WARHAMMER is the long-awaited dual system for fantasy gaming written by Citadel Miniatures' own Bryan Ansell, Richard Halliwell and Richard Priestly. Whether you enjoy role-playing adventures or mass battles, it's all here for you in this three volume boxed set. Simple enough for the novice to learn, yet meaty and innovative for the experienced gamer to enjoy.


WARHAMMER is available in better shops everywhere, or, in case of difficulty, available post free at £6.95 from Citadel Miniatures, Chewton St. Eastwood, Nottingham U.K. Please make cheques payable to Games Workshop Ltd.
Welcome to the Second Citadel Compendium, illustrating a selection of current, new, and re-designed models from the famous Citadel Miniatures range. This catalogue supercedes all previous listings, and also contains a host of articles about modelling and gaming, a special Warhammer scenario by Richard Halliwell, a selection of readers letters, another Citadel competition and much more besides.

THE NEW CITADEL COMPENDIUM SELECTION

Once more we have opted for line drawings to illustrate our models, as in the past we have found photography to be both unreliable and often misleading. Our artists go to considerable trouble to reproduce the miniatures as faithfully as possible, but, as we always say, the best way to find out what a particular miniature really looks like is to go to your hobby shop and scrutinize the original.

The models appearing in this Compendium are only a small sample of our entire ranges, ranges that you can discover by keeping your eyes peeled at your local hobby shops. We guarantee that the selection illustrated within, we call it the Compendium Selection, will be available throughout the life of this Compendium, probably about a year. Meanwhile we make about 6 new models per working day, the only way to keep up is to join our Mailing Club!

Apart from the Compendium Selection, your local dealer will be able to supply you with any number of additional models. Remember Citadel models are changing all the time, bringing you a continuous new selection of adventurers, warriors and monsters.

Items illustrated in the First Compendium, but not in this one, are probably no longer made, although you may still be able to find these rarities in some shops. Almost certainly, most of these will have been phased out to make room for new selections, and redesigned models. Regrettably, we cannot supply discontinued models directly from our factory.

Nick Lund joins the Citadel team

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 inside. The entire Chronicle range will be available in its entirety within the not too distant future. In addition Nick is busy working on new models all the time. Look out for new Chronicle additions in the distinctive red Chronicle blister cards.

Citadel have moved

In July 84 we 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 direct any mail to our new address.

Citadel Miniatures
Chewton St
Hilltop
Eastwood
Notts

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 old premises were somewhat cramped, and there were absolutely no facilities for visitors whatsoever, we always welcomed customers who wanted a look around. With the ever-increasing numbers who wished to visit our old premises, we have reached the inevitable conclusion that now we have moved 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.

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 winged Chaos Ogres should be allowed to carry Hobgoblin riders, 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 round to it.

2. Make sure that your questions are on a separate piece of paper, preferably with questions on the left hand side of the page and space for answers on the right hand side. If you put your questions 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!

THE FUTURE

We have a lot of new projects planned for autumn '84 and the new year. Firstly they'll be a whole host of models, including redesigned elves and lizardmen, more halflings and a new look to a series of boxed sets. Tony Ackland has promised to come up with further Monstrosities, including a huge war eagle and rider, and a brand new wyvern and rider.

If you're a Warhammer player you'll be glad to hear that Realm of Chaos is now nearing completion, and should be in the shops before the year is out. We also have a number of scenarios in preparation as well as a complete new look to the Warhammer role-play system.

Gastric Fluid Green and Decoyed Newt Purple are just two examples of the sort of putrescent pigments that have been suggested for the new additions to the Citadel Colour range. You want a Goblin Fingernail Black? Write in and tell us before the new paints reach the shops.
CONTENTS

INTRODUCTION 3-4
Welcome to the Second Citadel Compendium

CONTENTS 5

RIGG'S SHRINE 6-15
A special Warhammer scenario devised by Richard Halliwell

CREATING A MINIATURE MASTERPIECE 16
How Citadel models are made the bonuses and pitfalls of modelling in metal.

WARHAMMER COMPETITION RESULTS 17-18
The results of last years competition for Warhammer players.

THE CITADEL COMPENDIUM SELECTION 17-54
Featuring the illustrated Compendium Selection of Citadel models.

CITADEL COMPENDIUM COMPETITION RESULTS 55-56
The results of our First Citadel Compendium competition.

THE PAINT BRUSH AS AN OFFENSIVE WEAPON 57-60
An exhaustive guide to painting techniques and mediums by Kevin Adams

THE COMPLETE BEGINNERS GUIDE TO ASSEMBLING METAL MODELS 61-62
A basic guide to assembling and modelling metal kits by Tony Ackland

SPOT THE BALROG ! 63
A new competition for Compendium readers, can you spot the large threatening monster?

READERS ART GALLERY 64-65
Featuring a selection of your own drawings sent to us in the last year

ELDRITCH EPISTLES 66-69
Your letters answered

PLUS ... pull out centre spread of RIGG'S SHRINE to accompany the scenario.
SCENARIO BY RICHARD HALLIWEIL

A SPECIAL WARHAMMER SCENARIO BY RICHARD HALLIWEIL

SOUTHERN LUSTRIA

The creation of Richard Halliwell, Southern Lustria is a fantasy continent whose geography and history to some extent parallel that of South America. However, in the strange and bewildering imagination of its strange and bewildering author, the native Americans and usurping conquistadors are supplanted by the wierd amphibian Slann, and the wild and adventurous Old Worlders, including the Norsemen, Sea Elves and Dwarfs. More new adventures in Southern Lustria will form a future Warhammer supplement, inviting players to further mayhem and misdeed in a complete and challenging game setting.

THE AMAZONS

The dense tropical jungles of the Cadiz Basin are inhabited only very sparsely. Occasionally, primitive bands of nomadic hunters will pass through, or wary traders from the Nordic settlements on the coasts will brave the treacherous rivers in order to ply their wares. By far the most populous of the native groups are the wild and matriarchal Amazons. These live in the hundreds of scattered villages throughout the jungle, and in the Amazonian city of Genaina. Genaina, although incorporating many stone buildings of considerable size, is mostly built of grass and mud in the same way as the smaller villages. Amazon villages can be easily recognised by the manner of construction, for the builders nearly always erect their dwellings upon tall piles of solid wood, so as to raise the living areas away from the ground. In this way the Amazons avoid the worst excesses of periodic flooding.

AMAZON RELIGION

The Amazons worship their own Gods. They hate all worshippers of Quetzacoatal, particularly the Slann. In addition to the many small village and way Temples dotted throughout Amazonia, there are two main cult centres, the Temple of Karra in Genaina and the Great Shrine of Rigg standing on the shores of Lake Lokka. The mysteries of the Temple of Karra, and the untold riches of the Royal Palace at Genaina, lie outside the immediate scope of this scenario.

RIGG'S SHRINE

The Great Shrine stands on the shore of Lake Lokka, deep in the forests of Amazonia. It is said to commemorate the mythic union between Rigg, Amazon Goddess of War, and Arne, the Sea Elf God of Wealth and Happiness. Here they brought into the world Kalith, Mother of all Amazons. This creation myth lies at the very centre of Amazon religious dogma.

Worshippers of Rigg amongst the Amazon tribes make regular Pilgrimages to the Shrine. The administration of the centre is in the hands of the Amazonian Sisterhood. It's buildings house a Sisterhood diocesan centre along with it's offices, a library and a meeting hall.

Like all Amazon holy places, the Shrine and its precincts are forbidden to non-Amazons, except those with special dispensation from the High Priestess. Even then, the privilege is bestowed only on women, and they would find themselves under constant guard.

RIGG

Rigg is the leading figure in the Amazon Pantheon.

Alignment Neutral

Spheres Warfare, Blood, Koka, Violent Death

Manifestations Giant - she stands at least 9 feet tall, red hair and eyes.
MOTHER SAMANTHA

Samantha's birthplace lies somewhere in Eastern Amazonia. Born into a nomadic tribe, she eventually became a member of the Kalim and from here joined the Devout.

She rose with remarkable speed from the Devout to the Sisterhood, and then upwards through the ranks of the Sisterhood. She is now a High Priestess, the Head of the Holy Shrine of Rigg.

Samantha is still surprisingly young. Because of her nomadic Amazon background she is an agile and able fighter as well as a powerful magician.

THE SISTERHOOD

The Sisterhood originates from the High Age of Southern Lustria, a golden age of science and technology. Even then, Amazonia was a wild and fiercely independant land. The technocratic and wise Old Slann accepted this and respected Amazon territory. While other Humans were regarded as inferior, enslaved and treated little better than cattle, the Amazons retained their freedom.

Old Slann and Amazon were able to exist, almost entirely peacefully, side by side. There was even a measure of trade and cooperation between the two races. Amazons were particularly valued as Acolytes and as Thralls by the High Age Magi.

These Amazon emigres were the ancestors of the present day Sisterhood. They were to gain, through their work and their studies, a close familiarity with the High Age sciences.

Eventually the Old Slann fell, their civilisation was destroyed and their knowledge lost even to their own descendants. Modern day Slann regard any trace of the Old times with fear and suspicion.

Old Sciences have been lost to them. Not so to the Sisterhood, who retained and preserved much of their knowledge. Whilat they could not hope to re-create the products of the High Age they could still use and maintain many of the artifacts which they had salvaged from its fall.

This knowledge became the basis of the Sisterhood's power and authority within Amazon society. The careful organisation, fanatic devotion, and above all, the secrecy of the Sisterhood ensure a continuing hegemony in the religious, political and scientific spheres of Amazon life.

THE KOKA-KALIM

The Koka-Kalim are religious zealots; fanatically dedicated worshippers of the Goddess Rigg. The Kalim stress greatly the religious value of the narcotic Koka. They are all addicted users.

Constantly within the grip of the drug's effects they eat, sleep, and say very little. Deprived of normal sensory functions they can overcome great pain, and have little natural aversion to blood, slaughter or death. Their state of mind makes them very edgy, unpredictable, irrational and strung out. They make ideal fanatic warriors.

The Sisterhood, with their monopoly of the theological establishment, maintain a small army of Koka-Kalim as servants, guards and fighters. Koka-Kalim serving the Sisterhood are known as Devouts. Many are issued with the Sisterhood with Old Slann weaponry. Most commonly they will be given Power Swords or Bolt Guns as described later.

---

<table>
<thead>
<tr>
<th>Fighting Characteristics</th>
<th>Personal Characteristics</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>WS</td>
</tr>
<tr>
<td>---</td>
<td>----</td>
</tr>
<tr>
<td>8</td>
<td>6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Armour</th>
<th>None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weapons</td>
<td>Rigg, Rigg's Les, a knife and four throwing knives. All of her weapons are magical, the throwing knives have a range of 18&quot; (short only) and hit at Strength 4.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Magical Characteristics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mastery</td>
</tr>
<tr>
<td>Constitution</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spell</td>
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</tr>
<tr>
<td>01-08</td>
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<tr>
<td>09-14</td>
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<td>15-22</td>
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<td>23-28</td>
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<td>29-38</td>
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<td>39-44</td>
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<td>47-54</td>
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<td>55-62</td>
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<td>63-72</td>
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<tr>
<td>73-80</td>
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<tr>
<td>81-86</td>
</tr>
<tr>
<td>87-95</td>
</tr>
<tr>
<td>96-00</td>
</tr>
</tbody>
</table>

The 'Random generation' column is included only as a guide to the GM. He may use the chart to help determine Samantha’s actions— but should ignore it whenever he chooses.
AMAZON PROFILES

The individual warriors and people of Amazonia have talents and abilities unique to themselves, their characteristics scores would vary from individual to individual. However, the following values represent the average scores for each type, or class, of Amazon. Not all of the types listed below appear in this particular scenario - but they can form a part of other Amazonian forces. The Save score represents the normal D6 armour saving roll, and indicates the amount of armour generally worn.

