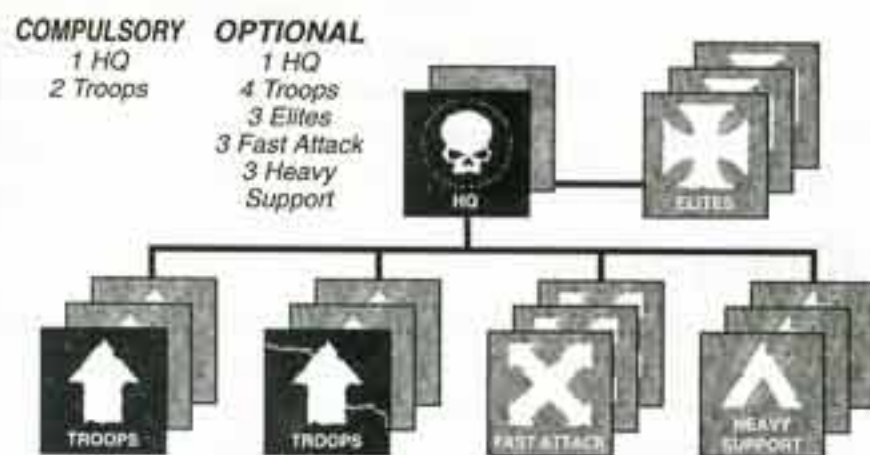
## Collecting Models

If you are anything like us, you often gravitate toward the most eye-catching models in the range first. This is understandable. However, if you end up in a situation in which you have only commanders and no troops, playing a standard game can become a problem. It makes sense to balance the force as you purchase and paint it.

Most Warhammer 40,000 scenarios are played with the Standard Mission template (pictured at right). This is an excellent place to start, as it lists maximums for different types of squads as well as the minimum requirements. These minimums – an HQ choice and two Troops choices – make an excellent starting force.

In this catalog, under *Collecting an Army* at the start of each army's section, we try to list a few suggestions about how to begin purchasing the army. Eventually, it is great to have extra choices, like four or five options for Heavy Support even though only three are allowed in the Standard Mission Template. Why? Having a range of models to choose from allows players to switch out their armies or gear up to take on particularly tough opponents. The ability to field three tanks or two Devastator Squads is quit a nice option against tough foes who aren't expecting such a plan. Also, the Standard Missions template is a great guideline, especially for playing foes you don't know, but there is a lot to be said for making up your own special scenarios or just playing a bash-it-out with all your available forces.

## STANDARD MISSIONS



The Standard Missions force organization chart is a good example of how to choose an army. To begin with, you will need at least one HQ unit and two Troop units (dark-shaded boxes indicate units that *must* be taken for the mission). This leaves the following for you to choose from to make up your army's total points value: up to 1 HQ unit, 0-3 additional Elite units, 0-4 additional Troop units, 0-3 additional Fast Attack units, or 0-3 additional Heavy Support units.

Each Codex is organized by HQ, Elites, Troops, Fast Attack, and Heavy Support and, thus, so is the catalog.



**HQ.** HQ is short for Headquarters and contains heroes, officers, advisors, and other specialists to lead your army.



**Elites.** Elites are the best trained or most ferocious warriors in the army. They often have access to the best weapons and armor.



**Troops.** All armies contain a high proportion of rank-and-file soldiers. Often, these warriors are flexible, if not spectacular, in all aspects of battle.



**Fast Attack.** Speed is vital in warfare, and these squads or vehicles are ideal at grabbing objectives, scouting, or disrupting the foe.



**Heavy Support.** The awesome firepower of battle tanks or war machines can pound the enemy to smithereens!



# CHAOS SPACE MARINES

*We fight the long war, not for vain notions of duty or honor, but for a far purer purpose: hatred. At the height of our glory, we were betrayed and cast out by our own kin. Guilliman, Dorn, Sanguinius – these are names I curse. Horus, Perturabo, Angron – these are names I revere, names I would follow to the very end. It is that hatred that has sustained me through the long millennia. I tend it with bitterness. I nurture it with the deaths of my former brothers. I know that when the end is upon us and Horus is returned, then the false Emperor shall be cast down from his sepulchral Golden Throne, and we shall take our rightful place at the side of Horus, the true Emperor of Mankind.*

Ferrous Ironclaw – Warsmith of the Iron Warriors Second Grand Company

At the very birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war. Brother fought brother, and Mankind stood upon the very brink of extinction. Ten thousand years after their defeat, those same traitors, intent upon nothing less than the utter destruction of the Imperium and the death of its weakling Emperor, still launch their Black Crusades out of the Eye of Terror.

## Fighting Style

Chaos Space Marines are a versatile force. You can specialize your army such that you have a lot of fast troops, heavy assault, close combat experts, or even troops like Daemons. With power and Terminator armor, most Chaos armies can absorb a lot of punishment. As such, almost any fighting style is possible with this army. However, because of their high points cost, Chaos armies tend to be small in number. Thus, wars of attrition are not advisable.

*Below: Tim Lison's fantastic Nurgle Chaos Lord took top honors at the 2002 Chicago Golden Demon competition. The sculpting and conversion work on this piece is utterly seamless, and the paint job is truly breathtaking to behold!*

*Below Right: Ken Sympoulos took second place with this Dreadnought at the 2001 Canadian Golden Demon competition.*

*Right: Victor Hardy's attention to detail and illustrational skill helped make this model an obvious choice for the 2002 Slayer Sword at the Baltimore Golden Demon competition.*



*Below: This Obliterator is one of many great conversions found in Jim Keleher's 2003 Baltimore GT Iron Warriors army.*



## Collecting a Chaos Army

The Warhammer 40,000 Chaos Space Marine army has one of the widest selections of different troop types in the entire game. Not only do Chaos Commanders get to pick from the heretical forces of the Chaos Space Marine Legions, but there are tons of specialty troops including Chaos Space Marine Bikers, high-flying Raptors, and the living weapons of the Chaos Obliterators. There are also cults within the Chaos Space Marine Army dedicated to the four major powers of Chaos (Khorne, Tzeentch, Nurgle, and Slaanesh) like

the blood-soaked Khorne Berzerkers and the ear-shattering Noise Marines. Each one specializes in a particular form of destruction. In addition, Chaos Space Marines can summon help from the Warp itself by enlisting the aid of Daemon Packs and Daemon Beasts to crush their opponents' bodies and souls. As if that weren't enough, there is a wide array of vehicles including the Chaos Dreadnought whose only purpose is to blast opposing forces to bits. Above all, Chaos Space Marine armies are about variety (and evil), and there are plenty of models available to suit even the most warped Chaos Space Marine Lord.



*Left: This heavily converted Possessed Chaos Marine Squad is a great example of the high level of quality found in Matt Birdoff's Black Legion army at the 2003 Baltimore GT.*

*Jason Saunders's World Eaters army from the 2003 Vancouver GT.*





# GETTING STARTED



The 80-page *Codex: Chaos Space Marines* contains all the rules that you'll need to battle the resistance of the whims of the Dark Gods. Inside, you will find a complete army list that can be customized depending on which evil patron(s) your warriors will follow. In addition, there is extensive background info, a 16-page hobby section, and rules for fielding special characters in your games of 40K.

**Codex: Chaos Space Marines**  
43-01-60



## Chaos Battle Force (43-09)

- 12 Khorne Berzerkers
- 8 Chaos Space Marines
- 3 Chaos Bikers
- 1 Chaos Rhino
- 1 Set of Jungle Trees



## Chaos Mega Force (43-25)

- 12 Khorne Berzerkers
- 12 Chaos Space Marines
- 3 Chaos Bikers
- 1 Chaos Rhino
- 1 Chaos Defiler
- 1 Set of Jungle Trees



# SHOWCASE

*Below: Matt Birdoff brought this awesome Black Legion Army with him to the Baltimore 2003 GT. This army was just one of nine different Chaos armies that Matt's gaming group, the Warmongers, brought to the event. All of the traitor Legions were represented, and together, the armies represented the forces of Abaddon's 13th Black Crusade.*



*Just one of many of Matt's heavily converted troopers.*



**Chaos Space Marine  
Daemon Prince Box (1)**  
43-24



**Daemon Prince  
Sword**  
010208007



**Daemon Prince  
Head**  
010208003



**Daemon Prince  
Left Hand**  
010208010



**Daemon Prince  
Chest**  
010208008



**Daemon Prince  
Right Leg**  
010208012



**Daemon Prince  
Back**  
010208009



**Daemon Prince  
Left Arm**  
010208011



**Daemon Prince  
Shoulder Pad 1**  
010208001



**Daemon Prince  
Shoulder Pad 2**  
010208005



**Daemon Prince  
Right Vent**  
010208002



**Daemon Prince  
Left Vent**  
010208004



**Daemon Prince  
Left Leg**  
010208013



**Daemon Prince  
Right Arm**  
010208006

**CONVERTING YOUR DAEMON PRINCE**



The plastic Dragon Wings (99380299002) make a great addition to your Daemon Prince. They fit so well that the conversion will require minimal putty work to smooth out the join.



This Daemon Prince's head was converted to fit into the theme of an Iron Warriors army. Some careful putty work was applied to create a steel mask that covers the creature's mouth. The Inquisitor range also has many heads that are appropriately sized.



The Chapter symbol on the left shoulder pad is a great way to proclaim the allegiance of your Daemon Prince. This example shows an Iron Warriors insignia made from green stuff.



*Mighty Chaos Lords who have given themselves over to the Chaos Gods often grow to a monstrous size and embrace the role of Daemon Prince. Their tremendous strength and martial prowess are legendary throughout the galaxy.*



# HQ



*Chaos Lords are the most powerful of the Chaos Space Marines. With the genetic advantages of a Space Marine, millennia of combat experience and the blessings of the Dark Gods, there are few more dangerous entities in the galaxy.*



**Chaos Lord Body 1**  
010205801



**Chaos Lord Body 2**  
010206801



**Chaos Space Marine Lord Blister (Random 1)**  
43-40



**Chaos Sorcerer Plasma Pistol**  
010201308



**Chaos Lord Head 1**  
010205802



**Chaos Lord Plasma Pistol**  
010205805



**Chaos Lord Backpack 2**  
010206803



**Chaos Sorcerer Bolt Pistol Arm 1**  
010201303



**Chaos Sorcerer Bolt Pistol Arm 2**  
010201305



**Chaos Lord Axe**  
010205804



**Chaos Lord Backpack 1**  
010205803



**Chaos Sorcerer Body 1**  
010201301



**Chaos Sorcerer Body 2**  
010201304



**Chaos Sorcerer Body 3**  
010201307



**Chaos Lord Sprue**  
010206802

*Chaos Space Marines who are specially attuned to the Warp will often manifest supernatural abilities. These Chaos Sorcerers are often highly revered and sit at the right hand of their Chaos Lord.*



**Chaos Sorcerer Backpack 1**  
010201302



**Chaos Sorcerer Backpack 2**  
010201306



**Chaos Space Marine Sorcerer Blister (Random 1)**  
43-41



The honored position of Chaos Chosen in the Chaos hierarchy often means that they are the best equipped of their brethren and can don ancient suits of the Legion's Terminator armor.

**ELITES**



**Chosen Terminator w/ Heavy Flamer Blister (Random 1)**  
43-45

**Chosen Terminator w/ Bolter-Melta Blister (Random 1)**  
43-67

**Chosen Terminator Champion Blister (Random 1)**  
43-43

**Chosen Terminator Blister (Random 1)**  
43-42

**Chosen Terminator w/ Reaper Autocannon Blister (Random 1)**  
43-44

**Chaos Terminator Right Rack 1**  
010200204

**Chaos Terminator Left Rack 1**  
010200205



**Chaos Terminator Combi-Bolter 1**  
010200213



**Chaos Terminator Combi-Bolter 2**  
010200215



**Chaos Terminator Combi-Melta**  
010200214



**Chaos Terminator Head 1**  
010200208



**Chaos Terminator Head 2**  
010200210

**Chaos Terminator Right Rack 2**  
010200206



**Chaos Terminator Combi-Flamer**  
010200216



**Chaos Terminator Reaper Autocannon**  
010200217



**Chaos Terminator Heavy Flamer**  
010201122



**Chaos Terminator Head 3**  
010200212



**Chaos Terminator Head 4**  
010200209

**Chaos Terminator Left Rack 2**  
010200207



**Chaos Terminator Body 1**  
010200201



**Chaos Terminator Body 2**  
010200202



**Chaos Terminator Body 3**  
010200203



**Chaos Terminator Champion Body**  
010201501



**Chaos Terminator Head 5**  
010200211



**Chaos Terminator Champion Head 1**  
010201502

**Chaos Terminator Champion Right Rack**  
010201504



**Chaos Terminator Champion Head 2**  
010201503

**Chaos Terminator Champion Left Rack**  
010201505



**Chaos Terminator Chain Axe**  
010200218



**Chaos Terminator Power Fist**  
010200219



**Chaos Terminator Power Mace**  
010200220



**Chaos Terminator Chainfist**  
010200221



**Chaos Terminator Champion Lightning Claw**  
010201506



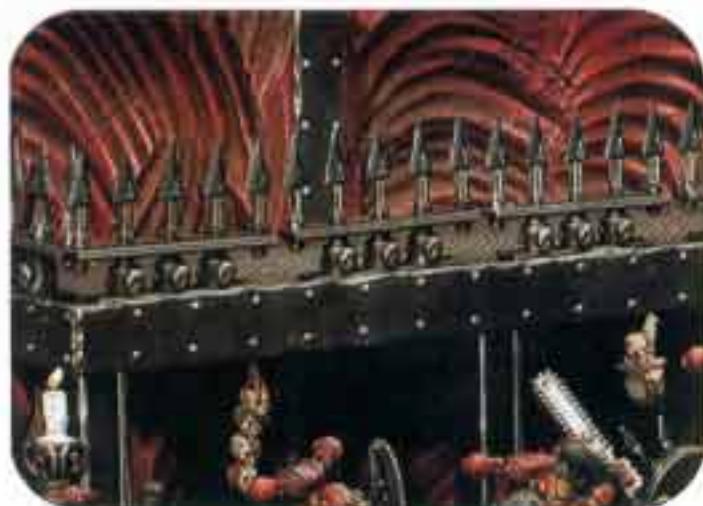
**Chaos Terminator Champion Power Axe**  
010201507



**CHAOS THEMED SCENERY**



This table was designed to look like the interior of an Iron Warrior ship. You can create the raised sections from sheets of 1" foam. To make the free-standing arrows, cut out Masonite shapes on a bandsaw and glue them to a hardboard base.



You can create this type of railing with bitz from the Chaos vehicle accessory sprue 1. To texture the walls to look like muscle, cut into a sheet of foam with a loosely strung hot knife cutter.



Chaos summoning circles and dimensional gateways are scenery pieces very much in character with Chaos Space Marine armies. The one shown here was built into the table for support, but it's just as easy to make one that remains separate from the board so that you can remove it (just attach the piece to a hardboard base to protect it). Use a hobby knife to cut and shape the base out of foam and a bandsaw to cut the large arrows out of Masonite. Buy some hemispherical beads from a hobby or craft store and glue them in place to represent large rivets.

**ELITES**



**Chaos Obliterator Blister (Random 1)**  
43-49



**Obliterator Body 1**  
010207503



**Obliterator Body 2**  
010207505



**Obliterator Torso 1**  
010207504



**Obliterator Torso 2**  
010207506



**Obliterator Left Arm 1 (Random)**  
010207507



**Obliterator Left Arm 2 (Random)**  
010207507



**Obliterator Head 1 (Random)**  
010207501



**Obliterator Right Arm 1 (Random)**  
010207502



**Obliterator Right Arm 2 (Random)**  
010207502



**Obliterator Head 2 (Random)**  
010207501



**Obliterator Head 3 (Random)**  
010207501



**Obliterator Gun Sprue**  
010207508



**Obliterator Blade Sprue**  
010207509

*The Chaos Terminators boxed set comes with a variety of weapons as seen below (models shown at 50% actual size).*



**Chosen Terminator Squad Box (5)**  
43-19

Chaos Space Marines were once loyal Space Marines charged with defending Mankind in the name of the Emperor. These traitors have since renounced their vows and allied themselves with the Gods of Chaos.

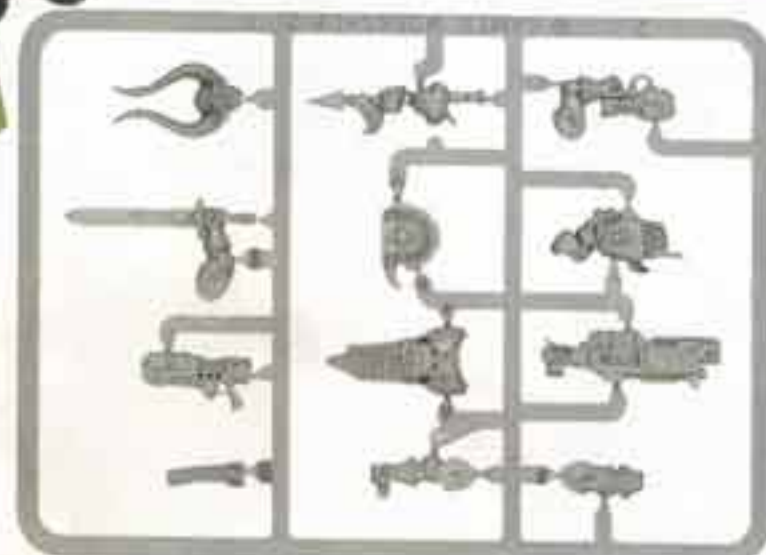
TROOPS



The Chaos Space Marine boxed set contains eight Chaos Space Marines.



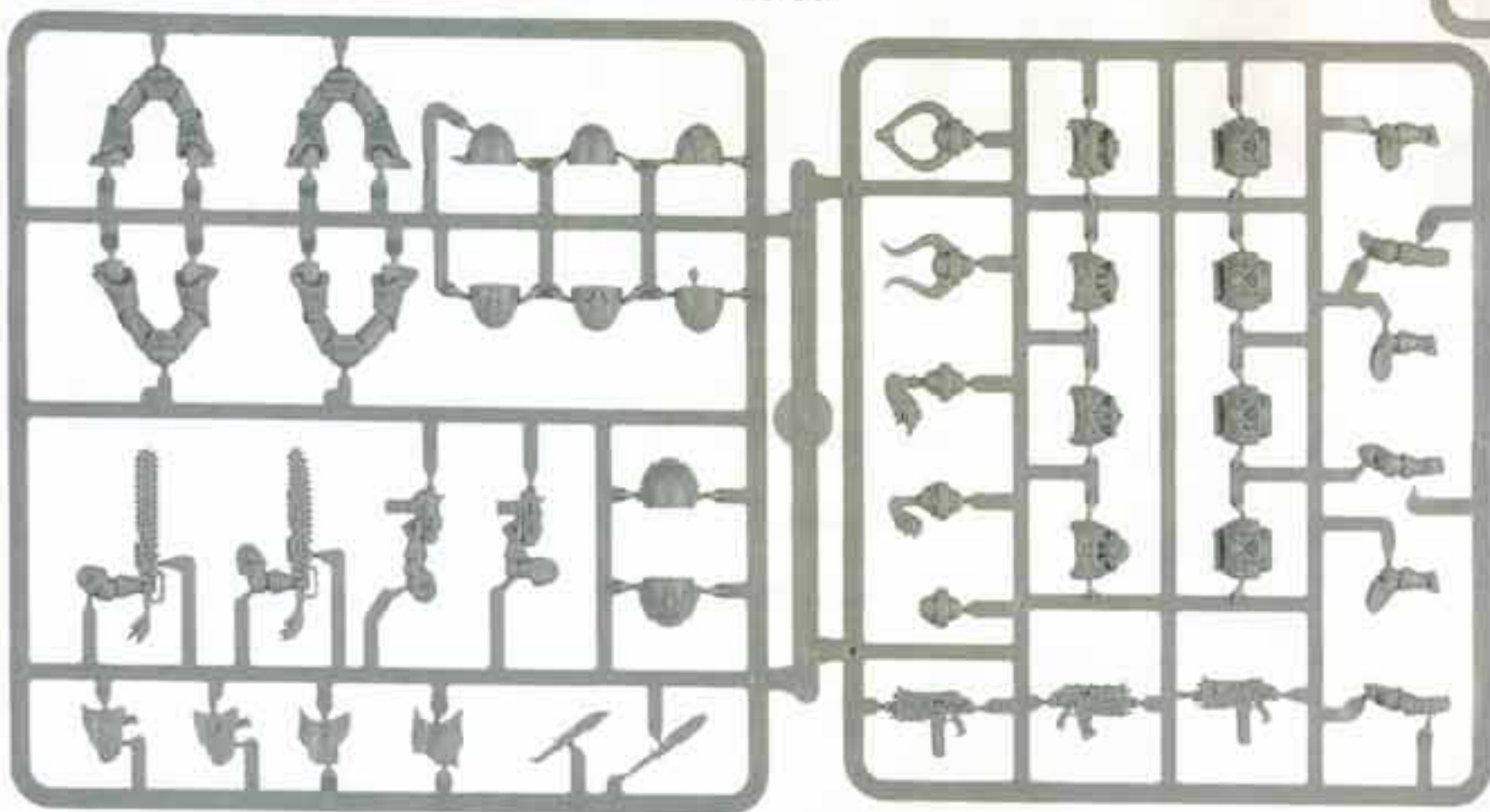
Chaos Space Marine Squad Box (8)  
43-06



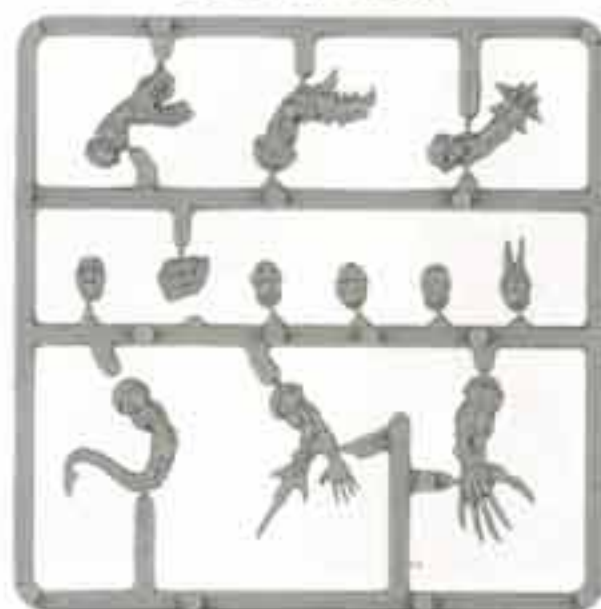
Command Sprue  
99380102005



Chaos Space Marine Backpack (Random)  
99390102003



Chaos Space Marine Sprue  
99380102004



Chaos Mutations Sprue  
99380102003

Below are some suggestions for schemes commonly affiliated with the Chaos Powers. They are, from left to right, Slaanesh, Tzeentch, Nurgle, Khorne, and Chaos Undivided.

Note: Sprues shown at 70% of actual size.

SHOWCASE



by Tim Holly



by Mike Lesiuk



by Neil Dutton



by Sean Forbes



by John Shaffer



# TROOPS



**Chaos Space Marine 1**  
010202903



**Chaos Space Marine 2**  
010202904



**Chaos Space Marine 3**  
010202905



**Chaos Space Marine 4**  
010202906



**Chaos Space Marine 5**  
010202907



**Chaos Space Marine 6**  
010202908



**Chaos Space Marine 7**  
010200402



**Chaos Space Marine with Flamer**  
010200401



**Chaos Space Marine with Plasma Gun**  
010202802



*Note: Models are shown 60% of actual size.*

*Examples of completed Chaos Space Marines*



**Chaos Space Marine Champion 1**  
010202701



**Chaos Space Marine Champion 2**  
010200403



**Blasted Standard Icon**  
010202404

*You can also get these Chaos Space Marines in the following blisters:*

**Chaos Space Marine Champion Blister (Random 1)**  
43-47

**Chaos Space Marine w/ Assault Weapons Blister (2)**  
43-48

**Chaos Space Marines Blister (Random 2)**  
43-46

*Note: Sprues shown at 50% of actual size.*



**Chaos Space Marine Arm Sprue 1 (Random)**  
99399999006



**Chaos Space Marine Arm Sprue 2 (Random)**  
99399999006

*Note: The Chaos Space Marine Icon Bearer comes with one of five different icons. The painted model shown above is pictured with the Blasted Standard Icon.*

**Chaos Space Marine Icon Bearer Blister (Random 1)**  
010202401 (Bit)  
43-63 (Blister)



**Flesh Banner Icon**  
010202402



**Rapturous Standard Icon**  
010202403



**Chaos Undivided Icon**  
010202405



**Warp Banner Icon**  
010202406



**Chaos Space Marine Accessory Sprue (1 Random Sprue Supplied)**  
99399999005



**Chaos Space Marine Backpack Sprue**  
99399999004

The Chaos Space Marine Rhino is the most ubiquitous vehicle in the Chaos Space Marine arsenal and is renowned for its reliability and ease of maintenance. Grotesque trophies and blasphemous runes adorn the hull of these Chaos vehicles and proclaim the dark allegiances of the warriors they transport.



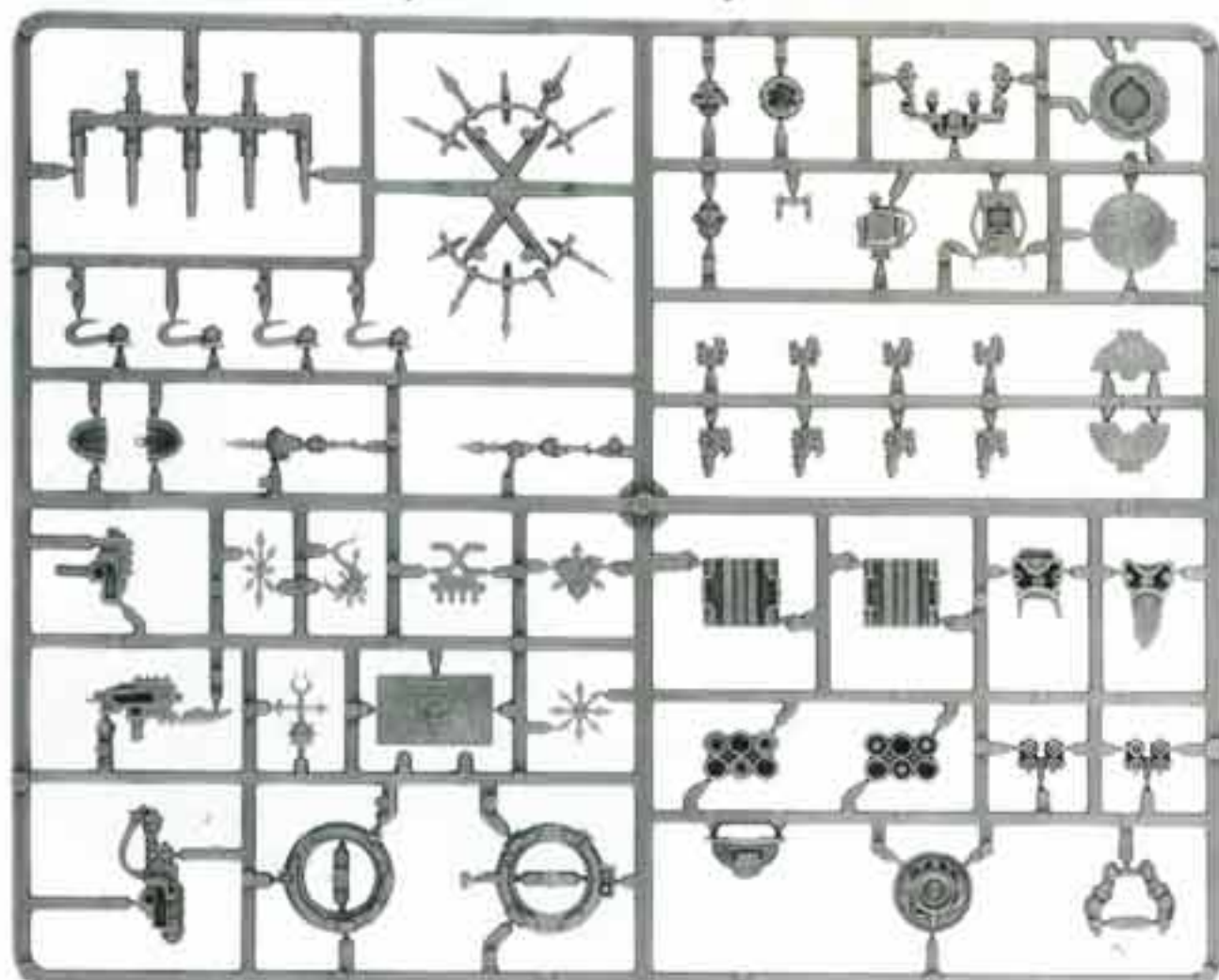
*Note: The Chaos Space Marine Rhino uses the Space Marine Rhino sprues 99390199004 and 99390199005 (as seen in the Space Marines section). In addition, the Chaos Vehicle Accessory Sprues 1 and 2 are also included (as seen below).*



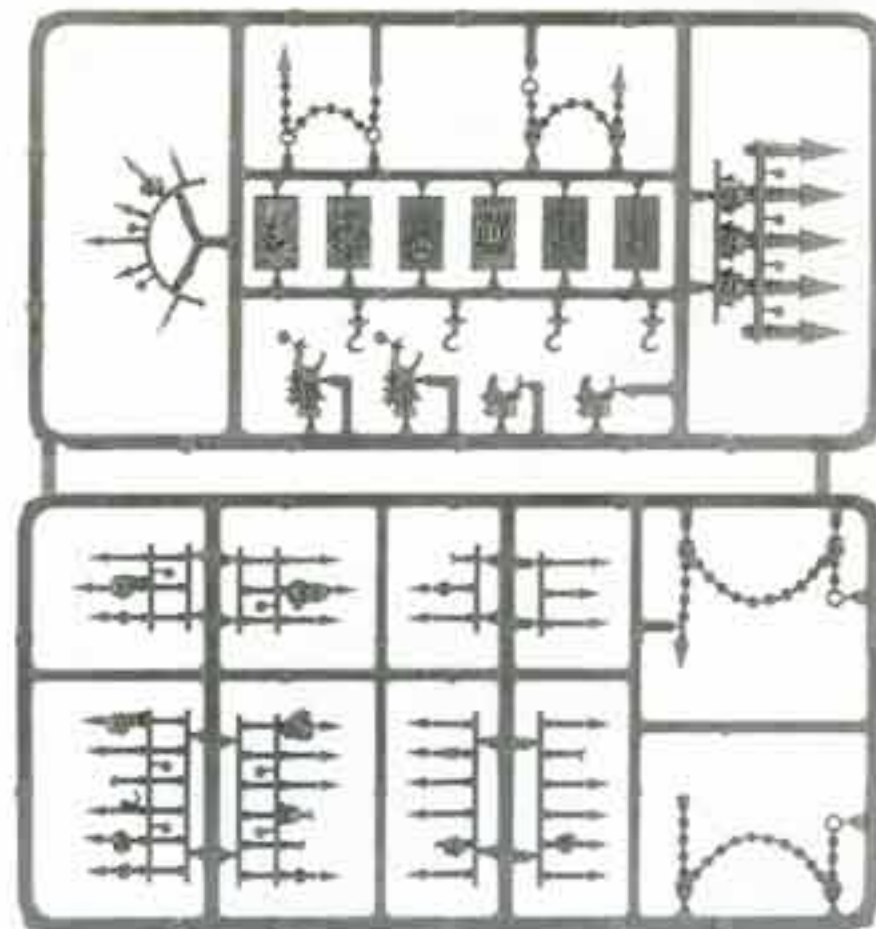
**Chaos Space Marine Rhino Box (1)**  
43-11



*Note: Sprues shown at 40% of actual size.*



**Chaos Vehicle Accessory Sprue 2**  
99390102004



**Chaos Vehicle Accessory Sprue 1**  
99390102001



# FAST ATTACK



The Chaos Space Marine Bikers boxed set comes with three Bikers including a Champion. To expand your squad, Chaos Bikers are also available separately.



### CONVERTING CHAOS BIKERS



This biker is made up of parts from a Mutie Raider, Typhus, a Plague Marine Champion, the standard Chaos Biker, and some green stuff.



The twin-linked bolters are made from the standard components and from a Plague Marine bolter.



Extend the forks of the bike with pieces of plastic tubing. Drill holes on either side of the wheel hub and pin the tubes to the wheel hub. When everything fits properly, glue the components into place.

The finished Biker will need a custom base to accommodate the extended forks.



Chaos Space Marine Biker Squadron Box (3) 43-14



Chaos Biker Plasma Gun 010205910



Chaos Biker Champion Head 010205901



Chaos Biker Head 1 010205902



Chaos Biker Head 2 010205903



Chaos Biker Power Sword 010205904



Chaos Biker Holster 2 010205908



Chaos Biker Scanner 010205909



Chaos Biker Shoulder Pad 010205905



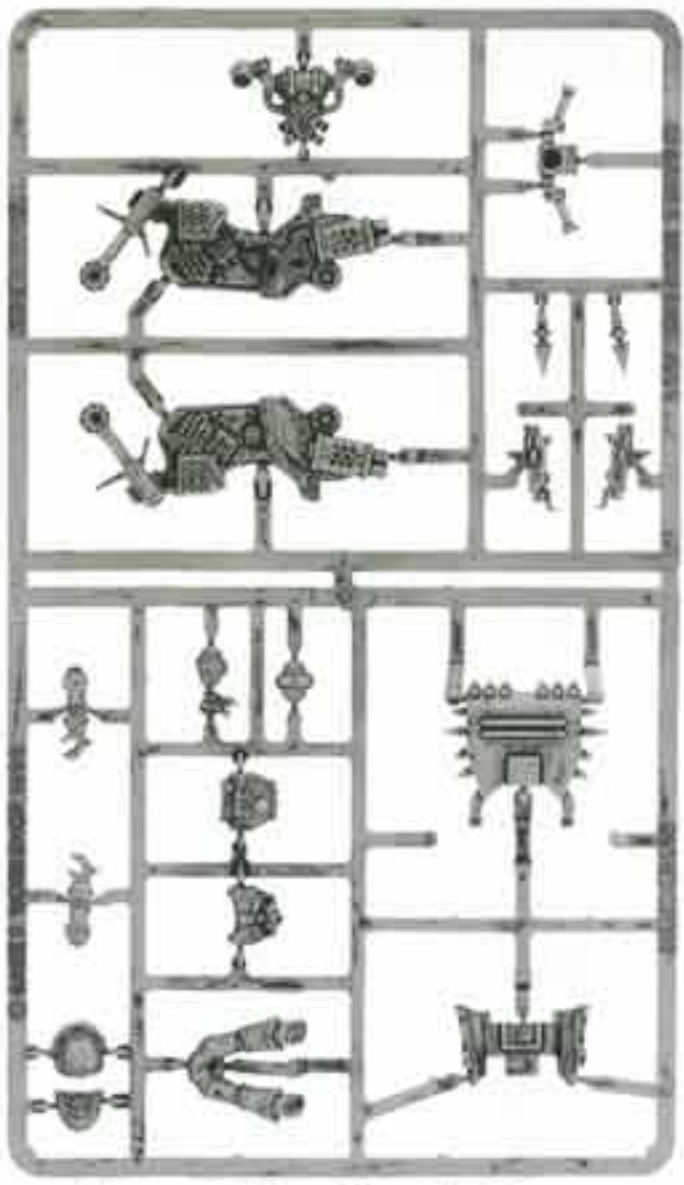
Chaos Biker Holster 1 010205907



Chaos Biker Melta Gun 010205911



Chaos Biker Torso 010205906



Chaos Biker Plastic Sprue (Not Available Separately) 99390102002

Note: the Chaos Biker boxed sets also come with two Bike Wheel Sprues (99399999034) per bike.

Note: Sprues shown at 50% of actual size.



Chaos Space Marine Biker Box (1) 43-08

Over the centuries, the Raptors' equipment has mutated in the way of Chaos, and the original machinery has been infused with daemonic power. Now, these airborne terrors swoop from the skies and project a howling scream that drives their prey.

**FAST ATTACK**



The Chaos Space Marine Raptor boxed set contains five Chaos Raptors and a set of assault weapons.



**Chaos Space Marine Raptors Box (5)**  
43-18



**Chaos Raptor Lightning Claw**  
010207107



**Chaos Raptor Bolt Pistol Arm 1**  
010207108



**Chaos Raptor Bolt Pistol Arm 2**  
010207110



**Chaos Raptor Plasma Pistol Arm**  
010207109



**Chaos Raptor Assault Weapon Body**  
010207105



**Chaos Raptor Body 1**  
010207102



**Chaos Raptor Body 2**  
010207103



**Chaos Raptor Body 3**  
010207104



**Chaos Raptor Gun Sprue**  
010207106



**Chaos Raptor Aspiring Champion**  
010207101



**Chaos Raptor Blister (Random 1)**  
43-50

**Chaos Raptor w/ Assault Weapon Blister (1)**  
43-51



**Chaos Raptor Jump Pack 1**  
010207111



**Chaos Raptor Jump Pack 2**  
010207112



**Chaos Raptor Jump Pack 3**  
010207113



# HEAVY SUPPORT

In the Chaos Legions, the Dreadnought is a symbol of the unending pain and torment of the damned. The occupants of these infernal sarcophagi are kept alive but are in constant howling agony. Inevitable insanity does not curb the pain, and within each machine, the Chaos Space Marine rages against the world outside.



**Chaos Dreadnought Box (1)**  
43-13



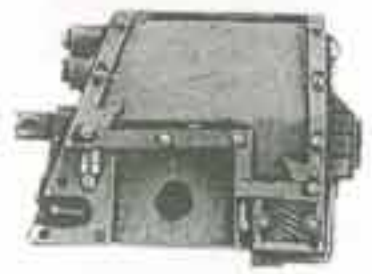
**Sarcophagus**  
010200301



**Legs**  
010200302



**Foot**  
010200306



**Left Shoulder**  
010200311



**Trophy Rack**  
010200307



**Power Plant**  
010200305



**Assault Launcher**  
010200308



**Rear Body**  
010200303

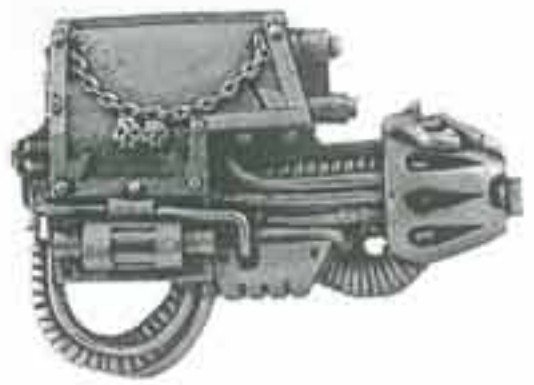


**Lower Body**  
010200304



**Power Scourge**  
010200312

*Note: These two components are not included in the Chaos Dreadnought boxed set and are only available through Mail Order.*



**Heavy Plasma Gun**  
010200309



**Twin-Linked Autocannon**  
010200310



**Power Claw**  
010200313



**Thunder Hammer**  
010200315



**Heavy Bolter**  
010200314



Chaos Havocs are Chaos Space Marines with a preference for killing at range with their powerful weaponry. Each Chaos Havoc's heavy weapon is a trusted ally of a thousand battles, its wielder completely familiar with its every operation. Together, weapon and Chaos Space Marine touch every part of the battlefield with death and destruction and lay waste to their enemies like capricious gods.

# HEAVY SUPPORT



The Havocs boxed set comes with the five color modes shown here and is a combination of plastic and metal components. If you want to pick up some more firepower for your existing squads, these Havocs are available individually in an all-metal blister pack.

**Chaos Havoc Squad Box (5)**  
43-20

Note: This boxed set uses the Plastic Chaos Space Marines sprue seen on p. 25.

You can also get these Chaos Havocs in the following blisters:

**Chaos Havoc w/ Missile Launcher Blister (1)**  
43-62

**Chaos Havoc w/ Lascannon Blister (1)**  
43-60

**Chaos Havoc w/ Autocannon Blister (1)**  
43-61

**Chaos Havoc w/ Heavy Bolter Blister (1)**  
43-59



**Chaos Havoc Autocannon**  
010207407



**Chaos Havoc Champion Legs**  
010207402



**Chaos Havoc Autocannon Arm**  
010207408



**Chaos Havoc Champion Arm**  
010207403



**Chaos Havoc Missile Launcher**  
010207411



**Chaos Havoc Backpack**  
010207406



**Chaos Havoc Heavy Bolter**  
010207802



**Chaos Havoc Champion Torso**  
010207401



**Chaos Havoc Lascannon**  
010207409



**Chaos Havoc Body**  
010207801



**Chaos Havoc Head 1**  
010207404



**Chaos Havoc Missile Launcher Arm**  
010207412



**Chaos Havoc Heavy Bolter Arm**  
010207803



**Chaos Havoc Lascannon Arm**  
010207410



**Chaos Havoc Head 2**  
010207405

## CHAOTIC DEFENDED OBSTACLES



Begin with a large scenery base constructed in the traditional way: a hardboard base, some debris, and sand attached with white glue.

Take some components from a plastic boxed set of your most hated foe. Plastic Cadians were used in this case. A combination of Zombie components and green stuff was used to make the models appear as though they were casualties. Don't glue them into place just yet.



Paint the casualty models and superglue them into place after you have painted the rest of the base. Splatter a bit of Scab Red around the bodies to add a bit of bloody realism.



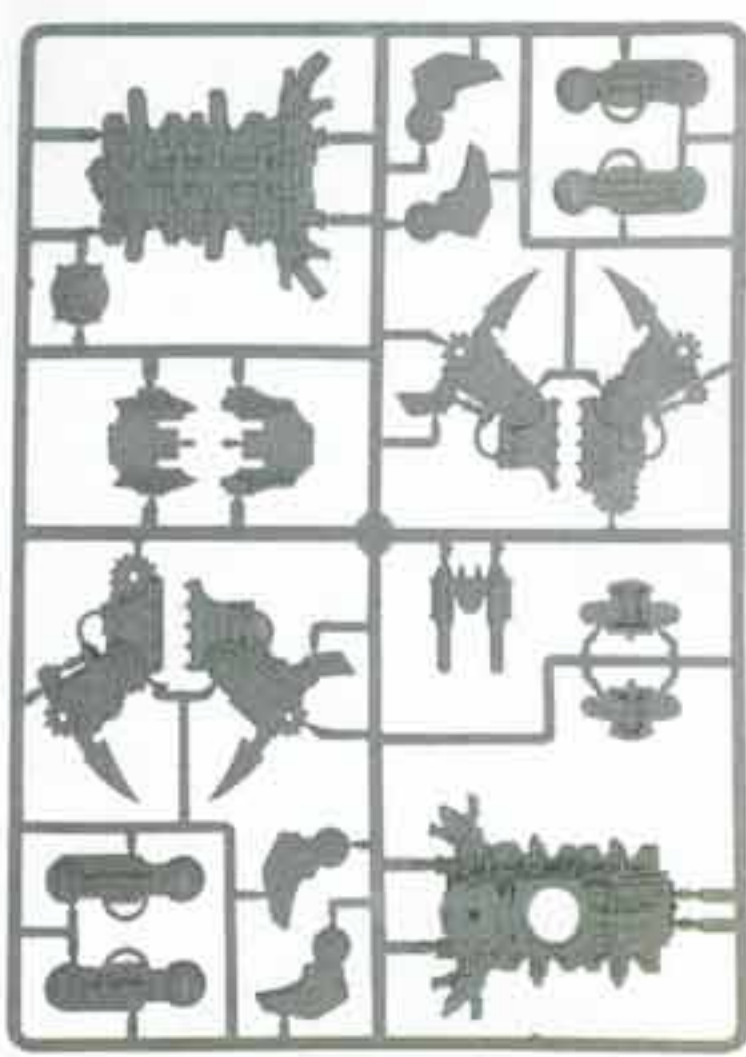




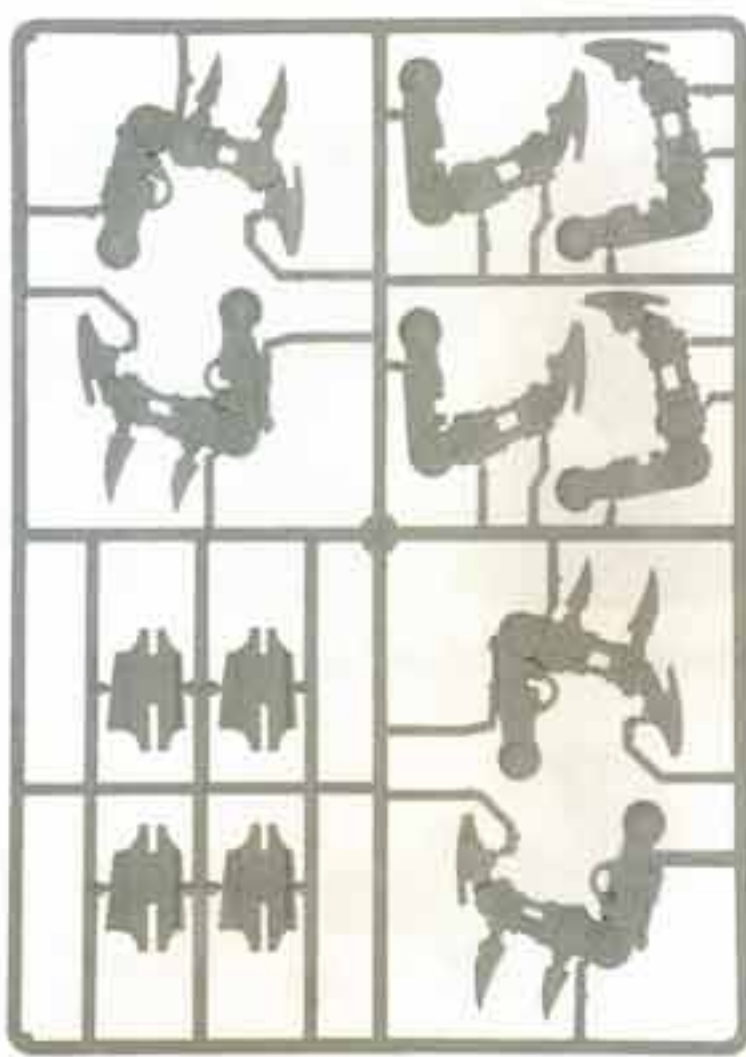
# HEAVY SUPPORT



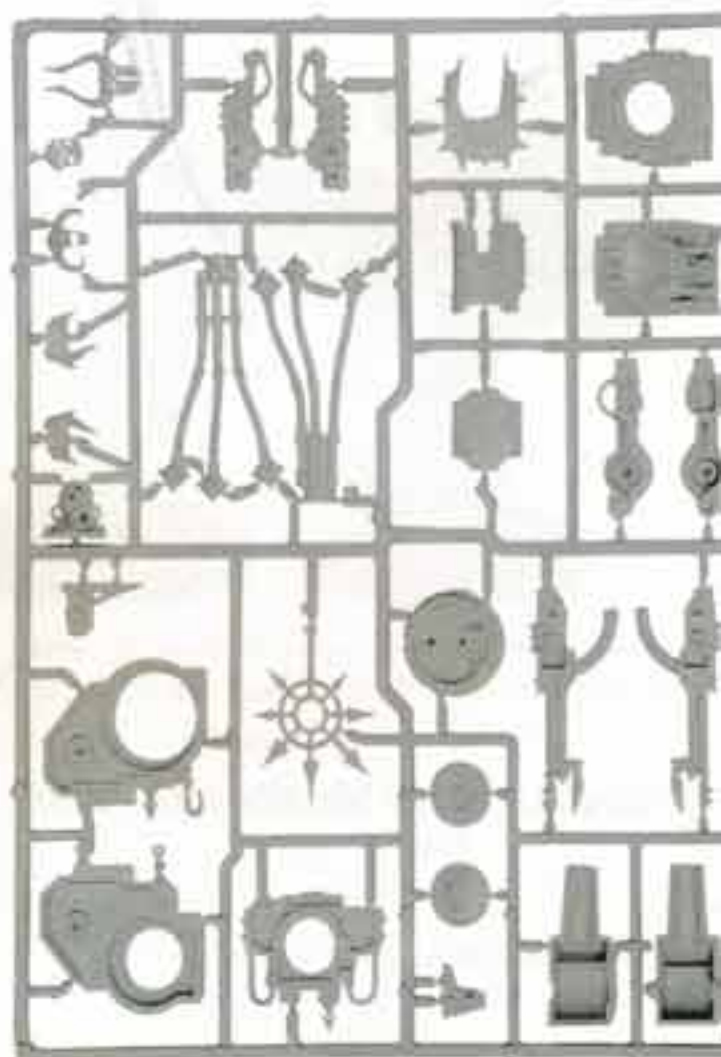
The Defiler was fashioned at the command of Abaddon the Despoiler. It is a six-legged baroque machine with savage hooks and barbs along its limbs. Shrouded in noxious fumes, its engine a bestial growl, the Defiler lays waste to the ground it drives over and batters down the strongest defenses with its mighty battle cannon.



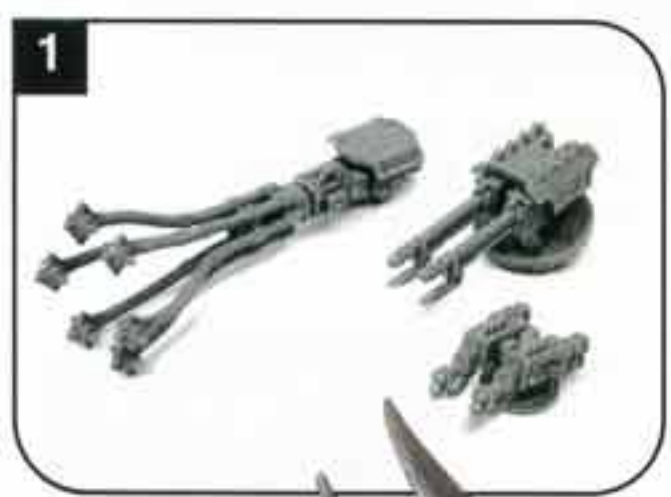
**Defiler Body Sprue**  
99390102005



**Defiler Legs Sprue**  
99390102006



**Defiler Weapons Sprue**  
99390102007

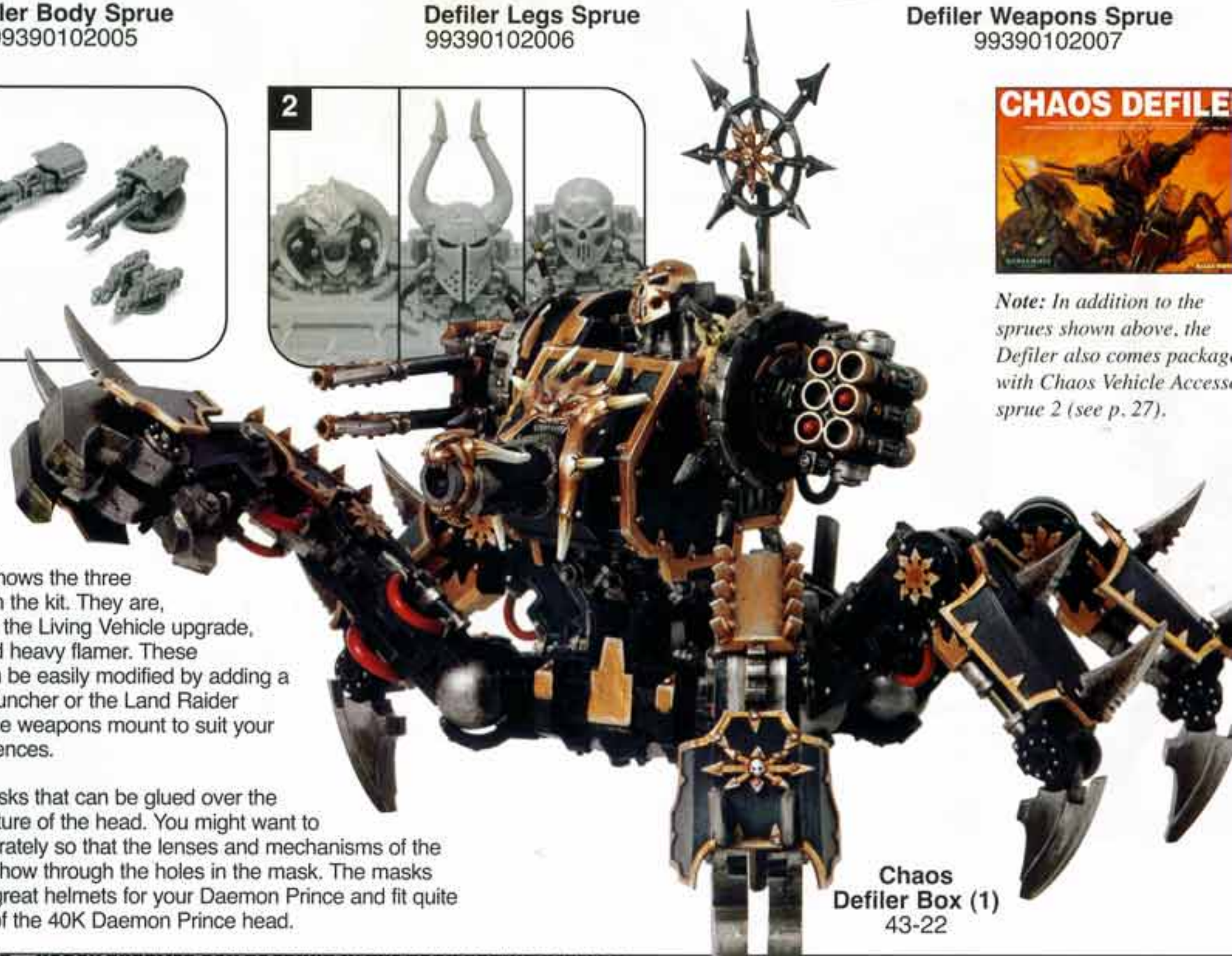


*Note: Sprues shown at 30% of actual size.*



1. This picture shows the three arms available in the kit. They are, from left to right, the Living Vehicle upgrade, autocannon, and heavy flamer. These components can be easily modified by adding a havoc missile launcher or the Land Raider lascannons to the weapons mount to suit your firepower preferences.

2. The three masks that can be glued over the underlying structure of the head. You might want to paint them separately so that the lenses and mechanisms of the head structure show through the holes in the mask. The masks can also make great helmets for your Daemon Prince and fit quite nicely over top of the 40K Daemon Prince head.



**Chaos Defiler Box (1)**  
43-22



*Note: In addition to the sprues shown above, the Defiler also comes packaged with Chaos Vehicle Accessory sprue 2 (see p. 27).*

The mighty Land Raider is without a doubt the most powerful battle tank ever built. When the Chaos Legions fled into the Eye of Terror, they took with them hundreds of these precious machines. Now, whenever the Legions issue forth on another Black Crusade, these same Land Raiders are ever in the vanguard. Even after 10,000 years, there is no better engine of destruction.

## HEAVY SUPPORT

*Note: The Chaos Land Raider comes with all the components of the Imperial Land Raider (shown in the Space Marine section). In addition, you receive the two Chaos Vehicle Accessory sprues (shown on p. 27) to make your Land Raider appear more like a lumbering vehicle of Chaos.*



### CHAOS LAND RAIDER

Chaos Land Raider Box (1)  
43-17



*Note: The Chaos Predator uses the Space Marine Predator sprues 99390199007 and 99390199008 (as seen in the Space Marines section). In addition, the Chaos Vehicle Accessory sprues 1 and 2 are also included (as seen on p. 27).*

*The Predators of the Chaos Legions are a legacy of pre-Heresy times, although now, these tanks are barely recognizable to those familiar with the Imperial version. Daemonic maws adorn every gun barrel, and dark icons cover every surface.*



Chaos Predator  
Box (1)  
43-16

# CHAOS UNDIVIDED

Those who tread the path toward damnation do not always worship a single omnipotent being as their dark master. Many followers of Chaos pay homage to a pantheon of gods and believe it foolish to direct praise toward one being when there exists the almighty power of Chaos Undivided.

## SCENIC BASES FOR CHARACTERS

### Bases for Tzeentch/Chaos Undivided Characters



Cut Archaon's base to fit. Use putty to fill in any gaps and Ork hair for flames.

### Bases for Nurgle Characters



Create maggots and torn, pustular flesh from putty and texture the base with sand.

### Bases for Khorne Characters



Use skulls clipped from the Chaos vehicle accessory sprue. Arrange the skulls around the model's feet.

### Bases for Slaanesh Characters



Use Skaven tails and putty to make the fleshy bits. Glue sand over top of the putty for texture.



**Abaddon the Despoiler (1)**  
43-36



**Abaddon Left Trophy Rack**  
010202604



**Abaddon Head**  
010202602



**Abaddon Body**  
010202601



**Abaddon Talon of Horus**  
010202605



**Abaddon Right Trophy Rack**  
010202603



**Abaddon Daemon Sword Drach'nyen**  
010202606



**Fabius Bile Blister (1)**  
43-35



**Fabius Bile Backpack**  
010200604



**Chirurgon Arm 2**  
010200606



**Xyclos Needler**  
010200602



**Chirurgon Arm 1**  
010200605



**Rod of Torment**  
010200603



**Cypher Blister (1)**  
43-39



**Cypher Backpack**  
010205702



**Cypher Bolt Pistol**  
010205704



**Cypher Body**  
010205701



**Cypher Plasma Pistol**  
010205705



**Cypher Sword**  
010205703



**Fabius Bile Body**  
010200601

**CHAOS UNDIVIDED**

*Note: This boxed set uses the Plastic Chaos Space Marines sprue seen on p. 25.*



**Iron Warriors Squad Box (8)**  
99-21

**Iron Warriors Warsmith Blister (1)**  
99-20



**Iron Warrior Lascannon Arm**  
010206702



**Iron Warrior Head 1**  
010206705



**Iron Warrior Head 2**  
010206706



**Iron Warrior Head 4**  
010206708



**Iron Warrior Head 3**  
010206707



**Warsmith Backpack Claw**  
010206603



**Warsmith Body**  
010206601



**Warsmith Claw Arm**  
010206605



**Iron Warrior Melta Gun**  
010206703



**Iron Warrior Lascannon**  
010206701



**Iron Warrior Torso**  
010206704



**Warsmith Combi-Weapon**  
010206604



**Warsmith Claw**  
010206606



**Warsmith Backpack**  
010206602



**SHOWCASE**

*Left: This Iron Warrior Dreadnought by Muir Murdoch uses a variety of components to bulk out the arms, legs, and sarcophagus of a stock Imperial Dreadnought.*

*Note: Miniature left and below are bigger than actual size.*

*Right: Just one of many great conversions that can be found in Andrew Lewis's Iron Warrior army.*



# CHAOS UNDIVIDED



**Night Lord Hero Blister (1)**  
99-26



**Night Lord Squad Box (8)**  
99-25

*Note: This boxed set uses the Plastic Chaos Space Marines sprue seen on p. 25.*



**Night Lord Hero Power Fist**  
010208201



**Night Lord Hero Body**  
010208202



**Night Lord Hero Wings**  
010208205



**Night Lord Head 4**  
010208104



**Night Lord Head 2**  
010208102



**Night Lord Head 3**  
010208103



**Night Lord Head 5**  
010208105



**Night Lord Head 1**  
010208101



**Night Lord Left Arm**  
010208110



**Night Lord Hero Combi-bolter Arm**  
010208203



**Night Lord Hero Backpack**  
010208204



**Night Lord Shoulder Pad 2**  
010208107



**Night Lord Shoulder Pad 3**  
010208108



**Night Lord Shoulder Pad 4**  
010208109



**Night Lord Shoulder Pad 1**  
010208106

# SHOWCASE

*Right: Shown here are two mighty characters from UK Staff member John Hart's awesome Night Lord army. Note the addition of characterful bitz to these models like the winged helmets that serve to further strengthen the Night Lord Theme.*



*Left: The scenic base on this Daemon Prince adds an element of narrative interest that further enhances this army center piece.*

*Below: This awesome Cityfight board is but one section of a massive table that was used at the 2003 Baltimore Games Day. Note the modeling of the corruption of the Imperial buildings as they sway under the warping influence of Chaos.*



## SHOWCASE



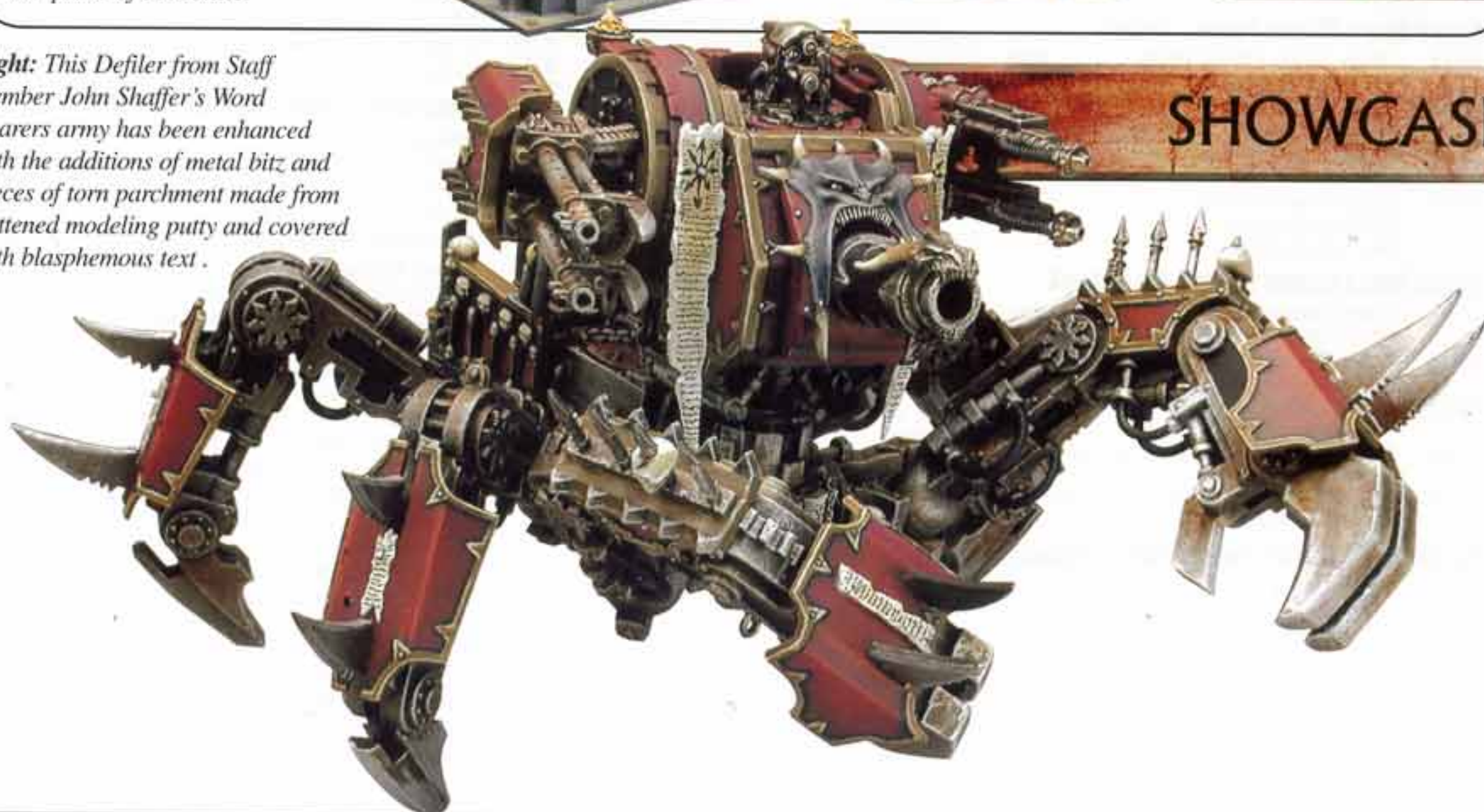
*Above and Below: Grotesque faces were sculpted out of two-part putty and added to the buildings.*



*Right: The majority of the city was made from sheets of foam that were cut and shaped with a hobby knife and glued to a piece of Masonite.*



*Right: This Defiler from Staff member John Shaffer's Word Bearers army has been enhanced with the additions of metal bitz and pieces of torn parchment made from flattened modeling putty and covered with blasphemous text.*



## SHOWCASE



# PRICE LIST



## Getting Started

- 43-01-60 *Codex: Chaos Space Marines* .....\$20
- 40-11-60 *Codex: Eye of Terror* .....\$15
- 43-09 Chaos Space Marine Battle Force ..\$100  
12 Khorne Berzerkers, 8 Chaos Space Marines, 3 Chaos Bikers, 1 Chaos Rhino, Jungle Trees
- 43-25 Chaos Space Marine Mega Force ..\$140  
12 Khorne Berzerkers, 12 Chaos Space Marines, 3 Chaos Bikers, 1 Chaos Rhino, 1 Defiler, Jungle Trees

## Boxed Sets & Blister Packs – HQ

- 43-47 Chaos Space Marine Champion ...\$7  
Blister includes 1 model
- 43-24 Chaos Space Marine Daemon Prince \$30  
Box includes 1 model
- 43-63 Chaos Space Icon Bearer .....\$7  
Blister includes 1 model
- 43-40 Chaos Space Lord .....\$10  
Blister includes 1 model
- 43-41 Chaos Space Sorcerer .....\$8  
Blister includes 1 model

## Boxed Sets & Blister Packs – Elites

- 43-42 Chosen Terminator .....\$9  
Blister includes 1 model
- 43-43 Chosen Terminator Champion .....\$9  
Blister includes 1 model
- 43-19 Chosen Terminator Squad .....\$45  
Blister includes 5 models
- 43-67 Chosen Terminator w/ Bolter-Melta ..\$9  
Blister includes 1 model
- 43-45 Chosen Terminator w/ Heavy Flamer \$10  
Blister includes 1 model
- 43-44 Chosen Terminator w/ Reaper Cannon \$10  
Blister includes 1 model
- 43-49 Obliterator .....\$20  
Blister includes 1 model

## Boxed Sets & Blister Packs – Troops

- 43-11 Chaos Space Marine Rhino .....\$25  
Box includes 1 model
- 43-06 Chaos Space Marines .....\$25  
Box includes 8 models
- 43-46 Chaos Space Marines .....\$8  
Blister includes 2 models
- 43-48 Chaos Space Marines w/ Assault Weapon .....\$7  
Blister includes 2 models

## Boxed Sets & Blister Packs – Fast Attack

- 43-18 Chaos Raptor Squad .....\$35  
Box includes 5 models
- 43-50 Chaos Raptor .....\$7  
Blister includes 1 model
- 43-51 Chaos Raptor w/ Assault Weapon ..\$7  
Blister includes 1 model
- 43-14 Chaos Space Marine Bike Squadron \$40  
Box includes 3 models
- 43-08 Chaos Space Marine Biker .....\$12.50  
Box includes 1 model

## Boxed Sets & Blister Packs – Heavy Support

- 43-22 Chaos Defiler .....\$50  
Box includes 1 model
- 43-13 Chaos Dreadnought .....\$40  
Box includes 1 model
- 43-20 Chaos Havoc Squad .....\$35  
Box includes 5 models
- 43-62 Chaos Havoc w/ Missile Launcher ..\$8  
Blister includes 1 model

- 43-60 Chaos Havoc w/ Lascannon .....\$8  
Blister includes 1 model
- 43-61 Chaos Havoc w/ Autocannon .....\$8  
Blister includes 1 model
- 43-59 Chaos Havoc w/ Heavy Bolter .....\$8  
Blister includes 1 model
- 43-16 Chaos Predator .....\$35  
Box includes 1 model
- 43-17 Chaos Land Raider .....\$50  
Box includes 1 model

## Boxed Sets & Blister Packs – Chaos Undivided

- 43-36 Abaddon the Despoiler .....\$15  
Blister includes 1 model
- 43-39 Cypher .....\$10  
Blister includes 1 model
- 43-35 Fabius Bile .....\$13  
Blister includes 1 model
- 99-20 Iron Warrior Warsmith .....\$10  
Blister includes 1 model
- 99-26 Night Lord Hero .....\$10  
Blister includes 1 model
- 99-21 Iron Warrior Squad .....\$30  
Box includes 8 models
- 99-25 Night Lord Squad .....\$30  
Box includes 8 models

## Metal Bitz – HQ

- Chaos Champion**
- 010202701 Chaos Space Marine Champion 1 \$8
- 010200403 Chaos Space Marine Champion 2 \$8

## Chaos Daemon Prince

- 010208001 Daemon Prince Shoulder Pad 1 ..\$2.50
- 010208002 Daemon Prince Right Vent ..\$2.50
- 010208003 Daemon Prince Head .....\$2.50
- 010208004 Daemon Prince Left Vent ...\$2.50
- 010208005 Daemon Prince Shoulder Pad 2 ..\$2.50
- 010208006 Daemon Prince Right Arm ...\$2.50
- 010208007 Daemon Prince Sword .....\$2.50
- 010208008 Daemon Prince Torso Front ..\$4.75
- 010208009 Daemon Prince Torso Back ..\$4.75
- 010208010 Daemon Prince Left Hand ...\$2.50
- 010208011 Daemon Prince Left Arm .....\$2.50
- 010208012 Daemon Prince Right Leg ...\$3.50
- 010208013 Daemon Prince Left Leg ....\$3.50

## Icon Bearer and Icons

- 010202401 Chaos Sp. Mar. Icon Bearer Body \$7
- 010202402 Chaos Flesh Banner Icon .....\$2
- 010202403 Chaos Rapturous Standard Icon \$2
- 010202404 Chaos Blasted Standard Icon ...\$2
- 010202405 Chaos Undivided Icon .....\$2
- 010202406 Chaos Warp Banner Icon .....\$2

## Chaos Space Marine Lord

- 010206801 Ch. Sp. Mar. Lord Body 2 .....\$8
- 010206802 Ch. Sp. Mar. Lord Sprue .....\$3
- 010206803 Ch. Sp. Mar. Lord Backpack 2 ..\$2
- 010205801 Ch. Sp. Mar. Lord Body 1 .....\$8
- 010205802 Ch. Sp. Mar. Head 1 .....\$1
- 010205803 Ch. Sp. Mar. Backpack 1 .....\$2
- 010205804 Ch. Sp. Mar. Lord Power Axe \$1.50
- 010205805 Ch. Sp. Mar. Lord Plasma Pistol \$1.50

## Chaos Sorcerer

- 010201301 Sorcerer Body 1 .....\$6.25
- 010201302 Sorcerer Backpack 1 .....\$2.75
- 010201303 Sorcerer Bolt Pistol Arm 1 ...\$1.75
- 010201304 Sorcerer Body 2 .....\$6.25
- 010201305 Sorcerer Bolt Pistol Arm 2 ...\$1.75

- 010201306 Sorcerer Backpack 2 .....\$2.75
- 010201307 Sorcerer Body 3 .....\$6.25
- 010201308 Sorcerer Plasma Pistol Arm ...\$1.75

## Metal Bitz – Elites

### Chosen Terminators

- 010200201 Chaos Terminator Body 1 .....\$5
- 010200202 Chaos Terminator Body 2 .....\$5
- 010200203 Chaos Terminator Body 3 .....\$5
- 010200204 Right Trophy Rack 1 .....\$1
- 010200205 Left Trophy Rack 1 .....\$1
- 010200206 Right Trophy Rack 2 .....\$1
- 010200207 Left Trophy Rack 2 .....\$1
- 010200208 Terminator Head 1 .....\$1
- 010200210 Terminator Head 2 .....\$1
- 010200212 Terminator Head 3 .....\$1
- 010200209 Terminator Head 4 .....\$1
- 010200211 Terminator Head 5 .....\$1
- 010200213 Terminator Bolter Combi-Weapon \$2
- 010200214 Terminator Bolter-Melta .....\$2
- 010200215 Terminator Bolter Combi-Weapon \$2
- 010200216 Terminator Bolter-Flamer .....\$2
- 010200217 Terminator Reaper Autocannon ..\$3
- 010200218 Terminator Chain Axe .....\$2
- 010200219 Terminator Power Fist .....\$2
- 010200220 Terminator Power Mace .....\$2
- 010200221 Terminator Chain Fist .....\$2
- 010201122 Terminator Heavy Flamer .....\$3
- 010201501 Terminator Champion Body .....\$5
- 010201502 Terminator Champion Head 1 ...\$1
- 010201503 Terminator Champion Head 2 ...\$1
- 010201504 Terminator Champion R Trophy Rack \$1
- 010201505 Terminator Champion L Trophy Rack \$1
- 010201506 Terminator Champion Lightning Claw \$2
- 010201507 Terminator Champion Power Axe ..\$2

### Obliterator

- 010207501 Obliterator Head (Random) .....\$1
- 010207502 Obliterator Right Arm (Random) ..\$3
- 010207503 Obliterator Body 1 .....\$6
- 010207504 Obliterator Torso 1 .....\$4
- 010207505 Obliterator Body 2 .....\$6
- 010207506 Obliterator Torso 2 .....\$4
- 010207507 Obliterator Left Arm (Random) ..\$3
- 010207508 Obliterator Gun Sprue .....\$3
- 010207509 Obliterator Blade Sprue .....\$2

## Metal Bitz & Plastic Sprues – Troops

### Chaos Rhino

- 99390102001 Chaos Tank Accessory Sprue 1 ..\$6
- 99390102004 Chaos Tank Accessory Sprue 2 ..\$6
- 99390199004 Rhino Hull 1 .....\$11.50
- 99390199005 Rhino Hull 2 .....\$11.50

### Chaos Space Marines

- 010202702 Chaos Space Marine Arm .....\$1
- 010202903 Chaos Space Marine 1 .....\$4.50
- 010202904 Chaos Space Marine 2 .....\$4.50
- 010202905 Chaos Space Marine 3 .....\$4.50
- 010202906 Chaos Space Marine 4 .....\$4.50
- 010202907 Chaos Space Marine 5 .....\$4.50
- 010202908 Chaos Space Marine 6 .....\$4.50
- 010200402 Chaos Space Marine 7 .....\$4.50
- 99399999004 Classic Chaos Backpack Sprue \$1.50
- 99399999005 Chaos Space Marine Accessory Sprue \$1.50
- 99399999006 Classic Chaos Arm Sprue .....\$1

### Chaos Space Marine Squad

- 99380102003 Chaos Mutation Sprue .....\$4
- 99380102004 Chaos Space Marine Sprue ...\$8
- 99380102005 Chaos Sp. Mar. Accessory Sprue \$4
- 99390102003 Chaos Backpack (Random) ...\$5.50

### Chaos Space Marine w/ Assault Weapon

- 010200401 Chaos Space Marine w/ Flamer ..\$7
- 010202802 Chaos Sp. Mar.w/ Plasma Gun ..\$7



**Metal Bitz – Fast Attack**

**Chaos Raptors**

010207101	Raptor Aspiring Champion Body	..\$5
010207102	Raptor Body 1	.....\$5
010207103	Raptor Body 2	.....\$5
010207104	Raptor Body 3	.....\$5
010207105	Raptor Assault Weapon Body	....\$5
010207106	Raptor Assault Weapons	.....\$2
010207107	Raptor Lightning Claw	.....\$1
010207108	Raptor Bolt Pistol Arm 1	.....\$1
010207109	Raptor Plasma Pistol Arm	.....\$1
010207110	Raptor Bolt Pistol Arm 2	.....\$1
010207111	Raptor Jump Pack 1	.....\$2
010207112	Raptor Jump Pack 2	.....\$2
010207113	Raptor Jump Pack 3	.....\$2

**Chaos Bikers**

010205901	Chaos Biker Head 1	.....\$1
010205902	Chaos Biker Head 2	.....\$1
010205903	Chaos Biker Head 3	.....\$1
010205904	Chaos Biker Sword Arm	.....\$1
010205905	Chaos Biker Shoulder Pad	.....\$1
010205906	Chaos Biker Torso	.....\$1
010205907	Chaos Bike Holster 1	.....\$1
010205908	Chaos Bike Holster 2	.....\$1
010205909	Chaos Bike Scanner	.....\$1
010205910	Chaos Bike Plasma Gun	.....\$1
010205911	Chaos Bike Melta Gun	.....\$1

**Metal Bitz & Plastic Sprues – Heavy Support**

**Chaos Defiler**

99390102005	Chaos Defiler Sprue A	.....\$17
99390102006	Chaos Defiler Sprue B	.....\$17
99390102007	Chaos Defiler Sprue C	.....\$17
99390102004	Chaos Tank Accessory Sprue 2	..\$6

**Chaos Dreadnought**

010200301	Chaos Dreadnought Sarcophagus	\$8
010200302	Chaos Dreadnought Legs	...\$6.75
010200303	Chaos Dreadnought Rear Body	..\$6.75
010200304	Chaos Dreadnought Lower Body	..\$5.75
010200305	Chaos Dreadnought Power Plant	..\$5.75
010200306	Chaos Dreadnought Foot	....\$2.25
010200307	Chaos Dreadnought Trophy Rack	..\$2.25
010200308	Chaos Dreadnought Assault Launcher	\$1.25
010200309	Chaos Dreadnought Heavy Plasma Gun	..\$4.50
010200310	Chaos Dreadnought Twin Autocannon	...\$4.50
010200311	Chaos Dreadnought Left Shoulder	...\$3.50
010200312	Chaos Dreadnought Power Scourge	..\$3.50
010200313	Chaos Dreadnought Power Claw	...\$3.50
010200314	Chaos Dreadnought Twin Heavy Bolter	...\$4.50
010200315	Chaos Dreadnought Thunder Hammer	...\$3.50

**Chaos Havocs**

010207401	Havoc Torso	.....\$3
010207402	Havoc Legs	.....\$3
010207403	Havoc Champion Arm (pointing)	..\$1
010207404	Havoc Head 1	.....\$1
010207405	Havoc Head 2	.....\$1
010207406	Havoc Backpack	.....\$2
010207407	Havoc Autocannon	.....\$4
010207408	Havoc Autocannon Arm	.....\$1
010207409	Havoc Lascannon	.....\$4
010207410	Havoc Lascannon Arm	.....\$1
010207411	Havoc Missile Launcher	.....\$4
010207412	Havoc Missile Launcher Arm	...\$1
010207801	Havoc Body	.....\$4
010207802	Havoc Heavy Bolter	.....\$4
010207803	Havoc Heavy Bolter Arm	.....\$1

**Chaos Land Raider**

99390101002	Land Raider Left Track Sprue	...\$9
99390101003	Land Raider Sponson Sprue	...\$7
99390101004	Land Raider Accessory Sprue	...\$7
99390101005	Land Raider Top Sprue	.....\$10
99390101006	Land Raider Floor Sprue	.....\$8
99390101007	Land Raider Right Track Sprue	...\$9

99390102001	Chaos Tank Accessory Sprue 1	..\$6
99390102004	Chaos Tank Accessory Sprue 2	..\$6

**Chaos Predator**

99390102001	Chaos Tank Accessory Sprue 1	..\$6
99390102004	Chaos Tank Accessory Sprue 2	..\$6
99390199004	Rhino Hull 1	.....\$11.50
99390199005	Rhino Hull 2	.....\$11.50
99390199007	Predator Turret	.....\$7
99390199008	Predator Sponsons	.....\$7

**Metal Bitz & Plastic Sprues – Chaos Undivided**

**Abaddon the Despoiler**

010202601	Abaddon Body	.....\$5.50
010202602	Abaddon Head	.....\$1.50
010202603	Abaddon Right Trophy Rack	....\$2
010202604	Abaddon Left Trophy Rack	....\$2
010202605	Abaddon – the Talon of Horus	..\$3.50
010202606	Daemon Sword Drach'nyen	...\$3.50

**Cypher**

010205701	Cypher Body	.....\$5.50
010205702	Cypher Backpack	.....\$2.50
010205703	Cypher Sword	.....\$1.50
010205704	Cypher Right Arm w/ Bolt Pistol	..\$1.50
010205705	Cypher Right Arm w/ Plasma Pistol	\$1.50

**Fabius Bile**

010200601	Fabius Bile Body	.....\$6.50
010200602	Fabius Bile Xyclos Needler	....\$2
010200603	Fabius Bile Rod of Torment	....\$2
010200604	Fabius Bile Chirurgeon Backpack	\$2.50
010200605	Fabius Bile Chirurgeon Arm 1	...\$2
010200606	Fabius Bile Chirurgeon Arm 2	....\$2

**Iron Warrior Warsmith**

010206601	Iron Warrior Warsmith Body	....\$4
010206602	Iron Warrior Warsmith Backpack	..\$2
010206603	Iron Warrior Warsmith Backpack Claw	..\$2
010206604	Iron Warrior Warsmith Combi-Weapon	..\$2
010206605	Iron Warrior Warsmith Robotic Arm	....\$2
010206606	Iron Warrior Warsmith Claw	.....\$1

**Night Lord Hero**

010208201	Night Lord Hero Power Fist	....\$2
010208202	Night Lord Hero Body	.....\$4
010208203	Night Lord Hero Combi-Bolter Arm	..\$2
010208204	Night Lord Hero Backpack	.....\$2
010208205	Night Lord Hero Wings	.....\$1

**Iron Warrior Squad**

010206701	Iron Warrior Lascannon	.....\$4
010206702	Iron Warrior Lascannon Arm	.....\$2
010206703	Iron Warrior Melta Gun	.....\$2
010206704	Iron Warrior Chest Plate	.....\$2
010206705	Iron Warrior Head 1	.....\$1
010206706	Iron Warrior Head 2	.....\$1
010206707	Iron Warrior Head 3	.....\$1
010206708	Iron Warrior Head 4	.....\$1
99380102004	Chaos Space Marine Sprue	....\$8
99380102005	Chaos Sp Mar. Accessory Sprue	..\$4
99390102003	Chaos Backpack (Random)	...\$5.50

**Night Lord Squad**

010208101	Night Lord Head 1	.....\$1
010208102	Night Lord Head 2	.....\$1
010208103	Night Lord Head 3	.....\$1
010208104	Night Lord Head 4	.....\$1
010208105	Night Lord Head 5	.....\$1
010208106	Night Lord Shoulder Pad 1	..\$1.25
010208107	Night Lord Shoulder Pad 2	..\$1.25
010208108	Night Lord Shoulder Pad 3	..\$1.25

010208109	Night Lord Shoulder Pad 4	...\$1.25
010208110	Night Lord Left Arm	.....\$2
99380102004	Chaos Space Marine Sprue	....\$8
99380102005	Chaos Sp. Mar. Accessory Sprue	..\$4
99390102003	Chaos Backpack (Random)	...\$5.50

**Classic/Collector's Range**

**Metal Bitz – Elites**

**Obliterators**

010205301	Obliterator Body 1	.....\$5
010205302	Obliterator Body 2	.....\$5
010205303	Obliterator Body 3	.....\$5
010205304	Obliterator Left Arm 1	.....\$2
010205305	Obliterator Left Arm 2	.....\$2
010205306	Obliterator Left Arm 3	.....\$2
010205307	Obliterator Right Arm 1	.....\$2
010205308	Obliterator Right Arm 2	.....\$2
010205309	Obliterator Right Arm 3	.....\$2

**Metal Bitz & Plastic Sprues – Troops**

**Chaos Cultists**

MO0121	Alpha Legion Chaos Cultist Squad	..\$30
<small>Package Deal includes 10 models</small>		
010203601	Demagogue 1	.....\$3.75
010203602	Demagogue 2	.....\$3.75
010203603	Cultist 1 w/ Axe & Stubber	....\$3
010203604	Cultist 2 w/ Sword	....\$3
010203605	Cultist 3 w/ Autopistol	....\$3
010203606	Cultist 4 w/ Sword	....\$3
010203607	Cultist 5 w/ Autopistol	....\$3
010203608	Cultist 6 w/ Autopistol	....\$3

**Chaos Rhino**

MO0189	Classic Space Marine Rhino (Complete)	\$35
<small>Package Deal includes 1 model</small>		
99399999054	Classic Space Marine Rhino Track	..\$5.25
99399999055	Classic Space Marine Rhino Chassis	..\$7.25

**Metal Bitz – Fast Attack**

**Chaos Raptors**

010205401	Raptor Champion Body	.....\$4
010205402	Raptor w/ Assault Weapon Body	..\$4
010205403	Raptor Flamer	.....\$2
010205404	Raptor Body 1	.....\$4
010205405	Raptor Body 2	.....\$4
010205406	Raptor Jump Pack	.....\$3
010205407	Raptor Head 1	.....\$1.50
010205408	Raptor Head 2	.....\$1.50
010205409	Raptor Head 3	.....\$1.50
010205410	Raptor Head 4	.....\$1.50
010205411	Raptor Champion Head	.....\$1.50
010205612	Raptor Plasma Gun	.....\$2
010205613	Raptor Meltagun	.....\$2

**Metal Bitz – Heavy Support**

**Chaos Havocs**

010200408	Havoc Missile Launcher Body	.....\$4
010200409	Havoc Missile Launcher	.....\$4
010200410	Havoc Missile Launcher Backpack	...\$1
010201201	Havoc Heavy Bolter Body	.....\$4
010201202	Havoc Heavy Bolter	.....\$4
010201203	Havoc Heavy Bolter Arm	.....\$1
010201204	Havoc Heavy Bolter Backpack	.....\$2
010201205	Havoc Lascannon Body	.....\$4
010201206	Havoc Lascannon	.....\$4
010201207	Havoc Lascannon Arm	.....\$1
010201208	Havoc Lascannon Backpack	.....\$2
010201209	Havoc Autocannon Body	.....\$4
010201210	Havoc Autocannon	.....\$4
010201211	Havoc Autocannon Arm	.....\$1
010201212	Havoc Autocannon Backpack	.....\$2





# CLASSIC RANGE

### Chaos Predator

MO0188 Classic Chaos Space Marine Predator (Complete) .....\$45  
Package Deal includes 1 model

### Metal Bitz – Shoulder Pads

#### Chapter-Specific Shoulder Pads

- 010202008 Shoulder Pad (Alpha Legion) . \$1.25
- 010202027 Shoulder Pad (Black Legion) . \$1.25
- 010202020 Shoulder Pad (Death Guard) . \$1.25
- 010202007 Shoulder Pad (Emperor's Children) \$1.25
- 010202009 Shoulder Pad (Iron Warriors) . \$1.25
- 010202021 Shoulder Pad (Night Lords) . . \$1.25
- 010202016 Shoulder Pad (Thousand Sons) \$1.25
- 010202022 Shoulder Pad (Word Bearers) \$1.25
- 010202017 Shoulder Pad (World Eaters) . \$1.25
- 70324-5 Shoulder Pad 1 (Corner Stars) \$1.25
- 70324-11 Shoulder Pad 2 (Blank) . . . . . \$1.25
- 010202026 Shoulder Pad 3 (Star and Gems) \$1.25
- 010202014 Shoulder Pad 4 (Small Skull and Star) \$1.25
- 010202004 Shoulder Pad 5 (Fur) . . . . . \$1.25
- 010202003 Shoulder Pad 6 (Hanging Tarp) \$1.25
- 010202002 Shoulder Pad 7 (Sm. Tassels) \$1.25
- 010202001 Shoulder Pad 8 (Lg. Tassels) . \$1.25
- 010202015 Shoulder Pad 9 (Spiked Crest) \$1.25
- 010202018 Shoulder Pad 10 (Skull w/ Eyes) \$1.25
- 010202010 Shoulder Pad 11 (Grinning Face) \$1.25
- 010202006 Shoulder Pad 12 (Skull and Star) \$1.25
- 010202013 Shoulder Pad 13 (Stretched Face) \$1.25
- 010202023 Shoulder Pad 14 (Ork Face) . . . \$1.25
- 010202024 Shoulder Pad 15 (Chaos Star) . . \$1.25
- 010202025 Shoulder Pad 16 (Tiny Skulls) . \$1.25
- 010202029 Shoulder Pad 17 (Skull Shape) . \$1.25
- 70324-12 Shoulder Pad 18 (Blank) . . . . . \$1.25
- 70324-19 Shoulder Pad 19 (Blank) . . . . . \$1.25



**Classic Chaos Predator**  
MO 188



**Chaos Autocannon**  
010206001



**Chaos Sponson Heavy Bolter**  
010206002



**Chaos Sponson Lascannon**  
010206003

*Note: The Classic Chaos Predator and Classic Chaos Rhino use the Classic Space Marine Rhino sprues 99399999054 and 99399999055 (as seen in the Space Marines section). The metal components shown above are used in conjunction with the metal components for the classic Space Marine Predator to assemble a complete Chaos Predator. Call GW Mail Order for details.*



**Classic Chaos Rhino**  
MO 189



**Havoc Heavy Bolter Body**  
010201201



**Havoc Heavy Bolter**  
010201202



**Havoc Heavy Bolter Arm**  
010201203



**Havoc Heavy Bolter Backpack**  
010201204



**Obliterator Body 1**  
010205301



*Completed Classic Chaos Obliterator*



**Havoc Lascannon Body**  
010201205



**Havoc Lascannon**  
010201206



**Havoc Lascannon Arm**  
010201207



**Havoc Lascannon Backpack**  
010201208



**Obliterator Body 3**  
010205303



**Obliterator Right Arm 1**  
010205307



**Havoc Autocannon Body**  
010201209



**Havoc Autocannon**  
010201210



**Havoc Autocannon Arm**  
010201211



**Havoc Autocannon Backpack**  
010201212



**Obliterator Right Arm 3**  
010205309



**Obliterator Body 2**  
010205302



**Havoc Missile Launcher Backpack**  
010200410

*Painted examples of completed classic Chaos Havocs.*



**Obliterator Left Arm 3**  
010205306



**Obliterator Left Arm 1**  
010205304



**Havoc Missile Launcher Body**  
010200408



**Havoc Missile Launcher**  
010200409



**Obliterator Right Arm 2**  
010205308



**Obliterator Left Arm 2**  
010205305

# CLASSIC RANGE

The Raptors are compatible with the Chaos arms sprue and the Chaos weapons sprue (see Troops section on p. 26).



**Raptor Champion Body**  
010205401

**Raptor w/ Assault Weapon Body**  
010205402



**Raptor Body 1**  
010205404

**Raptor Body 2**  
010205405



**Raptor Champion Head**  
010205411

**Raptor Head 4**  
010205410

**Raptor Head 1**  
010205407

**Raptor Head 2**  
010205408



**Raptor Jump Pack**  
010205406



**Raptor Flamer**  
010205403

The Alpha Legion makes extensive use of spies and cultists to weaken the enemy's resolve before it commences a full-scale attack.



**Raptor Head 3**  
010205409

**Raptor Plasma Gun**  
010205612

**Raptor Meltagun**  
010205613



**Cultist 1**  
010203603



**Demagogue 1**  
010203601



**Demagogue 2**  
010203602

*These archive models make perfect Alpha Legion cultists for your Chaos Space Marine army. Alternatively, if you have a copy of Codex: Eye of Terror, these models are an excellent place to start when assembling a Traitor Guard or Mutant squad for a Lost and the Damned army. Whatever the case may be, these models are available separately or as a complete set through GW Mail Order.*

**Alpha Legion Cultists**  
MO 0121



**Cultist 2**  
010203604



**Cultist 3**  
010203605



**Cultist 4**  
010203606



**Cultist 5**  
010203607



**Cultist 6**  
010203608

All miniature are supplied unpainted. Models, kits, and sprues are all shown actual size unless otherwise noted.

Joe Sleboda's Night Horrors army is made up almost entirely of archive models. His striking Halloween color scheme and use of the classic range really add to the distinctive theme of his army. Check out his headless general on the bike!

 **SHOWCASE**



The assembled host of the Night Horrors, ready to wreak havoc.

- |  |   |   |   |   |   |  |   |
|--|---|---|---|---|---|--|---|
| <br><b>Iron Warriors</b><br>010202009 | <br><b>Emperor's Children</b><br>010202007 | <br><b>World Eaters</b><br>010202017 | <br><b>Night Lords</b><br>010202021  | <br><b>Black Legion</b><br>010202027   | <br><b>Deathguard</b><br>010202020   | <br><b>Thousand Sons</b><br>010202016 | <br><b>Alpha Legion</b><br>010202008 |
| <br><b>Word Bearers</b><br>010202022  | <br><b>Chaos Pad 1</b><br>70324-5          | <br><b>Chaos Pad 2</b><br>70324-11   | <br><b>Chaos Pad 3</b><br>010202026  | <br><b>Chaos Pad 4</b><br>010202014  | <br><b>Chaos Pad 5</b><br>010202004  | <br><b>Chaos Pad 6</b><br>010202003   | <br><b>Chaos Pad 7</b><br>010202002  |
| <br><b>Chaos Pad 8</b><br>010202001   | <br><b>Chaos Pad 9</b><br>010202015        | <br><b>Chaos Pad 10</b><br>010202018 | <br><b>Chaos Pad 11</b><br>010202010 | <br><b>Chaos Pad 12</b><br>010202006   | <br><b>Chaos Pad 13</b><br>010202013 | <br><b>Chaos Pad 14</b><br>010202023  | <br><b>Chaos Pad 15</b><br>010202024 |
| <br><b>Chaos Pad 16</b><br>010202025  | <br><b>Chaos Pad 17</b><br>010202029       | <br><b>Chaos Pad 18</b><br>70324-12  | <br><b>Chaos Pad 19</b><br>70324-19  | <p><i>Note: There are also new Thousand Sons shoulder pads available with the new Thousand Sons Squad boxed set (see p. 46 for details) and Night Lords shoulder pads on page 36.</i></p> |   |  |   |



# KHORNE



*The Imperium of Man is driven by war. Upon thousands of worlds, a billion warriors strive for nothing more than slaughter. Amid bloodshed on such a scale, Khorne finds his followers, when their souls are open wide to the howling, hate-driven oaths of the Blood God.*



**Kharn the Betrayer Blister (1)**  
43-37



**Kharn Body**  
010201401



**Khorne Berzerker Champion Blister (Random 1)**  
43-55



**Kharn Head**  
010201402



**Kharn Pistol**  
010201403



**Kharn Backpack**  
010201404



**Juggernaut Rider Body**  
010200101



**Juggernaut Body**  
010200103



**Juggernaut Right Front Leg**  
010200106



**Berzerker Champion 1**  
010201701



**Berzerker Champion 2**  
010201702



**Berzerker Champion 3**  
010201703



**Juggernaut Rider Arm**  
010200102



**Juggernaut Left Front Leg**  
010200107



**Juggernaut Left Rear Leg**  
010200109



**Juggernaut Head Plate**  
010200104



**Juggernaut Head**  
010200105



**Juggernaut Right Rear Leg**  
010200108



**Khorne Lord on Juggernaut Box (1)**  
43-12



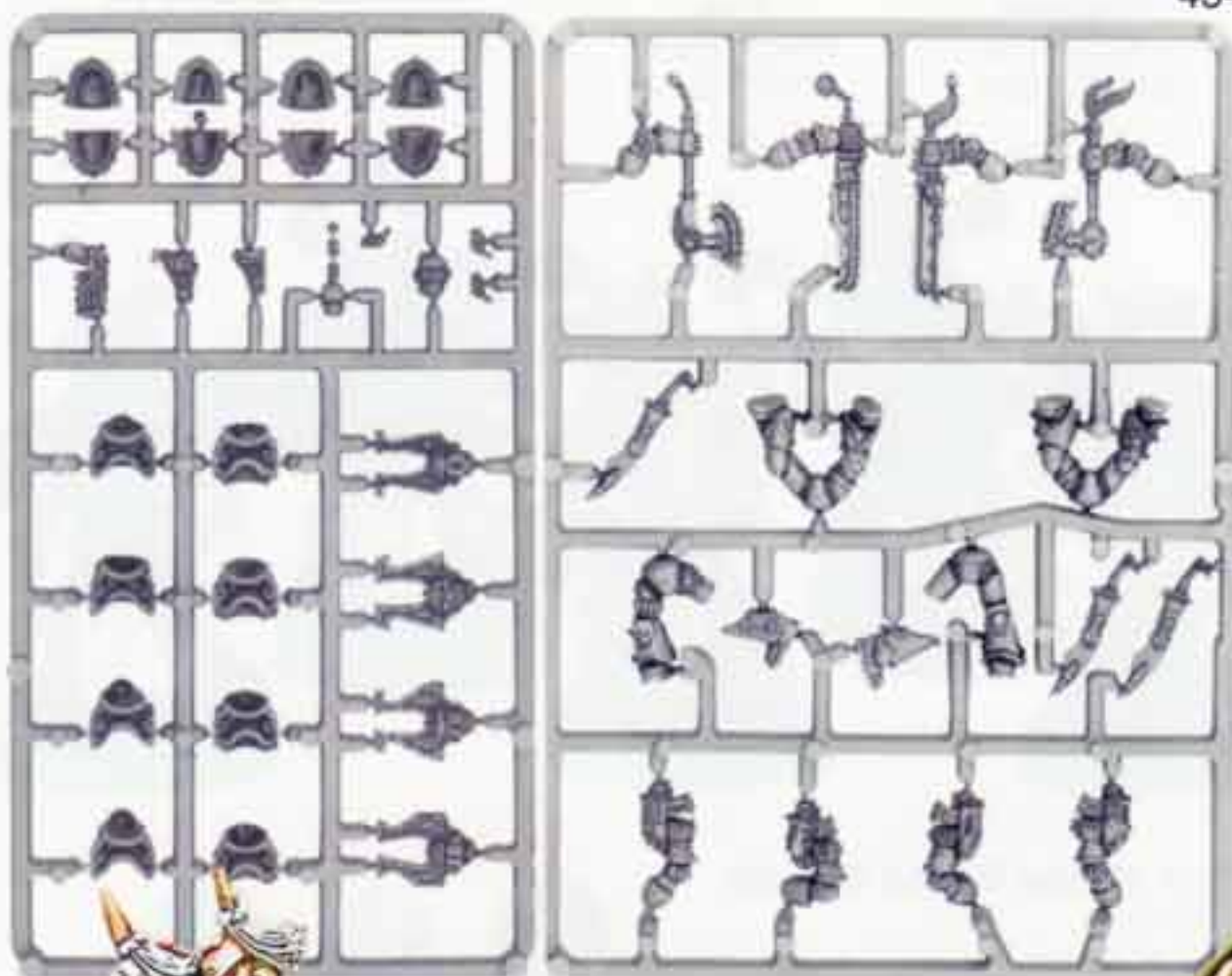


**KHORNE**



*Note: Sprue shown at 50% of actual size.*

**Khorne Berzerker Squad Box (12)**  
43-10



**Khorne Berzerkers Plastic Sprue**  
99380102001

**SHOWCASE**



*by Mark Mosler*

*As you can see, Mark Mosler's Khorne Dreadnought is extensively converted. A distinctive feature of Mark's work is his use of real brass fittings and spikes to further strengthen the spiky, Khornate influenced theme of his creations.*



*by Jason Saunders*



*by Benoit Ménard*



# TZEENTCH



Most of the Thousand Sons Chaos Space Marine Legion are little more than animated suits of powered armor, made soulless by the arcane magics of the Rubric of Ahriman. Now these silent restless warriors tread solemnly into battle at the command of Tzeentch, the Lord of Sorcery.



**Ahriman Body**  
010201601



**Ahriman Head**  
010201603



**Ahriman Backpack**  
010201604



**The Black Staff**  
010201602



**Ahriman Blister (1)**  
43-38



**Thousand Sons Space Marine Squad Box (9)**  
43-21



**Thousand Sons Champion**  
010207308



**Thousand Sons Torso 1**  
010207306



**Thousand Sons Torso 2**  
010207307



**Thousand Sons Arms Sprue**  
010207303



**Thousand Sons Heads Sprue 1**  
010207301



**Thousand Sons Heads Sprue 2**  
010207302



**Thousand Sons Gun Sprue**  
010207305



**Thousand Sons Shoulder Pads Sprue**  
010207304

*Note: The Thousand Sons boxed set uses the Sorcerer backpack (seen on p. 22) as well as the Plastic Chaos Space Marines sprue seen on p. 25.*

**Boxed Sets & Blister Packs – Khorne HQ**

43-12 Khorne Lord on Juggernaut .....\$20  
Box includes 1 model

**Special Characters**

43-37 Khâm the Betrayer .....\$13  
Blister includes 1 model

**Boxed Sets & Blister Packs – Khorne Elites**

43-55 Khorne Berzerker Champion .....\$7  
Blister includes 1 model

43-10 Khorne Berzerker Squad .....\$30  
Box includes 12 models

**Boxed Sets & Blister Packs – Tzeentch HQ**

**Special Characters**

43-38 Ahriman .....\$13  
Blister includes 1 model

**Boxed Sets/Blister Packs – Tzeentch Elites**

43-21 Thousand Sons Sp. Mar. Squad ...\$35  
Box includes 9 models

**Metal Bitz – Khorne HQ**

**Khorne Lord on Juggernaut**

010200101 Juggernaut Champion of Khorne Body .\$.5  
010200102 Juggernaut Champion of Khorne Arm .\$.2  
010200103 Juggernaut Body .....\$.5  
010200104 Juggernaut Head Plate .....\$.2  
010200105 Juggernaut Head .....\$.2  
010200106 Juggernaut Front Right Leg .....\$.4  
010200107 Juggernaut Front Left Leg .....\$.4  
010200108 Juggernaut Rear Right Leg .....\$.3  
010200109 Juggernaut Rear Left Leg .....\$.3

**Special Characters**

**Khâm the Betrayer**

010201401 Khâm the Betrayer Body .....\$7.50  
010201402 Khâm the Betrayer Head .....\$2.50  
010201403 Khâm the Betrayer Plasma Pistol\$2.50  
010201404 Khâm the Betrayer Backpack .....\$2.50

**Metal Bitz & Plastic Sprues – Khorne Elites**

010201701 Berzerker Champion 1 .....\$.8  
010201702 Berzerker Champion 2 .....\$.8  
010201703 Berzerker Champion 3 .....\$.8  
99380102001 Khorne Berzerker Sprue .....\$10

**Metal Bitz – Tzeentch HQ**

**Special Characters**

**Ahriman**

010201601 Ahriman Body .....\$7.50  
010201602 Ahriman Black Staff .....\$2.50  
010201603 Ahriman Head .....\$2.50  
010201604 Ahriman Backpack .....\$2.50

**Metal Bitz & Plastic Sprues – Tzeentch Elites**

**Complete Model Name**

010207301 Thousand Sons Head Sprue 1 \$1.50  
010207302 Thousand Sons Head Sprue 2 \$1.50  
010207303 Thousand Sons Arm Sprue 1 ...\$1  
010207304 Thousand Sons Shoulder Pads ...\$3  
010207305 Thousand Sons Gun Sprue .....\$1  
010207306 Thousand Sons Torso 1 .....\$1  
010207307 Thousand Sons Torso 2 .....\$1  
010207308 Thousand Sons Champion .....\$.8  
99380102004 Chaos Space Marine Sprue ...\$.8  
99390102003 Chaos Backpack (Random) ...\$.50

**Classic/Collector's Range**

**Metal Bitz – Elites**

**Khorne World Eater Space Marines**

70378-3 World Eater Space Marine .....\$5  
70413-1 W. Eater w/ Powerfist/Chainsword ..\$5  
70413-2 World Eater w/ 2-Handed Axe ...\$5

**Khorne Icon Bearer**

010201801 Khorne Icon Bearer Body .....\$5  
010201802 Khorne Icon .....\$2

*Veteran Sorcerer John Swann certainly worked his magic when working on his Thousand Sons Army. John installed tiny LED lights in his models, and each one lights up. Shown to the right is a Rhino from his army.*



*By John Swann*

*The Rhino with the lights on.*



**Khorne Icon**  
010201802



**Khorne Berzerker Icon Bearer**  
010201801



**Chaos Space Marine Icon Bearer Blister (Random 1)**  
43-63



**World Eater w/ Powerfist and Chainsword**  
70413-1



**World Eater Space Marine**  
70378-4



**World Eater w/ Two-Handed Axe**  
70413-2





# SLAANESH



*To the followers of Slaanesh, the world is a riot of color, sound, and sensation. However, their senses soon become accustomed to these levels of stimulation, and they are driven to extremes in search of new experiences. Both pain and pleasure are equally gratifying, and these perverse warriors torture their foes in an offering to the Dark Prince of Excess, Slaanesh.*



**Emperor's Children Lord Blister (1)**  
99-18



**Slaaneshi Lord Body**  
010206401



**Slaaneshi Lord Backpack**  
010206402



**Slaaneshi Lord Power Sword**  
010206403



**Slaaneshi Lord Plasma Gun**  
010206404



**Emperor's Children Blastmaster**  
010206501



**Emperor's Children Arm 2**  
010206506



**Emperor's Children Head 1**  
010206507



**Emperor's Children Body**  
010206510



**Emperor's Children Backpack**  
010206504



**Emperor's Children Arm 1**  
010206505



**Emperor's Children Head 2**  
010206508



**Emperor's Children Power Sword**  
010206503



**Emperor's Children Head 3**  
010206509



**Emperor's Children Sonic Blaster**  
010206502



**Emperor's Children Squad Box (8)**  
99-19



 **SHOWCASE**



by C. J. Cummings



by Joe Ortez



by Tim Schalle

*This unbelievable Slaanesh Rhino by Tom Schadle is extensively modeled to reflect the Warp Amp vehicle upgrade. Tom delved into untapped reservoirs of creativity in completing this project. Check out his sinister organist, which surely pays homage to The Phantom of the Opera!*





# NURGLE



Nurgle empowers those who would see every accomplishment of Mankind reduced to smoldering ruin. He is the Lord of Decay, and his servants spread disease and contagion throughout the mortal realm in the name of their festering master.



Typhus Body  
010208404



Typhus Scythe  
010208402



Typhus, Herald of Nurgle Blister (1)  
43-64



Chaos Space Marine Icon Bearer Blister (Random 1)  
43-63



Typhus Backpack  
010208403

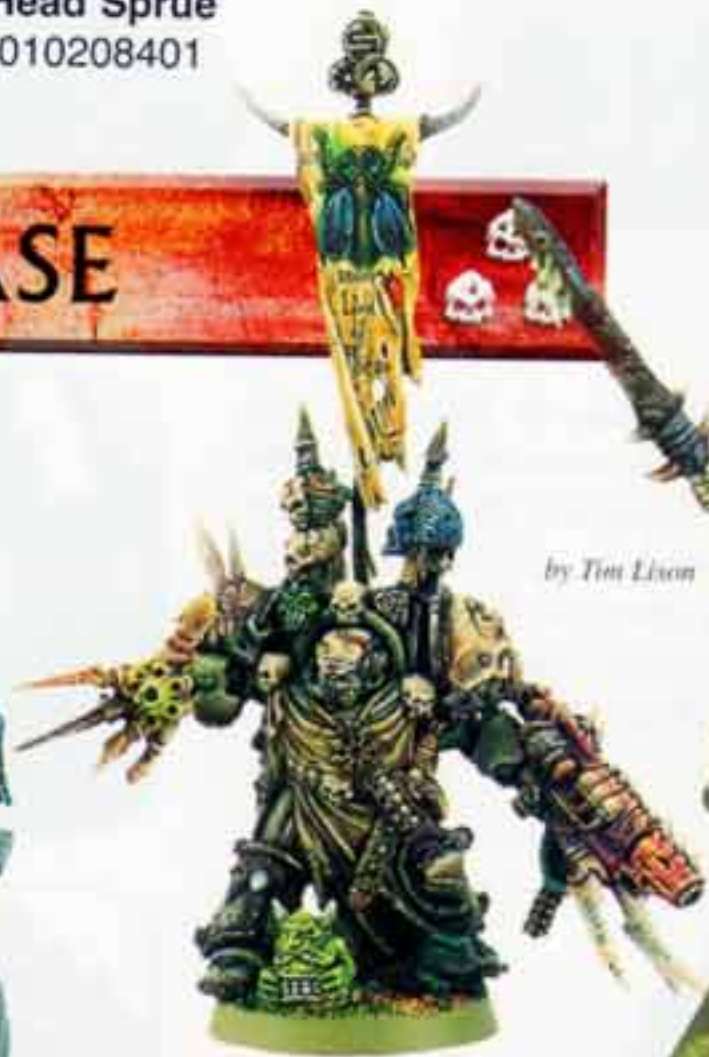


Typhus Head Sprue  
010208401

# SHOWCASE



by Benoit Ménard



by Jacques-Alex Gillois



by Tim Lison



Plague Marine Icon Bearer  
010201901

Plague Marine Icon  
010201902



by Tim Lison



NURGLE



Death Guard Plague Marines Box (7)  
43-23



Death Guard  
Champion  
010208301



Plague Marine  
Body 1  
010208302



Plague Marine  
Body 2  
010208303



Plague Marine  
Body 3  
010208304



Plague Marine  
Body 4  
010208305



Plague Marine  
Body 5  
010208306



Plague Marine  
Body 6  
010208307



Plague Marine  
Body 7  
010208308



Plague Marine  
Plague Knife 1  
010208315



Plague Marine  
Plague Knife 2  
010208316



Sergeant  
Bolter  
010208310



Plague Marine  
Bolter 2  
010208313



Plague Marine  
Bolter 3  
010208314



Plague Marine  
Plasma Gun  
010208312



Plague Marine  
Left Arm 1  
010208318



Plague Marine  
Plague Knife 3  
010208317



Plague Marine  
Left Arm 2  
010208319



Sergeant  
Backpack  
010208311



Sergeant  
Plaguesword  
010208309





# PRICE LIST



### Boxed Sets & Blister Packs – Slaanesh HQ

99-18 Emperor's Children Lord ..... \$10  
Blister includes 1 model

### Boxed Sets & Blister Packs – Slaanesh Elites

99-19 Emperor's Children Squad ..... \$30  
Box includes 8 models

### Boxed Sets & Blister Packs – Nurgle HQ

#### Special Characters

43-64 Typhus, Herald of Nurgle ..... \$15  
Blister includes 1 model

### Boxed Sets & Blister Packs – Nurgle Elites

43-23 Death Guard Plague Marines Squad \$30  
Box includes 7 models

### Metal Bitz – Slaanesh HQ

#### Emperor's Children Lord

010206401 Emperor's Children Lord Body ..... \$3  
010206402 Emperor's Children Lord Doomsiren ..... \$3  
010206403 Emperor's Children Lord Sword Arm ..... \$2  
010206404 Emperor's Children Lord Pistol Arm ..... \$2

### Metal Bitz & Plastic Sprues – Slaanesh Elites

#### Emperor's Children Squad

010206501 Emperor's Children Blastmaster ..... \$4  
010206502 Emperor's Children Sonic Blaster ..... \$4  
010206503 Emperor's Children Sword ..... \$2  
010206504 Emperor's Children Backpack ..... \$3  
010206505 Emperor's Children Heavy Weapon Arm 1 ..... \$2  
010206506 Emperor's Children Heavy Weapon Arm 2 ..... \$2  
010206507 Emperor's Children Head 1 ..... \$1  
010206508 Emperor's Children Head 2 ..... \$1  
010206509 Emperor's Children Head 3 ..... \$1  
010206510 Emperor's Children Torso ..... \$4  
99380102004 Chaos Space Marine Sprue ..... \$8  
99380102005 Chaos Marine Accessory Sprue ..... \$4  
99390102003 Chaos Backpack (Random) ..... \$5.50

### Metal Bitz – Nurgle HQ

#### Special Characters

#### Typhus, Herald of Nurgle

010208401 Typhus Head Sprue ..... \$3  
010208402 Typhus Scythe ..... \$3  
010208403 Typhus Backpack ..... \$3  
010208404 Typhus Body ..... \$8

### Metal Bitz – Nurgle Elites

#### Death Guard Plague Marines Squad

010208301 Plague Marine Champion ..... \$3  
010208302 Plague Marine Body 1 ..... \$3  
010208303 Plague Marine Body 2 ..... \$3  
010208304 Plague Marine Body 3 ..... \$3  
010208305 Plague Marine Body 4 ..... \$3  
010208306 Plague Marine Body 5 ..... \$3  
010208307 Plague Marine Body 6 ..... \$3  
010208308 Plague Marine Body 7 ..... \$2  
010208309 Plague Marine Sgt. Plaguesword ..... \$2  
010208310 Plague Marine Sgt. Bolter ..... \$2  
010208311 Plague Marine Sgt. Backpack ..... \$2.50  
010208312 Plague Marine Plasma Gun ..... \$2  
010208313 Plague Marine Bolter 2 ..... \$2  
010208314 Plague Marine Bolter 3 ..... \$2  
010208315 Plague Marine Plague Knife 1 ..... \$2  
010208316 Plague Marine Plague Knife 2 ..... \$2  
010208317 Plague Marine Plague Knife 3 ..... \$2  
010208318 Plague Marine Left Arm 1 ..... \$2  
010208319 Plague Marine Left Arm 2 ..... \$2

### Classic/Collector's Range

### Metal Bitz – Slaanesh HQ

#### Special Characters

#### Doomrider

010206101 Doomrider Body ..... \$5  
010206102 Doomrider Backpack ..... \$2  
010206103 Doomrider Right Sword Arm ..... \$2  
010206104 Doomrider Left Arm ..... \$1  
010206105 Doomrider Bike Fairing ..... \$2  
010206106 Doomrider Bike Blades ..... \$2  
010206107 Doomrider Gun Holster ..... \$1

### Metal Bitz – Slaanesh Elites

#### Classic Slaanesh Noise Marines

010202101 Noise Marine Doom Siren ..... \$2  
010202102 Noise Marine Body 3 ..... \$3  
010202103 Noise Marine Sonic Blaster ..... \$2  
010202104 Noise Marine Arm 1 ..... \$1  
010202105 Noise Marine Head 2 ..... \$1  
010202106 Noise Marine Body 2 ..... \$3  
010202107 Noise Marine Blastmaster ..... \$2  
010202108 Noise Marine Arm 2 ..... \$1  
010202109 Noise Marine Head 1 ..... \$1  
010202110 Noise Marine Body 1 ..... \$3  
010202111 Noise Marine Champion Powerlist ..... \$2  
010202112 Noise Marine Champion Chainsword ..... \$2  
010202113 Noise Marine Champion Head ..... \$1  
79729-1 Classic Noise Marine ..... \$5

#### Classic Emperor's Children Space Marines

70378-3 Classic Emperor's Child. Sp. Mar. \$5

### Metal Bitz – Nurgle Elites

#### Classic Plague Marine Champion Bitz

010200802 Plague Marine Champion 1 ..... \$8  
010200801 Plague Marine Champion 2 ..... \$8  
010200803 Plague Marine Champion 3 ..... \$8

#### Classic Plague Marine Bitz

010200701 Plague Marine w/ Melta Gun ..... \$7  
010200702 Plague Marine w/ Plasma Gun ..... \$7  
010203001 Plague Marine 1 ..... \$4.50  
010203002 Plague Marine 2 ..... \$4.50  
010203003 Plague Marine 3 ..... \$4.50

#### Classic Plague Marine Icon Bearer Bitz

010201901 Plague Marine Icon Bearer Body ..... \$5  
010201902 Plague Marine Icon ..... \$2

#### Classic Death Guard Marine Bitz

70378-2 Classic Death Guard Space Marine \$5



by Benoit Ménard



Death Guard Marine 70378-2



Plague Marine Champion 1 010200801



Plague Marine Champion 2 010200802



Plague Marine 1 010203001



Plague Marine Champion 3 010200803



Plague Marine 2 010203002



Plague Marine 3 010203003



Plague Marine w/ Meltagun 010200701



Plague Marine w/ Plasma Gun 010200702

BITZ can be ordered from ANY participating independent retailer, ANY Games Workshop Hobby Centre, Games Workshop's Mail Order, or Games Workshop's Online Store.

**CLASSIC RANGE**



**Doomrider Fairing**  
010206105



**Doomrider Arm**  
010206104



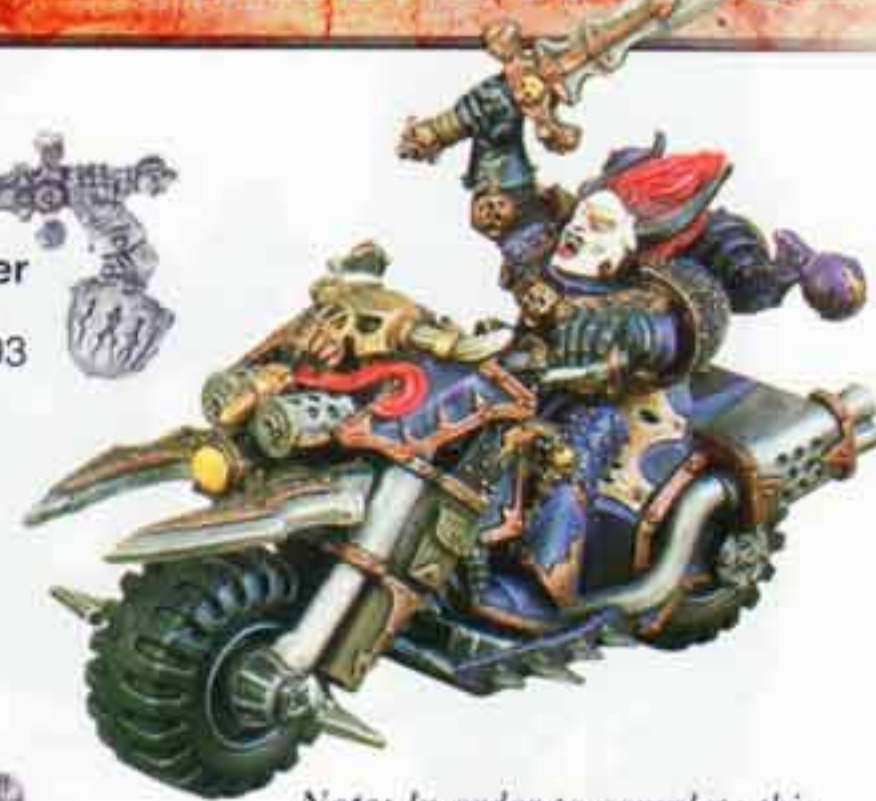
**Doomrider Holster**  
010206107



**Doomrider Backpack**  
010206102



**Doomrider Sword**  
010206103



*Note: In order to complete this Doomrider, you will also require one complete Chaos Space Marine Bike (see p. 28).*



**Doomrider Body**  
010206101



**Doomrider Scythes**  
010206106

*Examples of completed Classic Noise Marines*



**Noise Marine Head 1**  
010202209



**Classic Noise Marine**  
79729-1



**Classic Emp's Children Space Marine**  
70378-3



**Noise Marine Head 2**  
010202105



**Noise Marine Sonic Blaster**  
010202103



**Noise Marine Body 3**  
010202102



**Noise Marine Body 2**  
010202206



**Noise Marine Body 1**  
010202310



**Noise Marine Champion Chainsword**  
010202312



**Noise Marine Blastmaster**  
010202207



**Noise Marine Arm 1**  
010202104



**Noise Marine Doom Siren**  
010202101



**Noise Marine Champion Power Fist**  
010202311



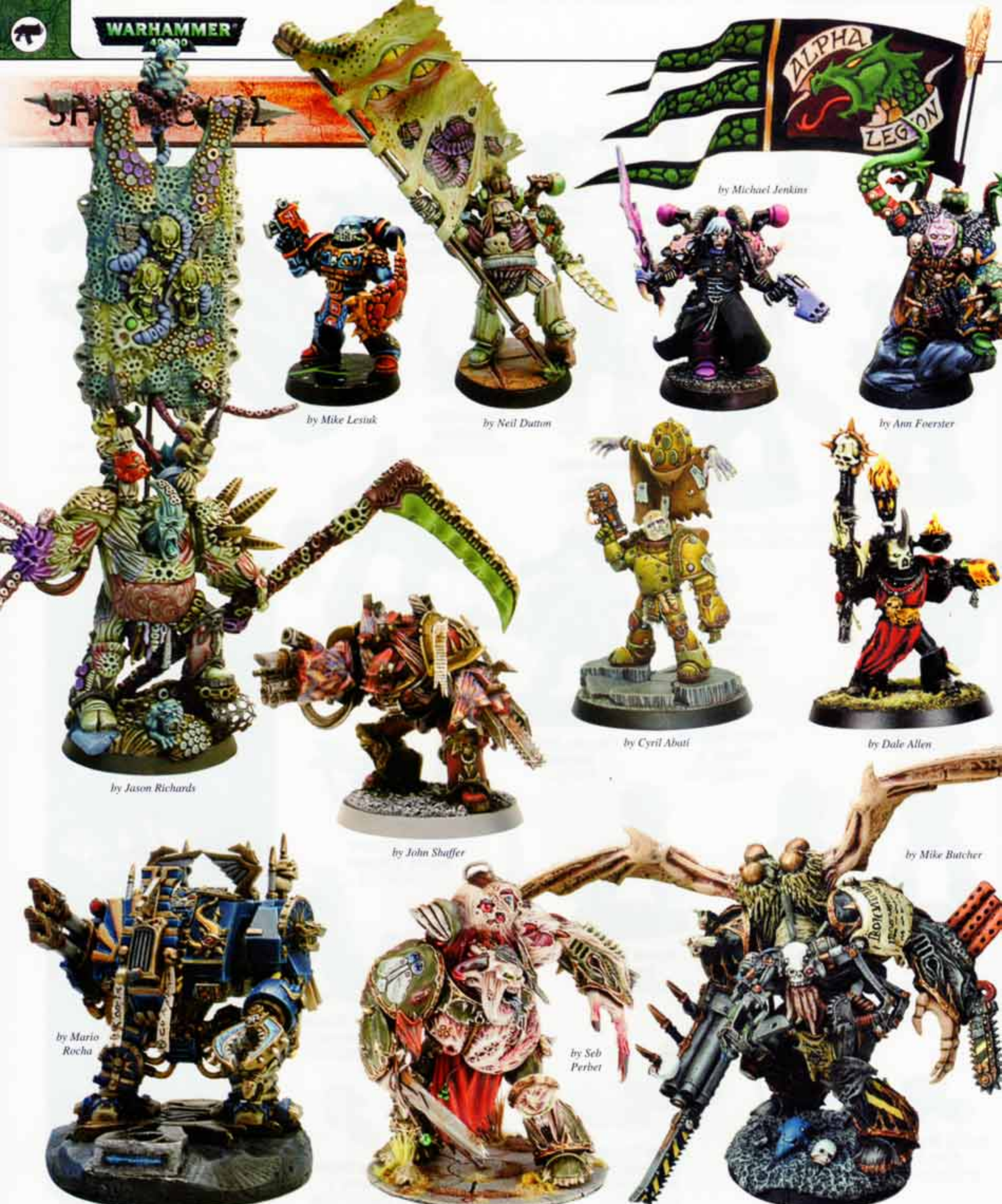
**Champion's Doom Siren Head**  
010202313



**Noise Marine Arm 2**  
010202208



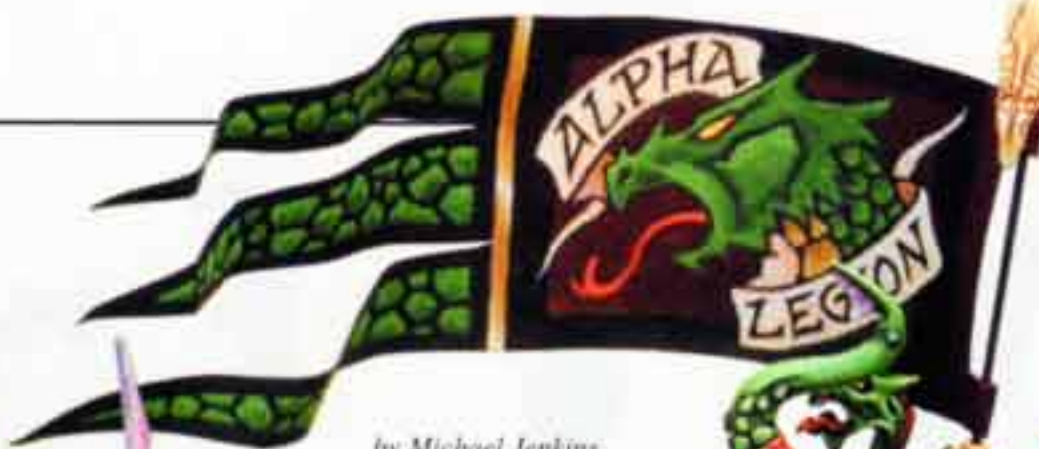
# SPHINX



by Mike Lesiuk



by Neil Dutton



by Michael Jenkins



by Ann Foerster



by Jason Richards



by John Shaffer



by Cyril Abaut



by Dale Allen



by Mario Rocha



by Seb Perbet



by Mike Butcher



# THE COLORS OF WAR

*This page shows the traditional color schemes of the nine Traitor Legions that fought with Horus and some of the Renegade Chapters that rebelled against the Imperium since the Horus Heresy.*



**EMPEROR'S CHILDREN**  
First Founding 3rd Legion  
Primarch: Fulgrim  
Home World: Chemos (destroyed)



**THOUSAND SONS**  
First Founding 15th Legion  
Primarch: Magnus the Red  
Home World: Prospero (destroyed)



**DEATH GUARD**  
First Founding 14th Legion  
Primarch: Mortarion  
Home World: Barbarus (destroyed)



**WORLD EATERS**  
First Founding 12th Legion  
Primarch: Angron  
Home World: UNKNOWN



**IRON WARRIORS**  
First Founding 4th Legion  
Primarch: Perturabo  
Home World: Olympia (destroyed)



**NIGHT LORDS**  
First Founding 8th Legion  
Primarch: Night Haunter (deceased)  
Home World: Nostramo (destroyed)



**BLACK LEGION**  
(Formerly Sons of Horus & Luna Wolves)  
First Founding 16th Legion  
Primarch: Horus  
Home World: Cthonia (destroyed)



**WORD BEARERS**  
First Founding 17th Legion  
Primarch: Lorgar  
Home World: Colchis (destroyed)



**ALPHA LEGION**  
First Founding 20th Legion  
Primarch: Alpharius  
Home World: UNKNOWN



**CHILDREN OF PURGATOS**



**WARP GHOSTS**



**THE PYRE**



**VIOLATORS**



**EXTINCTION ANGELS**



**THE DAMNED COMPANY OF LORD CAUSTOS**



**TWO MEMBERS OF THE RENEGADE RED CORSAIRS. THEY ARE FORMERLY OF THE DARK ANGELS AND SPACE WOLVES CHAPTERS.**



**SONS OF MALICE**



# CHAOS CREATURES



**Right:** Justin Knutesen won third place with his Bloodthirster at the 2003 Baltimore Golden Demon painting competition in the Warhammer 40,000 Large Monster category.

*The skies grew blacker still until the darkness became an ominous pressure. None knew if the defenses could hold, but when a forking tongue of lightning cracked the skies, the battlefield was illuminated for a brief, but damning moment. Hordes of snarling creatures with bestial manes and wicked axes were revealed. But what stopped the blood from flowing from our hearts was the towering figure rising above the daemonic throngs. We clapped our hands to our faces and covered our eyes and ears as the creature bellowed its own savage answer to the earth-shaking thunderclap.*

*A Bloodthirster had come, and our doom was sealed.*

Daemons may enter the fray by *Possession*, that is, by erupting from the body of a friendly host.

As manifesting physical form into the real world requires a lot of energy and a deep belief in the Chaos power, the Daemons can rarely stay materialized for long and thus are subject to *Instability*.

Still, for the short time they may appear on the battlefield, the Daemons are brutal and potentially game-winning units.

As Daemons are *Summoned* onto the battlefield, they can often materialize right where they are needed most. All Daemons, whether Packs, Nurglings, or Beasts have an Invulnerable save. However, appearing on the battlefield where they are *Summoned* means that often Daemons are on top of their victims before too many shots may be fired.

Khorne's Bloodletters and Flesh Hounds excel in close combat. Horrors of Tzeentch hurl sorcerous bolts to defeat the foe, and Plaguebearers use their horrible Nurgle's Rot and oozing venom to take out even the toughest of enemy fighters. Slaanesh Daemonettes use their Warp Scream to slow down the enemy and make them ripe for destruction.

## In Warhammer

In the world of Warhammer, Daemons exist in the Realm of Chaos and other magically saturated lands. During times of great upheaval, Daemons may also be summoned to the mortal lands to wreak untold havoc.

Daemons may be fielded in several ways in Warhammer. They may be a part of a Chaos army under the command of a mortal or beasts General, be it a Chaos Lord, Exalted Sorcerer, Beast Lord, or Doombull. Alternatively, a player can choose to field an entire army of

**Right:** Rob Santucci's amazing themed Daemon army of Nurgle saw battle at the Baltimore 2003 Grand Tournament.



Chaos Creatures are otherworldly, powerful, and inherently evil. They are also unique in that the majority of models and troop types may be used for both Warhammer 40,000 and Warhammer games.

There are four major powers of Chaos. Khorne, the Blood God, governs the realm of rage and battle. Tzeentch is the Changer of Ways and the Master of the Weave of Time. Nurgle is the Lord of Decay, whose realm is plagues, disease, and pestilence. Slaanesh is the Dark Prince who is neither man nor woman and whose realm is pleasure and decadence.

## In Warhammer 40,000

In the far future, the Warp is mankind's greatest hope and also its greatest threat. As the Warp allows for travel between unimaginable distances, entire systems can be crossed in a span of hours, days, or weeks as opposed to the years, decades, and even millennia that conventional travel would require. However, the Warp is rife with peril.

The ebb and flow of the Warp tide is unpredictable and subject to vast storms that affect space, time, and most of all, the sanity of any who dare to enter. The Warp is home to countless horrible creatures and most notably the four Chaos Powers: Khorne, Nurgle, Tzeentch, and Slaanesh.

On the battlefields of the 41st millennium, the Daemons of Chaos may be *Summoned* to aid the fight of Chaos Space Marines. Greater

Daemons led by a Greater Daemon or Daemon Prince.

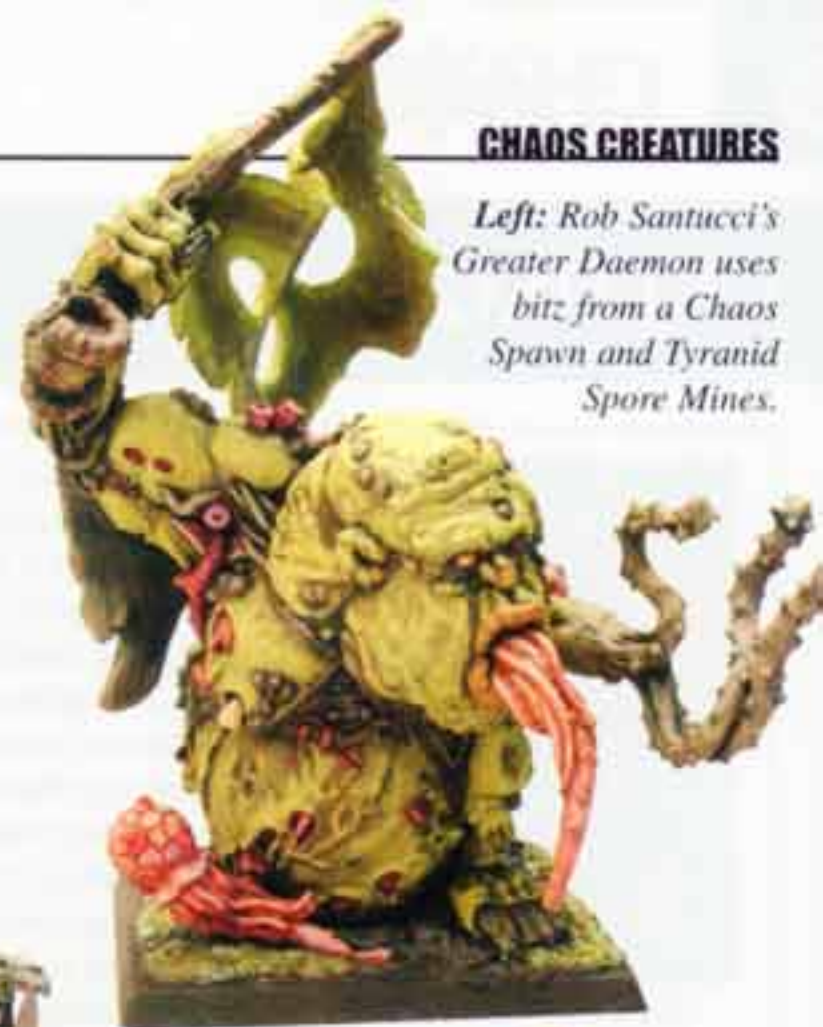
On the battlefield, all Daemons are a force to be reckoned with. Blocks of Bloodletters or Plaguebearers are capable of taking out the enemy's best elite units in close combat. Flesh Hounds of Khorne are excellent fast flanking troops, and Screamer of Tzeentch and Chaos Furies can fly to hit the enemy almost anywhere on the battlefield. Horrors of Tzeentch can mass in units and cast devastating spells, while units that get too close can be assailed by accompanying Flamers who cast magical firebolts within 8". Slaanesh Daemonettes produce an Aura that distracts and disables the foe.

Elite units, Dragons, Giants, and more will pale before the powers of Greater Daemons. Greater Daemons and Daemon Princes are colossal embodiments of Chaos and leave only destruction and terror in their wake.

## The Nature of the Beast

Whether you are building a unit for Warhammer 40,000 or Warhammer, Daemons are both colorful and hard-hitting. By their very nature, Chaos creatures provide a fantastic opportunity for creative modelers and conversion-fans to really go to town. On the following pages, you will find examples of Golden Demon winners and eye-catching Grand Tournament armies. Many of these examples are converted, that is, they have mixed and matched body parts, weapons, tentacles, mutations, and even extra putty to make them unique (and often quite hideous).

Use these examples, as well as all the pictured bitz and pieces, to spark your own imagination and help you come up with your own twisted mutations of Chaos. So what are you waiting for? Grab your hobby knife and get converting!!!



*Left: Rob Santucci's Greater Daemon uses bitz from a Chaos Spawn and Tyranid Spore Mines.*



*Above: The Great Unclean One and Plague Chariot from Rob Santucci's Daemon army. Note that the Chariot is pulled by a classic Beast of Nurgle.*





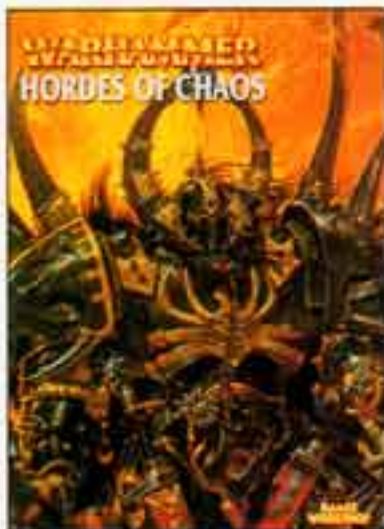
## GETTING STARTED

### CHAOS SPACE MARINES



**Codex: Chaos Space Marines**  
43-01-60

The 80-page *Codex: Chaos Space Marines* contains all the rules that you'll need to battle the followers of the false Emperor. Inside, you will find a complete army list that can be customized depending on which evil patron(s) your warriors follow. In addition, there is extensive background info, a 16-page hobby section and rules for fielding special characters in your games.



**Warhammer Armies: Hordes of Chaos**  
83-01-60

The 112-page *Warhammer Armies: Hordes of Chaos* contains all the rules for building an army that has marched out of the Chaos Wastes, including the mortal and daemonic warriors of the Gods of Chaos. There are also new Chaos Sorcerer spell lores, daemonic gifts, and details of the four different Marks of the Dark Gods.

*Right: Part machine, part Daemon, Maximus Infectious from Al Jakob's Death Guard army.*



*Left: This duel between a Bloodthirster and a Keeper of Secrets by Jakob Nielsen won second place at the 1999 UK Golden Demon in the Battle Scene Category.*



*Right: The Shadowlord by Robbie Crawforth won first place in the 2000 UK Golden Demon in the Best Fantasy Monster category.*

GREATER DAEMONS



Greater Daemon of Nurgle Box (1)  
83-08



Great Unclean One  
Head B Tongue  
020103110

*Great  
Unclean One,  
Stench Lord,  
Father Nurgle*



Great Unclean One  
Right Arm  
020103104



Great Unclean One  
Upper Body  
020103101



Great Unclean  
One Head  
991500810



Great Unclean  
One Left Arm  
020103107



Great Unclean One  
Lower Body  
020103102



Great Unclean One  
Chain & Skulls  
020103109



Great Unclean One  
Head B Tongue Tip  
020103111

Great Unclean One  
Left Hand & Chain  
020103108



Great Unclean One  
Head B  
020103103



Great Unclean One  
Right Leg  
020103106



Great Unclean One  
Left Leg  
020103105

**PAINTING UNCLEAN ONE FLESH**

Here, we'll show you a few techniques and tricks you can use to paint the areas of rotting flesh on your Great Unclean One. These techniques are simple to do and, when properly executed, will yield a stunning Greater Daemon.

Undercoat your Greater Daemon with Chaos Black spray and paint any areas of poor coverage with thinned Chaos Black paint. Paint the flesh areas of the Daemon with a basecoat mix of Dark Angels Green and Vomit Brown. Add a little Bleached Bone to the basecoat and highlight the raised areas.



Paint the maggots in a 50/50 mix of Bubonic Brown and Bleached Bone. Highlight after adding more Bleached Bone to the mix.



Paint the intestines and gapping flesh with a mix of Bubonic Brown and Chaos Black. Highlight these areas after adding Bleached Bone to the initial paint mix. To finish off, wash these areas with a thin coat of Brown Ink.

Highlight the Daemon's pustules again after adding more Bleached Bone to the Dark Angels Green and Vomit Brown basecoat mix.



Paint the exposed bone areas of the Greater Daemon with a 50/50 mix of Bubonic Brown and Chaos Black. Add Bleached Bone to this mix for a series of successive of highlights. Finish off with a final highlight of Bleached Bone.



To finish off the rotting flesh areas, apply several glazes of Purple, Green and Brown Inks.



## GREATER DAEMONS

### PAINTING SLAANESH DAEMONS

Daemons of Slaanesh have a pale, almost pastel hue to their skin. We have detailed a few of the techniques we used to paint our Greater Daemon of Slaanesh below.

Undercoat the Greater Daemon with a thin layer of Chaos Black. Paint the skin with a basecoat of Dwarf Flesh. Add increasing amounts of Elf Flesh to Dwarf Flesh and paint a series of successive highlights. Finish with Elf Flesh on its own.



Add Skull White to Elf Flesh and paint another highlight. Finally, apply very delicate highlights of Skull White to the model.

To add some definition to your Daemon, apply a thin layer of Blue Ink to some of the deeper recesses of the model.



Paint a basecoat of four parts Liche Purple to one part Chaos Black on the claws and horns. Highlight first with Liche Purple and then with successive layers of Liche Purple with Skull

White added. Wash these sections with Purple Ink.

Paint the Daemon's black endoskeleton, talons, and straps with a basecoat of Chaos Black and then highlight with Codex Grey.



Paint the gold areas with a basecoat of Dwarf Bronze. Highlight with Shining Gold and then add

Mithril Silver to the Shining Gold for edging highlights.



Paint the tongue with a basecoat of Shadow Grey. Add in a small quantity of Dwarf Flesh for the highlights on the tongue.

If you like and have a steady hand, try painting some tattoos on the model in Chaos Black paint.

*Keeper of Secrets,  
Feaster of Pain,  
Despoiler Lord*



Greater Daemon of Slaanesh Box (1)  
83-10



Head A  
991501114



Head A  
Right Horns  
991501113



Head A  
Left Horns  
991501115



Loin Cloth A  
991501111



Head B  
020110801



Claw 1  
020110809



Claw 2  
020110810



Loin Cloth  
Rear A  
991501112



Left Arm  
020110807



Left Leg  
020110803



Loin Cloth  
Rear B  
020110806



Right Leg  
020110804



Loin Cloth B  
020110805



Body  
020110802



Sword Arm  
020110808

**GREATER DAEMONS**



*Lord of Change,  
Master of Sorcery,  
Eternal Watcher*

**Greater Daemon of Tzeentch Box (1)**  
83-07



**Head A**  
991501318



**Head B**  
020103603



**Claws**  
020103612



**Right Wing**  
020103614



**Staff Top A**  
991501316



**Staff Top B**  
020103604



**Left Wing**  
020103613



**Body**  
020103601



**Right Arm**  
020103606



**Staff A**  
991501315



**Staff B**  
020103608



**Neck A**  
991501317



**Neck B**  
020103602



**Right Leg**  
020103605



**Left Leg**  
020103611



**Sleeve**  
020103607



**Front Tabard**  
020103609



**Rear Tabard**  
020103610



## GREATER DAEMONS



**Bloodthirster  
Head 1**  
991500511



**Bloodthirster  
Head 2**  
020106401



**Bloodthirster Body 1**  
991500512



**Bloodthirster Body 2**  
020106402



**Bloodthirster Whip Hand**  
020106407



**Bloodthirster Legs**  
020106403



**Head 1  
Right Horn**  
991500510



**Head 1  
Left Horn**  
991500512



**Bloodthirster Axe**  
020106406



**Bloodthirster Tabard**  
020106405



*Bloodthirster,  
Lord of Skulls,  
High-Handed Slayer*

**Greater Daemon of Khorne Box (1)**  
83-09



**Bloodthirster Whip**  
020106404



**Bloodthirster Left Wing**  
020106408



**Bloodthirster Right Wing**  
020106409

*Bloodthirsters are immortal  
warriors, and they will  
fight until war itself no  
longer exists.*

GREATER DAEMONS



Daemon Prince Blister (Random 1)  
83-37



Torso 1  
020104803



Torso 2  
020104804



Legs 1  
020104801



Legs 2  
020104802



Right Wing  
020104816



Left Wing  
020104817



Head 1  
020104805



Head 1 Hair  
020104806



Tail 1  
020104814



Tail 2  
020104815



Head 2  
020104807



Right Arm 1  
020104812



Left Arm 1  
020104808



Left Arm 2  
020104809



Sword  
020104811



Axe  
020104810



Right Arm 2  
020104813



Daemon Prince Blister (Random 1)  
83-37

*With a powerful beat of its pinions, it leapt into the air, great black-skinned wings unfurling from its back. The Daemon Prince propelled itself toward the few remaining mortal warriors. The red sky above roiled and twisted, and the air was filled with the horrified screams of the mortals and roars of pleasure tearing from inhuman throats.*





## LESSER DAEMONS



**Bloodletter  
Champion Axe**  
991500602



**Bloodletter  
Champion Body**  
991500601



**Bloodletters of Khorne Box (10) 83-27**  
**Bloodletter Champion Blister (1) 83-71**  
**Bloodletter Musician & Standard Blister (2) 83-70**



**Bloodletter Standard  
Bearer Body**  
991500403



**Bloodletter  
Standard**  
991500404



**Bloodletter  
Musician Body**  
991500401



**Bloodletter  
Musician Axe**  
991500402



**Bloodletter  
Body 1**  
991500301



**Bloodletter  
Body 2**  
991500303

*Like the raging God who sires them, the foot soldiers of Khorne have no desire but to shed blood on the field of battle. They march behind twisted banners that flutter in no earthly breeze, are accompanied by the chanting of the names of those slain in battle, and carry blades quenched in the blood of generations of fallen warriors.*



**Bloodletter Axe 2**  
991500304



**Bloodletter Axe 1**  
991500302



**Bloodletter  
Body 3**  
991500305



**Bloodletter  
Body 4**  
991500307



**Bloodletter  
Body 5**  
991500309



**Bloodletter  
Body 6**  
991500311



**Bloodletter Axe 3**  
991500306



**Bloodletter Axe 4**  
991500308



**Bloodletter Axe 5**  
991500310



**Bloodletter Axe 6**  
991500312

# LESSER DAEMONS



*The Hunters of Blood are merciless predators who know the scent of every mortal creature.*

**Flesh Hounds of Khorne Box (5)**  
83-26



**Flesh Hounds Legs 1**  
991500202



**Flesh Hounds Legs 2**  
991500204



**Flesh Hounds Body 1**  
991500201



**Flesh Hounds Body 2**  
991500203



**Flesh Hounds Head 1**  
991500209



**Flesh Hounds Head 2**  
991500210



**Flesh Hounds Legs 3**  
991500206



**Flesh Hounds Legs 4**  
991500208



**Flesh Hounds Body 3**  
991500205



**Flesh Hounds Body 4**  
991500207



**Flesh Hounds Head 3**  
991500211



**Flesh Hounds Head 4**  
991500212



**Chaos Fury Left Wing**  
991501205



**Chaos Fury Right Wing**  
991501206



**Chaos Furies Box (10)**  
83-32



*Black pinions, winged death, from above they come.*

*The winged Daemons known as Furies are not associated with any particular Chaos God but are manifestations of Chaos Undivided. They terrorize the world in huge squabbling flocks on leathery wings.*



**Chaos Fury 1**  
991501201



**Chaos Fury 2**  
991501202



**Chaos Fury 3**  
991501203



**Chaos Fury 4**  
991501204



## LESSER DAEMONS



Daemonettes of Slaanesh Box (10)  
83-30



Daemonette Arm 5  
991501012



Daemonette Arm 3  
991501006



Daemonette Arm 2  
991501005



Daemonette Arm 1  
991501004



Daemonette Arm 4  
991501011



Daemonette Arm 6  
991501013



Daemonette 1  
991501001



Daemonette 2  
991501002



Daemonette 3  
991501003



Daemonette 4  
991501007



Daemonette 7  
991501010



Daemonette 6  
991501009



Daemonette 5  
991501008



Daemonettes on Steeds of Slaanesh  
Blister (1)  
83-45

*Dance, my lovelies. Dance for the pleasure of your Lord.*



MTD Daemonette 2  
991501803



MTD Daemonette Sprue 2  
991501804



MTD Daemonette 1  
991501801



MTD Daemonette 3  
991501805



MTD Daemonette 4  
991501807



MTD Daemonette Sprue 4  
991501808



MTD Daemonette Sprue 1  
991501802



MTD Daemonette Sprue 3  
991501806

# LESSER DAEMONS



**Horrors of Tzeentch Box (10)**  
83-33

*Horrors are Chaos unbound, given whirling, changing form, with boundless energy.*



**Horror 3**  
991501403



**Horror 4**  
991501404



**Horror 1**  
991501401



**Horror 2**  
991501402



**Horror 7**  
991501410



**Horror 8**  
991501411



**Horror 5**  
991501408



**Horror 6**  
991501409



**Horror Left Arms 1**  
991501405



**Horror Left Arms 2**  
991501406



**Horror Left Arms 3**  
991501407



**Horror Right Arms 1**  
991501412



**Horror Right Arms 2**  
991501413



**Horror Right Arms 3**  
991501414

## PAINTING TZEENTCH HORRORS

Crackling with magical energy, the Daemons of Tzeentch are resplendent in bright primary colors.

To get a nice, bright final color on your Horrors of Tzeentch, start with a Skull White undercoat. Make sure your coverage is complete.

Start by painting a basecoat of Enchanted Blue. Once this coat dries, wash the model in Blue Ink.

Highlight the skin with Enchanted Blue and then again with Hawk Turquoise.



Blend up a 50/50 mix of Hawk Turquoise and Skull White and highlight the raised areas of the model.



Paint the Horror's nails with Skull White.

Paint the mouth and eyes with Chaos Black.



Basecoat the gums, eyes, and tongue in Warlock Purple.

Pick out the details with Tentacle Pink and add an extra Skull White highlight to the tongue.



Add spots to the tongue by dipping your brush in Magenta Ink and dabbing the tip onto the tongue.



Finish off your Horror by covering the base.

Cover the base with white glue and dip it into a container of sand. Paint the sand with Black Ink and then drybrush it with Bleached Bone.



Dab a bit of white glue in places on the base and dip it into a container of static grass. Paint the

edge of the base in Goblin Green. If you like, you can paint areas of the base in Magenta or Blue Ink to represent dripping magical energy.





## LESSER DAEMONS

*Do not look into their flame,  
for therein, your future is shown  
and your doom is foretold.*



**Flamer Body 1**  
991501601



**Flamer Body 2**  
991501602



**Flamer Body 3**  
991501603



**Flamer Body 4**  
991501604



**Flamers of Tzeentch  
Blister (Random 2)**  
83-46

*They bound and slither across the  
battlefield and unleash bursts of  
fire from their arms, and  
incinerate their foes with blasts of  
burning magical energy.*



**Flamer Arms 1**  
991501605



**Flamer Arms 2**  
991501606



**Flamer Arms 3**  
991501607



**Flamer Arms 4**  
991501608



**Screamers of  
Tzeentch Box (5)**  
83-31



*Above: Screamers of Tzeentch from  
Anthony Reynolds's Despoilers of the North  
Chaos army.*



*The glimmering sky-  
sharks ride upon the  
winds of magic as a bird  
glides upon the breeze*



**Screamer 2**  
991501503



**Screamer 2 Tail**  
991501504



**Screamer 1**  
991501501



**Screamer 1 Tail**  
991501502



**Screamer 3**  
991501505



**Screamer 3 Tail**  
991501506

# LESSER DAEMONS

Plaguebearers of Nurgle  
Box (10)  
83-28



Plaguebearer 1  
991500701



Plaguebearer 2  
991500702



Plaguebearer 3  
991500703



Plaguebearer 4  
991500704

*Known as the Tallymen of Plagues, these Daemons count the diseases of the world and number the poxes and contagions in sonorous chants that burble and echo from fanged mouths.*



Plaguebearer 5  
991500705



Plaguebearer 6  
991500706



Plaguebearer 7  
991500707



Plaguebearer 8  
991500708



Nurglings Blister (2 Bases)  
83-51

*Nurgle's Children, our pretties, our pets.  
How Nurgle loves his little children!  
How Nurgle loves his little pets.*



Nurgling 1  
991500901



Nurgling 2  
991500902



Nurgling 3  
991500903



Nurgling 4  
991500904



Nurgling 5  
991500905



Nurgling 6  
991500906



Nurgling 7  
991500907



Nurgling 8  
991500908

## PAINTING PLAGUEBEARERS

Plaguebearers are rotten with disease and dirty with decay. Their colors are normally muted and muddy. The technique described below allows you to paint 5 or 10 Plaguebearers quickly and at the same time.

Undercoat the Plaguebearer with Skull White and then basecoat it with Bleached Bone.

Apply Black Ink to the entire surface of the model. Once dry, wash the Plaguebearer with Dark Green Ink.

Highlight the model by painting Bleached Bone on the raised and flat areas. Take a little extra time on the face and make sure you pick out the cheek bones and nose.

Next, apply Brown and Chestnut Inks to select



parts of the model, generally the darker recessed areas. Streak some ink across the belly to make it look dirty and diseased.



Paint the open wounds and sores with Snakebite Leather and then wash these areas with Red Ink. Don't worry if some of the Ink overruns, as it will only add to the wounded, diseased look of the model.



Highlight the facial features, outer flaps of broken skin, and pustules with Bleached Bone followed by Skull White.



Paint the single eye with Blood Red and then Skull White. Leave red around the edge of the eye.



To finish off the Daemon, dot the eye with a Chaos Black pupil and wash the sword with Brown Ink.





## CHAOS CREATURES



### Beast of Nurgle

*The Beasts of Nurgle drip with slime that burns the ground. Their lashing tentacles and rasping tongues infect their foes with but a single caress.*



Spawn of Chaos Head  
991500101



Spawn of Chaos Feet  
991500105



Spawn of Chaos Left Arm  
991500104



Spawn of Chaos Right Arm  
991500102



Spawn of Chaos Sprue 1  
991500106



Spawn of Chaos Sprue 2  
991500107



Spawn of Chaos Body  
991500103



Spawn of Chaos Box (1)  
83-14



Chaos Warhound Body 1  
991501701



Chaos Warhound Body 2  
991501703



Legs Sprue 1  
991501702



Legs Sprue 2  
991501704



Chaos Warhound Head 4  
991501709



Legs Sprue 3  
991501706



Chaos Warhound Body 3  
991501705



Chaos Warhound Body 4  
991501707



Legs Sprue 4  
991501708



Warhounds of Chaos Box (10)  
83-29



## PRICE LIST

**Getting Started**

- 43-01-60 *Warhammer Armies: Hordes of Chaos* \$20  
83-01-60 *Codex: Chaos Space Marines* . . . . \$20

**Boxed Sets & Blister Packs – Greater Daemons**

- 83-08 Great Unclean One . . . . . \$45  
Box includes 1 model  
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Box includes 1 model  
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Box includes 1 model  
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Box includes 1 model  
83-37 Daemon Prince of Chaos . . . . . \$25  
Blister includes 1 random model

**Boxed Sets & Blister Packs – Lesser Daemons**

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Blister includes 2 models  
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Box includes 10 random models  
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Box includes 10 random models  
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Blister includes 1 model  
83-33 Horrors of Tzeentch . . . . . \$40  
Box includes 10 random models  
83-46 Flamers of Tzeentch . . . . . \$9  
Blister includes 2 random models  
83-31 Screamers of Tzeentch . . . . . \$40  
Box includes 5 random models  
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83-51 Nurglings . . . . . \$10  
Blister includes 8 models (2 bases)

**Boxed Sets & Blister Packs – Chaos Creatures**

- 83-14 Spawn of Chaos . . . . . \$20  
Box includes 1 model  
83-29 Warhounds of Chaos . . . . . \$40  
Box includes 10 random models

**Metal Bitz – Greater Daemons****Great Unclean One**

- 020103101 Grt Unclean One Upper Torso . \$12  
020103102 Grt Unclean One Lower Torso . \$10  
020103103 Grt Unclean One Head 1 . . . . . \$5  
020103104 Grt Unclean One Right Arm . . . . \$5  
020103105 Grt Unclean One Left Leg . . . . . \$5  
020103106 Grt Unclean One Right Leg . . . . . \$5  
020103107 Grt Unclean One Left Arm . . . . . \$4  
020103108 Grt Unclean One Left Hand . . . . . \$4  
020103109 Grt Unclean One Chain & Skulls . \$3  
020103110 Grt Unclean One Tongue . . . . . \$2  
020103111 Grt Unclean One Tongue Tip . . . . \$2  
991500810 Grt Unclean One Head 2 . . . . . \$5

**Keeper of Secrets**

- 020110801 Keeper of Secrets Head . . . . . \$7  
020110802 Keeper of Secrets Body . . . . . \$8  
020110803 Keeper of Secrets Left Leg . . . . . \$4  
020110804 Keeper of Secrets Right Leg . . . . . \$4  
020110805 Keeper of Secrets Loincloth . . \$3.50  
020110806 Keeper of Secrets Tail Piece . . \$3.50  
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020110808 Keeper of Secrets Sword Arm . . . . \$7  
020110809 Keeper of Secrets Claw 1 . . . . . \$7  
020110810 Keeper of Secrets Claw 2 . . . . . \$7

- 991501111 Keeper of Secrets Loincloth 2 . . . \$2  
991501112 Keeper of Secrets Loincloth 3 . . . \$2  
991501113 Keeper of Secrets Right Horn . . . \$1  
991501114 Keeper of Secrets Head 2 . . . . . \$5  
991501115 Keeper of Secrets Left Horn . . . . \$1

**Lord of Change**

- 020103601 Lord of Change Body . . . . . \$5  
020103602 Lord of Change Neck . . . . . \$3  
020103603 Lord of Change Head . . . . . \$2  
020103604 Lord of Change Staff Top 1 . . . . . \$2  
020103605 Lord of Change Right Leg . . . . . \$3  
020103606 Lord of Change Right Arm . . . . . \$5  
020103607 Lord of Change Sleeve . . . . . \$3  
020103608 Lord of Change Staff 1 . . . . . \$6  
020103609 Lord of Change Tabard Front . . . . . \$3  
020103610 Lord of Change Tabard Back . . . . . \$3  
020103611 Lord of Change Left Leg . . . . . \$3  
020103612 Lord of Change Claws . . . . . \$1  
020103613 Lord of Change Left Wing . . . . . \$8  
020103615 Lord of Change Right Wing . . . . \$8  
991501315 Lord of Change Staff 2 . . . . . \$6  
991501316 Lord of Change Staff Top 2 . . . . . \$2  
991501317 Lord of Change Neck 2 . . . . . \$3  
991501318 Lord of Change Head 2 . . . . . \$2

**Bloodthirster of Khorne**

- 020106401 Bloodthirster Head 1 . . . . . \$5  
020106402 Bloodthirster Body 1 . . . . . \$9  
020106403 Bloodthirster Legs . . . . . \$9  
020106404 Bloodthirster Whip of Khorne . . . \$3  
020106405 Bloodthirster Tabard . . . . . \$3  
020106406 Bloodthirster Axe of Khorne . . . . . \$5  
020106407 Bloodthirster Whip Hand . . . . . \$3  
020106408 Bloodthirster Left Wing . . . . . \$9  
020106409 Bloodthirster Right Wing . . . . . \$9  
991500510 Bloodthirster Right Horn . . . . . \$2  
991500511 Bloodthirster Head 2 . . . . . \$5  
991500512 Bloodthirster Left Horn . . . . . \$2  
991500513 Bloodthirster Body 2 . . . . . \$9

**Daemon Princes**

- 020104801 Daemon Prince Legs 1 . . . . . \$4  
020104802 Daemon Prince Legs 2 . . . . . \$4  
020104803 Daemon Prince Torso 1 . . . . . \$3  
020104804 Daemon Prince Torso 2 . . . . . \$3  
020104805 Daemon Prince Head 1 . . . . . \$1  
020104806 Daemon Prince Head 1 Hair . . . . . \$2  
020104807 Daemon Prince Head 2 . . . . . \$1  
020104808 Daemon Prince Left Arm 1 . . . . . \$2  
020104809 Daemon Prince Left Arm 2 . . . . . \$2  
020104810 Daemon Prince Axe . . . . . \$3  
020104811 Daemon Prince Sword . . . . . \$3  
020104812 Daemon Prince Right Arm 1 . . . . . \$3  
020104813 Daemon Prince Right Arm 2 . . . . . \$3  
020104814 Daemon Prince Tail 1 . . . . . \$2  
020104815 Daemon Prince Tail 2 . . . . . \$2  
020104816 Daemon Prince Right Wing . . . . \$4  
020104817 Daemon Prince Left Wing . . . . . \$4

**Metal Bitz – Lesser Daemons****Bloodletter**

- 991500301 Bloodletter Body 1 . . . . . \$4  
991500302 Bloodletter Axe 1 . . . . . \$2  
991500303 Bloodletter Body 2 . . . . . \$4  
991500304 Bloodletter Axe 2 . . . . . \$2  
991500305 Bloodletter Body 3 . . . . . \$4  
991500306 Bloodletter Axe 3 . . . . . \$2  
991500307 Bloodletter Body 4 . . . . . \$4  
991500308 Bloodletter Axe 4 . . . . . \$2  
991500309 Bloodletter Body 5 . . . . . \$4  
991500310 Bloodletter Axe 5 . . . . . \$2  
991500311 Bloodletter Body 6 . . . . . \$4  
991500312 Bloodletter Axe 6 . . . . . \$2  
991500401 Bloodletter Musician Body . . . . . \$4  
991500402 Bloodletter Musician Axe . . . . . \$2

- 991500403 Bloodletter Standard Body . . . . \$4  
991500404 Bloodletter Standard . . . . . \$2  
991500601 Bloodletter Champion Body . . \$7.50  
991500602 Bloodletter Champion Axe . . . \$2.50

**Flesh Hounds**

- 991500201 Flesh Hound Body 1 . . . . . \$3  
991500202 Flesh Hound Leg Sprue 1 . . . . . \$2  
991500203 Flesh Hound Body 2 . . . . . \$3  
991500204 Flesh Hound Leg Sprue 2 . . . . . \$2  
991500205 Flesh Hound Body 3 . . . . . \$3  
991500206 Flesh Hound Leg Sprue 3 . . . . . \$2  
991500207 Flesh Hound Body 4 . . . . . \$3  
991500208 Flesh Hound Leg Sprue 4 . . . . . \$2  
991500209 Flesh Hound Head 1 . . . . . \$2  
991500210 Flesh Hound Head 2 . . . . . \$2  
991500211 Flesh Hound Head 3 . . . . . \$2  
991500212 Flesh Hound Head 4 . . . . . \$2

**Chaos Fury**

- 991501201 Chaos Fury 1 . . . . . \$3  
991501202 Chaos Fury 2 . . . . . \$3  
991501203 Chaos Fury 3 . . . . . \$3  
991501204 Chaos Fury 4 . . . . . \$3  
991501205 Chaos Fury Wing 1 . . . . . \$1  
991501206 Chaos Fury Wing 2 . . . . . \$1

**Daemonettes of Slaanesh**

- 991501001 Daemonette 1 . . . . . \$4  
991501002 Daemonette 2 . . . . . \$4  
991501003 Daemonette 3 . . . . . \$4  
991501004 Daemonette Arm 1 . . . . . \$1  
991501005 Daemonette Arm 2 . . . . . \$1  
991501006 Daemonette Arm 3 . . . . . \$1  
991501007 Daemonette 4 . . . . . \$4  
991501008 Daemonette 5 . . . . . \$4  
991501009 Daemonette 6 . . . . . \$4  
991501010 Daemonette 7 . . . . . \$4  
991501011 Daemonette Arm 4 . . . . . \$1  
991501012 Daemonette Arm 5 . . . . . \$1  
991501013 Daemonette Arm 6 . . . . . \$1

**Daemonettes on Steeds of Slaanesh**

- 991501801 Mtd Daemonette 1 . . . . . \$8  
991501802 Mtd Daemonette Sprue 1 . . . . . \$2  
991501803 Mtd Daemonette 2 . . . . . \$8  
991501804 Mtd Daemonette Sprue 2 . . . . . \$2  
991501805 Mtd Daemonette 3 . . . . . \$8  
991501806 Mtd Daemonette Sprue 3 . . . . . \$2  
991501807 Mtd Daemonette 4 . . . . . \$8  
991501808 Mtd Daemonette Sprue 4 . . . . . \$2

**Horrors of Tzeentch**

- 991501401 Horror 1 . . . . . \$4  
991501402 Horror 2 . . . . . \$4  
991501403 Horror 3 . . . . . \$4  
991501404 Horror 4 . . . . . \$4  
991501405 Horror Arm Sprue 1 . . . . . \$1  
991501406 Horror Arm Sprue 2 . . . . . \$1  
991501407 Horror Arm Sprue 3 . . . . . \$1  
991501408 Horror 5 . . . . . \$4  
991501409 Horror 6 . . . . . \$4  
991501410 Horror 7 . . . . . \$4  
991501411 Horror 8 . . . . . \$4  
991501412 Horror Arm Sprue 4 . . . . . \$1  
991501413 Horror Arm Sprue 5 . . . . . \$1  
991501414 Horror Arm Sprue 6 . . . . . \$1

**Flamers of Tzeentch**

- 991501601 Flamer Body 1 . . . . . \$4  
991501602 Flamer Body 2 . . . . . \$4  
991501603 Flamer Body 3 . . . . . \$4





## PRICE LIST

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991501608	Flamer Arm Sprue 4	.....	\$1

### Screamers of Tzeentch

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991501504	Screamer Tail 2	.....	\$4
991501505	Screamer Body 3	.....	\$6
991501506	Screamer Tail 3	.....	\$4

### Plaguebearer

991500701	Plaguebearer 1	.....	\$4
991500702	Plaguebearer 2	.....	\$4
991500703	Plaguebearer 3	.....	\$4
991500704	Plaguebearer 4	.....	\$4
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991500708	Plaguebearer 8	.....	\$4

### Nurgling

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991500906	Nurgling 6	.....	\$2
991500907	Nurgling 7	.....	\$2
991500908	Nurgling 8	.....	\$2

### Metal Bitz – Chaos Creatures

#### Bloodletter

991501701	Warhound Body 1	.....	\$4
991501702	Warhound Leg Sprue 1	.....	\$2
991501703	Warhound Body 2	.....	\$4
991501704	Warhound Leg Sprue 2	.....	\$2
991501705	Warhound Body 3	.....	\$4
991501706	Warhound Leg Sprue 3	.....	\$2
991501707	Warhound Body 4	.....	\$4
991501708	Warhound Leg Sprue 4	.....	\$2
991501709	Warhound Head 4	.....	\$3

#### Chaos Spawn

991500101	Spawn Head	.....	\$2
991500102	Spawn Tentacle	.....	\$3
991500103	Spawn Body	.....	\$10
991500104	Spawn Arm	.....	\$4
991500105	Spawn Feet	.....	\$2
991500106	Spawn Claw Sprue 1	.....	\$3
991500107	Spawn Claw Sprue 2	.....	\$3

### Classic/Collector's Range

#### Metal Bitz – Greater Daemon

##### Daemon Prince Azazel

M00035	Daemon Prince Azazel	.....	\$30
020107801	Azazel Head	.....	\$3.75
020107802	Azazel Torso	.....	\$5
020107803	Azazel Left Leg	.....	\$5
020107804	Azazel Right Leg	.....	\$2.50
020107805	Azazel Sword Arm	.....	\$5
020107806	Azazel Claw Arm	.....	\$2.50
020107807	Azazel Tail	.....	\$3.75
020107808	Azazel Left Wing	.....	\$5
020107809	Azazel Right Wing	.....	\$5

#### Metal Bitz – Lesser Daemon

##### Bloodletters of Khorne

020100901	Bloodletter 4	.....	\$6
020100902	Bloodletter 3	.....	\$6
020100903	Bloodletter 2	.....	\$6
020100904	Bloodletter 1	.....	\$6
020100905	Bloodletter 5	.....	\$6
020100906	Bloodletter 6	.....	\$6
020100907	Bloodletter 7	.....	\$6
020106901	Bloodletter Standard	.....	\$5.25
020106902	Bloodletter Standard Top	.....	\$2.75
020106903	Bloodletter w/Bloodhorn	.....	\$6
020107001	Bloodletter Champion Body	.....	\$3.90
020107002	Bloodletter Champion Head	.....	\$2.75
020107003	Bloodletter Champion Sword	.....	\$2.75
020107004	Bloodletter Champion Left Arm	.....	\$2.75

##### Flesh Hounds of Khorne

020100801	Flesh Hound 2 Left Body	.....	\$2
020100802	Flesh Hound 2 Right Body	.....	\$2
020100803	Flesh Hound 2 Head	.....	\$1
020100804	Flesh Hound 2 Tail	.....	\$2
020100805	Flesh Hound 2 Ruff	.....	\$1
020100806	Flesh Hound 3 Left Body	.....	\$2
020100807	Flesh Hound 3 Right Body	.....	\$2
020100808	Flesh Hound 3 Head	.....	\$2
020100809	Flesh Hound 3 Tail	.....	\$2
020100810	Flesh Hound 1 Left Body	.....	\$2
020100811	Flesh Hound 1 Right Body	.....	\$2
020100812	Flesh Hound 1 Head	.....	\$1
020100813	Flesh Hound 1 Tail	.....	\$2
020100814	Flesh Hound 1 Ruff	.....	\$1

##### Daemonettes of Slaanesh

020101001	Daemonette 4	.....	\$5
020101002	Daemonette 3	.....	\$5
020101003	Daemonette 1	.....	\$5
020101004	Daemonette 2	.....	\$5
020101005	Daemonette 5	.....	\$5
020101006	Daemonette 6	.....	\$5
020101007	Daemonette 7	.....	\$5
020101008	Daemonette 8	.....	\$5

##### Mounted Daemonettes of Slaanesh

020101501	Daemonette Rider Body 3	.....	\$3
020101502	Daemonette Rider Body 2	.....	\$3
020101503	Daemonette Rider Body 1	.....	\$3
020101504	Daemonette Rider Body 4	.....	\$3
020101505	Daemonette Rider Legs	.....	\$3
020101506	Steed of Slaanesh Head 1	.....	\$1.50
020101507	Steed of Slaanesh Jaw	.....	\$1
020101508	Steed of Slaanesh Head 2	.....	\$1.50
020101509	Steed of Slaanesh Body	.....	\$3.50
020101510	Steed of Slaanesh Right Leg 2	.....	\$2
020101511	Steed of Slaanesh Left Leg 2	.....	\$2
020101510	Steed of Slaanesh Right Leg 1	.....	\$2
020101511	Steed of Slaanesh Left Leg 1	.....	\$2

##### Fiends of Slaanesh

020101901	Fiend Left Side	.....	\$2
020101902	Fiend Right Side	.....	\$2
020101903	Fiend Head 2	.....	\$2
020101904	Fiend Head 1	.....	\$2
020101905	Fiend Right Claw 1	.....	\$2
020101906	Fiend Right Claw 2	.....	\$2
020101907	Fiend Left Claw 2	.....	\$2
020101908	Fiend Left Claw 1	.....	\$2

##### Horrors of Tzeentch

020104601	Pink Horror 1	.....	\$4.75
020104602	Pink Horror 2	.....	\$4.75
020104603	Pink Horror 3	.....	\$3.75
020104604	Pink Horror 4	.....	\$3.75
020104605	Horror Tail 1	.....	\$1
020104606	Horror Tail 2	.....	\$1
020104607	Horror Tail 3	.....	\$1
020104608	Horror Tail 4	.....	\$1
020104701	Blue Horror 1	.....	\$4.50
020104702	Blue Horror 2	.....	\$3.50
020104703	Blue Horror 3	.....	\$4.50
020104704	Blue Horror 4	.....	\$3.50

##### Flamers of Tzeentch

020101201	Flamer Body 1	.....	\$2.50
020101202	Flamer Body 2	.....	\$2.50
020101203	Flamer Left Arm 1	.....	\$1.50
020101204	Flamer Right Arm 2	.....	\$1.50
020101205	Flamer Left Arm 2	.....	\$1.50
020101206	Flamer Right Arm 1	.....	\$1.50
020101207	Flamer Body 3	.....	\$2.50
020101208	Flamer Body 4	.....	\$2.50
020101209	Flamer Right Arm 3	.....	\$1.50
020101210	Flamer Right Arm 4	.....	\$1.50
020101211	Flamer Left Arm 4	.....	\$1.50
020101212	Flamer Left Arm 3	.....	\$1.50

##### Plaguebearers of Nurgle

020101601	Plaguebearer 4	.....	\$4
020101602	Plaguebearer 3	.....	\$4
020101603	Plaguebearer 1	.....	\$4
020101604	Plaguebearer 2	.....	\$4
020101605	Plaguebearer 5	.....	\$4
020101606	Plaguebearer 6	.....	\$4
020101607	Plaguebearer 7	.....	\$4
020101608	Plaguebearer 8	.....	\$4

##### Nurglings

020102201	Nurgling 1	.....	\$2
020102202	Nurgling 2	.....	\$2
020102203	Nurgling 3	.....	\$2
020102204	Nurgling 4	.....	\$2
020102205	Nurgling 5	.....	\$2
020102206	Nurgling 6	.....	\$2
020102207	Nurgling 7	.....	\$2
020102208	Nurgling 8	.....	\$2
020102209	Nurgling 9	.....	\$2

### Metal Bitz – Chaos Creatures

#### Chaos Warhounds

020108101	Warhound 1 Body Left w/Head	.....	\$2
020108102	Warhound 1 Body Right	.....	\$2
020108103	Warhound 1 Tail	.....	\$2
020108104	Warhound 2 Head	.....	\$1
020108105	Warhound 2 Body Right	.....	\$2
020108106	Warhound 2 Body Left	.....	\$2
020108107	Warhound 4 Tail	.....	\$1
020108108	Warhound 3 Head	.....	\$1
020108109	Warhound 3 Body Right	.....	\$2
020108110	Warhound 3 Body Left	.....	\$2
020108111	Warhound 3 Tail	.....	\$1
020108112	Warhound 4 Head	.....	\$1
020108113	Warhound 4 Body Right	.....	\$2
020108114	Warhound 4 Body Left	.....	\$2
020108115	Warhound 2 Tail	.....	\$1

#### Chaos Harpies

029900801	Harpy Body 1	.....	\$5
029900802	Harpy Body 2	.....	\$5
029900803	Harpy Wings	.....	\$3
029900804	Harpy Body 3	.....	\$5

#### Chaos Spawn

020104901	Chaos Spawn Body 1	.....	\$2
020104902	Chaos Spawn Body 2	.....	\$2
020104903	Chaos Spawn Neck Joint	.....	\$0.50
020104904	Chaos Spawn Tail Joint	.....	\$0.50
020104905	Chaos Spawn Head 1	.....	\$1
020104906	Chaos Spawn Head 2	.....	\$1
020104907	Chaos Spawn Head 3	.....	\$1
020104908	Chaos Spawn Head 4	.....	\$1
020104909	Chaos Spawn Head 5	.....	\$1
020104910	Chaos Spawn Head 6	.....	\$1
020104911	Chaos Spawn Head 7	.....	\$1
020104912	Chaos Spawn Tail 1	.....	\$1
020104913	Chaos Spawn Tail 2	.....	\$1
020104914	Chaos Spawn Tail 3	.....	\$1

020104915	Chaos Spawn Tail 4	.....\$1
020104916	Chaos Spawn Tail 5	.....\$1
020104917	Chaos Spawn Right Leg 1	.....\$0.50
020104918	Chaos Spawn Right Leg 2	.....\$0.50
020104919	Chaos Spawn Right Leg 3	.....\$0.50
020104920	Chaos Spawn Right Leg 4	.....\$0.50
020104921	Chaos Spawn Left Leg 1	.....\$0.50
020104922	Chaos Spawn Left Leg 2	.....\$0.50
020104923	Chaos Spawn Left Leg 3	.....\$0.50
020104924	Chaos Spawn Head 8	.....\$1.00

**Metal Bitz – Chaos Classic Range**

**Bloodthirster of Khorne**

<b>MO0174</b>	<b>Bloodthirster of Khorne</b>	.....\$45
73214-19	Bloodthirster Head 1	.....\$3
73214-54	Bloodthirster Head 2	.....\$3
73214-55	Bloodthirster Head 3	.....\$3
73214-56	Bloodthirster Head 4	.....\$3
73214-12	Bloodthirster Head 5	.....\$3
73214-18	Bloodthirster Axe 1	.....\$3
73214-14	Bloodthirster Axe 2	.....\$2.50
73214-9	Bloodthirster Whip	.....\$3
73214-17	Bloodthirster Body 1	.....\$10
73214-10	Bloodthirster Body 2	.....\$10
73214-8	Bloodthirster Wings	.....\$8

**Keeper of Secrets**

<b>MO0172</b>	<b>Keeper of Secrets</b>	.....\$45
73214-53	Keeper of Secrets Head 1	.....\$3
73214-51	Keeper of Secrets Head 2	.....\$3
73214-52	Keeper of Secrets Head 4	.....\$3
73214-26	Keeper of Secrets Head 5	.....\$3
73214-20	Keeper of Secrets Body 1	.....\$11
73214-28	Keeper of Secrets Body 2	.....\$11
73214-21	Keeper of Secrets Legs 1	.....\$5
73214-25	Keeper of Secrets Legs 2	.....\$5
73214-27	Keeper of Secrets Right Arm 1	.....\$3
73214-23	Keeper of Secrets Right Arm 2	.....\$3
73214-24	Keeper of Secrets Left Arm 1	.....\$3

**Lord of Change**

<b>MO0175</b>	<b>Lord of Change</b>	.....\$45
73214-1A	Lord of Change Head 1	.....\$3
73214-1B	Lord of Change Head 2	.....\$3

73214-1C	Lord of Change Head 3	.....\$3
73214-1D	Lord of Change Head 4	.....\$3
73214-1E	Lord of Change Head 5	.....\$3
73214-2A	Lord of Change Tail 1	.....\$2
73214-2B	Lord of Change Tail 2	.....\$2
73214-3	Lord of Change Wings	.....\$8
73214-4	Lord of Change Body 1	.....\$8
73214-6	Lord of Change Body 2	.....\$4
73214-7	Lord of Change Legs 2	.....\$4
73214-5	Lord of Change Body 3	.....\$8

**Great Unclean One**

<b>MO0173</b>	<b>Great Unclean One</b>	.....\$45
73214-44A	Great Unclean One Horns 2	.....\$2
73214-44B	Great Unclean One Horns 3	.....\$1
73214-38	Great Unclean One Horns 5	.....\$1
73214-31	Great Unclean One Legs	.....\$4
73214-32	Great Unclean One Back	.....\$4
73214-40	Great Unclean One Shoulder 1	.....\$4
73214-34	Great Unclean One Shoulder 2	.....\$4
73214-35	Great Unclean One Right Arm 2	.....\$3
73214-39	Great Unclean One Belly 1	.....\$4
73214-33	Great Unclean One Belly 2	.....\$4
73214-42	Great Unclean One Left Arm 1	.....\$2
73214-43A	Great Unclean Head 3	.....\$2
73214-43B	Great Unclean Head 5	.....\$2

**Daemonettes of Slaanesh**

73226-53	Daemonette Fleshthrob	.....\$4
73226-54	Daemonette Gristlewhip	.....\$4

**Horrors of Tzeentch**

73226-32A	Pink Horror Legs 1	.....\$2
73226-32B	Pink Horror Legs 2	.....\$2
73226-32C	Pink Horror Legs 3	.....\$2
73226-33A	Pink Horror Squealer	.....\$3
73226-33B	Pink Horror Screamer	.....\$3
73226-33C	Pink Horror Shrieker	.....\$3
73226-34A	Pink Horror Wheeler	.....\$3
73226-34B	Pink Horror Twister	.....\$3
73226-34C	Pink Horror Howler	.....\$3
73226-35A	Pink Horror Wailer	.....\$3
73226-35B	Pink Horror Squawker	.....\$3
73226-36A	Pink Horror Piercer	.....\$3
73226-36B	Pink Horror Spinner	.....\$3
73226-36C	Pink Horror Screecher	.....\$3
73226-37	Blue Horror Doomcackle	.....\$3.50

73226-38	Blue Horror Wallspasm	.....\$3.50
73226-39	Blue Horror Howlfrother	.....\$3.50
73226-40	Blue Horror Madgobbler	.....\$3.50
73226-41	Blue Horror Windsqueezer	.....\$3.50
73226-42	Blue Horror Gruntwobble	.....\$3.50
73226-43	Blue Horror Toadnibble	.....\$3.50
73226-44	Blue Horror Vexburbler	.....\$3.50
73226-45	Blue Horror Fluxreaper	.....\$3.50
73226-46	Blue Horror Blastdrooler	.....\$3.50
73226-47	Blue Horror Clapbubble	.....\$3.50
73226-48	Blue Horror Warpgrunter	.....\$3.50
73226-49	Blue Horror Nibblethrust	.....\$3.50
73226-50	Blue Horror Brutegobble	.....\$3.50

**Plaguebearers of Nurgle**

73226-1	Plaguebearer Vomitgrot	.....\$5
73226-2	Plaguebearer Plaguescum	.....\$5
73226-3	Plaguebearer Poxspreader	.....\$5
73226-4	Plaguebearer Doomblight	.....\$5
73226-5	Plaguebearer Maggotgut	.....\$5
73226-6	Plaguebearer Putridstench	.....\$5
73226-7	Plaguebearer Leperflesh	.....\$5
73226-8	Plaguebearer Wormrot	.....\$5
73226-55	Plaguebearer Woundlicker	.....\$3
73226-56	Plaguebearer Sporestench	.....\$5
73226-57	Plaguebearer Snotsprayer	.....\$5

**Beast of Nurgle**

073240-1	Beast of Nurgle Body Right	.....\$5
073240-2	Beast of Nurgle Body Left	.....\$5
073240-3	Beast of Nurgle Left Foot	.....\$1
073240-4	Beast of Nurgle Right Foot	.....\$1
073240-5	Beast of Nurgle Middle Tentacles	.....\$3
073240-6	Beast of Nurgle Front Tentacles	.....\$3
073240-7	Beast of Nurgle Back Tentacles	.....\$3

**Palanquin of Nurgle**

<b>MO0435</b>	<b>Palanquin of Nurgle</b>	.....\$20
073194-1	Palanquin Nurgling Bearers	.....\$4
073194-2	Palanquin Platform	.....\$5
073194-3	Palanquin Throne Back	.....\$3
073194-4	Palanquin Throne Seat	.....\$2
073194-5	Palanquin Banner 2	.....\$1.25
073194-6	Palanquin Banner 1	.....\$1.25
073194-7	Palanquin Champion	.....\$5
073194-8	Palanquin Renegade 1	.....\$5
073194-10	Palanquin Renegade 2	.....\$5



*Left to Right: A selection of Khorne Daemons from Sean Forbes's Chaos army*



## CLASSIC RANGE



**Azazel – Prince of Damnation**  
MO 0035



**Azazel's Head**  
020107801



**Azazel's Left Leg**  
020107803



**Azazel's Right Leg**  
020107804



**Azazel's Sword Arm**  
020107805



**Azazel's Left Wing**  
020107808



**Azazel's Right Wing**  
020107809



**Azazel's Torso**  
020107802



**Azazel's Claw Arm**  
020107806



**Azazel's Tail**  
020107807

*On the horizon stood a terrifying shape, a symbol of death and of a world beyond the grave. It was the tomb of a great lord of ancient times at whose name the world once trembled.*

### MAKING A SUMMONING CIRCLE

Unlike mortal armies, the Daemonic hordes have to be summoned, called from ether to do their Lord's bidding.

All over the Warhammer world, summoning circles lay hidden. From the Chaos Wastes, to the deep woods of the Old World, to the dark jungles of Lustria, and even to the cities of man, these circles can be found.

In the dark universe of Warhammer 40,000, vile Cults of Chaos create these devices, hidden away from the prying eyes of the Inquisition. The circles are used to curry favor and to call the cult's patron Daemons to battle.

Whichever game system you use, the summoning circle is an effective and simple piece of terrain to build. You can use it for a special Daemonhunter scenario or centerpiece to a themed gaming table. It can add extra depth to your games.



**Step 1.** Cut a circular base out of hardboard and then sand the edges. Next, cut another circle out of foamcore and attach it to your hardboard base with white glue. Trim down the edges of the foamcore with your hobby knife. Use filler or spackle to smooth any gaps on the edges.

**Step 2.** Using a sharp pencil, carefully draw out the design of your summoning circle. Then, using a hobby knife, cut a V-shaped groove along these lines. Apply white glue to the base's edges and sprinkle with sand. Make sure to cover all exposed foam with sand.

**Step 3.** Undercoat your summoning circle with Chaos Black spray. Drybrush the inside of the circle with Dark Flesh, then Blood Red, and



finally Fiery Orange. Drybrush the sand on the outside edge with Dark Flesh, followed by Bubonic Brown, and finally Bleached Bone. Use white glue to affix light brown static grass to areas of the outside edge, and your summoning circle is ready for gaming.



**CLASSIC RANGE**



**Classic Bloodletters of Khorne**



**Bloodletter  
Champion Head**  
020107002



**Bloodletter  
Champion Body**  
020107001

**Bloodletter  
Champion  
Left Arm**  
020107004

**Bloodletter  
Champion  
Sword Arm**  
020107003



**Bloodletter Standard  
Bearer Body**  
020106901



**Bloodletter  
Standard**  
020106902



**Bloodletter  
w/ Bloodhorn**  
020106903



**Bloodletter 1**  
020100904



**Bloodletter 2**  
020100903



**Bloodletter 3**  
020100902

*Ahead, I saw a wall, lined with pinnacles and columns, arches of blood and carved bone, brazen steps, hideous shrieking mouths, and Daemons bound with the blackest iron. Its base was piled with boulders and skulls. The wall lay unbroken in its awful perfection from horizon to horizon.*



**Bloodletter 4**  
020100901



**Bloodletter 5**  
020100905



**Bloodletter 6**  
020100906



**Bloodletter 7**  
020100907

All miniature are supplied unpainted. Models, text and space on all items are not to scale unless otherwise stated. Content may vary slightly from those shown.



## CLASSIC RANGE



Flesh Hound  
Left Body 2  
020100801



Flesh Hound  
Right Body 2  
020100802



Classic Flesh Hounds of Khorne



Flesh Hound  
Head 2  
020100803



Flesh Hound  
Left Body 3  
020100806



Flesh Hound  
Right Body 3  
020100807



Flesh Hound  
Head 3  
020100808



Flesh Hound  
Tail 3  
020100809



Flesh Hound  
Tail 2  
020100804



Flesh Hound  
Ruff 2  
020100805



Flesh Hound  
Left Body 1  
020100810



Flesh Hound  
Right Body 1  
020100811



Flesh Hound  
Head 1  
020100812



Flesh Hound  
Tail 1  
020100813



Flesh Hound  
Ruff 1  
020100814

*A thousand packs of Flesh Hounds chase their prey across the Chaos Wastes and throughout the Realm of Chaos. Their blood-red eyes glow with an inner fire, and their blood burns with the fire of Khorne.*

### PAINTING DAEMONS OF KHORNE

With skin the color of dried blood, the Daemons of Khorne are death personified and are fairly easy to paint too. Here are few hints and tips.

Undercoat your Bloodletter with Chaos Black paint and then basecoat it with Red Gore. Wash the skin with Black Ink, and then highlight with Red Gore followed by Blood Red.

Paint a final highlight of Vomit Brown onto the skin, before glazing it with watered-down Red Ink. The glaze will enrich the color of the skin and give the Bloodletter a slightly wet appearance, which suggests that he is drenched in the blood of his enemies.

dried blood, the



Basecoat the fur on the Bloodletter's back and legs with Chaos Black. Drybrush these areas with a mix of two parts Vomit Brown and one part Chaos Black. Give these areas a second drybrush with four parts Vomit Brown to one part Chaos Black.

Chaos Black.



Basecoat the horns, hooves, spikes, and skulls with Scorched Brown. Use Vomit Brown to pick out the raised edges. To finish off these areas, glaze them with a thin wash of

Brown Ink. Make sure to pick out areas like the teeth and skulls with Skull White to make them stand out even more.



Next, basecoat all the metallic areas with Tin Bitz and then highlight them with Boltgun Metal. Give your axe head a sharper look by highlighting its edge with Mithril Silver.



Highlight the loin cloth by painting Vomit Brown onto the edges. Glaze the loin cloth

with Red Ink glaze to give it a blood-soaked appearance.

Cover your base with sand, and wash it with Black Ink. Drybrush the base with Codex Grey followed by Bleached Bone. Add static grass.



CLASSIC RANGE



Classic Daemonettes of Slaanesh



Daemonette 1  
020101003



Daemonette 2  
020101004



Daemonette 3  
020101002



Daemonette 4  
020101001



Daemonette 5  
020101005



Daemonette 6  
020101006



Daemonette 7  
020101007



Daemonette 8  
020101008



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## CLASSIC RANGE



Classic Daemonettes on Steeds of Slaanesh



Steed Head 1  
020101506

Steed Body  
020101509



Steed Jaw  
020101507



Steed Head 2  
020101508



Steed Right Leg 1  
020101512



Steed Right Leg 2  
020101510



Steed Left Leg 1  
020101513



Steed Left Leg 2  
020101511



Daemonette Body 1  
020101503



Daemonette Body 2  
020101502



Daemonette Body 3  
020101501



Daemonette Body 4  
020101504



Daemonette Rider Legs  
020101505



Classic Fiends of Slaanesh



Fiend Left Side  
020101901



Fiend Right Side  
020101902



Fiend Head 1  
020101904



Fiend Head 2  
020101903



Fiend Right Claw 1  
020101905



Fiend Right Claw 2  
020101906



Fiend Left Claw 1  
020101908



Fiend Left Claw 2  
020101907

78 SEE WHITE DWARF FOR THE LATEST RELEASES

CHECK OUT THE SPECIAL SUBSCRIPTION OFFER IN THIS CATALOG

**CLASSIC RANGE**

*Full of boundless energy, Horrors spin like tops as they hop and whirl across the battlefield. Madly cackling and braying, these Daemons of Tzeentch create a dazzling display of vivid color.*



**Classic Horrors of Tzeentch**



**Pink Horror 1**  
020104601



**Pink Horror 3**  
020104603



**Pink Horror 2**  
020104602



**Blue Horror 1**  
020104701



**Blue Horror 2**  
020104702



**Blue Horror 3**  
020104703



**Blue Horror 4**  
020104704



**Pink Horror 4**  
020104604



**Horror Tail 1**  
020104605



**Horror Tail 2**  
020104606



**Horror Tail 3**  
020104607



**Horror Tail 4**  
020104608



**Flamer 1**  
020101201



**Classic Flamers of Tzeentch**



**Flamer 2**  
020101202



**Flamer 3**  
020101207



**Flamer 4**  
020101208



**Right Arm 1**  
020101206



**Left Arm 2**  
020101205



**Right Arm 2**  
020101204



**Left Arm 1**  
020101203



**Left Arm 3**  
020101212



**Right Arm 3**  
020101209



**Left Arm 4**  
020101211



**Right Arm 2**  
020101210





## CLASSIC RANGE



**Plaguebearer 1**  
020101603



**Plaguebearer 2**  
020101604



**Classic Plaguebearers of Nurgle**



**Plaguebearer 3**  
020101602

**Plaguebearer 4**  
020101601



**Plaguebearer 5**  
020101605



**Plaguebearer 6**  
020101606



**Plaguebearer 7**  
020101607



**Plaguebearer 8**  
020101608



**Classic Nurglings**



**Nurgling 1**  
020102201



**Nurgling 2**  
020102202



**Nurgling 3**  
020102203



**Nurgling 4**  
020102204



**Nurgling 5**  
020102205

*Come to your father,  
my handsome  
pus spores,  
my playful  
scab-eaters*



**Nurgling 5**  
020102209



**Nurgling 6**  
020102206



**Nurgling 7**  
020102207



**Nurgling 8**  
020102208



**CLASSIC RANGE**



**Classic Chaos Warhounds**



**Chaos Hound  
Left Body 1**  
020108101



**Chaos Hound  
Tail 1**  
020108103



**Chaos Hound Head 2**  
020108104



**Chaos Hound  
Right Body 2**  
020108105



**Chaos Hound  
Left Body 2**  
020108106



**Chaos Hound  
Right Body 1**  
020108102



**Chaos Hound Tail 2**  
020108115



**Chaos Hound Head 4**  
020108112



**Chaos Hound Head 3**  
020108108



**Chaos Hound  
Right Body 3**  
020108109



**Chaos Hound  
Left Body 4**  
020108110



**Chaos Hound  
Right Body 4**  
020108113



**Chaos Hound  
Left Body 4**  
020108114



**Chaos  
Hound Tail 4**  
020108107



**Chaos Hound Tail 3**  
020108111



**Classic Chaos Harpies**



**Harpy Body 1**  
029900801



**Harpy Body 2**  
029900802



**Harpy Body 3**  
029900804



**Harpy Wings**  
029900803

*Harpies are truly chaotic creatures, psychopathic and dangerous, without any order among themselves save the rule of the strongest. The men of the Old World believe flights of Harpies are an ill omen – and with good reason, for Harpies are far too often followed by the Hordes of Chaos.*



*Note: These models make excellent Chaos Furies.*



## CLASSIC RANGE



Chaos Spawn Body 1  
020104901



Chaos Spawn Body 2  
020104902



Chaos Spawn Neck Joint  
020104903



Chaos Spawn Tail Joint  
020104904



Classic Chaos Spawn



Chaos Spawn Head 1  
020104905



Chaos Spawn Head 2  
020104906



Chaos Spawn Head 3  
020104907



Chaos Spawn Head 4  
020104908



Chaos Spawn Head 5  
020104909



Chaos Spawn Head 6  
020104910



Chaos Spawn Head 7  
020104911

*The fate of a Spawn is to die on the field of battle, by axe or sword, in the wilds, or by the Chaos energy coursing through its horribly twisted body.*



Chaos Spawn Head 8  
020104924



Chaos Spawn Tail 1  
020104912



Chaos Spawn Tail 2  
020104913



Chaos Spawn Tail 3  
020104914



Chaos Spawn Tail 4  
020104915



Chaos Spawn Tail 5  
020104916



Chaos Spawn Right Leg 1  
020104917



Chaos Spawn Right Leg 2  
020104918



Chaos Spawn Right Leg 3  
020104919



Chaos Spawn Right Leg 4  
020104920



Chaos Spawn Left Leg 1  
020104921



Chaos Spawn Left Leg 2  
020104922



Chaos Spawn Left Leg 3  
020104923

## SHOWCASE



Beast of Nurgle



Fiend of Slaanesh

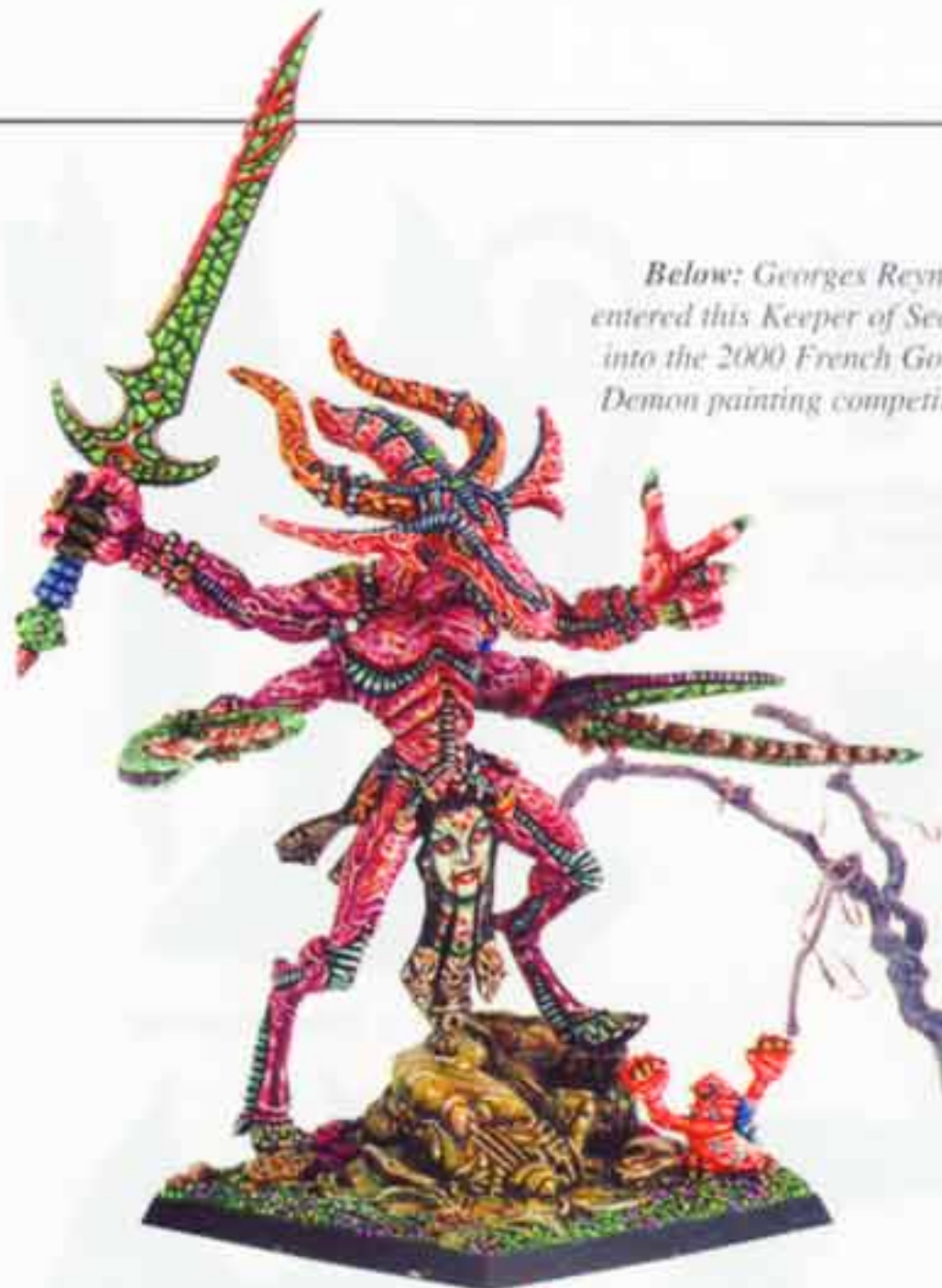


Blood Wurm of Khorne

*Some Spawn of Chaos are even more remarkable and possess particular traits of the gods.*

SHOWCASE

*Below: Georges Reynolds entered this Keeper of Secrets into the 2000 French Golden Demon painting competition.*



*Left: A Spawn of Chaos from Christian Byrnes's Black Legion Chaos Space Marine army.*

*Above: This stunning converted Bloodthirster of Khorne by Victor Hardy was entered into the 2000 US Golden Demon.*

*Right: Dave Pauwells won Gold in the Fantasy Regiment Category with his Daemonettes of Sloanesh at the 2003 Chicago Golden Demon.*





## COLLECTOR'S RANGE



**Bloodthirster  
Axe 1**  
73214/18



**Bloodthirster  
Axe 2**  
73214/14



**Bloodthirster  
Head 1**  
73214/19



**Bloodthirster  
Head 2**  
73214/54



**Bloodthirster  
Head 3**  
73214/55



**Bloodthirster  
Head 4**  
73214/56



MO  
0174

**Collector's Bloodthirster**



**Bloodthirster Whip**  
73214/9



**Bloodthirster  
Head 5**  
73214/12



**Bloodthirster  
Body 1**  
73214/17



**Bloodthirster  
Body 2**  
73214/10



**Bloodthirster  
Wings**  
73214/8



MO  
0172

**Collector's Keeper of Secrets**



**Keeper of Secrets  
Right Arm 1**  
73214/27



**Keeper of Secrets  
Right Arm 2**  
73214/23



**Keeper of Secrets Body 1**  
73214/20



**Keeper of  
Secrets Head 1**  
73214/53



**Keeper of  
Secrets Head 2**  
73214/51



**Keeper of  
Secrets Legs 1**  
73214/21



**Keeper of  
Secrets  
Left Arm 1**  
73214/24



**Keeper of Secrets Legs 2**  
73214/25



**Keeper of  
Secrets Body 2**  
73214/28



**Keeper of  
Secrets Head 4**  
73214/52



**Keeper of  
Secrets Head 5**  
73214/26

COLLECTOR'S RANGE



Lord of Change Tail 1  
73214/2A



Lord of Change Head 1  
73214/1A



Lord of Change Head 2  
73214/1B



Lord of Change Head 3  
73214/1C



Lord of Change Head 5  
73214/1E



Lord of Change Tail 2  
73214/2B



Lord of Change Head 4  
73214/1D



Lord of Change Body 1  
73214/4



Lord of Change Wings  
73214/3



Lord of Change Body 3  
73214/5



Collector's Lord of Change  
MO 0175



Lord of Change Body 2  
73214/6



Lord of Change Legs 2  
73214/7



Great Unclean One Horns 2  
73214/44A



Great Unclean One Horns 4  
73214/44B



Great Unclean One Left Arm 1  
73214/42



Great Unclean One Right Arm 2  
73214/35



Great Unclean One Horns 5  
73214/38



Collector's Great Unclean One  
MO 173



Great Unclean One Back  
73214/32



Great Unclean One Legs with Nurglings  
73214/31



Great Unclean One Head 3  
73214/43A



Great Unclean One Head 5  
73214/43B



Great Unclean One Belly 1  
73214/39



Great Unclean One Belly 3  
73214/33



Great Unclean One Shoulder 1  
73214/40



Great Unclean One Shoulder 2  
73214/34



## COLLECTOR'S RANGE



**Daemonette Gristlewhip**  
73226/54



**Daemonette Fleshthrob**  
73226/53



**Pink Horror Squealer**  
73226/33A



**Pink Horror Screamer**  
73226/33B



**Pink Horror Shrieker**  
73226/33C



**Pink Horror Wheeler**  
73226/34A



**Pink Horror Twister**  
73226/34B



**Pink Horror Howler**  
73226/34C



**Pink Horror Wailer**  
73226/35A



**Pink Horror Legs 1**  
73226/32A



**Pink Horror Squawker**  
73226/35B



**Pink Horror Piercer**  
73226/36A



**Pink Horror Spinner**  
73226/36B



**Pink Horror Screecher**  
73226/36C



**Pink Horror Legs 2**  
73226/32B



**Pink Horror Legs 3**  
73226/32C



**Blue Horror Blastdrooler**  
73226/46



**Blue Horror Wailspasm**  
73226/38



**Blue Horror Howlfrother**  
73226/39



**Blue Horror Madgobbler**  
73226/40



**Blue Horror Windsqueezer**  
73226/41

COLLECTOR'S RANGE



**Blue Horror  
Gruntwobble**  
73226/42



**Blue Horror  
Toadibble**  
73226/43



**Blue Horror  
Vexburbler**  
73226/44



**Blue Horror  
Fluxreaper**  
73226/45



**Blue Horror  
Brutegobble**  
73226/50



**Blue Horror  
Doomscratcher**  
73226/51



**Blue Horror  
Clapbubble**  
73226/47



**Blue Horror  
Warpgrunter**  
73226/48



**Blue Horror  
Nibblethrust**  
73226/49



**Blue Horror  
Doomcackle**  
73226/37



**Plaguebearer  
Plaguescum**  
73226/2



**Plaguebearer  
Vomitgrot**  
73226/1



**Plaguebearer  
Doomblight**  
73226/4



**Plaguebearer  
Maggotgut**  
73226/5



**Plaguebearer  
Putridsore**  
73226/6



**Plaguebearer  
Leperflesh**  
73226/7



**Plaguebearer  
Poxspreader**  
73226/3



**Plaguebearer  
Wormrot**  
73226/8



**Plaguebearer  
Woundlicker**  
73226/55



**Plaguebearer  
Sporestench**  
73226/56



**Plaguebearer  
Snotsprayer**  
73226/57





## COLLECTOR'S RANGE



**Beast of Nurgle  
Middle Tentacles**  
73240/5



**Beast of Nurgle  
Back Tentacles**  
73240/7



**Beast of Nurgle  
Right Side**  
73240/1



**Collector's Beast of Nurgle**



**Beast of Nurgle  
Left Foot**  
73240/3



**Beast of Nurgle  
Right Foot**  
73240/4



**Beast of Nurgle  
Left Side**  
73240/2



**Beast of Nurgle  
Front Tentacles**  
73240/6



MO  
0435

**Collector's Palanquin of Nurgle**



**Palanquin  
Champion**  
73194/7



**Palanquin  
Renegade 1**  
73194/8



**Palanquin  
Renegade 2**  
73194/10



**Palanquin  
Banner 1**  
73194/6



**Palanquin  
Banner 2**  
73194/5

*Bloated by disease and held aloft by a bed of squabbling infectious nurglings, the Palanquin is only gifted to the favored Champions of Father Nurgle.*



**Palanquin  
Throne Back**  
73194/3



**Palanquin  
Platform**  
73194/2



**Palanquin  
Nurgling Bearers**  
73194/1



**Palanquin  
Throne Seat**  
73194/4



# COLORS OF WAR



The colors of Khorne are red and black. When painting these Daemons you can't go far wrong with Blood Red and Chaos Black, complemented with Brazen Brass and Bleached Bone.

**Quick tip:** Liberal use of Red Ink gives your Khornate models a wet, blood-sleek look.



A great way of giving your Nurgle Daemons that wet and slimy look is to use Chestnut Ink and Green Ink washes to create patches of different colors. Once your inks are dry, use Gloss Varnish to paint over these areas and give the Daemons of Nurgle a really disgusting, slime-covered finish.



## COLORS OF WAR

The servants of Slaanesh below are painted in pale colors that provide a contrast to the Chaos Black of their garments.



The claws of the Daemonettes were highlighted from a Chaos Black base color up to Warlock Purple and Skull White. They were then given a Gloss Varnish to make them appear hard and shiny.



The Daemons of Tzeentch look outstanding when painted in a swirling, shifting pattern. You can achieve this effect by applying several washes of different colored inks. Good color choices for Tzeentch Daemons are Liche Purple, Red Gore, and Skull White.



# COLORS OF WAR

Some creatures and Daemons of Chaos give you the opportunity to paint with a more natural palette of colors. Creatures of Chaos like Spawn look good in muted colors like greys and greens.





## SHOWCASE



*Right: An example of the Greater Daemon of Tzeentch 83-07 using the alternate head, neck, and staff.*



*Right: An example of the Greater Daemon of Khorne 83-09 using the alternate head and body.*



*Left: Jérôme Manouvrier won first place at the 2001 French Golden Demon painting competition.*



*Below: Mark Mosler won third place at the 2003 Baltimore Golden Demon painting competition.*

SHOWCASE

*Left: An example of the Greater Daemon of Slaanesh 83-10 using the alternate head and loin cloth.*



*Left: An example of the Greater Daemon of Nurgle 83-08 using the alternate head.*



*Left: Daemon Prince of Slaanesh, converted and painted by Mark Leake.*



*Below: Laszlo Jakusovszky won third place at the 2003 Chicago Games Day Golden Demon painting competition with his Daemon Prince of the World Eaters.*



*Above: Christian Blair won third place at the 1998 UK Golden Demon painting competition.*



# DAEMONHUNTERS

*You must face the truth squarely and without flinching from duty. Our enemies are mortal no longer. Mercy for such as they is a chimera; self-deception is their only ally. Dedicate this weapon, given unto your hand at the behest of the Emperor, to their destruction. Regard its function as your only duty. You live only to bring cleansing fire. Take up your rod and staff, your armor and psycannon, and go forth.*

– Galbus Heer  
Lectures to the Ordo Malleus

*Left: Jakob Nielson won first place for the Warhammer 40,000 Single Miniature in the UK's 2002 Golden Demon competition.*



*Right: Garrick Eisenbers won 2nd place for the Warhammer 40,000 Single Miniature in the Los Angeles 2003 Golden Demon competition.*



The Ordo Malleus is a division of the Inquisition, those exceptional individuals that have waged a covert war for Humanity's continued survival over the last 10,000 years. Every Inquisitor has sworn potent oaths to defend the Imperium from its worst enemies, and those of the Ordo Malleus are concerned with destroying the physical manifestation of Chaos itself: the Daemon. Members of the Ordo have pledged their every waking hour to the discovery and scourging of the daemonic wherever it is to be found. An Inquisitor has at his disposal every member of the Imperium and will not hesitate to commandeer local troops at a moment's notice. Such is the influence of the Inquisitor that he can even call upon the Space Marines of the Adeptus Astartes and lead a force of the Imperium's finest warriors against Humanity's foul nemeses, wherever they appear.

But there are times when the scale of a daemonic infestation is such that even the

most formidable and righteous Inquisitors need to call upon aid to triumph. The slightest lapse in Humanity's vigilance has the potential to allow ravaging Daemons to pour into the material dimension in a gibbering tide, hungry for the souls of the innocent. Only one force in the breadth of the galaxy has any chance of stemming such a daemonic infestation: the Grey Knights.

Surpassing even their brother Space Marines in skill and ability, the Grey Knights have such a level of expertise that they can exterminate a daemonic infestation that outnumbers them many times over. Armed with psychically charged force weapons, storm bolters, and an unshakable faith in the Emperor, the Grey Knights are more daunting foes than many Daemons will ever face. It is certain that without the constant protection of the warriors of the Ordo Malleus, the Imperium would have fallen many centuries ago.





## Collecting a Daemonhunter Army

At the core of the Daemonhunter army is a collection of elite and incredibly skilled individuals who excel in every battlefield role. Even the lowest ranks of the Grey Knights are the equal of the strongest units of other armies. Grey Knights are well equipped, which means that both their ranged and close combat capabilities far outstrip those of their brother Space Marines. Every Grey Knight's armor incorporates a gauntlet-mounted storm bolter and a copy of the *Liber Daemonica* to protect the bearer. The Grey Knights are also armed with the large and immensely powerful Nemesis force weapons.

A Daemonhunters army can also call upon allies and inducted troops. From lethal, acrobatic Death Cultists, to mighty Dreadnoughts, to the strange and unpredictable Daemonhosts, the army list presents an entire spectrum of the Imperial war machine. If you're looking for an elite force that is so diverse that you will never exhaust the possibilities, then this is the army for you. Another strength of the Daemonhunter army list is the ease with which it can be integrated into existing armies. If you already have an Imperial army such as the Space Marines or Imperial Guard, it can easily be incorporated into the Daemonhunters list. For instance, a Space Marine player may choose a Grey Knight Grand Master and his Terminator bodyguard to lead his force into battle. Similarly, an Imperial Guard player may choose to add a couple of his platoons of infantry into his Daemonhunter force. Conversely, the Codex also includes rules that allow the opponents of the Daemonhunters to take packs of Daemons in their force and even one of the fearsome and infamous Greater Daemons of Chaos. After all, Dark Eldar Archons and Imperial Guard Colonels sometimes turn to the worship of Chaos. These traitors are sometimes rewarded with daemonic servants – precisely the reason the Daemonhunters are fighting them in the first place!

*Above: Ty Finocchiaro from the US Studio Team created this crazed Ordo Malleus Inquisitor and retinue from things he found in his bitz box. The short-robed figures are inspired by many pieces of John Blanche artwork.*

*Below: Dave Taylor from the US Promotions team used some icons and parchments from other ranges and combined them with the characteristic Grey Knight silver, red, and black color scheme to create this characterful centerpiece.*



The miniatures in the Daemonhunters range are wonderfully detailed and well crafted, and a fully painted army looks spectacular on the tabletop. On the one hand, you have ranks of heavily armed Grey Knights, resplendent in their ornate armor, while on the other, you have the highly individual and characterful Inquisitors and Inquisitor Lords accompanied by their small retinues of henchmen. Although Grey Knights excel at virtually every battlefield role and are therefore very easy to use effectively, it will take many gaming sessions to get the most out of the more unusual elements of the Daemonhunters army list. Have fun, and may the Emperor guide your hand...



*Above: This spectacular Brother Captain Stern was painted by Liliana Troy and entered in the Baltimore 2003 Golden Demon competition.*

## GETTING STARTED



This 64-page rulebook contains painting and modeling guides, background, and the full rules for fielding a force of the Ordo Malleus Daemonhunters.

Codex: Daemonhunters  
57-01-60





# HQ

*Note: Inquisitor models may also be used to represent Ordo Malleus Inquisitors, which may be taken as Elites.*



**Inquisitor  
Daemonhunter  
Blister (Random 1)**  
57-35



**Daemonhunter 1  
Body**  
010701201



**Daemonhunter 1  
Book**  
010701202



**Daemonhunter 2  
Inferno Pistol**  
010701204



**Daemonhunter 2  
Body**  
010701203



**Daemonhunter 3  
Body**  
010701205



**Daemonhunter 3  
Sword**  
010701206



**Inquisitor Lord  
& Retinue  
Box (7)**  
57-06



**Torquemada  
Coteaz Body**  
010700102



**Glovodan Eagle**  
010700103



**Anointed  
Daemonhammer**  
010700101



**Grey Knight  
Brother Captain  
Stern Blister (1)**  
57-38



**Grey Knight  
Captain Body**  
010701402



**Grey Knight  
Captain Stern  
Weapon Sprue**  
010701401



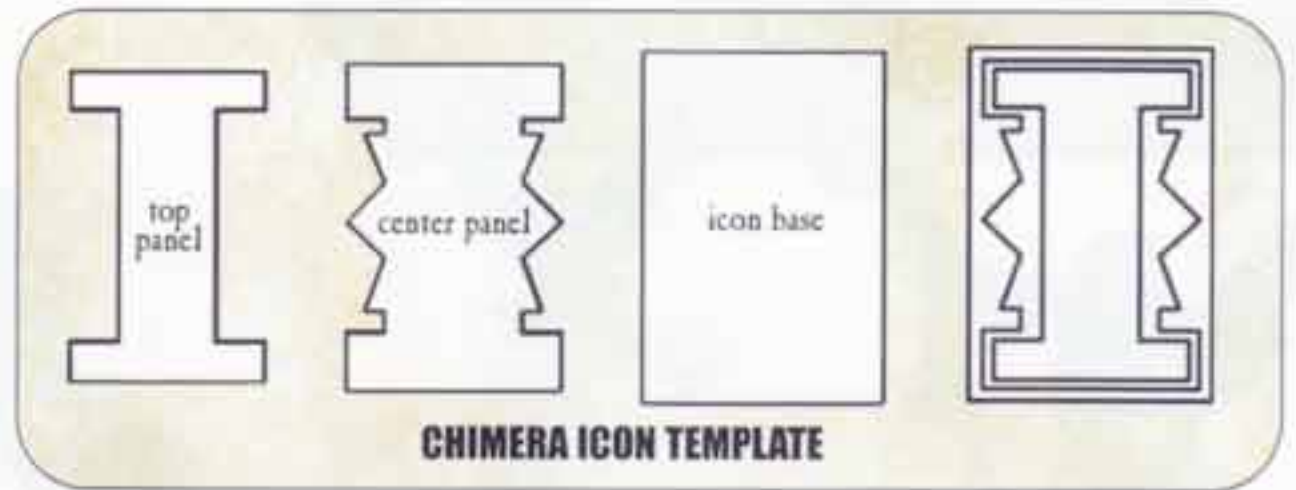
**Grey Knight  
Captain Stern  
Storm Bolter**  
010701403

**AN INQUISITORIAL CHIMERA**

For some great mobility and added protection for your Inquisitorial retinue, you can add a Chimera, which also packs some hard-hitting ranged firepower. To make sure you maximize your squad's shooting potential or deliver them into the midst of combat, you can construct an outstanding Daemonhunter-themed vehicle to speed your troops to the right position early in the battle.

A selection of bitz from the Inquisitor game range were chosen to adorn this holy transport. (Take a look at the accessory sprues from each character for the best bitz.) The purity seals were made from green stuff and pieces of thick paper.

We have provided templates that you can trace to make an Inquisitorial icon that will fit the top hatch of a Chimera. Simply photocopy the template, tape it down to a piece of plasticard, and use a sharp hobby knife and a steel-edged ruler to cut out the shape. When it is cut out, simply glue it together and affix it in place of the normal Chimera hatch.



The Chimera was primed black and subtly highlighted with Codex Grey. The red accents were painted Scab Red and highlighted in Blood Red with increasing amounts of Skull White mixed in for each successive highlight. Metallic items were painted Shining Gold and washed with Chestnut Ink.





HQ



**Inquisitor Acolyte**  
010700104



**Cherub Familiar 1**  
010700106



**Cherub Familiar 2**  
010701801

**Acolyte and Cherub Blister (2)**  
57-48

*This blister is packed with the Inquisitor Acolyte and one random Cherub Familiar*



*Above: Andrew Lum entered this fantastic converted Grey Knight Brother Captain in the Baltimore 2003 Golden Demon competition.*



**Servitor 2**  
010701703



**Servitor 1**  
010701702



**Gun Servitor 1 Body**  
010700107



**Gun Servitor 2 Body**  
010701701



**Gun Servitor Multi-Melta**  
010700108



**Gun Servitor Heavy Bolter**  
010701704



**Gun Servitor Plasma Cannon**  
010701705



**Imperial Servitor Blister (Random 2)**  
57-47

*This Blister includes 1 Random Servitor 010701703 or 010701702 & 1 Random Gun Servitor with Random Weapon.*



**Sage**  
010700105



**Inquisitor Hierophant**  
010700502



**Inquisitor Sage**  
010700503



**Inquisitor Mystic**  
010700501

**Inquisitor Henchmen Blister (5)**  
57-36

*This blister is packed with three henchmen (Inquisitor Hierophant, Inquisitor Sage, or Inquisitor Mystic) and two random Servo Skulls.*

**Servo Skull (Random 1)**  
010700505



ELITES



Death Cult Assassin 1  
010700701



Death Cult Assassin 2  
010700702



Callidus Assassin Blister (Random 1)  
54-36



Callidus Assassin 2  
010800203



Callidus Assassin 1 Body  
010800201



Callidus Assassin 1 Legs  
010800202



Culexus Assassin Blister (Random 1)  
54-38



Culexus Assassin Body  
010802601



Culexus Assassin Head 1  
010802603



Culexus Assassin Head 2  
010802604



Culexus Assassin Eye  
010802602



Daemonhost 1  
010700401



Daemonhost 2  
010700402

Daemonhosts Blister (2)  
57-37



Vindicare Assassin Blister (Random 1)  
54-35



Vindicare Assassin 1 Body  
010800101



Vindicare Assassin 2 Body  
010800103



Vindicare Assassin 1 Exitus Long Rifle  
010800102



Vindicare Assassin 2 Exitus Long Rifle  
010800104



Eversor Assassin 1 Executor Pistol  
010800302



Eversor Assassin 2 Power Sword  
010800305



Eversor Assassin Blister (Random 1)  
54-37



Eversor Assassin 1 Body  
010800301



Eversor Assassin 2 Body  
010800304



Eversor Assassin 1 Sentinel Array  
010800303



Eversor Assassin 2 Sentinel Array  
010800306



# ELITES



**Grey Knight Terminator Squad Box (5)**  
57-07



**Grey Knight Terminator Blister (Random 1)**  
57-39

**Grey Knight Terminator w/ Incinerator Blister (Random 1)**  
57-41



**Grey Knight Terminator w/ Pscannon Blister (Random 1)**  
57-40



**Brother Captain Terminator Body**  
010700602



**Grey Knight Terminator 1**  
010700604



**Grey Knight Terminator 2**  
010700605



**Grey Knight Terminator 3**  
010700606



**Brother Captain Terminator Arm**  
010700603



**G. K. Terminator Incinerator Arm**  
010700609



**G. K. Terminator Storm Bolter Arm 1**  
010700607



**G. K. Terminator Nemesis Force Sword 1**  
010700611



**G. K. Terminator Nemesis Force Sword 2**  
010700612



**G. K. Terminator Nemesis Force Halberd 1**  
010700613



**G. K. Terminator Nemesis Force Halberd 2**  
010700614



**G. K. Terminator Pscannon**  
010700610



**G. K. Terminator Storm Bolter Arm 2**  
010700608



**G. K. Terminator Shield Sprue**  
010700615



**Captain's Nemesis Force Halberd**  
010700601

**TOO SEE WHITE DWARF FOR THE LATEST RELEASES**

CHECK OUT THE SPECIAL SUBSCRIPTION OFFER IN THIS CATALOG

# TROOPS



**Grey Knight with Incinerator Blister (1)**  
57-45



**Grey Knight in Power Armor Blister (Random 2)**  
57-44



**Grey Knight Sergeant Blister (1)**  
57-43



**Grey Knight Justicar Force Sword**  
010700206



**Grey Knight with Pscannon Blister (1)**  
57-46



**Grey Knight Squad Box (5)**  
57-08

## GREY KNIGHT HERALDRY



Grey Knights are allowed to display personal heraldry on their armor, usually on their shoulder pads or specially designed plates like those shown here. The heraldry uses three colors: red, black, and white, and a few typical symbols like swords and skulls. This heraldry can be echoed on other parts of a model as shown below. This Grey Knight Dreadnought also displays his personal heraldry on a hanging parchment and a stylized version on its back banner.



**Grey Knight Justicar Body**  
010700201



**Grey Knight 1**  
010700202



**Grey Knight 4**  
010700205



**Grey Knight Nemesis Force Halberd 1**  
010700207



**Grey Knight 2**  
010700203



**Grey Knight 3**  
010700204



**Grey Knight Nemesis Force Halberd 2**  
010700208



**Grey Knight Nemesis Force Halberd 3**  
010700209



**Grey Knight Nemesis Force Halberd 4**  
010700210



# PRICE LIST

## Getting Started

57-01 *Codex: Daemonhunters* .....\$20

## Boxed Sets & Blister Packs – HQ

57-48 Acolyte & Cherub .....\$8  
Blister includes 2 models

57-38 Brother Captain Stern of the Grey Knights .....\$15  
Blister includes 1 model

57-35 Inquisitor Daemonhunter .....\$10  
Blister includes 1 model

57-36 Inquisitor Henchmen .....\$8  
Blister includes 5 models

57-06 Inquisitor Lord & Retinue .....\$35  
Box includes 7 models

## Boxed Sets & Blister Packs – Elites

54-36 Callidus Assassin .....\$10  
Blister includes 1 model

54-38 Culexus Assassin .....\$10  
Blister includes 1 model

57-37 Daemonhosts .....\$8  
Blister includes 2 models

54-39 Death Cult Assassins .....\$10  
Blister includes 2 models

54-37 Eversor Assassin .....\$10  
Blister includes 1 model

57-39 Grey Knight Terminator .....\$10  
Blister includes 1 model

57-07 Grey Knight Terminator Squad .....\$50  
Box includes 5 models

57-41 Grey Knight Terminator w/ Incinerator .....\$10  
Blister includes 1 model

57-40 Grey Knight Terminator w/ Psycannon .....\$10  
Blister includes 1 model

57-47 Imperial Servitor .....\$8  
Blister includes 2 models

57-35 Ordo Malleus Inquisitor .....\$10  
Blister includes 1 model

54-35 Vindicare Assassin .....\$10  
Blister includes 1 model

## Boxed Sets & Blister Packs – Troops

57-08 Grey Knight Squad .....\$25  
Box includes 5 models

57-43 Grey Knight Sergeant .....\$7  
Blister includes 1 model

57-44 Grey Knight in Power Armor .....\$9  
Blister includes 2 models

57-45 Grey Knight w/ Incinerator .....\$8  
Blister includes 1 model

57-46 Grey Knight w/ Psycannon .....\$8  
Blister includes 1 model

## Metal Bitz – HQ

### Daemonhunters

010700101 Anointed Daemonhammer .....\$2

010700102 Torquemada Coteaz Body .....\$8

010700103 Glovodan Eagle .....\$2

010701201 Daemonhunter 1 Body .....\$8

010701202 Daemonhunter 1 Book .....\$2

010701203 Daemonhunter 2 Body .....\$8

010701204 Daemonhunter 2 Inferno Pistol .....\$2

010701205 Daemonhunter 3 Body .....\$8

010701206 Daemonhunter 3 Sword .....\$2

010701401 Grey Knight Captain Stern Weapon Sprue .....\$2

010701402 Grey Knight Captain Body .....\$13

010701403 Grey Knight Captain Stern Storm Bolter .....\$2

### Daemonhunter Henchmen

010700104 Inquisitor Acolyte .....\$4

010700105 Sage .....\$4

010700106 Cherub Familiar 1 .....\$4

010700107 Gun Servitor 1 Body .....\$4

010700108 Gun Servitor Multi-Melta .....\$3

010700109 Servo Skull 1 .....\$3

010700110 Servo Skull 2 .....\$3

010701701 Gun Servitor 2 Body .....\$4

010701702 Servitor 1 .....\$3

010701703 Servitor 2 .....\$3

010701704 Gun Servitor Heavy Bolter .....\$3

010701705 Gun Servitor Plasma Gun .....\$3

010701801 Cherub Familiar 2 .....\$4

010700501 Inquisitor Mystic .....\$4

010700502 Inquisitor Hierophant .....\$4

010700503 Inquisitor Sage .....\$4

010700505 Servo Skull (Random 1) .....\$3

## Metal Bitz – Elites

### Assassins

010800101 Vindicare Assassin 1 Body .....\$8

010800102 Vindicare Assassin 1 Exitus Long Rifle .....\$3

010800103 Vindicare Assassin 2 Body .....\$8

010800104 Vindicare Assassin 2 Exitus Long Rifle .....\$3

010800201 Callidus Assassin 1 Body .....\$7

010800202 Callidus Assassin 1 Legs .....\$4

010800203 Callidus Assassin 2 .....\$10

010800301 Eversor Assassin 1 Body .....\$6

010800302 Eversor Assassin 1 Executioner Pistol .....\$3

010800303 Eversor Assassin 1 Sentinel Array .....\$3

010800304 Eversor Assassin 2 Body .....\$6

010800305 Eversor Assassin 2 Power Sword .....\$3

010800306 Eversor Assassin 2 Sentinel Array .....\$3

010802601 Culexus Assassin Body .....\$8

010802602 Culexus Assassin Eye .....\$1

010802603 Culexus Assassin Head 1 .....\$2

010802604 Culexus Assassin Head 2 .....\$2

### Daemonhosts

010700401 Daemonhost 1 .....\$8

010700402 Daemonhost 2 .....\$8

### Death Cult Assassins

010700701 Death Cult Assassin 1 .....\$5

010700702 Death Cult Assassin 2 .....\$5

### Grey Knight Terminators

010700601 Captain's Nemesis Force Halberd .....\$3

010700602 Brother Captain Terminator Body .....\$9

010700603 Brother Captain Terminator Arm .....\$3

010700604 Grey Knight Terminator 1 .....\$7

010700605 Grey Knight Terminator 2 .....\$7

010700606 Grey Knight Terminator 3 .....\$7

010700607 G. K. Terminator Storm Bolter Arm 1 .....\$3

010700608 G. K. Terminator Storm Bolter Arm 2 .....\$3

010700609 G. K. Terminator Incinerator Arm .....\$3

010700610 G. K. Terminator Psycannon .....\$3

010700611 G. K. Terminator Nemesis Force Sword 1 .....\$3

010700612 G. K. Terminator Nemesis Force Sword 2 .....\$3

010700613 G. K. Terminator Nemesis Force Halberd 1 .....\$3

010700614 G. K. Terminator Nemesis Force Halberd 2 .....\$3

010700615 G. K. Terminator Shield Sprue .....\$2.50

## Metal Bitz & Plastic Sprues – Troops

### Grey Knights

010700201 Grey Knight Justicar Body .....\$6

010700206 Grey Knight Justicar Force Sword .....\$2

010700202 Grey Knight 1 .....\$4

010700203 Grey Knight 2 .....\$4

010700204 Grey Knight 3 .....\$4

010700207 Grey Knight Nemesis Force Halberd 1 .....\$2

010700208 Grey Knight Nemesis Force Halberd 2 .....\$2

010700209 Grey Knight Nemesis Force Halberd 3 .....\$2

010700211 Grey Knight w/ Incinerator .....\$8

010701601 Grey Knight w/ Psycannon .....\$8

99380101004 Space Marine Backpack Sprue .....\$2

### Inquisitorial Stormtroopers

*Pictures for these models can be found in the Imperial Guard section*

010513601 Stormtrooper Sergeant 1 .....\$7.50

010513602 Stormtrooper Sergeant 2 .....\$7.50

010513701 Stormtrooper 1 .....\$4

010513702 Stormtrooper 2 .....\$4

010513703 Stormtrooper 3 .....\$4

010513704 Stormtrooper 4 .....\$4

010514101 Stormtrooper w/ Melta Gun .....\$4.50

010514102 Stormtrooper w/ Plasma Gun .....\$4.50

010514103 Stormtrooper w/ Flamer .....\$4.50

010514104 Stormtrooper w/ Grenade Launcher .....\$4.50

## Classic/Collector's Range

### Metal Bitz – HQ

010501801 Primaris Psyker .....\$6

### Storm Troopers

010504201 Storm Trooper Power Pack .....\$3

010504202 Storm Trooper Sergeant 1 .....\$7

010504203 Storm Trooper w/ Melta Gun .....\$4.25

010504207 Storm Trooper Sergeant 2 .....\$7

010504208 Storm Trooper w/ Plasma Gun .....\$4.25

### Inquisitors

70069-18 Inquisitor Terminator Combi Weapon .....\$2.50

70069-19 Inquisitor Terminator (No Helmet) .....\$6.25

70069-20 Inquisitor Terminator Power Fist .....\$2.50

70069-21 Inquisitor Terminator Psycannon .....\$2.50

70069-22 Inquisitor Terminator (Hood) .....\$6.25

70069-23 Inquisitor Terminator Force Rod .....\$2.50

## Metal Bitz – Elites

### Grey Knights

70204/1 Grey Knight Terminator Right Arm 1 .....\$2.50

70204/2 Grey Knight Terminator Body 1 .....\$6.25

70204/3 Grey Knight Terminator Left Arm 1 .....\$2.50

70204/4 Grey Knight Terminator Halberd .....\$2.50

70243/5 Grey Knight Terminator Body 2 .....\$6.25

70243/6 Grey Knight Terminator Body 3 .....\$6.25

70243/7 Grey Knight Terminator Right Arm 3 .....\$2.50

70243/8 Grey Knight Terminator Right Arm 2 .....\$2.50

70243/9 Grey Knight Terminator Left Arm 2 .....\$2.50

70243/10 Grey Knight Terminator Left Arm 3 .....\$2.50

70243/11 Grey Knight Terminator Force Sword .....\$2.50

RTB9/13 Grey Knight Terminator Arm Shield .....\$1.25

CLASSIC RANGE



Grey Knight Terminator Halberd 70204/4



Grey Knight Terminator Force Sword 70243/11



Grey Knight Terminator Left Arm 1 70204/3



Grey Knight Terminator Left Arm 2 70243/9



Grey Knight Terminator Left Arm 3 70243/10



Inquisitor Terminator Power Fist 70069-20



Inquisitor Terminator Force Rod 70069-23



Grey Knight Terminator Right Arm 1 70204/1



Grey Knight Terminator Right Arm 2 70243/7



Grey Knight Terminator Right Arm 3 70243/8



Inquisitor Terminator Combi Weapon 70069-18



Inquisitor Terminator Psycannon 70069-21



Grey Knight Terminator Body 1 70204/2



Grey Knight Terminator Body 2 70243/5



Grey Knight Terminator Body 3 70243/6



Inquisitor Terminator (No Helmet) 70069-19



Inquisitor Terminator (Hood) 70069-22



Primaris Psyker 010501801



Grey Knight Terminator Arm Shield RTB9/13



Storm Trooper Power Pack 010504201



Storm Trooper w/ Melta Gun 010504203



Storm Trooper w/ Plasma Gun 010504208



Storm Trooper Sergeant 1 010504202



Storm Trooper Sergeant 2 010504207



Left: For his extraordinary efforts, Jason Richards received Second Place (and a Silver Demon) at the Baltimore 2003 Golden Demon competition with this mighty Inquisitor Lord.



# COLORS OF WAR

In addition to the beautifully crafted Daemonhunter range of miniatures, for detail and character, Daemonhunter armies can certainly benefit from creative use of other models. Building an Ordo Malleus army encourages the hobbyist to explore many more aspects of the gothic darkness of the Warhammer 40,000 universe.

Shown here are a collection of Daemonhunter Inquisitors and models from retinues that have added a lot of flavor to the armies of the hobbyists who created them. With a little bit of imagination, the Eye is the limit!



*Above: Sol Blair created his Inquisitor from the limited edition Champion packaged with the Black Templar boxed army. His warrior is a Necromunda Escher ganger, and his Acolyte and Mystic are converted Mordheim Sisters of Sigmar miniatures.*



*Above: Aaron's Inquisitor was created by meticulously scraping the arrows and heraldry from a 40K Chaos Lord model. Next, some simple head and arm swaps with Fabius Bile's cane, the Warhammer Empire Steam Tank Engineer's head, and the storm bolter from a Space Marine Terminator Captain finished off the conversion.*



*Above: John Shaffer created these models from archive 40K, Warhammer, and Necromunda miniatures. They are (from left to right) an Acolyte with storm bolter, an Acolyte with power weapon, and an Acolyte with storm shield.*

*Below Right: Vince Kennedy has searched way back into the Warhammer Chaos Archive to find the sorcerer that forms the basis for this cool conversion.*



## DAEMONHUNTER ADVERSARIES

The Arch Enemy is everywhere, and the members of the Ordo Malleus must be constantly vigilant. *Codex: Daemonhunters* contains rules for including daemonic entities in your non-Chaos armies. Some crazy examples of possessed models are shown here.

## MANGLEASH



LEPERVEX

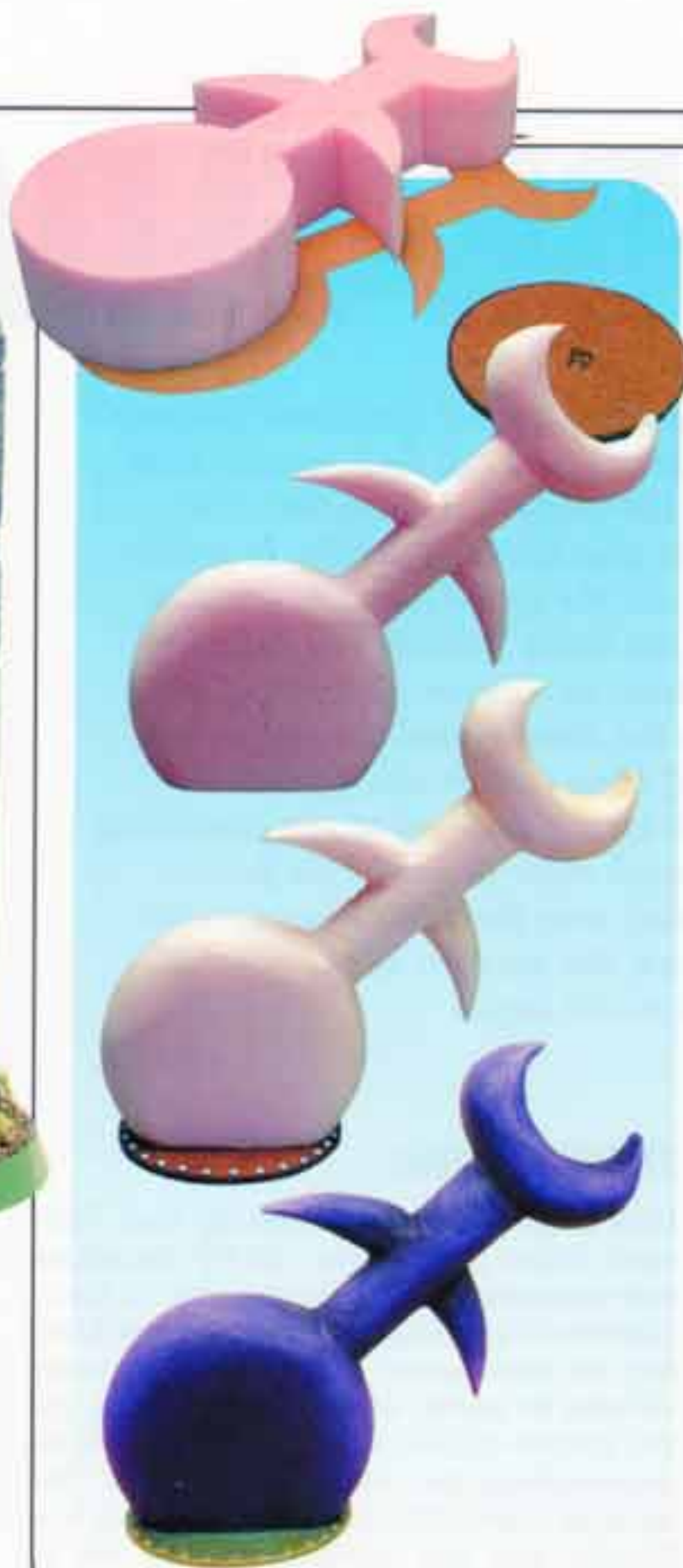


REDGNASH





*Above: Daemonhunter armies are typically small, elite forces of hardened veterans just oozing with individuality. As such, Daemonhunter players can spend a lot of time creating very personalized characters. Josh Wimberly has paid extra attention to the bases of his models to add further depth and character. Shown here are his Inquisitor and Vindicare Assassin.*



**SLAANESHI POWER ICON**

Daemonhunter armies are typically dispatched near and far to fight incursions of warp-spawned filth. They often find themselves fighting over some remote place of worship for heretics and traitors. To this end, the following step-by-step instructions show you how to build an evil power icon of your very own. These steps could be easily modified to make symbols of other Chaos Gods or other insignia you create yourself.

The first step is to draw a template of the icon of your chosen Chaos Power (in our case Slaanesh). Trace your template onto insulation foam and cut it out with a retractable hobby knife, a foam cutter, and/or a band saw. Next, cut out a base from hardboard.

Shape the icon with judicious cuts of your hobby knife or foam cutter and carefully smooth these cuts with fine-grade sandpaper wrapped around a sanding block.

Attach your icon to the base with wood glue and then paint the icon with a thinned-down layer of wood glue. Cut out rivet shapes from plasticard with a 1/8" hole punch and glue them around the base.

Once the glue is dry, paint the entire piece black and then heavily drybrush it with Liche Purple (or whatever color you choose). Apply successive layers of drybrushing. Add increasing amounts Skull White to your base color for each coat.

Paint the base with Brazen Brass and drybrush it with Shining Gold. Apply a patina with a mix of Goblin Green, Chaos Black, and Skull White. Once the patina dries, drybrush the base again with Shining Gold.



EYEGRIZZ



*Below Left: Mark Bedford's inspiring Open Competition Winner for the 2000 UK Golden Demon.*

# DARK ELДАР

The bladed and sleek Reaver Jetbikes hovered several feet above the roof of the partially collapsed building. Hissrex could feel its powerful anti-gravitic motor thrum and purr beneath her skin-tight gauntlets. The machine was gently pulling at the tethers that held the Jetbike in place. The signal to attack would come soon, and the squad knew its mission was to take out the Ork artillery before the battle started. The Kabal of the Rending Talon could not afford to have its Raiders shot out of the sky. Without a word, the Succubus gave the hand signal. In one fluid motion, all ten of the Jetbikes slipped off their tethers and glided downward in single file. Their approach up a side street of the crumbling city was unchecked. In perfect unison, each rider thumbed the turbo-boosters and sent their machines rocketing over the rubble barriers the Orks had created. Soon, thought Hissrex, the wild joy of the combat drugs would kick in, and the bloodshed would begin.

Among the mysterious race of the Eldar, there are those especially bloodthirsty raiders who have come to be known as the Dark Eldar. Little is known about these debased cousins of the Eldar. Striking without warning, they are well known for piratical raids, and it is rumored that these hit and run attacks are staged to capture prisoners and fresh victims for never-ending tortures back in the twisted Dark Eldar realm. Where Dark Eldar come from and how they came to be this way is largely unknown, but it is assumed that the only thing worse than being killed by these alien raiders is being taken alive.

## Fighting Style

Dark Eldar are fragile but deadly foes. Their razor sharp attacks can quickly decapitate their enemies before they know what hit them. Capable of lightning-fast raids, the Dark Eldar rely on their speed and anti-gravitic hover vehicles to launch wicked assaults or to get into position to pour massed firepower into an overwhelmed foe. Although vicious in the extreme, Dark Eldar cannot stand for long in a firefight, and their numbers are too few to engage in a battle of attrition.

Using Raider transports and sophisticated weaponry, successful Dark Eldar players need to concentrate their attacks and negate a threat before it has time to respond. The hovering torture device known as a Talos can



*Top: Jennifer Haley won second place with her Dark Eldar Scourge Sybarite at the 2002 Canada Games Day Golden Demon painting competition in the Warhammer 40,000 Single Miniature category.*

absorb some punishment, and a Dark Eldar Lord with a retinue of Incubi can deliver serious damage. However, the rest of the army is fragile, and your enemies will know it! Dark Eldar offer players a unique challenge. In the hands of a master, the army is swift and ruthless, but as many careless aspiring Dark Eldar Raiders have discovered, the army is unforgiving to tactical blunders.

## Collecting a Dark Eldar Army

A good way to start a Dark Eldar army is to collect the compulsory squads from the Standard Missions Organization Chart. Select two core Troops squads and an HQ choice. These selections will also give starting players a great small army to get started.

Warrior squads offer a lot of firepower, especially when one or two of the Warriors are equipped with dark lances (for attacking vehicles) or splinter cannons (for attacking squads). Raider squads are also a Troops choice. Although smaller in maximum size than the Warrior Squad, the added mobility of the Raider transport adds not only speed to the squad but another heavy weapon as well. A Dark Eldar Lord is a fearsome close combat monster with access to loads of specialized upgrades from the Dark Eldar Armory.



*Above: Paul Chamberlain's Dark Eldar Reavers were used in his 2002 Grand Tournament army.*

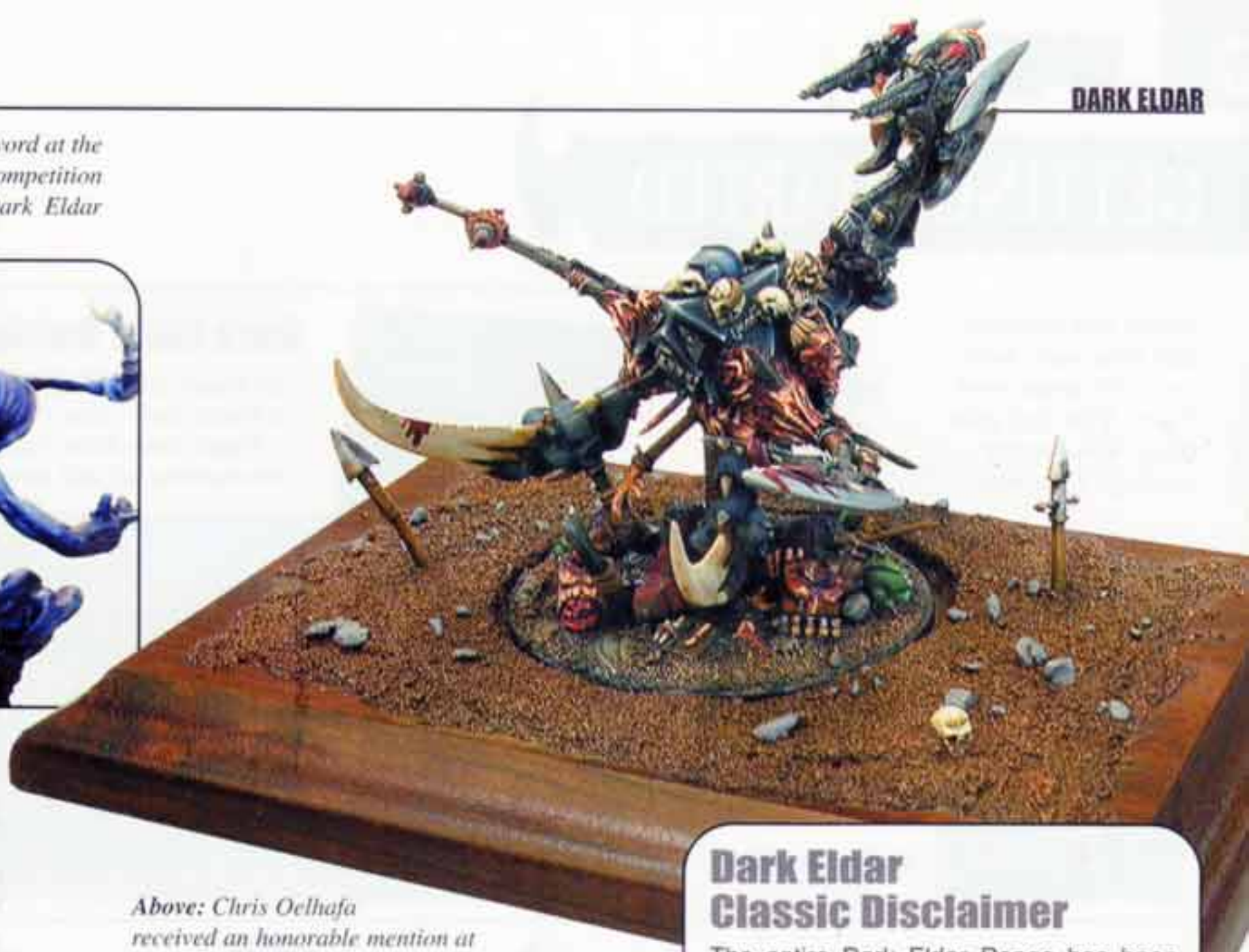
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*Below: Douglas Hann won the Slayer Sword at the 2002 Canada Golden Demon painting competition with "Brother's Keeper," an amazing Dark Eldar Lord conversion.*



When a Dark Eldar player is ready to enlarge his army, a great first expansion is a retinue for his Dark Lord. A retinue may be composed of Incubi, wicked followers who are equipped with power armor and vicious hand-to-hand weaponry. Other great additions are Wyches, who are lightly armored hand-to-hand troops who have access to deadly combat drugs and a wide selection of gladiatorial weapons. Dark Eldar have two great Fast Attack options to

*Above: Chris Oelhafa received an honorable mention at the 2003 Chicago Games Day Golden Demon painting competition with his Dark Eldar Talos.*



rock foes back on their heels: Reaver Jetbikes and Hellions. For Heavy Support, the fallen Eldar use the black-pinioned Scourges, the heavily equipped Ravagers, or the menacing Talos. The Dark Eldar are full of unique choices, and in the end, each player will need to personalize his army with squads and wargear that fit into a preferred strategy or style of play. Start your own terror-causing rampage across the galaxy today!

### **Dark Eldar Classic Disclaimer**

The entire Dark Eldar Range has been moved to the Classic category. The Dark Eldar are still a viable and tournament-worthy army with a Codex and complete model range. The Dark Eldar shift to the Classic range was based on demand and the growing number of additional Warhammer 40,000 armies available.

Players wishing to start a Dark Eldar force or to add to an existing one may still do so, but they will have to make a special order to get their models.

*Below: This Dark Eldar army was painted by Golden Demon winning Ben Bishop.*





# GETTING STARTED

Starting with the Codex: Dark Eldar and a Battle Force (433 points worth of Dark Eldar) is a great way to begin creating your Dark Eldar army!



## Dark Eldar Battle Force (45-06)

- 20 Plastic Dark Eldar Warriors
- 5 Plastic Dark Eldar Reaper Jetbikes
- 1 Plastic Dark Eldar Raider
- Warhammer 40,000 Jungle Trees



This 48-page rulebook contains painting and modeling guides, background, and the full rules for fielding a force of the Dark Eldar.

**Codex: Dark Eldar**  
45-01-60

# CLASSIC HQ



**Haemonculus 1 Blister (Random 1)**  
011200301 (Bit)  
45-40 (Blister)



**Haemonculus 2 Blister (Random 1)**  
011200302 (Bit)  
45-40 (Blister)



**Urien Rakarth, Master Haemonculus Blister (1)**  
011200701 (Bit)  
45-35 (Blister)



**Lelith Hesperax, Wych Lord Blister (1)**  
45-38



**Lelith Hesperax Body**  
011203201



**Lelith Hesperax Impaler**  
011203202



**Kruellagh the Vile Blister (1)**  
011202901 (Bit)  
45-37 (Blister)



**Dark Eldar Lord Blister (Random 1)**  
45-39



**Dark Eldar Lord Blister (Random 1)**  
011202601 (Bit)  
45-39 (Blister)



**Dark Eldar Lord Body**  
011200901



**Lelith Hesperax Spikes**  
011203204



**Lelith Hesperax Foot**  
011203203



**Dark Eldar Lord Arm**  
011200902

**CLASSIC HQ**



**Drazhar – Incubi Master Blister (1)**  
45-36



**Drazhar Body**  
011202701



**Drazhar Backpack**  
011202704

Brazhak fired his slugga into the face of one of the pointy ears and laughed coarsely at the carnage he and his Boyz were wreaking. Suddenly, a blade came from out of nowhere and sliced through his arm just above the elbow. Brazhak looked around and saw a tall pointy ear decked out in armor. Before he could bring his slugga up for a shot, the enemy attacked again, his lethal blades cutting across the Nob's midsection and chest and spilling blood everywhere.



**Incubi w/ Assault Weapon Blister (Random 1)**  
45-43



**Drazhar Left Arm**  
011202702



**Drazhar Right Arm**  
011202703



**Incubi Blister (Random 2)**  
45-42



**Incubus w/ Assault Weapon 1**  
011201001



**Incubus w/ Assault Weapon 2**  
011201002



**Incubus Shredder**  
011201003



**Incubus Blaster**  
011201004



**Incubus Backpack 1**  
011200605



**Incubus Backpack 2**  
011200606



**Incubus Backpack 3**  
011200607



**Incubus 1**  
011200601



**Incubus 2**  
011200602



**Incubus 3**  
011200603



**Incubus 4**  
011200608



**Incubus 5**  
011200609



# CLASSIC HQ



**Bodyguard 1 Body**  
011203002



**Bodyguard 2**  
011203004



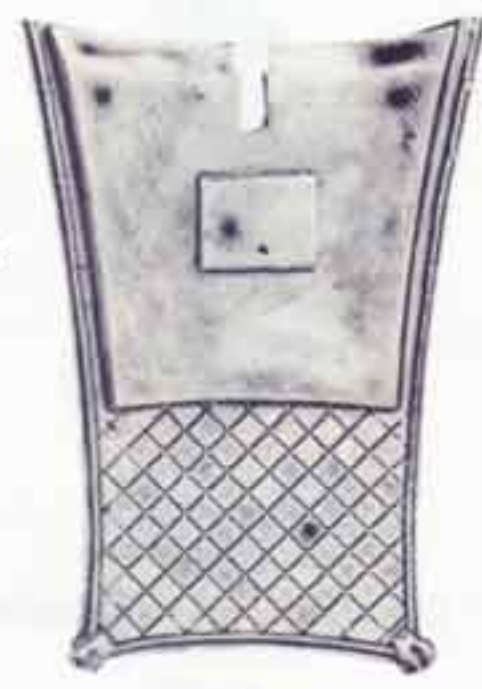
**Vect Torso**  
011203015



**Vect Throne  
Left Side**  
011203017



**Vect Throne  
Right Side**  
011203018



**Vect Platform**  
011203001



**Vect Legs**  
011203016



**Vect Right Arm**  
011203019



**Slave**  
011203013



**Gunner 1**  
011203008



**Gunner 2**  
011203009



**Vect Throne  
Back**  
011203014



**Weapon  
Mount**  
011203007



**Prisoner**  
011203012



**Gunner Arms**  
011203011



**Spikes**  
011203006



**Broken Spikes**  
011203005



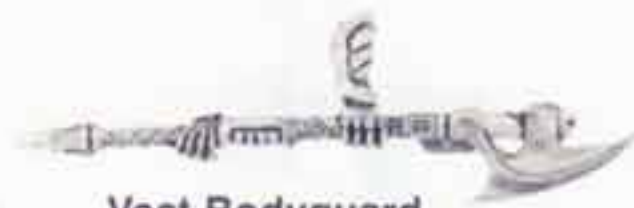
**Vect Throne Seat**  
011203021



**Ravager  
Disintegrator**  
011203010



**Incubi Backpack**  
011203020



**Vect Bodyguard  
1 Punisher**  
011203003



**Asdrubael Vect Box (1)**  
45-14





**BUILDING A DARK ELDAR TOWER**

Materials for this project include a sheet of foamcore, a section of 4" diameter plastic tubing, a small plastic lid or dome slightly larger than the circumference of the tube, a variety of sizes of wooden dowels, and at least two 24"x 36" sheets of hardboard or Masonite. To make the graceful buttresses that will support your tower, start by creating a template out of foamcore. Try to make a shape with large sweeping curves that taper into a point. When you're happy with the shape, trace the template onto the Masonite eight times (or fewer depending on how many buttresses you want) and cut these shapes out with a bandsaw. Next, mark your base with a crosshair pattern by using a compass and a ruler. When you're done it should look something like a star of chaos. This will serve as a guide to keep your buttresses evenly spaced. When your cross-hairs are drawn, trim the edges of your base until you have an irregular shape. Bevel the edges of the base with a belt sander, and you're ready for construction.



Use the crosshairs on the base as a guide and superglue the tubing and side pieces together. When this step is complete, glue the dome atop the tube. When everything dries, use a power drill and make holes along the sides and on top of the tower. Be sure to choose a bit slightly larger than the size of your dowels. Glue the dowels into place. Texture the base by gluing down sand and rocks with wood glue, and the construction phase is complete.



Prime the structure black and use a variety of spray paints (purple and blue in this case) to bring out the color of the structure. Spraying about 2' from the tower and lightly misting the surface should keep the effect subtle and attractive. This technique requires a bit of practice, but if done properly, the end result is quite attractive. When satisfied with the spraying, paint the base to match your gaming surface, highlight the the very edges of the tower by hand, and pick out the dowels with a contrasting color.



**SHOWCASE**

*Left: This converted Incubi squad earned Tobias Merriam the Gold in the 40K Squad category at the 2000 UK Golden Demon competition.*





**PAINTING DARK ELДАР FLESH**



1. Apply a Dwarf Flesh basecoat.
2. Apply a 50/50 mix of Blue and Chestnut Brown Inks.
3. Add Rotting Flesh to the mix and highlight.
4. Final highlight is straight Rotting Flesh.



1. Apply a Pallid Flesh basecoat.
2. Apply a 75/25 mix of Blue and Chestnut Brown Inks.
3. Add Pallid Flesh to the mix and highlight.
4. Final highlight is Skull White added to the step-3 mix.

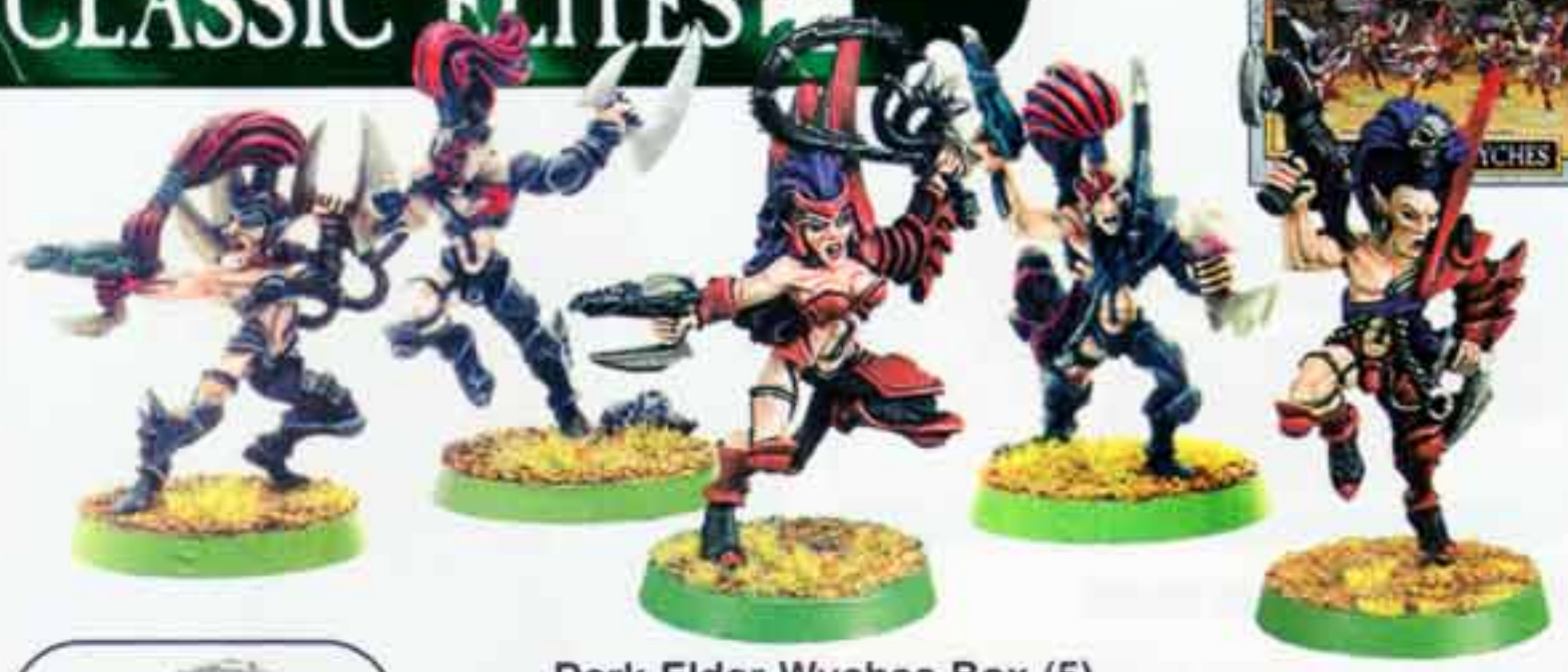


1. Apply a Shadow Grey basecoat.
2. Highlight with a 50/50 mix of Shadow Grey and Dwarf Flesh.
3. Apply a second highlight with a 50/50 mix of Shadow Grey and Pallid Flesh.
4. Final highlight is Pallid Flesh.



1. Apply a Tanned Flesh basecoat.
2. Apply a Dwarf Flesh highlight.
3. Apply a highlight of Elf Flesh.
4. Final highlight is Pallid Flesh.

# CLASSIC ELITES



**Dark Eldar Wyches Box (5)**  
45-12



**Succubus Body**  
011200101



**Wych 3 Body**  
011200105



**Wych 4 Body**  
011200107



**Wych 5 Body**  
011200110



**Succubus Shoulder**  
011200102



**Wych 3 Shoulder**  
011200106



**Wych 4 Shoulder**  
011200109



**Wych 4 Gun Arm**  
011200108



**Wych 5 Shoulder**  
011200111

**Succubus Blister (1)**  
45-46

**Wyches Blister (Random 2)**  
45-47



**Wych w/ Shredder Body**  
011200103



**Wych w/ Shredder Shoulder**  
011200104



**Wych 6 w/ Shredder**  
011200112



**Wych 7 w/ Blaster**  
011200113

**Wyches w/ Assault Weapons Blister (Random 2)**  
45-49

# CLASSIC ELITES



Wych w/ Wych Weapons Blister  
(Random 1)  
45-48



Wych w/ Hydra  
Knives 1 Body  
011201801



Wych w/  
Shardnet 1  
011201803



Wych w/ Shardnet  
1 Impaler Arm  
011201804



Wych w/ Hydra  
Knives 2  
011201806



Wych w/ Shardnet  
& Impaler 2  
011201805



Wych w/ Falchion  
Razor 1  
011201808



Wych w/ Hydra  
Knives 1 Arm  
011201802



Wych w/  
Shoulder 6  
011201807



Wych w/  
Shoulder 7  
011201810



Wych w/ Falchion  
Razor 2  
011201809



Mandrake 1  
011202301



Mandrake 2  
011202302



Mandrake 3  
011202303



Mandrake 4  
011202304

Mandrakes Blister (Random 2)  
45-56

# SHOWCASE



Left: These fantastic Dark Eldar characters are the product of French, Spanish, and UK Golden Demon competitions. They are from left to right: Dark Dark Eldar Archon by Thomas Barse, Eldar Incubi Master by Felipe R. Dominguez, and a Dark Eldar Wych by Gareth Jarvis.

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# CLASSIC ELITES



Warp Beast 1  
Front Leg  
011200502



Warp Beast 1  
Hind Leg  
011200503



Warp Beast 2  
Front Leg  
011200505



Warp Beast 2  
Hind Leg  
011200506



Warp Beast 3  
Front Leg  
011200508



Warp Beast 3  
Hind Leg  
011200509

Beastmaster & Warp Beast Blister  
(Beastmaster & Random 1 Beast)  
45-52

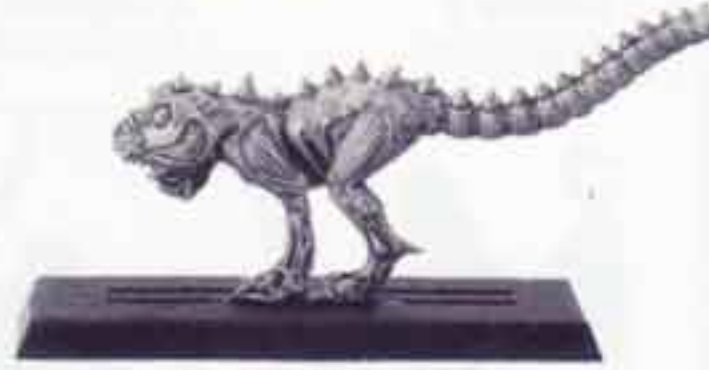
Warp Beast Blister (Random 2)  
45-53



Beastmaster  
011200801



Warp Beast 1 Body  
011200501



Warp Beast 2 Body  
011200504



Warp Beast 3 Body  
011200507



Grotesques Blister (Random 2)  
45-55

All Dark Eldar take pleasure in causing suffering and inflicting pain. There are some who have become so obsessed by this need for torture that they have even turned upon their own bodies. Others are less voluntary about their twisted, manipulated flesh, as they have fallen victim to the Haemonculi through some real or perceived misdeed or by simply being in the wrong place at the wrong time.



Grotesque 1  
011202101



Grotesque 2 Body  
011202102



Grotesque 3  
011202104



Grotesque 4 Body  
011202105



Grotesque 2  
Arm  
011202103



Grotesque 4  
Left Arm  
011202107



Grotesque 4  
Right Arm  
011202106



# CLASSIC TROOPS



Dark Eldar Warriors Squad Box (16)  
45-07



Dark Eldar Warrior Body 1  
011201301



Dark Eldar Warrior Body 2  
011201302



Dark Eldar Warriors w/  
Dark Lances Blister (2)  
45-44



Dark Eldar Warriors w/  
Assault Weapons Blister (2)  
45-45

*Note: Sprue shown at 50% of actual size.*



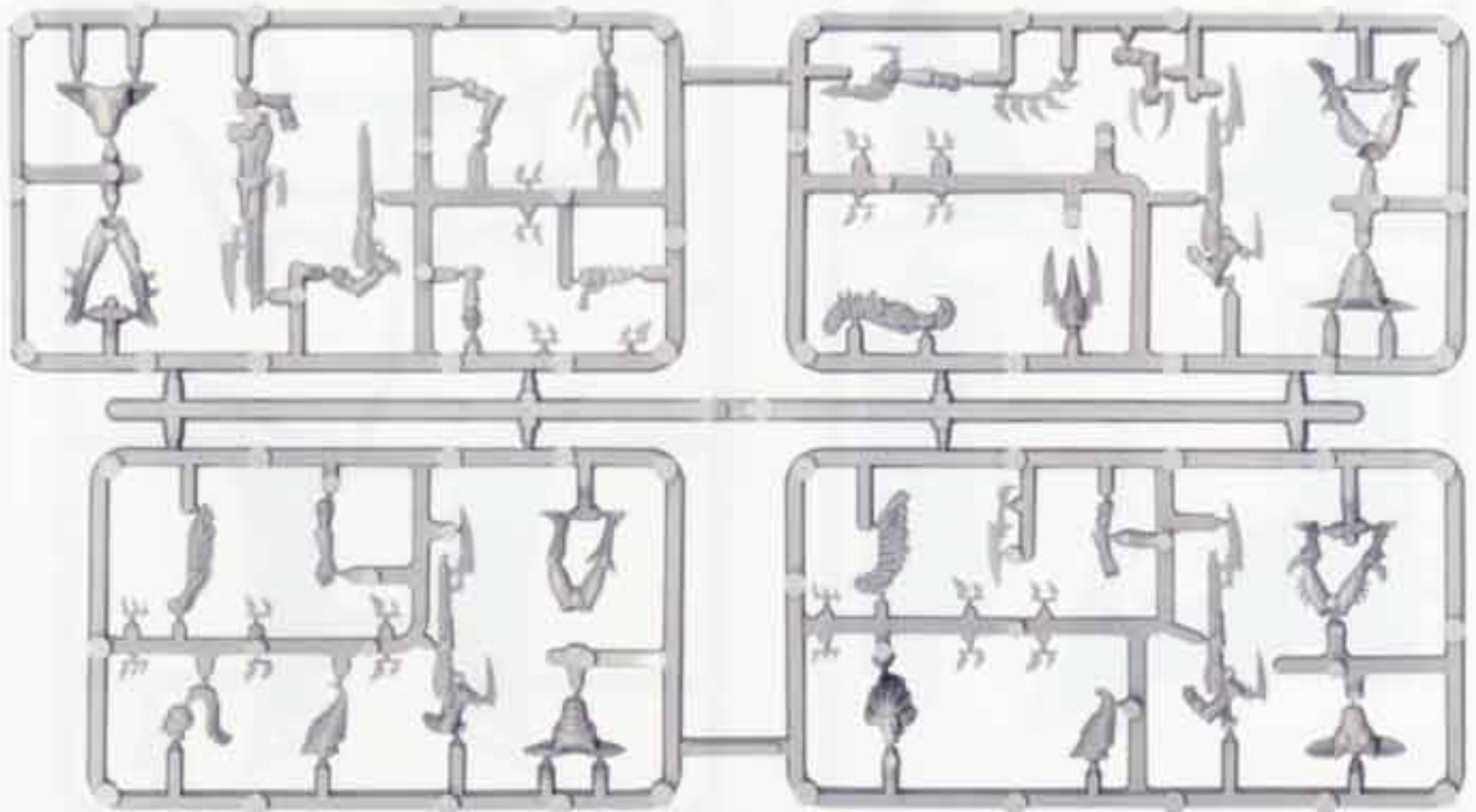
Dark Eldar Warrior Blaster Arm  
011201503



Dark Eldar Warrior Shedder Arm  
011201303



Dark Eldar Warrior Dark Lance Arm  
011201403



Dark Eldar Warrior Sprue  
Available Only in Warriors Squad Box

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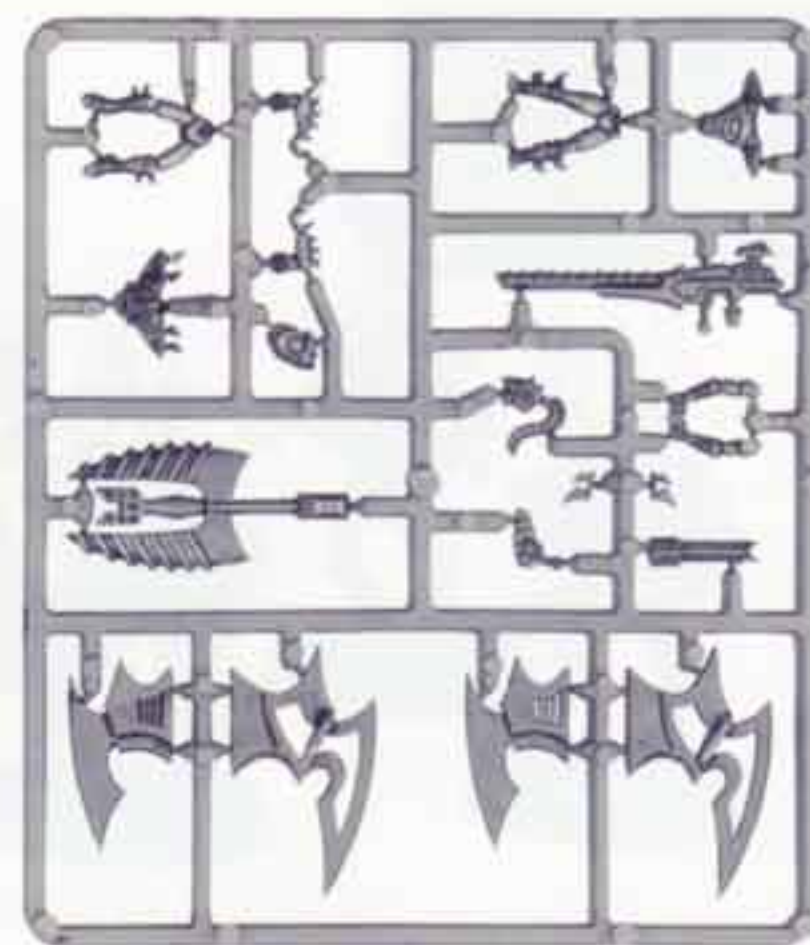


# CLASSIC TROOPS

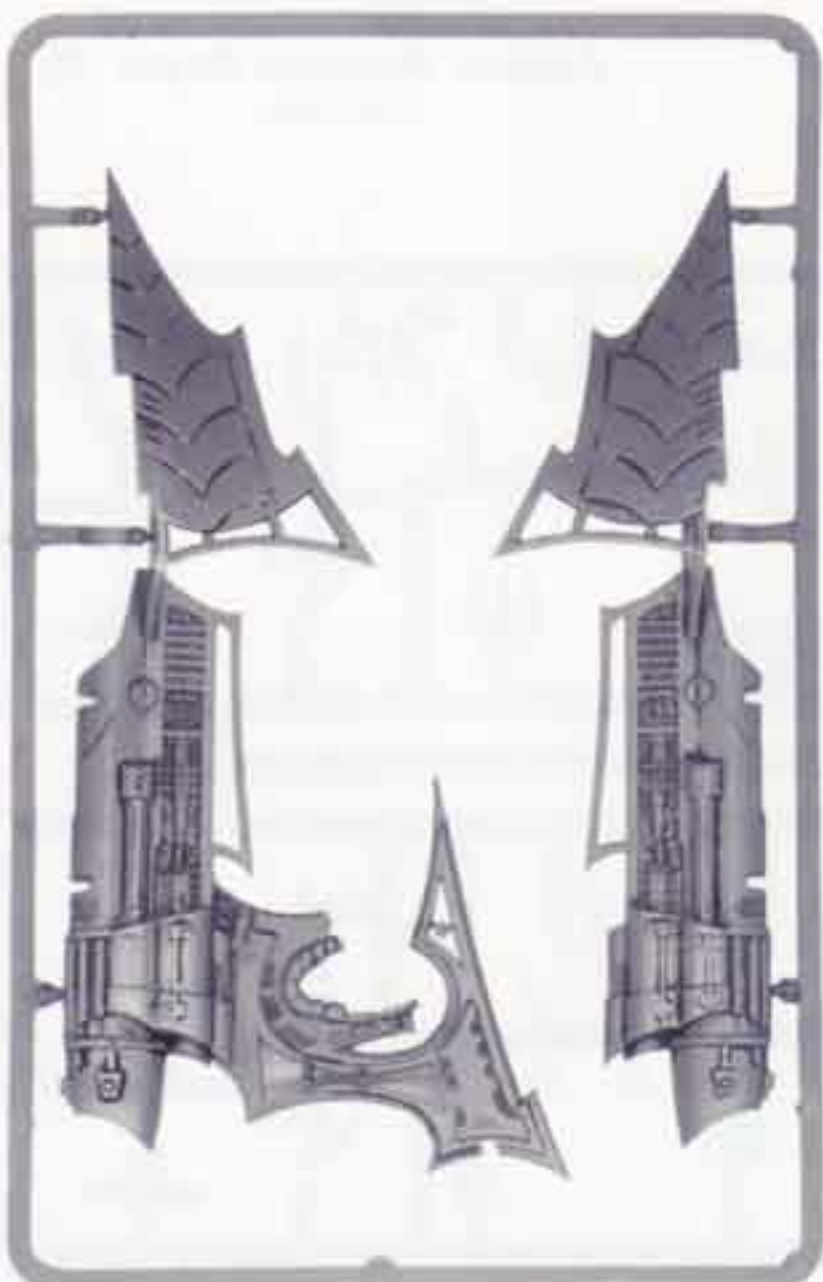


Dark Eldar Raider Box (1)  
45-08

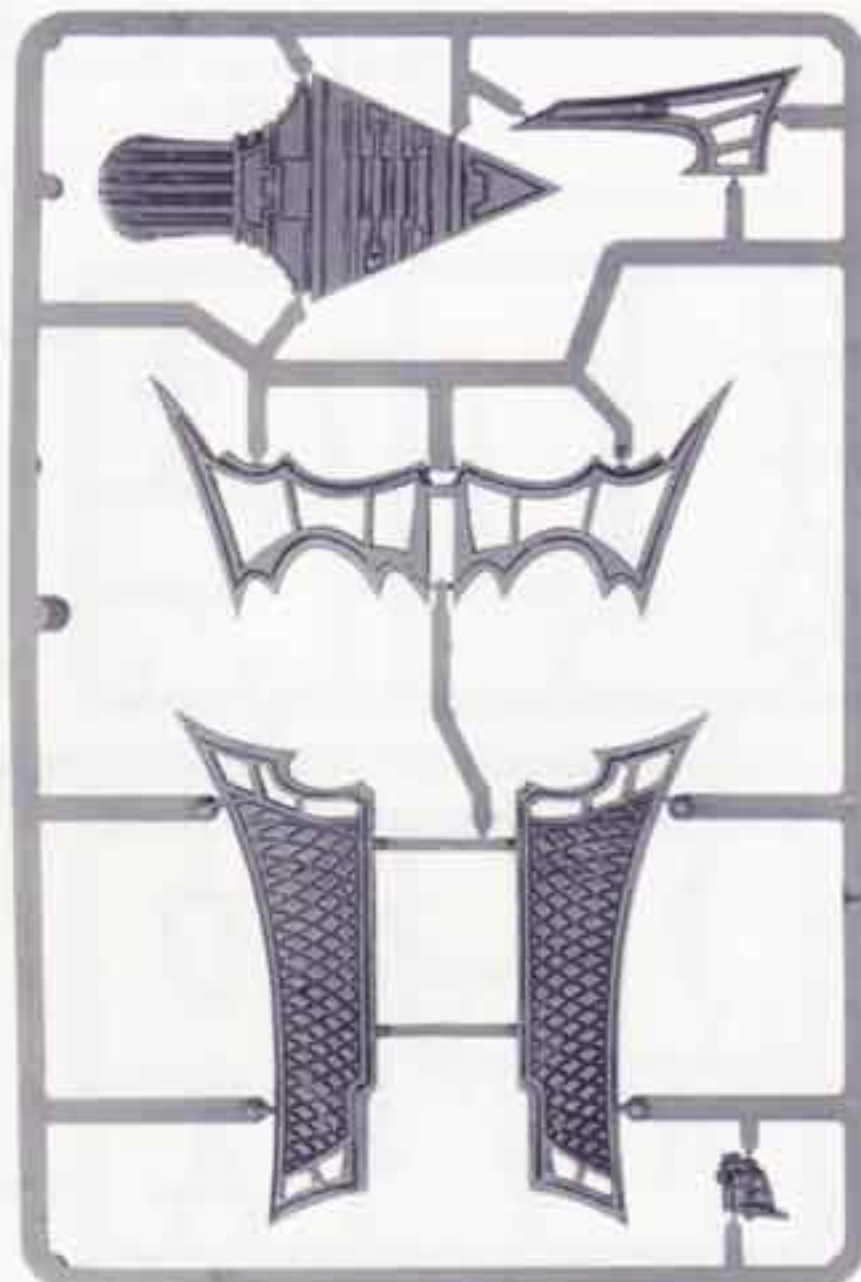
Note: Sprues shown  
at 50% of actual size.



Raider Crew Sprue  
99390112003



Raider Hull Sprue  
99390112004



Raider Platform Sprue  
99390112002



Sybarite 1  
011200201

Sybarite Blister (Random 1)  
45-41



Sybarite 2  
011200202

# X CLASSIC FAST ATTACK



**Hellion Blister (Random 1)**  
45-54



**Hellion Body 1**  
011203101



**Hellion Body 2**  
011203102



**Hellion Body 3**  
011203103



**Hellion Skyboard**  
011203104



**Hellion Hellglave 2**  
011203106



**Hellion Hellglave 1**  
011203105



**Hellion Hellglave 3**  
011203107



Mounted on multi-bladed skyboards, Hellions sweep down from the sky while screaming chilling battle cries. These Dark Eldar delight in surprise attacks and use their speed and specialized weapons to strike quick and then move out of range before the enemy can turn their guns to bear.

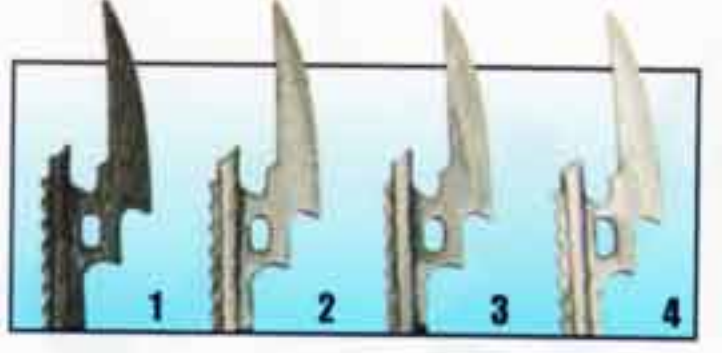
## PAINTING DARK ELДАР BLADES

### RUSTY, WEATHERED METAL



1. Mithril Silver basecoat
2. Chestnut Brown wash
3. Chestnut Brown + Black Ink wash
4. Mithril Silver highlight

### CLEAN SHARP METAL



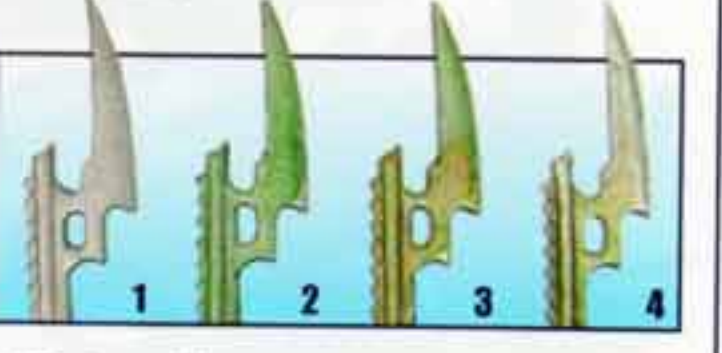
1. 50/50 Boltgun Metal Chaos Black
2. Boltgun Metal highlight
3. Chainmail highlight
4. Mithril Silver highlight

### TRADITIONAL METAL



1. Boltgun Metal drybrush
2. Chainmail drybrush
3. Black Ink wash
4. Mithril Silver highlight

### ALIEN ALLOYS



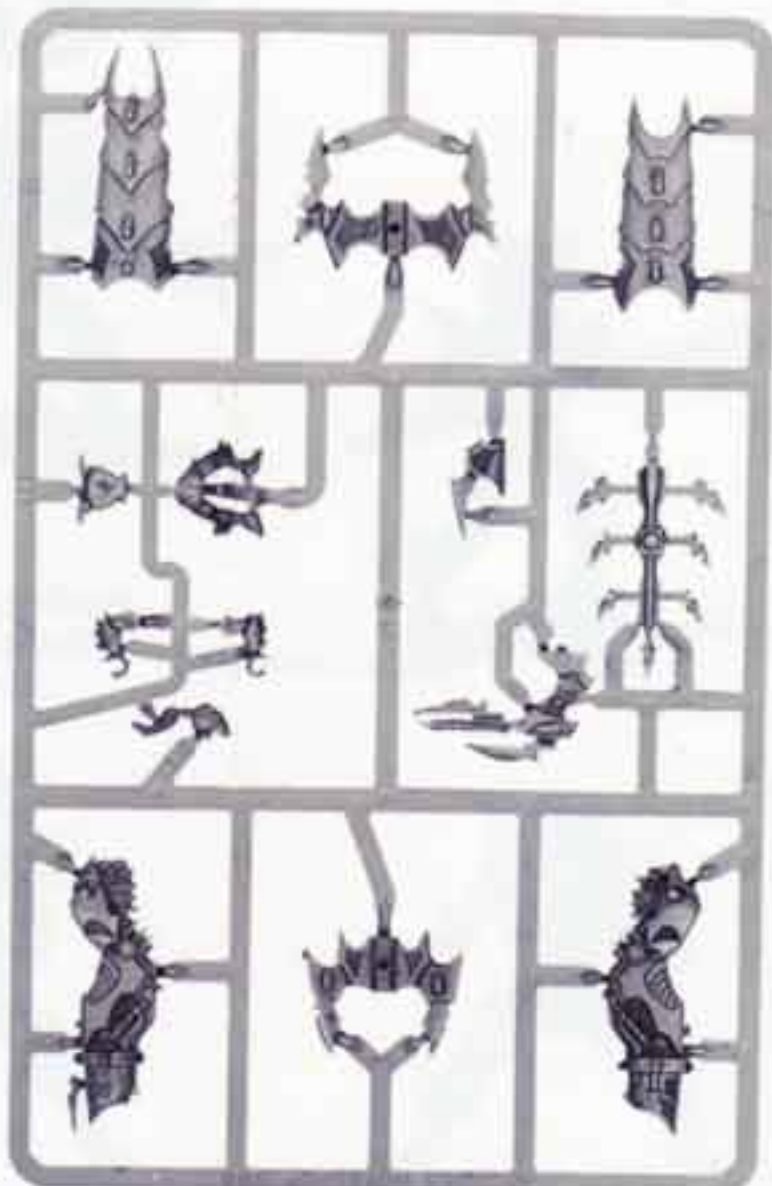
1. Chainmail basecoat
2. Green Ink wash
3. Chestnut Brown wash
4. Chainmail drybrush

# CLASSIC FAST ATTACK X

*Note: Sprues shown at 50% of actual size.*



**Reaver Jetbike Squadron Box (3)**  
45-10



**Reaver Jetbike Sprue**  
Available Only in Reaver Jetbike Box



**Jetbike Succubus**  
011202203



**Jetbike Wych Torso 1**  
011202206



**Jetbike Wych Torso 2**  
011202207



**Jetbike Chains**  
011202205



**Jetbike Blaster**  
011202202



**Jetbike Shredder**  
011202201



**Jetbike Succubus Arm**  
011202204

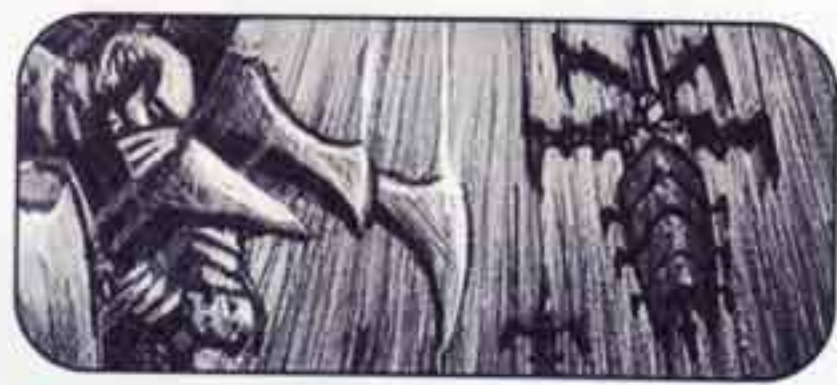


**Jetbike Wych Arm**  
011202208

The Reaver Jetbike is a one-crew vehicle that uses an anti-gravitic impulse engine. The front canopy, rear canards, and keel blade assume various forms. Whether these forms cater to the rider's aesthetic tastes or different battlefield situations is impossible to tell. The Reaver Jetbike is capable of high speeds and fires splinter-like ammunition.

**Classified Data:**  
Adeptus Astartes Dreadnought  
Date: 1848576.M41

*Below: A squad of Dark Eldar Reaver Jetbikes using a striking color scheme of Blood Red and Regal Blue.*





# CLASSIC HEAVY SUPPORT



**Scourge Squad Box (5)**  
45-16

*Note: Models shown at 70% of actual size.*



**Scourge Body 1**  
011201102



**Scourge Body 3**  
011201104



**Scourge Dark Lance**  
011201106



**Scourge Splinter Cannon**  
011201107



**Scourge Body 2**  
011201103



**Scourge Body 4**  
011201105



**Scourge Sybarite**  
011201101



**Scourge Wings**  
011201108



*Left: Jason Dyer won the Best Army Appearance award with his Dark Eldar at the Seattle 2000 Grand Tournament.*

## RAIDER/RAVAGER DETAIL PAINTING



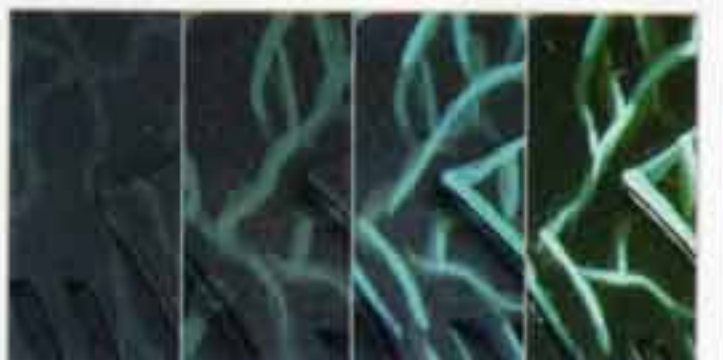
Pick a glyph you would like to paint and map out where it will be painted. Paint it carefully with Fortress Grey. Highlight the glyph with Skull White. Clean up any jagged lines with the background color. Apply Gloss Varnish to make the glyph stand out.



Paint a diamond shape with a 50/50 mix of Vomit Brown and Bleached Bone. Outline the edges with Chaos Black and highlight the diamond by adding more Bleached Bone to your basecoat mix. Apply Gloss Varnish to make it stand out.



Paint your lightning shapes with Sunburst Yellow. Highlight with Bad Moon Yellow. Highlight intersecting areas with a 50/50 mix of Bad Moon Yellow and Skull White. Be sure to leave areas of the previous color showing through. The final, carefully applied highlight is straight Skull White.



Map out thin lines over black with a 33/33/33 mix of Chaos Black, Dark Angels Green, and Jade Green. Paint thinner lines atop of these lines with more Jade Green to the mix for each successive highlight. The final highlight is a carefully applied thin line of a 50/50 mix of Jade Green and Skull White.





# CLASSIC HEAVY SUPPORT



**Ravager Box (1)**  
45-13

Ravagers are variants of the Raider. Mounting a deadly battery of heavy weaponry, they have been the bane of tanks and other vehicles across the galaxy. Combining amazing speed with awesome weaponry, Ravagers can easily outmaneuver and blow apart the lumbering vehicles of other races.



**Ravager Dark Lance**  
011202804



**Ravager Disintegrator**  
011202805



**Ravager Left Side**  
011202806



**Ravager Right Side**  
011202807



**Ravager Weapon Mount**  
011202808



**Ravager Gunner Arms**  
011202803

*Below: Nick Davis created this conversion for the Dark Eldar using the Vehicle Design Rules which can be found in the Chapter Approved 2004 book.*



**Ravager Right Scythe**  
011202810



**Ravager Left Scythe**  
011202809



**Ravager Gunner 1**  
011202801



**Ravager Gunner 2**  
011202802

# CLASSIC HEAVY SUPPORT



Talos Box (1)  
45-11



Talos Scythe  
011201209



Talos Spikes  
011201205



Talos Carapace  
011201204



Talos Arm Mount  
011201208



Talos Pincer Arm  
011201207

Talos Needle Arm  
011201206



Talos Prow  
011201203



Talos Body  
011201202



Talos Gun 2  
011201211



Talos Gun 1  
011201210



## SHOWCASE



Talos Fuselage  
011201201



Left: This menacing Talos conversion won Bruno Rizzo the silver in the vehicle category at the 2000 French Golden Demon competition.



# CLASSIC PRICE LIST

### Getting Started

- 45-01-60 *Codex: Dark Eldar* ..... \$15
- 45-06 **Dark Eldar Battle Force** ..... \$100  
Contents: 20 Plastic Dark Eldar Warriors, 5 Plastic Dark Eldar Reaver Jetbikes, 1 Plastic Dark Eldar Raider & Set of 40,000 Jungle Trees

### Boxed Sets & Blister Packs – HQ

- 45-39 **Lord** ..... \$10  
Blister includes 1 model
- 45-40 **Haemonculus** ..... \$8  
Blister includes 1 model
- 45-42 **Incubi** ..... \$9  
Blister includes 2 models
- 45-43 **Incubus w/ Assault Weapon** ..... \$6  
Blister includes 1 model

### Special Characters

- 45-14 **Asdrubael Vect** ..... \$50  
Box includes 1 model
- 45-35 **Urien Rakarth – Master Haemonculus** ..... \$10  
Blister includes 1 model
- 45-36 **Drazhar – Incubi Master** ..... \$10  
Blister includes 1 model
- 45-37 **Kruellagh the Vile – Dark Eldar Lord** ..... \$10  
Blister includes 1 model
- 45-38 **Lelith Hesperax – Witch Lord** ..... \$10  
Blister includes 1 model

### Boxed Sets & Blister Packs – Elites

- 45-52 **Beastmaster & Warp Beast** ..... \$6  
Blister includes 2 models
- 45-55 **Grotesques** ..... \$9  
Blister includes 2 models
- 45-56 **Mandrakes** ..... \$9  
Blister includes 2 models
- 45-46 **Succubus** ..... \$6  
Blister includes 1 model
- 45-53 **Warp Beasts** ..... \$7  
Blister includes 2 models
- 45-12 **Wych Squad** ..... \$20  
Box includes 5 models
- 45-48 **Wych w/ Wych Weapon** ..... \$6  
Blister includes 1 model
- 45-47 **Wyches** ..... \$9  
Blister includes 2 models
- 45-49 **Wyches w/ Assault Weapons** ..... \$7  
Blister includes 2 models

### Boxed Sets & Blister Packs – Troops

- 45-08 **Raider** ..... \$30  
Box includes 1 model
- 45-41 **Sybarite** ..... \$7  
Blister includes 1 model
- 45-07 **Warriors Squad** ..... \$30  
Box includes 16 models
- 45-45 **Warriors w/ Assault Weapons** ..... \$8  
Blister includes 2 models
- 45-44 **Warriors w/ Dark Lances** ..... \$10  
Blister includes 2 models

### Boxed Sets & Blister Packs – Fast Attack

- 45-54 **Hellion** ..... \$7  
Blister includes 1 model
- 45-09 **Reaver Jetbike** ..... \$12.50  
Box includes 1 model
- 45-10 **Reaver Jetbike Squadron** ..... \$40  
Box includes 3 models

### Boxed Sets & Blister Packs – Heavy Support

- 45-13 **Ravager** ..... \$35  
Box includes 1 model
- 45-16 **Scourge Squad** ..... \$35  
Box includes 2 models
- 45-51 **Scourge w/ Heavy Weapon** ..... \$7  
Blister includes 1 model
- 45-50 **Scourges w/ Splinter Rifles** ..... \$8  
Blister includes 1 model
- 45-11 **Talos** ..... \$35  
Box includes 1 model

### Metal Bitz – HQ

- Lord**
- 011200901 **Dark Eldar Lord Body** ..... \$7.50
- 011200902 **Dark Eldar Lord Arm** ..... \$2.50
- 011202601 **Dark Eldar Lord (Female)** ..... \$10

### Haemonculi

- 011200301 **Haemonculus 1** ..... \$8
- 011200302 **Haemonculus 2** ..... \$8

### Incubi

- 011200601 **Incubus 1** ..... \$4
- 011200602 **Incubus 2** ..... \$4
- 011200603 **Incubus 3** ..... \$4
- 011200605 **Incubus Backpack 1** ..... \$1.50
- 011200606 **Incubus Backpack 2** ..... \$1.50
- 011200607 **Incubus Backpack 3** ..... \$1.50
- 011200608 **Incubus 4** ..... \$4
- 011200609 **Incubus 5** ..... \$4
- 011201001 **Incubus w/ Assault Weapon 1** ..... \$4.50
- 011201002 **Incubus w/ Assault Weapon 2** ..... \$4.50
- 011201003 **Incubus Shredder** ..... \$1.50
- 011201004 **Incubus Blaster** ..... \$1.50

### Special Characters

- Asdrubael Vect**
- 011203001 **Vect Platform** ..... \$4
- 011203002 **Incubus Bodyguard 1 Body** ..... \$4.25
- 011203003 **Incubus Bodyguard 1 Punisher** ..... \$1
- 011203004 **Incubus Bodyguard 2** ..... \$4.25
- 011203005 **Broken Spikes** ..... \$1
- 011203006 **Spikes** ..... \$1
- 011203007 **Weapon Mount** ..... \$0.50
- 011203008 **Gunner 1** ..... \$3
- 011203009 **Gunner 2** ..... \$3
- 011203010 **Ravager Disintegrator** ..... \$2
- 011203011 **Gunner Arms** ..... \$1
- 011203012 **Prisoner** ..... \$3
- 011203013 **Slave** ..... \$3
- 011203014 **Vect Throne Back** ..... \$3
- 011203015 **Vect Torso** ..... \$3
- 011203016 **Vect Legs** ..... \$2
- 011203017 **Vect Throne Right Side** ..... \$2
- 011203018 **Vect Throne Left Side** ..... \$2
- 011203019 **Vect Right Arm** ..... \$1
- 011203020 **Incubi Backpack** ..... \$1
- 011203021 **Vect Throne Seat** ..... \$1

### Drazhar

- 011202701 **Drazhar Body** ..... \$7.50
- 011202702 **Drazhar Left Arm** ..... \$1.50
- 011202703 **Drazhar Right Arm** ..... \$1.50
- 011202704 **Drazhar Backpack** ..... \$1.50

### Lelith Hesperax

- 011203201 **Lelith Hesperax Body** ..... \$8.50
- 011203202 **Lelith Hesperax Impaler** ..... \$3.50

- 011203203 **Lelith Hesperax Foot** ..... \$1.50
- 011203204 **Lelith Hesperax Spikes** ..... \$1.50

### Metal Bitz – Elites

#### Beastmaster & Warp Beast

- 011200501 **Warp Beast 1** ..... \$3
- 011200502 **Warp Beast 1 Front Leg** ..... \$1
- 011200503 **Warp Beast 1 Hind Leg** ..... \$1
- 011200504 **Warp Beast 2** ..... \$3
- 011200505 **Warp Beast 2 Front Leg** ..... \$1
- 011200506 **Warp Beast 2 Hind Leg** ..... \$1
- 011200507 **Warp Beast 3** ..... \$3
- 011200508 **Warp Beast 3 Front Leg** ..... \$1
- 011200509 **Warp Beast 3 Hind Leg** ..... \$1
- 011200801 **Beastmaster** ..... \$4

#### Grotesques

- 011202101 **Grotesque 1** ..... \$5
- 011202102 **Grotesque 2** ..... \$4.50
- 011202103 **Grotesque 2 Arm** ..... \$1
- 011202104 **Grotesque 3** ..... \$3
- 011202105 **Grotesque 4** ..... \$4
- 011202106 **Grotesque 4 Right Arm** ..... \$1
- 011202107 **Grotesque 4 Left Arm** ..... \$1

#### Mandrakes

- 011202301 **Mandrake 1** ..... \$4.50
- 011202302 **Mandrake 2** ..... \$4.50
- 011202303 **Mandrake 3** ..... \$4.50
- 011202304 **Mandrake 4** ..... \$4.50

#### Succubi

- 011200101 **Succubus** ..... \$5.50
- 011200102 **Succubus Shoulder** ..... \$1.50

#### Wyches

- 011200103 **Wych w/ Shredder** ..... \$3.50
- 011200104 **Wych w/ Shredder Shoulder** ..... \$1.50
- 011200105 **Wych 3** ..... \$3.50
- 011200106 **Wych 3 Shoulder** ..... \$1.50
- 011200107 **Wych 4** ..... \$3.50
- 011200108 **Wych 4 Gun Arm** ..... \$1.50
- 011200109 **Wych 4 Shoulder** ..... \$1.50
- 011200110 **Wych 5** ..... \$3.50
- 011200111 **Wych 5 Shoulder** ..... \$1.50
- 011200112 **Wych 6 w/ Shredder** ..... \$4.50
- 011200113 **Wych 7 w/ Blaster** ..... \$4.50
- 011201801 **Wych w/ Hydra Knives 1** ..... \$4.50
- 011201802 **Wych w/ Hydra Knives 1 Arm** ..... \$2.50
- 011201803 **Wych w/ Shardnet 1** ..... \$4.50
- 011201804 **Wych w/ Shardnet 1 Impaler Arm** ..... \$2.50
- 011201805 **Wych w/ Shardnet & Impaler 2** ..... \$6.50
- 011201806 **Wych w/ Hydra Knives 2** ..... \$6.50
- 011201807 **Wych Shoulder 6** ..... \$1.50
- 011201808 **Wych w/ Falchion Razor 1** ..... \$6.50
- 011201809 **Wych w/ Falchion Razor 2** ..... \$6.50
- 011201810 **Wych Shoulder 7** ..... \$1.50

### Metal Bitz – Troops

#### Raider

- 99390112002 **Dark Eldar Raider Platform Sprue** ..... \$9
- 99390112003 **Dark Eldar Raider Crew Sprue** ..... \$9
- 99390112004 **Dark Eldar Raider Hull Sprue** ..... \$9

#### Sybarites

- 011200201 **Sybarite 1** ..... \$8
- 011200202 **Sybarite 2** ..... \$8

#### Warriors

- 011201301 **Warrior Body 1** ..... \$3.50
- 011201302 **Warrior Body 2** ..... \$3.50
- 011201303 **Shredder Arm** ..... \$1.50
- 011201403 **Dark Lance Arm** ..... \$2.50
- 011201503 **Blaster Arm** ..... \$1.50

### Metal Bitz – Fast Attack

#### Hellion

- 011203101 **Hellion Body 1** ..... \$3

# COLORS OF WAR

011203102	Hellion Body 2	.....	\$3
011203103	Hellion Body 3	.....	\$3
011203104	Hellion Skyboard	.....	\$3
011203105	Hellion Hellglave 1	.....	\$1
011203106	Hellion Hellglave 2	.....	\$1
011203107	Hellion Hellglave 3	.....	\$1

**Reaver Jetbike**

011202201	Jetbike Shredder	.....	\$2
011202202	Jetbike Blaster	.....	\$2
011202203	Jetbike Succubus	.....	\$2
011202204	Jetbike Succubus Arm	.....	\$0.50
011202205	Jetbike Chains	.....	\$1
011202206	Jetbike Wych Torso 1	.....	\$2
011202207	Jetbike Wych Torso 2	.....	\$2
011202208	Jetbike Wych Arm	.....	\$0.50

**Metal Bitz – Heavy Support**

**Ravager**

011202801	Ravager Gunner 1 (Helmet)	.....	\$3
011202802	Ravager Gunner 2 (Topknot)	.....	\$3
011202803	Ravager Gunner Arms	.....	\$1
011202804	Ravager Dark Lance	.....	\$2
011202805	Ravager Disintegrator	.....	\$2
011202806	Ravager Left Side	.....	\$5
011202807	Ravager Right Side	.....	\$5
011202808	Ravager Weapon Mount	.....	\$0.50
011202809	Ravager Right Scythe	.....	\$2
011202810	Ravager Left Scythe	.....	\$2

**Scourges**

011201101	Scourge Sybarite	.....	\$5.50
011201102	Scourge 1	.....	\$5.50
011201103	Scourge 2	.....	\$5.50
011201104	Scourge 3	.....	\$5.50
011201105	Scourge 4	.....	\$5.50
011201106	Scourge Dark Lance	.....	\$3.50
011201107	Scourge Splinter Cannon	.....	\$3.50
011201108	Scourge Wings	.....	\$3.50
011202001	Scourge w/ Splinter Rifle	.....	\$5.50

**Talos**

011201201	Talos Fuselage	.....	\$9
011201202	Talos Body	.....	\$7
011201203	Talos Prow	.....	\$5
011201204	Talos Carapace	.....	\$2
011201205	Talos Spikes	.....	\$1
011201206	Talos Needle Arm	.....	\$3
011201207	Talos Pincer Arm	.....	\$3
011201208	Talos Arm Mount	.....	\$0.50
011201209	Talos Scythe	.....	\$2
011201210	Talos Gun 1	.....	\$2
011201211	Talos Gun 2	.....	\$2

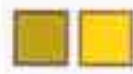
Chaos Black base, Shadow Grey & Blood Red highlights



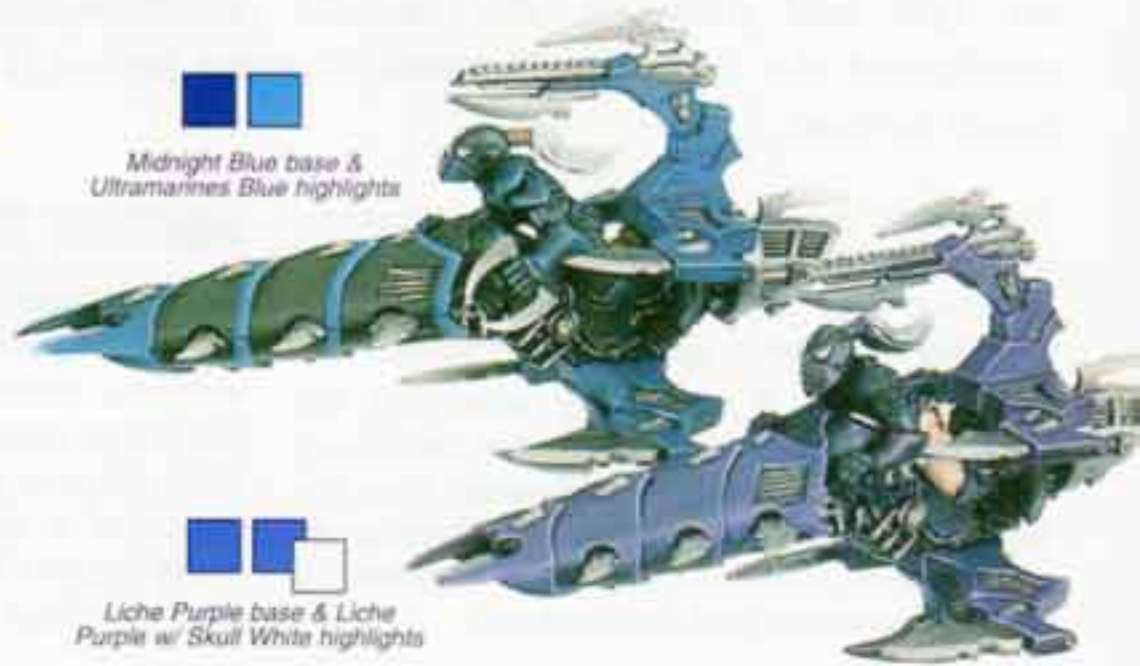
Note: Raider shown at 65% of actual size.

Left: Games Workshop's Joe Hill used glyphs & runes on his Wych Raider to decorate the prow.

Below: Neil Green & Chris Smart used color banding on the front of the segments of the armor plating at the front of each Jetbike.



Gun: Dwarf Bronze & Shining Gold



Midnight Blue base & Ultramarines Blue highlights



Liche Purple base & Liche Purple w/ Skull White highlights



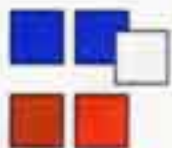
Armor: Regal Blue & Enchanted Blue



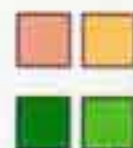
Gold Armor: Brazen Brass & Shining Gold



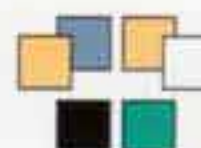
Armor: Chainmail & Mithril Silver



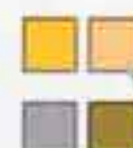
Hair: Liche Purple & Liche Purple w/ Skull White  
Armor: Red Gore & Blood Red



Skin: Dwarf Flesh & Elf Flesh  
Armor: Dark Angels Green & Goblin Green



Skin: Shadow Grey/Elf Flesh & Elf Flesh/Skull White  
Armor: Chaos Black & Hawk Turquoise



Skin: Dwarf Flesh & Elf Flesh  
Armor: Chainmail & Chestnut Ink

# ELDAR

*Farseer Tyli shifted her mind and broadcast a message to the awaiting commanders. The time to launch the attack was now.*

*Instantaneously, each Eldar leader set his squads in motion. On the flanks, Jetbike squadrons and Falcons swept forward, their anti-gravitic engines whining under the sudden burst of speed. Guardians with their heavy weapons platforms emerged from cover to anchor the center. Rangers, far closer to enemy lines but hidden by their Cameleoline Cloaks, opened fire at key targets with their long rifles.*

*As Tyli had planned, the sudden synchronized attack had eradicated the Imperial forward firebase before a distress signal could be sent.*

The Eldar race is ancient beyond human reckoning. It is said that the Eldar had mastered the intricacies of space travel before Mankind first looked upward at the stars.

The Eldar are a technically advanced but dying race, having suffered a vast cataclysm that split their once mighty civilization. Now the Eldar are a race of wanderers, fighting to reclaim their shattered domain in a galaxy of barbaric usurpers and insidious evil.

*Below: Douglas Hann won first place in the Warhammer 40,000 Squad category at the 2002 Canadian Golden Demon painting competition with his Banshees of Ulthwé.*

## Fighting Style

More than any other army, the Eldar are made up of highly specialist squads, HQ types, and vehicles. When a masterful commander can play each squad or model to its strengths, the Eldar become a nigh unstoppable force. In the hands of a novice, the army is fragile and easily broken. Blending the right mix for each game is an art unto itself.

*Right: Bryan Shaw won third place with his Nuadhu "Fireheart" at the 2002 Baltimore Games Day Golden Demon painting competition in the Warhammer 40,000 Vehicle or Squadron category.*



## Collecting an Eldar Army

Most players begin their Eldar armies with a strong force of Guardians (either Storm squads or Defender squads) and a Farseer to fulfill their compulsory HQ and two Troops choices. Next, the varied proficiencies of the Aspect Warriors allow the commander to pick and choose which skills he values most – the deadly charge of the Howling Banshees, the short-ranged firepower of the Fire Dragons, the displacing movement of the Warp Spiders, or more. Each of the Elites choices offers superlative abilities in some (but never all) the arts of war.

Eldar vehicles provide more fast and heavily armed options. With Falcons and Wave Serpents, the Eldar excel at swift attacks and flexible defense, enabling them to move the right units to where they are needed.

Farseers and Warlocks provide the Eldar with the most powerful psykers in the game, and the towering might of a Wraithlord or the lightning-fast attacks of a Jetbike squadron will be hard to pass up.

Whether your plan is moving quickly into hand-to-hand hit-and-run attacks or anything else you can come up with – an Eldar army that is executed towards an overall plan is a deadly force on the battlefield!

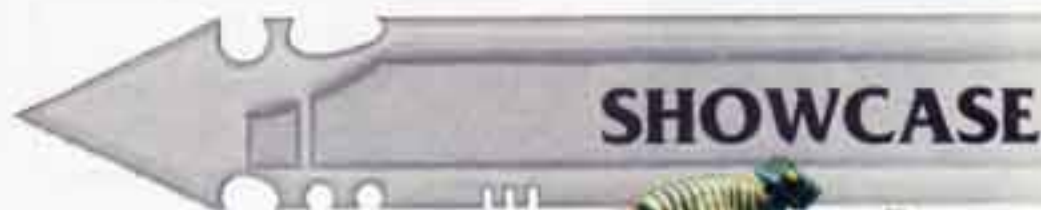
*Right: Adam Rantz's Phoenix Lord Karandras won third place at the 2002 Canadian Games Day Golden Demon painting competition.*



*Bottom: Mike Sager won the 40K Overall award at the 2002 Chicago Grand Tournament with this fantastic Eldar Army.*

*Right: All of Mike's vehicles featured flames, bones, and skulls. The bases for the rest of his army featured a fire theme as well.*

*Left: Mike Sager sculpted an array of bones onto his Wraithlord's head, legs, and*



# GETTING STARTED

Starting with Codex: Eldar and a Battle Force is a great way to begin your Eldar army. Use the Codex: Craftworld Eldar rules to specialize your army even further.



**Codex: Eldar**  
46-01-60



**Codex: Craftworld Eldar**  
46-02-60

The 48-page Eldar rulebook (left) contains painting and modeling guides, background, and the full army list for the Eldar. The 24-page Craftworld Eldar rulebook (above) contains the five variant armies of the craftworld-specific forces.



## Eldar Battle Force (46-10)

- 20 Eldar Guardians
- 3 Eldar Jetbikes
- 1 Eldar Vyper Jetbike
- 1 Eldar Falcon Grav Tank
- 1 Set of Jungle Trees



# SHOWCASE



Chris Courtney's army received the Best Overall Score Award at the 2002 Philadelphia Grand Tournament. This score is determined by his Army Selection, Sportsmanship, Appearance, and Battle Points.

*Note:* Displayed for show only. In the center of the army shot, is Chris's Nightwing Fighter available only from Forge World.

All miniature are supplied unpainted. Models, base, and sprues are all shown uncut and uncut unless otherwise noted. Games may vary slightly from those shown.



**Warlock 1**  
w/ Force Rod  
010402404

**Warlock 2**  
w/ Witch Blade  
010402401

**Warlock 4**  
w/ Witch Blade  
010406401

**Warlock Blister (Random 1)**  
46-36

**PAINTING RUNES**



Complete the highlighting and shading of the area where the rune will be positioned. Set the model aside to dry entirely.



Next, take a sharpened pencil (the mechanical ones work the best) and lightly draw out the design that you wish to paint. If you are working over a dark color, use a white charcoal pencil (these are available at most art supply or craft stores).



Paint over the pencil lines with thinned-down Chaos Black paint. Test the consistency of the paint before applying it to the model. If the paint is too thin, it will no longer be opaque. If it's too thick, it will make your design lumpy and obscure the detail. You can test the paint on an old model or bit of primed sprue if you like. When painting the design, make sure to cover the pencil lines completely with the paint.



Once the black paint dries, go back in with a bright opaque color and paint in the center of the Chaos Black lines. If you choose a color that is pretty transparent (like yellow), add a bit of Skull White to increase the color's opacity. When this coat dries, highlight the central line with a bit of pure Skull White. Save these tiny highlights for sharp corners or the tips of lines to make the design appear to have a bit more depth to it.



**Eldrad Ulthran,**  
Farseer of Ulthwé  
Blister (1)  
46-38 (Blister)  
010402701 (Bit)



**Farseer Spear**  
010406802



**Farseer Blister (1)**  
46-52



**Farseer Body**  
010406801



*Note: Warlock with Singing Spear (010402407) and Warlock 3 with Witch Blade (010402406) can also be purchased in the Warlock blister pack (46-36).*



**Warlock**  
w/ Singing Spear  
010402407



**Warlock 3**  
w/ Witch Blade  
010402406



**Seer Council**  
Farseer 2  
010408402



**Seer Council**  
Farseer 1  
010408401

**Ulthwé Seer Council Box (5)**  
46-16



**Seer Council**  
Witch Blade 3  
010408404



**Seer Council**  
Warlock Body  
010408403





# HQ



**Avatar of the Bloody-Handed God Blister (1)**  
46-46

*If an Avatar's body is destroyed, its spirit will return to the inner sanctum on the craftworld until it has grown a new form.*



**Avatar Torso**  
010400102



**Avatar Legs**  
010400101



**Avatar Right Arm and Sword**  
010400103



**Avatar Mane**  
010400105



**Avatar Bloody Hand**  
010400104



**Phoenix Lord Asurmen Blister (1)**  
46-39



**Asurmen Body**  
010400401



**Asurmen Banner Pole**  
010400402

*Phoenix Lords have traveled the galaxy for millennia and are utterly fearless. A Phoenix Lord will never fall back or be pinned – even by attacks that do not normally allow a Morale check to be taken.*



**Fuegan Body**  
010402901



**Fuegan Fire Axe**  
010402902



**Phoenix Lord Fuegan Blister (1)**  
46-41



**Phoenix Lord Maugan Ra Blister (1)**  
46-42



**Maugan Ra Backpack**  
010400503



**Maugan Ra Maugetar**  
010400502



**Maugan Ra Body**  
010400501



The Exarchs take the names of great warriors from myth, and each successive Exarch who wears the sacred armor takes on that name and forgets his past life.

– Lexicos Aldus Mari



**Karandras Head**  
010402802



**Karandras Body**  
010402801



**Phoenix Lord Karandras Blister (1)**  
46-40



**Phoenix Lord Baharroth Blister (1)**  
46-44



**Baharroth Body**  
010400701



**Baharroth Wings**  
010401906



**Jain Zar Right Arm and Silent Death**  
010400603



**Jain Zar Body**  
010400601



**Phoenix Lord Jain Zar Blister (1)**  
46-43



**Jain Zar Left Arm and Blade of Destruction**  
010400602

**APPLYING DECALS**



The application of a decal can add some extra detail and character to your models. Start by choosing an appropriate decal for

your vehicle or model and carefully cut it out from the sheet. It's a good idea to cut some extra space around one side of the decal. This space makes it easier to hold the paper while you transfer the decal to the model's surface.



Take a pair of tweezers and hold the transfer by the paper surrounding it. The shiny area is the part that will be transferred, so

holding on to the paper anywhere outside of this area should be fine. Dip the transfer in a shallow dish of water (we used a jar lid) and hold it under water for about 30 seconds. When the decal starts to peel away from the paper, it is ready to be transferred.



Take a brush and dampen the area where you plan to apply the transfer. This will help you reposition the transfer to get

the placement just right. While holding the edge of the paper with the tweezers, take a brush and gently slide the decal off the paper and onto the model's surface.



Reposition the decal with a wet brush until it is in the desired position. Then take a piece of paper towel or a dry brush and gently

dab away any excess water from the surface. This step should affix your decal into place. If you notice bubbles under the decal, re-wet the decal and smooth it out with a damp brush.



Take some of the background color and paint over the shiny area around the decal. This step will help hide the fact that a decal was

used and prevent it from detracting from the overall appearance of the model. If you like, the rest of the transfer can be painted over in a different color to suggest a hand-crafted appearance.



# ELITES



*By using fusion guns and melta bombs, these close quarter combatants can devastate any armor or emplacement.*



**Fire Dragon Body 1**  
010408201



**Fire Dragon Body 2**  
010408202



**Fire Dragon Body 3**  
010408203



**Fire Dragon Exarch Blister (Random 1)**  
46-61



**Fire Dragons Blister (Random 2)**  
46-57



**Fire Dragon Exarch Body 1**  
010408001



**Fire Dragon Exarch Body for Firepike**  
010408003



**Fire Dragon Exarch Fusion Gun**  
010408002



**Fire Dragon Exarch Firepike**  
010408004



**Wraithguard Head 1**  
010400801



**Wraithguard Body 1**  
010400804



**Wraithguard Body 2**  
010400802



**Wraithguard Head 2**  
010400803



**Wraithguard Blister (Random 1)**  
46-37



**Wraithguard Head 3**  
010400805



**Wraithguard Body 3**  
010400806

*Wraithguard are wraithbone constructs housing the immortal spirit of a dead Eldar warrior.*

ELITES



**Striking Scorpions Blister (Random 3)**  
46-53



*Striking Scorpions use cover to protect their advance and then spring forward with a hail of lasers from helmet-mounted mandiblasters before attacking with whining chainswords.*



**Striking Scorpion Body 1**  
010407601



**Striking Scorpion Body 2**  
010407602



**Striking Scorpion Body 3**  
010407603



**Striking Scorpion Exarch Body**  
010407801



**Striking Scorpion Exarch Blister (1)**  
46-56



**Warp Spider Exarch Blister (1)**  
46-49



**Warp Spider Exarch Body**  
010403001



**Striking Scorpion Chainsword Arm 1**  
010407604



**Striking Scorpion Chainsword Arm 2**  
010407605



**Striking Scorpion Exarch Claw**  
010407802



**Warp Spider Exarch Carapace**  
010403002



**Warp Spider Exarch Deathspinner**  
010403003



**Warp Spider 1**  
010402601



**Warp Spider 2**  
010402602



**Warp Spider 3**  
010402603

**Warp Spiders Blister (Random 2)**  
46-45

*Warp Spiders use warp jump generators to materialize next to their foes. With a blast from their monofilament-spraying death spinners, the Warp Spiders reduce enemy squads to a pulp and then escape before a bead can be drawn.*





# ELITES



Howling Banshee  
Exarch Body  
010407002



Howling Banshee  
Exarch Blister (1)  
46-51



Howling Banshees Blister (Random 2)  
46-50



Howling Banshee  
Body 1  
010406701



Howling Banshee  
Body 2  
010406702



Howling Banshee  
Body 3  
010406703



Howling Banshee Exarch Weapon  
010407001



Howling Banshee  
Sword 1  
010406704



Howling Banshee  
Sword 2  
010406705



Howling Banshee  
Sword 3  
010406706

# SHOWCASE

*These gorgeous Howling Banshees were a part of Garrick Eisenbeis's 2002 LA Grand Tournament army.*



**TROOPS**



**Rangers Blister (Random 2)**  
46-35



**Ranger with Long Rifle 1**  
010401511



**Ranger with Long Rifle 3**  
010401516



**Ranger with Long Rifle 5**  
010401514



**Ranger with Long Rifle 2**  
010401513



**Ranger with Long Rifle 4**  
010401512



**Ranger with Long Rifle 6 and Shuriken Pistol**  
010401501



**Ranger with Sniper Rifle 7**  
010401503



**Ranger with Power Sword and Shuriken Pistol**  
010401502

*Note: The weapons for the Heavy Weapon Platform (the Scatter Laser 010407903, Shuriken Cannon 010407904, Star Cannon 010407905, Bright Lance 010402502, and Missile Launcher 010402503) can be found in the Heavy Support section on p. 142.*



**Heavy Weapon Platform Blister (Random Weapon Platform and 2 Random Crew)**  
46-54



**Eldar Weapon Shield**  
010407902



**Eldar Heavy Weapon Platform**  
010407901



**Gun Crew Backpack**  
010407714



**Gunner with Shuriken Pistol**  
010407711



**Gunner**  
010407712



**Gunner with Helmet**  
010407713



**Gun Loader w/ Shuriken Catapult**  
010407709



**Gun Loader w/ Ammo Box**  
010407708



**Gun Loader w/ Belt Scanner**  
010407710

# TROOPS



All citizens residing on a craftworld are trained in the ways of battle. Thus, when danger arises, they can take up arms and defend their dying civilization in a Guardians squad.

**Guardians Box (16)**  
46-09



**Eldar Storm Guardians Box (8)**  
46-17

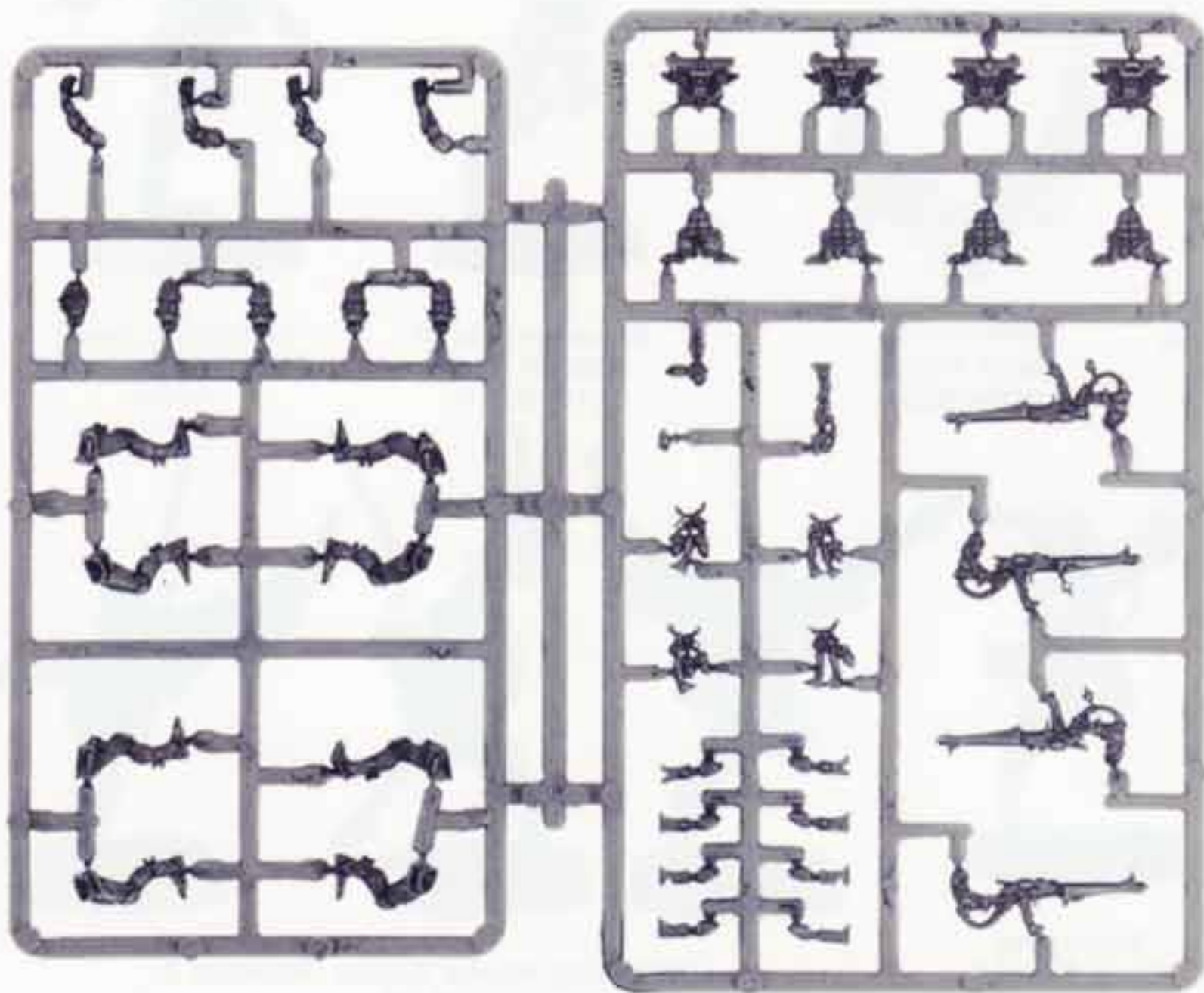
*Note: The Eldar Storm Guardians come with the Guardians plastic sprue (99380104001) shown on the opposite page.*



*Note: The Dire Avengers come with the Guardians plastic sprue (99380104001) shown on the opposite page.*

**Dire Avengers Box (8)**  
46-15

**TROOPS**



**Guardians Sprue**  
99380104001

*Note: Sprue shown at 90% of actual size.*

**PAINTING GEMS**



Begin by painting the gem with the desired base color. For simplicity's sake, try to choose a color that has a lighter and darker shade available, which will help you achieve consistency in your highlights and shading. Scaly, Jade, and Vile Greens were used in this example with Jade Green being used for the base color.



Next, take the darker shade (Scaly Green here) and paint the upper right or left corner of the gem. While the paint is still wet, take another brush, wet it, and break up the lower border of the darker shade color until it makes a smooth transition into the base color. A little practice may be necessary to hone your blending skills, but keep at it, as the end result is quite attractive.



For the highlight, paint the bottom edge of the gem opposite the shading using the lighter shade color (Vile Green in this case). Use the same technique as described above, making sure that you leave enough of the base color to make a smooth transition from highlight to shadow.



When satisfied with the blend of shadow, base, and highlight colors, take a bit of thinned Skull White paint and apply a single tiny highlight in the center of the darkest part of the gem. Finally, add a thin, curved line of Skull White along the bottom edge to finish off the overall effect.



**Storm Guardian Chainsword Sprue**  
010408503



**Storm Guardian Power Weapon Sprue**  
010408504



**Storm Guardian Heads Sprue**  
010408501



**Storm Guardian Pistol Sprue**  
010408502



**Storm Guardian Assault Weapon Sprue**  
010408505



**Dire Avenger Exarch Shuriken Pistol**  
010407503



**Dire Avenger Exarch Power Sword**  
010407504



**Dire Avenger Exarch Head**  
010407501



**Dire Avenger Head**  
010407502



**Dire Avenger Tabard Sprue**  
010407505





# FAST ATTACK



**Swooping Hawk Exarch Wing**  
010408102



**Swooping Hawk Exarch Head and Arm Sprue**  
010408103



**Swooping Hawk Wings**  
010408304



**Swooping Hawk Exarch Body**  
010408101



**Swooping Hawk Exarch Blister (1)**  
46-62



**Swooping Hawk Body 1**  
010408301



**Swooping Hawk Body 2**  
010408302



**Swooping Hawk Body 3**  
010408303



**Swooping Hawks Blister (Random 2)**  
46-58

# SHOWCASE



*Below: A wraithbone statue of Eldrad Ulthran.*

*Chad Mierzwa made this ruined Iyanden Craftworld table for Games Day 2002. The bone coloration of the table represents wraithbone, the psycho-plastic material used for Wraithguard armor.*





**Jetbike with Shuriken Cannon Box (1)**  
46-12

*Note: The Jetbike with Shuriken Cannon comes with the plastic Jetbike sprue (46-06) pictured below.*



**Jetbike Box (1)**  
46-06



**Jetbike Shuriken Cannon**  
010403102



**Jetbike Shuriken Rider Torso**  
010403101

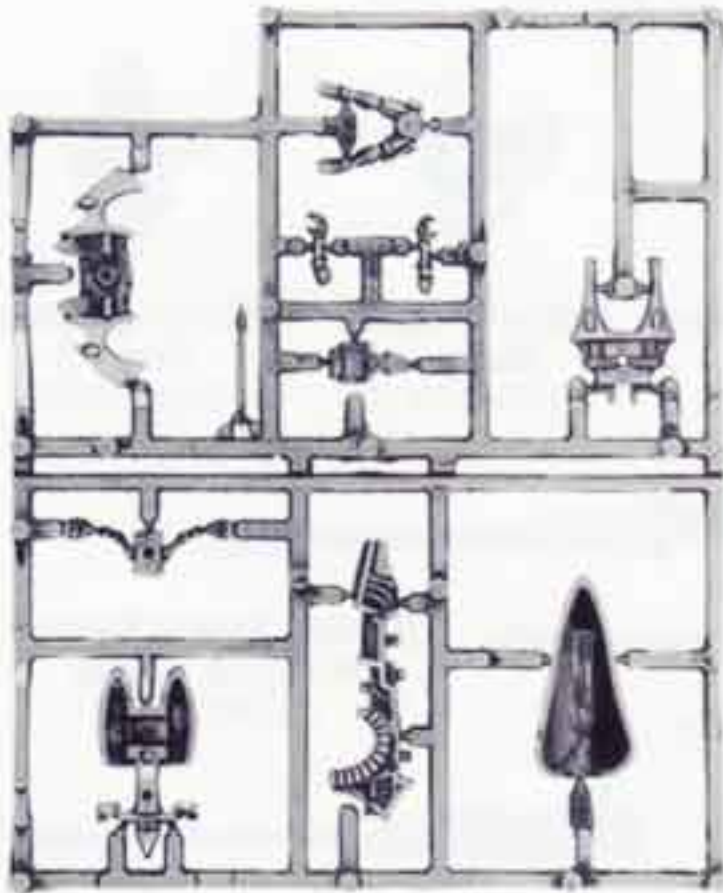


**Vyper Jetbike Canopy**  
99399999038

## FAST ATTACK



**Vyper Jetbike Box (1)**  
46-07



**Jetbike Sprue**  
46-06

*Note: Sprue shown at 80% of actual size.*



**Vyper Jetbike Sprue**  
46-07

*Note: Sprue shown at 40% of actual size.*

## SHOWCASE



*John Shaffer created this amazing interior of an Eldar ship for the Battlefleet Gothic: Invasion booklet.*

*By using sanded styrofoam and a lightweight spackling compound, John made the basis for the room. After the spackling compound was dry, John added two dowels for the columns and a number of wooden Easter egg halves for the bumps on the walls. Once the glue was dry, everything was given a coat of Bleached Bone paint. The walls were then shaded by using brown chalk pastel that John blended in with his forefinger. After a coat of spray varnish and a trip through the bitz box, the room was complete and ready for play.*

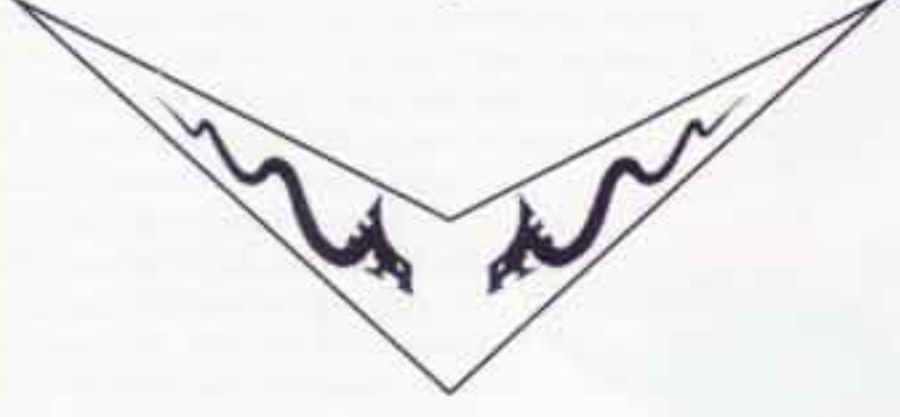
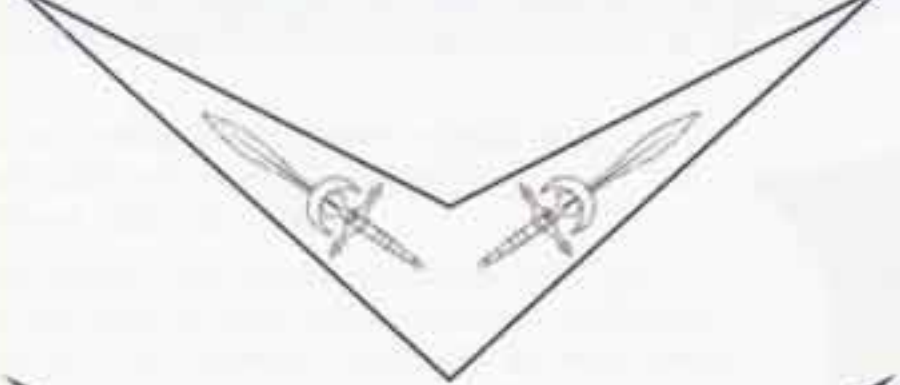
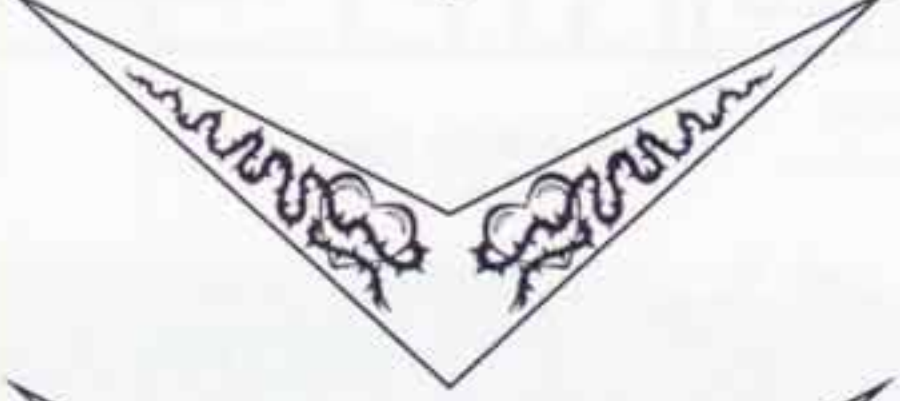
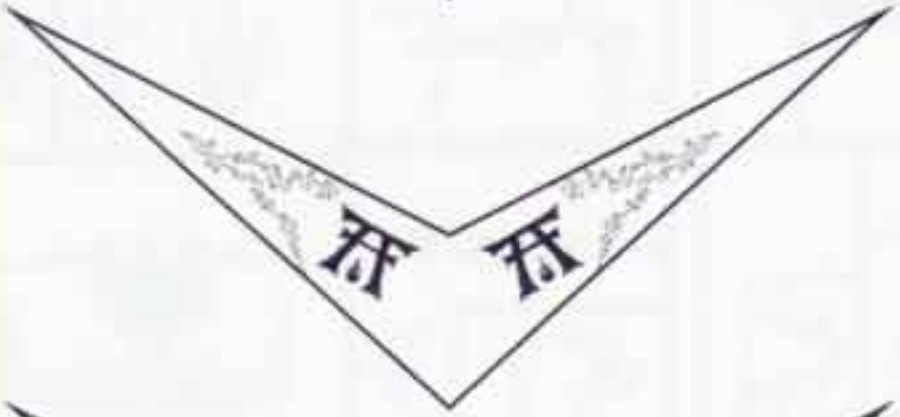
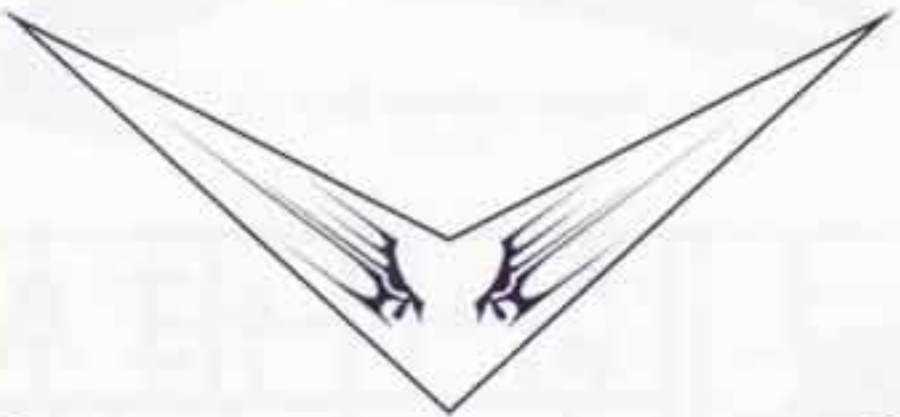


**JETBIKE BANNERS**

Feel free to photocopy these banners to use on your Jetbikes! Simply fold them in half along the Jetbike's pole, and the banner will be level with the ground.

From top to bottom, the banners represent:

**ULTHWÉ  
IYANDEN  
BIEL-TAN  
ALAITOC  
SAIM-HANN**



**FAST ATTACK**



**Shining Spears Squad Box (3)**  
46-13

*Note: The Shining Spears Squad comes with the plastic Jetbike sprue (46-06) shown on p. 137.*



**Shining Spear Guidance System**  
010406906



**Shining Spear Body 1**  
010406901



**Shining Spear Body 2**  
010406902



**Shining Spear Body 3**  
010406903



**Shining Spear Banner Pole**  
010406907



**Shining Spear Exarch Weapon Sprue**  
010407102



**Shining Spear Lance 1**  
010406904



**Shining Spear Lance 2**  
010406905



**Shining Spear Exarch Body**  
010407101



**Shining Spear Exarch Legs**  
010407103



**Shining Spear Legs 1**  
010406908



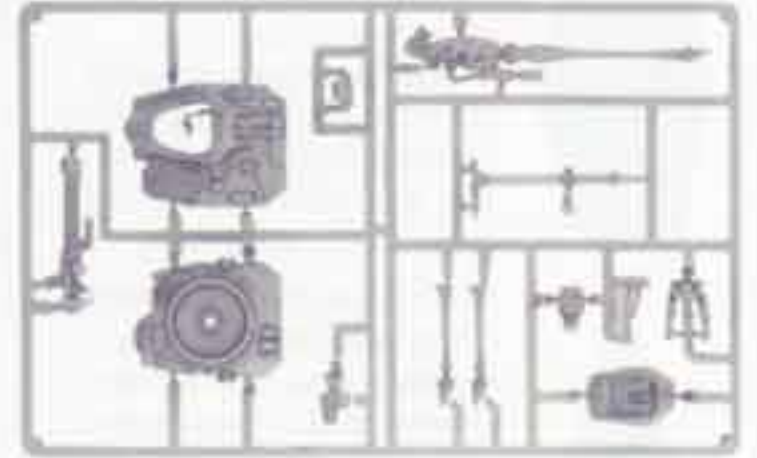
**Shining Spear Legs 2**  
010406909

*Note: The Shining Spear Exarch parts come with the Shining Spears Squad box.*





Vyper Jetbike Canopy  
99399999038



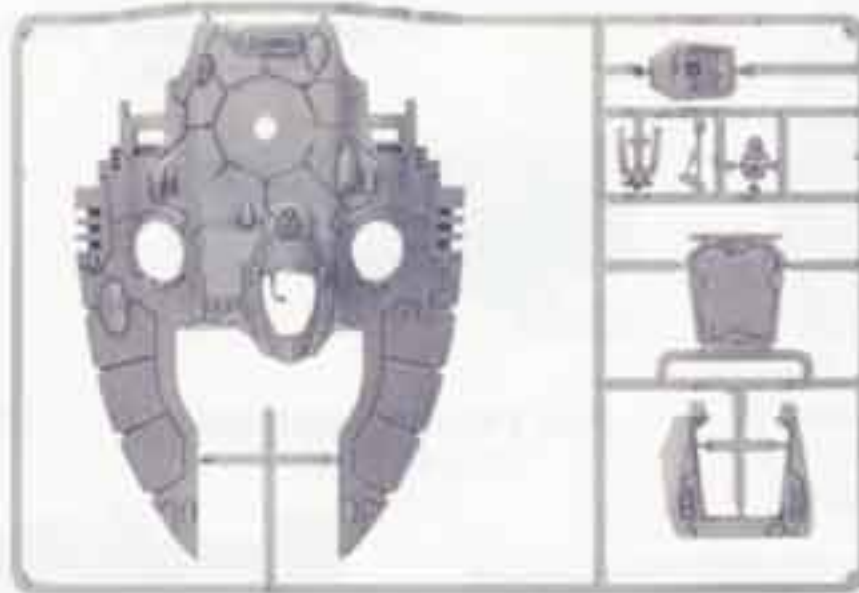
Grav Tank Turret Sprue  
99390104002

Falcon Grav Tank Box (1)  
46-08

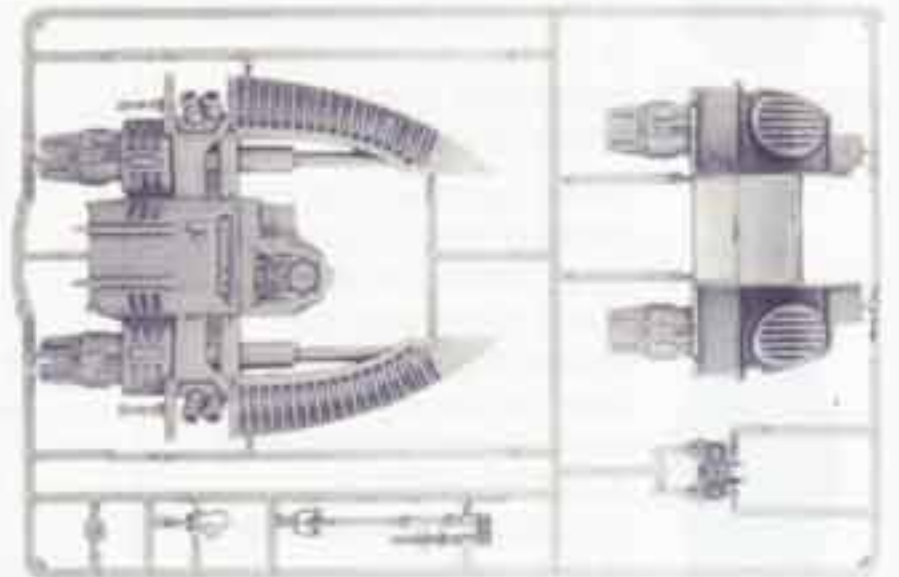
Tank shown 80% of actual size.

Note: Sprues shown at 30% of actual size.

During the war in heaven, it was Falcon, consort of the Great Hawk, who retrieved Vaul's mighty sword Anaris and gave it to the Eldar hero Eldanesh to continue the battle with Khaine. It is this principle of deliverance that is behind the design of the Falcon Grav Tank. With its potent armament and ability to carry a small squad of fighters, the Falcon is designed to take the fight to the enemy or to extricate the warriors should resistance prove too fierce for them.



Grav Tank Hull Top Sprue  
99390104001



Grav Tank Hull Bottom Sprue  
99390104003



Dark Reapers Blister (Random 2)  
46-55



Dark Reaper Missile Launcher  
010407204



Dark Reaper Body 1  
010407201



Dark Reaper Body 2  
010407202



Dark Reaper Body 3  
010407203



Dark Reaper Exarch Blister (1)  
010407301 (Bit)  
46-60 (Blister)



# HEAVY SUPPORT

*Note: The crew for the Support Weapon Platform can be found on p. 133 of the Troops sections with the Heavy Weapon Platform.*



**Support Weapon Platform Box**  
(1 Platform and 2 Crew)  
46-20



**Support Weapon Targeter**  
010407703



**Support Weapon Mount**  
010407704



**Support Weapon Pivot**  
010407702



**Eldar Vibro-Cannon**  
010407705



**Eldar Web Spinner**  
010407706



**Support Weapon Platform**  
010407701



**Eldar D-Cannon**  
010407707

## PAINTING ELДАР VINE PATTERNS



Begin by shading and highlighting the background color over which the vine pattern will be painted. Be sure to choose a background color that will contrast with the color of your vines so that they will really stand out.



Next, draw a series curved lines with a pencil over the surface. Try to keep the pattern looking random and always keep the lines curved with no straight sections. Aim to keep the lines a uniform distance from one another. When satisfied with the pattern, water down some paint (Dark Angels Green in this case) and paint over the lines. Varying the width of the lines will add to the overall grace of the curves, but that's a matter of taste.



When the basic lines are dry, go back in with the pencil and add jagged thorns on either side of the vines. As with the vine curves, try to keep the thorns a uniform distance from one another. Paint the thorns with the same base color used on the vines themselves.



Go back in and highlight the centers of the lines with a lighter shade of the vine color. When this is dry, add another brighter highlight around the most pronounced curves to add further depth to the vines. At this point, touch up any blemishes with the background color. Finally, sit back and marvel at how easy and attractive the overall effect is!



# HEAVY SUPPORT



*The Wraithlord is controlled by the essence of one of the craftworld's mightiest warriors.*



**Weapon Shield**  
010400212



**War Walker and Wraithlord Torso**  
010400201



**War Walker Guardian**  
010400205



**War Walker Power Plant**  
010400202



**War Walker Box (1)**  
46-18



**Wraithlord Head**  
010400303



**Wraithlord Power Plant**  
010400302



**Wraithlord Box (1)**  
46-19



**War Walker Left Leg**  
010400214



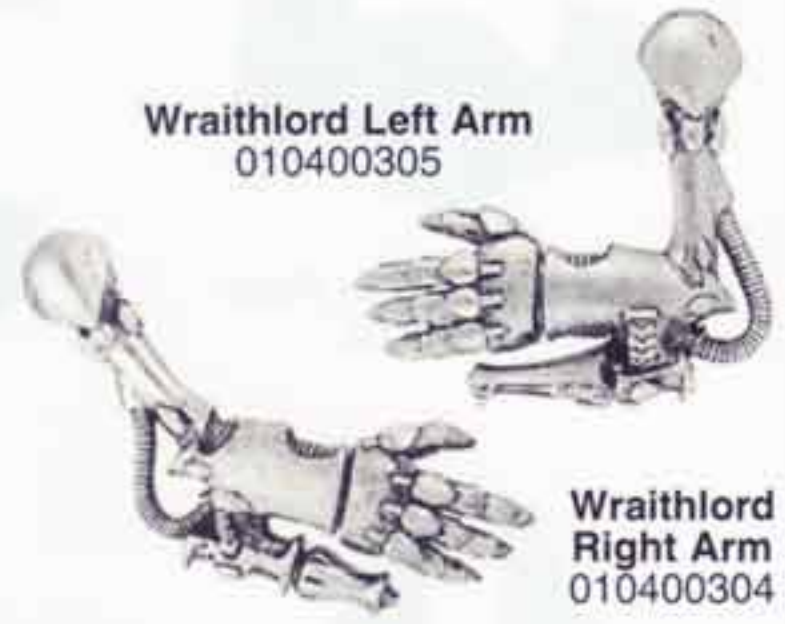
**War Walker Right Leg**  
010400213



**Wraithlord Left Leg**  
010400308



**Wraithlord Right Leg**  
010400307



**Wraithlord Left Arm**  
010400305

**Wraithlord Right Arm**  
010400304

*Note: The five weapons below are for the Wraithlord, the War Walker, and the Heavy Weapon Platform on p. 142 of the Troops section.*



**Bright Lance**  
010402502



**Star Cannon**  
010407905



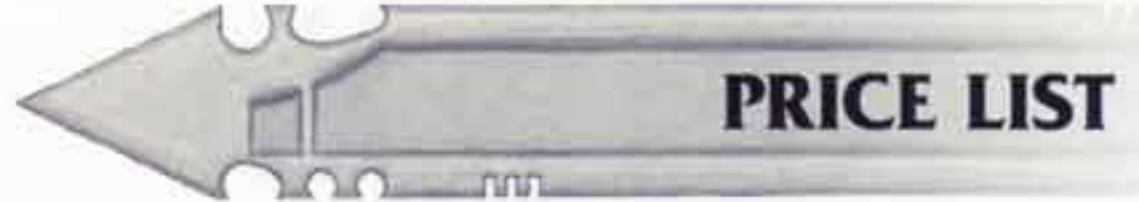
**Shuriken Cannon**  
010407904



**Missile Launcher**  
010402503



**Scatter Laser**  
010407903



**Getting Started**

- 46-01-60 *Codex: Eldar* .....\$15
- 46-02-60 *Codex: Craftworld Eldar* .....\$10
- 40-11-60 *Codex: Eye of Terror* .....\$15
- 46-10 Eldar Battle Force .....\$100  
Contents: Eldar Guardians, Eldar Jetbikes,  
 Eldar Vyper Jetbike, Eldar Falcon Grav Tank &  
 Set of Jungle Trees

**Boxed Sets & Blister Packs – HQ**

- 46-46 Avatar of the Bloody-Handed God .....\$25  
Blister includes 1 model
- 46-52 Farseer .....\$10  
Blister includes 1 model
- 46-16 Ulthwé Seer Council .....\$35  
Box includes 5 models
- 46-36 Warlock .....\$8  
Blister includes 1 random Warlock model

**Special Characters**

- 46-38 Eldrad Ulthran, Farseer of Ulthwé .....\$13  
Blister includes 1 model
- 46-39 Phoenix Lord Asurmen .....\$10  
Blister includes 1 model
- 46-44 Phoenix Lord Baharroth .....\$10  
Blister includes 1 model
- 46-41 Phoenix Lord Fuegan .....\$10  
Blister includes 1 model
- 46-43 Phoenix Lord Jain Zar .....\$10  
Blister includes 1 model
- 46-40 Phoenix Lord Karandras .....\$10  
Blister includes 1 model
- 46-42 Phoenix Lord Maugan Ra .....\$10  
Blister includes 1 model

**Boxed Sets & Blister Packs – Elites**

- 46-61 Fire Dragon Exarch .....\$8  
Blister includes 1 model
- 46-57 Fire Dragons .....\$8  
Blister includes 2 models
- 46-51 Howling Banshee Exarch .....\$8  
Blister includes 1 model
- 46-50 Howling Banshees .....\$8  
Blister includes 2 models
- 46-56 Striking Scorpion Exarch .....\$8  
Blister includes 1 model
- 46-53 Striking Scorpions .....\$8  
Blister includes 2 models
- 46-49 Warp Spiders Exarch .....\$8  
Blister includes 1 model
- 46-45 Warp Spiders .....\$9  
Blister includes 2 models
- 46-37 Wraithguard .....\$10  
Blister includes 1 model

**Boxed Sets & Blister Packs – Troops**

- 46-15 Dire Avengers .....\$20  
Box includes 8 models
- 46-09 Guardians .....\$30  
Box includes 16 models
- 46-54 Heavy Weapons Platform .....\$10  
Blister includes 1 model
- 46-35 Rangers .....\$9  
Blister includes 3 models
- 46-17 Eldar Storm Guardians .....\$25  
Box includes 8 models

**Boxed Sets & Blister Packs – Fast Attack**

- 46-06 Jetbike .....\$12.50  
Box includes 1 model
- 46-12 Jetbike with Shuriken Cannon .....\$15  
Box includes 1 model
- 46-13 Shining Spears Squad .....\$40  
Box includes 3 models
- 46-62 Swooping Hawk Exarch .....\$8  
Blister includes 1 model

- 46-58 Swooping Hawks .....\$8  
Blister includes 2 models
- 46-07 Vyper Jetbike .....\$25  
Box includes 1 model

**Boxed Sets & Blister Packs – Heavy Support**

- 46-60 Dark Reaper Exarch .....\$8  
Blister includes 1 model
- 46-55 Dark Reapers .....\$10  
Blister includes 2 models
- 46-08 Falcon Grav Tank .....\$35  
Box includes 1 model
- 46-11 Fire Prism Grav Tank .....\$40  
Box includes 1 model
- 46-20 Support Weapon Platform .....\$25  
Box includes 1 model plus 2 crew
- 46-18 War Walker .....\$30  
Box includes 1 model
- 46-19 Wraithlord .....\$30  
Box includes 1 model

**Metal Bitz – HQ**

- Avatar**
- 010400101 Avatar Legs .....\$7.50
  - 010400102 Avatar Torso .....\$6.50
  - 010400103 Avatar Right Arm and Sword .....\$6.50
  - 010400104 Avatar Bloody Hand .....\$3.50
  - 010400105 Avatar Mane .....\$3.50

- Farseer**
- 010402701 Eldrad Ulthran .....\$16
  - 010406801 Farseer Body .....\$7.50
  - 010406802 Farseer Spear .....\$2.50
  - 010408401 Seer Council Farseer 1 .....\$10
  - 010408402 Seer Council Farseer 2 .....\$10

- Warlock**
- 010402401 Warlock 2 with Witch Blade .....\$10.25
  - 010402404 Warlock 1 with Force Rod .....\$10.25
  - 010402406 Warlock 3 with Witch Blade .....\$10.25
  - 010402407 Warlock with Singing Spear .....\$10.25
  - 010406401 Warlock 4 with Witch Blade .....\$9
  - 010408403 Seer Council Warlock Body .....\$7
  - 010408404 Seer Council Witch Blade 3 .....\$2

**Special Characters**

- Phoenix Lords**
- 010400401 Asurmen Body .....\$8.50
  - 010400402 Asurmen Banner Pole .....\$2.50
  - 010400501 Maugan Ra Body .....\$6.50
  - 010400502 Maugan Ra Maugetar .....\$2.50
  - 010400503 Maugan Ra Backpack .....\$2.50
  - 010400601 Jain Zar Body .....\$7.50
  - 010400602 Jain Zar Left Arm with  
 Blade of Destruction .....\$2.50
  - 010400603 Jain Zar Right Hand with  
 Silent Death .....\$1.50
  - 010400701 Baharroth Body .....\$7.50
  - 010401906 Baharroth Wings .....\$3.50
  - 010402801 Karandras Body .....\$8.50
  - 010402802 Karandras Head .....\$2.50
  - 010402901 Fuegan Body .....\$8.50
  - 010402902 Fuegan Fire Axe .....\$2.50

**Metal Bitz – Elites**

- Fire Dragons**
- 010408001 Fire Dragon Exarch Body .....\$5.75
  - 010408002 Fire Dragon Exarch Fusion Gun .....\$3.50
  - 010408003 Fire Dragon Exarch  
 Body for Firepike .....\$5.75

- 010408004 Fire Dragon Exarch Firepike .....\$3.50
- 010408201 Fire Dragon Body 1 .....\$5
- 010408202 Fire Dragon Body 2 .....\$5
- 010408203 Fire Dragon Body 3 .....\$5

**Howling Banshees**

- 010406701 Howling Banshee Body 1 .....\$3.50
- 010406702 Howling Banshee Body 2 .....\$3.50
- 010406703 Howling Banshee Body 3 .....\$3.50
- 010406704 Howling Banshee Sword 1 .....\$1.50
- 010406705 Howling Banshee Sword 2 .....\$1.50
- 010406706 Howling Banshee Sword 3 .....\$1.50
- 010407001 Howling Banshee  
 Exarch Weapon .....\$3.50
- 010407002 Howling Banshee Exarch Body .....\$5.75

**Striking Scorpions**

- 010407601 Striking Scorpion Body 1 .....\$3.50
- 010407602 Striking Scorpion Body 2 .....\$3.50
- 010407603 Striking Scorpion Body 3 .....\$3.50
- 010407604 Striking Scorpion  
 Chainsword Arm 1 .....\$1.50
- 010407605 Striking Scorpion  
 Chainsword Arm 2 .....\$1.50
- 010407801 Striking Scorpion Exarch Body .....\$5.75
- 010407802 Striking Scorpion Exarch Claw .....\$3.50

**Warp Spiders**

- 010402601 Warp Spider Body 1 .....\$4
- 010402602 Warp Spider Body 2 .....\$4
- 010402603 Warp Spider Body 3 .....\$4
- 010403001 Warp Spider Exarch Body .....\$5.25
- 010403002 Warp Spider  
 Exarch Carapace .....\$3
- 010403003 Warp Spider  
 Exarch Deathspinner .....\$3

**Wraithguard**

- 010400801 Wraithguard Head 1 .....\$3.50
- 010400802 Wraithguard Body 2 .....\$7.50
- 010400803 Wraithguard Head 2 .....\$3.50
- 010400804 Wraithguard Body 1 .....\$7.50
- 010400805 Wraithguard Head 3 .....\$3.50
- 010400806 Wraithguard Body 3 .....\$7.50

**Metal Bitz & Plastic Sprues – Troops**

- Dire Avengers**
- 010407501 Dire Avenger Exarch Head .....\$1.25
  - 010407502 Dire Avenger Head .....\$1.25
  - 010407503 Dire Avenger  
 Exarch Shuriken Pistol .....\$1
  - 010407504 Dire Avenger  
 Exarch Power Sword .....\$1
  - 010407505 Dire Avenger Tabard Sprue .....\$1.25

**Guardians**

- 99380104001 Guardians Sprue .....\$8

**Heavy Weapons Platform**

- 010402502 Eldar Bright Lance .....\$5
- 010402503 Eldar Missile Launcher .....\$5
- 010407708 Gun Loader with Ammo Box .....\$3
- 010407709 Gun Loader with  
 Shuriken Catapult .....\$3
- 010407710 Gun Loader with Belt Scanner .....\$3
- 010407711 Gunner with Shuriken Pistol .....\$3
- 010407712 Gunner .....\$3
- 010407713 Gunner with Helmet .....\$3
- 010407714 Crew Backpack .....\$1
- 010407901 Eldar Heavy Weapon Platform .....\$6



# PRICE LIST

010407902	Eldar Weapon Shield	.....\$3
010407903	Eldar Scatter Laser	.....\$4
010407904	Eldar Shuriken Cannon	.....\$4
010407905	Eldar Star Cannon	.....\$4

**Rangers**

010401501	Ranger with Long Rifle 6 & Shuriken Pistol	.....\$4
010401502	Ranger with Power Sword & Shuriken Pistol	.....\$4
010401503	Ranger with Sniper Rifle 7	.....\$4
010401511	Ranger with Long Rifle 1	.....\$4
010401512	Ranger with Long Rifle 4	.....\$4
010401513	Ranger with Long Rifle 2	.....\$4
010401514	Ranger with Long Rifle 6	.....\$4
010401516	Ranger with Long Rifle 3	.....\$4

**Eldar Storm Guardians**

010408501	Storm Guardian Heads Sprue	..\$2
010408502	Storm Guardian Pistol Sprue	..\$2
010408503	Storm Guardian Chain Sword Sprue	.....\$2
010408504	Storm Guardian Power Weapon Sprue	.....\$2
010408505	Storm Guardian Assault Weapon Sprue	.....\$2

**Metal Bitz – Fast Attack**

**Jetbike**

010403101	Jetbike Shuriken Rider Torso	..\$2
010403102	Jetbike Shuriken Cannon	.....\$3

**Shining Spears**

010406901	Shining Spear Body 1	.....\$3
010406902	Shining Spear Body 2	.....\$3
010406903	Shining Spear Body 3	.....\$3
010406904	Shining Spear Lance 1	.....\$2
010406905	Shining Spear Lance 2	.....\$2
010406906	Shining Spear Guidance System	.....\$2
010406907	Shining Spear Banner Pole	.....\$1
010406908	Shining Spear Legs 1	.....\$2
010406909	Shining Spear Legs 2	.....\$2
010407101	Shining Spear Exarch Body	.....\$3
010407102	Shining Spear Exarch Weapon Sprue	.....\$3
010407103	Shining Spear Exarch Legs	.....\$2

**Swooping Hawks**

010408101	Swooping Hawk Exarch Body	.....\$5.25
010408102	Swooping Hawk Exarch Wing	..\$2.25
010408103	Swooping Hawk Head & Arm Sprue	.....\$2.25
010408301	Swooping Hawk Body 1	.....\$4
010408302	Swooping Hawk Body 2	.....\$4
010408303	Swooping Hawk Body 3	.....\$4
010408304	Swooping Hawk Wings	.....\$2

**Metal Bitz & Plastic Sprues – Heavy Support**

**Dark Reapers**

010407201	Dark Reaper Body 1	.....\$4
010407202	Dark Reaper Body 2	.....\$4
010407203	Dark Reaper Body 3	.....\$4
010407204	Dark Reaper Missile Launcher	.....\$2
010407301	Dark Reaper Exarch	.....\$9

**Falcon Grav Tank**

99390104001	Grav Tank Hull Top	.....\$11
99390104002	Grav Tank Turret	.....\$9
99390104003	Grav Tank Hull Bottom	.....\$11
99399999038	Eldar Vyper Jetbike Canopy	....\$1

**Fire Prism Grav Tank**

010403801	Fire Prism Energizer	.....\$5
010403802	Fire Prism Probe	.....\$2
010403803	Fire Prism Sensor	.....\$1
010403804	Fire Prism Crystal Side A	.....\$4
010403805	Fire Prism Crystal Side B	.....\$4
010403806	Fire Prism Generator	.....\$4
010403807	Fire Prism Laser Projector	.....\$3

**Support Weapons Platform**

010407701	Support Weapon Platform	.....\$6
010407702	Support Weapon Pivot	.....\$2
010407703	Support Weapon Targeter	.....\$1
010407704	Support Weapon Mount	.....\$2
010407705	Eldar Vibro-Cannon	.....\$3
010407706	Eldar Web Spinner	.....\$3
010407707	Eldar D-Cannon	.....\$3
010407708	Gun Loader with Ammo Box	...\$3
010407709	Gun Loader with Shuriken Catapult	.....\$3
010407710	Gun Loader with Belt Scanner	..\$3
010407711	Gunner with Shuriken Pistol	...\$3
010407712	Gunner	.....\$3
010407713	Gunner with Helmet	.....\$3
010407714	Crew Backpack	.....\$1

**War Walker**

010400201	War Walker/Wraithlord Torso	...\$4
010400202	War Walker Power Plant	.....\$2
010400205	War Walker Guardian	.....\$4
010400212	Weapon Shield	.....\$1
010400213	War Walker Right Leg	.....\$5
010400214	War Walker Left Leg	.....\$5
010402502	Eldar Bright Lance	.....\$5
010402503	Eldar Missile Launcher	.....\$5
010407903	Eldar Scatter Laser	.....\$4
010407904	Eldar Shuriken Cannon	.....\$4
010407905	Eldar Star Cannon	.....\$4

**Wraithlord**

010400201	War Walker/Wraithlord Torso	...\$4
010400212	Weapon Shield	.....\$1
010400302	Wraithlord Power Plant	.....\$2.50
010400303	Wraithlord Head	.....\$4
010400304	Wraithlord Right Arm	...\$4.50
010400305	Wraithlord Left Arm	...\$4.50
010400307	Wraithlord Right Leg	...\$5.50
010400308	Wraithlord Left Leg	...\$5.50
010402502	Eldar Bright Lance	.....\$5
010402503	Eldar Missile Launcher	.....\$5
010407903	Eldar Scatter Laser	.....\$4
010407904	Eldar Shuriken Cannon	.....\$4
010407905	Eldar Star Cannon	.....\$4

**Classic/Collector's Range**

**Metal Bitz – HQ**

Classic Farseer		
FNCM003A	Necromunda Farseer	.....\$9

**Classic Warlock**

010402402	Warlock 2 with Force Rod	...\$11.25
010402405	Warlock 1 with Witch Blade	...\$11.25

**Metal Bitz – Elites**

**Classic Fire Dragons**

010401406	Fire Dragon 1	.....\$5
010401413	Fire Dragon 2	.....\$5
010401419	Fire Dragon 3	.....\$5
010401424	Fire Dragon 4	.....\$5
010402108	Fire Dragon Exarch w/ Firepike	\$8.75

**Classic Howling Banshees**

010401001	Howling Banshee 1	.....\$5
010401009	Howling Banshee 2	.....\$5
010401015	Howling Banshee 3	.....\$5
010401020	Howling Banshee 4	.....\$5
010401703	Howling Banshee Exarch with Power Axe	.....\$8.75

**Classic Striking Scorpions**

010401102	Striking Scorpion 1	.....\$5
010401110	Striking Scorpion 2	.....\$5
010401116	Striking Scorpion 3	.....\$5
010401121	Striking Scorpion 4	.....\$5
010401804	Striking Scorpion Exarch	.....\$8.75

**Metal Bitz & Plastic Sprues – Troops**

**Classic Dire Avengers**

010401305	Dire Avenger 1	.....\$5
010401312	Dire Avenger 2	.....\$5
010401318	Dire Avenger 3	.....\$5
010401323	Dire Avenger 4	.....\$5
010402007	Dire Avenger Exarch with Power Sword	.....\$8.75

**Collector's Guardians**

010402317	Guardian 15	.....\$3.75
010402318	Guardian 8	.....\$3.75
010402320	Guardian 3	.....\$3.75
010402321	Guardian 2	.....\$3.75
010402322	Guardian 13	.....\$3.75
99399999010	Guardian Arms Sprue	.....\$1.50
99399999011	Guardian Weapons Sprue	.....\$1.50

**Classic Heavy Weapons Platform**

010400212	Weapon Shield	.....\$1
010402501	Classic Eldar Scatter Laser	.....\$5
010402504	Classic Eldar Star Cannon	.....\$5
010402505	Classic Gunner w/ Shuriken Catapult and Helmet	.....\$3.75
010402506	Classic Anti-Grav Platform	.....\$7
010402507	Classic Spotter w/ Goggles	...\$3.75
010402508	Classic Spotter w/ Helmet	...\$3.75
010402509	Classic Spotter w/ Shuriken Catapult	.....\$3.75
010402510	Classic D-Cannon	.....\$5

**Metal Bitz – Fast Attack**

**Classic Swooping Hawks**

010401203	Swooping Hawk 1	.....\$5
010401204	Swooping Hawk Wings	.....\$2.50
010401211	Swooping Hawk 2	.....\$5
010401217	Swooping Hawk 3	.....\$5
010401222	Swooping Hawk 4	.....\$5
010401905	Swooping Hawk Exarch	.....\$8.75
010401906	Baharroth Wings	.....\$3.50

**Metal Bitz – Heavy Support**

**Classic Dark Reapers**

010401607	Dark Reaper 1	.....\$5
010401608	Dark Reaper Missile Launcher	..\$1.50
010401614	Dark Reaper 2	.....\$5
010401625	Dark Reaper 3	.....\$5

**Metal Bitz – Harlequins**

**Collector's Harlequins**

010400901	Trouper 1 (Sword & Pistol)	.....\$5
010400902	Trouper 19 (2 Pistols)	.....\$5
010400904	Trouper 22 (Sword & Pistol)	.....\$5

010400905	Trouper 4 (2 Pistols)	\$.55
010400906	Trouper 5 (Sword & Pistol)	\$.55
010400907	Trouper 6 (Axe & Pistol)	\$.55
010400911	Trouper 7 (Flamer & Powerfist)	\$.55
010400913	Trouper 8 (Sword & Pistol)	\$.55
010400915	Trouper 9 (Harlequin's Kiss & Pistol)	\$.55
010400919	Trouper 21 (Harlequin's Kiss & Pistol)	\$.55
010400920	Trouper 24 (Sword & Pistol)	\$.55
010400924	Trouper 12 (Sword & Pistol)	\$.55
010400925	Trouper 13 (Chainsword & Pistol)	\$.55
010400927	Trouper 23 (Harlequin's Kiss & Plasma Pistol)	\$.55
010400931	Trouper 15 (Sword & Powerfist)	\$.55
010400933	Trouper 16 (Pistol & Powerfist)	\$.55
010400934	Trouper 17 (Chainsword & Sword)	\$.55
010400938	Trouper 27 (Pistol & Powerfist)	\$.55
71518-3	Death Jester 2	\$7.50
71518-8	Trouper 20 (2 Pistols)	\$.55
71518-9	Death Jester 1	\$7.50
71518-10	Trouper 18 (2 Pistols)	\$.55
71518-12	Troupe Leader 2 (Pistol & Sword)	\$7.50
71518-14	Shadowseer (Power Weapon & Pistol)	\$7.50
71518-16	Death Jester 3	\$7.50
71518-17	Troupe Leader 3 (2 Pistols)	\$7.50
71518-18	Solitaire 3 (Pistol & Harlequin's Kiss)	\$7.50
71518-21	Solitaire 1 (Pistol & Harlequin's Kiss)	\$7.50
71518-30	Troupe Leader 4 (Powerfist & Pistol)	\$7.50
71518-35	Trouper 25 (Axe & Pistol)	\$.55
71518-37	Trouper 26 (Axe & Pistol)	\$.55
71518-41	Great Harlequin 1 (Pointing w/ Sword)	\$7.50
71533-8	Harlequin Jetbike Face Plate	\$.54
71533-10	Harlequin Jetbike Legs	\$.35
71533-11	Harlequin Jetbike Rider	\$.22

# CLASSIC RANGE



**Classic Warlock 1 with Witch Blade**  
010402405



**Classic Warlock 2 with Force Rod**  
010402402



**Necromunda Farseer**  
FNCM003A



**Classic Fire Dragon Exarch with Firepike**  
010402108



**Classic Fire Dragon 1**  
010401406



**Classic Fire Dragon 2**  
010401413



**Classic Fire Dragon 3**  
010401419



**Classic Fire Dragon 4**  
010401424

The Eldar god of war is Kaela mensha Khaine – the Bloody-Handed God. The Aspect Warriors each represent a different facet of Khaine’s existence, a different “aspect” of death and destruction. When an Eldar treads the Path of the Warrior, he or she will choose an Aspect Shrine in which to study the arts of war.



**Classic Howling Banshee Exarch with Power Axe**  
010401703



**Classic Howling Banshee 1**  
010401001



**Classic Howling Banshee 2**  
010401009



**Classic Howling Banshee 3**  
010401015



**Classic Howling Banshee 4**  
010401020

All miniatures are supplied unpainted. Metallic, blue, and green are all shown; actual size values indicated in bold. Contents may vary slightly from those shown.

# CLASSIC RANGE



**Classic Striking Scorpion Exarch**  
010401804



**Classic Striking Scorpion 1**  
010401102



**Classic Striking Scorpion 2**  
010401110



**Classic Striking Scorpion 3**  
010401116



**Classic Striking Scorpion 4**  
010401121



**Classic Dire Avenger Exarch with Power Sword**  
010402007



**Classic Dire Avenger 1**  
010401305



**Classic Dire Avenger 2**  
010401312



**Classic Dire Avenger 3**  
010401318



**Classic Dire Avenger 4**  
010401323

*Eldar anti-gravitic technology is a source of constant amazement and jealousy to the Adeptus Mechanicus. It is this mechanism that enables the Eldar to create anti-grav vehicles and weapons. These exotic weapons are used by the craftworld armies to support their advance or to form a solid defense.*



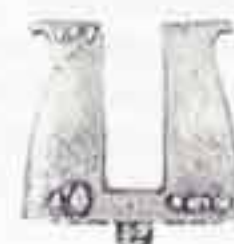
**Classic D-Cannon**  
010402510



**Classic Scatter Laser**  
010402501



**Classic Star Cannon**  
010402504



**Weapon Shield**  
010400212

*Note: The weapon shield for the Classic Heavy Weapons Platform is the same one used for the Walker found on p. 142.*



**Classic Spotter w/ Goggles**  
010402507



**Classic Spotter w/ Helmet**  
010402508



**Classic Gunner w/ Shuriken Catapult**  
010402509



**Classic Gunner w/ Shuriken Catapult & Helmet**  
010402505



**Classic Anti-Grav Platform**  
010402506

**CLASSIC RANGE**



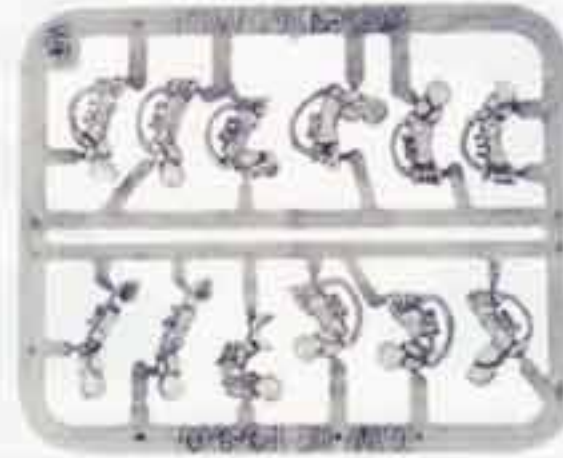
**Classic Guardian 15**  
010402317



**Classic Guardian 8**  
010402318



**Classic Guardian 3**  
010402320



**Classic Guardian Arms Sprue**  
99399999010



**Classic Guardian Weapons Sprue**  
99399999011



**Classic Guardian 2**  
010402321



**Classic Guardian 13**  
010402322

*Note: Sprues shown at 70% of actual size.*

*Guardian Storm squads are formed from Eldar who were once warriors from one of the close combat Aspect Shrines such as the Striking Scorpions. Some Guardians carry a close-range weapon, such as a fusion gun, which enables them to fire a powerful and deadly blast of energy at any enemy that gets too close.*



**Classic Swooping Hawk Exarch**  
010401905



**Classic Swooping Hawk 1**  
010401203



**Classic Swooping Hawk 2**  
010401211



**Classic Swooping Hawk 3**  
010401217



**Classic Swooping Hawk 4**  
010401222



**Baharroth Wings**  
010401906



**Classic Swooping Hawk Wings**  
010401204



**Classic Dark Reaper 1**  
010401607



**Classic Dark Reaper 2**  
010401614



**Classic Dark Reaper 3**  
010401625



**Classic Dark Reaper Missile Launcher**  
010401608

*Note: The wings for the Classic Swooping Hawk Exarch are the same ones used for Baharroth found on p. 129.*



# COLLECTOR'S RANGE



**Great Harlequin 1**  
(Pointing w/ Sword)  
71518-41



**Harlequin Solitaire 1**  
(Pistol & Harlequin Kiss)  
71518-21



**Harlequin Solitaire 3**  
(Pistol & Harlequin Kiss)  
71518-18



**Harlequin Shadowseer**  
(Power Weapon & Pistol)  
71518-14



**Harlequin Troupe Leader 2**  
(Pistol & Sword)  
71518-12



**Harlequin Troupe Leader 4**  
(Power Fist & Pistol)  
71518-30



**Harlequin Troupe Leader 3**  
(2 Pistols)  
71518-17



**Death Jester 1**  
71518-9



**Death Jester 2**  
71518-3



**Death Jester 3**  
71518-16



**Harlequin Trouper 1**  
(Sword & Pistol)  
010400901



**Harlequin Trouper 4**  
(2 Pistols)  
010400905



**Harlequin Trouper 5**  
(Sword & Pistol)  
010400906



**Harlequin Trouper 6**  
(Axe & Pistol)  
010400907



**Harlequin Trouper 7**  
(Flamer & Powerfist)  
010400911



**Harlequin Trouper 8**  
(Sword & Pistol)  
010400913



**Harlequin Trouper 9**  
(Harlequin Kiss & Pistol)  
010400915



**Harlequin Trouper 12**  
(Sword & Pistol)  
010400924



**Harlequin Trouper 15**  
(Sword & Powerfist)  
010400931



**Harlequin Trouper 17**  
(Chainsword & Pistol)  
010400934

**COLLECTOR'S RANGE**



**Harlequin Trouper 25**  
**(Axe & Pistol)**  
71518-35



**Harlequin Trouper 13**  
**(Chainsword & Pistol)**  
010400925



**Harlequin Trouper 18**  
**(2 Pistols)**  
71518-10



**Harlequin Trouper 19**  
**(2 Pistols)**  
010400902



**Harlequin Trouper 20**  
**(2 Pistols)**  
71518-8



**Harlequin Trouper 21**  
**(Kiss & Pistol)**  
010400919



**Harlequin Trouper 22**  
**(Sword & Pistol)**  
010400904



**Harlequin Trouper 23**  
**(Harlequin Kiss & Plasma Pistol)**  
010400927



**Harlequin Trouper 24**  
**(Sword & Pistol)**  
010400920



**Harlequin Trouper 26**  
**(Axe & Pistol)**  
71518-37



**Harlequin Trouper 27**  
**(Pistol & Powerfist)**  
010400938



**Harlequin Trouper 16**  
**(Pistol & Powerfist)**  
010400933

*Note: The Harlequin Jetbike metal body shown below is not available. The plastic Jetbike sprue (46-06) seen on p. 137 will be needed to complete this Jetbike.*



**Harlequin Jetbike Rider**  
71533-11



**Harlequin Jetbike Rider Legs**  
71533-10



**Harlequin Jetbike Face Plate**  
71533-8





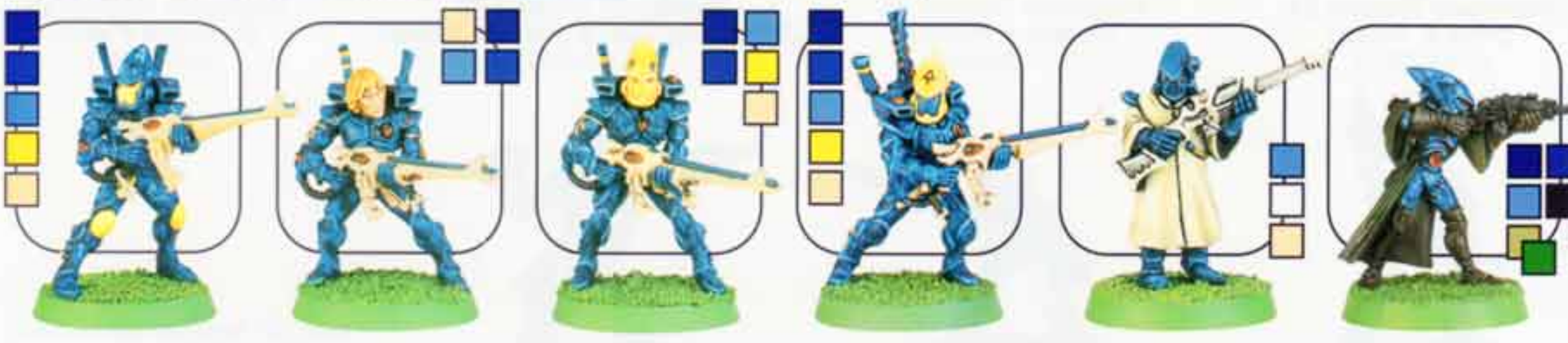
# COLORS OF WAR

**ULTHWÉ.** Ulthwé is one of the most sinister craftworlds, and its black uniforms look suitably grim and foreboding. To emphasize this theme, we used a bone color to contrast the black. Bone is more subtle than pure white and helps keep the tone of the army uniformly dark.



