CITADEL MINIATURES
THE 1997 COMPLETE CATALOG

GAMES WORKSHOP®
Welcome to Games Workshop’s 1997 Complete Citadel Miniatures Catalog. Within these pages you will find pictures for the entire range of Citadel Miniatures for Warhammer and Warhammer 40,000. All the models are shown at ACTUAL SIZE, except in some cases, such as units of miniatures and the color battle shots, where we had to reduce the image to fit on the page. When possible we have pictured the miniatures in the catalog pages next to their blister “mates”. Duplicate miniatures will occasionally be shown when models are packed with more than one variant. You can find packaging details at the bottom of each code section, which will list the accessories that come with each particular model. Games Workshop’s plastic slottabases are supplied with all miniatures that require them.

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*Tyranid Biovores are living artillery pieces that can launch deadly Spore Mines across the battlefield. Spore Mines are living creatures themselves, able to drift over terrain until they find the enemy and explode with devastating results. For more Tyranid bio-weapons go to page 115 of this catalog.*
THE WARHAMMER HOBBY

In a fantasy world amidst the clash of swords and the blare of trumpets, mighty warriors meet on the fields of battle. Like the crack of a lightning bolt, lances split as gallant knights crash into the massed ranks of stalwart foot troops. Archers darken the sky with deadly volleys of arrows, while great cannons are brought to life with thundering booms. Using Citadel Miniatures, Warhammer, the Game of Fantasy battles brings all the excitement of commanding vast armies of noble warriors to your tabletop!

GETTING STARTED

The hobby starts with your first Citadel Miniature. From there, you can advance to painting your model, collecting an army, and playing a game.

A WORLD IN A BOX

The best way to get into the hobby is with the Warhammer boxed game. Packed full with over 80 of our finest plastic miniatures, the box contains rules, dice, and everything you'll need to play. Any flat surface becomes the battlefield where you and your opponent can maneuver mighty armies of Citadel Miniatures in a test of tactical skills and battle prowess, but the hobby doesn't end there.

EXPANDING YOUR GAME

The excitement and fun of playing a tightly contested battle is just the start of the Warhammer hobby. Players can expand their armies, adding special troop types, exotic war machines, powerful magics, and terrifying monsters.

CITADEL MINIATURES

Citadel Miniatures makes a vast range of plastic and pewter models for use with Warhammer. There are thousands upon thousands of different models to choose, from evil Egrimn Van Horstmann mounted on the fearsome Chaos Dragon Baudros, to a unit of the brave and gallant Bretonian Knights, or the short and hardy Dwarf Warriors.

Not only is Van Horstmann an unstoppable Chaos Sorcerer, but he makes an impressive centerpiece for any Chaos Army.

One of the great new Lizardmen models.
BRILLIANTLY PAINTED MINIATURES
Part of the Warhammer hobby is painting figures. Nothing brings a tabletop battlefield to life like a well painted army of Citadel Miniatures. Games Workshop has created the Citadel Colour range of paints specifically for our models. In order to help beginners get started, the Warhammer boxed game contains a basic painting guide. By using a few fun but simple to learn techniques, players will soon have an army to be proud of. For more advanced techniques look to the monthly painting feature in White Dwarf magazine.

BASIC STEPS TO PAINTING MODELS
Above: Priming is a crucial step in properly painting a model.
Below: Base coating the model is the next essential step.

Left: After the model is basecoated it’s time to shade, highlight and finish the base. Special models can be given banners by drawing a design on paper and using the same painting process.
BUILDING THE BATTLEFIELD
The first few games will most likely be played on the kitchen table with the supplied buildings in the boxed game. It isn’t long before players want to game on more elaborate tables filled with vast forests, rolling hills and rocky outcrops, or perhaps on the banks of some mighty river. Varied terrain allows the creation of special scenarios. For example, in one game you could be defending a crucial bridge, and in another assaulting the gates of a castle. Making scenery is part of what makes Warhammer more than a single game, but a complete hobby as well.

THIS CATALOG
This catalog is intended to be your complete guide to the Warhammer hobby. With this essential tome in hand, tabletop generals and model collectors can now, at their leisure, pore over the entire line of Citadel Miniatures for Warhammer.

ORGANIZATION
Grouped together by race, each miniature is shown as close as possible to ACTUAL SIZE. Packaging information, like whether the models come in boxed sets or blister packs, as well as what plastic accessories are included, can be found at the bottom of each page. Unless otherwise noted, all models in this catalog are made of pewter.

KEEPING UP TO DATE
Each month Citadel Miniatures puts out dozens of new models, so to keep up-to-date with all the latest New Releases for Warhammer, Warhammer 40,000, and all of Games Workshop’s games, check out White Dwarf, the monthly magazine devoted to the Games Workshop Hobby.
High Elves and Dark Elves clash on the battlefield, continuing their centuries old struggle.

FOR FREE
If you are just getting started in the Warhammer hobby and would like to find out more about the myriad of Games Workshop products, then check our FREE introduction booklets. The World of Hobby Games is an overview of the Games Workshop and Citadel Miniature Hobby. Inside you'll find items on all the Games Workshop games including Warhammer and Warhammer 40,000, plus you'll get a peak at White Dwarf Magazine, and special Games Workshop events like Games Day! This guides is available for free from better gaming stores, or if there are no well stocked stores in your area give us a call directly.

GAMES WORKSHOP ONLINE
If you haven’t seen it yet, then you’re missing out! Go to Games Workshop’s fantastic website and catch all the latest news and releases:
http://www.games-workshop.com

GETTING CITADEL MINIATURES
Finding Citadel Miniatures is easier now than ever before. All you need to do is visit your local Games Workshop store, Chapter Approved retail shop, or better hobby store. A list of stores in your area can be found each month in the pages of White Dwarf magazine, on our web site, or you can call our Customer Service who will be glad to either direct you to a local store, or mail you the whole list! If you can’t find the models that you’re looking for then check out what our great Mail Order Service can do for you. U.S. residents can call toll free at 1-800-394-GAME, or in Canada dial 905-795-8091.

CUSTOMER SERVICE
Games Workshop has a toll-free Customer service number that you can call from 9 a.m. to 7 p.m. Eastern Standard Time. If you have rules questions, problems with a missing or defective product, or are just curious about all upcoming releases, our enthusiastic staff will be more than happy to help you out. Just give us a call at:
1-800-492-8820
From the heart of Athel Loren, the woods come alive with the sounding of the Horn of the Wild Hunt. The cry of Great Eagles ring out from piney crags, huge green scaled serpents known as Forest Dragons wind their way through ancient, tangled growths, and even the trees seem to come alive to defend the magical forest.

**THE LIVING FOREST**

The great forest of Loren is the home of the Wood Elves. Kin to the High Elves, the Wood Elves stayed behind in the Old World while their brethren returned to Ulthuan, the Elven homeland.

Forced to survive on their own the Wood Elves adapted quickly to the forest life. Their wisdom, fighting techniques and even their magic changed to match the wooded surroundings. They became protectors of the forest, every tree was sacred and every glade was holy ground.

The forest in turn offered up all of its resources to them, providing food, shelter and even its own kinds of protection in the form of ancient and powerful Treemen, and the mystical wood spirits, the Dryads.

**AMONGST THE TREES**

The forest of Loren is so large and vast that unique communities sprang up. The Elves that settled in the piney crags of the mountains befriended the Giant Hawks that live there, using them to scout over the forest and when necessary ride them into war. Those Elves that settled the grassy glades brought with them the graceful Elven steeds, on which they became master riders and charioteers. The Elves that settled in the deep forests became master woodsmen and trackers, able to shadow intruders in the forests and lay deadly traps should they prove dangerous or troublesome.

**THE WILD HUNT**

Archers make up the bulk of the Wood Elf Army. Their special long bows are able to shoot farther than normal bows, allowing a deadly hail of arrows to rain down on the enemy from far away. Wood Elf Scouts patrol ahead of the main force, giving ample warning to their kindred of any approaching dangers. Waywatchers are the ever vigilant forest guard, laying devious traps for the unsuspecting enemy. War Dancers are the most fierce and skilled Wood Elf Warriors, turning the art of war into a deadly flowing dance, leaving the enemy mesmerized just before they fall to the swift thrust of an Elven blade. Glade Riders glide swiftly through the wood on their Elven steeds, while Charioteers crash through the enemy lines.

**THE GODS INCARNATE**

As if Wood Elves weren't deadly enough, they can be led into battle by their incarnate gods, Orion and Ariel. Orion, the master of the hunt is terrifying to behold. His wife Ariel is equally as terrifying, flying on giant moth wings and casting deadly magics about the battlefield. It is no wonder that the Wood Elf home of Athel Loren has yet to be successfully invaded.
Able to move swiftly through wooded terrain, Wood Elf Spearmen units are formidable defensive troops.
8501C WOOD ELF ARCHERS

PACKAGED 2 MINIATURES PER BLISTER.
Wood Elf archers make up the bulk of any Wood Elf army. Their exceptional skill with the bow allows them to launch deadly volleys into enemy ranks and disappear into the forests before the enemy can retaliate.
Fierce tree spirits, Dryads can assume different tree aspects to combat their foes.

PACKAGED 2 MINIATURES PER BLISTER.
Master archers, able to skirmish and infiltrate into the enemies' lines, Waywatchers can also lay deadly traps in the forests for their unsuspecting foes.
The Glade Guard are the only living cavalry that can move without penalty through forests.
8502D WOOD ELF WARHAWK RIDERS

MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

8502E WOOD ELF WARHAWK RIDER WITH BOW

PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

8502F WOOD ELF WARHAWK RIDER CHAMPION

MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

Warhawk riders can attack anywhere on the battlefield making them valuable shock troops.
8502G GLADE RIDER STANDARD BEARER

MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8502H GLADE RIDER MUSICIAN

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504A WOOD ELF COMMAND

PACKAGED 3 MINIATURES AND 2 STANDARD BEARER TOPS PER BLISTER.
8503B WOOD ELF WARDANCERS

PACKAGED 2 MINIATURES PER BLISTER.

Leaping and twisting in battle, the Wardancers turn fighting into an art, finishing their startled enemy with a quick thrust of an Elven blade.
8504D WOOD ELF MOUNTED GENERAL

8504E WOOD ELF MOUNTED MAGE

8504F WARDANCER CHAMPION

8599Q SKAW, THE FALCONER

Packaged 1 miniature and 1 plastic horse per blister.

Packaged 1 miniature per blister.
WOOD ELVES

8583K WOOD ELF TRANSFERS

PACKAGED 10 TRANSFERS PER BLISTER.

8583L WOOD ELF BANNERS

PACKAGED 5 BANNERS PER BLISTER.
WOOD ELVES

0534 DURTHU
TREEMAN HERO

Durthu resembles a wizened and gnarled old oak tree. He is ancient beyond reckoning and has endured in the depths of the forest for untold ages. If the Forest of Loren is invaded, Durthu will be disturbed by the sounds of battle and destruction. Enraged, he will lurch through the forest seeking out the intruders and attack them with a savage fury that defies description.

0752 WOOD ELF PLASTIC ARCHERS

Wood Elf archers form the backbone of the army and are renowned for their keen-eyed and deadly accuracy.
The Chasm Glades of Loren are home to the rare Forest Dragons which have dwelt there since the dawn of time. Occasionally a Mage or Lord may succeed in tempting a young Forest Dragon to leave the chasm or a thousand-year-old egg will be found and warmed up until it hatches. The hatchling will be nurtured for centuries until it has grown into a worthy mount reserved only for the greatest of Mages or Lords.
0537 ORION, KING OF THE FOREST
Orion is the King of all the Wood Elves, holding his court deep inside the enchanted forest. With his realm threatened, Orion assumes the aspect of the old Elven god of Nature – Kurnous, summons his hounds of war and goes to hunt his foe. None can stand against his rage as he charges across the battlefield in a primeval fury. His power is that of a mortal god, his ferocity echoes the rage of the untamed wilderness, and in his hand he carries the magical Spear of Kurnous.

0539 ARIEL, WOOD ELF QUEEN OF MAGIC
Ariel is the Queen of Athel Loren, a wise ruler and a mage of great power. She is the living embodiment of Isha, and the wife of King Orion. When the Wood Elf horns summon the warriors of Loren to do battle, Ariel assumes the awe-inspiring aspect of Isha, the ancient Elven goddess of Nature. Those few that have angered her and lived to tell the tale, whisper of her piercing scream that shatters bones and cracks open armor, and the beat of her huge wings that heralds the arrival of death.
Sweeping through the forests of Loren come the Wood Elves! Leading the charge is Cormac Airt, mounted on the back of a fierce Forest Dragon, unleashing a torrent of death with his magical long bow. Glade Riders sprint across the open grass, their spears aimed for the enemies’ hearts. Wood Elf Archers appear out of the undergrowth, unleashing volleys of arrows into the intruders. Wardancers spring into the fray, weaving their dance of death and cutting down their opponents with a quick flick of a sword. The great Treeman Kern thunders to life, crushing all beneath his massive limbs, and spiteful Dryads repulse the enemy with their lashing leaves and entwining vines. The Wood Elves come forth to defend their forest home with all the fury of nature at their sides!

The Wood Elves are among the most ancient inhabitants of the Old World. Their secret realm, deep in the Forest of Loren, has remained hidden and free for centuries. Tirelessly the Scouts and Waywatchers guard the forest and no enemies have ever been able to conquer their land. The Wood Elves have tamed the savage beasts and giant birds of prey that inhabit their realm, and befriended the strange Treemen and Dryads who dwell in the depths of the forest. Their noble rulers are able to shape-shift into demi-gods to strike dread into the hearts of their foes.

The Bestiary describes the unique warriors of the Wood Elves and the strange creatures of the forest including Wardancers, Scouts, Warhaw tattoo Riders, Glade Riders, Great Eagles, Treemen and Dryads.

A complete army list for the Wood Elves includes Charioteers, Glade Riders, Warhawk Riders, Scouts, Wardancers, Glade Guards, Archers, Treemen and Dryads. A separate section introduces some of the awesom characters of the forest realm including Orion and Ariel in the aspects of Thalandor Doomstar, Lothlann the Brave, Sceolan, Wykenathyl the Wild, Scarloc, Gruarth the Beastmaster, Skaw the Falconer, Dunhu the Treeman and the Dryad Drycha.
Before the great cities of man arose in the Old World the High Elves had already settled over much of the land. As High Elves are skilled warriors and powerful mages, their kingdom spread from continent to continent, their sleek ships come to dominate the oceans and huge fortresses rose up on every coast. But then...

WAR FROM WITHIN
The Elves as a whole are a haughty and proud race, and it was only a matter of time before their pride clouded their judgment. Drawn into a war with the Dwarfs in the Old World, the High Elves exhausted their forces. At their weakest they were suddenly betrayed by their own kin, now known as the Dark Elves. In a pitched battle for the throne and Kingdom, the High Elves were able to drive back the Dark Elves, but at a terrible cost.

The Shadow Warriors stand as the last few survivors of their province, searching endlessly for their hated enemy, the Dark Elves. The Sword Masters of Hoeth fight with huge two-handed swords, yet are able to wield them with as much speed and skill as a normal sword. Nobles gathered to form crack cavalry units like the Silver Helms and the Dragon Princes of Caledor. And Tiranoce Charioteers rumbled across the plains, drawn by fine Elven Steeds.

ETERNAL VIGILANCE
Today the Elves live in a period of regrowth. Old wounds have been healed and trade once again flows with the Dwarfs and the developing human nations. Great fleets of Elven ships ply the waters in trade and in war against their enemies. The High Elves are always on the alert, ready to meet the next invasion from their Dark Elf kindred, an Orc and Goblin Waaagh!, or the constant menace of the Chaos hordes.

The Rebuilding of An Empire
Their continent Isle of Ulthuan decimated by war, the High Elf citizens slaughtered, and their armies broken, the High Elves set out to refortify their land and start on the long road to recovery. Every citizen was trained to fight and soon every Elf could be called on in the time of war. The powerful High Elf Mages came together and increased their considerable knowledge and skill with magic. Elite units of foot troops were reinforced and stood ready at a moments notice. The Phoenix Guard, masters of the halberd fight in an eerie silence, never uttering a word. The White Lions of Chrace, the King's personal bodyguard go forth wielding great double-handed axes.

All High Elves are trained with the bow and spear so they can defend their embattled homeland.

High Elf steeds are prized above all others for their speed, power and loyalty.

High Elf Mages are incredibly proficient in High Magic, the most potent form of magic in the Warhammer World.
8505A HIGH ELF COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
8505A HIGH ELF COMMAND

Miniatures are supplied with a plastic shield sprue. Packaged 3 miniatures per blister.

8505B WHITE LION COMMAND

Packaged 3 miniatures per blister.
8505C HIGH ELF HERO
PACKAGED 1 MINIATURE PER BLISTER.

8505D HIGH ELF MAGE - TETHAN
MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8506A PHOENIX GUARD
PACKAGED 2 MINIATURES PER BLISTER.

8506B SWORD MASTERS OF HOETH
PACKAGED 2 MINIATURES PER BLISTER.
8506C SHADOW WARRIORS

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.

8506D WHITE LIONS OF CHRACE

Packaged 2 miniatures per blister.

8506E HIGH ELF ARCHERS

Packaged 2 miniatures per blister.
8506F HIGH ELF SPEARMEN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8506G HIGH ELF REPEATING BOLT THROWER

PACKAGED 2 CREW AND 1 REPEATING BOLT THROWER PER BLISTER.

8508A REAVER KNIGHTS WITH SPEARS

PACKAGED 1 MINIATURE, 2 PEWTER SPEARS, 2 BOWS AND QUIVERS AND 1 PLASTIC HORSE PER BLISTER.

8508B REAVER KNIGHTS WITH BOWS

PACKAGED 1 MINIATURE, 2 BOWS AND QUIVERS AND 1 PLASTIC HORSE PER BLISTER.
8508F SILVER HELMS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE, 2 PEWTER SPEARS AND 1 PLASTIC HORSE PER BLISTER.

8597C ELDROTH, THE LORD OF TOR ELDROTH

MINIATURE IS SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8597F FENDAR, HIGH ELF HERO

MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8597G ARDATH, HIGH ELF HERO

MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8583B HIGH ELF BANNERS

MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

PACKAGED 5 BANNERS PER BLISTER.
HIGH ELVES

8508G DRAGON PRINCES

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

8599B PRINCE TYRION

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

8599C TECLIS, HIGH ELF MAGE

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8508H DRAGON PRINCES STANDARD BEARER

PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

8508I DRAGON PRINCES CHAMPION

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE, 1 PEWTER HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.
The Island of Ulthuan is famous for producing the formidable High Elven Spearmen along with deadly keen-eyed Archers.

Armed with the mighty Star Lance and astride a hulking Dragon, none dare to stand before the awesome fury of Prince Imrik, the High Elven Lord of Dragons.
One of the deadliest combinations in the Warhammer World! The Griffon is a winged terror with razor-sharp claws and a powerful hooked beak. Riding atop this majestic beast is the powerful High Elf Lord Eltharion.

Sleek and deadly, the High Elf Battle Chariots smash into the enemy and crush the foe beneath steel shod wheels. Few units dare to stand their ground as High Elf Chariots bear down upon them.
Led by the mighty General, Prince Tyrion, the High Elves March to war! Like glinting beacons, Silver Helms charge forth. Along side the Silver Helms are the valiant Dragon Princes of Caledor, with their heavily barded horses made to look like the Dragons they once rode. High Elf Archers notch their arrows ready to support the advancing infantry. Spear men stand ready, waiting to counter an enemy charge with their deadly spears. Phoenix Guard march forth quieter than a whisper, their halberds ready to cut down even the heaviest armored foe. Sword Masters make ready to engage the foe with their great two-handed swords which they wield with blinding speed. Tiranoc Charioteers race down the enemy flank waiting for the right moment to crash through the enemy units. With a mighty whoosh the High Elf Repeaters Bolt Throwers spring to life, impaling the foe with its deadly volleys. This High Elf Army box contains all you need to start your High Elf Army and march to war with banners raised high!

0132 WARHAMMER ARMIES HIGH ELVES

Ullhuan - the ancient island realm of the High Elves: the birthplace of true magic, an enchanted land inhabited by creatures who were already millennia old before the emergence of mankind. Ullhuan is the greatest sea-faring power in the Warhammer World, dominating the flow of trade from the Old World to the new, a great colossus standing astride the ocean and guarding the destiny of the whole world. This indispensable supplement for the Warhammer game of fantasy battles describes the ancient land of Ullhuan and the armies of the High Elves in complete and exhaustive detail.

SPECIAL RULES

Covering the unique High Elf repeater bolt thrower and many new magic items and spells such as the Moon Staff of Lileath, the Heart of Avelorn and the great runesword Sunfang.

ARMY LIST

A complete army list for the High Elves including the Phoenix Guard, the Dragon Princes of Caledor, the White Lions of Chrake and the Sword Masters of Hoeth. A full list is provided including heroes, wizards, and monsters in your army. A separate section introduces great Elven heroes and wizards including Tyrion, Champion of the Everqueen, also called Orclane and Mankiller, his twin brother Teclis, the greatest wizard in the Old World and founder of the Imperial Colleges of Magic, and Elthorion, Warden of Tor Yvresse and scourge of the invaders of Ullhuan.
There is one name whispered in the Warhammer World with both complete fear and hatred. These marauders sail the seas on great Black Arks and are trailed by sea monsters too horrible to mention. When they make landfall it signals a period of war, destruction and death. They live for the thrill of the kill and the pleasure of enslaving others, they are the Dark Elves.

