Welcome to the new Citadel Catalogue, a comprehensive listing of Citadel Miniature’s range of plastic and metal models.

Citadel Miniatures

Citadel Miniatures manufacture the largest range of metal and plastic gaming miniatures in the world. We make an extensive range of high-quality miniatures and model kits for collectors, modellers and gamers.

What’s more, everybody involved with the design of one of our new miniatures is a keen gamer - from the person who develops the initial concept, through the designer of the original model to the guy who does the final casting in white metal. Citadel Miniatures are made for gamers, by gamers.

Along every step of the way, the miniatures are carefully examined to make sure that they are as good as we can make them.

But, up until now, there was no way to tell exactly what we made. The Citadel Catalogue is designed to change that. The two volumes you hold in your hands are the product of months and months of hard work. Now, for the first time, nearly all of our available miniatures have been compiled together into one place.

We have split the catalogue into two sections for a couple of reasons. The first is that by making the catalogue two volumes, we could separate the Warhammer 40,000 and Warhammer Fantasy miniatures. That way it will be even easier to find the model you want.

Second, at nearly 360 pages the Citadel Catalogue would be so huge if it were one book, that it would push the limits of the binding processes that our printers use. The weight of the pages alone would mean that heavy use would tend to weaken the book’s spine and cause the pages to drop out. As the catalogue will be referred to constantly, and take much more wear and tear than a normal book, we decided to split it into two sections to make it as durable as the printing and binding process allows.

Updating The Catalogue

Of course, while the catalogue was up-to-date when it went to be printed, this won’t remain true for very long! As our designers are creating new miniatures at the rate of 3 or 4 a day, the Citadel Catalogue will never be fully complete.

Therefore, new catalogue pages will appear each month in White Dwarf magazine, along with articles on collecting, painting, modelling and gaming with Citadel Miniatures. If you keep your catalogue in its box file as we suggest, you can then add the new pages to your collection as they are appear in White Dwarf and keep them ready to hand. White Dwarf is available at all Games Workshop stores, from hobby shops and all good newsagents.

As a reference source for Citadel Miniatures, the catalogue does exactly what we wanted - every single miniature is presented in all its glory. As a source to choose your wargame army, you’ll find the catalogue is unparalleled.

As the catalogue contains an example of nearly every single model that we make, it is an invaluable aid to anyone who collects Citadel Miniatures. With it you can plan your purchases, and find exactly the right model for your army.

How the Citadel Catalogue Works

To make it easy to find what you require, the Catalogue has been split up into two volumes: Warhammer 40,000 miniatures and Games Workshop Games are in the first volume, and Warhammer Fantasy Miniatures are in the second. Within these sections, the models or games are further split up into product and range. The Space Orks range, for instance, is a complete set of pages within the Warhammer 40,000 section, while all of the models for Mighty Empires are collected together in the Warhammer Fantasy section.

Each model within a range is illustrated at actual size (unless otherwise noted), so you can see exactly what the model looks like before you buy. Where appropriate, each model has been shown on a plastic slottabase of the correct size for use in our games. When you buy a model you’ll automatically get the correct size slottabase you need.

Many of our models now come with separate arms and weapons. Where possible we’ve illustrated these on the same page, or given examples of the completed models. The plastic arm and weapons which we haven’t had room to show on the model’s page, but that we have referred to in the model’s description, are shown on page 112. The correct sprues will be included automatically when you buy the model.

Some of our more complicated models are made of a large number of pieces. So that you can see exactly what you get with these models, we have illustrated each component separately as well as showing the completed model. We have also included construction diagrams where it isn’t obvious how the models go together.

Note that our complicated multi-part models are intended for enthusiasts and you really do require a moderate level of skill to assemble them. They can certainly prove too difficult for young or inexperienced modellers. Please do not order if you are uncertain of your skill!
How to Buy Citadel Miniatures

All of the models illustrated in the Catalogue are readily available throughout Games Workshop stores and good hobby shops.

The best way to buy Citadel Miniatures is to go to a Games Workshop or other hobby store and look at the racks of miniatures. That way you'll be able to examine the models closely and at first hand. Games Workshop staff, who are all gamers and collectors like you, will be more than happy to help you choose exactly which miniatures you require, or offer advice on how to prepare and paint your models.

Every Games Workshop Store has a wide selection of painted models, and runs regular painting and modelling sessions for both beginners and experts.

A Final Word

We've spent a very long time putting the catalogue together. At times we thought we'd never get it finished. Many months of hard work have gone into what we believe is the definitive collection of gaming miniatures in the world.

We're sure that the Citadel Catalogue will be an invaluable guide to every single Warhammer gamer, collector and modeller. We hope you agree.

IMPORTANT

Citadel Miniatures are intended for collectors, modellers and gamers.

THEY ARE NOT TOYS.

Our metal models contain lead which can be harmful if ingested, but there is no real danger if you are sensible. Please follow these simple instructions:

- Please do not put them in your mouth or lick them.
- Do not buy them for or give them to small children.

Our miniatures should never be given to children under 14, nor to older children who you cannot trust not to suck them.

Citadel Miniatures are supplied unpainted and without banners. For painting your miniatures we recommend you use Citadel paints and brushes. Where our models require construction, we recommend you use Citadel Polystyrene Cement and Citadel Superglue. For Citadel paints, brushes and glues see page 156.

CONTENTS

SECTION ONE

Warhammer 40,000 Citadel Miniatures .......................... 6-141

Imperial Forces ......................................................... 6
Squats ................................................................. 52
Orks ................................................................. 62
Eldar ................................................................. 90
Genestealers ......................................................... 102
Chaos Renegades .................................................... 106
Warhammer 40,000 Plastics ........................................ 112
Epic Scale ......................................................... 116
Space Fleet ......................................................... 138

Games Workshop Games ........................................... 142-160

SECTION TWO

Warhammer Fantasy Citadel Miniatures ....................... 164-334

Ores and Goblins .................................................... 164
Elves .................................................. 192
Dwarfs .................................................. 210
Skaven .................................................. 220
Boxed Sets .................................................. 224
Humans .................................................. 226
Chaos .................................................. 246
Monsters .................................................. 292
Undead .................................................. 302
Mighty Empires ............................................. 315
Blood Bowl .................................................. 316
Warhammer Fantasy Plastics .................................. 328
**WARHAMMER 40,000 CITADEL MINIATURES**

<table>
<thead>
<tr>
<th>IMPERIAL FORCES</th>
<th>ORKS (Continued)</th>
<th>EPIC SCALE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marine Commanders</td>
<td>Okk Cyboar ..........</td>
<td>Imperial Battle Titans .......... 116-118</td>
</tr>
<tr>
<td>Space Marines Armour Variants</td>
<td>Squig Ballapult ......</td>
<td>Titan Heads and Weapons .......... 119</td>
</tr>
<tr>
<td>Space Marines</td>
<td>Runtherz, Snouts and Squigs</td>
<td>Beavers Titans .......... 120</td>
</tr>
<tr>
<td>Space Marine Heavy Weapons</td>
<td>Gratchin ..........</td>
<td>Warhounds .......... 121</td>
</tr>
<tr>
<td>Space Marine Strike Force</td>
<td>Okk Madboyz ..........</td>
<td>Imperial War Machines .......... 122-123</td>
</tr>
<tr>
<td>Imperial Space Marines</td>
<td>Webboyt ..</td>
<td>Hel Bore .......... 124</td>
</tr>
<tr>
<td>Terminators</td>
<td>Ork Freebooterz ..</td>
<td>Capitol Imperialis .......... 125</td>
</tr>
<tr>
<td>Ork Boyz</td>
<td>75-80</td>
<td>Imperial Knights .......... 126</td>
</tr>
<tr>
<td>Ork Heavy Weapons</td>
<td>Okk War Buggys</td>
<td>Epic Imperial .......... 127</td>
</tr>
<tr>
<td>Space Ork Raiders</td>
<td>Okk Warbikes</td>
<td>Eldar Titans .......... 128</td>
</tr>
<tr>
<td>Space Orks</td>
<td>Ork Scorcher</td>
<td>Epic Eldar .......... 129-130</td>
</tr>
<tr>
<td>Ork Wartrak &amp; Hop Slap Field Gun</td>
<td>Ork Warrak &amp; Hop Splat Field Gun</td>
<td>Eldar Knights .......... 131</td>
</tr>
<tr>
<td>Ork Battlewagon</td>
<td>Ork Battlewagon</td>
<td>Great Gargant .......... 132</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Slasha Gargant .......... 133</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ork War Machines .......... 134</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Epic Orks .......... 135</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Epic Daemons .......... 136</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Cranes .......... 137</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>SPACE FLEET</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Emperor Capital Ship .......... 138</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Gothic Battleship .......... 138</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Ironclad Battleship .......... 138</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Firestorm Cruiser .......... 138</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Cobra Destroyer .......... 138</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Castellan Shield Ship .......... 138</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Eldar Warship .......... 138</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Annihilator Battleship .......... 139</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Dictator Battleship .......... 139</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Thunderbolt Cruiser .......... 139</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Stalwart Escort Ship .......... 139</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Eldar Shadewhaver .......... 141</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Dominator Battleship .......... 141</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Goliath Factory Ship .......... 141</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Galaxy Troop Ship .......... 141</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Gothic and Wrathship Sprue .......... 141</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SQUATS</th>
<th>GENESTEALERS</th>
<th>CHAOS RENEGADES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Squats</td>
<td>Genestalers</td>
<td>Chaos Renegades</td>
</tr>
<tr>
<td>52-55</td>
<td>102-104</td>
<td>106-108</td>
</tr>
<tr>
<td>Squad Bikers</td>
<td>Hunter Slayers</td>
<td>Chaos Renegades Hvy Weapons</td>
</tr>
<tr>
<td>56</td>
<td>105</td>
<td>109</td>
</tr>
<tr>
<td>Squat Heavy Weapons</td>
<td>Zoats</td>
<td>Chaos Space Marines</td>
</tr>
<tr>
<td>57</td>
<td>105</td>
<td>110</td>
</tr>
<tr>
<td>Chaos Squats</td>
<td>Chaos Dreadnought</td>
<td>Chaos Dreadnought</td>
</tr>
<tr>
<td>58</td>
<td>110</td>
<td>111</td>
</tr>
<tr>
<td>Squats in Exo-armour</td>
<td>Renegades on Horseback</td>
<td><strong>WARHAMMER 40,000 PLASTICS</strong></td>
</tr>
<tr>
<td>59</td>
<td></td>
<td>Plastics .......... 112-115</td>
</tr>
<tr>
<td>Space Dwarfs</td>
<td></td>
<td></td>
</tr>
<tr>
<td>60-61</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ORKS</th>
<th><strong>WARHAMMER 40,000 PLASTICS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Okk Bosses</td>
<td>Plastics .......... 112-115</td>
</tr>
<tr>
<td>Painboyz</td>
<td>62-63</td>
</tr>
<tr>
<td>Ork Dreadnought</td>
<td>64</td>
</tr>
<tr>
<td>Melboyz</td>
<td>65</td>
</tr>
<tr>
<td>Ork Inventions</td>
<td>66</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>IMPLANT FORCES</th>
<th>SQUATS</th>
<th>ORKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marine Commanders</td>
<td>Squats</td>
<td>Ork Bosses</td>
</tr>
<tr>
<td>Space Marines Armour Variants</td>
<td>Squad Bikers</td>
<td>Painboyz</td>
</tr>
<tr>
<td>Space Marines</td>
<td>Squat Heavy Weapons</td>
<td>Ork Dreadnought</td>
</tr>
<tr>
<td>Space Marine Heavy Weapons</td>
<td>Chaos Squats</td>
<td>Melboyz</td>
</tr>
<tr>
<td>Space Marine Strike Force</td>
<td>Squats in Exo-armour</td>
<td>Ork Inventions</td>
</tr>
<tr>
<td>Imperial Space Marines</td>
<td>Space Dwarfs</td>
<td><strong>WARHAMMER 40,000 PLASTICS</strong></td>
</tr>
<tr>
<td>Terminators</td>
<td></td>
<td>Plastics .......... 112-115</td>
</tr>
<tr>
<td>Ork Boyz</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
MARINE COMMANDERS

IMPERIAL COMMANDERS
Designed by Michael Perry with the Citadel Miniatures Design Team

THE COMPLETE LEMAN RUSS
MODEL CONSISTS OF:
1 x BACK PACK WOLF SKIN CLOAK
1 x BANNER POLE
1 x LEMAN RUSS
1 x FREKI
1 x GERI

LEMAN RUSS (SPACE WOLF COMMANDER)

THE COMPLETE LORD MACRAGGE MODEL CONSISTS OF:
1 x BOLTER ON STAND
1 x LORD MACRAGGE
1 x SPACE MARINE HONOUR GUARD
1 x CLOAK AND HELMET ON STAND
1 x THRONE

LORD MACRAGGE (ULTRA MARINE COMMANDER)

THE SPACE MARINE HONOUR GUARD MODELS IS SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD

THE COMPLETE SPACE MARINE CAPTAIN MODELS CONSIST OF:
1 x CAPTAIN
1 x BACK PACK CLOAK

CAPTAINS
Designed by Jes Goodwin

SPACE WOLF CAPTAIN
ULTRA MARINE CAPTAIN
BACK PACK CLOAK

SPACE MARINE CAPTAIN WITH TERMINATOR HONOURS
BLOOD ANGEL CAPTAIN
VETERAN CAPTAIN

ALL THESE SPACE MARINE CAPTAINS ARE SHOWN WITH THE COMBINATION BACK PACK CLOAK

CITADEL MINIATURES
In the last 5000 years, the design of Space Marine armour has evolved through many stages, from Mark 1 to the Mark 8. Many Chapters still use all the different types, with the early models regarded as the Chapters’ heroism. These early armours, once worn by the Chapter’s greatest heroes, have been embellished by the Chaplains Artificers, who create the Chapter’s equipment and honour badges. The following pages show Space Marines in one or other of the variant types of Armour.

**ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD**
All of the above models are supplied with a Space Marine back pack and banner sprue as standard.

Designed by the Citadel Design Team.
Designed by the Citadel Design Team with Aly Morrison.

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACKPACK AND BANNER SPRUE AS STANDARD.
ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACKPACK AND BANNER SPRUE AS STANDARD.

Designed by Aly Morrison with the Citadel Design Team.
BOLTER 9
07010605

BOLTER 10
07010602

BOLTER 11
07010610

MELTA GUN
07010617

BOLTER 12
07010607

BOLTER AND SENSOR
07010604

BIONIC EYES AND BOLTER
07010604

BOLTER 13
07010602

SHURKEN CATAPULT
07010619

SENSOR
07010602

AUTOGUN
07010610

NEEDLE GUN
07010619

PLASMA GUN 3
07010614

BOLTER 14
07010610

POWER GLOVES
07010615

BOLTER AND FACE MASK
07010611

BIONIC EYE AND ARM
07011927

BOLT PISTOL
07011928

POWER SWORD AND SENSOR
07011930

HAND FLAMER AND BOLT PISTOL
07011919

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACKPACK AND BANNER SPRUE AS STANDARD.
SPACE MARINE HEAVY WEAPONS

ALL OF THESE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD.