**Painting Wraithbone.** Wraithbone forms the basis of all Eldar armor on vehicles and troops. You can paint wraithbone any color you want, including metallic colors such as Burnished Gold. However, you might prefer to paint it a natural bone color. By far the simplest way to do so is to use a base color of Snakebite Leather and highlight with Bleached Bone. If you use lots of Bleached Bone and Skull White you will get a polished bone look, but by keeping the highlights small, you will end up with more ancient-looking wraithbone. Try using the drybrushing technique to gently "dust" these highlights in place.

**ALAITOC.** The primary color of the Alaitoc Craftworld is deep blue, with a bright contrasting color. For our army, we have used Sunburst Yellow, but as an alternative, you could use any bright color you like, as you can see in the examples below. To add a bit more of an alien and exotic feel to our Alaitoc Guardians, we have used a mottled effect to vary the colors on the blue parts of the Guardians' armor.



The Guardians' shuriken catapults were painted a bone color, which was achieved with Vomit Brown and Bleached Bone. If you are unsure whether you can pull off the mottling effect on the armor, keep it simple and use a single color such as Regal Blue.

The army of Alaitoc is noted for the considerable number of Rangers among its warriors, as well as its highly experienced scouts known as Pathfinders. Rangers can be painted in a variety of different color schemes, some examples of which are shown below. In our Alaitoc force, we have differentiated between our Rangers and Pathfinders by painting the helmets and undersuits of the Rangers in the same colors as our Guardians, while the Pathfinders are far more individualized, as befits their nature.



**Painting Mottling.**  
To mottle armor and vehicles, start with a Regal Blue base color and then dab on small patches of Enchanted Blue. Make the dabs different shapes and sizes. Next, do the same with Storm Blue. Use this effect, with different colors of course, to make camouflage patterns on any force's warriors or Rangers.



**BIEL-TAN.** The Craftworld of Biel-Tan is the most aggressive, and its primary colors are white, which is the Eldar color for death, and green, which represents hope and renewal. You can see that there are a number of ways to combine the green and white colors of the Biel-Tan. For the majority of our Guardians, we have used white on most of the armor and reserved green for use on helmets and weapons.

# COLORS OF WAR



**IYANDEN.** We used a very striking shade of yellow for our Iyanden force and Midnight Blue as a richer color to complement the bold Golden Yellow and Sunburst Yellow armor. By using different combinations of yellows and contrasting blues, you can vary this color scheme for your own army.



**SAIM-HANN.** The best way to get a good looking Saim-Hann force is to find a way of painting a strong red that you are comfortable with. We have opted for a very bold red by using Blood Red, but you could keep the tone darker and more sinister by choosing Scab Red. We have chosen white and black as our two secondary colors, because red, white, and black is a very striking combination. Our Guardians have been given white helmets with black face plates, but these colors could easily be swapped. Alternatively, you could pattern the helmets with stripes and chevrons, as shown on the Wild Rider Kinsmen above.



**Applying Transfers.** Eldar vehicle models come with waterslide transfers so you can easily apply Eldar runes to your figures. If you are feeling adventurous, you can do all sorts of things with these transfers. For instance, you can paint over the top of the designs, perhaps making a white transfer yellow. You can also cut up runes before applying them to the vehicle and combine them to make new designs.





# COLORS OF WAR

**CRAFTWORLD ASPECT WARRIORS.** Each of the Aspect shrines has its own unique colors and patterns. These colors vary tremendously from shrine to shrine and from squad to squad. On these two pages, you can see examples of the most widespread Aspect color schemes, as well as some interesting variants which you may like to use instead. How closely you adhere to the basic colors of the

Aspect Warriors is up to you. Some players like to follow the Aspect colors strictly. The Aspect colors can bring variety and a range of colors to an army. Other players paint their Aspect Warriors in their craftworld colors so that they fit in with the overall look of the army. Another method is to use elements of your craftworld's color scheme combined with the standard Aspect colors. For instance a bone-colored Biel-Tan Howling Banshee could wear a green or white sash. Although you can paint Exarchs in the same way as the rest of the squad, these models look good if you reverse the squad's color scheme or add extra decoration so the Exarch stands out from his compatriots.



SHOWCASE



*The Avatar of the Bloody-Handed God*

*Right: Jonas Ekestam's Vyper Jetbike shows how a painter can individualize his own models. The Jetbikes are painted as part of his Maegnár Craftworld army.*



*Below: Eldar Vyper by Bruno Grelier, first place Warhammer 40,000 vehicle, French Golden Demon 1999*



*Clockwise: These three Guardian color variants were painted by Tobias Kirchner from Germany.*



*Neil Green's Ulthwé Farseer*

*Right Middle: Adam Rantz won first place in the Warhammer 40,000 Single Miniature and was the Slayer Sword winner at the 2003 Canadian Golden Demon competition.*

*Far Right: Bryan Shaw won third place in the Warhammer 40,000 Single Miniature at the Los Angeles 2003 Golden Demon competition.*



*Above: A Dark Reapers Exarch by Ben Jefferson, taken from his first place Warhammer 40,000 squad, Golden Demon 1996.*

*Left: Wraithlord by Ben Jefferson, first place Warhammer 40,000 vehicle, Golden Demon 1996.*



*Above: Joe Hill's Wild Rider Chief is converted with parts from Warhammer and Warhammer 40,000 models, with a modeling putty sash. His kinsmen are converted as well.*





# IMPERIAL GUARD



Above: Imperial Guard Veteran by Mike Anderson

The Imperial Guard are drawn from the innumerable inhabited worlds that make up the Imperium, and their ranks are truly immeasurable. While there is much conformity and regulation in the Imperial Guard, there is also an amazing amount of diversity as many regiments from different worlds maintain aspects of their home identity. These brave soldiers stand and fight for the Emperor across a thousand battle zones scattered throughout the vastness of Imperial space.

## Fighting Style

The Imperial Guard are not genetically engineered, nor do they use super-powered alien technology. The basic soldier of the Imperial Guard does not have claws, mutations, nor thick chitinous hides. What Imperial Guard members do have, however, is an amazing array of firepower. In addition to squad after squad of infantry armed with lasguns and heavy weapons, the mechanized branch can field deadly armor and artillery. Advancing against an Imperial Guard army means to march forward against a veritable wall of incoming fire.

Dismissing Imperial Guard tactics as merely standing back and shooting can be misleading. First off, there are numerous troops and options for the Guard to launch terrific counterattacks. Some Imperial armies can move quickly either by streaking across the battlefield and deploying out of Chimeras or by employing fast-moving forces like Rough Riders, Sentinel Squadrons, or the flame-throwing Hellhound vehicle. Second, if an Imperial Guard player does stand back and fire, it can be with a well thought out fire pattern of awesome artillery, heavy weapons teams, tanks, and massed firepower from the infantry squads. No enemy force can afford to disrespect the potential volume of fire that can be called down on any battlefield!

*The Orks, great brutal warriors with enormous crude chopping weapons, were surging up the hillside. Several of the lower trenchline defenses had already been overrun, and the seething tide of savage aliens came on. Sergeant Grissom didn't know how long he could keep his squad in place. Already some of the seemingly random shooting of the Orks had taken out several troopers, and the remainder were looking shakier and shakier. Those greenskins were getting closer.*

*Suddenly the vox-caster crackled, and Captain Grant's voice could be heard above the tumult. "What the hell are you doing down there, Grissom? I need you to hold that hill! Get that missile launcher onto the Dreadnought coming up the east facing."*

*Somehow, the fact that the command squad was aware of their plight and needed their help was reassuring. "Get that missile launcher over here," shouted the Sergeant with renewed vigor.*

## Collecting an Imperial Guard Army

As with any army, the best way to start collecting an Imperial Guard force is to establish a basic playable force. Start with some Troops choices and a leader, which will also fulfill your compulsory selections on the Standard Missions Force template. Unsurprisingly, the foundation of an Imperial Guard army is the Infantry Platoon. The standard Infantry squad can be modified

by extra weapon options like heavy or special weapons. These options are subtle but can be game-winning. For instance, against a numerous, but lightly armored foe like Orks, the heavy bolter would serve best, while a heavily armored enemy or one that employed many vehicles would be better countered by a lascannon. A Command Squad is another essential for all Imperial Guard players and

*Right: Ian Strickland's Imperial Guard army. Ian started collecting his Imperial Guard because of his historical interest in World War II.*

*His army features a lot of Cadians, as he thought the figures best fitted the archetypal "footslogger" image of the Guard. His chosen Camo scheme is fairly unique as it consists of lots of random dots over a two- or three-tone camouflage.*

*Around half of the army is converted, including rank-and-file troops. Most of the conversions are head or weapon swaps (he wanted to build the army up fairly quickly). The force shown here is about half the full-size army. Ian owns a fairly large Guard army and takes to heart the Guard's "quantity over quality" battlefield approach.*



also another opportunity to customize with such things as weapon options, Medic, Standard Bearer, or vox-caster upgrades, or even additional characters like Commissars, Sanctioned Psykers, Priests, or even whole Support Squads.

Players looking to add onto their Imperial Guard armies have many great options, but many are first drawn to the vast range of armored fighting vehicles. From the lumbering but heavily armed Leman Russ battle tank to the fast walkers known as Sentinels, the Imperial Guard has a mighty arsenal of weaponry to choose from. A Basilisk can provide artillery support. Hellhounds can spew flame. Should any infantry squads need to be redeployed, the Chimera transport vehicle is ready to do so in a hurry. Imperial Guard commanders looking for even more troop options can go for the massed approach of a Conscript Infantry Platoon, elite Hardened Veterans and Stormtroopers, close-combat-oriented Ogryns, or the mounted support of the Rough Riders. Of course, the Imperial Guard can never get too many infantrymen, and additional Infantry Squads or Heavy Weapons Platoons are always needed. Start recruiting your army today.



*Left: A couple of Ian Strickland's Guardsmen conversions, featuring head and weapon swaps*

*Below: Ian Strickland's Basilisk has been subtly converted with gauze bandages and pieces from other Tank kits.*





# GETTING STARTED

Codex: Imperial Guard and a Battle Force are great starts to your Imperial Guard army. From there, it's easy to expand your force.

The 64-page *Codex: Imperial Guard* rulebook (left) contains painting and modeling guides, background, and the full army list for the Imperial Guard, plus full rules for specialized troops and regimental traits to personalize your Guard to your own fighting style



**Codex: Imperial Guard**  
47-01-60



## Cadian Battle Force Box (47-20)

- 20 Cadian Guardsmen
- 3 Cadian Heavy Weapon Teams
- 1 Leman Russ Battle Tank
- 1 Ruined Building Set



## Catachan Battle Force Box (42-10)

- 25 Catachan Guardsmen
- 3 Catachan Heavy Weapon Teams
- 2 Catachan Sentinels
- 1 Set of Jungle Trees



# SHOWCASE

*A selection of Guardsmen (including Schaeffer & Kage) from Dave Taylor's painstakingly converted 13th Penal Legion.*



*The pride of the Imperial Guard is its tanks. This Leman Russ painted by Baz Stevens benefits from a striking color scheme.*



**Cadian Command Squad Box (6)**  
47-21



*Note: The Cadian Standard Bearer and Medic are available together in a blister.*



**Cadian Commander**  
010516401



**Cadian Standard Bearer**  
47-65 (Blister)  
010516402 (Bit)



**Cadian Officer 1**  
010516601



**Cadian Officer 2**  
010516602

**Cadian Officer Blister (Random 2)**  
47-44



**Cadian Melta Gun**  
47-45 (Blister)  
010517201 (Bit)



**Cadian Medic**  
47-65 (Blister)  
010516403 (Bit)



**Cadian Casualty**  
010516406



**Cadian Comm-link**  
010516405

*Painted example of completed Cadian Comm-link.*



**Cadian Officer 3**  
010516603



**Cadian Officer 4**  
010516604



**Cadian Officer 5**  
010516605



**Cadian Officer 6**  
010516606

*Cadian nobles are raised from birth to be officers. They have an air of confidence and authority that can keep Cadian regiments fighting against the most extreme of odds.*



**Cadian Comm Body**  
010516404





**POSING THE BASIC GUARDSMEN**

The first thing to think about on a new set of models is the pose. The most basic part of the pose is the position of the legs on the base.

The space on the front of the base focuses the attention on that side of the model, giving it an extra sense of drama, as well as showing off the detail on the front of the model.

In the second example, (left) the model is positioned toward the back of its base, with most of the space to the front. This position helps to create a sense of forward motion and helps balance the weight of the model, which always helps.

The design of the models means that the weapon arms fit comfortably in only one position. This position makes matching up the gun arm with the supporting arm easier. It's a good idea to stick on the weapon arm first and then the supporting arm straight away. By using polystyrene cement, you give yourself a little time to adjust the arms if they don't meet perfectly. To get an idea of what the different arms look like on a finished model, take a look at the photos of models throughout this section of the catalog, in *White Dwarf* magazine, or on the Games Workshop web site. Use the photos as guides as you assemble your models.

One thing to keep in mind when putting the models together is to keep the pose feeling natural. A good way to check this out is just to stick the parts of the model together with Blu-Tac before you go ahead with the gluing. This step gives you a chance to see how the model will look before you start gluing. You could even try taking up a pose yourself, to get the feel of how a real person would stand. The models below show two very naturalistic poses. The models below show two very naturalistic poses. It's easy to assemble well posed models; it just takes a few moments of forethought and planning before you let loose with the glue!



*Example 1. Using the base as a direct source of dramatic positioning, the model takes on a more striking pose.*



*Example 2. By making the initial decision to set the model further back on the base, the illusion of speed is generated.*

**HQ**



**Catachan Captain Backpack**  
010501703



**Catachan Captain Bolter**  
010501702



**Catachan Captain Body**  
010501701



**Catachan Captain Blister (1)**  
42-37



**Catachan Officer 1**  
010518701



**Catachan Officers Blister (Random 2)**  
42-36

**Catachan Officer 2**  
010518702



**Catachan Officer 3**  
010518703



**Sanctioned Psyker 1**  
010517301



**Sanctioned Psyker 2**  
010517302



**Sanctioned Psykers Blister (Random 3)**  
47-63

**Sanctioned Psyker 3**  
010517303



**Steel Legion Lieutenant 1**  
010515201



**Steel Legion Lieutenant Blister (Random 1)**  
47-58

**Steel Legion Lieutenant 2**  
010515202



*A commander must have the courage to see his plan through, good or ill. Wars are won or lost when the battle lines are drawn.*  
The Tactics Imperium



Note: The Steel Legion Commissar uses the arms from Commissar 2.



**Imperial Commissar Blister (Random 1)**  
47-37



**Steel Legion Commissar (1)**  
MO 0307



HQ



**Commissar 1 Arm**  
010501907



**Commissar 3 Hand Flamer Arm**  
010501905



**Commissar 2 Sword Arm**  
010501902



**Commissar 2 Bolt Gun Arm**  
010501903



**Commissar 1 Body**  
010501906



**Commissar 2 Body**  
010501901



**Commissar 3 Body**  
010501904



**Steel Legion Commissar Body**  
010515801



*Damn it. Follow me! I will show you how to take this mud-grubbing hill.*  
Colonel "Iron Hand" Straken



**Ursarkar Creed & Jarran Kell Blister (2)**  
47-48

**Jarran Kell**  
010516202

**Ursarkar Creed**  
010516201



**Colonel Straken Blister (1)**  
42-41 (Blister)  
010513901 (Bit)



**Commissar Yarrick Blister (1)**  
47-56

*Hero of the Imperium, deliverer of Hades Hive and saviour of Armageddon.*

*Sly Marbo is known as the one-man army. He operates alone, strikes from the jungle, and then merges back into the deep foliage. Blood and death have warped him to the point that he only feels normal with a blade in his hand.*



**Sly Marbo Blister (1)**  
42-44



**Sly Arm**  
010514302



**Sly Body**  
010514301



**Commissar Yarrick Body**  
010514901



**Yarrick Accessories**  
010514902



**HQ**



**Colonel Commissar Gaunt Blister (1)**  
47-36



**Gaunt Body** 010516001  
**Gaunt Sword** 010516002



**Colonel Schaeffer Blister (1)**  
47-35



**Col. Schaeffer Body** 010513301  
**Col. Schaeffer Sword** 010513302



**Tanith Command HQ (5)**  
MO 0423



*Painted example of a completed Brin Milo*



**Brin Milo Pipes**  
010516006



**Brin Milo Body**  
010516005



*Men of Tanith, do you want to live forever?*  
*Colonel Commissar Gaunt*



**Medic Dorden**  
010516007



**Colonel Corbec**  
010516003



**Tanith Ghost 2**  
010516102



**Tanith Plasma Gun**  
010516008

**SHOWCASE**

*Summary Execution*  
*by Mike Anderson from Golden Demon UK 2001*



*Nork Deddog by*  
*Victoria Lamb from*  
*Golden Demon*  
*Australia 2001*

ELITES



**Ratling 1**  
010501201



**Ratling 2**  
010501202



**Ratling 3**  
010501203

**Ratling Sniper Blister (Random 3)**  
47-42

*One shot – one kill*

**Cadian Sniper Blister (Random 2)**  
47-66



**Ratling 4**  
010501204



**Ratling 5**  
010501205



**Ratling 6**  
010501206



**Cadian Sniper 1**  
010517601



**Cadian Sniper 2**  
010517602



**Catachan Sniper 1**  
010514202



**Catachan Sniper 2**  
010514201



**Catachan Sniper 3**  
010514203

**Catachan Sniper Blister (Random 3)**  
42-43

*Master Sniper of the Tanith Ghosts, "Mad" Larkin learned his trade by poaching in the Nalwood forests of his home world.*



**Tanith Ghost Sniper 'Mad' Larkin**  
010516004



**Tech-Priest Engineers Blister (Random 1)**  
47-64



**Engineer Body 1**  
010517501



**Engineer Body 2**  
010517502

*Upon touching the third rune, the engine did sing, and this was good.*



**Engineer Axe 1**  
010517503



**Engineer Axe 2**  
010517504



**Engineer Backpack Arm**  
010517505



**Engineer Backpack**  
010517506

**Catachan Demolition Charges Blister (2)**  
42-45



**Catachan Demolition Charge 1**  
010514401



**Catachan Demolition Charge 2**  
010514402

*Always endeavor to fight the enemy on your terms. If you are powerful at close quarters, then engage in dense terrain where your advantage will prove greatest. If you are superior at long range, then fight the battle at a distance. No one ever won a battle who failed to take advantage of his enemy's weakness.*

The Tactica Imperium



# ELITES

*Do not strike until you are ready to crush the enemy utterly and then attack without mercy. Destroy every last vestige of resistance. Leave no one to work against you.*

The Tactics Imperium



**Gun Servitor 1**  
010700107



**Gun Servitor 2**  
010701701



**Servitor 1**  
010701703



**Servitor 2**  
010701702



**Imperial Servitor Blister (Random 2)**  
57-47



**Gun Servitor Heavy Bolter**  
010701704



**Gun Servitor Multi-Melta**  
010700108



**Gun Servitor Heavy Plasma Gun**  
010701705

*Note: The Blister includes 1 Random Servitor 010701703 or 010701702 & 1 Random Gun Servitor with Random Weapon.*



**Ogryn w/ Ripper Gun Blister (Random 1)**  
47-43



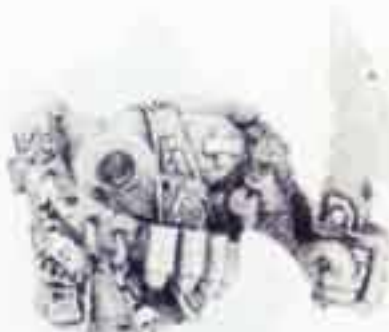
**Ogryn Head 1**  
010504301



**Ogryn Head 2**  
010504302



**Ogryn Head 3**  
010504303



**Ogryn Body 1**  
010504306



**Ogryn Head 2**  
010504307



**Ogryn Head 3**  
010504310



**Ogryn Gun 1**  
010504309



**Ogryn Gun 2**  
010504308



**Ogryn Gun 3**  
010504311



**Ogryn Legs 1**  
010504304



**Ogryn Legs 2**  
010504305

*"Those Eldar are dug in hard, sir. What have we got left that won't get shot to Feth and back?"*

*"Ogryns, Lieutenant, Ogryns. Let's see how those degenerate sophisticates cope with good ol' fashioned unreasoning violence."*



ELITES



Cadian Kasrkin Squad Box (10)  
47-23



Kasrkin Sergeant Blister  
47-67 (Blister)  
010516501 (Bit)



Cadian Kasrkin 1  
010516503



Cadian Kasrkin 2  
010516504



Cadian Kasrkin 3  
010516505



Cadian Kasrkin 4  
010516506



*Two color variants on Cadian Kasrkin miniatures painted by Dave Taylor. Above is a Cadian Kasrkin Sergeant. Below is a Chaos Blood Pact Heavy Stormer.*



Cadian Kasrkin w/ Special Weapons Blister (Random 2)  
47-46



Cadian Kasrkin Flamer  
010517001



Cadian Kasrkin Backpack  
010516502



Cadian Kasrkin Flamer Backpack  
010517005



Cadian Kasrkin Grenade Launcher  
010517002



Cadian Kasrkin Grenade Launcher Backpack  
010517006



Cadian Kasrkin Plasma Gun  
010517004



Cadian Kasrkin Plasma Gun Backpack  
010517008



Cadian Kasrkin Melta Gun  
010517003

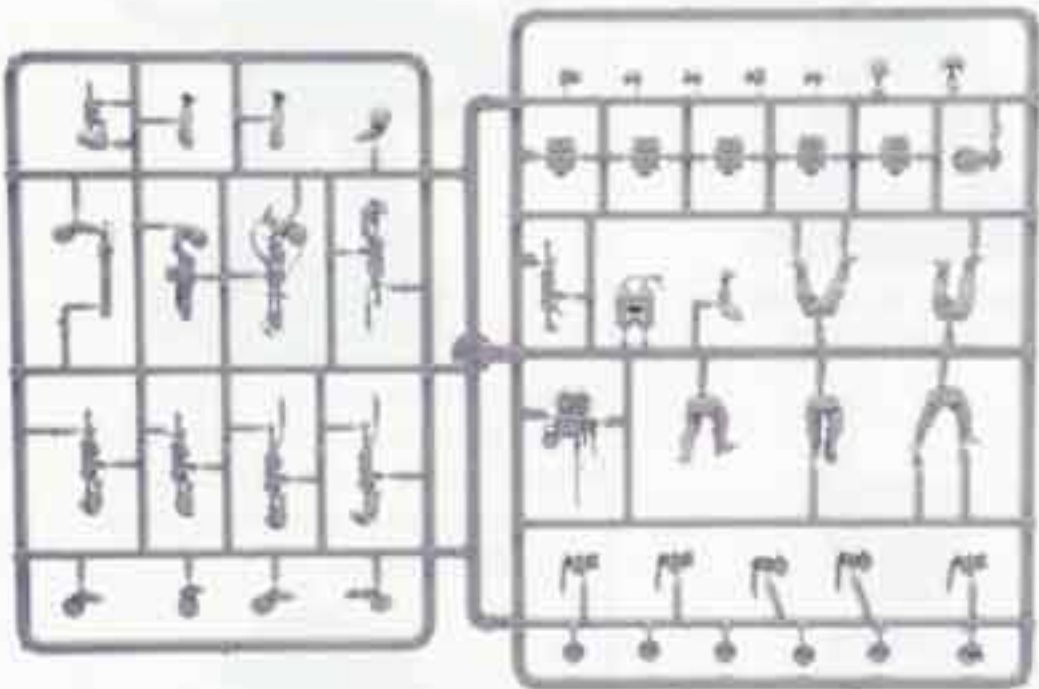


Cadian Kasrkin Melta Gun Backpack  
010517007

**TROOPS**



**Cadian Shock Troops Box (20)**  
47-17



Note: Sprue shown at 30% actual size

**Cadian Shock Troop Sprue**  
99380105002

**Cadian w/ Assault Weapons Blister (2)**  
47-45



**Cadian w/ Melta Gun**  
010517201



**Cadian w/ Plasma Gun**  
010517202

*The Cadian Shock Troops are frequently called upon to assault formidable positions or to defend against overwhelming odds. To improve their chances, they have learned to group men with specialist weapon skills in support units. These units perform tasks such as destroying bunkers, hunting tanks, and blowing up bridges.*

*Up and at 'em lads... Up and at 'em...*



*Steve Shepherd's Cadian Drop Troops show what can be done with minimal conversion work. The backpacks represent grav-chutes on the models and are from the Catachan Captain.*

**DOCTRINES**

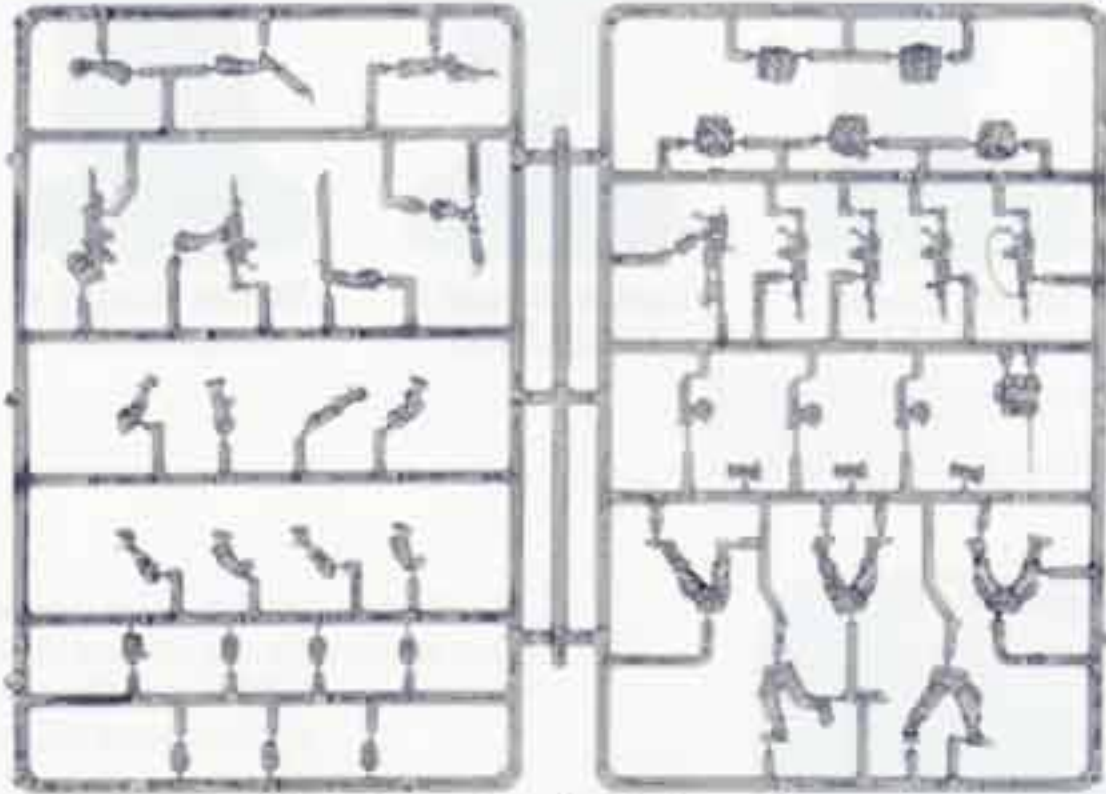
- Light Infantry
- Storm Trooper Squads
- Drop Troops
- Iron Discipline
- Special Weapons Squads



# TROOPS



**Catachan Jungle Fighters Squad Box (20)**  
42-06



Note: Sprue shown at 40% actual size

**Catachan Jungle Fighter Sprue**  
99380105001



**Catachan w/ Flamer**  
010505612



**Catachan w/ Melta Gun**  
010504806

**Catachan w/ Assault Weapons Blister (2)**  
42-35

*We've run into scorpions the size of battle tanks. Three men died from eyerot last week. I've sweat enough to fill a lake. My boots got sucked into a sink-swamp, and the trees are so thick in places, you can't squeeze between them. Emperor help me, I love this place!*

*Captain Rock of the Catachan III "Green Devils" commenting on Varestus Prime*



*These Tanith First & Only are by Dave Taylor and inspired by the series of novels by Dan Abnett. Dave Taylor's heavily converted Tanith Squad uses bits from Catachan, Necromunda, and Tanith Ghosts models.*

## DOCTRINES

- Light Infantry
- Priests
- Sharpshooters
- Veterans
- Hardened Fighters
- Independent Commissar
- Special Equipment: Cameleoline

**HEROES OF THE 24TH MACHARIAN BY DAVE TAYLOR**  
The Macharian 24th PDF was the inspiration for Dave Taylor's Veteran squad. This regiment from one of the planets in the Cadian sector is known for its devotion to Solar Macharius, their planet's namesake. Dave is an enthusiastic Imperial Guard collector and is planning to collect a whole army of Macharians 1,500 models strong!



Dave's squad consists of the decorated heroes of the Macharian 24th. Although their weapons are very personalized, their uniforms are still standard. The main additions are the Imperial Scripture embroidery and purity seals. These additions show that these troops are the most devout followers of Imperial Scripture in the sector and have proven their faith in battle.

Dave has really gone to town with the Sergeant (shown above), used all kinds of plastic and metal components, and added purity seals made from green stuff. The halo, made from an Ork shoulder pad, reflects the extreme purity and devotion of the Sergeant.



**TROOPS**



**Tanith Ghost Squad (10)** MO 0424     **Tanith Ghosts Blister (Random 3)** 99-23



**Tanith Ghost 1** 010516101     **Tanith Ghost 2** 010516102     **Tanith Ghost 3** 010516103     **Tanith Ghost 4** 010516101

**SHOWCASE**



*This Chimera conversion was created by Kevan Downey. He won Silver in the Best Warhammer 40,000 Vehicle Category at Golden Demon UK 2002.*



TROOPS



Armageddon Steel Legionnaire Squad Box (10)  
47-15



Steel Legionnaire  
Sergeant Blister  
(Random 1)  
47-68



Steel Legionnaire 1  
010514804

Steel Legionnaire 2  
010514805

Steel Legionnaire 3  
010514806

Steel Legionnaire 4  
010514807



Steel Legion  
Sergeant 1 Arm  
010515302

Steel Legion  
Sergeant 1 Body  
010515301

Steel Legionnaire Blister  
(Random 3)  
47-59

Steel Legionnaire w/ Assault  
Weapons Blister (2)  
47-58



Steel Legionnaire 5  
010514808

Steel Legionnaire 6  
010514809

Steel Legionnaire w/  
Grenade Launcher  
010514803

Steel Legionnaire w/  
Plasma Gun  
010515303



Steel Legion  
Sergeant 2 Body  
010514801

Steel Legion  
Sergeant 2 Arm  
010514802



Steel Legion Missile Launcher Team  
Blister (1 Team)  
47-62

Steel Legion Missile  
Launcher Loader  
010514810

Steel Legion Missile  
Launcher Gunner  
010514811



Steel Legion  
Missile Launcher  
010514812

Steel Legion  
Loader Backpack  
010514813

*The Steel Legions of Armageddon are renowned for their skill at arms against the Ork. They are fully mobile in their Chimera transports and are trained in rapid attacks. A common tactic is to overrun the enemy lines in tide of unyielding steel.*





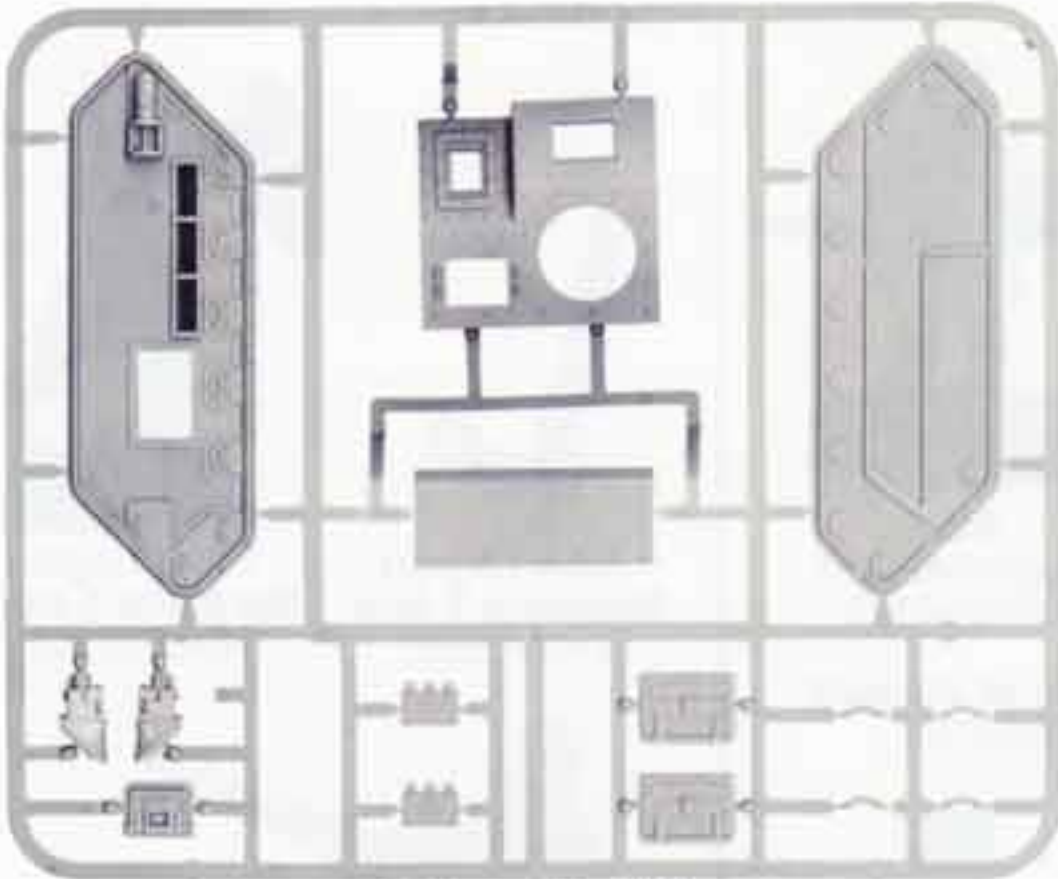
# TROOPS



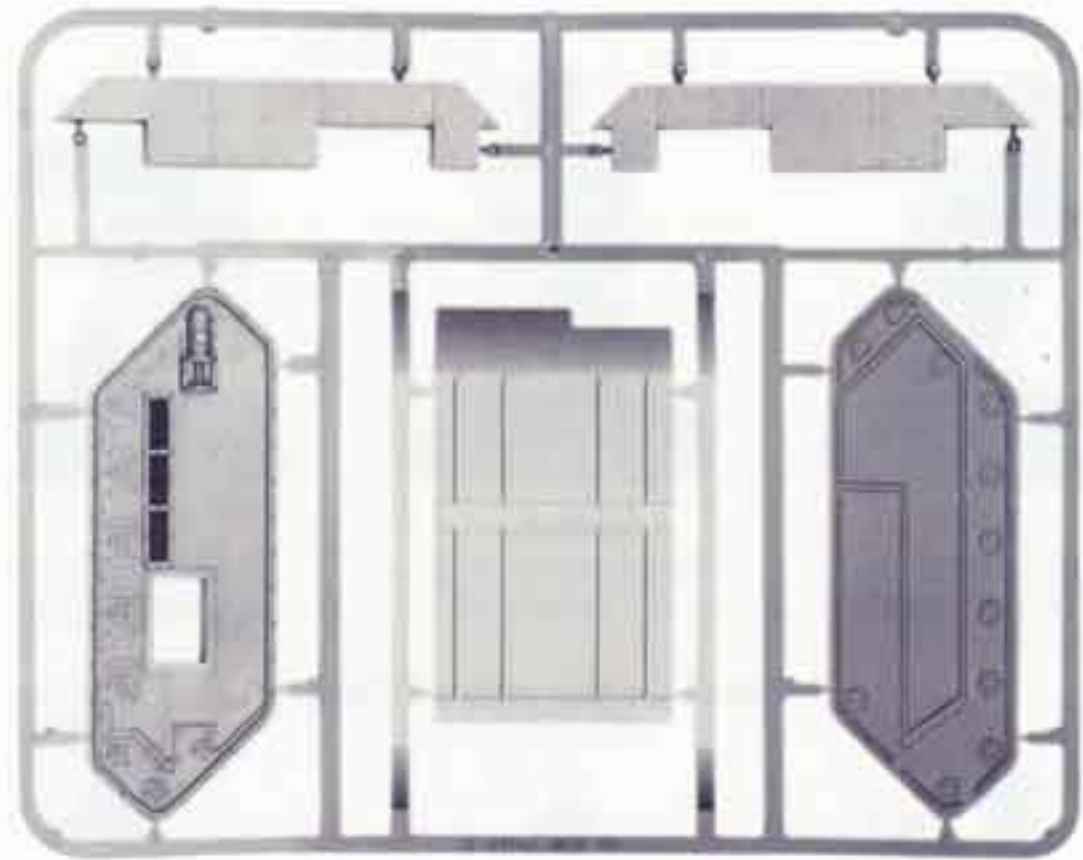
The following components are also needed to complete a Chimera Tank: Chimera Hull B, Hull C, Hull D, Hull E, Tank Wheel Sprue, Tank Track Sprue & Tank Accessory Sprue.



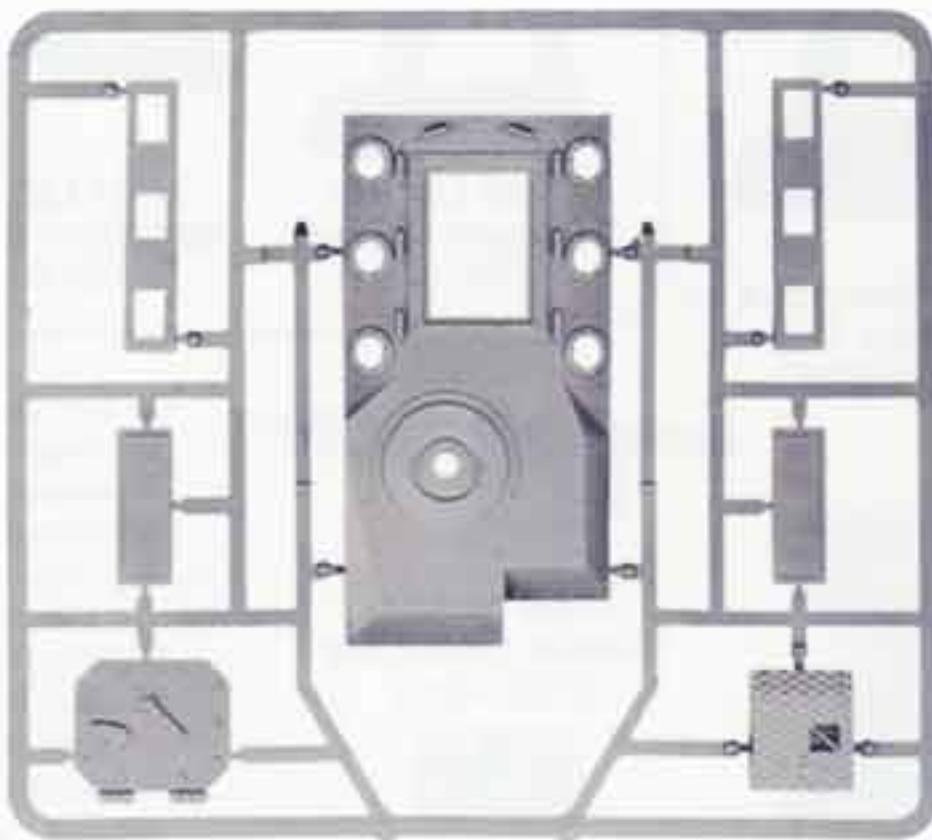
**Imperial Guard Chimera Box (1)**  
47-07



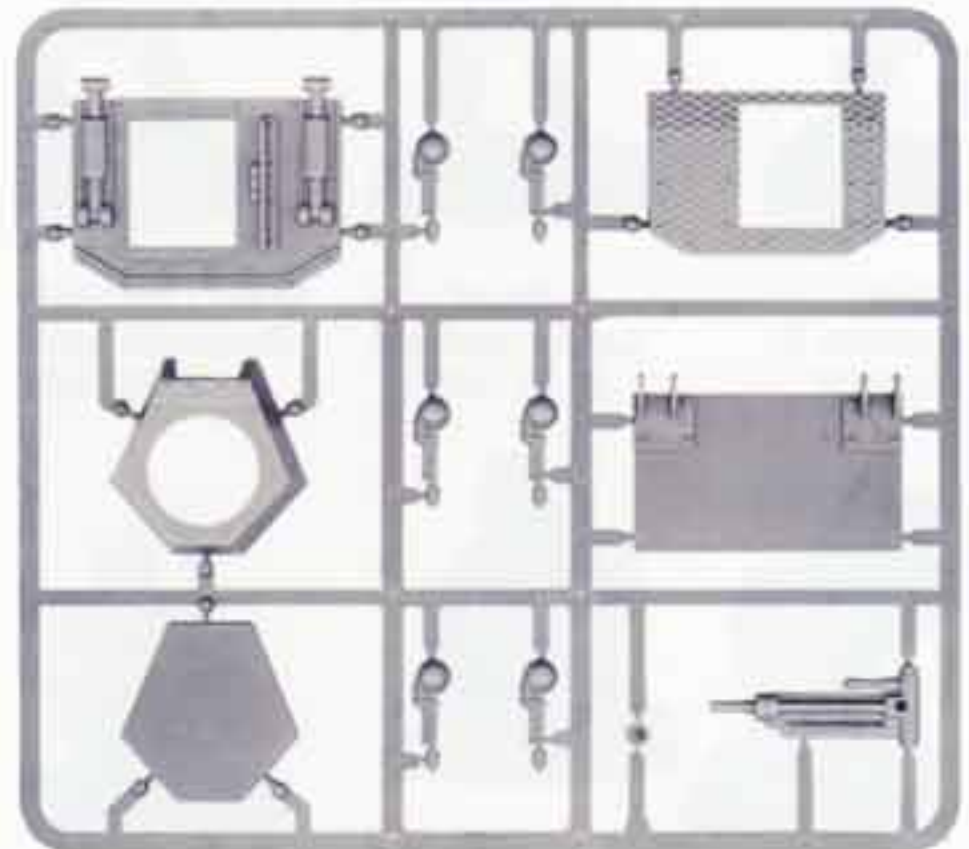
**Chimera Hull B**  
99399999046



**Chimera Hull C**  
99399999047



**Chimera Hull D**  
99399999048



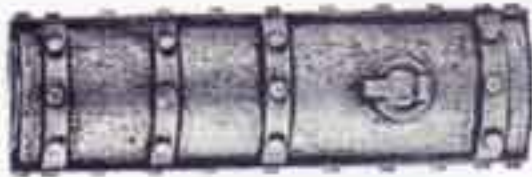
**Chimera Hull E**  
99399999050

*Note: Sprues shown at 35% actual size*



The following components are also needed to complete a Hellhound Tank: Chimera Hull B, Hull C, Hull D, Hull E, Tank Wheel Sprue, Tank Track Sprue & Tank Accessory Sprue.

Imperial Hellhound Box (1)  
47-12



Hellhound Fuel Tank Top  
010505506



Hellhound Fuel Tank Bottom  
010505505



Hellhound Targeting Cupola  
010505504



Hellhound Large Turret Plate  
010505508



Hellhound Small Turret Plate  
010505507



Hellhound Top Plate  
010505502



Hellhound Inferno Cannon  
010505503



Hellhound Fuel Hose  
010505509



Hellhound Turret Bottom  
010505501

Chimera from the 68th Armageddon Militia by Matt Lewis



## FAST ATTACK

## SHOWCASE

If the enemy comes on in a great horde, as Orks are wont to do, then try to direct them into a narrow defile or enclosed space, such that their numbers work against them. Crowded together, those at the front will impede those behind, while the push from the rear will prevent those at the front from retreating or finding a better path.

The Tactica Imperium



# FAST ATTACK

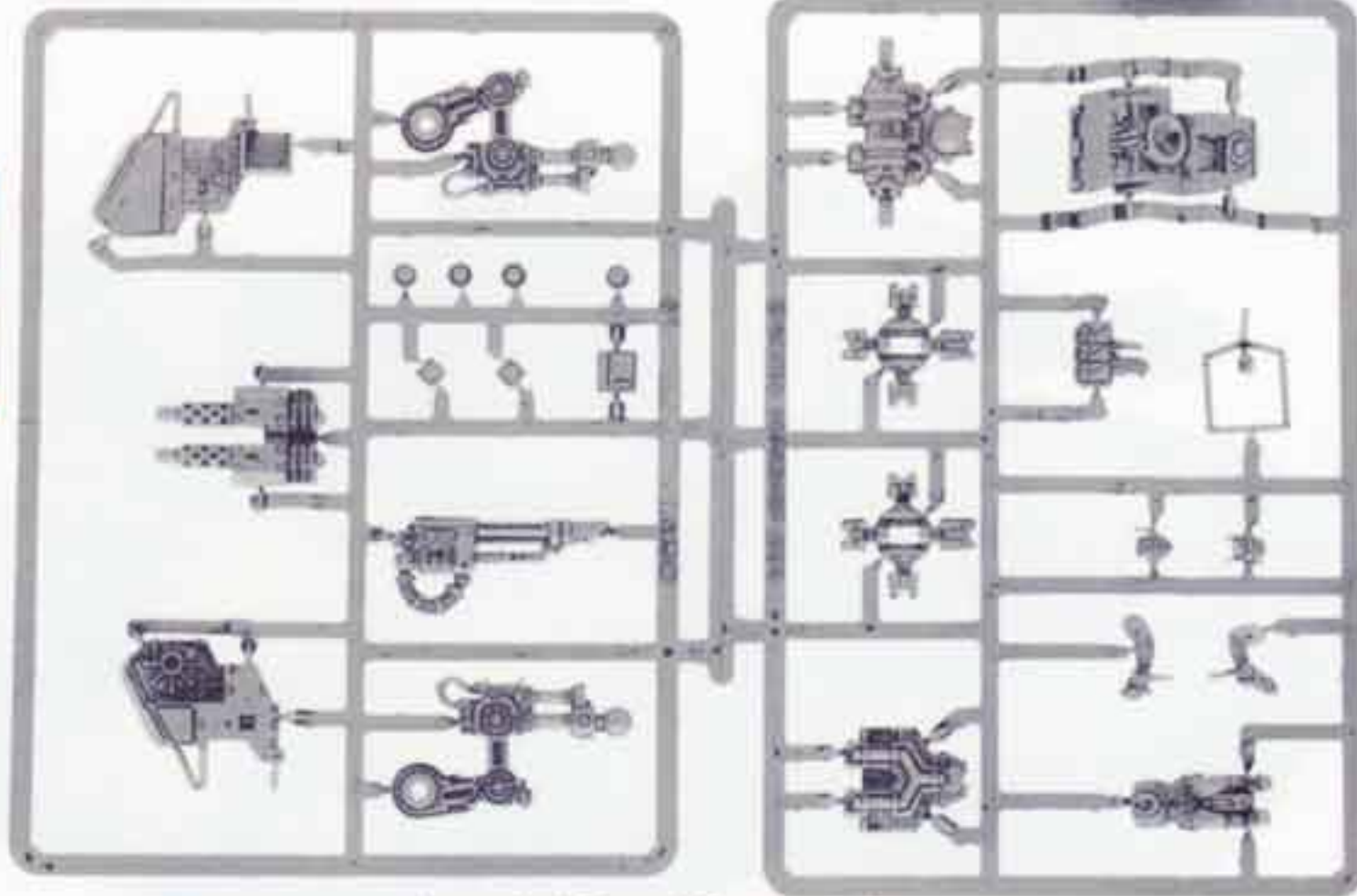


**Imperial Guard Sentinel Box (1)**  
47-09

*Note: Sprue shown at 50% actual size*



**Catachan Sentinel  
Accessory Sprue**  
99390105002



**Imperial Guard Sentinel Sprue**  
99390105001

*Note: Sprue shown at 50%  
actual size*



*Completed example of a Catachan Sentinel*



**Steel Legion Sentinel Box (1)**  
99-08



**Steel Legion  
Sentinel Lascannon**  
010515103



**Steel Legion  
Sentinel Shield**  
010515106



**Steel Legion  
Sentinel Aerial**  
010515101



**Steel Legion  
Sentinel Sight**  
010515104



**Steel Legion  
Sentinel  
Power Pack**  
010515105



**Steel Legion  
Sentinel Canopy**  
010515102

# FAST ATTACK



**Cadian Sentinel Front**  
010516801



**Cadian Sentinel Plate**  
010516802



**Cadian Sentinel Turret**  
010516803



**Cadian Sentinel Vision Slits**  
010516804



**Cadian Sentinel Head**  
010516805



**Cadian Sentinel Head**  
010516806



**Cadian Sentinel Pack**  
010516807



**Cadian Sentinel Tarpaulin**  
010516808



**Cadian Sentinel Box (1)**  
47-22

This Imperial Guard Sentinel by Rowland Cox features vehicle upgrades from the Imperial Vehicle Accessory sprue.



Andy Hoare's Mordant 808th Sky Rats are a drop troop regiment.

The Sky Rats are converted by combining Catachan & Cadian Guardsmen plastics. To add character to his squad, he has mixed in a couple of metal miniatures such as a Warrior Woman from the Classic Last Chancers range. The gravity chutes backpacks were made from a vehicle grenade launcher.



## DOCTRINES

- Drop Troops
- Light Infantry
- Special Weapon Squads
- Veterans
- Hardened Fighters





# FAST ATTACK



Classic Rough Rider Standard  
010500601



Rough Rider Blister (Random 1)  
47-39



Rough Riders Squad (5)  
MO 0141



Rough Rider Torso 1  
010504401



Rough Rider Torso 2  
010504402



Rough Rider Torso 3  
010504403



Rough Rider Hunting Lance  
010504406



Rough Rider Hunting Legs 1  
010504405



Rough Rider Hunting Legs 2  
010504404



Classic Rough Rider Chainsword  
010504407



Rough Rider Lieutenant Body  
010505201

*In the name of the Emperor,  
CHARGE!!!*



Lieutenant Arm  
010505202



Rough Rider Command Blister (1)  
47-38



Lieutenant Hunting Lance  
010505203

# SHOWCASE



*These Tallarn Desert Raiders by Julian Bayliss won Honorable Mention in the Best Warhammer 40,000 Squad category at Golden Demon UK 2000.*

SHOWCASE



*Lock, Stock, and 40,000 Smoking Barrels by Kevan Downey. This extraordinary diorama was entered into Golden Demon UK 2000.*





# SHOWCASE



SHOWCASE



*Kevan Downey entered this extraordinary Tank Transporter into Golden Demon UK 2001.*

*Guy Carpenter entered this Salamander Command Vehicle into the Golden Demon UK 2000 competition.*

*Guy took his inspiration from WWII vehicles and the earthshaker gun itself. He also includes this tip on imagery, "Look at photos of real tanks for reference. The thing that really looks nice is simple little touches, like ammo feeds and rigging and the like."*

*To get areas of worn paint and battle damage, he simply paints metal underneath the colors.*







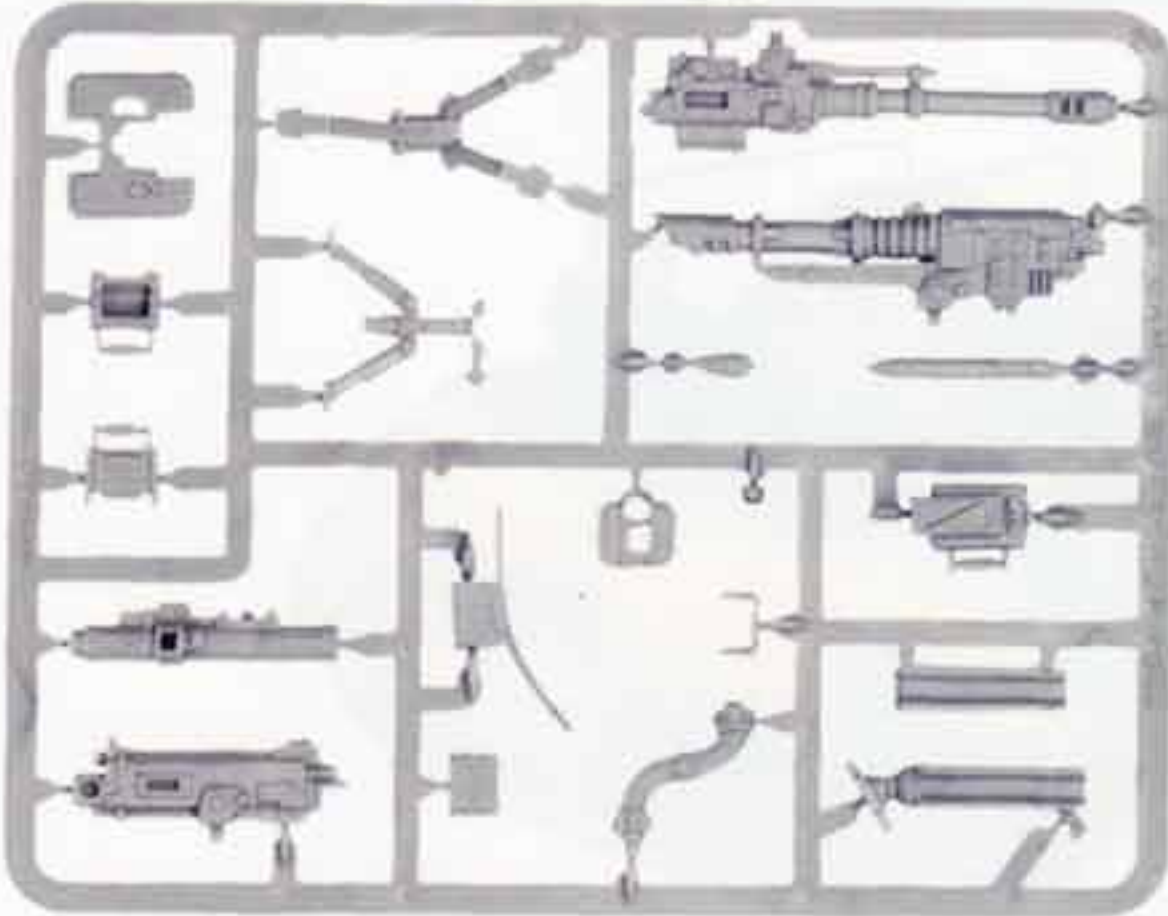
# HEAVY SUPPORT



Cadian Heavy Weapon Team  
Box (1 Team)  
47-18

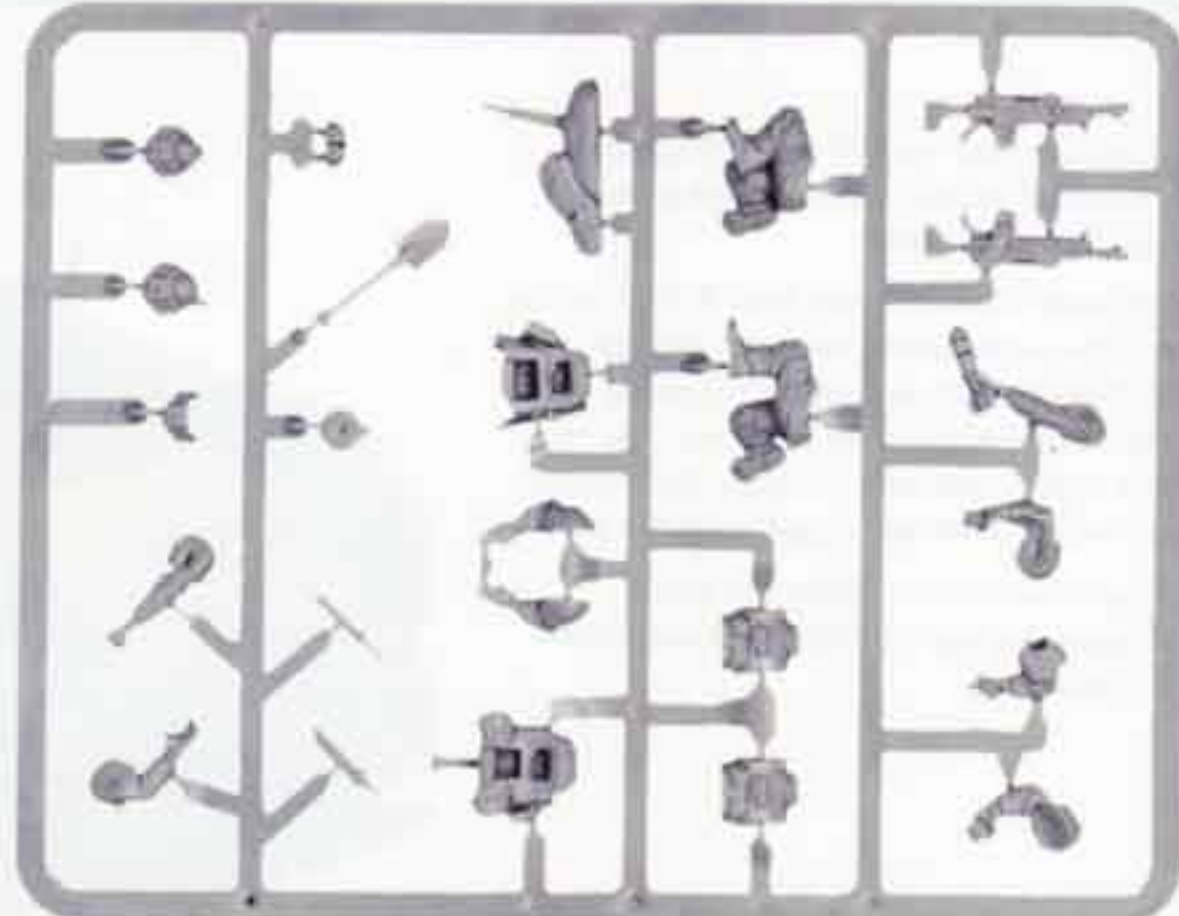


Cadian Heavy Weapon Squad Box (3 Teams)  
47-19



Imperial Guard Heavy Weapon Sprue  
99380105003

Note: Sprue shown at 70%  
actual size



Cadian Heavy Weapon Crew Sprue  
99380105004

## DOCTRINES

- Engineers
- Sharpshooters
- Special Weapon Squads
- Heavy Weapon Squads
- Storm Trooper Squads

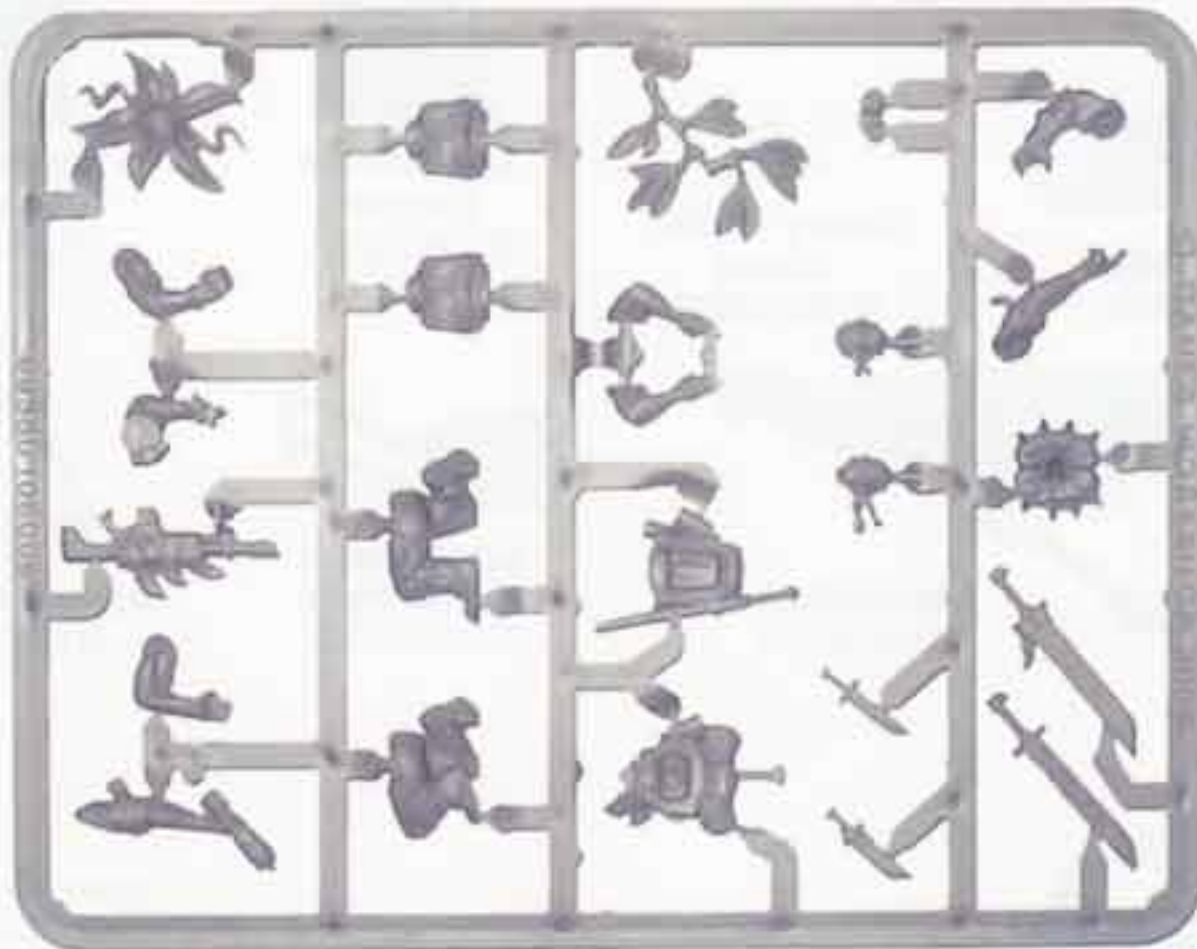
*Stu Black's Imperial Guardsmen are converted to represent a force of Guard from a heavily industrialized hive world. The Sergeant has the most obvious technological elements, with a bionic arm (from Iron Hand Straken) and a bionic eye modeled with green stuff. His close combat weapon is marked with the symbol of the Machine Cult.*





**Catachan Heavy Weapon Squad Box (3 Teams)**  
42-08

**Catachan Heavy Weapon Team Box (1 Team)**  
42-09



**Catachan Heavy Weapon Crew Sprue**  
99060105006

*Note: Sprue shown at 85% actual size*

## HEAVY SUPPORT

*The firepower of an autocannon or heavy bolter can be decisive in a close-fought jungle battle.*



**Catachan Heavy Flamers Blister (2)**  
42-42



**Catachan Heavy Flamer Body 1**  
010514001

**Catachan Heavy Flamer Body 2**  
010514002



**Catachan Heavy Flamer**  
010514003

### DOCTRINES

- Engineers
- Special Weapons Squads
- Storm Trooper Squads
- Light Infantry
- Iron Discipline

*Stefan Langlois's Imperial Guardsmen feature some minor conversions, including extra body armor for the Sergeant and a Sniper converted from a normal Guardsman. The biggest conversion in the Squad is a flamer operator wearing fire-retardant clothing.*





# HEAVY SUPPORT



**Steel Legionnaire  
Missile Launcher  
Team Blister (1 Team)**  
47-62



**Missile Launcher  
Loader**  
010514810



**Missile Launcher  
Gunner**  
010514811



**Missile Launcher**  
010514812



**Loader  
Backpack**  
010514813



**Steel Legionnaire  
Heavy Bolter Team  
Blister (1 Team)**  
47-60



**Steel Legionnaire  
Lascannon Team  
Blister (1 Team)**  
47-61



**Heavy Bolter  
Gunner**  
010515601



**Heavy Bolter  
Loader**  
010515602



**Heavy Bolter**  
010515603



**Heavy Bolter  
Stand**  
010515604



**Lascannon  
Gunner**  
010515701



**Lascannon  
Loader**  
010515702



**Lascannon**  
010515705



**Lascannon  
Power Pack**  
010515703



**Lascannon Stand**  
010515704

*Pick your  
target but be  
quick, or the  
weapon's  
wrath will  
be wasted.*

# SHOWCASE



*Kevan Downey entered  
this diorama entitled  
Trench Raiders into the  
Golden Demon UK 2002  
painting competition.*



# HEAVY SUPPORT

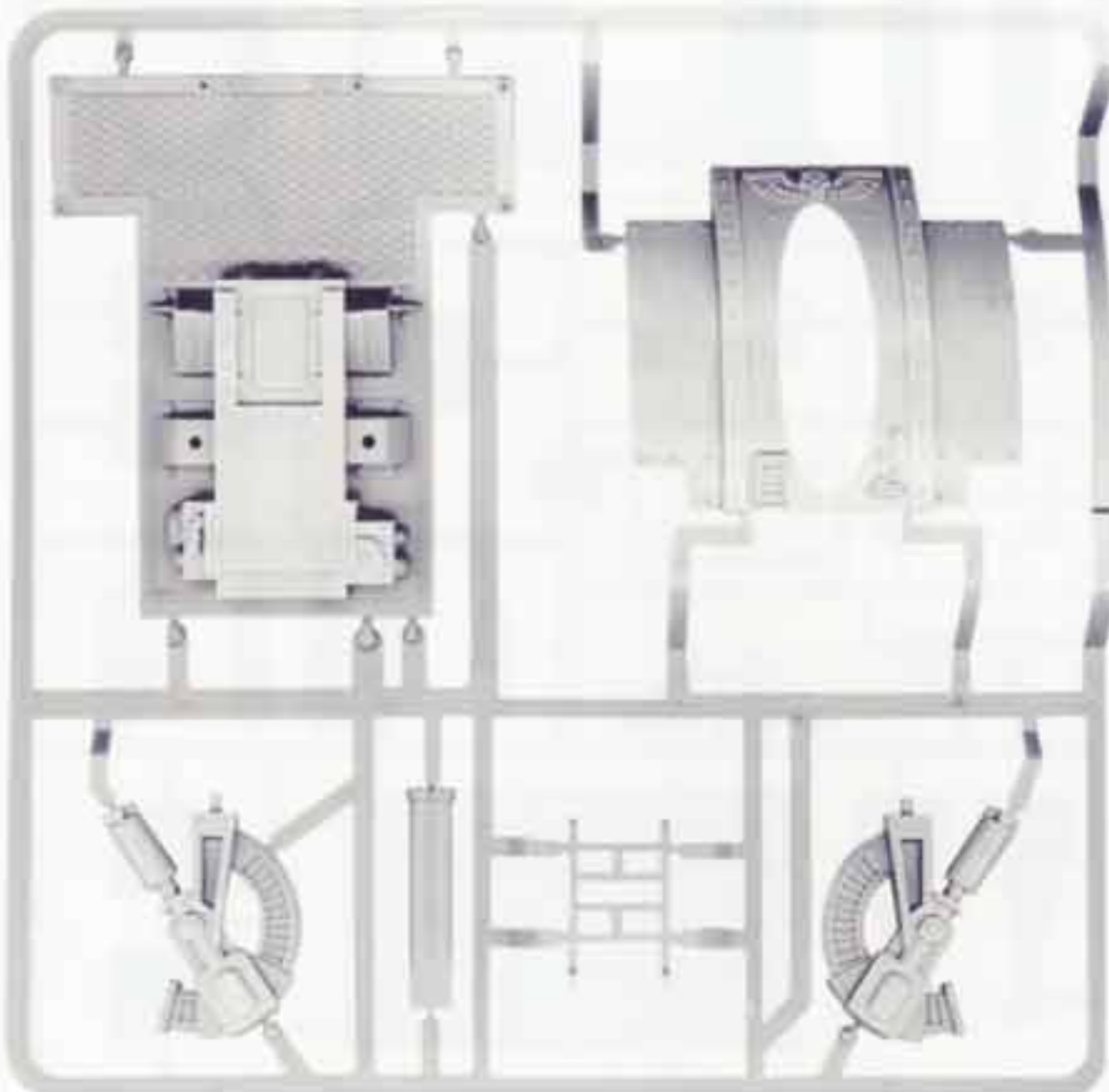
The following components are also needed to complete a Basilisk: Chimera Hull B, Hull C, Tank Wheel Sprue, Tank Track Sprue, Tank Accessory sprue & Cadian Heavy Weapon Crew Sprue.



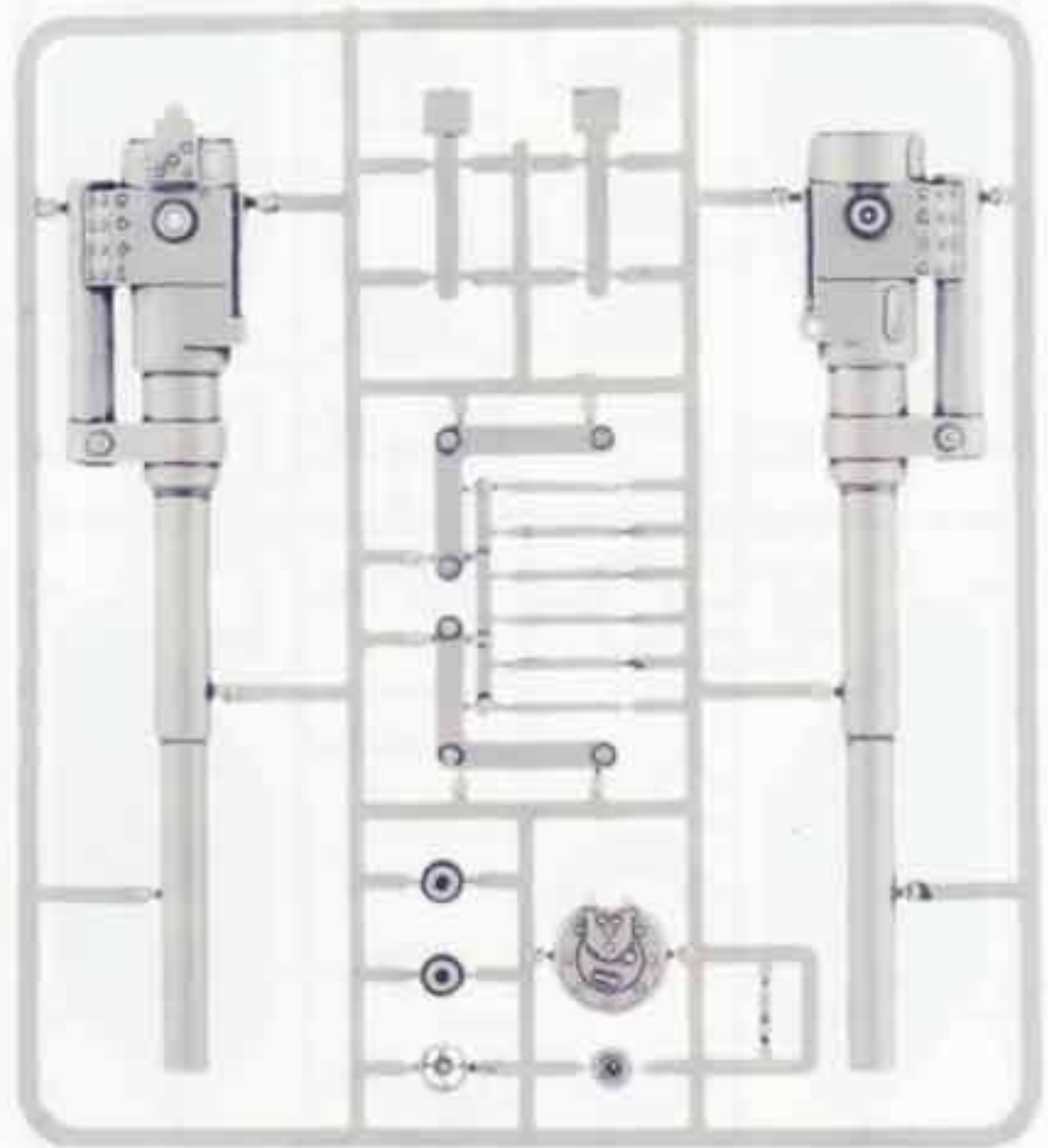
**Classic Basilisk Crew 1**  
010512701

**Classic Basilisk Crew 2**  
010512702

**Imperial Basilisk Box (1)**  
47-08



**Basilisk Frame D**  
99399999044



**Basilisk Frame E**  
99399999045



# HEAVY SUPPORT

The following components are also needed to complete a Lemman Russ Battle Tank: Lemman Russ Hull B, Lemman Russ Hull C, Tank Truck Sprue, Tank Wheel Sprue & Tank Accessory Sprue.



**Classic Imperial Tank Crew MO 0143**

**Classic Imperial Tank Crew 2 010513401**



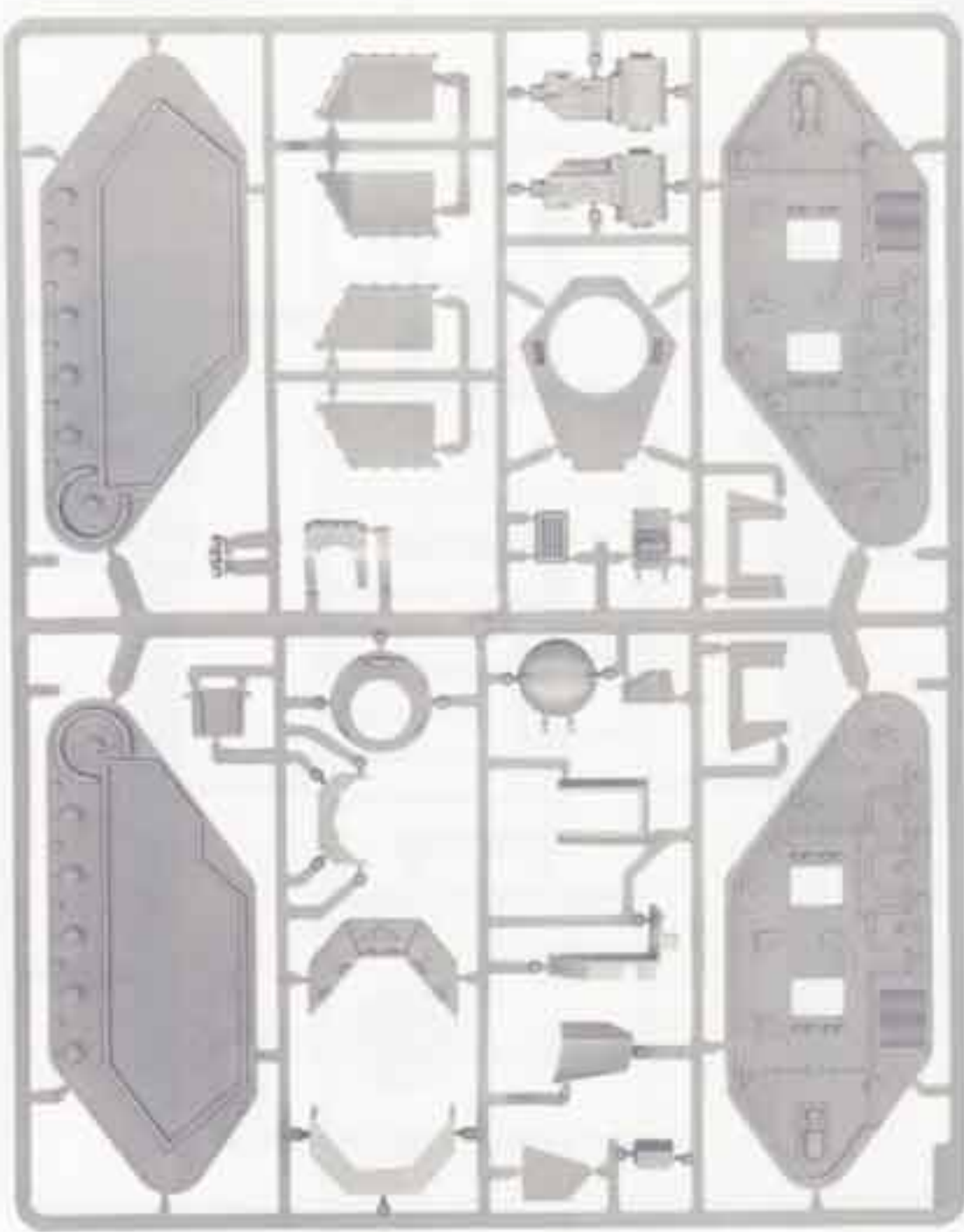
**Classic Imperial Tank Crew 3 010513402**



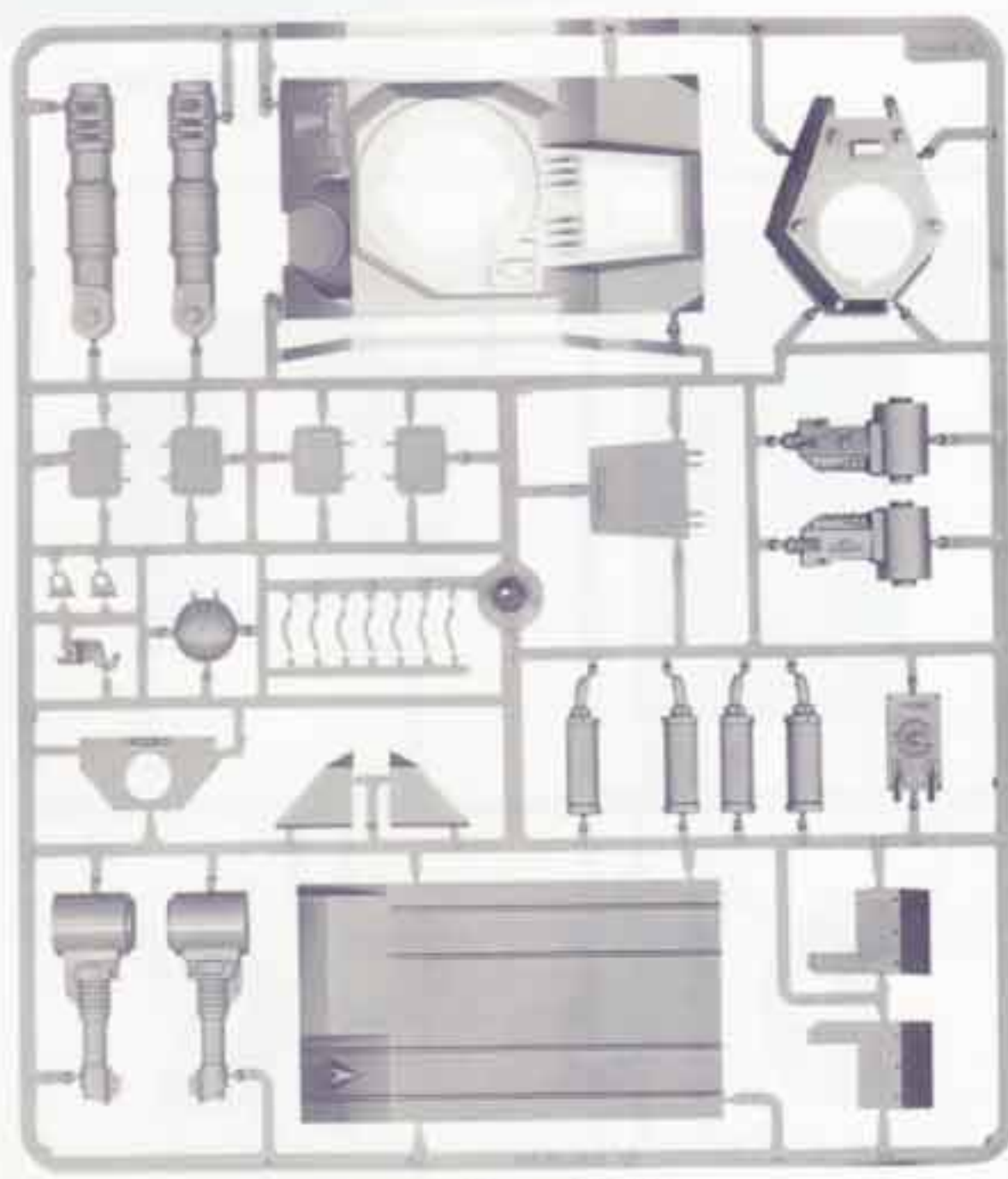
**Classic Imperial Tank Crew 4 010513403**



**Leman Russ Battle Tank Box (1) 47-06**

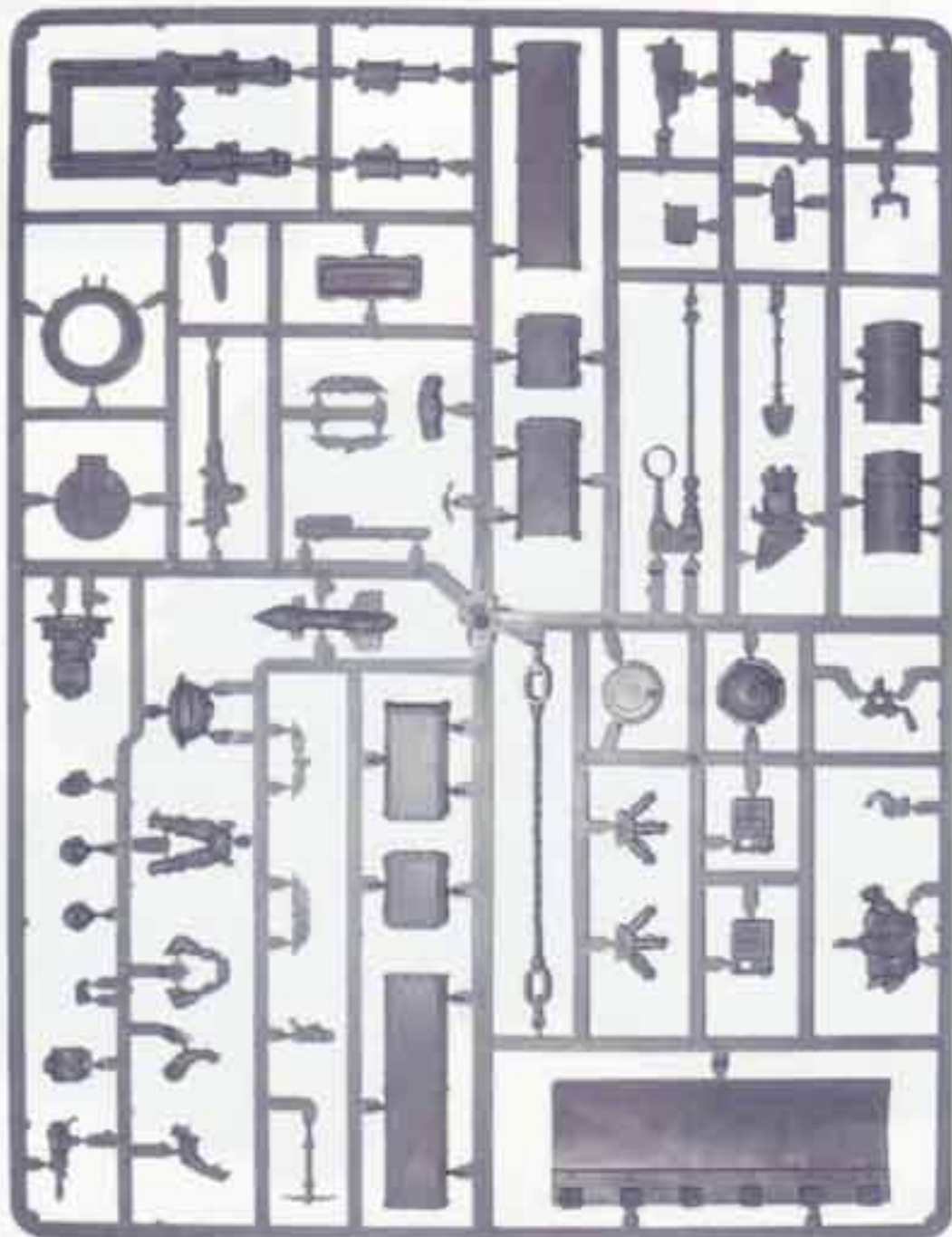


**Leman Russ Hull C 99399999052**



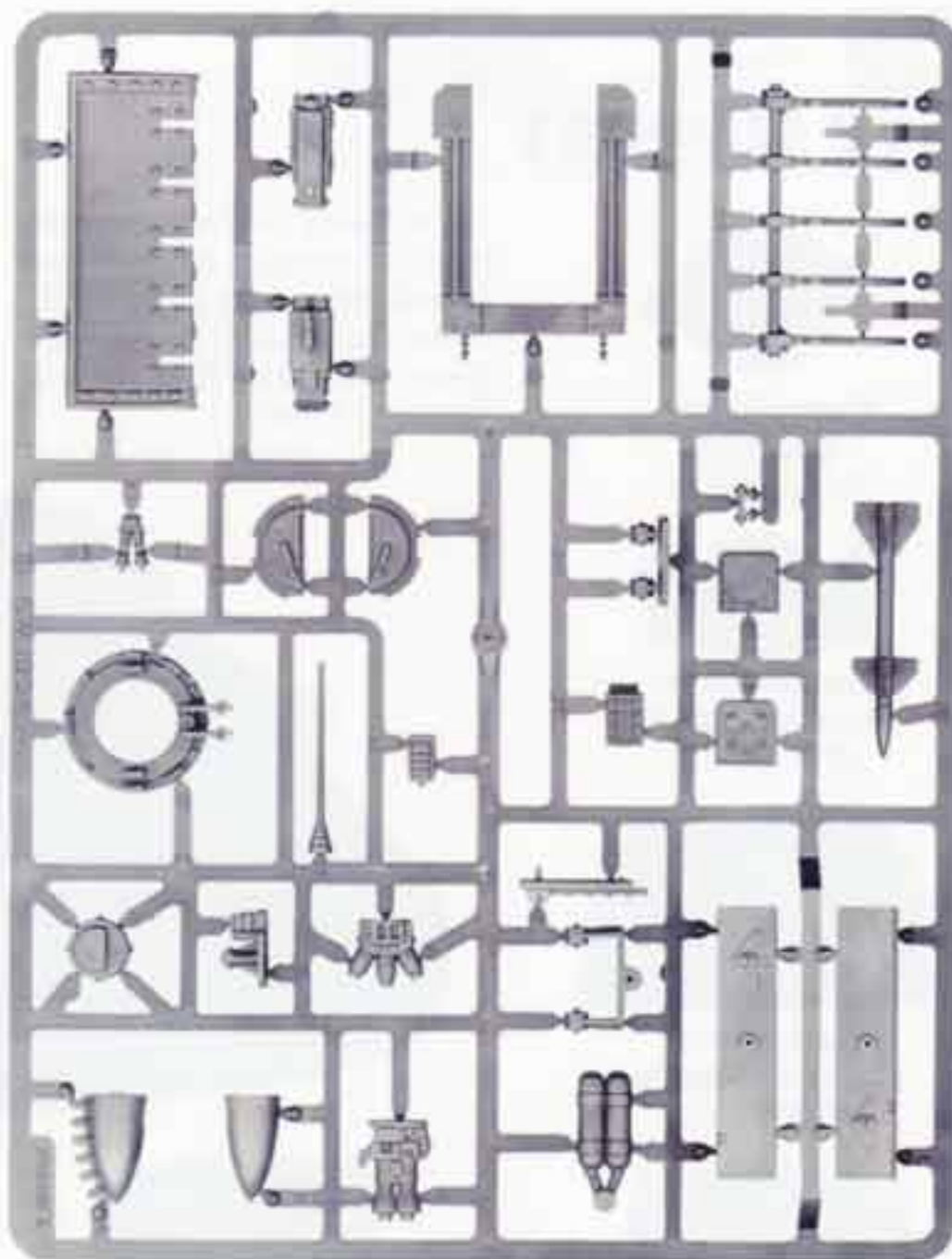
**Leman Russ Hull B 99399999053**

*Note: Sprues shown at 40% actual size.*

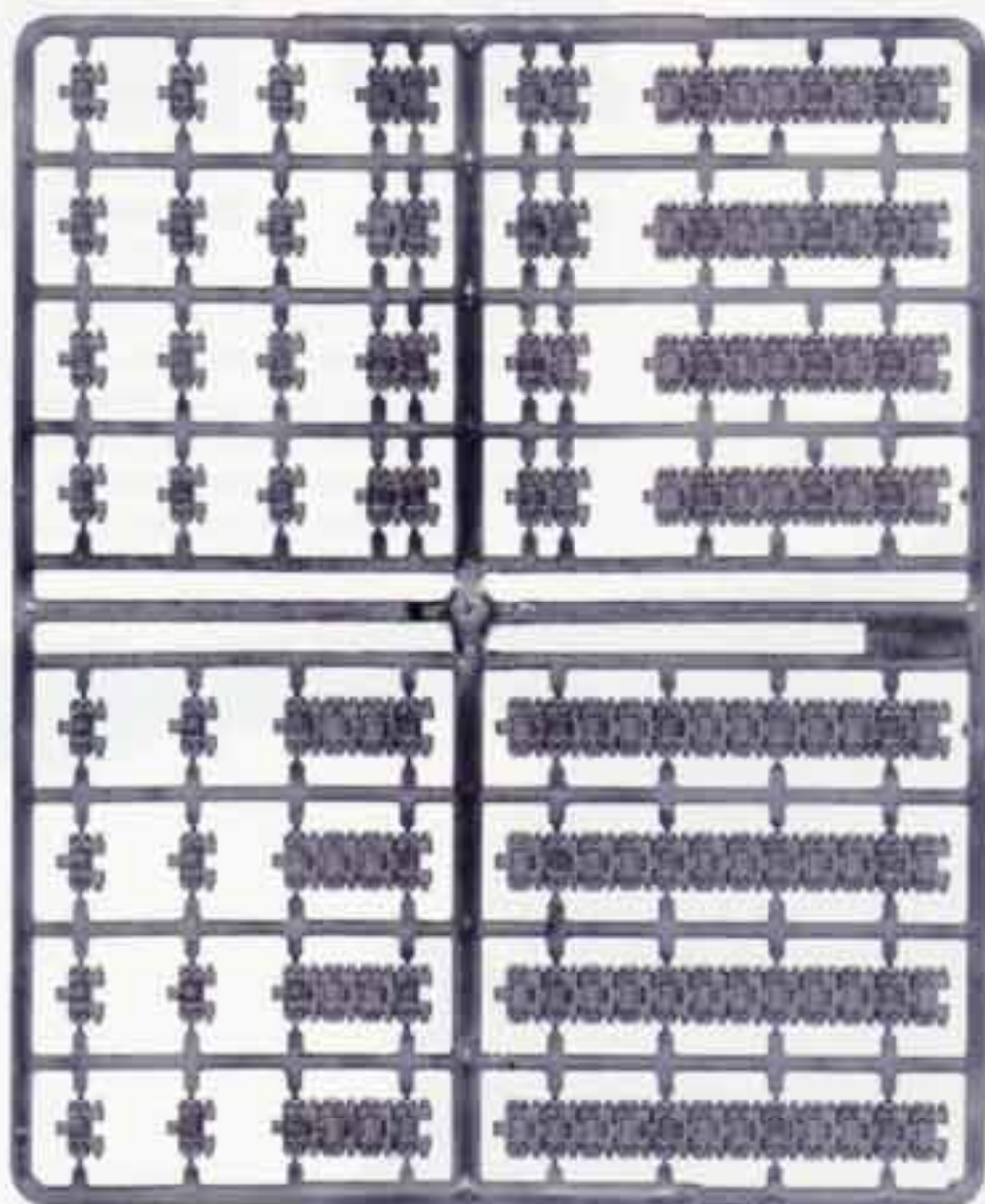


**Imperial Vehicle  
Equipment Sprue**  
99390105003

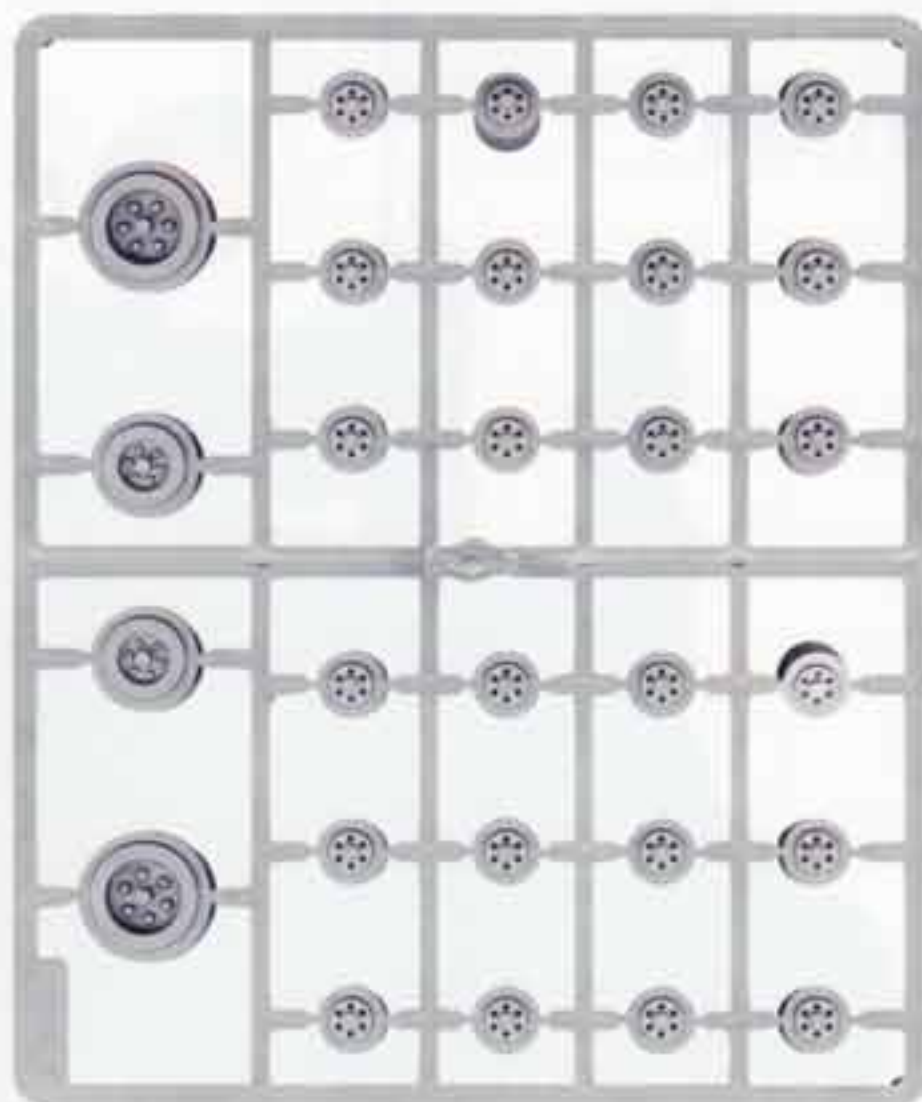
*Note: Sprues shown at 50% actual size*



**Imperial Vehicle  
Accessory Sprue**  
99399999035



**Tank Track Sprue**  
99399999042



**Tank Wheel Sprue**  
99399999043



# HEAVY SUPPORT

The following components are also needed to complete a Leman Russ Demolisher: Leman Russ Hull B, Leman Russ Hull C, Tank Track Sprue, Tank Wheel Sprue & Tank Accessory Sprue.



**Demolisher Cannon**  
010516701



**Demolisher Cannon Barrel**  
010516702



**Demolisher Cannon Mantlet**  
010516703



**Demolisher Turret Plate 1**  
010516704



**Demolisher Turret Plate 2**  
010516705

**Demolisher Siege Tank Box (1)**  
47-11



**Demolisher Heavy Plasma Gun**  
010516707



**Demolisher Multi-Melta**  
010516708



**Demolisher Engine Cover**  
010516706

# SHOWCASE



Paul Handley's "King Russ" tank has put the new Vehicle Accessory sprue to good use. Exhausts were made from the original Leman Russ cannon barrel, and the tracks were doubled. These conversions create a tank that looks about twice as big as its fellows!



**Getting Started**

- 47-01-60 *Codex: Imperial Guard* .....\$20
- 47-20 Cadian Battle Force .....\$90  
Contents: 20 Cadian Guardsmen, 3 Cadian Weapon Teams, 1 Leman Russ & 1 Set of Ruined Buildings
- 42-10 Catachan Battle Force .....\$90  
Contents: 25 Catachan Guardsmen, 3 Catachan Weapon Teams, 2 Catachan Sentinels & 1 Set of Jungle Trees

**Boxed Sets & Blister Packs – HQ**

- 47-21 Cadian Command HQ .....\$30  
Box includes 6 models
- 47-44 Cadian Officers .....\$9  
Blister includes 2 models
- 47-65 Cadian Medic & Standard Bearer ...\$9  
Blister includes 2 models
- 42-36 Catachan Officers .....\$9  
Blister includes 2 models
- 42-37 Catachan Captain .....\$8  
Blister includes 1 model
- 47-58 Steel Legionnaire Lieutenant .....\$7  
Blister includes 1 model
- 47-63 Imperial Guard Psykers .....\$9  
Blister includes 3 models
- 47-37 Commissar .....\$8  
Blister includes 1 model
- MO0307 Steel Legionnaire Commissar .....\$8  
Blister includes 1 model
- MO0423 Tanith Ghost Command Squad ....\$20  
Box includes 5 models

**Special Characters**

- 47-48 Ursarkar Creed & Jarran Kell .....\$20  
Blister includes 2 models
- 42-41 Colonel "Iron Hand" Straken .....\$10  
Blister includes 1 model
- 47-56 Commissar Yarrick .....\$10  
Blister includes 1 model
- 42-44 Sly Marbo .....\$10  
Blister includes 1 model
- 47-35 Colonel Schaeffer .....\$10  
Blister includes 1 model
- 47-36 Commissar Gaunt .....\$10  
Blister includes 1 model

**Boxed Sets & Blister Packs – Elites**

- 47-66 Cadian Snipers .....\$8  
Blister includes 2 models
- 47-42 Ratling Snipers .....\$9  
Blister includes 3 models
- 42-43 Catachan Snipers .....\$8  
Blister includes 3 models
- 42-45 Catachan Demolition Charges .....\$8  
Blister includes 2 models
- 47-64 Tech-Priest Engineer .....\$8  
Blister includes 1 model
- 57-47 Imperial Servitor .....\$8  
Blister includes 2 models
- 47-43 Ogryn w/ Ripper Gun .....\$15  
Blister includes 1 models
- 47-67 Cadian Kasrkin Sergeant .....\$7  
Blister includes 1 model
- 47-46 Cadian Kasrkin w/ Special Weapons ..\$9  
Blister includes 2 models
- 47-23 Cadian Kasrkins .....\$35  
Box includes 10 models

**Boxed Sets & Blister Packs – Troops**

- 47-17 Cadian Shock Troops Squad .....\$30  
Box includes 20 models
- 47-45 Cadian w/ Assault Weapons .....\$9  
Blister includes 2 models
- 42-06 Catachan Jungle Fighter Squad ...\$30  
Box includes 20 models
- 42-35 Catachans w/ Assault Weapons ...\$10  
Blister includes 2 models

- 47-15 Armageddon Steel Legionnaires Squad ..\$30  
Box includes 10 models
- 47-58 Steel Legionnaire w/ Assault Weapons ..\$9  
Blister includes 2 models
- 47-68 Steel Legionnaire Sergeant .....\$7  
Blister includes 1 model
- 47-59 Steel Legionnaires .....\$9  
Blister includes 3 models
- 99-23 Tanith Ghosts .....\$9  
Blister includes 3 models
- MO0424 Tanith Ghost Squad .....\$35  
Box includes 10 models
- 47-07 Imperial Guard Chimera .....\$30  
Box includes 1 model

**Boxed Sets & Blister Packs – Fast Attack**

- 47-12 Hellhound Tank .....\$40  
Box includes 1 model
- 47-09 Imperial Guard Sentinel .....\$20  
Box includes 1 model
- 47-22 Cadian Sentinel .....\$25  
Box includes 1 model
- 99-08 Steel Legionnaire Sentinel .....\$25  
Box includes 1 model
- 47-39 Rough Riders .....\$8  
Blister includes 1 model
- 47-38 Rough Rider Command .....\$8  
Blister includes 1 model
- MO0141 Rough Riders Squad .....\$35  
Box includes 5 models

**Boxed Sets & Blister Packs – Heavy Support**

- 47-18 Cadian Heavy Weapon Team .....\$10  
Box includes 1 Team
- 47-19 Cadian Heavy Weapon Squad .....\$30  
Box includes 3 Teams
- 42-09 Catachan Heavy Weapon Team ...\$10  
Box includes 1 Team
- 42-08 Catachan Heavy Weapon Squad ..\$30  
Box includes 3 Teams
- 42-42 Catachan Heavy Flamers .....\$10  
Blister includes 2 models
- 47-60 Steel Legionnaire Heavy Bolter .....\$10  
Blister includes 1 Team
- 47-61 Steel Legionnaire Lascannon .....\$10  
Blister includes 1 Team
- 47-62 Steel Legionnaire Missile Launcher ..\$10  
Blister includes 1 Team
- 47-08 Imperial Guard Basilisk .....\$35  
Box includes 1 model
- 47-06 Leman Russ Battle Tank .....\$35  
Box includes 1 model
- 47-11 Demolisher Siege Tank .....\$40  
Box includes 1 model
- MO0143 Imperial Tank Crew .....\$10  
Blister includes 3 models

**Metal Bitz – HQ**

- Cadian Command HQ**
- 010517301 Cadian Commander .....\$8
- 010517302 Cadian Standard Bearer .....\$10
- 010517303 Cadian Medic .....\$6
- 010517304 Cadian Comm-link Operator ...\$6
- 010517305 Cadian Comm-link .....\$2
- 010517306 Cadian Casualty .....\$4

**Cadian Officers**

- 010516601 Cadian Officer 1 .....\$6
- 010516602 Cadian Officer 2 .....\$6
- 010516603 Cadian Officer 3 .....\$6
- 010516604 Cadian Officer 4 .....\$6
- 010516605 Cadian Officer 5 .....\$6
- 010516606 Cadian Officer 6 .....\$6

**Catachan Officers**

- 010518701 Catachan Officer 1 .....\$6
- 010518702 Catachan Officer 2 .....\$6
- 010518703 Catachan Officer 3 .....\$6

**Catachan Captain**

- 010501701 Catachan Captain Body .....\$4.50
- 010501702 Catachan Captain Bolt gun Arm\$2.50
- 010501703 Catachan Captain Backpack ..\$2.50

**Steel Legion Lieutenant**

- 010515201 Steel Legion Lieutenant 1 ...\$7.50
- 010515202 Steel Legion Lieutenant 2 ...\$7.50

**Imperial Guard Psykers**

- 010517301 Sanctioned Psyker 1 .....\$4.50
- 010517302 Sanctioned Psyker 2 .....\$4.50
- 010517303 Sanctioned Psyker 3 .....\$4.50

**Commissar**

- 010501901 Commissar 2 Body .....\$4.50
- 010501902 Commissar 2 Sword Arm .....\$2.50
- 010501903 Commissar 2 Boltgun Arm ...\$2.50
- 010501904 Commissar 3 Body .....\$6.50
- 010501905 Commissar 3 Flamer Arm ...\$2.50
- 010501906 Commissar 1 Body .....\$6.50
- 010501907 Commissar 1 Sword Arm .....\$2.50
- 010515801 Steel Legion Commissar .....\$8

**Ursarkar Creed & Jarran Kell**

- 010516201 Ursarkar Creed .....\$10
- 010516202 Jarran Kell .....\$13

**Colonel "Iron Hand" Straken**

- 010513901 Col. "Iron Hand" Straken .....\$10

**Commissar Yarrick**

- 010514901 Commissar Yarrick Body .....\$7.50
- 010514902 Commissar Yarrick Accessories \$3.50

**Sly Marbo**

- 010514301 Sly Marbo Body .....\$9
- 010514302 Sly Marbo Sword Arm .....\$2.50

**Commissar Gaunt**

- 010516001 Commissar Gaunt .....\$8
- 010516002 Commissar Gaunt Sword Arm ..\$2.50

**Tanith Ghost Command Squad**

- 010516003 Colm Corbec .....\$3.50
- 010516005 Brin Milo Body .....\$3.50
- 010516006 Brin Milo Pipes .....\$2.50
- 010516007 Medic Dorden .....\$3.50
- 010516008 Tanith Ghost Plasma Gun ...\$4.50
- 010516102 Tanith Ghost 2 .....\$3.50

**Colonel Schaeffer**

- 010513301 Colonel Schaeffer Body .....\$9
- 010513302 Colonel Schaeffer Sword Arm ...\$2

**Metal Bitz – Elites**

**Cadian Snipers**

- 010517601 Cadian Sniper 1 .....\$5
- 010517602 Cadian Sniper 2 .....\$5

**Tanith Sniper**

- 010516004 Tanith Ghost Sniper "Mad" Larkin\$3.50

**Catachan Snipers**

- 010514201 Catachan Sniper 1 .....\$3.50
- 010514202 Catachan Sniper 2 .....\$3.50
- 010514203 Catachan Sniper 3 .....\$3.50

**Ratling Snipers**

- 010501201 Ratling Sniper 6 .....\$4
- 010501202 Ratling Sniper 3 .....\$4
- 010501203 Ratling Sniper 1 .....\$4
- 010501204 Ratling Sniper 4 .....\$4
- 010501205 Ratling Sniper 2 .....\$4
- 010501206 Ratling Sniper 5 .....\$4

**Catachan Demolition Charges**

- 010514401 Catachan Demo Charge 1 ...\$4.50
- 010514402 Catachan Demo Charge 2 ...\$4.50





# PRICE LIST

<b>Tech-Priest Engineeer</b>	
010517501	Engineer Body 1 ..... \$5.75
010517502	Engineer Body 2 ..... \$5.75
010517503	Engineer Power Axe 1 ..... \$2.25
010517504	Engineer Power Axe 2 ..... \$2.25
010517505	Engineer Backpack Arm ..... \$1.25
010517506	Engineer Backpack ..... \$1.75
<b>Imperial Servitors</b>	
010701701	Gun Servitor 2 ..... \$4
010701702	Servitor 2 ..... \$3
010701703	Servitor 1 ..... \$3
010701704	Gun Servitor Heavy Bolter ..... \$3
010701705	Gun Servitor Plasma Gun ..... \$3
010700107	Gun Servitor 1 ..... \$4
010700108	Gun Servitor Multi-Melta ..... \$3
<b>Ogryn with Ripper Guns</b>	
010504301	Ogryn Head 2 ..... \$2.50
010504302	Ogryn Head 3 ..... \$2.50
010504303	Ogryn Head 1 ..... \$2.50
010504304	Ogryn Legs 1 ..... \$4
010504305	Ogryn Legs 2 ..... \$4
010504306	Ogryn Body 1 ..... \$5
010504307	Ogryn Body 2 ..... \$5
010504308	Ogryn Gun 2 ..... \$3.50
010504309	Ogryn Gun 1 ..... \$3.50
010504310	Ogryn Body 3 ..... \$5
010504311	Ogryn Gun 3 ..... \$3.50
<b>Cadian Kasrkin</b>	
010516501	Kasrkin Sergeant 1 ..... \$8
010516502	Kasrkin Backpack ..... \$1.50
010516503	Kasrkin 1 ..... \$4
010516504	Kasrkin 2 ..... \$4
010516505	Kasrkin 3 ..... \$4
010516506	Kasrkin 4 ..... \$4
010517001	Kasrkin w/ Flamer ..... \$5
010517002	Kasrkin w/ Grenade Launcher ..... \$5
010517003	Kasrkin w/ Melta Gun ..... \$5
010517004	Kasrkin w/ Plasma Gun ..... \$5
010517005	Kasrkin Flamer Backpack ..... \$2
010517006	Kasrkin Grenade Backpack ..... \$2
010517007	Kasrkin Melta Backpack ..... \$1.50
010517008	Kasrkin Plasma Backpack ..... \$1.50
<b>Metal Bitz &amp; Plastic Sprues – Troops</b>	
<b>Cadian Shock Troops</b>	
99380105002	Cadian Shock Troops Sprue ..... \$8
010517201	Cadian w/ Melta Gun ..... \$5
010517202	Cadian w/ Plasma Gun ..... \$5
<b>Catachan Jungle Fighters</b>	
99380105001	Catachan Jungle Fighter Sprue ..... \$8
010504806	Catachan w/ Melta Gun ..... \$5
010505612	Catachan w/ Flamer ..... \$5
<b>Tanith Ghosts</b>	
010516101	Tanith Ghost 1 ..... \$3.50
010516102	Tanith Ghost 2 ..... \$3.50
010516103	Tanith Ghost 3 ..... \$3.50
010516104	Tanith Ghost 4 ..... \$3.50
<b>Steel Legion</b>	
010514801	Steel Legion Sergeant 2 Body ..... \$5
010514802	Steel Legion Sergeant 2 Arm ..... \$2
010514803	Steel Legion w/ Grenade Launcher ..... \$5
010514804	Steel Legionnaire 1 ..... \$3.50
010514805	Steel Legionnaire 2 ..... \$3.50
010514806	Steel Legionnaire 3 ..... \$3.50
010514807	Steel Legionnaire 4 ..... \$3.50
010514808	Steel Legionnaire 5 ..... \$3.50
010514809	Steel Legionnaire 6 ..... \$3.50
010515301	Steel Legion Sergeant 1 Body ..... \$5
010515302	Steel Legion Sergeant 1 Arm ..... \$2
010515303	Steel Legion w/ Plasma Gun ..... \$5

<b>Imperial Chimera</b>	
99399999046	Chimera Hull B ..... \$6
99399999047	Chimera Hull C ..... \$6
99399999048	Chimera Hull D ..... \$5
99399999050	Chimera Hull E ..... \$5

<b>Metal Bitz &amp; Plastic Sprues – Fast Attack</b>	
<b>Hellhound Tank</b>	
010505501	Hellhound Turret Bottom ..... \$5
010505502	Hellhound Top Plate ..... \$3
010505503	Hellhound Inferno Cannon ..... \$3
010505504	Hellhound Targeter Cupola ..... \$2
010505505	Hellhound Fuel Tank Bottom ..... \$3
010505506	Hellhound Fuel Tank Top ..... \$3
010505507	Hellhound Small Armor Plate ..... \$1
010505508	Hellhound Large Armor Plate ..... \$2
010505509	Hellhound Fuel Hose ..... \$1
<b>Imperial Guard Sentinel</b>	
99390105001	Imperial Guard Sentinel Sprue ..... \$20
99390105002	Catachan Accessory Sprue ..... \$3

<b>Steel Legion Sentinel</b>	
010515101	Legion Sentinel Aerial ..... \$2.50
010515102	Legion Sentinel Canopy ..... \$4.25
010515103	Legion Sentinel Lascannon ..... \$4.25
010515104	Legion Sentinel Sight ..... \$3
010515105	Legion Sentinel Power Pack ..... \$3
010515106	Legion Sentinel Shield ..... \$2.50
<b>Cadian Sentinel</b>	
010516801	Cadian Sentinel Front ..... \$2
010516802	Cadian Sentinel Plate ..... \$2
010516803	Cadian Sentinel Turret ..... \$2
010516804	Cadian Sentinel Vision Slits ..... \$1
010516805	Cadian Sentinel Head ..... \$1
010516806	Cadian Sentinel Autocannon ..... \$3.50
010516807	Cadian Sentinel Pack ..... \$1.50
010516808	Cadian Sentinel Tarpaulin ..... \$1.50

<b>Rough Riders</b>	
010504401	Rough Rider Torso 1 ..... \$2.50
010504402	Rough Rider Torso 2 ..... \$2.50
010504403	Rough Rider Torso 3 ..... \$2.50
010504404	Rough Rider Legs 1 ..... \$3.50
010504405	Rough Rider Legs 2 ..... \$3.50
010504406	Rough Rider Hunting Lance ..... \$2.50
010504407	Rough Rider Chainsword ..... \$2.50
010500600	Rough Rider Standard ..... \$3.75
010505201	Rough Rider Lieutenant Body ..... \$5.25
010505202	Rough Rider Lieutenant Arm ..... \$2.50
010505203	Lieutenant Hunting Lance ..... \$2.50
<b>Metal Bitz &amp; Plastic Sprues – Heavy Support</b>	
<b>Cadian Heavy Weapons</b>	
99380105003	Imperial Guard Heavy Weapon Sprue ..... \$8
99380105004	Cadian Heavy Weapon Crew ..... \$6
<b>Catachan Heavy Weapons</b>	
99380105003	Imperial Guard Heavy Weapon Sprue ..... \$8
99380105005	Catachan Heavy Weapon Crew ..... \$6
010514001	Catachan Heavy Flamer Body 1 ..... \$3.50
010514002	Catachan Heavy Flamer Body 2 ..... \$3.50
010514003	Catachan Heavy Flamer ..... \$2.50
<b>Steel Legion Heavy Weapons</b>	
010514810	Missile Launcher Loader ..... \$3.50
010514811	Missile Launcher Gunner ..... \$3.50
010514812	Missile Launcher ..... \$3.50
010514813	Loader Backpack ..... \$1.50
010515601	Heavy Bolter Gunner ..... \$3.50
010515602	Heavy Bolter Loader ..... \$3.50
010515603	Heavy Bolter ..... \$3.50
010515604	Heavy Bolter Bi-pod ..... \$1.50
010515701	Lascannon Gunner ..... \$3.50
010515702	Lascannon Loader ..... \$3.50
010515703	Lascannon Powerpack ..... \$1.50
010515704	Lascannon Tripod ..... \$1.50
010515705	Lascannon ..... \$3.50

<b>Basilisk</b>	
99399999044	Basilisk Hull D ..... \$5
99399999045	Basilisk Hull E ..... \$5
010512701	Basilisk Crew 1 ..... \$3.25
010512702	Basilisk Crew 2 ..... \$3.25

<b>Leman Russ Battle Tank</b>	
99399999035	Imperial Tank Accessory Sprue ..... \$7
99390105003	Imperial Tank Equipment Sprue ..... \$7
99399999042	Tank Track Sprue ..... \$6
99399999043	Tank Wheel Sprue ..... \$6
99399999052	Leman Russ Hull C ..... \$10
99399999053	Leman Russ Hull B ..... \$10

<b>Imperial Tank Crew</b>	
010513401	Tank Crew 1 ..... \$4.25
010513402	Tank Crew 2 ..... \$4.25
010513403	Tank Crew 3 ..... \$4.25

<b>Demolisher Siege Tank</b>	
010516701	Demolisher Cannon ..... \$2
010516702	Demolisher Barrel ..... \$2.50
010516703	Demolisher Mantlet ..... \$2.50
010516704	Demolisher Turret Plate 1 ..... \$2
010516705	Demolisher Turret Plate 2 ..... \$2
010516706	Demolisher Engine Cover ..... \$3
010516707	Demolisher Plasma Gun ..... \$3.50
010516708	Demolisher Multi-Melta ..... \$3.50

## Classic/Collector's Range

### Metal Bitz – HQ

#### Classic Lieutenants

010500901	Valhallan Lieutenant ..... \$7
010501001	Mordian Lieutenant ..... \$7
010501401	Tallarn Lieutenant ..... \$7
010504701	Catachan Lieutenant ..... \$7
010505101	Cadian Lieutenant ..... \$7

#### Classic Captains

010501601	Al'rahem Body ..... \$8
010501602	Al'rahem Plasma Pistol Arm ..... \$2
010501501	Valhallan Captain Body ..... \$3.50
010501502	Valhallan Captain Cloak ..... \$2.50
010501503	Valhallan Captain Bolt Pistol Arm ..... \$2
010501504	Valhallan Captain Sword Arm ..... \$2

#### Classic Comm-links

MO0122	Cadian Comm-link ..... \$4
<small>Includes 1 model</small>	
MO0123	Catachan Comm-link ..... \$4
<small>Includes 1 model</small>	
MO0124	Valhallan Comm-link ..... \$4
<small>Includes 1 model</small>	

010505601	Comm-link ..... \$1.25
010505602	Catachan Comm-link Operator ..... \$3.75
010505804	Valhallan Comm-link Operator ..... \$3.75
010505703	Cadian Comm-link Operator ..... \$3.75

#### Classic Praetorian Command

010507901	Praetorian Captain ..... \$8
010507301	Praetorian Bugler ..... \$7
010507302	Praetorian Standard ..... \$7

#### Classic Last Chancers

010513303	Last Chancer Hero ..... \$3.50
010513304	Last Chancer Scope ..... \$3.50
010513305	Last Chancer Demolition Man ..... \$3.50
010513306	Last Chancer Animal ..... \$3.50
010513307	Last Chancer Warrior Woman ..... \$3.50
010513308	Last Chancer Brains ..... \$3.50
010513309	Last Chancer Shiv ..... \$3.50
010513310	Last Chancer Grease Monkey ..... \$3.50
010513311	Last Chancer Ox ..... \$3.50
010513312	Rocket Girl Missile Launcher ..... \$3.50
010513313	Ox Heavy Bolter ..... \$3.50
010513314	Last Chancer Fingers ..... \$3.50
010513315	Last Chancer Rocket Girl ..... \$3.50



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**Classic Lord Macharius**

010513501 Lord Macharius Body	\$7.50
010513502 Lord Macharius Cloak	\$3.50
010513503 Lord Macharius Bolt Pistol	\$2
010513504 Lord Macharius Staff	\$2

**Classic Nork Deddog**

010513801 Nork Deddog Body	\$9
010513802 Nork Deddog Gun	\$4.50
010513803 Nork Deddog Head	\$2.50

**Classic Commissar Yarrick**

010504501 Commissar Yarrick Body	\$10.50
010504502 Commissar Yarrick Banner Pole	\$2

**Metal Bitz – Elites**

**Classic Stormtroopers**

010513601 Stormtrooper Sergeant 1	\$7.50
010513602 Stormtrooper Sergeant 2	\$7.50
010513701 Stormtrooper 1	\$4
010513702 Stormtrooper 2	\$4
010513703 Stormtrooper 3	\$4
010513704 Stormtrooper 4	\$4
010514101 Stormtrooper w/ Melta Gun	\$5
010514102 Stormtrooper w/ Plasma Gun	\$5
010514103 Stormtrooper w/ Flamer Gun	\$5
010514104 Stormtrooper w/ Gr. Launcher	\$5

**Metal Bitz – Troops**

**Classic Cadian Shock Troops**

010504901 Cadian Trooper 1	\$3.50
010504902 Cadian Trooper 4	\$3.50
010504903 Cadian Trooper 3	\$3.50
010504904 Cadian Trooper 2	\$3.50
010504905 Cadian Sergeant 1	\$6.50
010504906 Cadian w/ Flamer	\$5
010503818 Cadian Sergeant 2	\$6.50
010500714 Cadian Trooper 7	\$4.50
010500715 Cadian Trooper 5	\$4.50
010500716 Cadian Trooper 8	\$4.50
010500717 Cadian Trooper 6	\$4.50
010505719 Cadian w/ Melta Gun	\$5
010505720 Cadian w/ Plasma Gun	\$5

**Classic Catachan Jungle Fighters**

010503711 Catachan Sergeant 2	\$7
010504801 Catachan 1	\$3.50
010504802 Catachan 2	\$3.50
010504803 Catachan 3	\$3.50
010504804 Catachan Sergeant 1	\$6.50
010504805 Catachan 4	\$3.50
010504626 Catachan 5	\$3.50
010504627 Catachan 6	\$3.50
010504628 Catachan 7	\$3.50
010504629 Catachan 8	\$3.50
010505613 Catachan w/ Melta Gun	\$5
010515001 Catachan w/ Grenade Launcher	\$5

**Classic Mordian Iron Guards**

010500401 Mordian 1	\$3.50
010500402 Mordian 2	\$3.50
010500403 Mordian 3	\$3.50
010500404 Mordian 4	\$3.50
010500405 Mordian w/ Grenade Launcher	\$5
010500406 Mordian Sergeant 1	\$6.50
010501112 Mordian 5	\$3.50
010501114 Mordian 8	\$3.50
010501115 Mordian 6	\$3.50
010504017 Mordian Sergeant 2	\$6.50
010505918 Mordian w/ Melta Gun	\$5
010505919 Mordian w/ Flamer	\$5

**Classic Praetorians**

010507001 Praetorian w/ Melta Gun	\$5
010507002 Praetorian w/ Flamer	\$5
010507401 Praetorian w/ Grenade Launcher	\$5
010507101 Praetorian Sergeant 1	\$7
010507201 Praetorian Sergeant 2	\$7
010507501 Praetorian 1	\$3.75

010507502 Praetorian 2	\$3.75
010507503 Praetorian 3	\$3.75
010507601 Praetorian 5	\$3.75
010507602 Praetorian 6	\$3.75
010507603 Praetorian 7	\$3.75
010507701 Praetorian 8	\$3.75
010507702 Praetorian 9	\$3.75
010507703 Praetorian 4	\$3.75
010507801 Praetorian Casualty 1	\$4.25
010507802 Praetorian Casualty 2	\$4.25

**Classic Tallarn Desert Raiders**

010500501 Tallarn w/ Melta Gun	\$5
010500502 Tallarn 1	\$3.50
010500503 Tallarn 2	\$3.50
010500504 Tallarn 3	\$3.50
010500505 Tallarn 4	\$3.50
010505506 Tallarn Sergeant 1	\$6.50
010501314 Tallarn 5	\$3.50
010501315 Tallarn 6	\$3.50
010501316 Tallarn 8	\$3.50
010501317 Tallarn 7	\$3.50
010504118 Tallarn Sergeant 2	\$6.50
010506019 Tallarn w/ Plasma Gun	\$5
010506020 Tallarn w/ Grenade Launcher	\$5

**Classic Valhallan Ice Warriors**

010505001 Valhallan 1	\$3.50
010505002 Valhallan 2	\$3.50
010505003 Valhallan 3	\$3.50
010505004 Valhallan 4	\$3.50
010505005 Valhallan w/ Flamer	\$4
010505006 Valhallan Sergeant 1	\$6.50
010500811 Valhallan 8	\$3.50
010500812 Valhallan 7	\$3.50
010500813 Valhallan 5	\$3.50
010500814 Valhallan 6	\$3.50
010503915 Valhallan Sergeant 2	\$6.50
010505816 Valhallan w/ Melta Gun	\$4
010505817 Valhallan w/ Grenade Launcher	\$5

**Classic Chimera Crew**

010512605 Chimera Crew 1	\$3.25
010512605 Chimera Crew 1	\$3.25
010512607 Chimera Crew 3	\$2

**Metal Bitz – Fast Attack**

**Classic Tallarn Rough Riders**

M00380 Tallarn Rough Rider Squad	\$35
<i>Includes 5 models</i>	
010509501 Tallarn Rough Rider Torso 1	\$2.50
010509502 Tallarn Rough Rider Torso 2	\$2.50

**Classic Imperial Guard Sentinel**

M00150 Imperial Guard Sentinel	\$30
<i>Includes 1 model</i>	
010509001 Sentinel Body Top	\$7.75
010509002 Sentinel Body Bottom	\$7.75
010509003 Sentinel Engine	\$5.25
010509004 Sentinel Pilot	\$2.50
010509005 Sentinel Assault Cannon	\$4
010509006 Sentinel Left Leg	\$7.75
010509007 Sentinel Right Leg	\$7.75
010509008 Sentinel Foot	\$1.25

**Metal Bitz – Heavy Support**

**Classic Imperial Guard Heavy Bolter**

010504910 Heavy Weapon Shield	\$2
010504911 Heavy Weapon Trail	\$2
010404912 Heavy Bolter	\$4
010404913 Heavy Weapon Wheel	\$1

**Classic Imperial Guard Autocannon**

010500512 Autocannon	\$4
010504910 Heavy Weapon Shield	\$2
010504911 Heavy Weapon Trail	\$2
010404913 Heavy Weapon Wheel	\$1

**Classic Imperial Guard Lascannon**

010500409 Lascannon	\$4
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010500410 Lascannon Shield	\$2
010500411 Lascannon Stand	\$2
010404913 Heavy Weapon Wheel	\$1

**Classic Imperial Guard Mortar**

010505010 Mortar Stand	\$1.50
010505009 Mortar Barrel	\$2.50
010508303 Mortar Shell	\$2.50

**Classic Cadian Heavy Weapons**

MO0110 Cadian Autocannon Team	\$12
<i>Includes 2 models</i>	
MO0227 Cadian Lascannon Team	\$12
<i>Includes 2 models</i>	
MO0447 Cadian Missile Launcher Team	\$11
<i>Includes 2 models</i>	
MO0438 Cadian Heavy Bolter Team	\$12
<i>Includes 2 models</i>	
MO0439 Cadian Mortar Team	\$12
<i>Includes 2 models</i>	

010502521 Autocannon Loader	\$3.50
010505623 Missile Launcher Loader	\$3.50
010502624 Missile Launcher Gunner	\$3.50
010502625 Missile Launcher	\$2.50
010504907 Heavy Bolter Loader	\$3.50
010504908 Heavy Bolter Gunner Body	\$2
010504909 Heavy Bolter Gunner Legs	\$2
010508201 Lascannon Loader	\$3.50
010508202 Lascannon Operator	\$3.50
010508301 Mortar Operator	\$3.50
010508302 Mortar Loader	\$3.50

**Classic Catachan Heavy Weapons**

MO0440 Catachan Autocannon Team	\$12
<i>Includes 2 models</i>	
MO0441 Catachan Mortar Team	\$12
<i>Includes 2 models</i>	
MO0442 Catachan Lascannon Team	\$12
<i>Includes 2 models</i>	
MO0443 Catachan Heavy Bolter Team	\$12
<i>Includes 2 models</i>	
MO0444 Catachan Missile Launcher Team	\$11
<i>Includes 2 models</i>	

010502214 Gunner Body	\$2
010502215 Gunner Legs	\$2
010502216 Heavy Bolter Loader	\$3.50
010502321 Lascannon Loader	\$3.50
010502322 Lascannon Gunner	\$3.50
010504807 Missile Launcher Loader	\$3.50
010504808 Missile Launcher Firer	\$3.50
010504809 Missile Launcher	\$2.50
010504810 Missile Launcher Stand	\$2
010508001 Mortar Crew 1	\$3.50
010508002 Mortar Crew 2	\$3.50
010508101 Autocannon Loader	\$3.50
010508102 Autocannon Gunner	\$2

**Classic Mordian Heavy Weapons**

MO0125 Mordian Autocannon Team	\$12
<i>Includes 2 models</i>	
MO0126 Mordian Heavy Bolter Team	\$12
<i>Includes 2 models</i>	
MO0127 Mordian Lascannon Team	\$12
<i>Includes 2 models</i>	
MO0128 Mordian Missile Launcher Team	\$11
<i>Includes 2 models</i>	
MO0129 Mordian Mortar Team	\$12
<i>Includes 2 models</i>	

010500407 Lascannon Operator	\$3.75
010500408 Lascannon Loader	\$3.75
010503120 Mordian Gunner Torso 2	\$2
010503121 Mordian Gunner Legs	\$2
010503122 Mordian Heavy Bolter Loader	\$3.75
010503223 Mortar Operator	\$3.75
010503224 Mortar Loader	\$3.75



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010508601	Missile Launcher Loader	.....	\$4
010508602	Missile Launcher Body	.....	\$4
010508603	Missile Launcher	.....	\$3.50
010508701	Autocannon Loader	.....	\$3.50
010507602	Gunner Torso 1	.....	\$2
<b>Classic Praetorian Heavy Weapons</b>			
MO0130	Praetorian Autocannon Team	.....	\$12
<small>Includes 2 models</small>			
MO0131	Praetorian Heavy Bolter Team	.....	\$12
<small>Includes 2 models</small>			
MO0132	Praetorian Lascannon Team	.....	\$12
<small>Includes 2 models</small>			
MO0133	Praetorian Missile Launcher Team	.....	\$11
<small>Includes 2 models</small>			
MO0134	Praetorian Mortar Team	.....	\$12
<small>Includes 2 models</small>			
010506601	Lascannon Operator	.....	\$3.75
010506602	Lascannon Loader	.....	\$3.75
010506701	Heavy Bolter Loader	.....	\$3.75
010506702	Gunner Torso	.....	\$2
010506801	Autocannon Loader	.....	\$3.75
010506901	Mortar Operator	.....	\$3.75
010506902	Mortar Loader	.....	\$3.75
010509301	Missile Launcher Loader	.....	\$3.75
010509302	Missile Launcher Body	.....	\$3.75
<b>Classic Tallarn Heavy Weapons</b>			
MO0247	Tallarn Autocannon Team	.....	\$12
<small>Includes 2 models</small>			
MO0290	Tallarn Lascannon Team	.....	\$12
<small>Includes 2 models</small>			
MO0377	Tallarn Heavy Bolter Team	.....	\$12
<small>Includes 2 models</small>			
MO0378	Tallarn Missile Launcher Team	.....	\$11
<small>Includes 2 models</small>			

MO0379	Tallarn Mortar Team	.....	\$12
<small>Includes 2 models</small>			
010500507	Autocannon Loader	.....	\$3.50
010500508	Gunner Torso 2	.....	\$2
010500509	Gunner Legs	.....	\$2
010503421	Missile Launcher Loader	.....	\$3.50
010503422	Missile Launcher	.....	\$2.50
010503423	Missile Launcher Firer	.....	\$3.50
010508801	Lascannon Crew 1	.....	\$3.50
010508802	Lascannon Crew 2	.....	\$3.50
010508901	Mortar Operator	.....	\$3.50
010508902	Mortar Loader	.....	\$3.50
010509601	Heavy Bolter Loader	.....	\$3.50
010509602	Gunner Torso 1	.....	\$2
<b>Classic Valhallan Heavy Weapons</b>			
MO0291	Valhallan Autocannon Team	.....	\$12
<small>Includes 2 models</small>			
MO0381	Valhallan Heavy Bolter Team	.....	\$12
<small>Includes 2 models</small>			
MO0382	Valhallan Lascannon Team	.....	\$12
<small>Includes 2 models</small>			
MO0383	Valhallan Missile Launcher Team	.....	\$11
<small>Includes 2 models</small>			
MO0384	Valhallan Mortar Team	.....	\$12
<small>Includes 2 models</small>			
010502817	Gunner Torso 1	.....	\$2
010502818	Gunner Legs	.....	\$2
010502819	Heavy Bolter Loader	.....	\$3.50
010502920	Lascannon Loader	.....	\$3.50
010502921	Lascannon Operator	.....	\$3.50
010505007	Mortar Loader	.....	\$3.50
010505008	Mortar Operator	.....	\$3.50
010508401	Autocannon Loader	.....	\$3.50
010508402	Gunner Torso 2	.....	\$2
010508501	Missile Launcher Loader	.....	\$3.50
010508502	Missile Launcher Body	.....	\$3.50
010508503	Missile Launcher	.....	\$2.50
<b>Classic Griffon Heavy Mortar</b>			
MO0209	Griffon Heavy Mortar	.....	\$45
<small>Includes 1 model</small>			

010505401	Mortar Platform	.....	\$8
010505402	Left Mortar Barrel	.....	\$4
010505403	Right Mortar Barrel	.....	\$4
010505404	Right Mortar Support Panel	.....	\$2
010505405	Mortar Platform	.....	\$2
010505406	Left Mortar Support Panel	.....	\$2
010505407	Mortar Gunner	.....	\$3
010505408	Crewman Backpack	.....	\$2
010505409	Mortar Crewman	.....	\$3
<b>Classic Leman Russ Demolisher</b>			
MO0446	Leman Russ Demolisher	.....	\$45
<small>Includes 1 model</small>			
010505301	Tank Commander	.....	\$2
010505303	Tank Cupola	.....	\$2
010505306	Cannon Mantlet	.....	\$3
010505307	Cannon Top	.....	\$3
010505308	Cannon Bottom	.....	\$3
010505309	Sponson Front	.....	\$2
010505310	Sponson Rear	.....	\$2
010505311	Heavy Plasma Gun	.....	\$2
010505312	Multi-Melta	.....	\$2
<b>Classic Leman Russ Exterminator</b>			
MO0445	Leman Russ Exterminator	.....	\$45
<small>Includes 1 model</small>			
010505302	Tank Hatch Base	.....	\$1
010505304	Tank Hatch 1	.....	\$1
010505305	Tank Hatch 2	.....	\$1
010513201	Exterminator Commander	.....	\$2
010513202	Catachan Tank Crew	.....	\$3
010513203	Exterminator Sandbags	.....	\$1
010513204	Exterminator Heavy Bolter	.....	\$3
010513205	Exterminator Autocannon	.....	\$3
<b>Classic Imperial Guard Tank Accessories</b>			
010512501	Leman Russ Commander Torso	.....	\$2
010512502	Tank Lasgun Rack	.....	\$2
010512503	Tank Bedroll	.....	\$2
010512504	Tank Satchel	.....	\$2
010512607	Tank Crew 1	.....	\$2

# SHOWCASE

*Chimera Transport Vehicle by Mike McVey. This heavily converted wheeled Chimera was built as a transport for Adeptus Arbite Troops.*



*An open battlefield is nothing but a death trap – in war, any visible target is a potential casualty no matter how well protected it may be.*

The Tactics Imperium

**CLASSIC RANGE**



**Cadian Lieutenant**  
010505101



**Mordian Lieutenant**  
010501001



**Catachan Lieutenant**  
010504701



**Tallarn Lieutenant**  
010501401



**Valhallan Lieutenant**  
010500901



**Captain Chenkov Body**  
010501501



**Captain Chenkov Bolt Pistol Arm**  
010501503



**Captain Chenkov Sword Arm**  
010501504



**Captain Chenkov Cloak**  
010501502



*Painted example of completed Valhallan Captain Chenkov*



*Painted example of completed Tallarn Captain Al'Rahem*



**Catachan Comm-Link**  
MO 0123



**Cadian Comm-Link**  
MO 0122



**Valhallan Comm-Link**  
MO 0124



**Al'Rahem Body**  
010501601



**Al'Rahem Plasma Pistol Arm**  
010501602



**Catachan Comm-Link Operator**  
010505601



**Cadian Comm-Link Operator**  
010505703



**Valhallan Comm-Link Operator**  
010505804

*Colonel Zukov of the Valhallan 36th by Tim Lison won Gold in the Best Warhammer 40,000 Single Miniature Category at Chicago Golden Demon 2003.*





# CLASSIC



**Praetorian Standard**  
010507302



**Praetorian Lieutenant**  
010507901



**Praetorian Bugler**  
010507301

*Some of you may have heard we are called the Last Chancers. I offer you a full pardon for the crimes you have been convicted for. Survive my mission and you will be free to pursue whatever lives you can.*



**Grease Monkey**  
010513310



**Demolition Man**  
010513305



**Shiv**  
010513309



**Scope**  
010513304



**Warrior Woman**  
010513307



**Hero**  
010513303



**Animal**  
010513306



**Brains**  
010513308



**Fingers**  
010513314



**Rocket Girl Body**  
010513315



**Rocket Girl Missile Launcher**  
010513312



*Painted example of completed Rocket Girl*



**Ox Body**  
010513311



**Ox Heavy Bolter**  
010513313



*Painted example of completed Ox*



Painted example of completed Classic Lord Solar Macharius.



Lord Solar Macharius Body  
010513501



Lord Solar Macharius Bolt Pistol  
010513503



Lord Solar Macharius Cloak  
010513502



Lord Solar Macharius Staff  
010501504

*There cannot be peace in these times. A thousand worlds we may have brought into the fold of the Emperor, but a thousand more yet await us.*

*Lord Solar Macharius*



Commissar Yarrick Body  
010504501

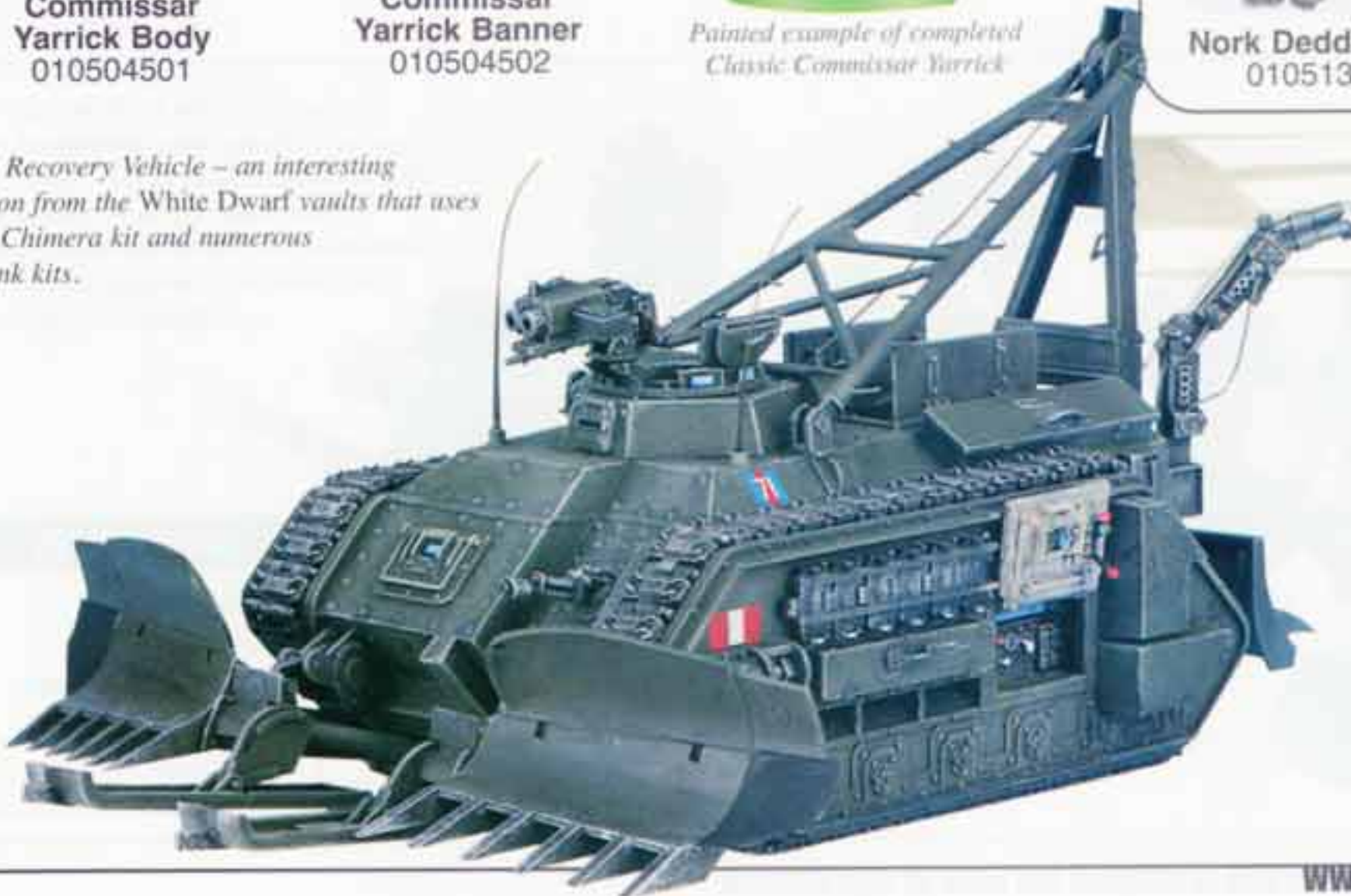


Commissar Yarrick Banner  
010504502



Painted example of completed Classic Commissar Yarrick

*Imperial Recovery Vehicle – an interesting conversion from the White Dwarf vaults that uses both the Chimera kit and numerous WWII tank kits.*



CLASSIC



Painted example of completed Classic Nork Deddog



Nork Deddog Body  
010513801



Nork Deddog Gun  
010513802



Nork Deddog Head  
010513803

SHOWCASE



# CLASSIC



**Storm Trooper Sergeant 1**  
010513601



**Storm Trooper Sergeant 2**  
010513602

*Trained to perform covert operations and spearhead assaults, the Storm Troopers are the elite of the Imperial Guard. Their special status has earned them colorful nicknames such as "Glory Boys" and "Big Toy Soldiers."*



**Storm Trooper w/ Melta Gun**  
010514101



**Storm Trooper w/ Plasma Gun**  
010514102



**Storm Trooper w/ Flamer**  
010514103



**Storm Trooper w/ Grenade Launcher**  
010514104



**Storm Trooper 1**  
010513703



**Storm Trooper 2**  
010513702



**Storm Trooper 3**  
010513704



**Storm Trooper 4**  
010513701



*Jantine Patricians by Dave Taylor. The Emperor's Chosen were introduced in Dan Abnett's First & Only novel. Pitted against the Tanith by their revenge-fueled Commander, the Patricians in heavy armor and armed with hellguns turned on the Ghosts at a crucial time.*

## DOCTRINES

- Grenadiers
- Mechanized
- Storm Trooper Squads
- Die Hards
- Close Order Drill

CLASSIC



**Cadian Sergeant 2**  
010503818



**Cadian Sergeant 1**  
010504905



**Cadian w/ Flamer**  
010504906



**Cadian w/ Melta Gun**  
010505719



**Cadian w/ Plasma Gun**  
010505720



**Cadian Trooper 1**  
010504901



**Cadian Trooper 2**  
010504904



**Cadian Trooper 3**  
010504903



**Cadian Trooper 4**  
010504902



**Cadian Trooper 5**  
010500715



**Cadian Trooper 6**  
010500717



**Cadian Trooper 7**  
010500714



**Cadian Trooper 8**  
010500716

*Identify your target. Concentrate your fire on it to the exclusion of all else. When it is destroyed, choose another target. That is the way to secure victory.*

The Tactics Imperium



**Catachan Sergeant 1**  
010504804



**Catachan Sergeant 2**  
010503711



**Catachan 1**  
010504802



**Catachan 2**  
010504803



**Catachan 3**  
010504805



**Catachan 4**  
010504801



**Catachan 5**  
010504626



**Catachan 6**  
010504627



**Catachan 7**  
010504628



**Catachan 8**  
010504629



**Catachan w/ Plasma Gun**  
010505613

**Catachan w/ Grenade Launcher**  
010515001





# CLASSIC

*Polite people call the Mordians dour. Everyone else calls them downright miserable. This is entirely understandable, as Mordia is a nightworld. The Planet does not rotate, and so one hemisphere is constantly bathed by the radiation of the local star while the other is locked in a permanent night. The Mordians live in massive, ziggurat-like Hive cities, and every day is a struggle for survival to eke a living from the world's meagre resources. To this end, Mordia is run by Tetrarchs who rigidly control every drop of water, grain of food, and scrap of clothing. As can be expected, not everyone sees the need for such authoritarian control. The Mordian Iron Guard is charged with maintaining the peace and is a rigid, disciplined force, with a firm belief in their officers. The Iron Guard believe in good close-ordered combat drill over skulking around in bushes. Those who have faced the Iron Guard's devastating volley fire would agree.*



**Mordian w/ Melta Gun**  
010505918



**Mordian w/ Grenade Launcher**  
010500405



**Mordian w/ Flamer**  
010505919



**Mordian 1**  
010500403



**Mordian 2**  
010500401



**Mordian 3**  
010500404



**Mordian 4**  
010500402



**Mordian Sergeant 1**  
010500406



**Mordian Sergeant 2**  
010504017



**Mordian 5**  
010501112



**Mordian 6**  
010501115



**Mordian 7**  
010501116



**Mordian 8**  
010501114

# SHOWCASE

*Cadian Infantry Squad by Jarret Lee. This Squad was won Third place in the Best Warhammer 40,000 Squad category at the 2003 Canadian Golden Demon event.*



All miniatures are supplied unpainted. Models, sets, and games are all shown retail size unless otherwise noted. Games are not available in some territories.

CLASSIC



**Praetorian w/ Melta Gun**  
010507001



**Praetorian w/ Grenade Launcher**  
010507401



**Praetorian w/ Flamer**  
010507002



**Praetorian 1**  
010507501



**Praetorian 2**  
010507502



**Praetorian 3**  
010507503



**Praetorian 4**  
010507703



**Praetorian Sergeant 1**  
010507101



**Praetorian Sergeant 2**  
010507201

*Praetorian Guard  
See File 97831f ref:  
Big Toof River  
Massacre*

*Steady Boys... Steady...*



**Praetorian 5**  
010507602



**Praetorian 6**  
010507701



**Praetorian 7**  
010507603



**Praetorian 8**  
010507702



**Praetorian 9**  
010507601



**Praetorian Wounded 1**  
010507801



**Praetorian Wounded 2**  
010507802

*Victoria Lamb entered Golden Demon Australia 1999 with this heavily converted Praetorian Command HQ. The models closely resemble their English Colonial inspiration – from the classic iron wheels on the Lascannon to the white belts. Fans of the movie Zulu will notice the striking resemblance of the Lieutenant to the famous English actor who starred in the movie.*



SHOWCASE



# CLASSIC



**Tallarn Sergeant 1**  
010500506



**Tallarn Sergeant 2**  
010504118



**Valhallan Sergeant 1**  
010505006



**Valhallan Sergeant 2**  
010503915

*For the Emperor...*



**Valhallan w/ Melta Gun**  
010505816



**Valhallan w/ Grenade Launcher**  
010505817



**Valhallan w/ Flamer**  
010505005

*Raised in the frozen hives of Valhalla, the Ice Warriors have a formidable reputation for unwavering courage and stoic dedication to the Emperor.*



**Tallarn w/ Melta Gun**  
010500501



**Tallarn w/ Plasma Gun**  
010506019



**Tallarn w/ Grenade Launcher**  
010506020



**Tallarn 1**  
010500504



**Tallarn 2**  
010500502



**Tallarn 3**  
010500505



**Tallarn 4**  
010500503



**Tallarn 5**  
010501316



**Tallarn 6**  
010501314



**Tallarn 7**  
010501317



**Tallarn 8**  
010501315



**Valhallan 1**  
010505001



**Valhallan 2**  
010505002



**Valhallan 3**  
010505003



**Valhallan 4**  
010505004



**Valhallan 5**  
010500813



**Valhallan 6**  
010500814



**Valhallan 7**  
010500812



**Valhallan 8**  
010500811

CLASSIC



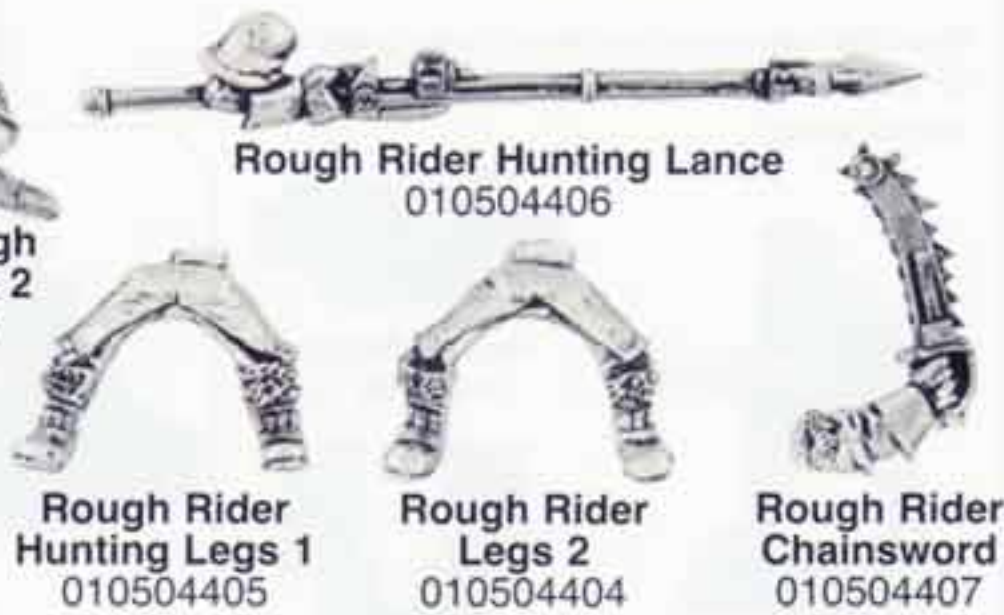
Classic Tallarn Rough Rider Squad  
MO 0380



Tallarn Rough Rider Torso 1  
010509502

Tallarn Rough Rider Torso 2  
010509501

*When terrain is unsuitable for motorized vehicles, troops often ride creatures, sometimes bionically or genetically altered, in battle.*



Rough Rider Hunting Lance  
010504406

Rough Rider Hunting Legs 1  
010504405

Rough Rider Legs 2  
010504404

Rough Rider Chainsword  
010504407

*A good general does not lead an army into destruction just because he knows it will follow.*  
The Tactics Imperium

Chimera Crew 2  
010512606

Chimera Crew 1  
010512605

Chimera Crew 3  
010512607



Sentinel Pilot  
010509004

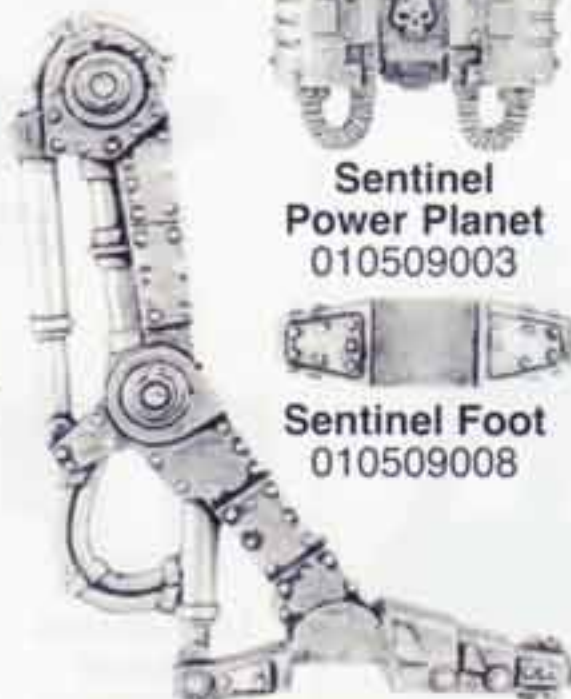
*This lightly armed one-man scout and insurgency vehicle is used for reconnaissance and close-combat support.*



Sentinel Assault Cannon  
010509005



Sentinel Left Leg  
010509006



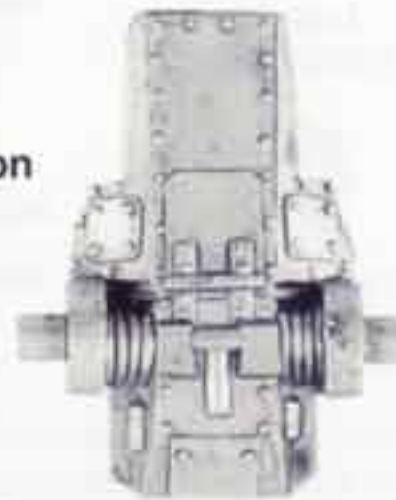
Sentinel Right Leg  
010509007



Sentinel Power Planet  
010509003



Sentinel Foot  
010509008



Sentinel Body Bottom  
010509002



Sentinel Body Top  
010509001



Classic Imperial Sentinel  
MO 0150

**CLASSIC**



**Classic Cadian Missile Launcher Team**  
MO 0447



**Missile Launcher**  
010502625



**Missile Launcher Gunner**  
010502624



**Missile Launcher Loader**  
010502623



**Missile Launcher Stand**  
010504810



**Mortar Operator**  
010508301



**Mortar Loader**  
010508302



**Mortar Shell**  
010508303



**Mortar Barrel**  
010505009



**Mortar Stand**  
010505010



**Classic Cadian Mortar Team**  
MO 0439



**Autocannon Loader**  
010502521



**Heavy Bolter Gunner**  
010504908



**Heavy Bolter Legs**  
010504909



**Autocannon**  
010500512

*Note: The autocannon and heavy bolter teams use the same gunner body, legs, trailer, wheels, and weapon shield.*



**Heavy Bolter Loader**  
010504907



**Heavy Bolter**  
010504912



**Heavy Weapon Shield**  
010504910



**Heavy Weapon Wheel**  
010504913



**Heavy Weapon Trailer**  
010504911

*Keep up the hunting practice, and maybe, when you're older, you'll be able to join up too! I'm proud of you. Be proud of me!*



**Classic Cadian Autocannon Team**  
MO 0110



**Classic Cadian Heavy Bolter Team**  
MO 0438



**Classic Cadian Lascannon Team**  
MO 0227



**Lascannon Loader**  
010508201



**Lascannon Gunner**  
010508202



**Lascannon**  
010500409



**Lascannon Shield**  
010500410



**Lascannon Chassis**  
010500411

CLASSIC



**Autocannon**  
010500512



**Autocannon Loader**  
010508101



**Autocannon Gunner**  
010508102



**Classic Catachan Autocannon Team**  
MO 0440

*Note: The autocannon and heavy bolter teams use the same gunner body, legs, trailer, wheels, and weapon shield.*



**Gunner Legs**  
010502215



**Gunner Body**  
010502214



**Classic Catachan Heavy Bolter Team**  
MO 0443



**Heavy Bolter Loader**  
010502216



**Heavy Bolter**  
010504912



**Heavy Weapon Shield**  
010504910



**Heavy Weapon Wheel**  
010504913



**Heavy Weapon Trailer**  
010504911

*Mortars are greatly favored for use in jungle fighting. They have the ability to rain fire upon the foe while the crew stays far back among the enshrouded trees and supports the widely spread squads of Jungle Fighters.*



**Classic Catachan Missile Launcher Team**  
MO 0444



**Missile Launcher**  
010504809



**Missile Launcher Stand**  
010504810



**Missile Launcher Loader**  
010504807



**Missile Launcher Gunner**  
010504808



**Classic Catachan Lascannon Team**  
MO 0443



**Lascannon Loader**  
010502321



**Lascannon Gunner**  
010502322



**Lascannon**  
010500409



**Lascannon Shield**  
010500410



**Lascannon Chassis**  
010500411



**Classic Catachan Mortar Team**  
MO 0441



**Mortar Crew 1**  
010508001



**Mortar Crew 2**  
010508002



**Mortar Shell**  
010508303



**Mortar Barrel**  
010505009



**Mortar Stand**  
010505010



# CLASSIC



**Classic Mordian Missile Launcher Team**  
MO 0128



**Missile Launcher**  
010508603



**Missile Launcher Loader**  
010508601



**Missile Launcher Gunner**  
010508602



**Mortar Operator**  
010503223



**Mortar Loader**  
010503224



**Mortar Shell**  
010508303



**Mortar Barrel**  
010505009



**Mortar Stand**  
010505010



**Classic Mordian Mortar Team**  
MO 0129



**Autocannon Loader**  
010508701



**Autocannon Body**  
010508702



**Gunner Legs**  
010503121



**Autocannon**  
010500512



**Heavy Bolter Body**  
010503120



**Heavy Bolter Loader**  
010503122



**Heavy Bolter**  
010504912



**Heavy Weapon Shield**  
010504910



**Heavy Weapon Wheel**  
010504913



**Heavy Weapon Trailer**  
010504911

*Note: The autocannon and heavy bolter teams use the same gunner body, legs, trailer, wheels, and weapon shield.*

*The rigid firing lines of the Mordians have turned back many an enemy attack in a fusillade of las shots and cold hard Mordian steel.*



**Classic Mordian Autocannon Team**  
MO 0125



**Classic Mordian Heavy Bolter Team**  
MO 0126



**Classic Mordian Lascannon Team**  
MO 0127



**Lascannon Gunner**  
010500407



**Lascannon Loader**  
010500408



**Lascannon**  
010500409



**Lascannon Shield**  
010500410



**Lascannon Chassis**  
010500411

CLASSIC



Autocannon  
010500512

Autocannon Loader  
010506801



Gunner  
Torso 1  
010506702



Gunner Legs  
010503121



Classic Praetorian  
Autocannon Team  
MO 0130

*Note: The autocannon and heavy bolter teams use the same gunner body, legs, trailer, wheels, and weapon shield.*



Classic Praetorian  
Heavy Bolter Team  
MO 0131



Classic Praetorian  
Missile Launcher Team  
MO 0133



Missile Launcher  
010508603



Classic Praetorian  
Lascannon Team  
MO 0132



Heavy Bolter  
Loader  
010506701



Heavy Bolter  
010504912



Heavy Weapon  
Shield  
010504910



Missile Launcher  
Loader  
010509301



Missile Launcher  
Gunner  
010509302



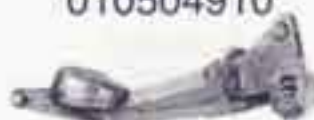
Lascannon  
Gunner  
010506602



Lascannon  
Loader  
010506601



Heavy Weapon  
Wheel  
010504913



Heavy Weapon  
Trailer  
010504911

*When I saw the lines upon lines of Savage Orks at Glazer's Farm, I thought all was lost. Then I looked around at the barricades and the Praetorians, their voices raised in battle song, and I knew then that the Emperor protects.*



Mortar Loader  
010506902



Mortar Gunner  
010506901



Lascannon  
010500409



Classic Praetorian  
Mortar Team  
MO 0134



Mortar Shell  
010508303



Lascannon  
Shield  
010500410



Lascannon  
Chassis  
010500411



Mortar Barrel  
010505009



Mortar Stand  
010505010





# CLASSIC



**Classic Tallarn  
Missile Launcher Team**  
MO 0378



**Missile Launcher**  
010503422



**Missile Launcher  
Loader**  
010503421



**Missile Launcher  
Gunner**  
010503423



**Mortar Operator**  
010508901



**Mortar Loader**  
010508902



**Mortar Shell**  
010508303



**Mortar Barrel**  
010505009



**Mortar Stand**  
010505010



**Classic Tallarn Mortar Team**  
MO 0379



**Autocannon  
Loader**  
010500507



**Autocannon**  
010500512

*Note: The autocannon and heavy bolter teams use the same gunner body, legs, trailer, wheels, and weapon shield.*



**Heavy Bolter  
Loader**  
010509601



**Heavy Weapon  
Wheel**  
010504913



**Gunner  
Torso 1**  
010500508



**Gunner Legs**  
010500509



**Gunner  
Torso 2**  
010509602



**Heavy Bolter**  
010504912



**Heavy Weapon  
Shield**  
010504910



**Heavy Weapon  
Trailer**  
010504911



**Classic Tallarn  
Autocannon Team**  
MO 0247



**Classic Tallarn  
Heavy Bolter Team**  
MO 0377



**Classic Tallarn  
Lascannon Team**  
MO 0290



**Lascannon  
Gunner**  
010508801



**Lascannon  
Loader**  
010508802



**Lascannon**  
010500409



**Lascannon  
Shield**  
010500410



**Lascannon  
Chassis**  
010500411

CLASSIC



Autocannon  
010500512



Classic Valhallan  
Autocannon Team  
MO 0291



Autocannon Loader  
010508401



Gunner  
Torso 1  
010502817

*Note: The autocannon and heavy bolter teams use the same gunner body, legs, trailer, wheels, and weapon shield.*



Classic Valhallan  
Missile Launcher Team  
MO 0383



Gunner Torso 2  
010508402



Gunner Legs  
010502818



Classic Valhallan  
Heavy Bolter Team  
MO 0381



Missile Launcher  
010508503



Classic Valhallan  
Lascannon Team  
MO 0382



Missile Launcher  
Gunner  
010508502



Missile Launcher  
Loader  
010508501



Lascannon  
Gunner  
010502921



Lascannon  
Loader  
010502920



Heavy Bolter  
Loader  
010502819



Heavy Bolter  
010504912



Heavy Weapon  
Shield  
010504910



Heavy Weapon  
Wheels  
010504913



Heavy Weapon  
Trailer  
010504911



Mortar Loader  
010505007



Mortar Gunner  
010505008



Lascannon  
010500409



Classic Valhallan  
Mortar Team  
MO 0384



Mortar Shell  
010508303



Lascannon  
Shield  
010500410



Lascannon  
Chassis  
010500411



Mortar Barrel  
010505009



Mortar Stand  
010505010



# CLASSIC

The following components are also needed to complete a Griffon Heavy Mortar: Chimera Hull B, Hull C, Tank Wheel Sprue, Tank Track Sprue, and Tank Accessory Sprue.



**Classic Griffon Heavy Mortar**  
MO 0209



**Mortar Gunner**  
010505407



**Mortar Crewman**  
010505409



**Crewman Backpack**  
010505408



**Right Mortar Support Platform**  
010505404



**Mortar Base**  
010505405



**Left Mortar Support Platform**  
010505406



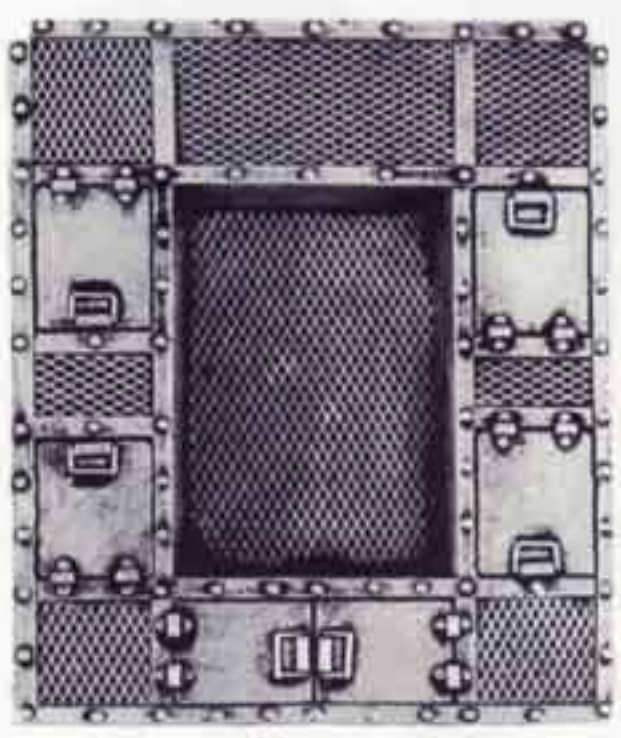
**Tank Hatch Base**  
010505302



**Tank Hatch 1**  
010505304



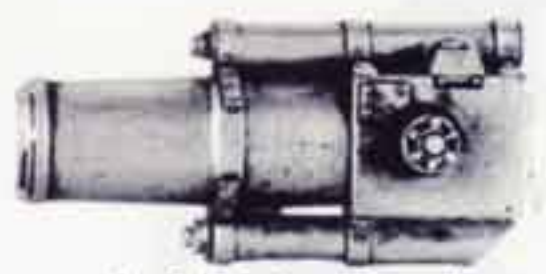
**Tank Hatch 2**  
010505305



**Mortar Platform**  
010505401



**Right Mortar Barrel**  
010505403



**Left Mortar Barrel**  
010505402



**Leman Russ Commander Torso**  
010512501



**Tank Crew**  
010512607



**Tank Bedroll**  
010512503



**Tank Satchel**  
010512504



**Tank Lasgun Rack**  
010512502

The following components are also needed to complete a Lemman Russ Exterminator:  
 Lemman Russ Hull B,  
 Lemman Russ Hull C,  
 Tank Track Sprue,  
 Tank Wheel Sprue, and  
 Tank Accessory Sprue.



Classic Lemman Russ Exterminator  
 MO 0445

**CLASSIC**



Exterminator Commander  
 010513201



Catachan Tank Crew  
 010513202



Exterminator Sandbags  
 010513203



Exterminator Heavy Bolter  
 010513204



Exterminator Autocannon  
 010513205



**SHOWCASE**

Richard Bolt entered the Golden Demon UK 2000 Best Vehicle Category with his converted Catachan Chimera.



# CLASSIC



**Demolisher Cannon Top**  
010505307



**Demolisher Cannon Top**  
010505308



**Demolisher Sponson Rear**  
010505310



**Demolisher Cannon Front**  
010505309



**Demolisher Heavy Plasma Gun**  
010505311



**Demolisher Multi-Melta**  
010505312



**Classic Lemman Russ Demolisher**  
MO 0446

*The following components are also needed to complete a Lemman Russ Demolisher: Lemman Russ Hull B, Lemman Russ Hull C, Tank Track Sprue, Tank Wheel Sprue, and Tank Accessory Sprue.*



**Demolisher Cupola**  
010505303



**Tank Hatch 1**  
010505304



**Demolisher Tank Commander**  
010505301



**Tank Hatch Base**  
010505302



**Demolisher Cannon Mantlet**  
010505306

*There is no problem that cannot be solved by the Heavy Tanks of the Imperial Guard.*



*Veteran Imperial Guard player Ian Strickland has always favored fielding armies made up of hordes of basic Guardsmen. For his latest generation of Guardsmen, he opted to begin with a unit of young Conscripts. He used heads from Necromunda Juvies to get a suitable feeling of terror on the faces of the troopers.*

*The regiment's camouflage is made up of a Dark Angels Green basecoat with a series of Chaos Black and Goblin Green blotches, followed by a further layer made up of small dots of Goblin Green, Vermin Brown, and Bilious Green.*

## DOCTRINES

- Conscript Platoons
- Iron Discipline
- Close Order Drill
- Sharpshooters
- Cameleoline

There are millions of Imperial Guard regiments, all with their own distinctive uniforms. Many of these regiments employ different camouflage schemes depending on nature of the terrain in which they will be fighting or the home world they were founded on.

**COLORS OF WAR**

**OFFICERS**



*Chaos Black, Skull White & Shadow Grey*



*Chaos Black, Catachan Green & Desert Yellow*



*Catachan Green, Bestial Brown & Bronzed Flesh*



*Chaos Black, Bubonic Brown & Bestial Brown*



*Chaos Black, Blood Red & Boltgun Metal*



*Chaos Black, Blood Red & Boltgun Metal*



*Chaos Black, Catachan Green & Camo Green*



*Enchanted Blue, Skull White & Space Wolves Grey*



*Skull White, Bleached Bone & Bestial Brown*



*Catachan Green, Skull White & Goblin Green*

**RANK & FILE**



*Chaos Black, Catachan Green & Dark Angels Green*



*Skull White, Desert Yellow & Catachan Green*



*Bleached Bone, Catachan Green & Goblin Green*



*Camo Green, Tanned Flesh & Terracotta*



*Camo Green, Scab Red & Terracotta*



*Skull White, Codex Grey & Chaos Black*



# COLORS OF WAR



Bronzed Flesh, Rotting Flesh & Catachan Green



Bronzed Flesh, Bubonic Brown & Bestial Brown



Bronzed Flesh, Chaos Black & Codex Grey



Enchanted Blue, Blazing Orange & Blood Red



Skull White, Enchanted Blue & Chaos Black



Blood Red, Sunburst Yellow & Regal Blue



Skull White, Bubonic Brown & Goblin Green



Skull White, Chaos Black & Codex Grey



Skull White, Goblin Green & Chaos Black



Camo Green, Catachan Green & Chaos Black



Chaos Black, Bubonic Brown & Bestial Brown



Desert Yellow, Graveyard Earth & Catachan Green



Chaos Black, Desert Yellow & Catachan Green



Chaos Black, Codex Grey & Skull White



Chaos Black, Catachan Green & Skull White



Blood Red, Goblin Green & Catachan Green



Camo Green, Catachan Green & Chaos Black



Chaos Black, Codex Grey & Bleached Bone

Chaos Black, Codex Grey & Bleached Bone

Chaos Black, Codex Grey & Bleached Bone

ARMOR



You can add rust to the fuel drum and dozer blade by painting on a thinned-down coat of Vermin Brown around the joints.

While drybrushing is a very effective method of tank painting, there are other ways to get just as good an effect, from airbrushing to using different colored sprays.



By avoiding the edges of the stripes, a third, darker stripe is created.

The mud on the tracks should be darker than the more dried-out mud on the hull. A mix of Scorched Brown and Chaos Black was drybrushed over all the areas touched by the mud, followed by a lighter drybrush of Graveyard Earth onto the dried-out mud on the hull. Gloss Varnish painted directly onto the tracks is a great way to get the effect of wet mud.



COLORS OF WAR



Snakebite Leather, Bubonic Brown & Bleached Bone



Bubonic Brown, Graveyard Earth & Bleached Bone



Dark Angels Green, Catachan Green & Camo Green



Chaos Black, Bestial Brown & Scab Red



Chaos Black, Catachan Green & Kommando Khaki



Catachan Green, Skull White & Codex Grey







# NECRONS



*Despite the staccato bursts of big shootas and the bellowing war cries of the greenskins, the Necron Warriors advanced silently across the barren plains. Here and there, the great fusillade of the Orks would drop or dismember one of the mechanical monstrosities, but more often than not, the mechanical warrior would rise out of the dust and continue to march closer.*

*On the flanks, Destroyers and Heavy Destroyers skimmed over the desert floor, swiveled their cannon, and discharged arcane green bolts that ripped through Dreadnoughts with relative ease. Looming over the oncoming forces was a mighty Monolith, an immense pyramid crackling with incandescent energies.*

*For the only time in his short and brutal life, Ork Warlord Gruzgutz felt something akin to the human emotion of regret. If only those weedy Grots hadn't disturbed that cursed tomb...*

as well as strip a foe, no matter what its toughness, down to its constituent atoms. While the bulk of a Necron army is not fast, there are numerous squads that can *Deep Strike* or move quickly, like Wraiths, or infiltrate to disrupt the enemy, like Flayed Ones. Destroyers and Heavy Destroyers can provide longer ranged support, and Necron

players should not overlook the Scarab Swarms that can tie up enemy forces. While an enemy shifts to counter each of these individual threats and more, the Necrons move inexorably forward, bringing more weapons to bear.

## Collecting a Necron Army

We always suggest starting a new army by fulfilling the requirements the Standard Missions Force Organization chart. A Necron Lord (HQ) and two units of Necron Warriors (Troops) is a fine start and an imposing center to any army. Bulking up on additional Necron Warriors is always advisable, as they can destroy vehicles, are formidable in hand to hand, and help keep the army from *Phasing out* – a cataclysmic event that causes the army to disappear mysteriously when their numbers drop below 25% of their original total.

When enlarging an army, Necron armies have a variety of choices. Pariahs are anti-psykers

*This Page:* Bryan Jenson took a different approach to creating a color scheme for his Necrons by using bright oranges and deep bronze colors to make a visually stunning army.

Across the galaxies something ancient and sinister stirs in the darkness. The skeletal warriors of the Necron race have lain undisturbed and dormant for millions of years, but the horrors are awakening. No longer living, Necrons long ago traded their mortality for metal shells and eternal servitude to the star-born gods, the C'tan. Now, legions of undying warriors are moving once more and seek domination of all that live.

## Fighting Style

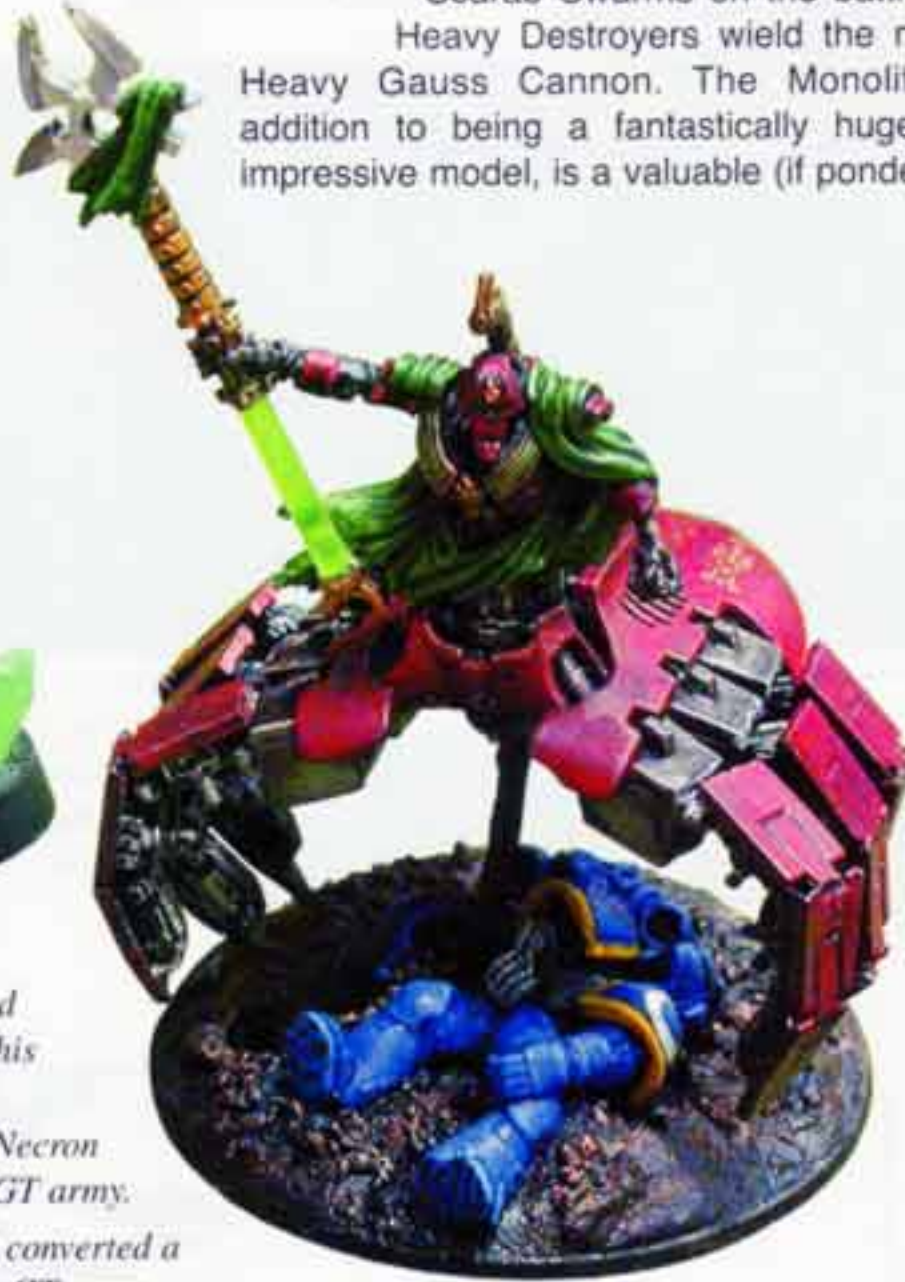
A Necron army can withstand a tremendous amount of damage thanks to their Toughness, Armor, and most of all, the *We'll Be Back!* rule, which allows the mechanical beings to self-repair. Nothing is more demoralizing to a foe than to have all the Necron casualties that were just caused in the last round stand back up again ready for more battle. Remember though, this implacable nature alone will not ensure victory.

To win the game, a Necron player must do more than receive the enemy's fire and must deliver his own killing blow as well. The Necrons are unique in that they use deadly Gauss technology, which can take out vehicles



and are equipped for hand-to-hand combat. Immortals are tougher and provide more firepower than Warriors, and Flayed Ones are terrifying close combat specialists that infiltrate the enemy and literally skin them alive. Fast Attack options include the scuttling Scarab Swarms, the floating Wraiths, and the heavily armed Destroyers. Necron players must make a few tough decisions as all their heavy support choices are excellent. The Tomb Spydery can aid Necrons in their self-repair ability as well as create Scarab Swarms on the battlefield. Heavy Destroyers wield the mighty Heavy Gauss Cannon. The Monolith, in addition to being a fantastically huge and impressive model, is a valuable (if ponderous)

transport craft that can allow Necrons anywhere on the battlefield to phase out and re-emerge from the Monolith's portal. Carefully chosen and used together to support each other on the battlefield, the Necrons are nigh unstoppable and will soon have whole galaxies (or at least all of your opponents) quaking.

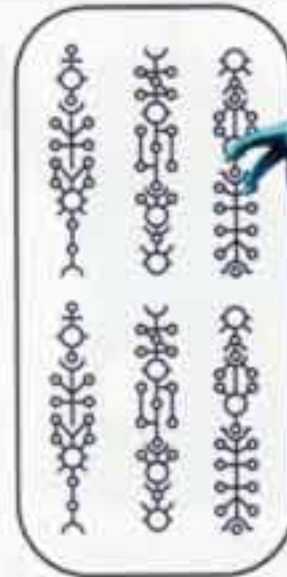


*Above: Golden Demon Youngblood contestant Brandon Green won second place at Canadian Games Day with this Nightrbringer entry.*

*Center: Jerry Doyle made this great Necron Lord conversion for his 2002 Dallas GT army.*

*Above Right: William Nicholson also converted a nice Necron Lord for his 2002 Dallas GT army complete with Resurrection Orb.*

*Below and Right: Jason Phillips painted a complete "non-metallic" Necron army for the 2002 Los Angeles Grand Tournament. Shown are his Warriors and Necron Lord.*



# GETTING STARTED



Codex: *Necrons and a Necron Battle Force* (570 points of Necrons) are a great start to your Necron army.



## Necron Battle Force Box (49-07)

- 20 Necron Warriors
- 5 Necron Scarab Swarms
- 3 Necron Destroyers



This 64-page rulebook contains painting and modeling guides, background, and the full rules for fielding a force of Necrons.

Codex: *Necrons*  
49-01-60

# HQ



Note: The Necron Lord comes with the Necron Rod Sprue (99390110001).



Necron Lord  
Blister (1)  
49-37



Note: The Necron Heavy Destroyer Lord comes with the Necron Destroyer Sprue and the Necron Rod Sprue (99390110001), which can be found in the Heavy Support section.



Lord Sprue  
011000902



Lord Body  
011000901



Destroyer Lord  
Body  
011001601



Destroyer Lord  
Staff 2  
011001605



Destroyer Lord  
Staff 1  
011001604



Destroyer Lord  
Pipe  
011001602



Destroyer Lord  
Accessory Sprue  
011001603

Necron  
Destroyer Lord  
Box (1)  
49-11



HQ



C'tan Deceiver Box (1)  
49-13



Deceiver Base  
011002007



Deceiver Rocks  
011002008



Deceiver Body  
011002004



Deceiver Head  
011002001



Deceiver Horns  
011002002



Deceiver Rt. Arm  
011002003



Deceiver Left Arm  
011002005



Deceiver Cloak  
011002006

**BURNISHED METAL**

Many players like a burnished metal look for their Necron Warriors. Burnished metal is highly polished, and one way to simulate its appearance is to mix Mithril Silver into your base metal color. Add a bit more Mithril Silver for each highlight. Thin your metallic paint slightly and pull the brush toward the area you wish to highlight.

**Burnished Gold**



Prime your model black. Next, drybrush your Necron with Brazen Brass and then Shining Gold. Thin down a bit of Shining Gold and begin building up the

highlights by painting them directly onto the model. The next layer of highlights should be Burnished Gold. Then add a little Mithril Silver to the Burnished Gold to get that burnished metal effect. Be careful not to add too much silver, as it will make the metal look grey rather than providing a nice shine. Remember to thin your mix.

**Burnished Silver**



Prime your model black and then drybrush it with Boltgun Metal. Then thin some Boltgun Metal paint and begin building up the highlights by painting

them directly on the model. The next highlights should be Chainmail then Mithril Silver. If you want a darker color, mix black or dark blue into the Boltgun Metal before you begin drybrushing.



Nightbringer Box (1)  
49-1



Nightbringer Body  
011001402



Nightbringer Legs  
011001405



Nightbringer Claw  
011001404



Nightbringer Base  
011001406



Nightbringer Right Arm  
011001401



Nightbringer Left Arm  
011001403



# ELITES



**Pariahs Blister (Random 1)**  
49-44



**Pariah Blade**  
011001907



**Pariah Body 1**  
011001901



**Pariah Body 2**  
011001902



**Pariah Weapon 1**  
011001905



**Pariah Weapon 2**  
011001906

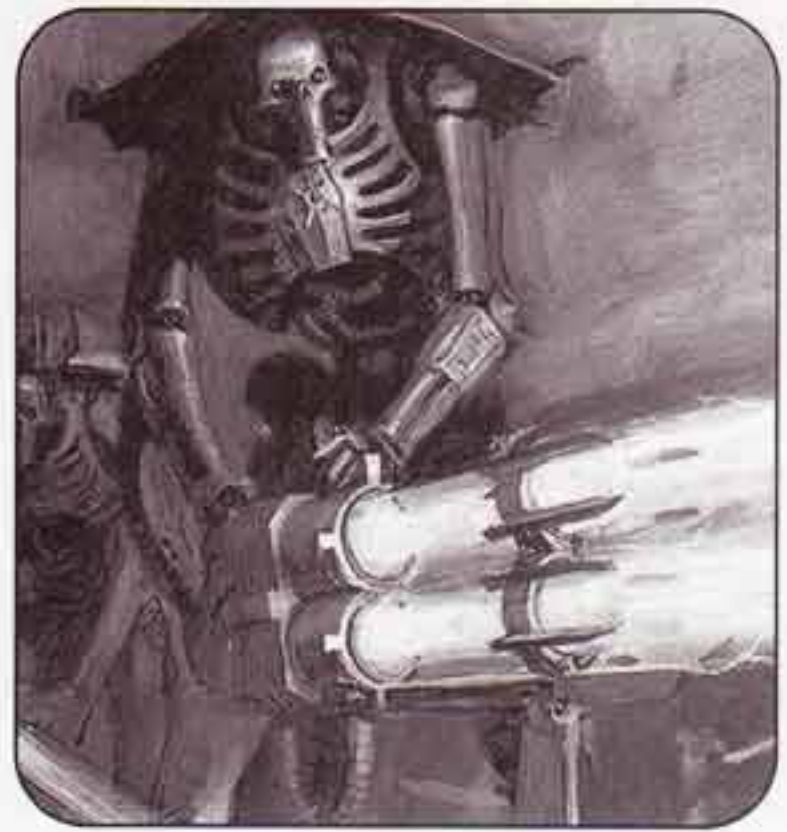


**Pariah Body 3**  
011001903



**Pariah Body 4**  
011001904

*Note: Both the Pariahs and Immortals come with the Necron Rod Sprue (99390110001).*



**Immortal Blister (Random 1)**  
49-39



**Immortal Sprue**  
011001006



**Immortal Gun**  
011001005



**Immortal Body 1**  
011001001



**Immortal Body 2**  
011001002



**Immortal Body 3**  
011001003



**Immortal Body 4**  
011001004

ELITES



Flayed One  
Body 1  
011001501



Flayed One  
Body 2  
011001502



Flayed One  
Claws 1  
011001505



Flayed One  
Body 3  
011001503



Flayed One  
Body 4  
011001504



Flayed One  
Claws 2  
011001506



Flayed Ones  
Blister  
(Random 2)  
49-46



SHOWCASE

*Right: Evan Lougheed of the US Promotions Office has developed his own color scheme and used red instead of the usual metallic colors. Here, we show his Immortals and Pariahs, two squads he fields regularly when his Necrons do battle.*





# TROOPS



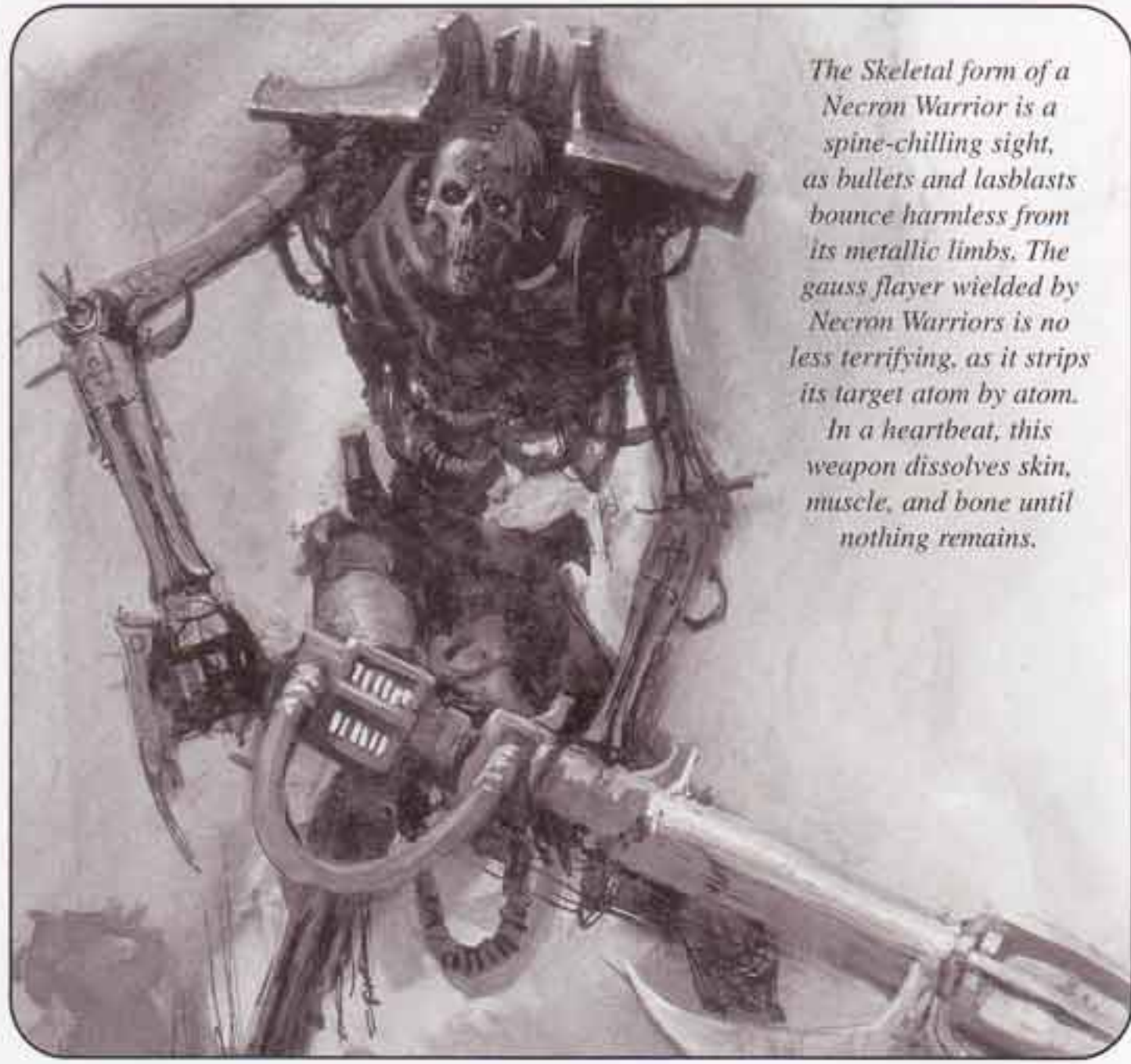
*Necron Warriors form the heart of the army. They are at their most destructive at relatively short ranges, and you'll need a solid core of Necron Warriors to prevent them from Phasing out. Make sure that they are key to your battle plans. Scarabs swarms are fast-moving units that are best used to tie up more expensive enemy units.*

*Note: Sprue shown at 50% of actual size.*

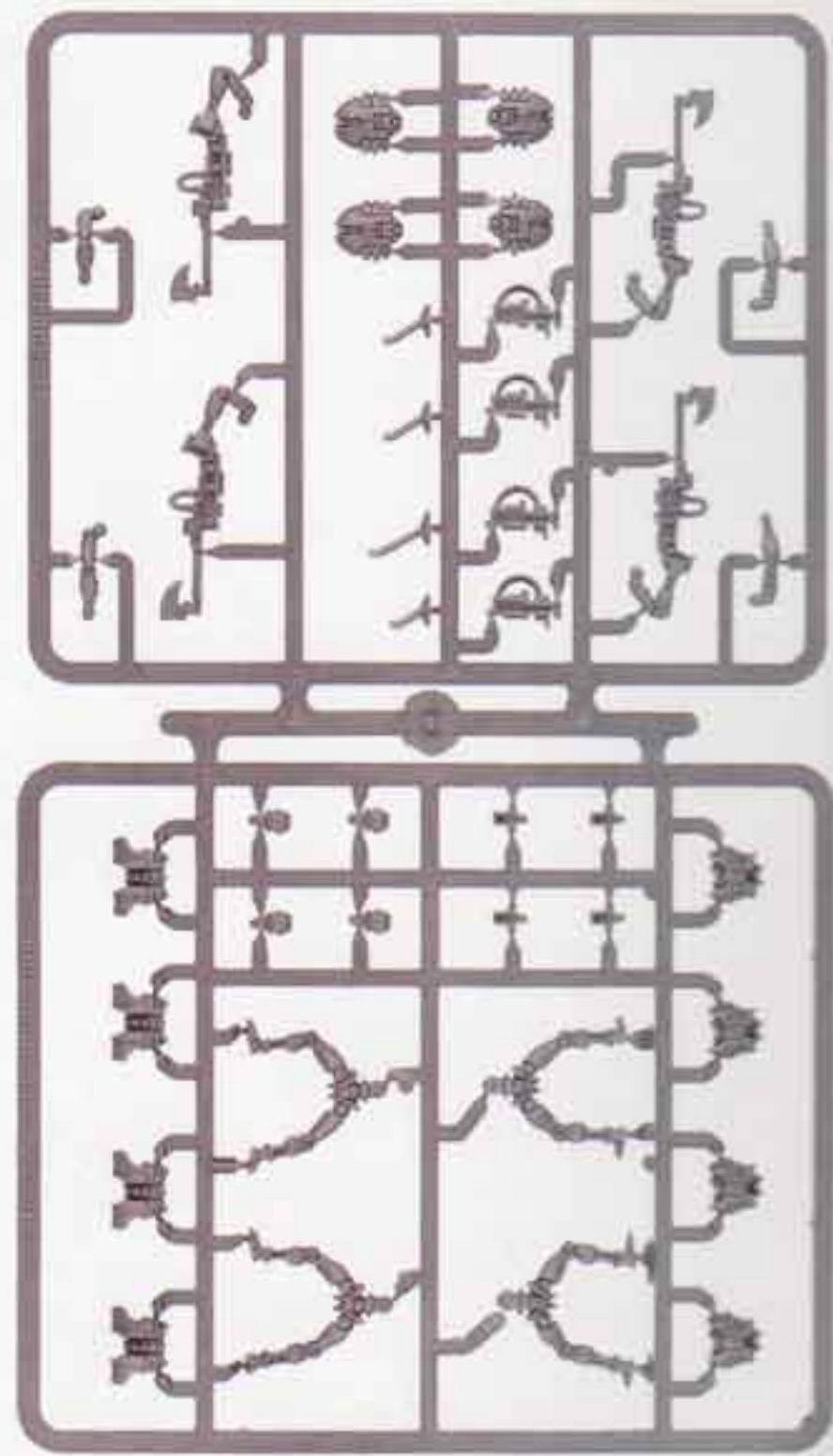


**Necron Rod Sprue**  
99390110001

**Necron Warriors Box**  
(12 Warriors & 3 Scarab Bases)  
49-06



*The Skeletal form of a Necron Warrior is a spine-chilling sight, as bullets and lasblasts bounce harmless from its metallic limbs. The gauss flayer wielded by Necron Warriors is no less terrifying, as it strips its target atom by atom. In a heartbeat, this weapon dissolves skin, muscle, and bone until nothing remains.*



**Necron Warrior Sprue**  
99380110001

*Necron Warriors fused to skimming flyers are known as Destroyers. They are a heavily altered form of the Necron Immortal – equally large but with a more pronounced spine from which their terrible weapons draw power. The speed and ferocity of the Destroyers' attacks are undiminished by their antiquity, and these heartless machines remain at the forefront of the red harvest.*

# FAST ATTACK



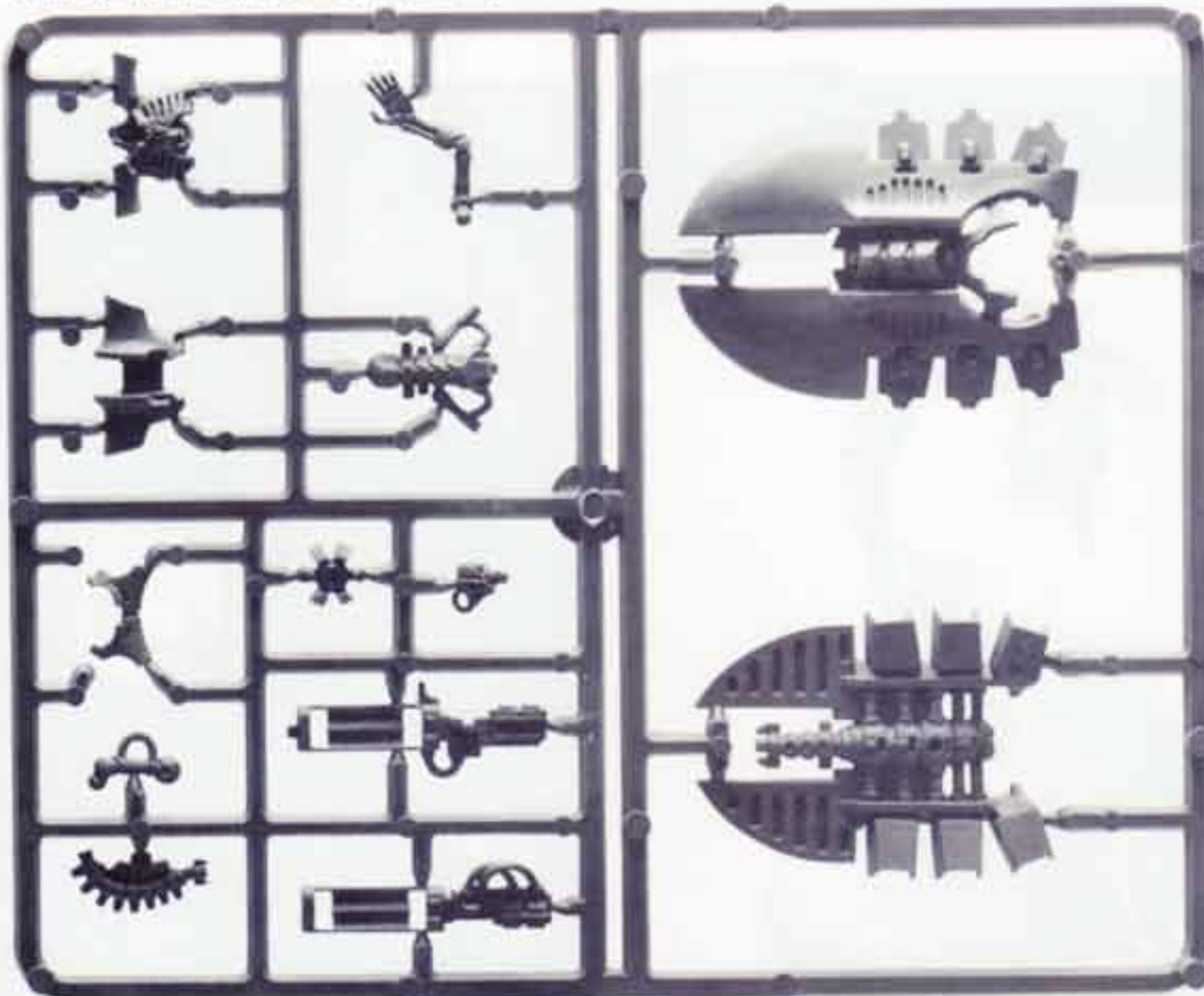
*Note: The Necron Destroyer comes with the Necron Rod Sprue (99390110001).*



**Necron Destroyer  
Box (1)  
49-08**



*Note: Sprue shown at 90% of actual size.*



**Necron Destroyer Sprue  
99390110002**

## SPEED PAINTING NECRON WARRIORS



1. After cleaning and assembling your models, spray them with Chaos Black primer (not shown). When dry, spray them with Boltgun Metal.



2. Paint the model with three different ink wash colors. Apply each to random sections of the model and allow the washes to run together. The following inks were used on the model above: Brown, Black, and Dark Green. Each was slightly diluted with water, and a spot of Gloss Varnish was added to give the model more shine.



3. Once the model dries, drybrush it with Boltgun Metal. Next, pick out the eyes and gun tubing with Snot Green.



4. Highlight the eyes and gun tube with Scorpion Green. Then, paint Shining Gold on the chest icon, glue the rod in place, and finish the base of the model.





# FAST ATTACK



Wraith Body 2  
011001702



Wraith Body 1  
011001701



Wraith Tail 1  
011001705



Wraith Tail 2  
011001706



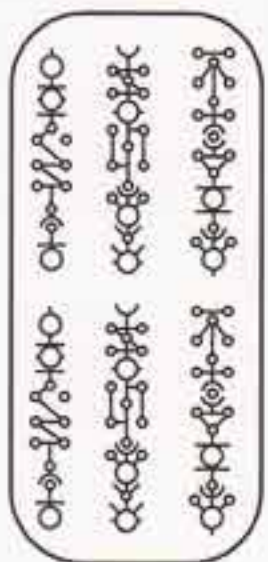
Wraith Arms 1  
011001703



Wraith Arms 2  
011001704



Wraith Armor  
011001707



Wraith Blister (1)  
49-45



# SHOWCASE



*Below: Jason Phillips entered the 2002 Dallas Grand Tournament with these non-metallic Necron Wraiths.*





# HEAVY SUPPORT

*Note: The Necron Heavy Destroyer comes with the Necron Destroyer Sprue, which can be found in the Fast Attack Section and the Necron Rod Sprue (99390110001).*

**Necron Heavy Destroyer Cannon Top**  
011001803

**Necron Heavy Destroyer Spine**  
011001802

**Necron Heavy Destroyer Cannon**  
011001801

**Necron Heavy Destroyer Box (1)**  
49-10



**Tomb Spyder w/ Particle Projector Cannon Blister (1)**  
49-43



**Tomb Spyder Blister (1)**  
49-42

*Note: The Tomb Spyder comes with the Necron Rod Sprue.*



**Tomb Spyder Body**  
011001302



**Tomb Spyder Muzzle**  
011001304



**Tomb Spyder Particle Projector Cannon**  
011001306



**Tomb Spyder Head**  
011001301



**Tomb Spyder Claw 2**  
011001303



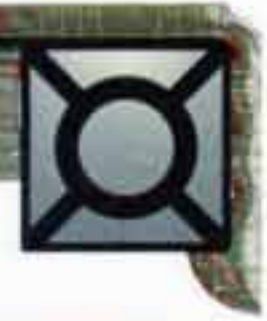
**Tomb Spyder Claw 1**  
011001305



**Tomb Spyder Legs (Random 3)**  
011001307



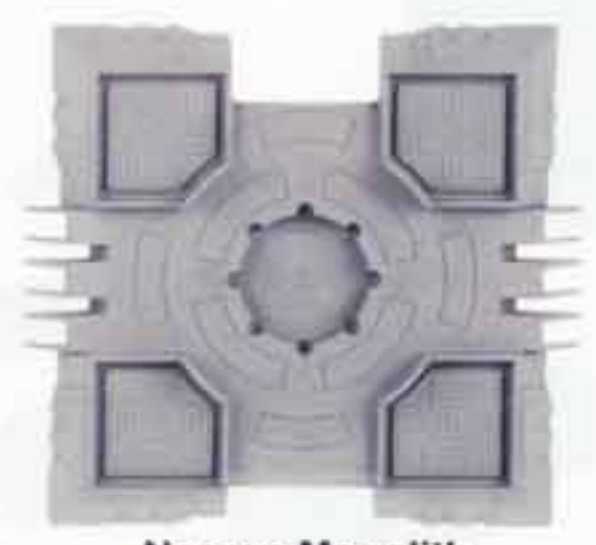
# HEAVY SUPPORT



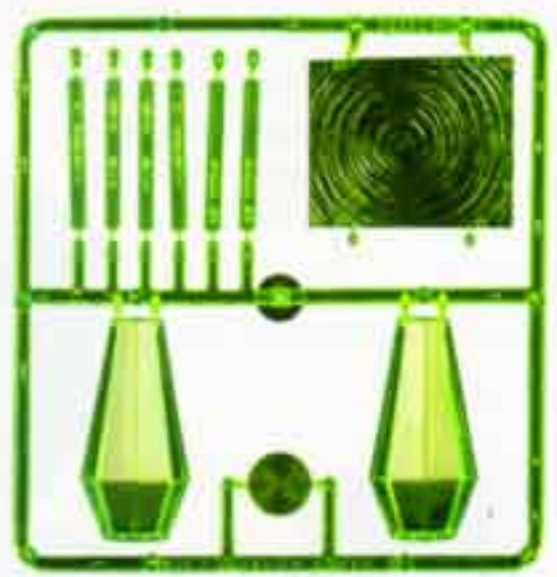
**Necron Monolith Box (1)**  
49-09



*The Monolith combines the properties of transport craft, armored destroyer, and Necron power icon. Its ponderous form floats across the battlefield, while its crystal core pulses with sickly energy and powerful beams of gauss lightning whip from its weapon mounts. The front section is capable of opening a dark portal and transporting Necrons around the battlefield to cause havoc.*

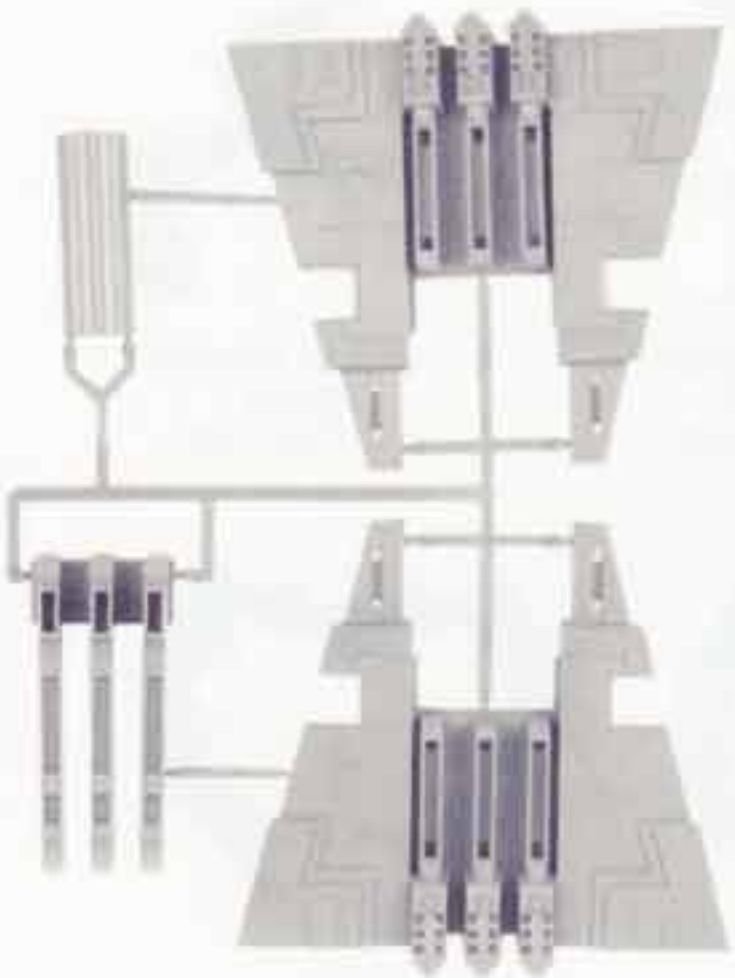


**Necron Monolith Base**  
99390110004

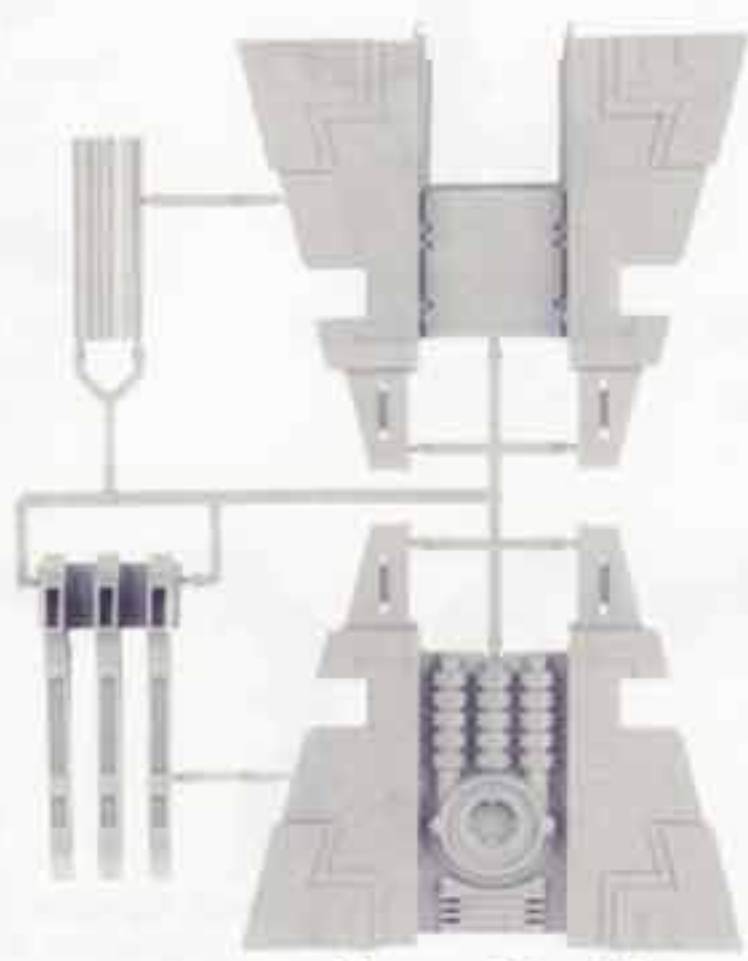


**Necron Monolith Crystal**  
99390110005

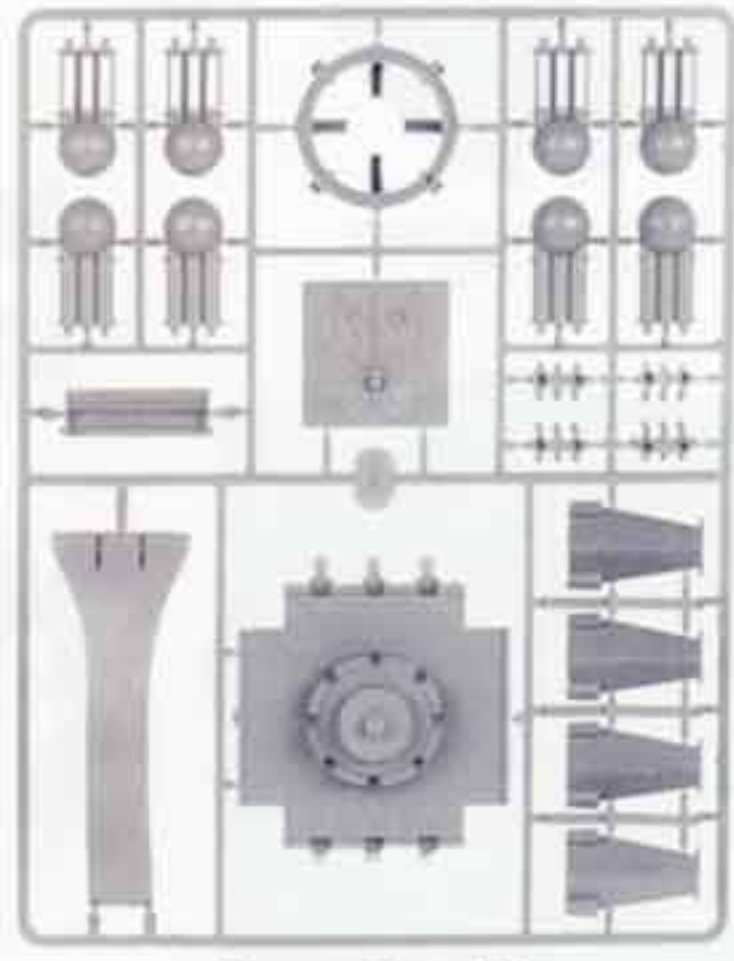
*Note: Sprue shown at 50% of actual size.*



**Necron Monolith Sides**  
99390110007



**Necron Monolith Front**  
99390110006



**Necron Monolith Accessories**  
99390110003



## TOMB WORLD TERRAIN



Chad Mierzwa, a member of our Hobby Promotions Team, created this Necron table for the 2002 Baltimore and Chicago Games Days. The table was made from standard pink insulation foam, resin, and aquarium plants. The Necron Temple was constructed from foamcore and plasticard. The alien fish, shown in the top left picture, were converted from Tyranid Epic and Battlefleet Gothic bits.



# PRICE LIST

## Getting Started

- 49-01-60 *Codex: Necrons* .....\$20
- 49-07 **Necron Battleforce** .....\$80  
Contents: Necron Warriors, Scarab Swarms and Necron Destroyers

## Boxed Sets & Blister Packs – HQ

- 49-11 **Destroyer Lord** .....\$20  
Box includes 1 model
- 49-37 **Lord** .....\$10  
Box includes 1 model

## Special Characters

- 49-13 **C'tan Deceiver** .....\$30  
Box includes 1 model
- 49-12 **C'tan Nightbringer** .....\$30  
Box includes 1 model

## Boxed Sets & Blister Packs – Elites

- 49-46 **Flayed Ones** .....\$9  
Blister includes 2 models
- 49-39 **Immortal** .....\$8  
Blister includes 1 model
- 49-44 **Pariah** .....\$9  
Blister includes 1 model

## Boxed Sets & Blister Packs – Troops

- 49-06 **Warriors** .....\$30  
Box includes 12 models

## Boxed Sets & Blister Packs – Fast Attack

- 49-08 **Destroyer** .....\$15  
Box includes 1 model
- 49-45 **Wraith** .....\$13  
Blister includes 1 model

## Boxed Sets & Blister Packs – Heavy Support

- 49-10 **Heavy Destroyer** .....\$20  
Box includes 1 model

- 49-09 **Monolith** .....\$50  
Box includes 1 model
- 49-42 **Tomb Spyder** .....\$20  
Blister includes 1 model
- 49-43 **Tomb Spyder w/ Particle Projector Cannon** .....\$20  
Blister includes 1 model

## Metal Bitz – HQ

- ### Destroyer Lord
- 011001601 Destroyer Lord Body .....\$3
  - 011001602 Destroyer Lord Pipe .....\$2
  - 011001603 Destroyer Lord Accessory Sprue .....\$2
  - 011001604 Destroyer Lord Staff 1 .....\$3
  - 011001605 Destroyer Lord Staff 2 .....\$3

- ### Necron Lord
- 011000901 Lord Body .....\$9
  - 011000902 Lord Sprue .....\$3.50

## Special Characters

- ### Deceiver
- 011002001 Deceiver Head .....\$2.50
  - 011002002 Deceiver Horns .....\$2.50
  - 011002003 Deceiver Right Arm .....\$2.50
  - 011002004 Deceiver Body .....\$17.50
  - 011002005 Deceiver Left Arm .....\$2.50
  - 011002006 Deceiver Cloak .....\$2.50
  - 011002007 Deceiver Base .....\$4.75
  - 011002008 Deceiver Rocks .....\$2.50

- ### Nightbringer
- 011001401 Nightbringer Right Arm .....\$4.75
  - 011001402 Nightbringer Body .....\$7
  - 011001403 Nightbringer Left Arm .....\$4.75
  - 011001404 Nightbringer Claw .....\$3.50
  - 011001405 Nightbringer Legs .....\$11.75
  - 011001406 Nightbringer Base .....\$4.75

## Metal Bitz – Elites

- ### Flayed Ones
- 011001501 Flayed One Body 1 .....\$3.75
  - 011001502 Flayed One Body 2 .....\$3.75
  - 011001503 Flayed One Body 3 .....\$3.75
  - 011001504 Flayed One Body 4 .....\$3.75
  - 011001505 Flayed One Claw Sprue 1 .....\$1.25
  - 011001506 Flayed One Claw Sprue 2 .....\$1.25

- ### Immortals
- 011001001 Immortal Body 1 .....\$6
  - 011001002 Immortal Body 2 .....\$6
  - 011001003 Immortal Body 3 .....\$6
  - 011001004 Immortal Body 4 .....\$6
  - 011001005 Immortal Gun .....\$3.50
  - 011001006 Immortal Sprue .....\$2.50

- ### Pariahs
- 011001901 Pariah Body 1 .....\$6.75
  - 011001902 Pariah Body 2 .....\$6.75
  - 011001903 Pariah Body 3 .....\$6.75
  - 011001904 Pariah Body 4 .....\$6.75
  - 011001905 Pariah Weapon 1 .....\$2.25
  - 011001906 Pariah Weapon 2 .....\$2.25
  - 011001907 Pariah Blade .....\$1.25

## Metal Bitz & Plastic Sprues – Troops

- ### Necron Warriors
- 99380110001 Necron Warrior Sprue .....\$10
  - 99390110001 Necron Rod Sprue .....\$2

- ### Scarabs
- 011000105 Scarab 2 .....\$2
  - 011000104 Scarab 1 .....\$2

## Metal Bitz – Fast Attack

- ### Wraith Bitz
- 011001701 Wraith Body 1 .....\$4
  - 011001702 Wraith Body 2 .....\$4
  - 011001703 Wraith Arms 1 .....\$3
  - 011001704 Wraith Arms 2 .....\$3
  - 011001705 Wraith Tail 1 .....\$3
  - 011001706 Wraith Tail 2 .....\$3
  - 011001707 Wraith Armor .....\$4

## Metal Bitz & Plastic Sprues – Heavy Support

- ### Heavy Destroyer Bitz
- 011001801 Heavy Destroyer Cannon .....\$4
  - 011001802 Heavy Destroyer Spine .....\$2
  - 011001803 Heavy Destroyer Cannon Top .....\$1

- ### Monolith
- 99390110003 Monolith Accessory Sprue .....\$8
  - 99390110004 Monolith Base .....\$13
  - 99390110005 Monolith Crystal .....\$8
  - 99390110006 Monolith Front .....\$13
  - 99390110007 Monolith Sides .....\$13

- ### Tomb Spider Bitz
- 011001301 Tomb Spyder Head .....\$2
  - 011001302 Tomb Spyder Body .....\$5
  - 011001303 Tomb Spyder Claw 2 .....\$1
  - 011001304 Tomb Spyder Muzzle .....\$1
  - 011001305 Tomb Spyder Claw .....\$2
  - 011001306 Tomb Spyder Particle Cannon .....\$4
  - 011001307 Tomb Spyder Legs A .....\$3
  - 011001307 Tomb Spyder Legs B .....\$3
  - 011001307 Tomb Spyder Legs C .....\$3

## Classic/Collector's Range

- ### Metal Bitz – Troops
- Complete Model Name**
- 011000104 Scarab 1 .....\$2
  - 011000105 Scarab 2 .....\$2

# CLASSIC RANGE



**Scarab 1**  
011000105



**Scarab 2**  
011000104

**Key**

- Top: Basecoat
- Bottom: Highlights or Ink Washes
- Mix

# COLORS OF WAR



*Boltgun Metal & Mithril Silver*



*Tin Bitz & Chainmail  
Boltgun Metal & Regal Blue*



*Chainmail & Mithril Silver*



*Shining Gold & Chestnut Ink  
Burnished Gold*



*Dark Flesh & Beaten Copper  
Mithril Silver*



*Chaos Black & Boltgun Metal  
Flesh Wash & Brown Ink*



*Mithril Silver & Brown Ink*



*Mithril Silver & Boltgun Metal*



*Boltgun Metal & Ultramarines Blue  
Mithril Silver*



*Dark Angels Green & Camo Green  
Tin Bitz*



*Skull White & Codex Grey  
Brown Ink & Green Ink*



*Chaos Black & Space Wolves Grey*



*Chaos Black & Rotting Flesh*



*Skull White & Codex Grey*



*Tin Bitz & Brazen Brass  
Mithril Silver*



*Tin Bitz & Boltgun Metal  
Scaly Green*



*Brazen Brass  
Tin Bitz*



*Regal Blue & Skull White  
Vomit Brown*



*Camo Green & Chaos Black  
Vomit Brown*



*Tin Bitz  
Bleached Bone & Brazen Brass*

# ORKS

*With guttural howls, Mekboy Krudz and his Burna Boyz stormed past the broken remnants of a mob of Slugga Boyz and charged the trench. With several ominous whoosshes, great gouts of oily flames shot into the hastily dug Imperial positions. The blackened and horrible things that still moved and screamed in the trench were loudly dispatched by slugga fire.*

*For a single moment, the entire squad paused in a very un-Orky fashion and twisted nozzles, adjusted goggles, and tapped fuel tanks. Assured that their gear was working, the Mekboy led his boyz down the trench and towards the bunker that had caused the Orks so much trouble.*

*"Dem 'Oomies is gonna pay," growled Krudz.*

*Right: John Crowdis won second place with "Blue Thunda" at the 2002 Canadian Games Day Golden Demon painting competition in the Open Category.*

*Below: Matt Parkes won first place in the Warhammer 40,000 Monster category and the Slayer Sword at the 2002 UK Golden Demon painting competition with his Ork Warboss in Mega Armor.*



Orks are the most widespread of all alien races known to the Imperium of Man. Orks are savage, barbarous, and so totally warlike that their thirst for battle and conquest is unquenchable. Orks don't negotiate – they fight, and they like it that way.

## Fighting Style

Ork Warbosses have long been accused of using unsubtle, sledgehammer tactics. These charges are undeniably true, but then again, so is the bloody evidence of their success. Even basic Orks are fearsome hand-to-hand opponents. The fact that Orks are relatively cheap points-wise means that there are usually a large number of them. While a frontal assault by overwhelming numbers is an obvious place to start, a cunning Ork Warlord can make an infinite amount of adjustments on this theme.

For instance, an Ork mastermind with a fondness for mechanized movement can easily invest in lots of Trukks to speed his force across the board. Dreadnoughts and Killer Kans make awesome support for an infantry advance, and the potential of facing as many as nine Killer Kans on the battlefield has caused many an Ork opponent quake in his boots. Screens of Ork bikers and Grots can soak up a lot of enemy firepower and allow large Boyz mobs to advance with a minimum of losses, and a Warlord can trim the foe down before assaulting by fielding lots of shooty stuff like plenty of big shootas, a few pieces of Grot artillery, and a motley assembly of Wartraks. There are many brutal tactics to try, but remember, the best ones are the ones that result in your foe dripping off the end of your choppas! Waaagh!!!

## Collecting an Ork Army

We always suggest starting a new army by fulfilling the requirements of the Standard Missions Force Organization chart. For Orks, this means a Warboss for the HQ choice and two Troops choices – pretty much an ideal situation for getting started and forming the center of your army. Expanding the Ork army after you've collected and painted your HQ and two Troops choices is easy. Ork armies have everything a Warboss could want: rock-hard infantry, screening troops, lots of fast attack options, and plenty of heavy support. Having a range of models will allow the Ork player to change his forces from battle to battle. For one game, he can field high numbers of hand-to-hand fighters to swamp an enemy. For the next, he can go with more speed or firepower.

A few specialized mobs fielded alongside a healthy number of Ork Boyz can add lots of punch to an army. Burna Boyz can field an extraordinary number of flame-throwing burnas, which can also be used as power weapons (no armor save!) in combat. Skarboyz are crusty veteran Orks who pack close combat attacks with extra strength, while Stormboyz use Jump Packs to close the gap with the foe more quickly. For heavy support, it

*Below: Matt DiPietro won first place in the Duel Category at the 2002 Chicago Games Day Golden Demon competition with his Ork Nob fighting a Crimson Fist Space Marine.*



*Above: Darin Brown entered this Ork Warboss conversion at the 2003 Baltimore Games Day Golden Demon competition.*

is tough to beat the walking menace of Killer Kans or Dreadnoughts, but Big Gunz provide some wicked options, like the always hitting Zzap guns or the far-reaching shells of a Lobba. Orks can be battlefield scavengers too, and troops like Lootas may make use of enemy heavy weapons and even Looted vehicles from other armies. Even a Basilisk or Land Raider can turn up in an Ork force.

With so many effective and fun-to-play choices, it won't be long before you are building up your own Ork Waaagh! (the Orky word for massive invasion).

*Right: Bob Ever's Ork Looted Tank received an Honorable Mention at the 2003 Golden Demon competition.*

*Tank shown smaller than actual size.*







# GETTING STARTED

Start your new Ork army with Codex: Orks and a Battle Force (458 points worth of Ork models)! Use Codex: Armageddon for an alternative Ork army list: the Speed Freaks! Waaagh!!!



**Codex: Armageddon**  
40-03-60

The 48-page Ork rulebook (left) contains painting and modeling guides, background, and the full army list for the Orks. The 32-page Armageddon rulebook (above) contains army list variants for the Armageddon war.



**Codex: Orks**  
50-01-60



## Ork Battle Force Box (50-11)

- 16 Ork Boyz
- 5 Ork Warbikes
- 1 Ork Warbuggy
- 1 Ork Wartrukk
- Battlefield Accessories



# HQ



**Warlord Ghazghkull Thraka Box (1)**  
50-18

Ghazghkull is the most dangerous of Ork leaders. A serious head injury in his youth awoke "visions" from the Ork gods, which have led him on a bloody path of conquest unmatched in recent history.



**Ghazghkull's Tusks**  
010309201



**Ghazghkull's Jaw**  
010309202



**Ghazghkull's Stikk Bomb Chukka**  
010309206



**Ghazghkull's Power Claw**  
010309208



**Ghazghkull's Head**  
010309203



**Ghazghkull's Body**  
010309204



**Ghazghkull's Kustom Shoota**  
010309209



**Ghazghkull's Power Claw Arm**  
010309210



**Ghazghkull's Back Banner**  
010309207



**Ghazghkull's Legs**  
010309205



**Nobz Box (5)**  
50-15

**Nob Blister (Random 1)**  
50-40



**Nob Icon Pole 1**  
010308213



**Nob Icon Pole 2**  
010308214



**Nob Icon Pole 3**  
010308215



**Nob Standard Bottom**  
010308216



**Nob Head 1**  
010308218



**Nob Head 2**  
010308219



**Nob Head 3**  
010308220



**Nob Head 4**  
010308221



**Nob Head 5**  
010308222



**Nob Standard Backpack**  
010308223



**Nob Body 1**  
010308201



**Nob Body 2**  
010308202



**Nob Body 3**  
010308203



**Nob Body 4**  
010308204



**Nob Standard Top**  
010308217



**Nob Power Claw Arm**  
010308210



**Nob Claw Bottom**  
010308209



**Nob Big Shoota 2**  
010308207



**Nob Big Shoota 1**  
010308205



**Nob Left Choppa Arm**  
010308212



**Nob Right Choppa Arm**  
010308208



**Nob Left Slugga Arm**  
010308206



**Nob Right Slugga Arm**  
010308211

**HQ**



**Nob in Mega Armor  
Blister (Random 1)**  
50-38



**Mega Armor  
Head Sprue 1**  
010307803



**Mega Armor  
Head Sprue 2**  
010307804



**Mega Armor  
Head Sprue 3**  
010307805



**Mega Armor  
Jaw Plate 1**  
010307807



**Mega Armor  
Jaw Plate 2**  
010307808



**Mega Armor  
Jaw Plate 3**  
010307806



**Mega Armor Body 1**  
010307801



**Mega Armor Body 2**  
010307802



**Mega Armor  
Power Claw Blade**  
010307812



**Mega Armor  
Power Claw**  
010307813



**Mega Armor Shoota**  
010307809



**Mega Armor  
Shoota/Skorcha Combi**  
010307810



**Mega Armor  
Shoota/Rokkit Combi**  
010307811

Occasionally, a Mekboy will exhibit the kind of ambition usually seen only among Nobz. Although he can never aspire to lead a whole warband, the Mekboy will gather other Mekboyz as followers and gain in power and stature.



**Mekboy Right  
Arm w/ Shoota**  
040300505



**Mekboy Right  
Arm w/ Slugga**  
040300506



**Mekboy  
Backpack 1**  
040300503



**Mekboy Blister (Random 1)**  
50-46



**Mekboy w/  
Wrench Body**  
040300501



**Mekboy w/  
Mallet Body**  
040300502



**Mekboy  
Backpack 2**  
040300504



As the monstrous and all powerful leader of the warband, the Warboss gets first pick of any wargear and the best fighters to make up his bodyguard.

Warboss Blister (Random 1)  
50-35



Ork Warboss  
Attack Squig Arm  
010309104



Warboss Head  
010307904



Ork Warboss Head  
010309102



Warboss Shoota  
Arm w/ Magazine  
010307902



Warboss Body  
010307901



Ork Warboss Body  
010309101



Warboss  
Choppa Arm  
010307903



Warboss  
Back Banner  
010307905



Ork Warboss  
Shoota/Burna  
010309103

**“Operate! Operate! Still time to operate!”**



Mad Dok  
Grotznik Blister (1)  
50-50



Mad Dok  
Grotznik Body  
010309701



Mad Dok  
Grotznik Head  
010309702



Mad Dok  
Grotznik Claw  
010309704



Mad Dok  
Grotznik Shoota  
010309703



Mad Dok Grotznik  
Claw Arm  
010309705



# ELITES



**Stormboyz  
Box (8)  
50-13**

**Stormboyz Nob  
Blister (Random 1)  
50-42**



**"Orkses is never beaten in battle. If we win, we win. If we die, we die, so it don't count as beat. If we runs for it, we don't die neither, so we can always come back for anuvver go. See?"**



**Stormboy  
Accessory Sprue  
010307601**



**Stormboy  
Rokkit 1  
010307602**



**Stormboy  
Rokkit 2  
010307603**



**Stormboy  
Body  
010307604**



**Stormboy Nob  
Head Sprue  
010309002**



**Stormboy Nob  
Jump Pack  
010309003**



**Stormboy  
Nob Body  
010309001**

# SHOWCASE

*Bob Ever's Ork Command Squad received an honorable mention at the 2003 Baltimore Games Day Golden Demon competition.*



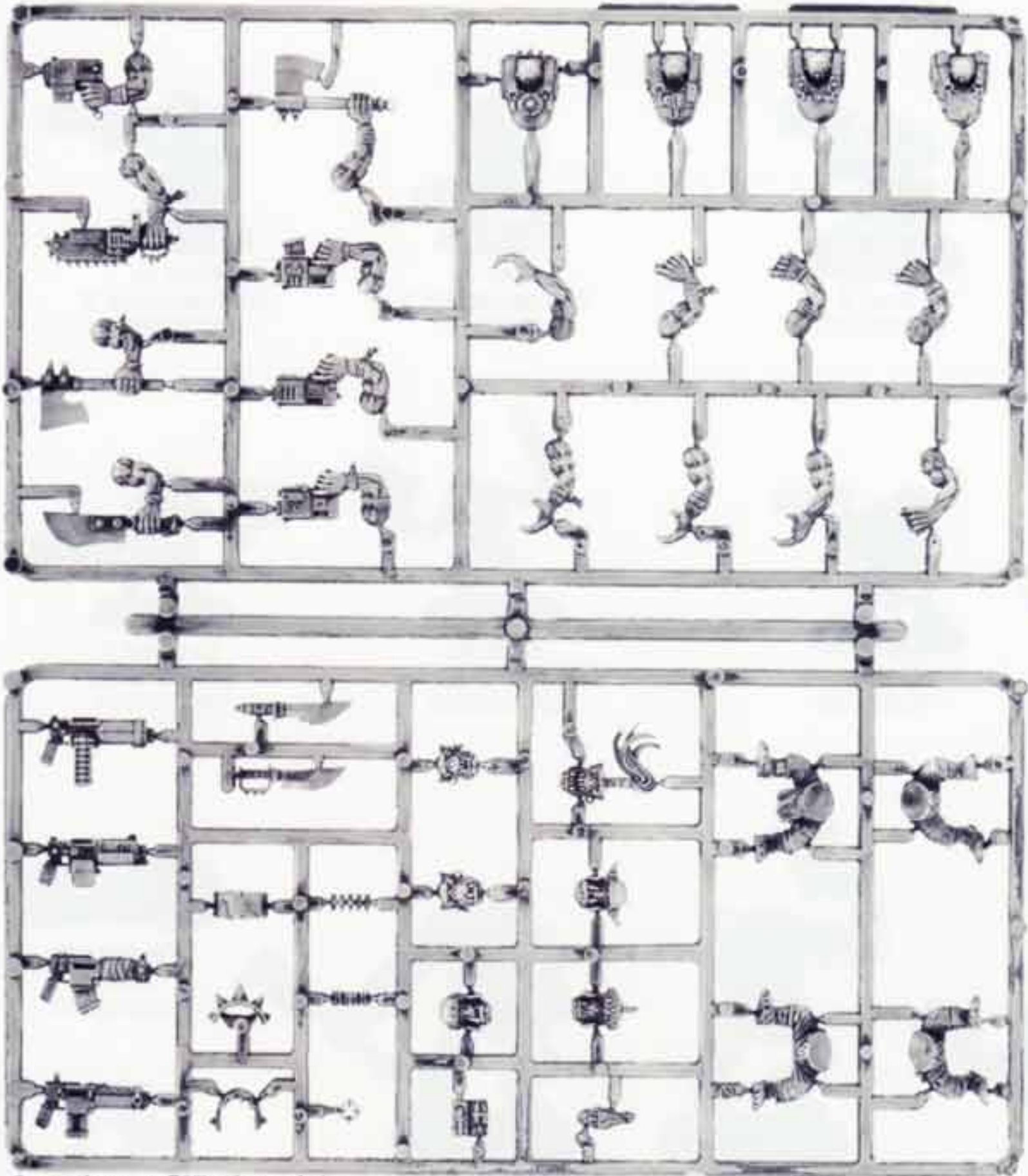


# TROOPS



Squad shown at 70% of actual size.

**Boyz Box (16)**  
50-10



Sprue shown at 70% of actual size.

**Ork Boyz Sprue**  
99380103001

**ORK FLESH**

Even though all Orks are green, they don't all have to look the same! Below are some different ways to highlight your greenskins.

**Tip:** Try mixing up different greens and browns and then add lighter shades to create your own skin tones.



**BASECOAT: CATACHAN GREEN**

For a basic Ork color, begin with Catachan Green and add Goblin Green to it for the first two highlights. Add some Rotting Flesh to the green mixture for the final highlight.



**BASECOAT: DARK ANGELS GREEN**

To create darker Orks, use Dark Angels Green and add Bad Moon Yellow for the highlights. For each highlight, simply increase the amount of Bad Moon Yellow that is added to the green.



**BASECOAT: 50% DARK ANGELS GREEN & 50% BESTIAL BROWN**

After the basecoat is mixed, add Camo Green for the first two highlights. For the final highlight, use straight Camo Green for a more defined look.



**BASECOAT: 50% SNOT GREEN & 50% GRAVEYARD EARTH**

This lighter green uses Rotting Flesh as the highlight ingredient. Add an increasing amount of Rotting Flesh to the Snot Green/Graveyard Earth mix for each of the highlights.

# TROOPS



Slaver Grabba Stikk  
040301102



Slaver Whip  
040301103



Slaver Body  
040301101



Slaver Blister (1)  
50-45

Gretchin Blister  
(Random 3)  
50-44



Grot 1  
040301201



Grot 2  
040301202



Grot 3  
040301203



Grot w/  
Blunderbuss 1  
040302801



Grot w/  
Blunderbuss 2  
040302802



Grot 4  
040301204



Grot 5  
040301205



Grot 6  
040301206



Grot w/  
Slugga & Knife  
040302803



Grot w/ 2  
Six Shootas  
040302804



Tankbusta Boyz Blister (2)  
50-43



Tankbusta  
Body 1  
010309301



Tankbusta  
Body 2  
010309303



Tankbusta  
Arm 1  
010309302



Tankbusta  
Arm 2  
010309304



**Stikk Bommas  
Mob Box (12)**  
50-16

**TROOPS**



**Stikk Bommas  
Sprue**  
010308005



**Stikk Bommas  
Arm 1**  
010308001



**Stikk Bommas  
Arm 2**  
010308002



**Stikk Bommas  
Arm 3**  
010308003

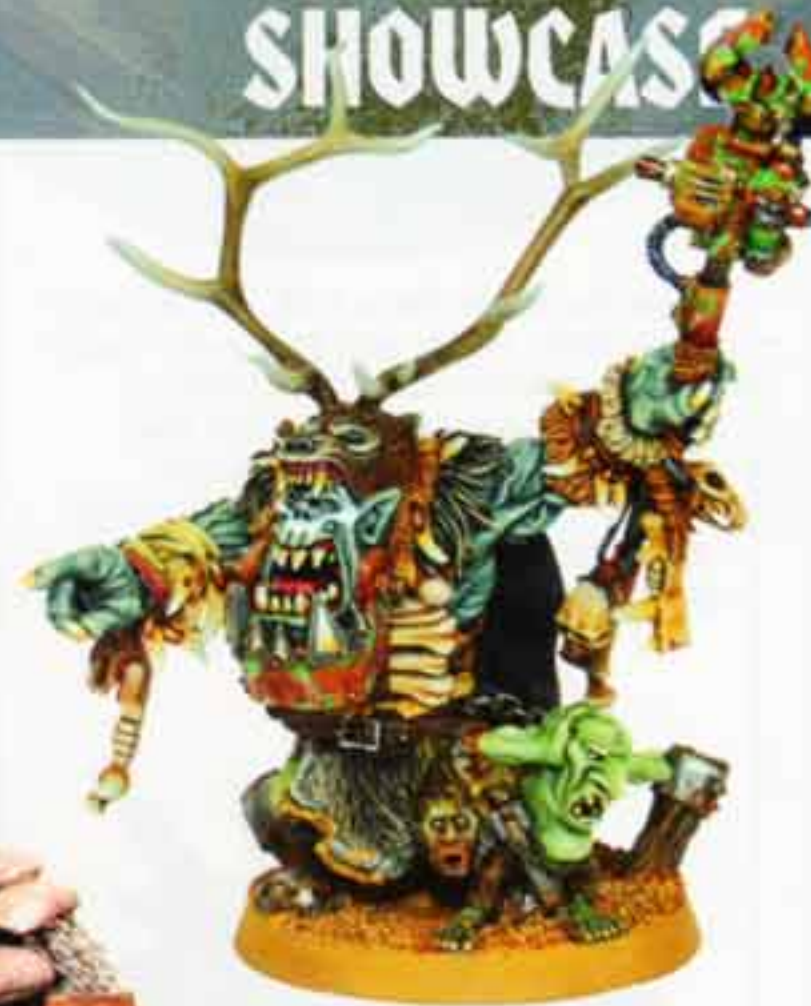


**Stikk Bommas  
Arm 4**  
010308004

*Jeff Wilhelm's Nobz Mob won second place at the 2002 Games Day Golden Demon competition.*



**SHOWCASE**



*Bruno Grelier's fantastic Ork Weirdboy took second place in the 40K Single Miniature category at the French 2003 Golden Demon competition.*





**ORK SCRAP PILE**



Start by cutting out a base from hardboard and sanding the edges down. Create a hill shape out of insulation foam and glue it in place on top of the hardboard.

Cover the base with white glue and sand. This layer will protect the foam from the super glue and spray primer.

Take bitz and pieces from various models and glue them into place with super glue. Stack them to look random and disorganized. Make multiple layers of bitz to create a disheveled look.



Once the scrap pile is built, prime it with black spray primer and then paint it with slightly watered-down Bestial Brown paint. Add some areas of Scab Red throughout the pile. Drybrush with Boltgun Metal and use Chestnut Ink to "stain" random areas. Finish up by gluing static grass to the base.



**TROOPS**



**Boyz w/ 'Eavy Weapons Blister (Random 2)**  
50-41



**'Eavy Boy 'Eavy Shoota Torso**  
010308801



**'Eavy Boy Rokkit Launcha Torso**  
010308802



**'Eavy Boy Head 1**  
010308805



**'Eavy Boy Head 2**  
010308806



**'Eavy Boy Head 3**  
010308807



**'Eavy Boy Head 4**  
010308808



**'Eavy Boy Legs 1**  
010308803



**Burna Boyz Blister (Random 2)**  
50-36



**'Eavy Boy Legs 2**  
010308804



**Burna Boy Head 1**  
010308303



**Burna Boy Head 2**  
010308304



**Burna Boy Body 1**  
010308301



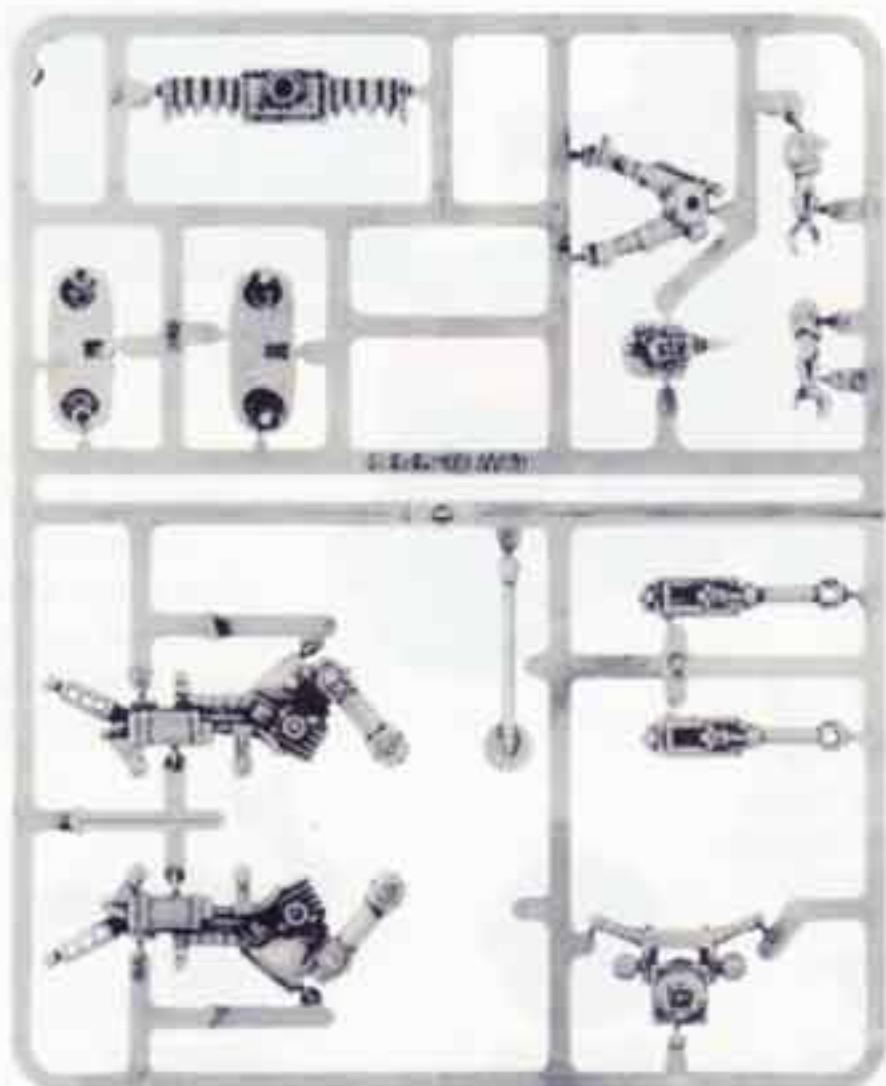
**Burna Boy Body 2**  
010308302



**Burna Boy Head 3**  
010308305



**Burna Boy Head 4**  
010308306



**Warbike Sprue**

Available only in Warbike Box

*Note: Sprue shown at 50% of actual size.*



**Warbike Box (1)**  
50-07

Ork Warbikes are one of the strange miracles of Ork technology. These vehicles possess an immensely powerful armament for their size. Ork Bikers love nothing more than to roar around the battlefield and unleash hails of shots in all directions.

*Note: The Warbike comes with the Ork Wheel Sprue shown with the Wartrukk.*



**SHOWCASE**

*Left: Bryan Shaw's use of components from a 40K Ork Warboss and a Warhammer Black Orc as well as a stunning paint job helped to earn this model the silver in the 40K Single Miniature category at the 2001 US Golden Demon competition.*



*Below: Mike Smith's Squig Rider unit won third place at the 2002 Baltimore Games Day Golden Demon competition.*





# FAST ATTACK



**Skorcha Cupola**  
010303101



**Skorcha Base Plate**  
010303102



**Skorcha Flamer**  
010303103



**Wartrak Skorcha Box (1)**  
50-12

*Note: The Wartrak Skorcha comes with the Ork Wheel Sprue shown below and the Iron Wheel Sprue shown on p. 239.*



**Skorcha Tank Top**  
010303104



**Skorcha Tank Bottom**  
010303105



**Skorcha Trailer Coupling**  
010303106



**Skorcha Taps & Levers Sprue**  
010303107



**Skorcha Gauges**  
010303109



**Skorcha Hatch**  
010303108

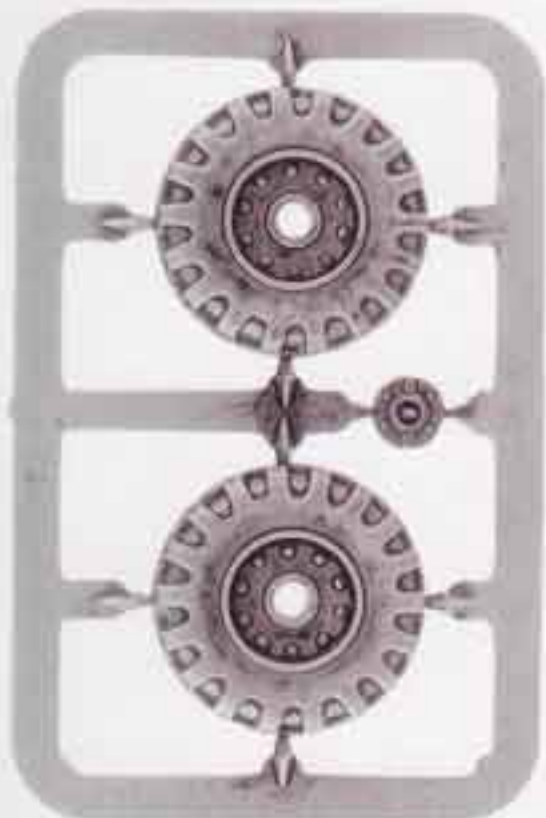


**Skorcha Snotling Pumper**  
010303110

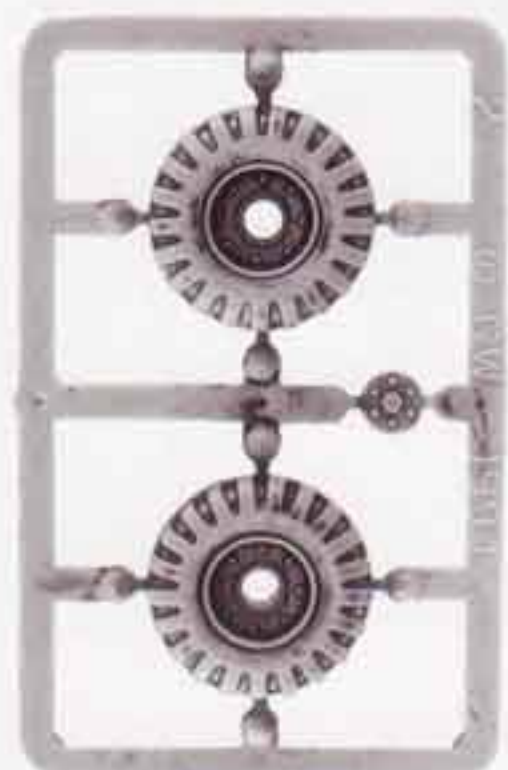
*Note: Sprue shown at 50% of actual size.*



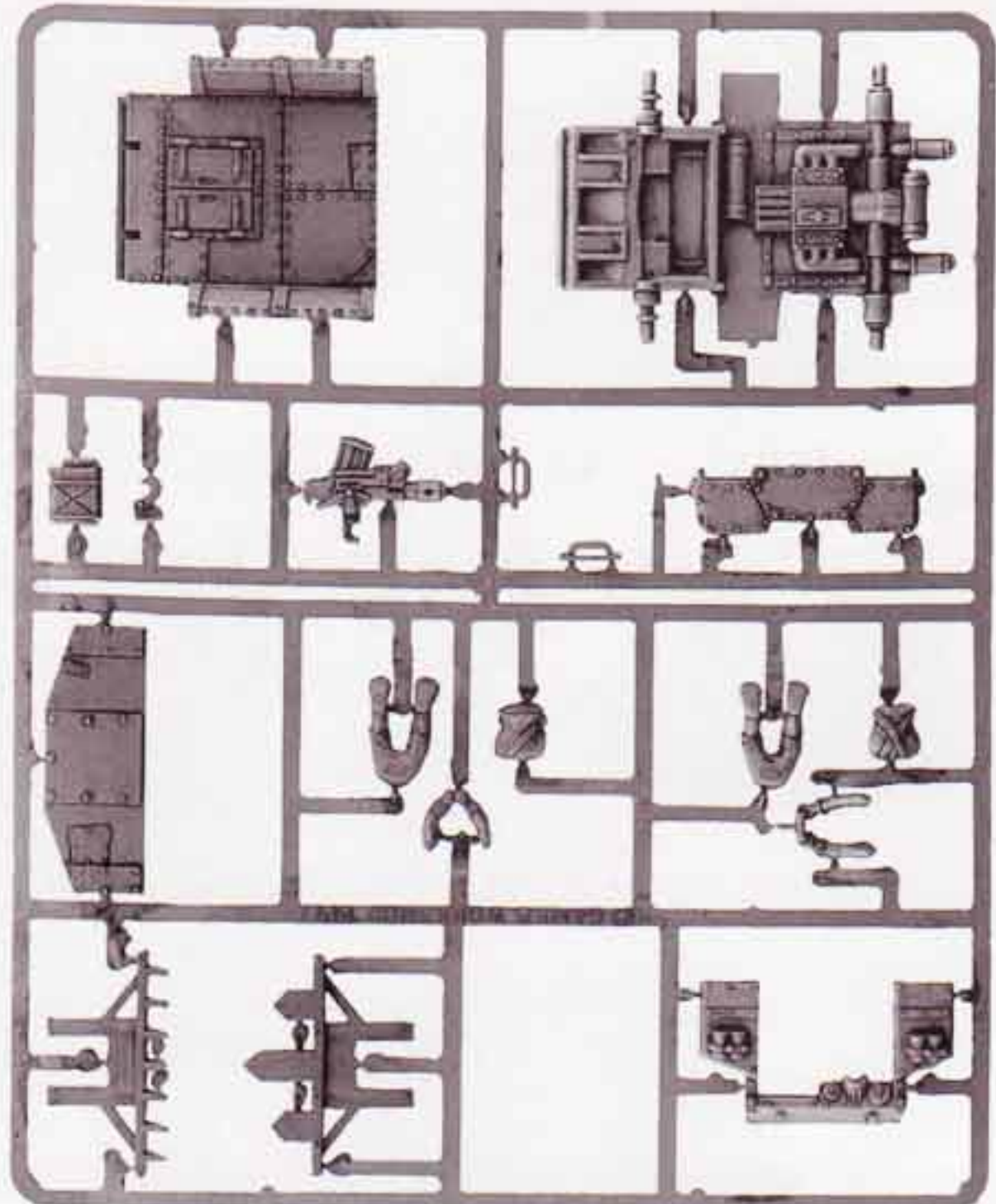
**Wartruk Box (1)**  
50-09



**Large Tire Sprue**  
99399999034



**Ork Wheel Sprue**  
99399999033



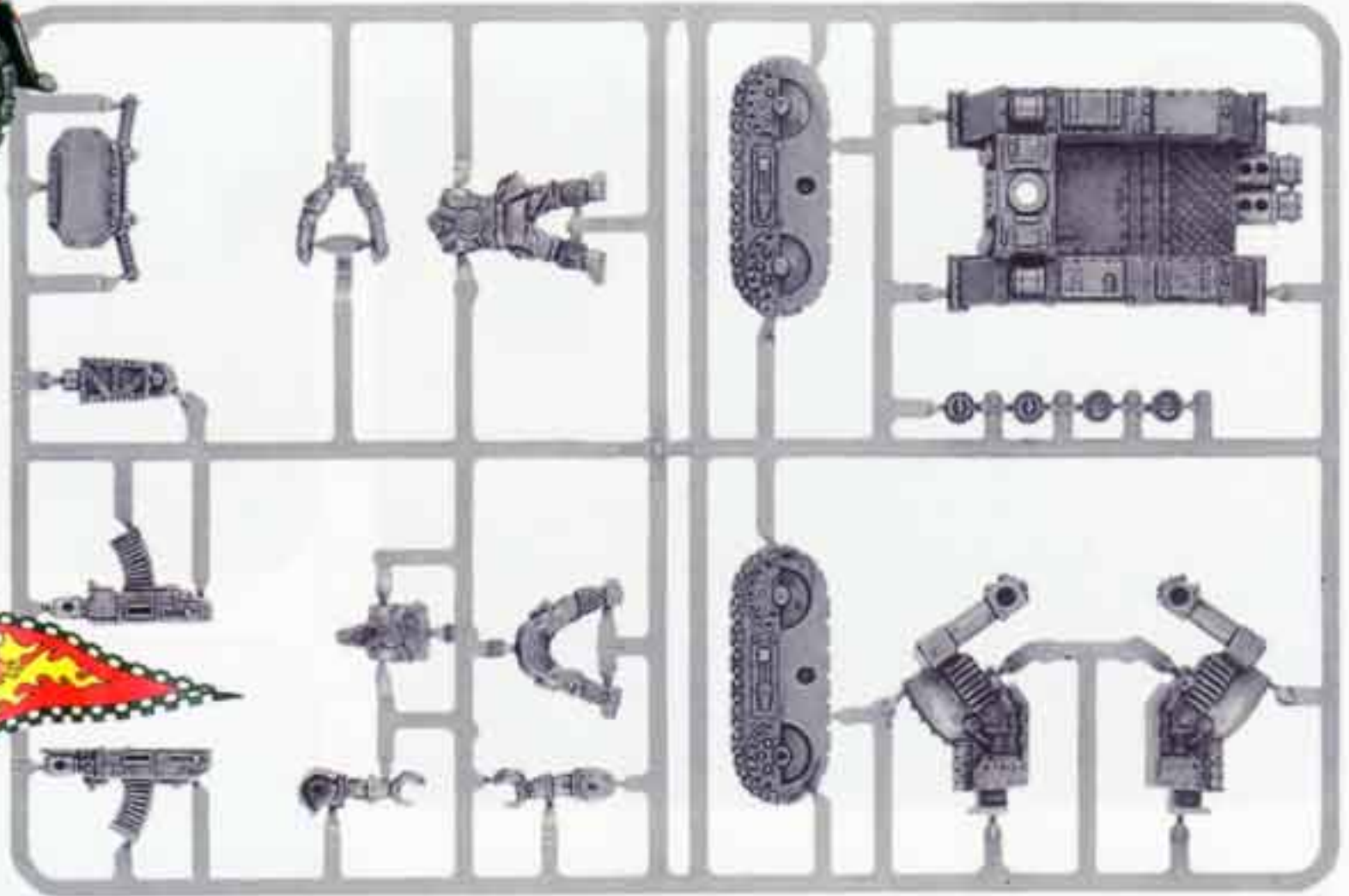
**Wartruk Sprue**  
Available only in Wartruk Box

**FAST ATTACK**

*Note: The Wartrak comes with the Ork Wheel Sprue shown with the Wartrukk.*



**Wartrak Box (1)**  
50-08



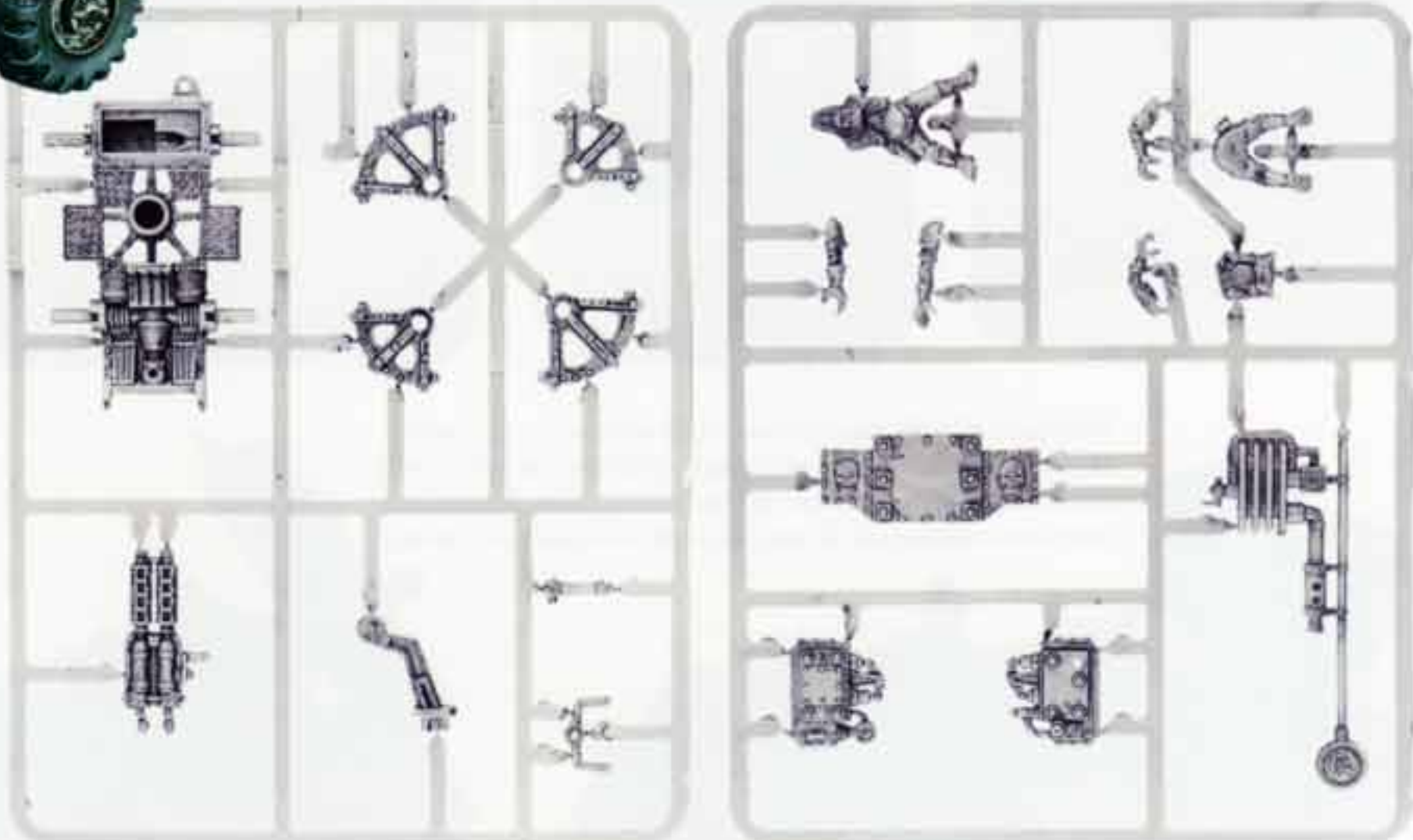
**Wartrak Sprue**  
Available only in Wartrak Box

*Note: Sprues shown at 55% of actual size.*



**Warbuggy Box (1)**  
50-06

*Note: The Warbuggy comes with the Large Tire Sprue and Ork Wheel Sprue shown with the Wartrukk.*



**Warbuggy Sprues**  
Available only in Warbuggy Box





# SHOWCASE

Veteran GW enthusiasts may recognize these shots from way back in White Dwarf 218. The Massacre at Big Toof River was a massive display constructed for Games Day '97 that pitted an enormous horde of ferocious Orks against waves and waves of stalwart Imperial Guard. This truly jaw-dropping display must be seen in person to be fully appreciated, and it currently resides in the Warhammer World Museum in Lenton, Nottingham, in the U.K.



Small scrap piles like these are characterful additions to any gamer's scenery collection. A simple raid through the bitz box can yield all sorts of interesting detailed components for your scenery pieces. Just remember, never throw anything out, because you never know when you'll need it!



The stand to the left before painting. Note the ragtag makeup of the components and how drastically the appearance changes with the application of paint.



# HEAVY SUPPORT



**Ork Dreadnought  
Box (1)  
50-14**



**Dreadnought Bitz  
Sprue 1  
010307701**



**Dreadnought  
Rokkit Launcher  
010307704**



**Dreadnought Bitz  
Sprue 2  
010307702**



**Dreadnought  
Power Claw  
010307707**



**Dreadnought  
Buzzsaw  
010307708**



**Dreadnought  
'Eavy Shoota  
010307703**



**Dreadnought  
Skorcha  
010307705**



**Dreadnought  
Icon Pole  
010307706**



## PAINTING RUSTY METAL

Many of the Ork models are equipped with metal weapons and have various metal bitz. Most Ork metal is rusty, since they obtain it from scrap piles and never take very good care of it. Here is an easy and fast way to paint metal with rusty spots all over it.

Start by priming the model black and apply a watered-down coat of Tin Bitz. Drybrush the model with Boltgun Metal and use heavier strokes in small, random patches (steps not shown).

Use Chestnut Ink for the basecoat of the rusty patches. Next, apply watered-down Bestial Brown over the Chestnut Ink patches.



Once dry, use undiluted Bestial Brown to strengthen the appearance of the rust. Finally, drybrush Vermin Brown over the rust spots for a finishing highlight.



**Dreadnought  
Bottom Hatch  
010307715**



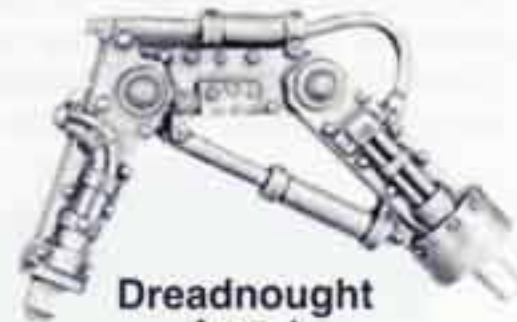
**Dreadnought  
Top Hatch  
010307716**



**Dreadnought  
Foot  
010307712**



**Dreadnought  
Leg  
010307711**



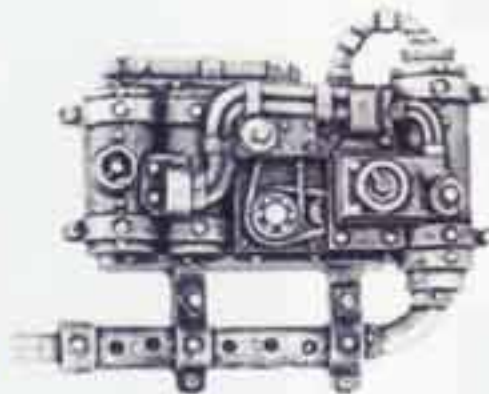
**Dreadnought  
Arm 1  
010307709**



**Dreadnought  
Back  
010307713**



**Dreadnought  
Front  
010307714**



**Dreadnought  
Power Plant  
010307717**



**Dreadnought  
Arm 2  
010307710**



# HEAVY SUPPORT



Although lightly armored, Killer Kans retain the deadly power claws of their larger cousins, making them dangerous foes at close quarters.



**Killer Kan Blister (Random 1)**  
50-37



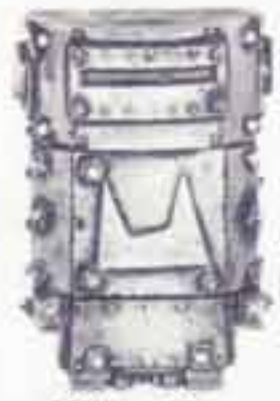
**Killer Kan Bitz Sprue**  
010308405



**Killer Kan Arm 1**  
010308406



**Killer Kan Arm 2**  
010308407



**Killer Kan Front 1**  
010308401



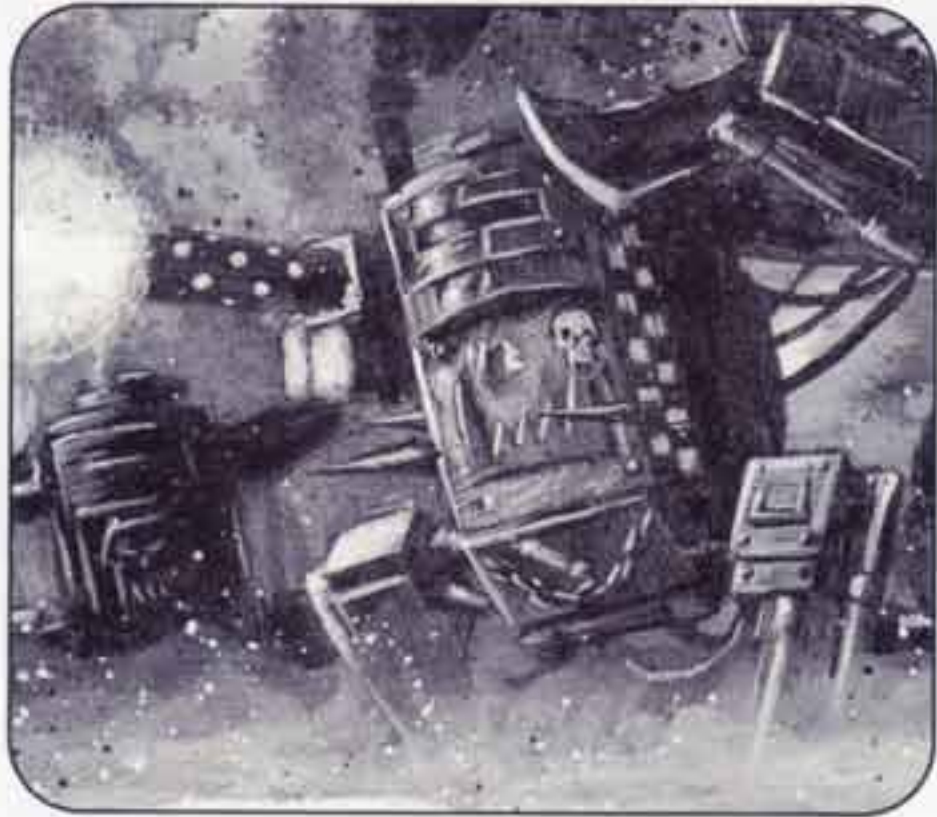
**Killer Kan Front 2**  
010308402



**Killer Kan Front 3**  
010308403



**Killer Kan Back**  
010308404



**Killer Kan Top Hatch**  
010308409



**Killer Kan Banner Pole**  
010308410



**Killer Kan Leg**  
010308408

## CHECKS



To create checks, start by painting two straight lines with a fine detail brush and thinned Chaos Black paint. Paint another line in the center of them to create three evenly spaced lines.



Make a grid by carefully painting lines that are perpendicular to the original three.



For the checkered effect, paint alternate squares Skull White.



Fill in the rest of the squares with Chaos Black.

## DAGS



Begin by painting two parallel lines with thinned Chaos Black. Paint a zig-zag pattern in between these lines.



Carefully fill in one set of triangles with a color of your choice (we used Sunburst Yellow).



Finish by filling in the rest of the triangles with a different color (we chose Skull White).

## GLYPHS

Choose a glyph and paint it onto a model with thinned Chaos Black paint. Remember, Orks aren't the best artists, so it's okay if the glyph is a little sloppy.



Fill in the area with another color, but leave the edges black. Here we used Codex Grey, but a darker shade of your army color would work well too!



Using a lighter color, start from the top (the teeth points) and paint streaks downward (toward the base of the teeth). We used Skull White.



# HEAVY SUPPORT



**Ork Kannon Chassis**  
010309604



**Ork Kannon Loader**  
010309601



**Ork Kannon Firer**  
010309602



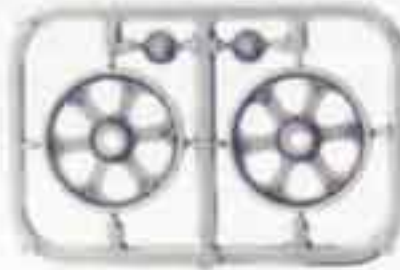
**Kannon Blister**  
(1 Kannon and 2 Crew)  
50-49



**Ork Kannon Shield**  
010309605



**Ork Kannon Barrel**  
010309603



**Iron Wheels**  
99399999032



**Ork Kannon Sprue**  
010309606

Big Gunz are used to pound enemy lines into submission and knock out tanks from a distance while the ferocious mobs of Boyz close in to butcher the enemy infantry in hand-to-hand combat.

*Note: Sprue shown at 50% of actual size.*



**Lobba Blister**  
(1 Lobba and 2 Crew)  
50-47

*Note: The Lobba comes with the Ork Kannon Sprue and Iron Wheels shown above.*



**Ork Lobba Barrel**  
010309403



**Ork Lobba Hatch**  
010309406



**Ork Lobba Mount**  
010309405



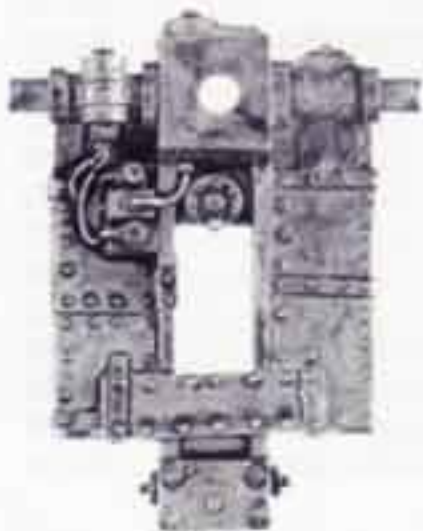
**Ork Lobba Firer**  
010309402



**Ork Lobba Spotta**  
010309401



**Ork Lobba Chassis**  
010309404



**Ork Zzap Gun Chassis**  
010309504



**Ork Zzap Gun**  
010309503



**Ork Zzap Gun Spotter**  
010309501



**Ork Zzap Gun Firer**  
010309502

**Zzap Gun Blister**  
(1 Zzap Gun and 2 Crew)  
50-48



*Note: The Zzap Gun comes with the Ork Kannon Sprue and Iron Wheels shown above.*





# PRICE LIST

### Getting Started

- 50-01-60 *Codex: Orks* ..... \$15
- 40-03-60 *Codex: Armageddon* ..... \$10
- 50-11 Ork Battle Force Box ..... \$100  
Contents: 16 Ork Boyz, 5 Ork Warbikes, 1 Ork Warbuggy, 1 Ork Wartrukk & Battlefield Accessories

### Boxed Sets & Blister Packs – HQ

- 50-46 Mekboy ..... \$7  
Blister includes 1 model
- 50-40 Nob ..... \$8  
Blister includes 1 model
- 50-38 Nob In Mega Armor ..... \$9  
Blister includes 1 model
- 50-15 Nobz Mob ..... \$35  
Box includes 5 models
- 50-35 Warboss ..... \$10  
Blister includes 1 model

### Special Characters

- 50-50 Mad Dok Grottsnik ..... \$10  
Blister includes 1 model
- 50-18 Warlord Ghazghkull Thraka ..... \$30  
Blister includes 1 model

### Boxed Sets & Blister Packs – Elites

- 50-42 Stormboy Nob ..... \$8  
Blister includes 1 model
- 50-13 Stormboyz Mob ..... \$30  
Box includes 8 models

### Boxed Sets & Blister Packs – Troops

- 50-10 Boyz Mob ..... \$30  
Box includes 16 models
- 50-41 Boyz with 'Eavy Weapons ..... \$9  
Blister includes 2 models
- 50-36 Burna Boyz ..... \$9  
Blister includes 2 models
- 50-44 Grots ..... \$8  
Blister includes 4 models
- 50-45 Slaver ..... \$7  
Blister includes 1 model
- 50-16 Stikk Bommas Mob ..... \$30  
Box includes 12 models
- 50-43 Tankbusta Boyz ..... \$8  
Blister includes 2 models

### Boxed Sets & Blister Packs – Fast Attack

- 50-07 Warbike ..... \$12.50  
Box includes 1 model
- 50-06 Warbuggy ..... \$20  
Box includes 1 model
- 50-08 Wartrak ..... \$20  
Box includes 1 model
- 50-12 Wartrak Skorcha ..... \$25  
Box includes 1 model
- 50-09 Wartrukk ..... \$20  
Box includes 1 model

### Boxed Sets & Blister Packs – Heavy Support

- 50-14 Dreadnought ..... \$40  
Box includes 1 model
- 50-49 Kannon ..... \$10  
Blister includes 1 model
- 50-37 Killer Kans ..... \$20  
Blister includes 1 model
- 50-47 Lobba ..... \$10  
Blister includes 1 model
- 50-48 Zzap Gun ..... \$10  
Blister includes 1 model

### Metal Bitz – HQ

- Mad Dok**
- 040303001 Mad Dok Body ..... \$5.50
  - 040303002 Mad Dok Head ..... \$1.25
  - 040303003 Mad Dok Totem ..... \$1.25
  - 040303004 Mad Dok Bone Saw ..... \$1.25
  - 040303005 Mad Dok Slugga ..... \$1.25

- Mekboyz**
- 040300501 Mekboy w/ Wrench Body ..... \$4.50
  - 040300502 Mekboy w/ Mallet Body ..... \$4.50
  - 040300503 Mekboy Backpack 1 (Tools) ..... \$2.50
  - 040300504 Mekboy Backpack 2 (Skorcha) ..... \$2.50
  - 040300505 Mekboy Right Arm w/ Shoota ..... \$1.50
  - 040300506 Mekboy Right Arm w/ Slugga ..... \$1.50

- Nobz**
- 010308201 Nob Body 1 ..... \$3
  - 010308202 Nob Body 2 ..... \$3
  - 010308203 Nob Body 3 ..... \$3
  - 010308204 Nob Body 4 ..... \$3
  - 010308205 Nob Big Shoota Arm 1 (Right) ..... \$2
  - 010308206 Nob Left Slugga Arm ..... \$2
  - 010308207 Nob Big Shoota Arm 2 w/ Clip (Left) ..... \$2
  - 010308208 Nob Right Choppa Arm ..... \$2
  - 010308209 Nob Claw Bottom ..... \$1
  - 010308210 Nob Power Claw Arm ..... \$2
  - 010308211 Nob Right Slugga Arm ..... \$2
  - 010308212 Nob Left Choppa Arm ..... \$2
  - 010308213 Nob Icon Pole 1 (Skull) ..... \$2
  - 010308214 Nob Icon Pole 2 (Teeth) ..... \$2
  - 010308215 Nob Icon Pole 3 (Space Marine Helmets) ..... \$2
  - 010308216 Nob Standard Bottom ..... \$2
  - 010308217 Nob Standard Top ..... \$2
  - 010308218 Nob Head 1 ..... \$1
  - 010308219 Nob Head 2 ..... \$1
  - 010308220 Nob Head 3 ..... \$1
  - 010308221 Nob Head 4 ..... \$1
  - 010308222 Nob Head 5 ..... \$1
  - 010308223 Nob Standard Backpack ..... \$2

- Nobz in Mega Armor**
- 010307801 Mega Armor Body 1 ..... \$4
  - 010307802 Mega Armor Body 2 ..... \$4
  - 010307803 Mega Armor Head Sprue 1 ..... \$1.50
  - 010307804 Mega Armor Head Sprue 2 ..... \$1.50
  - 010307805 Mega Armor Head Sprue 3 ..... \$1.50
  - 010307806 Mega Armor Jaw Plate 3 ..... \$1.50
  - 010307807 Mega Armor Jaw Plate 1 ..... \$1.50
  - 010307808 Mega Armor Jaw Plate 2 ..... \$1.50
  - 010307809 Mega Armor Shoota ..... \$2.50
  - 010307810 Mega Armor Shoota/ Skorcha Combi ..... \$2.50
  - 010307811 Mega Armor Shoota/ Rokkit Combi ..... \$2.50
  - 010307812 Mega Armor Power Claw Blade 1 ..... \$1.50
  - 010307813 Mega Armor Power Claw Warboss Bitz ..... \$1.50
  - 010307901 Warboss Body ..... \$7
  - 010307902 Warboss Shoota Arm w/ Magazine ..... \$3
  - 010307903 Warboss Choppa Arm ..... \$3
  - 010307904 Warboss Head ..... \$1
  - 010307905 Warboss Back Banner ..... \$3
  - 010309101 Ork Warboss Body ..... \$7
  - 010309102 Ork Warboss Head ..... \$1
  - 010309103 Ork Warboss Shoota/Burna ..... \$3

010309104 Ork Warboss Attack Squig Arm ..... \$3

### Special Characters

- Nazdreg**
- 010303001 Nazdreg Body ..... \$4.50
  - 010303002 Nazdreg Banner Pole ..... \$2.50
  - 010303003 Nazdreg Combi Weapon Arm ..... \$2.50
  - 010303004 Nazdreg Power Claw ..... \$2.50

- Mad Dok Grottsnik**
- 010309701 Mad Dok Grottsnik Body ..... \$5.50
  - 010309702 Mad Dok Grottsnik Head ..... \$2
  - 010309703 Mad Dok Grottsnik Shoota ..... \$2
  - 010309704 Mad Dok Grottsnik Claw ..... \$1.50
  - 010309705 Mad Dok Grottsnik Claw Arm ..... \$1.50

- Ghazghkull Thraka**
- 010309201 Ghazghkull Tusks ..... \$1.75
  - 010309202 Ghazghkull Jaw ..... \$1.75
  - 010309203 Ghazghkull Head ..... \$1.75
  - 010309204 Ghazghkull Body ..... \$4.75
  - 010309205 Ghazghkull Legs ..... \$3.50
  - 010309206 Ghazghkull Stikk Bomb Chukka ..... \$2.50
  - 010309207 Ghazghkull Back Banner ..... \$2.50
  - 010309208 Ghazghkull Power Claw ..... \$1.75
  - 010309209 Ghazghkull Kustom Shoota ..... \$3.50
  - 010309210 Ghazghkull Power Claw Arm ..... \$3.50

### Metal Bitz – Elites

- Stormboyz Mob**
- 010307601 Stormboy Accessory Sprue ..... \$2
  - 010307602 Stormboy Rocket 1 ..... \$2
  - 010307603 Stormboy Rocket 2 ..... \$2
  - 010307604 Stormboy Body ..... \$2
  - 010309001 Ork Stormboy Nob Body ..... \$4.50
  - 010309002 Ork Stormboy Nob Head Sprue ..... \$2.50
  - 010309003 Ork Stormboy Nob Jump Pack ..... \$2.50

### Metal Bitz & Plastic Sprues – Troops

- Space Ork Boyz**
- 99380103001 Space Ork Boyz Sprue ..... \$8

- Boyz with 'Eavy Weapons**
- 010308801 'Eavy Boy 'Eavy Shoota Torso ..... \$2
  - 010308802 'Eavy Boy Rokkit Launcha Torso ..... \$2
  - 010308803 'Eavy Boy Legs 1 ..... \$2
  - 010308804 'Eavy Boy Legs 2 ..... \$2
  - 010308805 'Eavy Boy Head 1 (Steel Head) ..... \$1
  - 010308806 'Eavy Boy Head 2 (Bionik Eye) ..... \$1
  - 010308807 'Eavy Boy Head 3 (Bare Head) ..... \$1
  - 010308808 'Eavy Boy Head 4 (Big Teef) ..... \$1

- Burna Boyz**
- 010308301 Burna Boy Body 1 ..... \$4.50
  - 010308302 Burna Boy Body 2 ..... \$4.50
  - 010308303 Burna Boy Head 1 ..... \$1.75
  - 010308304 Burna Boy Head 2 ..... \$1.75
  - 010308305 Burna Boy Head 3 ..... \$1.75
  - 010308306 Burna Boy Head 4 ..... \$1.75

- Grot Mob**
- 040301101 Slaver Body ..... \$4.50
  - 040301102 Slaver Grabba Stikk ..... \$2.50
  - 040301103 Slaver Whip ..... \$1.50
  - 040301201 Grot 1 ..... \$2.50
  - 040301202 Grot 2 ..... \$2.50
  - 040301203 Grot 3 ..... \$2.50
  - 040301204 Grot 4 ..... \$2.50
  - 040301205 Grot 5 ..... \$2.50
  - 040301206 Grot 6 ..... \$2.50
  - 040302801 Grot w/ Blunderbuss 1 ..... \$2.50
  - 040302802 Grot w/ Blunderbuss 2 ..... \$2.50
  - 040302803 Grot w/ Slugga & Knife ..... \$2.50
  - 040302804 Grot w/ Two Six Shootas ..... \$2.50

- Stikk Bommas**
- 010308001 Stikk Bommas Arm 1 ..... \$1
  - 010308002 Stikk Bommas Arm 2 ..... \$1

010308003	Stikk Bommas Arm 3	.....\$1
010308004	Stikk Bommas Arm 4	.....\$1
010308005	Stikk Bommas Sprue	.....\$3

**Tank Busta Boyz**

010309301	Ork Tank Busta Body 1	.....\$4
010309302	Ork Tank Busta Arm 1 (Mine)	.....\$2
010309303	Ork Tank Busta Body 2	.....\$4
010309304	Ork Tank Busta Arm 2 (Shoota)	.....\$2

**Metal Bitz & Plastic Sprues – Fast Attack**

**Wartrak Skorcha**

010303101	Skorcha Cupola	.....\$3
010303102	Skorcha Base Plate	.....\$3
010303103	Skorcha Flamer	.....\$2
010303104	Skorcha Tank Top	.....\$3
010303105	Skorcha Tank Bottom	.....\$2
010303106	Skorcha Trailer Coupling	.....\$1
010303107	Skorcha Taps & Levers Sprue	.....\$0.50
010303108	Skorcha Hatch	.....\$1
010303109	Skorcha Gauges	.....\$0.50
010303110	Skorcha Snotling Pumper	.....\$2
99399999033	Ork Wheel Sprue	.....\$1
99399999034	Large Tire Sprue	.....\$1

**Metal Bitz – Heavy Support**

**Dreadnought**

010307701	Dreadnought Bitz Sprue 1 (Hoses)	\$2.25
010307702	Dreadnought Bitz Sprue 2 (Valves)	\$2.25
010307703	Dreadnought Eavy Shoota	.....\$3.50
010307704	Dreadnought Rokkit Launcha	.....\$3.50
010307705	Dreadnought Skorcha	.....\$3.50
010307706	Dreadnought Icon Pole	.....\$2.25
010307707	Dreadnought Power Claw	.....\$2.25
010307708	Dreadnought Buzzsaw	.....\$2.25
010307709	Dreadnought Arm 1	.....\$3.50
010307710	Dreadnought Arm 2	.....\$3.50
010307711	Dreadnought Leg	.....\$3.50
010307712	Dreadnought Foot	.....\$2.25
010307713	Dreadnought Back	.....\$5.75
010307714	Dreadnought Front	.....\$5.75
010307715	Dreadnought Bottom Hatch	.....\$2.25
010307716	Dreadnought Top Hatch	.....\$2.25
010307717	Dreadnought Power Plant	.....\$4.50

**Kannon**

010309601	Ork Kannon Loader	.....\$2.50
010309602	Ork Kannon Firer	.....\$2.50
010309603	Ork Kannon Barrel	.....\$3.50
010309604	Ork Kannon Chassis	.....\$3.50
010309605	Ork Kannon Shield	.....\$3.50
010309606	Ork Kannon Sprue	.....\$1.20

**Killer Kan**

010308401	Killer Kan Front 1	.....\$5.50
010308402	Killer Kan Front 2	.....\$5.50
010308403	Killer Kan Front 3	.....\$5.50
010308404	Killer Kan Back	.....\$5.50
010308405	Killer Kan Bitz Sprue	.....\$2.50
010308406	Killer Kan Arm 1	.....\$2.50
010308407	Killer Kan Arm 2	.....\$2.50
010308408	Killer Kan Leg	.....\$2.50
010308409	Killer Kan Top Hatch	.....\$1.50
010308410	Killer Kan Banner Pole	.....\$1.50

**Lobba**

010309401	Ork Lobba Spotta	.....\$2.50
010309402	Ork Lobba Firer	.....\$2.50
010309403	Ork Lobba Barrel	.....\$2.50
010309404	Ork Lobba Chassis	.....\$3.50
010309405	Ork Lobba Mount	.....\$2.50
010309406	Ork Lobba Hatch	.....\$1.50

**Zzap Gun**

010309501	Ork Zzap Gun Spotter	.....\$2.50
010309502	Ork Zzap Gun Firer	.....\$2.50

010309503	Ork Zzap Gun	.....\$3.50
010309504	Ork Zzap Gun Chassis	.....\$3.50

**Classic/Collector's Range**

**Complete Models – HQ**

MO 0385	Nazdreg, Bad Moon Ork Warlord	.....\$10
<i>(Includes 1 model)</i>		

**Special Characters**

MO 0425	Zodgrod Wortsnagga	.....\$10
<i>(Includes 1 model)</i>		

**Complete Squads – Elites**

MO 0144	'Arbboyz Mob	.....\$30
<i>(Includes 8 models)</i>		
MO 0145	Kommando Mob	.....\$35
<i>(Includes 10 models)</i>		

**Complete Models – Fast Attack**

MO 0082	Death Kopta	.....\$25
<i>(Includes 1 model)</i>		
MO 0201	Harpoon Trak	.....\$20
<i>(Includes 1 model)</i>		
MO 0202	Rokkit Buggy	.....\$30
<i>(Includes 1 model)</i>		
MO 0203	Speargun War Trukk	.....\$35
<i>(Includes 1 model)</i>		
MO 0204	Wrekker Trukk	.....\$35
<i>(Includes 1 model)</i>		

**Complete Models – Other**

MO 0434	Big Grabber	.....\$35
<i>(Includes 1 model)</i>		

**Metal Bitz – HQ**

**Great Mekboy**

040302201	Nazgrub Wurrzag Body	.....\$6.25
040302202	Nazgrub Wurrzag Head	.....\$1.25
040302203	Nazgrub Wurrzag Kannon Arm	.....\$1.25
040302204	Nazgrub Wurrzag Backpack	.....\$3.75

**Mad Dok**

040303001	Mad Dok Body	.....\$5.50
040303002	Mad Dok Head	.....\$1.25
040303003	Mad Dok Totem	.....\$1.25
040303004	Mad Dok Bone Saw	.....\$1.25
040303005	Mad Dok Slugga	.....\$1.25

**Nobz**

040300401	Ork Nob Body 1 (Axe to Side)	.....\$5.25
040300402	Ork Nob Body 2 (w/ Club)	.....\$5.25
040300403	Ork Nob Body 3 (Axe Overhead)	.....\$5.25
040300404	Ork Nob Slugga Arm 1	.....\$2.75
040300405	Ork Nob Right Axe Arm	.....\$2.75
040300406	Ork Nob Shoota	.....\$2.75
040300408	Ork Nob Back Banner	.....\$1.25
040300409	Ork Nob Head 1 (Big Jaw)	.....\$1.25
040300410	Ork Nob Head 2 (Metal Head)	.....\$1.25
040300412	Ork Nob Head 3 (Regular Head)	.....\$1.25
040300414	Ork Nob Slugga Arm 2	.....\$2.75

**Wargear**

010300240	Grot Assistant 2 (Pistol)	.....\$2.50
010300241	Grot Assistant 6 (Dragging Bag)	.....\$2.50
010300242	Grot Assistant 4 (Plugging Ear)	.....\$2.50
010300243	Grot Assistant 5 w/ Scrap	.....\$2.50
010300244	Grot Assistant 3 (Lugging Tools)	.....\$2.50
010300245	Grot Assistant w/ Survey Flags	.....\$2.50
010302009	Gretchin w/ Toolbox	.....\$2.50
010302201	Gretchin w/ Screwdriver	.....\$2.50
010302202	Gretchin w/ Oil Squig	.....\$2.50
010302303	Gretchin w/ Wrench	.....\$2.50
010302304	Gretchin w/ Hammer	.....\$2.50
040302703	Banna Waver	.....\$2.50
040301801	Ork Bionik Head w/ Steel Horns	.....\$1.25
040301802	Ork Bionik Head w/ Steel Skull	.....\$1.25
040301803	Ork Bionik Head w/ Bionik Eye	.....\$1.25

040301804	Ork Bionik Kustom Thrusta Boosta	.....\$1.25
040301805	Ork Bionik Iron Lung	.....\$1.25
040301806	Ork Bionik Gyro Monowheel	.....\$1.25
040301807	Ork Bionik Gyro Stabilizer	.....\$1.25
040301808	Ork Bionik Peg Leg	.....\$1.25
040301809	Ork Bionik Deluxe Kicking Legs	.....\$1.25
040301810	Ork Bionik Shoota Arm (Right)	.....\$1.25
040301811	Ork Bionik Spear Arm (Right)	.....\$1.25
040301812	Ork Bionik Hook Arm (Right)	.....\$1.25
040301813	Ork Bionik Kutta Arm (Right)	.....\$1.25
040301814	Ork Bionik Kutta Arm 2 (Left)	.....\$1.25
040301815	Ork Bionik Claw Arm (Left)	.....\$1.25
040301816	Ork Bionik Shoota Arm 2 (Left)	.....\$1.25

**Special Characters**

**Nazdreg, Bad Moon Ork Warlord**

010303001	Nazdreg Body	.....\$4.50
010303002	Nazdreg Banner Pole	.....\$2.50
010303003	Nazdreg Combi Weapon Arm	.....\$2.50
010303004	Nazdreg Power Claw	.....\$2.50

**Zodgrod Wortsnagga**

010301801	Zodgrod Wortsnagga Body	.....\$8
010301802	Zodgrod Wortsnagga Banner	.....\$2

**Metal Bitz – Elites**

**'Arbboyz**

010308501	'Arbboy Body 1	.....\$2
010308502	'Arbboy Body 2	.....\$2
010308503	'Arbboy Body 3	.....\$2
010308504	'Arbboy Body 4	.....\$2
010308505	'Arbboy Jaw Sprue	.....\$2
010308506	'Arbboy Shoulder Sprue	.....\$2

**Blood Axe Kommando**

010301901	Blood Axe Kommando 2 (Boss)	.....\$5
010301902	Blood Axe Kommando 1	.....\$5
010301903	Blood Axe Kommando 3 (Bayonet)	.....\$5
010301904	Blood Axe Kommando 4 (Bolt Pistol)	.....\$5
010301905	Blood Axe Kommando 5 (Axe)	.....\$5
010301906	Blood Axe Kommando 6	.....\$5

**Metal Bitz – Troops**

**Big Lugga**

040302417	Big Lugga Grot Captain	.....\$2.75
040302418	Big Lugga Grot Crank Crew 1	.....\$2.75
040302420	Big Lugga Grot Crank Crew 2	.....\$2.75

**Gretchin**

010300226	Gretchin 6 w/ Autogun	.....\$2.50
010300227	Gretchin 4 w/ Autogun & Sight	.....\$2.50
010300228	Gretchin 8 w/ Autogun	.....\$2.50
010300229	Gretchin 5 w/ Autogun	.....\$2.50
010300230	Gretchin 7 w/ Autogun	.....\$2.50
010300231	Gretchin 1 w/ Autogun	.....\$2.50
010300232	Gretchin 3 w/ Autogun	.....\$2.50
010300233	Gretchin 2 w/ Autogun Over Head	.....\$2.50

**Head Honcho**

040302701	Head Honcho	.....\$4.50
040302702	Head Honcho Banner	.....\$1.25

**Red Gobbo**

040302601	Red Gobbo	.....\$7.50
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**Sprues**

040300801	Ork Hand Weapon Sprue	.....\$3.75
040300802	Ork Gun Sprue	.....\$3.75
040303103	Grot Weapon Sprue	.....\$3.50

**Metal Bitz – Fast Attack**

**Death Kopta**

040302301	Dregmek Body	.....\$2.50
040302302	Dregmek Legs	.....\$2.50

040302303 Dregmek Right Arm w/ Six Shoota .....	\$1.25	<b>Ork Biker</b>	040302001 Ork Biker Upper Body .....	\$2.75	040301512 Speargun Trukk Spanner .....	\$1.25
040302304 Dregmek Left Arm .....	\$1.25	040302002 Ork Biker Shoota Arm .....	\$1.25	040301513 Speargun Trukk Gang Plank Base .....	\$2.50	
040302305 Death Kopta Rotary Blade Support .....	\$5.50	040302003 Ork Biker Left Arm .....	\$1.25	<b>Wrekker Trukk</b>		
040302306 Death Kopta Engine .....	\$3.50	040302004 Ork Biker Backpack .....	\$1.25	040301601 Wrekker Trukk Front Plate .....	\$3.50	
040302307 Death Kopta Linked Kannon .....	\$2.50	040302005 Ork Biker Icon .....	\$1.25	040301602 Wrekker Trukk Battering Ram .....	\$3.50	
040302308 Death Kopta Rotary Blades A .....	\$3.50	040302006 Ork Biker Kannon .....	\$1.25	040301603 Wrekker Trukk Wrekker Main Support .....	\$2.50	
040302309 Death Kopta Rotary Blades B .....	\$3.50	<b>Rokkit Buggy</b>		040301604 Wrekker Trukk Wrekker Ball & Chain .....	\$2.50	
040302310 Death Kopta Tail .....	\$1.25	040301401 Rokkit Buggy Front Plate .....	\$3.50	040301605 Wrekker Trukk Wrekker Ball .....	\$1.25	
040302311 Death Kopta Landing Runners .....	\$1.25	040301402 Rokkit Buggy Battering Ram .....	\$3.50	040301606 Wrekker Trukk Wrekker Handle .....	\$1.25	
040302312 Death Kopta Small Rotary Blades .....	\$1.25	040301403 Rokkit Buggy Rokkit Launcher .....	\$3.50	040301607 Wrekker Trukk Glyph Sprue .....	\$1.25	
040302313 Death Kopta Rear Wheel .....	\$1.25	040301404 Rokkit Buggy Gunners Platform .....	\$2.50	040301608 Wrekker Trukk Wrekker Pedal .....	\$1	
040302314 Death Kopta Chassis .....	\$4.50	040301405 Rokkit Buggy Gunner .....	\$3.75	040301609 Wrekker Trukk Kannon .....	\$1.25	
040302315 Death Kopta Control Stick .....	\$1.25	040301406 Rokkit Buggy Right Support .....	\$1.25	040301610 Wrekker Trukk Driver .....	\$2.50	
<b>Digga Trukk</b>		040301407 Rokkit Buggy Left Support .....	\$1.25	040301611 Wrekker Trukk Gunner .....	\$2.50	
040900101 Digga Trukk Roof .....	\$5.50	040301408 Rokkit Buggy Banner Top .....	\$2.50	040301612 Wrekker Trukk Skull Spike .....	\$1.25	
040900102 Digga Trukk Front Plate 1 .....	\$3.50	040301409 Rokkit Buggy Spare Rokkits .....	\$2.50	040301614 Wrekker Trukk Ammo Box .....	\$1.25	
040900103 Digga Trukk Front Plate 2 .....	\$3.50	040301410 Rokkit Buggy Main Support .....	\$1.25			
040900104 Digga Trukk Ram .....	\$3.50	040301411 Rokkit Buggy Pintle .....	\$1	<b>Metal Bitz - Other</b>		
040900105 Digga Trukk Front Roof Support .....	\$3.50	<b>Snakebite Cyboars</b>		<b>Orky Bitz</b>		
040900106 Digga Trukk Back Roof Support .....	\$3.50	010301609 Snakebite Cyboar Head 1 .....	\$2.50	010300901 Shokk Attack Gun Spinning Gubbins .....	\$4.50	
<b>Harpoon Trak Gun</b>		010301610 Snakebite Cyboar Head 2 .....	\$2.50	010300902 Shokk Attack Gun Field Generator .....	\$6.50	
040301301 Harpoon Trak Gun .....	\$3.50	<b>Speargun Trukk</b>		010302104 Stormboy Jump Pack .....	\$2.50	
040301302 Harpoon Trak Spare Harpoons .....	\$2.50	040301501 Speargun Trukk Front Plate .....	\$3.50	040301901 Big Grabber Crane .....	\$2.50	
040301303 Harpoon Trak Gun Mount .....	\$1.25	040301503 Speargun Trukk Speargun .....	\$3.50	040301902 Big Grabber Jaws .....	\$2.50	
040301304 Harpoon Trak Gunner Body .....	\$3.75	040301504 Speargun Trukk Gang Plank .....	\$3.50	040301903 Big Grabber Spike .....	\$1.25	
040301305 Harpoon Trak Glyph Plates .....	\$1.25	040301505 Speargun Trukk Spears .....	\$2.50	040301904 Big Grabber Shoota .....	\$1.25	
040301306 Harpoon Trak Spike 1 (3 Pronged) .....	\$1.25	040301506 Speargun Trukk Glyph Plates .....	\$2.50	040301905 Big Grabber Hammer .....	\$1.25	
040301307 Harpoon Trak Spike 2 (Scythed) .....	\$1.25	040301507 Speargun Trukk Support Base .....	\$1.25	040301906 Big Grabber Slugga .....	\$1.25	
040301308 Harpoon Trak Gunner Hand .....	\$1.25	040301508 Speargun Trukk Gun Mount .....	\$1.25	040301907 Big Grabber Blowtorch .....	\$1.25	
		040301509 Speargun Trukk Gang Plank Winch .....	\$2.50	040302415 Big Lugga Steering Cog .....	\$1.25	
		040301510 Speargun Trukk Tow Ring .....	\$1			
		040301511 Speargun Trukk Driver Torso .....	\$2.50			

# CLASSIC RANGE

Veteran Ork players will recognize these two special characters as part of the Gorhamorka range. Although they are special characters in that particular game, these models will provide an excellent basis for either Mad Doks or Mekboys for your Warboss's retinue.



**Bad Doc**  
Available only as bitz



**Bad Doc Left Arm w/ Slugga**  
040303005



**Bad Doc Body**  
040303001



**Nazgrub Wurrzag Head**  
040302202



**Bad Doc Banner**  
040303003



**Bad Doc Head**  
040303002



**Nazgrub Wurrzag Kannon Arm**  
040302203



**Nazgrub Wurrzag Backpack**  
040302204



**Nazgrub Wurrzag Body**  
040302201



**Nazgrub Wurrzag**  
Available only as bitz



**Bad Doc Right Arm w/ Bonesaw**  
040303004

# COLLECTOR'S RANGE



**Zodgrod Wortsnagga Complete**  
MO 0426



**Zodgrod Wortsnagga Body**  
010301801



**Zodgrod Wortsnagga Banner Pole**  
010301802



**Nazdreg, Bad Moon Warboss Blister**  
MO 0385



**Nazdreg Banner Pole**  
010303002



**Nazdreg Combi Weapon Arm**  
010303003



**Nazdreg Power Claw**  
010303004



**Nazdreg Body**  
010303001

Nazdreg is a member of the Bad Moon clan and is renowned for his low cunning and sneaky plans.

# SHOWCASE

*Bruno Rizzo's Ork Command Squad uses a unique combination of classic and standard components to enhance the character of the squad. Models shown at 90% actual size.*





# CLASSIC RANGE

These classic Gorkamorka bitz are a perfect way to model wargear like the Bionik Bonce or Bionik Arm for your Ork characters. Or if you prefer, these bitz could be combined with the plastic boyz to make a great unit of Cyborks to accompany your Painboss.



**Bionik Peg Leg**  
040301808



**Bionik Deluxe Kicking Legs**  
040301809



**Banna Waver**  
040302703



**Bionik Head w/ Steel Horns**  
040301801



**Bionik Head w/ Steel Skull**  
040301802



**Bionik Head w/ Bionik Eye**  
040301803



**Bionik Kustom Thrusta Boosta**  
040301804



**Bionik Iron Lung**  
040301805



**Bionik Gyro Monowheel**  
040301806



**Bionik Gyro Stabilizer**  
040301807



**Bionik Shoota Arm**  
040301810



**Bionik Spear Arm**  
040301811



**Bionik Hook Arm**  
040301812



**Bionik Kutta Arm**  
040301813



**Bionik Kutta Arm 2**  
040301814



**Bionik Claw Arm**  
040301815



**Bionik Shoota Arm 2**  
040301816

Use these grots as Wargear for your Mekboyz and Mad Dokz. They can both use Gretchin and Grots to help fetch, carry, stitch wounds, carry tools, bash in extra nails, etc.



**Grot Assistant 2**  
010300240



**Grot Assistant 6**  
010300241



**Grot Assistant 4**  
010300242



**Grot Assistant 5**  
010300243



**Grot Assistant 3**  
010300244



**Grot Assistant w/ Survey Flags**  
010300245



**Gretchin w/ Toolbox**  
010302009



**Gretchin w/ Screwdriver**  
010302201



**Gretchin w/ Oil Squig**  
010302202



**Gretchin w/ Wrench**  
010302303



**Gretchin w/ Hammer**  
010302304

# CLASSIC RANGE



Ork Nob  
Head 1  
040300409



Ork Nob  
Head 2  
040300410



Ork Nob  
Head 3  
040300412



Ork Nob  
Slugga Arm 1  
040300404



Ork Nob  
Slugga Arm 2  
040300414



Ork Nob  
Shoota  
040300406



Ork Nob Body 1  
040300401



Ork Nob Body 2  
040300402



Ork Nob Body 3  
040300403



Ork Nob  
Back Banner  
040300408



Ork Nob  
Right Axe Arm  
040300405

'Ard Boyz wear heavy armor pieced together from steel plates and equipment scavenged from defeated foes. Their thick armor combined with the natural toughness of Orks means that 'Ard Boyz are able to wade through the fiercest fire fights with barely a scratch.



'Ard Boy Jaw Sprue  
010308506

'Ard Boyz Mob (8)  
MO 0144



'Ard Boy Shoulder Sprue  
010308505



'Ard Boy Body 1  
010308501



'Ard Boy Body 2  
010308502



'Ard Boy Body 3  
010308503



'Ard Boy Body 4  
010308504

# CLASSIC RANGE

Classic Kommando  
Mob (10)  
MO 0145



Blood Axe  
Kommando 1  
010301902



Blood Axe  
Kommando 2  
010301901



Blood Axe  
Kommando 3  
010301903



Blood Axe  
Kommando 4  
010301904



Blood Axe  
Kommando 5  
010301905



Blood Axe  
Kommando 6  
010301906



Gretchin 6  
w/ Autogun  
010300226



Gretchin 4  
w/ Autogun  
010300227



Gretchin 8  
w/ Autogun  
010300228



Gretchin 2  
w/ Autogun  
010300233



Gretchin 5  
w/ Autogun  
010300229



Gretchin 7  
w/ Autogun  
010300230



Gretchin 1  
w/ Autogun  
010300231



Gretchin 3  
w/ Autogun  
010300232

# CLASSIC RANGE



**Head Honcho Complete**  
Available only as bitz



**Head Honcho Body**  
040302701



**Head Honcho Banner**  
040302702



**Snakebite Cyboar Head 1**  
010301609



**Snakebite Cyboar Head 2**  
010301610



**Big Lugga Grot Captain**  
040302417



**Big Lugga Grot Crank Crew 1**  
040302418



**Big Lugga Grot Crank Crew 2**  
040302420



**Red Gobbo**  
040302601



**Ork Biker Icon**  
040302005



**Ork Biker Upper Body**  
040302001



**Ork Biker Shoota Arm**  
040302002



**Ork Biker Left Arm**  
040302003



**Ork Biker Backpack**  
040302004



**Ork Biker Kannon**  
040302006

These weedy gits are a great addition to any vehicle as weapons crew or to serve as Grot Riggers. Some of the more prestigious looking Grots can serve at the right-hand man of your Ork characters as Grot Orderlies, Oilers, or Ammo Runts.

# SHOWCASE



*Adam Mechtley won third place with his Red Gobbo at the 1998 Games Day Golden Demon competition in the Youngbloods category.*



*Joe Hill's subtle conversions and great paint job netted this Goff Nob the bronze at the 2000 UK Golden Demon.*



# CLASSIC RANGE



**Grot Weapon Sprue**  
040303103



**Ork Gun Sprue**  
040300802



**Ork Hand Weapon Sprue**  
040300801



**Death Kopta Dregmek Right Arm**  
040302303



**Death Kopta Dregmek Left Arm**  
040302304



**Death Kopta (1)**  
MO 0082



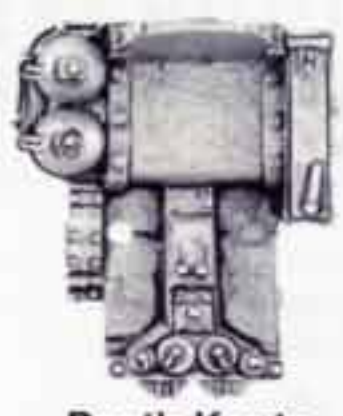
**Death Kopta Dregmek Body**  
040302301



**Death Kopta Dregmek Legs**  
040302302



**Death Kopta Engine**  
040302306



**Death Kopta Chassis**  
040302314



**Death Kopta Rotary Blade Support**  
040302305



**Death Kopta Rotary Blades A**  
040302308



**Death Kopta Rotary Blades B**  
040302309



**Death Kopta Linked Kannons**  
040302307



**Death Kopta Landing Runners**  
040302311



**Death Kopta Small Rotary Blades**  
040302312



**Death Kopta Tail**  
040302310



**Death Kopta Rear Wheel**  
040302313



**Death Kopta Control Stick**  
040302315

**248 ALL PRODUCTS IN THIS CATALOG CAN BE ORDERED FROM ANY PARTICIPATING DEALER**

All dimensions are subject to change. Thanks to the fact that we are not responsible for any damage to your property.

**CLASSIC RANGE**



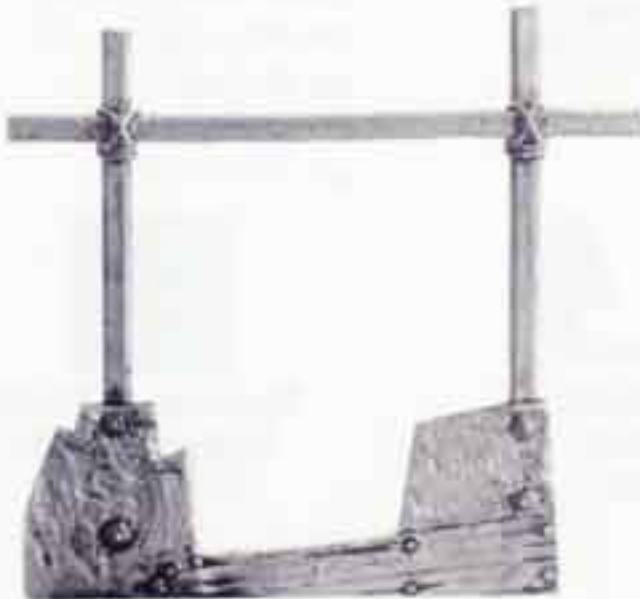
**Digga Trukk Front Plate 1**  
040900102



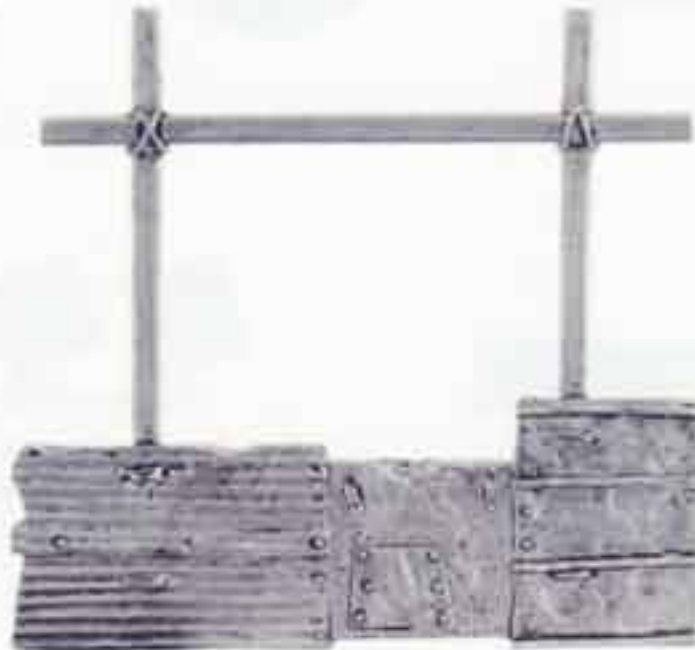
**Digga Trukk Front Plate 2**  
040900103



**Digga Trukk Ram**  
040900104



**Digga Trukk Front Roof Support**  
040900105



**Digga Trukk Back Roof Support**  
040900106



**Digga Trukk Roof**  
040900101



**Harpoon Trak Gun (1)**  
MO 0201

In addition to serving as great vehicle components, the bitz that make up the digga trukkk can be combined to make great shanty-like structures or interesting barricades for your Ork army. Some components like the Digga Trukkk front roof are primitive enough to work for fantasy-based scenery projects.

*Note: The Harpoon Trak Gun comes with the Ork Wheel Sprue and the Wartrak Sprue shown on pp. 234 & 235.*



**Harpoon Trak Gun**  
040301301



**Harpoon Trak Spare Harpoons**  
040301302



**Harpoon Trak Gun Mount**  
040301303



**Harpoon Trak Gunner Body**  
040301304



**Harpoon Trak Glyph Plates**  
040301305



**Harpoon Trak Spike 1**  
040301306



**Harpoon Trak Spike 2**  
040301307



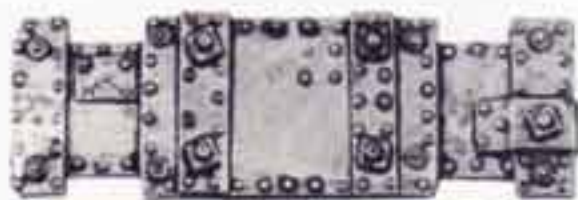
**Harpoon Trak Gunner Hand**  
040301308



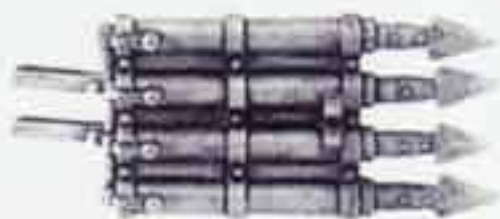
# CLASSIC RANGE



Speargun Trukk Gunner Platform  
040301504



Speargun Trukk Front Plate  
040301501



Speargun Trukk Speargun  
040301503



Speargun Trukk Spears  
040301505



Speargun Trukk  
Glyph Plates  
040301506



Speargun Trukk  
Support Base  
040301507



Speargun Trukk  
Gun Mount  
040301508



Speargun Trukk  
Gang Plank Winch  
040301509



Speargun Trukk  
Tow Ring  
040301510



Speargun Trukk  
Driver Torso  
040301511



Speargun Trukk  
Spanner  
040301512



Speargun Trukk  
Gang Plank Base  
040301513



Speargun  
Trukk (1)  
MO 0203

*Note: The Speargun Trukk comes with the Ork Wheel Sprue and the Wartrukk Sprue shown on pp. 234 & 235.*

# SHOWCASE

*In 1998, James Mackay won second place with this Gorkamorka Mob at the Games Day Golden Demon competition in the Gorkamorka category. His fantastic base and attention to detail secured the silver Golden Demon.*



# CLASSIC RANGE



**Rokkit Buggy  
Gunner Platform**  
040301404



**Rokkit Buggy  
Battering Ram**  
040301402



**Rokkit Buggy  
Rokkit Launcher**  
040301403



**Rokkit Buggy  
Spare Rokkits**  
040301409



**Stormboy  
Jump Pack**  
010302104



**Rokkit Buggy  
Right Support**  
040301406



**Rokkit Buggy  
Left Support**  
040301407



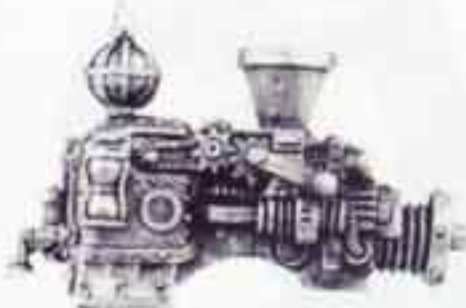
**Rokkit Buggy  
Banner Top**  
040301408



**Rokkit Buggy  
Main Support**  
040301410



**Rokkit Buggy  
Pintle**  
040301411



**Shokk Attack Gun  
Field Generator**  
010300902



**Rokkit Buggy  
Gunner**  
040301405



**Shokk Attack Gun  
Spinning Gubbins**  
010300901



**Rokkit Buggy Front Plate**  
040301401



**Rokkit Buggy (1)**  
MO 0202

*Note: The Rokkit Buggy comes with the Ork Wheel Sprue and the Warbuggy Sprues shown on pp. 234 & 235.*

# CLASSIC RANGE

**Wrekker Trukk (1)**  
MO 0204



*Note: The Wrekker Trukk comes with the Ork Wheel Sprue and the Wartrukk Sprue shown on p. 234 and the Speargun Trukk Gang Plank Base.*



**Wrekker Trukk Wrekker Ball**  
040301605



**Wrekker Trukk Front Plate**  
040301601



**Wrekker Trukk Wrekker Handle**  
040301606



**Wrekker Trukk Wrekker Pedal**  
040301608



**Wrekker Trukk Kannon**  
040301609



**Wrekker Trukk Driver**  
040301610



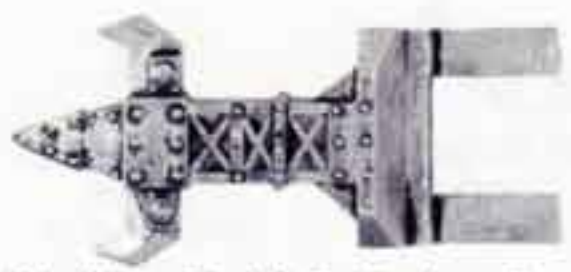
**Wrekker Trukk Gunner**  
040301611



**Wrekker Trukk Skull Spike**  
040301612



**Wrekker Trukk Ammo Box**  
040301614



**Wrekker Trukk Battering Ram**  
040301602



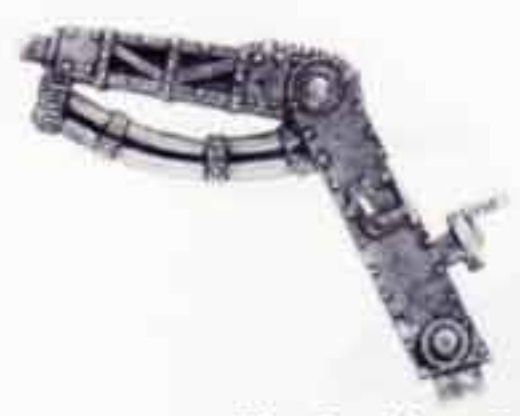
**Wrekker Trukk Wrekker Ball & Chain**  
040301604



**Wrekker Trukk Wrekker Main Support**  
040301603



**Wrekker Trukk Glyph Sprue**  
040301607

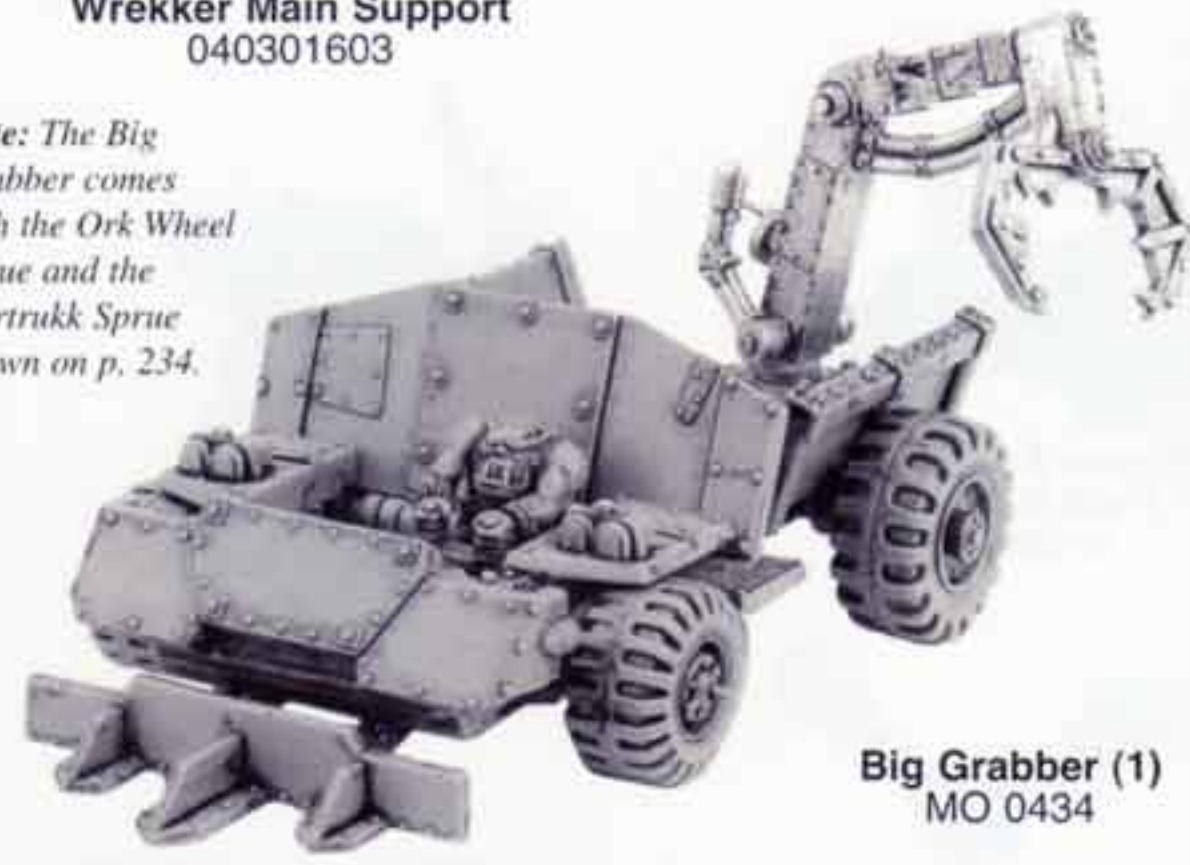


**Big Grabber Crane**  
040301901



**Big Grabber Jaws**  
040301902

*Note: The Big Grabber comes with the Ork Wheel Sprue and the Wartrukk Sprue shown on p. 234.*



**Big Grabber (1)**  
MO 0434



**Big Grabber Spike**  
040301903



**Big Grabber Shoota**  
040301904



**Big Grabber Hammer**  
040301905



**Big Grabber Slugga**  
040301906



**Big Grabber Blowtorch**  
040301907



**Big Grabber Steering Cog**  
040302415

# COLORS OF WAR

*Evil Sunz Mob*



## Evil Sunz

Evil Sunz are obsessed with speed and love to ride in fast buggies. Their vehicles and warriors are predominantly red (red ones go faster after all!) with some yellow detailing. Yellow flames are a common motif and easy to paint too!



*Left: Bad Moon Slugga Boy*

*Right: Bad Moon Nob w/ Bosspole*

## Bad Moons

Bad Moons warbands are wealthy and well equipped. Their ostentatious yellow clan color is used as markings in a dog-tooth pattern or as a background color for black flames.

## Deathskulls

Deathskull warbands are expert looters and scavengers. Their clan color is blue, which most Orks think of as a lucky color. Deathskulls often daub their bodies with blue warpaint to bring extra good fortune to their scavenging exploits.

*Left: Deathskull Slugga Boy*

*Right: Deathskull Nob w/ Kustom Shoota & Bosspole*



## Blood Axes

Blood Axe warbands are seen as being tainted by un-Orky ideas picked up from human warriors on the battlefield. For this reason, they are mistrusted by other Orks. Blood Axes often use camouflage colors, although they appear rather lurid to human eyes.



*Blood Axe Shoota Boy*

*Left: Goff Nob w/ Power Claw and Bosspole*

*Right: Goff Shoota Boy*

## Goffs

Goff clan Orks think they are the toughest, most no-nonsense warriors around and wear a uniform that is somber black with some white and red detailing. Black and white checks are especially popular.



## Snakebites

Snakebite Orks are distrustful of technology and prefer good old-fashioned stuff. Their warriors wear leather and furs for the most part, with some red and white markings.

*Left: Snakebite Nob w/ Big Horns & Bosspole*  
*Right: Snakebite Shoota Boy*



# SHOWCASE

*Right: Bruno Grelier won first place with his Ork Convoy at the 2001 French Games Day Golden Demon painting competition.*

*Below: Sylvain Quirion won second place with his Ork Wartrak at the 1999 French Golden Demon painting competition.*



*Above: Bruno Grelier won third place with his Ork Warboss at the 2000 French Games Day Golden Demon painting competition.*

*Above: Steve Buddle won second place with his Ork Warbiker at the 1999 UK Games Day Golden Demon painting competition.*

*Left: Alex Boyd painted this Speed Freek Warboss.*



*This Page: Corey Hink won Best Appearance with his Ork army at the 2003 Minneapolis Grand Tournament. Corey's Ork army is an excellent example of the variety of vehicles and gear that the Mekboyz and Mad Doks are capable of constructing to add to their savage forces.*





# SISTERS OF BATTLE

*The stout, wooden doors of the cathedral were thrown open as the Battle Sisters, chanting hymns to the Emperor and raising their ritually blessed weapons of faith, marched onto the steps. Bolter shells rained down, and arcane weaponry spouted cleansing fire. High above, the angelic forms of the Seraphim dropped from the dark, towering spires, and bolt pistols spat death.*

*The Sister Superior stood at the top of the marble steps, her bolter kicking in her arms as she pumped shell after shell into the heretics. The light from inside the cathedral framed her in glowing halo of brilliance.*

*"Death to the defilers!"*

*Below: One of the new Sisters of Battle.*



The Ordo Hereticus, also known as the Witch Hunters, is the branch of the Inquisition tasked with hunting down the the heretics and the genetically impure of the Imperium. The remit of the Witch Hunters also includes watching over internal organizations like the Arbites, Adeptus Astra

Telepathica, and the Inquisition itself. This branch of the Inquisition is perhaps the most widely feared of all the Ordos. The Chamber Militant of this holy order is the virtuous and pious Adepta Sororitas, the Sisters of Battle. This ancient order of warrior women is

dedicated to the Emperor and the Imperial creed and includes the best and bravest warriors an Inquisitor can call upon.

## Witch Hunters Preview

*Codex: Witch Hunters* is slated for release in April 2004. Like the first Inquisitorial Codex (*Codex: Daemonhunters*, which covered the Ordo Malleus), *Codex: Witch Hunters* provides full rules for playing with a stand alone Witch Hunters army and for incorporating other troops (like Space Marines or Imperial Guard) into the mix.

Included in *Codex: Witch Hunters* is the history of the Ecclesiarchy, the Ordo Hereticus, the Adepta Sororitas, the army list, special rules, special characters, and more. For a full list of new models and codes, check out *White Dwarf* and the Games Workshop web site for the latest releases.



*Above: Artwork from the upcoming Codex: Witch Hunters.*





## The Enemy Is Everywhere

*While a Witch Hunter's very existence is geared towards fighting heretics, betrayal is not always apparent at first glance. There are times when Witch Hunters are forced to hunt down and battle Space Marines (particularly those whose gene-seed is suspected of corruption), and history demonstrates that there are all too many examples of traitorous Imperial Guard regiments. Battles against aliens, such as Eldar, Orks, Tau, or Necrons, can take place because the Witch Hunters want to defend sacred territory, take prisoners to study, or punish those who would corrupt the Emperor's true believers. Thus, if your Witch Hunter force lines up against an army that is not necessarily a turncoat to Imperial Humanity at first glance, look again (and make up a cool storyline). Remember, traitors are everywhere, and doubt is all most Witch Hunters require to muster the Emperor's arsenal.*



# SHOWCASE



*Left: Jim Jackson won an Honorable Mention in the Warhammer 40,000 Single Miniature Category at the 2003 Los Angeles Golden Demon painting competition with his Sisters of Battle Shrine.*



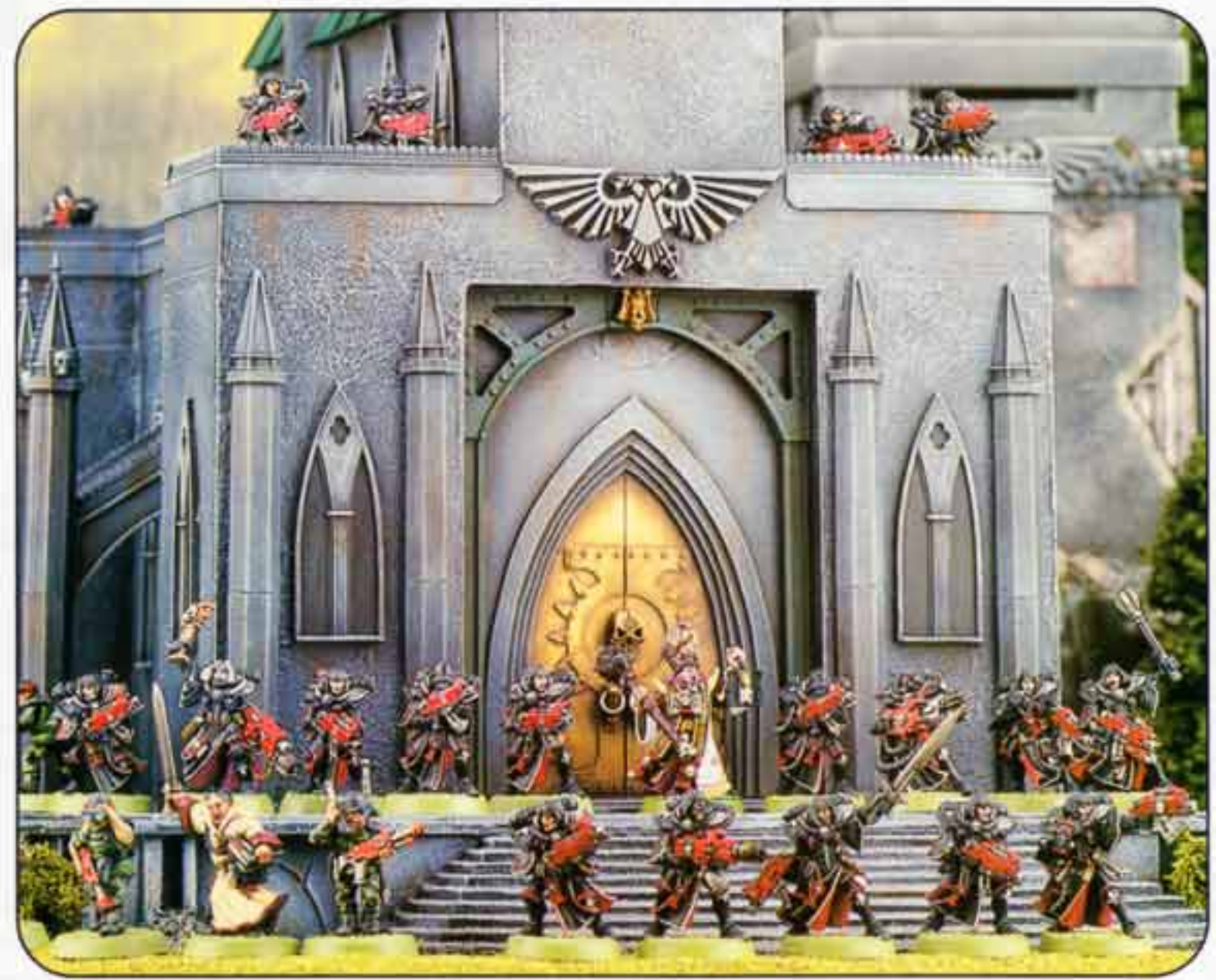
*Right: Chris Borer's Sister of Battle conversion was inspired by John Blanche's Battle Sister painting.*



*Right: Bennet Blalock-Doane won third place in the Warhammer 40,000 Squad Category at the 2003 Chicago Golden Demon painting competition with his Faith under Siege Diorama.*

*A spiritu dominatus,  
Domine, libra nos.  
From the lightning and the tempest,  
Our Emperor, deliver us.  
From plague, deceit, temptation, and war,  
Our Emperor, deliver us.  
From the scourge of the Kraken,  
Our Emperor, deliver us.  
From the blasphemy of the Fallen,  
Our Emperor, deliver us.  
From the begetting of Daemons,  
Our Emperor, deliver us.  
From the curse of the Mutant,  
Our Emperor, deliver us.  
A morte perpetua,  
Domine, libra nos.  
That thou wouldst bring them only death,  
That thou shouldst spare none,  
That thou shouldst pardon none,  
We beseech thee, destroy them.*

*Invocation of the Fede Imperialis. Commonly known as the Battle Prayer of the Adepta Sororitas.*





**Confessor Kyrinov Blister (1)**  
52-44



**Confessor Kyrinov Body**  
010801101



**Mace of Valaan**  
010801102

*It is the story of a man who did insane things, because he put into practice what many Saints have preached.*



**Uriah Jacobus Blister (1)**  
52-45



**Canoness Blister (1)**  
52-35



**Canoness Body**  
010800902



**Celestial Banner Bearer Blister (1)**  
010401502 (Bit)  
52-37 (Blister)

*Note: Standard is not included with the Celestial Banner Bearer.*



**Uriah Jacobus Right Arm**  
010802102



**Uriah Jacobus Backpack**  
010802103



**Uriah Jacobus Body**  
010802101

*A single man with faith can triumph over a legion of faithless. Untold billions of the faithful can never be opposed.*



**Canoness Icon**  
010800903



**Battle Sister Backpack**  
010800401

**ECCLESIAIRCHY BANNERS.** Each of the Orders Militant possesses ancient battle banners passed down through the generations from the time when the Orders were first founded. They are proudly borne into battle and help to bolster the morale of the Battle Sisters and inspire them to ever greater feats of glory.



*This Order of Our Martyred Lady banner has been modified slightly from the one shown to the right. Instead of a straight edge, the banner had a ragged edge cut into it with scissors. This edge was then painted with a slightly darker shade of brown to make it stand out slightly and look faded and worn by time.*



*Banner of the Order of Our Martyred Lady*



*Banner of the Order of the Valorous Heart*



*Banner of the Order of the Sacred Rose*



*Banner of the Order of the Argent Shroud*



*Banner of the Order of the Ebon Chalice*



*Banner of the Order of the Bloody Rose*

**THE SISTERHOOD**

All of the Orders of the Sisterhood are divided between the two principle worlds of Earth and Ophelia VII. The Adepta Sororitas have an extensive convent on each of these planets, which are home to members of all of the Orders.

The head of each Convent is the Prioress, who is answerable only to the Ecclesiarch himself. The Prioresses are elected from the ranks of the various Orders. Each Order is run by a Canoness and her Sister Superiors. They look after the training of recruits, the performing of regular prayer sessions (usually several a day), and the maintenance of their own affairs. Part of the puritan lifestyle of the Sisterhood is isolation, and it is generally only the Canoness and her most experienced Sister Superiors who will have dealings with outsiders.

The most widely known Orders of the Sisterhood are the Orders Militant. These Battle Sisters follow the original doctrines of the Daughters of the Emperor. The Orders Militant are themselves broken down into military units, with each squad led by a Sister Superior. The most senior Sister Superiors may have organizational control over several squads of Battle Sisters. The most skilled and experienced Battle Sisters receive further training and become inducted into the most ancient rites of the Order.

After the founding of the Adepta Sororitas, their ranks soon grew to over 10,000 fighters. Ecclesiarch Alexis XXII split each of the Convents into two Orders, thereby founding the Orders Militant of the Ebon Chalice, Valorous Heart, Fiery Heart, and the Argent Shroud.

After 2,500 years, two more Orders were created by Deacis VI (the Orders of the Bloody Rose and the Sacred Rose), and the Convent buildings were extended to accommodate almost 15,000 warriors each. In recent years, the number of the Militant Orders' members has declined, and each Order now numbers between 3,000 and 4,000 Battle Sisters. These warriors are spread throughout the galaxy in various battle zones and on extended tours of duty. The size of an Order waxes and wanes irregularly, depending on the quality of recruits available and battle losses. On occasion, an Order may number no more than a few hundred warriors, all fighting the enemies of the Emperor. At other times, an Order may reach a peak of 6,000 or 7,000 warriors, with much of the Order fighting in distant wars, while a reserve of several thousand Battle Sisters is left behind and can be dispatched if needed.

**ELITES**



**Imperial Missionary Blister (Random 1)**  
52-46



**Missionary Body 1**  
010801201



**Missionary Backpack 1**  
010801203



**Missionary Backpack 2**  
010801205



**Missionary Chainsword**  
010801202



**Missionary Body 2**  
010801204



**Imperial Preacher 1**  
010802201



**Imperial Preacher 2**  
010802203



**Imperial Preacher 3**  
010802202

**Imperial Preacher Blister (Random 1)**  
52-47

**TROOPS**

*The Emperor is our Father and our Guardian, but we must also guard the Emperor.*



**Sister Superior 1**  
010800402



**Sister Superior 2**  
010801703



**Battle Sister Backpack**  
010800401



**Sister Superior 3**  
010801704

**Sister Superior Blister (Random 1)**  
52-36

TROOPS



**Battle Sisters Blister (Random 3)**  
52-39

*Note: Sisters of Battle ride into battle inside the ubiquitous Rhino.*



**Battle Sister Backpack**  
010800401



**Rhino APC Box (1)**  
48-12



**Battle Sister 5**  
010801308

**Battle Sister 6**  
010801309

**Battle Sister 7**  
010801310

**Battle Sister 1**  
010800403

**Battle Sister 4**  
01080407



**Battle Sister 2**  
010800404

**Battle Sister 3**  
010800405



**B. S. w/ Flamer**  
010800406

**B. S. w/ Melta Gun**  
010800802

**Battle Sisters w/ Assault Weapons Blister (2)**  
52-48



**Sisters of Battle Shrine**  
010802501 (Base)  
010802502 (Top)

*The Battle Sisters have many names, the Daughters of the Emperor, the Adepta Sororitas, or the more commonly known Sisters of Battle. They are the defenders of Imperial faith and a physical reminder of the power of the Ecclesiarchy.*





# Ecclesiarchy Conversions – by John Blanche

GW publications list numerous Ecclesiarchy characters that you can include in your army by converting them from models in the existing line. Dark Angels Space Marines, Necromunda Redemptionists, Warhammer Wizards, or any kind of robed figure can be used to good effect.



Alternative hand weapons from Warhammer or Necromunda models.

**Brigidius the Pious.** Start with an Eldar Warlock, and add a Bretonnian Knight helm, Empire Standard, and Liber Baboonicus from Slaven Lord Strak. File away the Eldar decorations, and add purity seals made from green stuff.

Alternative heads from Warhammer or Necromunda models.



**Esorcizandis, High Lord of Lastrati**  
Start with Mephiston, the Blood Angels Lord of Death. Add grails from Apothecary Corbulo and use green stuff to create the fire. Replace Mephiston's shoulder pads with plastic Skeleton skulls. Finally, add a Chaos plasma pistol and a Chaos Terminator power seal.



**Equitas, Bishop of Metallia.** Start with Ahriman the Chaos Sorcerer and swap his head for that of a Bretonnian Knight Errant. Add a grail arm from Morgiana le Fies, a Chaos plasma pistol, and a Chaos banner pole. Make the shroud from foil.

**Tortus Babonicus**  
Start with a Necromunda Redemptionist. Add skulls and the small bell from a Slaven Screaming Bell. Cut litany parchments from foil.



**Hieronymus Vulcanus**  
Start with Fabius Bile and add the head of an Empire Outrider, plastic shoulder pads, foil purity seals, plastic Skeleton skulls, and a Space Wolf hair piece.



**Barbarosa Mulficaram, Confessor Abolitus**  
Start with an Empire Lute Wizard and add a plastic Chaos plasma pistol, Dark Angels and Chaos Terminator banner poles, plastic Skeleton bones for relics, and foil litany papers.



**Guido Noctula, Priest General of the Iron Brotherhood**  
Convert this character with the torso of a Space Marine Chaplain, the arms of an Imperial Guard Sergeant, and the lower body of Ezekiel, the Dark Angels Grand Master of Librarians. The Imperial eagle has been filed away from the model's chest. Ezekiel's book, keys, and other paraphernalia are very evocative of the Ecclesiarchy.



**Corvus Corax, Sister Sabina**  
You can easily convert Necromunda Escher gang figures into Battle Sisters. File the hair away from an Escher figure, and add a Chaos bolt pistol and purity seals made from foil.



Empire and Bretonnian banners can be used as Adeptus Sororitas banners.

All measurements are supplied unmounted. Models, hats, and spears are all shown actual size unless otherwise noted.

One man can start a landslide with the casting of a single pebble.

## FAST ATTACK

Seraphim are experienced warriors. They alone are trained in the use of jump packs. Their training and equipment make them very mobile and hard-hitting in close combat.



**Seraphim Battle Sister w/ Twin Flamers Blister (1)**  
52-53

**Seraphim Sister Superior Blister (1)**  
52-38

**Seraphim Battle Sister Blister (1)**  
52-40



**Seraphim Battle Sister Jump Pack**  
010801001



**Seraphim Battle Sister w/ Bolt Pistols 1**  
010801002

**Seraphim Battle Sister w/ Bolt Pistols 2**  
010801004

**Seraphim Battle Sister w/ Flamers**  
010801005

**Seraphim Sister Superior**  
010801003

Battle Sisters who carry heavy weapons are known as Retributors. They carry powerful but short-ranged weaponry such as heavy flamers and multi-meltas. Often, these Battle Sisters take the field as a single divine Retribution squad, riding aboard an Immolator to bring absolution to the enemy.

## HEAVY SUPPORT



**Battle Sister w/ Heavy Bolter Blister (1)**  
52-41

**Battle Sister w/ Heavy Flamer Blister (1)**  
52-42

**Battle Sister w/ Multi-Melta Blister (1)**  
52-43

**Battle Sister Heavy Bolter Body**  
010800602

**Battle Sister Heavy Flamer Body**  
010800701

**Battle Sister Multi-Melta Body**  
010801601



**Battle Sister Heavy Bolter**  
010800603

**Battle Sister Heavy Flamer**  
010800702

**Battle Sister Multi-Melta**  
010801602

**Battle Sister Backpack**  
010800401

**Battle Sister Heavy Flamer Backpack**  
010800703

**Battle Sister Multi-Melta Backpack**  
010801603





# HEAVY SUPPORT



**Immolator Gunner**  
010800501



**Immolator Heavy Flamer**  
010800502



**Immolator Left Heavy Flamer**  
010800503



**Immolator Turret Base**  
010800504



**Immolator Tank**  
MO 0208

*Note: The Classic Immolator Tank comes with the Classic Space Marine Rhino Sprues shown on p. 280.*



**Immolator Front Hatch 1**  
010800505



**Immolator Front Hatch 2**  
010800506



**Immolator Side Hatch**  
010800507



**Immolator Upper Turret Base**  
010800508



**Immolator Blast Shield**  
010800509

*The Immolator is based on the ubiquitous Rhino and is a design exclusive to the Ministorum. Fitted with a pair of heavy flammers or multi-meltas, the Immolator is designed to bring the cleansing light of the Emperor to the enemies of mankind.*

# PRICE LIST

## Boxed Sets & Blister Packs – HQ

- 52-35 Canoness .....\$8  
Blister includes 1 model
- 52-37 Celestian Standard Bearer .....\$7  
Blister includes 1 model
- Special Characters**
- 52-44 Confessor Kyrinov .....\$10  
Blister includes 1 model
- 52-45 Uriah Jacobus .....\$10  
Blister includes 1 model

## Boxed Sets & Blister Packs – Elites

- 52-46 Imperial Missionary .....\$6  
Blister includes 1 model
- 52-47 Imperial Preacher .....\$6  
Blister includes 1 model

## Boxed Sets & Blister Packs – Troops

- 52-48 Battle Sisters w/ Assault Weapons ...\$9  
Blister includes 2 models
- 52-36 Sister Superior .....\$6  
Blister includes 1 model
- 52-39 Battle Sisters .....\$9  
Blister includes 3 models
- MO0146 Redemptionist Squad .....\$30  
Set includes 10 models

## Boxed Sets & Blister Packs – Fast Attack

- 52-38 Seraphim Sister Superior .....\$8  
Blister includes 1 model
- 52-40 Seraphim Battle Sister .....\$6  
Blister includes 1 model

- 52-53 Seraphim Battle Sister w/ Twin Flamer .....\$6  
Blister includes 1 model
- 48-12 Rhino APC .....\$25  
Box includes 1 model

## Boxed Sets & Blister Packs – Heavy Support

- MO0208 Immolator Tank .....\$35  
Box includes 1 model
- 52-41 Battle Sister w/ Heavy Bolter .....\$7  
Blister includes 1 model
- 52-42 Battle Sister w/ Heavy Flamer .....\$7  
Blister includes 1 model
- 52-43 Battle Sister w/ Multi-Melta .....\$6  
Blister includes 1 model

## Metal Bitz – HQ

- Confessor Kyrinov**
- 010801101 Confessor Kyrinov Body .....\$8
- 010801102 Mace of Valaan .....\$3
- Canoness**
- 010802101 Uriah Jacobson Body .....\$6
- 010802102 Uriah Jacobson Right Arm .....\$3
- 010802103 Uriah Jacobson Backpack .....\$3

## Uriah Jacobson

- 010800902 Canoness Body .....\$7
- 010800903 Canoness Icon .....\$2
- 010801502 Celestian Standard Bearer .....\$8
- 010800401 Battle Sister Backpack .....\$1.50

## Metal Bitz – Elites

- Imperial Missionary**
- 010801201 Missionary Body 1 .....\$3.50
- 010801202 Missionary Chainsword .....\$1.50
- 010801203 Missionary Backpack 1 .....\$2.50
- 010801204 Missionary Body 2 .....\$4.50
- 010801205 Missionary Backpack 2 .....\$2.50

## Imperial Preachers

- 010802201 Preacher 1 .....\$7
- 010802202 Preacher 2 .....\$7
- 010802203 Preacher 3 .....\$7

## Metal Bitz – TROOPS

- Sisters of Battle**
- 010800401 Battle Sister Backpack .....\$1.50
- 010800402 Sister Superior 1 .....\$5.50
- 010800403 Battle Sister 1 .....\$3
- 010800404 Battle Sister 2 .....\$3
- 010800405 Battle Sister 3 .....\$3
- 010800406 Battle Sister w/ Flamer .....\$6
- 010800407 Battle Sister 4 .....\$3
- 010800802 Battle Sister w/ Melta-Gun .....\$6
- 010801308 Battle Sister 5 .....\$3
- 010801309 Battle Sister 6 .....\$3
- 010801310 Battle Sister 7 .....\$3
- 010801703 Sister Superior 2 .....\$5.50
- 010801704 Sister Superior 3 .....\$5.50

## Sisters of Battle Shrine

- 010802501 Shrine Base .....\$2
- 010802502 Shrine Top .....\$2

## Metal Bitz – Fast Attack

- Seraphim**
- 010801001 Seraphim Jump Pack .....\$3.50
- 010801002 Seraphim 1 w/ Bolt pistols .....\$4.50
- 010801003 Seraphim Superior .....\$7
- 010801004 Seraphim 2 w/ Bolt pistols .....\$4.50
- 010801005 Seraphim w/ Hand Flamers ...\$3.50

## Metal Bitz – Heavy Support

- Battle Sisters with Heavy Weapons**
- 010800602 Battle Sister Heavy Bolter Body ...\$4
- 010800603 Battle Sister Heavy Bolter .....\$4
- 010800701 Battle Sister Heavy Flamer Body ...\$4

# COLORS OF WAR

- 010800702 Battle Sister Heavy Flamer . . . . . \$4
- 010800703 Battle Sister Heavy Flamer Backpack \$1.50
- 010801601 Battle Sister Multi-Melta Body . . \$4
- 010801602 Battle Sister Multi-Melta . . . . . \$4
- 010801603 Battle Sister Multi-Melta Backpack . \$1.50

**Immolator Tank**

- 010800501 Immolator Gunner . . . . . \$2
- 010800502 Immolator Right Heavy Flamer . . \$2
- 010800503 Immolator Left Heavy Flamer . . . \$2
- 010800504 Immolator Turret Base . . . . . \$3
- 010800505 Immolator Front Hatch 1 . . . . . \$3
- 010800506 Immolator Front Hatch 2 . . . . . \$3
- 010800507 Immolator Side Hatch . . . . . \$3
- 010800508 Immolator Upper Turret Base . . . \$2
- 010800509 Immolator Blast Shield . . . . . \$2

The uniforms of the Adepta Sororitas are based on the original garments worn by the Daughters of the Emperor. The Orders of the Ebon Chalice and Valorous Heart display the colors of the original convents, unchanged for 4,000 years. The other Orders continue this principle with only minor modifications to distinguish them on the battlefield. The Orders Militant make use of three main colors in the design of their uniforms: black, white, and red.



A thinned-down mixture of Black and Brown Inks was used to give a scorched look to the edges of the jump packs of these Seraphim.



The fleur de lys is the symbol of the Adepta Sororitas and features prominently on the uniforms of all Battle Sisters.



The scorched look of the flamer nozzle carried by this Battle Sister was achieved by drybrushing black and gold over the basic gunmetal color.



There are millions of Preachers and Missionaries throughout the Imperium, and the styles of dress they adopt, as well as the colors of their garb, are numerous and diverse.

**Redemptor Kyrinov, the Arch Confessor.** Spiral patterns have been painted over Kyrinov's cassock and the long black sash around his neck. The pattern is the same on both, but the colors were chosen to contrast. On the black sash, the pattern is picked out in gold, whereas on the white cassock, the pattern is a silvery grey. White lines have also been added to Kyrinov's Icon of Chiros and the haft of his Mace of Valaan. These lines suggest that both items were crafted from a veiny stone like marble or malachite.



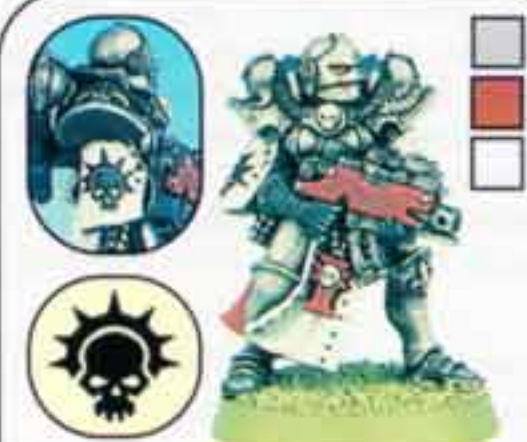
**Order of the Ebon Chalice.** Battle Sisters of this Order wear black armor and white cloaks. The lining of their cloaks is red, and the hems are embellished with silver studs. Their weapon casings are a deep red.



**Order of the Sacred Rose.** The Order of the Sacred Rose wears white armor, with contrasting black cloaks. The lining of their cloaks is red, and their weapon casings are also a deep red.



**Order of Our Martyred Lady.** The striking uniforms of the Order of Our Martyred Lady emphasize black armor, black cloaks with red linings, red weaponry, white piping around the cloaks, and white unit insignia.



**Order of the Argent Shroud.** As the name of the Order suggests, its Battle Sisters wear silver armor, coupled with white cloaks that have red linings. The weapons they bear are also red.



**Order of the Bloody Rose.** The armor worn by the Battle Sisters of this Order is a bright blood red color. Their cloaks are black on the outside with pure white linings. The Sisters' weaponry is black, which matches their cloaks.



**Order of the Valorous Heart.** Battle Sisters of the Valorous Heart wear black armor and cloaks. Their cloak linings, however, are white. The only trace of red evident on their uniforms is in the Order badge and Ecclesiarchy symbol.

# SPACE MARINES

*Sergeant Peterson surveyed the rubble and carnage, took off his helmet, and scratched his head in amazement. For 3 days, the 3rd Imperial Guard Militia Regiment had been held up by rebel forces embedded in the trenches and thick cover of sector 317. Several assaults had been launched, all resulting in heavy casualties and a complete failure to penetrate enemy lines.*

*Just as the 3rd Regiment prepared for another seemingly hopeless attack, they were told by command to hold. Instead of the expected artillery barrage, two squads of Ultramarines arrived in their Rhino Transports. It was the first time Peterson had seen Space Marines, and the rumors all fell short of reality. In unspoken coordination, one squad supplied covering fire while the other squad advanced. In perfect order, the two squads advanced into the Rebel's most fortified positions. Enemy fire washed over the 7'-tall power-armored giants but bounced off like gentle rainfall. In a few moments, it was over. Just like that, the Space Marines remounted their vehicles and went off on further missions. As the grisly evidence at Peterson's feet proved, there were no rebel survivors.*

Space Marines are genetically modified super soldiers that were first made in the dark and distant past by the Emperor himself. Equipped with power armor, extra organs, enhanced reflexes, superhuman strength, and more, the Space Marines are Humanity's finest warriors. Organized by Chapters, each of which has varying degrees of autonomy, Space Marines are deployed to the most deadly battle sites of the Imperium.

*Bryan Shaw's amazing battle scene depicts the last stand of the Crimson Fists Space Marines as unseen Ork hordes move in to overtake them.*

## Fighting Style

A Space Marine army is capable of fulfilling any battlefield mission. By mixing squad selection, weapon

choices, and equipment, a Space Marine force can defend, attack, stand back and shoot rapidly advance, or any combination imaginable. Indeed, Space Marines are entrusted with all sorts of specialist missions such as raiding behind enemy lines, capturing vital positions, and defiant rearguard actions.

Some Space Marine Chapters are renowned for a particular battlefield trait or fighting style. The White Scars are famous for their hit-and-run style of attacks, while the Blood Angels are feared most for their close assault prowess. To find out more about famous Space Marine Chapters and their histories, look for Codex army books and the Index Astartes series.

## Collecting a Space Marine Army

The best way to begin collecting an army is by getting a few core Troops choices and a leader. These models will not only fulfill the compulsory selections from the Standard Missions template, but they will also give players a solid army core upon which to build. Space Marines are an ideal army to build, whether you are a new Warhammer 40,000 player or an aged veteran of many battles. The army is compact and endlessly adaptable. Troops like Space Marine Tactical Squads can be upgraded with a few weapon options (like a lascannon to take out enemy armor or a heavy bolter to wipe out massed troops). You can also add a Transport in the form of a Rhino or Razorback.



Anthony Warrington took home a Gold trophy from the 1999 Golden Demon Painting Competition in the UK with his Sons of Sparta Space Marines.



Likewise, a Space Marine Hero can be on his own (a great option for beginning armies) or can be accompanied by a Command Squad complete with Apothecary, Techmarine, and Standard Bearer.

When it comes to enlarging a Space Marine army, there are simply too many great choices. Players who favor bringing the attack to the enemy quickly can look to Fast Attack choices like Assault Squads (with jump packs), Bike Squadrons, or Land Speeders. Heavy Support comes in the form of heavy weapons upgrades (Devastator Squads) or a wide range of lethal support vehicles like a Predator Tank, Vindicator, Land Raider, or Whirlwind missile launcher. As all Space Marines are fantastic, you know their Elite selections are truly awesome. Dreadnoughts are great support for infantry, and Terminators are even more heavily armed and armored than Space Marines.

The Space Marine line of Citadel Miniatures is widely adaptable, with plenty of models and options usable by any Chapter (including ones you've made up yourself) as well as specific models to fulfill particular Chapter roles. Forward for the Emperor!

### Different Chapters

A Chapter of Space Marines is a complete army in its own right. Many Chapters can trace their founding to the birth of the Imperium 10,000 years ago, and their histories are rich with heroic deeds and battles.

Ultramarines, Blood Angels, Space Wolves, Silver Skulls, Black Templars, Crimson Fists, and the Iron Hands are just a few of the more widely known Chapters. There are reputed to be a thousand Chapters of Space Marines, but even as you read this description, new Chapters are being created and old ones are being wiped out or amalgamated.



Here are the first plastic Space Marines boxed set and the first metal Space Marine miniature produced by Games Workshop. They certainly have come a long way!



A spectacular Venerable Dreadnought conversion by Jason Lockwood

Dark Angels Ravenwing Biker by Dave Bain



Guilliman, Primarch of the Ultramarines by Albert Victorio Martin





# GETTING STARTED

## Codices

The Codex is the essential tome of knowledge for the Space Marine commander. There are specialized books for three storied chapters – Blood Angels, Dark Angels, and Space Wolves. Each contains background information and special rules for the Chapter it details.



Codex: Space Marines 48-01-60



Codex: Blood Angels 41-01-60



Codex: Dark Angels 44-01-60



Codex: Space Wolves 53-01-60

*Note: In addition to the books shown on this page, Space Marine players may also want to check out both Codex: Armageddon and Codex: Eye of Terror for more troop choices and special rules.*



### Space Marines Mega Force (48-31)

- 10-man Space Marine Tactical Squad
- 5-man Space Marine Combat Squad
- 5-man Space Marine Assault Squad
- 1 Rhino
- 1 Predator
- 1 Dreadnought
- AND
- 1 Set of Jungle Trees

*The Space Marines Mega Force box set contains all you need to form the foundation of a Space Marines army – along with a little extra firepower – no matter what Chapter you're working with.*



Index Astartes 2 40-08-60

## Index Astartes

The Index Astartes books give you detailed background information on dozens of examples of the Emperor's finest as well as insight into their long and storied history. From the First Founding to the Horus Heresy and beyond, all is described therein.



### Space Marines Battle Force (48-08)

- 10-man Tactical Squad
- 5-man Assault Squad
- 3 Space Marine Bikes
- 1 Rhino
- 1 Set of Jungle Trees



### Space Wolves Battle Force (53-07)

- 10-man Bloodclaws Squad
- 10-man Grey Hunters Squad
- 3 Space Wolves Bikes
- 1 Rhino
- 1 Set of Ruined Buildings





Space Marine Command Squad Box (5)  
48-17

*Note: The Space Marine Commander is also available separately in a blister pack (48-64).*



Space Marine Commander  
010110301



Commander Storm Bolter  
010110302



Apothecary Medi-Pack 1  
010107203



Techmarine Power Axe  
010110306



Apothecary w/ Chainsword  
010110304



Techmarine Servo-Arm Backpack  
010107503



Space Marine Standard Top  
010101802



Company Standard Bearer  
010110307



Veteran Sergeant w/ Scanner  
010110303



Techmarine  
010110305

**SPACE MARINE BACK BANNERS**

The back banners that Space Marines wear indicate in one visual stroke with which Chapter and squad they are associated and may tell of a storied incident from the Chapter's past. In any case, these banners really add impact to the look of your army. Here are some tips on making your own back banner.



Start by drawing your design and outline on a piece of paper (or photocopy the template shown here and draw your design on it). Draw lightly so the design will be easy to cover with paint. Cut out your banner and attach it to a piece of plasticard or cardboard for stability.

When you've painted the colors onto the banner, either paint the outline with a fine detail brush or trace it with a fine technical marker (pick one up at an art or craft store).



Carefully cut out your banner tabs first, paint the back a solid color, and attach it to the banner pole by folding the tabs over and using white glue to attach the tabs to the back of the banner. If you use a hobby knife (as in the picture) for precise attachment, be sure to use the flat side of the blade instead of the point. Be careful not to glue the banner to the banner pole itself.

Once you finish one banner, the rest will only get easier. Remember, practice is the key. Try using brass rod to create larger banner poles so you can make larger and more ornate back banners for your army's special characters. Let your imagination go!



# HQ



**Terminator Captain Blister (1)**  
48-42



**Terminator Captain Body**  
010111101



**Terminator Captain Power Sword**  
010111102



**Terminator Captain Storm Bolter**  
010111103



**Space Marine Captain Blister (Random 1)**  
48-64



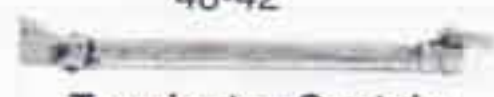
**Commander 2 Body**  
010120501



**Commander Bolter Arm**  
010119902



**Commander Storm Bolter**  
010110302



**Terminator Captain Banner Pole**  
010111104

*Note: Space Marine Librarians come with the Space Marine backpack shown with Tactical Squads in the Troops section.*

*Note: 48-64 contains the Commander model (010110301) shown with the Space Marine Command Squad 48-17 on the previous page.*



**Commander 2 Combi-Bolter**  
010120502



**Epistolary Librarian 1**  
010101901



**Epistolary Librarian 2**  
010101902



**Lexicanum Librarian 1**  
010107001



**Lexicanum Librarian 2**  
010107002



**Codicier Librarian 2**  
010107301

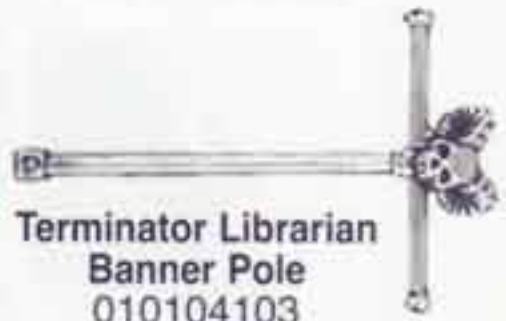


**Codicier Librarian 1**  
010107302

**Space Marine Librarian Blister (Random 1)**  
48-37



**Terminator Librarian Blister (1)**  
48-43



**Terminator Librarian Banner Pole**  
010104103



**Emperor's Champion Sword**  
010123602



**Emperor's Champion Blister (1)**  
55-40



**Emperor's Champion Body**  
010123601



**Apothecary 1**  
010107201



**Apothecary 2**  
010107202



**Terminator Librarian Force Axe**  
010104102



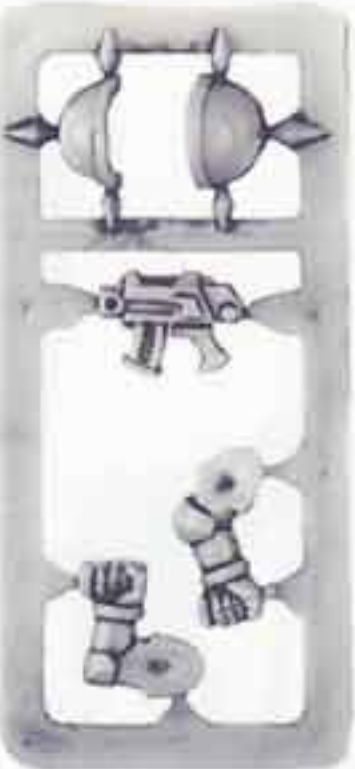
**Terminator Librarian Body**  
010104101

**Space Marine Apothecary Blister (Random 1)**  
48-39

*Note: These Apothecaries wear the Medi-Pack (010107203) shown with the Command Squad.*



**Space Marine Character Backpack**  
99399999008



**Space Marine Character Arms Sprue**  
99399999007

*Note: All Chaplains on this page (except Xavier) can be equipped with a jump pack as shown with the Assault Marines in the Fast Attack section.*

*Note: Space Marine Chaplains come with the Space Marine Character Backpack and Space Marine Character Arms Sprue.*



**Space Marine Chaplain 1**  
010103103



**Space Marine Chaplain 3**  
010103101



**Space Marine Chaplain 4**  
010103104



**Space Marine Chaplain 2**  
010103102

**Space Marine Chaplain Blister (Random 1)**  
48-38



**Space Marine Chaplain on Bike Box (1)**  
48-18

*Note: The Space Marine Chaplain on Bike boxed set also contains the Space Marine Bike Sprue, shown in the Fast Attack section.*



**Space Marine Bike Chaplain**  
010107603



**Chaplain Bike Faring**  
010107602



**Chaplain Bike Equipment Sprue**  
010107601



**Xavier - Salamander Chaplain Blister (1)**  
55-39



**Space Marine Terminator Chaplain Blister (1)**  
48-44



**Terminator Chaplain Body**  
010104001

*Note: The Terminator Chaplain also comes with 010100704 Storm Bolter shown in the Heavy Support section.*



**Terminator Chaplain Crozius**  
010104002



**Terminator Chaplain Banner Pole**  
010104003



**Chaplain Xavier Body**  
010122101



**Chaplain Xavier Arm**  
010122102



**Chaplain Xavier Cloak**  
010122103

*Note: Chaplains and special characters for other specific Space Marine Chapters can be found later in this catalog.*





# HQ



**Techmarine 1**  
010107501



**Techmarine 2**  
010107502

**Space Marine Techmarine Blister (Random 1)**  
48-40

*Note: Techmarines are shown complete with the Techmarine Servo-Arm backpack (010107503) shown with the Command Squad.*



**Blood Angel Company Standard Top**  
010101803

*Note: The complete Standard Bearer blister pack also comes with the Codex Standard Top (010101802) shown with the Command Squad, one-fifth of the Space Marine Backpack Sprue (99380101004) shown with the Tactical Squad in the Troops Section, and the Character Arms Sprue (99399999007) shown with the Chaplains.*



**Company Standard Bearer**  
010101801

**Space Marine Standard Bearer Blister (1)**  
48-41

# SHOWCASE

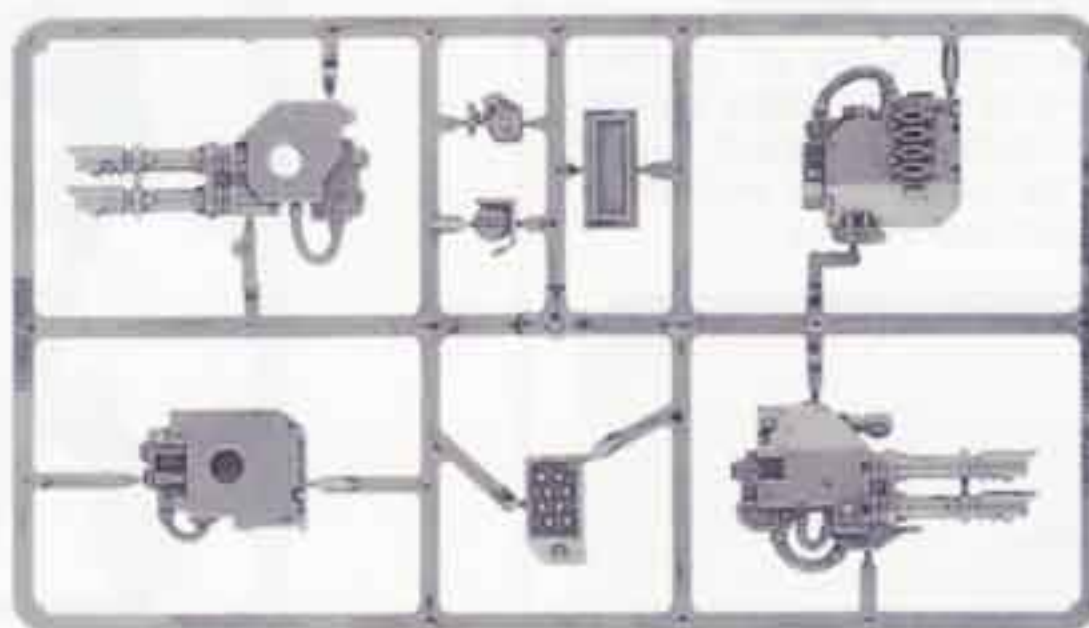
*Bobby Wong's beautifully painted Command Squad took home top honors as the Slayer Sword winning entry at the Golden Demon Painting Competition in Baltimore in 2001.*



ELITES



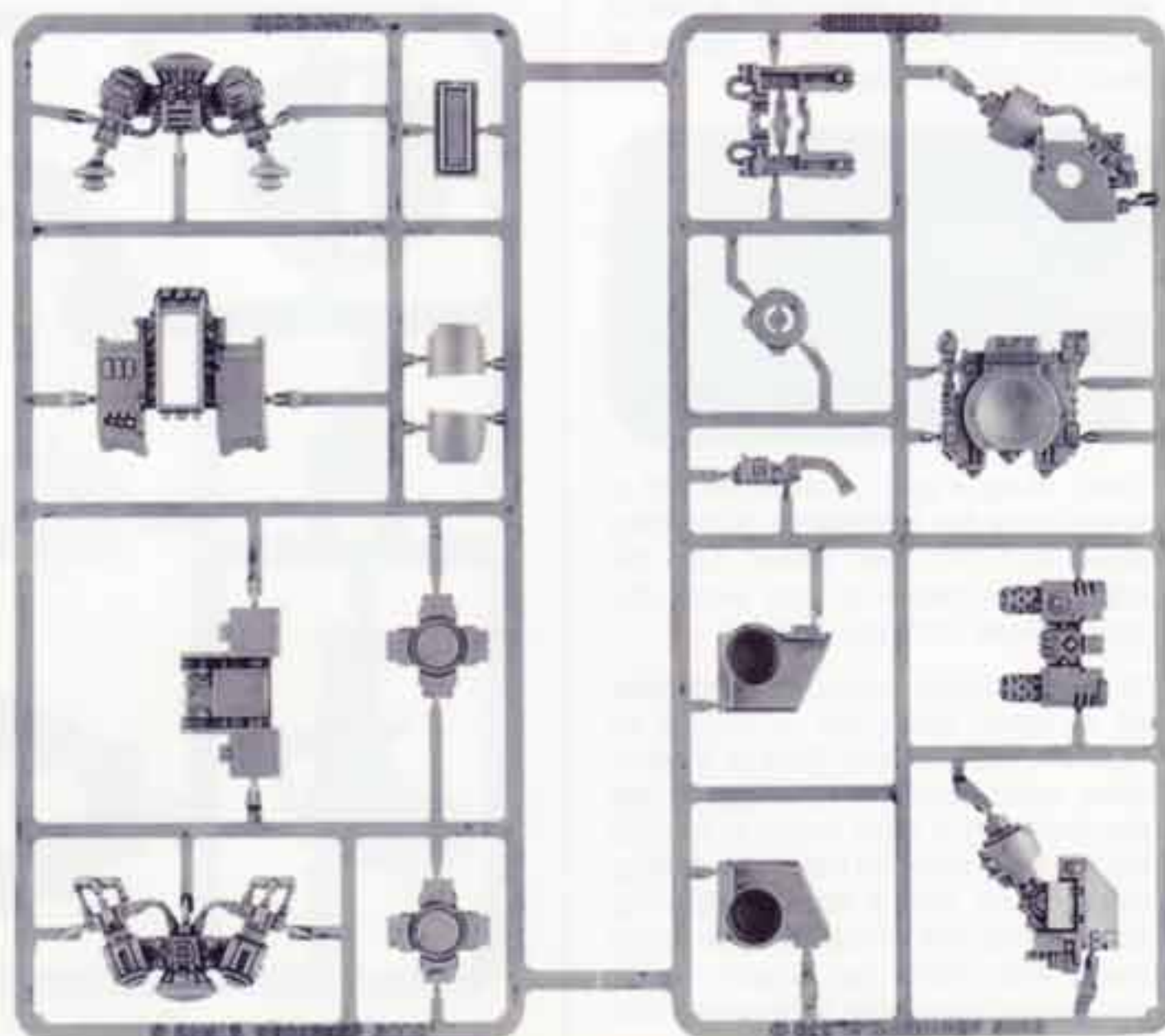
Space Marine Dreadnought Box (1)  
48-26



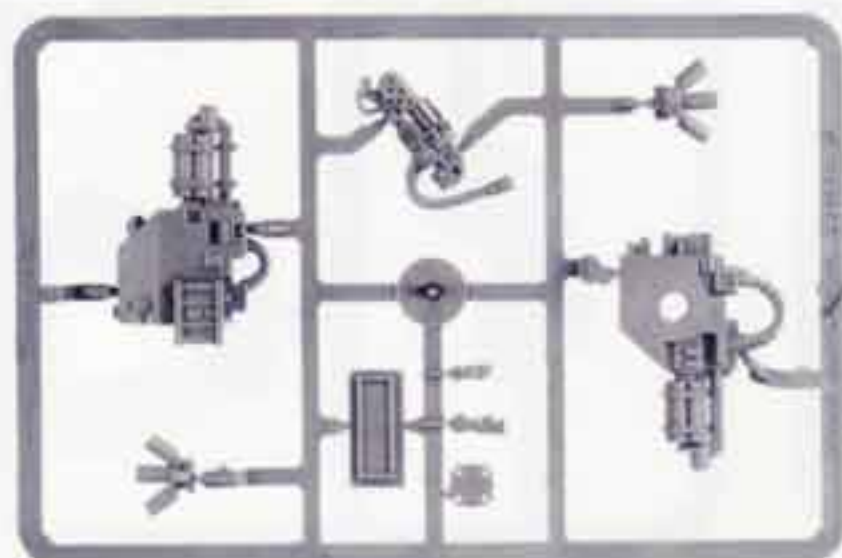
Dreadnought  
Assault Lascannon/Missile Launcher Sprue  
99390101011 (Shown 50% Act. Size)



Dreadnought Plastic Base  
99390101008



Space Marine Dreadnought Sprue  
99390101010 (Shown 50% Act. Size)



Dreadnought  
Assault Cannon/Flamer Sprue  
99390101009 (Shown 50% Act. Size)

# ELITES



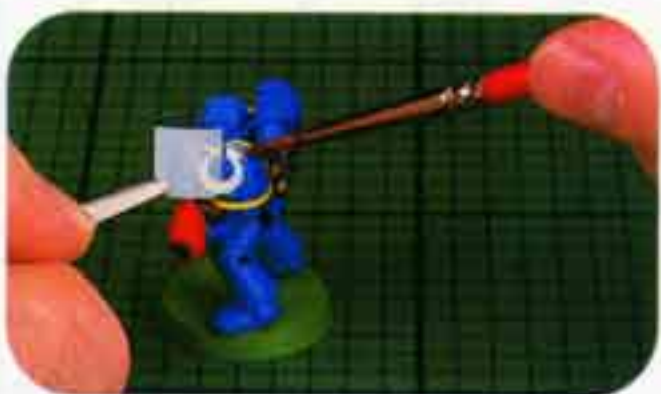
**Space Marine Terminator Squad Box (5)**  
48-10

### TRANSFERS ON SHOULDER PADS

Waterslide transfers are an excellent way to give all of your Space Marines identical markings without going through the painstaking process of painting each one by hand.

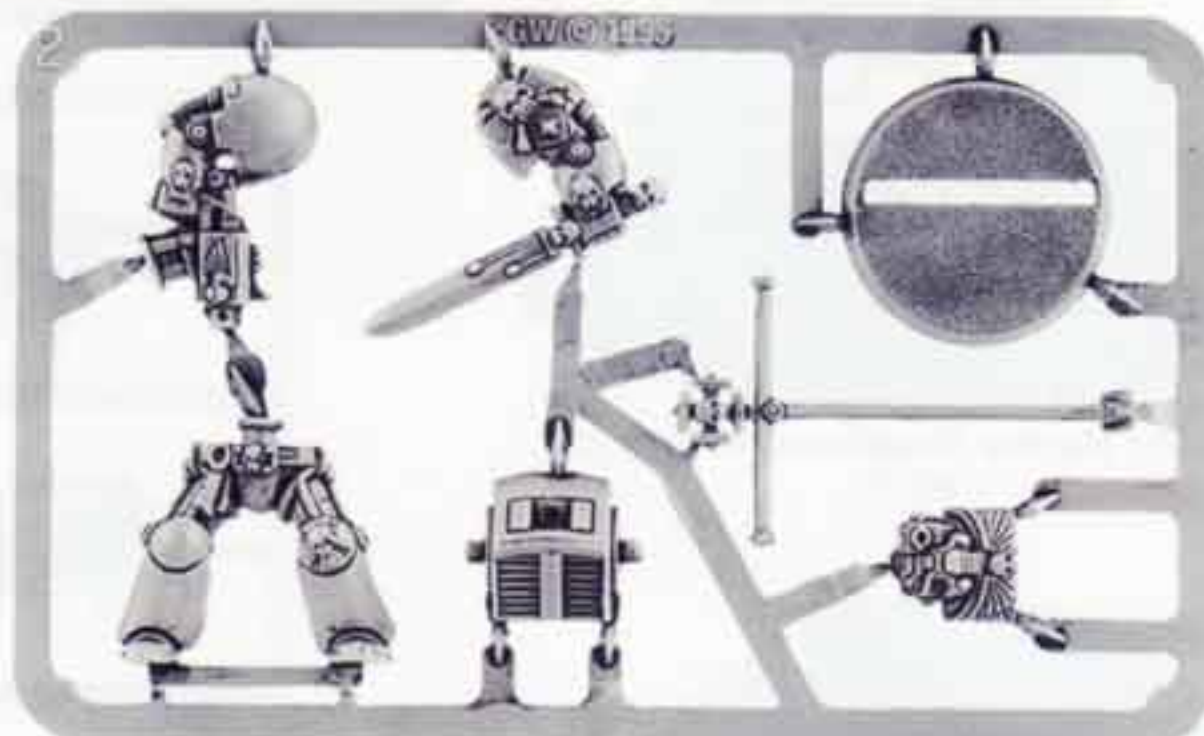


Cut out a transfer from a sheet (packed in with most Space Marines boxed sets) and hold it by the paper with a pair of tweezers in a small cup or saucer of water for about 30 seconds.

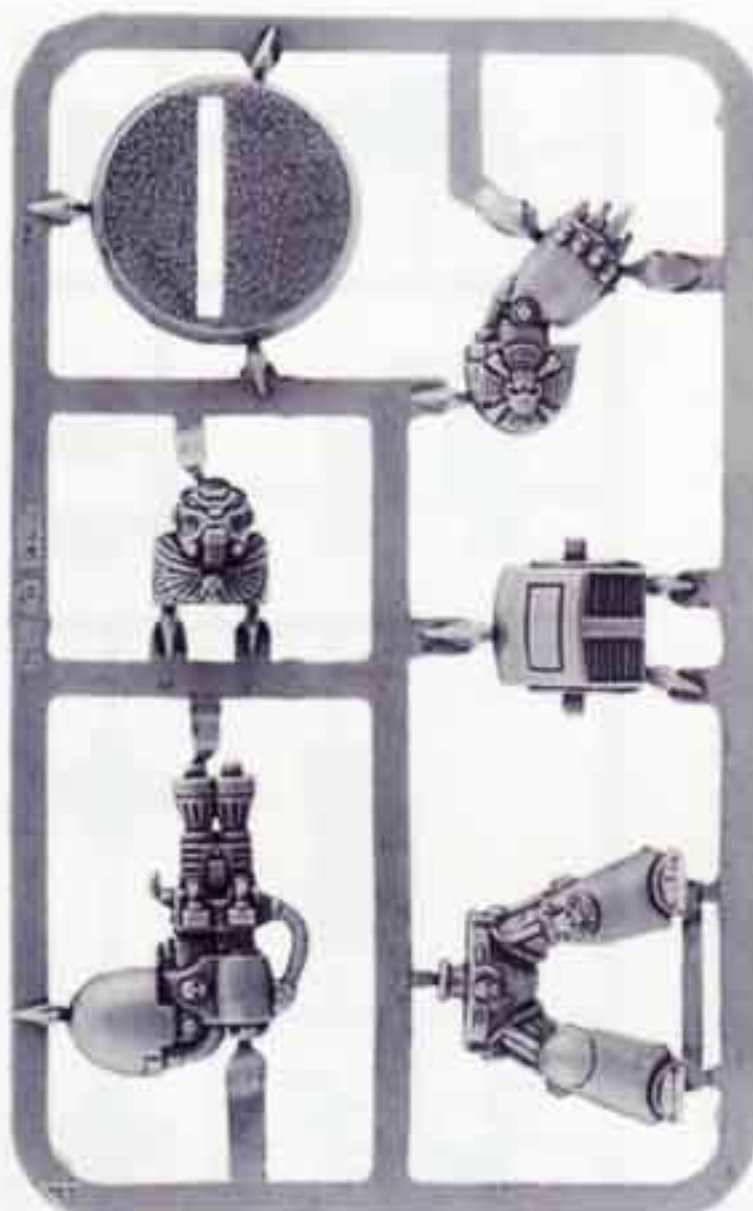


Then, using a pair of tweezers and a brush, slide the transfer off its backing paper and onto your model. Use the corner of a tissue to dab away any excess water from the model.

