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Yet again the never-resting entrails of the Citadel Beast have heaved forth a new edition of The Citadel Compendium. This edition is our most heavily illustrated yet, simply brimming with new and redesigned models. Citadel miniatures are made for gamers and collectors, each and every model is handcrafted by our infirmous design zombies and brought to you via the machinations of our dedicated hard-working and hardly-maltreated-at-all staff. The Compendium is published once a year, forming a catalogue of Citadel miniatures that will remain available throughout that year. This edition will remain good for the whole of 1986 - or until we decide to publish a new edition (probably around the back-end of the year). This Compendium replaces the previous edition, and models illustrated in the old catalogue, but not in this one, may no longer be available Unfortunately, our models have only a short life span, and it is not possible to keep models in production forever.

In addition to the models illustrated herein - we call them the

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**THE THIRD CITADEL COMPENDIUM**

PUBLISHED BY CITADEL MINIATURES

PRODUCED BY THE GAMES WORKSHOP ORBITAL SPACE FORCES
All Beer and Skittles

HOW TO BUILD A FANTASY INN

By Gary Chalk

THE REASON WHY

Fantasy literature is full of inns and taverns. The Prancing Pony at Bree, Lankmar's Silver Eel and the Vulgar Unicorn in Sanctuary's Maze are all unique and yet all resemble each other in one respect — their clientele. Thieves go to a tavern to plot, wizards to see out information, and adventurers to hang about, lose their heads, and, hopefully, get hired. Anyone who is anyone will, at some time or another, tie up his horse outside and swagger in to the taproom calling for ale.

As the fantasy inn seems so much traffic, it's quite a useful model for a role-player or tabletop general to possess. As well as providing a venue for the ever popular bar-room brawl, it can provide a (relatively) safe haven during the Black-Rider season and give an encumbered adventurer a chance to part with some of his cash. As virtually any town or city will contain an inn, the Warhammer general can use such a building many times to provide a varied range of battle scenarios.

Alcoholic troops will find a tavern's well-stocked bar far more attractive than fighting the enemy. Whether, as a general, you would regard this as an annoyance or a welcome distraction will depend on the troops under your command. Who in the Northlands will ever forget the chaos at the Battle of Bugman's Brewery.

A neutral inn, stuck in the middle of a hotly-contested battlefield can make for an interesting and unusual three-cornered game, with the inn-keeper and his guests taking on troops from the opposing armies. This would be especially true of an inn whose cells (floorplans and a map) extended in all directions under the table. Blood-stained tapsters and guests could pop up from concealed entrances all over the place, while intruders entering the little-used tunnels and vaults might find all sorts of strange beasts lurking there.

PLANNING

Before you rush to your work-benches, the light of creativity burning brightly in your eye, it is best to do a little planning. Set down a few notes under the following headings:

Size. Work out the overall size of the model first. The tavern in the photographs is approximately 13 inches square, the size of one of my terrain modules. Someone making their first building would be well advised to try something a little more modest. Once you have decided the overall size, you can then work out the number of rooms that can be accommodated within the space. It is better to have a few relatively large rooms rather than a lot of small ones as a figure's base can take up an awful lot of space. A small tavern could have as few as three rooms, the bar itself, a kitchen and the owner's living room, plus perhaps a privy out the back. One last thing to remember about the size of your model is that when it is finished you have to have somewhere to put it. Don't make a model larger than your storage space.

The Base. The base of your model should fit in with the rest of your wargames scenery, both from the point of view of colour and general texture. My inn was based on 15" chipboard as are my other terrain modules. Smaller models could use plywood or hardboard. Don't use card for the base of any model of this size, as it will warp and curl up at the edges. The stronger the base, the stronger the whole model will be.

Time. The larger the model, the longer it will take to complete. If you don't have a lot of time, make a smaller building. You can't use an unfinished model and the longer it is left unfinished the more likely you are to lose interest in it.

Style. As you can see from the photos, 'The Man in the Moon' is built in a western-european medieval style, using stone, tiles and half-timbering. An inn built in a desert land or in a forest half way up a mountain would be built in a different style using locally obtained materials. A desert tavern would probably be built of mud brick, while one in a forest would be constructed solidly of timber. If you feel a bit lost when deciding on the style of your building, try the junior reference section of your local library. These generally have lots of highly illustrated books on history or life in other countries which can be very useful.
MATERIALS

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CONSTRUCTION

The first step in constructing the model is to draw out a rough plan on a piece of paper, with all the dimensions and door and window positions marked. This can save you lots of confusion and wasted time later. Take your sheet of mounting card and, using a ruler and a set-square, transfer the dimensions from your rough and draw up the wall and roof pieces. Draw the windows and doorways in position. It is vital that you use a set-square for this stage of the operation or the pieces will be so inaccurate that none of them will fit together properly.

Using a ruler and a sharp craft-knife or scalpel, cut the various pieces. Cut out the windows and any of the doors you wish to have open in the finished model. I left all of mine shut, using the basic mounting card to represent wood, outlining the doors with frames cut from strip balsa glued into position round the edge.

The next stage of construction is the woodwork on the models. Use balsa strip for the door and window frames and thicker balsa rods for the edges of the beams with a sculptor rounding off the sharp edges and making them slightly irregular. This will give them a far more realistic appearance than if they are left with a 'factory finished' look. Real timber framing often employed whole tree trunks with considerable twists and turns. These were then shaped roughly with an adze (a mattock-look carpenter's tool) before being placed in position. Only in the houses of the rich were beams finished and squared off properly.

Using Bastilk or Uhu the finished beams are glued into position. As 'The Man in the Moon' was rather large and involved, I decided to apply beams only to the outside of the building, the interior woodwork being confined to doorframes and a raised gallery in the main bar-room. The number of beams you put on is up to you. Window and door frames are also glued into position at this stage.

The building walls are then glued into position on the base, again using impact adhesive. The thickness of the mounting card allows the corners to be simply butted and glued. As the whole structure is being mounted on a firm base, this will prove to be quite strong enough.

The plasticard should now be cut into a number of rectangles of different sizes, the maximum being about half an inch square. These can then be glued in irregular groups on the base of the model, both inside and out, to represent paving stones. Any parts of the building with stone walls should also be treated in the same way. In addition, the corners of any stone walls should be carefully built over with plasticard rectangles to give the appearance of the heavy stonework found on the corners of real buildings. Not only does this make the building look more realistic, it also neatly hides the joins where card is glued together.

Any other structures, such as fences, lawn walls, privies etc. should now be stuck in position on the base.

This down some Texiton plaster with water and, using an old brush, paint the interior walls, covering any plasticard stonework and painting up to the edges of the beams. The floor should also be painted over, the plaster being used not only to create texture, but to fill in any gaps between the walls and base. The exterior base should now be painted with Texiton, using a thicker mix than was used on the walls.