Designed by the Citadel Design Team with Aly Morrison

EXAMPLES OF THE COMPLETED SPACE MARINE HEAVY WEAPON MODELS

GUNNERS

WEAPONS

TRIPOD MOUNTED MULTI MELTA 07212927

MULTI MELTA 07212915

CONVERSION BEAMER 07212915

HEAVY BOLTER 07212914

LAS CANNON 07212912

GUNNER 1 07212921

GUNNER 2 07212923

GUNNER 3 07212920

GUNNER 4 WITH POWER GLOVE 07212925

GUNNER 5 07212924

GUNNERS 07212922

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN ON THE RIGHT AS STANDARD. PLEASE STATE WEAPON CHOICE WHEN ORDERING. THESE MODELS DO NOT TAKE A BACK PACK.
Space Marines are the ultimate warriors of the 41st Millennium and devoted servants of the Emperor. The Space Marines of the Strike Force are equipped with Mark 7 power armour - also known as Armorum Impetor or Eagle armour. The Space Marine Strike Force boxed set contains 15 superbly modelled metal miniatures (3 complete combat squads) with 5 Space Marine bolter and back pack sprues and 3 Space Marine arm sprues.
This box set contains 17 sprues of highly detailed hard styrene plastic components, with enough pieces to construct 30 Space Marine miniatures equipped with Mark 6 armour. These include heavy weapon operators with missile launchers and flamers, as well as personality models. Each box set contains 6 Space Marines with bolters sprue, 6 Space Marines with close combat sprues, and 2 Space Marine heavy weapon sprues.
TERMINATORS

THE COMPLETE TERMINATOR SQUAD BOXED SET CONTAINS:
1 x CAPTAIN
1 x FORCE AXE
1 x LIBRARIAN
1 x SERGEANT'S POWER SWORD ARM
2 x MARINE 1
2 x MARINE 2
2 x MARINE 3
3 x STORM BOLTER 1
1 x POWER FIST
2 x SHIELD 2
1 x HEAVY FLAMER
1 x CHAIN-FIST
1 x POWER FIST
1 x CHAIN-FIST
1 x ASSAULT CANNON
1 x CARTA N
1 x MARINE 1
1 x MARINE 2
1 x MARINE 3
1 x SHIELD 2
2 x SHIELD 3
2 x SHIELD 3
1 x CHAIN-FIST
1 x ASSAULT CANNON
1 x CARTA N
1 x MARINE 1
1 x MARINE 2
1 x MARINE 3
1 x SHIELD 2
2 x SHIELD 3
1 x CHAIN-FIST
1 x ASSAULT CANNON

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 17, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

DESIGNED BY JAS GOODWIN
**TERMINATORS**

**CYCLONE TERMINATOR**

- **CYCLONE**
  - 07204/0

- **MISSILE TARGETER ARM**
  - 07204/6

- **RIGHT ARMS**
  - **STORM BOLTER**
    - RTB9/1
  - **STORM BOLTER 2**
    - RTB9/0

**THE COMPLETE CYCLONE TERMINATOR CONSISTS OF:**
- 1 x CYCLONE BODY
- 1 x MISSILE TARGETER ARM
- 1 x RIGHT ARM

**PLEASE STATE WHICH RIGHT ARM YOU REQUIRE WHEN ORDERING.**

**CLOSE COMBAT TERMINATORS**

- **CLOSE COMBAT**
  - 07204/12

- **LEFT LIGHTNING CLAW**
  - 07204/14

**THE COMPLETE LIGHTNING CLAW TERMINATOR CONSISTS OF:**
- 1 x CLOSE COMBAT BODY
- 1 x RIGHT LIGHTNING CLAW
- 1 x LEFT LIGHTNING CLAW

**STORM SHIELD 1**
- 07204/04

**STORM SHIELD 2**
- 07204/17

**THE COMPLETE THUNDER HAMMER AND STORM SHIELD TERMINATOR CONSISTS OF:**
- 1 x CLOSE COMBAT BODY
- 1 x THUNDER HAMMER
- 1 x SHIELD MOUNT ARM
- 1 x STORM SHIELD

**PLEASE STATE WHICH STORM SHIELD YOU REQUIRE WHEN ORDERING.**

**NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 15, 16 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES.**

**EXAMPLES OF THE COMPLETED LIGHTNING CLAW, THUNDER HAMMER AND STORM SHIELD AND CYCLONE TERMINATOR MODELS**

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Designed by Jes Goodwin

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TERMINATORS

GREY KNIGHT TERMINATORS

EACH COMPLETE GREY KNIGHT TERMINATOR CONSISTS OF:
1 x GREY KNIGHT BODY
1 x GREY KNIGHT LEFT ARM
1 x GREY KNIGHT RIGHT ARM
1 x NEMESIS FORCE WEAPON
1 x SHIELD

PLEASE STATE WHICH ARMS, SHIELD AND NEMESIS FORCE WEAPON YOU REQUIRE WHEN ORDERING

GREY KNIGHT 1
070204/2

GREY KNIGHT 2
070243/6

GREY KNIGHT 3
070243/8

NEMESIS FORCE WEAPONS

NEMESIS FORCE HALBERD
070204/4

NEMESIS FORCE GREAT SWORD
070243/11

GREY KNIGHT RIGHT ARMS

GREY KNIGHT RIGHT ARM 1
070204/1

GREY KNIGHT RIGHT ARM 2
070243/7

GREY KNIGHT RIGHT ARM 3
070243/8

GREY KNIGHT LEFT ARMS

GREY KNIGHT LEFT ARM 1
070204/3

GREY KNIGHT LEFT ARM 2
070243/9

GREY KNIGHT LEFT ARM 3
070243/10

SHIELDS

SHIELD 1
070243/13

SHIELD 2
070243/15

SHIELD 3
070243/16

SHIELD 1 (WILL TAKE SHIELD)
RT8H5

SHIELD 2 (WILL TAKE SHIELD)
RT8H5

SHIELD 3 (WILL TAKE SHIELD)
RT8H5

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 18 WILL ALSO FIT ON THESE TERMINATOR BODIES

EXAMPLES OF THE COMPLETED GREY KNIGHT TERMINATOR MODELS

Miniatures supplied unpainted.
TRAITOR TERMINATORS

TRAITOR 1
070204/10

TRAITOR 2
070204/8

TRAITOR STORM BOLTER 1
070204/5

TRAITOR STORM BOLTER 2
070204/7

TRAITOR ASSAULT CANNON
070243/1

TRAITOR HEAVY FLANER
070243/15

TRAITOR CAPTAIN
070243/9

TRAITOR RIGHT ARMS

TRAITOR LEFT ARMS

TRAITOR POWER FIST
070204/9

DAEMON SWORD
070204/4

TRAITOR POWER SWORD
070204/14

TRAITOR CHAIN FIST
070204/11

EACH COMPLETE TRAITOR TERMINATOR CONSISTS OF:
1 x TRAITOR BODY
1 x TRAITOR LEFT ARM
1 x TRAITOR RIGHT ARM
PLEASE STATE WHICH ARMS YOU REQUIRE WHEN ORDERING

INQUISITOR TERMINATORS

DAEMON HUNTER
070204/22

INQUISITOR
070204/19

COMBI-WEAPON ARM
070204/18

PSYCCANNON ARM
070204/21

INQUISITOR POWER FIST WITH DIGITAL WEAPONS
070204/20

FORCE ROD ARM
070204/22

EACH COMPLETE INQUISITOR TERMINATOR CONSISTS OF:
1 x INQUISITOR BODY
1 x COMBI-WEAPON ARM OR PSYCCANNON ARM
1 x INQUISITOR POWER FIST OR FORCE ROD ARM
PLEASE STATE WHICH ARMS YOU REQUIRE WHEN ORDERING

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 18 WILL ALSO FIT ON THESE TERMINATOR BODIES

Designed by Jes Goodwin
MARINE SCOUTS

Designed by the Citadel Design Team

BOLTER AND HORNED
SHOULDER PAD
070295/5

SHURKEN CATAPULT
AND BIONIC EYE
0702954

BOLTER AND
COMBAT KNIFE 1
070295/10

LAS GUN AND
PUNCH DAGGER
0702956

BOLT PISTOL AND
COMBAT KNIFE 2
070295/12

BOLT PISTOLS
0702959

BOLTER 1
070295/11

BOLT PISTOL AND
COMBAT KNIFE 3
070295/1

BOLT PISTOL AND
COMBAT KNIFE 4
070295/3

BOLT PISTOL AND
COMBAT KNIFE 5
070295/2

BOLT PISTOL
07029512

MINIATURES

WARNING: This pack contains lead which may be harmful if chewed or swallowed. Citadel Miniatures not recommended for children under 14 years of age.
MARINES ON BIKES

THE COMPLETE JET BIKE WITH SPACE MARINE RIDER CONSISTS OF:

- 1 x JET BIKE FAIRING
- 1 x JET ENGINE
- 1 x STABILIZER FIN
- 1 x RIDERS LEGS
- 1 x RIDERS BODY

PLEASE STATE WHICH RIDERS BODY AND LEGS YOU REQUIRE WHEN ORDERING

THIS IS AN EXAMPLE OF A COMPLETED JET BIKE WITH SPACE MARINE RIDER

JET BIKE FAIRING WITH TWIN BOLTER MOUNTS 072060/17
JET ENGINE 072060/15
STABILIZER FIN 072060/10

SPACE MARINE RIDERS

ALL OF THESE MODELS WILL FIT ON THE JET BIKE AND THE BIKE. THESE MODELS ARE ALSO SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER POLE SPRUE AS STANDARD.

- LEGS 1 070160/8
- LEGS 2 070160/20
- CHAPLAIN LEGS 1 070160/11
- CHAPLAIN LEGS 2 070160/14
- MEDIC AND CHAIN SWORD 070160/12
- TECHMARINE AND BOLT PISTOL 070160/15
- MARINE AND SCANNER 070160/14
- LEGS 1 070160/6
- LEGS 2 070160/20
- TECHMARINE AND WRENCH 070160/13
- MARINE AND BOLT PISTOL 070160/16
- MARINE AND BOLT 070160/9
- CHAPLAIN AND DEVOTION BANNER 070160/7
- TECHMARINE AND BOLT PISTOL 070160/16
- CHAPLAIN AND BOLT 070160/9
- MEDIC AND CHAIN SWORD 070160/12
- TECHMARINE AND BOLT PISTOL 070160/15
- MARINE AND SCANNER 070160/14
- TECHMARINE AND WRENCH 070160/13
- MARINE AND BOLT PISTOL 070160/16
- MARINE AND BOLT 070160/9
- CHAPLAIN AND DEVOTION BANNER 070160/7

THE COMPLETE BIKE WITH SPACE MARINE RIDERS CONSISTS OF:

- 1 x BIKE
- 1 x SIDE CAR CHASSIS
- 1 x SIDE CAR SEAT
- 1 x SIDE CAR MULTI MELTA
- 1 x BIKE FAIRING
- 2 x RIDERS BODIES
- 2 x RIDERS LEGS

PLEASE STATE WHICH RIDERS BODIES AND BIKE FAIRING YOU REQUIRE WHEN ORDERING

BIKE FAIRING 1 072060/2A
BIKE FAIRING 2 072060/2B
SIDE CAR MULTI MELTA 070160/4
SIDE CAR SEAT 070160/5
SIDE CAR CHASSIS 070160/3

Designed by Alan Perry with the Citadel Design Team
THE COMPLETE LAND SPEEDER CONSISTS OF:
1 x CHASSIS 2 x SEATS
1 x ENGINE MOUNT 2 x ENGINES
1 x BANNER POLE 1 x HEAVY BOLTER
1 x DRIVER 1 x RIDER
1 x HEAVY BOLTER MOUNTING
1 x SWIVEL MOUNTED WEAPON

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING

THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH SPACE MARINE RIDERS

CHASSIS RTB33F
SEAT RTB34H
ENGINE MOUNT RTB3G
HEAVY BOLTER MOUNTING RTB3I
SWIVEL MOUNTED MULTI MELTA RTB3E
BANNER POLE RTB3D

THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH IMPERIAL GUARD RIDERS

MARINE RIDER RTB3A
MARINE DRIVER RTB3B
IMPERIAL GUARD RIDER 07215*1
IMPERIAL GUARD DRIVER 07215*2
ENGINE RTB3G
HEAVY BOLTER RTB3J
HEAVY BOLTER MOUNTING 07215*5
HEAVY BOLTER 07215*4
SWIVEL MOUNTED HEAVY PLASMA GUN 07215*3
SWIVEL MOUNTED HEAVY PLASMA GUN 07215*3

Designed by Michael Perry
EXAMPLE OF AN ASSEMBLED FURIBUNDUS CLASS DESTROYER DREADNOUGHT (FURY)

DREADNOUGHT BODY 070154/2

MISSILE LAUNCHER ARM 070154/3

THIS MODEL WILL REQUIRE ASSEMBLY AS SHOWN IN THE EXAMPLE ABOVE

CONTEMPTOR

SHOULDER WEAPON MOUNT 070154/6

LAS-CANNON ARM 070154/10

EXAMPLE OF AN ASSEMBLED CONTEMPTOR CLASS CLOSE ASSAULT DREADNOUGHT (CHUCK)

RIGHT SINGLE BOLTER ARM 070154/2

DEREDEO

RIGHT DOUBLE BOLTER ARM 070154/1

LEFT DOUBLE BOLTER ARM 070154/3

EXAMPLE OF AN ASSEMBLED DEREDEO CLASS ATTACK SUPPORT DREADNOUGHT (EDDY)

RIGHT LEG 070154/12

LEFT LEG 070154/11

LONG RIGHT LEG 070154/4

LONG LEFT LEG 070154/5

THE COMPLETE DREADNOUGHT CONSISTS OF:
1 x BODY 2 x ARMS OR WEAPONS
2 x LEGS 2 x SHOULDER WEAPON MOUNTS
ALL THE ARMS, LEGS, BODIES AND WEAPONS OF THESE MODELS ARE INTERCHANGEABLE

EXAMPLE OF AN ASSEMBLED FURIBUNDUS CLASS DESTROYER DREADNOUGHT (FURY)
ROBOTS

EXAMPLE OF A CRUSADER ROBOT

LEFT POWER SWORD ARM 070184/26
RIGHT POWER SWORD ARM 070184/35
BACK MOUNTED LAS-CANNON 070184/20

LEFT ARM WITH FLAMER 070184/24
RIGHT ARM WITH BOLTER 070184/23
BACK MOUNTED HEAVY BOLTER 070184/25

LEFT POWER GLOVE ARM 070184/26
RIGHT POWER GLOVE ARM 070184/20
BACK MOUNTED MELTA GUN 070184/21

CRUSADER BODY 070184/34
SIEGE HAMMER ARM 070184/23
AUTO CANNON ARM 070184/27
BACK WEAPON MOUNT 070184/21

ALL THE ARMS AND BACK MOUNTED WEAPONS OF THESE MODELS ARE INTERCHANGEABLE

EXAMPLE OF A COLOSSUS ROBOT

COLOSSUS BODY 070184/22
BACK MOUNTED HEAVY BOLTER 070184/20

EXAMPLE OF A CASTELLAN ROBOT

CASTELLAN BODY 070184/29
BACK MOUNTED MELTA GUN 070184/21

EXAMPLE OF A CONQUERER ROBOT

CONQUERER BODY 070184/26
BACK MOUNTED HEAVY BOLTER 070184/20

EXAMPLE OF A CATAPHRACT ROBOT

CATAPHRACT BODY 070184/22
BACK MOUNTED MELTA GUN 070184/21

EACH COMPLETE ROBOT CONSISTS OF:

1 x BODY
1 x BACK WEAPON MOUNT
2 x ARMS
1 x BACK MOUNTED WEAPON

Designed by the Citadel Design Team
The Imperial warrior is part of the most potent fighting force of the 41st Millennium. That force must be ready to move at a moment’s notice, to meet and defeat the enemies of Mankind throughout the galaxy. Their battlefield transport is the Rhino Armoured Personnel Carrier, a vehicle tough enough to take a full squad to the heart of the fighting whilst packing the considerable punch of twin Bolt Guns.

EACH RHINO KIT CONSISTS OF:
2 x RHINO TRACK SPRUES
2 x RHINO CHASSIS SPRUES

The Predator is the Imperium’s assault tank, combining highly effective firepower with mobility. Designed around the standard Rhino APC chassis, the Predator is armed with a pair of 10cm-cannons and a turret-mounted autocannon. It is widely used by both the Space Marines and the Imperial Guard as an assault vehicle, breaking through enemy lines at the head of the advancing troope or moving rapidly across the battlefield using its heavy firepower to stop the enemy dead.

EACH PREDATOR KIT CONSISTS OF:
1 x PREDATOR CHASSIS SPRUE
1 x RHINO CHASSIS SPRUE
2 x RHINO TRACK SPRUES

RHINO CHASSIS SPRUE
102142

Designed by the Citadel Design Team
Bring the formidable firepower of the Imperial Main Battle Tank to your table top. With Citadel's plastic Land Raider kit you can assemble a highly detailed 41st Millennium tank, complete with two heavy bolters, dual mounted las-cannons and Imperial insignia decals. This model requires assembly. We recommend that you use Citadel polystyrene cement (see page 156).
Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if swallowed. Citadel Miniatures are not recommended for children under 4 years of age.

LAND RAIDER CHASSIS SPRUE
(SHOWN AT 70% ACTUAL SIZE)
102190
LAND RAIDER

LAND RAIDER TRACK SPRUE
(SHOWN AT 70% ACTUAL SIZE)
102181
The Ork Transfer set adds a whole new dimension to your Warhammer 40,000 miniature painting and modelling. Each blister pack contains 15 sheets of water-slide glyphs for the six largest Ork Clans: Goffs, Evil Sunz, Bad Moons, Blood-axes, Snake-bites and Death Skulls. As well as providing troop-plate designs, the transfers can be used for detailing Ork vehicles and banners.

Mail Order customers can specify any combination of sheets to make up the set. Note that each sheet of Ork transfers is multi-coloured.

The Space Marine Transfer set contains 16 sheets of water-slide insignia for four of the main Marine Chapters: Ultramarines, Space wolves, Blood Angels and Dark Angels. The transfers can be used for Marine shoulder pads and detailing vehicles, equipment and Chapter Banners.

