WARHAMMER FANTASY BATTLE RULES enable you to re-create fantastic battles on the table top. 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.

The box contains three rules books — COMBAT, BATTLE MAGIC and BATTLE BESTIARY; character cards, a play sheet and an introductory scenario - The Magnificent Sven.

THE NEW SECOND EDITION FEATURES A COMPLETELY REVISED AND EXPANDED RULES SYSTEM
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 hand-crafted by our infamous 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 moulds 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 Compendium Selection - Citadel produce many more for each individual code. You can find out about additional models only by keeping a close watch on your retailer's stock, and by keeping up to date via the Citadel Journal magazine. The Journal is published irregularly, approximately four times a year, and contains a host of articles on gaming, modelling and all aspects of fantasy models. The Journal also illustrates a selection of new models for the Compendium Selection, enabling you to keep abreast of new developments in the fantasy field.

We hope that you'll enjoy the Citadel Compendium. If you have any ideas for new models, games or articles why not drop us a line? Sadly, we are unable to reply to every single letter we receive, but we'll do our best; an S.A.E. helps. Don't delay - your ideas may help shape the future of fantasy models and games. Similarly, let us have your letters and artwork for publication - if we like your contribution we'll print it in a future Journal or Compendium for everyone to see.
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THE THIRD CITADEL COMPENDIUM
PUBLISHED BY CITADEL MINIATURES
PRODUCED BY THE GAMES WORKSHOP DIGITAL SPACE FORTESSA
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 leerk up information, and adventurers to hang about and look macho 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.

How to Build a Fantasy Inn
By Gary Chalk

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. Jot 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 23 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 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 1/8th 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 small 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 photographs, '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.
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 on 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 rod for the edges of the beams with a scalpel 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-like carpenter's tool) before being placed in position. Only in the houses of the rich were beams finished and squared off properly.

Using Bostik or Lhu 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 join where card is glued together.

Any other structures, such as fences, inn yard walls, privies and so on should now be stuck in position on the base.

Thin down some Tetrion 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 any gaps between the walls and base. The exterior base should now be painted with Tetrion, 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 thin 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 13 times. These strips should then be nicked every 1" or so, with a pair of scissors to represent strips of tiles. These should then be glued to the mounting card roof 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 Tetrion 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 large 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 texture.

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 pot 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 scullions, serving maids and the inevitable awkward customers.
PAINTING REGIMENTS FOR WARHAMMER
BY RICK PRIESTLEY

In the past, the Citadel Compendium has always featured at least one painting article, and the same is true of our quarterly magazine the Journal. However, these articles have always concerned themselves with the art of painting individual models - often to a very high standard indeed. Painting models in this way, one at a time, can take forever. This is fine if you're painting up an adventurer for a role-play campaign, or an army general or wizard, but when it comes to painting whole regiments different techniques are needed. In this article I'm going to discuss techniques that lend themselves to painting whole regiments quickly and effectively.

PAINTING REGIMENTS

Before putting brush to paint, think about what you're trying to do. You almost certainly intend to use your painted regiment as part of a Warhammer game, or a tabletop battle game of some kind. As such remember the following points:

1. Most of the time your models will be seen from over two feet away. Aim to make the models look good from a distance not from a few inches. Super-detail is not needed and may even detract from the overall appearance.

2. Your models will be seen in a large regimental block. The models you choose will create a sort of visual rhythm, especially if they are all the same - as with a Regiment of Renown. That overall rhythm is an added dimension that you must consider. Don't break that rhythm by using too many different colours or subdued shading.

3. Regiments of models never stand alone. They will appear against other regiments, scenery and the tabletop itself. Oily or subtle colours will simply vanish in sitations like this, as will subtle shading and minor detail. Even a bright colour will appear subdued when viewed from a distance and amongst the usual mass of tabletop greens so don't be afraid of using bright, strong colours. For the same reason avoid pastels and other light shades; a primary colour or a shade of equivalent strength will give a cleaner, cleaner result.