A HISTORY STEEPED IN BLOOD
Dark Elf society is centered around war. They know no peace, having been banished to the frozen lands of Naggaroth centuries ago. They face the constant threat of invasion from the north by Chaos Hordes, and from the south they continue their never ending war with the High Elves. Embedded in conflict for over 5,000 years with their hated cousins, the High Elves, the Dark Elves strive to reclaim the homeland they were driven away from so long ago. Having embraced the ways of Dark Magic the Dark Elves descended into total and utter decadence. They revel in killing and the spilling of blood and take extreme pleasure from watching their enemies suffer.

MALICIOUS INTENT
Dark Elf Warriors are cruel and fierce fighters. They are lithe and sinuous, their muscles are strong and their reactions are every bit as quick as their agile minds. **Dark Elf Warriors** wear distinctive and highly ornate armor. They carry cruel swords or spears and many are armed with a deadly **Repeater Crossbow** which shoots a hail of small, barbed arrows. The Dark Elf Army is also replete with elite units such as the **Cold One Knights**. They ride ancient reptiles known as Cold Ones that live underneath the frozen lands. **Dark Elf Corsairs** fight from the decks of the great Black Arks. Protected by the impenetrable Sea Dragon Cloaks, they fight with a sword or axe in each hand. They are renowned for their dazzling and ferocious skill in combat. Perhaps the most feared are the deadly **Witch Elves**, who go into bloody frenzies when fighting, allowing them to literally carve their way through the enemy.

CONQUEST OF EVIL
The Dark Elves are on a continuous quest to take back their homeland of Ulthuan. Until that glorious day comes, however, they are content to raid the cities and ports of other races, killing for pleasure and taking slaves.

A Dark Elf Champion.

DARK PACTS
All Elves are a race touched by magic. No exception are the Dark Elves, who began their decent into decadence with the studying of the forbidden Dark Magic. After thousands of years, they have become supreme masters of their art, able to cast vile spells, and call forth evil Daemons in the blink of an eye. **Dark Elf Sorcerers**, use forbidden magic to torture and destroy their enemies.

Some Dark Elves are raised from birth to be trained killers. These warriors eventually become the feared **Dark Elf Assassins**.
Not only are the Dark Elf Spearman solid defensive troops, but their quick move allows them to outflank and attack their opponents as well.
Packaged 2 miniatures per blister.


Needing a weapon as merciless as themselves, the Dark Elves crafted the Repeater Crossbows, allowing them to fire two deadly volleys at a time.
8510C DARK ELF CORSAIRS

8510D DARK ELF SWORDSMEN

PACKAGED 2 MINIATURES PER BLISTER.

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8510E DARK ELF BOLT THROWER

PACKAGED 2 MINATURES AND 1 BOLT THROWER PER BLISTER.

8512A DARK ELF COMMAND

PACKAGED 3 MINATURES AND 2 STANDARD BEARER TOPS PER BLISTER.
While Cold Ones can be subject to stupidity, once they have tasted blood in battle they are driven into wild frenzies, making them fierce mounts and opponents.
Elite warriors of the Dark Elves, the Black Guard are armed with heavy halberds, allowing them to cleave through the toughest of enemy armor.
Witch Elves are the most cruel and bloodthirsty of all the Dark Elves. Driven into frenzies they live to butcher their foes and bathe in the blood of their enemies.
8583H DARK ELF BANNERS

Packaged 5 Banners per blister.

8583I DARK ELF STANDARDS

Packaged 5 Standards per blister.

8583J DARK ELF TRANSFERS

Packaged 10 Transfers per blister.
WARRIORS
Driven from the Elf lands of Ulthuan long ago, the Dark Elves are bitter warriors with an unquenchable penchant for cruelty. No defeated enemy can expect mercy from the Dark Elves.

0531
THE BEASTLORD RAKARTH
The Dark Elves have always made great use of enslaved monsters, but none have ever approached the mastery of the Beastlord Rakarth. In fact, Rakarth can even tame the opposing player's monsters and use them for his own cruel purposes. It is said that the dungeons of Karond Kar are full of the creatures he has tamed.

Armed with the magical Whip of Agony, the Beastlord Rakarth rides to battle on an enormous Dragon that he has broken to his will.

0745 PLASTIC DARK ELF WARRIORS
Driven from the Elf lands of Ulthuan long ago, the Dark Elves are bitter warriors with an unquenchable penchant for cruelty. No defeated enemy can expect mercy from the Dark Elves.
Shudder in fear for the next dreaded boxed army, the Dark Elves, has arrived from the frozen lands of Naggaroth. Commanded by Shadrak the Slayer, he leads his followers onward into battle mounted on the back of a fearsome Cold One. With the General ride the rest of the Dark Elf Cold One Knights, their Blood Banner raised high. Dark Elf Warriors and the halberd wielding Black Guard march forth ready to cleave their enemy in two. Dark Elf Crossbowmen hold the high ground, sending volley after volley into the enemies ranks. Witch Elves charge forth with blood curdling screams, driving their foes before them with their frenzied attacks. Harpies sweep down from the sky, tearing through armor with their razor sharp claws and teeth. Dark magic billows forth from the Dark Elf Mages, corrupting all in its path. And the deadly Repeater Bolt Throwers spring to life, skewering the enemy on gigantic bolts. Nowhere in the Warhammer World is safe from the ravages of the Dark Elves, and all the races shall cower before their might!

Warhammer Armies, Dark Elves describes the history of the Dark Elf race since the Sundering - the cataclysmic result of the bloody civil war which divided forever the Dark Elves from their High Elf kin, and drove them northward into the Land of Chill.

FORCES OF BATTLE
Warhammer Armies, Dark Elves contains a complete army list for the forces of the Witch King and the Dark Elf armies of Naggaroth. The list includes: Dark Elf Sorcerers, Executioners, Black Ark Corsairs, Dark Riders, Assassins, Witch Elves, Scouts and the deadly reptilian war beasts known as Cold Ones. The Special Characters section includes the full background and rules for some of the greatest heroes of the Dark Elf race such as Hellbrun Hag Queen of the Witch Elves, Shadowblade Master of Assassins, and the Witch King himself.

WAR MACHINES AND MAGIC
This book also contains rules for the Dark Elf war machines such as the deadly Repeater Bolt Thrower and the mysterious Cauldron of Blood, together with a selection of new Magic Items. The 'Eavy Metal pages cover a wide variety of Dark Elf regiments and include many full-color banner and shield designs.
Between the World’s Edge Mountains and the Grey Mountains, nestled among the great forests lies the most powerful human realm in the Old World, The Empire. Here one of the world’s greatest armies awaits its next challenge. Great Cannons stand ready to smash the enemy, crack units of Archers with arrows notched wait for their signal, and powerful Mages prepare to bend the winds of magic to their will.

A TROUBLED BIRTH
The Empire stands as a testimony to the fighting spirit of its inhabitants. It was born amidst great Orc and Goblin armies, incursions of Chaos hordes, and has even survived the evil scheming of the Skaven. The realms stood divided and were nearly lost until one man wielding a mighty hammer arose to unite the human tribes together. This man, known as Sigmar, was a powerful warrior and led the Empire to great victories against its enemies. It was only a matter of time before the embattled humans made friends with the Dwarfs in the surrounding mountains and together they drove out the threats that plagued the early human settlements.

THE CULT OF SIGMAR
Sigmar stands as the founder and patron god of the Empire. His legacy has spawned a realm that produced many wonders, including: the mighty Imperial Engineers Guild which produced such wonders like the Imperial Steam Tank, and the Collages of Magic where the powerful Empire Wizards are taught their powerful and archaic craft. The Empire itself is made up of many provinces led by Elector Counts.

KARL FRANZ
Today the Empire stands under the prosperous leadership of the great warrior the Emperor Karl Franz. Trade flows freely out of the cities, and its borders stand secure. Together with their long standing allies, the Dwarfs, the Empire strives to stem the Orc and Goblin menace, and crush the rising tides of Chaos.

From each province troops are recruited to fight for the Empire. Stalwart units of Halberdiers, keen-eyed Archers, young and brash Pistoliers, and daring regiments of Swordsmen to name a few. From the ranks of the nobles comes the King’s personal bodyguard, the elite Reiksguard, and the other knightly orders: the savage White Wolves, the resplendent Knights Panther, and the fervent Knights of the Rising Sun.
8519A OGRES

Packaged 1 miniature per blister.

8519B OGRE STANDARD BEARER

Packaged 1 miniature per blister.

Ogres are brutish mercenaries who can be paid to fight for most anyone.
White Wolves spurn shields opting to wield great two-handed hammers in battle, with which they crush the skulls of their foes.
8556D KNIGHTS PANTHER

MINIATURES ARE SUPPLIED WITH
A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.

8556E KNIGHTS PANTHER
STANDARD BEARER

MINIATURES ARE SUPPLIED WITH
A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.

8556F KNIGHTS PANTHER
GRAND MASTER

MINIATURES ARE SUPPLIED WITH
A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND
1 PLASTIC HORSE PER BLISTER.

The Knights Panther ride into battle in full armor wielding the lance and wearing the pelts of their namesake.
The Reiksguard make up the personal bodyguard of the Emperor.
The Knights of the Blazing Sun dedicated their order to the warrior goddess of Estalia who once saved them in battle.
8558A EMPIRE COMMAND

Miniatures are supplied with a plastic shield sprue when necessary. Packaged 3 miniatures per blister.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 3 MINIATURES PER BLISTER.
8558C EMPIRE SPEARMEN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8558D EMPIRE SWORDSMEN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
PACKAGED 2 MINIATURES PER BLISTER.
8559A EMPIRE HAND GUNNERS

Miniatures are supplied with a plastic crossbow sprue. Packaged 2 miniatures per blister.

8559B EMPIRE CROSSBOWMEN

Miniatures are supplied with a plastic crossbow sprue. Packaged 2 miniatures per blister.
8559C EMPIRE ARCHERS

PACKAGED 2 MINIATURES PER BLISTER.

8560A EMPIRE PISTOLIERS

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.
Pistoliers are young nobles who have yet to earn their rightful place in a knightly order. They fight with a brace of pistols and youthful exuberance.

The famed Kislev Horse Archers use their skirmishing formation to pepper the enemy while remaining elusive to incoming fire.
8560F KISLEV HORSE ARCHER MUSICIAN

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560H KISLEV WINGED LANCERS

8560G KISLEV HORSE ARCHER CHAMPIONS

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560I KISLEV WINGED LANCER STANDARD BEARER

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560J KISLEV WINGED LANCER MUSICIAN

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8560K KISLEV WINGED LANCER CHAMPION

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 2 MINIATURES PER BLISTER.

The elite of the Empire, the Reiksguard charge into battle using the finest armor and weapons the realms have to offer.

PACKAGED 3 MINIATURES PER BLISTER.
8561D GREATSWORDS

PACKAGED 2 MINIATURES PER BLISTER.

8561E FLAGELLANTS

PACKAGED 2 MINIATURES PER BLISTER.
8562A HALFLING SPEARMEN

While not physically strong, Halflings make excellent bowmen with their unerring accuracy.

8562B HALFLING ARCHERS

PACKAGED 4 MINIATURES PER BLISTER.

8562C HALFLING COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 4 MINIATURES PER BLISTER.
8562D HALFLING HOT POT CATAPULT

PACKAGED 3 HALFLINGS AND 1 HOT POT CATAPULT PER BLISTER.

8563A JADE WIZARD

PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563B MOUNTED JADE WIZARD

PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563C AMBER WIZARD

PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563D MOUNTED AMBER WIZARD

PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.
8563E BRIGHT WIZARD

PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563F MOUNTED BRIGHT WIZARD

PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563G CELESTIAL WIZARD

PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563H MOUNTED CELESTIAL WIZARD

PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563I GOLD WIZARD

PACKAGED 1 WIZARD AND 1 RANDOMLY SELECTED FAMILIAR MODEL PER BLISTER.

8563J MOUNTED GOLD WIZARD

PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.
8576A EMPIRE MORTAR

PACKAGED 3 CREW AND 1 EMPIRE MORTAR PER BLISTER.

8576B EMPIRE GREAT CANNON

PACKAGED 3 CREW, 1 EQUIPMENT CHEST, AND 1 GREAT CANNON PER BLISTER.

8576C EMPIRE HELBLASTER VOLLEY GUN

PACKAGED 3 CREW AND 1 HELBLASTER VOLLEY GUN PER BLISTER.
8583F EMPIRE TRANSFERS

PACKAGED 10 TRANSFER SHEETS PER BLISTER.

8599A TZARINA KATARIN
THE ICE QUEEN OF KISLEV

8599J LUDWIG SCHWARZHELM
EMPEROR’S CHAMPION

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.
The Empire is the mightiest of the human realms and is readily seen as they wage war.
0749 PLASTIC HALBERDIERS
Imperial Halberdiers form the backbone of the armies of the Empire. With their battle-prowess and heavy-bladed halberds these troopers have earned the begrudging respect of their foes.

0811 EMPIRE WAR WAGON
Pulled by steel-clad steeds, the War Wagon is a mobile battle tower bristling with a variety of unique and deadly weapons. One of the best achievements of the top-secret Imperial Engineering School.
Astride his War Griffon Deathclaw, the Emperor Karl Franz leads the mighty Empire armies to glorious victory. Sure to make the perfect centerpiece for any Empire force.

Armed with a cannon and protected by thick armor plating, the Steam Tank rolls inexorably forward. Providing it gets enough power from its huge iron boiler the Steam Tank is nigh unstoppable.
The Grand Theogonist rides to war on the Altar of Sigmar, a death-dealing war machine that leaves only broken and mangled enemy units in its wake.

The Empire is the largest and most powerful realm in the Old World. Its borders stretch from the Grey Mountains in the south to the Forest of Shadows in the north, encompassing prosperous cities, dark forests, tall mountains and continent-spanning rivers. This invaluable companion to the Warhammer game describes the lands and armies of the Empire in complete and colorful detail.

A complete history of its lands and peoples, the great city states and provinces, its Emperors and mighty deeds of old.

Covering the weapons and devices of the Engineers School of Altdorf including such arcane devices as the War Wagon, Helblaster Volley Gun, the Steam Tank of Leonardo Miraglio, Repeater Hand Guns, and Mortars.

A complete army list for the Empire army including the Emperor’s Reiksguard, the Knightly Orders of the White Wolves, Knights Panther and Knights of the Blazing Sun. The Empire’s infantry and artillery are covered in detail including special troops, Kislev allies, Halfling and Dwarf regiments, and more. A full list is provided for including heroes, wizards, and monsters into your army. A separate section introduces historical characters from Emperor Karl Franz to Tzarina Katarin the Ice Queen of Kislev.
The Dwarfs are mighty warriors able to bear the load of armor that would cause a man to collapse, and swing mighty two-handed hammers that can crush them enemy with a single blow. Slow to forget a slight, they are known throughout the world as grudgebearers, and are always ready to take revenge for their ancestors.

THE DWARF EMPIRE
Long before the cities of man arose, before the Elven ships landed on the coasts of the Old World, the Dwarfen realms spread across the World’s Edge Mountains. The Dwarfs carved their strongholds out of the mountains themselves and mined the riches they found within. Stout warriors and master forgers, their armies marched onward and the Dwarfs claimed the Old World for their own.

BY THE BEARDS OF THEIR ANCESTORS
The bulk of the Dwarf Army is made up of Dwarf Clansmen who go into battle wielding finely crafted axes, spears, or even great two-handed axes. Too short to use bows, Dwarfs adopted the crossbow and handgun as weapons of choice to give covering fire for their infantry. Because they live in a constant state of warfare, Dwarfs have a wide range of elite units to choose from. The oldest Dwarf warriors are known as Long Beards. These cantankerous old fellows are always complaining about how today’s Goblins are just smaller and weedier than the ones they had to fight when they were young. Dwarf Hammerers are the King’s personal bodyguard. They go into battle wielding deadly two-handed hammers that can crush the enemy in one great heave. Dwarf Slayers are Dwarfs that have been spurned and have left the safety of the strongholds to find their lost honor by fighting the biggest and baddest monsters. Living in the mountains the Dwarfs had no practical use for cavalry so they look to their fantastic war machines to give them an edge. Whether it is from the burning whoosh of a Flame Cannon, or the churning of the blades on the mighty Gyrocopter, Dwarfs are never lacking for artillery. It seems Dwarfs are always ready to show another army the error of its ways from the business end of a big cannon barrel.

The Dwarf army is full of missile troops like this Dwarf Thunderer.

The Dwarf army is full of missile troops like this Dwarf Thunderer.

Dwarf Slayers actively seek out the largest and most powerful monsters to defeat.

Dwarf Runesmiths forge powerful runic weapons and have been known to ride into battle on the top of large anvils!

Dwarf Runesmiths forge powerful runic weapons and have been known to ride into battle on the top of large anvils!
8514A LONGBEARDS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8514B DWARF HAMMERERS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8514C IRONBREAKERS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8514D MINERS

Dwarf Miners are armed with heavy two-handed picks, allowing them to pierce the thickest of armor and hide.
Driven from their brewery by a horde of Goblins, Bugman’s Rangers are always up for a chance to get revenge on their green skinned nemesises.
8515B SLAYERS WITH ADDITIONAL WEAPONS

PACKAGED 2 MINIATURES PER BLISTER.

8516A DWARF COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
Though light on armor, Slayers are heavy on the offensive, able to wound even the toughest of creatures with relative ease.
8516F BUGMAN'S COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8516G HAMMERER COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8597D GRUNG, DWARF MASTER RUNESMITH
MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8597E SKAG, THE STEALTHY
PACKAGED 1 MINIATURE PER BLISTER.
8516K SLAYER COMMAND

Packaged 2 Miniatures per Blister.

8577D DWARF GYROCOPTER

Miniature supplied unpainted.
Packaged 1 Gyrocopter and 1 Rider per Blister.

Armed with a steam cannon, the Gyrocopter can literally boil the enemy in their own armor.

8516L DWARF DRUNKS

Packaged 2 Miniatures per Blister.

8577A DWARF CANNON

Packaged 3 Crew and 1 Cannon per Blister.
8577B DWARF ORGAN GUN

Packaged 3 crew and 1 organ gun per blister.

8577C DWARF BOLT THROWER

Packaged 3 crew and 1 bolt thrower per blister.

8578A DWARF THUNDERERS

Packaged 2 miniatures per blister.
DWARF CROSSBOWMEN

Dwarf Crossbowmen help form the backbone of the Dwarf army, combining stalwart troops and heavy hitting firepower.
DWARFS

8578C DWARF CLANSMEN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

Big blocks of Dwarf Warriors are the mainstays of Dwarf armies, providing a high toughness and an even higher leadership.
8578D Dwarfs Spearmen

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.

8578E Dwarf Clansmen with Double Handed Weapons

Packaged 2 miniatures per blister.

8583A Dwarf Banners

Packaged 5 banners per blister.

8597A Dwarf Lord Drong

Miniature supplied unpainted. Miniature supplied is with a plastic shield sprue. Packaged 1 miniature per blister.

8597B Queen Helgar

Miniature supplied unpainted. Miniature is supplied with a plastic shield sprue. Packaged 1 miniature per blister.
DWARFS

8599D KING KAZADOR
8599E BURLOCK DAMMINSON

MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8599F UNGRIMM IIRONFIST
8599G GOTREK AND FELIX

MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 2 MINIATURES PER BLISTER.

8599H KRAWW THE GRIM
8599M THE WHITE DWARF
8599N JOSEPH BUGMAN

MINIATURE SUPPLIED UNPAINTED.
PACkAGED 1 MINIATURE PER BLISTER.

MINIATURE SUPPLIED UNPAINTED.
PACkAGED 1 MINIATURE PER BLISTER.

MINIATURE SUPPLIED UNPAINTED.
PACkAGED 1 MINIATURE PER BLISTER.

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When struck by a Dwarf Runesmith, the Anvil of Doom unleashes its pent-up fury in the form of deadly lightning bolts.

0837
DWARF FLAME CANNON
Capable of spewing forth a gout of burning pitch, the Flame Cannon can so completely annihilate a unit of troops that there is nothing left but oily, smoking piles of goo.
0828 DWARF KING’S THRONE OF POWER

The most powerful of all Dwarf Relics, the Throne of Power has borne the Dwarf High Kings to battle since the dawn of time. Carried by four stout Dwarfs, the Throne cuts a bloody swathe through any troops foolish enough to get within charge distance.

0133 WARHAMMER ARMIES DWARFS

For thousands of years the great Dwarf Empire has endured amongst the Worlds Edge Mountains. Centuries of war and conquest have hardened the Dwarfs and molded them into the finest warriors anywhere. Countless battles against the Orcs, Goblins, and Skaven have embittered their hearts and sharpened their thirst for revenge. This invaluable companion to the Warhammer game of fantasy battles describes the armies of the Dwarfs in complete detail.

WAR AND CONQUEST

A history of the Dwarfs from glorious days of the Ancestor Gods to the constant warfare of present times. The Dwarf realms are described together with their many strongholds and mines, and the subterranean Underway which links them together. A section covers the Dwarf runic script and provides a description of their ancient language of Khazalid.

SPECIAL RULES

Complete game rules are provided for all Dwarf war machines and warriors including the Flame Cannon, Organ Gun, Slayers, and Runesmiths. A complete new magic rune system is described allowing Dwarfs to build their own powerful magic weapons, armor, standards, war machines, and talismans.

ARMY LIST

A complete army list for the Dwarfs army including Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, and more warriors and war machines. A full list is provided for Dwarf heroes past and present.
With a high pitched squeal of a thousand maddened rats, the Skaven swarm the fields of battle. A rat infestation turned nightmare, the vile rat-men scheme and plot the downfall of all the races in an effort to turn the World into one nation united under the Thirteen Lords of Decay.