Mail Order customers can specify a complete set of transfer sheets for just one of the Chapters and can choose the colour of each sheet. We supply Marine Transfers in black, white, yellow, red and blue. Note that all of the transfers on a sheet are a single colour. If ordering by colour please supply alternatives, as the sheets go out of stock very quickly. If in doubt, please phone Mail Order for details.
We supply the Land Raider Transfer sheet in black, white, yellow, red and blue. Mail Order customers may choose the colour, but please supply alternatives, as some coloured sheets go out of stock very quickly. If in doubt, please ring Mail Order for details.
FORCES OF THE IMPERIUM

Adeptus Custodes
072518/11

Tech Priest and Staff
072518/07

Astropath and Staff
072518/25

Astropath and Cane
072518/18

Adeptus Mechanicus 1
072117/43

Adeptus Mechanicus 2
072117/44

Adeptus Mechanicus 3
072117/41

Servitor and Bionic Claw
072117/29

Servitor and Wrench
072117/40

Inquisitor and Power Sword
072117/29
Back Pack Cloak
072117/30

Navigator
072516/23

Assassin and Power Sword
072117/32

Assassin and Combi-Weapon
072117/20

Ratlings

Sniper Rifle 1
072117/35

Bolt Pistol
072117/34

Sniper Rifle 2
072117/37

Sniper Rifle 3
072117/32

Sniper Rifle 4
072117/36

Sniper Rifle 5
072117/38
FORCES OF THE IMPERIUM

ADEPTUS ARBITES

Designed by Jes Goodwin

TITAN CREW

Designed by Alan Perry

SANCTIONED PSYKER MODELS

EXAMPLES OF THE COMPLETED TITAN CREW AND SANCTIONED PSYKER MODELS
ALL OF THE ABOVE MODELS EXCEPT THE TECH LEADER ARE SUPPLIED WITH A HUMAN BARE ARMS SPRUE AND A HAND WEAPONS SPRUE AS STANDARD.

EXAMPLES OF THE COMPLETED HIVE GANGER MODELS

THESE MODELS MAY BE USED FOR CONFRONTATION AND WARHAMMER 40,000 HIVE GANG MEMBERS, CHAOS CULTISTS, IMPERIAL GUARDSMEN AND PLANETARY DEFENCE FORCES.
Designed by the Citadel Design Team with Alan Perry and Michael Perry.
IMPERIAL GUARD

Designed by the Citadel Design Team

STANDARD BEARER 072104/0
COMMANDER 072104/3
CAPTAIN 072104/6
LIEUTENANT 072104/1
MEDIC 072104/4
SERGEANT 072104/2

TROOPER 1 072093/7
WOUNDED 072093/8
TROOPER 2 072093/1
TROOPER 3 072093/5
TROOPER 4 072093/0
GRENADE LAUNCHER 072093/4

TROOPER 5 072093/10
TROOPER 6 072093/13
TROOPER 7 072093/12
TROOPER 8 072093/9
TROOPER 9 072093/11

EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS

THESE MINIATURES ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE

38
HUMAN BOMB
EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS

IMPERIAL GUARD

The miniatures marked with an asterisk are supplied with a human clothed arm sprue and a las guns and las cannon sprue.

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ALL OF THESE MINIATURES ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.

- GUNNER WITH HELMET AND BIONIC EYE 07212*16A
- GUNNER WITH HELMET AND GOGGLES 07212*18A
- GUNNER WITH CAP AND GOGGLES 07212*19
- GUNNER WITH HEAD BAND 07212*17
- MULTI MELTA 07212*13
- LAS CANNON 07212*12
- HEAVY BOLTER 07212*14
- CONVERSION BEAMER 07212*15

EXAMPLES OF THE COMPLETED IMPERIAL GUARD HEAVY WEAPON MODELS

Designed by Alan and Michael Perry
ROUGH RIDERS

These models are supplied with a large plastic horse, plastic spear sprue, human clothed arms sprue and a las guns and las-cannon sprue as standard.

Each Rough Riders model consists of 1 set of legs and 1 body. Please state which riders body you require when ordering.

Imperial Guard Riders

All of these models except the guard with the grenade launcher are supplied with a human clothed arm sprue and a las guns and las cannon sprue as standard.

Lieutenant and Chainsword 07206011
Grenade Launcher 0720607
Commissar and Power Sword 0720605

Captain 07206013
Lieutenant 07206012
Commissar 0720606
Medic 07206015
Standard Bearer 0720608

Guard 1 0720609
Guard 2 0720610
Commander 0720611
Horse Riders Legs 072051/1

Designed by the Citadel Design Team
The Complete Jet Bike with Imperial Guard Rider consists of:

1 x Jet Bike Fairing
1 x Jet Engine
1 x Stabilizer Fin
1 x Riders Legs
1 x Riders Body

Please state which Riders Body you require when ordering.

Imperial Guard Riders

- Lieutenant and Chainsword 07206011
- Grenade Launcher 07206007
- Commissar and Power Sword 07206005
- Captain 07206013
- Lieutenant 07206012
- Commissar 07206006
- Medic 07206015
- Standard Bearer 07206018
- Guard 1 07206009
- Guard 2 07206010
- Commander 07206014
- Riders Legs 07206014

The complete Jet Bike with Imperial Guard Rider consists of:

1 x Bike
1 x Riders Legs
1 x Riders Body
1 x Bike Fairing

Please state which Riders Body and Bike Fairing you require when ordering.

Examples of the complete bike models

Designed by the Citadel Design Team with Alan Perry.
IMPERIAL ASSAULT WEAPONS

**RAPIER 1**

- RAPIER WEAPON 1
- GUNNER 1
- RAPIER WEAPON 2
- TOW HOOK

This complete Rapiers model consists of:
- 2x TRACK 1
- 1x GUNNER 1
- 1x GUNNER 2
- 1x RAPIER WEAPON 1
- 1x RAPIER CHASSIS 1

**RAPIER 2**

- RAPIER CHASSIS 2
- GUNNER 2

This complete Rapiers model consists of:
- 2x TRACK 2
- 1x GUNNER 1
- 1x GUNNER 2
- 1x RAPIER WEAPON 3

**THUDD GUN**

- THUDD GUN CHASSIS
- THUDD GUN SHIELD
- FRONT GUN
- LEFT GUN
- WHEEL
- SQUAT GUNNER 1
- TRACTOR UNIT

This complete Thudd Gun model consists of:
- 1x THUDD GUN CHASSIS
- 2x WHEEL
- 1x SQUAT GUNNER 1
- 1x TRACTOR UNIT
- 1x RIGHT GUN
- 1x LEFT GUN

Designed by Norman Swales and Michael Perry
IMPERIAL ASSAULT WEAPONS

TARANTULA 1

THIS COMPLETE TARANTULA MODEL CONSISTS OF:
1 x GUNNER 3
1 x TARANTULA STAND 1
2 x LAS CANNON
1 x WEAPON SUPPORT 1

TARANTULA 2

THIS COMPLETE TARANTULA MODEL CONSISTS OF:
1 x GUNNER 2
1 x TARANTULA STAND 2
2 x MULTI MELTA
1 x WEAPON SUPPORT 2
1 x TARANTULA SHIELD

SENTINEL

THIS COMPLETE SENTINEL MODEL CONSISTS OF:
1 x SENTINEL BODY
2 x LEG JOINT 1
2 x LEG JOINT 2
2 x LEG JOINT 3
1 x MULTI LASER
2 x FOOT
AND EITHER DRIVER 1 OR DRIVER 2

MOLE MORTAR

THIS COMPLETE MOLE MORTAR MODEL CONSISTS OF:
1 x SQUAT GUNNER 2
1 x SQUAT LOADER
1 x MORTAR BARREL
1 x MORTAR STAND

 Designed by Michael and Alan Perry with Norman Swales
The Imperial Guard boxed set contains enough plastic sprues to make 36 troopers. This plastic kit includes 9 Imperial Guard head and body sprues, 6 las gun and las cannon sprues, 8 Human clothed arms sprues, and 36 round plastic bases.

Designed by Alan and Michael Perry
THE COMPLETE OGRYN MODEL CONSIST OF:
1 x BODY
1 x RIPPER GUN
1 x LEFT ARM

PLEASE STATE WHICH LEFT ARM AND RIPPER GUN YOU REQUIRE WHEN ORDERING
OGRYNS

The complete Ogryn model consists of:
- 1 x Body Front
- 1 x Body Back
- 1 x Head
- 1 x Ripper Gun
- 1 x Left Arm
- 1 x Banner Pole

Please state which items you require when you order.

Examples of the completed Ogryn models.

Designed by the Citadel Design Team
SQUATS

STANDARD BEARERS

LAS PISTOL 1
07101022A

LAS PISTOL 2
07101022B

LAS PISTOL 3
07101022C

CHAMPIONS

POWER GLOVE AND
BOLTER 1
07101050A

POWER GLOVE AND
BOLTER 2
07101052B

POWER GLOVE AND
POWER AXE
07101032C

OFFICERS

LAS PISTOL AND
CHAIN SWORD 1
07101025A

LAS PISTOL AND
CHAIN SWORD 2
07101025B

LAS PISTOL AND
CHAIN SWORD 3
07101025C

MUSICIANS

SYNTHESIZER 1
07101037A

SYNTHESIZER 2
07101037A

SYNTHESIZER 3
07101037C

Designed by Alan and Michael Perry
SQUATS

Designed by the Citadel Design Team with Alan and Michael Perry.
ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD.

EXAMPLES OF THE COMPLETED MODELS

Designed by Michael and Alan Perry
ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD.

SQUAT RIDERS

WARLORD 071034/1
HEARTH GUARD 071034/5
GUILD MASTER 071034/9
BIKER 1 071034/2
BIKER 2 071034/3

BIKER 3 071034/9
BIKER 4 071034/7
BIKER 5 071034/1
BIKER 6 071034/6
LIVING ANCESTOR SIDE CAR PASSENGER 071034/10

THE COMPLETE TRIKE WITH SQUAT RIDER CONSISTS OF:
1 x BOLTERS OR HEADLIGHTS
1 x TRIKE CHASSIS
1 x FRONT WHEEL
1 x SQUAT RIDER
1 x PLASTIC ARMED SQUAT FROM PAGE 54 FOR THE GUNNER
2 x TRIKE WHEELS
1 x SWIVEL MOUNTED MULTI-MELTA
PLEASE STATE WHICH ITEMS YOU REQUIRE.

THE COMPLETE HEAVY WEAPON TRIKE WITH SQUAT RIDERS CONSISTS OF:
1 x BOLTERS OR HEADLIGHTS
1 x TRIKE CHASSIS
1 x FRONT WHEEL
1 x SQUAT RIDER
1 x PLASTIC ARMED SQUAT FROM PAGE 54 FOR THE GUNNER
2 x TRIKE WHEELS
1 x SWIVEL MOUNTED MULTI-MELTA
1 x SWIVEL MOUNTED MULTI-MELTA
PLEASE STATE WHICH ITEMS YOU REQUIRE.

THE COMPLETE BIKE WITH SQUAT RIDER CONSISTS OF:
1 x BOLTERS OR HEADLIGHTS
1 x BIKE CHASSIS
1 x FRONT WHEEL
1 x SQUAT RIDER
1 x BIKE WHEEL
PLEASE STATE WHICH ITEMS YOU REQUIRE.

THE COMPLETE BIKE WITH LIVING ANCESTOR SIDE CAR PASSENGER CONSISTS OF:
1 x COMPLETE BIKE WITH SQUAT RIDER
1 x SIDE CAR WHEEL
1 x LIVING ANCESTOR
1 x SIDE CAR

THE COMPLETE BIKE WITH LIVING ANCESTOR SIDE CAR PASSENGER CONSISTS OF:
1 x COMPLETE BIKE WITH SQUAT RIDER
1 x SIDE CAR WHEEL
1 x LIVING ANCESTOR
1 x SIDE CAR

PLEASE STATE WHICH ITEMS YOU REQUIRE.

EXAMPLES OF THE COMPLETED SQUAT BIKER MODELS
ALL OF THE GUNNER MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.

COMMANDER 1
07101027

COMMANDER 2
07212010

LOADER WITH MAGAZINE
07204013

LOADER WITH PLASMA GUN
07204029

GUNNER 1
07101027

GUNNER 2
07212011

LAS CANNON
07212012

HEAVY BOLTER
07212014

CONVERSION BEAMER
07212015

MULTI MELTA
07212013

EXAMPLES OF THE COMPLETED SQUAT HEAVY WEAPON MODELS

Designed by Alan Perry
These models are supplied with plastic Chaos back packs as standard.

The complete Chaos Squat in Power Armour consists of:
1 Chaos Exo-Armour Body
1 Chaos Bolter Arm
1 Chainsword Arm
Please state which items you require.

Examples of the completed Chaos Squats in Ex-Armour models.

These miniatures are all supplied with a Squat Arm Sprue and a Las Gun and Heavy Bolter Sprue as standard.

Examples of the completed Chaos Squat models.

Designed by Michael and Alan Perry
EXAMPLES OF THE SQUAT EXO-ARMOUR ON TRIKE MODELS

- TRIKE WHEEL
  - 07103/18
- BIKE WHEEL
  - 07103/17
- TRIKE CHASSIS
  - 07107/10
- BANNER POLE
  - 07107/11
- LANCE ARM
  - 07107/3
- EXO-ARMOUR BODY 1
  - 07107/31
- EXO-ARMOUR BODY 2
  - 07107/32
- EXO-ARMOUR BODY 3
  - 07107/33
- POWER AXE ARM
  - 07107/34

THE COMPLETE SQUAT EXO-ARMOUR ON TRIKE MODEL CONSISTS OF:
- 1 x BIKE WHEEL
- 1 x TRIKE CHASSIS
- 2 x TRIKE WHEELS
- 1 x BANNER POLE
- 1 x LANCE ARM
- 1 x BOLTER ARM
- 1 x EXO-ARMOUR BODY

PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE SQUAT IN EXO-ARMOUR CONSISTS OF:
- 1 x EXO-ARMOUR BODY
- 1 x POWER AXE ARM

PLEASE STATE WHICH ITEMS YOU REQUIRE

EXAMPLE OF THE COMPLETED SQUATS IN EXO-ARMOUR MODELS

Designed by Michael Perry
The Space Dwarfs boxed set contains enough plastic sprues to make 36 Space Dwarf Mercenary warriors. This plastic kit includes 9 Squat head and body sprues, 6 Las guns and Heavy bolter sprues, 8 Squat arms sprues and 36 round plastic bases.
Miniatures supplied unpainted. WARNING. This product contains small parts which may be harmful if swallowed. Cats, dogs, and other animals may also be harmed by these parts. Keep out of reach of children.

BAD MOON 1: 0706604
DEATH SKULL: 0706608
BLOOD AXE 1: 0706601

BAD MOON 2: 0706641
COFF 1: 0706645
EVIL SUNZ 1: 0706645
SNAKE BITE 1: 0706692

These models, except those marked with an asterisk, are all supplied with a ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

Examples of the completed ORK Bosses
THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

EXAMPLES OF THE COMPLETED ORK BOSSES

Designed by Kev Adams
PAINBOYZ

These models are all supplied with a Ork Arms Sprue and an Ork Weapons Sprue as standard.

Examples of the completed Painboyz.

Designed by Kev Adams
THE COMPLETE ORK DREADNOUGHT CONSISTS OF:

1 x UPPER TORSO SECTION
1 x MIDDLE TORSO SECTION
1 x LOWER TORSO SECTION
2 x POWER CLAW ARMS
1 x GRETCHIN PILOT
1 x BANNER POLE
2 x WEAPON MOUNTS
2 x WEAPONS
2 x LEGS
1 x HATCH

PLEASE STATE WHICH LEGS, WEAPONS, AND POWER CLAW ARMS WHEN YOU ORDER.
MEKBOYZ

These models are all supplied with a Ork Arms sprue and an Ork Weapons sprue as standard.

KUSTOM WEAPON 1
07062021

BIG HAMMER
07062019

FLAME THROWER
07062020

CUTTERS
07062023

WRENCH
07062022

KUSTOM WEAPON 2
07062021

Examples of the completed Mekboyz.

Designed by Kev Adams
SHOKK ATTACK GUN

This model is supplied with an Ork Arms Sprue as standard

MEK BOY
07069/3

SPINNING GUBBINGS
07069/1

FIELD GENERATOR
07069/2

RUNTBOT

The complete Runtbot model consists of:
1 x BODY
2 x BOMB LOBBERS

BODY
07067/1

BOMB LOBER
07067/2

This is the assembled model

ROBOTZ

"ELDAR" TINBOY
07067/5

"SQUAT" TINBOY
07067/3

"MARINE" TINBOY
07067/4

Designed by Kev Adams
NOTE THAT THE ORK CYBOAR IS NOT SUPPLIED WITH A RIDER. ANY OF THE PLASTIC ORKS FROM THE SPACE ORK BOX SET WILL FIT ON THIS MODEL.