<table>
<thead>
<tr>
<th>Type</th>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
<th>Save</th>
<th>Weapons</th>
</tr>
</thead>
<tbody>
<tr>
<td>Queen's Bodyguard</td>
<td>4½</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>5</td>
<td>1</td>
<td>5,6</td>
<td>Bow, Sword, Spear</td>
</tr>
<tr>
<td>Noble</td>
<td>4½</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>5</td>
<td>1</td>
<td>5,6</td>
<td>Spear, Knife, Throwing Knife</td>
</tr>
<tr>
<td>Tribeswoman</td>
<td>5½</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>5</td>
<td>1</td>
<td>-</td>
<td>Bow, Knife, Throwing Knife</td>
</tr>
<tr>
<td>Berserker</td>
<td>5½</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>5</td>
<td>1</td>
<td>-</td>
<td>Knife, Throwing Knife</td>
</tr>
<tr>
<td>Koka-Kalim</td>
<td>5½</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>7</td>
<td>1</td>
<td>-</td>
<td>Knife, Throwing Knife</td>
</tr>
<tr>
<td>Koka-Kalim Devout</td>
<td>5½</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>7</td>
<td>1</td>
<td>-</td>
<td>Knife, Throwing Knife, High Age</td>
</tr>
</tbody>
</table>

*There is a 10% chance that each Devout will be armed with a High Age Weapon. Generate which using the chart below. The magazine will be full and one spare magazine, half full, will be carried.

AMAZON CHAMPIONS

There is a 5% chance that each Amazon encountered will be an Amazon Champion. Champion's fighting characteristics should be generated as follows.

- **Weapon Skill** 2D4
- **Bow Skill** D4+2
- **Strength** D2+1
- **Toughness** D2+1
- **Wounds** D2+1
- **Initiative** D6
- **Attacks** D3
- **Magic Weapon** 10%
- **High Age Weapon** 5% (Champion Devouts 20%)

SCENARIOS

The material that follows should prove sufficient for any role-playing adventure or wargame that involves the Shrine. Experienced GMs are invited to structure their own plots and story lines.

This article covers only two very basic games a burglary and a raid.

BURGLARY

A Burglary would take place at night, no non-Amazonian could get near to the Shrine during the day.

Each player takes the role of a member of a group trying to steal as much loot as possible - in this case they are not looking for any particular item. Individual GMs may change this. For instance, someone could be paying the players a hefty sum for the procurement of 'Mruggdok % Thing's Testimony'.

The players have no idea of the layout of the Shrine or its grounds. They may not even have seen the place in the daylight. (Again the GM could arrange for the players to have some form of map or plan - from a patron or a fellow thief.)

The group will enter the map from either a path, woodland trail, or river bank, or they may choose to approach in canoes. Dice from amongst the possible routes to find the direction the players will approach from. The players must leave by the same route they arrived, or else steal canoes and leave by water.

The Games Master controls all the movements and actions of the Amazonians.

A RAID

One person if possible becomes Gamesmaster. One player, or group of players, takes the Amazon side, the other takes command of a group of Norse raiders.

The raiders have come up river to take Lake Lokka by Longboat. They will enter the table at the point marked 'A' on the map. The high cliffs of the promontory have shielded them from view so far.

They have three boats, each boat is crewed by 24 fighters and commanded by a Norse Champion.

For more details on the Norse, or Northmen, see Forces of Fantasy. The crew of the boats should be randomly generated in groups of 5-6. Identical troops type on each boat will fight as regiments.

Players Objective Take and completely loot the Shrine, suffering no more than 50% casualties.

The raiders may decide to attack

At Dawn or at Night. In which case only two boats are used.

OR During the morning, afternoon or evening

OR At Dusk. In which case darkness will fall 2D6 Turns after the start of the game.

NOISES

In either scenario, and especially in darkness, sound will be an important way of detecting enemy troops. Any sound may attract attention. The table below lists the percentage chances of various sounds being noticed.

The Gamesmaster should roll once for each model or group of models.
<table>
<thead>
<tr>
<th>Listening through a door</th>
<th>In a room below in an adjacent room</th>
<th>In a room above</th>
<th>In the same room</th>
<th>Basic % chance in the open</th>
<th>Less for each 4&quot; distant, or extra intervening wall or floor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiptoeing, Whisper, keys turning, lock picking</td>
<td>40%</td>
<td>05%</td>
<td>02%</td>
<td>40%</td>
<td>30%</td>
</tr>
<tr>
<td>Conversation</td>
<td>100%</td>
<td>15%</td>
<td>10%</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Doors opening or closing, Searching</td>
<td>100%</td>
<td>20%</td>
<td>10%</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Running, charging, combat, incantations knocking down doors, horses moving, rapid searching, breaking glass</td>
<td>100%</td>
<td>100%</td>
<td>30%</td>
<td>120%</td>
<td>120%</td>
</tr>
<tr>
<td>Shouting, crying out, screams</td>
<td>120%</td>
<td>100%</td>
<td>60%</td>
<td>120%</td>
<td>120%</td>
</tr>
<tr>
<td>Bolt Gun firing</td>
<td>160%</td>
<td>120%</td>
<td>100%</td>
<td>140%</td>
<td>200%</td>
</tr>
</tbody>
</table>

The chance of a sleeper being woken is one quarter the normal chance of the noise being heard.

**LOCKS**

In order to attempt to pick a lock a character needs Lock Pick Skill. The GM may allow any thieves to have this skill for this particular scenario. Characters with Lock Pick Skill may attempt to open or close any lock without using the key. This is referred to as 'picking' the lock, whether the attempt is to lock or unlock.

Each separate attempt takes an entire movement phase. The player throws a single D6 each time. If the score is equal to or higher than the lock’s rating, then the attempt is successful, and the lock can be picked. Otherwise, the attempt has failed.

A Thief may make up to 3 successive unsuccessful attempts on a single lock. Further attempts will be useless.

Once a lock has been successfully dealt with, the Thief may add +2 to any subsequent dice rolls made against the same lock.

Thieves depend on special tools, such as skeleton keys or flat bladed knives. If they are, for some reason, deprived of these, they may improvise a tool using a bent nail, pin or something similar. Deduct 1 from dice rolls attempted made with improvised tools.

**Key to Floor Plans**

*SCALE* 0 1 2 3 4 5

**KEY**

- **LIT TORCH**
- **UNLIT TORCH**
- **WINDOW**
- **BARRED WINDOW**
- **TAPESTRY**
- **DOOR**
- **LADDER**

(arrow) indicates stairs going up.
Numbers indicate the level reached by ascending or descending stairs or steps. g = ground, 1st = 1st floor and so on.

The table gives a brief summary of the whereabouts of the Amazonian troops.

**CODE ROOM/LOCATION**

<table>
<thead>
<tr>
<th>TIME</th>
<th>NIGHT TIME</th>
</tr>
</thead>
<tbody>
<tr>
<td>G.B Kalim Dorm</td>
<td>2D4 Kalim Devout (sleeping)</td>
</tr>
<tr>
<td>G.D Watchroom</td>
<td>2D4 Kalim Devout</td>
</tr>
<tr>
<td>G.G Kalim Chapel</td>
<td>2D4 Kalim Devout</td>
</tr>
<tr>
<td>1.B Hall of the Shrine</td>
<td>2D4 Pilgrims Morning to Dusk - 1D6 Pilgrims. See Text</td>
</tr>
<tr>
<td>3.C Samantha's Study</td>
<td>75% chance Mother Samantha</td>
</tr>
<tr>
<td>2.A Great Chamber</td>
<td>25% chance of a Conference. See text.</td>
</tr>
<tr>
<td>2.B Samantha's Room</td>
<td>One Kalim Devout</td>
</tr>
<tr>
<td>3.C Strongroom</td>
<td>2 Kalim Devout by door 3.6</td>
</tr>
<tr>
<td>3.B Concourse</td>
<td>1 Devout</td>
</tr>
<tr>
<td>3.C Reading Room</td>
<td>Morning to Dusk - 2D6 Students. See text.</td>
</tr>
<tr>
<td>4.B Watch Tower Room</td>
<td>1D4 Kalim Devout</td>
</tr>
<tr>
<td>4.B Watch Tower Room</td>
<td>1D4 Kalim Devout</td>
</tr>
<tr>
<td>5.B Watch Tower Roof</td>
<td>1D4 Kalim Devout</td>
</tr>
<tr>
<td>Each Hut</td>
<td>1D4 Kalim Devout</td>
</tr>
<tr>
<td>Koko-Tes Stall</td>
<td>1D4 Kalim Devout</td>
</tr>
<tr>
<td>Fires</td>
<td>1D4 Kalim Devout</td>
</tr>
<tr>
<td>Jetty</td>
<td>1D4 Kalim Devout</td>
</tr>
</tbody>
</table>
Note that the floor is actually sunk about 1 meter lower than ground level. Thus the steps at 0.5 and 0.10 actually lead down to the ground floor from the outside.

A. Sisterhood Administration Office. Searching will take:
- 4 Move Phases for the room as a whole
- 10 Phases for the ledgers in the cabinet along the northern wall

Absolutely nothing of interest in this room

B. Koka Kalim Dorm. 2D4 Koka Kalim resting. Devouts are notoriously light sleepers, 10% chance for each individual being still awake.

C. Mother Samantha's Office

Cabinets. Holding ledgers with records of salaries, logistics and genealogies. 6 Move Phases to search. Nothing of interest.

Desk. On the desk is a communicator, paired with the one in Samantha's bedroom. Both communicators are switched on, so any sounds made in one room will be audible in the other.

The communicators do not pick up sounds as well as the ear, nor do they transmit them entirely accurately. There is only half the normal chance of noises being heard between the rooms.

Icon. A religious Icon, depicting Rigg and Amex, is hung on the western wall. The Icon is worth only about C10 (10 gold crowns) outside of Amazonia.

To an Amazon the Icon is a priceless object, worth hundreds of Crowns, but just try explaining where you got it from......

The Icon conceals a wall safe, protected by an '8' lock. Within the safe are a D100 Gold Crowns and D104 High Age Artifacts.

D. Kalim Watch Room. 1D4 Devouts awake and with weapons to hand. They will be playing 'Checks' a favourite Amazon game.

E. Temple Storeroom. The walls are piled high with sacks and bales. In the corner are 6 barrels. All are full of wine. Any Berserkers or Alcoholics must stay here for D6 Move Phases and roll for Alcoholism - see room 1.D

F. Armoury. The walls are lined with racks and shelves holding weapons. The armoury will contain.

5D6 Bows
10D6 Quivers, of two-dozen arrows each
6D6 Throwing Knives
5D6 Long Knives
4D6 Swords
6D6 Shields
3D6 Needle Pistols
3D6 Bolt Pistols
2D6 Bolt Rifles
6D6 Needle Pistol magazines, each containing D100 needles
6D6 Bolt Pistol magazines, each containing D5 rounds
4D6 Bolt Rifle magazines, each containing D12 rounds

G. Koka Kalim Chapel. The alter will always be lit by candles. On it stand D4 Rigg's Religious Artifacts and 2D6 Golden Candleholders.
A. Priestesses' Dressing Room. Hung on the southern wall are a Priestess's mask and a Priestess's Chain of Office.

B. Hall of the Shrine. This is the very heart of worship of the Goddess Rigg. The Holy of Holies at the centre of Amazonia's most populous church.

In the daytime there will be 1D6 Pilgrims worshipping in the Hall. The Pilgrims, like as not, will have made a long and singularly dangerous journey to come here. They will be armed as Tribeswomen.

Unlike many other religions it is not customary for the worshippers of Rigg to leave their weapons outside Holy places.

In the event of a raid the Pilgrims will fight. A quarter of their number will already be in a religious frenzy. They will discard all but their swords and knives and will fight as Berserkers.

The Gamesmaster should form the Pilgrims into ad-hoc regiments of one to two dozen women. Each regiment should be given either an Acolyte or a randomly generated Amazon Champion as leader.

At night the Hall will be deserted unless someone has died recently. Each night there is a 20% chance of there being a Funeral Party in the Hall. They will be gathered before the High Altar with the body of their loved one lying before them. They will be making the ululant Death Chant of their particular Tribe. This weird and eerie noise will be clearly audible throughout the Temple.

There will be 2D6 Tribeswomen in the group. Enraged by their bereavement they will attack any obvious outsider on sight.

The sanctity of this Hall will enable Mother Samantha, or any other Mage worshipper of Rigg, to summon the Goddess herself within its walls. The Magician may only do this by casting a Summon Demons spell. Instead of a group of Minor Demons, the Goddess will manifest herself standing on the Altar.