CHILDREN OF THE HORNED RAT
While the origins of the Skaven remains shrouded in mystery, their current presence is all too noticeable. Under the direction of the Thirteen Lords of Decay, the Skaven construct elaborate plans, some which take decades to bear any fruit. The Skaven themselves are gross parodies of a cross between a man and a rat. Walking upright and possessing cunning intelligence, they are however skittish when left on their own. But when combined in packs, they can be whipped into unstoppable frenzies.

THE UNDEREMPIRE
The Skaven empire is known as Skavenblight. A half sunken city in the middle of the treacherous marshes that cover northern Tilea. Stretching out from Skavenblight like evil tendrils is a massive network of tunnels. These tunnels crisscross the whole of the Old World, leading to every major city, stronghold, and castle. From there the Skaven can unleash their fiendish plots, launch attacks, or spread their deadly diseases.

FISTS OF FURRY
The skaven society is separated into clans, and within each clan runs a pecking order. The stronger and more cunning the rat, the better position he will be in. The weak and the slow are captured for slaves, or used as cannon fodder when the Skaven march to war. The larger more robust Skaven, known as Clanrats, form the core units of the Skaven army. Stormvermin form the elite warriors units. These large Skaven, are a match for any foe that dares stand against them. Each clan has its own niche that keeps it from being enslaved by a rival clan. Four clans have risen to prominence in Skaven society. Clan Moulder, who are powerful Beastmasters, breed horrible fighting beasts. Clan Eshin are the feared Skaven Assassins. Clan Skye are the mystical Warlock Engineers, blending science and magic into strange and mystical devices of destruction. Clan Pestilens, also known as the Plague Monks, develop new diseases and spread them over the Old World with a fanatic fervor. Together these clans work to spread despair and bring down the nations of the Warhammer World!
8517A CLANRATS

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.

8517B CLANRATS WITH SPEARS

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.

8517C STORMVERMIN

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.
SKAVEN

8517D SKAVENSLAVES

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8517E SKAVENSLAVES WITH SPEARS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

Skavenslaves are driven into battle before the rest of the host to soak up arrow, crossbow, and any other missile fire that might threaten more valuable troops.

Stormvermin are the fierce elite warriors of the Skaven. When armed with halberds they are more than a match for even the most experienced of foes.
Gutter Runners are sinister because of their ability to infiltrate behind enemy lines, and strike from behind.
Plague Monks are virtually unstoppable in battle, able to shrug off wounds that would kill the lesser of their brethren.

Units of Giant Rats are deadly, able to swarm around enemy units in enormous quantities.
8518A SKAVEN COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
8518A SKAVEN COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8518B STORMVERMIN COMMAND

8518C WARPFIRE THROWER

PACKAGED 3 MINIATURES PER BLISTER.

PACKAGED 2 MINIATURES PER BLISTER.
SKAVEN

8518D JEFFAIL TEAM

PACKAGED 2 MINIATURES PER BLISTER.

8518E PLAGUE CENSER BEARERS

PACKAGED 2 MINIATURES PER BLISTER.

Only the most fanatical of Clan Pestilens are allowed to carry the deadly plague censors into battle, spreading clouds of foul diseases with every swing.
An infamous invention by Clan Wind Globadiers lob glass balls filled with toxic gasses into the enemies' ranks. Even the heaviest of armor gives no protection against the deadly fumes that are released.
**SKAVEN**

8518I PACKMASTER WITH GIANT RATS

8518J RAT OGRES

PACKAGED 1 PACKMASTER AND 3 GIANT RATS PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

Rat Ogres are foul mutations bred by Clan Moulder for their pure savagery and strength.
8518K PLAGUE MONK COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8598I LORD SKROLK
PLAGUE LORD OF CLAN PESTILENS

MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

8598J QUEEK HEAD-TAKER
WARLORD OF CLAN MORS

MINIATURE SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

8598K IKIT CLAW
CHIEF WARLOCK OF CLAN SKRYRE

MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED. PACKAGED 1 MINIATURE PER BLISTER.
Above: Gutter Runners ambush an Empire Cannon emplacement.

Below: Wood Elf Wardancers face certain death at the hands of Clan Skryres’ infamous Warpfire Thrower teams.
0516 SKAVEN VERMIN LORD
Towering ominously over the chittering Skaven hordes, the Vermin Lord is the perfect centerpiece for a Skaven army.

0517 SKAVEN DOOMWHEEL
Powered by hordes and hordes of Giant Rats, the mighty Doomwheel churns forward generating bolts of deadly warp-lightning. While somewhat unstable and erratic in movement, the Doomwheel causes such magnificent damage when it works correctly that every Skaven Warlord would gladly sacrifice a unit of slaves to get one.

0761 PLASTIC SKAVEN
Individual Skaven are often ill-disciplined and cowardly, but in packs Skaven become bold. In battle Skaven form a horde which overwhelms the foe in a terrifying avalanche of insane rat-warriors.
0839 SKAVEN
SCREAMING BELL
Pulled and dragged forward by ragged hordes of Skaven, the Screaming Bell is one of the most fearsome creations of the warped Warlock Engineers. Ringing out a mind-ripping peal of death, the Screaming Bell has enough power to raze cities and destroy armies.

Each toll of the warpstone bells drives the Skaven to new heights of ferocity. At the front of the twisted carriage a Grey Seer exults the Skaven to even an more frenzied state.

0135 WARHAMMER ARMIES SKAVEN
The vile and malevolent Skaven gnaw through the roots of the Old World like a malignant cancer. Their Under-Empire spreads ever outward from its sprawling capital of ancient evil, Skavenblight. Black-clad assassins slink through the sewers, rabid Plague Monks brew magical pestilences, insane Warlock Engineers build their devastating weapons of mass destruction and foul Packmasters mutate warped and deadly war-beasts to unleash upon their foes. Through the ancient and evil Lords of Decay the Horned Rat himself, dark god of the Skaven race, cynically guides his children to their ultimate destiny of complete mastery of the entire world! This supplement for Warhammer fantasy battle describes the Skaven race and their unspeakable horror in complete and exhaustive detail.

CORRUPTION AND DECAY
A comprehensive history of the Skaven traces their origins and their rise to power, detailing their main strongholds of Crookback Mountain, the City of Pillars, Hell Pit, and the most foul and secret realm of Skavenblight itself.

SPECIAL RULES
Complete game details are included for specialist troops and the infernal devices of the Warlock Engineers, including the infamous Screaming Bells, the awesome Doomwheel, warlock Jezzail teams, revised rules for the terrifying warfire thrower, Poison Wind Globadiers, Gutter Runners, Plague Censer Bearers, Rat Ogres and special Skaven magic items.

ARMY LIST
A complete army list for the Skaven hordes. From Stormvermin and Clanrats to the most infamous Skaven characters.
With a thundering rumble, hordes of greenskins charge forward. Caught up in the Waaagh, Orc and Goblin tribes band together to fight for power, prestige, or to just pass the time. Found in every corner of the Warhammer World, no race is spared the constant invasions of the Orcs and Goblins.

**PICK UP DAT AXE YA GIT!**
Orcs and Goblins are arguably the most warlike race in the Warhammer World. In fact, if they didn't spend so much time warring with each other they would have crushed most of the Human, Dwarf, and Elven Empires long ago.

An Orc invasion known as Waaagh is an awesome sight to behold. They start when an Orc or Goblin Boss gains respect through beating other Orc and Goblin tribes. Soon everyone is flocking to the winner's banner in hopes of being on the winning side (and what fun is war if you can't be on the winning side, right?). Soon thousands of Orcs and Goblins are united under one banner and hungry for conquest. Many such Waaaghs are recorded in the annals of Human and Dwarf history, when huge armies came sweeping out of the mountains leaving complete destruction and desolation in its wake.

**THE WAAAGH!**
One of the greatest things about the Orc and Goblin Army is the variety of troops that can be fielded. Orcs come in a variety of sizes, ranging from regular Orc Boys to the rather large and intimidating Black Orcs. Savage Orcs are Orcs who shun the use of armor and steel weapons, relying on pure ferocity and a little bit of magical war paint to carry them through the battle. And of course there are the Orc Boar Boyz, an adventurous lot that ride huge, bloodthirsty war boars! Not content to be outdone, the Goblins have a myriad of troops themselves. Ranging from the crazy Goblin Fanatics, who are whirling balls of death, to Forest Goblins who scuttle about the field on top of Giant Spiders.

An Orc and Goblin force laid out on the battlefield is an impressive sight. With an almost endless variety of troops, they can meet and beat any force that is stupid enough or slow enough to get in their way.

**THE LADZ**
Orcs, as a whole, are not very intelligent creatures but their determination to get what they want more than makes up for clever ideas or cunning plans. Their large stature makes them physically suited for battle, made up of heavily muscled limbs and thick skins, they can shrug off wounds that would kill an ordinary human. Goblins are smaller, weaker, and not quite as well suited for battle as their larger cousins. They will run from a fight unless they outnumber their enemy, or on the chance that the enemy is weaker, injured, or asleep. What they lack physically however is made up in cunning and shrewdness and their bizarre but effective selection of troops.

**Squig Hoppers** can cause massive damage if they manage to land in the middle of an enemy unit.
Orcs Boyz live to make war, this single-mindedness is often mistaken for stupidity. However it is this very underestimation that has been the downfall of many an army that has faced off against the Orcs.
8541B ORC BOYZ WITH HALBERDS

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.

8541C ORC ARRER BOYZ

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.

8541D ORC CROSSBOW BOYZ

Miniatures are supplied with a plastic crossbow sprue. Packaged 2 miniatures per blister.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8541E ORC BOLT THROWER

PACKAGED 3 CREW AND 1 BOLT THROWER PER BLISTER.

8541F ORC COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8541H ORC SHAMAN WITH FAMILIAR

PACKAGED 1 MINIATURE AND 1 FAMILIAR PER BLISTER.

8541J ORC WARLORD

PACKAGED 1 MINIATURE PER BLISTER.
Savage Orcs shun the use of steel and armor, relying on their feral savagery to deliver them safely through a battle.
8542B SAVAGE ORC ARRER BOYZ

PACKAGED 2 MINIATURES PER BLISTER.
8542C SAVAGE ORC COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
8542C SAVAGE ORC COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8542E SAVAGE ORC SHAMAN

PACKAGED 1 SHAMAN AND 1 SNOTLING PER BLISTER.

8544A BLACK ORCS WITH ADDITIONAL WEAPONS

PACKAGED 2 MINIATURES PER BLISTER.
Black Orcs are the most fierce of all the Orcs. Stronger, tougher, and more disciplined they make unstoppable units.
8544C BLACK ORC COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8544E ORC BIG 'UNS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8544F ORC BIG 'UNS WITH SPEARS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8544G ORC BIG 'UNS COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

An Orc horde attacking near the border of the Empire.
Boar Boyz ride into battle on the backs of ferocious boars, who are even more tenacious than their Orc riders.
ORCS & GOBLINS

8545E SAVAGE ORC BOAR BOYZ WITH SPEARS
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545F SAVAGE ORC BOAR BOYZ SHAMAN
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545G ORC BOAR BOYZ WITH SPEARS
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545H ORC BOAR BOYZ HERO
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545J ORC BOAR BOYZ STANDARD BEARER
PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545K ORC BOAR BOYZ MUSICIAN
ORCS & GOBLINS

8583D ORC BANNERS

PACKAGED 5 DIFFERENT BANNERS PER BLISTER.

8598B MORGLUM NECKSNAPPER

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED. PACKAGED MORGLUM, PEWTER BOAR HEAD, AND 1 PLASTIC BOAR PER BLISTER.

8598C CHIEFTAIN GORFANG ROTGUT

MINIATURE SUPPLIED UNPAINTED AND CONVERTED BANNER POLE NOT INCLUDED. MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE PER BLISTER.
On their own, Goblins are rather weedy. This is why they band together in huge mobs and try to overwhelm the foe.

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
Dwarfs try in vain to hold out against their centuries old enemies.
Forest Goblins live in the deep, dark forests that surround the Empire, emerging to conduct raids on the Empire farms and settlements.
8547F FOREST GOBLIN ARCHERS

PACKAGED 3 MINIATURES PER BLISTER.

8547H FOREST GOBLIN COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
8547G FOREST GOBLINS WITH SPEARS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8547I FOREST GOBLIN SHAMAN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8547J SNOTLINGS

PACKAGED 9 RANDOM SNOTLINGS PER BLISTER.
8548A GOBLIN FANATICS

PACKAGED 2 MINIATURES PER BLISTER.

8548B DOOM DIVERS

PACKAGED 1 MINIATURE AND 1 CATAPULT PER BLISTER.

8548C SNOTLING PUMP WAGON

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 SNOTLING PUMP WAGON AND CREW PER BLISTER.
ORCS & GOBLINS

8549A NET TEAMS

PACKAGED 2 MINIATURES PER BLISTER.

8549B SQUIG HUNTERS WITH SQUIG

PACKAGED 1 SQUIG HUNTER CREW AND 1 SQUIG PER BLISTER.
8549C SQUIGS

PACKAGED 3 MINIATURES PER BLISTER.

8549D SQUIG HOPPER

PACKAGED 1 MINIATURE PER BLISTER.

A Snotling Pump Wagon charges forth in an attempt to silence the powerful Empire artillery.
Forest Goblin Spider Riders are sneaky opponents. Not only can they climb over any terrain, but their gruesome spiders have poisonous bites.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.
8552A NIGHT GOBLINS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8552B NIGHT GOBLINS WITH SPEARS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
8552C NIGHT GOBLINS WITH BOWS

PACKAGED 3 MINIATURES PER BLISTER.

8552D NIGHT GOBLIN COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
ORCS & GOBLINS

8552E NIGHT GOBLIN SHAMAN

PACKAGED 3 MINIATURES PER BLISTER.

8573A RIVER TROLLS

PACKAGED 1 MINIATURE PER BLISTER.
Not only do Stone Trolls regenerate wounds, but they have an innate magic resistance that makes them all but immune to spells.
PACKAGED 5 DIFFERENT BANNERS PER BLISTER.

MINIATURES PROVIDED UNPAINTED.
PACKAGED 2 MINIATURES PER BLISTER.
Ores are harsh and brutal warriors who love nothing more than a good scrap. If Orcs can’t find any enemy to fight, they will quickly resort to battling it out amongst themselves.

AZHAG THE SLAUGHTERER

One of the most infamous of all Orc Warlords, Azhag the Slaughterer led a legendary Orc Waaagh! rampaging through the very heart of the Empire.

Azhag rode to war atop a large and particularly ferocious Wyvern, but what really made Azhag dangerous was the Crown of Sorcery.

Another of Azhag’s special abilities, and one that made his career as a Warlord so successful, is his ability to prevent the usual effects of Orc and Goblin animosity within 12” of his person. Other greenskins just wouldn’t dare to disobey any of Azhag’s orders!
When grouped in large formations Goblins become incredibly effective troops, either swarming over the enemy in a wave of superior numbers, or darkening the skies with clouds of arrows.

An awesome Orc war machine, the Rock Lobber hurls vast boulders across the battlefield to crush and flatten enemy units. The resounding “splat” of an accurate shot truly delights the Orcish mind.

The biggest and strongest of all Orcs, Black Orcs rely on brute strength and their two hand weapons to grind all opposition into the ground.
0844 CHIEFTAIN GROM’S WAR CHARIOT
Spurring the ferocious wolves that pull his massive chariot to an even greater speed, Goblin Warlord Grom the Paunch crashes into the foe and splinters enemy units asunder.

0544 GOBLIN CHARIOT
With a snapping of jaws and a rumble of wheels come the Goblin Chariot! Pulled by ferocious wolves, the Goblin chariot wreaks havoc as it cuts through the enemy units with its scythed wheels crushing all those unfortunate enough to get caught in front of its path.
0829 GIANT
The ground shakes with every monumental stride and even the bravest of warriors shake in their boots as a Giant bears down upon them. Immense size and strength make Giants especially formidable. No armor ever forged could stand a prayer against the walloping blows of a Giant’s tree-trunk weapon. Giants have been known to use their tremendous size to stamp on opponents, pick them up, eat them, jump up or down on them, and even worse.

0545 ORC BOAR BOYZ
The most fierce of the Orc and Goblin calvary can be found in the Orc Boar Riders. Only the biggest Orcs can ride these powerful and rather foul tempered boars, which makes for a fast striking, elite unit that can crush all that dare stand in their way!
Rampaging across the Old World are the Orc and Goblin hordes! Led by Grom the Paunch of the Misty Mountains, the mighty Waaagh! has started. Helping him to marshall his troops is the fearsome Goblin Warlord of the Eight Peaks, Skarsnik, and his giant Squig Gobbla. The flapping of leathery wings heralds the arrival of Vareg ‘eadsmasha, the Orc Master Shaman and his bloodthirsty Wyvern and the battle is ready to begin! Orc Boyz rush forward into battle, supported by withering fire from the Orc Arrer Boyz. Mob after mob of Goblins pour forth like a sea of red eyes and sharp little teeth. Fanatics burst forward as they close with the enemy, their huge ball and chains decimating even the heaviest of armed foes. Goblin Woll Riders bound up the edge of the battlefield, harrying the enemy flanks. With a loud twang a Goblin Doom Diver is launched into the air, ready to crash down into some unsuspecting unit. It's a never ending threat to the Old World, all in one box and ready for you to take command!

0131 WARHAMMER ARMIES ORCS AND GOBLINS

Waaagh! The greenskins are coming. Orcs and Goblins pour from the mountains to wreak havoc amongst the realms of men. Warlords lead wild and teeming hordes to battle. Orc and Goblin tribes swell the ranks. Trolls and ferocious monsters bellow in fury. Chariots and weird machines rumble forward to crush the enemy. This invaluable companion to the Warhammer game describes the armies of Orcs and Goblins in complete detail.

WAAAGH!

A broad history of the Orc and Goblin races describes the careers of some of the most famous Orc and Goblin Warlords - their rise to power and the glorious path of their conquests and devastations.

SPECIAL RULES

Complete game details are included for all Orc and Goblin weapons, devices, and unusual warriors including Doom Divers, Squig Hunters, Big ’ Uns, Snorting Pump Wagons, Night Goblin Netters, and many more. Special magic rules cover Night Goblin, Forest Goblin and Savage Orc Shamans.

SPECIAL RULES

A complete army list for Orc and Goblin armies. A full list of heroes, shamans, and monsters. And a special section describing the greatest Warlords of past and present.
In the north lies a land where time and space is warped. It is a place of horrid mutations and death, where winds blow across a desolate and sandy landscape. Here roving bands of warriors fight for the favor of their evil gods, and gibbering Daemons roam free.

THE GREAT COLLAPSE
The Northern Chaos Wastes were not always in their present state. Once it was the sight of a great portal constructed by the Old Ones, an enigmatic race that one day appeared on the Warhammer World. What exactly caused the portal to collapse shall remain a mystery, but the consequences are clearly evident. The resulting collapse flooded the area with magical energy that spread out and saturated the land. With it came great mutations to both the landscape and those unfortunate enough to be caught in the ensuing flood of energies. The rift allowed horrors beyond the world to enter, now known as the Chaos Gods: Tzeentch, Slaanesh, Nurgle, and Khrone.

THE CHAOS GODS
There are four Chaos Gods who rule the infernal region known as the Realms of Chaos. Khrone is the Blood God, the god of battle who revels in war and spurns the use of magic. Nurgle is the Great Lord of Decay who presides over physical corruption and morbidity. Slaanesh is the god of decadence and pleasure and of the terrible temptations that only a god can offer. Tzeentch is the Great Sorcerer, the god of magic and master of the mutable time-stream. Together these gods weave webs and plots to undue the reality of the world and spread chaos to every corner of every realm.

A HUNGER FOR POWER
The Chaos hordes are made up of terrible monsters, Daemons, savage Beastmen, and humans whose lust for power have driven them to evil and unholy ends. In the mountains roam terrifying beasts, like Griffons, Hippogriffs and Manticores, created by the mutating properties of magic. In the forests, bands of ferocious Beastmen wait to raid unsuspecting villages for food and sport. Daemons, terrible creations of magic, spread their terror and wreak havoc all in the name of their arcane masters. The most depraved followers of Chaos, however, are the humans. Drawn by the whispered promises of power, they sell their souls for greater magical abilities, or for more skill and prowess in battle. Appearing on the battlefield as great Chaos Sorcerers, menacing Chaos Warriors, or even the appalling Chaos Knights, they spill blood in the names of their patron god and gather their enemies’ skulls for glory.

Bloodletters are fierce Daemons of Khrone who wield terrible swords known as Hellblades.

Chaos Sorcerers pledge their souls in hopes of getting more arcane knowledge and achieving immortality.
Chaos Knights are the most feared cavalry in all the Warhammer World. They pledge their souls and in turn receive immense battle prowess and savagery.
The children of Chaos. Beastmen are savage fighters and only the toughest of warriors can match them.
Beastmen heroes and champions are especially tough, their heightened fighting abilities allows them to cut through other units with ease.
8521D BEASTMEN SHAMAN

PACKAGED 1 MINIATURE AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.