AN EXAMPLE OF A PLASTIC SPACE ORK RIDING THE ORK CYBOAR

Designed by Kev Adams

THIS MODEL IS SUPPLIED WITH A ORK ARMS SPRUE AS STANDARD

THE COMPLETED KATAPULT

THE COMPLETE SQUIG KATAPULT CONSISTS OF:

- 1 x RUNTHEAD WITH WHIP
- 1 x RUNT WITH BUZZER SQUIG POT
- 1 x RUNT WITH A BAG OF SQUIGS
- 1 x WINDING HANDLE
- 1 x KATAPULT BASE
- 1 x KATAPULT ARM
- 1 x KATAPULT FRONT
- 1 x WHEEL
- 1 x KATAPULTE BASE
- 1 x KATAPULTE ARM
- 1 x SQUIGS
THE RUNHERD MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

- Snake Biter Runtherd With Runt-Pole: 070620/14
- Runtherd With Runt-Hook and Peg Leg: 070620/17
- Death Skull Runtherd With Megaphone: 070620/18
- Runtherd With Hook Hand: 070620/13
- Snake Bite Runtherd With Bionic Hook Arm: 070620/16
- Runtherd With Megaphone: 070620/15

- Run Selling Squig: 070620/10A
- Run With Serving Platter: 070620/10B
- Run With Plans: 070620/10C
- Run With Stick Bomb and Ammo Box: 070620/10D
- Run With Cutters: 070620/10E
- Run With Shell: 070620/10F
- Run With Pennant: 070620/10G
- Squig 1: 070620/10H
- Squig 2: 070620/10I
- Squig 3: 070620/10J
- Squig 4: 070620/10K
- Squig 5: 070620/10L
- Squig 6: 070620/10M
- Squig 7: 070620/10N

EXAMPLES OF THE COMPLETED RUNHERD MODELS.

Designed by Kevin Adams
GRETCHIN

CARRYING A AMMO BOX AND SHOTGUN 07055/11
CARRYING A WRENCH 07055/14
ARMED WITH A KNIFE AND SAWN OFF SHOTGUN 1 07055/12
GRETCHIN WITH A PEG LEG AND BLUNDERBUSS 07055/16
LOADING A BLUNDERBUSS 07055/10

ARMED WITH A BLUNDERBUSS 1 07055/87
ARMED WITH A KNIFE AND SAWN OFF SHOTGUN 2 07055/81
ARMED WITH A BLUNDERBUSS 2 07055/915
ARMED WITH A SHOTGUN 1 07055/99
ARMED WITH A BLUNDERBUSS 3 07055/86

ARMED WITH A SAWN OFF SHOTGUN 07055/13
ARMED WITH A BLUNDERBUSS 4 07055/84
CARRYING A BOLTER 07055/16
ARMED WITH A BLUNDERBUSS 5 07055/86
ARMED WITH A KNIFE AND SAWN OFF SHOTGUN 3 07055/9

ARMED WITH A BLUNDERBUSS 6 07055/87
ARMED WITH A BLUNDERBUSS 7 07055/86
ARMED WITH A BLUNDERBUSS 8 07055/83
FREEBOOTER GRETCHIN ARMED WITH A SHOTGUN 1 07055/22
ARMED WITH A BLUNDERBUSS 9 07055/88

ARMED WITH A SHOTGUN 2 07055/89
FREEBOOTER GRETCHIN ARMED WITH A SHOTGUN 2 07055/20
FREEBOOTER GRETCHIN ARMED WITH A KNIFE AND A SAWN OFF SHOTGUN 07055/18
ARMED WITH A BLUNDERBUSS 10 07055/17
ARMED WITH A BLUNDERBUSS 11 07055/18

ARMED WITH A KNIFE AND SAWN OFF SHOTGUN 4 07055/2
PLAYING SQUIGGLES 07055/25
CARRYING A BAD MOON BANNER POLE 07055/24
CARRYING A TORCH AND ARMED WITH A BLUNDERBUSS 07055/23
FREEBOOTER GRETCHIN WITH BLUNDERBUSS 07055/21

Designed by Kev Adams with Colin Dixon
ORK MADBOYZ

These models are all supplied with an Ork Arms Sprue and an Ork Weapons Sprue as standard.

Designed by Kev Adams with the Citadel Design Team
WEIRD BOYZ

ALL OF THESE MODELS, EXCEPT FOR THE GOFF, ARE SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

BAD MOON 0706576
WEIRD BOY 1 0706575
WEIRD BOY 2 0706574
WARHEAD WEIRD BOY 07068315

MINDERZ

MINDERZ FIRING WEIRD BOY 0706572
MINDERZ HOLDING WEIRD BOY 0706571

MINDER 1 0706525
FREEBOOTER MINDER 0706573
MINDER HOLDING COPPER STAFF 0706519

EXAMPLES OF THE COMPLETED ORK WEIRD BOYZ.

Designed by Kev Adams with the Citadel Design Team
ALL OF THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERISK, ARE SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.
BOLTA A AND CHAINESWORD 1
0705103

BOLTA AND CHAINESWORD 1
0705104

BOLTA AND KLAVER 1
0705107

BOLTA AND GUTRIFFA 1
0705107

FLAMER 1
0705105

PLASMA GUN 1
0705103

BOLTA 4
0705101

BOLTA 5
0705109

BOLTA 6
0705104

BOLTA 7
0705103

BOLTA 8
0705108

BOLTA 9
0705104

PLASMA GUN 2
0705103

BOLTA 10
0705104

BOLTA AND STIKK BOMB 2
0705104

BOLTA 11
0705106

BOLTA 12
0705103

BOLTA 13
0705103

BOLTA 14
0705107

BOLTA AND CHAINESWORD 2
0705101

BOLTA AND CUTRIFFA 2
0705102

Designed by Kev Adams
ORK BOYZ

BOLT PISTOL AND BOLTA
070510/11

BOLTER 16
070510/22

BOLTA 17
070510/19

PLASMA GUN 3
070510/18

FLAMER 2
070510/12

PLASMA GUN 4
070510/14

BOLTA 18
070510/24

BOLTA 19
070510/19

BOLTA 20
070510/13

BOLTA 21
070510/20

FLAMER 3
070510/23

BOLTA 22
070510/16

AXE AND BOLTA 1
070510/42

BOLTA AND CHAINSWORD 3
070510/28

BOLTA 23
070510/48

AXE AND BOLTA 2
070510/56

BOLTA AND STIKKSOMB 3
070510/63

BOLTA 24
070510/59

BOLTA 25
070510/25

BOLTA 26
070510/65

BOLTA AND GUTRIPPA 3
070510/62

POWER SWORD AND BOLT PISTOL
070510/64

BOLTA 27
070510/64

Designed by Kev Adams
ORK BOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

GOFFS

GOFF 1 070605/7

GOFF 2 070605/5

SNAKE BITES

SNAKE BITE 1 070605/6

SNAKE BITE 2 070605/7

BAD MOONS

BAD MOON 1 070605/14

BAD MOON 2 070605/13

BAD MOON 3 070605/12

BAD MOON 4 070605/11

BLOOD AXES

BLOOD AXE 1 070605/21

BLOOD AXE 2 070605/2

BLOOD AXE 3 070605/1

EXAMPLES OF THE COMPLETED ORK BOYZ.
These models are all supplied with a Ork Arms Sprue and an Ork Weapons Sprue as standard.

Designed by Kev Adams
ORK HEAVY WEAPONS

Each of the above models is supplied with one of the weapons shown below as standard. Please state which you require when ordering.

- HEAVY PLASMA GUN 0721295
- FLAMER 0721292
- MISSILE LAUNCHER 0721294

Examples of the completed heavy weapon Ork models

Designed by Kev Adams
SPACE ORK RAIDERS
BOXED SET OF 17 METAL MINIATURES

THIS BOX SET CONSISTS OF:
1 x THUGG BULLNECK ORK WARBoss
1 x NOB WITH BOLTA AND KNIFE
1 x NOB WITH BOLTA AND BOLT PISTOL
1 x ORK WITH HEAVY BOLTA
13 x RANDOM ORKS WITH BOLTA'S

Designed by Kev Adams
Space Orks

The Space Orks boxed set contains enough plastic sprues to make 36 Space Ork Boyz. Each box contains:
- 6 Ork Body Sprues
- 4 Ork Weapon Sprues
- 4 Ork Heavy Weapon Sprues
- 6 Ork Arm Sprues

Ork Weapons Sprue
- 4 Bolters
- 4 Bolt Pistols
- 1 Plasma Pistol
- 1 Chain Sword

Ork Heavy Weapon Sprue
- 1 Heavy Plasma Gun
- 1 Power Claw
- 2 Stikk Bombs
- 1 Plasma Pistol
- 1 Power Sword

Designed by the Citadel Design Team
The complete Ork War Buggy consists of:
- 1 x Chassis
- 1 x Engine
- 2 x Front Wheels
- 2 x Rear Wheels
- 2 x Axles
- 1 x Weapon
- 1 x Driver
- 1 x Gunner

Please state which driver, gunner, and weapon you require when ordering.

Example of the complete Ork War Buggy

Front Wheel 07054631
Rear Wheel 07054630
Chassis 07054625
Engine 07054626
Axle 07054629
Weapon Heavy Plasma 07054632
Weapon Multi-Melta 07054632
Driver Helmet and Bolt Pistol 07054627
Driver Bolt Pistol 07054627
Driver Plasma Pistol 07054627
Driver Studded Helm 07054628
Driver Bare Head 07054629
Driver Spiked Helm 07054628

Designed by Kev Adams
THE COMPLETE NOBZ WARBike CONSISTS OF:
1 x BIKE CHASSIS  
1 x HANDLE BARS  
1 x DRIVER  
1 x DRIVER'S LEGS  
1 x NOB PASSENGER WITH PLASMA GUN  
1 x PASSENGER SEAT WITH BANNER POLE

PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.

THE COMPLETE ORK WARBike CONSISTS OF:
1 x BIKE CHASSIS  
1 x HANDLE BARS  
1 x DRIVER  
1 x DRIVER'S LEGS  
1 x DUAL AUTO CANNONS

PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.

Designed by Kev Adams
THE COMPLETE ORK SCORCHER CONSISTS OF:
1 x CHASSIS
1 x HANDLE BARS
2 x TRACKS
1 x DRIVER
1 x DRIVER'S LEGS
1 x SNOTUNG PUMPER
1 x FUEL TANK
1 x AXLE
2 x WHEELS
1 x CONNECTING LINK
1 x OPEN HATCH WITH ORK GUNNER
1 x CLOSED HATCH
1 x TURRET
1 x PLATFORM

PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.

Designed by Kev Adams
**ORK WARTRAK**

The complete ORK WARTRAK consists of:
- 1 x CHASSIS
- 1 x HANDLE BARS
- 2 x TRACKS
- 1 x DRIVER
- 1 x GUNNERS PLATFORM
- 1 x LAS-CANNON
- 1 x WARTRAK GUNNER
- 1 x COMPLETE HOP SPLAT FIELD GUN with crew

Please state which driver you require when you order.

**HANDLE BARS**

**GUNNERS PLATFORM**

**LAS-CANNON**

**WARTRAK GUNNER**

**HOP SPLAT FIELD GUN**

The complete HOP SPLAT field gun consists of:
- 1 x HOP SPLAT CHASSIS
- 1 x HOP SPLAT GUN
- 2 x WHEELS
- 1 x GUN SHIELD
- 1 x MEKBOY with whip and wrench
- 2 x GRETCHIN LOADERS

Please state which GRETCHIN loaders you require when you order.
THE SPACE ORK BATTLEWAGON BOX SET CONTAINS:
1 x BATTLEWAGON SPRUE
6 x BATTLEWAGON TRACK SPRUES
1 x ORK BODY SPRUE
1 x ORK ARMS SPRUE
1 x ORK WEAPONS SPRUE

In addition to the Battlewagon, you get a wonderful selection of extra Ork tools and equipment like wrenches, screwdrivers, drills and saws. You can use these to customize your Battlewagon, or you can glue them to any Ork miniatures from the Citadel range. Using the different plastic arms and weapons, you can assemble the crew however you want, shouting, pointing and firing from the Battlewagon.

THE COMPLETE BATTLEWAGON
WITH SPACE ORK CREW

BATTLEWAGON TRACK SPRUE
101505

Designed by the Citadel Design Team
ELDAR GUARDIANS

STANDARD BEARERS

- DRAGON STANDARD
  - 07151/26
- MELTA GUN
  - 07151/22
- SKULL STANDARD
  - 07151/22
- SHURRIKIN CATAPULT
  - 07151/29
- ANGEL STANDARD
  - 07151/29
- PLASMA GUN
  - 07151/36

EACH STANDARD BEARER IS SUPPLIED WITH A STANDARD. PLEASE STATE WHICH STANDARD YOU REQUIRE WHEN YOU ORDER.

CAPTAINS

- SHURRIKIN CATAPULT
  - 07151/4
- POWER SWORD
  - 07151/8
- CHAIN SWORD AND SHURRIKIN PISTOL
  - 07151/14

CHAMPIONS

- CHAIN SWORD AND SHURRIKIN PISTOL
  - 07151/7
- POWER GLOVE AND FLAMER
  - 07151/2
- POWER GLOVE AND POWER SWORD
  - 07151/15

MUSICIANS

- HARP
  - 07151/40A
- VOICE AMPLIFIER
  - 07151/40G
- SYNTH
  - 07151/40C

Designed by Jes Goodwin
ELDAR

GUARDIANS

POWER SWORD AND LAS PISTOL
071664/2

SHURIKEN CATAPIULT 1
071584/4

LAS GUN 1
071584/3

SHURIKEN CATAPIULT 2
071584/5

LAS GUN 2
071584/6

SHURIKEN CATAPIULT 3
071584/8

SHURIKEN CATAPIULT 4
071584/9

SHURIKEN CATAPIULT AND SHURIKEN PISTOL
071584/7

SHURIKEN PISTOL AND POWER SWORD 1
071566/7

SHURIKEN PISTOL AND POWER SWORD 2
071566/10

2 LAS PISTOLS
071566/15

LAS GUN 3
071566/14

LAS GUN 4
071566/16

LAS GUN 5
071566/12

LAS GUN 6
071566/13

LAS GUN 7
071566/11

Designed by Jes Goodwin
The complete Avatar consists of:
- 1 x Avatar body
- 1 x Doom that Wails (Spear form)
- 1 x Avatar cloak

Warlocks and Farseer

- Warlock and Force Staff 1
- Warlock and Force Staff 2
- Farseer
- Warlock and Witch Blade 1
- Warlock and Witch Blade 2

Designed by Jes Goodwin
Swooping Hawks

Each Dark Reaper comes with a missile launcher as standard.

- Swooping Hawk Exarch
  - With Lasblaster
  - 07157205

- Swooping Hawk 1
  - 0715603

- Swooping Hawk 2
  - 07156011

- Swooping Hawk 3
  - 07156012

The Swooping Hawk Exarch is supplied with Exarch Hawk wings as standard.

Exarch - Fire Dragons

- Hawk Wings
  - 07156034

- Exarch Hawk Wings
  - 07157288

Exarch - Swooping Hawk

DARK REAPERS

Each Dark Reaper comes with a missile launcher as standard.

- Dark Reaper Exarch
  - With Webs of Skulls
  - 07157219

- Dark Reaper 1
  - 0715607

- Dark Reaper 2
  - 07156014

- Missile Launcher
  - 07158085

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
This box set contains one of each of the models on this page.

Designed by Jes Goodwin
ELDAR JET CYCLES

Designed by Jes Goodwin

These are examples of the complete jet bikes

ELDAR RIDE BODY
WITH SHURIKEN PISTOL
0715337

HARLEQUIN RIDE BODY
WITH POWER SWORD
07153311

ELDAR RIDE BODY
0715336

HARLEQUIN RIDE BODY
0715335

ELDAR RIDE LEGS
0715335

HARLEQUIN RIDE LEGS
07153310

THE COMPLETE ELDAR JET CYCLE CONSISTS OF:
1 x SADDLE
1 x HANDLE BARS
1 x CANOPY
1 x ARMAMENT
1 x RIDE BODY
1 x RIDE LEGS

PLEASE STATE WHICH RIDE BODY, RIDE LEGS,
CANOPY AND ARMAMENT YOU REQUIRE WHEN ORDERING.

SADDLE
0715333

HANDLE BARS
0715334

HARLEQUIN CANOPY
0715336

ELDAR CANOPY
0715331

ELDAR RIDE LEGS
0715335

HARLEQUIN RIDE LEGS
07153310

SHURIKEN CANNON
ARMAMENT
0715339

DUAL SHURIKEN
CATAPULT ARMAMENT
0715335
is are not recommended tor children under U years of ago.