To avoid wrinkles forming in the transfer as it dries, there are a couple of methods you can use. One of them is often called "burnishing" – gently use the handle of a paint brush to rub out the wrinkles while the transfer is drying. Or you can use a special chemical solution (the one we use has the brand name "Micro-Set") that actually warps the transfer to conform to the curve and to prevent wrinkles.



**Space Marine Terminator Sergeant Sprue**  
99389999024



**Space Marine Terminator w/ Flamer Sprue**  
Available Only in Box



**Space Marine Terminator Sprue**  
Available Only in Box

# ELITES



**Terminator with Storm Bolter Blister (Random 1)**  
48-45



**Terminator Sergeant Blister (1)**  
48-47



**Terminator with Heavy Flamer Blister (Random 1)**  
48-48



**Terminator with Thunder Hammer Blister (Random 1)**  
48-51



**Terminator with Assault Cannon Blister (Random 1)**  
48-46



**Terminator with Lightning Claws Blister (Random 1)**  
48-49

*Note: You can order all of these Terminators by using the blister codes shown, or you can mix and match from the bitsz shown to the right.*



**Term. with Cyclone Missile Launcher Blister (Random 1)**  
48-50



**Terminator Sergeant Body**  
010100701



**Terminator Body 1**  
010104201



**Terminator Body 2**  
010100703



**Terminator Body 3**  
010104202



**Terminator Sergeant Banner Pole**  
010100702



**Terminator Storm Bolter**  
010100704



**Terminator Left Lightning Claw**  
010103912



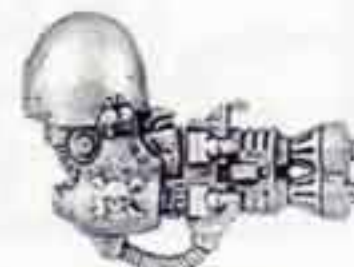
**Terminator Right Lightning Claw**  
010103911



**Terminator Assault Cannon**  
010100705



**Terminator Power Fist**  
010100706



**Terminator Heavy Flamer**  
010103810



**Cyclone Missile Launcher Targeter**  
010104203



**Terminator Power Sword**  
010100707



**Terminator Chainfist**  
010100708



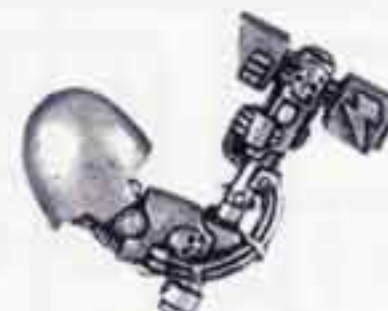
**Terminator Storm Shield Arm**  
010104304



**Cyclone Missile Launcher Body**  
010104204



**Cyclone Missile Launcher Front**  
010104205



**Terminator Thunder Hammer**  
010104303

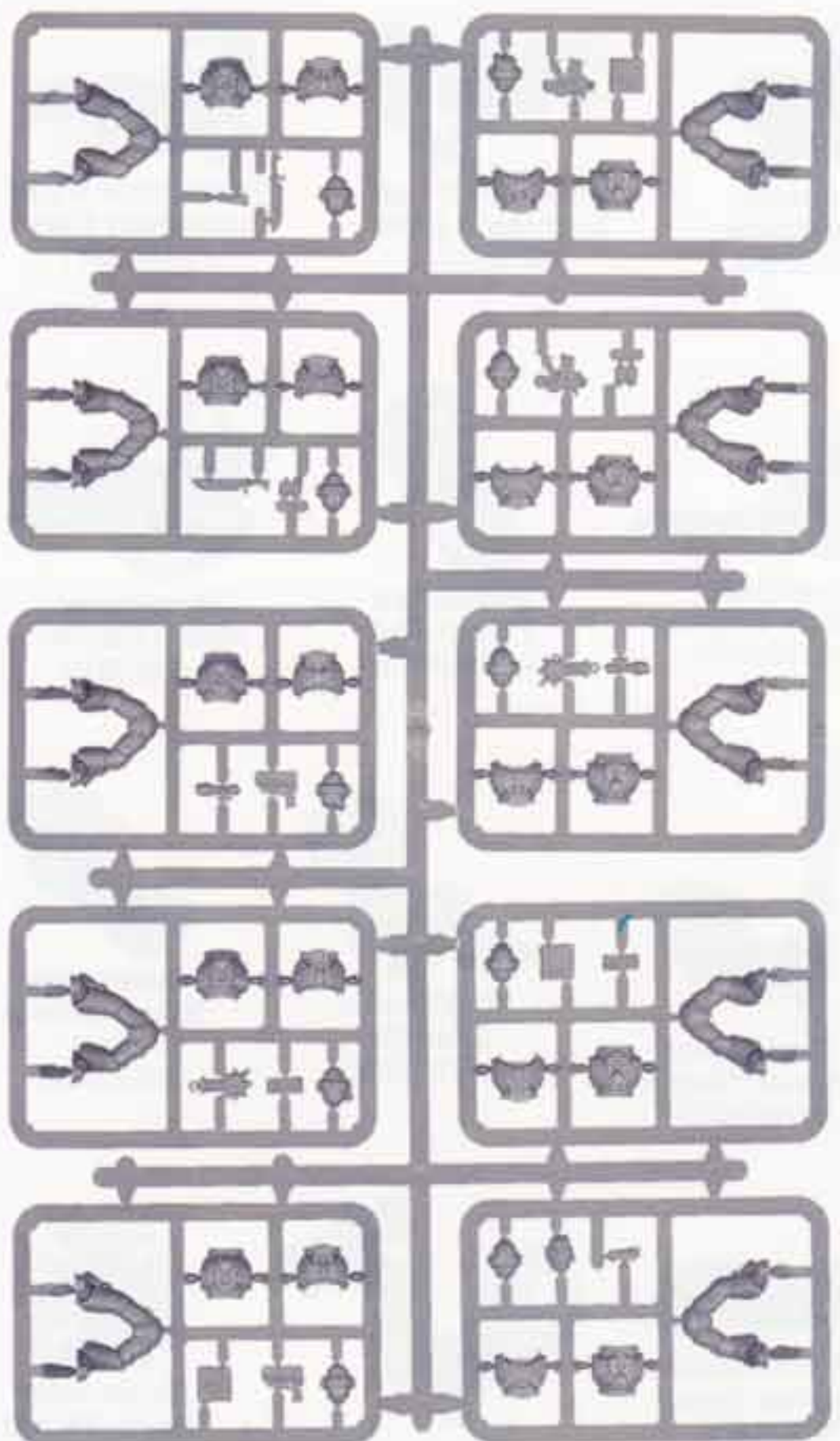


**Terminator Storm Shield**  
010104305

# TROOPS



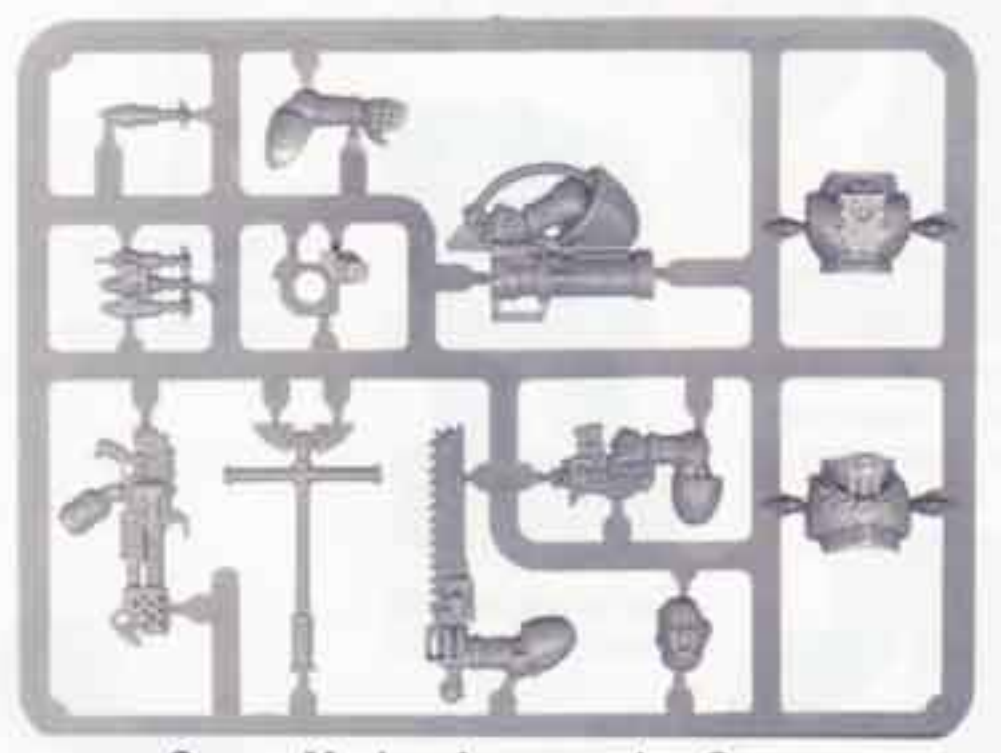
Space Marine Tactical Squad Box (10)  
48-07



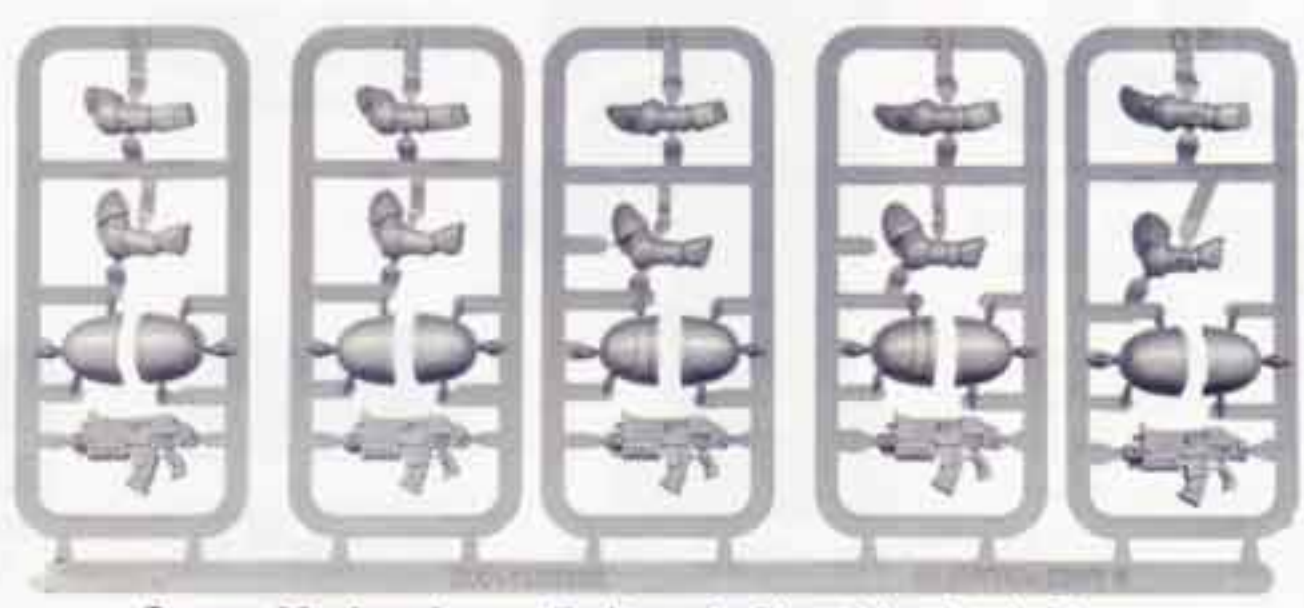
Space Marine Bodies Sprue  
99380101006 (Shown 50% Act. Size)



Space Marine Backpack Sprue  
99380101004 (Shown 80% Act. Size)



Space Marine Accessories Sprue  
99380101007 (Shown 65% Act. Size)



Space Marine Arms, Bolters & Shoulder Pads Sprue  
99380101005 (Shown 60% Act. Size)

# TROOPS



**Space Marine Combat Squad Box (5)**  
48-06



**Assault Weapon Space Marine 1**  
010119202

**Assault Weapon Space Marine 2**  
010119203

**Assault Weapon Space Marine 3**  
010119204

*Painted examples of both assault weapon options.*



**Space Marine with Assault Weapon Blister (2)**  
48-53



**Veteran Sergeant 4 w/ Grenade Launcher**  
010107103 (Body)  
99060101280 (Compl.)



**Veteran Sergeant 2 w/ Bolt Pistol**  
010107104 (Body)  
99060101269 (Compl.)



**Space Marine Character Arms Sprue**  
99399999007

*Note: All complete Space Marine Veteran Sergeants (48-52) come with a plastic backpack, and many of the single bit models come with the Space Marine Character Arms Sprue shown here.*



**Space Marine Plasma Gun**  
010117704



**Space Marine Melta Gun**  
010119201



**Veteran Sergeant 3 w/ Bionic Arm**  
010107101 (Body)  
99060101270 (Compl.)



**Veteran Sergeant 1 w/ Bionic Eye**  
010107102 (Body)  
99060101267 (Compl.)



**Veteran Sergeant w/ Power Axe**



**Veteran Sergeant Bolt Gun**  
010111202



**Veteran Sergeant w/ Power Axe**  
010111201



**Space Marine Sergeant 1**  
010101103



**Space Marine Sergeant 2**  
010100901

**Space Marine Sergeant**  
Only Available as Bitz

*Note: Space Marine Sergeants come with a plastic backpack shown on the opposite page.*

**Space Marine Veteran Sergeant Blister (Random 1)**  
48-52

# TROOPS



**Space Marine Scout 5**  
010109306



**Space Marine Scout 1**  
010108801



**Space Marine Scout 2**  
010108803



**Space Marine Scout 3**  
010108804



**Space Marine Scout 4**  
010108805



**Space Marine Scout 6**  
010109307

**Space Marine Scouts Blister (Random 2)**  
48-58



**Scout with Bolter 1**  
010111301



**Scout with Bolter 2**  
010111302

**Space Marine Scouts with Bolters Blister (2)**  
48-61



**Scout Sniper 1 (Standing)**  
010109001



**Scout Sniper 2 (Kneeling)**  
010109002

**Space Marine Scouts with Needle Rifles Blister (2)**  
48-63



**Space Marine Scout with Heavy Bolter Blister (1)**  
48-60



**Scout with Heavy Bolter Body**  
010109101



**Scout Heavy Bolter**  
010109102



**Scout Heavy Bolter Bi-Pod**  
010109103



**Scout with Shotgun 1**  
010109003



**Scout with Shotgun 2**  
010117804

**Space Marine Scouts with Shotguns Blisters (2)**  
48-62



**Scout Sergeant**  
010108802  
**Space Marine Scout Sergeant Blister (1)**  
48-59



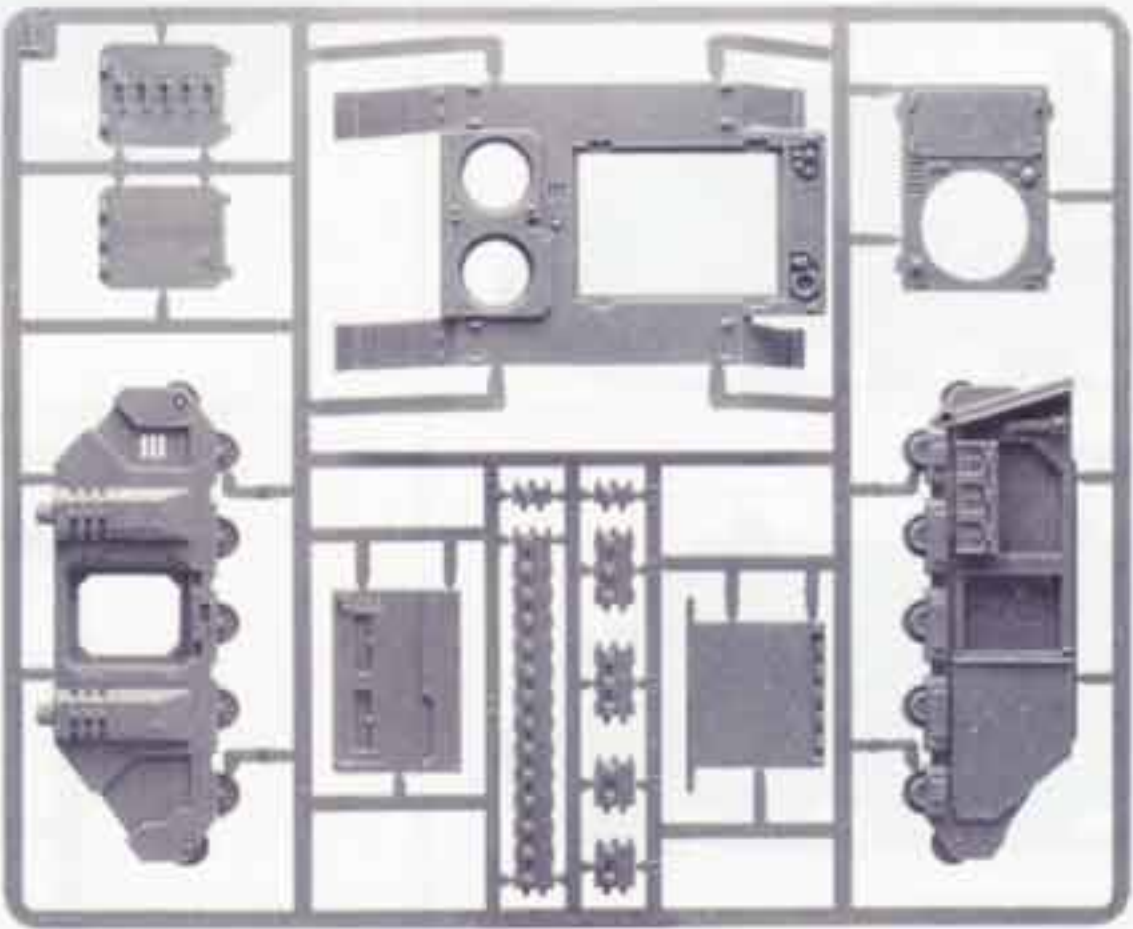
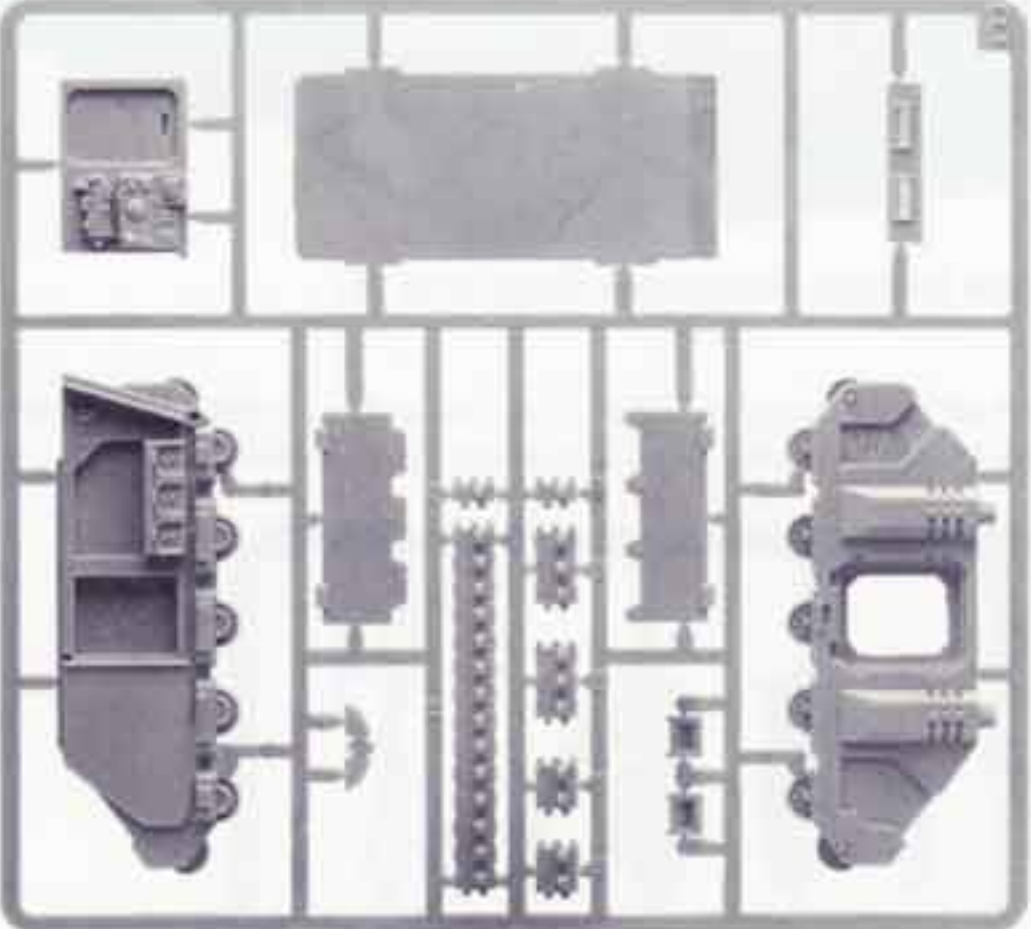
**Space Marine Scout Squad Box (5)**  
48-16 (Shown 50% Act. Size)

# TROOPS



Space Marine Rhino Tank Box (1)  
48-12

*Note: The Rhino also comes with the Land Raider Accessory Sprue (99390101004) shown with the Land Raider in the Heavy Support Section.*



Rhino Hull Sprue 1  
99390199004 (Shown 50% Act. Size)

Rhino Hull Sprue 2  
99390199005 (Shown 50% Act. Size)



# SHOWCASE

*Aside from the excellent detail paint job on the outside, Adam Carr modeled an exceptionally detailed inside (pictured to the left) in his Dark Angels 4th Company Rhino.*

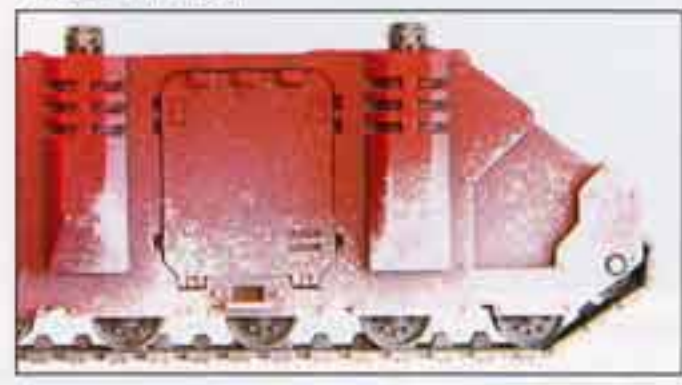




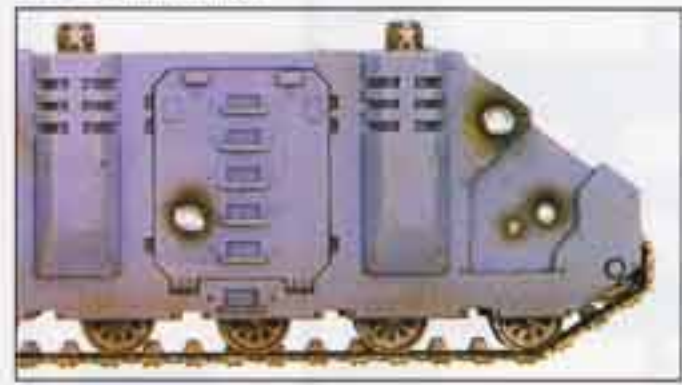
### WEATHERED VEHICLE PAINT JOBS

Imperial Space Marines fight throughout the universe on a wide variety of planet types and terrain. Below are some examples of paint jobs that represent the residual damage these varied conditions can do to Space Marine vehicles.

#### SNOW AND ICE



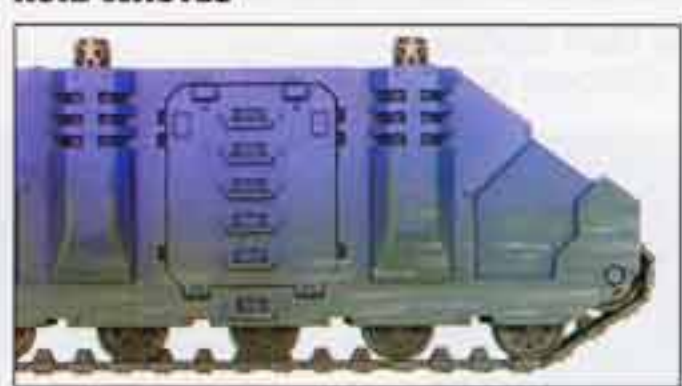
#### BATTLE DAMAGE



#### MUD AND CLAY



#### ACID WASTES



#### DESERT TERRAIN



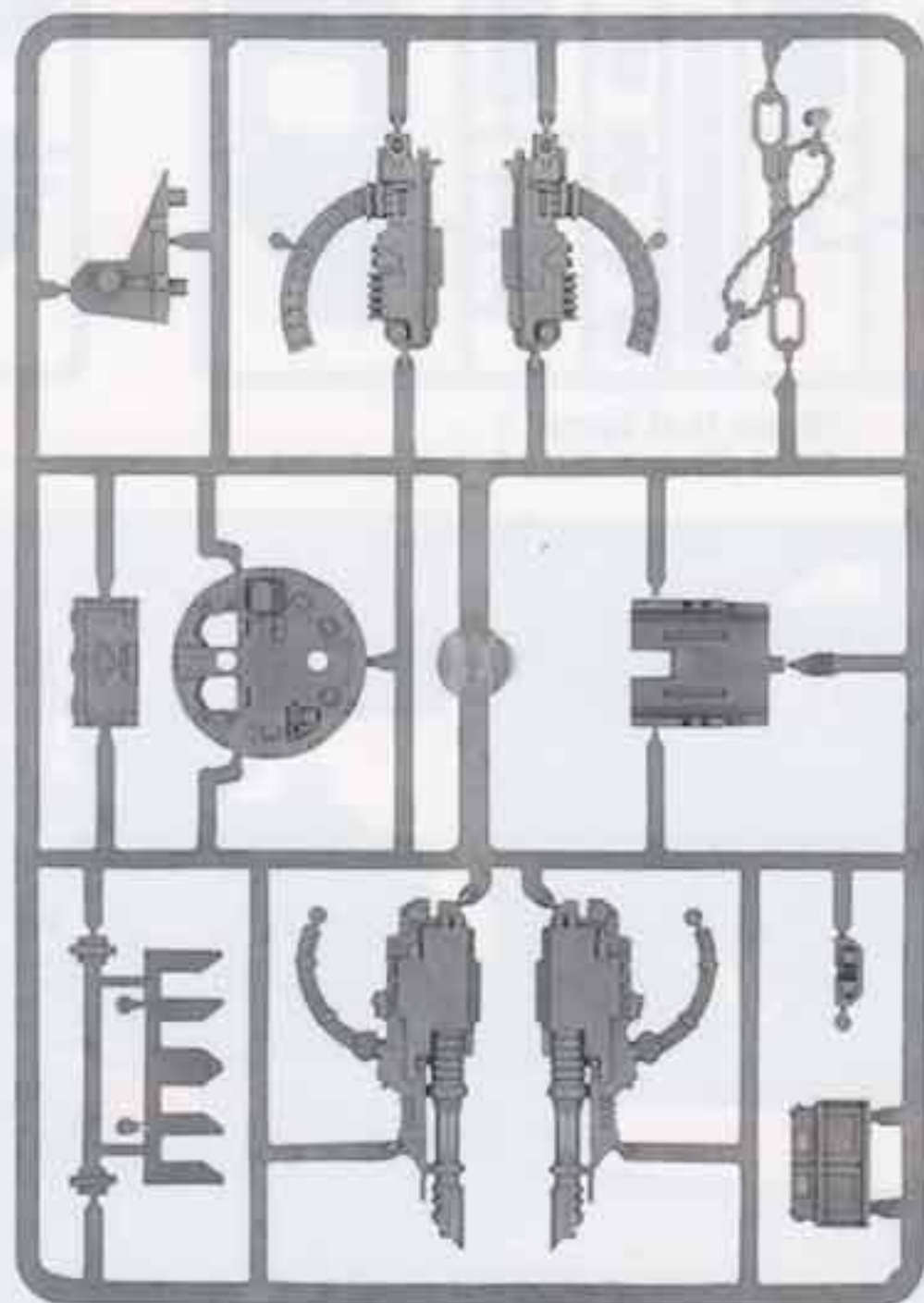
For more info on creating these effects, visit the hobby section of our web site or look for periodic painting articles in *White Dwarf* magazine.

# TROOPS



**Space Marine Razorback Tank Box (1)**  
48-21

*Note: The Razorback comes with all of the sprues contained in the Rhino box set (48-12) listed on the previous page in addition to the Razorback Turret Sprue below.*



**Razorback Sprue**  
99390199006 (Shown 50% Act. Size)

## SHOWCASE



*Brett K. DeWald took home a gold trophy from the 2002 Golden Demon Painting Competition in Baltimore with this Space Marines Tactical Squad.*

*Also in 2002, Matt Verzani was rewarded for his modeling and painting effort with a silver trophy in Chicago.*

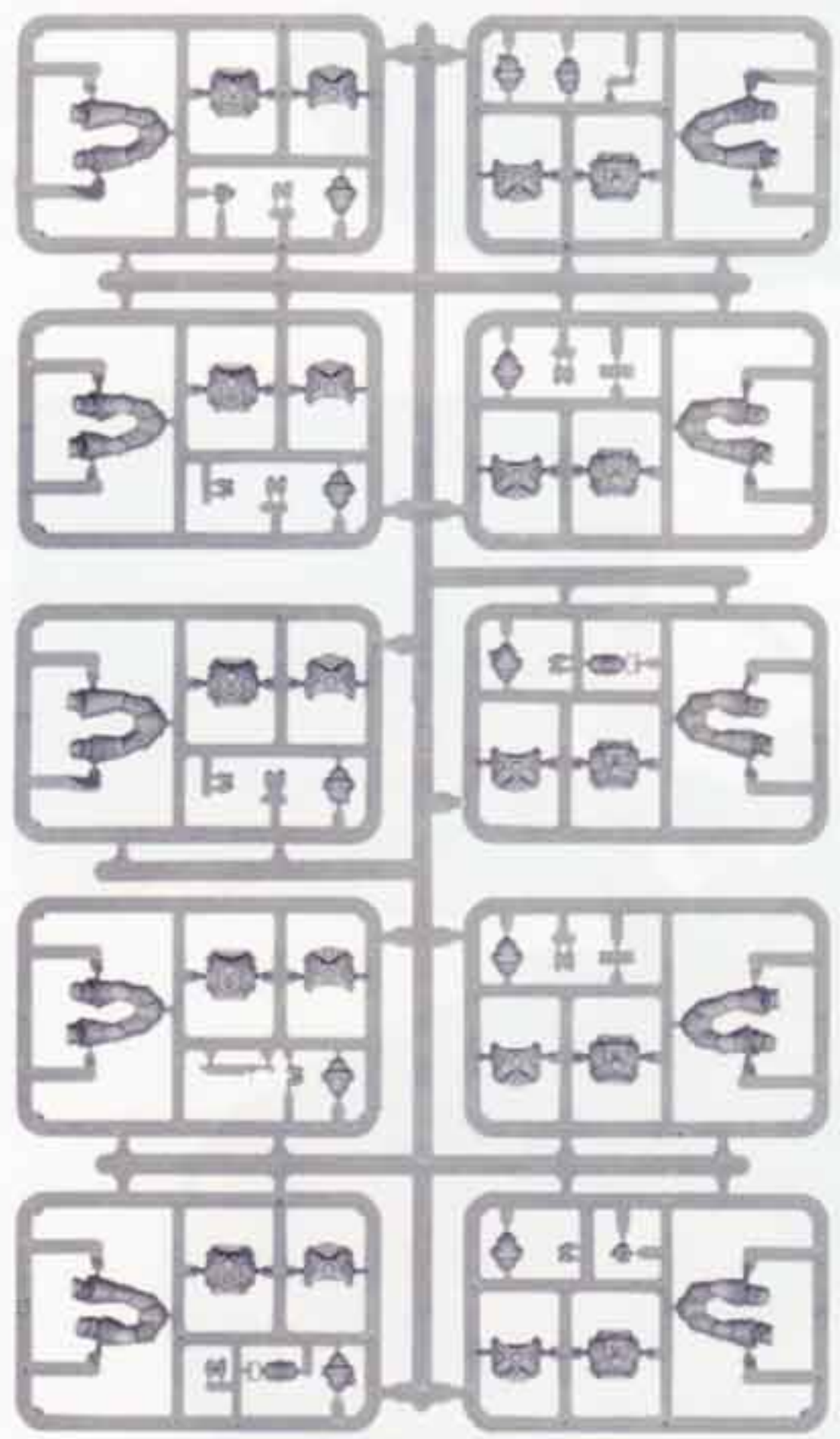




# FAST ATTACK



**Space Marine Assault Squad Box (5)**  
48-09



**Space Marine Assault Sprue**  
99380101010 (Shown 50% Act. Size)



**Left Assault Arm Sprue**  
99380101008 (75% Act. Size)

**Right Assault Arm Sprue**  
99380101009 (75% Act. Size)



**Jump Pack Sprue**  
99380101011



**Assault Sergeant 1**  
010101003



**Assault Sergeant 2**  
010103001

**Space Marine Assault Sergeant Blister (Random 1)**  
48-65



# FAST ATTACK



**Space Marine Bike Squadron Box (3)**  
48-19



**Space Marine Sergeant Biker**  
010105601

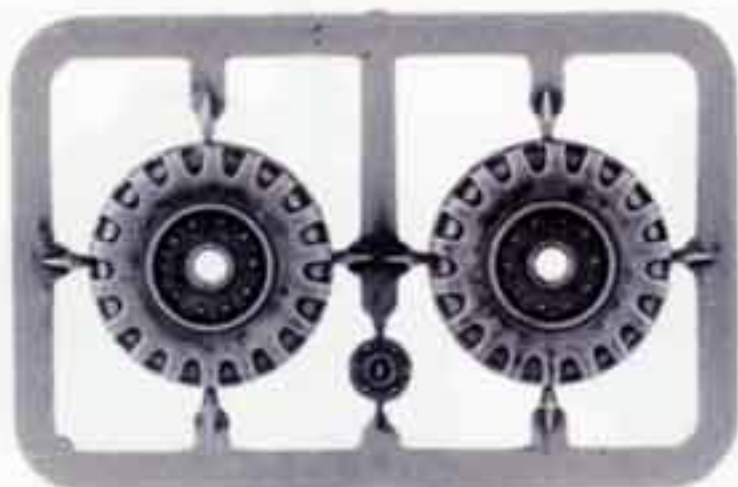


**Sp. Mar Biker w/ Plasma Gun**  
010105602



**Marine Biker w/ Melta Gun**  
010105603

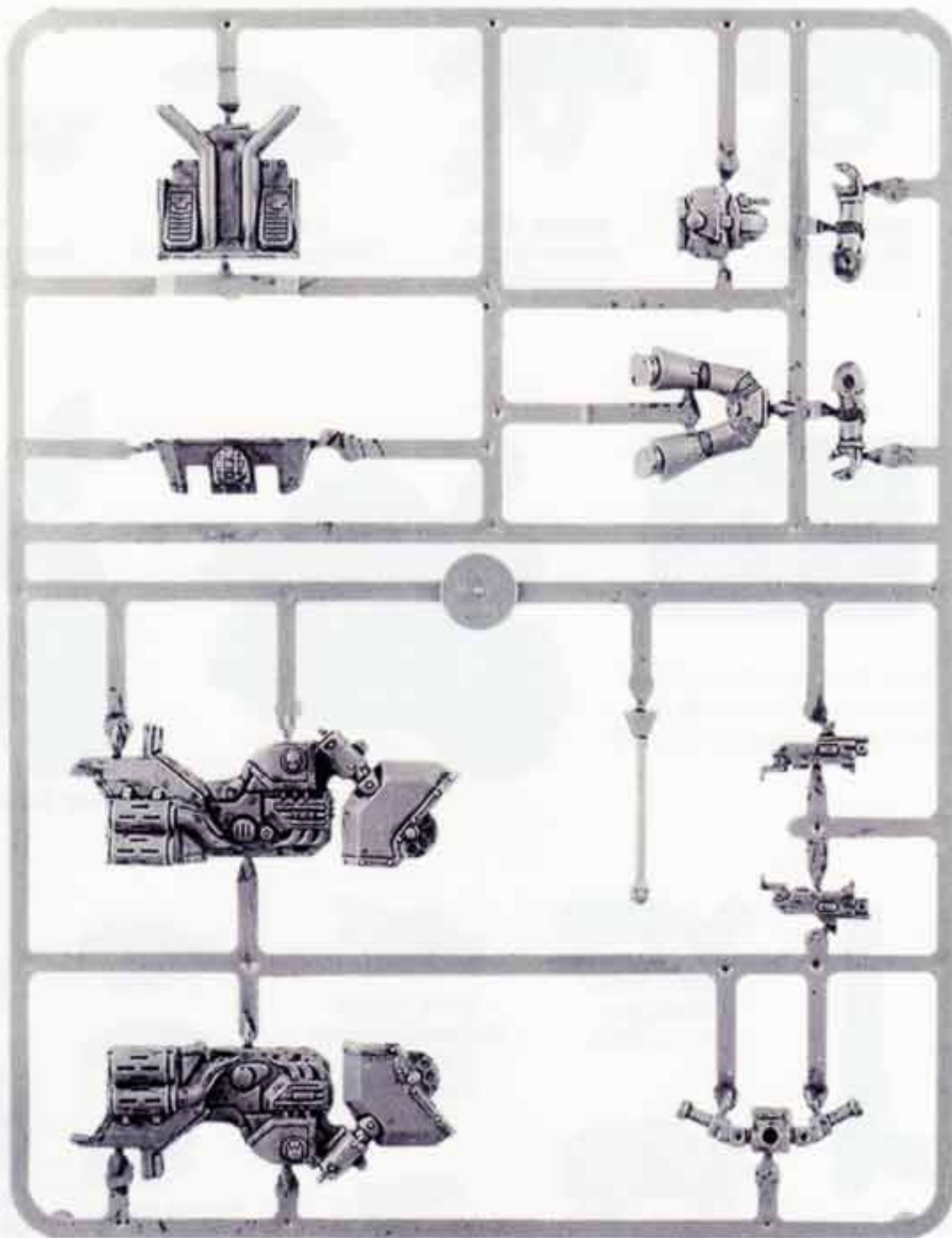
*Note: The metal bitsz above come in the Space Marine Bike Squadron box.*



**Bike Wheel Sprue**  
99399999034



**Space Marine Bike Box (1)**  
48-11



**Space Marine Bike Sprue**  
99399999041 - Not Available Separately (Shown 75% Act. Size)

# FAST ATTACK



**Attack Bike Chair Back**  
010107702



**Attack Bike Sidecar Axle Cap**  
010107707



**Attack Bike Sidecar**  
010107701



**Attack Bike Sidecar Gunner**  
010107708



**Space Marine Attack Bike Box (1)**  
48-20



**Attack Bike Multi-Melta**  
010107705



**Attack Bike Heavy Bolter**  
010107706



**Attack Bike Sidecar Mud Guard**  
010107703



**Attack Bike Equipment Sprue**  
010107704

*Note: The Attack Bike comes with the two sprues shown on the previous page.*



*Note: The Space Marine Scout Squadron comes with the two sprues shown on the previous page.*



**Space Marine Scout Bike Squadron Box (3)**  
48-29



**Scout Biker Chainsword**  
010121904



**Scout Biker Shotgun**  
010121905



**Bike Scout Bolter/Grenade Launcher**  
010121906



**Scout Bike Holsters**  
010121907



**Scout Biker Saddlebag**  
010121908



**Scout Biker Left Arm**  
010121909



**Sp. Mar. Bike Scout Body 1**  
010121901



**Sp. Mar. Bike Scout Body 2**  
010121902



**Sp. Mar. Bike Scout Body 3**  
010121903



# FAST ATTACK



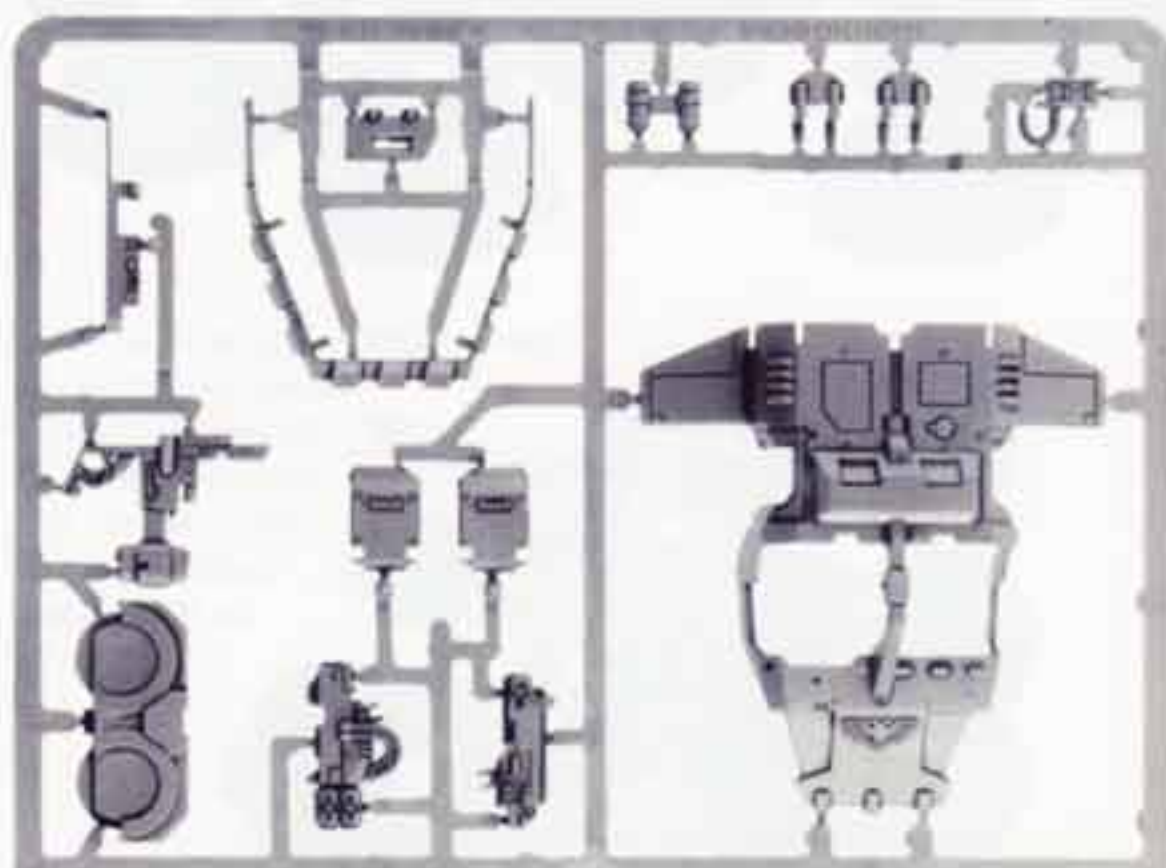
Space Marine Land Speeder Box (1)  
48-13



Space Marine Land Speeder Tornado Box (1)  
48-27



Tornado Assault Cannon  
010118701



Tornado Storage 2  
010118704



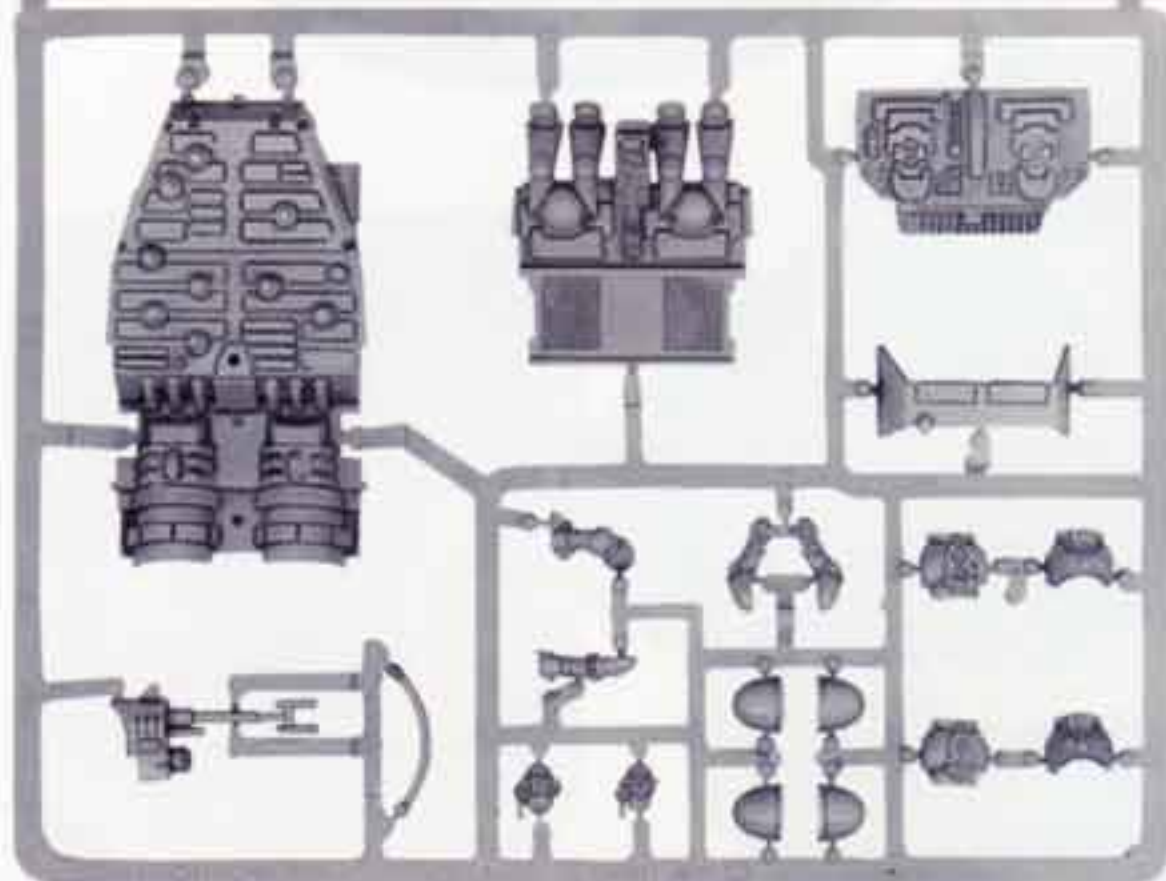
Tornado Storage 1  
010118705



Tornado Range Finder  
010118703



Tornado Heavy Flamer  
010118702



Space Marine Bike  
99390101001 - Not Available Separately (Shown 50% Act. Size)



Space Marine Land Speeder Typhoon Box (1)  
48-28



Typhoon Land Speeder Gunner Torso  
010120301



Typhoon Missiles  
010120302



Typhoon Left Arm  
010120303



Typhoon Right Arm  
010120304



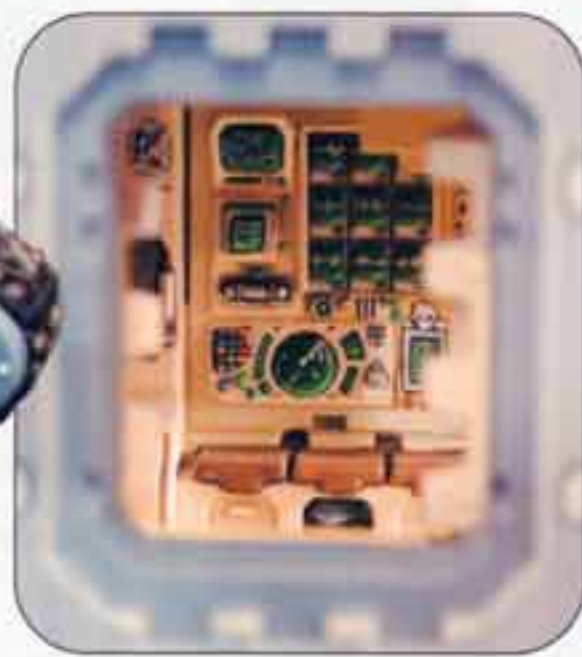
# SHOWCASE



Bryan Shaw came to the 2002 Chicago Grand Tournament with this outstanding Space Wolves army. No detail was left unattended. Note the Wolf Servo-Skulls (above), the inside of the Land Raider (bottom), weapon conversions for squad sergeants, as well as pelts, icons, and other evocative Space Wolf bitz on all of the troops and vehicles.



Special mention must be made of this heavily converted Land Speeder. It's made of components from the Space Marine Bike and uses Tau bitz for the hubcaps.



# HEAVY SUPPORT



*Note: The Devastators box also includes 1/2 of the Space Marine Bodies Sprue (99380101006) and the Space Marine Accessories Sprue (99380101007) shown with the Tactical Squad.*



**Space Marine Devastators Box (5)**  
48-15



**Devastator Sergeant Arm**  
010118601

*Note: Devastators are available individually with a Heavy Bolter (48-54), a Plasma Cannon (48-55), or a Lascannon (48-56).*



**Devastator Heavy Plasma Gun**  
010118605



**Devastator Lascannon**  
010118608



**Devastator Plasma Cannon Arm**  
010118606



**Devastator Plasma Cannon Backpack**  
010118607



**Devastator Lascannon Arm & Sight**  
010118609



**Devastator Lascannon Backpack**  
010118610



**Devastator with Multi Melta Blister (1)**  
48-57



**Multi Melta Arm**  
010121402



**Devastator Heavy Bolter**  
010118602



**Devastator Heavy Bolter Backpack**  
010118604



**Space Marine Multi Melta**  
010121401



**Multi Melta Backpack**  
010121403

## SQUAD BADGES

The different types of squads in a Space Marine Company (e.g., Tactical, Devastator, and Assault) are often distinguished by badges and markings on the shoulder pad or elsewhere. Some Companies also use numbers to separate the troops when more than one squad of the same type is in the same Company. Markings generally adhere to a common visual theme, but there are many variants when it comes to marking individual squads. Here are some examples of squad badges.

## TACTICAL SQUADS



## ASSAULT SQUADS



## DEVASTATOR SQUADS



## VETERAN SQUADS



## HQ SQUADS



## SQUAD NUMBERS

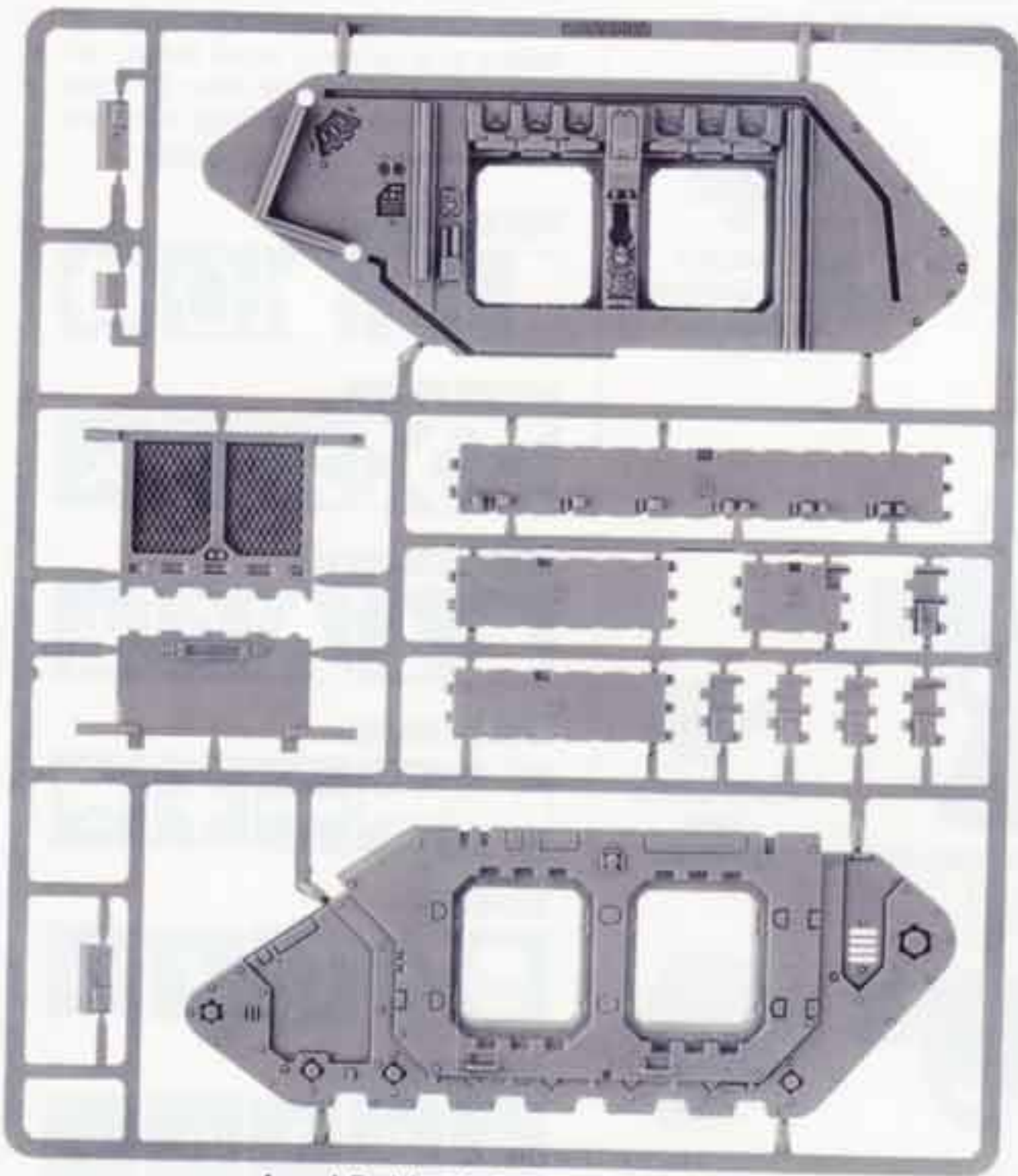




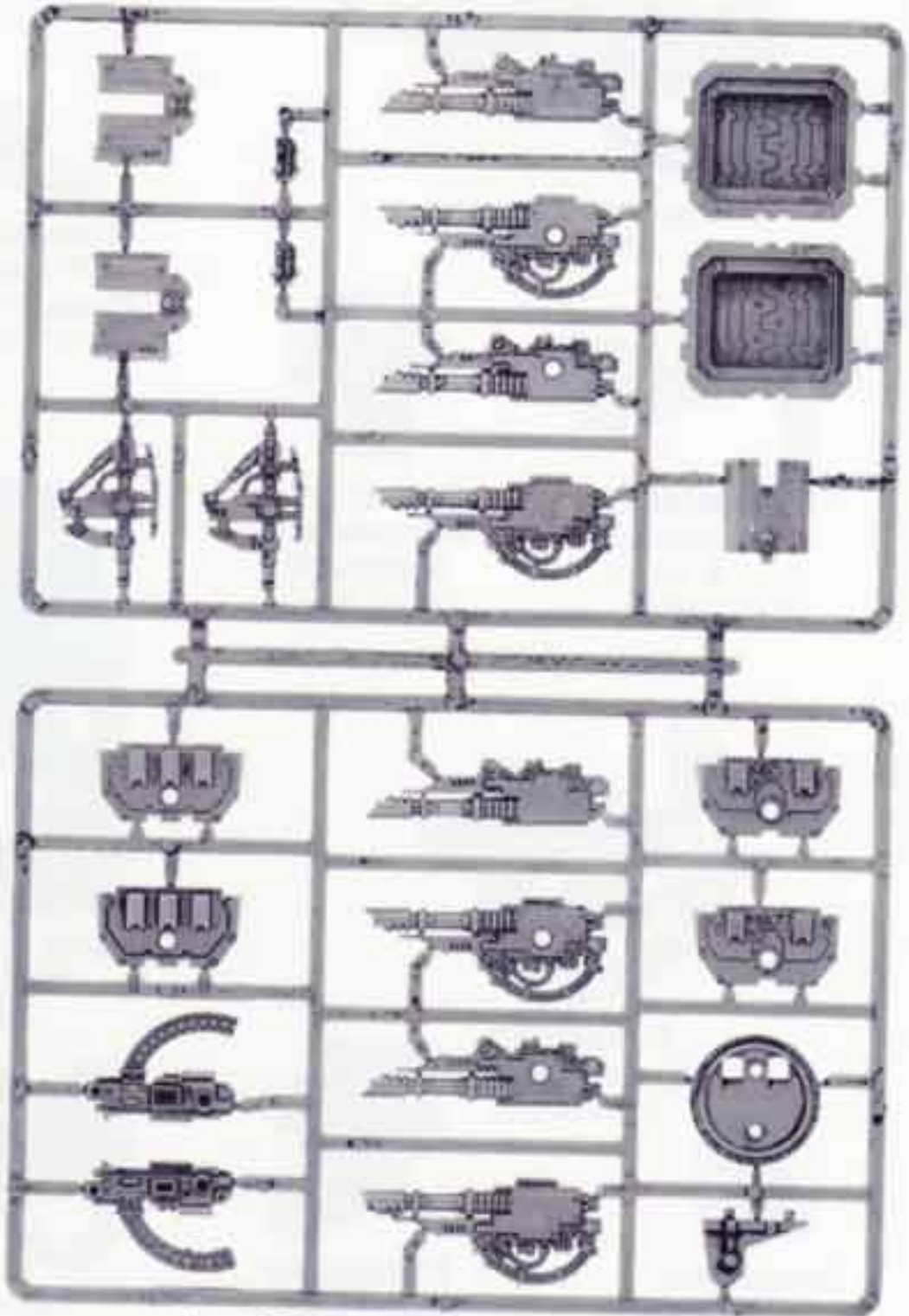
# HEAVY SUPPORT



Space Marine Land Raider  
Box (1)  
48-14

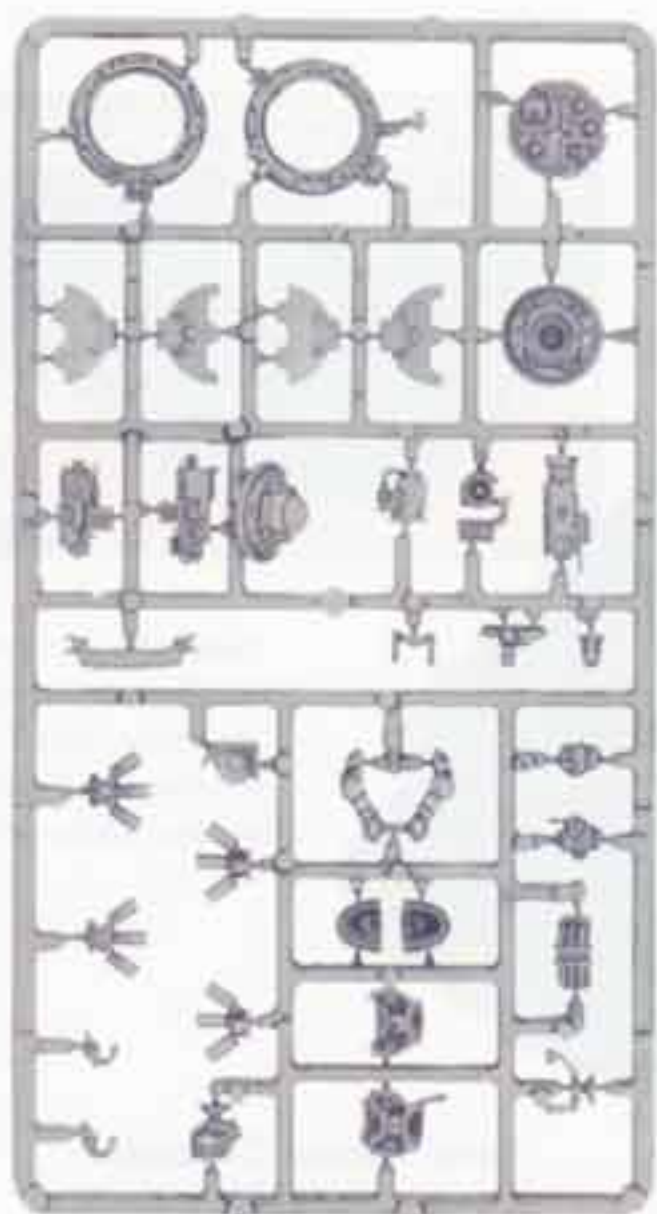


Land Raider Left Track Sprue A  
99390101002 (Shown 50% Act. Size)

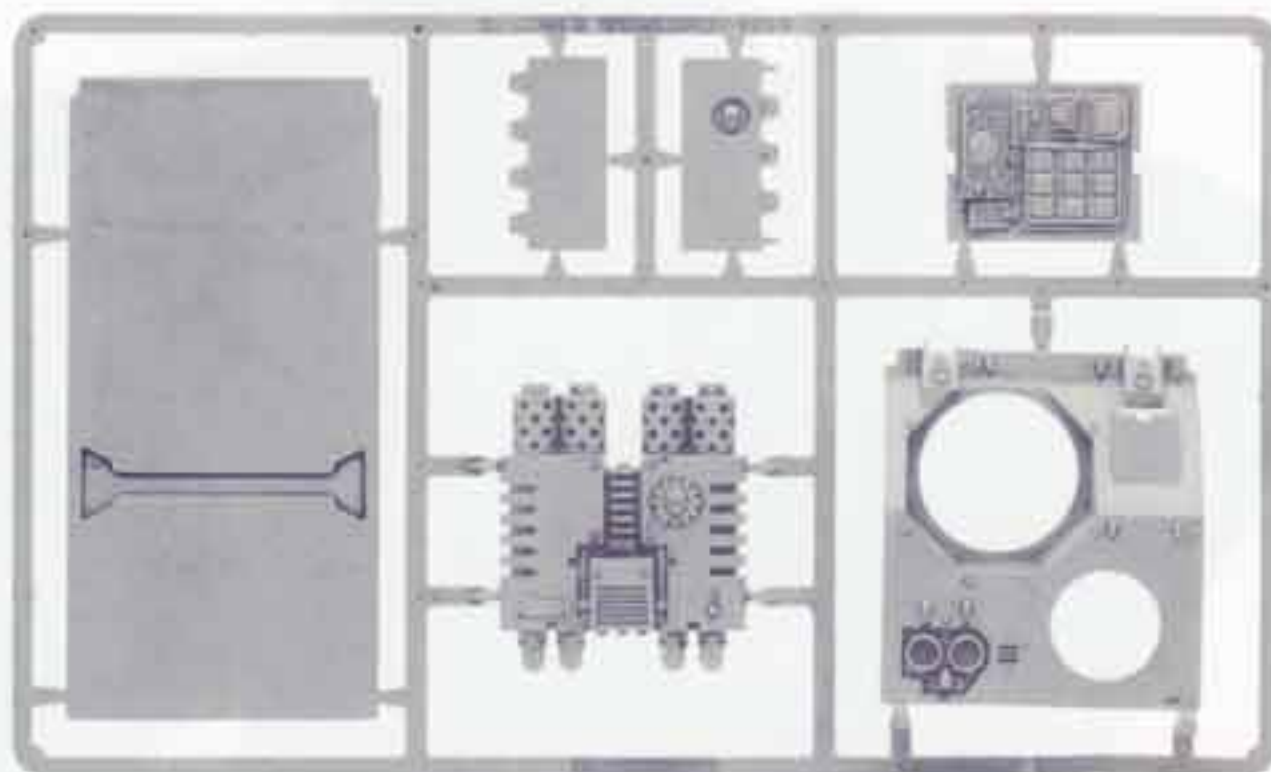


Land Raider Sponson Sprue B  
99390101003 (Shown 50% Act. Size)

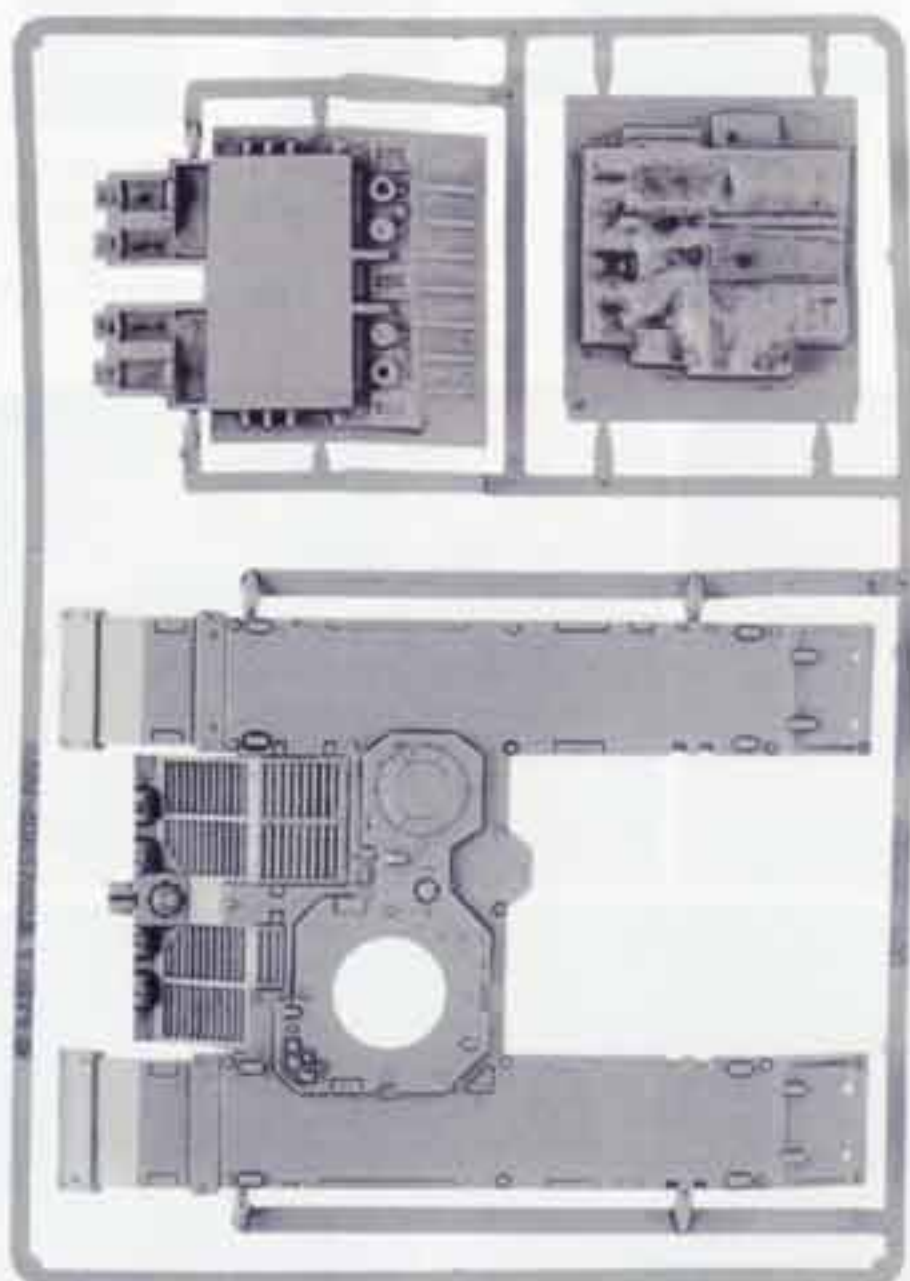
# HEAVY SUPPORT



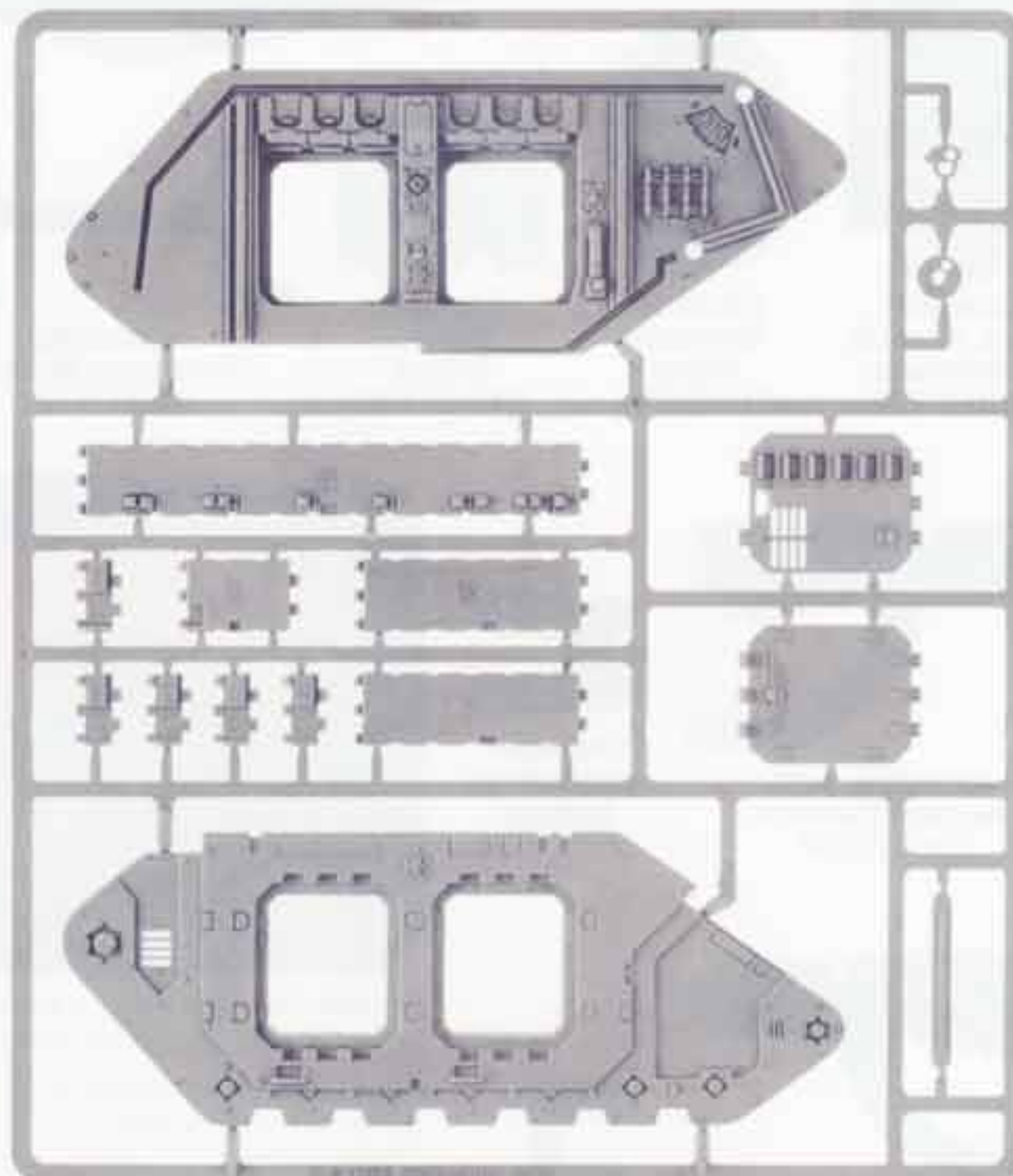
**Land Raider Accessory Sprue C**  
99390101004 (Shown 50% Act. Size)



**Land Raider Floor Sprue E**  
99390101006 (Shown 50% Act. Size)



**Land Raider Top Sprue D**  
99390101005 (Shown 50% Act. Size)



**Land Raider Right Track Sprue F**  
99390101007 (Shown 50% Act. Size)

# HEAVY SUPPORT



*Note: The Land Raider Crusader box includes all the sprues listed on the previous two pages with the Land Raider (48-14).*



**Crusader Frag. Assault Launchers**  
010121702



**Crusader Sponson Sides**  
010121701



**Hurricane Ammo Boxes**  
010121703



**Crusader Hurricane Mounts**  
010121711



**Crusader Multi Melta**  
010121710



**Crusader Melta Shield Left**  
010121706



**Crusader Melta Shield Right**  
010121705

**Land Raider Crusader Box (1)**  
48-30



**Crusader Left Assault Cannon**  
010121707



**Crusader Hurricane Bolters**  
010121709



**Crusader Right Assault Cannon**  
010121708



**Hurricane Ammo Feeds**  
010121704



*Top Left: This Land Raider is painted in the Blood Angels Chapter colors.*



*Top Right: This Land Raider is painted in the Space Wolves Chapter colors.*



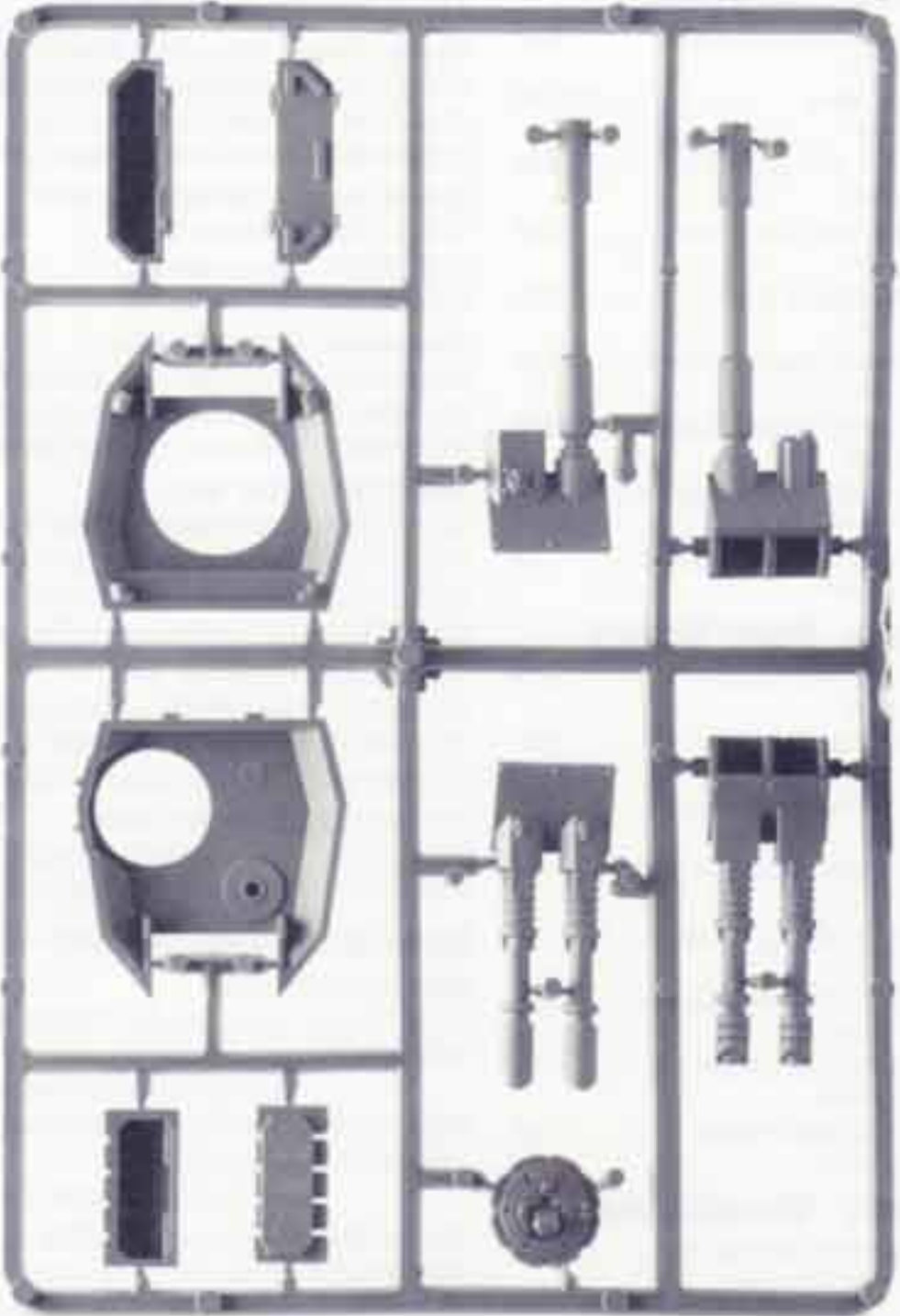
*Below Right: This Land Raider is painted in the Ultramarine Chapter colors.*

# HEAVY SUPPORT

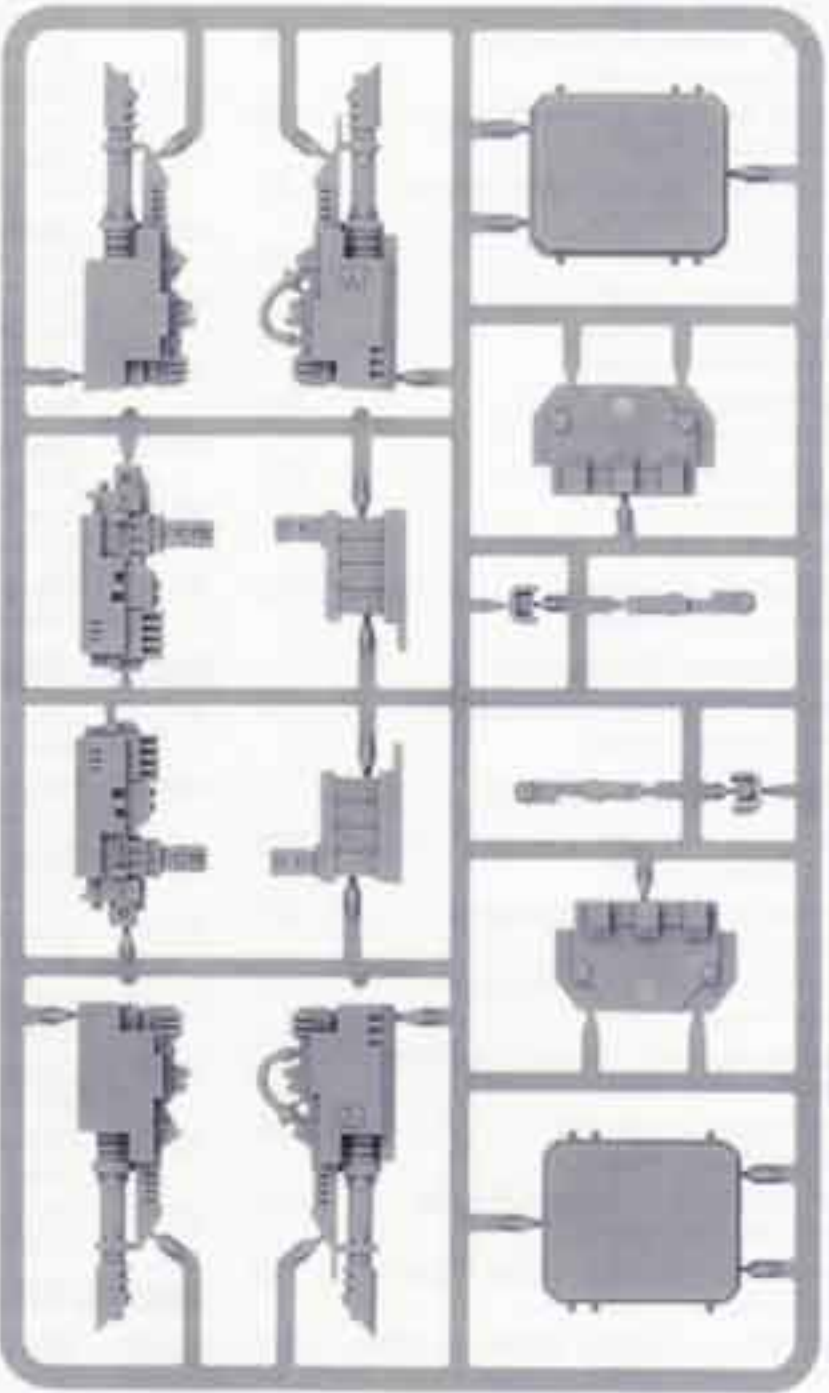


Space Marine Predator  
Box (1)  
48-23

*Note: The Space Marine Predator box includes all the sprues listed with the Space Marine Rhino (48-12) in the Troops section.*



Predator Turret Sprue  
99390199007



Predator Sponson Sprue  
99390199008



# PRICE LIST

## Metal Bitz & Plastic Sprues – HQ

<b>Space Marine Apothecary Bitz</b>		
010107201	Apothecary 1	.....\$6.25
010107202	Apothecary 2	.....\$6.25
010107203	Apothecary Medi-Pack 1	.....\$3

<b>Space Marine Chaplain Bitz</b>		
010103101	Space Marine Chaplain 3	.....\$9
010103102	Space Marine Chaplain 2	.....\$9
010103103	Space Marine Chaplain 1	.....\$9
010103104	Space Marine Chaplain 4	.....\$9

<b>Chaplain on Bike Bitz</b>		
010107601	Chaplain Bike Equipment Sprue	..\$2.50
010107602	Chaplain Bike Fairing	.....\$2.50
010107603	Space Marine Bike Chaplain	..\$7.50

<b>Space Marine Command Squad Bitz</b>		
010110301	Space Marine Commander	.....\$9
010110302	Commander Storm Bolter	...\$3.50
010110303	Veteran Sergeant w/ Scanner	...\$9
010110304	Apothecary w/ Chainsword	..\$6.75
010110305	Techmarine	.....\$6.75
010110306	Techmarine Power Axe	.....\$2.25
010110307	Company Standard Bearer	..\$8.50

<b>Space Marine Hero Bitz</b>		
010110301	Space Marine Commander	.....\$9
010110302	Commander Storm Bolter	...\$3.50
010119902	Commander Bolter	.....\$2

<b>Space Marine Librarian Bitz</b>		
010101901	Epistolary Librarian 1	.....\$9
010101902	Epistolary Librarian 2	.....\$9
010107001	Lexicanium Librarian 1	.....\$9
010107002	Lexicanium Librarian 2	.....\$9
010107301	Codicier Librarian 2	.....\$9
010107302	Codicier Librarian 1	.....\$9

<b>Space Marine Standard Bearer Bitz</b>		
010101801	Company Standard Bearer	.....\$7
010101802	Codex Standard Top	.....\$2
010101803	Blood Angel Company Standard Top	..\$1

<b>Space Marine Techmarine Bitz</b>		
010107501	Techmarine 1	.....\$6.25
010107502	Techmarine 2	.....\$6.25
010107503	Techmarine Servo-Arm Backpack	...\$3

<b>Terminator Chaplain Bitz</b>		
010104001	Terminator Chaplain Body	.....\$7
010104002	Terminator Chaplain Crozius	..\$2.50
010104003	Terminator Chaplain Banner Pole	...\$1

<b>Terminator Hero Bitz</b>		
010111101	Terminator Captain Body	.....\$6.50
010111102	Terminator Captain Power Sword	..\$2
010111103	Terminator Captain Storm Bolter	..\$2.50
010111104	Terminator Captain Banner Pole	..\$0.50

<b>Terminator Librarian Bitz</b>		
010104101	Terminator Librarian Body	...\$6.50
010104102	Terminator Librarian Force Axe	..\$3.50
010104103	Terminator Librarian Banner Pole	..\$1.50

<b>Emperor's Champion Bitz</b>		
010123601	Emperor's Champion Body	.....\$9
010123602	Emperor's Champion Right Arm	...\$2

## Metal Bitz & Plastic Sprues – Elites

<b>Dreadnought Bitz</b>		
99390101008	Dreadnought Plastic Base	.....\$2
99390101009	Dreadnought	
	Assault Cannon/Flamer Sprue	...\$5
99390101010	Space Marine Dreadnought Sprue	..\$25
99390101011	Dreadnought	
	Lascannon/Missile Launcher	...\$5

<b>Space Marine Terminator Bitz</b>		
99389999024	Space Marine Terminator Sgt. Sprue	..\$7
99389999025	Space Marine Terminator Sprue	..\$28
010100701	Terminator Sergeant Body	...\$5.50

### Getting Started

48-01-60	Codex: Space Marines	.....\$15
41-01-60	Codex: Blood Angels	.....\$10
44-01-60	Codex: Dark Angels	.....\$10
53-01-60	Codex: Space Wolves	.....\$10
40-11-60	Codex: Eye of Terror	.....\$15
40-03-60	Codex: Armageddon	.....\$10
40-08-60	Index Astartes 2	.....\$20
48-08	Space Marine Battle Force	.....\$100
	Contents: Space Marine Tactical Squad, Space Marine Assault Squad, Space Marine Bike Squad, Rhino, Dreadnought, Set of Jungle Trees	
53-07	Space Wolves Battle Force	.....\$90
	Contents: Bloodclaws Squad, Grey Hunters Squad, 3 Space Wolves Bikes, Rhino, Set of Ruined Buildings	
48-31	Space Marine Mega Force	.....\$140
	Contents: Space Marine Tactical Squad, Space Marine Combat Squad, Space Marine Assault Squad, Rhino, Predator, Dreadnought, Set of Jungle Trees	

### Boxes & Blister Packs – HQ

48-17	Space Marine Command Squad	..\$40
	Box includes 5 models	
48-18	Space Marine Chaplain on Bike	...\$20
	Box includes 1 model	
48-37	Space Marine Librarian	.....\$8
	Blister includes 1 model	
48-38	Space Marine Chaplain	.....\$8
	Blister includes 1 model	
48-39	Space Marine Apothecary	.....\$8
	Blister includes 1 model	
48-40	Space Marine Techmarine	.....\$8
	Blister includes 1 model	
48-41	Space Marine Standard Bearer	.....\$7
	Blister includes 1 model	
48-42	Terminator Hero	.....\$12
	Blister includes 1 model	
48-43	Terminator Librarian	.....\$10
	Blister includes 1 model	
48-44	Terminator Chaplain	.....\$10
	Blister includes 1 model	
48-64	Space Marine Captain	.....\$10
	Blister includes 1 model	

### Space Marine Special Characters

55-40	Emperor's Champion	.....\$10
	Blister includes 1 model	

### Salamander Special Characters

55-39	Xavier – Salamander Chaplain	...\$10
	Blister includes 1 model	

### Boxes & Blister Packs – Elites

48-10	Terminator Squad	.....\$30
	Box includes 5 models	
48-26	Space Marine Dreadnought	.....\$35
	Box includes 1 model	
48-45	Terminator with Stormbolter	.....\$9
	Blister includes 1 model	
48-46	Terminator with Assault Cannon	...\$10
	Blister includes 1 model	
48-47	Terminator Sergeant	.....\$9
	Blister includes 1 model	
48-48	Terminator with Heavy Flamer	...\$10
	Blister includes 1 model	
48-49	Terminator with Lightning Claws	...\$9
	Blister includes 1 model	
48-50	Terminator w/ Cyclone Missile Launcher	..\$10
	Blister includes 1 model	
48-51	Terminator with Thunderhammer	...\$9
	Blister includes 1 model	

### Boxes & Blister Packs – Troops

48-06	Space Marine Combat Squad	.....\$15
	Box includes 5 models	
48-07	Space Marine Tactical Squad	.....\$30
	Box includes 10 models	
48-12	Rhino	.....\$25
	Box includes 1 model	
48-16	Space Marine Scouts	.....\$20
	Box includes 5 models	
48-21	Razorback	.....\$30
	Box includes 1 model	
48-52	Space Marine Veteran Sergeant	...\$7
	Blister includes 1 model	
48-53	Space Marine w/ Assault Weapon	...\$9
	Blister includes 2 models	
48-58	Space Marine Scouts	.....\$8
	Blister includes 2 models	
48-59	Scout Sergeant	.....\$7
	Blister includes 1 model	
48-60	Scout with Heavy Bolter	.....\$8
	Blister includes 1 model	
48-61	Scouts with Bolters	.....\$8
	Blister includes 2 models	
48-62	Scouts with Shotguns	.....\$8
	Blister includes 2 models	
48-63	Scouts with Needle Rifles	.....\$8
	Blister includes 2 models	

### Boxes & Blister Packs – Fast Attack

48-09	Space Marine Assault Squad	.....\$25
	Box includes 5 models	
48-11	Space Marine Bike	.....\$12.50
	Box includes 1 model	
48-13	Space Marine Land Speeder	.....\$25
	Box includes 1 model	
48-19	Space Marine Bike Squadron	.....\$40
	Box includes 3 models	
48-20	Space Marine Attack Bike	.....\$20
	Box includes 1 model	
48-27	Space Marine Land Speeder Tornado	...\$30
	Box includes 1 model	
48-28	Space Marine Land Speeder Typhoon	...\$30
	Box includes 1 model	
48-29	Space Marine Scout Bike Squadron	...\$40
	Box includes 3 models	
48-65	Space Marine Assault Sergeant	.....\$8
	Blister includes 1 model	

### Boxes & Blister Packs – Heavy Support

48-14	Space Marine Land Raider	.....\$50
	Box includes 1 model	
48-15	Space Marine Devastators	.....\$35
	Box includes 5 models	
48-23	Space Marine Predator Tank	.....\$35
	Box includes 1 model	
48-30	Space Marine Land Raider Crusader	...\$55
	Box includes 1 model	
48-54	Devastator with Heavy Bolter	.....\$8
	Blister includes 1 model	
48-55	Devastator with Plasma Cannon	...\$8
	Blister includes 1 model	
48-56	Devastator with Lascannon	.....\$8
	Blister includes 1 model	
48-57	Devastator with Multi Melta	.....\$8
	Blister includes 1 model	

### Boxes & Blister Packs – Miscellaneous

55-41	Imperial/Crimson Fist Shoulder Pads	.....\$8
	Blister includes 10 shoulder pads	
55-42	Black Templar Shoulder Pads	.....\$8
	Blister includes 10 shoulder pads	

010100702	Terminator Sergeant Banner Pole	..\$1.50
010100703	Terminator Body 2	..\$5.50
010100704	Terminator Storm Bolter	..\$2.50
010100705	Terminator Assault Cannon	..\$3.50
010100706	Terminator Power Fist	..\$2.50
010100707	Terminator Power Sword	..\$2.50
010100708	Terminator Chainfist	..\$2.50
010103810	Terminator Heavy Flamer	..\$3.50
010103911	Terminator Right Lightning Claw	..\$2.50
010103912	Terminator Left Lightning Claw	..\$2.50
010104201	Terminator Body 1	..\$5.50
010104202	Terminator Body 3	..\$5.50
010104203	Cyclone Missile Launcher Targeter	..\$2.50
010104204	Cyclone Missile Launcher Body	..\$2.50
010104205	Cyclone Missile Launcher Front	..\$1.50
010104303	Terminator Thunder Hammer	..\$2.50
010104304	Terminator Storm Shield Arm	..\$2.50
010104305	Terminator Storm Shield	..\$1
<b>Veteran Space Marine Shoulder Pads</b>		
VETERAN 1	Veteran Shoulder Pad 1	..\$1.25
VETERAN 2	Veteran Shoulder Pad 2	..\$1.25

**Metal Bitz & Plastic Sprues – Troops**

<b>Space Marine Scout Bitz</b>		
010108801	Space Marine Scout 1	..\$4.50
010108802	Scout Sergeant	..\$7.50
010108803	Space Marine Scout 2	..\$4.50
010108804	Space Marine Scout 3	..\$4.50
010108805	Space Marine Scout 4	..\$4.50
010109001	Scout Sniper 1 (Standing)	..\$4.50
010109002	Scout Sniper 2 (Kneeling)	..\$4.50
010109003	Scout w/ Shotgun 1	..\$4.50
010109101	Scout w/ Heavy Bolter Body	..\$4.50
010109102	Scout Heavy Bolter	..\$3
010109103	Scout Heavy Bolter Bi Pod	..\$1
010109306	Space Marine Scout 5	..\$4.50
010109307	Space Marine Scout 6	..\$4.50
010111301	Scout w/ Bolter 1	..\$4.50
010111302	Scout w/ Bolter 2	..\$4.50
010117804	Scout w/ Shotgun 2	..\$4.50

**Razorback Bitz**

99390101004	Land Raider Accessory Sprue	..\$7
99390199004	Rhino Hull 1 Sprue	..\$11.50
99390199005	Rhino Hull 2 Sprue	..\$11.50
99390199006	Razorback Sprue	..\$7

**Rhino Bitz**

99390101004	Land Raider Accessory Sprue	..\$7
99390199004	Rhino Hull 1 Sprue	..\$11.50
99390199005	Rhino Hull 2 Sprue	..\$11.50

**Tactical Marine Bitz**

010100901	Space Marine Sergeant 2	..\$7.50
010101103	Space Marine Sergeant 1	..\$7.50
010117704	Space Marine Plasma Gun	..\$2.50
010119201	Space Marine Meltagun	..\$2.50
010119202	Assault Weapon Space Marine 1	..\$5
010119203	Assault Weapon Space Marine 2	..\$5
010119204	Assault Weapon Space Marine 3	..\$5
99380101004	Space Marine Backpack Sprue	..\$2
99380101005	Space Marine Arms, Bolters, and Shoulder Pads Sprue	..\$1
99380101006	Space Marine Bodies	..\$15
99380101007	Space Marine Accessories Sprue	..\$3

**Veteran Sergeant Bitz**

010107101	Veteran Sergeant 3 w/ Bionic Arm	..\$8
010107102	Veteran Sergeant 1 w/ Bionic Eye	..\$8
010107103	Veteran Sergeant 4 w/ Gren. Launcher	..\$8
010107104	Veteran Sergeant 2 w/ Bolt Pistol	..\$8
010111201	Veteran Sergeant w/ Power Axe	..\$6.50
010111202	Veteran Sergeant Bolt Gun	..\$1.50

**Metal Bitz & Plastic Sprues – Fast Attack**

**Assault Squad Bitz**

010101003	Assault Sergeant 1	..\$9
010103001	Assault Sergeant 2	..\$8
99380101008	Left Arm Assault Sprue	..\$1.50
99380101009	Right Arm Assault Sprue	..\$1.50
99380101010	Space Marine Assault Sprue	..\$15
99380101011	Jump Pack Sprue	..\$1.50

**Attack Bike Bitz**

010107701	Attack Bike Sidecar	..\$3
010107702	Attack Bike Chairback	..\$1
010107703	Attack Bike Sidecar Mudguard	..\$1
010107704	Attack Bike Equipment Sprue	..\$2
010107705	Attack Bike Multi-Melta	..\$3
010107706	Attack Bike Heavy Bolter	..\$3
010107707	Attack Bike Sidecar Axle Cap	..\$0.50
010107708	Attack Bike Sidecar Gunner	..\$3

**Bike Squad Bitz**

010105601	Space Marine Sergeant Biker	..\$3
010105602	Marine Biker w/ Plasma Gun	..\$3
010105603	Marine Biker w/ Melta Gun	..\$3
99399999034	Bike Wheel Sprue	..\$1

**Land Speeder Tornado Bitz**

010118701	Tornado Assault Cannon	..\$2
010118702	Tornado Heavy Flamer	..\$2
010118703	Tornado Range Finder	..\$2
010118704	Tornado Stowage 1	..\$1
010118705	Tornado Stowage 2	..\$1

**Land Speeder Typhoon Bitz**

010120301	Typhoon Land Speeder Gunner Torso	..\$2
010120302	Typhoon Missiles	..\$1
010120303	Typhoon Left Arm	..\$2
010120304	Typhoon Right Arm	..\$2
010118703	Tornado Range Finder	..\$2

**Scout Biker Bitz**

010121901	Marine Bike Scout Body 1	..\$3
010121902	Marine Bike Scout Body 2	..\$3
010121903	Marine Bike Scout Body 3	..\$3
010121904	Scout Biker Chainsword	..\$1
010121905	Scout Biker Shotgun	..\$1
010121906	Bike Scout Bolter/Grenade Launcher	..\$1
010121907	Scout Bike Holsters	..\$2
010121908	Scout Biker Saddlebag	..\$2
010121909	Scout Biker Left Arm	..\$0.50

**Metal Bitz & Plastic Sprues – Heavy Support**

**Devastator Bitz**

010118601	Devastator Sergeant Arm	..\$1
010118602	Devastator Heavy Bolter	..\$4
010118603	Devastator Heavy Bolter Arm	..\$1
010118604	Devastator Heavy Bolter Backpack	..\$2
010118605	Devastator Heavy Plasma Gun	..\$4
010118606	Devastator Plasma Cannon Arm	..\$1
010118607	Devastator Plasma Cannon Backpack	..\$2
010118608	Devastator Lascannon	..\$4
010118609	Devastator Lascannon Arm & Sight	..\$1
010118610	Devastator Lascannon Backpack	..\$2
010121401	Space Marine Multi Melta	..\$4
010121402	Multi Melta Arm	..\$1
010121403	Multi Melta Backpack	..\$2
010123202	Dark Angel Plasma Cannon Backpack	..\$2
010123203	Dark Angel Plasma Cannon	..\$4
010123204	Dark Angel Plasma Cannon Arm	..\$1

**Land Raider Bitz**

99390101002	Land Raider Left Track Sprue A	..\$10
99390101003	Land Raider Sponson Sprue B	..\$8
99390101004	Land Raider Accessory Sprue C	..\$8
99390101005	Land Raider Top Sprue D	..\$11
99390101006	Land Raider Floor Sprue E	..\$9
99390101007	Land Raider Right Track Sprue F	..\$10

**Land Raider Crusade Bitz**

010121701	Crusader Sponson Sides	..\$3.50
010121702	Crusader Frag. Assault Launchers	..\$4.50
010121703	Hurricane Ammo Boxes	..\$3.50
010121704	Hurricane Ammo Feeds	..\$1.50
010121705	Crusader Melta Shield Right	..\$2.25
010121706	Crusader Melta Shield Left	..\$2.25
010121707	Crusader Left Assault Cannon	..\$4.50
010121708	Crusader Right Assault Cannon	..\$4.50
010121709	Crusader Hurricane Bolters	..\$2.25
010121710	Crusader Multi Melta	..\$3.50
010121711	Crusader Hurricane Mounts	..\$3.50

**Predator Bitz**

99390199007	Predator Turret Sprue	..\$7
99390199008	Predator Sponson Sprue	..\$7
99390101004	Sp. Mar. Tank Accessory Sprue	..\$7
99390199004	Rhino Hull 1	..\$11.50
99390199005	Rhino Hull 2	..\$11.50

**Classic/Collector's Range**

**Complete Models – Elite**

MO0191	Classic Space Marines Dreadnought	..\$45
<i>Includes 1 Model</i>		

**Complete Models – Troops**

MO0190	Classic Space Marine Rhino	..\$35
<i>Includes 1 Model</i>		
MO0194	Classic Space Marine Razorback	..\$40
<i>Includes 1 Model</i>		

**Complete Models – Fast Attack**

MO0195	Classic Space Marine Land Speeder	..\$35
<i>Includes 1 Model</i>		

**Complete Models – Heavy Support**

MO0199	Classic Space Marine Predator Destructor	..\$45
<i>Includes 1 Model</i>		
MO0205	Classic Space Marine Predator Annihilator	..\$45
<i>Includes 1 Model</i>		
MO0208	Classic Space Marine Vindicator	..\$40
<i>Includes 1 Model</i>		
MO0207	Classic Space Marine Whirlwind	..\$40
<i>Includes 1 Model</i>		

**Metal Bitz – HQ**

010104702	Veteran Captain w/ Bionic Arm	..\$11
010104601	Captain w/ Terminator Honors	..\$11
70140/60	Chaplain with Powersword	..\$10
70140/61	Chaplain with Crozius	..\$10
70145/7	Space Marine Librarian w/ Scroll	..\$10
70145/8	Space Marine Librarian w/ Tome	..\$10
70145/9	Librarian w/ 2-hand Force Sword	..\$10
70145/10	Captain	..\$10
70145/12	Lieutenant	..\$10
70160/10	Chaplain Torso with Crozius	..\$5
70160/11	Sp. Mar. Biker Chaplain Legs	..\$4
70160/7	Biker Torso w/ Banner	..\$5
70160/8	Chaplain Rider Legs 2	..\$4
70268/7	Backpack Cloak	..\$2.50

**Metal Bitz – Elites**

**Classic Dreadnought Bitz**

010100202	Dreadnought Lower Body	..\$5
010100203	Dreadnought Multi-Melta Arm	..\$4
010100204	Dreadnought Power Plant	..\$5
010100205	Dreadnought Power Fist Arm	..\$4
010100206	Dreadnought Power Fist	..\$2
010100207	Dreadnought Auto Launcher	..\$2
010100208	Dreadnought Foot	..\$2
010100209	Dreadnought Legs	..\$6
010100211	Dreadnought Rear Body	..\$5
010100519	Dreadnought Twin Lascannon Arm	..\$4
010100520	Dreadnought Missile Launcher	..\$4

010100521	Dreadnought Missile Launcher Pod	.. \$2
010100525	Dark Angels Dread Banner Pole	.. \$2
010100526	Dark Angels Sarcophagus	.. \$6
010100820	S.M. Dreadnought Sarcophagus	.. \$6
010100821	S.M. Dreadnought Banner Pole	.. \$2

**Imperial Fists Terminator Bitz**

010110701	Imperial Fists Storm Bolter 1	.. \$2.50
010110702	Imperial Fists Storm Bolter 2	.. \$2.50
010110703	Imperial Fists Heavy Flamer	.. \$3.75
010110704	Imperial Fists Banner Pole	.. \$2.50
010110705	Imperial Fists Storm Shield	.. \$2.50

**Classic Terminator Bitz**

70204/17	Stormshield 2 (Rounded End)	.. \$1.25
70073/9	Terminator Mk1 Heavy Flamer	.. \$3
70204/5	Terminator w/ Mk1 Cyclone Missile Launcher	.. \$6
70204/6	Terminator Mk1 Cyclone Targeter Arm	.. \$3
70204/12	Close Combat Terminator Body	.. \$6
70204/13	Terminator Mk1 Right Lightning Claw	.. \$3
70204/14	Terminator Mk1 Left Lightning Claw	.. \$3
70204/15	Terminator Mk1 Thunderhammer	.. \$3.50
70204/16	Terminator Mk1 Shield Arm	.. \$3.50
70204/24	Stormshield 1 (Crux and Skull)	.. \$1.25
70243/13	Terminator Shield 1	.. \$2
RTB9/1	Terminator Mk1 Stormbolter	.. \$3
RTB9/2	Terminator Mk1 Powerfist	.. \$2.50
RTB9/3	Terminator 3	.. \$6
RTB9/4	Terminator 2	.. \$6
RTB9/5	Terminator 1	.. \$6
RTB9/6	Terminator Librarian	.. \$6
RTB9/7	Terminator Captain Body	.. \$7.50
RTB9/8	Terminator Mk1 Assault Cannon	.. \$3
RTB9/10	Terminator Captain Bolter Arm	.. \$2
RTB9/11	Terminator Mk1 Chainfist	.. \$2.50
RTB9/12	Terminator Powerfist and Grenade Launcher	.. \$2.50
RTB9/13	Terminator Mk1 Force Axe	.. \$3
RTB9/14	Terminator Mk1 Powersword Arm	.. \$3
RTB9/16	Terminator Shield 3	.. \$2

**Metal Bitz & Plastic Sprues – Troops**

**Classic Razorback Bitz**

010105201	Razorback Gunner	.. \$3
010105202	Razorback Top Plate	.. \$5
010105203	Razorback Turret	.. \$4
010105204	Razorback Gun Shield	.. \$3.50
010105205	Razorback Lascannon/Plasma	.. \$4.50
010105206	Razorback Middle Hatch	.. \$1
010105207	Razorback Left Hatch	.. \$1
010105208	Razorback Right Hatch	.. \$1
010120409	Razorback Shield	.. \$3
010120410	Razorback Right Bolter	.. \$2
010120411	Razorback Left Bolter	.. \$2
010120412	Razorback Right Lascannon	.. \$2
010120413	Razorback Left Lascannon	.. \$2
010120414	Razorback Bolter Clip	.. \$1
010120415	Razorback Weapon Mount	.. \$2
99399999054	Classic Space Marine Rhino Track Sprue	.. \$9
99399999055	Classic Space Marine Rhino Chassis Sprue	.. \$9

**Classic Rhino Bitz**

99399999054	Classic Space Marine Rhino Track Sprue	.. \$9
99399999055	Classic Space Marine Rhino Chassis Sprue	.. \$9

**Classic Rhino Ablative Armor Bitz**

215-C	Ablative Track Guard 1 (Top)	.. \$1.50
215-D	Ablative Track Guard 2 (Rear)	.. \$1.50
215-E	Ablative Track Guard 3 (Front)	.. \$1.50
214-H	Ablative Left Front Armor	.. \$2.50
214-F	Ablative Left Rear Armor	.. \$2.50
214-G	Ablative Right Rear Armor	.. \$2.50
214-E	Ablative Right Front Armor	.. \$2.50
215-B	Ablative Front Armor	.. \$3.50
214-L	Ablative Middle Armor	.. \$3.50

**Classic/Collector's Tactical Marine Bitz**

010101101	Mk7 Space Marine 3	.. \$4.50
010101102	Mk7 Space Marine 4	.. \$4.50
010101104	Space Marine w/ Flamer	.. \$7.50
010103201	Space Marine w/ Plasma Gun	.. \$7.50
010103202	Space Marine w/ Melita Gun	.. \$7.50
010103348	Mk6 Space Marine 1	.. \$5
010103349	Mk6 Space Marine 2	.. \$5
010103350	Mk7 Space Marine 1	.. \$5
010103351	Mk7 Space Marine 2	.. \$5
010103354	Mk7 Space Marine 7	.. \$5
010103355	Mk7 Space Marine 5	.. \$5
010103356	Mk7 Space Marine 6	.. \$5
70106/2	Space Marine w/ Bolter 10	.. \$5
70106/3	Space Marine w/ Bolter 13	.. \$5
70121/2	Wolf Cloak Backpack	.. \$2.50
70106/6	Space Marine w/ Bolter/Sensor	.. \$5
70106/7	Space Marine w/ Bolter 12	.. \$5
70106/8	Space Marine w/ Bolter 14	.. \$5
70106/10	Space Marine w/ Bolter 11	.. \$5
70106/11	Bolter/Face Mask	.. \$5
70106/14	Plasma Gun	.. \$5
70106/16	Space Marine w/ Autogun	.. \$5
70106/45	Space Marine Mk2 Crusade Armor 3	.. \$5
70106/46	Space Marine Mk5 Heresy Armor 2	.. \$5
70106/47	Space Marine Mk4 Maximus Armor 3	.. \$5
70119/19	Hand Flamer/Pistol	.. \$5
70119/20	Power Glove	.. \$5
70119/21	Chainsword 1	.. \$5
70119/23	Sp. Mar. w/ Powersword & Boltipistol	.. \$5
70119/24	Space Marine w/ Flamer	.. \$5
70119/25	Sp. Mar. w/ Bionic Eye & Boltipistol	.. \$5
70119/26	Power Sword	.. \$5
70119/27	Bionic Arm/Eye	.. \$5
70119/28	Bolt Pistol	.. \$5
70119/29	Space Marine w/ Boltipistol	.. \$5
70119/30	Powersword/Sensor	.. \$5
70119/31	Sp. Mar. w/ Powersword & Bolter	.. \$5
70119/32	Power Axe 1	.. \$5
70119/33	Bolt Pistol/Power Fist	.. \$5
70119/34	Space Marine w/ Poweraxe 2	.. \$5
70119/35	Sp. Mar. w/ Bionic Arm & Chainsword	.. \$5
70119/38	Mk6 Sp. Mar. w/ Chainswd & Boltipistol	.. \$5
70121/38	Sp. Marine w/ Boltipistol & Chainsword	.. \$5
70121/41	Space Marine w/ Bolter 4	.. \$5
70121/49	Bolter 6	.. \$5
70121/50	Space Marine w/ Plasma Gun 2	.. \$5
70145/3	Power Glove/Bolter	.. \$5
70145/5	Terminator Honors 2	.. \$5
70145/6	Sp. Mar. w/ Term Honors & Bolter 1	.. \$5
70145/14	Space Marine w/ Bolter 1	.. \$5
70145/17	Sp. Mar. w/ Hooded Tabard & Pwr Swd	.. \$5
70145/18	Space Marine w/ Plasma Gun 1	.. \$5
70270/1	Space Marine w/ Artificer Armor 3	.. \$5
70270/2	Space Marine w/ Artificer Armor 4	.. \$5
70270/3	Mk6 Corvus Armor Sp. Mar. 2	.. \$5
70270/4	Space Marine w/ Artificer Armor 1	.. \$5

70270/5	Space Marine w/ Artificer Armor 2	.. \$5
70270/6	Space Marine Corvus Armor	.. \$5
70270/7	Mk5 Heresy Armor	.. \$5
70270/9	Mk1 Thunder Armor	.. \$5
70270/11	Maximus Armor 1	.. \$5
70270/13	Mk1 Thunder Armor 2	.. \$5
70270/14	Mk2 Crusade Armor 2	.. \$5
70270/15	Mk3 Iron Armor 1	.. \$5
99399999007	Space Marine Character Arms Sprue	.. \$1
99399999008	Space Marine Backpack w/ Banner Pole Sprue	.. \$1
99399999015	Space Marine Mk7 Arms Sprue (Old)	.. \$1.50
99399999031	Space Marine Backpack Sprue (Old)	.. \$1.50
BLOOD1	Blood Angel Shoulder Pad 1	.. \$1.25
BLOOD 1ST COMP	Blood Angel First Company Pad	.. \$1.25
BLOOD2	Blood Angel Shoulder Pad 2	.. \$1.25
FLESH TEARERS	Flesh Tearers Shoulder Pad	.. \$1.25
TACTICAL 2	Tactical Shoulder Pad 2	.. \$1.25
TACTICAL 3	Tactical Shoulder Pad 3	.. \$1.25
TACTICAL 4	Tactical Shoulder Pad 4	.. \$1.25
TERM HONOURS	Terminator Honors Shoulder Pad	.. \$1.25
ULTRAMARINES	Ultramarine Shoulder Pad	.. \$1.25
ULTRA SERGEANT	Ultramarine Sergeant Shoulder Pad	.. \$1.25
ULTRA STANDARD	Ultramarine Standard Bearer Shoulder Pad	.. \$1.25
ULTRA VET	Ultramarine Veteran Shoulder Pad	.. \$1.25

**Legion of the Damned Bitz**

010109601	L.O.D. Sergeant 1 (Chainsword)	.. \$8
010109602	L.O.D. Devastator Body 1	.. \$4.50
010109603	L.O.D. Heavy Bolter	.. \$4
010109604	L.O.D. Trooper w/ Flamer	.. \$7
010109605	L.O.D. Trooper 1 (Bones on Grievous)	.. \$4.50
010109606	L.O.D. Trooper 2 (Bare Breast Plate)	.. \$4.50
010109607	L.O.D. Trooper 3 (Mk6 Ribcage)	.. \$4.50
010109608	L.O.D. Trooper 4 (Flames on Chest)	.. \$4.50
010109609	L.O.D. Trooper 5 (Skull on Knee)	.. \$4.50
010109610	L.O.D. Trooper 6 (Ribcage Mk7)	.. \$4.50
010109611	L.O.D. Trooper 7 (Eagle Chest Plate)	.. \$4.50
010109612	L.O.D. Gun Sprue A	.. \$3
010109613	L.O.D. Gun Sprue B w/ Pistol	.. \$3
010109614	L.O.D. Backpack 1	.. \$2.50
010109615	L.O.D. Backpack 2	.. \$2.50
010109616	L.O.D. Backpack 3	.. \$2.50
010109617	L.O.D. Shoulder Pad 10	.. \$1.25
010109618	L.O.D. Shoulder Pad 6	.. \$1.25
010109619	L.O.D. Shoulder Pad 5	.. \$1.25
010109620	L.O.D. Shoulder Pad 4	.. \$1.25
010109621	L.O.D. Shoulder Pad 9	.. \$1.25
010109622	L.O.D. Shoulder Pad 7	.. \$1.25
010109623	L.O.D. Shoulder Pad 3	.. \$1.25
010109624	L.O.D. Shoulder Pad 1	.. \$1.25
010109625	L.O.D. Shoulder Pad 8	.. \$1.25
010109626	L.O.D. Shoulder Pad 11	.. \$1.25
010109627	L.O.D. Shoulder Pad 2	.. \$1.25
010109728	L.O.D. Trooper 8 (Ribs & Flames)	.. \$4.50
010109729	L.O.D. Trooper 9 (Flames on Knees)	.. \$4.50
010109730	L.O.D. Trooper 10 (Eagle & Skull)	.. \$4.50

010109731	L.O.D. Trooper 11 (Mk6)	.....	\$4.50
010109732	L.O.D. Trooper 12 (Flames on Chest)	.....	\$4.50
010109733	L.O.D. Trooper 13 (Twin Ribs on Chest)	.....	\$4.50
010109734	L.O.D. Trooper 14 (Mk6 Skull/Bones)	.....	\$4.50
010109802	L.O.D. Sergeant 2 (Bolter)	.....	\$8
010109905	L.O.D. Trooper w/ Meltagun	.....	\$7
010109906	L.O.D. Trooper w/ Plasma Gun	.....	\$7
010110004	L.O.D. Devastator Body 2	.....	\$4.50
010110005	L.O.D. Lascannon	.....	\$4
010110006	L.O.D. Devastator Body 3	.....	\$4.50
010110007	L.O.D. Missile Launcher	.....	\$4

**Metal Bitz & Plastic Sprues – Fast Attack**

**Assault Squad Bitz**

010101004	Metal Jump Pack	.....	\$2.75
75126-1	Jump Pack (Turbofan)	.....	\$3

**Assault Squad Shoulder Pads**

ASSAULT 1	Assault Shoulder Pad 1	.....	\$1.25
ASSAULT 2	Assault Shoulder Pad 2	.....	\$1.25
ASSAULT 3	Assault Shoulder Pad 3	.....	\$1.25

**Classic Assault Space Marines**

010101001	Assault Trooper 2	.....	\$5.50
010101002	Assault Trooper 1	.....	\$5.50
010103002	Assault Trooper 4	.....	\$5
010103003	Assault Trooper 3	.....	\$5

**Classic Land Speeder Bitz**

010100601	Landspeeder Gunner	.....	\$3.50
010100602	Landspeeder Pilot	.....	\$3.50
010100603	Landspeeder Chassis	.....	\$5.50
010100604	Landspeeder Engine Pod Bottom	.....	\$4.50
010100605	Landspeeder Engine Pod Top	.....	\$3.50
010100606	Landspeeder Right Fairing	.....	\$2.50
010100607	Landspeeder Left Fairing	.....	\$2.50
010100608	Landspeeder Foot Rest	.....	\$3.50
010100609	Landspeeder Stabilizer Fin	.....	\$3.50
010100610	Landspeeder Seat	.....	\$2.50
010100611	Landspeeder Back Rest	.....	\$2.50
010100612	Landspeeder Engine Nozzle	.....	\$1.50
010100613	Landspeeder Multi-Melta	.....	\$4.50
010100614	Landspeeder Heavy Flamer	.....	\$4.50

**Classic Biker Bitz**

70160/6	Space Marine Biker Legs 1	.....	\$2
70160/9	Space Marine Torso with Bolter	.....	\$3.50
70160/16	Rider with Pistol	.....	\$3.50
70160/20	Space Marine Biker Legs 2	.....	\$2

**Metal Bitz & Plastic Sprues – Heavy Support**

**Devastator Shoulder Pads**

DEVASTATOR 1	Devastator Shoulder Pad 1	.....	\$1.25
DEVASTATOR 2	Devastator Shoulder Pad 2	.....	\$1.25
DEVASTATOR 3	Devastator Shoulder Pad 3	.....	\$1.25
DEVASTATOR 4	Devastator Shoulder Pad 4	.....	\$1.25

**Classic Devastator Bitz**

70121/46	Space Marine with Multi Melta	.....	\$5
70121/48	Heavy Bolter	.....	\$5
010100902	Mk7 Devastator 2	.....	\$5
010100903	Mk7 Devastator 1	.....	\$5
010100904	Space Marine Missile Launcher	.....	\$3.75
010100905	Space Marine Lascannon	.....	\$3.75
010100906	Space Marine Heavy Bolter	.....	\$3.75
010102907	Space Marine Heavy Plasma Gun	.....	\$3.75

**Classic Predator Bitz**

010105701	Rear Top Plate	.....	\$5
010105702	Sponson Plate	.....	\$2
010105706	Top Plate	.....	\$4
010105707	Sponson Weapon Mount	.....	\$2
010105708	Sponson Side Plate	.....	\$1
010105709	Sponson Plate A	.....	\$2

010105710	Sponson Plate B	.....	\$2
010105411	Predator Sponson Heavy Bolter	.....	\$2
010105412	Predator Autocannon	.....	\$4
010105413	Predator Turret Base	.....	\$3
010105414	Predator Turret Top	.....	\$4
010105415	Predator Sponson Lascannon	.....	\$2
010105516	Annihilator Twin Lascannon	.....	\$4
010105517	Annihilator Turret Base	.....	\$4
010105518	Annihilator Turret Top	.....	\$4
215-A	Ablative Turret Top	.....	\$4.50
215-G	Ablative Left Turret Armor	.....	\$1.50
215-H	Ablative Right Turret Armor	.....	\$1.50
010505303	Tank Cupola	.....	\$2
010505304	Tank Hatch 1	.....	\$1
010505305	Tank Hatch 2	.....	\$1
99399999054	Classic Space Marine Rhino Track Sprue	.....	\$9

99399999055	Classic Space Marine Rhino Chassis Sprue	.....	\$9
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**Classic Vindicator Bitz**

010111402	Vindicator Top Hatch	.....	\$2
010111403	Vindicator Hydraulics	.....	\$2
010111404	Vindicator Side Armor (Eagle)	.....	\$2
010111405	Vindicator Side Armor (Worky Bitz)	.....	\$2
010111406	Vindicator Side Armor (Bullet Hole)	.....	\$2
010111407	Vindicator Side Armor (Bed Roll)	.....	\$2
010111408	Vindicator Side Armor (Ladder)	.....	\$2
010111409	Vindicator Side Armor (Skull Icon)	.....	\$2
010111410	Vindicator Front Plate	.....	\$4
010111411	Vindicator Rear Hatches	.....	\$4
010111412	Vindicator Sp. Mar. Tank Commander	.....	\$2
010111413	Vindicator Demolisher Cannon	.....	\$2
010111414	Vindicator Scanner	.....	\$1
010111415	Vindicator Top Rear Armor Plate	.....	\$5
010111416	Vindicator Top Plate 2	.....	\$4
99399999054	Classic Space Marine Rhino Track Sprue	.....	\$9
99399999055	Classic Space Marine Rhino Chassis Sprue	.....	\$9

**Classic Whirlwind Bitz**

010105301	Whirlwind Turret	.....	\$3
010105302	Whirlwind Scanner Base	.....	\$3
010105303	Whirlwind Scanner	.....	\$1
010105304	Whirlwind Rocket Tubes	.....	\$3
010105305	Whirlwind Rocket Support Arm	.....	\$3
010105306	Whirlwind Top Plate	.....	\$4
010105307	Whirlwind Warheads	.....	\$2
010105308	Whirlwind Exhaust Vents	.....	\$2
99399999054	Classic Space Marine Rhino Track Sprue	.....	\$9
99399999055	Classic Space Marine Rhino Chassis Sprue	.....	\$9

**Metal Bitz – Shoulder Pads**

NOTE: The shoulder pads listed below are shown in order of their part number for convenience when used with the shoulder pad layout on the following pages. Some shoulder pads are listed elsewhere if they are specific to a Chapter or troop type or are included in a boxed set or blister pack.

**Space Marine Shoulder Pads (All Types)**

010109617	L.O.D. Shoulder Pad 10	.....	\$1.25
010109618	L.O.D. Shoulder Pad 6	.....	\$1.25
010109619	L.O.D. Shoulder Pad 5	.....	\$1.25
010109620	L.O.D. Shoulder Pad 4	.....	\$1.25
010109621	L.O.D. Shoulder Pad 9	.....	\$1.25
010109622	L.O.D. Shoulder Pad 7	.....	\$1.25
010109623	L.O.D. Shoulder Pad 3	.....	\$1.25
010109624	L.O.D. Shoulder Pad 1	.....	\$1.25
010109625	L.O.D. Shoulder Pad 8	.....	\$1.25
010109626	L.O.D. Shoulder Pad 11	.....	\$1.25
010109627	L.O.D. Shoulder Pad 2	.....	\$1.25
010110507	Imperial Fists Librarian Shldr. Pad	.....	\$1.25
010110608	Imperial Fists Chaplain Shldr. Pad	.....	\$1.25

010110801	Imperial Fists Shoulder Pad 1	.....	\$1.25
010110802	Imperial Fists Shoulder Pad 2	.....	\$1.25
010110803	Imperial Fists Shoulder Pad 3	.....	\$1.25
010110804	Imperial Fists Shoulder Pad 4	.....	\$1.25
010110805	Imperial Fists Shoulder Pad 5	.....	\$1.25
010115907	Death Company Shoulder Pad 1	.....	\$1
010115908	Death Company Shoulder Pad 2	.....	\$1
010115909	Death Company Shoulder Pad 3	.....	\$1
010115910	Death Company Shoulder Pad 4	.....	\$1
010115911	Death Company Shoulder Pad 5	.....	\$1
010115912	Death Company Shoulder Pad 6	.....	\$1
010115913	Death Company Shoulder Pad 7	.....	\$1
010115914	Death Company Shoulder Pad 8	.....	\$1
010115915	Death Company Shoulder Pad 9	.....	\$1
010120201	Black Templar Shldr. Pad 1 (Cross)	.....	\$1.25
010120202	Black Templar Shldr. Pad 2 (Banner)	.....	\$1.25
010120901	Grey Hunter Pad 12	.....	\$1.25
010120902	Grey Hunter Pad 2	.....	\$1.25
010120903	Blood Claw Pad 1	.....	\$1.25
010120904	Blood Claw Pad 2 (Paw)	.....	\$1.25
010121001	Wolf Guard Shoulder Pad	.....	\$1.25
010121002	Ragnar Blackmane Pad	.....	\$1.25
010121003	Long Fang Pad 1	.....	\$1.25
010121004	Long Fang Pad 2 (Skull)	.....	\$1.25
ASSAULT 1	Assault Shoulder Pad 1	.....	\$1.25
ASSAULT 2	Assault Shoulder Pad 2	.....	\$1.25
ASSAULT 3	Assault Shoulder Pad 3	.....	\$1.25
BA1	Blood Angel Shoulder Pad 1	.....	\$1.25
BA1ST	Blood Angel First Company Pad	.....	\$1.25
BA2	Blood Angel Shoulder Pad 2	.....	\$1.25
DEVASTATOR 1	Devastator Shoulder Pad 1	.....	\$1.25
DEVASTATOR 2	Devastator Shoulder Pad 2	.....	\$1.25
DEVASTATOR 3	Devastator Shoulder Pad 3	.....	\$1.25
DEVASTATOR 4	Devastator Shoulder Pad 4	.....	\$1.25
DW PAD	Deathwatch Space Marine Bolter/Shoulder Pad Sprue	.....	\$2
FLESH TEARERS	Flesh Tearer Shoulder Pad	.....	\$1.25
TACTICAL 2	Tactical Shoulder Pad 2	.....	\$1.25
TACTICAL 3	Tactical Shoulder Pad 3	.....	\$1.25
TACTICAL 4	Tactical Shoulder Pad 4	.....	\$1.25
TERM HONOURS	Terminator Honors Shoulder Pad	.....	\$1.25
ULTRAMARINES	Ultramarine Shoulder Pad	.....	\$1.25
ULTRA SERGEANT	Ultramarine Sergeant Shoulder Pad	.....	\$1.25
ULTRA STANDARD	Ultramarine Standard Bearer Shoulder Pad	.....	\$1.25
ULTRA VET	Ultramarine Veteran Shoulder Pad	.....	\$1.25
VETERAN 1	Veteran Shoulder Pad 1	.....	\$1.25
VETERAN 2	Veteran Shoulder Pad 2	.....	\$1.25
WHITESCARS	White Scar Shoulder Pad	.....	\$1.25

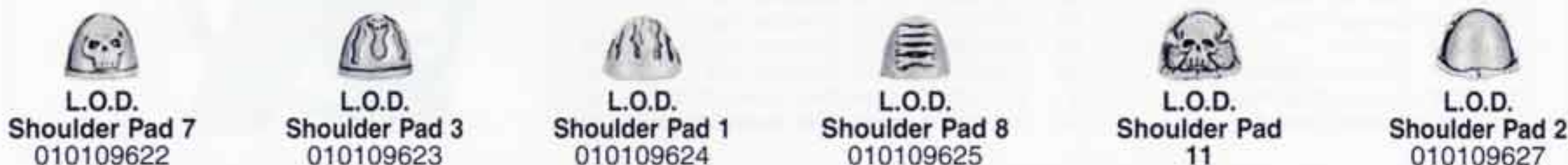
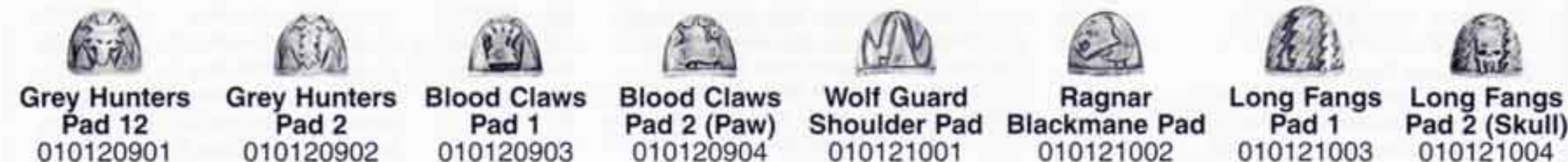
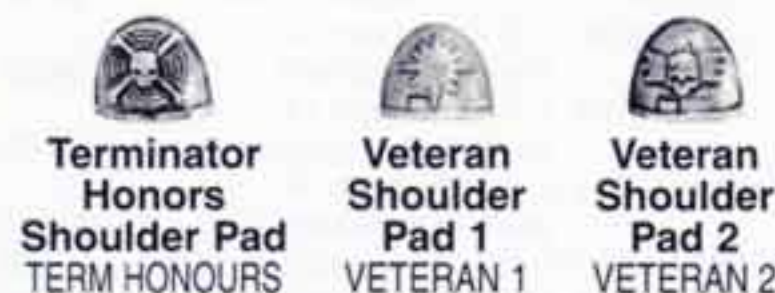






# SHOULDER PADS

This page shows all of the shoulder pads available in the Space Marine range. They make an excellent speedy alternative to painting insignia by hand on each of your models and make it easy to get uniform results, whether you're looking for Chapter badges or squad markings.

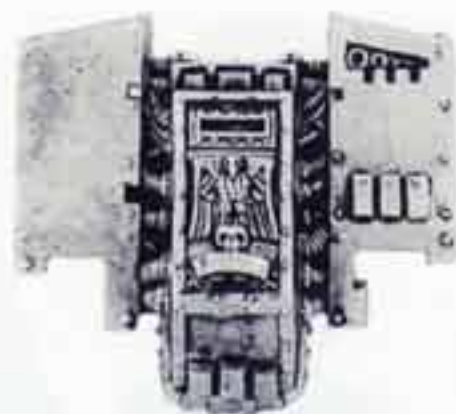


The bitz on the following pages are for the classic general Space Marine models. The classic bitz for specific Chapters are shown later in the catalog.

# CLASSIC RANGE



**Classic Space Marine Dreadnought (1)**  
MO 0191



**Space Marine  
Dreadnought  
Sarcophagus**  
010100820



**Dreadnought  
Power Plant**  
010100204



**Dreadnought  
Lower Body**  
010100202



**Space Marine  
Dreadnought Banner Pole**  
010100821



**Dreadnought  
Power Fist**  
010100206



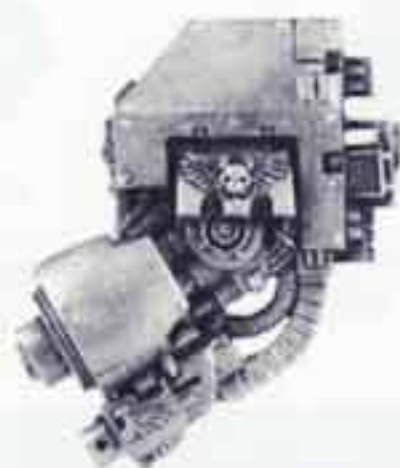
**Dreadnought  
Auto Launcher**  
010100207



**Dreadnought  
Foot**  
010100208



**Veteran Captain  
w/ Bionic Leg**  
010104702



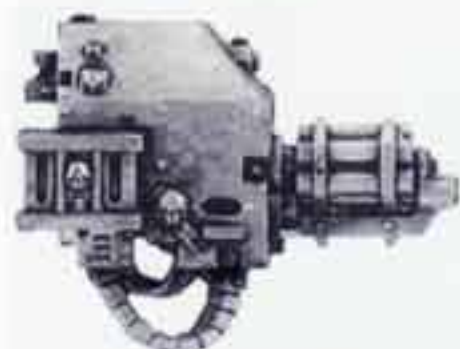
**Dreadnought  
Power Fist Arm**  
010100205



**Dreadnought Legs**  
010100209



**Captain w/  
Terminator Honors**  
010104601



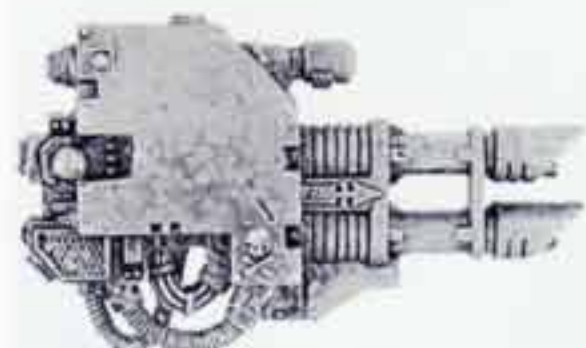
**Dreadnought  
Assault Cannon**  
010100416



**Dreadnought  
Missile  
Launcher Pod**  
010100521



**Dreadnought Back**  
010100211



**Dreadnought Twin  
Lascannon Arm**  
010100519



**Dreadnought  
Missile Launcher**  
010100520



**Dreadnought  
Multi-Melta Arm**  
010100203



**Backpack  
Cloak**  
70268/7



# CLASSIC RANGE



**Terminator Body 1**  
RTB9/5



**Terminator Body 2**  
RTB9/4



**Close Combat Terminator Body**  
70204/12



**Terminator Librarian Body**  
RTB9/6



**Terminator Captain Body**  
RTB9/7



**Terminator Body 3**  
RTB9/3



**Terminator with Mk1 Cyclone Missile Launcher**  
70204/5



**Terminator Mk1 Cyclone Targeter Arm**  
70204/6



**Terminator Mk1 Force Axe**  
RTB9/13



**Terminator Power Fist & Grenade Launcher**  
RTB9/12



**Terminator Mk1 Chainfist**  
RTB9/11



**Terminator Mk1 Left Lightning Claw**  
70204/14



**Terminator Mk1 Powersword Arm**  
RTB9/14



**Terminator Mk1 Power Fist**  
RTB9/2



**Terminator Mk1 Assault Cannon**  
RTB9/8



**Terminator Mk1 Heavy Flamer**  
70073/9



**Terminator Mk1 Thunder Hammer**  
70204/15



**Terminator Mk1 Right Lightning Claw**  
70204/13



**Terminator Captain Bolter Arm**  
RTB9/10



**Terminator Mk1 Storm Bolter**  
RTB9/1



**Terminator Mk1 Shield Arm**  
70204/16



**Terminator Shield 1**  
70243/13



**Terminator Shield 3**  
RTB9/16



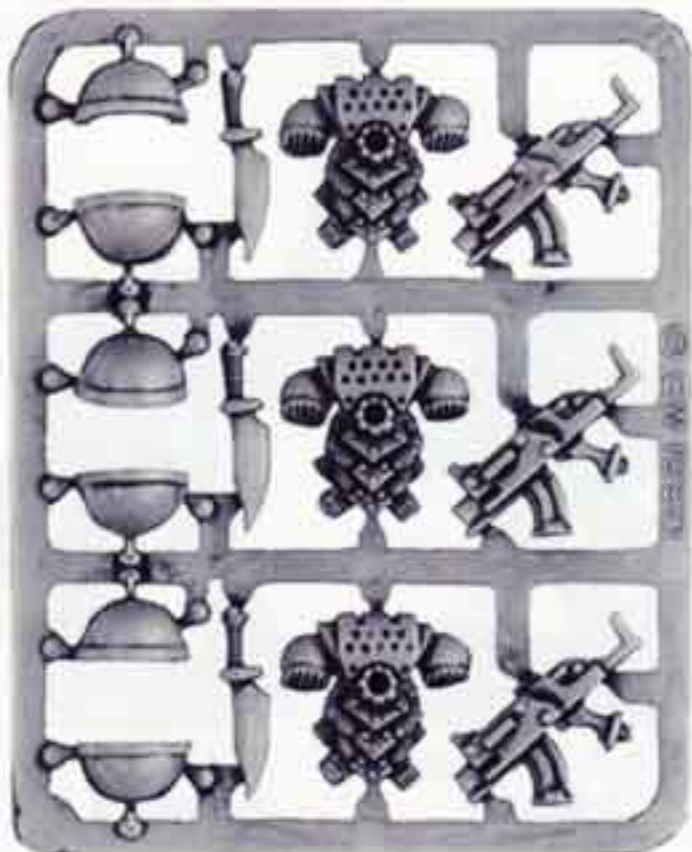
**Storm Shield 1**  
70204/24



**Storm Shield 2**  
70204/17



# CLASSIC RANGE



**Space Marine Backpack Sprue**  
993999999031



**Space Marine Mk2 Crusade Armor 3**  
70106/45



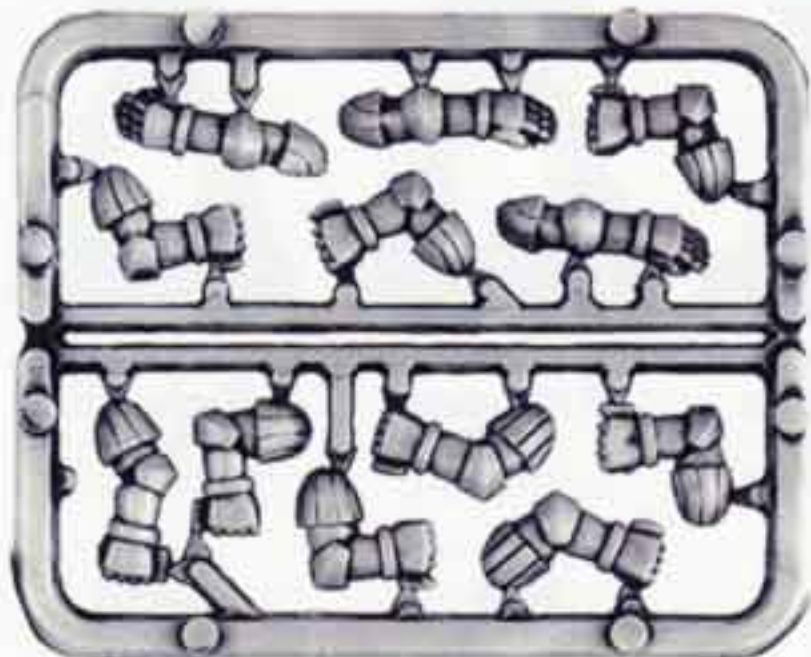
**Space Marine Mk4 Maximus Armor 3**  
70106/47



**Space Marine Mk5 Heresy Armor 2**  
70106/46



**Mk6 Space Marine 1**  
010103348



**Space Marine Mk7 Arms Sprue**  
993999999015



**Mk6 Space Marine 2**  
010103349



**Mk7 Space Marine 3**  
010101101



**Mk7 Space Marine 4**  
010101102



**Mk7 Space Marine 1**  
010103350



**Mk7 Space Marine 2**  
010103351



**Mk7 Space Marine 7**  
010103354



**Mk7 Space Marine 5**  
010103355



**Mk7 Space Marine 6**  
010103356

*Note: The armless bodies on this page are compatible with the arm and backpack sprues shown here as well as the metal weapon bits, arm, and backpack sprues shown in the current range section.*



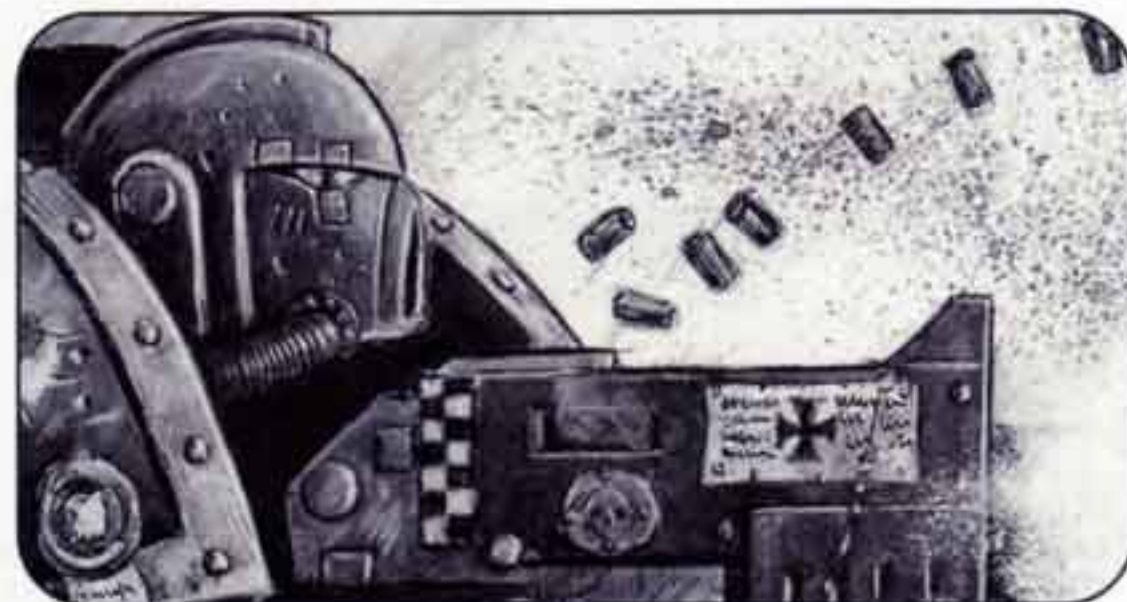
**Space Marine w/ Flamer**  
010101104



**Space Marine w/ Plasma Gun**  
010103201



**Space Marine w/ Melta Gun**  
010103202



# CLASSIC RANGE



L.O.D. Gun Sprue A  
010109612



L.O.D. Gun Sprue B  
010109613



L.O.D. Trooper with Flamer  
010109604  
Shown Complete



L.O.D. Trooper with Meltagun  
010109905  
Shown Complete



L.O.D. Trooper with Plasma Gun  
010109906  
Shown Complete



L.O.D. Sergeant 2 (Bolter)  
010109802  
Shown Complete



L.O.D. Sergeant 1 (Chainsword)  
010109601



L.O.D. Trooper 1 (Bones on Grievances)  
010109605



L.O.D. Trooper 2 (Bare Breast Plate)  
010109606



L.O.D. Trooper 3 (Mk6 Ribcage)  
010109607



L.O.D. Trooper 4 (Flames on Chest)  
010109608



L.O.D. Trooper 5 (Skull on Knee)  
010109609



L.O.D. Trooper 6 (Ribcage Mk7)  
010109610



L.O.D. Trooper 7 (Eagle Chest Plate)  
010109611



L.O.D. Trooper 8 (Ribs & Flames)  
010109728



L.O.D. Trooper 9 (Flames on Knees)  
010109729



L.O.D. Trooper 10 (Eagle & Skull)  
010109730



L.O.D. Trooper 11 (Mk6)  
010109731



L.O.D. Trooper 12 (Flames on Chest)  
010109732



L.O.D. Trooper 13 (Twin Ribs on Chest)  
010109733



L.O.D. Trooper 14 (Mk6 Skull/Bones)  
010109734



L.O.D. Shoulder Pad 1  
010109624



L.O.D. Shoulder Pad 2  
010109627



L.O.D. Shoulder Pad 3  
010109623



L.O.D. Shoulder Pad 4  
010109620



L.O.D. Shoulder Pad 5  
010109619



L.O.D. Backpack 1  
010109615



L.O.D. Backpack 2  
010109616



L.O.D. Shoulder Pad 6  
010109618



L.O.D. Shoulder Pad 7  
010109622



L.O.D. Shoulder Pad 8  
010109625



L.O.D. Shoulder Pad 9  
010109621



L.O.D. Shoulder Pad 10  
010109617



L.O.D. Shoulder Pad 11  
010109626



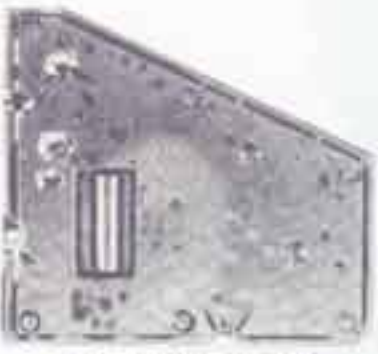
L.O.D. Backpack 3  
010109614

*Note: The ablative armor bitsz shown below were designed specifically for use with the classic Space Marines Rhino and other classic tanks that use the same chassis. Other ablative armor bitz are shown with the classic Space Marine Vindicator on a later page.*

# CLASSIC RANGE



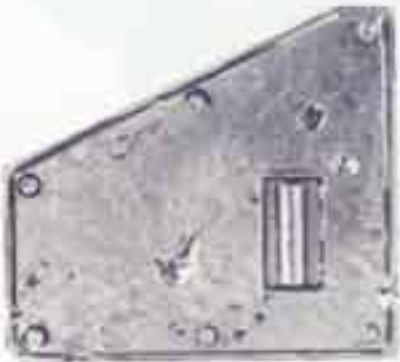
**Classic Space Marine Rhino (1)**  
MO 0190



**Ablative Left Front Armor**  
214-H



**Ablative Left Rear Armor**  
214-F



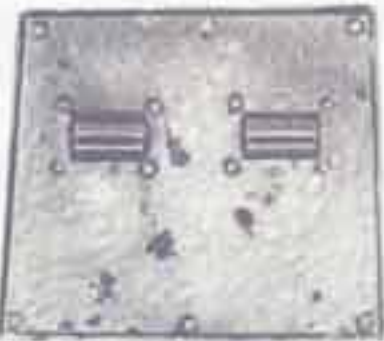
**Ablative Right Front Armor**  
214-E



**Ablative Right Rear Armor**  
214-G



**Ablative Middle Armor**  
214-L



**Ablative Front Armor**  
215-B



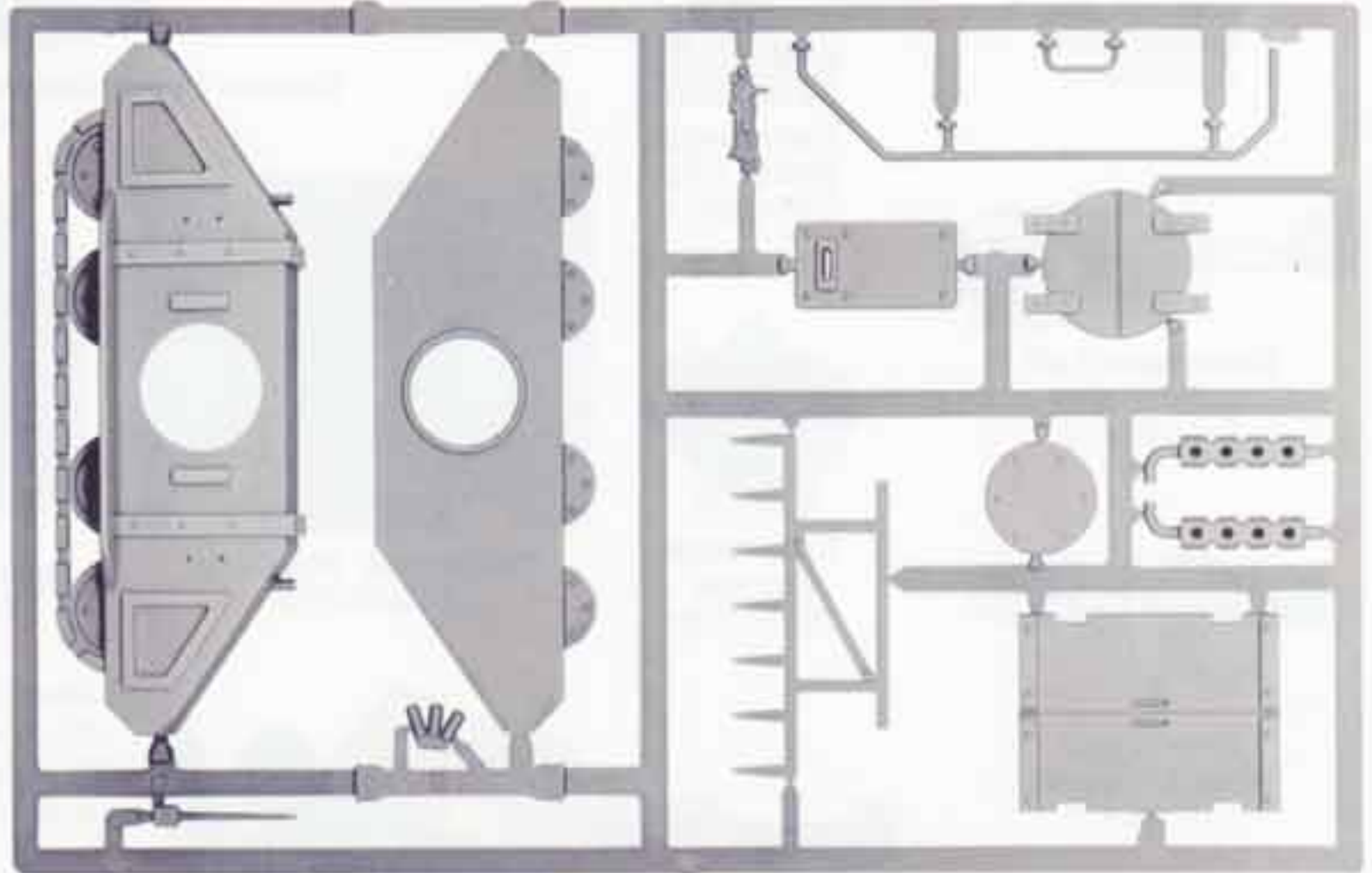
**Ablative Track Guard 1 (Top)**  
215-C



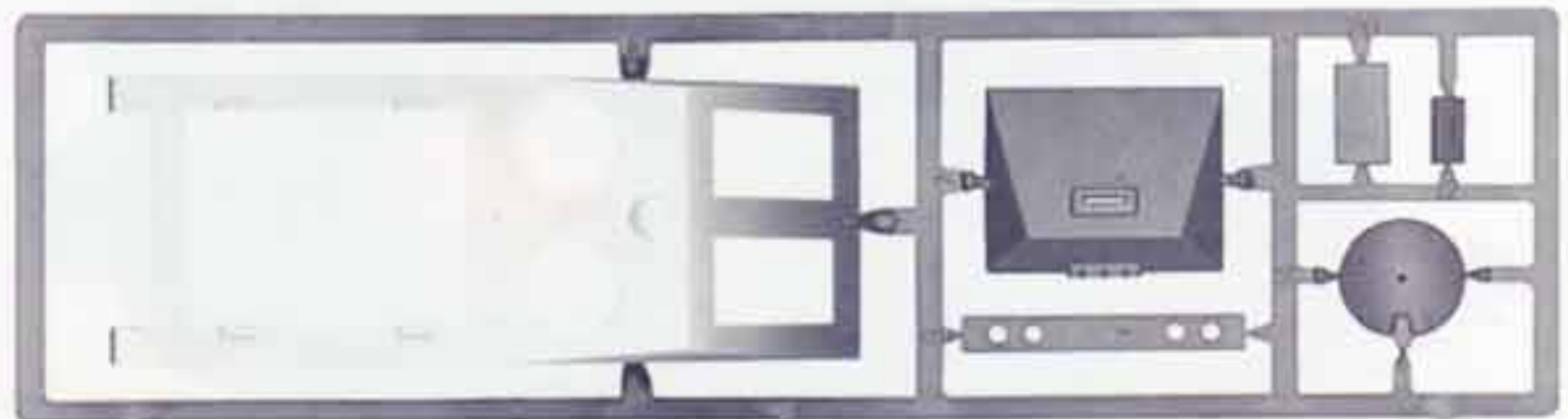
**Ablative Track Guard 2 (Rear)**  
215-D



**Ablative Track Guard 3 (Front)**  
215-E



**Classic Space Marine Rhino Track Sprue**  
99399999054  
Shown 60% actual size

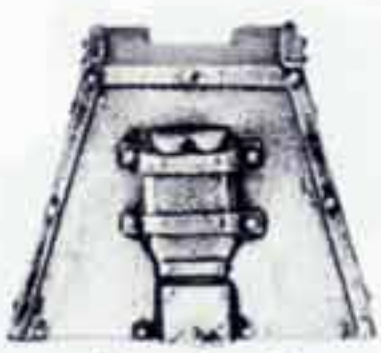


**Classic Space Marine Rhino Chassis Sprue**  
99399999055  
Shown 60% actual size



# CLASSIC RANGE

*Note: The classic Razorback tanks on this page use the classic Rhino chassis and track sprues shown on the previous page, and all of the metal bits for them were designed for use with the classic Rhino only.*



**Razorback Shield**  
010120409



**Razorback Right Bolter**  
010120410



**Razorback Left Bolter**  
010120411

*Note: The Classic Razorback comes with parts required to make either version.*



**Classic Space Marine Razorback (Version 2) (1)**  
MO 0194



**Razorback Right Lascannon**  
010120412



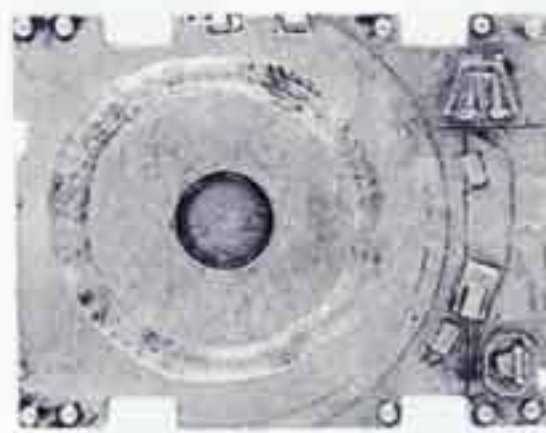
**Razorback Bolter Clip**  
010120414



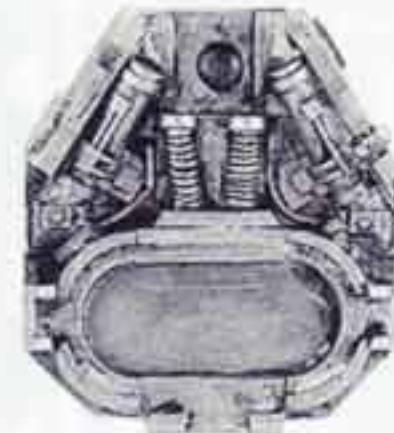
**Razorback Left Lascannon**  
010120413



**Razorback Gunner**  
010105201



**Razorback Top Plate**  
010105202



**Razorback Turret**  
010105203



**Razorback Middle Hatch**  
010105206



**Razorback Left Hatch**  
010105207



**Razorback Weapon Mount**  
010120415



**Razorback Right Hatch**  
010105208

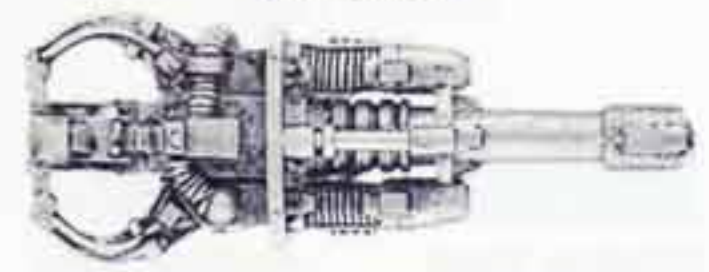
*Note: The composite kit (MO 0194) comes with the bits to make either version of the Classic Razorback.*



**Classic Space Marine Razorback (Version 1) (1)**



**Razorback Gun Shield**  
010105204



**Razorback Lascannon/Plasma**  
010105205

# CLASSIC RANGE



**Metal Jump Pack**  
010101004



**Jump Pack (Turbofan)**  
75126/1



**Assault Trooper 2**  
010101001



**Assault Trooper 1**  
010101002



**Assault Trooper 4**  
010103002



**Assault Trooper 3**  
010103003



**Assault Shoulder Pad 1**  
ASSAULT 1



**Assault Shoulder Pad 2**  
ASSAULT 2



**Assault Shoulder Pad 3**  
ASSAULT 3



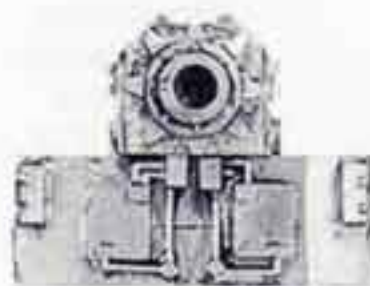
**Classic Space Marine Land Speeder (1)**  
MO 0195



**Land Speeder Chassis**  
010100603



**Land Speeder Engine Pod Bottom**  
010100604



**Land Speeder Foot Rest**  
010100608



**Land Speeder Engine Pod Top**  
010100605



**Land Speeder Seat**  
010100610



**Land Speeder Back Rest**  
010100611



**Land Speeder Engine Nozzle**  
010100612



**Land Speeder Gunner**  
010100601



**Land Speeder Pilot**  
010100602



**Land Speeder Stabilizer Fin**  
010100609



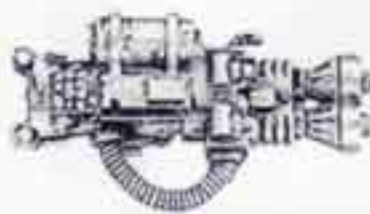
**Land Speeder Right Fairing**  
010100606



**Land Speeder Left Fairing**  
010100607



**Land Speeder Multi-Melta**  
010100613



**Land Speeder Heavy Flamer**  
010100614

# SHOWCASE

*In 1998, Dylan Martin took home a first place trophy from the Australian Golden Demon Painting Competition with this example of just how magnificent Classic Space Marines can look.*







# CLASSIC RANGE



Space Marine  
Missile Launcher  
010100904



Space Marine  
Lascannon  
010100905



Space Marine  
Heavy Bolter  
010100906



Space Marine  
Heavy Plasma Gun  
010102907



Mk7  
Devastator 1  
010100902



Mk7  
Devastator 2  
010100903



Classic Space Marine Vindicator (1)  
MO 0206



Devastator  
Shoulder  
Pad 1  
Devastator 1



Devastator  
Shoulder  
Pad 2  
Devastator 2



Devastator  
Shoulder  
Pad 3  
Devastator 3



Devastator  
Shoulder  
Pad 4  
Devastator 4

*Note: The classic Vindicator uses the classic Rhino chassis and track sprues shown on a previous page, and all of the metal bitz for it were designed for use with the classic Rhino only.*



Vindicator  
Sp. Mar. Tank  
Commander  
010111412



Vindicator  
Demolisher  
Cannon  
010111413



Vindicator  
Side Armor  
(Eagle)  
010111404



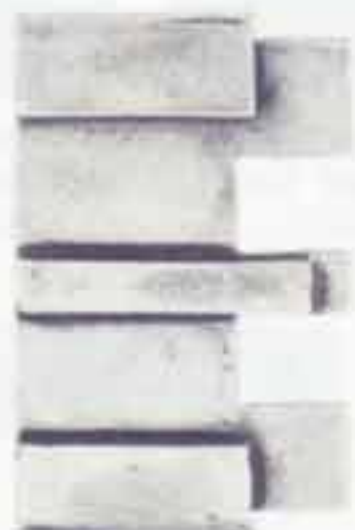
Vindicator  
Side Armor  
(Worky Bitz)  
010111405



Vindicator  
Side Armor  
(Bullet Hole)  
010111406



Vindicator Top  
Hatch  
010111402



Vindicator  
Top Plate 2  
010111416



Vindicator  
Hydraulics  
010111403



Vindicator  
Scanner  
010111414



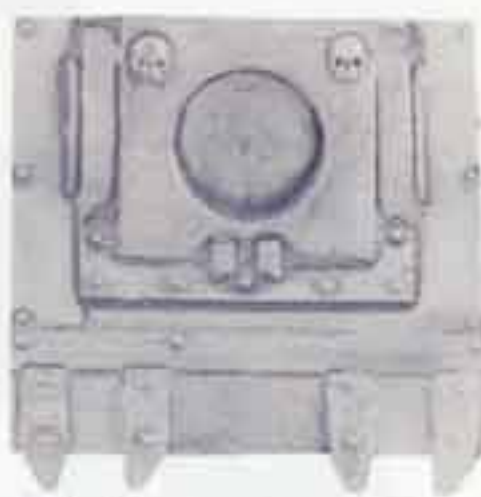
Vindicator  
Side Armor  
(Bed Roll)  
010111407



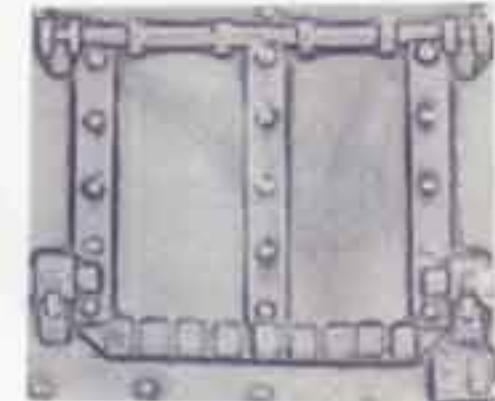
Vindicator  
Side Armor  
(Ladder)  
010111408



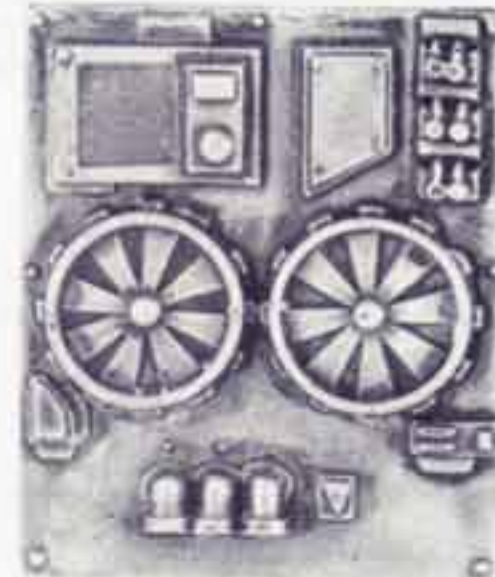
Vindicator  
Side Armor  
(Skull Icon)  
010111409



Vindicator Front Plate  
010111410



Vindicator Rear Hatches  
010111411



Vindicator Top Rear  
Armor Plate  
010111415

*Note: The classic Predator tanks use the classic Rhino chassis and track sprues shown on a previous page, and all of the metal bitz for them were designed for use with the classic Rhino only.*

# CLASSIC RANGE



**Classic Space Marine Predator Annihilator (1)**  
MO 0205  
Shown smaller than actual size.



**Annihilator Twin Lascannon**  
010105416



**Annihilator Turret Base**  
010105517



**Annihilator Turret Base**  
010105518



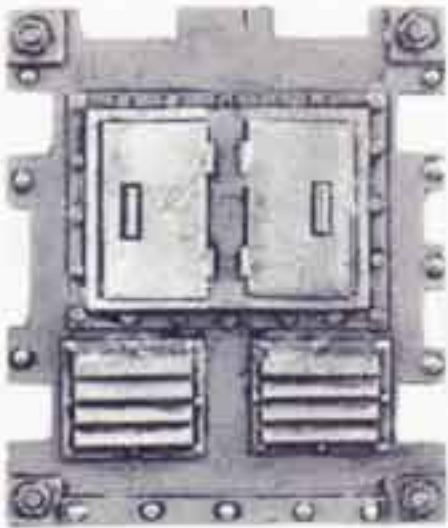
**Top Plate**  
010105706



**Sponson Plate A**  
010105709



**Sponson Plate B**  
010105710



**Rear Top Plate**  
010105701



**Sponson Plate**  
010105702



**Predator Sponson Lascannon**  
010105415



**Predator Sponson Heavy Bolter**  
010105411



**Sponson Side Plate**  
010105708



**Sponson Weapon Mount**  
010105707



**Ablative Turret Top**  
215-A



**Ablative Left Turret Armor**  
215-G



**Ablative Right Turret Armor**  
215-H



**Tank Cupola**  
010505303



**Tank Hatch 1**  
010505304



**Tank Hatch 2**  
010505305



**Predator Turret Base**  
010105414



**Predator Turret Base**  
010105413



**Predator Autocannon**  
010105412



**Classic Space Marine Predator Destructor (1)**  
MO 0199  
Shown smaller than actual size.



# CLASSIC RANGE

*Note: The classic Whirlwind uses the classic Rhino chassis and track sprues shown on a previous page, and all of the metal bitsz for it were designed for use with the classic Rhino only.*



**Classic Space Marine Whirlwind (1)**  
MO 0207



**Whirlwind Top Plate**  
010105306



**Whirlwind Exhaust Vents**  
010105308



**Whirlwind Rocket Support Arm**  
010105305



**Whirlwind Warheads**  
010105307



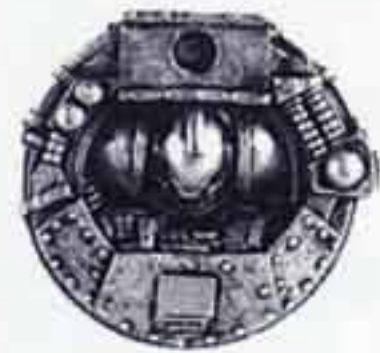
**Whirlwind Rocket Tubes**  
010105304



**Whirlwind Scanner**  
010105303



**Whirlwind Scanner Base**  
010105302



**Whirlwind Turret**  
010105301



**L.O.D. Heavy Bolter**  
010109603



**L.O.D. Lascannon**  
010110005



**L.O.D. Missile Launcher**  
010110007



**L.O.D. Devastator Body 1**  
010109602



**L.O.D. Devastator Body 2**  
010110004



**L.O.D. Devastator Body 3**  
010110006



**L.O.D. Devastator w/ Missile Launcher**



**L.O.D. Devastator w/ Lascannon**



**L.O.D. Devastator w/ Heavy Bolter**

 **COLLECTOR'S RANGE**



**Sp. Mar. w/ Power Glove & Bolter**  
70145/3



**Sp. Mar. w/ Hooded Tabard & Power Sword**  
70145/17



**Chaplain with Powersword**  
70140/60



**Chaplain Torso with Crozius**  
70160/10



**Chaplain Torso w/ Banner**  
70160/7



**Chaplain with Crozius**  
70140/61



**Sp. Mar. Captain**  
70145/10



**Sp. Mar. with Bolter 6**  
70106/5



**Chaplain Rider Legs 2**  
70160/8



**Sp. Mar. Biker Chaplain Legs**  
70160/11



**Rider w/ Pistol**  
70160/16



**Sp. Mar. Torso with Bolter**  
70160/9



**Sp. Mar. Librarian with Scroll**  
70145/7



**Sp. Mar. Librarian with Tome**  
70145/8



**Librarian with 2-Hand Force Sword**  
70145/9



**Sp. Mar. Biker Legs 1**  
70160/6



**Sp. Mar. Biker Legs 2**  
70160/20



**Sp. Mar. w/ Bolter 11**  
70106/10



**Bolter/Face Mask**  
70106/11



**Sp. Mar. w/ Plasma Gun**  
70106/14



**Sp. Mar. w/ Autogun**  
70106/16



**Sp. Mar. w/ Bolter 10**  
70106/2



**Sp. Mar. w/ Heavy Bolter**  
70121/48



# COLLECTOR'S RANGE



**Sp. Mar. w/  
Artificer Armor 3**  
70270/1



**Maximus  
Armor 1**  
70270/11



**Mk6 Corvus  
Armor Sp. Mar. 2**  
70270/3



**Sp. Mar. w/  
Bolt Pistol**  
70119/28



**Sp. Mar. w/  
Bolt Pistol &  
Power Fist**  
70119/33



**Mk1 Thunder  
Armor 2**  
70270/13



**Sp. Mar. w/ Bionic  
Eye & Bolt Pistol**  
70119/25



**Sp. Mar. w/ Power  
Sword & Sensor**  
70119/30



**Mk 6 Space Marine w/  
Chainsword & Bolt Pistol**  
70119/38



**Sp. Mar. w/  
Chainsword 1**  
70119/21



**Mk6 Corvus  
Armor Sp. Mar. 2**  
70121/46



**Mk6 Corvus  
Armor Sp. Mar. 2**  
70270/6



**Mk1 Thunder  
Armor**  
70270/9



**Mk5 Heresy  
Armor**  
70270/7



**Mk2 Crusade  
Armor 2**  
70270/14



**Sp. Mar. w/  
Power Sword  
& Bolter**  
70119/31



**Space Marine w/  
Artificer Armor 2**  
70270/5



**Sp. Mar. w/ Power  
Sword & Bolt Pistol**  
70119/23



**Sp. Mar. w/ Bolt  
Pistol & Chainsword**  
70121/38



**Sp. Mar. w/  
Plasma Gun 1**  
70145/18



**Space Marine w/ &  
Terminator Honors**  
70145/5



**Space Marine w/ &  
Terminator Honors 2**  
70145/6

 **COLLECTOR'S RANGE**



**Mk3 Iron  
Armor 1**  
70270/15



**Sp. Mar. w/  
Power Glove**  
70119/20



**Space Marine w/  
Artificer Armor 4**  
70270/2



**Space Marine w/  
Artificer Armor 1**  
70270/4



**Sp. Mar. w/  
Flamer**  
70119/24



**Sp. Mar. w/ Bionic  
Arm & Eye**  
70119/27



**Sp. Mar. w/  
Power Axe 2**  
70119/34



**Sp. Mar. w/  
Chain Sword &  
Bolt Pistol**  
70119/29



**Sp. Mar. w/  
Bionic Arm &  
Chainsword**  
70119/35



**Sp. Mar. w/  
Power Sword**  
70119/26



**Sp. Mar. w/  
Power Axe 1**  
70119/32



**Sp. Mar w/  
Bolter 4**  
70121/41



**Sp. Mar. w/  
Bolter 6**  
70121/49



**Sp. Mar w/  
Plasma Gun 2**  
70121/50



**Space Marine  
Lieutenant**  
70145/12



**Sp. Mar. w/  
Bolter 1**  
70145/14



**Sp. Mar. w/  
Bolter 13**  
70106/3



**Sp. Mar. w/  
Bolter/Sensor**  
70106/6



**Sp. Mar. w/  
Bolter 12**  
70106/7



**Sp. Mar. w/  
Bolter 14**  
70106/8



**Sp. Mar. w/  
Hand Flamer**  
70119/19



# BLOOD ANGELS HQ

The Blood Angels were among the first Chapters of Space Marines ever created. Continuing their long and heroic history, the Blood Angels are best known for their close combat prowess and the Black Rage that will, at times, cause some to be overcome with fury.

*Note: The Blood Angels Honor Guard boxed set also contains a Space Marines Body Sprue (99380101006) shown with the Space Marines Tactical Squad in the Troops section as well as the Left and Right Assault Arm Sprues (99380101008 & 99380101009) and Jump Pack Sprue (99380101011) shown with the Space Marines Assault Squad in the Fast Attack Section.*



**Blood Angels Honor Guard Box (5)**  
41-08



**Honor Guard Banner Pole**  
010117707



**Honor Guard Standard Arm**  
010117708



**Honor Guard Techmarine Power Axe**  
010117703



**Honor Guard Vet Sergeant Bitz**  
010117701



**Sanguinary Priest Exsanguinator**  
010117706



**Space Marine Plasma Gun**  
010117704



**Sanguinary Priest Body**  
010117705



**Honor Guard Techmarine Torso**  
010117702

*Note: The Blood Angel Death Company Chaplain comes with the Space Marine Character Backpack shown in the Space Marine HQ section.*



**Chief Librarian Mephiston Blister (1)**  
41-37



**Mephiston Body**  
010102601



**Mephiston Force Sword**  
010102602



**Captain Tycho - Blood Angel Commander Blister (1)**  
010102801 (Bit)  
41-38 (Blister)



**Blood Angel Death Company Chaplain Blister (1)**  
010100101 (Bit)  
41-39 (Blister)

*Note: Chief Librarian Mephiston, Captain Tycho, and the Blood Angels Death Company Chaplain all come with a Space Marine Backpack off the Space Marine Backpack Sprue (99380101004) shown with the Space Marines Tactical Squad in the Troops section.*

# BLOOD ANGELS HQ



**Commander Dante, Lord of the Blood Angels Blister (1)**  
41-35



**Commander Dante's Body**  
010102701



**Commander Dante's Jump Pack**  
010102703



**Commander Dante's Inferno Pistol**  
010102702



**Corbulo Blood Angels Sanguinary High Priest Blister (1)**  
41-36



**Lemartes Blood Angel Chaplain Blister (1)**  
41-42



**Chaplain Lemartes Body**  
010116501

*Note: Chaplain Lemartes comes with a Jump Pack (99380101011) off the Jump Pack Sprue shown in the Space Marine Fast Attack section.*



**Chaplain Lemartes Bolt Pistol**  
010116502



**Apothecary Corbulo Body**  
010102501



**Apothecary Medi-Pack 1**  
010107203

# BLOOD ANGELS ELITES



**Blood Angel Furioso Dreadnought Box (1)**  
41-09



*Note: The Blood Angel Furioso Dreadnought uses the plastic Dreadnought sprues shown on the Elites pages of the Space Marine section.*



**Furioso Power Fist**  
010122702



**Furioso Left Arm Flamers**  
010120602



**Furioso Right Arm**  
010122701



**Furioso Right Arm Meltagun**  
010120601





# BLOOD ANGELS TROOPS

*Note: The Blood Angel Space Marine blister 41-40 comes with a Space Marine Backpack and the Space Marine Arms, Bolter, and Shoulder Pads Sprue shown with Tactical Squads in the Troops section.*



**Blood Angel Sergeant 1**  
010107106



**Blood Angel Sergeant 2**  
010107107

**Blood Angel Sergeant**  
Only Available in Bitz



**Blood Angel Sp. Mar. 3 (Mk6)**  
010100102



**Blood Angel Sp. Mar. 1**  
010100103



**Blood Angel Sp. Mar. 2**  
010100104

**Blood Angel Space Marines Blister (2)**  
41-40



**Blood Angel Death Company Squad Box (5)**  
41-06

**Blood Angel Death Company Squad Blister (2)**  
41-41

*Note: The Blood Angel Death Company boxed set comes with a Space Marine Backpack Sprue (99380101004) shown with the Space Marines Tactical Squad in the Troops section as well as the Left and Right Assault Arm Sprues (99380101008 & 99380101009) shown with the Space Marines Assault Squad in the Fast Attack Section.*

*Note: The Blood Angel Death Company models are also available in a blister pack (41-41), which contains two random complete Death Company Space Marines.*



**Death Company Body 1**  
0101115901



**Death Company Body 2**  
0101115902



**Death Company Body 3**  
0101115903



**Death Company Body 4**  
0101115904



**Death Company Body 5**  
0101115905



**Death Company Power Sword Arm**  
0101115906



**Death Company Shoulder Pad 1**  
0101115907



**Death Company Shoulder Pad 2**  
0101115908



**Death Company Shoulder Pad 3**  
0101115909



**Death Company Shoulder Pad 4**  
0101115910



**Death Company Shoulder Pad 5**  
0101115911



**Death Company Shoulder Pad 6**  
0101115912



**Death Company Shoulder Pad 7**  
0101115913



**Death Company Shoulder Pad 8**  
0101115914



**Death Company Shoulder Pad 9**  
0101115915



# HEAVY SUPPORT



**Blood Angels Baal Predator Box (1)**  
41-07

*Note: The Blood Angel Baal Predator contains all of the sprues in the Space Marine Predator Tank boxed set (48-23) shown in the Heavy Support section as well as the metal bitz shown here.*



**Baal Predator Weapon Shield**  
010123902



**Baal Predator Assault Cannon Barrels**  
010123903



**Baal Predator Commander Sprue**  
010123901



**Baal Predator Left Heavy Flamer**  
010123904



**Baal Predator Right Heavy Flamer**  
010123905



**Baal Predator Flamer Fuel Cell**  
010123906



**Baal Predator Weapon Support**  
010123907



**Baal Predator Rear Turret**  
010123908



**Baal Predator Armor Plate**  
010123909

## PAINTING SPACE MARINE EYES

Below, we show you three ways to paint the eyes on your Space Marine models to contrast with color of their helmets.

### RED HELMET



Paint eye with Chaos Black (not shown)

1) With a fine detail brush, paint the eye with slightly thinned Snot Green. Take care to leave a black line between the eye and the helmet.

2) Highlight the bottom half of the eye with 50/50 mix of Snot Green and Bad Moon Yellow.

3) Highlight the very bottom of the eye by carefully painting a line of thinned Snot Green and more Bad Moon Yellow.

4) Paint a tiny dot of Skull White at the back of the eye to create the effect of sunlight hitting the eye.

### GREEN HELMET



Paint eye with Chaos Black (not shown).

1) With a fine detail brush, paint the eye with slightly thinned Golden Yellow. Take care to leave a black line between the eye and the helmet.

2) Highlight the bottom half of the eye with Bad Moon Yellow.

3) Highlight the very bottom of the eye by carefully painting a line of thinned Skull White.

4) Paint a tiny dot of Skull White at the back of the eye to create the effect of sunlight hitting the eye.

### BLUE HELMET



Paint eye with Chaos Black (not shown).

1) With a fine detail brush, paint the eye with slightly thinned Blood Red. Take care to leave a black line between the red and the blue helmet.

2) Highlight the bottom half of the eye with 50/50 mix of Blood Red and Bad Moon Yellow.

3) Highlight the very bottom of the eye by carefully painting a line of thinned Bad Moon Yellow.

4) Paint a tiny dot of Skull White at the back of the eye to create the effect of sunlight hitting the eye.



# DARK ANGELS HQ

The Dark Angels Space Marines were the first Space Marine Legion created by the Emperor. Over the millennia, the Dark Angels have become known for their stubborn vigilance and relentless zeal. However, the Dark Angels proud past also harbors a sinister secret



**Master Ravenwing Torso**  
010119601



**Master Ravenwing Sword Arm**  
010119602



**Master Ravenwing Twin Heavy Bolter**  
010119611



**Master Ravenwing Shoulder Pad**  
010119603



**Master Ravenwing Right Assault Cannon**  
010119604



**Master Ravenwing Left Assault Cannon**  
010119605



**Dark Angel Master of the Ravenwing Box (1)**  
44-07

*Note: The Master of the Ravenwing boxed set contains all of the plastic sprues in the Space Marines Land Speeder boxed set (48-13) shown in the Fast Attack section as well as the metal bitz shown here.*



**Master Ravenwing Scanner**  
010119608



**Master Ravenwing Scanner Mount**  
010119609



**Master Ravenwing Book**  
010119606



**Master Ravenwing Gun Mount**  
010119610



**Master Ravenwing Angel**  
010119607



**Dark Angel Standard Bearer Blister (1)**  
44-38

*Note: Dark Angel Standard Bearer comes with a Space Marine Backpack (99380101004) and a Space Marine Character Arm Sprue (99399999007).*



**Azrael Dark Angel Grand Master Blister (1)**  
44-35



**Azrael's Banner Top**  
010102104



**Azrael's Backbanner**  
010102103



**Azrael's Combi Weapon**  
010102102



**Commander Azrael Body**  
010102101



**The Lion Helm Bearer**  
010102104



**Dark Angel Standard Bearer**  
010102401



**Dark Angel Standard Bearer Top**  
010102402

*Note: Asmodai and Ezekiel come with a with a single backpack from the Space Marine Backpack Sprue (99380101004) shown with the Space Marine Tactical Squad in the Troops section.*

# DARK ANGELS HQ



**Asmodai Dark Angel Chaplain Blister (1)**  
44-36



**Asmodai Body**  
010102201



**Asmodai Power Sword Arm**  
010102202



**Ezekiel Dark Angels Grand Master Librarian Blister (1)**  
44-37



**Ezekiel Force Sword**  
010102302



**Ezekiel Body**  
010102301



**Naaman Dark Angels Veteran Sergeant Blister (1)**  
44-40



**Veteran Sergeant Naaman Arm**  
010119702



**Veteran Sergeant Naaman Body**  
010119701

# SHOWCASE



*Left: Bill Pierson was recognized with a bronze statuette at the 2002 Golden Demon Painting Competition in Chicago for this excellent Space Marine conversion that was big enough to be entered into the 40K Large Model category.*

*Right: Roy Albertalli also took home bronze honors in Chicago in 2002 with his Sanguinary Priest conversion.*





# DARK ANGELS ELITE



**Dark Angel Veteran Space Marine  
Blister (Random 2)**  
44-39



**Dark Angel  
Veteran Body 1**  
010119501



**Dark Angel  
Veteran Body 2**  
010119502



**Dark Angel  
Veteran Body 3**  
010119503



*Note: The Dark Angels Veteran Marines Blister is packed with two random complete models and comes with the Backpack Sprue (99380101004) and Arm and Bolter Sprue (99380101005), both shown with the Space Marine Tactical Squad boxed set in the Space Marine Troops section.*



**Deathwing  
Terminator  
Sergeant  
Blister (1)**  
44-42



**Deathwing  
Terminator  
Sergeant Body**  
010101707



**Deathwing  
Terminator  
Body 1**  
010101701



**Deathwing  
Terminator  
Body 2**  
010101702



*Note: Also available as  
complete blisters:*

*Deathwing Terminator  
w/ Assault Cannon (44-44) and  
Deathwing Terminator  
w/ Cyclone (44-45).*



**Deathwing  
Terminator  
Storm Bolters**  
010101703



**Deathwing  
Terminator  
Heavy Flamer**  
010101704



**Deathwing  
Terminator  
Assault Cannon**  
010106911



**Deathwing Terminator w/  
Heavy Flamer Blister  
(Random 1)**  
44-43



**Deathwing Terminator  
Blister (Random 1)**  
44-41



**Deathwing  
Terminator  
Power Sword**  
010101708



**Deathwing  
Terminator  
Power Glove**  
010101706



**Deathwing  
Terminator  
Power Glove**  
010101705



# DARK ANGELS TROOPS



**Dark Angel Tactical Squad Box (10)**  
44-09



**Dark Angel Sergeant 1**  
010107105



**Dark Angel Veteran Sergeant 1**  
010123201

*Note: The Dark Angels Tactical Squad boxed set comes with all of the sprues shown with the Space Marines Tactical Squad in the Troops section and the Dark Angels Veteran Sergeant 1 bit (010123201)*

# DARK ANGELS FAST ATTACK



**Dark Angels Ravenwing Bike Squadron Box (3)**  
44-06



**Ravenwing Shoulder Pad**  
010119308



**Ravenwing Biker Torso 1**  
010119301



**Ravenwing Sword Arm**  
010119304



**Ravenwing Biker Legs**  
010119306



**Ravenwing Backbanner**  
010119307



**Ravenwing Bike Ammo Box**  
010119308



**Ravenwing Torso 2**  
010119302



**Ravenwing Biker Torso 2**  
010119303



**Ravenwing Flamer Arm**  
010119305



# TERRAIN SHOWCASE

*Huge Craters and blast marks are common across the battlefields of the war-torn 41st millennium. Not only are these craters easy to make, but they provide models inside with a life-saving Cover Save!*



*Shown above are the stages for quick and easy craters. Cut and shape insulation foam on top of a hardboard base. Cover the crater with white glue and sprinkle sand and pebbles on top. Once the glue dries, prime the piece by hand with black paint. Next, drybrush the piece to match your tabletop. Add static grass to the edges and a quick shot of black spray primer to represent a scorch mark, and you're done!*

*There are times, like large-scale Tyranid Invasions or an Ork Waaagh!, that Imperial troops are put on the defensive. This plasteel-reinforced fortification is a perfect firing position from which to hold off alien hordes. Even vehicles will get hull down cover when secured behind these defensive positions.*



*To create a fortification like the one shown here, cut a base out of hardboard and walls out of insulation board. Create plasteel reinforcements out of thin plasticard and add "rivets" by punching them out of plasticard with a small hole punch.*

*Add some final details to give your piece some character. We added textured plasticard flooring (available at better hobby shops) to our fortification. Prime the whole piece with black paint and drybrush Codex Grey, Fortress Grey, and Rotting Flesh on the walls. Paint the plasteel with Tin Bitz, Boltgun Metal, and a "rust" wash of Bestial Brown and Chestnut Ink. The crates and barrels can be found in the back of this catalog.*



# SPACE WOLVES HQ

The Space Wolves are one of the most famous of all Space Marine Chapters. Their ferocity and headstrong nature are as legendary as the tales of the mighty Space Wolf Primarch Leman Russ.

*Note: The Space Wolf Rune Priest Terminator uses the Wolf Guard Storm Bolter arm shown with the Space Wolf Terminators on a later page.*



**Space Wolf Standard Bearer Blister (1)**  
010106502 (Bit)  
53-48 (Blister)



**Space Wolf Rune Priest Terminator Blister (1)**  
53-40



**Rune Priest Terminator Body**  
010106810



**Rune Priest Terminator Force Axe**  
010106811



**Ragnar Blackmane Wolf Lord Blister (1)**  
010106301 (Bit)  
53-41 (Blister)



**Logan Grimnar Wolf Lord Blister (1)**  
53-46



**Logan Grimnar's Body**  
010120801



**Logan's Wolf Cloak**  
010120802



**Space Wolf Backpack**  
010106303



**Logan's Stormbolter Arm**  
010120803



**Logan's Axe Head & Wolf Skull**  
010120804



**Space Wolf Back Banner 1**  
010106302



**Ulrick the Slayer, Wolf Priest Blister (1)**  
010106401 (Bit)  
53-42 (Blister)



**Space Wolf Rune Priest Blister (1)**  
53-50



**Space Wolf Rune Priest**  
010124101



**Rune Priest Accessory Sprue**  
010124102





# SPACE WOLVES ELITES

*Note: The Space Wolf Venerable Dreadnought uses the plastic Dreadnought sprues shown on the Elites pages of the Space Marines section.*



**Space Wolf Venerable Dreadnought Box (1)**  
53-09



**Space Wolves Dreadnought Lightning Claw**  
010100414



**Space Wolves Sarcophagus**  
010100410



**Space Wolves Lightning Claw Arm**  
010100413



**Space Wolves Dreadnought Banner Pole**  
010100415



**13th Company Wulfen 3**  
010124003



**13th Company Wulfen 2**  
010124002



**13th Company Wulfen 1**  
010124001



**13th Company Wulfen 5**  
010124005



**13th Company Wulfen 4**  
010124004

**13th Company Wulfen Box (5)**  
53-11



**13th Company Storm Claws Box (10)**  
53-13

*Note: The 13th Company Storm Claws boxed set contains the Space Marine Bodies Sprue (99380101006) and the Space Marine Backpack Sprue (99380101004) from the Space Marine Tactical Squad, the Left and Right Assault Arm Sprues (99380101008 & 99380101009) from the Space Marines Assault Squad, the Space Wolves Accessory Sprue (99380101012) from the Space Wolves Grey Hunters Squad, the Chaos Space Marine Bodies Sprue (99380102004), and Chaos Space Marine Backpacks (99390102003) from the Chaos Space Marine Squad.*

*Note: Wolf Guard come with the Backpack and Arms, Bolters, and Shoulder Pad Sprue shown in the Space Marine Troops section. Each blister is packed with two Wolf Guard models.*

# SPACE WOLVES ELITES



**Wolf Guard 1**  
010106501



**Wolf Guard 2**  
010106503



**Wolf Guard 4**  
010106504

**Wolf Guard Blister (Random 2)**  
53-35

*This Blister includes 1 Random Servitor 010701703 or 010701702 & 1 Random Gun Servitor with Random Weapon see page 98.*



**Space Wolf Thrall 1**  
010701702



**Space Wolf Thrall 2**  
010701703

**Imperial Servitor Blister (Random 2)**  
57-47



**Space Wolf Iron Priest Blister (1)**  
53-43



**Wolf Guard Terminator Blister (Random 1)**  
53-36



**Wolf Guard Terminator w/ Assault Cannon Blister (Random 1)**  
53-37



**Wolf Guard Terminator Sergeant Blister (1)**  
53-38



**Wolf Guard Terminator w/ Heavy Flamer Blister (Random 1)**  
53-39



**Iron Priest Body**  
010106701



**Wolf Guard Terminator Sergeant Body 1**  
010101401



**Wolf Guard Terminator Body 1**  
010101402



**Wolf Guard Terminator Body 2**  
010101403



**Wolf Guard Terminator Assault Cannon**  
010101404



**Wolf Guard Terminator Storm Bolter**  
010101405



**Iron Priest Backpack**  
010106702



**Wolf Guard Terminator Heavy Flamer**  
010101406



**Wolf Guard Terminator Power Fist**  
010101407



**Wolf Guard Terminator Chain Fist**  
010101408



**Wolf Guard Terminator Power Sword**  
010101409

*Note: Wolf Guard Terminators can also be equipped with the Cyclone Missile Launcher shown in the Elites pages of the Space Marine Section.*



# SPACE WOLVES ELITES

*Note: Space Wolf Wolf Scouts (53-45) contains two random models from the ones shown here.*



**Wolf Scout 2**  
010122801



**Wolf Scout 3**  
010122802



**Wolf Scout 4**  
010122803



**Wolf Scout Sergeant**  
010123001

**Space Wolf Wolf Scouts Blister (Random 2)**  
53-45



**Wolf Scout w/  
Plasma Pistol 1**  
010122901



**Wolf Scout w/  
Plasma Pistol 2**  
010122902



**Wolf Scout w/  
Melta Gun**  
010122903



**Wolf Scout w/  
Plasma Gun**  
010122904

**Space Wolf Scouts with Assault Weapons Blister (Random 2)**  
53-47

*Note: The Space Wolf Wolf Scouts with Assault Weapons blister (53-47) contains one random Scout w/ Plasma Pistol and one random Scout w/ Assault Weapon*

# SPACE WOLVES TROOPS



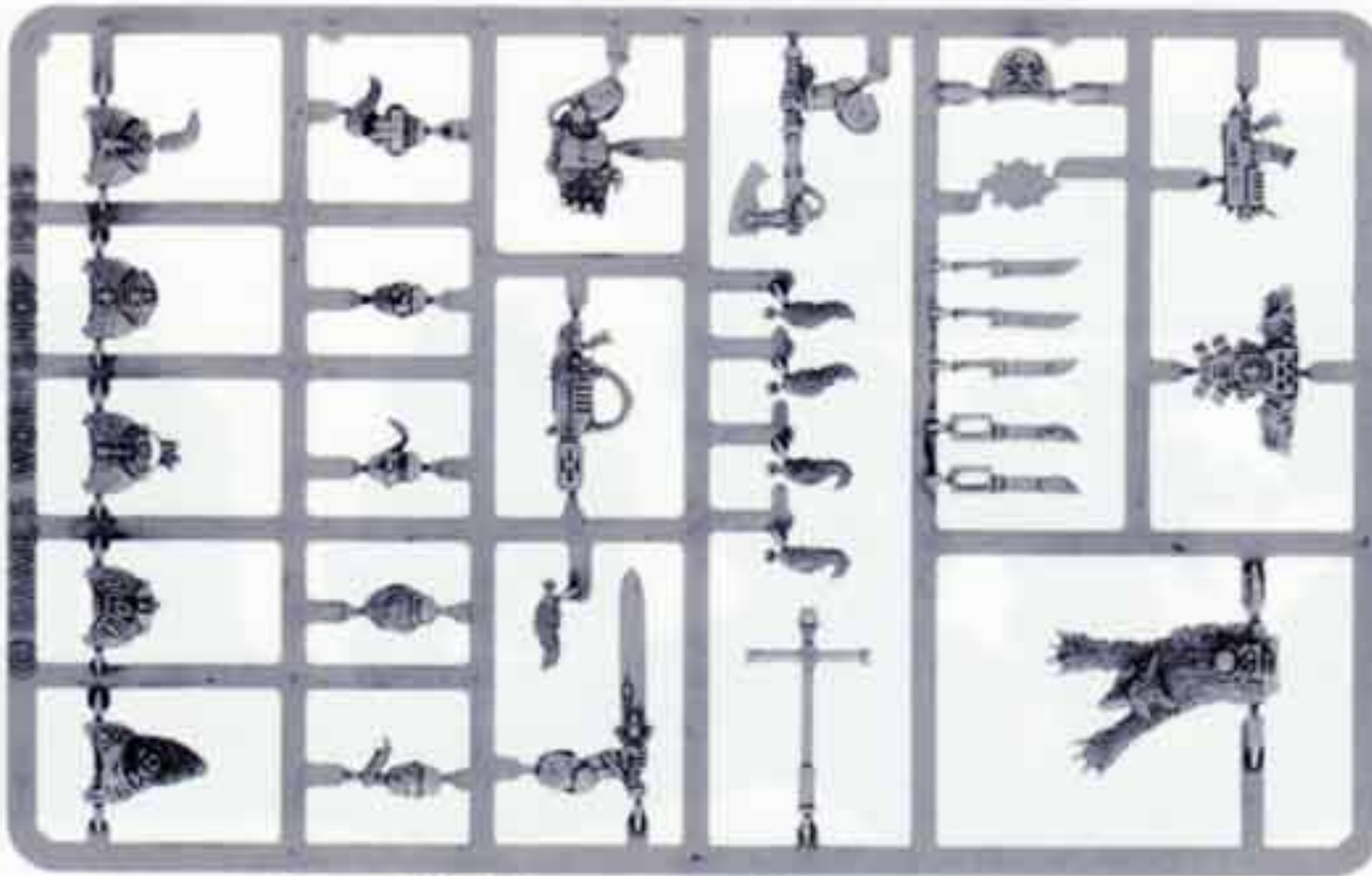
**13th Company Grey Slayers Box (10)**  
53-12

*Note: The 13th Company Grey Slayers boxed set contains the Space Marine Bodies Sprue (99380101006), the Space Marine Bolter and Arms Sprue (99380101005), and the Space Marine Backpack Sprue (99380101004) from the Space Marine Tactical Squad, the Space Wolves Accessory Sprue (99380101012) from the Space Wolves Grey Hunters Squad, the Chaos Space Marine Bodies Sprue (99380102004), and Chaos Space Marine Backpacks (99390102003) from the Chaos Space Marine Squad.*



**Space Wolf Grey Hunters Box (10)**  
53-06

*Note: The Space Wolf Grey Hunters boxed set also contains a Space Marines Body Sprue (99380101006), the Space Marine Bolter and Arms Sprue (99380101005), and the Space Marine Backpack Sprue (99380101004) from the Space Marine Tactical Squad.*



**Space Wolf Accessories Sprue**  
99380101012



*Note: The Space Wolf Blood Claws boxed set also contains a Space Marines Body Sprue (99380101006) and the Space Marine Backpack Sprue (99380101004) from the Space Marine Tactical Squad, as well as the Left and Right Assault Arm Sprues (99380101008 & 99380101009) from the Space Marines Assault Squad.*



**Space Wolf Blood Claws Box (10)**  
53-08



# SPACE WOLVES HEAVY SUPPORT



**Space Wolf Long Fangs Box (5)**  
53-10



**Long Fangs Pad 1**  
010121003



**Long Fangs Pad 2 (skull)**  
010121004

*Note: Space Wolf Long Fangs come with the Space Wolves Accessory Sprue. All of the Heavy Weapons, arms, and backpacks can be found in the Space Marine Devastator boxed set found on the Heavy Support pages of the Space Marine section.*

# SHOWCASE

*At the 2003 Minnesota Grand Tournament, Brice Beale took home Players' Choice honors with his Space Wolves army (shown in its entirety below). One of the eye catchers in the army was the squad of Long Fangs shown to the right.*



The White Scars Space Marine Chapter is known and feared throughout the entire galaxy for their highly mobile way of war. Masters of the lightning strike, the White Scars fight with tribal savagery and bring swift death to their foes.

# WHITE SCARS



**White Scars Bike Squadron Box (3)**  
55-07



**White Scars Biker 1**  
010123401



**White Scars Biker 2**  
010123402



**White Scars Biker 3**  
010123403



**White Scars Sprue**  
010123404

*Note: All of the White Scar boxed sets contain the Space Marine Bike Sprue (99399999041) shown in the Space Marines Fast Attack section.*



**White Scars Hero Box (1)**  
55-08



**White Scars Commander**  
010123301



**White Scars Commander Bike Fairing**  
010123303



**White Scars Commander Sprue**  
010123302

## PURITY SEALS

Many of the Emperor's Finest proudly wear Purity Seals into battle as signs of their virtue and undying devotion to the Imperium. Want to make your own? Here's a quick run through telling you how.



Take a very small ball of putty and place it on a piece of plasticard or a spare base. Use the flat end of a drill bit (dipped in water to prevent sticking) to make a circular indentation in the putty. Let it cure and harden for 4-5 hours.

Gently pop the purity seal loose and glue it to the selected location – shoulder pad, greave, belt buckle, glove, weapon, etc. Let it dry and paint it with Chaos Black. Paint and highlight it with your chosen purity seal color. In this case, we used Red Gore as basecoat and then highlighted with Blood Red and Bad Moon Yellow.



Draw a trapezoid on a piece of paper. Thin down Snakebite Leather and paint a very light coat to give the paper the look of parchment. Highlight the edges with Skull White. Use Chaos Black to paint squiggly lines with a fine detail brush to represent writing. Carefully cut out the parchment (inside the pencil lines) with a hobby knife. Then hold the parchment with a pair of tweezers and carefully apply superglue to the top end. Affix the pieces of parchment to the bottom of the purity seal.



# CRIMSON/IMPERIAL FISTS

The Imperial Fists are a highly respected Chapter that has proven unwaveringly loyal to the Emperor time and time again. The Crimson Fists are widely known for their heroic battles against overwhelming hordes of Orks.



**Captain Cortez of the Crimson Fists Blister (1)**  
55-43



**Captain Cortez Backpack**  
010124202



**Captain Cortez Body**  
010124201



**Imperial Fists Librarian Shoulder Pad**  
010110507



**Imperial Fists Chaplain Shoulder Pad**  
010110608



**Imperial Fists Shoulder Pad 1**  
010110801



**Imperial Fists Shoulder Pad 2**  
010110802



**Imperial Fists Shoulder Pad 3**  
010110803



**Imperial Fists Shoulder Pad 4**  
010110804



**Imperial Fists Shoulder Pad 5**  
010110805



**Imperial Fists Equipment Sprue**  
010110806



**Imperial Fists Storm Bolter 1**  
010110702



**Imperial Fists Storm Bolter 1**  
010110701



**Imperial Fists Heavy Flamer**  
010110703



**Imperial Fists Banner Pole**  
010110704



**Imperial Fists Storm Shield**  
010110705

The Ultramarines Space Marine Chapter is best known for its rigid and disciplined adherence to the Codex Astartes. Indeed, it was the Ultramarines Primarch that first laid out the Codex.

# ULTRAMARINES



**Marneus Calgar Master of the Ultramarines Blister (1)**  
48-35



**Marneus Calgar Body**  
010107401



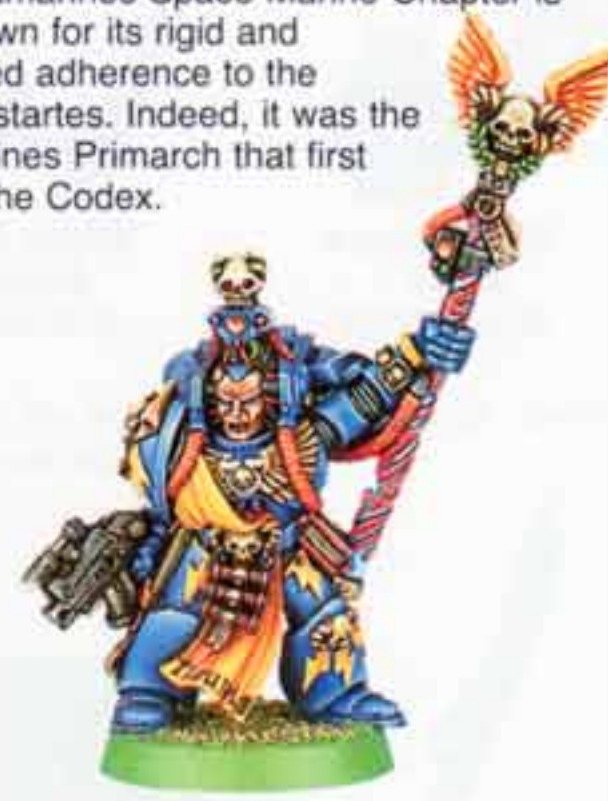
**Marneus Calgar's Pole Top**  
010107404



**Marneus Calgar's Right Gauntlet**  
010107402



**Marneus Calgar's Banner Pole**  
010107403



**Tigurius Ultramarine Chief Librarian Blister (1)**  
010102001 (Bit)  
48-36 (Blister)

# BLACK TEMPLAR BITZ

The Space Marine Chapter known as the Black Templars is an offshoot of the Imperial Fists Chapter. These especially devout Space Marines hurl themselves at the enemy with a righteous zeal and never retreat.



**Black Templar Shoulder Pad 1 (Cross)**  
010120201



**Black Templar Shoulder Pad 2 (Banner)**  
010120202



**Black Templar Backpack**  
010199903

# SPECIFIC CHAPTER PRICE LIST

## Getting Started

- 40-03-60 *Codex: Armageddon* .....\$10
- 40-08-60 *Index Astartes 2* .....\$20
- 41-01-60 *Codex: Blood Angels* .....\$10
- 44-01-60 *Codex: Dark Angels* .....\$10
- 53-01-60 *Codex: Space Wolves* .....\$10
- 53-07 **Space Wolves Battle Force** .....\$90  
Contents: Bloodclaws Squad, Grey Hunters Squad,  
 3 Space Wolves Bikes, Rhino,  
 Set of Ruined Buildings

## Boxed Sets & Blister Packs – HQ

### Blood Angels

- 41-06 **Blood Angel Death Company Squad** ..\$20  
Box includes 5 models
- 41-08 **Blood Angels Honor Guard** .....\$30  
Box includes 5 models
- 41-39 **Blood Angel Death Company Chaplain** ..\$8  
Blister includes 1 model
- 41-41 **Death Company Space Marines** ...\$8  
Blister includes 2 models

### Dark Angels

- 44-38 **Dark Angel Standard Bearer** .....\$7  
Blister includes 1 model

### Space Wolves

- 53-40 **Space Wolf Rune Priest Terminator** ..\$10  
Blister includes 1 model
- 53-48 **Space Wolf Standard Bearer** .....\$7  
Blister includes 1 model
- 53-50 **Space Wolf Rune Priest** .....\$8  
Blister includes 1 model

### White Scars

- 55-08 **White Scar Hero** .....\$20  
Box includes 1 model

## Special Characters

### Blood Angels

- 41-35 **Commander Dante – Lord of the Blood Angels** .....\$13  
Blister includes 1 model
- 41-36 **Corbulo – Blood Angel Sanguinary High Priest** .....\$10  
Blister includes 1 model
- 41-37 **Chief Librarian Mephiston** .....\$13  
Blister includes 1 model
- 41-38 **Captain Tycho – Blood Angel Commander** .....\$13  
Blister includes 1 model
- 41-42 **Lemartes – Blood Angel Chaplain** ..\$10  
Blister includes 1 model

### Crimson Fists

- 55-43 **Captain Cortez of the Crimson Fists** ..\$10  
Blister includes 1 model

### Dark Angels

- 44-07 **Dark Angel Master of the Ravenwing** ..\$35  
Box includes 1 model
- 44-35 **Azrael – Dark Angel Grand Master** ..\$13  
Blister includes 1 model
- 44-36 **Asmodai – Dark Angel Chaplain** ...\$10  
Blister includes 1 model
- 44-37 **Ezekiel – Dark Angel Grand Master Librarian** .....\$13  
Blister includes 1 model
- 44-40 **Naaman – Dark Angel Veteran Sergeant** ..\$8  
Blister includes 1 model

### Salamanders

- 55-39 **Xavier – Salamander Chaplain** ....\$10  
Blister includes 1 model

### Space Wolf Special Characters

- 53-41 **Ragnar Blackmane – Wolf Lord** ...\$13  
Blister includes 1 model
- 53-42 **Ulrick the Slayer – Wolf Priest** .....\$10  
Blister includes 1 model
- 53-46 **Logan Grimnar – Wolf Lord** .....\$15  
Blister includes 1 model

### Ultramarines

- 48-35 **Marneus Calgar – Master of the Ultramarines** .....\$13  
Blister includes 1 model
- 48-36 **Tigurius – Ultramarine Chief Librarian** ..\$13  
Blister includes 1 model

## Boxed Sets & Blister Packs – Elites

### Blood Angels

- 41-09 **Blood Angels Furioso Dreadnought** ..\$40  
Box includes 1 model

### Dark Angels

- 44-39 **Dark Angel Veteran Space Marines** ..\$8  
Blister includes 2 models
- 44-41 **Deathwing Terminator** .....\$9  
Blister includes 1 model
- 44-42 **Deathwing Terminator Sergeant** ....\$9  
Blister includes 1 model
- 44-43 **Deathwing Terminator w/ Heavy Flamer** ..\$10  
Blister includes 1 model
- 44-44 **Deathwing Terminator w/ Assault Cannon** .....\$10  
Blister includes 1 model
- 44-45 **Deathwing Terminator w/ Cyclone** ..\$10  
Blister includes 1 model

### Space Wolves

- 53-09 **Space Wolf Venerable Dreadnought** ..\$40  
Box includes 1 model
- 53-11 **13th Company Wulfen** .....\$30  
Box includes 5 models
- 53-13 **13th Company Storm Claws** .....\$30  
Box includes 10 models
- 53-35 **Wolf Guard** .....\$8  
Blister includes 2 models
- 53-36 **Wolf Guard Terminator** .....\$9  
Blister includes 1 model
- 53-37 **Wolf Guard Terminator w/ Assault Cannon** .....\$10  
Blister includes 1 model
- 53-38 **Wolf Guard Terminator Sergeant** ...\$9  
Blister includes 1 model
- 53-39 **Wolf Guard Terminator w/ Heavy Flamer** ..\$10  
Blister includes 1 model
- 53-43 **Space Wolf Iron Priest** .....\$8  
Blister includes 1 model
- 53-44 **Wolf Guard Terminator w/ Cyclone Launcher** .....\$10  
Blister includes 1 model
- 53-45 **Space Wolf Scouts** .....\$8  
Blister includes 2 models
- 53-47 **Space Wolf Scouts w/ Assault Wpns** ..\$9  
Blister includes 2 models

## Boxed Sets & Blister Packs – Troops

### Blood Angels

- 41-40 **Blood Angel Space Marines** .....\$8  
Blister includes 2 models

### Dark Angels

- 44-09 **Dark Angel Tactical Squad** .....\$35  
Box includes 10 models

### Space Wolves

- 53-06 **Space Wolf Grey Hunters** .....\$30  
Box includes 10 models
- 53-08 **Space Wolf Blood Claws** .....\$30  
Box includes 10 models
- 53-12 **13th Company Grey Slayers** .....\$30  
Box includes 10 models

### White Scars

- 55-07 **White Scar Bike Squad** .....\$40  
Box includes 1 model

## Boxed Sets & Blister Packs – Fast Attack

### Dark Angels

- 44-06 **Dark Angel Ravenwing Bike Squadron** .....\$40  
Box includes 3 models

## Boxed Sets & Blister Packs – Heavy Support

### Blood Angels

- 41-07 **Blood Angel Baal Predator** .....\$40  
Box includes 1 model

### Space Wolves

- 53-10 **Space Wolf Long Fangs** .....\$35  
Box includes 5 models

## Metal Bitz – HQ

### Blood Angel Death Company

- 010100101 **Blood Angel Chaplain** .....\$9
- 010115901 **Death Company Body 1** .....\$4.50
- 010115902 **Death Company Body 2** .....\$4.50
- 010115903 **Death Company Body 3** .....\$4.50
- 010115904 **Death Company Body 4** .....\$4.50
- 010115905 **Death Company Body 5** .....\$4.50
- 010115906 **Death Company Power Sword Arm** ..\$2
- 010115907 **Death Company Shoulder Pad 1** \$1.25
- 010115908 **Death Company Shoulder Pad 2** \$1.25
- 010115909 **Death Company Shoulder Pad 3** \$1.25
- 010115910 **Death Company Shoulder Pad 4** \$1.25
- 010115911 **Death Company Shoulder Pad 5** \$1.25
- 010115912 **Death Company Shoulder Pad 6** \$1.25
- 010115913 **Death Company Shoulder Pad 7** \$1.25
- 010115914 **Death Company Shoulder Pad 8** \$1.25
- 010115915 **Death Company Shoulder Pad 9** \$1.25

### Blood Angels Honor Guard

- 010117701 **Honor Guard Vet. Sergeant Bitz** ..\$2
- 010117702 **Honor Guard Techmarine Torso** ..\$2
- 010117703 **Honor Guard Techmarine Power Axe** ..\$1
- 010117704 **Space Marine Plasma Gun** ..\$2.50
- 010117705 **Sanguinary Priest Body** .....\$3.50
- 010117706 **Sanguinary Priest Exsanguinator** ..\$1
- 010117707 **Honor Guard Banner Pole** .....\$3
- 010117708 **Honor Guard Standard Arm** ...\$0.50

### Dark Angel Standard Bearer

- 010102401 **Dark Angel Standard Bearer** ....\$7
- 010102402 **Dark Angel Standard Top** .....\$2

### Space Wolf Rune Priest

- 010124101 **Space Wolf Rune Priest** .....\$8
- 010124102 **Rune Priest Accessory Sprue** ...\$2
- 010101405 **Wolf Guard Terminator Storm Bolter**\$2.50

### Rune Priest Terminator

- 010106810 **Rune Priest Terminator Body** ..\$5.50
- 010106811 **Rune Priest Terminator Force Axe** ..\$2.50

### Space Wolf Standard Bearer

- 010106502 **Wolf Guard 2 Company Standard** ..\$8

### White Scar Hero

- 010123301 **White Scar Commander** .....\$4
- 010123302 **White Scar Commander Sprue** ..\$2
- 010123303 **White Scar Commander Bike Faring** .....\$2

### Blood Angel Special Characters

- 010102501 **Apothecary Corbulo Body** .....\$11
- 010102601 **Mephiston Body** .....\$10.50





- 010102602 Mephiston Force Sword . . . . \$3.50
- 010102701 Commander Dante's Body . . . . \$9
- 010102702 Commander Dante's Inferno Pistol . \$2
- 010102703 Commander Dante's Jump Pack . \$4
- 010102801 Brother-Captain Tycho . . . . \$14
- 010116501 Chaplain Lemartes Body . . . . \$8
- 010116502 Chaplain Lemartes Bolt Pistol . . \$3
- Captain Cortez**
- 010124201 Captain Cortez Body . . . . \$9
- 010124202 Captain Cortez Backpack . . . . \$2
- Dark Angel Special Characters**
- Master of the Ravenwing**
- 010119601 Master Ravenwing Torso . . . . \$1.25
- 010119602 Master Ravenwing Sword Arm \$1.25
- 010119603 Master Ravenwing Shoulder Pad \$1.25
- 010119604 Ravenwing Right Assault Cannon \$2.50
- 010119605 Ravenwing Left Assault Cannon \$2.50
- 010119606 Master Ravenwing Book . . . . \$1.25
- 010119607 Master Ravenwing Angel . . . . \$1.25
- 010119608 Master Ravenwing Scanner . . \$1.25
- 010119609 Master Ravenwing Scanner Mount \$1.25
- 010119610 Master Ravenwing Gun Mount \$1.25
- 010119611 Master Ravenwing Twin Heavy Bolter . . . . \$2.50
- 010102101 Commander Azrael Body . . . \$5.50
- 010102102 Azrael's Combi Weapon . . . . \$2.50
- 010102103 Azrael's Backbanner . . . . \$2.50
- 010102104 Azrael's Banner Top . . . . \$1.50
- 010102105 The Lion Helm Bearer . . . . \$3.50
- 010102201 Asmodai Body . . . . \$8.50
- 010102202 Asmodai Power Sword Arm . . \$2.50
- 010102301 Ezekiel Body . . . . \$10.50
- 010102302 Ezekiel Force Sword . . . . \$3.50
- 010119701 Veteran Sergeant Naaman Body . \$6.50
- 010119702 Veteran Sergeant Naaman Arm . \$1.50
- Salamander Special Characters**
- Chaplain Xavier**
- 010122101 Chaplain Xavier's Body . . . . \$7
- 010122102 Chaplain Xavier's Arm . . . . \$2
- 010122103 Chaplain Xavier's Cloak . . . . \$2.50
- Space Wolf Special Characters**
- 010106301 Ragnar Blackmane Body . . . . \$11
- 010106302 Space Wolf Back Banner 1 . . \$3.50
- 010106303 Space Wolf Backpack . . . . \$3.50
- 010106401 Ulrik the Slayer Body . . . . \$10
- 010120801 Logan Grimnar's Body . . . . \$8
- 010120802 Logan's Wolf Cloak . . . . \$3.50
- 010120803 Logan's Stormbolter Arm . . . \$3.50
- 010120804 Logan's Axe Head & Wolf Skull . \$2
- Ultramarine Special Characters**
- 010102001 Chief Librarian Tigurius . . . . \$14
- 010107401 Marneus Calgar Body . . . . \$7.50
- 010107402 Marneus Calgar's Right Gauntlet . \$3
- 010107403 Marneus Calgar's Banner Pole . \$2.50
- 010107404 Marneus Calgar's Banner Pole Top . \$2
- Metal Bitz – Elites**
- Blood Angel Furioso**
- 010120601 Furioso Right Arm Meltagun . . \$4
- 010120602 Furioso Left Arm Flamers . . . \$4
- 010122701 Furioso Right Arm . . . . \$4.50
- 010122702 Furioso Power Fist . . . . \$2.25
- Dark Angel Veteran**
- 010119501 Dark Angels Veteran Body 1 . \$4.50
- 010119502 Dark Angels Veteran Body 2 . \$4.50
- 010119503 Dark Angels Veteran Body 3 . \$4.50
- 010119504 Deathwing Shoulder Pad . . . \$1.25
- 010119308 Ravenwing Shoulder Pad . . . \$1.25
- 010119506 Dark Angels Pad (Skull) . . . \$1.25

- 010119507 Dark Angels Pad (Chapter Badge) . . . \$1.25
- Dark Angel Deathwing Terminator**
- 010101701 Deathwing Terminator Body 1 . \$5.50
- 010101702 Deathwing Terminator Body 2 . \$5.50
- 010101703 Deathwing Terminator Storm Bolters . . . . \$2.50
- 010101704 Deathwing Terminator Heavy Flamer . . . . \$3.50
- 010101705 Deathwing Terminator Power Glove . . . . \$2.50
- 010101706 Deathwing Terminator Chainfist . \$2.50
- 010101707 Deathwing Terminator Sergeant Body . . . . \$5.50
- 010101708 Deathwing Terminator Power Sword . . . . \$2.50
- 010101709 Terminator Shield . . . . \$1.50
- 010101710 Deathwing Terminator Back Banner . . . . \$1.50
- 010106911 Deathwing Terminator Assault Cannon . . . \$3.50
- Space Wolf Iron Priest**
- 010106701 Iron Priest Body . . . . \$6.25
- 010106702 Iron Priest Backpack . . . . \$3
- Space Wolf Scouts**
- 010122801 Wolf Scout 2 . . . . \$4.50
- 010122802 Wolf Scout 3 . . . . \$4.50
- 010122803 Wolf Scout 4 . . . . \$4.50
- 010122901 Wolf Scout w/ Plasma Gun 1 . \$4.50
- 010122902 Wolf Scout w/ Plasma Gun 2 . \$4.50
- 010122903 Wolf Scout w/ Melta Gun 1 . \$4.50
- 010122904 Wolf Scout w/ Melta Gun 2 . \$4.50
- 010123001 Space Wolf Scout Sergeant . . . \$7
- Space Wolf Thrall**
- 010701702 Servitor 2 . . . . \$3.75
- 010701703 Servitor 1 . . . . \$3.75
- Space Wolf Venerable Dreadnought**
- 010100410 Space Wolves Sarcophagus . \$6.75
- 010100411 Venerable Dreadnought Rear Body \$5.75
- 010100413 Dreadnought Lightning Claw Arm \$4.50
- 010100414 Dreadnought Lightning Claw . \$2.25
- 010100415 Sp. Wolves Dreadnt. Bnr. Pole . \$1.75
- 010100416 Dreadnought Assault Cannon \$4.50
- 13th Company Wulfen**
- 010124001 13th Company Wulfen 1 . . . . \$7
- 010124002 13th Company Wulfen 2 . . . . \$7
- 010124003 13th Company Wulfen 3 . . . . \$7
- 010124004 13th Company Wulfen 4 . . . . \$7
- 010124005 13th Company Wulfen 5 . . . . \$7
- Wolf Guard**
- 010106501 Wolf Guard 1 . . . . \$4
- 010106503 Wolf Guard 3 . . . . \$4
- 010106504 Wolf Guard 4 . . . . \$4
- Wolf Guard Terminators**
- 010101401 Wolf Guard Terminator Sergeant . \$5.50
- 010101402 Wolf Guard Terminator Body 1 . \$5.50
- 010101403 Wolf Guard Terminator Body 2 . \$5.50
- 010101404 Wolf Guard Terminator Assault Cannon . . . \$3.50
- 010101405 Wolf Guard Terminator Storm Bolter . . . . \$2.50
- 010101406 Wolf Guard Terminator Heavy Flamer . . . . \$3.50
- 010101407 Wolf Guard Terminator Power Fist . . . . \$2.50
- 010101408 Wolf Guard Terminator Chain Fist . . . . \$2.50
- 010101409 Wolf Guard Terminator Power Sword . . . . \$2.50
- Metal Bitz & Plastic Sprues – Troops**

- Blood Angel**
- 010100102 Blood Angel Sp. Mar. 3 (Mk6) . \$4.50
- 010100103 Blood Angel Sp. Mar. 1 . . . . \$4.50
- 010100104 Blood Angel Sp. Mar. 2 . . . . \$4.50
- Blood Angel Sergeants**
- 010107106 Blood Angel Sergeant 1 . . . . \$8
- 010107107 Blood Angel Sergeant 2 . . . . \$8
- Imperial/Crimson Fist Accessories**
- 010110507 Imperial Fist Librarian Shoulder Pad . . . . \$1.25
- 010110608 Imperial Fist Chaplain Shoulder Pad . . . . \$1.25
- 010110801 Imperial Fist Shoulder Pad 1 . \$1.25
- 010110802 Imperial Fist Shoulder Pad 2 . \$1.25
- 010110803 Imperial Fist Shoulder Pad 3 . \$1.25
- 010110804 Imperial Fist Shoulder Pad 4 . \$1.25
- 010110805 Imperial Fist Shoulder Pad 5 . \$1.25
- 01011080 Imperial Fist Equipment Sprue \$1.25
- 010110701 Imperial Fist Storm Bolter 1 . \$1.25
- 010110702 Imperial Fist Storm Bolter 2 . \$1.25
- 010110703 Imperial Fist Heavy Flamer . . \$1.25
- 010110704 Imperial Fist Banner Pole . . . \$1.25
- 010110705 Imperial Fist Storm Shield . . \$1.25
- Dark Angel Sergeant**
- 010107105 Dark Angel Sergeant 1 . . . . \$8
- 010123201 Dark Angel Veteran Sergeant 1 . \$8
- Space Wolf Blood Claws**
- 99380101004 Space Marine Backpack Sprue . \$2
- 99380101006 Space Marine Bodies . . . . \$15
- 99380101008 Left Arm Assault Sprue . . . . \$1.50
- 99380101009 Right Arm Assault Sprue . . . \$1.50
- 99380101012 Space Wolf Accessories Sprue . \$4.50
- Space Wolf Grey Hunters**
- 99380101004 Space Marine Backpack Sprue . \$2
- 99380101005 Space Marine Arms & Bolters Pads . \$1
- 99380101006 Space Marine Bodies . . . . \$15
- 99380101012 Space Wolf Accessories Sprue . \$4.50
- Black Templar Accessories**
- 010120201 Black Templar Shoulder Pad 1 (Cross) . . . . \$1.25
- 010120202 Black Templar Shoulder Pad 2 (Banner) . . . . \$1.25
- 010199903 Black Templar Backpack . . . . \$2
- Metal Bitz & Plastic Sprues – Fast Attack**
- Dark Angel Ravenwing Biker**
- 010119301 Ravenwing Biker Torso 1 . . . . \$3
- 010119302 Ravenwing Torso 2 . . . . \$3
- 010119303 Ravenwing Biker Torso 2 . . . . \$3
- 010119304 Ravenwing Sword Arm . . . . \$2
- 010119305 Ravenwing Flamer Arm . . . . \$3
- 010119306 Ravenwing Biker Legs . . . . \$2
- 010119307 Ravenwing Backbanner . . . . \$2
- 010119308 Ravenwing Shoulder Pad . . . \$1.25
- 010119309 Ravenwing Bike Ammo Box . . . \$1
- White Scar Biker**
- 010123401 White Scar Biker 1 . . . . \$3
- 010123402 White Scar Biker 2 . . . . \$3
- 010123403 White Scar Biker 3 . . . . \$3
- 010123404 White Scar Sprue . . . . \$2
- Metal Bitz & Plastic Sprues – Heavy Support**
- Blood Angel Baal Predator**
- 99390199007 Predator Turret Sprue . . . . \$7
- 99390199008 Predator Sponson Sprue . . . . \$7
- 010123901 Baal Predator Commander Sprue \$2.25
- 010123902 Baal Predator Weapon Shield \$2.25
- 010123903 Baal Predator Assault Cannon Barrels . . . . \$2.25
- 010123904 Baal Predator Left Heavy Flamer \$3.50
- 010123905 Baal Predator Right Heavy Flamer \$3.50

010123906	Baal Predator Flamer Fuel Cell	\$2.25
010123907	Baal Predator Weapon Support	\$2.25
010123908	Baal Predator Rear Turret	... \$2.25
010123909	Baal Predator Armor Plate	... \$2.25
99390101004	Sp. Mar. Tank Accessory Sprue	... \$7
99390199004	Rhino Hull 1	... \$11.50
99390199005	Rhino Hull 2	... \$11.50
<b>Space Wolf Long Fangs</b>		
010118602	Devastator Heavy Bolter	... \$4
010118603	Devastator Heavy Bolter Arm	... \$1
010118604	Devastator Heavy Bolter Backpack	... \$2
010118605	Devastator Heavy Plasma Gun	... \$4
010118606	Devastator Plasma Cannon Arm	... \$1
010118607	Devastator Plasma Cannon Backpack	... \$2
010118608	Devastator Lascannon	... \$4
010118609	Devastator Lascannon Arm & Sight	... \$1
010118610	Devastator Lascannon Backpack	... \$2
010121003	Long Fang Pad 1	... \$1.25
010121004	Long Fang Pad 2 (Skull)	... \$1.25
010121401	Space Marine Multi Melta	... \$4
010121402	Multi Melta Arm	... \$1
010121403	Multi Melta Backpack	... \$2
99380101012	Space Wolf Accessories Sprue	... \$4.50

**Classic/Collector's Range**

**Complete Models – Elites**

MO0192	Blood Angel Dreadnought	... \$45
<small>Includes 1 model</small>		
MO0193	Dark Angel Dreadnought	... \$45
<small>Includes 1 model</small>		

**Complete Models – Fast Attack**

MO0186	Ravenwing Land Speeder	... \$40
<small>Includes 1 model</small>		

**Complete Models – Heavy Support**

MO0407	Space Wolf Leman Russ Exterminator	... \$45
<small>Includes 1 model</small>		
MO0160	Blood Angels Baal Predator	... \$50
<small>Includes 1 model</small>		

**Metal Bitz – HQ**

<b>Space Marine Hero Bitz</b>		
010104819	Ultramarine Captain	... \$11.25

010105005	Dark Angel Captain Body	... \$11.25
70015-5	Space Wolf Captain	... \$11.25
010106602	Space Wolf Back Banner 2	... \$3
010110401	Imperial Fists Captain	... \$11.25
010119902	Sp. Mar. Captain Bolt Pistol (GD 99)	... \$2

**Deathwatch Marines**

DW Heads	Deathwatch Sp. Mar. Head Sprue	... \$1
DW Pad	Deathwatch Sp. Mar. Bolter/Shoulder Pad Sprue	... \$2

**Dark Angels Ravenwing Bike Bitz**

010108701	Ravenwing Bike Saddle Bag 1	... \$2.25
010108702	Ravenwing Bike Saddle Bag 2	... \$2.25

**Space Wolf Rune Priest**

010106601	Space Wolf Rune Priest	... \$8
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**Space Wolves Leman Russ**

70121/1	Leman Russ	... \$7.50
70121/2	Leman Russ Cloak	... \$2.50
70121/3	Leman Russ Banner Pole	... \$1.25

**Metal Bitz – Elites**

**Dreadnought Bitz**

010100203	Dread Multi-Melta Arm	... \$4
010100519	Dread Twin Lascannon Arm	... \$4
010100520	Dread Missile Launcher	... \$4
010100521	Dread Missile Launcher Pod	... \$2

**Blood Angel Furioso**

010100201	Blood Angels Sarcophagus	... \$6
010100212	Blood Angels Dread Banner Pole	... \$2

**Dark Angel Dreadnought Bitz**

010100525	Dk. Angel Dread Banner Pole	... \$2
010100526	Dark Angel Sarcophagus	... \$6

**Space Wolf Scouts**

010106101	Wolf Scout Backpack	... \$2.50
010106102	Wolf Scout Sergeant 2 (Sword)	... \$5
010106103	Wolf Scout Sergeant Body 3	... \$5
010106104	Wolf Scout Sergeant 1 (Bolter)	... \$5
010120701	Space Wolf Scout 1 (Top Knot)	... \$4.50
010120702	Space Wolf Scout 2 (Pony Tail)	... \$4.50
010120703	Space Wolf Scout 3 (Plasma Pistol)	... \$4.50
010121601	Wolf Scout w/ Plasma Gun	... \$5.50

**Wolf Guard**

010121001	Wolf Guard Shoulder Pad	... \$1.25
010121002	Ragnar Blackmane Pad	... \$1.25

**Metal Bitz – Troops**

**Space Wolf Blood Claws**

010120903	Blood Claw Pad 1	... \$1.25
010120904	Blood Claw Pad 2 (Paw)	... \$1.25
010121002	Ragnar Blackmane Pad	... \$1.25
010101601	Blood Claw Sergeant	... \$8.75
010101602	Blood Claw 1	... \$5
010101603	Blood Claw 2	... \$5
010101604	Blood Claw 3	... \$5

**Space Wolf Grey Hunters**

010120901	Grey Hunter Pad 12	... \$1.25
010120902	Grey Hunter Pad 2	... \$1.25
010121002	Ragnar Blackmane Pad	... \$1.25
010101301	Grey Hunter Sergeant	... \$8.75
010101302	Grey Hunter 1 Mk7	... \$5
010101303	Grey Hunter 2 Mk7	... \$5
010101304	Grey Hunter 3 Mk7	... \$5

**Metal Bitz – Fast Attack**

**Dark Angels Ravenwing**

010101215	Ravenwing Gunner	... \$3.50
010101216	Ravenwing Pilot	... \$3.50
010101217	Ravenwing Chassis	... \$5.50
010101218	Ravenwing Heavy Bolter	... \$4.50

**White Scars**

WHITESCARS	White Scar Shoulder Pad	... \$1.25
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**Metal Bitz – Heavy Support**

**Blood Angels Baal Predator**

010117501	Baal Predator Left Assault Cannon	... \$3
010117502	Baal Predator Right Assault Cannon	... \$3
010117503	Baal Predator Gun Ports	... \$2
010117504	Baal Predator Heavy Flamer	... \$2
010117505	Baal Predator Fuel Tank	... \$2
010117506	Baal Predator Front Armor Plate	... \$4
010117507	Baal Predator Gunner Arms	... \$1
010117508	Baal Predator Marine Gunner	... \$1

**Space Wolf Long Fangs**

010101501	Long Fang Sergeant	... \$8.75
010101502	Space Wolf Long Fang 1	... \$5
010101503	Space Wolf Long Fang 2	... \$5
010101504	Space Wolf Long Fang 3	... \$5

CLASSIC RANGE



**Ultramarine Captain**  
010104819



**Space Wolf Captain with Wolf Head**  
70015-5



**Space Wolf Back Banner 2**  
010106602



**Dark Angels Captain**  
010105005



**Imperial Fists Captain**  
010110401



# CLASSIC RANGE

*Note: The Space Wolf Rune Priest is shown complete with the Space Wolf Backpack (010106303) shown on the Chapter-Specific HQ page.*



**Deathwatch Sp. Mar. Head Sprue**  
DW HEADS



**Deathwatch Sp. Mar. Bolter/Shoulder Sprue**  
DW PAD



**Ravenwing Bike Saddle Bag 1**  
010108701



**Ravenwing Bike Saddle Bag 2**  
010108702



**Space Wolf Rune Priest**  
010106601



**Leman Russ Body**  
70121/1



**Imperial Fists Equipment Sprue**  
010110806



**Wolf Scout Backpack**  
010106101



**Leman Russ Cloak**  
70121/2



**Leman Russ Banner Pole**  
70121/3



**Wolf Scout Sergeant 1**  
010106104



**Wolf Scout Sergeant 3**  
010106103



**Wolf Scout Sergeant 2**  
010106102



**Space Wolf Scout 1**  
010120701



**Space Wolf Scout 2**  
010120702



**Space Wolf Scout 3**  
010120703



**Space Wolf Scout w/ Plasma Gun**  
010121601

*Note: Blood Claws and Grey Hunters also use the Ragnar Blackmane Pad (010121002) shown below.*

# CLASSIC RANGE



**Blood Claw Pad 1**  
010120903



**Blood Claw Pad 2**  
010120904



**Grey Hunter Pad 12**  
010120901



**Grey Hunter Pad 2**  
010120902



**Wolf Guard Shoulder Pad**  
010121001



**Ragnar Blackmane Pad**  
010121002



**White Scar Shoulder Pad**  
WHITESCARS



**Blood Claw Sergeant**  
010101601



**Grey Hunter Sergeant**  
010101301



**Long Fang Sergeant**  
010101501



**Blood Claw 1**  
010101602



**Grey Hunter 1 Mk7**  
010101302



**Space Wolf Long Fang 1**  
010101502



**Blood Claw 2**  
010101603



**Grey Hunter 2 Mk7**  
010101303



**Space Wolf Long Fang 3**  
010101504



**Blood Claw 3**  
010101604



**Grey Hunter 3 Mk7**  
010101304



**Space Wolf Long Fang 2**  
010101503

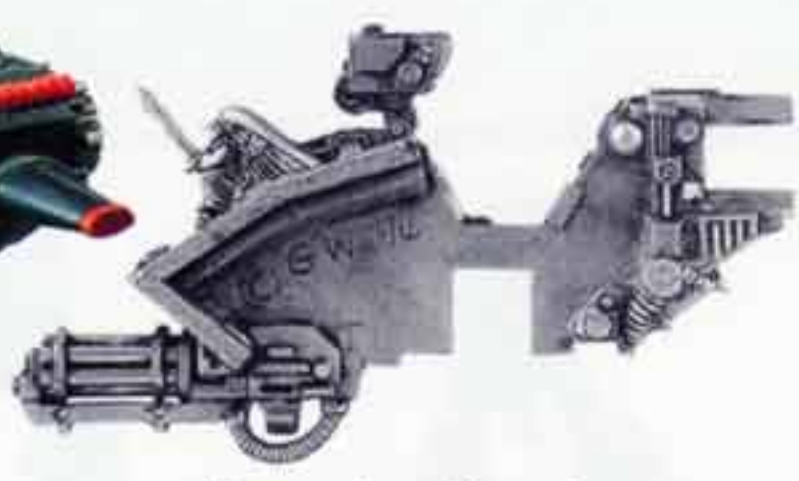


*Note: To see all of the bits that make up the Lemman Russ Exterminator Tank check the Imperial Guard section.*

**Classic Lemman Russ Exterminator (1)**  
MO 0407



**Classic Ravenwing Land Speeder (1)**  
MO 0186



**Ravenwing Chassis**  
01010217



**Ravenwing Heavy Bolter**  
01010218



**Ravenwing Gunner**  
01010215



**Ravenwing Pilot**  
01010216



**Classic Blood Angel Dreadnought (1)**  
MO 0192



**Blood Angel Furioso Sarcophagus**  
010100201



**Blood Angel Furioso Banner Pole**  
010100212



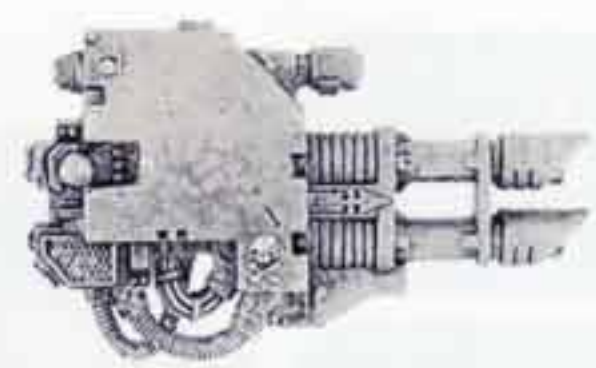
**Multi-Melta**  
010100203



**Classic Dark Angel Dreadnought (1)**  
MO 0193



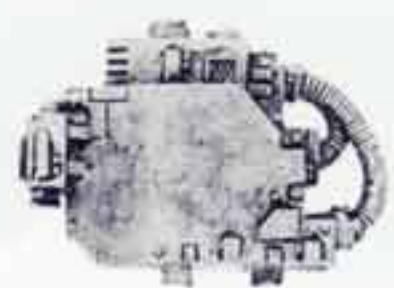
**Dark Angel Sarcophagus**  
010100526



**Dreadnought Twin Lascannon Arm**  
010100519



**Dreadnought Missile Launcher Pod**  
010100521



**Dreadnought Missile Launcher**  
010100520



**Dark Angels Dreadnought Banner Pole**  
010100525



Classic Baal Predator (1)  
MO 0160



Baal Predator Left  
Assault Cannon  
010117501



Baal Predator Right  
Assault Cannon  
010117502



Baal Predator  
Gun Ports  
010117503



Baal Predator  
Front Armor Plate  
010117506



Baal Predator  
Heavy Flamer  
010117504



Baal Predator  
Fuel Tank  
010117505



Baal Predator  
Gunner Arms  
010117507



Baal Predator  
Marine Gunner  
010117508

*Joe Hill's Emperor's Storm Space Marines HQ Squad took home a first place trophy at the 2002 Golden Demon Painting Competition in the UK.*





# COLORS OF WAR

Space Marine Chapters are almost as varied as the planets they stand watch over. Here, we present a vast but nowhere near complete display of the known Space Marine Chapters in the 41st millennium.

## Chapters of the First Founding

Under the Emperor's directives, 20 genetically modified super beings were created. These Primarchs, as they came to be known, passed their genetic imprint to make the first 20 Chapters of Space Marines. These original 20 Chapters are still referred to as the First Founding Chapters.



### BLOOD ANGELS

Blood Red, Chaos Black & Goblin Green



### DARK ANGELS

Dark Angels Green & Blood Red



### SPACE WOLVES

Space Wolves Grey, Sunburst Yellow & Blood Red



### ULTRAMARINES

Ultramarines Blue, Sunburst Yellow, Skull White & Blood Red



### IMPERIAL FISTS

Sunburst Yellow, Blood Red & Chaos Black



### WHITE SCARS

Skull White, Blood Red & Sunburst Yellow



### IRON HANDS

Chaos Black, Skull White, Ultramarine Blue & Bubonic Brown



### RAVEN GUARD

Chaos Black, Skull White & Bolt Gun Metal



### SALAMANDERS

Snot Green, Chaos Black & Sunburst Yellow

## Known Successor Chapters

After the Primarch Horus corrupted half of the Space Marine Legions and led a great rebellion against the Emperor, it was decided to make smaller and more flexible formations. Many of the loyal First Founding Chapters remained but were broken down into further "Successor Chapters."



### ANGELS SANGUINE

Blood Angels Successor

Blood Red, Midnight Blue & Skull White



### FLESH TEARERS

Blood Angels Successor

Blood Red, Chaos Black & Skull White



### THE ANGELS ENCARMINE

Blood Angels Successor

Blood Red, Chaos Black & Sunburst Yellow



### ANGELS VERMILLION

Blood Angels Successor

Red Gore, Golden Yellow & Chaos Black



**FLESH EATERS**

*Blood Angels Successor*  
Blood Red, Skull White  
& Bolt Gun Metal



**BLOOD DRINKERS**

*Blood Angels Successor*  
Blood Red, Golden Yellow  
& Chaos Black



**ANGELS OF VENGEANCE**

*Dark Angels Successor*  
Chaos Black, Blood Red  
& Bleached Bone



**FLESH TEARERS**

*Blood Angels Successor*  
Dark Angels Green, Bleached Bone  
& Blood Red



**ANGELS OF ABSOLUTION**

*Dark Angels Successor*  
Bleached Bone, Chaos Black,  
Dark Angels Green & Blood Red



**GENESIS CHAPTER**

*Ultramarines Successor*  
Blazing Orange, Sunburst Yellow  
& Ultramarine Blue



**AURORA**

*Ultramarines Successor*  
Goblin Green, Blood Red  
& Sunburst Yellow



**BLACK CONSULS**

*Ultramarines Successor*  
Chaos Black, Blood Red  
& Sunburst Yellow



**WHITE CONSULS**

*Ultramarines Successor*  
Skull White, Goblin Green,  
Ultramarine Blue & Blood Red



**EAGLE WARRIORS**

*Ultramarines Successor*  
Ultramarine Blue, Skull White,  
Blood Red & Sunburst Yellow



**DOOM EAGLES**

*Ultramarines Successor*  
Chainmail, Blood Red  
& Chaos Black



**SONS OF GUILLIMAN**

*Ultramarines Successor*  
Lightning Blue  
& Skull White



**SILVER SKULLS**

*Ultramarines Successor*  
Bolt Gun Metal, Chaos Black,  
Ultramarine Blue & Bubonic Brown



**PRAETORS OF ORPHEUS**

*Ultramarines Successor*  
Enchanted Blue  
& Skull White



**NOVAMARINES**

*Ultramarines Successor*  
Regal Blue, Bleached Bone  
& Chaos Black



**RAPTORS**

*Ultramarines Successor*  
Camo Green, Chaos Black  
& Skull White





**CRIMSON FISTS**

*Imperial Fists Successor*  
Regal Blue, Blood Red  
& Chaos Black



**BLACK TEMPLARS**

*Imperial Fists Successor*  
Chaos Black & Skull White



**STORM LORDS**

*White Scars Successor*  
Skull White, Blood Red  
& Sunburst Yellow



**MARAUDERS**

*White Scars Successor*  
Sunburst Yellow, Chaos Black  
& Blood Red



**RAMPAGERS**

*White Scars Successor*  
Blood Red, Chaos Black  
& Sunburst Yellow



**RED TALONS**

*Iron Hands Successor*  
Blood Red & Chaos Black



**BRAZEN CLAWS**

*Iron Hands Successor*  
Blood Red, Regal Blue  
& Golden Yellow



**REVLERS**

*Raven Guard Successor*  
Shadow Grey

**Space Marine Chapters**

The Imperium has endured many rebellions and wars since the time of the Horus Heresy. Countless Space Marine Chapters were created during these troubled ages. Over time, it has become impossible to say how many Chapters were created or when some of them originated.



**SPACE SHARKS**

*Codex Grey & Blood Red*



**IRON SNAKES**

*Chainmail, Skull White, Ultramarine Blue & Blood Red*



**EXECUTIONERS**

*Enchanted Blue, Goblin Green, Blood Red & Mithril Silver*



**FIRE HAWKS**

*Sunburst Yellow & Blood Red*



**DOOM WARRIORS**

*Bubonic Brown & Chaos Black*



**HOWLING GRIFFONS**

*Blood Red, Sunburst Yellow & Chaos Black*



**IMPERIAL CASTELLANS**

*Regal Blue, Skull White & Bad Moon Yellow*



**IMPERIAL HARBINGERS**

*Skull White, Sunburst Yellow & Chaos Black*



**IMPERIAL PALADINS**

Midnight Blue, Sunburst Yellow  
& Boltgun Metal



**EMPEROR'S WARBRINGERS**

Camo Green, Sunburst Yellow  
& Chaos Black



**IMPERIAL TALONS**

Blood Red, Skull White  
& Golden Yellow



**RELICTORS**

Shadow Grey & Chaos Black



**EMPEROR'S HAWKS**

Blood Red, Skull White  
& Golden Yellow



**KNIGHTS OF GRYPHONNE**

Blood Red & Chaos Black



**BROTHERHOOD OF A THOUSAND**

Storm Blue & Sunburst Yellow



**BLACK WINGS**

Regal Blue, Blood Red  
& Chaos Black



**ANGELS OF FIRE**

Red Core & Golden Yellow



**MARINES ERRANT**

Skull White, Enchanted Blue  
& Sunburst Yellow



**MENTOR LEGION**

Skull White, Dark Angels Green  
& Blood Red



**METAMARINES**

Skull White & Ultramarine Blue



**MORTIFACTORS**

Chaos Black, Bleached Bone  
& Golden Yellow



**WHITE PANTHERS**

Chaos Black, Skull White  
& Blood Red



**AVENGING SONS**

Midnight Blue, Skull White  
& Golden Yellow



**ANGELS PORPHYR**

Regal Blue, Skull White, Golden Yellow  
& Blood Red



**EMPEROR'S SCYTHES**  
Chaos Black & Golden Yellow



**EXORCISTS**  
Blood Red & Chaos Black



**RED SCORPIONS**  
Storm Blue, Sunburst Yellow & Blood Red



**SKULL BEARERS**  
Leprous Brown & Chaos Black



**DARK EAGLES**  
Goblin Green, Skull White & Sunburst Yellow



**SONS OF MEDUSA**  
Scorpion Green, Skull White & Chaos Black



**STAR DRAGONS**  
Ultramarine Blue, Skull White, Golden Yellow & Chainmail



**STORM GIANTS**  
Rotting Flesh & Blood Red



**DARK HANDS**  
Camo Green, Chaos Black & Sunburst Yellow



**STORM WARRIORS**  
Chaos Black & Sunburst Yellow



**WAR BEARERS**  
Camo Green, Skull White & Chaos Black



**RAINBOW WARRIORS**  
Regal Blue, Blood Red, Sunburst Yellow & Skull White



**DEATH KNIGHTS**  
Snot Green & Sunburst Yellow



**DEATH STRIKE**  
Regal Blue & Sunburst Yellow



**HAWK LORDS**  
Liche Purple & Sunburst Yellow



**HERALDS OF ULTRAMAR**  
Liche Purple & Golden Yellow



**RED WOLVES**

Blood Red, Chaos Black & Sunburst Yellow



**MASTERS OF PROTEUS**

Skull White, Midnight Blue & Sunburst Yellow



**INVADERS**

Dark Angels Green & Sunburst Yellow



**RED HUNTERS**

Blood Red, Sunburst Yellow & Skull White

**The Orders Militant**

The Inquisition is a powerful branch of the Imperium that maintains its own Militant Orders. The Ordo Malleus is the covert branch of the Inquisition that specializes in fighting Daemons and the horrors of the Warp, and the military arm of the Ordo Malleus is the Grey Knights. The Deathwatch Chapter is from the Ordo Xenos, the Alien hunters.



**DEATHWATCH**

Chaos Black, Mithril Silver, Ultramarine Blue & Red Core



**GREY KNIGHTS**

Mithril Silver, Blood Red & Skull White



Above: Jennifer Haley won the Slayer Sword at 2003 Baltimore Golden Demon competition with her Angels Renascent Space Marine Chapter.

**The Cursed Founding**

The 21st Founding was the largest since the Second Founding, and it occurred after the Imperium-shaking Age of Apostasy. Each of the newly created Chapters had some sort of genetic flaw, some so serious as to cause extreme physical corruption. As so many catastrophes occurred, it has since become known as the Cursed Founding.



**MINOTAURS**

Sunburst Yellow, Blood Red & Ultramarine Blue



**LEGION OF THE DAMNED**

Chaos Black, Sunburst Yellow, Fiery Orange and Skull White



**LAMENTERS**

Leprous Brown, Skull White & Chaos Black



**BLACK DRAGONS**

Chaos Black & Skull White



# COLORS OF WAR



*This Page: James Bell won Best Overall with his Crimson Fists Space Marine army at the 2003 Los Angeles Grand Tournament.*





*Above: Featuring Derek Atkinson's Blood Angel army which won the Best Overall at the 2002 Dallas Grand Tournament.*

*Right: Kevin Frey won the Best Overall award with his Blood Angel army at the Minneapolis Grand Tournament.*



*Above: Derek's converted Furiso with two Dreadnought Close Combat weapons.*

*Right: Ben Jefferson won second place with his Dark Angel Terminator Captain at the 1996 UK Golden Demon painting competition.*

*Below: Kevin Frey's Blood Angel Assault squad led by his Space Marine Commander with Lightning Claws.*





# COLORS OF WAR



Above: Chris Borer won the Slayer Sword with his Crimson Fists Command squad at the 1999 Baltimore Golden Demon painting competition.



Above: Tim Lison won first place with his Space Marine Salamanders at the 2003 Chicago Games Day Golden Demon painting competition in the Best Battle Scene category.



Left: Bobby Wong won third place with his Ultramarine Commander at the 2001 Baltimore Golden Demon painting competition.



Right: Jarrett Lee painted this Space Marine Salamander armed with a Flamer and Power Fist.

Below: Joe Hill won third place with his Emperor's Storm Space Marine army at the 2002 UK Golden Demon painting competition in the Open Competition category.





*Right: Ben Jefferson won second place at the 2000 UK Golden Demon painting competition.*



*Right: Brian Okey won second place with his Space Wolf Rune Priest at the 2003 Canadian Games Day Golden Demon painting competition in the Warhammer 40,000 Single Miniature category.*



*Left: Jason Ricards won second place with his Space Wolf Dreadnought at the 2001 Baltimore Games Day Golden Demon painting competition in the Warhammer 40,000 Vehicle or Squadron category.*

*Right: Nathan Comanse won first place with his Space Wolf Land Raider at the 2003 Chicago Games Day Golden Demon painting competition in the Warhammer 40,000 Vehicle or Squadron category.*



*Below Left: Check out both the incredible crew and tank details.*

*Bottom Left: Details showing the converting of the vents and engine.*





# TAU

*Shas'o Vior'la Kais, Fire Warrior Commander, watched as the Gue'la began the long trek up the hillside. Their crude, armored vehicles lumbered forward on clanking metal tracks, dismounted warriors advancing before the machines. Kais felt sorry that he had to do this – the Gue'la could not know the folly of this attack. The Tau had claimed this world as their own. Its use had been decided, and its first colonists were already allocated from members of the Fio caste. The settlement of this world was as indisputable as a sunrise. Kais was already in the process of removing the Gue'la outpost from the planet. The Ethereals had decreed that the planet be cleared, but with typical Gue'la stubbornness, they had refused to bow before the inevitable.*



The Tau inhabit an area of space near the eastern fringe of the galaxy. They are a young, dynamic race with highly advanced weaponry and technology. Though less than 2,000 years old, their fledgling empire is rapidly expanding into space and beginning to encounter the elder races of the galaxy. In galactic terms, their empire is small, based around a densely packed globular cluster of stars, which enables the Tau to travel between them without many of the dangers normally associated with warp travel. The Tau empire also encompasses several alien races who have been subsumed into the empire voluntarily or whose services are bought through trade agreements.



*Above: Ken Syrnopoulos took 1st place for this Tau Commander in the Warhammer 40,000 Large Model category at the 2002 Canadian Games Day Golden Demon Competition.*

*Below: Mike Butcher won the Player's Choice award for his Tau army during the 2002 Dallas Grand Tournament.*



Tau civilization is based around a rigid system of castes, each relating to the four elements of nature – fire, water, air, and earth. These castes dictate each Tau's role within society: warrior, bureaucrat, pilot, or worker. Their rulers form a mysterious fifth caste, called the Ethereals, who bind the other castes together. The Tau empire is underpinned by the concept that it is only right and noble for the individual to set aside his own desires to work for the greater good of the empire. Overall, the Tau are very good at actualizing this ideal.

## Collecting a Tau Army

The Tau are a very stylish and powerful army with many specialized troops at their disposal. Their main strength lies in the different types of battlesuit-equipped warriors. These warriors are hardened veterans, and their battlesuits are capable of mounting a fearsome array of firepower. In addition, their battlesuits include thick armor, which makes it very difficult for most basic troopers to take down a battlesuit-equipped Tau. If you're looking for an army that can pack a heavy punch while being able to soak up the enemy's return fire, then the Tau are the force for you. Tau technology is highly advanced and includes many exciting devices and upgrades that can be added to the battlesuits to enhance their ability to deal death and receive punishment.

Tau Fire Warriors are courageous fighters with solid leaders. If a member of the Ethereal caste accompanies them, their confidence and self-belief will keep them fighting in the face of insurmountable odds. The Tau dislike close combat and prefer to destroy their enemies at long range with high-tech weaponry, because



*Above: Mike Sawada used a stylized Canadian flag paint scheme on every model in his Tau army! This won him the Best Appearance award for Warhammer 40,000 at the Calgary 2002 Grand Tournament.*



*Left: A Commander painted by Shawn Chavis, Manager of Discovery Hobby Center near Atlanta.*

the Tau are neither strong nor tough. When the fighting gets close and bloody, the Tau call upon their Kroot allies. The Kroot are ferocious carnivores who are capable of holding their own against most opponents.

A fully painted Tau army looks very striking on the tabletop and suits painters who want the best of both worlds. On the one hand you have the clean, elegant lines and bright colors of the Tau Fire warriors in their battlesuits and grav-tanks, while on the other you have the Kroot, with their barbaric, feral feel and large areas of flesh to paint. Even very basic painting techniques will quickly produce a battle-ready force and give you the chance to build a playable army quickly and easily. With your army, you can expand the frontiers of the glorious Tau empire. May the Ethereals guide you.



*Left: Chris Courtney won the Best Appearance award with his Tau army at the 2002 Baltimore Grand Tournament.*



# GETTING STARTED



Codex: *Tau and the Tau Battle Force Box* (which contains 518 points worth of Tau) is a great way to start your Tau army.



## Tau Battle Force Box (56-09)

- 12 Tau Fire Warriors
- 12 Kroot Warriors
- 3 XV8 Crisis Battlesuits
- 10 Drones
- 4 Warhammer 40,000 Jungle Trees



This 64-page rulebook contains painting and modeling guides, background, and the full rules for fielding a force of the Tau and their savage Kroot allies.

**Codex: Tau**  
56-01-60

# SHOWCASE



*Left: Mike's beautiful Devilfish Tank shows off the clean elegant lines the Tau army is known for.*



*Left: Mike Sawada did a great paint job on everything from his Commander to the drones.*



HQ 



*Note: Commander O'shovah comes with the Crisis Battlesuit plastic sprue pictured on the Elites page.*



**Commander O'shovah Box (1)**  
56-13



**Aun'shi Blister (1)**  
56-41



**O'shovah Antenna**  
011300603



**O'shovah Shield**  
011300602



**Aun'shi Body**  
011300701



**Aun'shi Blade**  
011300702



**O'shovah Arm**  
011300601

*Little is known of the Tau Ethereal caste, appearing as shrouded, enigmatic figures that eschew the advanced equipment favored by the Tau Fire caste. Ethereal caste members are occasionally seen on the battlefield, although whether they are leading or observing is unclear.*



**Tau Ethereal 1 Blister (1)**  
56-35



*Right: Pedro Asensio Moreno painted this winning Tau Ethereal for the 2001 Spanish Golden Demon competition.*



**PAINTING FINE DETAIL ON AUN'SHI**



Paint Shining Gold on the metal jewelry and hair braids. Apply a wash of Brown Ink to these areas. When the ink dries, apply a final highlight of Mithril Silver.



Paint Brazen Brass on the armbands, coat edging, bands on the halberd, and the various glyphs. Apply a wash of Brown Ink to these areas. Finally, when the ink is dry, apply Mithril Silver highlights to these areas.



Paint the blade of the weapon with Boltgun Metal and highlight with Chainmail and then Mithril Silver. Choose some markings from *Codex: Tau* and then draw two thin pencil lines with a ruler directly on the weapon shaft. Next, draw lines the same distance apart onto a piece of paper and a mock up of the inscription. By laying out the markings beforehand, you ensure that the lettering will fit neatly on the model. Carefully paint the letters on the model. Start with the central letter and work your way out toward the ends.

**FINISHING TOUCHES**



Paint a basecoat of the tattoos with Chaos Black. Next, paint Blood Red over the basecoat but leave a thin outline of Chaos Black. Highlight the red areas with a lighter red.



Paint the diamond stone at the center of Aun'shi's forehead with a basecoat of Red Gore and highlight with Blood Red followed by Blazing Orange. Finally, apply a small dot of Skull White to suggest a reflection.



Paint the eyes with a basecoat of Red Gore and highlight with Blood Red.



# ELITES



**XV8 Crisis Battlesuit Box (1)**  
56-07



**XV15 Stealth Armor Shas'ui & Shield Drone Blister**  
(Random 1 with 1 Shield Drone)  
56-39

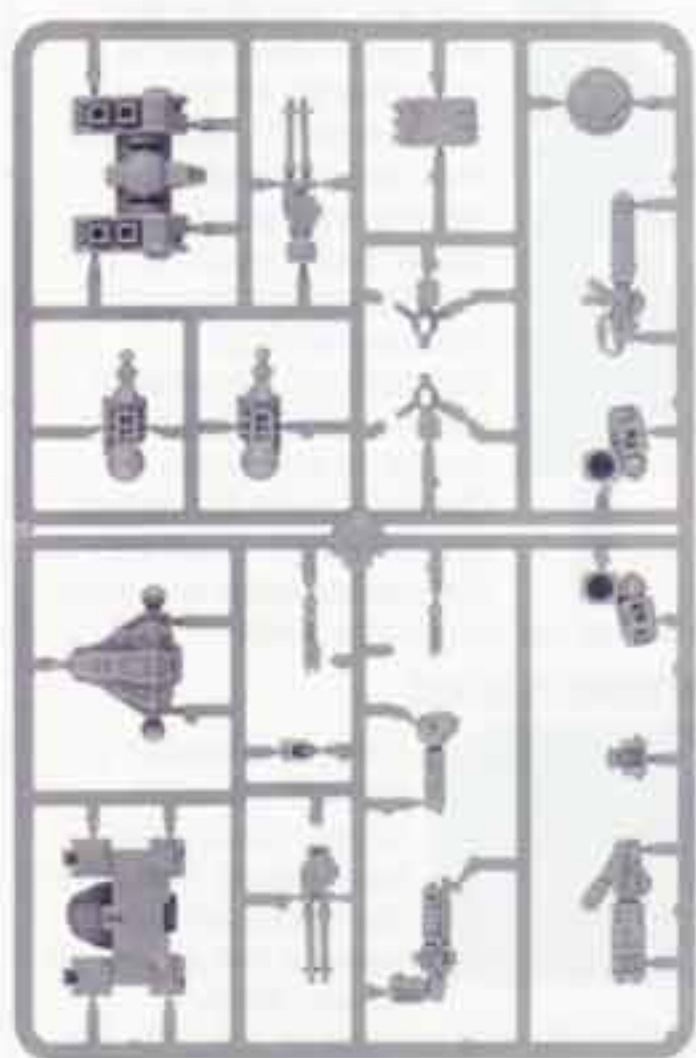


**Stealth Armor Shas'ui 1**  
011301001

**Stealth Armor Shas'ui 2**  
011301002

*Note: The Shield Drone bitz are shown on the Fast Attack page with the Pathfinder Shas'ui.*

*Note: Sprue shown at 50% of actual size.*



**XV-88 Broadside Battlesuit Sprue**  
99390113002



**XV15 Stealth Armor Blister (Random 2)**  
56-38



**Stealth Armor Backpack Sprue**  
011300905



**Stealth Armor 1**  
011300901



**Stealth Armor 2**  
011300902



**Stealth Armor 3**  
011300903



**Stealth Armor 4**  
011300904

## SHOWCASE



*This massive 4' x 12' Tau cityscape was built by J. B. and Tracy Coulter at Canadian Games Day 2001 as a scenery demonstration. Above, left: Imperial Guard Leman Russ tanks roll toward the Tau city. Above, right: Tau headquarters watches on from above as Battlesuits and Kroot allies surge forward to intercept the invaders. Below: This fabulous table also includes a monorail, which was inspired by a bit of fiction found in the back of Codex: Tau!*





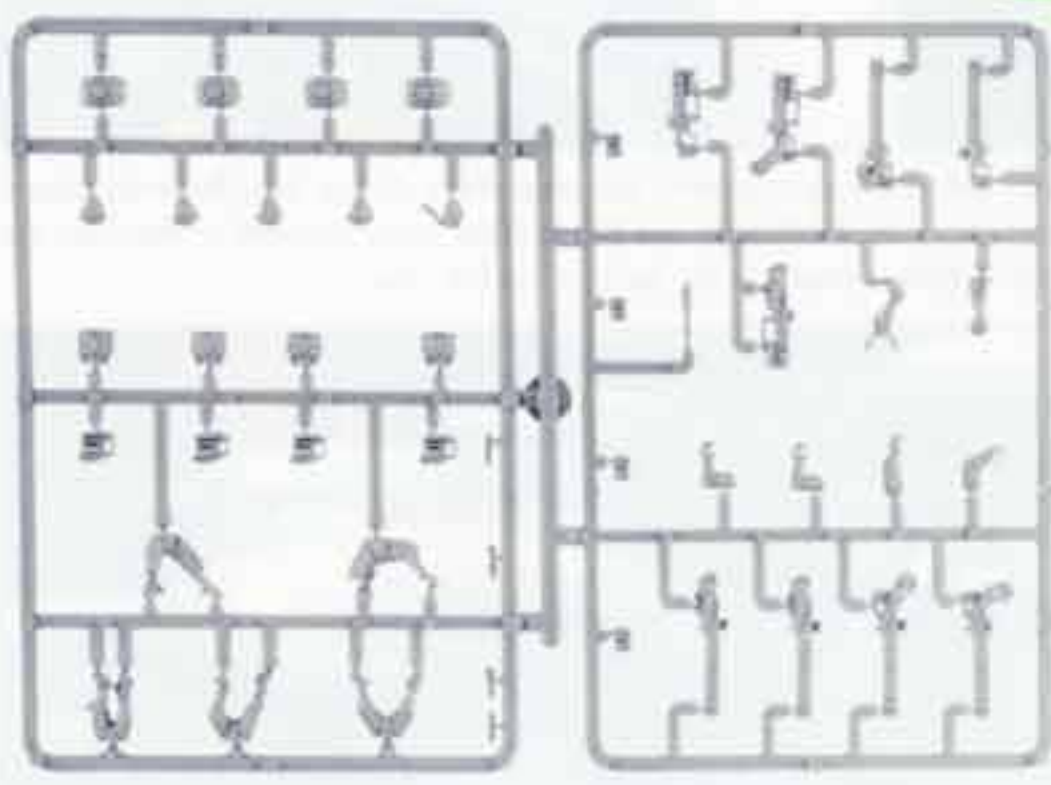
# TROOPS

The Fire Warriors' pulse rifles give them excellent firepower. Often mounted in a Devilfish troop carrier, the Fire Warriors are able to deploy rapidly and lay down a withering fusillade upon their foes!



Tau Fire Warriors shown 50% of actual size.

**Tau Fire Warriors with Two Gun Drones Box (12 with 2 Gun Drones)**  
56-06



**Fire Warriors Sprue**  
99380113001



*Note: Sprue shown at 30% of actual size.*



**Gun Drone Sprue**  
99390113001

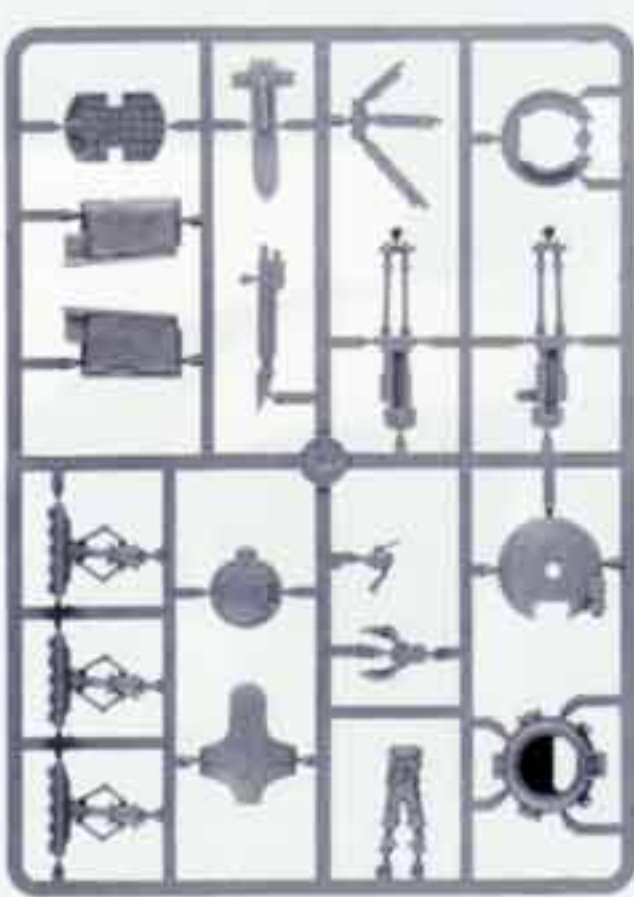


Devilfish shown 70% of actual size.

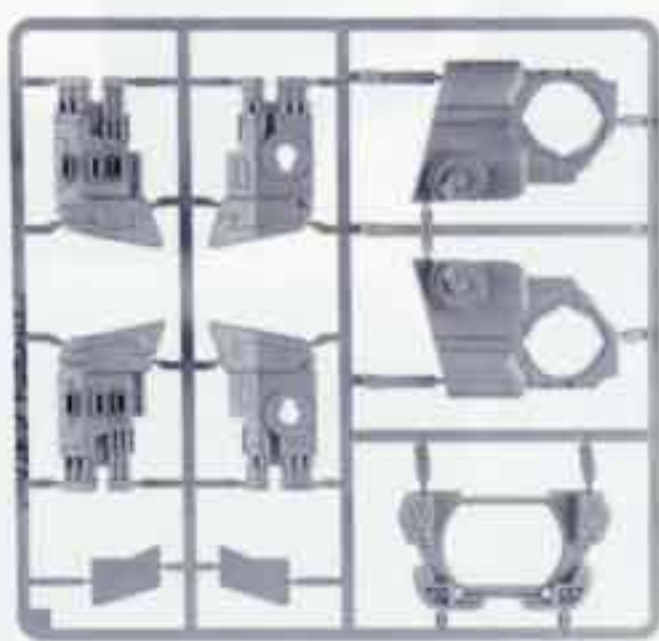
**Devilfish APC Troop Carrier Box (1)**  
56-10



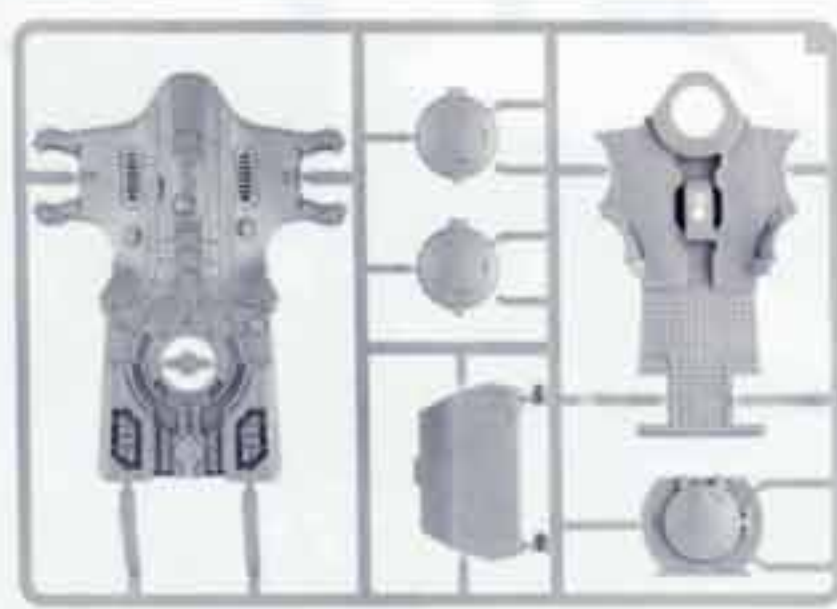
*Note: Sprues shown at 30% of actual size.*



**Devilfish Sprue C – Accessory**  
99390113005



**Devilfish Sprue B – Engine**  
99390113004



**Devilfish Sprue A – Body**  
99390113003

# TROOPS

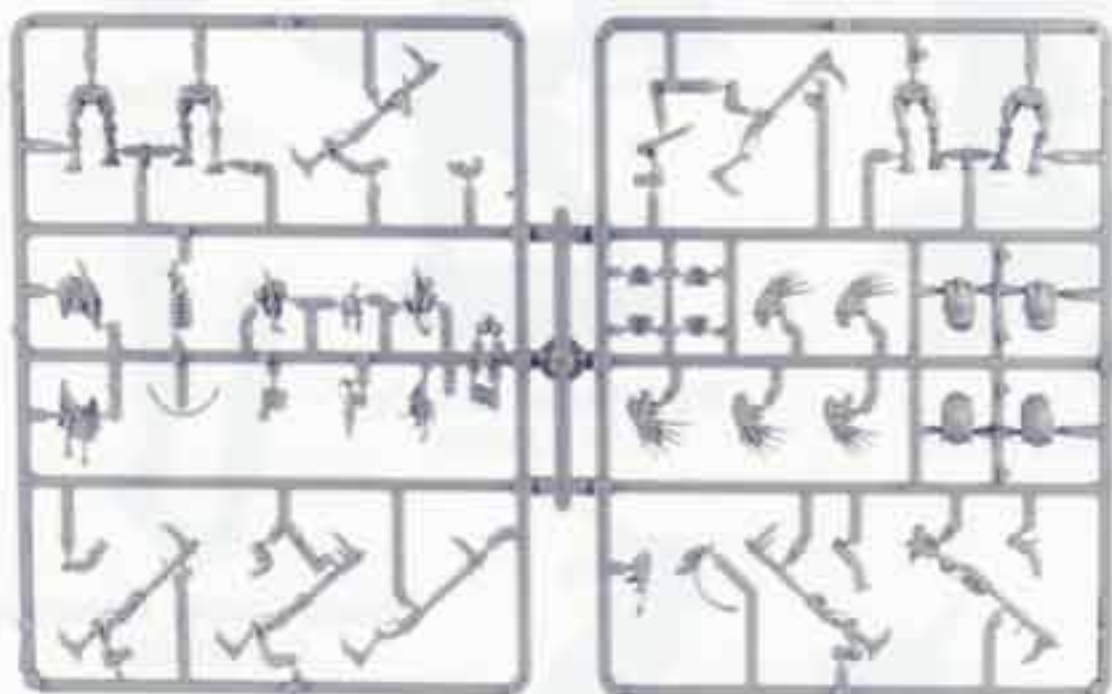


Kroot Carnivore Squad shown 50% of actual size.

**Kroot Carnivore Squad Box (16)**  
56-08



*Kroot Carnivore squads are the most common auxiliaries serving alongside the Tau. The Kroot worlds have long been part of the empire, ever since a Tau expeditionary force helped liberate several Kroot enclaves from the Orks.*



Note: Sprue shown at 30% of actual size.

**Kroot Carnivore Sprue**  
99380114001



**Kroot Shaper Right Arm 1**  
011400202



**Kroot Shaper Body**  
011400201



**Kroot Shaper Blister (1)**  
56-43



**Kroot Shaper Right Arm 2**  
011400203

*While the Tau find the Kroot's predilection for eating the flesh of their vanquished foes barbaric, it is hoped that prolonged exposure to the Tau's sensibilities and culture will eventually purge the Kroot of this distasteful habit.*

## VULTURE KROOT CONVERSION



Adding wings to your Kroot gives great variation to your army and is a really simple conversion. Gently bend the model's legs so that it appears to be either swooping down or launching itself into the air. Either way, try to keep the pose as dynamic as possible. The wings are from a Dark Elf Harpy and simply need to be mounted on the back at an angle consistent with the movement suggested by the position of the legs.

## SIGNATURE ADAPTATIONS

Having spent many years together fighting through the most hostile environments in the galaxy, many of the Kroot kindred within a mercenary force inherit common characteristics. Through feeding on native fauna, the whole force will gain attributes that bind them together and provide a strong sense of identity.

Signature Evolutionary Adaptations provide an opportunity to go to town modeling the unique abilities acquired by your mercenary band. The Ork Hybrid adaptation is an opportunity to combine elements of the Ork Boyz frame with parts from the Kroot Carnivore set and really customize your force.

You don't have to model these adaptations, however. Simply applying a bold, consistent color scheme to your band will give them the unified feel a Kroot force would have after fighting together on strange worlds for several generations. When applying an overall color scheme, try to emphasize individual kindred with slight variations. By way of example, this Kroot is painted Scaly Green, but other kindred in the army have different colored spots, mottles, and stripes.





# FAST ATTACK

## BASICS OF CREATING TAU BUILDINGS



First, cut three circles (about twice the diameter of your cardboard tube), one out of foamcore board and two out of 1" styrofoam. Hot glue them to the top of the tube with the foamcore on the bottom.

Cut the styrofoam circles into a dome shape and use 120 grit sandpaper to smooth it out.



Now cover the tube and dome with a very thin layer of spackling compound, and sand down the tube grooves.

Cut out six rectangles from styrofoam. Make them wide enough to stick out from under the dome and the same height as the tube. Glue three together and glue them to the side of the tube. Trim the top corners so that they curve down.



Now fill in the gaps on the sides with spackling compound so that it looks like one piece. Once dry, sand it down.



For the support beams, use plastic tubes or straws. Use foamcore for the balcony floor and styrofoam for the wall. Figure bases and flying stands add a nice touch to the top of the dome. Finally, glue some electrical conduit down the sides.

and flying stands add a nice touch to the top of the dome. Finally, glue some electrical conduit down the sides.

## PAINTING

Paint to suit your tastes. First, brush the entire building with a base color – we used grey. Use tape for the areas you want to keep the original color, and spray paint it with a highlight color – we used a gloss white. Remove the tape. Now you can paint even more elaborate designs or use the Tau transfers that come with the Tau tank kits if you'd like!



**Tau Pathfinders Blister (3)**  
56-36



**Pathfinder Shas'ui & Shield Drone Blister (2)**  
56-37



**Tau Pathfinders w/ Rail Rifles Blister (3)**  
56-45



**Pathfinder Shas'ui**  
011300203



**Shield Drone Bits**  
011300204



**Pathfinder Body 1**  
011300101



**Pathfinder Body 2**  
011300102



**Pathfinder Body 3**  
011300103

**Shield Drone Antenna**  
011300205



**Pathfinder Carbine 1**  
011300104



**Pathfinder Body 4**  
011301301



**Pathfinder Body 5**  
011301302



**Pathfinder Body 6**  
011301303

**Pathfinder Carbine 2**  
011300105



**Pathfinder Rail Rifle 1**  
011301304



**Pathfinder Rail Rifle 2**  
011301305

**Pathfinder Carbine 3**  
011300106



**Pathfinder Rail Rifle 3**  
011301306

# FAST ATTACK



**Kroot Hounds Blister  
(Random 2)**  
56-44

*Kroot Hounds are ferocious in battle and are notoriously ill-tempered beasts. Even in times of peace, it is not unknown for a Kroot Hound to turn on its handler if he is careless enough to let his guard down. While the Tau value the strength and viciousness of the Kroot themselves, they find the Kroot Hounds repellent.*



**Kroot Hound Body 1**  
011400301



**Kroot Hound Body 2**  
011400302



**Kroot Hound  
Leg Sprue 1**  
011400305



**Kroot Hound Body 3**  
011400303



**Kroot Hound Body 4**  
011400304



**Kroot Hound  
Leg Sprue 2**  
011400306

## MAKING A KROOT ENCAMPMENT

Although the Kroot prefer to lurk in trees and other hiding places, there are times where this is not possible and they must camp. To begin making your Kroot encampment, print out the templates for the tents from our web site:

[http://www.games-workshop.com/40k/universe/warhammer40k/tau/Tau\\_Terrain/tau\\_kroot\\_encampment.htm](http://www.games-workshop.com/40k/universe/warhammer40k/tau/Tau_Terrain/tau_kroot_encampment.htm)

Glue or pin the template to a sheet of thin cardboard and cut out the tent along the solid lines. Cut holes for the tabs. Next, score the dotted lines to create folds by lightly applying pressure with your modeling knife to cut halfway through the cardboard. Re-score any fold lines that won't bend easily.



Use white glue to stick your tent together. Glue the main tent structure by putting glue on the tab and folding the tent.

Next, glue the internal wall (the triangle bit) into place about a quarter of the way into the main tent structure. Finally, glue the doorway into place. Repeat the process for the rest of your tents. We strongly suggest that you base the tents on pieces of plasticard, corrugated cardboard, or foamcore so that they are more sturdy.

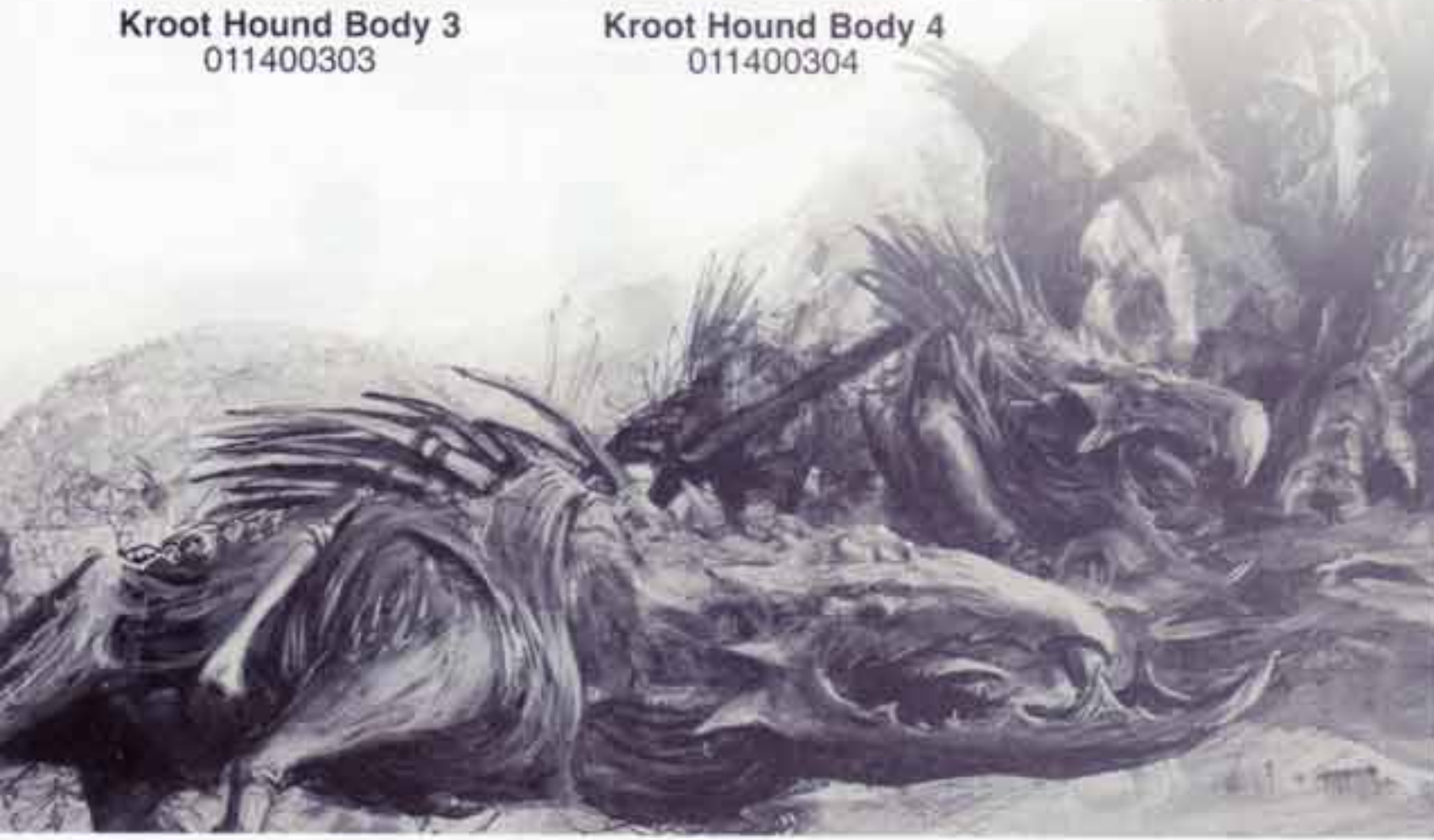
## FINISHING OFF

First, you may want to add a little flock to the base for more detail. For the main color of the tents, spray them with Bestial Brown, followed by Bubonic Brown from a distance.



For the worn down, muddy areas around the tent entrances, drybrush with Bubonic Brown followed by Bleached Bone. Then drybrush the base with Goblin Green for the grass.

Finally, to add detail to the tents, paint some glyphs onto them. Use simple geometric patterns of Kroot warriors. You can draw these glyphs freehand right onto the tent panels with a black uniball pen. Above are some sketched practice glyphs.





# HEAVY SUPPORT



**Krootox Rider 2**  
011400102



**Krootox Rider 1**  
011400101



**Krootox Blister (Random 1)**  
56-42



**Hammerhead Tank Box (1)**  
56-11

Hammerhead Tank shown  
30% of actual size.



The Hammerhead Tank comes with with an ion cannon as an option to replace the rail gun.



**Krootox Body Right Side**  
011400105



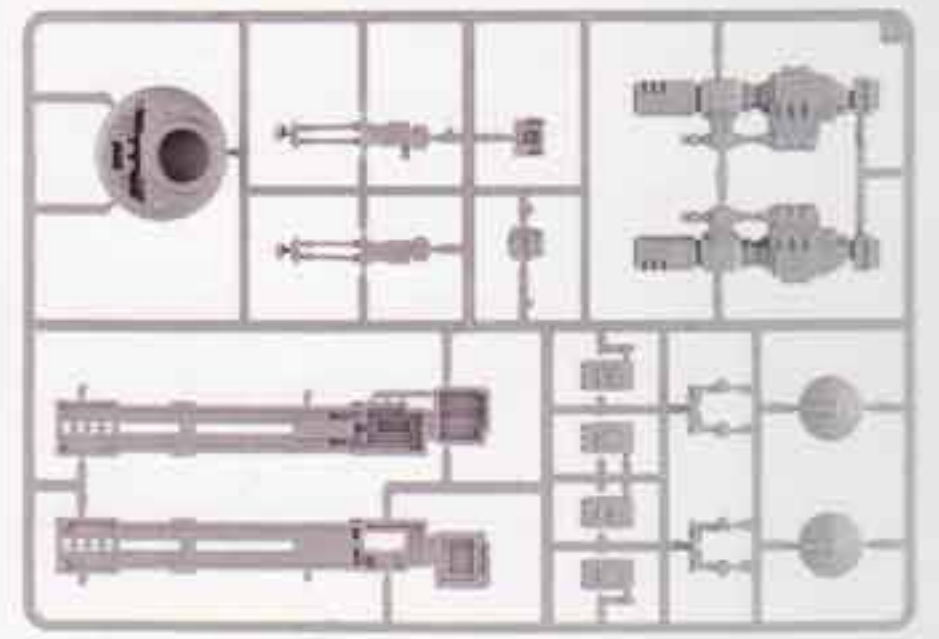
**Krootox Body Left Side**  
011400106



**Krootox Head 1**  
011400103



**Krootox Head 2**  
011400104



**Hammerhead Weapon Sprue**  
99390113006

Note: Sprue shown at 30% of actual size.



**Broadside Foot**  
011300506



**Broadside Vent**  
011300502



**Broadside Left Arm**  
011300505



**Broadside Right Arm**  
011300503



Note: The Broadside Battlesuit comes with the Crisis Battlesuit plastic sprue pictured on the Elites page.



**XV-88 Broadside Battlesuit Box (1)**  
56-12



**Broadside Missiles**  
011300504



**Broadside Rail Gun**  
011300501

## PRICE LIST

## Getting Started

56-01-60	Codex: Tau	.....\$20
56-09	Tau Battle Force	.....\$90
Contents: Tau Fire Warriors, Kroot Warriors, Crisis XV8 Battlesuits, Gun Drones & Set of Jungle Trees		

## Boxed Sets &amp; Blister Packs – HQ

56-35	Tau Ethereal	.....\$8
Includes 1 model		
56-07	Tau XV8 Crisis Battlesuit	.....\$15
Includes 1 model		

## Special Characters

56-13	Tau Commander O'shovah	.....\$30
Includes 1 model		
56-41	Tau Ethereal Aun'shi	.....\$10
Includes 1 model		

## Boxed Sets &amp; Blister Packs – Elites

56-07	Tau XV8 Crisis Battlesuit	.....\$15
Includes 1 model		
56-39	Tau XV15 Stealth Armor Shas'ui w/ Shield Drone	.....\$8
Includes 2 models		
56-38	Tau XV15 Stealth Armor	.....\$9
Includes 2 models		

## Boxed Sets &amp; Blister Packs – Troops

56-06	Tau Fire Warriors	.....\$30
Includes 12 models		
56-10	Tau Devilfish APC	.....\$30
Includes 1 model		
56-43	Kroot Shaper	.....\$8
Includes 1 model		
56-08	Kroot Carnivore Squad	.....\$30
Includes 16 models		

## Boxed Sets &amp; Blister Packs – Fast Attack

56-37	Tau Pathfinder Shas'ui w/ Shield Drone	.....\$8
Includes 2 models		
56-36	Tau Pathfinders	.....\$9
Includes 3 models		
56-45	Tau Pathfinders w/ Rail Rifle	.....\$9
Includes 3 models		
56-10	Tau Devilfish APC	.....\$30
Includes 1 model		
56-44	Kroot Hounds	.....\$8
Includes 2 models		

## Boxed Sets &amp; Blister Packs – Heavy Support

56-12	Tau XV-88 Broadside Battlesuit	.....\$30
Includes 1 model		
56-11	Tau Hammerhead Tank	.....\$35
Includes 3 models		
56-42	Krootox	.....\$15
Includes 1 model		

## Metal Bitz &amp; Plastic Sprues – HQ

<b>Tau Ethereal</b>		
011300302	Tau Ethereal Caste 1	.....\$9
<b>Tau XV8 Crisis Battlesuit</b>		
99390113002	Tau Battlesuit	.....\$15
99390113001	Tau Gun Drone	.....\$2
<b>Tau Commander O'shovah</b>		
99390113002	Tau Battlesuit	.....\$15
011300601	Tau O'shovah Arm	.....\$3.50
011300602	Tau O'shovah Shield	.....\$2.50
011300603	Tau O'shovah Antenna	.....\$2.50
<b>Tau Ethereal Aun'shi</b>		
011300701	Tau Aun'shi Body	.....\$7.50
011300702	Tau Aun'shi Blade	.....\$3.50

## Metal Bitz &amp; Plastic Sprues – Elites

<b>Tau XV8 Crisis Battlesuit</b>		
99390113002	Tau Battlesuit	.....\$15
99390113001	Tau Gun Drone	.....\$2
<b>Tau XV15 Stealth Armor Shas'ui</b>		
011301001	Tau Stealth Armor Shas'ui	.....\$8
011301002	Tau Stealth Armor Shas'ui	.....\$8
011300905	Tau Stealth Armor Backpack	.....\$1
011300204	Tau Shield Drone Top	.....\$1
011300205	Tau Shield Drone Antenna	.....\$1
<b>Tau Ethereal Stealth Armor</b>		
011300901	Tau Stealth Armor 1	.....\$6
011300902	Tau Stealth Armor 2	.....\$6
011300903	Tau Stealth Armor 3	.....\$6
011300904	Tau Stealth Armor 4	.....\$6
011300905	Tau Stealth Armor Backpack	.....\$1

## Metal Bitz &amp; Plastic Sprues – Troops

<b>Tau Fire Warriors</b>		
99380113011	Tau Fire Warriors	.....\$9
99390113001	Tau Gun Drone	.....\$2

## Tau Devilfish APC

99390113003	Devilfish A – Body	.....\$10
99390113004	Devilfish B – Engine	.....\$10
99390113005	Devilfish C – Body	.....\$10

## Kroot Carnivore Squad

99380114001	Kroot Carnivore	.....\$8
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## Kroot Shaper

011400201	Kroot Shaper Body	.....\$6
011400202	Kroot Shaper Right Arm 1	.....\$2
011400203	Kroot Shaper Right Arm 2	.....\$2

## Metal Bitz – Fast Attack

<b>Tau Pathfinder</b>		
011300101	Tau Pathfinder 1	.....\$4.50
011300102	Tau Pathfinder 2	.....\$4.50
011300103	Tau Pathfinder 3	.....\$4.50
011300104	Tau Carbine 1	.....\$1
011300105	Tau Carbine 2	.....\$1
011300106	Tau Carbine 3	.....\$1

## Tau Pathfinder w/ Rail Rifles

011301301	Tau Pathfinder 4	.....\$4.50
011301302	Tau Pathfinder 5	.....\$4.50
011301303	Tau Pathfinder 6	.....\$4.50
011301304	Tau Rail Rifle 1	.....\$1.50
011301305	Tau Rail Rifle 2	.....\$1.50
011301306	Tau Rail Rifle 3	.....\$1.50

## Tau Pathfinder Shas'ui

011300203	Tau Pathfinder Shas'ui	.....\$7.50
011300204	Tau Shield Drone Top	.....\$1.25
011300205	Tau Shield Drone Antenna	.....\$1.25

## Kroot Hound

011400301	Kroot Hound 1	.....\$4
011400302	Kroot Hound 2	.....\$4
011400303	Kroot Hound 3	.....\$4
011400304	Kroot Hound 4	.....\$4
011400305	Kroot Hound Legs Sprue 1	.....\$1
011400306	Kroot Hound Legs Sprue 2	.....\$1

## Metal Bitz &amp; Plastic Sprues – Heavy Support

<b>Tau XV-88 Broadside Battlesuit</b>		
99390113002	Tau Battlesuit	.....\$15
99390113001	Tau Gun Drone	.....\$2
011300501	Tau Broadside Rail Gun	.....\$4
011300502	Tau Broadside Vent	.....\$3
011300503	Tau Broadside Right Arm	.....\$3
011300504	Tau Broadside Missiles	.....\$3
011300505	Tau Broadside Left Arm	.....\$3
011300506	Tau Broadside Foot	.....\$2

## Tau Hammerhead Tank

99390113003	Devilfish A – Body	.....\$10
99390113004	Devilfish B – Engine	.....\$10
99390113005	Devilfish C – Body	.....\$10
99390113006	Hammerhead Weapons	.....\$6

## Krootox

011400101	Krootox Rider 1	.....\$3
011400102	Krootox Rider 2	.....\$3
011400103	Krootox Head 1	.....\$2
011400104	Krootox Head 2	.....\$2
011400105	Krootox Body Right Side	.....\$7
011400106	Krootox Body Left Side	.....\$7



TAU ORTANA

# THE COLORS OF WAR



*Above: Chris Courtney's Tau army won the Best Appearance award at the Baltimore Grand Tournament in 2002.*

*Right: This Tau army was built by Shawn Chavis, manager of the GW Discovery Mills Hobby Center.*



*Scorched Brown, Bestial Brown, Codex Grey & Fortress Grey*



*Hawk Turquoise, Skull White, Scorched Brown & Bleached Bone*



*Regal Blue, Scorched Brown & Red Gore*



*Skull White & Chaos Black*



*Vomit Brown & Regal Blue*



*Chaos Black & Shadow Grey*



*Dark Angels Green & White*



*Bleached Bone, Snakebite Leather & Scorched Brown*



*Bleached Bone, Scorched Brown, Chaos Black & Bubonic Brown*



*Camo Green & Dark Angels Green*

*Each Tau sept and Kroot kindred has a different color scheme. Invent your own color scheme or use one from the samples provided.*

# THE COLORS OF WAR



Bubonic Brown & Blazing Orange



Blazing Orange & Bleached Bone



Dwarf Flesh & Chaos Black



Red Gore & Bleached Bone



Bleached Bone, Codex Grey & Bestial Brown



Jade Green & Blood Red



Space Wolves Grey & Chaos Black



Bleached Bone, Skull White & Scorched Brown



Chaos Black & Dwarf Bronze



Skull White & Sunburst Yellow



Codex Grey, Fortress Grey & Bleached Bone



Regal Blue & Bleached Bone



Blazing Orange, Skull White & Ultramarines Blue



Golden Yellow & Chaos Black



Sunburst Yellow, Chaos Black & Blood Red



Skull White, Codex Grey, Scorched Brown & Bestial Brown





# TYRANIDS

++++++*Imperial Report: Mining Expedition, Galvin Sector*  
++++++*Last Transmission: 000011051968*

*Routine probes picked up unusual readings last week. We assumed they were meteors, as the Sentinel Defense Stations showed no signs of damage or xeno alert. A few days later, we received reports that the orbital range defense stations were off-line. Last report: malfunction/internal structural damage. The crew was unreachable. That night, everyone could see the multi-colored streaks standing out against the triple mineral moons that brought us to this region. The falling objects descended into our atmosphere and landed to the north. No word of our northern mining colonies could be reached. I alone saw the vidscreen transmission before all signals were lost. Although blurred and horrible, I recognize the multi-armed creatures. I send this last transmission to warn others. They are coming. Look to the skies.*

The Tyranids are remorseless aliens that descend from the depths of space onto civilized planets and consume the indigenous populations. These alien creatures take many forms, but all share a psychic bond that allows them to act per the direction of the hive mind. This group consciousness directs all Tyranids. Indeed, without this guidance, some of the smaller species are mindless and instinctive. However, the larger and more complex creatures are known to make decisions and respond with a greater degree of intelligence. Unlike most races, the Tyranids make no use of technology or equipment. Instead, all their devices, weapons, and even starships are bio-engineered and grown from living organic material. The Tyranid swarms are always on the move through space. They relentlessly seek out new worlds to strip of their bio-mass to fuel the aliens' own insatiable conquests.

## Fighting Style

Tyrannid armies, thanks to their variety of troop types, bio-engineered weaponry, and biomorph upgrades, can perform a number of battlefield roles and employ various tactics. The one universal fear for opponents of a Tyrannid army is being overwhelmed and ripped to pieces by razor-sharp claws.

The best Tyrannid attacks involve the coordination of disparate elements. Waves of small but vicious broods of Hormagaunts race to engage the enemy in hand-to-hand combat. The Hormagaunts are supported and driven forward by more powerful creatures of the hive like Tyrannid Warriors. At the same time the assault is launched, infiltrators leap out to sow

confusion and panic. Flights of Gargoyles, flapping on bat-like wings, enter the fray, and larger and more monstrous creatures, like Hive Tyrants, Carnifexes, or Zoanthropes, tower over the hordes. While the foes of the Tyranids rush to counter each new threat, the distance between the two armies is closed, and the brutal feeding soon begins.

*Right: Tyrannid Brood Axon led by Hive Overfiend Paul Underwood was last spotted at the 2003 Baltimore Grand Tournament. This Tyrannid Brood is a fantastic example of simple color scheme unifying an entire army.*



*Above: Ash Barker won an Honorable Mention in the Warhammer 40,000 Large Monster or Vehicle category at the 2003 Canadian Golden Demon painting competition with his Hive Tyrant.*



## Collecting a Tyranid Army

The best place to start building a Tyranid army is to fulfill the compulsory choices from the Standard Missions Force Organization Chart. These two Troops choices and one HQ pick will form the center of your army, no matter how large or small a force you choose to construct. Tyranid players have two alternatives for their HQ choices: a single Hive Tyrant or a Brood of Tyranid Warriors. It is easier to start playing and learning how to use your force with the Tyranid Warriors choice, and you can save the awesome Hive Tyrant with all its upgrade possibilities for a time when your force grows a bit larger. Tyranid players are overloaded with great Troops choices. Termagants and Hormagaunts are always needed, and with Brood sizes ranging from 8 to 32, it's easy to start with a smallish group and gradually expand in size. As your Tyranid army expands, you can add more powerful troops. Genestealers make fantastic shock attack troops. Raveners and Gargoyles can get to the enemy in a hurry. Lictors can infiltrate the foe, and the brutal ferocity of a Carnifex is hard to pass up. For even more tactical

options, many of the Broods have a Mutable genus, that is, the ability for a player to add special mutations and adaptations to the entire unit to make them faster, more deadly, or otherwise adapted to fight more effectively. Remember, somewhere in the cold depths of space, Hive Fleets are drifting closer, intent on consuming all before them.

*Right: Tyranids give you ample opportunity for conversions, as Paul Underwood's huge winged Hive Tyrant demonstrates.*



*Above: This ravaging horde of Hormagaunts has overdeveloped adrenal glands. Note the Brood leader with the enhanced carapace armor.*







# GETTING STARTED

The Codex and a Battle Force (a boxed army that contains 700 points worth of Tyranids) is a great way to start your Tyranid force.



This 48-page rulebook contains painting and modeling guides, background, and the full rules for unleashing swarms of bio-engineered monstrous Tyranids.

**Codex: Tyranids**  
51-01-60



## Tyranid Battle Force Box (51-12)

- 3 Tyranid Warriors
- 3 Ripper Swarms
- 12 Genestealers
- 32 Gaunts
- 1 Set of Jungle Trees



# SHOWCASE

*Right: Tyson Koch won Best Appearance for his Tyranid army at the 2002 Los Angeles Grand Tournament.*

*Below: Tyson's amazing converted Hive Tyrant and three converted Tyranid Warriors.*



**360 ALL MODELS ARE SUPPLIED UNPAINTED**



Note: The Hive Tyrant shown on the right is armed with a venom cannon.



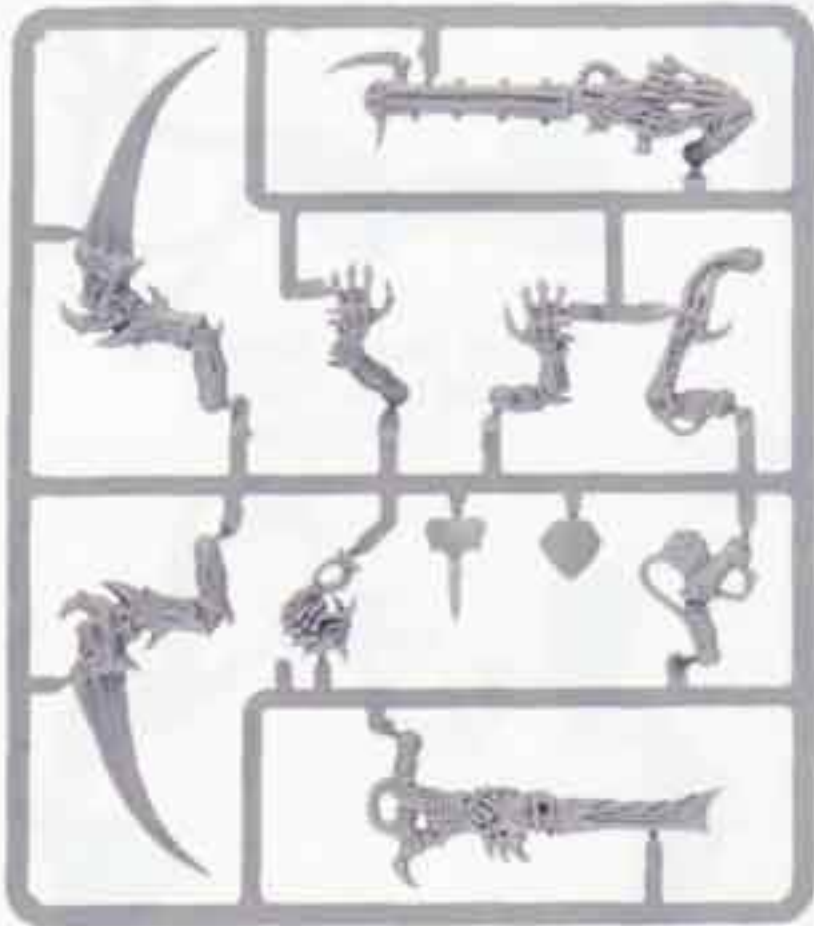
Hive Tyrant Box (1)  
51-09



Hive Tyrant Head  
010603201



Hive Tyrant Tail  
010603206



Sprue shown at 50% of actual size.

Tyrannid Monstrous Arm Sprue  
99380106004



Hive Tyrant Thorax  
010603202



Hive Tyrant Upper Body (Shoulders & Neck)  
010603203



Hive Tyrant Left Leg  
010603204



Hive Tyrant Right Leg  
010603205

Sirs, having recently returned from the front in the Ditan Sector, I find myself moved to send this missive. Events I witnessed during the battles on Virsh 4 and Stardock have convinced me utterly that our current strategic policies are failing to halt or even slow the Tyranid advance. Time and again, we have been told to work with what we have, to strike and then escape before the Tyranids can overwhelm us, but manpower is critically short. Every skirmish costs us almost as dearly as the aliens - every retreat forces us to abandon equipment and fortified positions. This cannot continue.

We retreat. We fall back. We make strategic withdrawals. We consolidate. We evacuate. When in the name of all that's holy are we going to fight back against the Tyranid threat? Events at Ichar IV and Macragge have proved that the hive fleets can be stopped, but where are the armies and the ships to stop them again? Why have the Adeptus Mechanicus ceased sending us munitions and weapons from their forge worlds? Do the Adeptus Mechanicus believe they can stand alone and protect only their own domains? These are important questions, which demand answers at the highest level, and in my personal opinion, punishment of those responsible - assignment to penal regiments in the path of the Tyranid advance - would seem most appropriate.

Believe me, sirs, I can appreciate that outposts and minor stations cannot be held against the numbers of aliens without an unconscionable expenditure of force. I have seen with my own eyes the results of such folly. I can also appreciate that the strategy of Holy Terra is not mine to question, but I fear the perspective gained from viewing reports from thousands of light years away belies the seriousness of the situation on the eastern fringe.

Entire planetary populations are being consumed by the Tyranids, and the ongoing loss of agri-worlds and mining facilities is slowly but surely bleeding Ultima Segmentum white. At current rates of loss, the Imperium's hold at the eastern extent of the Astronomicon will be gone within 2 centuries. I cannot believe that the Imperium is willing to sacrifice the holdings won with such difficulty by countless Rogue Traders, crusades, and purges over the millennia. As I was taught at the Progenium, the IXth Book of Dogma states, "The moment you stop to count the cost, that is the moment you fail."

I must end this message now. Reports are coming in of a hive fleet sighting at Aranis, and I go to muster our remaining forces. We have secured the aid of two Chapters of the Adeptus Astartes. However, they are few, and the foes are many. I pray that we make a difference.

Yours in Faith  
Commissar General Vortigus Hornth, Acting Warmaster,  
Ditan Sector, Ultima Segmentum, 285/988.M41

+ TO: ACTING WARMASTER HORNTH--  
++ REINFORCEMENTS DIVERTED DUE TO ORK INCURSIONS, ARMAGEDDON SECTOR, FAUST SECTOR, DAMOCLES GULF  
++ AD. MECH TITHES UNDER INVESTIGATION  
++ REGIMENTS RAISING: ARKONAS, L. MCINTYRE, TYRON VI, LAW, FORTEAN 863 EST. ARRIVAL WARZONE, 16-22 MONTHS TERRA STANDARD  
++ HOLD WITH CURRENT FORCES  
++ MESSAGE ENDS ++

**PAINTING TYRANIDS QUICKLY**

Here, we'll show you a few techniques you can use to paint your Tyranids and get them ready for battle quickly. These techniques are simple to master, and you can achieve excellent results very easily.

There are any number of different painting styles you can use on your Tyranids, and each one is an equally valid method. There's no right or wrong way to paint your models, so use whichever method you find works best for you. You can paint your models with spray cans or drybrushing to achieve different but equally impressive results in your broods.

We'll also show you how to paint flying models and how to apply the same color scheme to a variety of different models.

**DRYBRUSHING**



To complete this model, we used a technique known as drybrushing. To drybrush your model, dip your brush into the highlight color and use a cloth to wipe most of the paint off of the bristles. Next, lightly draw the brush across the raised areas and edges of the model.

1. Undercoat your Gaunt with Bestial Brown.
2. Highlight it with Bubonic Brown.
3. Finally, apply the last highlights by drybrushing with Bleached Bone.



**SPRAY CAN**

Another method you can use to paint Tyranids quickly is to use light dustings of spray paint.

1. Spray the Gaunt with a basecoat of Bestial Brown.
2. Use a lighter, quicker spray of Bubonic Brown to lighten the raised areas of the model.



HQ

**Tyrant Guard Blister (Random 1)**  
51-42



**Tyrant Guard Body 1**  
010603901



**Tyrant Guard Body 2**  
010603902



**Tyrant Guard Right Arm 1**  
010603905



**Tyrant Guard Right Arm 2**  
010603906



**Tyrant Guard Left Arm with Shield 1**  
010603907



**Tyrant Guard Left Arm with Shield 2**  
010603908



**Tyrant Guard Right Arm with Lash Whip 2**  
010603904



**Tyrant Guard Left Leg 1**  
010603909



**Tyrant Guard Left Leg 2**  
010603911



**Tyrant Guard Right Leg 1**  
010603910



**Tyrant Guard Right Leg 2**  
010603912



**Tyrant Guard Right Arm with Lash Whip 1**  
010603903

ELITE



Lictor Blister (1)  
51-38



Lictor Body  
010603403



Lictor Head  
010603401



Lictor Flesh Hooks  
010603402



Lictor Right Arm  
010603405



Lictor Right Leg  
010603407



Lictor Left Leg  
010603406

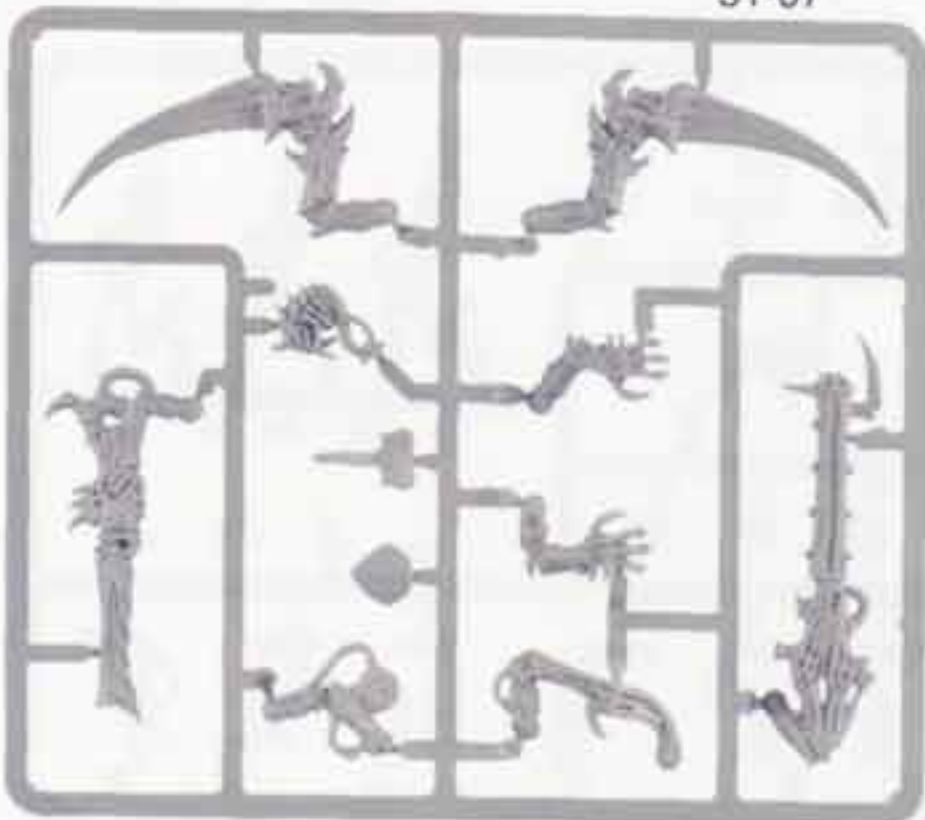


Lictor Left Arm  
010603404

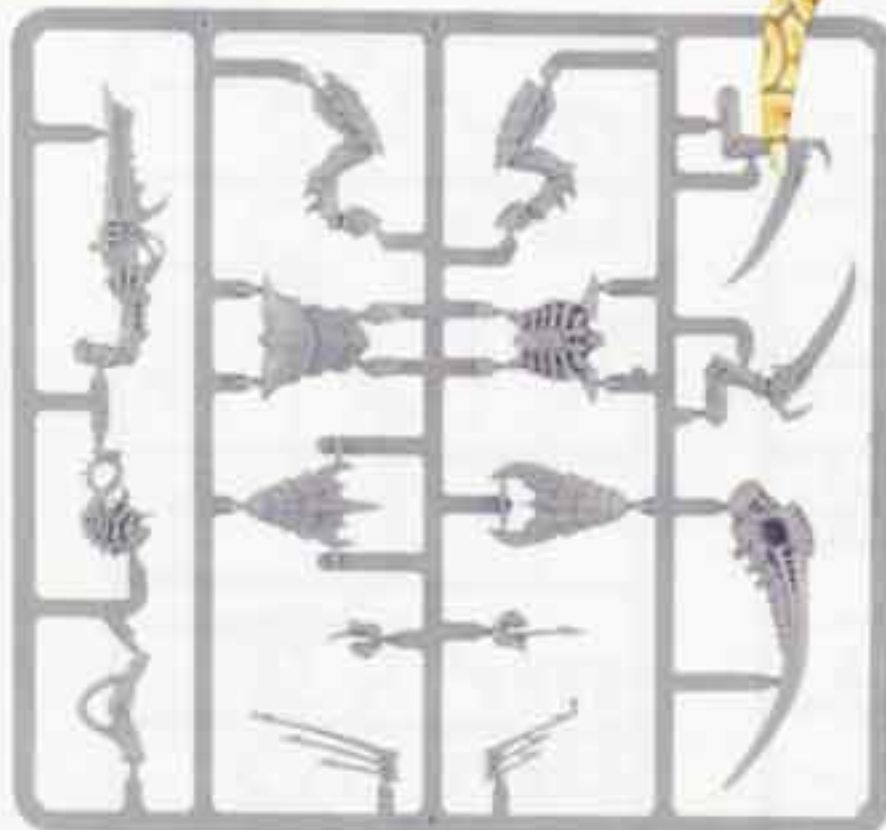


Tyranid Warrior Brood Box (3 and 1 Ripper Swarm Base)  
51-07

*Below: Jason Richards took first place in the 40K Large Monster category at the 2001 Baltimore Golden Demon for his Red Terror conversion.*



Tyranid Monstrous Arm Sprue  
99380106004



Tyranid Warrior Sprue  
99380106005

*Sprues shown at 50% of actual size.*



# TROOPS



**Genestealers Box (12)**  
51-06



**Genestealer Sprue**  
99389999051

*Genestealers can have mutations too, and you can add bitz from the biomorph sprue to represent these adaptations. Our examples show a Genestealer with scything talons and another with flesh hooks.*



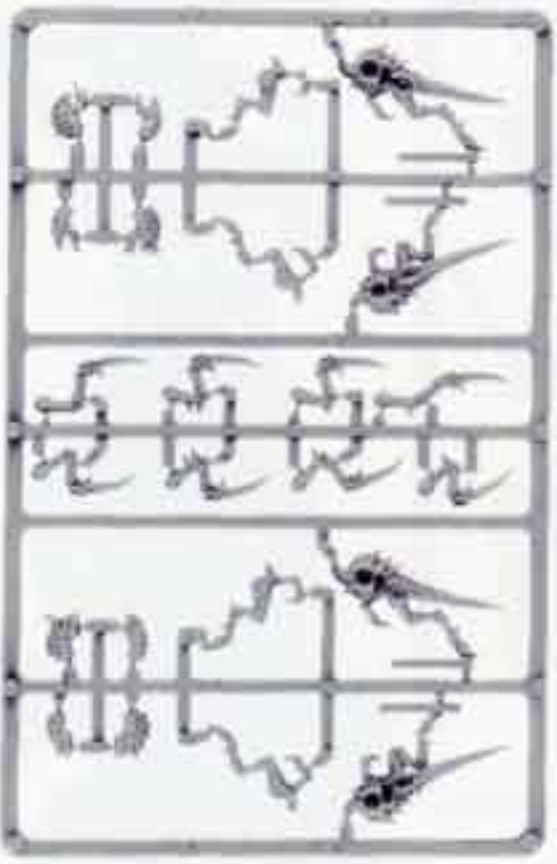
*Note: The Gaunt boxed set shown on the right contains enough bitz to make 8 Termagants & 8 Hormagaunts.*



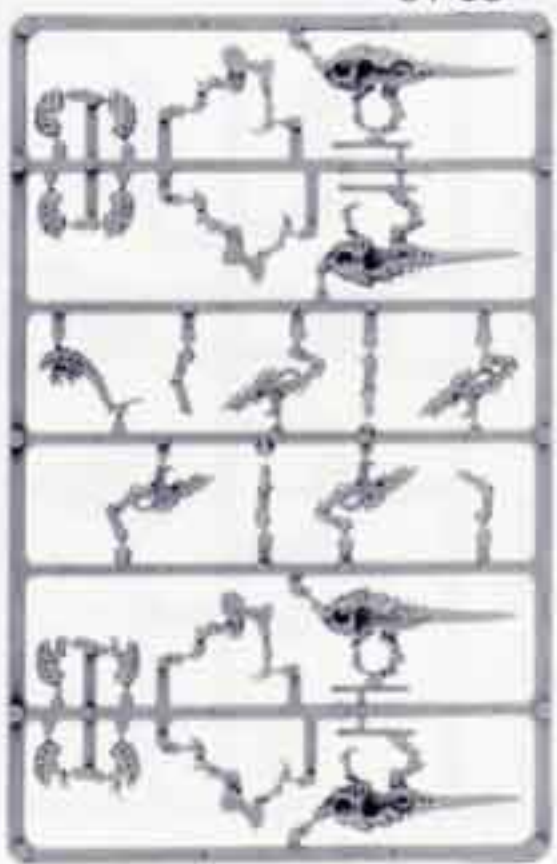
**Gaunts Box (16 and 1 Ripper Swarm Base)**  
51-08

*Sprues shown at 30% of actual size.*

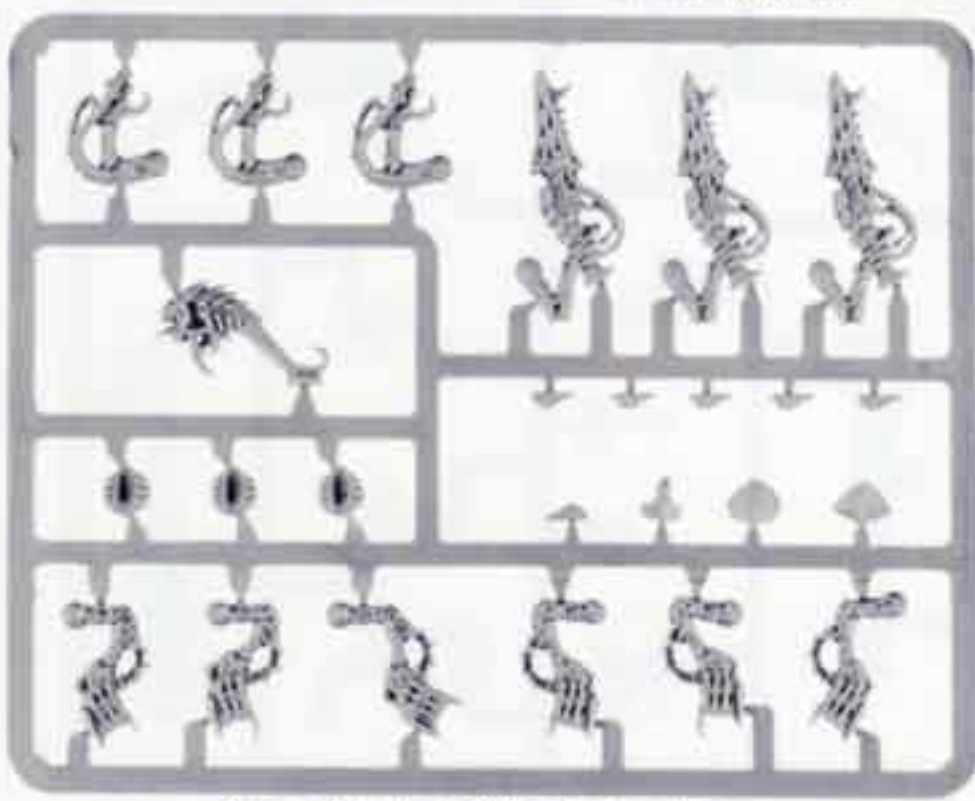
*Note: The Gaunt miniatures are shown at 80% actual size*



**Hormagaunt Sprue**  
99380106001



**Termagant Sprue**  
99380106002



*Sprue shown at 60% of actual size.*

**Biomorph Sprue**  
99380106003

*Note: The Ravener shown on the right is armed with a devourer.*

# FAST ATTACK



**Ravener Blister (Random 1)**  
51-36



**Ravener Head 1**  
010602903



**Ravener Head 2**  
010602907



**Ravener Lower Body**  
010602908



**Ravener Jaw**  
010602904



**Ravener Right Arm**  
010602910



**Ravener Left Arm**  
010602911



**Ravener Body**  
010602909



**Right Scythe Arm 1**  
010602901



**Right Scythe Arm 2**  
010602902



**Left Scythe Arm 1**  
010602905



**Left Scythe Arm 2**  
010602906



## MAKING A TYRANID CAPILLARY TOWER

Capillary towers are huge, living structures that gather the DNA soup from the reclamation pools dotting ravaged planets.

1. Cut a 2" x 12" rectangular shape from a piece of 2" insulation foam. Make sure the ends of the rectangle are cut at an angle. Then draw two circles on both ends and curving lines on two opposite sides of your tower.



2. Following the curved lines on your rectangle, cut out the basic shape of your tower with a knife with a retractable blade or foam cutter. Round off the edges of your tower by cutting the circles on both ends and then rounding down the tower.

3. To create the "flange" at top of your tower, cut out small divots but leave a lip at the very top. Later, you will carve out a hollow on the top. To finish off rounding your tower, pick up a file or sandpaper and wear down the uneven peaks around the edges. Keep working until you get a nice even curve.



4. Now comes the tricky part! You'll need a steady hand. Carefully add a few "venting holes" to add a bit of detail to the tower's edges. You can add foam shapes to the side of your tower for additional texture. Carve out the main hole in the top of your tower with a hobby knife.

Cut a 8" circle of hardboard with a jigsaw. Glue your foam tower to this base. Add some foam rocks and dunes made from spackling, and you're ready to start painting!

For the unabridged version of this article, check out the Games Workshop web site at <http://www.games-workshop.com>.





# FAST ATTACK



**Gargoyle Body 1**  
010603001



**Gargoyle Body 2**  
010603002



**Gargoyle Deathspitter**  
010603006



**Gargoyle Body 3**  
010603003



**Gargoyle Wings**  
010603005

**Gargoyles Blister (Random 2)**  
51-37



**Gargoyle Body 4**  
010603004

*Gargoyles are vicious winged monsters that are often the first parts of Tyranid swarms seen in battles. Their prime purpose seems to be to seek out the enemy and sow terror and confusion. Gargoyles often drive the enemy out into the open to be absorbed by the Tyranid swarm following in subsequent waves.*

## BIOMORPHS & MUTATIONS

Biomorphed and mutated creatures are simple to model. On this page, we show some examples of Tyranids with common biomorphs that are not available on the Tyranid Biomorph frame. To model these biomorphs we've used parts from the Tyranid Monster frame plus a few metal parts and modeling putty.



*Gaunt with adrenal gland, extended carapace, and scything talons.*



*Termagant with spinefists from the Tyranid Biomorph frame and an implant attack made from a Gargoyle's tail.*



*Hormagaunt Mutant with exceptional size shown using Tyranid Warrior's scything talons.*



*Termagant Mutant with acid blood. The drips were made by heating up a clear flying stand pole and stretching the plastic.*



*Termagant Mutant with venom cannon from the Tyranid Monster frame.*



*Gaunts with enhanced senses, one made from cut-down flesh hooks, the other with green stuff.*



*Bio-plasma attack made from green stuff.*



*Hormagaunt Mutant with hive node; represented by a Tyranid Warrior's head.*

# FAST ATTACK



**The Red Terror Blister (1)**  
51-39

Emperor knows what hellish pit spawned the hideous apparition we came to know as the Red Terror. It first attacked the outer bastion, and 24 men died before we drove it away with flamers. We never even found the bodies of Lieutenant Borales and Captain Lowe, just a trail of acidic slime that led away from the command post and into the tunnels. The creature returned the following night, and the slaughter began anew, but this time we were ready for it...or so we thought.

*Excerpted from 20 Days in Hell, the Retreat from Devilian Primus*



**Red Terror Head**  
010603501



**Red Terror Jaw**  
010603502



**Red Terror Body**  
010603503



**Red Terror Torso**  
010603504



**Red Terror Left Arm**  
010603505



**Red Terror Right Arm**  
010603506



**Red Terror Tail**  
010603507



**Red Terror Tail Spike**  
010603508



**Right Scythe Arm 1**  
010602901



**Right Scythe Arm 2**  
010602902



**Left Scythe Arm 1**  
010602905



**Left Scythe Arm 2**  
010602906



## MAKING MYCETIC SPORES

When a Tyranid invasion begins, the sky of the doomed planet is dotted by thousands of streaking mycetic spores. They carry a horrifying payload: the vanguard and main force of the Tyranid ground assault swarms.

1. Glue two pieces of 2" insulation foam together and then cut out a rough oval shape from your foam sandwich. Using a craft knife or hobby saw, shave off chunks of foam until you have an almond shape. Don't worry if your shape is really ragged at the moment.



2. Now that you're done with the carving and cutting, you can start smoothing the edges down. Using a sanding brick, smooth your spore down to a well rounded surface. You can refine the edges of your spore to give the foam a graceful taper.

3. In this next stage, you'll add some detail to your spore. Draw small circles on the "nose" of the spore and longer, stretched out ovals on the "tail."



Once you've planned out your cuts, grab your craft knife or foam cutter. When you make a cut, cut in gradually and don't go too deep. That's the end of the actual construction process. The next step is to paint your spore with textured paint and then Chaos Black. Paint your mycetic spore in successive layers of red: Scab Red, Red Gore, and Blood Red. Drybrush these colors (or whichever colors you choose) over the entire surface. Concentrate the Blood Red around the "craters" to make them pop out from the rest of the surface.

To read the unabridged version of this article, check out the News section of the



Games Workshop web site at <http://www.games-workshop.com>.





# HEAVY SUPPORT

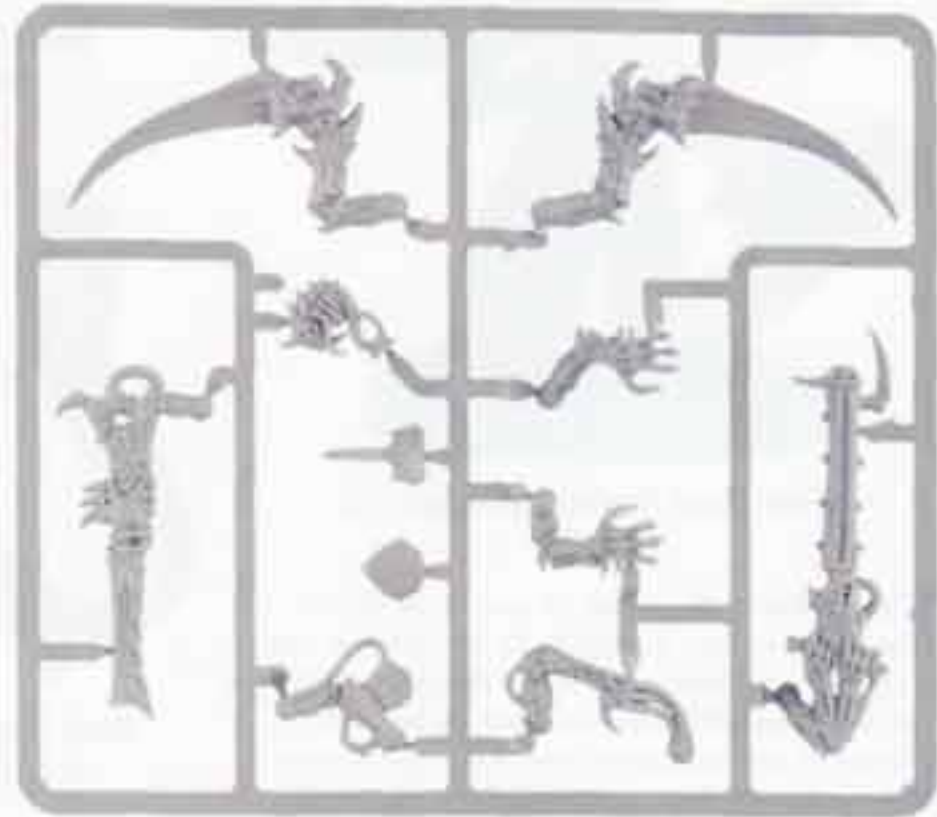


**Carnifex Box (1)**  
51-10

*Note: The Carnifex shown on the left is armed with a venom cannon.*



*Sprues shown at 50% of actual size.*



**Tyranid Monstrous Arm Sprue**  
99380106004



**Carnifex Tail**  
010603304



**Carnifex Left Claw**  
010603305



**Carnifex Right Claw**  
010603306



**Old One Eye Carapace**  
010603801



**Old One Eye Lower Body**  
010603802



**Old One Eye Body**  
010603803



**Old One Eye Box (1)**  
51-11



**Old One Eye Head**  
010603804



**Old One Eye Left Leg**  
010603807

**Old One Eye Right Leg**  
010603808



**Old One Eye Small Left Claw**  
010603805



**Old One Eye Small Right Claw**  
010603806

# HEAVY SUPPORT

*Zoanthropes are perhaps the strangest of Tyranid creatures. They are powerful psykers, engineered to form living conduits for the focused power of the hive mind.*



**Zoanthrope Head**  
010602802



**Zoanthrope Body**  
010602801



**Zoanthrope Blister (Random 1)**  
51-35



**Zoanthrope Carapace 1**  
010602803



**Zoanthrope Carapace 2**  
010602804



**Spore Mines Blister (Random 6)**  
51-41



**Acid Spore Mine 1**  
010603701



**Acid Spore Mine 2**  
010603702



**Acid Spore Mine 3**  
010603703



**Biovore Blister (1 and 3 Random Spore Mines)**  
51-40



**Biovore Body**  
010603601



**Frag Spore Mine 1**  
010603704



**Frag Spore Mine 2**  
010603705



**Frag Spore Mine 3**  
010603706



**Biovore Left Arm**  
010603602



**Poison Spore Mine 1**  
010603707



**Poison Spore Mine 2**  
010603708



**Poison Spore Mine 3**  
010603709



**Biovore Left Leg**  
010603604



**Biovore Right Leg**  
010603605



**Biovore Head**  
010603606



**Biovore Right Arm**  
010603603



# PRICE LIST

## Getting Started

- 51-01-60 *Codex: Tyranids* ..... \$15
- 51-12 **Tyranid Battle Force** ..... \$100  
Contents: 3 Tyranid Warriors, 3 Ripper Swarms, 12 Genestealers, 16 Hormagaunts, 16 Termagants & 1 set of Jungle Trees

## Boxed Sets & Blister Packs – HQ

- 51-09 **Hive Tyrant** ..... \$40  
Box includes 1 model
- 51-42 **Tyrant Guard** ..... \$13  
Blister includes 1 model

## Special Characters

- 51-11 'Old One Eye' Carnifex ..... \$40  
Box includes 1 model
- 51-39 **The Red Terror** ..... \$25  
Blister includes 1 model

## Boxed Sets & Blister Packs – Elites

- 51-38 **Lictor** ..... \$20  
Blister includes 1 model
- 51-07 **Tyranid Warrior Brood** ..... \$30  
Box includes 3 models

## Boxed Sets & Blister Packs – Troops

- 51-08 **Gaunts** ..... \$30  
Box includes 16 models
- 51-06 **Genestealers** ..... \$30  
Box includes 12 models

## Boxed Sets & Blister Packs – Fast Attack

- 51-37 **Gargoyles** ..... \$9  
Blister includes 2 models
- 51-36 **Ravener** ..... \$10  
Blister includes 1 model

## Boxed Sets & Blister Packs – Heavy Support

- 51-40 **Biovore** ..... \$10  
Blister includes 4 models
- 51-41 **Spore Mines** ..... \$7  
Blister includes 6 models
- 51-10 **Carnifex** ..... \$35  
Box includes 1 model
- 51-35 **Zoanthrope** ..... \$10  
Blister includes 1 model

## Metal Bitz – HQ

### Hive Tyrant

- 010603201 Hive Tyrant Head ..... \$8.50
- 010603202 Hive Tyrant Body ..... \$6.25
- 010603203 Hive Tyrant Upper Torso ..... \$6.25
- 010603204 Hive Tyrant Left Leg ..... \$6.25
- 010603205 Hive Tyrant Right Leg ..... \$6.25
- 010603206 Hive Tyrant Tail ..... \$6.25

### Tyrant Guard

- 010603901 Tyrant Guard Body 1 ..... \$5
- 010603902 Tyrant Guard Body 2 ..... \$5
- 010603903 Tyrant Guard R. arm w/ whip 1 ..... \$3
- 010603904 Tyrant Guard R. arm w/ whip 2 ..... \$3
- 010603905 Tyrant Guard R. claw 1 ..... \$2
- 010603906 Tyrant Guard R. claw 2 ..... \$2
- 010603907 Tyrant Guard L. arm w/shield 1 ..... \$3
- 010603908 Tyrant Guard L. arm w/shield 2 ..... \$3
- 010603909 Tyrant Guard Left Leg 1 ..... \$2
- 010603910 Tyrant Guard Right Leg 1 ..... \$2
- 010603911 Tyrant Guard Left Leg 2 ..... \$2
- 010603912 Tyrant Guard Right Leg 2 ..... \$2

## Special Characters

### 'Old One Eye' Carnifex

- 010603801 'Old One Eye' Carapace ..... \$8
- 010603802 'Old One Eye' Lower Body ..... \$3
- 010603803 'Old One Eye' Body ..... \$4
- 010603804 'Old One Eye' Head ..... \$3
- 010603805 'Old One Eye' Small Claw 1 ..... \$1
- 010603806 'Old One Eye' Small Claw 2 ..... \$1
- 010603807 'Old One Eye' Left Leg ..... \$4
- 010603808 'Old One Eye' Right Leg ..... \$4
- 010603809 'Old One Eye' Left Claw ..... \$6
- 010603810 'Old One Eye' Right Claw ..... \$6

### The Red Terror

- 010603501 Red Terror Head ..... \$5
- 010603502 Red Terror Jaw ..... \$2
- 010603503 Red Terror Lower Body & Tail ..... \$3
- 010603504 Red Terror Torso ..... \$4
- 010603505 Red Terror Left Arm ..... \$3
- 010603506 Red Terror Right Arm ..... \$3
- 010603507 Red Terror Tail ..... \$3
- 010603508 Red Terror Tail Spike ..... \$3

## Metal Bitz & Plastic Sprues – Elites

### Lictor

- 010603401 Lictor Head ..... \$3
- 010603402 Lictor Flesh Hooks ..... \$1.50
- 010603403 Lictor Body ..... \$5
- 010603404 Lictor Left Arm ..... \$3
- 010603405 Lictor Right Arm ..... \$3
- 010603406 Lictor Left Leg ..... \$3
- 010603407 Lictor Right Leg ..... \$3

### Tyranid Warrior

- 99380106005 Tyranid Warrior Sprue ..... \$8
- 99380106004 Tyranid Monstrous Arm Sprue ..... \$4
- 99380106003 Tyranid Biomorph Sprue ..... \$4

## Metal Bitz & Plastic Sprues – Troops

### Gaunts

- 99380106001 Tyranid Hormagaunt Sprue ..... \$8
- 99380106002 Tyranid Termagant Sprue ..... \$8
- 99380106003 Tyranid Biomorph Sprue ..... \$4

### Genestealers

- 99389999051 Tyranid Genestealer Sprue ..... \$10.50

## Metal Bitz – Fast Attack

### Gargoyle

- 010603001 Gargoyle Body 1 ..... \$3
- 010603002 Gargoyle Body 2 ..... \$3
- 010603003 Gargoyle Body 3 ..... \$3
- 010603004 Gargoyle Body 4 ..... \$3
- 010603005 Gargoyle Wings ..... \$3
- 010603006 Gargoyle Deathspitter ..... \$1.50

### Ravener

- 010602901 Tyranid Right Scythe Arm 1 ..... \$3
- 010602902 Tyranid Right Scythe 2 ..... \$3
- 010602903 Ravener Head 1 ..... \$1
- 010602904 Ravener Jaw 1 ..... \$1
- 010602905 Tyranid Left Scythe 1 ..... \$3
- 010602906 Tyranid Left Scythe Arm 2 ..... \$3
- 010602907 Tyranid Head 2 ..... \$3
- 010602908 Ravener Tail ..... \$2
- 010602909 Ravener Body ..... \$3
- 010602910 Ravener Right Arm ..... \$2
- 010602911 Ravener Left Arm ..... \$1.50

## Metal Bitz – Heavy Support

### Carnifex

- 010603301 Carnifex Head ..... \$4
- 010603302 Carnifex Chest ..... \$7
- 010603303 Carnifex Lower Body ..... \$5
- 010603304 Carnifex Tail ..... \$3
- 010603305 Carnifex Left Claw ..... \$2
- 010603306 Carnifex Right Claw ..... \$2
- 010603307 Carnifex Left Leg ..... \$5.50
- 010603308 Carnifex Right Leg ..... \$5.50

### Biovore

- 010603601 Biovore Body ..... \$5
- 010603602 Biovore Left Arm ..... \$3
- 010603603 Biovore Right Arm ..... \$3
- 010603604 Biovore Left Leg ..... \$3
- 010603605 Biovore Right Leg ..... \$3
- 010603606 Biovore Head ..... \$3
- 010603701 Acid Spore Mine 1 ..... \$2
- 010603702 Acid Spore Mine 2 ..... \$2
- 010603703 Acid Spore Mine 3 ..... \$2
- 010603704 Frag Spore Mine 1 ..... \$2
- 010603705 Frag Spore Mine 2 ..... \$2
- 010603706 Frag Spore Mine 3 ..... \$2
- 010603707 Poison Spore Mine 1 ..... \$2
- 010603708 Poison Spore Mine 2 ..... \$2
- 010603709 Poison Spore Mine 3 ..... \$2

### Zoanthrope

- 010602801 Zoanthrope Body ..... \$3.50
- 010602802 Zoanthrope Head ..... \$3.50
- 010602803 Zoanthrope Carapace 1 ..... \$4.50
- 010602804 Zoanthrope Carapace 2 ..... \$4.50

## Classic/Collector's Range

### Metal Bitz – HQ

- MO0433 **Hive Tyrant** ..... \$30
- 010600201 Hive Tyrant Head 1 ..... \$2.50
- 010600202 Hive Tyrant Torso ..... \$6.25
- 010600203 Hive Tyrant Spine Plates ..... \$2.50
- 010600204 Hive Tyrant Legs ..... \$6.25
- 010600205 Hive Tyrant Venom Cannon ..... \$6.25
- 010600206 Hive Tyrant Bonesword Arm ..... \$3.75
- 010600207 Hive Tyrant Lash Whip Arm ..... \$3.75
- 010600208 Hive Tyrant Lash Whip ..... \$3.75
- 010600209 Hive Tyrant Tail ..... \$3.75
- 010600210 Hive Tyrant Tail Claw ..... \$1.25
- 010600211 Hive Tyrant Head 2 ..... \$2.50
- 010600212 Hive Tyrant Barbed Strangler ..... \$6.25

### Metal Bitz – Elites

- MO0340 **Lictor** ..... \$30
- 010600301 Lictor Upper Torso ..... \$8.75
- 010600302 Lictor Scythe Arm 1 ..... \$6.25
- 010600303 Lictor Head ..... \$3.75
- 010600304 Lictor Scythe Arm 2 ..... \$6.25
- 010600305 Lictor Lower Torso ..... \$6.25
- 010600306 Lictor Spinal Blades ..... \$1.25
- 010600307 Lictor Right Leg ..... \$3.75
- 010600308 Lictor Left Leg ..... \$3.75

### Tyranid Warriors

- 010600208 Warrior Lash Whip ..... \$3.75
- 010600701 Warrior Head 1 ..... \$2.50
- 010600702 Warrior Body 1 ..... \$5
- 010600703 Warrior Left Leg ..... \$3.75
- 010600704 Warrior Right Leg ..... \$3.75
- 010600705 Warrior Left Claw ..... \$1.25
- 010600706 Warrior Right Claw ..... \$1.25
- 010600707 Warrior R. Arm w/ Bonesword ..... \$2.50
- 010600708 Warrior R. Arm w/ Spinefist ..... \$2.50
- 010600711 Warrior L. Arm w/ Bonesword ..... \$2.50
- 010600716 Warrior Head 2 ..... \$2.50
- 010600717 Warrior Body 2 ..... \$5

010600718	Warrior R. Arm w/ Bonesword 2	\$2.50
010600809	Warrior R. Cannon Arm	\$1.25
010600810	Warrior R. Arm w/ Devourer	\$3.75
010600912	Warrior Left Whip Arm	\$1.25
010601014	Warrior R. Arm w/ Venom Cannon	\$5
010601115	Warrior R. Arm w/Barbed Strangler	\$4

**Metal Bitz – Troops**

<b>MO0431</b>	<b>Hormagaunts (10 models)</b>	<b>...\$50</b>
010600601	Hormagaunt Body 3	\$3.75
010600602	Hormagaunt Body 1	\$3.75
010600603	Hormagaunt Body 2	\$3.75
010600604	Hormagaunt Right Forearm	\$1.25
010600605	Hormagaunt Left Forearm	\$1.25
010600606	Hormagaunt Rear Claws	\$2.50

**Termagants**

010600403	Termagant w/ Strangleweb 2	\$3.75
010601402	Termagant w/ Fleshborer 3	\$3.75
010601403	Termagant w/ Fleshborer 1	\$3.75
010601501	Termagant w/ Spike Rifle 4	\$3.75
010601502	Termagant w/ Spike Rifle 3	\$3.75

**MO0429 Ripper Swarm (2 Bases) ...\$15**

010601201	Ripper Swarm Head Sprue	...\$1
010601202	Ripper Swarm Body Sprue	...\$2
010601203	Ripper Swarm Twin Body	...\$2

**Metal Bitz – Fast Attack**

<b>MO0430</b>	<b>Gargoyles (10 models)</b>	<b>...\$50</b>
010601601	Gargoyle Wings	\$3.75
010601602	Gargoyle Body 1	\$3.75
010601603	Gargoyle Body 3	\$3.75
010601604	Gargoyle Body 2	\$3.75
010601605	Gargoyle Body 4	\$3.75
010601606	Gargoyle Tail 3	\$2.50
010601607	Gargoyle Tail 4	\$2.50

**Metal Bitz – Heavy Support**

<b>MO0341</b>	<b>Biovore</b>	<b>...\$15</b>
010600501	Biovore Body	...\$5
010600502	Biovore Forearms	...\$2.50
010600503	Biovore Right Leg	...\$2.50
010600504	Biovore Left Leg	...\$2.50
010600505	Biovore Spore Mine 1	...\$2.50
010600506	Biovore Spore Mine 2	...\$2.50

<b>MO0342</b>	<b>Carnifex</b>	<b>...\$45</b>
010600101	Carnifex Head	...\$7.50
010600102	Carnifex Upper Body	...\$6.25
010600103	Carnifex Lower Body	...\$3.75
010600104	Carnifex Left Leg	...\$7.50
010600105	Carnifex Right Leg	...\$7.50
010600106	Carnifex Upper Left Claw	...\$5
010600107	Carnifex Lower Left Claw	...\$5
010600108	Carnifex Lower Right Claw	...\$5
010600109	Carnifex Upper Right Claw	...\$5

<b>MO0433</b>	<b>Zoanthrope</b>	<b>...\$30</b>
010601301	Zoanthrope Head	...\$4
010601302	Zoanthrope Mandibles	...\$1.25
010601303	Zoanthrope Body	...\$5
010601304	Zoanthrope Left Leg	...\$5
010601307	Zoanthrope Right leg	...\$5
010601308	Zoanthrope Left Arm	...\$2.50
010601309	Zoanthrope Right Arm	...\$2.50

**Metal Bitz – Tyranid Classics**

**Hunter Slayers**

72616-1	Hunter Slayer 1	...\$3.75
72616-2	Hunter Slayer 2	...\$3.75

**Genestealer Cultists**

72557-1	Genestealer Metal Arms 1	...\$1.25
72557-2	Genestealer Metal Arms 2	...\$1.25

72557-7	Genestealer Magus w/ Laspistol	...\$6
72557-8	Genestealer Purestrain 1	...\$4
72557-12	Genestealer Hybrid 3	...\$3.75
72557-14	Genestealer Hybrid 5	...\$3.75
72557-16	Genestealer Hybrid 7	...\$3.75
72557-17	Genestealer Hybrid 8	...\$3.75
72557-18	Genestealer Hybrid 9	...\$3.75
72557-19	Genestealer Hybrid 10	...\$3.75
72557-20	Genestealer Hybrid 11	...\$3.75
72557-21	Genestealer Hybrid 12	...\$3.75
72557-22	Genestealer Hybrid 13	...\$3.75
72557-23	Genestealer Hybrid 14	...\$3.75
72557-24	Genestealer Hybrid 18	...\$3.75
72557-25	Genestealer Hybrid 17	...\$3.75
72557-26	Genestealer Hybrid 20	...\$3.75
72557-27	Genestealer Hybrid 16	...\$3.75
72557-28	Genestealer Hybrid 15	...\$3.75
72557-29	Genestealer Hybrid 19	...\$3.75
72596-1	Genestealer Magus w/ Staff	...\$6
72596-7	Genestealer Patriarch Body	...\$8
72596-8	Genestealer Patriarch R. Arms	...\$3.25
72596-9	Genestealer Patriarch L. Arms	...\$3.25



**MAKING A LARGE MYCETIC SPORE**

This scenery project began life as a concept sketch. The idea was to build a larger mycetic spore that the Tyranids would use to land their bigger bio-constructs on a planet's surface.

1. Stack three 2" square foam squares on top of each other. Cut out three semi-circles of decreasing size out of insulation foam. Use white glue (or Liquid Nails) to stick all the pieces together as shown above and glue the assembly to a hardwood base.



2. Shape the pieces with a sanding block until you create a nice organic shape. Use the photos to the right as guides. Cut cracks into the prow of the spore with a hobby knife to represent fractures in the chitinous plates which split upon impact with the planet's surface.

3. Detail your spore's base with a combination of insulation foam cut offs, rocks, spackle, and Liquid Nails. You can build up "earth" around the front and sides of your spore to represent the point of impact. This plowed-up earth can also be used to hide any gaps in your spore. When the spore and base are dry, paint the entire piece with Chaos Black. Brush the paint on, as spray paint will eat into the foam.

4. Drybrush the spore's base with Dark Flesh, then Bubonic Brown, and then Bleached Bone. Of course, you can use different colors if you like. Many players like to use colors that match those on the surface of their gaming table.

5. Paint the spore in two parts. Basecoat the prow with Bestial Brown and drybrush with Bubonic Brown. Streak the front with Bleached Bone and then with Skull White to give the armored prow a bony, armored look.



6. Basecoat the cargo area with Scab Red and then drybrush with Blood Red followed by Fiery Orange. As a finishing touch, stipple the top of the cargo area with Chaos Black and then Liche Purple. Apply wood glue to areas of the base and sprinkle static grass over top. Once your glue dries, you're ready to game on your large mycetic spore!!!





# CLASSIC RANGE



**Hive Tyrant Head 1**  
010600201



**Hive Tyrant Torso**  
010600202



**Hive Tyrant Legs**  
010600204



**Hive Tyrant Head 2**  
010600211



**Classic Hive Tyrant (1)**  
MO 0433



**Hive Tyrant Bonesword arm**  
010600206



**Hive Tyrant Spine Plates**  
010600203



**Hive Tyrant Venom Cannon**  
010600205



**Hive Tyrant Tail Claw**  
010600210



**Hive Tyrant Lash Whip arm**  
010600207



**Hive Tyrant Lash Whip**  
010600208



**Hive Tyrant Barbed Strangler**  
010600212



**Hive Tyrant Tail**  
010600209



*Right: This classic Hive Tyrant by Franz Sander took the third place award for a Warhammer 40,000 Monster at the '98 Golden Demon competition. Due to the constantly evolving nature of the Tyranids, it is entirely appropriate to use older Tyranid miniatures in your army.*



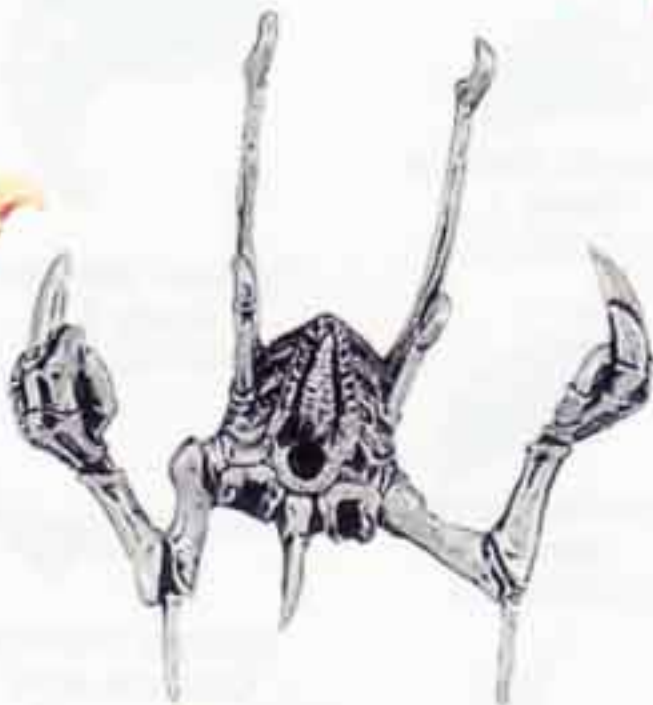
*Right: Chris Blair's Lictor won the first place award in the Warhammer 40,000 large model category in the '99 Golden Demon competition. This model has many conversions and a highly detailed base.*



# CLASSIC RANGE



**Classic Lictor (1)**  
MO 0340



**Lictor Upper Torso**  
010600301



**Lictor Head**  
010600303



**Lictor Spinal  
Blades**  
010600306



**Lictor Scythe Arm 1**  
010600302



**Lictor Lower Torso**  
010600305



**Lictor Scythe Arm 2**  
010600304



**Lictor Right Leg**  
010600307



**Lictor Left Leg**  
010600308



### MAKING A RECLAMATION POOL

Reclamation pools are surprisingly simple to put together. The typical pool measures, at most, 9" across. A pool of approximately this size will give your foe a deadly obstacle to navigate when he sweeps toward your chitinous battle line! To make a reclamation pool, follow the simple instructions outlined below.



1. First, cut out a few thin strips of foam, about 1/2" to 3/4" high. Feel free to use off-cuts and scraps, as it doesn't matter if the foundation you create with these strips is even.
2. Assemble these puzzle pieces together to form an ellipse and glue them down to a circle of hardboard. Let this assembly dry before you move on to the next step!
3. Once your foam has fully adhered to the hardboard, you can start shaping it with fine-grade sandpaper. Sand down the outer edges of the pool until they seem to merge with the wooden board. The join doesn't have to be seamless, though. You'll be concealing the joins with spackling to make one continuous surface. Also, round down the inside edges of the pool.
4. Finally, spackle the edges and add some details. Try making teeth-like shapes out of foam. Use spackle to create an organic "lip" to your pool. This example has two Rippers from the Tyranid Warrior sprue. They appear to be relaxing after a long, tough day of slaughtering Mankind!



*Across the heavens, the flotilla of bio-ships stretched out, impelled by instinct to hibernate again until new prey was found, and new resources could be plundered. In the wake of this fleet, a bare rock scoured of every organic particle and stripped of all but the most basic elements slowly orbited its star. Nothing was left of the farming world of Langosta III. There were no testaments to the humans who had once lived there. Now, all that was left was an airless asteroid, the unmarked death place of 3 million people.*



# CLASSIC RANGE



**Classic Tyranid Warrior**

*Note: Classic Tyranid Warriors are not sold as a complete models - but instead must be assembled out of the bitsz on this page.*



**Tyranid Warrior Head 1**  
010600701



**Tyranid Warrior Head 2**  
010600716



**Tyranid Warrior Body 1**  
010600702



**Tyranid Warrior Body 2**  
010600717



**Tyranid Warrior Left Claw**  
010600705



**Tyranid Warrior Right Claw**  
010600705



**Tyranid Warrior Cannon Arm**  
010600809



**Tyranid Warrior Whip Arm**  
010600912



**Tyranid Warrior Spine Fist**  
010600708



**Tyranid Warrior Right Arm Bonesword**  
010600707



**Tyranid Warrior Right Arm Bonesword 2**  
010600718



**Tyranid Warrior Left Arm Bonesword**  
010600711



**Tyranid Warrior Lash Whip**  
010600208



**Tyranid Warrior Left Leg**  
010600703



**Tyranid Warrior Right Leg**  
010600704



**Tyranid Warrior Devourer**  
010600810



**Tyranid Warrior Venom Cannon**  
010601014



**Tyranid Warrior Barbed Strangler**  
010601115

## EVOLUTION OF THE TYRANIDS

The Tyranids have been a threat to the Warhammer 40,000 universe for more than 20 years now. As many of you proud defenders are encountering these critters for the very first time, the Inquisition has decided the time has come to give you all some more information about the history and evolution of these foul bugs. The Tyranid models that you can see now on battlefields near you have been slowly evolving since the very first time they were mentioned in a Warhammer 40,000 game. These miniatures are quite different from the ones that first emerged from the fevered mind of that gaming genius Rick Priestley.

It all started on p. 200 of that forbidden tome *Warhammer 40,000 Rogue Trader* under the header *Tyranids and the Hive Fleets*. Therein, Tyranids were described as follows.

*They are centauroid in appearance, with six spindly limbs. The rear limbs have webbed appendages which serve as both hands and feet, helping to stabilize the creatures in the low-gravity conditions aboard Hive Fleet ships. The front limbs are manipulative with double-thumbed hands, whilst the middle legs are hoofed and form the primary locomotory limbs. Tyranids can move using their central legs alone, although when moving slowly they tend to use any free limb to grip onto the irregular walls of the Hive Fleet ships. All Tyranids have excellent vision afforded by their secondary eyes which grow from stalks along their neck. These are often mistaken for ears by ignorant humans, but the creatures' real ears are set into deep "canals" along the Tyranids' necks. Having evolved in a low-gravity, low-density atmosphere, the Tyranids' sense of hearing is extremely poor, but they are remarkably sensitive to changes in atmospheric pressure and vibration. Tyranids are entirely carnivorous, extremely intelligent, and totally merciless.*

The first Tyranids had access to all kinds of advanced weaponry like lasguns and flak armor, and the only other troop type that they could field during battles were Zoats, a separate race that were enslaved by the Tyranids. Clearly, these Tyranids were very different from the Tyranids we now know and love. In fact, these early Tyranids later became known as Tyranid Hunter Slayers and after that Termagants.



**Hunter Slayer - 1987**



**Termagant - 1992**



**Termagant - 2001**

The highly mutable Gaunt genus fulfills the role of the foot soldier in Tyranid swarms. They are normally equipped with the fleshborer weapon symbiont. The Termagant species is regarded as cannon fodder and are expended by the thousands by the hive mind merely to exhaust the defenders prior to a major assault.

# CLASSIC RANGE



**Termagant  
Fleshborer 3**  
010601403



**Termagant  
Fleshborer 4**  
010601404



**Zoanthrope Head**  
010601301



**Zoanthrope  
Mandibles**  
010601302



**Zoanthrope  
Body**  
010601303



**Termagant  
Strangleweb 3**  
010600403



**Termagant  
Fleshborer 2**  
010601402



**Classic Zoanthrope (1)**  
MO 0433



**Zoanthrope  
Left Arm**  
010601308



**Zoanthrope  
Right Arm**  
010601309



**Termagant  
Spike Rifle 3**  
010601502



**Termagant  
Spike Rifle 4**  
010601501



**Zoanthrope  
Right Leg**  
010601307



**Zoanthrope  
Left Leg**  
010601304



**Hormagaunt Body 1**  
010600602



**Hormagaunt Body 2**  
010600603



**Hormagaunt Body 3**  
010600601



**Classic Hormagaunt (10)**  
MO 0431

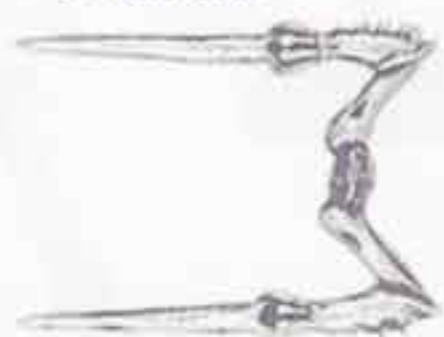
*Hormagaunts are single-minded in closing with the foe and eviscerating him with scythe-like claws. Hormagaunts are fast, constantly moving in swarms that seem to be made of nothing but rippling claws and ridged armor plates. Hormagaunts are built to hunt with tireless efficiency.*



**Hormagaunt Left Forearm**  
010600605



**Hormagaunt Right Forearm**  
010600604



**Hormagaunt Rear Claws**  
010600606



# CLASSIC RANGE



**Classic Gargoyles (10)**  
MO 0430



**Gargoyle Body 1**  
010601602



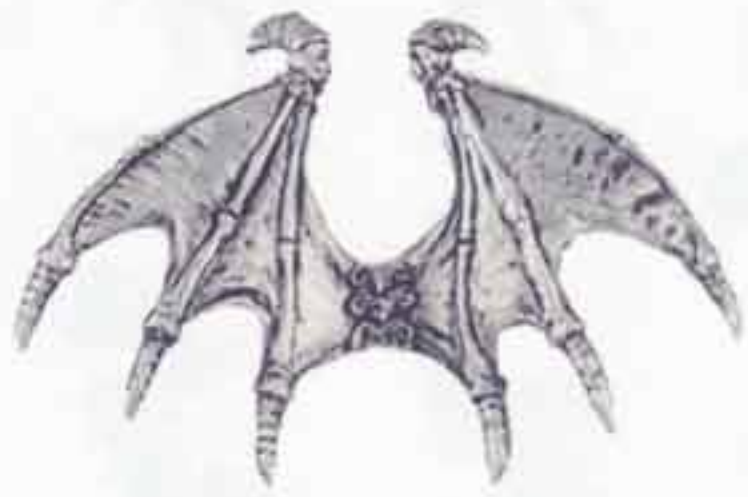
**Gargoyle Body 2**  
010601603



**Gargoyle Body 3**  
010601604



**Gargoyle Body 4**  
010601605



**Gargoyle Wings**  
010601601



**Gargoyle Body 3**  
010601606



**Gargoyle Body 4**  
010601607



**Classic Biovore (1 and 2 Spore Mines)**  
MO 0341



**Biovore Body**  
010600501



**Biovore Forearms**  
010600502



**Biovore Right Leg**  
010600503



**Biovore Spore Mine 1**  
010600505



**Biovore Spore Mine 2**  
010600506



**Biovore Left Leg**  
010600504



**Classic Rippers (2 Bases)**  
MO 0429



**Ripper Head Sprue**  
010601201



**Ripper Body Sprue**  
010601202



**Ripper Twin Body**  
010601203

### EVOLUTION OF THE TYRANIDS - GENESTEALERS

The first mention of Genestealers was again in *Foggy Trader*, and they were designed as a random encounter during scenarios rather than an actual troop type. Genestealers weren't even associated with Tyranids yet and were described as follows.



*This enigmatic monster originates from one of the moons of Ymgari, but has spread throughout space and is threatening to become a real menace. In its native state it is blue, has two pairs of clawed arms, a long muscular tail and a tough leech-like body. Its head is a simple tube full of slobbering tendrils and sharp inward-pointing teeth. What makes the Genestealer truly unique is its deadly and extremely rapid reproductive cycle. Genestealers are of a single gender, and are incapable of reproducing among themselves. To reproduce they require another creature, any creature will suffice, of any gender.*

*For all the Genestealer requires is the basic genetic material which is contained in every living cell of the mate. A Genestealer implants its own genetic material in the form of an egg capsule, which is forced into the body of the host by an extendible ovipositor and which is normally secreted inside the host's head. The implantation does not kill the mate immediately, but the implanted egg quickly grows until ready to burst out as an immature Genestealer.*

*Needless to say, this kills the parent/host. Interestingly enough, newly born creatures, although fundamentally Genestealers, will have characteristics inherited from the host parent. Thus a Genestealer/human may have a vaguely humanoid head, or only two arms instead of the usual four, and perhaps its tail will be shortened or missing. A Genestealer of four or more generations of consistent human parentage would pass for a human on cursory inspection, although a closer look would reveal a bluish skin, sharp pointed teeth, and a rather disturbing stare. On their home world, Genestealers exploit a large leech-like creature called a Csith which is the usual mate. Matings with a Csith always produce natural Genestealers, no matter what its parentage otherwise.*

CLASSIC RANGE



Classic Carnifex (1)  
MO 0342



Carnifex Head  
010600101



Carnifex Lower  
Left Claw  
010600107



Carnifex Lower  
Right Claw  
010600108



Carnifex Upper  
Left Claw  
010600106



Carnifex  
Left Leg  
010600104



Carnifex  
Right Leg  
010600105



Carnifex  
Upper Body  
010600102



Carnifex  
Lower Body  
010600103



Carnifex Upper  
Right Claw  
010600109

*The Carnifex is a living engine of destruction evolved for use in shock assaults, space ship boarding actions, and massed battles where it can smash through almost any obstacle, be it a defensive line, an enemy tank, or a fortified position. The assault of these creatures is terrifying to behold, as this primeval force smashes men and vehicles aside like children's toys.*

SHOWCASE



*Left: Marike Reimer won second place in the Warhammer 40,000 Large Monster category at the 2003 Los Angeles Golden Demon Painting competition.*



*Left: Tyson Koch won third place in the Warhammer 40,000 Large Monster category at the 2003 Los Angeles Golden Demon Painting competition.*



# COLLECTOR'S RANGE



**Hunter Slayer 1**  
72616-1



**Hunter Slayer 2**  
72616-2



**Genestealer Metal Arms 1**  
72557-1



**Genestealer Metal Arms 2**  
72557-2



**Genestealer Arms Sprue**  
*(Please note that this sprue is not available for purchase)*

*Note: Arms are included with the purchase of the Hybrids.*



**Genestealer Purestrain 1**  
72557-8



**Genestealer Hybrid 3**  
72557-12



**Genestealer Hybrid 5**  
72557-14



**Genestealer Hybrid 7**  
72557-16



**Genestealer Hybrid 8**  
72557-17



**Genestealer Hybrid 9**  
72557-18



**Genestealer Hybrid 10**  
72557-19



**Genestealer Hybrid 11**  
72557-20



**Genestealer Hybrid 12**  
72557-21



**Genestealer Hybrid 13**  
72557-22



**Genestealer Hybrid 14**  
72557-23



**Genestealer Hybrid 15**  
72557-28



**Genestealer Hybrid 16**  
72557-27



**Genestealer Hybrid 17**  
72557-25



COLLECTOR'S RANGE



Genestealer Hybrid 18  
72557-24



Genestealer Hybrid 19  
72557-29



Genestealer Hybrid 20  
72557-26



Genestealer Patriarch Right Arm  
72596-8



Genestealer Magus w/ Laspistol  
72557-7



Genestealer Magus w/ Staff  
72596-1



Genestealer Patriarch Body  
72596-7



Genestealer Patriarch Left Arm  
72596-9



**HIVE SHIP BATTLEFIELD**

This gaming table was built by scenery guru Chad Mierzwa. It's not just any gaming table representing any old world however, but the terrifying, pulsating interior of a Tyranid hive ship! The repeated spires that line the table took their inspiration from a human backbone. They were made from layers of insulation foam that was spackled and sanded until smooth. For added contrast, the table is dotted with spore clusters (shown to the left) that were made from balls of green stuff that first had the handle of a paintbrush pushed into them, and then the edges smoothed out with a sculpting tool.





# COLORS OF WAR

Tyrannids don't wear uniforms like other armies. However, by using a limited palette of colors, you can still unify the look of your army. Here, you can see a selection of varied color schemes. You can paint your swarm in many different ways and can use natural colors, bright and dark colors, or contrasting colors.

## BRIGHT COLORS

Painting your swarm in bright colors is an excellent way of giving it a distinctive appearance on the battlefield. For all the Gaunts pictured here, we've listed the colors we used to paint them. Two colors overlapping means that we mixed those colors together.



- Sunburst Yellow
- Blood Red
- White undercoat



- Bilious Green
- Snot Green

*Unless noted otherwise, all models were undercoated with Chaos Black*

## GETTING IDEAS

One of the best places to get ideas on how to paint your Tyrannids is Mother Nature herself.

Go to your local Library or book store and take a look at insect reference books. You will find a plethora of color schemes, markings, and themes to inspire you.

Imagine a unit of Gaunts painted as hornets or Termagants painted in glowing reds like fire ants.



- Shadow Grey
- Skull White
- Bronzed Flesh
- White undercoat



- Lightning Bolt Blue
- Snakebite Leather



- Blazing Orange
- Scorched Brown



- Camo Green
- Regal Blue



- Sunburst Yellow
- Liche Purple



- Pallid Flesh
- Liche Purple
- White undercoat

## CONTRASTING COLORS

We've found that one of the best ways to create a two-color palette for your swarm is to use strong contrasting colors on the skin of the Tyrannids and their armor. This approach easily separates the two areas of the models to create a striking visual effect.

- Bleached Bone
- Dark Angels Green
- Bleached Bone



- Codex Grey
- Fortress Grey



- Goblin Green/Dark Angels Green
- Bleached Bone



- Hawk Turquoise
- Blood Red



- Shadow Grey
- Red Gore



- Shadow Grey
- Fortress Grey



- Scorched Brown
- Bleached Bone



- Chaos Black
- Golden Yellow
- Chaos Black
- Goblin Green



- Chaos Black
- Skull White/ Bronzed Flesh

**NATURAL COLORS**

Tyrannid Gaunts painted in a variety of colors based on those of real animals and lizards will help to give your swarm a naturalistic, organic feel. You can get inspiration from reference books, nature programs, and the like.



- Scorched Brown
- Bestial Brown



- Vornit Brown
- Snakebite Leather



- Chaos Black
- Bleached Bone



- Skull White/ Dark Flesh
- Dark Angels Green



**PAINTING BIOMORPHS**

Here are some ideas for painting the biomorphs you can add to your Gaunts and Tyrannid Warriors. Biomorphs such as extra armor can be painted to match the color of the carapaces on your models.



- Skull White/ Camo Green
- Midnight Blue



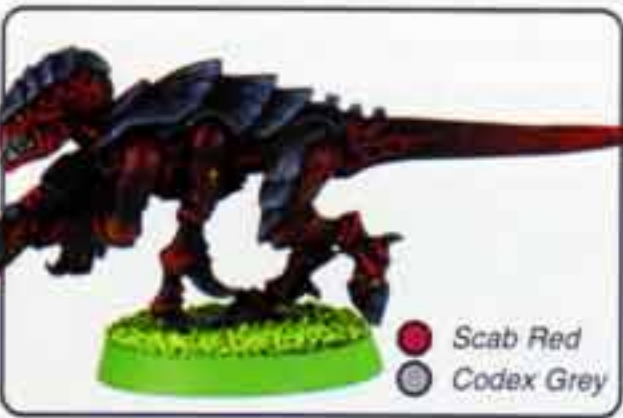
- Goblin Green
- Codex Grey



- Red Gore
- Bubonic Brown



However, painting the biomorphs on your models with a strong contrasting color is an excellent way of making them really visible on the model so you remember them when you're fighting a game. The toxin sacs on the Hormagaunt far below have been painted with Scorpion Green, which helps the biomorphs stand out from the red and white colors.



- Scab Red
- Codex Grey



- Dark Angels Green
- Camo Green



- Chaos Black
- Scab Red
- Tentacle Pink



- Imperial Purple
- Scab Red



- Dark Angels Green
- Bestial Brown



- Codex Grey
- Bestial Brown

**DARK COLORS**

These Gaunts have been painted in a variety of muted, dark colors. These colors give the swarm a darker, more menacing appearance and serve to underscore the danger of the Tyrannid broods. These colors are also easy to apply and can be painted extremely quickly, which may be a good reason to choose these colors for your swarm.



- Scorched Brown
- Camo Green



- Chaos Black
- Camo Green
- Fortress Grey/ Hawk Turquoise



# CODEX: ARMAGEDDON

*Armageddon, a world whose name is known across the Imperium. Armageddon, a world whose name has become a byword for war and destruction on a massive scale. Armageddon, where the fate of a thousand worlds hangs in the balance.*

—Lord Commander Solar Eugenic

## A Global Campaign

In the summer of 2000, Games Workshop attempted the first of its hugely successful Worldwide Gaming Campaigns with the Third War for Armageddon, Ork Warlord Ghazghkull Thraka's second Waaagh! against the vital planet of Armageddon. Supporting the mass of hobby activity around the world were two key elements, *Codex: Armageddon* and the campaign web site ([www.armageddon3.com](http://www.armageddon3.com)).

*Codex: Armageddon* set the scene for the campaign and provided the background about the vital Imperial planet of Armageddon as well as four variant Army lists (lists that normally use other Codices as their base) detailing some of the forces fighting over Armageddon.

## What the Campaign Meant for the 40K Galaxy

During an 8-week period, over 50,000 games were registered across 14 warzones. Each country or region across the globe was assigned a particular warzone on Armageddon, and players from those regions had the honor of defending the Imperial strongholds or the pleasure of tearing them down.

After the dust settled, Armageddon was still locked in a stalemate of epic proportions. The invading Orks had developed a strong foothold in all areas of the planet but had failed to oust the Imperium from their battered hive cities. To this day, the Imperial armies encamped on Armageddon fight running battles with the now deeply entrenched Ork hordes.

## The Armies Found in the Codex

The four army list variants in *Codex: Armageddon* cover the forces fighting on Armageddon, the Black Templar and Salamander Space Marine Chapters, the Armageddon Steel Legion, and the Ork Speed Freaks. You must have the "parent" Codex to use these variant lists: *Codex: Space Marines* for the Black Templars and Salamanders, *Codex: Imperial Guard* for the Steel Legion, and *Codex: Orks* for Speed Freaks.



This 32-page rulebook contains background information on the Third War for Armageddon, including four variant army lists and lots of great ideas for challenging games of Warhammer 40,000.

**Codex: Armageddon**  
40-03-60  
**\$10.00**

- The Black Templar Space Marines are one of the two Chapters derived from the Imperial Fists Legion after the Horus Heresy. In order to prove their loyalty to the Emperor, they embarked on a great Crusade that has lasted for 10,000 years.

- The Salamander Space Marines are one of the First Founding Chapters and, as such, are among the most respected fighters in the Imperium. They are noted for their stoic character and pragmatic approach to warfare.

- The most common type of company found in Imperial Guard Regiments raised on Armageddon are Mechanized Infantry Companies. Armageddon is one of the main manufacturing planets for Chimeras, and the infantry units of Armageddon are routinely issued with these AFVs.

- The only thing that Orks love more than speed is fighting. The perfect match for Orks is something that gets them to the fighting faster, like trucks, buggies, and bikes. Many Orks fall under the spell of the revving engine and the feel of wind in their hair squig.

Models for all of these armies can be found in the appropriate section (listed under their parent Codex).



*Above: The Black Templars Chapter of Space Marines is perhaps the most devout organization in the Imperium. Their fanatical zeal drives them into dangerous frenzied assaults.*



*Above: The thoughtful approach of the Salamanders Chapter has marked them as a stoic force to be reckoned with. The fires of their home world have prepared them for Armageddon.*



*Above: Due to the caustic nature of Armageddon's Ash Wastes, the bulk of its Planetary Defense Forces are organized as Mechanized Infantry, the famous Armageddon Steel Legion.*



*Above: With the Ash Wastes of Armageddon spread before it, Ghazghkull Thraka's army took to trucks and buggies. These mighty Speed Freaks terrorized Imperial forces throughout the campaign.*

# THE THIRD WAR FOR ARMAGEDDON



## ARMAGEDDON SYSTEM MAP





# BATTLEZONE: CITYFIGHT

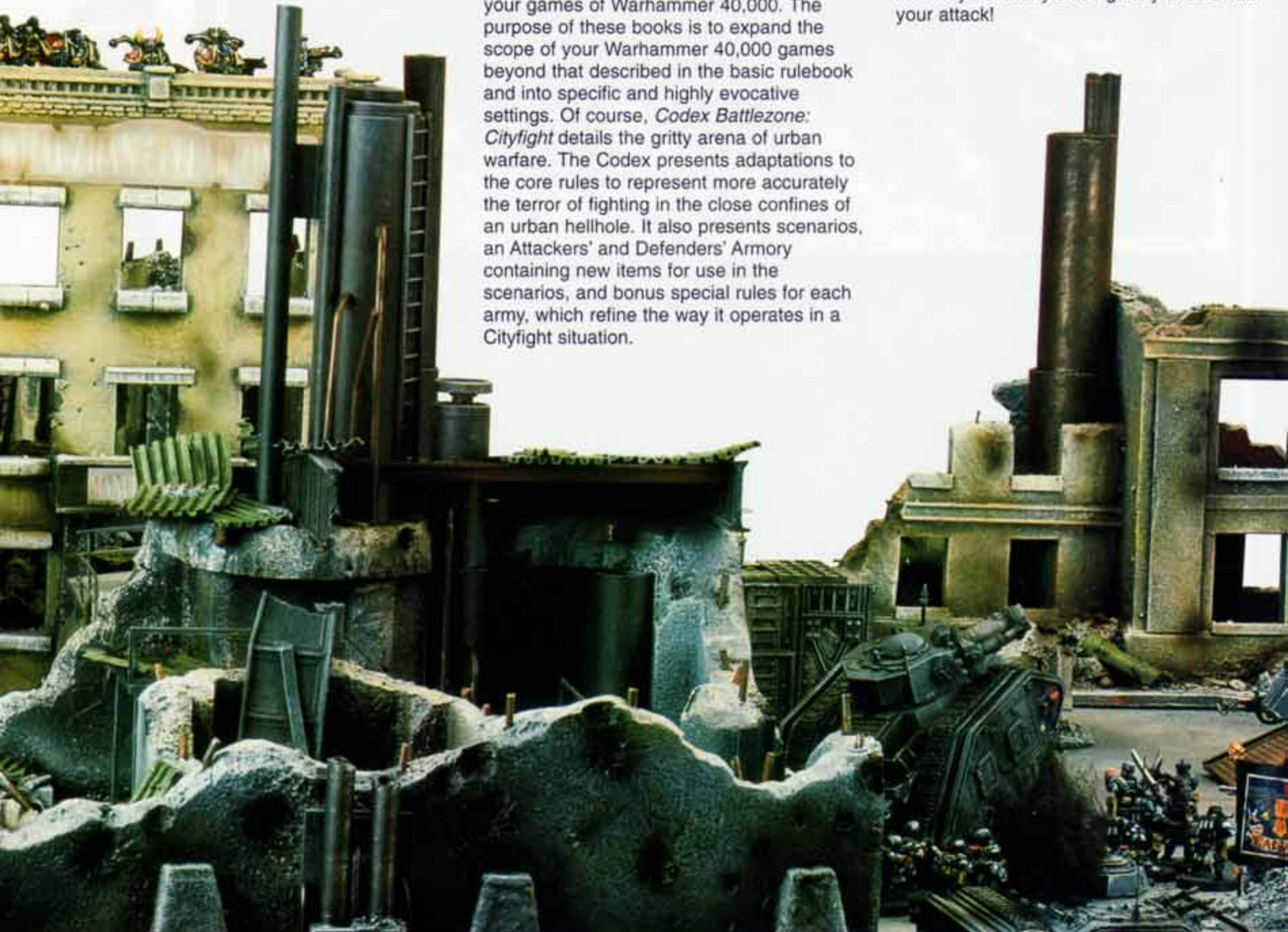
*The floor shook, and plaster fell from the ceiling like rain as the artillery barrage crept closer. Sergeant Tobias would have to hustle his squad from their temporary shelter very soon, but where would they go? The inhuman flesh eaters were stalking the tight alleyways of this hab-district. In these close confines, his men stood little chance against the combat skills of the mercenary Kroot. For the fifth time that minute, the Sergeant eyed the door to the basement. Against orders, they could escape to this ruined city's sanitation system, and he could save the lives of his men...*

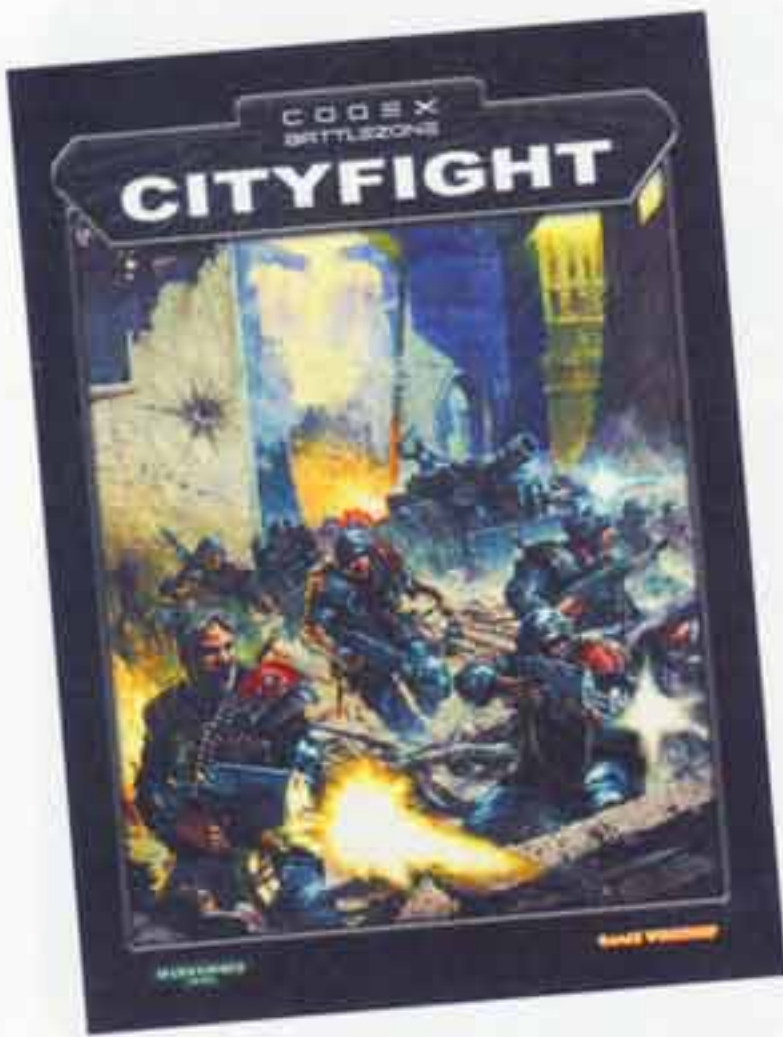
*...the platoon whistle blew, and his squad headed for the street before he could call them back.*

*Codex Battlezone: Cityfight* is the first of a planned series of books that will cover a wide variety of environments in which you can fight your games of Warhammer 40,000. The purpose of these books is to expand the scope of your Warhammer 40,000 games beyond that described in the basic rulebook and into specific and highly evocative settings. Of course, *Codex Battlezone: Cityfight* details the gritty arena of urban warfare. The Codex presents adaptations to the core rules to represent more accurately the terror of fighting in the close confines of an urban hellhole. It also presents scenarios, an Attackers' and Defenders' Armory containing new items for use in the scenarios, and bonus special rules for each army, which refine the way it operates in a Cityfight situation.

## Fighting Style

The chief adaptations for fighting in an urban environment include squad coherency, the effect of template, blast, and ordnance weapons, and the ferocity of close combat. These changes have been made to take into account the close and often uneven terrain on which static models must be placed and the added vertical element of fighting from multi-story buildings. The changes found within *Codex Battlezone: Cityfight* take your games into a nightmare world of all-or-nothing assaults and devastating explosions, all of which is played at a faster pace than regular games of 40K. The claustrophobic alleys and roadways of many cities galaxy wide await your attack!





