This up-to-date pictorial listing contains a good selection of the current, new, and re-designed models from the famous Citadel Miniatures range. This listing replaces the First Citadel Compendium, now out of print and out of date. Very soon we'll be producing a brand new Citadel Compendium, with a host of articles about modelling and gaming, a special Warhammer scenario by Richard Halliwell, and, of course, illustrations of our range. Price will be £1.25 (plus a large stamped 27p self-addressed envelope if you order direct to us).

Until the appearance of the Second Citadel Compendium, Arcane Listings can be taken as the complete Citadel catalogue of models. Of course, with constant new releases every month, and continual redesigning, we'll be producing new models throughout the year, so keep an eye out for them at your local retailer.

Items illustrated in the First Compendium, but not in Arcane Listings, are probably no longer made, although you may still be able to find these rarities in some shops. Almost certainly, most of these will be phased out before the appearance of the next Compendium.

Nick Lund's renowned Chronicle Miniatures company has recently joined forces with Citadel, and you'll find the first of the re-released Chronicle models in Arcane Listings. The entire Chronicle range will once more be available in its entirety, just as soon as we are able. In addition Nick is busy working on new models all the time. Look out for new Chronicle additions.

CITADEL ARE MOVING:

By July 84 we will have moved into our new, larger factory in Eastwood, Notts. Of course, we'll be having all our mail forwarded to us by the Post Office for a couple of years, but it will be speedier if you write direct to our new address.

CITADEL MINIATURES
CHEWTON ST
HILLTOP
EASTWOOD
NOTTS

Our Citadel Distributor in Germany is:

FANTASY & SCIENCE FICTION
Wandleiser Chaussee 45
D-2000 Hamburg 76
CITADEL OPEN DAY

Many people ring us or write to ask if they can visit our factory, look around, buy a few models, get under our feet and abuse the staff. Many more just turn up on our doorstep and demand entry. Although our premises are somewhat cramped, and we have absolutely no facilities for visitors whatsoever, we've always welcomed customers who wanted a look around. With the ever-increasing numbers we've been getting here in Newark of late, we have reached the inevitable conclusion that once we move into our new super-efficient modern building in Eastwood, we will be unable to allow people to visit ad-lib at all. So NO VISITORS WITHOUT AN APPOINTMENT! and we're going to have to be quite tough about letting people in at all. We realise that this is going to disappoint many people, so we're going to have OPEN DAYS instead, when you'll be quite welcome to wander round, and we'll be able to take the time to show you what we do, maybe even put on demonstrations and participation games and suchlike. The first Citadel Open day is planned for September 15th.

THE CITADEL MAILING CLUB

If you are a collector of our fine model models, then you will be interested to know that we offer a special Mailing Club. Members receive all the latest information on new releases as they happen, with occasional competitions, questionnaires and other items of interest. Our mailings go out when we have something to release, so they are not regular, although usually we release new models every other month. Simply fill in one or all of the address labels below, and attach a first class stamp if you live in the UK (overseas customers send 50p in funds or 2 IRC's per mailing). You will receive one mailing for each label you send, and we'll let you know when your last label is used up. If you want more mailings than we've given labels, then copy up as many as you wish, remember to write you name and address, and enclose a stamp with each label.

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Overseas orders are sent by surface only.
FORTHCOMING FROM THE CITADEL FORGE

Look out for new Creatures of Chaos and terminally strange Chaos Beasts men. Also coming shortly are new Dwarves and a whole new range of Halflings. At the other end of the scale come two enormous models in the form of the Dwarf Steam Juggernaut (in the Tony Ackland's Arcane Monstrosities range!) and The Great Spirited Dragon (from the talented Nick Bibby).

Not to be outdone by our feverish modellers, our literary staff are scribbling away at a whole range of new Warhammer projects including Realm of Chaos, by myself, and a complete campaign world designed by Richard Halliwell. Rogue Trader, our new futuristic battle game, comes on space; whilst we hear murmurs of a complete series of Warhammer role-playing scenarios.

Best Wishes

Bryan Anaell
General Manager.