THE RANDOMLY SELECTED FAMILIARS FOR ANY OF THE SHAMAN OR SORCERER CODES WILL BE TAKEN FROM THE ABOVE ASSORTMENT.
8523A CHAOS WARRIORS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8523A CHAOS WARRIORS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8523B CHAOS WARRIORS WITH TWO Handed WEAPONS

PACKAGED 2 MINIATURES PER BLISTER.
8523C CHAOS WARRIORS WITH HALBERDS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8523D CHAOS WARRIOR COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
8524A CHAOS SORCERERS

PACKAGED 1 SORCERER AND 1 RANDOM FAMILIAR PER BLISTER.

8525A MINOTAURS

PACKAGED 1 MINIATURE PER BLISTER.
8525A MINOTAURS

Packaged 1 miniature per blister.

8525C MINOTAURS WITH ADDITIONAL HAND WEAPONS

Packaged 1 miniature per blister.
8525B MINOTAUR LORDS

PACKAGED 1 MINIATURE PER BLISTER.
8527A CHAMPIONS OF KHORNE

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.

8527B CHAMPIONS OF NURGLE

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.
8527D CHAMPIONS OF TZEENTCH

PACKAGED 2 MINIATURES PER BLISTER.

8527E TZEENTCH DISC RIDERS

PACKAGED 1 RIDER AND 1 DISC PER BLISTER.
CHAOS

8529A BLOODLETTERS DAEMONS OF KHORNE

Wielding their awesome Hellblades, Bloodletters cut swathes of destruction for their Lord Khorne.

PACKAGED 2 MINIATURES PER BLISTER.
The Fiends of Slaanesh can unleash a soporific musk which renders the enemy unconscious.

Flesh Hounds wear the protective Collars of Khorne which renders them immune to all types of magic weapons and spells.
8533B DAEMONETTES OF SLAANESH

PACKAGED 2 MINIATURES PER BLISTER.

Not only are the Daemonettes of Slaanesh fierce hand-to-hand fighters, but their massed ranks can cast magical spells too.
Steeds of Slaanesh attack with their long tongues, ensnaring its victims and dragging them forward to be crushed in the rider's claws.
8536A PLAGUEBEARERS DAEMONS OF NURGLE

Packaged 2 Miniatures per blister.

The Plaguebearers' pestilence attracts clouds of flies, making them especially hard to hit in combat.
8536B NURGLINGS

PACKAGED 9 NURGLINGS PER BLISTER.

8536C BEAST OF NURGLE

PACKAGED 1 MINIATURE PER BLISTER.
Harpies are loathsome creatures who prey on the weak upon the fields of battle.
8537D DRAGON OGRES

PACKAGED 1 MINIATURE PER BLISTER.
Pink Horrors are creatures of raw magic, and rather than being destroyed when they are wounded they split and become two smaller Blue Horrors.
8540C BLUE HORRORS

PACKAGED 2 MINIATURES PER BLISTER.
8583G CHAOS TRANSFERS

PACKAGED 15 TRANSFER SHEETS PER BLISTER.

85980 SCYLA, SPAWN OF CHAOS

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8598P AEKOLD HELBRASS

MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.
0533 EGRIMM VAN HORSTMANN
ON CHAOS DRAGON
Wielding his Chaos Rune Blade and the Skull of Katam, the Dark Sorcerer Egrim Van Horstmann rides on the back of Baudros, mighty twin-headed Dragon of Chaos. Together they cause unheard of devastation and destruction.
0737 PLASTIC CHAOS WARRIORS
Once men lived beneath the armored shell of the Chaos Warrior, but having sold their souls for battle prowess and powers unknown, there is little humanity, if any, left at all.

0529 ARBAAL THE UNDEFEATED CHAMPION OF KHOME
As the Blood god’s own champion Arbaal has received plenty of Chaos gifts, the least of which is certainly not the massive Hound of Khome on which he rides. Aided by his awesome Destroyer power Arbaal is a living whirlwind of death and destruction. Constantly under the iron gaze of Khome’s scrutiny, Arbaal has never lost in battle to this date.

0738 PLASTIC BEASTMEN
Found in the Chaos wastes and the darkest forests, Beastmen loathe other creatures but despise humans above all else. Beastmen fight with a brutal lack of discipline and an unmatched savagery.
0543 THE GREAT UNCLEAN ONE
This Greater Daemon of Nurgle is vast, horrible, and rank. The Great Unclean One's body swarms with tiny daemon Nurglings bursting forth from his flesh. The daemon can vomit over its enemies in the form of blood, maggots, slime and other putrid filthness, which drowns his victims in diseased filth.

0136 WARHAMMER ARMIES CHAOS
From the desolate Northern Wastes the Chaos hordes march upon the world. Champions of the Dark Gods lead their warriors against the realms of men. Mighty Sorcerers weave terrifying spells of destruction. Horned Beastmen bray and bellow in anticipation of the slaughter that is to come. Behind them, riding upon a wave of devastation, come the Daemons of Chaos themselves, foul and unholy creatures that hate mankind and seek to enslave all living things.

THE CHAOS GODS
The four mighty Gods of Chaos: Khorne the Blood God, Lord of Battles; Nurgle the Lord of Decay, the Pestilential Master of Plague; Tzeentch the Great Sorcerer, God of Mighty Magics; and Slaanesh, the seductive and enchanting Prince of Chaos.

SPECIAL RULES
Special rules cover Chaos Gifts, horrific mutations that confer even greater powers upon your Chaos horde, and Chaos Rewards, magic boons bestowed upon your Chaos Champions and Sorcerers by the gods themselves. To accompany the expanded Chaos spell deck included in the box there is an improved set of Chaos Magic rules for Chaos Sorcerers, daemons, and Beastmen Shamans. This volume also contains rules for Chaos Spawn: vile creatures mutated beyond recognition by the unbridled forces of change.

CHAOS ARMY LIST
A complete army list for the Chaos horde. A full list of heroes, shamans, sorcerers, and monsters.
On the plain of bones, hundreds of bodies shuffle along in eerie silence, their skeletons silhouetted against the moonlight. In the swamps of Tilea, decaying corpses mindlessly roam the marshes. And in the ancient necropolis, the dead carry on with day to day duties in a terrifying parody of the living. In the Warhammer World death is not always the end, but a horrifying beginning.

**REAPER OF SOULS**
The great undead nation came into being with the birth of the most vile and insidious Necromancer, Nagash. His reign of terror began over 4,000 years ago in the land of Nehekhara. Here Nagash started down the path of Necromancy, first devising elixirs to extend his life, and then eventually refining spells for controlling the dead. In the end his unholy journey led to a master spell to raise all the dead in the land to fight for his nightmare army. His plan to turn the rest of the world into one undead nation under his command would have worked if not for the treachery of the Skaven. Assassinated by the evil rat things, Nagash's plans fell to ruin and much of his armies were laid to dust. Still a sorcerer as powerful as Nagash does not stay dead for long! Hidden in his tomb he bides his time, regaining strength and reassessing control over his scattered undead realm.

**WE ARE LEGION**
Undead armies are gruesome to behold. Hordes of Skeletons marching along with only the clang of rusted weapons to mark their presence. Zombies amble forward, leaving a trail of once vital organs strewn behind them. Horribly degenerated humans called Ghouls scuttle about with the hopes of getting the taste of a bit of flesh. Terrifying Wraiths swing their razor-sharp scythes, while their chilling touch reduces hardy warriors into gibbering cowards. Leading this otherworldly horde are the Undead elite. Bloodthirsty Vampires, who prowl the night in search of life sustaining blood. Sadistic Necromancers raid ancient barrows in search of the heroes of old to enslave in their Undead hordes. Even more horrific are the Undead Necromancers known as Liches. These evil creatures plot the downfall of man without the bother of human emotions, knowing full well that eventually all will be called to serve in the ranks of the Undead.

**Even in death cavalry can be a potent weapon, especially now that they can pass right through walls!**

**The dreaded Vampire Lords are some of the most evil of the Undead. Their unrelenting attacks and transfixing glares can kill even the best of heroes.**

**Once a mighty Chaos Champion, Krell serves again, this time in the Undead legions.**
8569A SKELETON WARRIORS

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.

Above: The evil Skull Chucka not only kills opponents, but causes automatic panic checks as well. Left: Skeleton units are the backbone of the Undead army. Fearing nothing they slowly amble forth, intent on adding their foes to their own ranks.

8569B SKELETON SPEARMEN

Miniatures are supplied with a plastic shield sprue when necessary. Packaged 2 miniatures per blister.
UNDEAD

8569C SKELETON WARRIORS WITH DOUBLE HANDED WEAPONS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 2 MINIATURES PER BLISTER.

8569D SKELETON ARCHERS

PACKAGED 2 MINIATURES PER BLISTER.
8569F SCREAMING SKULL CATAPULT

PACKAGED 1 SKULL CATAPULT, 1 PILE OF SKULLS, AND 3 CREW PER BLISTER.

8570A UNDEAD CAVALRY

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE PER BLISTER.

8570B UNDEAD CAVALRY WITH SPEAR

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE.
PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE PER BLISTER.

8570D MOUNTED NECROMANCER

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8570C UNDEAD CAVALRY WITH BOW

PACKAGED 1 MINIATURE AND 1 PLASTIC SKELETAL HORSE PER BLISTER.
UNDEAD

8570E CARRION

PACKAGED 1 MINIATURE PER BLISTER.

8571A ZOMBIES

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8571B ZOMBIE COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8571C GHOULS

PACKAGED 2 MINIATURES PER BLISTER.
Wraiths are the ethereal embodiment of dead Necromancers whose twisted and mad souls could not rest.

Preserved beyond death, Mummies are the most powerful of all the Undead creatures.
8572F GHOSTS

PACKAGED 2 MINIATURES PER BLISTER.

8572G WRAITHS

PACKAGED 2 MINIATURES PER BLISTER.
8572D WIGHTS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8572E MUMMIES

PACKAGED 2 MINIATURES PER BLISTER.
8583E UNDEAD BANNERS

- Damned
- Skeleton Warriors
- Undead 2
- Undead 4

PACKAGED 5 BANNERS PER BLISTER.

8583M UNDEAD TRANSFERS

- Skeleton Warriors
- Undead 1
- Undead 2
- Undead 3
- Undead 4
- Undead 5

PACKAGED 10 TRANSFERS PER BLISTER.
UNDEAD

8598D HEINRICH KEMMLER
THE LICHMASTER

8598E ISABELLA VON CARSTEIN

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8598F VLAD VON CARSTEIN

8598G KRELL
LORD OF THE UNDEAD

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.
0518
NECROMANCER ON MANTICORE
Dieter Helsnicht, the Doomlord, hurtles across the battlefields of the Old World striking down his foes with the Chaos Runesword and the deadly Flaming Skull staff.

0519
LICH KING’S CHARIOT
The ancient and deadly Liche King Arkhan the Black rides to battle on a powerful chariot made from the skeletal carcass of a Manticore. The chariot’s ability to fly makes it even more dangerous.
0523 NAGASH
The All-father of the living dead, Nagash is as ancient and evil a creature as the Old World has ever known. Forever plotting his cold revenge on the living, Nagash has risen once again to menace the entire Warhammer World.

0524 ZOMBIE DRAGON
Bound to a Necromancer by terrible sorceries, long dead Dragons are brought to life again. Partially decayed and reeking of rot, Zombie Dragons fight tirelessly for their Necromantic master.
0736
PLASTIC SKELETON WARRIORS
Grim skeletal Warriors are brought back to life to form the core of many Undead Armies.

0780
PLASTIC SKELETON HORSEMAN
With the ability to ride through solid objects, Undead Horsemen make a fast and maneuverable unit.

0781
PLASTIC SKELETON CHARIOT
Rattling as they advance, Undead Chariots come equipped with wicked scythed wheels.
0511 UNDEAD BOXED ARMY

All across the Old World ancient crypts open up in answer to the siren call of Necromantic magic. An evil glint appears in long-empty sockets. Hordes of the living dead gather, their bones rattling and dry flesh creaking, as they are pulled irresistibly to battle by the adamant will of their dark master.

The Undead Army contains a complete 2,000 point army. Included are Necromancer Dieter Helsnicht mounted on a Manticore, 6 Skeleton Horsemen, 20 Skeleton Warriors, 2 Undead Chariots, 2 Carrion, 2 Screaming Skull Catapults, 2 Wights, 3 Undead Command, 12 Ghouls, 12 Zombies, and a Vampire Count.

Also included is a booklet containing a full army list, characteristics, magic items, and a set of full-color, self-adhesive standards and banners for your army.

0134 WARHAMMER ARMIES UNDEAD

In the Warhammer World the dead do not rest easy. Vampires lurk in haunted castles in the sinister forests of Sylvania. Necromancers seek to escape their mortality by searching for forbidden knowledge within the pages of accursed books. In lost cities buried beneath the desert sands of the Land of the Dead, the Tomb Kings rule over legions of corpses, their servants in death as they were in life. And behind all of this towers the gigantic shadowy figure of Nagash, the Great Necromancer, once human but now powerful enough to rival the gods themselves.

THE REALMS OF THE DEAD

A detailed history of the Undead beginning with the birth of Nagash over 4,000 years ago. The Land of the Dead is described together with the many other enclaves and Undead strongholds that are scattered throughout the Warhammer World. A special section reveals the terrible history of the dreaded Vampire Counts of Sylvania, from their rise to power under Count Mannfred von Carstein to the present day.

ARMY LIST

This book also contains rules for all Undead creatures, warriors, and war machines. A complete set of 10 Necromantic Magic Spell Cards is provided.
CHAOX DVARFS

Chaos Dwarfs are a vile people, waging wars and enslaving thousands to work their foul mines. The smoke of hundreds of forges choke the air and the desolation of mining deposits cover the earth, turning the landscape into a blasted wasteland. On the top of obsidian temples, the evil Chaos Dwarf Sorcerers sacrifice hundreds of slaves in the name of their Dark Father, Hashut.

THE DESCENT INTO DARKNESS

Before the fall of their great Empire, the Dwarf Realms spread across the mountain ranges from the cold and windswept lands of Norsica to the blasted plains east of the World's Edge Mountains. When the great Polar Gates collapsed and the tide of Chaos swept through the world, most thought the Dwarfs to the east were lost and destroyed. Dwarfs are a robust people and rather than being wiped out, the warping tides of chaos mutated them into grim shadows of their former selves.

THE SONS OF HASHUT

When the tides of Chaos rolled through some of the Chaos Dwarfs were drastically changed physically, a few becoming the great Bull Centaurs, guardians of the Temple of Hashut. It is even rumored that the Great Taurus and the hideous-faced Lammasu were once Chaos Dwarfs. One of the biggest changes that came over the Chaos Dwarfs was their embrace of sorcery. They became mighty wizards and used their power to raise temples dedicated to Hashut.

THE DRUMS OF WAR

When a Chaos Dwarf Army marches to war or in search of slaves they bring a variety of troops. Chaos Dwarf Warriors form the steadfast core units, supported by regiments of the devastating Blunderbusses. These core units are in turn supported by the elite Bull Centaurs, the terrible Great Taurus, and the Lammasu. Because Chaos Dwarfs are few in number they usually coerce mobs of Goblins and Orcs to fight for them. Hobgoblins readily fight for Chaos Dwarfs, giving the army some much needed speed with their Hobgoblin Wolf Riders. Of course no Chaos Dwarf army is complete without heavy artillery. With their devastating Earth Shaker Cannon, not only can they wipe out units, but its destructive blasts are so huge it can knock nearby units to the ground!
8580A CHAOS DWARF WARRIORS

Miniatures are supplied with a plastic shield sprue.
Packaged 2 miniatures per blister.

8580B CHAOS DWARF BLUNDERBUSES

Packaged 2 miniatures per blister.
8580C CHAOS DWARF COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

8580E CHAOS DWARF HEROES

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE PER BLISTER.

8580F CHAOS DWARF SORCERER

PACKAGED 1 MINIATURE PER BLISTER.
Once Chaos Dwarfs, they were twisted by the warping forces of Chaos and transformed into Bull Centaurs. Both cunning leaders and brutal warriors, Bull Centaurs form an elite force for the Chaos Dwarfs.
The Death Rocket is a fiendish invention of the Chaos Dwarf Sorcerers. Although larger rockets have been experimented with, the Death Rockets have proved the most reliable and successful on the battlefield.
Hobgoblins are sneaky, distrustful and rather cowardly creatures. In large groups, however, they become cunning and malicious fighters and never hesitate to attack their enemies if it looks like they can get the upper hand.
CHAOS DWARFS

8581B HOBOGLIN ARCHERS

PACKAGED 2 MINIATURES PER BLISTER.

8581C HOBOGLIN COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.

Sneaky Gits fight using two long, curved daggers which are ideally suited for stabbing their enemy in the back. They are the most treacherous and conniving of all their twisted self-serving race.
8581F HOBGOBLIN WOLF RIDERS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

8581G HOBGOBLIN WOLF RIDERS WITH BOWS

PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

Mounted on the back of giant wolves, the Hobgoblin Wolf Riders are the fast attack troops of the Chaos Dwarfs. Able to wipe out artillery emplacements, sweep away archer units, or even crash into the flanks of the enemy. Wolf Riders are deadly foes.
CHAOS DWARFS

8581H HOBGOBLIN WOLF RIDER STANDARD BEARER

8581I HOBGOBLIN WOLF RIDER BIG BOSS

8581J HOBGOBLIN WOLF RIDER CHIEFTAIN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

8581K HOBGOBLIN BOLT THROWER

MINIATURE SUPPLIED UNPAINTED. MINIATURE IS SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE, 1 PEWTER WOLF HEAD, AND 1 PLASTIC WOLF PER BLISTER.

8598H ASTRAGOTH

MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED. PACKAGED 1 MINIATURE PER BLISTER.
0833 CHAOS DWARF LORD ON GREAT TAURUS
Breathing out clouds of flame, the Great Taurus strikes terror into the hearts of its foes.

0834 CHAOS DWARF EARTHSHAKER
The Earthshaker is an awesome war machine which creates devastating shockwaves to pulverize and disrupt enemy troops. One of the deadliest weapons in the Chaos Dwarf arsenal.
0749 PLASTIC CHAOS DWARFS
Protected by heavy scaled armor, Chaos Dwarf Warriors wield brutal double-handed axes that cleave through their foes with deadly effect.

0838 CHAOS DWARF SORCERER ON LAMMASU
Twisted by potent sorcery and foul mutation, the Lammasu wraps itself in whirling clouds of protective black magic and carries on its powerful back a mighty Chaos Dwarf Sorcerer.
0129 WARHAMMER CHAOS DWARFS

The Chaos Dwarfs are a vile black-hearted race, forever waging war in their relentless search for victims to enslave. Shrouded by the smoke of a thousand forges, the foul embers of the Chaos Dwarfs lies deep inside the Dark Lands. Far below the bitter earth, the tortured slaves labor in chains, endlessly seeking out precious metals and minerals for their evil masters’ plans.

This book is a compilation of Chaos Dwarf articles from White Dwarf magazine. It includes a complete Chaos Dwarf army list and rules for their unique characters, troops and war machines.
Bretonnia is the land of Chivalry and Honor. Great Knights mounted on the backs of magnificent warhorses charge into battle. Supported by their Squires and Men-At-Arms, they protect the land of Bretonnia and their revered Lady of the Lake.

**BLOOD AND HONOR**
The land of Bretonnia is one of the greatest realms in the Old World, second only to the Empire in size, wealth, and military prowess. Much like the Empire, Bretonnia was once home to many different human tribes that fought amongst themselves for control of the land. It wasn't until the whole of Bretonnia was threatened by a massive Orc invasion that it started to form into the proud nation that stands today. Brought together under the brave leadership of Gilles le Briton, a massive campaign was launched and Gilles won twelve straight battles, ridding the land of the Orc threat. Appointed the Overlord of Bretonnia, Gilles continued to battle against the Orcs, Chaos and other foul vermin that plagued the land.

**CHIVALRY**
It wasn't until the reign of Gilles' son, Louis, that the Knightly orders and the code of Chivalry that embodies Bretonnia today was formed. **Knights Errant** are the first and lowest order of the Knighthood. These young warriors set out on quests in order to prove their worthiness. **Knights of the Realm** make up the most numerous of the orders. Proven in battle and worthy of the title of Knight, they serve as lords and dukes, protecting the realm and its peoples.

**Questing Knights** set aside their worldly possessions and set out on a holy quest to find the Grail and gain the favor of the Lady of the Lake. **Grail Knights** are the highest order of knights and are the very embodiment of Chivalry. Having succeeded in their quest for the Grail, they have sipped its contents and gained the favor of the Lady of the Lake. The orders of knights are supported by retinues of commoners or Men-At-Arms. Regiments of

**Bowmen** are raised from the villages to give valuable long range support to the knights. Basic infantry comes in the form of **Halberdiers** and defensive units of **Spearman**. With the variety of steadfast cavalry and solid infantry, the armies of Bretonnia stand ready to repulse anyone who try to desecrate their beloved land.
Knights Errant are young knights that must prove themselves in battle before they can be elevated to Knights of the Realm.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

Knights of the Realm are the defenders of the provinces of Bretonnia. Lords of the castle ride forth to protect their vassals and subjects.
8566J GRAIL KNIGHTS

PACKAGED 1 MINIATURE, 1 PEWTER SHIELD, 1 HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.

8566K GRAIL KNIGHTS CHAMPION
8566L GRAIL KNIGHTS STANDARD BEARER
8566M GRAIL KNIGHTS MUSICIAN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE, 1 HORSE HEAD AND 1 PLASTIC HORSE PER BLISTER.
8567A BRETONNIAN MEN-AT-ARMS WITH SPEARS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

8567B BRETONNIAN MEN-AT-ARMS WITH SPEARS COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
8567C BRETONNIAN BOWMEN

PACKAGED 2 MINIATURES PER BLISTER.