## Modeling Terrain

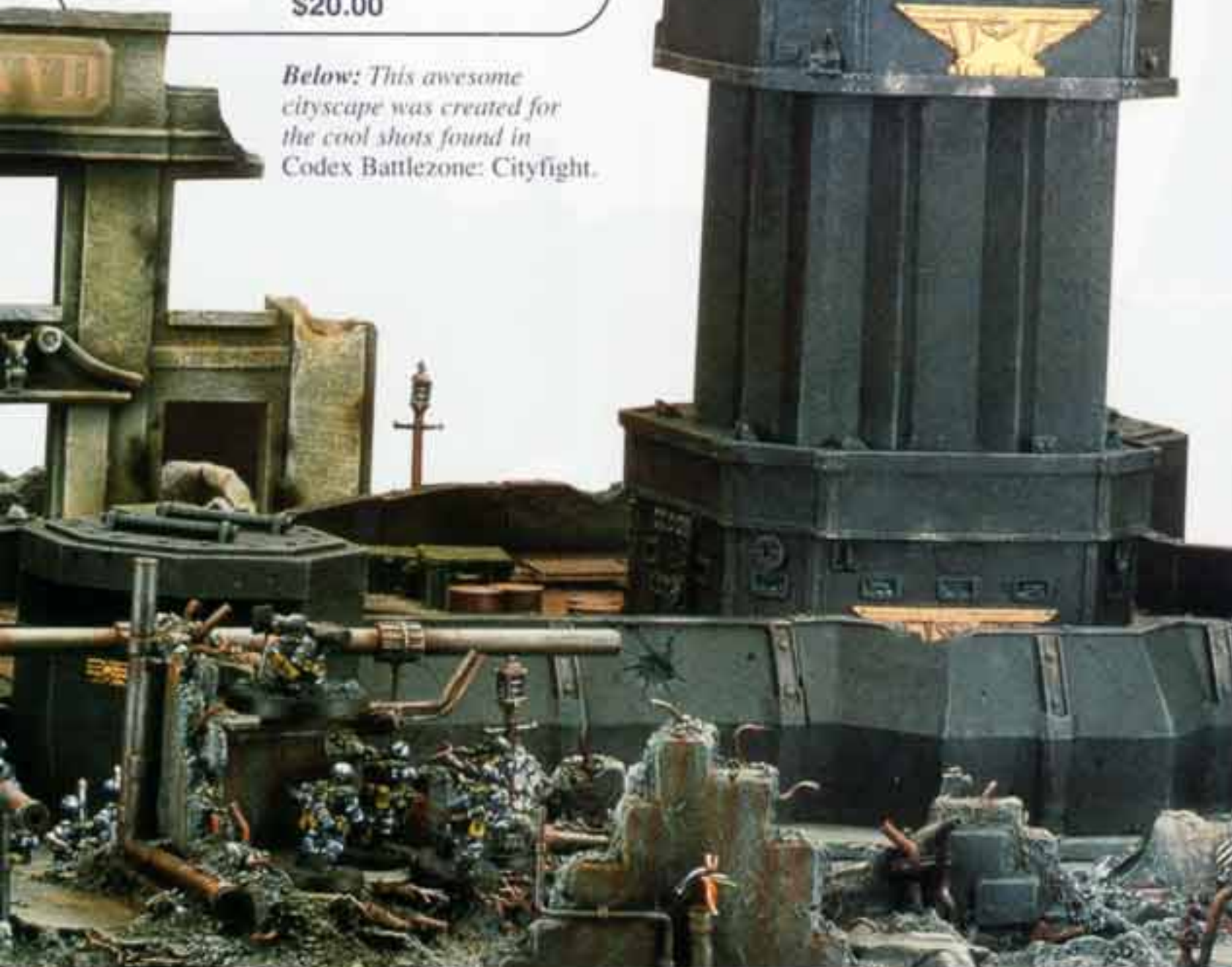
The most important thing to do to get the most out of *Codex Battlezone: Cityfight* is to construct a city to fight in. From a ruined pumping station to a destroyed hab-building, there are endless possibilities for your city. Although the bulk of Cityfight battles will take place over devastated Imperial cities, we've attempted to present an idea of the cities of each race (like the Tau and Eldar). Regardless of the path you choose to tread, you will need quite a bit of terrain. Cities under fire tend to be cluttered with ruins and drifts of debris.

Games Workshop sells a number of terrain pieces that are ideally suited to Cityfight use (these are pictured on p. 1052) and will get you on your way. *Codex Battlezone: Cityfight* contains many more ideas for buildings and provides excellent advice on detailing your buildings. To get you started (or plant the seed if you will), on the next page, we've included a step-by-step example of a simple Imperial building perfect for a Cityfight.

This 80-page rulebook contains rules for fighting in the nightmarish confines of a cityscape, along with a battle report, ruined building modeling guide, scenarios, and lots of great ideas for challenging games of Warhammer 40,000.

**Codex Battlezone: Cityfight**  
40-05-60  
\$20.00

*Below: This awesome cityscape was created for the cool shots found in Codex Battlezone: Cityfight.*



### LIGHTING THE STREETS OF THE IMPERIUM.



With a few simple bitz and a length of plastic tubing, you can make your own light poles. You can use bitz like the scanners from the Space Marine Vindicator kit for your light poles.



Trim the scanners and glue them onto a T-junction piece, available at hobby stores that sell plastic tubing.



Round bases are ideal for the bases of light poles. Just detail them with bolts cut from hexagonal plastic rods and bitz of thin plastic rods, spears, or lances.



Your light poles will add that extra level of realism to the detailed table.



**CREATING A CITYFIGHT BUILDING**

Step One: Carefully measure and cut out the sides and second floor of the building from thick foamcore board (available from most craft stores or large office supply stores).

Step Two: Measure and cut out a rectangular base from hard board. Use pieces of insulation foam to make the angular base of the building. Use hot glue to assemble the walls and floor. Don't attach the building to the base at this time.

Step Three (not shown): Glue rubble and sand to the base and upper level. Paint any exposed foam with wood glue to protect it from the spray primer. Once the glue dries, poke small pieces of bent paper clip into the ruined walls to represent reinforcing rods. Use hot glue to attach strips of plasticard to the walls at appropriate points.

Step Four: Spray the building and base with Chaos Black primer. Next, lightly spray the building with Blood Angels Red and Shadow Grey.

Step Five: Finally, use a large brush to drybrush the entire building with Fortress Grey. Apply Chestnut Ink to the bent metal posts to make them look rusty and to add weathered texture to the building. As a last step, glue the building onto the base.

**FINISHING TOUCHES**

To take your ruined building one step further, you could add signs and posters to personalize it or identify its former role in the city's life.



*Above: An Imperial Basilisk uses the ruins of this former hab-block to shield itself from enemy fire, while Imperial Guardsmen cover the approaches of enemy infantry.*



*Right: This spectacular table was built initially for use in the Dawn of the Dead 40K Battle Report in White Dwarf 281, but it also formed the basis for the mega battle at Canadian Games Day 2003, the Battle for Kasr Vasan.*

# SHOWCASE



*Above: Imperial Battle Tanks and heavy weapons teams lie among the rubble in wait for the enemy.*



*Above: This foul Nurgle Defiler, intent on more destruction, scuttles across the debris of the shattered Kasr Vasan.*



# CODEx: EYE OF TERROR

*The Despoiler comes forth once again, and he cannot be stopped by force of arms alone. It is his will that the stars be stained red with the blood of all those who oppose him. An infinite horde of Fiends, Mutants, and Cacodaemons obey his command to devour Cadia alive.*

*But he will not stop there.*

*If our faith in the Emperor and our force of arms prove strong, the forces of Chaos can be driven back into hell. If we are found wanting, Humanity will fall.*

– Lord Inquisitor Hephaestos Grudd of the Ordo Malleus

## A Global Campaign

In the summer of 2003, Games Workshop ran its third successful Worldwide Gaming Campaign with The Eye of Terror, Abaddon the Despoiler's 13th Black Crusade. Supporting the mass of hobby activity around the world were two key elements, *Codex: Eye of Terror* and the campaign web site: [www.eyeofterror.com](http://www.eyeofterror.com).

*Codex: Eye of Terror* set the scene for the campaign, provided the background about the Cadian Gate, and included four variant Army lists (lists that use other Codices as their base) detailing some of the forces fighting in the campaign.

## What the Campaign Meant for the 40K Galaxy

At the close of the 13th Black Crusade, Cadia still stands. But she stands alone, a failing beacon flickering against the encroaching night. Total war is come to Segmentum Obscurus, and all hopes of repelling the invaders are dashed. The Imperium must now consolidate its grip upon those worlds it still holds and prepare to fight a war that will not end within the lifetime of any of its combatants. While Cadia still stands, Humanity has reason

to hope, but Abaddon the Despoiler has finally achieved what he has failed to do on 12 previous occasions over 10,000 years. He has breached the Cadian Gate, and none can now hold back the inexorable tide of Chaos that will be unleashed upon the Imperium of Man.

## The Armies Found in the Codex

The four army list variants presented in *Codex: Eye of Terror* cover the chief forces fighting in and around the Cadian Gate: the Cadian Shock Troops, The Space Wolves' 13th Company, the Ulthwé Strike Force, and the Lost and the Damned. The lists require the "parent" Codex to use them: *Codex: Imperial Guard* for the Cadian Shock Troops, *Codex: Space Wolves* for the 13th Company, *Codex: Eldar* for the Ulthwé Strike Force, and *Codex: Chaos Space Marines* and/or *Codex: Imperial Guard* for the Lost and the Damned.

- At the forefront of the defense of the Cadian Gate, the Cadian Shock Troop regiments staunchly defend the Imperium from the encroaching Warp-filth. The strict discipline and order of the Cadians has made their organization the template for countless Imperial Guard regiments across the galaxy.
- The Space Wolves of the 13th Great Company were lost in the Eye of Terror almost



This 48-page rulebook contains background information on "The Eye of Terror" campaign including four variant army lists and lots of great ideas for challenging games of Warhammer 40,000.

**Codex: Eye of Terror**  
40-11-60  
\$15.00

10,000 years ago. Nothing has been heard from them since then until their recent return to thwart the Forces of Disorder. Over the millennia, the 13th Company lost many of its vehicles but gained instead the mysterious power of the Wulfen, which the 13th company unleashes upon the enemies of the Imperium!



- The Farseers of the Ulthwé Craftworld have always averted disaster for their race. The skeins of the future wove a pattern the Psykers could not ignore. Now, their light Strike Forces attack from within the Eldar webway.
- Most numerous among the followers of the Chaos powers are the Heretics, Traitors, and Mutants. The Lost and the Damned have never gathered before in such numbers.

Called by their Dark Lords, these scum have risen to overthrow Imperial rule from within. Models for these armies can be found in the appropriate section (as listed by their "parent" Codex). Many models found in the Lost and the Damned list will require conversions from other ranges. Feel free to go crazy, as long as the models you build clearly represent their troop type.



*Above: The Cadian Shock Troops list revived some troop types that haven't been seen in the Imperial Guard lists for some time, like Sanctioned Psykers and "Whiteshields," also known as Cadian Youth squads.*



*Above: The Ulthwé Strike Force list represents the defenders of the Eldar Craftworld of Ulthwé who use the webway to launch lightning raids on the enemies of this ancient race.*



*Above: The Lost and the Damned list is designed to echo the types of armies found in novels penned by the likes of Dan Abnett. Hordes of foul Traitors and even fouler Mutants, led by Chaos Space Marines and capable of summoning Daemons, spill forth from the depths of hive cities in the very heart of the Imperium.*

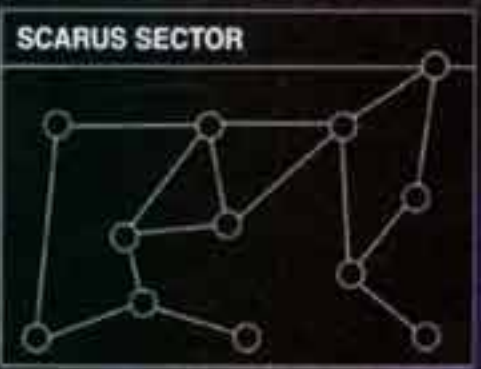
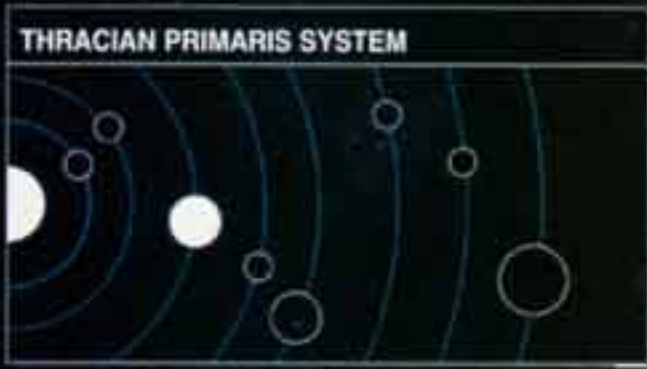
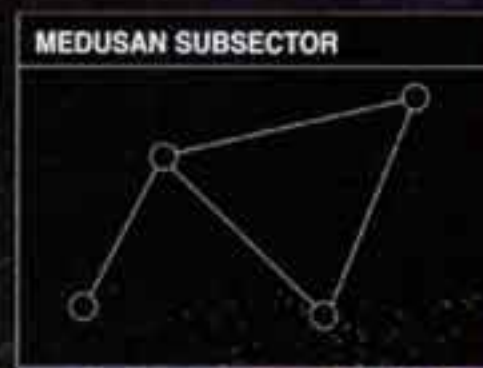
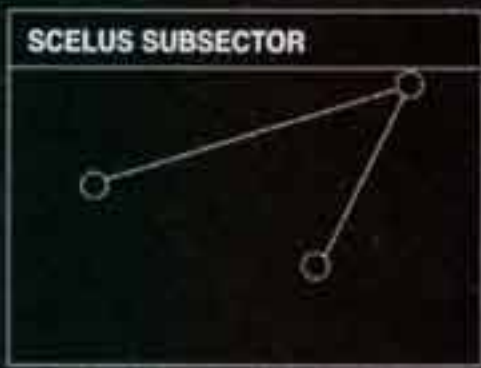


*Left: The Space Wolves 13th Great Company has been lost for many millennia only to emerge from the Eye of Terror hot on the heels of the Despoiler.*

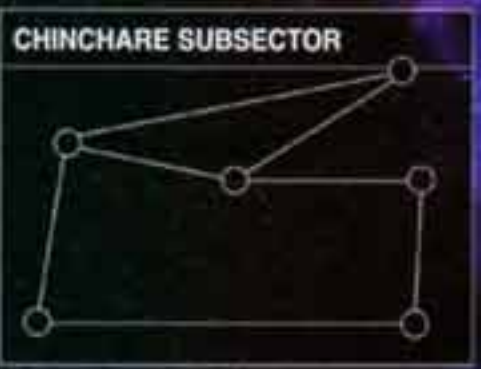
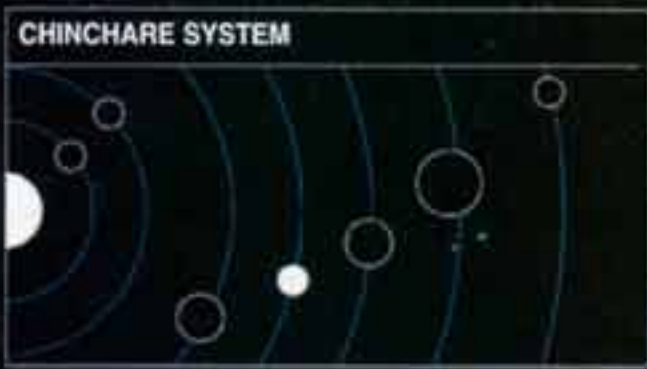
### CONVERTING HORDES OF MUTANTS

The Lost and the Damned list gives you a great excuse to convert your own Mutant models. The insane hobbyists who built these creations constructed their models by combining parts from a wide variety of plastic sprues.

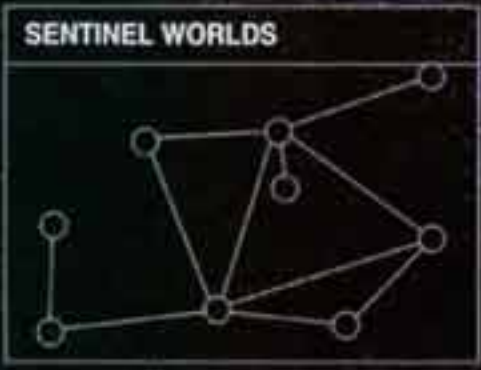




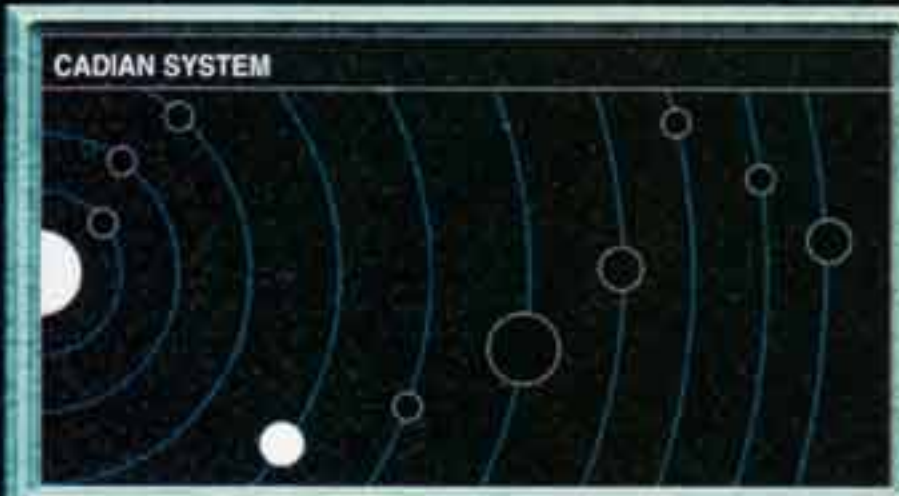
The planetary capital of the Helican subsector, Thracian Primaris is defended by five Rämilles class starforts and has a PDF of over 8 million.



Chincare is an asteroid locked in a figure-eight orbit around a binary star.



This collection of blighted worlds has remained quarantined for many centuries after the discovery of xenos artifacts buried beneath their surfaces.



Cadia is a fortress world, the guardian of the one stable route from the Eye of Terror. Its entire population is geared for war, and its factories churn out munitions, weapons, and tanks at a prodigious rate.



<p>SECTOR</p>	<p>BELIAL IV SUBSECTOR</p>	<p>BELIAL IV SYSTEM</p>
	<p><b>BELIAL IV</b></p>	<p>One of the early Eldar home worlds, Belial was pulled towards the Eye of Terror during the Fall.</p>
	<p>NEMESIS TESSERA</p>	
	<p>BELIS CORONA SUBSECTOR</p>	<p>BELIS CORONA SYSTEM</p>
	<p><b>BELIS CORONA</b></p>	<p>This subsector's vast conglomeration of naval dockyards orbits the dead world of Belis Corona.</p>
	<p>AGRIPINAA SECTOR</p>	<p>AGRIPINAA SYSTEM</p>
	<p><b>AGRIPINAA</b></p>	<p>Virtually the entire surface of this world is covered with industrialized infrastructure, pipelines, factories, processing plants and manufactorum cathedrals.</p>
<p><b>CADIA</b></p>	<p><b>CADIAN SECTOR</b></p>	







# WARHAMMER



*A converted Night Goblin Warboss with a victory token from the arch-enemy, the Dwarfs.*

*Mighty armies advance; arrows darken the sky; war machines sweep death across the fields; and magic surges at the fingertips of powerful sorcerers. The din of battle is broken by the thunderous roars of monstrous creatures and the wailing of the wounded. The struggle tilts back and forth, with both sides seeking to gain the upper hand.*

## Bring It onto Your Tabletop

Warhammer is the game that allows you to bring all the excitement of fantastic battles right onto your tabletop. You take command of rank after rank of battle-hardened warriors and maneuver them to victory.

There are over a dozen different kinds of armies, from the hordes of the rat-like Skaven to the shambling Undead

who rise from the grave to fight again. Every army has different abilities, troop types, and access to a vast assortment of unique monsters, magic, war machines, and more. Keen-eyed Wood Elf archers defend the forest, while cold-blooded Lizardmen try to reclaim their world with the aid of enormous reptile monstrosities. Even better, even the same army type can be assembled in countless different ways. One Dwarf army may rely on well armored infantry, while another tries for large batteries of war machines. In the end, the battle is won by the general who makes the best moves on the tabletop.



*A stout Dwarf army tries to hold strong against an oncoming Chaos assault.*



*A mighty Orc & Goblin host sends its first wave to attack the Empire battle lines.*

A Green Dragon and some Wood Elf Archers burst from the woods to ambush an Empire artillery train.



A Skaven Warpfire thrower roasts some Dwarfs in an underground battle.

John Shaffer's converted Minotaur Lord



## More Than a Game

Warhammer is not just a challenging game to test your tactics but also an entire hobby. Players can build armies, paint models, create new terrain, devise scenarios or special missions to play, and get involved in an ongoing league or campaign. Some hobbyists get involved in all the different aspects, while others settle on a few or even just one particular part. The following pages are all about getting started with the game and building your army.

There is nothing like playing a game with your own army. Over a period of time, each model has been collected, painted, and assembled into units to become the mighty force that now lies before you. Now, it is time to assume the role of general and lead your forces to victory (or curse the luck of the dice that betray you to bitter loss!). Win or lose, Warhammer is always fun.

A trio of Skinks riding Terradons soars over the jungles of Lustria.



An Undead horde is summoned and shuffles forward to take revenge upon the living.



## Getting Started

The best introduction for newcomers to the hobby is the Warhammer boxed game. This massive box contains the start of two armies (Orcs and Empire) along with the 288-page rulebook, dice, rules, templates, and a piece of starter terrain.

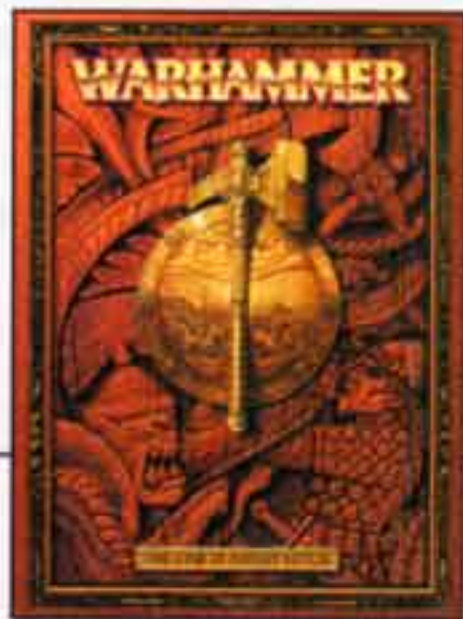
With the quick Getting Started rules, you can be playing some small games of Warhammer as soon as you've assembled your models! Before you know it, you'll be flipping to the advanced chapters like those detailing magic, war machines, and more.



In one quick and easy package, the Warhammer boxed set contains everything you need to get started. What's in it?

The Warhammer set contains the rulebook, 35 Orc Warriors, 1 Orc Warboss on a Boar, 1 Orc Chariot, 38 Empire Soldiers, 1 Empire General on Warhorse, 1 Great Cannon, 1 Ruined Building, Range Rulers, Templates, and Dice.

**Warhammer  
Boxed Game**  
80-01-60  
\$75.00



## Warhammer Rulebook

Some players want to get started with Warhammer but aren't interested in collecting the models in the Warhammer box. For these more experienced gamers, the 288-page Warhammer rulebook is available separately. This book has all the rules needed as well as loads of hobby tips.

**Warhammer Rulebook**  
80-02-60  
\$30.00



## Warhammer Skirmish

This full-color 48-page supplement has 25 small-game scenarios for use with the Skirmish section in the Warhammer rulebook appendix. All the games can be linked with larger battles or just fought on their own. The booklet is full of great hobby projects too!

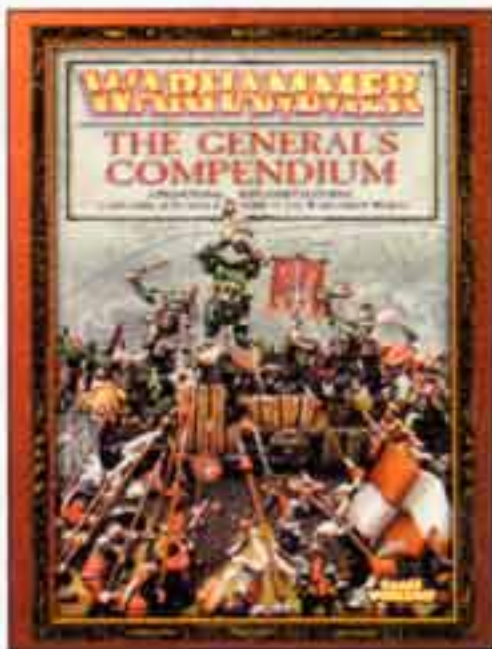
**Warhammer Skirmish**  
0128  
\$3.95



## Warhammer Chronicles

*Warhammer Chronicles* is an annual compilation of Warhammer articles along with revised or previously unpublished material. Here you will find the latest rules, work-in-progress gaming articles, FAQs, and additional gaming material.

**Warhammer Chronicles 2004**  
80-03-60  
\$25.00



The Empire General believed the river would guard his flank until an ominous and unfamiliar ship came gliding out of the fog...



### The General's Compendium

This 176-page book is all about different ways to play Warhammer. In addition to loads of new terrain and hobby projects, the book focuses on campaigns, naval battles, sieges, and city sacking and comes with a poster-sized campaign map.

**The General's Compendium**  
80-05-60  
\$25.00

### All Levels of Gaming

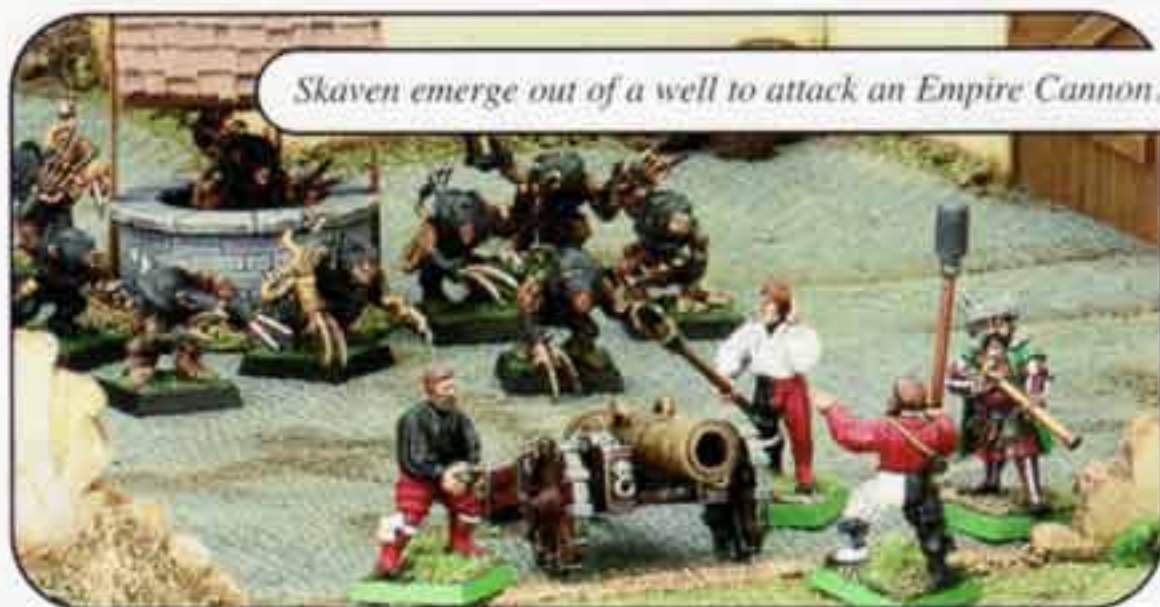
The Warhammer rules allow great scope for gaming. Games can range in length from a quick half an hour skirmish with a dozen or so models per side to massive battles between dozens of players, each commanding his own sizable army. The objectives of each game can be as simple as "wipe out the other side" to complicated scenarios or ongoing campaigns that last days, weeks, or even years.

Players can build "official" armies with the Warhammer Armies books, or they can happily design or "make up" their own additional rules, models, monsters, and more. The only real limit is your imagination and the amount of hobby time you can find.



Left: A map of the Border Princes. The General's Compendium describes many types of campaigns. As the name implies, a map-based campaign tracks large-scale movements on a map. When armies meet, a Warhammer game is played.

Below: Players get together to move their armies on the map for a campaign turn.



Skaven emerge out of a well to attack an Empire Cannon.



# CHOOSING AN ARMY

*The first step in becoming a justly feared warlord and well respected tabletop genius is to get yourself an army to command. There are over a dozen armies to choose from, and each one has countless varieties. How can a beginning player make a decision and get started?*

## Is There a Right Way to Choose an Army?

Before we get too deep into the prospect of selecting an army, it is worth noting that there is no single right way to choose an army. Pretty much anyway you end up with an army is a right way, and the only wrong way to collect an army is when you don't end up with a force you can play with!

However, the following advice may help players who can't make up their minds.

## Getting Started

Some lucky players know which army they want to collect immediately. Perhaps they have seen some games in action or spoken with an experienced friend, or maybe the gaming club they hope to join has no representatives for a certain army type. Other prospective players have no idea or perhaps have ruled out a few choices but are no closer to making an selection. This page and the next can help you reach a decision about which army to start.

Getting all the information you can about the armies that you find appealing is always a good first step. This catalog is an excellent start, and the Games Workshop web site is also a valuable resource.

There may be a number of criteria for player's choosing their armies, but here are some of the ones we talk about most often: style of play, background, and the miniatures. Each of these topics deserves closer inspection.



Many Warhammer enthusiasts get together for a huge bash-'em-up at a Games Day. Big events like this one are a great way to see and try out many different armies.

## Style of Play

Each army in Warhammer is different and will be better at different things on the tabletop. Matching up the army's style with what a player enjoys most is the goal. If no-holds-barred blitzing offense sounds good to you, perhaps a mortal Chaos army would fit? If lots of magic and raising Undead sounds appealing, then Vampire Counts may be for you. Superior numbers, back-stabbing, and nefarious war machines are deep in the black heart of any Skaven General!

It is possible to achieve some or even all of these tactics with the same army, but every force has strengths and weak points.

As an example, an Orc & Goblin army can be very diverse and may be built around infantry (Big 'Uns and Black Orcs), cavalry (Wolf Riders and Boar Boyz), war machines (Rock Lobbers, Chariots, and Bolt Throwers), magic (spells of the Big Waaagh! are very potent), wacky special weaponry (Night Goblin Fanatics), and more. Some wily commanders even choose several of these options when assembling their force. No matter what the greenskin warlord chooses, it tends to be a bit unreliable.

Orcs & Goblins suffer from *Animosity* and low *Leadership*.

In this catalog, players can find out more by reading the *Fighting Style* section listed with each army.

## Background

Warhammer has a rich and well developed background. Each army has its own history, realm, and goals. Many players can't get into an army unless they think the background is equally cool. In a sense, the Warhammer world is like an ongoing story, and players can get involved in the tale by playing games.

For example, the Dwarfs used to be a very prolific and powerful race. After a long (and some would say misguided) war against the High Elves, a great eruption of Chaos overcame the lands. The earthquakes and volcanoes damaged or destroyed many of the Dwarfen mountain realms, and still more were invaded by tunneling bands of Skaven and Night Goblins. All these calamities dealt the Dwarfs a blow from which they have never recovered. Although still powerful in certain strongholds, the Dwarfen race has but a shadow of its former glory.

Still, glimmers of hope remain, and the fire of revenge burns brightly in every Dwarf. Revenge, loyalty, and bitterness are all common themes to a Dwarf! One by one, the Dwarfs ancestral homes will be reclaimed, or so the Dwarfs vow...

Each section that details a Warhammer army in this catalog begins with some background information that will give players a taste of what the army is all about.



## Miniatures

Many players choose armies based strictly on the look of the model range. Since collecting and painting play such a large part in the Warhammer hobby, choosing a force based on looks is a sensible option. After all, the more you like and enjoy the models, the more you'll have fun in the collecting, painting, and modeling aspects of the hobby.

This catalog is ideal as it allows players to ogle the entire range of models for each army.

## Finding out More

Once you've found an army or two that really capture your interest, it's time to find out more. The Games Workshop web site is ideal for this sort of research, and you'll find information about every army.

Finding and talking to a local gaming group is always a great idea. After all, the members may be some of the opponents you'll be squaring off against with your new army in the future. Try asking for times when players meet at your local Rogue Trader Independent Retailer or Games Workshop Hobby Center.

## The Army Book

Once you've decided on an army, the appropriate Warhammer Armies book is the next logical step. The Army book will go into detail about the force and allow players to build armies far beyond the description in the basic rulebook.

Each Army book contains a complete army list, with descriptions of every unit, war machine, weapon type, and magical item available to the force. Additional background and history are included as are the profiles for some special characters and the special rules for your army of choice.



## Collecting Models

The easiest way to start collecting your army is to buy and paint the most eye-catching models in the range first. This desire is understandable, but, although a hero on a Griffon, a Steam Tank, and Wizard may be formidable, they are not an army! Thus, it makes sense to balance the force as you go.

The army lists in each Warhammer Armies book are divided up into four basic sections: **Lords & Heroes**, **Core** troops, **Special** troops, and **Rare** troops.

In the Warhammer part of this catalog, under *Collecting an Army* at the start of each force's section, we list a few suggestions about how to begin purchasing each army. No matter what size game you are playing, the normal minimums are a character model (to lead your forces) and at least two Core choices. For players just beginning, a force like this one is always a great place to start. In Warhammer, Core troops tend to take the form of plastic regiment sets. These enable players to gather a small horde quickly, easily, and relatively affordably.

The ideal goal of each veteran player is to have lots of choices. A standard tournament-style game involves armies of around 2,000 points and can include 0-2 Rare units. However, the ideal army has more than 2 Rare units! This range of choices allows players to switch their armies or to gear up for tough opponents. Having the ability to take two Giants in an Orc army, for instance, is very threatening!

## CHOOSING TROOPS

Troops are categorized into Core, Special, and Rare units. The number of each type of unit available depends on the army's points value, as indicated on the chart below.

Army Points Value	Core Units	Special Units	Rare Units
Less than 2,000	2+	0-3	0-1
2,000 or more	3+	0-4	0-2
3,000 or more	4+	0-5	0-3
4,000 or more	5+	0-6	0-4
Each + 1,000	+1 minimum	+ 0-1	+0-1

In some cases, other limitations may apply to a particular kind of unit, and these are specified in the Warhammer Armies books. For example, the Furies entry in the Hordes of Chaos Army book lists 0-1, meaning that you can have a maximum of one of these units in your army, regardless of its points size.

Each Warhammer Army book is set up in the following order: **Lords & Heroes**, **Core**, **Special**, and **Rare** units. That is also the order in which the catalog will present each type of model for each army in the current range.

**Lords & Heroes.** These models represent individual characters and can include such personalities as Generals (or Warlords, Lords, Daemon Princes, or whatever leads your particular army), Heroes, Wizards, and specialty characters unique to each army (like Warrior Priests in the case of the Empire).

**Core Troops.** Core units represent the most common warriors in any army. They usually form the bulk of the force and will often bear the brunt of the fighting. Every army must field at least a few Core units.

**Special Troops.** These are the best of the army's warriors as well as certain war machines or Chariots. These troops tend to have the best arms and armor and are available only in limited numbers.

**Rare Troops.** Rare troops are so called, because they are very scarce compared to ordinary warriors. This category includes uncommon monsters, unusual war machines, and unique units of extraordinary power.



# BEASTS OF CHAOS



*Below: This Chaos Giant is the product of the warped imagination of Mark Tait. Mark wanted a bestial look to his giant and thus combined parts from the Albion Giant, the Minotaur Lord, a Chaos Spawn, and other sources to create something truly unique.*

*Riding at the head of the column, Captain Schmidt cursed his bad luck and scanned the still forest for signs of trouble. Like a clerk checking off his inventory, Schmidt ran down his list of troubles: the merchant convoy was late on its journey from Middenheim to Hochland; he and his men were in a particularly black part of the Drakwald forest; and the air was bitterly cold, making the trek even more unpleasant. To make things bleaker still, small flurries of snow fell from an ever-darkening sky.*

*Raising above the growing wind, the stamp of horses, and the huddled talk of worried merchants, a horn brayed from the forests, its unwholesome sound echoing through the woods. To the front, Schmidt could pick out dark figures working their way quickly through the forest. From the rear of the column came the sounds of steel on steel, panicked shouts, and the bestial grunts of inhuman opponents. There was no time to set up a formation, and already the foe was among the horses and baggage.*

*"Beastmen ambush! Draw your swords and form up on the road," shouted Captain Schmidt. Something immense was hurtling through the forest, uprooting great trees, and cracking through vast branches as it came...*

Deep within the dark heart of the most twisted and dangerous forests of the Old World reside the countless hordes of Beastmen, the true children of Chaos. These wild herds are made up of beast-headed and bloodthirsty creatures. Striking without warning, the barbarous beasts are a plague on the civilized world. Who knows what evil eyes watch from the dark woods, and who knows when the next murderous raid will be launched?

## Fighting Style

The Beasts of Chaos is a varied army with some powerful (and disturbing) units at their disposal. With fearsome abilities in close combat and few missile troops, the goal

of every Beasts of Chaos army is to close quickly with the enemy. Special *Ambush* rules and deployment allow some units to enter from any table edge – always a worrying factor for your opponent. But even if the Beasts of Chaos are not advancing upon flanks or rear, the army moves quickly (Movement 5 at the worst!) and,



*Right: This interesting Chariot is part of John Dale's creative, avian Beasts of Chaos army. John used pieces from Gorthor's Chariot as well as a 40K Krootox and plastic Kroot to complete the conversion. John's army was so cool, it earned him both the Player's Choice and Best Army awards at the 2003 Baltimore Grand Tournament.*

*Below: This converted Beastlord by Adam Lafoiet won second place in the Warhammer single miniature category at the 2003 Canadian Golden Demon painting competition.*



with the *Raiders* special rule, may easily navigate through terrain without penalty. You can't hide behind terrain or in the woods against an army that flows through scenery as quickly as the Beast of Chaos do. Once in combat, the Beasts of Chaos are tough and are supported by a hard-hitting and gruesome creatures like Chaos Trolls, Centigors, Minotaurs, Dragon Ogres, and more. Swift Tuskgor Chariots and Warhounds of Chaos are ideal for menacing flanks, or they can be the first to charge for frontal assaults.

## Collecting a Beasts of Chaos Army

For players intent on building a Beasts of Chaos army, the best starting place is a Beast Herd. Not only does this unit fulfill one of the minimum number of Core troops for an army, but Beast Herds are also the mainstay of the army. For additional Core choices, players may choose from Warhounds of Chaos (speedy flanking units), Tuskgor Chariots (very hard-hitting), or a Bestigor Herd (limited to the number of Beast Herds). Larger Beasts of Chaos armies will also want more Beast Herds, as the more of these invaluable troops you have, the more that can *Ambush*. The other requirement, besides Core troops, is a leader. Beasts of Chaos may go with Beastmen Lords or Heroes, Doombulls (a Minotaur Hero), or Beastmen Shamans.

When enlarging a Beasts of Chaos force, there are a number of fantastic options. Centigors are fast and make ideal flanking units. Small but



brutish units of Chaos Trolls, Chaos Ogres, Dragon Ogres, and Minotaurs can all deliver potent and relatively speedy charges. The ancient Dragon Ogre Shaggoth is extremely points-heavy but is its own maelstrom of destructive and *Terror*-causing power. Chaos Giants may be selected, and Spawn make interesting and *Unbreakable* options as well.

There are many options and ways to tailor the Beasts of Chaos for your specific tactical needs, so sound the Brayhom and gather your warherd.

*Above: This Pestigor unit by White Dwarf Graphic Designer John Shaffer took top honors at the 2003 Staff Golden Demon competition.*



*Right: This Doombull conversion by John Shaffer uses the torso and arms from the Minotaur Lord, legs from a Bloodthirster, the head from the Chaos Dwarf Great Taurus, and horns from the Dark Elf Black Dragon.*



*Above: This lumbering monstrosity is the handiwork of Andy Brown. Andy used a variety of components to make it appear as though a Chaotic creature was bursting through the flesh of the Chaos Giant.*



## GETTING STARTED



*Below: The army shown here is a 1,000-point force. This army is a good indication of where to start if you are looking to collect a Beasts of Chaos army. It consists of a Wargor, a Battle Standard Bearer, two 20-strong Beast herds, 20 Pestigors, 10 Warhounds of Chaos, and 2 Chaos Spawn.*



**Warhammer  
Armies:  
Beasts of Chaos**  
81-01-60

*This 80-page rulebook contains background, painting and modeling tips, and complete rules for fielding an army comprised solely of Beasts of Chaos. This valuable book is also a supplemental guide to Warhammer Armies: Hordes of Chaos.*



## SHOWCASE

*Left: This fantastically painted unit of Minotaurs is the result of Joshua Essee's hard work and dedication. Some of the Minotaurs wield converted axes to make each member of the unit look similar to the others. In addition, Joshua has added a brilliant hand-painted banner to the Standard Bearer to add interest and character to the unit.*



## UTTER CHAOS!

*In addition to everything in its own army list, Beasts of Chaos forces can mix and match their own troops with units and heroes from the Hordes of Chaos army list (see p. 456). Thus, it is possible to add a unit of Chaos Knights or Marauders to a Beasts of Chaos army or to add a few raiding Beast Herds to a Hordes of Chaos list.*

*Whether some troop types count as Core or Special depends on what kind of General (Beast, Mortal, or Daemonic) the army is using. Consult the army book for a full description.*

*Right: Beastmen Standard Bearer painted by Philippe Renaude.*





LORDS AND HEROES



Gorthor  
Beastlord Body  
020108401



Gorthor  
Beastlord Head  
020108402



Gorthor the Beastlord  
and Chariot Box (1)  
81-08



Chariot Haft  
020106706

Gorthor Chariot  
Tuskgor Jaw  
020108414



Chariot Yoke  
020106705



Chariot Crew 2  
020115003



Gorthor  
Beastlord  
Spear  
020108403



Gorthor Chariot  
Tuskgor Head 1  
020108413



Gorthor Chariot  
Tuskgor Horns  
020108416



Gorthor Beastlord  
Trophy Rack  
020108404



Gorthor  
Chariot Skull  
020108409



Gorthor Chariot  
Tuskgor Head 2  
020108415



Gorthor Chariot  
Side 2  
020108412



Gorthor Chariot  
Side 1  
020108411



Chariot  
Driver  
Spear  
020115004



Bray Shaman 1  
020100401



Bray Shaman 2  
020100402



Gorthor Chariot Base  
020108410

Bray Shaman Blister (Random 1)  
81-36



## LORDS AND HEROES



**Morghur Body**  
020116902



**Morghur Right Arm**  
020116903

**Morghur Left Arm**  
020116901



**Morghur, the  
Master of Skulls Blister (1)**  
81-40



**Khazrak the  
One Eye Blister (1)**



**Khazrak Head**  
020116801



**Khazrak Whip**  
020116802



**Khazrak the One Eye**  
020108001



**Old Khazrak Head**  
020108002



**Old Khazrak Whip**  
020108003

*Note: These components are from  
the old Khazrak model and are  
now part of the Classic Range.*



**Chaos Beastlord 2**  
020116104



**Chaos Beastlord 1**

**Chaos Beastlord Blister (Random 1)**  
81-35



**Beastlord 1 Body**  
020116102



**Beastlord 1 Left Axe**  
020116101



**Beastlord 1 Right Axe**  
020116103

**LORDS AND HEROES**



**Minotaur Lord Blister (1)**  
81-42



**Minotaur Lord Jaw**  
020104502



**Minotaur Lord Left Arm**  
020104506



**Minotaur Lord Legs**  
020104505



**Minotaur Lord Body**  
020104503



**Minotaur Lord Head**  
020104501



**Minotaur Lord Shoulder**  
020104504



**Minotaur Lord Right Arm**  
020104507



**PAINTING BEASTMEN FLESH**



Begin with a Bestial Brown undercoat. Paint and drybrush the fur in your desired colors. Next, mix up a 75/25 mix of Bestial Brown and Bleached Bone. Apply this mix over the majority of the skin but leave a slight amount of the Bestial Brown showing through in the most recessed areas. For the next highlight, make a 50/50 mix of Bestial Brown and Bleached Bone and apply the highlight a bit more sparingly than the previous coat. The final highlight is a 25/75 mix of Bestial Brown and Bleached Bone. This highlight should be applied only to the most raised ridges and pronounced muscles.



Apply a basecoat of a 50/50 mix of Liche Purple and Tanned Flesh. This basecoat will yield an interesting color for your flesh. Apply a highlight of straight Tanned flesh. Leave the basecoat color in the most recessed areas. Apply a second highlight of straight Dwarf Flesh. Again, make sure a hint of the previous highlight color shows on the flesh areas. Apply the final highlight of Elf Flesh on top of the Dwarf Flesh you just painted. Paint thin lines to suggest musculature and blend the highlight color on the larger areas (like pectoral muscles/shoulders) for added realism.



Start with a Chaos Black undercoat. The first highlight should be a 50/50 mix of Scorched Brown and Codex Grey. Add more Codex Grey for successive highlights. The final highlight should be straight Codex Grey. This approach will produce dramatic shading that will look great on the tabletop.

**CORE UNITS**



*Regiment shown at 85% of actual size.*

**Chaos Beastman Regiment Box (20)**  
81-06

*Sprue shown at 50% of actual size.*

**SHOWCASE**



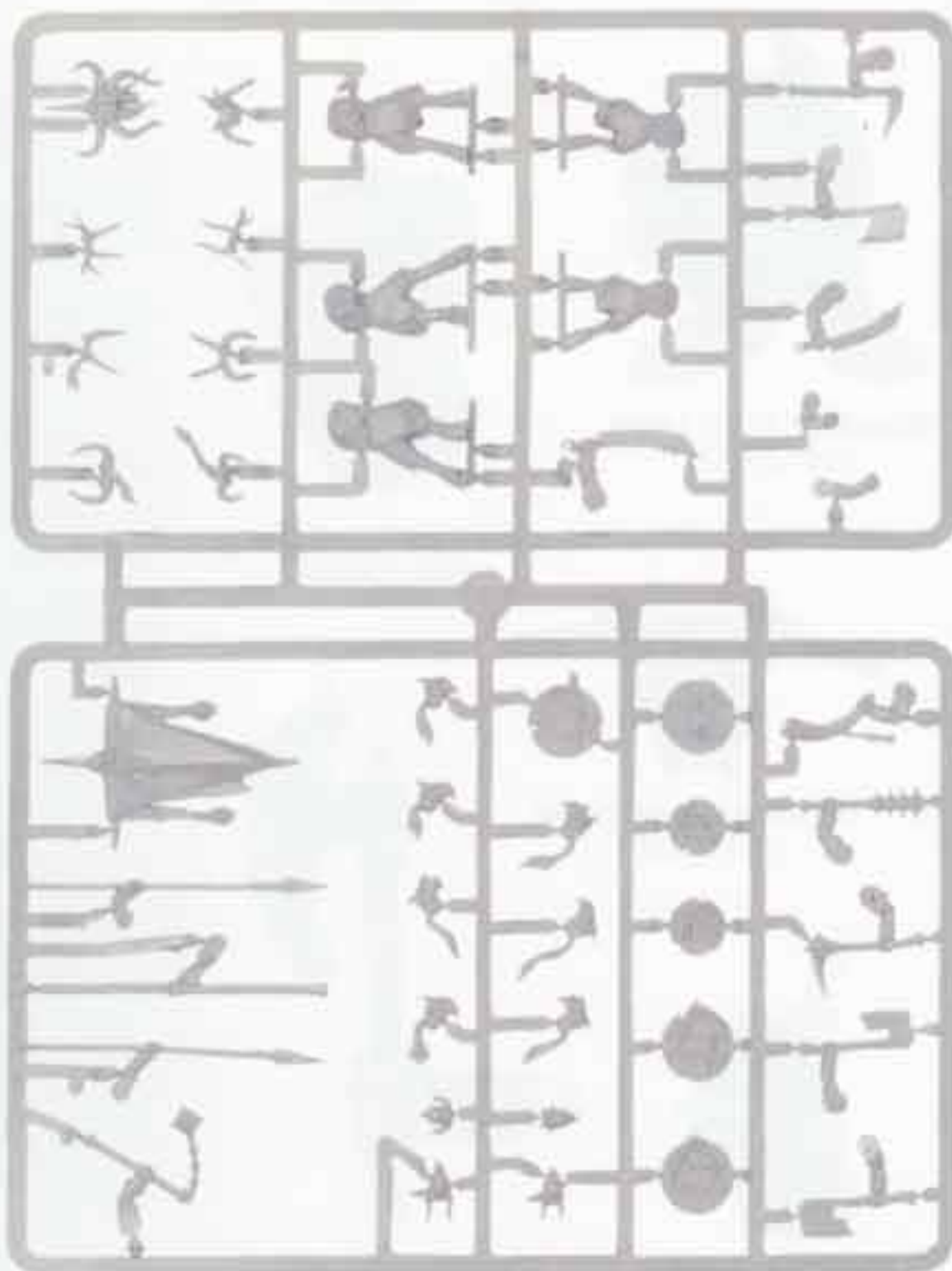
*Above: Painted by Jérémie Beraud.*

*Above: Painted by Thierry Heit.*

*Above: Painted by Nicolax Huby.*

*Above: Painted by Eric Galmel.*

*Above: Painted by Frédéric Bisseux.*



**Beastman Regiment Sprue**  
99380201013

# CORE UNITS



**Tuskgor Chariot Box (1)**  
81-07

## PAINTING HORNS



Here's a rather quick way to paint horns. Began by drybrushing the entire model Scorched Brown. Next, paint the horns Bubonic Brown. Apply a Chestnut Ink wash over the horns to give depth. Paint Bubonic Brown on the raised parts of the horns. Highlight with Bleached Bone on the tips of the raised areas.



This method takes a more time but has an attractive, rich appearance. Drybrush the entire model Scorched Brown. Paint the horns Bestial Brown but leave the recessed areas dark. Mix up equal parts of Bestial Brown and Bubonic Brown, and paint the raised areas. Add Bleached Bone to your mixture from step 2, and paint the raised areas. Highlight with Bleached Bone on the tips of the horns.



For cracked, weathered horns, try this method. Drybrush the model Scorched Brown. Paint horns Bestial Brown. Decide where your cracks will be. They can be put anywhere except for raised areas. Follow your pattern with Bubonic Brown but leave a small amount of Bestial Brown showing. Highlight the Bubonic Brown areas with Bleached Bone.

*Note: The Tuskgor Chariot also comes with the following components (shown on p. xx).*

**Chariot Haft**  
020106706

**Chariot Driver**  
020115003

**Chariot Yoke**  
020106705

**Chariot Driver Spear**  
020115004



**Chariot Side 1**  
020106707



**Chariot Crew 1**  
020115001



**Chariot Base**  
020115005



**Chariot Side 2**  
020106708



**Tuskgor 1 Head**  
020106710



**Tuskgor 2 Horns**  
020106712



**Classic Chariot Side 3**  
020106709



**Chariot Crew 1 Axe**  
020115002



**Tuskgor 2 Head**  
020106713



**Tuskgor 1 Jaw**  
020106711

## MODELING FLESHY BANNERS OUT OF PUTTY



Roll chunks of green stuff into cylinders, place them inside a plastic bag, and smash them flat between two books. Next, take a hobby knife and segment the surface so it appears like pieces of flesh sewn together. Drawing lines with repeated stippling motions will yield the best results.



After the putty has dried, remove the flattened pieces of green stuff and draw out your banner shape with a magic marker. Use the lines as a guide and cut out the shape with a hobby knife.



To attach, drill holes through the banners into the banner pole with a pin vise. Glue a section of paper clip to the banner pole, put some super glue on the back of the banner near the hole, then slip the banner over the paper clip.



Painting the flesh sections different shades will help strengthen the patchwork appearance. Runes, markings, and hand prints can then be painted inside of each section for an extra level of detail.



## COR UNITS



**Pestigor Champion Blister (1)**  
81-48  
020114801 (Bit)

**Chaos Pestigors Box (10)**  
81-10



**Pestigor 1**  
020114901



**Pestigor 2**  
020114902



**Pestigor 3**  
020114903



**Pestigor 4**  
020114904



**Pestigor Standard Top**  
020116502



**Pestigor Standard Bearer**  
020116501



**Pestigor Musician and Standard Bearer Blister (2)**  
81-53



**Pestigor Musician**  
020116503 (Bit)

# CORE UNITS



**Khorngor Standard Bearer**  
020116701



**Khorngor Champion Blister (1)**  
81-46  
020115501 (Bit)



**Khorngor Musician**  
020116703 (Bit)



**Chaos Khorngors Box (10)**  
81-11

**Khorngor Standard Bearer and Musician Blister (2)**  
81-54



**Chaos Khorngor Standard**  
020116702



**Khorngor 2**  
020115402



**Khorngor 3**  
020115403



**Khorngor 1**  
020115401



**Khorngor 4**  
020115404



**CORE UNITS**



**Beastmen  
Champion 1**  
020100301



**Bestigor Regiment Box (10) & Bestigor Command Blister (3)**  
81-14 81-37



**Bestigor  
Standard Bearer**  
020105403



**Bestigor  
Standard Top**  
020105404



**Bestigor  
Musician Horn**  
020105402



**Bestigor Musician**  
020105401



**Bestigor 1**  
020105301



**Bestigor 2**  
020105302



**Bestigor 3**  
020105303

**SHOWCASE**

*Below: These Chaos Trolls by Chris Walton, John Shaffer, and Rob Hawkins (from left to right) are modeled to look like they are accustomed to living in the desolate, arctic expanses of the Chaos Wastes. The clear ice weapons are made from clear plastic that was chipped and shaped with a hobby knife.*



# SPECIAL UNITS



Chaos Troll Blister (Random 1)  
81-47



Chaos Troll Head 1  
020115301



Chaos Troll Head 2  
020115302



Chaos Troll Head 3  
020115303



Chaos Troll Left  
Arm 3 (Club)  
020115309



Chaos Troll Right  
Arm 3 (Hand Axe)  
020115312



Chaos Troll Left  
Arm 2 (Sword)  
020115308



Chaos Troll Left  
Arm 1 (Axe)  
020115307



Chaos Troll Right  
Arm 1 (Great Axe)  
020115310



Chaos Troll Right  
Arm 2 (Sword)  
020115311



Chaos Troll Body 1  
020115304



Chaos Troll Body 2  
020115305



Chaos Troll Body 3  
020115306





## SPECIAL UNITS



Minotaur with Two Hand Weapons Blister (Random 1)  
81-43



Minotaur with Additional Hand Weapon Left Arm 1  
020104310



Minotaur with Additional Hand Weapon Left Arm 2  
020104311



Minotaur with Additional Hand Weapon Left Arm 3  
020104312



Minotaur with Additional Hand Weapon Right Arm 1  
020104307



Minotaur with Additional Hand Weapon Body 1  
020104301



Minotaur with Additional Hand Weapon Body 2  
020104302



Minotaur with Additional Hand Weapon Body 3  
020104303



Minotaur with Additional Hand Weapon Right Arm 2  
020104308



Minotaur with Additional Hand Weapon Right Arm 3  
020104309



Minotaur with Additional Hand Weapon Head 1  
020104304



Minotaur with Additional Hand Weapon Head 2  
020104305



Minotaur with Additional Hand Weapon Head 3  
020104306



# SPECIAL UNITS



**Minotaur with Great  
Weapon Blister (Random 1)**  
81-56



**Minotaur with  
Two Handed  
Weapon Body 1**  
020104201



**Minotaur with  
Two Handed  
Weapon Body 2**  
020104202



**Minotaur with  
Two Handed  
Weapon Body 3**  
020104203



**Minotaur with  
Two Handed  
Weapon Body 1**  
020104209



**Minotaur with  
Two Handed  
Weapon Body 2**  
020104210



**Minotaur with  
Two Handed  
Weapon Arms 3**  
020104211



**Minotaur with  
Two Handed  
Weapon Head 2**  
020104207



**Minotaur with  
Two Handed  
Weapon Head 3**  
020104208



**Minotaur with  
Two Handed  
Weapon Head 1**  
020104205



**Minotaur with  
Two Handed  
Weapon Leg**  
020104204



**Minotaur with  
Two Handed  
Weapon Head 1 Jaw**  
020104206



**Minotaur Standard  
Bearer Banner Top**  
020107205



**Minotaur Standard  
Bearer Blister (1)**  
81-57



**Minotaur Standard  
Bearer Weapon Arm**  
020107203



**Minotaur Standard  
Bearer Head**  
020107202



**Minotaur Standard  
Bearer Banner Arm**  
020107204



**Minotaur Standard  
Bearer Body**  
020107201

## SPECIAL UNITS



Chaos Ogre Command Box (3)  
81-13



Chaos Ogre  
Body 1  
020115205



Chaos Ogre  
Body 2  
020115206



Chaos Ogre  
Body 3  
020115204



Chaos Ogre  
Right Arm 1  
020115207



Chaos Ogre  
Right Arm 2  
020115208



Chaos Ogre  
Right Arm 3  
020115209



Chaos Ogre  
Standard  
020115213



Chaos Ogre  
Champion Mace  
020115212



Chaos Ogre  
Left Arm 1  
020115211



Chaos Ogre  
Left Arm 2  
020115210



Chaos Ogre  
Musician Horn  
020115214



Chaos Ogre  
Head 1  
020115201



Chaos Ogre  
Head 2  
020115202



Chaos Ogre  
Head 3  
020115203



Chaos Ogre Blister  
(Random 1)  
81-50

This Beastmen watchtower was constructed for use in a 3D map-based campaign of the sort detailed in The General's Compendium.

## SHOWCASE



The eye is made from a glass marble and modeling putty for eyelids.

- A.** The eye in detail. It was given a coat of Gloss Varnish after painting for that wet look.
- B.** A detail of the trophies hanging from the platform. Call Mail Order to get ahold of these classic bits.
- C.** The cave entrance on the rear side of the tower.
- D.** A trophy skull at the base of the tower. It features a spiral motif, which is common throughout the army to which this tower belongs.
- E.** The elevator beast up close and personal. It was converted to look like a devolved Minotaur now condemned to a life of slavery. It contains parts from Seyla, an archive Keeper of Secrets head, and the body and tentacles from a Beast of Nurgle.



The basic structure of the tower is made from a piece of plastic aquarium driftwood procured from a pet store. The platform is made from nicked popsicle sticks glued to a piece of plasticard. The creature inhabiting the tree is made from the hull of a Tyrant Battlefleet Gothic ship, a glass marble, and modeling putty. Finally, the tendons supporting the platform are made from stretched pieces of modeling putty sculpted over top of a wire armature.

## CONVERTING CHAOS CENTIGORS



Begin by snipping the buckler forearms off of the Centigor's left side behind the wristband. Next, cut the forearm from a left arm off of the plastic Beastmen sprue.

Pin the arm in place and smooth the join with modeling putty.

Simply glue a plastic Beastmen shield to the plastic arm. You can leave the shield off until painting is complete. The shield should hide any rough cutting done to remove the Centigor buckler arm in the previous step.



Kroot accessories are great additions to your Centigors. The knives in particular are an easy way to model the throwing axe upgrade available to the unit.

An example of a completed conversion



Chaos Centigor Regiment Box (5) 81-12    Chaos Centigor Blister (Random 1) 81-52



Centigor Left Body 1  
020116601



Centigor Left Body 2  
020116602



Centigor Left Body 3  
020116603



Centigor Right Body 1  
020116604



Centigor Right Body 2  
020116605



Centigor Right Body 3  
020116606



Centigor Horn  
020116609

Centigor Standard  
020116608



Centigor Spear 1  
020116610



Centigor Spear 3  
020116612



Centigor Spear 2  
020116611



Centigor Champion Spear  
020116607

RARE UNITS



Chaos Dragon  
Ogre Shaggoth Box (1)  
81-09



Shaggoth Axe  
020114707



Shaggoth Right Leg  
020114705



Shaggoth Left Claw  
020114702



Shaggoth Right Claw  
020114703



Shaggoth Horns  
020114701



Shaggoth Body  
020114704



Shaggoth Base  
020114706

BUILDING A HERDSTONE



Begin with by gluing three equal-sized pieces of insulation foam together with white glue. Toothpicks pushed through the layers should hold the pieces together while the glue dries.



When the glue dries, shape the foam with a hobby knife. Cut away from yourself and change the direction of your cuts often to make an interesting shape.



Glue the foam to a foamcore base and fill the gaps with spackle. To simulate rocky texture, paint the piece with textured paint and then drybrush the herdstone with your colors of choice. Greys work well.



Adorn the base of your herdstone with trophies, skulls, weapons, and other bitz. You may want to paint these separately and then glue them on after you've painted the herdstone. For added detail, you could paint runes and hand prints along the bottom of the herdstone to represent the devotional markings Beastmen would make on their monolith.





**RARE UNITS**



**Dragon Ogre Torso A1**  
020100504



**Dragon Ogre Torso B1**  
020100506



**Dragon Ogre Torso C1**  
020100514



**Dragon Ogre Blister (Random 1)**  
83-38



**Dragon Ogre Leg 1**  
020100502



**Dragon Ogre Torso A2**  
020100512



**Dragon Ogre Torso B2**  
020100513



**Dragon Ogre Torso C2**  
020100508



**Dragon Ogre Claw 1**  
020100503



**Dragon Ogre Leg 2**  
020100515

*Note: Leg 1 fits Body 1  
Leg 2 fits Body 2*



**Dragon Ogre Arm A**  
020100505



**Dragon Ogre Arm B**  
020100507



**Dragon Ogre Arm C**  
020100509



**Dragon Ogre Claw 2**  
020100511

*Note: Arm 'A' fit torsos A1 and A2 only; Arm 'B' Torsos fit B1 and B2; Arm 'C' fits Torsos C1 and C2.*



**Dragon Ogre Body 1**  
020100501



**Dragon Ogre Body 2**  
020100510



**Getting Started**81-01-60 *Warhammer Armies: Beasts of Chaos* . \$20**Boxed Sets & Blister Packs – Lords and Heroes**

81-42 Minotaur Lord . . . . . \$20  
Blister includes 1 model

81-35 Chaos Beastlord . . . . . \$9  
Blister includes 1 model

81-40 Morghur, the Master of Skulls . . . . . \$13  
Blister includes 1 model

81-08 Gorthor the Beastlord . . . . . \$35  
Box includes Gorthor, Chariot, and driver

81-36 Bray Shaman . . . . . \$8  
Blister includes 1 model

81-39 Khazrak the One Eye . . . . . \$10  
Blister includes 1 model

**Boxed Sets & Blister Packs – Core**

81-06 Chaos Beastmen Regiment . . . . . \$30  
Box includes 20 models

81-37 Bestigor Command Group . . . . . \$13  
Blister includes 2 models

81-14 Bestigors . . . . . \$35  
Box includes 10 models

81-07 Beastman Chariot . . . . . \$25  
Box includes Chariot and 2 crew

81-10 Chaos Pestigors . . . . . \$40  
Box includes 10 models

81-48 Chaos Pestigor Champion . . . . . \$8  
Blister includes 1 model

81-53 Chaos Pestigor Musician and Std. Bearer . \$9  
Blister includes 2 models

81-11 Chaos Khorngors Regiment . . . . . \$40  
Box includes 10 models

81-46 Chaos Khorngor Champion . . . . . \$8  
Blister includes 1 model

81-54 Chaos Khorngor Musician and Std. Bearer \$9  
Blister includes 2 models

83-29 Chaos Warhounds . . . . . \$40  
Box includes 10 models

**Boxed Sets & Blister Packs – Special**

81-52 Chaos Centigors . . . . . \$9  
Blister includes 1 model

81-12 Chaos Centigor Regiment . . . . . \$40  
Box includes 5 models

81-47 Chaos Trolls . . . . . \$15  
Blister includes 1 model

81-56 Minotaurs with Great Weapon . . . . . \$15  
Blister includes 1 model

81-43 Minotaurs with Two Weapons . . . . . \$15  
Blister includes 1 model

81-57 Minotaur Standard Bearer . . . . . \$15  
Blister includes 1 model

81-50 Chaos Ogres . . . . . \$15  
Blister includes 1 model

81-13 Chaos Ogres Command Box . . . . . \$40  
Box includes 3 models

**Boxed Sets & Blister Packs – Rare**

81-09 Chaos Dragon Ogre Shaggoth . . . . . \$40  
Box includes 1 model

83-38 Dragon Ogres . . . . . \$15  
Blister includes 1 model

83-14 Spawn of Chaos . . . . . \$20  
Box includes 1 model

89-16 Giant . . . . . \$40  
Box includes 1 model

**Metal Bitz & Plastic Sprues – Lords and Heroes**

**Minotaur Lord**

020104501 Minotaur Lord Head . . . . . \$2  
020104502 Minotaur Lord Jaw . . . . . \$1  
020104503 Minotaur Lord Body . . . . . \$5  
020104504 Minotaur Lord Shoulder . . . . . \$2  
020104505 Minotaur Lord Legs . . . . . \$5

**PRICE LIST**

020104506 Minotaur Lord Left Arm . . . . . \$3	020116602 Centigor Left Body 2 . . . . . \$5
020104507 Minotaur Lord Right Arm . . . . . \$3	020116603 Centigor Left Body 3 . . . . . \$5
<b>Chaos Beastlord</b>	020116604 Centigor Right Body 1 . . . . . \$4
020116101 Beastlord Left Axe . . . . . \$1	020116605 Centigor Right Body 2 . . . . . \$4
020116102 Beastlord Body 1 . . . . . \$8	020116606 Centigor Right Body 3 . . . . . \$4
020116103 Beastlord Right Axe . . . . . \$1	020116607 Centigor Champion Spear . . . . . \$2
020116104 Beastlord Body 2 . . . . . \$10	020116608 Centigor Standard . . . . . \$4
<b>Bray Shaman</b>	020116609 Centigor Musician Horn . . . . . \$2
020100401 Bray Shaman 1 . . . . . \$9	020116610 Centigor Spear 1 . . . . . \$2
020100402 Bray Shaman 2 . . . . . \$9	020116611 Centigor Spear 2 . . . . . \$2
<b>Morghur the Master of Skulls</b>	020116612 Centigor Spear 3 . . . . . \$2
020116901 Morghur Left Arm . . . . . \$3.75	<b>Bestigor Command Group</b>
020116902 Morghur Body . . . . . \$11.25	020100301 Beastmen Champion 1 . . . . . \$4
020116903 Morghur Right Arm . . . . . \$3.75	020105401 Bestigor Horn Blower Body . . . . . \$4
<b>Gorthor the Beastlord</b>	020105402 Bestigor Horn Blower Arm . . . . . \$1
020108401 Gorthor Beastlord Body . . . . . \$6	020105403 Bestigor Standard Body . . . . . \$4
020108402 Gorthor Beastlord Head . . . . . \$3	020105404 Bestigor Standard Top . . . . . \$1
020108403 Gorthor Beastlord Spear . . . . . \$2	<b>Bestigors</b>
020108404 Gorthor Beastlord Trophy Rack . . . \$3	020105301 Bestigor 1 . . . . . \$5.25
020108409 Gorthor Beastlord Skull . . . . . \$2	020105302 Bestigor 2 . . . . . \$5.25
020108410 Gorthor Beastlord Base . . . . . \$4	020105303 Bestigor 3 . . . . . \$5.25
020108411 Gorthor Beastlord Side 1 . . . . . \$2.50	<b>Beastmen Chariot</b>
020108412 Gorthor Beastlord Side 2 . . . . . \$2.50	020115001 Beastmen Chariot Crew 1 . . . . . \$6
020108413 Gorthor Chariot Tuskgor Head 1 . \$2.50	020115002 Beastmen Chariot Axe . . . . . \$1
020108414 Gorthor Chariot Tuskgor Jaw . . \$0.50	020115003 Beastmen Chariot Crew 2 . . . . . \$5
020108415 Gorthor Chariot Tuskgor Head 2 \$1.50	020115004 Beastmen Chariot Spear Arm . . . \$1
020108416 Gorthor Chariot Tuskgor Horns \$1.50	020115005 Beastmen Chariot Base . . . . . \$2
020115003 Beastmen Chariot Crew 2 . . . . . \$5	020106705 Chariot Yoke . . . . . \$2
020115004 Beastmen Chariot Spear Arm . . . \$1	020106706 Chariot Haft . . . . . \$2
020106705 Chariot Yoke . . . . . \$2	020106707 Chariot Side 1 . . . . . \$2
020106706 Chariot Haft . . . . . \$2	020106708 Chariot Side 2 . . . . . \$2
99389999017 Boar Head . . . . . \$1	020106710 Tuskgor 1 Head . . . . . \$2.50
99389999009 Boar Body . . . . . \$2	020106711 Tuskgor Head 1 Jaw . . . . . \$0.50
<b>Khazrak the One Eye</b>	020106712 Tuskgor 2 Horns . . . . . \$1.50
020108001 Khazrak Body . . . . . \$8	020106713 Tuskgor 2 Head . . . . . \$1.50
020116801 Khazrak Head (New) . . . . . \$2	<b>Metal Bitz &amp; Plastic Sprues – Special</b>
020116802 Khazrak Whip (New) . . . . . \$2	<b>Minotaurs with 2-Handed Weapons</b>
<b>Metal Bitz &amp; Plastic Sprues – Core</b>	020104201 Minotaur w/ 2-Handed Weapon Body 1 . . \$8
<b>Beastmen Regiment</b>	020104202 Minotaur w/ 2-Handed Weapon Body 2 . . \$8
99380201013 Chaos Beastmen Sprue . . . . . \$10	020104203 Minotaur w/ 2-Handed Weapon Body 3 . \$10
<b>Chaos Pestigors</b>	020104204 Minotaur w/ 2-Handed Weapon Leg . . . \$2
020114901 Pestigor 1 . . . . . \$4	020104205 Minotaur w/ 2-Handed Weapon Head 1 \$2.50
020114902 Pestigor 2 . . . . . \$4	020104206 Minotaur w/ 2-Handed Weapon Jaw . . \$0.50
020114903 Pestigor 3 . . . . . \$4	020104207 Minotaur w/ 2-Handed Weapon Head 2 . . \$3
020114904 Pestigor 4 . . . . . \$4	020104208 Minotaur w/ 2-Handed Weapon Head 3 . . \$3
<b>Chaos Pestigor Champion</b>	020104209 Minotaur w/ 2-Handed Weapon Arm 1 . . \$3
020114801 Pestigor Champion . . . . . \$10	020104210 Minotaur w/ 2-Handed Weapon Arm 2 . . \$3
<b>Chaos Pestigor Musician and Standard Bearer</b>	020104211 Minotaur w/ 2-Handed Weapon Arm 3 . . \$3
020116501 Pestigor Standard Bearer . . . . . \$5	<b>Minotaurs with Additional Hand Weapons</b>
020116502 Pestigor Standard Top . . . . . \$2	020104301 Minotaur w/ Add'l Hand Weapon Body 1 . \$10
020116503 Pestigor Musician . . . . . \$5	020104302 Minotaur w/ Add'l Hand Weapon Body 2 . \$10
<b>Chaos Khorngors</b>	020104303 Minotaur w/ Add'l Hand Weapon Body 2 . \$10
020115501 Khorngor Champion . . . . . \$10	020104304 Minotaur w/ Add'l Hand Weapon Head 1 . \$3
020116701 Khorngor Standard Bearer Body . \$6	020104305 Minotaur w/ Add'l Hand Weapon Head 2 . \$3
020116702 Khorngor Standard . . . . . \$2	020104306 Minotaur w/ Add'l Hand Weapon Head 3 . \$3
020116703 Khorngor Musician . . . . . \$6	020104307 Minotaur w/ Add'l Hand Weapon R Arm 1 . \$3
020115401 Khorngor 1 . . . . . \$4	020104308 Minotaur w/ Add'l Hand Weapon R Arm 2 . \$3
020115402 Khorngor 2 . . . . . \$4	020104309 Minotaur w/ Add'l Hand Weapon R Arm 3 . \$3
020115403 Khorngor 3 . . . . . \$4	020104310 Minotaur w/ Add'l Hand Weapon L Arm 1 . \$3
020115404 Khorngor 4 . . . . . \$4	020104311 Minotaur w/ Add'l Hand Weapon L Arm 2 . \$3
<b>Chaos Centigors</b>	020104312 Minotaur w/ Add'l Hand Weapon L Arm 3 . \$3
020116601 Centigor Left Body 1 . . . . . \$5	<b>Minotaur Standard Bearer</b>

## CREATING A POSSESSED TREE



This Nurgle tree by Chad Mierzwa starts with a whiffle ball attached to a sanded foam hill. Make the limbs and roots by wrapping wire around and through the ball so the limbs look natural and random.

The next step involves covering the entire surface of the tree with a two-part modeling compound. This putty will hide the armature and make the piece look more natural and organic.



When the first layer of compound dries, add a face and more anatomical features like the distended gut and pectoral muscles. When this layer dries, carve into the surface with a Dremel tool to make the bark-like texture.



At this stage, texture the base, prime the piece, and paint it as desired. Try adding details like mushrooms, hanging corpses, lichen, and the like.



## PRICE LIST

020107201	Minotaur Standard Bearer Body	.\$10
020107202	Minotaur Standard Bearer Head	.\$2
020107203	Minotaur Std. Bearer Body Weapon Arm	.\$3
020107204	Minotaur Std. Bearer Body Standard Arm	.\$3
020107205	Minotaur Std. Bearer Standard Crossbar	.\$2

### Chaos Ogres

020115201	Chaos Ogre Head 1	.\$2
020115202	Chaos Ogre Head 2	.\$2
020115203	Chaos Ogre Head 3	.\$2
020115204	Chaos Ogre Body 3	.\$10
020115205	Chaos Ogre Body 1	.\$10
020115206	Chaos Ogre Body 2	.\$12
020115207	Chaos Ogre Right Arm 1	.\$3
020115208	Chaos Ogre Right Arm 2	.\$3
020115209	Chaos Ogre Great Weapon	.\$4
020115210	Chaos Ogre Left Arm 2	.\$3
020115211	Chaos Ogre Left Arm 1	.\$3
020115212	Chaos Ogre Champion Mace	.\$3
020115213	Chaos Ogre Standard Bearer Arm	.\$5
020115214	Chaos Ogre Musician Horn	.\$4

### Metal Bitz & Plastic Sprues – Rare

#### Chaos Trolls

020115301	Chaos Troll Head 1	.\$2
020115302	Chaos Troll Head 2	.\$2
020115303	Chaos Troll Head 3	.\$2
020115304	Chaos Troll Body 1	.\$13
020115305	Chaos Troll Body 2	.\$13
020115306	Chaos Troll Body 3	.\$13
020115307	Chaos Troll Left Arm 1	.\$2
020115308	Chaos Troll Left Arm 2	.\$2
020115309	Chaos Troll Left Arm 3	.\$2
020115310	Chaos Troll Right Arm 1	.\$2
020115311	Chaos Troll Right Arm 2	.\$2
020115312	Chaos Troll Right Arm 3	.\$2

#### Chaos Dragon Ogre Shaggoth

020114701	Shaggoth Horns	.\$1
020114702	Shaggoth Left Claw	.\$2
020114703	Shaggoth Right Claw	.\$5
020114704	Shaggoth Body	.\$15
020114705	Shaggoth Tail/Right Leg	.\$10
020114706	Shaggoth Base	.\$5
020114707	Shaggoth Axe	.\$5

#### Dragon Ogres

020100501	Dragon Ogre Body 1	.\$6
020100502	Dragon Ogre Leg 1	.\$2
020100503	Dragon Ogre Claw 1	.\$2
020100504	Dragon Ogre Torso A1	.\$6
020100505	Dragon Ogre Arm A	.\$2
020100506	Dragon Ogre Torso B1	.\$6
020100507	Dragon Ogre Arm B	.\$2
020100508	Dragon Ogre Torso C2	.\$6
020100509	Dragon Ogre Arm C	.\$2
020100510	Dragon Ogre Body 2	.\$6
020100511	Dragon Ogre Claw 2	.\$2
020100512	Dragon Ogre Torso A2	.\$6
020100513	Dragon Ogre Torso B2	.\$6
020100514	Dragon Ogre Torso C1	.\$6
020100515	Dragon Ogre Leg 2	.\$2

### Classic/Collector's Range

#### Metal Bitz & Plastic Sprues – Lords and Heroes

##### Banebeast

020103901	Beastlord Body	.\$5.50
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020103902	Beastlord Axe	.\$2.50
020103903	Beastlord Banner	.\$2.50

#### Character Bitz

020108407	Gorthor Charioteer	.\$3
020108408	Gorthor Charioteer Whip Arm	.\$1
020108002	Khazrak Head	.\$3.75
020108003	Khazrak Whip	.\$3.75
020108004	Red Maw Body	.\$6.25
020108005	Red Maw Back Leg	.\$2.50
020108006	Red Maw Front Leg	.\$1.25

#### Metal Bitz & Plastic Sprues – Core

##### Beastmen Gor

020100203	Beastmen Standard Bearer 1	.\$3.50
020100204	Beastmen Standard Bearer 2	.\$3.50
020100205	Beastmen Banner Top 1	.\$1.50
020100206	Beastmen Banner Top 2	.\$1.50
020100207	Beastmen Hornblower 1	.\$3.50
020100208	Beastmen Hornblower 2	.\$3.50
020100302	Beastmen Champion 1	.\$4
020102801	Beastmen 1	.\$3.50
020102802	Beastmen 2	.\$3.50
020102803	Beastmen 3	.\$3.50
020102804	Beastmen 4	.\$3.50
020102805	Beastmen 5	.\$3.50
020102806	Beastmen 6	.\$3.50
020102807	Beastmen 7	.\$3.50
020102808	Beastmen 8	.\$3.50
99369999006	Large Round Shield Sprue	.\$1

##### Classic Chariot Crew & Bitz

020106701	Gor Crewman w/ Two-Handed Axe	.\$4
020106702	Gor Crewman with Whip	.\$3
020106703	Gor Crewman with Whip Sword Arm	.\$1
020106704	Chariot Base	.\$3
020106709	Chariot Side 3	.\$2

##### Beastmen Ungor

020104001	Ungor w/ Spear 1	.\$3
020104002	Ungor w/ Spear 2	.\$3
020104003	Ungor w/ Spear 3	.\$3
020104004	Ungor w/ Spear 4	.\$3
020104005	Ungor w/ Spear 5	.\$3
020104006	Ungor w/ Spear 6	.\$3
020104007	Ungor w/ Spear 7	.\$3
020104008	Ungor w/ Spear 8	.\$3
020104009	Ungor w/ Spear 9	.\$3
020104101	Ungor w/ Spear Hornblower	.\$3.50
020104102	Ungor Standard Bearer 1	.\$3.50
020104103	Ungor Standard Bearer 2	.\$3.50
020104104	Ungor Standard Top	.\$1.50
99369999004	Small Round Shield Sprue	.\$1

#### Metal Bitz & Plastic Sprues – Special

##### Minotaurs

020104401	Minotaur Body 1	.\$10
020104402	Minotaur Body 2	.\$10
020104403	Minotaur Body 3	.\$10
020104404	Minotaur Head 1	.\$2
020104405	Minotaur Head 2	.\$2
020104406	Minotaur Horns	.\$0.50
020104407	Minotaur Jaw	.\$0.50
020104408	Minotaur Head 3	.\$3
020104409	Minotaur Right Arm w/ Cleaver	.\$3
020104410	Minotaur Right Arm w/ Axe	.\$3
020104411	Minotaur Right Arm w/ Sword	.\$3





CLASSIC RANGE



Classic Banebeast



Beastlord Body  
020103901



Beastlord Axe  
020103902



Beastlord Banner  
020103903



Gorthor Charioteer  
020108407



Gorthor Charioteer Whip  
020108408

*Note: These components are from the classic Gorthor Tuskgor Chariot Charioteer. Although this Gor model can no longer be the driver for a Tuskgor Chariot, it still can be used as a Gor with two hand weapons in a Beast Herd.*



Khazrak's Hound Red Maw



Red Maw Rear Leg  
02018005



Red Maw Front Leg  
02018006



Red Maw Body  
02018004



SHOWCASE



*Left: These models are from John Dale's (left pair) and John Shaffer's (right pair) Beasts of Chaos Armies. These conversions show the diversity that can be achieved with some minor modifications to the models in the existing range.*



## CLASSIC RANGE



**Beastmen  
Hornblower 1**  
020100207



**Beastmen  
Hornblower 2**  
020100208



**Beastmen  
Champion 2**  
020100302



**Beastmen Banner  
Top 1**  
020100205



**Beastmen Banner  
Top 2**  
020100206



**Beastmen  
Standard  
Bearer 1**  
020100203



**Beastmen  
Standard  
Bearer 2**  
020100204



**Beastmen 1**  
020102801



**Beastmen 2**  
020102802



**Beastmen 3**  
020102803



**Beastmen 4**  
020102804



**Gor Crewman  
w/ Whip**  
020106702



**Gor Crewman  
w/ Whip  
Sword Arm**  
020106703



**Beastmen 5**  
020102805



**Beastmen 6**  
020102806



**Beastmen 7**  
020102807



**Beastmen 8**  
020102808



**Chariot Base**  
020106704

*Note: These components are from the classic Tuskgor Chariot. The Chariot base shown above is made for these two specific crewmen.*



**Gor Crewman  
w/ Two-  
Handed Axe**  
020106701

*Note: Beastmen 1-8 use the Large Round Shield sprue (99369999006).*

**420 SEE WHITE DWARF FOR THE LATEST RELEASES**

CHECK OUT THE SPECIAL SUBSCRIPTION OFFER IN THIS CATALOG

*Note: Ungors use the Small Round Shield sprue (99369999004).*

# CLASSIC RANGE



**Ungor Standard Top**  
020104104



**Ungor Standard Bearer 1**  
020104102



**Ungor Standard Bearer 2**  
020104103



**Ungor Hornblower**  
020104101



**Ungor 1**  
020104001



**Ungor 2**  
020104002



**Ungor 3**  
020104003



**Ungor 4**  
020104004



**Ungor 5**  
020104005



**Ungor 6**  
020104006



**Ungor 7**  
020104007



**Ungor 8**  
020104008



**Ungor 9**  
020104009

# SHOWCASE



*Left: John Shaffer used a variety of classic, archive, Mordheim, and Blood Bowl models to convert these Gors, which are part of a Beast Herd in his Slaaneshi Beasts of Chaos army.*



## CLASSIC RANGE



**Minotaur Body 1**  
020104401



**Minotaur Body 2**  
020104402



**Minotaur Body 3**  
020104403



**Minotaur Right Arm w/ Cleaver**  
020104409



**Minotaur Right Arm w/ Axe**  
020104410



**Minotaur Head 1**  
020104404



**Minotaur Head 2**  
020104405



**Minotaur Head 3**  
020104408



**Minotaur Right Arm w/ Sword**  
020104411



**Minotaur Horns**  
020104406



**Minotaur Jaw**  
020104407

## SHOWCASE



*Right: This creative Nurgle Beastmen Chariot is the product of insane modeler Chad Mierzwa. Chad wanted more of a Nurgle feel for the beasts that would pull his Chariot, and so he created snail monsters from bits from the Beast of Nurgle, an archive Chaos Spawn, and real sea shells! The Chariot itself is made from an Orc plastic Chariot and is decorated with wriggling tentacles, mold, lichen, and other signs of rot and age befitting a Chariot marked by the Lord of Decay.*



*Left: Solon Wong received an honorable mention for this Beastlord at the 2003 Canadian Golden Demon painting competition.*





# COLORS OF WAR



*Dwarf Flesh mixed with Skull White, Chaos Black & Codex Grey*



*Vomit Brown, Chaos Black Stripes & Regal Blue*



*Snakebite Leather & Vermin Brown mixed with Blazing Orange*



*Bestial Brown & Vermin Brown*



*Scorched Brown mixed with Chaos Black, Chaos Black & Codex Grey*



*Dwarf Flesh mixed with Bleached Bone, Bestial Brown*



*Vermin Brown & Vomit Brown, Scorched Brown & Bleached Bone*



*Dark Angels Green mixed with Shadow Grey & Rotting Flesh, Snakebite Leather & Rotting Flesh*



*Scorched Brown & Dark Flesh mixed with Blood Red, Bestial Brown & Bubonic Brown*



*Dwarf Flesh & Scorched Brown, Chaos Black & Codex Grey*



*Scorched Brown & Codex Grey, Bestial Brown & Bleached Bone by Chris Frosin*



*Bestial Brown & Bleached Bone, Shadow Grey & Skull White*



*Vermin Brown & Dwarf Flesh, Scorched Brown & Bestial Brown*



*Shadow Grey mixed with Bubonic Brown, Scab Red & Skull White*



*Scorched Brown & Bleached Bone, Scab Red & Brown Ink*



# BRETONNIANS



*Baron Pierre d'Artaud's heart swelled with pride as the various Knights of the Realm gathered under his war banner. These noble and honorable warriors were duty-bound to defend this land. They had heeded his warning of the invasion and had mustered from the surrounding villages and keeps. If the invading Orcs were to enter this realm, they would do so here where the hills opened up into fertile farmland. And here is where the Baron's forces would meet them.*

*The morning breeze rippled multicolored heraldry, and the bright pennants danced in wind. Two dozen Knights were forming up into three equal-sized units. On the flank, the young Knights Errant paced, impatient for the day's glory. It was with less pride that the Baron's eyes fell upon the Men-at-Arms, although they still held some honor in their house livery and stout shields. Still worse, gathering at the back, the peasant Bowmen shuffled into their place in the battle line, and the Baron thought their demeanor and carriage rather disheartening. The more he looked at the Bowmen, the more the Baron felt quite sure that some of these same scruffy men were the ones who had been pilfering game from his lands.*

*But the momentary rage left him. Their trespasses were forgiven, for they too had answered the summons to battle. No one could invade Bretonnia and live to tell the tale. Today was not a day for recriminations, but for glory...*

Bretonnia is a human realm second only in size to their eastern neighbors, the Empire. Bretonnia is most famous for the quality and nobility of its Knights, and indeed, these powerful warriors form the basis of most Bretonnian armies. While the manners, grace, and gallantry of the Knights are legendary, so too are the ignorance and general dirtiness of the common peasants and simple farmers.

## Fighting Style

Not surprisingly, a Bretonnian army is almost always organized around its units of Knights. These powerful units are fast and hard-hitting and have an armor save that is the envy of almost every other army in the game. A Bretonnian army wants to send as many Knights galloping toward the foes as it can. Some enemies may have a few war machines, magic items, or elite troops that can regularly dent the heavy armor of the Knights, but few foes can field enough of these Knight-slayers to account for more than a unit or two. So take more than a few units! Grail Knights are the hardest hitting. Pegasus Knights are the most mobile, and the Knights of the Realm and Knights Errant cost the fewest points. Protected by the Lady of the Lake and their sacred vows, Bretonnian Knights aim to ride over anything that dares to stand in front of them.

While the majority of the strike force is invariably made of Knights of some form, the Peasant Bowmen and Men-at-Arms also

serve a useful (if secondary) purpose. Guarding flanks, peppering the enemy with missile fire, and the like are the roles of these more lowly warriors. Other more specialized units, like the Mounted Yeomen or the Battle Pilgrims with their Grail Reliquae, can perform admirably on the battlefield as well. And don't leave out the devastating peasant-crewed Field Trebuchet, which can give Bretonnia's foes something besides Knights to worry about. But remember, these non-Knight units can be useful, but they'll never replace a lance charge by a beautifully painted unit of Knights!

## Collecting a Bretonnian Army

Core units are always the way to start collecting an army, and with Bretonnians, that leaves you with quite a few choices. Knights are an essential to any up-and-coming Bretonnian Duke, and most players will want a few of these valorous units at the minimum. There are many levels of Knights, each with its own advantages. Knights Errant are the unproven youth seeking to earn their honor in battle and are slightly lower in points costs but still a valuable unit. Knights of the Realm are more proven and have a higher weapon skill and Leadership value than the more *Impetuous* Knights Errant. As Knights Errant and Knights of the Realm are both Core choices, it is possible to field lots of these potent units.

After filling up a few Core choices, many

choices still remain. Questing Knights are harder-hitting still, and at the top of the chart are the mighty Grail Knights, whose thunderous charge can break any enemy unit. One unit of Pegasus Knights may also be selected, and this unit adds the mobility of flying to the awesome offensive powers of the Knights! Leave room (but just a little) for some supporting cast of Men-at-Arms and Peasant Bowmen. They are sometimes effective and they'll make your Knights look even better!

## New Army!!!

The Bretonnian Army book is the latest in the Warhammer Armies series of books. The Army book and the associated new models are scheduled for release through the beginning of 2004. For the sake of being THE comprehensive tome of information regarding the Games Workshop hobby, all models and their component bits are shown here in this catalog. What this means to you is that some models depicted may not be available for purchase until Spring 2004. To keep abreast of the release schedule for the new Bretonnians, keep an eye on *White Dwarf* magazine and the Games Workshop Online Store, or give the ever-helpful Mail Order Trolls a call. In addition to being a resource for that month's new releases, *White Dwarf* magazine will also be chock-full of Bretonnian hobby goodness in the first months of 2004.

*Top Left: This battle scene pitting a Bretonnian Knight against an Orc won Anthony Bath a Bronze Golden Demon at the 2000 UK competition.*



This 80-page rulebook contains painting and modeling guides, background, and the full rules for fielding an army of Bretonnian Knights and Commoners.

**Warhammer Armies:  
Bretonnia**  
82-01-60



**Bretonnian  
Battalion**  
82-10

*The Bretonnian Battalion shown below is a great place to start your Bretonnian army. It contains 8 Bretonnian Knights, 16 Bowmen, 16 Men-at-Arms, and 3 Pegasus Knights.*



# Getting Started





## Lords & Heroes



**Bretonnian Duke  
Blister (Random 1)**  
82-37



**Mounted  
Damsel**  
020308901

**Bretonnian  
Damsels Blister (2)**  
82-46



**Damsel  
on Foot**  
020308902



**Duke 1  
Body**  
020308701



**Duke 1  
Pack**  
020308703



**Duke 1  
Sprue**  
020308702



**Battle Standard  
Bearer Body**  
020309201



**Battle Standard  
Bearer Arm**  
020309202



**Battle Standard  
Bearer Standard**  
020309203



**Bretonnian Battle Standard  
Bearer Blister (1)**  
82-40



**Duke 2  
Body**  
020308704



**Duke 2  
Sprue**  
020308705



**Duke 2  
Pack**  
020308706



**Battle Standard  
Bearer Legs**  
020309205



# Lords & Heroes



**Bretonnian Horse  
Head (Random)**  
99380299007



**Bretonnian Horse  
Body (Random)**  
99380299006



**Medieval Horse  
Body (Random)**  
99389999003



**Medieval Horse  
Head (Random)**  
99389999013



# Showcase



*Right: Felipe Rodriguez Dominguez earned the Slayer Sword at the 2001 Spanish Golden Demon competition with this beautifully converted version of Morgiana le Fay.*

## PAINTING SHIELDS

One of the most common features tying a Bretonnian army together is the use of shields. Almost every model in the army could potentially have a shield, and those who do not will usually have some sort of icon or trinket that resembles a small shield. As such, you can use a common shield motif to bring your army together. Here are some tips for painting Bretonnian shields.



1. Prime the shield with Skull White spray primer and paint one half Golden Yellow and the other half Snot Green. Paint the Golden Yellow first. If you make a mistake, Snot Green will cover over the Golden Yellow easier than Golden Yellow will cover Snot Green.



2. Highlight the edge of the green side with a 50/50 mix of Snot Green and Scorpion Green. Highlight the edge of the yellow side with a 50/50 mix of Golden Yellow and Skull White.



3. Apply final highlights of straight Scorpion Green and Skull White.



4. Finally, paint the metal rim of the shield Chaos Black and then Chainmail. Leave a small line of Chaos Black showing to provide some definition between the face and the rim of the shield. Finally, add heraldic devices.



1. Here's another way to paint a shield with different colors. Start with a shield primed Skull White. Paint the top half Blood Red and the bottom half Enchanted Blue.



2. Highlight the red area with Blazing Orange and the blue area with a 75/25 mix of Enchanted Blue and Skull White.



3. Add final highlights of Fiery Orange for the red half and a 50/50 mix of Enchanted Blue and Skull White to the blue half of the shield.



4. Paint the rim of the shield as described for the example above. Next paint the heraldic device. For a more complex or larger device, draw your design on a piece of paper first or even on the shield itself to get an idea of how you want to design and paint the symbol.

# Lords & Heroes



**Louen Leoncoeur on Hippogriff Box (1)**  
82-08



**Leoncoeur Hippogriff Left Side**  
020308508



**Leoncoeur Hippogriff Right Side**  
020308509



**Leoncoeur Base**  
020308510



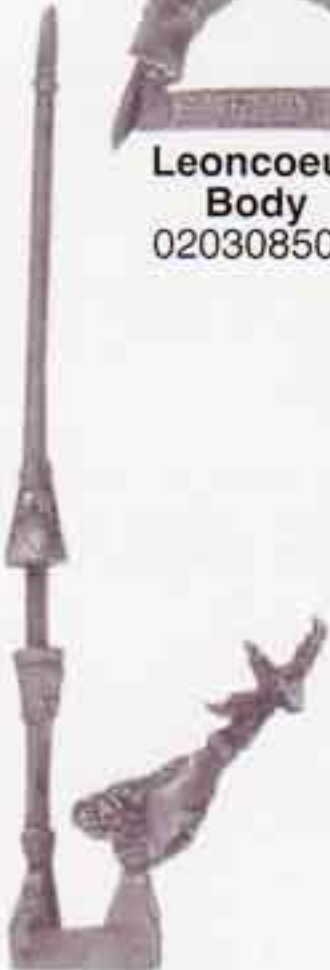
**Leoncoeur Body**  
020308501



**Leoncoeur Head Sprue**  
020308502



**Leoncoeur Arm Sprue**  
020308503



**Leoncoeur Lance Sprue**  
020308505



**Leoncoeur Cloak**  
020308504



**Leoncoeur Hippogriff Head**  
020308506



**Leoncoeur Hippogriff Left Claw**  
020308507



**Bretonnian Pegasus Wings**  
99380299008



# Lords & Heroes



**Green Knight  
Box (1)**  
82-17



**Green Knight  
Pennant Poles**  
020302802



**Green Knight  
Shield**  
020302803



**Green Knight  
Legs**  
020302804



**Green Knight  
Body**  
020302801



**Green Knight  
Horse Head**  
020302807



**Green Knight  
Horse Right Side**  
020302805



**Green Knight  
Horse Left Side**  
020302806



**Fey Enchantress Body/  
Unicorn Left Body**  
020309701



**Fey Enchantress  
Unicorn Right Body**  
020309702



**Fey Enchantress Box (1)**  
82-19



**Fey Enchantress  
Base**  
020309703



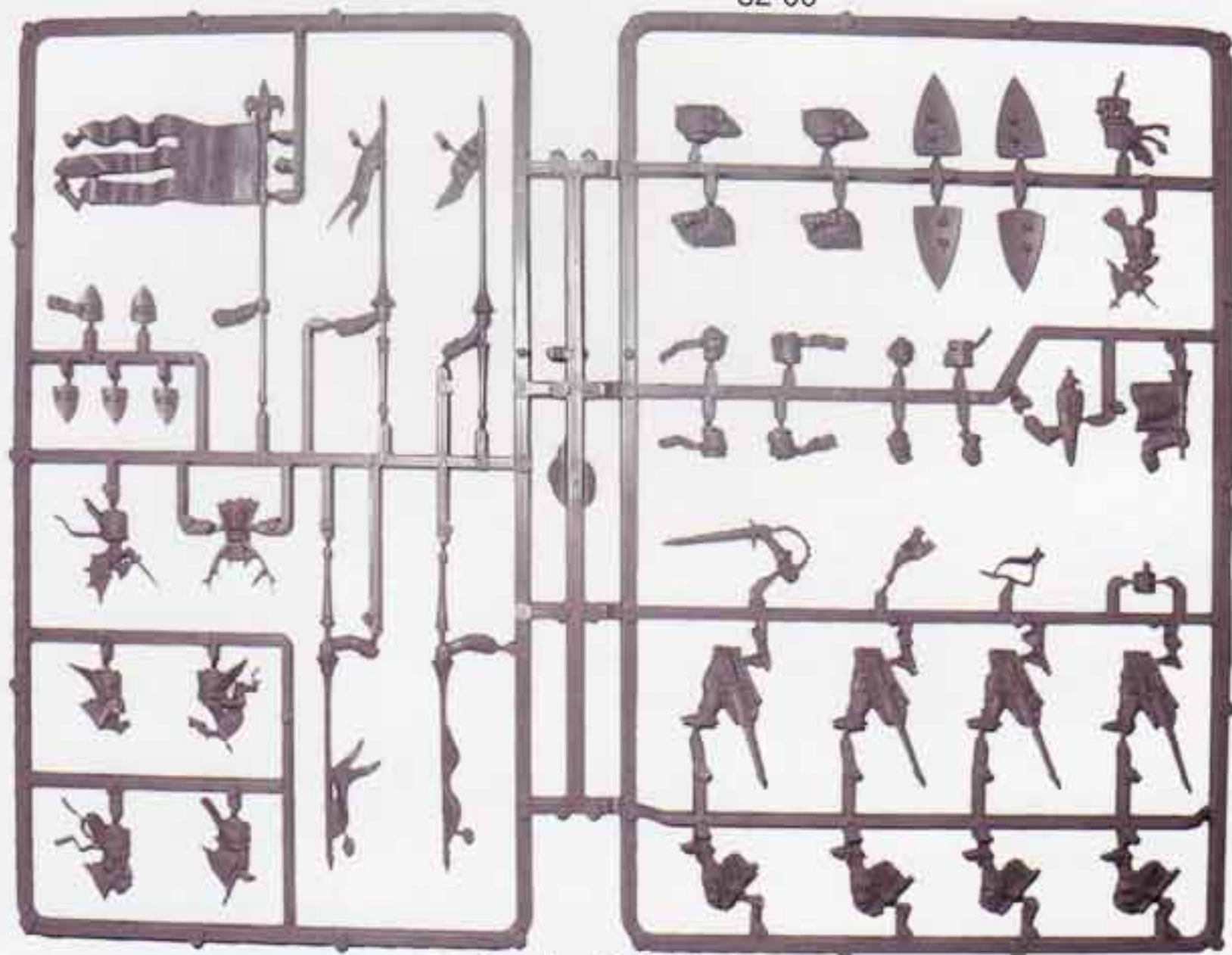


## Core Units



*Note: The sprue is shown at 50% of actual size. Complete Knights also require the Bretonnian Horse Body sprue and the Bretonnian Horse Head sprue.*

**Knights of Bretonnia Box (8)**  
82-06



**Bretonnian Knights Sprue**  
99380203005

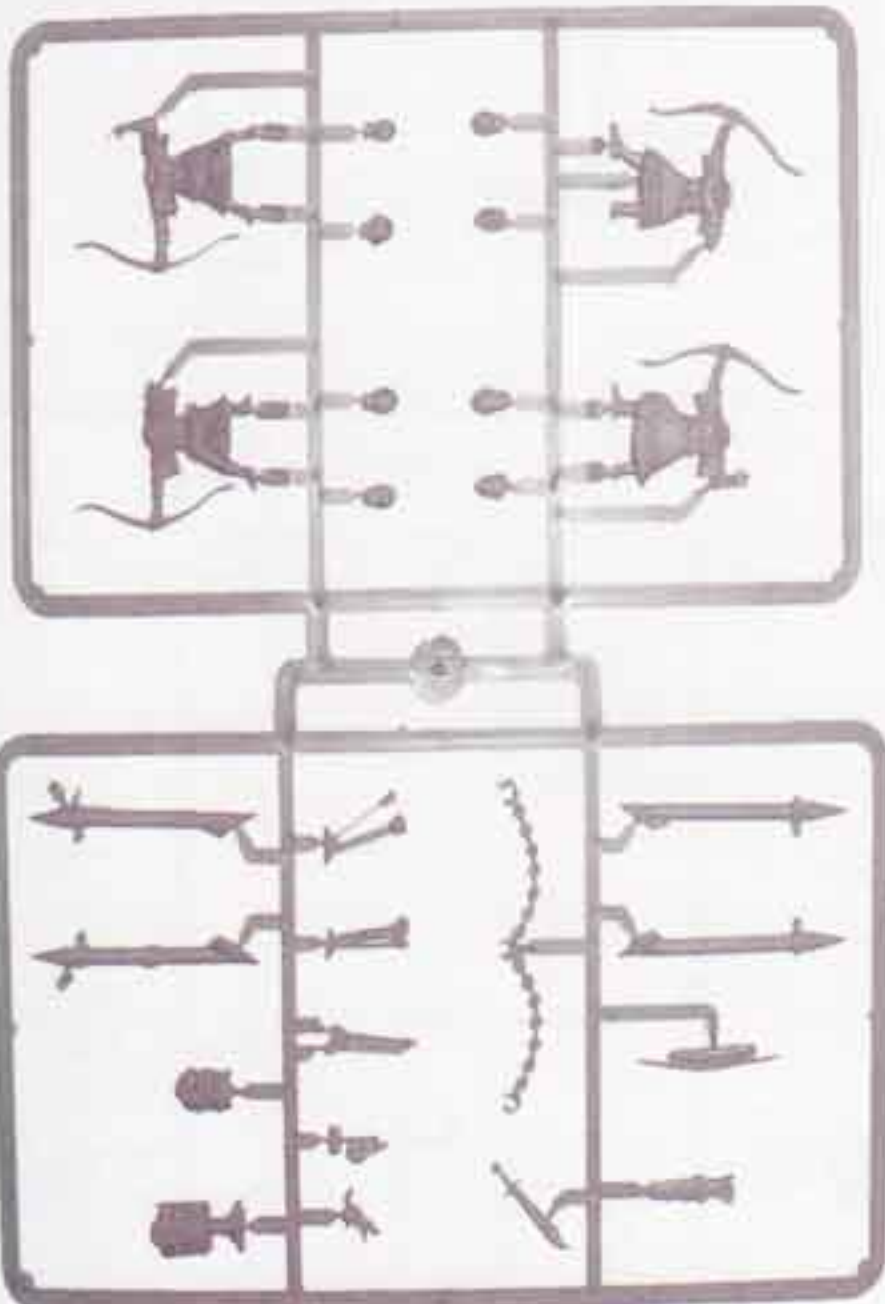


# Core Units

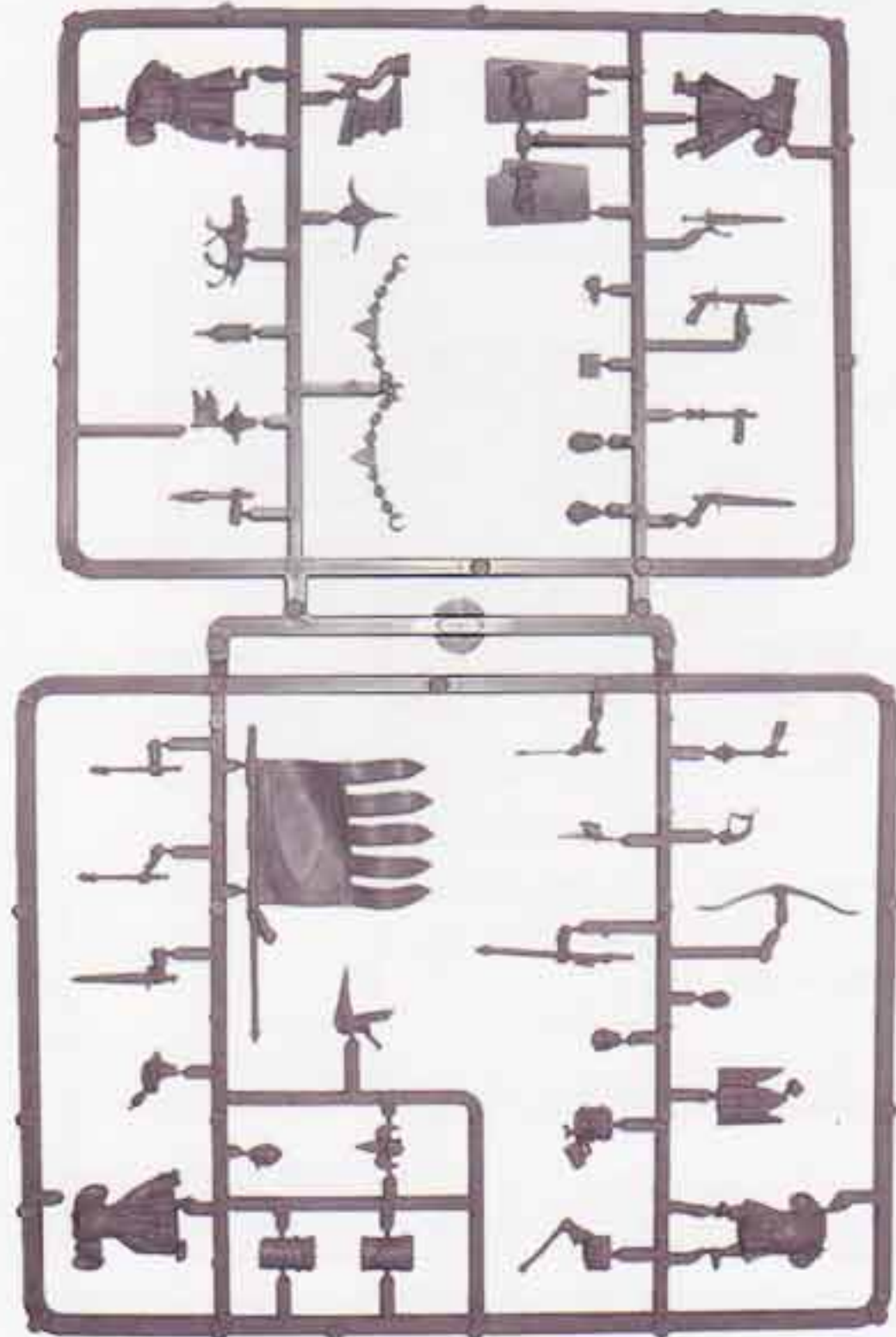


Bretonnian Bowman Box (16)  
82-07

*Note: Sprues shown at 50% of actual size*



Bretonnian Bowmen Sprue  
99380203003



Bretonnian Foot Command Sprue  
99380203004



# Core Units



**Bretonnian Men-at-Arms Box (16)**  
82-09



**Mounted Yeoman Body 1**  
020303301



**Mounted Yeoman Body 2**  
020303302

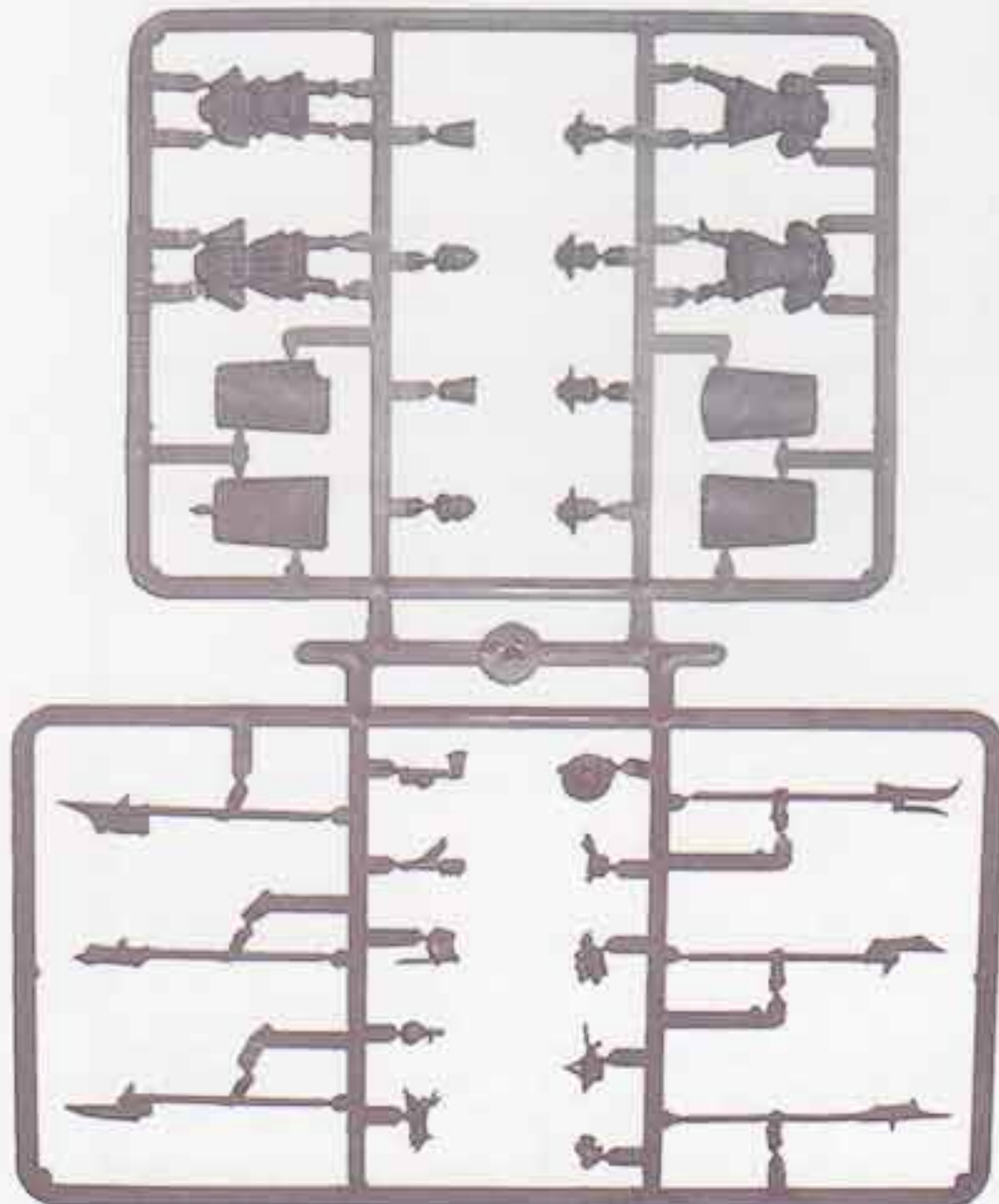


**Mounted Yeoman Body 4**  
020303304

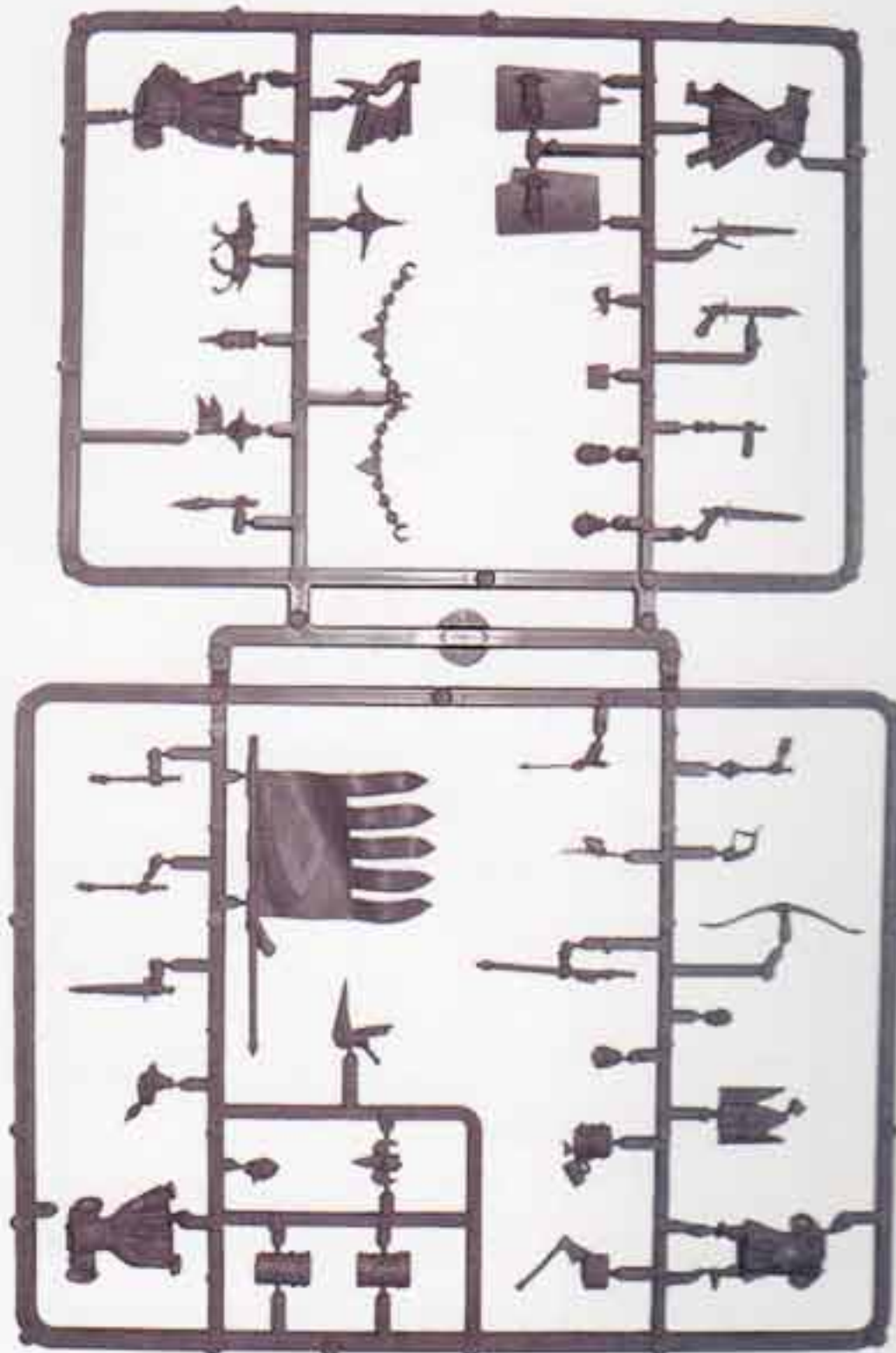


**Mounted Yeoman Body 5**  
020303305

*Note: Sprues shown at 50% of actual size*



**Bretonnian Men-at-Arms Sprue**  
99380203002



**Bretonnian Foot Command Sprue**  
99380203004



# Special Units



**Mounted Yeoman Body 3**  
020303303



**Mounted Yeoman Body 6**  
020303306



**Mounted Yeomen Blister (Random 1)**  
82-42

*Note: Complete Yeomen also require both the Medieval Horse Body sprue and the Medieval Horse Head sprue.*



**Mounted Yeoman Body 7**  
020303307



**Mounted Yeoman Body 8**  
020303308



**Mounted Yeoman Body 9**  
020303309



**Mounted Yeoman Body 10**  
020303310



**Mounted Yeoman Body 11**  
020303311



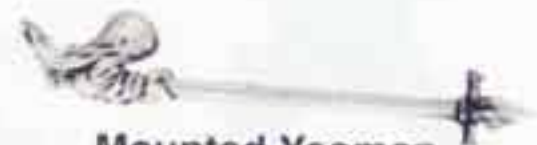
**Mounted Yeoman Body 12**  
020303312



**Fighter Shield Sprue**  
99369999003



**Mounted Yeoman Spear Arm 1**  
020303316



**Mounted Yeoman Spear Arm 2**  
020303317



**Mounted Yeoman Body 13**  
020303313



**Mounted Yeoman Body 14**  
020303314



**Mounted Yeoman Body 15**  
020303315



**Mounted Yeoman Champion**  
020303401



**Mounted Yeoman Standard**  
020303501



**Mounted Yeoman Musician**  
020303601



## Special Units



Questing Knight  
Body 1  
020309001



Questing Knight  
Arm 1  
020309002



Questing Knight  
Body 2  
020309003



Questing Knight  
Pack 2  
020309004



Questing Knight Regiment Box (5)  
82-13

Questing Knight Blister (Random 1)  
82-36

*Note: Complete Knights also require both the Bretonnian Horse Body sprue and the Bretonnian Horse Head*



Questing Knight  
Body 3  
020309005



Questing Knight  
Pack 3  
020309006



Questing Knight  
Body 4  
020309007



Questing Knight  
Arm 4  
020309008



Questing Knight  
Shield 4  
020309009



Questing Knight  
Pack 4  
020309010



Questing Knight  
Body 5  
020309011



Questing Knight  
Sword 5  
020309012



Questing Knight  
Shield 5  
020309013



Questing Knight  
Pack 5  
020309014



# Special Units



*Note: The Bretonnian Grail Reliquae also includes one each of Grail Pilgrim 1, Grail Pilgrim 2, Grail Pilgrim 4, Grail Pilgrim 5, Grail Pilgrim 6, and Grail Pilgrim 9.*



**Questing Knight Body 6**  
020309015



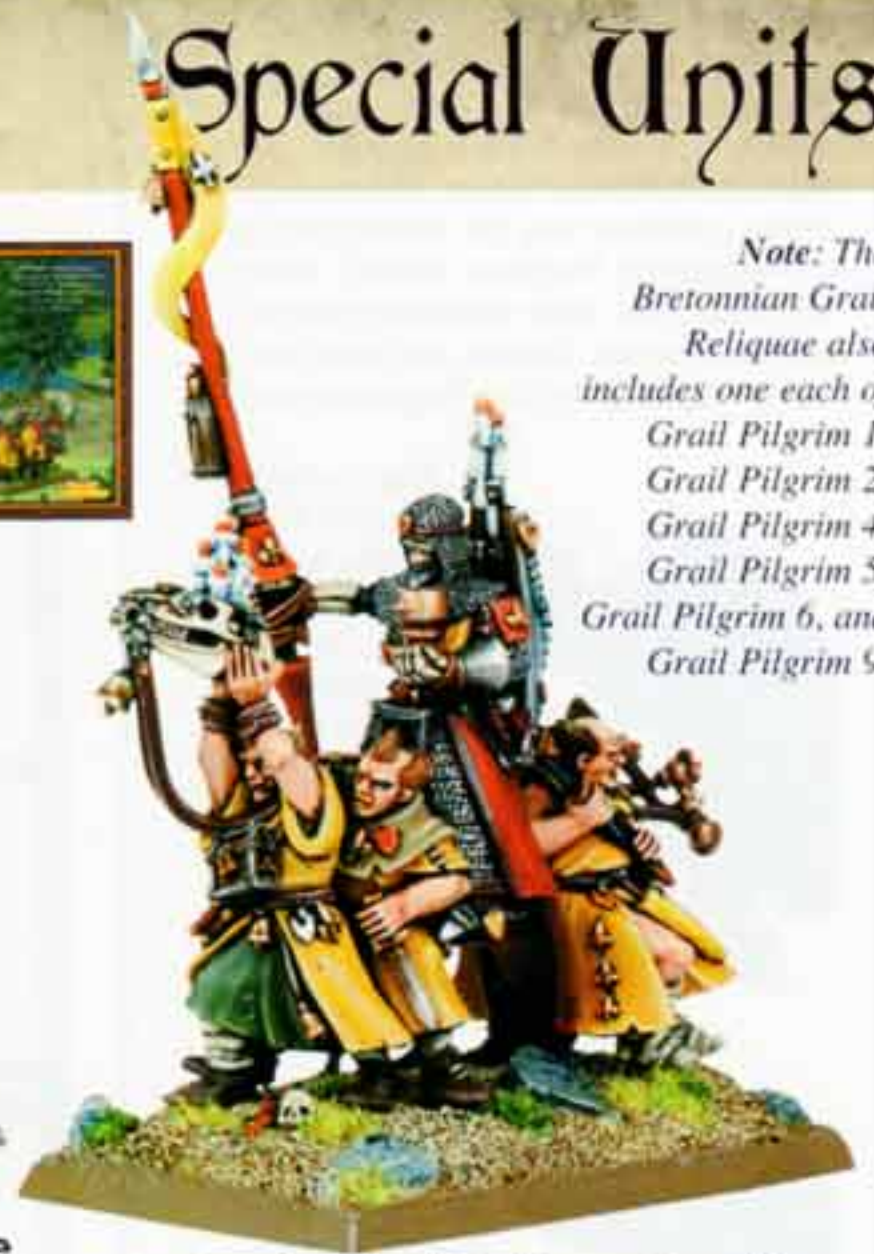
**Questing Knight Pack 6**  
020309016



**Grail Reliquae Dead Knight**  
020309401



**Grail Reliquae Carrier 1**  
020309404



**Bretonnian Grail Reliquae Box (1)**  
82-15



**Questing Knight Champion Body**  
020309017



**Questing Knight Champion Pack**  
020309018



**Questing Knight Musician Body**  
020309019



**Questing Knight Musician Pack**  
020309020



**Grail Reliquae Lance**  
020309402



**Grail Reliquae Carrier 2**  
020309405



**Grail Reliquae Carrier 3**  
020309406



**Grail Reliquae Carrier 4**  
020309407



**Questing Knight Standard Bearer Body**  
020309021



**Questing Knight Standard**  
020309022



**Questing Knight Lookout**  
020309024



**Questing Knight Standard Bearer Shield**  
020309023



**Grail Reliquae Bar**  
020309408



**Grail Reliquae Shield**  
020309403



**Grail Reliquae Dog**  
020309409



**Grail Reliquae Base**  
020309410

## PAINTING A PEGASUS

Pegasus Knights have been introduced in the new Army book. This elite unit is sure to be a popular choice with Bretonnian players. However, some painters may be intimidated by the elaborate Pegasus model, which requires a bit more attention than a Knight's horse. Below, we detail an easy way to paint the Pegasus model.



1. After priming the model white, paint the skin, hair, and feathers Codex Grey. Don't attach the Knight to the Pegasus until both have been painted.



2. Highlight with Fortress Grey by painting the raised areas of the Pegasus's skin. Use Fortress Grey to drybrush the wings, tail, mane, and hair above the hooves.

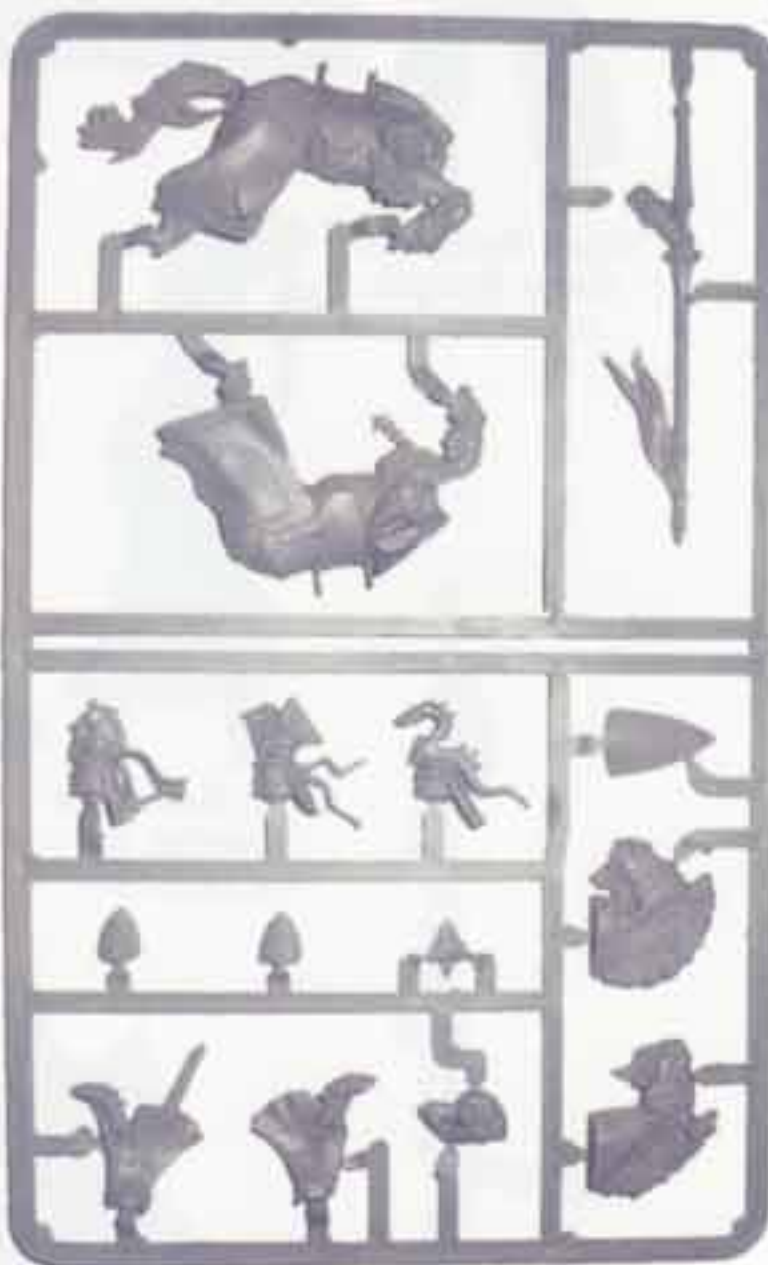


3. Blend a 50/50 mix of Fortress Grey and Skull White and highlight the model in the same way: paint the skin and drybrush the textured areas.



4. Use Skull White for the last highlights. Paint the metal and cloth armor the same way you would on a normal steed, though Pegasus Knights will tend to have more elaborate and ornate heraldry.

# Special Units



**Bretonnian Pegasus Knight Sprue**  
99380203006

*Note: Sprue above shown at 50% of actual size*



**Bretonnian Pegasus Knights Box (3)**  
82-11



**Bretonnian Pegasus Wings**  
99380299008



# Special Units



Bretonnian Grail Pilgrim Blister (Random 3)  
82-41



Battle Pilgrim 1  
020309501



Battle Pilgrim 2  
020309502



Battle Pilgrim 3  
020309503



Battle Pilgrim 4  
020309504



Battle Pilgrim 5  
020309505



Battle Pilgrim 6  
020309506



Battle Pilgrim 7  
020309507



Battle Pilgrim 8  
020309508



Battle Pilgrim 9  
020309509



Battle Pilgrim Shields  
020309510

## PAINTING LEATHER ARMOR

While Bretonnian Lords and Knights may have very ornate and well crafted suits of armor, Bretonnian Peasants have rather poor-quality protection. They may have armor of canvas, heavy cloth, or leather stitched or quilted in a pattern. Since the Peasants' masters usually provide their underlings with arms and armor, you could choose to paint your Peasants' armor in the Lord's colors. Otherwise, here are two ways to paint leather armor.



1. Begin with a Chaos Black undercoat. (Left) Paint a basecoat of Dark Flesh on the jacket. (Right) Paint a basecoat of Vermin Brown. Basecoat both yokes with Scorched Brown.



2. (Left) Highlight with a 50/50 mix of Blood Red and Dark Flesh. (Right) Wash the armor with Black Ink. Highlight the yokes with a mix of Bleached Bone and Scorched Brown.



3. (Left) Add more Blood Red to the mix for the final highlight. (Right) Paint Vermin Brown on the top edges of the diamond quilting with a Fine Detail Brush. Add more Bleached Bone to the Scorched Brown mix for the last highlights on the yoke.

# Rare Units



**Grail Knight  
Body 1**  
020309301



**Grail Knight  
Body 2**  
020309302



**Grail Knight  
Body 3**  
020309303



**Grail Knight  
Body 4**  
020309304



**Grail Knight  
Body 5**  
020309305



**Grail Knight  
Body 6**  
020309306

**Grail Knight Regiment Box (5)**  
82-12

**Grail Knight Blister (Random 1)**  
82-35

*Note: Complete Knights also require both the Bretonnian Horse Body sprue and the Bretonnian Horse Head sprue.*



**Grail Knight  
Lance 1**  
020309307



**Grail Knight  
Lance 2**  
020309308



**Grail Knight  
Lance 3**  
020309309



**Grail Knight  
Lance 4**  
020309310



**Grail Knight  
Lance 5**  
020309311



**Grail Knight  
Lance 6**  
020309312



**Grail Knight  
Shield 1**  
020309313



**Grail Knight  
Shield 2**  
020309314



**Grail Knight  
Shield 3**  
020309315



**Grail Knight  
Shield 4**  
020309316



**Grail Knight  
Shield 5**  
020309317



**Grail Knight  
Shield 6**  
020309318

# Rare Units

## BRETONNIAN HERALDRY

Probably the most visually striking element of a Bretonnian army is the colorful and diverse heraldry displayed on the shields, banners, and horse caparisons of Bretonnian soldiers. Heraldry often commemorates or represents a specific historical event, familial ties, or the personality of the Knight to which the heraldry belongs. A heraldic scheme is defined by the ruling house of a region, and elements of this scheme will be present in the heraldry of the nobility who serve this ruling house.

Generally, most heraldry consists of background colors called fields and a symbol called a charge painted in a color that contrasts the field colors. Traditional heraldry uses only five colors. These colors are black, white, blue, red, and yellow. However, Warhammer is set in a fantasy universe, so you should feel free to use the colors you like if you're not a fan of traditional schemes.

Shown below is an example of one player's nontraditional take on the heraldry of a Knightly hero and how servants of the Knight would display the hero's heraldry.



Grail Knight  
Legs 1  
020309319



Grail Knight  
Legs 2  
020309320



Grail Knight  
Legs 3  
020309321



Grail Knight  
Legs 4  
020309322



Grail Knight  
Legs 5  
020309323



Grail Knight  
Legs 6  
020309324



Grail Knight  
Champion Arm  
020309325



Grail Knight  
Champion Legs  
020309326



Grail Knight  
Standard  
020309327



Grail Knight  
Musician Body  
020309328



This hero represents a Hermit Knight, a solitary guardian of a grail chapel whose charge is, appropriately, a key. The field colors of green and blue represent the forest of the Knight's realm and the lake by which the shrine resides, respectively. The checkerboard pattern was added to represent the unstable mental health of the Knight, which is undoubtedly the result of years of seclusion. The Knight's shield has been decorated further with devotional parchments and a resting messenger bird, which is present in case the Knight should have to send a message to civilization.

A Knight in service to the hero above will probably display the same heraldry or some variation thereof. The Knight shown to the right displays the same heraldry as the hero without some of the decoration. It can be assumed that this Knight is closely related to the hero, and thus, there is little variation in the imagery of the heraldry of the two. Other Knights serving under the hero might use other colors or slight variations on the key and checkerboard theme. It's up to you to develop your own schemes and to determine how they will change from model to model.



Lowly peasant rabble like the Man-at-Arms shown to the left are armed with equipment given to them from the hero's armory. The painter decided that commoners should not display the elaborate key design seen in the heraldry of the nobility. However, the checkerboard and field colors are retained so that these peasants are still visually affiliated with the hero. The upkeep on the arms and equipment of peasants would be far less than that of nobility, so battle damage and weathering have been painted on the shield and armor of this model.





# Rare Units



**Bretonnian Trebuchet Box (Complete)**  
82-14



**Trebuchet Crew 1**  
020309101



**Trebuchet Crew 2**  
020309102



**Trebuchet Crew 3**  
020309103



**Trebuchet Crew 4**  
020309104



**Trebuchet Crew 5**  
020309105



**Trebuchet Wheelbarrow**  
020309106



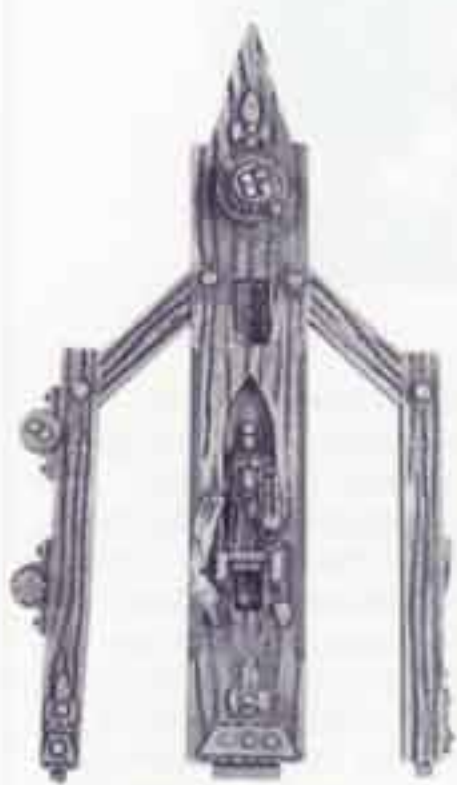
**Trebuchet Rubble**  
020309107



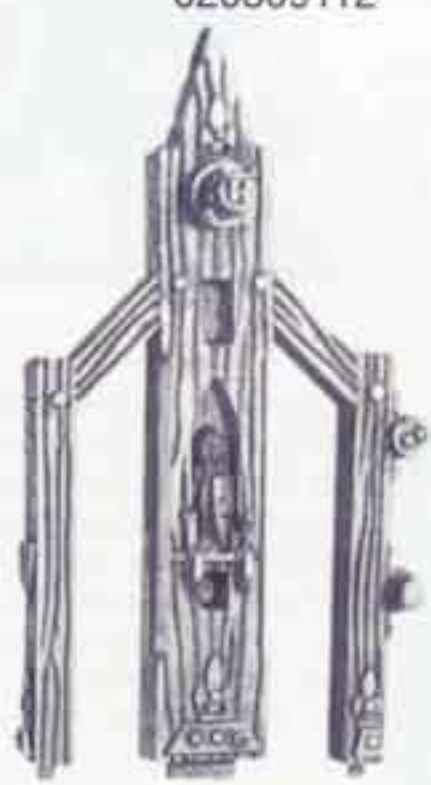
**Trebuchet Counterweight**  
020309108



**Trebuchet Arm**  
020309112



**Trebuchet Side 1**  
020309110



**Trebuchet Side 2**  
020309111



**Trebuchet Side Support**  
020309113



**Trebuchet Cradle/Rock**  
020309114



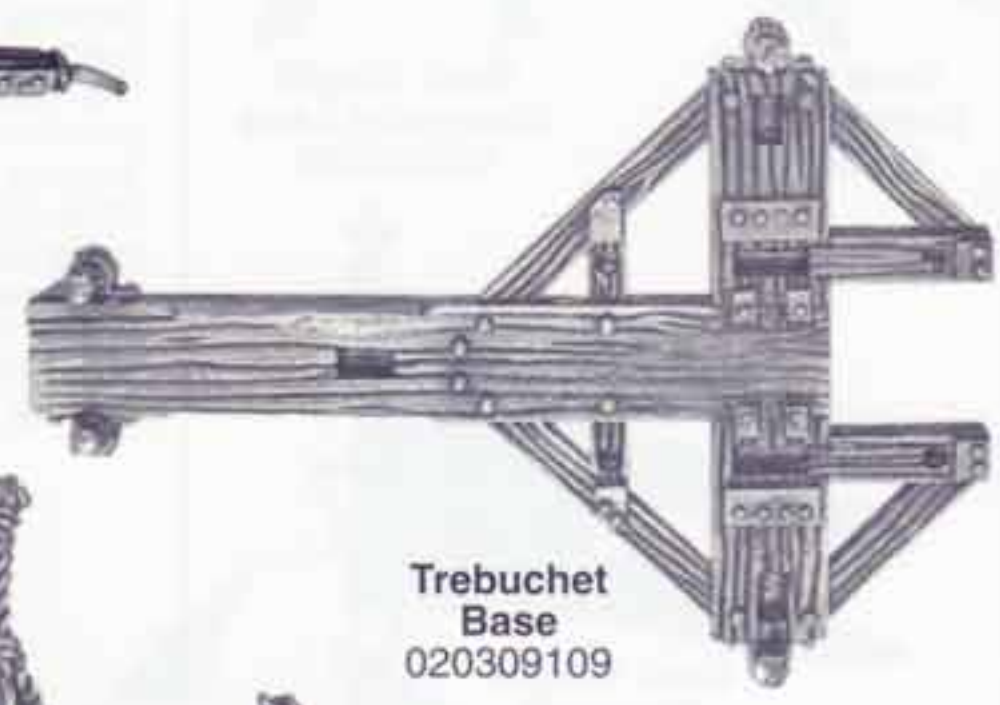
**Trebuchet Winch**  
020309115



**Trebuchet Trigger**  
020309116



**Trebuchet Windlass**  
020309117



**Trebuchet Base**  
020309109

**Getting Started**

82-01-60	Warhammer Armies: Bretonnia	.....\$20
82-10	Bretonnian Battalion	.....\$100
	Contents: 8 Bretonnian Knights, 16 Men-at-Arms, 16 Bowmen, and 3 Pegasus Knights	

**Boxed Sets & Blister Packs – Lords & Heroes**

82-37	Bretonnian Duke	.....\$9
	Blister includes 1 model	
82-40	Bretonnian Battle Standard Bearer	.....\$9
	Blister includes 1 model	
82-46	Bretonnian Damsel	.....\$13
	Blister includes 2 models	

**Special Characters**

82-08	Louen Leoncoeur, King of Bretonnia	\$35
	Box includes 1 model	
82-17	The Green Knight	.....\$25
	Box includes 1 model	
82-19	The Fey Enchantress	.....\$25
	Box includes 1 model	

**Boxed Sets & Blister Packs – Core**

82-06	Knights of Bretonnia	.....\$30
	Box includes 8 models	
82-07	Bretonnian Bowmen	.....\$30
	Box includes 16 models	
82-09	Bretonnian Men-at-Arms Regiment	.....\$30
	Box includes 16 models	

**Boxed Sets & Blister Packs – Special**

82-11	Pegasus Knights	.....\$30
	Box includes 3 models	
82-13	Questing Knight Regiment	.....\$45
	Box includes 5 models	
82-15	Bretonnian Grail Reliquae	.....\$35
	Box includes 7 models	
82-36	Questing Knight	.....\$9
	Blister includes 1 model	
82-41	Bretonnian Battle Pilgrims	.....\$9
	Blister includes 3 models	
82-42	Bretonnian Mounted Yeoman	.....\$8
	Blister includes 1 model	

**Boxed Sets & Blister Packs – Rare**

82-12	Grail Knight Regiment	.....\$45
	Box includes 5 models	
82-14	Bretonnian Trebuchet	.....\$35
	Box includes 1 model	
82-35	Grail Knight	.....\$9
	Blister includes 1 model	

**Metal Bitz – Lords & Heroes****Bretonnian Duke**

020308701	Duke 1 Body	.....\$7
020308702	Duke 1 Sprue	.....\$2
020308703	Duke 1 Pack	.....\$2
020308704	Duke 2 Body	.....\$7
020308705	Duke 2 Sprue	.....\$2
020308706	Duke 2 Pack	.....\$2
99380299006	Bretonnian Horse Body Sprue	.....\$2
99380299007	Bretonnian Horse Head Sprue	.....\$1

**Bretonnian Damsel**

020308901	Mounted Damsel	.....\$7
020308902	Damsel on Foot	.....\$6
99389999003	Medieval Horse Body Sprue	.....\$2
99389999013	Medieval Horse Head Sprue	.....\$1

**Bretonnian Battle Standard Bearer**

020309201	Standard Bearer Body	.....\$5
020309202	Standard Bearer Arm	.....\$2
020309203	Bretonnian Standard	.....\$3
020309205	Standard Bearer Legs	.....\$2.50
99380299006	Bretonnian Horse Body Sprue	.....\$2
99380299007	Bretonnian Horse Head Sprue	.....\$1

**Special Characters****The Green Knight**

020302801	Green Knight Body	.....\$6.50
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# Price List

020302802	Green Knight Pennant Poles	.....\$2.50
020302803	Green Knight Shield	.....\$1.25
020302804	Green Knight Legs	.....\$4
020302805	Green Knight Horse Right Side	.....\$5.25
020302806	Green Knight Horse Left Side	.....\$5.25
020302807	Green Knight Head	.....\$2.50

**Louen Leoncoeur on Hippogriff**

020308501	Leoncoeur Body	.....\$5
020308502	Leoncoeur Head Sprue	.....\$2.50
020308503	Leoncoeur Arm Sprue	.....\$2.50
020308504	Leoncoeur Cloak	.....\$2
020308505	Leoncoeur Lance Sprue	.....\$3
020308506	Hippogriff Head	.....\$2
020308507	Hippogriff Left Claw	.....\$4
020308508	Hippogriff Left Side	.....\$5
020308509	Hippogriff Right Side	.....\$5
020308510	Leoncoeur Base	.....\$4
99380299008	Bretonnian Pegasus Wing Sprue	.....\$4

**Fey Enchantress**

020309701	Fey Enchantress/Unicorn Left Body	.....\$15
020309702	Unicorn Right Body	.....\$5
020309703	Fey Enchantress Base	.....\$10

**Metal Bitz – Core****Bretonnian Bowmen**

99380203002	Bretonnian Men-at-Arms Sprue	.....\$10
99380203004	Bretonnian Foot Command Sprue	.....\$6

**Bretonnian Bowmen**

99380203003	Bretonnian Bowmen Sprue	.....\$10
99380203004	Bretonnian Foot Command Sprue	.....\$6

**Knights of Bretonnia**

99380299005	Bretonnian Knights Sprue	.....\$15
99380299006	Bretonnian Horse Body Sprue	.....\$2
99380299007	Bretonnian Horse Head Sprue	.....\$1

**Metal Bitz – Special****Mounted Yeomen**

020303301	Mounted Squire Body 1	.....\$3.50
020303302	Mounted Squire Body 2	.....\$3.50
020303303	Mounted Squire Body 3	.....\$3.50
020303304	Mounted Squire Body 4	.....\$3.50
020303305	Mounted Squire Body 5	.....\$3.50
020303306	Mounted Squire Body 6	.....\$3.50
020303307	Mounted Squire Body 7	.....\$3.50
020303308	Mounted Squire Body 8	.....\$3.50
020303309	Mounted Squire Body 9	.....\$3.50
020303310	Mounted Squire Body 10	.....\$3.50
020303311	Mounted Squire Body 11	.....\$3.50
020303312	Mounted Squire Body 12	.....\$3.50
020303313	Mounted Squire Body 13	.....\$3.50
020303314	Mounted Squire Body 14	.....\$3.50
020303315	Mounted Squire Body 15	.....\$3.50
020303316	Mounted Squire Spear Arm 1	.....\$1.50
020303317	Mounted Squire Spear Arm 2	.....\$1.50
020303401	Mounted Squire Champion	.....\$4.50
020303501	Mounted Squire Standard	.....\$4.50
020303601	Mounted Squire Musician	.....\$4.50
99389999003	Fighter Shield Sprue	.....\$1
99389999003	Medieval Horse Body Sprue	.....\$2
99389999013	Medieval Horse Head Sprue	.....\$1

**Questing Knights**

020309001	Questing Knight Body 1	.....\$7
020309002	Questing Knight Arm 1	.....\$2
020309003	Questing Knight Body 2	.....\$7
020309004	Questing Knight Pack 2	.....\$2

020309005	Questing Knight Body 3	.....\$7
020309006	Questing Knight Pack 3	.....\$2
020309007	Questing Knight Body 4	.....\$7
020309008	Questing Knight Arm 4	.....\$2
020309009	Questing Knight Shield 4	.....\$1
020309010	Questing Knight Pack 4	.....\$2
020309011	Questing Knight Body 5	.....\$7
020309012	Questing Knight Sword 5	.....\$2
020309013	Questing Knight Shield 5	.....\$1
020309014	Questing Knight Pack 5	.....\$2
020309015	Questing Knight Body 6	.....\$7
020309016	Questing Knight Pack 6	.....\$2
020309017	Questing Knight Champion Body	.....\$7
020309018	Questing Knight Champion Pack	.....\$2
020309019	Questing Knight Musician Body	.....\$7
020309020	Questing Knight Musician Pack	.....\$2
020309021	Questing Knight Standard Bearer Body	.....\$7
020309022	Questing Knight Standard	.....\$3
020309023	Questing Knight Standard Bearer Shield	.....\$1
020309024	Questing Knight Lookout	.....\$2
99380299006	Bretonnian Horse Body Sprue	.....\$2
99380299007	Bretonnian Horse Head Sprue	.....\$1

**Grail Reliquae**

020309401	Grail Reliquae Dead Knight	.....\$4
020309402	Grail Reliquae Lance	.....\$2
020309403	Grail Reliquae Shield	.....\$1.50
020309404	Grail Reliquae Carrier 1	.....\$3
020309405	Grail Reliquae Carrier 2	.....\$3
020309406	Grail Reliquae Carrier 3	.....\$3
020309407	Grail Reliquae Carrier 4	.....\$3
020309408	Grail Reliquae Bar	.....\$3
020309409	Grail Reliquae Dog	.....\$1.50
020309410	Grail Reliquae Base	.....\$4

**Grail Pilgrims**

020309501	Grail Pilgrim 1	.....\$4
020309502	Grail Pilgrim 2	.....\$4
020309503	Grail Pilgrim 3	.....\$4
020309504	Grail Pilgrim 4	.....\$4
020309505	Grail Pilgrim 5	.....\$4
020309506	Grail Pilgrim 6	.....\$4
020309507	Grail Pilgrim 7	.....\$4
020309508	Grail Pilgrim 8	.....\$4
020309509	Grail Pilgrim 9	.....\$4
020309510	Grail Pilgrim Shield Sprue	.....\$3

**Pegasus Knights**

99380203006	Bretonnian Pegasus Knight Sprue	.....\$7
99380299008	Bretonnian Pegasus Wing Sprue	.....\$4

**Metal Bitz – Rare****Bretonnian Trebuchet**

020309101	Trebuchet Crew 1	.....\$3
020309102	Trebuchet Crew 2	.....\$3
020309103	Trebuchet Crew 3	.....\$3
020309104	Trebuchet Crew 4	.....\$3
020309105	Trebuchet Crew 5	.....\$3
020309106	Trebuchet Wheelbarrow	.....\$2
020309107	Trebuchet Rubble	.....\$2.50
020309108	Trebuchet Counterweight	.....\$3
020309109	Trebuchet Base	.....\$15
020309110	Trebuchet Side 1	.....\$6
020309111	Trebuchet Side 2	.....\$6
020309112	Trebuchet Arm	.....\$5
020309113	Trebuchet Side Support	.....\$2
020309114	Trebuchet Cradle/Rock	.....\$3



# Price List

020309115	Trebuchet Winch	.....	\$2
020309116	Trebuchet Trigger	.....	\$1.50
020309117	Trebuchet Windlass	.....	\$1.50
<b>Grail Knights</b>			
020309301	Grail Knight Body 1	.....	\$3.50
020309302	Grail Knight Body 2	.....	\$3.50
020309303	Grail Knight Body 3	.....	\$3.50
020309304	Grail Knight Body 4	.....	\$3.50
020309305	Grail Knight Body 5	.....	\$3.50
020309306	Grail Knight Body 6	.....	\$3.50
020309307	Grail Knight Lance 1	.....	\$2
020309308	Grail Knight Lance 2	.....	\$2
020309309	Grail Knight Lance 3	.....	\$2
020309310	Grail Knight Lance 4	.....	\$2
020309311	Grail Knight Lance 5	.....	\$2
020309312	Grail Knight Lance 6	.....	\$2
020309313	Grail Knight Shield 1	.....	\$1
020309314	Grail Knight Shield 2	.....	\$1
020309315	Grail Knight Shield 3	.....	\$1
020309316	Grail Knight Shield 4	.....	\$1
020309317	Grail Knight Shield 5	.....	\$1
020309318	Grail Knight Shield 6	.....	\$1
020309319	Grail Knight Legs 1	.....	\$2.50
020309320	Grail Knight Legs 2	.....	\$2.50
020309321	Grail Knight Legs 3	.....	\$2.50
020309322	Grail Knight Legs 4	.....	\$2.50
020309323	Grail Knight Legs 5	.....	\$2.50
020309324	Grail Knight Legs 6	.....	\$2.50
020309325	Grail Knight Champion Arm	.....	\$2
020309326	Grail Knight Champion Legs	.....	\$2.50
020309327	Grail Knight Standard	.....	\$3
020309328	Grail Knight Musician Body	.....	\$3.50

## Classic/Collector's Range

### Boxed Sets & Blister Packs – Lords & Heroes

<b>Special Characters</b>			
MO 0027	Bertrand the Brigand	.....	\$15
<small>Set includes 3 models</small>			
MO 0028	Morgiana le Fay	.....	\$15
<small>Set includes 1 model</small>			
MO 0029	Odo & Suliman	.....	\$16
<small>Set includes 2 models</small>			
MO 0030	Repanse de Lyonesse	.....	\$15
<small>Set includes 1 model</small>			
MO 0032	Tristran & Jules	.....	\$16
<small>Set includes 2 models</small>			
MO 0097	Classic Louen Leoncoeur on Hippogriff	.....	\$40
<small>Set includes 1 model</small>			
MO 0108	Paladin on Pegasus	.....	\$20
<small>Set includes 1 model</small>			

### Metal Bitz – Lords & Heroes

<b>Classic Mounted Paladins</b>			
020300501	Knight of the Realm Legs	.....	\$2.50
020302301	Grail Knight Legs	.....	\$2.50
020304602	Questing Knight Hero Body	.....	\$3.50
020304603	Questing Knight Hero Lance Arm	.....	\$2.50
020304604	Questing Knight Hero Shield	.....	\$1.50
020304605	Questing Knight Hero Horse Head	.....	\$2.50
020304702	Grail Knight Hero Body	.....	\$3.50
020304703	Grail Knight Hero Sword Arm	.....	\$2.50
020304704	Grail Knight Hero Horse Head	.....	\$2.50
020304802	Knight of the Realm Hero Body	.....	\$3.50
020304803	Knight of the Realm Hero Shield	.....	\$1.50
020304804	Knight of the Realm Horse Head	.....	\$2.50

99389999004	Brettonnian Horse Body Sprue	.....	\$2
99389999014	Brettonnian Horse Head Sprue	.....	\$1
<b>Classic Prophetess &amp; Damsel</b>			
020303001	Sorceress on Foot	.....	\$7
020303101	Mounted Sorceress	.....	\$7
99389999003	Medieval Horse Body Sprue	.....	\$2
99389999013	Medieval Horse Head Sprue	.....	\$1
<b>Classic Brettonnian Paladin on Foot</b>			
020303201	Grail Knight Hero on Foot	.....	\$8
020303202	Grail Knight Hero on Foot Shield	.....	\$1.50
020304001	Questing Knight Hero on Foot	.....	\$4.50
020304101	Knight of the Realm on Foot	.....	\$4.50
079902101	Questing Hero on Foot 2	.....	\$7
079902102	Questing Hero on Foot Shield	.....	\$1.50
<b>Classic Paladin on Pegasus</b>			
020303701	Hero on Pegasus Body	.....	\$3
020303702	Hero on Pegasus Sword Arm	.....	\$1
020303703	Hero on Pegasus Legs	.....	\$2
020303704	Pegasus Head	.....	\$2
020303705	Pegasus Right Side	.....	\$5
020303706	Pegasus Left Side	.....	\$5
020303707	Hero on Pegasus Lance Arm	.....	\$2
020303708	Hero on Pegasus Shield	.....	\$1
020400807	Pegasus Left Wing	.....	\$5
020400808	Pegasus Right Wing	.....	\$5

### Special Characters

<b>Classic Louen Leoncoeur on Hippogriff</b>			
020300101	Louen Leoncoeur Legs	.....	\$3
020300102	Louen Leoncoeur Upper Body	.....	\$3
020300103	Louen Leoncoeur Cloak	.....	\$3
020300104	Louen Leoncoeur Shield	.....	\$1
020300105	Hippogriff Right Body	.....	\$8
020300106	Hippogriff Left Body	.....	\$8
020300109	Hippogriff Right Claw	.....	\$3
020300110	Hippogriff Tail	.....	\$3
020300111	Hippogriff Left Wing	.....	\$6
020300112	Hippogriff Right Wing	.....	\$6

### Morgiana le Fay

020300601	Morgiana le Fay	.....	\$9
020300602	Morgiana le Fay Cloak	.....	\$4
020300603	Unicorn Left Side	.....	\$6.50
020300604	Unicorn Right Side	.....	\$6.50
020300605	Toad Familiar	.....	\$1.50

### Bertrand the Brigand

020300701	Bertrand the Brigand	.....	\$5
020300702	Hugo le Petit	.....	\$5
020300703	Gui le Gros Body	.....	\$3.75
020300704	Gui le Gros Wine Barrel	.....	\$1.25

### Repanse de Lyonesse

020302902	Repanse de Lyonesse Lance Arm	.....	\$2.50
020302903	Repanse de Lyonesse Shield	.....	\$1.25
020302904	Repanse Horse Left Side	.....	\$5.25
020302905	Repanse Horse Right Side	.....	\$5.25
020302906	Repanse Horse Head	.....	\$3
020302907	Repanse de Lyonesse Body	.....	\$3.75
020302908	Repanse de Lyonesse Legs	.....	\$3

### Tristran & Jules

020304201	Tristran Body	.....	\$6.50
020304202	Tristran Lance	.....	\$2.50
020304203	Tristran Shield	.....	\$1.25
020304204	Tristran Lute	.....	\$1.25
020304205	Jules le Jongleur	.....	\$3.75
99389999004	Brettonnian Horse Body Sprue	.....	\$2

99389999014	Brettonnian Horse Head Sprue	.....	\$1
<b>Odo &amp; Suliman</b>			
020304301	Odo D'Outremer Body	.....	\$10
020304302	Odo D'Outremer Shield	.....	\$1.50
99389999004	Brettonnian Horse Body Sprue	.....	\$2
99389999014	Brettonnian Horse Head Sprue	.....	\$1
020304401	Suliman Body	.....	\$10
020304402	Suliman Shield	.....	\$1.50
99389999003	Medieval Horse Body Sprue	.....	\$2
99389999013	Medieval Horse Head Sprue	.....	\$1

### Metal Bitz – Core

<b>Knights Errant</b>			
020300302	Knight Errant Trumpeter Body	.....	\$3.50
020300402	Knight Errant Standard Body	.....	\$3.50
020300403	Knight Errant Standard Top	.....	\$1.50
020302401	Knight Errant Legs	.....	\$2.50
020302402	Knight Errant Lance 1	.....	\$2.50
020302403	Knight Errant Lance 2	.....	\$2.50
020302404	Knight Errant Body 1	.....	\$2.50
020302405	Knight Errant Body 2	.....	\$2.50
020302406	Knight Errant Body 3	.....	\$2.50
020302502	Knight Errant Champion Body	.....	\$3.50
99389999003	Fighter Shield Sprue	.....	\$1
99389999004	Brettonnian Horse Body Sprue	.....	\$2
99389999014	Brettonnian Horse Head Sprue	.....	\$1

### Knights of the Realm

020300501	Knight of the Realm Legs	.....	\$2.50
020300502	Knight of the Realm Lance 1	.....	\$2.50
020300503	Knight of the Realm Lance 2	.....	\$2.50
020300504	Knight of the Realm Body 1	.....	\$2.50
020300505	Knight of the Realm Body 2	.....	\$2.50
020300506	Knight of the Realm Body 3	.....	\$2.50
020301102	Knight of the Realm Standard Body	.....	\$3.50
020301103	Knight of the Realm Standard Top	.....	\$1.50
020301202	Knight of the Realm Champion Body	.....	\$3.50
020301302	Knight of the Realm Musician Body	.....	\$3.50
020302501	Knight of the Realm Legs w/ Lance	.....	\$2.50
99389999003	Fighter Shield Sprue	.....	\$1
99389999004	Brettonnian Horse Body Sprue	.....	\$2
99389999014	Brettonnian Horse Head Sprue	.....	\$1

### Men-at-Arms

020300801	Man-at-Arms w/ Spear 1	.....	\$3.50
020300802	Man-at-Arms w/ Spear 2	.....	\$3.50
020300803	Man-at-Arms w/ Spear 3	.....	\$3.50
020300804	Man-at-Arms w/ Spear 4	.....	\$3.50
020300903	Man-at-Arms w/ Spear Standard 1	.....	\$4
020300904	Man-at-Arms w/ Spear Standard 2	.....	\$4
020300905	Man-at-Arms w/ Spear Trumpeter 1	.....	\$4
020300906	Man-at-Arms w/ Spear Trumpeter 2	.....	\$4
020301001	Man-at-Arms w/ Spear Champion 1	.....	\$4
020301002	Man-at-Arms w/ Spear Champion 2	.....	\$4
020301701	Man-at-Arms w/ Halberd 1	.....	\$3.50
020301702	Man-at-Arms w/ Halberd 2	.....	\$3.50
020301703	Man-at-Arms w/ Halberd 3	.....	\$3.50
020301802	Man-at-Arms w/ Halberd Standard	.....	\$4
020301803	Man-at-Arms w/ Halberd Drummer	.....	\$4
020301901	Man-at-Arms w/ Halberd Champion	.....	\$4
99389999003	Fighter Shield Sprue	.....	\$1

### Bowmen

020301401	Bowman 1	.....	\$3.75
020301402	Bowman 2	.....	\$3.75
020301403	Bowman 3	.....	\$3.75
020301404	Bowman 4	.....	\$3.75
020301405	Bowman 5	.....	\$3.75
020301406	Bowman 6	.....	\$3.75
020301503	Bowman Standard 2	.....	\$4
020301504	Bowman Standard 1	.....	\$4
020301505	Bowman Musician 1	.....	\$4
020301506	Bowman Musician 2	.....	\$4
020301601	Bowman Champion 1	.....	\$4



# Classic Lords & Heroes

020301602	Bowman Champion 2	..\$4
<b>Squires with Bows</b>		
020305201	Squire w/ Bow 1	..\$3.50
020305202	Squire w/ Bow 2	..\$3.50
020305203	Squire w/ Bow 3	..\$3.50
020305204	Squire w/ Bow 4	..\$3.50
020305205	Squire w/ Bow 5	..\$3.50
020305206	Squire w/ Bow 6	..\$3.50
020305301	Squire w/ Bow Champion	..\$4
020305401	Squire w/ Bow Standard	..\$4
020305402	Squire w/ Bow Musician	..\$4

## Metal Bitz – Special

### Questing Knights

020303901	Questing Knight Body 1	..\$2
020303902	Questing Knight Body 2	..\$2
020303903	Questing Knight Body 3	..\$2
020303904	Questing Knight Body 4	..\$2
020303905	Questing Knight Horse Head 1	\$2.50
020303906	Questing Knight Horse Head 2	\$2.50
020303907	Questing Knight Horse Head 3	\$2.50
020304902	Questing Knight Champion Body	..\$3.50
020304903	Questing Knight Champion Lance	..\$2.50
020305002	Questing Knight Standard Body	..\$3.50
020305003	Questing Knight Standard Arm	..\$2.50
020305102	Questing Knight Musician Body	..\$3.50
020305505	Questing Knight Body 5	..\$2.50
020305506	Questing Knight Body 6	..\$2.50
020305507	Questing Knight Body 7	..\$2.50
020305508	Questing Knight Body 8	..\$2.50
020305509	Questing Knight Body 9	..\$2.50
020305510	Questing Knight Body 10	..\$2.50
020305511	Questing Knight Body 11	..\$2.50
020305512	Questing Knight Body 12	..\$2.50
020305513	Questing Knight Body 13	..\$2.50
020305514	Questing Knight Body 14	..\$2.50
020305515	Questing Knight Body 15	..\$2.50
020305516	Questing Knight Body 16	..\$2.50
020305517	Questing Knight Body 17	..\$2.50
020305518	Questing Knight Body 18	..\$2.50
020305519	Questing Knight Body 19	..\$2.50
020305520	Questing Knight Body 20	..\$2.50
99369999003	Fighter Shield Sprue	..\$1
99389999004	Bretonnian Horse Body Sprue	..\$2
99389999014	Bretonnian Horse Head Sprue	..\$1

## Metal Bitz – Rare

### Grail Knights

020302001	Grail Knight Legs w/ Lance	..\$2.50
020302002	Grail Knight Champion Body	..\$2.50
020302003	Grail Knight Champion Horse Head	..\$2.50
020302004	Grail Knight Champion Shield	..\$1.50
020302102	Grail Knight Musician Body	..\$3.50
020302103	Grail Knight Musician Horse Head	..\$2.50
020302104	Grail Knight Musician Shield	..\$1.50
020302202	Grail Knight Standard Body	..\$3.50
020302203	Grail Knight Standard Top	..\$1.50
020302204	Grail Knight Standard Horse Head	..\$2.50
020302205	Grail Knight Standard Shield	..\$1.50
020302301	Grail Knight Legs	..\$2.50
020302302	Grail Knight Lance 1	..\$2.50
020302303	Grail Knight Lance 2	..\$2.50
020302304	Grail Knight Body 1	..\$2.50
020302305	Grail Knight Shield 1	..\$1.50
020302306	Grail Knight Horse Head 1	..\$2.50
020302307	Grail Knight Body 2	..\$2.50
020302308	Grail Knight Shield 2	..\$1.50
020302309	Grail Knight Horse Head 2	..\$2.50
020302310	Grail Knight Body 3	..\$2.50
020302311	Grail Knight Shield 3	..\$1.50
020302312	Grail Knight Horse Head 3	..\$2.50
99389999004	Bretonnian Horse Body Sprue	..\$2
99389999014	Bretonnian Horse Head Sprue	..\$1



Questing Knight  
Hero Body  
020304602



Questing Knight  
Hero Shield  
020304604



Questing Knight  
Hero Horse Head  
020304605



Grail Knight  
Hero Body  
020304702



Grail Knight  
Hero Sword Arm  
020304703



Questing Knight  
Hero Lance Arm  
020304603



Grail Knight  
Hero Horse Head  
020304704



Knight of the Realm  
Hero Body  
020304802



Knight of the Realm  
Hero Shield  
020304803



Knight of the Realm  
Hero Horse Head  
020304804



Grail  
Knight Legs  
020302301



Knight of the  
Realm Legs  
020300501

*Note: The Classic Bretonnian Horse Body sprue and Head sprue are required to complete these models.*



Above: Two examples of complete Knight Heroes

# Classic Lords & Heroes



Above: Two examples of complete Knights on foot



**Sorceress on Foot**  
020303001



**Mounted Sorceress**  
020303101



**Grail Knight Hero on Foot**  
020303201



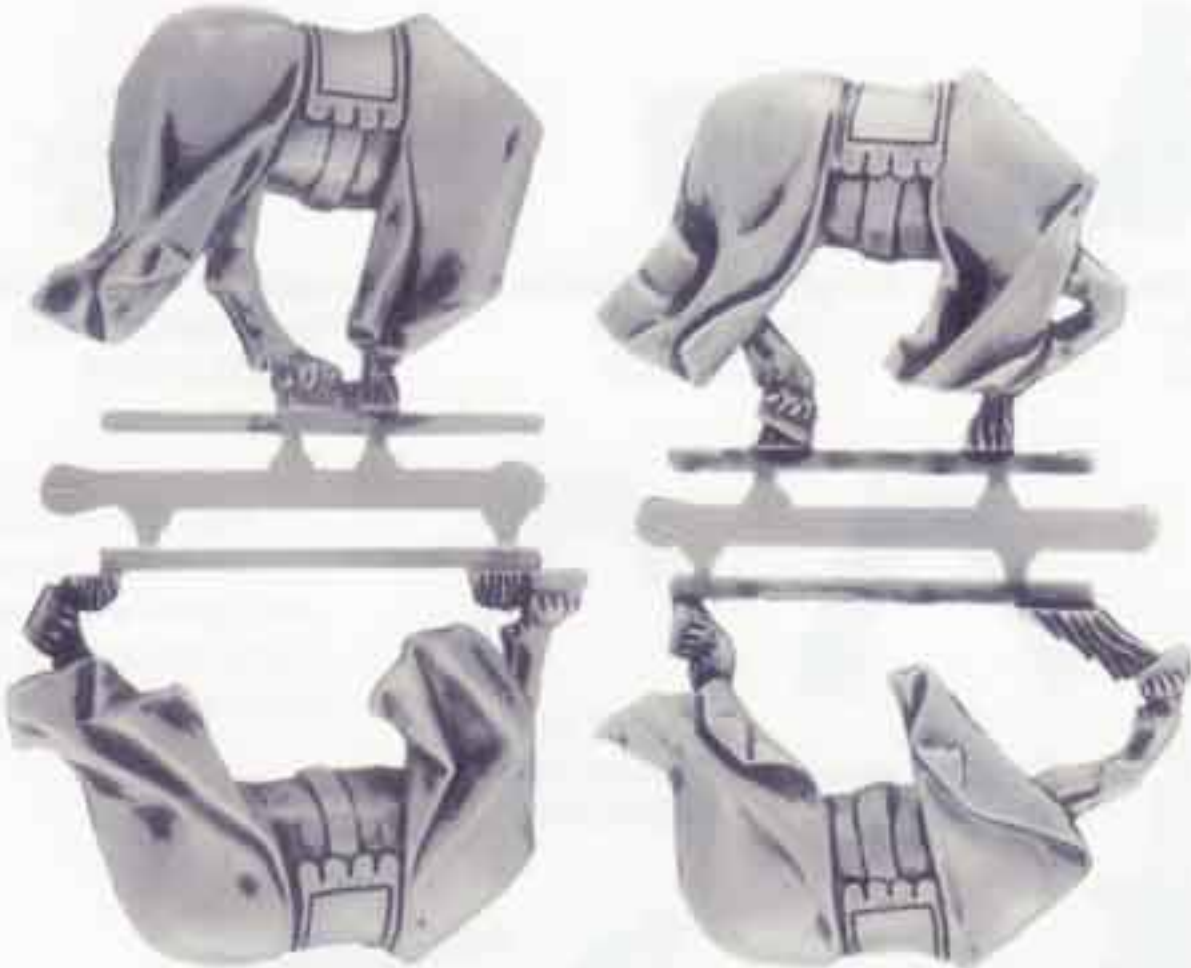
**Grail Knight Hero Shield**  
020303202



**Questing Knight Hero Shield**  
079902102

**Questing Knight Hero on Foot 2**  
079902101

*Note: Some Knights on Foot may require the Fighter Shield Sprue.*



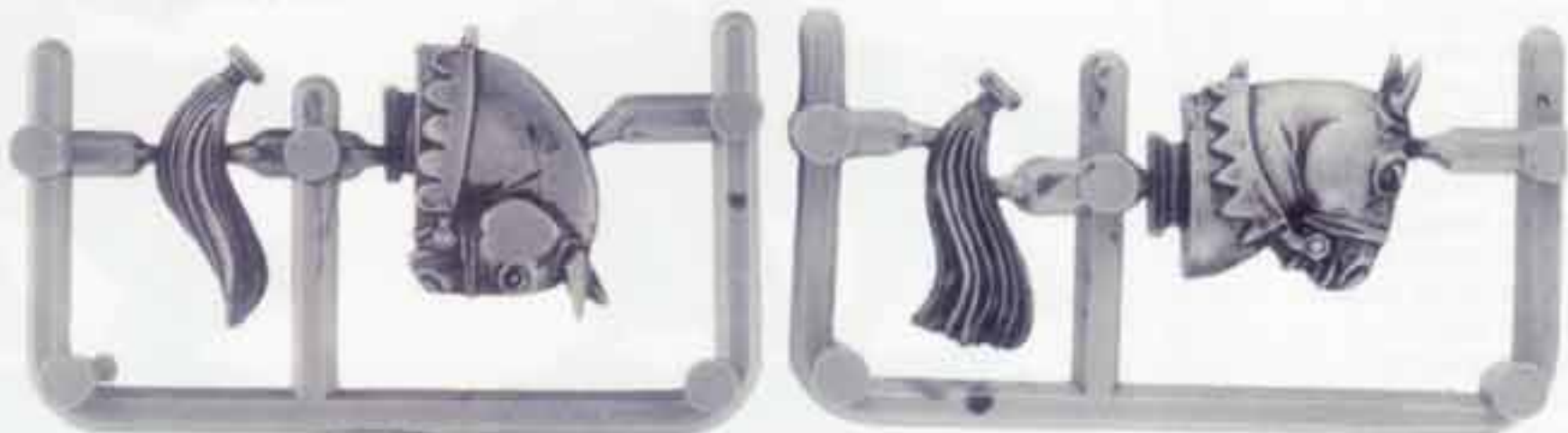
**Bretonnian Horse Body Sprue (Random)**  
99389999004



**Questing Knight Hero on Foot**  
020304001



**Knight of the Realm on Foot**  
020304101



**Bretonnian Horse Head Sprue (Random)**  
99389999014



# Classic Lords & Heroes



Louen Leoncoeur  
Upper Body  
020300102



Louen Leoncoeur  
Cloak  
020300103



Louen Leoncoeur  
Shield  
020300104



Louen Leoncoeur  
Legs  
020300101



Hippogriff  
Right Claw  
020300109



Hippogriff  
Tail  
020300110



Hippogriff  
Right Body  
020300105



Hippogriff  
Left Body  
020300106



Classic Louen Leoncoeur  
on Hippogriff (Complete)  
MO 0097



# Showcase



Hippogriff  
Left Wing  
020300111

*Right: This Repanse de Lyonesse earned Tom Weiss the Slayer Sword at the 2000 German Golden Demon competition.*



Hippogriff  
Right Wing  
020300112



# Classic Lord & Heroes



**Paladin on Pegasus (Complete)**  
MO 0108



**Hero on Pegasus Body**  
020303701



**Hero on Pegasus Sword Arm**  
020303702



**Hero on Pegasus Legs**  
020303703



**Hero on Pegasus Shield**  
020303708



**Hero on Pegasus Lance Arm**  
020303707



**Pegasus Head**  
020303704



**Pegasus Right Side**  
020303705



**Pegasus Left Side**  
020303706



**Pegasus Left Wing**  
020400807



**Morgiana le Fay Toad**  
020300605



**Unicorn Left Side**  
020300603



**Pegasus Right Wing**  
020400808



**Morgiana le Fay (Complete)**  
MO 0028



**Unicorn Right Side**  
020300604



**Morgiana le Fay**  
020300601



**Morgiana le Fay Cloak**  
020300602



# Classic Lords & Heroes



**Bertrand the Brigand**  
020300701



**Hugo le Petit**  
020300702



**Gui le Gros**  
020300703



**Gui le Gros Wine Barrel**  
020300704



**Bertrand the Brigand (Complete 3)**  
MO 0027



**Repanse de Lyonesse Horse Left Side**  
020302904



**Repanse de Lyonesse Horse Head**  
020302906



**Repanse de Lyonesse Legs**  
020302908



**Repanse de Lyonesse Lance**  
020302902



**Repanse de Lyonesse Horse Right Side**  
020302905



**Repanse de Lyonesse Shield**  
020302903



**Repanse de Lyonesse Body**  
020302907



**Repanse de Lyonesse (Complete)**  
MO 0030

*Note: The Classic Bretonnian Horse Body sprue and Head sprue are required to complete Odo, while the Medieval Horse Body sprue and Head sprue are required to complete Suliman.*



**Odo & Suliman (Complete 2)**  
MO 0029



**Odo D'Outremer Body**  
020304301



**Odo D'Outremer Shield**  
020304302



**Suliman le Saracen Shield**  
020304402



**Suliman le Saracen Body**  
020304401



# Classic Lords & Heroes



**Tristan Lance**  
020304202



**Jules le Jongleur**  
020304205



**Tristan & Jules (Complete 2)**  
MO 0032



**Tristan Body**  
020304201



**Tristan Shield**  
020304203



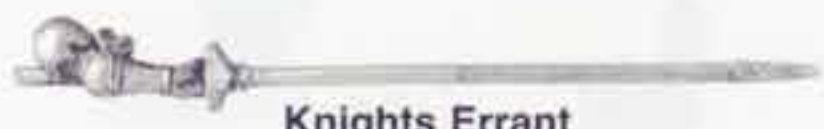
**Tristan Lute**  
020304204

# Classic Core Units

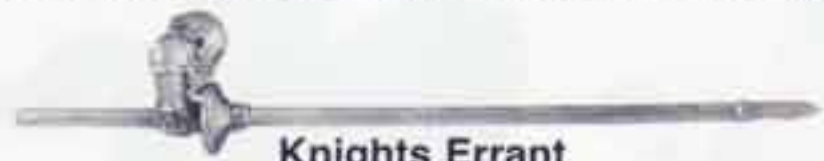


**Knights Errant Standard Body**  
020300402

*Note: The Classic Bretonnian Horse Body sprue, Head sprue, and Fighter Shields are required to complete these models.*



**Knights Errant Lance 1**  
020302402



**Knights Errant Lance 2**  
020302403



**Knights Errant Standard Top**  
020300403



**Knights Errant Legs**  
020302401



**Knights Errant Musician Body**  
020300302



**Knights Errant Body 1**  
020302404



**Knights Errant Body 2**  
020302405



**Knights Errant Body 3**  
020302406



**Knights Errant Champion Body**  
020302502



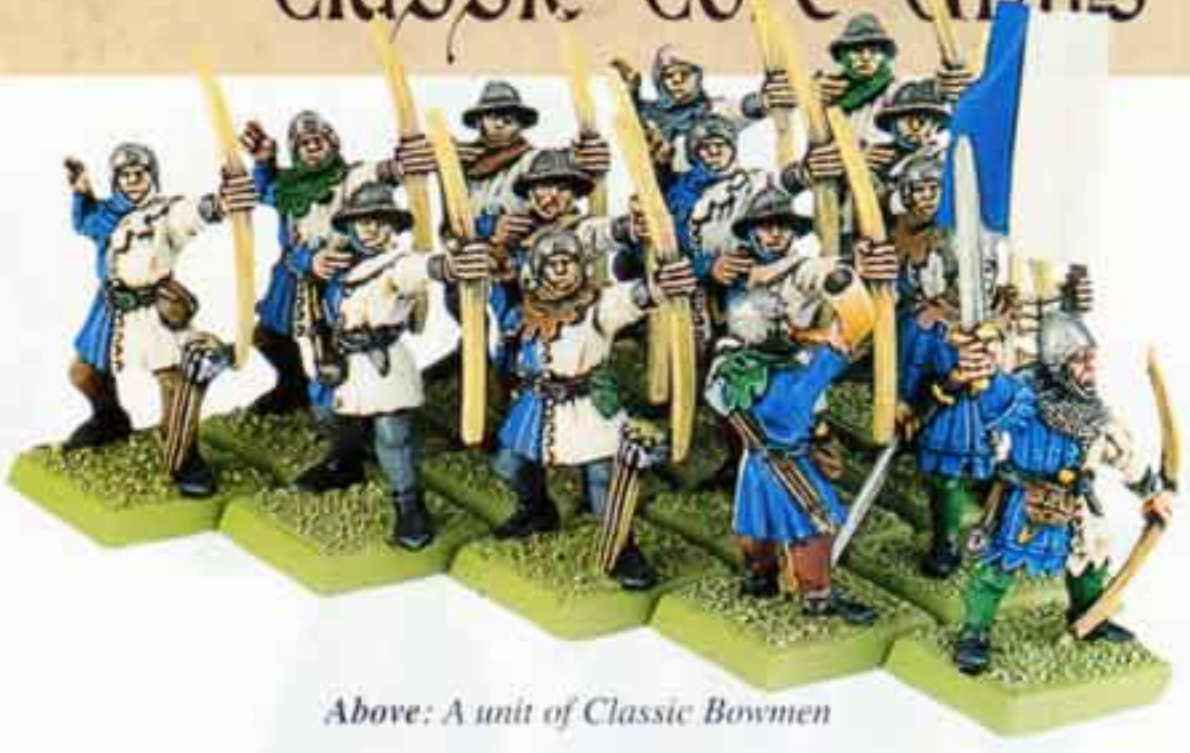
# Classic Core Units



**Bowman Standard 2**  
020301503

**Bowman Standard 1**  
020301504

**Bowman Champion 1**  
020301601



*Above: A unit of Classic Bowmen*



**Bowman Champion 2**  
020301602

**Bowman Trumpeter 1**  
020301505

**Bowman Trumpeter 2**  
020301506

**Bowman 1**  
020301401

**Bowman 2**  
020301402

**Bowman 3**  
020301403

**Bowman 4**  
020301404



**Bowman 5**  
020301405

**Bowman 6**  
020301406



**Squire w/ Bow 1**  
020305201

**Squire w/ Bow 2**  
020305202



**Squire w/ Bow 3**  
020305203



**Squire w/ Bow 4**  
020305204



**Squire w/ Bow 5**  
020305205



**Squire w/ Bow 6**  
020305206



**Squire w/ Bow Champion**  
020305301



**Squire w/ Bow Musician**  
020305402



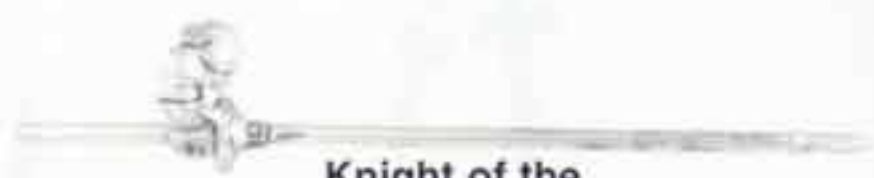
**Squire w/ Bow Standard**  
020305401

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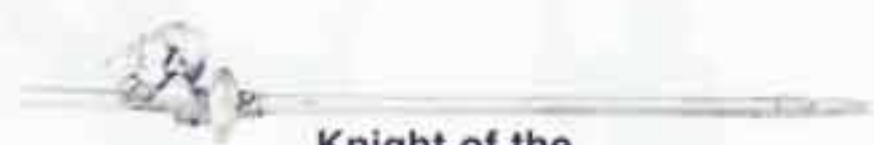
# Classic Core Units



**Knight of the Realm Legs**  
020300501



**Knight of the Realm Lance 1**  
020300502



**Knight of the Realm Lance 2**  
020300503



**Knight of the Realm Body 1**  
020300504



**Knight of the Realm Body 2**  
020300505



**Knight of the Realm Body 3**  
020300506

*Note: The Classic Bretonnian Horse Body sprue, Head sprue, and Fighter Shields are required to complete these models.*



**Knight of the Realm Champion Body**  
020301202



**Knight of the Realm Musician Body**  
020301302



**Knight of the Realm Standard Body**  
020301102



**Knight of the Realm Standard Top**  
020301103



**Knight of the Realm Legs w/ Lance**  
020302501

*Below: A unit of Classic Men-at-Arms Halberdiers*





# Classic Core Units



**Man-at-Arms  
w/ Spear 1**  
020300801

**Man-at-Arms  
w/ Spear 2**  
020300802

**Man-at-Arms  
w/ Spear 3**  
020300803

**Man-at-Arms  
w/ Spear 4**  
020300804



*Note: Fighter Shields, 99369999003, are required to complete these models.*



**Man-at-Arms  
w/ Spear  
Standard 1**  
020300903

**Man-at-Arms  
w/ Spear  
Standard 2**  
020300904

**Man-at-Arms  
w/ Halberd  
Standard**  
020301802

**Man-at-Arms  
w/ Spear  
Champion 1**  
020301001

**Man-at-Arms  
w/ Spear  
Champion 2**  
020301002

**Man-at-Arms  
w/ Halberd  
Champion**  
020301901



**Man-at-Arms  
w/ Halberd Musician**  
020301803

**Man-at-Arms  
w/ Spear Musician 2**  
020300906

**Man-at-Arms  
w/ Spear Musician 1**  
020300905

**Man-at-Arms  
w/ Halberd 1**  
020301701

**Man-at-Arms  
w/ Halberd 2**  
020301702

**Man-at-Arms  
w/ Halberd 3**  
020301703



## Classic Rare Units

Note: The Classic Bretonnian Horse Body sprue and Head sprue are required to complete these models.



Grail Knight  
Legs w/ Lance  
020302001



Grail Knight  
Champion Body  
020302002



Grail Knight  
Champion Horse Head  
020302003



Grail Knight  
Champion Shield  
020302004



Grail Knight  
Lance 1  
020302302



Grail Knight  
Lance 2  
020302303



Grail Knight  
Musician Body  
020302102



Grail Knight  
Legs  
020302301



Grail Knight  
Standard Top  
020302203



Grail Knight  
Body 1  
020302304



Grail Knight  
Body 2  
020302307



Grail Knight  
Body 3  
020302310



Grail Knight  
Musician Horse Head  
020302103



Grail Knight  
Standard Horse Head  
020302204



Grail Knight  
Shield 1  
020302305



Grail Knight  
Shield 2  
020302308



Grail Knight  
Shield 3  
020302311



Grail Knight  
Musician Shield  
020302104



Grail Knight  
Standard Body  
020302202



Grail Knight  
Standard Shield  
020302205



Grail Knight  
Horse Head 1  
020302306



Grail Knight  
Horse Head 2  
020302309



Grail Knight  
Horse Head 3  
020302312

# Classic Special Units



**Questing Knight Standard Body**  
020305002



**Questing Knight Champion Body**  
020304902



**Questing Knight Musician Body**  
020305102

*Note: The Classic Bretonnian Horse Body sprue, Head sprue, and Fighter Shields are required to complete these models.*



**Questing Knight Body 1**  
020303901



**Questing Knight Body 2**  
020303902



**Questing Knight Body 3**  
020303903



**Questing Knight Body 4**  
020303904



**Questing Knight Body 5**  
020305505



**Questing Knight Body 6**  
020305506



**Questing Knight Body 7**  
020305507



**Questing Knight Body 8**  
020305508



**Questing Knight Body 9**  
020305509



**Questing Knight Body 10**  
020305510



**Questing Knight Horse Head 1**  
020303905



**Questing Knight Standard Arm**  
020305003



**Questing Knight Body 11**  
020305511



**Questing Knight Body 12**  
020305512



**Questing Knight Body 13**  
020305513



**Questing Knight Body 14**  
020305514



**Questing Knight Body 15**  
020305515



**Questing Knight Horse Head 2**  
020303906



**Questing Knight Body 16**  
020305516



**Questing Knight Body 17**  
020305517



**Questing Knight Body 18**  
020305518



**Questing Knight Body 19**  
020305519



**Questing Knight Body 20**  
020305520



**Questing Knight Horse Head 3**  
020303907



**Questing Knight Champion Lance**  
020304903

# Colors of War



## COLORS OF WAR – COLOR SCHEMES

Painting a Bretonnian army may seem like an intimidating prospect when you're faced with all those Knights and all the opportunities to have radically different colors and heraldry. If you break the army down into components, what once seemed to be a significant endeavor will become an easy task. For example, if your General has a certain combination of colors, limiting yourself to those colors will tie the army together. Certain heraldic devices might also provide a link across the army. If your army comes from a region that is heavily forested, images such as trees, stags, or boars reinforce that idea. Likewise, a realm near a body of water might have fish or frogs as a common icon. Rank within the army will also help with ideas for a paint scheme. Commoners will seldom have anything other than simple color fields, while a Grail Knight's heraldry will be much more ornate than that of a Knight Errant. If you are still stuck for ideas, historical references are a trove of inspiration for both colors and icons you could use. Personal family history could also provide inspiration, if you happen to know your family crest. How might your family's crest look on your Bretonnian Knights?

The eight shields shown to the right are examples of how you can use common colors and icons. Black, the local lord's color, is used on all shields. The two shields with stags could be those of Knights related though through marriage rather than by blood. This type of relation would explain the use of blue in the field and the slightly different charges. Of course, in the end, there are no rules, and you can paint your Knights' and Commoners' heraldry any way you see fit.



*Below: Alberto Ruffini's army, shown here in all its splendor, proves how impressive a full Bretonnian army can be.*

*Left: Alberto's General's colors are used throughout the rest of the army. Most notably, the use of red and yellow in the unit standards helps to reinforce the idea that the army has come together under the banner of one Knight.*

*Far Left: The unit of Questing Knights uses the fleur-de-lys as a statement of rank within the social structure of Bretonnia. That icon also helps to tie the unit together, as each Knight displays different colors in his individual heraldry.*



# Showcase





# HORDES OF CHAOS

*For three weeks the army had marched, swelling in size as challengers were met, broken, and absorbed into the ranks. The edge of Troll Country drew near. The bleak and desolate lands were giving way to the wind-swept Eastern Steppes. The iron-will of Kalazak, Lord of Chaos, drove the army before him. All in-fighting and squabbling among different tribes or Chaos powers was quelled by his mere darksome presence. No one knew what was beneath Kalazak's black armor, and no glint of eye or emotion could be seen from his horned helm. But the forces knew they were marching south, marching to war...*

To the far north, past the desolations of Troll Country, lies the magic-swept land known as the Realm of Chaos. This cursed region is where the intense energy of Chaos warps and taints the surrounding northlands and the men and creatures who dwell there. It is here that the Chaos legions, both Mortal and Daemon, fight for the favors of the mighty gods.

## Fighting Style

There are many variations and types of Chaos armies, but rest assured, none of them are friendly. Attack and devastation are always key ingredients for all the Chaos powers. Chaos armies can be composed of some of the most powerful close combat troops in the Warhammer game, and this fact, quite rightfully, causes much consternation for enemy generals. Whether a player chooses mostly Mortal followers of Chaos (Chaos Warriors, Knights, and Marauders) or a Daemonic host (with Daemons from any of the four powers), few opponents will relish meeting such troops in hand-to-hand fighting.

However, simply attacking with all-out savagery, even with some of the most ferocious fighters in the game, rarely wins the battle against a knowledgeable foe. Using coordinated attacks and supporting units can ensure that the superior Chaos troops can carry home the attack. Horrible Spawn can pin down the foe. Fast troops like Marauder Horsemen and Hounds of Chaos can threaten enemy flanks, and magic can soften up the enemy before the main attacks begin.

## Collecting a Hordes of Chaos Army

Collecting a Chaos army is easy and fun, and there are a wide variety of troops to choose from. We always suggest starting an army with a few Core units. However, to start your Chaos force, you have to decide on a leader. A Mortal General (a Chaos Lord or Exalted Sorcerer) may choose any of the Mortal forces as Core troops but treats Daemons as Special choices. A Daemon General (a Greater Daemon,

Daemon Prince, or Exalted Daemon) may select any Daemonic units as Core choices and any of the Mortal followers as Special. Chaos Warriors are a great place to start. They are powerful and paint up quickly, allowing players to get a force together in a hurry.

When a player expands a Chaos army, he or she has a huge number of choices to make. In fact, no army gives players as much choice as Chaos: Daemons of different powers, Spawn, powerful Chaos Knights, Chariots, Marauders, and more. Up to one unit of Chaos Knights or Chaos Warriors may be upgraded to a unit of Chosen. These fiendish troops are favored by the Gods and gain an extra Attack and Chaos Armor. Best of all, all the troops from the Beasts of Chaos army list may be included as Special or Rare choices in a Hordes of Chaos army list. Thus, the tactical options of the Chaos army, as well as the painting and modeling variety, are second to none.

*Right: Chris Walton's Brotherhood of Steel Chaos Marauder army from the Baltimore 2003 Grand Tournament*



*Above: This Lord of Chaos by Hay Hunt won first place in the French 2003 Golden Demon in the Warhammer Fantasy Miniature Category.*



*Below: The Chaos Knights of the Brotherhood of Steel. Note that the banner carries the same design as the war paint on the Marauders.*



*Right: Lord of the Brotherhood of Steel by Chris Walton. Chris heavily converted Archaon to create his unique Chaos Lord.*



**Even More Chaos!**

In addition to everything in the Hordes of Chaos army list, Chaos players can mix and match troops and heroes from the Beasts of Chaos army list (see p. 398). Thus, it is possible to add a unit of Beastmen to screen your Chaos Knights or a solid force of Dragon Ogres or a Chaos Giant to beef up your army.

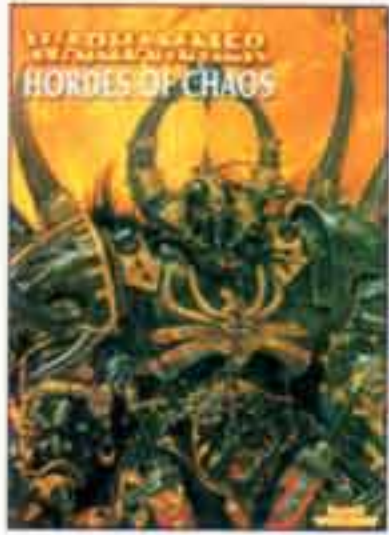
Whether a troop is listed as Core or Special depends on what kind of General (Beast, Mortal, or Daemonic) a player is using. Consult the army books for a full description. Now, go out and conquer!



*Above: Chaos Marauders of the Brotherhood of Steel. Note the use of a war paint to give the entire regiment an unified but savage look.*



## GETTING STARTED



**Warhammer Armies:  
Hordes of Chaos**  
83-01-60

The 112-page *Warhammer Armies: Hordes of Chaos* contains all the rules for building an army that has marched out of the Chaos Wastes. This army can include the Mortal and Daemonic warriors of the Gods of Chaos. Also detailed are Chaos Sorcerer spell lores, Daemonic gifts, and the Marks of the Dark Gods.



The plastic Chaos Regiment boxed sets like the Chaos Warriors and Chaos Marauders are a great place to start building your Chaos Army. Each boxed set contains a Chaos Warrior regiment or Chaos Marauder regiment, complete with a plastic command group and special mutation sprue.



*Above: Chaos Warrior Regiment  
Left to Right: The Chaos Warrior Regiment boxed set comes with a Mutations sprue to add extra variety to your models.*



*Below: Chaos Marauder Regiment  
Left: Chaos Marauder boxed set*



LORDS & HEROES



**Archaon, Lord of the End Times Box (1)**  
83-17



**Archaon Head & Sword Sprue**  
020112501



**Archaon Shield & Hand Sprue**  
020112503



**Archaon Body**  
020112502



**Dorghar Right Side**  
020112505



**Dorghar Left Side**  
020112504



**Archaon Base**  
020112508



**Dorghar Horse Head**  
020112507



**Dorghar Horse Tail**  
020112506

*He is the Lord of the End Times, the Everchosen, who the Chaos Gods unite behind bestowing all their gifts upon him.*



**Crom the Conqueror Blister (1)**  
83-69



**Crom Head & Sword Sprue**  
020114501



**Crom Body**  
020114503



**Crom Shield**  
020114502

*It is written that a herald would come to prepare the way for the Everchosen, to drown the world of mortal man in an ocean of blood, and to bring about the End Times.*



## LORDS & HEROES



**Galrauch, First of the Chaos Dragons Box (1)**  
83-15



**Galrauch Head 1**  
020114101



**Galrauch Head 2**  
020114102



**Galrauch Torso**  
020114103



**Galrauch Legs**  
020114104



**Galrauch Left Wing**  
020114106



**Galrauch Claws**  
020114108



**Galrauch Right Wing**  
020114105



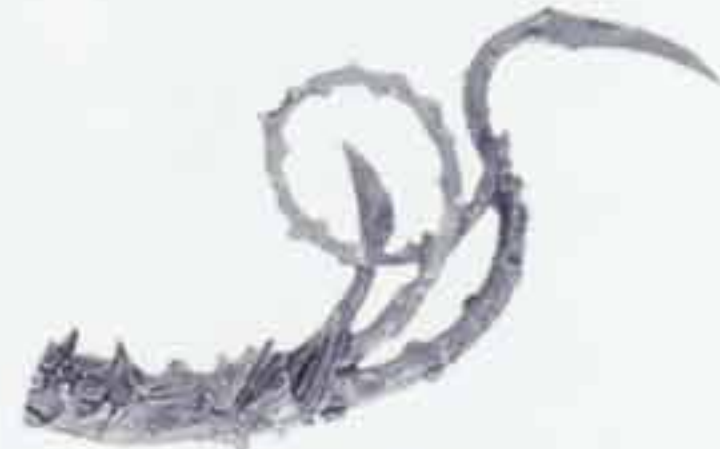
**Galrauch Spike Sprue 1**  
020114110



**Galrauch Right Arm**  
020114109



**Galrauch Spike Sprue 2**  
020114111



**Galrauch Tail**  
020114107

*It was Galrauch, first of the Chaos Dragons, who slaughtered King Thurgrim Rockarm and all his kind and sacked their ancient Halls. It was Galrauch who destroyed the city of Languerre de Lac and who was responsible for countless massacres and stories of woe. Hundreds of heroes have tried to slay him, but they have all failed.*

LORDS & HEROES



**Lord of Khorne Box (1)**  
83-19



**Khorne Lord Body**  
020113301



**Khorne Lord  
Sword & Shield Sprue**  
020113303



**Khorne Lord  
Horse Head**  
020113304



**Khorne Lord Head**  
020113302



**Khorne Lord Tail**  
020113307



**Khorne Lord Right Side**  
020113305



**Khorne Lord Left Side**  
020113306



**Sorcerer Body**  
020113001



**Sorcerer of Chaos  
Blister (2)**  
83-36

*As one, the tribesmen fell to their knees before the sorcerer, one who was truly touched by the might of the gods.*



**Sorcerer Head**  
020113002



**Sorcerer Familiar**  
020113004



**Sorcerer Staff**  
020113003



**Mounted Sorcerer  
Horse Head**  
020114002

**Sorcerer Body**  
020114001

**Mounted Sorcerer of Chaos Blister (1)**  
83-68

**LORDS & HEROES**



**Lord of Nurgle Box (1)**  
83-20



**Nurgle Lord Head & Sprue**  
020113701



**Nurgle Lord Torso**  
020113702



**Nurgle Lord Weapon Sprue**  
020113703



**Nurgle Lord Right Side**  
020113704



**Nurgle Lord Left Side**  
020113705



**Nurgle Lord Sign Post**  
020113706

*The Champions of Nurgle can endure wounds and afflictions that would cripple others. Still, they can fight on in his name.*



**Slaanesh Lord Mount Tail Sprue**  
020113912



**Slaanesh Lord Mount Body**  
020113908



**Slaanesh Lord Shield**  
020113907



**Slaanesh Lord Halberd**  
020113903



**Slaanesh Lord Banner**  
020113902



**Lord of Slaanesh Box (1)**  
83-21



**Slaanesh Lord Mount Tail Bottom**  
020113910



**Slaanesh Lord Mount Tail Top**  
020113911



**Slaanesh Lord Mount Head**  
020113909

*Majestic, charismatic, imposing, effortless, graceful, exquisite, and precise.*  
Extract from *Days in Darkness*



**Slaanesh Lord Right Leg**  
020113906



**Slaanesh Lord Left Leg**  
020113905



**Slaanesh Lord Body**  
020113904



**Slaanesh Lord Head**  
020113901

# LORDS & HEROES



**Lord of Tzeentch Box (1)**  
83-22



**Tzeentch Lord Head**  
020114202

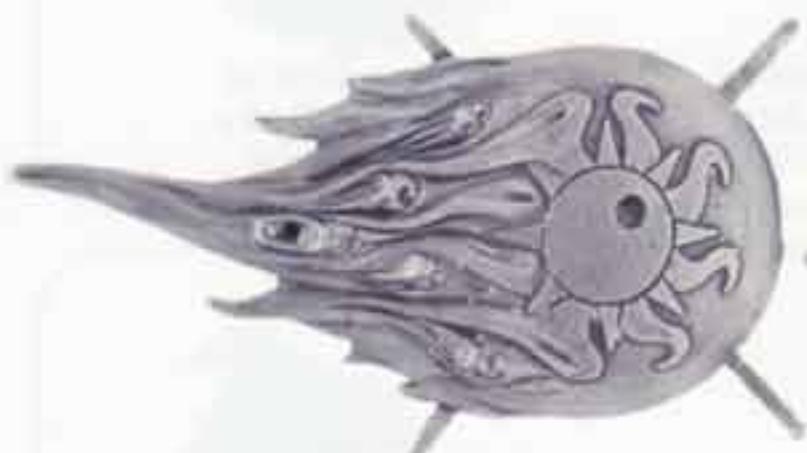
**Tzeentch Lord Body**  
020114201



**Tzeentch Lord Blades**  
020114205



**Tzeentch Lord Halberd**  
020114203



**Tzeentch Lord Disc**  
020114204



**Champion of Chaos Body**  
020112701



**Champion of Chaos Undivided Blister (1)**  
83-56



**Champion of Chaos Sprue**  
020112702

## PAINTING A CHAMPION OF CHAOS

After applying an undercoat of Chaos Black, paint the Champion with a mix of two parts Chaos Black to one part Regal Blue. Add small amounts of Fortress Grey to this mix for the highlight stages.

Use Brazen Brass to paint the trim and helmet. Highlight these areas with Shining Gold and then Mithril Silver mixed with Shining Gold. Wash these sections with Chestnut Ink and then again with thinned Brown Ink.

Paint the horns and skulls with a basecoat mix of equal parts Snakebite Leather and Chaos Black. Add Skull White to this mix for the highlights, and use pure Skull White for the final highlight.

Paint the fur cloak with a basecoat of Snakebite Leather. Add Skull White to Snakebite Leather and then apply this mix toward the outer edges of the cloak.

Give the cloak a basecoat of Scab Red and highlight with Red Gore and then Blood Red. Mix Blood Red with Fiery Orange for the penultimate highlight. Add a small amount of Skull White to this mix for the final highlight and then wash the whole cloak with thinned Chestnut Ink.

Use a basecoat of Bestial Brown to paint the flayed skin and pouches. Add an equal quantity of Dwarf Flesh to this color for the first highlight stage. For the final highlight stages, add small amounts of Bleached Bone.

Paint the metallic sections with a basecoat of Boltgun Metal and then highlight with Chainmail and then thinned Brown Ink.

Mix Red Gore and Red Ink for the blood and then varnish the blood stains once the model is finished.

Texture the base of the model by attaching sand and static grass with white glue.





**LORDS & HEROES**



**Champion of Nurgle Blister (1)**  
83-60

*His aloofness and otherworldly persona only fueled their adoration.*



**Champion of Nurgle Body**  
020113601



**Champion of Nurgle Head & Sword**  
020113602



**Champion of Khorne Body**  
020113401



**Champion of Khorne Blister (1)**  
83-58



**Champion of Khorne Head**  
020113402



**Champion of Khorne Axe**  
020113403



**Champion of Khorne Base**  
020113404



**Champion of Slaanesh Blister (1)**  
83-59



**Champion of Slaanesh Body**  
020113801



**Champion of Slaanesh Head**  
020113802



**Champion of Slaanesh Sword**  
020113803



**Champion of Slaanesh Shield**  
020113804



**Champion of Tzeentch Blister (1)**  
83-61



**Champion of Tzeentch Body**  
020114301



**Champion of Tzeentch Familiar**  
020114303



*How is it possible to defeat an opponent who seems to know your every move in advance?*



**Champion of Tzeentch Staff**  
020114302

MORTAL UNITS

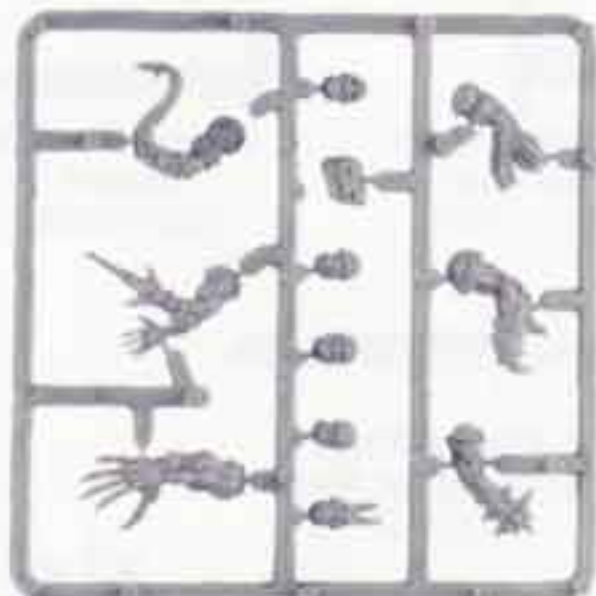


Chaos Warrior Regiment Box (12)  
83-06

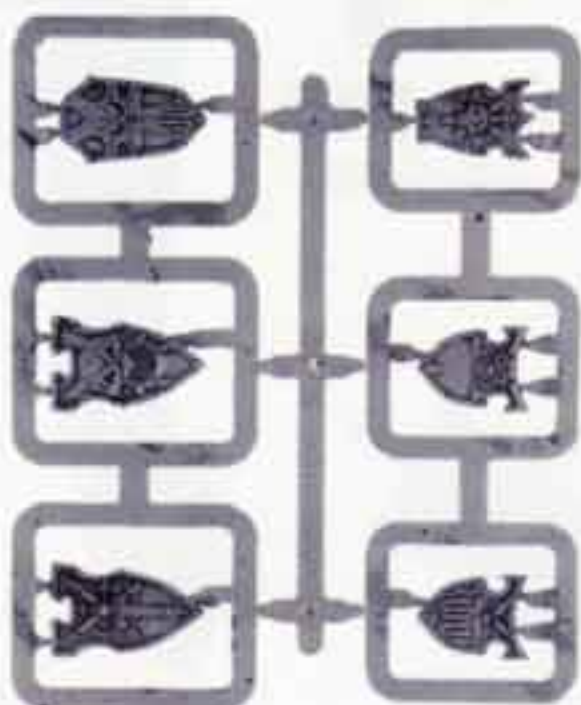


The plastic Chaos Warriors can be armed with hand weapons or halberds.

Sprues shown at 50% of actual size.



Mutation Sprue  
99380102003

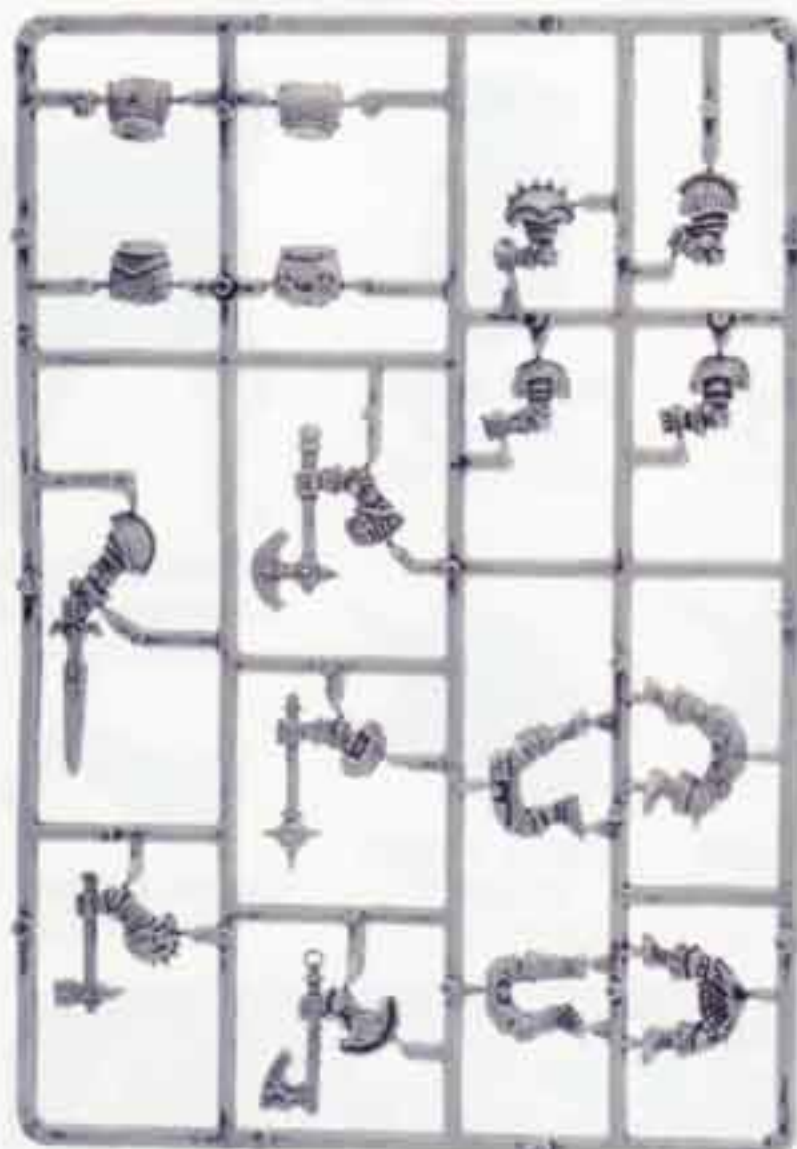


Chaos Warrior Shield Sprue  
99380201007



Below: Chaos Warrior color variants

Sprues shown at 40% of actual size.



Chaos Warrior  
Legs & Torso Sprue  
99380201008



Chaos Warrior  
Command, Heads & Halberd Sprue  
99380201009

PAINTING A CHAOS WARRIOR

Prime your model with Chaos Black spray and then paint the model with a Chaos Black-Boltgun metal mix.

Paint the edges of the armor in bright metallic colors. We used Chainmail or Shining Gold for the banding, shield, and helmet crest.

Lightly brush Chainmail across the head of the axe. Paint the horns with Bleached Bone.

Apply a wash of Brown Ink to the gold areas. Lightly brush the axe head again, this time with Mithril Silver. Next, apply some Scorched Brown detailing to the base of the horns.



## MORTAL UNITS



Chaos Knights  
Blister (Random 1)  
83-52



Chaos Knight  
Body 1  
020112601



Chaos Knight  
Body 2  
020112602



Chaos Knights Box (5)  
83-16



Chaos Knight  
Body 3  
020112603



Chaos Knight  
Body 4  
020112604



Chaos Knight  
Axe 1  
020112606



Chaos Knight  
Axe 2  
020112605



Chaos Knight  
Hammer  
020112607



Chaos Knight  
Sword  
020112608



Chaos Knight  
Shield 1  
020112609



Chaos Knight  
Shield 2  
020112610



Chaos Knight  
Shield 3  
020112611



Chaos Knight  
Shield 4  
020112612



Chaos Knight  
Champion Body  
020112618



Chaos Knight  
Champion Sword  
020112619



Chaos Knight  
Horn  
020112620



Chaos Knight  
Champion  
Horse Head  
020112622



Chaos Knight  
Head 1  
020112613



Chaos Knight  
Head 2  
020112614



Chaos Knight  
Head 3  
020112615



Chaos Knight  
Tail  
020112617



Chaos Knight  
Head 4  
020112616



Chaos Knight  
Standard  
020112621



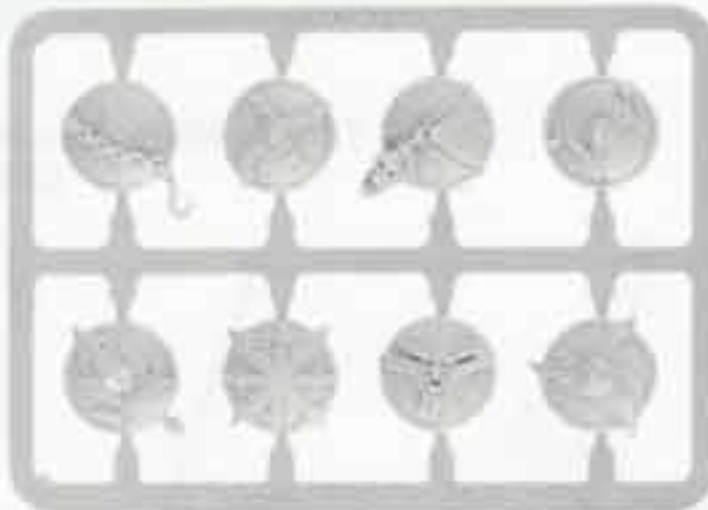
MORTAL UNITS



**Chaos Marauder Regiment Box (16)**  
83-12

*Note: The Chaos Marauder plastics can be armed with hand weapons or with flails.*

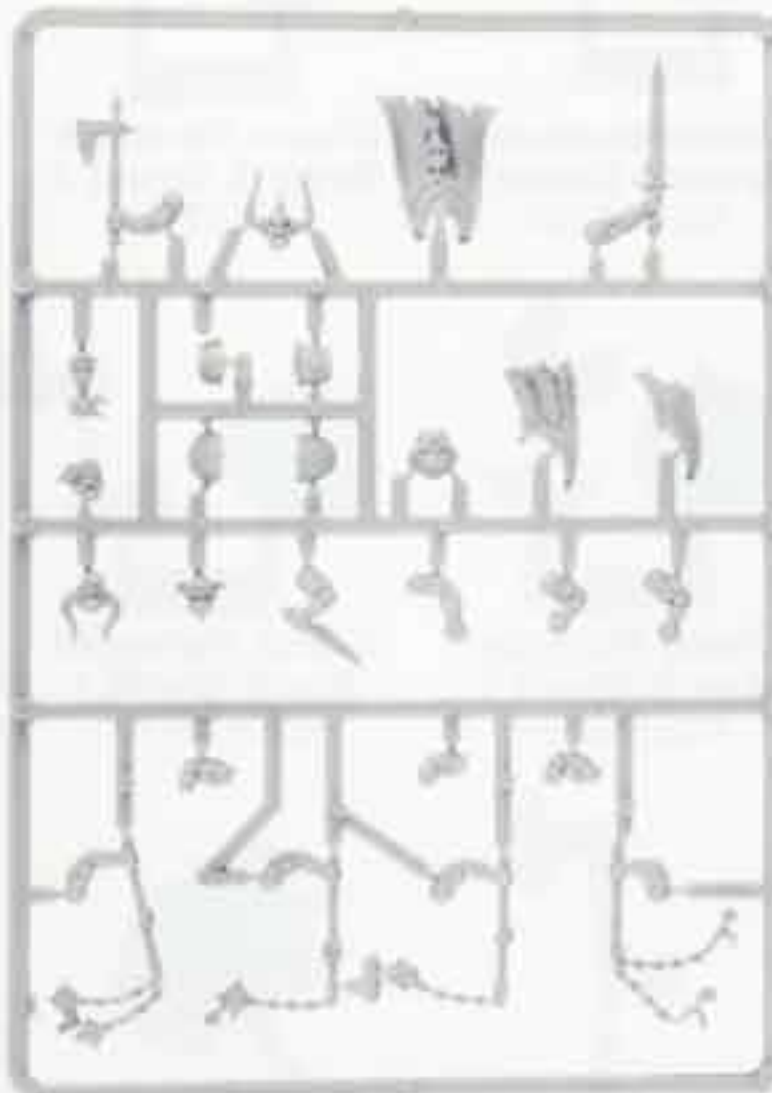
*Sprue shown at 75% actual size.*



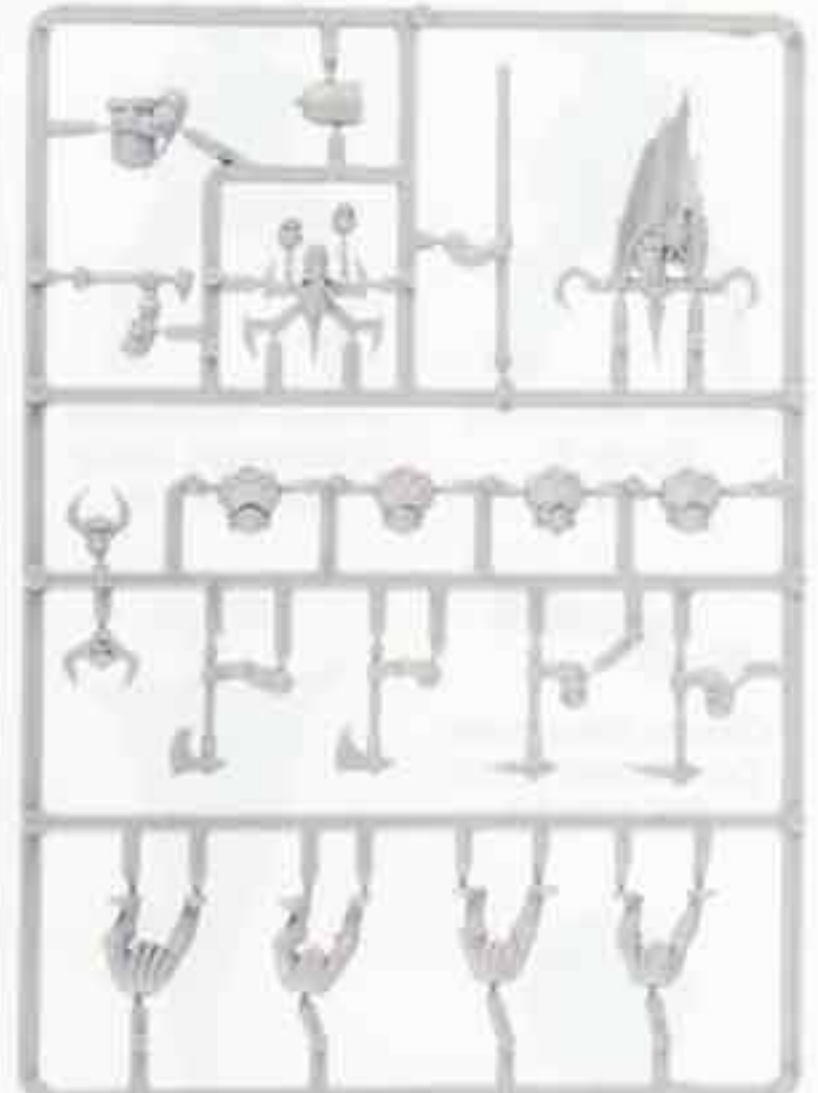
**Chaos Marauder Shield Sprue**  
99360201002



*Above: Chaos Marauder color variants*



**Chaos Marauder Sprue B**  
99380201011



**Chaos Marauder Sprue A**  
99380201010

*Sprues shown at 45% actual size.*

**MORTAL UNITS**

**Chaos Marauder  
Horsemen Blister  
(Random 1)  
83-54**



**Chaos Marauder Horsemen Box (5)  
83-23**



**Chaos Marauder  
Body 1  
020113101**



**Chaos Marauder  
Body 2  
020113102**



**Chaos Marauder  
Body 3  
020113103**



**Chaos Marauder  
Body 4  
020113104**



**Chaos Marauder  
Body 5  
020113105**



**Chaos Marauder  
Champion Body  
020113114**



**Chaos Marauder  
Command Horn  
020113116**



**Chaos Marauder  
Champion Shield  
020113117**



**Chaos Marauder  
Standard  
020113118**



**Chaos Marauder  
Spear & Shield 1  
020113106**



**Chaos Marauder  
Spear & Shield 2  
020113107**



**Chaos Marauder  
Spear & Shield 3  
020113108**



**Chaos Marauder  
Spear & Shield 4  
020113109**



**Chaos Marauder  
Axe & Shield 2  
020113111**



**Chaos Marauder  
Axe & Shield 1  
020113110**



**Chaos Marauder  
Axe & Shield 3  
020113112**



**Chaos Marauder  
Axe & Shield 4  
020113113**



**Chaos Marauder  
Champion Axe  
020113115**



**Chaos Marauder  
Command  
Horse Head  
020113119**





MORTAL UNITS



Chaos Chariot Box (1)  
83-11



Chaos Warrior with Axe  
020107301



Chaos Warrior with Whip  
020107302



Chaos Warrior Whip Arm  
020107303



Chaos Chariot Haft  
020107304



Chaos Chariot Front Fairing  
020107305



Chaos Chariot Right Fairing  
020107307



Chaos Chariot Left Fairing  
020107306



Chaos Chariot Base  
020107308



Chaos Chariot Yoke  
020107309



Chaos Chariot Scythe  
020107311



Chaos Chariot Wheel  
020107310

PAINTING CHAOS MARAUDERS

Undercoat your Marauder with Chaos Black Spray Primer.

Paint the Marauder's skin with a basecoat of Vermin Fur. Give all the flesh areas a wash of Brown Ink to create shading. Once the ink dries, highlight the skin with Vermin Fur again, then Bronzed Flesh, and finally Bleached Bone. A final very light highlight of Skull White was used to add definition to the muscles and most raised areas.



Paint leather areas such as the breeches, straps, boots, and wrist bands with a basecoat of Scorched Brown. Apply a watered-down wash of Black Ink to the recesses of these areas. Touch up any areas where the wash overlapped with Scorched Brown. Finally, apply a highlight of Snakebite Leather to the edges and raised areas near creases.

Apply a basecoat of Boltgun Metal to all of the different metallic areas. Apply a wash of thinned Chaos Black Ink to the rivets and recessed areas of the metallic surfaces. Touch up with Boltgun Metal where the Black Ink overlaps. Give all of the metal areas a final highlight of Mithril Silver.



Drybrush the fur on the back of the legs with Vomit Brown. Drybrush Codex Grey on the haft of the flail to bring out the woodgrain. Highlight any remaining black areas with Codex Grey.



Finish off the base by attaching sand with white glue. Once the sand and glue dries, drybrush the sand with Codex Grey and then Bleached Bone. If you like, you can attach small clumps of static grass to your base with white glue.



## PRICE LIST

### Getting Started

83-01-60 *Warhammer Armies: Hordes of Chaos* \$20

### Boxed Sets & Blister Packs – Lords & Heroes

83-17	Archaon, Lord of the End Times	... \$30
	<small>Box includes 1 model</small>	
83-69	Crom the Conqueror	... \$10
	<small>Blister includes 1 model</small>	
83-15	Galrauch, 1st of the Chaos Dragons	... \$45
	<small>Box includes 1 model</small>	
83-36	Chaos Sorcerer	... \$8
	<small>Blister includes 2 models</small>	
83-19	Lord of Khorne	... \$25
	<small>Box includes 1 model</small>	
83-20	Lord of Nurgle	... \$25
	<small>Box includes 1 model</small>	
83-21	Lord of Slaanesh	... \$25
	<small>Box includes 1 model</small>	
83-22	Lord of Tzeentch	... \$25
	<small>Box includes 1 model</small>	
83-68	Mounted Sorcerer of Chaos	... \$10
	<small>Blister includes 1 model</small>	
83-56	Champion of Chaos	... \$10
	<small>Blister includes 1 model</small>	
83-58	Champion of Khorne	... \$10
	<small>Blister includes 1 model</small>	
83-60	Champion of Nurgle	... \$10
	<small>Blister includes 1 model</small>	
83-59	Champion of Slaanesh	... \$10
	<small>Blister includes 1 model</small>	
83-61	Champion of Tzeentch	... \$10
	<small>Blister includes 1 model</small>	

### Boxed Sets & Blister Packs – Mortal Units

83-06	Warriors of Chaos Regiment	... \$30
	<small>Box includes 12 models</small>	
83-16	Knights of Chaos Regiment	... \$45
	<small>Box includes 5 models</small>	
83-52	Knights of Chaos	... \$9
	<small>Blister includes 1 model</small>	
83-12	Chaos Marauder Regiment	... \$30
	<small>Box includes 16 models</small>	
83-23	Chaos Marauder Horsemen Regiment	... \$40
	<small>Box includes 5 models</small>	
83-54	Chaos Marauder Horseman	... \$8
	<small>Blister includes 1 model</small>	
83-11	Chariot of Chaos	... \$25
	<small>Box includes 1 model</small>	

### Metal Bitz – Lords & Heroes

#### Archaon, Lord of the End Times

020112501	Archaon Head & Sword sprue	... \$3
020112502	Archaon Body	... \$6
020112503	Archaon Shield	... \$3
020112504	Dorghar Right side	... \$6
020112505	Dorghar Horse Left side	... \$6
020112506	Dorghar Horse Tail	... \$1
020112507	Dorghar Horse Head	... \$2
020112508	Archaon Base	... \$5

#### Crom the Conqueror

020114501	Crom Head & Weapon sprue	... \$3
020114502	Crom Shield	... \$3
020114503	Crom Body	... \$5

#### Galrauch, First of the Chaos Dragons

020114101	Galrauch Head 1	... \$6
020114102	Galrauch Head 2	... \$6
020114103	Galrauch Torso	... \$7
020114104	Galrauch Legs	... \$7
020114105	Galrauch Right Wing	... \$6
020114106	Galrauch Left Wing	... \$6
020114107	Galrauch Tail	... \$4
020114108	Galrauch Claws	... \$2
020114109	Galrauch Right Arm	... \$3
020114110	Galrauch Spike Sprue 1	... \$1
020114111	Galrauch Spike Sprue 2	... \$2

#### Chaos Sorcerer

020113001	Sorcerer Body	... \$4
020113002	Sorcerer Head	... \$1
020113003	Sorcerer Staff	... \$2
020113004	Sorcerer Familiar	... \$2

#### Lord of Khorne

020113301	Khorne Lord Body	... \$8
020113302	Khorne Lord Sprue	... \$2
020113303	Khorne Lord Shield & Sword Sprue	... \$3
020113304	Khorne Lord Horse Head	... \$2
020113305	Khorne Lord Horse Right Side	... \$7
020113306	Khorne Lord Horse Left Side	... \$7
020113307	Khorne Lord Horse Tail	... \$1

#### Lord of Nurgle

020113701	Nurgle Lord Head sprue	... \$2
020113702	Nurgle Lord Body	... \$3
020113703	Nurgle Lord Weapon sprue	... \$4
020113704	Nurgle Lord Horse Right Side	... \$8
020113705	Nurgle Lord Horse Left Side	... \$7.50
020113706	Nurgle Lord Sign Post	... \$3

#### Lord of Slaanesh

020113901	Slaanesh Lord Head	... \$1
020113902	Slaanesh Lord Banner	... \$4
020113903	Slaanesh Lord Halberd	... \$2
020113904	Slaanesh Lord Body	... \$3
020113905	Slaanesh Lord Left Leg	... \$2
020113906	Slaanesh Lord Right Leg	... \$2
020113907	Slaanesh Lord Shield	... \$1
020113908	Slaanesh Lord Mount Body	... \$6
020113909	Slaanesh Lord Mount Head	... \$2
020113910	Slaanesh Lord Mount Tail Top	... \$2
020113911	Slaanesh Lord Mount Tail Bottom	... \$2
020113912	Slaanesh Lord Mount Tail Sprue	... \$1

#### Lord of Tzeentch

020114201	Tzeentch Lord Body	... \$5
020114202	Tzeentch Lord Head	... \$2
020114203	Tzeentch Lord Halberd	... \$4
020114204	Tzeentch Lord Disc	... \$10
020114205	Tzeentch Lord Blades	... \$5

#### Mounted Sorcerer of Chaos

020114001	Mounted Sorcerer	... \$7
020114002	Mounted Sorcerer Horse Head	... \$2

#### Champion of Chaos

020112701	Champion of Chaos Body	... \$6
020112702	Champion of Chaos Accessory Sprue	... \$5

#### Champion of Khorne

020113401	Champion of Khorne Body	... \$6
020113402	Champion of Khorne Head	... \$1.50
020113403	Champion of Khorne Axe	... \$1.50
020113404	Champion of Khorne Base	... \$3

#### Champion of Nurgle

020113601	Champion of Nurgle Body	... \$8
020113602	Champion of Nurgle Accessory Sprue	... \$3

#### Champion of Slaanesh

020113801	Champion of Slaanesh Body	... \$8
020113802	Champion of Slaanesh Head	... \$1
020113803	Champion of Slaanesh Sword	... \$1
020113804	Champion of Slaanesh Shield	... \$1

#### Champion of Tzeentch

020114301	Champion of Tzeentch Body	... \$5
020114302	Champion of Tzeentch Staff	... \$3
020114303	Champion of Tzeentch Familiar	... \$3

### Metal Bitz & Plastic Sprues – Mortal Units

#### Chaos Warrior Regiment

99380102003	Chaos Mutation Sprue	... \$4
99380201007	Chaos Regiment Shield Sprue	... \$1.50
99380201008	Chaos Warrior Legs & Torso Sprue	... \$5
99380201009	Chaos Command, Heads & Halberds	... \$5

#### Chaos Knights

020112601	Chaos Knight Body 1	... \$5
020112602	Chaos Knight Body 2	... \$5
020112603	Chaos Knight Body 3	... \$5
020112604	Chaos Knight Body 4	... \$5
020112605	Chaos Knight Axe 1	... \$1
020112606	Chaos Knight Axe 2	... \$1
020112607	Chaos Knight Hammer	... \$1
020112608	Chaos Knight Sword	... \$1
020112609	Chaos Knight Shield 1	... \$1
020112610	Chaos Knight Shield 2	... \$1
020112611	Chaos Knight Shield 3	... \$1
020112612	Chaos Knight Shield 4	... \$1
020112613	Chaos Knight Horse Head 1	... \$2
020112614	Chaos Knight Horse Head 2	... \$2
020112615	Chaos Knight Horse Head 3	... \$2
020112616	Chaos Knight Horse Head 4	... \$2
020112617	Chaos Knight Horse Tail	... \$1
020112618	Chaos Knight Champion Body	... \$5
020112619	Chaos Knight Champion Sword	... \$1
020112620	Chaos Knight Command Horn	... \$1
020112621	Chaos Knight Command Standard	... \$2.50
020112622	Chaos Knight Command Horse Head	... \$2

#### Chaos Marauder Regiment

99360201002	Chaos Marauder Shield Sprue	... \$1.50
99380201010	Chaos Marauder Sprue A	... \$5
99380201011	Chaos Marauder Sprue B	... \$5

#### Chaos Marauder Horsemen

020113101	Marauder Horsemen Body 1	... \$3
020113102	Marauder Horsemen Body 2	... \$3
020113103	Marauder Horsemen Body 3	... \$3
020113104	Marauder Horsemen Body 4	... \$3
020113105	Marauder Horsemen Body 5	... \$3
020113106	Marauder Horsemen Spear & Shield 1	... \$2
020113107	Marauder Horsemen Spear & Shield 2	... \$2
020113108	Marauder Horsemen Spear & Shield 3	... \$2
020113109	Marauder Horsemen Spear & Shield 4	... \$2
020113110	Marauder Horsemen Axe & Shield 1	... \$2
020113111	Marauder Horsemen Axe & Shield 2	... \$2
020113112	Marauder Horsemen Axe & Shield 3	... \$2
020113113	Marauder Horsemen Axe & Shield 4	... \$2
020113114	Marauder Horsemen Champion Body	... \$4
020113115	Marauder Horsemen Command Axe	... \$2
020113116	Marauder Horsemen Command Horn	... \$2
020113117	Marauder Horsemen Command Shield	... \$2
020113118	Marauder Horsemen Command Standard	... \$3
020113119	Marauder Horsemen Command Horse Head	... \$2
99389999003	Medieval Horse Body	... \$2
99389999013	Medieval Horse Head	... \$1

#### Chaos Chariot

020107301	Chaos Warrior Crewman with Axe	... \$4
020107302	Chaos Warrior Crewman with Whip	... \$3
020107303	Chaos Warrior Whip Arm	... \$1.50
020107304	Chaos Chariot Haft	... \$3
020107305	Chaos Chariot Front Fairing	... \$2
020107306	Chaos Chariot Right Fairing	... \$2
020107307	Chaos Chariot Left Fairing	... \$2
020107308	Chaos Chariot Base	... \$3
020107309	Chaos Chariot Yoke	... \$2
020107310	Chaos Chariot Wheel	... \$1
020107311	Chaos Chariot Wheel Scythe	... \$1

**Classic/Collector's Range**

**Metal Bitz & Plastic Sprues – Lords & Heroes**

**Aekold Helbrass**  
**MO0033 Aekold Helbrass** ..... \$10  
 020101801 Aekold Helbrass ..... \$8.50  
 020101802 Aekold Banner ..... \$2

**Arbaal the Undefeated**

**MO0034 Arbaal the Undefeated** ..... \$25  
 020102901 Arbaal Body ..... \$6.50  
 020102902 Arbaal Legs ..... \$5  
 020102903 Arbaal Throne Back ..... \$3  
 020102904 Arbaal Banner Pole ..... \$2  
 020102905 Arbaal Banner Top ..... \$3  
 020102906 Flesh Hound Head ..... \$2  
 020102907 Flesh Hound Bottom Jaw ..... \$1.25  
 020102908 Flesh Hound Body ..... \$5  
 020102909 Flesh Hound Collar ..... \$5  
 020102910 Flesh Hound Tail ..... \$3.75  
 020102911 Flesh Hound Right Front Leg ..... \$2  
 020102912 Flesh Hound Right Back Leg ..... \$2  
 020102913 Flesh Hound Left Front Leg ..... \$2  
 020102914 Flesh Hound Left Back Leg ..... \$2

**Dechala the Denied One**

**MO0036 Dechala the Denied One** ..... \$15  
 020109501 Dechala Tail ..... \$2.50  
 020109502 Dechala Torso ..... \$3.75  
 020109503 Dechala Head ..... \$2.50  
 020109504 Dechala Left Arms ..... \$2.50  
 020109505 Dechala Right Arms ..... \$2.50  
 020109506 Dechala Lower Arms ..... \$2.50

**Egrimm Van Horstmann**

**MO0037 Egrimm Van Horstmann** ..... \$50  
 020103001 Chaos Dragon Tail 2 ..... \$6.50  
 020103002 Chaos Dragon Tail 1 ..... \$6.50  
 020103003 Chaos Dragon Neck 2 ..... \$5  
 020103004 Chaos Dragon Neck 1 ..... \$5  
 020103005 Chaos Dragon Head 1 ..... \$6.50  
 020103006 Chaos Dragon Head 2 ..... \$3  
 020103007 Chaos Dragon Horns ..... \$3  
 020103008 Chaos Dragon Right Leg ..... \$10  
 020103009 Chaos Dragon Left Leg ..... \$5  
 020103010 Chaos Dragon Right Arm ..... \$3.75  
 020103013 Chaos Dragon Left Arm ..... \$3.75  
 020103014 Egrimm Body ..... \$6.50  
 020103015 Egrimm Legs ..... \$5  
 020103016 Egrimm Lance ..... \$3  
 021200111 Chaos Dragon Chest ..... \$6.50  
 021200112 Chaos Dragon Belly ..... \$6.50  
 99380299002 Dragon Wing Sprues ..... \$12

**Scyla, Spawn of Khorne**

**MO0038 Scyla** ..... \$20  
 020109401 Scyla Body ..... \$5  
 020109402 Scyla Head ..... \$2.50  
 020109403 Scyla Collar ..... \$1.25  
 020109404 Scyla Right Arm ..... \$3.75  
 020109405 Scyla Left Arm ..... \$3.75  
 020109406 Scyla Right Leg ..... \$3.75  
 020109407 Scyla Left Leg ..... \$3.75

**Chaos Sorcerers**

020101101 Chaos Sorcerer 1 ..... \$10  
 020101102 Chaos Sorcerer 2 ..... \$10  
 020103801 Chaos Sorcerer Body 1 ..... \$5.50  
 020103802 Chaos Sorcerer Staff 1 ..... \$1.50  
 020103803 Chaos Sorcerer Sword 1 ..... \$1.50  
 020103804 Chaos Sorcerer Head 1 ..... \$1.50  
 020103805 Chaos Sorcerer Body 2 ..... \$5.50  
 020103806 Chaos Sorcerer Staff 2 ..... \$1.50  
 020103807 Chaos Sorcerer Sword 2 ..... \$1.50  
 020103808 Chaos Sorcerer Head 2 ..... \$1.50  
 020103809 Chaos Sorcerer Body 3 ..... \$6.50  
 020103810 Chaos Sorcerer Arm 3 ..... \$1.50

020103811 Chaos Sorcerer Head 3 ..... \$1.50

**Chaos Familiars**

020101103A Familiar Skeletal ..... \$1.25  
 020101103B Familiar Imp 1 w/ Bag ..... \$1.25  
 020101103C Familiar Daemonette 1 ..... \$1.25  
 020101103D Familiar Scroll Bearer ..... \$1.25  
 020101103E Familiar Iron Clad Imp ..... \$1.25  
 020101103F Familiar Dragonette ..... \$1.25  
 020101103G Familiar Bird Thing ..... \$1.25  
 020101103I Familiar Armored Mite ..... \$1.25  
 020101103J Familiar Jester ..... \$1.25  
 020101103K Familiar Mystery Imp ..... \$1.25  
 020101103M Familiar Stilts ..... \$1.25  
 020101103O Familiar Daemonette ..... \$1.25  
 020101103P Familiar Iron Hawk ..... \$1.25  
 020101103Q Familiar Jaw ..... \$1.25  
 020101103R Familiar Lune ..... \$1.25  
 020101103S Familiar Walking Book ..... \$1.25  
 020101103T Familiar Mannequin ..... \$1.25  
 020101103U Familiar Daemonette ..... \$1.25  
 020101103W ..... Familiar Imp 3 \$1.25  
 020101103V Familiar Jack o' Lantern ..... \$1.25  
 020101103X Familiar Creeping Claw ..... \$1.25

**Mounted Chaos Lord**

020105001 Chaos Lord Body ..... \$3  
 020105002 Chaos Lord Head ..... \$1  
 020105003 Chaos Lord Right Arm ..... \$2  
 020105004 Chaos Lord Left Arm ..... \$2  
 020105005 Chaos Lord Shield ..... \$1  
 020105006 Chaos Lord Steed Right Side ..... \$4  
 020105007 Chaos Lord Steed Left Side ..... \$4  
 020105008 Chaos Lord Steed Head ..... \$2

**Chaos Champion**

079901401 Champion 2 ..... \$8.50

**Metal Bitz & Plastic Shields – Mortal Units**

**Chaos Marauders**

020105701 Marauder w/ Flail 1 ..... \$3.50  
 020105702 Marauder w/ Flail 2 ..... \$3.50  
 020105703 Marauder w/ Flail 3 ..... \$3.50  
 020105704 Marauder Flail Top 1 ..... \$1.50  
 020105705 Marauder Flail Top 2 ..... \$1.50  
 020105706 Marauder Flail Top 3 ..... \$1.50  
 020105707 Marauder w/ Flail 4 ..... \$3.50  
 020105801 Marauder Drummer ..... \$3  
 020105802 Marauder Standard ..... \$3  
 020105803 Marauder Standard Top ..... \$1  
 020106101 Marauder Champion Body ..... \$4  
 020106102 Marauder Champion Mace Arm \$1.50  
 020106103 Marauder Champion Banner Pole \$1  
 020106201 Marauder w/ Double-Handed Axe 1 \$3.75  
 020106202 Marauder w/ Double-Handed Axe 2 \$3.75  
 020106203 Marauder w/ Double-Handed Mace \$3.75  
 020106204 Marauder w/ Double-Handed Axe 3 \$3.75  
 020106205 Marauder w/ Double-Handed Axe 4 \$3.75

**Chaos Warrior Regiment**

020106001 Chaos Warrior Leader Head ..... \$1.25  
 020106002 Chaos Warrior Standard Top ..... \$1.25  
 020106003 Chaos Warrior Standard Arm ..... \$2.50  
 020106004 Chaos Warrior Leader Axe ..... \$2.50  
 020106005 Chaos Warrior Hornblower Arm \$2.50

**Chaos Warriors with Great Weapons**

020102302 Chaos Warrior w/ Mace 1 ..... \$5  
 020102309 Chaos Warrior w/ Axe 1 ..... \$5  
 020102318 Chaos Warrior w/ Mace 2 ..... \$5  
 73103-12 Chaos Warrior w/ Scythe ..... \$5  
 73103-16 Chaos Warrior w/ Mace 3 ..... \$5



73201-10 Chaos Warrior w/ Axe 2 ..... \$5  
 73201-20 Chaos Warrior w/ Sword ..... \$5  
 99369999003 Fighter Shield Sprue ..... \$1

**Chaos Warriors with Hand Weapons**

020106301 Chaos Warrior w/ Skeleton Blade ..... \$5  
 020106302 Chaos Warrior w/ Axe 4 ..... \$5  
 020106303 Chaos Warrior w/ Axe 5 ..... \$5  
 73103-15 Chaos Warrior Boar Skin w/ Sword \$5  
 73103-25 Chaos Warrior w/ Sword ..... \$5  
 73103-26 Chaos Warrior w/ Axe & Top Knot \$5  
 73103-29 Chaos Warrior w/ Sword ..... \$5  
 73103-33 Chaos Warrior w/ Mace ..... \$5  
 73103-37 Chaos Warrior w/ Axe 1 ..... \$5  
 73103-42 Chaos Warrior w/ Sword & Horned Helm \$5  
 73103-44 Chaos Warrior w/ Sword ..... \$5  
 73103-45 Chaos Warrior w/ Hammer ..... \$5  
 73103-8 Chaos Warrior w/ Sword & Horned Wolf Helm \$5  
 73201-1 Chaos Warrior w/ Axe 2 ..... \$5  
 73201-2 Chaos Warrior w/ Axe & Skull Pad \$5  
 73201-3 Chaos Warrior w/ Sword & Horned Helm \$5  
 73201-4 Chaos Warrior w/ Sword & Crested Helm \$5  
 73201-5 Chaos Warrior w/ Sword & Spikey Helm \$5  
 73201-6 Chaos Warrior w/ Axe 3 ..... \$5  
 99369999003 Fighter Shield Sprue ..... \$1

**Chaos Halberdiers**

73103-35 Chaos Halberdier w/ Top Knot ..... \$5  
 73103-41 Chaos Halberdier w/ Small Horned Helm \$5  
 73103-47 Chaos Halberdier w/ Curved Horned Helm \$5  
 99369999003 Fighter Shield Sprue ..... \$1

**Chaos Warrior with Two Weapons**

73201-22 Chaos Warrior w/ Two Axes ..... \$5

**Marked by Khorne**

020102303 Sword & Bone Armor 3 ..... \$5  
 020102305 Flesh Hound Head w/ Sword ..... \$5  
 020102312 Bloodletter Head & Halberd ..... \$5  
 020102314 Bestial Face & Great Weapon ..... \$5  
 73103-40 Khorne Halberdier ..... \$5  
 73130-1 Sword & Horns ..... \$5  
 73130-11 Sword & Bone Armor 1 ..... \$5  
 73130-16 Axe & Bionic Arm ..... \$5  
 73130-20 Sword & Bone Armor 2 ..... \$5  
 99369999003 Fighter Shield Sprue ..... \$1

**Marked by Nurgle**

020102416 Hooded w/ Great Weapon ..... \$5  
 020102601 Mace & Arm/Leg ..... \$5  
 020102603 Sword & Plaguebearer Helm ..... \$5  
 020102604 Plaguebearer Head & Sword ..... \$5  
 020102605 Fly Head & Axe ..... \$5  
 020102607 Halberd & Nurgling ..... \$5  
 020102608 Bell Staff & Sword ..... \$5  
 020102609 Snake Mouth & Great Weapon ..... \$5  
 73201-110 Sword & Bicoated Armor ..... \$5  
 99369999003 Fighter Shield Sprue ..... \$1

**Marked by Slaanesh**

020102401 Crab Claw & Sword ..... \$5  
 020102406 Hook Hand & Mace ..... \$5  
 020102407 Great Weapon & Razor Tail ..... \$5  
 020102408 Sword & Fly Crossbreed ..... \$5  
 020102413 Sword & Chaos Tome ..... \$5  
 020102414 Sword, Whip & Crab Claw ..... \$5  
 73103-30 Sword & Slaanesh Symbol ..... \$5  
 73142-10 Steed Head & Axe ..... \$5  
 73142-15 Extra Leg & Halberd ..... \$5  
 73142-18 Two Heads & Tentacle Arms ..... \$5



## PRICE LIST

73142-3	Minotaur Head & Great Weapon	\$5
<b>Marked by Tzeentch</b>		
020102501	Horned Head & Staff	\$5
020102504	Sword & Horror Arm	\$5
020102509	Three Heads & Two Swords	\$5
73155-7	Axe & Flamer Hand	\$5
73201-109	Halberdier of Tzeentch	\$5
<b>Disc Riders</b>		
020101701	Moon-Faced Disc Rider	\$5.75
020101706	Disc Rider w/ Staff & Globe	\$5.75
020101709	Disc Rider w/ Mace & Book	\$5.75
020101710	Tentacled Disc	\$2.75
020101703	Mechanized Disc	\$2.75

020101704	Fungoid Disc	\$2.75
73256-5	Bird Head Disc Rider	\$5.75
73256-7	Padded Disc	\$2.75

### Metal Blitz – Chaos Classics

#### Classic Chaos Knights Blitz

020106601	Knight Lance Arm	\$3
020106602	Knight Standard Arm	\$3
020106603	Knight Standard Top	\$2
020106604	Knight Champion Sword Arm	\$3
020106605	Knight Champion Head	\$2
020106606	Knight Horn Blower Arm	\$3
020107701	Knight Steed Head 1	\$3
020107702	Knight Steed Head 2	\$3
020107703	Knight Legs 1	\$3
020107704	Knight Legs 2	\$3
99380299004	Armored Horse Body & Head	\$1
99369999003	Fighter Shield Sprue	\$1

#### Classic Chaos Halberdiers Blitz

020108301	Halberdier Champion Head	\$1.25
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020108302	Halberdier Leader Mace	\$2.50
020108303	Halberdier Standard Arm	\$2.50
020108304	Halberdier Standard Top	\$2.50
020108305	Halberdier Musician Arm	\$2.50
020108306	Halberdier Arm 1	\$2.50
020108307	Halberdier Arm 2	\$2.50
020108308	Halberdier Arm 3	\$2.50

#### Classic Archaon

020107901	Archaon Body	\$5
020107902	Archaon Cloak	\$3.75
020107903	Archaon Helmet	\$1.25
020107904	Archaon Shield	\$1.25
020107905	W'Soraych Left Side	\$5
020107906	W'Soraych Right Side	\$5
020107907	W'Soraych Head	\$2.50
020107908	W'Soraych Tail	\$1.25

#### Classic Chaos Champion of Slaanesh

020102404	Two Swords & Snake Tail	\$5
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## SHOW CASE



*Right: Braagarth the Lascivious by Lilliana Troy, the Los Angeles 2003 Golden Demon Slayer Axe winner.*

*Right: Tzeentch Chaos Champion by Earl Mark, Bronze Golden Demon winner in the Best Warhammer Fantasy Single Miniature Category in Canada in 2003.*



*Left: Chaos Champion by Mayne Thiele, Honorable Mention from the 2003 Baltimore Golden Demon painting competition.*



CLASSIC CHAOS

*Aekold Helbrass,  
a Champion of Tzeentch  
with a most unusual gift,  
the Breath of Life*



**Aekold Helbrass**  
MO 0033



**Aekold Helbrass Body**  
020101801



**Aekold Helbrass Banner**  
020101802



**Arbaal the Undefeated**  
MO 0034



**Arbaal Body**  
020102901



**Arbaal Legs**  
020102902



**Arbaal Throne Back**  
020102903



**Arbaal Banner Top**  
020102905



**Arbaal Banner Pole**  
020102904



**Flesh Hound Head**  
020102906



**Flesh Hound Jaw**  
020102907



**Flesh Hound Body**  
020102908



**Flesh Hound Collar**  
020102909



**Flesh Hound Tail**  
020102910



**Flesh Hound Right Front Leg**  
020102912



**Flesh Hound Right Back Leg**  
020102911



**Flesh Hound Left Front Leg**  
020102913



**Flesh Hound Left Back Leg**  
020102914

## CHAOS MUTATIONS

Using various Citadel Miniature plastics and a couple of metal bitz, you can convert a few examples of Chaos Mutations.



**Left:** Just with the Zombie Regiment plastic, you can put together a simple, but very effective follower of Nurgle.



**Right:** This Champion of Khorne was put together from the Chaos Warrior regiment plastics and the Chaos Mutations sprue.



**Left:** Using bitz from the Skaven, Dark Elf, and Chaos Marauder Regiment sprues, you can put together a disturbing but stunning Champion of Slaanesh.



**Right:** This slightly more complicated Champion of Nurgle conversion uses bitz from Chaos Warrior, Orc, Skaven, and Zombie regiment sprues. The extended belly was built up from modeling putty.



**Left:** Using the Empire Knight, Chaos Warrior, and Mutation sprue. This Champion of Tzeentch looks like he is one mutation away from the Curse of Spawndom.

## CLASSIC CHAOS



**Dechala the Denied**  
MO 0036



**Dechala Head**  
020109503



**Dechala Tail**  
020109501



**Dechala Right Arms**  
020109504



**Dechala Lower Arms**  
020109506



**Dechala Torso**  
020109502



**Dechala Left Arms**  
020109505



**Scyla Right Arm**  
020109404



**Scyla Right Leg**  
020109406



**Scyla Left Arm**  
020109405



**Scyla Left Leg**  
020109407



**Scyla Body**  
020109401



**Scyla Head**  
020109402

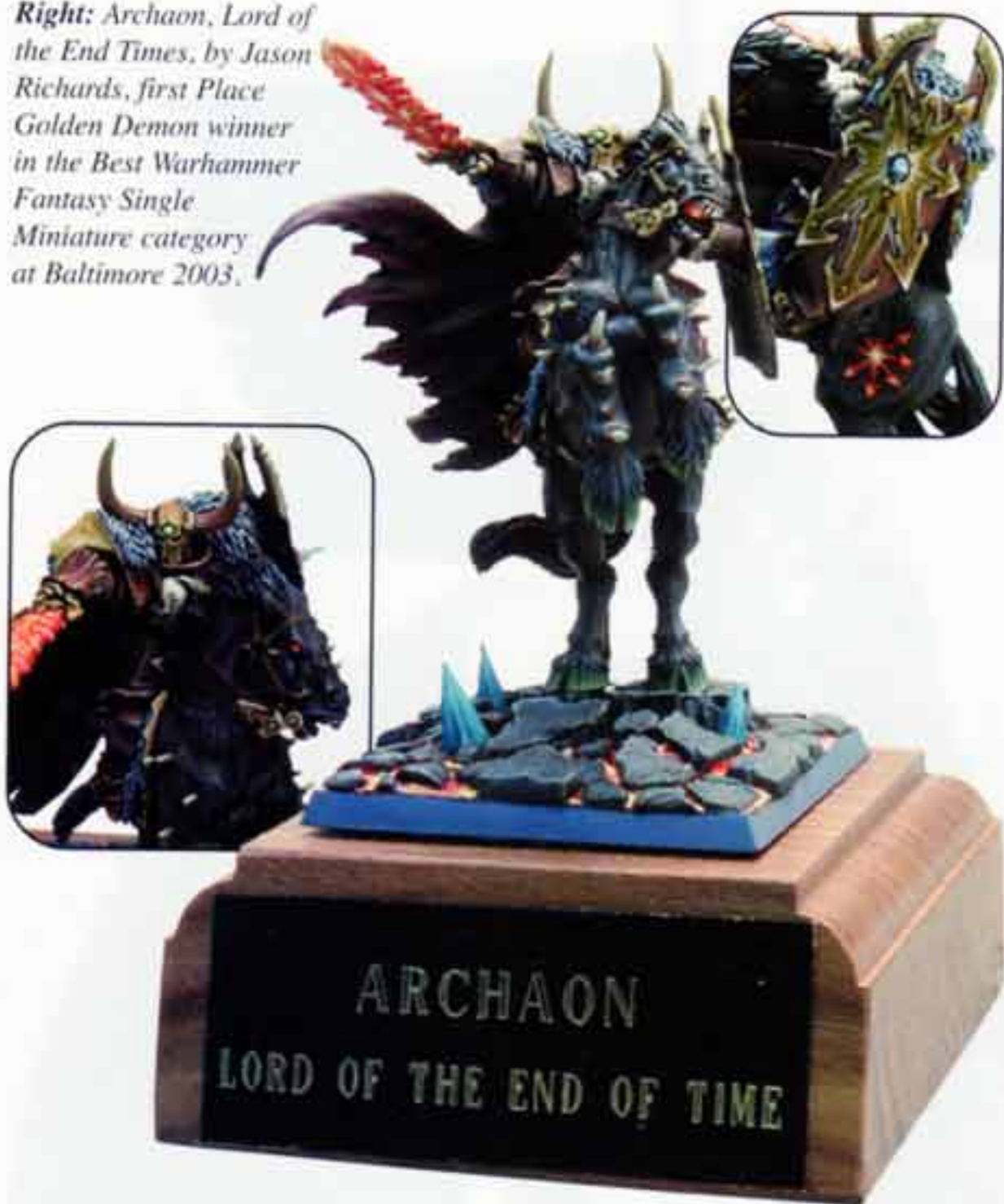


**Scyla Collar**  
020109403



**Scyla - Spawn of Khorne**  
MO 0038

*Right: Archaon, Lord of the End Times, by Jason Richards, first Place Golden Demon winner in the Best Warhammer Fantasy Single Miniature category at Baltimore 2003.*



SHOWCASE

*Right: This Chaos Champion of Khorne by Jarrett Lee won an Honorable Mention at the 2003 Los Angeles Golden Demon.*



*Right: Nurgle Chaos Warband by Liliana Troy, the Bronze winner in the Best Warhammer Fantasy Regiment category at Los Angeles 2003 Golden Demon competition.*





## CLASSIC CHAOS



**Chaos Dragon Head 1**  
020103005



**Chaos Dragon Head 2**  
020103006



**Chaos Dragon Horns**  
020103007



**Chaos Dragon Right Arm**  
020103010



**Chaos Dragon Left Arm**  
020103013



*Note: This model comes with the Dragon Wing sprues (99380299002).*

**Egrimm Van Horstmann**  
MO 0037



**Chaos Dragon Tail 1**  
020103002



**Chaos Dragon Tail 2**  
020103001



**Chaos Dragon Neck 1**  
020103003



**Chaos Dragon Neck 2**  
020103004



**Chaos Dragon Belly**  
021200112



**Chaos Dragon Chest**  
021200111

CLASSIC CHAOS



Egrimm Body  
020103014



Chaos Dragon Left Leg  
020103009



Chaos Dragon Right Leg  
020103008



Egrimm Legs  
020103015

Egrimm Lance  
020103016



SHOWCASE



*Above: This Chaos Dragon by Jocelyn Goyette won a first place Golden Demon in the Warhammer Fantasy Monster category.*

**CLASSIC CHAOS**



**Chaos Sorcerer 1**  
020101101



**Chaos Sorcerer 2**  
020101102



**Chaos Sorcerer 1**



**Chaos Sorcerer 1**  
020103801



**Chaos Sorcerer Staff 1**  
020103802



**Chaos Sorcerer Sword 1**  
020103803



**Chaos Sorcerer Head 1**  
020103804



**Chaos Sorcerer 2**



**Chaos Sorcerer 2**  
020103805



**Chaos Sorcerer 3**



**Chaos Sorcerer 3**  
020103809



**Chaos Sorcerer Staff 2**  
020103806



**Chaos Sorcerer Sword 2**  
020103807



**Chaos Sorcerer Head 2**  
020103808



**Chaos Sorcerer Arm**  
020103810



**Chaos Sorcerer Head 3**  
020103811



**Chaos Lord**



**Chaos Lord Head**  
020105002



**Chaos Lord Steed Head**  
020105008



**Chaos Lord Right Arm**  
020105003



**Chaos Lord Steed Right Side**  
020105006



**Chaos Lord Body**  
020105001



**Chaos Lord Left Arm**  
020105004



**Chaos Lord Shield**  
020105005



**Chaos Lord Steed Left Side**  
020105007

# CLASSIC CHAOS



**Familiar Skeletal**  
020101103A



**Familiar Imp 1 w/ Bag**  
020101103B



**Familiar Daemonette 1**  
020101103C



**Familiar Scroll Bearer**  
020101103D



**Familiar Iron Clad Imp**  
020101103E



**Familiar Dragonette 1**  
020101103F



**Familiar Bird Thing**  
020101103G



**Familiar Armored Mite**  
020101103I



**Familiar Jester**  
020101103J



**Familiar Mystery Imp**  
020101103K



**Familiar Stilts**  
020101103M



**Familiar Daemonette 2**  
020101103O



**Familiar Walking Book**  
020101103S



**Familiar Iron Hawk**  
020101103P



**Familiar Jaw**  
020101103Q



**Familiar Lune**  
020101103R



**Familiar Jack o' Lantern**  
020101103V



**Familiar Mannequin**  
020101103T



**Familiar Daemonette 2**  
020101103U



**Familiar Imp 3**  
020101103W



**Familiar Creeping Claw**  
020101103X

## BUILDING A MONOLITH

Draw your monolith shape on the surface of a piece of polystyrene insulation foam with a pen or marker. Using a mat or kitchen knife, cut out the shape of your monolith. Be sure to cut away from yourself.



Arrange the pieces until you find them compositionally pleasing. You may wish to sand the surface or carve symbols into the monolith's face. Attach any metal Chaos symbols you may have with glue.



Glue the pieces together with either white glue (such as Elmer's) or wood glue. While the glue dries, cut a piece of Masonite and bevel the edges to serve as the base of your monolith. Attach your final structure to the Masonite base with white or wood glue.



Be sure to paint your undercoat directly onto the monolith, as an aerosol primer will melt the polystyrene. Flock the base with sand and stones. Base coat, highlight, and shade your monolith any color you wish. After all, it is Chaos!





## CLASSIC CHAOS

*Chaos Marauders are natural fighters, born in hardship and forged by a life of battle.*



**Chaos Champion 2**  
079901401



**Marauder w/ Flail 1**  
020105701



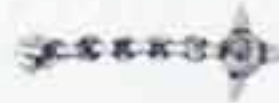
**Marauder w/ Flail 2**  
020105702



**Marauder w/ Flail 3**  
020105703



**Marauder w/ Flail 4**  
020105707



**Marauder Flail Top 1**  
020105704



**Marauder Flail Top 2**  
020105705



**Marauder Flail Top 3**  
020105706



**Marauder w/ Double Handed Axe 1**  
020106201



**Marauder w/ Double Handed Axe 2**  
020106202



**Marauder w/ Double Handed Axe 3**  
020106204



**Marauder w/ Double Handed Axe 4**  
020106205



**Marauder w/ Double Handed Mace**  
020106203

*They look upon the civilized lands with contempt and its people as cowardly weaklings no more suited to battle than a newborn babe.*



**Marauder Standard Top**  
020105803



**Marauder Drummer**  
020105801



**Marauder Standard**  
020105802



**Marauder Champion**



**Marauder Champion Mace Arm**  
020106102



**Marauder Champion Banner Pole**  
020106103



**Marauder Champion Body**  
020106101

CLASSIC CHAOS



**Chaos Warrior  
Champion**



**Chaos Leader  
Head**  
020106001



**Chaos Warrior  
Hornblower Arm**  
020106005



**Chaos Warrior  
Standard Top**  
020106002



**Chaos Warrior  
Standard Arm**  
020106003



**Chaos Warrior  
Axe Arm**  
020106004



*Note: You will need the Chaos Warrior Regiment plastics to make full use of these metal bits, or you could use them for conversions in your Chaos army.*



**Chaos Warrior  
w/ Great Mace 1**  
020102302



**Chaos Warrior  
w/ Great Axe 1**  
020102309



**Chaos Warrior  
w/ Great Mace 2**  
020102318



**Chaos Warrior  
w/ Great Scythe**  
73103-12



**Chaos Warrior  
w/ Great Mace 3**  
73103-16



**Chaos Warrior  
w/ Great Axe 2**  
73201-10



**Chaos Warrior  
w/ Great Sword**  
73201-20

*Note: Many of these models use the Fighter Shield sprue (99369999003).*

**CLASSIC CHAOS**



**Chaos Warrior  
w/ Two Axes**  
73201-22



**Chaos Halberdier  
w/ Top Knot**  
73103-35



**Chaos Halberdier  
w/ Small Horned Helm**  
73103-41



**Chaos Halberdier  
w/ Curved Horned Helm**  
73103-47



**Chaos Warrior  
w/ Skeleton Blade**  
020106301



**Chaos Warrior  
w/ Axe 4**  
020106302



**Chaos Warrior  
w/ Axe 5**  
020106303



**Chaos Warrior  
w/ Boar Skin & Sword**  
73103-15



**Chaos Warrior  
w/ Sword**  
73103-25



**Chaos Warrior  
w/ Axe & Knot**  
73103-26



**Chaos Warrior  
w/ Sword**  
73103-29



**Chaos Warrior  
w/ Mace**  
73103-33



**Chaos Warrior  
w/ Axe 1**  
73103-37



**Chaos Warrior w/ Swor  
& Horned Helm**  
73103-42



Note: Many of these models use the Fighter Shield sprue (99369999003).

# CLASSIC CHAOS



**Chaos Warrior w/ Sword**  
73103-44



**Chaos Warrior w/ Hammer**  
73103-45



**Chaos Warrior w/ Sword & Horned Wolf Helm**  
73103-8

Warriors of Chaos are held in fear and awe by the tribes of the North. These Warriors command great respect and authority from the Marauders.



**Chaos Warrior w/ Axe 2**  
73201-1



**Chaos Warrior w/ Axe & Skull Pad**  
73201-2



**Chaos Warrior w/ Sword & Horned Helm**  
73201-3



**Chaos Warrior w/ Sword & Crested Helm**  
73201-4



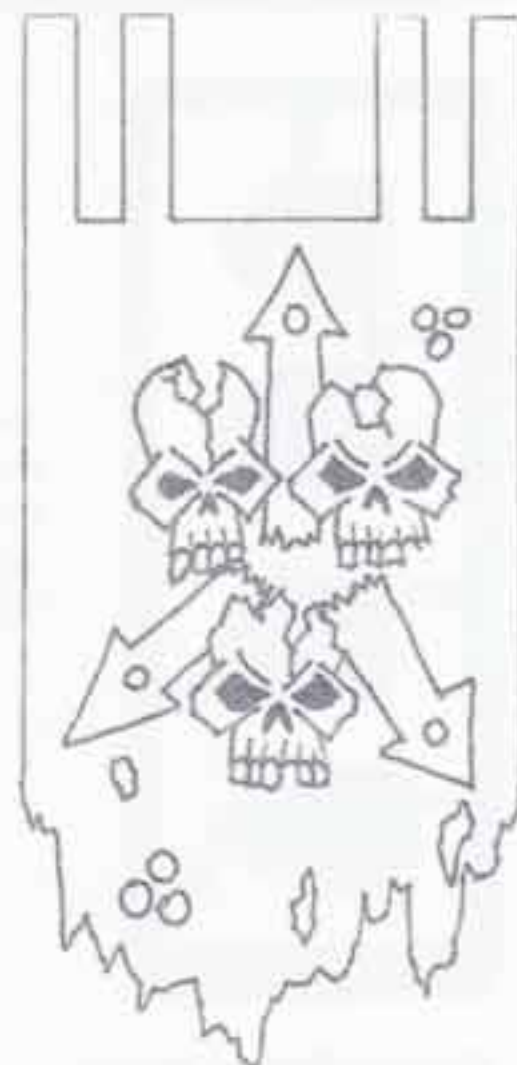
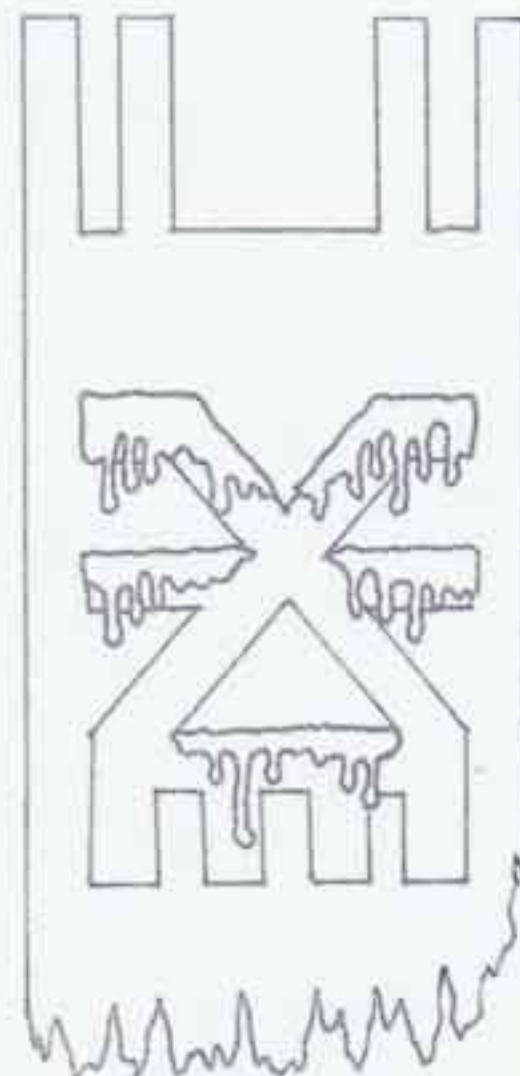
**Chaos Warrior w/ Axe & Spiky Helm**  
73201-5



**Chaos Warrior w/ Axe 3**  
73201-6

## CHAOS BANNERS

Feel free to photocopy these banners for use with your models. Chaos Banners are frequently tattered, torn, and quite roughly made. For background colors, black works well or perhaps dark colors such as red for Khorne, blue for Tzeentch, green for Nurgle, and purple for Slaanesh. The image on banner should be painted in a strong contrasting color.





## CLASSIC CHAOS



*Marked by Khorne: Known as the Blood God and the Lord of Battles, Khorne rewards bravery, might at arms, conquest, and most importantly, bloodshed in his name. His Warriors' ferocity is bestial, and they are among the strongest of all the Champions of Chaos.*



**Flesh Hound Head  
w/ Sword**  
020102305



**Sword &  
Bone Armor 3**  
020102303



**Bloodletter Head  
& Halberd**  
020102312



**Bestial Face  
& Great Weapon**  
020102314



**Khorne  
Halberdier**  
73103-40



**Sword  
& Horns**  
73130-1



© GW 1992

*Note: Many of  
these models use  
the Fighter  
Shield sprue  
(99369999003).*

**Fighter Shield Sprue**  
99369999003



**Sword  
& Bone Armor 1**  
73130-11



**Axe  
& Bionic Arm**  
73130-16



**Sword  
& Bone Armor 2**  
73130-20



*Marked by Nurgle: All Father Nurgle, Lord of decay, famine, and pestilence, is seen by his followers as a kindly, jovial creature, bestowing his gifts of disease and decay. Such is his generosity that his Champions become inured to his pestilence, to the point that their bodies can endure wounds and afflictions that would cripple others.*

# CLASSIC CHAOS

*Note: Some of these models use the Fighter Shield sprue (99369999003) seen on the opposite page.*



**Hooded  
w/ Great Weapon**  
020102416



**Mace &  
Arm / Leg**  
020102601



**Sword &  
Plaguebearer Helm**  
020102603



**Plaguebearer Head  
& Sword**  
020102604



**Fly Head  
& Axe**  
020102605



**Halberd  
& Nurgling**  
020102607



**Bell Staff  
& Sword**  
020102608



**Snake Mouth  
& Great Weapon**  
020102609



**Sword &  
Bloated Armor**  
73201-110



**CLASSIC CHAOS**



*Marked by Slaanesh: The Dark Prince of Chaos, the youngest of the four greater Chaos Gods, is also known as the Lord of Pleasure and Master of Excess. His realm is perfection, and his Champions are majestic, charismatic leaders. All must become subservient to the will of a Champion of Slaanesh and give adulation or be destroyed.*



**Crab Claw  
& Sword**  
020102401



**Hook Hand  
& Mace**  
020102406



**Great Weapon  
& Razor Tail**  
020102407



**Sword  
& Fly Crossbreed**  
020102408



**Sword  
& Chaos Tome**  
020102413



**Sword, Whip  
& Crab Claw**  
020102414



**Sword &  
Slaanesh Symbol**  
73103-30



**Steed Head  
& Axe**  
73142-10



**Extra Leg  
& Halberd**  
73142-15



**Two Heads  
& Two Swords**  
73142-18



**Minotaur Head  
& Great Weapon**  
73142-3



*Marked by Tzeentch: The Changer of Ways, the Great Schemer, is a subtle manipulator with an all-encompassing knowledge. His Champions are Sorcerers almost without peer, and their skill at arms is frightening. This combination makes a Champion of Tzeentch a very dangerous foe.*

CLASSIC CHAOS



**Horned Head & Staff**  
020102501



**Sword & Horror Arm**  
020102504



**Three Heads & Two Swords**  
020102509



**Axe & Flamer Hand**  
73155-7



**Halberdier of Tzeentch**  
73201-109



**Moon-Faced Disc Rider**  
020101701



**Disc Rider w/ Staff & Globe**  
020101706



**Bird Head Disc Rider**  
73256-5



**Disc Rider w/ Mace & Book**  
020101709



**Fungoid Disc**  
020101704



**Tentacled Disc**  
020101710



**Mechanized Disc**  
020101703



**Padded Disc**  
73256-7



## CLASSIC CHAOS

*Note: You will need the Chaos Warrior Regiment plastics to make full use of these metal bits, or you could use them for conversions in your Chaos army.*

*Note: These models use the Fighter Shield sprue (99369999003). The Knights below are pictured with the Marauder Chaos Shield which is no longer available*

*Note: These models require the Armored Horse Body & Head sprue (99380299004).*



**Classic Chaos Knight Regiment**



**Chaos Knight Lance Arm**  
020106601



**Chaos Knight Standard Top**  
020106603



**Chaos Knight Standard Arm**  
020106602



**Chaos Knight Champion Sword Arm**  
020106604



**Chaos Knight Champion Head**  
020106605



**Chaos Knight Hornblower Arm**  
020106606



**Chaos Knight Steed Head 1**  
020107701



**Chaos Knight Steed Head 2**  
020107702



**Chaos Knight Legs 1**  
020107703



**Chaos Knight Legs 2**  
020107704



**Chaos Halberdier Champion Head**  
020108301



**Chaos Halberdier Standard Top**  
020108304



**Chaos Halberdier Musician Arm**  
020108305



**Chaos Halberdier Leader Mace**  
020108302



**Chaos Halberdier Standard Arm**  
020108303



**Chaos Halberdier Arm 1**  
020108306



**Chaos Halberdier Arm 2**  
020108307



**Chaos Halberdier Arm 3**  
020108308

CLASSIC CHAOS



**Classic Archaon**

*He leads the Swords of Chaos, the most powerful of all the Chaos Warrior warbands that roam the Northern Wastes. He tirelessly challenges other warbands and demands an oath of fealty from those he defeats. He asks only that they join him in the war to bring about the End Times.*



**Archaon Helmet**  
020107903

**Archaon Body**  
020107901



**Archaon Shield**  
020107904

**Archaon Cloak**  
020107902



**W'Soraych Head**  
020107907



**W'Soraych Tail**  
020107908



**W'Soraych Left Side**  
020107905



**W'Soraych Right Side**  
020107906



**Classic Champion of Slaanesh w/ Two Swords & Snake Tail**  
020102404

SHOWCASE



*Right: Chaos Attack! by Robbie Crawforth, the first place Golden Demon Winner from 2001 in the Best Battle Scene Category.*





## SHOWCASE

*Below: The Mark of Chaos by George Reynolds, the second place Golden Demon Winner from France in 2003 in the Best Battle Scene category. The diorama portrays the branding of Dorghar, the steed of Archaon.*



*La marque du Chaos*

SHOWCASE



*Below: At the Portal of Chaos by Jérémie Dupuit was the third place Golden Demon Winner in the French 2003 Best Battle Scene category.*



## COLORS OF WAR



Mithril Silver, Red Gore, Chaos Black & Shining Gold



Mithril Silver, Blood Red, Chaos Black, Shining Gold & Golden Yellow



Skull White, Snot Green, Sunburst Yellow, Chaos Black & Shining Gold



Codex Grey, Shining Gold & Midnight Blue



Bleached Bone, Carno Green & Vomit Brown



Chaos Black, Skull White, Shining Gold & Tentacle Pink



Mithril Silver, Red Gore, Chaos Black & Shining Gold



Red Gore, Skull White, Midnight Blue & Enchanted Blue



Mithril Silver, Chaos Black & Blue Ink



Tentacle Pink, Skull White & Chaos Black



Shining Gold, Mithril Silver & Chaos Black

*The Warriors of Chaos look really effective when painted in simple contrasting colors like red & gold (see the Khorne Regiment above), Black & Silver, or any dark color with a strong metallic color.*



Midnight Blue, Codex Grey & Skull White



Chaos Black, Midnight Blue, Skull White & Liche Purple



Chaos Black, Red Gore, Blood Red & Shining Gold



Chaos Black, Codex Grey & Shining Gold



Chaos Black, Sunburst Yellow & Snot Green

COLOURS OF WAR



The Nurgle Marauder regiment was converted with Zombie regiment plastic parts to give the Marauders a rotting appearance.

Chaos Black, Mithril Silver, Bleached Bone & Camo Green



You have a lot of freedom in how you paint your Chaos Marauders. You can add Zombie bits and bits from the mutation sprue or paint tattoos on them for a more Chaotic or tribal appearance.



Red Gore, Mithril Silver, Skull White & Chaos Black



Codex Grey, Bleached Bone & Chaos Black



Chaos Black, Codex Grey & Tentacle Pink



Skull White, Vomit Brown, Chaos Black & Shining Gold



Mithril Silver, Vomit Brown, Chaos Black & Shining Gold



Red Gore, Skull White, Codex Grey, Vomit Brown, Bronzed Flesh, Chaos Black & Shining Gold

Use the same colors to paint your Marauder Horsemen as you did for your Marauders of Chaos. For horses, drybrushing and ink washing works well on manes, tails and other textured areas, while it is better to use layers of highlights on the smoother areas of flesh. Below are some good color combinations for your warhorses.



Chaos Black & Codex Grey



Scorched Brown & Bestial Brown



Bestial Brown & Vermin Brown



Vermin Brown & Snakebite Leather



# CHAOS DWARFS

## Last Minute Update!

Chaos Dwarfs are in the Collector's Range, and at the time of printing, Games Workshop has learned that several of our Chaos Dwarf molds have worn down. There are a few codes that are in the range that will be out of stock for a short period of time. Any customer who orders a model from one of the codes currently out of production will be notified.



*Captain Zhudd Narrduk looked back at the Slave Train's progress. It was dark. The smoke-strewn skies blacked out the sun, and the only illumination was the ominous red flares occasionally sent up by volcanos further to the east. Still, it was with great satisfaction that the stout Chaos Dwarf Captain looked back for as far back as the eye could see to witness the grim procession of chained and shackled humans. They stumbled forward through the dusty plains and would end their short and bitter lives deep underground in the foul mining pits. Many coughed in the acrid air, and already the old and the weak were stumbling. Any who fell would be instantly crushed by the iron-wheeled carts that followed the line of slaves.*

*The Captain was still inwardly gloating at the prospects of his rich reward for bringing back such a workforce when he noticed a Hobgoblin Wolf Rider loping headlong toward his position. It could only mean that the scouts had spotted a counterattack.*

*Above: Olivier Perello's Chaos Dwarf Lord garnered a first place trophy at the 2003 French Golden Demon competition. In addition to being a very well painted miniature, it is painted in a unique color scheme, which makes it stand out.*

Far to the east in the ash-strewn wastelands lie the blackened spires of the Chaos Dwarfs. Zharr Naggrund is their capital, and there, the Chaos Dwarfs plot their vengeance on all the western world. Like the Dwarfs, the Chaos Dwarfs are obsessed with mining, are mechanically inclined, and create war machines with vast destructive properties. The Chaos Dwarfs are few in number and thus

take prisoners for slave labor. These captives toil ceaselessly in the grim strip mining operations in the grey, forsaken Dark Lands. Even more shocking is that the Chaos Dwarfs openly consort with the goblinoid creatures: Orcs, Goblins, and their eastern cousins the Hobgoblins. Also, demonstrating their horrible affiliation with Chaos, the Chaos Dwarfs may field Bull Centaurs, grotesquely mutated but powerful creatures capable of delivering smashing blows to their foes.

## Building a Chaos Dwarf Army

The Chaos Dwarfs are no longer part of the main range of Citadel Miniatures. However, there is still a viable (if somewhat limited) army list for the Chaos Dwarfs in the *Warhammer: Ravening Hordes* supplement. All other armies

in the *Ravening Hordes* have been updated with either new Warhammer Army books or new trial army lists in *White Dwarf* magazine. The *Ravening Hordes* supplement has long since sold out (and we aren't reprinting it, because every army list save for Chaos Dwarfs is out of date). However, for those players who are desperate to bring something different to their gaming club or tournament, the Chaos Dwarf army list can be found on the Games Workshop web site under the Warhammer Gaming section.

Archivists looking for more background information as well as older versions of the Chaos Dwarf army list can look to the following out-of print, long-since sold-out issues of *White Dwarf*: 161, 162, and 163. Also, look for the very first *Warhammer Chronicles* (also out of print).



*Right: While they might be without a current army book, they still have some big guns! This Earthshaker Cannon from David Bowman's army, which he brought to the 2003 Dallas Grand Tournament has an impressively elongated barrel.*

## Chaos Dwarf Disclaimer

The Chaos Dwarfs are an old Collector's range of models. There is an army list for them in *Ravening Hordes*, but at the current time, there are no plans to expand this army or figure range. If, in the future, Chaos Dwarfs are brought back into the main range, they may well be altered from the current vision. Therefore, only crazed gamers looking for "something different," serious collectors, or those nostalgic for older models with large hats should contemplate building a Chaos Dwarf army.



SHOWCASE



More of David Bowman's Soviet-themed Chaos Dwarf army  
**Above:** Sneaky Gits on a scenic movement tray

**Above Right:** Chaos Dwarf Lord with the hat modeled to fit in with the concept of the army

**Right:** This conversion uses the carriage of an Empire Cannon and the treads from the Necromunda Rapiers to make an enormous Death Rocket.

**Below:** The unit of Bull Centaurs uses Dwarf Hammerers mounted on Wood Elf Bears, while the Hero pairs the Mordheim Kislevite Bear with a Bull Centaur Torso.





**COLLECTOR'S LORDS & HEROES**



**Chaos Dwarf Lord**  
021100101

**Chaos Dwarf Lord Back Banner**  
021100107



**Chaos Dwarf Lord on Great Taurus (Complete)**  
MO 0039



**Great Taurus Head**  
021100102



**Great Taurus Left Torso**  
021100104



**Great Taurus Right Torso**  
021100103



**Astragoth – Sorcerer Lord (Complete)**  
MO 0045



**Astragoth Body**  
021100901



**Astragoth Right Arm**  
021100902



**Astragoth Left Arm**  
021100903



**Astragoth Exhaust & Banner Poles**  
021100904

COLLECTOR'S LORDS & HEROES



Lammasu/Taurus  
Left Wing  
021100105



Chaos Dwarf  
Sorcerer  
021100301

Chaos Dwarf  
Sorcerer Banner  
021100302

Lammasu  
Head  
021100303



Lammasu/Taurus  
Right Wing  
021100106



Lammasu  
Body Right Side  
021100304



Lammasu  
Body Left Side  
021100305



SHOWCASE



Chaos Dwarf Sorcerer Lord  
on Lammasu (Complete)  
MO 0041



*Right: This Astragoth conversion uses banners from the Empire Knights sprue to make it stand out on the tabletop. The addition of skulls on the banner poles does its part to keep it evil.*

**COLLECTOR'S LORDS & HEROES**



*Note: Some of these models use the Small Round Shield sprue (99369999004).*



**Chaos Dwarf Lord / Hero (Complete Random 1)**  
MO 0040



**Chaos Dwarf Sorcerer Lord / Hero (Complete)**  
MO 0042



**Hobgoblin Hero on Wolf (Complete)**  
MO 0044



**Chaos Dwarf Hero Banner**  
021100801



**Chaos Dwarf Hero w/ Axe Body 1**  
021100802



**Hobgoblin Wolf Rider Hero Body**  
021101701

*Note: This model comes with the Wolf Head and Body sprues (99380299005).*



**Hobgoblin Wolf Rider Hero Cloak**  
021101702



**Hobgoblin Wolf Rider Hero Quiver**  
021101703



**Hobgoblin Wolf Rider Hero Wolf Head**  
021101704



**Chaos Dwarf Sorcerer Body 1**  
021100803



**Chaos Dwarf Hero w/ Axe Body 2**  
021100804



**Hobgoblin Big Boss 1 (Axe)**  
021102104



**Hobgoblin Big Boss 2 (Horns)**  
021102108



# COLLECTOR'S CORE UNITS

*Note: These models use the Small Round Shield sprue (99369999004).*

**Chaos Dwarf Warriors w/ Hand Weapons (Random 10) MO 0046**



**Hornblower**  
021101202



**Drummer**  
021101205



**Leader w/ Sword 1**  
021101301



**Standard Bearer 2**  
021101206



**Leader w/ Sword 2**  
021101304



**Warrior w/ Axe A**  
CDA



**Warrior w/ Axe B**  
CDB



**Warrior w/ Axe 1**  
021101101



**Warrior w/ Axe 2**  
021101102



**Warrior w/ Axe 4**  
021101104

## PAINTING CHAOS DWARF ARMOR



1. After undercoating with Chaos Black spray primer, drybrush the armor with Brazen Brass.



2. Next, highlight the armor with Shining Gold.



3. Finally, highlight the armor with Burnished Gold.



1. After undercoating with Chaos Black spray primer, paint the armor Brazen Brass.



2. Give the armor a wash of slightly thinned Flesh Wash.



3. Once the wash dries, drybrush the armor with Brazen Brass.



4. To finish the armor, do a very light drybrush of Shining Gold.



1. After undercoating the model with Chaos Black spray, drybrush the armor with Dark Flesh.



2. Next, drybrush the armor with Blood Red.



3. Next, do an even lighter drybrush with Blazing Orange.



4. Finally, highlight the armor with Fiery Orange.



1. After priming the model with Chaos Black spray, paint the armor with two thinned coats of Blood Red.



2. Wash the armor with Scorched Brown.



3. Once the wash dries, drybrush the armor with Blazing Orange.



4. Finally, do a very light drybrush with Fiery Orange.

## PAINTING CHAOS DWARF HELMETS



1. Over a black undercoat, drybrush the helmet with Brazen Brass.
2. Drybrush the helmet Shining Gold.
3. Drybrush the helmet Burnished Gold. Paint all recess with Chaos Black and highlight with a mix of Chaos Black and Codex Grey.



1. Over a black undercoat, highlight the arrows with narrow lines of Red Gore. Paint the skulls with Bestial Brown.
2. Apply Blood Red on the very edges of the arrows to highlight them. Highlight the skulls with Bleached Bone. Highlight the black areas with a mix of Chaos Black and Codex Grey.
3. Apply final highlights of Fiery Orange to the arrow tips and Skull White to the skulls. Add more Codex Grey to the mix for the final highlights on the black areas of the helmet. Use Boltgun Metal to paint the rivets and the metal beard beneath the skull design.



Step 1. Over a black undercoat, paint the arrows with Liche Purple and the skulls with Bestial Brown.

Step 2. Carefully paint a thin highlight of 25/75 Liche Purple/Skull White on the edges of the arrows. Highlight the black areas with a 50/50 mix of Chaos Black and Codex Grey. Highlight the skulls with Bleached Bone.

Step 3. Highlight the purple arrows with a 50/50 mix of Liche Purple and Skull White. Highlight only the very edges of the arrows. Add more Codex Grey to the mix for the final highlights on the black areas of the helmet. Do a final highlight of Skull White on the skulls. Paint the rivets and metal beard with Boltgun Metal.

## COLLECTOR'S CORE UNITS



Warrior  
w/ Blunderbuss 4  
021100403



Warrior  
w/ Blunderbuss 2  
021100404



Warrior  
w/ Blunderbuss 3  
021100401



Warrior  
w/ Blunderbuss 7  
021100405



Warrior  
w/ Blunderbuss 5  
021100406



Warrior  
w/ Blunderbuss 6  
021100407



Warrior  
w/ Blunderbuss 1  
021100402



Chaos Dwarf Blunderbussiers (Random 10)  
MO 0047



# COLLECTOR'S CORE UNITS

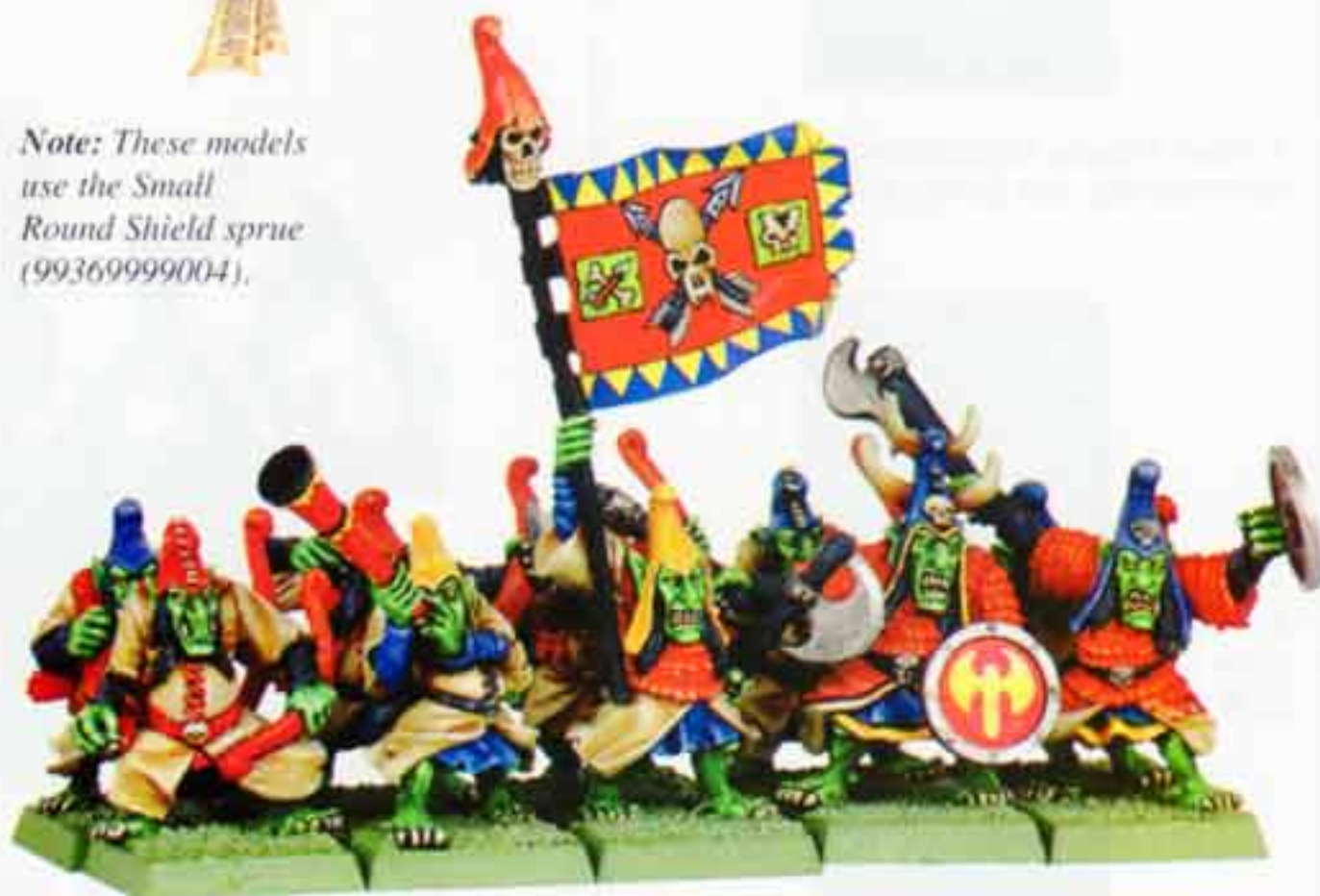
*Note: These models use the Small Round Shield sprue (99369999004).*



**Hobgoblin Standard Bearer 2**  
021102001



**Hobgoblin Standard Bearer 1**  
021102005



**Hobgoblin Archers (Random 10)**  
MO 0051



**Small Round Shield Sprue**  
99369999004



**Hobgoblin Drummer**  
021102002



**Hobgoblin Trumpeter**  
021102006



**Hobgoblin Boss 1 (2-Handed Axe)**  
021102103



**Hobgoblin Boss 2 (Swinging Axe)**  
021102107



**Hobgoblin Archer 1**  
021101901



**Hobgoblin Archer 6**  
021101902

**Hobgoblin Hero (1)**  
MO 0043



**Hobgoblin Archer 3**  
021101903



**Hobgoblin Archer 4**  
021101904



**Hobgoblin Archer 2**  
021101905



**Hobgoblin Archer 5**  
021101906



**Hobgoblin Archer 7**  
021101907



**Hobgoblin Archer 8**  
021101908

## MAKING LAVA BASES



1. Glue a piece of plasticard to base (alternatively, use green stuff).



2. Cut in lava channels with a hobby knife (or sculpt channels out of green stuff with a sculpting tool).



3. Over a black undercoat, drybrush the surface with Shadow Grey and paint the lava channels with Red Gore.

4. Drybrush the surface with Codex Grey and paint the center of the lava channel with Blood Red. Leave a little Red Gore showing around the edges.



5. Paint the center of the lava channel with Blazing Orange. Leave a little Blood Red showing.



6. Finally, paint a little Bad Moon Yellow in the very center of the lava.

## COLLECTOR'S CORE UNITS



**Hobgoblin Warriors  
w/ Hand Weapons (Random 10)  
MO 0048**

*Note: These models use the Small Round Shield sprue (99369999004).*



**Hobgoblin  
Warrior 1  
021101001**



**Hobgoblin  
Warrior 2  
021101002**



**Hobgoblin  
Warrior 3  
021101003**



**Hobgoblin  
Warrior 4  
021101004**



**Hobgoblin  
Warrior 5  
021101005**



**Hobgoblin  
Warrior 6  
021101006**



**Hobgoblin  
Warrior 7  
021101007**



**Hobgoblin  
Warrior 8  
021101008**



# COLLECTOR'S CORE UNITS



**Hobgoblin Wolf Boyz (Random 10)**  
MO 0049

**Hobgoblin Wolf Boy Archers (Random 10)**  
MO 0050



**Hobgoblin Wolf Rider  
Big Boss**  
021101601



**Hobgoblin Wolf Rider  
Standard**  
021101602

*Note: These models use the Small Round Shield sprue (99369999004).*



**Hobgoblin Wolf Rider  
w/ Axe & Shield 1**  
021101503



**Hobgoblin Wolf Rider  
w/ Axe & Shield 2**  
021101504



**Hobgoblin Wolf Rider  
w/ Axe & Shield 3**  
021101505



**Hobgoblin Wolf Rider  
w/ Axe & Shield 5**  
021101508



**Hobgoblin Wolf Rider  
w/ Axe & Shield 4**  
021101509



**Hobgoblin Wolf Rider  
Archer 1**  
021101501



**Hobgoblin Wolf Rider  
Archer 2**  
021101502



**Hobgoblin Wolf Rider  
Archer 3**  
021101506



**Hobgoblin Wolf Rider  
Archer 4**  
021101507



**COLLECTOR'S SPECIAL UNITS**



**Rocket Launcher  
Left Base**  
021100704



**Rocket Launcher  
Right Base**  
021100703



**Chaos Dwarf  
Gunner**  
021100701



**Chaos Dwarf  
Loader**  
021100702



**Rocket Launcher  
Launcher**  
021100705



**Rocket  
Launcher  
Crank**  
021100706



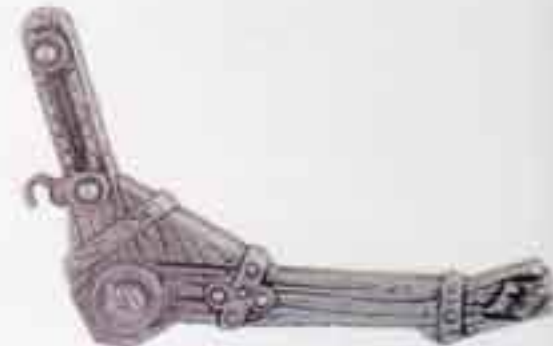
**Death Rocket (Complete)**  
MO 0052



**Hobgoblin Bolt Thrower (Complete)**  
MO 0053



**Bolt Thrower  
Right Side**  
021101803



**Bolt Thrower  
Left Side**  
021101804



**Bolt Thrower Bow**  
021101806



**Hobgoblin  
Spear Loader**  
021101802



**Hobgoblin  
Bolt Firer**  
021101801



**Bolt Thrower  
Windlass**  
021101808



**Bolt Thrower  
Towing Ring**  
021101807



**Bolt Thrower**  
021101805



**Sneaky Git 1**  
021101401



**Sneaky Git 2**  
021101402



**Sneaky Git 3**  
021101403

**Sneaky Gits (Random 10)**  
MO 0054



**Bull Centaurs (Random 5)**  
MO 0055



**Bull Centaur Upper Torso w/ Axe 1**  
021100503



**Bull Centaur Upper Torso w/ Axe 2**  
021100504



**Bull Centaur Upper Torso w/ Axe 3**  
021100508



**Bull Centaur Upper Torso w/ Axe 4**  
021100509

*Note: These models use the Small Round Shield sprue (99369999004).*



**Bull Centaur Upper Torso w/ Axe 5**  
021100510



**Bull Centaur Body Left Side 1**  
021100501



**Bull Centaur Body Right Side 1**  
021100502



**Bull Centaur Upper Torso w/ Axe 6**  
021100511



**Bull Centaur Body Left Side 2**  
021100506



**Bull Centaur Body Right Side 2**  
021100505

**PAINTING BULL CENTAURS**



1. Basecoat the model with slightly thinned Red Gore. Don't worry about even coverage. Let the paint pool, as it will accentuate the desired effect.



2. Wash with a mix of Red Gore, Chaos Black, water, and a drop of Gloss Varnish. Add enough Chaos Black until the Red Gore becomes slightly dirty.



3. Paint straight Blood Red onto the raised areas to create highlights.



4. You can stop at step three or add a final highlight of a 50/50 mix of Blood Red and Blazing Orange.



1. Paint with Blood Red and wash with Dark Flesh and a drop of Gloss Varnish.



2. Highlight with Blood Red.



3. Highlight with a 50/50 mix of Blood Red and Blazing Orange.



4. Highlight with Blazing Orange.

**COLLECTOR'S RARE UNITS**



**Earth Shaker Shell Platform**  
021100204



**Earth Shaker Cannon Shell**  
021100205



**Earth Shaker Cannon Upper**  
021100208



**Earth Shaker Cannon Lower**  
021100209



**Earth Shaker Cannon Base**  
021100206



**Earth Shaker Cannon Support**  
021100211



**Earth Shaker Cannon Crank**  
021100212



**Earth Shaker Cannon Rim**  
021100210



**Chaos Dwarf Master Gunner**  
021100201



**Chaos Dwarf Shell Carrier 1**  
021100202



**Chaos Dwarf Shell Carrier 2**  
021100203



**Earth Shaker (Complete)**  
MO 0056



# PRICE LIST

## Classic/Collector's Range

### Complete Models – Lords & Heroes

MO 0039	Chaos Dwarf Lord on Great Taurus	\$35
	<small>Includes 1 model</small>	
MO 0040	Chaos Dwarf Lord/Hero	\$8
	<small>Includes 1 model</small>	
MO 0041	Chaos Dwarf Sorcerer on Lammasu	\$35
	<small>Includes 1 model</small>	
MO 0042	Chaos Dwarf Sorcerer Lord/Hero	\$8
	<small>Includes 1 model</small>	
MO 0043	Hobgoblin Hero	\$6
	<small>Includes 1 model</small>	
MO 0044	Hobgoblin Hero on Wolf	\$9
	<small>Includes 1 model</small>	

### Special Characters

MO 0045	Astragoth – Sorcerer Lord	\$10
	<small>Includes 1 model</small>	

### Complete Units – Core

MO 0046	Chaos Dwarf Warriors with Hand Weapons	\$30
	<small>Includes 10 models</small>	
MO 0047	Chaos Dwarf Blunderbussiers	\$35
	<small>Includes 10 models</small>	
MO 0048	Hobgoblin Warriors with Hand Weapons	\$30
	<small>Includes 10 models</small>	
MO 0049	Hobgoblin Wolf Boyz	\$40
	<small>Includes 10 models</small>	
MO 0050	Hobgoblin Wolf Boy Archers	\$40
	<small>Includes 10 models</small>	
MO 0051	Hobgoblin Archers	\$30
	<small>Includes 10 models</small>	

### Complete Units – Special

MO 0052	Death Rocket	\$20
	<small>Includes 1 model</small>	
MO 0053	Hobgoblin Bolt Thrower	\$20
	<small>Includes 10 models</small>	
MO 0054	Sneaky Gits	\$30
	<small>Includes 10 models</small>	

### Boxed Sets & Blister Packs – Rare

MO 0055	Bull Centaurs	\$35
	<small>Includes 5 models</small>	
MO 0056	Earthshaker	\$35
	<small>Includes 10 models</small>	

### Metal Bitz – Lords & Heroes

#### Chaos Dwarf Heroes

021100801	Chaos Dwarf Hero Banner	\$2.50
021100802	Chaos Dwarf Hero w/ Axe 1	\$8
021100803	Chaos Dwarf Sorcerer	\$8
021100804	Chaos Dwarf Hero w/ Axe 2	\$8

#### Hobgoblin Hero on Wolf

021101701	Hobgoblin Wolf Rider Hero Body	\$4.50
021101702	Hobgoblin Wolf Rider Hero Cloak	\$1.25
021101703	Hobgoblin Wolf Rider Hero Quiver	\$1.25
021101704	Hobgoblin Wolf Rider Wolf Head	\$2.50

#### Hobgoblin Hero

021102104	Hobgoblin Big Boss 1 (Axe)	\$7.50
021102108	Hobgoblin Big Boss 2 (Horns)	\$7.50

#### Lord on Great Taurus

021100101	Chaos Dwarf Lord	\$8.50
021100102	Great Taurus Head	\$4.50
021100103	Great Taurus Right Torso	\$7.50
021100104	Great Taurus Left Torso	\$7.50
021100105	Lammasu/Taurus Left Wing	\$6.50
021100106	Lammasu/Taurus Right Wing	\$6.50
021100107	Chaos Dwarf Lord Back Banner	\$2.50

#### Sorcerer on Lammasu

021100105	Lammasu/Taurus Left Wing	\$6.50
021100106	Lammasu/Taurus Right Wing	\$6.50
021100301	Chaos Dwarf Sorcerer	\$8.50
021100302	Chaos Dwarf Sorcerer Banner	\$2.50
021100303	Lammasu Head	\$5.50

021100304	Lammasu Right Body Side	\$7.50
021100305	Lammasu Left Body Side	\$7.50

### Special Characters

#### Astragoth – Sorcerer Lord

021100901	Astragoth Body	\$6.25
021100902	Astragoth Right Arm	\$1.25
021100903	Astragoth Left Arm	\$1.25
021100904	Astragoth Exhaust & Banner Poles	\$2.75

### Metal Bitz & Plastic Sprues – Core

#### Chaos Dwarf Warriors

021101101	Warrior w/ Axe 1	\$3.75
021101102	Warrior w/ Axe 2	\$3.75
021101104	Warrior w/ Axe 4	\$3.75
021101202	Hornblower	\$3.75
021101205	Drummer	\$3.75
021101206	Standard Bearer 2	\$3.75
021101301	Leader w/ Sword 1	\$3.75
021101304	Leader w/ Sword 2	\$3.75
CDA	Warrior w/ Axe A	\$3.75
CDB	Warrior w/ Axe B	\$3.75
99369999004	Small Round Shield Sprue	\$1

#### Chaos Dwarf Blunderbussiers

021100401	Warrior w/ Blunderbuss 3	\$3.75
021100402	Warrior w/ Blunderbuss 1	\$3.75
021100403	Warrior w/ Blunderbuss 4	\$3.75
021100404	Warrior w/ Blunderbuss 2	\$3.75
021100405	Warrior w/ Blunderbuss 7	\$3.75
021100406	Warrior w/ Blunderbuss 5	\$3.75
021100407	Warrior w/ Blunderbuss 6	\$3.75

#### Hobgoblin Command

021102001	Hobgoblin Standard Bearer 2	\$3.75
021102002	Hobgoblin Drummer	\$3.75
021102005	Hobgoblin Standard Bearer 1	\$3.75
021102006	Hobgoblin Trumpeter	\$3.75
021102103	Hobgoblin Boss 1 (2-Handed Axe)	\$3.75
021102107	Hobgoblin Boss 2 (Swinging)	\$3.75
99369999004	Small Round Shield Sprue	\$1

#### Hobgoblin Archers

021101901	Hobgoblin Archer 1	\$3.75
021101902	Hobgoblin Archer 6	\$3.75
021101903	Hobgoblin Archer 3	\$3.75
021101904	Hobgoblin Archer 4	\$3.75
021101905	Hobgoblin Archer 2	\$3.75
021101906	Hobgoblin Archer 5	\$3.75
021101907	Hobgoblin Archer 7	\$3.75
021101908	Hobgoblin Archer 8	\$3.75

#### Hobgoblin Warriors

021101001	Hobgoblin Warrior 1	\$3.75
021101002	Hobgoblin Warrior 2	\$3.75
021101003	Hobgoblin Warrior 3	\$3.75
021101004	Hobgoblin Warrior 4	\$3.75
021101005	Hobgoblin Warrior 5	\$3.75
021101006	Hobgoblin Warrior 6	\$3.75
021101007	Hobgoblin Warrior 7	\$3.75
021101008	Hobgoblin Warrior 8	\$3.75
99369999004	Small Round Shield Sprue	\$1

### Metal Bitz & Plastic Sprues – Special

#### Hobgoblin Wolf Riders

021101501	Hobgoblin Wolf Rider Archer 1	\$3.75
021101502	Hobgoblin Wolf Rider Archer 2	\$3.75
021101503	Hobgoblin Wolf Rider w/ Axe 1	\$3.75
021101504	Hobgoblin Wolf Rider w/ Axe 2	\$3.75

021101505	Hobgoblin Wolf Rider w/ Axe 3	\$3.75
021101506	Hobgoblin Wolf Rider Archer 3	\$3.75
021101507	Hobgoblin Wolf Rider Archer 4	\$3.75
021101508	Hobgoblin Wolf Rider w/ Axe 5	\$3.75
021101509	Hobgoblin Wolf Rider w/ Axe 4	\$3.75
021101601	Hobgoblin Wolf Rider Big Boss	\$3.75
021101602	Hobgoblin Wolf Rider Standard	\$3.75
99369999004	Small Round Shield Sprue	\$1

### Death Rocket

021100701	Chaos Dwarf Gunner	\$3.75
021100702	Chaos Dwarf Loader	\$3.75
021100703	Rocket Launcher Right Base	\$4
021100704	Rocket Launcher Left Base	\$4
021100705	Rocket Launcher Launcher	\$5
021100706	Rocket Launcher Crank	\$2

### Hobgoblin Bolt Thrower

021101801	Hobgoblin Bolt Firer	\$3.75
021101802	Hobgoblin Spear Loader	\$3.75
021101803	Bolt Thrower Right Side	\$3.50
021101804	Bolt Thrower Left Side	\$3.50
021101805	Bolt Thrower	\$3.50
021101806	Bolt Thrower Bow	\$2.50
021101807	Bolt Thrower Towing Ring	\$1.25
021101808	Bolt Thrower Windlass	\$1.25

### Sneaky Gits

021101401	Sneaky Git 1	\$3.75
021101402	Sneaky Git 2	\$3.75
021101403	Sneaky Git 3	\$3.75

### Metal Bitz & Plastic Sprues – Rare

#### Chaos Dwarf Bull Centaurs

021100501	Bull Centaur Body Left Side 1	\$3.75
021100502	Bull Centaur Body Right Side 1	\$3.75
021100503	Bull Centaur Upper Torso w/ Axe 1	\$5
021100504	Bull Centaur Upper Torso w/ Axe 2	\$5
021100505	Bull Centaur Body Right Side 2	\$3.75
021100506	Bull Centaur Body Left Side 2	\$3.75
021100508	Bull Centaur Upper Torso w/ Axe 3	\$5
021100509	Bull Centaur Upper Torso w/ Axe 4	\$5
021100510	Bull Centaur Upper Torso w/ Axe 5	\$5
021100511	Bull Centaur Upper Torso w/ Axe 6	\$5
99369999004	Small Round Shield Sprue	\$1

#### Chaos Dwarf Earthshaker Cannon

021100201	Chaos Dwarf Master Gunner	\$3.75
021100202	Chaos Dwarf Shell Carrier 1	\$3.75
021100203	Chaos Dwarf Shell Carrier 2	\$3.75
021100204	Earth Shaker Shell Platform	\$3.50
021100205	Earth Shaker Cannon Shell	\$2.50
021100206	Earth Shaker Cannon Base	\$6.50
021100208	Earth Shaker Cannon Upper	\$4.50
021100209	Earth Shaker Cannon Lower	\$4.50
021100210	Earth Shaker Cannon Rim	\$3.50
021100211	Earth Shaker Cannon Support	\$2.50
021100212	Earth Shaker Cannon Crank	\$1.25



# DARK ELVES



*It was with the coming of the dawn that the keen Elven eyes in of one of the many watchtowers along the Tiranoc coast spotted the rising plume of smoke. Surely, that was the far northern watchtower, yet why was the clear clarion trumpet call heard rising above the crashing surf? A search party mounted up with tensions high, for Druchii invasions or terror raids were all too common on Ulthuan.*

*Just off the coast from the northernmost tower, a huge fog was slowly rolling back. By the time the search party reached the shore, an ominous wake could still barely be seen disappearing back into the thick mists. What was left of the broken watchtower was an atrocity. The few High Elves not taken prisoner were left as a horrific display. There could be no doubt – the Dark Elves were coming back.*

Long ago the Elven realm was split in a horrendous and merciless civil war. The Dark Elves, or Druchii as they called themselves, had their kingdoms destroyed and so retreated to the lands of Naggaroth. From these bleak and desolate lands, the Dark Elves still plot revenge against their fair High Elven cousins and issue forth in their black armadas to take slaves and wreak havoc across the whole of the Warhammer world.

## Fighting Style

The Dark Elves are a fast and highly skilled race and may field many specialized elite units in their army. There is nothing a Dark Elf army does poorly, except perhaps fighting in long drawn-out battles of attrition. With excellent Ballistic Skills and the dreaded Crossbowmen and Reaper Bolt Throwers, Dark Elves can wear down or even wipe out many enemy units through missile fire. Yet most Dark Elf players choose a more direct method of slaughter, that is, using elite troops like Witch Elves, Cold One Knights, or Executioners to slice through enemy ranks. Harpies, Shades, and Dark Riders are ideal at slowing down enemy advances or joining in an attack by hitting the enemies sides or rear.

## Collecting a Dark Elf Army

Players who wish to start collecting a Dark Elf army would do well to begin with some Core troops. This is the best place to start, as not only will such units fulfill the army requirements, but two Core selections will form the natural center of a player's growing army. Dark Elf warriors may be equipped with spears

*Above: This Beastmaster on Manticore was painted by Joe Sleboda. This model was featured in a painting article that appeared in White Dwarf 260.*

*Below: This unit was converted and painted by Bruce Chirrey for his 2003 Charlotte GT army.*



or with repeater crossbows. Defensive-minded Dark Elf players will want lots of both spearmen and crossbowmen, while seriously offensive minded players may wish to add other Core selections like the *Fast Cavalry* Dark Riders or a few units of Corsairs.

Dark Elf generals looking to expand their armies are presented with a surprising number of wicked options. Small units of Shades can act as Scouts ahead of the main force, while Reaper Bolt Throwers are meant to sit back and rain death upon the foe from afar. Although unarmored, Witch Elves are subject to *Frenzy* and use *Poisoned Attacks*. Furthermore, the Cauldron of Blood, a powerful and evil artifact, can drive all Dark Elves, particularly Witch Elves, into an increased state of battle fury. The hitting power of Cold One Knights is undeniable, as are elite units like the Executioners or Black Guard. Cold One Chariots or massive War Hydras are also great options to put some hurt onto your foe. Character models allow more chances for Dark Elf personality to seep into an army with choices like Assassins, Sorceresses, and Beastmasters.

Prepare the slaves for sacrifice and remember to show no mercy.

*Left: This Dark Elf Corsair Captain was painted by Neil Green.*



*Far Right: Doug Bissett did a wonderful job on this Malekith mounted on a Black Dragon.*



*Above Right: Keith Robertson used a High Elf model and painted the skin like a Dark Elf.*



*Below: Ken Symopoulos won a Gold in the Canadian Golden Demon for this Malus Darkblade model. Bottom: Bruce Chirrey did an excellent job of depicting a Dark Elf raid with the army display he created for his 2003 Charlotte GT army.*

## GETTING STARTED



This 80-page rulebook contains painting and modeling guides, background, and the full rules for the Dark Elves. Using this book, you can build a mighty legion and destroy all who challenge you.

**Warhammer Armies: Dark Elves**  
85-01-60

After starting your Dark Elf army, you may want to add a few specialist units to complement your current Core units. The model shown below is from a regiment of Executioners. These Dark Elves are elite dealers of death wielding custom long blades that can deliver a killing blow to their enemies. Other units such as Witch Elves and the fearful Black Guard are also good choices to complement your Core units. If

speed is essential to your army, you can also boost your ranks with Chariots and Cold One Knights.



*Left: This Executioner was painted by Tammy Hays of the UK 'Easy Metal' painting team.*



Much of the Dark Elf army is raised from the population of the cities. Among the ranks march wives and sisters, beautiful but deadly maidens who fight with the fury of Daemons. Some prefer the repeater crossbow, while others prefer the long, heavy-bladed spear. Each Dark Elf Warrior Regiment Box includes enough bits to field a 16-man unit of spearmen or crossbowmen.



*A group of Dark Riders sets out on a daily patrol.*

LORDS AND HEROES



Beastmaster on Manticore Box (1)  
85-10



Manticore Body  
021204202



Beastmaster Body  
021204207



Beastmaster Spear  
021204209



Beastmasters Blister (Random 1)  
85-53



Beastmaster w/ Whip  
021205701



Beastmaster w/ Claw  
021205702



Beastmaster Whip Arm  
021205704



Beastmaster Spear Arm  
021205703



Beastmaster Whip Arm  
021205704



Beastmaster Head  
021204208



Manticore Tail  
021204205



Manticore Left Claw  
021204203



Manticore Right Claw  
021204201



Manticore Left Leg  
021204206



Manticore Right Leg  
021204204





## LOARDS AND HEROES



**Assassin Body 1**  
021204301



**Assassin Body 2**  
021204302



**Assassin Body 3**  
021204303



**Assassin Blister (Random 1)**  
85-43



**Assassin Claw**  
021204304



**Assassin Sword**  
021204305

## SHOWCASE

*Right: This Cauldron of Blood diorama won Pablo Castilla San Martin the Slayer Sword at the Spanish Golden Demon in 2001.*



**Mounted Sorceress Body**  
021205101



**Mounted Sorceress Blister (1)**  
85-42

*Note: This blister includes a Cold One sprue, which can be found in the Special Units section under Cold One Knights.*



**Sorceress Blister (1)**  
021202001 (Bit)  
85-38 (Blister)

# LOARDS AND HEROES

*Note: This blister includes a Cold One sprue, which can be found in the Special Units section under Cold One Knights.*



**Malus Darkblade Blister (1)**  
85-41



**Malus Darkblade Body**  
021203901



**Spite Jaw**  
021203905



**Malus Darkblade Cloak**  
021203903



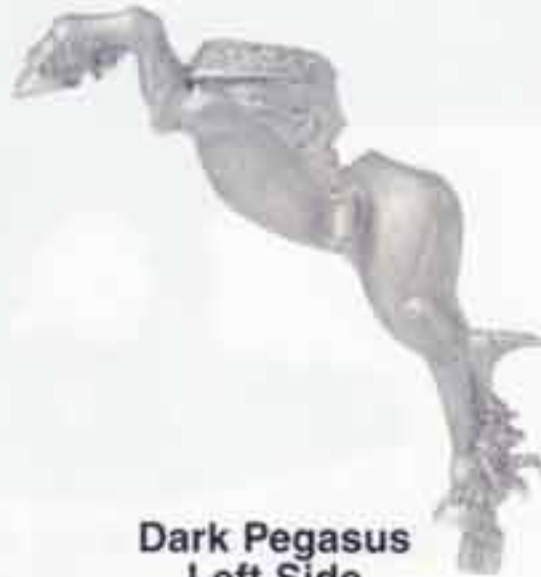
**Spite Head**  
021203904



**Malus Darkblade Sword**  
021203902



**Dark Pegasus Left Wing**  
021205808



**Dark Pegasus Left Side**  
021205805



**Morathi Blister (1)**  
85-55



**Morathi Head**  
021205802



**Dark Pegasus Right Side**  
021205804



**Dark Pegasus Right Wing**  
021205807



**Dark Pegasus Head**  
021205806



**Morathi Hair**  
021205803



**Morathi Body**  
021205801



*Dark Elf Shades sneak around the rocks to set up an ambush.*

**LOARDS AND HEROES**



**Black Dragon Tail**  
021203313



**Black Dragon Right Ear**  
021203308



**Black Dragon Left Ear**  
021203306



**Black Dragon Horns**  
021203307



**Black Dragon Left Hand**  
021203312



**Malekith Head**  
021203302



**Malekith Arm**  
021203303



**Malekith Saddle**  
021203305



**Black Dragon Right Arm**  
021203311



**Malekith Cape**  
021203304



**Black Dragon Lower Jaw**  
021203309



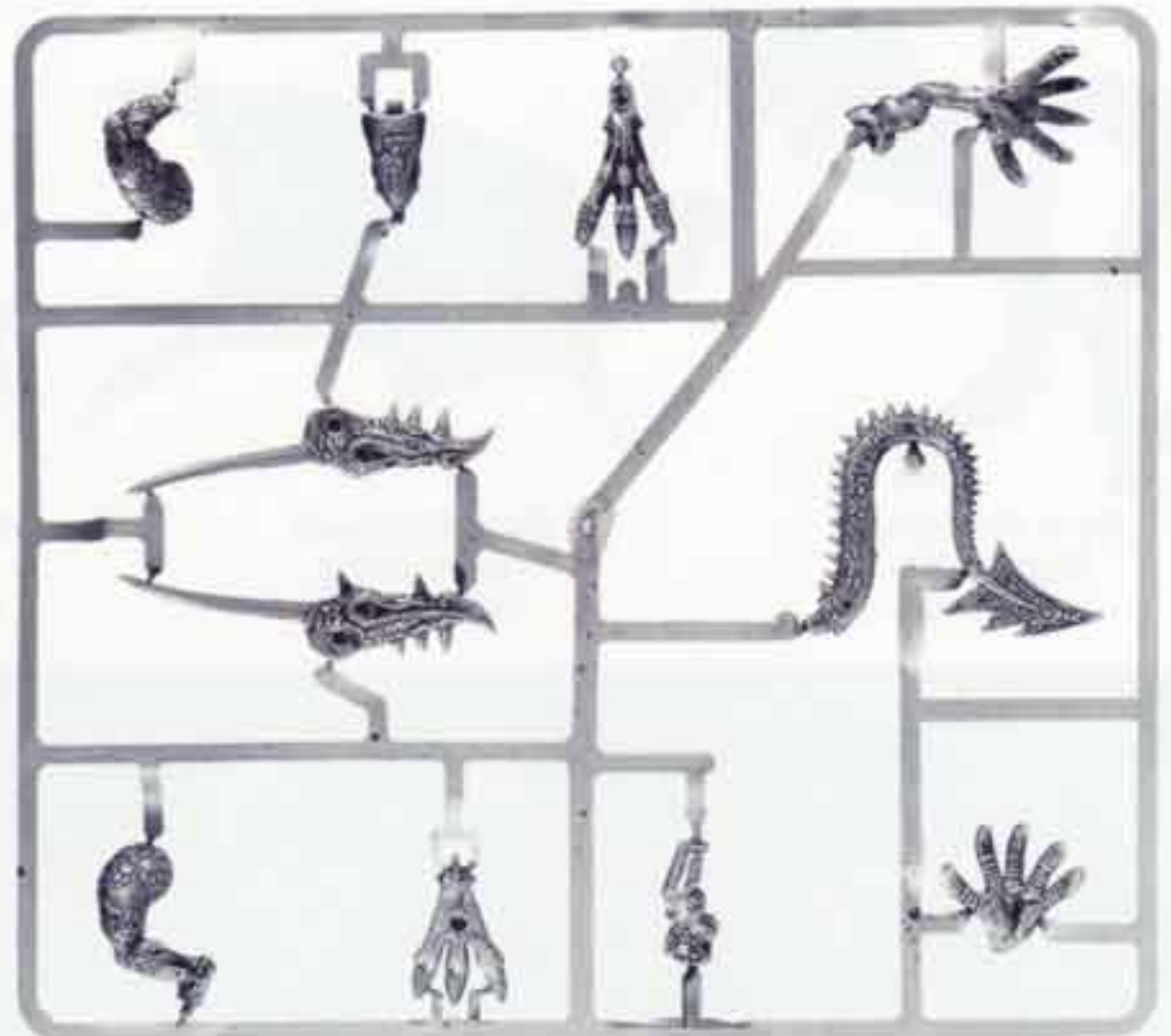
**Malekith Body**  
021203301



**Black Dragon Head**  
021203310

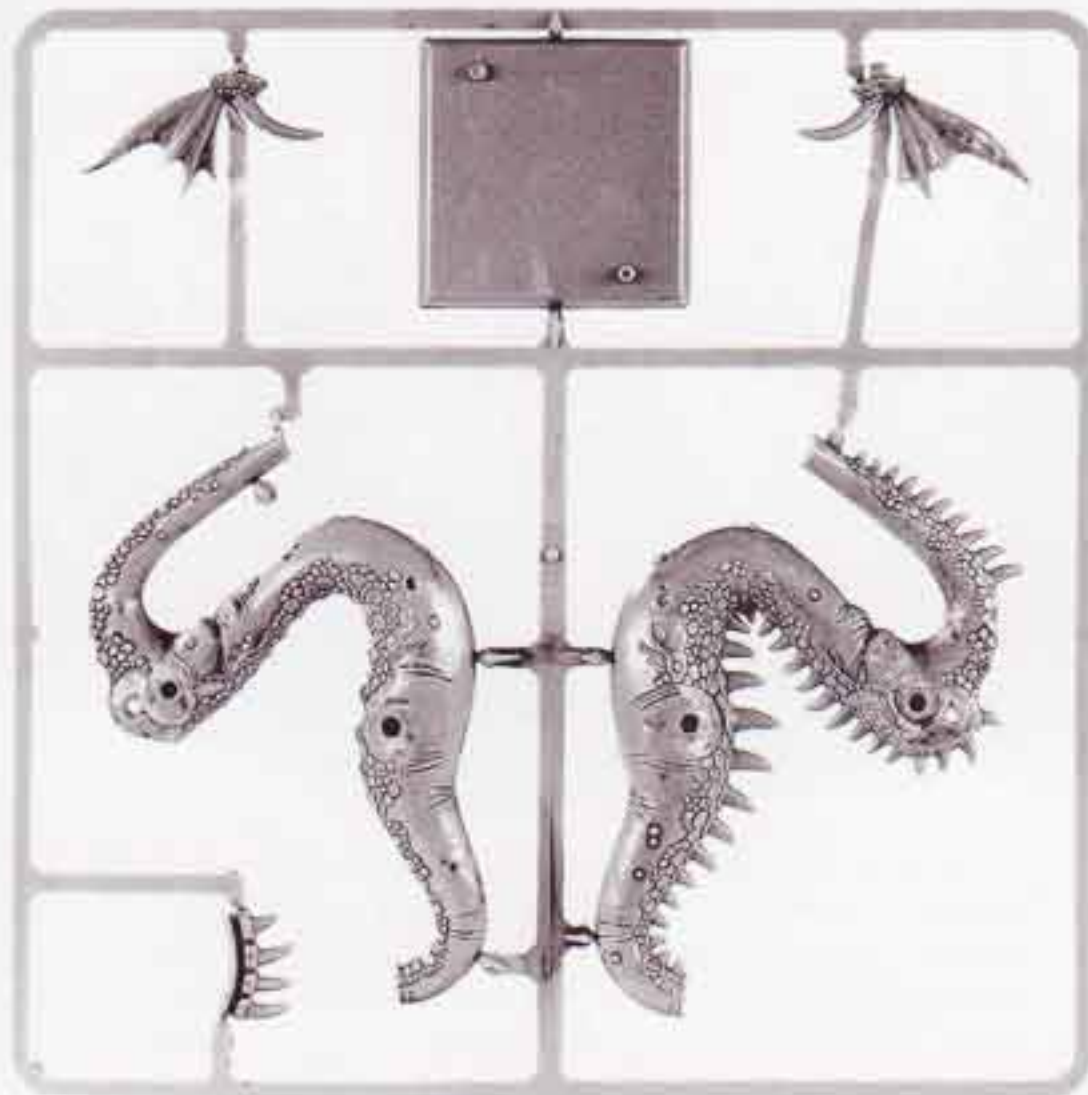


**Malekith, Witch King of Naggaroth Box (1)**  
85-07



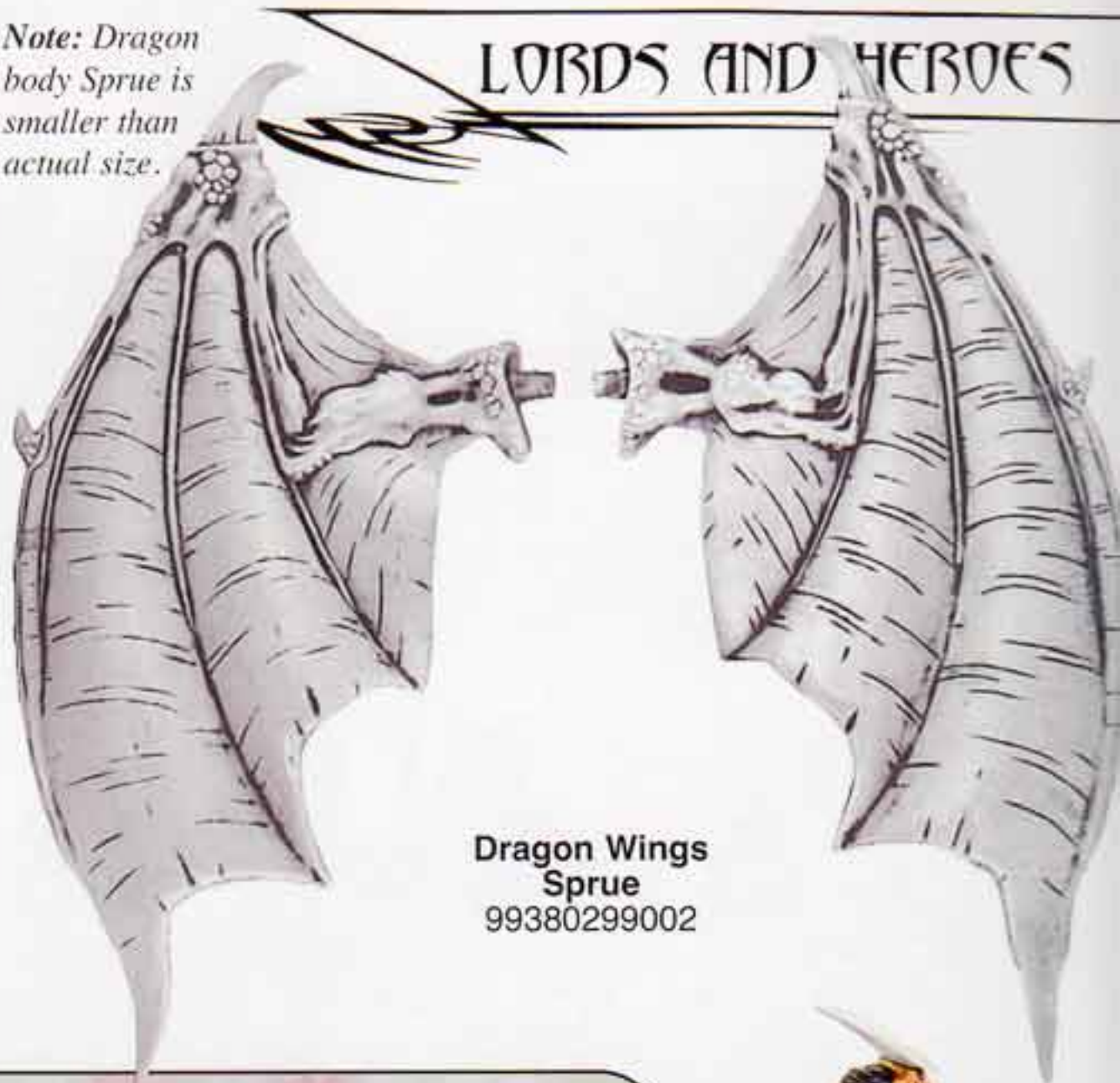
**Dragon Limbs Sprue**  
99389999077

LORDS AND HEROES



**Dragon Body Sprue**  
99389999075

*Note: Dragon body Sprue is smaller than actual size.*



**Dragon Wings Sprue**  
99380299002



*Malekith directs his army in a battle against the Dwarfs.*



**Shadowblade Blister (1)**  
85-56



**Shadowblade Body**  
021205901



**Shadowblade Sword**  
021205902

## CORE UNITS



**Dark Elf Warrior Regiment Box (16)**  
85-06

The Dark Elf Regiment box provides you with enough bitz to make 16 Spearmen or 16 Crossbowmen, both with command.



The Core units of the Dark Elf army are drawn from the local population. Trained from an early age, the male and female Elves of Naggaroth are skilled and merciless warriors. The Spearmen regiments form the bulk of the Witch King's armies and are often found at the center of the battle line. Those warriors who are less skilled with a spear are often recruited into the Crossbowmen regiments. These warriors are armed with a special crossbow that only the Dark Elves possess, the repeater crossbow. This weapon allows the warriors to shoot multiple shots without reloading in the time it would take a normal crossbowman to shoot once. When enemies of the Dark Elves see these warriors take the field, they know that soon the air will be thick with bolts flying in their direction, and there is little they can do about it. It is said that entire regiments of veteran soldiers have fled the battle after only seeing the Dark Elf Crossbowmen.

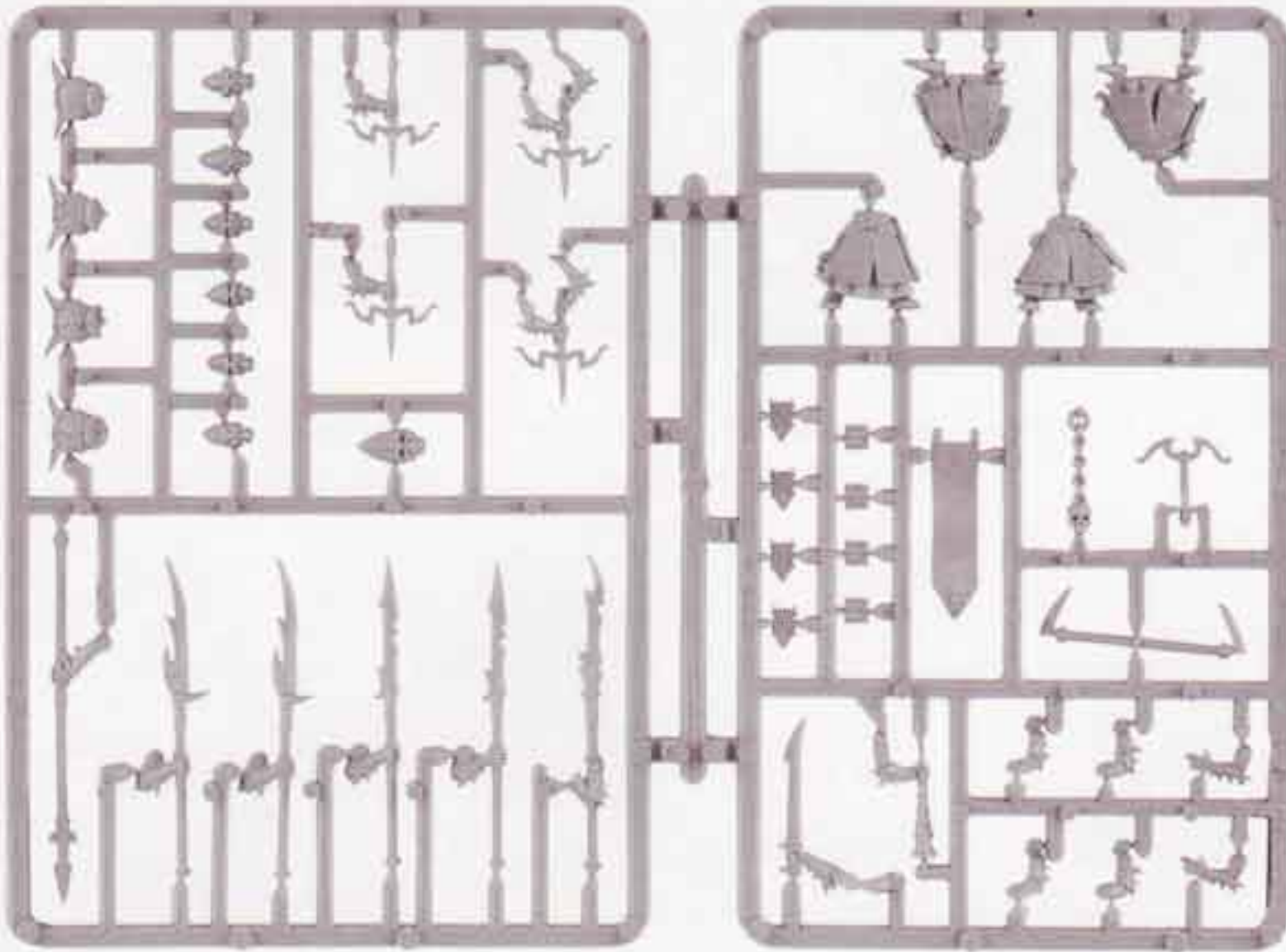


Note: Sprues smaller than actual size.

# CORE UNITS

## PAINTING DARK ELF WARRIORS

Assemble the model and spray it with Chaos Black Primer before you begin.



Dark Elf Warrior Sprue  
99380212001



**Step 1.** Drybrush the chain mail and paint all of the metal parts with Boltgun Metal. Paint all of the exposed skin Bestial Brown and the clothing with Liche Purple.

**Step 2.** Highlight the armor and any metal with Chainmail. Highlight the skin with Bronzed Flesh and paint the leather pieces Bestial Brown. Add Skull White to Liche Purple so you have a 25/75 mix and highlight the clothing.



**Step 3.** Highlight the chain mail, armor and metal with Mithril Silver and add a final highlight of Elf Flesh to the skin areas. Mix Skull White and Liche Purple in a 50/50 mix and add a final highlight to the clothing. Add Vermin Brown to the leather areas and Codex Grey for the spear haft.

**Step 4.** Highlight the shoes with thinned-down Codex Grey and add a bit of Fortress Grey to highlight the spear haft. Paint the base Goblin Green. Add flock or static grass to finish off the model.



The Spearmen of Naggaroth stand ready to charge into battle.



Dark Elf Shield Sprue  
99360299009

## CORE UNITS



**Corsair Standard Bearer**  
021203501



**Corsair Standard**  
021203502



**Dark Elf Corsairs Regiment Box (10) & Command Blister (3)**  
85-16 85-36



**Corsair Champion 1**  
021203504



**Corsair Champion 2**  
021203505



**Corsair Champion 3**  
021203507



**Corsair Musician**  
021203503



**Corsair 2**  
021203402



**Corsair 4**  
021203404

## SHOWCASE



**Corsair 3**  
021203403



**Corsair 1**  
021203401



*Top Left: This Witch Elf Regiment was painted by Scott Goldstein for his Grand Tournament Army. Scott's Dark Elf Army won him the Player's Choice and Best Appearance awards at the 2003 Seattle Grand Tournament. Bottom Left: These four Shades are also from Scott's army. Each model is painted to a very high standard and carefully detailed. The leggings are painted with an intricate diamond pattern of black and white, which contrasts nicely with the deep purple of their robes.*

# CORE UNITS



Dark Rider Blister (1)  
85-50



Dark Rider Horn  
021205505



Dark Rider Champion Sword  
021205503



Dark Rider Command Crossbow  
021205506

Dark Rider Standard  
021205504



Dark Rider 2  
021201702



Dark Rider 1  
021201701



Dark Rider 3  
021201703



Dark Rider 4  
021201704



Dark Rider Command 2  
021205502



Dark Rider Command 1  
021205501



Elven Steed Head  
99389999015



Elven Steed Sprue  
99389999005

*Note: Sprues smaller than actual size.*



## HARPY CONVERSIONS

We were so impressed by Scott Goldstein's Grand Tournament army that we've decided to show how he made his awesome Harpy conversions.

**Tool List.** Clippers, hobby knife, green stuff, sculpting tool, superglue, pin vise, and fine wire suitable for pinning.

**Step 1.** Assemble a Daemonette model and pin the arm to the body. Take the wings from the Vampire Bat (code number 020707602) to the body and cut away the areas painted red below.



**Step 2.** Glue the two separate wing halves together and then glue them to the back of the model.



**Step 3.** Roll some green stuff into a thin cylinder and place it on the back to cover the join between the wings. Flatten the putty with a sculpting tool and use the point of a hobby knife to sculpt the fur.



## SPECIAL UNITS



**Harpy Body 1**  
021204801



**Harpy Body 2**  
021204802



**Harpy Body 3**  
021204803



**Harpy Body 4**  
021204804



**Harpy Wings 1**  
021204805



**Harpy Wings 2**  
021204806



**Dark Elf Harpies Blister (Random 2)**  
85-54



*The Harpies attack the Dwarf war machines.*



*Above: Scott Goldstein converted these Harpies for his award-winning Grand Tournament Army. The hobby section on the left tells you how you too can make a unique unit like this one.*

SPECIAL UNITS



Dark Elf Shades Blister (Random 3)  
85-52



Shades  
Crossbow Bar  
021205606



Shade  
Body 5  
021205605



Shade  
Body 4  
021205604



Shade  
Body 1  
021205603



Shade  
Body 3  
021205601



Shade  
Body 2  
021205602

SHOWCASE

*Left: This Dark Elf Sorceress's Tower was made by Mark Jones of the UK Studio. Using a cardboard tube, Tyrannid spiky bitz, wood chips for some rocks, and plasticard, he created this huge tower for the Studio.*



## SPECIAL UNITS



**Witch Musician**  
021204003



**Witch Standard Bearer**  
021204002



**Dark Elf Witches Regiment Box (10) & Command Blister (3)**  
85-14 85-40



**Witch Champion**  
021204001



**Witch 1**  
021203601



**Witch 2**  
021203602



**Witch 3**  
021203603



**Witch 4**  
021203604



**Witch 5**  
021203605

## SHOWCASE



*Left: This stunning Dark Elf Repeater Bolt Thrower was painted by Noel Myer. This Chicago Golden Demon winner was the talk of Games Day. Noel used the entire spectrum of color on the cloaks of the crew. He started with dark blues and finished with bright yellows. This color scheme gives an excellent contrast to the greys and metallics of the crew's armor and the Bolt Thrower itself.*

SPECIAL UNITS



Cold One Knights Box (4)  
85-08

Command Blister (Random 1)  
85-49

Single Cold One Knight Blister  
(Random 1)  
85-48



Cold One Knight  
Sword  
021204703



Cold One Knight  
Standard  
021204702



Cold One Knight  
Shield 4  
021204609



Cold One Knight  
Shield 1  
021204606



Cold One Knight  
Shield 3  
021204608



Cold One Knight  
Shield 2  
021204607



Cold One Knight  
Shield 5  
021204610



Cold One Knight  
Lance 1  
021204604



Cold One Knight  
Horn  
021204704



Cold One Knight  
Lance 2  
021204605



Cold One Knight  
Knight 3  
021204603



Cold One Knight  
Knight 2  
021204602



Cold One Knight  
Knight 1  
021204601



Cold One Knight  
Command  
021204701



Cold One Sprue  
99380212002

## PAINTING DARK ELF BANNERS



### Step 1

After painting the banner's background, paint the design of the runes with thinned Chaos Black. For the serpent, paint an S-shape first, then carefully add in the tongue, horns, and spines on the back.



### Step 2

Use thinned Skull White to complete the runes. Take care to leave a small black line around the edges. Paint the creature with several layers of thinned Blood Red. Take care to leave a small black line around the edges.



### Step 3

Highlight the creature with thinned Blazing Orange.



### Step 4

Highlight the creature with Golden Yellow. Add a small black dot to suggest an eye socket. Adventurous painters might want to try adding a fully painted eye to their Dark Elf banners.

## SPECIAL UNITS



Executioners Box (10), Command Blister (3), Executioners Blister (Random 2)  
85-15 85-47 85-46



Executioner  
Blade 1  
021205205



Executioner  
Blade 2  
021205206



Executioner  
Sword  
021205302



Executioner  
Banner  
021205304



Executioner  
Musician  
021205305



Executioner  
Champion  
021205301



Executioner  
Standard Bearer  
021205303



Executioner 2  
021205202



Executioner 4  
021205204



Executioner 3  
021205203



Executioner 1  
021205201

SPECIAL UNITS



Note: This box includes two Cold One sprues, which can be found in the Special Units section under Cold One Knights.



Chariot Right Side  
021205004

Chariot Left Side  
021205002



Chariot Base  
021205001

Cold One Chariot Box (1)  
85-12



Chariot Crew 1  
021205012



Chariot Crew 2  
021205014



Chariot Front  
021205003



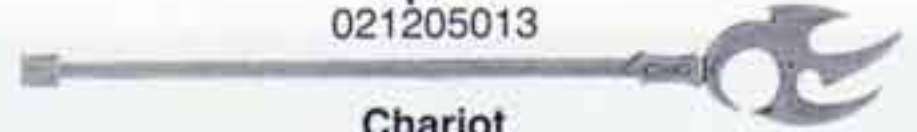
Chariot Yoke  
021205006



Chariot Spear Rack  
021205008



Chariot Spear  
021205013



Chariot Banner Pole  
021205007



Beastmaster Whip Arm  
021205704



Chariot Crossbow  
021205010



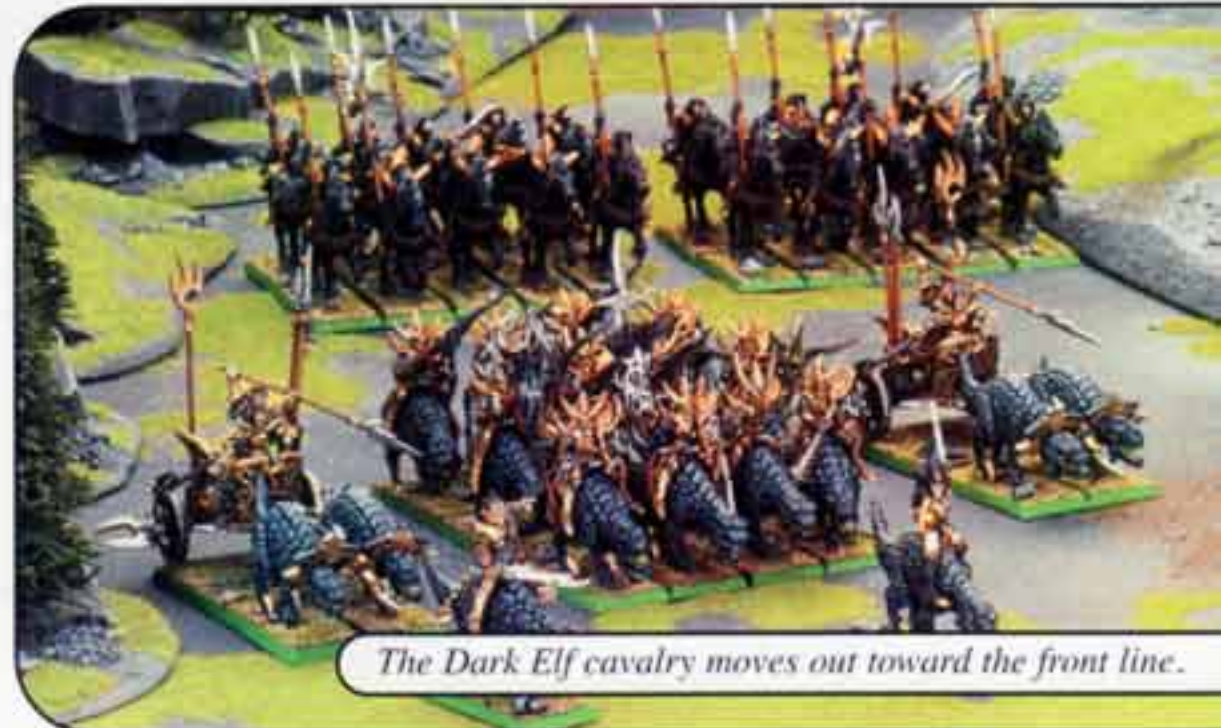
Chariot Blades  
021205009



Chariot Trophies  
021205011



Chariot Haft  
021205005



The Dark Elf cavalry moves out toward the front line.



## BARE UNITS



War Hydra  
Head 3  
021204904



War Hydra  
Head 4  
021204905



War Hydra Box (10)  
85-11



War Hydra  
Head 1  
021204901



War Hydra  
Head 5  
021204907



War Hydra  
Neck 1  
021204902



War Hydra  
Torso  
021204909



War Hydra  
Head 2  
021204903



War Hydra  
Neck 4  
021204906



War Hydra  
Neck 5  
021204908



War Hydra  
Right Back Leg  
021204913



War Hydra  
Tail  
021204910



*The War Hydra helps to hold the front line.*



War Hydra  
Rt Front Leg  
021204912



War Hydra  
Lft Front Leg  
021204911



Beastmaster  
w/ Claw  
021204914



Beastmaster  
w/ Whip  
021204915



Beastmaster  
Spear Arm  
021205703



Beastmaster  
Whip Arm  
021205704

BARE UNITS



Cauldron of Blood Box (1)  
85-09



Cauldron  
Liquid  
021204106



Cauldron  
Bowl  
021204105



Cauldron  
Candles 1  
021204107



Cauldron  
Candles 2  
021204108



Cauldron  
Guardian 2  
021204110



Cauldron  
Guardian 1  
021204109



Cauldron  
Hag Queen  
021204111



Cauldron  
Base  
021204101



Cauldron  
Statue  
021204102



Cauldron  
Right Arm  
021204104



Cauldron  
Left Arm  
021204103



*Small bands of Witches defend the Cauldron of Blood against attack.*



## PAINTING COLD ONES



**Step 1.** Prime with Skull White spray and paint the model with a slightly thinned layer of Snot Green. Wash the model with Dark Angels Green.



**Step 2.** Paint highlights of Snot Green all over the model.



**Step 3.** Paint the scales Catachan Green. It's a matter of choice whether you paint the scales individually and leave the skin color showing in between the scales, or paint the

entire area the color of the scales. We chose to do a combination of both. Our scale color covers the scales and skin at the top of the Cold One. At the bottom of the model, the scale color covers only the scales.



**Step 4.** Apply a 75/25 mix of Catachan Green and Camo Green as the first highlight on the scales.



**Step 5.** Paint a final highlight of 25/75 Catachan Green and Camo Green on the edges of the scales.



## BARE UNITS

*Note: Models shown are 60% of actual size.*



**Bolt Thrower Limb**  
021203804



**Repeater Bolt Thrower Blister (1 Repeater and 2 Crew)**  
85-39



**Bolt Thrower Legs**  
021203801



**Bolt Thrower Stock**  
021203803



**Bolt Thrower Commander**  
021203806



**Bolt Thrower Loader 1**  
021203807



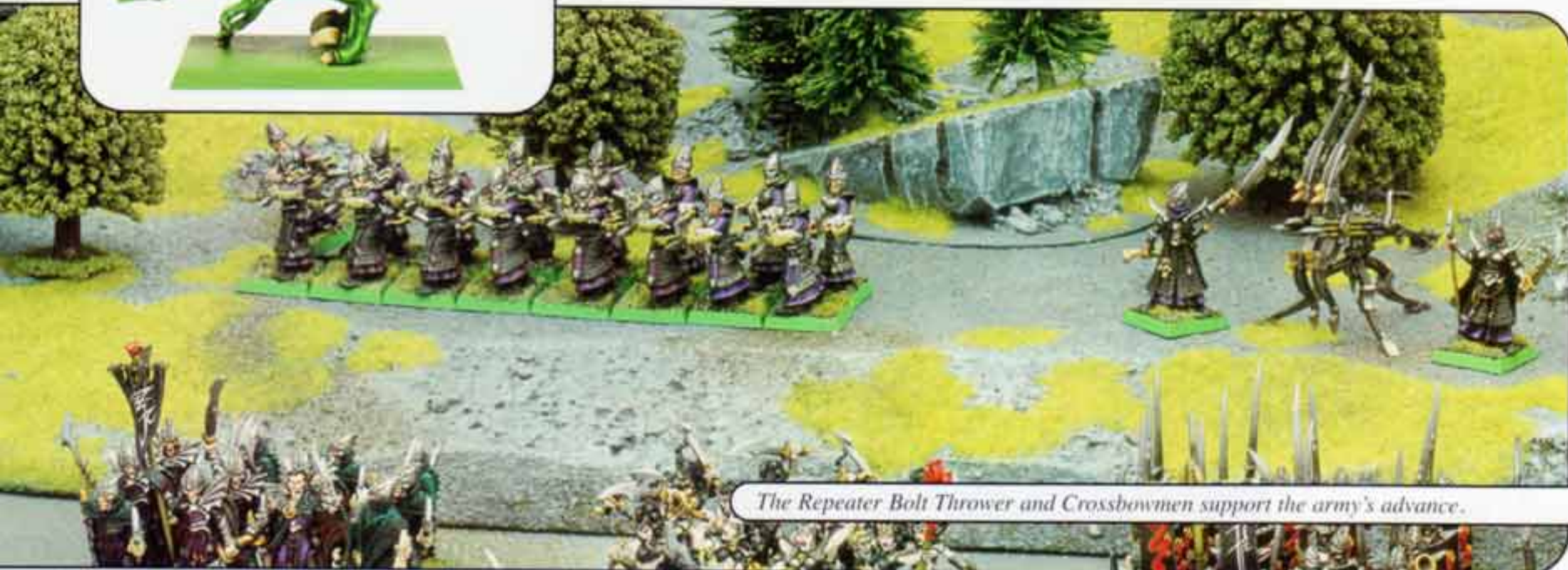
**Bolt Thrower Loader 2**  
021203808



**Bolt Thrower Windlass**  
021203802



**Bolt Thrower Bolts**  
021203805



*The Repeater Bolt Thrower and Crossbowmen support the army's advance.*

BARE UNITS



Black Guard Box (10), Command Blister (3), Black Guard Blister (Random 2)  
85-13 85-45 85-44



Black Guard Champion Halberd 021204504  
Black Guard Standard Bearer 021204505



Black Guard Body 2 021204403



Black Guard Body 1 021204401



Black Guard Champion 1 021204501



Black Guard Champion 2 021204502



Black Guard Drummer 1 021204507



Black Guard Drummer 2 021204508



Black Guard Body 3 021204405



Black Guard Body 4 021204406



Black Guard Halberd 1 021204402



Black Guard Halberd 2 021204404



Black Guard Standard 021204506



Black Guard Champion Sword 021204503



## PRICE LIST

### Getting Started

85-01-60 *Warhammer Armies: Dark Elves* ... \$20

### Boxed Sets & Blister Packs – Lords & Heroes

85-43 Assassin ..... \$8  
Blister includes 1 model

85-53 Beastmaster ..... \$8  
Blister includes 1 model

85-10 Beastmaster on Manticore ..... \$40  
Box includes 1 model

85-38 Sorceress ..... \$8  
Blister includes 1 model

85-42 Sorceress on Cold One ..... \$10  
Blister includes 1 model

85-41 Malus Darkblade ..... \$13  
Blister includes 1 model

85-07 Malekith, Witch King of Naggaroth ..... \$45  
Box includes 1 model

85-55 Morathi, the Hag Sorceress ..... \$25  
Box includes 1 model

85-56 Shadowblade ..... \$10  
Blister includes 1 model

### Boxed Sets & Blister Packs – Core

85-16 Corsairs ..... \$30  
Box includes 10 models

85-36 Corsairs Command ..... \$10  
Blister includes 3 models

85-06 Dark Elf Warrior Regiment ..... \$30  
Box includes 16 models

85-50 Dark Rider ..... \$8  
Blister includes 1 model

85-51 Dark Rider Command ..... \$8  
Blister includes 1 model

### Boxed Sets & Blister Packs – Special

85-52 Shades ..... \$9  
Blister includes 3 models

85-40 Witch Elves Command ..... \$10  
Blister includes 3 models

85-14 Witch Elf Regiment ..... \$35  
Box includes 10 models

85-46 Executioners ..... \$7  
Blister includes 2 models

85-47 Executioners Command ..... \$10  
Blister includes 3 models

85-15 Executioners Regiment ..... \$35  
Box includes 10 models

85-12 Cold One Chariot ..... \$25  
Box includes 1 model

85-08 Cold One Knights ..... \$35  
Box includes 4 models

85-54 Harpies ..... \$8  
Blister includes 2 models

85-48 Cold One Knights ..... \$9  
Blister includes 1 model

85-49 Cold One Knight Command ..... \$9  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

85-11 War Hydra ..... \$40  
Box includes 1 model

85-09 Cauldron of Blood ..... \$35  
Box includes 1 model

85-39 Reaper Bolt Thrower ..... \$20  
Blister includes 1 model

85-44 Black Guard ..... \$8  
Blister includes 2 models

85-45 Black Guard Command ..... \$10  
Blister includes 3 models

85-13 Black Guard Regiment ..... \$40  
Box includes 10 models

### Metal Bitz – Lords and Heroes

#### Assassins

021204301 Dark Elf Assassin 1 ..... \$6.50

021204302 Dark Elf Assassin 2 ..... \$6.50

021204303 Dark Elf Assassin 3 ..... \$6.50

021204304 Assassin Claw ..... \$2.50

021204305 Assassin Sword ..... \$2.50

#### Beastmasters

021205701 Beastmaster 1 w/ Whip ..... \$8.75

021205702 Beastmaster 2 w/ Claw ..... \$8.75

021205703 Beastmaster 1 Spear Arm ..... \$2.50

021205704 Beastmaster 2 Whip Arm ..... \$2.50

#### Beastmaster on Manticore

021204201 Manticore Right Claw ..... \$4

021204202 Manticore Body ..... \$10

021204203 Manticore Left Arm ..... \$4

021204204 Manticore Right Rear Leg ..... \$5

021204205 Manticore Tail ..... \$3

021204206 Manticore Left Rear Leg ..... \$5

021204207 Beastmaster Body ..... \$5

021204208 Beastmaster Head ..... \$1

021204209 Beastmaster Spear ..... \$2

#### Sorceress

021202001 Dark Elf Sorceress ..... \$9

021205101 Dark Elf Mounted Sorceress ..... \$10

99380212002 Cold One Sprue ..... \$3

#### Malus Darkblade

021203901 Malus Darkblade Body ..... \$5.50

021203902 Malus Sword ..... \$2.50

021203903 Malus Cloak ..... \$3.50

021203904 Cold One Head ..... \$3

021203905 Cold One Jaw ..... \$2

99380212002 Cold One Sprue ..... \$3

#### Malekith

021203301 Witch King Body ..... \$4

021203302 Witch King Head ..... \$2

021203303 Witch King Arm ..... \$2

021203304 Witch King Cloak ..... \$3

021203305 Witch King Saddle ..... \$3

021203306 Left Dragon Fin ..... \$1.50

021203307 Dragon Horns ..... \$3

021203308 Right Dragon Fin ..... \$1.50

021203309 Dragon Jaw ..... \$4

021203310 Dragon Head ..... \$5

021203311 Dragon Right Arm ..... \$5

021203312 Dragon Left Hand ..... \$3

021203313 Dragon Tail ..... \$6

99380299002 Dragon Wing Set ..... \$12

99389999075 Dragon Body ..... \$9

99389999077 Dragon Limbs Sprue ..... \$9

#### Morathi

021205801 Morathi Body ..... \$2

021205802 Morathi Head ..... \$1

021205803 Morathi Hair ..... \$1

021205804 Dark Pegasus Right Side ..... \$6

021205805 Dark Pegasus Left Side ..... \$6

021205806 Dark Pegasus Head ..... \$2

021205807 Dark Pegasus Right Wing ..... \$6

021205808 Dark Pegasus Left Wing ..... \$6

#### Shadowblade

021205901 Shadowblade Body ..... \$9

021205902 Shadowblade Arm ..... \$1

### Metal Bitz – Core

#### Corsairs

021203401 Corsair 1 ..... \$3

021203402 Corsair 2 ..... \$3

021203403 Corsair 3 ..... \$3

021203404 Corsair 4 ..... \$3

021203501 Standard Bearer ..... \$3

021203502 Standard Top ..... \$2

021203503 Corsair Musician ..... \$3

021203504 Champion 1 (pointing) ..... \$3

021203505 Champion 2 (fist raised) ..... \$3

021203507 Champion 3 (severed head) ..... \$3

#### Dark Riders

021201701 Dark Rider 1 (Hood & Scarf) ..... \$5

021201702 Dark Rider 2 (Hood) ..... \$5

021201703 Dark Rider 3 (Mail Face) ..... \$5

021201704 Dark Rider 4 (Scarf on Face) ..... \$5

021205501 Dark Rider Command Body 1 ..... \$5

021205502 Dark Rider Command Body 2 ..... \$5

021205503 Dark Rider Sword Arm ..... \$1

021205504 Dark Rider Standard Arm ..... \$2

021205505 Dark Rider Horn Arm ..... \$1

021205506 Dark Rider Crossbow ..... \$1

99389999015 Elf Steed Head ..... \$1

99389999005 Elf Steed Body ..... \$2

#### Warriors

99380212001 Dark Elf Warrior Sprue ..... \$6.25

99380299009 Dark Elf Shield Sprue ..... \$1.50

### Metal Bitz – Special

#### Cold One Chariot

021205001 Dark Elf Chariot Base ..... \$6

021205002 Dark Elf Chariot Left Side ..... \$3

021205003 Dark Elf Chariot Front ..... \$3

021205004 Dark Elf Chariot Right Side ..... \$3

021205005 Dark Elf Chariot Haft ..... \$5

021205006 Dark Elf Chariot Yoke ..... \$3

021205007 Dark Elf Chariot Banner Pole ..... \$1

021205008 Dark Elf Chariot Spear Rack ..... \$2

021205009 Dark Elf Chariot Blade Sprue ..... \$1

021205010 Dark Elf Chariot Crossbow ..... \$1

021205011 Dark Elf Chariot Trophies ..... \$1

021205012 Dark Elf Chariot Crew Body 1 ..... \$3

021205013 Dark Elf Chariot Crew 1 Spear ..... \$1

021205014 Dark Elf Chariot Driver Body ..... \$3

99380212002 Cold One Head and Body Sprue ..... \$3

#### Cold One Knight

021204601 Cold One Knight 1 ..... \$3.50

021204602 Cold One Knight 2 ..... \$3.50

021204603 Cold One Knight 3 ..... \$3.50

021204604 Cold One Knight Lance 1 ..... \$2.50

021204605 Cold One Knight Lance 2 ..... \$2.50

021204606 Cold One Shield 1 (Cross) ..... \$1.50

021204607 Cold One Shield 2 ("h" rune) ..... \$1.50

021204608 Cold One Shield 3 (Wing) ..... \$1.50

021204609 Cold One Shield 4 (Horn Wing) ..... \$1.50

021204610 Cold One Shield 5 (Blank) ..... \$1.50

021204701 Cold One Champion Body ..... \$4.50

021204702 Cold One Command Standard ..... \$3.50

021204703 Cold One Command Sword ..... \$2

021204704 Cold One Command Horn ..... \$2

99380212002 Cold One Head and Body Sprue ..... \$3

#### Executioner

021205201 Dark Elf Executioner 1 ..... \$3

021205202 Dark Elf Executioner 2 ..... \$3

021205203 Dark Elf Executioner 3 ..... \$3

021205204 Dark Elf Executioner 4 ..... \$3

021205205 Executioner Blade 1 ..... \$1

021205206 Executioner Blade 2 ..... \$1

021205301 Executioner Champion ..... \$3

## PRICE LIST



021205302	Executioner Sword	.....\$1
021205303	Executioner Standard Bearer	.....\$3
021205304	Executioner Standard Arm	.....\$1
021205305	Executioner Musician	.....\$3

**Harpy Bitz**

021204801	Harpy Body 1	.....\$3
021204802	Harpy Body 2	.....\$3
021204803	Harpy Body 3	.....\$3
021204804	Harpy Body 4	.....\$3
021204805	Harpy Wings 1	.....\$2
021204806	Harpy Wings 2	.....\$2

**Dark Elf Shade**

021205601	Dark Elf Shade 1	.....\$3
021205602	Dark Elf Shade 2	.....\$3
021205603	Dark Elf Shade 3	.....\$3
021205604	Dark Elf Shade 4	.....\$3
021205605	Dark Elf Shade 5	.....\$3
021205606	Dark Elf Shade Crossbow	.....\$1

**Witch Elf**

021204001	Witch Elf Hag	.....\$3.50
021203601	Witch Elf 1	.....\$3.50
021203602	Witch Elf 2	.....\$3.50
021203603	Witch Elf 3	.....\$3.50
021203604	Witch Elf 4	.....\$3.50
021203605	Witch Elf 5	.....\$3.50
021204002	Witch Elf Standard Bearer	.....\$4
021204003	Witch Elf Musician	.....\$4

**Metal Bitz - Rare****War Hydra**

021204901	War Hydra Head 1	.....\$4
021204902	War Hydra Neck 1	.....\$4
021204903	War Hydra Head and Neck 2	.....\$4
021204904	War Hydra Head and Neck 3	.....\$4
021204905	War Hydra Head and Neck 4	.....\$4
021204906	War Hydra Neck 4	.....\$4
021204907	War Hydra Head and Neck 5	.....\$4
021204908	War Hydra Neck 5	.....\$4
021204909	War Hydra Front Body	.....\$6
021204910	War Hydra Rear Body	.....\$8
021204911	War Hydra Left Front Leg	.....\$3
021204912	War Hydra Right Front Leg	.....\$3
021204913	War Hydra Right Rear Leg	.....\$3
021204914	Beastmaster w/ Claw	.....\$6.50
021204915	Beastmaster w/ Whip	.....\$6.50

**Cauldron of Blood**

021204101	Cauldron of Blood Base	.....\$10
021204102	Cauldron of Blood Statue	.....\$10
021204103	Khaine Left Arm with Heart	.....\$4
021204104	Khaine Right Arm with Knife	.....\$4
021204105	Cauldron of Blood Bottom Half	.....\$5
021204106	Cauldron of Blood Top	.....\$5
021204107	Cauldron of Blood Candles 1	.....\$2
021204108	Cauldron of Blood Candles 2	.....\$2
021204109	Cauldron Guardian 1	.....\$3
021204110	Cauldron Guardian 2	.....\$3
021204111	Cauldron Hag Queen	.....\$3

**Reaper Bolt Thrower**

021203801	Bolt Thrower Legs	.....\$3
021203802	Bolt Thrower Windlass	.....\$1
021203803	Bolt Thrower Stock	.....\$4
021203804	Bolt Thrower Limbs	.....\$3
021203805	Bolt Thrower Firing Pin	.....\$2.50
021203806	Bolt Thrower Commander	.....\$3
021203807	Bolt Thrower Loader 1	.....\$3
021203808	Bolt Thrower Loader 2	.....\$3

**Black Guard**

021204401	Black Guard 2	.....\$3
021204402	Black Guard 1 Halberd	.....\$1
021204403	Black Guard 3	.....\$3
021204404	Black Guard 2 Halberd	.....\$1

021204405	Black Guard 5	.....\$4
021204406	Black Guard 6	.....\$4
021204501	Black Guard Champion Body 1	.....\$3
021204502	Black Guard Champion Body 2	.....\$3
021204503	Black Guard Champion w/ Sword	.....\$1
021204504	Black Guard Champion Halberd	.....\$1
021204505	Black Guard Standard Bearer	.....\$3
021204506	Black Guard Standard	.....\$2
021204507	Black Guard Drummer 1	.....\$3
021204508	Black Guard Drummer 2	.....\$3

**Classic/Collector's Range****Classic High Elf Bitz****Complete Models**

MO0058	Rakarath the Beastlord	.....\$45
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**Metal Bitz - Lords & Heroes****Rakarath the Beastlord**

021200101	Rakarath Body	.....\$5.25
021200102	Rakarath Legs	.....\$5.25
021200103	Rakarath Whip of Agony	.....\$2.50
021200104	Rakarath Shield	.....\$4
021200105	Black Dragon Tail	.....\$5.25
021200106	Black Dragon Tail End	.....\$2.50
021200107	Black Dragon Head	.....\$9
021200108	Black Dragon Horns	.....\$2.50
021200109	Black Dragon Right Arm	.....\$4
021200110	Black Dragon Left Arm	.....\$4
021200111	Black/Chaos Dragon Chest	.....\$6.50
021200112	Black/Chaos Dragon Belly	.....\$6.50
021200113	Black Dragon Neck	.....\$4
021200114	Black Dragon Right Leg	.....\$4
021200115	Black Dragon Left Leg	.....\$4

**Cold One General**

021201201	General Body	.....\$3.75
021201202	General Legs	.....\$2.50
021201203	Armored Cold One Head	.....\$1.25
021201204	General Lance	.....\$2.50
021201205	General Lance & Sword	.....\$2.50
021201206	Armored Cold One Body Left	.....\$2.50
021201207	Armored Cold One Body Right	.....\$2.50
99369999002	Elf Shield Sprue	.....\$1

**Sorcerer**

021201301	Dark Elf Sorcerer	.....\$8.50
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**Assassins**

021201401	Assassin 1	.....\$6.50
021201402	Assassin 2	.....\$6.50

**Metal Bitz - Core****Repeater Crossbowmen**

021200201	Crossbow	.....\$1.25
021200202	Crossbowman 3	.....\$3.75
021200203	Crossbowman 1	.....\$3.75
021200204	Crossbowman 2	.....\$3.75
021200205	Crossbowman 4	.....\$3.75
021200206	Crossbowman 7	.....\$3.75
021200207	Crossbowman 8	.....\$3.75
021200208	Crossbowman 6	.....\$3.75
021200209	Crossbowman 5	.....\$3.75

**Dark Riders**

021201801	Dark Rider Champion	.....\$5
021201901	Dark Rider Standard	.....\$5

**Command**

021200403	Hornblower 1	.....\$3.75
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021200404	Hornblower 2	.....\$3.75
021200405	Standard Bearer 1	.....\$3.75
021200406	Standard Bearer 2	.....\$3.75
021200407	Banner Top 1	.....\$1.25
021200408	Banner Top 2	.....\$1.25
021200409	Banner Top 3	.....\$1.25
021200501	Champion 1	.....\$3.75
021200502	Champion 2	.....\$3.75

**Corsairs**

021200701	Corsair 1	.....\$3.75
021200702	Corsair 2	.....\$3.75
021200703	Corsair 3	.....\$3.75
021200704	Corsair 4	.....\$3.75

**Spearmen**

021201501	Spearman 3	.....\$3.75
021201502	Spearman 2	.....\$3.75
021201503	Spearman 4	.....\$3.75
021201504	Spearman 1	.....\$3.75
021201505	Spearman 8	.....\$3.75
021201506	Spearman 5	.....\$3.75
021201507	Spearman 7	.....\$3.75
021201508	Spearman 6	.....\$3.75

**Harpies/Furies**

029900801	Harpy Body 1	.....\$5
029900802	Harpy Body 2	.....\$5
029900803	Harpy Wings	.....\$3
029900804	Harpy Body 3	.....\$5

**Cold One Knights**

021200802	Cold One Knight Lance	.....\$2.50
021200803	Cold One Knight Body 1	.....\$2.50
021200804	Cold One Knight Body 2	.....\$2.50
021200805	Cold One Knight Legs 1	.....\$2.50
021200806	Cold One A Right Side	.....\$2.50
021200807	Cold One A Left Side	.....\$2.50
021200808	Cold One B Right Side	.....\$2.50
021200809	Cold One B Left Side	.....\$2.50
021200810	Cold One Head 1	.....\$1.25
021200812	Cold One Head 4	.....\$1.25
021200813	Cold One Head 2	.....\$1.25
021200814	Cold One Tail 4	.....\$1.25
021200815	Cold One Tail 3	.....\$1.25
021200817	Cold One Tail 2	.....\$1.25
021200901	Cold One Knight Std. Body	.....\$3.75
021200902	Cold One Knight Std. Top	.....\$1.25
021200903	Cold One Knight Legs	.....\$2.50
021201001	Cold One Knight Champ Body	.....\$3.75
99369999002	Elf Shield Sprue	.....\$1

**Metal Bitz - Special****Witch Elf**

021200601	Witch Elf 7	.....\$3.75
021200602	Witch Elf 5	.....\$3.75
021200603	Witch Elf 2	.....\$3.75
021200604	Witch Elf 1	.....\$3.75
021200605	Witch Elf 4	.....\$3.75
021200606	Witch Elf 3	.....\$3.75
021200607	Witch Elf 6	.....\$3.75
021200608	Witch Elf 9	.....\$3.75
021200609	Witch Elf 8	.....\$3.75

**Cauldron of Blood**

021201601	C.o.B. Hag Queen	.....\$5
021201602	C.o.B. Guardian 1	.....\$3
021201603	C.o.B. Guardian 2	.....\$3
021201604	C.o.B. Chassis	.....\$9

# PRICE LIST

021201605	C.o.B. Front Blade	.....	\$3
021201606	C.o.B. Banner Pole	.....	\$2
021201607	C.o.B. Burning Coal	.....	\$3
021201608	C.o.B. Bottom Half	.....	\$3.50
021201609	C.o.B. Cauldron Top	.....	\$3.50
021201610	C.o.B. Rest	.....	\$2.50
021201611	C.o.B. Scythe Base	.....	\$1
021201612	C.o.B. Scythe	.....	\$1

## Metal Bitz - Rare

### Reaper Bolt Thrower

021201101	Bolt Thrower Crew 1	.....	\$3.75
021201102	Bolt Thrower Crew 2	.....	\$3.75
021201103	Bolt Thrower Bow	.....	\$6.50
021201104	Bolt Thrower Magazine	.....	\$2.50
021201105	Bolt Thrower Magazine	.....	\$2.50
021201106	Bolt Thrower Lever	.....	\$2.50
021201107	Bolt Thrower Stand	.....	\$4

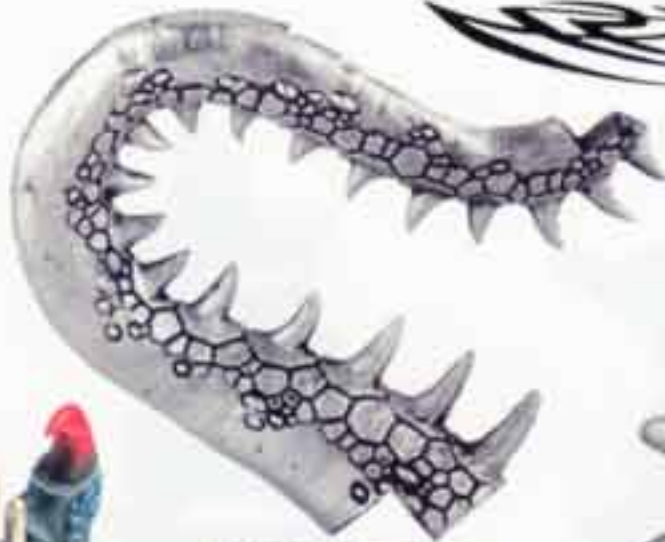
Note: The Dark Elf General uses the Classic Elven Shield sprue.



CLASSIC RANGE



Rakarth the Beastlord  
MO 0058



Black Dragon  
Tail  
021200105



Black Dragon  
Right Arm  
021200109



Black Dragon  
Left Arm  
021200110



Black Dragon  
Horns  
021200108



Rakarth  
Body  
021200101



Rakarth  
Legs & Saddle  
021200102



Rakarth  
Whip of Agony  
021200103



Black Dragon  
Tail End  
021200106



Black Dragon  
Neck  
021200113



Black Dragon  
Head  
021200107



Black Dragon  
Right Leg  
021200114



Black Dragon  
Left Leg  
021200115



Black Dragon  
Belly  
021200112



Black Dragon  
Chest  
021200111



Rakarth  
Shield & Spear  
021200104

## CLASSIC RANGE



**Crossbowmen 1**  
021200203



**Crossbowmen 2**  
021200204



**Crossbowmen 3**  
021200202



**Crossbowmen 4**  
021200205



**Crossbowmen 5**  
021200209

## SHOWCASE

*Below: Mark Jones does it again with this great looking Dark Elf terrain. This tree overlooks a sacrificial pool where the Witches perform their dark rituals. Their victims hang from the trees to remind those who pass what happens to trespassers.*



**Crossbowmen  
Crossbow Top**  
021200201



**Crossbowmen 6**  
021200208



**Crossbowmen 8**  
021200207



**Crossbowmen 7**  
021200206

CLASSIC RANGE



Spearmen 3  
021201501



Spearmen 1  
021201504

*Note: These Dark Elf Spearmen use the Classic Elven Shield sprue which is shown not at actual size*



Spearmen 2  
021201502



Spearmen 4  
021201503



Spearmen 7  
021201507



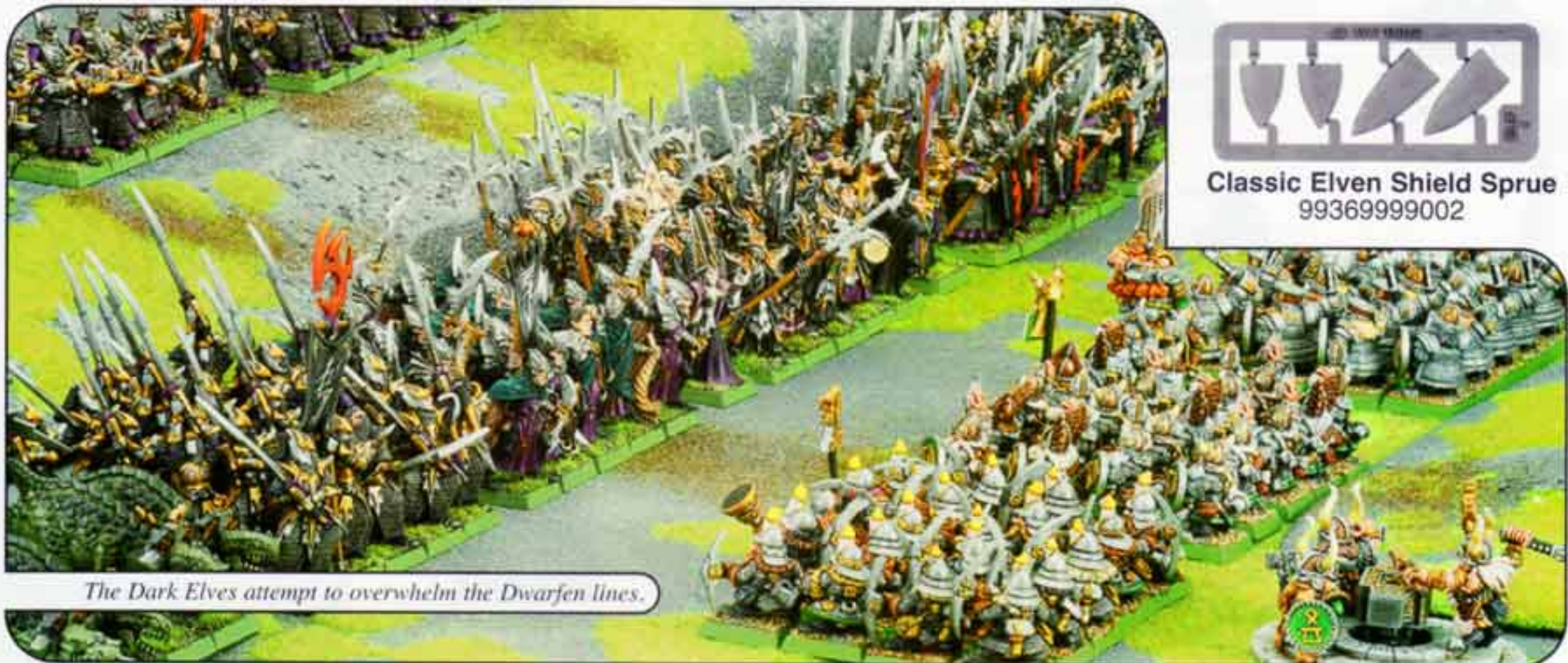
Spearmen 8  
021201505



Spearmen 6  
021201508



Spearmen 5  
021201506



*The Dark Elves attempt to overwhelm the Dwarfen lines.*



Classic Elven Shield Sprue  
99369999002





## CLASSIC BANGE



**Corsair 2**  
021200702



**Corsair 1**  
021200701



**Banner Top 2**  
021200408



**Banner Top 3**  
021200409



**Corsair 4**  
021200704



**Corsair 3**  
021200703



**Standard Bearer 2**  
021200406



**Standard Bearer 1**  
021200405



**Banner Top 1**  
021200407



**Champion 2**  
021200502



**Musician 2**  
021200404



**Champion 1**  
021200501



**Musician 1**  
021200403



CLASSIC RANGE



Cold One Knight  
Left Side  
021200802



Cold One  
Head 2  
021200813



Cold One  
Head 4  
021200812



Cold One  
Head 1  
021200810

*Note: The Dark Elf Cold One Knights use the Classic Elven Shield sprue which is not shown at actual size*



Cold One Knight  
Champion  
021201001

Cold One Knight  
Standard Bearer  
021200901



Cold One Knight  
Legs  
021200805



Cold One Knight  
Legs  
021200903



Cold One Knight  
Body 2  
021200804



Cold One Knight  
Body 1  
021200803



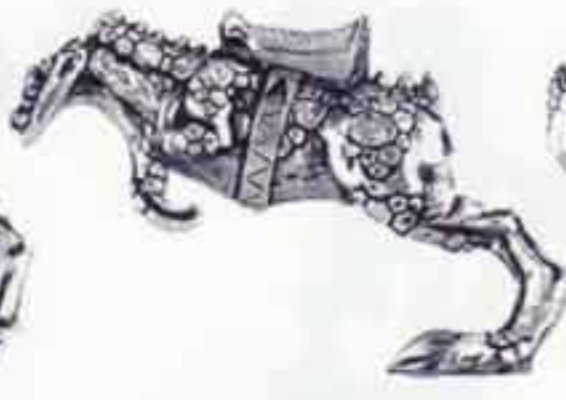
Cold One  
Tail 3  
021200815



Cold One  
Tail 4  
021200814



Cold One  
Left Side A  
021200807



Cold One  
Left Side B  
021200809



Cold One  
Right Side A  
021200806



Cold One  
Right Side B  
021200808



Cold One  
Tail 2  
021200817



*The Dark Elves confront their hated brethren.*



Cold One Knight  
Standard Top  
0212010902



Classic Elven Shield Sprue  
99369999002

## PAINTING WITCH ELF PALE FLESH AND VEINS

**Step 1.** Start by painting the model's skin with Fortress Grey.



**Step 2.** Begin by highlighting the skin with a 60/40 mix of Fortress Grey and Skull White.



**Step 3.** Highlight the skin again with final a slightly thinned 25/75 mix of Fortress Grey and Skull White. Paint veins by applying a 4/1 mix of Pallid Flesh and Liche Purple. Make sure to thin this mix considerably and paint it carefully onto the model with a fine detail brush.



**Step 4.** The veins are highlighted with thinned Pallid Flesh.



## CLASSIC RANGE



Witch 7  
021200601



Witch 5  
021200602



Witch 3  
021200606



Witch 1  
021200604



Witch 4  
021200605



Witch 2  
021200603



Witch 6  
021200607

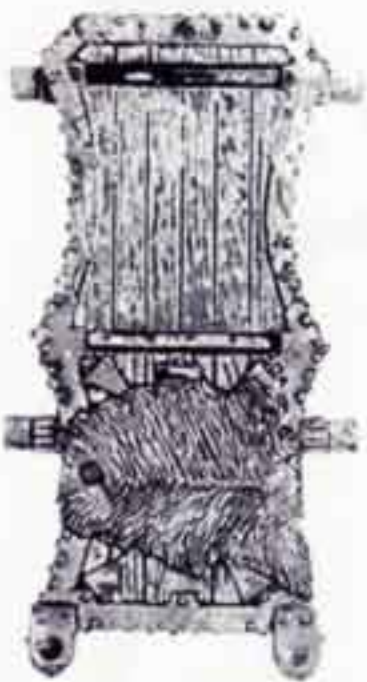


Witch 9  
021200608



Witch 8  
021200609

CLASSIC RANGE



Cauldron of Blood Chassis  
021201604



Cauldron of Blood Front Blade  
021201605



Cauldron of Blood Rest  
021201610



Cauldron of Blood Guardian 1  
021201602



Cauldron of Blood Guardian 2  
021201603



Cauldron of Blood Hag Queen  
021201601



Cauldron of Blood Scythe  
021201612



Cauldron of Blood Scythe Base  
021201611



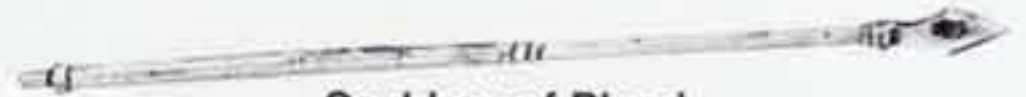
Cauldron of Blood Top  
021201609



Cauldron of Blood Bottom  
021201608



Cauldron of Blood Coals  
021201607

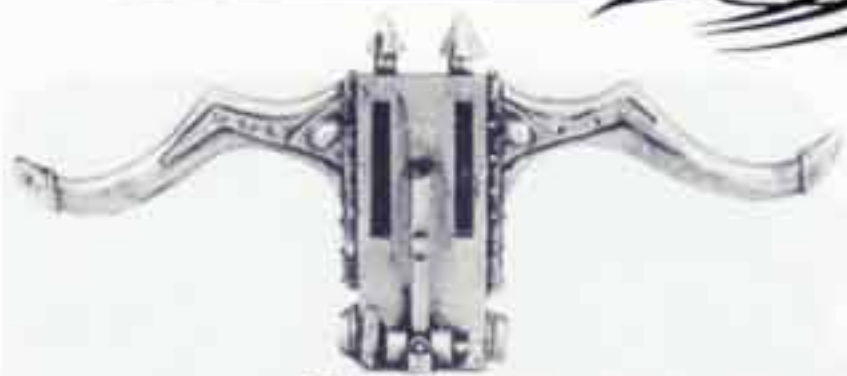


Cauldron of Blood Banner Pole  
021201606



*The Dark Elf army on the move.*

## CLASSIC RANGE



**Bolt Thrower Bow**  
021201103



**Bolt Thrower Magazine Left**  
021201104



**Bolt Thrower Magazine Right**  
021201105



**Bolt Thrower Crew 2**  
021201102



**Bolt Thrower Crew 1**  
021201101



**Bolt Thrower Lever**  
021201106



**Bolt Thrower Stand**  
021201107



**Black Guard 1**  
021200301



**Black Guard 2**  
021200302



**Black Guard 3**  
021200303



**Black Guard 4**  
021200304



CLASSIC RANGE



Dark Rider  
Standard Bearer  
021201901



Dark Rider  
Champion  
021201801



Harpy  
Body 1  
029900801



Harpy  
Body 2  
029900804



Harpy  
Body 3  
029900802



Harpy  
Wings  
029900803



The Dark Elf army follows Malekith to war.

