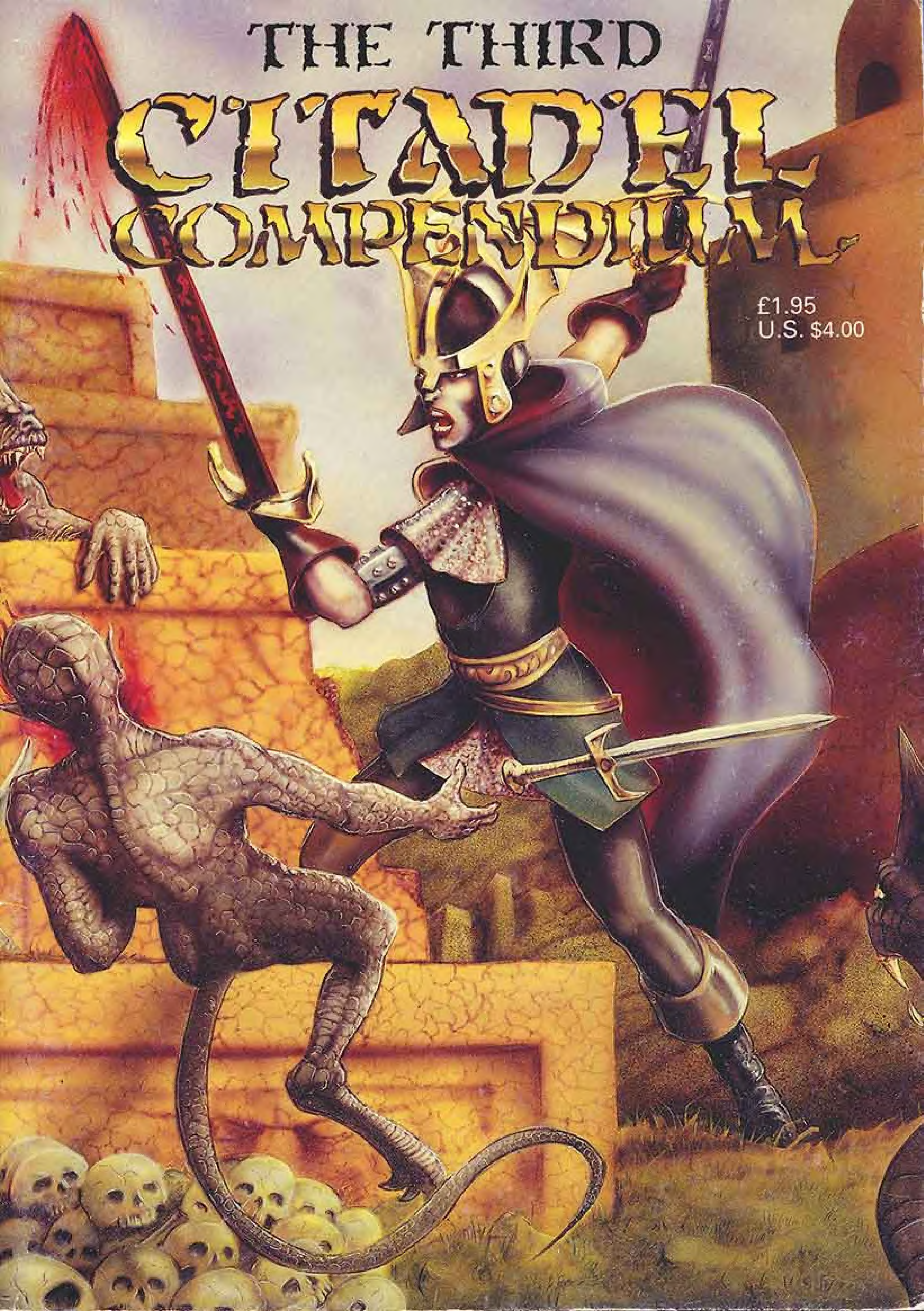


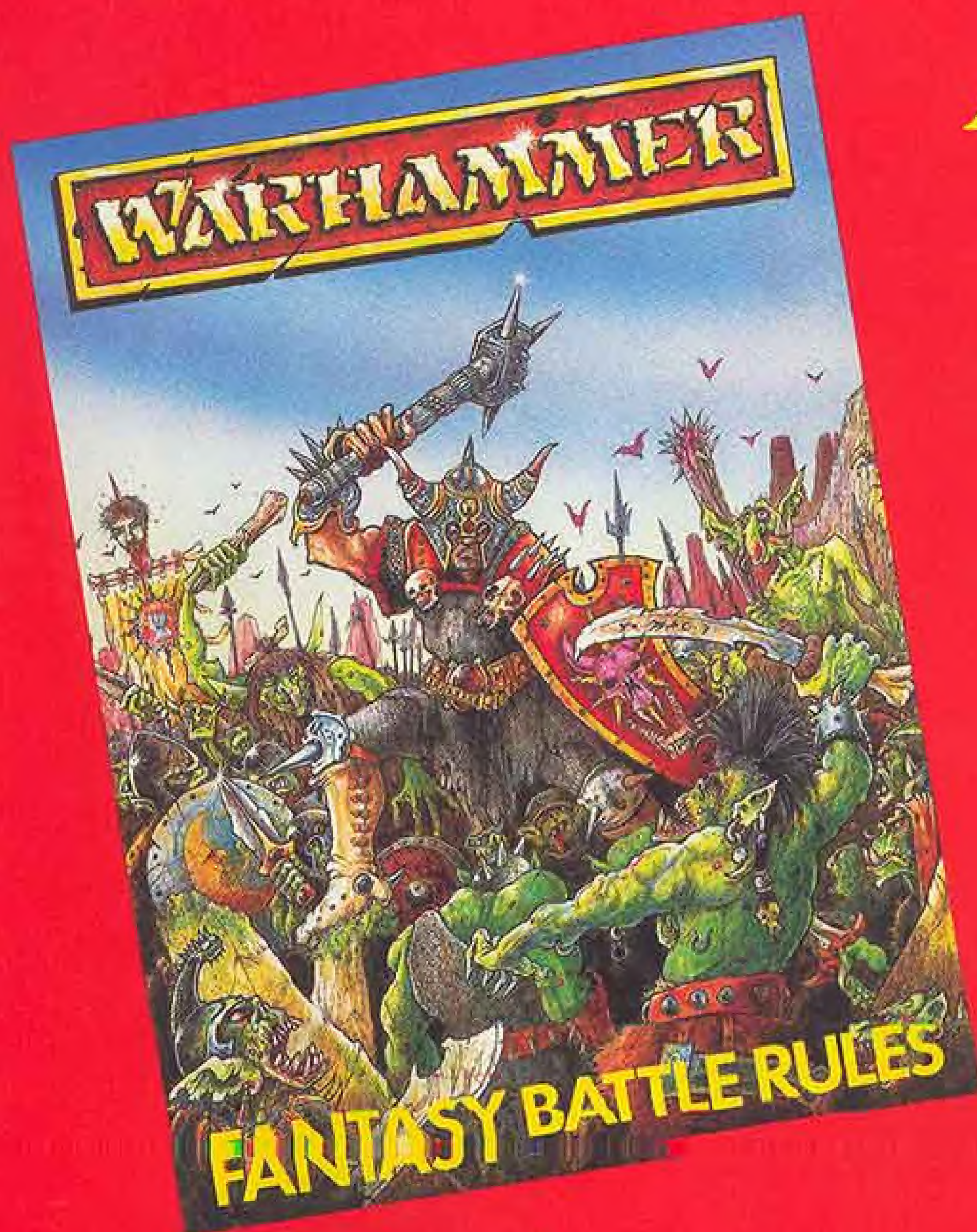
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