While the plaster is drying, it can be quite a good idea to get on with the roofs. The mounting card roof pieces must be tiled using this card, this is the most boring bit of the entire model but it does give a very realistic effect. First cut the thin card into strips about 3" long by 3/8" wide. You will need enough of these to cover the roof area of your model about 1.5 times. These strips should then be nailed every 1" or so, with a pair of scissors to represent strips of tiles. These should then be glued to the mounting card pieces sections, starting from the bottom edge and working up, overlapping each successive row. The crown of the roof should be finished off with a folded piece of thin card. The whole structure can then be painted with thinned down Texiton in the same manner as the walls.

The model can now be painted. For the large areas of walls, roofs and base, I would recommend using household emulsion paints. Not only can they be used straight from the tin, but they can also be mixed with powder paint to give a larger range of colours and shades at a low price. Small amounts of emulsion paint are available in the form of Crown Matchpots, samples of paint which contain enough for several buildings. Beams and other details are best painted using Citadel or Humbrol paints, after the main areas have been painted and dry-brushed to pick out the textures.

The model is now ready for any little details that you feel would give the place character. I added some miniature brewery posters, but anything from a pet plant to a portrait of the landlord's mother will make the place look lived in. Citadel produce a beautiful range of furniture, beds, chairs, tables and so on to get the building ready for opening time, and many suitable figures for seafowls, sailors and the inevitable awkward customers.
PAINT IT BLACK

PREPARING TO PAINT

For the benefit of the beginner and to embark upon the task of painting up his Warhammer regiment I'll run through its basic materials needed.

Knife and files. Those are needed to trim flash and other bits of unwanted metal from the model. Moulding lines, a thin line of metal all the way round a model, can be removed easily with a file. Vents, runs in the mould that let air out, may appear as strands of metal and need to be removed. Points of detail and require filing or cutting flat. A hobby knife is sharp, so remember, make cuts away from yourself just in case you slip. Similarly don't put too much pressure on the blade, as it may snap. Always exercise the utmost care when using sharp knives as they are dangerous if not used properly.

Undercoat. All metal models must be undercoated before painting. This is essential, otherwise the paint won't stick to the model, and will appear thin and mottled. The most sensible way of undercoating models is to use a car type undercoat, available in spray cans from any motocist shop, garage and some hobby shops. Most painters use a white undercoat, which takes colour very well. For mass painting techniques however, I prefer to use a black undercoat. Buy yourself a can of each.

Brushes are a must. Good brushes are a worthwhile investment. Most model shops sell decent brushes, as do art shops. You'll need a 1, a 0, and a 00. You can get away with fewer brushes, it depends on what you're comfortable with. As long as the brush has a good point it will suffice. Brushes do wear out - so be prepared to trim off stray bristles and buy a new brush every so often.

Water-based paints are used by almost all serious model painters these days. At this point I have to stem in and plug our own water-based range of paint, Citadel Colours. We have gone to a lot of trouble to ensure that our paint is ideally suited to our models and I can thoroughly recommend it. Having said that any water-based paint will do the job. They all intermix in any case.

Some modelers prefer enamels, oils and other exotic mediums. The advantages of these older methods are dubious, even when applied to individual models. It is assumed that water-based paints are to be used.

Pot - a pot (jar, jug, cup, beaker, etc) is needed for water so that you can thin paint, clean brushes, etc. Many people say that separate pots are needed for metallic paints, for light colours and for dark colours. If you feel happy surrounded by jars of water then that's fine. In any case, clean out your water when it gets dirty. This ensures that your paint stays clean, and lessens the chances of breeding deadly mosquitoes in the living room.

Palette - something to dump paint onto. An old plate, saucer, tile or anything similar will do. Paper is O.K. as long as it isn't too porous.

Space - not the final frontier, but just somewhere to work. A tabletop is fine. Cover this with a good thick layer of newspaper because, believe me, everyone spills paint new and again, and getting the stuff off carpets, tablecloths and family pets isn't always easy.

Light - the more the better. Daylight is best, but a strong spotlight or reading lamp will provide adequate illumination. Remember daylight and artificial light aren't the same at all, a model painted in one will look quite different in another.

PREPARING THE MODELS

Line up the regiment to be painted. Working through them one at a time, clean off any flash, mould lines or other unwanted bits of metal. There is nothing more annoying than finding a huge patch of mental crud once you've started painting. When you're through the models are ready for undercoating.

UNDERCOATING

For the technique described you'll need a black undercoat. Make sure that the models get a thorough covering. It is best to touch up thin or silvery patches with black paint just to make sure. When applying remember paint will go everywhere - so best do it out of doors, and use a box or newspaper to cut down on overspray. Spray as many models at once as you can. Two light coats may be necessary.
BASING

If models are shot-based, then attach the models to their bases now. Bases, or similar, is as good as anything.

PAINTING

Once the undercoat is dry you can start to paint. I leave undercoat for at least a couple of hours. It is best to leave it overnight if possible. Before painting have a good look at the models and plan your colours. You probably have an idea of what you want the regiment to look like already.

The easiest method of painting quickly and neatly is to paint several models at a time, 10 being a convenient number. Begin by painting the skin and work out inner-clothing, outer-clothing, armor, belts, etc. So, start by mixing a batch of your skin colour. Carefully apply the paint onto the areas of exposed flesh, leaving a little of the black undercoat showing at the edges and in deep creases in the flesh (such as between fingers). This line of black becomes your shading, and will help to delineate the different parts of the model when seen from a distance. How much black you leave is up to you. The amount of black will create an overall style, or look, so it is worth experimenting a little at first. Similarly, the density of your flesh paint will alter the feel of the overall model. Two coats applied one after the other may be required for a really solid appearance.

Once you have done the flesh on the 10 models, work through again painting the next colour, once more leaving a line of black to delineate the colour area. You will notice that paint applied over black always looks fairly dull. You must compensate for this by using a brighter colour than you actually want, so an orange becomes brown and yellow becomes a buff colour. To get a really bright colour you must either use two coats of paint, or paint the area white before applying the actual colour. This is more true of some colours than others, especially red and yellow.

UNIFORMS AND HATS

If painting uniforms give all of the models the same colour cloak, the same colour jerkin, etc. If you don’t want a uniform, but are going for an assorted rag-tag effect, then vary the bits you paint as you go through. This way the first warrior receives a brown cloak, the next a brown jerkin, the next brown trousers, and so on. Remember, if you’re painting a Regiment of Renown all of the models will be in the same basic position. It is best to paint each troop uniformly, so as not to detract from the strong, regular visual rhythm. If you don’t want a uniform appearance in such a regiment, then it is best to use colours of a similar intensity throughout, especially browns, greens and other drab colours. In this way the colours will sit happily with each other, and won’t make the regiment look like a disjointed kaleidoscope. Colour sense is something you will pick up - if in doubt have a look around at other player’s models.