The Goddess will obey the single request of the Summoner. She may not leave the Hall and will revert back to her own plain after 2D4 turns.

C. High Altar. The Altar is draped with a blood red velvet cloth. On top stands-

A statue of Rigg
Two boxes of Koka
12 Golden Candleholders

D. Ante-Room to the Great Chamber. There are two things worthy of note in this room. Firstly, there are half a dozen Golden Candleholders. Secondly, there is a drinks cabinet. The cabinet is locked, but may easily be prised open with a knife by any character - taking a single Move Phase. Lock value 1.

Any Alcoholic will open the cabinet, and stop there for at least 2D6 Move Phases. Having had a good toke, they must then roll for Alcoholism. Those who have already made an alcohol roll this bout must do so again, roll a single 2D6 and add this to their previous score.

E. Mother Samantha's Study. In the room are a table, chairs and a bookshelf. On it stand 10 books. They are:

<table>
<thead>
<tr>
<th>Code</th>
<th>Language</th>
<th>Title/Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Amazonian</td>
<td>Minutes</td>
<td>-</td>
</tr>
<tr>
<td>2</td>
<td>Amazonian</td>
<td>Minutes</td>
<td>-</td>
</tr>
<tr>
<td>3</td>
<td>Amazonian</td>
<td>Minutes</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>Amazonian</td>
<td>Translated High Age Manual</td>
<td>D100</td>
</tr>
<tr>
<td>5</td>
<td>Amazonian</td>
<td>Mordgok's Musings, worthless trash</td>
<td>-</td>
</tr>
<tr>
<td>6</td>
<td>Amazonian</td>
<td>Mordgok's Things Testimony</td>
<td>4D200</td>
</tr>
</tbody>
</table>

The book is an Amazon translation of a High Age original. Mordgok was a leading magical theorist of the High Age. The book consists of a number of treatises on leading magical issues of Mordgok's times. The book can only be understood by magicians. A complete reading will take 2 weeks. At the end of this period the reader will have learned very little specific. They will, however, have a much improved grasp of the theories and principles underlying magic. Their Mastery Level is increased by 1.

7     | Amazonian    | Genealogies                                   |       |
8     | Old World    | Magical Encyclopedia (room 3A)                | 3D200 |
9     | Amazonian    | Accounts                                      |       |
10    | Amazonian    | Accounts                                      |       |

The room also contains a bureau. This has three small shelves cluttered with scrolls, notebooks, correspondence, letters and such like. Six Move Phases to search - nothing of interest. There is a single locked drawer below the shelves. It contains one High Age weapon.

F. Hallway. Nothing of interest.

DOORS

5     | Main Entrance. The stairs lead up through a passage from the outside of the building. No door. |
6     | Heavy Door Locked | Key on inside    |
7     | Light Door Locked  | No key           |
8     | Heavy Door Locked  | No key           |
9     | Light Door Unlocked| No key           |
10    | Light Door Unbolted| Bolt on inside   |
11    | Light Door Unbolted| Bolt on inside   |
SECOND FLOOR

A. Great Chamber. In the centre of the room, between the rows of pillars is a massive mahogany table. There is nothing of any interest to the burglar or raider.

At night the room will be completely deserted save for 2 guards at the base of the western stairway.

During the day there is a 25% chance that there is a conference or meeting being held here. In this case, seated around the table will be-

1D4 Amazon Champions
1D4 Daughters of the Church - acting as secretaries
1D4 Reverend Sisters
1D2 Reverend Mothers. One of whom will be Mother Samantha
1D4 Amazon Tribeswoman bodyguards per Amazon Champion
1D4 Kalim Devout per Reverend Sister or Reverend Mother

B. Mother Samantha's Room. At night, Mother Samantha will be asleep here and the door protected by a Hold Door spell. The room contains a bed, a table and chairs and a chest. The chest is locked by a 'b' padlock. The chest may be smashed open in the same way that a Very Heavy Door is knocked down. It contains a D100 Gold Crowns and 2D4 Enchanted Objects (see Forces of Fantasy)

C. Temple Strongroom. The room contains three chests, identical to the one in Mother Samantha's room. They contain:

1. 6D100 Gold Coins
2. 6D100 Gold Coins
3. 2D4 Religious Artifacts

There is a guard on duty at all times.

DOORS

1. Heavy Door Locked, No key - magically held
2. Heavy Door Locked, No Key

[diagram of room layouts]
### THird Floor

**A. Sisterhood Library.** The room is empty save for the book cabinet. It has two shelves, each holding twelve volumes. The books are:

<table>
<thead>
<tr>
<th>Code Language</th>
<th>Title/Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Old Slann</td>
<td>High Age Technical Manual</td>
</tr>
<tr>
<td>2</td>
<td>Old Slann</td>
<td>High Age Technical Manual</td>
</tr>
<tr>
<td>3</td>
<td>Amazonian</td>
<td>Translated High Age Manual</td>
</tr>
<tr>
<td>4</td>
<td>Amazonian</td>
<td>Amazon-Old Slann Dictionary</td>
</tr>
<tr>
<td>5</td>
<td>Amazonian</td>
<td>Amazon-Old World Dictionary</td>
</tr>
<tr>
<td>6</td>
<td>Amazonian</td>
<td>Genealogies</td>
</tr>
<tr>
<td>7</td>
<td>Amazonian</td>
<td>Genealogies</td>
</tr>
<tr>
<td>8</td>
<td>Old Slann</td>
<td>Maps, lists and descriptions of 30 of the original Transmat sites</td>
</tr>
<tr>
<td>9</td>
<td>Amazonian</td>
<td>Thrinik's Saga, Poetry</td>
</tr>
<tr>
<td>10</td>
<td>Amazonian</td>
<td>Genealogies</td>
</tr>
<tr>
<td>11</td>
<td>Old Slann</td>
<td>High Age Technical Manual</td>
</tr>
<tr>
<td>12</td>
<td>Old World</td>
<td>Magical Encyclopedia</td>
</tr>
<tr>
<td>13</td>
<td>Old World</td>
<td>Drivot's Diatribes Vol 1 - Philosophy</td>
</tr>
<tr>
<td>14</td>
<td>Old World</td>
<td>Drivot's Diatribes Vol 2 - Philosophy</td>
</tr>
<tr>
<td>15</td>
<td>Amazonian?</td>
<td>Short Poems</td>
</tr>
<tr>
<td>16</td>
<td>Amazonian</td>
<td>Short Poems</td>
</tr>
<tr>
<td>17</td>
<td>Amazonian</td>
<td>Translated High Age Manual</td>
</tr>
<tr>
<td>18</td>
<td>Old World</td>
<td>Roi'siak's Account, His account of travels in Mithria revealing a High Age site.</td>
</tr>
<tr>
<td>19</td>
<td>Amazonian</td>
<td>Translated High Age Manual</td>
</tr>
<tr>
<td>20</td>
<td>Amazonian</td>
<td>Translated High Age Manual</td>
</tr>
<tr>
<td>21</td>
<td>Amazonian</td>
<td>Translated Old World Magical Encyclopedia</td>
</tr>
<tr>
<td>22</td>
<td>Amazonian</td>
<td>Tribal Histories</td>
</tr>
<tr>
<td>23</td>
<td>Amazonian</td>
<td>Trehall's Paradox, her book contains a lengthy treatise on a fundamental paradox within the basic laws of magic. Any Wizard reading the book will have their confidence badly shaken - lose D4 Constitution Points.</td>
</tr>
<tr>
<td>24</td>
<td>Old World</td>
<td>More Than One Way to Stuff a Pig -Cookery</td>
</tr>
</tbody>
</table>

Books can only be sold in Port Soweto, Iquitos or the Sea Elf Port of Lothern. These are the only places where wealthy book collectors, Wizards or traders are to be found.

High Age Technical Manuals or Translations each cover D6 types of artifact. These should be randomly generated from the High Age artifacts table. Having read a relevant manual an individual will easily be able to operate the devices mentioned. If he finds one of the devices which is not working, or if one in his possession malfunctions he may attempt a repair. Only one attempt may be made. A score of equal to or less than the characters Intelligence must be rolled on ZD6 for success.

Magical Encyclopedia cover the preparation, ritual and technique for casting certain spells. Each Encyclopedia will detail ZD6 Spells. Using the chart below, roll to determine the Level of each spell, having done this, identify the particular spell at each Level using the random determination tables in Warhammer or Forces of Fantasy.

**Score on a D6 Spell Level**

| 1,2 | 1 |
| 3,4 | 2 |
| 5   | 3 |
| 6   | 4 |

Wizards reading the books will be able to attempt to learn spells of their own Mastery Level or lower. They may make one attempt to learn each new spell. they should roll a D10, if the score is lower than their own Intelligence the attempt is successful.

At night there will be 2 Devout on guard. They will be on the Concourse standing either side of door 6.

### Doors

- **B. Concourse.** An open walkway leading between the southern towers.
- **C. Reading Room.** Nothing of interest. During the day time there will be ZD6 Sisterhood students here. Each fights as a Tribewoman but also has the following magical attributes.
  - **Mastery level**: 1
  - **Constitution**: D4
  - **Spells**: ZD4-3 (usually none)

  At night the room is deserted.
- **D. Tower Roof.** There is a Pentagram painted on the floor. The hatch is at all times protected by a Hold Door spell.
- **E. Tower Roof.**

---

**Hatch in Floor.**

---

**Diagram showing the layout of the floor.**

---
FOURTH FLOOR

A. The room has obviously not been used in years. There are cobwebs and dust everywhere. It is empty save several piles of ancient looking books. They are all in Amazonian. It will take 2D6 Move Phases to search through the piles. There is nothing but the books which are, in fact, kitchen inventories for the past 15 years.

B. Watchtower Room. 1D4 Devouts here at all times.

DOORS

7 Hatch Bolted Bolted on inside
8 Light Door Open Bolt on Stairwell side

Ladder to Roof

FIFTH FLOOR

A. Roof of Western Tower.

B. Roof of Watch Tower. There will be 06 Devouts stationed here at all times.

DOORS

5 Hatch Bolted Bolt on inside
6 Hatch Open Bolt on inside
RELIGIOUS ARTIFACTS OF THE GODDESS RIGG

Random Description Value in gold
Gen.
01-15 Sacrificial Knife 30

Human sacrifice plays a small, but not the less symbolically important role in the worship of Rigg. These knives are magical - generate using the Magical Weapon Generation section of FoF.

16-20 Priestesses Cloak 30

An ornate velvet cloak. Deep red and inlaid with gold embroidery. Putting the cloak on has the same effect as a spell 1.6 Aura of Mighty Resistance. The cloak will only regenerate its magical power if worn during a sacrificial ceremony.

21-25 Priestesses Chain of Office 150

A thick gold chain covered with intricate Amazonian script. The chain is traditionally donned by the Priestess at the moment before sacrifice. The wearer instantly becomes subject to spell 2.4 Eitood Lust, He or she may not attempt to remove the chain until they have rallied themselves out of the ensuing Frenzy.

26-35 Riggist, Locket 20

A small gold locket bearing a Koka leaf design and the badge of Rigg. Inside a Grain of Quintescence of Koka. The Locket is common charms, the Goddess is supposed to give her special attention and protection to wearer. Each Locket is individual. It will have 1D4 of the following attributes

- Giving an extra saving throw of 6 against-
  - Magical Attacks
  - Hand-to-hand Combat Wounds
  - Missile hits
  - Poisoned hits.

- Causing Fear in 5' when held aloft
  - 01-10 Undead
  - 11-20 Demons
  - 21-30 All Reptilians
  - 31-40 Lawfully Aligned Troops
  - 41-50 Gives wearer +2 Initiative
  - 51-60 Armour is immune to Curse spells.

36-45 Gold Candlestick 10

46-56 Gold Incense Burner 15

57-65 Gold Chalice 30

66-73 Gold Orb 75

74-80 Gold Platter 180

81-86 Gold Statuette of Rigg 750

- Stands just over 30cm tall. It may be carried by a single figure, who will still have one hand free.