PREPARING TO PAINT

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

Knife and files. These 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 or nipples on 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 spray undercoat available in spray cans from any motorists 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 step in and plug our own water-based range of paint, Citadel Colour. 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 modellers 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 (jam-jar, 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 daub paint onto. An old plate, saucer, tile or anything similar will do. Paper is O.K. so 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 now 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 spotlamp 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 from 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 metallic 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 spraying, 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.
BASEING

If models are slot-tabased then attach the models to their bases now. Bostik, 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 paint 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. If being a convenient number. Begin by painting the skin and work out inner-clothing, outer-clothing, armour, 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, as 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 NOT

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. This looks right. Remember, if you're painting a Regiment of Renown all the models will be in the same basic position. It is best to paint such troops 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, greys and other drab colours. In this way the colours will sit happily with each other, and won't make the regiment look like a discordant 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 weep, 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 poster 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 the colours are on your models you are finished. The regiment is ready for final basing and varnishing and is now ready to be handled calmly. 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 weep, 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 poster 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.

Eyes - look effective painted solidly black, with a tiny dot of white in each corner. Alternatively, leave plain black. For a really evil look use a bright red or yellow dot right in the middle of the black. For a starry, manic, look, ideally 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 Days - but they will look good on the tabletop.

Teeth. If the model has an open yelling 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 them 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', now run the tip over the teeth to make a pale edge. This tends to look a bit indiscriminate, but is sometimes the only way of detailing 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 a bit fiddly to paint around. The easiest thing to do is simply to paint right over them 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 round from wide round 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 Oger's nose, or the draw-strings on a pouch.
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 tattered, chequed, parti-coloured clothing (like a jester's motley), stripes, hoops, etc. Remember, designs of this kind create a definable 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 highen the contrast, reproducing the effect that life-size areas of contrasting colour would give.

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 fancy, finely-graded 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 on to the area to be shaded, and immediately wipe off the bulk of it (tissue, rag, 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 avoid shading if you 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 whiter, 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 flash tones on faces, by painting a pale stripe across the forehead, on the tip of the chin and down the bridge of the nose.

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 'scruffy' troops, especially Goblins and their kind.

BASES 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 rule any that appear 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 makes 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 slot base can be painted green to match your tabletop, or black to make them stand out. This is often left with black edges, as we take photos for our games and magazines they must appear clear. If your troops aren't slot based then you will have to make card bases and glue the models to them.

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

VARNISHING

Varnish is needed to protect your finished models, especially if they are to see a lot of hard 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 absorbant, 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 collections are glossy (having spent hours on painting and converting 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.

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 this Compendium, and you can cut these out and use them for your own regiments if you like. Alternatively copy them out, or alter them slightly to produce a new and original design.
NEW MONSTERS

MIGHTY A-ANGOR THE GIGANTIC BALROG - SLAYER OF GODS

Most foul and deadly of all his kind is the Balrog Aangor, Slayer of Gods, Great Demon of the Deepest Pits of Hell. Before him even Balrogs and Demons quail in terror, a squalling pitifully like squashed infants. His body is black beneath a cake of running sores and blood-crusted fur. His skin sweats sickly scented blood, his foaming jaws split rotting gore, and dark blood pours constantly from his ears, nostrils and eyes. Every inch of his body is slimy and slippery with vermin. 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; magics far beyond the scope of living creatures.

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Special Rules. Aangor can fly as a lander. 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 Balrog he is immune to all fire attacks and fire based magics. He attacks in combat with 6 claws, 3 stomp 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 energies. He is the equivalent to a level 4 wizard with a Magic Constitution 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
Dispel Aura
Level 4 Blast
Stand Still

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

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 1133

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 motivating force that gives life to plants and plant spirits. As such they are revered especially by the Elves - 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 Assult of Stone.
DEATH ELEMENTAL

The Death Elemental is also allied to the Elements of the Earth, but represents the negative side of the force - that which reclaims 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 use an Assault 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, like other Air Elementals, but note that this is a rank, disgusting wind. This causes the equivalent of 1 strength 3 hit on each living target effected 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 horribley, skin blisters and great, 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 stomp attack.