METALLICS

The pigment in all metallic paint is relatively crude - comprising a suspension of ground metal powder. For this reason it must be handled carefully, and you may find it easiest to leave until last. If handled too much it will tend to rub off. If placed onto or near wet paint it will stick, and the same is true if you attempt to paint over it. For many years I avoided the stuff altogether, preferring to use shades of grey and brown. Then I discovered Windsor and Newton water-based paint metallics, which are simply the best paint of this kind and are thoroughly recommended. The Citadel metallics are pretty good too and stand comparison. All these are water-based.

DETAIL

Once all of the colours are on your models you are finished. The regiment is ready for final basing and varnishing before being bloodied in battle. If you have been careful the overall appearance is one of neatness and clarity - a few little touches may be necessary to correct the odd mistake here and there, or to add in additional black shading on small features.

If you have the time you might like to add a little detail to such details as eyes, claws, teeth and so on. Remember - your regiment has to look good from several feet distance, not from an inch or two. If you pack in too much detail you will break up the solid patches of colour, and detract from the overall appearance. Knowing when and where to apply detail is something you’ll pick up.

Eyes - look effective painted solidly black, with a tiny dot of white in each corner. Alternatively, leave plain black. For a really evil look paint a bright red or yellow dot right in the middle of the black. For a stary, manic look, ideal suited to Norse Berserkers, Hobgoblins and mad magicians, paint a small white dot in the centre of the black. These methods won’t win you individual figure prizes at Games Day - but they will look good on the tabletop.

Teeth - if the model has an open yelping mouth leave the inside black. Paint tongue, throat, etc red, orange, yellow or a similar colour, leaving plenty of black for shadow. Pick out the teeth with white, or off-white. Use a small brush, and try to leave very thin, but solid, lines of black between the teeth. Where this is difficult, wipe most of the paint from your brush until it is dry, then run the tip over the teeth the pick out the detail. This tends to lack a bit indistinct, but is sometimes the only way of doing really tiny teeth.

Claws - Claws start off as basic black. They will look best if you colour over only the most accessible portion, leaving a good deal of black at the root of the claw and underneath. White, yellow or grey are all good claw colours.

Studs - Studs, rivet heads and the like are another fiddly to paint around. The easiest way to do is simply to paint right through in the surrounding colour. For example, if you’re painting a brown shield, paint the whole shield brown, including any studs. Once the base coat is dry, paint each rivet with a blob of black, including a small area about half way around the rivet. Once the black is dry you can paint the rivet itself either silver, gunmetal or bronze. In this way each rivet is surrounded by a black shadow, and will really stand out. This method can be used to pick out any small detail, such as a wart on an Ogre’s nose, or the draw-string on a paunch.
Textures. So far we’ve only considered solid colours - a brown cloak, red trousers, etc. But you can add detail and interest by painting a tunic, chausses, particoloured clothing like a jestor’s definite texture which must not go against the underlying shape of the model. A very fine pattern will tend to break up the form of the model, and is very difficult to paint, especially over folds and creases. A bold pattern painted onto a large area, repeated throughout a regiment can look very effective. When painting a texture think about how the colours appear next to each other, and consider painting in a darker edge to broaden the contrast. For example, if a garment is red and white striped, first paint the whole garment white, then apply the stripes in red. Now mix a darker shade of the red and thin it down with water. Take your finest brush and very carefully paint a fine line on the edge of the red where it meets the white. If you have a spare, clean, moist brush you can quickly remove stray dark red if it gets onto the white. The effect is to heighten the contrast, reproducing the effect that life-size areas of contrasting colour would give.

Dry-brushing. This method is more time consuming and not so useful for mass painting. Make up a light shade of your base colour. Wipe most of the paint from the brush leaving it dry. Now brush over the area to be highlighted, small amounts of paint will catch in the raised areas producing a highlight effect. This method tends to wash out the colours slightly, which is alright if that’s the effect you want. Dry-brushing looks good on ‘scrapy’ troops, especially Cobolins and their kind.

DASING THE COMPLETED MODELS

The models are now painted and it only remains to complete the bases before applying varnish. Make sure all of the models are firmly attached to their slot bases and that none are wobbly. Before covering the base with scenic flock it is best to paint a black area around the model’s feet. This is left clear, and the figure stand out off the ground, instead of looking as if he’s buried in it. Now paint the rest of the base green – the edges of the slotbase can be painted green to match your tablecloth, or black to make them stand out. Sometimes black edges, as we take photos for our games and magazines must appear clear. If your troopers aren’t slotbased then you will have to make card bases and glue the models to them.

Once paint is dry, high small amounts of glue to the top of the base and apply scenic flock. Flack can be bought from railway hobby stores. Two leaves will do if you paint them green once dry, and dry brush over with yellow to create depth. Remember to leave a little block around the model’s feet.

VARNISHING

Varnish is needed to protect your finished models, especially if they are to see a lot of hand fighting, travelling and handling. Paint will invariably chip, wear, or flake off if you don’t varnish. Varnish comes in spray cans just like undercoat (try not to confuse the two). It can be bought from almost any model shop or art shop and comes in two kinds matt and gloss. Which you use is a matter of taste. Matt varnish looks more natural, but gloss varnish is far tougher, and many people find the glossy appearance more attractive. Matt varnish also seems to be more absorbent, and will attract dirt and grease, whereas gloss varnish can be cleaned or dusted more easily. If you want a matt finish it is best to varnish with gloss first (for toughness) and then again lightly with matt. Most of our own collectors are glossy (having spent hours on painting and converting) so we try to protect our models as best we can. However, glossy models are difficult to photograph because of the way bright light reflects from them, showing up as white patches. For this reason most of the models you’ll see in our magazines are matt varnished. Often they receive a coat of matt varnish just for the photo, and are re-glossed afterwards.

SHADING

This technique does not require shading, the hard shading provided by the undercoat is sufficient. When painting individual models for display, shading is essential, but on the tabletop it can make the models look drab by reducing the visual impact of the colours. However, if carefully and selectively applied, shading can help to improve the appearance of a regiment.

Line shading, stroke shading or, whatever you want to call it, is the method I prefer for shading regiments. If a model has a conspicuous crease in its clothing then this will tend to look odd if not shaded. Mix a darker shade of the base colour, almost black for dark colours, and grey or brownish for light colours. Now, simply paint the crease with a solid line - a single stroke of the brush will suffice. The effect is to give a hard shadow. Although this may look odd close up, once on the table it will appear far more effective than any amount of fanny, finely-gradated shading.

Wash. To make a wash mix up a dark shade of the colour to be shaded and thin it down with a little water. Paint it onto the area to be shaded, and immediately wipe it off the bulk of it (these, reg, fingers, etc.). The paint will be left in the crack and creases, producing instant shading. You must be careful when using this method as too much shading will break up the colour areas. The most useful application of this technique is to paint faces and flesh. Faces are naturally craggy, so need shading if they are to look right.

HIGHLIGHTS

As with shading, highlights are not absolutely essential, but if done carefully can be effective.