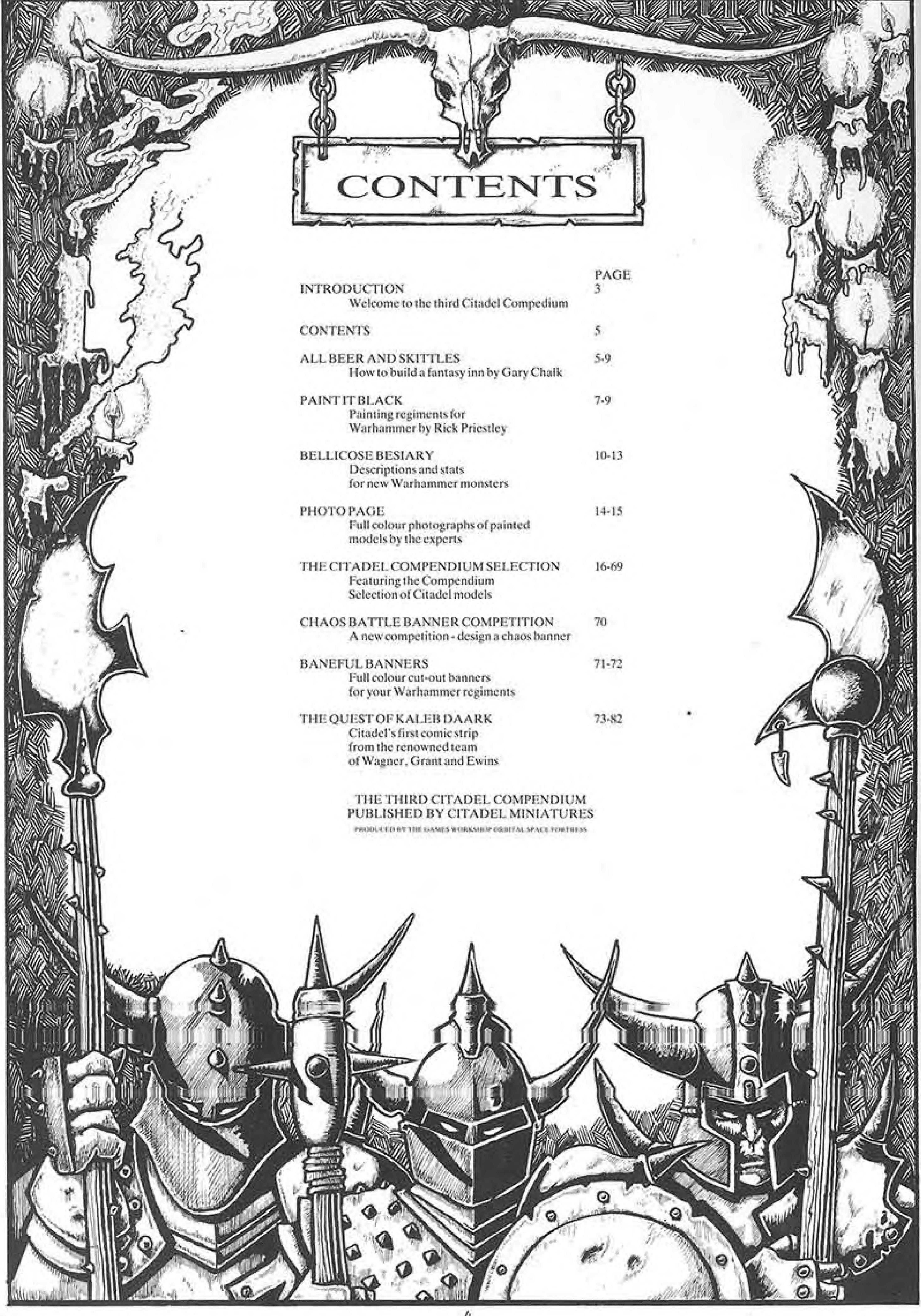
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THE THIRD CITADEL COMPENDIUM
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PRODUCED BY THE GAMES WORKSHOP ORBITAL SPACE FORTRESS