**Basic Profile.**

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Basic Points Value 36.

PLAGUE ELEMENTAL

The Plague Elemental is an aquatic reptile which spends very little of its time on land. 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.

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Basic Points Value 36.

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Basic Points Value 36.

COATL

The Coatl, or flying serpent, is a strange Lusrian creature than figures strongly in the legends of the Slann. The Slann associate the creatures with their God Guezechcoatl, 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 regrow plumage in any colour, as well as long tails and crests. They reach 8' - 9' in height.

World Distribution. Tropical rain forests of Lustria.

Alignment. Good.

Special Rules. Bite attacks. Coatl are venomous. Fly as swoopers. 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.
Within the WARHAMMER 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 WARHAMMER 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.

King F'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 Ramalia unite to stop him - but is it already too late? Find out with Orc's Drift, a specially designed WARHAMMER 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 WARHAMMER campaign in one package.

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 Riding - 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.
They're here - cutting there way out from Steve Jackson's and Ian Livingstone's best selling book; the Fighting Fantasy models from Citadel Miniatures. Mighty thewbarbarians 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 (ogres 80mm) 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.

Heroes | Wizards | Skeletons | Monsters

Barbarians | Goblins

Heroic Knights | Orcs

Warriors of Chaos | Ogres

Dwarfs

All figures 65p except ogres £1.25

TM denotes trade mark of Penguin Books Ltd.

Fighting Fantasy ©1982 Steve Jackson and Ian Livingstone.
Presenting the all new Citadel Compendium Selection of models, replacing the selection in prior Compendiums and Journals. The models illustrated within these hallowed 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 of the time - with 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 and necessary to ensure that these models remain available. Some of our workers will fall by the wayside, bloodied, redundant carcasses littering our otherwise unsullied 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 & 25mm bases, 3p for horse/monster oblong bases and 6p for 40mm bases, and 5p for flying bases.

Models indicated come complete with a separate, moulded, hard-styrene shield allowing, for the first time ever, realistic shield thicknesses and enhanced three-dimensional effect. Each metal model is cast with a separate shield stud. Attach the shields to the stud 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

Gustrav
Atari
Cedric
Dorian
Baron Banesword

Hengist
Achmed
Beowulf the Berzerk
Klotilde Ironface
WIZARDS
C02
Archmage
Hansat
Derver
Baygar
Spyre
Norri
Skullspearer
Seerstone
Samantha Phox
Holbon Toddlebrew
Driilwear
Mazda
Kynkar

CLERICS
C03
Ancient Word Female
Rus
Ivory Temple
Inner Sight
Black Brotherhood
Albonite Female
Forestal
Red Robe
Word Power
Sacred Bull
HIGH ELVES
C08

Guard
Manfriend
Female Champion
Orc Slayer
Hero

Clear eye
Guard
Swiftfoot
Goblin Cleaver
Bowman

DARK ELVES
C09

Guard Maiden
Captain
Swordsman
Sorcerer

Casualty!
Mace Girl
Sword Maid
Death Maiden
Crossbow
Witch Elf
Legion Leader
Guard
HALF-ORCS
C10
Designed by Aly Merrick

Guard  Big Grin  One Tooth  She Devil  Two Sword  Mercenary

Shield Smasher  Gnash  Stiff  Sniper  Brave  Champion

HALFLINGS
C11
Designed by Alan & Michael Perry

Hog  Smallfoot  Mattock the Plump  Hari the Hammer

Big Waist  Rotundo  Proud Foot  Bill Benno  Lando the Large  Cecil Ogre Slayer
SNOTLINGS
C14
Designed by Kevin Adams
Bit Bob Gug Zot Dit
Zid Xen Bog Gug Dig Snot Snit Rud
Gig Lud Snif Greni Bogy Chug Tug Gaz