Line Highlights. This method is used to emphasise a prominent crease in clothing, or a raised line that would naturally catch the light. Mix a lighter shade of your base colour. That usually means white, although you can lighten greens, browns and reds with yellow. Paint a patch of this colour onto the raised area, giving you a solid line. It is important not to overdo this, nor to over-emphasise the contrast. The result must look credible from a distance of several feet. This method can be used to highlight thin tresses on faces, by painting a pale stripe across the forehead, on the tip of the chin and down the bridge of the nose.

STANDARDS

The focal point of any regiment is its standard - and you will find it worth spending time on this. The easiest way to learn how to paint a standard is to copy one. The work of master standard painters, such as David Andrews and John Blanche are well worth copying. John has even painted a special set of Warhammer standards for our own regiments if you like. Alternatively copy them out, or alter slightly to produce a new and original design.
NEW MONSTERS

NEW DEMON

MIGHTY A-ANGOR THE GIGANTIC BALROG - SLAYER OF GODS

Most foul and deadly of all his kind is the Dairog Aangor, Slayer of Gods, Great Demon of the Deepest Pits of Hell. Before him even Dairog and Demons quail in terror, squirming pitifully like squashed infants. His body is black beneath a cake of running song and blood-crusted fur. His skin sweats sickly scented blood, his foaming jaws spit rotting gore, and dark blood pours constantly from his ears, nostrils and eyes. Every inch of his body is slimy and slippery with viscidness. The stench of decay and putrescent flesh that he exudes is alone sufficient to tear apart the mind of a mortal. This is the least of Aangor's powers, for he is also a potent wizard, with dark and unfathomable secrets magic far beyond the scope of living creatures.

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Special Rules. Aangor can fly as a lancer. As a Greater Demon he causes fear and terror in all living creatures. He is immune to psychological effects, unless caused by gods. He is immune to normal weapons. As a Dairog he is immune to fire attacks and fire based magic. He attacks in combat with 6 Claws, 3 stumps and a tail-lash.

Aangor can breathe fire in the same way as a Dragon, causing 206 strength 10 hits at a range of 12'. He cannot breathe fire in combat.

Aangor is a mighty wizard as well as a creature of brute force and unfathomable enigmas. He is the equivilent to Level 4 wizard with a Magic Correlation Level of 100 and the following spells.

Level 1 Fire Ball
Level 2 Aura of Protection
Lightning Bolt
Smash
Level 3 Arrow Invulnerability
Cause Stupidity
Dissipate Aura
Level 4 Blast
Stand Still

In addition Aangor has a special spell of his own Burst Flesh.

Spell Level 4
Energy 15
Description This spell may be used against an individual or unit of living creatures within 12'. If used against a unit it will affect up to 6 individuals. Targets have their usual magical saving throws. If they fail these then their living tissue will swell, brains expanding to divide skulls, bowels heaving and crawling from splitting stomachs, internal organs exploding into a maze of tangled, writhing gore. This causes the instant death of its victims - and surviving members of the unit must take an immediate rout test.

NEW ELEMENTALS

These new Elemental types are further manifestations of natural forces, akin to the basic elements of earth, air, fire and water. They have an affinity with one of the 4 elements, and will not attack, and cannot harm, other Elementals of that type. All the general rules that apply to Elementals hold true for these new ones (see page 47 of the Warhammer Battle Bestiary).

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Basic Points Value 1137

LIFE ELEMENTAL

Life Elementals are allied to the Elementals of the Earth. Unlike other Earth Elementals, however, they are tall and graceful, as a young tree or a beautiful woman. They are creatures of the growing earth, the revitalizing force that gives life to plants and plant spirits. As such they are revered especially by the Elven - who, more than any other race, are preoccupied with living things, useful plants, stimulating herbs and other vegetable derived substances. Rules are the same as for Earth Elementals, except that Life Elementals of size 5 or greater can cast a Hedge of Thorns spell rather than the usual Assault of Stone.

10
DEATH ELEMENTAL

The Death Elemental is also allied to the Elementals of the Earth, but represents the negative side of the force - that which claims all living things into the bosom of the earth, enabling continual rebirth from the soil. The balance between life and death is obviously a delicate one, for each feeds the other in a continuous and harmonious cycle. Rules are the same as for other Earth Elementals, except that a Death Elemental cannot raise an Assist of Stone spell. Instead, any Elemental of strength 5 or more may use a unique power called the Squeeze of Death. The Elemental simply points at any individual living model causing an automatic D6 wounds, irrespective of toughness and without recourse to saving throws of any kind. Range equals the Elemental's size in inches (size 5 = 5', size 10 = 10', etc.). This power can be used in combat as well as normal attacks.

PLAGUE ELEMENTAL

This is a Elemental of the air. Its arrival can easily be foretold by a foul stench on the breeze, as of rotting flesh or garbage. Rules apply as for other Air Elementals. Plague Elementals can cast a Wind Blast spell, but note that this is a rank, disgusting wind. This causes the equivalent of 1 strength 3 hit on each living target affected by the blast. Elves, because they are naturally fastidious if not obsessive about personal hygiene, suffer strength 4 hits instead. Victims turn black, their tongues swell horridly, skin blisters and blast, yellow boils burst out all over their dying bodies.

NEW MONSTERS

DRAGON TURTLE

The Dragon Turtle is an aquatic reptile which spends very little of its time on shore. The only occasion these creatures leave the sea is to lay their eggs, which they do along sandy beaches, burying them before disappearing back into the ocean. At such times they are dangerous and aggressive, and willing attack other creatures that disturb them.

Physique. Dragon Turtles look like turtles, with the head of a Dragon, and a hard, spiky shell. They are over 10' long, and may be much larger. The very largest of these creatures will attack boats or swimmers.

World Distribution. World-wide in the oceans and coastal regions.

Alignment. Neutral.

Special Rules. The Dragon Turtle causes fear in all living creatures under 10' tall. Its shell gives it a basic saving roll of a 5 or 6 on a D6. The creature has 1 bite and 1 stamp attack.

CULCHAN

The Culchan is a huge, flightless, carnivorous bird that lives on the pampas grasslands of Lustria. It is prized by Pygmies and Slann for its multi-coloured plumes and for its flesh, considered a delicacy by Pygmies and Slann alike. The creatures are extremely fierce, but can be used as riding beasts if hand reared. Consequently eggs or hatchlings are very valuable.

Physique. These unusual birds have strong legs and necks, whilst their head is similar to that of a parrot. Their beaks are exceptionally strong, and can easily crack a man's skull. Plumage is usually brown, but males in good condition grow a completely new set of colourful red and blue plumage, as well as long tails and crests. They reach 8 - 9' in height.

World Distribution. The grasslands of Southern Lustria.

Alignment. Neutral.

Special Rules. 1 bite from the beak and 1 stamp from the legs. Subject to stupidity.

Basic Profile.

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Basic Points Value 18.

COATL

The Coatl, or flying serpent, is a strange Lustrian creature that figures strongly in the legends of the Slann. The Slann associate the creatures with their God Guexzecloot, treating it as a sacred animal. Coatl are intelligent creatures and may even be magical, they speak their own rather abstruse tongue.