87-00 Koka Box 10 (box)

An ornate locked box measuring 12x6x6cm. The box is made out of very hard wood or even High Age plastics. It is decorated with gold hinges and filigree work. Koka figures prominently in the rituals of Rigg. Her foremost followers, the Kalim, use pounds of the stuff. Koka boxes are, therefore, common finds in Amazon religious sites. The box will contain D4 Scruples of Koka. Koka is light-weight, compact and very valuable. A single Scruple will fetch as much as C150 on the black market in Port Soweto or C50 on the open market in Lothern.

HIGH AGE WEAPONS

The weapons date back to Old Slann times. All those mentioned in this scenario have been carefully maintained and preserved by the Sisterhood. High Age weapons are not so rare in Southern Lustria. Native players will recognise them instantly and would only take 1 Move Phase to figure out how to fire or reload them.

Random Gen. Artifact Value in Gold
01-20 Needler 100
21-50 Bolt Pistol 150
51-70 Bolt Rifle 300
71-90 Power Sword 2
91-00 Arcane Rod 2

Power Swords and Arcane Rods as as described in Forces of Fantasy.

Needler

This is a powerful airgun which fires steel, or chemical needles. The sisterhood employ hollow, poisoned needles. The poison used in ineffective against Dwarfs and Elves, Stuns Humans for 50 turns and kills Slann. After each shot the weapon needs to be repressurised, which takes 1 stationary and otherwise inactive Move Phase. Needlers are silent and very accurate, they make ideal weapons for assassins.

- Range (Pistol) Short 8" Max. 20"
- Initiative Modifier +1 (giving a +1 Saving Throw)
- Armour Penetration +1
- Attack Strength 1

Bolt Guns

Bolt guns fire small explosive fin stabilised bolts. They make a lot of noise and do a great deal of damage to targets hit. Bolt Guns are slow leading weapons, like crossbows, and users may not move and fire during the same turn.

- Range (Pistol) Short 8" Max. 30"
- Range (Rifle) Short 12" Max. 40"
- Armour Penetration +2 (giving a -2 on all Saving Throws)
- Attack Strength 3
poses problems for models made up from kits. To help the uninitiated overcome the very different demands of modelling in metal, I have been asked to explain how the processes of design and casting work.

**DESIGN**

Individual models are created by one of the Citadel design team, originally just Mike and Alan Perry, but now including the additional talents of Ally Morrison and Nick Lund. Using a wire frame and modelling putty each model is carefully sculptured to the highest standards. Remember, every tiny detail has to be modelled using nothing more sophisticated than epoxy putty and a modelling knife. Every link of chainmail armour and every hell is modelled using files and other modelling tools.

**MOULDING**

Once we have an original model it is the job of our mould makers to turn it into a metal miniature. Moulds are made from two halves of solid rubber. Each half is heated and the original model is sandwiched between them. The model sandwich is then carefully placed inside a vulcanising press. The function of this machine is to further heat up the rubber until it goes soft, and then squeeze the model under nearly 20 tons of pressure. Once cool, the rubber retains the imprint of the model, and is itself quite hard. The model under nearly 20 tons of pressure. Once cool, the rubber retains the imprint of the model, and is itself quite hard. The original model is usually destroyed by the process, making it impossible to make further moulds from that original. This is why a model is sometimes not available, moulds don’t last forever, and once worn out that model can never be made again.

You might imagine that this heating and squashing is a pretty hit and miss affair, but in fact our mould makers are expert enough to capture the maximum amount of detail possible. It is true that the process doesn’t exactly reproduce the size and shape of the original, although you wouldn’t notice the difference unless you stood the original model and a cast one beside them. We can easily be removed, usually they can be pulled off.

Another common feature you will find on your models are mould lines. Where the two halves of the mould meet it is possible for a little of the molten metal to seep through. This results in lines of metal all the way round the model, a little like silver paper. This mould line is, again, unavoidable, and if you get a model with such a line there is nothing wrong with it. Like air-vents, they can be cleaned off very easily, this time using files or a sharp modelling knife.

**METAL**

Citadel miniatures are cast from a white metal alloy which contains a proportion of lead. This is the best metal we have found for our needs, it captures as much detail as is possible, and can be modelled using files and other moulding tools.

**OUR MODELS ARE INTENDED FOR COLLECTORS AND AS PLAYING PIECES FOR ADULT ROLE-PLAYING GAMES. THEY ARE NOT TOYS. CITADEL MINIATURES CONTAIN LEAD WHICH CAN BE HARMFUL IF INGESTED. THERE IS NO DANGER IF YOU ARE SENSIBLE.**

White metal can discolour, or develop a powdery film. This is not a defect and in no way affects the appearance of the completed model. Once undercoated all models are white anyway.

**CASTING**

Once the moulds have been made they are stored, awaiting future use. When needed they are taken into our casting rooms. The mould is placed inside one of our centrifugal casting machines, a device which spins the mould round at high speed. Metal is poured in through the top, and forced through the mould by centrifugal force. It takes quite a bit of skill to pour the molten metal into the spinning mould, it is easy to get the amount of metal wrong or spin the mould too fast or too slow. Sometimes an air blockage will stop the metal flowing. If any of these should happen it is possible that the model won’t form properly, and this sometimes happens. Needless to say, our casters are all quite expert, and any mis-cast models are weeded out at an early stage. Very occasionally a model will turn up in a shop minus an arm or a leg, but this is very rare. If you should find a model which is obviously miscast in this way send it to us, and we’ll happily replace it.

To stop air blocking a mould we have to cut small channels into the rubber, and when the model is cast these ‘air vents’ form small, long, thin pieces of metal attached to the model. These are unavoidable, and can easily be removed, usually they can be pulled off.

Collecting and painting Citadel models is a challenging hobby, assembling some of the complex kits is a demanding task. We wouldn’t recommend any kit requiring assembly to a complete novice, the larger kits are best tackled only by expert modellers who feel quite happy about putting in the extra work required.

Tony Ackland, one of our resident artists, has written an article about basic modelling techniques for this Compendium, see page 57. Tony also designs the Arcane Monstrosities range for Citadel Miniatures. Tony’s article provides the inexperienced modeller with a simple step by step guide to better modelling, and is founded upon years of practical modelling experience. Many years, Many, many, years. In fact Tony Ackland is the only man I know who can model dinosaurs from actual memory.
RUNNER UP Prince Ardelon of Mardusia by D Kulcsar.

Ardelon is a good lawful hero whose history shows him to be addicted to dragon slaying and young princesses with an independent income. Fortunately his shield is dragon breath proof, and his sword has many magical powers including psychological immunity.

RUNNER UP Malik Widukind by Steven Blease

Compared to Prince Ardelon and Zsdul, Steven's Malik Widukind is positively pedestrian, being a penniless mercenary fighting Orcs and Goblins in barren frontier posts. We liked his adventures because they sounded like ours! Malik and his mates fall foul of ambushes, clash with Orcs and muddle through to a half-way successful conclusion 'more through luck than judgement'.

Zsdul Kancoral the Necromancer by Warren Harrod

Warren's entry was the most colossal effort we had ever seen - comprising colour artwork and maps and describing a whole series of titanic battles.

---

### Character Sheet: Zsdul Kancoral

**Name:** Zsdul Kancoral  
**Class:** Necromancer - Apprentice to Mordrain  
**Age/Sex:** 29 years old, Male.  
**Alignment:** Evil  
**Constitution:** 25  
**Life Energy:** 800

<table>
<thead>
<tr>
<th>Fighting Characteristics</th>
<th>Personal Characteristics</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>WS</td>
</tr>
<tr>
<td>4&quot;</td>
<td>6&quot;</td>
</tr>
</tbody>
</table>

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We received several hundred entries for our Warhammer Competition during 1983. Competitors were asked to draw us a Warhammer character, and send us details about his adventures, greatest deeds, habits and so on. From the total stock of entries we sorted out the three that most appealed to us, that combined interesting characters and characteristics and with entertaining histories and amusing or astounding events. The prize for the winners comprised an original drawing of their character by our staff artist Tony Ackland, and the chance to have their character moulded into a Citadel model. The winner, with a really mind-boggling mega-entry, was Warren Harrod with his character Zsdul Kancoral the Necromancer. Warren’s entry came to us as a book of 48 padless pages, handwritten and illustrated in excellent colour drawings by Gary Harrod - if only they'd been black and white we could show you! The tale of Zsdul combines an interesting character with a fast moving campaign story. The Warhammer stas are good too - not insanely tough - and the new magic and creatures invented by the author are extremely original.

Unfortunately Warren and Gary’s entry is much too long to print here in its entirety, including as it does, a very detailed mythic and geographic background as well as a complete campaign record of their games. We pick up the story as Mordain the Necromantic King goes into hiding following his defeat by the Free Peoples.

During this time Mordain had taken on an apprentice. He was himself much weakened for he was the sufferer of a Chaos-wound (a Balrog curse), having forced an unwilling Balrog to give some of his blood. The curse was slowly draining him of his life energy and he wanted the apprentice to help finish the preparations for his change from Necromancer to Liche-King.

But the Balrog conspired to inform Mordain’s enemies of his condition, and of his whereabouts. Hence Sir Rowdul soon arrived at Mordain’s mountain fortress and a siege commenced. Mordain’s forces under Blacskul stood poised to crush the army of the palladin, for Blackskul was an undead champion and formerly the most trusted general of Aran the Terrible. But Blackskul had not foreseen the attack of the eagles, who came to aid Sir Rowdul, and the black armies were soon in great disorder. Sensing defeat, Mordain joined battle, whereupon he was slain and his evil was widely held to have perished with his troops. But this was not so.

Blackskul, risen from the field of the dead and took up the body of Mordain from amongst the slain. So it was that Rowdul’s agents could report no news of the Necromancer’s end. With Zsdul, the apprentice, Blackskul hid the body deep in the vaults of Mordain’s fortress and Rowdul, tiring of the search, returned home for Torfpart.

Zsdul and Blackskul slowly resurrect the Necromancer as a Liche-king, who instantly swears revenge on his enemies and sends Zsdul, Blackskul and a small undead army on a lengthy quest to recover the extremely powerful necromantic sword Mae-lemon. As part of the quest the necromantic army has first to collect the three fragments of the Key to Aran Cabal - the resting piece of Necromancer to Liche-King.

This was the beginning of the longest campaign and consisted of several dungeon adventures. First Zsdul had to cross the great Riftspan bridge, guarded by harpies. Once inside, a terrible battle was fought underground, and Zsdul’s army overthrew that of the Dwarfs. Although mortally wounded Orange Oldrock escaped from the conflagration, taking the fragment to the settlement of Dwarf Strangle. He was hotly pursued by Zsdul, guided by the treacherous Corbit Shortstuff!

After a final showdown between the undead and the Dwarfs, Zsdul acquires the key fragment and goes on to fight the rival necromancer Stuggart Trollhind for the third and last fragment. Meeting up once more with Mordain and a new army (I gather there were very few left of the original ones) Zsdul engages in further slaughter as he makes his way towards Aran Cabal. The story (so far) closes with...

'Once Zsdul had made it into the Northern Kingdom he made directly for the Great Wall, guarded by the men of Garathain and led by the Guardian Telmar. Failing to defeat Telmar he decided to circumnavigate the wall by taking a route through the Great Forest, where after passing scorpions, he turned once more towards Aran Cabal. Here the story ends, will the Balrog prove Zsdul’s final downfall? will the Dwarfs re-unite and seek revenge? only the future will reveal.'

As well as giving us a full and fascinating account of their Warhammer campaigns the Harrods also provided all of the stats for their own special monsters and the magical artifacts used in the quest. The Helms of Necromancy allows special powers of being able to detect and control undead, as well as endowing its wearer with unlimited night vision and immunity to fear; a very useful artifact indeed. The Staff of Trollhind has the ability to see, speak and think as well as causing fear in men and dispelling skeletons.

My favourite is the Chaos Whip.

'Constructed from the bones of the dead this is a most formidable weapon. It requires a bowskill of at least 3 to use. Whenever a hit is scored a skeleton appears and combats the target, it will fight until killed and once its enemy is slain will crumble into dust.'

Zsdul Kancoral, Malik Widukind and Prince Ardelon have been turned into metal miniatures by Mike and Allan Perry, Citadel's infamous designing duo. Would you like to see a drawing or concept of yours become a Citadel model? Look out for more 'create a character' competitions in future Compendiums.
Requires Assembly - this symbol shows that the model or models indicated comprise of two, or more, castings, and will require to be assembled. A degree of modelling competence is necessary to construct any multi-part kit, and we do not recommend them for inexperienced or very young modellers.