AVAILABE AUGUST

Citadel Colour is a new range of water-based acrylic paint, especially designed for painting Citadel models. Colours are available in handy pots at 60p each.

1. SKULL WHITE
2. CHAOS BLACK
3. BLOOD RED
4. BRONZED FLESH
5. WOODLAND GREEN
6. ENCHANTED BLUE
7. SUNBURST YELLOW
8. MITHRIL SILVER
9. SHINING GOLD
10. ROTTING FLESH
11. GOBLIN GREEN
12. ELF GREY
13. WORM PURPLE
14. HOBBIT ORANGE
15. ORC BROWN
16. SPEARSTAFF BROWN
17. SWAMP BROWN
18. CHAINMAIL
CHAOS HOUNDS

The servants of Chaos are many in number, and assume many forms, or else none at all that can be discerned by mortals. There are creatures which rend the dark air with their monstrous wings, creatures which slither upon the ground, and creatures which crawl unseen from dark holes to feed upon corpses or other unhealthy flesh. But feared most of all is the fell howl of the Hound of Chaos.

From what hate-blackened existence they come, and with what intent will forever remain a mystery. The wishes of their masters, the Gods of Chaos, are strange and unfathomable. Their appearance spells death, disease and sorrow for all. Chaos Hounds are enormous black mastiffs with burning red eyes, they would be big enough to ride if anyone were to dare.

| Move | 10" |
| Weapon Skill | 5 |
| Strength | 4 |
| Toughness | C |
| Wounds | 2 |
| Initiative | 6 |
| Attacks | 1 |
| Will Power | 10 Magically Resistant |
| Points Value | 46 |

Plus
- Iron-Hard Skin
- Causes Fear against combat opponents
- Each has D6-5 Chaotic Hound Attributes

CHAOTIC HOUND ATTRIBUTES

01-10 Breathes Fire
11-15 Evil Eye
16-20 Great Fang
21-25 Hypnotic Gaze
26-60 Mace Tail
61-65 Two Heads
66-70 Poisonous Bite
71-75 Plague Bearer
76-80 Massive Intellect
81-90 Scorpion Tail
91-00 Snake Tail

If the same Attribute is rolled twice, double the effect (three heads, two tails etc).

Occasionally (20% of the time) packs of Chaos Hounds are encountered all with the same Attributes, in which case just make one throw for the number and type of Attributes and apply the result to the entire pack.

BREATHE'S FIRE

Chaos Hounds breathe fire with the same template as a dragon (4x2") - range 12", Attack Strength 3.

EVIL EYE

If any model comes within 4" of the creature it has a 50% chance of being unfortunate enough to meet its gaze. This will thoroughly screw up the model's karma, and he will be subject to a disadvantageous modifier of 1 on all dice rolled for as long as the creature with Evil Eye lives.

GREAT FANGS

The Hound bites with a -1 'to kill' and minus 1 from any saving throw its opponent may have.

HYPNOTIC GAZE

The Hound may fix its gaze on one opponent at a time within 6". If it then throws a 5 or 6 on a D6, the victim is fixed, and may make no actions at all. The victim will remain fixed as long as the Hound's gaze remains on it. Once the victim is free of the Hound's gaze, it will need to throw a 5 or 6 on a D6 to start to act again.

MACE TAIL

The creature has a tail with a knobby mace on the tip, rather like some dinosaurs. This can be used as an extra weapon, without the normal penalties for using two weapons.

The creature's profile is increased as follows. Toughness plus 1, Wounds plus 1, Initiative plus 1. These have no effect on their own, but two may be added together to advance a characteristic by 1 point.

TWO-HEADS

The Hound has two heads instead of one. It's profile is modified as follows. Toughness plus 1, Wounds plus 1 and Initiative plus 1.

POISONOUS BITE

The Hound's bite is poisonous. In addition add 1 to the Hounds Toughness.

PLAGUE BEARER

The Hound carries a vile disease. The GM must determine it's incubation period and effect. Anyone bitten stands an approximate 20% chance of infection, clawed or scratched 60%, struck by weapons 40%, and in close combat 80%, and within 2" proximity 80%. Its fellows will usually be immune.