All Beer and Skittles

HOW TO BUILD A FANTASY INN

By Gary Chalk

THE REASON WHY

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

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

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

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

PLANNING

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



Size. Work out the overall size of the model first. The tavern in the photographs is approximately 23 inches square, the size of one of my terrain modules. Someone making their first building would be well advised to try something a little more modest. Once you have decided the overall size, you can then work out the number of rooms that can be accommodated within the space. It is better to have a few relatively large rooms rather than a lot of small ones as a figure's base can take up an awful lot of space. A small tavern could have as few as three rooms: the bar itself, a kitchen and the owner's living room - plus, perhaps, a privy out the back. One last thing to remember about the size of your model is that when it is finished you have to have somewhere to put it. Don't make a model larger than your storage space.

The Base. The base of your model should fit in with the rest of your wargames scenery, both from the point of view of colour and general texture. My inn was based on 1½" chipboard as are my other terrain modules. Smaller models could use plywood or hardboard. Don't use card for the base of any model of this size, as it will warp and curl up at the edges. The stronger the base, the stronger the whole model will be.

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



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

MATERIALS

Material	Use
Chipboard/plywood/hardboard	The base
Mounting card (available at art shops)	Walls and roof
Thin card (available at art shops)	Roof tiles
Polystyrene ceiling tiles	Exterior walls, where the thickness of the wall can be seen. Irregularities and hillocks on the base.
Balsa strip and rod	Beams and door and window frames
Balsa block	Chimney stacks
Plasticard	Paving stones Stonework texture on walls
Tetrion ready-mixed plaster	Texture for walls and base
Bostik/Uhu	Gluing together wood and card
Wood Glue (Resin W, etc)	Gluing ceiling tiles (other glues melt them)
Emulsion paints	Building walls and base. Ceiling tiles (other paints may melt them)
Citadel acrylic paint or Humbrol enamel paint	Beams and other details
Grass mat	Lawn/grass on base
Ready made trees/bushes	Base decoration
Ready made fencing	Base decoration

CONSTRUCTION

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

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

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

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

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

The plasticard should now be cut into a number of rectangles of different sizes, the maximum being about half an inch square.

These can then be glued in irregular groups on the base of the model, both inside and out, to represent paving stones. Any parts of the building with stone walls should also be treated in the same way. In addition, the corners of any stone walls should be carefully built over with plasticard rectangles to give the appearance of the heavy stonework found on the corners of real buildings. Not only does this make the building look more realistic, it also neatly hides the join where card is glued together.