8567D BRETONNIAN BOWMEN COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
The most skilled of the commoners are raised up in units of Men-At-Arms to defend the castle and to act as infantry when the local lord marches to war.
8599R BERTRAND THE BRIGAND

Bertrand

Hugo le Petit

Gui le Gros

MINIATURES SUPPLIED UNPAINTED. PACKAGED 3 MINIATURES PER BLISTER.

8599P MORJIANA LE FAY, FAY ENCHANTRESS OF BRETONNIA

MINIATURES SUPPLIED UNPAINTED. PACKAGED 3 MINIATURES PER BLISTER.

0139 WARHAMMER ARMIES BRETONNIA

Heed the call to arms of the valiant Knights of Bretonnia, noblest of men and guardians of a kingdom founded upon the principles of chivalry and the protection of the weak. Mighty Knights, loyal Bowmen and steadfast Men-At-Arms do battle in the name of the Lady of the Lake and for glory of the King, crusading against the forces of evil and smiting the unholy with righteous fury.

THE LAND OF CHIVALRY

A description and history of the kingdom of Bretonnia and its unique chivalric and heraldic traditions.

SPECIAL RULES

The Bestiary describes the warriors of Bretonnia, including Knights Errant, Knights of the Realm, Questing Knights, Grail Knights, Men-At-Arms, Bowmen, and Squires. Also included are new special rules covering the various Knightly Virtues.

ARMY LIST

A complete army list for Bretonnia detailing all the basic troop types, as well as special characters such as Louen Leonicour, the King of Bretonnia, the Fay Enchantress Morgiana Le Fay, and Bertrand the Brigand and the Bowmen of Bergerac.

'EAVY METAL

Color photographs of the Bretonnian army painted by Games Workshop's 'Eavy Metal team plus extensive painting tips and an in-depth look at Bretonnian heraldry.
0538 LOUEN LEONCOEUR
KING OF BRETONNIA
Louen is the embodiment of knightly virtue and courage. Sworn to protect the mystical Lady of the Lake and his beloved Bretonnians, the mighty King can always be found in the thick of the fray, driving the enemy before him.

0541 BRETONNIAN GRAIL KNIGHTS
Having faced and vanquished the most terrible perils in their search for the grail, Grail Knights are the most skilled and courageous fighters in all the realm of Bretonnia. They are utterly fearless in battle, and their thunderous charge can make the most determined enemies quake with terror.
0665 PLASTIC BRETONNIAN KNIGHTS
In battle the Knights of the Realm rally to the King to crush the enemies of Bretonnia.

0667 PLASTIC BRETONNIAN BOWMEN
Only the finest archers may join the regiments of Bretonnian Bowmen. Massed ranks of these archers shoot deadly volleys of arrows at the enemy.

0542 GREEN KNIGHT
The Green Knight shuns the company of other Knights and lives as a hermit guarding the sacred places of the Lady of the Lake. He will not join any unit and always fights alone and single handed.
High atop the temples in the steamy jungles of Lustria sit the bloated Slann Mage-Priests. From there they use their supreme will and power to carry out the great cosmic plan. Supported by the brutish Saurus, the small and agile Skinks, and a host of other reptilian creations, the Slann ensure that the divine plan of the Old Ones will come to bear.

THE ARRIVAL
Long before the cities of man, before the Dwarfs sang their great drinking songs, before even the High Elves sailed across the oceans, the Old Ones ruled over the world. They came in great silver ships via a great portal over the North Pole and settled in the steamy jungles on what is now known as the great continent of Lustria. There they spawned the great Slann to help them in their divine plan. Great temples were raised, and for these the Saurus, Skinks, Kroxigors, and other breeds were spawned. The Old Ones were so powerful that they changed shape and climate of the world.

THE COLLAPSE
By some terrible mistake the polar gates collapsed and were destroyed, taking the Old Ones and the Slann of the first spawning with it. A great rift in the fabric of space occurred, and through this poured the foul force of Chaos and a great tidal wave of magic flooded the world. The remaining Slann were left to contemplate the Old Ones Divine Plan. With their servants they carry on to the best of their abilities, letting none stand in their way for the Old Ones will is supreme and their plan will be done despite the cost!

A SCALY HORDE
When the Lizardmen march to war, the world quakes. The Slann do not take well to those that interfere with the Old Ones plans, and will go to any end to make sure the plan stays on course. The Slann Mage-Priests lead their servants into battle on the top of great palanquins carried by the strongest and most fierce of the Saurus. The core of the army is made up of the small and agile Skinks. Though not the best in hand-to-hand they are good bowmen, and often carry poisoned arrows. The Saurus, however, are bred for close combat. With heavily muscled bodies and fierce snapping jaws they can take down the strongest warriors, while the Saurus Temple Guard can cleave through the heaviest of armor with their powerful halberds. Even larger are the terrifying Kroxigors. Able to accompany Skinks or fight on their own, they are towering figures of destruction. Soon to be pouring forth from the Lustrian jungles will be more lizardmen beasts, like the high flying Terradons which swoop down upon enemy units dropping large boulders, and the great Stegadon that can crush enemy units underfoot. Surely, none can defy the will of the Old Ones, and those that try will pay with their lives!
LIZARDMEN

8584A SKINK ARCHER COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8584B SKINK ARCHERS

PACKAGED 3 MINIATURES PER BLISTER.
8584C SKINKS WITH JAVELINS

PACKAGED 3 MINIATURES PER BLISTER.

8584D SKINKS WITH JAVELINS COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
8584E LIZARD SWARM

PACKAGED 10 MINIATURES PER BLISTER.

8584F SNAKE SWARM

PACKAGED 10 MINIATURES PER BLISTER.

8585C SAURUS WITH HAND WEAPONS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

With their high strength, toughness, and armor save, Lizardmen Saurus are nearly unstoppable.

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Skirmishing allows the Skinks to form a protective shield for other troops, and make themselves harder to hit as well as they advance.

While Skinks may not seem that intimidating, they can swarm over the enemy in massed ranks and use the awesome power of the Kroxigor to take out heavily armored foes.
8585D LIZARDMEN KROXIGOR

PACKAGED 1 MINIATURE PER BLISTER.

8585E SAURUS WITH SPEARS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

Spears allow an extra rank in the unit of the Saurus to fight, further increasing their incredible prowess in battle.
Saurus Temple Guards wield deadly halberds in battle, allowing them to cut through all but the thickest of armor with ease.
The Saurus were bred by the Old Ones to be supreme warriors. They are ferocious fighters, tearing and ripping with their talons and teeth as well as hacking with their crude bronze weapons.

In battle Skinks form huge units ready for their masters to command. They are the most agile of the Lizardmen and shoot great volleys of poisoned arrows into the ranks of their enemies.
0540 SLANN MAGE PRIEST ON PALANQUIN
The bloated Slann Mage Priest is carried into battle by the most exceptionally strong and dedicated Saurus. Chosen to become part of the elite Temple Guard.

0140 WARHAMMER ARMIES LIZARDMEN
Deep within the steaming Jungles of Lustria, the Lizardmen sound the drums of war. From mighty temples and walled cities, they issue forth to defend their ancient civilization and conquer new lands. Under the guidance of their Slann Masters, the Lizardmen have come to unleash their cold blooded savagery upon the world.

LUSTRIA
A description and history of the tropical jungles of Lustria, cradle of the Warhammer World’s most ancient and arcane civilization.

SPECIAL RULES
The Bestiary describes the fearsome Lizardmen in all their guises, featuring Skinks, Saurus, Kroxigor and the SlannMage-Priests themselves. Also described are Cold Ones, Terradons, Stegodons and Salamanders, awesome reptiles bred ages past to serve the Lizardmen as mounts and beasts of burden.

ARMY LIST
A complete army list for the Lizardmen, including all the various troops types, as well as unique special characters like Venerable Lord Kroak, Lolt-Bolt the Saurus, and Oxayotl the Chameleon Skink.

COLOR SECTION
Color photographs of the Lizardmen army painted by Games Workshop’s 'Eavy Metal team, plus extensive tips on how to paint Lizardmen models.
MONSTERS

8574A TREEMEN
MINIATURES ARE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BUSTER.

8574F COCKATRICE
PACKAGED 1 MINIATURE PER BLISTER.

8574C UNICORN
PACKAGED 1 MINIATURE PER BLISTER.

8574D GIANT SPIDER
PACKAGED 1 MINIATURE PER BLISTER.
MONSTERS

8574B WAR EAGLES

PACKAGED 1 MINIATURE PER BLISTER.

8574E GIANT SCORPIONS

PACKAGED 1 MINIATURE PER BLISTER.
Games Workshop has a 1-800-Customer Service line that is up and running. What can this Customer Service line do for you?

RULES QUESTIONS ANYONE?
First off, the Customer service line can answer game questions quickly and easily. If you aren't sure about a ruling, give us a call. Our crack staff of expert gamers will be happy to help out (but before you call, check our question guidelines in the yellow box!). Need some guidelines for running leagues and tournaments? With plenty of convention experience, the Customer Service Department will be glad to offer suggestions and hints to help things go smoothly.

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B) Please phrase written questions in a Yes/No format when possible.
C) Leave space between questions so we can fill in the answers on the same page!

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WHAT YOU’LL FIND AT OUR WEBSITE
The Games Workshop website is aimed at both seasoned hobby veterans and newcomers looking at our product line for the first time. There is a library of painted Citadel Miniatures you can bring up on screen and check out, as well as a mountain of game background, history, new releases, White Dwarf, articles and more. The site is updated monthly so be sure to check back so you don’t miss anything cool!

Of course just showing the product isn’t enough - we also have to tell you where to get it. An easy to access directory leads you to a Retailer List. Every country is listed, but the United States is broken up by states. The town, store name, and phone number is listed so you can zip down to your local shop and pick up what you need!
White Dwarf is Games Workshop’s monthly gaming supplement and Citadel Miniatures catalog. Every issue is crammed full with 120 color pages of high energy Games Workshop games and Citadel Miniatures. Not only can you find all the new model releases in every issue, but you’ll also find painting information, new game rules, tactics, Modelling workshops, and much, much, more!

CARD INSERTS
Every month inside White Dwarf you’ll find two sheets of die-cut cards containing extra rules for you to punch out and use with Games Workshop games.

QUESTIONS & ANSWERS
Each month, White Dwarf puts together a letters page providing the answers to some of the more commonly asked gaming questions. They also spend ages rooting through their postbag in order to pick out any letters that raise particularly interesting points.

FEATURES
No matter how long you have been playing for, or even what Games Workshop games you play, you’ll find something interesting in every issue. From Warhammer 40,000, to the Epic system or Warhammer, each White Dwarf is packed full of exciting articles and features. These pages cover everything from building your first army, to game-winning tactics articles written by the games designers themselves.

Along with all the latest model releases, other special features include interviews, brand new game scenarios, artwork, and miniature pages. White Dwarf covers all aspects of the gaming hobby and within each issue you’ll find hints and tips on getting the most out of the hobby.

GET YOUR COPY TODAY!
You can get White Dwarf by visiting your local Games Workshop, Chapter Approved Retailer, or better shops across the United States and Canada. You can also get a subscription delivered to your doorstep! Just give our Mail Order boys a call at 1-800-394-4263 (U.S.) or (905) 795-8091 (Canada) and be sure to ask about the special White Dwarf Subscription deals that Mail Order offers every month!
Enter the world of Warhammer, a world of conflict in which each player controls mighty armies. Great heroes lead regiments of knights and spearmen into battle, carefully manoeuvring for position as huge winged monsters fly overhead. Mighty war machines smash gaping holes in the enemy lines, and magical energies crackle across the battlefield as rival wizards struggle for mastery. Finally, you unleash your army in a devastating charge which will trample the foe beneath your massed ranks...
THE WARHAMMER 40,000 HOBBY

In the far future rival armies clash on the fields of battle. Troops in powered armor advance behind great tracked tanks, while above in the skies the high-pitched whine of anti-gravity engines give away the presence of Jetbikes beginning a strafing run. Using armies of Citadel Miniatures the Warhammer 40,000 game puts all the action of these futuristic conflicts right onto your table-top.

GETTING STARTED

The hobby starts with your first Citadel Miniature. From there, you can advance to painting your model, collecting an army, and playing a game.

A WORLD IN A BOX

The best way to get into the hobby is with the Warhammer 40,000 boxed game. Absolutely packed full of miniatures, the Warhammer 40,000 box contains rules, dice, and everything you’ll need to play. Any flat surface becomes the battlefield where you and your opponent can maneuver mighty armies of Citadel Miniatures in a fast-paced test of skills and tactics, but the hobby doesn’t end there.

EXPANDING YOUR GAME

The excitement and fun of a tightly contested battle is just the start of the Warhammer 40,000 Hobby. As players continue to test their generalship, they can expand their forces with new troop types, futuristic war machines, and entire new armies.

CITADEL MINIATURES

Citadel Miniatures makes a vast range of plastic and pewter models for use with Warhammer 40,000. There are thousands upon thousands of different models to choose from, including the units and tanks of the Imperial Guard, the myriad host of creatures found in the hideously alien Tyranid Swarm, the mighty legions of the Space Marines, and more.
From start to finish: the stages of painting a Citadel Miniature.

**BRILLIANTLY PAINTED MINIATURES**

Part of the Warhammer 40,000 Hobby is painting figures. Nothing brings a tabletop battlefield to life like a well painted army of Citadel Miniatures. Games Workshop has created the Citadel Colour range of paints specifically for our models. In order to help beginners get started, the Warhammer 40,000 boxed game contains a basic painting guide. By using a few fun but simple techniques, players will soon have an army to be proud of. For more advanced techniques look to the monthly painting feature in White Dwarf magazine.

**BASIC STEPS**

A few of the basic steps of preparation are shown here. Above: A plastic model is cut off the sprue. Right: With a hobby knife the model is carefully cleaned of mold lines. To glue your models use polystyrene cement for plastics, and superglue for pewter. Far Right: After an undercoat the model is ready to be painted.

**FINISHED MODELS**

Some players prefer to give their models a quick basecoat and rush them onto the battlefield. Other people like to lavish their miniatures with details, as well as intricate shading and highlighting. The choice of painting styles is up to you!

The Citadel Colour Paint Set contains everything needed to get started in the hobby.
An Eldar force battles the Imperial Guard amidst the rubble-strewn streets of a ruined city.

STUNNING GAMING TERRAIN
The first few games most people play will be on a flat tabletop with little terrain but the basic card buildings supplied in the boxed game. Many players will develop the urge to add hills, woods, rivers, and more. Varied terrain makes for more interesting battles and adds whole new tactical challenges to the game. The possibilities are unlimited - dense jungles, the ruins of a futuristic city, the list is endless! Making your own scenery is part of what makes Warhammer 40,000 more than just a single game, but an entire hobby as well.

Above left: A giant spiky cactus makes for some impressive alien fauna. Below: A Space Marine takes cover amidst the craters and rubble of a ruined city.

THIS CATALOG
This catalog is intended to be your complete guide to the Warhammer 40,000 hobby. With this essential tome in hand, tabletop Generals and model collectors can now, at their leisure, pore over the entire line of Citadel Miniatures for Warhammer 40,000.

ORGANIZATION
Grouped together by army, each miniature is shown as close as possible to ACTUAL SIZE. Packaging information, like whether the models come in boxed sets or blister packs, as well as what plastic accessories are included, can be found at the bottom of each page. Unless otherwise noted, all models in this catalog are made of pewter.

KEEPING UP TO DATE
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http://www.games-workshop.com/
The best way to give a new player the feel for Warhammer 40,000 is to actually play a game. Since we can’t easily come into your house to play, we’ll have to settle for inviting you to one of our battles. After a lot of work putting together this very catalog, the graphics department decided to stay late one evening and settle some scores. Now the Imperial Guard must battle the marauding Space Orks!

Warhammer 40,000 is a game designed to be played by two sides or more, but as we have four members in the Graphics department, we split into two teams of two. It is no problem to add more players or armies into a game, and while most games are one player against another, we have had mega-battles with a dozen players per side!

In order to get started with our office battle we picked a point value and began to gather our armies.

**POINT VALUES?**

To ensure that games of Warhammer 40,000 are balanced, every troop type and vehicle is assigned a point value, based on how effective it will be on the battlefield. That way, two armies with totally different troops can play an “even” game where the winner will be determined not by which army is “better”, but by which player had superior tactics and the best overall strategy.

When you agree to a battle, you can decide how many points you each want to field. This is based on several factors: how many painted models you have in your army, how long you want your game to last, etc.

We have found it is best to collect your army in “blocks” of between 250 and 500 points. This way, you can start playing small games, and increase them in size as you finish up new squads and vehicles.

For this game, we decided on 1,000 points each, as this would give us a relatively basic battle that would last an evening, and because, at this point Jeremy has only that much painted in his Space Ork army! It is possible to play smaller skirmishes or even huge colossal battles that will take weeks to finish up. The choice is up to you.

The office battle divided up into Chris Gohlinghorst and Drew Will with Imperial Guard, versus Dan Bartholomew and Jeremy Vetock with Space Orks.

**A ROLLING TIDE OF GREEN**

Ork Warbosses have loads of great troop types to choose from, and although one thousand points is a relatively small game of Warhammer 40,000, it is still a lot of Orks. “Quantity over quality!” is definitely an Ork motto. After reading the Codex Orks there were so many squads and support weapons to try out, that it would’ve been impossible to pick them all! We definitely wanted Commandos so we could infiltrate.

Dan and I went over our forces, and decided who would control which squads, and got ready for the Imperial Guard. Let’s see how them humies like a taste of Pulsar Rokkits!

**FOR THE EMPEROR**

No green skins are going to stop the Imperial war machine! Chris and Drew picked a lethal mixture of Imperial Guard Squads, a Command Squad, and a Primaris Psyker. The Imperial ace in the hole was a Leman Russ tank held in reserve! Feeling close to invincible, the Imperial Guard vowed that no lowly Ork would escape the board alive.
THE PLAYING FIELD

Setting up a battlefield to play over is the next step. Here at Games Workshop we are spoiled by having lots of room and terrain specifically made for tabletop battles. At home, especially when you are starting out, you can make due with the kitchen table and some rudimentary pieces of scenery. The card buildings that come in the Warhammer 40,000 boxed game are an excellent launching point. For great tips on making your own hills, rivers, and more, check out the How To Build Wargames Terrain book. Also, Modelling Workshop articles are featured each month in White Dwarf magazine.

IMPERIAL GUARD SET UP

In Warhammer 40,000 the army with the lower strategy rating has to set up first. This being the case, the Imperial troops had to put their models on the table before the Orks.

The Command Squad was centrally located, with support from a Heavy Weapons Squad dispersed across the whole front. The Imperial Guard squads were placed to take maximum advantage of all the hard cover provided by the ruined buildings. Held in reserve, the Leman Russ tank could be brought in when and where it was needed most.

SEND IN THE ORKS

Not only did the Orks get to set up second, but the Blood Axe Kommandos can infiltrate, which means we got to place the squad nearly anywhere we wanted on the battlefield, so long as opposing models could not see them. With the Dreadnought supporting the left flank, and the speedy Warbike on the right, we were ready to begin our headlong advance.

Here is map showing the basic movements of both the Space Ork army (bottom icons) and the Imperial Guard forces (top) during the first few turns. Note all the carnage!

A TABLETOP BATTLEFIELD

Now both armies were deployed, and we were ready to play. The table looked great - everywhere in the ruined city there were models. From the second story of a partially collapsed doorway stood an Imperial Guard missile launcher team. Behind a hill an Ork Pulsa Rokkit sat primed for launching. With a resounding boom, the Imperial Guard shot off their special pre-game barrage, and it began ...

ORKS - TURN ONE

The scream of an incoming shell was replaced by the groans of Chris and Drew as the Imperial barrage was off target, missing the Dreadnought by a mere four inches. With a laugh of triumph, Dan advanced the metal monstrosity forward, and unloaded with both weapons. The lascannon missed abysmally, but the heavy bolter stitched a bloody pattern of death down the command squad, eliminating four Guardsman, including an autocannon team! An excellent start!

On the right flank the Warbike revved its engines and advanced. Two more Imperial troops fell as the bike's twin-linked autocannons rained death.

Now that everything was going the Ork way, it was time for the Kommandos, hiding deep in enemy territory, to spring their ambush. Even a ballistic skill of four and the bonus of close-ranged shooting, however, could not save Jeremy's rolling. What should have been a massacre of an entire squad ended with only two more Imperial casualties. Aaaargh!

Adding insult to injury, the Squig Katapult misfired, launching one of its own crew members to a cruel fate. Always unpredictable, a Deathskull armed with Kustom Kombi-weapon took aim at the opposing lascannon team and promptly rolled a misfire. Ka-boom. What originally looked to be the start of an Ork rampage ended only with mediocrity.
The initial Ork onslaught could have been far worse, but plenty of damage had been done! Pivoting to meet the Kommando threat on Imperial flanks, Drew lined his squad up to maximize his number of shots. A few well-placed lasgun shots dropped Kommandos, as did the sergeant with his plasma pistol.

In need of reinforcements and more than a little worried about the oncoming warbike, Chris decided to bring the Leman Russ tank out of reserves and onto the table. Not only did the steam-rolling tank crush one Kommando beneath its treads, but the array of weaponry raked across the whole of the Ork front. The Warbike was devastated by the battlecannon, the Dreadnought crippled by a lascannon shot, and the Gretchin horde was trimmed back by the heavy bolters. Whew!

On the far right Imperial flank the Cadian unit advanced through the woods and the Mordian Iron Guard took up a defensive position in one of the ruined buildings.