ORCS
C15
Designed by Atlas & Michael Perry
Gashcog Nazram Bungerbol Grigal Warlob
Nishrok Gobstob Brugzod Tizog Lutnob
Each pack contains a random selection of 1 small, 1 medium and 1 large creature.
Ogres
C23
- Marauder
- Oriental Ogre
- Warrior Priest
- Chaos Ogre
- Warlord
- Gladiator
- Bounty Hunter
- Mercenary

Troglodytes
C24
- Club Warrior
- Noble
- High Lord
- Club Warrior
- Maul
- Drummer
- Archer
- Spearman
- Warlord
MEN AT ARMS

Retainer with Crossbow
Billman Attacking
Archer Loading
Archer
Knight
Man-at-arms with Pole-axe

CHAOS BEASTMEN

Retainer Firing Bow
Retainer
Billman
Crossbowman
Man-at-arms

Swilefog
Guzgog
Ruttrot
Gizilgig
Agbone
Skarrim
Bolbone
Kollbag
Khornag
Hardhoof
Shearmone
Bendle
The Twins  Plauge  Spiky Shaman  Horns  Long Neck

Mace Tail  Wingback  Beast  Three Eyes  Hopper

Umpopo  Ugh  Ahg  Bongo

Chieftain  Standard Bearer  Shaman  Og  Arg
CHAOS SNAKEMEN
C27 Designed by Charles Elliott

Saranth Elf Mangler
Higgat Dwarf Slicer
S'Sirron Fangthrane
S'I'on Life Smasher
S'Lararet Slintered Fang

GOBLIN FANATICS
C27 Designed by Alan & Michael Prezy

Agrat
Noshtof
Dugga
Igi
Kang
Zitty

HOBHOUNDS WITH HOBGOBLIN HANDLER
C27 Designed by Aly Morrison
GIANT DEMONS
C28
Amratha Mangorer
Dematt Ghoulchewer

LARGE MONSTERS
C29
Giant Carnivorous Bird
Giant Owl
Turtle Dragon
Plague Elemental
Winged Fire Demon
Coatl
(Supplied with clear plastic base)
AMAZONS
C30

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

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
SLANN
C32

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

ADVENTURE PACKS
C33

Designed by Aly Mortizan & The Perry Twins

Wizard on Flying Carpet
Chaos Knight

Supplied with a clear plastic stand
ADVENTURE PACKS
C33

Chaos General
Chaos Champion

Chaos Hero
Ranger

GARGOYLES
C48

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

Each figure comes supplied with a random set of wings
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
CHAO WARRIORS

Ulrik Giblit  Udkar  Nud Spinespittle  Fenris  Bone Racker  Panedal  Daethskar

Harrowhound  The Iron Duke  Bandog  Count Metalmene  Jagglespur  Bezzlebound

HOBOGBLINS

Od Blackfang  Vile Slithbone  Dut Doomaxe  Angror  Gruil Swiftfoot

Spinetoe  Ogi Darktooth  Voxin  Gashgrut  Sureye Kroenail
Citadel Miniatures

LONE WOLF
C41
Designed by Alan A. Michael Perry

MANUFACTURED UNDER LICENSE FROM GARY CHALK AND JOE DEVER TO ACCOMPANY HUTCHINSON’S PAPERBACK SERIES.