ELDAR HEAVY WEAPONS

GUNNER WITH SHURIKEN CATAPULT
071533/19

SPOTTER WITH GOGGLES
071553/12

GUNNER WITH SHURIKEN CATAPULT AND HELMET
071533/17

SPOTTER
071553/19

GUNNER WITH CONTROL BOX
071553/19

THESE ARE ALL EXAMPLES OF THE COMPLETE ELDAR HEAVY WEAPONS

D-CANNON 1
071633/20

D-CANNON 2
071617/2

LAS CANNON
071521/15

SCATTER LASER
071521/11

HEAVY PLASMA GUN
071521/16

MISSILE LAUNCHER
071521/19

EACH COMPLETE HEAVY WEAPON CONSISTS OF:
1 x TRIPOD OR 1 x FLOATING WEAPON PLATFORM
1 x WEAPON SHIELD OR 1 x WEAPON MOUNT
1 x HEAVY WEAPON
1 x SPOTTER
1 x GUNNER

PLEASE STATE WHICH ITEMS YOU REQUIRE

WEAPON MOUNT (D-CANNON 1)
071533/22

LARGE WEAPON TRIPOD
071533/14

WEAPON TRIPOD
071533/15

FLOATING WEAPON PLATFORM 1
071533/21

FLOATING WEAPON PLATFORM 2
071533/21

FLOATING WEAPON SHIELD
071521/12

WEAPON SHIELD
071533/16

WEAPON MOUNT
071533/19

WEAPON MOUNT
071533/15

WEAPON MOUNT
071533/20

WEAPON MOUNT
071533/18

THESE ARE ALL EXAMPLES OF THE COMPLETE ELDAR HEAVY WEAPONS

MINIATURES
Designed by Jes Goodwin

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Eldar Dreadnoughts

Each Eldar Dreadnought consists of:

- 1 x TORSO
- 1 x CANOPY
- 1 x EXHAUST
- 1 x RIGHT ARM
- 1 x LEFT ARM
- 1 x LEFT LEG
- 1 x RIGHT LEG
- 1 x WEAPON MOUNT
- 1 x DUEL MOUNT
- 1 x HEAVY WEAPON

Please state which items you require.

Designed by Jes Goodwin
Eldar Dreadnoughts

Each Eldar Spirit Warrior consists of:
- 1 x Torso
- 1 x Spirit Warrior Head
- 1 x Left Arm or 1 x Right Arm
- 1 x Exhaust
- 1 x Left Leg
- 1 x Weapon Mount
- 1 x Heavy Weapon
- 1 x Ghost Warrior

Please state which items you require.

Each Eldar War Walker consists of:
- 1 x Torso
- 1 x War Walker Pilot
- 1 x Exhaust
- 1 x Right Leg
- 1 x Left Leg
- 2 x Weapon Shield
- 2 x Heavy Weapon

Please state which items you require.

Designed by Jes Goodwin
ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERIX ARE SUPPLIED WITH A GENESTEALER ARM SPRUE AND A ORK WEAPON SPRUE AS STANDARD

PURESTRAIN 1
072596/10

PURESTRAIN 2
072596/11

PURESTRAIN 3
072596/12

HYBRID 1
072557/8

HYBRID 2
072557/10

HYBRID 3
072567/12

HYBRID 4
072567/13

HYBRID 5
072567/14

HYBRID 6
072567/15

HYBRID 7
072567/16

HYBRID 8
072567/17

HYBRID 9
072567/18

HYBRID 10
072567/19

HYBRID 11
072557/20

HYBRID 12
072557/21

HYBRID 13
072557/22

HYBRID 14
072557/23

HYBRID 15
072557/24

HYBRID 16
072557/25

HYBRID 17
072557/26

HYBRID 18
072557/27

HYBRID 19
072557/28

HYBRID 20
072557/29

EXAMPLES OF THE COMPLETED GENESTEALERS

Designed by Jes Goodwin with the Citadel Design Team
THE COMPLETE THRONED GENESTEALER PATRIARCH CONSISTS OF:
1 x PATRIARCH BODY
1 x PATRIARCH BACK
1 x THRONE RIGHT SIDE
1 x THRONE LEFT SIDE
1 x THRONE SEAT
1 x THRONE BACK
1 x MAGUS ADVISOR

THE COMPLETE STANDING PATRIARCH CONSISTS OF:
1 x STANDING PATRIARCH BODY
1 x PATRIARCH LEFT ARMS
1 x PATRIARCH RIGHT ARMS

Designed by the Citadel Design Team with Jes Goodwin
Designer by Michael Perry

**ZOAT TORSO WITH FLAMER AND POWER GLOVE**
072616/0

**ZOAT TORSO WITH FLESHBORER**
072545/0

**ZOAT TORSO WITH MISSILE LAUNCHER**
072545/4

**ZOOT SLAYERS**

Designed by the Citadel Design Team

**EACH COMPLETE ZOAT MODEL CONSISTS OF:**
1 x ZOAT BODY
1 x ZOAT TORSO

**PLEASE STATE WHICH ZOAT TORSO YOU REQUIRE WHEN YOU ORDER**

**ZOOT BODY**
072645/2

**ZOOT TORSO WITH FLESHBORER**
072545/5

**ZOOT TORSO WITH MISSILE LAUNCHER**
072545/4

**ZOOT TORSO WITH FLESHBORER**
072545/1

**EXAMPLES OF THE COMPLETE ZOAT MODELS**
ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

Designed by Michael Perry and Kev Adams
CHAOS RENEGADES

TZEENTCH

Displaced Head 07035460
Headless Body and Chain Sword 0703602
Fungus Body and Power Glove 0703603
Beaked Head and Plasma Hand 0703600

Headless 2 0703601
Fungus Body and Plasma Hand 0703607

3 Arms 0703564

NURGLE

Plaguebearer Head 1 0703546
Tentacle Arm and Flamer 0703561
Tentacle Arm and Skull Head 0703541
Plaguebearer Head 2 0703546

Tentacle Head 0703540
Mannikin Head 0703542
Tube Head 0703545

All of the above models are supplied with a Chaos Renegade back pack sprue as standard.

Designed by Michael Perry
ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

Designed by Michael Perry with Kev Adams
CHAOS RENEGADE HEAVY WEAPONS

Miniatures supplied unpainted.

WARNING.

This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

—£

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NURGLE RENEGADE
070327/6

TZEENTCH RENEGADE WITH A FUNGUS BODY
070327/7

HAORN RENEGADE WITH THE FACE OF A BLOODLETTER
070327/5

Slaanesh Renegade
070327/1

Renegade 1
070327/8

Renegade 2
070327/12

Renegade 3
070327/11

Renegade 4
070327/4

Renegade 5
070327/10

Renegade 6
070327/12

Renegade 7
070327/9

Renegade 8
070327/10

Heavy Bolter
070327/13

Heavy Plasma Gun
070327/17

Multi Melta
070327/19

Conversion Beamer
070327/16

Missile Launcher
070327/14

Grenade Launcher
070327/18

Las Cannon
070327/19

Las Cannon
070327/19

Designed by Michael Perry

Examples of the Chaos Renegades with Heavy Weapons

All of the above models are supplied with a Chaos Renegade back pack sprue as standard.
CHAOS SPACE MARINES

Designed by Jes Goodwin

WORLD EATER
(KHORNE) 070378/4

EMPERORS CHILDREN
(SLAANESH) 070378/3

DEATH GUARD
(NURGLE) 070378/2

THOUSAND SONS
(TZEENTCH) 070378/1

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

CHAOS DREADNOUGHT

Designed by Alan Perry

RIGHT ARM WITH
HEAVY PLASMA GUN
070184/16

LEFT ARM WITH
POWER CLAW
070184/19

SHOULDER
JOIN T
070184/17

ORTH LEG
070184/16

LEFT LEG
070184/19

UPPER TORSO
070184/13

EXAMPLE OF THE COMPLETE CHAOS DREADNOUGHT

LOWER TORSO
070184/14

THE COMPLETE CHAOS DREADNOUGHT CONSISTS OF:
1 x UPPER TORSO
1 x LOWER TORSO
1 x RIGHT ARM WITH PLASMA GUN
1 x LEFT ARM WITH POWER CLAW
2 x SHOULDER JOINTS
1 x RIGHT LEG
1 x LEFT LEG
RENEGADES ON HORSE BACK

Designed by Michael and Alan Perry

THE COMPLETE CHAOS RENEGADE ON HORSE BACK CONSISTS OF:
- 1 x BODY
- 1 x LARGE PLASTIC HORSE

PLEASE STATE WHICH RIDERS BODY YOU REQUIRE WHEN ORDERING.

THE LARGE PLASTIC HORSES CAN BE FOUND ON PAGE 331.

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD.
PLASTICS

GENESTEALER ARMS SPRUE
102776

LIBRARIAN AND HYBRID SPRUE
(1 LIBRARIAN AND 2 HYBRIDS)
102407

CHAOS HEAVY WEAPONS SPRUE
(1 CONVERSION BEAMER, 1 MISSILE LAUNCHER AND 1 AUTO CANNON)
102517

TYRANN WARRIOR SPRUE
120012
PLASTICS

ORK WEAPONS SPRUE
- 4 BOLTERS, 4 BOLT PISTOLS, 1 PLASMA PISTOL AND CHAIN SWORD
- 102749

HAND WEAPONS SPRUE
- 10 AUTO PISTOLS, 3 BOLT PISTOLS, 2 STUB GUNS, 1 HAND CROSSBOW, 15AWN OFF SHOTGUN AND 1 PLASMA PISTOL
- 102794

LAS GUNS AND HEAVY BOLTER SPRUE
- 1 HEAVY BOLTER, 5 LAS GUNS, 2 LAS PISTOLS
- 103529

ORK HEAVY WEAPON SPRUE
- 1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STIKK BOMBS, 1 PLASMA PISTOL AND 1 POWER SWORD
- 102752

LAS GUNS AND LAS CANNON SPRUE
- 1 LAS CANNON, 5 LAS GUNS, 2 LAS PISTOLS
- 101260

SPACE MARINE BOLTERS AND BACK PACKS SPRUE
- 3 PAIRS OF SHOULDER PADS, 3 BACK PACKS, 3 BOLTERS, 3 COMBAT KNIVES
- 101520

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The Warlord Class Battle Titan is by far the most popular and versatile class of Imperial Battle Titan, and thousands of Warlords saw action on both sides during the wars of the Horus Heresy. These 6 clip together, plastic Warlord Class Battle Titans come with interchangeable weapons.
**TITAN HEADS AND WEAPONS**

Designed by Colin Dixon

- **Power Saw**
  - 076027/39

- **Power Ram**
  - 076027/39

- **Trident**
  - 076027/39

- **Harpoon**
  - 076027/43

- **Barrage Missile**
  - 076027/35

- **Warp Missile**
  - 076027/25

- **Carapace Landing Pad 1**
  - 076027/22

- **Carapace Landing Pad 2**
  - 076027/32

- **Fire Control Platform**
  - 076027/34

- **Fire Control Tower**
  - 076027/23

- **Battle Claw**
  - 076027/44

- **Corvus Assault Pod**
  - 076027/31

- **Wrecker**
  - 076027/36

- **Chaos Energy Whip**
  - 076027/29

- **Chaos Titan Tail 1**
  - 076027/14

- **Chaos Titan Tail 2**
  - 076027/11

- **Chaos Titan Tail 3**
  - 076027/40

- **Chaos Titan Tail 4**
  - 076027/42

- **Carapace Multi-Lasers**
  - 076027/36

- **Deathstrike Cannon**
  - 076027/22

- **Rubble Claw**
  - 076027/37

- **Devotional Bell**
  - 076027/27

- **Titan Head 1**
  - 076027/15

- **Titan Head 2**
  - 076027/18

- **Titan Head 3**
  - 076027/23

- **Titan Head 4**
  - 076027/17

- **Titan Head 5**
  - 076027/16

- **Banner Pole 1**
  - 076027/20

- **Weapon Head 1**
  - 076027/14

- **Weapon Head 2**
  - 076027/12

- **Eagle Head**
  - 076027/16

- **Dragon Head**
  - 076027/7

- **Corvus Assault Head**
  - 076027/19

- **Custodian Head**
  - 076027/13

- **Command Head 1**
  - 076027/11

- **Command Head 2**
  - 076027/12

- **Close Combat Head 1**
  - 076027/10

- **Close Combat Head 2**
  - 076027/10

- **Khorne Skull Head**
  - 076027/19

- **Khorne Hound Head**
  - 076027/19

- **Niracle Head**
  - 076027/19

- **Tzeentch Head**
  - 076027/10

- **Horned Helm Head**
  - 076027/20

All these miniatures can be mounted on the plastic Warlord Titans. Those models marked * will also fit the metal Reaver Titans.
Each complete Reaver Titan consists of:
1 x Carapace
carapacea
1 x Head
head
2 x Feet
feet
2 x Shoulder Guards
shoulder guards
1 x Devotion Seals
devotion seals

You may choose to have a Banner Pole instead of one of the weapons
Please state which items you require when ordering.

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed. Citadel miniatures are not recommended for children. 

Designed by Joe Goodwin
Designed by Jes Goodwin
THE COMPLETE BANEBLADE CONSISTS OF:
1 x BANE BLADE CHASSIS
1 x BANEBLADE TURRET
1 x SPONSOR TURRETS 1

BANEBLADE
SUPER HEAVY BATTLE TANK

THE COMPLETE SHADOWSWORD CONSISTS OF:
1 x SHADOWSWORD CHASSIS
1 x VOLCANO CANNON
1 x SPONSOR TURRETS 2

VOLCANO CANNON
0760545
SPONSOR TURRETS 2
0760646

SHADOWSWORD
SUPER HEAVY TANK DESTROYER

THE COMPLETE LEMAN RUSS CONSISTS OF:
1 x LEMAN RUSS CHASSIS
1 x LEMAN RUSS TURRET

LEMAN RUSS
BATTLE TANK

THE COMPLETE PREDATOR CONSISTS OF:
1 x PREDATOR CHASSIS
1 x PREDATOR TURRET
1 x LAS-CANNON SPONSONS
1 x PREDATOR LEFT SIDE
1 x PREDATOR RIGHT SIDE

PREDATOR

THE COMPLETE WHIRLWIND CONSISTS OF:
1 x WHIRLWIND CHASSIS
1 x WHIRLWIND MULTI LAUNCHER
1 x WHIRLWIND SIDES

WHIRLWIND

THE COMPLETE DEPLOYED DROP POD CONSISTS OF:
1 x DEPLOYED DROP POD SHELL
1 x CARGO

DEPLOYED DROP POD SHELL
0760782
DEPLOYED DROP POD
0760781

PLEASE STATE WHICH CARGO YOU REQUIRE

ASSAULT POD CARRO
0760784
SUPPORT POD CARRO
0760783
DEATHWIND CARRO
0760785

Designed by the Citadel Design Team with Colin Dixon
THE COMPLETE IMPERIAL MOLE CONSISTS OF:
1 x IMPERIAL MOLE TRANSPORTER
1 x MOLE
1 x HYDRAULIC PISTON
1 x LIFTING PLATFORM

THE COMPLETE IMPERIAL TERMITE CONSISTS OF:
1 x TERMITE TRANSPORTER
1 x TERMITE

THE COMPLETE MANTICORE CONSISTS OF:
1 x MANTICORE / BASILISK CHASSIS
1 x MANTICORE MULTI-LAUNCHER TYPE 1

THE COMPLETE BASILISK CONSISTS OF:
1 x MANTICORE / BASILISK CHASSIS
1 x BASILISK CANNON TYPE 1

THE COMPLETE BOMBARD CONSISTS OF:
1 x BOMBARD CHASSIS
1 x SIEGE MORTER

Designed by the Citadel Design Team
The complete Hellbore consists of:
1 x Transporter Chassis
1 x Bore Head
1 x Propulsion Jet
1 x Bore Side 1
1 x Bore Side 2
1 x Launching Ramp
1 x Hydraulic Piston
1 x Track Sprue

This is an assembled Hellbore.

This model will require assembly as shown in the example on the right.

Tracks Sprue
(Shown at 50%)
102543

Transporter Chassis
076080/1

Bore Head
076080/9

Propulsion Jet
076080/7

Bore Side 1
076080/3

Bore Side 2
076080/4

Launching Ramp
076080/2

Hydraulic Piston
076080/6

Designed by the Citadel Design Team
**CAPITOL IMPERIALIS**

The complete Capitol Imperialis consists of:

- 1 x Imperialis Rig-It Side
- 1 x Imperialis Left Side
- 1 x Armoured Roof
- 1 x Rear Assault Ramp
- 1 x Front Shield
- 1 x Imperialis Turret
- 1 x Front Assault Ramp

This is an assembled Capitol Imperialis.

This model will require assembly as shown in the example on the right.

Tracks Sprue (shown at 50%)

Designed by the Citadel Design Team
EPIC SPACE MARINES
This box set contains 10 of the highly detailed plastic sprues as shown on the right.

EPIC SPACE MARINE SPRUES
Each sprue contains the following:
- 1 Robot
- 2 Marine captains
- 2 Marines with heavy weapons
- 1 Marine commander
- 20 Marines in mark 7 armour
- 2 Marines in terminator armour
- 4 Marines with jump packs
- 2 Marine Bikers
- 1 Landspeeder

EPIC IMPERIAL GUARD
This box set contains 10 of the highly detailed plastic sprues as shown on the right.