MASSIVE INTELLECT

The Hound is hyper-intelligent. He always makes the right decisions and knows everything the GM knows.
CAOS

WINGS

The Hound has wings, either reptilian or feathered. Roll a D6-

Throw a D6
1-2 Small Wings
3-4 Medium Wings
5-6 Enormous Wings

Small wings are useless and cannot be used to fly. Medium wings enable flight as normal. Huge wings allow normal flight - but are a bit cumbersome on the ground; trailing, getting dirty and tripping up the Hound. Halve all ground movement distances. Movement through woods becomes impossible. Movement in buildings or other confined spaces is at 1st per move phase.

SCORPION TAIL

Throw a D6-
1-2 Non-poisonous
4-6 Poisonous

The tail strikes with a plus 2 'to hit' whenever the Hound would be eligible to bite. The non-poisonous variety strikes with the effect of a sword. The poisonous variety has an Attack Strength of 1D10.

The Hound's profile is modified as follows. Toughness + 1, Wounds plus ½, Initiative plus ½.

SNAKE TAIL

The Hound has a tail which terminates in the head of a snake. This attacks with a Strength of 1. There is a 50% chance of the snake's bite being poisonous.

The creature's profile is modified as follows. Toughness + 1, Wounds plus ½, Initiative plus ½.

WARHAMMER

Our fantasy battle rule system Warhammer has taken off in a big way, becoming a leading game with many, many players. We seem to get about a dozen letters and questions about the rules every day. We always enjoy getting them, and do our best to reply to everyone. Our philosophy of rule-systems is that we've provided a solid set of usable rules, and now its up to you to adapt them to suit your own tastes. So our reply to questions about whether wings! Chaos Gobes should be allowed to carry Hoogoblin pieces, and if so, what rules should be used for them, is always, 'If you think so', and, 'Write your own'. But we still like seeing the questions.

There are a few simple rules to follow if you'd like a reply.

1. Enclose an S.A.E., even if you send your question in with a mail order, chances are the chap who does your mail order won't be able to answer your question, and he isn't allowed to hold your order while he waits for someone who can to get mind to it.

2. Make sure that your questions are on a separate piece of paper, preferably with space for the answers. If you put them on a mail order form, mailing club subscription form, or anything else it will almost certainly not reach anyone who can answer you.

3. Be prepared to wait a couple of weeks!
C16 Orcs
-45p EACH

C17 Skeletons
-45p EACH

C21 Cold Ones & Riders
-85p EACH
C 22 Creatures

- 95p EACH

- 95p TWO PIECES

C 24 Monsters

- 70p EACH

C 26 Medieval Men-at-Arms

1.45p

FIVE FOOT OR TWO MOUNTED.
Chimera supplied with a random assortment of 3 heads.

Hydra supplied with a random assortment of 7 heads.

Chaos Troll

Chaos Harpy

Hob-Hounds & Master

The models marked consist of two or more cast parts. They will require cleaning, and a certain amount of modelling to facilitate assembly. Not recommended for especially young or inexperienced modellers.
C 28 Giants  
3.50p EACH

The models marked consist of two or more cast parts. They will require cleaning, and a certain amount of modelling to facilitate assembly. Not recommended for especially young or inexperienced modellers.

C 33 Mounted Adventurers  
1.45p EACH SET

C 31 Large Monsters  
3.00p EACH

C 34 Dwarf & Medieval Cannons  
3.50p EACH SET
C 32 Slánn • 40p EACH

C 35 Knights of Chaos • 45p EACH

C 36 Hobgoblins • 45p EACH

C 39 Treasure Chests • 50p FOR TWO
N 11 Black Orcs
• 40p EACH

N 12 Hobgoblins
• 45p EACH

N 13 Kobolds
• 70p - TWO PIECES
1 **Warriors of Chaos**
- Ulvar Vilbleed
- Skarnor Skulcrusher
- Karlos Bloodhelm
- Behemoth Blacksword
- Athguil Evilhard
- Drakar Darkhinger
- Ogroth Darksoul
- Nordhag Deomace
- Uthmog Eikenblade
- Nexris Demonblade