Nidnus
Bandit
Guard Captain
Vonatar
Thaumaturist
Lone Wolf
Giak
Helghast
Vordak

BATTLECARS
C42
Designed by Tony Starkinska

SPACESHIPS
C43

40
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 HOBGOBLINS*
ADD 55 GNOLLS*

ADD 56 BUGBEARS*
ADD 57 OGRE*
ADD 59 TROLL*  
ADD 60 NORKERS *  
ADD 61 SHAMAN*  
ADD 62 YOUTH*  
ADD 63 BABY*  
ADD 64 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 65 SHAMBLING MOUND & SHRIEKER*  
ADD 66 DROW (DARK ELVES)*  
ADD 67 SAHUAGIN (SEA DEVILS)*  
ADD 68 GYTHYANKI*  
ADD 69 DUERGAR (EVIL DWARVES)*  

*Supplied with random heads
Advanced Miniatures

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 *
Supplied with random heads *
ME 11 GANDALF
ME 12 STRIDER: ARAGORN THE RANGER
ME 13 FRODO: HOBBIT HERO
ME 14 LEGOLAS: ELF HERO
ME 15 GIMLI: DWARF HERO
ME 21 BOROMIR: MAN OF GONDOR
ME 22 ELROND: HALF ELF LORD
ME 23 ROHIRRIM
ME 24 GONDOR CITADEL GUARD

ME 25 RANGERS OF ITHILIEN

ME 31 SILVAN ELVES OF MIRKWOOD

ME 32 NOLDOR THE DEEP ELVES

ME 33 DWARVES

Pippin  Bilbo  Merry  Samwise  Frodo

ME 34 HOBBITS OF THE SHIRE

ME 35 BEORN: AS MAN & BEAR

ME 41 GOBLIN WARG RIDER

ME 42 ORCS OF THE WHITE HAND

ME 43 HALF ORCS OF SARUMAN
ME 44 URUK-HAI

ME 45 DUNLENDINGS: HILL MEN

ME 46 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
ME 61 SAURON: THE DARK LORD

ME 62 SARUMAN THE WHITE ME 63 LORD OF THE NAZGUL

ME 64 BLACK RIDER: RINGWRAITH ME 71 CORSAIRS OF UMBAR

ME 65 BARROW-WIGHTS

ME 72 DEAD MEN OF DUNHARROW

ME 73 BARROW-WIGHTS

ME 74 SNAGGA: GOBLINS ME 75 KNIGHT OF DOL AMROTH
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 L.C.E's Middle Earth Role Playing Game, or mass battle games such as WARHAMMER.
WARHAMMER
REGIMENTS
OF
RENOWN

CROM'S GOBLIN GUARD
RR3
Designed by Kevin Adams

Standard  Leader  Trooper  Musician  Champion

MENGIL MANGHIDE'S DARK ELVES
RR4
Designed by Bob Nasmith

Standard  Champion  Witch Elf  Trooper  Leader  Musician

OREON'S WOOD ELF ARCHER
RR7
Designed by Aly Morrison

Standard  Champion  Trooper  Musician  Leader
WARHAMMER
REGIMENTS
OF
RENOwN

GOLFGAG'S OTHER OGRE MERCENARIES
RR8 Designed by Jex Goodwin

- Standard
- Champion
- Trooper
- Drummer
- Chieftain

ELWING'S ELF CAVALRY
RR10 Designed by Aly Merrian

- Leader
- Trooper
- Musician
- General
- Standard

FLYING GARGOYLES OF BARDA
RR12 Designed by Alan & Michael Perry

- Trooper
- Standard
- Musician
- Leader

(Supplied with clear plastic flying stands)
REGIMENTS OF RENOWN

LOTHERN ELF CITY GUARD
RR13

Standard
Champion
Musician
Leader
Trooper

NOTLOB'S ORC ARTILLERY
RR14

Standard
Champion
Musician
Leader
Trooper

DISCIPLES OF THE RED REDEMPTION
RR16

Standard
Disciple
Musician
Champion
Leader

DESPOILING HOBOGLINS OF THE DARKLANDS
RR15

Standard
Champion
Trooper
Musician
Leader
WARHAMMER REGIMENTS OF RENOWN

AVENGING KNIGHTS OF THE CLEANSING FLAME
RR17

EEZA UGEZOD'S MOTHER CRUSHERS
RR18

GOBLIN WARLORD'S CHARIOT
BNI
STO3 KLINGON D-7 (BATTLE CRUISER)
ST15 ROMULAN WINGED DEFENDER (CRUISER)
ST01 U.S.S. ENTERPRISE (NEW STYLE CRUISER)