## DARK ELF SCENERY

This Dark Elf sacrificial altar is a nice addition to any game table.

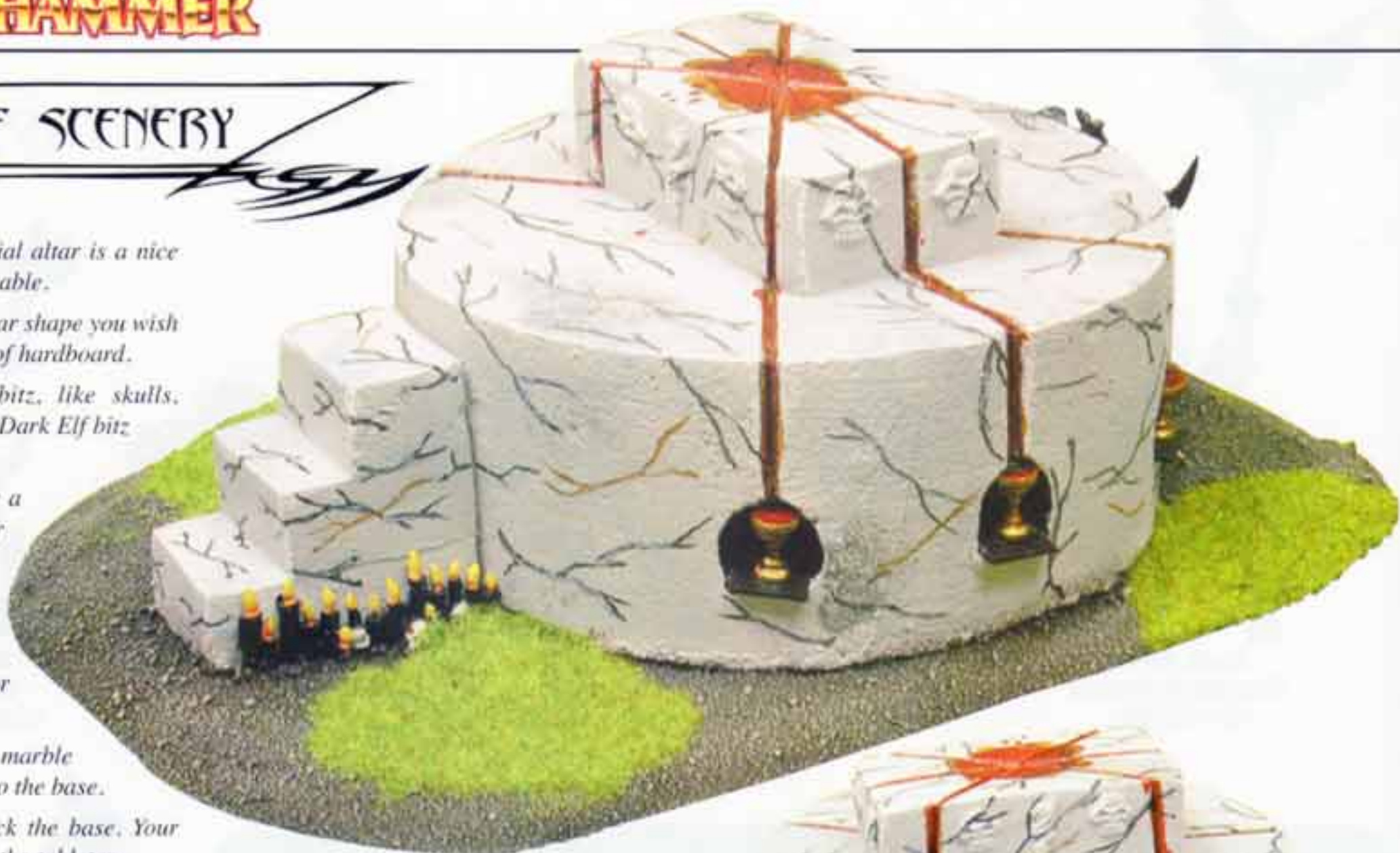
**Step 1.** Cut out any altar shape you wish and glue it to a piece of hardboard.

**Step 2.** Add small bitsz, like skulls, chalices, or any other Dark Elf bitsz to the altar.

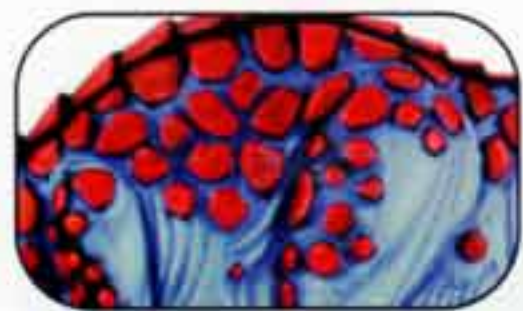
**Step 3.** Give the altar a basecoat of white or black depending on the color of marble you wish to have. Add streaks of contrasting colors to the surface for the marble cracks.

**Step 4.** Highlight the marble cracks and glue sand to the base.

**Step 5.** Paint and flock the base. Your altar is now ready for the tabletop.



## COLORS OF WAR



Space Wolves Grey, Blood Red



Vomit Brown, Chaos Black



Vomit Brown, Scaly Green



Dark Flesh, Goblin Green



Regal Blue, Fortress Grey



Dark Angels Green, Red Gore



Fiery Orange, Sunburst Yellow, Chaos Black



Liche Purple, Fortress Grey, Chaos Black



Dark Angels Green, Bleached Bone



Scaly Green, Skull White



Blood Red, Skull White



Warlock Purple, Chaos Black, Shining Gold

# COLORS OF WAR



Shining Gold, Regal Blue, Space Wolves Grey



Liche Purple, Blood Red, Chaos Black, Chainmail



Shining Gold, Chainmail



Chaos Black, Scaly Green



Chaos Black, Shining Gold



Blood Red, Liche Purple



Liche Purple, Blood Red, Scaly Green, Chainmail



The Dark Elf Warriors show their colors proudly.



# DOGS OF WAR

*Captain Pugno watched the battle in the valley below with a certain amount of cool professionalism. His force, which amounted to several hardened units of Pikemen, a smattering of Crossbowmen, and a particularly ferocious group of Ogres, had offered its services to both sides in the fighting below.*

*The Dwarfs had been too penny-pinching cheap and were hoping to win the battle against the ratmen by themselves and keep their stubby little hands on all their gold! The Skaven, on the other side, had been shrewd negotiators until it turned out that all they had for trade at the moment were glowing green rocks. Certainly of no use to my treasure-seeking fighters, thought Captain Pugno.*

*Still, if the Dwarfs suddenly gave the signal (by waving a red flag), then Pugno's Dogs of War were hired. If the Skaven gave the signal (by waving a blue flag), then also, Pugno's lads were being paid to fight. As the battle swayed back and forth in the valley below, Pugno was fairly certain that the third option was going to be the best. Let those fools whittle each other down and then fall on them and destroy them all. The only problem, thought Captain Pugno, is where to sell those cursed glowing rocks.*



*Above: Gold winner at the 2001 UK Golden Demon, this mutated giant was painted by Jasper Kuipers.*



*Above: This Lucrezia Belladonna model won Thomas David a Silver at the 2000 French Golden Demon.*



*Left: This Ogre unit was painted by Robert Cardiss and won a silver at the 2000 UK Golden Demon.*

The Warhammer world is a violent and turbulent place, where realms are constantly beset by attacks. The Dogs of War are literally roving armies for hire, sell-sword mercenaries who will risk their lives for profit! Some of these Dogs of War are merely cutthroat bandits, but others are professional fighters from faraway and exotic lands. Tilea, one of the kingdoms of the Old World, is especially famous for producing mercenaries, although bands of warriors come from many races and countless realms from around the Warhammer world.

## Using Dogs of War or Building a Dogs of War Army

The Dogs of War are unique in that a player may build an entire Dogs of War army or just add a unit or two of the mercenaries to bolster an existing force. There are such an amazing selection of both troop types and models to choose from that we recommend this army to more experienced Warhammer players.

### Dogs of War Disclaimer

The Dogs of War army does not have a current Army book but does have a well prepared army list in *Warhammer Chronicles 2004*. There is not only a full list for the Dogs of War but also a complete (up to this point) write-up on all the Regiments of Renown.

This army list allows players either to field an entire army of Dogs of War or to "hire" a few units to join an existing army. There are some restrictions (e.g., Dwarfs can never fight alongside greenskins), which are fully described in the *Warhammer Chronicles 2004*.

Veteran players will find it challenging to get the most out of such a disparate group of individual units.

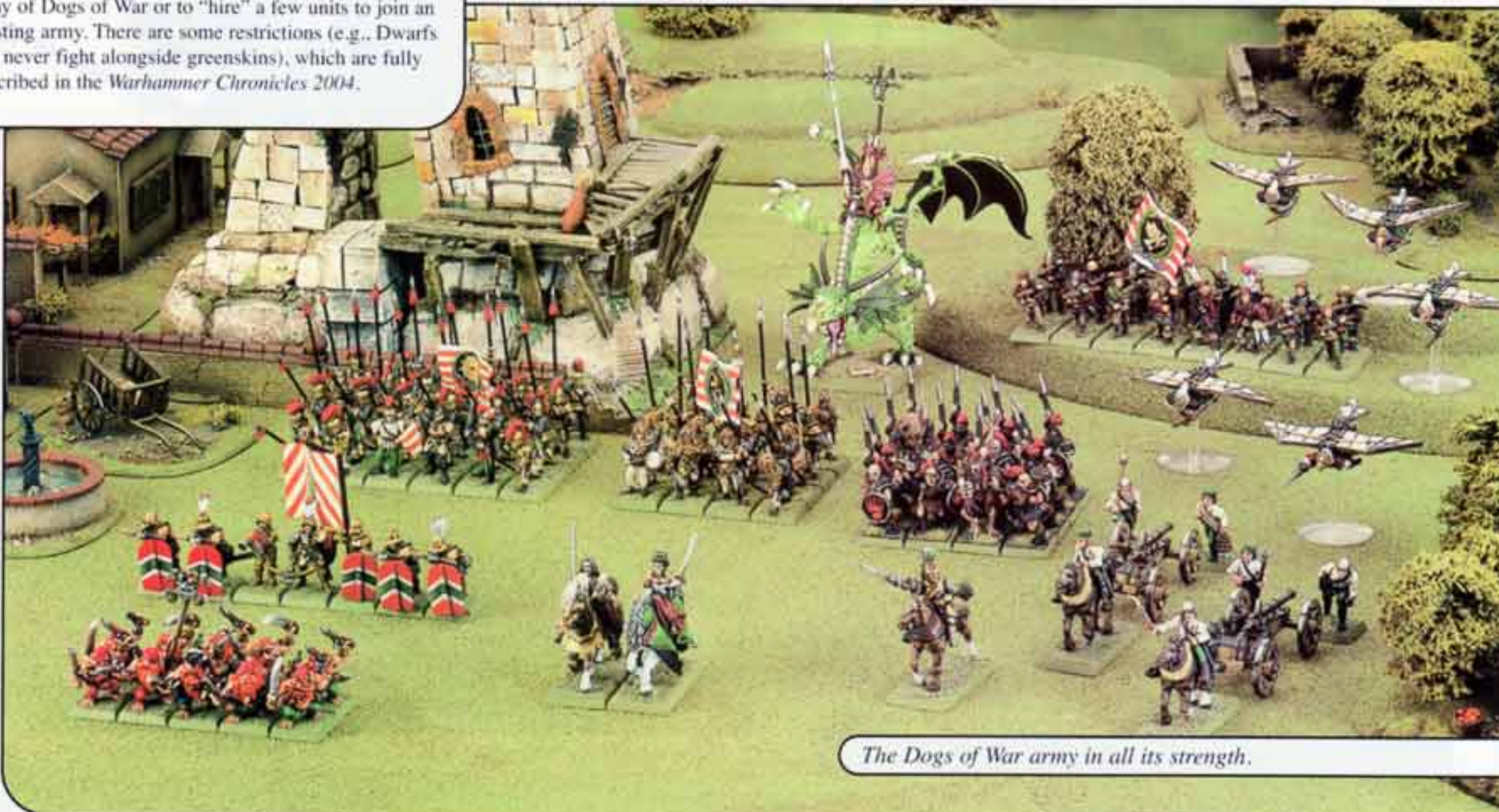
Players with existing armies that want to throw a monkey wrench into their foe's plans should consider adding a unit of Dogs of War. Potent Regiments of Renown like Golgfag's Ogres can be a nasty surprise when they turn up in your Empire army! Likewise, Cannons, Pikemen, cavalry, or missile troops for armies that can't normally field such weapons can shock your opponent into making bad moves! Look under each Dogs of War troop listing in *Warhammer Chronicles 2004* to see which units will "hire out" to which armies!

## TERMINOLOGY

**Terminology.** "Dogs of War" is a generic term used to describe mercenaries. The Dogs of War army list is full of generic troop listings (like Pikemen or Ogres). "Regiments of Renown" is a phrase used to refer to famous or especially well known units (like Pirazzo's Lost Legion or Golgfag's Ogres). It is possible to make an entire Dogs of War army without any Regiments of Renown, and likewise, a player can make an entire Dogs of War army with only Regiments of Renown. Existing armies may "hire" either (or both) generic Dogs of War or Regiments of Renown to join their cause.



*Dogs of War reinforcements wait near a hillside.*



*The Dogs of War army in all its strength.*

## GETTING STARTED



On pp. 54-69 of *Warhammer Chronicles 2004*, you will find all of the rules for fielding a Dogs of War unit or army. With them, you can fight for riches and sell your services to the highest bidder.

**Warhammer Chronicles 2004**  
80-03-60

The heart of any army is the strength of its Core regiments. On the left, we see two examples of Core units available to the Dogs of War general. The unit at the top right of the page is the Alcatani Fellowship. A large group of Pikemen, the Alcatani fight in four ranks and can easily outnumber their enemies in the Combat Resolution Phase. Though smaller in number than the Alcatani Fellowship, Leopold's Leopard Company will never leave the battlefield because of the enemy's psychological trickery. The Leopard Company (below the Alcatani on the right) can also fight in four ranks with their pikes and will usually stay until the last man has fallen. This regiment believes that they must earn salvation in the eyes of the Leopard God Luccini and therefore will not flee from battle. These two units are excellent choices for beginning your Dogs of War army.



*Left: This Gotrek model was painted by Matt Boles of the US Mail Order Team.*



*The Dogs of War defend their employer's town from the Undead.*

CHARACTERS



Mercenary General (Complete) MO 0059



General Body 021400301



General Horse Head 021400302



Borgio Body 021402901



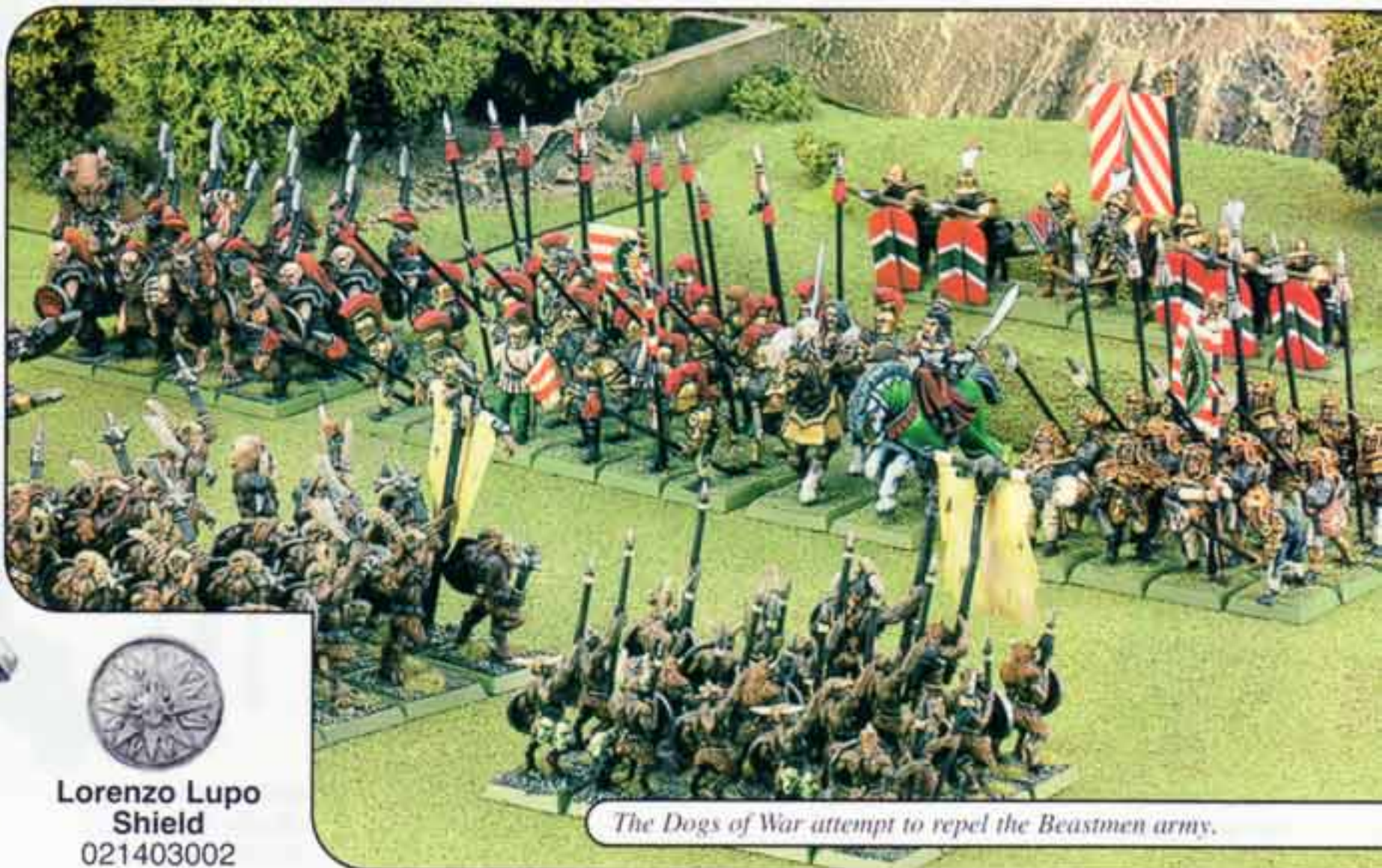
Borgio Lance & Shield 021402902



Borgio the Besieger Complete MO 0020



Armored Horse Head & Body Sprue 99380299004



The Dogs of War attempt to repel the Beastmen army.



Lorenzo Lupo (Complete) MO 0023



Lorenzo Lupo Body 021403001



Lorenzo Lupo Shield 021403002



## CHARACTERS



**Mydas the Mean Body**  
021402201



**Sheikh Yadosh Body**  
021402204



**Mydas the Mean Money Chest**  
021402208



**Mydas the Mean Chest Lid**  
021402209



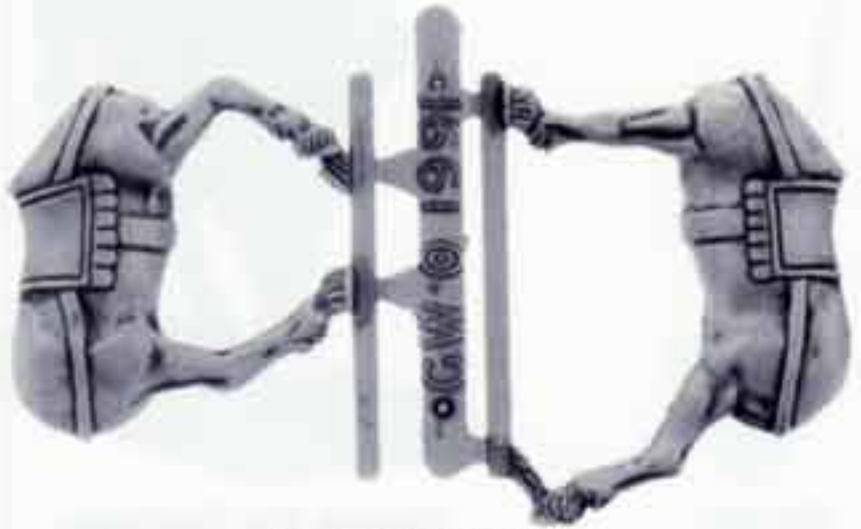
**Mydas the Mean Shield**  
021402203



**Mydas the Mean Mule Tail**  
021402206



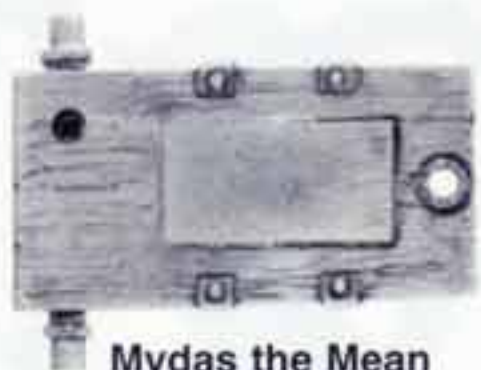
**Mydas the Mean Mace**  
021402202



**Medieval Horse Body Sprue**  
99389999003



**Mydas the Mean Cart Pulley**  
021402210



**Mydas the Mean Cart Chassis**  
021402207



**Mydas the Mean Mule Head**  
021402205



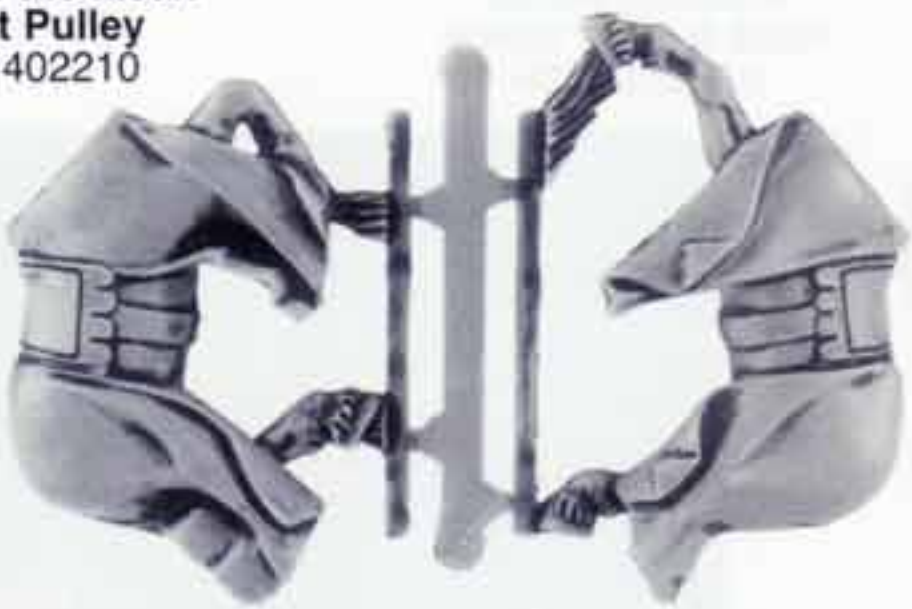
**Midas the Mean 12-Spoke Wheel**  
99399999002



**Lucrezia Body**  
021402001



**Lucrezia Belladonna (Complete)**  
MO 0024



**Bretonnian Horse Body Sprue**  
99389999004



**Lucrezia Horse Head**  
021402002



**Bretonnian Horse Head Sprue**  
99389999014

CHARACTERS



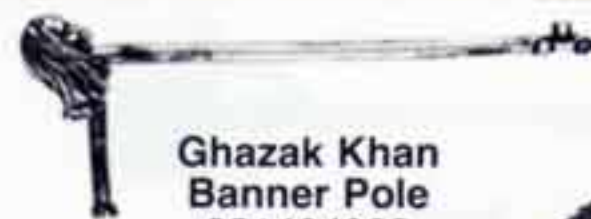
**Ghazak Khan (Complete)**  
MO 0021



**Ghazak Khan Wolf Head**  
021404007



**Ghazak Khan Sword**  
021404002



**Ghazak Khan Banner Pole**  
021404003



**Ghazak Khan Body**  
021404001



**Ghazak Khan Quiver**  
021404004



**Ghazak Khan Wolf Lft Side**  
021404005



**Ghazak Khan Wolf Rt Side**  
021404006



**Dark Emissary (Complete)**  
MO 0293



**Dark Emissary Body**  
021405001



**Dark Emissary Head**  
021405002



**Truthsayer (Complete)**  
021404901



**Gotrek & Felix (Complete)**  
MO 0022



**Gotrek**  
029902501



**Fen Beast Body**  
021405101



**Fen Beast Head**  
021405102



**Fen Beast Arm**  
021405104



**Fen Beast Spine**  
021405103



**Fen Beast (Complete)**  
MO 0292



**Felix Sword**  
029902503



**Felix Body**  
029902502



**Felix**  
020500402



**Gotrek**  
020500401

## CHARACTERS



**Asarnil Banner**  
021402802



**Asarnil Saddle**  
021402805



**Asarnil Shield**  
021402803



**Asarnil Body**  
021402801

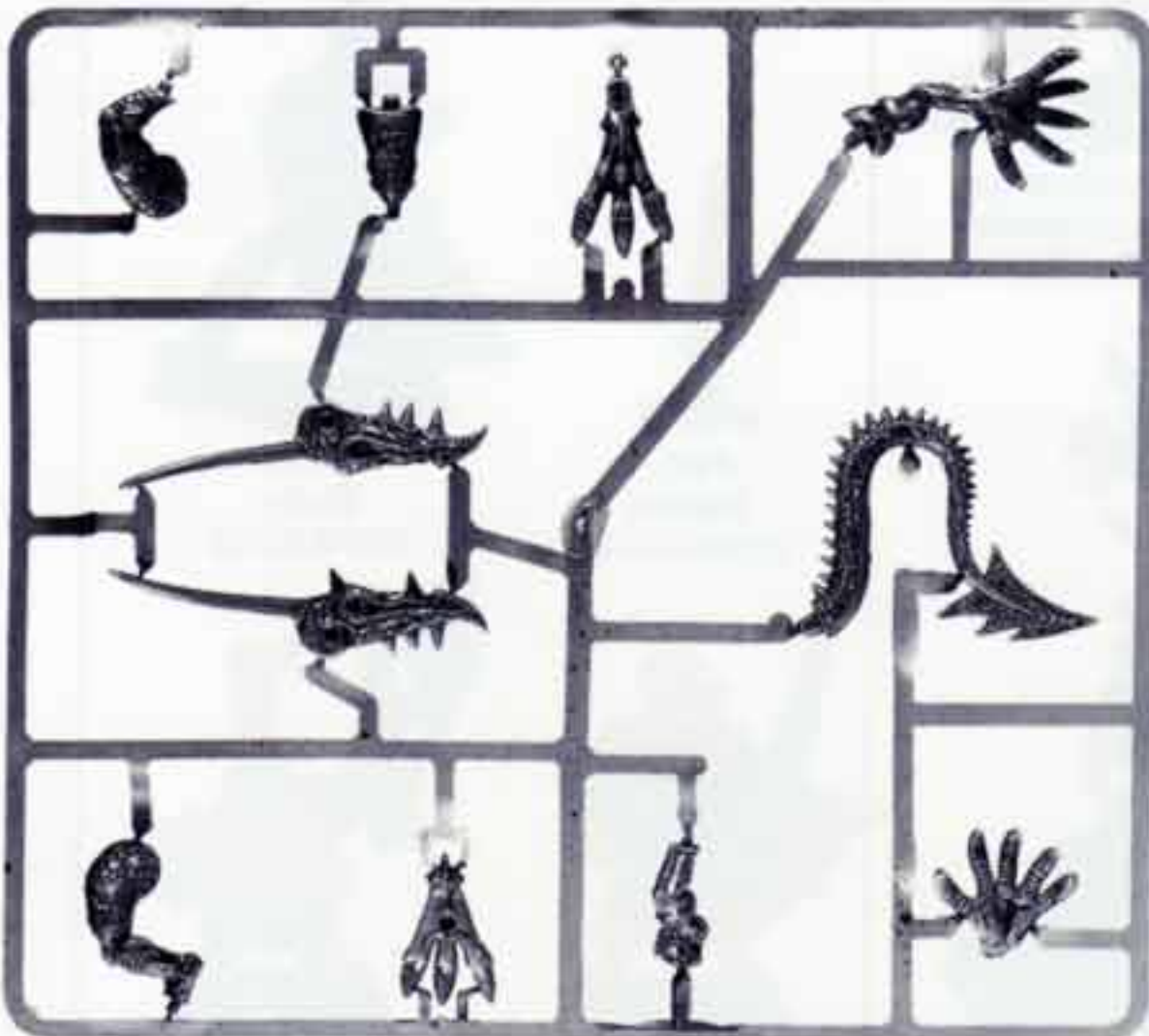


**Asarnil Sword**  
021402804



*Note: The Dragon Limbs Sprue is not shown at actual size.*

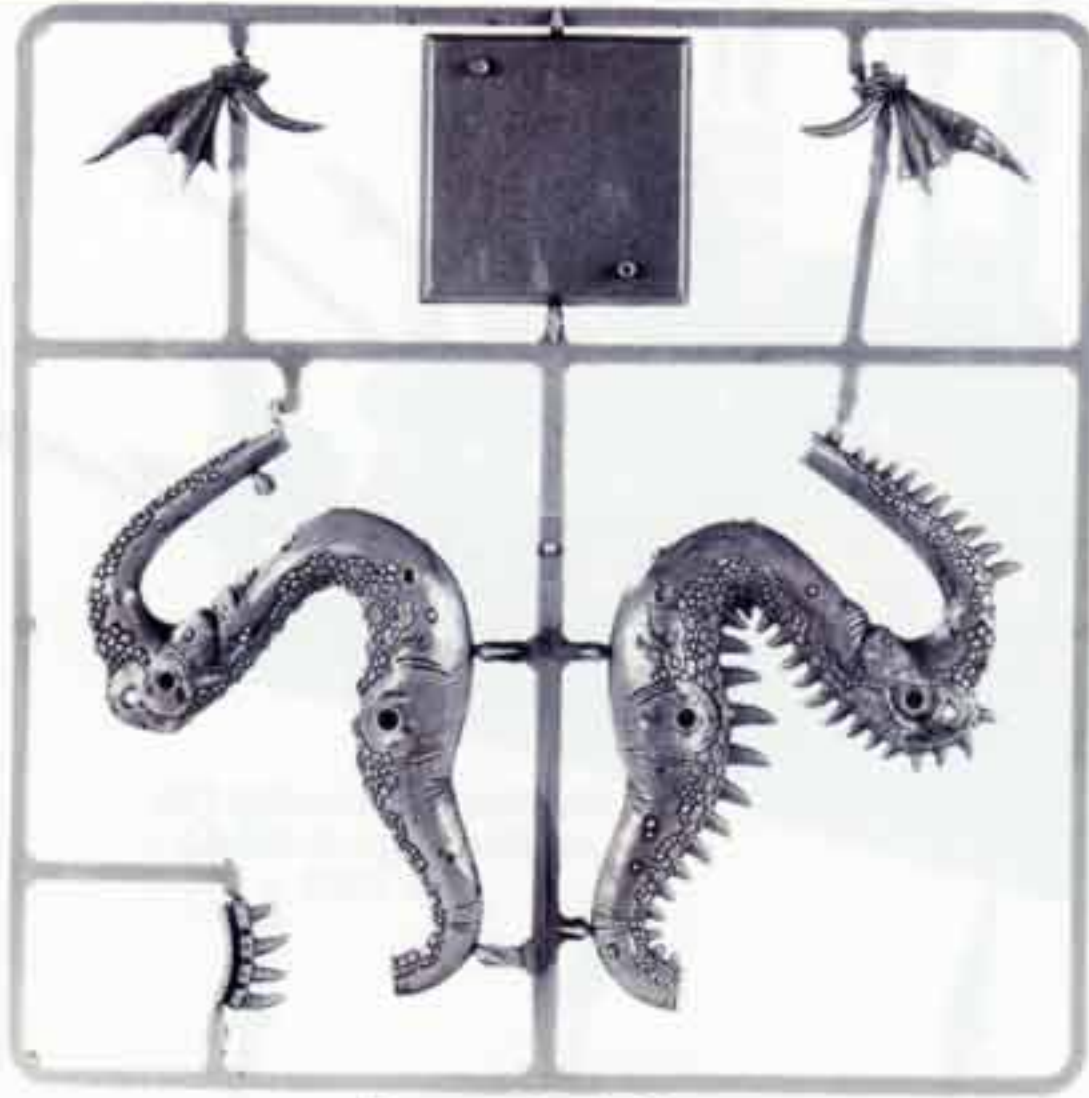
**Asarnil the Dragonlord (Complete)**  
MO 0002



**Dragon Limbs Sprue**  
99389999077



*Asarnil oversees the battlefield.*



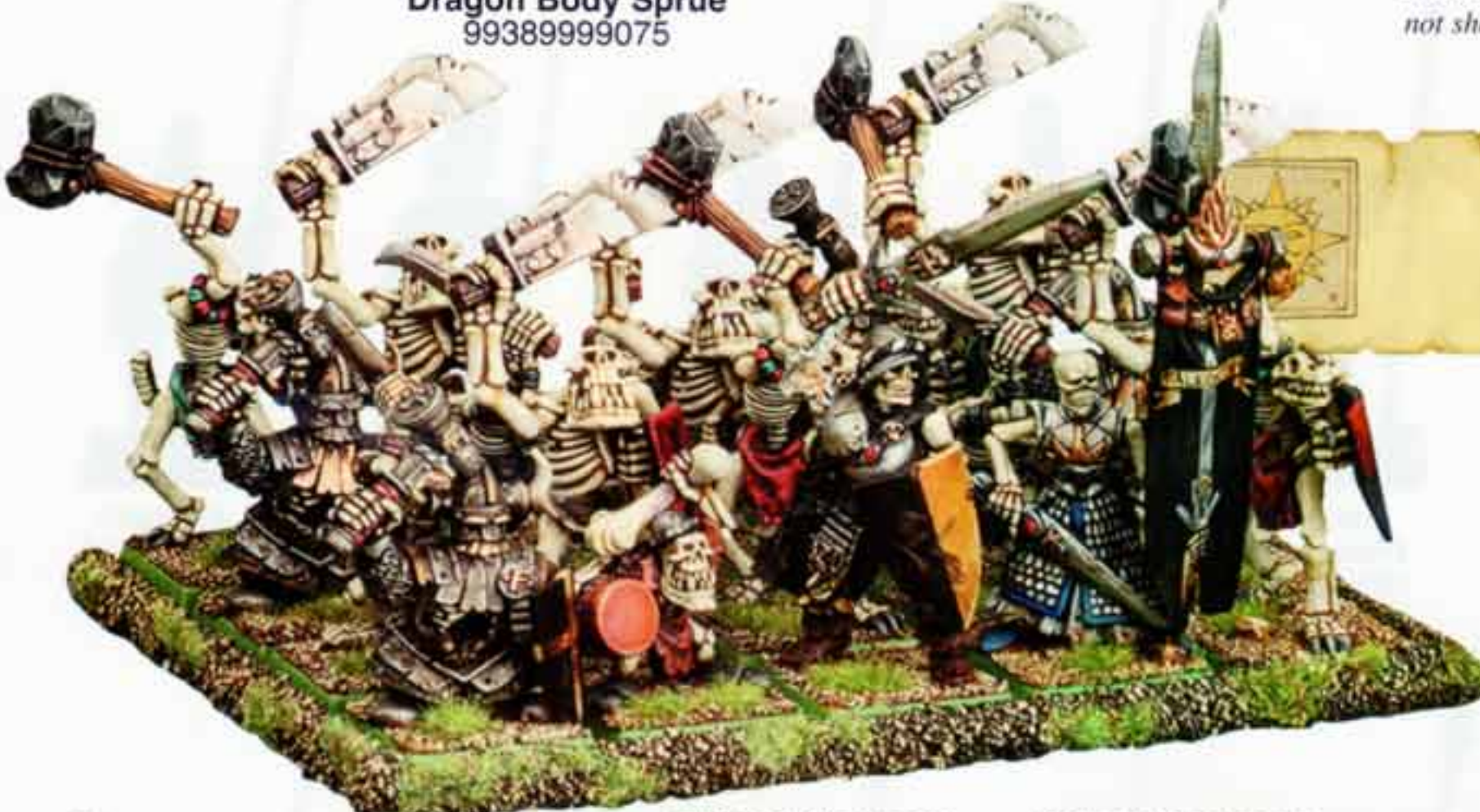
**Dragon Body Sprue**  
99389999075



**CHARACTERS**

**Dragon Wings Sprue**  
99380299002

*Note: The Dragon Body Sprue is not shown at actual size.*



**CURSED COMPANY**



**Cursed Musician**  
020710804

**Cursed Company Blister (Random 3)**  
99-09

**Cursed Company Command Blister (3)**  
99-10



**Cursed Saurus**  
020710704



**Cursed Orc**  
020710701



**Cursed Dwarf**  
020710702



**Cursed Skaven**  
020710703



**Cursed Banner**  
020710803



**Cursed Standard Bearer**  
020710802



**Cursed Champion**  
020710801

All miniature are supplied unpainted. Models, lists and sprues are all shown at actual size unless otherwise noted. Contents may vary slightly from those shown.



## ALCATANI FELLOWSHIP



Delmonte Warhammer  
021400102



Roderigo Delmonte Body  
021400101



Delmonte Dagger  
021400103



Alcatani Fellowship (10  
w/ Roderigo & Cmd.)  
MO 0001



Alcatani Standard  
021400106



Alcatani Musician  
021400104



Alcatani Pikeman 2  
021400107



Alcatani Pikeman 3  
021400108



Alcatani Pikeman 16  
021401621



Alcatani Pikeman 5  
021400110



Alcatani Pikeman 4  
021400109



Alcatani Pikeman 17  
021401622



Alcatani Pikeman 18  
021401623



Alcatani Pikeman 19  
021401624



Alcatani Pikeman 20  
021401625



Alcatani Pikeman 21  
021401626



Alcatani Pikeman 22  
021401627



Alcatani Pikeman 23  
021401628

ALCATANI FELLOWSHIP



Alcatani Pikeman 9  
021400114



Alcatani Pikeman 8  
021400113



Alcatani Pikeman 7  
021400112



Alcatani Pikeman 6  
021400111



Alcatani Pikeman 15  
021401620



Alcatani Pikeman 14  
021401619



Alcatani Pikeman 1  
021400105



Alcatani Pikeman 11  
021401616



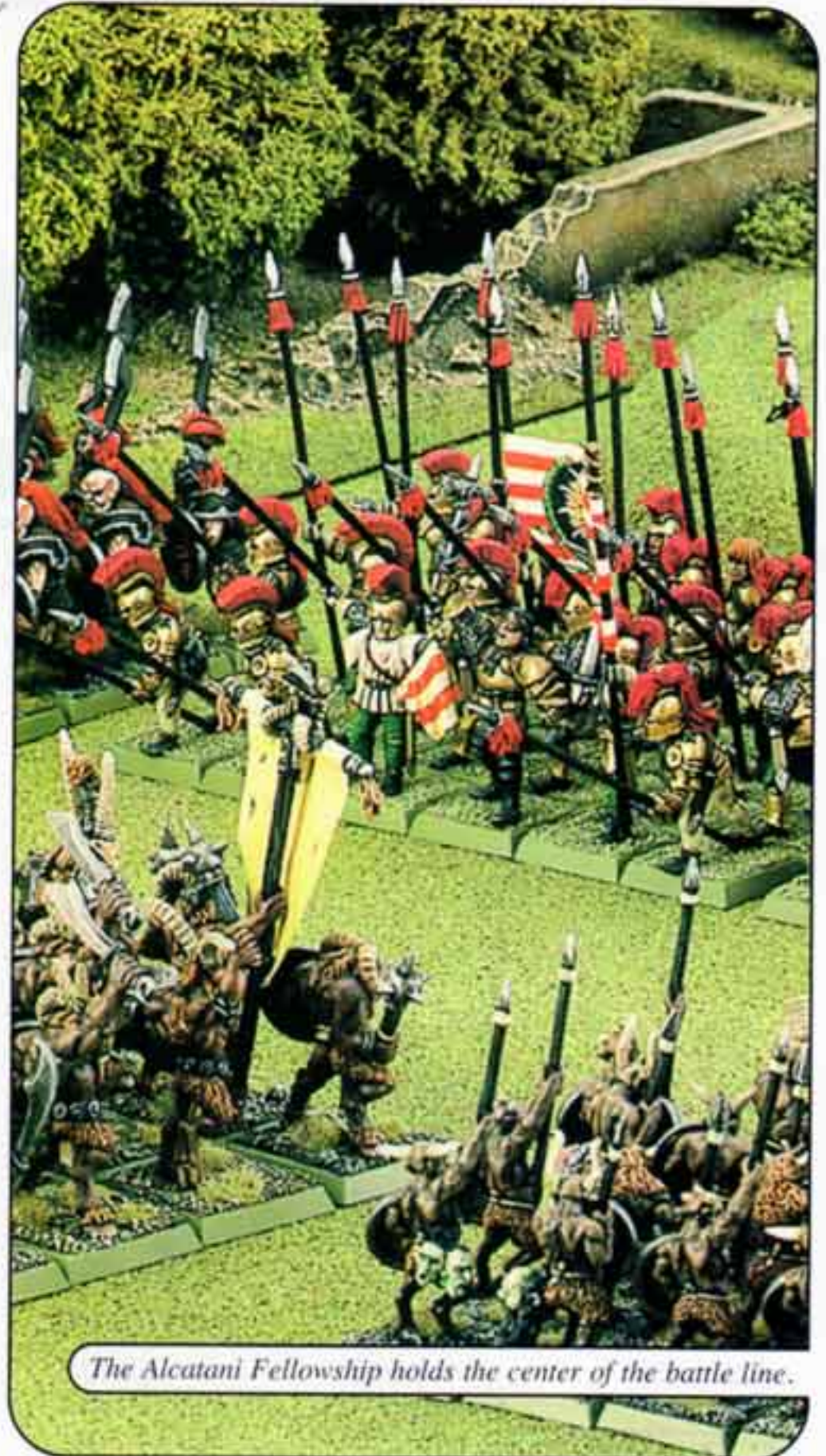
Alcatani Pikeman 10  
021401615



Alcatani Pikeman 12  
021401617



Alcatani Pikeman 13  
021401618



*The Alcatani Fellowship holds the center of the battle line.*

**LEOPOLD'S  
LEOPARD COMPANY**



**Leopold Musician**  
021401111



**Leopoldo di Lucci Body**  
021401109



**Leopold Sword**  
021401110



**Leopold's Leopard Company**  
(10 w/ Leopold & Cmd.)  
MO 0009



**Leopold 2nd Rank Pike 1**  
021401105



**Leopold 2nd Rank Pike 2**  
021401106



**Leopold 1st Rank Pike 1**  
021401107



**Leopold 1st Rank Pike 2**  
021401108



**Leopold Standard**  
021401112



**Leopold Pikeman 1**  
021401101



**Leopold Pikeman 2**  
021401102



**Leopold Pikeman 4**  
021401104



**Leopold Pikeman 3**  
021401103



*The Leopard Company stands ready.*



Pirazzo's Lost Legion  
(10 w/ Pirazzo & Cmd.)  
MO 0014

**PAINTING LEOPARD SKIN**



**Step 1.** Prime the model black and then apply a 1/1/1 mix of Golden Yellow, Blazing Orange, and Bubonic Brown to the leopard skin.

**Step 2.** Apply a 2/1/1 mix of Golden Yellow, Blazing Orange, and Bubonic Brown as the first highlight on all the high areas. Don't worry about trying to highlight each sculpted hair on the skin, because the spots will make such highlights irrelevant.



**Step 3.** Add more Golden Yellow to the mix for the next highlight.

**Step 4.** Paint straight Golden Yellow onto the very edges of the highlights. As you can see, this step makes the skin appear very vibrant.



**Step 5.** Paint black spots of varying size all over the skin. The spots should get smaller and fade into obscurity on the paws, head, and tail.

**Step 6.** Apply a 25/75 mix of Chaos Black and Codex Grey to highlight the spots. Simply dab the color into the middle of each spot.



Legionnaire  
Crossbow  
021403110



Legionnaire  
Pike  
021403109



Pirazzo  
Sword  
021403113



Pirazzo  
Body  
021403112



Legionnaire  
Musician  
021403114



Legionnaire  
Standard  
021403111



Legionnaire  
Pikeman 1  
021403101



Legionnaire  
Pikeman 2  
021403102



Legionnaire  
Pikeman 3  
021403103



Legionnaire  
Pikeman 4  
021403104



Legionnaire  
Pikeman 5  
021403105



Legionnaire  
Pikeman 6  
021403106



Legionnaire  
Pikeman 7  
021403107



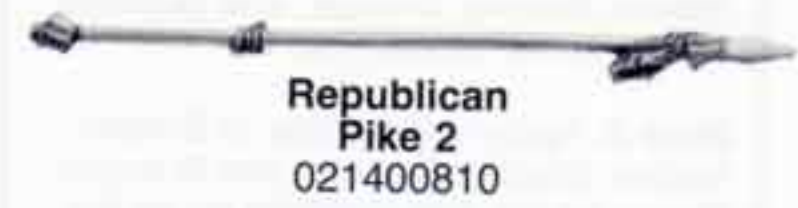
Legionnaire  
Pikeman 8  
021403108



## RICCO'S REPUBLICAN GUARD



Republican Pike 1  
021400809



Republican Pike 2  
021400810



Republican Pike 3  
021400811



Republican Pike 4  
021400812



Republican Standard  
021400813



Republican Musician  
021400816



Ricco Arm  
021400815



Ricco Body  
021400814

Ricco's Republican Guard  
(10 w/ Ricco & Cmd.)  
MO 0015



Republican Pikeman 1  
021400801



Republican Pikeman 5  
021400802



Republican Pikeman 6  
021400803



Republican Pikeman 2  
021400804



Republican Pikeman 3  
021400805



Republican Pikeman 4  
021400806



Republican Pikeman 7  
021400807



Republican Pikeman 8  
021400808

## HALFLING HOT POT



Hot Pot Cook 1  
020202810



Hot Pot Cook w/ Rope 1  
020202811



Hot Pot Cook w/ Rope 2  
020202812



Hot Pot Pot  
020202813



Hot Pot Base  
020202814



Halfling Hot Pot  
(Complete)  
MO 0008

# BEARMEN OF URSLO



**Bearmen of Urslo**  
(10 w/ Beorg & Cmd.)  
MO 0003



**Bearmen Standard**  
021400709



**Beorg Bearstruck Body**  
021400706



**Bearmen Musician**  
021400708



**Beorg Bearstruck Arm**  
021400707



**Bearmen Shield**  
021400705



**Bearmen Warrior 1**  
021400701



**Bearmen Warrior 2**  
021400702



**Bearmen Warrior 3**  
021400703



**Bearmen Warrior 4**  
021400704

## PAINTING WOOD GRAIN

By using the following techniques, you'll be able to re-create the look of wood grain on the Galloper Gun and more. We recommend using your finest detail brush and thinning your paint to make the process easier.

**Step 1.** After priming black, paint Scorched Brown onto the wood detail. Take care to leave small black lines between the wood grain.



**Step 2.** Paint slightly thinned Dark Flesh on top of the Scorched Brown. Again, take care so that the small black lines and the base color show.



**Step 3.** Highlight with Bestial Brown. Make sure to leave black lines and some of the base colors showing.



**Step 4.** Finally, apply very thin Bubonic Brown lightly as a final highlight.



**BRAGANZA'S  
BESIEGERS**



**Braganza's Besiegers  
(10 w/ Braganza & Cmd.)  
MO 0005**



**Besieger  
Crossbow  
021401306**



**Luka Braganza  
Crossbow  
021401302**



**Besieger  
Trumpet  
021401305**



**Luka Braganza  
Body  
021401301**



**Besieger  
Standard  
021401303**



**Besieger  
Musician  
021401304**



**Besieger 1  
021401308**



**Besieger 2  
021401309**



**Besieger 3  
021401310**



**Besieger 4  
021401311**



**Besieger  
Pavise  
021401307**

**LONG DRONG  
SLAYER'S PIRATES**



**Long Drong Slayer's Pirates  
(10 w/ Long Drong & Cmd.)  
MO 0010**



**Long Drong  
021401007**



**Long Drong  
Pistols  
021401005**



**Long Drong  
Standard Top  
021401006**



**Long Drong  
Standard  
021401008**



**Long Drong  
Musician  
021401009**



**Long Drong  
Pirate 1  
021401001**



**Long Drong  
Pirate 2  
021401002**



**Long Drong  
Pirate 3  
021401003**



**Long Drong  
Pirate 4  
021401004**

# MARKSMEN OF MIRAGLIANO



Marksmen of Miragliano  
(10 w/ Maximilian & Cmd.)  
MO 0012



Marksmen Standard  
021400204



Maximilian Damark Body  
021400201



Marksmen Musician  
021400203



Marksmen 1  
021400205



Marksmen 2  
021400206



Marksmen 3  
021400207



Marksmen 4  
021401809



Maximilian Crossbow  
021400202



Marksmen Crossbow  
021400208



Marksmen 5  
021401810



Marksmen 6  
021401811



Marksmen 7  
021401812



Marksmen 8  
021401813



Marksmen 9  
021401814



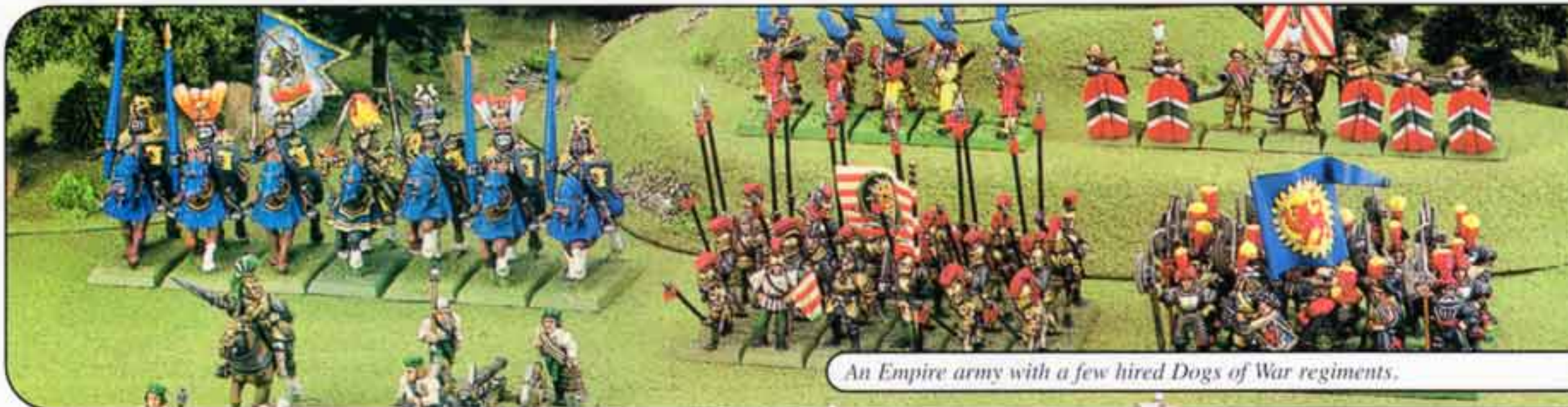
Marksmen 10  
021401815



Marksmen 11  
021401816



Marksmen 12  
021401817



*An Empire army with a few hired Dogs of War regiments.*

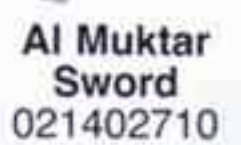


# AL MUKTAR'S DESERT DOGS

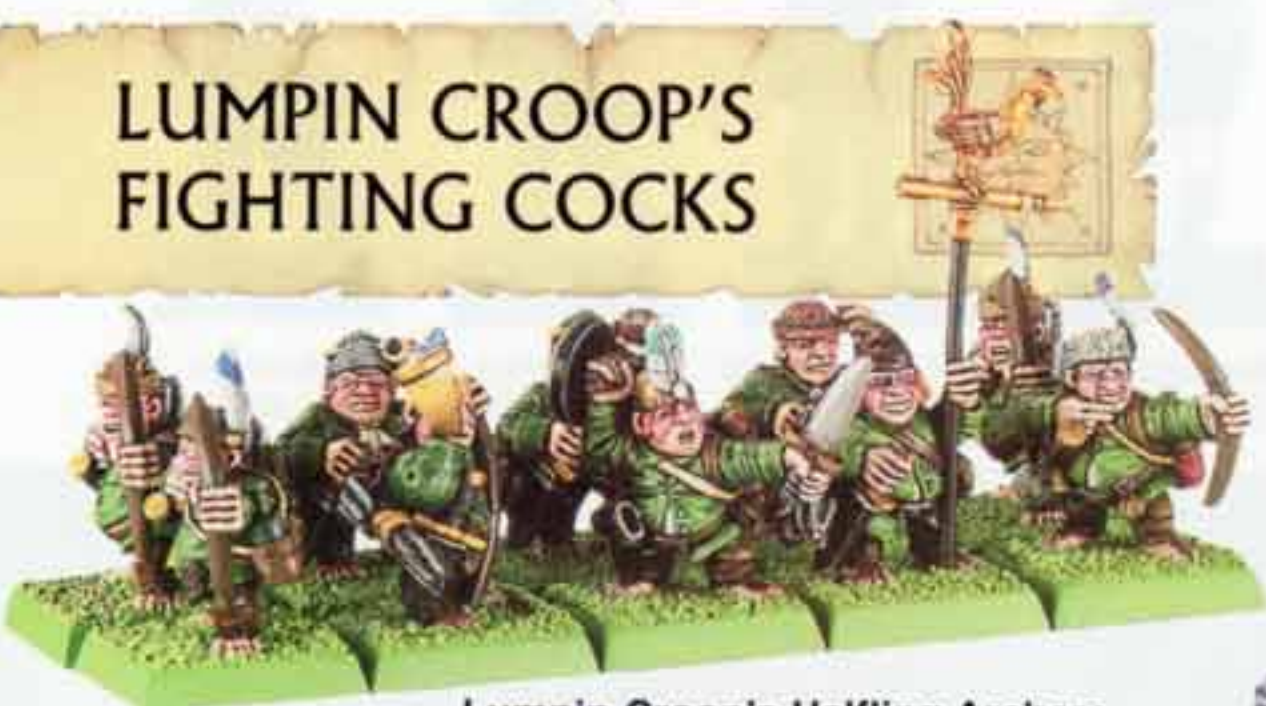
*Note: The Medieval Horse Body Sprue can be found in the preceding Characters section under Mydas the Mean and the Medieval Horse head Sprue can be found under the following Bronzino's Galloper Guns section.*



**Al Muktar's Desert Dogs**  
(6 w/ Al Muktar, Sheikh Shufti, Ibn & Musician)  
MO 0200



# LUMPIN CROOP'S FIGHTING COCKS



**Lumpin Croop's Halfling Archers**  
(10 w/ Lumpin & Cmd.)  
MO 0011



All miniature are supplied unpainted. Models, kits and sprues are all shown as actual sizes unless otherwise noted. Colors may vary slightly from those shown.

# OGLAH KHAN'S WOLFBOYZ



Oglah Khan's Wolfboyz  
(6 w/ Oglah Khan & Cmd.)  
MO 0013



Wolfboy  
Spear 1  
021403902



Wolfboy  
Spear 2  
021403904



Wolfboy  
Standard  
021404114



Oglah Khan  
Body  
021404110



Oglah Khan  
Quiver  
021404112



Oglah Khan  
Cloak  
021404111



Wolfboy  
Standard Bearer  
021204113



Wolf Sprue  
99380299005



Wolfboy  
Rider 3  
021203906



Wolfboy  
Rider 2  
021203903



Wolfboy  
Rider 1  
021203901



Wolfboy  
Rider 4  
021203907



Wolfboy  
Musician  
021204115



Wolfboy  
Horn  
021404116



Wolfboy  
Quiver 1  
021403905



Wolfboy  
Quiver 2  
021403908

**RUGLUD'S ARMORED ORCS**



**Ruglud's Armored Orcs Regiment Box (10)**  
99-16



**Ruglud Body**  
020914001



**Armored Orc Musician**  
020914005



**Ruglud Sword**  
020914003



**Ruglud Head**  
020914002



**Armored Orc Crossbow**  
020914011



**Armored Orc Standard**  
020914004



**Armored Orc Body 1**  
020914006



**Armored Orc Body 2**  
020914007



**Armored Orc Body 3**  
020914008



**Armored Orc Body 4**  
020914009



**Armored Orc Body 5**  
020914010

**Armored Orc Blister (Random 2)**  
99-17

**VESPERO'S VENDETTA**



**Vespero's Vendetta (5)**  
MO 0017



**Vespero Body**  
021403401



**Vespero Arm**  
021403402



**Duelist Body 1**  
021403406



**Duelist Body 4**  
021403405



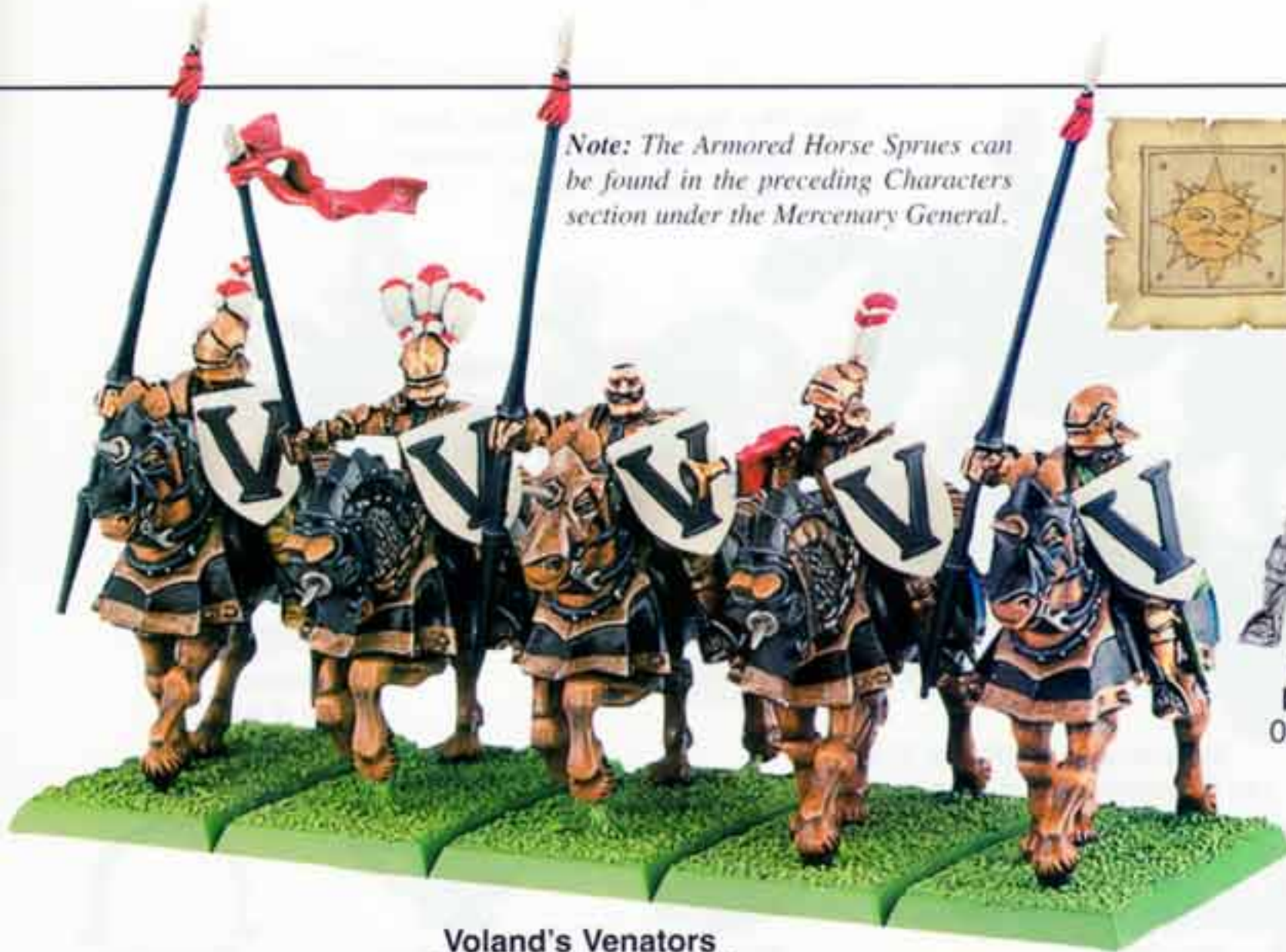
**Duelist Body 2**  
021403403



**Duelist Body 3**  
021403404

*Note: The Armored Horse Sprues can be found in the preceding Characters section under the Mercenary General.*

**VOLAND'S VENATORS**



**Voland's Venators  
(5 w/ Voland & Cmd.)  
MO 0018**



**Venator Musician  
021403302**



**Venator Standard Bearer  
021403309**



**Voland Body  
021403301**



**Venator Standard  
021403304**



**Venator Body 6  
021403613**



**Venator Body 5  
021403612**



**Venator Body 1  
021403307**



**Venator Body 4  
021403611**



**Venator Body 2  
021403308**



**Venator Body 3  
021403610**



**Venator Lance  
021403305**



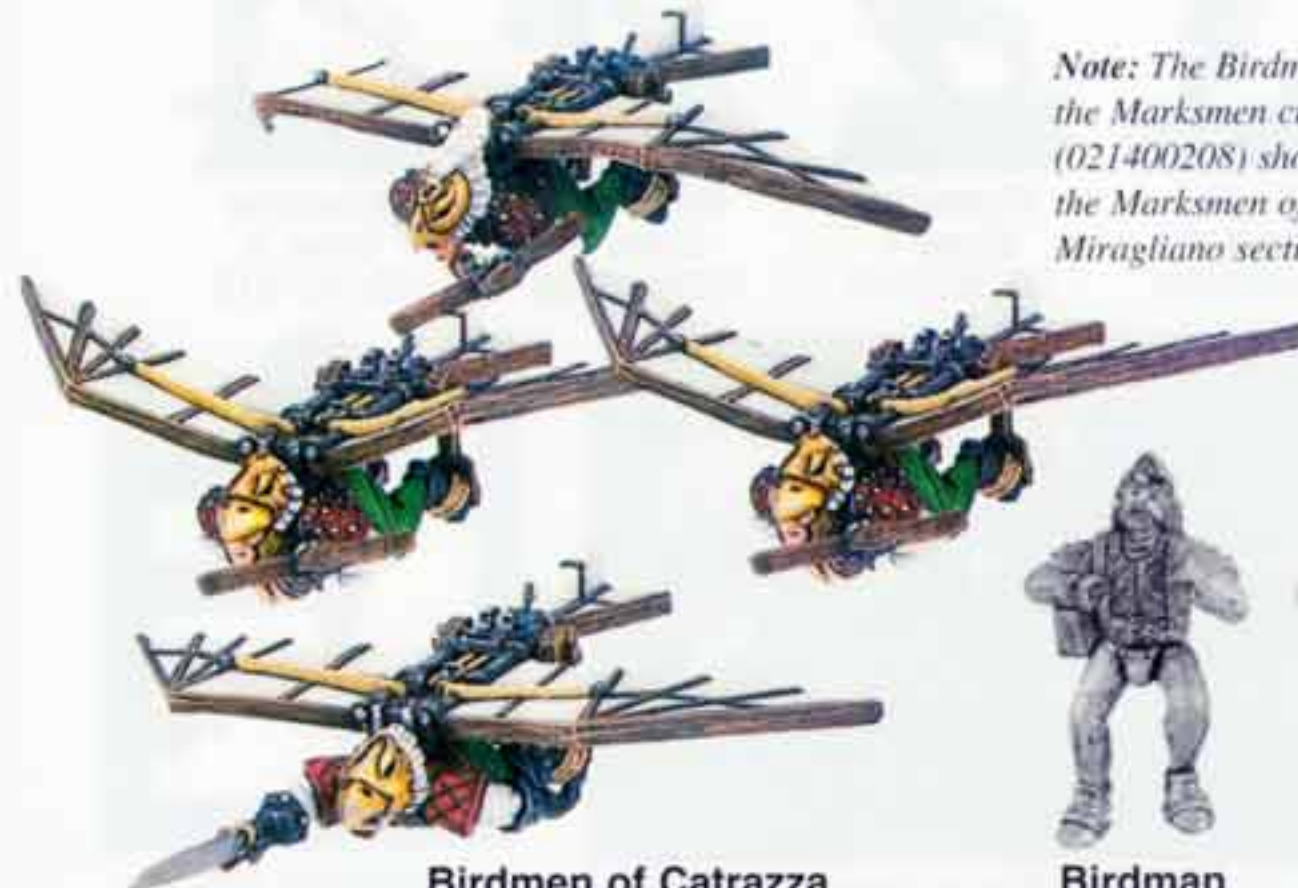
**Venator Trumpet  
021403303**



**Venator Shield  
021403306**

*Note: The Birdmen use the Marksmen crossbow (021400208) shown in the Marksmen of Miragliano section.*

**BIRDMEN OF CATRAZZA**



**Birdmen of Catrazza  
(5 w/ Daddallo)  
MO 0004**



**Birdman Body 2  
021401402**



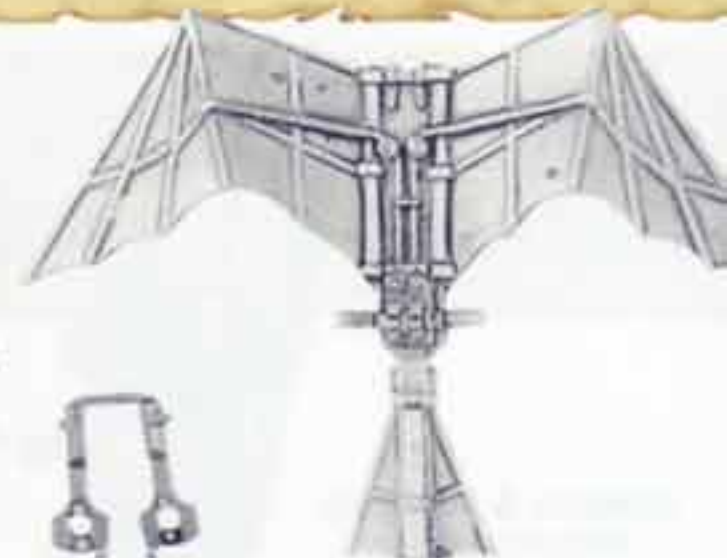
**Birdman Body 1  
021401401**



**Daddallo Body  
021401403**



**Birdman Pedals  
021401405**



**Birdman Wings  
021401404**



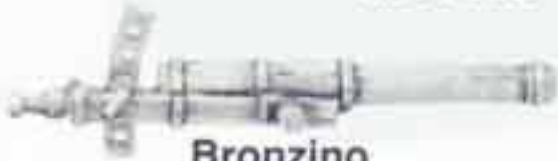
## BRONZINO'S GALLOPER GUNS

Note: The Medieval Horse Body Sprue can be found in the preceding Characters section under Mydas the Mean.



**Bronzino's Galloper Guns**  
(w/ Bronzino & 2 Guns w/ Crew)  
MO 0006

**Bronzino Crew 4 Arm**  
021400507



**Bronzino Cannon**  
021400510



**Bronzino Mule Head**  
021400511



**Bronzino Horse Head**  
021400503



**Bronzino Mule Yoke**  
021400513



**Spoked Wheel**  
99399999001



**Bronzino Carriage**  
021400508



**Bronzino Limber Chassis**  
021400509



**Bronzino Sword**  
021400502



**Bronzino Ammo Case**  
021400512



**Bronzino Body**  
021400501



**Bronzino Rider 1**  
021400504



**Bronzino Rider 2**  
021401514



**Bronzino Crew 4**  
021400506



**Bronzino Crew 1**  
021401516



**Bronzino Crew 2**  
021400505



**Bronzino Crew 3**  
021401515

## WITCHHUNTERS JOHANN & WILHELM

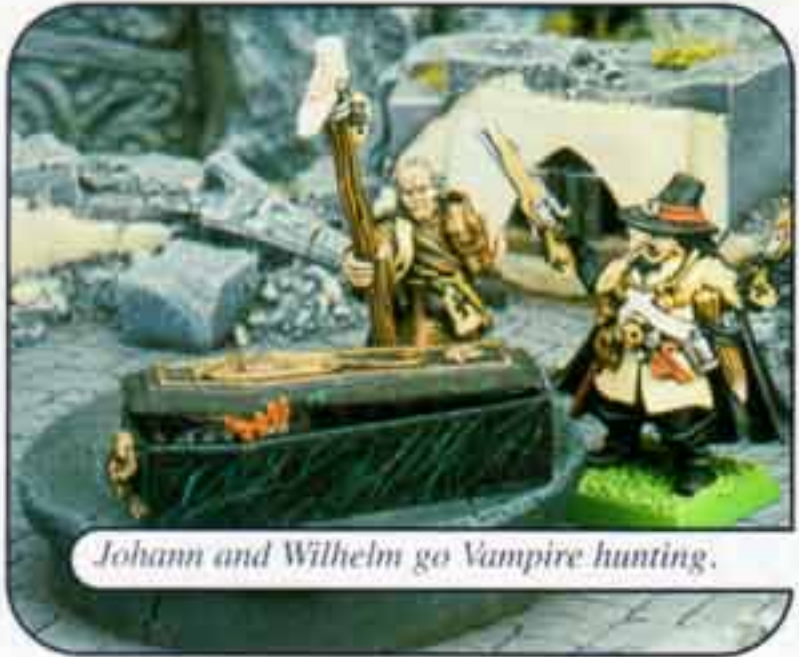
**Johann & Wilhelm Witchhunters**  
MO 0019



**Johann**  
021204402



**Wilhelm**  
021204401



*Johann and Wilhelm go Vampire hunting.*



**Medieval Horse Head Sprue**  
99389999013

GOLGFAG'S  
MERCENARY OGRES



Golgfag's Mercenary Ogres Box (5)  
93-07



Ogre  
Standard  
021401208



Golgfag  
Body  
021401201



Ogre  
Body 2  
021401218



Ogre  
Body 1  
021401214



Ogre  
Drummer Body  
021401209



Ogre  
Standard Body  
021401205



Golgfag  
Head  
021401202



Golgfag  
Left Arm  
021401204



Golgfag  
Right Arm  
021401203



Ogre Standard  
Left Arm  
021401207



Ogre  
Right Arm 1  
021401217



Ogre Drummer  
Left Arm  
021401219



Ogre Drummer  
Right Arm  
021401213



Ogre  
Head 1  
021401215



Ogre  
Head 2  
021401221



Ogre  
Drummer Head  
021401210



Ogre  
Standard Head  
021401206



Ogre  
Drum  
021401211



Ogre Right  
Arm 2  
021401220



Ogre Left  
Arm 1  
021401216



Ogre Left  
Arm 2  
021401212

**GIANTS OF ALBION**



**Giant 2 Rock**  
021404713



**Giant Pack of Heads**  
021404704



**Giant Hammer 1**  
021404702



**Giant Hammer 2**  
021404703



**Giant Bone Knife**  
021404705



**Giant 1 Upper Lft Arm**  
021404708

**Giants of Albion (Complete)**  
MO 0007



**Giant 2 Right Arm**  
021404718



**Giant 2 Left Arm**  
021404720



**Giant 1 Right Arm**  
021404711



**Giant 2 Head 2**  
021404717



**Giant 1 Head 1**  
021404706



**Giant 1 Left Arm**  
021404712



**Hengus Body**  
021404701



**Giant 2 Left Hand**  
021404721



**Giant 2 Right Hand**  
021404719



**Giant 1 Torso**  
021404707



**Giant 2 Torso**  
021404714



**Giant 2 Left Leg**  
021404716



**Giant 2 Right Leg**  
021404715

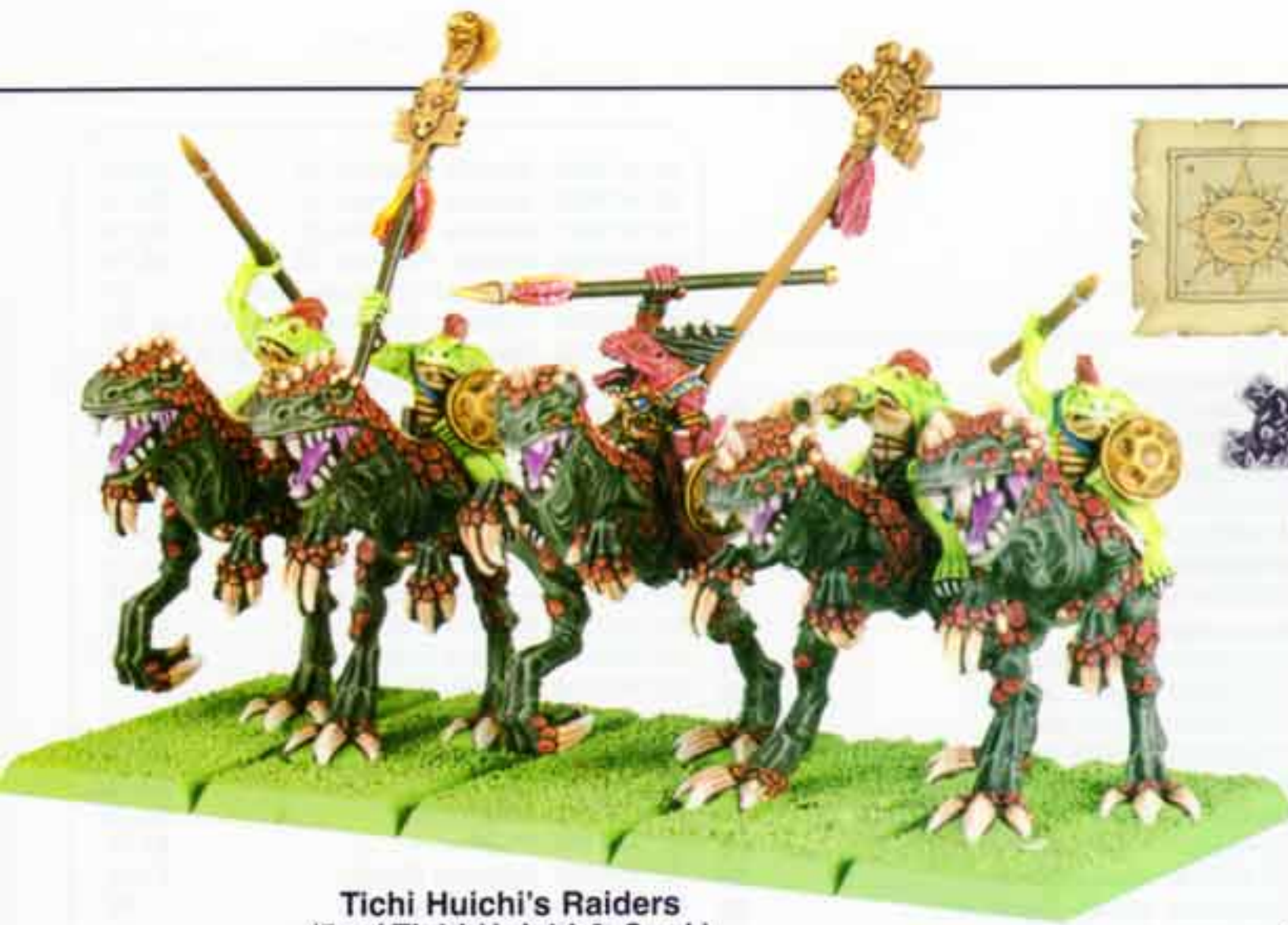


**Giant 1 Right Leg**  
021404709



**Giant 1 Left Leg**  
021404710

# TICHI HUICHI'S RAIDERS



**Tichi Huichi's Raiders**  
(5 w/ Tichi Huichi & Cmd.)  
MO 0016



**Skink Back Banner**  
021404212



**Skink Totem Arm**  
021404215



**Skink Shield & Tail 1**  
021404209



**Skink Shield & Tail 2**  
021404213



**Skink Spear Arm 2**  
021404206



**Skink Champion**  
021404210



**Skink Musician**  
021404216



**Skink Rider 1**  
021404207



**Skink Rider 2**  
021404208



**Skink Spear Arm 1**  
021404205



**Skink Champion Spear**  
021404211



**Skink Horn**  
021404217



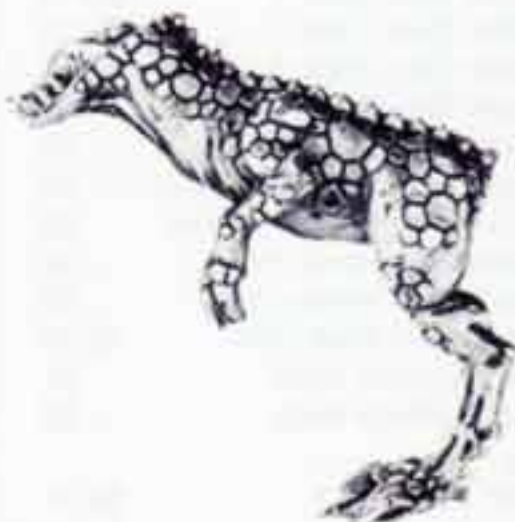
**Skink Standard Bearer**  
021404214



**Skink Rider 3**  
021404318



**Skink Rider 4**  
021404319



**Cold One 1 Left Side**  
021404201



**Cold One 2 Left Side**  
021404203



**Cold One 1 Right Side**  
021404202



**Cold One 2 Right Side**  
021404204

*Note: Tichi Huichi's Raiders Cold One heads and tails can be found in the Archive portion of the Dark Elves Army section of this catalog.*



## PRICE GUIDE



### Classic Bitz Are Listed in Blue

#### Complete Models – Lords & Heroes

MO0059	Mercenary General, Mounted	\$10
MO0020	Borgio the Besieger	\$10
MO0021	Ghazak Khan, Terror of the East	\$10
MO0022	Gotrek Gurnisson & Felix Jaeger	\$15
MO0023	Lorenzo Lupo	\$10
MO0024	Lucrezia Belladonna	\$10
MO0025	Mydas the Mean	\$25
MO0293	Albion Dark Emissary	\$10
MO0292	Albion Fen Beast	\$15
021404901	Albion Truthsayer	\$10
MO0002	Asarnil the Dragonlord	\$45

#### Complete Models – Regiments

MO0200	Al Muktar's Desert Dogs	\$40
MO0001	Alcatani Fellowship	\$35
MO0003	Bearmen of Urslo	\$35
MO0004	Birdmen of Catrazza	\$35
MO0005	Braganza's Besiegers	\$35
MO0006	Bronzino's Galloper Guns	\$30
99-09	Cursed Company	\$9
99-10	Cursed Company Command	\$10
MO0007	Giants of Albion	\$50
93-07	Golgfag's Mercenary Ogres	\$75
MO0008	Halfling Hot Pot	\$15
MO0009	Leopold's Leopard Company	\$35
MO0010	Long Drong Slayer's Pirates	\$35
MO0011	Lumpin Croop's Fighting Cocks	\$20
MO0012	Marksman of Miragliano	\$30
MO0013	Oglah Khan's Wolfboyz	\$35
MO0014	Pirazzo's Lost Legion	\$35
MO0015	Ricco's Republican Guard	\$35
99-17	Ruglud's Armored Orcs	\$7
99-16	Ruglud's Armored Orcs Reg.	\$35
MO0016	Tichi Huichi's Raiders	\$35
MO0017	Vespero's Vendetta	\$20
MO0018	Voland's Venators	\$35
MO0019	Witchhunters	\$15

#### Metal Bitz – Lords & Heroes

##### Mercenary General

021400301	General	\$11
021400302	General Horse Head	\$2.50
99380299004	Armored Horse Body & Head	\$3

##### Borgio the Besieger

021402901	Borgio the Besieger	\$9
021402902	Borgio the Besieger Shield	\$2
99380299004	Armored Horse Body and Head	\$3

##### Ghazak Khan

021404001	Ghazak Khan Body	\$5
021404002	Ghazak Khan Sword Arm	\$1
021404003	Ghazak Khan Banner Pole	\$1
021404004	Ghazak Khan Quiver	\$1
021404005	Ghazak Khan Wolf Left Side	\$3
021404006	Ghazak Khan Wolf Right Side	\$3
021404007	Ghazak Khan Wolf Head	\$2

##### Felix & Gotrek

029902501	Gotrek Gurnisson (2000)	\$6
029902502	Felix Jaeger (2000)	\$8
029902503	Felix Sword (2000)	\$2
020500401	Gotrek Gurnisson (Collector's)	\$10
020500402	Felix Jaeger (Collector's)	\$10

##### Lorenzo Lupo

021403001	Lorenzo Lupo	\$9
021403002	Lorenzo Lupo Shield	\$1.25

##### Lucrezia Belladonna

021402001	Lucrezia	\$11
021402002	Lucrezia Horse Head	\$2.50
99389999004	Bretonnian Horse Body	\$2
99389999014	Bretonnian Horse Head	\$1

##### Mydas the Mean

021402201	Mydas the Mean	\$5
021402202	Mydas Mace	\$1.25
021402203	Mydas Shield	\$1.25
021402204	Sheikh Yadosh	\$7
021402205	Mule Head	\$2
021402206	Mule Tail	\$0.50
021402207	Cart Chassis	\$3
021402208	Money Chest	\$3
021402209	Money Chest Lid	\$2
021402210	Cart Pulley	\$2
99389999003	Medieval Horse Body	\$2
99399999002	12-Spoke Wheel Sprue	\$1

##### Albion

021404901	Albion Truthsayer	\$10
021405001	Dark Emissary Body	\$8.50
021405002	Dark Emissary Head	\$1.50
021405101	Fen Beast Body	\$8
021405102	Fen Beast Head	\$2
021405103	Fen Beast Spine	\$3.50
021405104	Fen Beast Arm	\$3.50

##### Asarnil the Dragonlord

021402801	Asarnil the Dragonlord	\$9
021402802	Asarnil Banner Pole	\$2
021402803	Asarnil Shield	\$1.25
021402804	Asarnil Sword	\$1.25
021402805	Asarnil Saddle	\$2
99380299002	Dragon Wing Set	\$12
99389999075	Dragon Body	\$9
99389999077	Dragon Limbs	\$9

#### Metal Bitz – Regiments

##### Al Muktar's Desert Dogs

021400601	Al Muktar	\$7
021400602	Blind Ibn the Beggar Boy	\$3.75
021400603	Sheikh Shufti	\$7
021400604	Desert Dog Trumpeter	\$3.75
021400605	Desert Dog Trumpet	\$1.25
021400606	Desert Dog 1	\$3.75
021400607	Desert Dog Sword Arm 1	\$1.25
021400608	Desert Dog Shield	\$1.25
021402709	Desert Dog 2	\$3.75
021402710	Desert Dog Sword Arm 2	\$1.25
99389999013	Medieval Horse Head	\$1
99389999003	Medieval Horse Body	\$2

##### Alcatani Fellowship

021401615	Alcatani Pikeman 10	\$3.75
021401616	Alcatani Pikeman 11	\$3.75
021401617	Alcatani Pikeman 12	\$3.75
021401618	Alcatani Pikeman 13	\$3.75
021401619	Alcatani Pikeman 14	\$3.75
021401620	Alcatani Pikeman 15	\$3.75
021401621	Alcatani Pikeman 16	\$3.75
021401622	Alcatani Pikeman 17	\$3.75
021401623	Alcatani Pikeman 18	\$3.75
021401624	Alcatani Pikeman 19	\$3.75

021401625	Alcatani Pikeman 20	\$3.75
021401626	Alcatani Pikeman 21	\$3.75
021401627	Alcatani Pikeman 22	\$3.75
021401628	Alcatani Pikeman 23	\$3.75
021400101	Roderigo Delmonte Body	\$5
021400102	Roderigo Delmonte Hammer Arm	\$1
021400103	Roderigo Delmonte Dagger Arm	\$1
021400104	Alcatani Musician	\$3.75
021400105	Alcatani Pikeman 1	\$3.75
021400106	Alcatani Standard Bearer	\$3.75
021400107	Alcatani Pikeman 2	\$3.75
021400108	Alcatani Pikeman 3	\$3.75
021400109	Alcatani Pikeman 4	\$3.75
021400110	Alcatani Pikeman 5	\$3.75
021400111	Alcatani Pikeman 6	\$3.75
021400112	Alcatani Pikeman 7	\$3.75
021400113	Alcatani Pikeman 8	\$3.75
021400114	Alcatani Pikeman 9	\$3.75

##### Bearmen

021400701	Bearman 1	\$3.75
021400702	Bearman 2	\$3.75
021400703	Bearman 3	\$3.75
021400704	Bearman 4	\$3.75
021400705	Bearman Shield	\$1.25
021400706	Beorg Bearstruck	\$6
021400707	Beorg Bearstruck Arm	\$1
021400708	Bearman Musician	\$3.75
021400709	Bearman Standard	\$3.75

##### Birdmen

021401401	Birdman 1	\$2.50
021401402	Birdman 2	\$2.50
021401403	Daddallo	\$4.50
021401404	Birdman Wings	\$3.75
021401405	Birdman Pedals	\$0.50
021400208	Marksman Crossbow	\$1.25

##### Braganza's Besiegers

021401301	Luka Braganza	\$6
021401302	Luka Braganza Crossbow	\$1
021401303	Besieger Standard Bearer	\$3.75
021401304	Besieger Musician	\$3.75
021401305	Besieger Bugle	\$1.25
021401306	Besieger Crossbow	\$1.25
021401307	Besieger Pavise	\$1.25
021401308	Besieger 1	\$3.75
021401309	Besieger 2	\$3.75
021401310	Besieger 3	\$3.75
021401311	Besieger 4	\$3.75

##### Bronzino's Galloper Guns

021401514	Galloper Gun Rider 2	\$3.75
021401515	Galloper Gun Crew 3	\$3.75
021401516	Galloper Gun Crew 1	\$3.75
021400501	Bronzino	\$5
021400502	Bronzino Arm	\$1
021400503	Bronzino Horse Head	\$2
021400504	Galloper Gun Rider 1	\$3.75
021400505	Galloper Gun Crew 2	\$3.75
021400506	Galloper Gun Crew 4	\$3.75
021400507	Galloper Gun Crew 4 Arm	\$1
021400508	Galloper Gun Carriage	\$2
021400509	Galloper Gun Limber Chassis	\$2
021400510	Galloper Gun Cannon Barrel	\$2
021400511	Galloper Gun Horse Head	\$2
021400512	Galloper Gun Ammo Case	\$2
021400513	Galloper Gun Mule Yoke	\$0.50
99389999013	Medieval Horse Head	\$1
99389999003	Medieval Horse Body	\$2

##### Cursed Company

020710701	Cursed Orc	\$3.50
020710702	Cursed Dwarf	\$3.50
020710703	Cursed Skaven	\$3.50
020710704	Cursed Saurus	\$3.50

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020710801	Cursed Champion	.....	\$3.50
020710802	Cursed Standard Bearer (Elf)	.....	\$3.50
020710803	Cursed Company Banner	.....	\$1
020710804	Cursed Musician (Goblin)	.....	\$3.50

**Giants of Albion**

021404701	Hengus the Druid	.....	\$7
021404702	Albion Giant Hammer 1	.....	\$3.75
021404703	Albion Giant Hammer 2	.....	\$3.75
021404704	Albion Giant Pack of Heads	.....	\$3.75
021404705	Albion Giant Bone Knife	.....	\$3.75
021404706	Albion Giant 1 Head	.....	\$3.75
021404707	Albion Giant 1 Torso	.....	\$6.50
021404708	Albion Giant 1 Upper Left Arm	.....	\$2.50
021404709	Albion Giant 1 Right Leg	.....	\$5
021404710	Albion Giant 1 Left Leg	.....	\$5
021404711	Albion Giant 1 Right Arm	.....	\$5
021404712	Albion Giant 1 Left Arm w/ Tree	.....	\$5
021404713	Albion Giant 2 Rock	.....	\$5
021404714	Albion Giant 2 Torso	.....	\$6
021404715	Albion Giant 2 Right Leg	.....	\$5
021404716	Albion Giant 2 Left Leg	.....	\$5
021404717	Albion Giant 2 Head	.....	\$3
021404718	Albion Giant 2 Right Arm	.....	\$3
021404719	Albion Giant 2 Right Hand	.....	\$2.50
021404720	Albion Giant 2 Left Arm	.....	\$3
021404721	Albion Giant 2 Left Hand	.....	\$2

**Golgfag's Mercenary Ogres**

021401201	Golgfag Body	.....	\$9.50
021401202	Golgfag Head	.....	\$1
021401203	Golgfag Right Arm	.....	\$2
021401204	Golgfag Left Arm	.....	\$2
021401205	Ogre Standard Body	.....	\$8.50
021401206	Ogre Standard Head	.....	\$1
021401207	Ogre Standard Left Arm	.....	\$2
021401208	Ogre Standard Right Arm	.....	\$3
021401209	Ogre Drummer Body	.....	\$8.50
021401210	Ogre Drummer Head	.....	\$1
021401211	Golgfag Ogre Drum	.....	\$1
021401212	Ogre 2 Left Arm	.....	\$2
021401213	Ogre Drummer Right Arm	.....	\$2
021401214	Ogre 1 Body	.....	\$9.50
021401215	Ogre 1 Head	.....	\$1
021401216	Ogre 1 Left Arm	.....	\$2
021401217	Ogre 1 Right Arm	.....	\$2
021401218	Ogre 2 Body	.....	\$9.50
021401219	Ogre Drummer Left Arm	.....	\$2
021401220	Ogre 2 Right Arm	.....	\$2
021401221	Ogre 2 Head	.....	\$1

**Halfling Hot Pot**

020202810	Hot Pot Cook w/ Cleaver	.....	\$3.50
020202811	Hot Pot Cook w/ Rope 1	.....	\$3.50
020202812	Hot Pot Cook w/ Rope 2	.....	\$3.50
020202813	Hot Pot Catapult Cooking Pot	.....	\$3
020202814	Hot Pot Catapult Base	.....	\$1.50

**Leopold's Leopard Company**

021401101	Leopold Pikeman 1	.....	\$3.75
021401102	Leopold Pikeman 2	.....	\$3.75
021401103	Leopold Pikeman 3	.....	\$3.75
021401104	Leopold Pikeman 4	.....	\$3.75
021401105	Leopold 2nd Rank Pikeman 1	.....	\$3.75
021401106	Leopold 2nd Rank Pikeman 2	.....	\$3.75
021401107	Leopold 1st Rank Pikeman 1	.....	\$3.75
021401108	Leopold 1st Rank Pikeman 2	.....	\$3.75
021401109	Leopoldo di Lucci	.....	\$6
021401110	Leopoldo di Lucci Sword Arm	.....	\$1
021401111	Leopold Drummer	.....	\$3.75
021401112	Leopold Standard	.....	\$3.75

**Long Drong Slayer's Pirates**

021401001	Pirate 1	.....	\$3.75
021401002	Pirate 2	.....	\$3.75
021401003	Pirate 3	.....	\$3.75

021401004	Pirate 4	.....	\$3.75
021401005	Pirate Dwarf Pistols	.....	\$1.25
021401006	Pirate Banner Top	.....	\$1.25
021401007	Long Drong Slayer	.....	\$7
021401008	Pirate Standard Bearer	.....	\$3.75
021401009	Pirate Musician	.....	\$3.75

**Lumpin Croop's Archer**

021403701	Lumpin Croop Archer 1	.....	\$2.50
021403702	Lumpin Croop Archer 2	.....	\$2.50
021403703	Lumpin Croop Archer 3	.....	\$2.50
021403704	Lumpin Croop Archer 4	.....	\$2.50
021403705	Lumpin Croop	.....	\$3
021403706	Lumpin Croop Shield	.....	\$1.25
021403707	Lumpin Croop Musician	.....	\$2.50
021403708	Lumpin Croop Standard	.....	\$2.50

**Marksman of Miragliano**

021400201	Maximilian Damark	.....	\$6
021400202	Maximilian Right Arm	.....	\$1
021400203	Marksman Drummer	.....	\$3.75
021400204	Marksman Standard Bearer	.....	\$3.75
021400205	Marksman 1	.....	\$3.75
021400206	Marksman 2	.....	\$3.75
021400207	Marksman 3	.....	\$3.75
021400208	Marksman Crossbow	.....	\$1.25
021401809	Marksman 4	.....	\$3.75
021401810	Marksman 5	.....	\$3.75
021401811	Marksman 6	.....	\$3.75
021401812	Marksman 7	.....	\$3.75
021401813	Marksman 8	.....	\$3.75
021401814	Marksman 9	.....	\$3.75
021401815	Marksman 10	.....	\$3.75
021401816	Marksman 11	.....	\$3.75
021401817	Marksman 12	.....	\$3.75

**Oglah Khan's Wolfboyz**

021403901	Oglah Khan Wolfrider 1	.....	\$3.75
021403902	Oglah Khan Spear Arm 1	.....	\$1.25
021403903	Oglah Khan Wolfrider 2	.....	\$3.75
021403904	Oglah Khan Spear Arm 2	.....	\$1.25
021403905	Oglah Khan Quiver 1	.....	\$1.25
021403906	Oglah Khan Wolfrider 3	.....	\$3.75
021403907	Oglah Khan Wolfrider 4	.....	\$3.75
021403908	Oglah Khan Quiver 2	.....	\$1.25
021404110	Oglah Khan Body	.....	\$4
021404111	Oglah Khan Cape	.....	\$2
021404112	Oglah Khan Quiver	.....	\$1.25
021404113	Oglah Khan Standard Body	.....	\$3.75
021404114	Oglah Khan Standard	.....	\$2
021404115	Oglah Khan Musician Body	.....	\$3.75
021404116	Oglah Khan Trumpet	.....	\$1.25
99380299005	Wolf Head and Body	.....	\$3

**Pirazzo's Lost Legion**

021403101	Legionnaire 1	.....	\$3.75
021403102	Legionnaire 2	.....	\$3.75
021403103	Legionnaire 3	.....	\$3.75
021403104	Legionnaire 4	.....	\$3.75
021403105	Legionnaire 5	.....	\$3.75
021403106	Legionnaire 6	.....	\$3.75
021403107	Legionnaire 7	.....	\$3.75
021403108	Legionnaire 8	.....	\$3.75
021403109	Legionnaire Pike	.....	\$1.25
021403110	Legionnaire Crossbow	.....	\$1.25
021403111	Legionnaire Standard Bearer	.....	\$3.75
021403112	Pirazzo	.....	\$6
021403113	Pirazzo's Arm	.....	\$1.25

021403114	Legionnaire Musician	.....	\$3.75
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**Ricco's Republican Guard**

021400801	Republican Pikeman 1	.....	\$3.75
021400802	Republican Pikeman 5	.....	\$3.75
021400803	Republican Pikeman 6	.....	\$3.75
021400804	Republican Pikeman 2	.....	\$3.75
021400805	Republican Pikeman 3	.....	\$3.75
021400806	Republican Pikeman 4	.....	\$3.75
021400807	Republican Pikeman 7	.....	\$3.75
021400808	Republican Pikeman 8	.....	\$3.75
021400809	Republican Pike 1	.....	\$1.25
021400810	Republican Pike 2	.....	\$1.25
021400811	Republican Pike 3	.....	\$1.25
021400812	Republican Pike 4	.....	\$1.25
021400813	Republican Standard Bearer	.....	\$3.75
021400814	Ricco	.....	\$6
021400815	Ricco Arm	.....	\$1
021400816	Republican Musician	.....	\$3.75

**Ruglud's Armored Orcs**

020914001	Ruglud Body	.....	\$5
020914002	Ruglud Head	.....	\$2
020914003	Ruglud Arm	.....	\$2
020914004	Ruglud Standard Bearer	.....	\$4
020914005	Ruglud Musician	.....	\$4
020914006	Ruglud Orc Body 1	.....	\$4
020914007	Ruglud Orc Body 2	.....	\$4
020914008	Ruglud Orc Body 3	.....	\$4
020914009	Ruglud Orc Body 4	.....	\$4
020914010	Ruglud Orc Body 5	.....	\$4
020914011	Ruglud Crossbow	.....	\$2

**Tichi Huichi's Raiders**

021404201	Cold One Left Side 1	.....	\$2
021404202	Cold One Right Side 1	.....	\$2
021404203	Cold One Left Side 2	.....	\$2
021404204	Cold One Right Side 2	.....	\$2
021404205	Cold One Rider Spear Arm 1	.....	\$1.50
021404206	Cold One Rider Spear Arm 2	.....	\$1.50
021404207	Cold One Rider Body 1	.....	\$2
021404208	Cold One Rider Body 2	.....	\$2
021404209	Cold One Tail & Shield Sprue 1	.....	\$1.50
021404210	Cold One Champ Body	.....	\$2
021404211	Cold One Champ Spear Arm	.....	\$1.50
021404212	Cold One Champion Back Banner	.....	\$2
021404213	Cold One Tail & Shield Sprue 2	.....	\$1.50
021404214	Cold One Rider Body 3	.....	\$2
021404215	Cold One Standard Arm	.....	\$2
021404216	Cold One Horn Blower Body	.....	\$2
021404217	Cold One Horn Blower Arm	.....	\$1.50
021404318	Cold One Rider Body 3	.....	\$2
021404319	Cold One Rider Body 4	.....	\$2

**Vespero's Vendetta**

021403401	Vespero	.....	\$6
021403402	Vespero Arm	.....	\$1.25
021403403	Duelist 2	.....	\$3.75
021403404	Duelist 3	.....	\$3.75
021403405	Duelist 4	.....	\$3.75
021403406	Duelist 1	.....	\$3.75

**Voland's Venators**

021403301	Voland	.....	\$7
021403302	Venator Musician	.....	\$6
021403303	Venator Trumpet	.....	\$1.25
021403304	Venator Standard Arm	.....	\$1.25
021403305	Venator Lance	.....	\$2.50
021403306	Venator Shield	.....	\$1.25

## HALFLING REGIMENT



021403307	Venator 1	..\$6
021403308	Venator 2	..\$6
021403309	Venator Standard Bearer	..\$6
021403610	Venator 3	..\$6
021403611	Venator 4	..\$6
021403612	Venator 5	..\$6
021403613	Venator 6	..\$6
99380299004	Armored Horse Body and Head	..\$3
<b>Witchhunters</b>		
021404401	Johann	..\$8
021404402	Wilhelm	..\$8
<b>Halflings</b>		
020202704	Empire Halfling w/ Sword 1	..\$2.50
020202706	Empire Halfling w/ Spear 1	..\$2.50
020202707	Empire Halfling w/ Spear 2	..\$2.50
020202708	Halfling w/ Bow 1	..\$2.50
020202709	Halfling w/ Bow 2	..\$2.50
020202715	Halfling w/ Bow 5	..\$2.50
020202716	Halfling w/ Bow 6	..\$2.50
020202717	Halfling w/ Bow 4	..\$2.50
020202718	Halfling w/ Bow 3	..\$2.50
020202901	Halfling Champion	..\$3
020202902	Halfling Drummer	..\$2.50
020202903	Halfling Standard	..\$2.50



**Halfling  
Champion**  
020202901



**Halfling  
Musician**  
020202902



**Halfling  
Standard Bearer**  
020202903



**Halfling  
w/ Sword**  
020202704



**Halfling  
w/ Spear 1**  
020202706



**Halfling  
w/ Spear 2**  
020202707



**Halfling  
w/ Bow 1**  
020202708



**Halfling  
w/ Bow 2**  
020202709



**Halfling  
w/ Bow 3**  
020202718



**Halfling  
w/ Bow 4**  
020202717



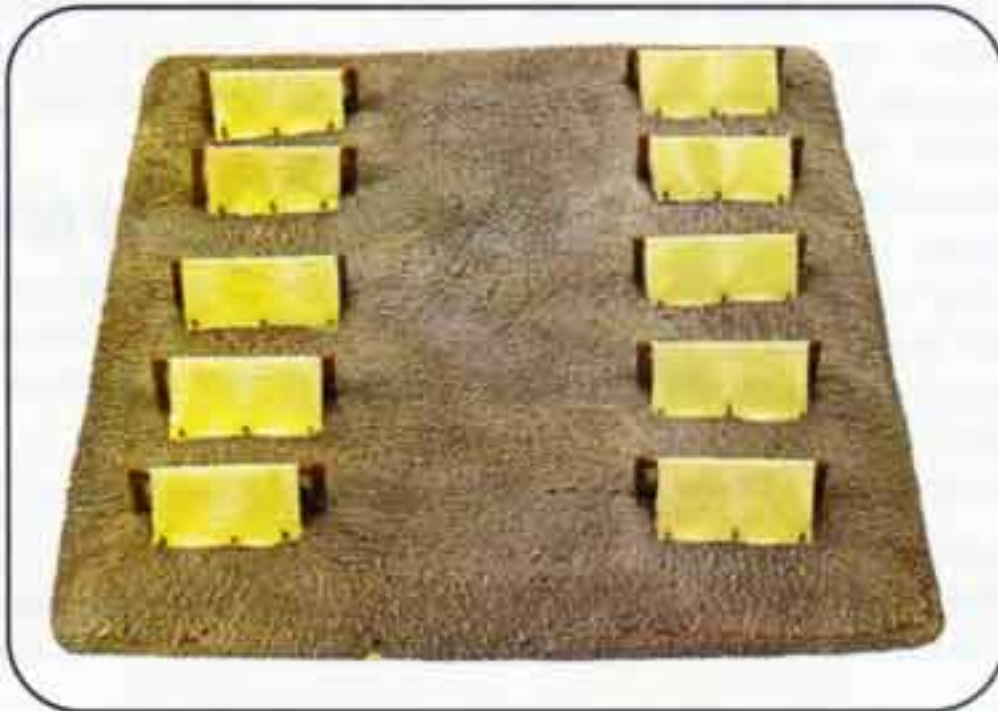
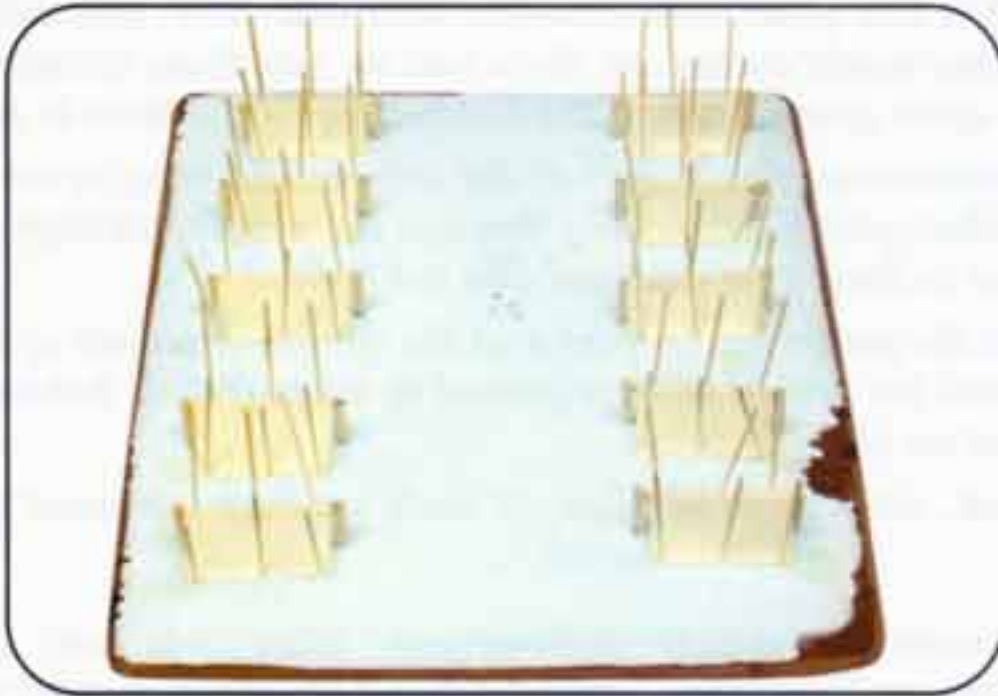
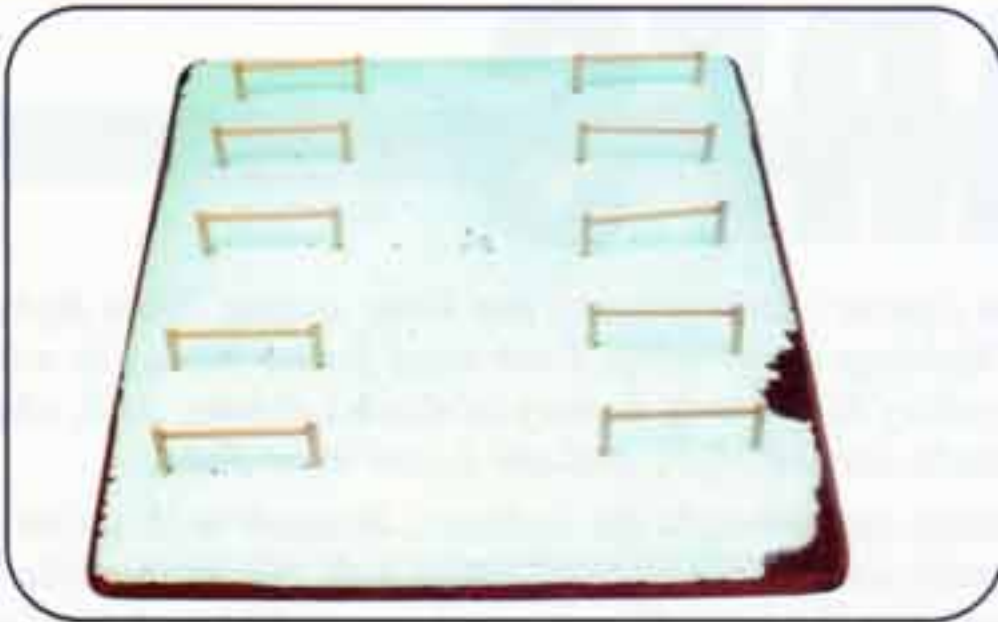
**Halfling  
w/ Bow 5**  
020202715



**Halfling  
w/ Bow 6**  
020202716



*The Dogs of War attempt to repel the Orc invasion force.*




## MERCENARY TENT ENCAMPMENT

### MERCENARY TENT ENCAMPMENT

A really nice way to give your wandering Dogs of War army some terrain is to make a camp for them to call home. This simple piece of terrain can function as a base to be defended, a random decorative terrain piece, or an army display base for a tournament. Whatever its use, the camp is easy to make and a great addition to your Warhammer terrain collection.

**Supplies Needed.** Hardboard, 1/2" blue foam, canvas (a small strip of canvas can be found at your local craft store), large toothpicks, 1/4" balsa wood sheet, basing sand, flock, static grass, wood glue, hot glue, and Citadel Paints.

**Step 1.** Cut a piece of hardboard to the desired size of the encampment and sand down any rough edges. Hot glue an equal sized piece of blue foam to the top of the hardboard. Sand the foam down so it meets the edge of the hardboard evenly. Cut a tent frame from the balsa wood (cut a 3" piece for the crossbeam and two 1 1/2" pieces for the support pieces). Cut holes for the tent frames in the foam and fix them in place with a small dab of hot glue.

**Step 2.** Cut the tent canvas into 3" x 4" rectangles and soak them in wood glue. This step will make the canvas rigid and more able to hold its shape. Before the tents dry, drape them over the tent frames and insert the toothpicks to pin them to the foam. When dry, cut off the tops of the toothpicks. Leave enough length to hold the canvas in place and to suggest tent stakes. Cover the entire surface of the base, not the tents, with wood glue and sprinkle basing sand over the entire area.

**Step 3.** After the glue has dried, paint the entire piece, tents and all, Chaos Black. *Note: Do not use spray paint as it will melt the blue foam.* Paint the ground Scorched Brown and then highlight by lightly drybrushing Bestial Brown, then Snakebite Leather, and finally Bleached Bone. Basecoat the tents with Bubonic Brown and paint their supports and crossbeams Bestial Brown.

**Step 4.** Finish painting the tents by highlighting the canvas with Bleached Bone and the tent frames with Vermin Brown. Apply thinned-down (1/3 water to glue) wood glue to the areas where you want to put grass. Use flock or static grass and sprinkle it onto the glue. Once it dries, your camp is ready for the gaming table!

# DWARFS

*"Az much az Stunties know 'bout fightin' underground, dey know nuffin' 'bout fightin' in da open," snarled Uzguts between lashings of his whip. Ever since losing his leg to a hungry Squig, Uzguts had earned his keep as chief Bully for a battery of Rock Lobbers. Still, whipping Gobbos and making them chuck big rocks was all right, and the hours were good.*

*And it was a good thing the Boyz had brought the Lobbers. Situated high up on a hill, Uzguts had watched the battle, and things weren't going well. No matter who charged – the Boyz, Boar Boyz, and even the huge Giant – nothing could break the Dwarfen center. Fragments of broken Orc units were scattered here and there, and many were in full retreat. Still, the army would escape, as there was no way those cursed beardslings could march over open ground before the Lobbers squished them to jelly.*

*Just at that moment, with a tremendous crash, part of the hillside slid away to reveal a dark tunnel. From out of the dust, picking their way through the rubble, an angry unit of Dwarfs with great picks and fire in their eyes emerged into the light.*

*Shortly afterward, sitting atop the greenskin corpses and the smashed timbers of the war machines, Burek Ironhelm and his unit of Miners paused to take off their helmets and extinguish the candles affixed on top.*

*"We were almost too late" said Burek, while he lit his pipe. "I knew we were supposed to take the LEFT tunnel."*



Dwarfs are well known for their short stature, shorter tempers, and long beards. It is often said (although rarely to their faces) that Dwarfs are as tough and unyielding as their mountainous homes. An ancient race, the Dwarfs once ruled the lands, but long gone are those glory days. Now, many centuries later, the Dwarfs have dwindled but still persevere. Undaunted and unforgiving to enemies of the past, the Dwarfs constantly struggle to rebuild and reclaim their kingdoms of yore.

## Fighting Style

Dwarfs make doughty warriors, and their high Leadership, Armor, and Toughness make them determined troops who give ground only begrudgingly. Most Dwarf Generals place their

trust in rock-hard infantry blocks, occasionally punctuated by Crossbowmen or Thunderers, as well as a few prized war machines. While all Dwarf Warriors are formidable, the center of the line is often held by elite units. Hammerers are the personal bodyguards of the King. Longbeards are battle-hardened veterans, and Ironbreakers are equipped with nearly impervious magic armor. Any of these units, particularly with the addition of a character or two, can break enemy charges as a rocky cliff breaks the surf. The Dwarfs might be worn down, but it's gonna take a while.

Dwarfs are relentless and seldom tire, but they are not fast. Knowing that they will not surprise and outmaneuver most enemies, veteran

commanders often rely on defensive formations and the mutual support of infantry units. There are many variations, but in general, the Dwarf way is to take the enemy's best charge, stand firm, and then unleash a furious counterstrike.

## Collecting a Dwarf Army

Our best suggestion about beginning a Dwarf army is to start with your Core choices. As well as fulfilling any minimum requirements, a few

*Above Left: A Dwarf Lord painted by Jason Holliday.*

*Below: Jason Holliday's award winning 2002 Baltimore Grand Tournament Dwarf Army.*



Core units are the perfect center for an army, no matter how large you choose to build it. Dwarfs have plenty of Core choices, but with the ability to upgrade to heavy armor and shield (with an impressive 3+ save in hand-to-hand combat), Warriors are a great start. For shooting, there is an age-old Dwarfen debate. Some favor the longer range of the Crossbowmen, while others prefer the better armor penetration of the Thunderers. Also, don't overlook the *Scouting* ability of Rangers and the amazing *Underground Advance* rule for Miners!

When players are looking to expand their armies, no Dwarf force should march out of the mountains to war without at least one of the superlative infantry Special Units of Hammerers, Longbeards, or Ironbreakers. In addition to being a colorful unit to paint, Slayers make unbreakable anchors to secure a flank or battle line. As the Dwarfs are great builders and technically advanced, war machines often play a large role in Dwarfen battle plan. Choosing from Cannons, Bolt Throwers, Stone Throwers, Gyrocopters, Organ Guns, or Flame Cannons. Dwarfs have a plethora of destructive options. While employing no Wizards of their own, Dwarfs do have Runesmiths (great for defensive magic) and access to plenty of magical Dwarf Runes that may be used to upgrade weapons, armor, war machines, and more.

The history of the Warhammer world is rife with heroic stories of outnumbered Dwarfs holding out against superior numbers. It is time for new Dwarf Generals to carve their names into legend.

*Below: This unit of Dwarfs were painted by Neil Miller for the 2002 Toronto Grand Tournament.*



*Below: Neil Miller has done extensive conversion work on his Dwarf Warrior regiments.*



*Right: Tracz Jakub's second place 2002 Golden Demon Entry*



*Right: Gary Taylor won second place at the 1996 UK Golden Demon painting competition*



*Above: A Thunderer unit painted by Jason Holliday*

## GETTING STARTED

### WARHAMMER DWARFS



This 80-page rulebook contains painting and modeling guides, background, and the full rules for fielding an army of Dwarf warriors and their mighty war machines.

**Warhammer Armies:  
Dwarfs  
84-01-60**



*The Dwarf Warrior box provides you with many different bitsz to make your regiments unique.*

*Left: A Dwarf Warrior prepares for battle while he puffs away on his pipe.*

*Right: A Dwarf Warrior Crossbowman marches to the front lines while enjoying a cool draft of Bugman's Finest. The beer stein is just one of the many different bitsz the Dwarf Warrior Box contains for you to customize your army.*



**Dwarf Warriors  
Regiment Box (16)  
84-06**

The Dwarf Regiment boxed set is a great place to start building your Dwarf army. Included in the box is everything you need to make any one of three different regiments: a Warrior regiment with hand weapons and shields, a Warrior regiment with great weapons, or a regiment of Crossbowmen. The box also includes a plastic command group with a champion, musician, and standard bearer.



*Dwarf Warriors armed with hand weapons and shields.*



*Dwarf Warriors armed with crossbows.*



*Dwarf Warriors armed with great weapons.*

# LORDS & HEROES



**King Alrik of Karak-Hirn Box (1)**  
84-17



**King Alrik's Book of Grudges**  
020508805



**King Alrik's Shield**  
020508806



**King Alrik**  
020508801

Alrik is more traditional than his father Ranulf, and his armies are a sight to make an old warrior glad. But there's more to him than that. For he has taken Karak-Hirn's Book of Grudges and sought to erase every slight. To this end, he campaigns against greenskins, Skaven, or Elves and extracts a payment in blood for their past misdeeds.



**King Alrik's Axe**  
020508802



**King Alrik's Shieldbearer 1**  
020508803



**King Alrik's Shieldbearer 2**  
020508804



**Dwarf Engineer 1**  
020508401



**Dwarf Engineer 2**  
020508402



**Dwarf Runesmith Blister (1)**  
020501701 (Bit)  
84-46 (Blister)

**Dwarf Engineer Blister (Random1)**  
84-57



**Dwarf Lord Blister (1)**  
84-35



**Dwarf Lord Body**  
020507802



**Dwarf Lord Axe**  
020507801



**LORDS & HEROES**



**Anvil of Doom  
Forge & Coals**  
020507312



**Anvil of Doom  
Chimney**  
020507310



**Thorek Ironbrow and  
the Anvil of Doom Box**  
(1 Anvil and 4 Crew)  
84-07



**Anvil of Doom  
Forge Rt. Side**  
020507313



**Anvil of Doom  
Forge Lt. Side**  
020507311



**Anvil of Doom  
Bellows**  
020507309



**Anvil of Doom  
Anvil Pillar**  
020507306



**Anvil of Doom  
Base**  
020507314



**Anvil of Doom  
Anvil Head**  
020507307



*Above: Detail shot of  
the Anvil of Doom.*



**Anvil of Doom  
Forge Hood**  
020507308



**Anvil of Doom  
Banner Pole**  
020507301



**Anvil of Doom  
Guardian Shield**  
020507305



**Anvil of Doom  
Guardian 2**  
020507318



**Anvil of Doom  
Guardian 1**  
020507317



**Rune Priest  
Thorek Ironbrow**  
020507316



**Anvil of Doom  
Apprentice**  
020507303

**Thorek's  
Tongs**  
020507304



**Apprentice's  
Tongs**  
020507302



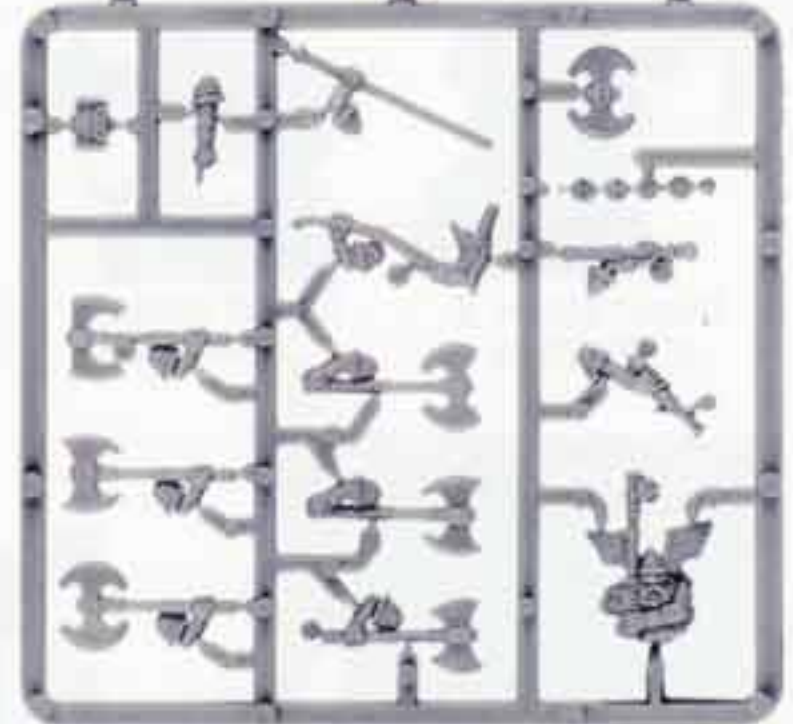
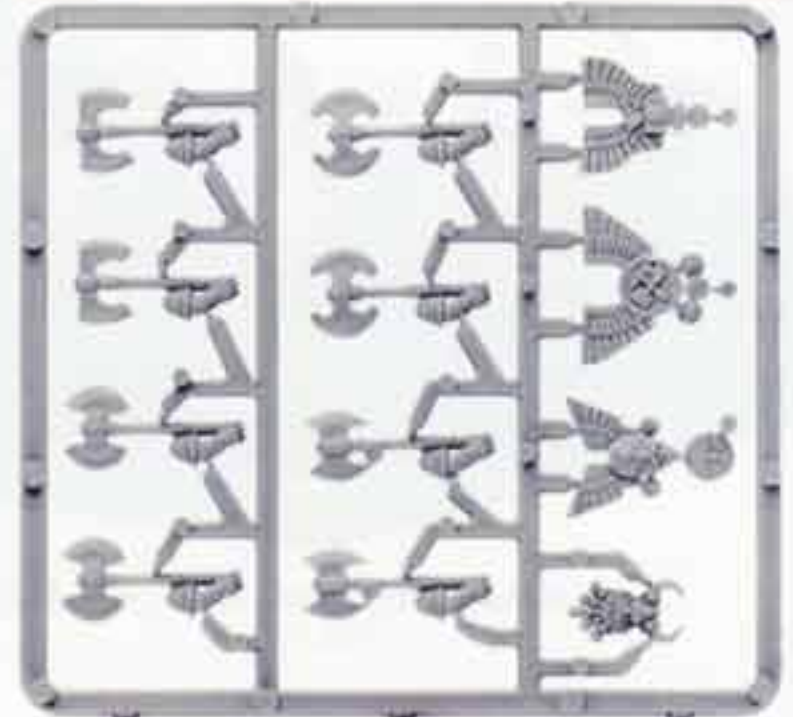
**Thorek's  
Hammer**  
020507315



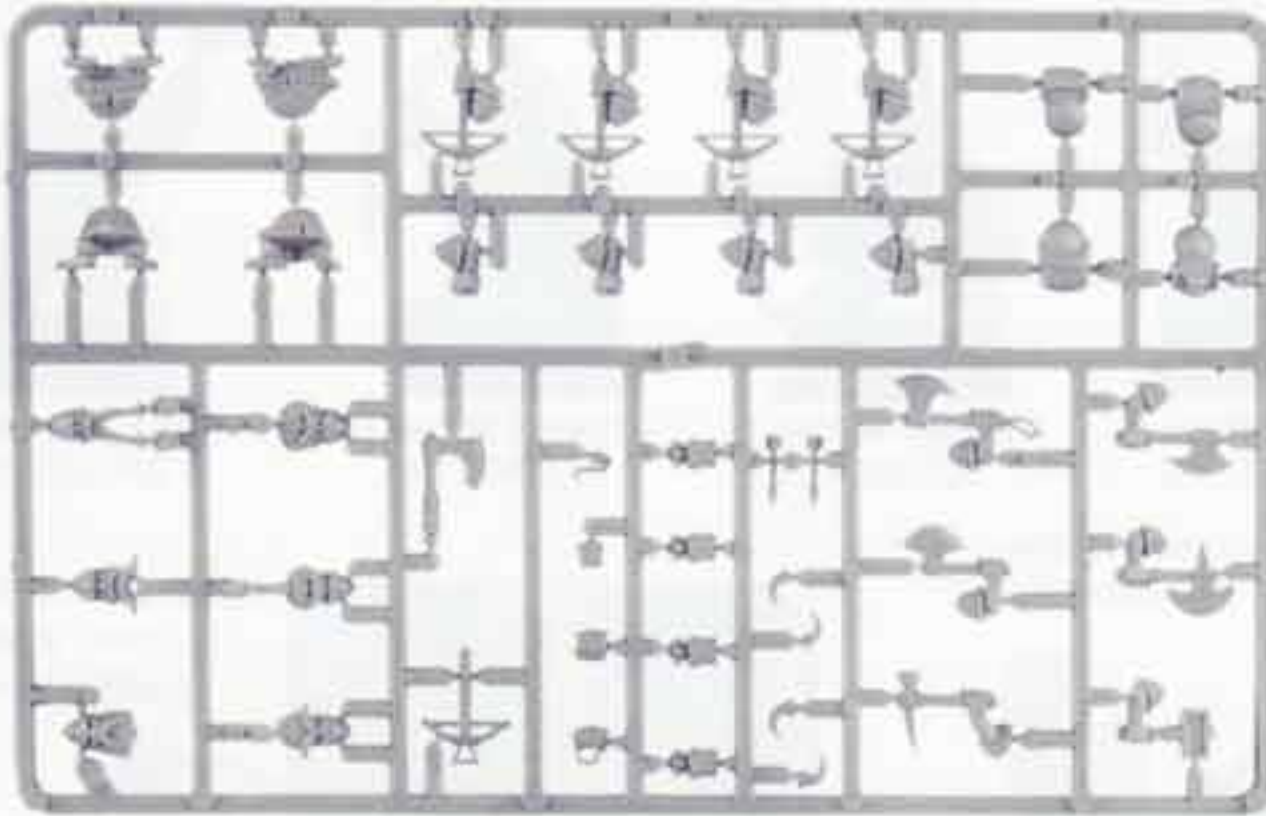
# CORE UNITS



**Dwarf Regiment Box (16)**  
84-06

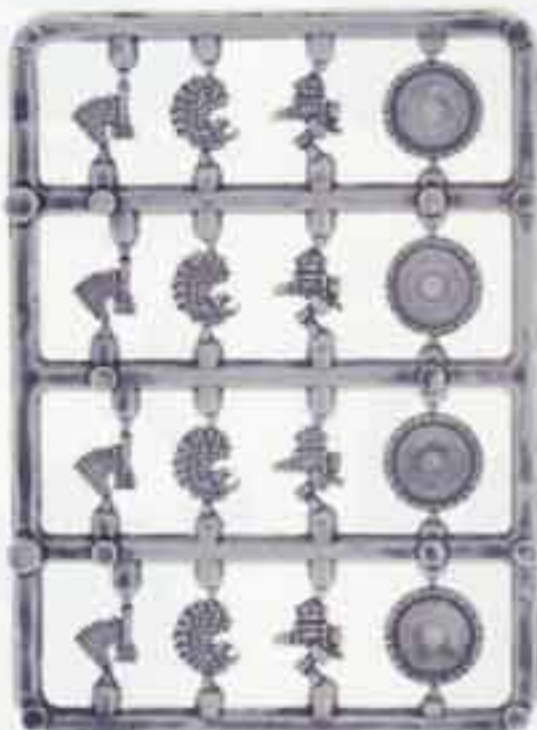


**Dwarf Regiment Command Sprue**  
99380205002



**Dwarf Warrior Sprue**  
99380205001

*Note: Sprues shown at 50% of actual size.*



**Dwarf Warrior Shield Sprue**  
99380299007



*Karak Norn Crossbowmen.*

**CORE UNITS**



**Miner Regiment Box (10) & Command Blister (3)**  
84-12 84-44



**Miner Champion**  
020503203



**Miner Standard**  
020503201



**Dwarf Miner 3**  
020503103



**Dwarf Miner 4**  
020503104



**Dwarf Miner 2**  
020503102



**Dwarf Miner 1**  
020503101



**Dwarf Miner 5**  
020503105



**Miner Musician**  
020503202

*Note: Joseph Bugman is part of the Classic Range.*



**Rangers Regiment Box (10) & Command Blister (3)**  
84-11 84-53



*Luis Oliva built this incredible looking Dwarfen Mine.*



**Dwarf Command Miner Hero**  
020501801



**Ranger 1**  
020503505



**Ranger 3**  
020503507



**Ranger 2**  
020503506



**Ranger Champion**  
020503503



**Ranger Standard**  
020508001



**Ranger Musician**  
020508002



# CORE UNITS



Thunderers Regiment Box (10) & Command Blister (3)  
84-08 84-50



Thunderer Standard  
020507703



Thunderer Standard Top  
020507704



Thunderer 1  
020507601



Thunderer 2  
020507602



Thunderer 3  
020507603



Thunderer 4  
020507604



Thunderer Champion  
020507701



Thunderer Musician  
020507702

# SHOWCASE



*Dwarfs defending the doors to their mountain fortress.*

# SPECIAL UNITS



## SLAYER TATTOOS

After you complete the painting on your Slayer model, it's time to add his tattoos. Tattoos can be anything – ferocious monsters, swirls, runes, and more. The only limit is your imagination.



### Step 1.

Thin down some Chaos Black and use it to paint the tattoo carefully with a fine detail brush.



### Step 2.

Fill the tattoo in with Ultramarines Blue. Take care to leave a black line around the edge. Note – if you don't want to paint the black line first, just start with this step.



### Step 3.

Carefully add a few thin lines of Ice Blue for highlights.



**Slayer Regiment Box (10) & Command Blister (3)**  
84-14                      84-38



**Slayer Standard**  
020502101



**Slayer Musician**  
020502103



**Slayer Banner Top**  
020502102



**Slayer w/ Axe 1**  
020502507



**Slayer w/ Axe 2**  
020502510



**Troll Slayer 1**  
020502557



# SPECIAL UNITS



**Troll Slayer 2**  
020502551



**Troll Slayer 3**  
020502552



**Troll Slayer 4**  
020502511



**Troll Slayer 5**  
020502512



**Troll Slayer 6**  
020502513



**Giant Slayer 1**  
020502654



**Giant Slayer 2**  
020502601



**Giant Slayer 3**  
020502653



**Giant Slayer 4**  
020502602



**Giant Slayer 5**  
020502603



**Dragon Slayer 1**  
020502955



**Dragon Slayer 2**  
020502901



**Daemon Slayer 1**  
020503056



**Daemon Slayer 2**  
020503001



**Daemon Slayer 3**  
079902001



*Below: Paul Sawyer's Trollslayers of the Kazad Bolg Expeditionary Force.*

**SPECIAL UNITS**



*"Down in the mines, that can be dangerous work," Durgrim expounded, waving a tankard as he strolled back into the tavern, heading straight for the bar. "Not as dangerous as it used to be, mind, but then that's why our ancestors formed the Ironbreakers – head to foot in the best gromril armor. It'd be a brave Goblin, Troll, or ratman who faces an Ironbreaker and doesn't turn tail. And even if the roof caved in – not that a good proper Dwarf ceiling would do that, but them Goblin tunnels is shoddy work – nine times out of ten, he'd climb out again, dust himself off, and get back to the fight, not like you young whelps..."*



**Ironbreaker Regiment Box (10) & Command Blister (3)**  
84-10                      84-55



**Ironbreaker 1**  
020508101



**Ironbreaker 2**  
020508102



**Ironbreaker 3**  
020508103



**Ironbreaker 4**  
020508104



**Ironbreaker Standard**  
020508204



**Ironbreaker Musician**  
020508203



**Ironbreaker Shield**  
020508105



**Ironbreaker Champion Arm**  
020508201



**Ironbreaker Champion**  
020508202



# SPECIAL UNITS



**Longbeard Regiment Box (10) & Command Blister (3)**  
84-09 84-48



**Longbeard Standard**  
020507503



**Longbeard Standard Top**  
020507504



**Longbeard Champion**  
020507501



**Longbeard Musician**  
020507502

*Note: The Dwarf Longbeards use the Dwarf Warrior shield sprue shown in the Dwarf Warrior section of this catalog.*



**Longbeard 1**  
020507401



**Longbeard 2**  
020507402



**Longbeard 3**  
020507403



**Longbeard 4**  
020507404



## DWARF BEARDS



1. Basecoat with Codex Grey.
2. Wash with Chaos Black and a small bit of Varnish to help break the surface tension.
3. Highlight with Codex Grey.
4. Highlight with Fortress Grey.



1. Basecoat with Bubonic Brown.
2. Wash with Bestial Brown and a bit of Varnish to break the surface tension.
3. Highlight with Bubonic Brown.
4. Highlight with a mix Bubonic Brown and Skull White.
5. Continue to add Skull White to make the beard more blonde.



1. Basecoat with Scorched Brown.
2. Add Bleached Bone to Scorched Brown for the first highlight.
3. Continue to add increasing amounts of Bleached Bone for the subsequent highlights. These final highlights are best placed near the edges of the beard.



1. Basecoat with Dark Flesh.
2. Highlight with a 50/50 mix of Dark Flesh and Blood Red.
3. The next highlight is straight Blood Red in a few selected spots.
4. The final highlight is a very light amount of Blazing Orange.



**SPECIAL UNITS**



**Hammerers Regiment Box (10) & Command Blister (3)**  
84-13                      84-36



**Hammerer Standard Top**  
020501603



**Hammerer Standard**  
020501602



**Hammerer 4**  
020501504



**Hammerer 3**  
020501503



**Hammerer 2**  
020501502



**Hammerer 1**  
020501501



**Hammerer Champion**  
020501601



**Hammerer Musician**  
020501604



**Dwarf Cannon Blister (1 Cannon and 3 Crew)**  
84-40



**Dwarf Cannon Barrel**  
020501406



**Dwarf Cannon Handle**  
020501404



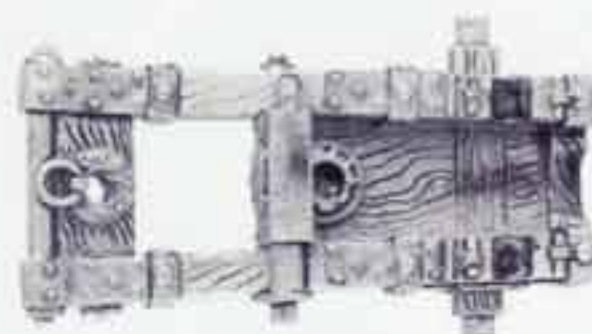
**Dwarf Cannon Crew 3**  
020501401



**Dwarf Cannon Crew 2**  
020501402



**Dwarf Cannon Crew 1**  
020501403



**Dwarf Cannon Chassis**  
020501405



**Dwarf Cannon Solid Wheel**  
99399999058

# SPECIAL UNITS



**Bolt Thrower Blister**  
(1 Bolt Thrower and 3 Crew)  
84-42



**Bolt Thrower Crew 1**  
020504201



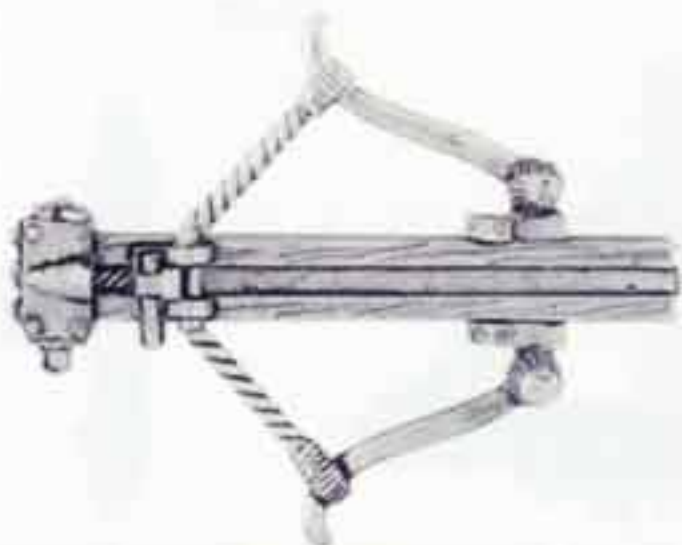
**Bolt Thrower Crew 1**  
020504202



**Bolt Thrower Crew 1**  
020504203



**Bolt Thrower Carriage**  
020504204



**Bolt Thrower Bow**  
020504205



**Bolt Thrower 12-Spoke Wheel**  
99399999002



**Bolt Thrower Front Frame**  
020504206



**Bolt Thrower Handle**  
020501404



**Bolt Thrower Bolt**  
020504207

# SHOWCASE

*Below: Colin Dixon has added a Dwarf icon to the front of his Organ Gun.*



*Right: Neil Miller's Cannon not only saves ammunition but also gets rid of those pesky greenskins in a way that is more fun – at least for the Dwarfs.*

## SPECIAL UNITS

### PAINTING DWARF RUNES

Painting runes on Dwarf war machines adds a level of extra detail that makes the models stand out. Following are a few instructions on how to paint runes.



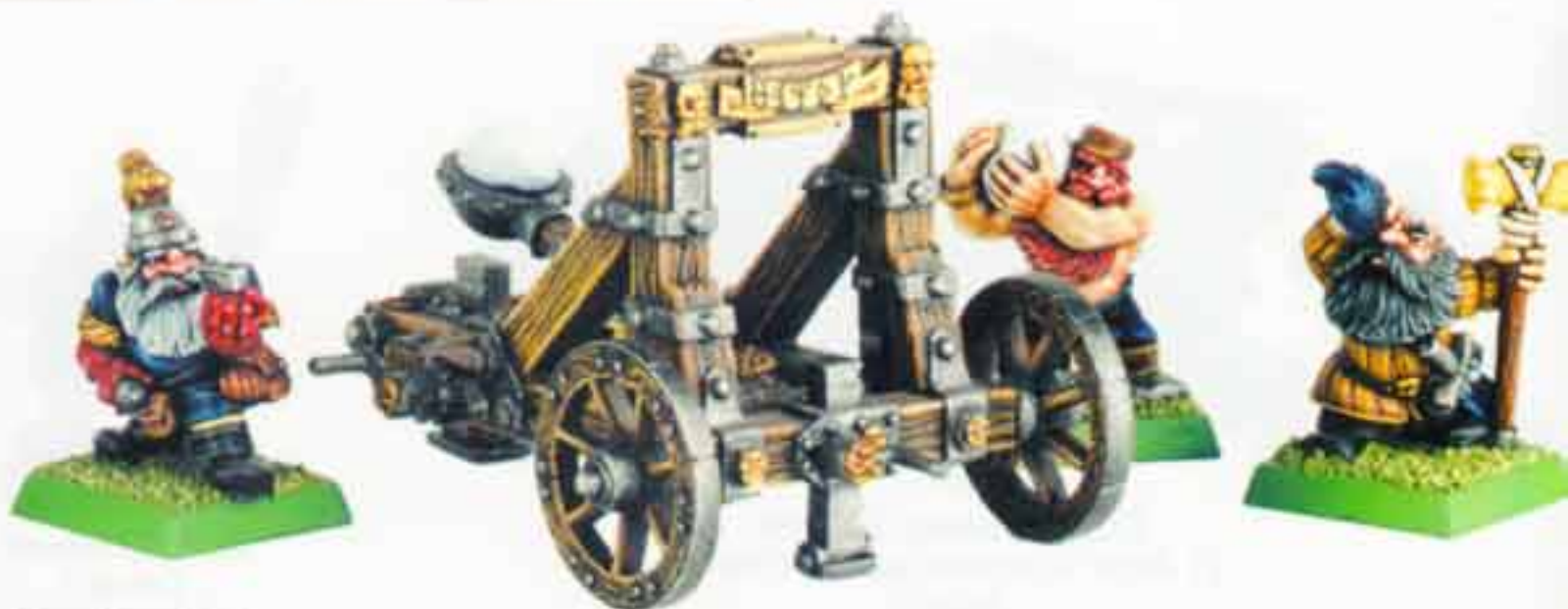
**Step 1.** After painting the war machine, choose a large, reasonably flat area where it will be easy to paint the fine details of the rune. Select the rune that you want to paint from *Warhammer Armies: Dwarfs*. Paint the rune design in Chaos Black. Paint wide, almost exaggerated lines so that they can be easily painted over in the following steps.



**Step 2.** For the next step, use a color of medium brightness such as Ultramarines Blue and trace the inside of the rune. Leave a bit of black on the outside of the rune to give it a bit of depth and make it stand out on the war machine.

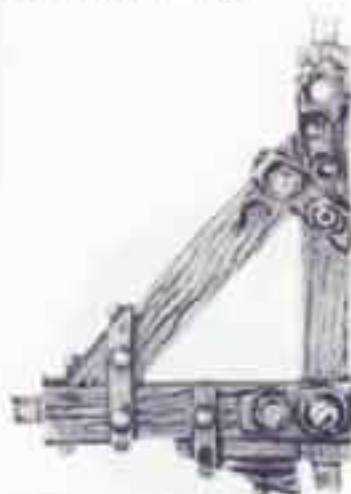


**Step 3.** Use a bright metal color such as Burnished Gold or Mithril Silver, (Burnished Gold was used here). Apply a thin line through the center of the second color. This step makes your rune stand out from the rest of the machine and easier to see. Choose a color that contrasts with the metal of the machine. Since the barrel of this Cannon is a grey metallic color, bright gold was used to accent the rune.



*Note: The wheels (99399999002) can be seen on p. 585.*

**Stone Thrower Blister**  
(1 Stone Thrower and 3 Crew)  
84-43



**Stone Thrower Right Frame**  
020504404



**Stone Thrower Left Frame**  
020504405



**Stone Thrower Front Elevator**  
020504410



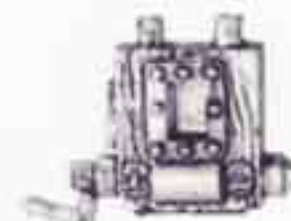
**Stone Thrower Throwing Arm**  
020504409



**Stone Thrower Front Crosspiece**  
020504407



**Stone Thrower Winch**  
020504411



**Stone Thrower Elevator Crank**  
020504408



**Stone Thrower Arm Rest**  
020504406



**Stone Thrower Elevation Screw**  
020504413



**Stone Thrower Loader 1**  
020504402



**Stone Thrower Loader 2**  
020504403



**Stone Thrower Gunner**  
020504401



**Stone Thrower Winch Handle**  
020504412

# RARE UNITS



**Organ Gun Blister**  
(1 Organ Gun and 3 Crew)  
84-41

*Note: The wheels (99399999002) can be seen on p. 585.*



**Organ Gun Coupling**  
020504108



**Organ Gun Barrels**  
020504104



**Organ Gun Front Panel**  
020504105



**Organ Gun Carriage**  
020504106



**Organ Gun Axle**  
020504107



**Organ Gun Lever**  
020504109



**Organ Gun Crew 2**  
020504102

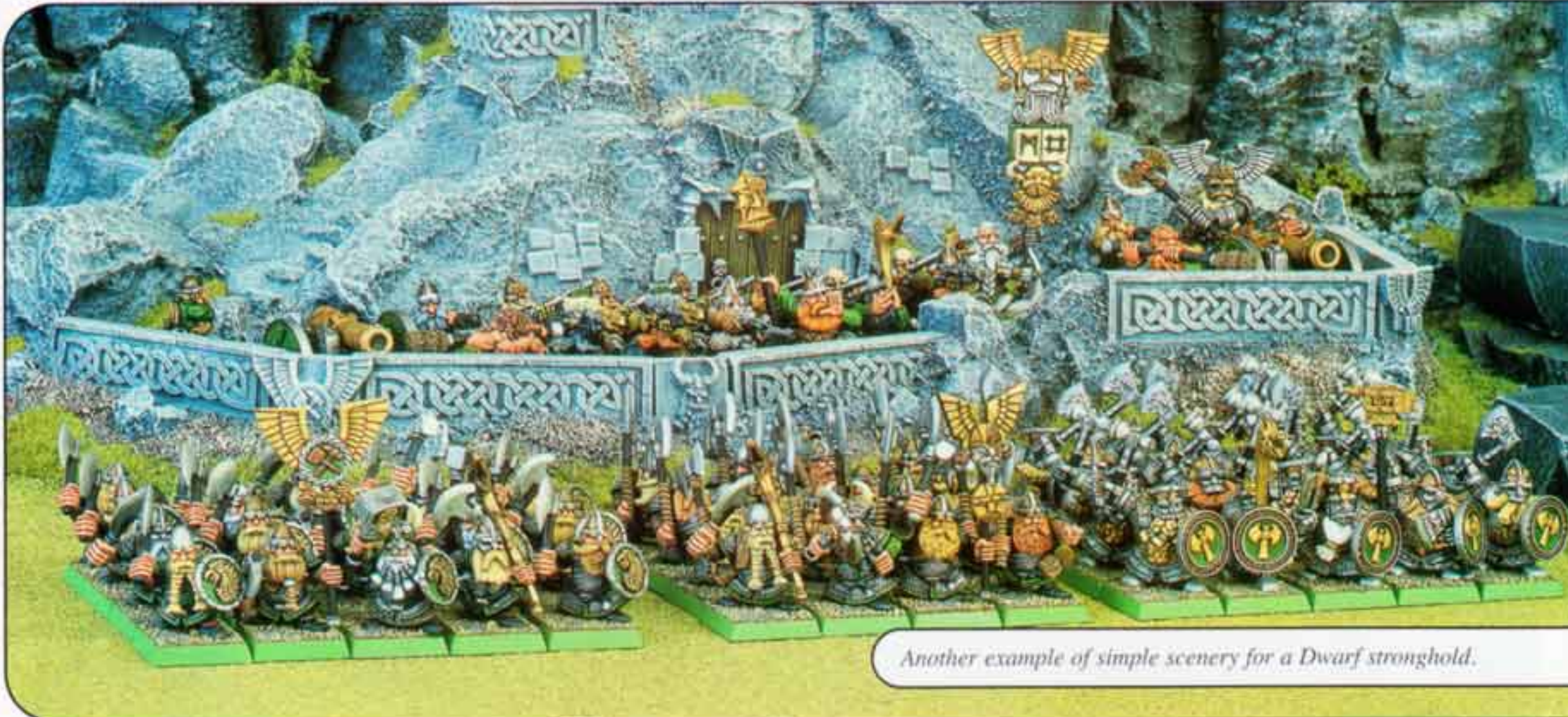


**Organ Gun Crew 1**  
020504101



**Organ Gun Crew 3**  
020504103

# SHOWCASE



*Another example of simple scenery for a Dwarf stronghold.*



## RARE UNITS



The Flame Cannon is a deadly weapon capable of inflicting extreme damage at short ranges. It is a brave Dwarf who volunteers to crew this extraordinary Cannon, as there is a good chance that when the flammable concoction is set alight the Cannon will instantaneously explode.



*Note: The wheels (99399999058) can be seen on p. 584.*

**Flame Cannon Box**  
(1 Flame Cannon and 3 Crew)  
84-16



**Flame Cannon Spotter**  
020508707



**Flame Cannon Gunner**  
020508708



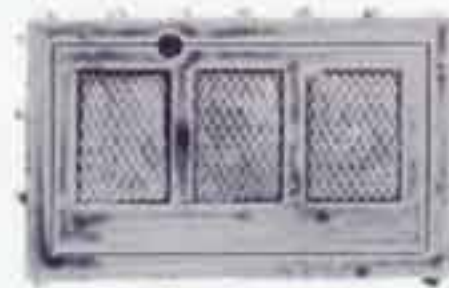
**Flame Cannon Loader**  
020508709



**Flame Cannon Fuel Tanks**  
020508702



**Flame Cannon Barrel**  
020508703



**Flame Cannon Panel**  
020508710



**Flame Cannon Left Side**  
020508711



**Flame Cannon Right Side**  
020508712



**Flame Cannon Breach Hatch**  
020508704



**Flame Cannon Valve Sprue**  
020508706



**Flame Cannon Lower Supports**  
020508705

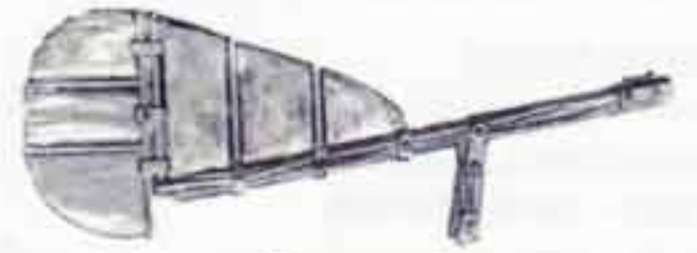


**Flame Cannon Upper Supports**  
020508701

# RARE UNITS



**Gyrocopter Box (1)**  
84-15



**Gyrocopter Tail**  
020508308



**Gyrocopter Engine**  
020508309



**Gyrocopter Chassis**  
020508311



**Gyrocopter Rotor B**  
020508306



**Gyrocopter Cab**  
020508302



**Gyrocopter Pilot**  
020508304



**Gyrocopter Gubbins Sprue**  
020508310



**Gyrocopter Rotor A**  
020508303



**Gyrocopter Control Stick**  
020508305



**Gyrocopter Pilot Arm**  
020508307



**Gyrocopter Skids**  
020508301



*This army is themed around the Dwarfs of Kazad Bolg.*

## PRICE LIST

### Getting Started

84-01-60 *Warhammer Armies: Dwarfs* .....\$20

### Boxed Sets & Blister Packs – Lords & Heroes

84-35 Lord .....\$9  
Blister includes 1 model

84-57 Engineer .....\$8  
Blister includes 1 model

84-46 Runesmith .....\$8  
Blister includes 1 model

84-17 King Alrik Ranulfsson .....\$25  
Box includes 1 model

84-07 Thorek Ironbrow &  
The Anvil of Doom .....\$35  
Box includes 1 model

### Boxed Sets & Blister Packs – Core

84-06 Dwarf Warriors Regiment .....\$30  
Box includes 16 models

84-12 Dwarf Miners .....\$30  
Box includes 10 models

84-44 Miner Command .....\$10  
Blister includes 3 models

84-11 Dwarf Rangers .....\$30  
Box includes 10 models

84-53 Ranger Command .....\$10  
Blister includes 3 models

84-08 Dwarf Thunderers .....\$30  
Box includes 10 models

84-50 Thunderer Command .....\$10  
Blister includes 3 models

### Boxed Sets & Blister Packs – Special

84-42 Bolt Thrower .....\$20  
Box includes 1 model

84-40 Cannon .....\$20  
Box includes 1 model

84-13 Hammerers Regiment .....\$35  
Box includes 10 models

84-36 Hammerer Command .....\$10  
Blister includes 3 models

84-10 Ironbreaker Regiment .....\$40  
Box includes 10 models

84-55 Ironbreaker Command .....\$10  
Blister includes 3 models

84-09 Longbeard Regiment .....\$35  
Box includes 10 models

84-48 Longbeard Command .....\$10  
Blister includes 3 models

84-14 Slayers Regiment .....\$35  
Box includes 10 models

84-38 Slayer Command .....\$10  
Blister includes 3 models

84-43 Stone Thrower .....\$25  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

84-16 Flame Cannon .....\$25  
Box includes 1 model

84-15 Gyrocopter .....\$25  
Box includes 1 model

84-41 Organ Gun .....\$20  
Blister includes 1 model

### Metal Bitz & Plastic Sprues – Lords & Heroes

**Dwarf Lord**

99369999004 Small Round Shield Sprue .....\$1

020507801 Dwarf Lord Axe .....\$3.50

020507802 Dwarf Lord .....\$6.50

020501801 Miner Hero .....\$9

### Dwarf Engineers

020508401 Dwarf Engineer 1 (w/ Hammer) ..\$9

020508402 Dwarf Engineer 2 .....\$9

### Dwarf Runesmith

020501701 Dwarf Runesmith .....\$9

### King Alrik

020508801 King Alrik .....\$9.50

020508802 King Alrik Axe .....\$2.50

020508803 King Alrik Shieldbearer 1 ....\$5.50

020508804 King Alrik Shieldbearer 2 ....\$5.50

020508805 King Alrik Book of Grudges ..\$1.50

020508806 King Alrik Shield .....\$3.50

### Anvil of Doom

020507301 Anvil of Doom Banner Pole ....\$1

020507302 Apprentice Tongs .....\$1

020507303 Apprentice Runesmith .....\$3

020507304 Thorek Tongs .....\$1.25

020507305 Anvil Guardian Shield .....\$1

020507306 Anvil Support Pillar .....\$3

020507307 Anvil of Doom .....\$4

020507308 Forge Hood .....\$4

020507309 Anvil Bellows .....\$2

020507310 Anvil Forge Chimney .....\$1.50

020507311 Forge Left Side .....\$2.50

020507312 Anvil Forge and Coals .....\$3

020507313 Forge Right Side .....\$2.50

020507314 Anvil of Doom Baseplate .....\$10

020507315 Thorek Hammer .....\$1.25

020507316 Thorek Ironbrow .....\$7

020507317 Anvil Guardian 1 .....\$3

020507318 Anvil Guardian 2 .....\$3

### Metal Bitz & Plastic Sprues – Core

#### Dwarf Warriors

99380205001 Dwarf Warrior Sprue .....\$6.25

99360299007 Dwarf Warrior Shield Sprue ..\$1.50

99380205002 Dwarf Reg. Command Sprue ...\$5

#### Dwarf Miners

020503101 Miner 1 .....\$3.50

020503102 Miner 2 .....\$3.50

020503103 Miner 3 .....\$3.50

020503104 Miner 4 .....\$3.50

020503105 Miner 5 .....\$3.50

020503201 Miner Standard .....\$4

020503202 Miner Trumpeter .....\$4

020503203 Miner Champion .....\$4

#### Dwarf Rangers

020503505 Ranger Trooper 1 .....\$3.50

020503506 Ranger Trooper 2 .....\$3.50

020503507 Ranger Trooper 3 .....\$3.50

020508001 Dwarf Ranger Standard .....\$4

020508002 Dwarf Ranger Musician .....\$4

020503503 Ranger Champion .....\$4.50

#### Dwarf Thunderers

020507601 Thunderer 1 w/ Helmet .....\$3.50

020507602 Thunderer 2 w/ Decorated Gun \$3.50

020507603 Thunderer 3 (Bare Head) ....\$3.50

020507604 Thunderer 4 w/ Masked Helmet \$3.50

020507701 Thunderer Champion .....\$3.50

020507702 Thunderer Muscian .....\$3.50

020507703 Thunderer Standard Bearer ..\$3.50

020507704 Thunderer Standard Top .....\$1.50

### Metal Bitz & Plastic Sprues – Special

#### Dwarf Bolt Thrower

020501404 Bolt Thrower Handle .....\$1

020504201 Bolt Thrower Crew 1 .....\$4.50

020504202 Bolt Thrower Crew 2 .....\$4.50

020504203 Bolt Thrower Crew 3 .....\$4.50

020504204 Bolt Thrower Carriage .....\$5.75

020504205 Bolt Thrower Bow .....\$4.50

020504206 Bolt Thrower Front Frame ...\$3.25

020504207 Bolt Thrower Bolt .....\$2.50

99399999002 12-Spoke Wheel Sprue .....\$1

#### Dwarf Cannon

020501401 Cannon Crew 3 (Plunger) ...\$3.50

020501402 Cannon Crew 2 (Loader) .....\$3.50

020501403 Cannon Crew 1 (Pointing) ....\$3.50

020501404 Cannon Handle .....\$1

020501405 Cannon Chassis .....\$6.50

020501406 Cannon Barrel .....\$5

99399999058 Solid Wheel Sprue .....\$1

#### Dwarf Hammerers

020501501 Hammerer 1 .....\$4

020501502 Hammerer 2 .....\$4

020501503 Hammerer 3 .....\$4

020501504 Hammerer 4 .....\$4

020501601 Hammerer Champion .....\$4

020501602 Hammerer Standard .....\$4

020501603 Hammerer Standard Top .....\$1.50

020501604 Hammerer Musician .....\$4

99369999004 Small Round Shield Sprue .....\$1

#### Dwarf Ironbreakers

020508101 Dwarf Ironbreaker 1 .....\$3.50

020508102 Dwarf Ironbreaker 2 .....\$3.50

020508103 Dwarf Ironbreaker 3 .....\$3.50

020508104 Dwarf Ironbreaker 4 .....\$3.50

020508105 Dwarf Ironbreaker Shield .....\$1

020508201 Ironbreaker Champ. (Axe Arm) ..\$1

020508202 Ironbreaker Champion .....\$3.50

020508203 Ironbreaker Musician .....\$3.50

020508204 Ironbreaker Standard Bearer ..\$3.50

#### Dwarf Longbeards

020507401 Longbeard with Mace .....\$3.50

020507402 Longbeard with Hammer .....\$3.50

020507403 Longbeard with Axe 1 .....\$3.50

020507404 Longbeard with Axe 2 .....\$3.50

020507501 Longbeard Champion .....\$3.50

020507502 Longbeard Musician .....\$3.50

020507503 Longbeard Standard Bearer ..\$3.50

020507504 Longbeard Standard Top .....\$1.50

99360299007 Dwarf Warrior Shield Sprue ..\$1.50

#### Dwarf Slayers

020502101 Troll Slayer Standard .....\$4

020502102 Troll Slayer Standard Top ...\$1.50

020502103 Troll Slayer Musician .....\$4

020502507 Troll Slayer w/ Axe 2 .....\$4

020502510 Troll Slayer w/ Axe 1 .....\$4

020502511 Troll Slayer 4 .....\$4

020502512 Troll Slayer 5 .....\$4

020502513 Troll Slayer 6 .....\$4

020502551 Troll Slayer 2 .....\$4

020502552 Troll Slayer 3 .....\$4

020502557 Troll Slayer 1 .....\$4

020502601 Giant Slayer 2 .....\$4

020502602 Giant Slayer 4 .....\$4

020502603 Giant Slayer 5 .....\$4

020502653 Giant Slayer 3 .....\$4

020502654 Giant Slayer 1 .....\$4

020502901 Dragon Slayer 2 .....\$4

020502955 Dragon Slayer 1 .....\$4

020503001 Daemon Slayer 2 .....\$4

020503056 Daemon Slayer 1 .....\$4

# PRICE LIST

079902001	Daemon Slayer 3	.....	\$4
<b>Dwarf Stone Thrower</b>			
020504401	Stone Thrower Gunner	.....	\$3.75
020504402	Stone Thrower Loader 1	.....	\$3.75
020504403	Stone Thrower Loader 2	.....	\$3.75
020504404	Stone Thrower Rt. Side Frame	.....	\$3.75
020504405	Stone Thrower Lft. Side Frame	.....	\$3.75
020504406	Stone Thrower Arm Rest	.....	\$2
020504407	Stone Thrower Front Crosspiece	.....	\$2
020504408	Stone Thrower Elevator Crank	.....	\$2.50
020504409	Stone Thrower Arm	.....	\$3.75
020504410	Stone Thrower Front Elevator	.....	\$2.50
020504411	Stone Thrower Winch	.....	\$2
020504412	Stone Thrower Winch Handle	.....	\$0.50
020504413	Stone Thrower Elevator Screw	.....	\$1.25
99399999001	8-Spoke Wheel Sprue	.....	\$1

## Metal Bitz & Plastic Sprues - Rare

### Dwarf Flame Cannon

020508701	Flame Cannon Chassis	.....	\$3
020508702	Flame Cannon Fuel Tanks	.....	\$5
020508703	Flame Cannon Barrels	.....	\$6
020508704	Flame Cannon Breach Hatch	.....	\$3
020508705	Flame Cannon Gubbins	.....	\$1
020508706	Flame Cannon Valve Sprue	.....	\$2
020508707	Flame Cannon Spotter	.....	\$3
020508708	Flame Cannon Gunner	.....	\$3
020508709	Flame Cannon Loader	.....	\$1.50
020508710	Flame Cannon Panel	.....	\$5
020508711	Flame Cannon Left Side	.....	\$5
020508712	Flame Cannon Right Side	.....	\$5
99399999058	Solid Wagon Wheel Sprue	.....	\$1

### Dwarf Gyrocopter

020508301	Gyrocopter Skids	.....	\$2
020508302	Gyrocopter Cab	.....	\$3.75
020508303	Gyrocopter Rotor A	.....	\$3.75
020508304	Gyrocopter Pilot	.....	\$2.50
020508305	Gyrocopter Control Stick	.....	\$1.25
020508306	Gyrocopter Rotor B	.....	\$3.75
020508307	Gyrocopter Pilot Arm	.....	\$1.25
020508308	Gyrocopter Tail	.....	\$5
020508309	Gyrocopter Engine	.....	\$6
020508310	Gyrocopter Gubbins Sprue	.....	\$1.25
020508311	Gyrocopter Chassis	.....	\$5

### Dwarf Organ Gun

020504101	Organ Gun Crew 1	.....	\$3.50
020504102	Organ Gun Crew 2	.....	\$3.50
020504103	Organ Gun Crew 3	.....	\$3.50
020504104	Organ Gun Barrels	.....	\$4.50
020504105	Organ Gun Front Panel	.....	\$2.50
020504106	Organ Gun Carriage	.....	\$2.50
020504107	Organ Gun Axle	.....	\$2
020504108	Organ Gun Coupling	.....	\$1
020504109	Organ Gun Lever	.....	\$2
99399999002	12 Spoke Wheel Sprue	.....	\$1

## Classic/Collector's Range

### Metal Bitz - Lords & Heroes

#### Throne of Power

MO0067	Throne of Power (complete)	.....	\$35
020500101	Throne of Power Platform	.....	\$5.25
020500102	Throne of Power Back	.....	\$5.25
020500103	Throne of Power Banner Pole	.....	\$2.50
020500104	Throne of Power Seat	.....	\$4
020500105	Thorgrim Grudgebearer	.....	\$11.75
020500106	Throne of Power Bearer 1	.....	\$3.75
020500107	Throne of Power Bearer 2	.....	\$3.75
020500108	Throne of Power Bearer 3	.....	\$3.75
020500109	Throne of Power Bearer 4	.....	\$3.75

#### Anvil of Doom

MO0165	Anvil of Doom (complete)	.....	\$40
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020500201	Anvil of Doom Guardian	.....	\$3.75
020500202	Anvil of Doom Rune Priest	.....	\$11.50
020500203	Anvil of Doom Anvil	.....	\$13
020500204	Anvil of Doom Base	.....	\$5.25
020500205	Anvil of Doom Pedestal	.....	\$6.50
020500206	Anvil of Doom Banner Pole	.....	\$2.50

#### King Kazador

MO0064	King Kazador (complete)	.....	\$10
020500501	King Kazador Body	.....	\$7
020500502	King Kazador Thunder Horn	.....	\$1
020500503	King Kazador Banner Pole	.....	\$2

#### Unggrim Ironfist

MO0066	Unggrim Ironfist (complete)	.....	\$10
020500601	Unggrim Ironfist Body	.....	\$8
020500602	Unggrim Ironfist Banner Pole	.....	\$2

#### Burlock Damminson

MO0062	Burlock Damminson (complete)	.....	\$10
020500701	Burlock Damminson Body	.....	\$8
020500702	Burlock Damminson Banner Pole	.....	\$2

#### Joseph Bugman

020501001	Joseph Bugman	.....	\$8
020501002	Joseph Bugman Banner Pole	.....	\$2

#### Kragg the Grim

MO0065	Kragg the Grim (complete)	.....	\$10
020500801	Kragg the Grim Body	.....	\$8
020500802	Kragg the Grim Banner Pole	.....	\$2

#### White Dwarf

MO0068	White Dwarf (complete)	.....	\$10
020501101	White Dwarf	.....	\$8
020501102	White Dwarf Axe	.....	\$2

#### Dwarf General

020501201	Dwarf General	.....	\$9
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#### Dwarf Queen Helgar

020501301	Dwarf Queen Helgar	.....	\$9
99369999004	Small Round Shield Sprue	.....	\$1

#### Skag the Stealthy

020502001	Skag the Stealthy	.....	\$3.75
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## Metal Bitz - Core

#### Clansmen

020503334	Clansman 5 (Mace)	.....	\$3.75
020503335	Clansman 8 (Hammer)	.....	\$3.75
020503337	Clansman 6 (Mace)	.....	\$3.75
020503338	Clansman (Hammer)	.....	\$3.75
020503343	Clansman 1	.....	\$3.75
020503345	Clansman 3 (Axe)	.....	\$3.75
020503346	Clansman (Axe)	.....	\$3.75
020503347	Clansman 4 (Axe)	.....	\$3.75
020503352	Clansman 7 (Hammer)	.....	\$3.75
020503362	Clansman 2 (Axe)	.....	\$3.75
88050-25	Clansman 12	.....	\$3.75
88053-28	Clansman w/ Spear 2	.....	\$3.75
88053-29	Clansman 10	.....	\$3.75
88053-31	Clansman 16	.....	\$3.75
88053-32	Clansman 15	.....	\$3.75
88053-41	Clansman 11	.....	\$3.75
88053-42	Clansman 14	.....	\$3.75
88053-47	Clansman 18 w/	.....	\$3.75
88053-48	Clansman 17 w/	.....	\$3.75
88001-25	Clansman w/ Spear 1	.....	\$3.75
99369999004	Small Round Shield Sprue	.....	\$1

#### Dwarf Command

020502207	Dwarf Drummer	.....	\$3.75
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020502208	Dwarf Standard Bearer 2	.....	\$3.75
020502211	Dwarf Horn Blower	.....	\$3.75
020502212	Dwarf Standard Bearer 1	.....	\$3.75
020502305	Dwarf Champion 1 w/ Hammer	.....	\$3.75
74347-27	Dwarf Champion 2	.....	\$3.75
88010-1	Dwarf Champion 2	.....	\$3.75
88010-4	Dwarf Musician	.....	\$3.75
88010-6	Dwarf Champion 6	.....	\$3.75
88010-9	Dwarf Champion 4	.....	\$3.75

#### Crossbowmen

020502433	Crossbowman 1	.....	\$3.75
020502434	Crossbowman 2	.....	\$3.75
020502435	Crossbowman 3	.....	\$3.75
020502436	Crossbowman 4	.....	\$3.75
020502457	Crossbowman 5	.....	\$3.75
020502458	Crossbowman 6	.....	\$3.75
020502459	Crossbowman 7	.....	\$3.75
020502460	Crossbowman 8	.....	\$3.75
020502461	Crossbowman 9	.....	\$3.75
020502462	Crossbowman 10	.....	\$3.75
020502463	Crossbowman 11	.....	\$3.75
020502464	Crossbowman 12	.....	\$3.75

#### Drunken Dwarfs

020501901	Drunk Dwarf Miner	.....	\$3.75
020501902	Drunk Dwarf 1 w/ Hammer	.....	\$3.75
020501903	Drunk Dwarf 2 w/ Axe	.....	\$3.75
020501904	Drunk Dwarf Crossbowman	.....	\$3.75

#### Miners

020502001	Miner Hero w/ Double-Handed Axe	.....	\$3.75
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#### Rangers

020503504	Bugman Ranger Standard	.....	\$4.50
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#### Thunderer

020502827	Thunderer 1	.....	\$3.75
020502828	Thunderer 2	.....	\$3.75
020502829	Thunderer 3	.....	\$3.75
020502830	Thunderer 4	.....	\$3.75
020502835	Thunderer 5	.....	\$3.75
020502836	Thunderer 6	.....	\$3.75
020502837	Thunderer 7	.....	\$3.75
020502838	Thunderer 8	.....	\$3.75
020502839	Thunderer 9	.....	\$3.75
020502840	Thunderer 10	.....	\$3.75
020502841	Thunderer 11	.....	\$3.75
020502842	Thunderer 12	.....	\$3.75

## Metal Bitz - Special

#### Longbeards

020502715	Longbeard 1	.....	\$3.75
020502717	Longbeard 3	.....	\$3.75
020502718	Longbeard 4	.....	\$3.75
020502732	Longbeard 6	.....	\$3.75
020502733	Longbeard 7	.....	\$3.75
88094-16	Longbeard 2	.....	\$3.75
88094-31	Longbeard 5	.....	\$3.75
88094-34	Longbeard 8	.....	\$3.75

#### Ironbreakers

88093-19	Ironbreaker 6	.....	\$3.75
88093-20	Ironbreaker 8	.....	\$3.75
88093-21	Ironbreaker 2	.....	\$3.75
88093-22	Ironbreaker 3	.....	\$3.75
88093-47	Ironbreaker 4	.....	\$3.75
88093-48	Ironbreaker 1	.....	\$3.75
88093-49	Ironbreaker 5	.....	\$3.75



## CLASSIC RANGE

88093-50 Ironbreaker 7 .....\$3.75  
 99369999004 Small Round Shield Sprue .....\$1

### Metal Bitz - Rare

#### Gyrocopter

MO0167 Gyrocopter (complete) .....\$25  
 020500901 Gyrocopter Pilot .....\$5  
 020500902 Gyrocopter Cannon Chassis .....\$10  
 020500903 Gyrocopter Engine .....\$7.50  
 020500904 Gyrocopter Tail .....\$3.75  
 020500905 Gyrocopter Propeller .....\$6.25

#### Flame Cannon

MO0166 Flame Cannon (complete) .....\$30  
 020500301 Flame Cannon Master Gunner \$3.75  
 020500302 Flame Cannon Loader .....\$3.75  
 020500303 Flame Cannon Swabber .....\$3.75  
 020500304 Flame Cannon Upper Barrel .....\$6.25  
 020500305 Flame Cannon Lower Barrel .....\$6.25  
 020500306 Flame Cannon Rear Base .....\$5  
 020500307 Flame Cannon Front Base .....\$5  
 020500308 Flame Cannon Cannon .....\$5  
 020500309 Flame Cannon Inst. Panel .....\$2.50  
 020500310 Flame Cannon Pump .....\$3.75  
 020500311 Flame Cannon Lever .....\$1.50  
 020500312 Flame Cannon Steam Whistle \$1.50  
 020500313 Flame Cannon Bellows .....\$2.50



King Kazador  
Banner Pole  
020500503



King Kazador  
Horn  
020500502



King Kazador  
Body  
020500501



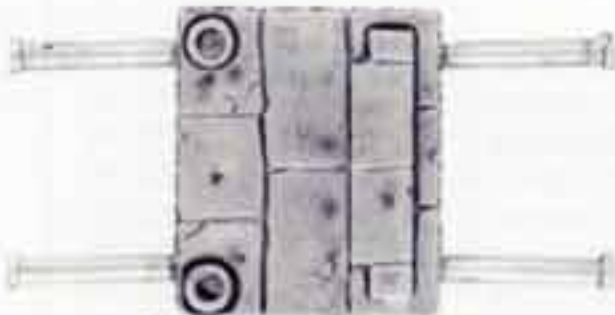
King Kazador  
(Complete)  
MO 0064



Throne of Power  
Seat  
020500104



Throne of Power  
Back  
020500102



Throne of Power  
Platform  
020500101



Throne of Power  
(Complete)  
MO 0067



Throne of Power  
Banner Pole  
020500103



Throne of Power  
Thorgrim Grudgebearer  
020500105



Throne of Power  
Bearer 3  
020500108



Throne of Power  
Bearer 2  
020500107



Throne of Power  
Bearer 4  
020500109



Throne of Power  
Bearer 1  
020500106

# CLASSIC RANGE



**Krag the Grim  
(Complete)**  
MO 0065



**Kragg the Grim  
Body**  
020500801



**Kragg the Grim  
Banner Pole**  
020500802



**Skag the Stealthy**  
020502001



**Dwarf General**  
020501201



**Burlock Damminson  
Banner Pole**  
020500702



**The White Dwarf  
Axe**  
020501102



**Burlock Damminson  
(Complete)**  
MO 0062



**Burlock Damminson  
Body**  
020500701



**The White Dwarf  
(Complete)**  
MO 0068



**The White Dwarf  
Body**  
020501101



**Ungrim Ironfist  
(Complete)**  
MO 0066



**Ungrim Ironfist  
Body**  
020500601



**Ungrim Ironfist  
Banner Pole**  
020500602



**Queen Helgar**  
020501301



## CLASSIC RANGE



Anvil of Doom  
Banner Pole  
020500206



Anvil of Doom  
Pedestal  
020500205



Anvil of Doom  
Anvil  
020500203



Anvil of Doom  
(Complete)  
MO 0165



Anvil of Doom  
Base  
020500204



Anvil of Doom  
Guardian  
020500201



Anvil of Doom  
Rune Priest  
020500202



Bolt Thrower  
12-Spoke Wheel  
99399999002

*Note: Some of these models use the Small Round Shield sprue (99369999004) found on p. 598.*

# CLASSIC RANGE



**Clansman w/ Spear 1**  
88001-25



**Clansman 10**  
88053-29



**Clansman 15**  
88053-32



**Clansman 18**  
88053-47



**Clansman 14**  
88053-42



**Clansman 16**  
88053-31



**Clansman 8**  
020503335



**Clansman 1**  
020503343



**Clansman 5**  
020503334



**Clansman 6**  
020503337



**Clansman 11**  
88053-41



**Clansman 12**  
88050-25



**Clansman 3**  
020503345



**Clansman w/ Axe**  
020503346



**Clansman 4**  
020503347



**Clansman 7**  
020503352



**Clansman 2**  
020503362



**Clansman w/ Hammer**  
020503338



**Clansman 17**  
88053-48



**Clansman w/ Spear 2**  
88053-28



**Drunken Dwarf Miner**  
020501901



**Drunken Dwarf Crossbowman**  
020501904



**Drunken Dwarf w/ Axe**  
020501903



**Drunken Dwarf w/ Hammer**  
020501902



## CLASSIC RANGE

*Note: Some of these models use the Small Round Shield sprue (99369999004) found on p. 598.*



**Bugman Ranger  
Standard Bearer**  
020503504



**Joseph Bugman**  
020501001



**Joseph Bugman  
Banner Pole**  
020501002



**Dwarf Horn Blower**  
020502211



**Dwarf Command  
Musician**  
88010-4



**Dwarf Command  
Standard 1**  
020502212



**Dwarf Command  
Standard 2**  
020502208



**Dwarf  
Champion 2**  
74347-27



**Dwarf Command  
Champion 4**  
88010-9



**Dwarf Command  
Champion 1**  
020502305



**Dwarf Command  
Champion 6**  
88010-6



**Dwarf Command  
Champion 3**  
88010-1



**Dwarf Command  
Drummer**  
020502207



**Crossbowman 1**  
020502433



**Crossbowman 2**  
020502434



**Crossbowman 3**  
020502435



**Crossbowman 4**  
020502436



**Crossbowman 5**  
020502457



**Crossbowman 6**  
020502458



**Crossbowman 7**  
020502459



**Crossbowman 8**  
020502460



**Crossbowman 9**  
020502461



**Crossbowman 10**  
020502462



**Crossbowman 11**  
020502463



**Crossbowman 12**  
020502464

# CLASSIC RANGE



**Thunderer 10**  
020502840



**Thunderer 12**  
020502842



**Thunderer 2**  
0205028228



**Thunderer 9**  
020502839



**Thunderer 8**  
020502838



**Thunderer 1**  
020502827



**Thunderer 3**  
020502829



**Thunderer 4**  
020502830



**Thunderer 6**  
020502836



**Thunderer 11**  
020502841



**Thunderer 7**  
020502837



**Thunderer 5**  
020502835

# SHOWCASE



*Above: Dwarf King Durek Anvilpants, made by Jeremy Vetock, US Studio Manager, was created entirely from Dwarf Archive bitz. Jeremy used the Bearers from the Throne of Power and the famous Joseph Bugman to make a very nice conversion for his Karaz-a-Kajerm Dwarf army.*

*Left: This Dwarf Warrior regiment, by Richard Dane, was made from a variety of archive models and current range models. Richard has mixed all of these different bitz to create a completely converted warrior unit that is nice to look at and stands out well on the battlefield.*





## CLASSIC RANGE



**Ironbreaker 6**  
88093-19



**Ironbreaker 8**  
88093-20



**Ironbreaker 2**  
88093-21



**Ironbreaker 3**  
88093-22



**Ironbreaker 4**  
88093-47



**Ironbreaker 1**  
88093-48



**Ironbreaker 5**  
88093-49



**Ironbreaker 7**  
88093-50



**Small Round Shield Sprue**  
99369999004

*Note: Many of these models use the Small Round Shield sprue (99369999004).*



**Longbeard 1**  
020502715



**Longbeard 6**  
02052732



**Longbeard 7**  
020502733



**Longbeard 2**  
88094-16



**Longbeard 8**  
88094-34



**Longbeard 5**  
88094-31



**Longbeard 3**  
020502717



**Longbeard 4**  
020502718

# CLASSIC RANGE

*Note: The wheels (99399999002) can be seen on p. 585.*



**Flame Cannon  
(Complete w/ Crew)**  
MO 0166



**Flame Cannon  
Master Gunner**  
020500301



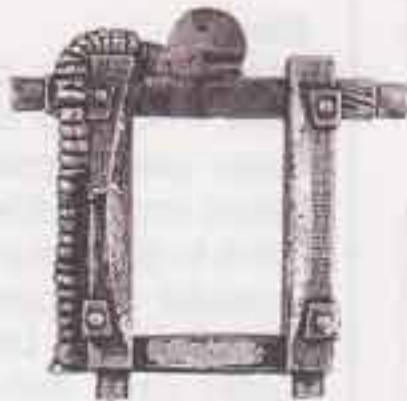
**Flame Cannon  
Loader**  
020500302



**Flame Cannon  
Swabber**  
020500303



**Flame Cannon  
Rear Base**  
020500306



**Flame Cannon  
Front Base**  
020500307



**Flame Cannon  
Lower Barrel**  
020500305



**Flame Cannon  
Upper Barrel**  
020500304



**Flame Cannon  
Cannon**  
020500308



**Flame Cannon  
Bellows**  
020500313



**Flame Cannon  
Inst. Panel**  
020500309



**Flame Cannon  
Lever**  
020500311



**Flame Cannon  
Steam Whistle**  
020500312



**Flame Cannon  
Pump**  
020500310



**Gyrocopter  
Propeller**  
020500905



**Gyrocopter  
(Complete)**  
MO 0167



**Gyrocopter  
Chassis**  
020500902



**Gyrocopter  
Tail**  
020500904



**Gyrocopter  
Pilot**  
020500901



**Gyrocopter  
Engine**  
020500903





## DWARF SCENERY

Step 1.



Step 2.



Step 3.



Step 4.



### DWARF HOLD ENTRANCE

#### Step 1.

Use Liquid Nails to glue layers of 2" foam together. Cut out the basic shape of the door from foamcore or plasticard. Next, cut out a recess for the door from your foam wall. Sculpt the cliff side by shaping the foam with a utility knife and a scouring pad.

#### Step 2.

Make the door itself from pieces of plasticard and a few bitz from the plastic Dwarf regiment sprues. Cut out iron bolts from plasticard by using two different sized hole punches.

#### Step 3.

Paint the entire cliff with black house paint. Prime the door with Chaos Black spray paint. Spray Blood Angels Red primer and Shadow Grey primer lightly in spots to give the piece some texture and to create the appearance of Iron Ore in the cliff face. Drybrush the cliff with Codex Grey, then Bubonic Brown, and finally Bleached Bone.

#### Step 4.

Apply a few patches of white glue on top of the cliff and on the base and then sprinkle static grass over these areas.

*Right: For a more challenging hobby project build a Bugman's Brewery. Dave Andrews built this Brewery using materials as diverse as cork bark, polystyrene balls, broken rock and brick, balsa wood, textured plasticard, a superglue bottle lid, some spray can lids and even a push pin.*

*Right: This is a work-in-progress shot of the Brewery.*



### DWARF COLOR SCHEMES

On the right, you will see various examples of color schemes that you can use in painting your Dwarf army. These are only a few of the thousands of different color combinations you can use. Experiment with your own color schemes by doing a few test models before you begin painting your entire regiment. Then use the colors you chose on all of your regiments so that your army has an overall theme.

As you complete more Dwarfs to make complete regiments, paint your shields and standards with colors that further unify the models of a particular unit. The shield is one of the prominent features of many Dwarf figures. As the shield tends to draw the viewer's attention, it deserves special treatment. It is well worth considering a distinctive color scheme for your shields and how this scheme will relate to your army when it is finished. On the right, you can see a few examples of different Dwarf shields. Take time and experiment with your shields. Match them to your army's color scheme and give each regiment its own unique symbol.

## COLORS OF WAR



Blood Red, Regal Blue, and Ultramarine Blue

Dark Angels Green, Snot Green, and Bleached Bone

Chaos Black, Codex Grey, and Skull White

Red Core, Blood Red, and Skull White

Regal Blue, Ultramarine Blue, and Skull White

Regal Blue, Ultramarine Blue, Shining Gold, and Skull White

Chaos Black, Kommando Khaki, and Skull White

Scab Red, Bestial Brown, and Fortress Grey

Regal Blue, Space Wolves Grey, and Skull White

Regal Blue, Snakebite Leather, and Bleached Bone

### THE WARRIORS OF KARAK-HIRN



The shields have a Dark Angels Green background, whilst the icons have been painted Shining Gold. On one we have painted a tankard.



50/50 mix of Snot Green & Dark Angels Green

The four shields above show some examples of Dark Age colours that capture the character of the Dwarfs. These colours combine well with the Dwarfs' bright armour and beards, to achieve a striking effect.

### THRONG OF KARAK NORN



The warriors of Karak Norn use a red and blue color scheme with white as a contrast color.



The icons can either be painted metallic or in a variety of colors to contrast against the shield's background color.



Above: The limited edition Battle Standard Bearer painted by Keith Robertson.



Standards are used to differentiate between the units within your army. This is of great practical importance when fighting battles as you can quickly identify where units are on the table. When deciding how to paint your standards, consideration should be given to how the colors you choose can be used to tie the unit together. By using similar icons and color schemes on the standard as the models have on their shields and clothes, your figures will look like they belong to that regiment and no other.



Paul Sawyer combined a Warmaster Anvil of Doom model and a Dark Elf standard to make his unique Standard Bearer.

# EMPIRE



*Right: This awesome Battle Standard Bearer by Luis Gómez Pradal was a finalist at the 2001 Spanish Golden Demon competition.*



*Master Engineer Gunther Hoffman tensed his grip on the telescope and resisted the urge to rap the youngest member of the cannon crew on the head. Instead, the Engineer attempted to put that energy to good use. "Why, young Heinrich, have I not bludgeoned you with my telescope for not loading the Great Cannon correctly?" asked Gunther sternly.*

*Heinrich pulled himself off the ground, where he had thrown himself after the gunpowder flash, and attempted to wipe his blackened face with his cap.*

*The instructor leaned forward fruitlessly in anticipation of an answer. "Because..." Gunther suggested, hopelessly staring at the vapid young trainee. After a painfully long moment, the Engineer answered his own question. "Because it is a finely tuned instrument and must be handled with respect."*

*Gunther continued to stare down at the youngster and said, "You swab the barrel first, then load. Swab, then load. As you and the rest of the crew clean out the outhouses and stables, I think you should repeat that to yourselves."*

*With that last command, Gunther signaled for the rest of the class to gather around. "This may be a Artillery School, and this may be a class, but some day, this training is going to save your life and maybe the whole of the Empire. Now repeat after me the loading procedures from the beginning."*

The Empire is the largest and most powerful realm of Men in the Warhammer world. It is a sprawling domain that encompasses great mountains, mighty rivers, and vast cities. Its citizens and soldiers are as different and varied as the governing city-states and provinces that make up the Empire.

## Fighting Style

Empire armies cannot match the numbers of a horde army like Skaven or Orcs & Goblins, nor can they match the hardened elites of a Chaos army or High Elf force. Men do not have toughened hides or vastly superior troops, and there are no easy answers. Instead, Empire Generals must rely on the same attributes that carved out such a large realm in the first place: infantry, cavalry, and artillery all used in a coordinated fashion.

War machines can thin down a horde, reduce enemy elites, or blast gaping holes into a monster of any size. Infantry can hold up enemy elites, while smaller units use the special Detachments rule to countercharge and take the foe on several sides. Cavalry charges are reserved for particularly hardened foes or to

strike the killing blow. A veteran Empire General will quickly analyze the threat against his forces and counter move to put his troops in the best position to win. Sometimes this means playing defensively and shooting up enemy advances, and sometimes this means closing quickly with the foe and overwhelming him with multiple units. Knowing the strengths and weaknesses of your army and your opponent's force as well as using terrain to maximum advantage are what will bring further glory to the Empire.



*Above: Brett K. Dewald's use of complementary colors and his clean painting style work well on this Empire Spearmen regiment—so well, in fact, that this unit won the silver in the Warhammer Unit category at the 2001 US Golden Demon competition.*

## Collecting an Empire Army

Core troops are the best place to begin when starting any army, and for Empire, that means a lot of choices. Blocks of infantry like Halberdiers, Spearmen, or Swordsmen can form an ideal center. Archers, Handgunners, and Crossbowmen will make useful Detachments to thin down the enemy. Free Companies are a low-points way to bulk out a force and, when used as a Detachment, can offer valuable

support to better equipped units. The hard-striking and well armored might of the Knightly Orders may also be selected as a Core unit, although Knights are sure to draw an inordinate amount of the enemy's firepower and wrath.

When expanding to a larger Empire force, players have a plethora of fantastic choices. Greatswords add more punch than regular infantry, and Pistoliers are a *Fast Cavalry* option that can easily slow down or outflank a foe. Flagellants are angst-ridden prophets of impending doom, but their *Crazed* presence can easily hold and secure a flank. Empire war machines deserve special mention, as few things strike fear into an enemy the way a Helblaster Volley Gun does. The mere presence of a Volley Gun on the battlefield can cause the enemy endless worry and concern. Also don't discount the fearsome barrage of a Mortar or the awesome killing power (D6 Wounds!) of the Great Cannon. Units may be augmented with characters like Warrior Priests, Engineers, or Wizards from the esteemed Colleges of Magic.

The Empire is constantly threatened by border wars, marauding Orcs, and the dread of Chaos to the north. Bandits and Beasts of Chaos dwell in the dark forests, and a new threat is always looming. Still, the Empire stands strong as a beacon of strength for the forces of civilization.



*Left: This warrior Priest of Ulric by Bryan Shaw received an honorable mention at the 2003 Los Angeles Golden Demon competition.*

*Below: Dave Taylor's Knights of Sigmar are part of his fantastic Sigmarite Empire army.*

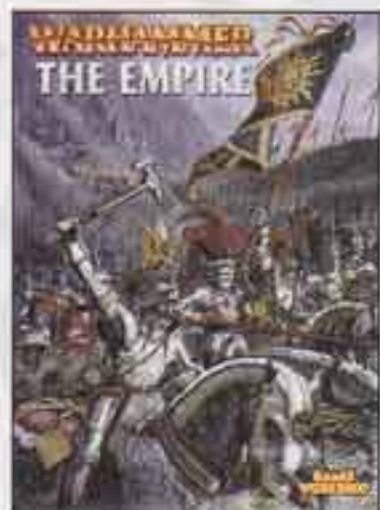
## SHOWCASE



*Above: These converted Empire Flagellants by Mark Benedict received an honorable mention at the 2003 Chicago Golden Demon competition.*



## GETTING STARTED



This 80-page rulebook contains background, painting and modeling tips, and complete rules for fielding an army of the mighty human legions that make up the Empire. All praise Sigmar!

**Warhammer Armies: The Empire**  
86-01-60



A Free Company fighter



### Empire Battalion (86-08)

- 1 General
- 8 Knights
- 19 Spearmen
- 1 Cannon/Mortar

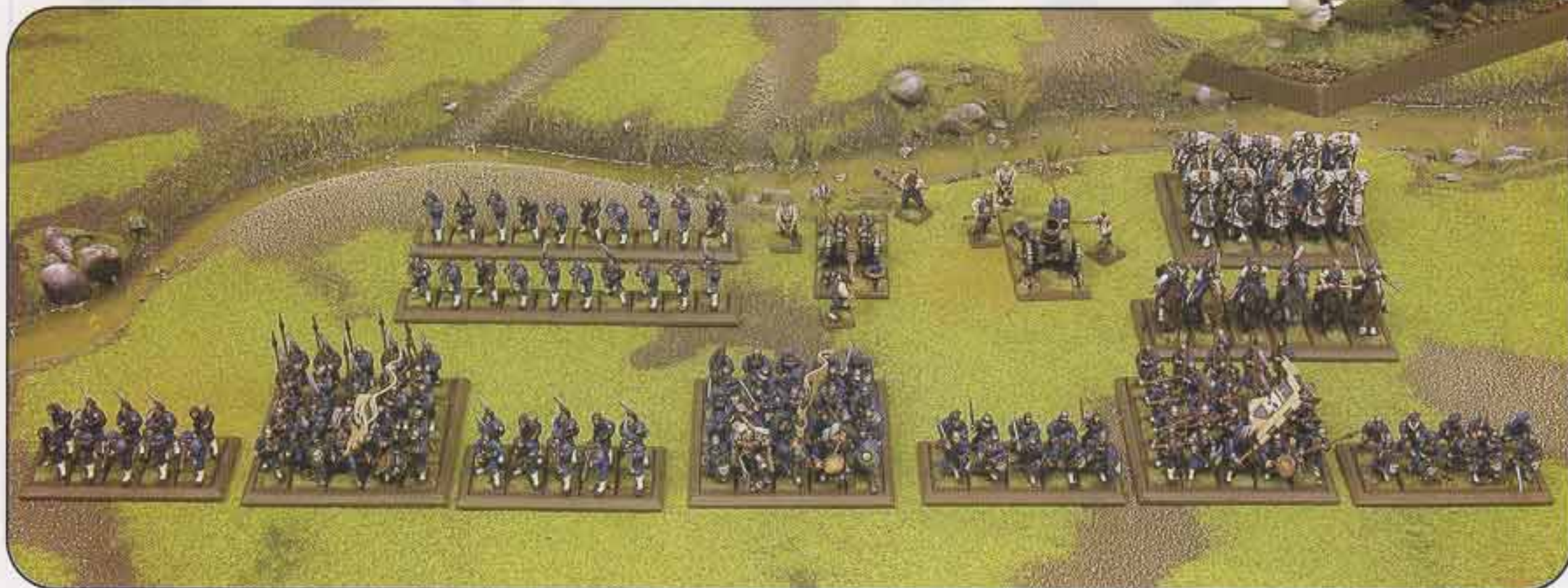


## SHOWCASE



*Right: Aaron's Knights of the White Wolf are converted from Chaos Knights and plastic Middenheimers.*

*Below: GW staff member Aaron Dill's 2,000-point Middenheimer army is an indication of what a tournament-caliber army might include. It consists of an Elector Count; two units of 25 Spearmen, each with a detachment of 10 Swordsmen and a detachment of 10 Handgunners (for a total of four detachments); 25 Swordsmen; two units of 10 Handgunners; 10 Knights of the White Wolf; 6 Pistoliers; a Great Cannon; and a Mortar.*





**Karl Franz on Griffon Box (1)**  
86-14



**Griffon Left Wing 1**  
020300111



**Griffon Right Wing 1**  
020300112



**Griffon Tail**  
021000208



# LORDS AND HEROES



**Karl Franz Body**  
020213001



**Griffon Left Body Side 2**  
020204403



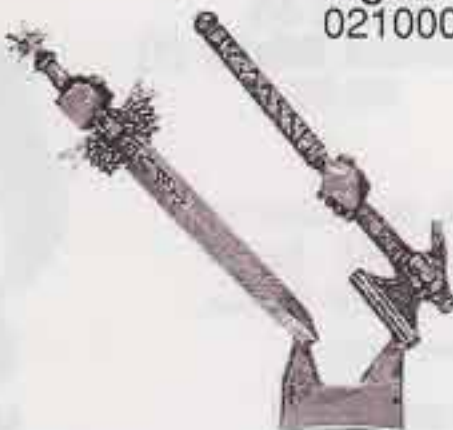
**Griffon Right Body Side**  
021000205



**Griffon Left Claw**  
021000207



**Griffon Right Claw**  
021000206



**Karl Franz Weapon Sprue**  
020213002



**Emperor Banner Pole**  
020204402

## PAINTING HORSE BARDING



After priming black, paint all metal areas with Boltgun Metal and wash with thinned Black Ink.



After the previous step is dry, highlight the edges with Boltgun Metal followed by Chainmail, and finally Mithril Silver on the highest areas.



Basecoat the metal areas with Vomit Brown.



Highlight the armor by painting layers with increasing amounts of Skull White added to the Vomit Brown.

In this case, we've done about seven to eight layers and applied a final small highlight of Skull White to the edges. You can stop at this point. However, if you want a richer golden color, move on to the step described below.



Glaze the armor with a mix of Yellow Ink and Flesh Wash. To apply a glaze, mix the two colors together

with water to get a golden mixture. Dip your brush in the mixture and set the end of the brush on a paper towel or other absorbent material to draw off the excess moisture. Drag the brush lightly over the armor rather than saturating the area as you would when applying an ink wash.

**LORDS AND HEROES**



**Balthasar Gelt,  
The Supreme Patriarch  
Blister (1)**  
86-43



**Pegasus Left Wing**  
020211206



**Pegasus Right Wing**  
020211207



**Pegasus Head**  
020211202



**Pegasus Body  
Left Side**  
020211205



**Balthasar Gelt Body**  
020211201



**Pegasus Body  
Right Side**  
020211203



**Staff of Volans**  
020211204



**Luthor Huss,  
Prophet of Sigmar  
Blister (1)**  
86-46



**Luthor's  
Hammer**  
020211502



**Valten on  
Horseback Blister (1)**  
86-60



**Mounted  
Valten  
Hammer**  
020213102



**Valten, Champion  
of Sigmar Blister (1)**  
86-48 (Blister)  
020212001 (Bit)



**Luthor's Book**  
020211503

*Note: Both the Valten on  
Horseback and Luthor  
Huss, Prophet of Sigmar,  
blisters come with:*

**Armored Horse  
Body and Head**  
99380299004



**Mounted  
Valten Tail/Leg  
Sprue**  
020213103



**Mounted  
Valten Body**  
020213101



**Luthor Huss Body**  
020211501



**Luthor's  
Horse Head**  
020211504

# LORDS AND HEROES



**Aldebrand Ludenhof,  
Elector Count  
of Hochland**



**Boris Todbringer,  
Elector Count of  
Middenland**



**Marius Leitdorf, Elector  
Count of Averland**



**Valmir Von Raukov,  
Elector Count  
of Ostland**

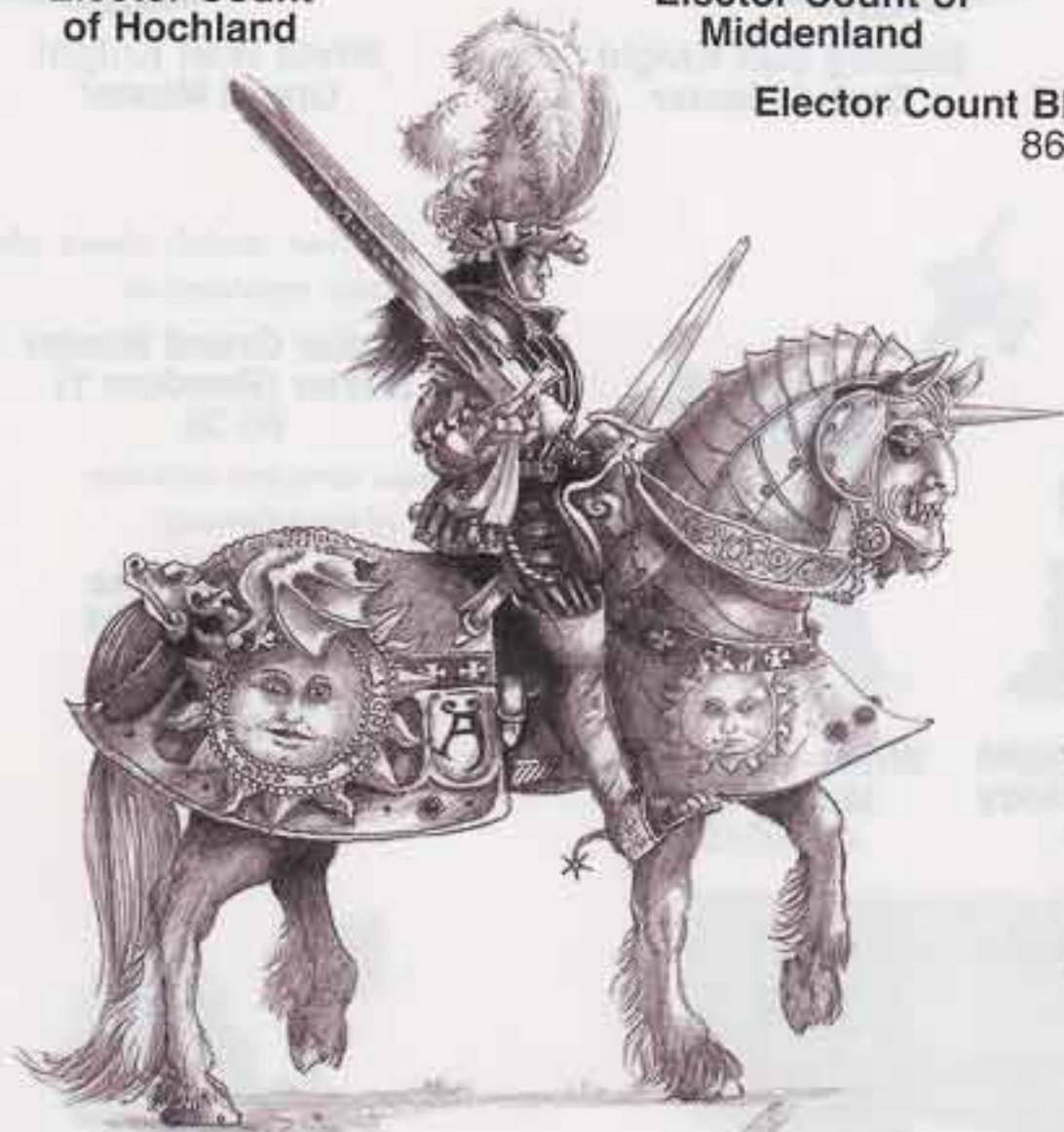
**Elector Count Blister (Random 1)  
86-35**

*The Elector counts Blister  
comes with with one each of  
the following:*

**Fighter  
Shield Sprue  
99369999003**



**Armored Horse Body  
and Head  
99380299004**



**Aldebrand  
Ludenhof Body  
020201703**



**Boris Todbringer Body  
020201604**



**Marius Leitdorf Body  
020201902**



**Valmir Von  
Raukov Body  
020201801**





## LORDS AND HEROES



**Knights Panther Grand Master**



**Reiksguard Knight Captain Kurt Helborg**



**Blazing Sun Knight Grand Master**



**White Wolf Knight Grand Master**



**Knights Panther Grand Master Body**  
020202505



**Kurt Helborg Body**  
020202001



**Blazing Sun Knight Grand Master Body**  
020200304



**White Wolf Grand Master Body**  
020201006

*Note: The four models shown above are available separately as:*

**Templar Grand Master Blister (Random 1)**  
86-36

*and come complete with one of each of the following:*

**Armored Horse Body and Head**  
99380299004

**Fighter Shield Sprue**  
99369999003

## SHOWCASE



*Right: A great Empire General conversion is a characterful addition to any Empire army. These are done by (from left to right) Gareth Richards/Dean Clayton, Chris Makonis, and Gareth Richards/Dean Clayton.*



# LORDS AND HEROES



**Amber Wizard  
On Foot**  
020210803



**Amber Wizard  
Staff Arm**  
020210802

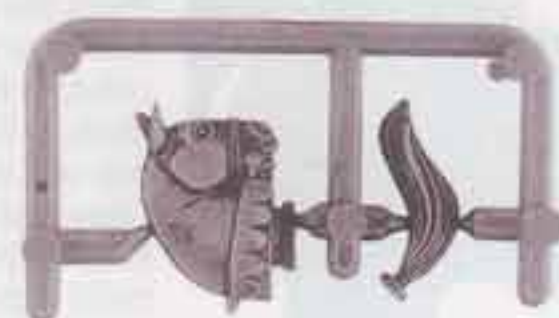


**Mounted Amber  
Wizard Body**  
020210801

*Note: The Battle Wizards Blister comes complete with one of each of the following:*

**Caparison  
Horse Head**  
99389999012

**Caparison  
Horse Body**  
99389999002



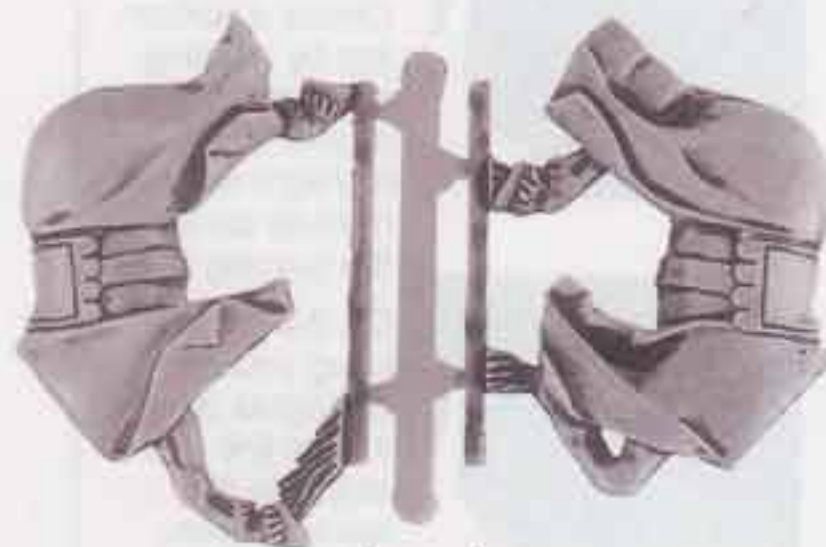
**Caparison  
Horse Head**  
99389999012



**Astromancer  
on Foot**  
020210805



**Mounted  
Astromancer Body**  
020210804



**Caparison  
Horse Body**  
99389999002



**Battle Wizards Blister  
(Random Pair of the Same Wizard  
Both Mounted and on Foot)**  
86-42



**Mounted Gold  
Wizard Body**  
020210807



**Gold  
Wizard Staff**  
020210806



**Gold Wizard on  
Foot Body**  
020210808

**LORDS AND HEROES**



*Note: The Elector Count model shown on this page also uses the following wings as seen on p. 61.*

**Lord of Change  
Left Wing**  
020103613

**Lord of Change  
Right Wing**  
020103614

**PAINTING REFLECTIVE METAL**



Here's a technique for painting reflective metal that is a time consuming endeavor but yields great results.



Paint the armor with your base color, in this case, a 75/25 mix of Codex Grey and Chaos Black. Gradually build highlights on the armor by adding more Codex Grey and Skull White to the mix.



Create a horizon line by painting a horizontal line of your first highlight color halfway up on the barding.



On the top half, bring your highlights down to that line and stop. On the lower section, the highlights are applied to the bottom, while the top part of the lower section stays dark.



We've gradually built up the highlights, about 10-12 layers to achieve this effect, and the photos show the gradual highlights being built up.



The final highlight is Skull White on the very edges.



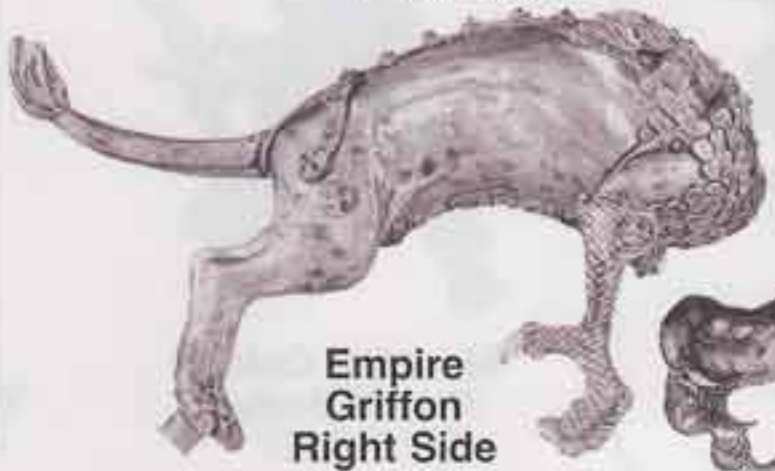
**Elector Count  
on Griffon Box (1)**  
86-09



**Empire Griffon Head**  
020210501



**Empire Griffon  
Left Side**  
020210502



**Empire  
Griffon  
Right Side**  
020210503



**Elector  
Count Body**  
020210504



**Elector  
Count Sword**  
020210505



**Elector  
Count Shield**  
020210506



**Elector  
Count Hammer**  
020210507



# LORDS AND HEROES



**Warrior Priest Blister  
(Random 1)**  
86-38



**Warrior Priest 3**  
020210405



**Mounted Warrior  
Priest of  
Ulric Body**  
020211902



**Warrior  
Priest 1 Body**  
020210401



**Warrior  
Priest 1 Shield**  
020210402



**Warrior  
Priest 2 Body**  
020210403



**Warrior  
Priest 2  
Hammer**  
020210404



**Warrior Priest of  
Ulric Blister (Contains 1  
Mounted Priest and 1 on Foot)**  
86-49



**Warrior Priest  
of Ulric**  
020211901



**Empire  
Engineer 2**  
020210702



**Empire  
Engineer 1**  
020210701



**Empire  
Engineer 3**  
020210703

**Master Engineer  
Blister (Random 1)**  
86-41

*Note: The Warrior Priest of Ulric blister comes complete with one:*

**Armored Horse Body  
and Head**

99380299004

# SHOWCASE



*Left: These Empire characters by Alexander Elpus show a dark and twisted take on Sigmarite devotion. These models had such an impact on the judges at the German 2001 Golden Demon competition that they earned Alexander the highly coveted Slayer Sword.*



## CORE



### MAKING UNIT MOVEMENT TRAYS



For large units, take two GW movement trays and cut off one side from each.



Glue the pieces to a piece of thin plasticard with superglue. Putty can hide the gaps.



Paint your movement tray to match your unit.



Painted plasticard and balsa strips also make good custom sized movement trays.



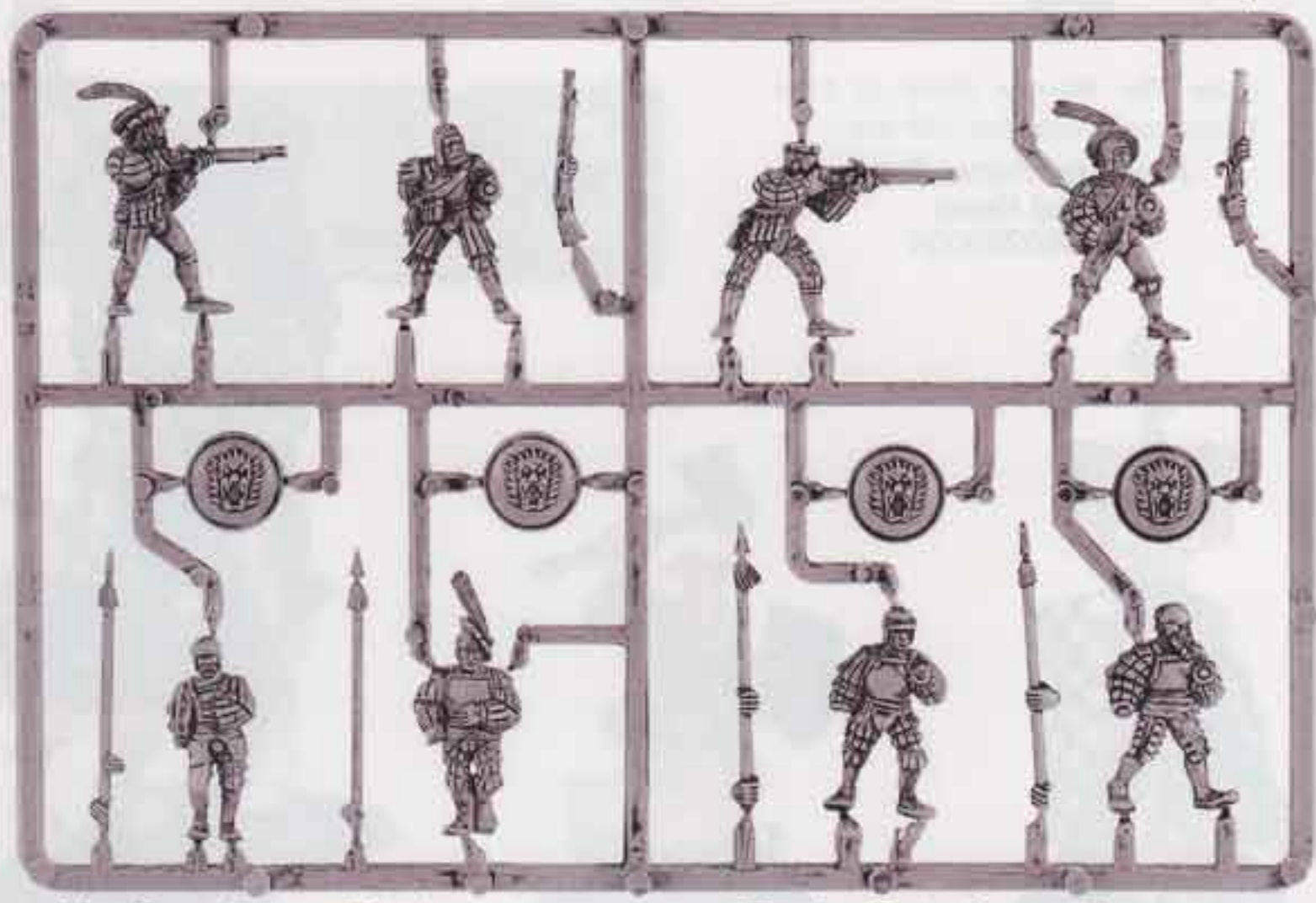
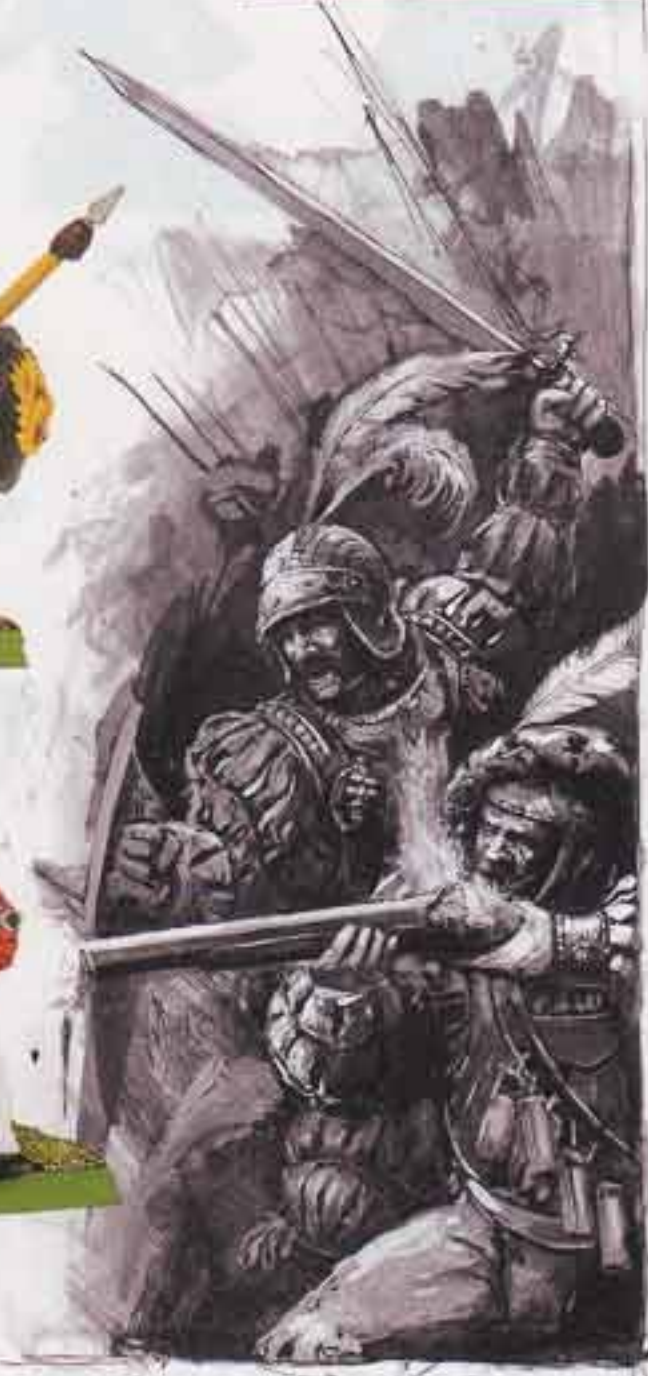
For an attractive finish, texture the sides of your movement trays with glue and sand.



Paint the tray as you would the bases of your soldiers. A bit of static grass finishes the job nicely.



Empire Detachment Box (16)  
86-15



Note: Sprue shown at 55% of actual size

Empire Detachment Sprue  
99380202001

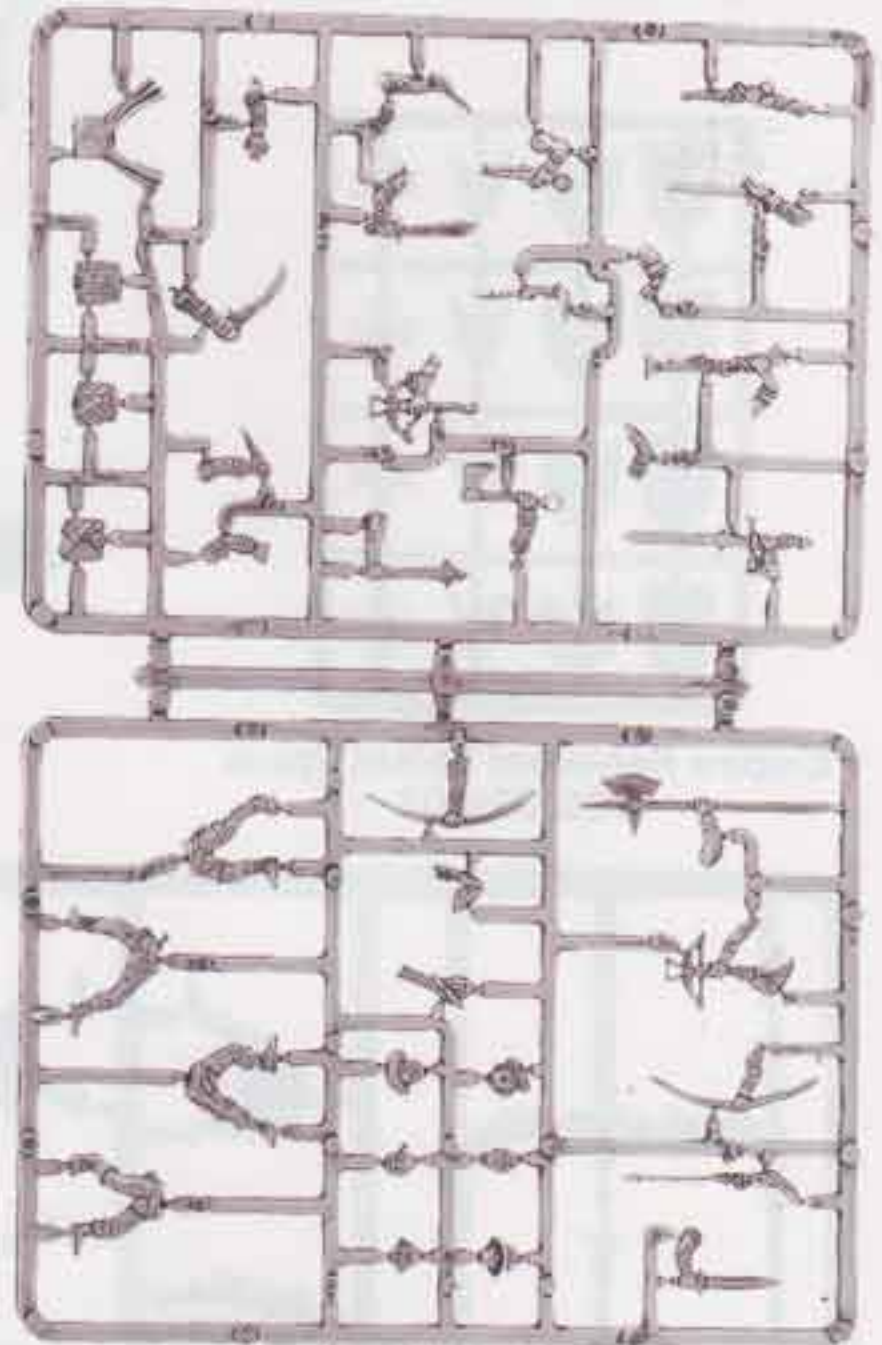


# CORE



**Empire Militia Box (20)**  
86-10

*Note: Sprue shown at 45% of actual size*



**Empire Militia Sprue**  
99381102001



*Note: The soldiers in the Militia boxed set can be armed in a variety of ways as shown above.*

# SHOWCASE

*Note: These Empire Free Company command stands are part of Dave Taylor's Sigmarite army. They reflect how a little creativity and minor conversion work can really go a long way.*





## CORE



*Note: The models in Empire Soldiers boxed set can be armed as shown or with a hand weapon and shield.*

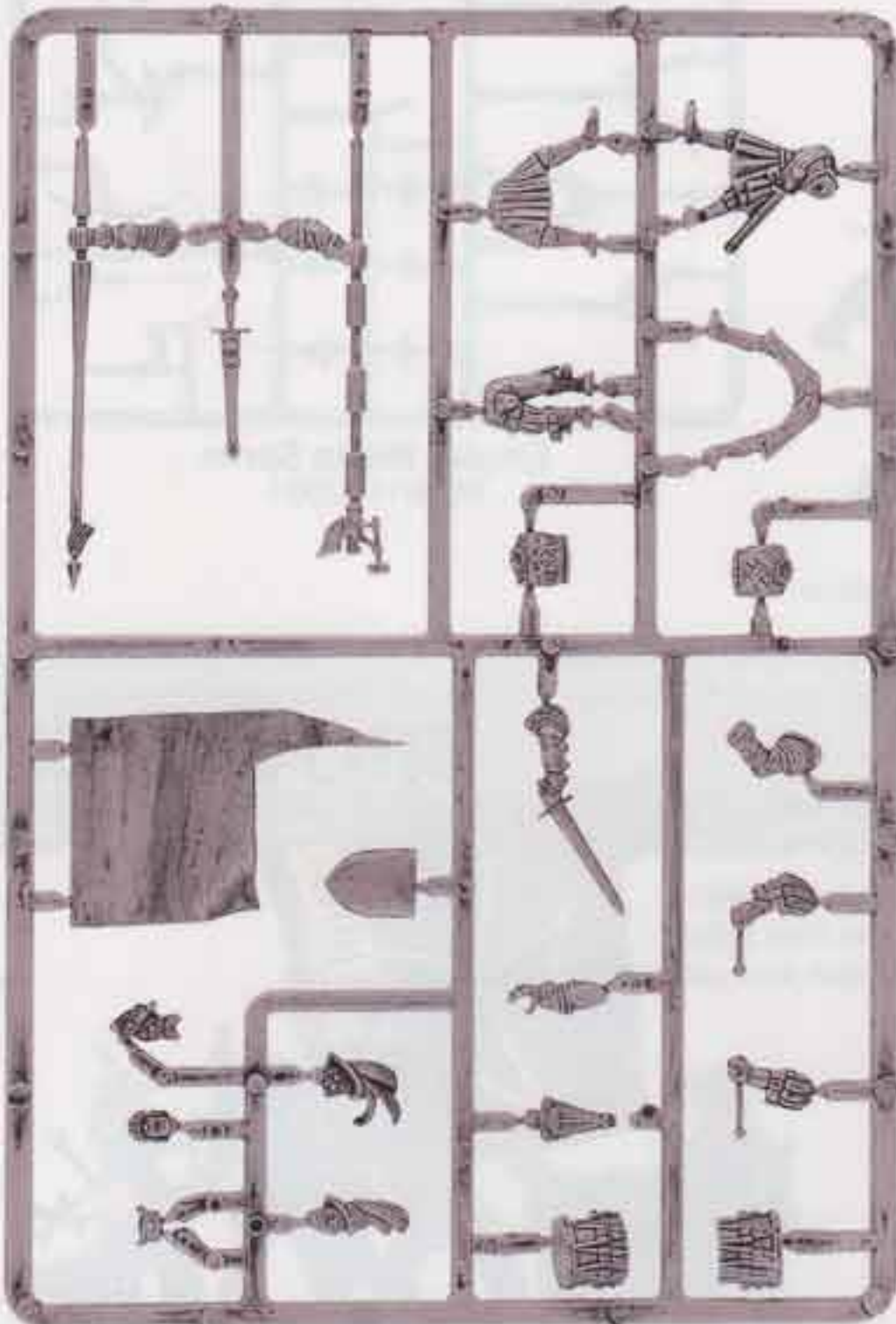


**Empire Regiment Shield Sprue**  
99360299003

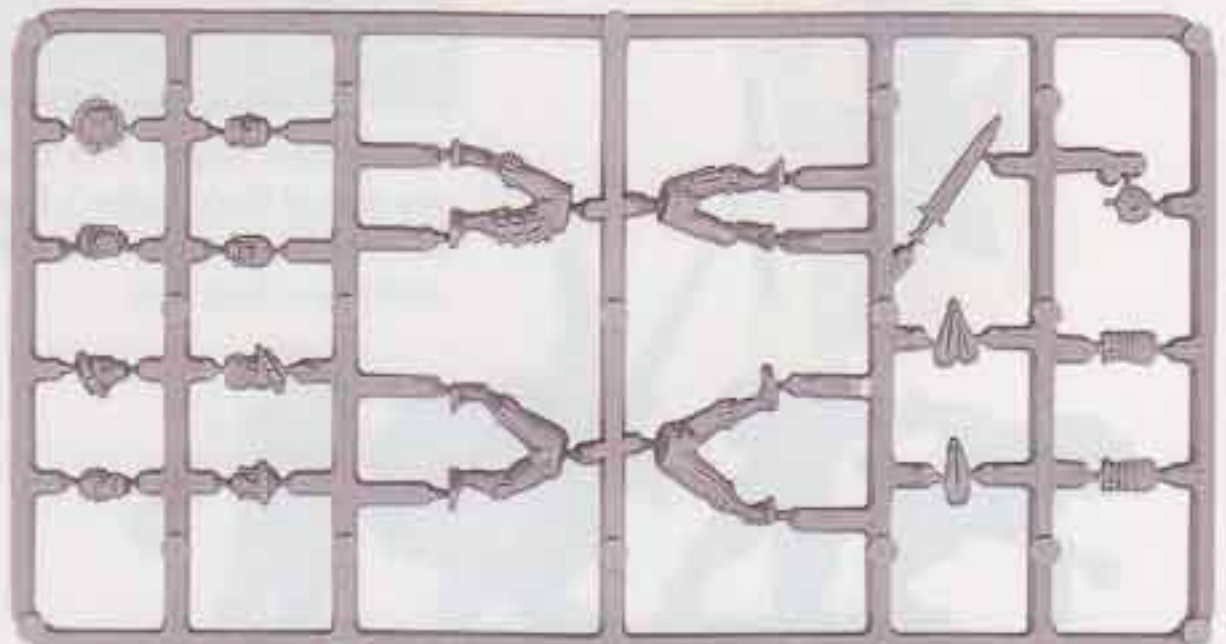
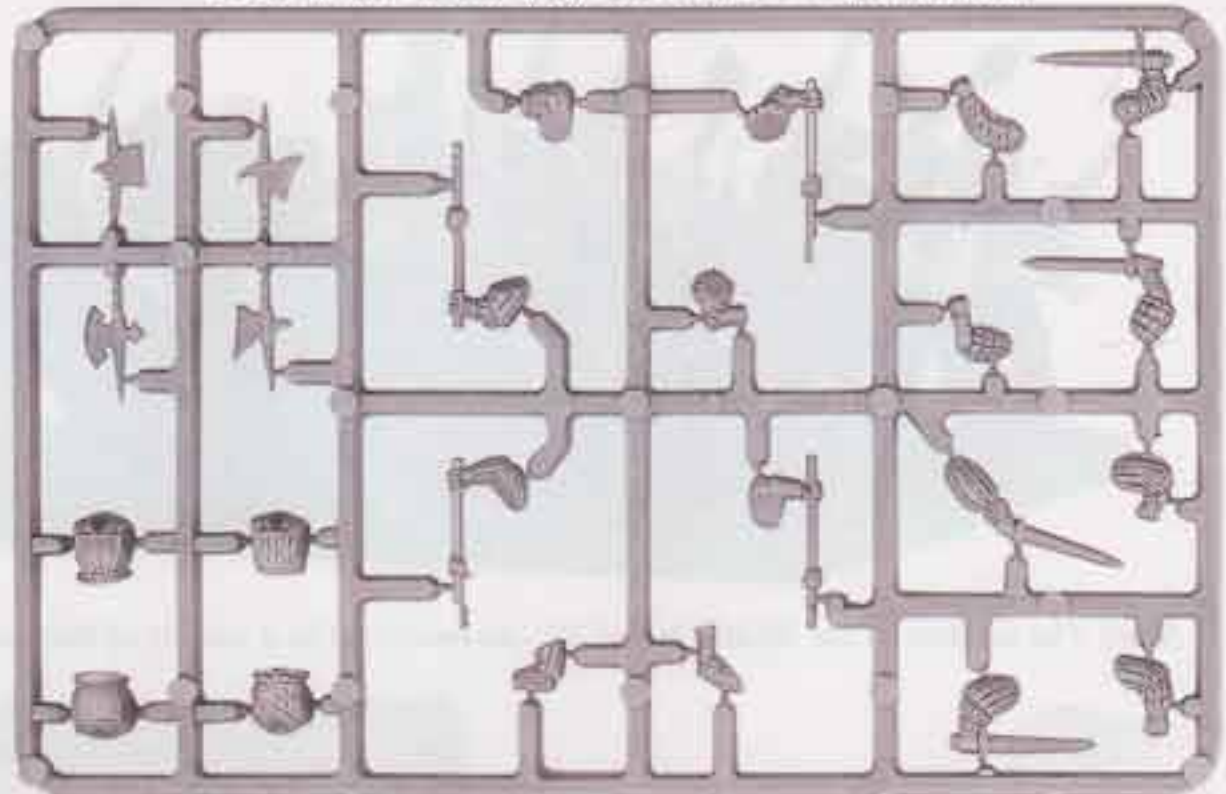


**Empire Soldiers Regiment Box (19)**  
86-06

*Note: Sprues on this page shown at 60% of actual size*



**Empire Regiment Command Sprue**  
99380202002



**Empire Regiment Troops Sprue**  
99399999063



# CORE



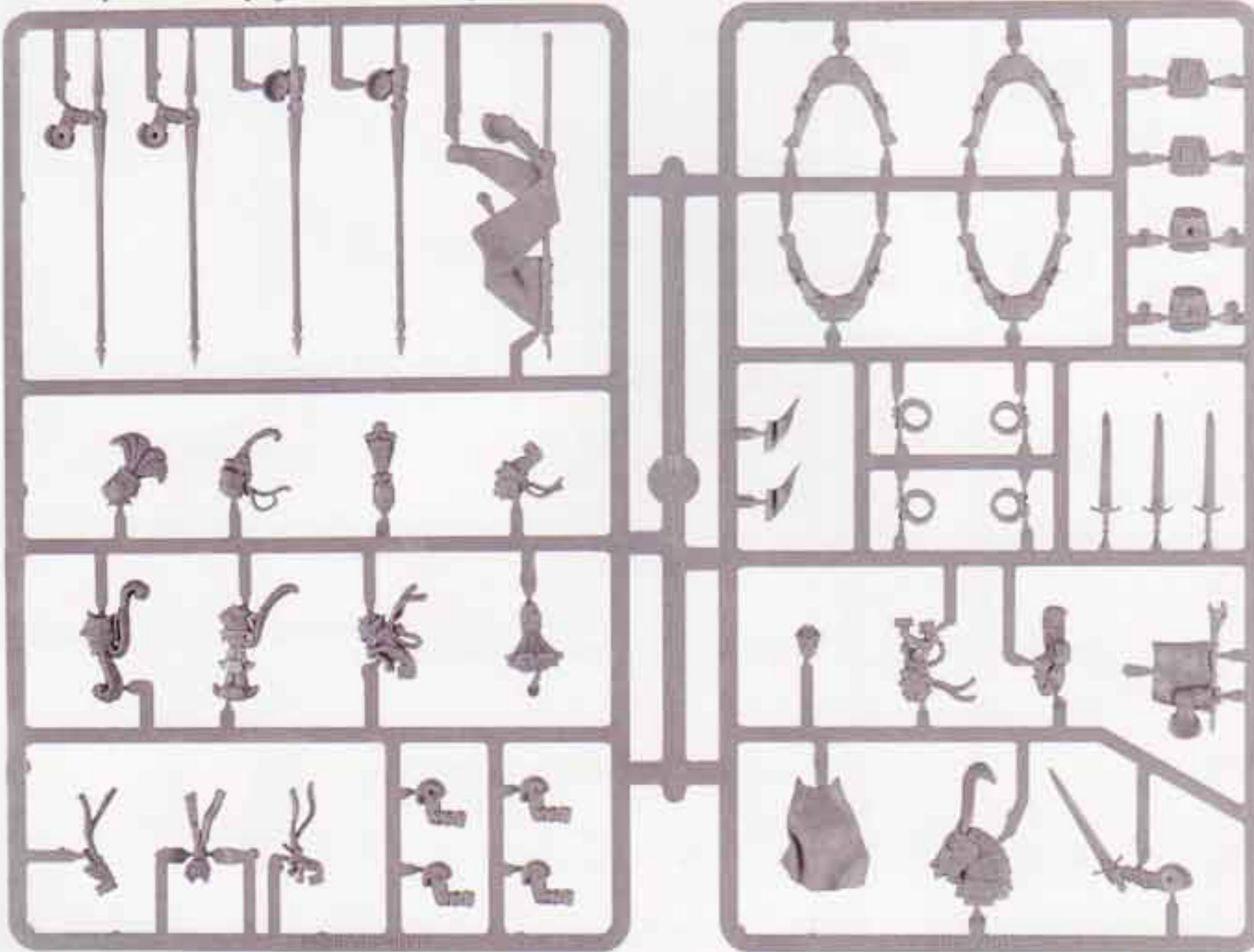
**Empire Knightly Order Box (8)**  
86-07

*Note: The Empire Knightly Order Box also comes with 8 of the following:*

**Armored Horse Body and Head**  
99380299004



*Note: Sprues on this page shown at 75% of actual size*



**Empire Knights Sprue**  
99390202003



**Knights of the White Wolf Sprue**  
99381102002



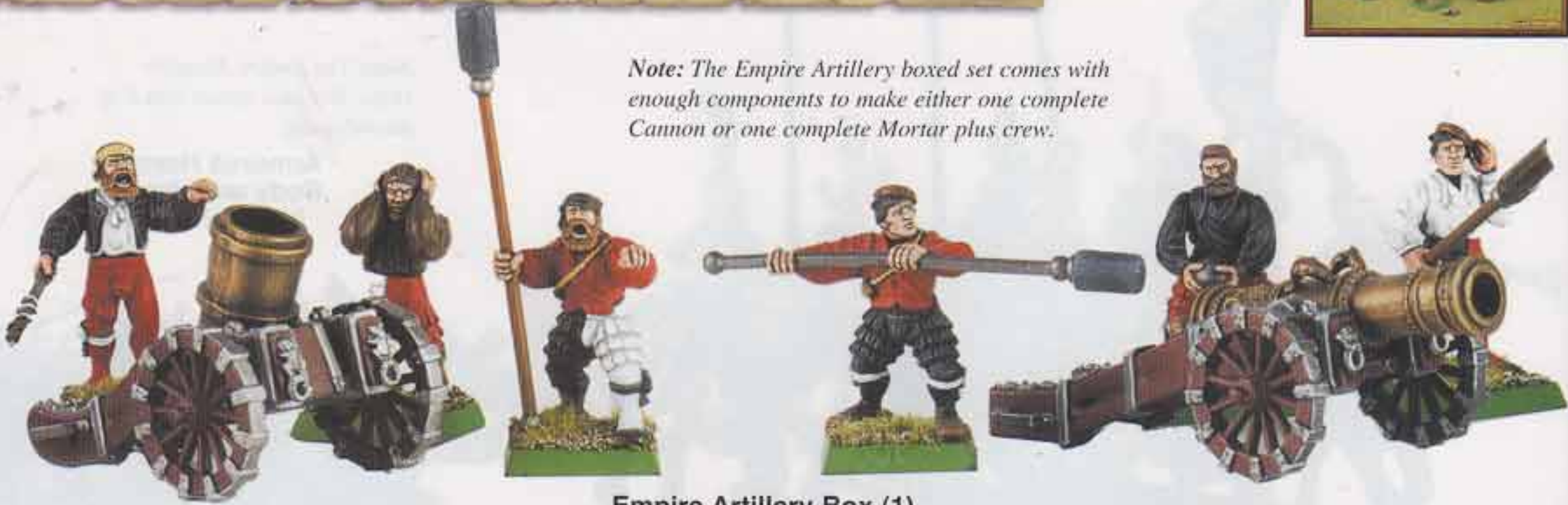
**Empire Knights Shield Sprue**  
99360299003



**SPECIAL**

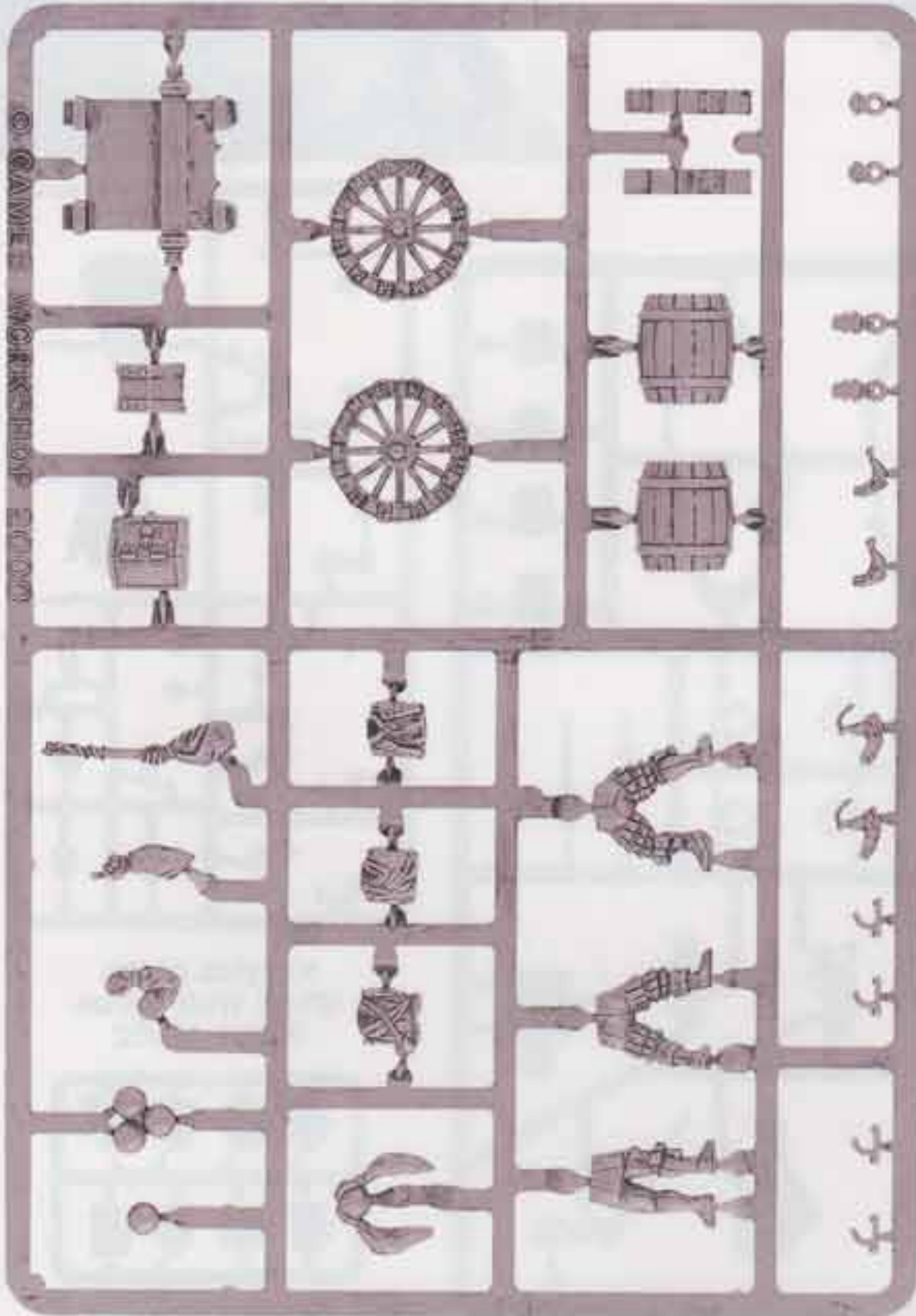


*Note: The Empire Artillery boxed set comes with enough components to make either one complete Cannon or one complete Mortar plus crew.*

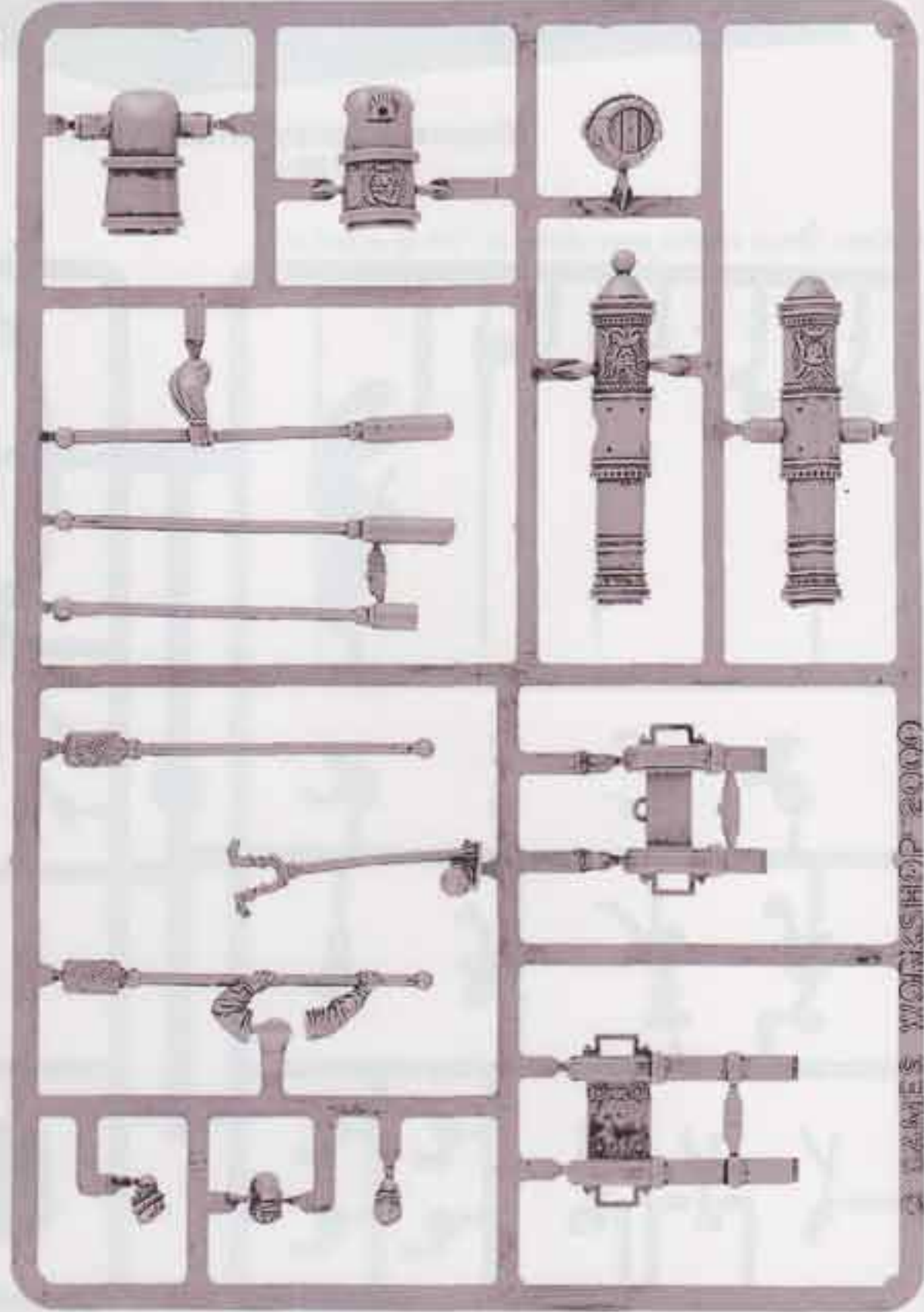


**Empire Artillery Box (1)**  
86-11

*Note: Sprues on this page shown at 75% of actual size*



**Empire Crew Sprue**  
99390202001



**Empire Artillery Sprue**  
99390202002

**SPECIAL**



**Greatswords Banner**  
020211404



**Empire Greatswords Regiment Box (10)**  
86-12



**Greatswords Standard Body**  
020211402



**Greatsword 1**  
020211301



**Greatsword 2**  
020211302



**Greatsword 3**  
020211303



**Greatsword 4**  
020211304

**Empire Greatswords Blister (Random 3)**  
86-44



**Greatswords Standard**



**Greatswords Champion**  
020211403



**Greatswords Drummer**  
020211401

**Empire Greatswords Command Blister (3)**  
86-45



**MAKING WAR MACHINE BASES**

Cut a piece of hardboard or thick plasticard to an appropriate size. Alternatively, you might try trimming off the edges of a standard movement tray and using it as your starting base. Glue a piece of 2" foam to the base with hot glue.



Shape the foam with a box cutter and sandpaper. Be sure that its large enough to accommodate the war machine and crew.



Glue rocks and reeds (cut from a scrub brush and glued in place with hot glue) to the base. Next, cover the rest of the base with glue and sprinkle your basing mixture over it. Once dry, paint it black.



Highlight all the elements as you would if they were a standard soldier's base. Add static grass and other bitz for effect.



The example above simply uses a section of the Warhammer barricade set glued to a piece of hardboard. The one below is made from a Chariot base.





## SPECIAL



Medieval Horse Head  
99389999013



Empire Pistoliers Blister (Random 1)  
86-37



Medieval Horse Body  
99389999003



Pistolier Body 1  
020201201



Pistolier Body 2  
020201202



Pistolier Body 3  
020201203



Pistolier Legs  
020201204

## SHOWCASE



*Below and Left: Attention to detail and great use of bright colors on these Empire Pistolier conversions shown to the left and the Empire Noble shown below. Earned Brett K. Dewald the Silver and Gold awards at the 2003 and 1997 US Golden Demon competitions, respectively.*



*Right: Unique and intriguing, Mark Bedford's mini-diorama of an Empire hunting party uses models from the Warhammer and Mordheim ranges to produce great results.*



RARE



Empire Flagellant Box (Random 10)  
86-13



Flagellant 1  
020210601



Flagellant 2  
020210602



Flagellant 3  
020210603



Flagellant 6  
020210606



Flagellant 5  
020210605



Flagellant 4  
020210604



### DETAILING YOUR MODELS



For a flaming comet skull emblem, start by cutting a plastic skull in half and gluing it in place. We tinted the skull red for visibility.



Paint the surrounding area as normal and then paint the skull with Vomit Brown. Paint two wavy lines for the comet tails.



Highlight the skull with Bleached Bone and fill the comet tails in to look like flames. Use the background color to fix any mistakes.



Highlight the skull with Skull White and fill the flames in with a mix of Blazing Orange and Sunburst Yellow. Add details as desired.

After painting the shield Chaos Black, paint a circle and white lines with thinned Skull White.



Starting at the tips, widen the lines with Skull White until they become rays, paint in small wavy rays between the larger ones.



Paint all of the white areas with Golden Yellow. Fill in any mistakes or like overlapping or jagged lines with Chaos Black.



Highlight the rays and sun with a mix of Golden Yellow and Skull White. Continue to add white for successive highlights until you're happy with the results.





## RARE



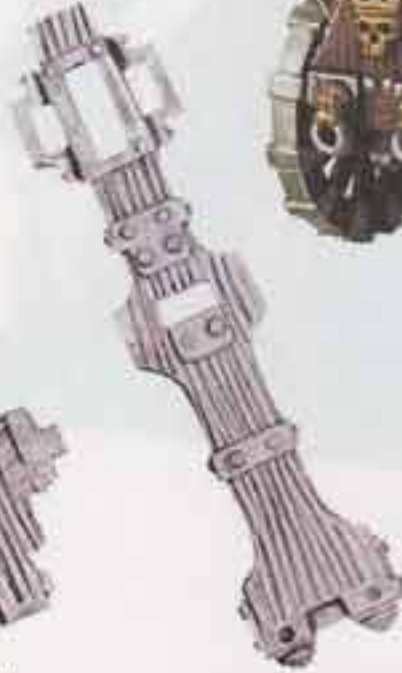
Helblaster Crew 1  
020210901



Helblaster  
Griffon  
020210908



Helblaster  
Chassis  
020210909



Helblaster  
Gun Beam  
020210911



Helblaster Volley Gun Box (1)  
86-16



12-Spoke Wheel  
99399999002



Helblaster  
Front Plate  
020210905



Helblaster  
Barrels  
020210906



Helblaster Crew 2  
020210902



Helblaster Crew 3  
020210903



Helblaster Sprue  
020210907



Helblaster  
Elevator Beam  
020210910



Helblaster Backplate  
020210904

## SHOWCASE



*Right: Rarely does an Empire Steam Tank look as wonderful as this one. Bryan Shaw continues to uphold his high level of excellence in miniature painting with this Gold award-winning entry from the 2003 LA Golden Demon competition.*





RARE



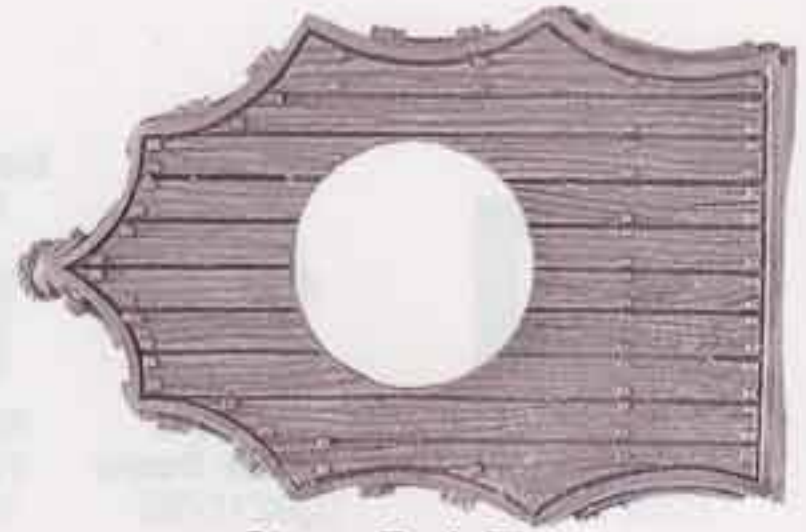
Steam Tank Commander Arms  
020211724



Steam Tank Commander



Empire Steam Tank Box (1)  
99-11



Steam Tank Top  
020211707



Steam Tank Cannon  
020211706



Steam Tank Front Wheel  
020211716



Steam Tank Shrouds  
020211725



Steam Tank Right Side  
020211701



Steam Tank Left Side  
020211704



Steam Tank Accessory Sprue  
020211718



Steam Tank Barrel Bottom  
020211711



Steam Tank Hatch Sprue  
020211721



Steam Tank Barrel Top  
020211710



Steam Tank Eagle  
020211719



Steam Tank Cannon Base  
020211715



Steam Tank Commander Stand  
020211722



Steam Tank Back Door  
020211712



Steam Tank Canvas  
020211720



Steam Tank Front Left Side  
020211705



Steam Tank Front Right Side  
020211702



Steam Tank Exhaust Pipe  
020211709



Steam Tank Base  
020211703



Steam Tank Rear Wheel  
020211714



Steam Tank Turret  
020211708



Steam Tank Axle  
020211713



Steam Tank Hydraulics  
020211717

## RARE



**Sigmar's Hammer Pennants 2**  
020211733



**Sigmar's Hammer Seals**  
020211735



**Smoke Stack 3**  
020211740



**Steam Tank Front Plate**  
020211729



**Sigmar's Hammer Steam Tank Conversion Kit**  
MO 0317

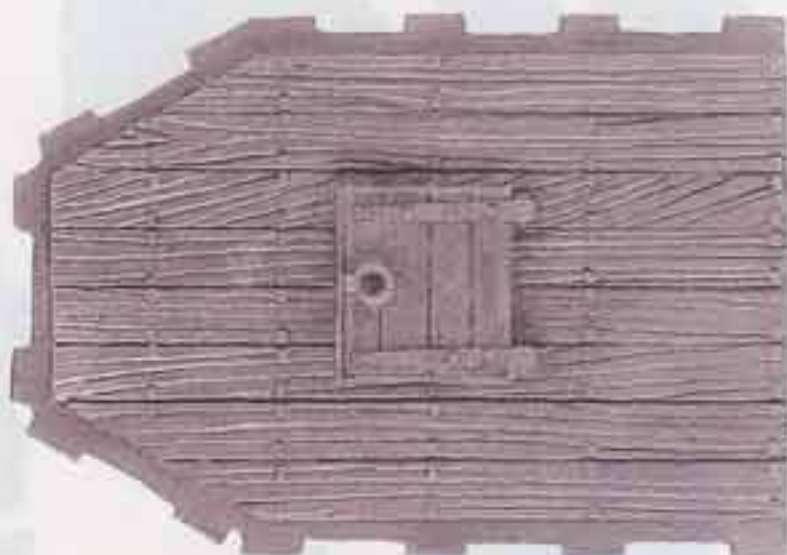
*Note: This conversion kit also requires an Empire Steam Tank for completion. All Steam Tank Conversion Kits are only available as a complete set and only through Mail Order.*



**Steam Tank Front Plate**  
020211729



**Sword and Buckler**  
020211742



**Von Zeppelin Deck**  
020211728



**Von Zeppelin Small Rail 1**  
020211736



**Von Zeppelin Small Rail 3**  
020211738



**Von Zeppelin Small Rail 2**  
020211737



**Von Zeppelin Large Rail 1**  
020211730

*Note: This conversion kit requires an Empire Steam Tank for completion. The conversion kit also comes with the Classic War Wagon Crew as seen on p. 639.*



**Von Zeppelin Large Rail 2**  
020211731



**Smoke Stack 2**  
020211739



**Von Zeppelin Steam Tank Conversion Kit**  
MO 0316

*Note: This conversion kit also requires an Empire Steam Tank for completion. All Steam Tank Conversion Kits are only available as a complete set and only through Mail Order.*



**Old Reliable Mast**  
020211732



**Old Reliable Volley Gun**  
020211743



**Smoke Stack 3**  
020211740



**Old Reliable Accessory 2**  
020211727



**Old Reliable Steam Tank Conversion Kit**  
MO 0318



**Steam Tank Front Plate**  
020211729



**Implacable Smoke Stack**  
020211741



**Implacable Pivot Gun**  
020211734



**Implacable Accessory**  
020211726



**Implacable Steam Tank Conversion Kit**  
MO 0319



*Note: This conversion kit also requires an Empire Steam Tank for completion. All Steam Tank Conversion Kits are only available as a complete set and only through Mail Order. The Implacable Steam Tank conversion Kit also comes with:*

**Empire Crew Sprue**  
99390202001

**Empire Artillery Sprue**  
99390202002



## PRICE LIST



### Getting Started

- 86-01-60 *Warhammer Armies: The Empire* ...\$20
- 86-08 Empire Battalion ...\$90  
Contents: Empire General, 8 Knights, 19 Spearmen plus command, 18 Handgunners plus command & 1 Cannon/Mortar

### Boxed Sets & Blister Packs – Lords & Heroes

- 86-42 Battle Wizards ...\$15  
Blister includes 2 models
- 86-35 Elector Count ...\$10  
Blister includes 1 model
- 86-09 Elector Count on Griffon ...\$35  
Box includes 1 model
- 86-41 Master Engineer ...\$8  
Blister includes 1 model
- 86-36 Templar Grand Master ...\$10  
Blister includes 1 model
- 86-38 Warrior Priest ...\$8  
Blister includes 1 model
- 86-49 Warrior Priest of Ulric ...\$15  
Blister includes 2 models

### Special Characters

- 86-14 Karl Franz on Griffon ...\$35  
Box includes 1 model
- 86-43 Balthasar Gelt, The Supreme Patriarch ...\$25  
Box includes 1 model
- 86-46 Luthor Huss, The Prophet of Sigmar ...\$10  
Blister includes 1 model
- 86-48 Valten, Champion of Sigmar ...\$10  
Blister includes 1 model
- 86-60 Valten on Horseback ...\$13  
Blister includes 1 model

### Boxed Sets & Blister Packs – Core

- 86-15 Empire Detachment ...\$25  
Box includes 16 models
- 86-10 Empire Militia ...\$30  
Box includes 20 models
- 86-07 Empire Knightly Order ...\$30  
Box includes 8 models
- 86-06 Empire Soldiers Regiment ...\$30  
Box includes 20 models

### Boxed Sets & Blister Packs – Special

- 86-11 Empire Artillery ...\$20  
Box includes 1 model
- 86-12 Greatswords Regiment ...\$35  
Box includes 10 models
- 86-45 Greatswords Command ...\$10  
Blister includes 3 models
- 86-44 Greatswords ...\$9  
Blister includes 3 models
- 86-37 Pistoliers ...\$8  
Blister includes 3 models

### Boxed Sets & Blister Packs – Rare

- 86-13 Empire Flagellant Regiment ...\$35  
Box includes 10 models
- 99-11 Empire Steam Tank ...\$60  
Box includes 1 model
- MO0316 Von Zeppel Steam Tank Conversion Kit ...\$25  
Includes 1 conversion kit
- MO0319 Implacable Steam Tank Conversion Kit ...\$15  
Includes 1 conversion kit
- MO0318 Old Reliable Steam Tank Conversion Kit ...\$10  
Includes 1 conversion kit
- MO0317 Sigmar's Hammer Steam Tank Conversion Kit ...\$5  
Includes 1 conversion kit

- 86-16 Empire Helblaster Volley Gun ...\$25  
Box includes 1 model

### Metal Bitz and Plastic Sprues – Lords & Heroes

#### Battle Wizards

- 020210801 Mounted Amber Wizard ...\$6
- 020210802 Amber Wizard Staff Arm ...\$1.50
- 020210803 Amber Wizard on Foot ...\$7.50
- 020210804 Mounted Astromancer ...\$7.50
- 020210805 Astromancer on Foot ...\$7.50
- 020210806 Gold Wizard Staff ...\$1.50
- 020210807 Mounted Gold Wizard ...\$6
- 020210808 Gold Wizard on Foot ...\$6
- 99389999002 Caparison Horse Body ...\$2
- 99389999012 Caparison Horse Head ...\$1

#### Elector Count

- 020201604 Elector Count of Middenland ...\$10
- 020201703 Elector Count of Hochland ...\$10
- 020201801 Elector Count of Ostland ...\$10
- 020201902 Elector Count of Averland ...\$10
- 99380299004 Armored Horse Body and Head ...\$3
- 99369999003 Fighter Shields Sprue ...\$1.50

#### Elector Count on Griffon

- 020210501 Empire Griffon Head ...\$3
- 020210502 Empire Griffon Left Side ...\$5
- 020210503 Empire Griffon Right Side ...\$5
- 020210504 Elector Count Body ...\$5
- 020210505 Empire Count Sword ...\$1.50
- 020210506 Empire Count Shield ...\$1
- 020210507 Empire Count Hammer ...\$1.50
- 020103613 Lord of Change Left Wing ...\$8
- 020103614 Lord of Change Left Wing ...\$8

#### Master Engineer Bitz

- 020210701 Empire Engineer 1 ...\$9
- 020210702 Empire Engineer 2 ...\$9
- 020210703 Empire Engineer 3 ...\$9

#### Templar Grand Master

- 020200304 Blazing Sun Knight Grand Master ...\$8
- 020201006 White Wolf Knight Grand Master ...\$8
- 020202001 Reiksguard Knight Captain Kurt Helborg ...\$8
- 020202505 Knights Panther Grand Master ...\$8
- 99380299004 Armored Horse Body and Head ...\$3
- 99369999003 Fighter Shields Sprue ...\$1.50

#### Warrior Priest

- 020210401 Warrior Priest 1 Body ...\$7.50
- 020210402 Warrior Priest Shield ...\$1.75
- 020210403 Warrior Priest 2 Body ...\$7.50
- 020210404 Warrior Priest 2 Hammer ...\$1.75
- 020210405 Warrior Priest 3 ...\$5

#### Warrior Priest of Ulric

- 020211901 Warrior Priest of Ulric ...\$7
- 020211902 Mounted Warrior Priest of Ulric ...\$7
- 99380299004 Armored Horse Body and Head ...\$3

#### Special Characters

##### Karl Franz on Griffon

- 020213001 Karl Franz Body ...\$12
- 020213002 Karl Franz Weapon Sprue ...\$3
- 020204402 Emperor Banner Pole ...\$2
- 020204403 Griffon Left Body Side 2 ...\$8
- 020300111 Griffon Left Wing 1 ...\$6
- 020300112 Griffon Right Wing 1 ...\$6
- 021000205 Griffon Right Body Side ...\$6
- 021000206 Griffon Right Claw ...\$2
- 021000207 Griffon Left Claw ...\$2
- 021000208 Griffon Tail ...\$3

### Balthasar Gelt, Supreme Patriarch

- 020211201 Balthasar Gelt Body ...\$5.25
- 020211202 Pegasus Head ...\$2
- 020211203 Pegasus Body Right Side ...\$6
- 020211204 Staff of Volans ...\$1.25
- 020211205 Pegasus Body Left Side ...\$6
- 020211206 Pegasus Left Wing ...\$6
- 020211207 Pegasus Right Wing ...\$6

### Luthor Huss, Prophet of Sigmar

- 020211501 Luthor Huss Body ...\$4.50
- 020211502 Luthor Hammer ...\$1.25
- 020211503 Luthor Book ...\$1.25
- 020211504 Luthor Horse Head ...\$3
- 99380299004 Armored Horse Body and Head ...\$3

### Valten, Champion of Sigmar

- 020212001 Valten ...\$10

### Valten on Horseback

- 020213101 Mounted Valten Body ...\$9
- 020213102 Mounted Valten Hammer ...\$2
- 020213103 Mounted Valten Tail/Leg Sprue ...\$3

### Metal Bitz and Plastic Sprues – Core

#### Empire Detachment

- 99380202001 Empire Detachment Sprue ...\$10

#### Empire Militia

- 99381102001 Empire Militia Sprue ...\$6

#### Knightly Order

- 99390202003 Empire Knights Sprue ...\$8
- 99381102002 Knights of the White Wolf Sprue ...\$3
- 99380299004 Armored Horse Body and Head ...\$3
- 99360299003 Empire Knights Shield Sprue ...\$1.50

#### Empire Soldiers

- 99399999063 Empire Regiment Troops ...\$6.25
- 99360299003 Empire Regiment Shield Sprue ...\$1.50
- 99380202002 Empire Command Sprue ...\$5

### Metal Bitz and Plastic Sprues – Special

#### Empire Artillery

- 99390202001 Empire Cannon Crew Sprue ...\$10
- 99390202002 Empire Artillery Sprue ...\$10

#### Empire Greatswords Command

- 020211401 Greatsword Drummer ...\$3.50
- 020211402 Greatsword Standard Body ...\$3.50
- 020211403 Greatsword Champion ...\$3.50
- 020211404 Greatsword Banner ...\$1.50

#### Empire Greatswords

- 020211301 Empire Greatsword 1 ...\$3.50
- 020211302 Empire Greatsword 2 ...\$3.50
- 020211303 Empire Greatsword 3 ...\$3.50
- 020211304 Empire Greatsword 4 ...\$3.50

#### Empire Pistoliers

- 020201201 Pistolier Body 1 ...\$2.50
- 020201202 Pistolier Body 2 ...\$2.50
- 020201203 Pistolier Body 3 ...\$2.50
- 020201204 Pistolier Legs ...\$2.50
- 99389999013 Medieval Horse Head ...\$1
- 99389999003 Medieval Horse Body ...\$2

### Metal Bitz and Plastic Sprues – Rare

#### Empire Flagellants

- 020210601 Flagellant 1 ...\$3.50
- 020210602 Flagellant 2 ...\$3.50
- 020210603 Flagellant 3 ...\$3.50
- 020210604 Flagellant 4 ...\$3.50
- 020210605 Flagellant 5 ...\$3.50
- 020210606 Flagellant 6 ...\$3.50

#### Empire Steam Tank

- 020211701 Steam Tank Right Side ...\$7
- 020211702 Steam Tank Front Right Side ...\$6
- 020211703 Steam Tank Base ...\$4.75
- 020211704 Steam Tank Left Side ...\$7
- 020211705 Steam Tank Front Left Side ...\$6
- 020211706 Steam Tank Cannon ...\$3.50



# PRICE LIST

020211707	Steam Tank Top	.....\$7
020211708	Steam Tank Turret	.....\$6
020211709	Steam Tank Exhaust Pipe	....\$4.75
020211710	Steam Tank Barrel Top	....\$4.75
020211711	Steam Tank Barrel Bottom	....\$4.75
020211712	Steam Tank Back Door	....\$4.75
020211713	Steam Tank Axle	.....\$3.50
020211714	Steam Tank Wheel	.....\$3.50
020211715	Steam Tank Cannon Base	....\$4.75
020211716	Steam Tank Front Wheel	....\$2.50
020211717	Steam Tank Hydraulics	.....\$3.50
020211718	Steam Tank Accessory Sprue	....\$2.50
020211719	Steam Tank Eagle	.....\$2.50
020211720	Steam Tank Canvas	.....\$2.50
020211721	Steam Tank Hatch Sprue	....\$2.50
020211722	Steam Tank Commander Stand	\$1.25
020211723	Steam Tank Commander	....\$3.50
020211724	Steam Tank Commander Arms	\$1.25
020211725	Steam Tank Shrouds	.....\$2.50
<b>Von Zeppel Steam Tank Conversion Kit</b>		
MO0316	Von Zeppel Conversion Kit	....\$25
020204107	War Wagon Crew w/ Rifle	....n/a
020204108	War Wagon Crew w/ Musket	....n/a
020204109	War Wagon Crew w/ Blunderbuss	....n/a
020204110	War Wagon Crew w/ Man Catcher	....n/a
020204111	War Wagon Crew w/ Ball & Chain	....n/a
020204112	War Wagon Crew w/ Halberd	....n/a
020211742	Von Zeppel Sword & Shield Sprue	....n/a
020211730	Von Zeppel Large Rail 1	....n/a
020211731	Von Zeppel Large Rail 2	....n/a
020211728	Von Zeppel Deck	....n/a
020211739	Von Zeppel Smoke Stack 2	....n/a
020211736	Von Zeppel Small Rail 1	....n/a
020211737	Von Zeppel Small Rail 2	....n/a
020211738	Von Zeppel Small Rail 3	....n/a
020211729	Steam Tank Front Plate	....n/a
<b>Sigmar's Hammer Steam Tank Conversion Kit</b>		
MO0317	Sigmar's Hammer Conversion Kit	\$10
020211733	Sigmar's Hammer Pennants 2	....n/a
020211735	Sigmar's Hammer Seals	....n/a
020211729	Steam Tank Front Plate	....n/a
020211740	Smoke Stack 3	....n/a
<b>Old Reliable Steam Tank Conversion Kit</b>		
MO0318	Old Reliable Conversion Kit	....\$10
020211727	Old Reliable Accessory 2	....n/a
020211732	Old Reliable Mast	....n/a
020211743	Old Reliable Volley Gun	....n/a
020211740	Smoke Stack 3	....n/a
<b>Implacable Steam Tank Conversion Kit</b>		
MO0319	Implacable Conversion Kit	....\$25
99380202002	Empire Command Sprue	....n/a
99390202002	Empire Artillery Sprue	....n/a
020211726	Implacable Accessory	....n/a
020211741	Implacable Smoke Stack	....n/a
020211734	Implacable Pivot Gun	....n/a
020211729	Steam Tank Front Plate	....n/a
<b>Helblaster Volley Gun</b>		
020210901	Helblaster Crew 1	.....\$3
020210902	Helblaster Crew 2	.....\$3
020210903	Helblaster Crew 3	.....\$3
020210904	Helblaster Backplate	.....\$2
020210905	Helblaster Front Plate	.....\$1.50
020210906	Helblaster Barrels	.....\$3
020210907	Helblaster Sprue	.....\$1
020210908	Helblaster Griffon	.....\$0.50
020210909	Helblaster Chassis	.....\$4
020210910	Helblaster Elevator Beam	.....\$1.50
020210911	Helblaster Gun Beam	.....\$3
99399999002	12-Spoke Wheel Sprue	.....\$1

## Classic/Collector's Range

### Metal Bitz and Plastic Sprues - Lords & Heroes

<b>Classic Battle Wizards</b>		
020200101	Mounted Jade Wizard	.....\$9
020200105	Mounted Grey Wizard	.....\$9
020200106	Mounted Bright Wizard	.....\$9
73700-3	Mounted Light Wizard	.....\$9
73700-4	Mounted Amber Wizard	.....\$9
73700-7	Mounted Celestial Wizard	.....\$9
73700-8	Mounted Gold Wizard	.....\$9
73790-13	Mounted Amethyst Wizard	.....\$9
73790-2	Bright Wizard on Foot	.....\$9
73790-3	Grey Wizard on Foot	.....\$9
73790-8	Jade Wizard on Foot	.....\$9
73791-1	Celestial Wizard on Foot	.....\$9
73791-4	Gold Wizard on Foot	.....\$9
73791-6	Light Wizard on Foot	.....\$9
73791-7	Amber Wizard on Foot	.....\$9
73791-9	Amethyst Wizard on Foot	.....\$9
99389999013	Medieval Horse Head	.....\$1
99389999003	Medieval Horse Body	.....\$2
99389999002	Caparison Horse Body	.....\$2
99389999012	Caparison Horse Head	.....\$1

### Classic Elector Count on Pegasus

0826-1	Pegasus Hero Body	.....\$3.75
0826-2	Pegasus Hero Legs	.....\$3
0826-3	Pegasus Hero Saddle	.....\$1.25
0826-4	Pegasus Hero Saddleback	.....\$2.50
0826-5	Pegasus Left Side w/ Head	.....\$6
0826-6	Pegasus Right Side	.....\$6
021000209	Griffon Left Wing 2	.....\$6
021000210	Griffon Right Wing 2	.....\$6

### Classic Knightly Heroes

020201305	Knight Hero w/ Broadsword	.....\$5.75
020201306	Knight Hero w/ Lance	.....\$5.75

### Classic Elector Count - Mounted

020204601	Empire General	.....\$8
020204602	Empire General Lance	.....\$2
020204603	Empire General Shield	.....\$1
99380299004	Armored Horse Body and Head	.....\$3

### Classic Warrior Priest

079901701	Classic Warrior Priest	.....\$8.50
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### Special Characters

#### Karl Franz on Griffon

020204401	Emperor Karl Franz	.....\$9
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#### Thyrus Gorman

020202103	Thyrus Gorman Body	.....\$11.50
99389999002	Caparison Horse Body	.....\$2
99389999012	Caparison Horse Head	.....\$1

### Volkmar the Grand Theogonist

MO0070	Volkmar the Grim	.....\$35
020204105	War Wagon Haft	.....\$1.25
020204106	War Wagon Yoke	.....\$1.25
020204301	War Altar Grand Theogonist	.....\$9
020204302	War Altar Platform	.....\$6
020204303	War Altar Shrine of Sigmar	.....\$2
020204304	War Altar Axle	.....\$2
020204305	War Altar Horn of Sigismund	.....\$2
020204306	War Altar Griffon Statue	.....\$10
020204307	War Altar Griffon Tail	.....\$2
020204308	War Altar Griffon Wings	.....\$6
020204311A	Imperial Banner Pole A	.....\$2
020204311B	Imperial Banner Pole B	.....\$2
020204311C	Imperial Banner Pole C	.....\$2

020204311D	Imperial Banner Pole D	.....\$2
020204312A	Imperial Banner Pole A	.....\$2
020204312B	Imperial Banner Pole B	.....\$2
020204312C	Imperial Banner Pole C	.....\$2
020204312D	Imperial Banner Pole D	.....\$2
020204312E	Imperial Banner Pole E	.....\$2
99399999058	Solid Wagon Wheel Sprue	.....\$1
99380299004	Armored Horse Body and Head	.....\$3

### Ludwig Schwarzhelm

020202202	Ludwig Schwarzhelm	.....\$11.50
99380299004	Armored Horse Body and Head	.....\$3

### Metal Bitz and Plastic Sprues - Core

#### Empire Soldier Upgrade Bitz

020205801	Soldier Leader Head	.....\$1.25
020205802	Soldier Leader Sword Arm	.....\$1.25
020205803	Soldier Drummer Left Arm	.....\$1.25
020205804	Soldier Drummer Right Arm	.....\$1.25
020205805	Soldier Standard Top	.....\$1.25
020205806	Soldier Standard Right Arm	.....\$1.25
020205807	Soldier Standard Left Arm	.....\$1.25
020206201	Handgunner Leader Arms	.....\$1.25
020206202	Handgunner Leader Head	.....\$1.25
020206203	Handgunner Bugle	.....\$1.25
020206204	Handgunner Standard Right Arm	.....\$2.50
020206205	Handgunner Standard Left Arm	.....\$1.25
020206206	Handgunner Powder Bags 1	.....\$1.25
020206207	Handgunner Powder Bags 2	.....\$1.25
020206208	Handgunner Arms 1	.....\$1.25
020206209	Handgunner Arms 2	.....\$1.25
020206210	Handgunner Arms 3	.....\$1.25
020206211	Handgunner Arms 4	.....\$1.25
020210001	Crossbowmen Champion Head	.....\$1.25
020210002	Crossbowmen Champion Axe Arm	.....\$1.25
020210003	Crossbowmen Trumpet Arm	.....\$1.25
020210004	Crossbowmen Standard Pole	.....\$1.25
020210006	Crossbowmen Champion Arm 2	.....\$1.25
020210008	Crossbowmen Arms 1	.....\$1.25
020210010	Crossbowmen Arms 3	.....\$1.25
020210011	Crossbowmen Arms 4	.....\$1.25
99360299003	Knight Shield Sprue	.....\$1.50
99369999004	Small Round Shield Sprue	.....\$1.50

### Classic Empire Soldiers

020203107	Footsoldier w/ Spear 1	.....\$3.75
020203108	Footsoldier w/ Spear 2	.....\$3.75
020203109	Footsoldier w/ Spear 3	.....\$3.75
020203110	Footsoldier w/ Spear 4	.....\$3.75
020203111	Footsoldier w/ Sword 1	.....\$3.75
020203112	Footsoldier w/ Sword 2	.....\$3.75
020203113	Footsoldier w/ Sword 3	.....\$3.75
020203114	Footsoldier w/ Sword 4	.....\$3.75
020203202	Empire Drummer	.....\$3.75
020203203	Standard Bearer 1	.....\$3.75
020203210	Empire Trumpeter	.....\$3.75
020203211	Standard Bearer 2	.....\$3.75
020203301	Empire Captain	.....\$3.75
020203304	Empire Champion w/ Pistol	.....\$3.75
020203305	Hero w/ Halberd 1	.....\$3.75
020203307	Hero w/ Sword 2	.....\$4
020203308	Hero w/ Hammer	.....\$4
020203309	Hero w/ Halberd 2	.....\$4
020203401	Empire Archer 1	.....\$3.75
020203402	Empire Archer 2	.....\$3.75
020203403	Empire Archer 3	.....\$3.75
020203404	Empire Archer 4	.....\$3.75
020203405	Empire Archer 5	.....\$3.75



## PRICE LIST



020203406	Empire Archer 6	.....	\$3.75
020203407	Empire Archer 7	.....	\$3.75
020203408	Empire Archer 8	.....	\$3.75
020203409	Empire Archer 9	.....	\$3.75
020203501	Reiksguard 1 w/ 2 Handed Sword	..	\$.55
020203502	Reiksguard 2	.....	\$.55
020203503	Reiksguard 3	.....	\$.55
020203504	Reiksguard 4	.....	\$.55
020203506	Reiksguard Standard	.....	\$.55
020203507	Reiksguard Musician	.....	\$.55
020203508	Reiksguard Captain	.....	\$.55
020203606	Halberdier 1	.....	\$3.75
020203607	Halberdier 2	.....	\$3.75
020203608	Halberdier 3	.....	\$3.75
020203609	Halberdier 4	.....	\$3.75
020203610	Halberdier 5	.....	\$3.75
020203611	Halberdier 6	.....	\$3.75
020203612	Halberdier 7	.....	\$3.75
020203613	Halberdier 8	.....	\$3.75
020203614	Halberdier 9	.....	\$3.75
020203615	Halberdier 10	.....	\$3.75
99369999003	Fighter Shield Sprue	.....	\$.10

### Classic Handgunners

020204501	Handgunner 1	.....	\$.30
020204502	Handgunner 2	.....	\$.30
020204503	Handgunner 3	.....	\$.30
020204504	Handgunner 4	.....	\$.30
020204505	Handgunner 5	.....	\$.30

### Classic Knightly Order

020200901	White Wolf Knight Body 1	...	\$3.75
020200902	White Wolf Knight Body 2	...	\$3.75
020200903	Empire Knight Legs	.....	\$2.50
020200904	White Wolf Knight Body 3	...	\$3.75
020201105	White Wolf Standard Body	...	\$3.75
020201301	Reiksguard Knight Body 1	...	\$3.75
020201302	Reiksguard Knight Body 2	...	\$3.75
020200201	Blazing Sun Knight Body 1	..	\$3.75
020200202	Blazing Sun Knight Body 2	..	\$3.75
020200203	Blazing Sun Knight Standard Body		\$3.75
020202401	Knights Panther Body 1	.....	\$3.75
020202402	Knights Panther Body 2	.....	\$3.75
020202604	Knights Panther Standard Body	..	\$3.75

99380299004	Armored Horse Body and Head	..	\$.30
99369999003	Fighter Shield Sprue	.....	\$.10

### Metal Bitz and Plastic Sprues - Special

#### Classic Great Cannon

020203701	Great Cannon Crew 1	.....	\$3.75
020203702	Great Cannon Crew 3	.....	\$3.75
020203703	Great Cannon Crew 2	.....	\$3.75
020203704	Great Cannon Gun Carriage	..	\$5.25
020203705	Great Cannon Barrel	.....	\$5.25
020203706	Great Cannon Powder Chest	..	\$2.50
020203707	Great Cannon Axle	.....	\$1.50
99369999058	Solid Wagon Wheel Sprue	.....	\$.10

#### Classic Mortar

020204701	Mortar Crew 1	.....	\$3.75
020204702	Mortar Crew 2	.....	\$3.75
020204703	Mortar Crew 3	.....	\$3.75
020204704	Mortar Chassis	.....	\$6.50
020204705	Mortar Barrel Top	.....	\$2.50
020204706	Mortar Barrel Bottom	.....	\$2.50
99369999058	Solid Wagon Wheel Sprue	.....	\$.10

#### Classic Greatswords

020201501	Empire Greatsword 1	.....	\$3.75
020201502	Empire Greatsword 2	.....	\$3.75
020201503	Empire Greatsword 3	.....	\$3.75

#### Classic Pistoliers

020200401	Pistolier w/ Repeating Pistol	..	\$3.75
020200402	Pistolier w/ Repeating Handgun	..	\$3.75

### Metal Bitz and Plastic Sprues - Rare

#### Empire Flagellants

020203906	Flagellant 1	.....	\$3.75
020203907	Flagellant 2	.....	\$3.75
020203908	Flagellant 3	.....	\$3.75
020203909	Flagellant 4	.....	\$3.75
020203910	Flagellant 5	.....	\$3.75

#### Classic Steam Tank

020204201	Steam Tank Base	.....	\$.40
020204202	Steam Tank Left Side Armor	..	\$5.25
020204203	Steam Tank Right Side Armor	..	\$5.25
020204204	Steam Tank Roof	.....	\$.40
020204205	Steam Tank Hatch	.....	\$2.50

020204206	Steam Tank Back Plate	.....	\$.40
020204207	Steam Tank Engine	.....	\$6.50
020204208	Steam Tank Boiler	.....	\$6.50
020204209	Steam Tank Front Armor	.....	\$2.50
020204210	Steam Tank Cannon	.....	\$5.25
020204211	Steam Tank Commander	.....	\$5.25
99369999058	Solid Wagon Wheel Sprue	.....	\$.10

#### Classic Volley Gun

020203001	Volley Gun Gunner Captain	..	\$3.75
020203002	Volley Gun Engineer Leonardo		\$3.75
020203003	Volley Gun Gunner w/ Powder Keg	..	\$3.75
020203004	Volley Gun Lower Barrels	.....	\$.50
020203005	Volley Gun Upper Barrels	.....	\$6.50
020203006	Volley Gun Mechanism	.....	\$.30
020203007	Volley Gun Carriage	.....	\$6.50
020203008	Volley Gun Handle	.....	\$.20
99369999058	Solid Wagon Wheel Sprue	.....	\$.10

#### War Wagon

020204101	War Wagon Side Panel	.....	\$6.50
020204102	War Wagon Deck	.....	\$6.50
020204103	War Wagon Front/Rear Panel	..	\$5.25
020204104	War Wagon Front/Rear Panel 2	..	\$.40
020204105	War Wagon Haft	.....	\$1.25
020204106	War Wagon Yoke	.....	\$1.25
020204107	War Wagon Crew w/ Rifle	.....	\$3.75
020204108	War Wagon Crew w/ Musket	..	\$3.75
020204109	War Wagon Crew w/ Blunderbuss		\$3.75
020204110	War Wagon Crew w/ Man Catcher		\$3.75
020204111	War Wagon Crew w/ Ball & Chain		\$3.75
020204112	War Wagon Crew w/ Halberd		\$3.75
99369999058	Solid Wagon Wheel Sprue	.....	\$.10



*Below: These fantastic, award-winning Empire soldiers and characters were expertly painted by (from left to right) Tom Weiss, Adam Clark, Daniel O'Toole, Anthony DePasquale, and Aaron Dill.*

## SHOWCASE



## CLASSIC RANGE



Ludwig Schwarzhelm

*Note: The complete classic Karl Franz is available through Mail Order under the code: MO 0069*

Ludwig Schwarzhelm Body  
020202202



*Note: To complete Ludwig Schwarzhelm you will also need:*

Armored Horse Body and Head  
99380299004



Emperor Karl Franz  
020204401



Supreme Patriarch,  
Thyrus Gorman  
020202103

*Note: To complete Thyrus Gorman you will also need:*

Supreme Patriarch Body  
020202103

Caparison Horse Head  
99389999012

Caparison Horse Body  
99389999002

## SHOWCASE



*Right: Paul Capon did an excellent job of capturing the grim and determined nature of an Empire Militia with this unit. These models earned him the Silver award in the 2001 UK Golden Demon competition.*

## CLASSIC RANGE



**War Altar Grand Theogonist**  
020204301



**Shrine of Sigmar**  
020204303



**Griffon Tail**  
020204307



**Solid Wagon Wheel Sprue**  
99399999058



**War Altar Platform**  
020204302



**Wagon Yoke**  
020204106



**War Altar Axle**  
020204304



**Horn of Sigismund**  
020204305



**Wagon Haft**  
020204105



**Volkmar the Grim, the Grand Theogonist**



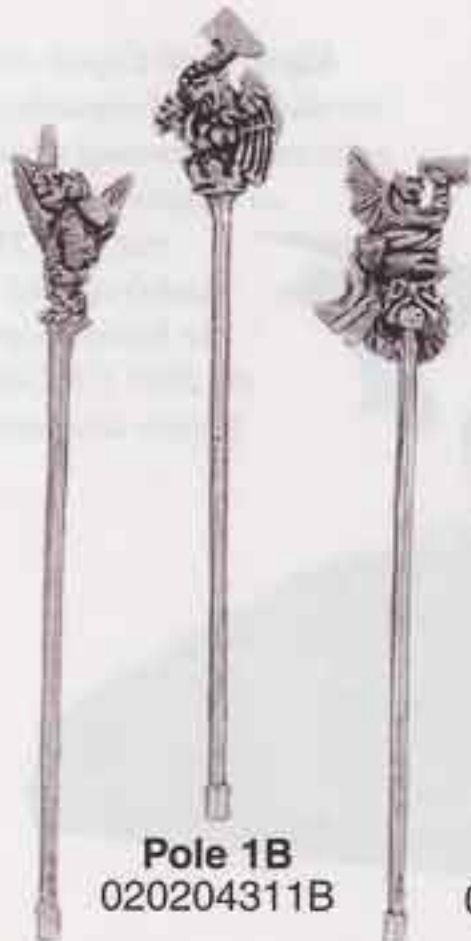
**War Altar Griffon Statue**  
020204306

**War Altar Griffon Wings**  
020204308

*Note: The complete Volkmar the Grim, the Grand Theogonist, comes with two random banner poles shown below and two:*

**Armored Horse Body and Head**  
99380299004

*The complete classic model is available through Mail order under the code MO 0070.*



**Pole 1A**  
020204311A

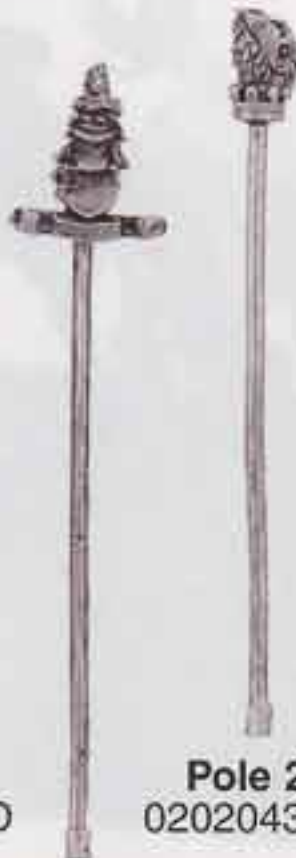
**Pole 1B**  
020204311B



**Pole 1C**  
020204311C



**Pole 1D**  
020204311D



**Pole 2A**  
020204312A

**Pole 2B**  
020204312B



**Pole 2C**  
020204312C

**Pole 2D**  
020204312D



**Pole 2E**  
020204312E

**CLASSIC RANGE**



**Classic Elector Count on Pegasus**

*Note: The Elector count on Pegasus uses the following components found in the High Elf section:*

**Griffon Right Wing 2**  
021000210

**Griffon Left Wing 2**  
021000209



**Classic Warrior Priest**  
079901701



**Empire General Lance**  
020204602



**Empire General Body**  
020204601



**Empire General Shield**  
020204603



**Pegasus Right Side**  
0826-6



**Pegasus Left Side w/ Head**  
0826-5



**Pegasus Hero Legs**  
0826-2



**Pegasus Hero Saddle**  
0826-3



**Pegasus Hero Body**  
0826-1



**Pegasus Hero Saddleback**  
0826-4



**Classic Elector Count – Mounted**

*Note: To complete this Classic Elector Count you will also need:*

**Armored Horse Body and Head**  
99380299004



## CLASSIC RANGE



**Mounted  
Light Wizard**  
73700-3



**Light Wizard**  
73791-6



**Mounted  
Celestial Wizard**  
73700-7



**Celestial Wizard**  
73791-1



**Grey Wizard**  
73790-3



**Mounted  
Grey Wizard**  
020200105



**Bright Wizard**  
73790-2



**Mounted  
Bright Wizard**  
020200106



**Mounted  
Amber Wizard**  
73700-4



**Amber Wizard**  
73791-7



**Mounted  
Amethyst Wizard**  
73790-13



**Amethyst Wizard**  
73791-9

*Note: To complete the mounted versions of these Classic Battle Wizards you will need the following:*

**Caparison Horse Head** 99389999012  
**Caparison Horse Body** 99389999002

**Medieval Horse Head** 99389999013  
*or*  
**Medieval Horse Body** 99389999003

## CLASSIC RANGE



**Jade Wizard**  
73790-8



**Mounted Jade Wizard**  
020200101



**Gold Wizard**  
73791-4



**Mounted Gold Wizard**  
73700-8



**Knight Hero w/ Lance**  
020201306



**Knight Hero w/ Broadsword**  
020201305



**Reiksguard Captain**  
020203508



**Reiksguard Standard**  
020203506



**Reiksguard Musician**  
020203507



**Reiksguard 1 w/ 2 Handed Sword**  
020203501



**Reiksguard 2**  
020203502



**Reiksguard 3**  
020203503



**Reiksguard 4**  
020203504

*Note: Plastic shields are not included for Reiksguard Foot Knights. You can order plastic Empire shields from those shown on p. 634.*



## CLASSIC RANGE

### PAINT AN EMPIRE CROSS



Start by highlighting and shading the banner as normal. Then, with a color that contrasts the banner's

background color, paint a cross and 12 small dots as illustrated above.



Connect the dots as shown. Be sure to thin your paint slightly so that it applies easily. However, be sure that the

paint is not so thin that it loses its opacity or runs uncontrollably.



Fill in the cross with slightly thinned Skull White paint. A few coats may be necessary for good coverage.

Fix any mistakes in the shape of the outline with a bit of the same color used for the banner background.



Finish off the banner by repeating steps 1 through 3 inside the cross, only this time use a contrasting color

like Red Gore. Feel free at this time to add any other details like prayers to Sigmar, litanies of faith, etc. to the banner for added visual interest.



**Handgunner 1**  
020204501



**Handgunner 2**  
020204502



**Handgunner 3**  
020204503



**Handgunner 4**  
020204504



**Handgunner 5**  
020204505



**Empire Archer 1**  
020203401



**Empire Archer 2**  
020203402



**Empire Archer 3**  
020203403



**Empire Archer 4**  
020203404



**Empire Archer 6**  
020203406



**Empire Archer 8**  
020203408



**Empire Archer 5**  
020203405



**Empire Archer 7**  
020203407



**Empire Archer 9**  
020203409



**Foot Soldier w/ Spear 1**  
020203107



**Foot Soldier w/ Spear 2**  
020203109



**Foot Soldier w/ Spear 3**  
020203108



**Foot Soldier w/ Spear 4**  
020203110

*Note: Plastic shields are not included with Empire Soldiers w/ Swords and w/ Spears. You can order plastic Empire shields from p. 634.*

CLASSIC RANGE



**Standard Bearer 1**  
020203203



**Standard Bearer 2**  
020203211



**Empire Trumpeter**  
020203210



**Empire Drummer**  
020203202



**Hero w/ Sword 2**  
020203307



**Empire Captain**  
020203301



**Hero w/ Hammer**  
020203308



**Empire Champion  
w/ Pistol**  
020203304



**Hero w/ Halberd**  
020203305



**Hero w/ Halberd 2**  
020203309



**Halberdier 2**  
020203607



**Halberdier 3**  
020203608



**Halberdier 4**  
020203609



**Halberdier 5**  
020203610



**Halberdier 7**  
020203612



**Halberdier 6**  
020203611



**Halberdier 1**  
020203606



**Halberdier 8**  
020203613



**Halberdier 9**  
020203614



**Halberdier 10**  
020203615



**Foot Soldier  
w/ Sword 3**  
020203113



**Foot Soldier  
w/ Sword 1**  
020203114



**Foot Soldier  
w/ Sword 2**  
020203111



**Foot Soldier  
w/ Sword 4**  
020203112

## CLASSIC RANGE

*Note: All these components are designed to allow you to customize the models from the Soldiers of the Empire plastic boxed set.*



*Note: Sprue shown at 90% of actual size.*

*Note: Sprue shown at 90% of actual size.*



**Empire Knights Shield Sprue**  
99360299003



**Fighter Shields**  
99369999003



**Small Round Shields**  
99369999004

**CLASSIC RANGE**



**Knights Panther Knight**



**Knight of the White Wolf**



**Reiksguard Knight**



**Knight of the Blazing Sun**



**Blazing Sun Standard Body**  
020200203



**Blazing Sun Knight Body 1**  
020200201



**Blazing Sun Knight Body 2**  
020200202



**Knights Panther Standard Body**  
020202604



**Knights Panther Body 1**  
020202401



**Knights Panther Body 2**  
020202402



**Reiksguard Body 1**  
020201301



**Reiksguard Body 2**  
020201302



**White Wolf Standard Body**  
020201105



**White Wolf Body 1**  
020200901



**White Wolf Body 3**  
020200904



**White Wolf Body 2**  
020200902



**Empire Knight Legs**  
020200903

*Note: Knights at the top of this page are shown complete with:*

**Armored Horse Body and Head**  
99380299004

*and*

**Fighter Shields**  
99369999003

All miniatures are supplied unpainted. Models, bits, and sprues are all shown at actual size unless otherwise noted.

## CLASSIC RANGE



**Pistolier w/  
Repeating Pistol Body**  
020200401



**Pistolier w/  
Repeating Handgun Body**  
020200402



**Empire  
Greatsword 1**  
020201501



**Empire  
Greatsword 2**  
020201502



**Empire  
Greatsword 3**  
020201503

*Note: The Classic  
Mortar shown uses the:  
7-Spoked Wheel*  
99399999001



**Mortar  
Chassis**  
020204704



**Mortar  
Barrel Bottom**  
020204706



**Mortar  
Barrel Top**  
020204705



**Mortar  
Crew 2**  
020204702



**Classic Mortar**



**Mortar Crew 3**  
020204703



**Mortar  
Crew 1**  
020204701



**Classic Great Cannon**



**Great Cannon Barrel**  
020203705



**Great Cannon  
Powder Chest**  
020203706



**Great  
Cannon Axle**  
020203707



**Great Cannon Gun Carriage**  
020203704



**Solid Wagon  
Wheel Sprue**  
99399999058



**Great Cannon  
Crew 1**  
020203701



**Great Cannon  
Crew 2**  
020203703



**Great Cannon  
Crew 3**  
020203702

*Note: You can use the Classic Range Empire Cannon and Empire Mortar Crew with the plastic Empire Artillery kit to add variety to your artillery crews.*

**CLASSIC RANGE**



**Flagellant 1**  
0202039010



**Flagellant 2**  
020203906



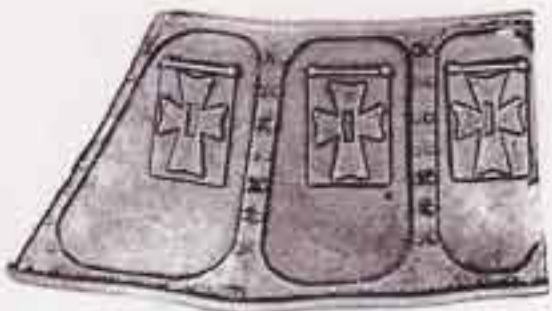
**Flagellant 3**  
020203908



**Flagellant 4**  
020203909



**Flagellant 5**  
020203907



**Steam Tank  
Left Side Armor**  
020204202



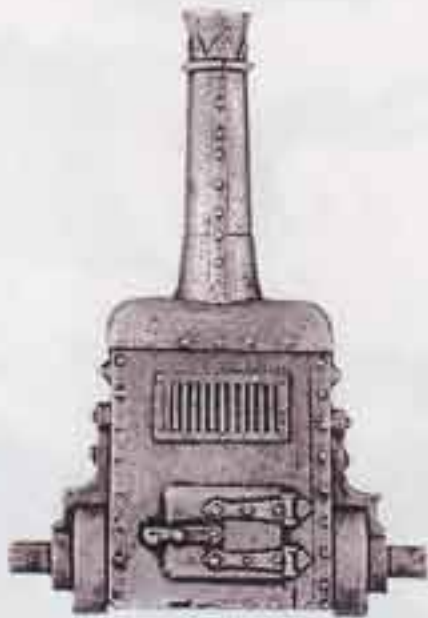
**Steam Tank  
Right Side Armor**  
020204203



**Classic Steam Tank**



**Steam  
Tank Roof**  
020204204



**Steam  
Tank Boiler**  
020204208



**Steam  
Tank Cannon**  
020204210



**Steam  
Tank Hatch**  
020204205



**Steam Tank  
Back Plate**  
020204206



**Steam Tank  
Commander**  
020204211



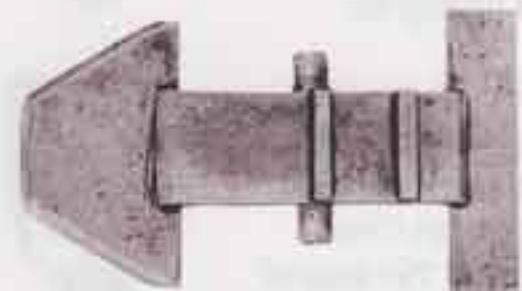
**Steam Tank  
Front Armor**  
020204209



**Solid Wagon  
Wheel Sprue**  
99399999058



**Steam  
Tank Engine**  
020204207



**Steam Tank Base**  
020204201

## CLASSIC RANGE

### SIGMARITE DEVOTIONAL TALISMANS



Purity seals are easily made from strips of paper and a small ball of green stuff. Glue the paper down then press the putty into place.



Prime and paint the model. For the seal, start with Scab Red for the wax seal and Bubonic Brown for the paper strips.



Highlight the Scab Red with Blood Red and the Bubonic Brown with a Bubonic Brown and Bleached Bone mix and then Bleached Bone.



Apply a final highlight to the parchment with Skull White. Thin down Chaos Black and paint thin jagged lines to represent writing.

Start with smooth plastic shield and some green stuff. After the parchment is sculpted on, press two tiny balls of putty in each corner to look like nails.



Paint the shield Scab Red, the parchment Bubonic Brown, and the nails Chaos Black.



Highlight the Scab Red with Red Gore. Highlight the parchment by adding more and more Bleached Bone to Bubonic Brown for successive highlights.



Highlight the shield with Blood Red. Apply a highlight to the parchment with Skull White. Thin down Chaos Black and paint thin jagged lines to represent writing.



**Volley Gun Upper Barrels**  
020203005



**Solid Wagon Wheel Sprue**  
99399999058



**Volley Gun Engineer Leonardo**  
020203002



**Volley Gun Gunner Captain**  
020203001



**Volley Gun Mechanism**  
020203006



**Volley Gun Gunner w/ Powder Keg**  
020203003



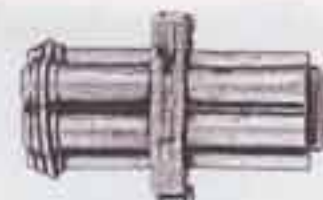
**Volley Gun Handle**  
020203008



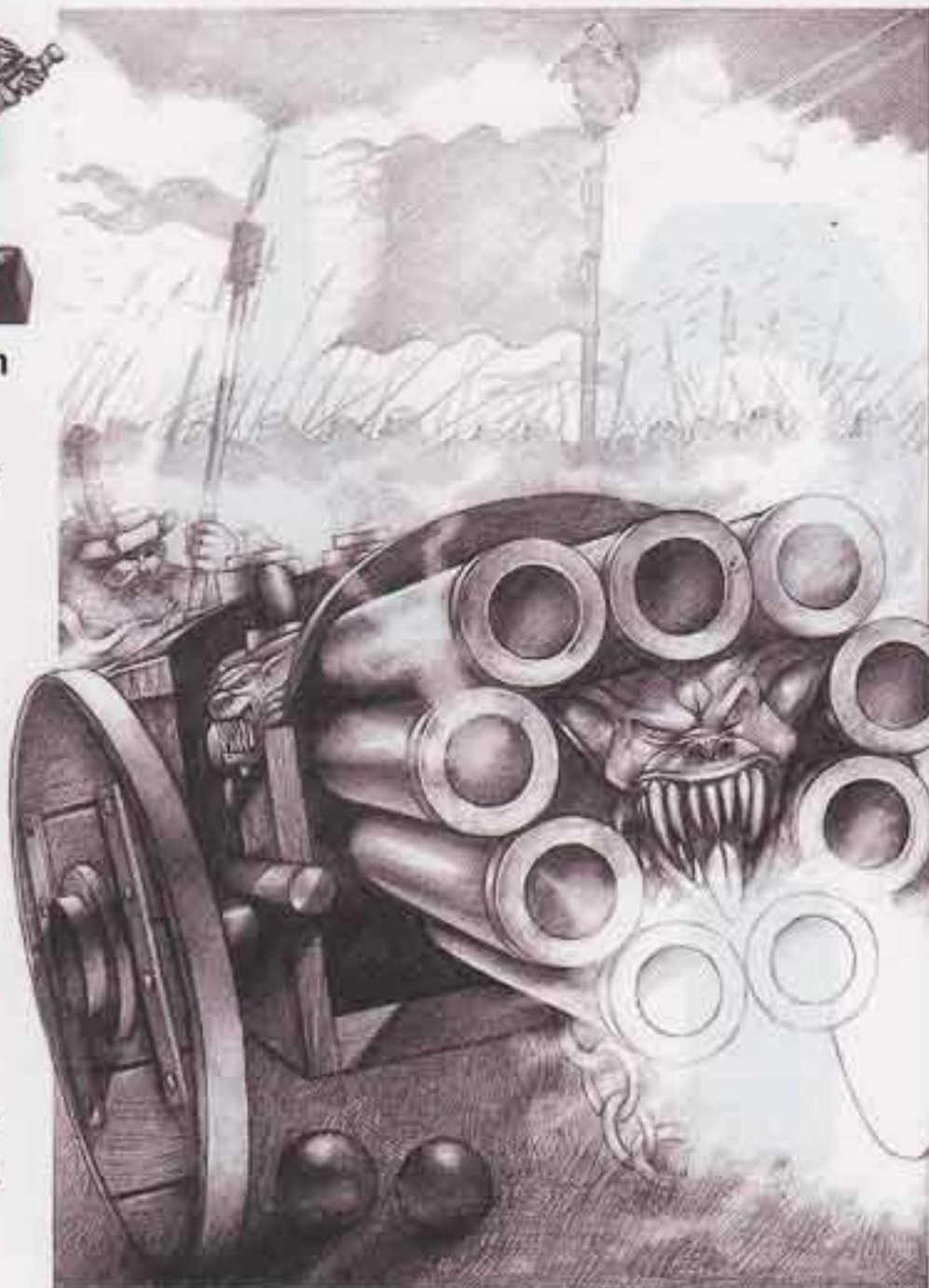
**Classic Volley Gun**



**Volley Gun Carriage**  
020203007



**Volley Gun Lower Barrels**  
020203004



# CLASSIC RANGE



**War Wagon Crew  
w/ Halberd**  
020204112



**War Wagon Crew  
w/ Rifle**  
020204107

*Note: The Empire War  
Wagon also requires two:*

**Armored Horse  
Body and Head**  
99380299004



*Note: Model  
shown at 95% of  
actual size.*



**War Wagon Crew  
w/ Ball and Chain**  
020204111



**War Wagon  
Crew w/ Musket**  
020204108



**Empire War Wagon**



**War Wagon Crew  
w/ Blunderbuss**  
020204109



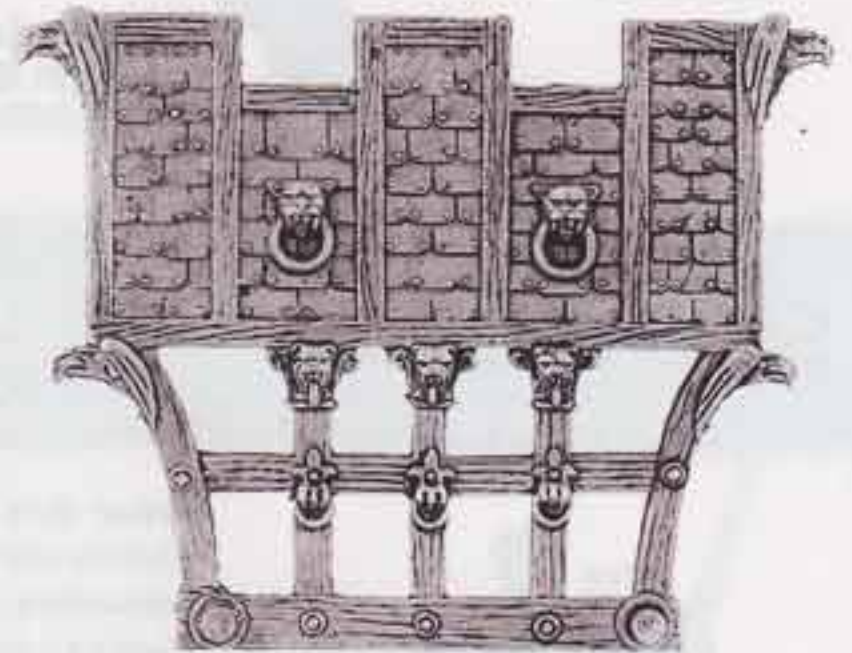
**War Wagon Crew  
w/ Man Catcher**  
020204110



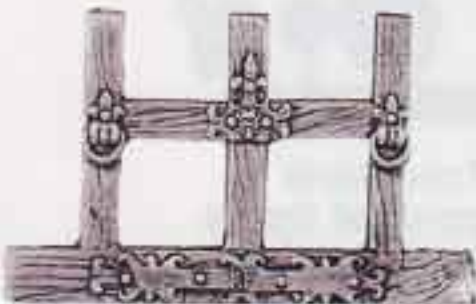
**War Wagon Yoke**  
020204106



**War Wagon Haft**  
020204105



**War Wagon Side Panel**  
020204101



**War Wagon  
Front/Rear Frame**  
020204104



**Solid Wagon  
Wheel Sprue**  
99399999058



**War Wagon Deck**  
020204102



**War Wagon  
Front/Rear Panel**  
020204103





## KISLEV LORDS AND HEROES



**Kislev Ice Queen Blister (1)**  
86-56



**Kislev Ice Queen Body**  
020201401



**Kislev Boyar Blister (1)**  
86-57 (Blister)  
020219501 (Bit)



**Tzar Boris of Kislev on Bear Box (1)**  
86-34

*Note: The Kislev Ice Queen Blister also comes with:*

- Medieval Horse Head**  
99389999013
- and
- Medieval Horse Body**  
99389999003



**Tzar Boris Bear Right Side**  
020212406



**Tzar Boris Bear Left Side**  
020212405



**Tzar Boris Back Banner Sprue**  
020212403



**Tzar Boris Bear Head**  
020212404

## SHOWCASE



*Below: Both of these Kislevite character conversions are from John Cadice's excellent Kislev army from the 2003 Seattle Grand Tournament. They demonstrate how simple modifications to the existing models can produce unique and interesting results.*



**Tzar Boris Weapon/Hat Sprue**  
020212402



**Tzar Boris Body**  
020212401



# KISLEV CORE



**Kislev Kossars Regiment Box (10)**  
86-31



**Kislev Kossars Command Blister (3)**  
86-53



**Kislev Kossar 1**  
020212101



**Kislev Kossar 2**  
020212102



**Kislev Kossar 3**  
020212103



**Kislev Kossar 4**  
020212104



**Kislev Kossar 5**  
020212105



**Kislev Kossar 6**  
020212106

# SHOWCASE



**Kislev Kossar Champion**  
020212801



**Kislev Kossar Standard Bearer**  
020212803



**Kislev Kossar Musician**  
020212802



*Left: Dave Taylor heavily converted a Dogs of War general and a 40K Krootox model to produce this unique Kislevite Boyar model. The model on foot is made from an archive Grave Guard model and a head from the plastic Middenheimer sprue.*

All miniatures are supplied unpainted. Models, bits, and sprues are all shown actual size unless otherwise noted.

# KISLEV CORE

## PAINTING KISLEVITE HORSES



Paint the coat Scorched Brown and drybrush with Dark Flesh. Don't worry about neatness at this stage.



Drybrush the coat with Vermin Brown. Apply this coat sparingly and leave the previous colors showing through in the recesses.



Paint the manes, harnesses, and other details with Chaos Black. Drybrush the manes and tail with Codex Grey. Highlight the reins and straps.



Apply Red Gore to the underbelly and legs of the horse. Apply this color carefully. It may require a few coats for full coverage.



Drybrush the Red Gore areas with Blood Red followed by a final highlight of Blood Red with a little Blazing Orange mixed in.



### Kislev Horse Archers Box (3 Command Models and 2 Horse Archers) 86-32

*Note: The Kislev Horse Archer Box comes with five of the following. The blister comes with two.*

**Medieval Horse Head**  
99389999013  
and  
**Medieval Horse Body**  
99389999003

### Kislev Horse Archers Blister (2 Horse Archers) 86-51



**Kislev Horse Archer w/ Sword 2**  
020200506



**Kislev Horse Archer Body 1**  
020200507



**Kislev Horse Archer Body 2**  
020200508



**Kislev Horse Archer w/ Sword 1**  
020200509



**Kislev Horse Archer Chieftain Body**  
020200601



**Kislev Horse Archer Standard Body**  
020200603



**Kislev Horse Archer Legs 2**  
020200504



**Kislev Horse Archer Legs 3**  
020200505



**Kislev Horse Archer Legs 4**  
020212201



**Kislev Horse Archer Musician**  
020200602



**Kislev Horse Archer Legs 5**  
020212202



**Kislev Horse Archer Legs 6**  
020212203



# KISLEV CORE



**Kislev Winged Lancers Regiment Box (5)**  
86-33



**Kislev Winged Lancer Legs**  
020200701



**Kislev Winged Lancer Wing**  
020200702

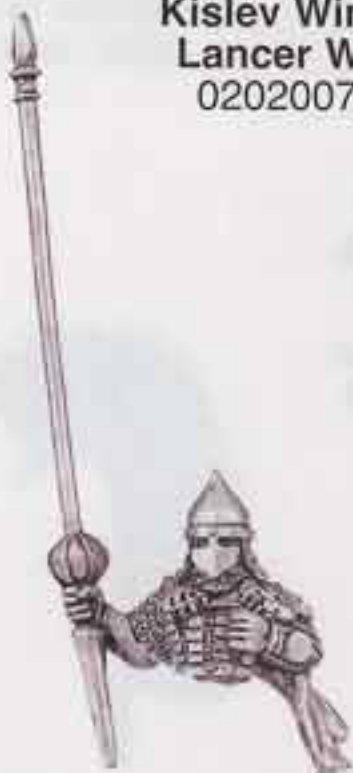
*Note: The Kislev Winged Lancer boxed set comes with five of the following:*

**Medieval Horse Head**  
99389999013  
and

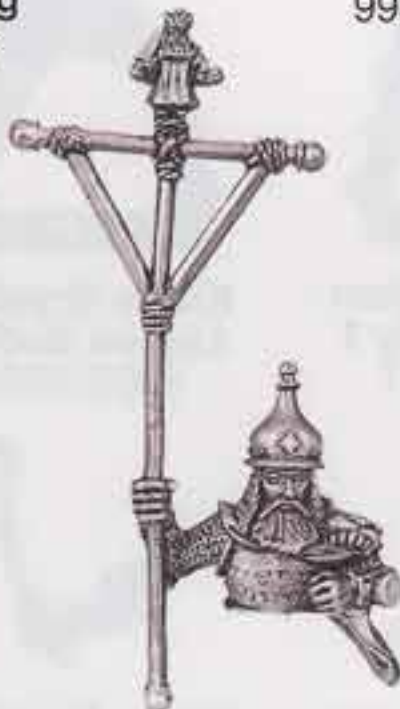
**Medieval Horse Body**  
99389999003



**Kislev Winged Lancer Body 1**  
020200703



**Kislev Winged Lancer Body 2**  
020200704



**Kislev Winged Lancer Standard Body**  
020200805



**Kislev Winged Lancer Champion Body**  
020200806



**Kislev Winged Lancer Drummer Body**  
020200807



## KISLEV SPECIAL

### CONVERTING A BOYAR BATTLE STANDARD



This conversion uses a Mordheim Kislev Captain body (and arm from the Kislev accessory sprue), Winged Lancer legs, the Gryphon Legion Standard, Gryphon Legion Wing, Tzar Boris's Shield, a medieval horse, and some green stuff.



The model has a flask of his favorite spirits to keep him warm out on the desolate tundra. It's made from green stuff and a pistol barrel tip.



Hide the join between the torso and legs by sculpting the tails of a long coat out of green stuff. Look at other models as a guide for the folds.



The finished model after gluing the standard, wing and sword arm in place. Carefully trim each piece for a proper fit before pinning and gluing the parts together.



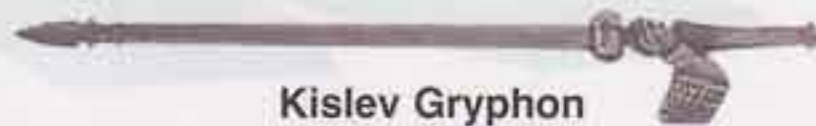
**Kislev Gryphon Legion Regiment Box (5)**  
86-30



**Kislev Gryphon Legion Champion Body**  
020219601



**Kislev Gryphon Legion Standard Body**  
020219603



**Kislev Gryphon Legion Lance**  
020219609

*Note: The Kislev Winged Lancer Box comes with five of the following:*

**Medieval Horse Head**  
99389999013  
and

**Medieval Horse Body**  
99389999003



**Kislev Gryphon Legion Musician Body**  
020219605



**Kislev Gryphon Legion Body 1**  
020219607



**Kislev Gryphon Legion Body 2**  
020219608



**Kislev Gryphon Legion Musician Arm**  
020219606



**Kislev Gryphon Legion Sword Arm**  
020219602



**Kislev Gryphon Legion Wing**  
020219610



**Kislev Gryphon Legion Standard**  
020219604

**Boxed Sets & Blister Packs – Lords and Heroes**

86-57 Kislev Boyar .....\$9  
Blister includes 1 model

**Special Characters**

86-34 Tzar Boris of Kislev on Bear .....\$30  
Box includes 1 model

86-56 Kislev Ice Queen .....\$10  
Blister includes 1 model

**Boxed Sets & Blister Packs – Core**

86-53 Kislev Kossars Command .....\$10  
Blister includes 3 models

86-31 Kislev Kossars Boxed Regiment .....\$30  
Box includes 10 models

86-33 Kislev Winged Lancer Regiment .....\$35  
Box includes 5 models

86-32 Kislev Horse Archer Box .....\$35  
Box includes 2 models

86-51 Kislev Horse Archer Blister .....\$8  
Blister includes 2 models

**Boxed Sets & Blister Packs – Special**

86-30 Kislev Gryphon Legion .....\$40  
Box includes 5 models

**Metal Bitz and Plastic Sprues – Lords and Heroes****Kislev Boyar**

020219501 Kislev Boyar .....\$10

**Special Characters****Tzar Boris of Kislev on Bear**

020212401 Tzar Boris Body .....\$10

020212402 Tzar Boris Weapon/Hat Sprue ..\$3

020212403 Tzar Boris Back Banner Sprue ..\$3

020212404 Tzar Boris Bear Head .....\$3

020212405 Tzar Boris Bear Left Side .....\$8

020212406 Tzar Boris Bear Right Side .....\$8

**Kislev Ice Queen**

020201401 Kislev Ice Queen Body .....\$9

99389999013 Medieval Horse Head .....\$1

99389999003 Medieval Horse Body .....\$2

**Metal Bitz and Plastic Sprues – Core****Kislev Kossars**

020212801 Kislev Kossar Champion .....\$5

020212802 Kislev Kossar Musician .....\$5

020212803 Kislev Kossar Standard Bearer ..\$6

020212101 Kislev Kossar 1 .....\$3.50

020212102 Kislev Kossar 2 .....\$3.50

020212103 Kislev Kossar 3 .....\$3.50

**SHOWCASE**

020212104 Kislev Kossar 4 .....\$3.50  
020212105 Kislev Kossar 5 .....\$3.50  
020212106 Kislev Kossar 6 .....\$3.50

**Kislev Horse Archers**

020200504 Kislev Horse Archer Legs 2 ..\$2.50

020200505 Kislev Horse Archer Legs 3 ..\$2.50

020212201 Kislev Horse Archer Legs 4 ..\$2.50

020212202 Kislev Horse Archer Legs 5 ..\$2.50

020212203 Kislev Horse Archer Legs 6 ..\$2.50

020200506 Kislev Horse Archer w/ Sword 2 \$3.75

020200507 Kislev Horse Archer Body 1 ...\$3.75

020200508 Kislev Horse Archer Body 2 ...\$3.75

020200509 Kislev Horse Archer w/ Sword 1 \$3.75

020200601 Kislev Horse Archer Chieftain Body \$3.75

020200602 Kislev Horse Archer Musician Body \$3.75

020200603 Kislev Horse Archer Standard Body \$3.75

99389999013 Medieval Horse Head .....\$1

99389999003 Medieval Horse Body .....\$2

**Kislev Winged Lancers**

020200701 Kislev Winged Lancer Legs ...\$2.50

020200702 Kislev Winged Lancer Wing ...\$2.50

020200703 Kislev Winged Lancer Body 1 ..\$3.75

020200704 Kislev Winged Lancer Body 2 ..\$3.75

020200805 Kislev Winged Lancer Std. Body ..\$3.75

020200806 Kislev Winged Lancer Champ Body \$3.75

020200807 Kislev Winged Lancer Drummer Body \$3.75

**Metal Bitz and Plastic Sprues – Special****Kislev Gryphon Legion**

020219601 Gryphon Legion Champion Body .\$.6

020219602 Gryphon Legion Sword Arm ..\$1.50

020219603 Gryphon Legion Std. Bearer Body \$5

020219604 Gryphon Legion Standard .....\$3

020219605 Gryphon Legion Musician Body ..\$5

020219606 Gryphon Legion Musician Arm \$1.50

020219607 Gryphon Legion Body 1 .....\$5

020219608 Gryphon Legion Body 2 .....\$5

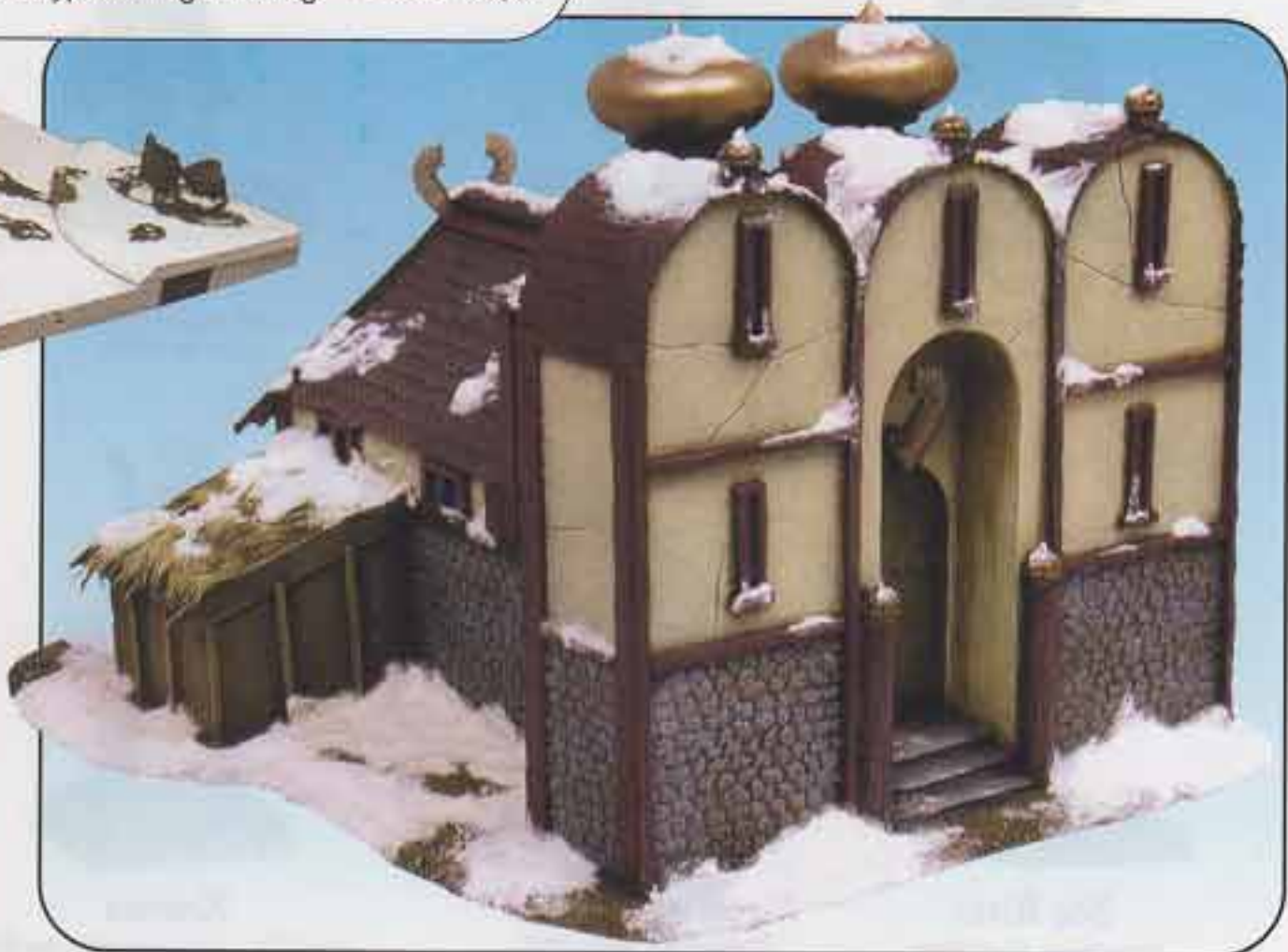
020219609 Gryphon Legion Lance .....\$2.50

020219610 Gryphon Legion Wing .....\$3

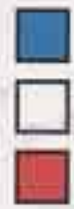
*Below: These buildings by veteran scenery guru Rob Hawkins show the unique architecture of the Kislevites. The basic structures are made from insulation foam and balsa wood. For a full account of how these buildings were constructed and step-by-step instructions, see White Dwarf 285.*



*Above: Chris Walton and Steve Stiefel made the awesome modular winter table pictured here to go with the buildings that Rob Hawkins built. The basic structure of the table is made from 2" insulation foam with a river cut into it with a hobby knife. Tree bases and hills were left separate for flexibility in set up. You may notice that the board is divided into three sections, which allows the table to be set up in a variety of configurations to adhere to specific scenario set up instructions. Check out the more of this table in White Dwarf 285.*



## COLORS OF WAR



**Altdorf**

*Enchanted Blue, Skull White, Blood Red*



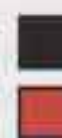
**Averland**

*Sunburst Yellow, Chaos Black*



**Bogenhafen**

*Liche Purple, Bleached Bone*



**Carroburg**

*Chaos Black, Blood Red*



**Hochland**

*Blood Red, Dark Angels Green*



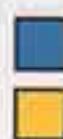
**Middenheim**

*Enchanted Blue, Skull White, Sunburst Yellow*



**Middenland**

*Enchanted Blue, Blood Red*



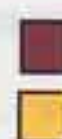
**Nordland**

*Enchanted Blue, Sunburst Yellow*



**Nuln**

*Chaos Black, Desert Yellow*



**Ostermark**

*Scab Red, Sunburst Yellow*



**Ostland**

*Chaos Black, Skull White, Blood Red*



**Reikland**

*Bleached Bone, Blood Red*



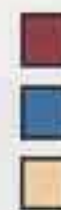
**Stirland**

*Dark Angels Green, Sunburst Yellow*



**Gryphon Legion**

*Blood Red, Chaos Black, Space Wolves Grey*



**Winged Lancer**

*Red Gore, Enchanted Blue, Bleached Bone*



**Stir River**

*Snot Green, Skull White*



**Wissenland**

*Codex Grey, Skull White*



**Kossars**

*Blood Red, Enchanted Blue, Ice Blue*

# COLORS OF WAR



### Knights Panther

*Enchanted Blue, Chaos Black, Sunburst Yellow*



### Knights of the Blazing Sun

*Sunburst Yellow, Chaos Black Shining Gold*



### Order of the Gold Lion

*Chaos Black, Chainmail, Shining Gold*



### Knights of the White Wolf

*Blood Red Chainmail, Space Wolves Grey*



### Reiksguard Knights

*Skull White, Blood Red, Snot Green*



# HIGH ELVES

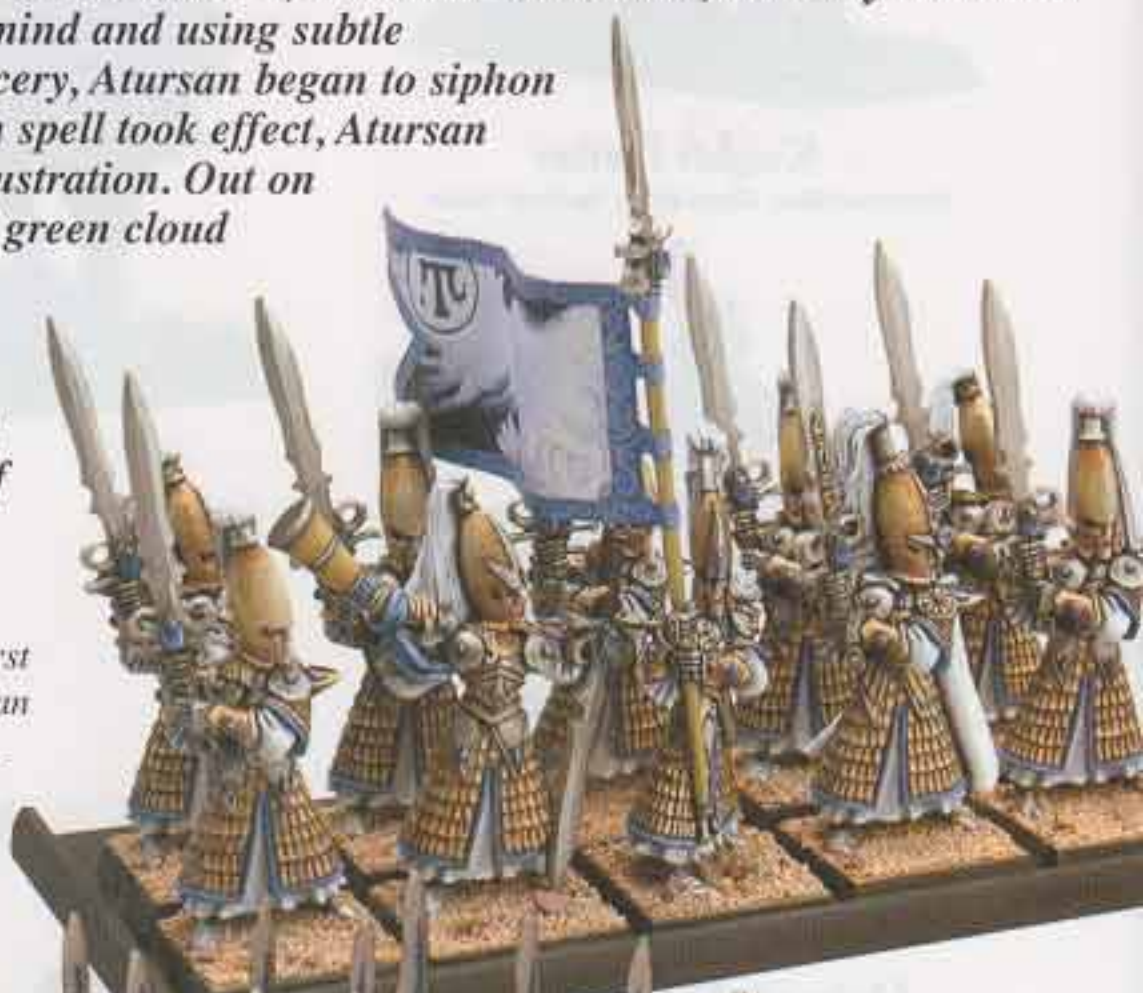


Above: Bobby Wong's Golden-Demon-winning High Elf Prince

*From atop the hill, Archmage Atursan surveyed the oncoming army. Blight seemed to march with the Skaven, and the very hills and grasslands turned brown as the horde advanced. In contrast, the resplendent ranks of High Elves seemed to shimmer gracefully as the wind whipped and curled their many pennants and banners. By the foul taint of eldritch evil on the winds of magic, Atursan sensed that the vermin had brought with them a Grey Seer, mightiest of the Skaven sorcerers.*

*To Atursan's right, the Repeater Bolt Thrower's taut bow strings began to hum as it unleashed a hail of death into the oncoming foe. Even as the skies overhead darkened, clouds of Elven arrows were launched. Although hundreds were falling, the Skaven tide would reach the thin Elven lines very quickly.*

*The battle details faded and the fine hairs on Atursan's arms and neck went rigid. The flow of magic was being altered. Somewhere, out in the maelstrom, the Grey Seer was pulling the Winds. Shifting his mind and using subtle manipulations of thought and sorcery, Atursan began to siphon the very tides of magic. As the drain spell took effect, Atursan could almost feel the Grey Seer's frustration. Out on the battlefield, a growing nimbus of green cloud suddenly dissipated into small tendrils of colored smoke and was gone in the breeze. Already Atursan could feel the Skaven Sorcerer begin anew, and the supercharged winds of magic began to pulsate as another foul spell began to brew.*



Right: Earl Mark took first place at the 2003 Canadian Golden Demon competition.

The High Elves are an ancient race that once ruled the Warhammer world. The High Elves are seafarers and powerful in magic, but the High Elves long ago retreated to their island homeland of Ulthuan. Noble or haughty, depending on your viewpoint, the High Elves live in self-imposed isolation. They fight to protect their home and preserve their way of life.

## Fighting Style

In most aspects, the High Elves are a general's dream. They are fast, are skilled with sword and bow, have access to expert cavalry, and have a variety of elite units to choose from. High Elf armies are often outnumbered, and wise High Elf tacticians will try to avoid senseless frontal assaults or battles of attrition. After all, why use a sledgehammer when a rapier is what's needed?

High Elf armies are best when exploiting their flexibility. They can present an impregnable line of spears in defensive formation when needed or send out brilliant counterstrikes of fast-moving cavalry. A mass of Archers and a few Eagle's Claw Repeater Bolt Throwers can blunt even the most determined mass attack. Few foes can withstand the charge of units



Below: A High Elf Spearman Regiment by Steve Farkas

such as Swordmasters or Dragon Princes, especially when these charges are combined with supporting charges from speedy Tiranoc Chariots or Great Eagles.

### Collecting a High Elf Army

The first step to collecting a High Elf army is to get your hands on a few Core choices. They will fulfill your minimum army requirements, and even the most basic of High Elven troops, the Archers (with BS4) and Spearmen (with WS4 and the ability to fight in three ranks!) are experts to rival the elites of other armies. Players that can't decide between Archers and Spearmen should consider Lothorn Sea Guard – a unit that incorporates both weapon types.

When expanding a High Elf army, it is well worth looking at cavalry (Silver Helms, Ellyrian Reavers, and Dragon Princes), especially if you are the kind of player who will put a

premium on attacking and counterstrikes. High Elf elite infantry units (Swordmasters of Hoeth, White Lions, and Phoenix Guard) all have extra abilities that make them well worth their higher points cost. For instance, the Phoenix Guard not only have a higher Weapon Skill (5) but also wield halberds (+1 Strength) and cause *Fear*.

When first assembling a High Elf force, some players are tempted to purchase one of each of the fantastic High Elf elite troop types. Such an approach may work, but it will result in a very small army. The way to decide which troops are best for your style of play is to get some Core troops painted and fight some

battles. If you want a more defensive force, you may want to go for more Archers and Repeater Bolt Throwers as well as elite troops that will slow the enemy advance like Shadow Warriors (who *Scout* and *Skirmish*) or Ellyrian Reavers (excellent *Fast Cavalry*). Defensive forces can include Spearmen and a few harder units (Swordmasters or Dragon Princes) to counterattack as the enemy closes. Of course, if you build a large enough army, you can switch forces in and out to favor any playing style.

The High Elves have been rightfully feared over 5,000 long years of history. It is up to you to continue their legacy of excellence.

*Below: Alan O'Bryan's entry into the Golden Demon competition blew everyone away. Each model in his Swordmaster regiment had a checkered pattern on its helmet complete with Elven runes.*



*Below: John Rantz won third place in the 2003 Canadian Golden Demon competition with his Swordmasters of Hoeth.*



*Right: A High Elf Lord painted by Darren Latham*



## GETTING STARTED



This 80-page rulebook contains painting and modeling guides, background, and the full rules for fielding an army of ancient and deadly High Elves.

**Warhammer Armies:  
High Elves**  
87-01-60

The High Elf Spearmen Regiment Box is a great place to start building your High Elf Army. Spearmen form the base of any good High Elf army, and with the ability to fight in three ranks when charged, they are a Core regiment not to be taken lightly.



Included in the box is everything you need to make 16 Spearmen with spears and shields. The box also includes a plastic command group consisting of a champion, musician, and standard bearer.



## SHOWCASE

*Left: Shawn Wagner won Best Appearance at the 2003 Vancouver GT with his High Elf Army. Shawn's Spearmen, Archers, and Silver Helms form the bulk of his army, which he complements with more specialized troops. This army is a great example to any aspiring High Elf General of a fantastic army formed primarily from Core troops.*



**650 GLUE, PAINTS & HOBBY SUPPLIES CAN BE FOUND IN THE BACK OF THIS CATALOG**

# LORDS & HEROES



**Mage Blister (1 Mtd. Mage and 1 Random Mage on Foot)**  
87-36



**Mounted Mage Body**  
021006001



**Mage 1**  
021003901



**Mage 2**  
021003902



**Teclis High Loremaster Blister (1)**  
87-53



**Teclis Staff**  
021010702



**Teclis Body**  
021010701

# SHOWCASE



*Right: This superb diorama of a High Elf Lord was painted by Mark Lifton, who won the Silver Golden Demon Award for this entry at the 2001 UK Games Day.*

**LORDS & HEROES**



*Note: The High Elf Lords Blister come with the Barded Elven Steed Body and Barded Elven Steed Head sprues pictured below.*



**High Elf Lords Blister  
(Random 1)  
87-35**



**General  
Body  
021001601**



**General  
Legs  
021001602**



**Hero 1  
Body  
021001703**



**Hero  
Legs  
021001701**



**Eltharion Blister (1)  
87-57**



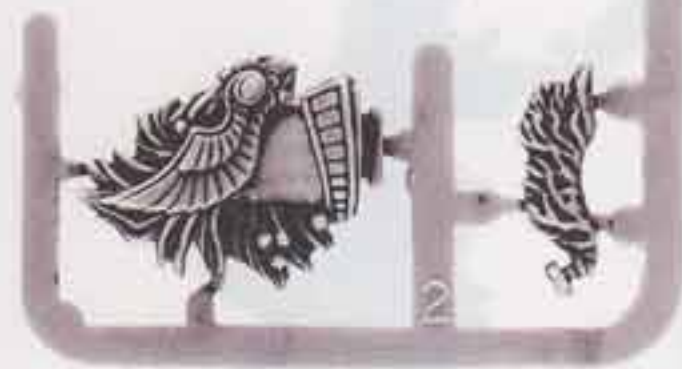
**Eltharion  
Body  
021011101**



**Eltharion  
Sword  
021011102**



**Barded Elven Steed  
Body  
99389999006**



**Barded Elven Steed  
Head  
99389999016**



# LORDS & HEROES



**Tyrion, Defender of Ulthuan Box (1)**  
87-13



**Tyrion Horse Right Side**  
021010106



**Tyrion Horse Left Side**  
021010104



**Tyrion Base**  
021010108



**Tyrion Body**  
021010101



**Tyrion Horse Tail**  
021010105



**Tyrion Sword Arm**  
021010102



**Tyrion Helmet Sprue**  
021010107



**Tyrion Horse Head**  
021010103

*Below: The Tiranoc Chariot and High Elf Lord shown here are two units by Steve Farkas used in his 2002 Chicago Grand Tournament Army. Steve won Overall in the tournament, and his army was not only nice to look at but deadly to his opponents as well.*

# SHOWCASE



**LORDS OF HEROES**



**Dragon Wings Sprue**  
99380299002



**Prince Imrik Dragon Right Arm**  
021010207



**Prince Imrik Dragon Horns**  
021010206



**Prince Imrik Dragon Left Claw**  
021010208



**Prince Imrik Lance**  
021010203



**Prince Imrik Dragon Lower Jaw**  
021010205



**Prince Imrik Dragon Upper Jaw**  
021010204



**Prince Imrik Body**  
021010201



**Prince Imrik Legs**  
021010202



*Prince Tyrion leads his forces to battle atop his Dragon steed.*

LORDS & HEROES

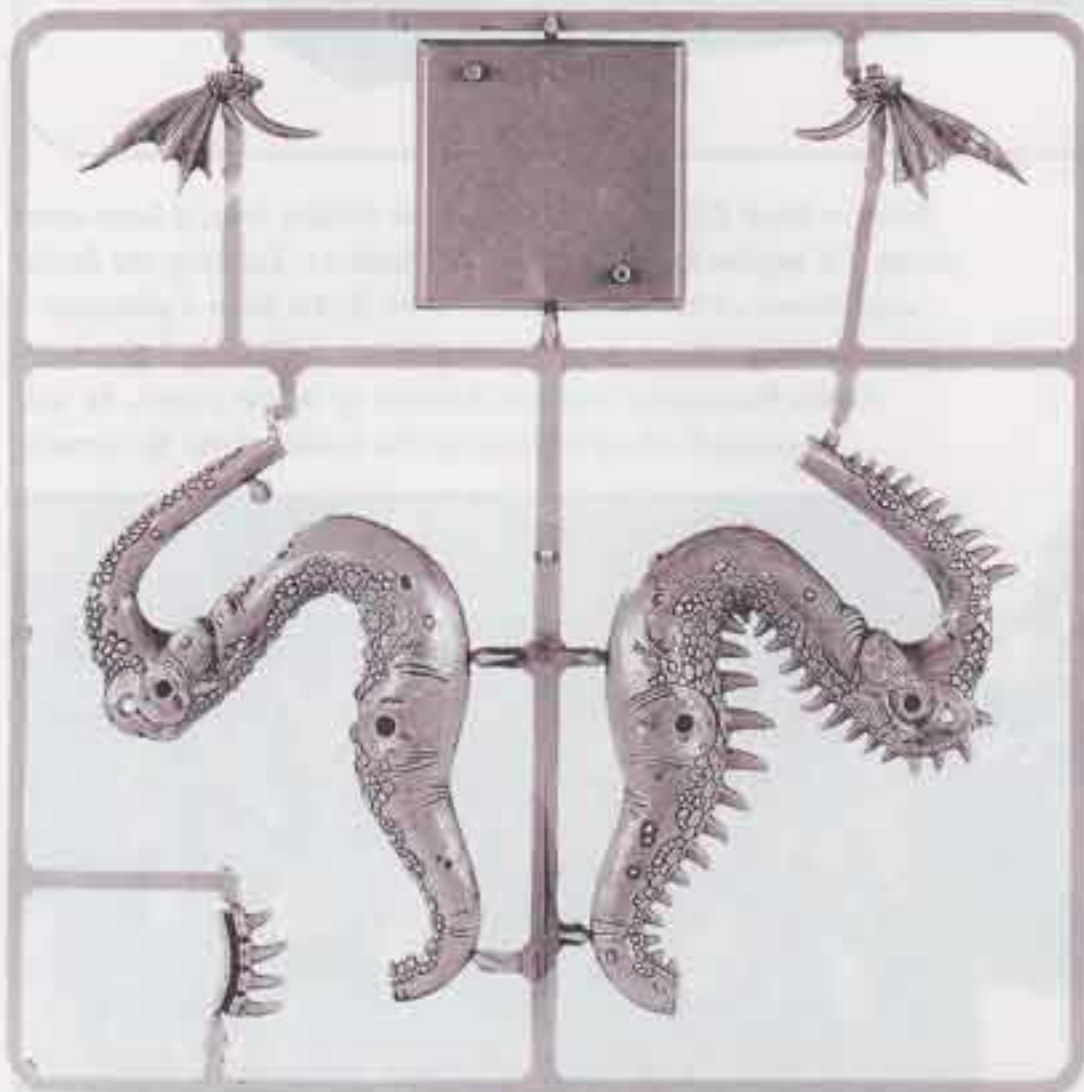


Prince Imrik Dragonlord Box (1)  
87-11

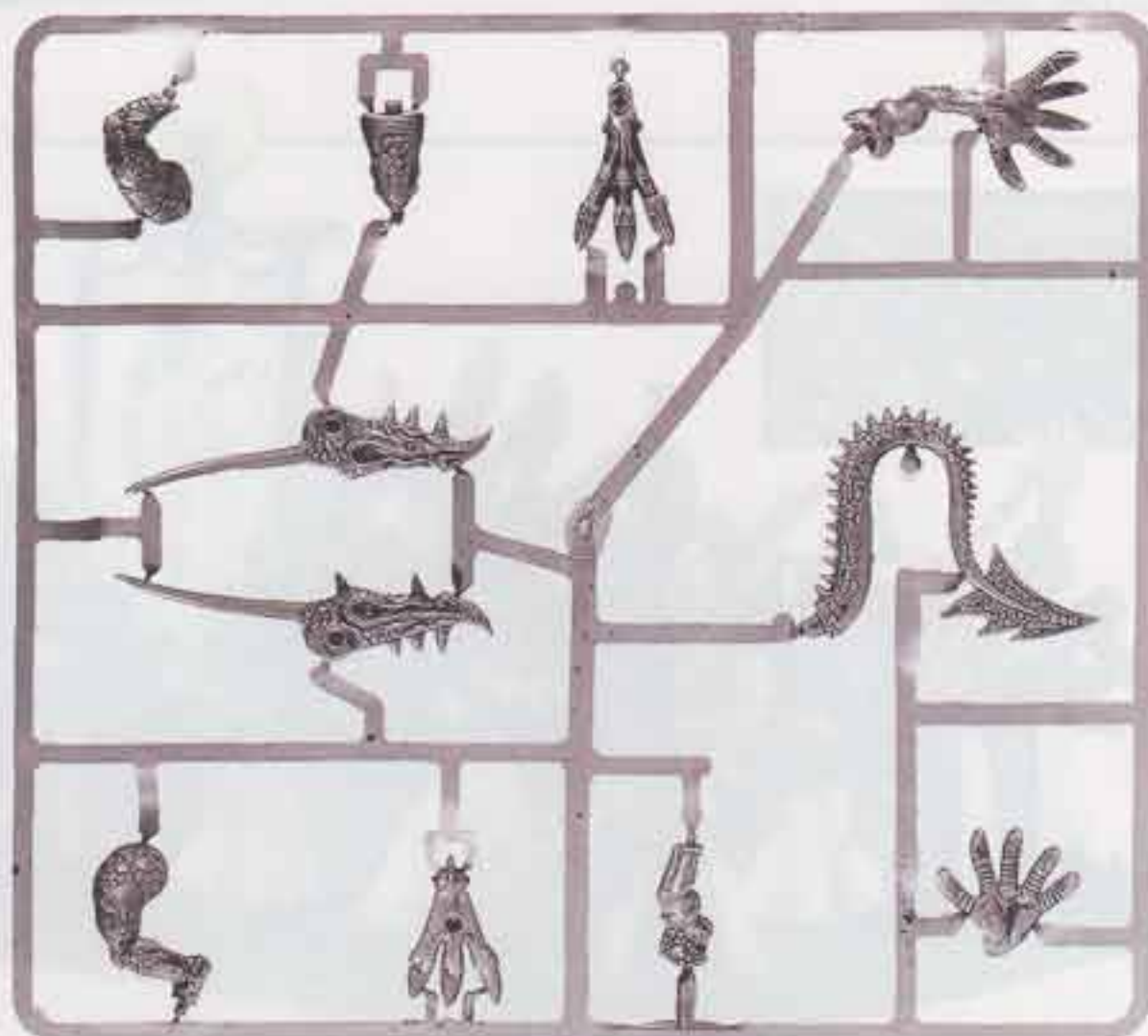


Prince Imrik Dragon  
Tail  
021010209

*Sprues shown at 50% of actual size.*



Dragon Body  
Sprue  
99389999075



Dragon Limbs  
Sprue  
99389999077



**CORE UNITS**



**High Elf Spearmen Box (16)**  
87-06

*Eataine does not field a citizen militia as all the other provinces do and instead contributes the Lothorn Sea Guard to the Phoenix King's army. Unlike the normal levy, the Phoenix Guard is not called up in times of need but remains at arms at all times.*

*The Sea Guard patrols the shores around Lothorn and mans the many batteries of Eagle Claw Bolt Throwers that overlook the harbor approaches. The Sea Guard also forms a corps of marines to crew the many sleek vessels of the High Elven fleet that circle the world in its long patrols.*



*The majority of warriors in High Elf armies are citizen militia rather than professional soldiers. This militia is a part-time army in which all take their turn to serve. Each Elf provides his own battle gear in defense of his home and country.*

*The Spearmen regiments are the senior arm of the militia and are expected to fight bravely in the main line of battle. With decades of experience behind him, an Elf can don the armor of a Spearman and join his fellows in the rigorous training needed to fight efficiently as one body.*



**High Elf Archers Box (16)**  
87-08

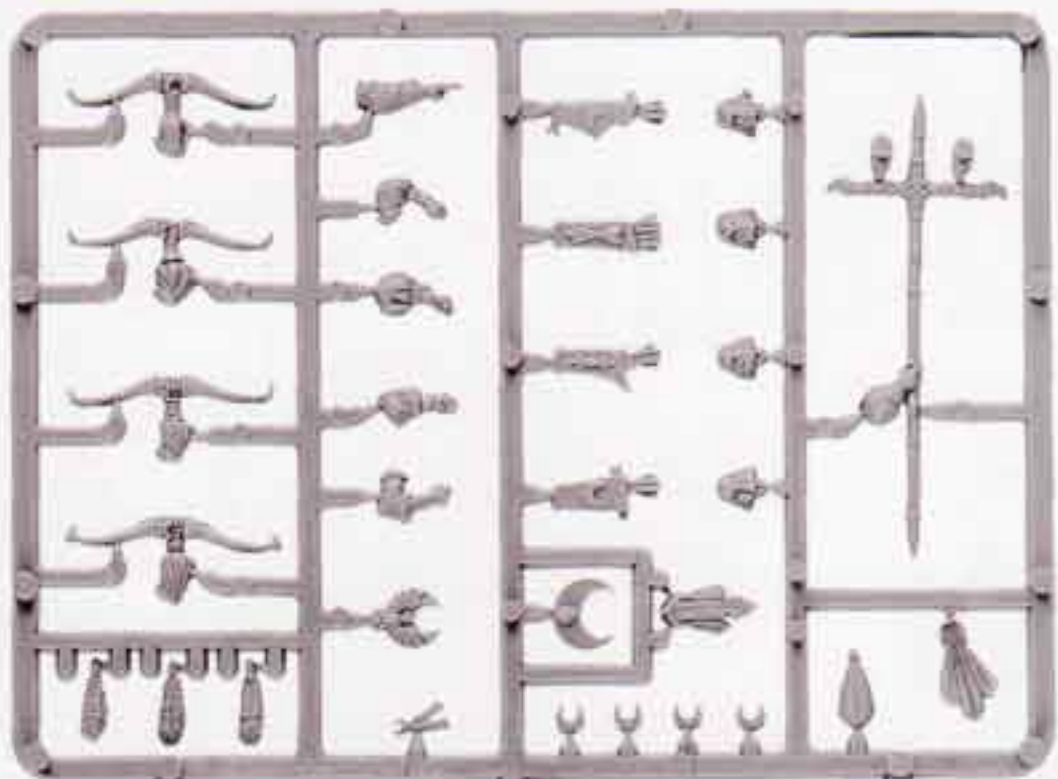
*When a High Elf is inducted into the citizen levy, a keen-eyed young Elf begins his training in the Archers. Lacking the battle experience of his older brethren, he fights from a distance – experiencing the carnage of war from a relatively safe place. As his familiarity with the horrors of battle grows, he will eventually be promoted to the ranks of the Spearmen.*



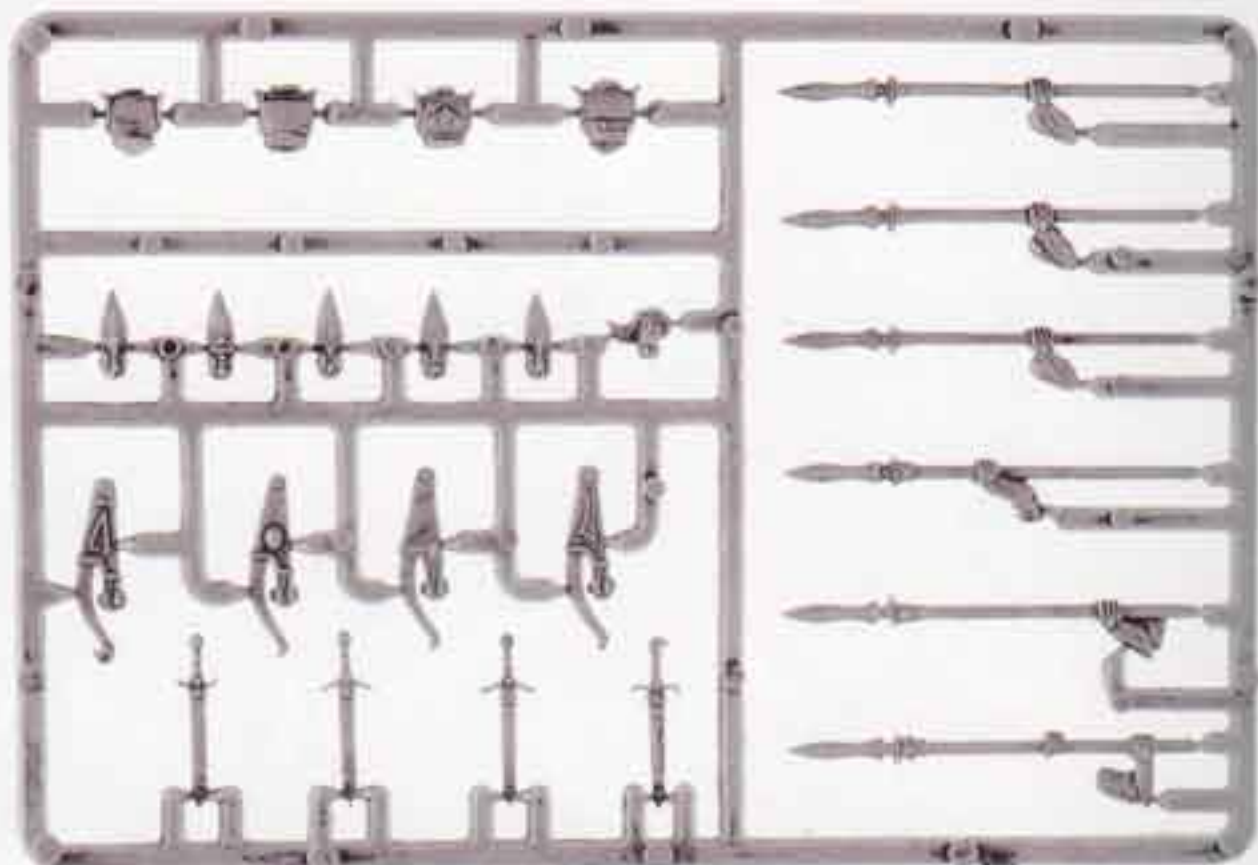
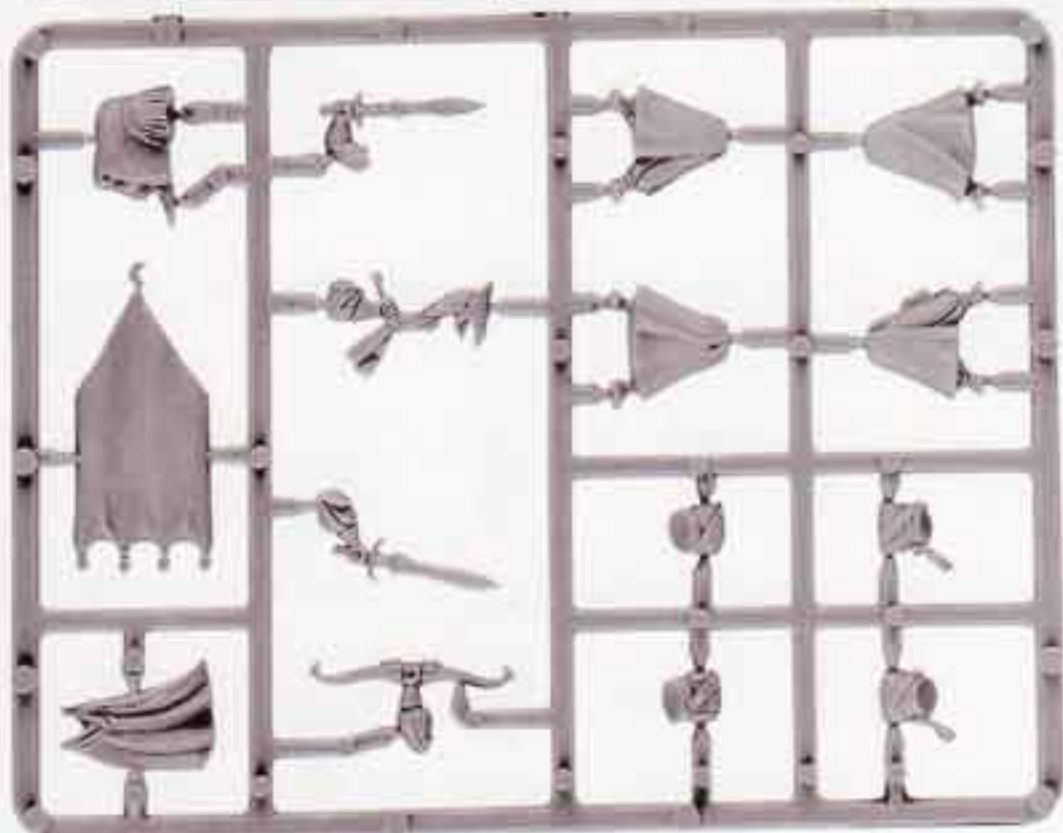
*High Elf Archers defend the gates to their lands.*



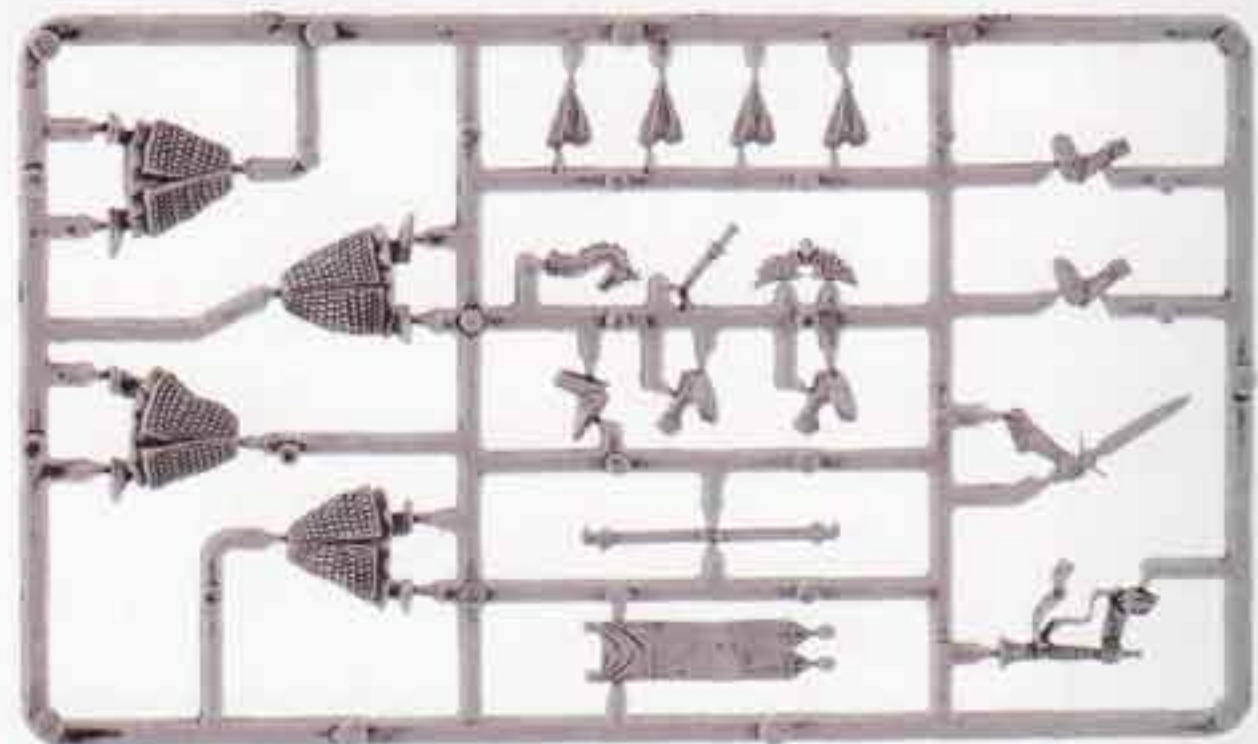
CORE UNITS



High Elf Archers Sprue  
99380210002



High Elf Spearmen Sprue  
99380210001



High Elf Shield Sprue  
99360299008

*Sprues  
shown at  
50% of  
actual size.*



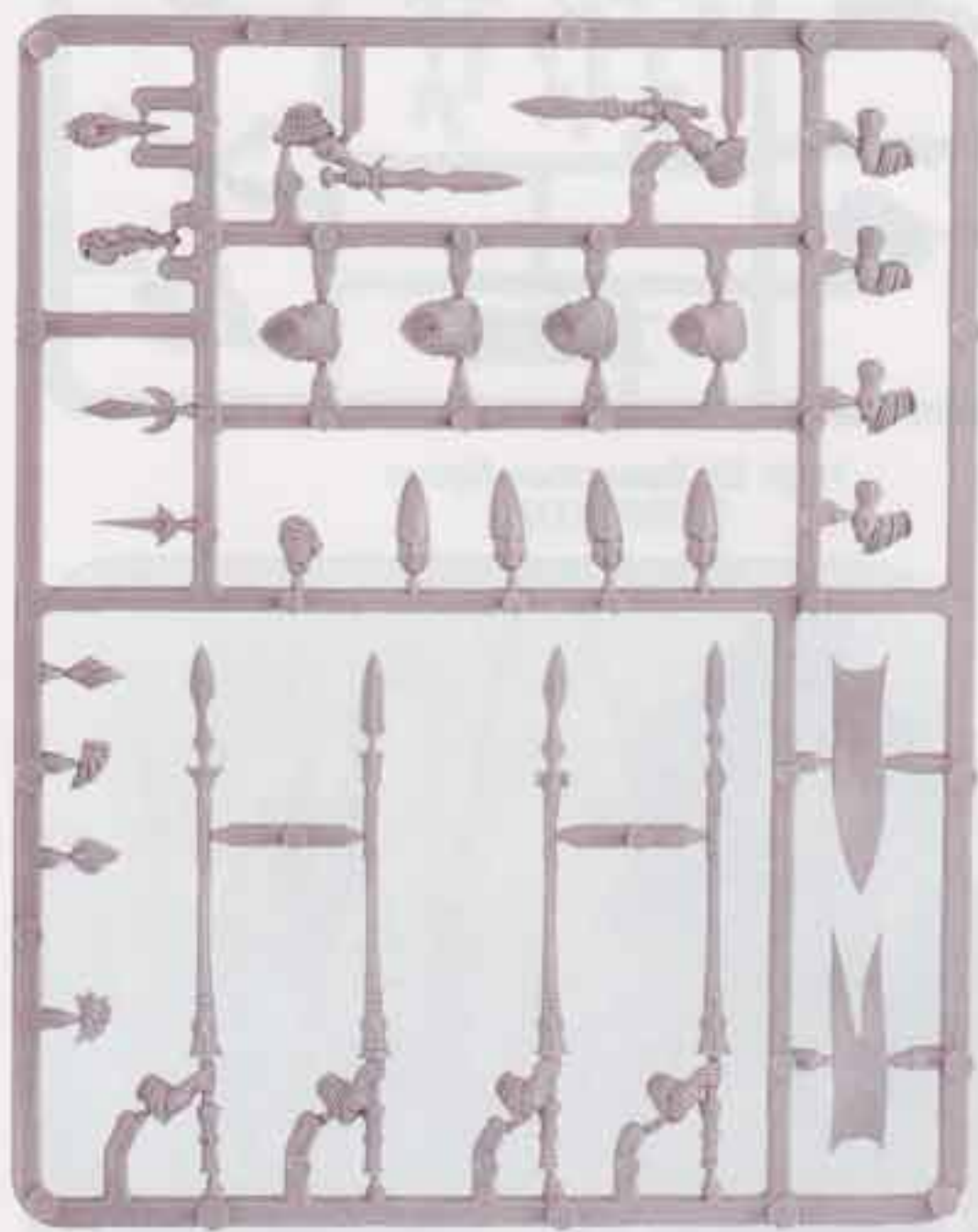
## CORE UNITS



**High Elf Silver Helms Box (8)**  
87-09

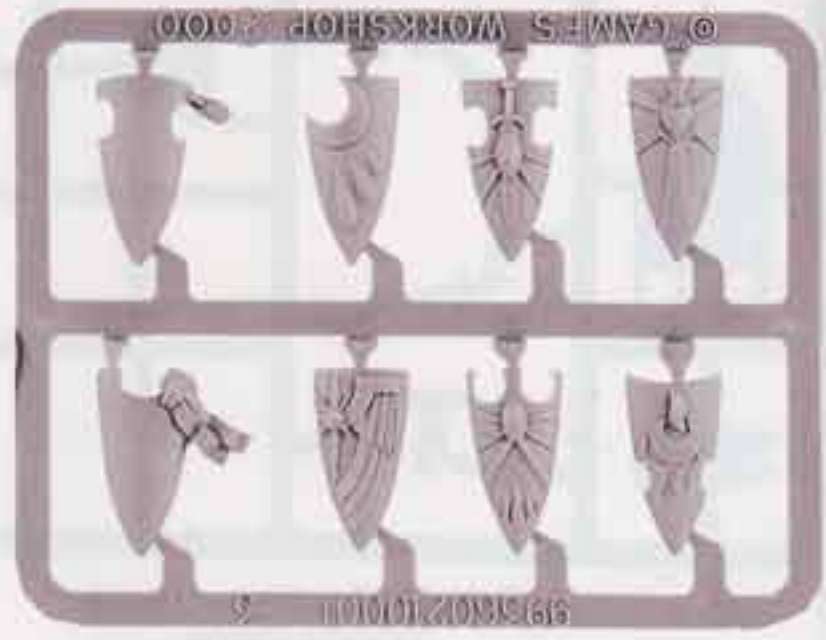


*Above: Jason Foley's High Elf Silver Helms demonstrate an alternate color scheme.*

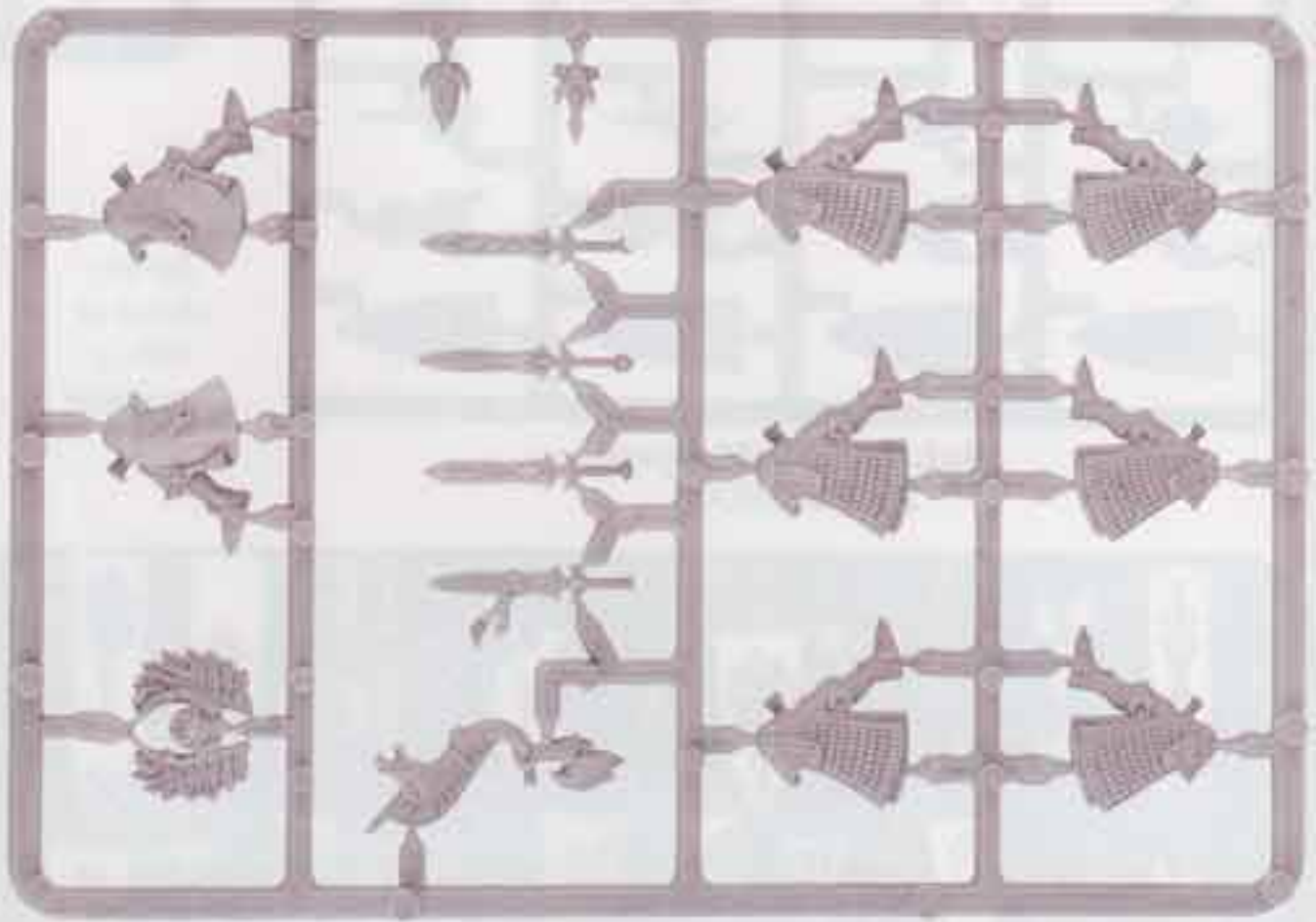


*Note: High Elf Silver Helms come with the Barded Elven Steed and Head sprues found on p. 652.*

*Sprues shown at 75% of actual size.*



**High Elf Silver Helms Shield Sprue**  
99360210001



**High Elf Silver Helms Sprues**  
99380210003

Note: Ellyrian Reavers come with a random Elven Steed sprue and Head sprue found on the next page.

# SPECIAL UNITS



## ELVEN STEEDS

### Step 1

After painting a basecoat on your Elven Steeds, you can add the spotting that distinguishes Elven Steeds from other horse breeds in the Old World. To begin, stipple Fortress Grey spots in a tight random pattern onto the steed's rump. To create the stipple effect, wipe most of the paint on the brush onto a tissue in a manner similar to drybrushing, and then dab, rather than wipe, on the selected areas.



### Step 2

Create a 50/50 mix of Fortress Grey and Skull White and stipple inside the Fortress grey spots that you applied in the first step.



### Step 3

For the final step, stipple a very small amount of Skull White in the very center of the spots.



You can also use this process on the front of the horse near the shoulders and base of the neck. Your steeds are now ready for their riders and any final details you need to apply.

Ellyrian Reaver Blister (Random 1)

87-48

Ellyrian Reaver Command Blister (Random 1)

87-47



Ellyrian Reaver Standard  
021010404



Ellyrian Reaver Sword Arm  
021010403



Ellyrian Reaver Horn  
021010402



Ellyrian Reaver Command Body  
021010401



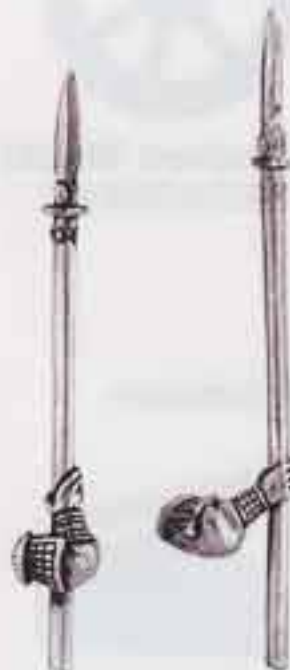
Ellyrian Reaver Torso 2  
021002602



Ellyrian Reaver Torso 1  
021002601



Ellyrian Reaver Bow Arm Sprue  
021002610



Ellyrian Reaver Spear Sprue  
021002606



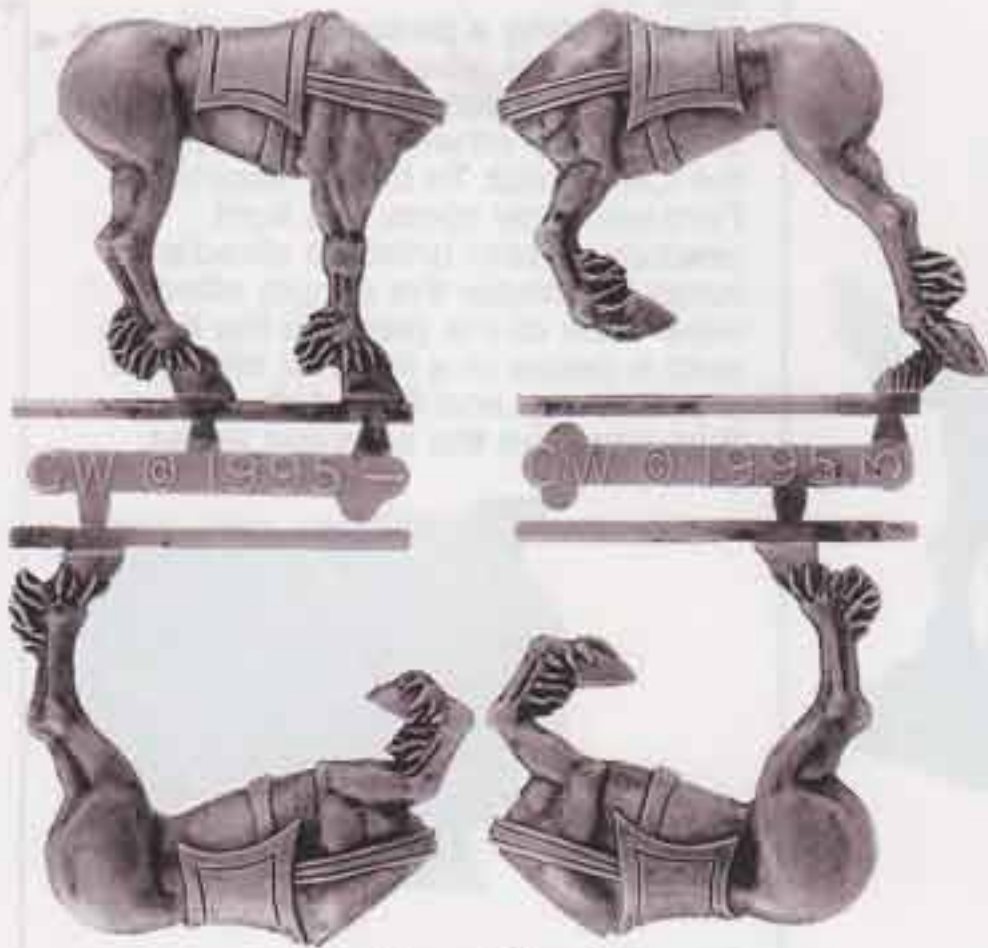
Ellyrian Reaver Legs 2  
021002604



Ellyrian Reaver Legs 1  
021002603

**SPECIAL UNITS**

*Sprues shown at 85% of actual size.*



**Elven Steed Sprue**  
99389999005

*Sprues shown at 75% of actual size.*



**Elven Steed Head**  
99389999015



**Tiranoc Chariot Box (1)**  
87-07



**Tiranoc Chariot Haft**  
21004808



**7-Spoked Wheel**  
99399999001



**Tiranoc Chariot Yoke**  
021004809



**Tiranoc Chariot Base**  
021004803



**Tiranoc Chariot Bowman**  
021004802



**Tiranoc Chariot Spearman**  
021004801



**Tiranoc Chariot Left Side**  
021004804



**Tiranoc Chariot Right Side**  
021004805



**Tiranoc Chariot Front**  
021004806



**Tiranoc Chariot Accessory Sprue**  
021004807

The Swordmasters are not only experts with their two-handed blades, they also learn to fight with their bare hands and any weapon they can reach. However, with their finely balanced great swords, they are among the most deadly infantry in the world. The center of the Swordmasters' cult is the White Tower of Hoeth in ancient Saphery. Here, they study the ways of battle and hone their skills. Some say the Swordmasters can cut a candle in half without disturbing the flame. Others say that they can fight in complete darkness, guided only by the sound of their foe's breathing.

# SPECIAL UNITS



Above: Two Swordmasters painted in variant color schemes

Swordmaster Regiment Box (10) & Command Blister (3)  
87-14 87-40



Swordmaster 1 Standard  
021005101



Swordmaster 1 Champion  
021005001



Swordmaster 1 Musician  
021005102



Swordmaster 1  
021004901



Swordmaster 2  
021004902



Swordmaster 3  
021004903



Swordmaster 4  
021004904



Swordmaster 5  
021004905



Swordmaster 6  
021004906



Swordmaster 7  
021004907



Swordmaster 8  
021004908



Swordmaster 9  
021004909

## RARE UNITS



**Dragon Prince  
Horse Head 1**  
021010313



**Dragon Prince  
Horse Head 2**  
021010314



**Dragon Prince  
Shield 1**  
021010307



**Dragon Prince  
Shield 2**  
021010308



**Dragon Prince Regiment Box (5) & Command Blister (1)**  
87-12 87-56



**Dragon Prince  
Body 1**  
021010301



**Dragon Prince  
Body 2**  
021010302



**Dragon Prince  
Body 3**  
021010303



**Dragon Prince  
Body 4**  
021010304

*Note: Dragon Princes come with the Barded Elven Steed sprues found on p. 652.*



**Dragon Prince  
Horn**  
021010312



**Dragon Prince  
Sword**  
021010311



**Dragon Prince  
Command Body**  
021010309



**Dragon Prince  
Standard**  
021010310



**Dragon Prince  
Lance 1**  
021010305



**Dragon Prince  
Lance 2**  
021010306

**Dragon Prince Command Blister (1)**  
87-56

**662 ALL PRODUCTS IN THIS CATALOG CAN BE ORDERED FROM ANY PARTICIPATING DEALER**

All miniatures are supplied unpainted. Models, bits, and sprues are all shown at actual size unless otherwise noted. Contents may vary slightly from those shown.

# RARE UNITS



**Shadow Warrior 1**  
021010006



**Shadow Warrior 2**  
021010002



**Shadow Warrior 4**  
021010003



**Shadow Warrior 3**  
021010005



**Shadow Warrior 5**  
021010004



**Shadow Warrior 6**  
021010001

**Shadow Warriors  
Blister (Random 3)**  
87-52

*Below: Three  
Dragon Princes  
painted in variant  
color schemes*



# SHOWCASE

## BOW STRINGS



**Step 1**  
After painting the model, use a pin vise to drill a hole through the hand from the top to the bottom of the middle finger.

### Step 2

Feed light colored thread (grey or white) through the hole.



### Step 3

Add a small drop of superglue to the bottom of the bow and draw the thread across it to secure it. When it dries, trim off the extra glue and thread with clippers or a sharp hobby knife.

### Step 4

Add a drop of superglue to the top of the bow and draw the thread across to secure it. Trim off the excess glue and thread when it dries. Paint a thin layer of varnish on the thread to keep it from fraying.

## ARROWS



### Step 1

Drill a hole between the index and middle fingers of the model.

### Step 2

Cut a piece of fine wire (a small paper clip will work). The wire should extend from the drawing hand of the model to just past the other hand holding the bow.

### Step 3

Dip one end of the arrow into superglue and insert it into the hole in the model's hand. Apply glue to the area where the arrow meets the other hand and secure it in place until it dries.

### Step 4

Paint the arrow any desired color and paint the tip with a light metal to represent the head. For extra detail, glue small paper strips to the end closest to the model's hand to represent the arrow's fletchings.





**RARE UNITS**

Great Eagle Blister (Random 1)  
92-42



Great Eagle  
Left Wing 2  
020400809



Great Eagle  
Right Wing 2  
020400810



Great Eagle  
Left Wing 1  
020400807



Great Eagle  
Right Wing 1  
020400808



Great Eagle  
Head 2  
020400803



Great Eagle  
Head 3  
020400805



Great Eagle  
Head 1  
020400801



Great Eagle Tail 1  
020400802



Great Eagle Tail 2  
020400804



Great Eagle Tail 3  
020400806

**SHOWCASE**



*The Lothorn Sea Guard patrols the coast of Ulthuan.*



# RARE UNITS



Right: Two additional paint schemes for the Phoenix Guard



Phoenix Guard Regiment Box (10)  
87-15

Phoenix Guard Command Blister (3)  
87-51

Right: A back view of a design painted on the cloak of a Phoenix Guard.



Phoenix Guard Champion  
021010601



Phoenix Guard Standard Bearer  
021010602



Phoenix Guard Musician  
021010604



Phoenix Guard Drum  
021010605



Phoenix Guard Standard  
021010603



Phoenix Guard Halberd  
021010506



Phoenix Guard 1  
021010501



Phoenix Guard 2  
021010502



Phoenix Guard 3  
021010503



Phoenix Guard 4  
021010504



Phoenix Guard 5  
021010505

## ELVEN CLOTHING



### Method 1

Basecoat with Fortress Grey. Highlight with a 75/25 mix of Fortress Grey and Skull White. Next, highlight with a 50/50 mix of Fortress Grey and Skull White and then a 25/75 mix of Fortress Grey and Skull White. Finally, highlight with Skull White on its own.