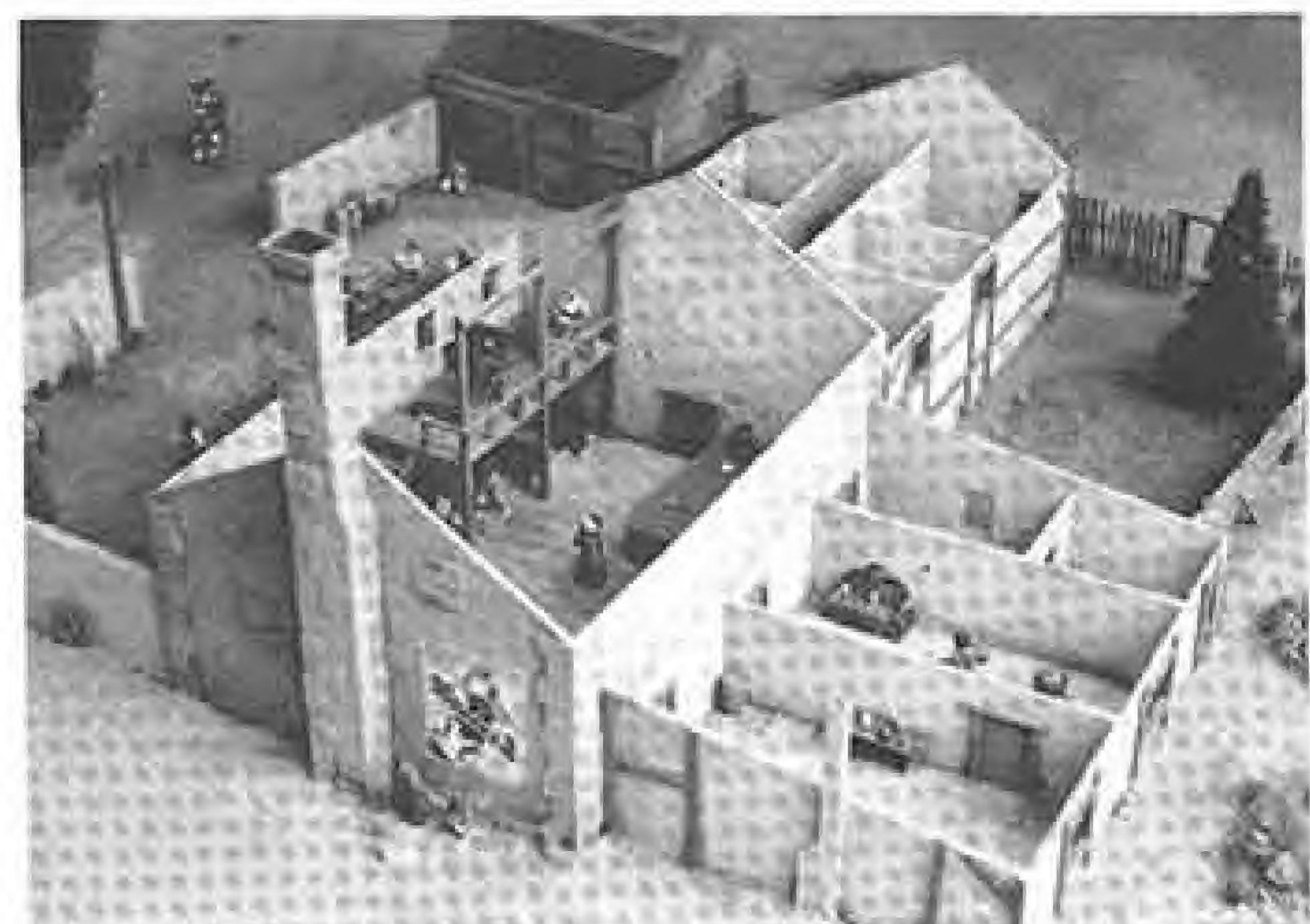
Any other structures, such as fences, inn yard walls, privies and so on should now be stuck in position on the base.

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

While the plaster is drying, it can be quite a good idea to get on with the roofs. The mounting card roof pieces must be tiled using thin card, this is the most boring bit of the entire model - but it does give a very realistic effect. First cut the thin card into strips about 3" long by 3/8" wide. You will need enough of these to cover the roof area of your model about 1 1/2 times. These strips should then be nicked every 1/4" or so, with a pair of scissors to represent strips of tiles. These should then be glued to the mounting card roof sections, starting from the bottom edge and working up, overlapping each successive row. The crown of the roof should be finished off with a folded piece of thin card. The whole structure can then be painted with thinned down Tetrion in the same manner as the walls.

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

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



PAINT IT BLACK



PAINTING REGIMENTS FOR



BY RICK PRIESTLEY

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

PAINTING REGIMENTS

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

1. Most of the time your models will be seen from over two feet away. Aim to make the models look good from a distance **not** from a few inches. Super-detail is not needed and may even detract from the overall appearance.
2. Your models will be seen in a large regimental block. The models you choose will create a sort of visual rhythm, especially if they are all the same - as with a Regiment of Renown. That overall rhythm is an added dimension that you must consider. Don't break that rhythm by using too many different colours or subdued shading.
3. Regiments of models never stand alone. They will appear against other regiments, scenery and the tabletop itself. Dull or subtle colours will simply vanish in situations like this, as will subtle shading and minor detail. Even a bright colour will appear subdued when viewed from a distance and amongst the usual mass of tabletop green: so don't be afraid of using bright, strong colours. For the same reason avoid pastels and other light shades; a primary colour or a shade of equivalent strength will give a clearer, cleaner result.