EPIC IMPERIAL GUARD SPRUES
Each sprue contains the following:
- 15 Imperial guardsmen
- 4 Assaul troopers with jump packs
- 1 Imperial guard gunners
- 1 Imperial commissar
- 2 Flakwagons
- 3 Beastmen
- 1 Heavy weapon gunner
- 1 Imperial guard officer
- 1 Sentinel walker
- 1 Robot
- 1 Ogryn trooper
- 2 Rough riders
- 2 Imperial Guard Bikers

ROBOTS

DREADNOUGHTS
Designed by Alan Perry

CONJECTOR CLASS
WITH BANNER
076078/15

FURIBUNDUS CLASS
076078/16

CONJECTOR CLASS
076078/14

DEREDO CLASS
076078/13
Each complete Eldar Titan consists of:
- 2 x WINGS
- 1 x LEGS
- 1 x TORSO
- 1 x HEAD
- 2 x FEET
- 2 x SHOULDERS
- 2 x WEAPONS

Please state which items you require when you order.
**EPIC ELDAR**

**TEMPEST GRAY TANK**

*Designed by Jes Goodwin*

The complete Tempest consists of:
1 x Tempest Chassis
1 x Tempest Laser and Shuriken Cannon Turrets

**EPIC ELDAR LEGION**

This box set contains 8 of the highly detailed sprues as shown on the right:

**EPIC ELDAR LEGION SPRUES**

Each sprue contains the following:
2 Falcon grav-tanks and 20 Eldar infantry

**EPIC ELDAR WAR HOST**

This box set contains 10 of the highly detailed sprues as shown on the right:

**EPIC ELDAR WAR HOST SPRUES**

Each sprue contains the following:
2 Harlequins, 2 Striking scorpions, 2 Wraithguard, 1 Wraith, 1 Assualt jet bike, 5 Guardians, 2 Eagles, 2 Sweeping hawks, 1 Guardian artillery crew, 1 Grav-mount vibro-cannon, 2 Exarchs, 1 Howling berserker, 2 Guardians with heavy weapons, 3 Jetbikes, 2 Fire dragons, 2 Dark marauders, 2 Dire avenge, 1 Guardian standard bearer and 1 Grav-mount artillery

**NOTE:**
- All materials, including this product, are not intended for children under 14 years of age.
- This product is supplied unassembled.
- It is designed to be painted and assembled by adult collectors.
- Citadels ESAs are recommended, but not required.

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ELDAR KNIGHTS

Designed by Jes Goodwin
ORK GREAT GARGANT

THE COMPLETE ORK GREAT GARGANT CONSISTS OF:
1 x BODY SECTION 1
1 x BODY SECTION 2
1 x BODY SECTION 3
1 x STOKERS PLATFORM
1 x FURNACE DOORS
1 x BALCONY
2 x F FEET
1 x HEAD
2 x WEAPON MOUNTS
PLUS
2 x ARM WEAPONS
(ripper fist or gatling cannon)
PLUS
1 x BELLY MOUNTED GUN
(gut buster or snapper)
PLUS
2 x SHOULDER MOUNTED TURRETS
(scorcher or battle cannon or observation turret)
PLUS
1 x HEAD TURRET IF MORK HEAD IS CHOSEN
(scorcher or battle cannon or observation turret)

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING
EXAMPLE OF THE COMPLETED SLASHA GARGANT

THE COMPLETE SLASHA GARGANT CONSISTS OF:
1 x FRONT
1 x BACK
1 x RIGHT SIDE
1 x LEFT SIDE
1 x HEAD
1 x BELLY GUN
2 x WEAPONS

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING.

- RIPPER RIST 076211/6
- BATTLE CANNONS 076211/7
- HEAD 1 076211/5
- BELLY GUN 076211/8
- DEATH CANNON 076211/10
- CLUSTER BUSTER 076211/11
- HEAD 2 076211/9

- FRONT 076211/4
- BACK 076211/5
- RIGHT SIDE 076211/2
- LEFT SIDE 076211/1

Designed by Kev Adams
SKULL HAMMA

THE COMPLETE SKULL HAMMA CONSISTS OF:
1 x SKULL HAMMA CHASSIS
1 x BOILER
2 x SKULL HAMMA TURRETS

THE COMPLETE GIBLET GRINDA CONSISTS OF:
1 x GIBLET GRINDA CHASSIS
2 x GIBLET GRINDA TURRETS
1 x GIBLET GRINDA OBSERVATION TOWER

THE COMPLETE BRAIN CRUSHA CONSISTS OF:
1 x BRAIN CRUSHA CHASSIS
1 x OBSERVATION TOWER

THE COMPLETE GUT RIPPA CONSISTS OF:
1 x GUT RIPPA CHASSIS
1 x GUT RIPPA TURRET

THE COMPLETE BONE CRUNCHA CONSISTS OF:
1 x BONE CRUNCHA CHASSIS
1 x DUAL AUTO CANNON TURRET

THE COMPLETE BOWEL BURNA CONSISTS OF:
1 x BOWEL BURNA CHASSIS
1 x BOWEL BURNA TURRET

Designed by Kev Adams
EPIC ORKS

ORK HORDE
This box set contains 8 of the highly detailed plastic sprues as shown on the right.

ORK HORDE SPRUES
Each sprue contains 3 Battle Wagons and 20 Ork Boyz.

All the sprues are complete with plastic epic bases.

Designed by Kev Adams
EACH SHEET OF CRATERS CONTAINS 2 HALF INCH CRATERS,
1 ONE INCH CRATER, 2 ONE AND A HALF INCH CRATERS,
1 TWO INCH CRATER AND 1 THREE INCH CRATER.
THE COMPLETE EMPEROR CAPITALSHIP CONSISTS OF:
1 × EMPEROR SUPERSTRUCTURE
1 × EMPEROR ENGINES

EMPLOY CAPITAL SHIP

THE COMPLETE GOTHIC BATTLESHIP CONSISTS OF:
1 × GOTHIC SUPERSTRUCTURE
1 × GOTHIC KEEL GUN
1 × GOTHIC ENGINES

GOTHIC BATTLESHIP

THE COMPLETE IRONCLAD BATTLESHIP CONSISTS OF:
1 × IRONCLAD HULL
1 × IRONCLAD SUPERSTRUCTURE

IRONCLAD BATTLESHIP

THE COMPLETE ELDAR WRAITHSHIP CONSISTS OF:
1 × WRAITHSHIP SUPERSTRUCTURE
1 × WRAITHSHIP SAILS

WRAITHSHIP

Designed by Joe Goodwin and Norman Swales
SPACE FLEET

THE COMPLETE ANNihilator BATTLESHIP CONSISTS OF:
- 1 x ANNIHILATOR SUPERSTRUCTURE
- 1 x ANNIHILATOR TURRETS

ANNIHILATOR SUPERSTRUCTURE
077841

ANNIHILATOR TURRETS
077842

ANNIHILATOR BATTLESHIP

THE COMPLETE DICTATOR BATTLESHIP CONSISTS OF:
- 1 x DICTATOR SUPERSTRUCTURE
- 1 x DICTATOR POWER CLAWS

DICTATOR SUPERSTRUCTURE
0778202

DICTATOR POWER CLAWS
077821

DICTATOR BATTLESHIP

THUNDERBOLT CRUISER
077831

STALWART ESCORT SHIP
077851

Designed by Norman Swales
THE COMPLETE ELDAR SHADOWHUNTER CONSISTS OF:
1 x SHADOWHUNTER SAILS
1 x SHADOW HUNTER SUPERSTRUCTURE

ELDAR SHADOWHUNTER

THE COMPLETE TYRANT BATTLESHIP CONSISTS OF:
1 x TYRANT SUPERSTRUCTURE
TYRANT SUPERSTRUCTURE

TYRANT BATTLESHIP

THE COMPLETE DOMINATOR BATTLESHIP CONSISTS OF:
1 x DOMINATOR SUPERSTRUCTURE
1 x TYRANT / DOMINATOR ENGINES

DOMINATOR BATTLESHIP

GOLIATH FACTORY SHIP
077901

GALAXY TROOP SHIP
077451

GOTHIC BATTLESHIP AND ELDAR WRAITHSHIP SPRUE
129797

Designed by Norman Swales with the Citadel Design Team
# GAMES WORKSHOP GAMES

## WARHAMMER 40,000
- Warhammer 40,000 (WH40K) ........................................... 144
- WH40K Compendium .................................................... 144
- WH40K Compilation ..................................................... 144
- Waargh the Orks .......................................................... 144
- Ero we Go ..................................................................... 144
- Freebooterz .................................................................. 144

## WARHAMMER FANTASY BATTLE
- Warhammer Fantasy Battle III ......................................... 145
- Warhammer Armies ........................................................ 145
- Warhammer Siege .......................................................... 145

## REALM OF CHAOS
- Slave to Darkness ......................................................... 146
- The Lost and the Damned .............................................. 146

## MIGHTY EMPIRES
- Mighty Empires ............................................................ 146

## SPACE MARINE
- Space Marine .................................................................. 147

## SPACE HULK
- Space Hulks .................................................................... 148
- Deathwing ....................................................................... 148
- Genestealer .................................................................... 148
- Space Hulk Campaigns ................................................... 148

## BLOOD BOWL
- Blood Bowl ....................................................................... 149
- Star Players ..................................................................... 149
- Blood Bowl Companion .................................................. 149
- Elves, Dwarfs & Dungeonbowl ....................................... 149

## ADVANCED HEROQUEST
- Advanced Heroquest ..................................................... 150
- AHQ Paintset ................................................................ 150

## ADVANCED SPACE CRUSADE
- Advanced Space Crusade ............................................... 150

## FANTASY GAMES
- Space Fleet ....................................................................... 151
- Mighty Warriors ............................................................ 151
- Ultra Marines ................................................................ 151
- Kerrunch .......................................................................... 151

## WARHAMMER ROLEPLAY
- Warhammer Fantasy Roleplay ......................................... 152
- Warhammer Armies ........................................................ 152
- Warhammer City of Chaos .............................................. 152
- The Restless Dead .......................................................... 152
- Something Rotten in Kislev ............................................. 152
- Empira in Flames ............................................................ 152

## FLAME PUBLICATIONS
- Fire in the Mountains ..................................................... 153
- Blood in Darkness .......................................................... 153
- Death Rock ..................................................................... 153
- Dwarf Wars ...................................................................... 153
- Warhammer Companion ................................................ 153
- Lichemaster .................................................................... 153
- Death's Dark Shadow ...................................................... 153

## TALISMAN
- Talisman 2nd Edition ...................................................... 154
- Talisman Expansion Set .................................................. 154
- Talisman the Adventure .................................................. 154
- Talisman Dungeon .......................................................... 154
- Talisman Timescape ........................................................ 154
- Talisman City ................................................................. 154

## DUNGEONQUEST
- Dungeonquest ............................................................... 155
- Heroes for Dungeonquest ............................................. 155
- Dungeonquest Catacombs .............................................. 155

## MISCELLANEOUS
- Paint Sets ....................................................................... 156
- Games Workshop Dice ................................................... 157
- Combat Cards .................................................................. 157
- Troll Games ..................................................................... 157

## WARHAMMER FANTASY NOVELS
- Drachenfels ..................................................................... 158
- Ignorant armies ............................................................. 158
- Beasts in Velvet ............................................................. 158
- Wolf Riders ..................................................................... 158
- Red Thirst ....................................................................... 158
- Konrad ........................................................................... 158
- Shadowbreed .................................................................. 158
- Zaragoz .......................................................................... 159
- Plague Daemon ............................................................... 159
- Storm Warriors .............................................................. 159

## WARHAMMER 40,000 NOVELS
- Deathwing ..................................................................... 159
- Inquisitor ....................................................................... 159

## DARK FUTURE NOVELS
- Route 666 ....................................................................... 160
- Ghost Dancers ............................................................... 160
- Demon Download .......................................................... 160
- Comeback Tour ............................................................. 160
- Krokodil Tears ............................................................... 160
There is no time for peace. No respite. No forgiveness. There is only war.
The galaxy is a hostile place. There are alien forces that would enslave or destroy mankind if they could. Wars rage over cold, airless planets, among the blasted cities of hive worlds, and within the borders of the Imperium itself. Only the Space Marines, the finest warriors in the Imperium, can save the galaxy from destruction. Dedicated to the Emperor’s service, the Space Marines are men strengthened by advanced bio-processing techniques to create the ultimate fighting force.

Warhammer 40,000 is a miniatures-based tabletop game designed for two or more players. You represent the forces of the Imperium or any one of the many enemies ranged against its borders. It is suitable for games varying in size from simple skirmishes to full scale battles.

WARHAMMER 40,000 RULEBOOK

There is no time for peace. No respite. No forgiveness. There is only war.
The galaxy is a hostile place. There are alien forces that would enslave or destroy mankind if they could. Wars rage over cold, airless planets, among the blasted cities of hive worlds, and within the borders of the Imperium itself. Only the Space Marines, the finest warriors in the Imperium, can save the galaxy from destruction. Dedicated to the Emperor’s service, the Space Marines are men strengthened by advanced bio-processing techniques to create the ultimate fighting force.

Warhammer 40,000 is a miniatures-based tabletop game designed for two or more players. You represent the forces of the Imperium or any one of the many enemies ranged against its borders. It is suitable for games varying in size from simple skirmishes to full scale battles.

0159 Softback Rulebook (288 pages: 2 or more players aged 14-adult)
Cold dank mists rolled across the battlefield. The two sides formed up in sweeping lines, waiting for the order to charge. The day of reckoning was here, and its outcome was to be decided in combat.

In Warhammer Fantasy Battle mighty armies clash together, valiant Humans struggle to hold back the tide of Chaos sweeping down from the north, Dwarfs defend their mountain strongholds from rampaging Orcs and Goblins, and Elves harry the evil creatures which assail their forest homes. Across the Old World, all manner of races test their mettle in pitched battle.

Warhammer Fantasy Battle is a miniatures-based tabletop game designed for two or more players. With this rulebook, fantastic conflicts can be fought out over a tabletop battlefield - from small skirmishes to truly awe-inspiring epic battles.

This book explains the basic game, provides the advanced rules, a magic system, an in-depth description of the Warhammer World, a bestiary and a ready-to-play battle so you can get into the action right away.

Warhammer Armies contains rules and army lists for Bretonnians, Chaos, Dark Elves, Dwarfs, The Empire, High Elves, Orcs and Goblins, Skaven, Slann, Undead and Wood Elves.

Also included are numerous ally contingents and mercenary bands, including Giants, Ogres, Norse, Nippon, Fimir, Hobgoblins and Pygmies, and rules for army composition, new magic weapons and war machines.

Warhammer Armies is an indispensable aid for all Warhammer Fantasy Battle players. Packed with illustrations of all the troop types, plus hundreds of shield and banner designs (many in full colour), it also includes revised record cards and a handy game reference sheet.

Warhammer Siege contains full rules for fighting siege actions in Warhammer Fantasy Battle and Warhammer 40,000, from full-scale assaults to protracted campaigns. The rules in this major expansion cover everything you need to know to fight siege warfare, from construction, siege machines and wall defences to pouring boiling oil on your opponents.

The rules have been specifically designed to be used in conjunction with the Citadel Mighty Fortress or with your own hand-built fortifications or any similar model castle or siege works.

Warhammer Siege comes complete with 20 pages of pull-out reference sheets, maps, counters, templates and an introductory fantasy siege, The Defence of Caraz-Lumbar.
REALM OF CHAOS

The material world is not the only plane of existence. There is an immaterial world which co-exists with our own and forms a parallel dimension or alternative reality. This is the Realm of Chaos. In the Realm of Chaos there are no planets or stars, no lands, sky or features that we would recognise. Instead it consists of an endless sea which is not formed of physical matter but pure energy. This energy is the raw matter of the Chaos Powers and of all magic. The Chaos Powers are immortal creatures with unimaginable abilities and resources. There are many lesser powers but only four great ones: Khorne, Slaanesh, Nurgle and Tzeentch. *The Lost and the Damned* and its companion volume *Slaves to Darkness* describe the fantastic and otherworldly Realm of Chaos. Both volumes contain invaluable background material and rules for all players of Warhammer 40,000 and Warhammer Fantasy.

REALM OF CHAOS - SLAVES TO DARKNESS

Slaves to Darkness contains everything you need for campaigns set in the Chaos Wastes of the Warhammer World. This book contains army lists (for Warhammer Fantasy Battle and Warhammer 40,000) for followers of the two great Chaos Powers, Khorne and Slaanesh. It also includes full details of the Magic of Chaos and the foul mutations which warp the bodies and minds of its followers and a complete generation system for Chaos Champions and their retinues.