2 **The Dwarf King's Court**
- King Dunin Ironbeard
- Queen Asabelle Drongonsmither
- Orizand Oldrock - King's Champion
- Quintin Limpfender - Queen's Champion
- Fungi Whistbeard - The Sage
- Bomban Ironeater - Royal Armourer
- Sargard Dmog - Master of the Guard
- Royal Guard - Minmin
- Cyril Bear - Royal Maccot
- Corbit Shortstaff - Gnome Jester

3 **Knights of Chaos**
- Tomar Spogh - Warrior of the Divine Tuluk
- Red Dubloon - Dark Saint of Insane Gold
- Agrab - Champion of Laughing Joke
- Gindar Malk - Disciple of Dark Zoobar
- Thel - Knight of Gorth the Great Obesity
- Deamon Ratchetlegged - Priest of Wenwoch the Waylayer
- Reugreunde - Warrior Maiden of Dim Pora
- Basaphen Base-Arrow - Devotee of Alainan
- Cursed Deemhandle - Apostle of Heimus Suth

4 **Goblin Raiding Party**
- Warlord Ubar Cerbiter
- Ubar's Lieutenant - Oghlich Sharpcut
- Shaman - Phog Wilchevar
- Discipline Master - Snord Hideflayer
- Goblin Champion - Ergg Dwarfsmasher
- Bobhub Ockerleaver
- Zarguth Worthpicker
- Urag Legerate
- Gughblad Childpleatler
- Norgus the Fissulant

5a **Warrior Knights of Chaos**
- Sir Lamorak de Gales
- Sir Binnor de Lena
- Sir Villiers
- Sir Mélus
- Sir Mellon of the Mountain
- Sir Baudwin the Virtuous
- Sir Atiduke Dragonbane
- Sir Cadoc Celester
- Sir Pabodie Pureheart
- Sir Lanceur de Loal

5b **The White Dwarf Personality Set**
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- The White Dwarf
- Wolfhead
- Gobbledygook
- Gobbledygook's Familiar
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- Agroth the Unwashed
- Uglash Facesplitter
- Thuid

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  - Shishinu-Gosan
  - Yorimasa
  - Kajiwara Genda Ragesuyoe
  - Sasaki Gojine
  - Tomori
  - Date Masamune
  - Tanabe Miyochiro Nagatoju

2 **Hobgoblin Warriors**
- Champion
- Warrior
- Discipline Master
- Chirifain
- Berserker
- Shaman
- Warrior with Naginata
- Standard Bearer
- Hobgoblin
- Hound Master
- Warrior with Spear
- Assassin

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- Phalton Emnitus - Cleric
- Helen - Lawful Adventurer
- Gavin - Lawful Knight
- Osten - Lawful Knight

**Chaos Marauders**
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- Guardsman Tryne - Chaos Warrior
- Guardsman Heely - Chaos Warrior
- Charesmesa the Impaler - Goblin Champion
- Command of Khorne - Evil High Priest
- Namtin - Hobgoblin Champion
- Arrailek - Ogre Champion

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- Warrior with Serated Katana
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- Warrior with Cutting Pole

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- Broo casually
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- Smitten Broo
- Knight Battling with Mace
- Broo Battling with Mace
- Giant - Two-headed Broo
- Knight Parrying Blow
- Disarmed Knight Dodging Attack

BROO
- Broo Runepriest
- Broo with sword and shield
- Broo with axe and shield
- Broo with spiked mace
- Rhino Headed Broo
- Broo Attacking with Mace
- Broo with Daggers
- Broo with double-hand axe
- Unicorn Headed Broo

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- Nellvil with Slingshot
- Crested Dragonweft with Javelin
- Beaked Dragonweft with Klax
- Tailed Priest Dragonweft
- Full Priest Dragonweft
- Crested Dragonweft riding Demi-bird
- Beaked Dragonweft riding Demi-bird

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