DOCTOR WHO MINIATURES
AVAIL-AIBLE 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 1985

JUDGE DREDD MINIATURES
AVAIL-AIBLE IN THE U.S.A. FROM THE FASA CORPORATION

JD1 Judge Dredd
JD2 Judge Anderson
JD3 PERPS

Judge Dredd Miniatures are designed for use with Judge Dredd: The Role Playing Game, produced by Games Workshop Ltd under license from IPC Magazine Ltd.
CITADEL MINIATURES

DRAGONS

Designed by Tom Meier

NOT FOR SALE IN U.S.A.

DG 2 Red Dragon

DG 6 Zombie Dragon

DG 1 Oriental Dragon

DG 3 Blue Dragon

DG 5 Fire Dragon

DG 4 Black Dragon

DG 7 Green Dragon
TA1 MIGHTY A-ANGOR THE GIGANTIC BALROG
SLAYER OF GODS

CREW OF THE JUGGERNAUT

TA2 DWARF JUGGERNAUT

TA3orc war wyvern

TA4 orc war machine
TA5 WAR EAGLE

TA6 EMPEROR DRAGON

TA7 CHAOS BATTERING RAM

SAATOR GIANT DEMON OF EVIL

No creature broods with black evil as does Sator, and no other creature does he dispose more than the pathetically rare of humans. His malice is bottomless, his hatred a deadly malice that downleague upon his name and legend alike. He could destroy humans in his infancy.

Sator knows that there are terrors worse than death, horrors more profound than the how of bullies, agony a thousand times more intense than the death. No - instead he delights in the instillation of fear, pleasures in the dance of death in the war and hatred and cruelty that he wreaks in humanity. These are emotions he knows well - emotions that could be read in his glowing yellow eyes were there a creature that knew less.

But few living creatures could survive the glare of hatred in that face, or breathe the expelled air of corruption that issues from that foul maw. A few that tried would be lucky enough to die. More likely they would themselves become twisted with bitterness, turned upon their own fate and driven insane with lust for death and carnage.

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Special Rules: Sator can fly as a swooper. 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. He attacks in combat with 15 stomps.

Sator's breath is an intensively evil that is pronounced to any ordinary living creature. This may be bewildered once per turn against any unit or individual within 6" and will affect up to 2D6 troops. Targets must make a saving throw of 4, 5, or 6 on a DF or are instantly slain.

TAB SA-ATOR-GIGANTIC DEMON LORD
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.
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- Orc Champion
- Manic Hobgoblin Hero
- Ogre Champion

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BC3

- Angus
- Lastro Lupintal
- The Baron
- King Gorrin
- Throbin Death Eye
- Uther
- Borax Bloodaxe
- Kimril Giantslayer

Designed by Alan & Michael Perry
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

We are proud to present the first official 25mm scale models of Michael Moorcock's famous hero in some of his many guises.

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Manic Giak

Giak Bow

Giak Angry

Giak Attacking

Giak Spear

Samwise

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Frodo

Merry

Gimli

Gandalf

Bill the Pony

Aragorn

Legolas

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Supplied with a random selection of 3 heads and a tail.