After receiving the full brunt of the Imperial wrath, the Kommandos choose this time to roll double sixes for a leadership test, and ran back to cover! Imperial cheers!

At the start of the turn we had to roll to see if the Dreadnought blew up, which happily, it did not. On the downside we couldn’t move, and only one weapon was serviceable, that didn’t stop Dan from pointing the heavy bolter at a Cadian heavy weapon team and blasting them out of hard cover!

With a cunning grin the Ork Warlord gave the signal to launch the Pulsa Rokkits. These potentially deadly weapons haphazardly travel across the board and release a pulsating force field, which is powerful enough to knock down troops and buildings alike. By landing a Pulsa in one of the Guard infested buildings we could not only pin their troops from advancing, but also (on a roll of 4, or better) bring down the building and destroy about half of their squad.

To represent the length of the Rokkit’s fuse you can nominate between one and ten. Once you have made your estimate, roll that many number of six-sided dice, and add twelve inches. Like most Orky weapons, it is an erratic, but with skill and luck, it can be quite devastating. On this day the skill was with Dan and Jeremy, and hopefully the luck. Our Pulsa landed amidst the squad of Mordian Iron Guard in the building, but we had to roll the pulse results in their turn.

A Deathskull with an autocannon managed to damage the Leman Russ’ tracks - at least slowing it down considerably. After rallying our Kommandos, it was time to use our strategy card, a randomly drawn card that we could play at any point during the game. While the Imperial Guard side had drawn a special-issue piece of battlefield equipment, we had a deadly virus bomb that we could place anywhere on the battlefield. Heh, heh, heh . . .
The third turn opened with a cataclysmic explosion as the damaged Dreadnought finally overloaded. Bad news, but not hopeless for Dan and Jeremy.

Finally connecting on a shot with his Kustom Blasta (the first two shots we rolled ones), the surly Ork Warboss blew an entire lascannon team to tiny bits. It was satisfying!

On the embattled left flank, the Painboy, and his lowly Gretchin assistants blasted down three of the Imperial Guard - enough to force another leadership test, but alas, morale held firm and the troops did not rout. Curses to Drew's dice rolling.

The rest of the turn, however, was not nearly as Ork friendly. The Squig Katapult managed to somehow hurl its only remaining crew member instead of buzzer squigs, and our last Plussa Rokkit fell woefully short of target, only providing a barrier through which the Leman Russ could not pass. When you are talking odds, it should be noted that a misfire should only occur one time in six. Somehow, far off on his Golden Throne, the Emperor was affecting the Ork law of averages, as the woeful greenskins misfired four out of a possible five times. At least the Deathskulls rallied!

In the third turn the Imperial Guard began advancing across the table. On the left flank the Cadian Shock Trooper with the flamer finally got in range to blast the Gretchin out of the building. Enemy models in hard cover are notoriously hard to hit, so the flamer, which doesn't need to roll to hit, was the perfect weapon. With a yelp (and an awful smell) the Gretchin went up in flames. Another trooper fired a lucky shot and the Painboy was no more. Imperial left flank secure.

Elsewhere on the battlefield, the Tallarn Desert Raiders and the Blood Axe Kommandos remained in a deadlock. Each turn one or two of the foe were sniped off, but neither side could strike a deciding blow, or land a finishing punch.

The Leman Russ advance was hindered by the throbbing pulses of Orky technology, but that didn't stop this juggernaut from raking fire over the Gretchin obliterating them utterly. Only the Runt Herder was left, and on the roll of ten, he was forced to dash off to cover. Run away! No small surprise with the awesome might of the Leman Russ bearing down!

The result - well both sides boast that victory will be theirs next time. With all the troops and the vast variety of models the games are always different and exciting. Now what are you waiting for, get out there and start playing your own futuristic battles!

For complete and in-depth battle reports, with detailed maps and loads of strategy tips, just check out any issue of White Dwarf magazine! Left: The Imperials react to the exploding Ork Dreadnought. Below: Ork Warlord plots a brutal revenge.

That is what Warhammer 40,000 is all about. Our game went five turns and lasted two hours, and we spent about a half an hour doing set up and clean up. Of course we did stop in the middle, taking some time to drink some Coca-Colas and survey the carnage on both sides.

We just wanted to give you a taste of what the game was like - the move and counter move, the firefights, and the search for cover. Both sides got to cheer good moves and lament over bad dice rolls. In the end, it isn't about winning, but about the fast and furious fun of maneuvering your troops and vehicles across the tabletop terrain! Blasting your friends is okay too!

Of course the Orks versus Imperial Guard Graphics battle ended in a dead-tie. Both sides claim victory, and blame their partial downfall on bad luck. The only remedy... a rematch.

Once you understand the strengths and weaknesses of your army, you can tailor your list to better combat a particular foe. The Imperial side, encouraged by the success of their Leman Russ, is thinking of another vehicle, perhaps the flame-spewing Hellhound? Meanwhile on the Ork side, Dan and Jeremy need to do a lot more painting - perhaps adding a Shokk Attack Gun to destroy vehicles, or even using the Ork Blood Axe clan to pilfer some Imperial vehicles of their own?

The result - well both sides boast that victory will be theirs next time. With all the troops and the vast variety of models the games are always different and exciting. Now what are you waiting for, get out there and start playing your own futuristic battles!
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The Space Marines are the finest human warriors of the Imperium. Recruited from the most skilled and ferocious fighters in the galaxy, each Space Marine is then genetically altered to add strength, speed, and toughness far beyond the scope of any ordinary man. Equipped with the best weapons and armor in the Imperium, the Space Marines are mankind's last line of defence.

**EMPEROR'S FINEST**

The history of the Space Marines is the stuff of legend. To delve further into the rich history you will need to check out the Ultramarines Codex. In the short version, suffice it to say that the first Space Marines were created by the Emperor through genetic manipulation.

Born a normal, if still very talented human, a Space Marine recruit is chosen at a young age. The conversion into super-warrior is achieved through implantation of genetically cultured organs, selected hormone increases, and more. When properly trained and given the best equipment, powered armor, and weaponry available, the end result is a member of the Emperor's finest, the Imperial Space Marines.

**CODEX CHAPTERS**

The Space Marines are split into 1,000 well-organized, fully equipped independent armies known as chapters. Each chapter of Space Marines has its own history, as well as specific guidelines for organization, tactics, and insignia. Some Chapters, like the Ultramarines, will rigidly follow the Imperial guidelines (called the Codex Astartes), others, like the Space Wolves, are fiercely independent. Regardless of specific rules and regulations, all the Imperial Space Marines are united in their devotion and fierce loyalty to the Emperor.

**HAMMER OF THE EMPEROR**

Space Marines come in many different chapters, which gives Warhammer 40,000 players who want to field the best troops in the Imperium lots of options. If you want to follow a published army list, with fully detailed histories, special characters, and paint schemes, you can look for the Space Wolf Codex, the Ultramarines Codex, and the Angels of Death Codex, (which contains the full Blood Angels and Dark Angels Space Marine army lists).

As there are 1,000 different chapters of Space Marines and only a small percentage are detailed in the various Games Workshop books, that leaves a lot of room for creativity. Many players invent their own Space Marine Chapters, including color schemes, and past histories. It is easy to base game rules off one of the published army Codex books.

**ON TO GLORY**

No matter which chapter you finally choose, remember that the Space Marines are the elite fighting force in the galaxy. Forward for the Emperor!
"Your honor is your life. Let none dispute it."

Captain Navarre of the Black Templars

Miniatures are supplied with plastic arm, weapon, and backpack sprues when necessary. Packaged 2 miniatures per blister.

An example of a painted tactical squad of Blood Angel Space Marines.
8001B SPACE MARINE SERGEANTS

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.
0454 SPACE MARINE DEVASTATORS
Devastator Squads lay down a withering hail of fire to annihilate the enemy. Contains a complete squad of 5 models, including a Sergeant and 4 Space Marines with heavy weapons.

0455 SPACE MARINE ASSAULT SQUAD
Equipped with Jump Packs and deadly close combat weapons, Assault Marines quickly leap into the midst of the battle. Contains a squad of 5 models, including a Space Marine Sergeant.

0456 SPACE MARINE TACTICAL SQUAD
Mighty and stalwart defenders of humanity, the Ultramarines have a legendary past full of heroic stands against superior numbers. Contains a complete squad of 10 models.
0441 SPACE MARINE TERMINATORS
The ultimate in elite fighting troops, Space Marine Terminators always draw the most dangerous missions. Contains a complete Terminator Squad of 5 models.

0439 SPACE MARINE LAND SPEEDER
Powered by anti-gravitational engines, the Space Marine Land Speeder streaks across the battlefield to bring its formidable weaponry within range to blast the foe. Contains 1 Land Speeder and 2 Space Marine crew.

0442 SPACE MARINE DREADNOUGHT
Space Marine Dreadnoughts are massive war machines crewed by mortally wounded heroes of old. Contains 1 Dreadnought armed with a power fist and an assault cannon.
MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES WHEN NECESSARY.
PACKAGED 1 MARINE WITH MELTA GUN AND 1 MARINE PER BLISTER.

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES WHEN NECESSARY.
PACKAGED 1 MARINE WITH FLAMER AND 1 MARINE PER BLISTER.

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES WHEN NECESSARY.
PACKAGED 1 MARINE WITH PLASMA GUN AND 1 MARINE PER BLISTER.

EXAMPLES OF PAINTED SPACE MARINES FROM THE DARK ANGELS AND THE LEGION OF THE DAMNED.
8002E SPACE MARINE SCOUTS

PACKAGED 2 MINIATURES PER BLISTER.

8003A ASSAULT MARINES

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 MINIATURE WITH JUMP PACK PER BLISTER.

AN EXAMPLE OF A PAINTED ULTRAMARINE ASSAULT SQUAD.
SPACE MARINES

0776 SPACE MARINES WARRIORS OF THE IMPERIUM
Space Marines are by far the most powerful and dreaded of all human warriors. Contains 6 detailed plastic Space Marines with decal sheets included. The multi-pieced models can be assembled into an infinite variety of poses.

0463 SPACE MARINE BIKE SQUADRON
Space Marine Bikes can quickly move across the battlefield to destroy their mark with bolter fire. This fantastic boxed set contains three of the high-detailed plastic motor bikes, as well as three plastic Space Marine riders. In order to outfit your squad exactly the way you want, we have also included three pewter torsos: a Space Marine Sergeant with power sword, a Space Marine with a meltagun, and one with a plasma gun.
0732 SPACE MARINE BIKE
Space Marine Bikes hurtle into battle, the awesome sound of roaring engines and bolter fire spelling doom for their enemies. This boxed set contains 1 high-detailed plastic motor bike, as well as 1 plastic Space Marine rider.

0464 PREDATOR ANNIHILATOR
The deadly variant of the Predator, the Predator Annihilator is armed with a turret-mounted twin lascannon and side lascannons or heavy bolters. A plastic model kit of 1 Predator Annihilator.
8003B BLOOD ANGEL DEATH COMPANY

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8003C JUMP PACKS

PACKAGED 3 JUMP PACKS PER BLISTER.

8004A SPACE MARINE
WITH MISSILE LAUNCHER

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

8004B SPACE MARINE
WITH LASCANNON

8004C SPACE MARINE
WITH HEAVY BOLTER

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

8004D SPACE MARINE
WITH HEAVY PLASMA GUN
8005A SPACE MARINE CAPTAIN WITH TERMINATOR HONORS
PACKAGED 1 MINIATURE PER BLISTER.

8005C DARK ANGEL CAPTAIN
PACKAGED 1 MINIATURE PER BLISTER.

8005E ULTRAMARINE CAPTAIN
PACKAGED 1 MINIATURE PER BLISTER.

8005F CHAPLAINS
MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.
8005G LIBRARIAN EPISTOLARY

8005H LIBRARIAN CODICIER

8005I LIBRARIAN LEXICANUM

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8005J TECH MARINES

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 MINIATURE PER BLISTER.
EFFORD BETHOR is the present Bearer of the Sacred Standard. He was chosen for this sacred duty following his quite exceptional bravery during the Cleansing of Durganian XIII, where he single-handedly recaptured the 3rd Company’s Battle Standard after it had been captured by a Genestealer brood.
8006B IRON PRIEST

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

8006E SPACE WOLF SERGEANT

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8006C WOLF GUARD
8006F WOLF SCOUT SERGEANT

Packaged 2 miniatures per blister.

8006G GREY HUNTERS

Miniatures are supplied with plastic arm, weapon, and backpack sprues. Packaged 2 miniatures per blister.

8006H BLOOD CLAWS

Miniatures are supplied with plastic arm, weapon, and backpack sprues. Packaged 2 miniatures per blister.
0802 SPACE WOLVES GREY HUNTERS
Space Wolves Grey Hunters stalk their enemy as relentlessly as the giant wolves from their homeworld of Fenris. Contains a complete squad of 10 models, including a Space Wolf Sergeant.

0803 SPACE MARINE TERMINATORS WOLF GUARD
Armed with awesome Terminator Armor and an array of deadly weapons the Wolf Guard form the hardest-hitting unit in a Space Wolf Army. A complete squad of 5 models.

0804 SPACE WOLVES LONG FANGS
Long Fangs are crack shot veterans who use devastating heavy weapons to provide the Space Wolves with supporting firepower. A complete squad of 5 models.
0805 SPACE WOLVES BLOOD CLAWS
With a frenzied howling Blood Claws Assault Squads charge into the thick of battle and hack their foes with unmatched savagery. Contains a complete Assault squad of 10 models.

0666 SPACE WOLVES DREADNOUGHT
An ancient Space Wolf hero entombed in a Dreadnought, Bjorn the Fell-handed continues to fight, tearing enemies apart with his lightning claw, and blasting them with his assault cannon. Contains 1 model.
MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8006J SPACE WOLF STANDARD BEARER

8006K LONG FANG WITH LASCAANNON

8006M LONG FANG WITH HEAVY BOLTER

8006L LONG FANG WITH MISSILE LAUNCHER

8006N LONG FANG WITH PLASMA GUN

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.
**SPACE MARINES**

- **8007A TERMINATOR CAPTAIN**
  - Packaged 1 miniature per blister.

- **8007C TERMINATOR WITH CYCLONE MISSILE LAUNCHER**
  - Packaged 1 miniature per blister.

- **8007D TERMINATOR WITH ASSAULT CANNON**
  - Packaged 1 miniature per blister.

- **8007B TERMINATOR LIBRARIAN**
  - Packaged 1 miniature per blister.

- **8007E TERMINATOR TROOPER**
  - Packaged 1 miniature per blister.
0457 DARK ANGELS RAVENWING LANDSPEEDER
The Ravenwing Land Speeder is a lightning fast weapon of war. Contains 1 Landspeeder model.

0429 DARK ANGELS DREADNOUGHT
The Dreadnought's operator is not an ordinary Space Marine, but one of the Old Ones: a living embodiment of a Chapter's spirit and heroic history. Contains 1 Dreadnought armed with a missile launcher and a lascannon.

0809 SPACE MARINE DEATHWING TERMINATORS
Throughout the Imperium's long and bloody history, there are few battle records more steeped in glory and honor than that of the Deathwing Company. Contains a complete squad of 5 models.
0663 BLOOD ANGELS SPACE MARINE DREADNOUGHT
Shrugging off incoming enemy shells like gentle rain, the mighty Blood Angels Dreadnought strides fearlessly into battle. Contains 1 Dreadnought armed with a multi-melta and a power fist.

0664 BLOOD ANGELS SPACE MARINE DEATH COMPANY
Due to a strange mutation in the Blood Angels geneseed even the most mortal of wounds cannot stop the battle-crazed warriors of the Death Company. Contains a complete squad of 10 models, including a Chaplain.
8007F TERMINATOR WITH HEAVY FLAMER
8007G TERMINATOR WITH LIGHTNING CLAWS
8007H TERMINATOR THUNDERHAMMER
8007I TERMINATOR SERGEANT
8007J TERMINATOR CHAPLAIN
8007K TERMINATOR WITH CHAINFIST

PACKAGED 1 MINIATURE PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.
8009A DEATHWING TERMINATOR WITH HEAVY FLAMER
PACKAGED 1 MINIATURE PER BLISTER.

8009B DEATHWING TERMINATOR WITH ASSAULT CANNON
PACKAGED 1 MINIATURE PER BLISTER.

8009C DEATHWING TERMINATOR SERGEANT
PACKAGED 1 MINIATURE PER BLISTER.

8009D DEATHWING TERMINATOR TROOPER
PACKAGED 1 MINIATURE PER BLISTER.

8009E DEATHWING CYCLONE
PACKAGED 1 MINIATURE PER BLISTER.

8009F DEATHWING TERMINATOR WITH CHAINFIST
PACKAGED 1 MINIATURE PER BLISTER.
0458 SPACE MARINE PREDATOR TANK
The main armored support of the Space Marines, the fearsome Predator is armed with a turret-mounted autocannon and two heavy bolters or lascannons. A plastic model kit of 1 Predator.

0448 SPACE MARINE WHIRLWIND
The Whirlwind showers tremendous salvoes of fragmentation missiles onto the foe. Contains a plastic and pewter model kit of 1 Whirlwind.
0433 SPACE MARINE RAZORBACK
The deadly Razorback excels in its dual use as a troop transport vehicle and an enemy tank destroyer. Contains a plastic and pewter model kit of 1 Razorback.

0743 SPACE MARINE RHINO
The fast speed and armored hull of the Rhino allows Space Marine Squads to be quickly transported to vital points of the battlefield. Contains a plastic model kit of 1 Rhino.
8010A WOLF GUARD SERGEANT

8010B WOLF GUARD TERMINATOR WITH ASSAULT CANNON

8010C WOLF GUARD TERMINATOR WITH HEAVY FLAMER

8010D WOLF GUARD TERMINATOR RUNEPRIEST

8010E WOLF GUARD TERMINATOR TROOPER

8010F WOLF GUARD CYCLONE

8010G WOLF GUARD TERMINATOR TROOPER

Packaged 1 miniature per blister.
8038B RAGNAR BLACKMANE
SPACE WOLF LORD

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8038C ULRIK THE SLAYER
WOLF PRIEST

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8038D NJAL STORM CALLER
RUNE PRIEST

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8038H MARNEUS CALGAR
MASTER OF THE ULTRAMARINES

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.
8038I ULTRAMARINE CHIEF LIBRARIAN
TIGURIUS

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8038J COMMANDER AZRAEL, SUPREME GRAND MASTER OF THE DARK ANGELS WITH HELMET BEARER

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 2 MINIATURES PER BLISTER.

8038K ASMODAI, DARK ANGEL INTERROGATOR CHAPLAIN

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8038L EZEKIEL, DARK ANGEL GRAND MASTER OF LIBRARIANS

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.
SPACE MARINES

8038N APOTHECARY CORBULO
SANGUINARY PRIEST OF THE
BLOOD ANGELS

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8038P BLOOD ANGEL CHIEF LIBRARIAN
MEPHISTON, LORD OF DEATH

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8038Q COMMANDER DANTE, LORD OF THE
BLOOD ANGELS

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8038T BROTHER-CAPTAIN TYCHO,
COMMANDER OF THE 3RD BLOOD
ANGEL COMPANY

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.
8061A SPACE WOLF BANNERS

PACKAGED 5 TRANSFER SHEETS PER BLISTER.

8061C ULTRAMARINE BANNERS

PACKAGED 5 TRANSFER SHEETS PER BLISTER.

8061D ULTRAMARINE CHARACTER BANNERS

PACKAGED 5 TRANSFER SHEETS PER BLISTER.

8061Q BLOOD ANGEL BANNERS

PACKAGED 5 TRANSFER SHEETS PER BLISTER.
8048A RAPIER

Packaged 1 Rapiere and 2 crew per blister.

8048C TARANTULA

Packaged 1 Tarantula and 2 crew per blister.

8048D SERVITORS

Packaged 2 miniatures per blister.

8051A ADEPTUS ARBITES WITH SHOTGUN

Packaged 2 miniatures per blister.

8051B ADEPTUS ARBITES WITH BOLTER

Packaged 2 miniatures per blister.

8051C ADEPTUS ARBITES CHAMPION

Packaged 2 miniatures per blister.
8051D IMPERIAL PSYKERS
PACKAGED 2 MINIATURES PER BLISTER.

8051E VINDICARE ASSASSIN

8051F CALLIDUS ASSASSIN

8051G EVERSOR ASSASSIN
PACKAGED 1 MINIATURE PER BLISTER.

8058A INQUISITOR TERMINATOR
PACKAGED 1 MINIATURE PER BLISTER.

8058B GREY KNIGHT TERMINATOR
PACKAGED 1 MINIATURE PER BLISTER.
THE ULTIMATE FIGHTING MACHINE

Every planet in the Imperium raises a planetary defense force to defend itself against hostile aliens, raiders, pirates, and the forces of Chaos. The Imperial Guard are mustered from the best of each planet’s defensive army.

The great variety of homeworlds where troops are recruited produces an amazing assortment of different looking regiments. For example, the troops from the Jungle World of Catachan look nothing like the men recruited from the freezing ice planet of Valhalla.

No matter where the Imperial Guard troopers come from, they are trained, armed, and equipped to deal with any foe.

MECHANIZED HEAVY METAL

Of all the armies of the 41st Millennium, the Imperial Guard relies the most on massive war machines such as tanks and mobile artillery. While regiments of infantry are certainly profuse, it is hard to pass up the massive supporting fire supplied by a Basilisk mobile artillery platform, or the heavily armed and deadly Leman Russ battle tank.