0111 Hardback Rulebook (280 pages)

REALM OF CHAOS - THE LOST AND THE DAMNED

The Lost and the Damned is the second part of Realm of Chaos. It covers the two Chaos Powers, Tzeentch and Nurgle. It includes an extensive narrative campaign section, details of Chaos runes, the Dark Tongue, Lesser Powers and creating independent Daemons, Chaos Warbands and Champions of Chaos. There are also sections on Beastmen, Centaurs, Minotaurs, Dragon Ogres, Daemon Legions of Chaos and Chaos Renegades.

0112 Hardback Rulebook (296 pages)

(Possession of Warhammer 40,000, Warhammer Fantasy Battle or Warhammer Fantasy Roleplay is necessary to use these books)

MIGHTY EMPIRES

In Mighty Empires, players lead armies in ferocious battle, cities are laid waste, fortresses besieged and brought low, and unknown territories explored. The ultimate objective is to destroy your enemies and expand your empire to cover the entire world. Diplomacy and intrigue play an important part too. Secret agents, spies, assassins and saboteurs can be dispatched to root out secrets and wreak havoc from within the enemy’s homelands.

Mighty Empires contains 112 full colour hexagonal map tiles, 150 plastic Citadel Miniatures (15 cities, 15 fortresses, 15 dragons, 15 ships, 45 villages and 45 army banners), over 160 territory markers, dozens of counters, 6 strategic battle cards, 1 sheet of self-adhesive flags, 2 dice and a rulebook.

0122 Boxed Game (2-3 players aged 14 - adult)
Space Marines and the Titan Legions are the embattled defenders of the Imperium. Against them are arranged the implacable enemies of mankind. Throughout the galaxy, hordes of barbaric Orks rampage and destroy, driven by their insatiable racial need to conquer and enslave.

Other races also find themselves caught up in the battle for survival. The ancient and technically superior Eldar are bound in their age-long struggle against extinction. Their advanced weaponry and acute psychic powers make them formidable in battle and worthy opponents for Space Marines and Orks.

The Space Marine game provides rules which allow you to represent all this on the tabletop - and much more besides. The clear and instructive rulebook carefully explains how to assemble your army using the special epic army cards provided in the game. The game rules cover all the Eldar, Ork and Space Marine models in the Space Marine game box - plus a variety of models from Citadel Miniatures' Epic scale range. This new and original game system is easy to learn and exciting to play.

As the commander of a conquering army, each player relies upon his tactical skill to outmanoeuvre and outfight his opponent. He must work out the best time to launch an attack, whether buildings, high ground or other features are worth capturing, and how terrain can be exploited to give troops cover.

Needless to say it is vital to choose the right troops: infantry to support your advance and occupy buildings, battle tanks to provide fire power, fast troops to rush round the enemy's flanks, and the near-unstoppable Titan to deliver the killing blow. Of course luck also plays a part, and the best generals will be prepared to take advantage of good fortune just as they guard against set-backs by the clever positioning of reserves. Ultimate victory belongs to the top general, the boldest stratagem and the finest of the galaxy's bravest warriors!

Space Marine contains over 540 plastic Epic scale Citadel Miniatures, including Land Raiders, Rhinos, Space Marine, Orks, Battlewagons, Eldar, Falcon Grav-tanks and a Warlord Titan. The game also comes with 10 full-colour, detailed card buildings with plastic roofs, over 50 Epic army cards for Orks, Eldar and Space Marines, reference sheets, 2 six-sided dice and 3 special scatter and aim dice, an easy to follow rulebook and over 100 counters and templates.

0352 Boxed Game (2 or more players ages 14-adult)
SPACE HULK

Drifting through the universe of Warhammer 40,000, the vast derelict spaceships known as space hulks bring a terrible threat to all Human life. Hidden within their corridors are thousands of terrifying, six-limbed aliens—the Genestealers.

Only the finest warriors of the Imperium, the Space Marines, can defeat this menace. They must board the decaying space hulks, clad in Terminator armour and carrying the finest weapons the Imperium can provide. Only the elite of the Space Marines are chosen to serve in Terminator Squads, trained to operate in the most dangerous of battlefield conditions and in the dark vacuum of starship boarding actions.

In Space Hulk, one player takes the role of the Space Marines, fanatical warriors dedicated to the destruction of the enemies of the Emperor of Man, equipped with awesome weaponry and massive Terminator armour. The other player takes the role of the Genestealers, fast, vicious, and super-strong alien creatures. The game takes place aboard a massive derelict vessel known as a space hulk, in which the aliens are invading Human space.

Space Hulk contains 30 finely-sculpted plastic Citadel Miniatures (10 Space Marines and 20 Genestealers), 49 full-colour interlocking room and corridor sections, a rulebook, a missions book, colourful counters and 5 dice.

0331 Boxed Game (2 players ages 12-adult)

DEATHWING

Every hundred years, the Dark Angels chapter of Space Marines come to the world of the Plains People. From the mightiest huntsmen and the greatest warriors they choose those who will join the Space Marines and serve the Emperor. Only the brave become Space Marines. And only the bravest of the brave join the Dark Angel Terminator Company, Deathwing.

Deathwing is an expansion set for Space Hulk and is packed with new rules, missions and playing pieces—12 plastic Citadel Miniatures (4 Space Marines and 8 Genestealers), 20 full colour interlocking corridor and room sections, a 64-page rulebook, 10 full-colour geotiles for use with the Mission Generator system, counters representing crates, rubble, cryogenic tanks, ladders, pitfalls, C.A.T.s, bulkheads and Genestealer ambush blips.

0333 Boxed Supplement (Space Hulk is required to use the contents of this box)

GENESTEALER

Alongside the real space of the material universe, there is a quite separate and co-existing immaterial universe. This is commonly known as the warp or warpspace. In a few people sensitivity to the warp is far more finely tuned than normal. These people are known as psykers and they are able to use the raw energy of the warp to affect the material universe. They can strike their enemies with arcing bolts of lightning and roaring blasts of hellfire.

Genestealer is the game of psychic combat in Space Hulk where Terminator Librarians and Grey Knights battle it out against psychic Genestealer Hybrids.

This box contains 15 plastic Citadel Miniatures (5 Terminator Librarians and 10 Genestealer Hybrids), 44 full-colour psychic combat cards, 8 interlocking wide corridor sections, a fully-illustrated rulebook and a host of full-colour counters.

0334 Boxed Supplement (Space Hulk is required to use the contents of this box)

SPACE HULK CAMPAIGNS

This book includes four complete campaigns – linked series of four to six missions where the outcome of each mission affects your overall chances of success. You can also play all the campaign missions as one-off games. Plus we’ve included four bonus stand-alone missions.

Expansion rules cover Space Marines in power armour, new weapons and grenades, and Traitor Terminators, with new mission generator scenarios and mission generator campaign for fighting Imperial vs Traitor Space Marine battles.

0335 Softback Rulebook (96 pages)
(Space Hulk, Deathwing and Genestealer are required to use this book)
Blood Bowl

For many people violence is a way of life. Some sign up as soon as they are able, and travel to far distant lands to fight for king and country. Others adopt the adventuring life seeking excitement and unimaginable treasure. But the really mean play Blood Bowl.

Blood Bowl is the game of fantasy football in the Old World. It terrifies even the most seasoned warrior. Strong men faint when they witness a rather mild Blood Bowl tackle. They simply cannot bear to watch the punishment a Blood Bowl player dishes out to his opponents.

But there's more to the game than that — the teams are trying to score Touchdowns. That's why all Blood Bowl players are skilled sportsmen as well as killing machines. After all, the team that wins the Blood Bowl Trophy does so by scoring the most Touchdowns, rather than obliterating every other team in the league. Though many players, and most of the fans, prefer the second way!

Blood Bowl contains a 3-part three-dimensional pitch made from expanded polystyrene, 32 plastic Citadel Miniatures (16 Humans and 16 Ores), 4 plastic footballs, rulebook, background book, dug-outs, numerous templates, End Zones, a sheet of sticky-backed numbers, Team Cards, 4 six-sided and 1 eight-sided dice.

0271 Boxed Game (2 players ages 12-adult)

Star Players

Star Players is an invaluable aid to every Blood Bowl Coach. It gives you all the information you'll need to use Star Players, the Astroganic heroes who can make a good team great and a great team unbeatable. It includes details of their special skills, rules for creating your own Blood Bowl heroes and playing cards for the 48 of the Old World's top players.

This book also contains information on all the races of the Known World, including Dwarfs, Elves, Dark Elves, Skaven, Chaos Mutants and many more. Plus rules for Large Monsters and game statistics for eight of the all time great teams.

0273 Hardback Rulebook (64 pages plus 8 pages of card) (Blood Bowl is required to use the contents of this book)

Blood Bowl Companion


The campaign rules allow you to coach your team to the top of the Blood Bowl League, competing for the ultimate honour of the Blood Bowl Trophy. There's everything you need for hiring and firing Rookies, training them to become Star Players, and indulging in dirty tricks like bribing Refs and spying on other teams.

0274 Hardback Rulebook (64 pages plus 8 pages of card) (Blood Bowl is required to use the contents of this book)

Elves, Dwarfs and Dungeonbowl

Blood Bowl underground! Deep under the earth, 12 teams compete in the Dungeonbowl league, a variant of Blood Bowl sponsored by the Colleges of Magic. Hidden in one of the numerous trapped chests scattered around the dungeon is the ball. The teams must find it, hold on to it and score a Touchdown. If it's the wrong chest — boom, one less on the team. To make life even more difficult, the dungeon is criss-crossed with a network of Teleporters, so that a player may suddenly find himself surrounded by the other team appearing from thin air.

Elves, Dwarfs and Dungeonbowl contains 32 plastic Citadel Miniatures (16 Elves and 16 Dwarfs), 6 Dungeon Tiles, 2 End Zone Tiles, 4 plastic doors, 4 plastic spiked footballs, a rulebook and dozens of counters.

0272 Boxed Game (Blood Bowl is required to use the contents of this box)
ADVANCED HEROQUEST

The Old World is a dangerous place, swarming with thieves and brigands and in a state of constant war. Only the toughest survive the dangers that wait around every corner. In Advanced Heroquest you play the part of a Hero as you set out on the road to legendary power and riches. Your adventures will take you on quests into the dark places of the world, to tunnels and caverns filled with terror, hopefully to find gold and magical treasures. The Heroes are Human, Dwarf and Elf adventurers, great Warriors and Wizards who battle the monsters that live in the underworld.

Advanced Heroquest is a complete roleplay system for use with Citadel Miniatures. It is the gateway to a whole new world of adventure where you can roleplay mighty Heroes, developing your character’s strengths and abilities from game to game.

Advanced Heroquest contains 36 finely-detailed plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), over 40 full-colour interlocking room and corridor sections, 6 plastic doors, over 3 dozen counters and a fully illustrated rulebook.

0571 Boxed Game (2 or more players ages 12-adult)

ADVANCED HEROQUEST PAINT SET

The Advanced Heroquest paint set contains everything you need to start painting Citadel Miniatures.

The box contains a paintbrush, 9 Citadel Colour non-toxic water-based paints (Milhril Silver, Skull White, Chaos Black, Go-Fasta Red, Enchanted Blue, Goblin Green, Bad Moon Yellow, Orc Brown and Bronzed Flesh), a painting guide, and 18 plastic Citadel Miniatures (4 Heroes, 1 Skaven, 1 Wood Elf, 1 Orc, 1 Goblin, 1 Dark Elf, 1 Dwarf and 8 Skeletons).

0575 Boxed Paint Set and Miniatures

ADVANCED SPACE CRUSADE

Not since the time of the Horus Heresy has the fate of the galaxy hung by so slender a thread. From a galaxy unimaginably distant comes a terrifying entity—the Tyranid Hive Mind—an intelligence that is utterly alien, a mind that is many interlinked minds. The Tyranids are six-limbed creatures which stand twice as high as a man and are protected by a natural armour of overlapping bony plates. The Tyranids have travelled to the Imperium in a hive fleet consisting of a great swarm of millions of spacecraft. Each spacecraft is a giant living creature, fashioned from organic tissue by sophisticated genetic manipulation. The Tyranid Hive Mind hungered for fresh gene-stocks that can be used to create new bio-construct creatures and organic machines. Humanity will be absorbed and used to create a new generation of biotechnology. It will be death to the human race, but to the Tyranid Hive Mind it is no more than the harvesting of a field of wheat.

It is the duty of the Space Marine Scouts to infiltrate the enemy lines. The Space Marine Scouts are fast and mobile, they wear lighter armour than ordinary Space Marines and are less heavily armed. Although not as experienced as their more senior battle brothers, they are by no means less feared. The Space Marine Scouts have been surgically altered to make them tougher, stronger and more capable than any ordinary human. They are led by Veteran Space Marines whose experience and bravery serve as an example of correct Space Marine conduct. One player controls the Space Marine Scouts and must destroy the Tyranid’s living vessel by sabotaging its vital organic devices. The other player represents the Tyranids who must stop the Scouts by deploying Tyranid Warriors in different areas of the ship.

Advanced Space Crusade contains 21 plastic Citadel Miniatures (6 Tyranid Warriors, 15 Space Marine Scouts), 6 interlocking full-colour board sections, 16 doors, an illustrated rulebook, area effect templates, 36 exploration cards, weapon markers and a host of full-colour counters.

0191 Boxed Game (2 or more players ages 12-adult)
**FANTASY GAMES**

Games Workshop’s Fantasy Games are specially designed to appeal to people looking for an introduction to the fantasy gaming hobby, and make great presents for your younger brother. Games Workshop fans will instantly recognise the plastic Citadel Miniatures from such games as Advanced Heroquest and Blood Bowl. In fact, you can use the models from these introductory games in any of the other Games Workshop hobby games.

### SPACE FLEET

The Imperium of Man encompasses almost the entire galaxy, a glittering circle of stars nearly ninety thousand light years from rim to rim. For all its power, this mighty empire of untold billions of human beings is under constant threat from many hostile aliens. Fleets of powerful battlecruisers patrol the stars, warring with the alien ships they constantly encounter. Bristling with lasers, missile launchers and plasma cannon, an Imperial battlecruiser is a match for any vessel, even the sleek and powerful Eldar Wraithships that are their most common enemy.

Space Fleet contains 4 plastic Citadel Miniatures (2 Imperial Gothic Battlecruisers and 2 Eldar Wraithships), 5-piece space map game board, Helm Computer cards, Combat Display cards, Shield and Damage tokens, 4 dice and an easy to follow rules sheet.

0686 Boxed Game (2-4 players aged 8-adult)

### MIGHTY WARRIORS

Below the cities of humanity, underneath the deepest drains and sewers, Chaos Ratmen, also known as Skaven, rule a world of caverns and tunnels. They bring plague, fire and death to the prosperous cities of mankind.

Mighty Warriors is a game for two to four players. You can play either the forces of Chaos or a band of Heroic adventurers as they clash in underground battles. Your task is to defeat your opponent by capturing his command room, before he can capture yours.

Mighty Warriors contains 36 plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), army lists, magic charts, floor plan board tiles, clip-together doors, 4 dice and an easy to follow rules sheet.

0688 Boxed Game (2-4 players aged 8-adult)

### ULTRA MARINES

The Imperial Space Marine Scouts stalk through the dark and perilous corridors of the alien spacehulk. Each squad must be the first to retrieve the priceless alien artifacts and return them to their ship. In the heat of war, the Scouts cannot even count on other Scouts as their friends. Their Chapter’s honour depends upon finding the artifacts first. There is no time to ask for names or identification, and no one can be trusted.

Ultra Marines contains 20 plastic Citadel Miniatures (2 Space Marine Sergeants and 16 Space Marine Scouts), clip together playing board, Imperial Scout data cards, Event cards, artifact counter, hellfire counters, 3 dice and an easy to follow rules sheet.

0691 Boxed Game (2-4 players aged 8-adult)

### KERRUNCH

Kerrunch! The title says it all. This is the football game with a difference. Teams of heavily armoured Ores, Dwarfs, Humans and Elves literally fight their way from one end of the pitch to the other to make those elusive Touchdowns.

The teams clash in a desperate bid to make it to the top of the league where they’ll find everlasting fame and fortune. A combination of skilful play, luck and sheer brute strength make this the most exciting game of football you’ve seen in a long time.

Kerrunch contains 24 plastic Citadel Miniatures, plastic footballs, plastic score markers, Team Roster cards, 6-part playing pitch, dug-out, 3 dice and an easy to follow rules sheet.

0690 Boxed Game (2 players aged 8-adult)
The Old World is a vast and fertile place, filled with teeming cities, Elf-haunted forests and lofty crags where Dwarfs battle with Goblins and their kin. But a shadow hangs over the world, cast by the dark, corrupting hand of Chaos. From the pirate-ridden coast of south Tilea to the fortified villages of the barbaric East, a few heroes strive to hold back the endless tide of Chaos spilling from the North. But Chaos also gnaws from within, and its hidden servants work to bring the world to its knees before the Dark Gods.