Physique. Adults can reach 20' in length. They resemble large snakes, with a head similar to that of a Dragon and large, feathered wings. Sometimes their whole body can be covered in feathers. The Coatl can shed and grow new plumage in any colour it chooses, leaving a cast of its old skin rather like that of an ordinary snake. These are prized by the Slann, and used by them to make ceremonial cloaks and banners.

World Distribution. Tropical rain forests of Lustria.

Alignment. Good.

Special Rules. Bite attacks. Coatl are venomous. Fly as swimmers. Cause fear in living creatures under 10' tall. Coatl can be wizards (5% chance of any one individual being a wizard). Work out profiles as points as normal for wizards.

Basic Profile.

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Basic Points Value 78.
**CITADEL MINIATURES PUBLICATIONS**

**Fantasy Battle Rules**

BY BRYAN ANSELL, RICHARD HALLIWELL & RICHARD PRIESTLEY

Within the WARGAMES Fantasy Battle Rules, you will find all the information needed to enable you to re-create fantastic battles on the tabletop. Players take command of powerful armies, cunning wizards and mighty heroes in a world where magic works and the nightmare creatures of legend are deadly real.

To play WARGAMES battles, you will need the rulebooks in this set, a selection of models, and dice. This box also contains a small selection of full-colour card models to enable you to fight out the introductory scenario. Dice and three-dimensional models are not included.

**Blood Bath at Orc's Drift**

BY IAN PAGE, GARY CHALK & JOE DEVER

King E'yar - Orc chieftain of the North - plans a swift campaign of devastation upon his enemies of old. Elves, dwarfs and men of the colonial state of Ramalina unite to stop him - but is it already too late? Find out with Orc's Drift, a specially designed WARGAMES scenario pack featuring four separate battles with complete battle maps and dispositions, cardboard armies, a full set of command sheets for combatants, a selection of attractive card buildings and a comprehensive victory points schedule for each side. A major WARGAMES campaign in one package.

**Blood on the Streets Village Pack One**

This village pack contains a selection of card models ideal for use in any role-playing adventure game or tabletop battle. A special descriptive booklet - The Riddling - introduces three villages created using the models from this box, together with suggested inhabitants and campaign ideas.

Village Pack Two will be available from January '86.

**Citadel Journal**

The Citadel Journal is the first of our quarterly magazine featuring Orc Step Beyond - expert tips in painting and converting from John Blanche, Regiments of Renown - up to date descriptions and full Wargames stats, Archale Abbotts - cut out and assemble card buildings ideal scenery for Wargames battles. Plus who's who at Citadel, Compendium Selection, Readers Art Gallery and much more!

The Second Citadel Journal features The Dolgan Raiders - a Wargames scenario with card models and counters, Pippen Muckyfoot's Guide to Painting - first paint work in acrylics, Regiments of Renown - more up to date descriptions with full Wargames stats. Plus The Known World, Giants, Titans and Giant Demons on a budget plus the usual articles.

The Third Citadel Journal will be available from Spring '86.
THEY'RE HERE - Cut from Steve Jackson's and Ian Livingstone's best selling book: the FIGHTING FANTASY models from CITADEL MINIATURES. Mighty theed barbarians and awesome wizards battle in mortal struggle against the evil denizens of darkness and the black legions of chaos. Each finely detailed figure is moulded in grey plastic and stands approximately 60mm tall (aprox 88mm) and comes supplied with an assortment of weapons and equipment, including one of a selection of different interchangeable heads or helmets.

Collect them all, and muster your own armies of goodly heroes or foul hordes of bestial monsters.

ALL FIGURES 65p EXCEPT OGRES £1.25

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FIGHTING FANTASY ©1982 Steve Jackson and Ian Livingstone.
Presenting the all new Citadel Compendium Selection of models, replacing the selection in prior Compendia and Journals. The models illustrated within these halloved pages do not represent the entire range of Citadel Miniatures - the sum total of which would fill a tome of insanely large proportions but, rather, comprise a limited selection from each range. The complete range of Citadel models changes all at the time - with a half-dozen new models made every single working day. Although we would like to provide you with a catalogue of all of our hundreds and hundreds of models this simply isn't possible. Models are continually going out of production, moulds are perpetually wearing out and new ones being made. Given this state of flux, industrial anarchy and managerial indecision we find it impossible to promise that any given model will or won't be available at any given time. The models illustrated in this catalogue, however, will remain in production for the life of this compendium (throughout 1986). We will make a heroic effort to keep these models available. Our gallant mould-makers will be beaten into producing however many moulds are necessary to ensure that these models remain available. Some of our workers will fall by the wayside, bloodied, redundant carcasses littering our otherwise unailed corridors. However, the sacrifice will be worth it.

**WARNING** - Please remember Citadel models are intended for serious and responsible collectors and gamers - they are not toys. Models contain lead which may be harmful if chewed or swallowed. Citadel miniatures are not recommended for children under 12 years of age.

Most Citadel models now come with a separate styrene Slotta-base for gaming and display. Each base has either a pre-cut groove to take the model, or a series of weakened grooves underneath. Use a screwdriver to push out weakened grooves where required (do not use the model tab itself or it will break). Apply glue to the tab on your model and fix to the slotta-base as shown. Slotta-bases provide a stable base for your models and are ideal for displaying your models at their best. Each model comes with an appropriately sized and shaped base, additional slotta-bases can be purchased separately should you wish, for a mere 2p for hexagonal, 20mm & 35mm bases, 3p for horse/monster doling bases and 6p for 40mm bases, and 5p for flying bases.

Models indicated come complete with a separate, moulded, hard-nyrene shield allowing, for the first time ever, realistic shield thicknesses and enhanced threedimensional effect. Each metal model is cast with a separate shield stud. Attach the shields to the styg using super-glue or similar adhesive. The studs are cunningly moulded so that they can be painted to represent a metal shield boss. By 1986 we will be making special shield design transfers available to fit these clever little devils. You can purchase extra shields for 1p each.