C 01 Fighters

A superb selection of fighters and adventurers to grace any dungeon or tabletop. Each model is designed to our own very demanding standards to bring you one of our most popular ranges ever.
A fine band of adventuring Sorcerers, wily Wizards, young Conjurers, fearsome hag Witches and a host of other magical characters.

With a pure heart and trusty weapon, ready to slay and plunder in the name of your favourite deity.
C04 Thieves

There was to have been some blurb here.
But somebody nicked it.

C05 Oriental Heroes

Oriental heroes - faithfully reproduced in miniature complete with all the intricate details of arms and armour unique to the warriors of ancient Japan.

Chaos Samurai
Ninja
C 06 Northern Dwarfs

Dour Nordic Dwarves of barbaric and savage appearance, long beards and short tempers.

C 09 Dark Elves

Cruel Warriors and evil Sorcerers from the black, haunted forests of the Dark Elves.
C10 Half Orcs

- Half human and half Orc these creatures combine evil intent with malicious cunning.

C11 Halflings

- Small, sturdy and eternally hungry folk. Equipped to deal with any unexpected meal, no matter how large.
C 12 Great Goblins

More Goblins to populate dungeons and tabletops. A new selection of this popular monster type.

Shaman

C 13 Lesser

C 15 Armoured Orcs

Iron clad Orcs armed and armoured to battle their way through your role-playing and battle games.
Tough and fearsome Ores, ena of Citadels most popular monsters now featuring many new designs.

Goblins & Night Goblins

SUPPLIED IN PACK OF 2 MODELS

SUPPLIED SINGLY

C16 Orcs

Tough and fearsome Orcs, one of Citadels most popular monsters now featuring many new designs.
C17 Skeleton Warriors

A new selection of this ever popular undead dungeon monster.

C20 Trolls

Citadel's new Trolls, now more loathsome than ever!
C 21 Cold Ones & Riders

Giant, monstrous reptilian riding beasts with a choice of Slann, Lizardman or Dark Elf riders.

C 22 Creatures

Frightening fauna, ideal for wilderness adventures or any out of doors scenarios.
C24 Monsters

Cyclops
Hill Giant
Nightmare
Giant eagle
Herpy

C26 Fantasy Men-at-Arms

A varied band of hirelings and free-booters, mercenaries and soldiery.

Supplied in assortments of 5 infantry or 2 cavalry
**C 27 Chaos Monsters**

**CHIMERA**  Supplied with a random assortment of 3 heads

**HYDRA**  Supplied with a random assortment of 7 heads

**HOBHOUNDS AND HOBGOBLIN MASTER**  Lead not supplied

**CHAOS TROLL**
C 27 Goblin Fanatics

More loony Goblin Fanatics not quite coping with their exotic weaponry.

Fanatic with Boomerang

Supplied in packs of 4 individual models

C 27 Chaos Goblin Mutants

Mutated monstrosities of vile appearance, should be enough to surprise even the most zoologically aware adventurers.

Spiky Shaman

PLAGUE

Winged

THREE-EYES

BEAST

Horns

Hopper

Long Neck

Mace-tail

Supplied in pack of 4 models
C 28 Giants

Huge but by and large dim humanoids, impressive multi-part kits. Choose from our selection of heads and weapons to produce a unique model.

C 31 Large Monsters

Large models of these popular monster types.

Treeman

Giant Troll

Champion

Balrog

Giant two-headed Troll
C 32 Slánn

Brave
Herald
Palace Guards
Slaves
Slave Master
Braves

C 33 Mounted Adventurers

Adventurers featured on foot and horse - back by popular demand.
Palladin
Evil Cleric
Evil Hero
Chaos Champion
An assortment of special characters designed by Ali Morrison. Every model is crammed with miniature detail.
C 37 Tom Meier's Elves
Supplied in packs of 2 infantry or 1 mounted.
A new selection of Elves from ace designer Tom Meier.

C 38 Chaos Beastmen
Strange and ab-human chaotic beasts, unfortunates favoured by the biological whims of their divine masters.

C 39 Treasure Chests
Supplied in pack of 2 models.
The centre spread map shows the area around the Shrine of Rigg. It is accessible from the lake or one of the marked Jungle tracks.

<table>
<thead>
<tr>
<th>SYMBOL</th>
<th>COLOUR</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Symbol]</td>
<td>Yellow</td>
<td>Beach - Movement <em>silent</em> but otherwise unaffected.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Dark Green</td>
<td>Jungle - May only be crossed by tracks. Maximum visibility is 2⁹.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Medium Green</td>
<td>Woods - All movement is reduced to half rate. Visibility is reduced to 6⁹.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Light Green</td>
<td>Path or Track</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Light Green</td>
<td>Clearings</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Medium Yellow</td>
<td>Huts - Each hut contains 1D4 Kalim Devout.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Medium Yellow</td>
<td>Bridge - The bridge allows passage of 2 people abreast at normal movement rate.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Light Yellow</td>
<td>Sheer Slopes - May not be crossed.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Blue</td>
<td>Deep Water</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Light Blue</td>
<td>Shallows - Troops may wade across at half rate. Canoes may navigate shallows, but Longboats will run aground. Throw a D6 - if the score is 5 or 6 the boat has run aground. It may only be freed again on the D6 score of 6 - one attempt per Move Phase. Add 1 to the dice roll for each 6 men who leave the boat.</td>
</tr>
<tr>
<td>![Symbol]</td>
<td>Grey</td>
<td>Jetty</td>
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<tr>
<td>![Symbol]</td>
<td></td>
<td>Contours</td>
</tr>
<tr>
<td>![Symbol]</td>
<td></td>
<td>Fires</td>
</tr>
</tbody>
</table>
COMING SOON
C 30 AMAZONS

Bodyguard

Mother Samantha

Koka-Kalim

Sisterhood Mage

Noble

Tribeswoman

The Goddess Rigg

Bodyguard

Tribeswoman

Koka-Kalim

Koka-Kalim striking with blow-pipe

Sisterhood Novice

Berserker
Vile Broo! a truly vile selection of these strange and bestial creatures. Specially designed to complement the Runequest role-playing game.

Traveller 15mm miniatures are supplied in random assortments of 4 individual models.

A special selection of 15mm tall models designed to complement the Traveller science-fiction role-playing game.
Nick Lund's

Chronicle
Miniatures

N 11 Black Orcs

Black by name and black of heart, these cruel and menacing warriors make ideal role-playing opponents and tabletop adversaries.

N 12 Hobgoblins

The famous Chronicle Hobgoblins, now available only from Citadel Miniatures.

Shaman

Chieftain
N 13 Kobolds
Small and scaley reptilian warriors and characters.

N 14 Ogres
Huge and grim warriors armed with an assortment of bludgeoning weapons.
Regiments of Renown

A new series of economy boxed sets - specially packaged without colour art or other frills to provide you with whole regiments at rock bottom prices. The range has been designed to complement the Forces of Fantasy armies, and represents a real bargain to anyone building up a Warhammer force. Each box comes with a set of identical troopers and a special command model: either a Leader, Musician or Standard Bearer. This unique concept allows you to assemble either a small unit with 1 command model, a medium sized unit with 2 command models, or a whole regiment with all three. When ordering remember to specify which command model you require.

Each box contains the number of models indicated.

**MAD MALLAH ACKLAND**

**THE KNIGHTS OF ORICO** 10 models

**SIR JOHN TYREWELD**

**MAD MULLAH ACKLAND’S DEATH COMMANDOS** 10 models

**OREON**

**MENGIL MANHIDE’S COMPANY OF DARK ELVES** 10 models

**MENGIL MANHIDE**

**THE BOWMEN OF OREON (Elves)** 10 models
BUGMAN'S DWARF RANGERS 10 models

HARBOOTH

GROM'S GOBLIN GUARD 10 models

HARBOOTH AND THE BLACK MOUNTAIN BOYS (Cres) 9 models

GOLGFAG'S REGIMENT OF MERCENARY Ogres 5 models
Speciality Sets

Speciality Set 1 - Warriors of Chaos
1. Ulver Vileblood
2. Sweather Skullcrasher
3. Karos Bloodhelm
4. Belnath Blacksword
5. Athgul Evilhand
6. Drakar Deathbringer
7. Ogroth Darksoul
8. Mortog Doomaxe
9. Lifthog Elvenblade
10. Nezria Demonblade

Speciality Set 2 - Chaos Warband
1. Warlord Ubar Ebariter
2. Shaman - Poe Wildchant
3. Discipline Master
4. Batbug Crewezer
5. Ubar's Lieutenant - 'Dislight Sharpout
6. Ninbin Champion - 'Tek Dwarfdmister
7. Guiblad Childeplatter
8. Urag Legateer
9. Norgus the Flotulant
10. Zurgus Wartpicker

Speciality Set 3 - Knights of Law
1. Sir Lamerok de Gales
2. Sir Blanor de Lania
3. Sir Villars
4. Sir Melias
5. Sir Melion of the Mountain
6. Sir Baudwin the Virtuous
7. Sir Alidences Drongobane
8. Sir Cader Celester
9. Sir Palomides Pureheart
10. Sir Laneeor de Leal

Speciality Set 4 - Goblin Raiding Party
1. Warlord Ubar Ebariter
2. Shaman - Poe Wildchant
3. Discipline Master
4. Batbug Crewezer
5. Ubar's Lieutenant - 'Dislight Sharpout
6. Ninbin Champion - 'Tek Dwarfdmister
7. Guiblad Childeplatter
8. Urag Legateer
9. Norgus the Flotulant
10. Zurgus Wartpicker

Speciality Set 5 - Knights of Chaos
1. Tomar Spogh - Warrior of the Divine Tuluk
2. Red Dulmon - Dark Saint of Insane God
3. Agrad - Champion of Laughing Sokklo
4. Gindar Malk - Disciple of Dark Zombar
5. Thel - Knight of Cloth the Great Obesity
6. Doomed Ratchegged - Priest of Wenwoch the Waylayer
7. Reichgrundt - Warrior Maiden of Dim Ponn
8. Buophut Bane-Arrow - Devotee of Alaman
9. Cursed Doomhandle - Apostle of Heinus Suth
10. Zurgus Wartpicker

44
DUNGEON MONSTER STARTER SET

Speciality Set 2 - The Dwarf King's Court

1. Durnin Ironbeard
2. Queen Aasbeli - Dragonminter
3. Crizend Oldrose - King's Champion
4. Quintin Limptendle - Queen's Champion
5. Fungi Wizbeard - The Sage
6. Bomban Ironmaster - Royal Announcer
7. Sargeant Gimbli - Master of the Guard
8. Royal Guard Minotaur
9. Cyril Bear - Royal Maseet
10. Corbit Shortstuff

Dungeon Monster Starter Set

1. Grizlock the Hobgoblin
2. Gobblub the Bugbear
3. Vandemar - Warrior of Chaos
4. Yssort the Lesser Lizardman
5. Lasrek the Lizardman
6. Two Giant Rats
7. Grimgar the Goblin Chieftain
8. Skeleton Warrior
9. Spectre
10. Zombie

DUNGEON ADVENTURER STARTER SET

The White Dwarf Personality Set

1. Livingstone the Editor
2. The White Dwarf
3. Wolfhead
4. Gobblegook
5. Gobbledygook's Familiar
6. Grizelda
7. Agrinath the Unwashed
8. Lightfoot Facesplitter
9. Thrud

Dungeon Adventurer Starter Set

1. Branwen the Druid
2. Diann the Girl Thief
3. Pebble the Pack Donkey
4. Rasbrow the Ranger
5. Sir Petliner - The Golden Paladin
6. Dremhun the Dwarf
7. Norramund the Gnome
8. Andriel the Elf Wizard
9. Halwise the Halfling
10. Agravas the Fighter
Hobgoblin Warriors

1. Champion
2. Warrior with Naginata
3. Discipline Master
4. Chieftain
5. Berserker
6. Shaman
7. Warrior with Naginata
8. Standard Bearer
9. Hound Master
10. Hound Master
11. Warrior with Spear
12. Assassin

Oriental Heroes

1. Kato Kiyomasa
2. Shinodzu Iga No Kami
3. Hachimantaro Yoshi Iye
4. Maeda Toshie
5. Inukai Kunitsugu
6. Shizuku Gozen
7. Yari-masa
8. Kajiwara Genda Ragesuye
9. Sasaki Ganyu
10. Tomori
11. Date Masamune
12. Tanabe Mitsuhiro Nagatame
Citadel's Runequest models have been specially designed for use in the Runequest Role-Playing Game. Each box contains a selection of miniatures that can be used to represent player-characters, non-player-characters, monsters or other encounters from the game.