PREPARING TO PAINT

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

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

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

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

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

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

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

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

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

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

PREPARING THE MODELS

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

UNDERCOATING

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

BASING

If models are slottabased then attach the models to their bases now. Bostik, or similar, is as good as anything.

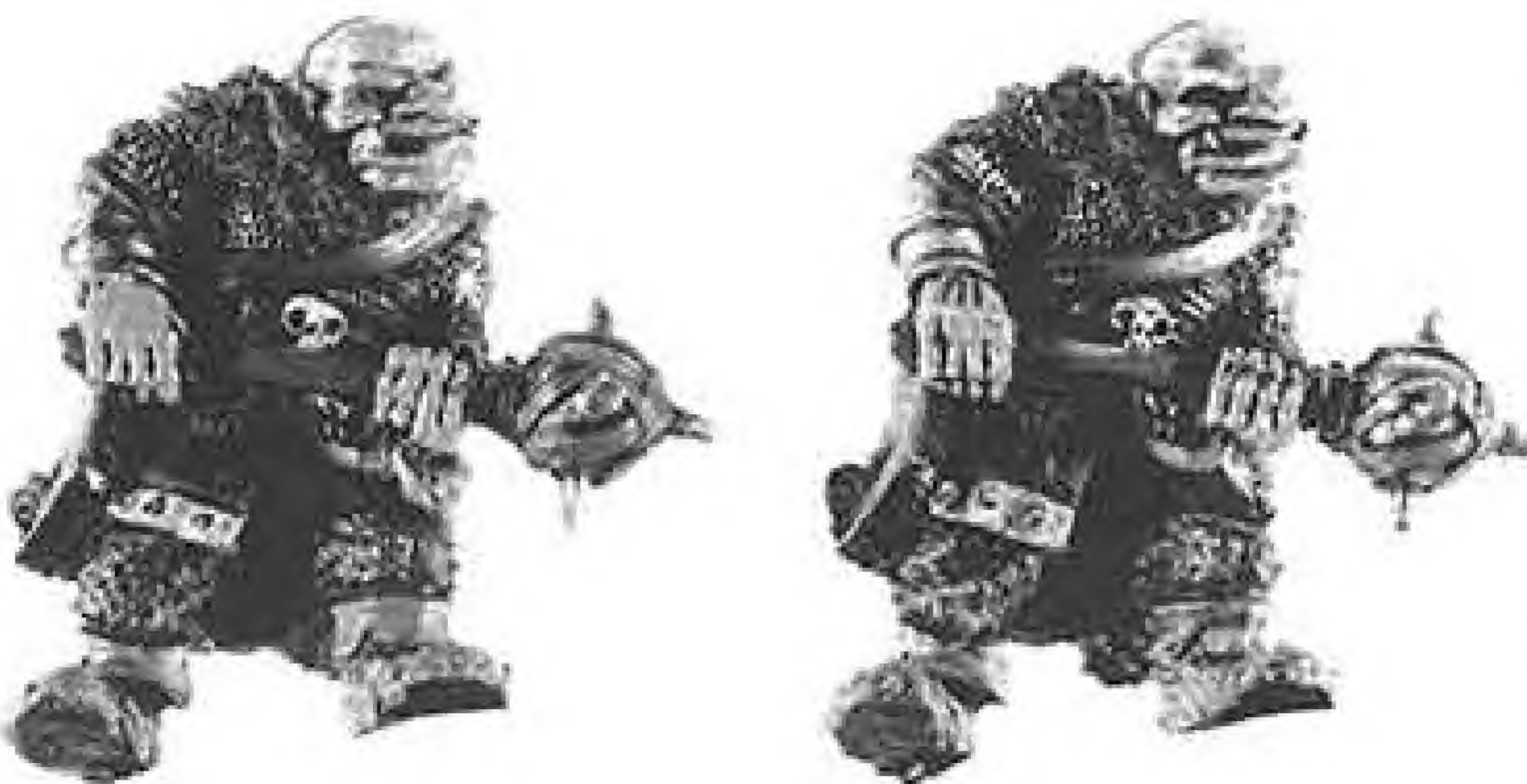
PAINTING

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

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



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



UNIFORMS AND NOT

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

METALLICS

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

DETAIL

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

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

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

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

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

Studs. Studs, rivet heads and the like are a but fiddly to paint around. The easiest thing to do is simply to paint right over them in the surrounding colour. For example, if you're painting a brown shield, paint the whole shield brown, including any studs. Once the base coat is dry, paint each rivet with a blob of black, including a small area about 1mm wide round the rivet. Once the black is dry you can paint the rivet itself either silver, gunmetal or bronze. In this way each rivet is surrounded by a black shadow, and will really stand out. This method can be used to pick out any small detail, such as a wart on an Ogre's nose, or the draw-strings on a pouch.

Textures. So far we've only considered solid colours - a brown cloak, red trousers, etc. But you can add detail and interest by painting a tarten, cheques, parti-coloured clothing (like a jester's motley), stripes, hoops, etc. Remember, designs of this kind create a definite texture which must not go against the underlying shape of the model. A very fine pattern will tend to break up the form of the model, and is very difficult to paint, especially over folds and creases. A bold pattern painted onto a large area, repeated throughout a regiment can look very effective. When painting a texture think about how the colours appear next to each other, and consider painting in a darker edge to broaden the contrast. For example, if a garment is red and white striped, first paint the whole garment white, then apply the stripes in red. Now mix a darker shade of the red and thin it down with water. Take your finest brush and very carefully paint a fine line on the edge of the red where it meets the white. If you have a spare, clean, moist brush you can quickly remove stray dark red if it gets onto the white. The effect is to heighten the contrast, reproducing the effect that life-size areas of contrasting colour would give.