**Requires Assembly** - this symbol indicates that the model or models are cast in two or more parts. Such models will need to be assembled by you. 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.
FIGHTERS
C01

Wolfhead  Hercule Throb  Sir Bryan of Linby  Anwan of Middlemarth  Ivan Nozski

Angus Hardheart  Sigurd  Erlic  Aelfric  Dolgar  Baldur

Gustray  Atari  Cedric  Dorian  Baron Banesword

Hengist  Achmed  Beowulf the Berserk  Kiotilde Ironface
THIEVES
C04

Quickblade
Footpad
Rownauld Byggs
Cuthroat
Thug
Stiletto
Phaygin
Gutsnort
Quickfoot
Cat Burgler

CHAOS RATMEN (SKAVEN)
C47

NIGHT RUNNER
WAR THRALL
SPIKE SLINGER
SLAVER

PACKLORD
LAIR WARDEN
BACKSTABBER
IRON WELDER
PLAGUE MONK
CLAN RFTAINER
SKELETONS
C17

Lord Krell  Azak   Ranlac   Azul-z-ini   Zolbob Blackcowl   Finrum

Gazrus   Zugsteer   Nyre-rim   Orlak

UNDEAD SAMURAI
C18

Tu   Ig   Liy   Kn-fi   Chi   Ho   Chun   Ne   Ta   Bo
COLD ONE RIDERS
C21
- Dazibow
- Koriflame
- Addlecere
- Skarrasha
- Agard
- Orribul
- Zolzola
- Snapper
- Snarler
- Leaper

CREATURES
C22
- Rats(s)
- Weasel(s)
- Werefox(s)
- Rat Pack(s)
- Baby Dragon(m)
- Wizards Familiars (m)
- Demon(m)
- Mud Elemental(m)
- Carniverous Snapper(m)
- Chaos Demon(t)
- Werewolf(t)
- Amphibena(t)
- Basilisk(t)
- Giant Snail(t)

Each pack contains a random selection of 1 small, 1 medium and 1 large creature.
CHAOS GOBLIN MUTANTS

The Twins  Plague  Spiky Shaman  Horns  Long Neck
Mace Tail  Wingback  Beast  Three Eyes  Hopper

PYGMIES

Umpopo  Ugh  Ahq  Bongo
Puff
Chieftain  Standard Bearer  Shaman  Og  Arg
CHAOS SNAKEMEN

Saranth Elf Mangler
Higgat Dwarf Slicer
S'Sirron Fangthrane

S'Ion Life Smasher
S'Ilarare Slintered Fang

GOBLIN FANATICS

Agrat
Noshtuf
Dugga
Igi
Kang
Zitty

HOBHOUNDS WITH HOBGOBLIN HANDLER
CITADEL MINIATURES

GIANT DEMONS
C28
Designed by Nick Bibby

LARGE MONSTERS
C29
Designed by Nick Bibby

Amratha Mangorex
Dematt Ghoulchewer

Giant Carnivorous Bird

Giant Owl
Turtle Dragon

Plague Elemental
Coatl
(Winged Fire Demon)
(Supplied with clear plastic base)
LARGE MONSTERS

C29

Designed by Nick Briggs

- Creeping Young Dragon
- Horned Young Dragon
- Jabberwocky
- Mauling Young Dragon
- Scorpion Tailed Young Dragon
- Steathy Young Dragon
- Cave Dragon
- Spined Young Dragon & Hatchling
AMAZONS

C30

Tribes Women
Mother Samantha
Koka-Kalim
Koka-Kalim Clubber
Berzerker
The Goddess Rigg

Sisterhood Novice
Tribes Women
Body Guard
Koka-Kalim Blade Woman
Body Guard
Sisterhood Mage
Body Guard

GIANT HILL TROLL

C31

Designed by Kev Adams

Giant Hill Troll
CITADEL MINIATURES

SLANN
C32
Designed by Alan & Michael Perry

Slave
Slave Master
Brave Axeman
Herald
Spearman
Brave Leader
Slave
Brave
Warrior
Palace Guard Officer

ADVENTURE PACKS
C33
Designed by Alan Morris & The Perry Twins

Supplied with a clear plastic stand
Wizard on Flying Carpet
Chaos Knight
ADVENTURE PACKS
C33

Chaos General
Chaos Champion
Chaos Hero
Ranger

GARGOYLES
C48

Ahkenedab
Zhted
Bld'Ngor
Gotalot
Znt'Raht
Sld'Eth

Each figure comes supplied with a random set of wings
CITADEL
MINIATURES

ELEMENTALS & DEMONS
C34

Supplied with clear plastic stands

Deamon
Chaos Demon
Demons of Law (2)
Pit Fiend
Chaos Demon
Life & Death elemental (Pack of 2)

Water Elemental
Fire Elemental
Stone Elemental
Air Elemental
ADD 1 MAGIC USER
player character pack

ADD 2 FIGHTER WITH LONGSWORD
player character pack

ADD 3 CLERIC WITH MACE
player character pack

ADD 4 THIEF WITH SWORD
player character pack

ADD 5 ILLUSIONIST
player character pack

ADD 6 PALADIN WITH LONGSWORD
player character pack

ADD 7 RANGER WITH SWORD & BOW
player character pack

ADD 8 ASSASSIN WITH DAGGER AND SWORD
player character pack

A new concept in role-play models! Each Player Character Pack comprises three versions of the same character, representing the adventurer as a starter character, as an experienced adventurer and, finally, as a fully developed high-level character.
ADD 9 DRUID
player character pack

ADD 10 FIGHTER IN PLATEMAIL
adventure pack

ADD 11 FEMALE MAGIC USER
player character pack

ADD 12 FEMALE FIGHTER
player character pack

ADD 13 FEMALE CLERIC
player character pack

ADD 18 BARD
adventure pack

ADD 21 BARBARIAN
adventure pack

ADD 48 CAVALIER
adventure pack
ADD 31 DWARF FIGHTER WITH AXE
player character pack

ADD 51 KOBOLDS*

ADD 52 GOBLINS*

ADD 54 HOBBEBULBS*

ADD 55 GNOLLS*

ADD 56 BUGBEARS*

ADD 57 OGRE*
ADD 59 TROLL*
ADD 60 NORKERS*

FEMALE
SHAMAN
YOUTH
BABY

ADD 63 BUGBEAR TRIBAL PACK
Each pack contains either the female bugbear & youth and baby or the shaman & youth and baby. Please specify which one you prefer.

ADD 62 SHAMBLING MOUND & SHRIEKER
ADD 67 SAHUAGIN (SEA DEVILS)*
ADD 68 DROW (DARK ELVES)*
ADD 69 GYTHYANKI*

ADD 65 DUERGAR (EVIL DWARVES)*

Supplied with random heads*
ADD 72 CARRION CRAWLER
ADD 75 GORGON
ADD 76 STIRGES
supplied with clear plastic stands
ADD 77 UMBER HULK *
ADD 80 BLINK DOGS
ADD 81 OWLBEAR *
ADD 83 CENTAUR & SATYR *
ADD 84 BEHOLDER

ADD 86 MINOTAUR *

ADD 91 RUST MONSTERS

SHADOW
ZOMBIE *
GHOUL *
GHAST *
WIGHT *
LICH *

ADD 93 THE UNDEAD 1

ADD 94 THE UNDEAD 2

Supplied with random heads *
ME 44 Uruk-Hai

ME 45 Dúnedain: Hill Men

ME 51 Orcs of the Red Eye

ME 52 Olog-Hai Troll

ME 53 Southron: Evil Haradrim

ME 54 Easterlings

ME 55 Mouth of Sauron: Evil Warrior Mage
Citadel's new Lord of the Rings miniatures are especially designed to complement games based on the works of J.R.R. Tolkien. They are ideal for use with role-playing games, such as I.C.E.'s Middle Earth Role Playing Game, or mass battle games such as WARHAMMER.
WARHAMMER
REGIMENTS
OF
RENOVN