### Method 2

Basecoat with Ice Blue. Highlight with a 75/25 mix of Ice Blue and Skull White. Next, highlight with a 50/50 mix of Ice Blue and Skull White and then a 25/75 mix of Ice Blue and Skull White. Finally, highlight with Skull White on its own.



### Method 3

Basecoat with Bleached Bone. Highlight with a 75/25 mix of Bleached Bone and Skull White. Next, highlight with a 50/50 mix of Bleached Bone and Skull White and then a 25/75 mix of Bleached Bone and Skull White. Finally, highlight with Skull White on its own.

## RARE UNITS



**Bolt Throwing Blister**  
(1 Bolt Throwing Elf and 2 Random Crew)  
87-49



**Bolt Throwing Elf Crew 1**  
021009908



**Bolt Throwing Elf Crew 2**  
021009907



**Bolt Throwing Elf Base**  
021009901



**Bolt Throwing Elf Crew 3**  
021009906



**Bolt Throwing Elf Crew 4**  
021009909



**Bolt Throwing Elf Bow**  
021009903



**Bolt Throwing Elf Legs**  
021009902



**Bolt Throwing Elf Bolts**  
021009905



**Bolt Throwing Elf Support**  
021009904

*Below: An example of a variant color scheme for the High Elf Bolt Throwing crew painted by Shawn Wagner*





RARE UNITS



**White Lion Regiment Box (10)**  
87-16

**White Lion Command Blister (3)**  
87-38

*Right: Back view of a White Lion*



**White Lion 1**  
021004001



**White Lion 2**  
021004002



**White Lion 3**  
021004003



**White Lion 4**  
021004004



**White Lion 5**  
021004005



**White Lion 6**  
021004006



**White Lion 7**  
021004007



**White Lion 8**  
021004008



**White Lion Musician**  
021004503



**White Lion Champion**  
021004401



**White Lion Standard**  
021004501



**White Lions Standard Top**  
021004502

## PRICE LIST

### Getting Started

87-01-60 *Warhammer Armies: High Elves* ... \$20

### Boxed Sets & Blister Packs – Lords & Heroes

87-35 **Lords** ..... \$10  
Blister includes 1 model

87-36 **Mages** ..... \$15  
Blister includes 2 models

87-57 **Eltharion** ..... \$10  
Blister includes 1 model

87-11 **Imrik, Dragon Prince of Caledor** ... \$45  
Box includes 1 model

87-53 **Teclis, High Loremaster of the White Tower** .. \$13  
Blister includes 1 model

87-13 **Tyrion, Defender of Ulthuan** ..... \$25  
Box includes 1 model

### Boxed Sets & Blister Packs – Core

87-08 **Archer Regiment** ..... \$30  
Box includes 16 models

87-09 **Silver Helms Regiment** ..... \$30  
Box includes 8 models

87-06 **Warrior Regiment** ..... \$30  
Box includes 16 models

### Boxed Sets & Blister Packs – Special

87-56 **Dragon Prince Command** ..... \$9  
Blister includes 1 model

87-12 **Dragon Princes** ..... \$45  
Box includes 5 models

87-47 **Ellyrian Reaver Command** ..... \$8  
Blister includes 1 model

87-48 **Ellyrian Reaver** ..... \$8  
Blister includes 1 model

87-52 **Shadow Warriors** ..... \$9  
Blister includes 3 models

87-40 **Swordmaster Command** ..... \$10  
Blister includes 3 models

87-14 **Swordmaster Regiment** ..... \$35  
Box includes 10 models

87-07 **Tiranoc Chariot** ..... \$25  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

92-42 **Great Eagle** ..... \$15  
Blister includes 1 model

87-51 **Phoenix Guard Command** ..... \$10  
Blister includes 3 model

87-15 **Phoenix Guard Regiment** ..... \$40  
Box includes 10 models

87-49 **Repeating Bolt Thrower** ..... \$20  
Blister includes 1 model

87-16 **White Lions of Chrace Regiment** ... \$35  
Box includes 10 models

87-38 **White Lions of Chrace Command** .. \$10  
Blister includes 3 models

### Metal Bitz – Lords & Heroes

021006001 **Mounted Mage** ..... \$6.50

021001601 **Mounted General Body** ..... \$5

021001602 **Mounted General Legs** ..... \$2

021001701 **Mounted Hero Legs** ..... \$2

021001702 **Mounted Hero Body 2** ..... \$5

021001703 **Mounted Hero Body 1** ..... \$5

021003901 **Mage w/ Sword** ..... \$7

021003902 **Mage w/ Sword & Staff** ..... \$7

99389999006 **Barded Elf Steed Body** ..... \$2

99389999016 **Barded Elf Steed Head** ..... \$1

### Eltharion

021011101 **Eltharion Body** ..... \$9

021011102 **Eltharion Sword** ..... \$1

### Prince Imrik

021010201 **Prince Imrik Body** ..... \$3

021010202 **Prince Imrik Legs** ..... \$3

021010203 **Prince Imrik Lance** ..... \$2

021010204 **Prince Imrik Dragon Upper Jaw** .. \$5

021010205 **Prince Imrik Dragon Lower Jaw** .. \$5

021010206 **Prince Imrik Dragon Horns** ..... \$2

021010207 **Prince Imrik Dragon Right Arm** .. \$4

021010208 **Prince Imrik Dragon Left Claw** .. \$2

021010209 **Prince Imrik Dragon Tail** ..... \$6

99389999075 **Dragon Body** ..... \$9

99389999077 **Dragon Limbs** ..... \$9

99380299002 **Dragon Wing Set** ..... \$12

### Teclis

021010701 **Teclis Body** ..... \$10

021010702 **Teclis Staff** ..... \$3

### Tyrion

021010101 **Tyrion Body** ..... \$5

021010102 **Tyrion Arm** ..... \$1

021010103 **Tyrion Horse Head** ..... \$2

021010104 **Tyrion Horse Left Side** ..... \$6

021010105 **Tyrion Horse Tail** ..... \$1

021010106 **Tyrion Horse Right Side** ..... \$6

021010107 **Tyrion Helmet Sprue** ..... \$1

021010108 **Tyrion Base** ..... \$5

### Metal Bitz – Core

#### Archers

99380210002 **High Elf Archer Sprue** ..... \$6.25

#### Spearmen

99380210001 **High Elf Spearmen Sprue** ... \$6.25

99360299008 **High Elf Shield Sprue** ..... \$1.50

#### Silver Helms

99360210001 **Silver Helm Shields** ..... \$1.50

99380210003 **High Elf Silver Helms** ..... \$8

99389999006 **Barded Elf Steed Body** ..... \$2

99389999016 **Barded Elf Steed Head** ..... \$1

### Metal Bitz – Special

#### Dragon Princes

021010301 **Dragon Prince 1** ..... \$3

021010302 **Dragon Prince 2** ..... \$3

021010303 **Dragon Prince 3** ..... \$3

021010304 **Dragon Prince 4** ..... \$3

021010305 **Dragon Prince Lance 1** ..... \$2

021010306 **Dragon Prince Lance 2** ..... \$2

021010307 **Dragon Prince Shield 1** ..... \$2

021010308 **Dragon Prince Shield 2** ..... \$2

021010309 **Dragon Prince Command model** .. \$3

021010310 **Dragon Prince Standard** ..... \$2

021010311 **Dragon Prince Champion Sword** .. \$1

021010312 **Dragon Prince Horn** ..... \$1

021010313 **Dragon Prince Horse Head 1** ... \$2

021010314 **Dragon Prince Horse Head 2** ... \$2

99389999006 **Barded Elf Steed Body** ..... \$2

99389999016 **Barded Elf Steed Head** ..... \$1

### Ellyrian Reavers

021010401 **Ellyrian Reaver Command Body** .. \$4

021010402 **Ellyrian Reaver Horn** ..... \$1

021010403 **Ellyrian Reaver Sword** ..... \$1

021010404 **Ellyrian Reaver Standard** ..... \$2

021002601 **Ellyrian Reaver Knight Body 1** ... \$2

021002602 **Ellyrian Reaver Knight Body 2** .. \$2

021002603 **Ellyrian Reaver Legs 1** ..... \$2

021002604 **Ellyrian Reaver Legs 2** ..... \$2

021002606 **Ellyrian Reaver Spear Sprue** ... \$2

021002610 **Ellyrian Reaver Bow Arm Sprue** .. \$1

99389999005 **Elf Steed Body** ..... \$2

99389999015 **Elf Steed Head** ..... \$1

### Shadow Warriors

021010001 **Shadow Warrior 1** ..... \$3

021010002 **Shadow Warrior 2** ..... \$3

021010003 **Shadow Warrior 3** ..... \$3

021010004 **Shadow Warrior 4** ..... \$3

021010005 **Shadow Warrior 5** ..... \$3

021010006 **Shadow Warrior 6** ..... \$3

### Swordmasters

021004901 **Swordmaster of Hoeth 1** ..... \$3

021004902 **Swordmaster of Hoeth 2** ..... \$3

021004903 **Swordmaster of Hoeth 3** ..... \$3

021004904 **Swordmaster of Hoeth 4** ..... \$3

021004905 **Swordmaster of Hoeth 5** ..... \$3

021004906 **Swordmaster of Hoeth 6** ..... \$3

021004907 **Swordmaster of Hoeth 7** ..... \$3

021004908 **Swordmaster of Hoeth 8** ..... \$3

021004909 **Swordmaster of Hoeth 9** ..... \$3

021005001 **Swordmaster of Hoeth Champ.** ... \$3.50

021005101 **Swordmaster of Hoeth Standard** .. \$3.50

021005102 **Swordmaster of Hoeth Musician** .. \$3.50

### Tiranoc Chariot

021004801 **Tiranoc Chariot Spearman** ..... \$3

021004802 **Tiranoc Chariot Bowman** ..... \$3

021004803 **Tiranoc Chariot Base** ..... \$4

021004804 **Tiranoc Chariot Left Side** ..... \$2

021004805 **Tiranoc Chariot Right Side** ..... \$2

021004806 **Tiranoc Chariot Front** ..... \$3

021004807 **Tiranoc Chariot Accessory Sprue** .. \$2

021004808 **Tiranoc Chariot Haft** ..... \$4

021004809 **Tiranoc Chariot Yoke** ..... \$2

99399999001 **8-Spoke Wheel Sprue** ..... \$1

99389999005 **Elf Steed Body** ..... \$2

99389999015 **Elf Steed Head** ..... \$1

### Metal Bitz – Rare

#### Great Eagles

020400801 **Great Eagle 1 Head** ..... \$2.75

020400802 **Great Eagle 1 Tail** ..... \$5.50

020400803 **Great Eagle 2 Head** ..... \$5.50

020400804 **Great Eagle 2 Tail** ..... \$2.75

020400805 **Great Eagle 3 Head** ..... \$2.75

020400806 **Great Eagle 3 Tail** ..... \$5.50

020400807 **Great Eagle Left Wing 1** ..... \$5.50

020400808 **Great Eagle Right Wing 1** ... \$6.75

020400809 **Great Eagle Left Wing 2** ..... \$6.75



PRICE LIST

020400810 Great Eagle Right Wing 2 ....\$6.75

**Phoenix Guard**

021010501 Phoenix Guard 1 .....\$3  
 021010502 Phoenix Guard 2 .....\$3  
 021010503 Phoenix Guard 3 .....\$3  
 021010504 Phoenix Guard 4 .....\$3  
 021010505 Phoenix Guard 5 .....\$3  
 021010506 Phoenix Guard Halberd .....\$1  
 021010601 Phoenix Guard Champion .....\$3  
 021010602 Phoenix Guard Standard Bearer .....\$3  
 021010603 Phoenix Guard Standard .....\$2  
 021010604 Phoenix Guard Musician .....\$3  
 021010605 Phoenix Guard Drum .....\$1

**Repeating Bolt Thrower**

021009901 Bolt Thrower Base .....\$5  
 021009902 Bolt Thrower Legs .....\$3  
 021009903 Bolt Thrower Bow .....\$5  
 021009904 Bolt Thrower Lever .....\$1  
 021009905 Bolt Thrower Bolts .....\$1  
 021009906 Bolt Thrower Crewman 1 .....\$3  
 021009907 Bolt Thrower Crewman 2 .....\$3  
 021009908 Bolt Thrower Crewman 3 .....\$3  
 021009909 Bolt Thrower Crewman 4 .....\$3

**White Lions**

021004001 White Lion of Chrace 1 .....\$3.50  
 021004002 White Lion of Chrace 2 .....\$3.50  
 021004003 White Lion of Chrace 3 .....\$3.50  
 021004004 White Lion of Chrace 4 .....\$3.50  
 021004005 White Lion of Chrace 5 .....\$3.50  
 021004006 White Lion of Chrace 6 .....\$3.50  
 021004007 White Lion of Chrace 7 .....\$3.50  
 021004008 White Lion of Chrace 8 .....\$3.50  
 021004401 White Lion of Chrace Champion .....\$3.50  
 021004501 White Lion of Chrace Standard .....\$3.50  
 021004502 White Lion of Chrace Stand. Top .....\$1.50  
 021004503 White Lion of Chrace Musician .....\$3.50

**Classic/Collector's Range**

**Classic High Elf Bitz**

**Metal Bitz – Lords & Heroes**

021006302 Hero 2 w/ Spear .....\$3.50  
 021002507 Hero w/ Spear (Dragon Wings) \$3.50  
 021001701 Mounted Hero Legs .....\$2  
 021001702 Mounted Hero Body 2 .....\$5  
 079901901 Hero 1 w/ Two Swords .....\$3.50  
 99369999002 Elf Shield Sprue .....\$1

**Alarielle**

021005206 Alarielle the Everqueen of Avelorn .....\$10

**Eltharion with Griffon**

MO 0072 Eltharion on Stormwing, Classic .....\$35  
 021000201 Eltharion Body .....\$7.75  
 021000202 Eltharion Legs .....\$4  
 021000204 Griffon Left Body Side .....\$8  
 021000205 Griffon Right Body Side .....\$6  
 021000206 Griffon Right Claw .....\$2.50  
 021000207 Griffon Left Claw .....\$2.50  
 021000208 Griffon Tail .....\$4  
 021000209 Griffon Left Wing .....\$6  
 021000210 Griffon Right Wing .....\$6

**Prince Imrik**

021002412 Prince Imrik Body .....\$10.50  
 021002413 Prince Imrik Starblade Lance .....\$3

021002414 Prince Imrik Back Banner .....\$4  
 021002401 High Elf Dragon Head .....\$4  
 021002402 High Elf Dragon Horns .....\$3  
 021002403 High Elf Dragon Neck .....\$6.50  
 021002404 High Elf Dragon Body .....\$6.50  
 021002405 High Elf Dragon Tail .....\$5.25  
 021002406 High Elf Dragon Right Arm .....\$3  
 021002407 High Elf Dragon Left Arm .....\$3  
 021002408 High Elf Dragon Right Leg .....\$3  
 021002409 High Elf Dragon Left Leg .....\$3  
 021002410 High Elf Dragon Right Wing .....\$7.50  
 021002411 High Elf Dragon Left Wing .....\$7.50

**Korhil**

MO 0073 Korhil .....\$10  
 021004701 Korhil Body .....\$4  
 021004702 Korhil Axe .....\$3  
 021004703 Korhil Cloak .....\$3

**Teclis**

021000901 Teclis, High Elf Mage .....\$10

**Tyrion**

021001001 Tyrion High Elf Prince .....\$10  
 021001002 Malhandir Horse Head .....\$3  
 99389999012 Caparison Horse Head .....\$1  
 99389999002 Caparison Horse Body .....\$2  
 99369999002 Elf Shield Sprue .....\$1

**Waystone**

MO 0148 High Elf Waystone .....\$4  
 021005601 Waystone 1 .....\$2.50  
 021005602 Waystone 2 .....\$2.50

**Metal Bitz – Core**

**Archers**

021002701 Archer 1 .....\$3  
 021002702 Archer 2 .....\$3  
 021002703 Archer 3 .....\$3  
 021002704 Archer 4 .....\$3  
 021002705 Archer 5 .....\$3  
 021002706 Archer 6 .....\$3  
 021002707 Archer 7 .....\$3  
 021002708 Archer 8 .....\$3  
 021003701 Archer Standard .....\$3.50  
 021003702 Archer Horn Blower .....\$3.50  
 021003801 Archer Champion .....\$3.50

**Armored Archers**

021000401 Armored Archer 1 .....\$3.75  
 021000402 Armored Archer 2 .....\$3.75  
 021000403 Armored Archer 3 .....\$3.75  
 021000404 Armored Archer 4 .....\$3.75  
 021000405 Armored Archer 5 .....\$3.75  
 021002504 Armored Archer Champion 1 .....\$3.50  
 021002508 Armored Archer Champion 2 .....\$3.50  
 021006206 Armored Archer 6 .....\$3.75  
 021006207 Armored Archer 7 .....\$3.75  
 021006208 Armored Archer 8 .....\$3.75  
 021006209 Armored Archer 9 .....\$3.75

**Spearmen**

021002301 Standard Bearer (Winged Heart) .....\$3.50  
 021002302 Trumpeter 1 (Feathered Helm) .....\$3.50

021002305 Standard Bearer (Mystic Hand) \$3.50  
 021002306 Trumpeter 2 (Tassel Helm) .....\$3.50  
 021002312 Champion w/ Sword (Feather) .....\$3.50  
 021002503 Champion w/ Sword (Antlers) .....\$3.50  
 021006101 Front Rank Spearman 1 .....\$3  
 021006102 Front Rank Spearman 2 .....\$3  
 021006103 Front Rank Spearman 3 .....\$3  
 021006104 Front Rank Spearman 4 .....\$3  
 021002201 Spearman 1 .....\$3.75  
 021002202 Spearman 2 .....\$3.75  
 021002203 Spearman 3 .....\$3.75  
 99369999002 Elf Shield Sprue .....\$1

**Lothorn Sea Guard**

021005701 Lothorn Sea Guard 1 .....\$3.50  
 021005702 Lothorn Sea Guard 2 .....\$3.50  
 021005703 Lothorn Sea Guard 3 .....\$3.50  
 021005704 Lothorn Sea Guard 4 .....\$3.50  
 021005705 Lothorn Sea Guard 5 .....\$3.50  
 021005706 Lothorn Sea Guard 6 .....\$3.50  
 021005707 Lothorn Sea Guard 7 .....\$3.50  
 021005708 Lothorn Sea Guard 8 .....\$3.50  
 021005709 Lothorn Sea Guard 9 .....\$3.50  
 021005801 Lothorn Sea Guard Standard .....\$4  
 021005802 Lothorn Sea Guard Musician .....\$4  
 021005901 Lothorn Sea Guard Champion .....\$4  
 021005902 Lothorn Sea Guard Quiver 1 (Flames) \$1  
 021005903 Lothorn Sea Guard Quiver 2 (Wings) .....\$1  
 021005904 Lothorn Sea Guard Quiver 3 (Star) .....\$1  
 021005905 Lothorn Sea Guard Quiver 4 (Lileath) \$1  
 021005906 Lothorn Sea Guard Quiver 5 (Tear) .....\$1  
 021005907 Lothorn Sea Guard Quiver 6 (Isha) .....\$1  
 021005908 Lothorn Sea Guard Quiver 7 (Blank) .....\$1  
 99369999002 Elf Shield Sprue .....\$1

**Silver Helms**

021002801 Silver Helm Legs 1 .....\$2  
 021002802 Silver Helm Legs 2 .....\$2  
 021002803 Silver Helm Body 1 .....\$2  
 021002804 Silver Helm Body 2 .....\$2  
 021002805 Silver Helm Body 3 .....\$2  
 021002806 Silver Helm Body 4 .....\$2  
 021002807 Silver Helm Lance Sprue A .....\$3  
 021002808 Silver Helm Lance Sprue B .....\$3  
 021002901 Silver Helm Champion Body .....\$3  
 021002902 Silver Helm Command Legs .....\$2  
 021003001 Silver Helm Musician Body .....\$3  
 021003101 Silver Helm Standard Body .....\$3  
 99389999012 Caparison Horse Head .....\$1  
 99389999002 Caparison Horse Body .....\$1  
 99369999002 Elf Shield Sprue .....\$1

**Metal Bitz – Special**

**Dragon Princes**

021001204 Dragon Prince Standard Body .....\$3  
 021001205 Dragon Prince Hero Body .....\$3  
 021001301 Dragon Prince Legs .....\$2  
 021001302 Dragon Prince Horse Head 1 .....\$2  
 021001303 Dragon Prince Horse Head 2 .....\$2  
 021001304 Dragon Prince Body 1 .....\$3

## CLASSIC RANGE

- 021001305 Dragon Prince Body 2 .....\$3
- 021001306 Dragon Prince Body 3 .....\$3
- 99389999004 Armored Horse Body & Head ....\$1
- 99369999002 Elf Shield Sprue .....\$1

### Ellyrian Reavers

- 021003201 Ellyrian Reaver Standard Body ..\$3
- 021003207 Ellyrian Reaver Legs 3 .....\$2
- 021003301 Ellyrian Reaver Champion Body ..\$3
- 021003401 Ellyrian Reaver Horn Blower Body \$3
- 021003508 Ellyrian Reaver w/ Bow Body 1 ..\$2
- 021003509 Ellyrian Reaver w/ Bow Body 2 ..\$2
- 021002605 Ellyrian Reaver Quiver Sprue ...\$1
- 99389999005 Elven Steed .....\$1
- 99389999015 Elven Steed Head .....\$1

### Tiranoc Chariot

- MO 0031 Complete Chariot .....\$30
- 021000301 High Elf Charioteer .....\$5.50
- 021000302 Chariot Base .....\$4.50
- 021000303 Chariot Front .....\$3.50
- 021000304 Chariot Axle .....\$3.50
- 021000305 Chariot Haft .....\$4.50
- 021000306 Chariot Yoke .....\$2
- 021000307 Chariot Weapon Bow .....\$2.50
- 021000308 Chariot Weapon Sword .....\$2.50

### Metal Bitz - Rare

#### Maiden Guard

- MO 0074 Handmaidens of the Everqueen .\$.30
- 021005207 Maiden Guard Horn Blower ...\$3.50
- 021005208 Maiden Guard Standard Bearer\$3.50
- 021005301 Maiden Guard Champion ....\$3.50
- 021005401 Maiden Guard 1 .....\$3
- 021005402 Maiden Guard 2 .....\$3
- 021005403 Maiden Guard 3 .....\$3
- 021005404 Maiden Guard 4 .....\$3
- 021005405 Maiden Guard 5 .....\$3

#### Phoenix Guard

- 021001101 Phoenix Guard 1 .....\$3
- 021001102 Phoenix Guard 2 .....\$3
- 021001103 Phoenix Guard 3 .....\$3
- 021001104 Phoenix Guard 4 .....\$3

#### Bolt Thrower

- MO 0060 Complete Bolt Thrower .....\$25
- 021000801 Bolt Thrower Crew 1 .....\$3
- 021000802 Bolt Thrower Crew 2 .....\$3
- 021000803 Bolt Thrower Lower Bow .....\$4
- 021000804 Bolt Thrower Upper Bow .....\$4
- 021000805 Bolt Thrower Stand .....\$2.50
- 021000806 Bolt Thrower Lever .....\$2.50

#### White Lions

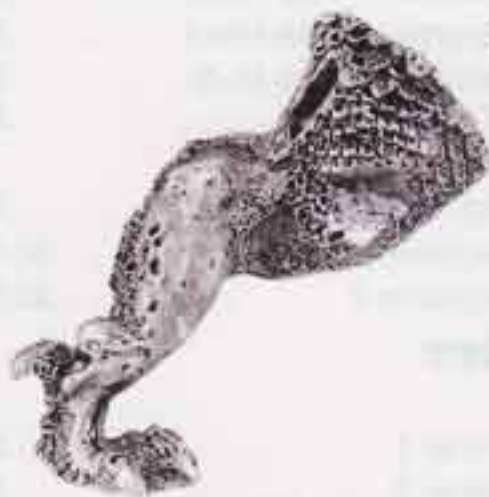
- 021001801 White Lion 1 .....\$3.75
- 021001802 White Lion 2 .....\$3.75
- 021001803 White Lion 3 .....\$3.75
- 021001804 White Lion 4 .....\$3.75



**Griffon  
Right Claw**  
021000206



**Griffon  
Left Claw**  
021000207



**Griffon  
Right Body**  
021000205



**Griffon  
Left Body**  
021000204



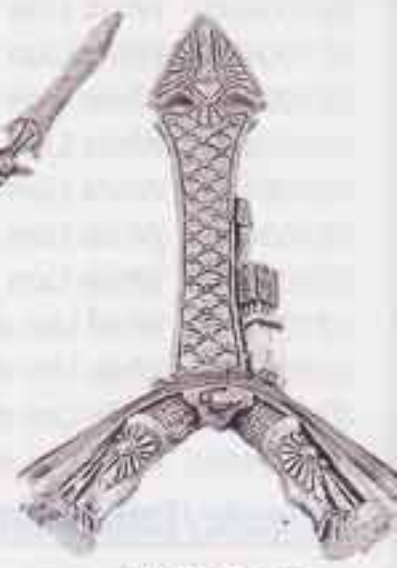
**Classic Eltharion on Stormwing**  
MO 0072



**Griffon  
Tail**  
021000208



**Eltharion  
Body**  
021000201



**Eltharion  
Legs**  
021000202



**Griffon  
Left Wing**  
021000209



**Griffon  
Right Wing**  
021000210

CLASSIC RANGE



High Elf Hero  
w/ Spear  
021006302



High Elf Hero  
w/ Dragon Helm  
021002507



Classic Teclis  
Loremaster  
021000901



Alarielle  
Everqueen of Avelorn  
021005206



High Elf Hero  
w/ 2 Swords  
079901901

*Note: Classic Tyrion requires the Caparison Horse Head sprue (99389999012) and the Caparison Horse Body sprue (99389999002).*



Classic Tyrion  
Body  
021001001



Malhandir  
Horse Head  
021001002



Korhil  
MO 0073



Korhil  
Body  
021004701



Korhil  
Axe  
021004702



Korhil  
Cloak  
021004703

*Note: Some of these figures use the Elf Shield sprue (99369999002).*



Hero 2  
Body  
021001702



Hero  
Legs  
021001701

*Note: The Classic High Elf Lord uses the Barded Elven Steed Body (99389999006) and Barded Elven Steed Head (99389999016) sprues.*



Complete  
Waystone  
MO 0148

*Left: A complete front and back view of a fully painted Waystone.*



Waystone Back  
021005602



Waystone Front  
021005601

SHOWCASE



*Right: Jakob Nielsen won the Slayer Sword in the UK Golden Demon competition.*





## CLASSIC RANGE



**Dragon Left Leg**  
021002409

**Dragon Right Leg**  
021002408



**Dragon Left Arm**  
021002407



**Dragon Right Arm**  
021002406



**Classic Prince Imrik Body**  
021002412



**Prince Imrik Lance**  
021002413



**Prince Imrik Back Banner**  
021002414



**Dragon Head**  
021002401



**Dragon Horns**  
021002402



**Dragon Neck**  
021002403



**Dragon Body**  
021002404

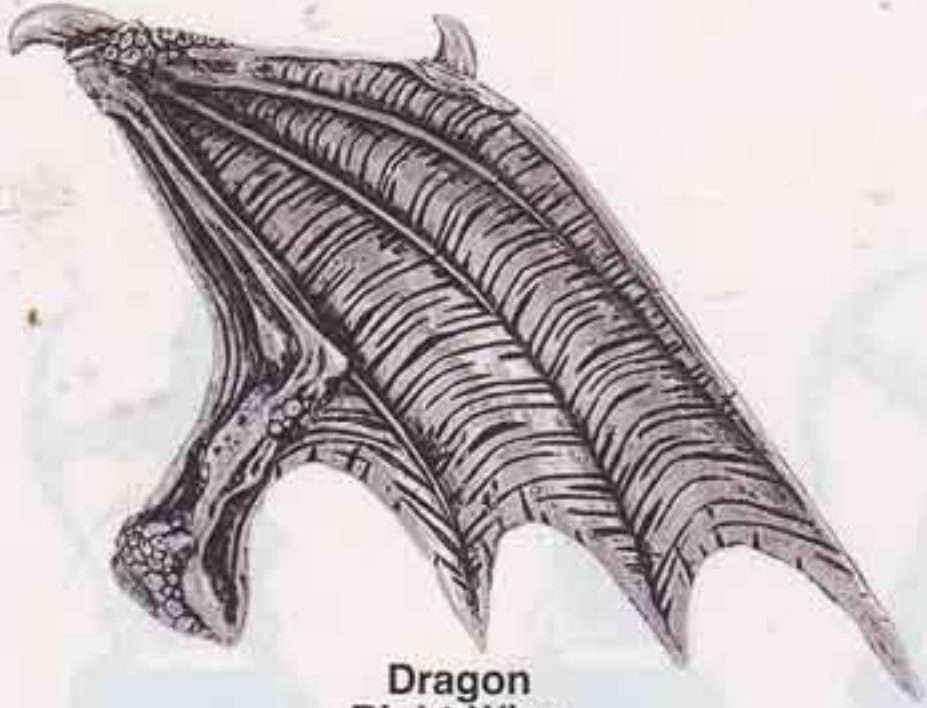


**Dragon Tail**  
021002405

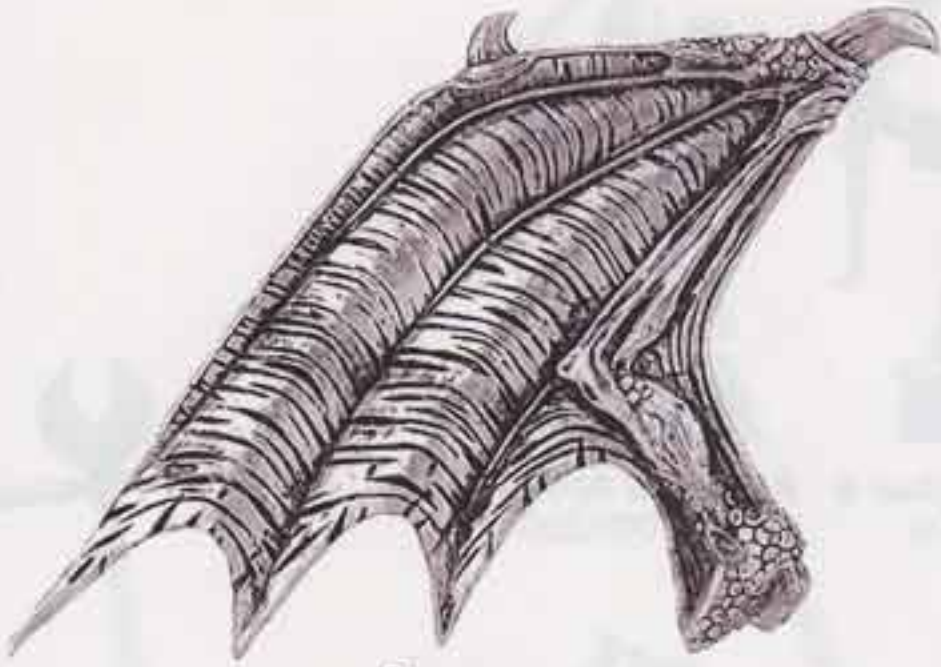


*The High Elf army sets its defenses against the oncoming Dark Elf army.*

CLASSIC RANGE



Dragon  
Right Wing  
021002410



Dragon  
Left Wing  
021002411





## CLASSIC RANGE



**Armored Archer  
Champion 1**  
021002504



**Armored Archer  
Champion 2**  
021002508



**Armored Archer 1**  
021000401



**Armored Archer 2**  
021000402



**Armored Archer 3**  
021000403



**Armored Archer 4**  
021000404



**Armored Archer 5**  
021000405



**Armored Archer 6**  
021006206



**Armored Archer 7**  
021006207



**Armored Archer 6**  
021006208



**Armored Archer 9**  
021006209



**Archer 1**  
021002701



**Archer 2**  
021002702



**Archer 3**  
021002703



**Archer  
Champion**  
021003801



**Archer  
Musician**  
021003702



**Archer  
Standard Bearer**  
021003701



**Archer 4**  
021002704



**Archer 5**  
021002705



**Archer 6**  
021002706



**Archer 7**  
021002707



**Archer 8**  
021002708

*Note: Some of these figures use the Elf Shield sprue (99369999002).*

**CLASSIC RANGE**



**Spearman Standard 1**  
021002301



**Spearman Musician 1**  
021002302



**Spearman Standard 2**  
021002305



**Spearman Musician 2**  
021002306



**Spearman Champion 1**  
021002312



**Spearman Champion 2**  
021002503



**Spearman 1**  
021002201



**Spearman 2**  
021002202



**Spearman 3**  
021002203



**Elf Shield Sprue**  
99369999002



**Spearman Front Rank 1**  
021006101



**Spearman Front Rank 2**  
021006102



**Spearman Front Rank 3**  
021006103



**Spearman Front Rank 4**  
021006104



## CLASSIC RANGE

*Note: These figures use the Elf Shield sprue (99369999002).*



**Lothorn Sea Guard  
Guard 1**  
021005701



**Lothorn Sea Guard  
Guard 2**  
021005702



**Lothorn Sea Guard  
Guard 3**  
021005703



**Lothorn Sea Guard  
Champion**  
021005901



**Lothorn Sea Guard  
Musician**  
021005802



**Lothorn Sea Gu  
Standard bearer**  
021005801



**Lothorn Sea Guard  
Guard 4**  
021005704



**Lothorn Sea Guard  
Guard 5**  
021005705



**Lothorn Sea Guard  
Guard 6**  
021005706



**Lothorn Sea Guard  
Guard 7**  
021005707



**Lothorn Sea Guard  
Guard 8**  
021005708



**Lothorn Sea Gu  
Guard 9**  
021005709



**Lothorn Sea  
Guard  
Quiver 1**  
021005902



**Lothorn Sea  
Guard  
Quiver 2**  
021005903



**Lothorn Sea  
Guard  
Quiver 3**  
021005904



**Lothorn Sea  
Guard  
Quiver 4**  
021005905



**Lothorn Sea  
Guard  
Quiver 5**  
021005906



**Lothorn Sea  
Guard  
Quiver 6**  
021005907



**Lothorn Sea  
Guard  
Quiver 7**  
021005908

**676 ALL PRODUCTS IN THIS CATALOG CAN BE ORDERED FROM ANY PARTICIPATING DEALER**

All miniatures are supplied unpainted. Models, lists, and sprues are all shown actual size unless otherwise noted. Contents may vary slightly from those shown.

# CLASSIC RANGE

*Note: These figures require the Caparison Horse Head sprue (99389999012) and the Caparison Horse Body sprue (99389999002).*



**Silver Helms  
Lance Sprue A**  
021002807



**Silver Helms  
Lance Sprue B**  
021002808



**Silver Helms  
Standard Bearer**  
021003101



**Silver Helms  
Champion**  
021002901



**Silver Helms  
Musician**  
021003001



**Silver Helms  
Body 1**  
021002803



**Silver Helms  
Command Legs**  
021002902



**Silver Helms  
Legs 1**  
021002801



**Silver Helms  
Legs 2**  
021002802



**Silver Helms  
Body 2**  
021002804



**Silver Helms  
Body 3**  
021002805



**Silver Helms  
Body 4**  
021002806



*Note: These figures use the Elf Shield sprue (99369999002).*

*Note: The Classic Silver Helms could also use the Barded Elven Steed Body (99389999006) and Barded Elven Steed Head (99389999016) sprues.*



*Right: Shawn Wagner's Silver Helms Regiment is painted with a red and white theme instead of the traditional blue and white. Above: Shawn has also used the red color in his Lothorn Sea Guard on the shield and the ribbons on the spear. This color has been carried over in his other regiments as well, which helps to tie the army together.*

# SHOWCASE



## CLASSIC RANGE

*Note: These figures require the Elven Steed sprue (99389999005) and the Elven Steed Head sprue (99389999015) seen on the Special Units page.*



**Ellyrian Reaver  
Legs 3**  
021003207



**Ellyrian Reaver  
Body 1**  
021003508



**Ellyrian Reaver  
Body 2**  
021003509



**Ellyrian Reaver  
Musician**  
021003401

**Ellyrian Reaver  
Champion**  
021003301

**Ellyrian Reaver  
Quiver Sprue**  
021002605



**Ellyrian Reaver  
Standard Bearer**  
021003201



**Dragon Prince  
Standard Bearer**  
021001204



**Dragon Prince  
Champion**  
021001205



**Dragon Prince  
Horse Head 2**  
021001303



**Dragon Prince  
Body 1**  
021001304

*Note: These figures require the Armored Horse Body & Head sprue (99380299004).*



**Dragon Prince  
Body 2**  
021001305



**Dragon Prince  
Body 3**  
021001306

*Note: These figures use the Elf Shield sprue (99369999002).*



**Dragon Prince  
Legs**  
021001301



**Dragon Prince  
Horse Head 1**  
021001302

*Note: The Classic Dragon Princes could also use the Barded Elven Steed Body (99389999006) and Barded Elven Steed Head (99389999016) sprues.*



**Chariot  
Driver**  
021000301



**Chariot  
Base**  
021000302



**Chariot  
Axle**  
021000304



**Chariot  
Bow**  
021000307



**Chariot  
Haft**  
021000305



**Chariot  
Front**  
021000303



**Chariot  
Yoke**  
021000306



**Chariot  
Sword**  
021000308

**Classic Tiranoc Chariot  
MO 0031**

CLASSIC RANGE



Handmaidens of the Everqueen  
MO 0074



Maiden Guard Musician  
021005207



Maiden Guard Champion  
021005301



Maiden Guard Standard Bearer  
021005208



Maiden Guard 1  
021005401



Maiden Guard 2  
021005402



Maiden Guard 3  
021005403



Maiden Guard 4  
021005404



Maiden Guard 5  
021005405



Bolt Thrower Stand  
021000805



Bolt Thrower Lever  
021000806



Bolt Thrower Upper Bow  
021000804



Bolt Thrower Lower Bow  
021000803

Classic Bolt Thrower  
MO 0060



Phoenix Guard 4  
021001104



Phoenix Guard 1  
021001101



Phoenix Guard 3  
021001103



Phoenix Guard 2  
021001102



Bolt Thrower Crew 2  
021000802



Bolt Thrower Crew 1  
021000801



## SHOWCASE

### HIGH ELF POWER CRYSTAL

Need some new terrain to match your High Elf army? This power crystal will make a great centerpiece for your game table, and it's also easy to make. You'll need some plasticard, a sharp hobby knife with extra blades, some hardboard, and some Elf bitz.

#### Step 1

Measure out and cut pieces of plasticard for the crystal's sides and base. Be sure to use a sharp hobby knife so you get a clean edge on the plasticard.

#### Step 2

Create the dais out of stacked pieces of hardboard. Assemble the base and dais and attach everything with superglue.

#### Step 3

Glue the crystal together and reinforce the inside seams with superglue. Once the glue dries, sand down the crystal to hide the seams.

#### Step 4

Test fit the crystal onto the base but DO NOT glue it. Keep the crystal separate for painting. You can attach it to the base once all painting is done.

#### Step 5

Use some bitz from the High Elf Chariot to represent statuary. One all painting is done, glue the crystal and dais onto a hardboard base. Cover the base with glue and sand.

#### Step 6 – Painting and Finishing

**Base.** Basecoat with Bestial Brown. Highlight with Bubonic Brown and Bleached Bone. Add static grass.

**Dais.** Basecoat with Tin Bitz.

Drybrush with Shining Gold and then Burnished Gold.

**Crystal.** Spray prime the crystal black and then spray with Ultramarines Blue. Highlight with Hawk Turquoise and Ice Blue. Paint the crystalline effect by drybrushing over strips of tape. Finally, glue the crystal in place.

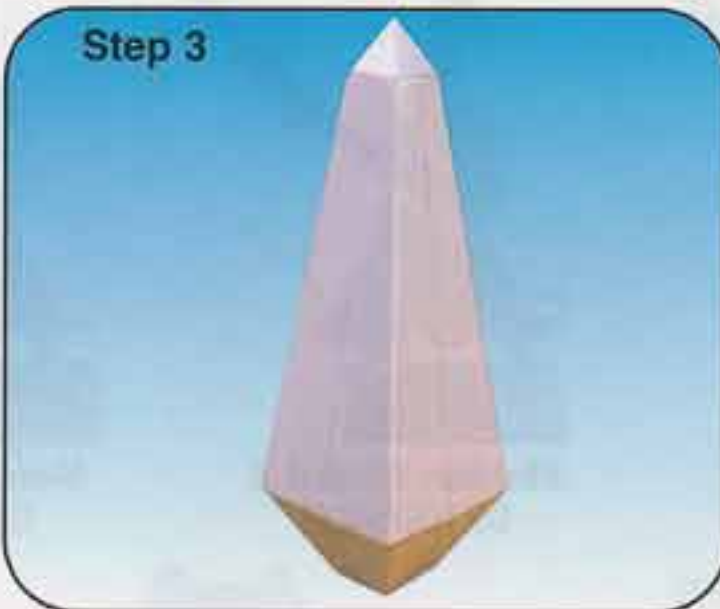
Step 1



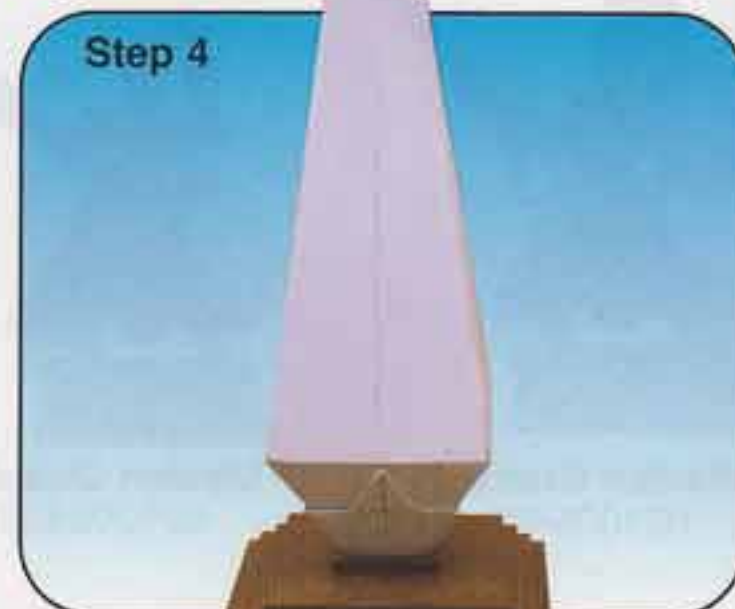
Step 2



Step 3



Step 4



Step 5



Step 6



*A power crystal is a great addition to your game table or army display. This piece also makes a great scenario prop to be defended or captured by your army. The possibilities are endless!*

# COLORS OF WAR



*Snot Green & Shining Gold*



*Fiery Orange & Ice Blue*



*Ultramarines Blue & Chainmail*



*Bubonic Brown, Regal Blue & Mithril Silver*



*Ice Blue, Shining Gold & Boltgun Metal*



*Fortress Grey, Warlock Purple & Brazen Brass*



*Bleached Bone, Scorched Brown & Dwarf Bronze*



*Fortress Grey, Scab Red & Mithril Silver*

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# LIZARDMEN

*Giovanni Bernini, a failed Tilean merchant turned explorer, ordered his ships beached and the camp set up at once. The gentle harbor and narrow beach formed a natural port, and Giovanni marveled once again at the possibilities of the New World. Here, in the steaming jungles, he and his crew would find unheard of spices, small creatures to delight the nobles back home, and hopefully, great heaps of precious stones and metals.*

*Even as Giovanni explored the beach, he marveled at what he could glimpse under the dark jungle canopy that lay beyond, little knowing that his every move was tracked. High up in a palm tree, its very skin adapting the color and texture of frond and bark, a Chameleon Skink rotated each of its eyes independently to follow every movement of the humans as they set up their camp. The Skink's chirrup-like bark, blending perfectly in with the cacophony of bird calls and whistles, alerted the Lizardmen to the intruders, and an army would be marching out from the Temple-City soon. The warm-blooded intruders would not last the night.*

*Left: This Skink Shaman painted by Joe Hill earned a Gold in the 2001 UK Golden Demon competition.*

*Right: Lizardmen terrain by Steve Stiefel*



Long before the rise of Elves, Dwarfs, or Men, the Lizardmen walked the Warhammer world. Cold and enigmatic, Lizardmen seek to restore the order of the world that was brought before their mysterious creators disappeared ages ago. Although Lizardmen rarely venture out of their steaming jungle homes in Lustria and the Southlands, the cold-blooded ones do not discuss their plans and mercilessly punish any who would stand in their way.

## Fighting Style

Lizardmen are an incredibly diverse army with an amazing number of strengths. Thus, there are loads of troop combinations and tactics to try out. One thing the Lizardmen benefit from is the *Cold-Blooded* rule, which means that they have a greater chance of passing Leadership tests (primarily Break and Psychology tests). Whether you are



*Above: A Lizardmen army by Greg Swensrud*

building a strong infantry-based army to roll over the field, or you are going for more of a line up full of speed and power with troops like monsters, cavalry, and skirmishing Skinks, being *Cold-Blooded* will cause your enemy no ends of problems.

## Collecting a Lizardmen Army

We always suggest beginning any new army with several Core choices. Not only will they cover the minimum requirements for a fairly large game, but they give players a strong nucleus from which to expand their forces. For Lizardmen, these Core choices often take the form of either Saurus Warriors or Skink Skirmishers. Both are suited for differing roles, and both troop types excel at what they do. The Saurus Warriors are ferocious creatures that are strong, have multiple attacks, and have a natural save with their Scaly Skin. All of these abilities make Saurus perfect infantry to secure the center of a battle line. Skinks are smaller and more agile, and their role in a Lizardmen army is that of skirmishers and light missile troops. Skinks are fast (Movement of 6), and their missiles count as *Poisoned Attacks*. Other Core choices include Jungle Swarms, which are ideal defensive troops that can tie up a flank, and Temple Guard, an elite unit of Saurus.



When filling out a Lizardmen army, players have even more fantastic choices. Kroxigors are the larger cousins of the Saurus and are bred for power and brute strength (they have S5 and wield great weapons and thus attack at S7!). Terradons are enormous flying creatures that can carry Skink riders deep behind enemy lines. Chameleon Skinks are masters of camouflage and may use their ability to blend into a background to infiltrate just where they can do the enemy the most damage. Salamander Hunting Packs offer a wicked ranged attack. Saurus Cavalry on vicious

Cold Ones constitute a very hard-hitting unit, and the mighty Stegadon is a lumbering dinosaur with Skinks on its back.

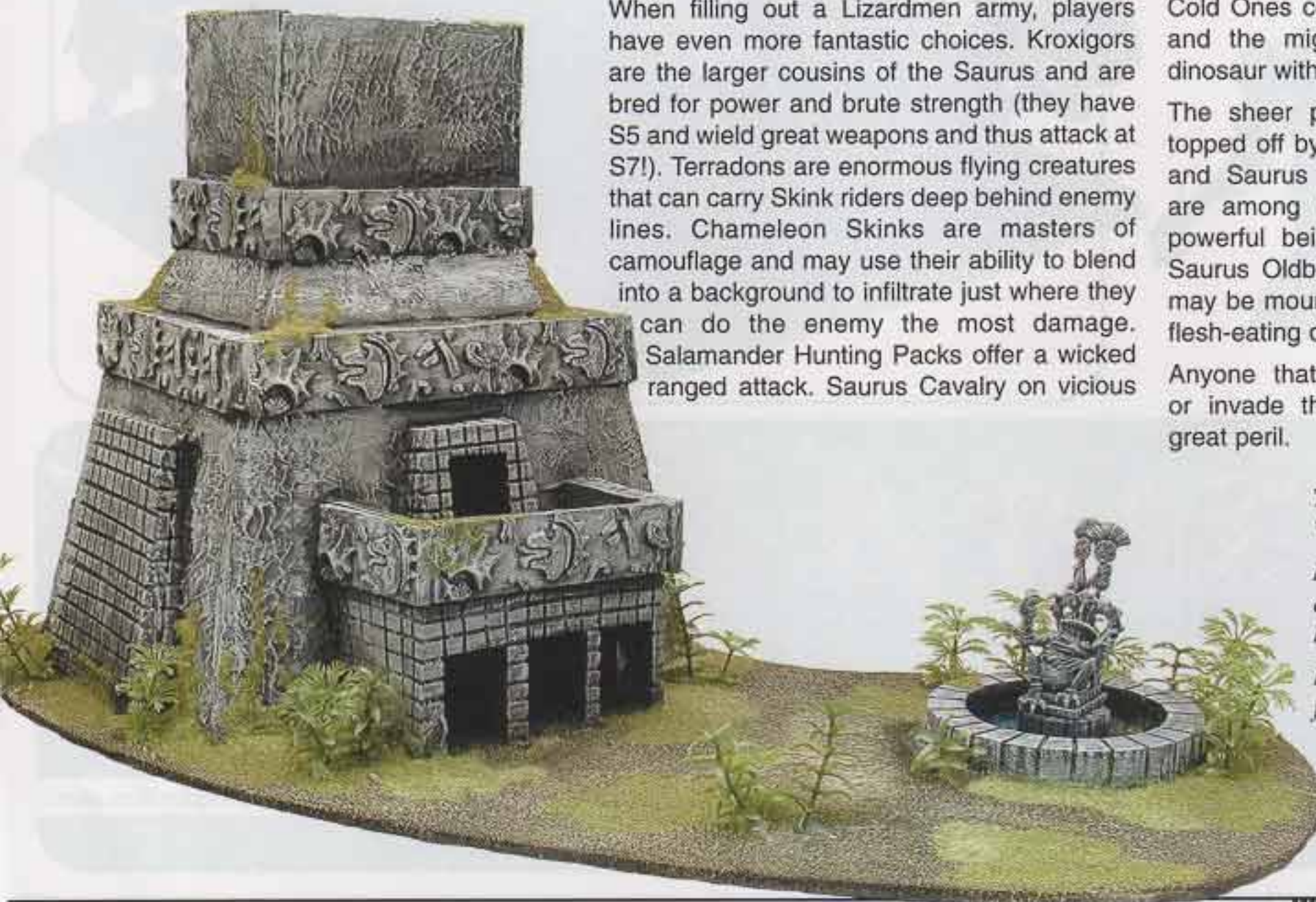
The sheer power of a Lizardmen army is topped off by its leaders: Slann Mage-Priests and Saurus Oldbloods. Slann Mage-Priests are among the oldest and most magically powerful beings in all existence, while the Saurus Oldbloods are ferocious fighters that may be mounted atop Carnosaurs, enormous flesh-eating dinosaurs.

Anyone that dares to fight the Lizardmen or invade their jungle territory does so at great peril.

*Top: A Saurus Champion painted by Werner Klocke*

*Middle Right: A Lizardmen amphibious troop transport created by Bill Ard*

*Left: A Lizardmen Temple with a fountain by Shawn Chavis*



## GETTING STARTED



This 80-page rulebook contains painting and modeling guides, background, and the full rules for the Lizardmen. Use this book to build your army and begin your conquest of the Old World.

**Warhammer Armies: Lizardmen**  
88-01-60

*With the Lizardmen Regiment boxed set and the Lizardmen Army book the next step in creating your army is building up more Saurus units and other, more specialized units like the Temple Guard and Kroxigors.*

*Left: A Temple Guard Standard Bearer painted by Neil Langdown*



The Lizardmen Saurus regiment boxed set is the best place to begin collecting a Lizardmen army. The Saurus are the toughest of all the Lizardmen, as they are spawned specifically for war. They are merciless warriors who will do everything in their power to defend the Temple Cities of Lustria. The regiment box provides enough bits to make a unit of 16 Saurus Warriors armed with either a hand weapon and shield or a spear and shield.



*A regiment of Saurus Warriors marches to war beside a mighty Stegadon.*

**684 GLUE, PAINTS & HOBBY SUPPLIES CAN BE FOUND IN THE BACK OF THIS CATALOG**

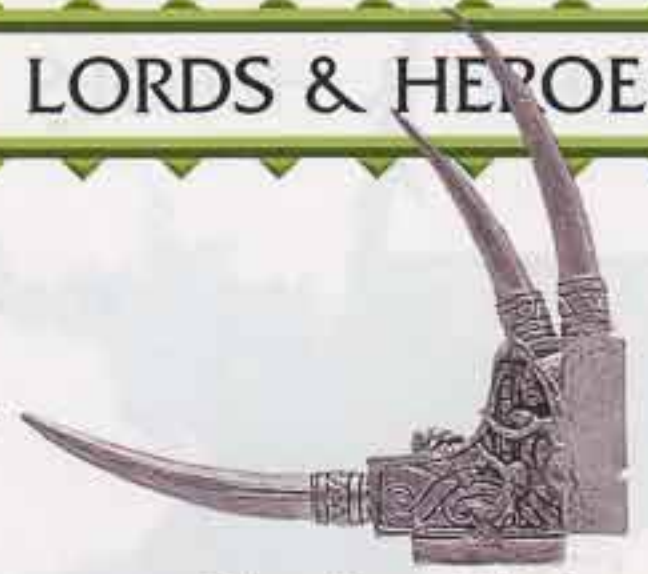
# LORDS & HEROES



**Slann Mage-Priest Box (1)**  
88-08



**Slann Mage-Priest  
Left Side**  
020804407



**Slann Mage-Priest  
Right Side**  
020804406



**Slann Mage-Priest  
Platform Base**  
020804404



**Slann Mage-Priest  
Rear Platform**  
020804403



**Slann Mage-Priest  
Standard**  
020804402



**Slann Mage-Priest  
Body**  
020804401



**Slann Mage-Priest  
Horn Sprue**  
020804408



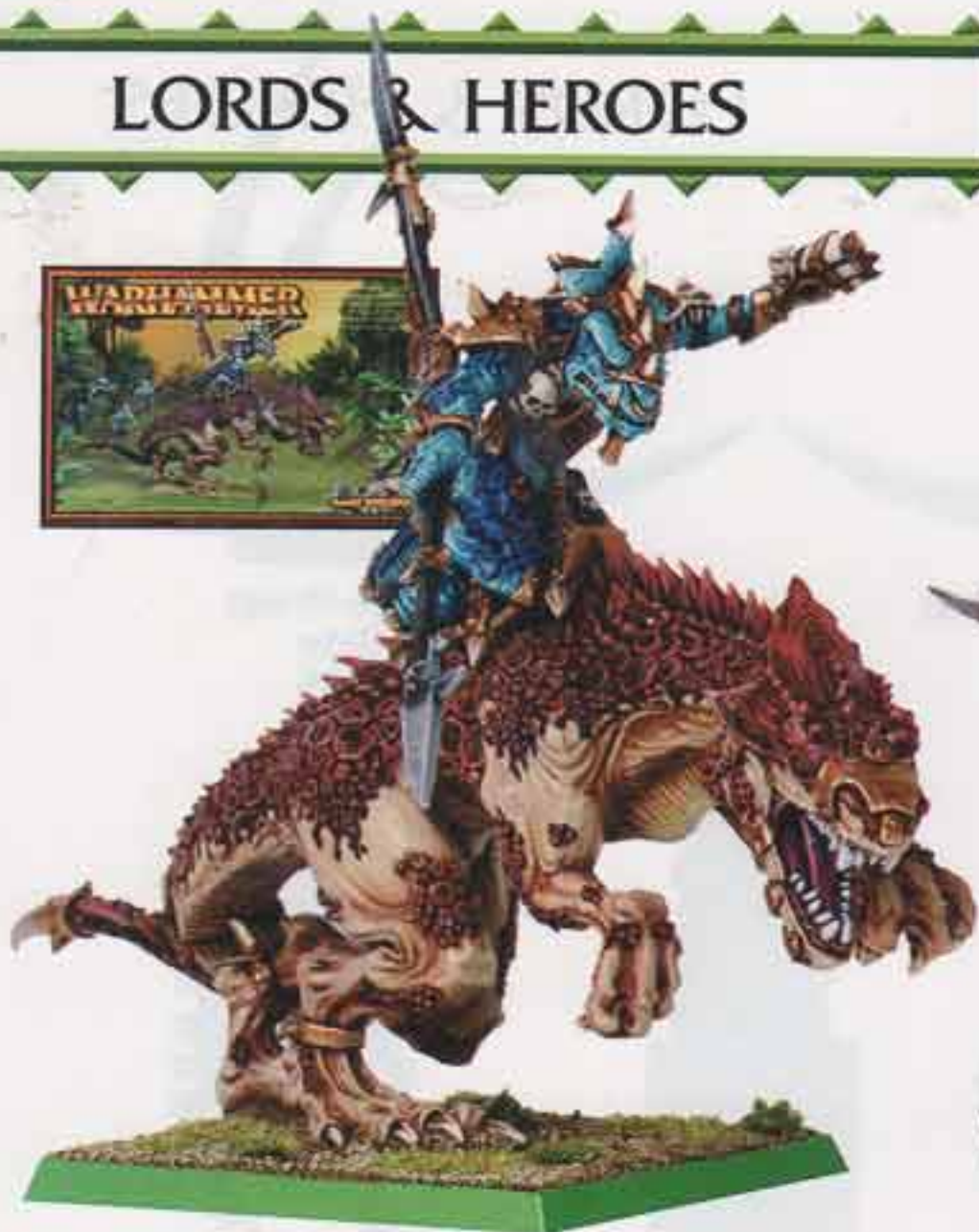
**Slann Mage-Priest  
Standard Pole**  
020804405

# SHOWCASE



*Right: This Slann Mage-Priest diorama was built and painted by Mark Tait. Left: A Chameleon Skink delivers a poison dart to the neck of the Empire loader.*

**LORDS & HEROES**



**Saurus Lord  
on Carnosaur Box (1)**  
88-10



**Saurus Lord  
Spear**  
020804804



**Saurus Lord  
Head**  
020804802



**Saurus Lord  
Body**  
020804803



**Carnosaur  
Left Claw**  
020804808



**Carnosaur  
Right Claw**  
020804809



**Carnosaur  
Body**  
020804807



**Saurus Lord  
Saddle**  
020804805



**Saurus Lord  
Lord Sprue**  
020804801



**Carnosaur  
Right Leg**  
020804811



**Carnosaur  
Left Leg**  
020804810



**Carnosaur  
Tail**  
020804806

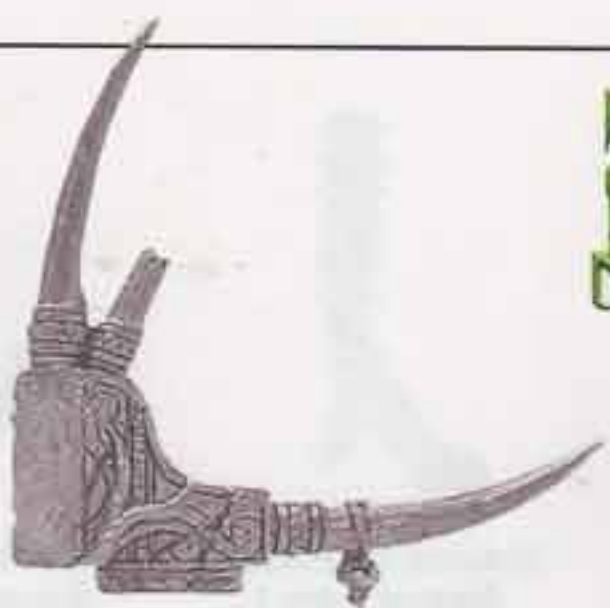


*The Lizardmen march to defend their temple-city.*

LORDS & HEROES



Lord Kroak Box (1)  
88-12



Lord Kroak Left Side  
020805508



Lord Kroak Right Side  
020805506



Lord Kroak Horn Sprue  
020805505



Lord Kroak Platform Base  
020805507



Lord Kroak Standard  
020805501



Lord Kroak Rear Platform  
020805503



Lord Kroak Mask  
020805502



Lord Kroak Body  
020805504

*Middle: This Slann Mage-Priest was built and painted by Jeppe Danning as part of his Grand Tournament Army. Bottom Right: A Skink stands on the throne's wings to fan the Slann Mage with a palm branch. Bottom Left: Side view of the palanquin and its Temple Guard Bearers.*



SHOWCASE

All miniatures are supplied unpainted. Models, sets, and sprues are all shown actual size unless otherwise noted. Customs may vary slightly from those shown.



## LORDS & HEROES



Saurus Oldblood Blister (Random 1)  
88-48



Saurus Oldblood  
Sword Arm 1  
020805806



Saurus Oldblood  
Sword Arm 2  
020805807



Saurus Oldblood  
Body  
020805803



Saurus Oldblood  
Head 1  
020805801



Saurus Oldblood  
Head 2  
020805802



Saurus Oldblood  
Shield 1  
020805804



Saurus Oldblood  
Shield 2  
020805805



Skink Priest Blister (1)  
020804601 (Bit)  
88-46 (Blister)



Here are a few examples of Lizardmen Temples and scenery. **Far Left:** Empire raiders are surprised at a ruined temple by a troop of Skinks and Terradons. **Below Top:** This spawning pool was made from hardboard, foam, and aquarium plants. **Below Center:** These remains of a Lizardmen temple were made from pink foam, small pebbles, lichen, and Lizardmen Glyph bits. **Below Bottom:** This temple plaza was made from a hardboard base, small rocks, pink foam, aquarium plants, and plasticard squares for the plaza tiles.



## CORE UNITS



**Jungle Swarm  
Blister (2 Random Bases)**  
88-45



**Jungle Swarm  
Lizard 1**  
020801301



**Jungle Swarm  
Lizard 2**  
020801302



**Jungle Swarm  
Lizard 3**  
020801303



**Jungle Swarm  
Lizard 4**  
020801304



**Jungle Swarm  
Lizard 5**  
020801305



**Jungle Swarm  
Snake 1**  
020801901



**Jungle Swarm  
Snake 2**  
020801902



**Jungle Swarm  
Snake 3**  
020801903



**Jungle Swarm  
Snake 4**  
020801904



**Jungle Swarm  
Snake 5**  
020801905



**Jungle Swarm  
Snake 6**  
020801906

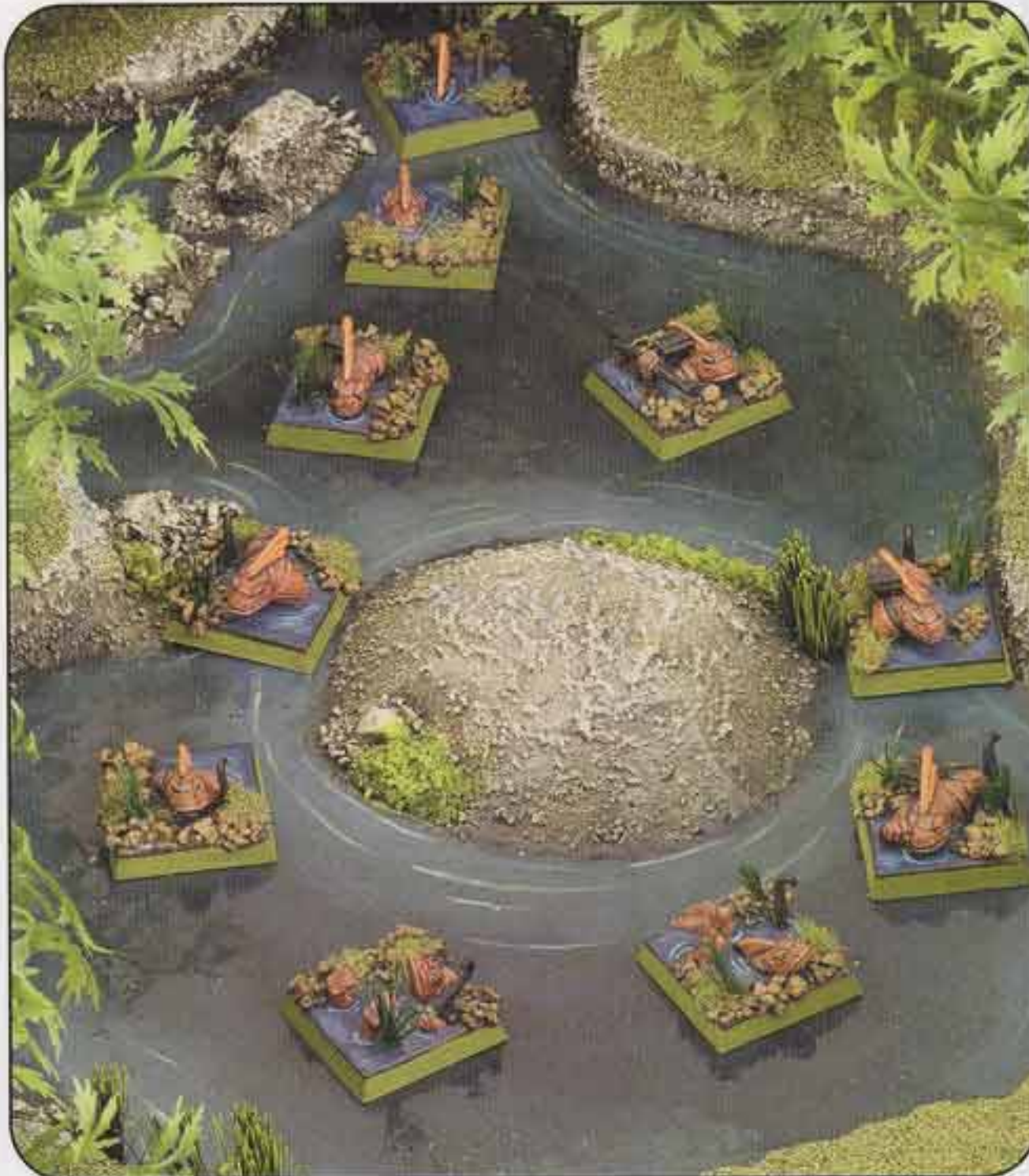


**Jungle Swarm  
Snake 7**  
020801907

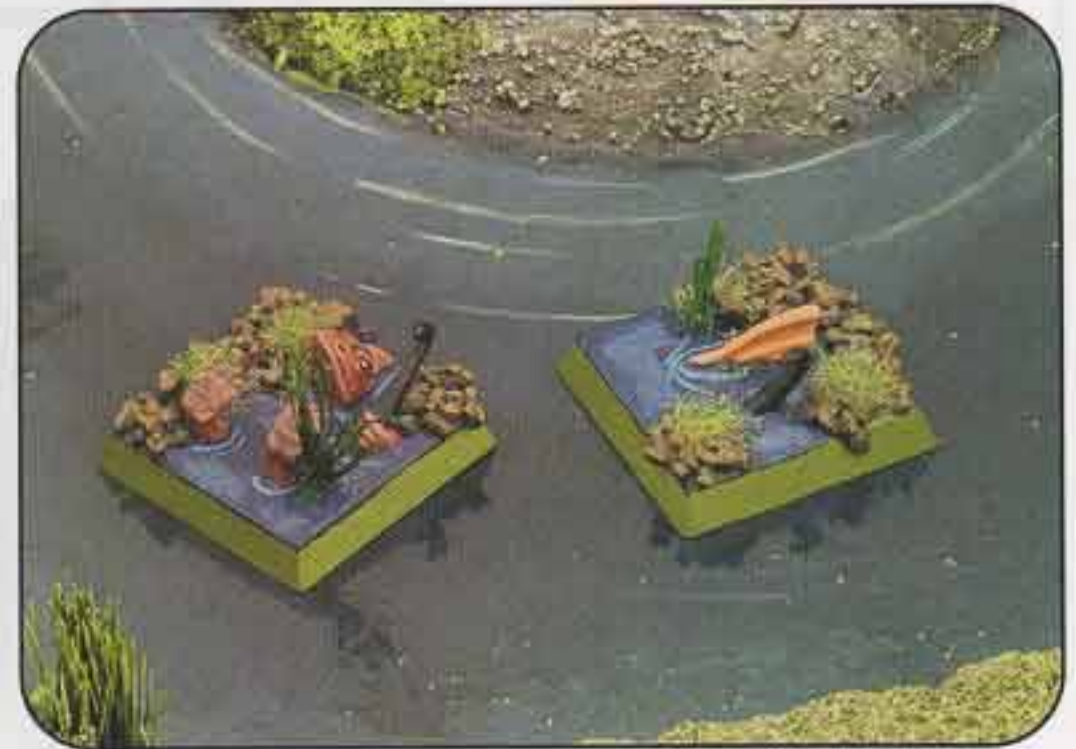


**Jungle Swarm  
Snake 8**  
020801908

## SHOWCASE



*Left: Once again, Jeppe Danning shows us his modeling skill with this creative and humorous Skink Unit. Jeppe has capitalized on the fact that Skinks are amphibious creatures by submersing his Skink unit in "water." To achieve this effect, the Skink plastic bodies were cut in various ways to represent different depths at which the models are swimming. The bitz were glued to the bases and surrounded with small amounts of basing materials. The area left untouched was later painted blue to represent water. Below: A Skink practices his floating skills before a battle, while his friend practices swimming like a shark.*



## PAINTING SAURUS



1. Undercoat the model with black primer and basecoat with Enchanted Blue. Next, drybrush with a 50/50 mix of Enchanted Blue and Ice Blue.



2. Give the entire model a wash of Blue Ink. Add a small drop of Gloss Varnish to the ink to allow it to coat more evenly.



3. Drybrush the skin of the Saurus with your 50/50 Enchanted Blue/Ice Blue mix to lighten the color again. Basecoat the armored scales on the back of the Saurus with Regal Blue. Then, drybrush the scales with Enchanted Blue.



4. Add Ice Blue highlights to the skin of the Saurus. Basecoat the spines on the back with Scab Red and paint the teeth and claws with Bleached Bone. Paint the spear shaft with Scorched Brown.



5. Highlight the red markings with Red Gore and then with Blood Red. Also, place a spot of Blood Red in the eyes with a fine detail brush. Highlight the spear shaft with a 50/50 mix of Scorched Brown and Snakebite Leather and then with straight Snakebite Leather.



6. Paint all the metal bitz with Dwarf Bronze. Use Boltgun Metal for the blade of the spear. Wash the bronze parts, teeth, and claws with Brown Ink.

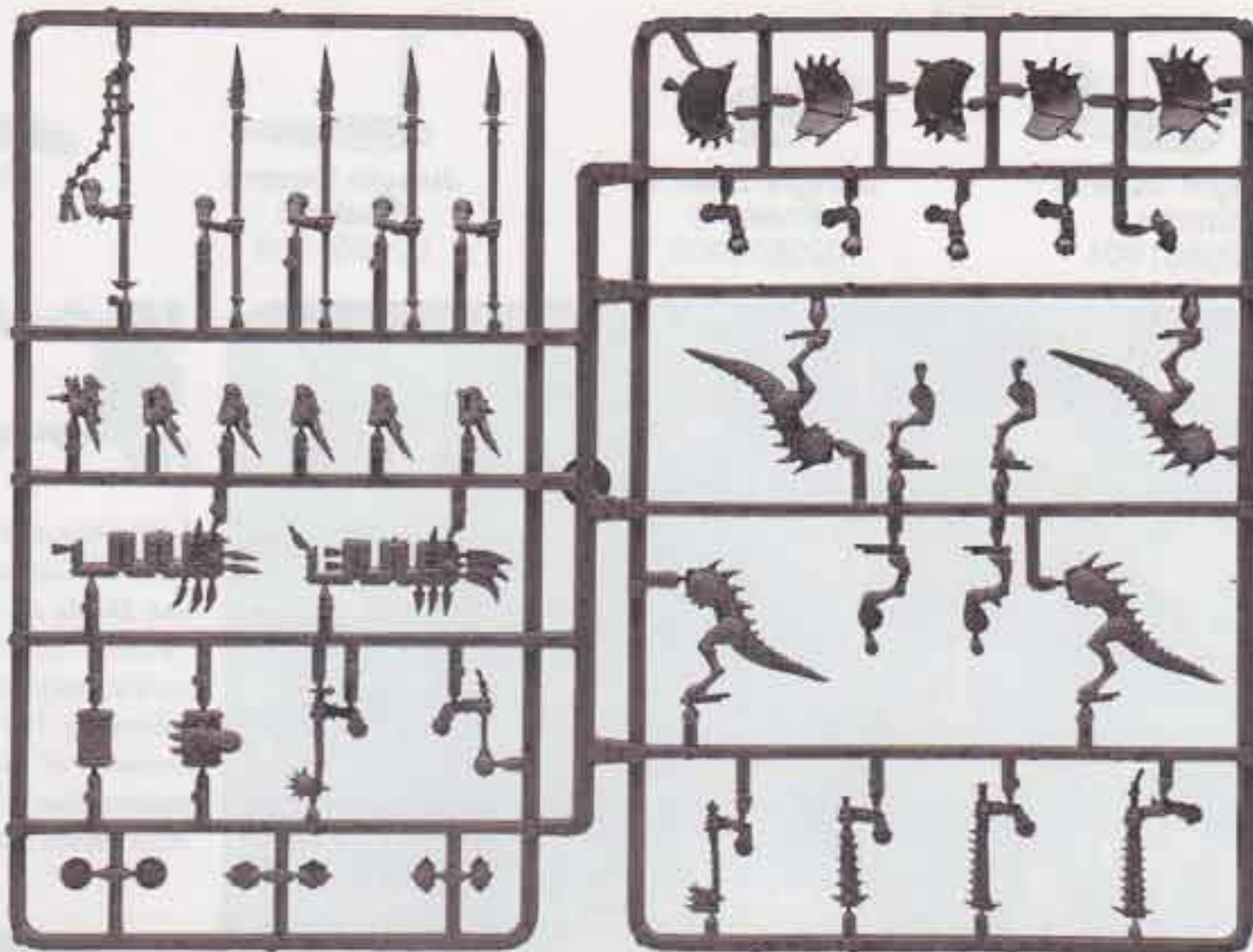
To finish, highlight the spear tip with Mithril Silver, the bronze areas with Shining Gold, and the teeth and claws with a 50/50 mix of Bleached Bone and Skull White.

## COMPONENTS



Saurus Warriors Regiment Box (16)  
88-06

*Sprue not shown at actual size*



Saurus Warriors  
Sprue  
99380208001



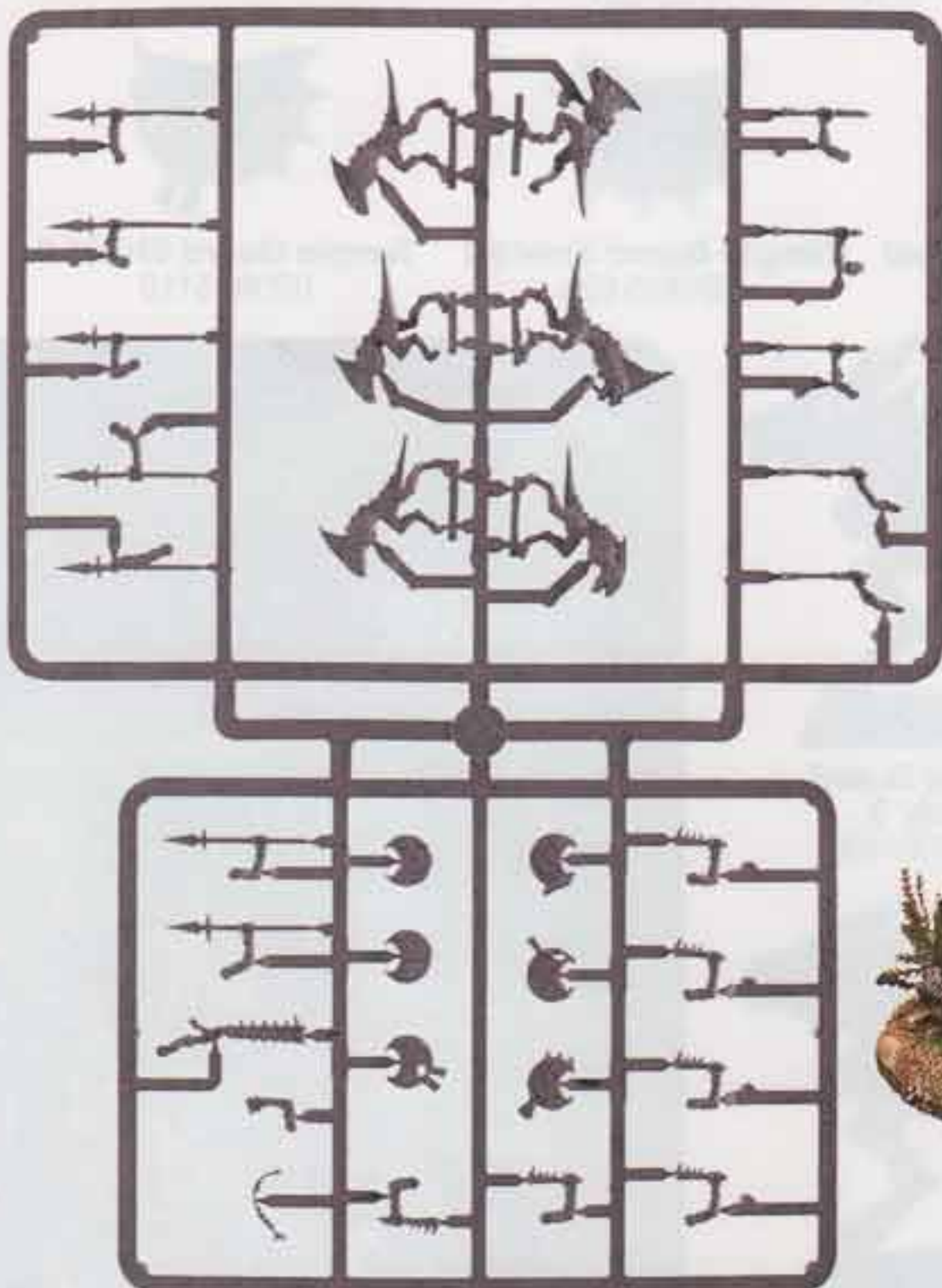
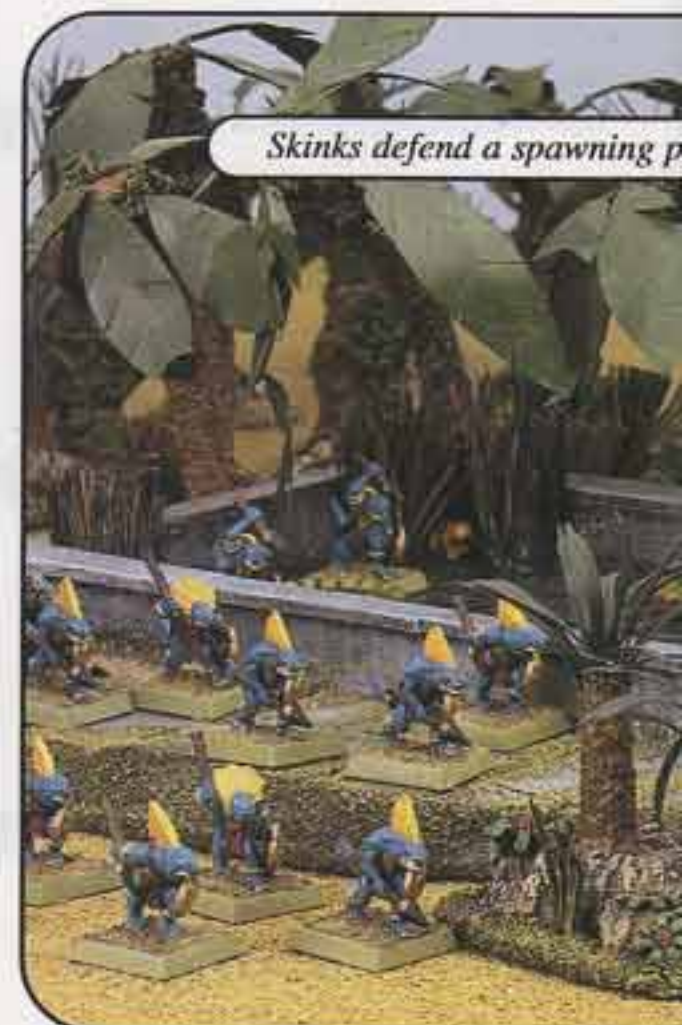
*Skinks battle the invading Skaven horde.*

CORE UNITS



**Skink Warriors Regiment Box (24)**  
88-07

*Note: Skink Warriors are shown smaller than actual size.*



**Skink Warriors Sprue**  
99380208002

*Sprues shown smaller than actual size.*

SHOWCASE



*Left: Skink Warriors defend a jungle watchtower from a band of Elven invaders.*

**SPECIAL UNITS**



**Temple Guard Halberd 1**  
020805105



**Temple Guard Halberd 2**  
020805106



**Temple Guard Halberd 3**  
020805107



**Temple Guard Halberd 4**  
020805108

**Temple Guard Regiment Box (10) & Command Blister (2)**  
88-13 88-37

**Temple Guard Champion Blister (1)**  
88-35



**Temple Guard Champion Shield**  
020805003



**Temple Guard Shield 1**  
020805109



**Temple Guard Shield 2**  
020805110



**Temple Guard Body 1**  
020805101



**Temple Guard Body 2**  
020805102



**Temple Guard Body 3**  
020805103



**Temple Guard Body 4**  
020805104



**Temple Guard Musician**  
020806001



**Temple Guard Standard Bearer**  
020806004



## SPECIAL UNITS



Temple Guard  
Sword Arm  
020805001



Temple Guard  
Musician Arm  
020806002



Temple Guard  
Standard Arm  
020806005



Temple Guard  
Standard  
020806003



Temple Guard  
Champion  
020805002

## LIZARDMEN SHIELDS

It's much easier to paint the Saurus and shields separately. Prime the shields with Chaos Black while they're still on the sprue.



1. Over the primer, drybrush the front of the shield with Scab Red and then Red Gore.
2. Paint the top half of each scale with Blood Red.
3. Add a highlight line around the top of each scale with Blazing Orange.



4. Paint the metal areas with Dwarf Bronze and the bony spikes with Bleached Bone.
5. Wash the metal and bone with Brown Ink. Highlight the bone with a 50/50 mix of Bleached Bone and Skull White and the metal areas with Shining Gold.
6. When the shields are finished, carefully clip them off the sprue, and touch up the bare spots before attaching them to the model. Don't worry about the back of the shield too much, as it will not be seen when the regiment is assembled.



*The Lizardmen spring their trap on the unsuspecting Dark Elves.*

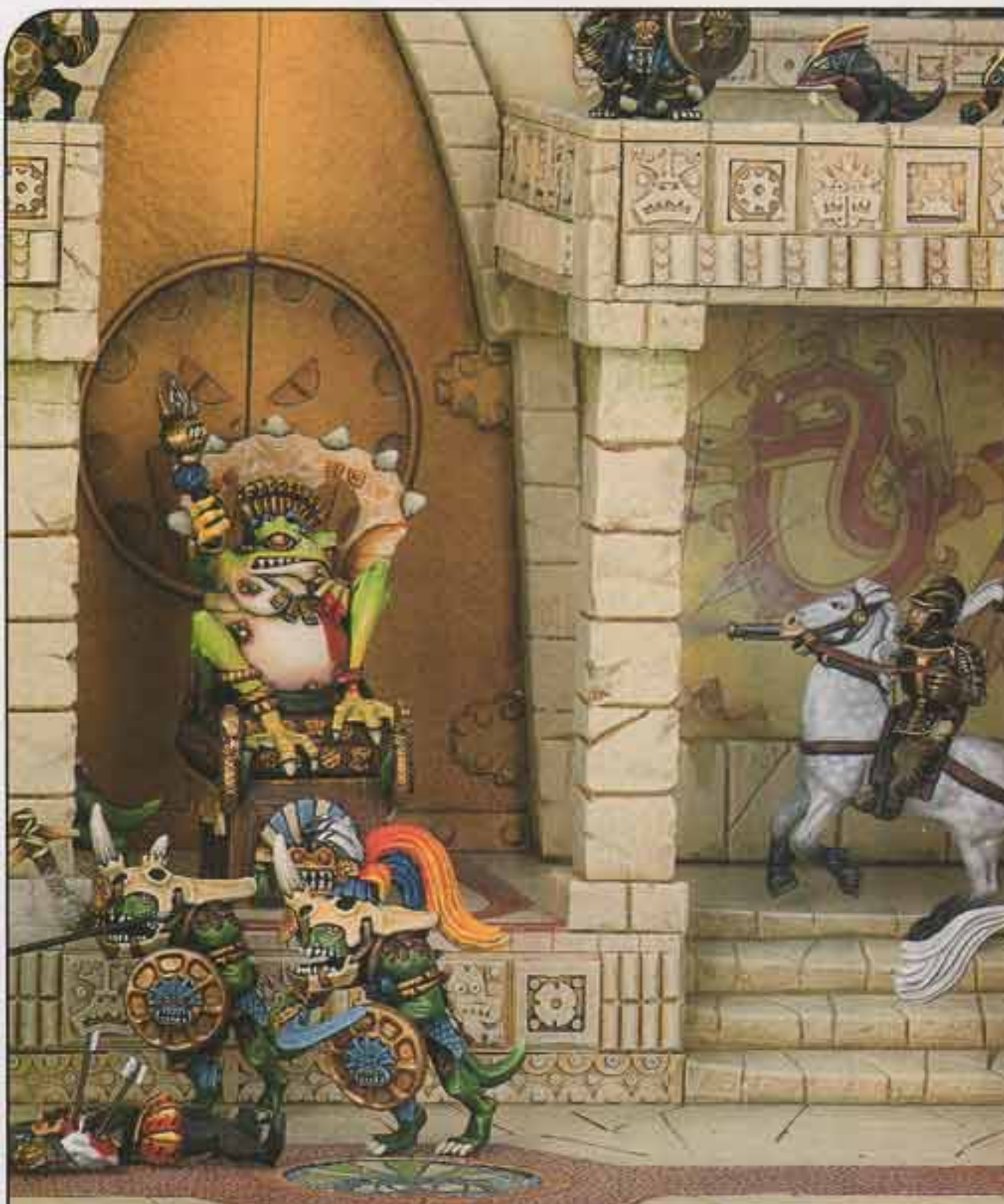
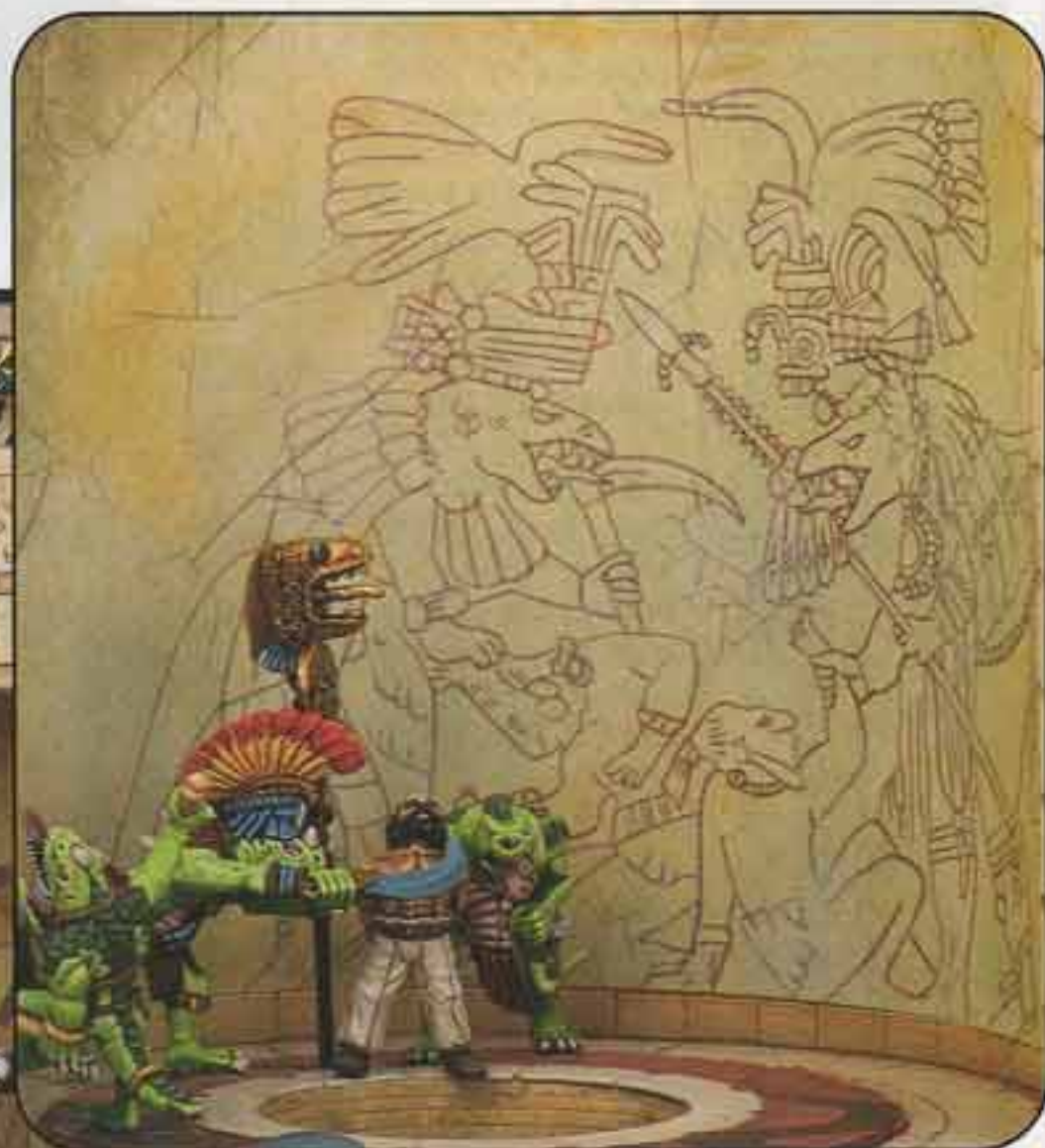


## SHOWCASE

*In 1997, Mike McVey of the UK Studio created this wonderful diorama of Empire Raiders attempting to rescue their friend before he becomes the Lizardmen's next sacrifice. The setting is a temple dedicated to the serpent god Sotek deep in the jungles of Lustria. A human prisoner is about to be sacrificed and thrown into the snake pit, but his comrades have different ideas! The first on the scene were the fast moving horsemen, who have already cut down one of the Lizardmen and are riding up the steps to face the Mage-Priest. The foot troops are not far behind and are not faring so well. The outcome is unclear, and that creates an atmosphere of tension and anticipation, which is exactly what Mike wanted to create in the scene.*



## SHOWCASE



**Top Left:** The Empire horseman, trying to save his friend, cuts down the ceremonial drummer. **Top Right:** Mike went to great lengths to recreate an Aztec-like feeling on the walls of the temple. Here, we see a fresco painting on the wall depicting Lizardmen making a human sacrifice to Sotek. **Center:** The Temple Guard rush to defend the temple entrance, while the Empire horseman, though wounding the Mage-Priest, is about to fall victim to one of the Slann's powerful spells. **Bottom Left:** An overhead view of the action shows the detail Mike put into the floor of the temple. In the right of the picture, you can see the bones of previous sacrifices in the snake pit.



## LIZARDMEN BEAST COLOR PATTERNS



**Step 1**  
Give the Terradon a basecoat of Vomit Brown. Highlight the raised areas with a 50/50 mix of Vomit Brown and Bubonic Brown. Paint the skin of the wings with streaks of Bubonic Brown.



**Step 2**  
Paint Snot Green stripes on the back behind the neck and leading edge. Extend the stripes toward the back of the Terradon.



**Step 3**  
Add highlights of Scorpion Green to the raised areas of the stripes.



**Step 1**  
Paint a basecoat of Red Gore onto the entire model, followed by a 50/50 highlight of Blood Red and Blazing Orange. Paint the skin of the wings with a 50/50 mix of Blood Red and Bleached Bone.



**Step 2**  
Paint a series of black spots starting at the shoulder and extending along the arm and back. The spots should become smaller the further they get from the shoulder.



**Step 3**  
Highlight the black spots with straight Shadow Grey.

## SPECIAL UNITS



**Terradon Blister (Random 1)**  
88-43



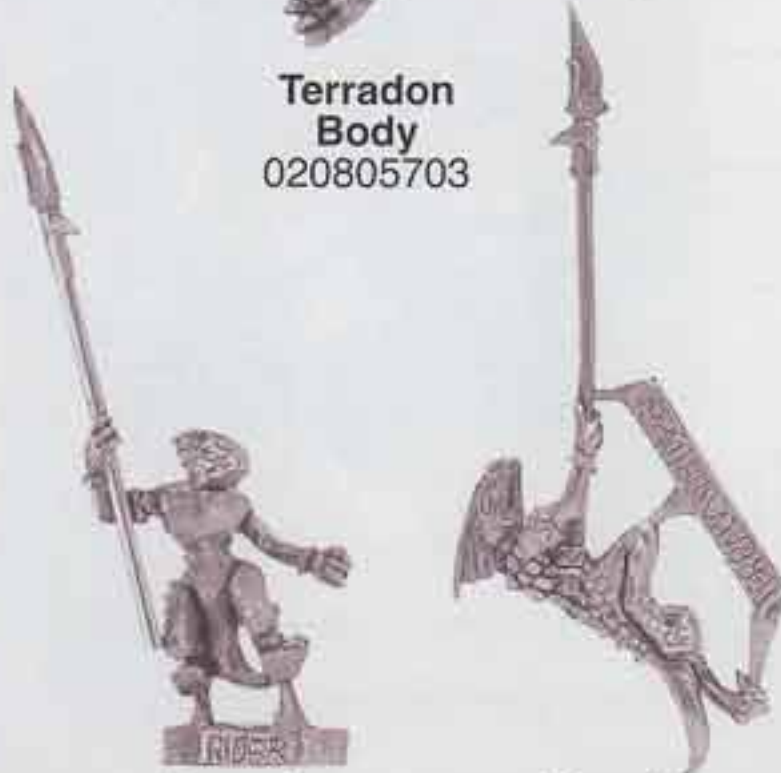
**Terradon Body**  
020805703



**Terradon Head 2**  
020805702



**Terradon Head 1**  
020805701



**Terradon Skink 2**  
020805709

**Terradon Skink 1**  
020805708



**Terradon Right Wing 2**  
020805707



**Terradon Left Wing 2**  
020805706



**Terradon Left Wing 1**  
020805704



**Terradon Right Wing 1**  
020805705

SPECIAL UNITS



**Kroxigor Blister  
(Random 1)**  
88-44



*Jeppé Danning's alternate Kroxigor color scheme.*



**Kroxigor  
Weapon 2**  
020804504



**Kroxigor  
Weapon 3**  
020804506



**Kroxigor  
Body 3**  
020804505



**Kroxigor  
Body 1**  
020804501



**Kroxigor  
Body 2**  
020804503



**Kroxigor  
Weapon 1**  
020804502



**Chameleon Skink  
Skink 1**  
020804701



**Chameleon Skink  
Skink 4**  
020804704



**Chameleon Skink  
Skink 2**  
020804702



**Chameleon Skink  
Skink 3**  
020804703

**Chameleon Skinks Blister (Random 3)**  
88-47



*The Lizardmen rid Lustria of its Skaven infestation.*



## SPECIAL UNITS



Saurus Cold One  
Body 1  
020804901



Saurus Cold One  
Body 2  
020804902



Saurus Cold One  
Body 3  
020804903



Saurus Cold One  
Shield 1  
020804906



Saurus Cold One  
Shield 2  
020804907



Saurus Cold One  
Saddle 1  
020804904



Saurus Cold One  
Saddle 2  
020804905



Saurus Cold One  
Saddle 3  
020804911



Saurus Cold One  
Saddle 4  
020804916



Saurus Cold Ones Box (5)  
88-11



*The Saurus Cold Ones lead the charge against the Chaos horde.*



Saurus Cold One  
Spear 1  
020804908



Saurus Cold One  
Spear 2  
020804909



Saurus Cold One  
Standard Pole  
020804917



Saurus Cold One  
Musician Spear  
020804922

SPECIAL UNITS



**Saurus Cold One  
Champion**  
020804910



**Saurus Cold One  
Standard Bearer Body**  
020804915



**Saurus Cold One  
Musician Body**  
020804920



**Saurus Cold One  
Champion Shield**  
020804913



**Saurus Cold One  
Musician Saddle**  
020804921



**Saurus Cold One  
Std. Bearer Shield**  
020804918



**Saurus Cold One  
Standard Top**  
020804919



**Saurus Cold One  
Cold One Head**  
020804914



**Saurus Cold One  
Champion Sword**  
020804912



**Saurus Cold One  
Sprue**  
99380212002

SHOWCASE



*The High Elves lay siege to a Lizardmen outpost.*

**RARE UNITS**



**Stegadon Box (1)**  
88-09



**Stegadon Totem**  
020801617



**Stegadon Quiver 1**  
020801614



**Stegadon Great Bow**  
020801613



**Stegadon Howdah Base**  
020805410



**Stegadon Skink Shield Sprue**  
020805407



**Stegadon Howdah Front**  
020805401



**Stegadon Howdah Side 2**  
020805409



**Stegadon Howdah Side 1**  
020805408



**Stegadon Head 2**  
020801605



**Stegadon Tail**  
020801607



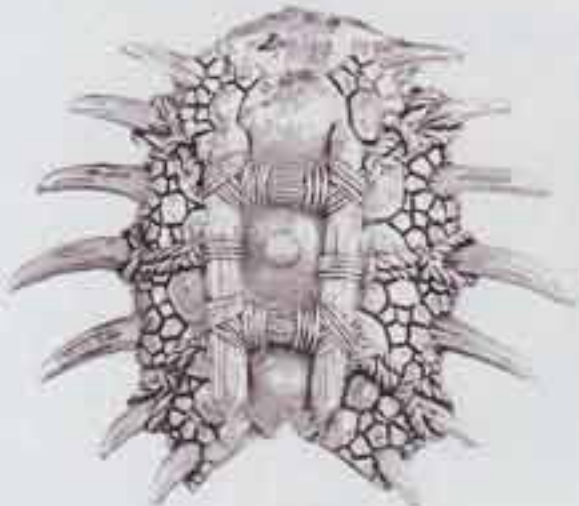
**Stegadon Tail Plate**  
020801606



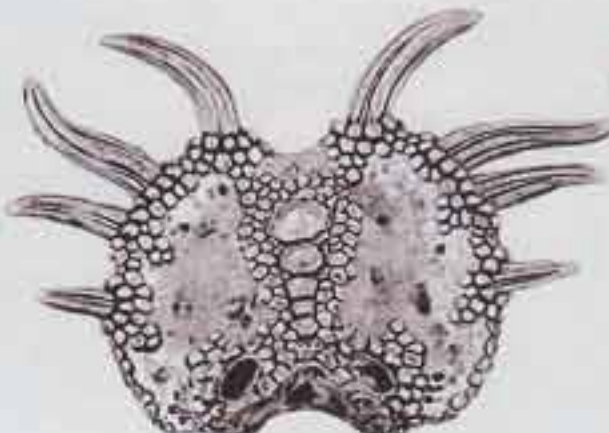
**Stegadon Horn**  
020801616



**Stegadon Howdah Back**  
020801611



**Stegadon Back Plate**  
020801604



**Stegadon Horn Plate**  
020801603



**Stegadon Right Side**  
020801601



**Stegadon Left Side**  
020801602

SPECIAL UNITS



**Stegadon Skink 3**  
020805404



**Stegadon Skink 4**  
020805405



**Stegadon Skink 5**  
020805406



**Stegadon Quiver 2**  
020801615



**Stegadon Skink 1**  
020805402



**Stegadon Skink 2**  
020805403



**Salamander Blister (1 Salamander and 3 Skinks)**  
88-42



**Salamander Skink 2**  
020805205



**Salamander Skink 1**  
020805206



**Salamander Head 1**  
020805201



**Salamander Head 2**  
020805202



**Salamander Leg**  
020805203



**Salamander Body**  
020805204



*Saurus Warriors stand guard over a sacred spawning pool.*

## PRICE LIST

### Getting Started

88-01-60 *Warhammer Armies; Lizardmen* ... \$20

### Boxed Sets & Blister Packs – Lords & Heroes

88-46 Skink Priest ..... \$8  
Blister includes 1 model

88-08 Slann Mage Priest ..... \$30  
Box includes 1 model

88-10 Saurus Lord on Carnosaur ..... \$40  
Box includes 1 model

88-48 Saurus Lord on Foot ..... \$10  
Blister includes 1 model

88-12 Lord Kroak ..... \$35  
Box includes 1 model

### Blister Packs & Blister Packs – Core

88-47 Chameleon Skinks ..... \$9  
Blister includes 3 models

88-06 Saurus Regiment ..... \$30  
Box includes 16 models

88-07 Skink Regiment ..... \$30  
Box includes 24 models

88-13 Saurus Temple Guard ..... \$40  
Box includes 10 models

88-35 Lizardmen Temple Guard Champion ..... \$8  
Blister includes 1 model

88-37 Lizardmen Temple Guard Command ..... \$9  
Blister includes 2 models

88-45 Jungle Swarms ..... \$10  
Blister includes 2 models

### Blister Packs & Blister Packs – Special

8-44 Kroxigor ..... \$15  
Blister includes 1 model

88-11 Lizardmen Saurus on Cold Ones ..... \$45  
Box includes 5 models

88-43 Terradon ..... \$10  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

88-09 Stegadon ..... \$50  
Box includes 1 model

88-42 Salamander ..... \$20  
Blister includes 4 model

### Metal Bitz – Lords & Heroes

#### Slann Mage-Priest

020804401 Priest Body ..... \$9

020804402 Priest Standard ..... \$3

020804403 Priest Platform Rear ..... \$5

020804404 Priest Platform Base ..... \$5

020804405 Priest Standard Pole ..... \$1

020804406 Priest Platform Right Side ..... \$4

020804407 Priest Platform Left Side ..... \$4

020804408 Priest Platform Horns ..... \$2

#### Skink Priest

020804601 Skink Priest ..... \$8

#### Lord Kroq-Gar

020804801 Kroq-Gar Sprue ..... \$3

020804802 Kroq-Gar Head ..... \$2

020804803 Kroq-Gar Body ..... \$5

020804804 Kroq-Gar Spear ..... \$3

020804805 Kroq-Gar Saddle ..... \$4

020804806 Carnosaur Tail ..... \$7

020804807 Carnosaur Body ..... \$10

020804808 Carnosaur Left Claw ..... \$3

020804809 Carnosaur Right Claw ..... \$3

020804810 Carnosaur Left Leg ..... \$5

020804811 Carnosaur Right Leg ..... \$5

#### Lord Kroak

020805501 Lord Kroak Standard ..... \$3

020805502 Lord Kroak Mask ..... \$2

020805503 Lord Kroak Platform Back ..... \$5

020805504 Lord Kroak Body ..... \$9

020805505 Lord Kroak Platform Horns ..... \$2

020805506 Lord Kroak Platform Right ..... \$4

020805507 Lord Kroak Platform Base ..... \$5

020805508 Lord Kroak Platform Left ..... \$4

#### Saurus Lord on Foot

020805801 Saurus Lord on Foot Head 1 ..... \$2

020805802 Saurus Lord on Foot Head 2 ..... \$2

020805803 Saurus Lord on Foot Body ..... \$7

020805804 Saurus Lord on Foot Shield 1 ..... \$2

020805805 Saurus Lord on Foot Shield 2 ..... \$2

020805806 Saurus Lord on Foot Sword Arm 1 ..... \$2

020805807 Saurus Lord on Foot Sword Arm 2 ..... \$2

### Metal Bitz & Plastic Sprues – Core

#### Saurus Warriors

99380208001 Lizardmen Saurus Sprue ..... \$8

#### Skinks

99380208002 Skink Sprue ..... \$8

#### Temple Guard Champion

020805001 Champion Sword Arm ..... \$2

020805002 Champion Body ..... \$7

020805003 Champion Shield ..... \$2

#### Temple Guard Musician

020806001 Musician Body ..... \$7

020806002 Musician Arm ..... \$1

#### Temple Guard Standard Bearer

020806003 Standard Top ..... \$2

020806004 Standard Bearer Body ..... \$7

020806005 Standard Bearer Arm ..... \$1

#### Temple Guard

020805101 Body A ..... \$3

020805102 Body B ..... \$3

020805103 Body C ..... \$3

020805104 Body D ..... \$3

020805105 Halberd A ..... \$1

020805106 Halberd B ..... \$1

020805107 Halberd C ..... \$1

020805108 Halberd D ..... \$1

020805109 Shield 1 ..... \$1

020805110 Shield 2 ..... \$1

#### Jungle Swarm

020801301 Lizard 1 ..... \$2

020801302 Lizard 2 ..... \$2

020801303 Lizard 3 ..... \$2

020801304 Lizard 4 ..... \$2

020801305 Lizard 5 ..... \$2

020801901 Serpent 1 ..... \$2

020801902 Serpent 2 ..... \$2

020801903 Serpent 3 ..... \$2

020801904 Serpent 4 ..... \$2

020801905 Serpent 5 ..... \$2

020801906 Serpent 6 ..... \$2

020801907 Serpent 7 ..... \$2

020801908 Serpent 8 ..... \$2

### Metal Bitz & Plastic Sprues – Special

#### Chameleon Skinks

020804701 Chameleon Skink 1 ..... \$3.25

020804702 Chameleon Skink 2 ..... \$3.25

020804703 Chameleon Skink 3 ..... \$3.25

020804704 Chameleon Skink 4 ..... \$3.25

#### Saurus on Cold Ones

020804901 Cold One Rider Body 1 ..... \$2

020804902 Cold One Rider Body 2 ..... \$2

020804903 Cold One Rider Body 3 ..... \$2

020804904 Cold One Saddle 1 ..... \$2

020804905 Cold One Saddle 2 ..... \$2

020804906 Cold One Shield 1 ..... \$1.50

020804907 Cold One Shield 2 ..... \$1.50

020804908 Cold One Spear 1 ..... \$2

020804909 Cold One Spear 2 ..... \$2

020804910 Cold One Champion ..... \$3

020804911 Cold One Saddle 3 ..... \$2

020804912 Cold One Champion Sword ..... \$2

020804913 Cold One Champion Shield ..... \$1.50

020804914 Cold One Champion Head ..... \$1.50

020804915 Cold One Std. Bearer Body ..... \$2

020804916 Cold One Rider Saddle 4 ..... \$2

020804917 Cold One Standard Pole ..... \$2

020804918 Cold One Std. Bearer Shield ..... \$1.50

020804919 Cold One Standard Top ..... \$2

020804920 Cold One Musician Body ..... \$2

020804921 Cold One Musician Saddle ..... \$2

020804922 Cold One Musician Spear ..... \$2

99380212002 Cold One Head and Body Sprue ..... \$3

#### Kroxigor Bitz

020804501 Kroxigor Body 1 ..... \$13

020804502 Kroxigor Weapon 1 ..... \$3

020804503 Kroxigor Body 2 ..... \$13

020804504 Kroxigor Weapon 2 ..... \$3

020804505 Kroxigor Body 3 ..... \$13

020804506 Kroxigor Weapon 3 ..... \$3

#### Lizardmen Terradons

020805701 Terradon Head 1 ..... \$1

020805702 Terradon Head 2 ..... \$1

020805703 Terradon Body ..... \$4

020805704 Terradon Left Wing 1 ..... \$3

020805705 Terradon Right Wing 1 ..... \$3

020805706 Terradon Left Wing 2 ..... \$3

020805707 Terradon Right Wing 2 ..... \$3

020805708 Terradon Skink 1 ..... \$3

020805709 Terradon Skink 2 ..... \$3

### Metal Bitz – Special

#### Salamander Hunting Party

020805201 Salamander Head 1 ..... \$2

020805202 Salamander Head 2 ..... \$2

020805203 Salamander Leg ..... \$2

020805204 Salamander Body ..... \$6

020805205 Salamander Skink 1 ..... \$4

020805206 Salamander Skink 2 ..... \$4

#### Stegadon

020801601 Stegadon Body Right Side ..... \$7

020801602 Stegadon Body Left Side ..... \$7

020801603 Stegadon Horny Plate ..... \$4

020801604 Stegadon Back Plate ..... \$4

020801605 Stegadon Head ..... \$4

020801606 Stegadon Tail Plate ..... \$2

020801607 Stegadon Tail ..... \$4

020801611 Stegadon Howdah Back ..... \$1

020801613 Stegadon Great Bow ..... \$2

020801614 Stegadon Quiver 1 ..... \$2

020801615 Stegadon Quiver 2 ..... \$2

020801616 Stegadon Horn ..... \$1

020801617 Stegadon Totem ..... \$2

020805401 Stegadon Howdah Front ..... \$1.75

020805402 Stegadon Skink 1 ..... \$2.25

020805403 Stegadon Skink 2 ..... \$2.25



# PRICE LIST

020805404	Stegadon Skink 3	.....	\$2.25
020805405	Stegadon Skink 4	.....	\$2.25
020805406	Stegadon Skink 5	.....	\$2.25
020805407	Stegadon Skink Shield Sprue	.....	\$2.25
020805408	Stegadon Howdah Side 1	....	\$2.25
020805409	Stegadon Howdah Side 2	....	\$2.25
020805410	Stegadon Howdah Base	....	\$4.50

## Classic/Collector's Range

### Metal Bitz – Accessories

#### Glyph Plates

020802001A	13 (Round Sun Disk)	.....	\$3.50
020802001B	14 (Round Frog Head)	.....	\$3.50
020802001C	16 (Round Holed Disk)	.....	\$3.50
020802102A	11 (Slann Head)	.....	\$3.50
020802102B	12 (Square Slann)	.....	\$3.50
020802102C	15 (Square Smiling Slann)	....	\$3.50
020802201A	1 (Long Strip)	.....	\$1.50
020802201B	2 (Long Strip 2)	.....	\$1.50
020802201C	3 (X Plate)	.....	\$1.50
020802201D	6 (2 Big Squares)	.....	\$2.50
020802201E	9 (Long Strip)	.....	\$2.50
020802301A	4 (Zig Zags)	.....	\$1.50
020802301B	5 (Strip w/ Dots)	.....	\$1.50
020802301C	7 (Square Angry Slann)	....	\$2.50
020802301D	8 (Single Square)	.....	\$2.50
020802301E	10 (Square Smiling Slann)	....	\$2.50

### Metal Bitz – Lords & Heroes

#### Slann Mage-Priest

020800101	Slann Mage-Priest Body	.....	\$6
020800102	Slann Mage-Priest Arm	.....	\$2
020800103	Palanquin Throne Base	.....	\$5
020800104	Palanquin Throne Back	.....	\$5
020800106	Palanquin Throne Standard 1	....	\$2
020800108	Palanquin Throne Standard 2	....	\$2
020800109	Palanquin Throne Horns (Both)	....	\$2
020800110	Saurus Palanquin Bearer Body 1	....	\$3
020800111	Saurus Palanquin Bearer Body 2	....	\$3
020800112	Saurus Palanquin Bearer Body 4	....	\$3
020800113	Saurus Palanquin Bearer Body 3	....	\$3
020800114	Saurus Palanquin Bearer Arm 1	....	\$1
020800115	Saurus Palanquin Bearer Arm 2	....	\$1
020800116	Palanquin Left Support Arm	....	\$5
020800117	Palanquin Right Support Arm	....	\$5

#### Tenehuini

MO 0331	Tenehuini	.....	\$6
020803301	Tenehuini Body	.....	\$3.75
020803302	Tenehuini Totem Arm	.....	\$1.25
020803303	Tenehuini Dagger Arm	.....	\$1.25

#### Inxi-Huinzi

MO 0061	Inxi-Huinzi	.....	\$15
020803603	Inxi-Huinzi Body	.....	\$3.75
020803604	Inxi-Huinzi Spear Arm	.....	\$1.25
020803605	Inxi-Huinzi Banner Poles	.....	\$3
020803606	Inxi-Huinzi Quivers	.....	\$3
020803607	Inxi-Huinzi Horned One Head	....	\$3

#### Oxayotl

020803401	Oxayotl Body	.....	\$3.75
020803402	Oxayotl Blowpipe Arm	.....	\$1.25
020803403	Oxayotl Right Arm	.....	\$1.25

#### Skink Shaman

020803701	Skink Shaman Body	.....	\$3.50
020803702	Skink Shaman Head	.....	\$2

### Metal Bitz – Core

#### Saurus Warrior

020800401	Saurus Warrior Body 1	.....	\$3
020800402	Saurus Warrior Body 2	.....	\$3
020800403	Saurus Warrior Body 3	.....	\$3
020800404	Saurus Warrior Body 4	.....	\$3

020800405	Saurus Warrior Spike Arm	....	\$1.25
020800406	Saurus Warrior Scythe Arm	....	\$1.25
020800407	Saurus Warrior Pick Arm	....	\$1.25
020800408	Saurus Warrior Spike Arm 2	....	\$1.25
020800501	Saurus Champion Body 1	.....	\$3
020800502	Saurus Champion Left Arm	....	\$1.25
020800503	Saurus Champion Right Arm	....	\$1.25
020800509	Saurus Champion Body 2	.....	\$3
020800805	Saurus Warrior Spear Arm 1	....	\$1
020800806	Saurus Warrior Spear Arm 2	....	\$1
020800807	Saurus Warrior Spear Arm 3	....	\$1
020800808	Saurus Warrior Spear Arm 4	....	\$1
020801504	Saurus Standard Body 2	.....	\$3
020801505	Saurus Standard Right Arm 2	....	\$1.50
020801506	Saurus Standard Left Arm	.....	\$1
020801507	Saurus Drummer Body 2	.....	\$3
020801508	Saurus Drummer Arm	.....	\$1
020801510	Saurus Standard Body 1	.....	\$3
020801511	Saurus Standard Right Arm 1	....	\$1.50
020801512	Saurus Drummer Body 1	.....	\$3

#### Skinks

020800614	Skink Champion w/ Javelin 1	....	\$3.50
020800715	Skink w/ Javelin 2	.....	\$2.50
020800716	Skink w/ Javelin 1	.....	\$2.50
020800717	Skink w/ Javelin 4	.....	\$2.50
020800718	Skink w/ Javelin 3	.....	\$2.50
020801406	Skink Champion w/ Bow 1	....	\$3.50
020801407	Skink Champion w/ Bow 2	....	\$3.50
020801408	Skink Totem Bearer 2	.....	\$3.50
020801409	Skink Totem Top 2	.....	\$1.50
020801410	Skink Totem Bearer 1	.....	\$3.50
020801411	Skink Totem Top 1	.....	\$1.50
020801412	Skink Drummer 1	.....	\$3.50
020801413	Skink Drummer 2	.....	\$3.50

#### Temple Guard

020801001	Champion	.....	\$3
020801002	Champion Arm	.....	\$1.50
020801101	Drummer Body	.....	\$3
020801102	Standard Body	.....	\$3
020801103	Standard Right Arm	.....	\$1.50
020801104	Standard Left Arm	.....	\$1
020801201	Body 1	.....	\$4
020801202	Body 2	.....	\$4
020801203	Body 3	.....	\$4
020801204	Halberd	.....	\$1.50

### Metal Bitz – Special

#### Kroxigor Bitz

020800901	Kroxigor 1 Head	.....	\$2.50
020800902	Kroxigor 1 Body	.....	\$6.50
020800903	Kroxigor 1 Right Weapon Arm	....	\$3.50
020800904	Kroxigor Tail 2	.....	\$2.50
020800905	Kroxigor 2 Head	.....	\$2.50
020800906	Kroxigor 2 Body	.....	\$6.50
020800907	Kroxigor 2 Right Weapon Arm	....	\$3.50
020800908	Kroxigor 2 Left Arm	.....	\$2.50
020800909	Kroxigor Tail 1	.....	\$2.50

#### Terradon Bitz

020801801	Head 1	.....	\$3
020801802	Tail 1	.....	\$4
020801803	Left Wing 1	.....	\$3
020801804	Right Wing 1	.....	\$3
020801805	Head 2	.....	\$3
020801806	Tail 2	.....	\$4
020801807	Right Wing 2	.....	\$3

020801808	Left Wing 2	.....	\$3
020801809	Head 3	.....	\$3
020801810	Tail 3	.....	\$4
020801811	Right Wing 3	.....	\$3
020801812	Left Wing 3	.....	\$3
020801813	Front Skink Rider w/ Bow	.....	\$2
020801814	Rear Skink Rider w/ Bow	.....	\$2
020801815	Rear Skink Rider w/ Javelin	....	\$2
020801816	Front Skink Rider w/ Javelin	....	\$2
020801817	Skink Shield	.....	\$1

### Metal Bitz – Rare

#### Stegadon

020801618	Skink Spear	.....	\$1
020801619	Skink Crew w/ Bow 1	.....	\$2
020801620	Skink Crew w/ Bow 2	.....	\$2
020801621	Skink Crew w/ Javelin	.....	\$2
020801622	Skink Crew w/ Spear	.....	\$2
020801623	Skink Crew Firing Big Bow 1	....	\$2
020801624	Skink Crew Firing Big Bow 2	....	\$2

#### Salamander Bitz

020801701	Salamander Body	.....	\$5.25
020801702	Salamander Head	.....	\$3.25
020801703	Salamander Leg	.....	\$3.25
020801704	Salamander Tail	.....	\$3.25
020801705	Salamander Skink Runner 1	....	\$2
020801706	Salamander Skink Runner 2	....	\$2
020801707	Salamander Skink Runner 3	....	\$2
020801708	Salamander Skink Runner 4	....	\$2





**CLASSIC RANGE**



**Slann Mage-Priest Body**  
020800101



**Slann Mage-Priest Arm**  
020800102



**Slann Mage-Priest Horns**  
020800109



**Slann Mage-Priest Palanquin Base**  
020800103



**Slann Mage-Priest Palanquin Back**  
020800104



**Slann Mage-Priest Palanquin Bearer 3**  
020800113



**Slann Mage-Priest Palanquin Bearer 4**  
020800112



**Slann Mage-Priest Palanquin Left**  
020800116



**Slann Mage-Priest Palanquin Right**  
020800117



**Slann Mage-Priest Palanquin Bearer 2**  
020800111



**Slann Mage-Priest Palanquin Bearer 1**  
020800110



**Slann Mage-Priest Bearer Arm 2**  
020800115



**Slann Mage-Priest Bearer Arm 1**  
020800114



**Slann Mage-Priest Bearer Arm**  
020800406



**Slann Mage-Priest Bearer Arm 4**  
020800407



**Slann Mage-Priest Banner 2**  
020800108



**Slann Mage-Priest Banner 1**  
020800106

CLASSIC RANGE



**Tenehuini Complete**  
MO 0331



**Tenehuini Banner**  
020803302



**Tenehuini Body**  
020803301



**Tenehuini Dagger**  
020803303



**Inxi-Huinzi Body**  
020803603



**Inxi-Huinzi Horned One Head**  
020803607



**Inxi-Huinzi Quiver**  
020803606



**Inxi-Huinzi Spear**  
020803604



**Inxi-Huinzi Banner**  
020803605



**Inxi-Huinzi (Complete)**  
MO 0061



**Skink Shaman**



**Skink Shaman Body**  
020803701



**Skink Shaman Head**  
020803702



**Oxayotl**



**Oxayotl Left Arm**  
020803402



**Oxayotl Right Arm**  
020803403



**Oxayotl Body**  
020803401

LIZARDMEN BASES



1. Glue some sand to the base and prime it black. Use your hobby knife to drill small holes in the base. Drill from the bottom up. Cut small pieces of fishing line. Put a small drop of superglue at one end and sprinkle the area with fine sand. Insert the other end into the holes of the base and superglue in place. Drybrush the entire base with Scorched Brown.
2. Paint the reeds Scorched Brown and drybrush the base with Bestial Brown.
3. Highlight the reeds Bestial Brown and drybrush the base with Vomit Brown.
4. Highlight the reeds with a 50/50 mix of Bubonic Brown and Bestial Brown. Drybrush the base with Bleached Bone. Attach static grass.



1. Glue sand to the base, prime it black, and drybrush with Scorched Brown.
2. Drybrush with Bestial Brown.
3. Drybrush with Vomit Brown.
4. Drybrush with Bleached Bone, glue on static grass and aquatic plant tips.



1. Glue fine sand to the base. Leave an open area for water. Spray black and drybrush Scorched Brown.
2. Drybrush Bestial Brown on the sand and paint the water Catachan Green.
3. Drybrush the sand Vomit Brown and paint the water with a thinned-down Camo Green.
4. Drybrush the sand lightly with Bleached Bone. Glue on static grass and paint two thick coats of varnish on the water area for a glossy effect.



## CLASSIC RANGE



**Saurus Warrior  
Body 1**  
020800401



**Saurus Warrior  
Body 4**  
020800404



**Saurus Warrior  
Body 3**  
020800403



**Saurus Warrior  
Body 2**  
020800402



**Saurus Warrior  
Spear Arm 4**  
020800808



**Saurus Warrior  
Spear Arm 2**  
020800806



**Saurus Warrior  
Spear Arm 1**  
020800805



**Saurus Warrior  
Spear Arm 3**  
020800807



**Saurus Warrior  
Spike Arm 2**  
020800408



**Saurus Warrior  
Scythe Arm**  
020800406



**Saurus Warrior  
Pick Arm**  
020800407



**Saurus Warrior  
Spike Arm 1**  
020800405



**Saurus Warrior  
Standard Bearer 2**  
020801504



**Saurus Warrior  
Champion Body 2**  
020800509



**Saurus Warrior  
Musician Body 2**  
020801507



**Saurus Warrior  
Standard 1**  
020801511



**Saurus Warrior  
Standard 2**  
020801505



**Saurus Warrior  
Standard Bearer 1**  
020801510



**Saurus Warrior  
Champion Body 1**  
020800501



**Saurus Warrior  
Musician Body 1**  
020801512



**Saurus Warrior  
Champion Lt. Arm**  
020800502



**Saurus Warrior  
Musician Arm**  
020801508



**Saurus Warrior  
Champion Rt. Arm**  
020800503



**Saurus Warrior  
Standard Lt. Arm**  
020801506

## CLASSIC RANGE



**Skink Warrior  
Champ. w/ Javelin**  
020800614



**Skink Warrior  
Champ. w/ Bow 2**  
020801407



**Skink Warrior  
Musician 1**  
020801412



**Skink Warrior  
Musician 2**  
020801413



**Skink Warrior 4**  
020800717



**Skink Warrior 3**  
020800718



**Skink Warrior 2**  
020800715



**Skink Warrior 1**  
020800716



**Skink Warrior  
Standard Bearer 1**  
020801410



**Skink Warrior  
Standard Bearer 2**  
020801408



**Skink Warrior  
Champ. w/ Bow 1**  
020801406



**Skink Warrior  
Standard Top 1**  
020801411



**Skink Warrior  
Standard Top 2**  
020801409



*Jeppie Danning used all classic Lizardmen in his Saurus Units.*

### LIZARDMEN TAR PIT

The massive jungles of Lustria can be dangerous, even for the Lizardmen who dwell there. Quicksand, piranha-infested waters, poisonous reptiles, and tar pits are only a few of the perils an unwary traveler might find.



1. Cut a piece of hardboard into the rough shape of a puddle. Sand the edges smooth.
2. Attach a thin ring of pink foam to the hardboard with Liquid Nails. Sand the foam smooth. Take care to ensure that the ring will be tall enough to contain the resin in the center.
3. Paint wood glue over the piece (except for the center tar pit area) and sprinkle sand on top. Once the glue dries, paint the entire piece with Chaos Black.



4. Paint up a few bones and glue them to the piece with a small bit of Liquid Nails.
5. Paint the trees with different shades of green and drybrush the ground with deep browns.
6. Mix Chaos Black in with clear resin and pour into the center "puddle" area of the piece.
7. When the resin dries, add flock or static grass patches to the ground.



**CLASSIC RANGE**



**Lizardmen  
Shield Sprue (Random 1)**  
99369999005



**Temple Guard  
Standard Lft. Arm**  
020801104



**Temple Guard  
Champion Arm**  
020801002



**Temple Guard  
Standard**  
020801103



**Temple Guard  
Halberd**  
020801204



**Temple Guard  
Body 1**  
020801201



**Temple Guard  
Body 2**  
020801202



**Temple Guard  
Body 3**  
020801203



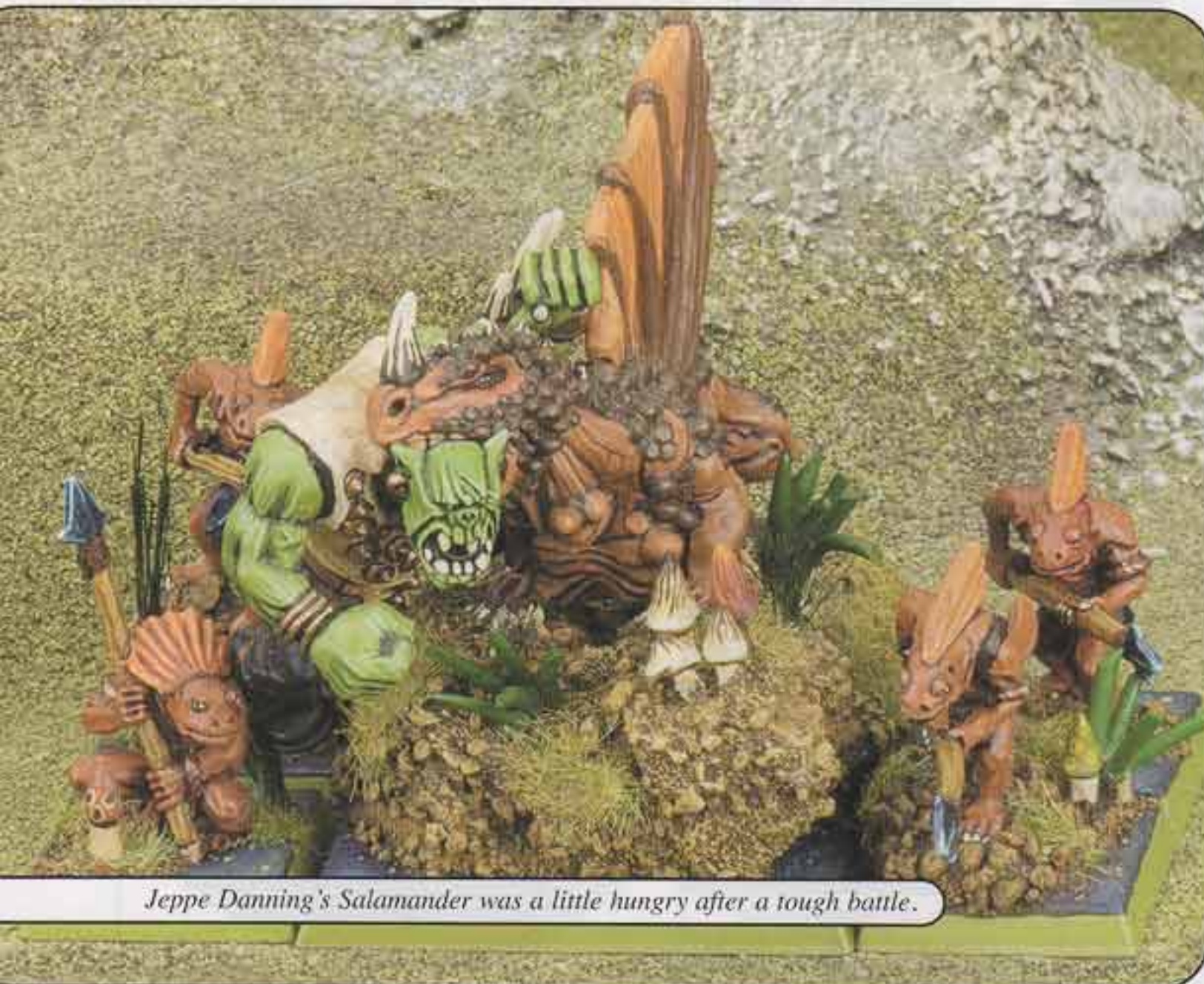
**Temple Guard  
Champion**  
020801001



**Temple Guard  
Standard Bearer**  
020801102



**Temple Guard  
Musician**  
020801101



*Jeppie Danning's Salamander was a little hungry after a tough battle.*

CLASSIC RANGE



**Salamander Skink Runner 1**  
020801705



**Salamander Skink Runner 2**  
020801706



**Salamander Skink Runner 3**  
020801707



**Salamander Skink Runner 4**  
020801708



**Salamander Body**  
020801701



**Salamander Head**  
020801702



**Salamander Leg**  
020801703



**Salamander Tail**  
020801704



**Kroxigor Body 2**  
020800906



**Kroxigor Body 1**  
020800902



**Kroxigor Kroxigor 2 Weapon**  
020800907



**Kroxigor Kroxigor 1 Weapon**  
020800903



**Kroxigor Tail 1**  
020800909



**Kroxigor Tail 2**  
020800904



**Kroxigor Head 1**  
020800901



**Kroxigor Head 2**  
020800905

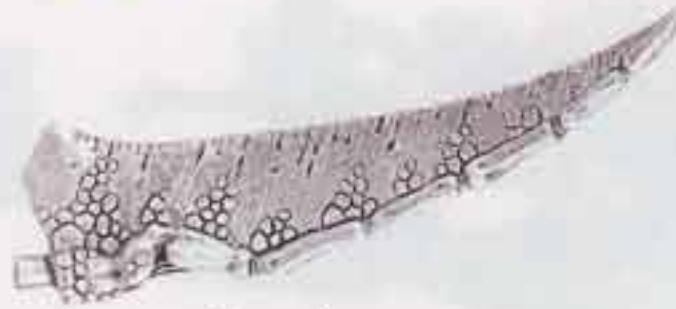


**Kroxigor Kroxigor 2 Lt. Arm**  
020800908

**CLASSIC RANGE**



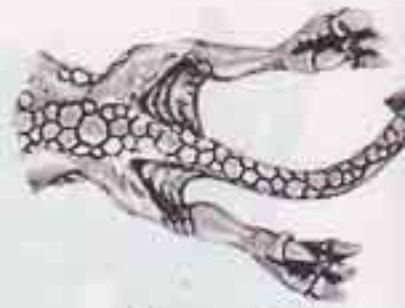
**Terradon  
Right Wing 1**  
020801804



**Terradon  
Left Wing 1**  
020801803



**Terradon  
Head 1**  
020801801



**Terradon  
Tail 1**  
020801802



**Terradon  
Right Wing 2**  
020801807



**Terradon  
Left Wing 2**  
020801808



**Terradon  
Head 2**  
020801805



**Terradon  
Tail 2**  
020801806



**Terradon  
Right Wing 3**  
020801811



**Terradon  
Left Wing 3**  
020801812



**Terradon  
Rider Shield**  
020801817



**Terradon Rider  
Rear w/ Javelin**  
020801815



**Terradon Rider  
Front w/ Javelin**  
020801816



**Terradon Rider  
Rear w/ Bow**  
020801814



**Terradon Rider  
Front w/ Bow**  
020801813



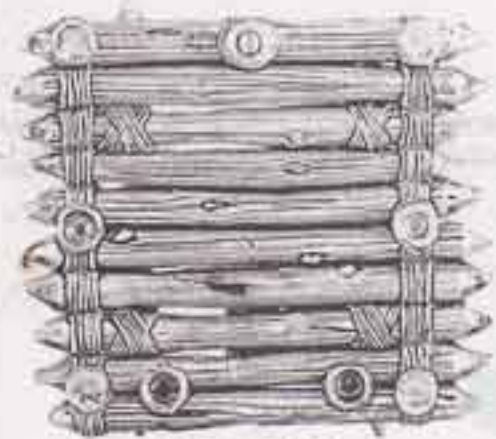
**Terradon  
Head 3**  
020801809



**Terradon  
Tail 3**  
020801810



CLASSIC RANGE



**Stegadon Howdah Base**  
020801608



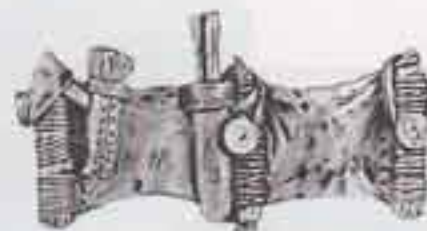
**Stegadon Skink Spear**  
020801618



**Stegadon Howdah Left**  
020801609



**Stegadon Howdah Back**  
020801611



**Stegadon Howdah Right**  
020801610



**Stegadon Howdah Bow Stand**  
020801612



**Stegadon Crew Gunner 2**  
020801624



**Stegadon Crew w/ Bow 2**  
020801620



**Stegadon Crew Gunner 1**  
020801623



**Stegadon Crew w/ Javelin**  
020801621



**Stegadon Crew w/ Bow 1**  
020801619



**Stegadon Crew w/ Spear**  
020801622



**Glyph 1**  
020802201A



**Glyph 2**  
020802201B



**Glyph 3**  
020802201C



**Glyph 4**  
020802301A



**Glyph 5**  
020802301B



**Glyph 6**  
020802201D



**Glyph 7**  
020802301C



**Glyph 8**  
020802301D



**Glyph 9**  
020802201E



**Glyph 10**  
020802301E



**Glyph 11**  
020802102A



**Glyph 12**  
020802102B



**Glyph 13**  
020802001A



**Glyph 14**  
020802001B



**Glyph 15**  
020802102C



**Glyph 16**  
020802001C







## LIZARDMEN SCENERY

### OLD ONES ZIGGURAT

Atop these stepped temples, the all-knowing Slann contemplate the fate of the universe. Replacing hills, ziggurats rise high above the jungle canopy and provide a fantastic vantage point for missile troops.



As regiments crest the summit of the ziggurat, it becomes necessary to prop up their movement trays. A bunch of small blocks were created that can be used to support advancing units.



#### STEP 1

Starting with a sheet of 1" insulation foam, draw a grid of 1" squares. Cut out each layer of the temple with a sharp blade to make a series of progressively smaller levels as you go up.



#### STEP 2

In the center of each level, mark a 2" wide by 1/2" deep area for the step. Then cut out the step with your blade. When you stack the levels of the temple, these cut-outs will suggest ascending steps.

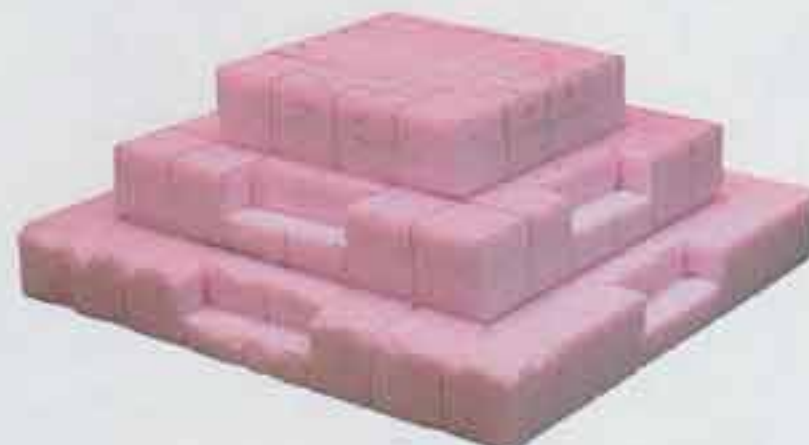


#### STEP 3

Cut V-shaped grooves into the 1" grid of each tier of the ziggurat. Chip away random chunks of foam to give the piece an ancient and time-worn quality. When the cutting is complete, paint a layer of watered-down wood glue over the foam. As most aerosol primers will dissolve foam, this layer of glue will protect your scenery when dry and allow you to spray prime it.



By sloping one side of the ziggurat, it appears to have fallen away into ruin. The addition of plastic plants and foliage enhances the ancient, overgrown appearance.



Here, you can see how the levels stack atop one another. Each layer can be used to create ziggurats of varying heights.

Each god of the Lizardmen is represented by a specific color. Below, we show examples of how to apply each of these colors to your models. You can also paint these colors in patterns for a little variety.

# COLORS OF WAR



Liche Purple

A rich purple sets apart the spawnings of Tēpok as magical in nature.



Sunburst Yellow

The vivid yellow Saurus of Tlazcotl are fearless fighters.



Blood Red

An aggressive, blood-fueled spawning, the Saurus of Sotek are marked with red.



Skull White

A few chosen Saurus are albino, the Mark of the Old Ones. These privileged few are powerful fighters.



Blazing Orange

The energetic Saurus of the blessed Chotec are represented with a vibrant orange.



Dark Angels Green

A sea-green hue was used to mark out the aquatic Saurus of blessed Tzunki.

## SKIN COLORS

The beasts that dwell within the dense jungles of Lustria display a wide variety of exotic patterns and colors. Shown here are just a few examples of the diverse schemes that work well on these creatures.



Dark Angels Green

Rotting flesh



Camo Green

Scorched Brown



Red Gore

Shadow Grey



Rotting flesh

Dark Angels Green



Vomit Brown

Scaly Green

*Below: Jeremie Bonamant painted this Salamander with an albino skin color making it stand out better on the battlefield. Right: Instead of the more typical brightly colored Stegadon, this studio model has been painted using dark earth tones.*



Bleached Bone, Skull White, Ice Blue, and Fortress Grey



Dark Angels Green, Bleached Bone, Liche Purple, and Chaos Black

# ORCS & GOBLINS



*For a little while, Orc Warboss Grugski Skullsplitta had everything going his way. His Boyz had reached the High Elf battle lines and really given them Skinnies a poundin'! The Night Goblin Spearmen were supposed to be right alongside the Boyz, but the little runts must'a run off. Of course, no one noticed this until the cavalry hit the Boyz in the flank. Despite chopping down two of the pointy ears himself, Grugski could not keep his Boyz from leggin' it.*

*Grugski had never seen his Boyz move so fast as they fled haphazardly to the rear. Wheeling to catch their escaping prey, the High Elven Silver Helms quickly gained ground. All would have been lost but for the timely intervention of the Trolls. The three enormous Stone Trolls, who were supposed to be on the right flank but instead had spent the majority of the battle shuffling stupidly along the empty fields, rose up and battered the oncoming High Elves. In amazement at the fury of the carnage, Grugski and his Boyz held up to watch the last Elf plucked out of his saddle and bitten in two by the inspired Trolls.*

*"Er, jus' like I planned it, innit?" Grugski suggested strongly to the banner bearer who was sneaking up to reclaim his spot at Grugski's side.*

*Above: This Grimgor Ironhide won David Garcia a place at Spain's Games Day Golden Demon painting competition.*

*Below: Tim Lison won the Slayer Sword at the 2003 Chicago Games Day Golden Painting competition with Skarsnik, Warlord of Karak Eight Peaks.*

Orcs & Goblins are a varied and war-like race of creatures that can be found throughout the Warhammer world. Only a powerful leader can unite the disparate mobs from various tribes into a cohesive army. Once the internal bickering stops, an Orc & Goblin army is like a massive green tidal wave that crashes across the landscape and leaves only broken destruction and ruin in its wake.

## Fighting Style

No other army in Warhammer can match the diverse (but all maniacal) troop types of an Orc & Goblin force. The challenge for the commander is to wield the wide range of units into a single fighting force. Greenskins suffer from *Animosity* (a rule by which models from the same army tend to fight each other) and have many of their own specialty troops and rules. As such, the army tends to stretch out of a commander's hands at some point in nearly every game. Willy generals learn to expect and exploit this battlefield madness rather than (hopelessly) trying to control it.

When working correctly, Orcs & Goblins throw an astounding assortment of threats of varying degrees at the foe. When facing large blocks of Orc Boyz, fast Goblin Wolf Riders on the flanks, and Night Goblins with their hidden Fanatics, the enemy has too many targets. Add in creatures like the tiny Snotlings that are not hard-hitting but can tie up even the most powerful units or a mighty Giant that can wipe out even heavily armored Knights and you compound your enemy's plight. Serious threats, like Chariots, Boar Boyz, or Black Orcs are such a menace that often the enemy will



concentrate on them, which allows the hordes to rampage unchecked. Successful greenskin Warlords have learned that there is no one sure thing. However, with enough weapons in the arsenal, something is going to get through and smash the enemy! Quantity has a quality all its own. If you can learn to laugh off horrendous casualties, you're well on your way to mastering the greenskin psyche.

## Collecting an Orc & Goblin Army

Core units are always great places to start collecting an army, and Orcs & Goblins have a vast selection of troop types to choose from. A few large blocks of Orc Boyz or Goblins (either Night Goblins with their specialty Fanatics or Goblins with their better Leadership) will make for a imposing looking center without spending many points. With an endless variety of ways to build an army, a greenskin Warlord must make some decisions. Overwhelming numbers, lots of fast-striking cavalry, war machines, and shock infantry are all options open to Orcs & Goblins, and it's possible to put a little of each element into a single force.

Black Orcs and Boar Boyz are both formidable units that will be sure to draw a great amount of enemy fire! Trolls, with their ability to *Regenerate*, can pulverize enemy units as long as they overcome their own *Stupidity!* Savage Orcs are subject to *Frenzy*, and Squig Herds can tie up an entire enemy flank with bounding and biting creatures and Squig Hoppers.

When it all works, you'll be the mastermind, but of course, even the best greenskin plans can all go wrong. Your own battle lines can end up mired with in-fighting while the enemy picks them off unit by unit. Unpredictability makes Orcs & Goblins both fun and frustrating. If you aren't prepared to see the total mayhem of your Goblin Fanatics whirling through your own troops, then perhaps Orcs & Goblins aren't the army for you.



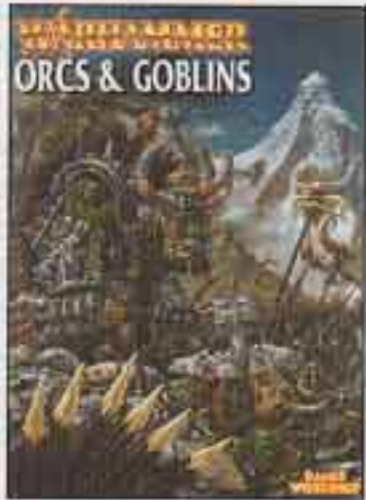
*Above: David Poret won second place at France's Games Day Golden painting competition.*

*Below: This Orc Command Unit was painted by Matteo Orsi and won third place at the 2000 UK Games Day Golden painting competition.*



## GETTING STARTED

When a green horde descends upon the land, the army leaves little in its wake save devastation and ruin. The Orcs aren't a subtle race. They like war and are built for it. Create your own war by starting with the Warhammer Armies: Orcs & Goblins and a Battalion (458 points of greenskins), which is a great way to begin gathering your greenskin army!



**Warhammer Armies: Orcs & Goblins**  
89-01-60

The 80-page Warhammer Armies: Orcs & Goblins rulebook contains painting and modeling guides, background, and the full rules for fielding an army of Orcs & Goblins.



### Orcs & Goblins Battalion Box (89-10)

- 1 Orc Hero
- 9 Orc Boyz Including Command
- 18 Orc Arrer Boyz Including Command
- 1 Orc Boar Chariot
- 10 Goblin Wolf Riders



## LORDS & HEROES



**Savage Orc Shaman Ju Ju Stick**  
020913203



**Savage Orc Shaman Head**  
020913202



**Savage Orc Shaman Body**  
020913201



**Savage Orc Shaman Blister (1)**  
89-51

## SHOWCASE



*Agus Leslie's Night Goblin Shaman won second place at the UK Golden Demon painting competition.*



**Night Goblin Shaman Body**  
020905001



**Night Goblin Shaman Staff**  
020905002



**Goblin Shaman**  
020911701



**Goblin Shaman Blister (2)**  
89-42

LORDS & HEROES



Orc Wyvern  
Body & Head  
020911907



Orc Warboss Body  
020911901



Orc Warboss Axe  
020911902

Orc Warboss on Wyvern Box (1)  
89-09



Orc Warboss Shield  
020911905



Orc Warboss Head  
020911904



Orc Warboss Horns  
020911903



Orc Wyvern Tail  
020911908



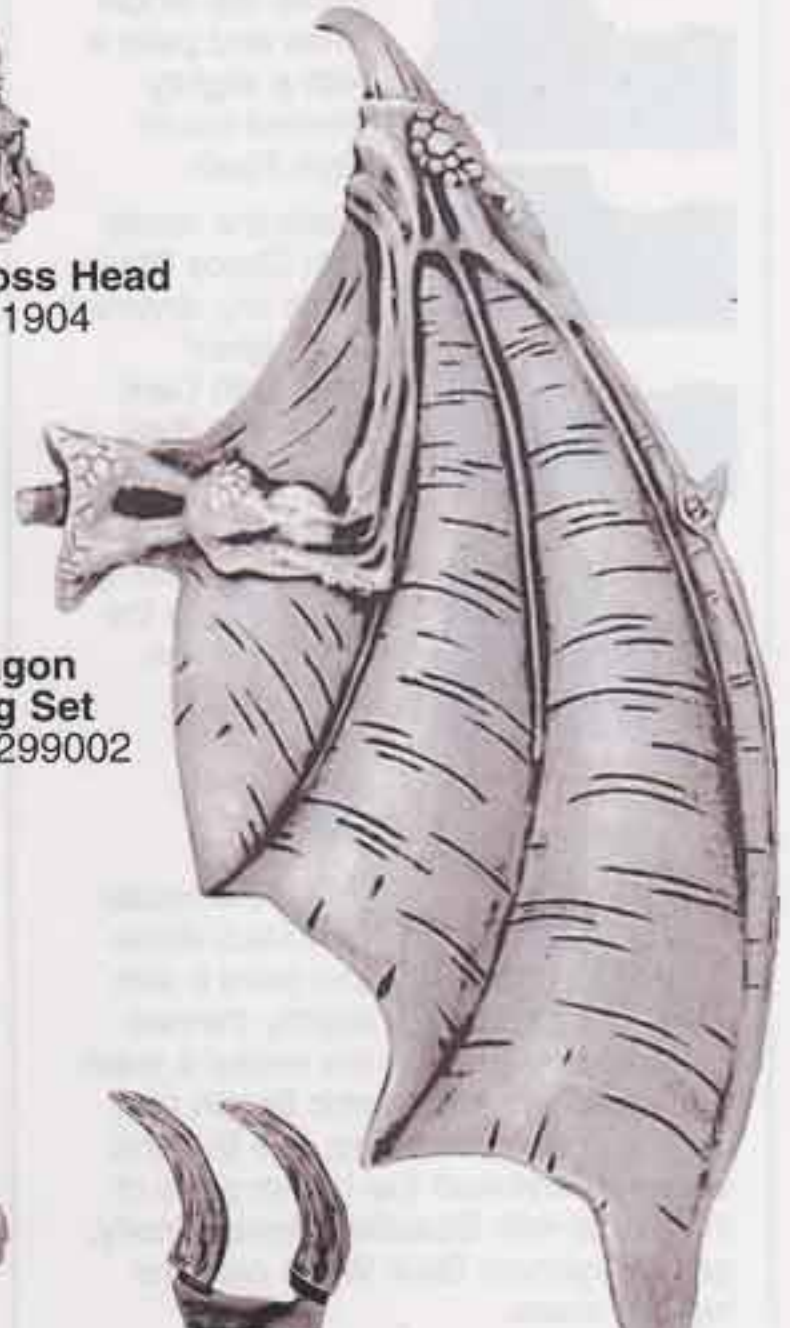
Orc Wyvern  
Lower Body  
020911910



Dragon  
Wing Set  
99380299002



Orc Wyvern Leg  
020911909



Orc Wyvern Horns  
020911906

## PAINTING BOAR FUR

We used Boars for this example, but you can easily use these techniques on Wolves as well. Don't be afraid to experiment with colors and techniques. If you mess up, just give the area a wash and repaint it. Keep in mind that Orc Boars are often penned up. Thus, they are usually filthy. This fact allows you some painting freedom. You can also borrow ideas from the Dwarf section on painting beards!

### GREY FUR

Spray the model black and drybrush with Shadow Grey followed by Codex Grey.

Next, drybrush Fortress Grey onto the higher parts of the model.

Finally, gently drybrush skull white onto the highest areas.



### BROWN FUR

Prime the model white and paint it with a slightly thinned mix of Dark Flesh.

Wash the model with Chaos Black. Once dry, drybrush the "higher" parts with Dark Flesh and then Vermin Brown.

Finally, gently drybrush Blazing Orange onto the highest areas.



### TAN FUR

Prime the model with Skull White and paint it with slightly thinned Bubonic Brown. Give the model a wash of a 50/50 mix of Bubonic Brown and Bestial Brown. Once dry, use Bubonic Brown to drybrush the higher parts of the model with Bleached Bone. Finally, gently drybrush Skull White onto the highest areas.



## LORDS & HEROES

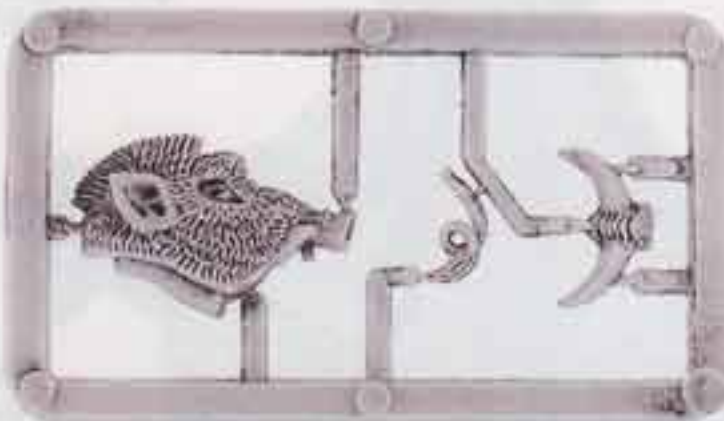
Orc Warbosses are ferocious, determined, and unimaginative leaders whose main tactical insight is that you can kill the enemy much more easily if he's within arm's reach. A frontal assault is a common ploy. The giant boars of the Warhammer world are ferocious and loudly flatulent animals noted for their ill-tempered and uncompromisingly vicious nature. These are qualities readily appreciated by Orcs.



Orc Warboss on Boar Blister (1)  
89-35



Orc Warlord Head  
020904802



Boar Head Sprue  
99389999017



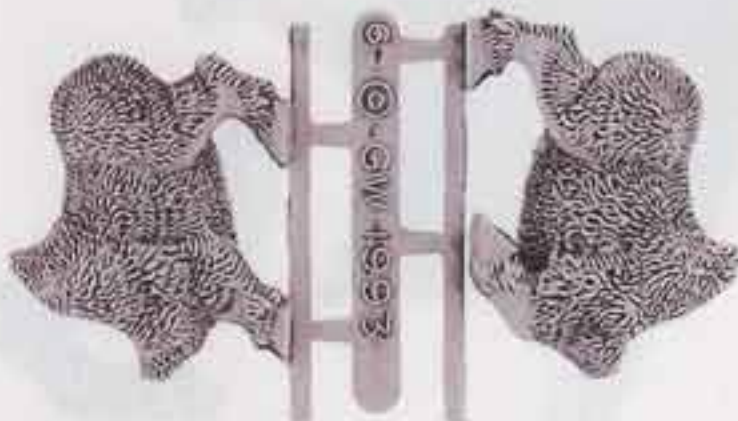
Orc Warlord Boar Head  
020904805



Orc Warlord Boar Tusks  
020904806



Orc Warlord Banner Pole  
020904804



Boar Body Sprue  
99389999009



Orc Warlord Body  
020904801



Orc Warlord Sword Arm  
020904803

*Note: Wurrzag comes with the Boar Head & Boar Body Sprues show with the Orc Warboss on Boar.*

**LORDS & HEROES**



**Wurrzag, Great Shaman Blister (1)**  
89-52



**Wurrzag Body**  
020913301



**Orc Shaman Staff**  
020904902

**Orc Shaman Blister (1)**  
89-36



**Wurrzag Head**  
020913303



**Wurrzag Hand**  
020913302



**Orc Shaman Sword**  
020904901



**Orc Shaman Body**  
020904903



**Grimgor Head**  
020912103



**Grimgor Body**  
020912101

**SHOWCASE**

*This fantastic Warboss conversion was done by Golden Demon winner Roger Axelsson (age 16 at the time).*



**Grimgor Ironhide Blister (1)**  
89-45



**Grimgor Axe**  
020912102

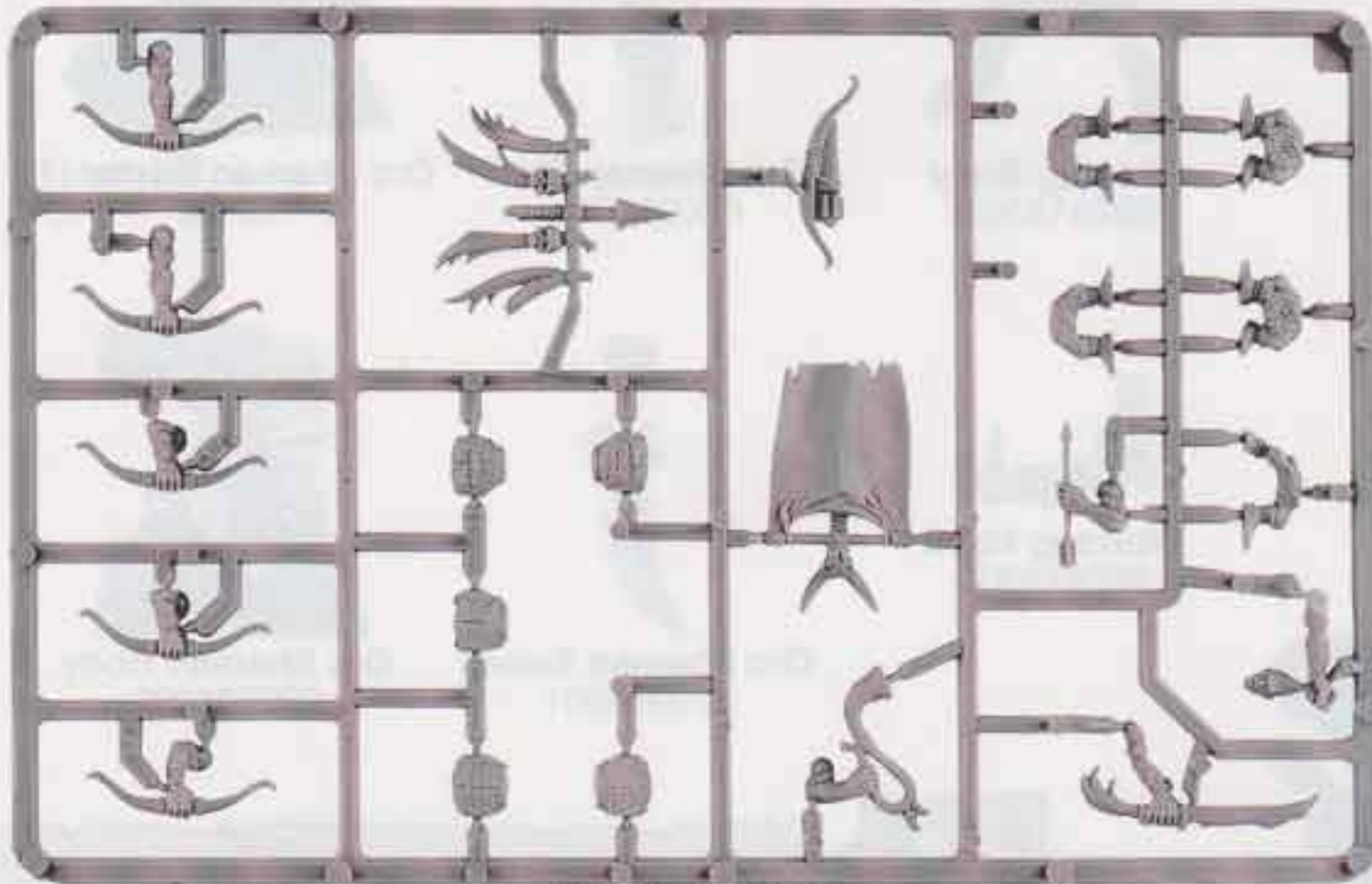




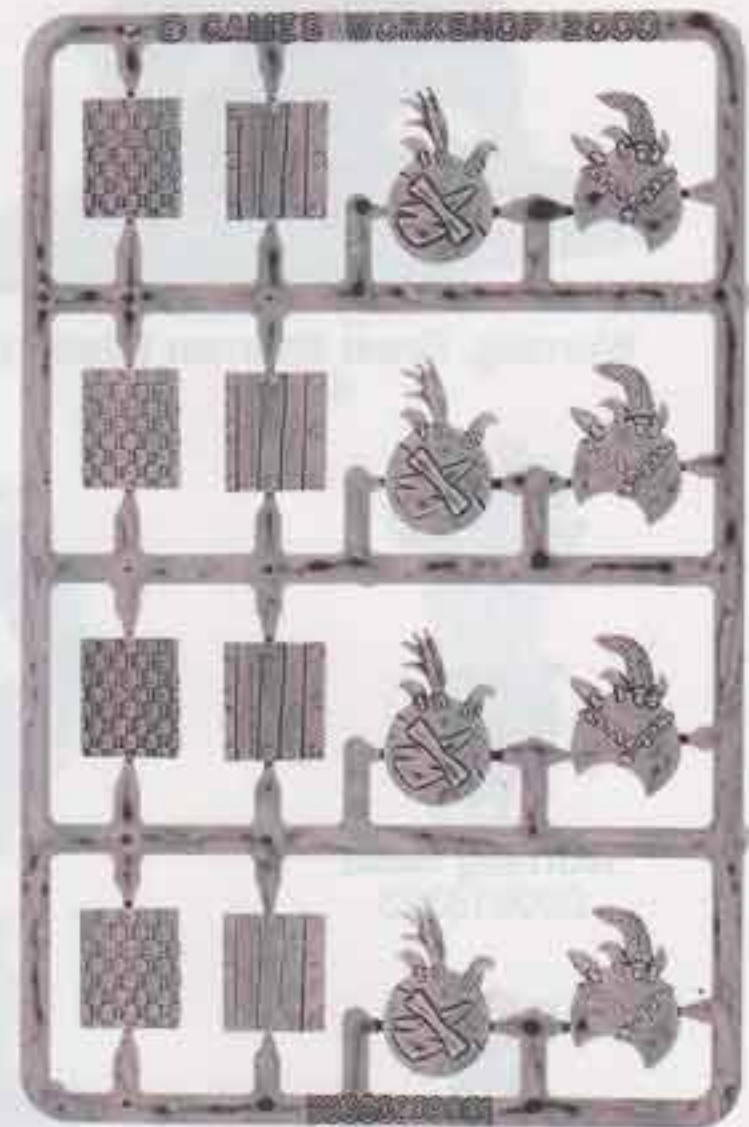
## CORE UNITS

Goblin Regiment  
Box (20)  
89-15

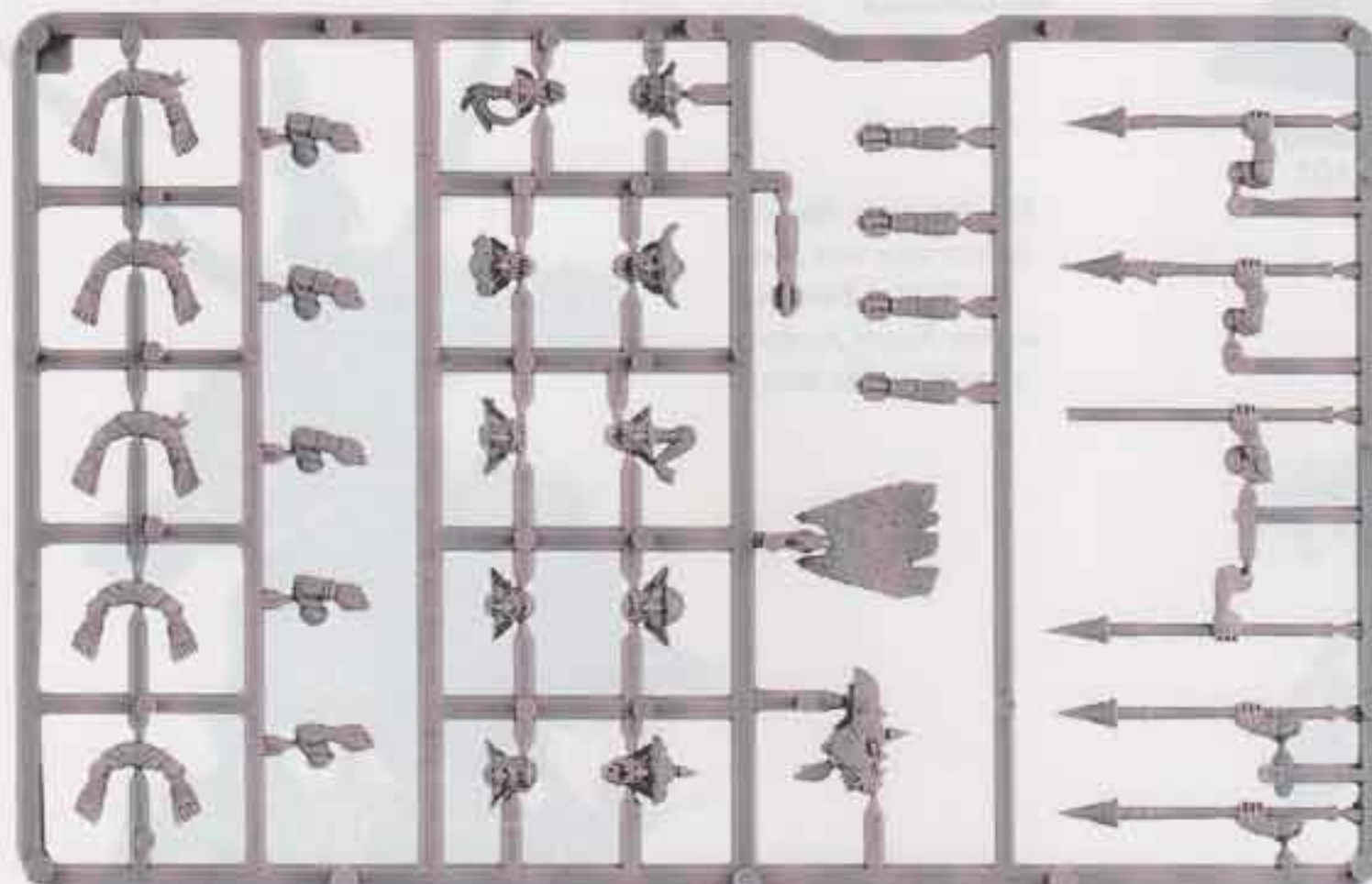
*Goblin Sprues A & B  
are shown at 60%  
of actual size.*



Goblin Sprue A  
99380209005



Goblin Shield Sprue  
99360209001



Goblin Sprue B  
99380209006





CORE UNITS

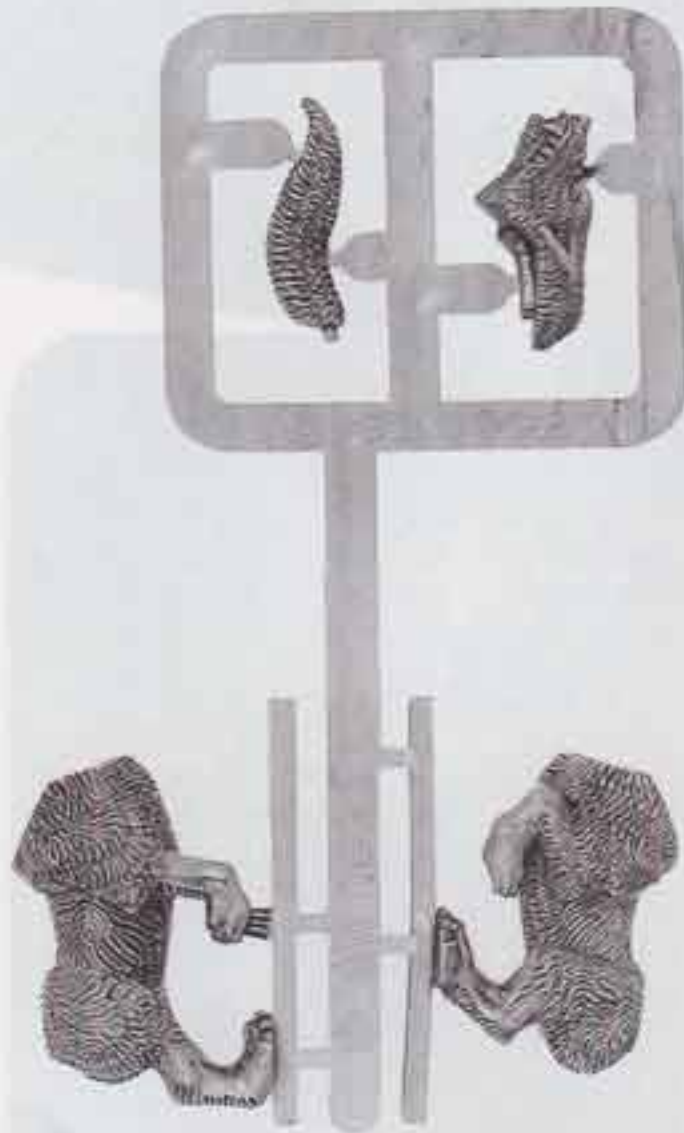


**Goblin Wolf Riders Regiment Box (10)**  
89-11



*Note: The Goblin Wolf Riders Regiment Box also comes with all the Goblin Regiment sprues shown on the opposite page.*

The rest of the army is just softies compared to us. We'll show 'em how it's done. Charge!!!



**Wolf Head & Body Sprue (Random 1)**  
99380299005

**PAINTING WOLVES**

Wolves are used throughout the Orcs & Goblins army both as mounts and as beasts to pull the Chariots. Try some of these techniques for painting the fur on your Wolves.

**BROWN FUR**



After you prime the model Chaos Black, drybrush Scorched Brown over all of the fur.

Next, drybrush the fur Bestial Brown.

Drybrush the higher parts of the fur with Vomit Brown. Paint the fur of the belly with Codex Grey and the claws and teeth with Bubonic Brown. Use a 50/50 mix of Scab Red and Dwarf Flesh for the tongue. Wash the entire model with Flesh Wash. Paint the Wolf's eye with Skull White.

Drybrush under the belly with Fortress Grey. Paint the gums and teeth with Dwarf Flesh. Finish off the teeth and claws with Bleached Bone.

Dwarf Flesh. Finish off the teeth and claws with Bleached Bone.

**BLONDE FUR**



After you prime the model Skull White, paint it Bubonic Brown.

Next, use Flesh Wash over the entire model.

Drybrush the fur with a 50/50 mix of Bubonic Brown and Bleached Bone. Paint the teeth, claws, tongue, and eyes as described above.

Drybrush the highest parts of the fur with Bleached Bone.

**BLONDE ALTERNATE**

Use a Brown Wash instead of the Flesh Wash. Paint the skin and drybrush the fur with a 50/50 mix of Bubonic Brown and Bleached Bone. Paint the belly with Bleached Bone and drybrush with Skull White. Highlight the skin with Bleached Bone.



## SHOWCASE

*Glenn Ford's amazing army won Best Appearance at the Baltimore 2002 Grand Tournament. Check out some of the incredible conversions and sculpting that make Glenn's army completely unique in appearance.*



*Note: The body and head of the Giant are from Forge World pieces.*

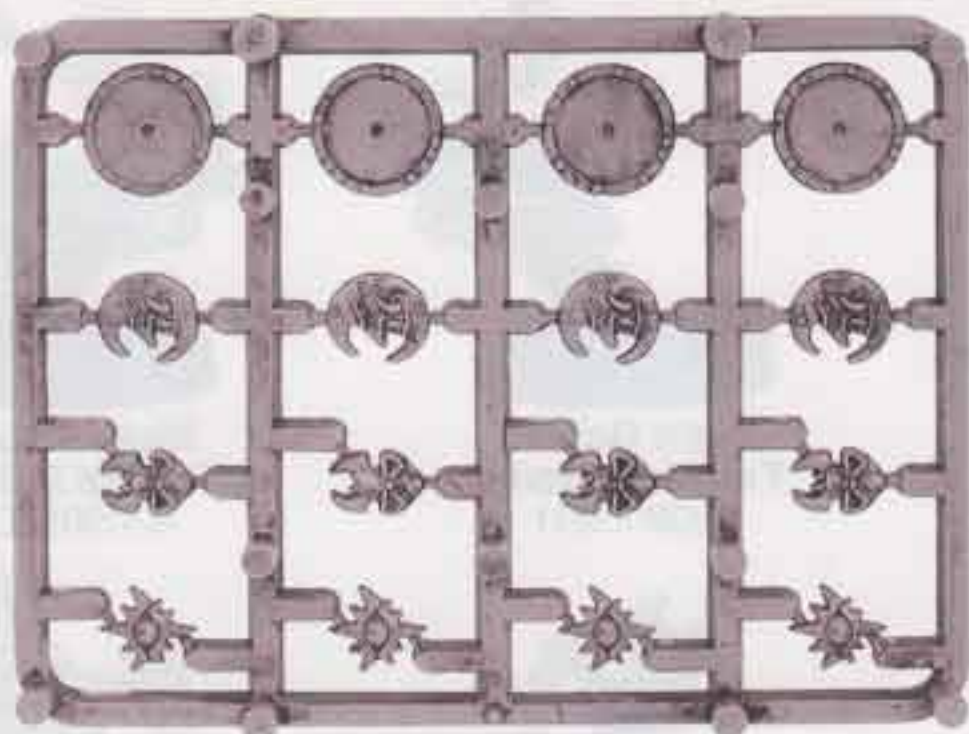


CORE UNITS

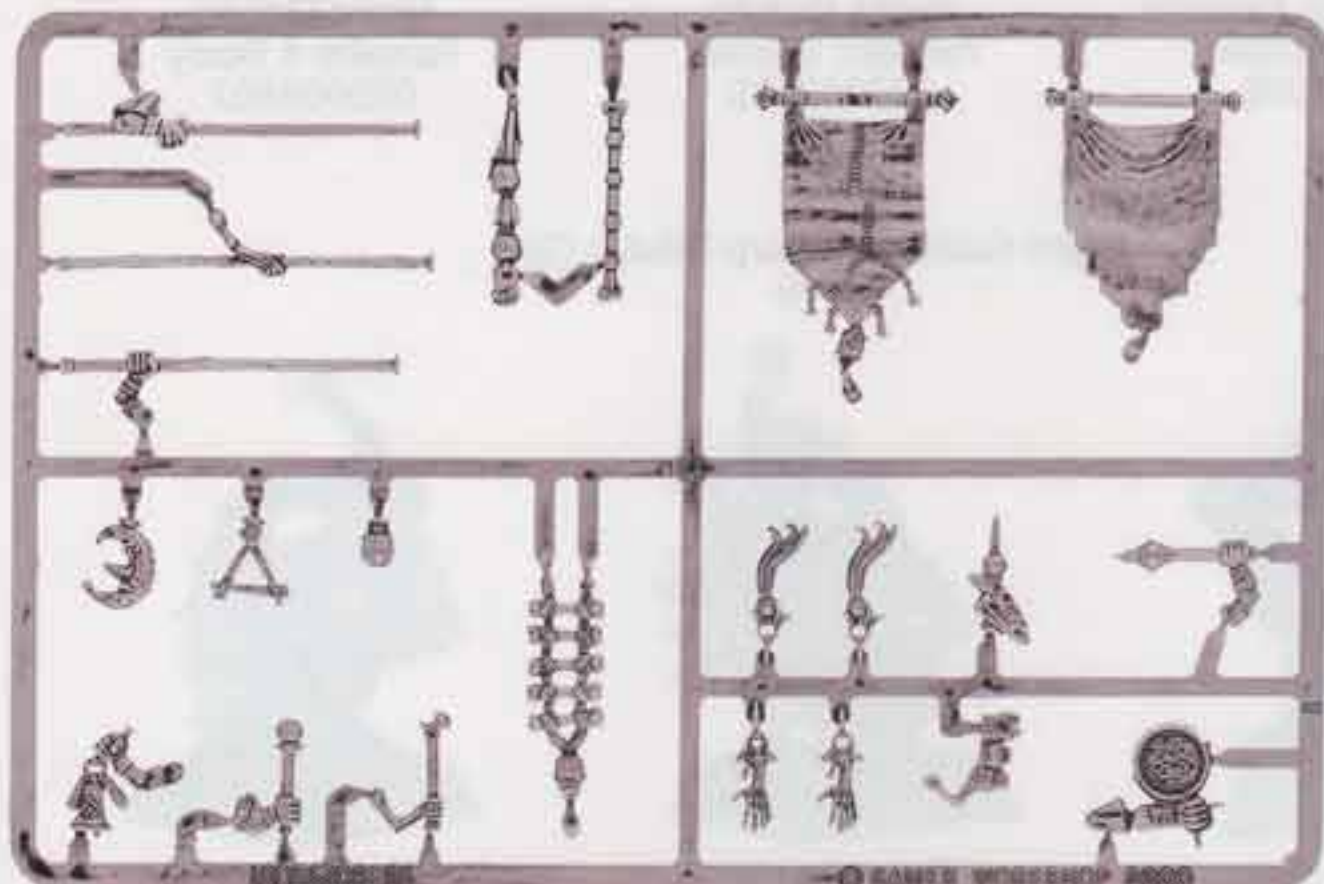


**Night Goblin  
Regiment Box (20)**  
89-07

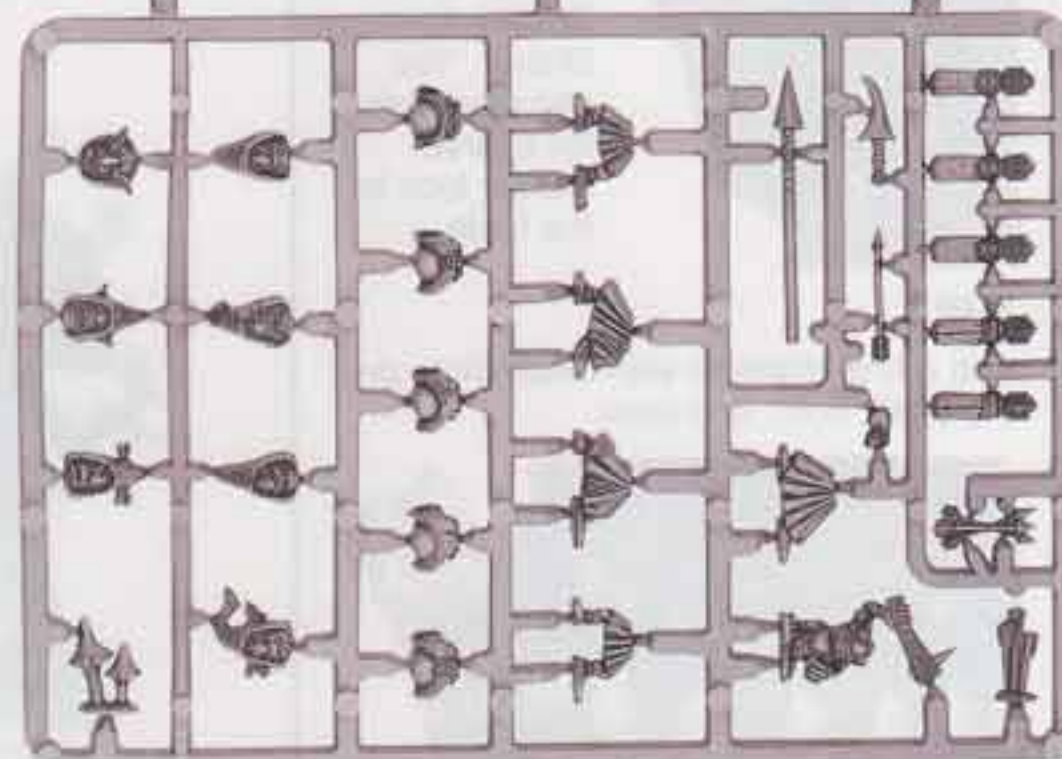
*Regiment Command & Night  
Goblin Regiment sprues are  
shown smaller than actual size.*



**Night Goblin Shield Sprue**  
99360299005



**Regiment Command Sprue**  
99380299001



**Night Goblin Regiment Sprue**  
99380209001

## PAINTING TEEF, HORNS & CLAWS



From Snotlings to Giants, everything in the Orcs & Goblins army has some type of bony or enamel body parts: teef, nails, horns, or claws. Here's a quick way to paint them so that all the models in your army look ferocious and hungry!

### STEP 1

Paint the teef, horns, and claws with Chaos Black.

### STEP 2



Paint a layer of Bestial Brown across the entire tooth, horn, and claw. Leave a small line of black around each of the edges.

### STEP 3



Paint a layer of Bubonic Brown over the Bestial Brown. Paint the Bubonic Brown with a slightly jagged edge at the base of the tooth, horn, and claw.

### STEP 4



Repeat Step 3 but use Bleached Bone instead of Bubonic Brown. You can stop here for a dirtier, nastier look for the teeth.

### STEP 5

Add a final highlight with Skull White on the tooth, horn, and claw.



## CORE UNITS



**Night Goblin Fanatic  
1 Ball & Chain**  
020905802



**Night Goblin Fanatic  
2 Ball & Chain**  
020905804



**Night Goblin Fanatic  
3 Ball & Chain**  
020905806



**Night Goblin Fanatic  
4 Ball & Chain**  
020905808



**Night Goblin Fanatics Blister (Random 3)**  
89-39



**Night Goblin  
Fanatic 1 Body**  
020905801



**Night Goblin  
Fanatic 2 Body**  
020905803



**Night Goblin  
Fanatic 3 Body**  
020905805



**Night Goblin  
Fanatic 4 Body**  
020905807

**Night Goblin Netters Blister (3)**  
89-48



**Night Goblin  
Netter 1**  
020912903



**Night Goblin  
Netter 2**  
020912901



**Night Goblin  
Netter 3**  
020912902

Snotlings Blister  
(Random 18)  
89-38



CORE UNITS

*Note: These Snotlings are only available in blisters.*



Snotling 1  
020902401



Snotling 2  
020902402



Snotling 3  
020902403



Snotling 4  
020902404



Snotling 5  
020902405



Snotling 6  
020902406



Snotling 7  
020902407



Snotling 8  
020902408



Snotling 9  
020902409



Snotling 16  
020902416



Snotling 17  
020902417



Snotling 18  
020902418



Snotling 19  
020902419



Snotling 20  
020902420



Snotling 21  
020902421



SHOWCASE



*Francisco Javier Martinez Linares won at the Golden Demon Painting Competition at Spain's 2001 Games Day with the Goblin Shaman on the Dwarf Shield.*

*Left: Francisco won another trophy for this entry, an amazing sail-powered Goblin Pump Wagon.*



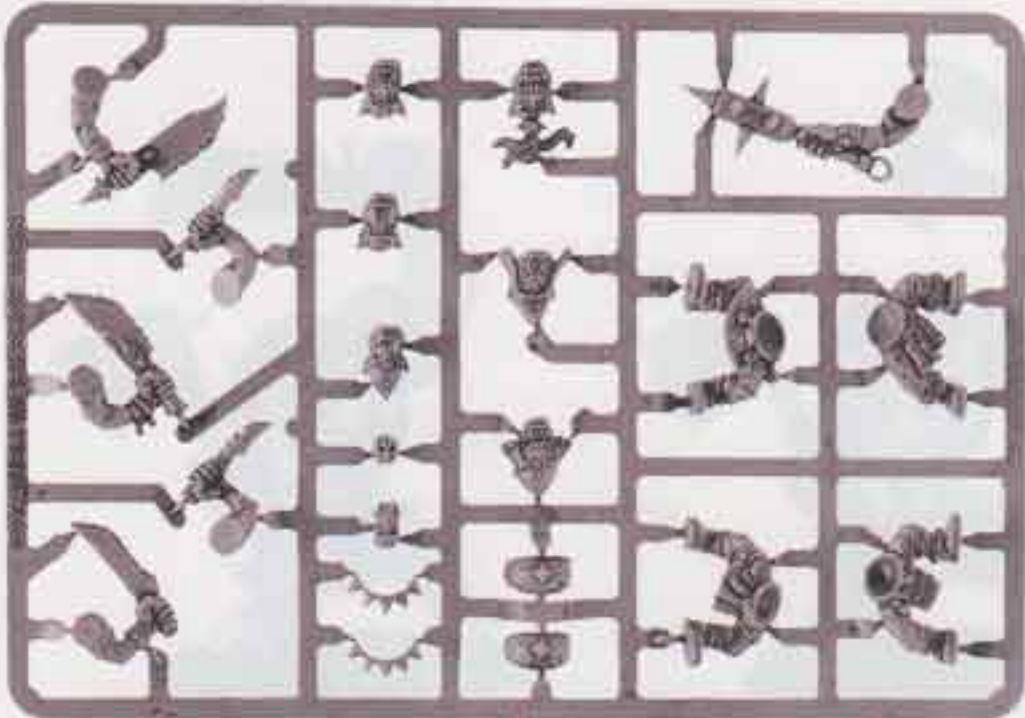


Orc Boyz  
Regiment Box (19)  
89-06

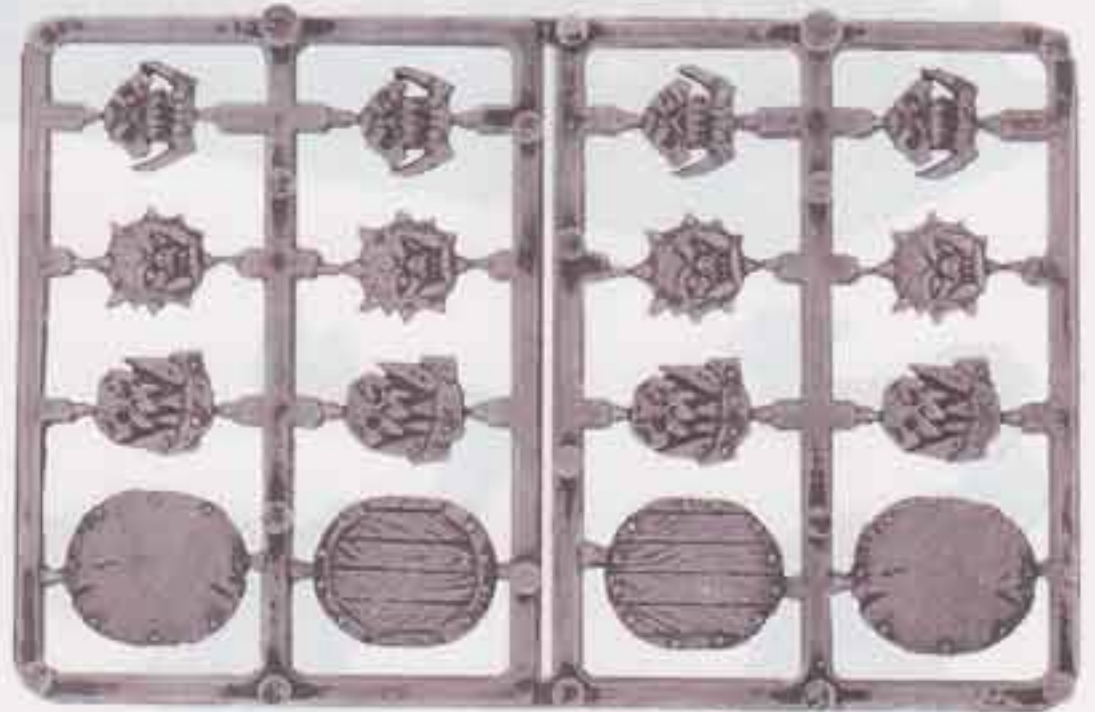


*Sprues shown smaller than actual size.*

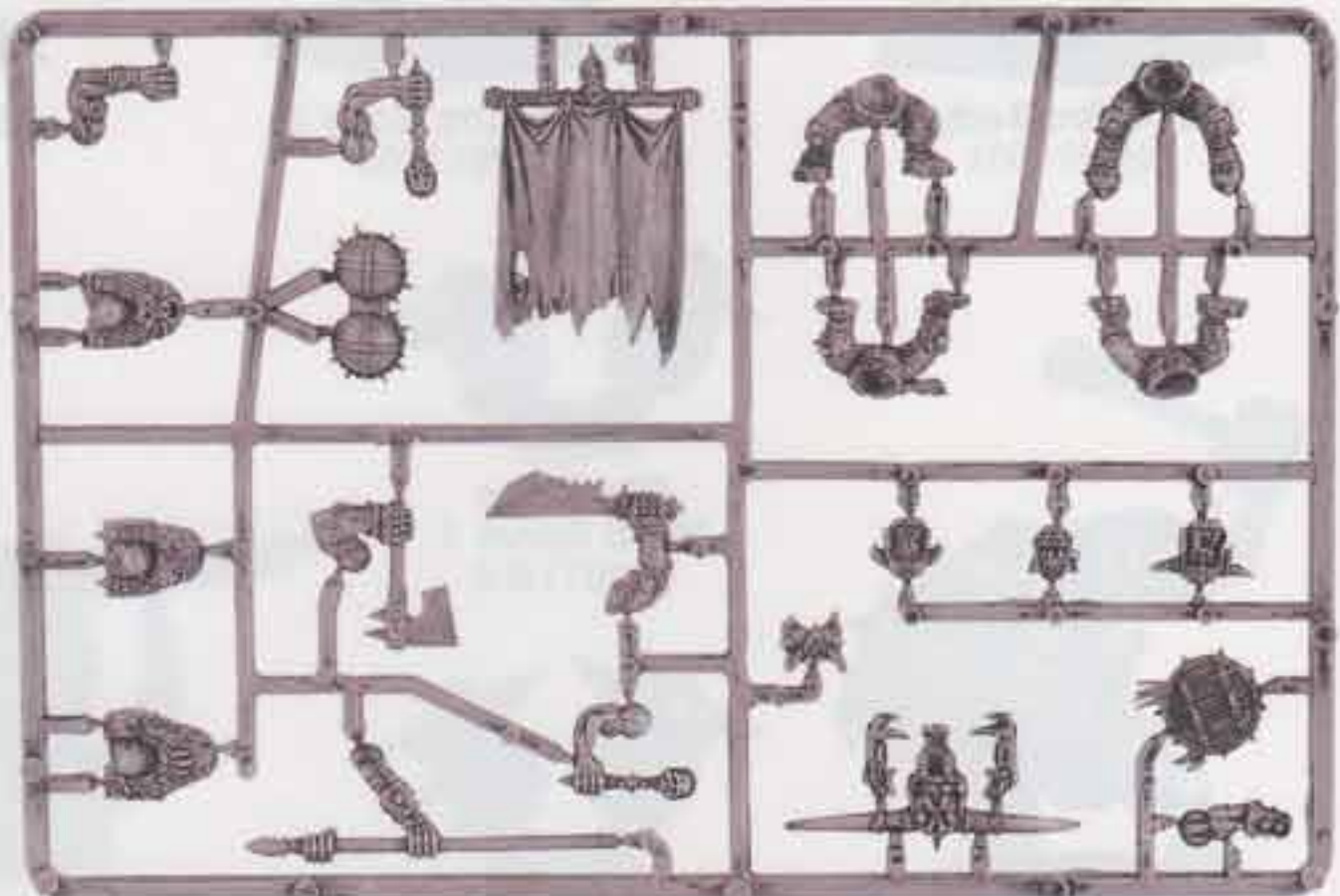
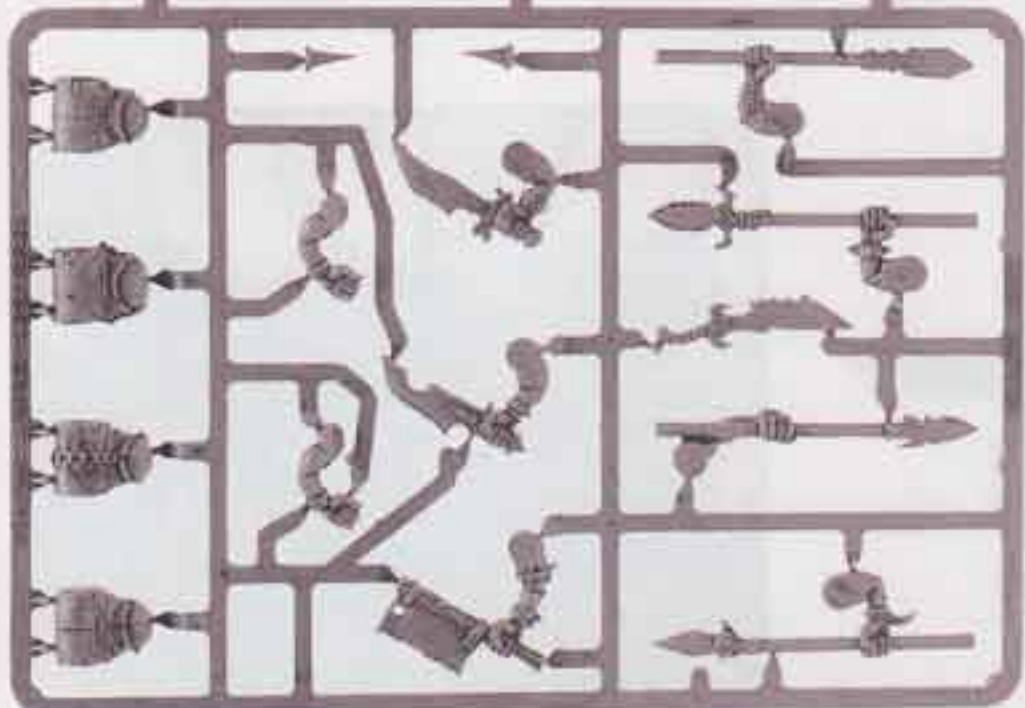
'Ere we go! 'Ere we go! 'Ere we go!  
Lez geddum, Ladz!



Orc Regiment Sprue  
99380209002



Orc Regiment Shield Sprue  
99360299004



Orc Command Sprue  
99380209003





## SPECIAL UNITS

**Black Orc Regiment Box (10)**  
89-21

**Black Orc Blister (Random 2)**  
89-40



**Black Orc  
Standard Bearer**  
020911603



**Black Orc Body 1**  
020911501



**Black Orc Body 2**  
020911502



**Black Orc Body 3**  
020911503



**Black Orc Body 4**  
020911504



**Black Orc Drummer**  
020911601



**Black Orc  
Head Sprue 1**  
020911505



**Black Orc  
Head Sprue 2**  
020911506



**Black Orc  
Standard Top**  
020911602





SPECIAL UNITS

*Note: The Orc Boar Boyz come with the Boar Head & Boar Body Sprues shown with the Orc Warboss on Boar.*



Orc Boar Boyz Box (4)  
89-18

Orc Boar Boyz Command Blister (Random 1)  
89-46

Orc Boar Boy Blister (Random 1)  
89-37



Orc Boar Boy Hornblower Arm  
020902102



Orc Boar Boy Standard Top  
020902002



Orc Boar Boy Hornblower Body  
020902101



Orc Boar Boy Standard Body  
020902001



Orc Boar Boy Spear 1  
020904005



Orc Boar Boy Spear 2  
020904006



Orc Boar Boy Spear 3  
020904007



Orc Boar Boy Boss  
020902201



Orc Boar Boy Body 1  
020904001



Orc Boar Boy Body 2  
020904002



Orc Boar Boy Body 3  
020904003



Orc Boar Boy Body 4  
020904004

PAINTING EXOTIC FUR

When painting the fur clothing on your Savage Orcs, try some exotic animal furs with stripes or spots!

**Tips.** Search for some reference photos in magazines, in books, or on the internet and have them handy while you're painting. Animals to look for include zebras, leopards, cheetahs, tigers, giraffes, cows, and more!

SNOW LEOPARD



First, paint the underlying fur with Fortress Grey. Drybrush the fur with Skull White as a highlight.



Next, paint a large "U" with Chaos Black. Repeat them all over the fur.



Finally, highlight the black spots with a 25/75 mix of Chaos Black and Codex Grey.

TIGER



First, paint the underlying fur with Blazing Orange over Dark Flesh. Drybrush the fur with Fiery Orange as a highlight.



Using Chaos Black, paint a series of stripes on the fur.



Finally, highlight the stripes with a 25/75 mix of Chaos Black and Codex Grey.

**SPECIAL UNITS**



**Savage Orc Boar Boy Horn**  
020913407



**Savage Orc Boar Boy Standard Top**  
020913408



**Savage Orc Boar Boy Musician Head**  
020913403



**Savage Orc Boar Boy Champion Head**  
020913402



**Savage Orc Boar Boy Head 1**  
020913501



**Savage Orc Boar Boy Head 3**  
020913503

**Savage Orc Boar Boy Blister (Random 1)**  
89-54



**Savage Orc Boar Boy Body 1**  
020913505



**Savage Orc Boar Boy Body 2**  
020913506



**Savage Orc Boar Boy Body 3**  
020913507



**Savage Orc Boar Boy Body 4**  
020913508



**Savage Orc Boar Boy Standard Head**  
020913401



**Savage Orc Boar Boy Command Body 1**  
020913404



**Savage Orc Boar Boy Command Body 2**  
020913405



**Savage Orc Boar Boy Command Body 3**  
020913406



**Savage Orc Boar Boy Head 2**  
020913502



**Savage Orc Boar Boy Head 4**  
020913504



**Savage Orc Boar Boy Champion Arm**  
020913409



**Savage Orc Boar Boy Standard Pole**  
020913410



**Savage Orc Boar Boy Spear 1**  
020913509



**Savage Orc Boar Boy Spear 2**  
020913510

**Savage Orc Boar Boy Command Blister (Random 1)**  
89-53



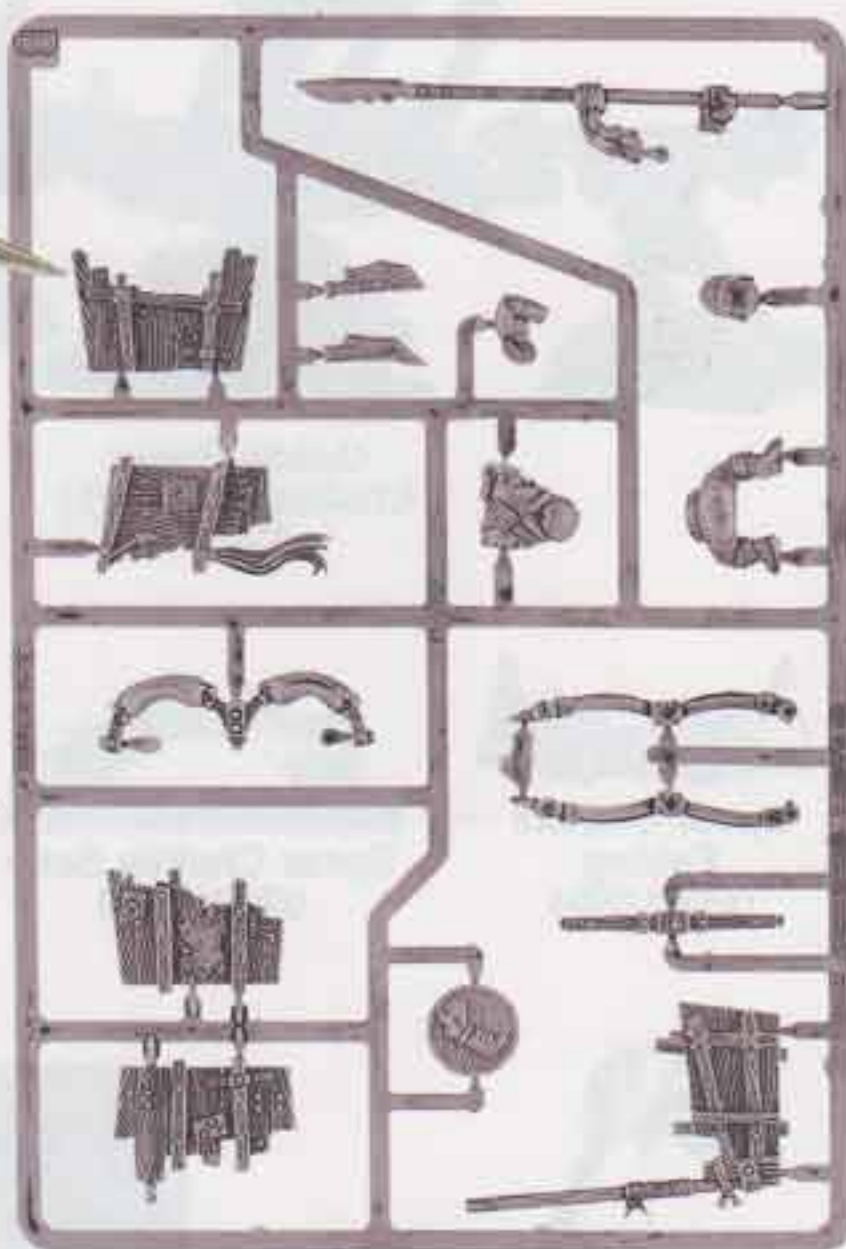
*Note: The Orc Boar Boyz come with the Boar Head & Boar Body Sprues show with the Orc Warboss on Boar.*



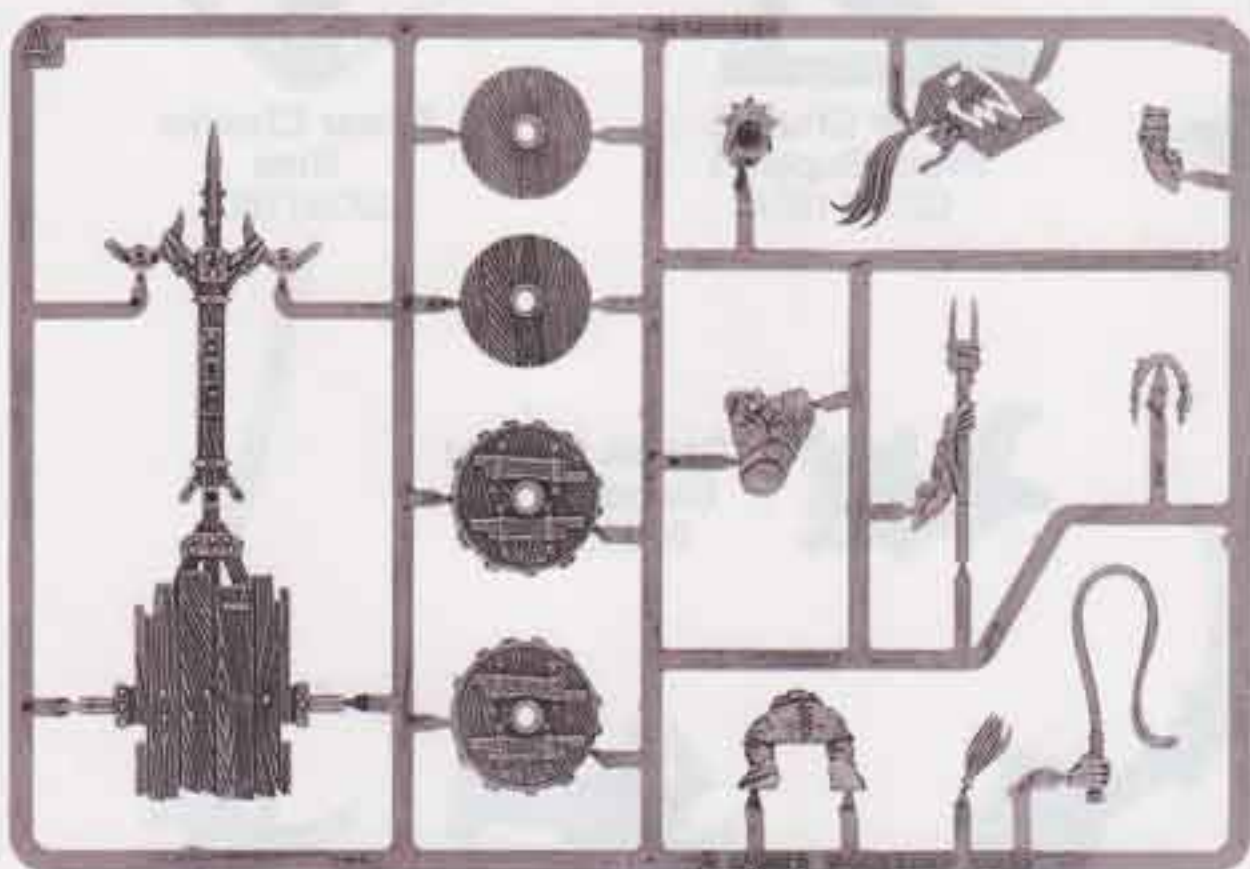
Orc Boar Chariot Box (1)  
89-14



SPECIAL UNITS



Orc Chariot Sprue B  
99390209002



Orc Chariot Sprue A  
99390209001

*Sprues shown smaller than actual size*

*Note: The Orc Boar Chariot comes with the Boar Head & Boar Body Sprues show with the Orc Warboss on Boar.*



SHOWCASE



*Tracz Jakub won the Large Monster or War Machine category at the 2001 US Games Day Golden Demon Painting competition with this amazing Orc Chariot.*

*Orc Chariot shown smaller than actual size*

## SPECIAL UNITS



**Goblin Spear Chukka Blister (1)**  
89-43



**Spear Chukka Crew 2**  
020911802



**Spear Chukka Crew 3**  
020911803



**Spear Chukka Crew 1**  
020911801



**Spear Chukka Handles**  
020911809



**Spear Chukka Fairing**  
020911804



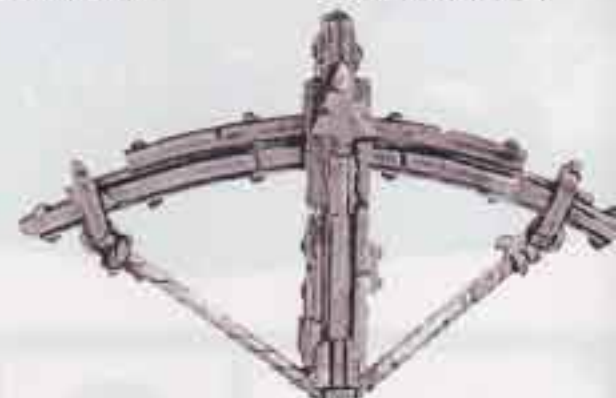
**Spear Chukka Base**  
020911808



**Spear Chukka Stock**  
020911807



**Spear Chukka Front Support**  
020911806



**Spear Chukka Bow**  
020911805



**Goblin Wolf Chariot Box (1)**  
89-08



**Goblin Chariot Standard Top**  
020900307



**Goblin Chariot Driver**  
020900312



**Goblin Chariot Archer**  
020900313



**Goblin Chariot Standard Bearer**  
020900311



**Goblin Chariot Tail & Skulls 1**  
020900305



**Goblin Chariot Tail & Skulls 2**  
020900306



**Goblin Chariot Side 1**  
020900309



**Goblin Chariot Side 2**  
020900310



**Goblin Chariot Chassis**  
020900308



**Goblin Chariot Yoke**  
020900301



**Goblin Chariot Haft**  
020900302



**Goblin Chariot Left Scythe**  
020900303



**Goblin Chariot Right Scythe**  
020900304



SPECIAL UNITS



Goblin Rock Lobba Box (1)  
89-12



Rock Lobba Arm  
020912311



Rock Lobba Strut  
020912310



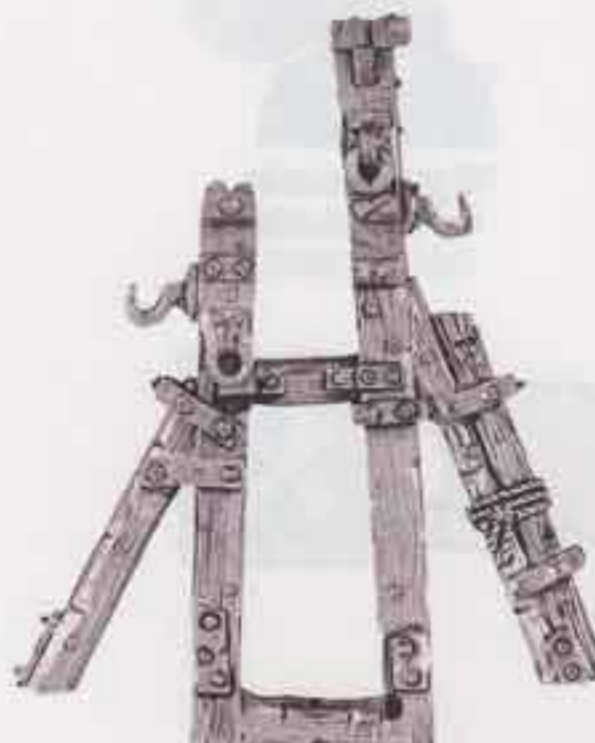
Rock Lobba Winch  
020912303



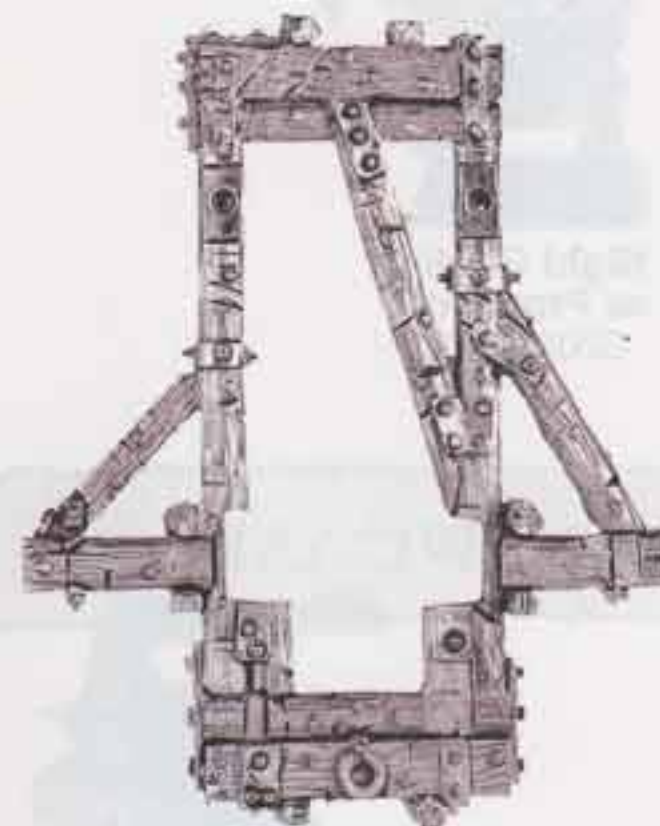
Rock Lobba Snotling Spotter  
020912307



Rock Lobba Bully  
020912304



Rock Lobba Uprights  
020912305



Rock Lobba Base  
020912308



Rock Lobba Crew 1  
020912301



Rock Lobba Crew 2  
020912302



Rock Lobba Crew 3  
020912306



Rock Lobba Counter Balance  
020912309



Rock Lobba Boulder  
029901009

**SPECIAL UNITS**



**Night Goblin Squig Herders Blister (Random 5)**  
89-47



**Squig 1**  
020912805



**Squig 2**  
020912806



**Squig 3**  
020912807



**Squig 4**  
020912808



**Squig 5**  
020912809



**Squig 6**  
020912810



**Night Goblin w/ Prodder 2**  
020912802



**Night Goblin w/ Cymbals**  
020912803



**Night Goblin w/ Squigpipes**  
020912804



**Night Goblin w/ Prodder 1**  
020912801

**SHOWCASE**



*Neil Green from the Games Workshop UK Design Studio converted and painted this Night Goblin.*



**Night Goblin Squig Hoppers Blister (Random 2)**  
89-49

**Squig Hopper 3**  
020913003



**Squig Hopper 1**  
020913001



**Squig Hopper 4**  
020913004



**Squig Hopper 2**  
020913002

**RARE UNITS**



**Giant Box (1)**  
89-16



**Giant Left Leg**  
020912701



**Giant Right Leg**  
020912702



**Giant Right Arm w/ Club**  
020912709



**Giant Head w/ Cap & Mask**  
020912707



**Giant Bare Head**  
020912711



**Giant Racked Sheep**  
020912703



**Giant Captive Halfling**  
020912704



**Giant Left Arm**  
020912705



**Giant Cowering Civilian**  
020912706



**Giant Bag**  
020912712



**Giant Chest**  
020912708



**Giant Back**  
020912710

**PAINTING TRIBAL MARKINGS**

Here's a simple technique for painting tattoos or war paint onto Orc skin or even on Boars or Wolves.

**ORCS OF THE RED ARROW TRIBE**



**STEP 1**

Paint the arrow design on the Orc's upper arm with Chaos Black.

**STEP 2**

Highlight the arrow with Red Gore. Leave a black line around the edges.

**STEP 3**

Paint the final highlight on the inside of the arrow with Blood Red.



There are hundreds of Orc tribes across the Old World. Some of the more popular names are:

- |                             |                     |
|-----------------------------|---------------------|
| <b>Blue Face</b>            | <b>Red Arrow</b>    |
| <b>Yellow Nose</b>          | <b>Grey Skull</b>   |
| <b>Purple Heads</b>         | <b>Brown Sword</b>  |
| <b>White Dag (Triangle)</b> | <b>Yellow Tooth</b> |

These are just a few. No matter which you choose, we recommend picking a single color and a simple design to paint such as dags or arrows. Tattoos don't have to be intricate tiny designs, especially for Orcs & Goblins.



You can also be creative with the location of the tattoos and war paint. They can be on Boar and Wolf fur, on half of a face, on an entire arm or hand, in a wide line across the head or arm, or on any other body part!



**RARE UNITS**



**Stone Troll Blister (Random 1)**  
93-36



**Stone Troll Body  
w/ Two-Handed Axe**  
029900708



**Stone Troll w/ Stone Hammer**  
029900701



**Stone Troll w/ Bone Club**  
029900703



**Stone Troll  
Head 2**  
029900705



**Stone Troll  
Head 3**  
029900706



**Stone Troll Body  
w/ Rock**  
029900707



**Stone Troll w/ Axe**  
029900702



**Stone Troll Body  
w/ Axe & Bone Club**  
029900709





**Goblin Doom Diver  
Catapult Box (1)**  
89-13



**Doom Diver Goblin Flyer**  
020910906



**Doom Diver Goblin  
Diver Torso**  
020910908



**Doom Diver  
Ramp Support**  
020910902



**Doom Diver  
Catapult**  
020910904



**Doom Diver  
Goblin Diver Legs**  
020910910



**Doom Diver  
Hook**  
020910909



**Doom Diver Ramp**  
020910901



**Doom Diver Ramp Base**  
020910903



*This Orc Warboss  
conversion was painted  
by Francisco Linares.*



**Doom Diver Snotling Pullers**  
020910905



**Doom Diver  
Snotling w/ Mallet**  
020910907

**RARE UNITS**



**River Troll Blister (Random 1)**  
93-35

**River Troll Head 1**  
029900604



**River Troll Body 1**  
029900601

**River Troll Head 2**  
029900605

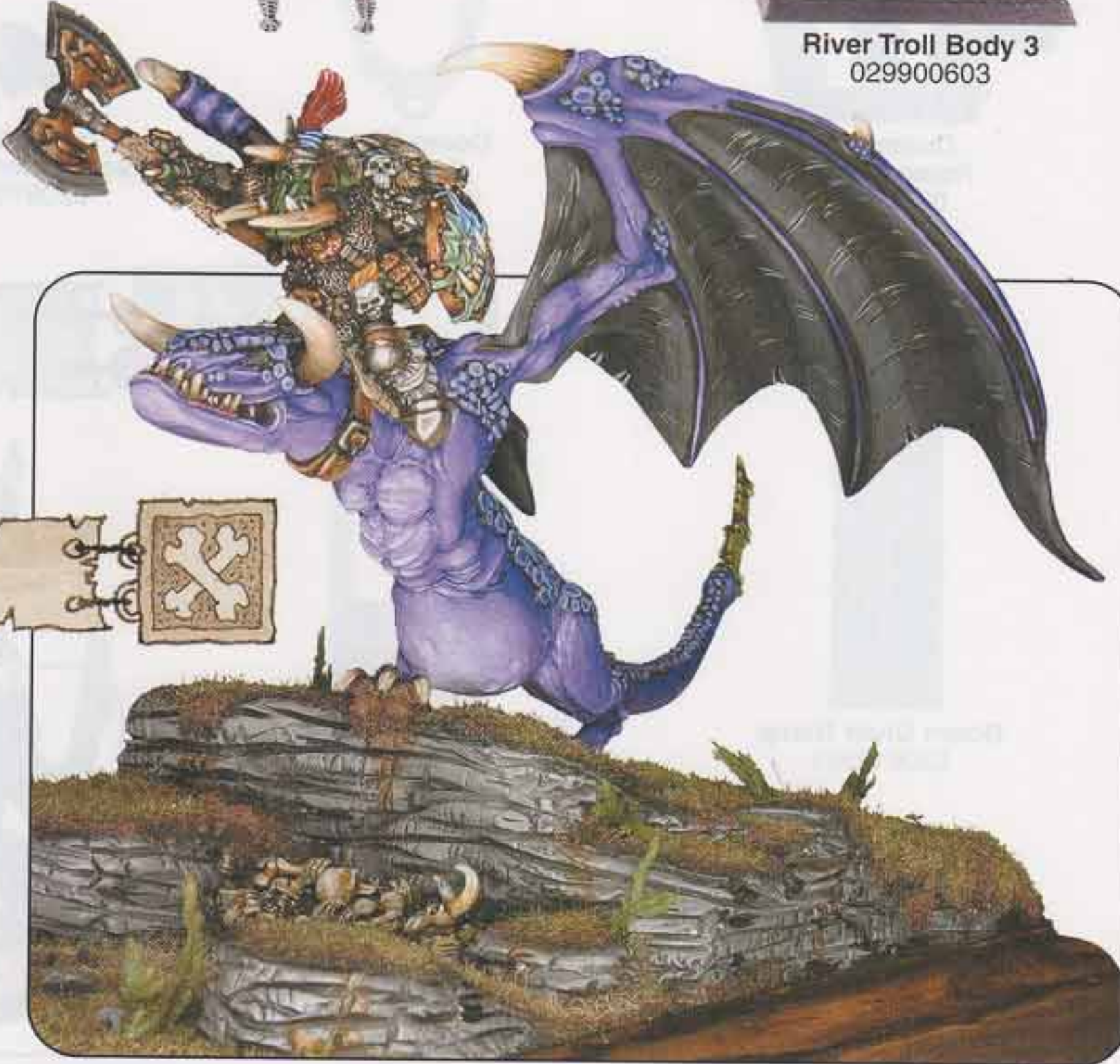


**River Troll Body 3**  
029900603

**River Troll Head 3**  
029900606



**River Troll Body 2**  
029900602



**SHOWCASE**

*This amazing Orc Warboss on a Wyvern was painted by Matt Verzani. He won third place at the Games Day 2003 Golden Demon painting competition.*

Snotling Pump  
Wagon Box (1)  
89-17



RARE UNITS

The Pump Wagon is built by Snotlings in an attempt to copy the Chariots of their larger greenskin brothers. Quite how the little greenies do it is a mystery. It is crewed by overexcited Snotlings out of their minds on adrenaline. They steer the wagon by leaning from side to side and causing it to veer in an alarming manner.



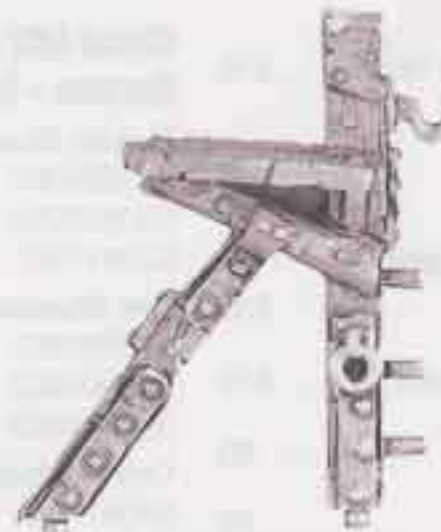
Pump Wagon  
Snotling 1  
020913601



Pump Wagon  
Snotling 2  
020913602



Pump Wagon  
Snotling 3  
020913603



Pump Wagon Mast  
011300614



Pump Wagon Base  
011300609



Pump Wagon  
Snotling 4  
020913604



Pump Wagon  
Snotling Pumper 1  
020913605



Pump Wagon  
Snotling 6  
020913606



Pump Wagon  
Snotling 7  
020913607



Pump Wagon  
Snotling Pumper 2  
020913608



Pump Wagon Fairing  
011300610



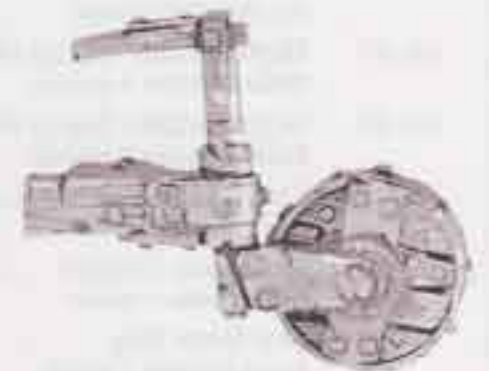
Pump Wagon  
Pump  
020913611



Pump Wagon  
Scythes  
020913613



Pump Wagon Wheel  
011300612



Pump Wagon  
Steering Wheel  
011300615

## PRICE LIST



### Getting Started

- 89-01-60 *Warhammer Armies: Orcs & Goblins* . . . \$20.00
- 89-10 **Orcs & Goblins Battalion** . . . . . \$90.00  
Contents: 1 Orc Hero, 15 Orc Boyz, 18 Orc Arrer Boyz, 1 Orc Boar Chariot, and 10 Goblin Wolf Riders

### Boxed Sets & Blister Packs – Lords & Heroes

- 89-42 **Goblin Shamans** . . . . . \$8  
Blister includes 2 models
- 89-36 **Orc Shaman** . . . . . \$8  
Blister includes 1 model
- 89-09 **Orc Warboss on Wyvern** . . . . . \$40  
Box includes 1 model
- 89-35 **Orc Warlord on Boar** . . . . . \$10  
Blister includes 1 model
- 89-51 **Savage Orc Shaman** . . . . . \$8  
Blister includes 1 model

### Special Characters

- 89-45 **Grimgor Ironhide, Black Orc Warlord** . . \$10  
Blister includes 1 model
- 89-52 **Wurrzag Ud Ura Zahubu, Great Shaman** . . . . . \$13  
Blister includes 1 model

### Boxed Sets & Blister Packs – Core

- 89-15 **Goblin Regiment** . . . . . \$30  
Box includes 20 models
- 89-11 **Goblin Wolf Riders Regiment** . . . . . \$30  
Box includes 10 models
- 89-39 **Night Goblin Fanatics** . . . . . \$9  
Blister includes 3 models
- 89-48 **Night Goblin Netters** . . . . . \$8  
Blister includes 3 models
- 89-07 **Night Goblin Regiment** . . . . . \$30  
Box includes 20 models
- 89-06 **Orc Boyz Regiment** . . . . . \$30  
Box includes 19 models
- 89-20 **Savage Orc Boyz Regiment** . . . . . \$30  
Box includes 10 models
- 89-44 **Savage Orc Boyz** . . . . . \$9  
Blister includes 3 models
- 89-50 **Savage Orc Command** . . . . . \$10  
Blister includes 3 models
- 89-38 **Snotlings** . . . . . \$10  
Blister includes 18 models

### Boxed Sets & Blister Packs – Special

- 89-21 **Black Orc Regiment** . . . . . \$40  
Box includes 10 models
- 89-40 **Black Orcs** . . . . . \$8  
Blister includes 2 models
- 89-12 **Goblin Rock Lobba** . . . . . \$30  
Box includes 1 model
- 89-43 **Goblin Spear Chukka** . . . . . \$15  
Blister includes 1 model
- 89-08 **Goblin Wolf Chariot** . . . . . \$25  
Box includes 1 model
- 89-47 **Night Goblin Squig Herders** . . . . . \$10  
Blister includes 5 models
- 89-49 **Night Goblin Squig Hoppers** . . . . . \$9  
Blister includes 2 models
- 89-18 **Orc Boar Boyz** . . . . . \$35  
Box includes 4 models
- 89-14 **Orc Boar Chariot** . . . . . \$25  
Box includes 1 model
- 89-37 **Orc Boar Boy** . . . . . \$9  
Blister includes 1 model
- 89-46 **Orc Boar Boy Command** . . . . . \$9  
Blister includes 1 model

- 89-19 **Savage Orc Boar Boy Regiment** . . . \$45  
Box includes 5 models
- 89-53 **Savage Orc Boar Boy Command** . . . \$9  
Blister includes 3 models
- 89-54 **Savage Orc Boar Boy** . . . . . \$9  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

- 89-16 **Giant** . . . . . \$40  
Box includes 1 model
- 89-13 **Goblin Doom Diver Catapult** . . . . . \$30  
Box includes 1 model
- 93-35 **River Trolls** . . . . . \$15  
Blister includes 1 model
- 89-17 **Snotling Pump Wagon** . . . . . \$25  
Box includes 1 model
- 93-36 **Stone Trolls** . . . . . \$15  
Blister includes 1 model

### Metal Bitz & Plastic Sprues – Lords & Heroes

#### Goblin Shaman

- 020905001 Night Goblin Shaman Body (Oddgit) . . \$3
- 020905002 Night Goblin Shaman Staff (Oddgit) \$1.50
- 020911701 Goblin Shaman . . . . . \$4.50

#### Orc Shaman

- 020904901 Orc Shaman Sword . . . . . \$1.50
- 020904902 Orc Shaman Staff . . . . . \$2.50
- 020904903 Orc Shaman Body . . . . . \$5.50

#### Orc Warboss on Wyvern

- 020911901 Orc Warboss Body . . . . . \$4
- 020911902 Orc Warboss Axe . . . . . \$2
- 020911903 Orc Warboss Horns . . . . . \$1
- 020911904 Orc Warboss Head . . . . . \$2
- 020911905 Orc Warboss Shield . . . . . \$1
- 020911906 Orc Wyvern Horns . . . . . \$2
- 020911907 Orc Wyvern Body & Head . . . . . \$6
- 020911908 Orc Wyvern Tail . . . . . \$4
- 020911909 Orc Wyvern Leg . . . . . \$2.50
- 020911910 Orc Wyvern Lower Body . . . . . \$6
- 99380299002 Dragon Wing Set . . . . . \$12

#### Mounted Orc Warlord

- 020904801 Orc Warlord Body . . . . . \$5
- 020904802 Orc Warlord Head . . . . . \$2
- 020904803 Orc Warlord Sword Arm . . . . . \$2
- 020904804 Orc Warlord Banner Pole . . . \$1.50
- 020904805 Orc Warlord Boar Head . . . . . \$2
- 020904806 Orc Warlord Boar Tusks . . . . . \$0.50
- 99389999009 Boar Body . . . . . \$2
- 99389999017 Boar Head . . . . . \$1

#### Savage Orc Shaman

- 020913201 Savage Orc Shaman Body . . . \$5.50
- 020913202 Savage Orc Shaman Head . . . \$2.50
- 020913203 Savage Orc Shaman Ju Ju Stick . . \$1.50

#### Special Characters

##### Grimgor Ironhide

- 020912101 Grimgor's Body . . . . . \$5.50
- 020912102 Grimgor's Axe . . . . . \$3.50
- 020912103 Grimgor's Head . . . . . \$2.50

##### Wurrzag Ud Ura Zahubu

- 020913301 Wurrzag's Body . . . . . \$8.50
- 020913302 Wurrzag's Hand . . . . . \$2.50
- 020913303 Wurrzag's Head & Mask . . . . \$3.50

### Metal Bitz & Plastic Sprues – Core

#### Goblin Regiment

- 99380209005 Goblin Sprue A . . . . . \$6.25
- 99380209006 Goblin Sprue B . . . . . \$5
- 99360209001 Goblin Shield Sprue . . . . . \$1.50

#### Goblin Wolf Boyz Regiment

- 99380209005 Goblin Sprue A . . . . . \$6.25
- 99380209006 Goblin Sprue B . . . . . \$5
- 99360209001 Goblin Shield Sprue . . . . . \$1.50
- 99380299005 Wolf Head & Body Sprue . . . . \$3

#### Night Goblin Fanatics

- 020905801 Night Goblin Fanatic 1 Body . . . \$3
- 020905802 Night Goblin Fanatic 1 Ball & Chain . . \$1
- 020905803 Night Goblin Fanatic 2 Body . . . \$3
- 020905804 Night Goblin Fanatic 2 Ball & Chain . . \$1
- 020905805 Night Goblin Fanatic 3 Body . . . \$3
- 020905806 Night Goblin Fanatic 3 Ball & Chain . . \$1
- 020905807 Night Goblin Fanatic 4 Body . . . \$3
- 020905808 Night Goblin Fanatic 4 Ball & Chain . . \$1

#### Night Goblin Netters

- 020912901 Night Goblin Netter 1 . . . . . \$3.50
- 020912902 Night Goblin Netter 2 . . . . . \$3.50
- 020912903 Night Goblin Netter 3 . . . . . \$3.50

#### Night Goblin Regiment

- 99360299005 Night Goblin Shields . . . . . \$1.50
- 99380209001 Night Goblin Regiment Sprue . . \$6.25
- 99380299001 Regiment Command Sprue . . . \$5

#### Orc Regiment

- 99380209002 Orc Regiment Sprue . . . . . \$6.25
- 99360299004 Orc Regiment Shield Sprue . . \$1.50
- 99380209003 Orc Command Sprue . . . . . \$5
- 99380209004 Orc Boyz/Arrer Boyz Sprue . . . \$10

#### Savage Orcs

- 020912001 Savage Orc 1 (Dagger) . . . . . \$3.50
- 020912002 Savage Orc 2 (Hammer) . . . . . \$3.50
- 020912003 Savage Orc 4 . . . . . \$3.50
- 020912004 Savage Orc 3 (Pick) . . . . . \$3.50
- 020913101 Savage Orc Champion Arm . . . . . \$2
- 020913102 Savage Orc Champion Body . . . \$3
- 020913103 Savage Orc Champion Head . . . \$1
- 020913104 Savage Orc Musician . . . . . \$3
- 020913105 Savage Orc Standard Bearer . . . \$3
- 020913106 Savage Orc Standard Top . . . . . \$2

### Metal Bitz & Plastic Sprues – Special

#### Black Orcs

- 020911501 Black Orc Body 1 . . . . . \$3.50
- 020911502 Black Orc Body 2 (Mace) . . . \$3.50
- 020911503 Black Orc Body 3 . . . . . \$3.50
- 020911504 Black Orc Body 4 (Sword) . . . \$3.50
- 020911505 Black Orc Head Sprue 1 . . . . . \$1.50
- 020911506 Black Orc Head Sprue 2 . . . . . \$1.50
- 020911601 Black Orc Drummer . . . . . \$3.50
- 020911602 Black Orc Standard Top . . . . . \$3
- 020911603 Black Orc Standard Bearer . . \$3.50

#### Goblin Rock Lobba

- 020912301 Rock Lobba Crew 1 . . . . . \$2.50
- 020912302 Rock Lobba Crew 2 . . . . . \$2.50
- 020912303 Rock Lobba Winch . . . . . \$1.25
- 020912304 Rock Lobba Boss . . . . . \$3.50
- 020912305 Rock Lobba Uprights . . . . . \$4.75
- 020912306 Rock Lobba Crew 3 . . . . . \$2.50
- 020912307 Rock Lobba Snotling Spotter . . \$2.50
- 020912308 Rock Lobba Base . . . . . \$6
- 020912309 Rock Lobba Counter Balance . . \$2.50
- 020912310 Rock Lobba Strut . . . . . \$2.50
- 020912311 Rock Lobba Arm . . . . . \$2.50
- 029901009 Rock . . . . . \$0.50

#### Goblin Spear Chukka

- 020911801 Spear Chukka Crew 1 . . . . . \$2

020911802	Spear Chukka Crew 2	.....\$2
020911803	Spear Chukka Crew 3	.....\$2
020911804	Spear Chukka Fairing	.....\$2
020911805	Spear Chukka Bow	.....\$3
020911806	Spear Chukka Front Support	.....\$2
020911807	Spear Chukka Stock	.....\$2
020911808	Spear Chukka Base	.....\$2
020911809	Spear Chukka Handles	.....\$1

**Goblin Wolf Chariot**

020900301	Goblin Chariot Yoke	.....\$2
020900302	Goblin Chariot Haft	.....\$4
020900303	Goblin Chariot Left Scythe	.....\$1
020900304	Goblin Chariot Right Scythe	.....\$1
020900305	Goblin Chariot Tail & Skulls 1	.....\$1
020900306	Goblin Chariot Tail & Skulls 2	.....\$1
020900307	Goblin Chariot Standard Top	.....\$1
020900308	Goblin Chariot Chassis	.....\$4
020900309	Goblin Chariot Side 1	.....\$2
020900310	Goblin Chariot Side 2	.....\$2
020900311	Goblin Chariot Standard Bearer	.....\$2
020900312	Goblin Chariot Driver	.....\$2
020900313	Goblin Chariot Archer	.....\$2
99380299005	Wolf Head & Body Sprue	.....\$3

**Squig Herders**

020912801	Night Goblin w/ Prodder 1	.....\$2.50
020912802	Night Goblin w/ Prodder 2	.....\$2.50
020912803	Night Goblin w/ Cymbals	.....\$2.50
020912804	Night Goblin w/ Squigpipes	.....\$2.50
020912805	Squig 1	.....\$2.50
020912806	Squig 2	.....\$2.50
020912807	Squig 3	.....\$2.50
020912808	Squig 4	.....\$2.50
020912809	Squig 5	.....\$2.50
020912810	Squig 6	.....\$2.50

**Squig Hoppers**

020913001	Squig Hopper (Hand on Hat)	.....\$5
020913002	Squig Hopper (Short Sword)	.....\$5
020913003	Squig Hopper (Riding Backwards)	.....\$5
020913004	Squig Hopper (Raised Fist)	.....\$5

**Orc Boar Boyz**

020902001	Orc Boar Boy Standard Body	.....\$3
020902002	Orc Boar Boy Standard Top	.....\$1
020902101	Orc Boar Boy Hornblower Body	.....\$3
020902102	Orc Boar Boy Hornblower Arm	.....\$2
020902201	Orc Boar Boy Boss	.....\$3
020904001	Orc Boar Boy Body 1	.....\$3.50
020904002	Orc Boar Boy Body 2	.....\$3.50
020904003	Orc Boar Boy Body 3	.....\$3.50
020904004	Orc Boar Boy Body 4	.....\$3.50
020904005	Orc Boar Boy Spear 1	.....\$2.50
020904006	Orc Boar Boy Spear 2	.....\$2.50
020904007	Orc Boar Boy Spear 3	.....\$2.50
99389999017	Boar Head Sprue	.....\$1
99389999009	Boar Body Sprue	.....\$2

**Orc Boar Chariot**

99390209001	Orc Chariot Sprue A	.....\$10
99390209002	Orc Chariot Sprue B	.....\$10
99389999017	Boar Head Sprue	.....\$1
99389999009	Boar Body Sprue	.....\$2

**Savage Orc Boar Boyz**

020913401	Savage Boar Boy Musician Head	.....\$1.25
020913402	Savage Boar Boy Champion Head	.....\$2.25
020913403	Savage Boar Boy Standard Head	.....\$1.25
020913404	Orc Boar Boy Command Body 1	.....\$4.50
020913405	Orc Boar Boy Command Body 2	.....\$4.50
020913406	Orc Boar Boy Command Body 3	.....\$4.50
020913407	Savage Boar Boy Horn	.....\$2.25
020913408	Savage Boar Boy Standard Top	.....\$2.25
020913409	Savage Boar Boy Champion Arm	.....\$3
020913410	Savage Boar Boy Standard Pole	.....\$2.25

020913501	Savage Orc Boar Boy Head 1	.....\$1.75
020913502	Savage Orc Boar Boy Head 2	.....\$1.75
020913503	Savage Orc Boar Boy Head 3	.....\$1.75
020913504	Savage Orc Boar Boy Head 4	.....\$1.75
020913505	Savage Orc Boar Boy Body 1	.....\$4.50
020913506	Savage Orc Boar Boy Body 2	.....\$4.50
020913507	Savage Orc Boar Boy Body 3	.....\$4.50
020913508	Savage Orc Boar Boy Body 4	.....\$4.50
020913509	Savage Orc Boar Boy Spear 1	.....\$3
020913510	Savage Orc Boar Boy Spear 2	.....\$3
99389999017	Boar Head Sprue	.....\$1
99389999009	Boar Body Sprue	.....\$2

**Metal Bitz - Rare**

**Giant**

020912701	Giant Left Leg	.....\$3
020912702	Giant Right Leg	.....\$3
020912703	Giant Racked Sheep	.....\$2.50
020912704	Giant Captive Halfling	.....\$2.50
020912705	Giant Left Arm	.....\$3
020912706	Giant Cowering Civilian	.....\$3
020912707	Giant Head w/ Cap & Mask	.....\$3
020912708	Giant Chest	.....\$4
020912709	Giant Right Arm w/ Club	.....\$5
020912710	Giant Back	.....\$6
020912711	Giant Bare Head	.....\$3
020912712	Giant Bag	.....\$3

**Doom Diver**

020910901	Doom Diver Ramp	.....\$3.50
020910902	Doom Diver Ramp Support	.....\$6
020910903	Doom Diver Ramp Base	.....\$2.50
020910904	Doom Diver Catapult	.....\$2.50
020910905	Doom Diver Snotling Pullers	.....\$4.75
020910906	Goblin Flying Doom Diver	.....\$4.75
020910907	Doom Diver Snotling w/ Mallet	.....\$2.50
020910908	Goblin Doom Diver Torso	.....\$3.50
020910909	Doom Diver Hook	.....\$1.25
020910910	Goblin Doom Diver Legs	.....\$1.25

**River Trolls**

029900601	River Troll Body 1	.....\$13.50
029900602	River Troll Body 2	.....\$13.50
029900603	River Troll Body 3	.....\$13.50
029900604	River Troll Head 1	.....\$2.50
029900605	River Troll Head 2	.....\$2.50
029900606	River Troll Head 3	.....\$2.50

**Snotling Pump Wagon**

020913601	Snotling 1	.....\$1.50
020913602	Snotling 2	.....\$1.50
020913603	Snotling 3	.....\$1.50
020913604	Snotling 4	.....\$1.50
020913605	Snotling Pumper 1	.....\$1.50
020913606	Snotling 6	.....\$1.50
020913607	Snotling 7	.....\$1.50
020913608	Snotling Pumper 2	.....\$1.50
020913609	Pump Wagon Base	.....\$5
020913610	Pump Wagon Fairing	.....\$3.75
020913611	Pump Wagon Pump	.....\$3.75
020913612	Pump Wagon Wheels	.....\$3.75
020913613	Pump Wagon Scythes	.....\$2
020913614	Pump Wagon Mast	.....\$3.75
020913615	Pump Wagon Steering Wheel	.....\$3.75

**Stone Trolls**

029900701	Stone Troll w/ Stone Hammer	.....\$15
029900702	Stone Troll w/ Axe	.....\$15
029900703	Stone Troll w/ Bone Club	.....\$15
029900705	Stone Troll Head 2	.....\$2
029900706	Stone Troll Head 3	.....\$2
029900707	Stone Troll Body w/ Rock	.....\$15
029900708	Stone Troll Body w/ Two-Handed Axe	.....\$13
029900709	Stone Troll Body	.....\$13

w/ Axe & Bone Club .....\$13

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**Complete Models - Lords & Heroes**

**Special Characters**

MO 0075	Azhag the Slaughterer	.....\$35
	<i>Includes 1 model</i>	
MO 0076	Gorfang Rotgut	.....\$8
	<i>Includes 1 model</i>	
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	<i>Includes 1 model</i>	
MO 0078	Morglum Necksnapper	.....\$12
	<i>Includes 1 model</i>	
MO 0079	Skarsnik & Gobbla	.....\$12
	<i>Includes 2 models</i>	

**Metal Bitz & Plastic**

**Sprues - Lords & Heroes**

**Goblin Shaman**

020902604	Night Goblin Shaman (Staff w/ Puppet)	.....\$5
020902609	Night Goblin Shaman (Staff w/ Tassels)	.....\$5
020903501	Forest Goblin Shaman 1	.....\$5

**Night Goblin Command**

MB4-1	Night Goblin Hero	.....\$2.50
MB4-2	Night Goblin Musician	.....\$2.50

**Orc Shaman**

079902301	Orc Shaman w/ Staff & Knife	.....\$8
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**Orc Warlord**

079902401	Orc Warlord Gorgut w/ Sword & Axe	.....\$8
079901207	Squig Hound	.....\$3.75
079902406	Bogoff the Snotling	.....\$2.50

**Savage Orc Command**

020900403	Savage Orc Shaman 1	.....\$8
020900410	Savage Orc Shaman 2	.....\$8
020900501	Savage Orc Boar Boy Shaman	.....\$8
020904401	Savage Orc Boar Boy Boss	.....\$5
020904402	Savage Orc Boar Boy Standard	.....\$5
020904403	Savage Orc Boar Boy Standard Top	.....\$5
020904404	Savage Orc Boar Boy Hornblower	.....\$5

**Special Characters**

**Azhag the Slaughterer**

020904701	Wyvern Head	.....\$5.25
020904702	Wyvern Right Leg	.....\$3
020904703	Wyvern Tail	.....\$5.25
020904704	Wyvern Body	.....\$9
020904705	Wyvern Neck	.....\$5.25
020904706	Azhag Body	.....\$6.50
020904707	Azhag Head	.....\$3
020904708	Azhag Left Arm	.....\$3
020904709	Wyvern Saddle	.....\$3
020904710	Wyvern Harness	.....\$4.25
020904711	Azhag Banner Pole	.....\$4.25
99380299002	Dragon Wing Sprues	.....\$12

**Gorfang Rotgut**

020901001	Gorfang Rotgut	.....\$8
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**Grom the Paunch**

020904101	Grom the Paunch	.....\$10.50
020904102	Niblit Banner Bearer	.....\$2.50
020904103	Grom Chariot Haft	.....\$5.25
020904104	Grom Chariot Yoke	.....\$5.25
020904105	Grom Chariot Skull Yoke Head	.....\$3
020904106	Grom Chariot Base	.....\$6.50
99380299005	Wolf Head & Body Sprue	.....\$3

**Morglum Necksnapper**

020901101	Morglum Necksnapper Body	.....\$4
020901102	Morglum Necksnapper Head	.....\$2
020901103	Morglum Necksnapper Left Arm	.....\$2
020901104	Morglum Necksnapper Right Arm	.....\$2
020901105	Morglum Necksnapper Banner	.....\$2

020901106	Morglum Necksnapper Boar Head	.. \$3
020901107	Orc Warboar Tail Sprue	.. \$1.25
99389999009	Boar Body Sprue	.. \$2
<b>Skarsnik &amp; Gobbla</b>		
020902901	Skarsnik	.. \$8
020902902	Gobbla	.. \$5

## Metal Bitz & Plastic Sprues - Core

### Goblins

020903001	Goblin w/ Spear 10	.. \$2.50
020903002	Goblin w/ Spear 11	.. \$2.50
020903003	Goblin w/ Club 2	.. \$2.50
020903004	Goblin w/ Axe 4	.. \$2.50
020903005	Goblin w/ Mace 1	.. \$2.50
020903006	Goblin w/ Sword 21	.. \$2.50
020903007	Goblin w/ Sword 22	.. \$2.50
020903008	Goblin w/ Sword 23	.. \$2.50
020903009	Goblin w/ Sword 24	.. \$2.50
020903010	Goblin w/ Sword 25	.. \$2.50
020903011	Goblin w/ Sword 26	.. \$2.50
020903012	Goblin w/ Sword 27	.. \$2.50
020903013	Goblin w/ Sword 28	.. \$2.50
020903014	Goblin w/ Axe 5	.. \$2.50
020903015	Goblin w/ Club 1	.. \$2.50
020903016	Goblin Standard Bearer 1	.. \$3
020903017	Goblin Standard Bearer 2	.. \$3
020903018	Goblin Standard Bearer 3	.. \$3
079901205	Gubbinz the Goblin Jester	.. \$3.75
99369999004	Small Round Shield Sprue	.. \$1

### Goblin Wolf Riders

020903705	Goblin Wolf Rider	
	Archer w/ Sword	.. \$2.50
020903706	Goblin Wolf Rider Archer 1	.. \$2.50
020903707	Goblin Wolf Rider w/ Sword 1	.. \$2.50
020903708	Goblin Wolf Rider w/ Sword 2	.. \$2.50
020903709	Goblin Wolf Rider w/ Axe	.. \$2.50
020903710	Goblin Wolf Rider	
	w/ Spiked Club	.. \$2.50
020903711	Goblin Wolf Rider Archer 2	.. \$2.50
020903712	Goblin Wolf Rider Archer 3	.. \$2.50
020903713	Goblin Wolf Rider w/ Spear 1	.. \$2.50
020903714	Goblin Wolf Rider w/ Spear 2	.. \$2.50
020903715	Goblin Wolf Rider w/ Spear 3	.. \$2.50
020903716	Goblin Wolf Rider w/ Spear 4	.. \$2.50
020903801	Goblin Wolf Rider Boss	.. \$3
020903802	Goblin Wolf Rider Big Boss	.. \$3
020903803	Goblin Wolf Rider Horn Blower	.. \$3
020903804	Goblin Wolf Rider Banner Bearer	.. \$3
99369999004	Small Round Shield Sprue	.. \$1

### Night Goblin Regiment

020911001	Night Goblin Leader Head	.. \$1.25
020911002	Night Goblin Sword Arm	.. \$1.25
020911003	Night Goblin Standard Arm	.. \$1.25
020911004	Night Goblin Musician Gong	.. \$1.25
020911005	Night Goblin Musician Arm	.. \$1.25

### Night Goblins

020902501	Night Goblin Archer 3	.. \$2.50
020902502	Night Goblin Archer 4	.. \$2.50
020902504	Night Goblin w/ Spear 2	.. \$2.50
020902505	Night Goblin w/ Spear 1	.. \$2.50
020902506	Night Goblin w/ Spear 3	.. \$2.50
020902507	Night Goblin w/ Club 1	.. \$2.50
020902508	Night Goblin w/ Flail 1	.. \$2.50
020902509	Night Goblin w/ Axe 1	.. \$2.50
020902510	Night Goblin w/ Mace 1	.. \$2.50
020902511	Night Goblin Archer 1	.. \$2.50
020902512	Night Goblin Archer 2	.. \$2.50
020902513	Night Goblin w/ Sword 1	.. \$2.50
020902514	Night Goblin w/ Axe 2	.. \$2.50
020902515	Night Goblin w/ Spear 5	.. \$2.50
020902516	Night Goblin w/ Spear 4	.. \$2.50

020902517	Night Goblin w/ Axe 3	.. \$2.50
020902701	Night Goblin Banner Bearer 1	.. \$3
020902702	Night Goblin Champion 1	.. \$3
020902703	Night Goblin War Gong 1	.. \$3
020902705	Night Goblin Champion 2	.. \$3
020902706	Night Goblin Leader	.. \$3
020902707	Night Goblin War Gong 2	.. \$3
020902708	Night Goblin Banner Bearer 2	.. \$3
020902710	Night Goblin Banner Bearer 3	.. \$3
020902801	Night Goblin Fanatic 1	.. \$2.50
020903201	Night Goblin Netter 1	.. \$2.50
020903202	Night Goblin Netter 2	.. \$2.50
020903203	Night Goblin Clubber 1	.. \$2.50
020903204	Night Goblin Clubber 2	.. \$2.50
020903205	Night Goblin Clubber 4	.. \$2.50
020903206	Night Goblin Clubber 3	.. \$2.50
020903207	Night Goblin Netter 3	.. \$2.50
020903208	Night Goblin Netter 4	.. \$2.50
99369999004	Small Round Shield Sprue	.. \$1

### Orc Regiment

020911201	Orc Boss Head	.. \$1.25
020911202	Orc Boss Sword	.. \$2
020911203	Orc Boss Hornblower Arm	.. \$2
020911204	Orc Boss Standard Pole	.. \$2
020911205	Orc Boss Standard Top	.. \$1.25
99369999006	Large Round Shield Sprue	.. \$1

### Orc Big 'Uns

020901701	Big 'Un w/ Sword	.. \$3.75
020901702	Big 'Un w/ Axe	.. \$3.75
020901703	Big 'Un w/ Mace	.. \$3.75
020901801	Big 'Un Banner Bearer	.. \$3.75
020901802	Big 'Un Banner Top	.. \$1.25
020901803	Big 'Un Drummer	.. \$3.75
020901901	Big 'Un Boss	.. \$3.75
99369999006	Large Round Shield Sprue	.. \$1

### Savage Orcs

020904301	Savage Orc Boar Boy w/ Club 2	.. \$5
020904302	Savage Orc Boar Boy w/ Club 1	.. \$5
020900601	Savage Orc Boar Boy w/ Spear 1	.. \$6.25
020900602	Savage Orc Boar Boy w/ Spear 2	.. \$6.25
020900701	Savage Orc w/ Club & Bow	.. \$3.75
020900702	Savage Orc w/ Bow 1	.. \$3.75
020900703	Savage Orc w/ Bow 2	.. \$3.75
020900704	Savage Orc w/ Bow 3	.. \$3.75
020900705	Savage Orc w/ Bow 4	.. \$3.75
020900706	Savage Orc w/ Bow 5	.. \$3.75
020900707	Savage Orc w/ Bow 6	.. \$3.75
020900708	Savage Orc w/ Bow 7	.. \$3.75
020900709	Savage Orc w/ Bow 8	.. \$3.75
020900710	Savage Orc w/ Bow 9	.. \$3.75
020900711	Savage Orc w/ Bow 10	.. \$3.75
020900712	Savage Orc w/ Bow 11	.. \$3.75
020900713	Savage Orc w/ Bow 12	.. \$3.75
020900714	Savage Orc w/ Bow & Knife	.. \$3.75
020900715	Savage Orc w/ Bow 13	.. \$3.75
020900716	Savage Orc w/ Bow 14	.. \$3.75
020904201	Savage Orc w/ Spear 1	.. \$3.75
020904202	Savage Orc w/ Spear 2	.. \$3.75
020904203	Savage Orc w/ Spiked Club 1	.. \$3.75
020904204	Savage Orc w/ Spiked Club 2	.. \$3.75
020904205	Savage Orc w/ Stone Hammer 1	.. \$3.75
020904206	Savage Orc w/ Club	.. \$3.75
020904207	Savage Orc w/ Stone Axe 1	.. \$3.75
020904208	Savage Orc w/ Stone Axe 2	.. \$3.75
020904211	Savage Orc w/ Spiked Club 3	.. \$3.75
020904212	Savage Orc w/ Stone Hammer 2	.. \$3.75
020904213	Savage Orc w/ Stone Hammer 3	.. \$3.75
020904214	Savage Orc w/ Stone Hammer 4	.. \$3.75
020904215	Savage Orc w/ Stone Hammer 5	.. \$3.75
020904216	Savage Orc w/ Stone Hammer 6	.. \$3.75
020901204	Savage Orc Hornblower	.. \$4

020901205	Savage Orc Banner Bearer 1	.. \$4
020901206	Savage Orc Drummer	.. \$4
020901207	Savage Orc Banner Bearer 2	.. \$4
020901301	Savage Orc Boss 1	.. \$4
020901302	Savage Orc Big Boss 1	.. \$4
020901308	Savage Orc Boss 2	.. \$4
020901309	Savage Orc Big Boss 2	.. \$4
99369999006	Large Round Shield Sprue	.. \$1

### Forest Goblins

020903401	Forest Goblin w/ Bow 1	.. \$2.50
020903402	Forest Goblin w/ Bow 2	.. \$2.50
020903403	Forest Goblin w/ Bow 3	.. \$2.50
020903404	Forest Goblin w/ Bow 4	.. \$2.50
020903405	Forest Goblin w/ Spear 1	.. \$2.50
020903406	Forest Goblin w/ Spear 2	.. \$2.50
020903407	Forest Goblin w/ Axe 1	.. \$2.50
020903408	Forest Goblin w/ Axe 2	.. \$2.50
020903409	Forest Goblin w/ Sword 1	.. \$2.50
020903410	Forest Goblin w/ Sword 2	.. \$2.50
020903411	Forest Goblin w/ Sword 3	.. \$2.50
020903412	Forest Goblin w/ Sword 4	.. \$2.50
020903502	Forest Goblin Drummer 1	.. \$3
020903503	Forest Goblin Banner Bearer 2	.. \$3
020903504	Forest Goblin Boss 1 w/ Axe	.. \$3
020903505	Forest Goblin Banner Bearer 3	.. \$3
020903506	Forest Goblin Boss 2 w/ Axe	.. \$3
020903601	Forest Goblin Spider Legs	.. \$2.50
020903602	Forest Goblin Spider Body 1	.. \$2.50
020903603	Forest Goblin Spider Body 2	.. \$2.50
020903604	Forest Goblin Spider Rider 1	.. \$2.50
020903605	Forest Goblin Spider Rider Boss	.. \$3
020903606	Forest Goblin Spider	
	Rider Standard	.. \$3
020903607	Forest Goblin Spider Rider 2	.. \$2.50
020903608	Forest Goblin Spider	
	Rider Leader	.. \$3
020903609	Forest Goblin Spider Rider 3	.. \$2.50
99369999004	Small Round Shield Sprue	.. \$1

## Metal Bitz & Plastic Sprues - Special

### Goblin Chariot

020900314A	Three Wolf Chariot Haft	.. \$5.25
020900314B	Three Wolf Chariot Yoke	.. \$5.25
020900314C	Three Wolf Chariot Support	.. \$3

### Night Goblins

020903101	Night Goblin Squig Hopper 1	.. \$6.50
020903102	Night Goblin Squig Hopper 2	.. \$6.50
020903103	Night Goblin Squig Hopper 3	.. \$6.50
020903104	Night Goblin Squig Hopper 4	.. \$6.50
020903301	Night Goblin Squig Hunters 1	.. \$6.50
020903302	Cave Squig 1	.. \$2.50
020903303	Cave Squig 2	.. \$2.50
020903304	Cave Squig 3	.. \$2.50
020903305	Night Goblin Squig Hunters 2	.. \$6.50
020903306	Cave Squig 4	.. \$2.50
020903307	Cave Squig 5	.. \$2.50
020903308	Cave Squig 6	.. \$2.50
020903309	Cave Squig 7	.. \$2.50

### Rock Lobber

020904501	Rock Lobber Upright	.. \$6
020904502	Rock Lobber Chassis	.. \$5
020904503	Rock Lobber Throwing Arm	.. \$4
020904504	Rock Lobber Counter	
	Balance Half A	.. \$2
020904505	Rock Lobber Counter	
	Balance Half B	.. \$2
020904506	Rock Lobber Winch Handles	.. \$1
020904507	Rock Lobber Hand	.. \$2
020904508	Rock Lobber Commander	.. \$3.75
020904509	Rock Lobber Spotter	.. \$3.75
020904510	Rock Lobber Loader	.. \$3.75

99369999006 Large Round Shield Sprue . . . . . \$1

**Metal Bitz – Rare**

- Giant**
- 020904601 Giant Body Front . . . . . \$6
  - 020904602 Giant Body Back . . . . . \$6
  - 020904603 Giant Head . . . . . \$5
  - 020904604 Giant Sword . . . . . \$3
  - 020904605 Giant Ale Barrel . . . . . \$3
  - 020904606 Giant Left Leg . . . . . \$5
  - 020904607 Giant Right Leg . . . . . \$5
  - 020904608 Giant Club . . . . . \$6
  - 020904609 Giant Right Arm . . . . . \$4
  - 020904610 Giant Left Arm . . . . . \$5

- Snotling Pump Wagon**
- 020902301 Pump Wagon Left Side . . . . . \$4
  - 020902302 Pump Wagon Right Side . . . . . \$4
  - 020902303 Pump Wagon Roof . . . . . \$4
  - 020902304 Pump Wagon Wheel 1 . . . . . \$1.25
  - 020902305 Pump Wagon Roller . . . . . \$3
  - 020902306 Pump Wagon Pump Base . . . . . \$1.25
  - 020902307 Pump Wagon Drive Belt . . . . . \$1.25
  - 020902308 Pump Wagon Handle . . . . . \$1.25
  - 020902309 Pump Wagon Chassis . . . . . \$5.25
  - 020902310 Pump Wagon Wheel 2 . . . . . \$1.25
  - 020902311 Snotling Pump Handle Crew 1 . . . \$1.50
  - 020902312 Snotling Pump Handle Crew 2 . . . \$1.50
  - 020902314 Snotling 9 . . . . . \$1.50
  - 020902316 Snotling 10 . . . . . \$1.50
  - 020902319 Snotling 6 . . . . . \$1.50
  - 020902322 Snotling 8 . . . . . \$1.50
  - 020902323 Snotling 5 . . . . . \$1.50
  - 020902324 Snotling 4 . . . . . \$1.50
  - 020902325 Snotling Crew 1 . . . . . \$3
  - 020902326 Snotling Crew 2 . . . . . \$3
  - 020902327 Snotling Crew 3 . . . . . \$3

**CLASSIC RANGE**



**Savage Orc Shaman 1**  
020900403



**Savage Orc Shaman 2**  
020900410



**Orc Shaman w/ Staff & Knife**  
079902301



**Night Goblin Shaman (Staff w/ Puppet)**  
020902604



**Night Goblin Shaman (Staff w/ Tassels)**  
020902609



**Forest Goblin Shaman 1**  
020903501



**Bogoff The Snotling**  
079902406



**Night Goblin Hero**  
MB4-1



**Squig Hound**  
079901207

*Below: Gorfang Rotgut was painted by William "Goat" Stilwell in the US Graphics Department.*



**Skarsnik & Gobbla**  
MO 0079

**Skarsnik**  
020902901



**Gobbla**  
020902902



**Night Goblin Musician**  
MB4-2



**Orc Warlord Gorgut w/ Sword & Axe**  
079902401

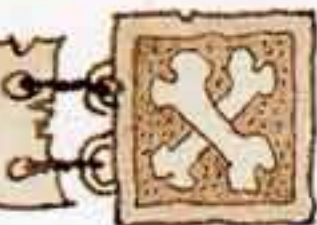


**MO 0076 Gorfang Rotgut**  
020901001





## CLASSIC RANGE



**Morglum Necksnapper**  
MO 0078



**Morglum Necksnapper Body**  
020901101

**Morglum Necksnapper Head**  
020901102



**Morglum Necksnapper Left Arm**  
020901103



**Morglum Necksnapper Right Arm**  
020901104

*Note: This model comes with the Boar Body sprue (99389999009).*



**Morglum Necksnapper Boar Tail Sprue**  
020901107



**Morglum Necksnapper Boar Head**  
020901106



**Morglum Necksnapper Banner**  
020901105



**Orc Boss Standard Pole**  
020911204



**Orc Boss Head**  
020911201



**Orc Boss Sword**  
020911202



**Orc Boss Hornblower Arm**  
020911203



**Orc Boss Standard Top**  
020911205

*Note: These models use the Large Round Shield sprue (99369999006).*

**Orc Big 'Un Banner Top**  
020901802



**Orc Big 'Un w/ Sword**  
020901701



**Orc Big 'Un w/ Axe**  
020901702



**Orc Big 'Un w/ Mace**  
020901703



**Orc Big 'Un Banner Bearer**  
020901801



**Orc Big 'Un Drummer**  
020901803



**Orc Big 'Un Boss**  
020901901

Note: This model comes with the Dragon Wing sprues (99380299002).



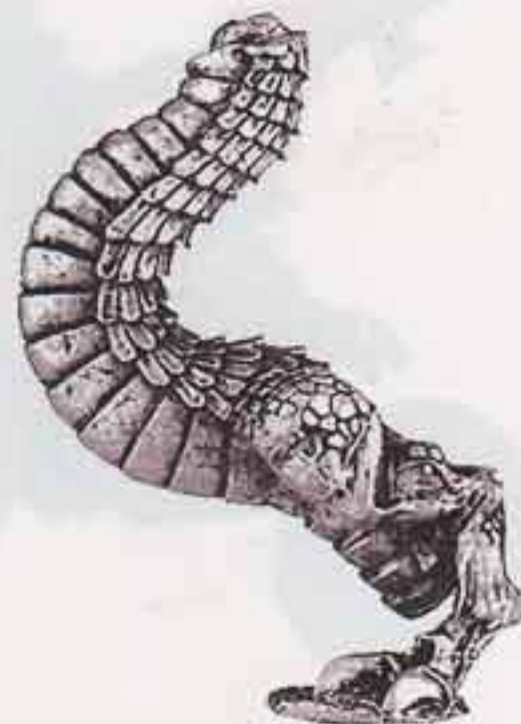
CLASSIC RANGE



**Azhag the Slaughterer**  
MO 0075



**Azhag Banner Pole**  
020904711



**Wyvern Body**  
020904704



**Wyvern Tail**  
020904703



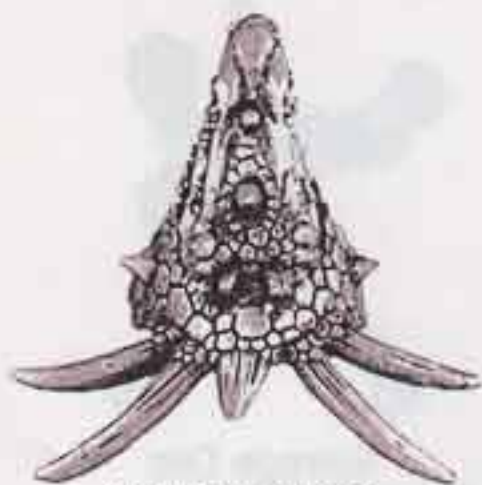
**Wyvern Harness**  
020904710



**Wyvern Neck**  
020904705



**Azhag Saddle**  
020904709



**Wyvern Head**  
020904701



**Wyvern Right Leg**  
020904702



**Azhag Body**  
020904706



**Azhag Left Arm**  
020904708



**Azhag Head**  
020904707

## CLASSIC RANGE



**Grom the Paunch**  
MO 0077

Grom the Paunch is seen here mounted in his battle Chariot with the ever loyal (or at least as loyal as a Goblin can be) banner waver Niblit by his side. Grom wields his mighty axe Elf-Biter, while the massive Chariot pulled by three Wolves takes the Goblins into battle

*Note: This model comes with the Wolf Head and Body sprues (99380299005).*



**Niblit Banner Bearer**  
020904102



**Grom the Paunch**  
020904101



**Grom Chariot Base**  
020904106



**Grom Chariot Haft**  
020904103



**Grom Chariot Yoke**  
020904104



**Grom Chariot Skull Yoke Head**  
020904105



**Savage Orc Boar Boy Shaman**  
020900501



**Savage Orc Boar Boy Boss**  
020904401



**Savage Orc Boar Boy Standard**  
020904402



**Savage Orc Boar Boy Standard Top**  
020904403



**Savage Orc Boar Boy Hornblower**  
020904404



CLASSIC RANGE



Night Goblin Clubber 1  
020903203



Night Goblin Netter 1  
020903201



Night Goblin Netter 2  
020903202



Night Goblin Netter 3  
020903207



Night Goblin Netter 4  
020903208



Night Goblin Clubber 2  
020903204



Night Goblin Fanatic 1  
020902801



Night Goblin Musician Arm  
020911005



Night Goblin Leader Head  
020911001



Night Goblin Clubber 3  
020903206



Night Goblin Sword Arm  
020911002



Night Goblin Standard Arm  
020911003



Night Goblin Musician Gong  
020911004



Night Goblin Clubber 4  
020903205

## CLASSIC RANGE

*Note: These models come with the Wolf Head and Body sprues (99380299005).*



*Note: Some of these models use the Small Round Shield sprue (99369999004) shown on the opposite page.*





CLASSIC RANGE



Goblin w/ Spear 10  
020903001



Goblin w/ Spear 11  
020903002



Goblin w/ Sword 21  
020903006



Goblin w/ Sword 22  
020903007



Goblin w/ Sword 23  
020903008



Goblin w/ Sword 24  
020903009



Goblin w/ Sword 25  
020903010



Goblin w/ Sword 26  
020903011



Goblin w/ Sword 27  
020903012



Goblin w/ Sword 28  
020903013



Goblin w/ Axe 4  
020903004



Goblin w/ Axe 5  
020903014



Goblin w/ Club 1  
020903015



Goblin w/ Club 2  
020903003



Goblin w/ Mace 1  
020903005

*Note: Many of these models use the Small Round Shield sprue (99369999004).*



Gubbinz the  
Goblin Jester  
079901205



Goblin Standard  
Bearer 1  
020903016



Goblin Standard  
Bearer 2  
020903017



Goblin Standard  
Bearer 3  
020903018



Small Round Shield  
Sprue  
99369999004

## CLASSIC RANGE



*Note: Some of these models use the Small Round Shield sprue (99369999004) shown on the previous page.*



**Night Goblin War Gong 1**  
020902703



**Night Goblin War Gong 2**  
020902707



**Night Goblin Banner Bearer 1**  
020902701



**Night Goblin Banner Bearer 2**  
020902708



**Night Goblin Banner Bearer 3**  
020902710



**Night Goblin Champion 1**  
020902702



**Night Goblin Champion 2**  
020902705



**Night Goblin Leader**  
020902706



**Night Goblin w/ Axe 1**  
020902509



**Night Goblin w/ Axe 2**  
020902514



**Night Goblin w/ Axe 3**  
020902517



**Night Goblin Archer 1**  
020902511



**Night Goblin Archer 2**  
020902512



**Night Goblin Archer 3**  
020902501



**Night Goblin Archer 4**  
020902502



**Night Goblin w/ Mace 1**  
020902510



**Night Goblin w/ Sword 1**  
020902513



**Night Goblin w/ Flail 1**  
020902508



**Night Goblin w/ Spear 1**  
020902504



**Night Goblin w/ Spear 2**  
020902505



**Night Goblin w/ Spear 3**  
020902506



**Night Goblin w/ Spear 4**  
020902516



**Night Goblin w/ Spear 5**  
020902515



**Night Goblin w/ Club 1**  
020902507

*Note: Some of these models use the Large Round Shield sprue (99369999006) shown on p. 752.*

**CLASSIC RANGE**



**Savage Orc Big Boss 1**  
020901302



**Savage Orc Boss 1**  
020901301



**Savage Orc Drummer**  
020901206



**Savage Orc Banner Bearer 1**  
020901205



**Savage Orc Banner Bearer 2**  
020901207



**Savage Orc w/ Stone Axe 1**  
020904207



**Savage Orc w/ Stone Axe 2**  
020904208



**Savage Orc Boss 2**  
020901308



**Savage Orc Big Boss 2**  
020901309



**Savage Orc Hornblower**  
020901204



**Savage Orc w/ Spear 1**  
020904201



**Savage Orc w/ Spear 2**  
020904202

**SHOWCASE**



*William "Goat" Stilwell won second place for Best Warhammer Regiment in the 1996 Games Day Golden Demon painting competition before he came to work for Games Workshop USA.*





## CLASSIC RANGE



*Note: These models use the Large Round Shield sprue (99369999006).*

*Note: This model comes with the Boar Head sprue (99389999017) and the Boar Body sprue (99389999009).*



**Savage Orc Boar Boy w/ Spear 1**  
020900601



**Savage Orc Boar Boy w/ Spear 2**  
020900602



**Savage Orc Boar Boy w/ Club 2**  
020904301



**Savage Orc Boar Boy w/ Club 1**  
020904302



**Savage Orc w/ Stone Hammer 1**  
020904205



**Savage Orc w/ Stone Hammer 2**  
020904212



**Savage Orc w/ Stone Hammer 3**  
020904213



**Savage Orc w/ Stone Hammer 4**  
020904214



**Savage Orc w/ Stone Hammer 5**  
020904215



**Savage Orc w/ Stone Hammer 6**  
020904216

## SHOWCASE



**Large Round Shield Sprue**  
99369999006



*Left: These Savage Orcs were painted by Brett DeWald who won first place in the Best Warhammer Unit category at the 1997 Golden Demon painting competition.*

*Note: Some of these models use the Large Round Shield sprue (99369999006) shown on the opposite page.*

**CLASSIC RANGE**



**Savage Orc  
w/ Spiked Club 1**  
020904203



**Savage Orc  
w/ Spiked Club 2**  
020904204



**Savage Orc  
w/ Spiked Club 3**  
020904211



**Savage Orc  
w/ Club & Bow**  
020900701



**Savage Orc  
w/ Club**  
020904206



**Savage Orc  
w/ Bow 1**  
020900702



**Savage Orc  
w/ Bow 2**  
020900703



**Savage Orc  
w/ Bow 3**  
020900704



**Savage Orc  
w/ Bow 4**  
020900705



**Savage Orc  
w/ Bow 5**  
020900706



**Savage Orc  
w/ Bow 6**  
020900707



**Savage Orc  
w/ Bow 7**  
020900708



**Savage Orc  
w/ Bow 8**  
020900709



**Savage Orc  
w/ Bow 9**  
020900710



**Savage Orc  
w/ Bow 10**  
020900711



**Savage Orc  
w/ Bow 11**  
020900712



**Savage Orc  
w/ Bow 12**  
020900713



**Savage Orc  
w/ Bow & Knife**  
020900714



**Savage Orc  
w/ Bow 13**  
020900715



**Savage Orc  
w/ Bow 14**  
020900716

**CLASSIC RANGE**



**Night Goblin Squig Hunters 1**  
020903301



**Night Goblin Squig Hunters 2**  
020903305



**Cave Squig 1**  
020903302



**Cave Squig 2**  
020903303



**Cave Squig 3**  
020903304



**Night Goblin Squig Hopper 1**  
020903101



**Night Goblin Squig Hopper 2**  
020903102



**Night Goblin Squig Hopper 3**  
020903103



**Night Goblin Squig Hopper 4**  
020903104



**Cave Squig 4**  
020903306



**Cave Squig 5**  
020903307



**Cave Squig 6**  
020903308



**Cave Squig 7**  
020903309



CLASSIC RANGE



Forest Goblin Spider Body 1  
020903602



Forest Goblin Spider Body 2  
020903603



Forest Goblin Spider Legs  
020903601



Forest Goblin Spider Rider Leader  
020903608

*Note: Some of these models use the Small Round Shield sprue (99369999004).*



Forest Goblin Spider Rider 1  
020903604



Forest Goblin Spider Rider 2  
020903607



Forest Goblin Spider Rider Standard  
020903606



Forest Goblin Spider Rider 3  
020903609

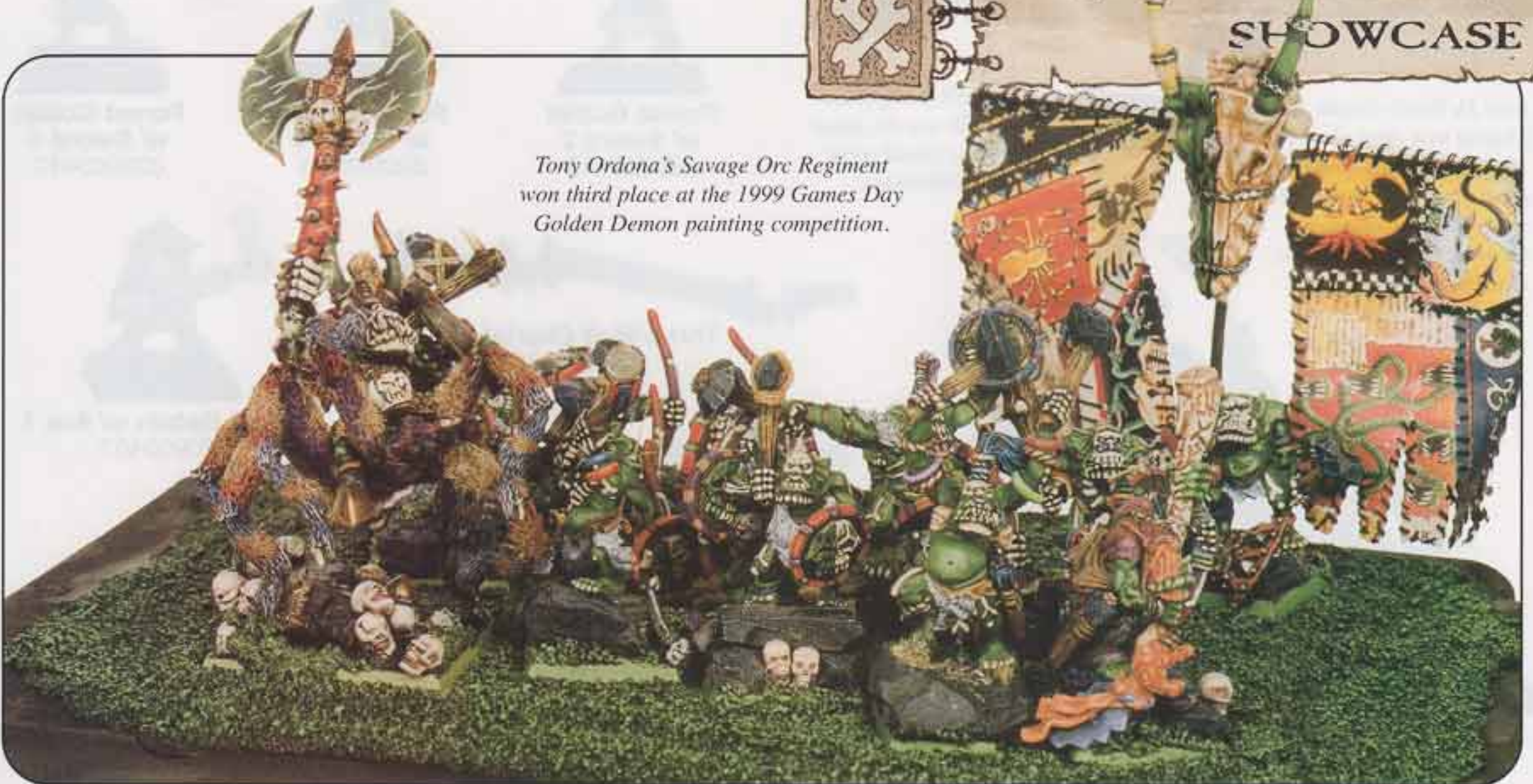


Forest Goblin Spider Rider Boss  
020903605



SHOWCASE

*Tony Ordon's Savage Orc Regiment won third place at the 1999 Games Day Golden Demon painting competition.*



## CLASSIC RANGE



**Forest Goblin Boss 1 w/ Axe**  
020903504



**Forest Goblin Boss 2 w/ Axe**  
020903506



**Forest Goblin w/ Spear 1**  
020903405



**Forest Goblin w/ Spear 2**  
020903406



**Forest Goblin Banner Bearer 2**  
020903503



**Forest Goblin Banner Bearer 3**  
020903505



**Forest Goblin w/ Bow 1**  
020903401



**Forest Goblin w/ Bow 2**  
020903402



**Forest Goblin w/ Bow 3**  
020903403



**Forest Goblin w/ Bow 4**  
020903404



**Forest Goblin Drummer 1**  
020903502



**Forest Goblin w/ Sword 1**  
020903409

## SHOWCASE



*Brett DeWald's Goblin Wolf Chariot won third place in the 1998 Games Day Golden Demon painting competition in the Best Warhammer Monster, Creature, or War Machine category.*

*Note: Some of these models use the Small Round Shield sprue (99369999004).*



**Forest Goblin w/ Sword 2**  
020903410



**Forest Goblin w/ Sword 3**  
020903411



**Forest Goblin w/ Sword 4**  
020903412



**Three-Wolf Chariot Haft**  
020900314A



**Three-Wolf Chariot Yoke**  
020900314B



**Three-Wolf Chariot Support**  
020900314C



**Forest Goblin w/ Axe 1**  
020903407



**Forest Goblin w/ Axe 2**  
020903408

CLASSIC RANGE



**Rock Lobber Upright**  
020904501



**Rock Lobber Winch Handles**  
020904506



*Note: The Rock Lobber Commander uses the Large Round Shield sprue (99369999006).*



**Rock Lobber Commander**  
020904508



**Rock Lobber Chassis**  
020904502



**Rock Lobber Throwing Arm**  
020904503



**Rock Lobber Loader**  
020904510



**Rock Lobber Counter Balance Half A**  
020904504



**Rock Lobber Counter Balance Half B**  
020904505



**Rock Lobber Hand**  
020904507



**Rock Lobber Spotter**  
020904509



## CLASSIC RANGE



**Giant Body Front**  
020904601



**Giant Head**  
020904603



**Giant Sword**  
020904604



**Giant Body Back**  
020904602



**Giant Barrel**  
020904605



For good eat'ns, I'll  
'eadbutt and stuff the  
enemy into bag if I  
don't squash 'em first.  
Afta' some bawlin'  
and jumpin', I be good  
and 'ungry.



**Giant Left Leg**  
020904606



**Giant Right Leg**  
020904607



**Giant Right Arm**  
020904609



**Giant Left Arm**  
020904610

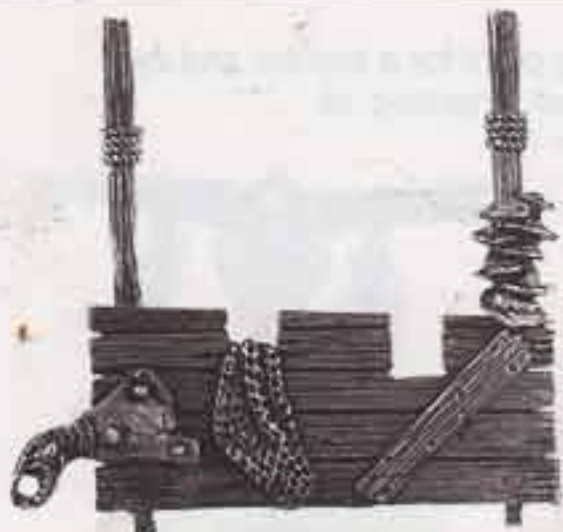


**Giant Club**  
020904608

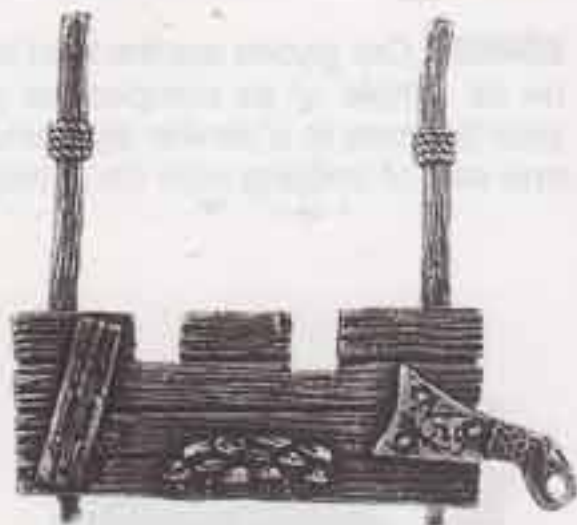
**758 ALL PRODUCTS IN THIS CATALOG CAN BE ORDERED FROM ANY PARTICIPATING DEALER**

All miniatures are supplied unpainted. Models, bits, and sprues are all shown actual size unless otherwise noted. Contents may vary slightly from those shown.

**CLASSIC RANGE**



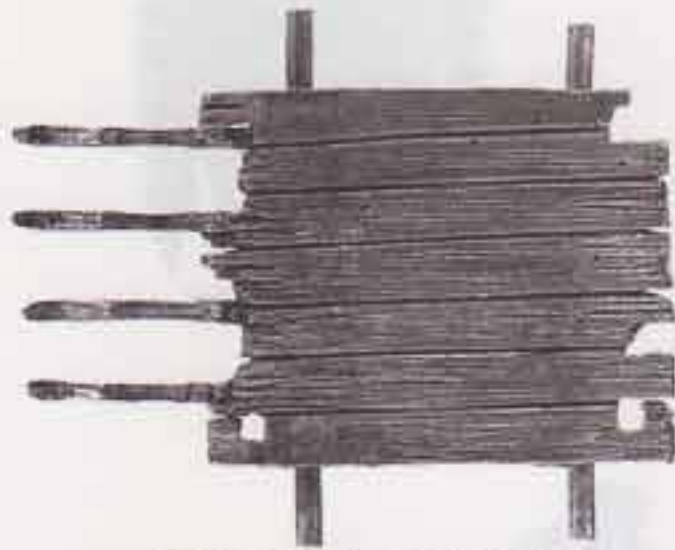
**Pump Wagon Left Side**  
020902301



**Pump Wagon Right Side**  
020902302



**Pump Wagon Roof**  
020902303



**Pump Wagon Chassis**  
020902309



**Pump Wagon Roller**  
020902305



**Pump Wagon Pump Base**  
020902306



**Pump Wagon Drive Belt**  
020902307



**Pump Wagon Handle**  
020902308



**Pump Wagon Wheel 1**  
020902304



**Pump Wagon Wheel 2**  
020902310



**Pump Wagon Crew 3**  
020902327

*Note: These two Snotlings are on a sprue.*



**Pump Wagon Crew 3**  
020902327



**Pump Wagon Crew 2**  
020902326



**Pump Wagon Crew 2**  
020902326



**Pump Wagon Snotling 4**  
020902324



**Pump Wagon Snotling 5**  
020902323



**Pump Wagon Snotling 6**  
020902319



**Pump Wagon Snotling 8**  
020902322



**Pump Wagon Snotling 9**  
020902314



**Pump Wagon Snotling 10**  
020902316



**Pump Wagon Crew 1**  
020902325



**Pump Wagon Crew 1**  
020902325

*Note: These two Snotlings are on a sprue.*



## COLORS OF WAR

**BANNERS.** Orc glyphs are the best starting point for a banner and can be as simple or as complex as you like. Painting all your banners in a similar style and color is one way of unifying your Orc horde.



*Bubonic Brown & Bleached Bone*



*Sunburst Yellow & Bad Moon Yellow*



*Red Gore & Blood Red*



*Golden Yellow & Sunburst Yellow*

**SQUIGS.** Squigs come in all sorts of colors and patterns – so let your imagination run riot! Here are a few simple possibilities, but there really is no limit to what a particular Squig might look like.



*Bestial Brown & Desert Brown*



*Scab Red & Blood Red*



*Tentacle Pink/Skull White  
& Liche Purple/Skull White*



*Red Gore & Blood Red*



*Ultramarines Blue &  
Ultramarines Blue/Skull White*

**SHIELDS.** Colors and designs on shields are the easiest place to give a unit an overall theme or motif as they are big and easy to see. The plastic shields come with a variety of glyphs that can be mixed together or matched across a whole regiment, though matching shields don't always look very Orcy.



**TERRAIN.** When you're building an army, it's fun to have some extra bits of terrain to make your battlefield look the part. With Orcs, the easiest terrain pieces to make are primitive hut villages with their watchtowers and stockade. These were made by Mark Jones.



SHOWCASE



*Above: This Grimgor Ironhide won David Garcia a place at Spain's Games Day Golden Demon painting competition.*



*Left: Jake Landis converted this "Jumping Orc" for the cover of The General's Compendium.*



*Right: "Gate Crasha - Siege Giant" was built and painted by Jason Richards who won second place at the 2001 Games Day Golden Demon painting Competition.*



*Right: Juan Carlos Soto's Orc Warlord on a Wyvern won third place at the 2001 Games Day Golden Demon painting competition in the Large Monster or War Machine category.*

## TERRAIN



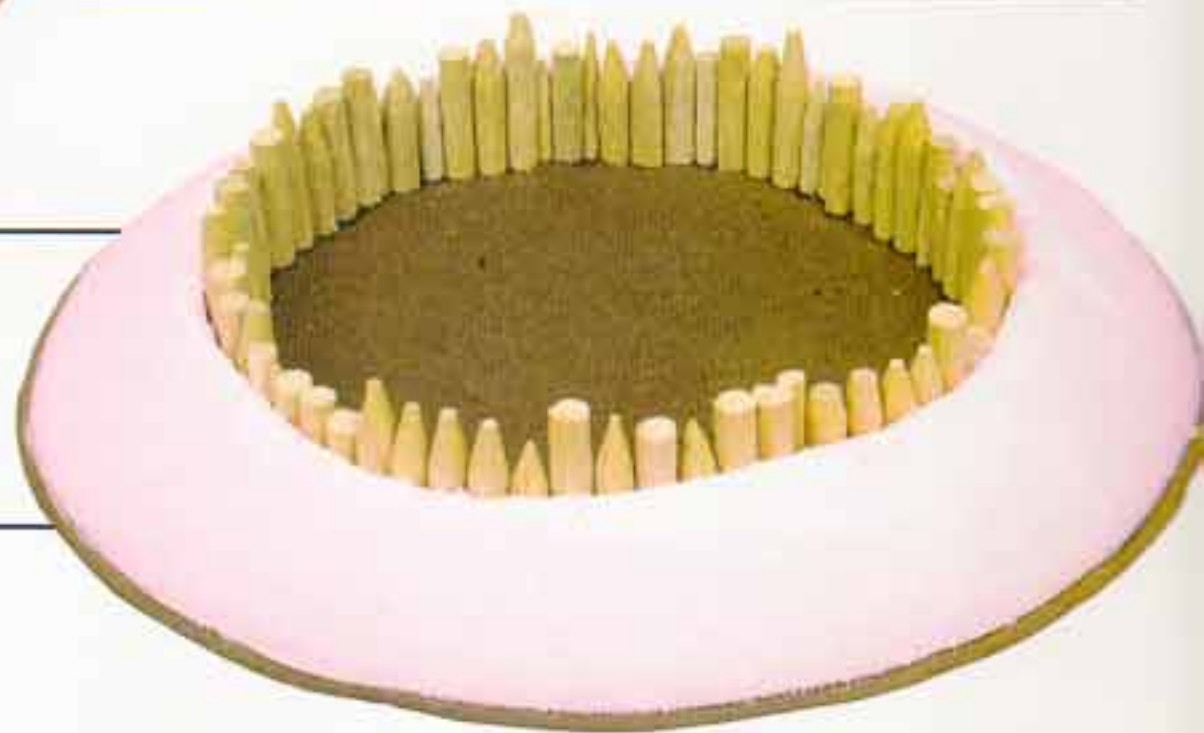
### ORC FIGHTING PIT

Orcs love to fight – even against each other! Having a pit to fight in makes it even easier for everyone else to cheer them on. Here is a simple way to make one out of foam and wooden dowels.



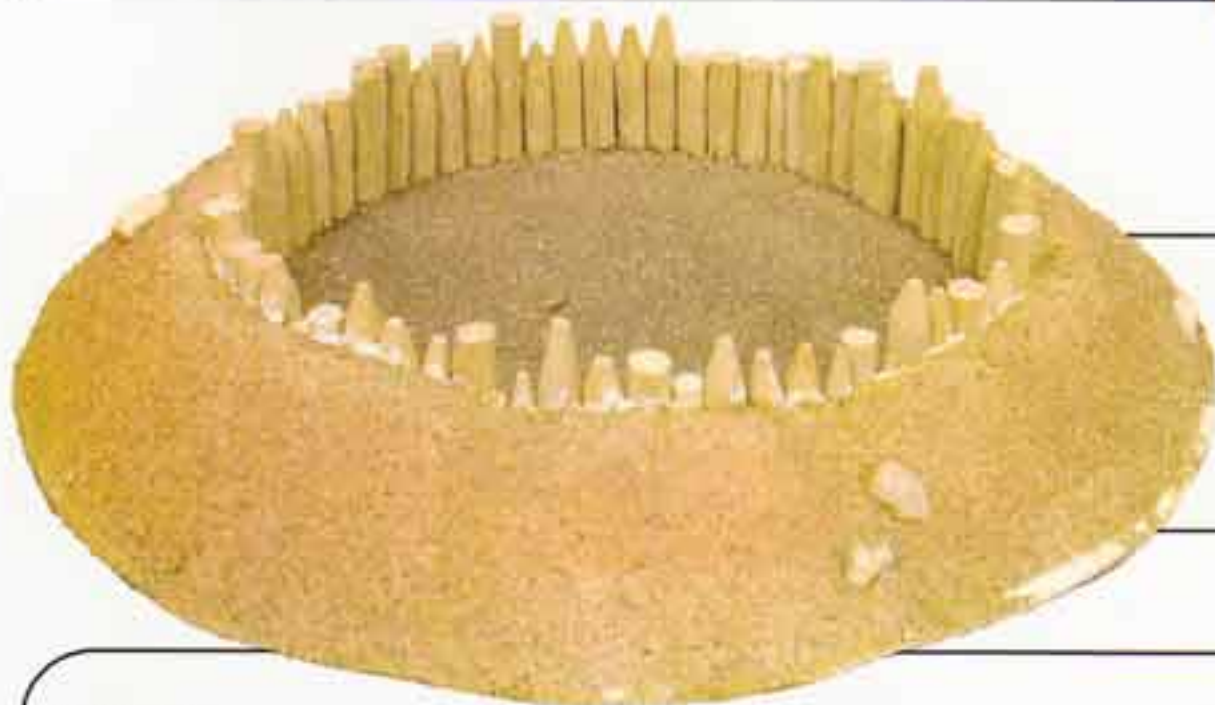
#### STEP 1

Cut the base from hardboard (like Masonite) and sand the edges down. Shape the hill with a hobby knife and sandpaper. Cut the middle out and glue the foam to the base.



#### STEP 2

Cut some wooden dowels. Carve pointed ends on some of them with your hobby knife. Glue them around the inner wall of the pit. The different heights and widths add to the Orchy appearance.



#### STEP 3

Fill the gap between the spiked wall and hill with Liquid Nails. Embed and glue rocks to the sides of the hill and glue sand around the hill and inside the pit.

#### STEP 4

Spray everything with black primer. Drybrush the floor and hill with Bestial Brown followed by Bubonic Brown and then highlight with Bleached Bone. Drybrush the spikes with Codex Grey followed by Fortress Grey and then highlight with Rotting Flesh to give them an aged appearance. Paint the tops of the spikes Desert Sand and highlight them with Bleached Bone and Skull White. Finally, drybrush the rocks with Shadow Grey followed by Fortress Grey and Skull White.



#### STEP 5

Glue flock to the hill. Use spear tips from the Goblin sprue as spikes. Drill holes into random posts and glue the spear tips into place. Add small details such as skulls and discarded weapons in random places. Finish with some blood splashes (Brown and Red Ink). Now you're ready to begin the fighting!

*Below: Tracz Jakub shows amazing detail on each of these Stone Trolls and won first place in the Warhammer Regiment category at the 2001 Games Day Golden Demon painting competition.*



SHOWCASE



*Above: An Orc Warboss painted by Jakob Nielson*



*Left: This Orc Warboss on a Wyvern by Jeff Wilson took first place at the 2001 Games Day Golden Demon painting competition.*

*Left: This Games Day 2000 Special Edition Black Orc Big Boss model was painted by Daniel O'Toole and won second place at the 2001 Golden Demon painting competition.*



# WARHAMMER SIEGE

*Captain von Blitterstein gazed out over the parapets and fought back despair. Although cloaked in night, the enemy bore torches, and their lights were beyond counting. The harsh shouting of Orcs could be heard just outside of cannon range. More ominously, the distant hammering, sawing, and cursing could only mean that the greenskins were building siege machines. Tomorrow's light would undoubtedly reveal hastily assembled battering rams, ladders, and siege towers. The devices would be crudely constructed, almost comical, but Von Blitterstein knew the dangers of such devices and had no intention of laughing.*

*Before the morning assault, the catapults would be assembled and pushed forward into range under the cover of darkness. The timbers, groaning and straining under severe torsion, would soon heave great boulders to smash into the castle walls. The Empire cannon crews had already been assembled and briefed. Each cannon would have to attempt to out-duel and destroy the enemy machines before damage could breach the wall. A single well placed cannonball could smash the greenskin catapults into a ruined pile of broken kindling – but there were so few cannons that defeat seemed inevitable.*

*By morning, the overwhelming numbers of Orcs would be revealed. Dozens of ladders would be flung up against the walls, wheeled battering rams would smash into the gates, and enormous siege towers would be pushed forward to unleash hordes of pent-up troops upon the battlements. Sigmar preserve us, thought the Empire Captain, it is going to be a hard fight.*

One of the ultimate challenges for Warhammer players is the siege battle. Sieges are also a chance for modelers and terrain makers to really have some fun as well.

Very simply, a siege battle takes place when the Defenders are protected by defensive terrain. The defensive terrain could represent protective walls, hedgerows, or natural barriers. Most often, however, defensive terrain means specially constructed fortifications to ward off enemies. The castle or fortress is the pinnacle of all defensive structures.

## SIEGES IN WARHAMMER

The rules for playing sieges in Warhammer

can be found in the Warhammer rulebook. There is an entire *Appendix* section dedicated to the rules for scaling walls, battering down gates, bombarding castle walls, and more. Additional rules, scenarios, and army upgrades (like camouflaged Wood Elf towers and Ironclad Dwarf fortresses) can be found in *The General's Compendium*.

On the following pages, you will find the full range of Citadel Miniatures and terrain for conducting your own siege battles.

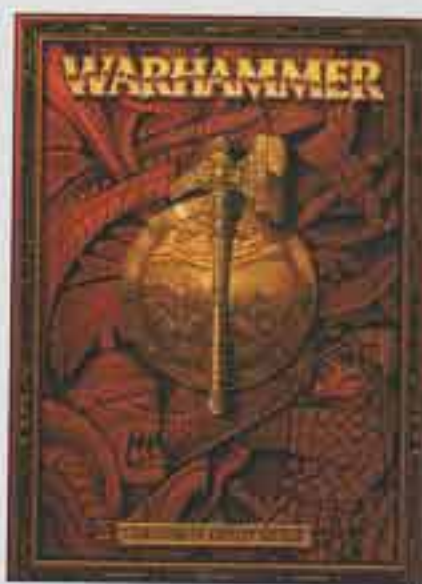
*Bottom: An Orc & Goblin horde breaks through the wall's defenses and presses the attack into the Empire city.*

*Below: A unit of Skeletons carries forward a custom-made log battering ram.*



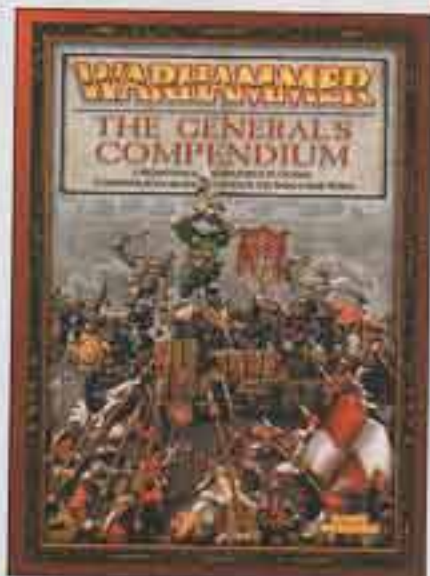


*Above: The Skaven assault a ramshackle Orc wall.*



*Left: The Warhammer rulebook contains all the information needed to fight Siege battles.*

*The rulebook is a great place to start on the road to conquering the enemy's castles.*



*Right: The General's Compendium has an entire chapter on sieges and city sacking!*

*The book also contains multiple examples and ideas for creating your own siege equipment.*

A siege game can be as simple as a small band of warriors trying to throw down a lonely watchtower or can be as vast and elaborate as an assault to capture a sprawling enemy fortress.

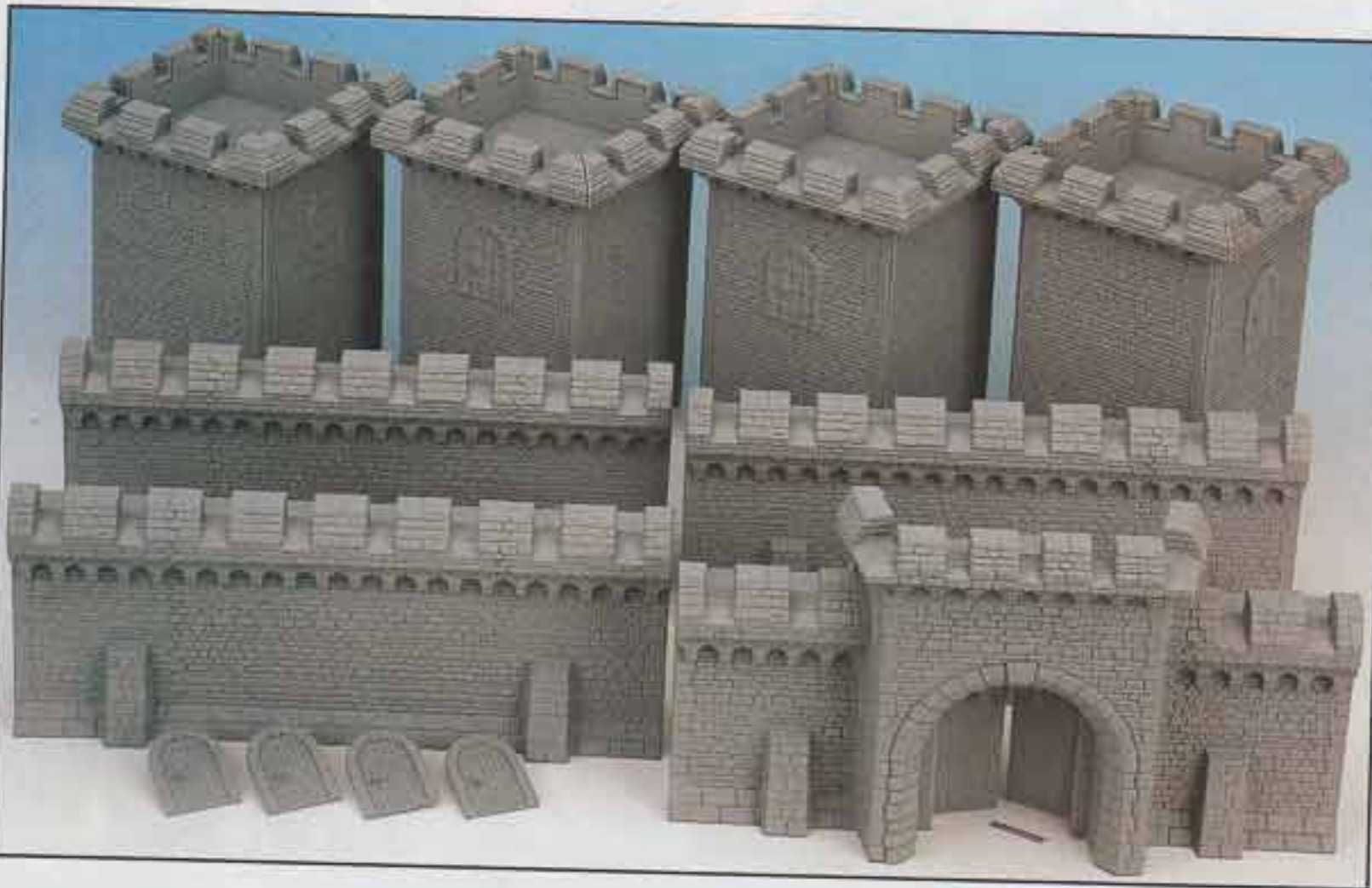
Whether you are reducing the local Vampire Count's castle to rubble or attempting to storm a walled Empire city, a good Warhammer game can be transformed into an amazing siege battle with the right materials.

The Warhammer Fortress is an easy way to have a castle in an instant. The fortress is also a fantastic base for modelers to start from when creating their own defensive works (see pp. 775-777 for examples). Really ambitious terrain makers can check out the Games Workshop web site for more castle-making ideas.

*Below: A Tomb King army advances on a desert fort.*



## SIEGE



**Warhammer Fortress**  
64-01

**Warhammer Fortress Gateway**  
64-24

**Warhammer Fortress Tower**  
64-22

**Warhammer Walls**  
64-23

*Right: A large force of Orcs and Goblins besiege an Empire outpost. Orcs and Goblins make great besiegers, as the greenskins can field a variety of units that are helpful in assaults. The great height of the Giant is an important advantage. With mighty sweeps of his club, a Giant can wipe away defenders from the ramparts. Meanwhile, Orcs climb scaling ladders to engage the defenders directly. Due to their high Toughness, Orcs can survive long enough to reach the top of the wall.*



### Boxed Sets

64-01	Warhammer Fortress	.....\$90
	Box includes 1 Gateway, 3 Walls, 4 Towers, and 1 doorway sprue	
64-22	Warhammer Fortress Tower	.....\$20
	Box includes 1 Tower	
64-23	Warhammer Fortress Walls	.....\$10
	Box includes 1 Wall	
64-24	Warhammer Fortress Gateway	.....\$20
	Box includes 1 Gateway	

### Classic/Collector's Range

#### Boxed Sets

##### Siege Attackers

MO0197	Siege Attackers (complete)	....\$22
MO0198	Siege Defenders (complete)	....\$22

##### Battering Ram

029900901	Battering Ram Roof	.....\$5
029900902	Battering Ram Side	.....\$3
029900903	Battering Ram Timber 1	.....\$2
029900904	Battering Ram Timber 2	.....\$2
029900905	Battering Ram End	.....\$2
029900906	Battering Ram Axle	.....\$1
029900907	Battering Ram Beam	.....\$1
029900908	Battering Ram Cable	.....\$0.50
029900909	Battering Ram Head 1	.....\$1

029900910	Battering Ram Head 2	.....\$1
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##### Siege Ladders

029900911	Ladder 1	.....\$3
029900912	Ladder 2	.....\$3
029900913	Ladder 3	.....\$3
029900914	Ladder 4	.....\$3
029900915	Ladder 5	.....\$3
029900916	Ladder 6	.....\$3

##### Battering Rams

029900917	Log Ram 1	.....\$4
029900918	Log Ram 2	.....\$4

##### Rock Droppers

029901001	Rock Dropper Tray	.....\$4
029901002	Rock Dropper Pivot 1	.....\$1
029901003	Rock Dropper Static Base	.....\$2
029901004	Rock Dropper Armature	.....\$3
029901005	Rock Dropper Pivot 2	.....\$1
029901006	Rock Dropper Rolling Base	.....\$2
029901007	Rock Dropper Sling	.....\$1
029901008	Rock Dropper Wheel Barrow	.....\$2
029901009	Rock Dropper Rock	.....\$0.50

##### Barrels

029901010	Big Barrel Top	.....\$2
029901011	Big Barrel Bottom	.....\$2
029901012	Big Barrel Lid	.....\$0.50





## CLASSIC - SIEGE ATTACKERS

- 029901013 Small Barrel Top .....\$1
- 029901014 Small Barrel Bottom .....\$1
- 029901015 Small Barrel Lid .....\$0.25

### Buckets

- 029901016 Big Rock Bucket .....\$2
- 029900917 Small Rock Bucket .....\$1
- 029900918 Small Pail .....\$1
- 029900919 Small Bucket .....\$1

### Cauldron

- 029901020 Cauldron Stand .....\$2
- 029901021 Cauldron Boiling Oil .....\$2
- 029901022 Cauldron .....\$2
- 029901023 Cauldron Crank .....\$0.25
- 029901024 Cauldron Fire Crate .....\$2

### Mantlets

- 029901101 Mantlet 1 .....\$5.25
- 029901102 Mantlet 1 Strut .....\$1.25
- 029901103 Mantlet 2 .....\$5.25
- 029901104 Mantlet Support .....\$0.75
- 029901105 Mantlet 3 .....\$5.25
- 029901106 Mantlet 2 Strut .....\$1.25
- 029901107 Mantlet 4 .....\$5.25
- 029901108 Mantlet Axle .....\$1.25

### Arrow Slits

- 029902001 Arrow Slit 1 .....\$1
- 029902002 Arrow Slit 2 .....\$1
- 029902003 Arrow Slit 3 .....\$1
- 029902203 Arrow Shield .....\$1

### Battering Ram Heads

- 029902401 Battering Ram (Big Fist) .....\$3
- 029902402 Battering Ram (Lizardmen Head) .....\$2
- 029902403 Battering Ram (Boar Head) .....\$3
- 029902404 Battering Ram (Reptile Head) .....\$2
- 029902405 Battering Ram (Goblin Head) .....\$2
- 029902406 Battering Ram (Elf Runic Stone) .....\$2
- 029902407 Battering Ram (Dwarf Head) .....\$2
- 029902408 Battering Ram (Ogre Head) .....\$2
- 029902409 Battering Ram (Skaven Head) .....\$3
- 029902410 Battering Ram (Spiked Skull) .....\$2
- 029902411 Battering Ram (Mailed Fist) .....\$2
- 029902412 Battering Ram (Spiked Dragon Head) .....\$3
- 029902413 Battering Ram (Skull Head) .....\$2

### Fortress Decorations

- 029902101 Castle Door 1 .....\$3
- 029902102 Dwarf Door .....\$5
- 029902103 Fortress Door .....\$3
- 029902201 Wooden Stairs .....\$1
- 029902202 Fortress Ledge .....\$6
- 029902203 Arrow Shields .....\$1
- 029902204 Coping (roof tile) .....\$2
- 029902205 Pillar .....\$3
- 029902301 Chaos Wall 1 .....\$5
- 029902302 Chaos Star Corner .....\$5
- 029902303 Chaos Gargoyle .....\$3
- CHAOS-ARROW Chaos Arrow Slit .....\$2
- CHAOS-SPIKE Chaos Wall Spikes .....\$2



**Battering Ram Axle**  
029900906



**Battering Ram Timber 1**  
029900903



**Battering Ram Timber 2**  
029900904



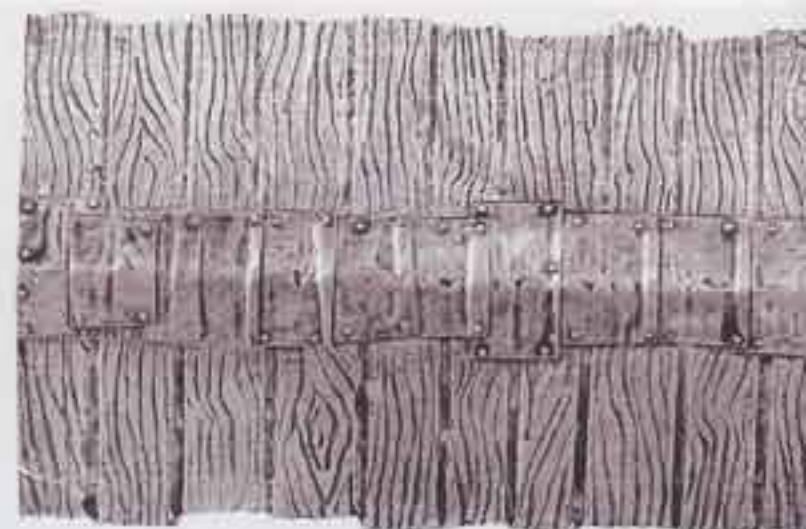
**Battering Ram Beam**  
029900907



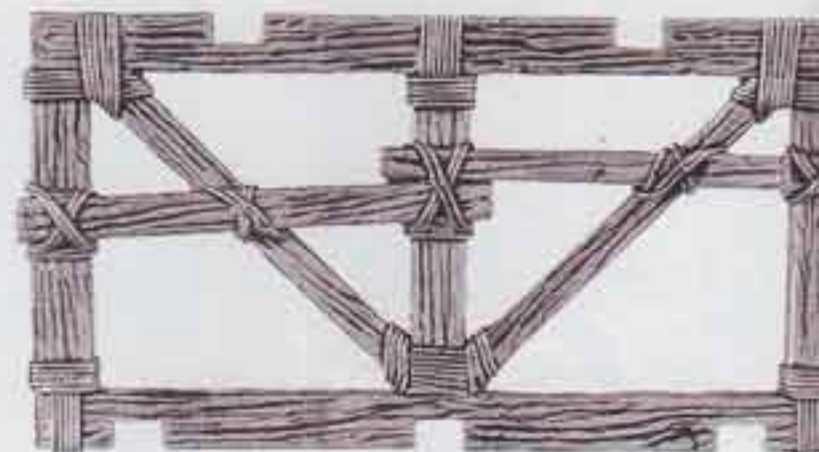
**Battering Ram Cable**  
029900908



**Battering Ram End**  
029900905



**Battering Ram Roof**  
029900901



**Battering Ram Side**  
029900902



**Battering Ram Head 1**  
029900910



**Battering Ram Head 2**  
029900909



**Siege Attackers**  
MO 0197

The Siege Attackers boxed set includes:

- Battering Ram
- 2x Ladders (029900911, 16)
- 2x Log Ram



**Battering Ram (Ogre Head)**  
029902408



**Battering Ram (Elf Runic Stone)**  
029902406



**Battering Ram (Goblin Head)**  
029902405



**Battering Ram (Skull Head)**  
029902413



**Battering Ram (Mailed Fist)**  
029902411



**Battering Ram (Spiked Dragon Head)**  
029902412



**Battering Ram  
(Boar Head)**  
029902403



**Battering Ram  
(Spiked Skull)**  
029902410



**Battering Ram  
(Skaven Head)**  
029902409



**Battering Ram  
(Reptile Head)**  
029902404



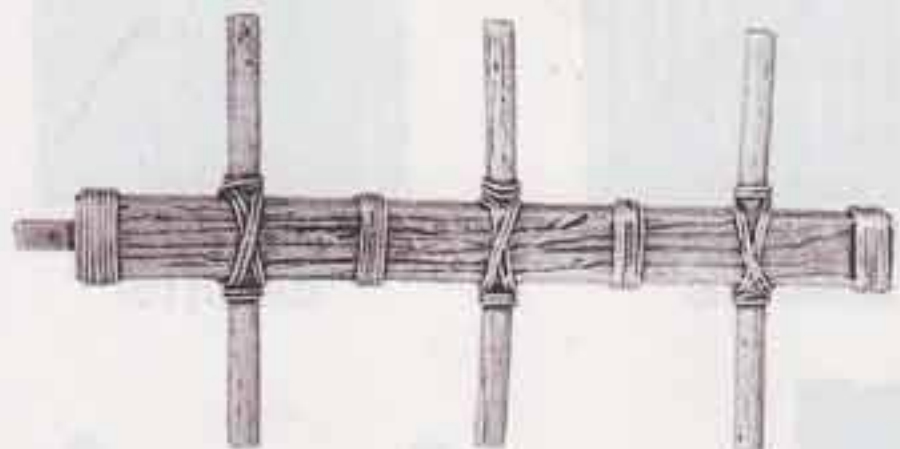
**Battering Ram  
(Big Fist)**  
029902401



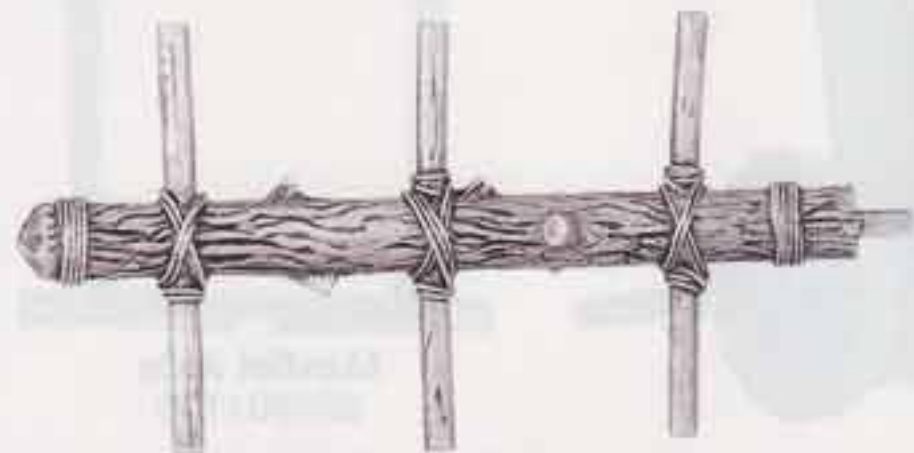
**Battering Ram  
(Lizardmen Head)**  
029902402



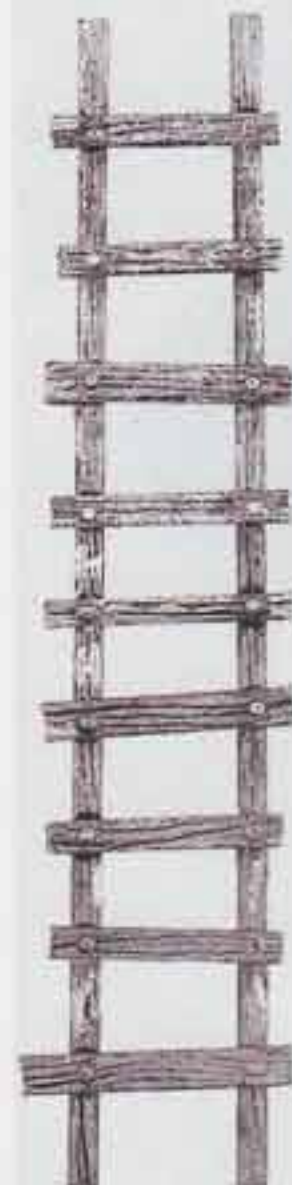
**Battering Ram  
(Dwarf Head)**  
029902407



**Log Ram 1**  
029900917



**Log Ram 2**  
029900918



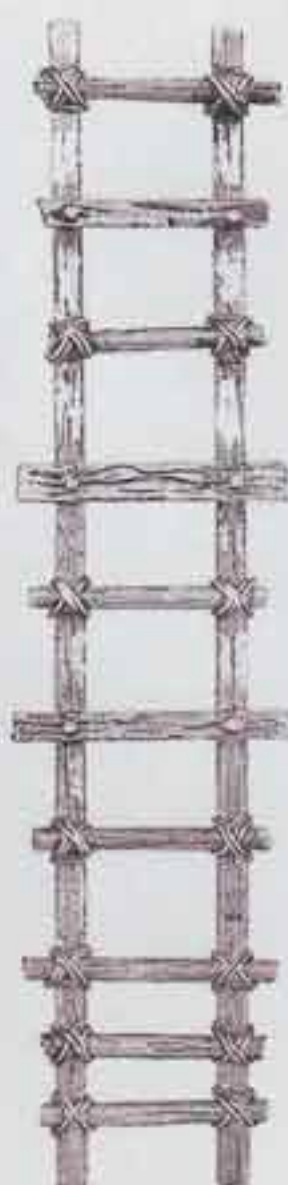
**Ladder 1**  
029900911



**Ladder 2**  
029900912



**Ladder 3**  
029900913



**Ladder 4**  
029900914



**Ladder 5**  
029900915



**Ladder 6**  
029900916





**Mantlet 1**  
029901101



**Mantlet 2**  
029901103



**Mantlet 3**  
029901105



**Mantlet 4**  
029901107



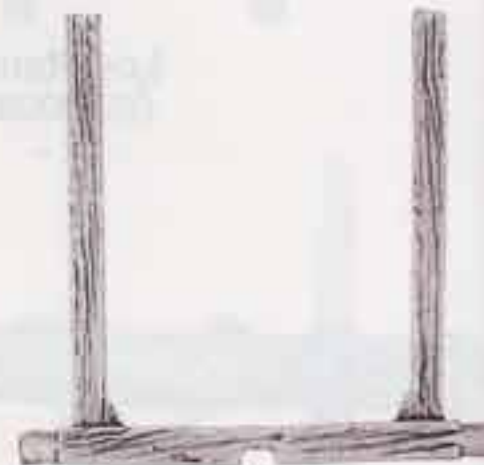
**Mantlet 1 Strut**  
029901102



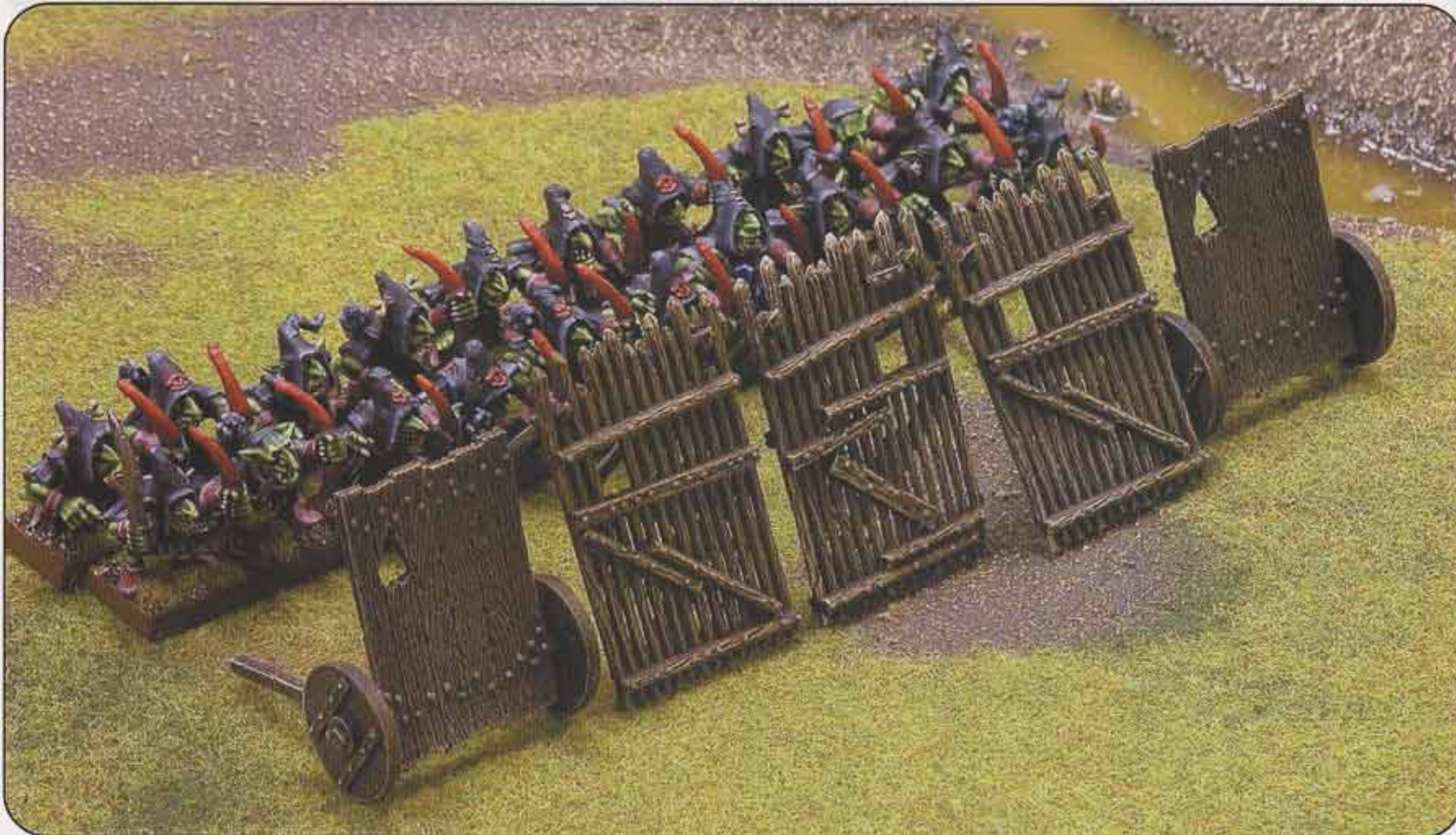
**Mantlet Support**  
029901104



**Mantlet 2 Strut**  
029901106



**Mantlet Axle**  
029901108





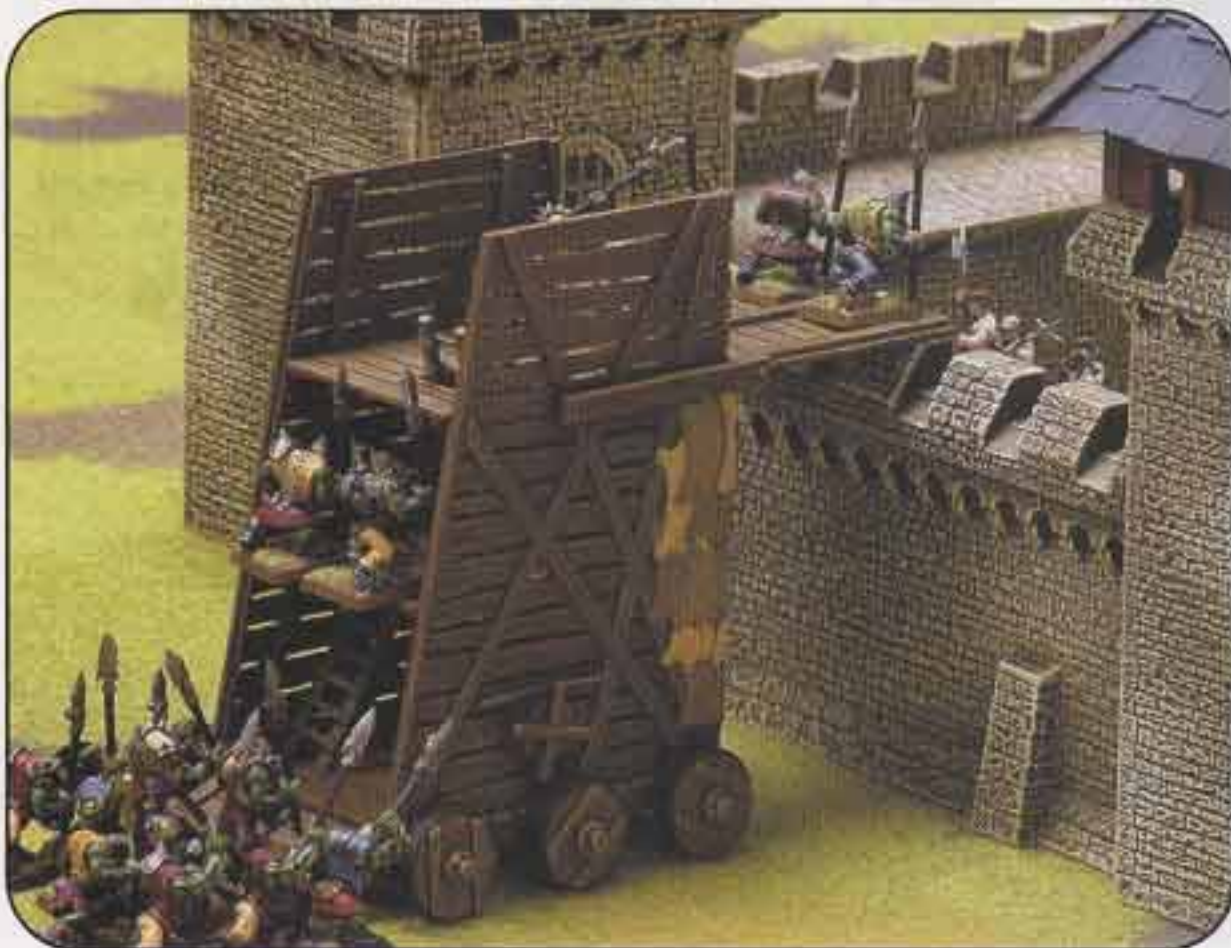
**Warhammer Siege Tower**  
64-02



*Above: A siege tower dedicated to the foul plague God Nurgle. This tower was scratch built out of balsa wood by Kenny Goodman. A fantastic conversion like the one pictured here is just one example of the siege engines that you could make for your army!*



*Left: A little modeling putty goes a long way in creating cool extra bits for your custom-built siege tower.*

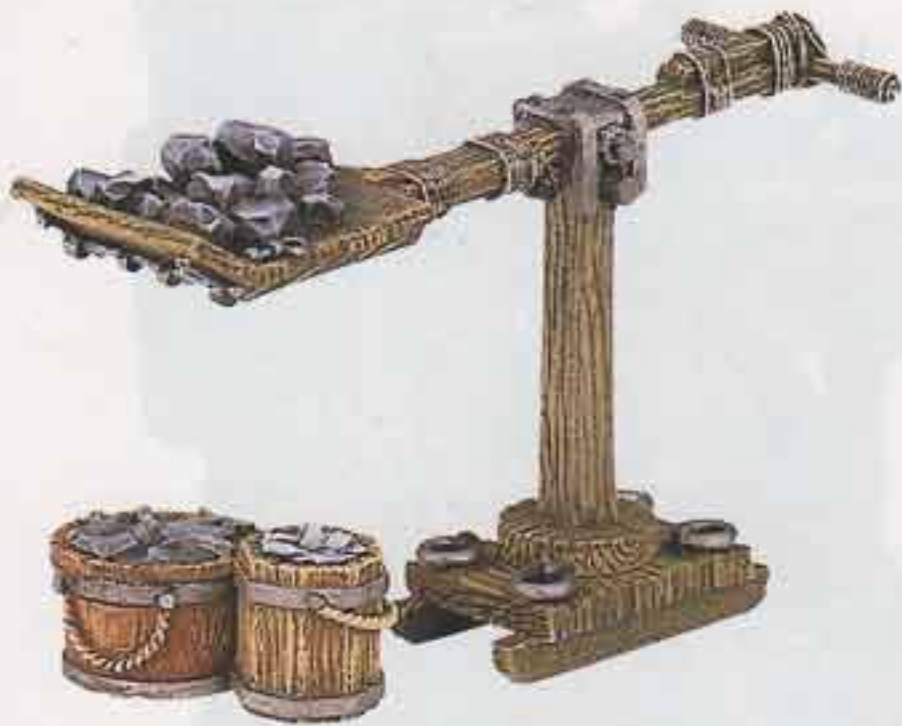


*Right: The siege engine prepares to vomit forth Chaos Warriors of Nurgle onto the ramparts.*





## CLASSIC - SIEGE DEFENDERS



**Rock Dropper  
Wheel Barrow**  
029901008



**Big Rock  
Bucket**  
029901016



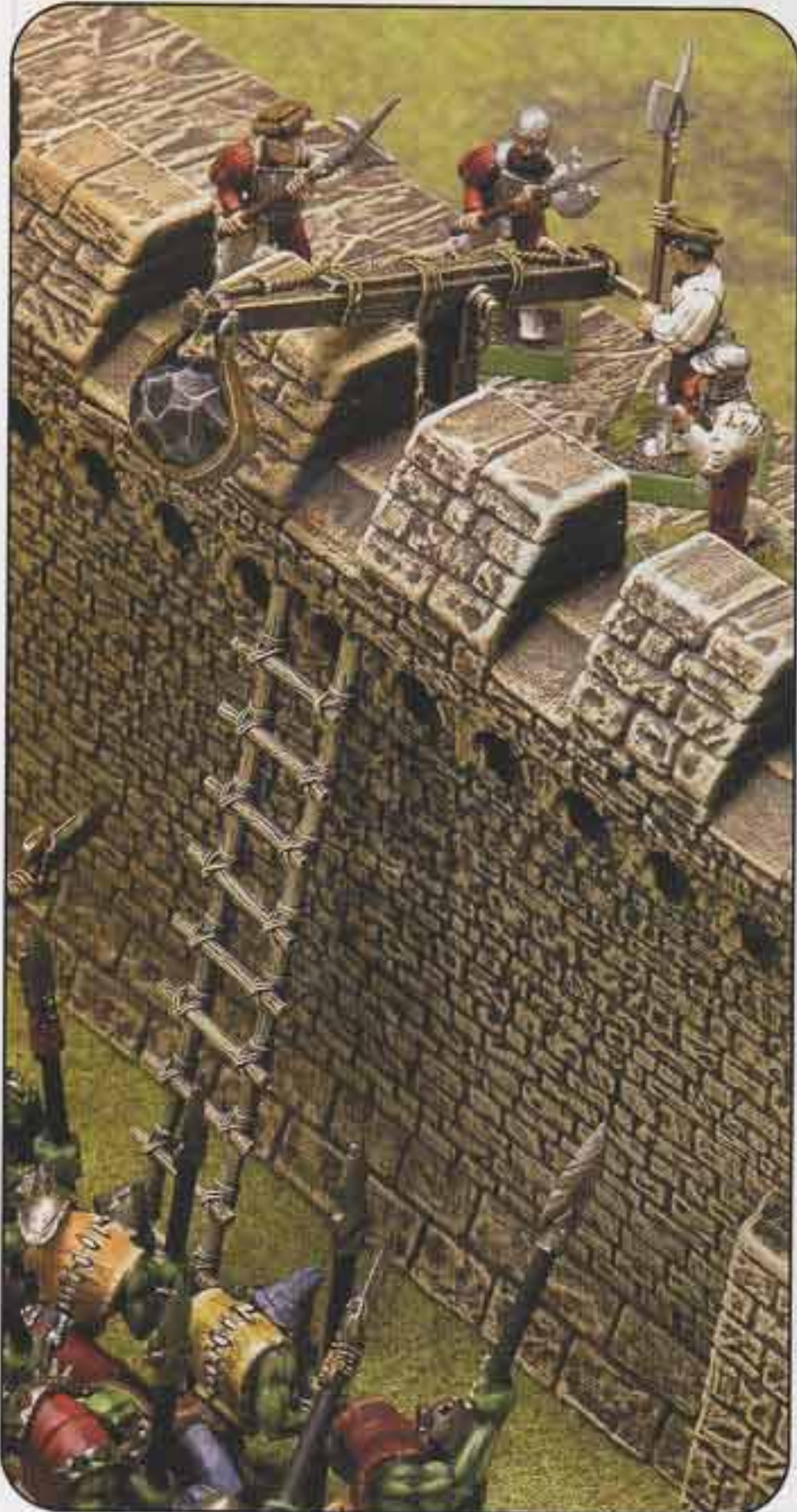
**Rock Dropper  
Rock**  
029901009



**Rock Dropper  
Sling**  
029901007



**Small Rock  
Bucket**  
029901017



**Rock Dropper  
Static Base**  
0299001003



**Rock Dropper  
Pivot 1**  
029901002



**Rock Dropper  
Pivot 2**  
029901005



**Rock Dropper  
Tray**  
029901001



**Rock Dropper  
Rolling Base**  
029901006



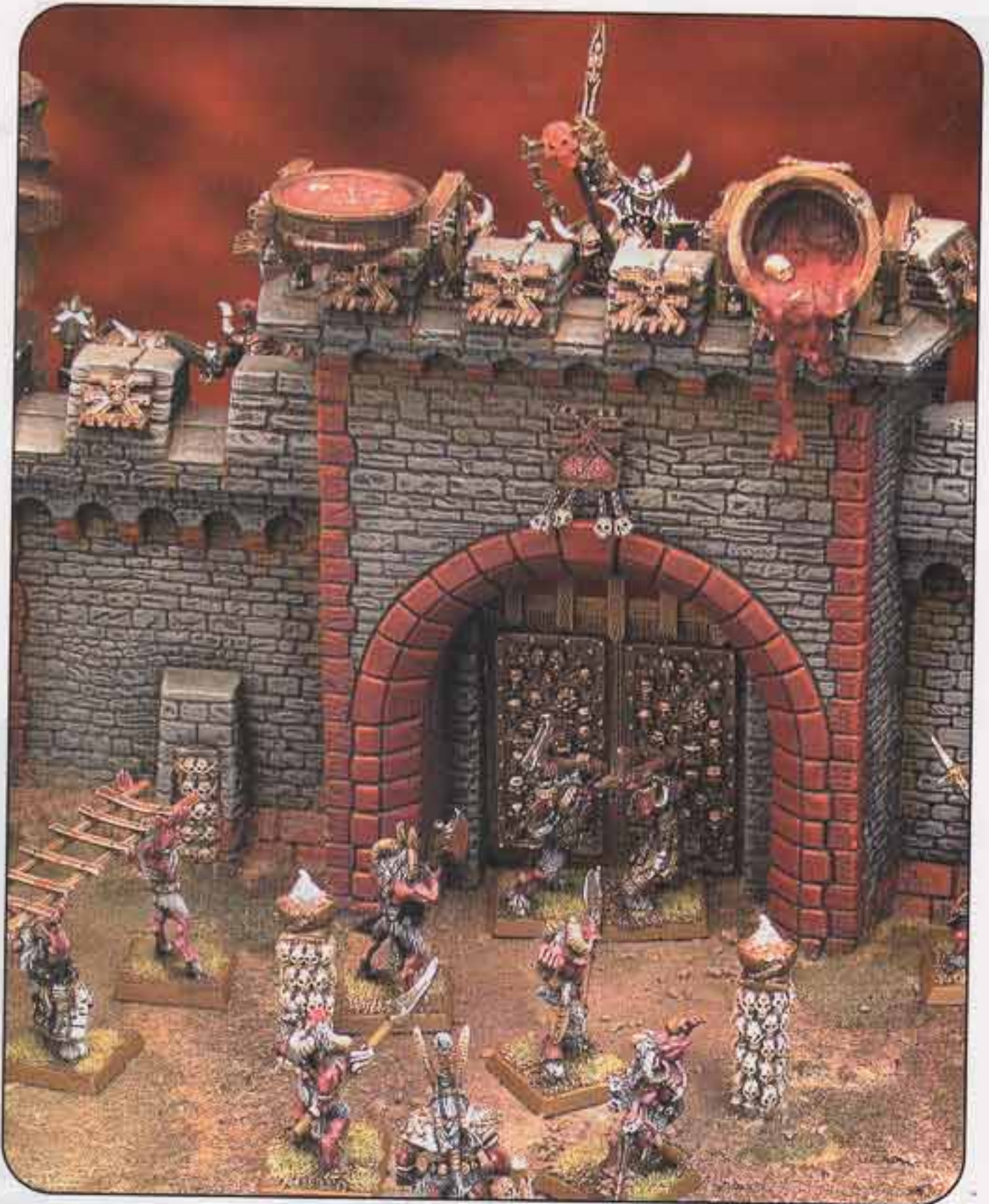
**Rock Dropper Armature**  
02990104



**Siege Defenders  
MO 0198**

The Siege Attackers boxed set includes:

- Rock Dropper
- Big Barrel
- Small Barrel
- Big Rock Bucket
- Small Rock Bucket
- Small Pail
- Small Bucket
- Cauldron



*Above: Most armies have a particular favorite toxic liquid to unleash upon their besiegers. Dwarfs prefer molten lead; the Empire relies on boiling oil; and often the foul minions of Chaos will boil the blood of captives to pour down upon attacker's heads. This tactic almost always causes immediate panic and dismay among the foe!*



**Big Barrel Lid**  
029901012



**Big Barrel Bottom**  
029901011



**Big Barrel Top**  
029901010



**Small Barrel Lid**  
029901015



**Small Barrel Bottom**  
029901014



**Small Barrel Top**  
029901013



**Cauldron Boiling Oil**  
029901021



**Cauldron**  
029901022



**Small Pail**  
029901018



**Small Bucket**  
029901019



**Cauldron Stand**  
029901020



**Cauldron Fire Crate**  
029901024



**Cauldron Crank**  
029901023



## CLASSIC – CASTLE ACCESSORIES



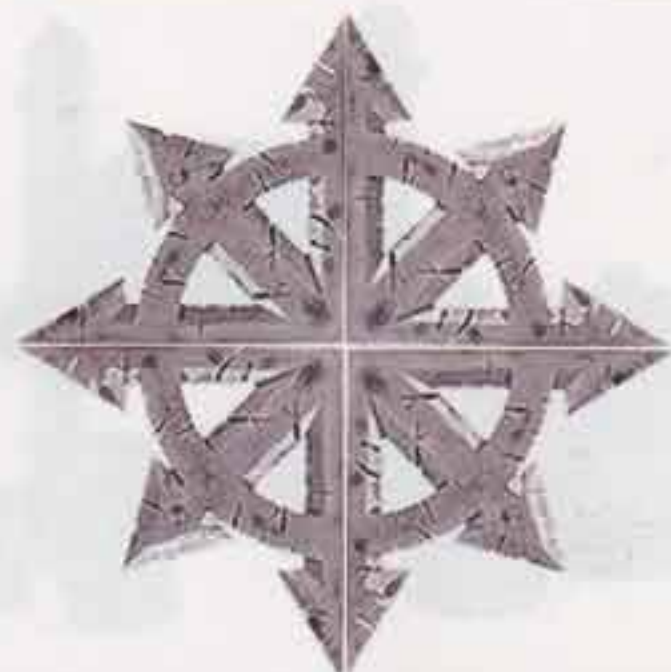
**Castle Door 1**  
029902101



**Dwarf Door**  
029902102



**Fortress Door**  
029902103



Combine four Chaos Star Corners together to make a complete Chaos Symbol! Perfect for Chaos castles, fortresses, and other scenic features.



**Pillar**  
029902205



**Coping (Roof Tile)**  
029902204



**Wooden Steps**  
029902201



**Chaos Gargoyle**  
029902303



**Chaos Arrow Slit**  
CHAOS-ARROW



**Arrow Shield**  
029902203



**Chaos Wall 1**  
029902301



**Chaos Star Corner**  
029902302



**Chaos Wall Spikes**  
CHAOS-SPIKE



**Arrow Slit 1**  
029902001



**Arrow Slit 2**  
029902002



**Arrow Slit 3**  
029902003



**Fortress Ledge**  
029902202



# Converting and Using Accessories on Your Castle or Tower



*Above:* Four pieces of the Chaos Star and a giant skull sculpted from putty turn this tower into a grim battlement of the dark powers.



*Above:* Some details cut from plasticard add some flavor and variety to your castle walls. The skull & crossbones icon used to decorate the iron plates comes from the plastic shield from the Vampire Counts Skeleton Regiment.



*Left:* This Prison Tower for a Vampire Count is adorned with Arrow Slits from the previous page and the spikes and chains from the Chaos Vehicle Accessory Sprue.



*Below:* A few bright shields add color to this sandstone gatehouse.



*Above:* The Chaos Wall piece is shown here painted in three steps to give the appearance of weathered iron or brass – the perfect look for Khorne!

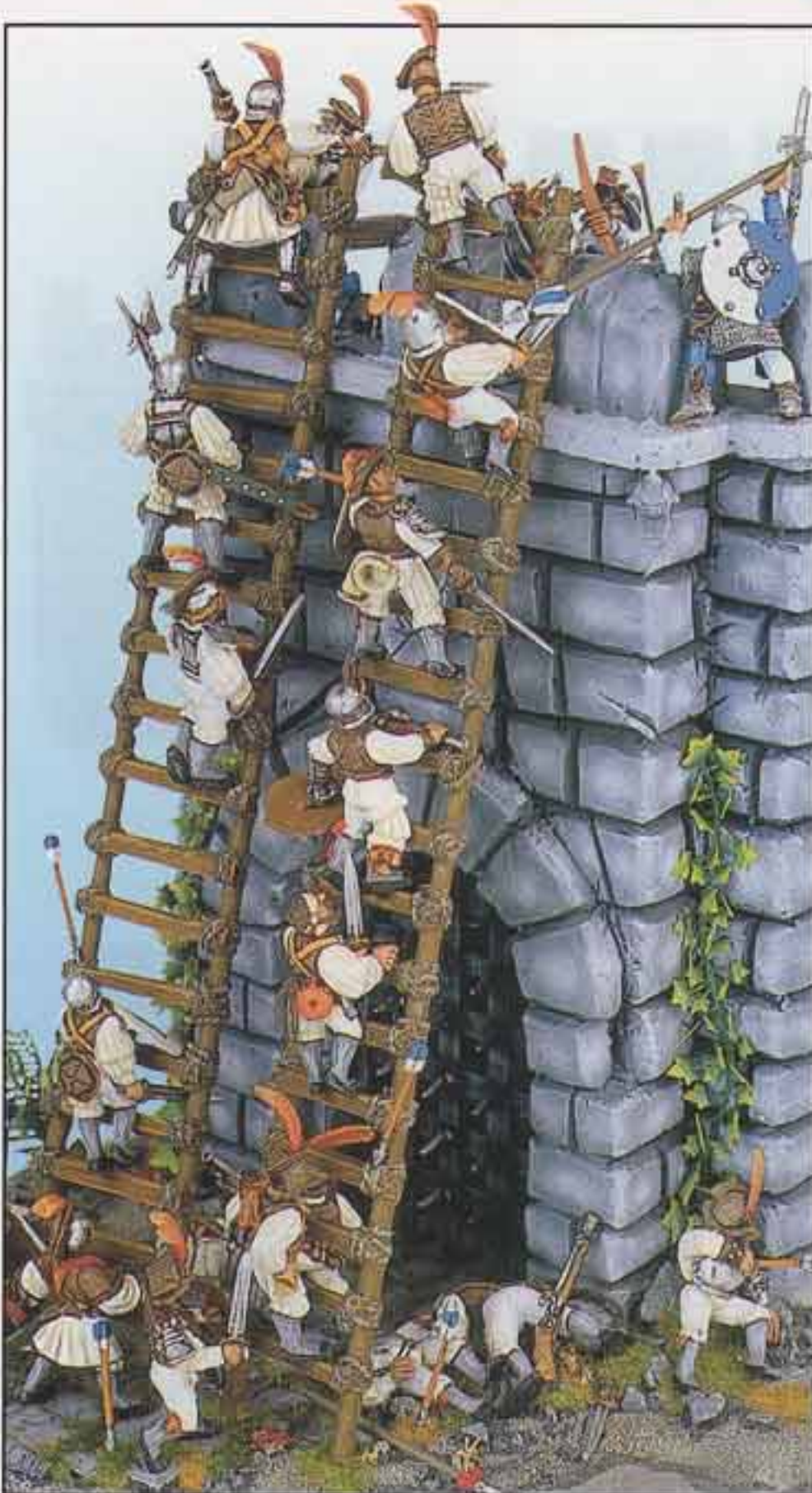


*Below:* Here is an extra wall piece cut apart with a hacksaw and mounted on cut piece of hardboard. The empty space was filled with insulation board and covered with a fine layer of sand to give texture. This kind of terrain conversion can represent a wall that was breached during the course of a battle! Just make sure you don't glue the castle walls together so you can remove the walls as they get damaged.



## SIEGE SHOWCASE

*Right: Lots of time, patience, and conversion work went into this Dwarf watch tower. Clever use of rocks and foam makes it appear as though the Dwarfs have carved this building right out of the stone itself.*



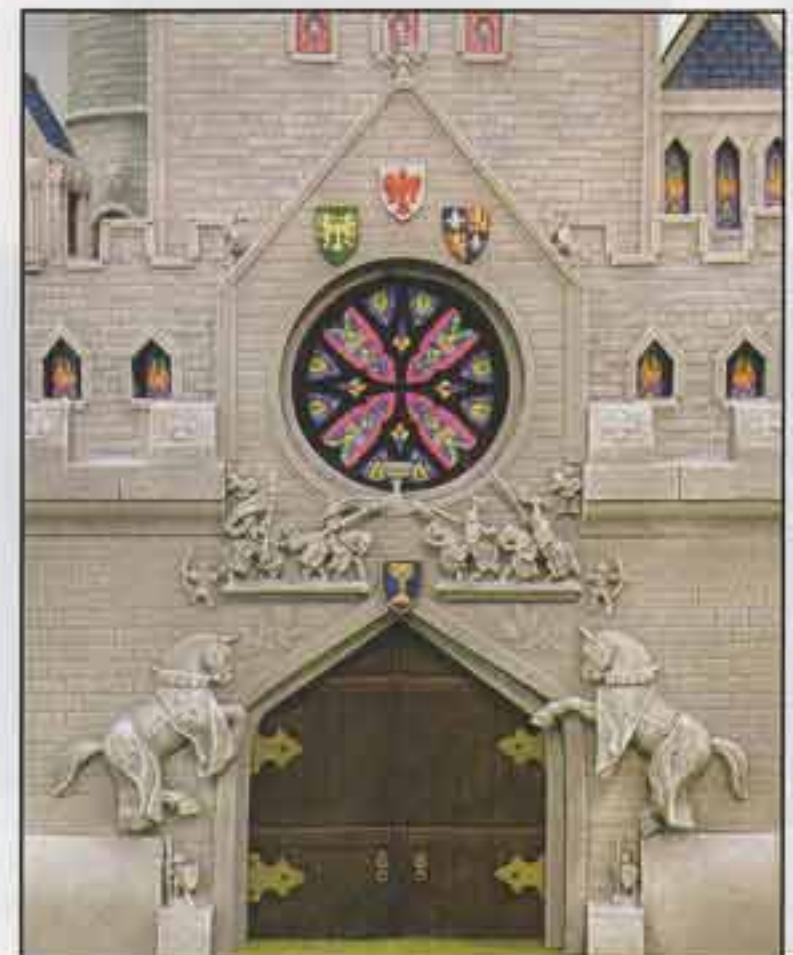
*Below: Rob Kendzie's amazing scratch-built Bretonnian castle has far more flair and style than the rugged but sturdy strongholds of the Empire.*



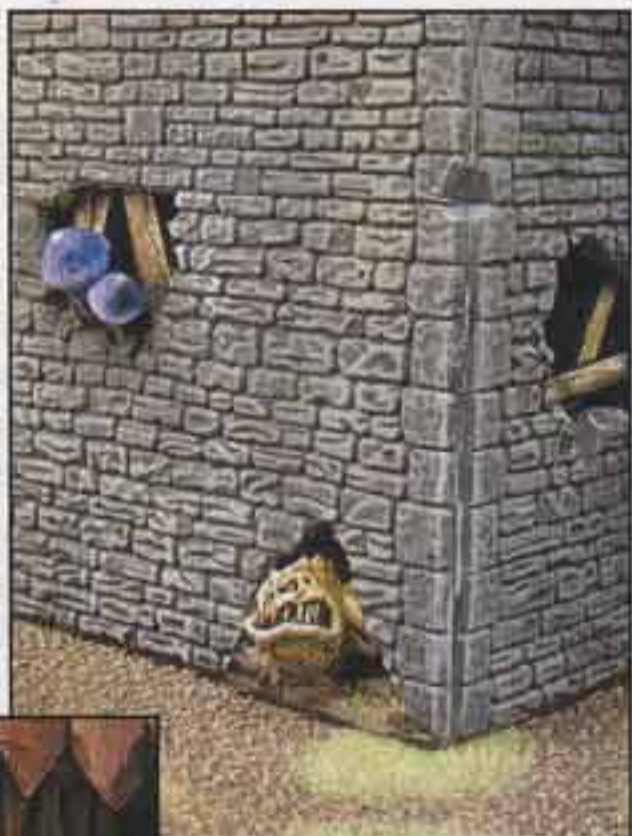
*Right: Through a combination of plastic sprues and Warmaster bases, the exterior of this castle has been embellished to represent the fine keep of a prince or rich duke. Once painted grey, models quickly take on the appearance of carved statues.*

*Keep in mind that when building your own castle, certain models can become leering gargoyles on the tops of towers or silent sentries guarding castle doors from intruders.*

*Left: This diorama shows you the effects you can achieve when carving each individual block of the castle out of foam! Fake plants available from a craft store serve as vines, further creating a realistic look.*



**Right and Below:** Close-up detail of the Goblin tower. It's the little things like this curious Squig that give a piece of scenery that great flavor on the battlefield.



**Right:** After the Goblins took over the Empire watchtower, a few "improvements" needed to be made. Trophies, spikes, strange stains, and a tilt give this tower a haphazard Gobbo-constructed feel.



## DETAILING A LIZARDMEN GATEWAY

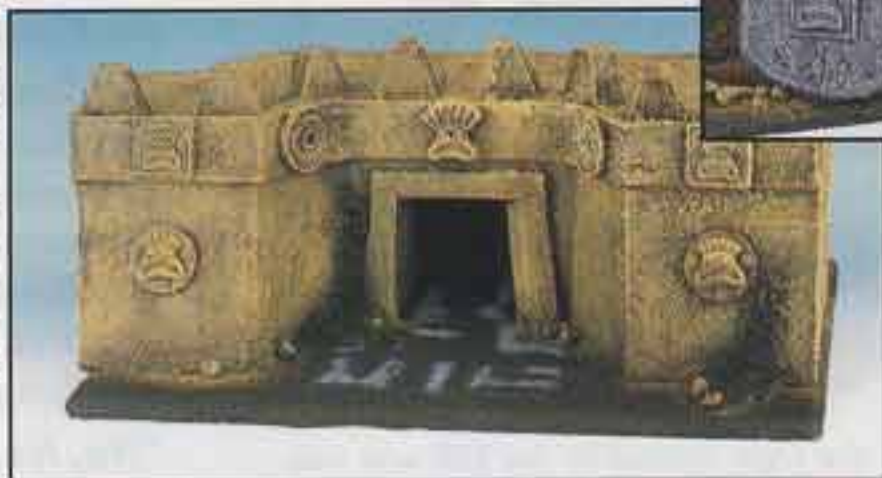
BY NICK DAVIS



I chose this section as an example, because it has a little something of every technique I used on my complete fortress.

With the main construction finished, it was time to detail the model. A ledge was added around the outside of the wall to make it look more solid. I then glued metal glyph plates to

this ledge and the walls for more character (if you want some, check out the Lizardmen pages). It is a Lizardmen fortress and should be decorated as such. The paving slabs were made out of thin cardboard (the kind cereal packets are made of), and I glued coarse turf to the walls for an overgrown effect. The gatehouse was then painted with some textured paint and left to dry.



When the textured paint was dry, the gatehouse was given a black undercoat. I built up the colors in layers of drybrushing, starting with Snakebite Leather followed by Bubonic Brown. The paving slabs and boulder gate were given a drybrush of Shadow Grey.



Now to finish off the wall. The last color I drybrushed on the wall was Bleached Bone. The paving slabs and boulder were given a final brush of Skull White. The base and ivy on the wall were finished off with a drybrush of Dark Angels Green, followed by Goblin Green and then a final drybrush of Sunburst Yellow.



**Left:** Balsa wood has been glued over holes cut into this section of the Warhammer Fortress wall to give it that ramshackle, patched-up look.

**Right:** With bits of balsa wood glued together at odd angles, some shields, and spare bits out of your bits box, you're on your way to a great looking Orc fortress. An arts and crafts store or well stocked hobby store will have lots of different sizes of balsa wood for you to choose from.





# SKAVEN



Right: Rat Ogre painted by Joe Hill who won a bronze trophy in Golden Demon 2000 in the Best Warhammer Monster category.

Skaven are a race of evil ratmen who have gnawed a series of tunnels and an entire underkingdom beneath the surface of the Warhammer world. Occasionally erupting forth in a seething horde, the Skaven seek nothing less than world domination.

## Fighting Style

Skaven armies can muster a variety of deadly threats and different troop types. Two cornerstones of Skaven warfare are the massed attack and dirty underhanded tricks. The massed attack part is easy. Great masses of Clanrats and Skaven Slaves are affordable and can anchor the center of a vermin attack. Occasionally, these troops will win a battle, but more often than not, they will serve to tie up the foe and to pin him in place. Clanrats may be accompanied by Weapon Teams wielding ingenious devices of the Skaven that can be used to thin down the foe. While enemy units are pinned by large blocks of Clanrats, additional units may attack the foe in the sides.

Skaven have no concept of valor, and a stab in the back is every bit as good as an up front challenge – in fact, it's probably a lot better. *Poisoned Attacks*, sneaky infiltrators, and hidden Assassins are all part of the Skaven arsenal. Even better, Skaven armies are allowed to fire into combat with their special *Life Is Cheap* rule. This tactic works

*Skaven Chieftain Snekt Chiselbone sniffed up each of the passageways until he caught the familiar scent. The Dwarf-things had retreated up this tunnel. So far, every part of the plan had worked, and the vast cavern was firmly under Skaven control. Surely, there would be much honoring the successful war party!*

*The Gutter Runners had taken out all the Dwarf artillery, and the main Clanrats had advanced unopposed. The only failure had been to allow a few Dwarf-things to escape. But that would soon be rectified. In short order, the remaining units were gathered from their bone-gnawing and reorganized to give chase to the retreating Dwarf-things.*

*“Oh honored of Leaders, allow Stormvermin to lead the kill. Yes, Yes?” pestered the Fangleader of the Stormvermin, vying to steal the glory of the final assault.*

*But Snekt was no novice at fighting the Dwarf-things underground. No doubt the bearded ones were routed. However, somewhere up that long passage, there would be a wider area or a quick turn, and there would be a fierce counterattack. Chasing Dwarf-things into their lair was always deadly. It would serve the ambitious Fangleader right to turn the corner and meet a unit of the thickly armored Dwarf-things or perhaps one of their cursed flame-throwing devices. But no, thought Snekt, I'll need Stormvermin later.*

*“No, No, not Stormvermin. Bring up Pawleader Chitter and his pack.” demanded the Chieftain.*

*Bristling with honor, Pawleader Chitter brought up his unit of Skaven Slaves to lead the advance further into the Dwarf stronghold. Snekt's tail twitched at his own cleverness.*

fantastically well with large units of Skaven Slaves and Clanrats, as they will tie up the foe while Poisoned Wind Globadiers and Weapons Teams pour fire into the combat. The vermin hordes can well afford to fight a battle of attrition, and as the Poisoned Wind Globes ignore armor saves, they are sometimes the best way to rid yourself of the foe's best troops. Nothing wounds a Knight's pride like being lured into a trap where skill at arms and fighting mean little!

## Collecting a Skaven Army

All armies are required to field a minimum number of Core units, and so it makes sense to begin a new army with Core choices. For Skaven, this means Clanrats, Clanrats, and more Clanrats. As Skaven armies get Leadership bonuses for large units, it makes sense to field a few larger units with deep ranks. Additional Core choices (although they may never outnumber the Clanrats) are Giant Rats, Night Runners, Skaven Slaves, and Poisoned Wind Globadiers. Stormvermin have better Weapon Skill and equipment and can make for a nasty surprise for an enemy expecting only Clanrats.



Skaven players also have many options for filling out the edges of their hordes. Gutter Runners are elite Scouts that may tunnel or infiltrate onto the battlefield for sneak attacks. Warplock Jezzails and the dreaded Warp-Lightning Cannon are long-ranged weapons that can rain death on the foe as the bulk of the Skaven army skitters closer. Rat Ogres can form shock attack units capable of delivering quite a blow, and Plague Monks, with their Toughness and *Frenzy*, can make a formidable unit as well. Plague Censer Bearers may accompany Plague Monks, and their poisoned censers create a deadly cloud of warpstone vapors that can slay a foe before combat even begins.

Skaven Characters can bolster units, and specialty Heroes like a Master Moulder, Warlock Engineer, or Assassin can turn an important fight the vermin way. The most powerful character a Skaven can field is a Grey Seer, a warpstone-crazed sorcerer of mighty powers that can ride to battle atop the wicked contraption known as a Screaming Bell.

*Below: Randy Eaton's Skaven Army saw action in the 2003 Grand Tournament in Minnesota.*

*Right: Randy's main Clanrat regiment features his Skaven Warlord and Army Standard Bearer.*



*Above: The mountain-shattering Warp-Lightning Cannon is a powerful addition to any Skaven Army. Randy used his to great effect in the Grand Tournament.*



*Left: The Skaven Warlord from Randy's army is a minor conversion of the standard Citadel Miniature Skaven Warlord.*





## GETTING STARTED



**Warhammer Armies:  
Skaven**  
90-01-60

The 80-page *Warhammer Armies: Skaven* contains all the rules for gathering a Skaven horde to your banner and including the four greater clans of the Horned Rat. There is also a new Skaven spell list, devastating Skaven war machines, and infamous special characters such as Throt the Unclean.



The plastic Skaven regiment and Night Runners boxed set is the best place to begin assembling your horde. The Skaven regiment boxed set contains a Skaven regiment that can be used as Clanrats or as lowly Slaves.



*Above: Skaven Clanrat Regiment  
Left: Night Runners Regiment*



The Skaven Night Runners regiment boxed set contains 20 Clan Eshin warriors. These Skaven plastics can be used as Night Runners or Gutter Runners.

## SHOWCASE



A selection of Skaven characters from Gareth Hamilton's Skaven army, which features a number of Classic and Collector's Skaven miniatures.

**780 GLUE, PAINTS & HOBBY SUPPLIES CAN BE FOUND IN THE BACK OF THIS CATALOG**

LORDS & HEROES



**Skaven Warlord Blister (1)**  
90-35



**Warlord Body**  
020605601



**Warlord Banner Top**  
020605604



**Warlord Axe**  
020605602



**Warlord Tail & Banner Pole**  
020605603



*Watch the shadows...*

**Skaven Assassin 1**  
020606601



**Skaven Warlock Blister (Random 1)**  
90-42



**Warlock Engineer Arm 1**  
020606203



**Warlock Engineer Arm 2**  
020606204



**Warlock Engineer Body 1**  
020606201



**Warlock Engineer Body 2**  
020606202



**Skaven Assassin 2**  
020606602

**Skaven Assassin Blister (Random 1)**  
90-46



**Warlock Backpack 1**  
020606206



**Warlock Backpack 2**  
020606205

*These techno-mages are equipped with harnesses to tap into the flow of the winds of magic and channel it into destructive spells.*



**Skaven Grey Seer Blister (Random 1)**  
90-36



**Grey Seer 1 Head**  
020606202



**Grey Seer 1 Body**  
020606901



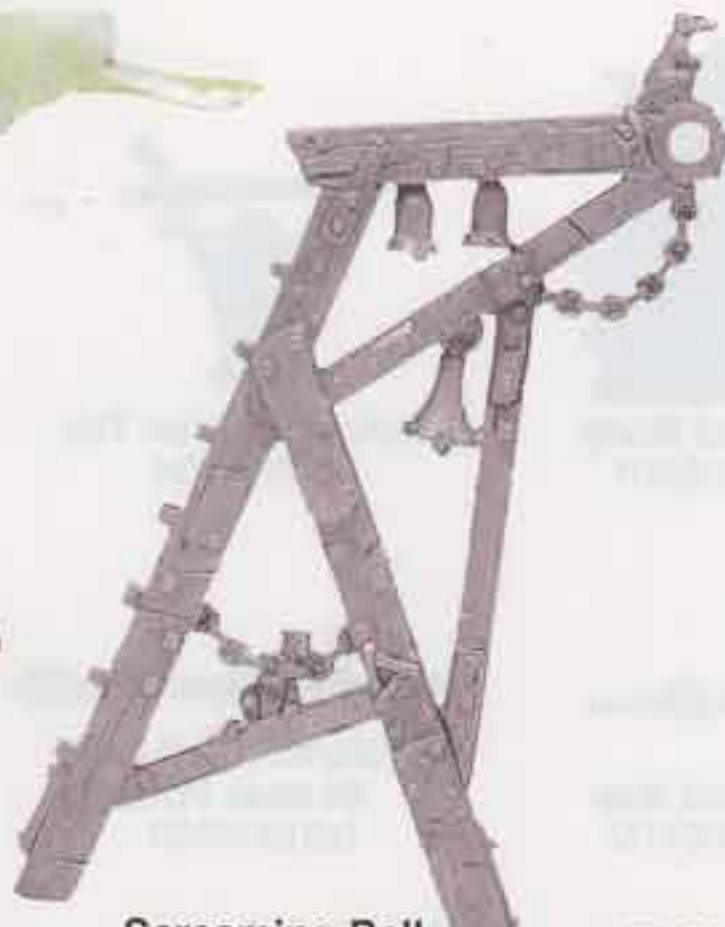
**Grey Seer 2**  
020606903



**LORDS & HEROES**



**Skaven Screaming Bell Box (1)**  
90-07



**Screaming Bell Right Support**  
020605901



**Screaming Bell Top**  
020605902



**Screaming Bell Left Support**  
020605905



**Screaming Bell Holder**  
020605903



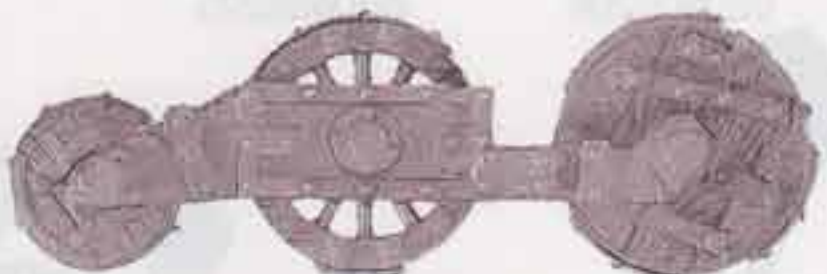
**Screaming Bell Half**  
020605904



**Screaming Bell Base**  
020605907



**Screaming Bell Right Wheels**  
020605906



**Screaming Bell Left Wheels**  
020605908

*Beware the thirteenth toll, for it shall spell thy doom...*



**Screaming Bell Grey Seer**  
020605909



**Screaming Bell Striker**  
020605910



LORDS & HEROES



**Grey Seer Thanquol & Boneripper Box (2)**  
90-09

*Yes, yes... I see great possibilities...*



**Grey Seer Thanquol**  
020601701



**Boneripper Head**  
020605501



**Boneripper Claw Arm**  
020605504



**Boneripper Torso**  
020605503



**Boneripper Gun Arm**  
020605502

**Boneripper Legs**  
020605505

*Thanquol is an extremely dangerous Grey Seer who, by employing the most devious tactics in true Skaven fashion, has quickly risen through the ranks of his order. His main field of expertise is humans. Accompanied by his reanimated guardian Boneripper, Thanquol is determined to obtain ultimate power.*



*This impressive Screaming Bell was built by Peter Gaul from Germany. His vision of the Skaven Screaming Bell is a huge landship that can easily cross large distances to fulfill the will of the Horned Rat.*





## LORDS & HEROES



**Throt the  
Unclean Whip**  
020606804



**Throt the  
Unclean Sword**  
020606803



**Throt the Unclean Staff**  
020606802



**Throt the  
Unclean Body**  
020606801



**Throt the Unclean One  
Blister (1)**  
90-52

## CORE UNITS



*Left: Skaven  
Clanrat color  
variants*



*The  
Skaven plastics  
can be armed with  
hand weapons or spears  
and can be fielded as Clanrats  
or as Skaven Slaves.*

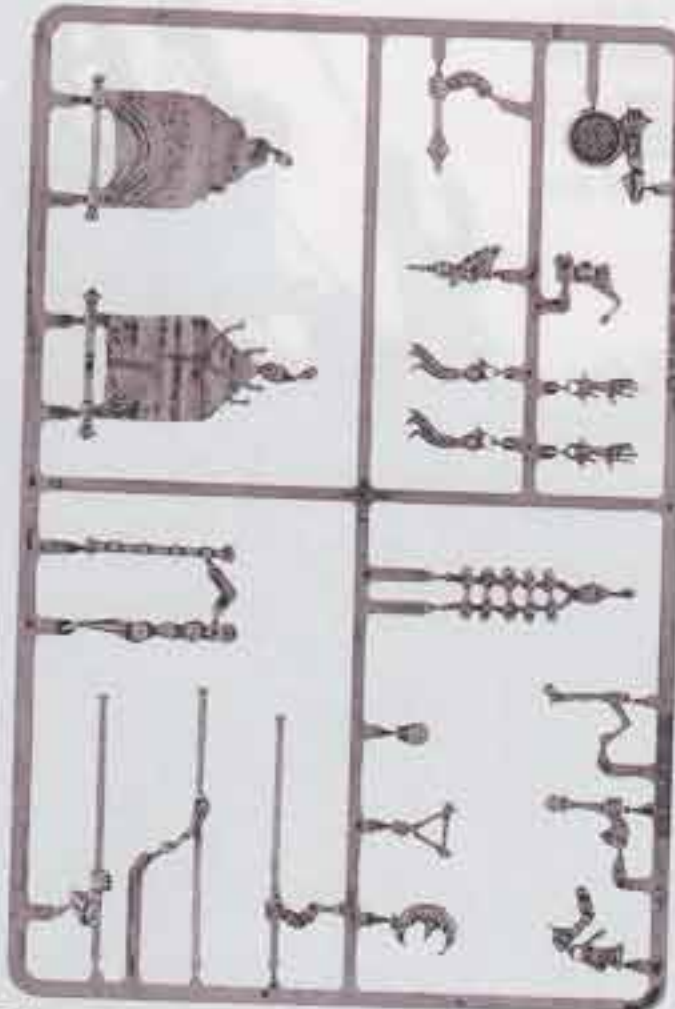


**Skaven Clanrat Regiment Box (20)**  
90-06



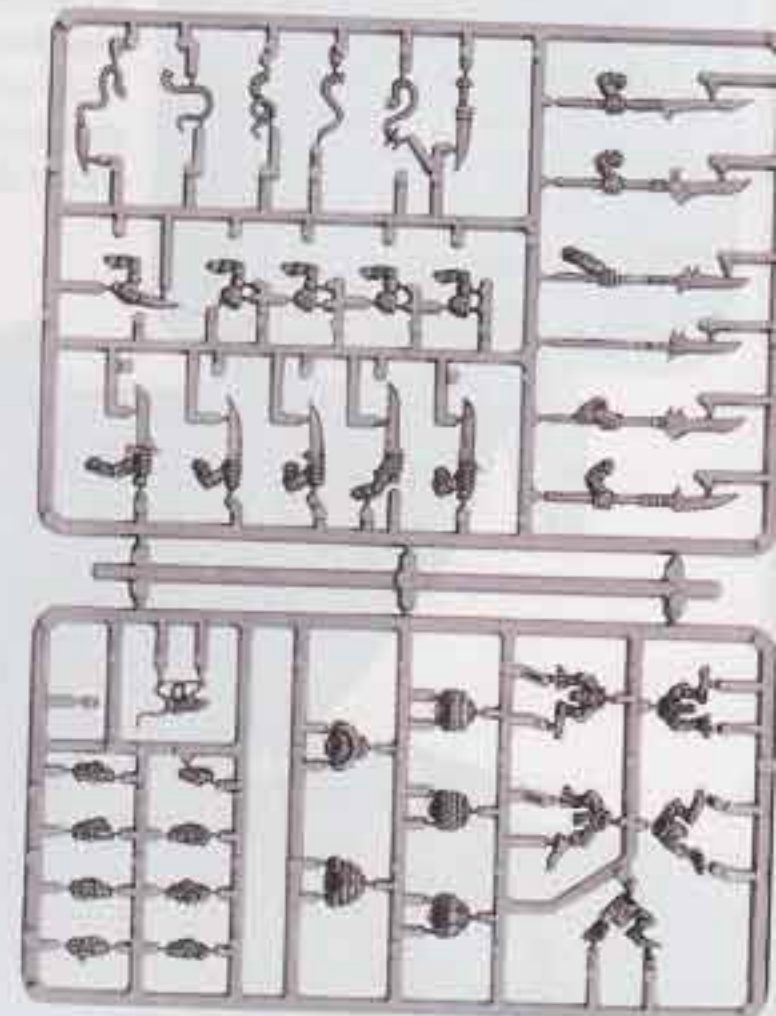
**Skaven Clanrat Shield Sprue**  
99360299006

*Note: Sprue shown at 75% actual size*



**Skaven Regiment Command Sprue**  
99380299001

*Note: Sprue shown at 40% actual size*



**Skaven Regiment Sprue**  
99380206001

*Note: Sprue shown at 40% actual size*

CORE UNITS

Burn...burn,  
man-thing!



Warfire Thrower Team  
Blister (Random 1)  
90-48



Warfire Thrower  
Gunner 1  
020601301



Warfire Thrower  
Fuel Carrier 2  
020601304



Warfire Thrower  
Fuel Carrier 1  
020601302



Warfire Thrower  
Gunner 2  
020601303



Ratling Gun  
Gunner 1  
020605801



Ratling Gun  
Loader 1  
020605803



Ratling Gun Team Blister (Random 1)  
90-50

*The weapons first burst cut a red swathe through the Dwarfs. The Skryre Engineer started to cackle maniacally, turning wildly on the crank.*



Ratling Gun  
Gunner 2  
020605802



Ratling Gun  
Loader 2  
020605804

PAINTING A CLANRAT FAST

The Skaven are a horde army, with the minimal unit size of your core regiments being 20 Clanrats. Here, we take a look at how to paint a Clanrat for your Skaven army quickly. Don't worry about being too neat. It's more a matter of getting a lot painted. Once you put them all in a unit, you will have an impressive horde of Skaven.

1. After spraying the model with black primer, drybrush the fur with Vermin Brown.



2. Paint all metal areas with Boltgun Metal, cloth areas with Catachan Green, straps and leggings with Snakebite Leather, and the face, tail, and hands with Dwarf Flesh.

3. Apply a wash of Flesh Wash over the entire model except for the fur areas.



4. Highlight the edges of all areas painted with the original colors used in Step 2. Finish the base of the model with sand or flock to match the rest of your horde.



Gotrek vs.

Boneripper. Tracz Jakub entered this stunning model into the Baltimore Golden Demon 2002.





## CORE UNITS

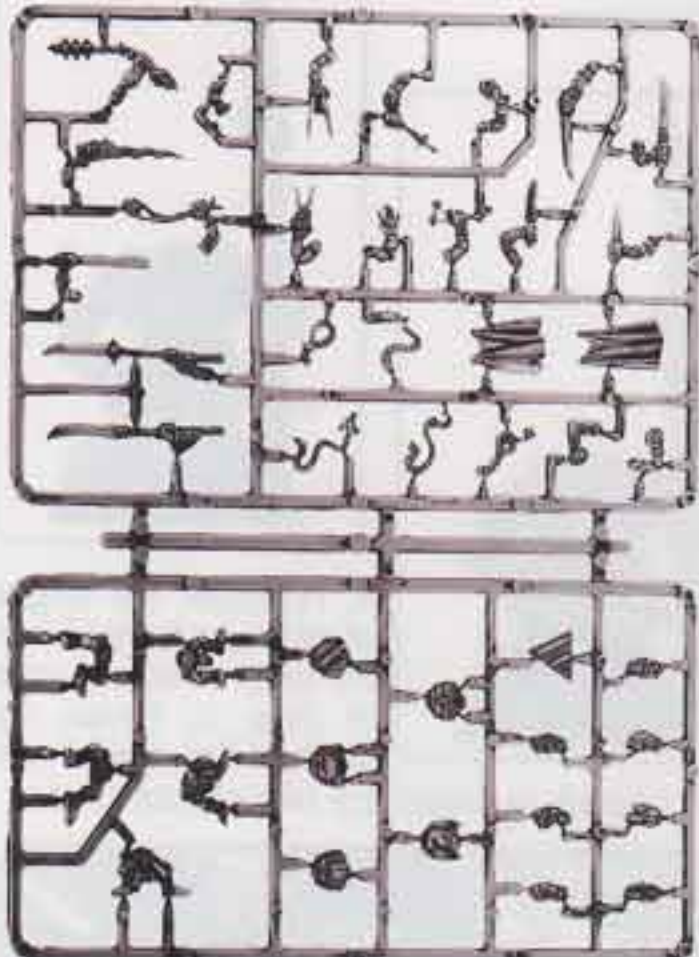


**Skaven Night Runners Regiment Box (20)**  
90-08



*Above: These Night Runners are from Brad Diedrich's Chicago GT 2003 Skaven army.*

*Note: The Skaven Packmaster Blister contains one random Packmaster & three random Giants Rats.*



**Skaven Night Runner Sprue**  
99381106001

*Note: Sprue shown at 40% actual size*



**Packmaster 1**  
020601045



**Packmaster 2**  
020601050



**Skaven Packmaster & Giant Rats Blister**  
(1 Packmaster & 3 Giant Rats)  
90-44



**Giant Rat 1**  
020605701



**Giant Rat 2**  
020605702



**Giant Rat 3**  
020605703



**Giant Rat 4**  
020605704



**Giant Rat 5**  
020605705



**Giant Rat 6**  
020605706

*Rat beasts the size of wolves, a seething mass of stinking fur and sharp fangs; these creatures can overwhelm even the most disciplined enemies.*

## SHOWCASE



*Left: This Classic Grey Seer is the General of Brad Diedrich's Skaven army from the Chicago 2003 GT.*



*A selection of units from Brad Diedrich's Skaven army:*

*Top Right: A unit of converted Rat Ogres. Most of the conversions were made with minor body and arm swaps.*

*Above: Warp Cannon*

*Right: This large Clanrat regiment is the linchpin of the Skaven battle line.*

*Below Right: Brad Diedrich's complete army is resplendent on its handmade terrain board, which doubles as the carrying tray for the entire army.*



## CORE UNITS

The Skaven Stormvermin boxed set contains 10 random Stormvermin.



**Skaven Stormvermin Box (10)**  
90-11  
**Skaven Stormvermin Command Blister (3)**  
90-37



**Stormvermin Champion Body**  
020606001

The Skaven Stormvermin command blister contains one Champion, one Standard Bearer & one Musician.



**Stormvermin Champion Arm**  
020606004



**Stormvermin Standard**  
020606005



**Stormvermin Drummer Arm**  
020606006



**Stormvermin 1**  
020606101



**Stormvermin 2**  
020606102



**Stormvermin Halberd 1**  
020606105



**Stormvermin Halberd 2**  
020606106



**Stormvermin Halberd 3**  
020606107



**Stormvermin Musician**  
020606002



**Stormvermin Standard Bearer**  
020606003



**Stormvermin 3**  
020606103



**Stormvermin 4**  
020606104



**Stormvermin Halberd 4**  
020606108



**Skaven Rat Swarm Blister (2 Bases)**  
90-45



**Skaven Rat Swarm 1**  
020606501



**Skaven Rat Swarm 2**  
020606502



## CORE UNITS

### PAINTING WARPSTONE

A lot of Skaven models in the range feature warpstone. Here is a simple but effective method for painting it. Start with a basecoat of Dark Angels Green and then highlight with Snot Green. Paint on some Scorpion Green in patches as the final highlight. To create a glassy effect, paint some Gloss Varnish on the model as a final step.



**Skaven Poisoned Wind Globadier Blister (Random 1)**  
90-47



**Globadier 1**  
020600703



**Globadier 2**  
020600702



**Globadier 3**  
020600705



**Globadier Backpack 1**  
020600704



**Globadier Backpack 2**  
020600706

## SHOWCASE

*Matt York's stunning Skaven army won Best Overall at the Baltimore 2003 GT.*



**SPECIAL UNITS**



**Plague Monk  
Champion**  
020602405

*The Skaven Plague  
Monk command blister  
contains one Plague Monk  
Champion, one Plague Monk  
Musician & one Plague  
Monk Standard Bearer.*



**Plague Monk  
Musician**  
020602307



**Plague Monk  
Standard**  
020602306



*The Skaven Plague Monk  
blister contains 3 random  
Plague Monks.*

**Skaven Plague Monks Blister (Random 3)**  
90-40

**Skaven Plague Monks Command Blister (3)**  
90-41



**Plague Monk 1**  
020600575



**Plague Monk 2**  
020600576

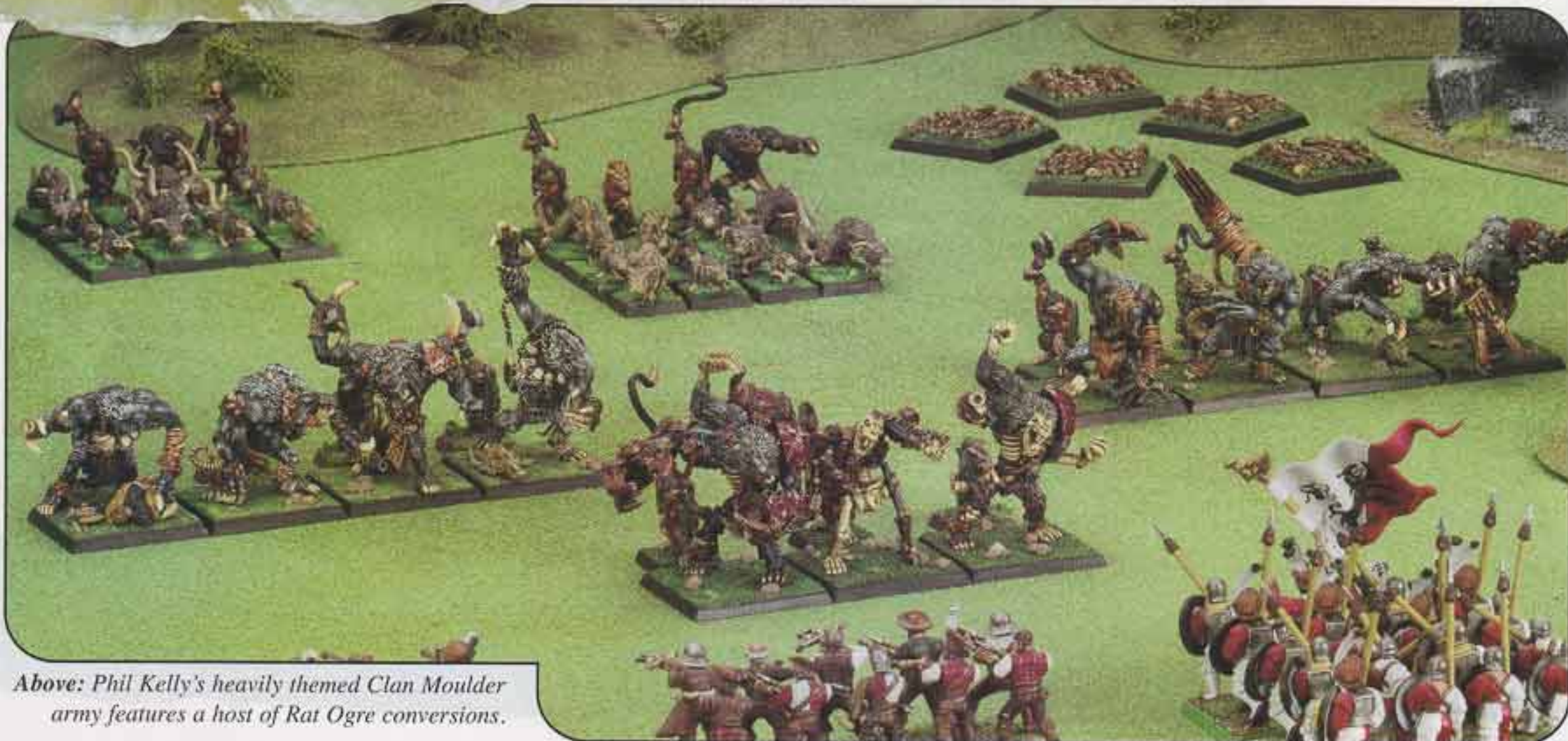


**Plague Monk 3**  
020600577



**Plague Monk 4**  
020600578

**SHOWCASE**



*Above: Phil Kelly's heavily themed Clan Moulder  
army features a host of Rat Ogre conversions.*

# SPECIAL UNITS



The Skaven Rat Ogre blister contains 1 random Rat Ogre & 1 random Skaven Packmaster.