Adventurers
1. Lhankh Mhy Adventurer
2. Orlanth Adventurer
3. Kyger Litor Troll Adventurer
4. Zorak Zzen Troll Adventurer
5. Aldrya Adventurer
6. Baboon Adventurer
7. Duck Adventurer
8. Morokenth Adventurer
9. Dwarf Adventurer
10. Non-Cultist Adventurer

Runequest set 7 Demons
1. BK'rath
2. Porphyry
3. Stalker
4. Pezuzu
5. Amorph
6. Ruli
7. Gremlin 1
8. Gremlin 2
9. Strom
10. Strom Demon
Tony Ackland's
Arcane Monstrosities

**TA2 Juggernaut**
Engineered by dour Dwarf artisans and crewed by stalwart Dwarf labourers, this large and weighty multi-part kit is Tony Ackland's most ambitious work yet. The model includes a cannon and steam boiler as well as a crew of 4 sturdy Dwarfs amongst its total of 30 separate castings.

Definitely for advanced modellers only!

**TA4 Orc War Machine**
Tony Ackland's famous and ever popular Orc War Machine, previously featured in our Citadel Presents range, now recognised as a true monstrosity. A huge stone throwing engine comprising of a multi-part giant catapult and crew of 3 Orcs.

For advanced modellers only.

**TA1 Golgoth MIGHTY LORD OF BALROGS**
Golgoth - Mighty Lord of Balrogs is a monumental metal kit in 3 parts.

For advanced modellers only.

**TA3 War Wyvern**
The ideal mount for Orc characters, the Wyvern is a large multipart kit of this powerful and dynamic monster.

For advanced modellers only.
COMING SOON
Forthcoming models from the Citadel forges! Look out for these new items in your model shops or consult White Dwarf magazine for news of our latest models as they are released.

C 14 Oriental Dragon

NB 1 Great Spined Dragon

NOT FOR SALE IN USA

BATTLECARS
Wolf Riders  N 15

C 08 High Elves
From now on, incorporated into the packaging design of our special Citadel NEW Blister packs, you will find a Citadel Collect Counter. Each counter depicts a portion of a monster or character, a head, torso, leg or whatever. Cut out and hang on to each counter, match up a whole monster or character and send it to us, at the address below, with a large stamped (17½p) S.A.E. And we'll send you the corresponding model absolutely free. One S.A.E per model please - otherwise the weight makes them impossible to post safely.

Some models require more counters, some less, depending on their size. All models have been specially designed just for this offer, and won't ever be available anywhere else. Remember collect counters can only be found on the special NEW blisters with the orange flash - available only through your hobby stores.

Your counters cannot be redeemed through retailers, but only from us at:

CITADEL MINIATURES, CHEWTON ST. HILLTOP, EASTWOOD, NOTTINGHAM, UK.
Citadel Colour is an entirely new range of paints, especially designed for painting white metal models such as Citadel miniatures. Citadel Colour is a water based acrylic, so it is thinned with water and brushes are also cleaned in water.

The pigments have been specially selected by us to provide a comprehensive range of strong fantasy colours. We think you'll be amazed at the difference between our new paint and ordinary hobby paint.

### SET 1

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

### SET 2

10. ROTTING FLESH  
11. GOBLIN GREEN  
12. ELF GREY  
13. WORM PURPLE  
14. HOBBGOBLIN ORANGE  
15. ORC BROWN  
16. SPEARSTAFF BROWN  
17. SWAMP BROWN  
18. CHAINMAIL

Each boxed set contains 9 individual colours in plastic pots and costs only £4.95. Individual pots are available separately at 60p each.

### USING CITADEL COLOUR

Before painting your model first clean off any mould lines or other irregularities on the casting. Use a file or modelling knife, but remember to take care as all modelling tools are dangerous if not used properly. Make all cuts away from yourself.

Undercoat the model using a matt white enamel paint. We recommend the sort sold in spray cans, you can buy these from your model shop. Car body primer is just as good and usually cheaper. This will provide the ideal background on which to apply paint.

Whilst painting you will need a good brush, at least one jar of water and some tissue. You will also need an old plate or tile to use as a paint palette.

It is best not to use paint direct from the pot, as this tends to mess up the pot and it is all too easy to accidentally mix the colours. Place as much of each colour as you are likely to use on the palette, and do all your mixing on the palette.

It is best to keep a separate water jar for metallic paint, otherwise you will find bits of silver or gold will cling to your brush, and usually end up exactly where you don't want them.

Citadel Colour is water based, and can be freely mixed with other water based paint. It cannot be mixed with oil paint or enamel, nor can it be thinned using turps or similar solvents. Use water to thin paint and clean brushes. Wet and repent brushes after use, and they will be ready next time you want them.

After you have finished painting your model you will probably want to protect its paint job against handling and accidental damage. To do this you can apply a polyurethane varnish, available either in spray can or tinlets from your local hobby store. Household polyurethane is just as good, and works out cheaper in the long run. Before varnishing you must allow the model to properly dry, otherwise the paint will run. Metallic paints take three days to dry properly, non-metallic colour can be varnished after 24 hours.
In the last Citadel Compendium we ran a competition in which we asked gamers to describe and illustrate their own characters. Originally we promised to judge the competition in April '84 and notify the winners - however in true Citadel tradition we were so snowed under with entries that it took us until July to decide on a winner! Nevertheless these are the winners and their characters. Thank you to everybody who entered, the overall standard of entries was pretty good, most were amusing and many were really very funny.

THE WINNER....

The winner is S. Wilkinson of Newbury in Berkshire with his entry Sir Rex Derry the Dwarf. We especially liked the series of very nice drawings, including Sir Derry's arsenal, his followers, and a section on 'monsters defeated'. The first prize of all of an entire month's releases from Citadel Miniatures is on its way to Newbury, whilst selected parts of the winning entry are illustrated here.

Sir Rex Derry the Dwarf

Intelligence 10
Cool 10
Will Power 11
Leadership 3

Derry's most mighty deed was to slay a giant Balrog, his sworn enemy. In fact Sir Derry seems to have a distinct phobia about Balrogs, having been orphaned by one at a rather early stage in his life. Fortunately for Derry he was discovered and subsequently reared by Porthous of Potelbat, a kindly Wizard. From Porthous the Dwarf has Aquired a familiarity with magic, and a few magical oddities, such as a golden good luck charm and platinum screw in teeth (!). Derry is accompanied by Toomer, his pet owl, and Kalf, a reformed Night Goblin.

RUNNERS UP.....

The two runners up are L. Robinson with his entry Tassil Princess of the Tuatha De Danasun, and Tracey Marshall with her entry Death-axe Daph. What is this? two female characters as runners up! This is no deliberate thing on our part honestly, we just liked these two entries. A large selection of our latest releases wings its way to both our runners up.
companionship of Trolls! (She’d probably feel quite at home in our Mailing Department).

SPECIAL RUNNERS UP

We decided to award a special prize of a selection of new releases to the following entries, which we all thought deserved a special mention.


Der-Daphne, daughter of Derdayne, is the entry of Tracy Marshall. Also known as Death-Axe Daph, she is the most truly horrendous character we'd ever come across. Daphne is a female Dwarf who claims to be 21 years old. Warhammer stats are Intelligence 1, Cool minus 3 (constant state of Frenzy), Will Power 16 and a Leadership which seems to be too high to measure. Daph doesn't actually live anywhere, but is a confirmed squatter in various magical strongholds. Her most mighty deed was winning a mud wrestling contest with a golden dragon 17 consecutive times. Daph enjoys riding Wolves and meeting people... sorry 'eating people'. Her only friend seems to be an overlarge mutant hamster called Nyargal, although she reputedly enjoys the close companionship of Trolls! (She'd probably feel quite at home in our Mailing Department).
FORWARD

This article is intended as a guide to beginners, but I hope that the more experienced painters may also find it of use. I've listed the major pros and cons of the most commonly used types of paint, so that the most suitable for your needs and style can be selected. Remember, treat painting miniatures as a hobby, and not an awkward job. Taking that attitude will only turn what is a relaxing and rewarding pastime into a chore, and the standard clay used will certainly suffer. The materials listed in this article are used for different effects, but the beginner will probably find that one type of paint, and a limited selection of brushes will suffice.

PAINTS AND MEDIUMS

I will start with enamel paints as they are probably the easiest paints to use. A lot of experienced painters use them, and they are not to be ignored, as some excellent results can be obtained. Availability is good, they can be purchased at a reasonable price from all good hobby shops. The first rule about enamel paints is do not try to thin them with water, as they are oil based. For cleaning brushes, and thinning paints, use white spirit or turpentine substitute. These are available from most hardware shops.

The main disadvantages with enamels is that they are not as bright as many other types of paint. Another problem is that when the colours are mixed very dull shades develop, instead of bright ones. This tends to happen with all mixes. There is a remedy for this problem though, as being oil based, the enamels can be blended with alkyd oil paints, producing brighter colours.

On their own, enamels can be used for a more realistic and natural effect, especially on dull clothing and groundwork. Humbrol produce a large selection, the most useful being the Authentic Colours. These are finer in pigmentation than the standard colours. There is a new range of enamel paints on the market called Compocoulour. The colours are brighter than ordinary enamel paints, and also blend without dulling. Unfortunately they do not mix very well with Humbrol, and dry with a slight sheen. The last rule about enamels is to make sure the pigment in the bottom of the tinlet is stirred thoroughly before each painting session, as the paints can settle to a certain extent, even overnight, giving your model a weak and unsatisfactory finish. It is best to shake the tinlets before use, to save time and energy the best way to do this is to wrap several tinlets at a time in an old rag thus avoiding paint splashes.

Lastly, I would stress that the tinlets must be kept clean around the rim, and the lids pressed on firmly. If this isn't done, the paint will cake around the tops of the tinlets, letting in air, and the paint inside will eventually dry up. If the enamel paints form a skin on the surface, throw them away, as they are rendered totally useless for fine painting.

PAINTING CITADEL MODELS

BY KEVIN ADAMS

FORWARD

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ACRYLIC PAINT

This paint does take some getting used to, and I would recommend it as a second step to enamel paint. Acrylic paint can be awkward to start with as it doesn't flow so readily as enamel, and you can end up with minute white dots showing through on the painted surface. This happens because the paint tends to shrink on the model, and it can be very annoying trying to patch up the dots. This, however, can be remedied by using an acrylic tension breaker. Windsor and Newton make a good one, it costs around £1 for a bottle. This may seem a high price to pay, but it makes the acrylic flow as well as enamel. I certainly wouldn't like to use acrylics without it, except for Citadel Colour which is designed to paint straight from the bottle.

Acrylic paints are compatible with all water based paints. All you really need is clean water to thin and clean brushes with, and, optionally, a tension breaker to ease painting. Acrylics are the paints I use most because they are rich in colour, and bright effects can be achieved. They are also a lot kinder on your brushes than other paints.

There are a lot of types of Acrylic paint on the market, including Citadel's own Citadel Colour. If you can, visit your local art shop. Buy only paints marked artists colours, because these are of superior quality.

You will find artists acrylics come in tubes and sell at about £1 for the 38 ml size. There are many varieties. Liquitex is a very good acrylic paint, but it can appear transparent. I can recommend the darker colours, as these can be made darker by adding black without much colour loss. As these paints are fairly transparent they can be thinned down and used like ink in order to tint other colours. Liquitex is probably the brightest of all the acrylic paints, and, at between £1.50 and £3.00 a tube, the most expensive.

Pelikan Plaka is also suitable. It is not really an acrylic paint, but cassien based, similar to household emulsion paint, but a lot finer in pigmentation. The range comes in 50ml pots, and 36 really good colours. They are fairly expensive at nearly £1 a pot, but are well worth a try. They are also fully compatible with acrylic and all water based paints.