AVENGING KNIGHTS OF THE CLEANSING
FLAME
RR17
Designed by Jes Goodwin

Standard  Leader  Musician  Trooper  Champion

EEZA UGEZOD’S MOTHER CRUSHERS
RR18
Designed by Nick Lund

Standard  Leader  Trooper  Champion  Musician

GOBLIN WARLORD’S CHARIOT
BN1
Designed by Nick Lund
STO3 KLINGON D-7
(BATTLE CRUISER)

ST15 ROMULAN WINGED DEFENDER
(CRUISER)

ST01 U.S.S. ENTERPRISE
(NEW STYLE CRUISER)

DOCTOR WHO

MINIATURES

AVAILABLE IN THE U.S.A. FROM THE FASA CORPORATION

Cyberman
Timelord
4th Doctor
Dalek

Dr. Who Miniatures are produced under license from the FASA Corporation and are designed for use with the Dr. Who Role-Playing Game - FASA Corporation 1984

2000AD's

JUDGE DREDD

MINIATURES

A TITAN/CITADEL CO-PRODUCTION

JD2 Judge Anderson
JD1 Judge Dredd
JD3 PERPS

Gestapo Bob Harris

Clive the Club
Spug Slatt
Ramperco
Spit-gun Suzi
Blocker
Chester Zermoe
Blaster Bellamy

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DRAGONS

Designed by Tom Meier

NOT FOR SALE BY U.S.A.

DG 2 Red Dragon
DG 6 Zombie Dragon
DG 1 Oriental Dragon
DG 5 Fire Dragon
DG 3 Blue Dragon
DG 4 Black Dragon
DG 7 Green Dragon
Arcane Monstrosities

TA5 War Eagle

TA6 Emperor Dragon

TA7 Chaos Battering Ram

SAATOR GIANT DEMON OF EVIL

No creature broods with black evil as does Saator, and no other creature does he despise more than the pathetic race of humanity. His malice is bottomless; his hatred is deadly salt that grows black upon his face and becomes hideous. He could destroy humanity if he wished. But Saator is a foe subtle, and for him cruelty is merely a mask. That would be too easy! Too uncivilizing! Saator knows that these are terror ways of death, but there are more profound than the base of destruction. They are thousand times more intense than the death rays. He - instead he delights in the corruption of man's powers in the desert of reality in the world and hatred and cruelty - that he needs in humanity. Those are engines he knows well; emotions that could be used in his gleaming yellow eyes were there a creature that bore them. But few living creatures could survive the stare of hatred in that face, or breathe the insidious air of corruption that issues from that evil muzzle. A few that tried would be lucky enough to die. More likely they would themselves become twisted with bitterness, turned upon their own race and driven insane with hate, death and carnage.

TA8 SA-ATOR-GIGANTIC DEMON LORD

Special Rules. Saator can fly as a swooper. As a Sweeper Demon he causes fear and terror in all living creatures. He is immune to psychological effects, unless caused by spells. He is immune to normal weapons. He attacks in concert with his troops. Saator's breath is an incredibly evil that it is poisonous to any ordinary living creature. This may be breathed once per turn against any unit or individual within 15', and will affect up to 1D6 troops. Targets must make a saving throw of 4, 5 or 6 on a 1D6 to avoid being affected.

[Table of statistics and rules]
SPINED DRAGON
NB1  Designed by Nick Pilny

KEGOX, THE KEVIN PEAT DRAGON
NB2  Designed by Nick Pilny

> 50% of Citadel Miniatures profits from the sale of this model will be donated to the "ELECTRIC BED APPEAL" for the Cameron Ward of the Orpington General Hospital.

Both these models require advanced modelling techniques and are even more difficult to assemble than our usual multi-part models.
**Boxed Sets**

**Mighty Ugezod's Death Commandos**

BC4

- Giant Black Orc
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- Orc Shaman
- Orc 'Pot Belly'
- Hobgoblin Berserker
- Hobgoblin Warrior
- Mighty Ugezod (Giant Orc)
- Mutant Goblin

**Michael Moorcock's 'Eternal Champion'**

BC5

- Elric Kinslayer
- Moonglum
- Corum
- Erekose
- Ulric
- Jerry Cornelius
- Elric White Wolf
- Hawkmoon

*Models illustrated*

This boxed set contains eight models:

1. Elric Kinslayer *
2. Moonglum *
3. Corum *
4. Erekose
5. Ulric
6. Jerry Cornelius
7. Elric White Wolf
8. Hawkmoon

* Models illustrated

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Boxed Sets

Lone Wolf: GiaK Attack
LW1

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GiaK Standard
Gorgaz
Sir Pelethor

Mane GiaK
GiaK Bow
GiaK Angry
GiaK Attacking
GiaK Spear

THE FELLOWSHIP OF THE RING
BME1

Designed by Aly Morrison, Bob Morss and A. The Perry Team

Samwise
Pippin
Frodo
Merry
Cimli

Gandalf
Bill the Pony
Aragorn
Legolas
Boromir

Citadel's new Lord of the Rings miniatures are especially designed to complement games based on the works of J.R.R. Tolkien. They are ideal for use with role-playing games, such as LWJ's Middle Earth Role Playing Game, or in other fantasy games such as Warhammer.

Copyright 1995 Tolkien Enterprises. THE HOBBIT and LORD OF THE RINGS and all character names and places therein are trademark properties of Tolkien Enterprises, a division of the Saul Zaentz Company. Unauthorized use is prohibited.
Supplied with a random selection of 3 heads and a tail.

**GARGANTUAN FIRE GIANT LORD**

*CM2*

*Designed by Nick Sibley*

**GARGANTUAN FIRE GIANT LORD**

The Gargantuan Fire Giant Lord is surely amongst the deadliest of all foes, tough as a dragon and resilient as a demon – yet cunning as any human. His skin is fiery and red, his eyes inflamed with glaring yellow lights, and his voice resonating and gurgling like a cauldron. His aurochs is of bronze, and all of his ornaments of copper. His weapon is the triple spiked death-mace, a mighty and fearsome device in his capable hands.

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Special Rules: The Fire Lord causes fear and terror in all living creatures. He is immune to psychological effects, unless caused by greater demons or gods. In addition he can breathe fire once per turn against any unit other than individual within 10', and will affect up to 3D6 troops. Targets must make a saving throw of 4, 5 or 6 on a D6 or are instantly slain.