RECRUITING YOUR ARMY

The sight of an Imperial Guard army laid out across the battlefield is quite impressive - the essential command squads, deadly heavy weapon support teams, squads of infantry neatly lined up, and the multitude of support. Commanders must choose from a variety of tanks, personnel carriers, and artillery, as well as selecting specialty troops like veteran squads, the brutish Ogryns, or the sniping Ratlings.

The first step in collecting an Imperial Guard army is to pick up the Imperial Guard Codex. This essential tome contains all the rules, special weapons, and points values for the Imperial Guard. With this book in hand it will not be long before you are relentlessly driving the foe before you, or utterly crushing them beneath the steely treads of the almost unstoppable Imperial Guard.
0437 IMPERIAL GUARD JUNGLE FIGHTERS OF CATACHAN
The steamy jungle of Catachan is so deadly that only the strongest may survive it. Raised in such a hostile environment, the Jungle Fighters make excellent troops. Contains 10 models.

0440 IMPERIAL GUARD ROUGH RIDERS OF ATILLA
The Rough Riders of Attila are fierce tribesman who ruthlessly ride down the foe with their deadly hunting lances. Contains 4 pewter riders and 4 plastic horses.

0443 IMPERIAL GUARD CADIAN SHOCK TROOPS
Steeped in the blood of countless skirmishes with the forces of Chaos, the Cadian Shock Troops have been molded into grim and determined warriors. Contains 10 models.
8031A CATACHAN JUNGLE FIGHTER WITH MELTA GUN

8031B CATACHAN JUNGLE FIGHTER WITH FLAMER

8031C MORDIAN IRON GUARD WITH MELTA GUN

8031D MORDIAN IRON GUARD WITH GRENADE LAUNCHER

8031E CADIAN SHOCK TROOPER WITH MELTA GUN

8031F CADIAN SHOCK TROOPER WITH FLAMER

PACKAGED 2 MINIATURES PER BLISTER.

PACKAGED 2 MINIATURES PER BLISTER.

PACKAGED 2 MINIATURES PER BLISTER.

PACKAGED 2 MINIATURES PER BLISTER.

PACKAGED 2 MINIATURES PER BLISTER.

PACKAGED 2 MINIATURES PER BLISTER.
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<tr>
<th>Code</th>
<th>Description</th>
<th>Packing</th>
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<tr>
<td>8031G</td>
<td>TALLARN DESERT RAIDER WITH MELTA GUN</td>
<td>Packaged 2</td>
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<td></td>
<td></td>
<td>miniatures</td>
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<td>8031H</td>
<td>TALLARN DESERT RAIDERS WITH GRENADE LAUNCHER</td>
<td>Packaged 2</td>
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<td>miniatures</td>
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<tr>
<td>8031I</td>
<td>ICE WARRIOR OF VALHALLA WITH FLAMER</td>
<td>Packaged 2</td>
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<td>8031J</td>
<td>CATACHAN JUNGLE FIGHTER WITH PLASMA GUN</td>
<td>Packaged 2</td>
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<td>miniatures</td>
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<td>per blister.</td>
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<tr>
<td>8031K</td>
<td>CADIAN SHOCK TROOPER WITH PLASMA GUN</td>
<td>Packaged 2</td>
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<td>miniatures</td>
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<tr>
<td>8031L</td>
<td>MORDIAN IRON GUARD WITH FLAMER</td>
<td>Packaged 2</td>
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<tr>
<td></td>
<td></td>
<td>miniatures</td>
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<td>per blister.</td>
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*Packaged 2 miniatures per blister.*
IMPERIAL GUARD

8031S STORMTROOPER WITH PLASMA GUN

PACKAGED 1 MINIATURE PER BLISTER.

8031T STORMTROOPER WITH MELTAGUN

PACKAGED 1 MINIATURE PER BLISTER.

8032A CATACHAN JUNGLE FIGHTERS

PACKAGED 2 MINIATURES PER BLISTER.
0444 IMPERIAL GUARD ICE WARRIORS OF VALHALLA
Raised on a frozen and desolate homeworld, the Ice Warriors of Valhalla are famed as one of the toughest regiments of the Imperial Guard. Contains 10 models.

0445 IMPERIAL GUARD MORDIAN IRON GUARD
Resplendent in their distinctive dress uniforms, the Mordian Iron Guard form a loyal bastion against the dreaded forces of Chaos. Contains 10 models.

0446 IMPERIAL GUARD TALLARN DESERT RAIDERS
Out of the harsh land and raging sandstorms of Tallarn come one of the hardiest warriors of the Imperium - the Tallarn Desert Raiders. Contains 10 models.
0450 LEMAN RUSS DEMOLISHER IMPERIAL SIEGE TANK
Armed with the mighty turret-mounted demolisher cannon, the Leman Russ Demolisher is an awesome weapon of destruction. Contains an extensive plastic model kit of 1 Demolisher.

0559 IMPERIAL GUARD STORMTROOPERS
Stormtroopers are the elite veteran warriors for the Imperial Guard. Armed with hotshot lasguns, the Stormtroopers are a force to be reckoned with. Contains 6 models.
IMPERIAL GUARD

8032B MORDIAN IRON GUARD

PACKAGED 2 MINIATURES PER BLISTER.
8032C CADIAN SHOCK TROOPS

PACKAGED 2 MINIATURES PER BLISTER.
8032E ICE WARRIORS OF VALHALLA

PACKAGED 2 MINATURES PER BLISTER.
0453 IMPERIAL HELLHOUND TANK
The Hellhound is a heavy armored vehicle which causes fear on the battlefield due to the inferno cannon mounted on the turret raining burning death on your opponent. Contains a plastic and pewter model kit of 1 Hellhound.

0452 IMPERIAL GRIFFON
The Imperial Griffin is an armored mobile long-ranged killing machine. Having the power of a devastating mortar, no target is out of reach. Contains a plastic and pewter model kit of 1 Griffin.
0753 IMPERIAL GUARD BASILISK
The Basilisk has a mounted earthshaker artillery cannon to shoot at those hard to reach troops. Contains a plastic model kit of 1 Basilisk.
8032F RATLING SNIPERS

PACKAGED 3 MINIATURES PER BLISTER.

8033A COMMISSARS

PACKAGED 1 MINIATURE PER BLISTER.

8033B CATACHAN JUNGLE FIGHTER LIEUTENANT

PACKAGED 1 MINIATURE PER BLISTER.

8033C MORDIAN IRON GUARD LIEUTENANT

PACKAGED 1 MINIATURE PER BLISTER.

8033D CADIAN SHOCK TROOPER LIEUTENANT

PACKAGED 1 MINIATURE PER BLISTER.

8033E TALLARN DESERT RAIDER LIEUTENANT

PACKAGED 1 MINIATURE PER BLISTER.

8033F ICE WARRIOR OF VALHALLA LIEUTENANT

PACKAGED 1 MINIATURE PER BLISTER.
8033G CATACHAN JUNGLE CAPTAIN

PACKAGED 1 MINIATURE PER BLISTER.

8033J STORMTROOPER SERGEANT

PACKAGED 1 MINIATURE PER BLISTER.

8040A CATACHAN JUNGLE FIGHTER MISSILE LAUNCHER

PACKAGED 1 MISSILE LAUNCHER AND 2 CREW PER BLISTER.

8040B CATACHAN JUNGLE FIGHTER HEAVY BOLTER

PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.

8033H IMPERIAL PRIMARIS PSYKER

PACKAGED 1 MINIATURE PER BLISTER.

8035A OGRYNS

PACKAGED 1 MINIATURE PER BLISTER.
8040C Catachan Jungle Fighter Lascannon

Packaged 1 Lascannon and 2 crew per blister.

8040D Mordian Iron Guard Heavy Bolter

Packaged 1 Heavy Bolter and 2 crew per blister.

8040E Mordian Iron Guard Lascannon

Packaged 1 Lascannon and 2 crew per blister.

8040G Cadian Shock Trooper Missile Launcher

Packaged 1 Missile Launcher and 2 crew per blister.

8040H Cadian Shock Trooper Heavy Bolter

Packaged 1 Heavy Bolter and 2 crew per blister.
IMPERIAL GUARD

8040I CADIAN SHOCK TROOPER
AUTOCANNON

PACKAGED 1 AUTOCANNON AND 2 CREW PER BLISTER.

8040J TALLARN DESERT RAIDER
MISSILElauncher

PACKAGED 1 MISSILE LAUNCHER AND 2 CREW PER BLISTER.

8040K TALLARN DESERT RAIDER
AUTOCANNON

PACKAGED 1 AUTOCANNON AND 2 CREW PER BLISTER.

8040L ICE WARRIOR OF VAHALLA
HEAVY BOLTER

PACKAGED 1 HEAVY BOLTER AND 2 CREW PER BLISTER.

8040M ICE WARRIOR OF VAHALLA
LASCANNON

PACKAGED 1 LASCANNON AND 2 CREW PER BLISTER.

8040N ICE WARRIOR OF VAHALLA
MORTAR TEAM

PACKAGED 1 MORTAR TEAM AND 2 CREW PER BLISTER.
**8040P STORMTROOPER AUTOCANNON**

Packaged 1 Autocannon and 2 crew per blister.

**8040Q STORMTROOPER HEAVY BOLTER**

Packaged 1 Heavy Bolter and 2 crew per blister.

**8038F COMMISSAR YARRICK**

Miniatures supplied unpainted. Banners not included. Packaged 1 miniature per blister.

**8038R CAPTAIN AL’RAHEM OF TALLARN**

Miniatures supplied unpainted. Packaged 1 miniature per blister.

**8038S CAPTAIN CHENKOV OF VALHALLA**

Miniatures supplied unpainted. Packaged 1 miniature per blister.
8060A ROUGHRIDERS OF ATTILA

8060B ROUGHRIDERS OF ATTILA LIEUTENANT

8060C ROUGHRIDERS OF ATTILA STANDARD BEARER

8060D ROUGHRIDERS OF ATTILA SERGEANT

PACKAGED 1 MINIATURE PER BLISTER.
8061I IMPERIAL GUARD DECALS

8061J IMPERIAL GUARD DECALS

8061K IMPERIAL GUARD ARMOR DECALS

PACKAGED 15 TRANSFER SHEETS PER BLISTER.

PACKAGED 10 TRANSFER SHEETS PER BLISTER.

PACKAGED 10 TRANSFER SHEETS PER BLISTER.
0785 IMPERIAL LEMAN RUSS BATTLE TANK
The bane of the Imperium's enemies, the Leman Russ Tank shrugs off attacks as it cuts a bloody swathe through enemy troops. Contains an extensive plastic model kit of 1 Leman Russ.

0799 IMPERIAL CHIMERA ARMORED TROOP CARRIER
The Chimera Armored Troop Carrier rapidly deploys Imperial Guard troops across the battlefield and then supports them with a deadly multi-laser. Contains a plastic model kit of 1 Chimera.
OPEN REBELLION

In the early days of the Imperium the Emperor’s greatest champion, the Warmaster Horus, led Titan Legions, countless thousands of Imperial troops, and even some chapters of Space Marines into revolt. The Horus Heresy (as it was later called) wrought catastrophic damage across space, and the tremendous battles only ended after Horus’ defeat at the Emperor’s hands. With their failure the once loyal chapters of Space Marines fled into the dark realm of space known as the Eye of Terror.

10,000 YEARS OF REVENGE

The Eye of Terror is a nexus where Warp Space converges with real space and magical energies spill into the cosmos. The great gods of Chaos exist in the warp along with their demonic followers, and it is these dark gods that have lured and reshaped the traitor Space Marines.

In the 10,000 years since their first rebellion failed, the forces of Chaos have not been idle. On countless planets across the galaxies the siren call of Chaos still lures men into rebellion with the promises of dark powers. Daemons of unmentionable evil still lurk in the Warp, waiting for their release. Perhaps the most horrible of all are the Chaos Space Marines. These are the same warriors from 10,000 years ago, enthralled by the Chaos gods, and still crusading from out of the Eye of Terror to reap bloody revenge.

CRUSH THE IMPERIUM

Few forces in the 41st Millennium inspire fear like Chaos. The key to assembling and winning with a Chaos army is to recognize and use the advantages of each of your units.

A Chaos Space Marine Terminators.

Given the powerful nature of the Chaos Space Marines, a Chaos army will almost certainly be outnumbered in every game. With little margin for error, Chaos Commanders must use their matchless skills to break the enemy before being swamped under superior numbers. After all, even the almost impenetrable Chaos Terminator Armour will eventually fall to a foe with lots of heavy weaponry. Khorne Berzerkers are without equal in hand-to-hand savagery, but if they cannot reach close quarters, they are just a wasted advantage! Balanced troop selection and cunning battle tactics are the key ingredients to ensure Chaos slaughter! For more information, tactics, and a complete army list, check out the Chaos Codex.
8012E CHAOS SPACE MARINES

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8012F CHAOS SPACE MARINE CHAMPION

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

8012H CHAOS SPACE MARINE WITH FLAMER

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.
8012G CHAOS SPACE MARINE WITH PLASMA GUN

PACKAGED 1 MINIATURE PER BLISTER.

8012K CHAOS SPACE MARINE SORCERER

PACKAGED 1 MINIATURE PER BLISTER.

MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE.
PACKAGED 1 MINIATURE PER BLISTER.

8012L CHAOS SPACE MARINE WITH MISSILE LAUNCHER

PACKAGED 2 MINIATURES PER BLISTER.

8012M CHAOS SPACE MARINE WITH LASCANNON

PACKAGED 1 MINIATURE PER BLISTER.
8012N CHAOS SPACE MARINE WITH AUTOCANNON

PACKAGED 1 MINIATURE PER BLISTER.

8055E KHRONE ICON BEARER

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

8061H CHAOS DECALS

PACKAGED 15 DECALS PER BLISTER.

8055D KHRONE BERZERKER CHAMPIONS

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.
CHAOS SP. MARINES

0462 CHAOS DREADNOUGHT
Giant armored war machines blasting the enemy with heavy weapons fire. Contains a pewter model kit of 1 Chaos Dreadnought plus six different weapon arms.

0461 CHAOS TERMINATORS
Veteran Chaos warriors wearing the most feared and superior armor combined with a weapons combination of devastating fire power. Contains 5 pewter models with a variety of weapon choices.

0666 CHAOS SPACE MARINES
Filled with evil and corruption, Chaos marines destroy with a vengeance. Contains 5 multi-posed plastic models.
0460 CHAOS JUGGERNAUT
Nightmares given form, the Daemons known as Khorne's Juggernauts are terrifying to behold as they stride across the battlefield, crushing everything in their path. Contains a pewter model kit of 1 Chaos Champion and Juggernaut.

0672 KHORNE BERZERKERS
Khorne Berzerkers are savage fighters who revel in the bloodiest hand-to-hand combats. Contains 5 plastic models.

0871 PLAGUE MARINES
Immune to pain caused by battle wounds, Plague Marines make a tough opponent to defeat. Contains 5 plastic models.
8062A CHAOS PLAGUE MARINES
MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8062B CHAOS PLAGUE MARINE CHAMPION
MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

8063A CHAOS TERMINATOR W/TWIN BOLTER
PACKAGED 1 MINIATURE PER BLISTER.

8063B CHAOS TERMINATOR W/BOLTER-FLAMER

8063C CHAOS TERMINATOR WITH TWIN BOLTER AND CHAIN WEAPON
MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.
8062E NURGLE ICON BEARER

MINIATURES ARE SUPPLIED WITH PLASTIC ARM, WEAPON, AND BACKPACK SPRUES. PACKAGED 1 MINIATURE PER BLISTER.

8038V FABIUS BILE

MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

8038W KHĀRN THE BETRAYER

MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

8038U ABADDON THE DESPOILER, WARMASTER OF CHAOS

MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.

8038X AHRIMAN

MINIATURES SUPPLIED UNPAINTED. PACKAGED 1 MINIATURE PER BLISTER.
Long before humans even dreamed of the stars, the Eldar were already forming an empire that stretched across the cosmos. The Eldar are an ancient and sophisticated race, immersed in a continuous battle for survival in a galaxy now hopelessly overrun by barbaric usurpers.

**THE DYING RACE**

Once the Eldar race ruled supreme, but their galaxy-wide success led to a growing decadence, then civil war. Finally, the doomed Eldar unwittingly awakened their arch-enemy, the Chaos entity known as Slaanesh.

In the end all the Eldar planets were destroyed, and the only survivors of these great tragedies were the Eldar aboard the vast star-spanning spaceships known as Craftworlds.

**THE WARRIOR'S PATH**

Over the countless millennium since their downfall the surviving remnants of the Eldar population have come out on top of their battle for survival primarily because of superior training and sophisticated technology.

All Eldar have battle training, and the basic trooper is known as a Guardian. For the most part, the Guardian Squads are a defensive force, ready to defend a Craftworld from any outside attack. Some Eldar go further in their combat training, becoming masters of a specialized form of fighting - these Eldar are called Aspect Warriors. There are many specific types of Aspect Warrior, each one trained and armed to fulfill a different task on the varied and unforgiving battlefields of the grim 41st Millennium.

**SEEKING A GRIM REVENGE**

The remnants of the once great Eldar civilization are still a force to be reckoned with. Far from giving up, these grim warriors have dedicated themselves to avenging their downfall and ridding the galaxy of the evil forces of Chaos.

In Warhammer 40,000 Eldar armies are loaded with very powerful squads, but true to form, the Eldar are never very many in number. The key to victory for players with Eldar armies is to pick the right troop for the situation. Striking Scorpion and Howling Banshee Aspect Warriors are excellent for close combat, while the Dire Avengers and Dark Reapers are masters of ranged combat.

For special rules, new equipment, and the fascinating history of the Eldar check out the Eldar Codex before you start your galaxy-wide quest for vengeance.
MINIATURES SUPPLIED UNPAINTED. CONTENTS AND COLOURS MAY VARY FROM THOSE SHOWN.
8021E GREAT HARLEQUINS

8021F HARLEQUIN TROUPERS WITH SWORDS

8022A GUARDIANS WITH LASGUNS

Packaged 2 miniatures per blister.

Example of painted Ulthwe Guardian squad armed with shuriken catapults.
8022B GUARDIANS WITH SHURIKEN CATAPULTS

PACKAGED 2 MINIATURES PER BLISTER.

8022C ELDAR GUARDIANS

MINIATURES SUPPLIED WITH PLASTIC ARMS AND WEAPONS SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8023A SWOOPING HAWKS

8023B SWOOPING HAWK EXARCH

PACKAGED 2 MINIATURES PER BLISTER.

8024B DARK REAPER EXARCH

PACKAGED 2 MINIATURES PER BLISTER.

8024A DARK REAPERS

PACKAGED 2 MINIATURES PER BLISTER.
0380 ELDAR AVATAR
The living embodiment of the Eldar War God, the Avatar rises from his smoldering iron throne to lead the Eldar to battle. There are few creatures in any galaxy that can stand and face the raging fury of the mighty Avatar! Contains 1 Avatar model.

0432 ELDAR WAR WALKER
Armed with the devastating combination of a unit-shredding scatter laser and a tank-killing lascannon, the War Walker adds a potent offensive punch to the Eldar Army. Contains 1 War Walker and 1 Eldar pilot.
0435 ELDAR DREADNOUGHT
Towering over the battlefields of the 41st Millennium, Eldar Dreadnoughts lay down a hail of supporting fire for advancing squads of Eldar. Contains 1 Dreadnought and a selection of 3 different heavy weapons.

0784 ELDAR GUARDIANS
Few Eldar remain, so in times of battle all Eldar Citizens must form Guardian Squads. With lasguns and mesh armor, Guardians are valiant in defense of their Craftworlds or in support of the Aspect Warriors. Contains a complete squad of 6 finely detailed plastic Citadel Miniatures.
8027A STRIKING SCORPIONS

8027B STRIKING SCORPION EXARCH

PACKAGED 2 MINIATURES PER BLISTER.

8028A HOWLING BANSHEES

8028B HOWLING BANSHEE EXARCH

PACKAGED 2 MINIATURES PER BLISTER.
8029A FARSEER AND GUARDIAN

PACKAGED 2 MINIATURES PER BLISTER.

8029B WARLOCKS WITH WITCH BLADES

PACKAGED 2 MINIATURES PER BLISTER.

8029C WARLOCKS WITH FORCE RODS AND SINGING SPEARS

PACKAGED 2 MINIATURES PER BLISTER.
8042A SCATTER LASER ON ANTI-GRAV PLATFORM

PACKAGED 3 MINIATURES PER BLISTER.

8042B DISTORTION CANNON ON ANTI-GRAV PLATFORM

PACKAGED 3 MINIATURES PER BLISTER.

8042C HEAVY PLASMA GUN ON ANTI-GRAV PLATFORM

PACKAGED 3 MINIATURES PER BLISTER.

8042D LASCANNON ON ANTI-GRAV PLATFORM

PACKAGED 3 MINIATURES PER BLISTER.
8052A WARP SPIDERS

PACKAGED 2 MINIATURES PER BLISTER.

8052B WARP SPIDER EXARCH

PACKAGED 2 MINIATURES PER BLISTER.

8056A ELDAR SCOUTS

PACKAGED 2 MINIATURES PER BLISTER.
8038A ELDRAD ULTHRAN – FARSEER OF ULTHWE

Miniature supplied unpainted. Packaged 1 miniature per blister.

8057A PHOENIX LORD KARANDRAS
THE SHADOW HUNTER

Miniature supplied unpainted. Packaged 1 miniature per blister.

8057B PHOENIX LORD JAIN ZAR
THE STORM OF SILENCE

Miniature supplied unpainted. Packaged 1 miniature per blister.