GARGANTUAN FIRE GIANT LORD
CM2

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 glowing yellow lights, and his voice crackling and spitting like a cauldron. His armour 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 or individual within 8", and with effect up to 6" 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 Riley
Nick Lund's
CHRONICLE
MINIATURES

BLACK ORCS
N11

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

HOBOGLINS
N12

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

CHRONICLE
MINIATURES

KOBOLDS
N13

- Knee Ripper
- Club
- Crusher
- Shaman
- Shield Wielder
- Maniac
- Stomach Slitter
- Chest Poker
- Guard

GIANT OGRES
N14

- Man Masher
- Dwarf Defiler
- Hobbit Slicer
- Bigchest Chief
- Ear Chewer
- Bone Crusher
- Man Sticker
- Spike Kicker
- Groin Ripper
- Arm Taker
Nick Lund's CHRONICLE MINIATURES

ORC WOLF RIDERS
N15

- Sharp Blade
- Ugly
- Sureshot
- Spear Stabber
- Strong Back
- Mangle
- Mace Arm
- Dwarf Annilator
- Blackcoat
- Longtooth
- Wolfriend
- 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
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 fortunate Halfling 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 treacle under any circumstances) to:

Chaos Battle Banner Competition
Citadel Miniatures
Chewton St
Hilltop
Eastwood
Nottingham
Notts (L62)
For many moons now the screaming and clamouring has raged around the mighty hallows that is the Citadel Art Department. The siege could only go on for so long (we ran out of tea) and so we’ve decided to give in to the inarticulate demands of an insatiable public. So here they are – the first in what we intend to be a growing selection of banners, especially designed by the infamous Gary Chalk and John Blanche for Warhammer players, modellers and converters. Cut out your chosen banner using scissors or a sharp knife, 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 brush 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 Stalgrad militia and the fierce mountain men of Kislev, with their slings and stone flails...

Ogre—AAAAAH!

Die, Dungsksins!
PRAAG ARCHERS—FORMATION FIRE!

GAAAALL!!EEEEE!

AND THEN—

ARIANKA PRESERVE US!

WRAITH-RIDERS!

IN PALACE PRAAG, ZOLTAN’S GRAND WIZARD, WALPURGIS—

DOOM! DOOM!

NO SHIELD

CAN PROTECT

AGAINST THIS

SORCERY!

THEY MUST THINK

ME BED-RID

AND WITNESS

TO SEND THEM

HERE! I’LL SHOW

THEM THERE’S

LIFE IN THIS

WORLD YET!

WIND BLOW! RAIN

FALL! FIRE

CONSUME THEM!

PREPARE!

PREPARE!

PREPARE!

PREPARE!

PREPARE!

PREPARE!

YOU ARE

NOT SAFE!

NOT SAFE!

NOT SAFE!

NOT SAFE!

NOT SAFE!

NOT SAFE!
Over the fray, the skies opened—

WALPURGIS! FIRE DESTROYS THEM

But one there was who feared neither flame nor sorcery. For did he not wear the amulet of brass—throne of Khorne?

His name was Sleben Foulheart—

Make way! Let a champion of Khorne show 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—

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, KACEB DAARK!

NO... BUT MINE IS WITH YOU!

SO BE IT!

BLOOD FOR THE BLOOD-GOD!

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

NOT FOR PRAAG, SIRE —
HE IS A DOOMED ONE— A FOLLOWER OF MALAC, THE RENEGADE GOD!

ALL CHAOS IS HIS ENEMY!

Kaleb's Mutant Steed Attacked—

HRAAAH!

Khorne may have your bones, Slaan Foulheart!

Your soul I claim for Malac.

The living axe bit—
—AND DRANK DEEP OF CHAOS' EVIL!

COME, CHAOS! DREADAXE THIRSTS FOR YOU!
Tide has turned! Seize the moment: destroy them all!

They drove the disheartened foe back into the Lynsk, and those sparkling waters ran red with demon blood. And the foremost victim of this slaughter was Kaleb Dark!

It's him... it must be!

Who, Master Walpurges?

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 Dark entered the portals of Palace Praag—

Even old Walpurges was chilled by the menace of his presence.

Speak your mind, wizard.
As you know, Praag has won a victory—largely thanks to you, of course!

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

Unless, that is, the prophecy is fulfilled—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 Hordes 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 DAARK.

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? Fraga 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.

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