Citadel Colour is a new range of acrylic paints, and is available from your local model stockist. Unlike most 'model paint', this range comprises of good, bright colours including a proper water based silver and gold. If the price of the artists colours makes them an unrealistic proposition, then this range is a good alternative.

There are a lot of amazing effects that can be produced with acrylics - so keep on experimenting. Don't mix them with enamels or oils, as the effects this gives are far from amazing. Acrylics can be used over dry enamel paint.

As with enamels always clean the tubes and pots, and never leave the lids off the containers.

OILS

It is not really worth using oils on 25mm figures, as oil paint can take weeks before it is touch dry. The pigments can be rather rough for painting in such a small scale. It can also work out expensive, some tubes cost about £6.00 - so forget oil paints for now.
**Painting Your Citadel Miniatures**

When you have chosen the model you are going to paint, you will probably have to clean away the moulding flash. This is the waxy thin line that sometimes appears on miniatures, it can easily be scraped off by using a modelling knife. A good knife for this purpose is a Swann Morton scalpel, the blades are relatively cheap and very sharp. Please remember to make all cuts away from yourself and your hands when using any modelling knife.

Before scraping away the flash have a good look at what needs taking away, it is too easy to ruin fine detail by mistaken removal of what appears to be flash. It is a good idea to mount your model on a cardboard base or old paint tin, you will then be able to hold it steady whilst painting. Use only thick card and epoxy type glues. At this point, optionally, groundwork is easily added by using a mix of sand and Tetrion. Old dry tea leaves can be incorporated into the mix instead of sand. It is wise to add powder colour to the mix, and to use PVA adhesive to bind the mix together. If the base of the model is painted with PVA first the mix will adhere better.

The next step is to prime the model. This is best achieved by using a spray, Humbrol matt white is as good as any. Matt white is essential if rich colours are required. Spray the model lightly (it doesn’t require whitewashing). You will probably find it more economical and less tedious to spray several models at a time. Spray cans should be used only in well ventilated rooms, or outside.

If you wish you can obtain industrial face masks from a chemist. Priming can be done with a brush, but it’s a tiring job and often results in an uneven finish that obscures detail. Leave primed models overnight to dry thoroughly.
The painter should aim at trying to paint his model neatly, this can be very difficult to start with, but if top quality results are required it is essential. Even a badly painted model can ruin the appearance of an otherwise well painted model. If mistakes are made it always pays to correct them rather than leave them.

Patience is the greatest priority for painters to learn. It is sensible to paint only two models at a time, this way one can be drying whilst the other is being painted (two's a company - three's a crowd). This is worth remembering, as the very sight of 50 unpainted models is enough to put you off. Only when you have completed and re-verified the work you are doing, making sure you are happy with your work, is it a good idea to attempt to paint more. It is important to learn to hold models by their bases, as grubby paws can have a disastereous effect on a fresh paint job. You will learn that painting cannot be rushed. It is definitely not on for the painter to pursue his hobby when concentration is bad. You will need to overcome frustration and temporary setbacks, and patience will be rewarded with good results.

DRYBRUSHING

A simple technique that is used for picking out the highlights on a model. Good examples for the use of this technique to work well are fur, hair and chainmail. First of all the area to be drybrushed is painted a dark tone, and left to dry. Next, an old brush should be dipped in a thick paint mix of a paler colour, and wiped across a lint free rag or tissue until hardly any paint remains on the brush. The chosen area is then very lightly brushed across the raised detail, this way the paint will leave highlights. This technique can be used on its own, or as a guideline for further highlighting using more solid brush strokes. It is absolutely vital to practice on old paper or suchlike, until the technique is mastered.

WASHES

A term used for paint that has been thinned down, a wash is usually 1 part paint mixed with 2 parts thinners, but it is up to you to experiment with washes to get the desired effect. Many different effects are possible and can be learnt. A good example of how a wash works is to choose a model wearing a heavily creased cloak. The wash is then applied to the model where it will flow into the folds, leaving a shaded area with natural highlights. Once the wash is dry the highlights can either be left, or further highlights can be added. Light drybrushing or with brush strokes of a paler shade than the wash. It is always best to thin all paints, as they will then flow more easily.

START PAINTING YOUR CITADEL MINIATURES

After having been left overnight to dry, the chosen model is now ready for painting. It is important at this point to study your model first. This is to make sure that you can see what it is to be painted as a whole. For example it is no good painting, let’s say, the legs of a fighter flesh colour when he is wearing trousers, or visa versa. It sounds ridiculous, but it is a common enough mistake. A lot of fine detail can also be missed, or mistaken for other things.

Some models, especially those with a lot of extra-fine detail, can be quite off-putting to a novice painter. This problem can be tackled by using the following methods. To start with, if the model is wearing any armour and chainmail this is best painted black, use thinned matt enamel in a 2 part paint to 1 part thinners ratio. The black enamel will form a good base coat for any metallic colours to be used. You can, however, use brown, orange, red or yellow as an undercoat for gold, brass, bronze and copper; and blue and purple for silver. These all produce different and varied effects, and are well worth trying out. If two models are being painted one should be dry enough to commence with the next stage.

PAINTING ARMOUR

It can be a headache trying to represent metal on a 25mm model. It is a good idea to visit your local library, and to study books on the subject. This way you can be sure of obtaining the desired effect on your model. The easiest way of painting armour is to drybrush silver paint over a black undercoat. This can look quite good, the effect will not be totally perfect. Another way of painting armour is to use paysnes grey alkyd colour, instead of black. This is a blue-black. Using silver enamel, paint the armour silver where the highlights are, and blend this into the darker areas. This method takes time, but practice makes perfect. The result is a bluish black, iron armour. The shades can, of course, be varied from dark to light, depending on the painter. With gold armour use the same method, but with burnt umber instead of paysnes grey, and use the gold instead of silver. In my experience gold isn't the best paint for dry brushing.

Chainmail is easily painted by drybrushing silver or gunmetal enamel over a black base colour, depending on the varied shade required. Remember, if you are painting studded armour, or suchlike, the only way to get good results is to paint each item individually. Note also that not all armour need be made of metal. All sorts of interesting effects can be used to represent magical armour, lacquered armour, bone, horn or leather armour. Experimentation is a must where armour is concerned.

PAINTING FLESH TINTS

Once the armour has been painted, and is thoroughly dry, the next stage is to retouch any of the primer that may have been accidentally splashed or spotted whilst drybrushing the armour. If you are careful this won't be necessary, but as a beginner you will take time to perfect your technique. Re-touching is necessary. Otherwise blotches of colour will show through when the rest of the model is painted. O.K. you are now ready to paint the flesh. If you are painting a human model then it is best to use alkyd colour, because of its blending qualities. The colour to use is burnt umber, or burnt sienna, depending on personal taste. Burnt umber produces a darker flesh, while burnt sienna has a pinker effect. Using a mix of 2-1 paint and thinners, this may seem a dark colour, but it is easier to work from dark upwards. Next paint the flesh areas with this mix, after doing this, lighten the mix to a flesh colour of your personal choice using enamel matt white. Using the flesh mix, paint the facial highlights - nose, forehead, chin, cheekbones and lips.

When the highlights are painted, using a clean brush blend the lighter colour into the shaded areas. With practice a realistic effect can be achieved. Paint all the other flesh areas in the same manner; try to get a fully blended look, and remember to paint eyebrows, fingernails and beards. If you are painting a humanoid, monster, such as a goblin or orc, then you can use a colour of your choice. Let's say you are using green. Paint the face medium to dark green, and, whilst this is drying, mix a lighter shade of the same green using white, yellow or pale blue. This mix should be a shade paler than the base colour. Using the paler green, paint in all the highlights, in the same way as for a human. The idea is to gradually build up highlights using varying shades of paler greens, and creating a fully blended effect. This can take time to get used to, but, with practice and patience, some good results can be achieved.

HAIR, FEATHERS AND FUR

These parts of the model are best painted in dark shades, and drybrushed in lighter ones. Feathers can be classed as plain or dyed, so these can be painted in any colour of your choice. Blonde hair is drybrushed creamy white over yellow ochre, or even white over yellow, depending on the model being painted. Red hair can be done in exactly the same way, but using orange over dark brown. For brown hair use either dark brown over black, or light brown over brown. For grey hair try drybrushing white over medium grey. Black hair is best left alone, but, depending on personal taste, try drybrushing with dark grey. Any of the colour schemes mentioned above can be used to paint fur as long as a light colour is used over a darker one you can't go far wrong. In fact even an orc could manage it.
**EYES AND TEETH**

Teeth are always best painted brown as an undercoat. The colour to paint teeth with is a creamy white. This can be mixed by using white and yellow ochre, until the shade of your particular choice is found. On a large model the tips of the teeth can be painted white, producing manicuring glints. If a thick mix of creamy white is drybrushed over the basic brown undercoat the individual teeth can be picked out. Eyes are best painted in a dark shade, for example brown or grey. The white of the eye can then be painted in, leaving a darker rim surrounding them, this represents eyelids not eyeliner. The pupils can be painted next, using black, brown or dark grey. Paint a small white dot in the middle of the pupil to represent the natural reflection of light. Remember - if you make an orc's dinner of a small detail it always pays to correct it, and besides experience is always gained from your mistakes.

**BONE**

Bone colours come in handy when it comes to painting skeletons, and, of course, anything made of bone. For painting skeletons the best base colour is white. Next, a wash is made up of 2 parts thinners, and 1 part matt brown enamel. The wash is then painted all over the body, and left to dry. Once dry, mix up the same colour as for the teeth, and drybrush the skeleton. The effect is realistic enough for bone, and all that is left to do is to paint in the eye sockets, and any armour or clothing that it is wearing. For ordinary bone the method of painting teeth works quite well.

**JEWELS AND GEMS**

Jewels can be made by using thick white paint. Using a sharp cocktail stick, paint small white blobs in the desired plates, be used for vampires, ghouls and wights.

**UNDEAD FLESH**

There is a wide choice of colour for the painter here. For the zombie buff, a good way of painting Zombies is to use a paler flesh colour than humans by adding pale grey. When this is dry a wash is made up of 2-1 ratio thinners and blue-green paint. Acrylic is the best for this. The wash is applied over the flesh colour, producing a translucent, slimy and putrid flesh colour. Similar methods can be used for vampires, ghouls and wights.

**WOOD AND LEATHER**

Wood is always best painted over a darker colour. Wooden poles and shields can be painted black and drybrushed a lighter brown. A lot of different shades of brown are possible, by mixing red and black, black and orange, or green and red. These can be made lighter by adding white, yellow or pink. Old wood can be represented by drybrushing with a greyish brown, and moss can be added by drybrushing with thick green paint in various shades. Leather should also be painted over a dark colour. Boots can be painted black, and the creases painted dark brown, or brown over dark brown. Belts and straps should be painted light colours when they are in dark areas, so that they stand out. If black is being used for leather don't try to use highlights unless you are experienced at doing so, or are using oils, as a fully blended effect is required to achieve good results.

**CLOTHING**

Clothes such as cloaks, jackets, hoods etc, including equipment, can be painted in all of the techniques I have mentioned. As a rule, where clothing of one type meets another, it is a good idea to outline the specific area in a darker shade of the same colour. This will help separate one thing from another. Using washes and drybrushing is a quick, effective and lazy method of painting clothes. But it is best to learn painting with brush strokes if you can. The same method of using gradual shades, as mentioned in the flesh section, is the most effective way to paint clothes, but it takes more time and practice. Remember, the larger the model being painted the more blending of colours will be needed, so alkyd colours are handy here. Buttons and small items should be painted a dark colour and overpainted in a lighter tint, leaving an outline surrounding them.

**VARNAISH**

Once your painted model has dried sufficiently it is only common sense to give it a coat of varnish, as with constant handling a painted model can chip or the paint will rub off. If your model has any metallic paint on it you must not varnish for at least a week, or else the paint will simply lift off and smear the model as it is being varnished. Models can be sprayed with a matt varnish, such as Humbrol model spray. But a strong polyurethane varnish will safeguard against damage if used before the matt spray. Never use a cellulose varnish on oil or enamel painted models, it will ruin the paintwork. When handling painted models always pick them up by the bases. This will ensure that they do not get covered in fingermarks which could eventually mess up the colours.