**DRAGON TOAD**

*CM3*

*Designed by Nick Sibley*
Nick Lund's
Chronicle
Miniatures

Black Orcs
N11

- Masher
- Spear
- Great Axe
- Pole Axe
- Hero
- Chieftain
- Guard
- Glaive Killer
- Mace
- Bowman

Hobgoblins
N12

- Hero
- Slicer
- Champion
- Slasher
- Soul Stealer
- Mangler
- Thruster
- Dwarf Maimer
- Spearman
- Two Hand
- Slaver
- Skin Eater
Nick Lund's Chronicle Miniatures

Orc Wolf Riders
N15

- Sharp Blade
- Ugly
- Sureshot
- Spear Stabber
- Strong Back
- Mangle
- Mace Arm
- Dwarf Annihilator
- Blackcoat
- Longtooth
- Wolffriend
- Gutter
- Red Eye
- Elf Catcher
- Death Mane
- Orc Carrier

Cave Goblins
N16

- Spiker
- Carver
- Ed Smasher
- Dwarf Fiend
- Elf Hater
- Straight Arm
- Black Mane
- Foot Chopper
- Side Spiker
- Strong Bow
Chaos Battle Banner Competition

The insane ravings of a million tortured souls can but compare palely to the gibbering enthusiasm with which you responded to our previous competitions. This time we expect even greater things! Our fortune-telling friend here has captured a mighty Chaos Battle Banner - all you have to do is rack your mutated brains and come up with a suitable design. The infamous Citadel staff artists will judge your efforts. They have been freshly lobotomised so that they can survive the excitement of opening all of your entries. Due to this sensible precaution we will not be able to read letters or pass on mail orders - so please send your entries separately from any other stuff (mail orders, enquiries, death-threats, etc). Please remember, we are unable to return entries (the post office refuse to touch anything once our staff have had their paws on it).

Send your entries (and no trespass under any circumstances) to:

Chaos Battle Banner Competition
Citadel Miniatures
Chewton St
Hilltop
Eastwood
Nottingham
Notts (UK)
For many moons now the screaming and clamouring has raged around the mighty fortress that is the Internal Art Department. The siege could only go on for so long (we ran out of tea) and we've decided to give in to the inarticulate demands of an inscrutable public. So here they are - the final installments of what we aimed to be a growing selection of banners, specially designed by the infamous Gery Chalk and John Farnell for Warhammer players, modelers and convertors... Cut out your chosen banner using scissors or a sharp blade, glue your banner around a suitable cross-pole and fix onto the standard bearer. To give the banner a more realistic wind-blown effect, you can bend folds into the paper by rolling around a blunt handle or pencil. To increase the strength and durability of your banner you can glue it to a tin-foil backing, this will make it easier to make good folds too.
In the thirteenth year of the reign of King Zoltan of Praag, the vile forces of Chaos swept south through Norsca to the borders of Kislev itself. And there, on the green banks of the Lynsk, Zoltan's army engaged their hell-spawned foe...

Foul fiends of Chaos, your breed will never taint this land while one man of Praag still lives!

With Zoltan, the loyal Stalag Militia and the fierce mountain men of Kislev, with their slings and stone flails...

Osre, AAAAAHHH!

DIE, DUNGSKINS!
PRAAG ARCHERS—FORMATION FIRE!

ARIANKA PRESERVE US! WRAITH-RIDERS!

Doom! No shield can protect against this sorcery!

They must think me bed-rid and witless to send them here! I will show them there's life in this old dog yet!

Wraith-Riders, eh?


But one there was who feared neither flame nor sorcery, for did he not wear the amulet of brass-trimmed Khorne?

His name was Slepian Foulheart—

Make way. The champion of Khorne shows you how to kill!

His blade was a whirlwind that cleaved a swath of death before him—

Blood for the Blood-god!

And even the battle-hardened royal guard turned to flee—

Aaaagh!

Come back, you men!

The king! Protect the king!

Slice!
YOU FIGHT LIKE A FOXY HALFLING, SLEBAN!

EH-?

YOU!

IT WILL BE LITTLE PLEASURE TO TAKE YOUR HEAD.

MY BATTLE IS NOT WITH YOU, KACEE DAARK!

SO BE IT! BLOOD FOR THE BLOOD-GOD!

NO... BUT MINE IS WITH YOU!

A SECOND CHAOS WARRIOR! BUT—WHY FIGHTS HE FOR PRAAG?

NOT FOR PRAAG, SIRE—
HE IS A DOOMED ONE—A FOLLOWER OF MALAChi, THE RENEGADE GOD!
ALL CHAOS IS HIS ENEMY.

AHHH!

KALEB'S MUTANT STEED ATTACKED—

HRAAAH! HRAAAH!

KHORNE MAY HAVE YOUR BONES, SLABAN FOUL-HEART.

YOUR SOUL, CLAIM FOR MALAChi!

THE LIVING AXE BIT—
—And drank deep of Chaos' evil!

Come, Chaos! Dreadaxe thirsts for you!
THEY BROKE THE DISHEARTENED FOE BACK INTO THE CYNOK, AND THOSE SPARKLING WATERS RAN RED WITH DEMON FOREMOST. MUST SLAUGHTER WAS KALEB DAARK!

WHO, MASTER WALPURGIS?

THE DOOMED ONE! THE PROPHECIES, VETCH—THE PROPHECIES!

BUT, MASTER, HE'S A CHAOS WARRIOR!

STOP ARGUING! GO! FETCH HIM! I MUST SEE HIM IMMEDIATELY!

SO IT WAS THAT KALEB DAARK ENTERED THE PALACE PRAAD—

EVEN OLD WALPURGIS WAS CHILLED BY THE MENACE OF HIS PRESENCE—

SPEAK YOUR MIND, WIZARD—
C-Certainly! Er, as you know, Praag has won a victory—largely thanks to you, of course!

And pray you are not wasting my time!

But chaos is strong. Soon there will come the final battle—and then Praag will fall.

Prophecy?

It is written in our book of Ancients.

"And in Praag's darkest hour the goddess Arianka shall rise from the dead and she shall smite the forces of Chaos and drive them from this land for ever..."

Your book of Ancients! Naught but fairytales? If this is what you have brought me here for—

What if I told you Arianka exists?

Come!
BEHOLD YOUR FAIRY-TALE, KALEB DAAKK—

THE GODDESS ARIANKA!

SHE WAS FOUND BY MY GRANDFATHER, WALPURGIS THE DIGGER, A PRICELESS GIFT TO US FROM THE ANCIENTS, BUT ALAS, USELESS TO US...

...FOR THE CRYSTAL KEYS WHICH WILL RELEASE HER HAVE LONG SINCE PASSED INTO THE KEEPING OF EVIL HANDS.

SO WHY BOTHER ME WITH THIS TALE, WIZARD?

IT IS ALSO WRITTEN—
"There shall come a champion—a man of chaos, yet not of chaos. Dark his deeds, but darker his doom, and he shall seek out the crystal keys and wrest them from the clutch of evil..."

That man is you, Kaleb Daark.

Why should I help you? Praag is nothing to me!

Because it is prophesied! Because you are here.

I am here because Malal instructed me.

There—you see! He has sent you to us!

Think, Kaleb Daark—your own god has chosen you!

There may be truth in your words, wizard.

Next: THE GOD-SLAYER!"
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