THE BLADE OF DESTRUCTION

THE SILENT DEATH

SCORPION’S BITE
8057C PHOENIX LORD ASURMEN
THE HAND OF ASURYAN

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8057D PHOENIX LORD FUEGAN
THE BURNING LANCE

DETAIL OF FIRE AXE

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8057E PHOENIX LORD MAUGAN RA
THE HARVESTER OF SOULS

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.

8057F PHOENIX LORD BAHARROTH
THE CRY OF THE WIND

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.
PACKAGED 1 MINIATURE PER BLISTER.
8059A WRAITHGUARD

PACKAGED 1 MINIATURE PER BLISTER.

8061F ELDAR DECALS

PACKAGED 15 TRANSFER SHEETS PER BLISTER.

SPACE ORK GOFFS IN COMBAT WITH THE ELDAR.
0438 ELDAR SHRIEKER JETBIKE
This deadly war machine takes its name from the Shrieker Cannon slung under the front of the Jetbike. The Shrieker Cannon spits forth screaming missiles of lethal serum. Contains 1 plastic Jetbike and additional pewter weapon and Eldar crew.

0786 ELDAR JETBIKE
The Jetbike is a lightning-fast weapon of war. Guardians riding Jetbikes form attack squads that can over-run heavily defended positions and strike deep into enemy territory. Contains 1 plastic Jetbike and 1 Eldar crew.
Space Orks are a green-skinned and ferocious race, bent on fighting anything that dares to stand in their way. The Orks live for war, eager for battle against any opposition, whether it is human, Eldar, Tyranid, Chaos, or even other Orks! The tendency to fight amongst each other is perhaps the only reason Orks don’t currently rule the universe.

**WAAAGH!**

‘Ere we go . . . Orks are tough, brutal, and a remarkably widespread race. Their society is broken into huge clans, each clan having its own distinctive behavior and habits. Of course you can not overlook the Orks’ smaller cousins, the not-incredibly-brave, but extremely numerous Gretchin.

Orks control a significant part of known space, but this territory is not in the least united. In fact, Orks spend so much time fighting each other, that the full brunt of an Ork offensive is rarely felt. On occasion, however, Orks manage to form a huge cohesive army under a particularly dominating Warlord. These great Orkish crusades are known as a Waaagh!, and they are greatly feared throughout the galaxy.

**ORK CLANS**

Putting together an Ork army is easy and fun, as the Orks have a lot of character. Each of the six main Ork clans have their own models, paint schemes, weapons of war, and battle tactics. For example, the Orks of the Goff clan prefer to dress in black and are notoriously ill-humored. In fact Goffs have the reputation of being the biggest and baddest of all Orks - they prefer to equip themselves with close combat weapons and then deal out their damage in hand-to-hand. In contrast, the Evil Sunz clan favors bright red which fits their flamboyant lifestyle. Nothing attracts an Evil Sunz Ork more than a fast and loud warbike painted red (because as the old Ork adage goes, “Red wurz go fastal”).

**A ROLLING TIDE OF GREEN**

When putting together and outfitting an army, Ork Warlords are spoiled with choices. With a plethora of different troop types and war machines to select from, Orks need to keep in mind what type of game they want to play. For a fast hit-and-run assault type of player, you can’t go wrong with the mechanized war bike and buggy squads of the Evil Sunz. The best looters in known space, Orks of the Deathskull clan have access to loads of heavy weapons - this makes them the clan to go to for massive firepower.

The choices are nearly endless, with war machines, Dreadnoughts, and elite units like the Stormboyz Korps! Of course many Ork Warlords, in typical green-skin fashion, lump in as many troops as they can and charge. In the immortal words of legendary Ork Warlord Brakka, “Krush dem all!”
8013A GOFF BOYZ

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8013B BLOOD AXE BOYZ

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

A STEP-BY-STEP EXAMPLE OF HOW TO PAINT A BLOOD AXE.
8013C DEATHSKULL BOYZ

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8013D EVIL SUNZ BOYZ

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.
SPACE ORKS

8013E SNAKEBITE BOYZ

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8013F BAD MOON BOYZ

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.
8014A GOFF BOSSES

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

8014B BLOOD AXES BOSSES

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

8014C DEATHSKULL BOSS

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

8014D EVIL SUNZ BOSS

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

RUNTS AND SQUIGS

THE RANDOMLY SELECTED RUNT OR SQUIG FOR ANY ORK CODE WILL BE TAKEN FROM THE ABOVE ASSORTMENT.
8014E SNAKEBITE BOSS

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

8014F BAD MOON BOSSES

PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

8014G FREEBOOTERZ KAPTIN

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

8014H STORMBOY DRILLBOSS

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

8014J BLOOD AXE KOMMANDO KAPTIN

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 1 ORK BOSS AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.
8015A WEIRDBOYZ

Miniatures are supplied with plastic arm and weapon sprues. Packaged 1 Weirdboy and 1 Minder per blister.

8015B RUNTHERDZ

Miniatures are supplied with plastic arm and weapon sprues. Packaged 2 Rutherderz and 1 randomly selected Runt or Squig per blister.
MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES.
PACKAGED 2 PAINBOYZ AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES.
PACKAGED 2 MEKBOYZ AND 1 RANDOMLY SELECTED RUNT OR SQUIG PER BLISTER.
8015E WARPHEADZ

Miniatures are supplied with plastic arm and weapon sprues when necessary. Packaged 1 Warhead and 1 Minder per blister.

8015F MINDERZ

Miniatures are supplied with plastic arm and weapon sprues when necessary. Packaged 2 Minderz per blister.

8016A GRETCHIN WITH AUTOGUNS

Packaged 3 Gretchin per blister.
0379 ORK DREADNOUGHT
Blasting away at the enemy and lumbering inexorably forward, this death-dealing machine is a must for every Ork Warlord with an eye for conquest! Contains 1 Dreadnought.

0434 SNAKEBITE ORK BOARBOYZ
Orks of the Snakebite Clan charge screaming into combat on top of mighty warboars. Orks respect boars for their ferocity and their noxious stench. Contains 4 pewter Orks and 4 plastic boars.
0436 ORK STORMBOYZ ASSAULT SQUAD
Death from above! With a well-drilled reckless abandon, Stormboyz use Ork Jump Packs to leap straight into the thick of battle. Contains a complete Korp of 5 Stormboyz, including a Drillboss.

0673 SPACE ORK WARRIORS
Orks charge into close range and blast the foe with their bolt pistols, or better yet, fight in hand-to-hand combat! Contains 6 highly detailed plastic models.

0674 GRETCHIN
When banded together into huge mobs, the lowly Gretchin become a deadly opponent. Wave after wave of attacking Gretchin can swamp even the best of troops. Contains 10 finely detailed plastic Citadel Miniatures.
8016B CLOSE ASSAULT GRETSCHIN

PACKAGED 3 GRETSCHIN PER BLISTER.

AN EXAMPLE OF PAINTED GRETSCHIN MOB WITH AUTOPISTOLS AND KNIVES.

8016C GRETSCHIN ASSISTANTS

PACKAGED 3 MINIATURES PER BLISTER.
8017A ORK BOARBOYZ

Miniatures are supplied with plastic arm and weapon sprues. Packaged 1 boarboy and 1 plastic boar per blister.

8017B ORK BOARBOYZ NOBZ

Miniatures are supplied with plastic arm and weapon sprues. Packaged 1 nob, 1 plastic boar, and 1 pewter boar head per blister.
8018A ORK MAD BOYZ

MINIATURES ARE SUPPLIED WITH PLASTIC ARM AND WEAPON SPRUES. PACKAGED 2 MINIATURES PER BLISTER.

8018B BLOOD AXE ORK KOMMANDOS

PACKAGED 2 MINIATURES PER BLISTER.
**SPACE ORKS**

8018C GOFF SKAR BOYZ

*Miniatures are supplied with plastic arm and weapon sprues. Packaged 2 miniatures per blister.*

8018D ORK STORMBOYZ

8018E ORK FREEBOOTERZ

*Miniatures are supplied with plastic arm and weapon sprues. Packaged 1 stormboy with jump pack per blister.*

*Miniatures are supplied with plastic arm and weapon sprues when necessary. Packaged 2 miniatures per blister.*
8018F GOFF NOBZ

Miniatures are supplied with plastic arm and weapon sprues. Packaged 2 miniatures per blister.

8018G SNAKEBITE NOBZ

Miniatures are supplied with plastic arm and weapon sprues. Packaged 2 miniatures per blister.
**SPACE ORKS**

8043A ORK WITH 'EAVY STUBBA

Miniatures are supplied with plastic arm sprue. Packaged 1 miniature with heavy weapon per blister.

8043B ORK WITH MULTI-MELTA

Miniatures are supplied with plastic arm sprue. Packaged 1 miniature with heavy weapon per blister.

8043C ORK WITH AUTOCANNON

Miniatures are supplied with plastic arm sprue. Packaged 1 miniature with heavy weapon per blister.

8043D ORK WITH 'EAVY BOLTA

Miniatures are supplied with plastic arm sprue. Packaged 1 miniature with heavy weapon per blister.

8043E ORK WITH LASCANNON

Miniatures are supplied with plastic arm sprue. Packaged 1 miniature with heavy weapon per blister.

8043F ORK WITH SHOKK ATTACK GUN

Miniatures are supplied with plastic arm sprue. Packaged 1 miniature with heavy weapon per blister.
MINIATURES ARE SUPPLIED WITH PLASTIC ARM SPRUE. PACKAGED 1 MINIATURE WITH KOMBI-WEAPON PER BLISTER.

8043G DEATHSKULL LOOTAS WITH KUSTOM KOMBI-WEAPONS

8038E GHAZGHKULL THRAKA WITH MAKARI

MINIATURES SUPPLIED UNPAINTED. BANNERS NOT INCLUDED. EACH BLISTER IS PACKAGED WITH GHAZGHKULL AND HIS FAITHFUL STANDARD BEARER MAKARI.

8038G ZODGROD WORTSNAGGA

MINIATURE SUPPLIED UNPAINTED. BANNERS NOT INCLUDED. PACKAGED 1 MINIATURE PER BLISTER.
8045B WARTRACK

PACKAGED 1 WAR BUGGY AND CREW PER BLISTER.

8045C SCORCHER

PACKAGED 1 SCORCHER AND CREW PER BLISTER.

8046A SPLATTA KANNON

PACKAGED 1 SPLATTA KANNON AND 2 CREW PER BLISTER.

8046B PULSA ROKKIT

PACKAGED 1 PULSA ROKKIT AND 2 CREW PER BLISTER.
8046C TRAKTOR KANNON
PACKAGED 1 TRAKTOR KANNON AND 2 CREW PER BLISTER.

8046D SMASHA GUN
PACKAGED 1 SMASHA GUN AND 2 CREW PER BLISTER.

8046E SQUIG KATAPULT
PACKAGED 1 SQUIG CATAPULT AND 2 CREW PER BLISTER.

EXAMPLE OF PAINTED TRAKTOR KANNON AND CREW.
8047B ORKS IN MEGA-ARMOUR WITH BOLTERS

PACKAGED 1 MINIATURE PER BLISTER.

8047C ORKS IN MEGA-ARMOUR WITH PLASMA GUNS

PACKAGED 1 MINIATURE PER BLISTER.

8061G SPACE ORK DECALS

PACKAGED 15 DECALS PER BLISTER.

8061B SPACE ORK BANNERS

PACKAGED 5 BANNERS PER BLISTER.
SPACE ORKS

0735 ORK BUGGY
War Buggies zoom across the battlefield firing lethal blasts from the mounted Multi-Melta. Anything that isn't green! Look out! Contains a plastic model kit of 1 Ork Buggy.

0801 ORK WARBIKE
Yet another Ork speedy machine tearing up anything that crosses its path with twin autocannons. Contains a plastic model kit of 1 Ork Warbike.
From out of the icy void of space comes a terror unlike any other. The Tyranids come, driven by the single-minded consciousness of the hive-mind, to utterly destroy and consume all who would stand in their way. Decimating whole galaxies, the Tyranids leave behind them only a bloody path of lifeless planets.

**DOMINATE, CONSUME, EXPAND**

The massive Tyranid fleets have come from the depths of cold space to conquer. Totally alien from mankind, the Tyranids are directed by the Hive mind, the group consciousness that directs the billions of Tyranid creatures, and ties each individual into the collective intelligence.

Even more frightening is the unique Tyranid ability to evolve equipment out of living tissue. This means that everything the Tyranids use, from weapons to entire spacecrafts, is a living creature in its own right - especially evolved for the task at hand by the Tyranids.

**BIO-CONSTRUCTED DEATH**

As the Tyranids continue their never-ending search for living materials to consume for their own needs, they have had to evolve some potent symbiote weaponry to overcome resistance. When choosing their troops Tyranid Commanders have a wide variety of bio-engineered warriors to choose from, each suited for a different role on the battlefield.

The Genestealers and Hormagaunts, for example, are awesome in hand-to-hand combat, but with no ranged attacks, both troop types are vulnerable as they advance across the table to engage the enemy. Some troops, like Tyranid Warriors are potent at both ranged and close combat, depending on how you choose to equip them. A Venom Cannon can rain death from a distance, while Boneswords are only for close combat.

**CHOOSING YOUR SWARM**

When it comes to actually building a Tyranid Army for Warhammer 40,000 a Tyranid Commander is presented with two distinct advantages - the first of which is a vast horde of great Citadel Miniatures, and the second is a varied and playable army list which can be found along with special rules and background in the Tyranid Codex.

Whether you choose a small but powerful army full of Hive Tyrants and Carnifexes, or try to sweep the foe under with a living tide of Termagants and Gargoyles, the Tyranid Army offers endless possibilities. There is a big universe out there, now go out and consume it!
8036A GENESTEALER CULT HYBRIDS

PACKAGED 2 MINIATURES PER BLISTER.

8036B GENESTEALER CULT MAGUS

PACKAGED 2 MINIATURES PER BLISTER.

8037C TERMAGANTS WITH STRANGLEWEB

PACKAGED 2 MINIATURES PER BLISTER.

8037A TERMAGANTS WITH FLESHBORERS

PACKAGED 2 MINIATURES PER BLISTER.

8037B TERMAGANTS WITH SPIKE RIFLES

PACKAGED 2 MINIATURES PER BLISTER.
TYRANIDS

8037D TYRANID GARGOYLES

PACKAGED 2 MINIATURES PER BLISTER.

8037E BIOVORE WITH SPORE MINES

PACKAGED 1 BIOVORE AND 3 SPORES PER BLISTER.

8037F HORMAGAUNTS

PACKAGED 2 MINIATURES PER BLISTER.

8037N SPORE MINES

PACKAGED 6 SPORES PER BLISTER.
0378 TYRANID CARNIFEX
The Carnifex is a terrifying living dreadnought constructed by the Tyranids. Protected by incredibly tough chitinous plates, the Carnifex wades through the enemy to bring sweeping death with its great blade-like arms. Contains 1 model.

0451 LICTOR
Lictors are especially adept at stalking ahead of the Tyranid Army and destroying and disrupting enemy forces. Well equipped for dealing death, the Lictor is a living weapon. Contains 1 model.

0449 HIVE TYRANT
Large, powerful, and sinuously graceful, the Hive Tyrant wields its bio-weapons to deadly effect. The focal point of the Hive Mind, the Hive Tyrant drives the Tyranid swarm forward in battle, crushing and consuming all who cross their path. Contains 1 Hive Tyrant and optional weapons including: a Venom Cannon, Lash Whip, Bone Sword, and a Barbed strangler.
0675 TERMAGANTS
Commonly called Hunter Slayers by Imperial Troops, Termagants are fast, agile, and altogether cunning creatures. Contains 6 plastic Termagants armed with deadly fleshborers.

0676 GENESTEALERS
Scuttling forward with inhuman speed, Genestealers rip into foes with razor-sharp claws. They are feared as one of the deadliest hand-to-hand opponents in the galaxy. Contains 6 plastic models.

0775 TYRANID WARRIORS
Helping to direct the vile orders of the Hive Mind, Tyranid Warriors lead the lesser bioconstructs to battle. Contains 3 finely detailed plastic Citadel Miniatures.
8037G TYRANID WARRIOR WITH SPINE-FIST AND BONESWORD

8037H TYRANID WARRIOR WITH DEVOURER

8037M TYRANID RIPPER SWARM

PACKAGED 1 MINIATURE PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

PACKAGED 1 SWARM PER BLISTER.
80371 TYRANID WARRIOR WITH LASH WHIP AND BONESWORD

PACKAGED 1 MINIATURE PER BLISTER.

8037J TYRANID WARRIOR WITH VENOM CANNON

PACKAGED 1 MINIATURE PER BLISTER.
8037K TYRANID WARRIOR WITH BARBED STRANGLER

PACKAGED 1 MINIATURE PER BLISTER.

8037L ZOANTHROPE

PACKAGED 1 MINIATURE PER BLISTER.
The Warhammer 40,000 Boxed Armies are a great, one-step way to collect whole armies. Collect the furious Space Wolves or the battle-crazed Space Orks - there are six boxed armies to choose from. Each boxed army set contains a complete army, along with a booklet with the army list for all the models in the box, including point values and characteristics. To complete your forces you will also find a set of full color, self adhesive banners and transfer sheets for your particular army.

- 0510 Ultramarine Boxed Army
- 0512 Tyranid Swarm
- 0513 Space Wolf Boxed Army
- 0514 Space Ork Army
- 0515 Eldar Boxed Army
- 0526 Blood Angel Boxed Army
Space Wolves have long been famous for courage and savagery. This book describes their unique history and organization.

The Eldar are an ancient race engulfed in a battle for survival. This companion describes the history and armies of the Eldar.

Orks are the most savage and warlike race in the whole galaxy. The complete army list covers the vast array of Ork troop types.

The greatest of all Space Marine Chapters. This book covers the background and army lists for the Ultramarines.

Tyranids live to raze all life to fuel their own malevolent needs. The complete army list covers all the vile Tyranid troop types.

Imperial Guard is the largest fighting force in the galaxy. The complete army list covers all the vile Imperial Guard troop types.

Learn the long hidden secrets of the Blood Angels and Dark Angels. This book covers the background and army lists for both Space Marine Chapters.

Traitors to the Emperor and worshippers of dark gods. The Chaos Space Marines seek retribution. This book covers the hideous background and army lists for the Chaos Space Marines.

This awesome compilation contains all the most sought-after Warhammer 40,000 articles and datafax cards from White Dwarf Magazine.
The Citadel Color Paint Set is an ideal way to buy your first paints. The box contains ten pots of water soluble paint, a brush, two Citadel miniatures, and the tray incorporates a handy mixing palette.

Also available are individual paints, with over 75 colors to choose from. Currently there are four different spray paint colors corresponding to a Chapter of Space Marines. After undercoating apply a superfast basecoat.

BUILDING TERRAIN

Nothing looks better than a gaming table crammed with exciting scenery. This book show you how to design and make terrain for wargames. Using simple techniques and readily available materials, you can produce all sorts of models from simple woods and hills to amazing fantasy castles and the cratered battlegrounds of the far future.
0170 IMPERIAL FIREBASE
Firebases come complete with a variety of fuel and ammo supplies allowing the re-supply and repair of most STC-designed Imperial combat ordinance, and turning the firebase into a vital link in an army's supply chain.
Firebases can act as command posts, supply centers, fortresses or as a transport terminus.
This boxed set contains a complete Imperial Firebase plastic and card model including full assembly instructions.

0169 IMPERIAL BASTION
A Bastion is a permanent emplacement and many have stood guard over the Imperium's borders for more than ten millennia. Built around a high tensile adamantium frame with cermite-reinforced concrete forming metre-thick walls, the Bastion is designed to be able to withstand anything from sub-arctic temperatures to the rigors of volcanic activity.
This boxed set contains a complete Imperial Bastion plastic and card model including full assembly instructions.
In the depths of space, vast derelict spacecraft drift ever closer toward the Imperium. These space hulks harbour the terrible menace of the Genestealers – savage alien monstrosities, whose only purpose is to destroy. The fate of all mankind lies in the hands of the Space Marines – the galaxy's finest warriors and the only force that stands between humanity and the aliens' relentless onslaught. Clad in mighty Terminator armour, the Space Marines must obliterate all trace of the Genestealers or die in the attempt.

In Space Hulk two rival players control squads of Space Marine Terminators or vast hordes of Genestealers in savage combat amongst the cramped corridors of derelict space vessels.

Not suitable for children under 36 months due to small parts and essential pointed components.

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Necromunda, a world of giant hive cities and glittering spires crouched upon a dark underworld of anarchy and violence. In the subterranean depths, the hard-bitten survivors of Necromunda’s many terrors stalk each other through crumbling domes and ancient machines, fighting and dying for the spoils of a derelict civilisation.

In Necromunda rival players control gangs of fighters who must battle it out amongst a three-dimensional tabletop landscape of ruined buildings, soaring gantries and walkways.
Dark Millennium brings the full range of deadly fighting machines, devastating psykers and exotic wargear to the Warhammer 40,000 game.

The box contains over twenty full colour vehicle datafaxes including everything from bikes to battle tanks and dreadnoughts. Special rules and psychic disciplines are detailed for each of the major races. Dark Millennium also contains dozens more templates and Wargear cards for you to equip your specialist troops with and two sets of two new Mission cards – Witch Hunt and Guerrilla War, and a deck of eighteen strategy cards to help you to defeat your enemies and emerge the victor!

THIS IS NOT A COMPLETE GAME. YOU WILL NEED A COPY OF WARHAMMER 40,000 TO USE THE CONTENTS OF THIS BOX.

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