Warhammer Fantasy Roleplay is a sophisticated open format game without a conventional board. The game is fully compatible with the huge range of Citadel and Marauder Miniatures. The actions and events take place in the imagination of the players and Gamemaster. Players adopt the roles of valiant heroes in search of adventure, fighting marauding Ores and Goblins, and seeking to stem the insidious encroachments of Chaos. The Gamemaster sets the scene for the players and directs the actions of the Old World's colourful inhabitants.

THE ENEMY WITHIN CAMPAIGN

The Enemy Within Campaign is an epic extended adventure, comprising: Warhammer Adventure, Warhammer City of Chaos, The Restless Dead, Something Rotten in Kislev and Empire in Flames. Each volume is completely self-contained – you don't need to own the early books to be able to play and enjoy the later adventures.

Warhammer Adventure is all you need to start playing Warhammer Fantasy Roleplay in the Old World. It contains three adventures, launching an epic campaign against the forces of Chaos. It also includes handouts, a large full colour poster map of the Western Empire backed with a colour map of the town of Rogenhafen, a rules supplement about river travel and a large Castle plan and area map.

Warhammer City of Chaos contains both a detailed guide to Middenheim, the greatest of the Empire’s City States, and an exciting adventure set in the city. This book comes complete with maps, a 20 page pull-out section containing player handouts and character reference notes, and a large full colour map of the City.

The Restless Dead includes 24 pages of new combat rules, spells and magic items. It provides a set of seven mini-adventures which can be played as one-offs or linked together into a self-contained campaign. It also includes The Grapes of Wrath, a scenario linking Warhammer Adventure and City of Chaos.

Something Rotten in Kislev contains background information on the nation of Kislev and three complete roleplaying adventures, with a colour floorplan and numerous player handouts.

Empire in Flames is the concluding part of the Enemy Within Campaign. The Empire is torn by internal strife, civil war looms, and a symbol of unity must be found before the forces of Chaos triumph forever.
The Doomstones Campaign is an epic extended adventure, comprising four books. Each volume is completely self-contained - you don't need to own early books to be able to play and enjoy the later adventures.

Fire in the Mountains: The Yetzin Valley stands at the southern end of a vital pass over the Vaults Mountains. A hundred years ago, the valley was conquered by the Ores of the Bloodaxe Alliance - theirs, however, was a brief and bloody reign, and is now all but forgotten. A chance discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior-priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire.

Blood in Darkness: The century-old path of a renegade Ore warchief leads through the foothills of the Vaults Mountains to the relics of a mutiny, an ancient Dwarven shrine and a second crystal of power. Finding the shrine is just the beginning - beyond lie age-old Dwarven defences and the tunnels' current dwellers. Blood in Darkness mixes investigation and combat to present Warhammer Fantasy Roleplay adventurers with a constant challenge.

Death Rock: The Ores of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the great monastery of Eyrie, standing high on a pinnacle of rock above the Winter's Teeth Pass. A century ago it was to Eyrie that the Dwarf-Mage Yazran fled with the fabled Crystal of Air. Now the adventurers must reach the monastery and find the Crystal before the Ore army, driven on by its sorcerous master, attack. And to succeed, they must first solve the puzzle that Yazran left behind.

Dwarf Wars: A lost Dwarfhold has been found: Kadar-Gravning, Hold of legendary Hagrim, a Dwarf-King without equal. To the Dwarfs there is no greater symbol of rulership than Hagrim's Crown. But finding the crown won't be easy. Large parts of the Hold are in ruins and the Royal Tombs are ringed by deadly traps. Whoever reaches the Hold first can be sure the enemy is not far behind.

Warhammer Companion

A rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Contains four complete adventures, plus articles presenting new character careers, spells, magical items and advanced rules, and a special section devoted to Jack Yeovil's Warhammer novel, Drachenfels.

Lichemaster

Fifteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew. High in the Grey Mountains, an Undead army masses among the peaks. How can they be stopped?

Lichemaster is a mini-campaign for Warhammer Fantasy Roleplay that sees the adventurers trying to stop the terrible armies of the dead.

Death's Dark Shadow

The village of Kreutzhofen stands at the convergence of the great mountains passes leading to Bretonnia and the Border Princes. Groups of young adventurers travel through here by river, forest trail or mountain pass. The villagers seem content, but behind shattered windows lurk dark secrets...

Death's Dark Shadow is a thrilling adventure for Warhammer Fantasy Roleplay that pits the adventurers against all manner of strange people and problems.
TALISMAN

Talisman is the best selling fantasy boardgame in the world. It is played in a mythical world of Dragons and sorcery. As a Warrior, Wizard, Friest, Samurai, or one of a dozen other characters, each with their own special abilities and powers, you set off on a Quest to find the Crown of Command.

The journey will be filled with danger — monsters, traps and evil beings are waiting to defeat your characters. With skill and luck you will survive to find the greatest treasure of them all: the Crown of Command. Only then will victory be yours.

The original Talisman game is all you need to start your Quest for the Crown of Command. Its contents include a full colour board depicting the Kingdom that is the setting for your adventures, 14 characters and over 100 adventure cards detailing the monsters, treasures and strangers you meet on your travels. It is supported by a full range of boxed supplements, many of which include new boards to expand your adventures beyond the Kingdom and which link to the main board. They take you right across the land — into the heart of the Talisman City, deep underground into the Talisman Dungeon, or even into the Talisman Timescape where you travel through time and space.

0206 Boxed Game (2-6 players aged 9-adult)

TALISMAN EXPANSION

The Talisman Expansion set contains new characters, spells, events, followers and objects to expand the options available to your characters in their Quest.

0207 Boxed Supplement (Talisman is required to use the contents of this box)

TALISMAN ADVENTURE

Talisman Adventure introduces 5 new endings for the game. Instead of the Crown you may find the Demon Lord, Pandora’s Box, the Dragon King, Hercules’ Belt, or even the Black Void. This set also contains over 60 new adventure cards, as well as 6 character sheets to keep track of your possessions.

0208 Boxed Supplement (Talisman is required to use the contents of this box)

TALISMAN DUNGEON

Talisman Dungeon takes your adventure into the realms of the underworld. The box contains a new board, 36 dungeon adventure cards, plus 14 new characters who wish to take part in the quest.

0209 Boxed Supplement (Talisman is required to use the contents of this box)

TALISMAN TIMESCAPE

Talisman Timescape flings the characters through space and time in search of the Crown of Command. Talisman Timescape contains a new board, 40 Timescape encounter cards, 12 purchase cards, plus 8 new characters including a Space Marine and Chainsaw Warrior.

0210 Boxed Supplement (Talisman is required to use the contents of this box)

TALISMAN CITY

Talisman City takes your characters into the bustling centre of the Talisman world. Talisman City contains a new board, dozens of new adventure cards, spells and objects, plus rules for new careers for your characters.

0212 Boxed Supplement (Talisman is required to use the contents of this box)
Dungeonquest

Dare you face the Dragon's challenge?
The eerie ruins of Dragonfire Castle, standing atop the sinister peak of Wyrm's Crag, were abandoned long ago. Memories of the vile deeds of the wizard Thirman have faded like a half-remembered nightmare. But far beneath the castle's shattered stones, nameless horrors still prowl the gloomy dungeons, while a terrifying shadow stirs in sleep...

Dungeonquest is a thrilling fantasy game for 1-4 players. Riches, fame and glory await the hero who overcomes the dungeon's monstrous inhabitants and finds the Dragon's fabled hoard. But beware the setting of the sun, for if nightfall finds you still within the dungeon's maze, there is no escape.

Dungeonquest includes 115 room tiles to map the castle's dungeon, 68 full colour counters, 174 cards depicting the dungeon's inhabitants, traps and treasures, 4 full-colour character sheets, 4 plastic Citadel Miniatures, plastic playing tokens, dice, and an easy to follow rulebook.

0232 Boxed Game (2-4 players aged 8-adult)

Heroes for Dungeonquest

Inside Dragonfire Castle, the Dragon waits hungrily. It has not eaten for some time. It seems that the adventurers are no longer brave enough to enter the castle's dungeons. What we need around here is some new blood...

Heroes for Dungeonquest is a metal miniatures-based expansion set for Dungeonquest. Inside are 12 more foolhardy adventurers, ready to see if they can reap profit from a visit to the castle dungeons. They are:

- Ironhand the Mighty - a resilient gladiator with all-round skills.
- Thargrim the Dark Lord - a Chaos Warrior with the Helm of Terror and the ability to heal himself through meditation.
- Tori-Jima - a Ninja with deadly blowpipe and shuriken, heightened senses and the ability to hide in shadows.
- Rildo the Crafty - a thief with the ability to open locked doors, to search rooms more effectively, and four throwing daggers.
- Helena the Swift - armed with a slingshot and capable at moving at twice the speed of her fellows.
- Seerilla of Zimndal - Accompanied by her familiar, Flame Bright, and equipped with her Sun Orb and Healing Salve.
- Fylf Madaxe - the Dwarf berserker.
- Azoth the Faceless - the sorcerer with 6 spells.
- Plus Sir Roland, Viking Swordmaster, Seigfried Goldenhair and Farendil.

Heroes for Dungeonquest contains 12 metal Citadel Miniatures, character sheets for the new adventurers, 6 new combat cards, 6 spell cards, 8 magic ring cards, 2 special equipment cards, plastic tokens and a ten-sided dice.

0240 Boxed Supplement
(Dungeonquest is required to use the contents of this box. Contains lead miniatures which may be harmful if chewed or swallowed. Not recommended for children under 14 years of age.)
PAINT SETS AND BRUSHES

Citadel paints and inks give you a wide variety of colours and shades specially chosen for painting Citadel's plastic and metal miniatures and kits. You can buy the paints separately to build up your collection and replace often-used tones, or in boxed sets which contain a full range of useful colours.

The paints are quick-drying, water-based acrylics that are non-toxic. You can easily mix Citadel paints and inks to create a vast range of tones for shading, highlighting and glazing your models. Used with Citadel's high quality sable brushes, Citadel paints and inks are ideal for painting all your miniatures, from Chaos Warriors to Space Marines, from Blood Bowl teams to Epic scale Land Raiders, giant Titans to Skaven Warriors.

**PAINT SETS**

**Citadel Colour Paint Set**
This set of paints contains all of the basic colours you will need to start painting your miniatures, including 2 high-quality metallic paints ideal for armour and weapons.

**Creatures Paint Set**
This set expands the number of colours available for toning more detailed paintwork. The set includes special colours such as Goblin Green and Rotting Flesh which are vital to your collection.

**Monster Paint Set**
These paints give you the chance to use advanced toning and highlighting techniques.

**Space Marine Paint Set**
This set is specially designed for painting Warhammer 40,000 Space Marine miniatures, and contains base and highlight colours and a painting guide for 4 of the greatest Space Marine Chapters.

**Ork and Eldar Paint Set**
Like the Space Marine Paint Set, this set is designed especially for Warhammer 40,000 miniatures. The colours in this set are chosen to provide useful shades for painting your Ork and Eldar miniatures.

**Expert Paint Set**
The inks in the Expert set are ideal for shading and blending when mixed with Citadel Paints, or for washes and glazes on their own.

**Smelly Primer**
Smelly Primer is specially formulated for undercoating Citadel Miniatures, and provides an ideal base for the other paints.

**BRUSHES**

Citadel Brushes are specially designed for painting metal and plastic miniatures. They are made from high quality sable hair and come to a fine point for detailed painting.

Citadel Brushes come in a range of sizes from 000 for fine detail work, through the medium sizes used for shading and blending, up to size 3 for painting large areas.

**GLUE**

Citadel Glues are specially formulated to stick together metal and plastic models and kits.

Superglue is used to stick together metal miniatures and for attaching plastic components to metal miniatures.

Polystyrene Cement is used for plastic kits and miniatures. It is not suitable for metal models.
GAMES WORKSHOP DICE

Games Workshop's range of dice are ideal for all of our games and come in a variety of colours. You can choose from two styles of basic numbered dice – inked or gem, or special scatter dice.

Inked dice are made of traditional opaque plastic, and have inked numerals that make them easy to read in the heat of battle.

Gem dice are, as their name suggests, made from transparent, tinted plastic. Like inked dice, they have easy-to-read numerals.

Games Workshop scatter dice are from the new Space Marine game, and are specially designed to determine how grenades or missiles scatter when they miss.

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COMBAT CARDS

Citadel Combat Cards are a series of collectable card games and painting guides for a wide range of Citadel Miniatures. Each Combat Card has a full-colour photograph of one of Citadel's world-famous miniatures, painted by an expert miniature painter, plus all the information for a whole range of games you can play with the cards. Each pack comes with rules for the basic game, plus there's a different bonus advanced game in every pack!

| Combat Cards | 0551 | (35 cards per pack, 2 or more players ages 8-adult) |

TROLL GAMES

Games Workshop Troll Games are especially designed for younger players, of ages 7 and up.

Each game also comes with a different Silly Songs Tape to sing along to as you play:

- Squelch 0683
- Oi, Dat's my Leg 0681
- Troll in the Pantry 0684
- Hungry Troll and the Gobbo's 0682
WARHAMMER FANTASY NOVELS

Warhammer Fantasy Novels are set in the richly detailed Old World that is the background to all of our fantasy games. These carefully plotted and interwoven stories are true to the spirit and atmosphere of their setting and are subtly intermeshed so that the characters in one story often pop up in many others. Anyone who plays our games will recognise many of the places and people mentioned. Of course, even if you don’t know anything about the Old World, the stories can still be read as exciting and thrilling adventures in their own right.

**DRACHENFELS**
By Jack Yeovil
Drachenfels is the story of Detlef Sierck, the Old World’s greatest living playwright. When he decides to stage a play based upon the defeat of the evil sorcerer Drachenfels he doesn’t expect that an echo of the power of the long-dead enchanter will make itself heard so loudly.

0501 Deluxe format paperback 256pp

**IGNORANT ARMIES**
8 fantasy short stories from William King, Brian Craig, Nicola Griffith, Jack Yeovil and others.
Getrek the Trollslayer and his human companion Felix learn why the Night of Mysteries is so feared. And introducing Johann von Mecklenberg, Baron and swordsman who ventures into the Chaos Wastes with his mentor, Vukotich.

0502 Deluxe format paperback 256pp

**BEASTS IN VELVET**
By Jack Yeovil
A beast is stalking the fog-bound streets of Altdorf. Is it a man? A woman? An unlikely creature of Chaos? And can the beast’s reign of bloody terror be ended before the Empire collapses in flames?

0525 Deluxe format paperback 188pp

**WOLF RIDERS**
8 fantasy short stories from William King, Brian Craig, Jack Yeovil and others.
Felix and Getrek continue their adventures, journeying into the Border Princes. There’s a prequel to Drachenfels and a first appearance for Sam Warble – Halfling Investigator on the trail of the Tilen Rat.

0504 Deluxe format paperback 256pp

**RED THIRST**
A collection of 6 fantasy short stories.
Jack Yeovil teams up Vukotich the Mercenary and Genevieve, the vampire heroine of Drachenfels. William King tells another of Felix and Gotrek’s adventures. And Steve Baxter reveals a second case from the files of Sam Warble.

0507 Deluxe format paperback 256pp

**KONRAD**
By David Ferring
Konrad’s home village is destroyed by a marauding Chaos Warband. He joins forces with a mercenary called Wolf and travels north to Kislev to begin his epic quest for vengeance and the secret of his mysterious past.

0505 Deluxe format paperback 256pp

**SHADOWBREED**
By David Ferring
In the 2nd book in the Konrad trilogy it becomes more apparent that Konrad is linked to the obscure machinations of the Chaos Powers in ways he cannot understand. Meeting the wizard Litzemreich, Konrad gets drawn into the plots of the Skaven Ratmen and finds himself fighting for his life.

0509 Deluxe format paperback 256pp
WARHAMMER FANTASY NOVELS

**ZARAGOZ**
By Brian Craig

The first in a series of linked novels, Zaragoz tells the story of the fate of the Estalian kingdom of that name. The hero and narrator of the story, Orfeo, becomes involved in political intrigue, the mysterious plans of the Chaos Powers, and uncovers a story of corruption and betrayal.

0503 Deluxe format paperback 256pp

**PLAGUE DAEMON**
By Brian Craig

The second of Orfeo's tales is set in the Border Princes and deals with the desperate struggles between Hermis Detz, a hardened veteran of the border guard, and the plague-bearing forces of Chaos which threaten to engulf and lay waste to his homeland.

0506 Deluxe format paperback

**STORM WARRIORS**
By Brian Craig

The last of Orfeo's tales shifts to Albion and the Isle of Morion. King Herla of Plenydd allows a band of ship-wrecked Elves to settle in his kingdom. Their malevolent nature slowly becomes apparent, and the king and his bard, Trystan, are forced to fight for their very lives.

0508 Deluxe format paperback 288pp

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WARHAMMER 40,000 NOVELS

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