**IN CONCLUSION**

If you have read this article, have painted a model using some of my suggestions, and have come up with something that looks like a mixture between an amoeba and a psychedelic goblin dressed in cobwebs under disco lights, you have four alternatives. They are:

1. Learn by your mistakes. Benefit from your experience and try again. Some of my earliest painted models cause me nausea upon reflection, but I persevered.
2. Try an alternative method of painting, or invent your own. There are some good articles with alternative methods in the bibliography.
3. Advertise your services as a painter of amoebas and psychadelic goblins dressed in cobwebs under disco lights.

**BIBLIOGRAPHY**

The Magic Brush by Shawn Fuller. The Best of White Dwarf Articles, number 1. Also Dicing with Dragons. A good complete guide to painting miniatures.

An Absolute Beginners Guide to Painting Miniatures by Tony Ackland. First Citadel Compendium. In two pages it admirably fills its title and includes some fine humour.


Childrens books on historical cultures. The full colour illustrations contained within these books are very useful and well worth a purchase.

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60
Many beginners are discouraged from assembling white metal kits, simply because they start off with an inadequate or unsuitable collection of tools and materials.

These are all the tools you will need.

- Plasticene
- Epoxy Putty
- Rubber Bands
- Modelling Knife and Spare Blades
- Selection of Needle Files
- 2 Part Fast Curing (5 Minute) Epoxy Glue
- Sandpaper
- Needle Nose Pliers

Before you can begin to assemble your model, you must first of all trim off any excess metal on the castings. This is best done by scraping away gently with a modelling knife. More stubborn pieces should be carefully filed off. When doing this take care not to remove any of the detail from the model.

After you have removed all the unwanted metal, put the parts together to see how well they fit. You will find that some filing or sanding will be required to obtain a good fit. To glue parts together successfully you will need to ensure that there is good surface contact between them. No amount of globbing on extra glue will compensate for badly fitting or mis-aligned pieces.
With rider and mount castings all that may be required is to bend the riders legs outwards. To do this wrap some cloth around the part to be bent then apply gentle pressure with the pliers. If this does not cure the problem, then some filing will be required. It is better to file a groove in the saddle for the legs to fit in, rather than filing the riders legs.

Roughen the surface to be glued with coarse sandpaper or by scoring with a modelling knife. Thoroughly mix the epoxy glue and apply to both surfaces to be joined. Bring the pieces in contact and keep them pressed together until the glue has set. Plastiscene or rubber bands can be used for this. Note epoxy glue works best if mixed when warm.

You will often find gaps appear around the joints where parts have been glued together. This can be solved by filling with epoxy putty and then wiping away any excess with a damp cloth.

BE CAREFUL OUT THERE!
So many of you entered our last Compendium Competition that it proved a major administrative burden to judge them! This time the Competition is a simpler one.

ALL YOU HAVE TO DO IS....

Study the special drawing below. This scene of wanton destruction originally featured a huge monster causing mayhem. As you can see, the mayhem is still there, but we've altered the picture to remove the vast and threatening monster. All you have to do is...

SPOT THE BALROG...........

Place a single cross anywhere you like on the drawing. Clip out the drawing, and the rest of the entry form, and send it to us in an envelope marked Competition. Send any entries separate from Mail Orders or other correspondence, otherwise the M.O. people will run off with your entry, eat it or use it to line their nests with. The entrant who gets the Balrog right between the eyes, or at the nearest, wins the Competition and receives untold of amounts of Citadel models! The prize will be all of one month's releases from Citadel - worth at least £60.

Entries must be received by 1 November 1984. Please make only one entry on the drawing - just to keep things fair. Make more than one and we won't even look at it. Cruel and heartless aren't we.
We are always pleased to receive artwork from readers of the Citadel Compendium, whether presented as an idea for a new creature, or just an illustration of a favourite character or scene. These pictures are just a small selection of the drawings we receive every week. If you would like to send us a picture of your own make a drawing in black ink only and mail it to the Citadel Compendium. Remember to include a stamped S.A.E. if you would like your artwork returning.

We're sending £5 Citadel Credit vouchers to all of the contributing artists featured below - just to say thank you for your unsolicited efforts! We'll also send a £5 voucher to anyone who has artwork printed in a future Compendium, so get drawing!

FIRE FOX

ROUGHLIN

Albert Kiefer
Netherlands

J Summers
Dorset
This is the second Eldritch Epistles column - featuring art, letters, suggestions and comments from gamers and collectors. Please send your contributions to:

ELDRITCH EPISTLES
CITADEL MINIATURES
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Please enclose a S.A.E. if you want a reply or material returning. Please don't send Mail Orders in the same envelope, as this confuses us no end, and may delay your order. If you want to make an enquiry about Warhammer rules write your questions down the left hand side of the page, and leave the right hand side blank so we can write in a reply.

In a letter too long to give in its entirety Andrew King makes some good points about Warhammer rules mechanisms generally, and declares his avowed dislike for...

...the use of a D6 for most situations instead of a 'percentage' D100 or even D10. A percentage dice role would allow much greater detail to be taken into account, e.g. it would be possible to differentiate between leather armour and mail, perhaps allowing a 20% save for mail and 10% for leather.

Judging from the letters I receive at Citadel, Andrew is not alone in his preference for the D10 either. Percentage dice are, of course used in many other RPG combat systems, but we made a conscious decision early on in the development of Warhammer to use the D6 for basic combat. This was in no way an arbitrary move, we thought about it quite a lot at the time, and the reasons we chose the D6 hold equally good now.

D6's are readily available, cheap and fun. Although a D6 gives you an initially crude system, rolling a dice for every roll in a mass combat situation actually evens out the luck element, and makes freakish results less likely. D6's give a fast and furious game - hack, slash, murder mayhem etc. That's the spirit in which we wrote Warhammer, deliberately taking a "don't muck me about" attitude to leather armour, linen quilling, shield size etc. Of course, there's no reason why Warhammer can't be refined by more experienced gamers - but we felt this wasn't necessary in the rules themselves.

If you want to change things - well that's fine by us.

Our design staff are pretty open minded about rules changes, and are always interested in ideas from other gamers. So, if you're a committed D10'ite, or have equally strong feelings about the D6 write in and tell us.

Several different people have suggested a saving roll for leather armour based on the D6, First roll a D6 needing to score 6. Then re-role needing to score a further 4, 5 or 6. The two stage roll doesn't slow the game too much because only 1 in 6 rolls will go to another dice throw. I've tried it...it works!

Pegator. Guardian of the Inner Dungeon for evil or chaotic types. The Pegator is a cross between a Pegasus and a Minotaur, having the head and wings of the Pegasus transposed onto a large humanoid body. Pegators are solitary beasts, although they can be found with other members of their race occasionally.

Jeremy Bench would like to know how many Citadel Models there are.

As a collector of your excellent figures I would be interested to know how many you actually make. I try to obtain at least one example of each new release, although this is no longer easy - not least because there are now so many. I understand that the models illustrated in Arcane Listings (our old catalogue) do not comprise your entire range. How then are we to know how many models exist!!

This is a more difficult question than you might imagine. White metal models are made from rubber moulds. The moulds don't last very long, and sometimes they last only a few days! Once the mould is worn out no more figures can be produced from it - so the design is pretty much destroyed. We can get round this problem by using metal castings to make new moulds, but this isn't entirely satisfactory, and we like to alter models before 're-moulding' anyway. The upshot of this is that our models are constantly changing - with new ones coming out all the time. In a world where everyone wants a different model to represent their own character this can only be a good thing.

So how many models do we make? I don't know for certain, but it must be around the 2000 mark at any one time. Obviously it would be pointless to illustrate a range that is always changing, so for Arcane Listings and this Compendium we have illustrated only a selection of the models in each code. We will ensure that these exact models are always available during the life of the Compendium - or as far as is humanly possible anyway! We have made extra moulds of these figures, and we'll remould if necessary...
Heavy coat. If you wish to combine the toughness of gloss with matt finish then spray lightly with gloss and then again lightly with matt.

Adam Dangor and Nick Short wrote in to Citadel with the following query about combat procedure. This is a subject on which we receive many questions, and which is not terribly well explained in Warhammer itself, so I'm taking the opportunity to clarify the situation now.

We have both the Warhammer and FoF rules and have played some very good basic games. During the course of play we have run into some problems that we would appreciate some help with.

1. When two regiments meet and one has more figures in the front row than the other, do all the figures go into combat, or only those that will go base to base.

2. If two regiments each in line meet, and some figures from one regiment are killed, can the attackers move through the gaps left by the dead figures?

3. What exactly is 'Skirmish Order'. It is mentioned in the rules but what is it?'

Adam illustrated his questions with a section of diagrams, and I shall answer them in the same way.

1. When two regiments of a different frontage meet

**TURN 1**

Shaded models are in combat and fight

The models not in combat must stay out of the fight.
TURN 2

If the Dwarfs win the combat then next turn they may move up to 4 models from the side or rear into combat. The Elves are 'pushed back' 2", and cannot change formation. If the Elves were in only one rank this would count as a flank attack (-2 To hit for the Elves and otherwise Bad News). But, because the Elves have a second rank, they can turn rear models to face the surrounding Dwarfs.

TURN 1

The two units clash in a charge/countercharge. The Humans have Initiative of 3, Goblins 2. So the Humans strike first. Imagine they kill 3 of the Goblins - the units are now positioned like this.

TURN 3

Assuming the Dwarfs win again, they may put in another 4 models. The Elves are pushed back - and so cannot change formation.

2. Gaps caused by taking off casualties

Gaps can be filled in from rear ranks after a round of combat. The only reason models are removed from a front rank, rather than a rear rank, is so that you can see how many models actually get to fight. If you wish, models can be removed from a back rank, or any convenient position, just so long as you remember they have been killed. This example should make things clear.
The Goblins are retreated 2" and the humans are moved up to follow. The gaps left are filled in by any models from a back rank, or from the side. This is just to neaten up the whole thing, and doesn't count as changing formation (which is not allowed for troops being pushed back). The final position at the end of the combat round would now look like this.

One of the main features of fantasy gaming is that it is always developing, and always producing new situations. In combat there will always be occasions when who does what or goes where will be confused. The Games Master must use his common sense in such cases, writing down new rules or conventions as necessary. So long as all players use the same convention for combat procedures, movement or other aspect of the rules it doesn't really matter.

3. Skirmish Order

Skirmish Order just means the troops are drawn up in a loose formation, not shoulder to shoulder like normal troops. They have bigger bases accordingly, but have certain dice modifiers and are a bit faster. I put my Goblin Wolf Riders in skirmish order (base 30mmx40mm), and arm them with bows. I then use them in a long line like this:

Wolves move 9" anyway, so they're fast. Because they're in a line they can 'wheel' very easily like this:

Being in Skirmish order they are shot at with a minus one dice modifier, and can move at 8" through difficult terrain. Being mounted with armour and shields they have a 4,5,6 saving roll. I give mine bows as well, and use them in small units of 5 models.

Dean Holden writes in with a number of rather good new Chaos Attributes for Warhammer.

Explosive Head - I combat round must be spent concentrating - then...bang! Fragments will inflict a single Strength 1 hit on every model within 1". The explosive dies unless he has Regeneration.

X-Ray Vision - can see through solid objects up to 6", but not through lead or gold.

Detachable Hand. The hand may be taken off, and may be commanded by the owner. It crawls at 1/2" a Move Phase, may attack by Strangling but cannot carry or hold anything. The hand has 1 Wound and a Toughness equal to the owner. Strangling is at Weapon Skill 1, Strength equal to the owner. If the hand is destroyed the owner loses it, unless he can Regenerate.

I Jean Holden writes in with a number of rather good new Chaos Attributes for Warhammer.
Citadel bring you the popular Warhammer Fantasy Games System - the only game specially designed for enacting large scale, mass combats between fantasy armies.

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Do you have more unpainted figures than painted figures in your collection? Let's face it, painting figures is not easy. But now, Citadel have introduced something to make life easier – Citadel Colour.

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Available in economy boxed sets or single pots, Citadel Colour could be the answer to your painting problems. See the range at your local games or hobby shop today.