**Skaven Rat Ogre Blister**  
(Random Rat Ogre and Packmaster)  
90-43



**Packmaster 1**  
020601045



**Packmaster 2**  
020601050



**Rat Ogre Head 1**  
020606304



**Rat Ogre Head 2**  
020606305



**Rat Ogre Head 3**  
020606306



**Rat Ogre Body 1**  
020606301



**Rat Ogre Arm 1**  
020606307



**Rat Ogre Arm 2**  
020606308



**Rat Ogre Body 3**  
020606303



**Rat Ogre Body 2**  
020606302



**Rat Ogre Arm 3**  
020606309

A series of Skaven Rat Ogre conversions by (from top to bottom) Ty Finocchiaro, John Shaffer, and Jeff Hurd





## SPECIAL UNITS

The Skaven Gutter Runners blister contains 3 random Gutter Runners.



**Gutter Runner 1**  
020606701



**Gutter Runner 2**  
020606702



**Gutter Runner 3**  
020606703



**Gutter Runner 4**  
020606704

**Skaven Gutter Runners Blister (Random 3 Gutter Runners)**  
90-51



**Jezzail Gunner 1**  
020606401



**Jezzail Shield Bearer 1**  
020606403



**Warplock Jezzail Team Blister (1)**  
90-49

The Skaven Jezzail blister contains 1 Warplock Jezzail Team.



**Jezzail Gunner 2**  
020606402



**Jezzail Shield Bearer 2**  
020606404



**Jezzail Shield 1**  
020606405



**Jezzail Shield 2**  
020606406



**Jezzail Shield 3**  
020606407

The Jezzail fires bullets of refined warpstone that explode on impact, making mockery of even the thickest armor.

## SHOWCASE

Left: Clan Skryre Engineer Nick Davis built this Skaven Rat Tank from bits from the Classic Empire Steam Tank and the Skaven Doomwheel.



RARE UNITS



**Skaven Warp-Lightning Cannon Box (1)**  
90-10



**Lightning Cannon Base**  
020605404



**Lightning Cannon Sight**  
020605401



**Lightning Cannon Barrel**  
020605402



**Lightning Cannon Reactor**  
020605403



**Lightning Cannon Wheels**  
020605405



**Lightning Cannon Gunner**  
020605406



**Lightning Cannon Gunner Arm**  
020605407



**Lightning Cannon Slave 1**  
020605408



**Lightning Cannon Slave 2**  
020605409

*The most recent addition to Clan Skryre's arsenal is the powerful Warp-Lightning Cannon. This bizarre gun is powered by a huge chunk of raw warpstone. Its raw energy is channeled through a series of lenses that amplify and concentrate it. When the weapon is fired, a bright green bolt of lightning, powerful enough to shatter mountains, surges from the weapon's muzzle.*



**Skaven Plague Censer Bearer Blister (Random 2)**  
90-39



*The Skaven Plague Censer Bearer blister contains 2 random Plague Censer Bearers.*



**Plague Censer Bearer 1**  
020600886



**Plague Censer Bearer 2**  
020600881



**Plague Censer Bearer 3**  
020600887



**Plague Censer Bearer 4**  
020600880



## PRICE LIST

### Getting Started

90-01-60 *Warhammer Armies: Skaven* .....\$20

### Boxed Sets & Blister Packs – Lords & Heroes

90-35 *Skaven Warlord* .....\$9  
Blister includes 1 model

90-36 *Skaven Grey Seer* .....\$9  
Box includes 1 random model

90-42 *Skaven Warlock Engineer* .....\$8  
Box includes 1 random model

90-46 *Skaven Assassin* .....\$9  
Box includes 1 random model

90-07 *Skaven Screaming Bell* .....\$40  
Box includes 1 model

### Special Characters

90-09 *Thanquol & Boneripper* .....\$25  
Box includes 2 models

90-52 *Throt the Unclean* .....\$10  
Blister includes 1 model

### Boxed Sets & Blister Packs – Core

90-06 *Clanrats Regiment* .....\$30  
Box includes 20 models

90-08 *Night Runners Regiment* .....\$30  
Box includes 20 models

90-44 *Packmaster & Three Giant Rats* .....\$10  
Blister includes 4 random models

90-45 *Rat Swarm* .....\$10  
Blister includes 2 models

90-47 *Poisoned Wind Globadiers* .....\$6  
Blister includes 1 random model

90-48 *Warpfire Thrower Team* .....\$10  
Blister includes 1 random model

90-50 *Ratling Gun* .....\$10  
Blister includes 1 random model

90-37 *Stormvermin Command* .....\$10  
Blister includes 3 models

90-11 *Stormvermin Regiment* .....\$35  
Box includes 10 random models

### Boxed Sets & Blister Packs – Special

90-51 *Gutter Runners* .....\$9  
Blister includes 3 random models

90-40 *Plague Monk Command* .....\$10  
Blister includes 3 models

90-41 *Plague Monks* .....\$9  
Blister includes 3 random models

90-43 *Rat Ogre with Packmaster* .....\$15  
Blister includes 2 random models

90-49 *Warplock Jezzail Team* .....\$9  
Blister includes 1 model

### Boxed Sets & Blister Packs – Rare

90-39 *Plague Censer Bearers* .....\$7  
Blister includes 2 random models

90-10 *Warp Lightning Cannon* .....\$25  
Box includes 1 model

### Metal Bitz – Lords & Heroes

#### Skaven Warlord

020605601 Warlord Body .....\$4  
020605602 Warlord Weapon .....\$2  
020605603 Warlord Tail .....\$2  
020605604 Warlord Shield .....\$2

#### Skaven Grey Seer

020606901 Grey Seer 1 Body .....\$6.50  
020606902 Grey Seer 1 Head .....\$3  
020606903 Grey Seer 2 .....\$9.50

#### Skaven Warlock Engineer

020606201 Warlock Engineer Body 1 .....\$5  
020606202 Warlock Engineer Body 2 .....\$5  
020606203 Warlock Engineer Arm 1 .....\$2.50  
020606204 Warlock Engineer Arm 2 .....\$2.50  
020606205 Warlock Engineer Backpack 1 .....\$2.50  
020606206 Warlock Engineer Backpack 2 .....\$2.50

#### Skaven Assassin

020606601 Assassin 1 .....\$10  
020606602 Assassin 2 .....\$10

#### Skaven Screaming Bell

020605901 Screaming Bell Right Support .....\$5.75  
020605902 Screaming Bell Top .....\$4.50  
020605903 Screaming Bell Holder .....\$2.25  
020605904 Screaming Bell .....\$5.75  
020605905 Screaming Bell Left Support .....\$5.75  
020605906 Screaming Bell Right Wheels .....\$5.75  
020605907 Screaming Bell Base .....\$5.75  
020605908 Screaming Bell Left Wheels .....\$5.75  
020605909 Screaming Bell Grey Seer .....\$11.25  
020605910 Screaming Bell Striker .....\$3.50

#### Special Characters

##### Thanquol & Boneripper

020601701 Grey Seer Thanquol .....\$9  
020605501 Boneripper Head .....\$2  
020605502 Boneripper Gun Arm .....\$3  
020605503 Boneripper Body .....\$6  
020605504 Boneripper Claw Arm .....\$3  
020605505 Boneripper Legs .....\$3

##### Throt the Unclean

020606801 Throt Body .....\$4  
020606802 Throt Staff .....\$3  
020606803 Throt Sword .....\$2  
020606804 Throt Whip .....\$2

### Metal Bitz & Plastic Bitz – Core

#### Skaven Clanrat Regiment

99380206001 Clanrat Regiment Sprue .....\$6.25  
99360299006 Clanrat Shield Sprue .....\$1.25  
99380299001 Clanrat Command Sprue .....\$5

#### Skaven Night Runners Regiment

99381106001 Night Runners Sprue .....\$8

#### Skaven Packmaster & Giant Rats

020601045 Packmaster 1 .....\$3.75  
020601050 Packmaster 2 .....\$3.75  
020605701 Giant Rat 1 .....\$3  
020605702 Giant Rat 2 .....\$3  
020605703 Giant Rat 3 .....\$3  
020605704 Giant Rat 4 .....\$3  
020605705 Giant Rat 5 .....\$3  
020605706 Giant Rat 6 .....\$3

#### Skaven Poisoned Wind Globadiers

020600702 Globadier 1 .....\$4.50  
020600703 Globadier 2 .....\$4.50  
020600704 Globadier Backpack 1 .....\$2.50  
020600705 Globadier 3 .....\$4.50  
020600706 Globadier Backpack 2 .....\$2.50

#### Skaven Rat Swarm

020606501 Rat Swarm 1 .....\$5.50  
020606502 Rat Swarm 2 .....\$5.50

#### Skaven Warpfire Thrower

020601301 Gunner 1 .....\$5.50  
020601302 Fuel Carrier 1 .....\$5.50  
020601303 Gunner 2 .....\$5.50  
020601304 Fuel Carrier 2 .....\$5.50

#### Skaven Ratling Gun

020605801 Ratling Gun Gunner 1 .....\$5.50  
020605802 Ratling Gun Gunner 2 .....\$5.50  
020605803 Ratling Gun Loader 1 .....\$5.50  
020605804 Ratling Gun Loader 2 .....\$5.50

#### Skaven Stormvermin

020606001 Stormvermin Champion 1 .....\$3  
020606002 Stormvermin Standard Bearer .....\$3  
020606003 Stormvermin Musician .....\$3  
020606004 Stormvermin Champion Arm .....\$1  
020606005 Stormvermin Standard .....\$2  
020606006 Stormvermin Drummer Arm .....\$1  
020606101 Stormvermin Body 1 .....\$3  
020606102 Stormvermin Body 2 .....\$3  
020606103 Stormvermin Body 3 .....\$3  
020606104 Stormvermin Body 4 .....\$3  
020606105 Stormvermin Halberd 1 .....\$2  
020606106 Stormvermin Halberd 2 .....\$2  
020606107 Stormvermin Halberd 3 .....\$2  
020606108 Stormvermin Halberd 4 .....\$2

### Metal Bitz – Special

#### Skaven Gutter Runners

020606701 Gutter Runner 1 .....\$3.50  
020606702 Gutter Runner 2 .....\$3.50  
020606703 Gutter Runner 3 .....\$3.50  
020606704 Gutter Runner 4 .....\$3.50

#### Skaven Plague Monks

020600575 Plague Monk 1 .....\$3.50  
020600576 Plague Monk 2 .....\$3.50  
020600577 Plague Monk 3 .....\$3.50  
020600578 Plague Monk 4 .....\$3.50  
020602306 Plague Monk Standard .....\$4  
020602307 Plague Monk Musician .....\$4  
020602405 Plague Monk Champion .....\$4

#### Skaven Rat Ogres

020606301 Rat Ogre Body 1 .....\$8  
020606302 Rat Ogre Body 2 .....\$8  
020606303 Rat Ogre Body 3 .....\$8  
020606304 Rat Ogre Head 1 .....\$2  
020606305 Rat Ogre Head 2 .....\$2  
020606306 Rat Ogre Head 3 .....\$2  
020606307 Rat Ogre Arm 1 .....\$3  
020606308 Rat Ogre Arm 2 .....\$3  
020606309 Rat Ogre Arm 2 .....\$3

#### Skaven Jezzail

020606401 Jezzail Gunner 1 .....\$4  
020606402 Jezzail Gunner 2 .....\$4  
020606403 Jezzail Shield Bearer 1 .....\$3  
020606404 Jezzail Shield Bearer 2 .....\$3  
020606405 Jezzail Shield 1 .....\$2  
020606406 Jezzail Shield 2 .....\$2  
020606407 Jezzail Shield 3 .....\$2

### Metal Bitz – Rare

#### Skaven Plague Censer Bearers

020600880 Plague Censer Bearer 4 .....\$4.50  
020600881 Plague Censer Bearer 2 .....\$4.50  
020600886 Plague Censer Bearer 1 .....\$4.50  
020600887 Plague Censer Bearer 3 .....\$4.50

#### Skaven Warp-Lightning Cannon

020605401 Lightning Cannon Sight .....\$3  
020605402 Lightning Cannon Barrel .....\$4  
020605403 Lightning Cannon Reactor .....\$6  
020605404 Lightning Cannon Base .....\$4  
020605405 Lightning Cannon Wheels .....\$2  
020605406 Lightning Cannon Gunner .....\$3  
020605407 Lightning Cannon Gunner Arm .....\$1  
020605408 Lightning Cannon Slave 1 .....\$3  
020605409 Lightning Cannon Slave 2 .....\$3

PRICE LIST

**Classic/Collector's Range**

**Metal Bitz – Lords & Heroes**

MO0083	Classic Vermin Lord	Set includes 1 model	.....\$25
020600101	Vermin Lord Head		.....\$4
020600102	Vermin Lord Torso		.....\$7
020600103	Vermin Lord Legs		.....\$5
020600104	Vermin Lord Right Arm		.....\$4
020600105	Vermin Lord Left Arm		.....\$2.50
020600106	Vermin Lord Tail		.....\$4

**Classic Skaven Master Assassin**

MO0080	Master Assassin	Set includes 1 model	.....\$9
020602102	Master Assassin Body		.....\$8
020602103	Master Assassin Sword		.....\$2

**Classic Skaven Clan Skryre Warlord**

MO0081	Clan Skryre Warlord	Set includes 1 model	.....\$9
020601901	Clan Skryre Warlord Body		.....\$8
020601902	Clan Skryre Warlord Banner		.....\$2

**Classic Skaven Clan Mors Warlord**

MO0082	Clan Mors Warlord	Set includes 1 model	.....\$9
020601801	Clan Mors Warlord Body		.....\$7
020601802	Clan Mors Warlord Trophy Rack		.....\$3

**Classic Skaven Clan Pestilens Plaguelord**

020601601	Clan Pestilens Plaguelord	Set includes 1 model	.....\$9
020601601	Clan Pestilens Plaguelord Body		.....\$9

**Classic Screaming Bell**

MO0106	Screaming Bell	Set includes 1 model	.....\$40
020600301	Screaming Bell Grey Seer		.....\$9.50
020600302	Screaming Bell Striker		.....\$4.50
020600303	Screaming Bell Platform		.....\$7
020600304	Screaming Bell Support		.....\$5
020600305	Screaming Bell Half		.....\$2
020600306	Screaming Bell Counterweight		.....\$3
020600307	Screaming Bell Warpstone		.....\$2
020600308	Screaming Bell Clanger		.....\$2

**Classic Warlock Engineer**

020601501	Warlock with Staff 1		.....\$4
020601502	Warlock with Skull		.....\$4
020601503	Warlock Back Banner		.....\$2
020601504	Warlock with Staff 2		.....\$4

**Classic Warlord**

020604901	Warlord Body		.....\$7
020604902	Warlord Head		.....\$1
020604903	Warlord Back Banner		.....\$1
020604904	Warlord Shield		.....\$1

**Classic Assassins**

020601401	Assassin 1		.....\$11
020601402	Assassin 2		.....\$11
020601403	Assassin 3		.....\$11

**Classic Boneripper**

020602001	Boneripper Head		.....\$2
020602002	Boneripper Torso		.....\$7
020602003	Boneripper Left Arm		.....\$2
020602004	Boneripper Legs		.....\$5

**Metal Bitz – Core**

**Classic Skaven Clanrats**

020602457	Champion 2		.....\$4
020602229	Clanrat 1		.....\$3.75
020602253	Clanrat 2		.....\$3.75
020602225	Clanrat w/ Spear 1		.....\$3.75
020602915	Clanrat w/ Spear		.....\$3.75
020602967	Clanrat w/ Spear		.....\$3.75
020602363	Musician 2		.....\$3.75
020602304	Standard 1		.....\$4
020602360	Standard 2		.....\$4
020604401	Clanrat Champion Head		.....\$1.25
020604402	Clanrat Sword Arm		.....\$1.25
020604403	Clanrat Standard Pole		.....\$2.50
020604404	Clanrat Standard Top		.....\$1.25
020604405	Clanrat Drum		.....\$1.25
020604406	Clanrat Drummer Arm		.....\$1.25
99369999004	Small Round Shield Sprue		.....\$1

**Classic Skaven Slaves**

020604501	Slave w/ Spear 1		.....\$2.50
020604502	Slave w/ Spear 2		.....\$2.50
020604503	Slave w/ Spear 3		.....\$2.50
020604504	Slave w/ Spear 4		.....\$2.50
020604601	Slave w/ Hand Weapon 1		.....\$2.50
020604602	Slave w/ Hand Weapon 2		.....\$2.50
020604603	Slave w/ Hand Weapon 3		.....\$2.50
020604604	Slave w/ Hand Weapon 4		.....\$2.50
020604701	Slave w/ Sling 1		.....\$2.50
020604702	Slave w/ Sling 2		.....\$2.50
020604703	Slave w/ Sling 3		.....\$2.50
020604704	Slave w/ Sling 4		.....\$2.50
020604805	Slave Drummer		.....\$2.50
020604806	Slave Standard Icon		.....\$1.25
020604807	Slave Standard Body		.....\$2.50

**Classic Giant Rats**

020601001	Giant Rat 7		.....\$3
020601002	Giant Rat 6		.....\$3
020601003	Giant Rat 9		.....\$3
020601004	Giant Rat 8		.....\$3
020601005	Giant Rat 5		.....\$3

**Classic Skaven Stormvermin**

020602508	Stormvermin Champion		.....\$5.50
020602309	Stormvermin Standard		.....\$5.50
020602310	Stormvermin Musician		.....\$5.50
020600402	Stormvermin 1		.....\$5.50
020600404	Stormvermin 2		.....\$5.50
020600401	Stormvermin 3		.....\$5.50
020600471	Stormvermin 4		.....\$5.50
020600473	Stormvermin 5		.....\$5.50
020600472	Stormvermin 6		.....\$5.50
020600474	Stormvermin 7		.....\$5.50

**Metal Bitz – Special**

**Classic Gutter Runners**

020600688	Gutter Runner 1		.....\$3.50
020600689	Gutter Runner 2		.....\$3.50
020600690	Gutter Runner 3		.....\$3.50
020600691	Gutter Runner 4		.....\$3.50
020600601	Gutter Runner 5		.....\$3.50
020600602	Gutter Runner 6		.....\$3.50
020600603	Gutter Runner 7		.....\$3.50
020600604	Gutter Runner 8		.....\$3.50

**Classic Rat Ogres**

020600901	Rat Ogre Head 3		.....\$2
020600902	Rat Ogre Head 1		.....\$2
020600903	Rat Ogre Head 2		.....\$2
020600904	Rat Ogre Torso 2		.....\$7
020600905	Rat Ogre Torso 1		.....\$7
020600906	Rat Ogre Torso 3		.....\$7
020600907	Rat Ogre Legs 1		.....\$5
020600908	Rat Ogre Legs 2		.....\$5

**Classic Jezzails**

020601201	Jezzail 1		.....\$6
020601202	Jezzail Rest 1		.....\$4
020601203	Jezzail 2		.....\$6
020601204	Jezzail Rest 2		.....\$4

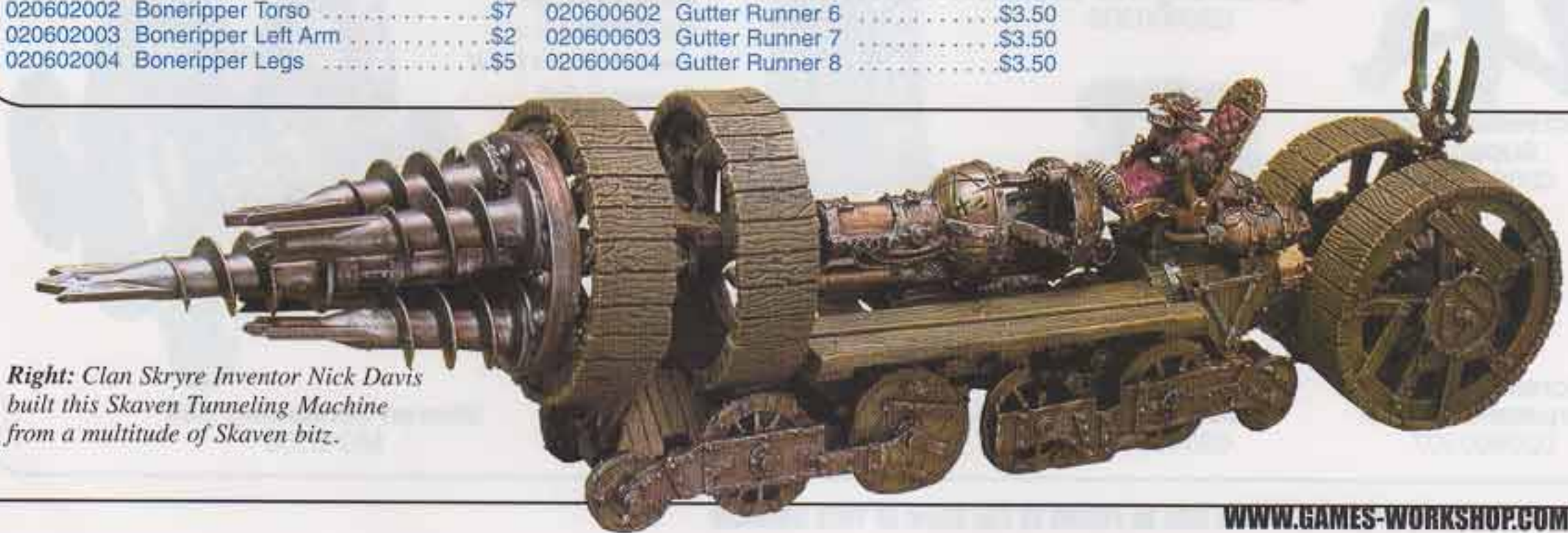
**Metal Bitz – Rare**

**Classic Skaven Doomwheel**

MO0236	Doomwheel	Set includes 1 model	.....\$30
020600201	Warlock Engineer Top		.....\$2.50
020600202	Warlock Engineer Bottom		.....\$2.50
020600203	Warlock Chair Back		.....\$2.50
020600204	Wheel		.....\$6.50
020600205	Wheel Rats		.....\$2.50
020600206	Generator Hub		.....\$5.25
020600207	Stern Axle		.....\$4
020600208	Warpstone Generator		.....\$2.50
020600209	Front Lightning Projector		.....\$4
020600210	Lightning Projector		.....\$4

**Metal Bitz – Skaven Collector's**

74461-19	Throt the Unclean		.....\$4.75
74457-79	Champion w/ Handgun		.....\$4
74451-3	Champion w/ Spear 3		.....\$4
74450-20	Clanrat 4		.....\$3.75
74450-27	Clanrat w/ Pick		.....\$3.75
74452-28	Clanrat w/ Spear 7		.....\$3.75
74452-65	Clanrat w/ Spear 8		.....\$3.75
74406-13	Slave w/ Sling		.....\$2.50
74452-18	Slave 1		.....\$2.50
74452-69	Slave 2		.....\$2.50
74452-64	Slave 3		.....\$2.50
74452-16	Slave w/ Club		.....\$2.50
74450-55	Slave w/ Staff Sling		.....\$2.50
74406-46	Giant Rat 1		.....\$3
74406-48	Giant Rat 2		.....\$3
74406-49	Giant Rat 3		.....\$3
74458-1	Poisoned Wind Globadier 1		.....\$5
74458-33	Warlock w/ Poison Wind Globe		.....\$5
74458-37	Poison Wind Globadier 2		.....\$5
74458-40	Clanrat w/ Poison Wind Globe		.....\$5



*Right: Clan Skryre Inventor Nick Davis built this Skaven Tunneling Machine from a multitude of Skaven bitz.*



## CLASSIC RANGE

*A great claw sliced through the curtain of reality, and the majestic form of the Vermin Lord stepped into the material world.*



**Skaven Vermin Lord**  
MO 0083



**Vermin Lord Head**  
020600101



**Vermin Lord Torso**  
020600102



**Vermin Lord Legs**  
020600103



**Vermin Lord Tail**  
020600106



**Vermin Lord Left Arm**  
020600105



**Vermin Lord Halberd**  
020600104



**Screaming Bell Support**  
020600304



**Screaming Bell Base**  
020600303



**Screaming Bell Striker**  
020600302



**Screaming Bell Grey Seer**  
020600301



**Screaming Bell**  
020600305



**Screaming Bell Warpstone Brazier**  
020600307



**Screaming Bell Counterweight**  
020600306



**Screaming Bell Clanger**  
020600308

*You also need the solid plastic wheel sprue (99399999058) to complete your Classic Screaming Bell.*



**Skaven Screaming Bell**  
MO 0106

Clan Skryre Warlocks are responsible for inventing, building, and maintaining the destructive (to both friend and foe) war machines that Skaven armies field.

CLASSIC RANGE



Painted example of a completed Classic Skaven Warlock



Warlock w/ Staff 1  
020601501



Warlock w/ Staff 2  
020601504



Warlock Back Banner  
020601503



Warlock w/ Skull  
020601502

The Clan Pestilens Plaguelord can also be used as Skaven Special Character Lord Skrokk.



Clan Pestilens Plaguelord  
020601601



Clan Mor Warlord  
MO 0082

The Clan Mor Warlord can also be used as Skaven Special Character Queek Head-Taker.



Clan Mor Warlord Body  
020601801



Clan Mor Warlord Trophy Rack  
020601802



Master Assassin  
MO 0080

The Master Assassin can also be used as Skaven Special Character Deathmaster Snikch.



Clan Skryre Warlord  
MO 0081



Clan Skryre Warlord Body  
020601901

Clan Skryre Warlord Banner  
020601902



Master Assassin Body  
020602102



Master Assassin Sword  
020602103

## CLASSIC RANGE

*Run, run, man-thing, for we are SKAVEN!*



**Skaven Assassin 1**  
020601401



**Warlord Body**  
020604901



**Warlord Head**  
020604902



**Warlord Shield**  
020604904



**Warlord Back Banner**  
020604903



*Painted example of completed Classic Skaven Warlord*



**Skaven Assassin 3**  
020601403



**Skaven Assassin 2**  
020601402



**Skaven Standard 1**  
020602304



**Skaven Standard 2**  
020602360



**Skaven Musician 2**  
020602363

*Classic Skaven Clanrats come complete with the Small Round Shield sprue.*



**Small Round Shield Sprue**  
99369999004



**Skaven Champion 2**  
020602457



**Skaven Clanrat w/ Spear 1**  
020602225



**Skaven Clanrat w/ Spear**  
020602915



**Skaven Clanrat w/ Spear**  
020602967



**Skaven Clanrat 1**  
020602229



**Skaven Clanrat 2**  
020602253



**Skaven Giant Rat 5**  
020601005



**Skaven Giant Rat 6**  
020601002



**Skaven Giant Rat 7**  
020601001



**Skaven Giant Rat 8**  
020601004



**Skaven Giant Rat 9**  
020601003

CLASSIC RANGE



**Drum**  
020604405



**Drum Arm**  
020604406



**Standard Pole**  
020604403



**Champion Head**  
020604401



**Sword Arm**  
020604402



**Standard Top**  
020604404

Above: Classic Skaven accessories for the plastic Skaven regiment Clanrat sprue. These bitz also make great conversion pieces.



*Painted example of a completed Classic Boneripper*



**Boneripper Arm**  
020602003



**Boneripper Torso**  
020602002



**Boneripper Head**  
020602001



**Boneripper Legs**  
020602004



**Skaven Slave w/ Spear 1**  
020604501



**Skaven Slave w/ Spear 2**  
020604502



**Skaven Slave w/ Spear 3**  
020604503



**Skaven Slave w/ Spear 4**  
020604504



*Painted examples of completed Classic Skaven Slaves*



**Skaven Slave Standard Icon**  
020604806



**Skaven Slave w/ Hand Weapon 1**  
020604601



**Skaven Slave w/ Hand Weapon 2**  
020604602



**Skaven Slave w/ Hand Weapon 3**  
020604603



**Skaven Slave w/ Hand Weapon 4**  
020604604



**Skaven Slave Musician**  
020604805



**Skaven Slave Standard**  
020604807



**Skaven Slave w/ Sling 1**  
020604701



**Skaven Slave w/ Sling 2**  
020604702



**Skaven Slave w/ Sling 3**  
020604703



**Skaven Slave w/ Sling 4**  
020604704





## SHOWCASE



*Left: The Gutter Runners' Assassin is represented by Deathmaster Snikch.*

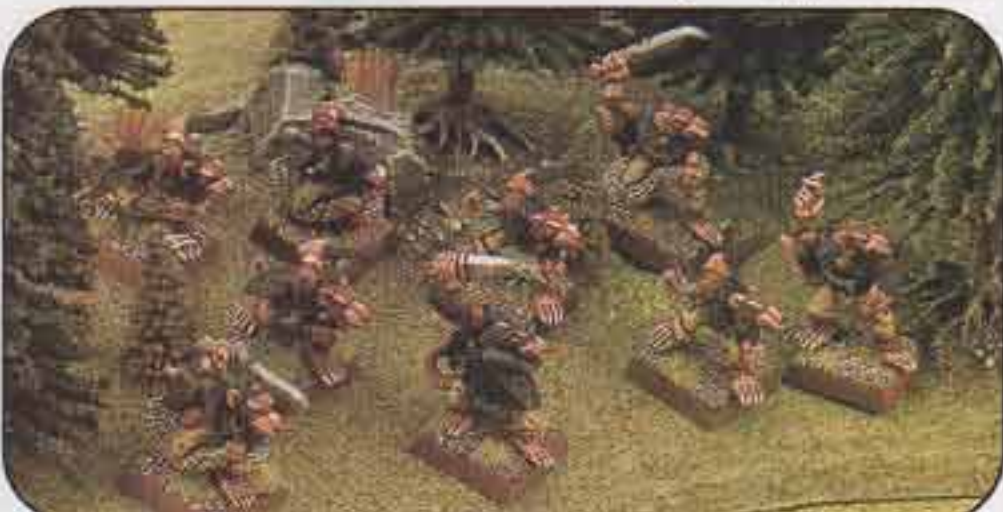
*Right: Gareth has just added this unit of the new, plastic Skaven Clanrats to his existing army.*



*Below: Gutter Runners scurry through the woods.*



*Left: The Plague Monks of Bassilus Bubonicus*



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# SHOWCASE



*This army showcase features the Clan Rat-Fink, the Skaven Horde painted by Gareth Hamilton.*

*Note that Gareth uses a number of Classic Skaven miniatures in this army.*

*Below: Notice how Gareth has used the Necromunda Giant Rats to good effect in his Packmaster's Giant Rat unit.*

*Below: Gareth Hamilton's stunningly painted Classic Skaven Screaming Bell*



*Left: This main Clanrat unit is made up of the original metal Skaven Clanrat figures and led by Warlord Ratarsed himself.*



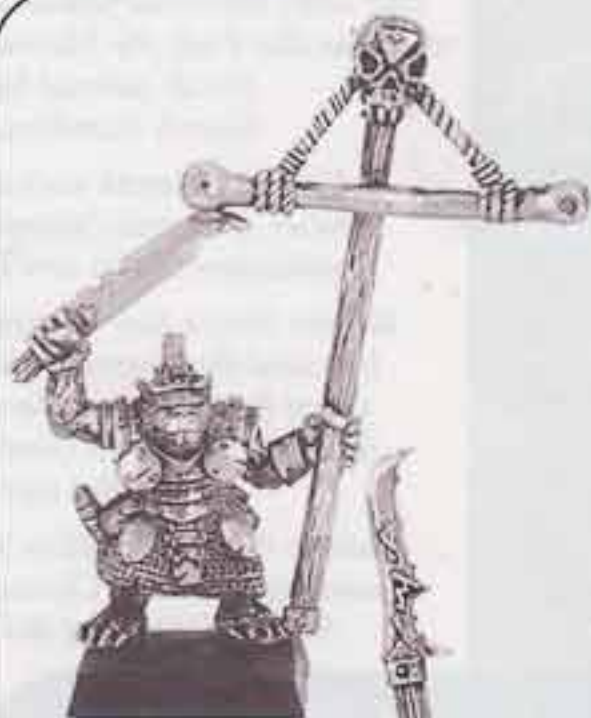
*Left: Clan Skryre agent Mulder in the safe company of 20 Stormvermin*

**CLASSIC RANGE**



*Classic Skaven Stormvermin come complete with the Small Round Shield sprue.*

*Painted examples of completed Classic Skaven Stormvermin*



**Stormvermin Standard**  
020602309



**Stormvermin Champion**  
020602508



**Stormvermin Musician**  
020602310



**Stormvermin 1**  
020600402



**Stormvermin 2**  
020600404



**Stormvermin 3**  
020600401



**Small Round Shield Sprue**  
99369999004

*Note: Sprue shown at 75% actual size*



**Stormvermin 6**  
020600472



**Stormvermin 4**  
020600471



**Stormvermin 5**  
020600473



**Stormvermin 7**  
020600474

*Throtvile gave the command to fire, and the four Jezzails rang out in unison. Waving a paw to clear the foul-smelling smoke, he could see their target. A unit of Knights had lost two of their number, and the rest had drawn to a confused halt and struggled to bring their horses under control.*



*Painted examples of completed Classic Skaven Jezzail Teams*



**Skaven Jezzail 1**  
020601201



**Skaven Jezzail Rest 1**  
020601202



**Skaven Jezzail Rest 2**  
020601204



**Skaven Jezzail 2**  
020601203

*Chittering with excitement, the Jezzail crews reloaded and prepared to fire again. Throtvile's whiskers bristled with pride as the next volley of shots downed another Knight. The other wheeled around and fled. How Throtvile would be remembered for this glorious day! He had single-handedly (well almost) routed that huge regiment of enemy cavalry!*

CLASSIC RANGE



**Gutter Runner 1**  
020600688



**Gutter Runner 2**  
020600689



**Gutter Runner 3**  
020600690



**Gutter Runner 4**  
020600691



**Gutter Runner 5**  
020600601



**Gutter Runner 6**  
020600602



**Gutter Runner 7**  
020600603



**Gutter Runner 8**  
020600604



*Painted examples of completed Classic Gutter Runners*



*Painted examples of completed Classic Rat Ogres*



**Rat Ogre Head 1**  
020600902



**Rat Ogre Head 2**  
020600903



**Rat Ogre Head 3**  
020600901



**Rat Ogre Torso 2**  
020600904



**Rat Ogre Torso 3**  
020600905



**Rat Ogre Torso 1**  
020600906



**Rat Ogre Legs 1**  
020600907



**Rat Ogre Legs 2**  
020600908



**CLASSIC RANGE**



**Skaven Doomwheel**  
MO 0236



**Doomwheel Wheel**  
020600204



**Doomwheel Generator Hub**  
020600206



**Doomwheel Rats**  
020600205



**Doomwheel Stern Axle**  
020600207



**Doomwheel Warpstone Generator**  
020600208

*You also need the solid plastic wheel sprue (99399999058) to complete your Classic Skaven Doomwheel.*



**Doomwheel Warlock Engineer Body**  
020600201



**Doomwheel Warlock Engineer Bottom**  
020600202



**Doomwheel Chair Back**  
020600203

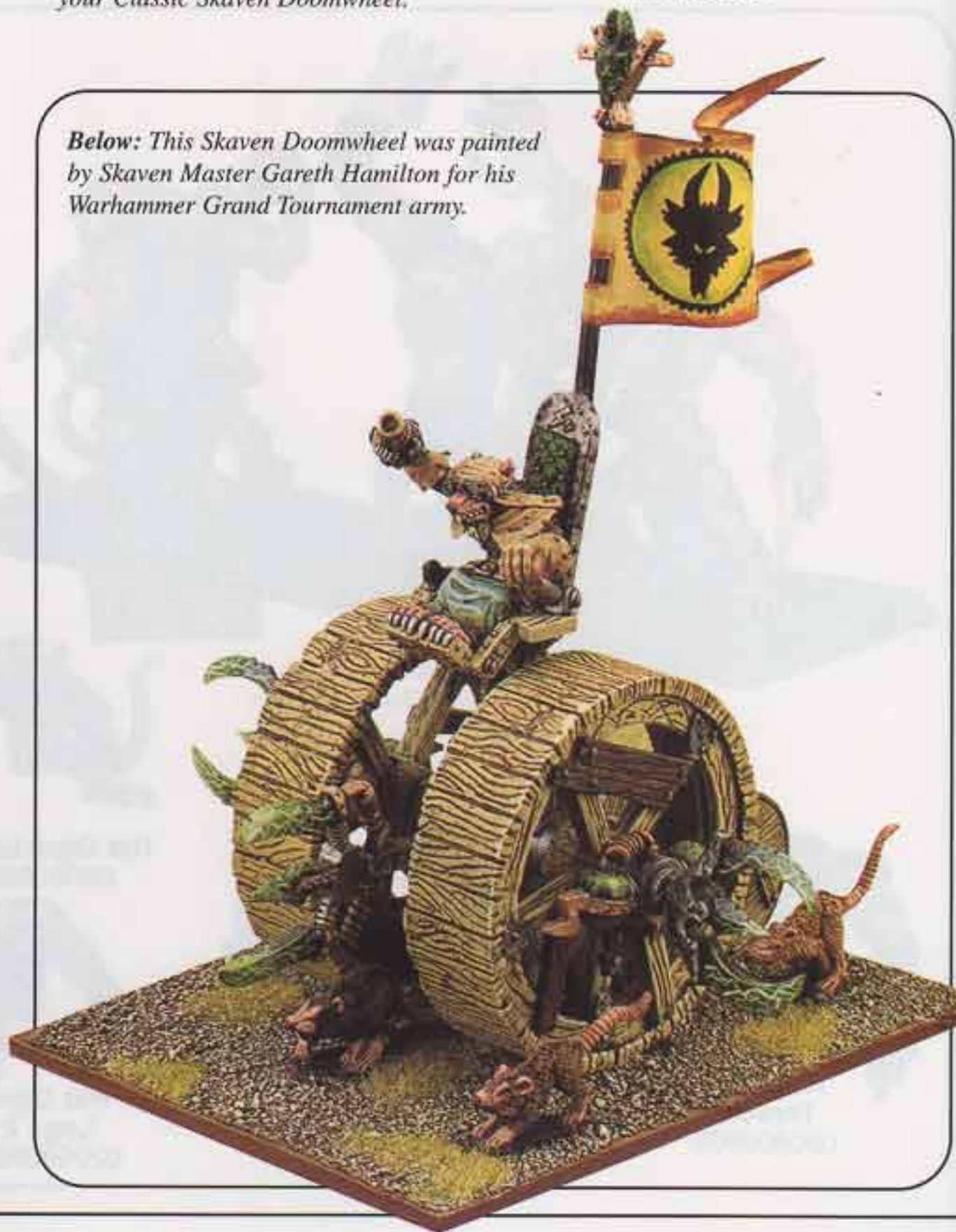


**Doomwheel Fwd Lightning Projector**  
020600209



**Doomwheel Lightning Projector**  
020600210

*Below: This Skaven Doomwheel was painted by Skaven Master Gareth Hamilton for his Warhammer Grand Tournament army.*



COLLECTOR'S RANGE



**Throt the Unclean**  
74461-19



**Skaven Champion w/ Handgun**  
74457-79



**Skaven Champion w/ Handgun**  
74451-3



**Skaven Clanrat 4**  
74450-20



**Skaven Clanrat w/ Pick**  
74450-27



**Skaven Clanrat w/ Spear 7**  
74452-28



**Skaven Clanrat w/ Spear 8**  
74452-65



**Skaven Slave w/ Sling**  
74406-13



**Skaven Slave 1**  
74452-18



**Skaven Slave 2**  
74452-69



**Skaven Slave 3**  
74452-64



**Skaven Slave w/ Club**  
74452-16



**Skaven Slave w/ Staff Sling**  
74450-55



**Skaven Giant Rat 1**  
74406-46



**Skaven Giant Rat 2**  
74406-48



**Skaven Giant Rat 3**  
74406-49



**Warlock w/ Poison Wind Globe**  
74458-33



**Clanrat w/ Poison Wind Globe**  
74458-40



**Poisoned Wind Globadier 1**  
74458-1



**Poisoned Wind Globadier 2**  
74458-37



## COLORS OF WAR

Skaven are scavengers, and their clothing and weapons reflect their nature. Army colors tend to lean toward muted browns & greens with a deep reds added here and there to add contrast and color to the horde.



Codex Grey, Brazen Brass & Bronzed Flesh



Chaos Black, Tin Bitz & Chainmail



Dark Angels Green, Scab Red & Chainmail



Red Gore, Brazen Brass & Chainmail



Chaos Black, Codex Grey & Bleached Bone



Dark Angels Green, Bestial Brown & Bronzed Flesh



Bronzed Flesh, Snakebite Leather & Enchanted Blue



Bronzed Flesh, Snakebite Leather & Bubonic Brown



Bleached Bone, Bestial Brown & Red Gore



Scorched Brown, Bronzed Flesh & Chainmail



Elf Flesh, Snakebite Leather & Bubonic Brown



Bestial Brown, Tin Bitz & Chainmail



Bubonic Brown, Snakebite Leather & Red Gore



Elf Flesh, Bleached Bone & Vermin Brown

COLORS OF WAR

-  Snakebite Leather,
-  Brazen Brass,
-  Codex Grey,
-  Chainmail, Tin Bitz & Chaos Black



-  Bronzed Flesh, Codex Grey & Rotting Flesh
-  Rotting Flesh



Skull White, Rotting Flesh & Elf Flesh



Chaos Black, Bronzed Flesh & Codex Grey



Red Gore, Tin Bitz & Brazen Brass

-  Skull White,
-  Bleached Bone,
-  Snakebite Leather,
-  Chaos Black,
-  Tin Bitz & Chainmail

Skull White, Bleached Bone, Snakebite Leather, Chaos Black, Tin Bitz & Chainmail



Dark Angels Green, Brazen Brass & Bestial Brown



Red Gore, Tin Bitz & Chainmail

-  Tin Bitz, Brazen Brass, Chainmail, Snakebite Leather & Elf Flesh





# TOMB KINGS

*When the Bretonnian merchant caravan first spotted the dust cloud of travelers out in the open desert, there was much speculation. The exciting prospect of meeting fellow merchants along these desolate trade routes slowly evolved to worrisome rumors. The native guides had spread stories of long buried evils and an ancient power that remained in these desert lands. Gradually, everyone in the party realized that the dust cloud would intersect the course of the caravan.*

*As the oncoming dust cloud closed the distance and crested the last sand dune, the ghastly nature of the approaching forces was revealed. Columns of the skeletal remains of warriors from some ancient civilization were marching upon the caravan. High overhead, the hungry desert vultures began circling lower and lower, anticipating the feast.*

Many thousands of years ago, the ancient realm of Nehekhara was a vibrant civilization of Men that rose like an oasis of life in the vast deserts of the Warhammer world. But long ago, dark necromantic magic tainted and destroyed the realm and left only corpses and the remains of ruined cities and mighty tombs. The land was cursed, but soon the dead rose up and reclaimed their kingdom.

## Fighting Style

No force in the Warhammer world relies as heavily on its characters as the Tomb Kings army. After all, the soldiers have risen out of their sandy graves only because of the

incantations of the Liche Priests and the indomitable will of the Tomb Kings and Princes. While Tomb Kings units are solid and never rout, they are not the hardest-hitting or most skillful troops in the game. There are some fearsome combatants in the army list (Bone Giants and Ushabti for instance), but what makes the Tomb Kings so deadly is their ability to use Incantations to gain extra movement, shooting, and fighting from their Undead legions. Additionally, the character models can always resurrect any casualties and continually bring back models their foes have destroyed. Like the very sands of their desert home, the Tomb Kings numbers can seem limitless to a dismayed opponent.

Tomb Kings players can use their powerful characters and ability to control the Undead to make an army with a lot of missile weapons, a fast attack force of hard-hitting Chariots and Bone Giants, or a fearsome frontal assault force with outflanking possibilities. With its myriad of spell casters and special deploying creatures like Tomb Swarms and Tomb Scorpions, a wizened and veteran Tomb Kings player can keep his foe guessing until the final (and fatal) attack is launched.

## Collecting a Tomb Kings Army

The best two things to begin a Tomb Kings army with are Skeletons and some character models. In order to raise a mighty Undead host, you must have Skeletons. There are a variety of options and equipment (Skeleton Light Horsemen, Skeletons with spears and shields, Skeletons with bows, and more), and a player would be wise to consider how he intends to use each unit before starting in with the painting and assembling. An army must also contain at least one Tomb King or Prince to be its General and at least one Liche Priest or Liche High Priest to be the army's Hierophant (the one responsible for waking the entire force from slumber).

When expanding a Tomb Kings army, it is always advisable to take every character model that you can to ensure plenty of incantations to drive the legions. Once



*Bryan Shaw caught the judges' eyes with these Ushabti at the 2003 Golden Demon Painting competition in Chicago.*



The rich imagery of the Tomb Kings inspired the construction of this seafaring vessel powered by two hulking Bone Giants manning the oars.

characters are assembled, players can fill their army out with not only rank after rank of Undead warriors but also things like the powerful Screaming Skull Catapult, flying Carrion, elite Tomb Guard, or Undead Constructs like the guardian statues known as Ushabti, the terrifying Bone Giant, or the Tomb Scorpions. Tomb Swarms are ideal to burst out of the sand and tie up enemy units. It is next to impossible to have too many Skeletons, and luckily they are fast to paint up and will look great in your army.

With so many choices, Tomb King players are well equipped to raise their own Army of Eternity and reclaim their ancient kingdoms.

This regiment of Tomb Guard offers just a taste of Joe Sleboda's unique Tomb Kings army. Catch a much better look at more of Joe's army later in this section.



The Tomb of Hamon-Ra serves as the setting for a Warhammer Skirmish scenario involving the Tomb Kings.



Finn Kisch took second place in the Warhammer Large Monster Category at the 2003 Golden Demon Painting competition in Los Angeles. This fabulous piece was heavily converted with pieces from the C'tan Deathbringer.



## GETTING STARTED



### Tomb Kings Battalion (94-14)

- 2 Regiments of 16 Skeleton Warriors
- 3 Chariots
- 8 Skeleton Horsemen

*This boxed set contains the perfect foundation for a new Tomb Kings army. Simply add a character model or two, and you're almost there!*



### Warhammer Armies: Tomb Kings



This book contains all of the information you need to build a Tomb Kings army and includes full rules, the army list, collecting and hobby tips, and colorful, in-depth background information.

**Warhammer Armies: Tomb Kings**  
94-01-60

### Skeleton Warriors Regiment Boxed Set

As with most Warhammer armies, the best place to start recruiting your forces is with a plastic regiment boxed set.



In the case of the Tomb Kings, the Skeleton Warriors boxed set is the obvious choice.

With the contents of this boxed set, you can assemble a regiment of 16 plastic Skeleton Warriors, including command, to take to battle on the sands of Khemri. You also have the option of arming them one of three different ways. Your Skeletons can have hand weapons, spears, or bows (all three of which are shown here).

While there are plenty of other troop types to choose from, the foundation of any good Tomb Kings army consists of plenty of animated skeletal remains.



*Skeleton Warriors with Bows*



*Skeleton Warriors with Spears and Shields*

*These Skeletons are shown approximately 75% actual size.*



*Skeleton Warriors with Hand Weapons and Shields*

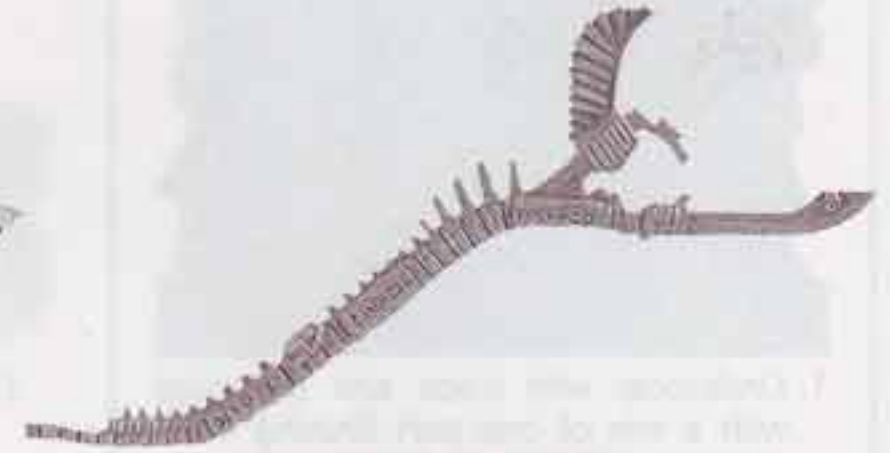
LORDS & HEROES



**Setra the Imperishable Box (1)**  
94-09



**Setra Right Weapon Arm**  
020711003



**Setra Chariot Haft**  
020711008



**Setra Chariot Banner Pole**  
020711010



**Setra Left Arm Sprue**  
020711001



**Setra Body**  
020711002



**Setra Cloak**  
020711004



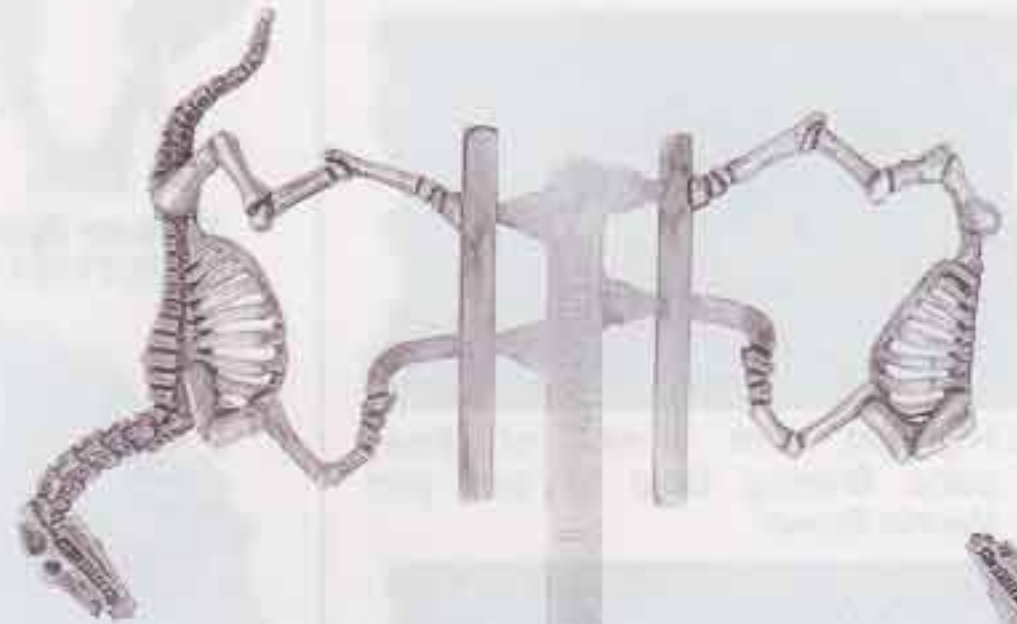
**Setra Chariot Standard Top**  
020711006



**Setra Chariot Yoke**  
020711005



**Setra Chariot Skeleton Icon**  
020711007



**Skeleton Horse**  
99389999007



**Setra Chariot Front**  
020711009



**Setra Chariot Wheel**  
020711015



**Setra Chariot Scythe**  
020711011



**Setra Chariot Right Side**  
020711014



**Setra Chariot Left Side**  
020711012



**Setra Chariot Base**  
020711013

## TOMB KINGS GOLD

The gold on most of the weapons, equipment, and other accouterments that the Tomb Kings possess generally has a distinctly aged look to it, as you might expect since these items have been entombed with their owners for centuries. Here's our method for achieving that "died-in" look.



1. Undercoat with black and basecoat with a mix of one part Shining Gold and one part Vermin Brown.



2. Give the entire gold area a thinned wash with Scorched Brown.



3. Highlight with a mix of three parts Shining Gold to one part Vermin Brown.



4. Add the final level of highlight with unmixed Shining Gold.

More tips on painting gold can be found in the Dark Elf and Necron sections in this very catalog!

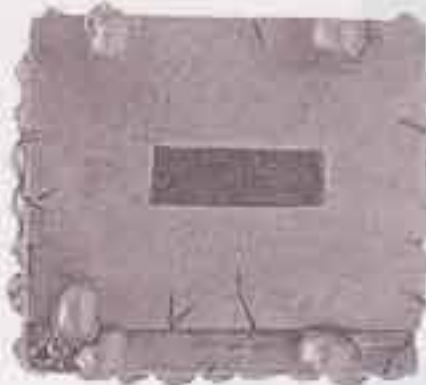
## LORDS & HEROES



**Altar Rear**  
020711607



**Casket of Souls**  
020711604



**Altar Front**  
020711606



**Vulture Sprue**  
020711611



**Casket Base**  
020711605



**The Casket of Souls Box (1)**  
94-11



**Liche Priest Body**  
020711602



**Liche Priest Right Arm**  
020711601



**Liche Priest Left Arm**  
020711603



**Skeleton Torso Sprue**  
020711610



**Guard Body 1**  
020711608



**Guard Body 2**  
020711612



**Guard Swords Sprue**  
020711609

# LORDS & HEROES



**Tomb King in Chariot Box (1)**  
94-15

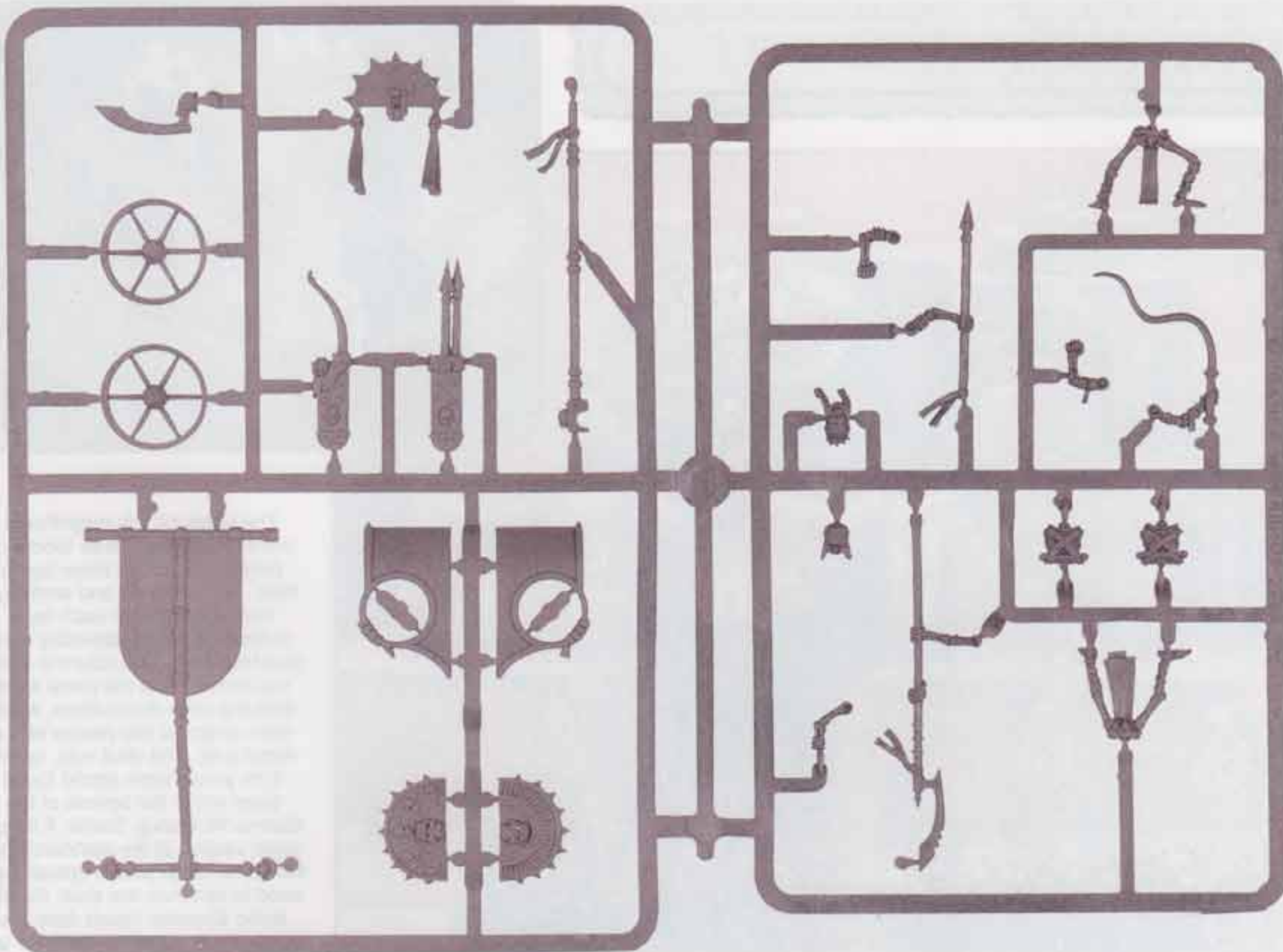
*Note: The Tomb King in Chariot boxed set also contains the Skeleton Horse Sprue (99389999007) and the Tomb King 2 Left Arm metal bit (020711705) – both shown on p. 814.*



**Tomb King 3 Body**  
020712402



**Tomb King 3 Right Arm**  
020712401



**Tomb Kings Chariot Sprue**  
99380207005 (Shown 85% Act. Size)

LORDS & HEROES



Tomb King Blister (Random 1)  
94-35



Tomb King Body 1  
020711701



Tomb King 1  
Shield  
020711702



Tomb King 2  
Left Arm  
020711705



Tomb King  
Body 2  
020711703



Tomb King 2 Glaive  
020711704

SHOWCASE



The basis for this magnificent piece was simply three blocks of polystyrene, each three layers thick. The entrance and archways were carved from each layer before the whole assembly was glued together. The columns at the top and sides of the piece were wedding cake decorations, which were snapped into pieces with a metal ruler. The skull was, again, from an old resin model found deep within the bowels of the Games Workshop Studio. A large-scale version of the standard from the Tomb Kings plastic sprues was used to decorate the skull. Finally, some Skeleton heads from the sprues were cut off to decorate the temple here and there.

LORDS & HEROES

*Note: The Liche Priests blister pack also contains the Skeleton Horse Sprue (99389999007) shown earlier.*



**Liche Priests Blister (2)**  
94-36



**Mounted Liche Priest**  
020711302



**Liche Priest on Foot**  
020711301

*Note: The Icon Bearers blister pack also contains the Skeleton Horse Sprue (99389999007) shown earlier.*



**Icon Bearers Blister (2)**  
94-39



**Icon Bearer Arm 2**  
020712304



**High Queen Khalida Nefherher Blister (1)**  
020712001 (Bit)  
94-37 (Blister)



**Icon Bearer Arm 1**  
020712302



**Icon Bearer Arm 2**  
020712303



**Icon Bearer Body**  
020711201



**Mounted Icon Bearer Body**  
020712301

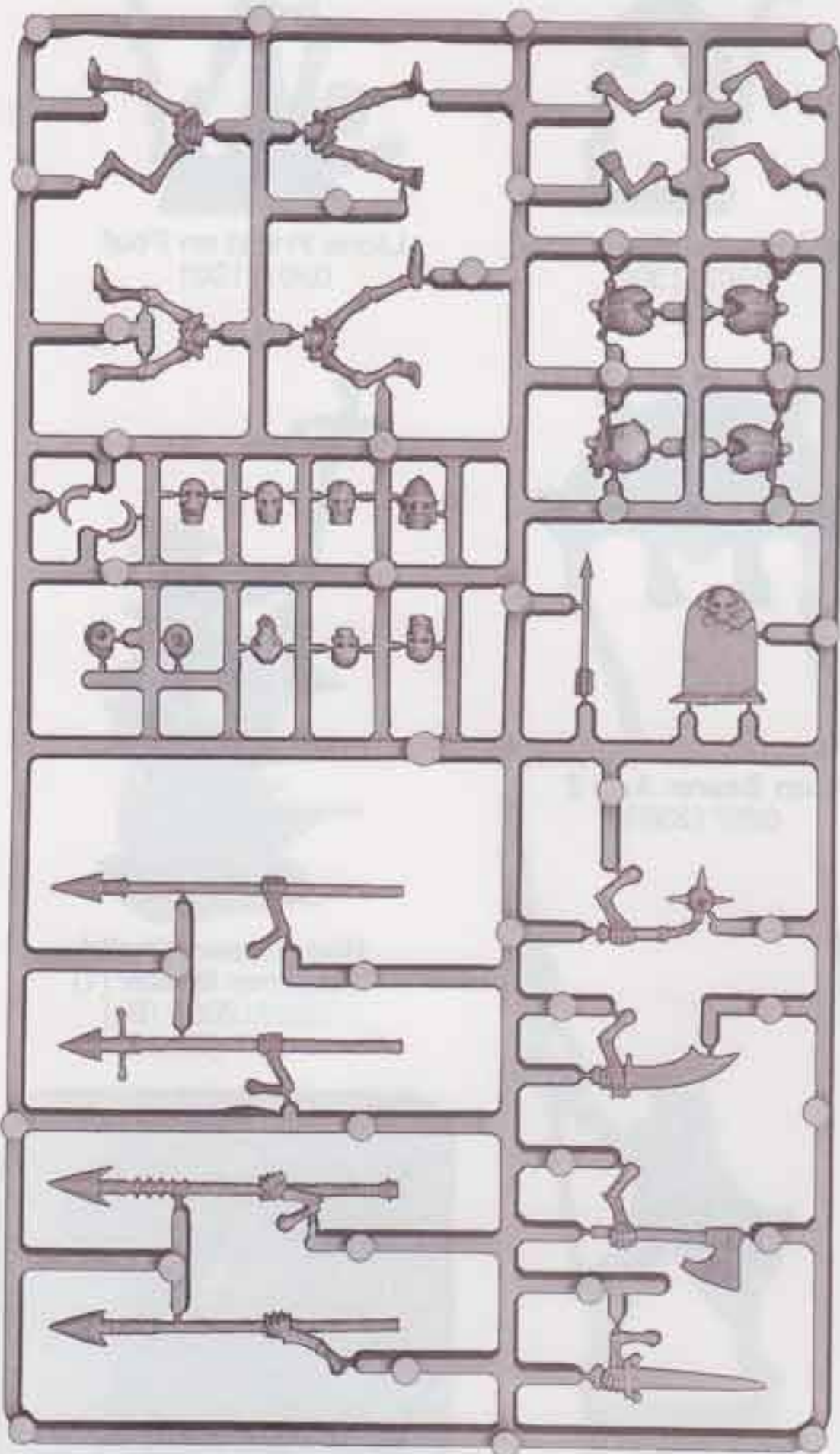




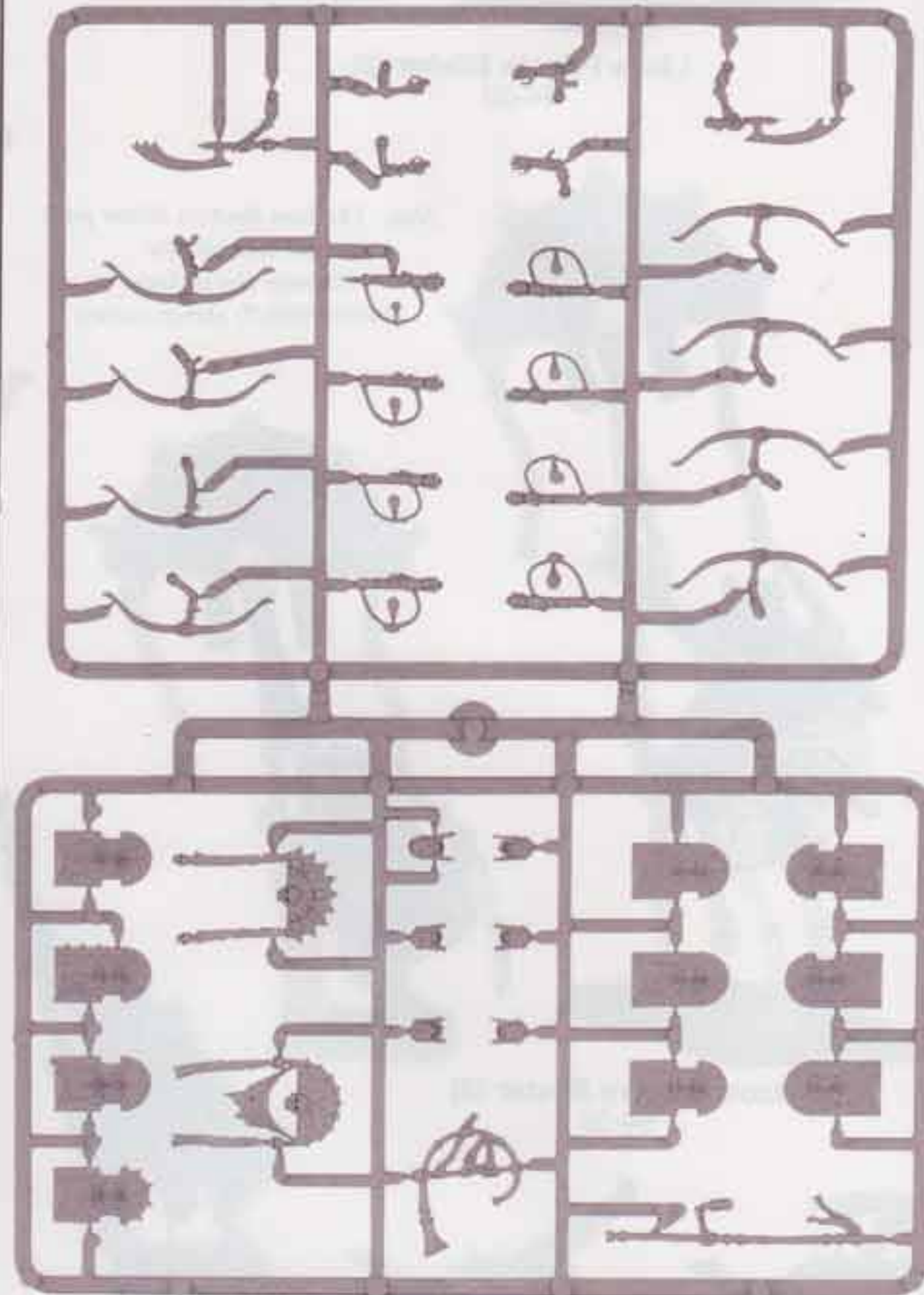
CORE UNITS



**Skeleton Warrior Regiment Box (16)**  
94-06



**Skeleton Warrior Sprue**  
99380207001 (Shown 75% Act. Size)

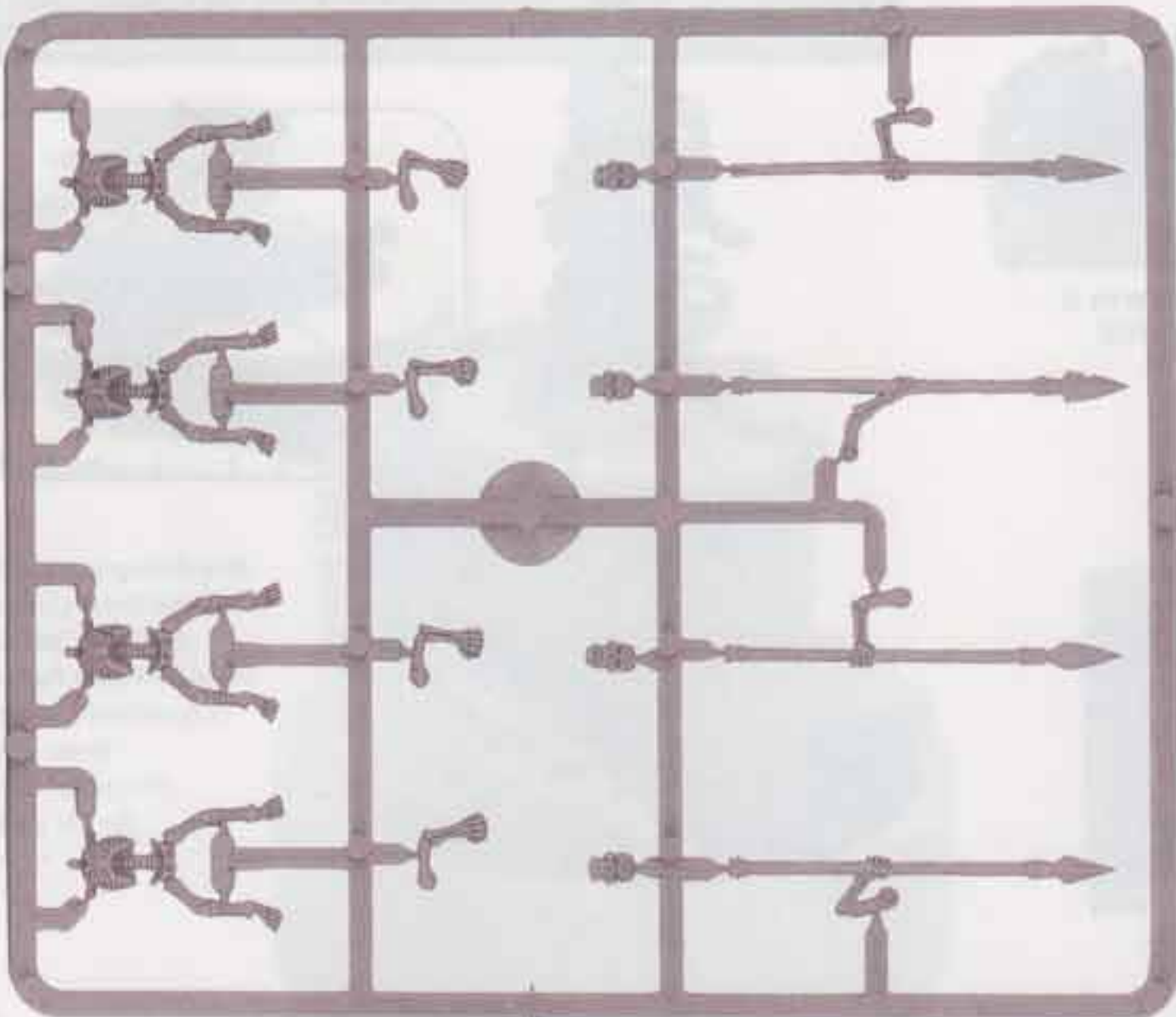


**Tomb King Infantry Sprue**  
99380207003 (Shown 75% Act. Size)



**Skeleton Horsemen Regiment Box (8)**  
94-07

*Note: The Skeleton Horsemen Regiment boxed set also contains the Skeleton Horse Sprue (99389999007) and the Tomb Kings Infantry Sprue (99380207003) – both shown earlier.*



**Tomb King Cavalry Sprue**  
99380207004 (Shown 75% Act. Size)

**STEP-BY-STEP SKELETONS**

Here are a couple of relatively quick and easy methods for painting Skeletons in a hurry without sacrificing painting quality. After a few rounds of either method, your legions of undead will become too numerous for opponents to withstand.

Here is the simplest method for painting a Skeleton in a hurry.



Undercoat the model with Skull White spray.

Apply a wash of Brown Ink thinned with an equal amount of water.



Drybrush the entire model with Bleached Bone.

Here's a more detailed method used by the 'Eavy Metal team to paint the UK Studio army featured in *White Dwarf*.



Undercoat the model with Skull White.

Apply a wash of Brown Ink thinned with an equal quantity of water.

Give the weapon an undercoat of Chaos Black after the ink dries.



Drybrush Bleached Bone across the body of the model.

Paint the weapon with a basecoat of Brazen Brass and then give it a thin wash of Chestnut Ink.



Apply highlights of Skull White to raised sections and ridges of bone. Pay particular attention to the highlights on the face.

Highlight the weapon with an equal mix of Brazen Brass and Mithril Silver.



## CORE UNITS



**Skeleton Chariot Regiment Box (3)**  
94-08

*Note: The Skeleton Chariot Regiment boxed set contains the Skeleton Horse Sprue (99389999007), the Tomb Kings Chariot Sprue (99380207005), and the Tomb Kings Infantry Sprue (99380207003) – all shown earlier.*



**Tomb Swarm 1**  
020711401



**Tomb Swarm 2**  
020711402

**Tomb Swarm Blister (2)**  
94-41



**Tomb Swarm 1**  
020711401



**Tomb Swarm 2**  
020711402

## SHOWCASE



*Ben Bishop entered this stunning Tomb Queen in the 2003 Canadian Golden Demon Painting competition and came home with a first place trophy for his efforts.*

# SPECIAL UNITS



**Tomb Scorpion Blister (1)**  
94-43



**Tomb Scorpion Left Claw**  
020711501

**Tomb Scorpion Right Claw**  
020711503



**Tomb Scorpion Body**  
020711502



**Tomb Scorpion Legs Sprue**  
020711505



**Tomb Scorpion Tail**  
020711504



**Carrion Blister (Random 1)**  
94-42



**Carrion Body 1**  
020711903



**Carrion Head 1**  
020711901



**Carrion Head 2**  
020711902



**Carrion Body 2**  
020711904



**Carrion Wings 2**  
020711906



**Carrion Wings 1**  
020711905

## DESERT BASES

At first glance, all the sand upon which the armies of the Tomb Kings trod to war may look the same. However, on closer inspection, one sees a number of variations in the color, texture, and other features. Below, we describe a few different ways to base your army. All of the bases below were undercoated white.



Basecoat with Vomit Brown. Drybrush progressively lighter highlights of Bubonic Brown, Bleached Bone, and Skull White.



Basecoat with Desert Yellow. Drybrush progressively lighter highlights of Kommando Khaki, Bleached Bone, and Skull White.



You can also add extra character to your bases by using spare bitz from the Skeleton sprue or metal bitz like the horned skull or the classic Tomb Swarm scorpion shown. Try out different bitz and see what works for you.

SPECIAL UNITS



Ushabti Blister (Random 1)  
94-38



Ushabti Body 1  
020711801



Ushabti Body 2  
020711802



Ushabti Body 3  
020711803



Ushabti Body 4  
020711804



Ushabti Ritual Blade 1  
020711805



Ushabti Ritual Blade 3  
020711807



Ushabti Ritual Blade 2  
020711806



Ushabti Ritual Blade 4  
020711808





## RARE UNITS

### "THE DIP"

"The dip" is an alternate way of painting models. It allows you to paint loads of miniatures quickly. In fact, whole units can be painted in an evening, an army in a week. The basic idea behind it is a complete model wash. The process is to basecoat the miniature entirely, dip it, let it dry, and then finish the base on the model. The "dip" itself is a stain or a colored varnish (found at a hardware store). In this example, we've use Behr EuroColour Water Base Wood Stain Victorian Mahogany. Some water-based products can be diluted to get the right color consistency for your particular projects. Dark stains work best. Some varnishes, like Minwax, also provide a protective coating when finished.



Undercoat the models with white. You can either paint the body with Bleached Bone or leave it white. Basecoat the rest of the model before dipping.



Fill a large-mouthed cup with your varnish/stain mixture and dip the entire model into it. Use a brush to pull the excess material off of the base of the model.

Be sure to put down plenty of paper to soak up any spills or drips as you're dipping. Let the model dry overnight.



Finish the model's bases to match your army, and you're well on your way. You can use this method on any number of armies, but you might have to practice with some test models to see what the colors will do and how you like the effect.



**Bone Giant Box (1)**  
94-10



**Bone Giant Base**  
020710909



**Bone Giant Head 1 (Skeletons)**  
020710901



**Bone Giant Head 2 (Bare)**  
020710902



**Bone Giant Torso**  
020710904



**Bone Giant Right Arm**  
020710903



**Bone Giant Hips**  
020710907



**Bone Giant Left Arm**  
020710905



**Bone Giant Right Leg**  
020710906



**Bone Giant Left Leg**  
020710908

RARE UNITS



**Screaming Skull Catapult Box (1)**  
94-12



**Catapult Pole 2**  
020711108



**Catapult Pole 1**  
020711106



**Catapult Arm**  
020711107



**Catapult Crew 1**  
020711101



**Catapult Crew 2**  
020711102



**Catapult Crew 3**  
020711103



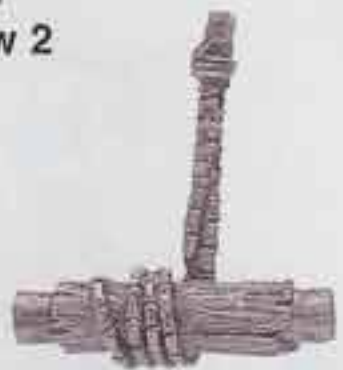
**Catapult Sprue 1**  
020711114



**Catapult Sprue 2**  
020711115



**Catapult Tail 1**  
020711105



**Catapult Winch**  
020711109



**Catapult Lever**  
020711112



**Catapult Cross Beam**  
020711113



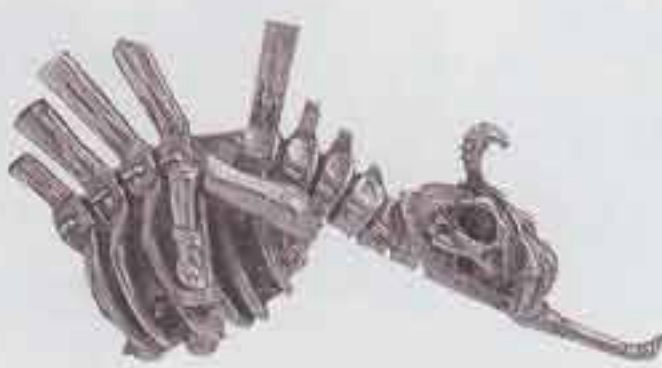
**Catapult Skulls**  
020711116



**Catapult Tail 2**  
020711111



**Catapult Left Side**  
020711104



**Catapult Right Side**  
020711110



**Catapult Vulture**  
020711117

All miniatures are supplied unpainted. Models, lists, and sprues are all shown actual size unless otherwise noted. Contents may vary slightly from those shown.



SHOWCASE



824 ALL PRODUCTS IN THIS CATALOG CAN BE ORDERED FROM ANY PARTICIPATING DEALER

All miniatures are supplied unpainted. Models, bits, and sprues are all shown actual size unless otherwise noted. Contents may vary slightly from those shown.

Joe Sleboda's Tomb Kings army contains a large number of converted and otherwise customized touches – from something as simple as the turned blade on his Liche Priest and a tail bit swap on the Tomb Scorpions, to the custom head wraps on his archers, to even a scratch-made head for his Bone Giant. Joe's army stands out from the rest no matter where it winds up on a tabletop.



### SCULPTING HEAD WRAPS

As you may have noticed, Joe's regiment of archers is adorned with custom-sculpted head wraps. Here's how you can do the same thing for your troops.

Mix up some green putty and roll it into hunks about 1/8" thick and cut it into 1" long cylinders.



Put a length of putty over the top of the head so it rests on each shoulder.

Wet your fingers and pinch the putty along the back of the head while holding the top of the putty (on the top of the head) in place. Use a sculpting tool to press the putty toward the sides and back of the head. Press it from about the top of the jaw to the top of the head. You will create a little shelf of putty from the jaw down. Press the putty flat from the top. The one side shows the headdress after pressing; the other shows the putty before pressing.



Keeping your tool and fingers wet, shape the putty to its final look. As you press sections into place, you will distort other sections slightly. Just keep reworking sections as you go. The biggest distortion comes as you press the outer edge of the head wrap to create the 45° angle. This step tends to bunch the putty around the shoulders and around the front of the face, as you see in the second Skeleton.



Press and adjust to get the shape to come together. When you do a bunch of them, it will get much easier as you go.

If you leave the edges of the headdress slightly rounded it will look more like fabric. You can wait for the putty to dry and cut/shave the edges a little to get crisper edges if you want a more starched or sculpted look.



## PRICE LIST

### Getting Started

94-01-60	Warhammer Armies: Tomb Kings	.. \$20
94-14	Tomb Kings Battalion	.. \$90
	Contents: 32 Skeleton Warriors, 3 Chariots, 8 Skeleton Horsemen	

### Boxed Sets & Blister Packs – Lords & Heroes

94-11	Casket of Souls	.. \$35
	Box includes 1 model	
94-15	Tomb King in Chariot	.. \$25
	Box includes 1 model	
94-35	Tomb King	.. \$9
	Blister includes 1 model	
94-36	Liche Priests	.. \$15
	Blister includes 2 models	
94-39	Tomb King Army Icon Bearer	.. \$13
	Blister includes 2 models	

### Special Characters

94-09	Settra the Imperishable	.. \$35
	Box includes 1 model	
94-37	High Queen Khalida Neferher	.. \$9
	Blister includes 1 model	

### Boxed Sets & Blister Packs – Core

94-06	Skeleton Warrior Regiment	.. \$30
	Box includes 16 models	
94-07	Skeleton Horsemen Regiment	.. \$30
	Box includes 8 models	
94-08	Chariot Regiment	.. \$30
	Box includes 3 models	
94-41	Tomb Swarm	.. \$10
	Blister includes 2 models	

### Boxed Sets & Blister Packs – Special

94-13	Tomb Guard Regiment	.. \$35
	Box includes 10 models	
94-38	Ushabti	.. \$15
	Blister includes 1 model	
94-42	Carrion	.. \$8
	Blister includes 1 model	
94-43	Tomb Scorpion	.. \$15
	Blister includes 1 model	
94-45	Tomb Guard Command	.. \$10
	Blister includes 3 models	

### Boxed Sets & Blister Packs – Rare

94-10	Bone Giant	.. \$40
	Box includes 1 model	
94-12	Screaming Skull Catapult	.. \$35
	Box includes 1 model	

### Metal Bitz & Plastic Sprues – Lords & Heroes

#### Casket of Souls Bitz

020711601	Liche Priest Right Arm	.. \$1.50
020711602	Liche Priest Body	.. \$8
020711603	Liche Priest Left Arm	.. \$1.50
020711604	Casket of Souls	.. \$5
020711605	Casket Base	.. \$8
020711606	Altar Front	.. \$2
020711607	Casket Rear	.. \$2
020711608	Guard Body 1	.. \$5
020711609	Guard Swords Sprue	.. \$2.50
020711610	Skeleton Torso Sprue	.. \$2
020711611	Vulture Sprue	.. \$2
020711612	Guard Body 2	.. \$5

### Tomb King in Chariot

99380207005	Tomb Kings Chariot Sprue	.. \$15
020711705	Tomb King 2 Left Arm	.. \$2
020712401	Tomb King 3 Right Arm	.. \$2
020712402	Tomb King 3 Body	.. \$8
99389999007	Skeleton Horse Sprue	.. \$6

### Tomb King

020711701	Tomb King Body 1	.. \$8
020711702	Tomb King 1 Shield	.. \$1
020711703	Tomb King Body 2	.. \$8
020711704	Tomb King 2 Glaive	.. \$2
020711705	Tomb King 2 Left Arm	.. \$2

### Liche Priest

020711301	Liche Priest on Foot	.. \$6
020711302	Mounted Liche Priest Body	.. \$6
99389999007	Skeleton Horse	.. \$6

### Special Characters

#### Settra the Imperishable

020711001	Settra Left Arm Sprue	.. \$1
020711002	Settra Body	.. \$8
020711003	Settra Right Weapon Arm	.. \$2
020711004	Settra Cloak	.. \$2
020711005	Settra Chariot Yoke	.. \$2
020711006	Settra Chariot Standard Top	.. \$2
020711007	Settra Chariot Skeleton Icon	.. \$1
020711008	Settra Chariot Haft	.. \$3
020711009	Settra Chariot Front	.. \$3
020711010	Settra Chariot Banner Pole	.. \$2
020711011	Settra Chariot Scythe	.. \$1
020711012	Settra Chariot Left Side	.. \$1
020711013	Settra Chariot Base	.. \$3
020711014	Settra Chariot Right Side	.. \$1
020711015	Settra Chariot Wheel	.. \$1
99389999007	Skeleton Horse	.. \$6

#### High Queen Khalida Neferher

020712001	Tomb Queen	.. \$9
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#### Icon Bearer

020711201	Icon Bearer Body	.. \$6.50
020712301	Mounted Icon Bearer Body	.. \$6.50
020712302	Icon Bearer Arm 1	.. \$1
020712303	Icon Bearer Arm 2	.. \$1
020712304	Army Icon 2	.. \$2

### Metal Bitz & Plastic Sprues – Core

#### Skeleton Warrior Regiment

99380207001	Skeleton Warrior Sprue	.. \$6
99380207003	Tomb King Infantry Sprue	.. \$5

#### Skeleton Horseman Regiment

99380207003	Tomb King Infantry Sprue	.. \$5
99380207004	Tomb Kings Cavalry Sprue	.. \$4
99389999007	Skeleton Horse Sprue	.. \$6

#### Chariot Regiment

99380207005	Tomb Kings Chariot Sprue	.. \$15
99380207003	Tomb King Infantry Sprue	.. \$5
99389999007	Skeleton Horse Sprue	.. \$6

#### Tomb Swarm

020711401	Tomb Swarm 1	.. \$6
020711402	Tomb Swarm 2	.. \$6

### Metal Bitz – Special

#### Tomb Guard Regiment

020712201	Tomb Guard 1	.. \$3
020712202	Tomb Guard 2	.. \$3
020712203	Tomb Guard 3	.. \$3
020712204	Tomb Guard 4	.. \$3
020712205	Tomb Guard Shield 1	.. \$2
020712206	Tomb Guard Shield 2	.. \$2
020712207	Tomb Guard Shield 3	.. \$2
020712208	Tomb Guard Shield 4	.. \$2

#### Tomb Guard Command

020712101	Tomb Guard Champion	.. \$3
020712102	Tomb Guard Musician	.. \$3
020712103	Tomb Guard Standard Bearer	.. \$3
020712104	Tomb Guard Standard Top	.. \$2
020712205	Tomb Guard Shield 1	.. \$2
020712206	Tomb Guard Shield 2	.. \$2
020712207	Tomb Guard Shield 3	.. \$2
020712208	Tomb Guard Shield 4	.. \$2

#### Ushabti

020711801	Ushabti Body 1	.. \$13
020711802	Ushabti Body 2	.. \$13
020711803	Ushabti Body 3	.. \$13
020711804	Ushabti Body 4	.. \$13
020711805	Ushabti Ritual Blade 1	.. \$3
020711806	Ushabti Ritual Blade 2	.. \$3
020711807	Ushabti Ritual Blade 3	.. \$3
020711808	Ushabti Ritual Blade 4	.. \$3

#### Carrion

020711901	Carrion Head 1	.. \$1
020711902	Carrion Head 2	.. \$1
020711903	Carrion Body 1	.. \$3
020711904	Carrion Body 2	.. \$3
020711905	Carrion Wings 1	.. \$5
020711906	Carrion Wings 2	.. \$5

#### Tomb Scorpion

020711501	Tomb Scorpion Left Claw	.. \$3
020711502	Tomb Scorpion Body	.. \$4
020711503	Tomb Scorpion Right Claw	.. \$3
020711504	Tomb Scorpion Tail	.. \$3
020711505	Tomb Scorpion Legs Sprue	.. \$2

### Metal Bitz – Rare

#### Bone Giant

020710901	Bone Giant Head 1 (Skeletons)	.. \$3
020710902	Bone Giant Head 2 (Bare)	.. \$3
020710903	Bone Giant Right Arm	.. \$6
020710904	Bone Giant Torso	.. \$7
020710905	Bone Giant Left Arm	.. \$6
020710906	Bone Giant Right Leg	.. \$6
020710907	Bone Giant Hip	.. \$6
020710908	Bone Giant Left Leg	.. \$6
020710909	Bone Giant Base	.. \$6

#### Screaming Skull Catapult

020711101	Catapult Crew 1	.. \$3
020711102	Catapult Crew 2	.. \$3
020711103	Catapult Crew 3	.. \$3
020711104	Catapult Left Side	.. \$4
020711105	Catapult Tail 1	.. \$2
020711106	Catapult Pole 1	.. \$4
020711107	Catapult Arm	.. \$4
020711108	Catapult Pole 2	.. \$4
020711109	Catapult Winch	.. \$2
020711110	Catapult Right Side	.. \$4
020711111	Catapult Tail 2	.. \$2
020711112	Catapult Lever	.. \$1
020711113	Catapult Cross Beam	.. \$1
020711114	Catapult Sprue 1	.. \$1
020711115	Catapult Sprue 2	.. \$1
020711116	Catapult Skulls	.. \$2
020711117	Catapult Vulture	.. \$2

**Classic/Collector's Range**

**Boxed Sets & Blister Packs – Lords & Heroes**

MO0084 Arkhan the Black .....\$35  
Includes 1 Model

**Metal Bitz & Plastic Sprues – Lords & Heroes**

079901301 Liche Upper Body .....\$4.50  
079901302 Liche Lower Body .....\$4.50  
079901303 Liche Throne Back .....\$5.50  
079901304 Liche Throne Base .....\$5.50  
079901305 Liche Throne Right Side .....\$3.50  
079901306 Liche Throne Left Side .....\$3.50  
079901307 Grimoire Necris Pedestal .....\$2.50  
079901308 Grimoire Necris Book .....\$3.50  
079901309 Liche Throne Seat .....\$1.25  
079901310 Liche Throne Front Panel .....\$1.25

**Special Characters**

**Arkhan the Black**

0519-1 Arkhan the Black .....\$9.50  
0519-2 Liche King Chariot Base .....\$6.50  
0519-3 Liche King Chariot Right Side .....\$4.50  
0519-4 Liche King Chariot Left Side .....\$4.50  
0519-5 Liche King Chariot Haft .....\$4.50  
0519-6 Liche King Chariot Yoke .....\$2.50  
0519-7 Liche King Chariot Lectern .....\$2.50  
0519-8 Liche King Chariot Banner Pole .....\$2.50  
0519-9 Liche King Chariot Wheel .....\$1.25  
99389999007 Skeleton Horse .....\$6

**Metal Bitz – Core**

**Classic Mummies**

020702201 Mummy 6 .....\$3.75  
020702202 Mummy 3 .....\$3.75  
020702203 Mummy 1 .....\$3.75  
020702204 Mummy 2 .....\$3.75  
020702205 Mummy 8 .....\$3.75  
020702206 Mummy 4 .....\$3.75  
020702207 Mummy 5 .....\$3.75  
020702208 Mummy 7 .....\$3.75

**Classic Skeleton Warrior**

020704201 Khemri Leader Head .....\$1.25  
020704202 Khemri Mace Arm .....\$1.25  
020704203 Khemri Standard Pole .....\$1.25  
020704204 Khemri Horn (Cobra) .....\$1.25  
020704205 Khemri Standard Top .....\$1.25

**Classic Musician**

020700501 Skeleton Hornblower .....\$3.75  
020700502 Skeleton Drummer 1 .....\$3.75  
020700503 Skeleton Drummer 2 .....\$3.75

**Classic Bowmen**

74503-10 Skeleton Archer 1 .....\$3.75  
MM50-2 Skeleton Warrior w/ Bow .....\$3.75

**Classic Tomb Swarm**

74905-3 Scorpion .....\$1.50

**Metal Bitz – Special**

**Classic Tomb Guardian**

079901113 Skeleton Tomb Guardian 2 .....\$3.75  
079901114 Skeleton Tomb Guardian 1 .....\$3.75

**Classic Carrion**

020701401 Carrion Body .....\$4  
020701402 Carrion Wings .....\$3  
020701403 Carrion Head 1 .....\$3  
020701404 Carrion Head 2 .....\$3  
020701405 Carrion Head 3 .....\$3

CLASSIC RANGE



**Khemri Leader Head**  
020704201



**Khemri Mace Arm**  
020704202



**Khemri Horn (Cobra)**  
020704204



**Khemri Standard Top**  
020704205



**Skeleton Horn Blower**  
020700501



**Skeleton Drummer 1**  
020700502



**Skeleton Drummer 2**  
020700503



**Khemri Standard Pole**  
020704203



**Mummy 1**  
020702203



**Mummy 2**  
020702204



**Mummy 3**  
020702202



**Mummy 4**  
020702206



**Mummy 5**  
020702207



**Mummy 6**  
020702201



**Mummy 7**  
020702208



**Mummy 8**  
020702205

**CLASSIC RANGE**

**Arkhan the Black  
(Complete)  
MO 0084**

*Note: The complete Arkhan the Black also comes with the 2 Skeleton Horse Sprues (99389999007) shown earlier.*



**Arkhan the Black  
0519-1**



**Liche King Chariot  
Banner Pole  
0519-8**



**Liche King Chariot Left Side  
0519-4**



**Liche King Chariot Right Side  
0519-3**



**Liche King  
Chariot Wheel  
0519-9**



**Liche King  
Chariot Lectern  
0519-7**



**Liche King  
Chariot Base  
0519-2**



**Liche King Chariot Yoke  
0519-6**



**Liche King Chariot Haft  
0519-5**

CLASSIC RANGE



Liche Throne Back  
079901303



Liche Throne  
Right Side  
079901305



Liche Throne  
Left Side  
079901306



Liche  
Throne Base  
079901304



Skeleton Tomb  
Guardian 1  
079901114



Skeleton Tomb  
Guardian 2  
079901113



Liche  
Upper Body  
079901301



Liche  
Lower Body  
079901302



Grimoire  
Necris Book  
079901308



Liche  
Throne Seat  
079901309



Liche Throne  
Front Panel  
079901310



Grimoire Necris  
Pedestal  
079901307



Skeleton Archer 1  
74503-10



Tomb Swarm  
Scorpion  
74905-3



Carrion Wings  
020701402



Carrion Body  
020701401



Carrion  
Head 1  
020701403



Carrion  
Head 2  
020701404



Carrion  
Head 3  
020701405



Skeleton  
Warrior w/ Bow  
MM50-2

SHOWCASE

*Sean Lukie's heavily converted Scorpion King was one of the centerpieces of his army at the Dallas 2002 Grand Tournament. Sean's army won both Best Painted and Player's Choice awards.*



## PAINTING HIEROGLYPHICS

Some of the most distinctive markings on a Tomb Kings army are the hieroglyphics that adorn many of the shields, banners, weapons, and other equipment. This example shows you that all you need is a steady hand to paint your own symbols on your troops. Below, we also provide some "historically accurate" Tomb Kings glyphs. Once you've got the hang of it, you can delve deeper into the symbols as they're shown in *Warhammer Armies: Tomb Kings*.



1. After painting the shield, use a fine brush to paint a layer of thinned Skull White into the shape of the chosen hieroglyphic. Don't worry about getting a solid line or the exact dimensions at this point.



2. Carefully apply more Skull White to widen and fill the design.



## COLORS OF WAR



*Enchanted Blue, Sunburst Yellow, and Shining Gold*



*Bleached Bone, Enchanted Blue, and Chainmail*



*Bleached Bone, Blood Red, and Chaos Black*



*Bubonic Brown, Blood Red, Chaos Black, and Dwarf Bronze*



*Enchanted Blue and Shining Gold*



*Hawk Turquoise, Blood Red, and Burnished Gold*



*Red Gore and Shining Gold*



*Chaos Black, Red Gore, and Burnished Gold*



*Ice Blue, Dwarf Bronze, and Skull White*



*Skull White, Blood Red, Ultramarines Blue, and Shining Gold*



*Burnished Gold, Chaos Black, and Chainmail*



*Bleached Bone and Burnished Gold*



*Red Gore, Chaos Black, Dwarf Bronze, and Chainmail*



*Bleached Bone, Chaos Black, and Burnished Gold*

# COLORS OF WAR



*Ice Blue and Red Gore*

Since the majority of any Tomb Kings army is made up of large numbers of Skeletons, the main avenue you can use to make your army look unique is through the color schemes on your shields and equipment. These pages showcase just a few examples of the many colors sported by the undead inhabitants of Nehekhara.



*Scorpion Green and Shining Gold*

*Below:* A Bone Giant has been converted to carry a giant bone bow and arrow into battle. The trial rules for this model are listed in *WD281*.



*Red Gore and Jade Green*



Here are three suggestions for painting your Skeletons with somewhat different yet still suitably "bony" colors.



- Undercoat with Chaos Black.
- Undercoat with Skull White.
- Undercoat with Skull White.
- Drybrush with Bronzed Flesh.
- Wash with Flesh Wash.
- Wash with Black Ink.
- Wash with Brown Ink.
- Highlight with Bleached Bone.
- Drybrush with Bleached Bone.
- Drybrush with Skull White.



# VAMPIRE COUNTS

*The land of Sylvania is a cheerless place that travelers are warned to avoid at all costs. It is full of dark tangled forests and barren hills crowned by gloomy ruins. It was well over 500 years ago that the dreaded von Carstein Vampires took hold of the country and marched openly to war against the Empire. To this day, the Sylvanian people are backward. They fear to go out after night falls and surround themselves with charms and banes. But all that ancient evil was banished long ago. The recent outcries of the peasants over missing family members and the return of the bad old days are taken with a grain of salt. The Sylvanians always were a superstitious people.*

Long-dead warriors march again, this time under tattered banners raised by skeletal hands. Evil magics radiate out, awakening corpses and binding ethereal creatures to fight once more for cruel masters bent on revenge, conquest, and immortality.

## Fighting Style

The Undead fight differently than any other army in the Warhammer world. Relying on fear, shambling hordes of Skeletons and Zombies advance to tie down the foe. Fell Bats and Dire Wolves attack along the flanks to negate enemy ranks, while Grave Guard and Black Knights wield their deadly Wight Blades to slice down the foe. The Ethereal Banshee can disrupt enemy units with its Ghostly Howl, and the deadly Black Coach causes *Terror* and hits units like a Chariot. Even worse, with their powerful Necromantic magics, the Undead can replenish casualties or even summon whole new units of Skeletons or Zombies.

The fighting style of a Vampire Count's army partly depends on which Bloodline the player selects. There are five Bloodlines: von Carstein, Necrarch, Blood Dragon, Lahmia, and Strigoi. While all Vampires are imposing enemies and use the same troop types,



*Above: James Mackay won second place with his Zombie Dragon in the Large Monster category at the 2002 Baltimore Games Day Golden Demon Painting Competition.*

*Right: Eric Hagen's Bat Swarms from the 2003 Minneapolis Grand Tournament. See more of his army on the opposite page.*





each Bloodline has a different specialty that can greatly affect a player's overall strategy. For instance, Blood Dragons are the most powerful fighters of all Vampire kind, but in gaining their combat skills, their Magic is reduced. Blood Dragon players will put more emphasis on breaking the foe in hand to hand and rely less on the Magic Phase. The Lahmia are less skilled in weaponry than a Blood Dragon but compensate for this with a range of beguiling and seducing abilities that can freeze attackers and possibly even cause them to switch sides. Necrarchs are the weakest in hand-to-hand combat but conversely are the most powerful Necromancers.

### Collecting a Vampire Count Army

Before a Vampire Count can begin his or her quest for domination, some Core troops must be raised. Skeletons and Zombies serve as the mainstay for most Vampire Counts armies. While neither of these troop types will win many fair fights on their own (without a little bit of luck), they are excellent at pinning the enemy in place. Ghouls, with their *Poisoned Attacks* and Skirmish formation, can make a threatening flanking unit.

When enlarging an army, a few harder hitting units aren't a bad idea. Grave Guard, Black Knights, and the Black Coach will make even the staunchest of foes pause. Banshees and Spirit Hosts can be wounded only by magical attacks and make for great battlefield distractions. Fell Bats and Dire Wolves are speedy additions, great for taking out enemy war machines or small flanking units.

The cold heart of the army that drives the whole rotting force forward is, without a doubt, the Vampires. A Vampire Lord or Count can more than make up for the combat inadequacies of Skeletons and Zombies! Additionally lesser Vampires (Thralls), Necromancers, Wight Lords, or Wraiths can lead units of the Undead.

Rise up and lead your dark legions to blood and victory!

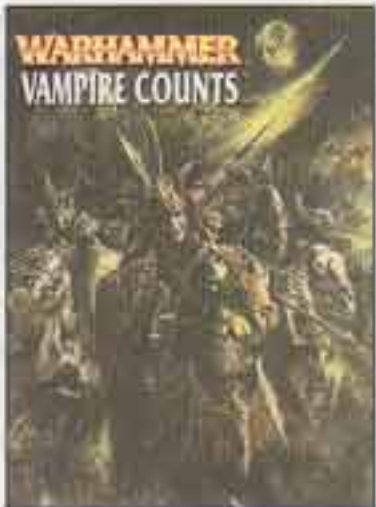


*Above & Far Right: Eric Hagen's army won the Player's Choice award at the 2003 Minneapolis Grand Tournament.*

*Below: One of Jason Meyer's regiments from the 2003 Minneapolis Grand Tournament where he won Best Army.*



## Getting Started



This 80-page rulebook contains painting and modeling guides, background, and the full rules for fielding a Vampire Count army.

**Warhammer Armies: Vampire Counts**  
91-01-60

*Right: This Grave Guard Standard Bearer was painted by Tammy Hays.*

*Below: Models from David Pauvel's 2002 Chicago Grand Tournament army*



The Skeleton Warrior Regiment Box is a great place to start building your Vampire Count Army. Included in the box is everything you need to make any one of two different regiments: a warrior regiment with hand weapons and shields or a warrior regiment with spears and shields. The box also includes a plastic command group consisting of a champion, musician, and standard bearer.

**Skeleton Warrior Regiment Box (20)**  
91-06



*Above: Skeleton Warriors armed with hand weapons and shields*



*Above: Skeleton Warriors armed with spears and shields*

# Lords & Heroes



**Zacharias the Everliving Box (1)**  
91-10



**Zombie Dragon Arm**  
020710103



**Zombie Dragon Claw**  
020710104



**Zombie Dragon Horns**  
020710107



**Zombie Dragon Lower Jaw**  
020710108



**Zombie Dragon Left Arm**  
020710106



**Zombie Dragon Right Arm**  
020710109



**Zacharias Head & Staff**  
020710110



**Zacharias Body**  
020710111



**Zacharias Cloak**  
020710112



**Zombie Dragon Body**  
020710101



**Zombie Dragon Tail**  
020710102



**Zombie Dragon Head & Neck**  
020710105



**Zacharias Bat & Book**  
020710113



**Zombie Dragon Left Foot**  
020710115



**Zombie Dragon Right Foot**  
020710114



**Dragon Wing Set Sprue**  
99380299002

*The Dragon Wing Set Sprue is shown at 75% of actual size.*

All miniature are supplied unpainted. Models, lists, and games are all shown actual size unless otherwise stated. Games may vary slightly from those shown.

# Lords & Heroes



*Note: The Blood Dragon Vampires use the Armored Nightmare Tail (020707003) shown with the Necrarch Vampires.*



**Blood Dragon 1 Sword**  
020709903



**Blood Dragon 2 Sword**  
020709905



**Blood Dragon 3 Sword**  
020709909

**Blood Dragon Vampires Blister**  
(Random 1 Mounted & 1 on Foot)  
91-38

**Blood Dragon 3 Shield**  
020709908



**Blood Dragon 1 on Foot**  
020709902



**Blood Dragon 2 on Foot**  
020709906



**Blood Dragon 3 on Foot**  
020709910



**Blood Dragon Vampire Horse Head**  
020709912



**Blood Dragon 3 Lance**  
020709907



**Mounted Blood Dragon 1**  
020709901



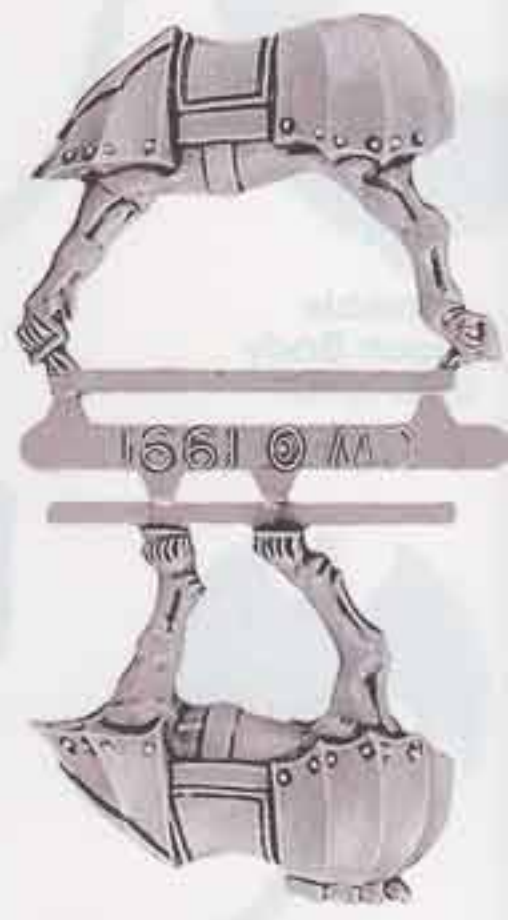
**Mounted Blood Dragon 2**  
020709904



**Mounted Blood Dragon 3**  
020709911



**Armored Horse Body & Head Sprue**  
(1 Head & Random 1 Body)  
99380299004



**Nightmare Body**  
020709513



**Nightmare Rider Lance**  
020709504



**Nightmare Left Arm**  
020709507



**Nightmare Rider Head**  
020709503



**Nightmare Right Arm**  
020709508



**Blood Dragon on Winged Nightmare Box (1)**  
91-08



**Nightmare Head**  
020709514



**Nightmare Rider Body**  
020709509



**Nightmare Rider Cloak**  
020709501



**Nightmare Rider Shield**  
020709502



**Nightmare Jaw**  
020709512



**Nightmare Left Leg**  
020709505



**Nightmare Right Leg**  
020709506



**Nightmare Left Wing**  
020709510



**Nightmare Right Wing**  
020709511



# Showcase

*Anne Foerester won second place in the Warhammer Fantasy Single Miniature Category at the 2002 Canadian Games Day Golden Demon Painting Competition.*



## Lords & Heroes

*Note: The Necrarch Vampires use the Bretonnian Horse Body Sprue (99389999004) shown below.*



**Necrarch 2 Hand**  
020710205



**Necrarch 2 on Foot Dagger**  
020710206



**Necrarch 1 on Foot**  
020710202



**Necrarch 2 on Foot Body**  
020710204

**Necrarch Vampires Blister (Random 1 Mounted, 1 on Foot & 1 Familiar)**  
91-48



**Armored Nightmare Tail**  
020707003



**Necrarch Nightmare Head**  
020710209



**Necrarch Familiar**  
020710208



**Mounted Necrarch Familiar**  
020710207



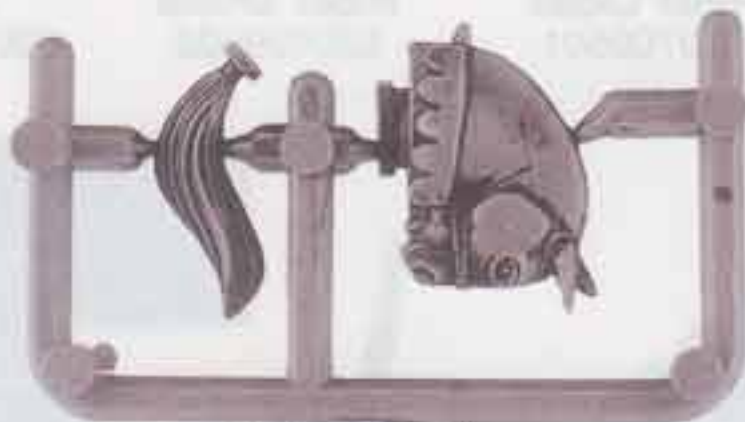
**Mounted Necrarch 1**  
020710201



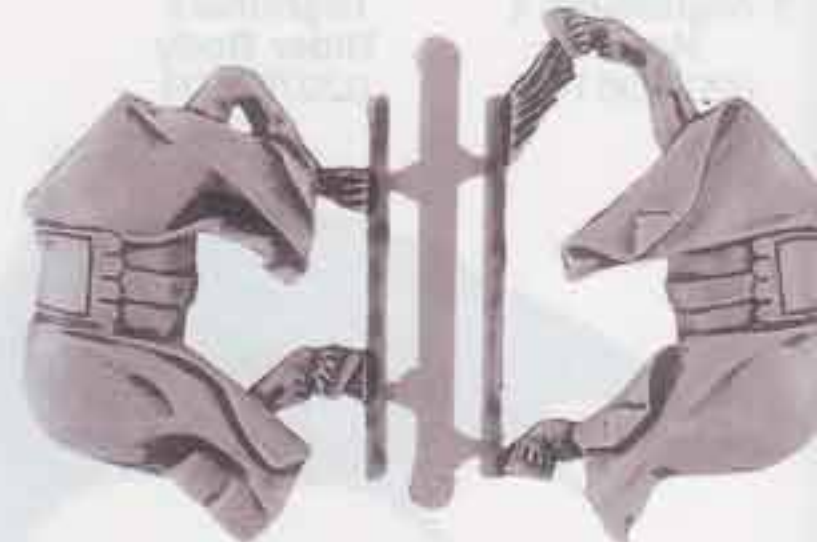
**Mounted Necrarch 2 Body**  
020710203



**Lahmian Vampires Blister (Random 1 on Foot & 1 Mounted)**  
91-40



**Bretonnian Horse Head Sprue**  
99389999014



**Bretonnian Horse Body Sprue**  
99389999004



**Lahmian Vampire Horse Head**  
020709805



**Lahmian Vampire 1 on Foot**  
020709801



**Lahmian Vampire 2 on Foot**  
020709803



**Mounted Lahmian Vampire**  
020709802



**Mounted Lahmian Vampire w/ Staff**  
020709804

# Lords & Heroes



**Von Carstein Vampires Blister (Random 1 Mounted & 1 on Foot)**  
91-36



**Von Carstein Nightmare Head**  
020710408



**Von Carstein 1 on Foot**  
020710403



**Von Carstein 2 on Foot**  
020710405



**Mounted Von Carstein 2 Body**  
020710404



**Mounted Von Carstein 1 Head**  
020710402

*Note: These Vampires use the Armored Horse Head & Body Sprue (99380299004) shown with the Blood Dragons and the Armored Nightmare Tail (020707003) on the opposite page.*



**Mounted Von Carstein 2 Lance**  
020710407



**Von Carstein 2 Sword**  
020710406



**Mounted Von Carstein 1 Body**  
020710401



**Manfred Von Carstein Sword Arm**  
020707802



**Manfred Von Carstein Blister (1)**  
91-35



**Manfred Von Carstein**  
020707801



**Nightmare Head**  
020707803

## PAINTING ZOMBIE FLESH

When flesh is Undead, it takes on a vastly different color (and odor) than living flesh. Therefore, when painting the skin on your Zombies, keep in mind that almost any color can be used. Here are a few examples using greys, purples, browns, and whites. Experiment with other colors to see what putrid looks you can create by mixing paints and inks.



## PURPLE SKIN



**Step 1.** Basecoat the model with a thinned coat of Codex Grey and let it dry. Give the skin a wash of 50/50 Codex Grey and Liche Purple.



**Step 2.** Use thinned Codex Grey for the first highlights.



**Step 3.** Add Fortress Grey to the Codex Grey and paint the final highlights.

## ROTTING FLESH



**Step 1.** Paint all the skin with Rotting Flesh and let it dry. Give the skin a wash of a 50/50 mix of Vermin Brown and Dark Angels Green.



**Step 2.** Paint the first highlights with thinned Rotting Flesh. Aim to keep the highlights subtle.



**Step 3.** Paint the final highlights with a mix of 50/50 Rotting Flesh and Skull White.



**Lords & Heroes**



**Mounted Necromancer Legs**  
020701202



**Mounted Necromancer Body**  
020701201



**Mounted Wight Lord Blister (1)**  
91-62



**Wight Lord**  
020702901



**Wight Lord Skeleton Steed Left**  
020702903



**Wight Lord Skeleton Steed Right**  
020702904



**Wight Lord Shield**  
020702902

*Note: The Mounted Necromancer uses the Caparison Horse Head & Body Sprues (99389999002 & 99389999012) shown in the Empire section.*



**Necromancer 1**  
020701001



**Necromancer 2**  
020701002



**Necromancer 3**  
079901011

**Necromancers Blister (1 Mounted & Random 1 on Foot)**  
91-45



*Note: The horse shown with the mounted Necromancer is a conversion.*



**Wight Lord Blister (Random 1)**  
91-54

*Note: The Wight Champion uses the Fighter Shield Sprue (99369999003) shown with the Classic Grave Guard.*



**Krell Body**  
020701701



**Krell Banner Pole**  
020701702



**Wight Champion Shield**  
020708803



**Wight Champion**  
020708801

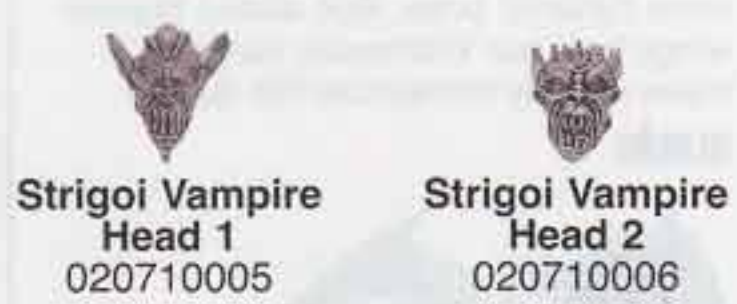


**Wight Champion Sword Arm**  
020708802

# Lords & Heroes



**Strigoi Vampire Blister (Random 1)**  
91-57



**Strigoi Vampire Head 1**  
020710005

**Strigoi Vampire Head 2**  
020710006



**Strigoi Vampire 1**  
020710001

**Strigoi Vampire 2**  
020710003

**Strigoi Vampire 3**  
020710004



**Strigoi Vampire Head 3**  
020710007

**Strigoi Vampire Arm**  
020710002



**Wraith Scythe 1**  
020707705

**Wraith Scythe 2**  
020707706

Although their bodies have decayed, Wights are held together by evil magic and wear their ancient armor corroded by time and dusty with the years.



**Wight Lord Standard Body**  
020710602



**Wraith Blister (Random 1)**  
91-52



**Wight Army Standard Blister (1)**  
91-60



**Wight Lord Standard**  
020710601



**Wraith 1**  
020707701

**Wraith 2**  
020707702

**Wraith 3**  
020707703

**Wraith 4**  
020707704

All miniature art supplied unpainted. Models, bits, and sprues are all shown at actual size unless otherwise noted. Contents may vary slightly from those shown.

## FELL BAT CONVERSION

To make Fell Bats into even darker creatures that stalk the night and hunger after the blood of the living, Rob Hawkins did a little converting. For a more dynamic pose, Rob added Wyvern wings from our Warmaster range to these already monstrous Fell Bats.

### GLUING



First, glue the Bat's body to a 40-mm base with a length of wire. Once dry, glue the Warmaster Wyvern wings to the back of the creature.

### PUTTY



Fill in any gaps between the wings and the body with putty. Using a sharp tool, texture the putty to blend in with the rest of the model.

### BASING

Base the model with sand and other appropriate bitz. This model uses plastic tombstones from Mouse Models, a company that makes cemetery models.

### PAINTING

Prime the model black and start with a basecoat of Scorched Brown. Highlight the skin and fur with Bestial Brown. Finish with a highlight of Bleached Bone over the fur.



## Core Units



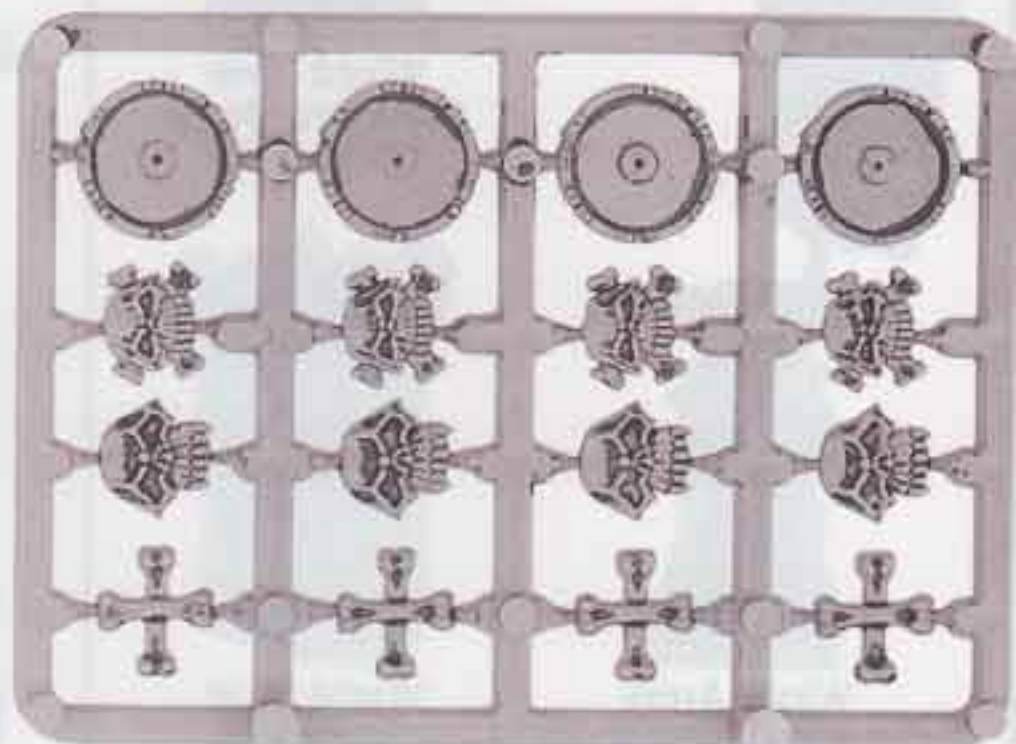
**Skeleton Warrior Regiment Box (20)**  
91-06



*Create a Skeleton Regiment with spears or hand weapons and shields.*



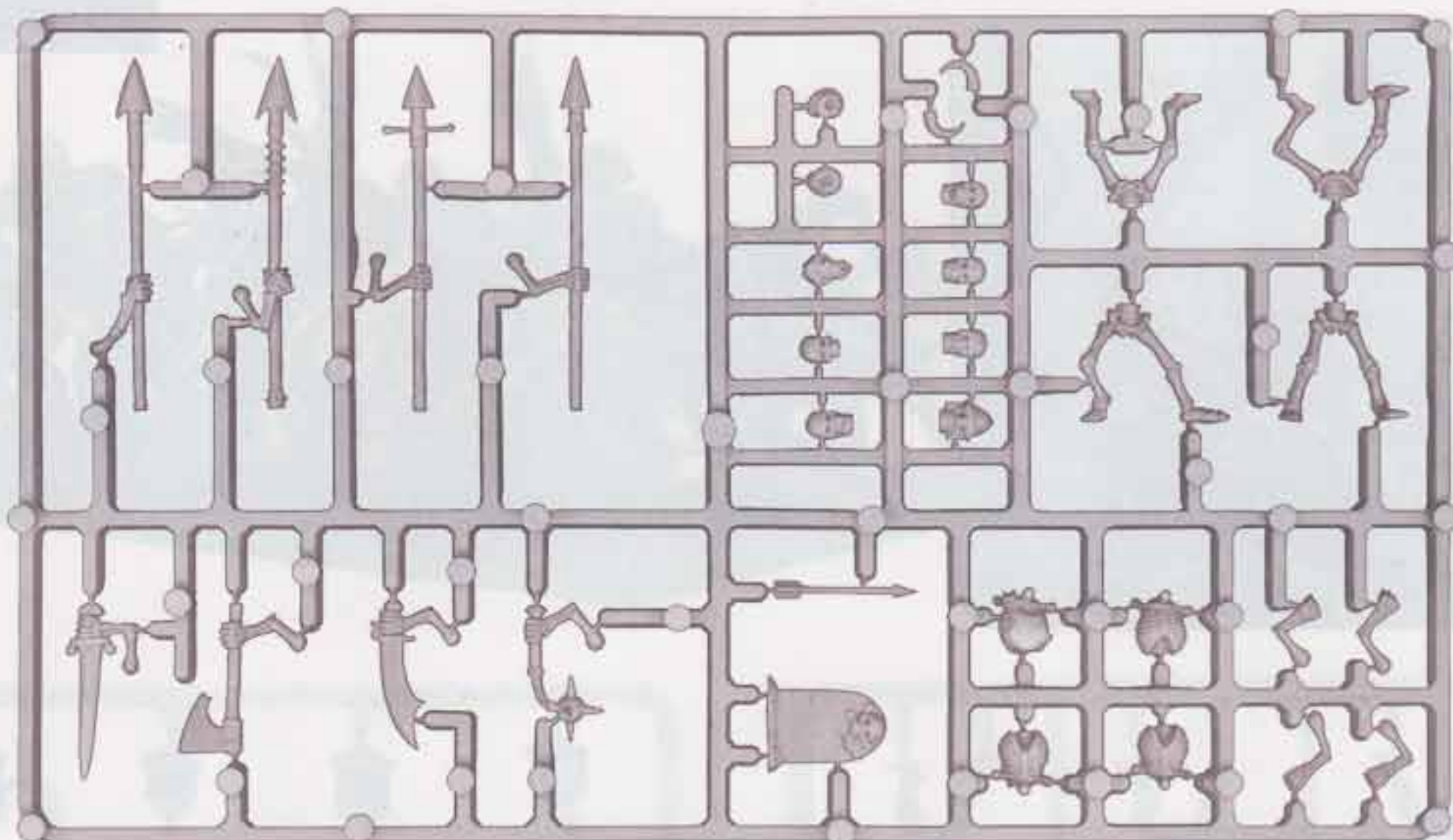
*Above: Skeleton Warriors converted by Dave Andrews*



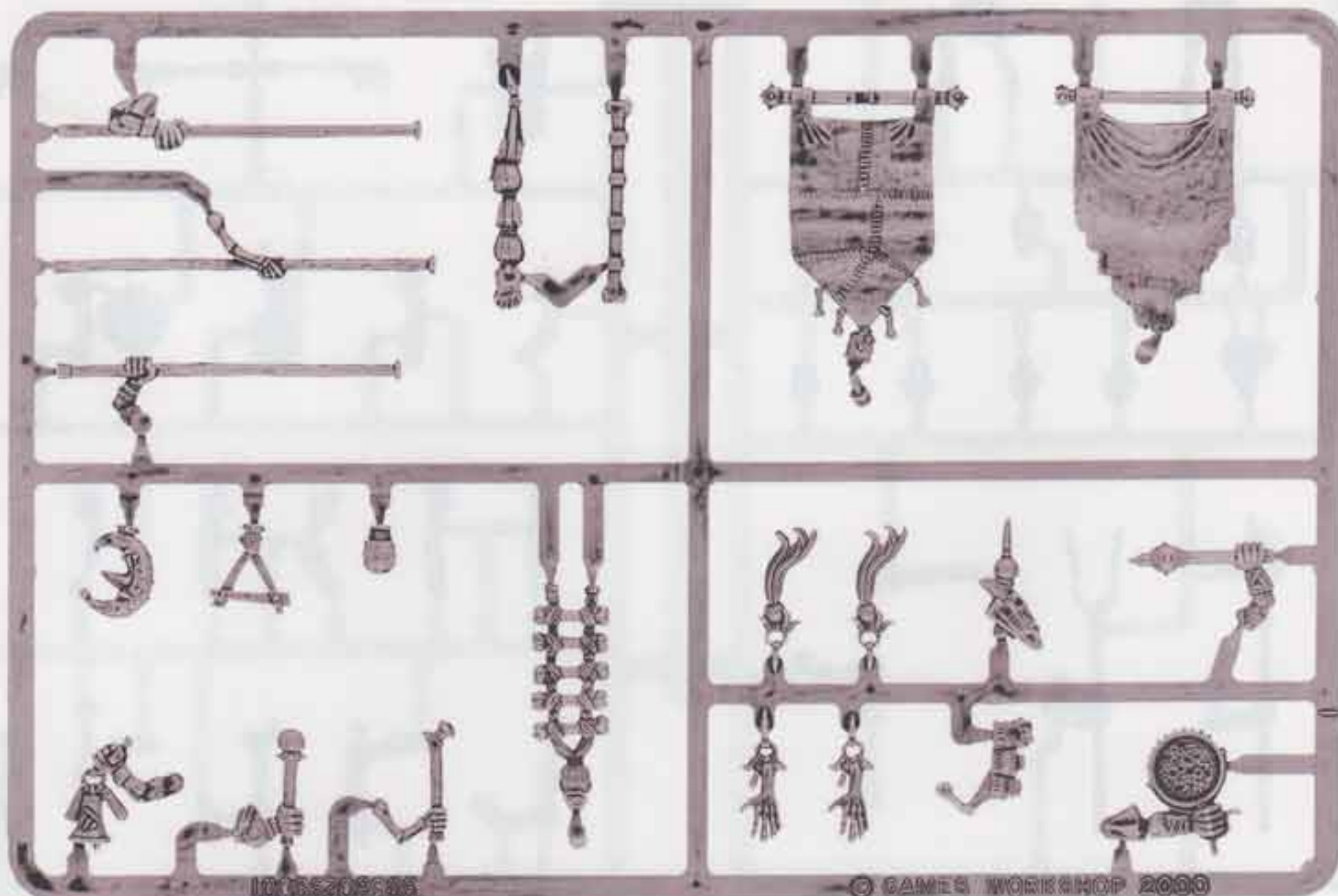
**Skeleton Warrior Shield Sprue**  
99360299001

# Core Units

Sprues are shown at 80% of actual size.



**Skeleton Warrior Sprue**  
99380207001

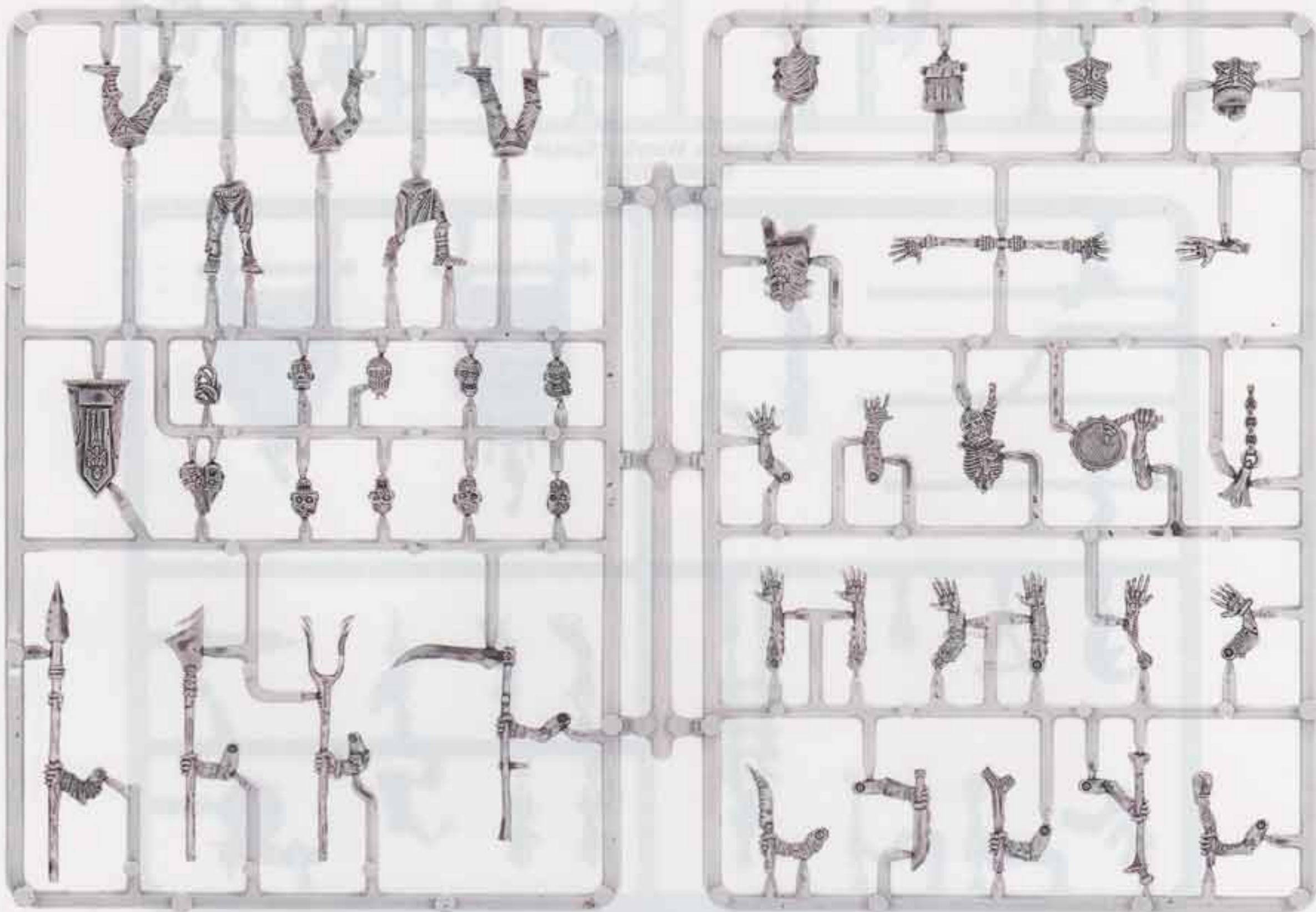


**Regiment Command Sprue**  
99380299001



## Core Units

Zombie Regiment Box (20)  
91-07



*Sprue is shown at  
80% of actual size.*

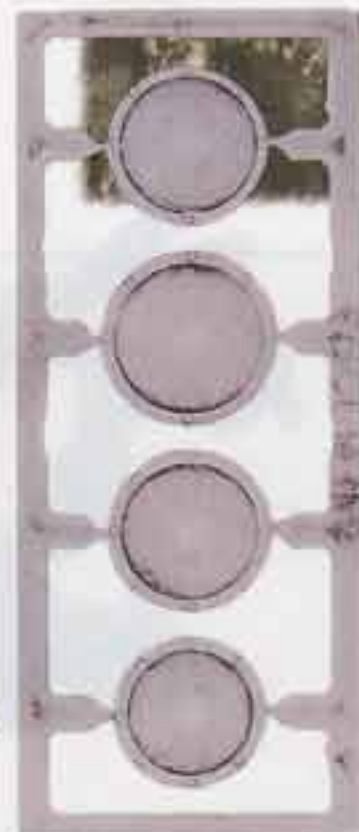
**Zombie Sprue**  
99380207002

**844 ALL MODELS ARE SUPPLIED UNPAINTED**

# Core Units



**Armored Skeletons (Random 3) & Command (3) Blisters**  
91-44                      91-43



**Large Shield Sprue**  
99369999006



**Armored Skeleton Champion**    **Armored Skeleton Standard**  
020703701                      020703801



**Armored Skeleton Musician**  
020703802



**Armored Skeleton w/ Spear 1**  
020703601



**Armored Skeleton w/ Spear 2**  
020703602



**Armored Skeleton w/ Spear 3**  
020703603



**Armored Skeleton w/ Spear 4**  
020703604



**Armored Skeleton w/ Spear 5**  
020703605

*Right: Chad Mierzwa created these Bat Swarms from Warmaster Carrion models.*



**Bat Swarm Blister (Random 2)**  
91-56



**Bat 4**  
020703104



**Bat 5**  
020703105



**Bat 1**  
020703101



**Bat 2**  
020703102



**Bat 3**  
020703103



All miniatures are supplied unpainted. Models, bits, and sprues are all shown at actual size unless otherwise noted. Contents may vary slightly from those shown.

# Core Units



**Ghoul 4**  
020706704



**Ghoul 5**  
020706705



**Ghouls Blister (Random 3)**  
91-46



**Ghoul 6**  
020706706



**Ghoul 8**  
020706708



**Ghoul 9**  
020706709



**Ghoul 10**  
020706710

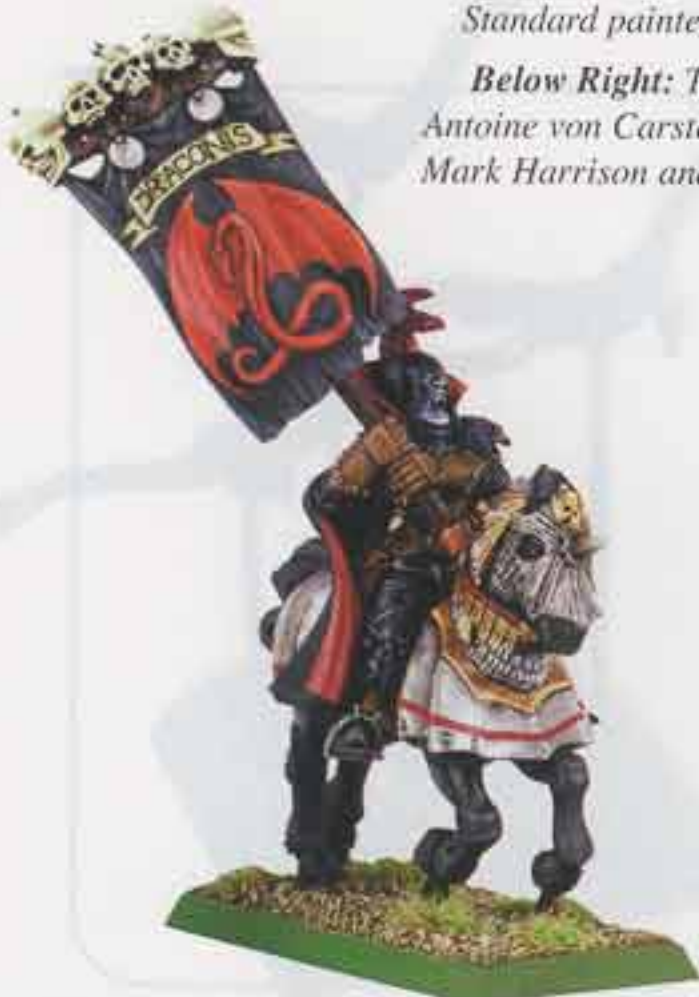


**Ghoul 2**  
020706702

# Showcase

*Below Left: A Blood Dragon Battle Standard painted by Dave Thomas*

*Below Right: This Vampire Lord, Antoine von Carstein, was converted by Mark Harrison and painted by Joe Hill.*



**Ghoul 7**  
020706707



**Ghoul 1**  
020706701



**Ghoul 3**  
020706703



**Ghoul 11**  
020706711



**Ghoul 12**  
020706712

# Core Units



**Dire Wolves Blister (Random 2)**  
91-50



**Doom Wolf Blister (1)**  
91-51



**Dire Wolf Head 2**  
020703502

**Dire Wolf Head 1**  
020703501

**Dire Wolf Head 3**  
020703503



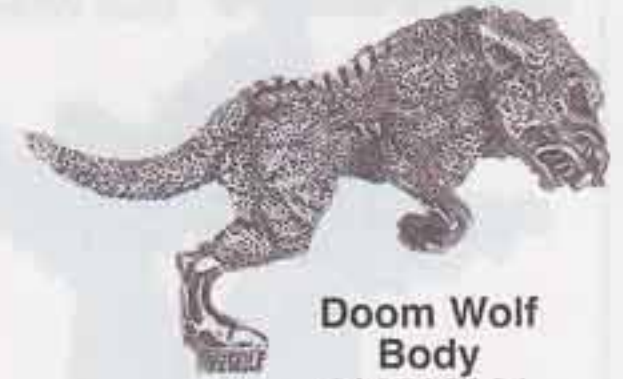
**Wolf Head & Body Sprue**  
99380299005



**Doom Wolf Front Leg**  
020703902

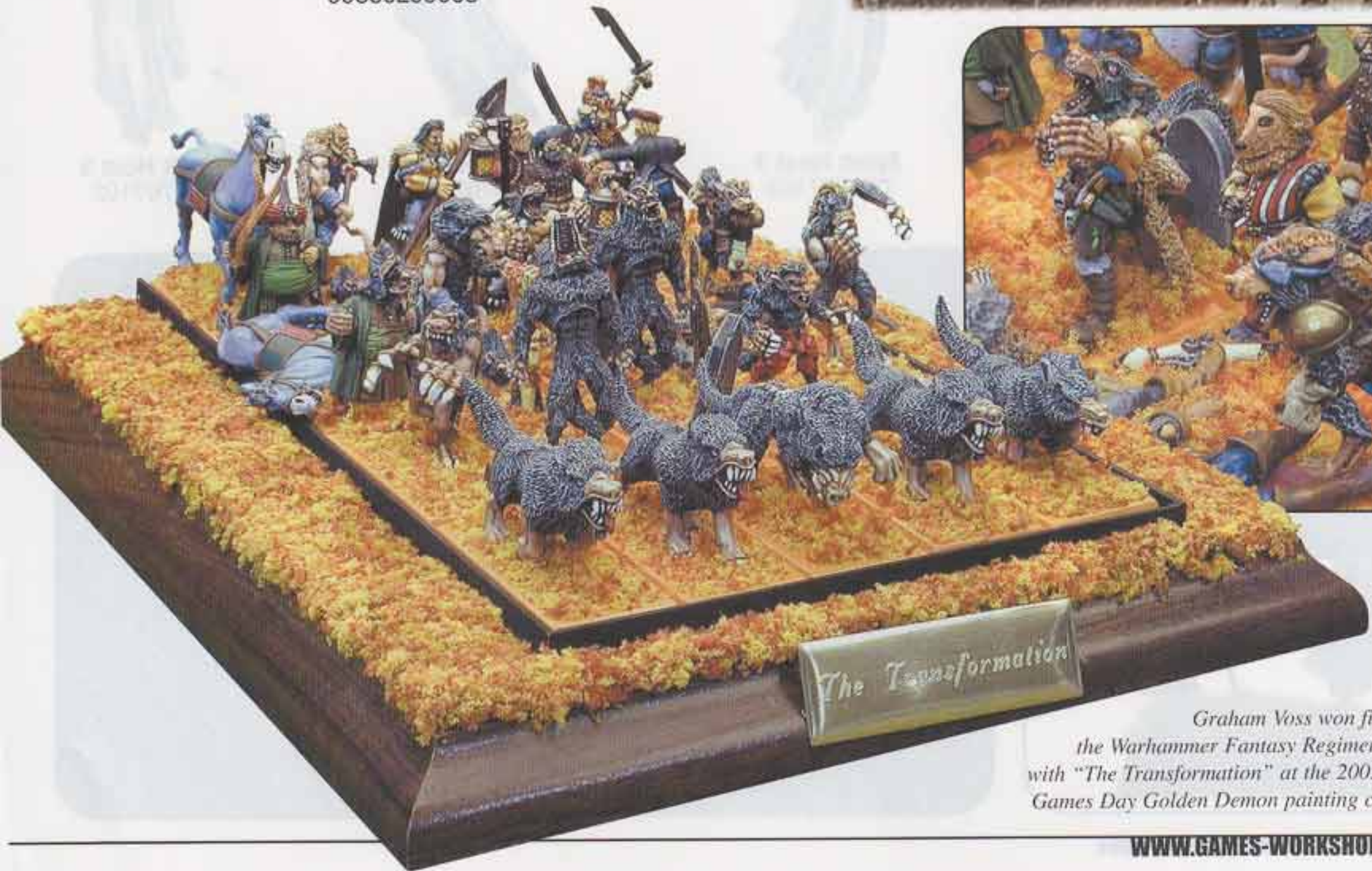


**Doom Wolf Hind Leg**  
020703903



**Doom Wolf Body**  
020703901

# Showcase



Graham Voss won first place in the Warhammer Fantasy Regiment Category with "The Transformation" at the 2003 Canadian Games Day Golden Demon painting competition.



## PAINTING SPIRIT HOSTS

Some say that spirits are white, while others describe them appearing in many different shades. Try these haunting schemes to liven up your spirits.

### SHADOW GREY UNDERTONE



**Step 1.** Prime the models with Skull White and paint them with Shadow Grey.

**Step 2.** Drybrush the entire model with Codex Grey.



**Step 3.** Highlight with a drybrush of Fortress Grey.

**Step 4.** Finish with a light drybrush of Skull White.



### GREY UNDERTONE



**Step 1.** Prime the models with Skull White and paint them with Shadow Grey.

**Step 2.** Drybrush the entire model with Codex Grey.



**Step 3.** Highlight with a drybrush of Fortress Grey.



# Special Units

The dead do not rest easy in the Old World. Ghosts, shades, and specters of dead men return to haunt the land of the living. Some Vampires and the most twisted of Necromancers hold the knowledge to summon these miserable creatures and unleash them upon their enemies. When summoned, spirits gather together into vast hosts and advance on the enemy. They are silent and incorporeal but no less frightening, because their touch is enough to freeze the hearts of mortals.



Ethereal Host Blister (1)  
91-47



Spirit Host 3  
020707103



Spirit Host 1  
020707101



Spirit Host 2  
020707102



# Special Units



**Fell Bats Blister (Random 2)**  
91-59



**Fell Bat Head 1**  
020710502



**Fell Bat Head 2**  
020710504



**Fell Bat Head 3**  
020710506



**Fell Bat Body 1**  
020710501



**Fell Bat Body 2**  
020710503



**Fell Bat Body 3**  
020710505



**Grave Guard Command Blister (3)**  
91-58

**Grave Guard Regiment Box (10)**  
91-11



**Grave Guard Shield**  
020710304



**Grave Guard Standard**  
020710302



**Grave Guard Standard Bearer**  
020710301



**Grave Guard 1**  
020709601



**Grave Guard 2**  
020709602



**Grave Guard 3**  
020709603



**Grave Guard 4**  
020709604



**Grave Guard Horn Blower**  
020710305



**Grave Guard Champion**  
020710303

# Special Units



**Mounted Wight  
Champion**  
020703301



**Hell Knight Blister (1)**  
91-61



**Black Knights (Random 1) & Command (Random 1) Blisters**  
91-41 91-42



**Mounted Wight  
Spear 1**  
020702705



**Mounted Wight  
Spear 2**  
020702706



**Mounted Wight  
Spear 3**  
020702707



**Mounted Wight  
Spear 4**  
020702708



**Mounted Wight  
Standard Pole**  
020703403



**Mounted Wight  
Helmet Wings**  
020703402



**Mounted Wight  
Horn Blower Arm**  
020703502



**Mounted Wight  
Standard Body**  
020703401



**Mounted Wight  
Horn Blower Body**  
020703501

*Note: The Mounted Wights use the Skeleton Horse Sprue (99389999007) shown with the Black Coach.*



**Mounted Wight  
Body 1**  
020702701



**Mounted Wight  
Body 2**  
020702702



**Mounted Wight  
Body 3**  
020702703



**Mounted Wight  
Body 4**  
020702704



**Mounted Wight  
Standard Top**  
020703404



**Mounted Wight  
Shield 1**  
020702709



**Mounted Wight  
Shield 2**  
020702710



**Mounted  
Wight Sword**  
020702711

# Terrain



**Shackled Beast**  
Who knows why the twisted lords of the Undead have chained this Zombie to a wall, but with a few Zombie and Skeleton plastic pieces, you can have one of your own, just like Rick's!

## Chad Mierzwa



**The Monument**  
On a trip to London, Chad had a chance to visit Highgate Cemetery. He knew he had to capture this ancient site in his scenery, so he immediately started on the Monument. Made of tombstones and Forge World pieces, he finished it off with a conversion of a Wraith at the top.

## Rick Smith



**The Roadside Shrine**  
Rick decided to add to the Forge World roadside shrine model with bitz like severed heads on spears and a rotten carcass of a wolfman, crucified for his crimes against the local count. With Zombie plastics, a horse skull, and ears from a wolf head, the shrine fits in with the dark and insane world of the Undead even better.



## Ty Finocchiaro



**Column Of Doom**  
By using a toilet paper roll, Ty made a very simple column that anyone can add to his table. The chain on the side is an easy conversion made from the Zombie Regiment plastics. Use the two chained bells, cut off the bells, and glue the remaining lengths of chains together.

## Ed Phillips

**Zombie Swamp**  
There's something horrifying about a corpse sitting up in a pool of stagnant water and then lurching towards you. Ed decided he needed to explore this facet of Undead existence, so he made this Zombie Swamp. The water is white glue painted in Regal Blue with swirls of Scorpion Green. The water was finished off by pouring a lot of Gloss Varnish paint over the surface.



# Rare Units

The Black Coach is a ghostly apparition created by performing unholy rituals. Driven by an insubstantial Wraith and pulled by two grisly Nightmares, the Coach carries the remains of a Vampire into battle. Its mere presence can drain the lifeblood of men.



**Black Coach Box (1)**  
91-09



**Black Coach Banner Pole**  
020706807



**Black Coach Bell**  
020706808



**Black Coach Brazier**  
020706809



**Black Coach Steed's Plume**  
020706810



**Black Coach Seat**  
020706811



**Black Coach Cushion**  
020706812



**Black Coach Wraith Legs**  
020706813



**Black Coach Wraith Body**  
020706814



**Black Coach Axle**  
020706806



**Black Coach Floor**  
020706801



**Black Coach Roof**  
020706803



**Black Coach Side 2 (Right)**  
020706805



**Black Coach Side 1 (Left)**  
020706804

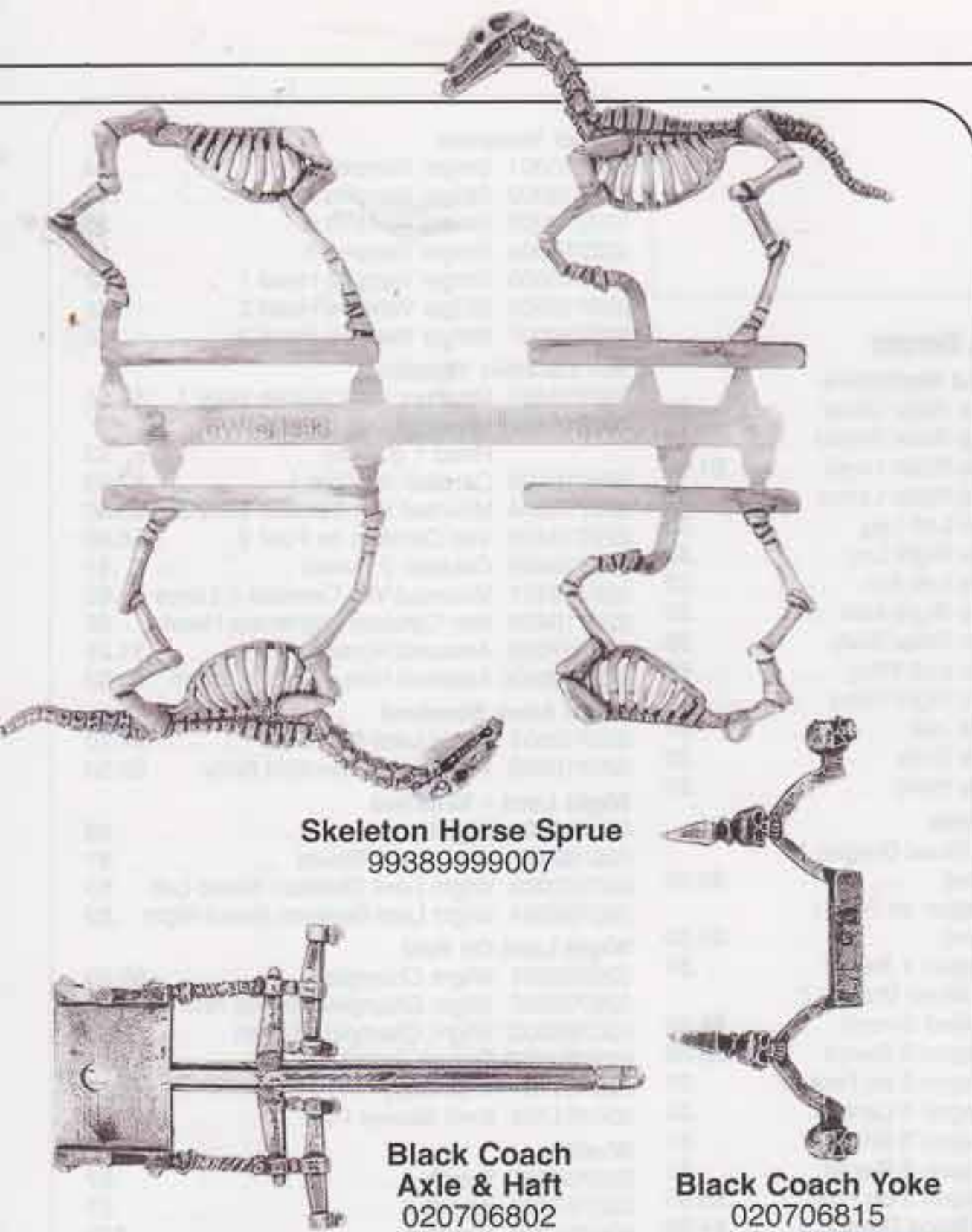


**Black Coach Coffin**  
020706816



**Black Coach Coffin Lid**  
020706817

# Rare Units



**Skeleton Horse Sprue**  
99389999007

**Black Coach  
Axle & Haft**  
020706802

**Black Coach Yoke**  
020706815



**Banshee 1**  
020703001



**Banshee 2**  
020703002



**Banshee 3**  
020703003

**Banshee Blister (Random 1)**  
91-55

# Phowcase

*Below Left: Dave Gentzler won third place at the 2000 Baltimore Games Day Golden Demon painting competition with his "Zombies from the Deep" unit.*



*Right: Liliana Troy won second place at the 2003 Baltimore Games Day Demon Painting competition with "Hatsuseptra."*



## Price List

### Getting Started

91-01-60 *Warhammer Armies: Vampire Counts* . . . \$20

### Boxed Sets & Blister Packs – Lords & Heroes

91-08 Blood Dragon on Winged Nightmare . . . \$35  
Box includes 1 model

91-38 Blood Dragon Vampires . . . \$15  
Blister includes 2 models

91-40 Lahmian Vampires . . . \$15  
Blister includes 2 models

91-48 Necrarch Vampires . . . \$15  
Blister includes 2 models

91-45 Necromancers . . . \$15  
Blister includes 2 models

91-57 Strigoi Vampire . . . \$8  
Blister includes 1 model

91-36 Von Carstein Vampires . . . \$15  
Blister includes 2 models

91-60 Wight Army Standard . . . \$9  
Blister includes 1 model

91-62 Mounted Wight Lord . . . \$13  
Blister includes 1 model

91-54 Wight Lord . . . \$9  
Blister includes 1 model

91-52 Wraith . . . \$8  
Blister includes 1 model

### Special Characters

91-35 Mannfred Von Carstein . . . \$13  
Blister includes 1 model

91-10 Zacharias the Everliving . . . \$45  
Box includes 1 model

### Boxed Sets & Blister Packs – Core

91-43 Armored Skeleton Command . . . \$10  
Blister includes 3 models

91-44 Armored Skeletons . . . \$9  
Blister includes 3 models

91-56 Bat Swarm . . . \$10  
Blister includes 2 models

91-50 Dire Wolves . . . \$8  
Blister includes 2 models

91-51 Doom Wolf . . . \$8  
Blister includes 1 model

91-46 Ghouls . . . \$9  
Blister includes 3 models

91-06 Skeleton Warrior Regiment . . . \$30  
Box includes 20 models

91-07 Zombie Regiment . . . \$30  
Box includes 20 models

### Boxed Sets & Blister Packs – Special

91-41 Black Knight . . . \$9  
Blister includes 1 model

91-61 Hell Knight . . . \$9  
Blister includes 1 model

91-42 Black Knight Command . . . \$9  
Blister includes 1 model

91-59 Fell Bats . . . \$9  
Blister includes 2 models

91-11 Grave Guard Regiment . . . \$35  
Box includes 10 models

91-58 Grave Guard Command . . . \$10  
Blister includes 3 models

91-47 Ethereal Host . . . \$9  
Blister includes 3 models

### Boxed Sets & Blister Packs – Rare

91-55 Banshee . . . \$8  
Blister includes 1 model

91-09 Black Coach . . . \$35  
Box includes 1 model

### Metal Bitz – Lords & Heroes

**Blood Dragon/Winged Nightmare**

020709501 Nightmare Rider Cloak . . . \$1

020709502 Nightmare Rider Shield . . . \$1

020709503 Nightmare Rider Head . . . \$1.50

020709504 Nightmare Rider Lance . . . \$2

020709505 Nightmare Left Leg . . . \$3

020709506 Nightmare Right Leg . . . \$3

020709507 Nightmare Left Arm . . . \$2

020709508 Nightmare Right Arm . . . \$2

020709509 Nightmare Rider Body . . . \$5

020709510 Nightmare Left Wing . . . \$6

020709511 Nightmare Right Wing . . . \$6

020709512 Nightmare Jaw . . . \$1

020709513 Nightmare Body . . . \$6

020709514 Nightmare Head . . . \$3

### Blood Dragon Vampires

020709901 Mounted Blood Dragon 1  
(No Helmet) . . . \$6.50

020709902 Blood Dragon on Foot 1  
(No Helmet) . . . \$6.50

020709903 Blood Dragon 1 Sword . . . \$1

020709904 Mounted Blood Dragon 2  
(Two-Handed Sword) . . . \$6.50

020709905 Blood Dragon 2 Sword . . . \$6.50

020709906 Blood Dragon 2 on Foot . . . \$1

020709907 Blood Dragon 3 Lance . . . \$2

020709908 Blood Dragon 3 Shield . . . \$1

020709909 Blood Dragon 3 Sword . . . \$1

020709910 Blood Dragon 3 on Foot . . . \$5.50

020709911 Mounted Blood Dragon 3 . . . \$4.50

020709912 Blood Dragon Vampire  
Horse Head . . . \$2

020707003 Armored Horse Tail . . . \$1.25

99380299004 Armored Horse Body & Head . . . \$3

### Lahmian Vampire

020709801 Lahmian Vampire on Foot 1 . . . \$8

020709802 Mounted Lahmian Vampire . . . \$8

020709803 Lahmian Vampire on Foot 2 . . . \$8

020709804 Mounted Lahmian Vampire w/ Staff . . . \$8

020709805 Lahmian Vampire Horse Head . . . \$2

99389999004 Bretonnian Horse Body Sprue . . . \$2

99389999014 Bretonnian Horse Head Sprue . . . \$1

### Necrarch Vampire

020710201 Mounted Necrarch 1 . . . \$7.50

020710202 Necrarch on Foot 1 . . . \$7.50

020710203 Mounted Necrarch Body 2 . . . \$6.50

020710204 Necrarch on Foot Body 2 . . . \$6.50

020710205 Mounted Necrarch 2 Hand . . . \$1

020710206 Necrarch on Foot 2 Dagger . . . \$1

020710207 Mounted Necrarch Familiar . . . \$1

020710208 Necrarch Familiar . . . \$1

020710209 Necrarch Nightmare Head . . . \$2

020707003 Armored Horse Tail . . . \$1.25

99389999004 Bretonnian Horse Body Sprue . . . \$2

### Necromancers

020701001 Necromancer 1 (Topknot) . . . \$7

020701002 Necromancer 2 (Hood & Beard) . . . \$7

079901011 Necromancer 3 . . . \$7.50

020701201 Mounted Necromancer Body . . . \$5

020701202 Mounted Necromancer Legs . . . \$2.50

99389999002 Caparison Horse Body Sprue . . . \$2

99389999012 Caparison Horse Head Sprue . . . \$1

### Strigoi Vampires

020710001 Strigoi Vampire 1 . . . \$8

020710002 Strigoi Vampire Arm . . . \$1

020710003 Strigoi Vampire 2 . . . \$8

020710004 Strigoi Vampire 3 . . . \$8

020710005 Strigoi Vampire Head 1 . . . \$2

020710006 Strigoi Vampire Head 2 . . . \$2

020710007 Strigoi Vampire Head 3 . . . \$2

### Von Carstein Vampire

020710401 Mounted Von Carstein Body 1 . . . \$4.50

020710402 Mounted Von Carstein  
Head 1 (Cloak) . . . \$3

020710403 Carstein on Foot 1 . . . \$7.50

020710404 Mounted Von Carstein Body 2 . . . \$5.50

020710405 Von Carstein on Foot 2 . . . \$6.50

020710406 Carstein 2 Sword . . . \$1

020710407 Mounted Von Carstein 2 Lance . . . \$2

020710408 Von Carstein Nightmare Head . . . \$2

020707003 Armored Horse Tail . . . \$1.25

99380299004 Armored Horse Body & Head . . . \$3

### Wight Army Standard

020710601 Wight Lord Standard . . . \$4.50

020710602 Wight Lord Standard Body . . . \$5.50

### Wight Lord – Mounted

020702901 Wight Lord . . . \$8

020702902 Wight Lord Shield . . . \$1

020702903 Wight Lord Skeleton Steed Left . . . \$3

020702904 Wight Lord Skeleton Steed Right . . . \$3

### Wight Lord On Foot

020708801 Wight Champion . . . \$5.50

020708802 Wight Champion Sword Arm . . . \$1.50

020708803 Wight Champion Shield . . . \$1.50

99369999003 Fighter Shield Sprue . . . \$1

020701701 Krell Body . . . \$4

020701702 Krell Banner Pole . . . \$2

### Wraiths

020707701 Wraith 1 . . . \$7

020707702 Wraith 2 . . . \$7

020707703 Wraith 3 . . . \$70

020707704 Wraith 4 . . . \$7

020707705 Wraith Scythe 1 . . . \$2

020707706 Wraith Scythe 2 . . . \$2

### Special Characters

#### Mannfred Von Carstein

020707801 Mannfred Von Carstein . . . \$9

020707802 Mannfred Von Carstein Sword Arm . . . \$2

020707803 Nightmare Head . . . \$2

020707003 Armored Horse Tail . . . \$1.25

99380299004 Armored Horse Body & Head . . . \$3

#### Zacharias the Everliving

020710101 Zombie Dragon Body . . . \$6

020710102 Zombie Dragon Tail . . . \$4

020710103 Zacharias Arm . . . \$1

020710104 Zombie Dragon Claw . . . \$2

020710105 Zombie Dragon Head & Neck . . . \$4

020710106 Zombie Dragon Left Arm . . . \$3

020710107 Zombie Dragon Horns . . . \$1

020710108 Zombie Dragon Lower Jaw . . . \$2

020710109 Zombie Dragon Right Arm . . . \$3

020710110 Zacharias Head and Staff . . . \$1

020710111 Zacharias Body . . . \$6.50

020710112 Zacharias Cloak . . . \$3

020710113 Zacharias Bat & Book . . . \$3

020710114 Zombie Dragon Right Foot . . . \$4

020710115 Zombie Dragon Left Foot . . . \$4

99380299002 Dragon Wing Set Sprue . . . \$12

### Metal Bitz – Core

#### Armored Skeletons

020703601 Armored Skeleton w/ Spear 1 . . . \$3.50

020703602 Armored Skeleton w/ Spear 2 . . . \$3.50

020703603 Armored Skeleton w/ Spear 3 . . . \$3.50

020703604	Armored Skeleton w/ Spear 4	..\$3.50
020703605	Armored Skeleton w/ Spear 5	..\$3.50
020703701	Armored Skeleton Champion	...\$4
020703801	Armored Skeleton Standard	...\$4
020703802	Armored Skeleton Musician	...\$4
99369999006	Large Shield Sprue	...\$1

**Bat Swarms**

020703101	Bat 1	...\$2
020703102	Bat 2	...\$2
020703103	Bat 3	...\$2
020703104	Bat 4	...\$2
020703105	Bat 5	...\$2

**Dire Wolves**

020707501	Dire Wolf Head 1	...\$2
020707502	Dire Wolf Head 2	...\$2
020707503	Dire Wolf Head 3	...\$2
99380299005	Wolf Combined Sprue	...\$3
020707901	Doom Wolf Body	...\$5.50
020707902	Doom Wolf Front Leg	...\$1.50
020707903	Doom Wolf Hind Leg	...\$1.50

**Ghouls**

020706701	Ghoul 1	...\$3.50
020706702	Ghoul 2	...\$3.50
020706703	Ghoul 3	...\$3.50
020706704	Ghoul 4	...\$3.50
020706705	Ghoul 5	...\$3.50
020706706	Ghoul 6	...\$3.50
020706707	Ghoul 7	...\$3.50
020706708	Ghoul 8	...\$3.50
020706709	Ghoul 9	...\$3.50
020706710	Ghoul 10	...\$3.50
020706711	Ghoul 11	...\$3.50
020706712	Ghoul 12	...\$3.50

**Skeleton Warriors**

99380207001	Skeleton Warrior Sprue	...\$4
99360299001	Skeleton Warrior Shield Sprue	...\$1.50
99380299001	Regiment Command Sprue	...\$5

**Zombies**

99380207002	Zombie Sprue	...\$8
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**Metal Bitz – Special**

**Black Knights**

020702701	Mounted Wight Body 1 (Spiked Crown)	...\$3.50
020702702	Mounted Wight Body 2 (Plume)	...\$3.50
020702703	Mounted Wight Body 3 (Scarf)	...\$3.50
020702704	Mounted Wight Body 4 (Kaiser Helm)	...\$3.50
020702705	Mounted Wight Spear 1	...\$2
020702706	Mounted Wight Spear 2	...\$2
020702707	Mounted Wight Spear 3	...\$2
020702708	Mounted Wight Spear 4	...\$2
020702709	Mounted Wight Shield 1	...\$1
020702710	Mounted Wight Shield 2	...\$1
020702711	Mounted Wight Sword	...\$1
020703301	Mounted Wight Champion	...\$6
020703401	Mounted Wight Standard Body	...\$3.50
020703402	Mounted Wight Helmet Wings	...\$1.50
020703403	Mounted Wight Standard Pole	...\$2.50
020703404	Mounted Wight Standard Top	...\$2.50
020703501	Mounted Wight Horn Blower Body	...\$3.50
020703502	Mounted Wight Horn Blower Horn	...\$2.50

**Fell Bats**

020710501	Fell Bat Body 1	...\$4
020710502	Fell Bat Head 1	...\$1.50
020710503	Fell Bat Body 2	...\$4
020710504	Fell Bat Head 2	...\$1.50
020710505	Fell Bat Body 3	...\$4
020710506	Fell Bat Head 3	...\$1.50

**Grave Guard**

020709601	Grave Guard 1	...\$4
020709602	Grave Guard 2	...\$4
020709603	Grave Guard 3	...\$4
020709604	Grave Guard 4	...\$4
020710301	Grave Guard Standard Bearer	...\$3
020710302	Grave Guard Standard	...\$2
020710303	Grave Guard Champion	...\$3.50
020710304	Grave Guard Shield	...\$1
020710305	Grave Guard Horn Blower	...\$4

**Sprit Hosts**

020707101	Spirit Host 1	...\$3.50
020707102	Spirit Host 2	...\$3.50
020707103	Spirit Host 3	...\$3.50

**Metal Bitz – Rare**

**Banshees**

020703001	Banshee 1	...\$8.75
020703002	Banshee 2	...\$8.75
020703003	Banshee 3	...\$8.75

**Black Coach**

020706801	Black Coach Floor	...\$4.75
020706802	Black Coach Axle & Haft	...\$3.50
020706803	Black Coach Roof	...\$4.75
020706804	Black Coach Side 1 (Left)	...\$4.75
020706805	Black Coach Side 2 (Right)	...\$4.75
020706806	Black Coach Axle	...\$1.25
020706807	Black Coach Banner Pole	...\$2.50
020706808	Black Coach Bell	...\$1.25
020706809	Black Coach Brazier	...\$1.25
020706810	Black Coach Steeds Plume	...\$1.25
020706811	Black Coach Seat	...\$1.25
020706812	Black Coach Cushion	...\$1.25
020706813	Black Coach Wraith Legs	...\$2.50
020706814	Black Coach Wraith Body	...\$2.50
020706815	Black Coach Yoke	...\$2.50
020706816	Black Coach Coffin	...\$4.75
020706817	Black Coach Coffin Lid	...\$3.50
99389999007	Skeleton Horse Sprue (2)	...\$6

**Classic/Collector's Range**

**Complete Models – Lords & Heroes**

**Special Characters**

020701301	Heinrich Kemmler, the Lichemaster <small>Includes 1 model</small>	...\$10.50
MO 0085	Dieter Helsnicht <small>Includes 1 model</small>	...\$35
MO 0087	Melkhior on Winged Nightmare <small>Includes 1 model</small>	...\$35
MO 0088	Nagash <small>Includes 1 model</small>	...\$25
MO 0089	Neferata & Bastet <small>Includes 2 models</small>	...\$10
MO 0090	Vlad & Isabella Von Carstein <small>Includes 2 models</small>	...\$15
MO 0117	Classic Zombie Dragon <small>Includes 1 model</small>	...\$45

**Metal Bitz – Lords & Heroes**

**Classic Blood Dragons**

020702801	Mounted Vampire Lord	...\$5
020702802	Mounted Vampire Lord Cloak	...\$1.25
020702803	Vampire Lord Steed Left Side	...\$3.75
020702804	Vampire Lord Steed Right Side	...\$3.75
020706901	Blood Dragon 1	...\$7.75
020706902	Blood Dragon Shield 1	...\$1.25
020707001	Mounted Blood Dragon 1	...\$7.75
020707002	Armored Nightmare Head	...\$2.50
020707003	Armored Nightmare Tail	...\$1.25
020708601	Blood Dragon 2	...\$7.75
020708602	Blood Dragon 3	...\$7.75
020708603	Blood Dragon Shield 2	...\$1.25

020708701	Mounted Blood Dragon 2 Lance Arm	...\$2.50
020708702	Mounted Blood Dragon 2	...\$7.75
99380299004	Armored Horse Body & Head	...\$3

**Classic Lahmian Vampire**

020708501	Lahmia Vampire	...\$9
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**Classic Necrarch Vampire**

020707301	Necrarch Vampire on Foot	...\$9
020707401	Mounted Necrarch Vampire	...\$9
020707402	Nightmare Head	...\$2.50
99389999004	Brettonian Horse Body	...\$2
99389999014	Brettonian Horse Head	...\$1

**Collector Vampires**

74530-29	Vampire 5 (Dracula)	...\$7
74530-4	Vampire 3 (Skull In Hand)	...\$7
74530-9	Vampire 1 (Bat Wings)	...\$7
74530-19	Vampire 4 (Female)	...\$7
MM51-3	Vampire (Marauder)	...\$7

**Classic Von Carstein**

020700901	Von Carstein Vampire Body	...\$7.50
020700902	Von Carstein Vampire Cloak	...\$2.50

**Classic Wraiths**

020700701	Wraith 1	...\$7.50
020700702	Wraith 2	...\$7.50
020700703	Wraith 3	...\$7.50
020700704	Wraith 4	...\$7.50
020700705	Wraith 5	...\$7.50
020700706	Wraith 6	...\$7.50
020700707	Wraith 7	...\$7.50
020700708	Wraith 8	...\$7.50

**Special Characters**

**Dieter Helsnicht**

020700101	Dieter Helsnicht Body	...\$5
020700102	Dieter Helsnicht Legs	...\$3
020700103	Dieter Helsnicht Banner Top	...\$2
020700104	Manticore Head	...\$5
020700105	Manticore Left Body	...\$6
020700106	Manticore Right Body	...\$6
020700107	Manticore Back Leg	...\$2
020700108	Manticore Front Paw	...\$2
020700109	Manticore Tail	...\$3
020700110	Manticore Left Wing	...\$6
020700111	Manticore Right Wing	...\$6

**Heinrich Kemmler**

020701301	Heinrich Kemmler	...\$10.50
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**Melkhior/Winged Nightmare**

020707201	Winged Nightmare Right Wing	...\$6
020707202	Winged Nightmare Left Wing	...\$6
020707203	Winged Nightmare Body	...\$6
020707204	Winged Nightmare Hind Leg 1	...\$1
020707205	Winged Nightmare Hind Leg 2	...\$1
020707206	Winged Nightmare Front Leg	...\$1
020707207	Winged Nightmare Head	...\$2
020707208	Winged Nightmare Tail	...\$2
020707209	Melkhior	...\$8
020707210	Melkhior Backrest	...\$2
020707211	Melkhior Staff & Book	...\$2

**Nagash**

020700201	Nagash Front Body Half	...\$5.50
020700202	Nagash Rear Body Half	...\$5.50
020700203	Nagash Torso	...\$5.50
020700204	Nagash Head	...\$4.50
020700205	Nagash Staff Arm	...\$5.50
020700206	Nagash Sword Arm	...\$4.50

**Neferata**

020708101	Neferata Body	...\$9
020708102	Neferata Cat Bastet	...\$2.50

**Vlad & Isabella Von Carstein**

020701601	Isabella Von Carstein	...\$9
020701602	Vlad Von Carstein	...\$9





### Classic Zombie Dragon

020700301	Zombie Dragon Head	\$.4
020700302	Zombie Dragon Neck	\$.4
020700303	Zombie Dragon Body	\$.6
020700304	Zombie Dragon Tail	\$.5
020700305	Zombie Dragon Front Right Leg	\$.3
020700306	Zombie Dragon Front Left Leg	\$.3
020700307	Zombie Dragon Back Right Leg	\$.3
020700308	Zombie Dragon Back Left Leg	\$.3
020700309	Zombie Dragon Right Wing	\$.6
020700310	Zombie Dragon Left Wing	\$.6
020700311	Zombie Dragon Rider Body	\$.4
020700312	Zombie Dragon Rider Legs	\$.3
020700313	Zombie Dragon Rider Banner	\$.3

### Metal Bitz - Core

#### Classic Grave Guard

020708201	Grave Guard Body 1	\$3.75
020708202	Grave Guard Body 2	\$3.75
020708203	Grave Guard Body 3	\$3.75
020708204	Grave Guard Body 4	\$3.75
020708205	Grave Guard Spear Arm 1	\$1.25
020708206	Grave Guard Spear Arm 2	\$1.25

#### Classic Ghouls

020701101	Ghoul 1	\$3.75
020701102	Ghoul 2	\$3.75
020701103	Ghoul 3	\$3.75
020701104	Ghoul 4	\$3.75
020701105	Ghoul 5	\$3.75
020701106	Ghoul 6	\$3.75
020701107	Ghoul 7	\$3.75
020701108	Ghoul 8	\$3.75
020701109	Ghoul 9	\$3.75
020701110	Ghoul 10	\$3.75
020701111	Ghoul 11	\$3.75
020701112	Ghoul 12	\$3.75

### Collectors Skeleton Warriors

020708301	Coffin Shield Sprue	\$2
020708001	Gothic Skeleton Champion Head	\$.1
020708002	Gothic Skeleton Champion Axe	\$.1
020708003	Gothic Skeleton Drum Arm	\$.1
020708004	Gothic Skeleton Drummer Arm	\$.1
020708005	Gothic Skeleton Standard	\$.2
74503-28	Skeleton Warrior w/ Mace	\$3.75
74503-43	Skeleton Warrior w/ Axe 1	\$3.75
74503-49	Skeleton Warrior w/ Sword 17	\$3.75
74503-62	Skeleton Warrior w/ Spear 2	\$3.75
74503-62	Skeleton Attacker 4 w/ Spear	\$3.75
74513-20	Skeleton Warrior w/ Sword 25	\$3.75
74513-77	Skeleton Warrior w/ Axe 6	\$3.75
74513-80	Skeleton Warrior w/ Mace 5	\$3.75
74513-81	Skeleton Warrior w/ Axe 9	\$3.75
MM50-13	Skeleton Warrior w/ Sword & Shield	\$3.75
MM50-21	Skeleton Warrior w/ Morning Star	\$3.75
MM50-25	Skeleton w/ Sword & Armor	\$3.75
MM50-5	Skeleton w/ Sword	\$3.75
MM50-6	Skeleton w/ Spear 4	\$3.75
020702352	Skeleton Warrior w/ Spear 4	\$3.75
020702361	Skeleton Attacker 3 w/ Spear	\$3.75
99369999003	Fighter Shield Sprue	\$.1

### Classic Skeleton Warriors

020700505	Skeleton Standard 2 (Sword)	\$3.75
020700506	Skeleton Standard 3 (Bell)	\$3.75
020700507	Skeleton Standard 1 (Axe)	\$3.75

### Classic Zombies

020702401	Zombie Standard Bearer 1	\$3.75
020702402	Zombie Musician (Gong)	\$3.75
020702501	Zombie 13	\$3.75
020702502	Zombie 11	\$3.75
020702503	Zombie 12	\$3.75
020702504	Zombie 10	\$3.75
020702505	Zombie 1	\$3.75
020702506	Zombie 6	\$3.75

020702507	Zombie 4	\$3.75
020702508	Zombie 8	\$3.75
020702509	Zombie 3	\$3.75
020702510	Zombie 7	\$3.75
020702511	Zombie 5	\$3.75
020702512	Zombie 9	\$3.75
020702513	Zombie 2	\$3.75
74579-21	Zombie w/ Cleaver 3 (Head)	\$3.75
74579-6	Zombie w/ Vulture	\$3.75

### Metal Bitz - Special

#### Classic Black Knights

020700801	Skeleton Horseman w/ Sword	\$3.75
020700802	Skeleton Horseman w/ Axe	\$3.75
020700803	Skeleton Horseman w/ Spear	\$3.75
99369999003	Fighter Shield Sprue	\$.1

#### Classic Fell Bats

020707601	Vampire Bat Body	\$2.50
020707602	Vampire Bat Wings	\$2.50
020707603	Vampire Bat Head 1	\$1.25
020707604	Vampire Bat Head 2	\$1.25

#### Classic Wights

020700601	Wight 4	\$6
020700602	Wight 3	\$6
020700603	Wight 2	\$6
020700604	Wight 1	\$6
020700605	Wight 6	\$6
020700606	Wight 8	\$6
020700607	Wight 5	\$6
020700608	Wight 7	\$6
99369999003	Fighter Shield Sprue	\$.1

#### Collectors Spirit Hosts

74530-13	Ghost 1 (Banshee)	\$3.75
74530-18	Ghost 3	\$3.75
74530-23	Ghost 4	\$3.75
74542-3	Ghost 2	\$3.75
74530-3	Ghost 2 (Guy in Sheet)	\$3.75

## Classic Range

*Note: The Mounted Necrarch Vampire uses the Bretonnian Horse Head & Body Sprues (99389999004 & 99389999014) shown with the Necrarch Vampires in the Lords & Heroes section.*



**Nightmare Head**  
020707402



**Lahmia Vampire**  
020708501



**Von Carstein Vampire Body**  
020700901



**Necrarch Vampire on Foot**  
020707301



**Mounted Necrarch Vampire**  
020707401



**Neferata Body**  
020708101

**Neferata & Bastet (2)**  
MO 0089



**Neferata Cat Bastet**  
020708102



**Von Carstein Vampire Cloak**  
020700902

# Classic Range

Vlad & Isabella Von Carstein (2)  
MO 0090



Isabella Von Carstein  
020701601



Vlad Von Carstein  
020701602



Complete Mounted Vampire Lord  
Available Only in Bitz



Mounted Vampire Lord  
020702801

Mounted Vampire Lord Cloak  
020702802



Complete Blood Dragon 1  
Available Only In Bitz



Blood Dragon 1  
020706901



Mounted Vampire Steed Left Side  
020702803



Mounted Vampire Steed Right Side  
020702804



Blood Dragon Shield 1  
020706902



Blood Dragon Shield 2  
020708603

*Note: For the Classic Blood Dragons, use the Armored Horse Body & Head Sprue (99380299004) shown with the Blood Dragon Vampires in the Lords & Heroes section.*



Armored Nightmare Tail  
020707003



Armored Nightmare Head  
020707002



Mounted Blood Dragon 1  
020707001



Mounted Blood Dragon 2  
020708702



Mounted Blood Dragon 2 Lance Arm  
020708701



Blood Dragon 2  
020708601



Blood Dragon 3  
020708602

**Classic Range**

**Melkhior on Winged Nightmare (Complete)**  
MO 0087



**Winged Nightmare Left Wing**  
020707202



**Winged Nightmare Right Wing**  
020707201



**Melkhior Staff & Book**  
020707211



**Melkhior Backrest**  
020707210



**Melkhior**  
020707209



**Winged Nightmare Body**  
020707203



**Winged Nightmare Hind Leg 2**  
020707205



**Winged Nightmare Hind Leg 1**  
020707204



**Winged Nightmare Front Leg**  
020707206



**Winged Nightmare Head**  
020707207



**Winged Nightmare Tail**  
020707208



**Vampire 1**  
74530-9



**Vampire 3**  
74530-4



**Vampire 4**  
74530-19



**Vampire 5**  
74530-29



**Vampire (Marauder)**  
MM51-3

# Classic Range



**Dieter Helsnicht  
(Complete)**  
MO 0085



**Manticore  
Right Wing**  
020700111

**Manticore  
Left Wing**  
020700110



**Dieter Helsnicht  
Legs**  
020700102



**Dieter Helsnicht  
Banner Top**  
020700103



**Dieter Helsnicht  
Body**  
020700101



**Manticore  
Back Leg**  
020700107



**Manticore  
Front Paw**  
020700108



**Manticore Tail**  
020700109



**Manticore Head**  
020700104



**Manticore Left Body**  
020700105



**Manticore Right Body**  
020700106



**Wraith 4**  
020700704



**Wraith 8**  
020700708



**Wraith 2**  
020700702



**Wraith 3**  
020700703



**Wraith 5**  
020700705



**Wraith 6**  
020700706



**Wraith 7**  
020700707



**Wraith 1**  
020700701



## Classic Range



**Zombie Dragon Head**  
020700301



**Zombie Dragon Body**  
020700303



**Zombie Dragon Rider Legs**  
020700312



**Zombie Dragon Neck**  
020700302



**Zombie Dragon (Complete)**  
MO 0117



**Zombie Dragon Rider Body**  
020700311



**Zombie Dragon Back Right Leg**  
020700307



**Zombie Dragon Back Left Leg**  
020700308



**Zombie Dragon Front Right Leg**  
020700305



**Zombie Dragon Front Left Leg**  
020700306



**Zombie Dragon Rider Banner**  
020700313



**Zombie Dragon Tail**  
020700304



**Zombie Dragon Left Wing**  
020700310



**Zombie Dragon Right Wing**  
020700309

# Classic Range



**Nagash Torso**  
020700203



**Nagash Head**  
020700204



**Nagash Front Body Half**  
020700201



**Nagash Rear Body Half**  
020700202



**Nagash Sword Arm**  
020700206



**Nagash Staff Arm**  
020700205



**Nagash (Complete)**  
MO 0088



**Grave Guard Spear Arm 1**  
02078205



**Grave Guard Spear Arm 2**  
02078206



**Grave Guard Body 1**  
020708201



**Grave Guard Body 2**  
020708202



**Complete Classic Grave Guard**  
Available Only In Bitz



**Grave Guard Body 3**  
020708203



**Grave Guard Body 4**  
020708204



**Heinrich Kemmler, the Lichemaster**  
020701301

The dead men brandish their weapons in mocking challenge to all life, and, sometimes, in ghastly dry voices, they whisper the one word they remember from life, the name of their ancient, dark master. They whisper the name *Nagash*.

From *The Book of the Dead*  
by Abdul ben Rashid

# Classic Range

*Note: The Classic Skeletons use the Fighter Shield Sprue (99369999003) shown with the Classic Grave Guard.*



**Skeleton Standard 1**  
020700507



**Skeleton Standard 2**  
020700505



**Skeleton Standard 3**  
020700506



**Coffin Shield Sprue**  
020708301



**Skeleton Attacker 3 w/ Spear**  
020702361



**Skeleton Warrior w/ Spear 2**  
74503-62



**Skeleton Warrior w/ Spear 4**  
020702352



**Skeleton Warrior w/ Mace**  
74503-28



**Skeleton Warrior w/ Axe 1**  
74503-43



**Skeleton Warrior w/ Sword 17**  
74503-49



**Skeleton Warrior w/ Sword 25**  
74513-20



**Skeleton Warrior w/ Axe 6**  
74513-77



**Skeleton Warrior w/ Mace 5**  
74513-80



**Skeleton Warrior w/ Axe 9**  
74513-81



**Skeleton Warrior w/ Sword & Shield**  
MM50-13



**Skeleton Warrior w/ Morning Star**  
MM50-21



**Skeleton Warrior w/ Sword & Armor**  
MM50-25



**Skeleton Warrior w/ Sword**  
MM50-5



**Skeleton Warrior w/ Sword 4**  
MM50-6

# Classic Range

## Classic Black Knights

*Note: The Classic Black Knights use the Fighter Shield Sprue (99369999003) shown with the Classic Grave Guard.*



**Skeleton Horseman w/ Sword**  
020700801



**Skeleton Horseman w/ Spear**  
020700803



**Skeleton Horseman w/ Axe**  
020700802



**Gothic Skeleton Champion Head**  
020708001



**Gothic Skeleton Drum Arm**  
020708003



**Gothic Skeleton Standard**  
020708005



**Zombie Standard Bearer 1**  
020702401



**Gothic Skeleton Champion Axe**  
020708002



**Zombie w/ Cleaver 3**  
74579-21



**Gothic Skeleton Drummer Arm**  
020708004



**Zombie w/ Vulture**  
74579-6



**Zombie Musician (Gong)**  
020702402



**Zombie 1**  
020702505



**Zombie 2**  
020702513



**Zombie 3**  
020702509



**Zombie 4**  
020702507



**Zombie 5**  
020702511



**Zombie 6**  
020702506



**Zombie 7**  
020702510



**Zombie 8**  
020702508



**Zombie 9**  
020702512



**Zombie 10**  
020702504



**Zombie 11**  
020702502



**Zombie 12**  
020702503



**Zombie 13**  
020702501



## Classic Range



**Ghoul 1**  
020701101



**Ghoul 2**  
020701102



**Ghoul 3**  
020701103



**Ghoul 4**  
020701104



**Ghoul 5**  
020701105



**Ghoul 6**  
020701106



**Ghoul 7**  
020701107



**Ghoul 8**  
020701108



**Ghoul 9**  
020701109



**Ghoul 10**  
020701110



**Ghoul 11**  
020701111



**Ghoul 12**  
020701112

## Showcase

*Rob Hawkins created these special characters:  
(left to right) Dimitri Von Koss – Vampire Count,  
Marduk the Wolf – Vampire Thrall & cousin of  
Dimitri, and Nieman Kimmel – Necromancer.*



**Ghost 1**  
74530-13



**Ghost 3**  
74530-18



**Ghost 4**  
74530-23



**Ghost 2 (Guy In Sheet)**  
74530-3



**Ghost 2**  
74542-3

# Classic Range



**Complete Classic Grave Guard**  
Available Only in Bitz



**Wight 1**  
020700604



**Wight 2**  
020700603



**Wight 3**  
020700602



**Wight 5**  
020700607



**Wight 4**  
020700601



**Wight 6**  
020700605



**Wight 7**  
020700608



**Wight 8**  
020700606

Also known as Vampire Bats, the blood-drinking bats of Sylvania grow to monstrous proportions, some with wingspans of 12' or more. These Bats are nightmarish predators of the dark, silent, and deadly. They exist solely on the blood of the living, that of Men being their favorite.



**Fighter Shield Sprue**  
99369999003



**Complete Classic Fell Bat**  
Available Only In Bitz



**Vampire Bat Wings**  
020707602



**Vampire Bat Body 1**  
020707601



**Vampire Bat Head 1**  
020707603



**Vampire Bat Head 2**  
020707604



## Colors of War

**SKELETONS.** Any Vampire Counts army will have large regiments of Skeletons. These make up the main bulk of your force, so you will find yourself painting a considerable amount of bone. Here are some drybrushing and ink wash techniques, including some examples that combine the two techniques.



*Bleached Bone drybrushed over Chaos Black*



*Skull White drybrushed over Chaos Black*



*Black Ink over Skull White*



*Flesh Wash over Skull White, drybrushed with Skull White*



*Brown Ink over Skull White*



*Bleached Bone drybrushed over Bestial Brown*



*Flesh Wash over Skull White*



*Brown Ink over Skull White, drybrushed with Bleached Bone*



*Flesh Wash over Skull White, drybrushed with Bleached Bone*

**SHIELDS.** Giving every model in a unit the same shield design is an easy and effective way to make the regiment look like a distinct whole. This effect will be heightened if you use the same colors on both the shields as well as the banner.



*Above & Right: Using checks throughout his army, John Redmann won Best Appearance at the 2003 Chicago Grand Tournament.*

# Showcase

*Below: One of Jason Meyer's regiments from the 2003 Minneapolis Grand Tournament where he won Best Army.*



*Above & Right: Chad Mierzwa's bizarre scarecrow conversions*

*Vampire conversions from Jason Meyer's 2003 Minneapolis Grand Tournament army*



*Below: Ghouls converted and painted by John Conner*

*Left: Rick Smith's corrupted knight*



# WOOD ELVES



*The Dwarfs marched in good order down the recently cleared forest road. Although no enemy had been seen in the area, the Dwarfs regarded everything that wasn't their own tunnels as potentially dangerous. Thus, the rugged mountain folk were always ready for battle. It was essential for the new mining colony to establish a good logging camp, and this road cut into the very center of the forest would supply fuel, timber, crossbeams, and more.*

*Singing harshly in their own gruff language, the Dwarfs passed within even a short arm's length of the Wood Elf archers. As the column of troops passed a prearranged part of the road, the forest air hummed with sounds of released bowstrings. Arrows whistled from the undergrowth and seemed to sprout out of the Dwarfs' bodies. The missiles stuck into chests, protruded from beards, and even pierced through helmets. Grasping the arrows in amazement as their life-blood ran out of them, many Dwarfs dropped to the ground. The battle for the forest was begun, and already half of the Dwarfs had fallen.*

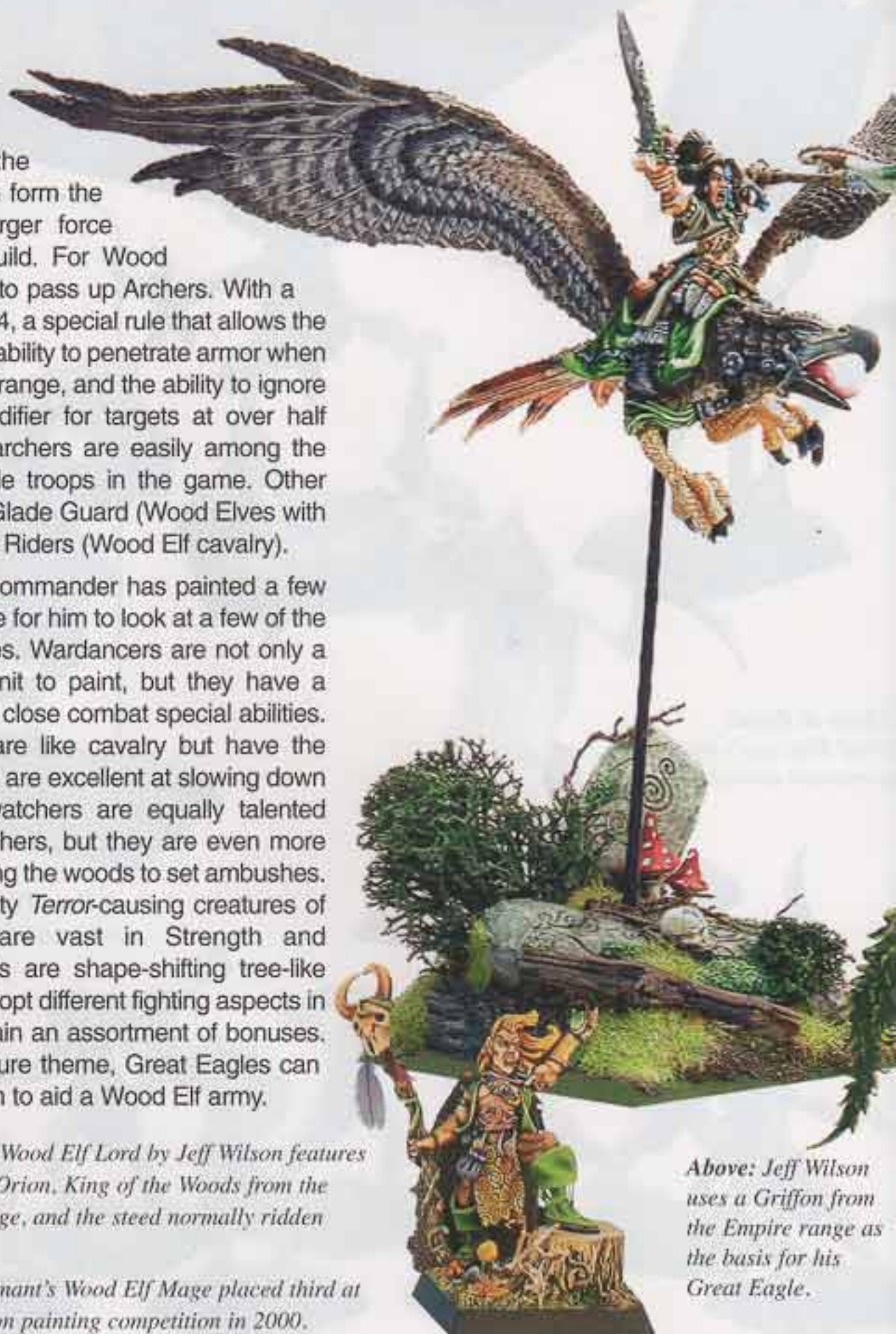
Core selections. Not only are such units a minimal requirement for the army, but they can form the center for any larger force you choose to build. For Wood

Elves, it is hard to pass up Archers. With a Ballistic Skill of 4, a special rule that allows the Elves a better ability to penetrate armor when firing under half range, and the ability to ignore the normal -1 modifier for targets at over half range, Wood Elf archers are easily among the most feared missile troops in the game. Other Core choices are Glade Guard (Wood Elves with spears) and Glade Riders (Wood Elf cavalry).

After a Wood Elf commander has painted a few Core units, it is time for him to look at a few of the more exotic choices. Wardancers are not only a colorful and fun unit to paint, but they have a variety of excellent close combat special abilities. Warhawk Riders are like cavalry but have the ability to fly. Scouts are excellent at slowing down the enemy. Waywatchers are equally talented small bands of archers, but they are even more experienced at using the woods to set ambushes. Treemen are mighty *Terror*-causing creatures of the forest that are vast in Strength and Toughness. Dryads are shape-shifting tree-like beings that may adopt different fighting aspects in close combat to gain an assortment of bonuses. Continuing the nature theme, Great Eagles can also be called upon to aid a Wood Elf army.

*Top: This impressive Wood Elf Lord by Jeff Wilson features an amalgamation of Orion, King of the Woods from the Wood Elf Classic range, and the steed normally ridden by Archaon.*

*Right: Jeremie Bonamant's Wood Elf Mage placed third at the UK Golden Demon painting competition in 2000.*



*Above: Jeff Wilson uses a Griffon from the Empire range as the basis for his Great Eagle.*

Wood Elves are a rustic and secretive race that dwell for the most part in the Loren forest. Throughout the Old World there are additional enclaves of Wood Elves, always centered around large forests. Strangers or intruders are not welcomed into these sylvan kingdoms, and unwary travelers who wander past the unmarked boundaries are likely to be met with a hail of arrows.

## Fighting Style

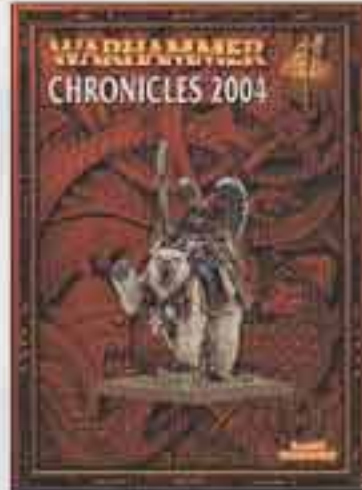
The Wood Elves have mastered the art of the hit-and-run attack. As the entire army may discount any penalties for moving in a forest, a standard Wood Elf tactic is to harass encroaching enemies with missile fire, and then as the foe closes, the sylvan folk fade back into the safety of dense terrain. A tactical Wood Elf commander can use several units to provide enfilading fire against an enemy, while the Elves prepare to scamper further into the woods if they are threatened. Just when an enemy is whittled down and confused, the Elves launch a fierce charge by hard-hitting specialty units like Warhawk Riders, Wardancers, and Treemen.

## Collecting a Wood Elf Army

The place to start with any new army is a few



# Getting Started



The Wood Elf army is due for some new growth in the form of an Army book and new Citadel Miniatures. These new releases are on the horizon and will, in all likelihood, be ready for 2005. In the meantime, the Sylvan folk are still supported with an updated army list which can be found in *Warhammer Chronicles 2004* annual and online at the Games Workshop web site. The miniatures shown here are all in the Classic Range and will admirably serve players who want to play with or expand Wood Elf armies in the meantime.



# Showcase

*Right: Jeff converted the Tyrion model from the High Elf range to create his Glade Guardian.*

*Right: Jeff Wilson's Wood Elf Dragon is ridden by a converted Wardancer.*

*Here are more of Jeff Wilson's amazing conversions.*

*Top: This Treeman features foliage similar to the kind normally found on terrain!*

*Right: This Sorceress has been converted to reflect the Wood Elves' affinity with nature.*

Classic Lords & Heroes



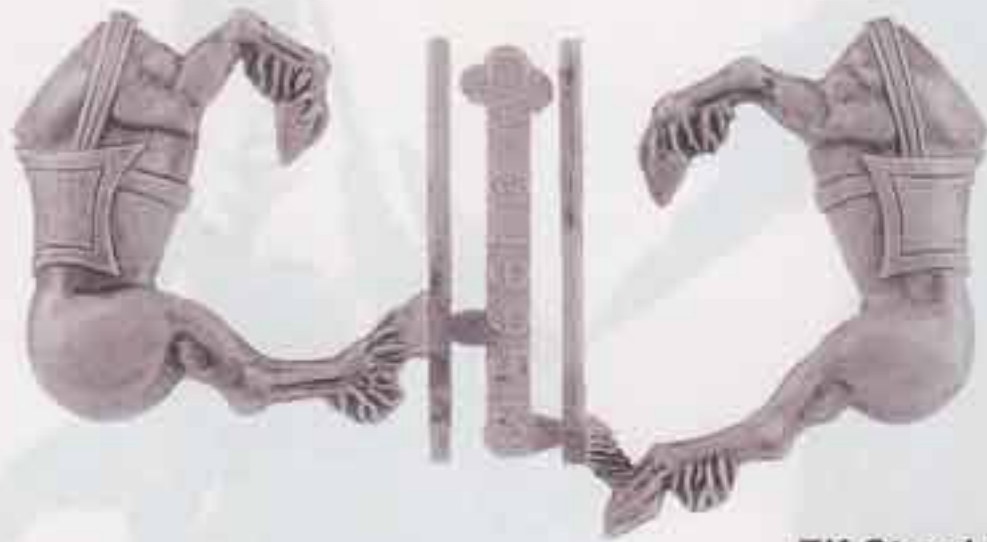
Mage on Elven Steed with Sorceress on Foot Blister (2)  
92-44



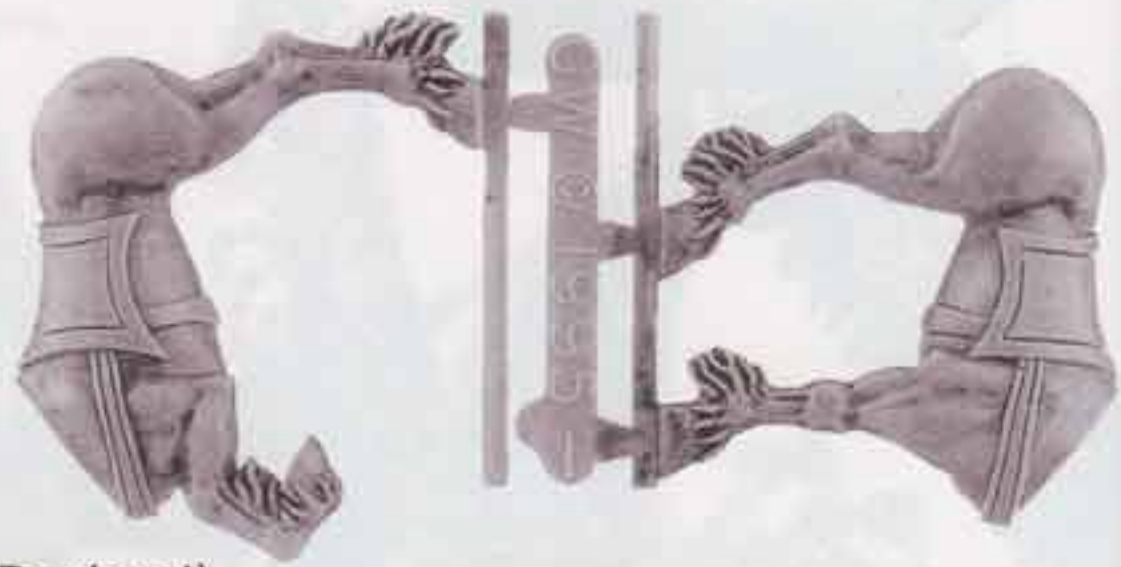
Mounted Wood Elf Mage  
020400901



Wood Elf Sorceress on Foot  
020402601



Elf Steed Body Sprue (Random 1)  
99389999005



*Note: The bitz for this Mage's Warhawk are listed on p. 883.*



Elf Steed Head Sprue (Random 1)  
99389999015



Mage on Warhawk Blister (1)  
92-40



Warhawk Mage Body  
020403001

# Classic Lords & Heroes



**Elf Shield Sprue**  
99369999002

*Note: This figure requires the Elven Steed sprue (99389999005) and the Elven Steed Head sprue (99389999015) seen on the opposite page.*



**Mounted Lord/Hero Blister (1)**  
92-41



**Wood Elf General Body**  
020400701



**Wood Elf General Lance**  
020400702

## PAINTING SHIELDS

These examples show how to paint Wood Elf shields, but these techniques can be used on other models too.



Use Dark Angels Green as a basecoat. Next, paint shapes of Snot Green to give the general impression of leaves. Highlight the edges of each leaf with Goblin Green to give more shape to the leaf. Finish off by highlighting the edges of the shield and the veins of the leaf with Rotting Flesh.



Basecoat the shield with Chaos Black. Use Dark Angels Green to create the leaf pattern. Highlight the leaves with Snot Green and then Goblin Green.



Basecoat the shield with Bubonic Brown and then highlight with Bleached Bone and then Skull White. Place your highlights in the middle of the shield rather than on the edges to give the impression of polished wood or bone. Finally, paint an Elven rune with Snot Green.



Basecoat the shield with Dark Angels Green. Paint the rune design in Codex Grey. Don't highlight the shield itself. Instead, highlight the rune with Fortress Grey and then Skull White.

Some of the runes use are somewhat complex and may seem intimidating to paint. To tackle a rune, think about ways to break the design down into smaller segments, and it will be much easier to paint than you originally thought.

Again, while the shields shown here are Wood Elf shields, many of these ideas and techniques can be used for the shields of any army.

# Showcase



*In addition to earning Sylvain Quirion a Third Place trophy at the 1999 French Golden Demon, this Hero mounted on a Great Eagle shows one of the wide variety of steeds available to the Wood Elf commander.*



**Classic Lords & Heroes**



**Orion (Complete)**  
MO 0093



**Orion Body**  
020400301



**Orion Head**  
020400302



**Orion Cloak**  
020400303



**Orion Spear Head**  
020400304



**Orion Spear of Kurnous**  
020400305



**Orion Horn**  
020400306



**Orion's Hound 1**  
HOUND1



**Skaw the Falconer (Complete)**  
MO 0094



**Skaw the Falconer Body**  
020401601



**Skaw Falcon 1**  
020401602



**Skaw Falcon 2**  
020401603



**Orion's Hound 2**  
HOUND2

*Note: Currently, there are no rules for animals such as the Wood Elf Bear or Orion's Hounds. However, there is no telling what crazy stuff the games designers (or you!) might come up with. Until then, these models have been included for completeness's sake and may prove useful for conversions, objective markers, or messengers in scenarios.*



**Wood Elf Bear**  
74249-9



**Orion's Hound 3**  
HOUND3



# Classic Lords & Heroes



**Ariel  
(Complete)**  
MO 0091



**Ariel  
Body**  
020400401



**Ariel Wand  
of Wych Elm**  
020400402



**Ariel Right  
Wing**  
020400403



**Ariel Left  
Wing**  
020400404



**Durthu Head**  
020401902



**Durthu Left Arm**  
020401906



**Durthu Body**  
020401901



**Durthu the Treeman  
(Complete)**  
MO 0092



**Durthu Right Leg**  
020401904



**Durthu Right Arm**  
020401903



**Durthu Left Leg**  
020401905

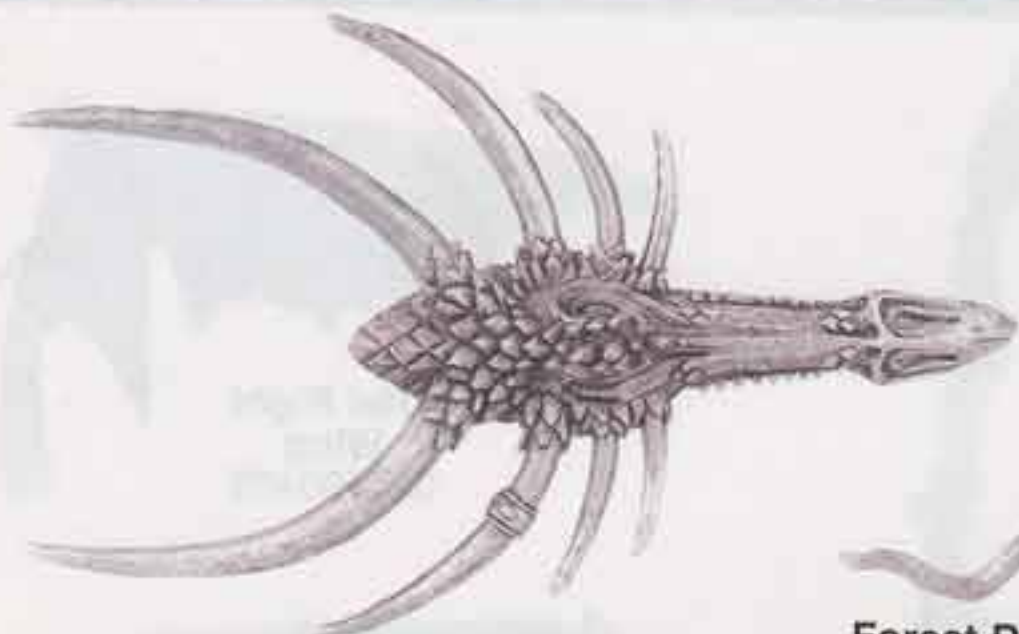




## Classic Lords & Heroes



**Forest Dragon Neck**  
020400203



**Forest Dragon Head**  
020400201



**Forest Dragon Tongue**  
020400202



**Forest Dragon Right Leg**  
020400205



**Forest Dragon Body**  
020400204



**Forest Dragon Right Arm**  
020400206



**Forest Dragon Left Arm**  
020400207



**Forest Dragon Foot**  
020400208



**Forest Dragon Left Leg**  
020400209



**Forest Dragon Tail End**  
020400210



**Forest Dragon Tail Base**  
020400211



**Wood Elf Lord Right Leg**  
020400213



**Wood Elf Lord Left Leg**  
020400214



**Wood Elf Lord Body**  
020400215



**Wood Elf Lord Sword**  
020400216



**Wood Elf Lord Shield**  
020400217



**Wood Elf Lord Seat Back**  
020400218



**Wood Elf Lord Lance**  
020400219



**Forest Dragon Tail Middle**  
020400212



# Classic Lords & Heroes

Dragon Wings  
Sprue  
99380299002



*The wing sprue and complete Dragon are shown at 75% of actual size.*

**Forest Lord on Green Dragon Box (1)**  
92-07

All miniatures are supplied unpainted. Models, bits, and sprues are all shown actual size unless otherwise noted. Contents may vary slightly from those shown.

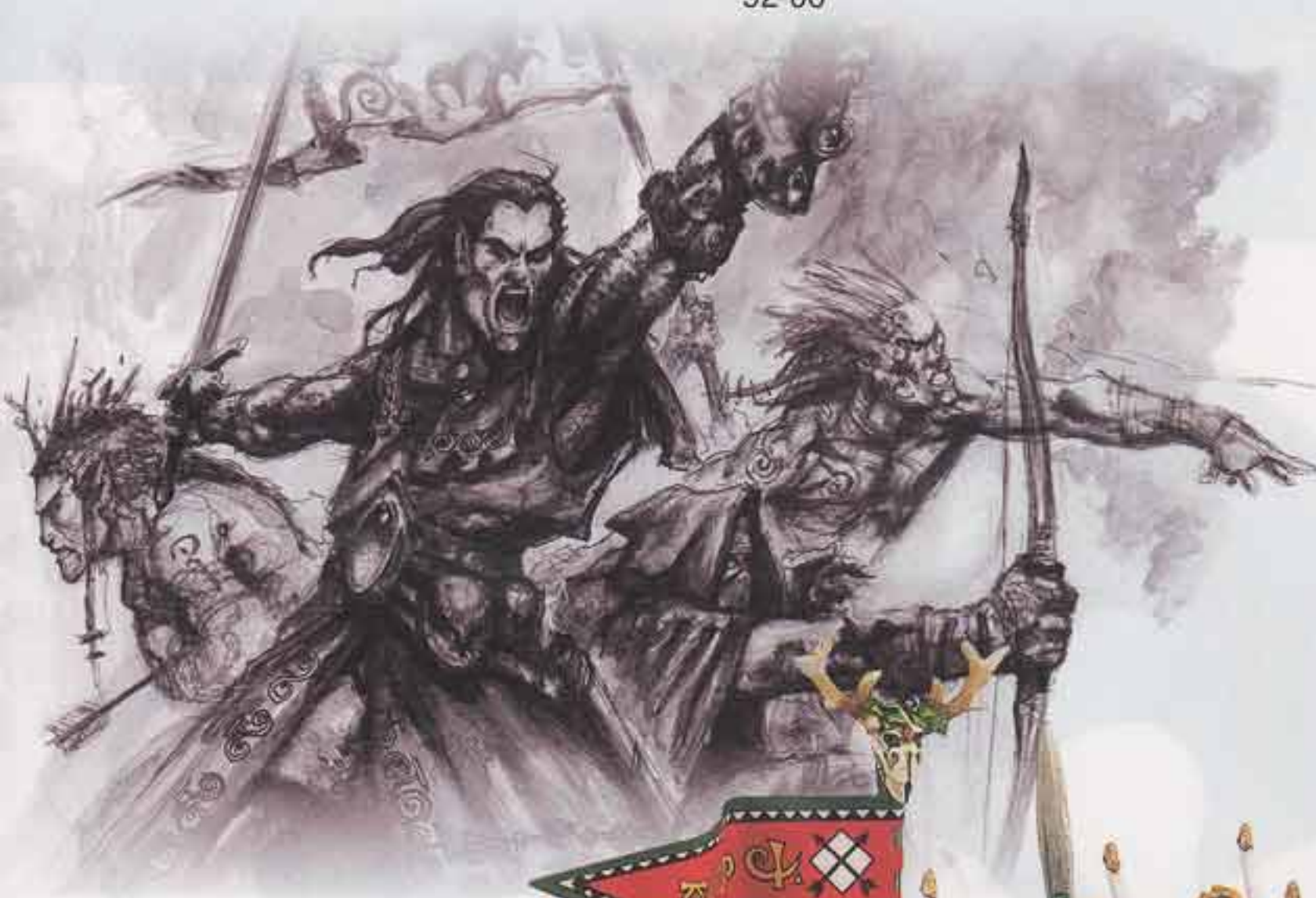
Classic Core Units



Wood Elf Archer Regiment Box (8)  
92-06



Wood Elf Archer Sprue  
Only Available In Box



Wood Elf Archer Blister (Random 3) & Wood Elf Command Blister (Random 3)  
92-49 92-48



Archer 6  
020401802



Archer 8  
020401803



Archer 4  
020401804



Archer w/ Sword 3  
020401805



Archer 7  
020401806



Archer 5  
020401807



# Classic Core Units



**Archer 9**  
020401808



**Archer w/ Sword 1**  
020401809



**Archer w/ Sword 2**  
020401810



**Archer 1**  
020401811



**Archer 2**  
020401812



**Archer 3**  
020401813



**Hornblower w/ Bow**  
020400503



**Hornblower w/ Spear**  
020400504



**Champion w/ Bow**  
020400601



**Champion w/ Spear**  
020400602



**Standard Bearer 2**  
020400506



**Standard Bearer 1**  
020400505



**Standard Top 1**  
020400507



**Standard Top 2**  
020400508



**Standard Top 3**  
020400509



# Classic Core Units



Note: These figures use the Elf Shield sprue (99369999002).



Glade Guard 1  
020402301



Glade Guard 2  
020402302



Wood Elf Glade Guard Blister (Random 3) & Wood Elf Command Blister (Random 3)  
92-47 92-48



Glade Guard 3  
020402303



Glade Guard 4  
020402304



Glade Guard 5  
020402305



Glade Guard 6  
020402306



Glade Guard 7  
020402307



Glade Guard 8  
020402308



Glade Guard 9  
020402309





## Classic Core Units



**Glade Guard 10**  
020402310



**Glade Guard 11**  
020402311



**Glade Guard 12**  
020402312



### MODELING & PAINTING FOLIAGE ON CLOAKS

Since Wood Elves are a force that specializes in ambushes and surprise attacks, you may want to consider making your units a little bit more camouflaged.



To paint a cloak like the one shown on the left, paint a stippled camouflage pattern. The basic idea for this cloak was inspired by an actual camouflage scheme, which is a good place to get ideas.

You can apply a bit of modeling putty to get a leafy texture on your cloaks. Sculpt the leaf shapes into the putty with the flat edge of a knife. Once dry, you can paint the cloak in natural green colors.



You can attach bits from the 40K jungle trees to your Wood Elf cloaks. Simply cut off individual leaves and layer them to convey the look of a bush or part of a tree.

You can also attach leaves from the Catachan Sentinel sprue and paint your leaves in autumnal colors.



You can attach small strips of gauze bandage with watered-down white glue. After painting, the cloak will resemble moss. You could also use small clumps of flock or static grass.



**Classic Core Units**



Wood Elf Glade Riders Blister (Random 1)  
92-46  
Wood Elf Glade Rider Command Blister (1)  
92-45



**Glade Rider  
Body 1**  
020402501



**Glade Rider  
Lance 1**  
020402502



**Glade Rider  
Archer Body 1**  
020401201



**Glade Rider  
Archer Body 2**  
020401203



**Glade Rider  
Archer Legs 1**  
020401202



**Glade Rider  
Archer Legs 2**  
020401204



**Glade Rider  
Champion**  
020401001



**Glade Rider  
Standard**  
020401301



**Glade Rider  
Body 2**  
020402503



**Glade Rider  
Lance 2**  
020402504



**Glade Rider  
Hornblower Body**  
020401401



**Glade Rider  
Hornblower Legs**  
020401402



**Wood Elf Glade Rider Archers Blister (Random 1)**  
92-51



# Special Units

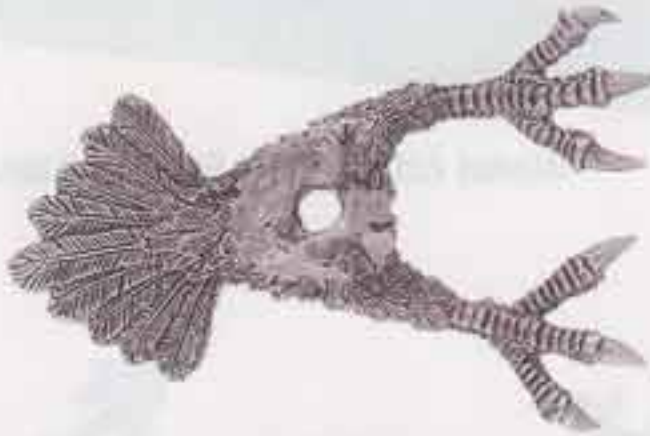


**Great Eagle Blister (Random 1)**  
92-42

*Note: The Great Eagles are part of the main range under the High Elf section.*



**Great Eagle 1 Head**  
020400801



**Great Eagle 1 Tail**  
020400802



**Great Eagle 2 Head**  
020400803



**Great Eagle 2 Tail**  
020400804



**Great Eagle 3 Head**  
020400805



**Great Eagle 3 Tail**  
020400806



**Great Eagle Left Wing 1**  
020400807



**Great Eagle Right Wing 1**  
020400808



**Great Eagle Left Wing 2**  
020400809



**Great Eagle Right Wing 2**  
020400810

## PAINTING FEATHERS

There are all sorts of ways to paint feathers. Below are some quick techniques that will allow you to get your Great Eagles and Warhawk Riders onto the tabletop in no time.



Over an undercoat of Chaos Black Spray Primer, drybrush with Scorched Brown. Next, drybrush more lightly with Bestial Brown and then Bleached Bone.



Over a Chaos Black undercoat, paint the model Codex Grey. Next, apply a thinned-down wash of Black Ink. Finish the feathered areas by drybrushing with Fortress Grey and then more lightly with Bleached Bone only on the outer edge.



Paint a basecoat of Bubonic Brown over a Skull White spray undercoat. Wash the feathered areas with thinned-down Flesh Wash. Once the wash dries, drybrush lightly with Bleached Bone.



Prime the model with Skull White spray, and then apply a basecoat of Shadow Grey. Drybrush with Space Wolves Grey and then with Skull White. Finally, apply a very light drybrush of Bleached Bone to bring a little warmth to the colors.

# Classic Special Units



*Dryads are tree spirits, magical beings that dwell in trees and are capable of assuming the aspects of a particular tree or even shape-shifting into the form of a tree at will. The Forest of Loren is one of the last refuges of these strange beings. Dryads do have a solid form, with flesh like the pliable, green sapwood of a young tree. Their hair is like the foliage of a tree or may resemble moss and lichen. Dryads are not small creatures and tend to be up to twice the height of an Elf.*



**Wood Elf Dryads Blister (Random 2)**  
92-39



**Dryad 1**  
020402001



**Dryad 2**  
020402002



**Dryad 3**  
020402003



**Dryad 4**  
020402004



**Dryad 5**  
020402005



**Dryad 6**  
020402006



**Dryad 7**  
020402007



**Dryad 8**  
020402008



# Classic Special Units



**Wood Elf Warhawk Rider Blister (Random 1)**  
92-43

*Note: These figures use the Elf Shield sprue (99369999002).*



**Warhawk A Body**  
020401105



**Warhawk Left Wing**  
020401103



**Warhawk Right Wing**  
020401104



**Warhawk B Body**  
020401107



**Warhawk A Tail**  
020401106



**Warhawk B Tail**  
020401108



**Warhawk C Tail**  
020401110



**Warhawk Champion Body**  
020401111



**Warhawk C Body**  
020401109



**Warhawk Rider Spear Arm**  
020401102



**Warhawk Rider**  
020401101



**Warhawk Rider Legs**  
020401112



**Warhawk Rider Archer Body**  
020401113

## MAKING TREES

Trees are a great addition to your terrain collection, especially if you are a Wood Elf player. The trees that are shown here are from the treetop village shown later on in this section, though the basic techniques are applicable to almost any tree you might want to make.



Mount a piece of beveled 2" foam onto a piece of hardboard and insert a tube into the center. Drill holes through the tube where you want branches and roots to emerge from the tree trunk.



Twist lengths of stiff wire together to form the branches and roots. The more wires you twist together, the wider your branches and roots will be. Consult pictures of actual trees (or look out your window) to get an idea of how branches and roots fork and how they should be positioned. Place larger branches toward the bottom of your tree.



To create texture on your tree, layer plaster bandages on top of your frame. You could also use construction filler putty or spackle. Green stuff would also work but would be expensive as you'd need a lot to cover the whole tree.

After the texture dries, paint the tree to your liking and then add clump foliage to represent the leaves. You can use either spray adhesive or a hot glue gun to attach the foliage. Finished examples of trees created along these lines can be seen in the pictures of the treetop village on pp. 890-891.

**Classic Special Units**



Wood Elf Scout Blister (Random 3)  
92-37



**Scout 1**  
020402701



**Scout 2**  
020402702



**Scout 3**  
020402703



**Scout 4**  
020402704



**Scout 5**  
020402705



**Scout 6**  
020402706



**Scout Standard Bearer**  
020402901



**Scout Champion**  
020402801



**Scout Horn Blower**  
020402902



*Above: Wood Elf Scouts painted by Jeff Wilson*

**Showcase**



*Below: Wood Elves defending of a magical cairn is a great subject for a diorama, as they are known for their close ties to the environment. This magnificent piece by David Nelson came in first at the US Golden Demon painting competition in 2000.*

All miniature are supplied unpainted. Models, kits and sprays are all shown actual size unless otherwise noted. Contents may vary slightly from those shown.



# Classic Special Units



**Wardancer 2**  
020402101



**Wardancer 1**  
020402102



**Wardancer 3**  
020402103



**Wardancer 4**  
020402104



**Wardancer 5**  
020402105



**Wardancer 6**  
020402106



**Wardancer 7**  
020402107



**Wardancer 8**  
020402108



**Wardancer  
Champion**  
079901501



**Wood Elf Wardancer Blister (Random 3)**  
92-35

**Classic Rare Units**



*Wood Elves live in very few places besides Loren, although the Forest of Shadows and Drakwald Forest are said to hold small Elven communities. A traveler should be wary in these places. Many a man has died at the hands of unseen archers without even knowing that he had trespassed into Elven lands.*

**Wood Elf Waywatcher Blister (Random 2)**  
92-36



**Waywatcher 1**  
020401501



**Waywatcher 2**  
020401502



**Waywatcher 3**  
020401503



**Waywatcher 4**  
020401504



**Waywatcher 5**  
020401505



**Waywatcher 6**  
020401506





# Classic Rare Units



**Wood Elf Treemen  
Blister (Random 1)**  
92-38



**Wood Elf  
Treeman A Body**  
020401701



**Treeman A  
Right Arm**  
020401702



**Treeman A  
Left Arm**  
020401703



**Wood Elf  
Treeman B Body**  
020401704



**Treeman B  
Left Arm**  
020401705



**Treeman B  
Right Arm**  
020401706

## CONVERTING TREEMEN

Various parts from a number of ranges were used in the construction of these Treemen. The fat Treeman uses the torso of the Great Unclean One, while the skinny Treeman uses Durthu's torso and the Blood Bowl Treeman's hips. Both use legs from Durthu and Warmaster Carrion bitz for branches.



Test fit the pieces before you glue anything. You'll need to do some sanding and shaping for the pieces to fit together well. Pin the pieces together.



Add a few more details like the larger branch, which was originally the club from the Albion Giant, and the crow from the Nurgle Lord's signpost. Use green stuff to fill gaps and create smooth transitions from piece to piece.





## Classic Price List



### Classic/Collector's Range

#### Getting Started

40-06-60 *Warhammer Chronicles 2004* .....\$20

#### Boxed Sets & Blister Packs – Lords & Heroes

92-07 Forest Lord on Green Dragon .....\$45  
Box includes 1 model

92-40 Mage on Warhawk .....\$12  
Blister includes 1 model

92-41 Mounted Hero/Lord .....\$10  
Blister includes 1 model

92-44 Archmage/Mage .....\$15  
Blister includes 2 models

MO 0091 Ariel .....\$25  
Includes 1 model

MO 0092 Durthu .....\$25  
Includes 1 model

MO 0093 Orion .....\$25  
Includes 1 model

MO 0094 Skaw the Falconer .....\$10  
Includes 1 model

#### Boxed Sets & Blister Packs – Core

92-06 Archer Regiment .....\$12.50  
Box includes 8 models

92-49 Archers .....\$9  
Blister includes 3 models

92-45 Glade Rider Command .....\$10  
Blister includes 1 model

92-46 Glade Riders .....\$8  
Blister includes 1 model

92-47 Glade Guard .....\$9  
Blister includes 3 models

92-48 Wood Elf Command .....\$10  
Blister includes 3 models

92-51 Glade Rider Archers .....\$8  
Blister includes 1 model

#### Boxed Sets & Blister Packs – Special

92-35 Wardancers .....\$9  
Blister includes 3 models

92-37 Scouts .....\$9  
Blister includes 3 models

92-39 Dryads .....\$8  
Blister includes 2 models

92-42 Great Eagle .....\$15  
Blister includes 1 model

92-43 Warhawk Rider .....\$9  
Blister includes 1 model

#### Boxed Sets & Blister Packs – Rare

92-36 Waywatchers .....\$8  
Blister includes 2 models

92-38 Treeman .....\$25  
Blister includes 1 model

#### Metal Bitz – Lords & Heroes

##### Wood Elf General

99369999002 Elf Shield Sprue .....\$1

99389999005 Elf Steed Body .....\$2

99389999015 Elf Steed Head .....\$1

020400701 Wood Elf General Body .....\$5.50

020400702 Wood Elf General Lance .....\$2.50

##### Mounted Wood Elf Mage

99389999005 Elf Steed Body .....\$2

99389999015 Elf Steed Head .....\$1

020400901 Mounted Wood Elf Mage .....\$6.50

##### Wood Elf Sorceress on Foot

020402601 Wood Elf Sorceress on Foot .....\$6.50

##### Warhawk Mage

020403001 Warhawk Mage Body .....\$5

##### Forest Dragon

020400201 Forest Dragon Head .....\$5

020400202 Forest Dragon Tongue .....\$1

020400203 Forest Dragon Neck .....\$5

020400204 Forest Dragon Body .....\$5

020400205 Forest Dragon Right Leg .....\$3

020400206 Forest Dragon Right Arm .....\$4

020400207 Forest Dragon Left Arm .....\$4

020400208 Forest Dragon Foot .....\$2

020400209 Forest Dragon Left Leg .....\$3

020400210 Forest Dragon Tail End .....\$3

020400211 Forest Dragon Tail Base .....\$2

020400212 Forest Dragon Tail Middle .....\$2

99380299002 Dragon Wing Sprue .....\$12

020400213 Wood Elf Lord Right Leg .....\$4

020400214 Wood Elf Lord Left Leg .....\$4

020400215 Wood Elf Lord Body .....\$3

020400216 Wood Elf Lord Sword .....\$1

020400217 Wood Elf Lord Shield .....\$1

020400218 Wood Elf Lord Seat Back .....\$2

020400219 Wood Elf Lord Lance .....\$2

##### Ariel

020400401 Ariel Body .....\$9

020400402 Ariel Wand of Wych Elm .....\$2

020400403 Ariel Right Wing .....\$7

020400404 Ariel Left Wing .....\$7

##### Durthu the Treeman

020401901 Durthu the Treeman Body .....\$7

020401902 Durthu the Treeman Head .....\$4

020401903 Durthu the Treeman Right Arm .....\$4

020401904 Durthu the Treeman Right Leg .....\$4

020401905 Durthu the Treeman Left Leg .....\$4

020401906 Durthu the Treeman Left Arm .....\$4

##### Orion

020400301 Orion Body .....\$10

020400302 Orion Head .....\$5.25

020400303 Orion Cloak .....\$6.50

020400304 Orion Spear Head .....\$3.25

020400305 Orion Spear of Kurnous .....\$5.25

020400306 Orion Horn .....\$5.25

##### Wood Elf Animals

74249-9 Wood Elf Bear .....\$5

HOUND1 Orion's Hound 1 .....\$3

HOUND2 Orion's Hound 2 .....\$3

HOUND3 Orion's Hound 3 .....\$3

##### Skaw the Falconer

020401601 Skaw the Falconer Body .....\$7.50

020401602 Skaw Falcon 1 .....\$1.25

020401603 Skaw Falcon 2 .....\$1.25

##### Metal Bitz – Core

##### Wood Elf Command

020400503 Hornblower w/ Bow .....\$3.50

020400504 Hornblower w/ Spear .....\$3.50

020400505 Standard Bearer 1 .....\$3.50

020400506 Standard Bearer 2 .....\$3.50

020400507 Standard Top 1 .....\$1.50

020400508 Standard Top 2 .....\$1.50

020400509 Standard Top 3 .....\$1.50

020400601 Champion w/ Bow .....\$3.50

020400602 Champion w/ Spear .....\$3.50

##### Wood Elf Archers

020401802 Archer 6 .....\$3.50

020401803 Archer 8 .....\$3.50

020401804 Archer 4 .....\$3.50

020401805 Archer w/ Sword 3 .....\$3.50

020401806 Archer 7 .....\$3.50

020401807 Archer 5 .....\$3.50

020401808 Archer 9 .....\$3.50

020401809 Archer w/ Sword 1 .....\$3.50

020401810 Archer w/ Sword 2 .....\$3.50

020401811 Archer 1 .....\$3.50

020401812 Archer 2 .....\$3.50

020401813 Archer 3 .....\$3.50

##### Wood Elf Glade Guard

020402301 Glade Guard 1 .....\$3.50

020402302 Glade Guard 2 .....\$3.50

020402303 Glade Guard 3 .....\$3.50

020402304 Glade Guard 4 .....\$3.50

020402305 Glade Guard 5 .....\$3.50

020402306 Glade Guard 6 .....\$3.50

020402307 Glade Guard 7 .....\$3.50

020402308 Glade Guard 8 .....\$3.50

020402309 Glade Guard 9 .....\$3.50

020402310 Glade Guard 10 .....\$3.50

020402311 Glade Guard 11 .....\$3.50

020402312 Glade Guard 12 .....\$3.50

99369999002 Elf Shield Sprue .....\$1

##### Wood Elf Glade Riders

020401001 Glade Rider Champion .....\$7

020401201 Glade Rider Archer Body 1 .....\$3

020401202 Glade Rider Archer Legs 1 .....\$2

020401203 Glade Rider Archer Body 2 .....\$3

020401204 Glade Rider Archer Legs 2 .....\$2

020401301 Glade Rider Standard .....\$7

020401401 Glade Rider Hornblower Body .....\$4

020401402 Glade Rider Hornblower Legs .....\$3

020402501 Glade Rider Body 1 .....\$3

020402502 Glade Rider Lance 1 .....\$2

020402503 Glade Rider Body 2 .....\$3

020402504 Glade Rider Lance 2 .....\$2

##### Metal Bitz – Special

##### Great Eagles

020400801 Great Eagle 1 Head .....\$2.75

020400802 Great Eagle 1 Tail .....\$5.50

020400803 Great Eagle 2 Head .....\$5.50

020400804 Great Eagle 2 Tail .....\$2.75

020400805 Great Eagle 3 Head .....\$2.75

020400806 Great Eagle 3 Tail .....\$5.50

020400807 Great Eagle Left Wing 1 .....\$6.75

020400808 Great Eagle Right Wing 1 .....\$6.75

020400809 Great Eagle Left Wing 2 .....\$6.75

020400810 Great Eagle Right Wing 2 .....\$6.75

##### Wood Elf Warhawk Riders

020401101 Warhawk Rider .....\$3

020401102 Warhawk Rider Spear Arm .....\$1

020401103 Warhawk Left Wing .....\$3

020401104 Warhawk Right Wing .....\$3

020401105 Warhawk A Body .....\$2

020401106 Warhawk A Tail .....\$2

020401107 Warhawk B Body .....\$2

020401108 Warhawk B Tail .....\$2

020401109 Warhawk C Body .....\$2

020401110 Warhawk C Tail .....\$2

020401112 Warhawk Rider Legs .....\$2

020401113 Warhawk Rider Archer Body .....\$3

020401111 Warhawk Champion Body .....\$3

99369999002 Elf Shield Sprue .....\$1

# Colors of War

## Wood Elf Dryads

020402001	Dryad 1	.....	\$4.50
020402002	Dryad 2	.....	\$4.50
020402003	Dryad 3	.....	\$4.50
020402004	Dryad 4	.....	\$4.50
020402005	Dryad 5	.....	\$4.50
020402006	Dryad 6	.....	\$4.50
020402007	Dryad 7	.....	\$4.50
020402008	Dryad 8	.....	\$4.50

## Complete Model Name

020402101	Wardancer 2	.....	\$3.50
020402102	Wardancer 1	.....	\$3.50
020402103	Wardancer 3	.....	\$3.50
020402104	Wardancer 4	.....	\$3.50
020402105	Wardancer 5	.....	\$3.50
020402106	Wardancer 6	.....	\$3.50
020402107	Wardancer 7	.....	\$3.50
020402108	Wardancer 8	.....	\$3.50

079901501	Wardancer Champion	.....	\$6
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## Wood Elf Scouts

020402701	Scout 1	.....	\$3.50
020402702	Scout 2	.....	\$3.50
020402703	Scout 3	.....	\$3.50
020402704	Scout 4	.....	\$3.50
020402405	Scout 5	.....	\$3.50
020402406	Scout 6	.....	\$3.50

## Wood Elf Scout Command

020402801	Scout Champion	.....	\$3.75
020402901	Scout Standard Bearer	.....	\$3.75
020402902	Scout Horn Blower	.....	\$3.75

## Metal Bitz – Rare

### Wood Elf Waywatchers

020401501	Waywatcher 1	.....	\$5.25
020401502	Waywatcher 2	.....	\$5.25
020401503	Waywatcher 3	.....	\$5.25
020401504	Waywatcher 4	.....	\$5.25
020401505	Waywatcher 5	.....	\$5.25
020401506	Waywatcher 6	.....	\$5.25

### Wood Elf Treemen

020401701	Treeman A Body	.....	\$12.75
020401702	Treeman A Right Arm	.....	\$6.75
020401703	Treeman A Left Arm	.....	\$6.75
020401704	Treeman B Body	.....	\$12.75
020401705	Treeman B Left Arm	.....	\$6.75
020401706	Treeman B Right Arm	.....	\$6.75



80% of actual size

Above: With this model Matt Parkes won the Open Competition for the 2001 UK Golden Demon painting competition.



Bottom: Experiment with different ways of depicting similar runes to differentiate units.

## COLORS OF WAR – COLOR SCHEMES

While the colors of a Wood Elf army are typically dominated by green tones, the Wood Elf painter should not feel limited to such a color scheme. Other colors can be used as either complements to the green tones or as main colors all on their own. Blues, yellows, browns, and reds are traditional complements.

If you are looking for something different, consider how the Wood Elves are a part of the forest. Camouflage schemes may provide the inspiration for your army or at least your Scouts and Waywatchers.

Also consider a Wood Elf force in seasons other than spring and summer. In early spring, the Wood Elves might don white or light green clothing for better camouflage. In autumn, the Wood Elves' garments would likely match the browns, oranges, yellows, and reds of the forest. In winter, the sylvan folk would likely wear white clothing to match the snow or dark greens to blend in with the evergreen trees. Look to hunters' clothing or different styles of military camouflage for inspiration.





## Terrain Workshop



Making a Wood Elf treetop village is not as hard as it looks. When you break the project down into its component parts, it is actually pretty simple and will look great to boot!

Start by making a sketch of a very large tree. Consider where the branches should be placed and where the platforms and other structures will be placed.

You can make the towers and platforms in many different ways. One option is to create buildings that are camouflaged to look like the rest of the tree or even part of the tree itself.

You may also consider how different types of trees might work for your tree village. How might an evergreen tree change the way your village looks?





# Terrain Workshop



After you have made your tree and platforms, think of the ways your models will get from level to level or even from tree to tree. Some ideas used here are ladders from the siege range, a rope bridge (which was made from strips of card glued to a longer strip with string woven between the planks for appearance), and a more traditional bridge with notches cut into the ends so it can be moved from platform to platform. Instead of ladders, the Wood Elves could have ropes (think gym class) to get to different levels. Rather than bridges, perhaps the platforms could be connected by a series of smaller platforms that necessitate a series of Initiative tests to make it across.

However you make your bridges and ladders, it is a good idea to think about how the miniatures will fit in when you are playing. Keep a figure on hand to make sure you have enough clearance between your bridges and the branches of the trees. Feel free to copy the examples on this page or use them as the basis of your own ideas.





# THE LORD OF THE RINGS STRATEGY BATTLE GAME

## THE FULL LINE OF CITADEL MINIATURES AND GAMING SUPPLIES

*One Ring to rule them all, One Ring to find them,  
One Ring to bring them all, and in the darkness bind them.*

### Middle-earth on Your Tabletop

The Lord of The Rings Strategy Battle Game allows players to re-create all the action of Middle-earth. Begin the journey as the four Hobbits set out across the Shire, join the Fellowship, and dare to enter the murky dangers of Moria. You can charge with the Riders of Rohan to rid the land of Orcs or help stem the tide of Saruman's Uruk-hai at the Siege of Helm's Deep. From small skirmish games revolving around the well known heroes to the massive battles of The Last Alliance or Pelennor Fields, The Lord of The Rings game puts the excitement right onto your tabletop.

### The Range

The Lord of The Rings range of Citadel Miniatures contains all the figures a collector will want to represent his or her favorite character, monster, or troop type from the movies. Even better, gamers will find the extensive range and variety of figures ideal for gathering models to play all the scenarios from the action scenes of the movies. It is even possible to build up great armies for larger and more glorious battles.

In addition to all the fantastic models based on the films, Games Workshop has also obtained the license to delve into *The Lord of The Rings* novels as well. This opportunity allows for things like The War of The Ring section in The

Return of The King rulebook, which details the other battles that were raging all around Middle-earth while the camera's lens was focused on the heroes of the Fellowship and the attack on Minas Tirith (think about Dain Ironfoot and his battles at the base of the Lonely Mountain or the Elven defense of Lothlorien!). The *Shadow & Flame* book adds gaming rules and scenarios for the Dwarven expedition to reclaim Moria. It also includes rules for other key characters like Tom Bombadil and the Elven hero Glorfindel.



*This promotional model of Bilbo Baggins was available for only a short while. This one was painted by Adam Catt.*

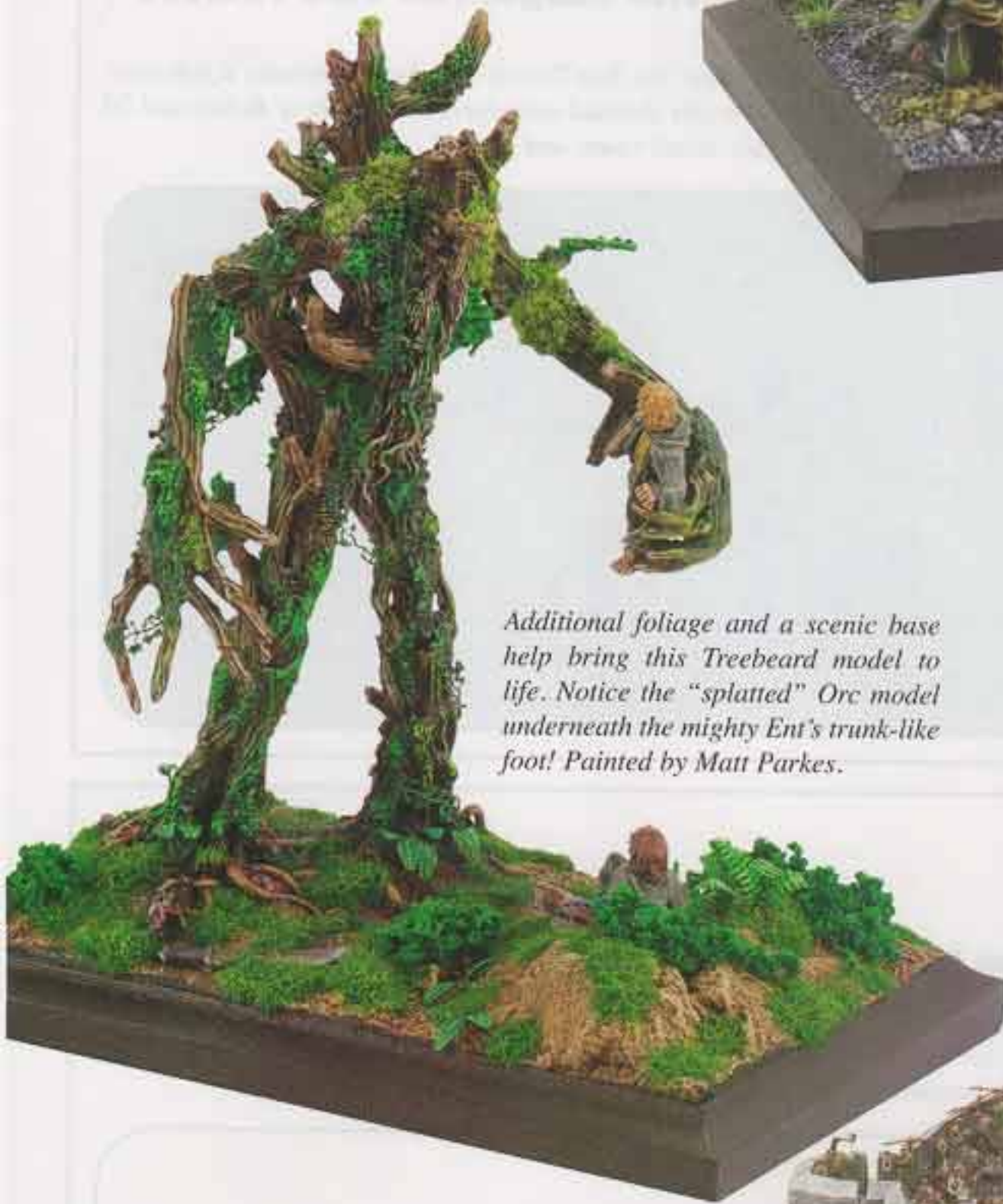
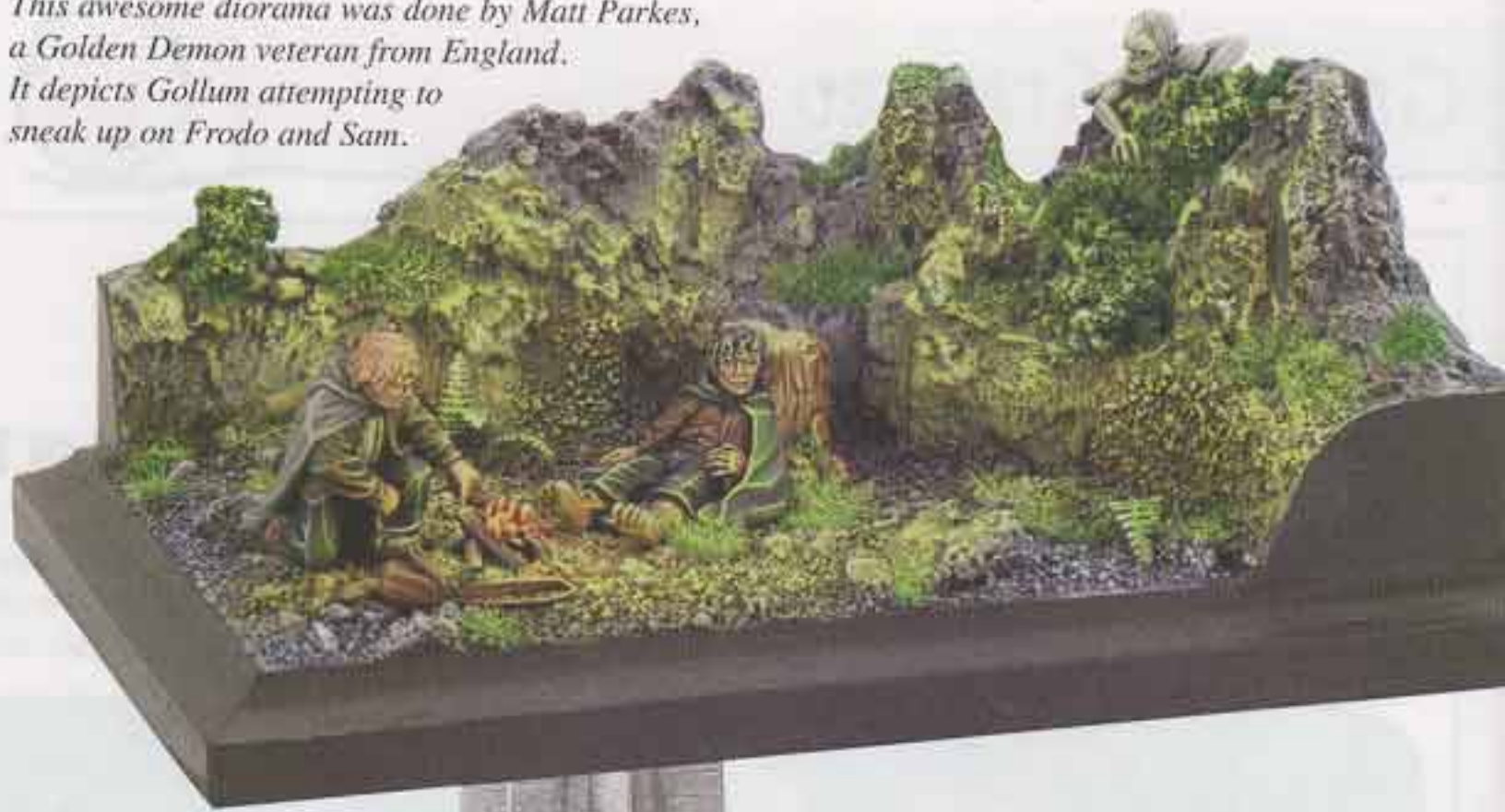
*The Weathertop scenario from The Fellowship of The Ring re-creates the terrifying attack of the Ringwraiths.*



## And More

In addition to all the miniatures and a complete guide for The Lord of The Rings products, you will also find photos of some amazingly painted models and dioramas from Golden Demon competitors from around the world as well as some of the work from the talented 'Eavy Metal painting team. These pictures are excellent references for your own painting and modeling schemes and plans.

*This awesome diorama was done by Matt Parkes, a Golden Demon veteran from England. It depicts Gollum attempting to sneak up on Frodo and Sam.*



*Additional foliage and a scenic base help bring this Treebeard model to life. Notice the "splatted" Orc model underneath the mighty Ent's trunk-like foot! Painted by Matt Parkes.*

*Below: This extensive Helm's Deep terrain piece was made by Games Workshop experts Dave Andrews and Mark Jones. You will find the two-part battle report fought on this very table in White Dwarf 276 and 277.*





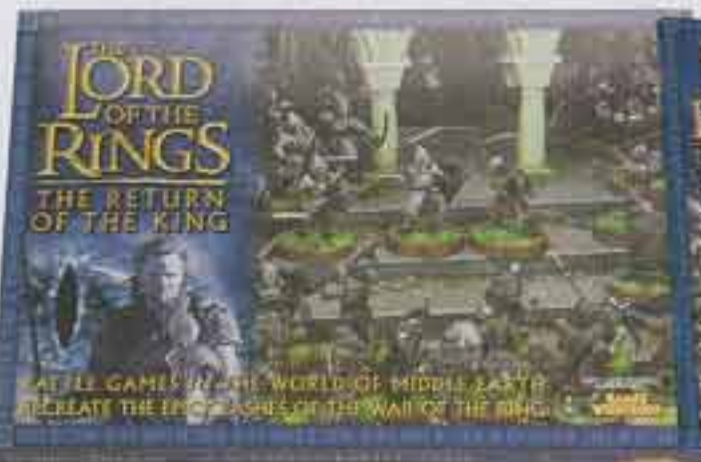
# GETTING STARTED



## The Lord of The Rings: The Two Towers

**05-02-60**

*The Lord of The Rings: The Two Towers boxed game includes a full-color rules manual, 32 highly detailed miniatures (12 Riders of Rohan and 20 fighting Uruk-hai), scenic ruins, and dice.*



## The Lord of The Rings: The Return of The King

**05-03-60**

*The Lord of The Rings: The Return of The King boxed game includes a full-color rules manual, 48 miniatures, stone ruins of Middle-earth, and dice.*



## The Lord of The Rings Dice Packs

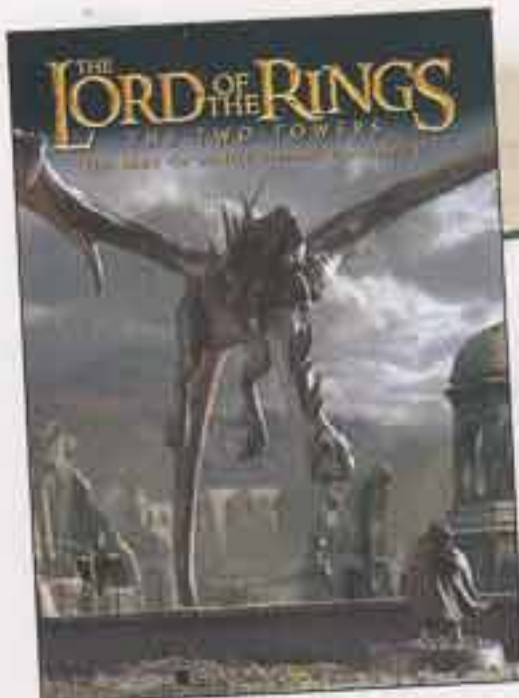
Each of the dice packs contains eight specially made dice featuring an iconic symbol (indicating the side for which the dice are to be used) in place of the single pip on the "1 side" of the die as well as a priority marker.



**FORCES OF MINAS TIRITH  
DICE PACK  
65-09**



**FORCES OF MORDOR  
DICE PACK  
65-10**



## GETTING STARTED

### The Lord of The Rings Strategy Battle Game Compilation 2

**05-04**

This full-color book contains the best articles about The Lord of The Rings from issues 263-271 of *White Dwarf* magazine. Painting tips, scenery projects, new rules, scenarios, battle reports, and more are contained between the covers.

## Starter Paint Sets

Each set below contains 10 plastic miniatures, 6 colors of Citadel Colour paints specifically chosen for those miniatures, and a brush.



**MORDOR ORCS  
STARTER  
PAINT SET  
06-23**



**WARRIORS OF  
MINAS TIRITH  
STARTER PAINT SET  
05-23**



## Ruins of Middle-earth

**06-25**

Contains a set of ruined buildings and statues







# THE FELLOWSHIP OF THE RING



Aragorn



Legolas



Frodo



Sam



Boromir



Gimli



Pippin



Merry



Gandalf

## The Fellowship of The Ring Box (9) 05-07



Aragorn



Frodo



Sam



Merry



Campfire



Pippin



The Witch King



Ringwraith



Ringwraith



Ringwraith



Ringwraith

## Attack at Weathertop Box (10) 05-09

# THE FELLOWSHIP OF THE RING



*Gwaihir the  
Giant Eagle*



**Escape from Orthanc Box (4)**  
05-10



*Gandalf the Grey*



*Palantir on Plinth*



*Saruman the White*



*Legolas*



*Gimli*



*Aragorn*



*Dying Boromir*



**Ambush at Amon Hen Box (24)**  
05-12



*Uruk-hai with Merry*



*Uruk-hai with Pippin*



*Uruk-hai Warriors*



*Lurtz*



# THE FELLOWSHIP OF THE RING



*Gandalf the Grey*

*Balrog*

**Battle at Khazad-Dûm Box (2)**  
05-11





# THE FELLOWSHIP OF THE RING



Warriors of the Last Alliance Box (24)  
05-24



High Elf Spearmen Blister (Random 3)  
05-41



Gondorian Bowmen Blister (Random 3)  
05-38



Gondorian Spearmen Blister (Random 3)  
05-37



# THE FELLOWSHIP OF THE RING



Elendil and Isildur Blister (2)  
05-58



Elrond and Gil-Galad Blister (1)  
05-39



Sauron Box (3)  
05-13



# SHOWCASE



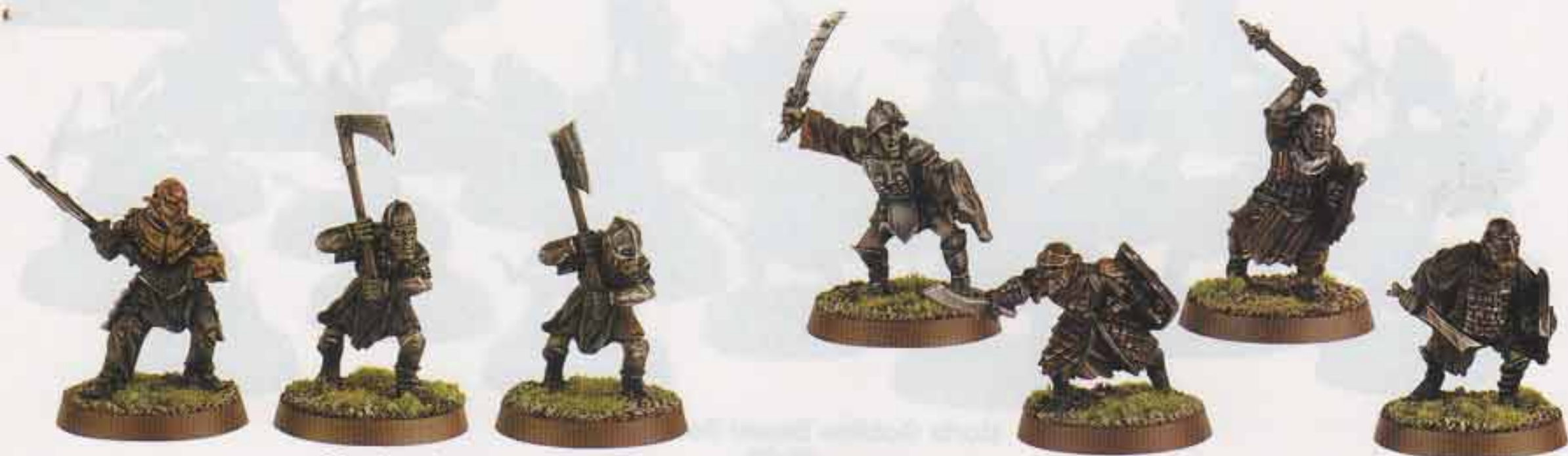
*The Last Alliance  
Battle of Dagorlad – this  
diorama by Sascha Herm  
earned first place at the  
2002 UK Golden Demon  
painting competition.*



*Note: Mordor Orcs (05-43) come packaged in one of two random assortments. One assortment contains 1 Mordor Orc with a two-handed weapon and 2 Mordor Orcs with hand weapons and shields, the other comes with 1 Mordor Orc with a spear and 2 Mordor Orcs with hand weapons*



# THE FELLOWSHIP OF THE RING



**Mordor Orc Warriors Blister – Assortment A (Random 1 and Random 2)**  
05-43



**Mordor Orc Warriors Blister – Assortment B (Random 1 and Random 2)**  
05-43

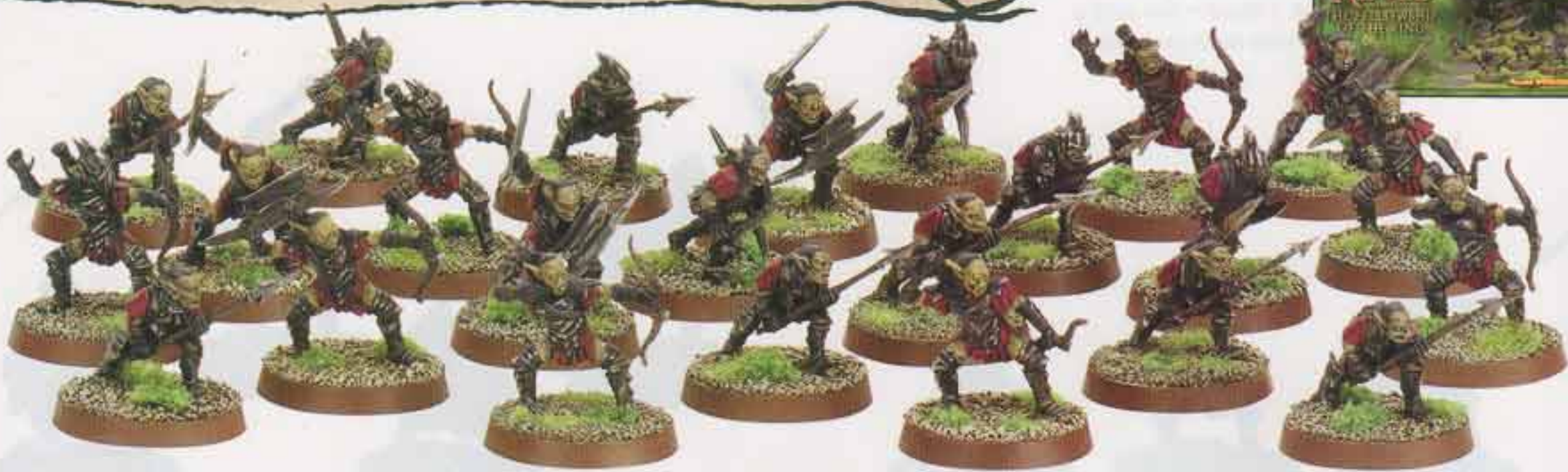


**Mordor Orc Bowmen Blister (Random 3)**  
05-44





# THE FELLOWSHIP OF THE RING



**Moria Goblins Boxed Set Box (24)**  
05-25



**Moria Armored Goblins Blister (Random 4)**  
05-51



**Cave Troll Blister (1)**  
05-50



**Cave Troll with Spear Blister (1)**  
05-78



**Moria Armored Goblin Bowmen Blister (Random 4)**  
05-52

# THE FELLOWSHIP OF THE RING



Twilight Ringwraith Blister (Random 1)  
05-49



Ringwraith Blister (Random 1)  
05-42

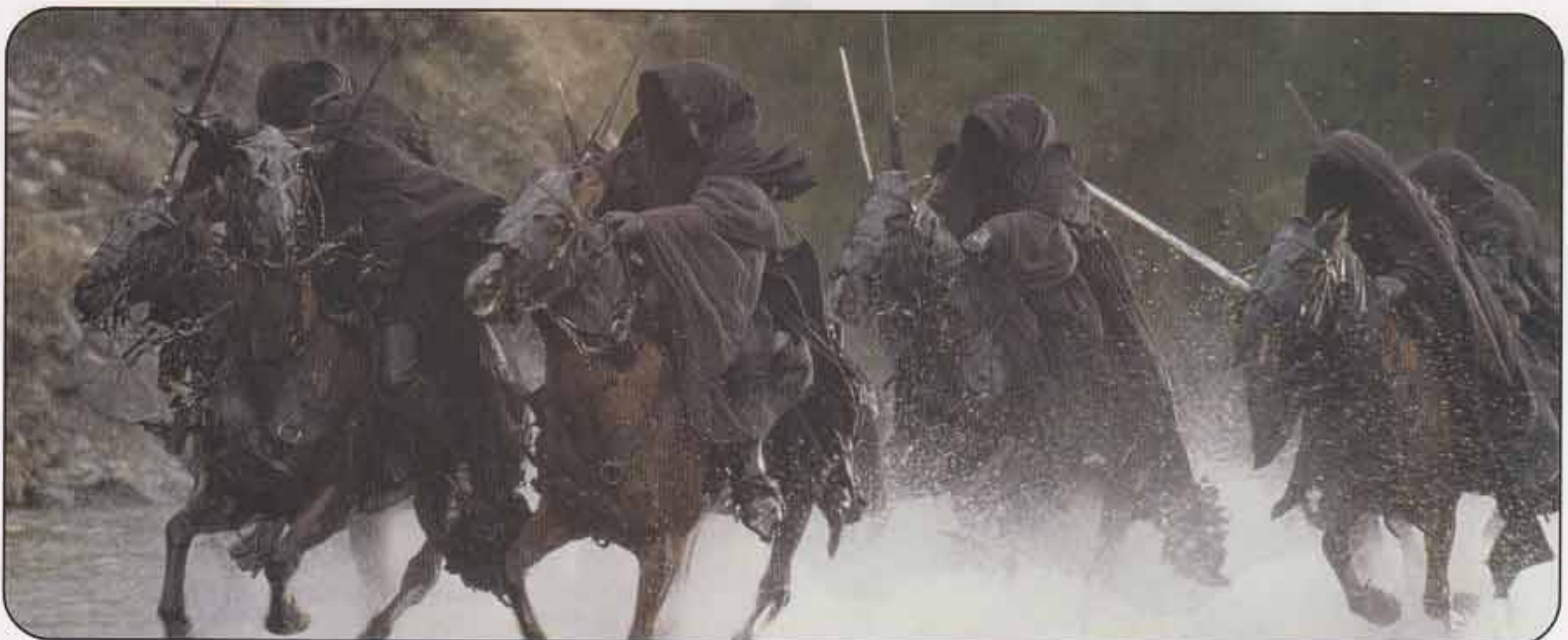


Mounted Ringwraith Blister (Random 1)  
05-48

*Note: Mounted Ringwraiths are also available in a boxed set (06-31) containing all three models shown here.*



Kings of Men Blister (Random 2)  
05-47







# THE FELLOWSHIP OF THE RING



Uruk-hai Bowmen Blister (Random 3)  
05-36



Uruk-hai Warriors Blister (Random 3)  
05-35



Lurtz Blister (1)  
05-46

# SHOWCASE



*Ringwraiths at the Ford of Bruinen – this diorama by Neil Langdown won second place at the 2002 UK Golden Demon painting competition.*



Arwen Evenstar Blister (1)  
05-45



Mounted Arwen with Frodo Blister (1)  
05-79



# THE FELLOWSHIP OF THE RING



**Mounted Boromir Blister (1)**  
05-61



**Galadriel and Celeborn Blister (3)**  
05-57



**Haldir Blister (1)**  
05-53



**Lorien Elf Bowmen Blister (Random 3)**  
05-54



**Dwarf Kings Blister (Random 2)**  
05-56

*Bobby Kurtz-Courtney took home third place honors for his complete Fellowship at the 2002 Chicago Golden Demon painting competition.*



# SHOWCASE





# TERRAIN SHOWCASE

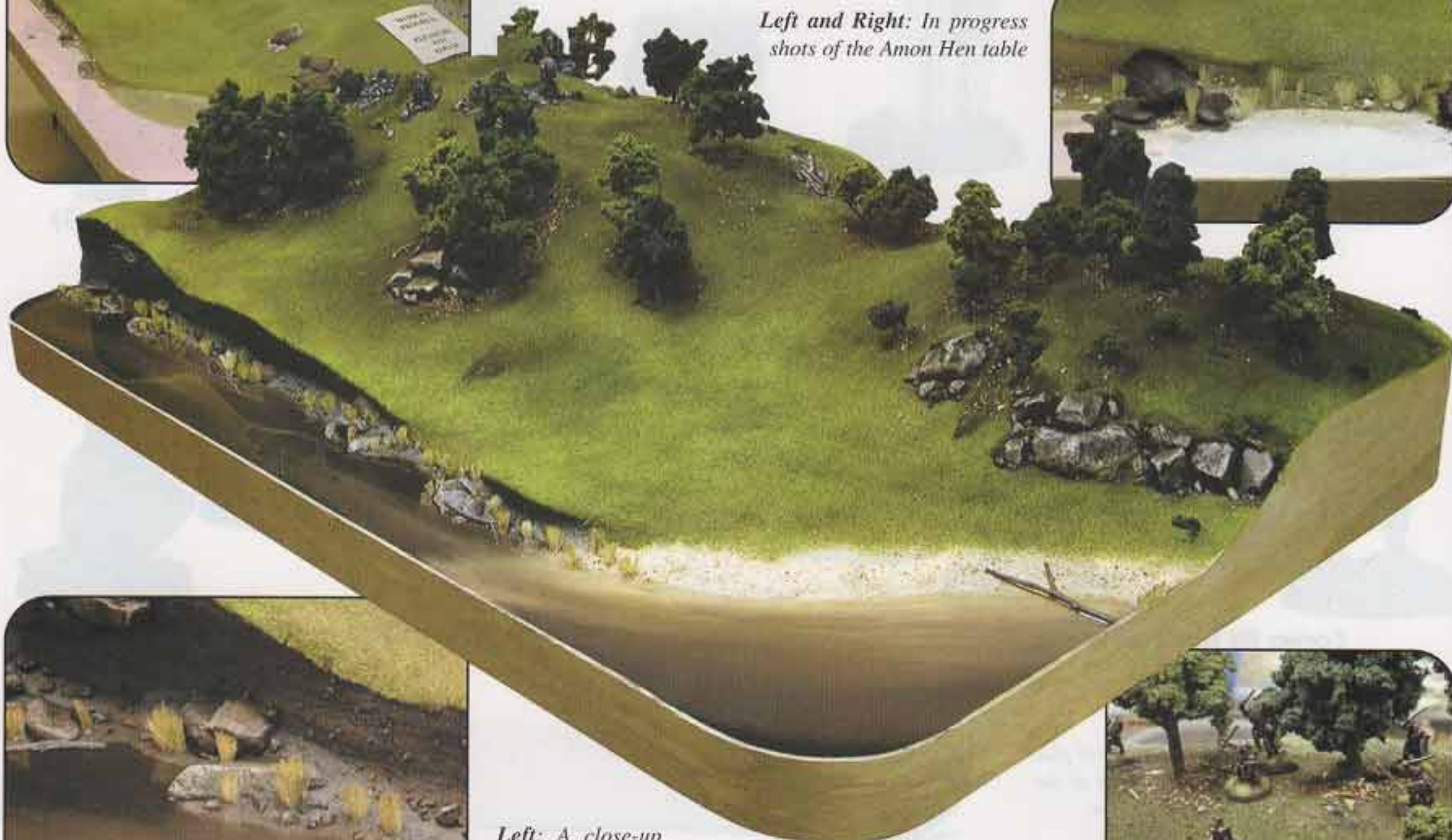


At the end of *The Lord of The Rings: The Fellowship of The Ring*, the Fellowship is broken on the slopes of Amon Hen. Frodo and Sam cross the river toward Mordor. Aragorn, Legolas, and Gimli set off to find the Uruk-hai that they believe have killed Merry and Pippin, and Boromir, after giving in to the temptation of The Ring, meets a hero's fate at the hands of Lurtz, the Uruk-hai captain. Such a pivotal setting deserves to be immortalized as a terrain table, so we made one. Here's a look at the table we created and a few of the details on it.



and Boromir, after giving in to the temptation of The Ring, meets a hero's fate at the hands of Lurtz, the Uruk-hai captain. Such a pivotal setting deserves to be immortalized as a terrain table, so we made one. Here's a look at the table we created and a few of the details on it.

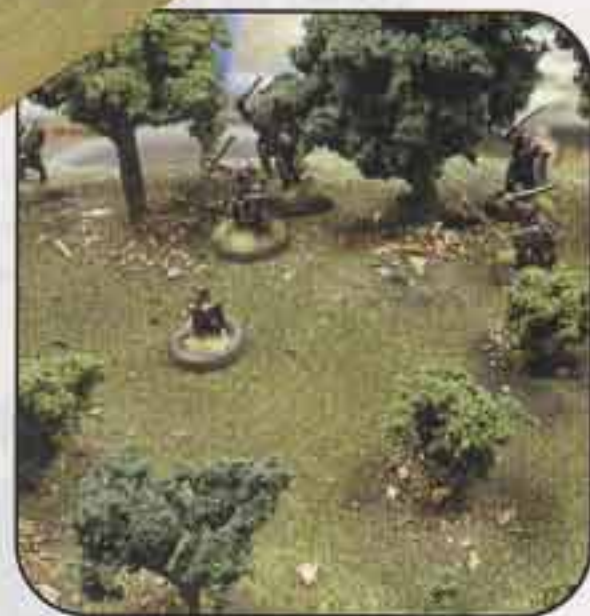
*Left and Right: In progress shots of the Amon Hen table*



*Left: A close-up of the river bank*

*Below: Boromir, Legolas, and Gimli stand between Uruk-hai warriors and Hobbits.*

*Right: Frodo is closed in on by Uruk-hai warriors.*



*Below: Rocks line the edge of the cliff that looks east toward Mordor.*



# THE TWO TOWERS



Theoden

Standard Bearer



Gamling



Eowyn



Legolas



Gimli



Haldir



Aragorn

## Heroes of Helm's Deep Box (8) 05-16



## Treebeard, Mighty Ent Box (1) 05-19



Theoden



Sharku



Aragorn

## Warg Attack Box (5) 05-18

Note: The Warg Attack boxed set also contains two random models from the Warg Riders boxed set (05-77) shown later in this section.



Faramir



Sam



Gollum



Frodo



Damrod

## Captured by Gondor Box (5) 05-20





# THE TWO TOWERS



Riders of Rohan Box (6)  
05-14



Warriors of Rohan Box (24)  
05-22

# THE TWO TOWERS



**Gandalf on Shadowfax Blister (1)**  
05-68



**Gandalf the White Blister (1)**  
05-75



**Legolas & Gimli on Horseback Blister (1)**  
05-70



*Merry*



*Pippin*



*Grishnakh*

**Merry & Pippin vs. Grishnakh Blister (3)**  
05-67



**Haldir's Elves with Bows Blister (3)**  
05-60



**Haldir's Elves with Swords Blister (3)**  
05-64



**Faramir's Rangers Blister (Random 3)**  
05-76



*Gollum*



*Sam*



*Frodo*

**Gollum, Sam & Frodo Blister**  
05-74

## SHOWCASE



*Gilbert Moreno received second place honors in the Open Competition at the 2003 Chicago Golden Demon painting competition with his spectacularly painted Gollum.*



# THE TWO TOWERS



**Rohan Royal Guard Blister (3)**  
05-71



**Mounted Eomer Blister (1)**  
05-69



**Gamling, Rohan Royal Guard Standard Bearer Blister (1)**  
05-72



**Mounted Rohan Royal Guard Blister (Random 1)**  
05-82



# THE TWO TOWERS



The Fighting Uruk-hai Box (24)  
05-15



Uruk-hai Siege Troops Box (10)  
05-21





# THE TWO TOWERS



Uruk-hai Battering Ram Blister (1)  
05-80



Uruk-hai Command Blister (Random 2)  
05-65



Uruk-hai Siege Ballista Box (1)  
05-17



Wildmen of Dunland Blister (Random 3)  
05-73



Uruk-hai with Crossbows Blister (Random 3)  
05-62



Uruk-hai Berserkers Blister (Random 3)  
05-63

*Note: Warg Riders are also available in a boxed set (06-30) containing a random mix of five of the three models shown here.*

# THE TWO TOWERS



**Warg Rider Blister (Random 1)**  
05-77



**Grima Wormtongue Blister (1)**  
05-81



**Saruman Blister (1)**  
05-66



**Ringwraith on Fell Beast and Frodo Box (2)**  
06-26



# THE RETURN OF THE KING



Merry

Pippin

Eowyn

Faramir

Eomer

Legolas

Gimli

Aragorn

Gandalf

**Heroes of the West Box (9)**  
05-29



**Mounted Faramir  
Blister (1)**  
05-90



**Mounted Theoden  
Blister (1)**  
05-96



**Eowyn on Horseback  
Blister (1)**  
05-88



**Aragorn the King  
Blister (1)**  
06-97



**Denethor  
Blister (1)**  
05-83



**Dwarf Lord Dain  
Blister (1)**  
06-93



Gorbag



Shagrat

**Gorbag & Shagrat  
Blister (2)**  
06-95



Frodo



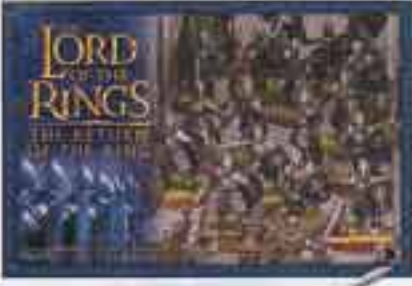
Sam

**Gollum, Sam & Frodo  
Blister (3)**  
06-98



Gollum

# THE RETURN OF THE KING



Warriors of Minas Tirith Box (24)  
05-27



Knights of Minas Tirith Box (Random 5)  
06-28

Knights of Minas Tirith  
Standard Bearer Blister (1)  
05-87



# THE RETURN OF THE KING



Guard of the Fountain Court  
Blister (Random 3)  
05-92



Warriors of Minas Tirith Command Blister (Random 2)  
05-85



The Army of the Dead Box (10)  
06-34



The Army of the Dead Blister (Random 3)  
05-98

# THE RETURN OF THE KING



Easterlings Command Blister (Random 2)  
05-95



Easterlings Blister (Random 3)  
05-94



Mordor Orcs Box (24)  
05-28



Mordor Uruk-hai Blister (Random 3)  
05-93



Mordor Orcs Command Blister (Random 2)  
05-84



# THE RETURN OF THE KING



**In the Clutches of Shelob Box (3)**  
05-33



**Mordor Troll Box (1)**  
06-27



**The Fall of the Witch King Box (3)**  
05-98

# THE RETURN OF THE KING



Witch King on Fell Beast Box (1)  
05-34







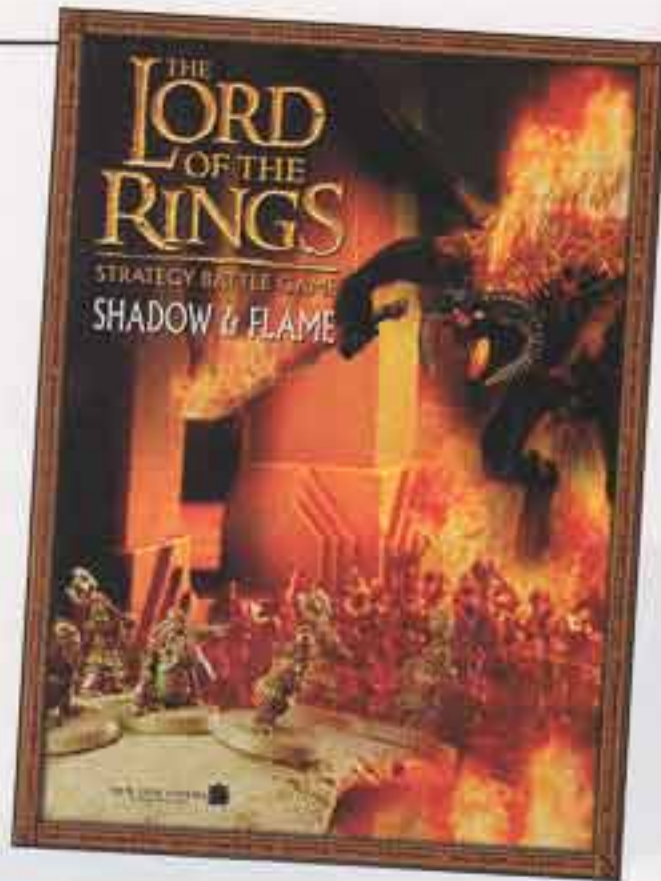
# SHADOW & FLAME



*Moria. You fear to go into those mines. The Dwarves delved too greedily and too deep. You know what they awoke in the darkness of Khazad-dûm. Shadow and flame.*

## Saruman the White

*The Shadow & Flame supplement is an invaluable guide to more gaming in Middle-earth. Inside, you will find rules for Balin and his Dwarves who dared to attempt to reclaim Moria from the darkness. Four linked scenarios re-create the struggle of the Dwarves versus the Goblins and the mighty Balrog. Additional rules cover Tom Bombadil, the Barrow Wights, Glorfindel, Radagast the Brown, and more. Three more scenarios explore battles in Rivendell, the Barrow Downs, and Fangorn Forest. Also included are painting tips, scenery, and more.*



Shadow & Flame Rulebook  
06-01-60



Balin's Guard Box (10)  
06-06

*Note: Khazâd Guard are also available in a blister pack (06-37) that contains a random assortment of 3 Khazâd Guard Dwarves.*



Dwarf Warriors Blister (Random 3)  
06-35



Dwarf Bowmen Blister (Random 3)  
06-36



Moria Goblin Drummers  
Blister (3)  
06-40



Goblin King of Moria  
Blister (1)  
06-38



Moria Goblin Shaman  
Blister (1)  
06-39

# SHADOW & FLAME



**Uruk-hai Shaman Blister (1)**  
06-44



**Radagast the Brown Blister (1)**  
06-45



**Glorfindel Mounted & on Foot Blister (2)**  
06-42



**Elladan & Elrohir Blister (2)**  
06-41

*Note: Barrow Wights are also available in a blister pack (06-43) that contains two Barrow Wights.*



**Fog on the Barrow Downs Box (10)**  
06-07

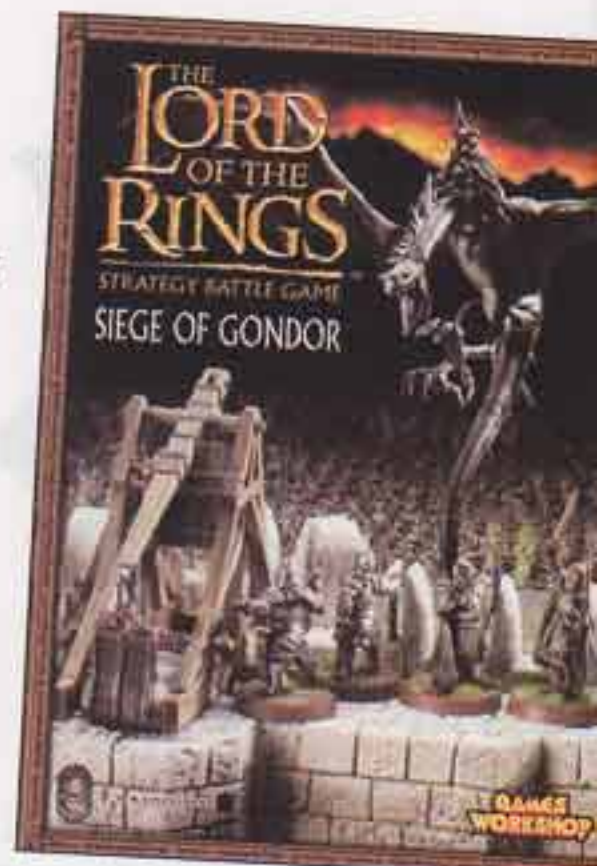


# SIEGE OF GONDOR

*The Darkness has begun. There will be no dawn.*

**Gandalf the White, *The Return of The King***

*Throughout the colorfully illustrated pages of this supplement to The Lord of The Rings Strategy Battle Game, you will find essential rules, information, and inspiration to bring even more detail to the battles of Middle-earth on your own tabletop. Included inside are the complete gaming rules for fighting sieges throughout Middle-earth, new warriors for the forces of Good and Evil, six linked scenarios to re-create the desperate battle for Gondor as Sauron sends forth his legions, and two additional scenarios to play out the tense and dramatic siege of Helm's Deep. In addition, you'll also find detailed advice on preparing your fortifications and siege towers, together with inspiring photographs of all the new models and scenery that have been designed for this book.*



Siege of Gondor Rulebook  
06-02-60



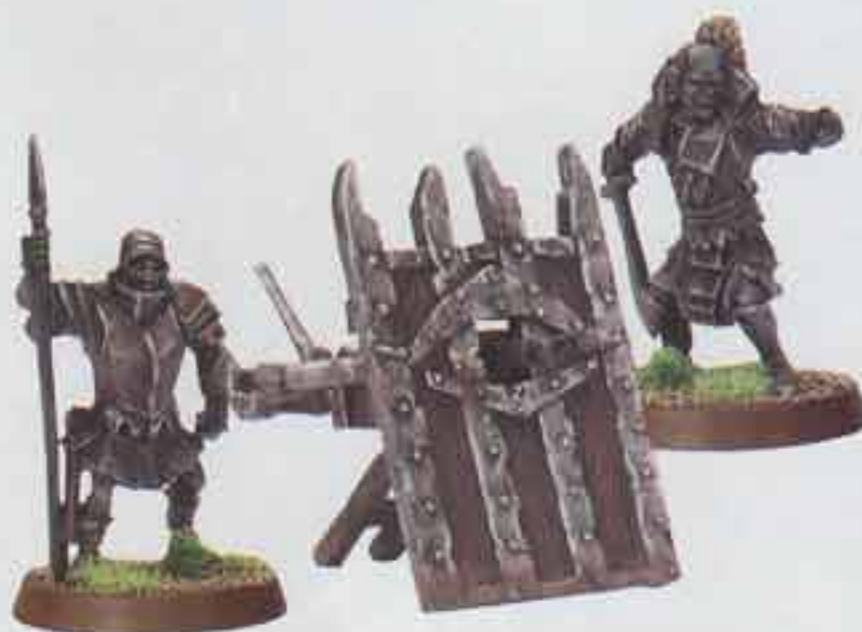
Mordor War Catapult Box (1)  
06-09



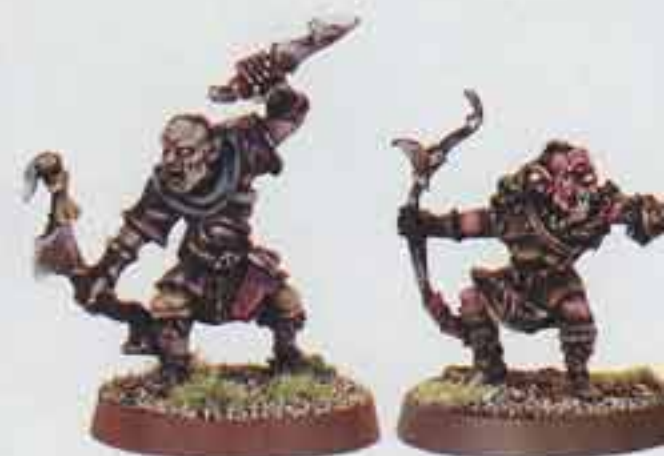
Morannon Orcs Blister  
(Random 3)  
06-92



Orc Shaman Blister (Random 1)  
06-50



Mordor Siege Bow Blister (1)  
06-53



Orc Trackers Blister (Random)  
06-47

# SIEGE OF GONDOR



**Boromir, Captain of the White Tower**  
Blister (1)  
06-48



**Gondor Battlecry Trebuchet Box (1)**  
06-08



**Gondor Death-Shadow Bolt Thrower Blister (1)**  
06-52



**Minas Tirith Citadel Guard Blister (Random 3)**  
06-96



**Minas Tirith Citadel Guard Archers Blister (Random 3)**  
06-91



**Beregond Blister (1)**  
06-89

Upcoming 2004 releases for Siege of Gondor (not shown)

- 06-15 Citadel of Gondor ..... \$90.00  
Complete piece of LOTR scenery
- 06-49 Gothmog, Lieutenant of Morgul ..... \$9.00  
Blister pack containing 1 model



# PRICE GUIDE



## Getting Started

- 05-02-60 The Lord of The Rings:  
The Two Towers  
Strategy Battle Game .....\$40  
Contents: 1 full-color rules manual, 32 highly detailed  
miniatures (12 Riders of Rohan and 20 fighting Uruk-  
hai), scenic ruins, and dice
- 05-03-60 The Lord of The Rings:  
The Return of The King  
Strategy Battle Game .....\$40  
Contents: 1 full-color rules manual, 48 miniatures,  
stone ruins of Middle-earth, and dice
- 06-01-60 *Shadow and Flame* .....\$15
- 06-02-60 *Siege of Gondor* .....\$15
- 05-04 The Lord of The Rings Compilation 2 \$20
- 05-23 Uruk-hai Paint Set .....\$20  
Box includes 10 models and 6 paints
- 05-23 Warriors of Minas Tirith Starter Paint Set ..\$20  
Box includes 10 models and 6 paints
- 06-23 Mordor Orcs Starter Paint Set .....\$20  
Box includes 10 models and 6 paints
- 06-25 Ruins of Middle-earth .....\$15  
Box includes 2 models
- 65-09 Forces of Minas Tirith Dice Pack ....\$8
- 65-10 Forces of Mordor Dice Pack .....\$8

## Boxed Sets & Blister Packs – The Fellowship of The Ring

- 05-07 The Fellowship of The Ring .....\$40  
Box includes 9 models
- 05-09 Attack at Weathertop .....\$40  
Box includes 10 models
- 05-10 Escape from Orthanc .....\$40  
Box includes 3 models
- 05-11 Battle at Khazad-Dûm .....\$45  
Box includes 2 models
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Box includes 24 models
- 05-25 Moria Goblins .....\$20  
Box includes 24 models
- 05-35 Uruk-hai .....\$9  
Blister includes 3 models
- 05-36 Uruk-hai Bowmen .....\$9  
Blister includes 3 models
- 05-37 Gondorian Spearmen .....\$9  
Blister includes 3 models
- 05-38 Gondorian Bowmen .....\$9  
Blister includes 3 models
- 05-39 Elrond & Gil-Galad .....\$15  
Blister includes 2 models

- 05-41 High Elf Spearmen .....\$9  
Blister includes 3 models
- 05-42 Ringwraith .....\$8  
Blister includes 1 model
- 05-43 Mordor Orc Warriors .....\$9  
Blister includes 3 models
- 05-44 Mordor Orc Bowmen .....\$9  
Blister includes 3 models
- 05-45 Arwen .....\$8  
Blister includes 1 model
- 05-46 Lurtz .....\$8  
Blister includes 1 model
- 05-47 Kings of Men .....\$9  
Blister includes 2 models
- 05-48 Mounted Ringwraith .....\$9  
Blister includes 1 model
- 05-49 Twilight Ringwraith .....\$8  
Blister includes 1 model
- 05-50 Cave Troll .....\$15  
Blister includes 1 model
- 05-51 Moria Armored Goblins .....\$9  
Blister includes 3 models
- 05-52 Moria Armored Goblin Bowmen .....\$9  
Blister includes 3 models
- 05-53 Haldir .....\$8  
Blister includes 1 model
- 05-54 Lorien Elf Bowmen .....\$9  
Blister includes 3 models
- 05-56 Dwarf Kings .....\$9  
Blister includes 2 models
- 05-57 Galadriel & Celeborn (with mirror) ..\$15  
Blister includes 3 models
- 05-58 Elendil and Isildur .....\$8  
Blister includes 2 models
- 05-61 Mounted Boromir .....\$9  
Blister includes 1 model
- 05-78 Cave Troll w/ Spear .....\$15  
Blister includes 1 model
- 05-79 Mounted Arwen w/ Frodo .....\$9  
Blister includes 1 model

## Boxed Sets & Blister Packs – The Two Towers

- 05-14 Riders of Rohan .....\$20  
Box includes 6 models
- 05-15 The Fighting Uruk-hai .....\$20  
Box includes 24 models
- 05-16 Heroes of Helm's Deep .....\$40  
Box includes 8 models
- 05-17 Uruk-hai Siege Ballista .....\$35  
Box includes 1 model
- 05-18 Warg Attack .....\$40  
Box includes 5 models

- 05-19 Treebeard, Mighty Ent .....\$35  
Box includes 1 models
  - 05-20 Captured by Gondor .....\$40  
Box includes 9 models
  - 05-21 Uruk-hai Siege Troops .....\$20  
Box includes 10 models
  - 05-22 Warriors of Rohan .....\$20  
Box includes 24 models
  - 05-60 Haldir's Elves with Bows .....\$9  
Blister includes 3 models
  - 05-62 Uruk-hai with Crossbows .....\$9  
Blister includes 3 models
  - 05-63 Uruk-hai Berserkers .....\$9  
Blister includes 3 models
  - 05-64 Haldir's Elves with Swords .....\$9  
Blister includes 3 models
  - 05-65 Uruk-hai Command .....\$9  
Blister includes 2 models
  - 05-66 Saruman .....\$8  
Blister includes 1 model
  - 05-67 Merry & Pippin vs. Grishnakh .....\$9  
Blister includes 3 models
  - 05-68 Gandalf on Shadowfax .....\$9  
Blister includes 1 model
  - 05-69 Eomer (Mounted) .....\$8  
Blister includes 1 model
  - 05-70 Legolas & Gimli on Horseback .....\$9  
Blister includes 2 models
  - 05-71 Rohan Royal Guard .....\$9  
Blister includes 3 models
  - 05-72 Gamling, Rohan Royal Guard  
Standard Bearer .....\$8  
Blister includes 1 model
  - 05-73 Wildmen of Dunlending .....\$9  
Blister includes 3 models
  - 05-74 Gollum, Sam & Frodo .....\$9  
Blister includes 3 models
  - 05-75 Gandalf the White .....\$8  
Blister includes 1 model
  - 05-76 Faramir's Rangers .....\$9  
Blister includes 3 models
  - 05-77 Warg Riders .....\$9  
Blister includes 1 model
  - 05-80 Uruk-hai Battering Ram .....\$20  
Blister includes 1 model
  - 05-81 Grima Wormtongue .....\$8  
Blister includes 1 model
  - 05-82 Mounted Rohan Royal Guard .....\$8  
Blister includes 1 model
  - 06-26 Ringwraith on Fell Beast .....\$40  
Box includes 2 models
  - 06-30 Warg Riders .....\$40  
Box includes 5 models
  - 06-31 Mounted Ringwraiths .....\$25  
Box includes 3 models
- ## Boxed Sets & Blister Packs – The Return of The King
- 05-27 Warriors of Minas Tirith .....\$20  
Box includes 24 models



05-28	Mordor Orcs	.....\$20
	Box includes 24 models	
05-29	Heroes of the West	.....\$40
	Box includes 9 models	
05-33	In the Clutches of Shelob	.....TBA
	Box includes 3 models	
05-34	Witch King on Fell Beast	.....TBA
	Box includes 1 model	
05-83	Denethor	.....\$8
	Blister includes 1 model	
05-84	Mordor Orc Command	.....\$9
	Blister includes 2 models	
05-85	Warriors of Gondor Command	.....\$9
	Blister includes 2 models	
05-87	Knights of Minas Tirith Standard Bearer	.....\$9
	Blister includes 1 model	
05-88	Eowyn on Horseback	.....\$9
	Blister includes 1 model	
05-90	Mounted Faramir	.....\$9
	Blister includes 1 model	
05-92	Guards of the Fountain Court	.....\$9
	Blister includes 2 models	
05-93	Mordor Uruk-hai	.....\$9
	Blister includes 3 models	
05-94	Easterlings	.....\$9
	Blister includes 3 models	
05-95	Easterlings Command	.....\$9
	Blister includes 2 models	
05-96	Mounted Theoden	.....\$9
	Blister includes 1 model	
05-98	Army of the Dead	.....\$9
	Blister includes 3 models	
06-14	The Fall of the Witch King	.....TBA
	Box includes 3 models	
06-27	Mordor Troll	.....TBA
	Box includes 1 model	
06-28	Knights of Minas Tirith	.....\$40
	Box includes 5 models	
06-34	Army of the Dead	.....\$35
	Box includes 10 models	
06-93	Dwarf Lord Dain	.....\$8
	Blister includes 1 model	
06-95	Gorbag & Shagrat	.....\$9
	Blister includes 2 models	
06-97	Aragorn the King	.....\$9
	Blister includes 1 model	
06-98	ROTK Gollum, Sam & Frodo	.....\$9
	Blister includes 3 models	

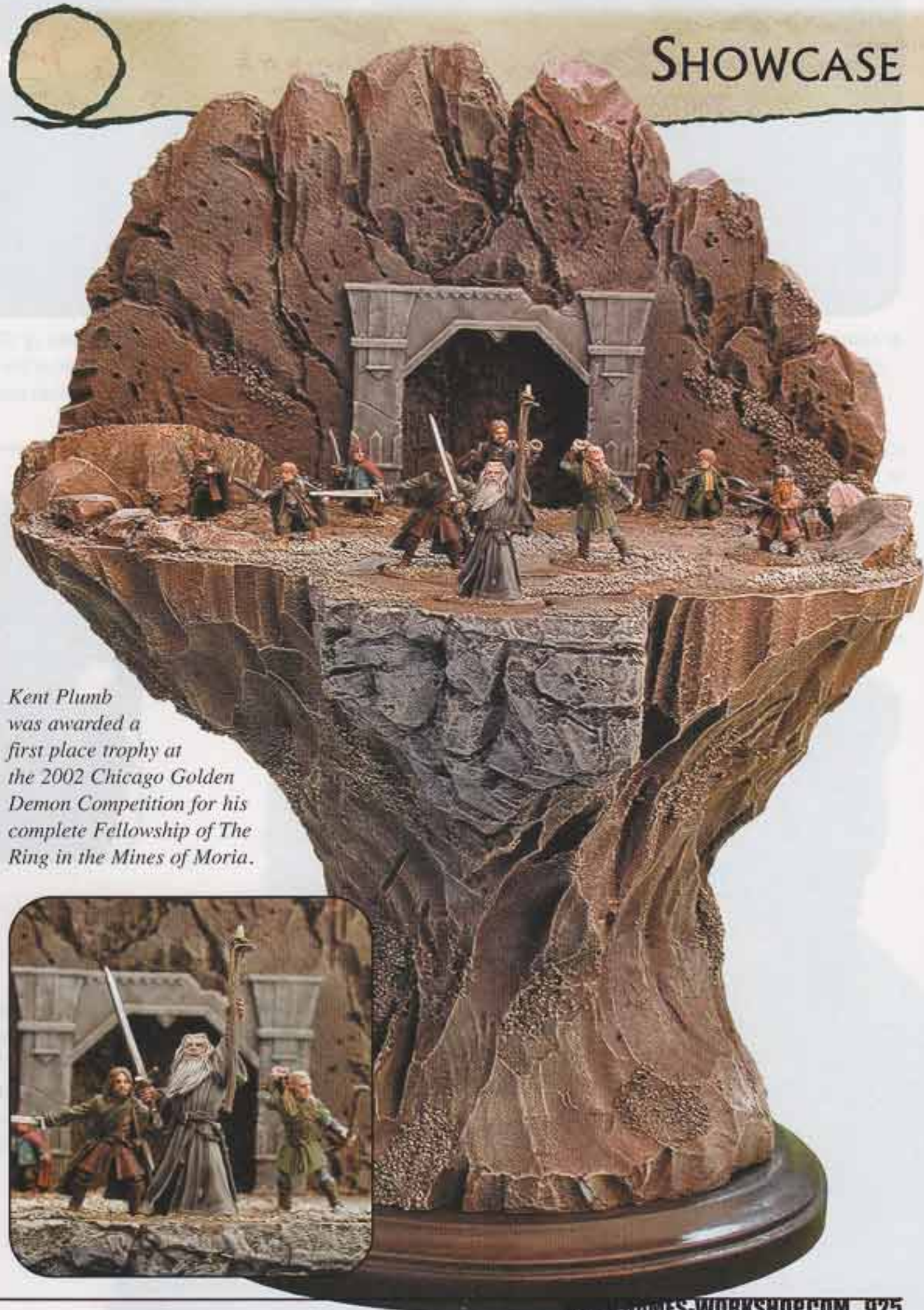
**Boxed Sets & Blister Packs – Siege of Gondor**

06-08	Gondor Battlecry Trebuchet	.....\$35
	Box includes 10 models	
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	Box includes 10 models	
06-15	Citadel of Gondor	.....\$90
	Box includes 10 models	
06-47	Orc Trackers	.....\$9
	Box includes 10 models	
06-48	Boromir, Captain of the White Tower	...\$9
	Box includes 10 models	
06-49	Gothmog, Lieutenant of Morgul	.....\$8
	Box includes 10 models	
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	Box includes 10 models	
06-53	Mordor Siege Bow	.....\$20
	Box includes 10 models	
06-89	Beregond	.....\$8
	Box includes 10 models	
06-91	Minas Tirith Citadel Guard Archers	...\$9
	Box includes 10 models	
06-92	Morannon Orcs	.....\$9
	Box includes 10 models	
06-96	Minas Tirith Citadel Guard	.....\$9
	Box includes 10 models	

**Boxed Sets & Blister Packs –  
Shadow & Flame**

06-06	Balin's Guard	.....\$35
	Box includes 9 models	
06-07	Fog on the Barrow Downs	.....\$35
	Box includes 10 models	
06-35	Dwarf Warriors	.....\$9
	Blister includes 3 models	
06-36	Dwarf Bowmen	.....\$9
	Blister includes 3 models	
06-37	Khazâd Guard	.....\$10
	Blister includes 3 models	
06-38	Goblin King of Moria	.....\$8
	Blister includes 1 model	

06-39	Moria Goblin Shaman	.....\$8
	Blister includes 1 model	
06-40	Moria Goblin Drummer	.....\$9
	Blister includes 3 models	
06-41	Elladan and Elrohir, Twilight Sons of Elrond	.....\$15
	Blister includes 2 models	
06-42	Glorfindel (Mounted and on Foot)	..\$15
	Blister includes 2 models	
06-43	Barrow Wights	.....\$9
	Blister includes 2 models	
06-44	Uruk-hai Shaman	.....\$8
	Blister includes 1 model	
06-45	Radagast the Brown	.....\$8
	Blister includes 1 model	



*Kent Plumb was awarded a first place trophy at the 2002 Chicago Golden Demon Competition for his complete Fellowship of The Ring in the Mines of Moria.*





# SHOWCASE



Here, we display some very impressive miniatures and film scenes. These dioramas come from both members of the Studio and from attendees of Games Days and other gaming events from around the world.



At Games Day 2002 in Canada, Ted Kalinowski was judged to have the best scene from *The Lord of The Rings: The Fellowship of The Ring* with his depiction of the confrontation between Gandalf and the Balrog on the bridge at Khazad-Dûm. The glow of the crystal on Gandalf's staff and the searing flame from within the body of the Balrog was re-created with a sophisticated series of lights.

Cédric Limare from the GW store in Luxembourg won the second place award in the staff category at the 2003 Golden Demon Painting Competition in France with his depiction of the Hobbits' suspenseful first encounter with a Nazgûl.



Jan Wantuchowicz placed first with his Rohan Standard Bearer in *The Lord of The Rings Strategy Battle Game* Single Miniature category in the 2003 Canada Golden Demon painting competition.



## SHOWCASE



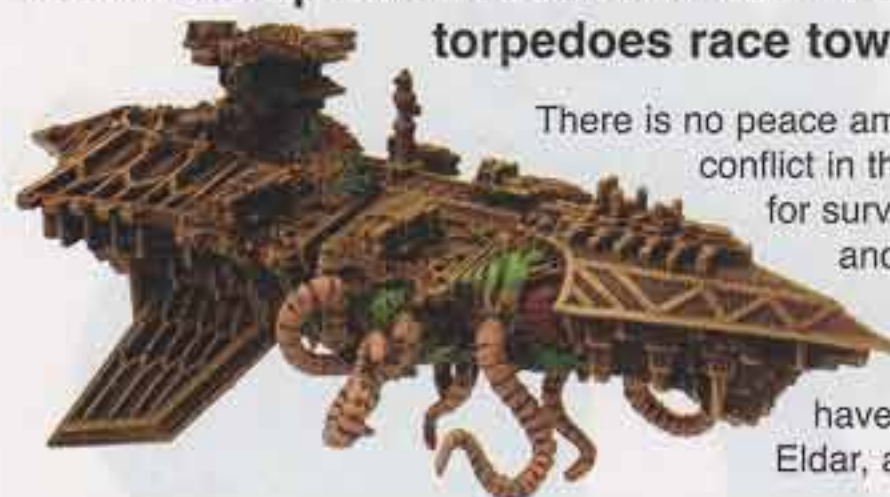
*Jérémy Bonamant entered this absolutely incredible diorama in the 2003 Golden Demon Painting Competition in France and took home the award for first place. Excellent conversion of existing miniatures combined with astounding scratch-built elements (most notably the huge Stone Trolls) and impeccable attention to detail (like the bird's nest on the Troll's back) made the judges' jobs easy.*





# BATTLEFLEET GOTHIC

- In the void of space, massive battlefleets pierce the darkness to enforce the will of the Emperor. Vast warships maneuver and fire at each other; fighters and bombers are launched in waves; and torpedoes race toward their targets.



There is no peace among the stars. Battlefleet Gothic allows you to command fleets of warships in deadly conflict in the voids of space. The Gothic war was a grim time when the Imperium of Mankind battled for survival in the hostile depths of space. The system was plagued by Ork pirates, Eldar corsairs, and the most dangerous foe of all...Chaos.

The original Battlefleet Gothic game came with rules for four fleets – Imperial, Chaos, Orks, and Eldar. Since that time, the hard-working guys in the Specialists Games Division have made rules and models for Necrons, Tau, Space Marines, Dark Eldar, and other space phenomenon like mines and more.

## CHOOSING YOUR OWN FLEET

As a potential new Admiral about to embark on a mission to conquer the galaxy, it is essential to decide which fleet you want to command. Some Commanders choose a fleet based on what Warhammer 40,000 army they already own, while others may base a decision on the looks and "paint-ability" of the ships. For the more tactically minded, here is a quick rundown on the general strategies behind each type of fleet.

**Imperial Fleets.** In general, it seems as if Imperial powers favor armor and long-ranged striking power over sheer speed. Almost all Cruisers and Battleships have massively armored prows that can absorb mighty punishment, and when you add in the fearsome Nova Cannon, you get a blend of longevity and firepower.

**Chaos Fleets.** These are largely constructed of older versions of Imperial ships that defected during the Heresy. Chaos tends toward faster ships with shorter ranged weaponry. This means that it is imperative for a Traitor Fleet to close quickly and unleash its potent weaponry point blank.

**Eldar Fleets.** The Eldar are hit-and-run specialists that use superior speed and maneuverability. While Eldar ships can dish it out, they are not particularly sturdy nor do they hold up well under sustained heavy fire.

**Ork Fleets.** As one might expect, Orks are not subtle. They prefer by far to rush headlong at any enemy they can find. Though rusty, neglected, and ill-kempt (at best), Ork ships are loaded with weapons!

**Space Marines.** While launching quick striking operations is their strong suit, Space Marine fleets are formidable all on their own. The Battle Barge is not to be lightly regarded (especially at close range), and before a foe knows it, wave after wave of Thunderhawks are streaking toward his fleet!

**Necrons.** These mysterious aliens have more bizarre, arcane weapon systems than any other fleet. Multidirectional lightning arcs, forced Leadership checks, and reactive hulls are just a few of the technologically advanced items at a Necron's disposal.

**Tyranids.** The Tyranid fleets are a terror up close. These completely biological vessels are in essence huge creatures floating through the depths of space. While most of their weaponry is close ranged, the horrible ships also have claws, tentacles, and appendages that can make attacks should any foe approach too close.

**Dark Eldar.** The Dark Eldar are raiders and slave merchants. Just like their race themselves, Dark Eldar ships are wicked and hard-hitting. Fast like their goodly brethren, the Dark Eldar ships do much better on the speedy assault than in defense.



*Top: Ty Finocchiaro's Slaughter Class Cruiser has most definitely felt the tender mercies of Nurgle.*

*Above: Jason Foley's Imperial Fist Space Marine Battle Barge. Painting an Imperial Fist fleet inspired Jason to start an Imperial Fist 40K army.*

*Below: Nicole Shewchuk's Sisters of Battle Emperor Class Battleship. The inspiration for this unique ship came from the Daemonifuge comic.*

*All three of these ships are examples of fleets that could tie in with 40K armies. Having related armies and fleets opens up plenty of opportunities for linked campaigns of Battlefleet Gothic and Warhammer 40K.*

*Examples and ideas for this type of campaign can be found in both the main Battlefleet Gothic rulebook and the 2002 Annual.*



All miniatures are supplied unpainted. Models, bits, and sprues are all shown actual size unless otherwise noted. Contents may vary slightly from those shown.



**Battlefleet Gothic**  
10-01-60

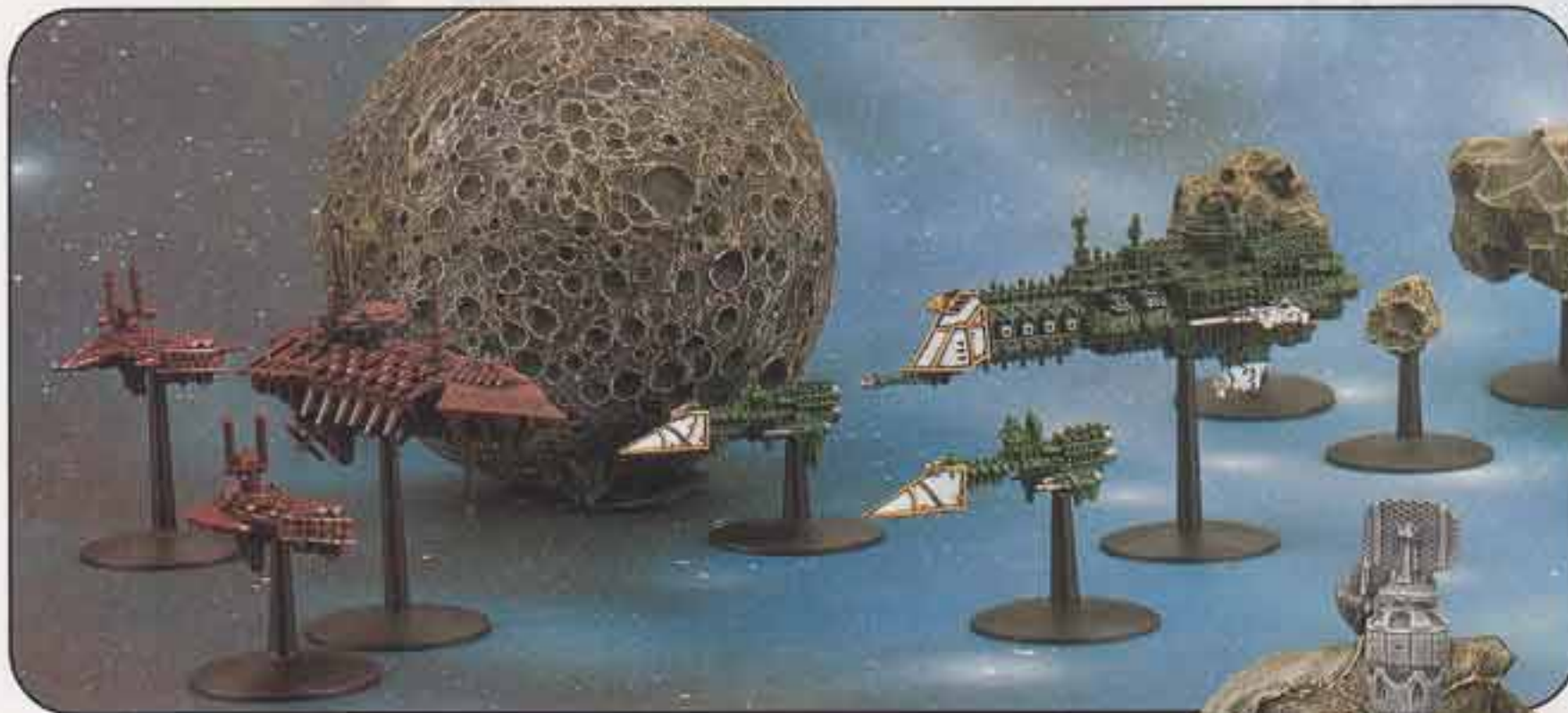


**Battlefleet Gothic Annual 2002**  
BG 600

## GAME DESCRIPTION

The Battlefleet Gothic game contains everything you need to get started, including a rulebook, four Imperial Cruisers, four Chaos Cruisers, 12 assorted dice, a fleet registry pad, reference sheets, and over 100 game counters. Begin your conquest of the stars.

# GETTING STARTED



**Right:** These asteroids done by Chad Mierzwa were inspired by a piece of art in the Battlefleet Gothic rulebook. A group of asteroids like these are limited only by your imagination. They could be used as terrain; you could use them as an objective in a one-off game; or there could be special rules in a campaign setting for an Astropathic relay, a refueling depot, or a Mechanicus research station.





# CHAOS FLEET



**Iconoclast Destroyers (Random 3)**  
10-42



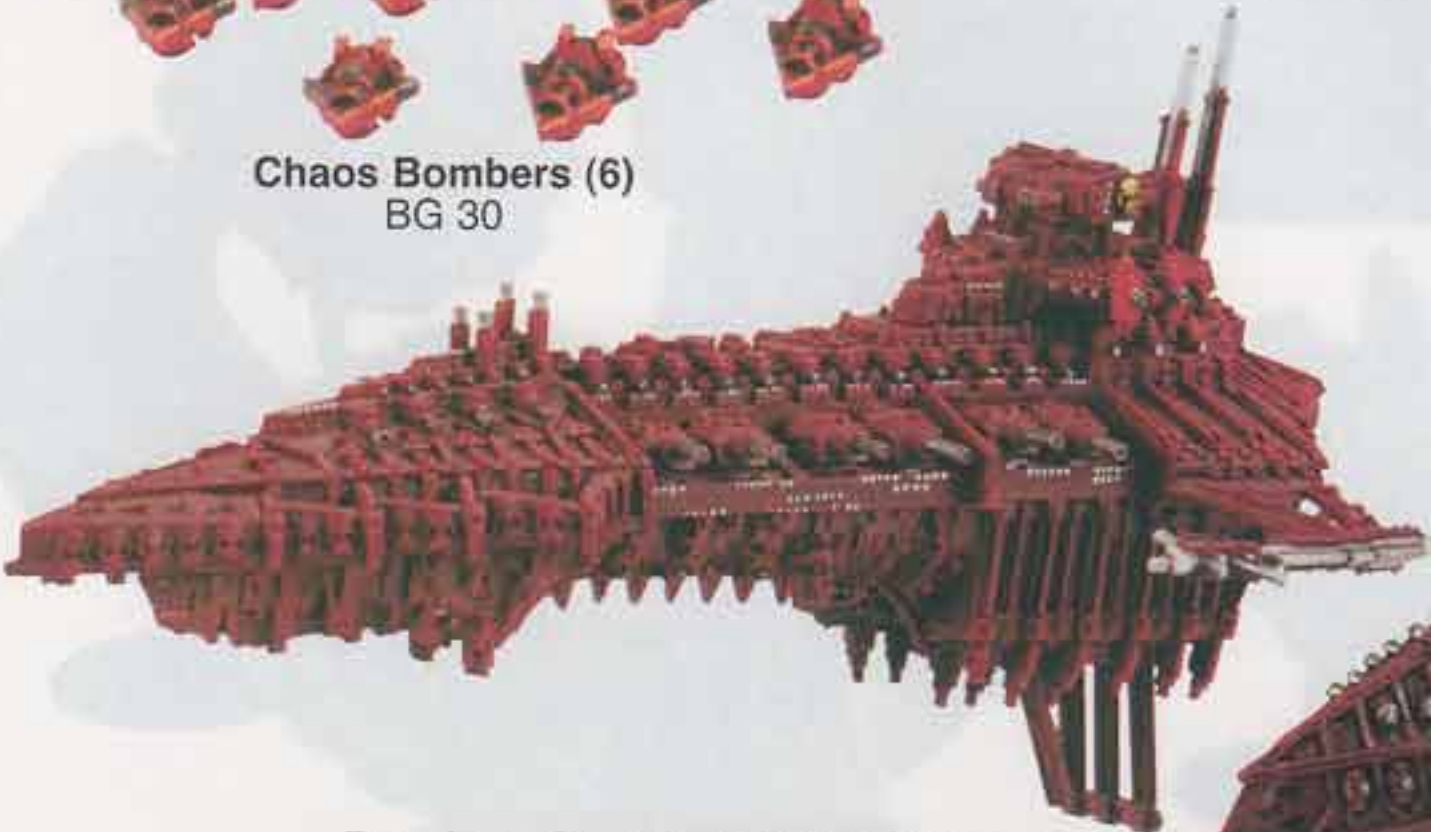
**Chaos Fighters (6)**  
BG 31



**Infidel Raiders (Random 3)**  
10-41



**Chaos Bombers (6)**  
BG 30



**Desolator Class Battleship (Complete)**  
10-10



**Planet Killer (Complete)**  
10-14



**Hellfire Possessed Daemon Ship (Complete)**  
BG 33



**Repulsive Class Grand Cruiser (Complete)**  
BG 32

# CHAOS FLEET



**Chaos Cruisers (2)**  
10-07

*Note: The Chaos Cruiser box set includes two multipart kits that can each be assembled to represent one of seven possible variants.*



**Idolater Raiders (Random 3)**  
10-40



**Despoiler Class Battleship (Complete)**  
10-12

# DARK ELDAR FLEET



**Dark Eldar Ship Booster Pack**  
BG 42

*Note: The Dark Eldar Ship Booster Pack can be used on both the Torture and the Corsair to make different variants of each class of ship.*



**Torture Class Cruiser (Complete)**  
BG 40



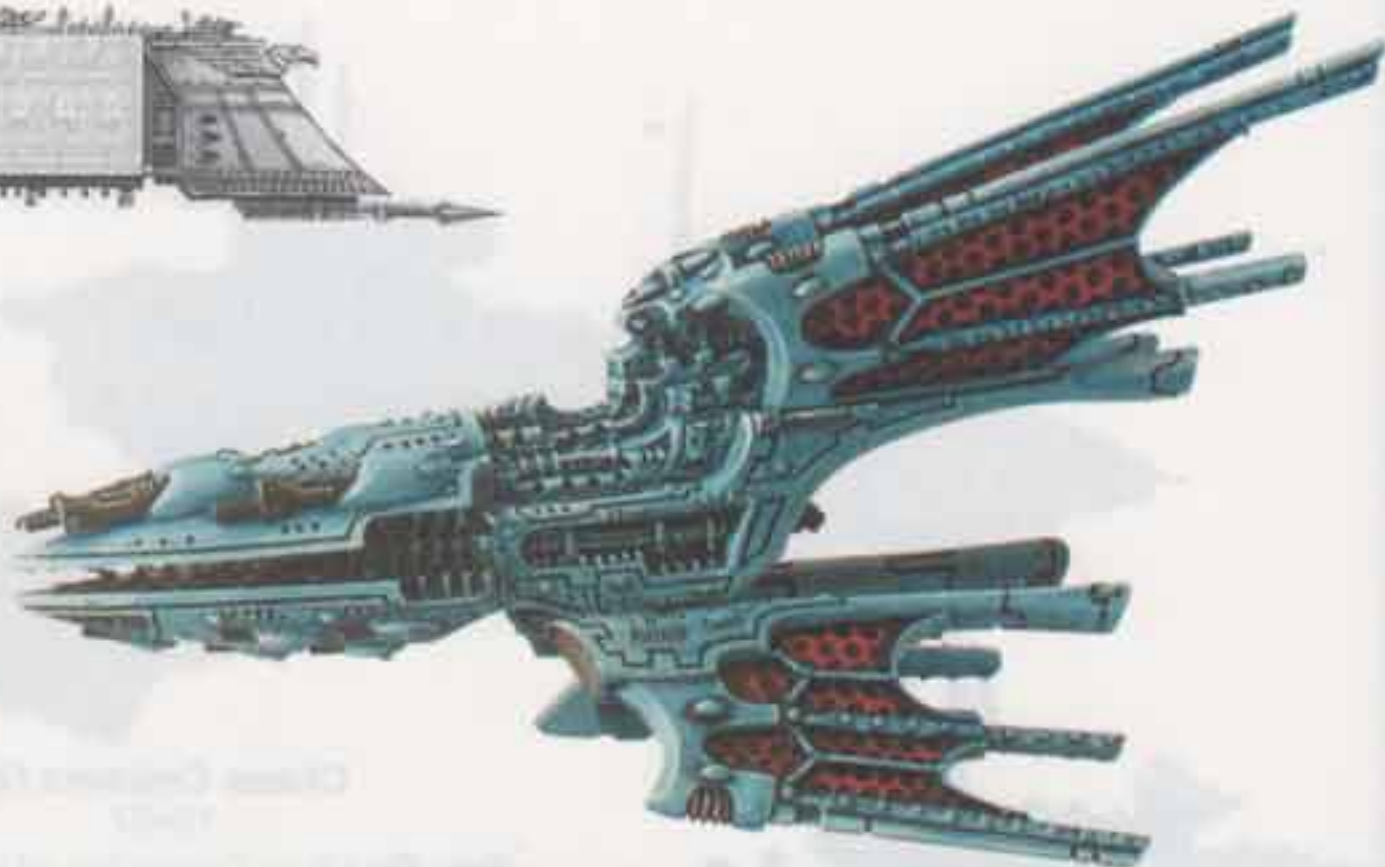
**Corsair Class Escort (Complete)**  
BG 41



# ELDAR FLEET



**Nightshade Destroyers (Random 3)**  
10-46



**Void Stalker Battleship (Complete)**  
BG 45



**Aconite Frigates (Random 3)**  
10-48



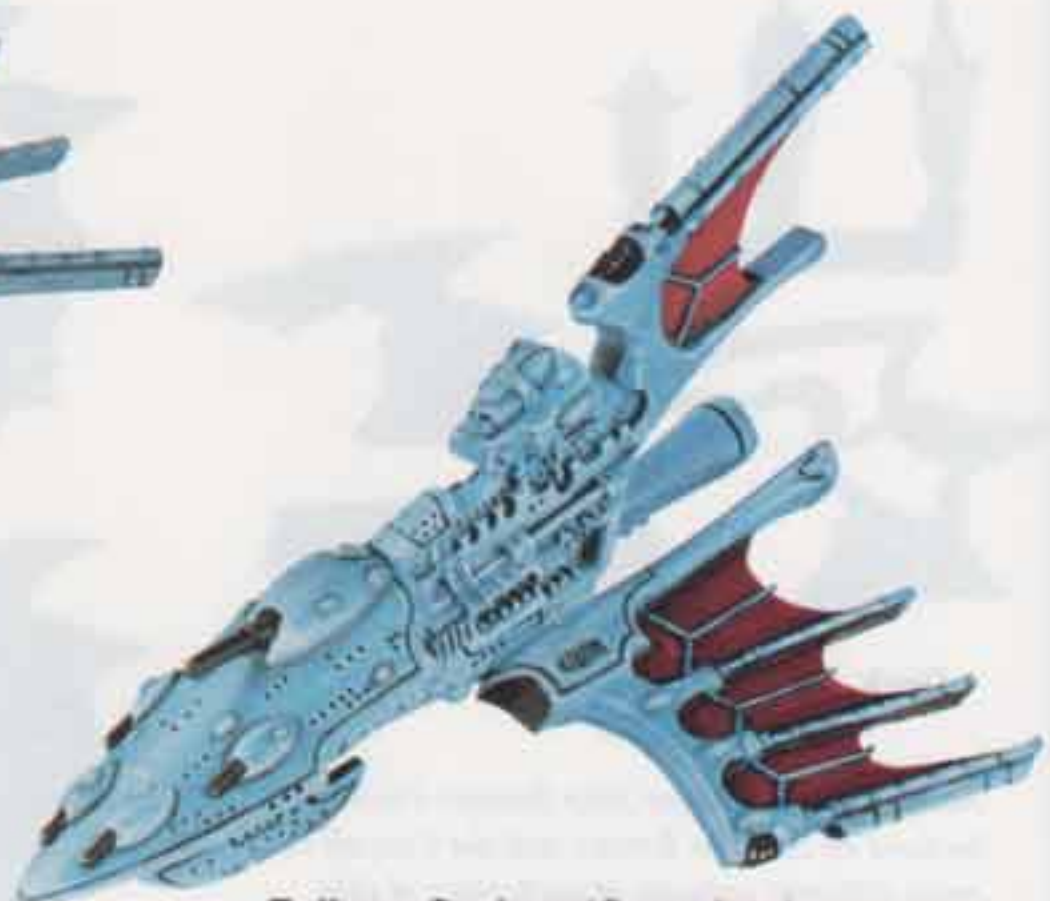
**Hemlock Destroyers (Random 3)**  
10-47



**Shadow Cruiser (Complete)**  
10-44



**Hellebore Frigates (Random 2)**  
10-45



**Eclipse Cruiser (Complete)**  
10-43

# IMPERIAL NAVY



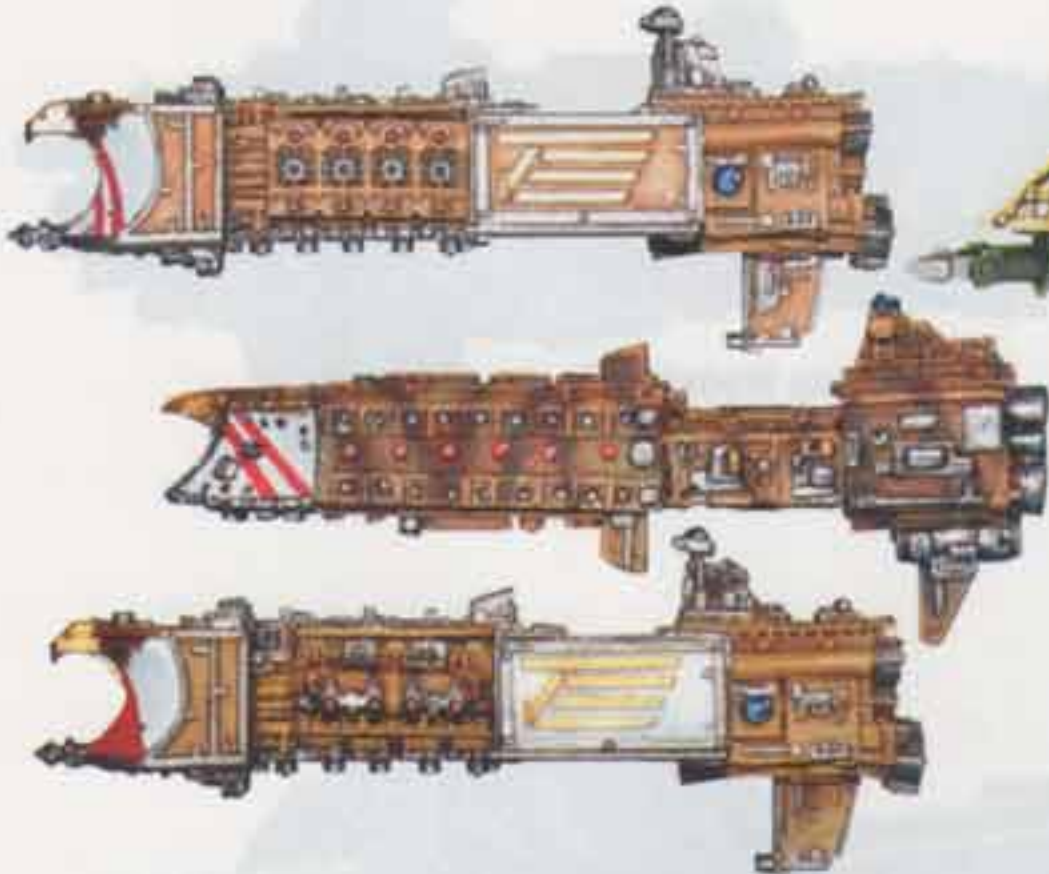
**Dauntless Class Light Cruiser (Complete)**  
10-38



**Cobra Class Destroyers (Random 4)**  
10-36



**Firestorm Class Frigates (Random 3)**  
10-37



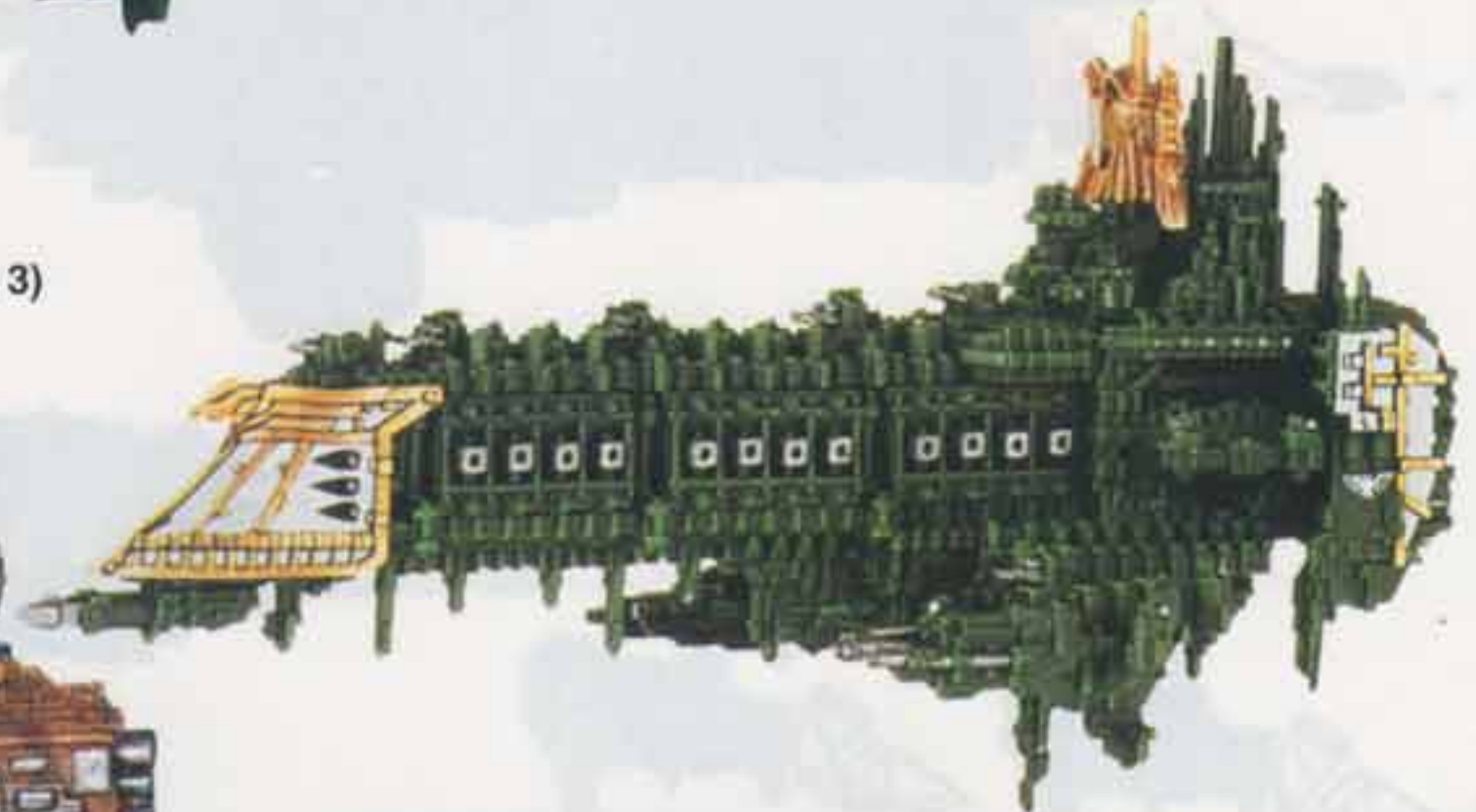
**Falchion Class Escorts (Random 3)**  
BG 25



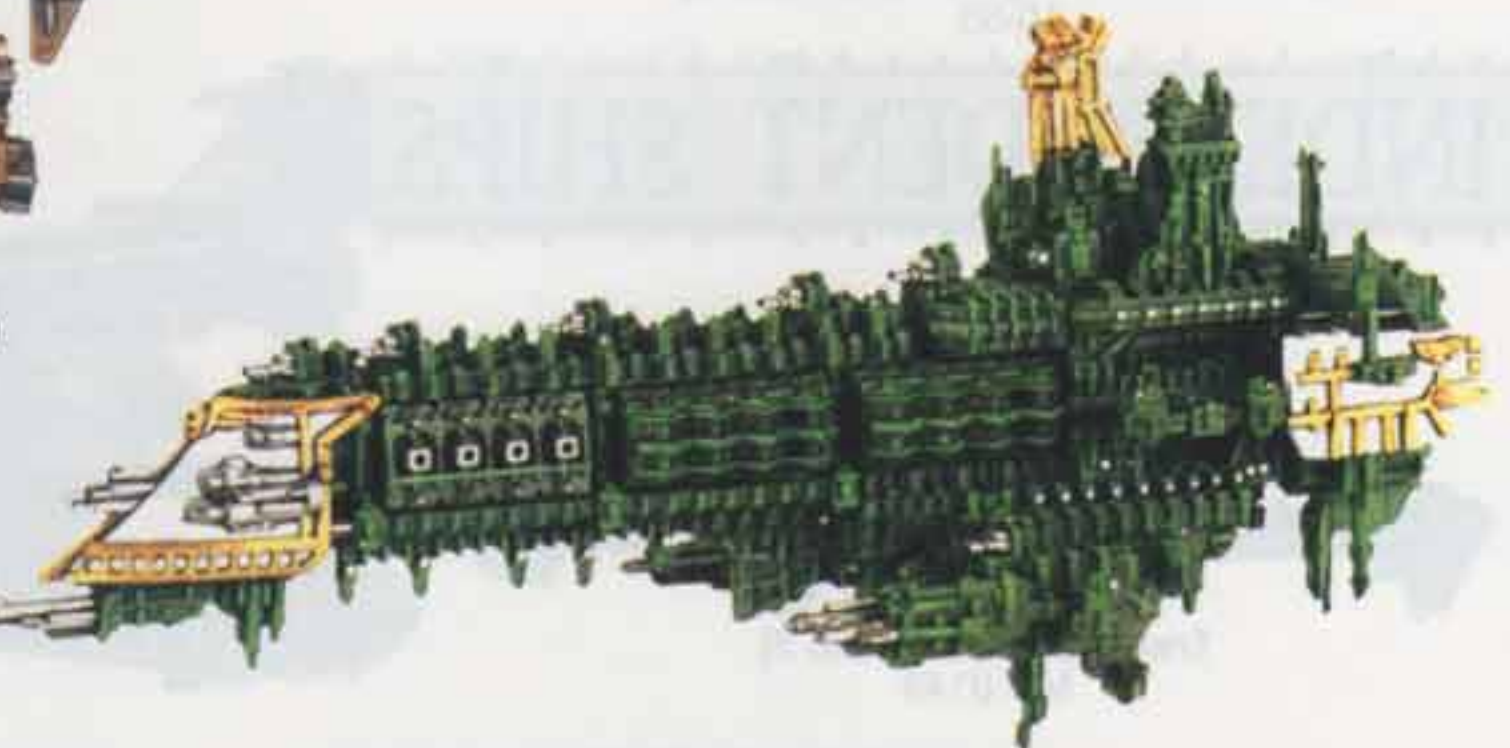
**Fury Interceptors (6)**  
BG 24



**Apocalypse Class Battleship (Complete)**  
BG 27



**Retribution Class Battleship (Complete)**  
10-08



**Emperor Class Battleship (Complete)**  
10-09



# IMPERIAL NAVY

*Note: The Imperial Cruiser boxed set includes two multipart kits that can each be assembled to represent one of seven possible variants.*



**Imperial Cruisers (2)**  
10-06



**Shark Assault Boats (6)**  
BG 22

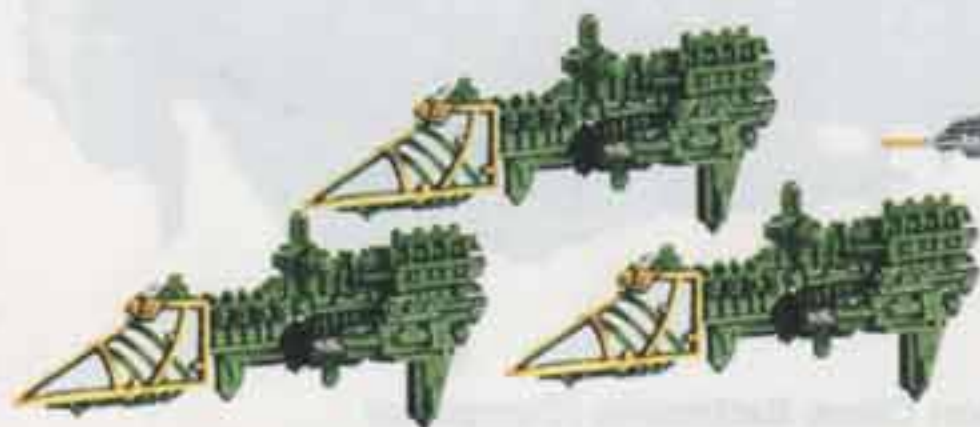


**Starhawk Bombers (6)**  
BG 23



**Vengeance Class Grand Cruiser (Complete)**  
BG 20

*Note: The Vengeance Booster Pack is used to make the Avenger, Executor, and Retaliator Class variants of the basic Vengeance Class Grand Cruiser.*



**Sword Class Frigates (Random 3)**  
10-35



**Vengeance Booster Pack**  
BG 21

# INDEPENDENT SHIPS



**Transports (Random 3)**  
MO 0149



**Blackstone Fortress (Complete)**  
10-11

# INDEPENDENT SHIPS



Defense Platforms (Random 3)  
BG 94



Space Station Orbital Dock (Complete)  
BG 91



Mines (8)  
BG 90



Defense Monitor & System Ships (Random 3)  
BG 93



Dirge Escorts (Random 4)  
BG 04

# NECRON FLEET



Harvest/Scythe Cruiser (Complete)  
BG 02



Jackal Escorts (Random 3)  
BG 03



Shroud Light Cruiser (Complete)  
BG 05



Tombship (Complete)  
BG 01





# ORK FLEET



**Onslaught Escorts (Random 3)**  
10-51



**Slamblasta Battleship (Complete)**  
BG 51



**Ravager Attack Ships (Random 3)**  
10-52



**Deathdeala Battleship (Complete)**  
BG 53



**Brute Ramships (Random 4)**  
10-54



**Terror Ship (Complete)**  
10-50



**Gorbag's Revenge Battleship (Complete)**  
BG 50



**Savage Gunships (Random 3)**  
10-53



**Kroolboy Battleship (Complete)**  
BG 52



**Kill Kroozer (Complete)**  
10-49

# SPACE MARINE FLEET



Hunter Class Destroyers (Random 4)  
BG 29



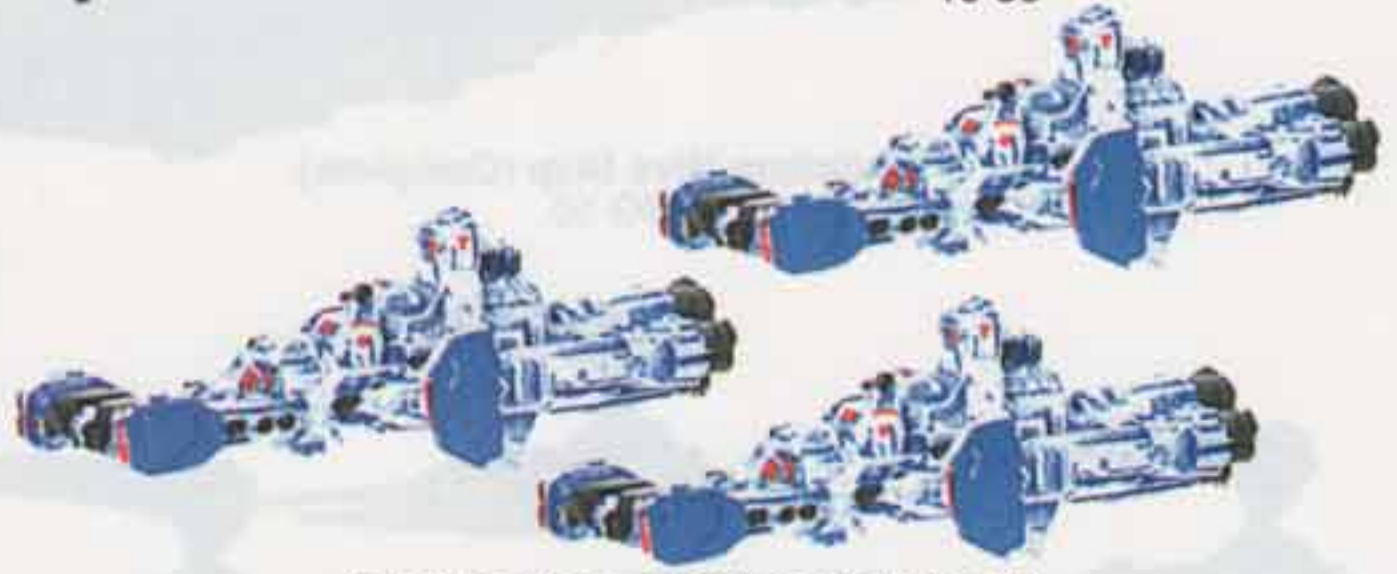
Battle Barge (Complete)  
10-13



Strike Craft (Complete)  
10-55



Nova Class Frigates (Random 3)  
BG 61



Gladius Class Frigates (Random 3)  
BG 60

*Note: Orca Escorts not included in the Explorer kit.*

# TAU FLEET



Explorer Battleship (Complete)  
BG 070



Hero Starship  
BG 072



Defender Escorts (Random 4)  
BG 074



Orca Escorts (Random 4)  
BG 073



Merchant Starship (Complete)  
BG 071



# TYRANID HIVEFLEET



Leviathan Hive Ship (Complete)  
BG 10



Prowler Drone Ships (Random 4)  
BG 14



Razorfiend Drone Ship (Complete)  
BG 12

Stalker Drone Ships (Random 3)  
BG 13

### Getting Started

10-01-60 **Battlefleet Gothic** .....\$50  
Contents: rulebook, 4 Imperial Cruisers, 4 Chaos Cruisers, 12 Assorted Dice, Fleet Registry Roster Pad, 2 Plastic Range Rulers, Over 100 Game Counters, 2 Reference Sheets, and a Getting Started Guide

BG 600 **Battlefleet Gothic Annual 2002** .....\$15

### Boxed Sets & Blister Packs – Chaos

10-07 **Chaos Cruisers** .....\$15  
Box includes 2 models

- 10-10 **Desolator Class Battleship** .....\$35  
Box includes 1 model
- 10-12 **Despoiler Class Battleship** .....\$35  
Box includes 1 model
- 10-14 **Planet Killer** .....\$35  
Box includes 1 model
- 10-40 **Idolater Raiders** .....\$9  
Blister includes 3 models
- 10-41 **Infidel Raiders** .....\$9  
Blister includes 3 models
- 10-42 **Iconoclast Destroyers** .....\$9  
Blister includes 3 models
- BG 32 **Repulsive Class Grand Cruiser** ....\$20  
Box includes 1 model
- BG 30 **Chaos Bombers** .....\$10  
Blister includes 6 models
- BG 31 **Chaos Fighters** .....\$10  
Blister includes 6 models
- BG 33 **Chaos Hellfire Possessed Daemon Ship** ..\$15  
Box includes 1 model

### Boxed Sets & Blister Packs – Dark Eldar

- BG 40 **Torture Class Cruiser** .....\$15  
Blister includes 1 model
- BG 41 **Corsair Class Escort** .....\$9  
Blister includes 1 model
- BG 42 **Dark Eldar Ship Booster Pack** .....\$9  
Blister includes 5 pieces

### Boxed Sets & Blister Packs – Eldar

- 10-43 **Eclipse Cruiser** .....\$15  
Blister includes 1 model
- 10-44 **Shadow Cruiser** .....\$15  
Blister includes 1 model
- 10-45 **Hellebore Frigates** .....\$9  
Blister includes 2 models
- 10-46 **Nightshade Destroyers** .....\$9  
Blister includes 3 models
- 10-47 **Hemlock Destroyers** .....\$9  
Blister includes 3 models
- 10-48 **Aconite Frigates** .....\$9  
Blister includes 3 models
- BG 45 **Vold Stalker Battleship** .....\$30  
Box includes 1 model

### Boxed Sets & Blister Packs – Imperial Navy

- 10-06 **Imperial Cruisers** .....\$15  
Box includes 2 models
- 10-08 **Retribution Battleship** .....\$35  
Box includes 1 model
- 10-09 **Emperor Battleship** .....\$35  
Box includes 1 model
- 10-35 **Sword Frigates** .....\$9  
Blister includes 3 models
- 10-36 **Cobra Destroyers** .....\$9  
Blister includes 4 models
- 10-37 **Firestorm Frigates** .....\$9  
Blister includes 3 models
- 10-38 **Dauntless Light Cruiser** .....\$10  
Blister includes 1 model
- BG 20 **Vengeance Class Grand Cruiser** ...\$30  
Box includes 1 model
- BG 21 **Vengeance Booster Pack** .....\$9  
Blister includes 1 model
- BG 22 **Shark Assault Boats** .....\$10  
Blister includes 6 models
- BG 23 **Starhawk Bombers** .....\$10  
Blister includes 6 models
- BG 24 **Fury Interceptors** .....\$10  
Blister includes 6 models
- BG 25 **Falchion Escorts** .....\$9  
Blister includes 3 model
- BG 27 **Apocalypse Class Battleship** .....\$30  
Box includes 1 model

### Boxed Sets & Blister Packs – Independent Ships

- 10-11 **Blackstone Fortress** .....\$35  
Box includes 1 model

# SHOWCASE

- BG 90 Mines .....\$9  
Blister includes 8 models
- BG 91 Space Station Orbital Dock .....\$15  
Blister includes 1 model
- BG 93 Defense Monitors/System Ships .....\$9  
Blister includes 3 models
- BG 94 Defense Platforms .....\$9  
Blister includes 3 models
- MO 0149 Transports .....\$9  
Blister includes 3 models

### Boxed Sets & Blister Packs – Necrons

- BG 01 Tombship .....\$35  
Box includes 1 model
- BG 02 Harvest/Scythe Cruiser .....\$15  
Blister includes 1 model
- BG 03 Jackal Class Escort .....\$9  
Blister includes 3 models
- BG 04 Dirge Class Escort .....\$9  
Blister includes 4 models
- BG 05 Shroud Class Light Cruiser .....\$10  
Blister includes 1 model

### Boxed Sets & Blister Packs – Orks

- 10-49 Kill Kroozer .....\$15  
Blister includes 1 model
- 10-50 Terror Ship .....\$15  
Blister includes 1 model
- 10-51 Onslaught Ships .....\$9  
Blister includes 3 models
- 10-52 Ravager Attack Ships .....\$9  
Blister includes 3 models
- 10-53 Savage Gunships .....\$9  
Blister includes 3 models
- 10-54 Brute Ramships .....\$9  
Blister includes 4 models
- BG 50 Gorbag's Revenge Battleship .....\$30  
Box includes 1 model
- BG 51 Slamblasta Battleship .....\$30  
Box includes 1 model
- BG 52 Kroolboy Battleship .....\$30  
Box includes 1 model
- BG 53 Deathdeala Battleship .....\$30  
Box includes 1 model

### Boxed Sets & Blister Packs – Space Marines

- 10-13 Battle Barge .....\$35  
Box includes 1 model
- 10-55 Strike Craft .....\$10  
Blister includes 1 model
- BG 29 Hunter Class Destroyer .....\$9  
Blister includes 4 models
- BG 60 Gladius Class Frigate .....\$9  
Blister includes 3 models
- BG 61 Nova Class Frigate .....\$9  
Blister includes 3 models

### Boxed Sets & Blister Packs – Tau

- BG 070 Explorer Battleship .....\$35  
Box includes 1 model
- BG 071 Merchant Class Starship .....\$30  
Box includes 1 model
- BG 072 Hero Class Starship .....\$30  
Box includes 1 model
- BG 073 Orca Class Escort .....\$9  
Blister includes 4 models
- BG 074 Defender Class Escort .....\$9  
Blister includes 4 models

### Boxed Sets & Blister Packs – Tyranids

- BG 10 Leviathan Hive Ship .....\$35  
Box includes 1 model
- BG 12 Razorfiend Drone Ship .....\$15  
Blister includes 1 model
- BG 13 Stalker Drone Ships .....\$9  
Blister includes 3 models
- BG 14 Prowler Drone Ships .....\$9  
Blister includes 4 models



*Above Right:* This Hades Class Chaos Cruiser has been converted by Rick Smith who used the 40K Chaos Vehicle Accessory Sprue to make the ship look even more ancient and evil.

*Above Left:* Jake Landis used colored translucent plastic rod to carry the look of the 40K-scale Necrons into the Battlefleet Gothic Necron fleet.

*Below:* Both the Retribution Class Battleship and Port Maw Space Station are the handiwork of Chad Mierzwa. The Retribution uses pieces from Epic Titans, while Port Maw uses bits from Epic Titans as well, and from Space Marine Land Speeders, Leman Russ tanks, and various Battlefleet Gothic ships.



# SPECIALIST GAMES

*Specialist Games is a division of Games Workshop that produces its own line of games, gaming supplements, new miniatures, and magazines. Before showing off their awesome model ranges, these two pages explain what Specialist Games is all about, how you can get the models, and how to find out more.*

## What Games Are in the Specialist Games Range?

In the U.S., the Specialist Games range includes Blood Bowl, Epic 40,000, Inquisitor, Mordheim, Necromunda, and Warmaster. If (or rather when) the main Games Workshop division comes out with any more games, then they will be included in ongoing support as well.

## How Can I Get My Hands on All That Great Specialist Games Stuff?

The entire range of Specialist Games is available via special order from:

- ANY participating Independent Retailer
- ANY Games Workshop Hobby Center
- Games Workshop Mail Order
- The Games Workshop Online Store

That means, if you want any Specialist Game, model, bit, or supplement that is listed in this catalog, you can get it. Just ask the staff of your favorite store how to place the order.

**BLOOD BOWL™**

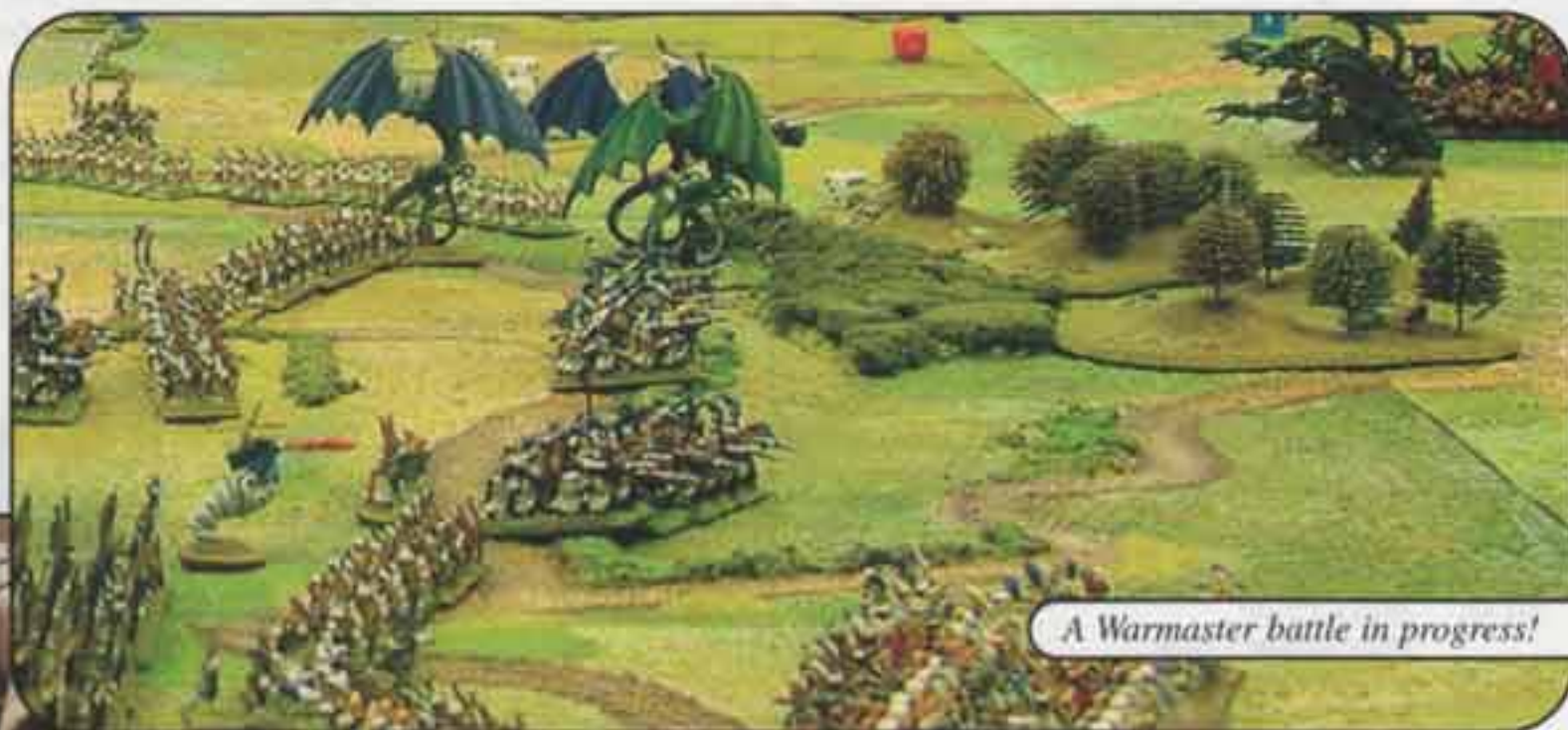
**MORDHEIM™**

**INQUISITOR™**

**NECROMUNDA™**  
UNDERHIVE

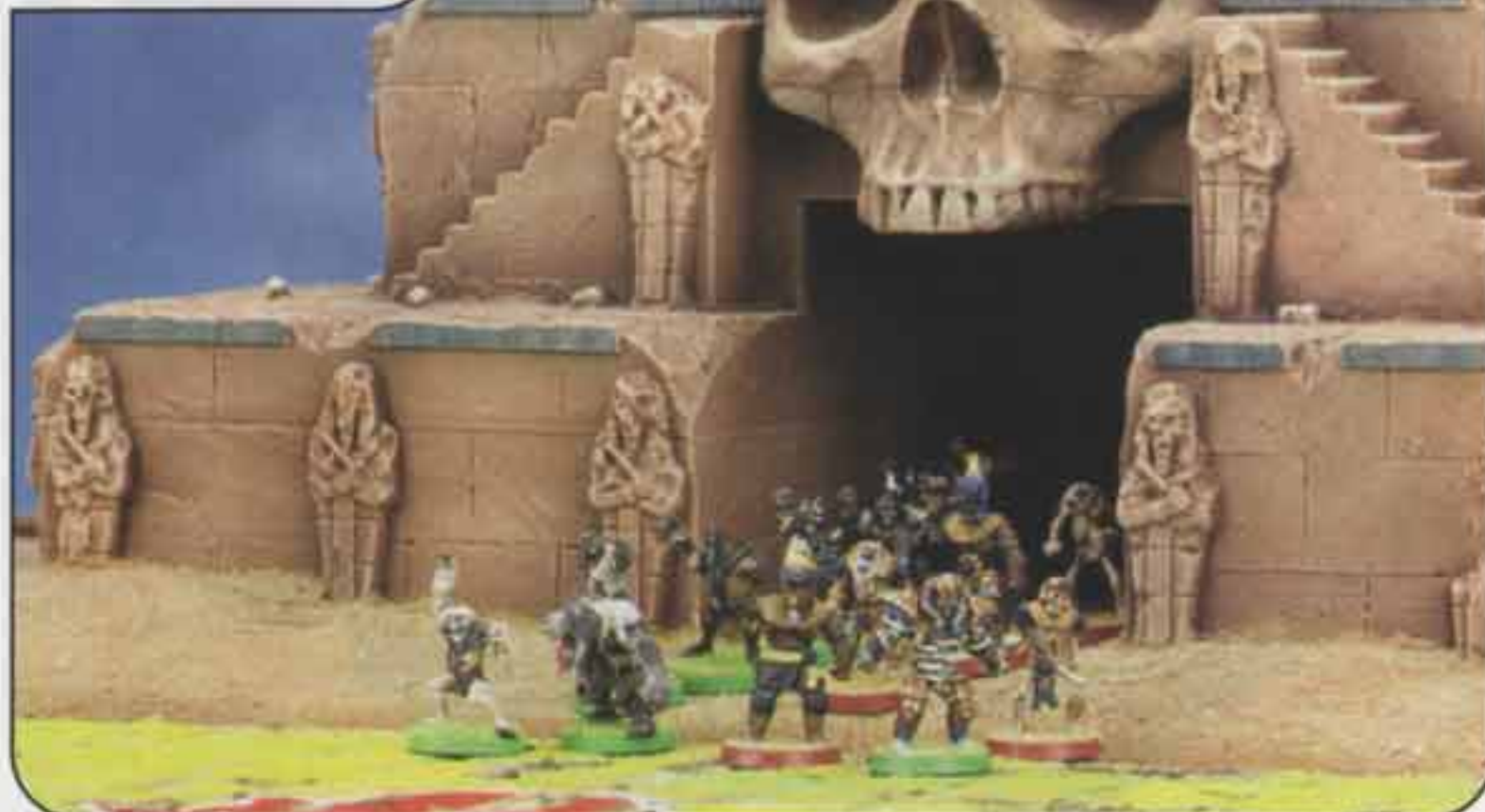
**EPIC**  
**ARMAGEDDON™**

**WARMASTER™**



*A Warmaster battle in progress!*

*The amazing Tomb Kings Blood Bowl team takes to the field in silence (there is no applause, as the fans are dead).*



## Why Was the Specialist Games Division Set up?

The success of the main Games Workshop games – Warhammer, Warhammer 40,000, The Lord of The Rings, and Battlefleet Gothic – has made it difficult for Games Workshop to provide support for the other fantastic gaming systems that Games Workshop has invented over the years. The Specialist Games branch is dedicated to supporting these fine additions to the Games Workshop gaming worlds.

While you may occasionally see *White Dwarf* articles on any of the Specialist Games, the real place to get Blood Bowl, Inquisitor, Epic 40,000, Mordheim, Necromunda, or Warmaster information is from Specialist Games themselves. There is a line of Fanatic Magazines that deal exclusively with the aforementioned games.

*The Sisters of Sigmar defend a ruined temple against a Skaven warband.*



## Keep Tabs on What's Going on with Specialist Games

The best way to stay on top of all the happenings and releases for Specialist Games is to keep an eye on the Specialist Games web site, which can be found at:

**WWW.SPECIALIST-GAMES.COM**

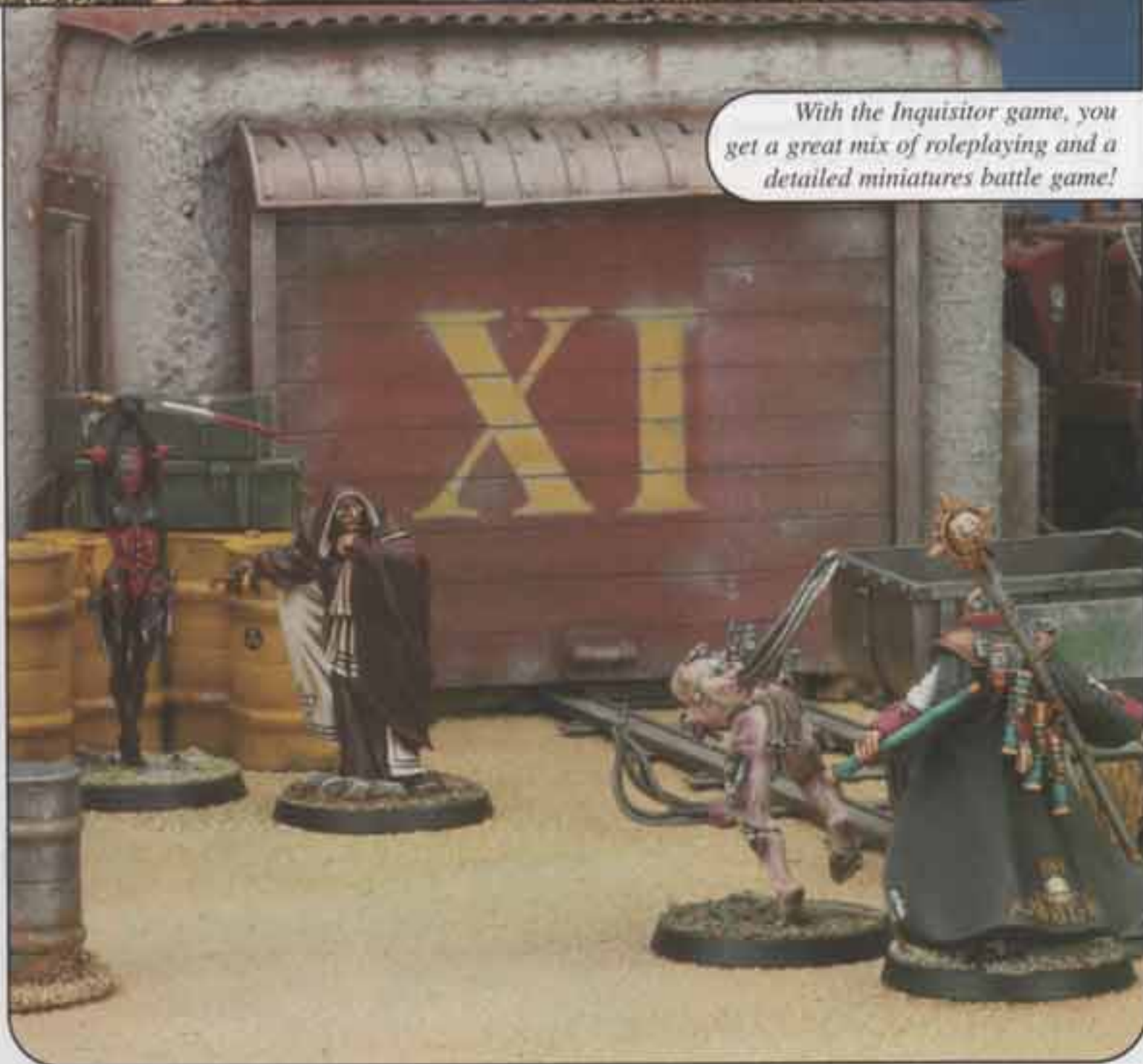
This web site is a must-see for fans of any of the Specialist Games ranges. This is a great place, in addition to *White Dwarf*, to see new releases and upcoming new supplements.

## You Can Contribute!!!

The support for Specialist Games is written for fanatical GW gamers and by fanatical GW gamers. If you (yes, YOU!) are really into any of the Specialist Games, then why not submit some work? A contributions link on the Specialist Games web site details the information that freelancers require.



*With the Inquisitor game, you get a great mix of roleplaying and a detailed miniatures battle game!*



# BLOOD BOWL

## THE GAME OF FANTASY FOOTBALL



"Welcome sports fans, to the hardest-hitting section of the catalog! In these hallowed pages, you will find all the teams fit to take the field (and probably some that are a bit questionable). Additionally, you will find coaches, cheerleaders, and some of the most famous Star Players to ever play the game, grace the pitch, or mangle an opponent. But what's that? You don't know the game of Blood Bowl? Before the match starts, I'd better hand you over to the color commentator. Bob?"

"Thanks Jim. Hard to believe there are any fans out there who have not heard of Blood Bowl. This sport pits two teams of heavily armored and quite insane warriors against each other. Players on each team may pass, throw, or run with the ball in order to get it to the opposite end of their field into the End Zone to score a Touchdown (1 point). Of course, it's true that some players (or whole teams) prefer to ignore the ball and just pummel and stomp the opposition into the turf – but hey, that's only



### LEAGUE PLAY

Blood Bowl can be played as an enjoyable one-off game over the course of few hours. To really experience the full-tilt, bone-crunching joys of Blood Bowl, you have to play a league or season of games!

In most leagues, all players (how many? As many of them as you can round up!) enter their teams in a quest for a particular Cup or Championship. Wins and losses are tracked, and so are Star Player points and the amount of gold crowns earned from fan attendance. Each player builds up his team, fan base, and player skills. Rivalries are established; players gain notoriety; and trades, bribes, and more ensue.

Depending on how gamers structure their league, the matches can last over the course of a weekend, a few weeks, or even months and longer. At the end of the season, a playoff round is battled out by the top players, with the overall winner taking the cup and being declared Champion. Glory, prestige, and poorly hidden ire are heaped upon the winner.

one strategy! Getting the ball into the End Zone is plenty tough, as the other team is trying to crush the ball carrier, take the ball, and start streaking off in the opposite direction.

"The team with the most Touchdowns at the end of the match is declared the winner. Over the course of a season, teams will hire new team members, recruit Star Players, replace dead players, deal with injuries, and more. It takes a lot of training to reach the finals! But our game tonight is about to start, and before we get underway with the kickoff, we have a special interview with ex-player Stu McGore who has just dropped by the booth. Good to see you, Stu, what's your opinion on the type of game we'll see tonight?"

"Get 'em! Stomp on 'em! Crump 'em! Get 'em!"

"Er...thanks for that, Stu. As I thought, hit in the head and thrown off the playing pitch too many times. Now back to you Jim..."

### US HEADQUARTERS BLOOD BOWL LEAGUES

Like wildfire spreading across the Games Workshop US headquarters, word of a Blood Bowl League sets about a flurry of frenzied gaming activity. Over the years, many traditional and made-up Cups have been fought over. Some Leagues were organized along Departmental lines (Promotions versus Mail Order for instance). Others had set schedules of exactly what games each team would play. The most (in)famous of all our Staff Cups, however, is without a doubt the **Spiky Oozy Deathcup**.

Although run haphazardly (perhaps based when the stars align), the Spiky Oozy Deathcup has ranged in size upwards of 80 players vying for the ultimate victory. Such a rampant rush of Blood Bowl occurs that pitches are set up after work and at lunch tables. It is even speculated that, behind the closed conference doors of Board Meetings, the not-so-subtle sounds of the game can be heard! Although fancier Cups have been made since, the ugly (nay, some would say dripping) sincerity of the Spiky Oozy Deathcup continues to draw would-be champions like Squigbrew draws Snotlings.

Previous Champions
1998 John Matthews
2001 Jeremy Vetock
2003 Kyran Henry



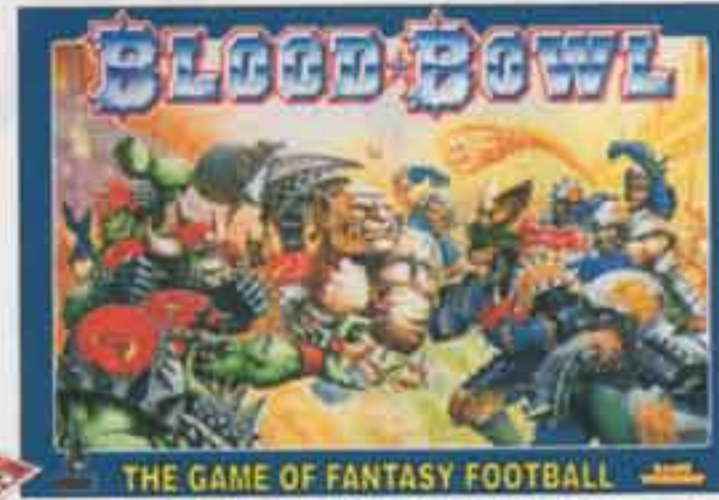
*Blood Bowl is a complete game, ready to go as soon as you open the box! Inside, you will find two complete teams that only need you to coach them to the fame and glory that can only be found at the top of the league standings.*

*Left: The plastic Orc Team provided in the Blood Bowl boxed set*

*Right: The plastic Human Team, also found within the Blood Bowl boxed set*



# GETTING STARTED



**Blood Bowl**  
B 001



**Blood Bowl Annual 2002**  
B 600



**Blood Bowl Trophy 1**  
099905801



**Blood Bowl Trophy 2**  
099905802



**Blood Bowl Trophy 3**  
099905803



**Blood Bowl Trophy 4**  
099905804



**Blood Bowl Annual 2003**  
B 601



**Blood Bowl Trophy 4 Top**  
099905805

**The Major Trophies (4)**  
B 147

*The Blood Bowl trophies and Referees aren't necessary to play the game but are cool additions to a league, especially the trophies. One could use them to signify a team's past winning seasons, standings in a league bracket, or an individual player model's league stat leader status. The Referees could be an interesting addition to your Coaching Staff and Cheerleaders for when you call an Illegal Procedure or unleash a Secret Weapon upon an opposing Coach.*

*The Annuals are supplementary material that compile developments from the year of their publication. Some of the things found within the Annuals are rule changes and errata, new players and teams, and other new additions.*



**Dwarf Referee**  
099903506

**Dwarf Referee (1)**  
B 091



**Human Referee**  
099903507

**Human Referee (1)**  
B 036







## AMAZONS

*Note: The Amazon Blood Bowl Team set includes 2 x 099906201, 1 x 099906202, 2 x 099906203, 2 x 099906204, 1 x 099906205, 1 x 099906206, 1 x 099906207, and 2 x 099906208.*



**Amazon Linewoman 1**  
099906201



**Amazon Linewoman 2**  
099906202



**Amazon Linewoman 3**  
099906203



**Amazon Linewoman 4**  
099906204



**Amazon Blitzer 2**  
099906205



**Amazon Blitzer 1**  
099906206

**Amazon Blood Bowl Team (12)**  
B 019

**Amazon Team Booster Pack (Random 4)**  
B 040

*Note: The Amazon Team Booster Pack includes 1 random Linewoman, 1 random Blitzer, 1 Thrower, and 1 Catcher.*



**Amazon Thrower**  
099906207



**Amazon Catcher**  
099906208



**Amazon Coach**  
099906301

**Amazon Coach (1)**  
B 041



**Amazon Cheerleader A**  
099906401

**Amazon Cheerleaders (Random 3)**  
B 042



**Amazon Cheerleader B**  
099906402

## CHAOS DWARFS



**Chaos Dwarf 1**  
099903301



**Chaos Dwarf 2**  
099903302



**Chaos Dwarf 3**  
099903303



**Chaos Dwarf 4**  
099903304

**Chaos Dwarf Blood Bowl Team (12)**  
B 015

**Chaos Dwarf Team Booster Pack (Random 2)**  
B 085

*Note: The Chaos Dwarf Blood Bowl Team set includes 1 x 099903301, 1 x 099903302, 1 x 099903303, 1 x 099903304, 2 x 099903401, 2 x 099903402, 2 x 099903403, and 2 x 099903404.*

*Note: The Chaos Dwarf Team Booster Pack includes 1 random Chaos Dwarf and 1 random Hobgoblin.*



**Hobgoblin 1**  
099903401



**Hobgoblin 2**  
099903402



**Hobgoblin 3**  
099903403



**Hobgoblin 4**  
099903404

*Note: The Chaos Team Booster Pack includes 1 random Chaos Warrior, 1 random Beastman, and 1 random Chaos Mutant.*



# CHAOS



**Chaos Mutant 1**  
099903101



**Chaos Mutant 2**  
099903102



**Chaos Mutant 3**  
099903103



**Chaos Warrior 1**  
099901101



**Chaos Warrior 2**  
099901102



**Chaos Warrior 3**  
099901103

**Chaos Team Booster Pack (Random 3)**  
B 080



**Beastman 1**  
099901104



**Beastman 2**  
099901105



**Beastman 3**  
099901106



**Beastman 4**  
099901107



**Chaos Cheerleader**  
099903505

**Chaos Blood Bowl Team (12)**  
B 012

*Note: The Chaos Blood Bowl Team set includes 1 x 099901101, 1 x 099901102, 1 x 099901103, 2 x 099901104, 2 x 099901105, 2 x 099901106, and 2 x 099901107.*

**Chaos Cheerleaders (3)**  
B 081



# NURGLES ROTTERS



**Nurgle's Rotter 1**  
099905302



**Nurgle's Rotter 2**  
099905303



**Nurgle's Rotter 3**  
099905301



**Nurgle's Rotter Beastman 1**  
099905304



**Nurgle's Rotter Beastman 2**  
099905305

**Nurgle's Rotters Team (12)**  
B 022

*Note: The Nurgle's Rotters Team set includes 1 x 099905301, 1 x 099905302, 1 x 099905303, 2 x 099905304, and 3 x 099905305. It also includes 1 x 099901104, 1 x 099901105, 1 x 099901106, and 1 x 099901107 from the Chaos set.*

**Nurgle's Rotters Team Booster Pack (Random 2)**  
B 083

*Note: The Nurgle's Rotters Team Booster Pack includes 1 random Nurgle's Rotter and 1 random Nurgle's Rotter Beastman.*



## DARK ELVES



**Dark Elf Throwing Elf**  
099900201



**Dark Elf Blitzing Elf 1**  
099900203



**Dark Elf Blitzing Elf 2**  
099900202



**Dark Elf Witch Elf 1**  
099900204



**Dark Elf Witch Elf 2**  
099900205

**Dark Elf Blood Bowl Team (12)**  
B 011

**Dark Elf Team Booster Pack (Random 4)**  
B 070



**Dark Elf Lineman 1**  
099900206



**Dark Elf Lineman 2**  
099900207



**Dark Elf Lineman 3**  
099900208

*Note: The Dark Elf Blood Bowl Team set includes 1 x 099900201, 1 x 099900202, 1 x 099900203, 1 x 099900204, 1 x 099900205, 3 x 099900206, 2 x 099900207, and 2 x 099900208.*

*The Dark Elf Team Booster Pack includes 1 Throwing Elf, 1 random Blitzing Elf, 1 random Witch Elf, and 1 random Lineman.*



**Dark Elf Cheerleader**  
099903501

**Dark Elf Cheerleaders (3)**  
B 071

## DWARFS

**Dwarf Blood Bowl Team (12)**  
B 008

*Note: The Dwarf Blood Bowl Team set includes 2 x 099900501, 2 x 099900502, 2 x 099900503, 1 x 099900504, 1 x 099900505, 1 x 099900506, 1 x 099900507, 1 x 099900508, and 1 x 099900509.*



**Dwarf Longbeard 1**  
099900501



**Dwarf Longbeard 2**  
099900502



**Dwarf Longbeard 3**  
099900503



**Dwarf Runner 1**  
099900504



**Dwarf Blitzing Dwarf 1**  
099900505



**Dwarf Slayer 1**  
099900506



**Dwarf Runner 2**  
099900507



**Dwarf Blitzing Dwarf 2**  
099900508



**Dwarf Slayer 2**  
099900509



**Dwarf Cheerleader**  
099903508

**Dwarf Cheerleaders (3)**  
B 092

**Dwarf Team Booster Pack (Random 4)**  
B 090

*Note: The Dwarf Team Booster Pack includes 1 random Longbeard, 1 random Runner, 1 random Blitzing Dwarf, and 1 random Slayer.*

# ELVES



**Elf Lineman 1**  
099905901



**Elf Lineman 2**  
099905902



**Elf Lineman 3**  
099905903



**Elf Lineman 4**  
099905904



**Elf Blitzler 1**  
099905905



**Elf Blitzler 6**  
099905906

**Elf Blood Bowl Team (12)**  
B 009



**Elf Thrower 1**  
099905907



**Elf Thrower 2**  
099905908



**Elf Catcher 1**  
099905909



**Elf Catcher 2**  
099905910



**Elf Cheerleader**  
099906101

**Elf Team Booster Pack (Random 4)**  
B 056

**Elf Cheerleaders (4)**  
B 057



**Goblin Cheerleader 1**  
099903509



**Goblin Cheerleader 2**  
099903510

**Goblin Cheerleaders (Random 3)**  
B 111

*Note: The Elf Blood Bowl Team set includes 2 x 099905901, 2 x 099905902, 2 x 099905903, 1 x 099905904, 1 x 099905905, 1 x 099905906, 1 x 099905907, 1 x 099905909, and 1 x 099905910.*

*The Elf Team Booster Pack includes 1 random Thrower, 1 random Blitzler, 1 random Catcher, and 1 random Lineman.*



# GOBLINS



**Goblin 1**  
099902501



**Goblin 2**  
099902502



**Goblin 3**  
099902503



**Goblin 4**  
099902504



**Goblin 5**  
099902505

**Goblin Team Booster Pack (Random 3)**  
B 110

# HALFLINGS



**Halfling 2**  
099902001



**Halfling 1**  
099902002



**Halfling 3**  
099902003



**Halfling 6**  
099902004



**Halfling 4**  
099902005



**Halfling 5**  
099902006

**Halfling Team Booster Pack (Random 3)**  
B 130



**Treeman Right Arm**  
099907001



**Treeman Left Arm**  
099907003



**Treeman Body**  
099907002



**Blood Bowl Treeman (Complete)**  
B 054



# HIGH ELYES

*Note: The High Elf Blood Bowl Team set includes 2 x 099900101, 2 x 099900102, 1 x 099900103, 2 x 099900104, 1 x 099900105, 1 x 099900106, 1 x 099900107, 1 x 099900108, and 1 x 099900109.*

*Note: The High Elf Team Booster Pack includes 1 random Lineman, 1 random Dragon Warrior, 1 Thrower, and 1 random Lion Warrior.*



**High Elf Cheerleader**  
0999003502

**High Elf Cheerleaders (3)**  
B 051



**High Elf Lineman 4**  
099900104



**High Elf Thrower**  
099900105



**High Elf Dragon Warrior 1**  
099900106



**High Elf Lion Warrior 1**  
099900107



**High Elf Dragon Warrior 2**  
099900108



**High Elf Lion Warrior 2**  
099900109

**High Elf Blood Bowl Team (12)**  
B 026

**High Elf Team Booster Pack (Random 4)**  
B 050

# HUMANS



**Human Lineman 1**  
099903701



**Human Lineman 2**  
099903702



**Human Lineman 3**  
099903703



*Note: The Human Blood Bowl Team set includes 2 x 099903701, 2 x 099903702, 2 x 099903703, 1 x 099903704, 1 x 099903705, 1 x 099903706, 1 x 099903707, 1 x 099903708, and 1 x 099903709.*

*Note: The Human Team Booster Pack includes 1 random Lineman, 1 random Catcher, 1 Thrower, and 1 random Blitzler.*



**Human Catcher 1**  
099903704



**Human Catcher 2**  
099903705



**Human Thrower**  
099903706



**Human Blitzler 1**  
099903707



**Human Blitzler 2**  
099903708



**Human Blitzler 3**  
099903709



**Human Cheerleader**  
099903504

**Human Blood Bowl Team (12)**  
B 006

**Human Team Booster Pack (Random 4)**  
B 035

**Human Cheerleaders (3)**  
B 037



**Khemri Cheerleader**  
099909101



**Khemri Mummy 1**  
099905101



**Khemri Mummy 2**  
099905102



**Khemri Skeleton Head Sprue**  
099905103



**Khemri Head 1**  
099905104



**Khemri Head 2**  
099905105

**Khemri Cheerleader (1)**  
B 069

**Khemri Blood Bowl Team (12)**  
B 021

**Khemri Team Booster Pack (Random 4)**  
B 061

*Note: The Khemri Blood Bowl Team set includes 1 x 099905101, 1 x 099905102, 2 x 099905103, 2 x 099905104, 2 x 099905105, 6 x 099905106, 10 x 099905107, 10 x 099905108, 5 x 099905109, and 10 x 099905110.*

*Note: The Khemri Team Booster Pack includes 1 random Mummy, 1 Skeleton Head Sprue, 1 Khemri Head 1, 1 Khemri Head 2, 3 Khemri Collars, 3 Khemri Skeleton Torsos, 3 Khemri Arm Sprues, 2 Khemri Pad sprues, and 3 random Khemri Skeleton Legs.*



**Khemri Collar**  
099905106



**Khemri Skeleton Torso**  
099905107



**Khemri Arm Sprue**  
099905108



**Khemri Pad Sprue**  
099905109



**Khemri Skeleton Legs (Random 1)**  
099905110



*Above: two examples of complete Khemri Blood Bowl models*

# LIZARDMEN



**Kroxigor w/o  
Head Crest**  
099907801



**Kroxigor w/  
Head Crest**  
099907802



**Kroxigor  
Arm**  
099907804



**Kroxigor  
Tail**  
099907805



**Kroxigor  
Body**  
099907803



**Blood Bowl  
Kroxigor (Complete)**  
B 121



**Saurus w/  
One Horn**  
099906501



**Saurus  
Arm 1**  
099906502



**Saurus  
Arm 2**  
099906504



**Saurus w/  
Two Horns**  
099906503



**Skink w/  
Long Crest**  
099906505



**Skink w/  
Two Crests**  
099906506



**Skink w/  
Short Crest**  
099906507



*Above: Two examples of complete  
Lizardmen Blood Bowl models*

**Lizardmen Blood Bowl Team (12)**  
B 020

**Lizardmen Team Booster Pack (Random 2)**  
B 120

*Note: The Lizardmen Blood Bowl Team set includes 2 x 099906501, 2 x 099906502, 2 x 099906503, 2 x 099906504, 2 x 099906505, 2 x 099906506, 2 x 099906507, and 2 x 099906508.*

*Note: The Lizardmen Team Booster Pack includes 1 random Saurus body, 1 random Saurus arm, and 1 random Skink.*



**Skink w/  
No Helmet**  
099906508

# NECROMANCER & UNDEAD



**Ghoul 1**  
0999001001



**Ghoul 2**  
0999001002



**Skeleton 1**  
0999001003



**Skeleton 2**  
0999001004

*Note: The Necromancer Blood Bowl Team set includes 1 x 099908401, 1 x 099908202, 1 x 099908203, 1 x 099901001, 1 x 099901002, 3 x 099901005, 3 x 099901006, 1 x 099901009, and 1 x 099901010.*

*Note: The Necromancer Team Booster Pack includes 1 Flesh Golem, 1 Werewolf, 1 of each Zombie, and 1 random Wight.*

**Necromancer Blood Bowl Team (12)**  
B 024

**Undead Blood Bowl Team (10)**  
B 014



**Zombie 1**  
0999001005



**Zombie 2**  
0999001006

# NORSE



**Norse Lineman 1**  
099903602



**Norse Lineman 2**  
099903603



**Norse Lineman 3**  
099903604



*Note: The Norse Blood Bowl Team set includes 2 x 099903601, 2 x 099903602, 2 x 099903603, 2 x 099903604, 1 x 099903605, 1 x 099903606, 1 x 099903607, and 1 x 099903608.*

*Note: The Norse Team Booster Pack includes 1 Thrower, 1 random Lineman, 1 random Blitzzer, and 1 random Catcher.*



**Norse Thrower**  
099903601



**Norse Catcher 1**  
099903605



**Norse Catcher 2**  
099903606



**Norse Blitzzer 1**  
099903607



**Norse Blitzzer 2**  
099903608

**Norse Blood Bowl Team (12)**  
B 018

**Norse Team Booster Pack (Random 4)**  
B 043

# NECROMANCER & UNDEAD



**Necromancer Cheerleader**  
0999009201

**Necromancer Cheerleader(3)**  
B 106



**Mummy 1**  
099901007



**Mummy 2**  
099901008

*Note: The Undead Blood Bowl Team set includes 2 x 099901005, 2 x 099901003, 099901001, 099901002, 099901004, 099901006, 099901007, 099901008, 099901009, and 099901010.*

*Note: The Undead Team Booster Pack includes 1 random Skeleton, 1 random Zombie, 1 random Wight, 1 random Ghoul, and 1 random Mummy.*



**Werewolf Head**  
099908202



**Werewolf Body**  
099908203



*Above: A complete Blood Bowl Werewolf*



**Flesh Golem**  
099908401



**Wight 1**  
099901009



**Wight 2**  
099901010

**Necromancer Team Booster Pack (Random 5)**  
B 105

**Undead Team Booster Pack (Random 5)**  
B 060



# OGRES



Ogre Thrower Torso  
099905513



Ogre Torso A  
099905502



Ogre Torso B  
099905503



Ogre Shoulder Pads  
099905504



Ogre Head (Random)  
099905501



Ogre Legs A  
099905505



Ogre Legs B  
099905506



Ogre Legs C  
099905507



Ogre Thrower Legs  
099905514



Ogre Arm Sprue A  
099905508



Ogre Arm Sprue B  
099905509



Ogre Arm Sprue C  
099905510



Ogre Arm Sprue D  
099905511

**Ogre Blood Bowl Team (6)**  
MO 0289

*Note: The Ogre Blood Bowl Team set includes 5 complete Ogres, 1 complete Ogre Thrower, and 1 Snottling.*



Ogre Thrower Arm (Grot)  
099905512



Ogre Grot w/ Ball  
099905515



Blood Bowl Ogre (Complete Random 1)  
B 150



Blood Bowl Ogre Thrower (Complete)  
B 151

# ORCS



**Orc  
Cheerleader**  
099903503

**Orc  
Cheerleaders (3)**  
B 101



**Black Orc  
Blocker 1**  
099900301



**Black Orc  
Blocker 2**  
099900302

**Orc Blood Bowl Team (11)**  
B 007



**Orc  
Blitzer 1**  
099900303

**Orc Team Booster Pack (Random 4)**  
B 100



**Orc  
Blitzer 2**  
099900304



**Orc  
Blitzer 3**  
099900305

*Note: The Orc Blood Bowl Team set includes 1 x 099900301, 1 x 099900302, 1 x 099900303, 1 x 099900304, 1 x 099900305, 1 x 099900306, 1 x 099900307, 2 x 099900308, and 2 x 099900309.*

*Note: The Orc Team Booster Pack includes 1 random Black Orc Blocker, 1 Thrower, 1 random Lineman, and 1 random Blitzer.*

*Note: The Skaven Blood Bowl Team set includes 2 x 099900401, 2 x 099900402, 2 x 099900403, 2 x 099900404, 1 x 099900405, 1 x 099900406, 1 x 099900407, and 1 x 099900408.*

*Note: The Skaven Team Booster Pack includes 1 random Lineman, 1 random Gutter Runner, 1 Thrower, 1 random Stormvermin, and 1 random Mutant.*



**Orc  
Thrower**  
099900306



**Orc  
Lineman 1**  
099900307



**Orc  
Lineman 2**  
099900308



**Orc  
Lineman 3**  
099900309

# SKAYEN



**Skaven  
Lineman 1**  
099900401

**Skaven Team Booster Pack (Random 5)**  
B 125



**Skaven  
Lineman 2**  
099900402



**Skaven  
Lineman 3**  
099900403



**Skaven  
Gutter Runner 1**  
099900404

**Skaven Blood Bowl Team (12)**  
B 013



**Skaven  
Gutter Runner 2**  
099900405



**Skaven  
Thrower**  
099900406



**Skaven  
Stormvermin 1**  
099900407



**Skaven  
Stormvermin 2**  
099900408



**Skaven Mutant  
w/ Extra Arms**  
099902702



**Skaven Mutant  
w/ Claw**  
099902703



**Skaven Mutant  
w/ Big Hand**  
099902704



**Skaven Mutant  
w/ Long Legs**  
099902705



# VAMPIRE COUNTS



*Note: The Vampire Counts Blood Bowl Team set includes 1 x 099908801, 1 x 099908802, 1 x 099908803, 1 x 099908804, 1 x 099908805, 2 x 099908806, 2 x 099908807, 2 x 099908808, and 2 x 099908809.*



**Vampire Player 1**  
099908801



**Vampire Player 2**  
099908802



**Vampire Player 3**  
099908803



**Vampire Player 4**  
099908804



**Vampire Player 5**  
099908805



**Vampire Thrall 1**  
099908806



**Vampire Thrall 2**  
099908807



**Vampire Thrall 3**  
099908808



**Vampire Thrall 4**  
099908809



**Vampire Cheerleader**  
099909001

**Vampire Counts Blood Bowl Team (12)**  
B 025

**Vampire Counts Team Booster Pack (Random 1)**  
B 066

*Note: The Vampire Counts Team Booster Pack includes 1 random Vampire Player and 2 random Vampire Thralls.*

**Vampire Cheerleaders (3)**  
B 067

# WOOD ELYES



*Note: The Wood Elf Blood Bowl Team set includes 4 x 099901201, 3 x 099901202, 1 x 099901203, 1 x 099901204, 1 x 099901205, 1 x 099901206, and 1 x 099901207.*



**Wood Elf Thrower**  
099901203



**Wood Elf Catcher 1**  
099901204



**Wood Elf Catcher 2**  
099901205



**Wood Elf Lineman 1**  
099901201



**Wood Elf Lineman 2**  
099901202

**Wood Elf Blood Bowl Team (12)**  
B 010

**Wood Elf Team Booster Pack (Random 3)**  
B 053

*Note: The Wood Elf Team Booster Pack includes 1 random Lineman, 1 Thrower, 1 random Catcher, and 1 random Wardancer.*



**Wood Elf Wardancer 1**  
099901206



**Wood Elf Wardancer 2**  
099901207

# STAR PLAYERS



**Scrapa Sorehead**  
099900601  
**Scrapa Sorehead (1)**  
B 112



**Griff Oberwald**  
099900701



**Morg N Thorg Head**  
099900801

**Morg N Thorg Torso**  
099900802



**Morg N Thorg Legs**  
099900803



**Morg N Thorg (1)**  
B 140

*Above: A complete Morg N Thorg*



**Nobbla Blackwort**  
099900901

**Nobbla Blackwort (1)**  
B 113



**Mighty Zug**  
099901301

**Mighty Zug (1)**  
B 044



**Varag Ghoul-Chewer**  
099901401



**Count Luthor von Drakenborg**  
099901501



**Horkon Heartripper**  
099901601

**Horkon Heartripper (1)**  
B 072



**Prince Moranion**  
099901701

**Prince Moranion (1)**  
B 052



**Deathroller Driver**  
099901901



**Deathroller Wheel Top**  
099901902



**Deathroller Wheel Bottom**  
099901903



**Grim Ironjaw**  
099901801

**Grim Ironjaw (1)**  
B 039



**Bomber Dribblesnot**  
099902201

**Bomber Dribblesnot (1)**  
B 115



**Deathroller Seat**  
099901904



**Deathroller Side**  
099901905



**Deathroller Gear Stick**  
099901906



**Dwarf Deathroller (Complete) (1)**  
B 093



**Fungus the Loon**  
099902101

**Fungus the Loon (1)**  
B 114



# STAR PLAYERS



**Ripper Bolgrot Head**  
099902301



**Ripper Bolgrot Arm**  
099902303



**Ripper Bolgrot Torso**  
099902302



**Ripper Bolgrot Legs**  
099902304



*Above: A complete Ripper Bolgrot*

**Ripper Bolgrot (1)**  
B 141



**Gnashnak Blackhoof Head**  
099902801



**Gnashnak Blackhoof Torso**  
099902802



**Gnashnak Blackhoof Arm**  
099902804



**Gnashnak Blackhoof Legs**  
099902803



**Head Splitter (1)**  
B 126

*Left: A complete Headsplitter*



**Head Splitter Head**  
099902401



**Head Splitter Legs**  
099902403



**Head Splitter Torso**  
099902402



**Gnashnak Blackhoof (1)**  
B 082



**Lord Borak the Despoiler**  
099902601



**Jordell Freshbreeze**  
099902901



**Hthark the Unstoppable**  
099903003



**Bull Centaur Right Side**  
021100505



**Bull Centaur Left Side**  
021100506



*Above: A complete Hthark the Unstoppable*

**Hthark the Unstoppable (1)**  
B 086

**Lord Borak the Despoiler (1)**  
B 087

**Jordell Freshbreeze (1)**  
B 055



# PRICE LIST



**Sillibili Body**  
099906601



**Sillibili Arm & Horns**  
099906602



*Above: A complete Sillibili*



**Thrudd Head 1**  
099907901



**Thrudd Body**  
099907903



**Thrudd Arm**  
099907904



**Thrudd Base**  
099907905



**Hakflem Skuttlespike**  
099903201



**Thrudd Head 2**  
099907902



**Thrudd (Complete) (1)**  
B 146



**Zara the Slayer**  
099908501  
**Zara the Slayer (1)**  
B 065



**Ramtut III**  
099908601  
**Ramtut III (1)**  
B 068

### Getting Started

- B 001 Blood Bowl .....\$75
- B 600 *Blood Bowl Annual 2002* .....\$15
- B 601 *Blood Bowl Annual 2003* .....\$15

### Boxed Sets & Blister Packs

- B 006 Human Blood Bowl Team .....\$45  
Box includes 12 models
- B 007 Orc Blood Bowl Team .....\$45  
Box includes 11 models
- B 008 Dwarf Blood Bowl Team .....\$45  
Box includes 12 models
- B 009 Elf Blood Bowl Team .....\$45  
Box includes 12 models
- B 010 Wood Elf Blood Bowl Team .....\$45  
Box includes 12 models
- B 011 Dark Elf Blood Bowl Team .....\$45  
Box includes 12 models
- B 012 Chaos Blood Bowl Team .....\$45  
Box includes 11 models
- B 013 Skaven Blood Bowl Team .....\$45  
Box includes 12 models
- B 014 Undead Blood Bowl Team .....\$45  
Box includes 12 models
- B 015 Chaos Dwarf Blood Bowl Team ....\$45  
Box includes 12 models
- B 018 Norse Blood Bowl Team .....\$45  
Box includes 12 models
- B 019 Amazon Blood Bowl Team .....\$45  
Box includes 12 models
- B 020 Lizardmen Blood Bowl Team .....\$45  
Box includes 12 models
- B 021 Khemri Blood Bowl Team .....\$45  
Box includes 12 models
- B 022 Nurgle's Rotters Blood Bowl Team ..\$45  
Box includes 12 models
- B 024 Necromancer Blood Bowl Team ...\$45  
Box includes 12 models

- B 025 Vampire Counts Blood Bowl Team ..\$45  
Box includes 12 models
- B 026 High Elf Blood Bowl Team .....\$45  
Box includes 12 models
- B 035 Human Team Booster Pack .....\$15  
Blister includes 4 models
- B 036 Human Referee .....\$7  
Blister includes 1 model
- B 037 Human Cheerleaders .....\$10  
Blister includes 3 models
- B 039 Grim Ironjaw .....\$8  
Blister includes 1 model
- B 040 Amazon Team Booster Pack .....\$15  
Blister includes 4 models
- B 041 Amazon Coach .....\$7  
Blister includes 1 model
- B 042 Amazon Cheerleaders .....\$10  
Blister includes 3 models
- B 043 Norse Team Booster Pack .....\$15  
Blister includes 4 models
- B 044 Mighty Zug .....\$9  
Blister includes 1 model
- B 050 High Elf Team Booster Pack .....\$15  
Blister includes 4 models
- B 051 High Elf Cheerleaders .....\$10  
Blister includes 3 models
- B 052 Prince Moranion .....\$9  
Blister includes 1 model
- B 053 Wood Elf Team Booster Pack .....\$15  
Blister includes 4 models
- B 054 Blood Bowl Treeman .....\$20  
Blister includes 1 model
- B 055 Jordell Freshbreeze .....\$9  
Blister includes 1 model
- B 056 Elf Team Booster Pack .....\$15  
Blister includes 4 models
- B 057 Elf Cheerleaders .....\$10  
Blister includes 4 models
- B 060 Undead Team Booster Pack .....\$20  
Blister includes 5 models
- B 061 Khemri Team Booster Pack .....\$15  
Blister includes 4 models
- B 065 Zara the Slayer .....\$9  
Blister includes 1 model
- B 066 Vampire Counts Team Booster Pack ..\$9  
Blister includes 1 model
- B 067 Vampire Counts Cheerleader .....\$10  
Blister includes 3 models
- B 068 Ramtut III .....\$9  
Blister includes 1 model
- B 069 Khemri Cheerleader .....\$10  
Blister includes 1 models
- B 070 Dark Elf Team Booster Pack .....\$15  
Blister includes 4 models
- B 071 Dark Elf Cheerleaders .....\$10  
Blister includes 3 models
- B 072 Horkon Heartripper .....\$9  
Blister includes 1 model
- B 080 Chaos Team Booster Pack .....\$12  
Blister includes 3 models
- B 081 Chaos Cheerleaders .....\$10  
Blister includes 3 models
- B 082 Minotaur .....\$15  
Blister includes 1 model
- B 083 Nurgle's Rotters Team Booster Pack ..\$9  
Blister includes 2 models
- B 085 Chaos Dwarf Team Booster Pack ....\$9  
Blister includes 2 models
- B 086 Hthark the Unstoppable .....\$12  
Blister includes 1 model
- B 087 Lord Borak the Despoiler .....\$8  
Blister includes 1 model
- B 091 Dwarf Referee .....\$7  
Blister includes 1 model
- B 092 Dwarf Cheerleaders .....\$10  
Blister includes 3 models
- B 093 Dwarf Deathroller .....\$20  
Blister includes 1 model

# PRICE LIST



B 100	Orc Team Booster Pack	.....\$15
	Blister includes 4 models	
B 101	Orc Cheerleaders	.....\$10
	Blister includes 3 models	
B 105	Necromancer Team Booster Pack	.....\$20
	Blister includes 5 models	
B 106	Necromancer Cheerleader	.....\$10
	Blister includes 3 models	
B 110	Goblin Team Booster Pack	.....\$10
	Blister includes 3 models	
B 111	Goblin Cheerleaders	.....\$10
	Blister includes 3 models	
B 112	Scrappa Sorehead	.....\$9
	Blister includes 1 model	
B 113	Nobbla Blackwort	.....\$9
	Blister includes 1 model	
B 114	Fungus the Loon	.....\$9
	Blister includes 1 model	
B 115	Bommer Dribblesnot	.....\$9
	Blister includes 1 model	
B 120	Lizardmen Team Booster Pack	.....\$9
	Blister includes 2 models	
B 121	Blood Bowl Kroxigor	.....\$15
	Blister includes 1 model	
B 125	Skaven Team Booster Pack	.....\$15
	Blister includes 5 models	
B 126	Blood Bowl Rat Ogre	.....\$15
	Blister includes 1 model	
B 130	Halfling Team Booster Pack	.....\$10
	Blister includes 3 models	
B 140	Morg N Thorg	.....\$15
	Blister includes 1 model	
B 141	Blood Bowl Troll	.....\$15
	Blister includes 1 model	
B 146	Thrudd the Barbarian	.....\$15
	Blister includes 1 model	
B 147	Blood Bowl Major Trophies	.....\$10
	Blister includes 4 models	
B 150	Blood Bowl Ogre	.....\$15
	Blister includes 1 models	
B 151	Blood Bowl Ogre Thrower	.....\$20
	Blister includes 2 models	
MO 0289	Ogre Blood Bowl Team	.....\$90
	Box includes 6 models	

## Metal Bitz

### Amazons

099906201	Amazon Linewoman 1	.....\$4.25
099906202	Amazon Linewoman 2	.....\$4.25
099906203	Amazon Linewoman 3	.....\$4.25
099906204	Amazon Linewoman 4	.....\$4.25
099906205	Amazon Blitzzer 2	.....\$4.25
099906206	Amazon Blitzzer 1	.....\$4.25
099906207	Amazon Thrower	.....\$4.25
099906208	Amazon Catcher	.....\$4.25
099906301	Amazon Coach	.....\$7

### Chaos

099901101	Chaos Warrior 1	.....\$4.50
099901102	Chaos Warrior 2	.....\$4.50
099901103	Chaos Warrior 3	.....\$4.50
099901104	Beastman 1	.....\$4.50
099901105	Beastman 2	.....\$4.50
099901106	Beastman 3	.....\$4.50
099901107	Beastman 4	.....\$4.50
099903101	Chaos Mutant 1	.....\$4
099903102	Chaos Mutant 2	.....\$4
099903103	Chaos Mutant 3	.....\$4

### Chaos (Nurgle's Rotters)

099905301	Nurgle's Rotter 1	.....\$4.50
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099905302	Nurgle's Rotter 2	.....\$4.50
099905303	Nurgle's Rotter 3	.....\$4.50
099905304	Nurgle's Rotter Beastman 1	.....\$4.50
099905305	Nurgle's Rotter Beastman 2	.....\$4.50

### Chaos Dwarfs

099903301	Chaos Dwarf 1	.....\$4.25
099903302	Chaos Dwarf 2	.....\$4.25
099903303	Chaos Dwarf 3	.....\$4.25
099903304	Chaos Dwarf 4	.....\$4.25
099903401	Hobgoblin 1	.....\$3.75
099903402	Hobgoblin 2	.....\$3.75
099903403	Hobgoblin 3	.....\$3.75
099903404	Hobgoblin 4	.....\$3.75

### Cheerleaders

099903501	Dark Elf Cheerleader	.....\$3
099903502	High Elf Cheerleader	.....\$3
099903503	Orc Cheerleader	.....\$3
099903504	Human Cheerleader	.....\$3
099903505	Chaos Cheerleader	.....\$3
099903508	Dwarf Cheerleader	.....\$3
099903509	Goblin Cheerleader 1 (Pony Tail)	.....\$3
099903510	Goblin Cheerleader 2 (Topknot)	.....\$3
099906101	Elf Cheerleader	.....\$3.50
099906401	Amazon Cheerleader A	.....\$3.50
099906402	Amazon Cheerleader B	.....\$3.50
099909001	Vampire Cheerleader	.....\$3.50
099909101	Khemri Cheerleader	.....\$3.50
099909201	Necromancer Cheerleader	.....\$3.50

### Dark Elves

099900201	Dark Elf Thrower	.....\$4.25
099900202	Dark Elf Blitzzer 2	.....\$4.25
099900203	Dark Elf Blitzzer 1	.....\$4.25
099900204	Witch Elf 1	.....\$4.25
099900205	Witch Elf 2	.....\$4.25
099900206	Dark Elf Lineman 1	.....\$4.25
099900207	Dark Elf Lineman 2	.....\$4.25
099900208	Dark Elf Lineman 3	.....\$4.25

### Dwarfs

099900501	Dwarf Longbeard 1	.....\$4.25
099900502	Dwarf Longbeard 2	.....\$4.25
099900503	Dwarf Longbeard 3	.....\$4.25
099900504	Dwarf Runner 1	.....\$4.25
099900505	Dwarf Blitzzer 1	.....\$4.25
099900506	Dwarf Slayer 1	.....\$4.25
099900507	Dwarf Runner 2	.....\$4.25
099900508	Dwarf Blitzzer 2	.....\$4.25
099900509	Dwarf Slayer 2	.....\$4.25

### Elves

099905901	Elf Lineman 1	.....\$4.50
099905902	Elf Lineman 2	.....\$4.50
099905903	Elf Lineman 3	.....\$4.50
099905904	Elf Lineman 4	.....\$4.50
099905905	Elf Blitzzer 1	.....\$4.50
099905906	Elf Blitzzer 2	.....\$4.50
099905907	Elf Thrower 1	.....\$4.50
099905908	Elf Thrower 2	.....\$4.50
099905909	Elf Catcher 1	.....\$4.50
099905910	Elf Catcher 2	.....\$4.50

### Goblins

099902501	Goblin 1	.....\$3.50
099902502	Goblin 2	.....\$3.50
099902503	Goblin 3	.....\$3.50
099902504	Goblin 4	.....\$3.50
099902505	Goblin 5	.....\$3.50

### Halflings

099902001	Halfling 2	.....\$3.50
099902002	Halfling 1	.....\$3.50
099902003	Halfling 3	.....\$3.50
099902004	Halfling 6	.....\$3.50
099902005	Halfling 4	.....\$3.50
099902006	Halfling 5	.....\$3.50
099907001	Treeman Right Arm	.....\$3.25
099907002	Treeman Body	.....\$12.50
099907003	Treeman Left Arm	.....\$3.25

### High Elves

099900101	High Elf Lineman 1	.....\$4.25
099900102	High Elf Lineman 2	.....\$4.25
099900103	High Elf Lineman 3	.....\$4.25
099900104	High Elf Lineman 4	.....\$4.25
099900105	High Elf Thrower	.....\$4.25
099900106	High Elf Dragon Warrior 1	.....\$4.25
099900107	High Elf Lion Warrior 1	.....\$4.25
099900108	High Elf Dragon Warrior 2	.....\$4.25
099900109	High Elf Lion Warrior 2	.....\$4.25

### Humans

099903701	Human Lineman 1	.....\$4.25
099903702	Human Lineman 2	.....\$4.25
099903703	Human Lineman 3	.....\$4.25
099903704	Human Catcher 1	.....\$4.25
099903705	Human Catcher 2	.....\$4.25
099903706	Human Thrower	.....\$4.25
099903707	Human Blitzzer 1	.....\$4.25
099903708	Human Blitzzer 2	.....\$4.25
099903709	Human Blitzzer 3	.....\$4.25

### Khemri

099905101	Khemri Mummy 1	.....\$4.50
099905102	Khemri Mummy 2	.....\$4.50
099905103	Khemri Skeleton Head Sprue	.....\$2.25
099905104	Khemri Head 1	.....\$1.25
099905105	Khemri Head 2	.....\$1.25
099905106	Khemri Collar	.....\$0.75
099905107	Khemri Skeleton Torso	.....\$1.25
099905108	Khemri Arm Sprue	.....\$1.25
099905109	Khemri Pad Sprue	.....\$1.25
099905110	Khemri Skeleton Legs	.....\$1.25

### Lizardmen

099906501	Saurus with One Horn	.....\$3.50
099906502	Saurus Arm 1	.....\$2.25
099906503	Saurus with Two Horns	.....\$3.50
099906504	Saurus Arm 2	.....\$2.25
099906505	Skink with Long Crest	.....\$4.25
099906506	Skink with Two Small Crests	.....\$4.25
099906507	Skink with Single Small Crests	.....\$4.25
099906508	Skink without Helmet	.....\$4.25
099907801	Kroxigor without Head Crest	.....\$1
099907802	Kroxigor with Head Crest	.....\$1
099907803	Kroxigor Body	.....\$12
099907804	Kroxigor Arm	.....\$1
099907805	Kroxigor Tail	.....\$1

### Necromancer & Undead

099901001	Ghoul 1	.....\$4.25
099901002	Ghoul 2	.....\$4.25
099901003	Skeleton 1	.....\$4.25
099901004	Skeleton 2	.....\$4.25
099901005	Zombie 1	.....\$4.25
099901006	Zombie 2	.....\$4.25
099901007	Mummy 1	.....\$4.50
099901008	Mummy 2	.....\$4.50
099901009	Wight 1	.....\$4.25
099901010	Wight 2	.....\$4.25
099908202	Werewolf Head	.....\$2.25
099908203	Werewolf Body	.....\$8
099908401	Flesh Golem	.....\$8

### Norse

099903601	Norse Thrower	.....\$4.25
099903602	Norse Lineman 1	.....\$4.25



# PRICE LIST

099903603	Norse Lineman 2	.....	\$4.25
099903604	Norse Lineman 3	.....	\$4.25
099903605	Norse Catcher 1	.....	\$4.25
099903606	Norse Catcher 2	.....	\$4.25
099903607	Norse Blitzzer 1	.....	\$4.25
099903608	Norse Blitzzer 2	.....	\$4.25

**Ogres**

099905501	Ogre Head (Random)	.....	\$2
099905502	Ogre Torso A	.....	\$4
099905503	Ogre Torso B	.....	\$4
099905504	Ogre Shoulder Pads	.....	\$2
099905505	Ogre Legs A	.....	\$4
099905506	Ogre Legs B	.....	\$4
099905507	Ogre Legs C	.....	\$4
099905508	Ogre Arm Sprue A	.....	\$3
099905509	Ogre Arm Sprue B	.....	\$3
099905510	Ogre Arm Sprue C	.....	\$3
099905511	Ogre Arm Sprue D	.....	\$3
099905512	Ogre Thrower Arm (Grot)	.....	\$2
099905513	Ogre Thrower Torso	.....	\$4
099905514	Ogre Thrower Legs	.....	\$4
099905515	Ogre Grot with Ball	.....	\$3

**Orcs**

099900301	Black Orc Blocker 1	.....	\$4.50
099900302	Black Orc Blocker 2	.....	\$4.50
099900303	Orc Blitzzer 1	.....	\$4.25
099900304	Orc Blitzzer 2	.....	\$4.25
099900305	Orc Blitzzer 3	.....	\$4.25
099900306	Orc Thrower	.....	\$4.25
099900307	Orc Lineman 1	.....	\$4.25
099900308	Orc Lineman 2	.....	\$4.25
099900309	Orc Lineman 3	.....	\$4.25

**Referees and Trophies**

099903506	Dwarf Referee	.....	\$6
099903507	Human Referee	.....	\$6
099905801	Blood Bowl Trophy 1	.....	\$2.25
099905802	Blood Bowl Trophy 2	.....	\$2.25
099905803	Blood Bowl Trophy 3	.....	\$2.25
099905804	Blood Bowl Trophy 4	.....	\$2.25
099905805	Blood Bowl Trophy 4 Top	.....	\$1.25

**Skaven**

099900401	Skaven Lineman 1	.....	\$4.50
099900402	Skaven Lineman 2	.....	\$4.50
099900403	Skaven Lineman 3	.....	\$4.50
099900404	Skaven Gutter Runner 1	.....	\$4.50
099900405	Skaven Gutter Runner 2	.....	\$4.50
099900406	Skaven Thrower	.....	\$4.50
099900407	Skaven Stormvermin 1	.....	\$4.50
099900408	Skaven Stormvermin 2	.....	\$4.50
099902702	Skaven Mutant with Extra Arms	.....	\$4.50
099902703	Skaven Mutant with Claw	.....	\$4.50
099902704	Skaven Mutant with Big Hand	.....	\$4.50
099902705	Skaven Mutant with Long Legs	.....	\$4.50

**Star Players & Big Guys**

099900601	Scrappa Sorehead	.....	\$6.75
099900701	Griff Oberwald	.....	\$9
099900801	Morg N Thorg Head	.....	\$2.50
099900802	Morg N Thorg Torso	.....	\$7.75
099900803	Morg N Thorg Legs	.....	\$4.75
099900901	Nobbla Blackwort	.....	\$6.75
099901301	Mighty Zug	.....	\$9
099901401	Varag Ghoulichewer	.....	\$9
099901501	Count Luthor Von Drakenborg	.....	\$9
099901601	Horkon Hearripper	.....	\$9
099901701	Prince Moranion	.....	\$9
099901801	Grim Ironjaw	.....	\$9
099901901	Deathroller Driver	.....	\$4.50
099901902	Deathroller Wheel Top	.....	\$3.75
099901903	Deathroller Wheel Bottom	.....	\$3.75
099901904	Deathroller Seat	.....	\$2.50
099901905	Deathroller Side	.....	\$1.50
099901906	Deathroller Gear Stick	.....	\$2.50

099902101	Fungus the Loon	.....	\$6.75
099902201	Bomber Dribblesnot	.....	\$6.75
099902301	Ripper Bolgrot Head	.....	\$3
099902302	Ripper Bolgrot Torso	.....	\$5
099902303	Ripper Bolgrot Arm	.....	\$3
099902304	Ripper Bolgrot Legs	.....	\$4
099902401	Head Splitter Head	.....	\$3.50
099902402	Head Splitter Torso	.....	\$6
099902403	Head Splitter Legs	.....	\$5.50
099902601	Lord Borak the Despoiler	.....	\$9
099902801	Gnashnak Blackhoof Head	.....	\$2.50
099902802	Gnashnak Blackhoof Torso	.....	\$5
099902803	Gnashnak Blackhoof Legs	.....	\$5
099902804	Gnashnak Blackhoof Arm	.....	\$2.50
099902901	Jordell Freshbreeze	.....	\$9
099903003	Hthark the Unstoppable	.....	\$4.50
021100505	Bull Centaur Right Side	.....	\$3.75
021100506	Bull Centaur Left Side	.....	\$3.75
099903201	Hakflem Skuttlespike	.....	\$9
099906601	Silibili Body	.....	\$6.75
099906602	Silibili Arm & Horns	.....	\$2.25
099907901	Thrudd Head 1	.....	\$1
099907902	Thrudd Head 2	.....	\$1
099907903	Thrudd Body	.....	\$10
099907904	Thrudd Arm	.....	\$1
099907905	Thrudd Base	.....	\$2
099908501	Zara the Slayer	.....	\$9
099908601	Ramtut III	.....	\$9

**Vampire Counts**

099908801	Vampire Player 1	.....	\$5.75
099908802	Vampire Player 2	.....	\$4.50
099908803	Vampire Player 3	.....	\$4.50
099908804	Vampire Player 4	.....	\$4.50
099908805	Vampire Player 5	.....	\$4.50
099908806	Vampire Thrall 1	.....	\$4.50
099908807	Vampire Thrall 2	.....	\$4.50
099908808	Vampire Thrall 3	.....	\$4.50
099908809	Vampire Thrall 4	.....	\$4.50

**Wood Elves**

099901201	Wood Elf Lineman 1	.....	\$4.25
099901202	Wood Elf Lineman 2	.....	\$4.25
099901203	Wood Elf Thrower	.....	\$4.25
099901204	Wood Elf Catcher 1	.....	\$4.25
099901205	Wood Elf Catcher 2	.....	\$4.25
099901206	Wood Elf Wardancer 1	.....	\$4.25
099901207	Wood Elf Wardancer 2	.....	\$4.25

**Classic/Collector's Range**

**Metal Bitz**

**Classic Star Players**

073387-2	Hoshi Komi	.....	\$8
073387-3	Gregor Meissan	.....	\$8
073387-4	Barik Farblast	.....	\$8
073387-5	Tuern Redvenom	.....	\$8
073387-6	Dieter Hammerslash	.....	\$8
073387-7	Withergrasp Doubledrool	.....	\$8
073387-10	Eldric Sidewinder	.....	\$8
073387-11	Flint Churnblade	.....	\$8
073387-12	Greaser Geargrinder	.....	\$8
073387-14	Frank 'N' Stein	.....	\$8
073387-16	Slarga Foulstrike	.....	\$8
073387-17	Wilhelm Chaney	.....	\$8
073387-18	Ugroth Ripper Bolgrot	.....	\$8
073387-19	Rasta Tail Spike	.....	\$8
073498-1	Lewdgrip Whiparm	.....	\$8

073498-3	Bilerot Vomit Flesh	.....	\$8
073498-4	Dorjak Sureclaw	.....	\$8
073498-5	Wormhowl Greyscar	.....	\$8
073498-7	Duke Luthor Von Hawkfire	.....	\$8
073498-8	Gaimen Goreblade	.....	\$8



**Hoshi Komi**  
073387-2



**Gregor Meissan**  
073387-3



**Dieter Hammerslash**  
073387-6



**Tuern Redvenom**  
073387-5



**Barik Farblast**  
073387-4



**Withergrasp Doubledrool**  
073387-7



**Eldric Sidewinder**  
073387-10



**Flint Churnblade**  
073387-11





# CLASSIC RANGE



**Greaser Geargrinder**  
073387-12



**Frank 'N' Stein**  
073387-14



**Slarga Foulstrike**  
073387-16



**Wilhelm Chaney**  
073387-17



**Ugroth Ripper Bolgrot**  
073387-18



**Rasta Tail Spike**  
073387-19



**Lewdgrip Whiparm**  
073498-1



**Billerot Vomittflesh**  
073498-3



**Dorjak Sureclaw**  
073498-4



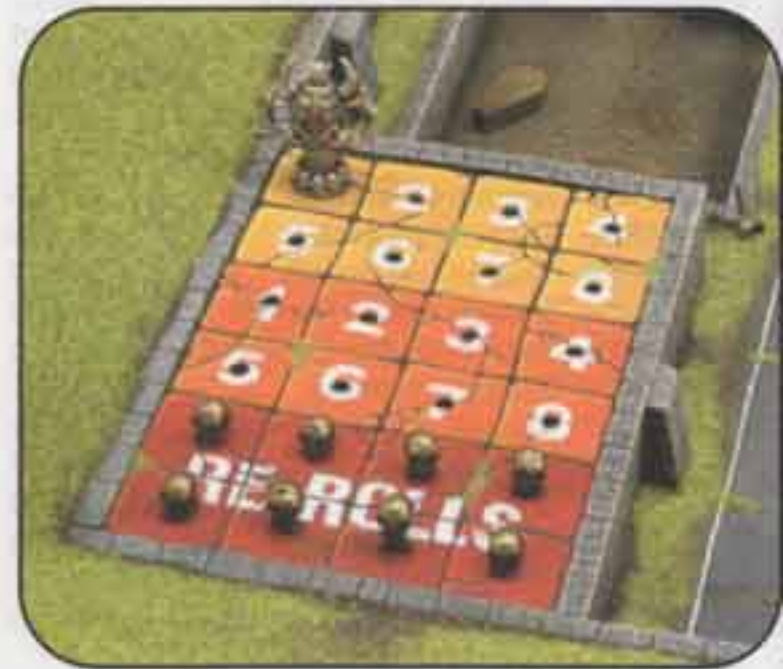
**Wormhowl Greyscar**  
073498-5



**Duke Luthor Von Hawfire**  
073498-7

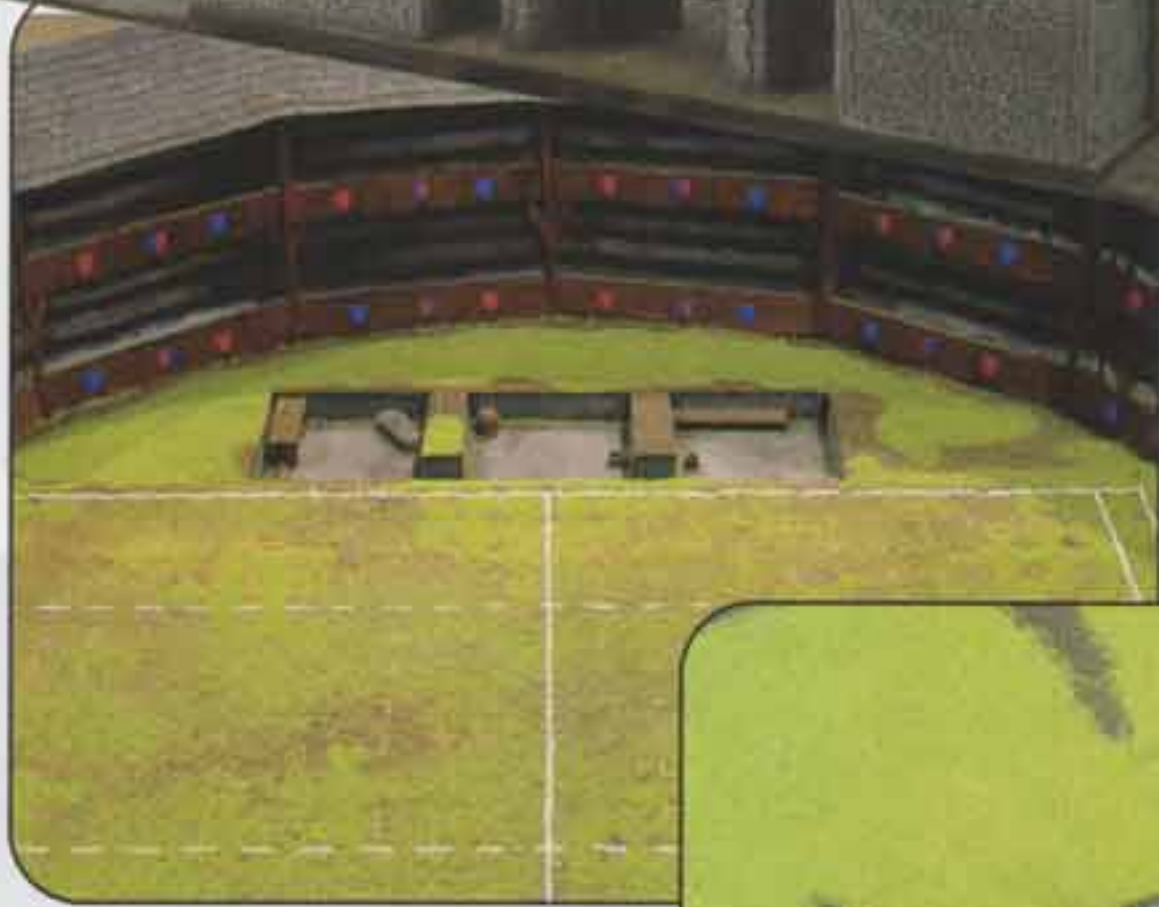


**Galmen Goreblade**  
073498-8



**960 SPECIALIST GAMES CAN BE SPECIAL ORDERED**

All SPECIALIST Games and models can be ordered from ANY participating Independent Retailer or Games Workshop Hobby Centre - just ask the store staff!



## SHOWCASE

While the Blood Bowl Pitch in the boxed set is a perfectly fine surface to play your games of Blood Bowl upon, some crazed hobbyists go even further! These Blood Bowl stadiums are both impressive scenery projects and fully functioning Blood Bowl pitches.

**Above:** A Blood Bowl pitch made by Ray Dransfield. The exterior design makes it seem as though it is part of a busy Empire city.

**Left and Right:** This pitch was made especially for the Championship Game of the Chaos Cup held at the 2003 Chicago Games Day. Being the home stadium for the Chaos Cup, the influences of the Ruinous Powers can be seen in details like the Chaos star at midfield and the scoreboard made out of 40K Chaos Vehicle Accessory Sprue gargoyle heads.





# EPIC: ARMAGEDDON

*Infantry, vast columns of armor, super heavy tanks, and massive Titans that tower over the battlefield all take part in a combined arms effort to win the day. Epic: Armageddon is warfare in the deadly 41st millennium but on a whole new scale.*

## War on an EPIC Scale!

The Epic: Armageddon rules allow players to fight battles with Epic-scale models (about 6 or 7 mm tall for a man-sized creature). This fantastic scale allows access to the full spectrum of units and war machines available to a futuristic commander or warlord. Where a game of Warhammer 40,000 might have a few tanks per side, the size of Epic: Armageddon allows for dozens upon dozens of such vehicles of destruction to be under the control of each player. You'll need that kind of firepower to take on the enemy! Mighty Titans, immense war machines the size of skyscrapers, stride into the fray. Flyers streak overhead, and squad after squad of infantry hole up in cover to offer support or launch assaults to swarm over enemy armor. The game is all about artillery barrages, swift scouting vehicles, and the kinds of battles that any gamer would truly deem EPIC.



*Above: Mighty Warlord Titans stalk the battlefields of Armageddon, unleashing torrents of firepower!*

## Why ARMAGEDDON, and When Can You Expect It?

Longtime hobbyists will recognize much in Epic: Armageddon, as it combines many of the previous Epic-scale models and concepts with the Warhammer 40,000 Battle for Armageddon Campaign. Serious veterans will even recall board games about the many struggles on this key Imperial planet.

Epic: Armageddon includes a history of the major wars fought on Armageddon and details the military units that took place in the ferocious fighting that occurred. The new Epic: Armageddon rules are designed to reflect the kinds of battles that were rampant on the planet during the last Ork invasion.

The Epic: Armageddon rulebook and the first batches of new releases are expected mid-2004. For more details, check out *White Dwarf* magazine or the Games Workshop web site. To see more on this exciting new development directly, go to the Specialist games web site at:  
[www.specialist-games.com/](http://www.specialist-games.com/)





Space Ork Battle Wagon



Space Ork Shooty Boyz



Space Ork Warbikes



Space Marine Thunderhawk Gunship



Space Marine Land Raider



Space Marine Terminators



Imperial Guard Baneblade

*It is the purest folly to believe that an individual can save Armageddon. Wars are not won by heroes. They are won by firepower, force, and the application of strategy and tactics.*

Commissar Yarrick

## What Will the New Rulebook Contain?

The Epic: Armageddon rulebook will be divided into five major sections, each of which will teach you about an important aspect of the Epic hobby.

**The Rules.** The rules are subdivided into the Core Rules and then Advanced Rules sections for Specialist Units & Weapons, War Engines, and Aerospace Operations. Each of these sections is followed by a small selection of training scenarios that allow you to try out the new rules that have been introduced.

**Background & Forces.** This section describes the background to the Third Armageddon War and the different Imperial Guard, Space Marine, and Ork units that are taking part in it. The information on the units includes a datasheet that tells you everything you need to know to use these units in games of Epic.

**Gaming.** This section explains how to play tournament, scenario, and campaign games. It includes army lists for use in tournament games for the most important armies involved in the Armageddon War and sections on how to design your own scenarios and invent your own units and formations.

**Collecting & Painting.** The collecting and painting section explains how to go about collecting an Epic army and describes a number of different methods you can use to paint the models. It also describes methods you can use to make Epic-scale terrain to fight your battles over.

**Appendices.** The Epic: Armageddon rulebook is rounded off by a set of appendices, which cover frequently asked questions about the game rules and how to use models for units not covered in the army lists. The appendices also include a selection of reference sheets, roster sheets, and templates that are useful when playing Epic.



Space Marines from the Imperial Fists Chapter assault an invading Ork horde from the rear.



# INQUISITOR

*You have been told of the Inquisition, that shadowy organization that defends Mankind and the Emperor from the perils of heresy, possession, alien dominance, and rebellion.*

*You have been told the Inquisition is the ultimate defense against the phantoms of fear and terror that lurk in the darkness between the stars.*

*You have been told the Inquisition employs the bright saviors in an eclipse of evil, the purest and most devoted warriors of the Emperor.*

*You have been told the Inquisition is united in its cause to rid the galaxy of any threat, from without or within.*

*Everything you have been told is a lie!*

For 10,000 years, the forces of the Emperor's Inquisition have fought a secret war to defend humanity from its worst enemies: the alien, the heretic, and the Daemon. But this war is fought as much with hearts and minds as with guns and blade. It is a war without mercy that is fought in the dark, forgotten corners of the galaxy.

Welcome to the shadowy world of the Inquisitor! This narrative wargame allows you to play the part of a bold hero or cruel villain in the horrifying universe of the 41st millennium. Each player controls one or more characters who are represented by large-scale miniatures that move and fight over a tabletop battlefield.

This skirmish-level, narrative-driven game adds a whole new level of detail to gaming in the 41st millennium.

The Inquisitor rulebook contains all the rules needed to play as well as a comprehensive armory and details of many special talents, abilities, and psychic powers. Extensive tips and guidance for Games Masters can be found as well as 15 fully detailed sample characters. Inquisitive minds will also find plenty of background for the character types as well as painting and modeling tips. So, for those of you ready for more character and roleplay in your tabletop gaming, Inquisitor is for you.

## Inquisitor-Scale Models

Games Workshop has designed an extensive range of Inquisitor models for all of the characters detailed in the Inquisitor rulebook and many more besides. These large-scale models are much bigger than the majority of Citadel Miniatures. Man-sized models in the other GW games are approximately 28 mm high, whereas those for Inquisitor are roughly 54 mm to 60 mm high.

From Imperial agents and aliens to extra-terrestrial weapons and conversion pieces, all the Inquisitor models and codes available can be found on the following pages. For the latest releases, it is worth checking out the "More Games" section on the Games Workshop website at [www.games-workshop.com](http://www.games-workshop.com).

## Conversion Ideas

With all the individuality of characters in Inquisitor and the hyper-detailed skirmish rules, many players find themselves doing conversions on their large-scale models. Of course, it is possible to use all the bits in the Inquisitor range, but cunning converters will be able to find a host of parts throughout the rest of this catalog, especially with large monsters and even some war machines or vehicles!

*Witch Hunter Tyrus and his retinue prepare for an encounter with underground mutants.*



*Mynarc the Unforgiven and an Eldar Renegade face off.*



*Bits from multiple models from multiple games went into the creation of this mutant by Chris Hutchings.*



*Adeptus Arbites Enforcer by Darren Latham*



*Rick Smith used subtle conversions to the basic Witch Hunter Tyrus model to make Inquisitor Melchia.*



*When challenged to build a bike in scale with Brother Artemis, Roy Morris came up with this stunning piece, which was mostly scratch-built from plasticard and green stuff.*





## Getting Started



**Inquisitor Rulebook**  
70-01-60

### **Inquisitor Rulebook**

All of the rules needed to play the hyper-detailed Inquisitor game can be found in the Inquisitor rulebook. There is also background describing all the different characters you can use in your games of Inquisitor as well as some painting and modeling tips.

### **Exterminatus Magazine**

*Exterminatus Magazine* is an Inquisitor publication filled with great articles and all the latest news about the Inquisitor game. It's also the place where the rules supporting the new models we make can be found.



**Inquisitor Dice Pack**  
65-08

### **Inquisitor Dice Pack**

This package contains five 6-sided dice with the Inquisitor "I" in place of the single pip on the "1" side of the die, 4 10-sided dice, and 1 scatter die. All dice are pearlized red.



# Deathwatch Battle Brother Artemis



**Deathwatch Battle Brother Artemis (1)**  
70-06



**Artemis Left Arm**  
139900205



**Artemis Backpack**  
139900214



**Artemis Rear Torso**  
139900203



**Artemis Front Torso**  
139900204



**Artemis Sword**  
139900212



**Artemis Bolter**  
139900213



**Artemis Right Arm**  
139900202



**Artemis Right Leg**  
139900208

**Artemis Left Leg**  
139900209



**Artemis Head**  
139900201



**Artemis Grenade Belt 1**  
139900207



**Artemis Grenade Belt 2**  
139900210



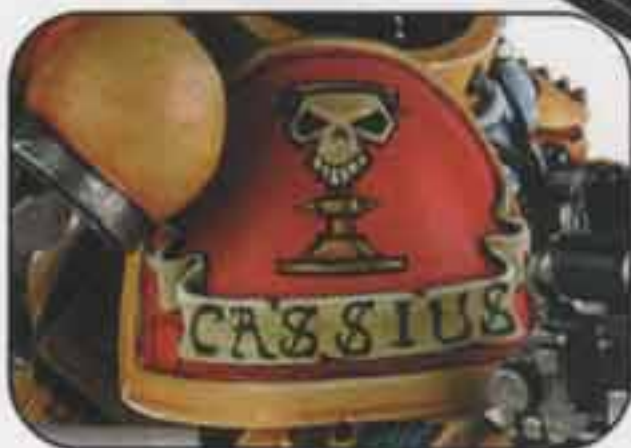
**Artemis Combat Knife**  
139900206



**Artemis Accessories Sprue**  
139900211

# Showcase

*Darren Latham used the bitz that make up Battle Brother Artemis and added a little bit of putty work and some exquisite painting details to create this Inquisitor-scale Blood Angels Captain.*



*Mark Edwards used some putty to sculpt the Tabard that Brother Konrad wears and heavily converted the hand to give him a clawed power fist (quite useful for cleansing the universe in the 41st millennium).*





## Damien 1427



**Damien 1427 (1)**  
70-07



**Damien Head**  
139900501



**Damien Torso**  
139900503



**Damien Right Arm**  
139900502



**Damien Left Arm**  
139900504



**Damien Legs**  
139900505



**Damien Syringe Sprue**  
139900507



**Damien Skull Sprue**  
139900506



**Simeon 38X (1)**  
IN01

*Note: The complete Simeon 38X model includes the following bits from the Damien 1427 model: 139900503, 139900505, 139900506, and 139900507.*



**Simeon Right Arm**  
139901602



**Simeon Left Arm**  
139901604



**Simeon Head**  
139901601



**Simeon Right Claw**  
139901608



**Simeon Left Claw**  
139901609

## Preacher Josef



**Preacher Josef (1)**  
70-08



**Josef Head**  
139900401



**Josef Right Arm**  
139900402



**Josef Left Arm**  
139900404



**Josef Keys**  
139900409



**Josef Accessory Sprue**  
139900410



**Josef Body**  
139900403



**Josef Right Leg**  
139900405



**Josef Left Leg**  
139900406



**Josef Hammer Head**  
139900407



**Josef Hammer Haft**  
139900408



**Inquisitor Eisenhorn (1)**  
70-09



Inquisitor Eisenhorn



**Eisenhorn Right Sword**  
139900602



**Eisenhorn Left Arm With Scabbard**  
139900604



**Eisenhorn Staff**  
139900610



**Eisenhorn Holster**  
139900608



**Eisenhorn Sigils Sprue**  
139900607



**Eisenhorn Body**  
139900603



**Eisenhorn Left Leg**  
139900606



**Eisenhorn Right Leg**  
139900605



**Eisenhorn Head**  
139900601



**Eisenhorn Scanner**  
139900609



Inquisitor Covenant



**Inquisitor Covenant (1)**  
70-12



**Covenant Accessory Sprue**  
139900110



**Covenant Legs**  
139900107



**Covenant Head**  
139900101



**Covenant Pycannon**  
139900102



**Covenant Sigils Sprue**  
139900109



**Covenant Left Arm w/ Sword**  
139900106



**Covenant Body Back**  
139900104



**Covenant Body Front**  
139900105



**Covenant Right Arm**  
139900103



**Covenant Backpack**  
139900108



## Magos Delphan Gruss



**Delphan Gruss (1)**  
70-10



**Gruss Head** 139900701  
**Gruss Right Arm with Pistol** 139900702  
**Gruss Body** 139900703  
**Gruss Left Arm with Drill** 139900704



**Power Tubes Sprue 2** 139900712  
**Power Tubes Sprue 3** 139900713  
**Gruss Hoses** 139900710

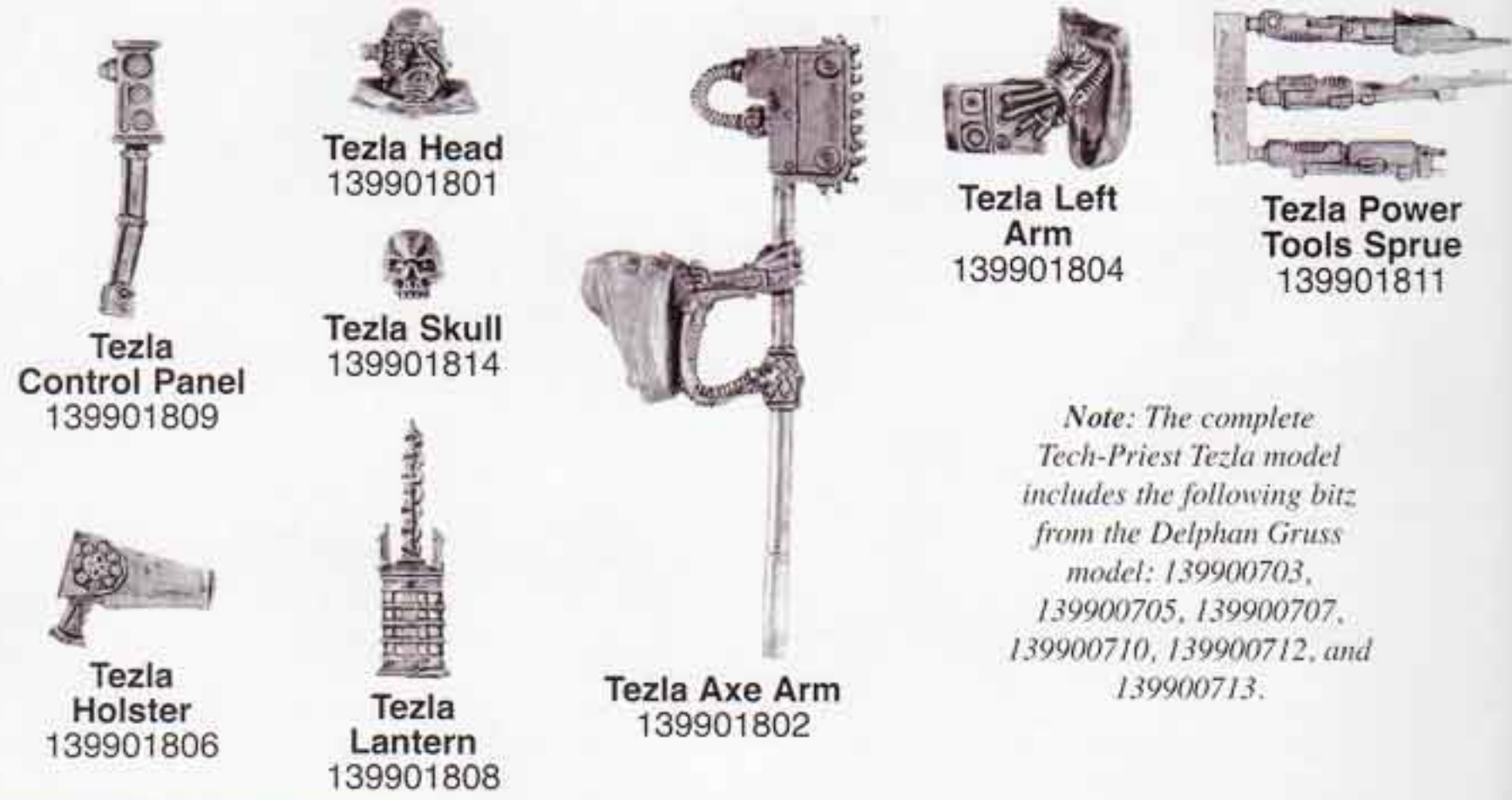


**Gruss Right Leg** 139900705  
**Gruss Tabard** 139900706  
**Gruss Left Leg** 139900707  
**Gruss Servo Claw Sprue** 139900708  
**Gruss Servo Claw Sprue 2** 139900709  
**Gruss Accessories Sprue** 139900711

## Tech-Priest Tezla



**Tech-Priest Tezla (1)**  
IN03



**Tezla Control Panel** 139901809  
**Tezla Head** 139901801  
**Tezla Skull** 139901814  
**Tezla Holster** 139901806  
**Tezla Lantern** 139901808  
**Tezla Left Arm** 139901804  
**Tezla Power Tools Sprue** 139901811  
**Tezla Axe Arm** 139901802

*Note: The complete Tech-Priest Tezla model includes the following bits from the Delphan Gruss model: 139900703, 139900705, 139900707, 139900710, 139900712, and 139900713.*



**Quovandius (2)**  
70-11

## Quovandius



**Quovandius Head**  
139900901



**Quovandius Right Arm w/ Rifle**  
139900902



**Quovandius Left Arm**  
139900904



**Quovandius Body**  
139900903



**Quovandius Puppet**  
139900905



**Quovandius Back Banner**  
139900911



**Quovandius Legs**  
139900906



**Quovandius Giant Rat Body and Head**  
139900908



**Quovandius Giant Rat Head 2**  
139900909



**Quovandius Giant Rat Leg**  
139900910



**Quovandius Holster**  
139900907

## Showcase



*Jérémie Bonamant has created many Golden-Demon-winning entries in the past. Here, he shows that the foul touch of Chaos isn't limited to the mutants of Inquisitor. Pustus took home a bronze trophy at the 2002 Golden Demon painting competition in the UK.*

## Mutant Emissary Fabian



**Mutant Emissary Fabian (1)**  
IN02



**Fabian Head Sprue**  
139901701



**Fabian Right Arm**  
139901702



**Fabian Left Arm**  
139901704

*Note: The complete Mutant Emissary Fabian model includes the following bitz from the Quovandius model: 139900903, 139900906, 139900908, 139900909, and 139900910.*



## "Slick" Devlan



**"Slick" Devlan (1)**  
70-13



**Devlan Head**  
139900801



**Devlan Body**  
139900803



**Devlan Legs**  
139900805



**Devlan Left Arm**  
139900804



**Devlan Right Arm**  
139900802

## Damian Bloodhound



**Damian Bloodhound (1)**  
IN06



**Damian Head Sprue**  
139902101



**Damian Trophy Rack**  
139902104



**Damian Arm Sprue**  
139902102

*Note: The complete Damian Bloodhound model includes the following bitz from the "Slick" Devlan model: 139900803 and 139900805.*

## Witch Hunter Tyrus



**Witch Hunter Tyrus (1)**  
70-15



**Tyrus Head**  
139901102



**Tyrus Body Front**  
139901105



**Tyrus Body Rear**  
139901106



**Tyrus Blades Sprue**  
139901115



**Tyrus Left Arm w/ Pistol**  
139901107



**Tyrus Right Arm**  
139901104



**Tyrus Holster**  
139901114



**Tyrus Grenade Belt**  
139901111



**Tyrus Sigil Sprue**  
139901110



**Tyrus Skull Belt Buckle**  
139901113



**Tyrus Left Shoulder Pad**  
139901103



**Tyrus Right Shoulder Pad**  
139901101



**Tyrus Shields**  
139901112



**Tyrus Right Leg**  
139901108



**Tyrus Left Leg**  
139901109



**Duke Von Castellan (1)**  
70-14



**Castellan Right Arm w/ Sword**  
139901202



**Castellan Scabbard**  
139901208



**Castellan Legs**  
139901206



**Castellan Right Coat Tail**  
139901205



**Castellan Left Coat Tail**  
139901207



**Castellan Head**  
139901201



**Castellan Epaulets**  
139901209



**Castellan Shoulder Braids**  
139901210



**Castellan Body**  
139901203



**Castellan Left Arm w/ Pistol**  
139901204



**Castellan Weapons Sprue**  
139901211



**Yan Van Yastobaal (1)**  
IN05



**Yastobaal Sword**  
139902004



**Yastobaal Head Sprue**  
139902001



**Yastobaal Shoulder Pad**  
139902008



**Yastobaal Arm Sprue**  
139902002

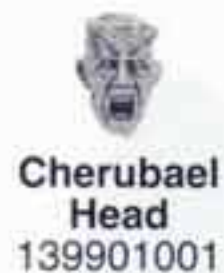
*Note: The complete Yan Van Yastobaal model includes the following bitz from the Duke Von Castellan model: 139901203, 139901205, 139901206, 139901207, 139901209, 139901210, and 139901211.*



*Mike Anderson took elements from Inquisitors Eisenhorn and Covenant as well as Delphan Gruss and tacked on a Space Marine bolter and some custom sculpted bitz to make Inquisitor Benedictus come to life in miniature form.*



## Cherubael



**Cherubael Head**  
139901001



**Cherubael Right Arm**  
139901002



**Cherubael Body**  
139901003



**Cherubael Legs**  
139901004



**Cherubael (1)**  
70-16



**Cherubael Tabards**  
139901006



**Cherubael Accessory Sprue**  
139901005



**Cherubael Sigil Sprue**  
139901007

## Security Enforcer Barbaretta



**Security Enforcer Barbaretta (2)**  
70-17



**Barbaretta Rifle**  
139901505



**Barbaretta Holstered Club**  
139901506



**Barbaretta Head**  
139901501



**Barbaretta Right Arm**  
139901502



**Barbaretta Left Arm w/ Club**  
139901504



**Barbaretta Shield**  
139901507



**Barbaretta Legs**  
139901503



**Barbaretta Security Dog Right Side**  
139901508



**Barbaretta Security Dog Left Side**  
139901509



**Lucretia Head 1**  
139901901



**Lucretia Head 1**  
139901902



**Lucretia Left Arm**  
139901906

## Lucretia Bravus



**Hunt Team Leader Lucretia Bravus (2)**  
IN04



*Note: The complete Lucretia Bravus model includes the following bitz from the Barbaretta model: 139901503, 139901504, 139901505, 139901508, and 139901509.*



**Unbound Daemonhost (1)**  
IN-33

# Unbound Daemonhost



**Daemonhost Arm**  
139904803



**Daemonhost Head**  
139904801



**Daemonhost Torso**  
139904802



**Daemonhost Lower Body**  
139904805



**Daemonhost Leg**  
139904804



**Daemonhost Base**  
139904806



**Daemonhost Accessories**  
139904807

# Familiar



**Familiar (1)**  
139904901 (Bit)  
IN35 (Complete)

# Daemonhuntress



**Daemonhuntress Arm**  
139904701



**Daemonhuntress Upper Body**  
139904702



**Daemonhuntress Force Halberd**  
139904703



**Daemon Huntress (1)**  
IN32



**Daemonhuntress Shoulder Gun**  
139904704



**Daemonhuntress Legs**  
139904707



**Daemonhuntress Trophy Head**  
139904708



**Daemonhuntress Servo Skull**  
139904705



**Daemonhuntress Tabard**  
139904706





## Severina & Sevora Devout



Severina/Sevora Head Sprue  
139901404



Severina Sword  
139901402



Sevora Hands & Knives  
139901406



Severina & Sevora Devout (2)  
70-18



Sevora Torso  
139901405



Severina Dagger Belt  
139901403



Severina Torso  
139901401



Severina/Sevora Right Leg  
139901407



Severina/Sevora Left Leg  
139901408

## Devotee Malicant



Devotee Malicant (1)  
70-20



Malicant Chainsword  
139900310



Malicant Head  
139900301



Malicant Left Arm  
139900304



Malicant Right Arm  
139900302



Malicant Sigils Sprue  
139900306



Malicant Body  
139900303



Malicant Book  
139900307



Malicant Legs  
139900305



Malicant Epaulets  
139900308



Malicant Pistols & Holsters  
139900309

## Servo Skulls



Servo Skulls (Random 4)  
IN08

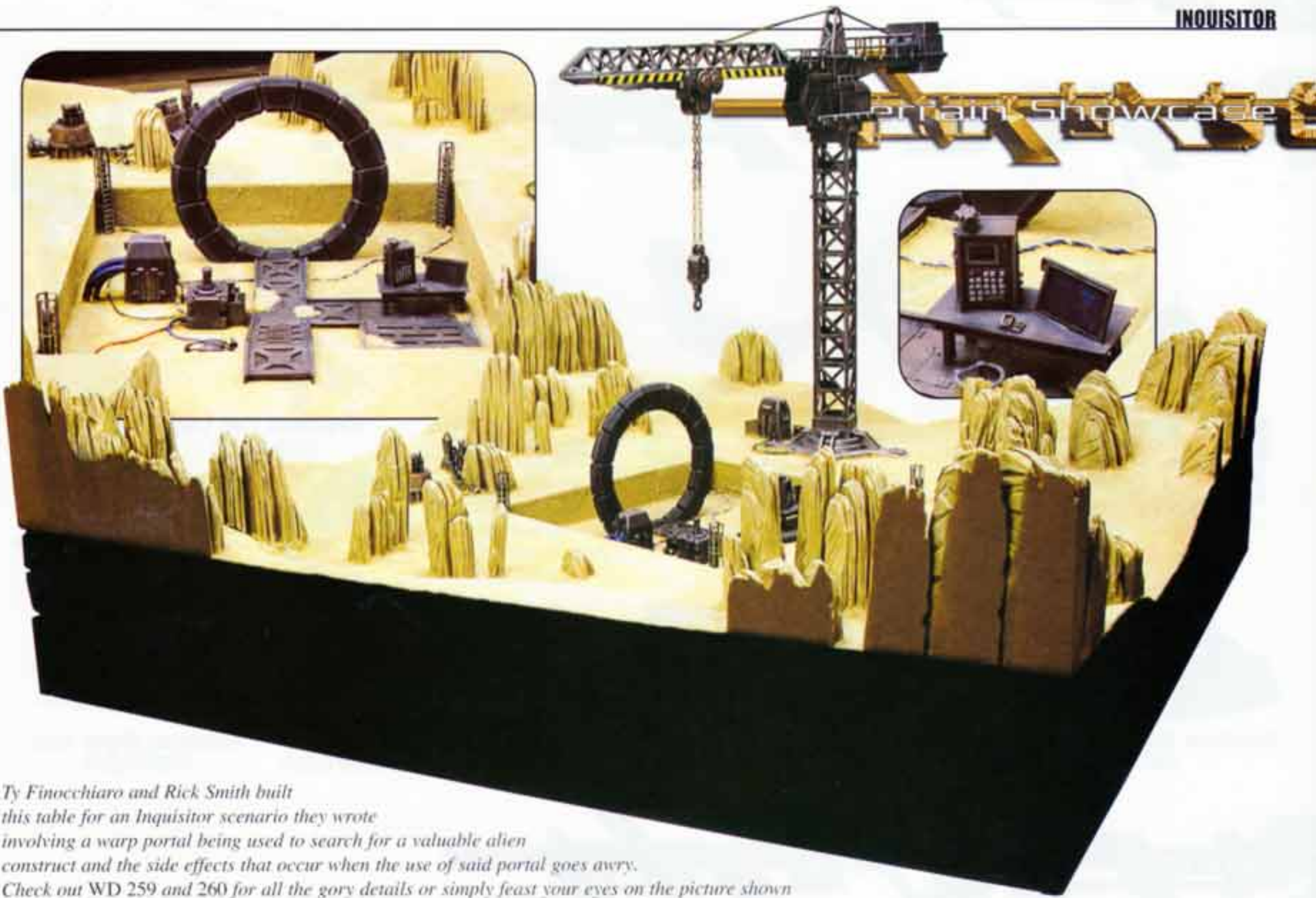


Servo Skull 1  
139902301 (Random)



Servo Skull 1  
139902302 (Random)

976 SPECIALIST GAMES CAN BE SPECIAL ORDERED



Ty Finocchiaro and Rick Smith built this table for an Inquisitor scenario they wrote involving a warp portal being used to search for a valuable alien construct and the side effects that occur when the use of said portal goes awry. Check out WD 259 and 260 for all the gory details or simply feast your eyes on the picture shown here. Scenic tables are a great way to bring a lot more excitement to a game of Inquisitor.

**Sergeant Stone**

**Sergeant Stone (1)**  
70-19

**Sgt. Stone Pole Arm**  
139901307

**Sgt. Stone Head**  
139901301

**Sgt. Stone Trophy Hand**  
139901308

**Sgt. Stone Left Arm**  
139901304

**Sgt. Stone Body**  
139901303

**Sgt. Stone Right Arm**  
139901302

**Sgt. Stone Combat Knife 1**  
139901310

**Sgt. Stone Combat Knife 2**  
139901311

**Sgt. Stone Pistol Holder**  
139901309

**Sgt. Stone Tabard**  
139901305

**Sgt. Stone Legs**  
139901306



# Krashrak the Stalker



Krashrak the Stalker (1)  
IN07



Krashrak Left Arm  
139902204



Krashrak Blades  
139902208



Krashrak  
Accessory Sprue  
139902211



Krashrak  
Body  
139902203



Krashrak  
Body  
139902209



Krashrak  
Shoulder Spikes  
139902210



Krashrak  
Head  
139902201



Krashrak Left Leg  
139902207



Krashrak  
Right Leg  
139902206



Krashrak Right Arm  
139902202



Krashrak  
Trophy Rack  
139902205

# Krieger "Krash" Thrax



Krieger "Krash" Thrax (1)  
IN18



Krieger Right  
Arm Claws  
139903304



Krieger Left  
Arm Claws  
139903306



Krieger Right Arm  
139903301



Krieger  
Left Arm  
139903303



Krieger Body  
139903305



Krieger  
Head  
139903302



Krieger  
Foot  
139903309



Krieger  
Wires  
139903310



Krieger  
Robotics  
139903311



Krieger  
Backpack  
139903312



Krieger  
Right Leg  
139903307



Krieger Left  
Leg & Torso  
139903308



Major Jaxon (1)  
IN10



Jaxon  
Head  
139902701



Jaxon  
Right Arm  
139902702



Jaxon  
Body  
139902703



Jaxon  
Left Arm  
139902704



Jaxon  
Legs  
139902705



Sgt. Dorian Black (1)  
IN11



*Note: The complete Sgt. Dorian Black model includes the following bit from the Major Jaxon model: 139902703.*



Dorian  
Head  
139902801



Dorian  
Gun  
139902802



Dorian  
Left Arm  
139902804



Dorian  
Legs  
139902805



Sgt. "Toothpick" Murke (1)  
IN19



Toothpick  
Head  
139904301



Toothpick  
Right Arm  
139904302



Toothpick  
Body  
139904303



Toothpick  
Left Arm  
139904304



Toothpick  
Legs  
139904305



## Kal Jerico



**Jerico Arm Sprue 1**  
139903204



**Jerico Arm Sprue 2**  
139903206



**Jerico Head 1**  
139903201



**Jerico Head 2**  
139903202



**Jerico Head 3**  
139903203



**Jerico Body**  
139903205



**Jerico Holster Sprue**  
139903207



**Jerico Legs**  
139903208



**Jerico Pistols**  
139903209



**Jerico Sword**  
139903211



**Jerico Sword Sprue**  
139903210



**Kal Jerico (1)**  
IN17

## Talon Hive Ganger



**Talon Hive Ganger (1)**  
IN28



**Talon Head**  
139904201



**Talon Legs**  
139904205



**Talon Left Arm**  
139904204



**Talon Body**  
139904203



**Talon Right Arm**  
139904202

## Showcase



*Citadel Miniatures designer Mark Bedford demonstrates with this example how you can take a character model (like Sergeant Dorian Black here) and make a unique model with just a few of the bitz from the booster packs (shown later in this section).*



**Kroot Mercenary (1)**  
IN22



**Kroot Mercenary**



**Kroot Mercenary Head**  
139903601



**Kroot Mercenary Backpack**  
139903607



**Kroot Mercenary Right Leg**  
139903605



**Kroot Mercenary Left Leg**  
139903606



**Kroot Mercenary Right Arm**  
139903602



**Kroot Mercenary Body**  
139903603



**Kroot Mercenary Accessory Sprue**  
139903608



**Kroot Mercenary Left Arm**  
139903604



**Purestrain Genestealer (1)**  
IN29



**Purestrain Genestealer**



**Purestrain Head**  
139904401



**Purestrain Torso**  
139904405



**Purestrain Upper Right Arm**  
139904404



**Purestrain Left Leg**  
139904409



**Purestrain Right Leg**  
139904410



**Purestrain Upper Left Arm**  
139904406



**Purestrain Lower Right Arm**  
139904407



**Purestrain Lower Left Arm**  
139904408



# Chaos Magus



**Chaos Magus (1)**  
IN21



**Chaos Magus Head**  
139903501



**Chaos Magus Daemon Sword**  
139903502



**Chaos Magus Legs**  
139903506



**Chaos Magus Tabard**  
139903505



**Chaos Magus Icons Sprue**  
139903507



**Chaos Magus Bolt Pistol**  
139903504



**Chaos Magus Torso**  
139903503

# Navis Nobilitai



**Navis Nobilitai (1)**  
IN36



**Navis Body**  
139905102

# Bodyguard



**Bodyguard (1)**  
IN37



**Bodyguard Body**  
139905203



**Bodyguard Right Arm**  
139905202



**Bodyguard Sprue 1**  
139905201



**Bodyguard Claw**  
139905207



**Navis Right Hand**  
139905101



**Bodyguard Left Arm**  
139905204



**Navis Left Hand**  
139905103



**Bodyguard Weapons Sprue**  
139905205



**Bodyguard Legs**  
139905206

982 ALL PRODUCTS IN THIS CATALOG CAN BE ORDERED FROM ANY PARTICIPATING DEALER

All miniature are supplied unpainted. Models vary and prices are all shown in dollars and cents. Custom may vary slightly from these items.



Eldar Renegade (1)  
IN24

# Eldar Renegade



Eldar Renegade Left Arm  
139903802



Eldar Renegade Head  
139903801



Eldar Renegade Body  
139903803



Eldar Renegade Backpack w/ Gun  
139903804



Eldar Renegade Right Arm  
139903805

# Lady Jena Orechiel



Lady Jena Orechiel (1)  
IN40



Orechiel Hair  
139905503



Orechiel Lower Body  
139905505



Orechiel Torso/Cape  
139905504



Orechiel Head  
139905501



Orechiel Shuriken Pistol  
139905502

# Sister Repentia



Sister Repentia (1)  
IN39



Repentia Head 1  
139905401



Repentia Head 2  
139905402



Repentia Shoulder Pad  
139905406



Repentia Left Arm  
139905404



Repentia Right Arm  
139905405



Repentia Sword  
139905407



Repentia Body  
139905403





## Tau Water Caste



**Tau Water Caste (2)**  
IN42



**Water Caste Drone Sprue**  
139905705



**Water Caste Head Sprue**  
139905701



**Water Caste Left Arm**  
139905703



**Water Caste Right Arm**  
139905704



**Water Caste Body**  
139905702

## Inquisitor Scarn



**Inquisitor Scarn (1)**  
IN43



**Scarn Head**  
139905801



**Scarn Hand**  
139905803



**Scarn Body**  
139905802

## Crime Lord



**Crime Lord (1)**  
IN45



**Crime Lord Body**  
139906002



**Crime Lord Cloak Part 1**  
139906004



**Crime Lord Cloak Part 2**  
139906005



**Crime Lord Head & Arm Sprue**  
139906001



**Crime Lord Cloak Top**  
139906003

While there are plenty of complete models to choose from, there are even more modeling and gaming options when you add this selection of booster packs and other metal bitz packs designed specifically for customizing your Inquisitor characters.



**Inquisitor Base 1**  
139903101



**Inquisitor Base 2**  
139903102



**Inquisitor Base 3**  
139903103



**Inquisitor Base 4**  
139903104

**Inquisitor Scenic Base Pack**  
IN16



**Space Marine Metal Helmet Sprue**  
139904101 (Bit)  
IN27 (Complete)



**IG Accessory Sprue 2** 139902602  
**IG Accessory Sprue 1** 139902601  
**IG Backpack** 139902603  
**Imperial Guard Webbing Pack**  
IN12



**IG Gun 1**  
139902502



**IG Gun 2**  
139902503



**IG Icons**  
139903001



**IG Hands**  
139903003



**IG Left Arm** 139902505  
**IG Knife Arm** 139902504  
**IG Head Sprue** 139902501  
**Imperial Guard Conversion Pack**  
IN13



**IG Pistols**  
139903002



**IG Knives**  
139903005



**IG Guns**  
139903004

**Imperial Guard Booster Pack**  
IN15



**Valhallan Head**  
139902901



**Valhallan Legs**  
139902902

**Imperial Guard Valhallan Conversion Pack**  
IN14




# Inquisitor Booster Packs



**Alien Spear**  
139902406



**Alien Head 2**  
139902402



**Alien Head 1**  
139902401



**Alien Accessory**  
139902403



**Alien Weapon Sprue 1**  
139902404



**Alien Weapon Sprue 2**  
139902405

**Alien Bounty Hunter Booster Pack**  
IN09



**Kroot Mercenary Right Arm 2**  
139903703



**Kroot Mercenary Left Arm 2**  
139903704



**Kroot Mercenary Head 2**  
139903701



**Kroot Mercenary Backpack 2**  
139903702




**Kroot Mercenary Accessory Sprue 2**  
139903706




**Kroot Mercenary Long Rifle**  
139903705


**Kroot Mercenary Booster Pack**  
IN23




**Chaos Mutant Tentacle Arm**  
139903403




**Chaos Mutant Heads**  
139903401




**Chaos Mutant Plasma Weapon**  
139903402




**Chaos Mutant Pistol**  
139903406



**Chaos Mutant Left Arm**  
139903407



**Chaos Mutant Lasgun Right Arm**  
139903404



**Chaos Mutant Left Lasgun Arm**  
139903405

**Chaos Mutants Booster Pack**  
IN20



**Magus Staff**  
139904504



**Magus Head**  
139904501



**Magus Breastplate**  
139904502




**Magus Left Arm**  
139904503




**Magus Right Arm**  
139904504


**Genestealer Magus Booster**  
IN30




**Hybrid Head 1**  
139904601



**Hybrid Head 2**  
139904602



**Hybrid Left Arms**  
139904603



**Hybrid Right Arms**  
139904604

**Genestealer Hybrid Booster**  
IN31

THE FOLLOWING RANGES ARE AVAILABLE BUT MUST BE SPECIAL ORDERED BY ANY PARTICIPATING RETAILER - CLASSIC COLLECTORS & SPECIALIST



**Renegade Right Arm w/ Gun**  
139903902



**Renegade Head 2**  
139903901



**Renegade Left Arm 2**  
139903903

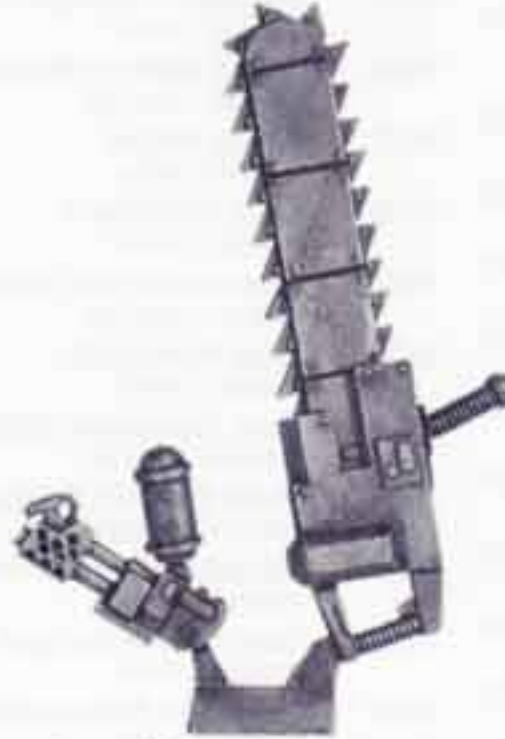


**Renegade Left Hand Sword Hilt**  
139903905



**Renegade Backpack 2**  
139903904

**Eldar Renegade Booster Pack**  
IN25



**Inquisitor Eviscerator Sprue**  
139905601



**Inquisitor Misc. Chain Weapon Sprue**  
139905603



**Inquisitor Chainsword Sprue**  
139905602

**Chain Weapon Booster Pack**  
IN41



**Melta-Bolter Combi Weapon**  
139904003



**Melta Gun 1**  
139904002



**Inferno Pistol**  
139904001



**Melta Gun 2**  
139904004



**Multi-Melta**  
139904005



**Multi-Melta Bipod**  
139904006

**Melta Weapon Booster Pack**  
IN26



**Inquisitor Force Axe 1**  
139905003



**Inquisitor Force Staff**  
139905004



**Inquisitor Force Hammer**  
139905005



**Inquisitor Force Axe 2**  
139905007



**Inquisitor Force Sword**  
139905001



**Inquisitor Force Staff**  
139905002



**Inquisitor Force Halberd**  
139905006

**Force Weapon Booster Pack**  
IN34



<b>Damien 1427 Bitz</b>		
139900501	Damien Head	\$3.75
139900502	Damien Right Arm	\$6
139900503	Damien Torso	\$5
139900504	Damien Left Arm	\$6
139900505	Damien Legs	\$5
139900506	Damien Skull Sprue	\$1.25
139900507	Damien Syringe Sprue	\$2.50

<b>Preacher Josef Bitz</b>		
139900401	Josef Head	\$3.75
139900402	Josef Right Arm	\$3.75
139900403	Josef Body	\$3.75
139900404	Josef Left Arm	\$2.50
139900405	Josef Right Leg	\$3.75
139900406	Josef Left Leg	\$3.75
139900407	Josef Hammer Head	\$2.50
139900408	Josef Hammer Haft	\$3.75
139900409	Josef Keys	\$2.50
139900410	Josef Accessories Sprue	\$3.75

<b>Inquisitor Eisenhorn Bitz</b>		
139900601	Eisenhorn Head	\$3.50
139900602	Eisenhorn Right Sword Arm	\$4.75
139900603	Eisenhorn Body	\$8.25
139900604	Eisenhorn Left Arm w/ Scabbard	\$4.75
139900605	Eisenhorn Right Leg	\$3.50
139900606	Eisenhorn Left Leg	\$3.50
139900607	Eisenhorn Sigils Sprue	\$1.75
139900608	Eisenhorn Holster	\$2.50
139900609	Eisenhorn Scanner	\$2.50
139900610	Eisenhorn Staff	\$3.50

<b>Magos Delphan Gruss Bitz</b>		
139900701	Gruss Head	\$3.75
139900702	Gruss Right Arm w/ Pistol	\$5
139900703	Gruss Body	\$3.75
139900704	Gruss Left Arm w/ Drill	\$5
139900705	Gruss Right Leg	\$6
139900706	Gruss Tabard	\$5
139900707	Gruss Left Leg	\$6
139900708	Gruss Servo Claw Sprue	\$2.50
139900709	Gruss Servo Claw Sprue 2	\$2.50
139900710	Gruss Hoses	\$2.50
139900711	Gruss Accessories Sprue	\$3.75
139900712	Power Tubes Sprue 2	\$2.50
139900713	Power Tubes Sprue 3	\$2.50

<b>Quovandius Bitz</b>		
139900901	Quovandius Head	\$3.75
139900902	Quovandius Right Arm w/ Rifle	\$6
139900903	Quovandius Body	\$6
139900904	Quovandius Left Arm	\$3.75
139900905	Quovandius Puppet	\$2.50
139900906	Quovandius Legs	\$8.50
139900907	Quovandius Pistol and Holster	\$3.75
139900908	Quovandius Giant Rat and Head	\$6
139900909	Quovandius Giant Rat Head 2	\$3.75
139900910	Quovandius Giant Rat Leg	\$2.50
139900911	Quovandius Back Banner	\$6

<b>Inquisitor Covenant Bitz</b>		
139900101	Covenant Head	\$3.50
139900102	Covenant Psycannon	\$2.50
139900103	Covenant Right Arm	\$3.50
139900104	Covenant Body Back	\$3.50
139900105	Covenant Body Front	\$3.50
139900106	Covenant Left Arm w/ Sword	\$3.50
139900107	Covenant Legs	\$6
139900108	Covenant Backpack	\$3.50
139900109	Covenant Sigils Sprue	\$1.75
139900110	Covenant Accessories Sprue	\$1.75

### Getting Started

65-08	Inquisitor Dice	\$7
70-01-60	Inquisitor Rulebook	\$40

### Complete Models & Booster Packs

70-06	Deathwatch Battle Brother Artemis	\$35
<i>Includes 1 model</i>		
70-07	Damien 1427	\$25
<i>Includes 1 model</i>		
70-08	Preacher Josef	\$25
<i>Includes 1 model</i>		
70-09	Inquisitor Eisenhorn	\$30
<i>Includes 1 model</i>		
70-10	Magos Delphan Gruss	\$25
<i>Includes 1 model</i>		
70-11	Quovandius	\$25
<i>Includes 2 models</i>		
70-12	Inquisitor Covenant	\$30
<i>Includes 1 model</i>		
70-13	"Slick" Devlan	\$25
<i>Includes 1 model</i>		
70-14	Duke Von Castellan	\$25
<i>Includes 1 model</i>		
70-15	Witch Hunter Tyrus	\$30
<i>Includes 1 model</i>		
70-16	Cherubael	\$25
<i>Includes 1 model</i>		
70-17	Special Security Enforcer Barbaretta	\$25
<i>Includes 2 models</i>		
70-18	Severina and Sevora Devout	\$30
<i>Includes 2 models</i>		
70-19	Sergeant Stone	\$25
<i>Includes 1 model</i>		
70-20	Devotee Malicant	\$25
<i>Includes 1 model</i>		
IN01	Simeon 38X	\$25
<i>Includes 1 model</i>		
IN02	Mutant Emissary Fabian	\$25
<i>Includes 1 model</i>		
IN03	Tech-Priest Tezia	\$25
<i>Includes 1 model</i>		
IN04	Hunt Team Leader Lucretia Bravus	\$25
<i>Includes 2 models</i>		
IN05	Yan Van Yastobaal	\$25
<i>Includes 1 model</i>		
IN06	Damian Bloodhound	\$25
<i>Includes 1 model</i>		
IN07	Krashrak the Stalker	\$25
<i>Includes 1 model</i>		
IN08	Servo Skulls	\$10
<i>Includes 4 models</i>		
IN09	Alien Bounty Hunter Booster Pack	\$7
<i>Includes 6 metal bitz</i>		
IN10	Major Jaxon	\$25
<i>Includes 1 model</i>		
IN11	Sergeant Dorian Black	\$25
<i>Includes 1 model</i>		
IN12	Imperial Guard Webbing Pack	\$7
<i>Includes 3 metal bitz</i>		
IN13	Imperial Guard Conversion Pack	\$8
<i>Includes 5 metal bitz</i>		
IN14	Imperial Guard Valhalian Conv. Pack	\$8
<i>Includes 2 metal bitz</i>		
IN15	Imperial Guard Booster Pack	\$10
<i>Includes 5 metal bitz</i>		
IN16	Inquisitor Scenic Base Pack	\$10
<i>Includes 4 metal bitz</i>		
IN17	Kal Jerico	\$35
<i>Includes 1 model</i>		

IN18	Krieger "Krash" Thrax	\$30
<i>Includes 1 model</i>		
IN19	Sergeant "Toothpick" Murke	\$25
<i>Includes 1 model</i>		
IN20	Chaos Mutants Booster Pack	\$10
<i>Includes 7 metal bitz</i>		
IN21	Chaos Magus	\$30
<i>Includes 1 model</i>		
IN22	Kroot Mercenary	\$25
<i>Includes 1 model</i>		
IN23	Kroot Mercenary Booster Pack	\$10
<i>Includes 6 metal bitz</i>		
IN24	Eldar Renegade	\$25
<i>Includes 1 model</i>		
IN25	Eldar Renegade Booster Pack	\$10
<i>Includes 5 metal bitz</i>		
IN26	Melta Weapon Booster Pack	\$10
<i>Includes 6 metal bitz</i>		
IN27	Inquisitor Space Marine Helmet Pack	\$9
<i>Includes 1 metal bit</i>		
IN28	Talon - Hive Ganger	\$25
<i>Includes 1 model</i>		
IN29	Purestrain Genestealer	\$25
<i>Includes 1 model</i>		
IN30	Genestealer Magus Booster	\$10
<i>Includes 5 metal bitz</i>		
IN31	Genestealer Hybrid Booster	\$10
<i>Includes 4 metal bitz</i>		
IN32	Daemon Huntress	\$30
<i>Includes 1 model</i>		
IN33	Daemonhost (Unbound)	\$25
<i>Includes 1 model</i>		
IN34	Inquisitor Force Weapon Booster Pack	\$8
<i>Includes 7 metal bitz</i>		
IN35	Familiar	\$10
<i>Includes 1 model</i>		
IN36	Navis Nobilitai	\$35
<i>Includes 1 model</i>		
IN37	Bodyguard	\$25
<i>Includes 1 model</i>		
IN39	Sister Repentia	\$25
<i>Includes 1 model</i>		
IN40	Inquisitor Lady Jena Orechiel	\$30
<i>Includes 1 model</i>		
IN41	Chain Weapons Booster Pack	\$9
<i>Includes 3 metal bitz</i>		
IN42	Tau Water Caste	\$25
<i>Includes 2 models</i>		
IN43	Inquisitor Scarn	\$30
<i>Includes 1 model</i>		
IN45	Crime Lord	\$25
<i>Includes 1 model</i>		

### Metal Bitz

<b>Deathwatch Battle Brother Artemis Bitz</b>		
139900201	Artemis Head	\$2.50
139900202	Artemis Right Arm	\$4.75
139900203	Artemis Rear Torso	\$4.75
139900204	Artemis Front Torso	\$4.75
139900205	Artemis Left Arm	\$4.75
139900206	Artemis Combat Knife	\$1.25
139900207	Artemis Grenade Belt 1	\$1.25
139900208	Artemis Right Leg	\$4.75
139900209	Artemis Left Leg	\$4.75
139900210	Artemis Grenade Belt 2	\$1.25
139900211	Artemis Accessories Sprue	\$1.25
139900212	Artemis Sword	\$2.50
139900213	Artemis Bolt Gun	\$3.50
139900214	Artemis Backpack	\$4.75

**"Slick" Devlan Bitz**

139900801	Devlan Head	\$3.75
139900802	Devlan Right Arm	\$6
139900803	Devlan Body	\$5
139900804	Devlan Left Arm	\$6
139900805	Devlan Legs	\$9.75

**Duke Von Castellan Bitz**

139901201	Castellan Head	\$3.75
139901202	Castellan Right Arm w/ Sword	\$5
139901203	Castellan Body	\$5
139901204	Castellan Left Arm w/ Pistol	\$5
139901205	Castellan Right Coat Tail	\$6
139901206	Castellan Legs	\$6
139901207	Castellan Left Coat Tail	\$6
139901208	Castellan Scabbard	\$3.75
139901209	Castellan Epaulets	\$2.50
139901210	Castellan Shoulder Braids	\$2
139901211	Castellan Weapons Sprue	\$3.75

**Witch Hunter Tyrus Bitz**

139901101	Tyrus Right Shoulder Pad	\$3.50
139901102	Tyrus Head	\$3.50
139901103	Tyrus Left Shoulder Pad	\$3.50
139901104	Tyrus Right Arm	\$6
139901105	Tyrus Body Front	\$6
139901106	Tyrus Rear Body	\$8.25
139901107	Tyrus Left Arm w/ Pistol	\$6
139901108	Tyrus Right Leg	\$4.75
139901109	Tyrus Left Leg	\$4.75
139901110	Tyrus Sigil Sprue	\$2.50
139901111	Tyrus Grenade Belt	\$1.75
139901112	Tyrus Shields	\$3.50
139901113	Tyrus Skull Belt Buckle	\$1.75
139901114	Tyrus Holster	\$3.50
139901115	Tyrus Blades Sprue	\$3.50

**Cherubael Bitz**

139901001	Cherubael Head	\$3.75
139901002	Cherubael Right Arm	\$3.75
139901003	Cherubael Body	\$6
139901004	Cherubael Legs	\$8.50
139901005	Cherubael Accessories Sprue	\$2.50
139901006	Cherubael Tabards	\$3.75
139901007	Cherubael Sigils Sprue	\$2.50

**Special Security Enforcer Barbaretta Bitz**

139901501	Barbaretta Head	\$3.75
139901502	Barbaretta Right Arm	\$2.50
139901503	Barbaretta Body	\$12
139901504	Barbaretta Left Arm w/ Club	\$3.75
139901505	Barbaretta Rifle	\$3.75
139901506	Barbaretta Holstered Club	\$2.50
139901507	Barbaretta Shield	\$6
139901508	Barbaretta Security Dog Right Side	\$6
139901509	Barbaretta Security Dog Left Side	\$6

**Severina & Sevora Bitz**

139901401	Severina Torso	\$6.75
139901402	Severina Sword	\$4
139901403	Severina Dagger Belt	\$2.75
139901404	Severina/Sevora Heads Sprue	\$5.50
139901405	Sevora Torso	\$6.75
139901406	Sevora Hands and Knives	\$4
139901407	Severina/ Sevora Right Leg	\$6.75
139901408	Severina/ Sevora Left Leg	\$6.75

**Sergeant Stone Bitz**

139901301	Sergeant Stone Head	\$3.75
139901302	Sergeant Stone Right Arm	\$3.75
139901303	Sergeant Stone Body	\$3.75
139901304	Sergeant Stone Left Arm	\$3.75
139901305	Sergeant Stone Tabard	\$2.50
139901306	Sergeant Stone Legs	\$6
139901307	Sergeant Stone Pole Arm	\$5
139901308	Sergeant Stone Trophy Hand	\$2.50
139901309	Sergeant Stone Pistol Holster	\$2.50

139901310	Sergeant Stone Combat Knife 1	\$2.50
139901311	Sergeant Stone Combat Knife 2	\$2.50

**Devotee Malicant Bitz**

139900301	Malicant Head	\$3.75
139900302	Malicant Right Arm	\$3.75
139900303	Malicant Body	\$3.75
139900304	Malicant Left Arm	\$3.75
139900305	Malicant Legs	\$6
139900306	Malicant Sigils Sprue	\$2
139900307	Malicant Book	\$2.50
139900308	Malicant Shoulder Boards	\$2
139900309	Malicant Pistols and Holsters	\$2.50
139900310	Malicant Chainsword	\$3.75

**Simeon 38X Bitz**

139900503	Damien Torso	\$5
139900505	Damien Legs	\$5
139900506	Damien Skull Sprue	\$1.25
139900507	Damien Syringe Sprue	\$2.50
139901601	Simeon Head	\$2.50
139901602	Simeon Right Arm	\$3.75
139901604	Simeon Left Arm	\$3.75
139901608	Simeon Right Claw	\$2.50
139901609	Simeon Left Claw	\$2.50

**Mutant Emissary Fabian Bitz**

139900903	Quovandius Body	\$6
139900906	Quovandius Legs	\$8.50
139900908	Quovandius Rat	\$6
139900909	Quovandius Rat Head 2	\$3.75
139900910	Quovandius Rat Leg	\$2.50
139901701	Fabian Head	\$2.50
139901702	Fabian Right Arm	\$3.75
139901704	Fabian Left Arm	\$3.75

**Tech-Priest Tezla Bitz**

139900703	Gruss Body	\$3
139900705	Gruss Right Leg	\$6
139900707	Gruss Left Leg	\$6
139900710	Gruss Hoses	\$2.50
139900712	Power Tubes Sprue 2	\$2.50
139900713	Power Tubes Sprue 3	\$2.50
139901801	Tezla Head	\$2.50
139901802	Tezla Axe Arm	\$5
139901804	Tezla Left Arm	\$3.75
139901806	Tezla Holster	\$2.50
139901808	Tezla Lantern	\$2.50
139901809	Tezla Control Panel	\$2.50
139901811	Tezla Syringe Sprue	\$2.50
139901814	Tezla Skull	\$2.50

**Hunt Team Leader Lucretia Bravus Bitz**

139901503	Barbaretta Body	\$12
139901504	Barbaretta Right Arm	\$2.50
139901505	Barbaretta Gun	\$3.75
139901508	Barbaretta Dog Right Side	\$6
139901509	Barbaretta Dog Left Side	\$6
139901901	Lucretia Head 1	\$2.50
139901902	Lucretia Head 2	\$2.50
139901906	Lucretia Left Arm	\$3.75

**Yan Van Yastobaal Bitz**

139901203	Castellan Body	\$5
139901205	Castellan Right Coat Tail	\$6
139901206	Castellan Legs	\$6
139901207	Castellan Left Coat Tail	\$6
139901209	Castellan Shoulder Boards	\$2.50
139901210	Castellan Shoulder Braids	\$2
139901211	Castellan Weapons Sprue	\$3.75
139902001	Yastobaal Head Sprue	\$3.75
139902002	Yastobaal Arm Sprue	\$6
139902004	Yastobaal Sword	\$3.75
139902008	Yastobaal Shoulder Pad	\$2.50

**Sergeant Damian Bloodhound Bitz**

139900803	"Slick" Devlan Body	\$5
139900805	"Slick" Devlan Legs	\$9.75
139902101	Damian Head Sprue	\$3.75
139902102	Damian Arm Sprue	\$5
139902104	Damian Trophy Rack	\$3.75

**Krashrak the Stalker Bitz**

139902201	Krashrak Head	\$2.50
139902202	Krashrak Right Arm	\$3.75
139902203	Krashrak Body	\$6
139902204	Krashrak Left Arm	\$5
139902205	Krashrak Trophy Rack	\$3.75
139902206	Krashrak Right Leg	\$3.75
139902207	Krashrak Left Leg	\$3.75
139902208	Krashrak Blades	\$2.50
139902209	Krashrak Armor Plate	\$3.75
139902210	Krashrak Shoulder Spikes	\$2.50
139902211	Krashrak Accessory Sprue	\$2.50

**Servo Skull Bitz**

139902301	Skull 1 (Random)	\$4
139902302	Skull 2 (Random)	\$4

**Alien Bounty Hunter Booster Bitz**

139902401	Alien Head 1	\$2.50
139902402	Alien Head 2	\$2.50
139902403	Alien Accessory	\$2.50
139902404	Alien Weapon Sprue 1	\$2.50
139902405	Alien Weapon Sprue 2	\$2.50
139902406	Alien Spear	\$4.75

**Major Jaxon Bitz**

139902701	Jaxon Head	\$3.75
139902702	Jaxon Right Arm	\$5
139902703	Jaxon Body	\$6
139902704	Jaxon Left Arm	\$5
139902705	Jaxon Legs	\$6

**Sergeant Dorian Black Bitz**

139902703	Major Jaxon Body	\$6
139902801	Dorian Head	\$3.75
139902802	Dorian Gun	\$6
139902804	Dorian Left Arm	\$5
139902805	Dorian Legs	\$6

**Imperial Guard Webbing Pack Bitz**

139902601	I.G. Accessory Sprue 1	\$3.50
139902602	I.G. Accessory Sprue 2	\$3.50
139902603	I.G. Backpack	\$4.75

**Imperial Guard Conversion Bitz**

139902501	I.G. Heads Sprue	\$2.25
139902502	I.G. Gun 1	\$3.50
139902503	I.G. Gun 2	\$3.50
139902504	I.G. Knife Arm	\$3.50
139902505	I.G. Left Arm	\$3.50

**Valhallan Bitz**

139902901	Valhallan Head	\$3.50
139902902	Valhallan Legs	\$5.75

**Imperial Guard Weapon Bitz**

139903001	I.G. Icons	\$2.25
139903002	I.G. Pistols	\$2.25
139903003	I.G. Hands	\$2.25
139903004	I.G. Guns	\$3.50
139903005	I.G. Knives	\$2.25

**Inquisitor Scenic Bases**

139903101	Inquisitor Base 1	\$3.50
139903102	Inquisitor Base 2	\$3.50
139903103	Inquisitor Base 3	\$3.50
139903104	Inquisitor Base 4	\$3.50

**Kal Jerico Bitz**

139903201	Jerico Head 1	\$3.50
139903202	Jerico Head 2	\$3.50
139903203	Jerico Head 3	\$3.50
139903204	Jerico Arm Sprue 1	\$4.75
139903205	Jerico Body	\$5.75



139903206	Jerico Arm Sprue 2	.....	\$4.75
139903207	Jerico Holster Sprue	.....	\$2.50
139903208	Jerico Legs	.....	\$5.75
139903209	Jerico Pistols	.....	\$2.50
139903210	Jerico Sword Sprue	.....	\$3.50
139903211	Jerico Sword	.....	\$3.50

### Krieger "Krash" Thrax Bitz

139903301	Krieger Right Arm	.....	\$4.75
139903302	Krieger Head	.....	\$3.50
139903303	Krieger Left Arm	.....	\$4.75
139903304	Krieger Right Arm Claws	.....	\$2.50
139903305	Krieger Body	.....	\$4.75
139903306	Krieger Left Arm Claws	.....	\$2.50
139903307	Krieger Right Leg	.....	\$3.50
139903308	Krieger Left Leg and Torso	.....	\$4.75
139903309	Krieger Foot	.....	\$2.50
139903310	Krieger Wires	.....	\$2.50
139903311	Krieger Robotics	.....	\$2.50
139903312	Krieger Backpack	.....	\$3.50

### Sergeant "Toothpick" Murke Bitz

139904301	Toothpick Head	.....	\$3.75
139904302	Toothpick Right Arm	.....	\$5
139904303	Toothpick Body	.....	\$6
139904304	Toothpick Left Arm	.....	\$5
139904305	Toothpick Legs	.....	\$6

### Chaos Mutants Bitz

139903401	Chaos Mutant Heads	.....	\$3.50
139903402	Chaos Mutant Plasma Weapon	.....	\$2.25
139903403	Chaos Mutant Tentacle Arm	.....	\$2.25
139903404	Chaos Mutant Lasgun Right Arm	.....	\$2.25
139903405	Chaos Mutant Left Lasgun Arm	.....	\$1.25
139903406	Chaos Mutant Pistol	.....	\$2.25
139903407	Chaos Mutant Left Arm	.....	\$1.25

### Chaos Magus Bitz

139903501	Chaos Magus Head	.....	\$3.50
139903502	Chaos Magus Daemon Sword	.....	\$4.75
139903503	Chaos Magus Torso	.....	\$4.75
139903504	Chaos Magus Bolt Pistol	.....	\$4.75
139903505	Chaos Magus Tabard	.....	\$3.50
139903506	Chaos Magus Legs	.....	\$6
139903507	Chaos Magus Icons	.....	\$2.50

### Kroot Mercenary Bitz

139903601	Kroot Mercenary Head	.....	\$2.50
139903602	Kroot Mercenary Right Arm	.....	\$3.75
139903603	Kroot Mercenary Body	.....	\$5
139903604	Kroot Mercenary Left Arm	.....	\$3.75
139903605	Kroot Mercenary Right Leg	.....	\$3.75
139903606	Kroot Mercenary Left Leg	.....	\$3.75
139903607	Kroot Mercenary Backpack	.....	\$2.50
139903608	Kroot Mercenary Accessory Sprue	.....	\$2.50

### Kroot Mercenary Booster Pack Bitz

139903701	Kroot Mercenary Head 2	.....	\$2.25
139903702	Kroot Mercenary Backpack 2	.....	\$2.25
139903703	Kroot Mercenary Right Arm 2	.....	\$1.25
139903704	Kroot Mercenary Left Arm 2	.....	\$1.25
139903705	Kroot Mercenary Long Rifle	.....	\$2.25
139903706	Kroot Mercenary Accessory Sprue 2	.....	\$2.25

### Eldar Renegade Bitz

139903801	Eldar Renegade Head	.....	\$2.50
139903802	Eldar Renegade Left Arm	.....	\$3.75
139903803	Eldar Renegade Body	.....	\$15.75
139903804	Eldar Renegade Backpack w/ Gun	.....	\$3.75
139903805	Eldar Renegade Right Arm	.....	\$2.50

### Eldar Renegade Booster Pack Bitz

139903901	Eldar Renegade Head 2	.....	\$2.25
139903902	Eldar Renegade Right Arm w/ Gun	.....	\$3.50
139903903	Eldar Renegade Left Arm 2	.....	\$1.25

139903904	Eldar Renegade Backpack 2	.....	\$3.50
139903905	Eldar Renegade Left Hand Sword Hilt	.....	\$1.25

### Melta Weapon Booster Pack Bitz

139904001	Inferno Pistol	.....	\$1.25
139904002	Melta Gun 1	.....	\$2.25
139904003	Melta-Bolter Combi Weapon	.....	\$2.25
139904004	Melta Gun 2	.....	\$2.25
139904005	Multi-Melta	.....	\$3.50
139904006	Multi-Melta Bipod	.....	\$0.50

### Space Marine Helmet Bitz

139904101	Space Marine Helmet Metal Sprue	.....	\$9
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### Talon Bitz

139904201	Talon Head	.....	\$3.75
139904202	Talon Right Arm	.....	\$5
139904203	Talon Body	.....	\$6
139904204	Talon Left Arm	.....	\$5
139904205	Talon Legs	.....	\$6

### Purestrain Genestealer Bitz

139904401	Purestrain Head	.....	\$2.50
139904404	Purestrain Upper Right Arm	.....	\$2.50
139904405	Purestrain Torso	.....	\$5
139904406	Purestrain Upper Left Arm	.....	\$2.50
139904407	Purestrain Lower Right Arm (Claw)	.....	\$3
139904408	Purestrain Lower Left Arm (Claw)	.....	\$3
139904409	Purestrain Left Leg	.....	\$3.75
139904410	Purestrain Right Leg	.....	\$3.75

### Genestealer Magus Booster Bitz

139904501	Magus Head	.....	\$2.25
139904502	Magus Breastplate	.....	\$2.25
139904503	Magus Left Arm	.....	\$2.25
139904504	Magus Right Arm	.....	\$2.25
139904505	Magus Staff	.....	\$3.50

### Genestealer Hybrid Booster Bitz

139904601	Hybrid Head 1	.....	\$2.25
139904602	Hybrid Head 2	.....	\$2.25
139904603	Hybrid Left Arms	.....	\$3.50
139904604	Hybrid Right Arms	.....	\$3.50

### Daemonhuntsress

139904701	Daemonhuntsress Arm	.....	\$2
139904702	Daemonhuntsress Upper Body	.....	\$6
139904703	Daemonhuntsress Force Halberd	.....	\$5
139904704	Daemonhuntsress Shoulder Gun	.....	\$2
139904705	Daemonhuntsress Servo Skull	.....	\$3
139904706	Daemonhuntsress Tabard	.....	\$3
139904707	Daemonhuntsress Legs	.....	\$7
139904708	Daemonhuntsress Trophy Head	.....	\$3

### Daemonhost Unbound

139904801	Daemonhost Head	.....	\$2.50
139904802	Daemonhost Torso	.....	\$6
139904803	Daemonhost Arm	.....	\$2.50
139904804	Daemonhost Leg	.....	\$2.50
139904805	Daemonhost Lower Body	.....	\$6
139904806	Daemonhost Base	.....	\$3.75
139904807	Daemonhost Accessories	.....	\$2.50

### Force Weapon Booster Pack

139905001	Inquisitor Force Sword	.....	\$2.25
139905002	Inquisitor Force Staff	.....	\$2.25
139905003	Inquisitor Force Axe 1	.....	\$1.25
139905004	Inquisitor Force Rod	.....	\$1.25
139905005	Inquisitor Force Hammer	.....	\$1.25
139905006	Inquisitor Force Halberd	.....	\$2.25
139905007	Inquisitor Force Axe 2	.....	\$1.25

### Familiar Bitz

139904901	Familiar	.....	\$10
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### Navis Nobilitai

139905101	Navis Right Hand	.....	\$3
139905102	Navis Body	.....	\$29
139905103	Navis Left Hand	.....	\$3

### Inquisitor Bodyguard Bitz

139905201	Bodyguard Sprue 1	.....	\$3
139905202	Bodyguard Right Arm	.....	\$2.50
139905203	Bodyguard Body	.....	\$5
139905204	Bodyguard Left Arm	.....	\$3
139905205	Bodyguard Weapon Sprue	.....	\$3
139905206	Bodyguard Legs	.....	\$6
139905207	Bodyguard Claw	.....	\$2.50

### Sister Repentia Bitz

139905401	Sister Repentia Head 1	.....	\$1.25
139905402	Sister Repentia Head 2	.....	\$1.25
139905403	Sister Repentia Body	.....	\$14.50
139905404	Sister Repentia Left Arm	.....	\$3.75
139905405	Sister Repentia Right Arm	.....	\$3.75
139905406	Sister Repentia Shoulder Pad	.....	\$2.50
139905407	Sister Repentia Sword	.....	\$2

### Inquisitor Lady Jena Orechiel Bitz

139905501	Orechiel Head	.....	\$3.50
139905502	Orechiel Shuriken Pistol	.....	\$2.50
139905503	Orechiel Hair	.....	\$2.50
139905504	Orechiel Torso/Cape	.....	\$11.75
139905505	Orechiel Lower Body	.....	\$9.50

### Chain Weapon Booster Pack Bitz

139905601	Inq. Eviscerator Sprue	.....	\$4.50
139905602	Inq. Chainsword Sprue	.....	\$4.50
139905603	Inq. Misc. Chain Weapon Sprue	.....	\$3.50

### Tau Water Caste Bitz

139905701	Water Caste Head Sprue	.....	\$3.75
139905702	Water Caste Body	.....	\$11
139905703	Water Caste Left Arm	.....	\$5
139905704	Water Caste Right Arm	.....	\$5
139905705	Tau Inq. Gun Drone Sprue	.....	\$3.75

### Inquisitor Scarn Bitz

139905801	Scarn Head	.....	\$2.50
139905802	Scarn Body	.....	\$25.00
139905803	Scarn Hand	.....	\$2.50

### Inquisitor Crime Lord Bitz

139906001	Crime Lord Head and Arm Sprue	.....	\$5.00
139906002	Crime Lord Body	.....	\$7.00
139906003	Crime Lord Cloak Top	.....	\$3.00
139906004	Crime Lord Cloak Part 1	.....	\$5.00
139906005	Crime Lord Cloak Part 2	.....	\$5.00



To create this Dark Eldar Wych, Roy Morris filed down a Devout Sister model to create an armature onto which he was then able to sculpt detail with green stuff. The hands are from a normal Warhammer 40,000 Wych.

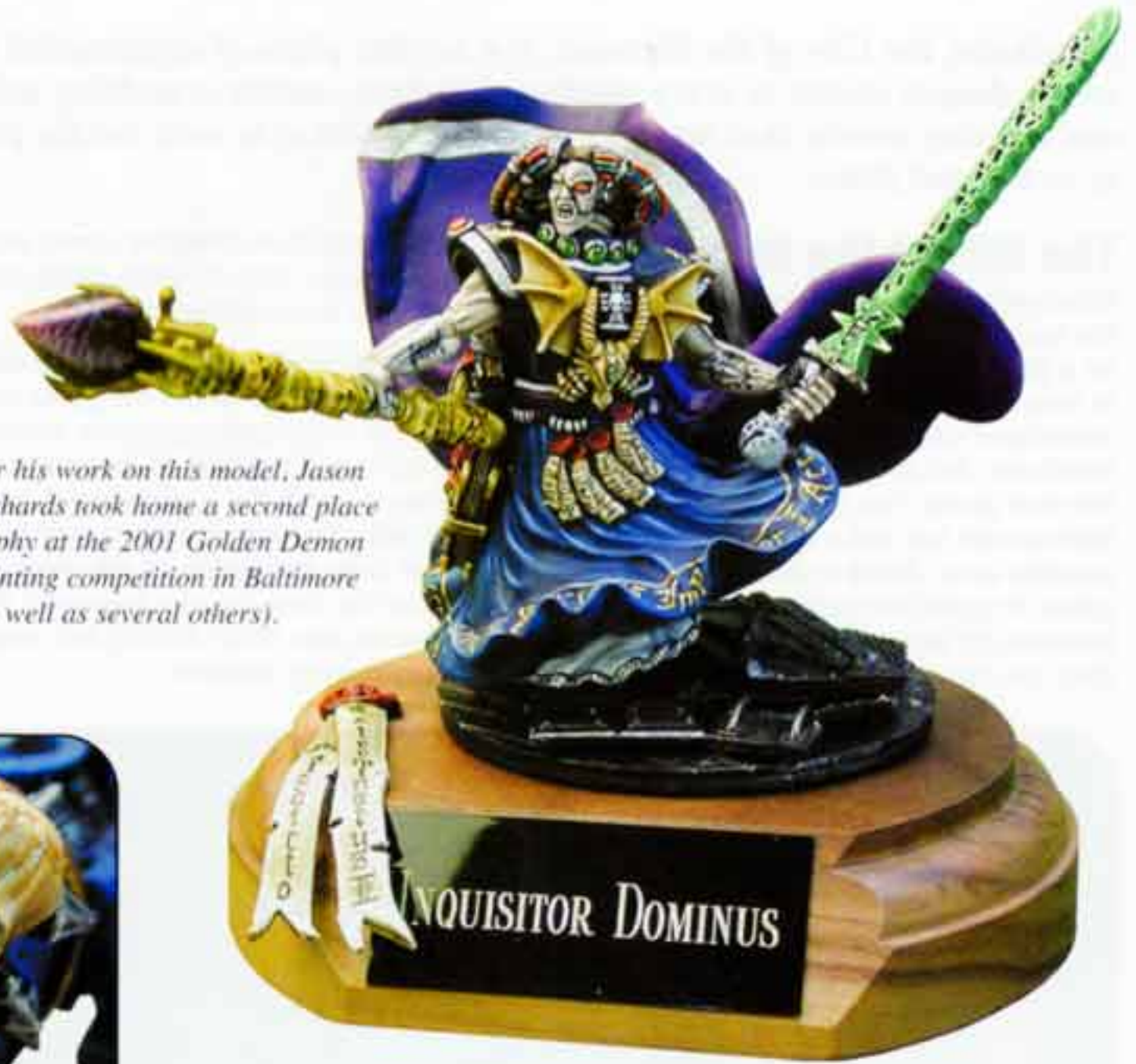




Never missing an opportunity to spread the evil of the Night Lords, Ed Phillips befouled the Space Marine kit to a sufficiently chaotic (and well crafted) degree.



For his work on this model, Jason Richards took home a second place trophy at the 2001 Golden Demon painting competition in Baltimore (as well as several others).



We're pretty sure that John Shaffer actually paints and converts even while he's sleeping, considering how much we usually see from him in the US Studio. These models make up his Warrior Band and include such luminaries as Ankor (the Beastman-like fellow on the left) and Inquisitor Garamond and his faithful robot (far right).





# MORDHEIM

*Mordheim, the City of the Damned, is a terrible place of nightmarish ruin, where danger awaits in every shadow. It is here, amidst crumbling palaces and twisting streets, that hard-bitten warriors gather to seek out the promise of riches and fame.*

## The City of the Damned

Mordheim is a dark, atmospheric game set in the troubled history of the Warhammer world. As a player, you control a warband that is out to earn fame and fortune among the devastated ruins of the once-great city of Mordheim, the cursed city. Mordheim is a skirmish game. The rules are similar to Warhammer but add a level of detail not possible when entire armies of figures do battle. A typical warband size is somewhere between six and a dozen figures. Models can climb the ruins, leap off balconies into

combat, crouch in shadowy cover, push foes off precipices, stun or knock down enemies, parry, and score critical hits.

Mordheim can be played as a one-off battle in an evening, but where the game really shines is in the campaign rules that allow players to link together an ongoing series of games in which the warbands will develop new skills, hire extra warriors, and gain further fame and notoriety. Be careful as you explore the ruins for new treasures. Rival warbands also scour the city and may be lurking in every shadow.



*Above: Keith Robertson of our 'Eavy Metal team painted this gorgeous Aenur, the Sword of Twilight.*

*Below: Dwarf Treasure Hunters fight to protect their claim against this band of Marienburgers.*





The Mordheim boxed game is the perfect place to start when you're delving into the twisted nightmare that is the City of the Damned. This boxed set contains 8 Human Henchmen, 10 Skaven Warhunters, 5 ruined buildings, rules, counters, dice, and the all-important rulebook. This tome not only explains the rules of the game but provides loads of background, hobby tips, and a comprehensive campaign system.

**Mordheim Boxed Game**  
**\$75.00**  
 20-01-60

## History of the City of Mordheim

Ages ago, a clear and portentous sight was spotted in the night sky over the large and well developed Empire city of Mordheim. It was the twin-tailed comet, the very sign of Sigmar, founder and savior of the land.

As the comet burned closer and closer, lighting up the whole night sky above Mordheim, many pilgrims flocked to the city to join the ongoing celebration. Feasts, dances, and much drinking followed, and the revelry soon grew into debauchery and decadence.

But the comet was not a sign of Sigmar's coming but instead the instrument of his judgement. If the impact of the falling meteorite did not instantly slay the city dwellers, the ensuing fires and mysterious vapors soon did.

Eventually, the ruins cooled, and the few survivors who had been just outside the city when the comet hit began to trickle into the still smoking debris in search of salvage and treasures. Strange stories began to circulate about the wondrous and magical shards of glowing stones that could be discovered in the rubble. Credited with powers of healing and more, the glowing stones were named wyrdstone and were highly sought after.

Soon the ruins of Mordheim were being scoured by small warbands from Reikland, Middenheim, and far away Marienburg, but they were not alone. Skaven, man-sized bipedal rats, emerged and sought the glowing stones too, and Chaos-worshippers gathered in the gloom. Bands of Undead and the Witch Hunters who sought to burn them entered the ruinous gates. Infamous rogues and mercenary cutthroats made their way toward the riches. More and more warbands from the far corners of the Warhammer world began to take interest in what was at stake. Will you dare to enter Mordheim, the City of the Damned?

## CREATING A MORDHEIM BUILDING

During the Games Development process for Mordheim, Nigel Stillman (a Games Developer at the time) built the ruined buildings that the playtesters gamed over. The step-by-step process below can be easily repeated and varied to create any number of Mordheim buildings.

To the right is list of a few things to think about as you're planning your gaming table. As a general rule, the more buildings the better, not just for game play, but to re-create the claustrophobic feeling of battling through the devastated streets and alleyways of Mordheim, City of the Damned.



First take a 2" x 12" strip of foamboard and score it in two places.



Next, cut the doors and windows into it.



Folded it around to form the three walls of the ground floor.



Next, attach the base. Use pins to hold it in place while the glue dries.



After the basic shape of the first story is dry, attach what is to be the floor of the next story.



Create the second story with exactly the same technique and glue it to the top of the first.



Finish the basic structure with the addition of the roof, made from three pieces of foamboard with a window cut into the triangular front facing.



Using strips of balsa wood (or strips cut from foamboard), create extra detailing on the exterior of the building.

## Building Mordheim, the City of the Damned

The setting is Mordheim, a city of the Empire ruined by the impact of a huge meteorite. The city has not been entirely destroyed, but there is a massive crater where part of it used to be. As you go outward from the crater, the buildings become gradually less ruined. They vary from totally demolished to only partially destroyed. Some of these buildings appear precariously intact. On the outskirts, buildings are only slightly damaged but deserted and eerie. Here, there are just holes in the roofs and walls made by flying debris and fragments of meteorite. Stone buildings survive better than timber ones, and often, the stone-built lower stories of buildings still stand, while the rest has been destroyed. This setting is the one you should aim to re-create for your games of Mordheim.

The entire battlefield needs to be covered in ruined buildings, separated by streets. There must be open areas between the cover for the models to run and shoot across, but the battlefield should create the cramped and menacing atmosphere of a fantasy medieval city.

The key to creating a Mordheim battlefield is the style of the buildings. Ideally, you want a lot of different buildings, such as houses, shops, taverns, workshops, temples, stables, archways, ruins, towers, graveyards, docks and anything else you could think of that might be found in Mordheim. These structures should look as if they were built of stone or timber or a mixture of both, and all should be ruined to varying extents so that it is possible to move models into them. There should be several floors partly remaining so that troops can be placed on different levels.

The buildings should also feature overhanging upper stories, tall chimneys, high pitched roofs, balconies, archways, and anything else you can think of and should be embellished with such things as grotesque gargoyles, tavern signs, or lamps. The buildings should really look like they belong in the townscape of a John Blanche painting!

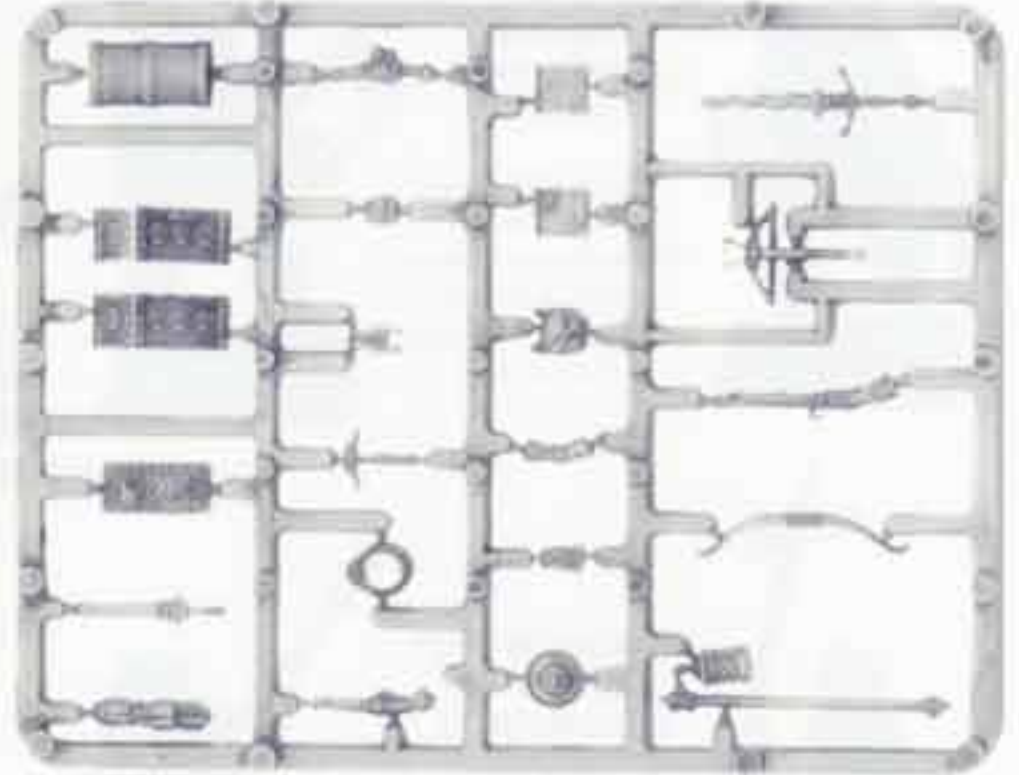


This large building has been made from several modules fitted together to bridge the street below.



# Getting Started

*Note: The sprues presented on this page are shown at 60%.*



**Mordheim  
Accessory Sprue**  
99391199001



**Blood on  
the Streets**  
\$30.00  
20-02

To expand your Mordheim scenery collection with ease, nothing could be simpler than picking up Blood on the Streets. With two new buildings (including a Coaching Inn entryway), your warbands will have more places to search, loot, and bed down for the night.



**Medieval Horse 1**  
99391199003



**Medieval Horse  
Head**  
99389999013

*Note: All mounted models in the Mordheim pages are supplied with these two sprues.*

## Building a Warband

If you are getting started with Mordheim, you will want to play a few individual games and experiment with different warband configurations and equipment. This approach will allow you to learn the rules and to find your "playing style."

On the following pages, you will find the many different models for all the different warbands. Each warband is different, with its own sets of strengths and weaknesses. Most warbands tend to be composed of a leader, perhaps a few other heroes, and a small quantity of henchmen. However, as funds are tight to hire and equip your

warband, it is a wise player that considers all the options and makes each decision after some careful thought.

When starting a campaign, your warband composition and purchases can have a great outcome on your ongoing success. Going with few models and great equipment or lots of models and little equipment are both risky ventures. After all, with all the perils of Mordheim, it is all too easy for a character to be slain and to be lost forever (along with his equipment). Crippling injuries are also quite possible and can turn a fearsome combatant into a vulnerable opponent in an instant.

Good luck, and remember, shoot first, ask questions later, and if it still moving, club it for good measure!



## Middenheimers

The hardy men of Middenheim are well known for their brute strength. These grim northern warriors tend to wear wolf pelts, which along with their long hair and beards, makes them look particularly fierce. There is a long-standing feud between the great Empire Cities of Middenheim and Reikland.



**Middenheimer Captain (Random 1)**  
20-63

*Note: This blister contains either Middenheimer Captain 1 Body & Arm or Middenheimer Captain 2 Body & Arm.*



**Middenheimer Captain 1 Body**  
110202001



**Middenheimer Captain 1 Arm**  
110202002



**Middenheimer Captain 2 Body**  
110202003



**Middenheimer Captain 2 Arm**  
110202004

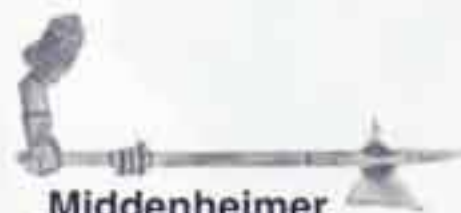


**Middenheimer Champion (Random 1)**  
20-64

*Note: This blister contains either Middenheimer Champion 1 Body & Arm or Middenheimer Champion 2 Body & Arm.*



**Middenheimer Champion 1 Body**  
110202101



**Middenheimer Champion 1 Arm**  
110202102



**Middenheimer Champion 2 Arm**  
110202104



**Middenheimer Champion 2 Body**  
110202103



**Middenheimer Youngbloods (2)**  
20-65

*Note: This blister contains 1 each of Middenheimer Youngblood 1 and Middenheimer Youngblood 2.*



**Middenheimer Youngblood 1 Body**  
110202201



**Middenheimer Youngblood 1 Arm**  
110202203



**Middenheimer Youngblood 2 Body**  
110202202



**Middenheimer Youngblood 2 Arm**  
110202204

*Below: By combining the Knights of the White Wolf Sprue with the Empire Militia Sprue, the brutal, hairy men of Middenheim are brought to life.*



Reikland lies in the heart of the Empire and is home to its capital. With their proud tradition of discipline and loyalty, the Reiklanders make fine soldiers but often come across as arrogant to men from other city-states. Almost to a man, the Reiklanders disdain any who dare to dispute Reikland superiority, especially the Count of Middenheim.



# Reiklanders



**Reiklander Captain (Random 1)**  
20-41

*Note: This blister contains either Reiklander Captain 1 Body & Arm or Reiklander Captain 2 Body & Arm.*



**Reiklander Captain 1 Body**  
110200101



**Reiklander Captain 1 Arm**  
110200102



**Reiklander Captain 2 Body**  
110200103



**Reiklander Captain 2 Arm**  
110200104



**Reiklander Champion (Random 1)**  
20-42

*Note: This blister contains either Reiklander Champion 1 or Reiklander Champion 2 Body & Arm.*



**Reiklander Champion 2 Arm**  
110200203



**Reiklander Champion 2 Body**  
110200202



**Reiklander Youngblood (2)**  
20-43

*Note: This blister contains 1 each of Reiklander Youngblood 1 and Reiklander Youngblood 2.*



**Reiklander Youngblood 2 Arm**  
110200303



**Reiklander Youngblood 2 Body**  
110200302

**Reiklander Youngblood 1**  
110200301



*Above: Not even the Reiklanders are safe from the Witch Hunters, as this proclamation attests.*

*Left: This Reiklander warband has been created with the Empire Militia Sprue and a few heads from the Knights of the White Wolf Sprue.*



# Marienburgers

Marienburg is perhaps the most famous of all trading ports, and its inhabitants are famed for their ruthless bargaining techniques. Many may consider these wealthy warriors as being a bit foppish, but their dueling skills and use of clandestine fighting methods earns them a begrudging respect from all who face them in battle.



**Marienburger Captain (Random 1)**  
20-60

*Note: This blister contains either Marienburger Captain 1 Body & Arm or Marienburger Captain 2 Body & Arm.*



**Marienburger Captain 1 Body**  
110200901



**Marienburger Captain 1 Arm**  
110200902



**Marienburger Captain 2 Body**  
110200903



**Marienburger Captain 2 Arm**  
110200904



**Marienburger Champion (Random 1)**  
20-61

*Note: This blister contains either Marienburger Champion 1 Body & Arm or Marienburger Champion 2 Body & Arm.*



**Marienburger Champion 1 Body**  
110201001



**Marienburger Champion 1 Arm**  
110201002



**Marienburger Champion 2 Body**  
110201003



**Marienburger Champion 2 Arm**  
110201004



**Marienburger Youngbloods (2)**  
20-62

*Note: This blister contains 1 each of Marienburger Youngblood 1 Body & Arm and Marienburger Youngblood 2 Body & Arm.*



**Marienburger Youngblood 1 Body**  
110201101



**Marienburger Youngblood 1 Arm**  
110201102



**Marienburger Youngblood 2 Body**  
110201103



**Marienburger Youngblood 2 Arm**  
110201104



*Left: Their richly appointed clothing and gold-adorned equipment mark these adventurers as men of Marienburg, perhaps the richest city in the Empire at the time of the destruction of Mordheim.*

# Ostlanders

The lands of Ostland are separated from the majority of the Empire by the dreaded Forest of Shadows and the imposing Middle Mountains. These dangerous lands breed a poor but hardy folk who have become self-sufficient and distrustful of strangers. Ostland warbands are often built around extended families looking to strike it rich.



Ostlander 9  
110203303



Ostlander 5  
110203403



Ostlander 4  
110203402



Ostlander 1  
110203301



Ostlander 2  
110203302



Ostlander 3  
110203401



Ostlander 6  
110203404



Ostlander 7  
110203405



Ostlander 8  
110203406

# Averlanders

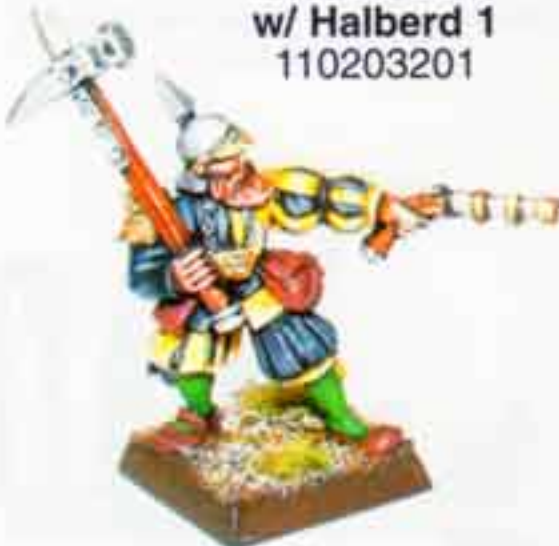
Averland is a rich province, and its soldiers tend to spend lavish amounts of money to outfit themselves in flamboyant uniforms. The more senior (and important) the warrior, the more garish the dress. Averland warbands have access to Mountain Guards - toughened veterans from the dangerous Black Fire Pass area.



Averlander  
w/ Halberd 1  
110203201



Averlander  
w/ Sword 1  
110203202



Averlander  
w/ Hammer & Pistol  
110203203



Averlander  
w/ Musket  
110203205



Averlander  
w/ Halberd 2  
110203204



Averlander  
w/ Sword & Pistol  
110203206



## Kislevites

Even the harsh steppes of Kislev have gotten wind of the treasures and riches to be found in Mordheim, the City of the Damned. These rugged men are known for their hatred of Chaos and their love of Vodka. A Kislev Warband may recruit a Bear Tamer who may bring one of the great beasts along to aid in battle.



**Kislevite Captain 1**  
110203801A



**Kislevite Captain 2**  
110203801B



**Kislevite Captain 3**  
110203801C



**Kislevite Captain 4**  
110203801D

**Kislevite Captain (Random 1)**  
M051

*Note: This blister contains 1 random Kislevite Captain & 1 Kislevite Hand Weapon Sprue.*



**Kislevite Henchman 1**  
110203701A



**Kislevite Henchman 2**  
110203701B



**Kislevite Henchman 3**  
110203702A



**Kislevite Henchman 4**  
110203702B

**Kislevite Henchmen (Random 3)**  
M052

*Note: This blister contains 3 random Kislevite Henchmen, 2 Kislevite Halberds, 1 Kislevite Crossbow & 1 Kislevite Hand Weapon Sprue.*



**Kislevite Youngblood 1**  
110203601A



**Kislevite Youngblood 2**  
110203601B



**Kislevite Youngblood 3**  
110203602A



**Kislevite Youngblood 4**  
110203602B

**Kislevite Youngbloods (Random 3)**  
M053

*Note: This blister contains 3 random Kislevite Youngbloods, 2 Kislevite Halberds, 1 Kislevite Crossbow & 1 Kislevite Hand Weapon Sprue.*



**Bear Body**  
110203902A



**Kislevite Bear Tamer**  
110203901



**Bear Arm**  
110203902B

*Note: This blister contains 1 Kislevite Bear Tamer and 1 Bear Body & Arm.*

**Kislevite Warband (M050) boxed set** contains: 1 random Kislevite Captain, 6 random Kislevite Henchmen, 1 random Kislevite Youngblood, 3 Kislevite Hand Weapon Sprues, 5 Kislevite Halberds, and 2 Kislevite Crossbows.



**Kislevite Crossbow**  
110203604



**Kislevite Halberd**  
110203605



**Kislevite Hand Weapon Sprue**  
110203603

Pit fighters are dangerous warriors who make their living in the illegal fighting pits of the Old World. When not slugging it out in the banned sport of pit-fighting, these mercenaries will gladly sell their brutal services to any warband that can afford them. As their profession has given them advanced training, not to mention access to unusual weaponry, pit fighters are rightfully respected by all who have battled them.

# Pit Fighters



**Pit Fighter Body C**  
119901101C



**Pit Fighter Body A**  
119901101A



**Pit Fighter Body B**  
119901101B



**Pit Fighter Chaos Equipment**  
119901103



**Pit Fighter Chaos Flail**  
119901102



**Pit Fighter Skink Equipment**  
119901107

**Pit Fighters (Random 3)**  
M031

*Note: This blister contains 3 random Pit Fighter Bodies, 1 Pit King Icon, & 3 random weapon sets.*



**Pit Fighter Undead Equipment**  
119901108



**Pit Fighter Undead Sickle**  
119901109



**Pit Fighter Orc Equipment**  
119901106



**Pit Fighter Witch Elf Sword**  
119901110



**Pit Fighter Witch Elf Equipment**  
119901111



**Pit Fighter Trollslayer Body**  
119901201



**Pit Fighter Ogre Body**  
119901303



**Pit Fighter Ogre Left Arm (Club)**  
119901304



**Pit Fighter Ogre Right Arm (Sword)**  
119901302



**Pit King Icon**  
119901112



**Pit Fighter Ogre Head**  
119901301



**Pit Fighter Empire Broadsword**  
119901105



**Pit Fighter Empire Helmet**  
119901104



**Pit Fighter Trollslayer Axe**  
119901202

**Pit Fighter Trollslayer**  
M032

*Note: This blister contains 1 Pit Fighter Trollslayer Body & Axe*



**Pit Fighter Ogre**  
M033



**Pit Fighter Warband (M030) boxed set contains:**  
6 random Pit Fighter Bodies, 1 Chaos Flail, 1 Chaos Equipment, 1 Empire Helmet, 1 Empire Broadsword, 1 Orc Equipment, 1 Skink Equipment, 1 Undead Sickle, 1 Undead Equipment, 1 Witch Elf Sword, 1 Witch Elf Equipment, and 1 Pit King Icon.

*From Left to Right: Pit Fighters with Orc equipment, Skink equipment, Empire equipment, and Undead equipment.*



## Witch Hunters



The Order of the Templars of Sigmar is more commonly known to citizens of the Empire as the Witch Hunters. These pious men are tireless in their quest to wipe away the foul stains of the unholy. Any who delve in dark magic or deny what is righteous are marked for eradication by Witch Hunter warbands.



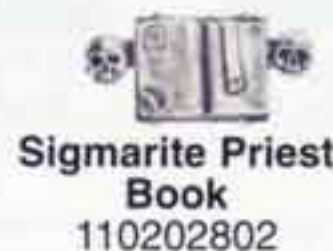
**Witch Hunter Captain 2**  
110202401 (Bit)  
20-67 (Blister)



**Witch Hunter Captain 1**  
110201501



**Sigmarite Priest**  
110202801



**Sigmarite Priest Book**  
110202802



**Sigmarite Warrior Priest**  
20-48



**Witch Hunter 4**  
110201502



**Witch Hunter 2**  
110202301



**Witch Hunter 3**  
110202302



**Witch Hunter (Random 1)**  
20-66



**Witch Hunter 1 Body**  
110202303



**Witch Hunter 1 Crossbow Arm**  
110202304



**Witch Hunter War Hound 1**  
110202701



**Witch Hunter Flagellant 1**  
110202602

**Witch Hunter Flagellants (2)**  
20-69

*Note: This blister contains 1 each of Flagellants 1 & 2.*



**Witch Hunter Flagellant 2**  
110202601



**Witch Hunter Zealot 1**  
110202501



**Witch Hunter Zealot 2**  
110202502



**Witch Hunter Zealot 3**  
110202503

**Witch Hunter Zealots (Random 2)**  
20-68



**Witch Hunter War Hound 2**  
110202702

**Mordheim War Hounds (Random 3)**  
20-70

**Witch Hunter Warband (20-09) boxed set contains:** 1 Witch Hunter Captain 1, 1 Witch Hunter War Hound 1, 1 Witch Hunter 4, 2 Witch Hunter Flagellants (1 & 2), 3 Witch Hunter Zealots (1, 2, & 3), and 1 Mordheim Accessory Sprue.

The holy Sisters of Sigmar are the only ones who foresaw the destruction of Mordheim. While the rest of the city fell to madness, the Sisters remained safe in their fortress. Saved from the fiery destruction of the city, the Sisters now believe they have been given a holy mission by Sigmar himself. The wyrdstone shards must be gathered and kept in safety, and so the warbands scour the city.

# Sisters of Sigmar



**Sister Weapon Sprue**  
110204102



**Sigmarite Sister 1**  
110200604



**Sigmarite Sister 2**  
110200605



**Sigmarite Sister 3**  
110200606



**Sigmarite Sister 4**  
110200607

**Sigmarite Sisters (Random 2)**  
20-54



**Sister of Sigmar 1**  
110204201A



**Sister of Sigmar 2**  
110204201B

**Sisters of Sigmar (Random 3)**  
M021

*Note: This blister contains 2 random Sisters of Sigmar (either 1 or 2), 1 random Sigmarite Sister (either 1, 2, 3, or 4), 1 Sister Weapon Sprue, and 2 Sigmarite Sisters Shield Sprues.*



**Sigmarite Matriarch 2**  
110201601



**Sigmarite Matriarch 1**  
110200601



**Sigmarite Matriarch Shield**  
110200602



**Sigmarite Novice 1**  
110200608



**Sigmarite Novice 2**  
110200609

**Sigmarite Novices (2)**  
20-59



**Sister of Sigmar Novice 1**  
110204301A



**Sister of Sigmar Novice 2**  
110204301B

**Sisters of Sigmar Novices**  
M022

*Note: This blister contains 2 random Sisters of Sigmar Novices (either 1 or 2) and 1 Sister Weapon Sprue.*

**Sigmarite Matriarch**  
20-57

*Note: This blister contains 1 Sigmarite Matriarch 2 and 1 Sigmarite Matriarch Shield.*



**Sigmarite Augur**  
110200801 (Bit)  
20-55 (Blister)



**Sigmarite Sister Superior 2**  
110201701 (Bit)  
20-58 (Blister)



**Sigmarite Sister Superior 1**  
110200603



**Sister of Sigmar Superior**  
110204101

**Sisters of Sigmar Champion**  
M020

*Note: This blister contains 1 Sister of Sigmar Superior, 1 Sister Weapon Sprue, and 1 Sister Tome and Whip Sprue.*



**Sister Tome and Whip Sprue**  
110204103



**Sigmarite Sister Shield Sprue**  
110200610

**Sigmarite Sisters Warband (20-08)**  
boxed set contains:  
1 Sigmarite Matriarch 1 & Matriarch Shield,  
1 Sigmarite Sister Superior 1, 4 Sigmarite Sisters (1, 2, 3, & 4), 2 Sigmarite Novices (1 & 2), and 1 Mordheim Accessory Sprue.

## Amazons

Very little is known about these strange warrior women from across the Great Western Ocean. According to Norse sagas, the Amazons originated from the colony of Skeggi founded by Losteriksson long, long ago on the eastern coast of Lustria. Those who have tangled with an Amazon warband do not underestimate these hard-fighting women.



**Amazon Champion Weapon Sprue 1**  
119901918



**Amazon Champion Weapon Sprue 2**  
119901922



**Amazon Champion 1**  
119901903



**Amazon Champion 2**  
119901904



**Amazon Serpent Priestess 2**  
119901902



**Amazon Serpent Priestess 1**  
119901901



**Amazon Champion Weapon Sprue 3**  
119901924



**Amazon Shield**  
119901925

**Amazon Champion (Random 1)**  
M011

*Note: This blister contains 1 random Amazon Champion, and 3 Amazon Champion Weapon Sprues (1, 2, and 3).*

**Amazon Serpent Priestess (Random 1)**  
M010

*Note: This blister contains 1 random Amazon Serpent Priestess and 2 Amazon Champion Weapon Sprues (1 & 3).*



**Amazon Totem Warrior Head Sprue 2**  
119901910



**Amazon Totem Warrior 1 Body**  
119901905



**Amazon Totem Warrior 2 Body**  
119901906



**Amazon Totem Warrior 3 Body**  
119901907



**Amazon Totem Warrior 4 Body**  
119901908



**Amazon Totem Warrior Head Sprue 1**  
119901909

**Amazon Totem Warriors (Random 2)**  
M012

*Note: This blister contains 2 random Amazon Totem Warriors (from 1, 2, 3 & 4), 1 Amazon Totem Warrior Head Sprue (either 1 or 2), 1 Amazon Shield and 3 Amazon Champion Weapon Sprues (1, 2 & 3).*

**Amazon Warband (M015)** boxed set contains: 1 Serpent Priestess 2, 2 Champions (1 & 2), 2 Totem Warriors (2 & 4), 3 Warriors (1, 2 & 3), 1 Totem Warrior Head Sprue 1, 2 Warrior Head Sprues (1 & 2), 3 Weapon Sprues (1, 2 & 3), and 1 Champion Weapon Sprue 1.



**Amazon Warrior 1 Body**  
119901911



**Amazon Warrior 2 Body**  
119901912



**Amazon Warrior 3 Body**  
119901913



**Amazon Warrior 4 Body**  
119901914

**Amazon Warriors (Random 3)**  
M013

*Note: This blister contains 3 random Amazon Warriors (from 1, 2, 3 & 4), 2 Amazon Warrior Head Sprues (1 & 2), 3 Amazon Shields and 3 Amazon Weapon Sprues (from 1, 2, 3, 4 & 5).*



**Amazon Warrior Head Sprue 1**  
119901915



**Amazon Warrior Head Sprue 2**  
119901916



**Amazon Weapon Sprue 1**  
119901917



**Amazon Weapon Sprue 2**  
119901919



**Amazon Weapon Sprue 3**  
119901920



**Amazon Weapon Sprue 4**  
119901921



**Amazon Weapon Sprue 5**  
119901923

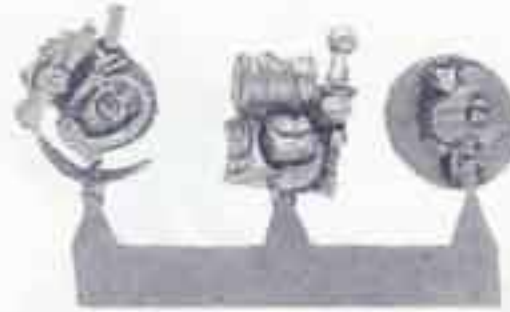
For many Dwarfs, the opportunity, no matter how risky, to become fabulously wealthy is just too much to pass up. Thus, some Dwarf nobles find themselves recruiting warriors to enter Mordheim in search of treasures. Often these warbands are joined by monster-seeking Troll Slayers who have found the horrors of the city an honorable challenge.

# Dwarf Treasure Hunters

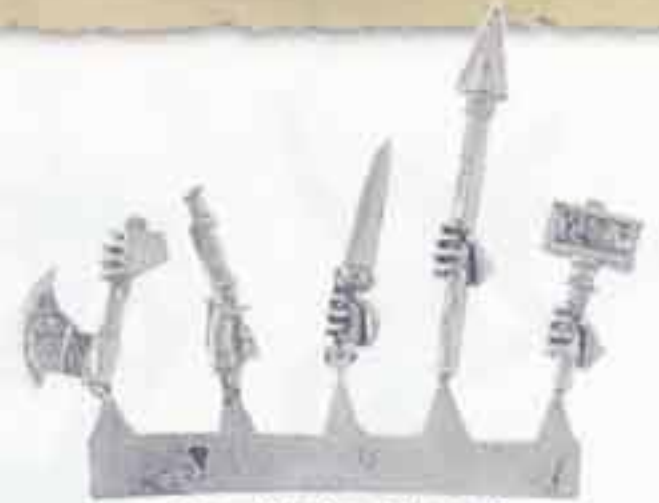


**Dwarf Treasure Hunter Noble**  
110500201

**Dwarf Treasure Hunter Noble**  
M061  
*Note: This blister contains 1 Dwarf Treasure Hunter Noble Body and 2 Dwarf Weapon Sprues (1 & 2).*



**Mordheim Dwarf Backpack Sprue**  
110500213



**Mordheim Dwarf Weapon Sprue 2**  
110500211



**Dwarf Treasure Hunter Beardling 1**  
110500208



**Dwarf Treasure Hunter Beardling 2**  
110500209



**Dwarf Treasure Hunter Engineer**  
110500202



**Dwarf Treasure Hunter Trollslayer**  
110500203



**Mordheim Dwarf Weapon Sprue 1**  
110500210

**Dwarf Treasure Hunter Beardlings (Random 3)**  
M064

*Note: This blister contains 3 random Dwarf Treasure Hunter Beardlings (from 1 & 2), 2 Dwarf Weapon Sprues (1 & 2) and 1 Dwarf Backpack Sprue.*

**Dwarf Treasure Hunter Champion**  
M062

*Note: This blister contains either 1 Dwarf Treasure Hunter Engineer Body or 1 Dwarf Treasure Hunter Trollslayer Body, plus 2 Dwarf Weapon Sprues (1 & 2) and 1 Dwarf Backpack Sprue.*



**Mordheim Dwarf Weapon Sprue 3**  
110500212



**Dwarf Treasure Hunter Clansman 1**  
110500204



**Dwarf Treasure Hunter Clansman 2**  
110500205



**Dwarf Treasure Hunter Clansman 3**  
110500206



**Dwarf Treasure Hunter Clansman 4**  
110500207

**Dwarf Treasure Hunters (Random 3)**  
M063

*Note: This blister contains 3 random Dwarf Treasure Hunter Clansmen (from 1, 2, 3 & 4), 3 Dwarf Weapon Sprues (1, 2 & 3) and 1 Dwarf Backpack Sprue.*

**Dwarf Treasure Hunter Warband (M060) boxed set** contains: 1 Dwarf Noble, 1 Dwarf Engineer, 1 Dwarf Trollslayer, 3 Dwarf Clansmen (1, 2 & 3), 2 Dwarf Beardlings (1 & 2), 2 Dwarf Weapon Sprue 1, 2 Dwarf Weapon Sprue 2, 1 Dwarf Weapon Sprue 3, and 4 Dwarf Backpack Sprues.

## Shadow Warriors

The High Elven population of Nagarythe was long ago cast out and driven from their lands by the great civil war that birthed the Dark Elves. Now, many of these Shadow Warriors, as they have come to be known, wander the lands seeking for revenge against their dark brethren or any evil doers.

Shadow Master  
M001



Shadow Master  
111000101

Shadow Warrior  
Command  
M002



Shadow Warrior 13  
111000301



Shadow Warrior 9  
111000302



Shadow Warrior w/  
Sword  
M003

Shadow Warrior 16  
111000401



Shadow Warrior 17  
111000402



Shadow Warrior 8  
111000201



Shadow Warrior 10  
111000202



Shadow Warrior 12  
111000203



Shadow Warrior 11  
111000204

Shadow Warrior w/ Bow  
M004



Shadow Warrior 14  
111000205



Shadow Warrior 15  
111000206

## Showcase



Above: From the Design Studio's spectacular Mordheim table, this scenery piece is a testament to the madness that befell the city in the days after the meteorite struck.



Shadow Warrior  
Shield Sprue  
111000102



Shadow Warrior  
Bow & Quiver  
111000103



Shadow Warrior  
Quiver  
111000207



Shadow Master  
M001  
Complete



Shadow Warrior w/  
Sword  
M003  
Complete



Above and Right:  
The Shadow Warriors utilize the familiar color schemes of their homeland of Ulthuan.

From his dimly lit chamber in the Drakenhof castle, Count von Carstein plots the downfall of the Empire. With just a little more power, the Vampire could overthrow his human rivals and claim the throne himself. Toward this vile ambition, warbands of the Undead began to search for wyrdstone in the ruins of the once mighty city.

**Undead**



**Vampire**  
20-71

*Note: This blister contains 1 Vampire w/ Cloak Spread and 1 Vampire Sword.*



**Vampire w/ Cloak Spread**  
110700201



**Vampire Sword**  
110700202



**Mordheim Vampire Halberd**  
110700104



**Mordheim Vampire Body**  
110700103



**Dregs (2)**  
20-73



**Mordheim Dreg Body 1**  
110700105



**Dreg Spear**  
110700107



**Dreg Pick**  
110700106



**Mordheim Dreg Body 2**  
110700108

**Undead Warband (20-10) boxed set contains:**  
1 Vampire & Halberd,  
1 Necromancer & Sword Arm,  
2 Dregs (1 & 2),  
1 Dreg Spear,  
1 Dreg Pick,  
1 Warhammer Zombie Sprue (makes 5 Zombies),  
and 1 Mordheim Accessory Sprue.



**Mordheim Necromancer Body**  
110700101



**Mordheim Necromancer Arm**  
110700102



**Necromancer**  
20-72

**Showcase**



*Left: This Vampire and his Necromancer lackey have come to Mordheim to feast on the living and build an army of the dead.*



*Left and Below: No one has yet managed to escape the city of Mordheim unscathed. Perils lie around every corner, and if you don't keep your wits about you, you won't leave the city alive.*







## Skaven

No race covets the valuable wyrdstone as do the Skaven. For centuries, their slow war against the realms of men was secret and nefarious, but with the destruction of Mordheim, new opportunities arose. The proliferation of wyrdstone has made the ratmen bold, and Skaven warbands openly scour the city for more.



**Skaven Assassin Master (Random 1)**  
20-35

*Note: This blister contains either Skaven Assassin Master Body 1, Arm 1, & Head 1 or Skaven Assassin Master Body 2, Arm 2, & Head 2.*



**Skaven Assassin Master Body 1**  
110600101



**Skaven Assassin Master Arm 1**  
110600102



**Skaven Assassin Master Body 2**  
110600104



**Skaven Assassin Master Arm 2**  
110600105

**Skaven Assassin Master Head 1**  
110600103

**Skaven Assassin Master Head 2**  
110600106



**Skaven Night Runner 1**  
110600301

**Skaven Night Runner 2**  
110600302

**Skaven Night Runners (2)**  
20-37



**Black Skaven (Random 1)**  
20-36

*Note: This blister contains either Black Skaven Body 1 & Pistol Arm or Black Skaven Body 2 & Flail*



**Black Skaven Body 1**  
110600201

**Black Skaven Body 2**  
110600203



**Black Skaven Pistol Arm**  
110600202



**Black Skaven Flail**  
110600204



**Skaven Clan Eshin Rat Ogre**  
20-40



**Rat Ogre Upper Body**  
110600601



**Rat Ogre Legs**  
110600602



**Rat Ogre Right Arm**  
110600603



**Skaven Clan Eshin Sorcerer**  
20-38



**Skaven Clan Eshin Sorcerer Arm**  
110600402



**Skaven Clan Eshin Sorcerer Body**  
110600401



*Below: Using their numbers, the vile rat-men attempt to drag down this Sigmarite Matriarch.*



**Skaven Clan Skyre Rat Ogre Head**  
110600701



**Skaven Clan Skyre Rat Ogre Body**  
110600702



**Skaven Clan Skyre Rat Ogre Arms**  
110600703



**Skaven Clan Skyre Rat Ogre Legs**  
110600704



**Skaven Clan Skyre Rat Ogre M070**



**Mordheim Stagecoach M047**

# Stagecoach

Even with a well armed driver, no highway is ever completely safe. What mysterious passenger or piled riches lie within? That depends on the scenario!

*Note: This boxed set contains 1 Stagecoach Driver, 1 Front Axle, 1 Back Axle, 1 Yoke, 1 Haft, 1 Roof, 1 Floor, 1 Seat, 2 Front/Back, 2 Sides, 2 Medieval Horse 1, and 2 Medieval Horse Head.*



*Above: Stand and Deliver!*



**Stagecoach Front/Back**  
110204706



**Stagecoach Floor**  
110204704



**Stagecoach Side**  
110204707



**Stagecoach Driver**  
110204701



**Stagecoach Seat**  
110204702



**Stagecoach Front Axle**  
110204708



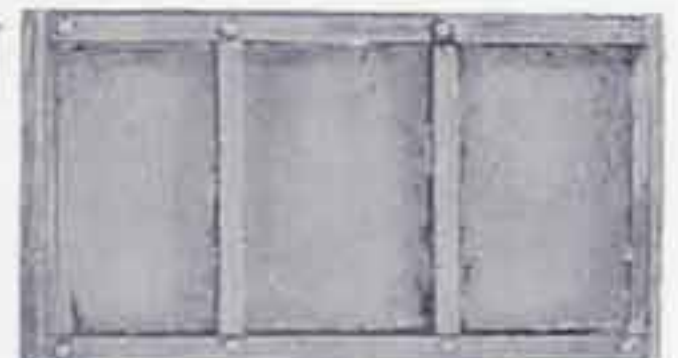
**Stagecoach Back Axle**  
110204709



**Stagecoach Yoke**  
110204703



**Stagecoach Haft Axle**  
110204710



**Stagecoach Roof**  
110204705

## Carnival of Chaos

Gallivanting through the streets of Mordheim come the colorful players of the Carnival of Chaos. This traveling troupe entertains rural settlements of the Old World with tales of the dark days of the Empire. This is all fine and good in the daytime. However, when darkness falls, their pustular nature is revealed, and the slaughter commences.



**Carnival of Chaos  
Carnival Master**  
M131

*Note: This blister contains  
Circus Carnival Master Body  
and 2 Circus Weapon Sprues  
(1 & 2).*

**Circus Carnival  
Master Body**  
110100801

**Carnival of Chaos Warband (M055) boxed set** contains: 1 Circus Carnival Master Body, 1 Circus Champion Body 1, 1 Circus Plague Bearer 2, 2 Circus Brethren 1, 1 Circus Brethren 2, 1 Circus Brethren 3, 1 Circus Jester, 2 Circus Weapon Sprue 1, 2 Circus Weapon Sprue 2, 1 Circus Weapon Sprue 3, and 2 Circus Weapon Sprue 4.



**Circus Champion  
Body 1**  
110100802



**Circus Champion  
Body 2**  
110100803



**Circus  
Jester**  
110100809

**Carnival of Chaos  
Champion  
(Random 1)**  
M130

*Note: This blister contains 1 of either Circus Champion Body 1 and Circus Weapon Sprue 3, or Circus Champion Body 2 and Circus Weapon Sprue 3, or Circus Jester and 2 Circus Weapon Sprues (1 & 4).*



**Circus Nurgling**  
110100814



**Circus Nurgling**  
110100815



**Circus Brethren  
Body 1**  
110100806



**Circus Brethren  
Body 2**  
110100807



**Circus Brethren  
Body 3**  
110100808



**Circus Plague  
Bearer 1**  
110100804



**Circus Plague  
Bearer 2**  
110100805

**Carnival of Chaos  
Brethren (3)**  
M134

*Note: This blister contains Circus Brethren Bodies 1, 2 & 3, and Circus Weapon Sprues 1, 2 & 4.*

**Carnival of Chaos Plague Bearers (2)**  
M135



**Circus Nurgling**  
110100816



**Circus Nurgling**  
110100817



*Above: The Carnival – entertaining by day, unspeakable acts of daemonic terror by night. These players are not what they seem.*



**Circus Nurgling**  
110100818



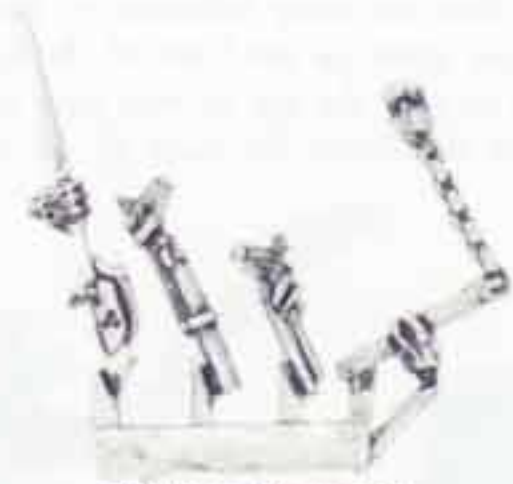
**Circus Nurgling**  
110100819

**Carnival of Chaos  
Nurglings  
(Random 5)**  
M133

**TOTO ALL PRODUCTS IN THIS CATALOG CAN BE ORDERED FROM ANY PARTICIPATING DEALER**



Circus Weapon  
Sprue 1  
110100810



Circus Weapon  
Sprue 2  
110100811



Circus Weapon  
Sprue 3  
110100812



Circus Weapon  
Sprue 4  
110100813



Mordheim  
Plague Cart  
M057

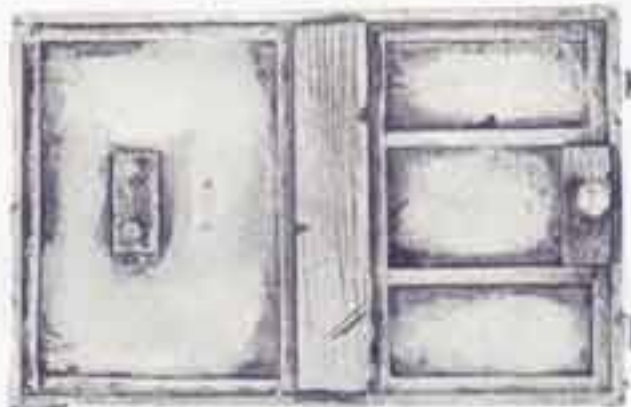
# Plague Cart

The Plague Cart is the embodiment of Nurgle and the core of the Carnival of Chaos. The Daemonic nature of the Plague Cart fills both the Daemons and the mortals of the Carnival with unholy vigor.

*Note: This boxed set contains 1 Plague Cart Base, 1 Plague Cart Side 1, 1 Plague Cart Side 2, 1 Plague Cart Roof, 1 Plague Cart Front, 1 Plague Cart Rear, 1 Plague Cart Rear Step, 1 Plague Cart Yoke, 1 Plague Cart Driver, 2 Plague Cart Horse Heads, 1 each of the Stagecoach Front Axle, Back Axle, 2 Medieval Horses 1, and 2 Medieval Horse Heads.*



Plague Cart Roof  
110100904



Plague Cart Base  
110100901



Plague Cart  
Horse Head  
110100908



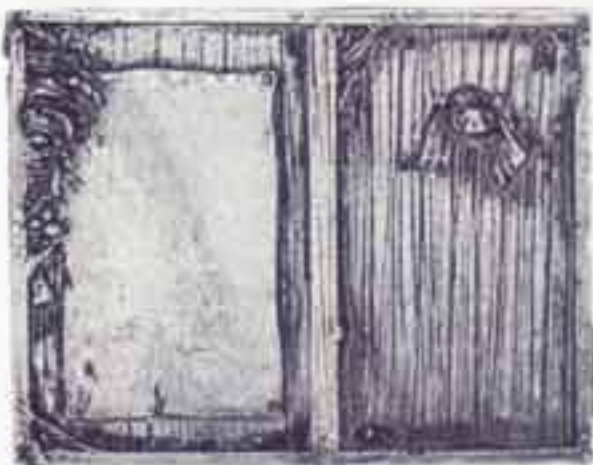
Plague Cart  
Driver  
110100910



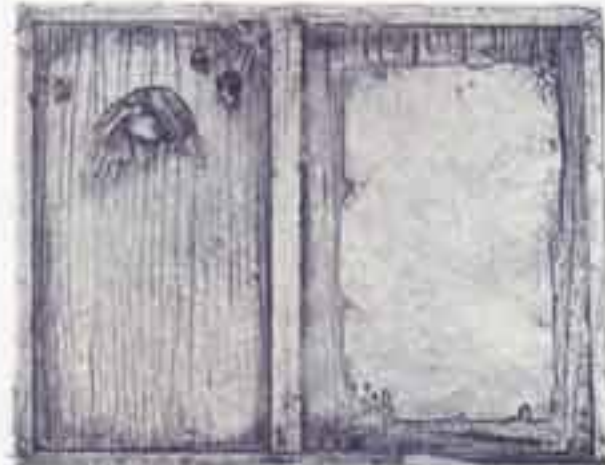
Plague Cart Yoke  
110100909



Plague Cart  
Rear Step  
110100907



Plague Cart Side 1  
110100902



Plague Cart Side 2  
110100903



Plague Cart Front  
110100905



Plague Cart Rear  
110100906

## Cult of the Possessed

Behind some of the many whispered rumors throughout the Empire is a cold dark truth – there are many followers of the cult of Chaos. A new leader, the Shadowlord, has arisen in the City of the Damned, and many corrupt followers have gathered to gain the eye of this dark master. These deranged and violent warriors search the streets for more of the corrupting wyrdstone to claim as their own.



**Possessed Magister 2**  
110100501 (Bit)  
20-76 (Blister)



**Possessed Magister 1**  
110100101



**Possessed Beastman 3**  
110100303



**Possessed Beastman 1**  
110100301



**Possessed Beastman 2**  
110100302



**Possessed Brethren w/ Mace & Axe 2**  
110100103



**Possessed Brethren w/ Mace & Axe 1**  
110100105



**Possessed Brethren w/ Spear**  
110100102



**Possessed Brethren w/ Halberd**  
110100104



**Possessed Darksoul w/ Axe**  
110100107



**Possessed Darksoul w/ Morning Star**  
110100702

**Cult Brethren (Random 2)**  
20-78

**Cult Darksoul (Random 1)**  
20-77

**Cult of the Possessed Warband (20-11)**  
boxed set contains: 1 Possessed Magister 1, 4 Possessed Brethren (1, 2, 3 & 4), 1 Possessed Darksoul w/ Axe, 1 complete Possessed 2 (pictured far right), and 1 Mordheim Accessory Sprue.



**Possessed 1 Claw**  
110100403



**Possessed 2 3-Finger Hand**  
110100109



**Possessed 2 Tentacles**  
110100110



**Possessed 1 5-Finger Hand**  
110100404



**Possessed 1 Head**  
110100402



**Possessed 1 Body**  
011300401



**Cult Possessed**  
20-75



**Possessed 2 Head**  
110100108



**Possessed 2 Body**  
110100106



During the dark years following the comet strike that flattened Mordheim, the Empire became a more dangerous place than ever. All across the lands, the farmsteaders and villagers became wary of strangers as never before. Once these simple folk would offer up a kind word or perhaps even a guarded invitation for a weary traveler to sit down for dinner. Those greetings have been replaced during these grim days with firebrands, clubs, and pointed farming implements. These enraged zealots will storm out to protect their meager belongings.

### Frenzied Mob (Random 3) M056



Villager 1  
110205001



Villager 4  
110205004



Villager 5  
110205005



Villager 3  
110205003



Villager 2  
110205002

## Frenzied Mob

*Below: Sebastien de Hart walked away from the 2000 French Golden Demon competition with a Bronze award for this spectacular diorama.*



## Showcase



*Above: Mark Bedford, sculptor for our Fanatic Studio, painted this cool Freelance Knight.*

## Hired Swords

A Hired Sword is a professional mercenary who may be recruited to aid a warband for a particular mission. For a fee, these cutthroats, bandits, and rogues can greatly augment the fighting capabilities of a warband. Any tavern or shanty town around Mordheim will have notices posted for Hired Swords looking for work.

**Mordheim Highwayman**  
M048



**Highwayman on Foot**  
110204801



**Mounted Highwayman**  
110204802



**Elf Ranger**  
110400101 (Bit)  
20-52 (Blister)



**Dwarf Trollslayer**  
110500101 (Bit)  
20-50 (Blister)

**Mordheim Road Warden**  
M049



**Mounted Road Warden**  
110204903



**Road Warden on Foot**  
110204901



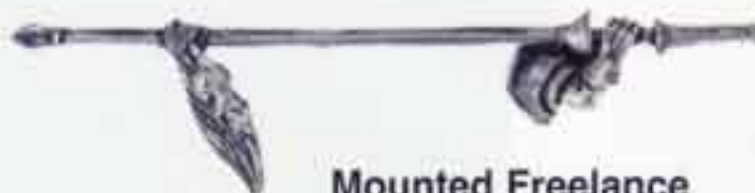
**Mordheim Merchant**  
110204401 (Bit)  
M045 (Blister)



**Mordheim Town Cryer**  
110204501 (Bit)  
M046 (Blister)

**Road Warden Arm**  
110204902

**Freelance Knight**  
20-44



**Mounted Freelance Knight Lance**  
110200404



**Freelance Knight on Foot**  
110200401



**Mounted Freelance Knight**  
110200403



**Pit Fighter**  
20-51



**Pit Fighter**  
110203001



**Freelance Knight Shield Sprue**  
110200402

**Pit Fighter Morning Star**  
110203002

# Hired Swords



**Mordheim Ogre Bodyguard**  
20-45



**Ogre Bodyguard Body**  
110200502



**Ogre Bodyguard  
Axe Arm**  
110200503



**Ogre Bodyguard  
Pack**  
110200501



**Mordheim  
Warlock (New)**  
110204601 (Bit)  
M044 (Blister)



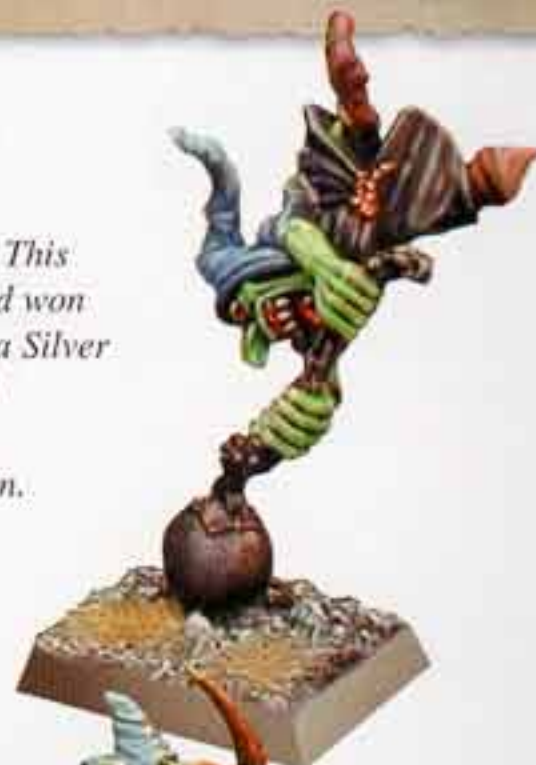
**Mordheim  
Warlock (Old)**  
110201901 (Bit)  
20-47 (Blister)



**Halfling Cook**  
110202901 (Bit)  
20-49 (Blister)

# Showcase

*Below and Right: This great Orc Warband won James S. Mackay a Silver award at the 2002 Baltimore Golden Demon competition.*





## Dramatis Personae

This page shows some of the strangest and most famous (or infamous) characters to be found in Mordheim and the surrounding areas. Occasionally, these rogues can be persuaded to join a warband, although their fees are quite steep (and not always payable with treasures). A warband must be lucky (and well off) to hire these special characters.



**Aenur, the  
Sword of Twilight**  
110201301 (Bit)  
M005 (Blister)



**Bertha  
Bestrafung**  
110201401 (Bit)  
20-56 (Blister)



**Veskit the  
Executioner**  
20-39



**Veskit the  
Executioner Arm**  
110600502



**Veskit the  
Executioner Body**  
110600501



**Nicodemus**  
021400901 (Bit)  
20-53 (Blister)



**Johann the Knife**  
20-46



**Johann the  
Knife Body**  
110201201



**Vampire  
Assassin Knife**  
110700502

**Johann the  
Knife Cloak**  
110201202



**Vampire  
Assassin Body**  
110700501



**Marianna Chevaux,  
Vampire Assassin**  
M080



**Hunter**  
M090



**The Thing in the Woods Body**  
119902001



**The Thing in the  
Woods Jaw Sprue**  
119902002



**The Thing in the  
Woods Arm Sprue**  
119902003



**The Thing in the  
Woods Left Leg**  
119902004



**The Thing in the  
Woods Right Leg**  
119902005



**The Thing in the Woods**  
M059



**Ulli & Marquand**



**Ulli Leitpold**  
110203501



**Marquand Volker**  
110203502



**Ulli & Marqua  
Weapon Spru**  
110203503

A few casualty models can mark where important characters fell or can serve an important role in a special scenario (loot the fallen bodies of treasures for example).



# Casualties



**Orc w/ Sword Casualty**  
119900402



**Orc Casualty 1**  
119900401



**Goblin w/ Sword Casualty**  
119900502



**Goblin Casualty 1**  
119900501



**Goblin w/ Arrow Casualty**  
119900503



**Dwarf w/ Pack Casualty**  
119900303



**Human Casualty 1**  
119900201



**Human Casualty 2**  
119900202



**Human Casualty 3**  
119900203



**Human Casualty 4**  
119900204



**Human Casualty 5**  
119900205



**Dwarf Casualty 2**  
119900302



**Human Casualty 6**  
119900206



**Human Casualty 7**  
119900207



**Human Casualty 8**  
119900208



**Human Casualty 9**  
119900209



**Human Casualty 10**  
119900210



**Dwarf Casualty 1**  
119900301



**Boar Casualty**  
119900601



**Skaven Casualty 1**  
119900101



**Skaven Casualty 2**  
119900102



**Skaven Casualty 3**  
119900103



**Skaven Casualty 4**  
119900104



**Skaven Casualty 5**  
119900105



**Horse Casualty**  
119900602

## Price List

### Getting Started

- 20-01-60 Mordheim: City of the Damned . . . . \$75  
 Contents: Rulebook, 10 Skaven Warhunters,  
 8 Human Mercenaries, 5 Buildings, rulers, dice,  
 and counters.
- 20-02 Blood on the Streets . . . . . \$30  
 Contents: 2 Large Buildings and assorted small cover

### Boxed Sets & Blister Packs – Middenheimers

- 20-63 Middenheimer Captain . . . . . \$9  
 Blister includes 1 model
- 20-64 Middenheimer Champion . . . . . \$7  
 Blister includes 1 model
- 20-65 Middenheimer Youngbloods . . . . . \$8  
 Blister includes 2 models

### Boxed Sets & Blister Packs – Reiklanders

- 20-41 Reiklander Captain . . . . . \$9  
 Blister includes 1 model
- 20-42 Reiklander Champion . . . . . \$7  
 Blister includes 1 model
- 20-43 Reiklander Youngbloods . . . . . \$8  
 Blister includes 2 models

### Boxed Sets & Blister Packs – Marienburgers

- 20-60 Marienburger Captain . . . . . \$9  
 Blister includes 1 model
- 20-61 Marienburger Champion . . . . . \$7  
 Blister includes 1 model
- 20-62 Marienburger Youngbloods . . . . . \$8  
 Blister includes 2 models

### Boxed Sets & Blister Packs – Kislevites

- M050 Mordheim Kislevites . . . . . \$35  
 Boxed Set includes 8 models
- M051 Kislevite Captain . . . . . \$9  
 Blister includes 1 model
- M052 Kislevite Henchmen . . . . . \$13  
 Blister includes 3 models
- M053 Kislevite Youngbloods . . . . . \$13  
 Blister includes 3 models
- M054 Kislevite Bear Tamer . . . . . \$9  
 Blister includes 2 models

### Boxed Sets & Blister Packs – Averlanders

- M043 Averlander Human Mercenaries . . . . \$10  
 Blister includes 3 models

### Boxed Sets & Blister Packs – Ostlanders

- M041 Ostlanders & Double-Handed Weapons . \$10  
 Blister includes 3 models
- M042 Ostlanders & Missile Weapons . . . . \$10  
 Blister includes 3 models

### Boxed Sets & Blister Packs – Pit Fighters

- M030 Mordheim Pit Fighters . . . . . \$30  
 Boxed Set includes 6 models
- M031 Mordheim Pit Fighters . . . . . \$15  
 Blister includes 3 models
- M032 Mordheim Pit Fighter Trollslayer . . . . \$7  
 Blister includes 1 model
- M033 Mordheim Pit Fighter Ogre . . . . . \$15  
 Blister includes 1 model

### Boxed Sets & Blister Packs – Witch Hunters

- 20-09 Mordheim Witch Hunters . . . . . \$35  
 Boxed Set includes 8 models
- 20-48 Sigmarite Warrior Priest . . . . . \$7  
 Blister includes 1 model
- 20-66 Witch Hunter . . . . . \$7  
 Blister includes 1 model
- 20-67 Witch Hunter Captain . . . . . \$9  
 Blister includes 1 model

- 20-68 Witch Hunter Zealots . . . . . \$7  
 Blister includes 2 models
- 20-69 Witch Hunter Flagellants . . . . . \$8  
 Blister includes 2 models
- 20-70 Mordheim War Hounds . . . . . \$8  
 Blister includes 3 models

### Boxed Sets & Blister Packs – Sisters of Sigmar

- 20-08 Mordheim Sigmarite Sisters . . . . . \$35  
 Boxed Set includes 8 models
- 20-54 Sigmarite Sisters . . . . . \$10  
 Blister includes 2 models
- 20-55 Sigmarite Augur . . . . . \$9  
 Blister includes 1 model
- 20-57 Sigmarite Matriarch . . . . . \$9  
 Blister includes 1 model
- 20-58 Sigmarite Sister Superior . . . . . \$7  
 Blister includes 1 model
- 20-59 Sigmarite Novice . . . . . \$8  
 Blister includes 2 models
- M020 Sisters of Sigmar Champion . . . . . \$8  
 Blister includes 1 model
- M021 Sisters of Sigmar . . . . . \$13  
 Blister includes 3 models
- M022 Sisters of Sigmar Novice . . . . . \$13  
 Blister includes 2 models

### Boxed Sets & Blister Packs – Amazons

- M015 Mordheim Amazons . . . . . \$40  
 Boxed Set includes 8 models
- M010 Amazon Serpent Priestess . . . . . \$8  
 Blister includes 1 model
- M011 Amazon Champion . . . . . \$8  
 Blister includes 1 model
- M012 Amazon Totem Warriors . . . . . \$8  
 Blister includes 2 models
- M013 Amazon Warriors . . . . . \$13  
 Blister includes 3 models

### Boxed Sets & Blister Packs – Shadow Warriors

- M001 Shadow Master . . . . . \$9  
 Blister includes 1 model
- M002 Shadow Warriors w/ Bow . . . . . \$10  
 Blister includes 3 models
- M003 Shadow Warrior Command . . . . . \$9  
 Blister includes 2 models
- M004 Shadow Warriors w/ Sword . . . . . \$9  
 Blister includes 3 models

### Boxed Sets & Blister Packs – Dwarf Treasure Hunters

- M060 Mordheim Dwarf Treasure Hunters . \$40  
 Boxed Set includes 8 models
- M061 Dwarf Treasure Hunter Noble . . . . . \$10  
 Blister includes 1 model
- M062 Dwarf Treasure Hunter Champion . . \$10  
 Blister includes 1 model
- M063 Dwarf Treasure Hunters . . . . . \$10  
 Blister includes 3 models
- M064 Dwarf Treasure Hunter Beardlings . \$10  
 Blister includes 3 models

### Boxed Sets & Blister Packs – Undead

- 20-10 Mordheim Undead . . . . . \$35  
 Boxed Set includes 9 models
- 20-71 Mordheim Vampire . . . . . \$9  
 Blister includes 1 model
- 20-72 Mordheim Necromancer . . . . . \$9  
 Blister includes 1 model

- 20-73 Mordheim Dregs . . . . . \$8  
 Blister includes 2 models

### Boxed Sets & Blister Packs – Skaven

- 20-35 Skaven Assassin Master . . . . . \$9  
 Blister includes 1 model
- 20-36 Black Skaven . . . . . \$7  
 Blister includes 1 model
- 20-37 Skaven Night Runners . . . . . \$8  
 Blister includes 2 models
- 20-38 Skaven Clan Eshin Sorcerer . . . . . \$7  
 Blister includes 1 model
- 20-40 Skaven Clan Eshin Rat Ogre . . . . . \$15  
 Blister includes 1 model
- M070 Skaven Clan Skyre Rat Ogre . . . . . \$15  
 Blister includes 1 model

### Boxed Sets & Blister Packs – Vehicles

- M047 Mordheim Stagecoach . . . . . \$50  
 Boxed Set includes 1 model
- M057 Mordheim Plague Cart . . . . . \$50  
 Boxed Set includes 1 model

### Boxed Sets & Blister Packs – Carnival of Chaos

- M055 Mordheim Carnival of Chaos . . . . . \$40  
 Boxed Set includes 8 models
- M130 Carnival of Chaos Champion . . . . . \$9  
 Blister includes 2 models
- M131 Carnival of Chaos Carnival Master . . \$10  
 Blister includes 1 model
- M133 Carnival of Chaos Nurglings . . . . . \$10  
 Blister includes 5 models
- M134 Carnival of Chaos Brethren . . . . . \$10  
 Blister includes 3 models
- M135 Carnival of Chaos Plague Bearers . \$10  
 Blister includes 2 models

### Boxed Sets & Blister Packs – Cult of the Possessed

- 20-11 Mordheim Cult of the Possessed . . \$35  
 Boxed Set includes 7 models
- 20-74 Cult Beastmen . . . . . \$10  
 Blister includes 2 models
- 20-75 Cult Possessed . . . . . \$13  
 Blister includes 1 model
- 20-76 Cult Magister . . . . . \$9  
 Blister includes 1 model
- 20-77 Cult Darksoul . . . . . \$7  
 Blister includes 1 model
- 20-78 Cult Brethren . . . . . \$10  
 Blister includes 2 models

### Boxed Sets & Blister Packs – Hired Swords

- M090 Hunter . . . . . \$9  
 Blister includes 1 model
- 20-44 Freelance Knight . . . . . \$15  
 Blister includes 2 models
- 20-45 Mordheim Ogre Bodyguard . . . . . \$15  
 Blister includes 1 model
- 20-47 Mordheim Warlock (Old) . . . . . \$9  
 Blister includes 1 model
- 20-49 Halfling Cook . . . . . \$7  
 Blister includes 1 model
- 20-50 Dwarf Trollslayer . . . . . \$9  
 Blister includes 1 model
- 20-51 Pit Fighter . . . . . \$9  
 Blister includes 1 model
- 20-52 Elf Ranger . . . . . \$9  
 Blister includes 1 model
- M044 Mordheim Warlock (New) . . . . . \$8  
 Blister includes 1 model
- M045 Mordheim Merchant . . . . . \$9  
 Blister includes 1 model
- M048 Mordheim Highwayman . . . . . \$15  
 Blister includes 2 models
- M049 Mordheim Road Warden . . . . . \$15  
 Blister includes 2 models
- M056 Frenzied Mob . . . . . \$10  
 Blister includes 3 models

**Boxed Sets & Blister Packs –  
Dramatis Personae**

M005	Aenur, the Sword of Twilight	.....\$10
	Blister includes 1 model	
20-39	Veskit the High Executioner	.....\$10
	Blister includes 1 model	
20-46	Johann the Knife	.....\$10
	Blister includes 1 model	
20-53	Mordheim Warlock Nicodemus	.....\$10
	Blister includes 1 model	
20-56	Bertha Bestrafung	.....\$10
	Blister includes 1 model	
M080	Marianna Chevaux, Vampire Assassin	.....\$9
	Blister includes 1 model	
M059	The Thing in the Woods	.....\$25
	Blister includes 1 model	

**Metal Bitz – Middenheimers****Middenheimer Captain**

110202001	Middenheimer Captain 1 Body	\$8.50
110202002	Middenheimer Captain 1 Arm	\$.125
110202003	Middenheimer Captain 2 Body	\$8.50
110202004	Middenheimer Captain 2 Arm	\$.125

**Middenheimer Champion**

110202101	Middenheimer Champion 1 Body	\$5.75
110202102	Middenheimer Champion 1 Arm	\$.125
110202103	Middenheimer Champion 2 Body	\$5.75
110202104	Middenheimer Champion 2 Arm	\$.125

**Middenheimer Youngbloods**

110202201	Middenheimer Youngblood 1 Body	.....\$3.75
110202202	Middenheimer Youngblood 2 Body	.....\$3.75
110202203	Middenheimer Youngblood 1 Arm	\$.125
110202204	Middenheimer Youngblood 2 Arm	\$.125

**Metal Bitz – Reiklanders****Reiklander Captain**

110200101	Reiklander Captain 1 Body	..\$8.50
110200102	Reiklander Captain 1 Arm	...\$.125
110200103	Reiklander Captain 2 Body	..\$8.50
110200104	Reiklander Captain 2 Arm	...\$.125

**Reiklander Champion**

110200201	Reiklander Champion 1	....\$6.50
110200202	Reiklander Champion 2 Body	\$6.50
110200203	Reiklander Champion 2 Arm	..\$1.25

**Reiklander Youngbloods**

110200301	Reiklander Youngblood 1	...\$3.75
110200302	Reiklander Youngblood 2 Body	\$3.75
110200303	Reiklander Youngblood 2 Arm	..\$1.25

**Metal Bitz – Marienburgers****Marienburger Captain**

110200901	Marienburger Captain 1 Body	\$8.50
110200902	Marienburger Captain 1 Arm	..\$1.25
110200903	Marienburger Captain 2 Body	\$8.50
110200904	Marienburger Captain 2 Arm	..\$1.25

**Marienburger Champion**

110201001	Marienburger Champion 1 Body	\$6.50
110201002	Marienburger Champion 1 Arm	\$1.25
110201003	Marienburger Champion 2 Body	\$6.50
110201004	Marienburger Champion 2 Arm	\$1.25

**Marienburger Youngbloods**

110201101	Marienburger Youngblood 1 Body	.....\$3.75
110201102	Marienburger Youngblood 1 Arm	.....\$1.25
110201103	Marienburger Youngblood 2 Body	..\$3.75
110201104	Marienburger Youngblood 2 Arm	..\$1.25

**Metal Bitz – Ostlanders**

110203301	Ostlander 1	.....\$4
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110203302	Ostlander 2	.....\$4
110203303	Ostlander 9	.....\$4
110203401	Ostlander 3	.....\$4
110203402	Ostlander 4	.....\$4
110203403	Ostlander 5	.....\$4
110203404	Ostlander 6	.....\$4
110203405	Ostlander 7	.....\$4
110203406	Ostlander 8	.....\$4

**Metal Bitz – Averlanders**

110203201	Averlander w/ Halberd 1	.....\$4
110203202	Averlander w/ Sword 1	.....\$4
110203203	Averlander w/ Hammer & Pistol	..\$4
110203204	Averlander w/ Halberd 2	.....\$4
110203205	Averlander w/ Musket	.....\$4
110203206	Averlander w/ Sword & Pistol	...\$4

**Metal Bitz – Kislevites****Kislevite Warband**

110203801A	Kislevite Captain 1	.....\$7
110203801B	Kislevite Captain 2	.....\$7
110203801C	Kislevite Captain 3	.....\$7
110203801D	Kislevite Captain 4	.....\$7
110203701A	Kislevite Henchman 1	.....\$3.25
110203701B	Kislevite Henchman 2	.....\$3.25
110203702A	Kislevite Henchman 3	.....\$3.25
110203702B	Kislevite Henchman 4	.....\$3.25
110203601A	Kislevite Youngblood 1	.....\$3.25
110203601B	Kislevite Youngblood 2	.....\$3.25
110203603	Kislevite Hand Weapon Sprue	..\$2
110203604	Kislevite Crossbow	.....\$2
110203605	Kislevite Halberd	.....\$2

**Kislevite Captain**

110203801A	Kislevite Captain 1	.....\$7
110203801B	Kislevite Captain 2	.....\$7
110203801C	Kislevite Captain 3	.....\$7
110203801D	Kislevite Captain 4	.....\$7
110203603	Kislevite Hand Weapon Sprue	..\$2

**Kislevite Henchmen**

110203701A	Kislevite Henchman 1	.....\$3.25
110203701B	Kislevite Henchman 2	.....\$3.25
110203702A	Kislevite Henchman 3	.....\$3.25
110203702B	Kislevite Henchman 4	.....\$3.25
110203603	Kislevite Hand Weapon Sprue	..\$2
110203604	Kislevite Crossbow	.....\$2
110203605	Kislevite Halberd	.....\$2

**Kislevite Youngbloods**

110203601A	Kislevite Youngblood 1	.....\$3.25
110203601B	Kislevite Youngblood 2	.....\$3.25
110203602A	Kislevite Youngblood 3	.....\$3.25
110203602B	Kislevite Youngblood 4	.....\$3.25
110203603	Kislevite Hand Weapon Sprue	..\$2
110203604	Kislevite Crossbow	.....\$2
110203605	Kislevite Halberd	.....\$2

**Kislevite Bear Tamer**

110203901	Kislevite Bear Tamer	.....\$3.25
110203902A	Bear Body	.....\$3
110203902B	Bear Arm	.....\$1
110203603	Kislevite Hand Weapon Sprue	..\$2

**Metal Bitz – Pit Fighters****Pit Fighter Warband**

119901102	Pit Fighter Chaos Flail	.....\$1.25
119901103	Pit Fighter Chaos Equipment	..\$2.50
119901104	Pit Fighter Empire Helmet	...\$1.25
119901105	Pit Fighter Empire Equipment	..\$2.50
119901106	Pit Fighter Orc Equipment	...\$3.50
119901107	Pit Fighter Skink Equipment	...\$3.50
119901108	Pit Fighter Undead Equipment	..\$2.50
119901109	Pit Fighter Undead Sickle	...\$1.25
119901110	Pit Fighter Witch Elf Sword	...\$1.25
119901111	Pit Fighter Witch Elf Equipment	\$2.50

119901112	Pit King Icon	.....\$1.25
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**Mordheim Pit Fighters**

119901101A	Pit Fighter Body A	.....\$3
119901101B	Pit Fighter Body B	.....\$3
119901101C	Pit Fighter Body C	.....\$3
119901102	Pit Fighter Chaos Flail	.....\$1.25
119901103	Pit Fighter Chaos Equipment	..\$2.25
119901104	Pit Fighter Empire Helmet	...\$1.25
119901105	Pit Fighter Empire Equipment	..\$2.50
119901106	Pit Fighter Orc Equipment	...\$3.50
119901107	Pit Fighter Skink Equipment	...\$3.50
119901108	Pit Fighter Undead Equipment	..\$2.50
119901109	Pit Fighter Undead Sickle	...\$1.25
119901110	Pit Fighter Witch Elf Sword	...\$1.25
119901111	Pit Fighter Witch Elf Equipment	\$2.50
119901112	Pit King Icon	.....\$1.25

**Mordheim Pit Fighter Trollslayer**

119901201	Pit Fighter Trollslayer Body	....\$7
119901202	Pit Fighter Trollslayer Axe	...\$1.25

**Mordheim Pit Fighter Ogre**

119901301	Pit Fighter Ogre Head	.....\$2
119901302	Pit Fighter Ogre Right Arm	.....\$3
119901303	Pit Fighter Ogre Left arm	.....\$3
119901304	Pit Fighter Ogre Body	.....\$10

**Metal Bitz – Witch Hunters****Witch Hunter Warband**

110201501	Witch Hunter Captain 1	.....\$8.75
110202701	Witch Hunter War Hound 1	....\$3
110201502	Witch Hunter 4	.....\$6.50
110202601	Witch Hunter Flagellant 1	...\$3.75
110202602	Witch Hunter Flagellant 2	...\$3.75
110202501	Witch Hunter Zealot 1	.....\$3.75
110202502	Witch Hunter Zealot 2	.....\$3.75
110202503	Witch Hunter Zealot 3	.....\$3.75
99391199001	Mordheim Accessory Sprue	....\$4

**Sigmarite Warrior Priest**

110202801	Sigmarite Priest	.....\$6.50
110202802	Sigmarite Priest Book	.....\$1.25

**Witch Hunter**

110202301	Witch Hunter 2	.....\$6.50
110202302	Witch Hunter 3	.....\$6.50
110202303	Witch Hunter 1	.....\$6.50
110202304	Witch Hunter 1 Crossbow Arm	..\$1.25

**Witch Hunter Captain**

110202401	Witch Hunter Captain 2	.....\$8.50
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**Witch Hunter Zealots**

110202501	Witch Hunter Zealot 1	.....\$3.75
110202502	Witch Hunter Zealot 2	.....\$3.75
110202503	Witch Hunter Zealot 3	.....\$3.75

**Witch Hunter Flagellants**

110202601	Witch Hunter Flagellant 1	...\$3.75
110202602	Witch Hunter Flagellant 2	...\$3.75

**Witch Hunter War Hounds**

110202701	Witch Hunter War Hound 1	....\$3
110202702	Witch Hunter War Hound 2	....\$3

**Metal Bitz – Sisters of Sigmar****Sigmarite Sisters Warband**

110200601	Sigmarite Matriarch 1	.....\$8.75
110200602	Sigmarite Matriarch Shield	...\$1.25
110200603	Sigmarite Sister Superior 1	...\$6.50
110200604	Sigmarite Sister 1	.....\$3.75
110200605	Sigmarite Sister 2	.....\$3.75
110200606	Sigmarite Sister 3	.....\$3.75
110200607	Sigmarite Sister 4	.....\$3.75
110200608	Sigmarite Novice 1	.....\$3.75
110200609	Sigmarite Novice 2	.....\$3.75
110200610	Sigmarite Sister Shield Sprue	..\$1.25
99391199001	Mordheim Accessory Sprue	....\$4



## Price List



### Sigmarite Sisters

110200604	Sigmarite Sister 1	\$3.75
110200605	Sigmarite Sister 2	\$3.75
110200606	Sigmarite Sister 3	\$3.75
110200607	Sigmarite Sister 4	\$3.75
110200610	Sigmarite Sister Shield Sprue	\$1.25

### Sigmarite Augur

110200801	Sigmarite Augur	\$.8
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### Sigmarite Matriarch

110200602	Sigmarite Matriarch Shield	\$1.25
110201601	Sigmarite Matriarch 2	\$8.50

### Sigmarite Sister Superior

110201701	Sigmarite Sister Superior 2	\$.7
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### Sigmarite Novices

110200608	Sigmarite Novice 1	\$3.75
110200609	Sigmarite Novice 2	\$3.75

### Sisters of Sigmar Champion

110204101	Sister of Sigmar Superior	\$5.75
110204103	Sister Tome and Whip Sprue	\$1.25

### Sisters of Sigmar

110200604	Sigmarite Sister 1	\$3.75
110200605	Sigmarite Sister 2	\$3.75
110200606	Sigmarite Sister 3	\$3.75
110200607	Sigmarite Sister 4	\$3.75
110200610	Sigmarite Sister Shield Sprue	\$1.25
110204201A	Sister of Sigmar 1	\$.3
110204201B	Sister of Sigmar 2	\$.3
110204102	Sister Weapon Sprue	\$1.25

### Sisters of Sigmar Novices

110204301A	Sister of Sigmar Novice 1	\$.3
110204301B	Sister of Sigmar Novice 2	\$.3
110204102	Sister Weapon Sprue	\$1.25

### Metal Bitz – Amazons

#### Amazon Warband

119901901	Amazon Serpent Priestess 1	\$6.75
119901903	Amazon Champion 1	\$6.75
119901904	Amazon Champion 2	\$6.75
119901906	Amazon Totem Warrior Body 2	\$3.50
119901908	Amazon Totem Warrior Body 4	\$3.50
119901909	Amazon Totem Warrior Head Sprue 1	\$1.25
119901911	Amazon Warrior Body 1	\$3.50
119901912	Amazon Warrior Body 2	\$3.50
119901913	Amazon Warrior Body 3	\$3.50
119901915	Amazon Warrior Head Sprue 1	\$1.25
119901916	Amazon Warrior Head Sprue 2	\$1.25
119901917	Amazon Weapon Sprue 1	\$2.25
119901919	Amazon Weapon Sprue 2	\$2.25
119901920	Amazon Weapon Sprue 3	\$2.25
119901918	Amazon Champion Weapon Sprue 1	\$2.25

#### Amazon Serpent Priestess

119901901	Amazon Serpent Priestess 1	\$6.75
119901902	Amazon Serpent Priestess 2	\$6.75
119901918	Amazon Champion Weapon Sprue 1	\$2.25
119901924	Amazon Champion Weapon Sprue 3	\$2.25

#### Amazon Champion

119901903	Amazon Champion 1	\$6.75
119901904	Amazon Champion 2	\$6.75
119901918	Amazon Champion Weapon Sprue 1	\$2.25

119901922	Amazon Champion Weapon Sprue 2	\$2.25
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119901924	Amazon Champion Weapon Sprue 3	\$2.25
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### Amazon Totem Warriors

119901905	Amazon Totem Warrior Body 1	\$3.50
119901906	Amazon Totem Warrior Body 2	\$3.50
119901907	Amazon Totem Warrior Body 3	\$3.50
119901908	Amazon Totem Warrior Body 4	\$3.50
119901909	Amazon Totem Warrior Head Sprue 1	\$1.25

119901910	Amazon Totem Warrior Head Sprue 2	\$1.25
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119901918	Amazon Champion Weapon Sprue 1	\$2.25
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119901922	Amazon Champion Weapon Sprue 2	\$2.25
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119901924	Amazon Champion Weapon Sprue 3	\$2.25
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119901925	Amazon Shield	\$1.25
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### Amazon Warriors

119901911	Amazon Warrior Body 1	\$3.50
119901912	Amazon Warrior Body 2	\$3.50

119901913	Amazon Warrior Body 3	\$3.50
119901914	Amazon Warrior Body 4	\$3.50

119901915	Amazon Warrior Head Sprue 1	\$1.25
119901916	Amazon Warrior Head Sprue 2	\$1.25

119901917	Amazon Weapon Sprue 1	\$2.25
119901919	Amazon Weapon Sprue 2	\$2.25

119901920	Amazon Weapon Sprue 3	\$2.25
119901921	Amazon Weapon Sprue 4	\$2.25

119901923	Amazon Weapon Sprue 5	\$2.25
119901925	Amazon Shield	\$1.25

### Metal Bitz – Dwarf Treasure Hunters

#### Dwarf Treasure Hunter Warband

110500201	Dwarf Treasure Hunter Noble	\$10.25
110500202	Dwarf Treasure Hunter Engineer	\$10.25

110500203	Dwarf Treasure Hunter Trollslayer	\$10.25
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110500204	Dwarf Clansman 1	\$3.50
110500205	Dwarf Clansman 2	\$3.50

110500206	Dwarf Clansman 3	\$3.50
110500210	Dwarf Weapon Sprue 1	\$2.25

110500211	Dwarf Weapon Sprue 2	\$2.25
110500208	Dwarf Beardling 1	\$3.50

110500209	Dwarf Beardling 2	\$3.50
110500210	Dwarf Weapon Sprue 1	\$2.25

110500211	Dwarf Weapon Sprue 2	\$2.25
110500212	Dwarf Weapon Sprue 3	\$2.25

110500213	Dwarf Backpack Sprue	\$2.25
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#### Dwarf Treasure Hunter Noble

110500201	Dwarf Treasure Hunter Noble	\$10.25
110500210	Dwarf Weapon Sprue 1	\$2.25

110500211	Dwarf Weapon Sprue 2	\$2.25
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#### Dwarf Treasure Hunter Champion

110500202	Dwarf Treasure Hunter Engineer	\$10.25
110500203	Dwarf Treasure Hunter Trollslayer	\$10.25

110500210	Dwarf Weapon Sprue 1	\$2.25
110500211	Dwarf Weapon Sprue 2	\$2.25

110500213	Dwarf Backpack Sprue	\$2.25
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#### Dwarf Treasure Hunters

110500204	Dwarf Clansman 1	\$3.50
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110500205	Dwarf Clansman 2	\$3.50
110500206	Dwarf Clansman 3	\$3.50
110500207	Dwarf Clansman 4	\$3.50
110500210	Dwarf Weapon Sprue 1	\$2.25
110500211	Dwarf Weapon Sprue 2	\$2.25
110500212	Dwarf Weapon Sprue 3	\$2.25
110500213	Dwarf Backpack Sprue	\$2.25

### Dwarf Treasure Hunter Beardlings

110500208	Dwarf Beardling 1	\$3.50
110500209	Dwarf Beardling 2	\$3.50
110500210	Dwarf Weapon Sprue 1	\$2.25
110500211	Dwarf Weapon Sprue 2	\$2.25
110500213	Dwarf Backpack Sprue	\$2.25

### Metal Bitz – Shadow Warriors

#### Shadow Master

111000101	Shadow Master	\$6.75
111000102	Shadow Warrior Shield Sprue	\$1.75
111000103	Shadow Warrior Bow & Quiver	\$1.25

#### Shadow Warriors Command

111000301	Shadow Warrior 13	\$4.50
111000302	Shadow Warrior 9	\$4.50
111000102	Shadow Warrior Shield Sprue	\$1.75
111000103	Shadow Warrior Bow & Quiver	\$1.25

#### Shadow Warriors with Swords

111000401	Shadow Warrior 16	\$3.75
111000402	Shadow Warrior 17	\$3.75
111000102	Shadow Warrior Shield Sprue	\$1.75
111000103	Shadow Warrior Bow & Quiver	\$1.25

#### Shadow Warriors with Bow

111000201	Shadow Warrior 8	\$3.75
111000202	Shadow Warrior 10	\$3.75
111000203	Shadow Warrior 12	\$3.75
111000204	Shadow Warrior 11	\$3.75
111000205	Shadow Warrior 14	\$3.75
111000206	Shadow Warrior 15	\$3.75
111000207	Shadow Warrior Quiver	\$1.25
111000102	Shadow Warrior Shield Sprue	\$1.75

### Metal Bitz – Undead

#### Undead Warband

110700103	Mordheim Vampire Body	\$8.75
110700104	Mordheim Vampire Halberd	\$1.25
110700101	Mordheim Necromancer Body	\$6.50
110700102	Mordheim Necromancer Arm	\$1.25
110700105	Mordheim Dreg Body 1	\$3.75
110700106	Mordheim Dreg Pick	\$1.25
110700107	Mordheim Dreg Spear	\$1.25
110700108	Mordheim Dreg Body 2	\$3.75
99380207002	Zombie Sprue	\$.8
99391199001	Mordheim Accessory Sprue	\$.4

#### Mordheim Vampire

110700201	Vampire w/ Cloak Spread	\$8.50
110700202	Vampire Sword Hand	\$1.25

#### Mordheim Necromancer

110700101	Mordheim Necromancer Body	\$6.50
110700102	Mordheim Necromancer Arm	\$1.25

#### Mordheim Dregs

110700105	Mordheim Dreg Body 1	\$3.75
110700106	Mordheim Dreg Pick	\$1.25
110700107	Mordheim Dreg Spear	\$1.25
110700108	Mordheim Dreg Body 2	\$3.75

### Metal Bitz – Skaven

#### Skaven Assassin Master

110600101	Assassin Master Body 1	\$8.50
110600102	Assassin Master Arm 1	\$1.25
110600103	Assassin Master Head 1	\$1.25
110600104	Assassin Master Body 2	\$8.50
110600105	Assassin Master Arm 2	\$1.25
110600106	Assassin Master Head 2	\$1.25

**Black Skaven**

110600201	Black Skaven Body 1	.....	\$6.50
110600202	Black Skaven Pistol Arm	.....	\$1.25
110600203	Black Skaven Body 2	.....	\$6.50
110600204	Black Skaven Flail	.....	\$1.25

**Skaven Night Runners**

110600301	Skaven Night Runner 1	.....	\$3.75
110600302	Skaven Night Runner 2	.....	\$3.75

**Skaven Clan Eshin Sorcerer**

110600401	Clan Eshin Sorcerer Body	.....	\$6.50
110600402	Clan Eshin Sorcerer Arm	.....	\$1.25

**Skaven Clan Eshin Rat Ogre**

110600601	Rat Ogre Upper Body	.....	\$6.50
110600602	Rat Ogre Legs	.....	\$5
110600603	Rat Ogre Right Arm	.....	\$2

**Skaven Clan Skyre Rat Ogre**

110600701	Clan Skyre Rat Ogre Head	.....	\$2
110600702	Clan Skyre Rat Ogre Body	.....	\$5
110600703	Clan Skyre Rat Ogre Arms	.....	\$4
110600704	Clan Skyre Rat Ogre Legs	.....	\$4

**Metal Bitz – Vehicles****Stagecoach**

110204701	Stagecoach Driver	.....	\$3.50
110204702	Stagecoach Seat	.....	\$1.75
110204703	Stagecoach Yoke	.....	\$2.25
110204704	Stagecoach Floor	.....	\$2.25
110204705	Stagecoach Roof	.....	\$7.75
110204706	Stagecoach Front/Back	.....	\$2.25
110204707	Stagecoach Side	.....	\$9
110204708	Stagecoach Front Axle	.....	\$1.25
110204709	Stagecoach Back Axle	.....	\$1.25
110204710	Stagecoach Haft	.....	\$1.25
99391199003	Medieval Horse Body	.....	\$2
99389999013	Medieval Horse Head	.....	\$1

**Plague Cart**

110100901	Plague Cart Base	.....	\$7.25
110100902	Plague Cart Side 1	.....	\$7.25
110100903	Plague Cart Side 2	.....	\$7.25
110100904	Plague Cart Roof	.....	\$6
110100905	Plague Cart Front	.....	\$5
110100906	Plague Cart Rear	.....	\$5
110100907	Plague Cart Rear Step	.....	\$1.25
110100908	Plague Cart Horse Head	.....	\$1.25
110100909	Plague Cart Yoke	.....	\$2.50
110100910	Plague Cart Driver	.....	\$3.75
110204702	Stagecoach Seat	.....	\$1.75
110204708	Stagecoach Front Axle	.....	\$1.25
110204709	Stagecoach Back Axle	.....	\$1.25
110204710	Stagecoach Haft	.....	\$1.25
110100814	Circus Nurgling 1	.....	\$2.50
110100815	Circus Nurgling 2	.....	\$2.50
99391199003	Medieval Horse Body	.....	\$2
99389999013	Medieval Horse Head	.....	\$1

**Metal Bitz – Carnival of Chaos****Carnival of Chaos Warband**

110100801	Circus Carnival Master Body	.....	\$6.25
110100802	Circus Champion Body 1	.....	\$6.25
110100805	Circus Plague Bearer 2	.....	\$5
110100806	Circus Brethren 1	.....	\$5
110100807	Circus Brethren 2	.....	\$5
110100808	Circus Brethren 3	.....	\$5
110100809	Circus Jester	.....	\$5
110100810	Circus Weapon Sprue 1	.....	\$2.50
110100811	Circus Weapon Sprue 2	.....	\$2.50
110100812	Circus Weapon Sprue 3	.....	\$2.50
110100813	Circus Weapon Sprue 4	.....	\$2.50

**Carnival of Chaos Champion**

110100802	Circus Champion Body 1	.....	\$6.25
110100803	Circus Champion Body 2	.....	\$6.25
110100809	Circus Jester	.....	\$5

110100810	Circus Weapon Sprue 1	.....	\$2.50
110100812	Circus Weapon Sprue 3	.....	\$2.50
110100813	Circus Weapon Sprue 4	.....	\$2.50

**Carnival of Chaos Carnival Master**

110100801	Circus Carnival Master Body	.....	\$6.25
110100810	Circus Weapon Sprue 1	.....	\$2.50
110100811	Circus Weapon Sprue 2	.....	\$2.50

**Carnival of Chaos Nurglings**

110100814	Circus Nurgling 1	.....	\$2.50
110100815	Circus Nurgling 2	.....	\$2.50
110100816	Circus Nurgling 3	.....	\$2.50
110100817	Circus Nurgling 4	.....	\$2.50
110100818	Circus Nurgling 5	.....	\$2.50
110100819	Circus Nurgling 6	.....	\$2.50

**Carnival of Chaos Brethren**

110100806	Circus Brethren 1	.....	\$5
110100807	Circus Brethren 2	.....	\$5
110100808	Circus Brethren 3	.....	\$5
110100810	Circus Weapon Sprue 1	.....	\$2.25
110100811	Circus Weapon Sprue 2	.....	\$2.25
110100813	Circus Weapon Sprue 4	.....	\$2.25

**Carnival of Chaos Plague Bearers**

110100804	Circus Plague Bearer 1	.....	\$5
110100805	Circus Plague Bearer 2	.....	\$5

**Metal Bitz – Cult of the Possessed****Possessed Warband**

110100101	Possessed Magister 1	.....	\$9.25
110100102	Possessed Brethren w/ Spear	.....	\$5.50
110100103	Possessed Brethren w/ Mace & Axe 2	.....	\$5.50
110100104	Possessed Brethren w/ Halberd	.....	\$5.50
110100105	Possessed Brethren w/ Mace & Axe 1	.....	\$5.50
110100107	Possessed Darksoul w/ Axe	.....	\$5.50
110100106	Possessed 2 Body	.....	\$7
110100108	Possessed 2 Head	.....	\$1.25
110100109	Possessed 2 3-Finger Hand	.....	\$3.50
110100110	Possessed 2 Tentacles	.....	\$3.50
99391199001	Mordheim Accessory Sprue	.....	\$4

**Possessed Beastmen**

110100301	Possessed Beastman 1	.....	\$3.75
110100302	Possessed Beastman 2	.....	\$3.75
110100303	Possessed Beastman 3	.....	\$3.75

**Possessed**

110100401	Possessed 1 Body	.....	\$7.50
110100402	Possessed 1 Head	.....	\$1.25
110100403	Possessed 1 Claw	.....	\$3.75
110100404	Possessed 1 5-Finger Hand	.....	\$3.75

**Possessed Magister**

110100501	Possessed Magister 2	.....	\$9
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**Possessed Darksoul**

110100107	Possessed Darksoul w/ Axe	.....	\$5.50
110100702	Possessed Darksoul w/ Morning Star	.....	\$5.50

**Possessed Brethren**

110100102	Possessed Brethren w/ Spear	.....	\$5.50
110100103	Possessed Brethren w/ Mace & Axe 2	.....	\$5.50
110100104	Possessed Brethren w/ Halberd	.....	\$5.50
110100105	Possessed Brethren w/ Mace & Axe 1	.....	\$5.50

**Metal Bitz – Hired Swords****Freelance Knight**

110200401	Freelance Knight on Foot	.....	\$6
110200402	Freelance Knight Shield Sprue	.....	\$2
110200403	Mounted Freelance Knight	.....	\$5
110200404	Mounted Freelance Knight Lance	.....	\$2

99391199003	Medieval Horse Body	.....	\$2
99389999013	Medieval Horse Head	.....	\$1

**Ogre Bodyguard**

110200501	Ogre Bodyguard Pack	.....	\$2
110200502	Ogre Bodyguard Body	.....	\$10
110200503	Ogre Bodyguard Axe Arm	.....	\$2

**Mordheim Warlock (Old)**

110201901	Mordheim Warlock (Old)	.....	\$9
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**Halfling Cook**

110202901	Halfling Cook	.....	\$7
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**Hunter**

110205101	Hunter Body	.....	\$6.75
110205102	Hunter Sprue	.....	\$2.25

**Dwarf Trollslayer**

110500101	Dwarf Trollslayer	.....	\$9
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**Pit Fighter**

110203001	Pit Fighter	.....	\$6.75
110203002	Pit Fighter Morning Star	.....	\$2.25

**Elf Ranger**

110400101	Elf Ranger	.....	\$9
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**Mordheim Warlock (New)**

110204601	Mordheim Warlock (New)	.....	\$8
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**Mordheim Merchant**

110204401	Mordheim Merchant	.....	\$9
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**Highwayman**

110204801	Highwayman on Foot	.....	\$7
110204802	Mounted Highwayman	.....	\$7
99391199003	Medieval Horse Body	.....	\$2
99389999013	Medieval Horse Head	.....	\$1

**Road Warden**

110204901	Road Warden on Foot	.....	\$7
110204902	Road Warden Arm	.....	\$1.25
110204903	Mounted Road Warden	.....	\$7
99391199003	Medieval Horse Body	.....	\$2
99389999013	Medieval Horse Head	.....	\$1

**Frenzied Mob**

110205001	Villager 1	.....	\$4.50
110205002	Villager 2	.....	\$3.50
110205003	Villager 3	.....	\$3.50
110205004	Villager 4	.....	\$4.50
110205005	Villager 5	.....	\$4.50

**Mordheim Town Cryer**

110204501	Mordheim Town Cryer	.....	\$9
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**Metal Bitz – Dramatis Personae****Mordheim Warlock Nicodemus**

021400901	Mordheim Warlock Nicodemus	.....	\$10
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**Johann the Knife**

110201201	Johann the Knife Body	.....	\$8
110201202	Johann the Knife Cloak	.....	\$2

**Aenur, the Sword of Twilight**

110201301	Aenur, the Sword of Twilight	.....	\$10
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**Bertha Bestrafung**

110201401	Bertha Bestrafung	.....	\$10
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**Ulli & Marquand**

110203501	Ulli Leitpold	.....	\$9.50
110203502	Marquand Volker	.....	\$9.50
110203503	Ulli & Marquand Weapon Sprue	.....	\$2

**Veskit the Executioner**

110600501	Veskit the Executioner Body	.....	\$9.50
110600502	Veskit the Executioner Arm	.....	\$1

**Marianna Chevaux, Vampire Assassin**

110700501	Vampire Assassin Body	.....	\$9
110700502	Vampire Assassin Knife	.....	\$1.25

**The Thing in the Woods**

119902001	Thing in the Woods Body	.....	\$13.25
119902002	Thing in the Woods Jaw Sprue	.....	\$3.75
119902003	Thing in the Woods Arm Sprue	.....	\$3.75

## Price List

119902004	Thing in the Woods Left Leg	\$.3.75	119900301	Dwarf Casualty 1	\$.3.25
119902005	Thing in the Woods Right Leg	\$.3.75	119900302	Dwarf Casualty 2	\$.3.25
<b>Metal Bitz – Casualties</b>					
119900101	Skaven Casualty 1	\$.3.25	119900303	Dwarf w/ Pack Casualty	\$.3.25
119900102	Skaven Casualty 2	\$.3.25	119900401	Orc Casualty 1	\$.3.25
119900103	Skaven Casualty 3	\$.3.25	119900402	Orc w/ Sword Casualty	\$.3.25
119900104	Skaven Casualty 4	\$.3.25	119900501	Goblin Casualty 1	\$.3.25
119900105	Skaven Casualty 5	\$.3.25	119900502	Goblin w/ Sword Casualty	\$.3.25
119900201	Human Casualty 1	\$.3.25	119900503	Goblin w/ Arrow Casualty	\$.3.25
119900202	Human Casualty 2	\$.3.25	119900601	Boar Casualty	\$.3.25
119900203	Human Casualty 3	\$.3.25	119900602	Horse Casualty	\$.3.25
119900204	Human Casualty 4	\$.3.25	<b>Classic/Collector's Range</b>		
119900205	Human Casualty 5	\$.3.25	<b>Metal Bitz – Pit Fighters</b>		
119900206	Human Casualty 6	\$.3.25	Classic Pit Fighter		
119900207	Human Casualty 7	\$.3.25	079901601 Classic Pit Fighter .....\$8.50		
119900208	Human Casualty 8	\$.3.25	<b>Metal Bitz – Undead</b>		
119900209	Human Casualty 9	\$.3.25	Classic Luthor the Hunchback		
119900210	Human Casualty 10	\$.3.25	079901312 Classic Luthor the Hunchback .....\$3.75		



**Classic Pit Fighter**  
079901601



**Classic Luthor the Hunchback**  
079901312

## Showcase

Mordheim provides an incredibly evocative setting where nightmares not only come to life but are more than happy to track you and your family down and eat you.

Many creative hobbyists have gone to great lengths to depict the hardy warriors who have risked their lives in the environs of the City of the Damned. Here are just a few examples of their efforts.

*Right: Jeremie Bonamont won a Bronze award at the 2000 French Golden Demon Competition for this action-packed diorama.*

*Below: Finding themselves surrounded by their hated enemy, the Skaven, these Treasure Hunters prepare to sell their lives dearly.*



**1022 SPECIALIST GAMES CAN BE SPECIAL ORDERED**



*Left: This Arabian Warband was converted and painted by Jose Oscar Garcia Gonzalez and entered in the 2000 Spanish Golden Demon Competition. Jose won a Gold Award for his troubles.*

*Right: Jeremie Bonamont is obviously a big fan of Mordheim. He won another Bronze award in the 2000 French Golden Demon Competition with this Witch Hunter Warband.*



*Left: The clever conversion work and superb plaid painting on this Middenheimer Warband won Axel de Mohrenschildt a Gold award at the 2000 French Golden Demon Competition.*





## Showcase



*Above:* Using the versatile Empire Militia Sprue and a few other bits, Michael Perry converted this fantastic Kislevite Warband. Note the furry hats on each model. They were sculpted from green stuff, a two-part epoxy putty that is used by our miniature sculptors to create the masters for nearly all of Games Workshop's miniatures.

*Left:* This Pit Fighter Warband spills forth from their temporary accommodations in the Merchants' Quarter.

*Right:* Victoria Lamb won a Gold award at the 2001 Australian Golden Demon competition for this fantastic diorama. Victoria was also awarded the Slayer Sword, the highest award at any Golden Demon Competition. Hundreds of hours went into the production of this piece, including detailed work on painting the lighting effects from the blazing torch.

*Below:* Chris Blair won the Slayer Sword at the 2001 UK Golden Demon Competition with this beautifully converted and painted Slaaneshi Cult warband.





# NECROMUNDA

*Necromunda is a game that allows players to take part in the rival gang wars that occur amid the ruined buildings, gantries, and multi-level walkways of the futuristic Hive cities. Players must not only outmaneuver and outfight opponents on the tabletop but also learn how to equip and expand their gangs. The weak do not survive long in the Underhive.*

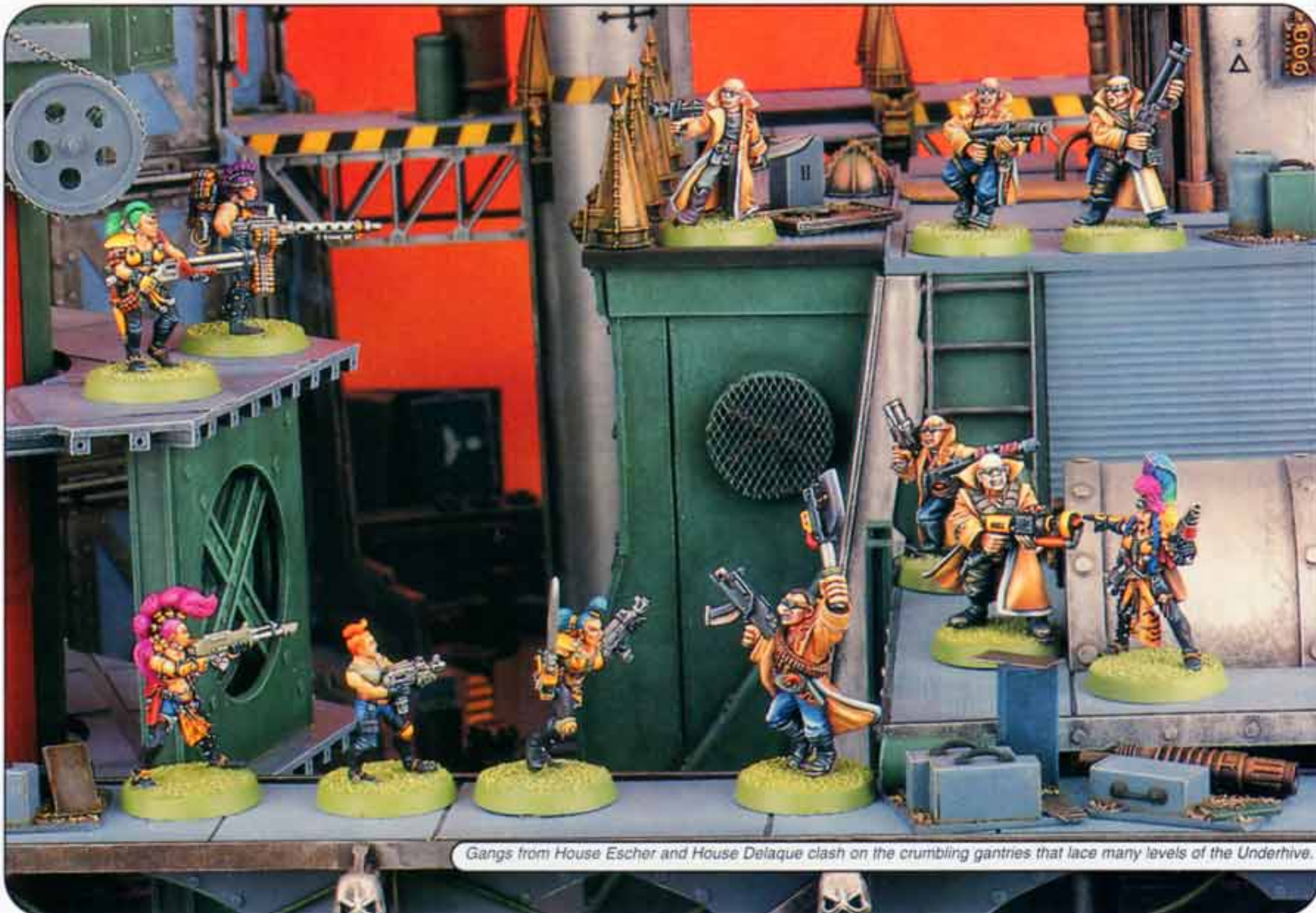
## Battles in the Underhive

Necromunda is a fast-playing and atmospheric game that takes place in the vast and horrible Hive Cities of the future. As a player, you control a gang that seeks riches, powerful weaponry, the wonders of age-old technology, territory, or anything else that will help put you on top of your own corner of the slag heaps and tunnels that make up the Underhives of Necromunda. This skirmish-level game is heaped with

detail, like having your gang members gain skills and experience, run out of ammo at a critical time, climb up ladders, leap off balconies into combat, or hire bounty hunters to assist your missions. The armory lists rules for weapons as well as a full array of useful equipment, like bio-scanners, auto-repairers, bionic eyes, medi-packs, Screammers, and more. The excellent campaign system and scenarios really add a challenge for gangs to live and survive the long haul of the hard life in the Underhive.



*Above: Malakev (left) and The Redeemer (right) are just two of the intensely dangerous, yet colorful characters that populate the Underhive.*



*Gangs from House Escher and House Delaquer clash on the crumbling gantries that lace many levels of the Underhive.*



The *Necromunda Underhive* rulebook (all 144 pages of it) not only explains the rules of the game – including the vast array of firearms available – but provides loads of background on Necromunda's Hive Primus, pictures of the many gangs you can take, and a comprehensive campaign system.

**Necromunda Underhive**  
**\$35.00**  
**N001**

### Getting Started and Recruiting a Gang

To get started playing Necromunda, you will need to get your hands on the rulebook. The Necromunda rules have been updated into a great new book called *Necromunda Underhive*. This book will be available through the same channels as all other Specialist Games in March 2004 and thereafter in the US. For more details or immediate availability, go to the Necromunda Specialist Game site on the world wide web.

If you are willing to try ruling the Underhive, then you need to recruit a gang. There are four types of gang members: Leaders, Gangers, Heavies, and Juves. There are minimums and maximums for each type (like the obvious one – you can only have one Leader!), and finding the right mix is a matter of playing style, personal taste, and, of course, the amount of Guilder credits you have. Over the course of a campaign, if you can get your hands on more Guilder credits, you can get better weaponry, new recruits, and replacements for the inevitable casualties that any gang will sustain over many hard-fought battles.

Choosing which gang to get started with is a matter of preference, but you will find all the available Necromunda gangs on the following catalog pages, including Bounty Hunters, Hired Guns, and more. Keep an bionic eye on *White Dwarf* or the Games Workshop web site for news about new gangs and models.



### The Hives

In the 41st millennium, many planets that were once fair and supported many life forms have been choked and clogged with vast populations and ruinous pollution. Necromunda is just such a planet. The populace, minus vagabond drifters who somehow survive in the Ash wastes, live in enormous Hives. The Hives of Necromunda tower out of the wastelands like mountains. The vast spires reach above the poisoned cloud cover and pierce the atmosphere. In addition to going upward, these vast Hives spread out and downward to far below the surface.

Built up over thousands of years, the many different Hives have sprawling level after level. Some levels are new while others hide long lost technology or mysteries that were better left undiscovered.

The topmost layers of the Hive are spacious, with domes looking down on the clouds. These upper hive dwellers are the rulers of the Hive and of the very planet itself. Nobility, such as it is, dwells on the next lowest levels. Far, far below the cloud level, where the light of the sun is never seen the Hive City throbs with life crammed into every nook and cranny. Massive industrial complexes, honeycombed sewers,

venting, and air filtration systems spread throughout the cramped and polluted underhive. Here dwell the majority of the people – Hivers, as they are called. Still further down, far below the planet's surface is the Hive bottom, which houses unbelievable horrors that have long been forgotten by those fortunate enough to rise above them. The discharged filth and pollution from all the upper levels eventually finds its way to a putrid lake of radioactive matter called the Sump. Here, at the very base of the spire, dwell the mutant dregs, denizens of darkness and pollution.

# UNDERHIVE GANGS

## HOUSES OF THE HIVE CITY

The Hive City is home to six manufacturing empires known as Houses. The members of these Houses are often drafted into gangs to help defend their House interests and foil the plans of others.



### HOUSE ORLOCK

House Orlock is known as the House of Iron, because its foundations lie upon deep ferrous slag pits. The hivers mine these pits for the debris of ancient times and extract enough pure metal from the refuse to serve their industries.

### HOUSE GOLIATH

The domain of House Goliath occupies some of the deepest and harshest areas. These gangers consider the hivers of other Houses to be soft and slack. The other Houses see the Goliaths as barbaric and unpredictable. Size and strength are seen as the measure of a man by the Goliaths. Their style of dress emphasizes a preoccupation with physique and features weighty chains and spiked metal bracers.



### HOUSE ESCHER

House Escher is perhaps the most strikingly different of all the Houses of Necromunda. Like all the Houses, it is controlled by a ruling family, and its political life and institutions are dominated by close relatives or families in service. However, unlike the other Houses that have reasonably balanced populations, the membership of House Escher is made up almost entirely of women. Escher society has long since developed to cope with its uniquely unbalanced population so that it is no longer perceived as a disadvantage.

### THE REDEMPTIONISTS



These religious extremists have been outlawed by the Laws of the Noble Houses. However, the members of the Cult of Redemption can still be found burning and purging throughout the lowest levels of the Underhive.

### RATSKIN RENEGADES



The Ratskin people have lived in the ruins of Underhive for as long as time itself, and Ratskins regard the place as their ancestral home. They know almost nothing about the world that lies above their heads or beyond the hive.

### SPYRE HUNTERS



From high in the Spyre, the sons and daughters of the Noble Houses descend in their high-tech rigs to hunt the Underhive populace mercilessly.



**HOUSE DELAQUE**

House Delaquer spies are said to operate throughout the Hive to observe the activities of the other Houses. Their appearance perpetuates their reputation for double-dealing and espionage. They traditionally wear long coats in which they can easily conceal weapons and other large items. Most are very pale and bald headed. Their whispering voices are thin and eerie. Many wear dark visors or implanted filter screens to protect their sensitive eyes – an intolerance of light being a common Delaquer weakness.

**HOUSE VAN SAAR**

House Van Saar is renowned for the quality of its technical products. Its technology is no more advanced than that of anyone else, progress being almost nonexistent throughout the Imperium. However, the House's manufacturing processes are precise, and its finished materials are of the highest quality. Like all the Houses of Hive City, the Van Saars have a style of dress that marks them out: a tight fitting body suit designed to protect and sustain the wearer in the hive environment.



**HOUSE CAWDOR**

House Cawdor is the stronghold of the Cult of the Redemption whose prophets foretell of universal destruction. The Cawdor attitude toward the other Houses is strongly colored by their beliefs. Among other things, their beliefs forbid them to show their faces in public, so Cawdor can be recognized by their elaborate masks. The designs of their masks are often quite bizarre or disturbing. Needless to say, the relationship between House Cawdor and the other Houses is strained.

**PIT SLAVES**

Many of the Industrial Houses use cybernetically enhanced slaves to work their mining concerns. On occasion, these slaves break free and form their own warbands in the very depths of the Underhive.



**HIRED GUNS**

From gunslinging Scum and professional Bounty Hunters to psychic Wyrds and psychopathic killers, the Underhive is crawling with those who make a living off the Credits of others. While these hired guns can be very useful, they can also be very treacherous.



**THE ENFORCERS**

Throughout the Hive, Imperial Law is enforced by brutal lawmen. These Enforcers are well armed and armored but suffer from relatively small numbers. As the Underhive is vast, the efforts of the Enforcers serve only to prevent complete anarchy.



# PRICE LIST

Note: Models listed in black will not be released until March 2004. Classic Models, listed in blue, are available now.

## Getting Started

- N001 *Necromunda Underhive* .....\$35  
144-pp rulebook
- N003 *Hiveworld Battlezone* .....\$50  
Contents: 2 Large Buildings and assorted small cover

## Boxed Sets & Blister Packs – Orlocks

- N013 *Orlock Gang* .....\$40  
Boxed set includes 8 models
- N070 *Orlock Champion Booster* .....\$10  
Blister includes 2 models
- N071 *Orlock Troops Booster* .....\$10  
Blister includes 3 models

## Boxed Sets & Blister Packs – Goliaths

- N012 *Goliath Gang* .....\$40  
Boxed set includes 8 models
- N065 *Goliath Champion Booster* .....\$10  
Blister includes 2 models
- N066 *Goliath Troops Booster* .....\$10  
Blister includes 3 models
- N067 *Goliath Bounty Hunter* .....\$8  
Blister includes 1 model

## Boxed Sets & Blister Packs – Escher

- N010 *Escher Gang* .....\$35  
Boxed set includes 8 models
- N055 *Escher Champion Booster* .....\$10  
Blister includes 2 models
- N056 *Escher Troops Booster* .....\$10  
Blister includes 3 models

## Boxed Sets & Blister Packs – Delaque

- N009 *Delaque Gang* .....\$35  
Boxed set includes 8 models
- N050 *Delaque Champion Booster* .....\$10  
Blister includes 2 models
- N051 *Delaque Troops Booster* .....\$10  
Blister includes 3 models

## Boxed Sets & Blister Packs – Van Saar

- N008 *Van Saar Gang* .....\$35  
Boxed set includes 8 models
- N045 *Van Saar Champion Booster* .....\$10  
Blister includes 2 models
- N046 *Van Saar Troops Booster* .....\$10  
Blister includes 3 models

## Boxed Sets & Blister Packs – Cawdor

- N011 *Cawdor Gang* .....\$35  
Boxed set includes 8 models
- N060 *Cawdor Champion Booster* .....\$10  
Blister includes 2 models
- N061 *Cawdor Troops Booster* .....\$10  
Blister includes 3 models

## Boxed Sets & Blister Packs – Redemptionists

- N014 *Redemptionist Gang* .....\$40  
Boxed set includes 8 models
- N075 *Redemptionist Champion Booster* .....\$10  
Blister includes 2 models
- N076 *Redemptionist Troops Booster* .....\$10  
Blister includes 3 models

## Boxed Sets & Blister Packs – Enforcers

- N007 *Enforcers Patrol Team* .....\$40  
Boxed set includes 8 models

- N035 *Enforcers Champion Booster* .....\$11  
Blister includes 2 models
- N036 *Enforcers Troop Booster* .....\$10  
Blister includes 3 models

## Boxed Sets & Blister Packs – Special Characters

- N015 *Redeemer and Malekev* .....\$25  
Blister includes 2 models
- N077 *The Caller* .....\$35  
Blister includes 2 models

## Metal Bitz – Orlocks

- Orlock Gang**
- 059911801 *Orlock Champion 1 Body* ....\$6.50
  - 059911802 *Orlock Champion 2 Body* ....\$6.50
  - 059911803 *Orlock Heavy 1 Body* .....\$4.25
  - 059911804 *Orlock Heavy 2 Body* .....\$4.25
  - 059911805 *Orlock Heavy Stubber* .....\$2.75
  - 059911806 *Orlock Heavy Bolter* .....\$2.75
  - 059911807 *Orlock Missile Launcher* ....\$2.75
  - 059911808 *Orlock Missile* .....\$1
  - 059911809 *Orlock Heavy Backpack* ....\$1.25
  - 059911810 *Orlock Ganger 1* .....\$4.25
  - 059911811 *Orlock Ganger 2* .....\$4.25
  - 059911812 *Orlock Ganger 3* .....\$4.25
  - 059911813 *Orlock Ganger 4* .....\$4.25
  - 059911814 *Orlock Juve 1* .....\$4.25
  - 059911815 *Orlock Juve 2* .....\$4.25
  - 059911816 *Orlock Juve 3* .....\$4.25
  - 059911817 *Orlock Juve 4* .....\$4.25
  - 059911818 *Orlock Weapon Sprue 1* ....\$2.50
  - 059911819 *Orlock Weapon Sprue 2* ....\$2.50
  - 059911820 *Orlock Weapon Sprue 3* ....\$2.50
  - 059911821 *Orlock Weapon Sprue 4* ....\$2.50
  - 059911822 *Orlock Weapon Sprue 5* ....\$2.50

- Orlock Champion Booster**
- 059911801 *Orlock Champion 1 Body* ....\$6.50
  - 059911802 *Orlock Champion 2 Body* ....\$6.50
  - 059911803 *Orlock Heavy 1 Body* .....\$4.25
  - 059911804 *Orlock Heavy 2 Body* .....\$4.25
  - 059911805 *Orlock Heavy Stubber* .....\$2.75
  - 059911806 *Orlock Heavy Bolter* .....\$2.75
  - 059911807 *Orlock Missile Launcher* ....\$2.75
  - 059911808 *Orlock Missile* .....\$1
  - 059911809 *Orlock Heavy Backpack* ....\$1.25
  - 059911818 *Orlock Weapon Sprue 1* ....\$2.50
  - 059911819 *Orlock Weapon Sprue 2* ....\$2.50

- Orlock Troops Booster**
- 059911810 *Orlock Ganger 1* .....\$4.25
  - 059911811 *Orlock Ganger 2* .....\$4.25
  - 059911812 *Orlock Ganger 3* .....\$4.25
  - 059911813 *Orlock Ganger 4* .....\$4.25
  - 059911814 *Orlock Juve 1* .....\$4.25
  - 059911815 *Orlock Juve 2* .....\$4.25
  - 059911816 *Orlock Juve 3* .....\$4.25
  - 059911817 *Orlock Juve 4* .....\$4.25
  - 059911820 *Orlock Weapon Sprue 3* ....\$2.50
  - 059911821 *Orlock Weapon Sprue 4* ....\$2.50
  - 059911822 *Orlock Weapon Sprue 5* ....\$2.50

## Metal Bitz – Goliaths

- Goliath Gang**
- 059911701 *Goliath Champion 1 Body* ....\$6.50
  - 059911702 *Goliath Champion 2 Body* ....\$6.50
  - 059911703 *Goliath Heavy 1 Body* .....\$4.25
  - 059911704 *Goliath Heavy 2 Body* .....\$4.25
  - 059911705 *Goliath Heavy Weapon Sprue* ...\$4
  - 059911706 *Goliath Heavy Backpack* ....\$1.25
  - 059911707 *Goliath Ganger 1* .....\$4.25
  - 059911708 *Goliath Ganger 2* .....\$4.25
  - 059911709 *Goliath Ganger 3* .....\$4.25
  - 059911710 *Goliath Ganger 4* .....\$4.25
  - 059911711 *Goliath Ganger 5* .....\$4.25
  - 059911712 *Goliath Juve 1* .....\$4.25
  - 059911713 *Goliath Juve 2* .....\$4.25
  - 059911714 *Goliath Juve 3* .....\$4.25
  - 059911715 *Goliath Juve 4* .....\$4.25
  - 059911716 *Goliath Juve 5* .....\$4.25
  - 059911717 *Goliath Weapon Sprue 1* ....\$2.50
  - 059911718 *Goliath Weapon Sprue 2* ....\$2.50
  - 059911719 *Goliath Weapon Sprue 3* ....\$2.50
  - 059911720 *Goliath Weapon Sprue 4* ....\$2.50

- Goliath Champion Booster**
- 059911701 *Goliath Champion 1 Body* ....\$6.50
  - 059911702 *Goliath Champion 2 Body* ....\$6.50
  - 059911703 *Goliath Heavy 1 Body* .....\$4.25
  - 059911704 *Goliath Heavy 2 Body* .....\$4.25
  - 059911705 *Goliath Heavy Weapon Sprue* ...\$4
  - 059911706 *Goliath Heavy Backpack* ....\$1.25
  - 059911717 *Goliath Weapon Sprue 1* ....\$2.50
  - 059911718 *Goliath Weapon Sprue 2* ....\$2.50

- Goliath Troops Booster**
- 059911707 *Goliath Ganger 1* .....\$4.25
  - 059911708 *Goliath Ganger 2* .....\$4.25
  - 059911709 *Goliath Ganger 3* .....\$4.25
  - 059911710 *Goliath Ganger 4* .....\$4.25
  - 059911711 *Goliath Ganger 5* .....\$4.25
  - 059911712 *Goliath Juve 1* .....\$4.25
  - 059911713 *Goliath Juve 2* .....\$4.25
  - 059911714 *Goliath Juve 3* .....\$4.25
  - 059911715 *Goliath Juve 4* .....\$4.25
  - 059911716 *Goliath Juve 5* .....\$4.25
  - 059911718 *Goliath Weapon Sprue 2* ....\$2.50
  - 059911719 *Goliath Weapon Sprue 3* ....\$2.50
  - 059911720 *Goliath Weapon Sprue 4* ....\$2.50

- Goliath Bounty Hunter**
- 059913401 *Goliath Bounty Hunter Rifle* ...\$1.50
  - 059913402 *Goliath Bounty Hunter Body* ...\$6.50
  - 059913403 *Goliath Bounty Hunter Mace* ...\$2
  - 059913404 *Goliath Bounty Hunter Backpack* \$1.25

- Redeemer and Malekev**
- 059913501 *Redeemer Body* .....\$8
  - 059913502 *Redeemer Arm* .....\$2
  - 059913503 *Redeemer Sprue* .....\$2
  - 059913504 *Malekev Body* .....\$5

## Classic/Collector's Range

### Metal Bitz – Orlocks

- Orlock Leaders**
- 059900207 *Orlock Leader w/ Boltgun* ...\$6.50
  - 059905723 *Orlock Leader w/ Melta Gun* ...\$6.50

- Orlock Heavies**
- 059900208 *Orlock Heavy Stubber Body* ...\$4.25
  - 059900209 *Orlock Heavy Stubber* .....\$2.75
  - 059900210 *Orlock Heavy Stubber Backpack* \$1.25
  - 059905513 *Orlock Heavy Bolter Body* ...\$4.25
  - 059905514 *Orlock Heavy Bolter* .....\$2.75
  - 059905515 *Orlock Heavy Bolter Backpack* \$1.25
  - 059905516 *Orlock Flamer Body* .....\$4.25
  - 059905517 *Orlock Flamer* .....\$2.75

059905518 Orlock Flamer Backpack . . . \$1.25

**Orlock Gangers**

059900201 Orlock w/ Lasgun 2 . . . \$4.25  
 059900202 Orlock w/ Autogun 1 . . . \$4.25  
 059900203 Orlock w/ Autopistol . . . \$4.25  
 059900204 Orlock w/ Shotgun . . . \$4.25  
 059905619 Orlock w/ Autogun 2 . . . \$4.25  
 059905620 Orlock w/ Stub Gun & Pick . . . \$4.25  
 059905621 Orlock w/ Autogun & Stub Gun . . . \$4.25  
 059905622 Orlock w/ Lasgun 1 . . . \$4.25

**Orlock Juves**

059900205 Orlock Juve w/ Autopistol . . . \$4.25  
 059900206 Orlock Juve w/ Stubgun . . . \$4.25  
 059905411 Orlock Juve w/ Laspistol . . . \$4.25  
 059905412 Orlock Juve w/ Stub Gun & Club . . . \$4.25

**Metal Bitz – Goliaths**

**Goliath Leaders**

059900310 Orlock Leader w/ Chainsword . . . \$6.50  
 059901218 Goliath Leader w/ Melta Gun . . . \$6.50

**Goliath Heavies**

059900307 Goliath Heavy Stubber Body . . . \$4.25  
 059900308 Goliath Heavy Stubber . . . \$2.75  
 059900309 Goliath Heavy Stubber Backpack . . . \$1.25  
 059901013 Goliath Heavy Bolter Body . . . \$4.25  
 059901014 Goliath Heavy Bolter . . . \$2.75  
 059901015 Goliath Heavy Bolter Backpack . . . \$1.25

**Goliath Gangers**

059900303 Goliath w/ Autogun . . . \$4.25  
 059900304 Goliath w/ Shotgun . . . \$4.25  
 059900305 Goliath w/ Lasgun & Stub Gun . . . \$4.25  
 059900306 Goliath w/ Hand Flamer . . . \$4.25  
 059901116 Goliath w/ Lasgun & Autopistol . . . \$4.25  
 059901117 Goliath w/ Autogun & Axe . . . \$4.25

**Goliath Juves**

059900301 Goliath Juve w/ Stub Gun . . . \$4.25  
 059900302 Goliath Juve w/ Laspistol 1 . . . \$4.25  
 059906211 Goliath Juve w/ Laspistol 2 . . . \$4.25  
 059906212 Goliath Juve w/ Autopistol . . . \$4.25

**Metal Bitz – Escher**

**Escher Leaders**

059900410 Escher Leader w/ Boltgun . . . \$6.50  
 059901627 Escher Leader w/ Autopistol . . . \$6.50

**Escher Heavies**

059900407 Escher Heavy Stubber Body . . . \$4.25  
 059900408 Escher Heavy Stubber . . . \$2.75  
 059900409 Escher Heavy Stubber Backpack . . . \$1.25  
 059901413 Escher Heavy Plasma Gun Body . . . \$4.25  
 059901414 Escher Heavy Plasma Gun . . . \$2.75  
 059901415 Escher Heavy Plasma Gun Backpack . . . \$1.25

**Escher Gangers**

059900401 Escher w/ Lasgun 1 . . . \$4.25  
 059900402 Escher w/ Autopistol & Sword . . . \$4.25  
 059900403 Escher w/ Autogun & Stub Gun . . . \$4.25  
 059900404 Escher w/ Shotgun . . . \$4.25  
 059901519 Escher w/ Plasma Pistol & Club . . . \$4.25  
 059901520 Escher w/ Lasgun 2 . . . \$4.25  
 059901521 Escher w/ Autogun . . . \$4.25  
 059901522 Escher w/ Shotgun & Autopistol . . . \$4.25  
 059901523 Escher w/ Bolt Pistol & Grenade . . . \$4.25  
 059901524 Escher w/ Two Swords . . . \$4.25  
 059901525 Escher w/ Laspistol & Flail . . . \$4.25  
 059901526 Escher w/ Autopistol & Chainsword . . . \$4.25

**Escher Juves**

059900405 Escher Juve w/ Stub Gun & Pick . . . \$4.25  
 059900406 Escher Juve w/ Autopistol . . . \$4.25  
 059901311 Escher Juve w/ Stub Gun . . . \$4.25  
 059901312 Escher Juve w/ Autopistol & Club . . . \$4.25

**Metal Bitz – Delaque**

**Delaque Leaders**

059900610 Delaque Leader w/ Boltgun . . . \$6.50  
 059902417 Delaque Leader w/ Power Axe . . . \$6.50

**Delaque Heavies**

059900607 Delaque Heavy Stubber Body . . . \$4.25  
 059900608 Delaque Heavy Stubber . . . \$2.75  
 059900609 Delaque Heavy Stubber Backpack . . . \$1.25  
 059902213 Delaque Flamer Body . . . \$6.50  
 059902214 Delaque Flamer Pack . . . \$1.25  
 059902220 Delaque Lascannon Body . . . \$4.25  
 059902221 Delaque Lascannon . . . \$2.75  
 059902222 Delaque Lascannon Pack . . . \$1.25

**Delaque Gangers**

059900603 Delaque w/ Lasgun 2 . . . \$4.25  
 059900604 Delaque w/ Lasgun 1 . . . \$4.25  
 059900605 Delaque w/ Shotgun 1 . . . \$4.25  
 059900606 Delaque w/ Autogun 1 . . . \$4.25  
 059902315 Delaque w/ Lasgun 3 . . . \$4.25  
 059902316 Delaque w/ Lasgun 4 . . . \$4.25  
 059902318 Delaque w/ Shotgun 2 . . . \$4.25  
 059902319 Delaque w/ Autogun 2 . . . \$4.25

**Delaque Juves**

059900601 Delaque Juve w/ Stub Gun 1 . . . \$4.25  
 059900602 Delaque Juve w/ Autopistol . . . \$4.25  
 059902111 Delaque Juve w/ Stub Gun 2 . . . \$4.25  
 059902112 Delaque Juve w/ Stub Guns . . . \$4.25

**Metal Bitz – Van Saar**

**Van Saar Leaders**

059900510 Van Saar Leader w/ Plasma Pistol . . . \$6.50  
 059902023 Van Saar Leader w/ Melta Gun . . . \$6.50

**Van Saar Heavies**

059900507 Van Saar Heavy Stubber Body . . . \$4.25  
 059900508 Van Saar Heavy Stubber . . . \$2.75  
 059900509 Van Saar Heavy Stubber Backpack . . . \$1.25  
 059901813 Van Saar Heavy Plasma Gun Body . . . \$4.25  
 059901814 Van Saar Heavy Plasma Gun . . . \$2.75  
 059901815 Van Saar Heavy Plasma Gun Backpack . . . \$1.25

**Van Saar Gangers**

059900501 Van Saar w/ Shotgun . . . \$4.25  
 059900502 Van Saar w/ Lasgun . . . \$4.25  
 059900503 Van Saar w/ Autogun & Laspistol . . . \$4.25  
 059900504 Van Saar w/ Autogun . . . \$4.25  
 059901919 Van Saar w/ Lasgun & Autopistol . . . \$4.25  
 059901920 Van Saar w/ Boltgun . . . \$4.25

**Van Saar Juves**

059900505 Van Saar Juve w/ Laspistol . . . \$4.25  
 059900506 Van Saar Juve w/ Autopistol . . . \$4.25  
 059901711 Van Saar Juve w/ Autopistol . . . \$4.25  
 059901712 Van Saar Juve w/ Stub Gun . . . \$4.25

**Metal Bitz – Cawdor**

**Cawdor Leaders**

059900111 Cawdor Leader w/ Autopistol . . . \$6.50  
 059906121 Cawdor Leader w/ Boltgun . . . \$6.50

**Cawdor Heavies**

059900107 Cawdor Heavy Stubber Body . . . \$4.25  
 059900108 Cawdor Heavy Stubber . . . \$2.75  
 059900109 Cawdor Heavy Stubber Backpack . . . \$1.25  
 059905914 Cawdor Grenade Launcher Body . . . \$4.25  
 059905915 Cawdor Grenade Launcher . . . \$2.75  
 059905916 Cawdor Heavy Bolter Backpack . . . \$1.25  
 059905922 Cawdor Heavy Bolter Body . . . \$4.25  
 059905923 Cawdor Heavy Bolter . . . \$2.75

**Cawdor Gangers**

059900101 Cawdor w/ Autogun 1 . . . \$4.25  
 059900102 Cawdor w/ Lasgun 4 . . . \$4.25  
 059900103 Cawdor w/ Lasgun 3 . . . \$4.25

059900104 Cawdor w/ Shotgun 1 . . . \$4.25  
 059906017 Cawdor w/ Autogun 2 . . . \$4.25  
 059906018 Cawdor w/ Lasgun 1 . . . \$4.25  
 059906019 Cawdor w/ Lasgun 2 . . . \$4.25  
 059906020 Cawdor w/ Shotgun 2 . . . \$4.25

**Cawdor Juves**

059900105 Cawdor Juve w/ Stub Gun 3 . . . \$4.25  
 059900106 Cawdor Juve w/ Stub Gun 1 . . . \$4.25  
 059905812 Cawdor Juve w/ Stub Gun 2 . . . \$4.25  
 059905813 Cawdor Juve w/ Laspistol . . . \$4.25

**Metal Bitz – Ash Waste Gang**

**Ash Waste Leaders**

FNCM005 Ash Waste Leader w/ Goggles . . . \$3.25  
 FNCM006 Ash Waste Leader w/ Hood . . . \$3.25  
 FNCM016 Ash Waste Hand Weapon Sprue . . . \$3.25

**Ash Waste Heavies**

FNCM007 Ash Waste Heavy w/ Hood Down . . . \$3.25  
 FNCM008 Ash Waste Heavy w/ Hood Up . . . \$3.25  
 FNCM017 Ash Waste Rifle Sprue . . . \$3.25

**Ash Waste Gangers**

FNCM009 Ash Waste Ganger w/ Sniper Rifle . . . \$3.25  
 FNCM010 Ash Waste Ganger w/ Autogun . . . \$3.25  
 FNCM011 Ash Waste Ganger w/ Cap . . . \$3.25  
 FNCM012 Ash Waste Ganger w/ Hood . . . \$3.25  
 FNCM016 Ash Waste Hand Weapon Sprue . . . \$3.25  
 FNCM017 Ash Waste Rifle Sprue . . . \$3.25

**Ash Waste Juves**

FNCM013 Ash Waste Juve w/ Hood Up . . . \$3.25  
 FNCM014 Ash Waste Juve w/ Hood Down . . . \$3.25  
 FNCM015 Ash Waste Juve w/ Face Scarf . . . \$3.25  
 FNCM016 Ash Waste Hand Weapon Sprue . . . \$3.25

**Metal Bitz – Hired Guns**

**Bounty Hunter**

059902601 Bounty Hunter 3 Body . . . \$6.50  
 059902602 Bounty Hunter 3 Backpack . . . \$1.25  
 059902701 Bounty Hunter 1 . . . \$7.50  
 059906401 Bounty Hunter 2 Body . . . \$6.50  
 059906402 Bounty Hunter 2 Backpack . . . \$1.25

**Wyrds**

059903301 Wyrd Beastmaster 1 . . . \$7.50  
 059903302 Wyrd Beastmaster 2 . . . \$7.50  
 059903303 Wyrd Beastmaster 3 . . . \$7.50  
 059904501 Wyrd Pyromaniac . . . \$6.50  
 059905201 Wyrd Telepath . . . \$6.50  
 059905301 Wyrd Telekinetic . . . \$6.50

**Underhive Scum**

059906301 Scum w/ Autopistol & Plasma Pistol . . . \$4.25  
 059906302 Scum w/ Plasma Pistol . . . \$4.25  
 059906303 Scum w/ Hand Flamer . . . \$4.25  
 059906304 Scum w/ Bolt Pistols . . . \$4.25

**Sniper**

FNCM002 Necromunda Sniper . . . \$3.25

**Shaman**

FNCM004 Necromunda Shaman . . . \$3.25

**Metal Bitz – Necromunda Beasts**

**Giant Rats**

059903304 Necromunda Giant Rat 1 . . . \$1.50  
 059903305 Necromunda Giant Rat 3 . . . \$1.50  
 059903306 Necromunda Giant Rat 2 . . . \$1.50

**Ripper Jacks**

059903307 Ripper Jack 3 . . . \$1.50  
 059903308 Ripper Jack 2 . . . \$1.50  
 059903309 Ripper Jack 1 . . . \$1.50

**Milliasaurs**

059903310 Milliasaur 3 . . . \$1.50  
 059903311 Milliasaur 1 . . . \$1.50  
 059903312 Milliasaur 2 . . . \$1.50





# PRICE LIST

Note: Models listed in black will not be released until March 2004. Classic Models, listed in blue, are available now.

## Metal Bitz – Pit Slaves

### Pit Slave Chief

059906701 Pit Slave Chief Body	\$5.50
059906702 Pit Slave Chief Buzz Saw	\$1.25
059906703 Pit Slave Chief Shotgun	\$1.25
059906704 Pit Slave Chief Mace	\$1.25

### Pit Slaves

059904401 Pit Slave Body 1	\$4.25
059904402 Pit Slave Body 2	\$4.25
059904403 Pit Slave Body 3	\$4.25
059904404 Pit Slaves Rock Drill	\$1.25
059904405 Pit Slaves Hammer	\$1.25
059904406 Pit Slaves Chainsaw	\$1.25
059904407 Pit Slaves Shears	\$1.25
059904408 Pit Slaves Claw	\$1.25
059904409 Pit Slaves Buzz Saw	\$1.25
059906811 Pit Slave Body 4	\$4.25
059906812 Pit Slave Body 5	\$4.25

### Pit Slave Techno

059906901 Pit Slave Techno	\$6.50
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## Metal Bitz – Rapier Laser Destroyer

### Complete Rapier Laser Destroyer

FNCM001A Rapier Chassis	\$2
FNCM001B Rapier Lower Barrels	\$2
FNCM001C Rapier Upper Barrels	\$2
FNCM001D Rapier Mount	\$2
FNCM001E Rapier Tracks	\$2

## Metal Bitz – Ratskin Renegades

### Ratskin Chiefs

059900801 Ratskin Chief 1	\$6.50
059904212 Ratskin Chief 2	\$6.50

### Ratskin Shaman

059900802 Ratskin Shaman 1	\$6.50
059904313 Ratskin Shaman 2	\$6.50

### Ratskins

059900803 Ratskin w/ Autogun 2	\$4.25
059900804 Ratskin w/ Lasgun 3	\$4.25
059900805 Ratskin w/ Musket	\$4.25
059902501 Ratskin w/ Lasgun 1	\$4.25
059902502 Ratskin w/ Autogun & Pick	\$4.25
059902503 Ratskin w/ Shotgun 1	\$4.25
059902504 Ratskin w/ Shotgun 2	\$4.25
059902505 Ratskin w/ Autogun 1	\$4.25
059902506 Ratskin w/ Lasgun 2	\$4.25

### Ratskin Braves

059900806 Ratskin Brave w/ Handbow	\$4.25
059900807 Ratskin Brave w/ Musket 1	\$4.25
059900808 Ratskin Brave w/ Stub Gun	\$4.25
059904109 Ratskin Brave w/ Musket 2	\$4.25
059904110 Ratskin Brave w/ Autopistol	\$4.25
059904111 Ratskin Brave w/ Blunderbuss	\$4.25

## Metal Bitz – Redemptionists

### Redemptionist Arch Zealot

059903401 Arch Zealot Body	\$7.25
059903402 Arch Zealot Back Banner	\$2.75

### Redemptionist Priests

059900709 Redeptor Priest	\$7.50
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059903812 Redeptor Priest Body	\$6.50
059903813 Redeptor Priest Sword Arm	\$1.25

### Redemptionist Deacons

059900707 Deacon Body	\$4.25
059900708 Deacon Flamer Body	\$2.75
059903610 Redemptionist Deacon	\$6.50

### Redemptionist Zealots

059900706 Zealot w/ Eviscerator	\$6.50
059903914 Zealot w/ Massive Axe	\$6.50

### Redemptionist Brethren

059900701 Brethren w/ Shotgun 2	\$4.25
059900702 Brethren w/ Shotgun 1	\$4.25
059900703 Brethren w/ Autogun 1	\$4.25
059900704 Brethren w/ Stub Gun & Autopistol	\$4.25
059900705 Brethren w/ Autogun 2	\$4.25
059903711 Brethren w/ Two Autopistols	\$4.25

## Metal Bitz – Scavvies

### Scavvy Boss

059900901 Scavvy Boss 1	\$6.50
059904802 Scavvy Boss 2	\$6.50

### Scalies

059900902 Scaly Body w/ Harpoon Gun	\$8.25
059900903 Scaly Harpoon	\$1.25
059900904 Scaly Harpoon Pack	\$2.75
059904901 Scaly w/ Scatter Cannon	\$11.50

### Scavvies

059900905 Scavvy w/ Stub Gun & Knife	\$4.25
059900906 Scavvy w/ Shotgun 1	\$4.25
059900907 Scavvy w/ Stub Gun & Pick	\$4.25
059900908 Scavvy w/ Autogun	\$4.25
059905001 Scavvy w/ Autopistol & Knife	\$4.25
059905002 Scavvy w/ Shotgun 2	\$4.25
059905003 Scavvy w/ Shotgun 3	\$4.25
059905004 Scavvy w/ Blunderbuss	\$4.25
059905101 Scavvy w/ Spikes	\$4.25
059905102 Scavvy w/ Claw	\$4.25
059905103 Scavvy w/ Extra Arm	\$4.25

### Plague Zombies

059900909 Plague Zombie 1	\$4.25
059900910 Plague Zombie 2	\$4.25
059904701 Plague Zombie 6	\$4.25
059904702 Plague Zombie 4	\$4.25
059904703 Plague Zombie 3	\$4.25
059904704 Plague Zombie 5	\$4.25

## Metal Bitz – Special Characters

### Mad Donna

059903201 Mad Donna Ufanti Body	\$8.50
059903202 Mad Donna Ufanti Arm	\$1.25

### Brakar the Avenger

059904001 Brakar the Avenger Body	\$7.25
059904002 Brakar's Heavy Stubber	\$2.75

## Karloth Valois

059904601 Karloth Valois	\$9.50
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## Eldar

FNCM003A Necromunda Farseer	\$9
FNCM003B Fire Dragon 1	\$3.25
FNCM003C Fire Dragon 2	\$3.25

## Kal Jericho and Scabbs

FNCM01801 Kal Jericho Body	\$6
FNCM01802 Kal Jericho Weapon Sprue	\$3
FNCM01901 Scabbs	\$9

## Metal Bitz – Spyre Hunters

### Orrus

059902801 Orrus 1	\$8.50
059902802 Orrus 2 Body	\$7.50
059902808 Orrus 2 Arm	\$1.25

### Malcadons

059902903 Malcadon 1	\$7.50
059902904 Malcadon 2	\$7.50

### Yelds

059903005 Yeld Body 1	\$5.25
059903006 Yeld Wings	\$3.75
059903007 Yeld Body 2	\$5.25

### Jakara

059903109 Jakara 1	\$6.50
059903110 Jakara 2	\$6.50

## Metal Bitz – Adeptus Arbites

### Classic Adeptus Arbites

72499-1 Arbite w/ Power Maul	\$4.25
72499-2 Arbite w/ Shotgun	\$4.25
72499-3 Arbite w/ Bolter	\$4.25
72401-3 Adeptus Arbite Champion	\$7
72401-4 Adeptus Arbite w/ Grenade Launcher	\$4.50
72402-1 Adeptus Arbite w/ Shotgun	\$4.25
72403-2 Adeptus Arbite w/ Bolter	\$4.25

## Metal Bitz – Weapons

### Necromunda Weapons

059903501 Pistol Weapon Sprue	\$3.50
059903502 Basic Weapon Sprue	\$3.50

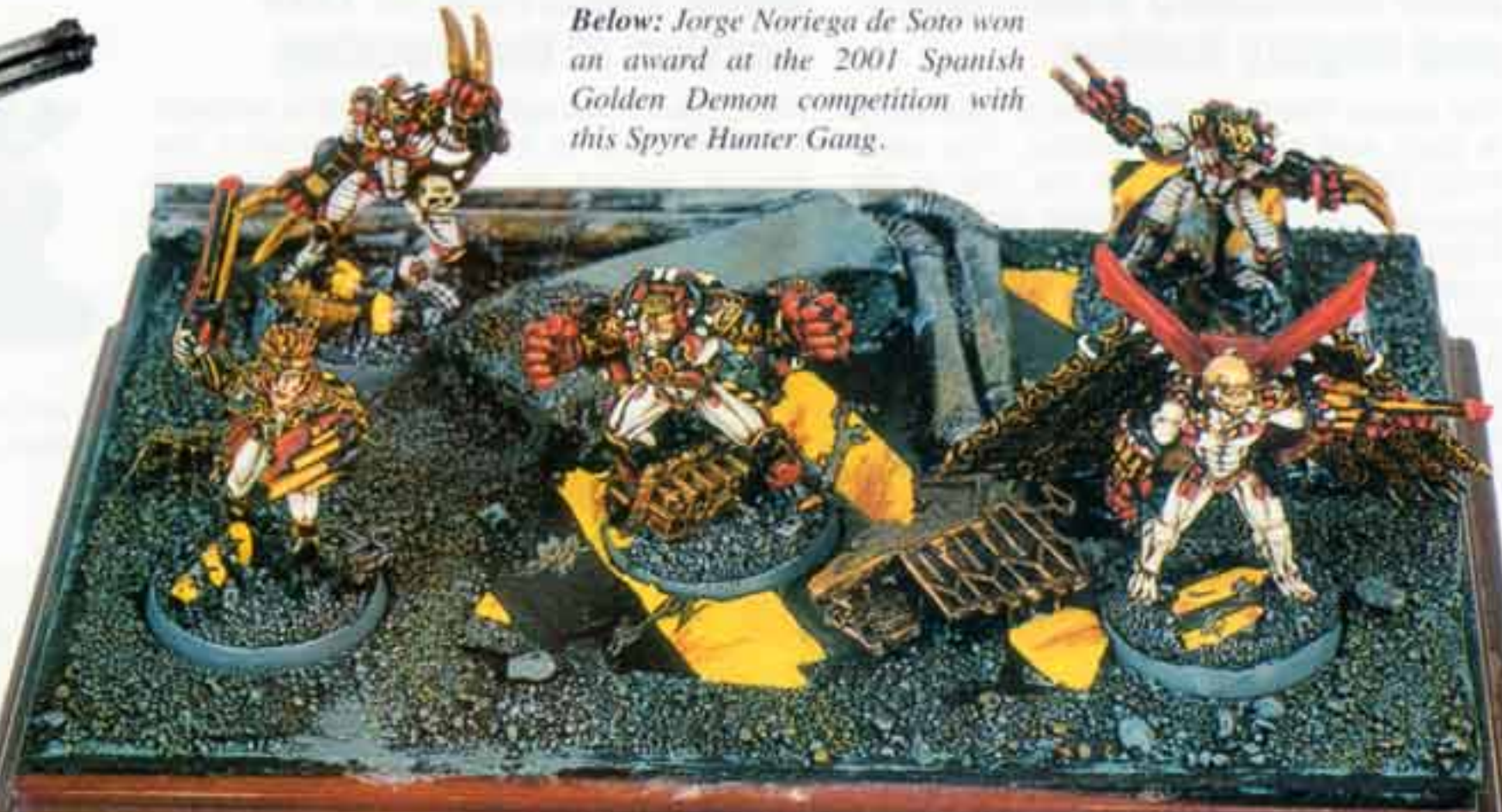


*Below: This spectacular Escher Gang was painted by Neil Thomason and won a Gold Award at the 1998 UK Golden Demon painting competition.*



SHOWCASE

*Below: Jorge Noriega de Soto won an award at the 2001 Spanish Golden Demon competition with this Spyre Hunter Gang.*



*Above: The Priest won Jakob Nielsen a Gold Award at the 2000 UK Golden Demon competition.*

*Below: Neil Green painted this diorama of Kal Jericho and his sidekick, Scabbs.*



COMING SOON

*Note: Shown here are a few of the new Orlocks (left) and Goliaths (right) due for release in early March 2004.*



# WARMASTER

*Warmaster is a game of conflict on a grand scale in the Warhammer world. The smaller scale of the models allows for a more abstract rules set and larger, more sweeping strategies and tactics. Indeed, it is more the general's ability to command that will win the day over brute strength or individual heroics. Vast armies of infantry, cavalry, artillery, and monsters are arrayed on the fields of battle, and the opposing generals lock wits. Warhammer fans will be thrilled to see their armies and troop types brought to life on a different scale, but the scope of Warmaster makes it a whole new game altogether. Breaking an army's center, destroying the enemy's command and control, and enticing the foe to foolishly overextend his battle line are the "grand level" tactics that are part and parcel of Warmaster.*

## Bold Sweeping Maneuvers and Mighty Battles

The design theme for the game of Warmaster is plain and simple: big battles. The game firmly places the player in the role of the general making plans, issuing orders, and maneuvering his vast army into an undefeatable position. The emphasis on command control means that it is possible for troops to undertake sweeping flanking moves in a single turn, while other, less fortunate troops just sit back on their Deployment Zone and wait for instructions that never arrive. Certainly, luck plays its part, but a good commander makes use of all the tools at his disposal – heroes, wizards, and others along the chain of command – to issue orders across the far-flung battle lines to make the best luck possible.

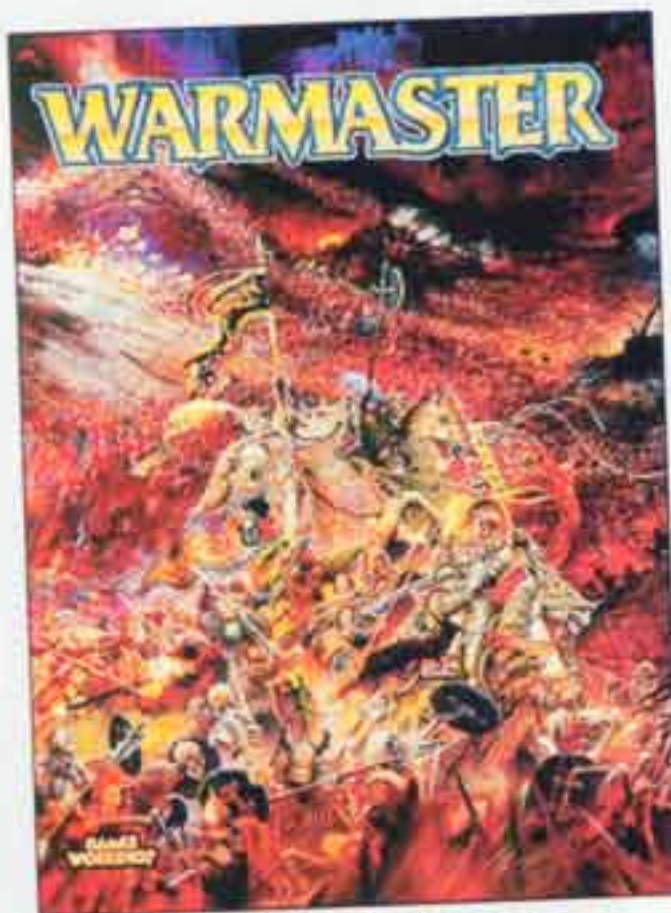
To accommodate the grand scale of the battlefield, the models themselves are relatively small. A man is about 10 mm tall compared with a man-sized model from Warhammer or Warhammer 40,000, which is approximately 28 mm tall. This small size enables the miniature designers to craft most combatants in whole ranks or "strips" that fasten to rectangular 20-mm x 40-mm bases or "stands." Warmaster models are cast in metal, and most are designed to fit onto the plastic bases supplied. A few large models require you to modify the bases or make your own from scratch. In order to distinguish character pieces, many players like to substitute the standard rectangular bases for round bases made from coins or washers. Infantry and cavalry units generally consist of three bases or stands as shown in this catalog. Some units consist of fewer stands, and most large monsters fit onto just one. In all cases, the model range has been designed so that you buy one whole unit at a time. The character sets include a variety of pieces including extra bitz (the designers like doing characters!) but always contain enough pieces to make at least one general, one hero, and one wizard stand. One exception is the Slann Mage-Priest for the Lizardmen. He's so fat that we had to put him in his own pack.

## What You'll Find in This Section of the Catalog

Here, you'll find a selection of models available for each army, as well as pieces from a few special ranges of Warmaster miniatures (notably Albion and siege) along with a complete price listing containing all of the complete units and special bitz available at the time of this catalog's printing. Visit [www.games-workshop.com](http://www.games-workshop.com) for the latest information on what's available and what's yet to come for the game of Warmaster.



*A unit of Bretonnian Knights in Warmaster scale (W003)*



**Warmaster Rulebook**  
30-01-60

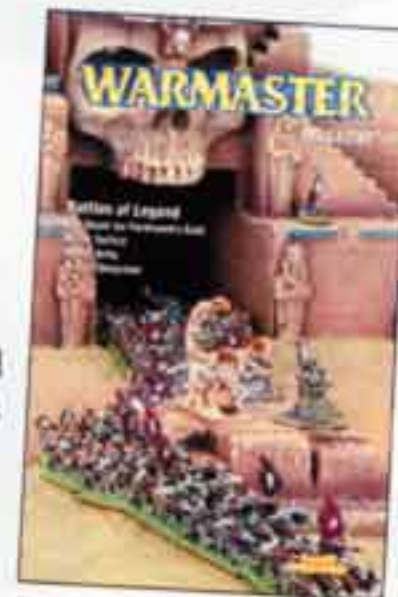


## Warmaster Rulebook

All of the basic and advanced rules you need to play the game of Warmaster, army lists for six armies, and a painting, modeling, and terrain guide are included in the mighty Warmaster rulebook.

## Warmaster Magazine

*Warmaster Magazine* is released every 2 months and contains new rules and articles for the game. It is a vital purchase for any serious Warmaster player. *Warmaster Magazine* is available by subscription. For more details on how to get *Warmaster Magazine*, see the back page of this catalog.



The proud and noble nation of Bretonnia relies heavily on the hard-charging might of its mounted troops: Grail Knights, Knights, and even Mounted Squires.

# BRETONNIANS



**Bretonnian Mounted Squires (1 Unit)**  
W004



**Bretonnian Hero on Pegasus (1)**  
W009



**Bretonnian Bowmen (1 Unit)**  
W001



**Bretonnian Characters (Set of 7 Models)**  
W005



**Bretonnian Men-at-Arms (1 Unit)**  
W002

**Also Available but Not Shown Here**

- MO0392 Bretonnian Army Deal W003
- Bretonnian Knights W006
- Bretonnian Peasants W007
- Bretonnian Grail Knights W008
- Bretonnian Crew Pack W102
- Bretonnian Knights Errant

See the price list for more details.

Solid infantry is admirably supported by potent war machines and deadly Handgunners. The Dwarfs are rock-solid and well led. Beating a good Dwarf Commander is no easy feat.

# DWARFS



**Dwarf Rangers (1 Unit)**  
30-70



**Dwarf Thunderers (1)**  
30-76



**Dwarf Warriors (1 Unit)**  
30-69



**Dwarf King Throne & Anvil of Doom (2)**  
W073



**Dwarf Troll Slayers (1 Unit)**  
30-71



**Dwarf Gyrocopter (1)**  
30-75



**Dwarf Hammerers (1 Unit)**  
W120

**Also Available but Not Shown Here**

- MO0398 Dwarf Army Deal 30-73
- Dwarf Flame Cannon 30-74
- Dwarf Characters W086
- Dwarf Crew Pack MO0158
- Dwarf Casualties Pack

See the price list for more details.



**Dwarf Cannons (2)**  
30-72



## CHAOS

The hardened soldiers of the twisted gods shun missile weapons and war machines, and frankly, they just don't need them. Chaos Warriors and Marauders are supported by monstrous Trolls, Dragon Ogres, and more.



**Chaos Warriors (1 Unit)**  
30-77



**Chaos Knights (1 Unit)**  
30-80



**Chaos Lord on Dragon (1)**  
30-86



**Chaos Mounted Marauders (1 Unit)**  
30-79



**Chaos Marauders (1 Unit)**  
30-78



**Daemon Hounds of Khorne (1 Unit)**  
W132



**Chaos Spawn A (1)**  
30-81



**Chaos Characters (Set of 5)**  
30-85



**Chaos Chariots (1 Unit)**  
W043



**Greater Daemon of Khorne (1)**  
W131



**Chaos Spawn B (2)**  
W047



**Chaos Dragon Ogres (1 Unit)**  
30-84



**Chaos Harpies (1 Unit)**  
30-83

**Also Available but Not Shown Here**

- MO0595 Chaos Army Deal W045
- Chaos Daemon Prince W046
- Daemon Horde W133
- Daemon Horde of Khorne W141
- Daemon Screamer of Tzeentch W142
- Daemon Horde of Tzeentch W143
- Tzeentch Daemon Characters

See the price list for more details.



**Chaos Sorcerers (2)**  
W041



**Khorne Daemon Characters (2)**  
W134



**Chaos Hounds (1 Unit)**  
30-82

Cruel and twisted, the Dark Elves present quite a problem for their opponents. Half of a Dark Elf army – Spearmen, Crossbowmen, and Reaper Bolt Throwers – are excellent at defense, while the other half – Cold One Knights, Witch Elves, and Harpies – launch bold attacks.

**DARK ELVES**



**Dark Elf War Hydra (Random 3)**  
W051



**Dark Elf Spearmen (1 Unit)**  
W052



**Dark Elf Dark Riders (1 Unit)**  
W057



**Dark Elf Crossbowmen (1 Unit)**  
W053



**Dark Elf Cold One Knights (1 Unit)**  
W056



**Dark Elf Hero on Manticore (2)**  
W059



**Dark Elf Witch Elves (1 Unit)**  
W054



**Dark Elf Corsairs (1 Unit)**  
W055



**Dark Elf Bolt Throwers (2)**  
W058



**Dark Elf Characters (Random 3)**  
W050



Also Available  
but Not Shown Here



See the price list for  
more details.



## THE EMPIRE

An Empire army has cavalry, war machines, and infantry at its disposal. Under a good commander, this flexible force can defeat all who dare to face it.



**Empire Mortars (2)**  
W024



**Empire Steam Tank (1)**  
30-66



**Empire Skirmishers (1 Unit)**  
30-61



**Empire Elite Halberdiers (1 Unit)**  
W025



**Empire Crossbowmen (1 Unit)**  
30-58



**Empire Blazing Sun Knights (1 Unit)**  
W022



**Empire Knights (1 Unit)**  
30-62



**Empire Flagellants (1 Unit)**  
30-60



**Empire Knights Panther (1 Unit)**  
W023



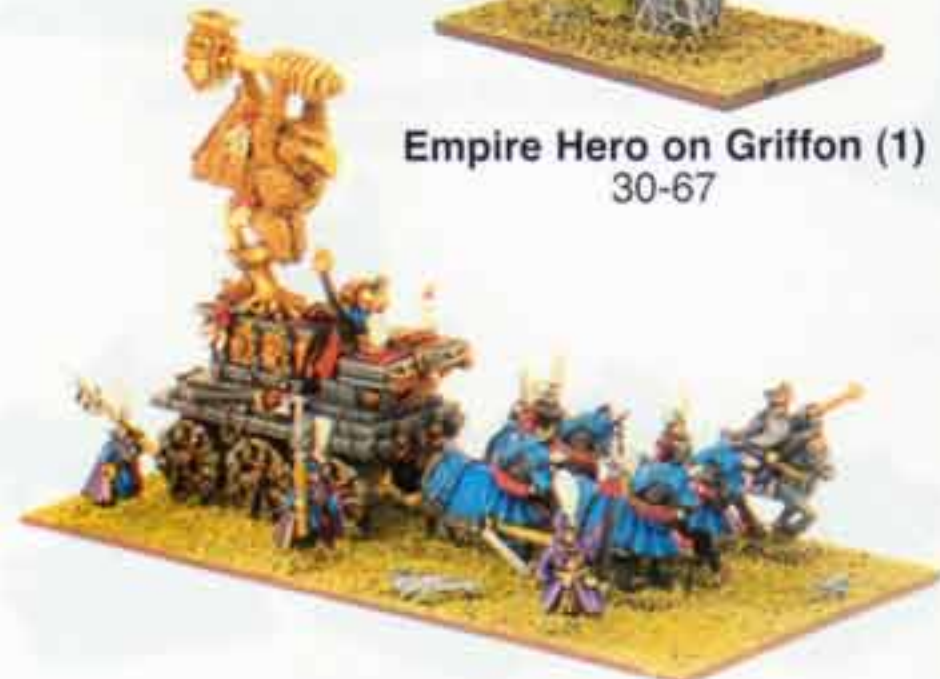
**Empire Hero on Griffon (1)**  
30-67



**Empire Cannons (2)**  
30-64



**Empire Knights of the White Wolf (1 Unit)**  
W029



**Empire War Altar (1)**  
30-68

Also Available  
but Not Shown Here

- MO0400
- Empire Army Deal 30-56
- Empire Halberdiers 30-57
- Empire Handgunners 30-59
- Empire Characters 30-65
- Empire Pistoliers W028
- Empire Crew Pack MO0170
- Empire Casualties Pack

See the price list for more details.



**Empire Volley Guns (2)**  
30-65



**Empire Elite Handgunners (1 Unit)**  
W025

Perhaps the most popular of Warmaster armies, the High Elves combine superior missile troops with great cavalry and solid infantry for a winning force that performs well on the battlefield.

# HIGH ELVES



High Elf Hero on Dragon (1)  
30-42



High Elf Hero on Giant Eagle (1)  
30-43



High Elf Chariots (2)  
30-41



High Elf Phoenix Guard (1 Unit)  
W070



High Elf Swordmasters (1 Unit)  
W071

Also Available  
but Not Shown Here

- MO0399 High Elf Army Deal 30-37
- High Elf Reaver Knights 30-38
- High Elf Silver Helms 30-40
- High Elf Character Pack 30-44
- High Elf Giant Eagles W072
- High Elf Crew Pack W100
- High Elf Dragon Princes MO0176
- High Elf Casualties Pack

See the price list for more details.



High Elf Spearmen (1 Unit)  
30-35



High Elf Archers (1 Unit)  
30-36



High Elf Chariots (3)  
30-39

The northern (and uncouth) neighbors of the Empire, these human warriors make a formidable army. While not as diverse as the Empire, the Kislev army has excellent cavalry (both heavy and light) as well as Bear Handlers and solid infantry.

# KISLEV



Kislevite Horse Archers (1 Unit)  
W016



Kislevite War Wagon (1)  
W020



Kislevite Steppe Horse Archers (1 Unit)  
W021

Also Available  
but Not Shown Here

- MO0395 Kislevite Army Deal W015
- Kislevite Archers W019
- Kislevite Characters Pack

See the price list for more details.



Kislevite Winged Lancers (1 Unit)  
W017



Kislevite Axemen (1 Unit)  
W014



Kislevite Bears (1 Unit)  
W018



## ORCS & GOBLINS

The greenskins can outnumber their foes, but they also have plenty of hard hitters, like Giants, Boar Boyz, and Trolls. It is hard to get the whole army to do what you want, when you want, but that's Orcs for you!



Orc Warriors (1 Unit)  
30-87



Orc Rock Lobber (1)  
30-96



Orc Lord on Wyvern (1)  
30-98



Orc Characters (Random 11)  
30-97



Trolls (9)  
30-93



Black Orcs (1 Unit)  
30-89



Goblin Wolf Chariots (3)  
30-92



Goblin Fanatic Cannons (3)  
W049



Goblin Wolf Riders (1 Unit)  
30-91



Orc Boar Riders (1 Unit)  
30-88



Forest Goblin Infantry (1 Unit)  
W110



Forest Goblin Spider Riders (1 Unit)  
W111

Also Available  
but Not Shown Here

MO0397  
Orcs & Goblins Army Deal  
30-90  
Night Goblin Archers  
30-94  
Warmaster Ogres  
30-95  
Warmaster Giant  
W048  
Goblin Archers  
W077  
Orc Crew Pack  
MO0183  
Orc Casualties Pack

See the price list for  
more details.

From the steaming jungles of the Southlands comes a formidable and cold-blooded foe. Lizardmen mix awesome infantry (Saurus and Temple Guard) with able skirmishers (Skinks) and plenty of monsters (Stegadons, Terradons, and the Carnosaur). And don't forget the magical prowess of the Slann!

# LIZARDMEN



Lizardmen Terradons (3)  
W038



Slann Mage-Priest (1)  
W039



Lizardmen Stegadon (1)  
W042

Also Available  
but Not Shown Here

- MO0396 Lizardmen Army Deal
- W030 Lizardmen Character Pack
- W032 Lizardmen Crested Stegadon
- W033 Lizardmen Skinks
- W036 Lizardmen Salamanders
- W040 Hero on Carnosaur

See the price list for more details.



Lizardmen Kroxigors (1 Unit)  
W035



Lizardmen Saurus Warriors (1 Unit)  
W037



Lizardmen Temple Guard (1 Unit)  
W031



Lizardmen Cold One Riders (1 Unit)  
W034

Massed numbers and arcane war machines can spell victory for the Skaven army. Of course, some Rat Ogres and Jezzails can probably pitch in quite nicely as well.

# SKAVEN



Skaven Plague Monks (1 Unit)  
W096



Skaven Gutter Runners (1 Unit)  
W093



Skaven Jezzails (1 Unit)  
W097



Skaven Clanrats (1 Unit)  
W092



Skaven Warp Lightning Cannon (1)  
W106



Skaven Rat Swarms (1 Unit)  
W098



Skaven Rat Ogres (12)  
W095



Skaven Characters (Random 4)  
W091

Also Available  
but Not Shown Here

- W094 Skaven Stormvermin
- W099 Skaven Screaming Bell
- W105 Skaven Doomwheel

See the price list for more details.



## UNDEAD

From the deserts of Khemri come a shambling undead threat. In addition to Undead infantry, archers, and cavalry, the Khemri army can field monstrous Sphinxes, Bone Giants, and hideous flying Carrion.



**Undead Characters (Random 6)**  
30-47



**Undead Hero on Zombie Dragon (1)**  
30-55



**Undead Chariots (3)**  
30-49



**Undead Skeleton Bowmen (1 Unit)**  
30-46



**Undead Sphinx (1)**  
30-54

Also Available  
but Not Shown Here

- W085 Undead Crew Pack
- W088 Giant Undead Scorpion
- MO0187 Undead Casualties Pack
- MO0394 Undead Army Deal

See the price list for more details.



**Undead Skeletons (1 Unit)**  
30-45



**Skull Chukka (1)**  
30-50



**Undead Bone Throwers (2)**  
30-51



**Undead Cavalry (1 Unit)**  
30-48



**Undead Carrion (1 Unit)**  
30-52



**Undead Bone Giant (1)**  
30-53

## DARK SHADOWS



**Warmaster Albion Set (1 Dark Emissary, 1 Truthsayer & 1 Fenbeast)**  
MO 0153

Vampires and their evil minions are highly feared and make for tough opponents. Besides the shambling Zombies, Skeletons, and Ghouls, the Black Coach, Dire Wolves, and Ethereal Host can cause your foes fits.

# VAMPIRE COUNTS



Vampire Counts Winged Nightmare (1)  
W068



Vampire Counts Dire Wolves (1 Unit)  
W064



Vampire Counts Grave Knights (1 Unit)  
W087



Vampire Counts Black Coach (1)  
W061



Vampire Counts Ethereal Host (1 Unit)  
W067



Vampire Counts Ghouls (1 Unit)  
W062



Vampire Counts Fell Bats (1 Unit)  
W065

Also Available but Not Shown Here

- W060 Vampire Counts Characters
- W063 Vampire Counts Zombies
- W069 Vampire Counts Grave Guard
- MO0402 Vampire Counts Army Deal

See the price list for more details.

# WARMASTER SIEGE



Empire Carts (3)  
W027



Orc Carts (3)  
W075



Undead Carts (3)  
W084

Note: Crew Packs are available for the following armies: Bretonnians (W008), Dwarfs (W086), Empire (W028), High Elves (W072), Orcs & Goblins (W077), and Undead (W085). Each pack contains enough parts to assemble two complete crews (some conversion may be required).



Siege Accessories Set (Random 43)  
W079



Siege Mangonel (1)  
W010



Siege Trebuchet (1)  
W080



Siege Battering Ram (1)  
W081



Empire Siege Tower (1)  
W074



Chaos Siege Tower (1)  
W076



Orc Siege Tower (1)  
W078



Siege Earthworks Set (Random 8)  
W012



Siege Gun Emplacements Set (Random 2)  
W013

Also Available but Not Shown Here

W011 Siege Bombard

See the price list for more details.



## PRICE LIST

### Getting Started

30-01-60	Warmaster Rulebook	.....	\$40
MO0334	High Elf Starter Army	.....	\$45
MO0335	Empire Starter Army	.....	\$45
MO0336	Chaos Starter Army	.....	\$45
MO0337	Dwarf Starter Army	.....	\$45
MO0338	Undead Starter Army	.....	\$45
MO0339	Orc & Goblin Starter Army	.....	\$45

### Complete Models & Units

#### Warmaster Bretonnians

MO0392	Bretonnian Army Deal	.....	\$96	Includes 3 units of Knights, 1 unit of Grail Knights, 1 unit of Mounted Squires, 2 units of Men-at-Arms, 2 units of Peasants, and a Bretonnian characters set	
W001	Bretonnian Bowmen	.....	\$10	Includes 1 unit	
W002	Bretonnian Men-at-Arms	.....	\$10	Includes 1 unit	
W003	Bretonnian Knights	.....	\$10	Includes 1 unit	
W004	Bretonnian Mounted Squires	.....	\$10	Includes 1 unit	
W005	Bretonnian Characters	.....	\$10	Includes 7 models	
W006	Bretonnian Peasants	.....	\$10	Includes 1 unit	
W007	Bretonnian Grail Knights	.....	\$10	Includes 1 unit	
W008	Bretonnian Crew Pack	.....	\$7	Includes 2 sets of crew	
W009	Bretonnian Hero on Pegasus	.....	\$9	Includes 1 model	
W102	Bretonnian Knights Errant	.....	\$10	Includes 1 unit	

#### Warmaster Chaos

MO0395	Chaos Army Deal	.....	\$96	Includes 2 units of Chaos Warriors, 2 units of Marauders, 1 unit of Ogres, 1 unit of Harpies, 1 unit of Chaos Knights, 2 units of Marauder Horsemen, 1 unit of Dragon Ogres, 1 unit of Chaos Hounds, and a Chaos characters set	
30-77	Chaos Warriors	.....	\$10	Includes 1 unit	
30-78	Chaos Marauders	.....	\$10	Includes 1 unit	
30-79	Chaos Mounted Marauders	.....	\$10	Includes 1 unit	
30-80	Chaos Knights	.....	\$10	Includes 1 unit	
30-81	Chaos Spawn A	.....	\$13	Includes 1 model	
30-82	Chaos Hounds	.....	\$10	Includes 1 unit	
30-83	Chaos Harpies	.....	\$10	Includes 4 models	
30-84	Chaos Dragon Ogres	.....	\$10	Includes 3 models	
30-85	Chaos Characters	.....	\$10	Includes 5 models	
30-86	Chaos Lord on Chaos Dragon	.....	\$13	Includes 1 model	
W041	Chaos Sorcerers	.....	\$8	Includes 2 models	
W043	Chaos Chariot	.....	\$10	Includes 3 models	
W045	Daemon Prince	.....	\$13	Includes 1 model	
W046	Daemon Horde	.....	\$10	Includes 1 unit	
W047	Chaos Spawn B	.....	\$10	Includes 1 model	

W131	Greater Daemon of Khorne	.....	\$13	Includes 1 model	
W132	Daemon Hounds of Khorne	.....	\$10	Includes 1 unit	
W133	Daemon Horde of Khorne	.....	\$10	Includes 1 unit	
W134	Daemon Characters of Khorne	.....	\$10	Includes 2 models	
W141	Daemon Screamer of Tzeentch	.....	\$10	Includes 1 unit	
W142	Daemon Horde of Tzeentch	.....	\$10	Includes 1 unit	
W143	Daemon Characters of Tzeentch	.....	\$10	Includes 2 models	

#### Warmaster Dark Elves

MO0401	Dark Elf Army Deal	.....	\$96	Includes 2 units of Spearmen, 2 units of Crossbowmen, 1 unit of Bolt Throwers, 2 units of Cold One Knights, 1 unit of Dark Riders, a War Hydra, 2 units of Witch Elves, and a Dark Elf characters set	
W050	Dark Elf Characters	.....	\$10	Includes 3 models	
W051	Dark Elf War Hydra	.....	\$15	Includes 1 model	
W052	Dark Elf Spearmen	.....	\$10	Includes 1 unit	
W053	Dark Elf Crossbowmen	.....	\$10	Includes 1 unit	
W054	Dark Elf Witch Elves	.....	\$10	Includes 1 unit	
W055	Dark Elf Corsairs	.....	\$10	Includes 1 unit	
W056	Dark Elf Cold One Knights	.....	\$10	Includes 1 unit	
W057	Dark Elf Dark Riders	.....	\$10	Includes 1 unit	
W058	Dark Elf Repeating Bolt Thrower	.....	\$9	Includes 2 models	
W059	Dark Elf Hero on Manticore	.....	\$9	Includes 1 model	

#### Warmaster Dwarfs

MO0398	Dwarf Army Deal	.....	\$96	Includes 4 units of Warriors, 2 units of Thunderers, 1 unit of Troll Slayers, 1 unit of Cannons, 1 unit of Rangers, 1 Gyrocopter, 1 unit of Flame Cannons, and a Dwarf characters set	
30-69	Dwarf Warriors	.....	\$10	Includes 1 unit	
30-70	Dwarf Rangers	.....	\$10	Includes 1 unit	
30-71	Dwarf Troll Slayers	.....	\$10	Includes 1 unit	
30-72	Dwarf Cannons	.....	\$9	Includes 2 models	
30-73	Dwarf Flame Cannons	.....	\$9	Includes 2 models	
30-74	Dwarf Characters	.....	\$10	Includes 6 models	
30-75	Dwarf Gyrocopter	.....	\$9	Includes 1 model	
30-76	Dwarf Thunderers	.....	\$10	Includes 1 unit	
MO0158	Dwarf Casualties	.....	\$8	Includes 8 models	
W073	Dwarf King Throne & Anvil of Doom	.....	\$10	Includes 2 models	
W086	Dwarf Crew Pack	.....	\$7	Includes 2 sets of crew	
W120	Dwarf Hammerers	.....	\$10	Includes 1 unit	

#### Warmaster Empire

MO0400	Empire Army Deal	.....	\$96	Includes 2 units of Halberdiers, 1 unit of Handgunners, 2 units of Crossbowmen, 1 unit of Flagellants, 2 units of Knights, 1 unit of Pistoliers, 1 Steam Tank, 1 unit of Cannons, and an Empire characters set	
30-56	Empire Halberdiers	.....	\$10	Includes 1 unit	
30-57	Empire Handgunners	.....	\$10	Includes 1 unit	

30-58	Empire Crossbowmen	.....	\$10	Includes 1 unit	
30-59	Empire Characters	.....	\$10	Includes 5 models	
30-60	Empire Flagellants	.....	\$10	Includes 1 unit	
30-61	Empire Skirmishers	.....	\$10	Includes 1 unit	
30-62	Empire Knights	.....	\$10	Includes 1 unit	
30-63	Empire Pistoliers	.....	\$10	Includes 1 unit	
30-64	Empire Cannons	.....	\$9	Includes 2 models	
30-65	Empire Helblaster Volley Gun	.....	\$9	Includes 2 models	
30-66	Empire Steam Tank	.....	\$10	Includes 1 model	
30-67	Empire Hero on Griffon	.....	\$9	Includes 1 model	
30-68	Empire War Altar & Grand Theogonist	.....	\$13	Includes 1 model	
MO0170	Empire Casualties	.....	\$8	Includes 8 models	
W022	Empire Blazing Sun Knights	.....	\$10	Includes 1 unit	
W023	Empire Knights Panther	.....	\$10	Includes 1 unit	
W024	Empire Mortar	.....	\$10	Includes 2 models	
W025	Empire Elite Halberdiers	.....	\$10	Includes 1 unit	
W026	Empire Elite Handgunners	.....	\$10	Includes 1 unit	
W028	Empire Crew Pack	.....	\$7	Includes 2 sets of crew	
W029	Empire Knights of the White Wolf	.....	\$10	Includes 1 unit	

#### Warmaster High Elves

MO0399	High Elf Army Deal	.....	\$96	Includes 2 units of Spearmen, 2 units of Archers, 1 unit of Bolt Throwers, 2 units of Silver Helms, 1 unit of Reavers, 1 Hero on a Dragon, 2 units of Chariots, and a High Elf characters set	
30-35	High Elf Spearmen	.....	\$10	Includes 1 unit	
30-36	High Elf Archers	.....	\$10	Includes 1 unit	
30-37	High Elf Reaver Knights	.....	\$10	Includes 1 unit	
30-38	High Elf Silver Helms	.....	\$10	Includes 1 unit	
30-39	High Elf Chariots	.....	\$10	Includes 3 models	
30-40	High Elf Characters	.....	\$10	Includes 8 models	
30-41	High Elf Repeating Bolt Thrower	.....	\$9	Includes 2 models	
30-42	High Elf Hero on Dragon	.....	\$13	Includes 1 unit	
30-43	High Elf Hero on Giant Eagle	.....	\$9	Includes 1 unit	
30-44	High Elf Giant Eagles	.....	\$10	Includes 1 unit	
MO0176	High Elf Casualties	.....	\$8	Includes 8 models	
W070	High Elf Phoenix Guard	.....	\$10	Includes 1 unit	
W071	High Elf Swordmasters	.....	\$10	Includes 1 unit	
W072	High Elf Crew Pack	.....	\$8	Includes 2 sets of crew	
W100	High Elf Dragon Princes	.....	\$10	Includes 1 unit	

TO44 SPECIALIST GAMES CAN BE SPECIAL ORDERED

All SPECIALIST Games and models can be ordered from ANY participating Independent Retailer or Games Workshop Hobby Centre - just ask the store staff

**Warmaster Kislevites**

MO0393	<b>Kislev Army Deal</b> . . . . . \$96 Includes 2 units of Axemen, 2 units of Knights, 2 units of Bowmen, 3 units of Horse Archers, 1 War Wagon, 1 unit of Bears, and a Kislevite characters set
W014	<b>Kislevite Axemen</b> . . . . . \$10 Includes 1 unit
W015	<b>Kislevite Archers</b> . . . . . \$10 Includes 1 unit
W016	<b>Kislevite Horse Archers</b> . . . . . \$10 Includes 1 unit
W017	<b>Kislevite Winged Lancers</b> . . . . . \$10 Includes 1 unit
W018	<b>Kislevite Bears</b> . . . . . \$10 Includes 1 unit
W019	<b>Kislevite Characters</b> . . . . . \$10 Includes 6 models
W020	<b>Kislevite War Wagon</b> . . . . . \$10 Includes 1 model
W021	<b>Kislevite Steppe Horse Archers</b> . . . \$10 Includes 1 unit

**Warmaster Lizardmen**

MO0396	<b>Lizardmen Army Deal</b> . . . . . \$96 Includes 2 units of Skinks, 2 units of Saurus, 1 Stegadon, 1 unit of Cold One Riders, 1 unit of Salamanders, 1 unit of Kroxigor, 1 unit of Temple Guard, 1 unit of Terradons, 1 Slann Mage-Priest, and a Lizardmen characters set
W030	<b>Lizardmen Characters</b> . . . . . \$10 Includes 6 models
W031	<b>Lizardmen Temple Guard</b> . . . . . \$10 Includes 1 unit
W032	<b>Lizardmen Crested Stegadon</b> . . . . . \$15 Includes 1 model
W033	<b>Lizardmen Skinks</b> . . . . . \$10 Includes 1 unit
W034	<b>Lizardmen Cold One Riders</b> . . . . . \$10 Includes 1 unit
W035	<b>Lizardmen Kroxigor</b> . . . . . \$10 Includes 1 unit
W036	<b>Lizardmen Salamanders</b> . . . . . \$10 Includes 1 unit
W037	<b>Lizardmen Saurus Warriors</b> . . . . . \$10 Includes 1 unit
W038	<b>Lizardmen Terradons</b> . . . . . \$10 Includes 3 models
W039	<b>Lizardmen Slann Mage-Priest</b> . . . . \$10 Includes 1 model
W040	<b>Lizardmen Hero on Carnosaur</b> . . . . \$9 Includes 1 model
W042	<b>Lizardmen Stegadon</b> . . . . . \$15 Includes 1 model

**Warmaster Orcs & Goblins**

MO0397	<b>Orcs &amp; Goblins Army Deal</b> . . . . . \$96 Includes 2 units of Orc Warriors, 1 unit of Black Orcs, 2 units of Goblins, 1 unit of Trolls, 1 unit of Boar Riders, 1 unit of Wolf Riders, 1 unit of Wolf Chariots, 1 Giant, 1 Rock Lobber, and an Orc & Goblin characters set
30-87	<b>Orc Warriors</b> . . . . . \$10 Includes 1 unit
30-88	<b>Orc Boar Riders</b> . . . . . \$10 Includes 1 unit
30-89	<b>Black Orcs</b> . . . . . \$10 Includes 1 unit
30-90	<b>Night Goblin Archers</b> . . . . . \$10 Includes 1 unit
30-91	<b>Goblin Wolf Riders</b> . . . . . \$10 Includes 1 unit
30-92	<b>Goblin Wolf Chariots</b> . . . . . \$10 Includes 3 models
30-93	<b>Trolls</b> . . . . . \$10 Includes 9 models
30-94	<b>Ogres</b> . . . . . \$10 Includes 12 models
30-95	<b>Giant</b> . . . . . \$9 Includes 1 model
30-96	<b>Orc Rock Lobber</b> . . . . . \$9 Includes 1 model
30-97	<b>Orc Characters</b> . . . . . \$10 Includes 11 models

30-98	<b>Orc Lord on Wyvern</b> . . . . . \$13 Includes 1 model
MO0183	<b>Orc Casualties</b> . . . . . \$8 Includes 8 models
W048	<b>Goblin Archers</b> . . . . . \$10 Includes 1 unit
W049	<b>Goblin Fanatic Cannons</b> . . . . . \$10 Includes 3 models
W077	<b>Orc Crew Pack</b> . . . . . \$8 Includes 2 sets of crew
W110	<b>Forest Goblin Infantry</b> . . . . . \$10 Includes 1 unit
W111	<b>Forest Goblin Spider Riders</b> . . . . \$10 Includes 1 unit

**Warmaster Skaven**

W091	<b>Skaven Characters</b> . . . . . \$10 Includes 4 models
W092	<b>Skaven Clanrats</b> . . . . . \$10 Includes 1 unit
W093	<b>Skaven Gutter Runners</b> . . . . . \$10 Includes 1 unit
W094	<b>Skaven Stormvermin</b> . . . . . \$10 Includes 1 unit
W095	<b>Skaven Rat Ogres</b> . . . . . \$10 Includes 9 models
W096	<b>Skaven Plague Monks</b> . . . . . \$10 Includes 1 unit
W097	<b>Skaven Jezzails</b> . . . . . \$10 Includes 1 unit
W098	<b>Skaven Rat Swarms</b> . . . . . \$9 Includes 1 unit
W099	<b>Skaven Screaming Bell</b> . . . . . \$9 Includes 1 model
W105	<b>Skaven Doomwheel</b> . . . . . \$9 Includes 1 model
W106	<b>Skaven Warp Lightning Cannon</b> . . . \$9 Includes 1 model

**Warmaster Undead**

MO0394	<b>Undead Army Deal</b> . . . . . \$96 Includes 2 units of Skeletons, 2 units of Skeleton Bowmen, 1 unit of Carrion, 1 Skull Chukka, 2 units of Chariots, 1 Bone Giant, 2 units of Cavalry, and an Undead characters set
30-45	<b>Undead Skeletons</b> . . . . . \$10 Includes 1 unit
30-46	<b>Undead Skeleton Bowmen</b> . . . . . \$10 Includes 1 unit
30-47	<b>Undead Characters</b> . . . . . \$10 Includes 6 models
30-48	<b>Undead Cavalry</b> . . . . . \$10 Includes 1 unit
30-49	<b>Undead Chariots</b> . . . . . \$10 Includes 3 models
30-50	<b>Undead Skull Chukka</b> . . . . . \$9 Includes 1 model
30-51	<b>Undead Bone Thrower</b> . . . . . \$9 Includes 2 models
30-52	<b>Undead Carrion</b> . . . . . \$10 Includes 4 models
30-53	<b>Undead Bone Giant</b> . . . . . \$9 Includes 1 model
30-54	<b>Undead Sphinx</b> . . . . . \$9 Includes 1 model
30-55	<b>Undead Hero on Zombie Dragon</b> . . \$13 Includes 1 model
MO0187	<b>Undead Casualties</b> . . . . . \$8 Includes 8 models
W085	<b>Undead Crew</b> . . . . . \$7 Includes 2 sets of crew
W088	<b>Giant Undead Scorpion</b> . . . . . \$13 Includes 1 model

**Warmaster Vampire Counts**

MO0402	<b>Vampire Counts Army Deal</b> . . . . . \$96 Includes 3 units of Skeletons, 3 units of Zombies, 1 unit of Ethereal Host, 2 units of Grave Guard, 1 unit of Fell Bats, 2 units of Grave Knights, and a Vampire Counts characters set
W060	<b>Vampire Counts Characters</b> . . . . . \$10 Includes 4 models

W061	<b>Vampire Counts Black Coach</b> . . . . . \$9 Includes 1 model
W062	<b>Vampire Count Ghouls</b> . . . . . \$10 Includes 1 unit
W063	<b>Vampire Count Zombies</b> . . . . . \$10 Includes 1 unit
W064	<b>Vampire Counts Dire Wolves</b> . . . . . \$10 Includes 1 unit
W065	<b>Vampire Counts Fell Bats</b> . . . . . \$10 Includes 3 models
W067	<b>Vampire Counts Ethereal Hosts</b> . . . \$10 Includes 1 unit
W068	<b>Vampire Counts Winged Nightmare</b> . \$10 Includes 1 model
W069	<b>Vampire Counts Grave Guard</b> . . . . \$10 Includes 1 unit
W087	<b>Vampire Counts Grave Knights</b> . . . \$10 Includes 1 unit

**Warmaster Dark Shadows**

MO0153	<b>Warmaster Albion Set</b> . . . . . \$10 Includes 3 models
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**Warmaster Siege**

W010	<b>Siege Mangonel</b> . . . . . \$9 Includes 1 model
W011	<b>Siege Bombard</b> . . . . . \$8 Includes 1 model
W012	<b>Siege Earthworks Set</b> . . . . . \$25 Includes 8 bits
W013	<b>Siege Gun Emplacements Set</b> . . . . \$10 Includes 2 models
W027	<b>Empire Cart</b> . . . . . \$10 Includes 3 models
W074	<b>Empire Siege Tower</b> . . . . . \$25 Includes 1 model
W075	<b>Orc Carts</b> . . . . . \$10 Includes 3 models
W076	<b>Chaos Siege Tower</b> . . . . . \$25 Includes 1 model
W078	<b>Orc Siege Tower</b> . . . . . \$25 Includes 1 model
W079	<b>Siege Accessories Set</b> . . . . . \$25 Includes 43 bits
W080	<b>Siege Trebuchet</b> . . . . . \$15 Includes 1 model
W081	<b>Siege Battering Ram</b> . . . . . \$10 Includes 1 model
W084	<b>Undead Cart</b> . . . . . \$10 Includes 3 models

**Metal Bitz**

<b>Chaos Character Bitz</b>	
120100903	Gibbet . . . . . \$1.50
<b>Chaos Lord on Chaos Dragon Bitz</b>	
120101004	Chaos Dragon Left Wing . . . . . \$3
120101005	Chaos Dragon Right Wing . . . . . \$2
<b>Empire Hero on Griffon Bitz</b>	
121000902	High Elf Eagle Left Wing . . . . \$1.50
121000903	High Elf Eagle Right Wing . . . \$1.50
<b>High Elf Hero on Dragon Bitz</b>	
121000803	High Elf Dragon Left Wing . . . . \$3
121000804	High Elf Dragon Right Wing . . . \$3
121000806	High Elf Dragon Horns . . . . . \$0.50
<b>Orc Warlord on Wyvern Bitz</b>	
120900902	Orc Wyvern Left Wing . . . . . \$3
120900903	Orc Wyvern Right Wing . . . . . \$3
<b>Undead Character Bitz</b>	
120700304	Undead Tomb King Mound . . . . \$3

# HOBBY & PAINTS



## A Vast Hobby

The majority of this massive catalog is taken up by page after page of the best miniatures ever produced, but of course, the hobby is bigger than the models. This section is dedicated to all the painting and hobby supplies that can help you get the most out of this fantastic hobby.

## Painting

There is no denying the appeal of painting or of painted models. There is an entire spectrum of painting – from exquisitely detailed single models that can take weeks of work to complete to simple and clean basecoated soldiers pleasingly ranked up for battle. From the ultimate Games Workshop painting competition, the Golden Demon, to the more humble speed painter who just wants some color on his models for an upcoming battle, painting is a hobby all in its own right.

In this section, you will find the Citadel Colour line of water-based acrylic paints as well as brushes, spray primers, and more.

## Modeling

In addition to cleaning up mold lines and preparing models to paint, some hobbyists like to convert models. A converter will hack off a bit here, add a bit there, and suddenly a unique figure or pose is created. New weapons, peg legs, battle scars, and all manner of new alterations can be made by the model converter to bring a unique piece to life. Even larger pieces, like tanks or Dragons, can really let a modeler go all out.

To aid the hobbyist in modeling, Games Workshop sells all manner of tools such as files and pin vises as well as essentials like glues and putty.

## Diorama Making

Some hobbyists combine painting and modeling to create life-like dioramas that are striking to behold. A well painted model looks even better in a realistic vignette – perhaps an Empire Knight entering the Drakwald forest or a Lictor waiting to spring onto an unsuspecting victim. A great diorama tells an interesting story and brings life to the models.



*Whether you are speed painting in order to get your army battle-ready or just concentrating on a finishing a single model, an evening of painting is a great way to relax and have fun.*

## Terrain Making

Diorama making leads us to talk about terrain. After all, where are armies going to fight? Nothing will make a wargamer yearn for battle like an evocative gaming table set up with interesting terrain.

It may start with simple hills, forests, or defensible emplacements, but soon the rich environments of the Games Workshop worlds will beckon a terrain builder on to new heights like tightly packed hive cities, Dwarf mines, and more. Really inspirational high-end games like siege battles, city fights, underground warfare, or even starship boarding actions are the kind of game that players dream of playing.

In this section, you will find some very useful tools for use in building terrain, like the wonder cutter, as well as some great starter terrain like hills and trees.

## Gaming

And the whole hobby swings back to gaming. Win or lose, the tactics, dice rolling, and good-natured camaraderie of playing a tabletop wargame is not matched by any other experience. You'll find extra bases, movement trays, see-through templates for area effect weapons, and more to make your gaming experience fast and fun.

## Painting & Hobby Supplies

It doesn't matter if you like all aspects of the hobby equally or if you only participate in one particular aspect, this section can add to your enjoyment. On the following page, we've wedged in loads of examples of tools in use, modeling techniques, and types of projects. Loads more can be found each month in *White Dwarf* magazine or on the GW web site.

## Converting



Above: The first picture shows the model and the new pieces to be added, the second shows the finished conversion. All it took was a little time, some bitz, and some glue.

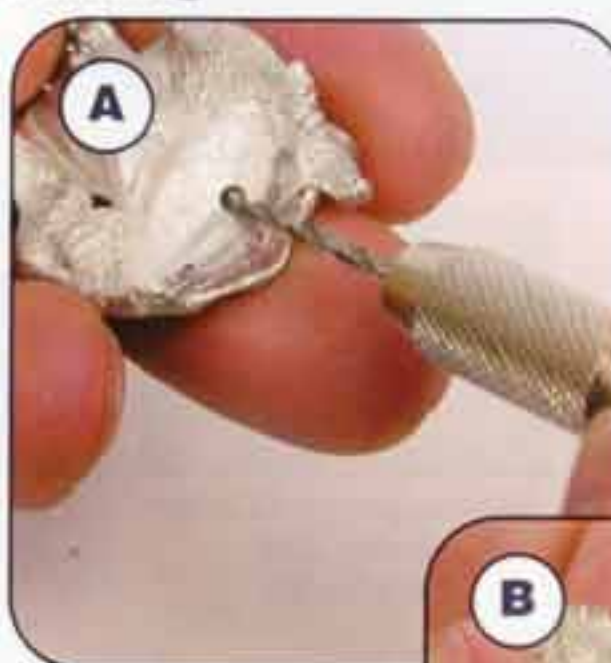


Left: You can twist or bend each component off a plastic sprue by hand, but when (not if!) you break or bend some vital piece that you needed to assemble your model, then you'll remember our sound advice:

### USE CLIPPERS TO REMOVE MODELS FROM A PLASTIC SPRUE

(and don't say we didn't try to warn you).

## Pinning



Left and Below: Here are three easy steps to pin a model for extra strength.

A) Drill hole in one large piece and insert a wire.

B) Paint wire tip red and line up pieces to determine the second hole's location.

C) Drill second hole, insert pin, and glue together.



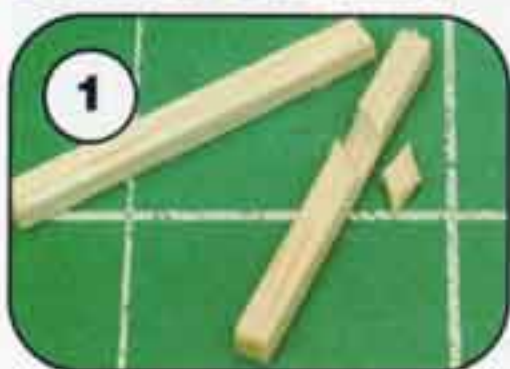
This large Minotaur Lord needs pinning!



Below: The often feared, but highly useful pin vise. Modelers who have never used the tool worry that pinning a model will be difficult. It isn't!



## Scenery Building



1. Cut notches in balsa wood.
2. Glue balsa to plasticard.
3. Putty edges.
4. Twist 26-gauge wire around thicker 22-gauge wire and glue the end.
5. Once dry, twist wires around a pen.
6. Not shown! Cover with sand and paint to taste.
7. Glue twisted wire onto wooden beams.
8. Finished razor wire.





# CITADEL PAINTS



**Warhammer 40,000 Starter Paint Set**  
60-10-60



**Warhammer Starter Paint Set**  
60-11-60



**Citadel Paint Set**  
60-13

<b>Scab Red</b> 61-04	<b>Elf Flesh</b> 61-23	<b>Space Wolves Grey</b> 61-49
<b>Red Gore</b> 61-05	<b>Liche Purple</b> 61-27	<b>Chaos Black</b> 61-51
<b>Blood Red</b> 61-06	<b>Warlock Purple</b> 61-28	<b>Skull White</b> 61-54
<b>Blazing Orange</b> 61-07	<b>Tentacle Pink</b> 61-29	<b>Mithril Silver</b> 61-55
<b>Fiery Orange</b> 61-08	<b>Midnight Blue</b> 61-30	<b>Chainmail</b> 61-56
<b>Golden Yellow</b> 61-09	<b>Regal Blue</b> 61-32	<b>Boltgun Metal</b> 61-57
<b>Sunburst Yellow</b> 61-10	<b>Ultramarines Blue</b> 61-33	<b>Tin Bitz</b> 61-58
<b>Bad Moon Yellow</b> 61-11	<b>Enchanted Blue</b> 61-34	<b>Dwarf Bronze</b> 61-60
<b>Scorched Brown</b> 61-12	<b>Ice Blue</b> 61-36	<b>Brazen Brass</b> 61-61
<b>Graveyard Earth</b> 61-81	<b>Hawk Turquoise</b> 61-37	<b>Burnished Gold</b> 61-62
<b>Bestial Brown</b> 61-13	<b>Catachan Green</b> 61-84	<b>Shining Gold</b> 61-63
<b>Snakobite Leather</b> 61-14	<b>Dark Angels Green</b> 61-38	<b>Red Ink</b> 61-64
<b>Desert Yellow</b> 61-83	<b>Snot Green</b> 61-39	<b>Magenta Ink</b> 61-65
<b>Bubonic Brown</b> 61-15	<b>Scaly Green</b> 61-45	<b>Yellow Ink</b> 61-67
<b>Vornit Brown</b> 61-16	<b>Goblin Green</b> 61-42	<b>Chestnut Ink</b> 61-69
<b>Bleached Bone</b> 61-17	<b>Scorpion Green</b> 61-40	<b>Brown Ink</b> 61-68
<b>Dark Flesh</b> 61-18	<b>Camo Green</b> 61-44	<b>Flesh Wash</b> 61-76
<b>Terracotta</b> 61-80	<b>Kommando Khaki</b> 61-82	<b>Purple Ink</b> 61-70
<b>Vermin Brown</b> 61-19	<b>Rotting Flesh</b> 61-43	<b>Blue Ink</b> 61-71
<b>Tanned Flesh</b> 61-79	<b>Fortress Grey</b> 61-53	<b>Dark Green Ink</b> 61-74
<b>Dwarf Flesh</b> 61-21	<b>Codex Grey</b> 61-52	<b>Black Ink</b> 61-75
<b>Bronzed Flesh</b> 61-22	<b>Shadow Grey</b> 61-48	<b>'Ardcoat</b> 61-85



**Black Spray Primer**  
62-02



**White Spray Primer**  
62-01



**Matte Spray Varnish**  
62-03



**Blood Red Spray Paint**  
62-04



**Dark Angel Green Spray Paint**  
62-05



**Shadow Grey Spray Paint**  
62-06



**Ultramarine Blue Spray Paint**  
62-07



**Bleached Bone Spray Paint**  
62-08



**Bolt Gun Metal Spray Paint**  
62-10



**Camo Green Spray Paint**  
62-13



**Citadel Colour Mega Paint Set (Available Only During the Holiday Season)**  
60-12

**Citadel Colour Paints**  
Code as Listed Above

*Left: The Mega Paint Set is so spectacular that we can only make it available during the winter holiday season. Make sure it gets on your wish list! The Mega Paint Set contains every GW paint, a full set of brushes, PVA (white) glue, flock, and decals for the lids so you can know what colors are in front of you at a glance!*

# CITADEL BRUSHES



*Above: Once a brush has been battered into a sorry state like the one pictured above, it can still be useful for duties like drybrushing, applying glue, mixing paint, or jabbing at anyone who tells really corny jokes at the painting table.*

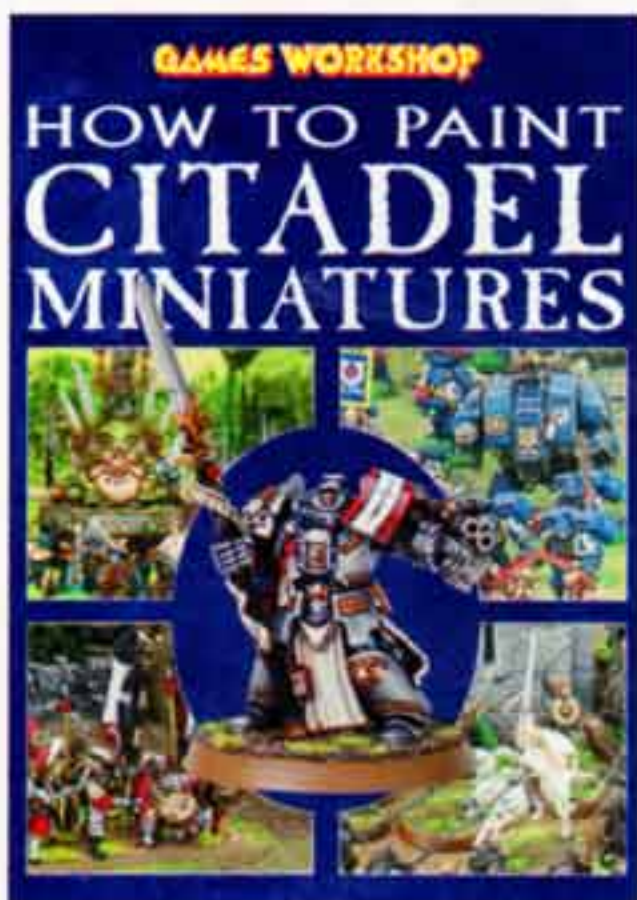
**Citadel Paint Brush Set**  
63-08



**Paint Station**  
66-29



*Above: Once a painter is equipped with basic paints and a brush (such those from the Citadel Paint Set shown above), then an entire creative and artistic world is opened up.*



**How to Paint Citadel Miniatures**  
96-page full-color book  
60-01-60



*The How to Paint Citadel Miniatures book is an excellent guide that details tips for basic assembly and model priming all the way through to a completed model.*

## How to Paint Citadel Miniatures

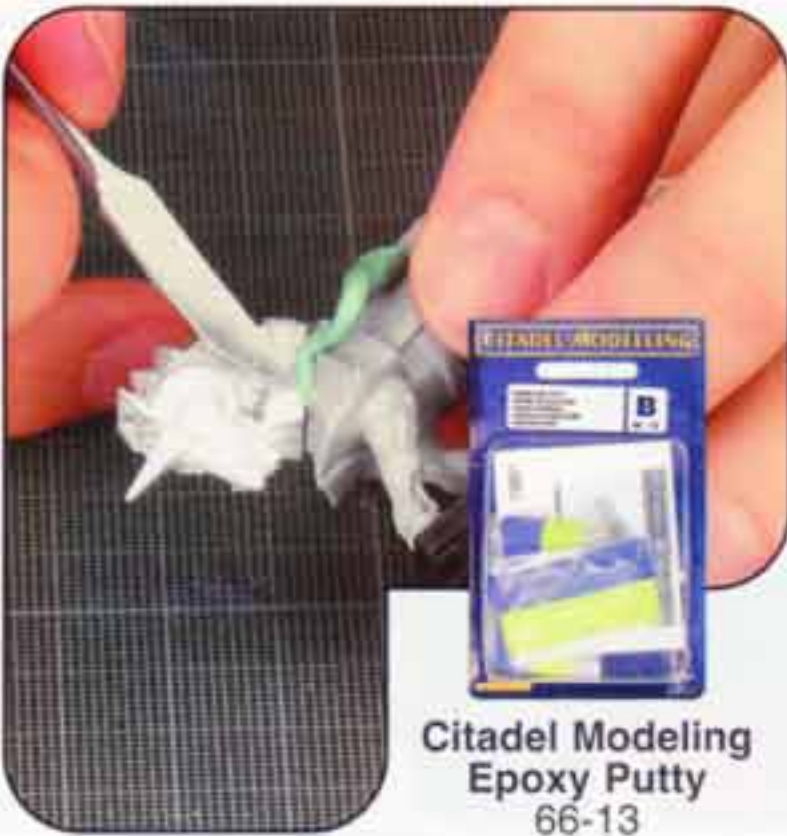
Fully illustrated throughout with examples from the Warhammer, Warhammer 40,000 and The Lord of The Rings ranges, *How to Paint Citadel Miniatures* clearly explains how to assemble and paint your models for gaming and display with the Citadel Colour range. Whatever your level of experience, this book is an indispensable guide for anyone wanting to learn more about painting miniatures. Included in this full-color book are sections on:

- Which tools and materials to use.
- How to prepare and assemble models.
- How to use different techniques like blending, drybrushing, glazing, layering, mixing, and washing (along with 12 complete stage-by-stage examples of the techniques described).

Also featured is the work of many gamers and painters, including avid army collectors, display artists, and members of the renowned Games Workshop 'Eavy Metal team. If you own only one book on painting miniatures, *How to Paint Citadel Miniatures* should be it.



# MODELING SUPPLIES



**Citadel Modeling Epoxy Putty**  
66-13



**Citadel Modeling Flock**  
66-14



**Citadel Modeling Sand**  
66-17



**Citadel Modeling Gravel**  
66-18



**Citadel Modeling Static Grass**  
66-15

After your paint has dried, you can add another layer of flock (most people go for static grass at this point) to finish it all off.



Carefully add some small dabs of glue wherever you want the static grass to stick, then sprinkle the static grass on the glue and let dry. Shake off any excess once the glue has dried, and your base is complete!

To see some more step-by-step basing projects, check out our web site at [www.games-workshop.com](http://www.games-workshop.com).

## How to Apply Texture to Your Bases (Otherwise Known as "Flocking Your Base")

This method works for bases as well as any piece of scenery you may make. A model just isn't complete without a neatly flocked base. How complex you want to make the flocking process is up to you!

Start by adding watered-down white or wood glue to the surface. Use a brush spread the glue around evenly.

Next, sprinkle the material that you want to use (sand, gravel, static grass, or flock) over the wet glue. We suggest starting with a base of sand. Once that dries, shake off any excess back into your sand bag. Now you can drybrush the base any color you want (green for a grassy effect, brown for a dirt/rocky effect). You'll get best results by painting an undercoat of black before you drybrush.



As we flocked this piece, we started off with our darkest brown (Scorched Earth) and drybrushed a lighter shade of brown.



*A combination of sand, gravel, and static grass went into making these bases look great!*





File Set  
66-06



Pin Vise Set  
66-05



Pliers  
66-11



Side Cutters  
66-04



Tweezers  
66-12



Sculpting Tool  
66-10



Saws and Blades  
66-08

# MODELING SUPPLIES



Games Workshop Figure Case  
65-01



Wonder Cutter  
w/ Two Wires  
66-91

*Left: The Wonder Cutter is the tool when it comes to manipulating foam to make great scenery. Whether it is carving out gently sloped hills, steep mountain sides, or even ramparts for a castle, the Wonder Cutter can do it all.*

*This seemingly simple tool runs on two D batteries that heat up the thin wire. This wire then cuts through the foam like a hot knife through butter! This hand-held model will meet most people's needs, but there are some scenery gurus who make Wonder Cutters as big as a table for cutting whole sheets of foam at once!*

*Note: Citadel Plastic Glue is not available in the state of California.*



GW Tape Measure  
65-02



Citadel Plastic Glue  
66-03



Citadel Superglue  
66-01



Citadel PVA Glue  
66-02

# SCENERY & STUFF



Hill  
64-07



40K Jungle Trees  
64-03



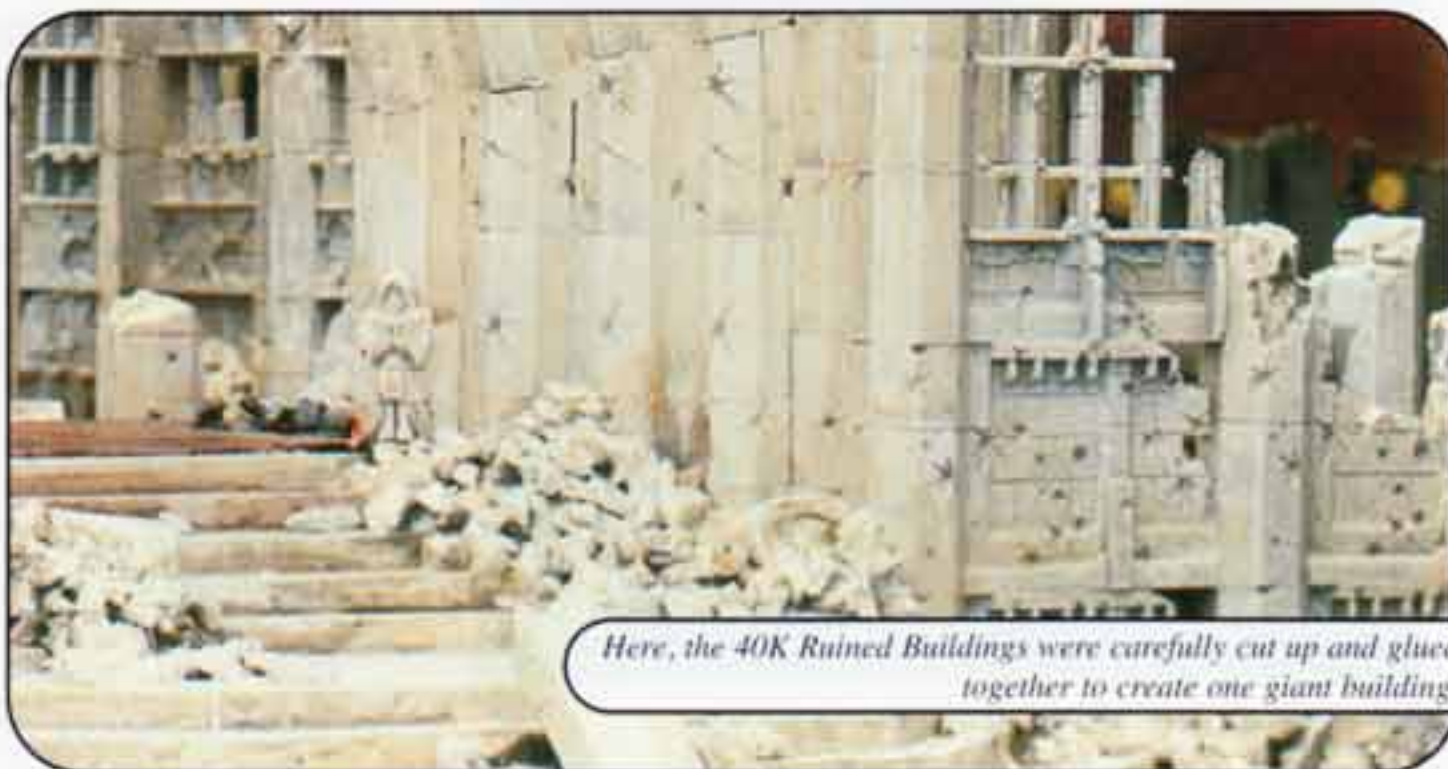
Hedges and Walls  
64-09



40K Obstacles and Barricades  
64-10



*The walls were repainted and flocked for this Warhammer table.*

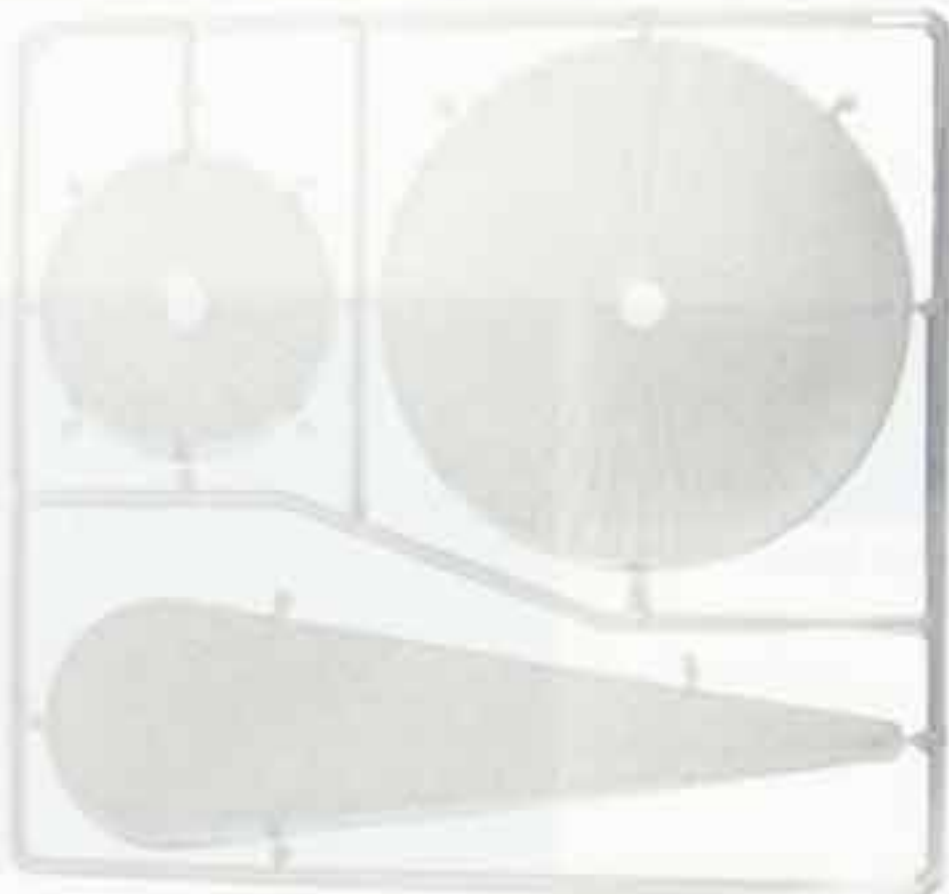


*Here, the 40K Ruined Buildings were carefully cut up and glued together to create one giant building.*



40K Ruined Buildings  
64-04

# SCENERY & STUFF



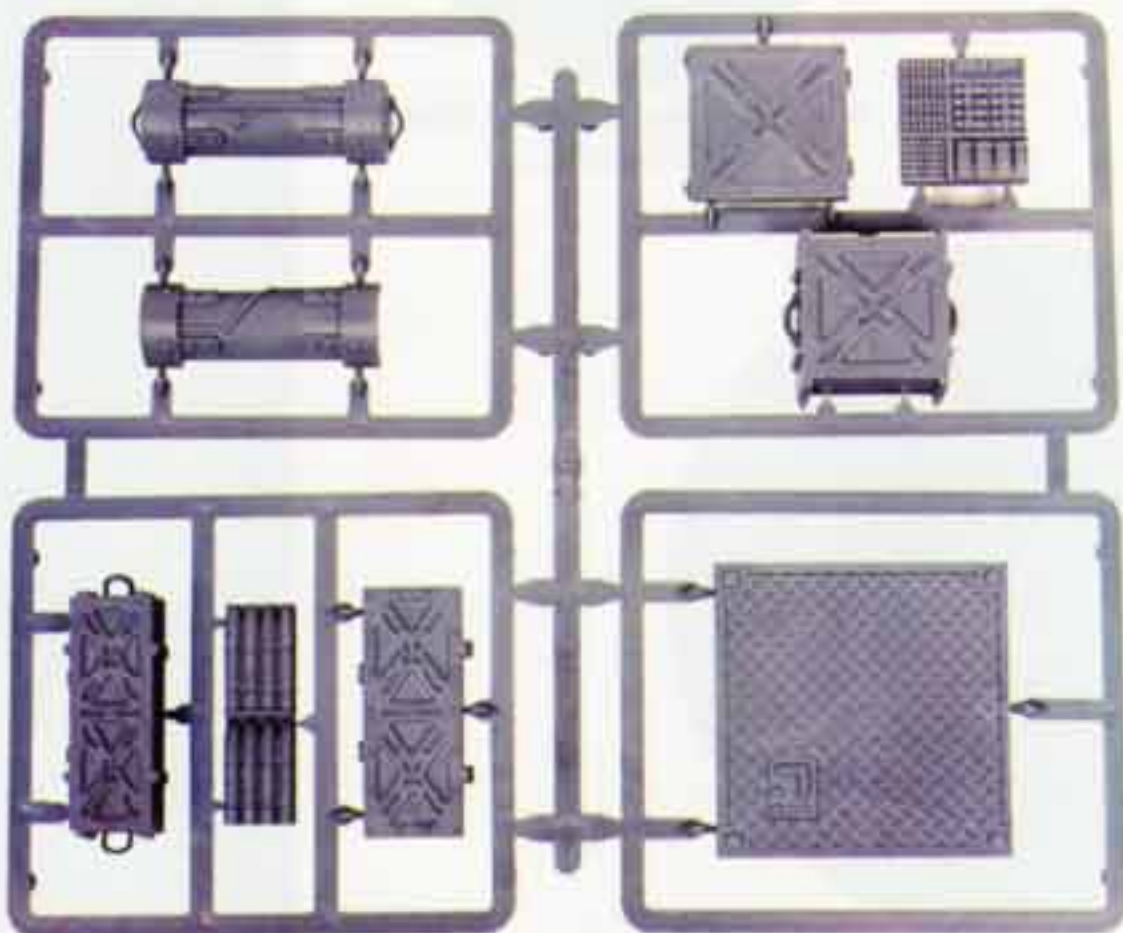
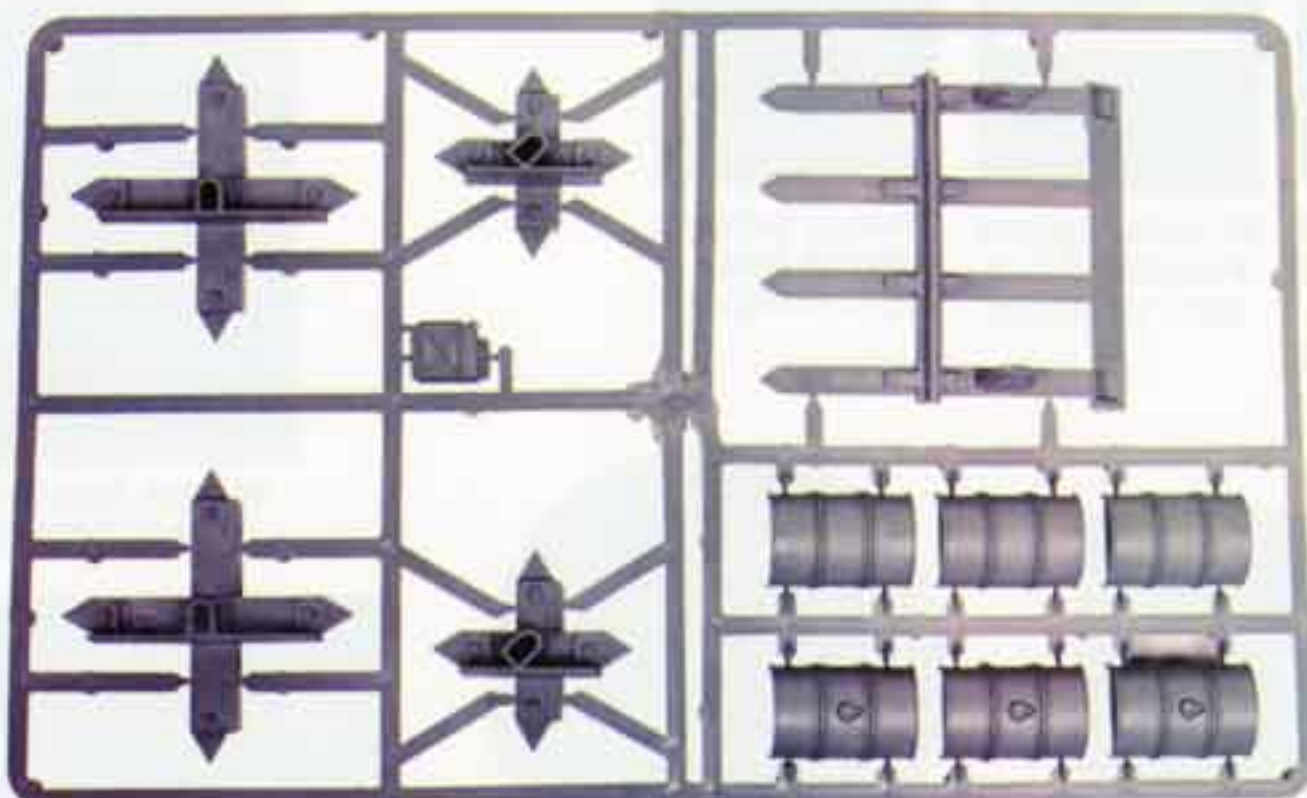
**Weapon Templates**  
65-04



**Battle Dice**  
65-05



**Woods**  
64-08



**Battlefield Accessories**  
64-05

*Note:  
Sprues  
shown at  
50% of  
actual size*



**Movement Trays**  
65-03

# BASES & MORE BASES



**20-mm Square Diagonal Base**  
99379999004



**20-mm Square Parallel Base**  
99379999005



**20-mm Square Solid Base**  
99379999007



**20-mm x 80-mm Solid Base**  
99379999021



**50-mm Monster Base**  
99379999012



**25-mm Round Slottabase**  
99379999009



**25-mm Round Solid Base**  
99379999010



**25-mm Square Diagonal Base**  
99379999008



**25-mm Square Parallel Base**  
99379999006



**25-mm Square Solid Base**  
99379999019



**40-mm Monster Base**  
99379999011



**25-mm x 100-mm Solid Base**  
99379999022



**40-mm Round Solid Base**  
99379999023



**60-mm Round Slottabase**  
99379999031



**Epic Titan Base**  
99370399001



**Chariot Base**  
99379999030

# BASES & MORE BASES



**Closed Cavalry Base**  
99379999015



**Horse Slottabase**  
99379999020



**Large Flying Base**  
99379999002



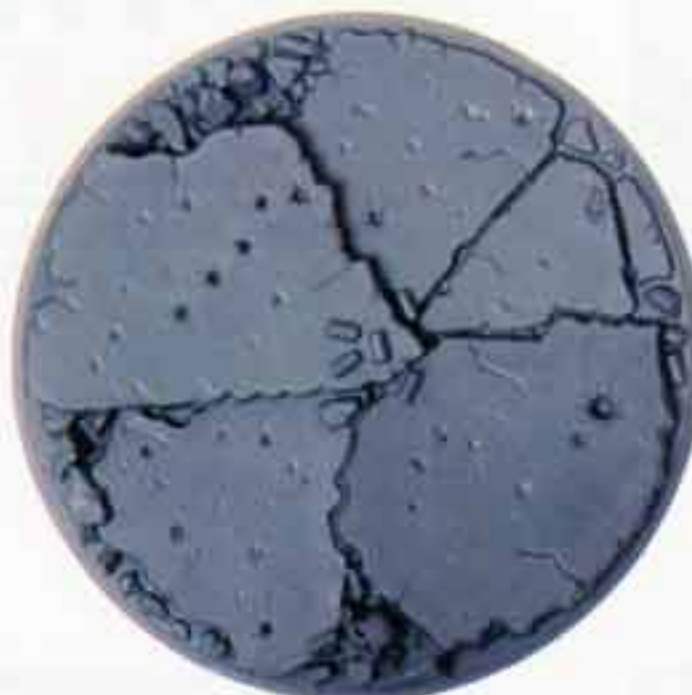
**Large Flying Stem**  
99379999013



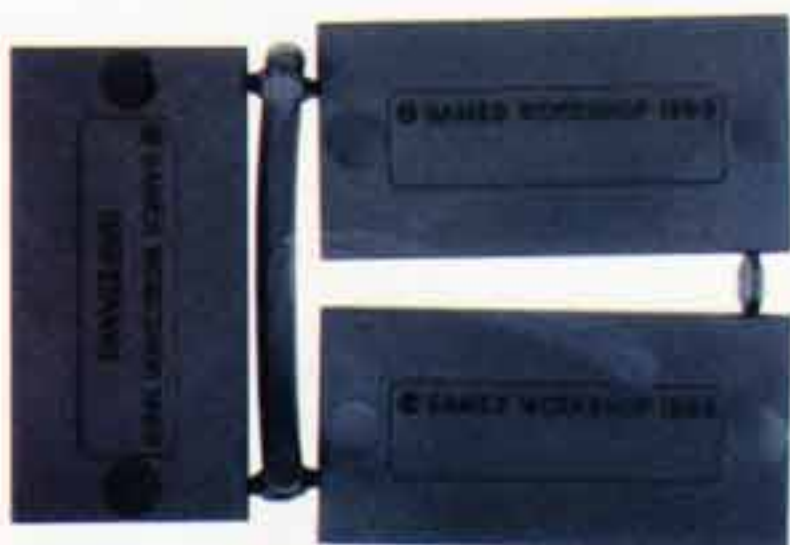
**Small Flying Base**  
99379999014



**Small Flying Stem**  
99379999003



**Dreadnought Plastic Base**  
99390101008



**Warmaster Base**  
99371299001

*Bottom Left: Here we see a mix of bases used for a plastic unit of Empire Spearmen. The front and back ranks use the 20-mm square solid bases, while the middle two ranks use the 20-mm x 80-mm solid base. This large base, combined with a movement tray, makes deployment and maneuvering much easier!*



*Above: Here, an Epic Titan base serves as a stabilizing base for a tree. The base has been detailed with sand and static grass just like a miniature would be.*



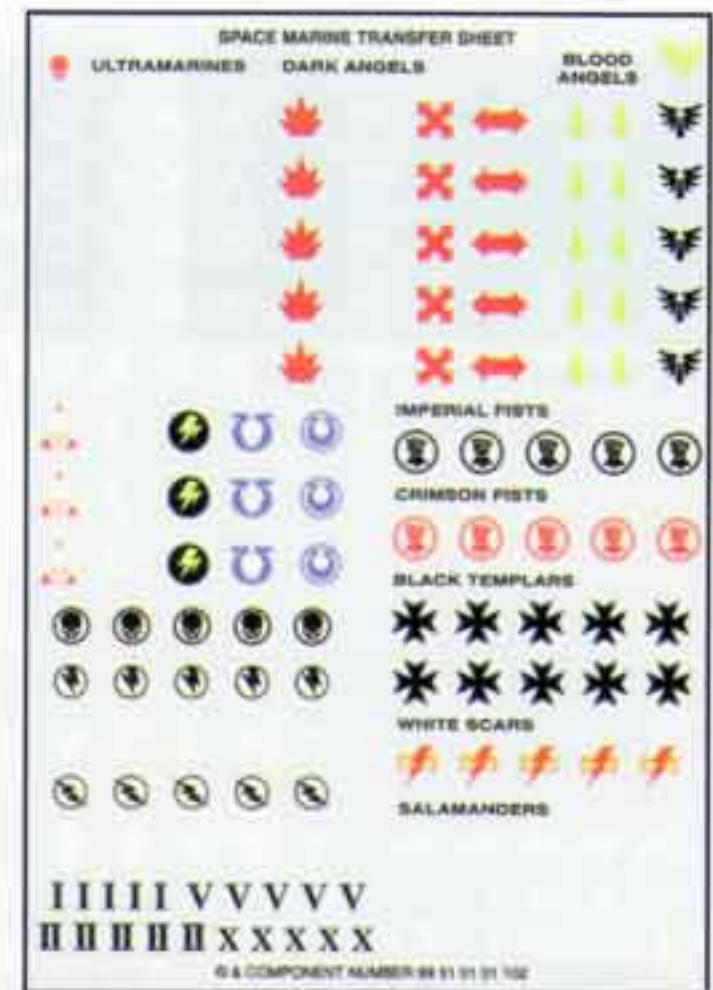
# DECALS



Space Marine Vehicle Decal Sheet  
99510101104



Space Wolf Decal Sheet  
99510101103



Generic Space Marine Decal Sheet  
99510101102



Generic Chaos Space Marine  
Decal Sheet  
99510102002

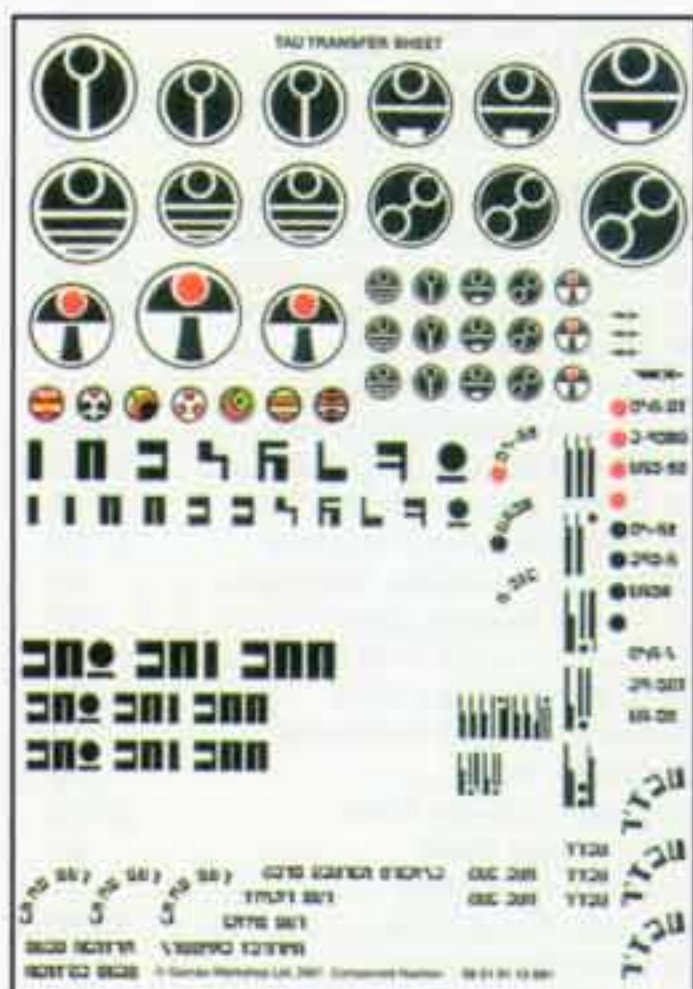


Imperial Guard Decal Sheet  
99510105004



Generic Necron Decal Sheet  
99510110001

# DECALS



Generic Tau Decal Sheet  
99510113001

## Applying Decals

Applying decals may seem hard at first but is a quick and easy way to get great symbols and designs on your models (much easier than painting them).

The first step is to plan out which decals you want on your model. Once applied, you will certainly ruin the paint if you attempt to remove the decal, so make sure you choose wisely! Once you have made your choice, carefully cut the decal off the sheet with a



hobby knife. Make sure you have a cutting mat underneath (not pictured) so as not to mar the tabletop you are working on!



Once you have the pieces cut out, place them in a safe spot (being little bits of paper, they blow away quite easily).



The next step is the hardest. With gentle brush strokes, pull the decal off the model and onto the spot where you want it to be. Make sure you've wet your brush. A wet brush will help you move the decal easier.



Place the decal in a small saucer of water. Let it sit for a few minutes for the glue to soften up.



Keeping your bristles wet, smooth the edges of the decal down. Make sure there are no air bubbles underneath the decal.



Carefully scoop out the decal as shown in the picture above. We've found that a hobby blade reversed (i.e., the pointy end is inserted into the handle) is a great tool for this job.



Repeat this process for any other decals you've chosen to put on the model.

# PRICE LIST

## Boxed Sets

60-10-60	Warhammer 40K Starter Paint Set	.. \$20
60-11-60	Warhammer Starter Paint Set	.. \$20
60-13	Citadel Paint Set	.. \$25
60-12	Citadel Colour Mega Paint Set	.. \$200

Contains the entire range of Citadel Colour paints with the new flip top design, PVA (white) glue, a painting guide, brushes, empty pots, and more!

## Paints

61-04	Scab Red	.. \$2.50
61-05	Red Gore	.. \$2.50
61-06	Blood Red	.. \$2.50
61-07	Blazing Orange	.. \$2.50
61-08	Fiery Orange	.. \$2.50
61-09	Golden Yellow	.. \$2.50
61-10	Sunburst Yellow	.. \$2.50
61-11	Bad Moon Yellow	.. \$2.50
61-12	Scorched Brown	.. \$2.50
61-13	Bestial Brown	.. \$2.50
61-14	Snakebite Leather	.. \$2.50
61-15	Bubonic Brown	.. \$2.50
61-16	Vomit Brown	.. \$2.50
61-17	Bleached Bone	.. \$2.50
61-18	Dark Flesh	.. \$2.50
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62-08	Bleached Bone Spray Paint	.. \$8
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66-02	Citadel PVA (white) Glue	.. \$6
66-01	Citadel Superglue	.. \$6
66-09	Cutting Set	.. \$30
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## Dice

65-05	Battle Dice	.. \$7
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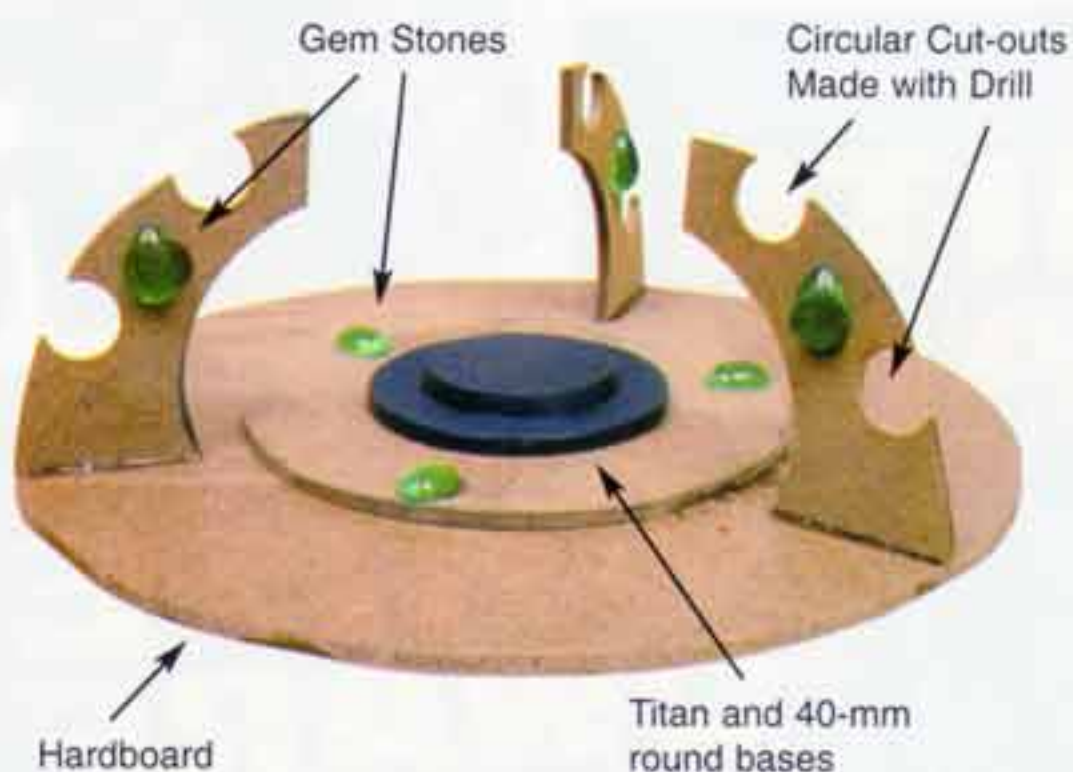
65-02	GW Tape Measure	.. \$9
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## HOBBY SHOWCASE



# CREATING AN ELDAR WARP GATE



Here's a simple but evocative terrain piece that you can make to accompany your Eldar army or place on any 40K table. The Eldar Warp Gate from *Codex: Eldar* was the inspiration for this terrain piece.

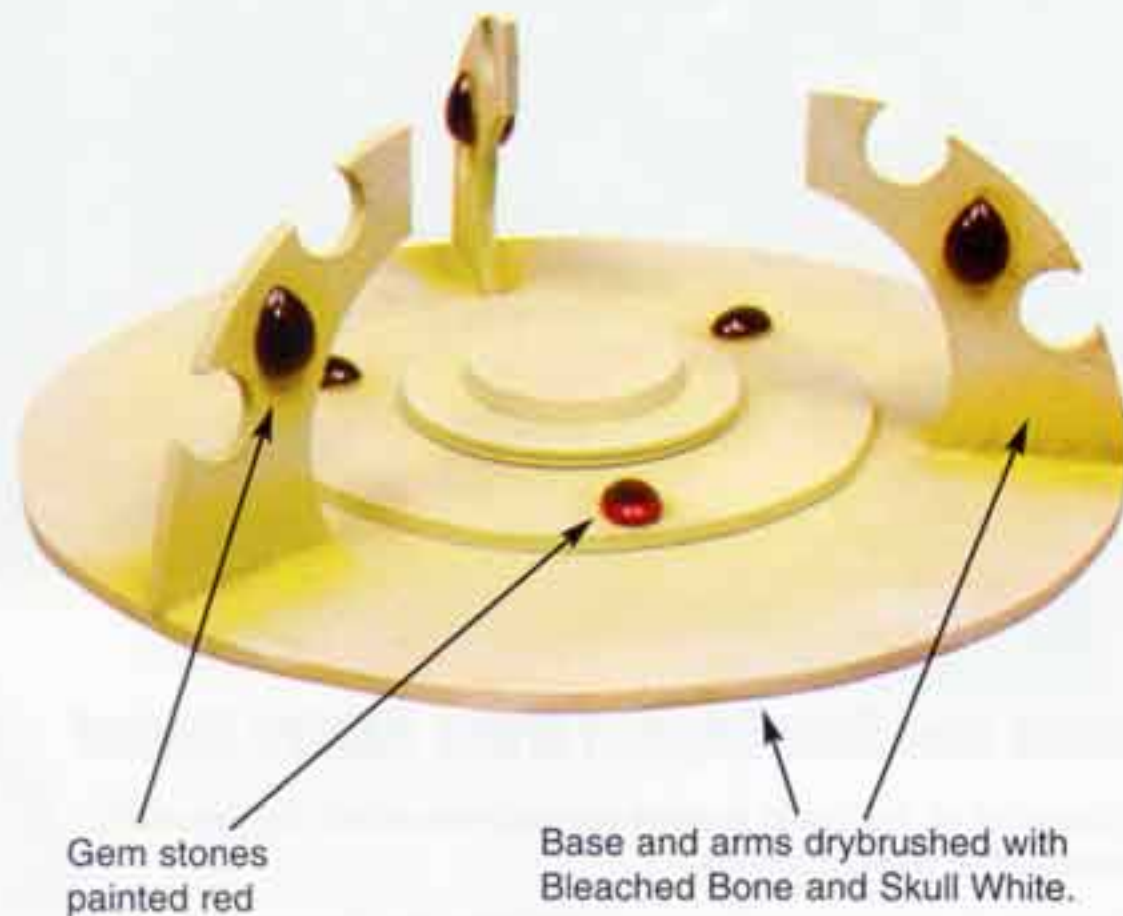
## STAGE 1

Draw a pattern for the arms on paper. Use the paper template to trace the shape onto a piece of hardboard (Masonite will work well) three times. Make the circular cut-outs on the backs of the arms with a drill and a spade bit and then cut out the arms with a jigsaw or band saw. Trace the circles for the base with a compass or use circular objects (we used a small bucket and a coffee can). Cut out the circles with a band saw or jigsaw. Smooth the edges of all your hardboard pieces with sandpaper. Get an adult to help you with the power tools if you're under 18. Use two Titan bases and a 40-mm round base to form the center of your Warp Gate (see p. 1054).

You can sculpt the gem stones out of green stuff, but it's easier to buy plastic pieces from a craft store. We used six teardrop-shaped "gems" on the arms and three oval gems on the base. Assemble all your pieces with superglue.

## STAGE 2

Prime your Warp Gate with Skull White and then spray paint it with Bleached Bone. Apply a thinned-down wash of Vomit Brown along the joins between parts. Let the wash dry completely and then drybrush the entire piece with Bleached Bone followed by Skull White. Paint the gems Scab Red and then highlight with Red Gore, Blood Red, and Fiery Orange. Each highlight should be applied in half circles on the lower half of the gem, and each one should be smaller than the last. Finally, add a spot of Skull White.



## STAGE 3

Use a compass to draw a border along the edge and another line 1/2" from the edge. Add symbols along the edge with a fine tip marker. You can find examples of appropriate symbols in *Codex: Eldar*.

To suggest that age and neglect have taken their toll on your Warp Gate, you can paint on a bit of PVA glue (see p. 1051) and sprinkle flock (see p. 1050) on top. Your Warp Gate is now ready for the battlefield.



# WHITE DWARF

Every month, White Dwarf magazine strives to pack, wedge, cram, and sledgehammer tons of hobby material as possible into each issue. If you enjoy playing Games Workshop games or painting and converting Citadel Miniatures, then we've got the magazine for you!



## What You Can Expect from *White Dwarf*

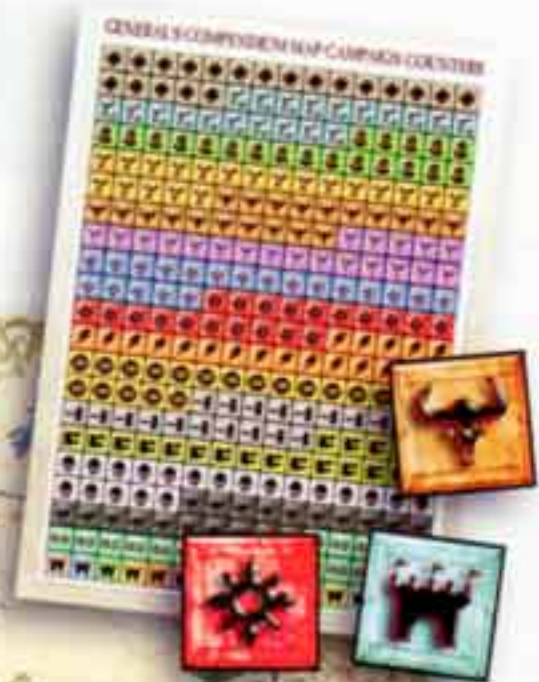
- Photos of all the latest models painted exquisitely by the world-class 'Eavy Metal Painters.
- Updates & clarifications on the rules from the Games Designers themselves.
- New Armies! The Kislev army list, special Ork clan rules, updated Wood Elf army list, and more have appeared in *White Dwarf* in the last year alone!
- Hobby news, like dates for upcoming Grand Tournaments, Games Days, world-wide campaigns, events, and more!
- The best hobby tips anywhere from step-by-step painting instructions, to how to build terrain articles, to more modeling and converting advice than you can swing a dead Snotling at (not that we condone Snotling swinging!).
- Extra good luck. (Remember that lucky armor save? That wuz from us.)



A few of the step-by-step stages for a Bretonnian Grail Chapel from *White Dwarf* 288.



Just a few of the awesome "extras" that occasionally get packed in with White Dwarf magazine. Shown here are campaign counters (WD284), a Bretonnian campaign map (WD288), and the Eye of Terror map (WD281).



**Troll is packed with photos of new models, special offers & more! Troll comes free with a White Dwarf subscription!**



**Improve Your Tactics!**

Each month, *White Dwarf* also contains at least one Battle Report, the chronicles of a bitter clash on the tabletop. Not only are these reports entertaining to read, but keen tacticians will be able to glean much from others' successes (and failures!).

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The Complete Catalog & Hobby Reference



# What is Black Gobbo?

Black Gobbo is the name of the E-zine that is posted every 2 weeks on the Games Workshop U.S. web site. Each "issue" is loaded with new articles about all aspects of the hobby. Here are some types of things you can expect to find in Black Gobbo:

- Great previews of upcoming new models, games, Codices, and Army books.
- A semi-regular feature called *Ask the Scenery Guy* that allows hobbyists to write in with questions and challenges like:
  - What kind of terrain can you build for \$50?
  - What would a Daemon World look like?
  - How many Dwarfs can you stack up in a pile before they fall over?
 Technically, that last question isn't about terrain, but it is intriguing...
- Advanced gaming tactics – delving into questions like how to win with a certain army or getting the most out of a particular troop type.
- Lots of great painting examples, from different Space Marine Chapters to realistically filthy Mordor Orcs.
- New scenarios and campaigns to try out and challenge your gaming buddies with.

# THE ONLINE STORE

## Open 24 Hours a Day

Along with the wealth of information you'll find on the Games Workshop site, you can also visit the Online Store.

Open 24 hours a day, 7 days a week, the store is stocked with everything Games Workshop sells. Whether you are looking for a conversion bit, a missing paint color, or a whole new army, shopping online with Games Workshop is safe, fast, and easy to do. From back issues of *White Dwarf* to checking out all the new releases, the Games Workshop Online Store has it all. Imagine a brand new army being delivered right to your door!

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# GAMES WORKSHOP EVENTS

Every year, a dedicated central team and hundreds of staff and volunteers in the field strive hard to bring you, the Games Workshop hobbyist, the finest in participation events. Two of these are familiar events for tens of thousands of hobbyists the world over, Games Days and Grand Tournaments, while the future holds some new ideas...

## GAMES DAYS

In order to spread the celebration of the Hobby to as many folks as possible, we'll be running **FOUR** Games Days across the country in 2004. For details of each event, head to the Games Day web site: [gamesday.us.games-workshop.com](http://gamesday.us.games-workshop.com)



### Celebration of the Hobby!

Whether you just started painting miniatures or you've been wargaming for decades, Games Day has something exciting to offer everyone.

- Registered gaming, club gaming, open gaming, mega-battles, introductory gaming, and tournaments – every kind of gaming you could hope for, all over evocative battlefields.
- Wacky speed painting, introductory painting, structured painting clinics, and the pinnacle of painting achievement, the Golden Demon painting competition. Each of these activities can inspire and improve your own artistic endeavors.
- Tons of special guests, including many from our own US Design Studios on hand to answer all of your questions about new releases, exciting projects, and even how to build many of the fantastic pieces you see in *White Dwarf* and *Black Gobbo* every month!

*Top Left: Thousands of gamers battle it out over elaborate gaming tables.*  
*Middle Left: Ents smash apart the walls of Isengard and battle the Orcs of Saruman.*  
*Bottom Left: Thousands of exquisitely painted models are entered every year in the Golden Demon painting competition.*

*Right: Mark Mosler won an award in the 2003 Baltimore Golden Demon with this Daemon Prince of Khorne.*



- ATLANTA – Saturday, April 3**  
**Georgia International Convention Center**  
 2000 Convention Center Concourse,  
 College Park, GA 30337 – Exhibit Halls A & B
- LOS ANGELES – Saturday, April 24**  
**Ontario Convention Center**  
 2000 Convention Center Way,  
 Ontario, CA 91764 – Exhibit Halls A & B
- BALTIMORE – Saturday, May 22  
 & Sunday, May 23**  
**Baltimore Convention Center**  
 1 West Pratt Street, Baltimore, MD 21201  
 Exhibit Halls A-D
- CHICAGO – Saturday, July 31**  
**Donald E. Stephens Convention Center**  
 5555 N. River Road, Rosemont, IL 60018  
 Exhibit Hall G
- Tickets will be available 12 weeks prior to each event from the Games Workshop Online Store, Mail Order, local Hobby Centers, and selected Rogue Trader Stores.

[gamesday.us.games-workshop.com](http://gamesday.us.games-workshop.com)

# THE FUTURE, Including Grand Tournaments

*Thousands of veteran commanders have gathered each year at our Grand Tournaments to compete against other like-minded gamers to win Best Overall, Best Sportsman, and a number of other awards. The year 2004 sees a number of improvements to the system and a*

*few surprises for those still picking their way through the Games Workshop Hobby. Rest assured, there will still be hard-fought competition and oodles of spectacular armies. However, 2004 won't ONLY be about these*

## Not Really a Conflict!

As the Games Workshop presence grows, we want to bring premiere shows to every corner of the country (and a few places in between). While we may not be able to take a Games Day to Minneapolis, we would certainly love to bring a lot of the same excitement to Minnesotans anyway.

We've cast our net far and wide, and we've caught a few ideas from our Battle Brothers across the pond. In the UK, Games Workshop runs seven exciting days throughout the year called CONFLICT events. We really like the idea (and the name), so you can expect to see these events developing over the next year.

To make these events as comprehensive as possible, we'll be featuring the improved Grand Tournament system at a number of these shows. Our Events Team has incorporated a lot of the suggestions from Grand Tournament players – like a more transparent scoring system and more flexibility for players – to create a better Grand Tournament experience.

At these new events, you can expect the Grand Tournaments you know and love, enhanced by the addition of loads of exciting activities. If you've never been able to make it to a Games Day, we're hoping you'll be able to make it along to one of our new events.

We imagine it might be called something like "CONFLICT Seattle, featuring the Seattle Grand Tournament." It has a ring to it!

*Below: Timothy Walker won Best Overall for the 2003 Warhammer Grand Tournament in Charlotte with this spectacular Empire army. Left: Even unit Champions like this First Knight received full attention in Timothy's army, which also won the Player's Choice Award. Below Right: More of Timothy's awesome army. Right: A frozen river in Kislev, just one of the many beautifully sculpted gaming tables you could be fighting over in the 2004 GTs.*

Events scheduled for 2004 so far...

**MINNEAPOLIS – February 3**

**Earle Brown Heritage Center**

2000 Convention Center Concourse,  
Minneapolis, MN 30337

**SEATTLE – February 24**

**Seahawk Stadium**

2000 Convention Center Way,  
Seattle, WA 91764

**BALTIMORE – March 22-23**

**Baltimore Convention Center**

1 West Pratt Street,  
Baltimore, MD 21201

Tickets will be available 9 weeks prior to each event from the Games Workshop Online Store and Mail Order.



[gt.us.games-workshop.com](http://gt.us.games-workshop.com)

# MAIL ORDER

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## 1-800-394-GAME

### What Can We Do for You?

The Mail Order Department at Games Workshop is here to serve you, the hobbyist. Here is what we can do for you.

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All the products in the Complete Catalog are available to you through Mail Order. Just let us know what you'd like, and we'll get it shipped to you quickly and efficiently!

#### Customer Service Issues

Did your last order include a miscast model? Are you missing a shield off your plastic regiment sprue? Give us a call, and we'll tell you how we can get the problem solved!

#### Find the Store Nearest You

Supporting your local store is always a great idea. After all, where else are you going to go to play, join leagues, and trounce everyone with your army? Give us a call, and we can search the database for the shops nearest you. You can do this yourself on the internet, but should you be unable to reach the world wide web, we're glad to help.

Remember this handy feature next time you travel as well – what a great opportunity to check out some hot gaming spots on your next business trip, family outing, or vacation!

#### Subscribe

Lock in a year (or more) of *White Dwarf* (with *Troll!*), *Warhammer Monthly*, or *Inferno!*



Games Workshop's Hobby Specialists in action. Here we can see both Nick Staugaitis (at left) and Tim Commo (below) talking to customers. Helping other hobbyists find what they are looking for is a large part of what we do!

### Got Hobby Questions???

The members of our Mail Order staff are all hobbyists. They will be glad to explain to you what green stuff is (and why it is called that), how to get started with any of our games, or what troops qualify as Core in a Dark Elf army.

Each Mail Order Hobby Specialist has right in front of him a huge stack of *White Dwarfs* (what issue had the battle report of Guard vs...?) as well as all the latest rulebooks and army Codices. If we don't know the answer, we'll do our best to look it up for you.



Below Left: Fantastic painter Rob Hawkins completed this great Black Templar Chaplain.

Right: Nick Staugaitis converted this Eldar Ranger model for Inquisitor.



Jeff Hurd painted this oozing version of Typhus, the Herald of Nurgle.



White Dwarf subscriptions come with *Troll!* free each and every month!

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Due to Federal regulations, no spray cans may be shipped via any form of air carrier. We can only send spray cans via ground service. This limits us to selling spray paints and primers to continental US and Canadian addresses only (NO P.O. Boxes).



Above: A nicely painted Gotrek by Matthew Boles. Above Right: a Battlefleet Gothic Governor's Class ship invented by Tim Commo. Right: Sean Forbes's wickedly converted Orc Warboss for his Warhammer army.

# GAMES WORKSHOP

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**Games Workshop Mail Order**  
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**Glen Burnie, MD 21060-6401**



Ed "Lance" Sires has converted this excellent Chaos Blood Bowl team.



From left to right, starting with the top row, the hard-working Mail Order Hobby Specialists are Tim "Fish" Commo, Nick Staugaitis, Rob Hawkins, Ed "Lance" Sires, Jeff "Mkauley" Cauley, and Manager Sean Forbes. Missing, but not forgotten are Matt Boles, Jeff Hurd, and Ted Bonafede.





Left: Gaming clubs like the DOG Pack in California gather together to play at local stores and conventions. Finding out if your local store runs or is visited by a gaming club is a great way to meet new friends and play against new armies and opponents.



## Find Your Local Hot Spot!

Finding a game shop with events is awesome and can only be topped by getting involved with a regular gaming group. Many Independent Retailers have one or more such groups that regularly attend gaming nights. Often, these groups run their own events. Stop by and ask a staff member when the next battle is and how you can get involved. If, by chance, your local Rogue Trader doesn't have a lot of gaming opportunities, perhaps you can offer to run a monthly game night? After all, anyone with an army or an urge to play is probably waiting for the same thing!

## Rogue Trader Tournaments

A Rogue Trader Tournament is an officially sanctioned GW event that stores, conventions, and clubs can run. It gives local gamers a chance to pit their armies against others in a competitive but fun atmosphere. Players are judged not just on wins and losses but also on sportsmanship and painting. Everyone gets to play. While everyone may not take home an award, having fun is a victory in itself. You can find out who is having a Rogue Trader tournament near you by looking under the Events section online or by checking out *White Dwarf*.



Above & Above Right: The crew at Gamer's Haven in Colorado held a Rogue Trader Tournament/Benefit to help out Dave Pettigrew, a regular player at the shop who had sustained an injury while serving his country overseas in the military. This event was a great way to combine a good time with a well deserved tribute to a real hero. Keep an eye on your local shop's events to find out how you can get involved.



The pictures below, at right, and at bottom right are from a large Rogue Trader event at Flatcon IV in Bloomington, IL.

The main sponsor for the Games Workshop events was Adventureland from Normal, IL.



Above: Two armies face off at the Warhammer 40,000 Rogue Trader Tournament held at Gencon in Indianapolis, IN.  
Right: Tournament Judge Lucas Combs hard at work



# GW HOBBY CENTERS

*At Games Workshop, we routinely run free introductory games, give model painting advice, and even talk army-building and game-winning tactics. That's why we call our shops Hobby Centers – because there are always hobby and gaming activities going on.*

Games Workshop Hobby Centers are springing up all over North America. If you haven't been to one yet, here is what we are all about:

## Friendly & Expert Staff

Games Workshop Hobby Centers are staffed exclusively by hobbyists. That means, if you have a question about:

- gaming
- putting your models together
- painting
- choosing or building an army
- beating your buddy in a game
- terrain building
- model converting
- or anything else about the hobby you can think of, all you have to do is walk through the doors and ask our friendly staff.

## Exactly What You Want

Games Workshop Hobby Centers are stocked with everything that is in the current range. They are at the forefront of all the new releases – if it is available, it is in the Hobby Center.

With this new catalog, it is possible to order Specialist games and models, as well as the Classic and Collector's Ranges. In short, everything in this Complete Catalog can be purchased or ordered from a Hobby Center.



*Stop in for a few painting tips or look for a Painting Seminar or event.*



*Every blister pack and boxed set on display!*



*Our friendly staff is happy to help pick out gifts for gamers in the family!*



*Advanced tips, speed painting, highlighting – C'mon in; we're happy to help.*



*Each Hobby Center has lots of well painted models on display!*

## Painting Clinics

Lots of hobbyists are daunted by painting at first, but we've found that, with a little encouragement and a little advice, anyone can turn out nice looking paint jobs. Hobby Centers run formal Painting Clinics (ask for hours), and staff members are always available for advice on the brushwork!

*Interested in learning a new game? Got a friend you'd like to introduce to Warhammer or Warhammer 40,000 but aren't sure if you can teach him how to play? Want to meet local gamers in your area? Stop by your local Games Workshop Hobby Center!*



*Battle among the stars – get an Introductory game of Battlefleet Gothic!*



## Every Level of Gaming!

Games Workshop Hobby Centers have something for every level of gamer.

**Introductory Games.** We are always glad to teach newcomers how to play Warhammer, Warhammer 40,000, The Lord of The Rings, and Battlefleet Gothic. Just walk in and ask us! Bring a buddy or play against staff. It is an awesome and fun opportunity to give our games a test run.

**Advanced Gaming.** Our Hobby Centers have a wide variety of gaming events, from mega-battles to special veteran nights for more serious competitors. There are always tournaments, leagues, and campaigns that allow you to join in the fun.

If you are interested in any of the special events, just ask the staff about the next event and how you can get involved.



## Terrain Making

While anyone can attend the gaming events at our Hobby Centers and use our terrain, many hobbyists want to build their own gaming table but are daunted by the task. Stop by a Hobby Center and get some tips.



*Checking out other people's paint jobs is a great way to get inspired for your own painting tasks!*





## More Hobby Centers on the Way

Listed below are all the Games Workshop Hobby Centers in the United States. By the time you read this, however, more Hobby Centers will have opened. For the latest news, keep your eyes peeled on *White Dwarf* magazine and the Games Workshop web site.

### STORE LISTING

**A** - BATTLE BUNKER

## UNITED STATES STORES

### ARIZONA

ARIZONA MILLS  
Tempe • 480-756-8759

### CALIFORNIA

GLENDALE GALLERIA  
Glendale • 818-242-4433

**A** LOS ANGELES HQ  
Westminster • 714-893-7666

### METREON

San Francisco • 415-369-6136

### OAKRIDGE MALL

San Jose • 408-226-6325

### ONTARIO MILLS

Ontario • 909-581-0001

### PACIFIC VIEW

Ventura • 805-658-8924

### STONERIDGE

Pleasanton • 925-463-1481

### SUNVALLEY

Concord • 925-609-9450

### THE BLOCK AT ORANGE

Orange • 714-769-3189

### COLORADO

COLORADO MILLS  
Lakewood • 303-384-3534

### CONNECTICUT

THE SHOPPES AT BUCKLAND HILLS  
Manchester • 860-644-9333

### GEORGIA

### ARBOR PLACE

Douglasville • 770-577-5599

### DISCOVER MILLS

Lawrenceville • 678-847-5813

### ILLINOIS

**A** CHICAGO HQ

Downer's Grove • 630-426-0120

### FOX VALLEY MALL

Aurora • 630-585-9913

### GURNEE MILLS

Gurnee • 847-856-0885

### ORLAND SQUARE SHOPPING CENTER

Orland Park • 708-226-9563

### RANDHURST CENTER

Mt. Prospect • 847-797-9957

### MARYLAND

ANNAPOLIS MALL  
Annapolis • 410-266-5667

### ARUNDEL MILLS

Hanover • 443-755-1660

**A** GLEN BURNIE HQ

Glen Burnie • 410-590-8675

### THE AVENUE AT WHITE MARSH

White Marsh • 410-933-2008

### MASSACHUSETTS

**A** HARVARD SQUARE

Cambridge • 617-864-0510

### HOLYOKE MALL AT INGLESIDE

Holyoke • 413-539-6974

### LIBERTY TREE MALL

Danvers • 978-646-9355

### NATICK MALL

Natick • 508-653-3730

### MICHIGAN

### FAIRLANE TOWN CENTER

Dearborn • 313-982-0032

### GREAT LAKES CROSSING

Auburn Hills • 248-454-7708

### TWELVE OAKS MALL

Novi • 248-380-8232

### MISSOURI

### ST. LOUIS MILLS

Hazelwood • 314-227-5485

### NEW JERSEY

### CHERRY HILL MALL

Cherry Hill • 856-663-3303

### JERSEY GARDENS

Elizabeth • 908-354-1500

### NEW YORK

### CAROUSEL CENTER

Syracuse • 315-476-7786

### GREENWICH VILLAGE

New York City • 212-982-6314

### PALISADES CENTER

West Nyack • 845-348-1739

### UPPER EAST SIDE

New York City • 212-744-1390

### UPPER WEST SIDE

New York City • 212-362-0726

### FOREST HILLS

Forest Hills • 718-263-7574

### WALDEN GALLERIA

Cheektowaga • 716-651-9440

### NORTH CAROLINA

### CONCORD MILLS

Concord • 704-979-1333

### PENNSYLVANIA

**A** FRANKLIN MILLS

Philadelphia • 215-501-0230

### TENNESSEE

**A** MEMPHIS HQ

Memphis • 901-541-7700

### OPRY MILLS

Nashville • 615-514-3150

### TEXAS

### GRAPEVINE MILLS

Grapevine • 972-691-3744

### KATY MILLS

Katy • 281-644-6644

**A** MARQ-E HOUSTON

Houston • 713-957-9244

### VIRGINIA

### POTOMAC MILLS

Prince William • 703-492-4555

### SPRINGFIELD MALL

Springfield • 703-719-9300

### STONY POINT FASHION PARK

Richmond • 804-560-8030

### WASHINGTON

### ALDERWOOD MALL

Lynnwood • 425-640-5155

**A** SEATTLE BUNKER

Bellevue • 425-562-2300

### SUPERMALL OF THE GREAT NW

Auburn • 253-288-3904



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WARHAMMER  
40,000



WARHAMMER



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\* Some of the games in the Specialist Games range have only a selection of the models displayed, although the entire available ranges are outlined in a price list in the respective sections.

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