SHADING

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

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

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

HIGHLIGHTS

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

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

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

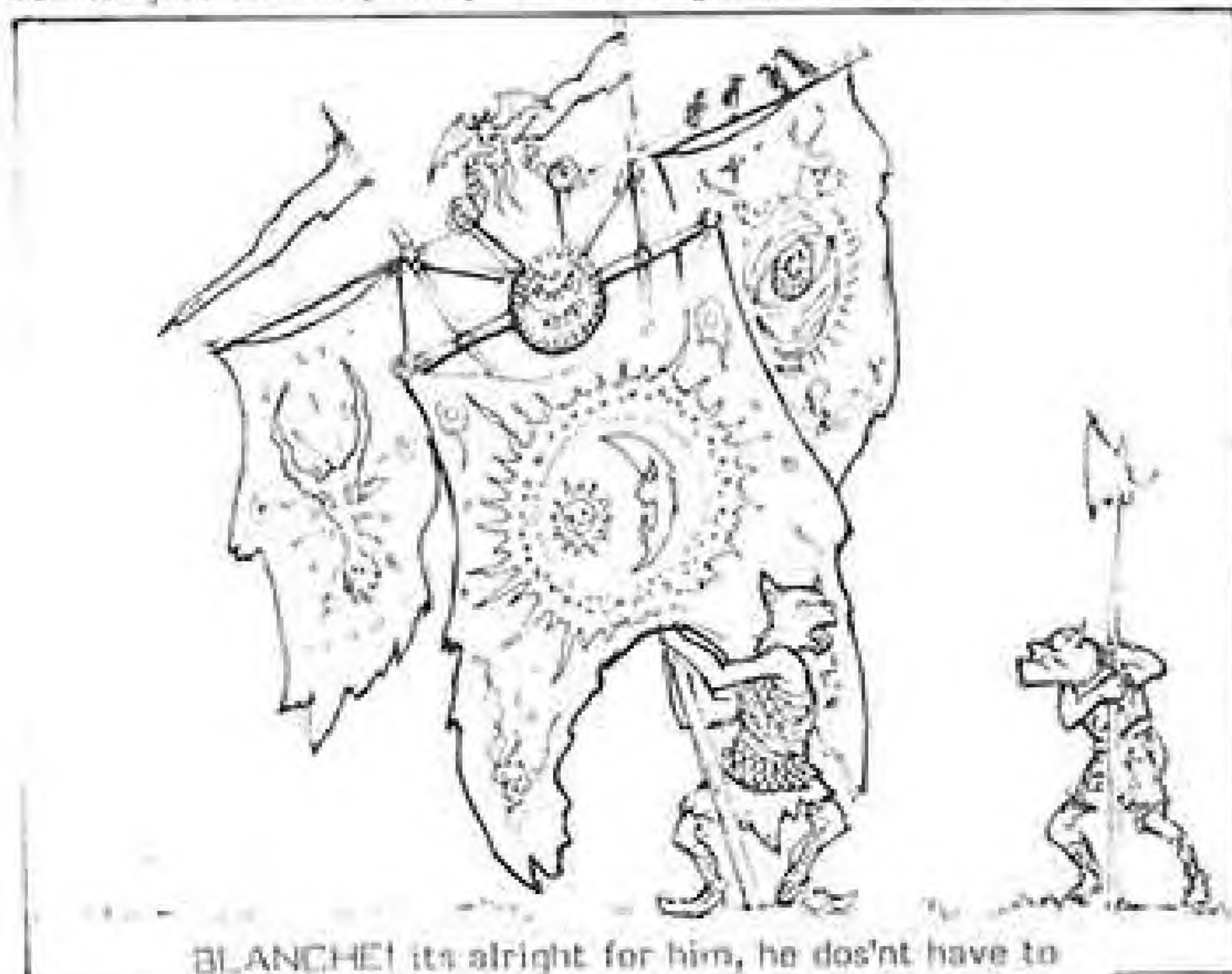
BASING THE COMPLETED MODELS

The models are now painted and it only remains to complete the bases before applying varnish. Make sure all of the models are firmly attached to their slottabases, and reglue any that appear wobbly. Before covering the base with scenic flock it is best to paint a black area around the model's feet. This is left clear, and makes the figure stand out off the ground, instead of looking as if he's buried in it. Now paint the rest of the base green - the edges of the slottabase can be painted green to match your tabletop, or black to make them stand out. Our own models are often left with black edges, as we take photos for our games and magazines they must appear clear. If your troops aren't slottabased then you will have to make card bases and glue the models to them.

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

VARNISHING

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



STANDARDS

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

BELLICOSE BESTIARY

NEW **WARHAMMER** MONSTERS

NEW DEMON

MIGHTY A-ANGOR THE GIGANTIC BALROG - SLAYER OF GODS

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

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	9	8	20	10	10	10	10	10	10

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

Aangor can breathe fire in the same way as a Dragon, causing 2D6 strength 10 hits at a range of 12". He cannot breathe fire in combat.

Aangor is a mighty wizard as well as a creature of brute force and unfathomable energies. He is the equivalent to a level 4 wizard with a **Magic Constitution Level** of 100 and the following spells.

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

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

Spell Level	4
Energy	15
Description	This spell may be used against an individual or unit of living creatures within 12". If used against a unit it will effect up to D6 individuals. Targets have their usual magical saving throws . If they fail these then their living tissues will swell, brains expanding to divide skulls, bowels heaving and crawling from splitting stomachs, internal organs exploding into a mass of tangled, writhing gore. This causes the instant death of its victims - and surviving members of the unit must take an immediate rout test.



NEW ELEMENTALS

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

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
10	10	10	10	10	10	10	10	10	10	10	10

Basic Points Value 1133

LIFE ELEMENTAL

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





DEATH ELEMENTAL

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

PLAGUE ELEMENTAL

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

NEW MONSTERS

DRAGON TURTLE

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

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

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

Alignment. Neutral.

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

Basic Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	4	3	3	2	7	3	7	7

Basic Points Value 36.

CULCHAN

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

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

World Distribution. The grasslands of Southern Lustria.

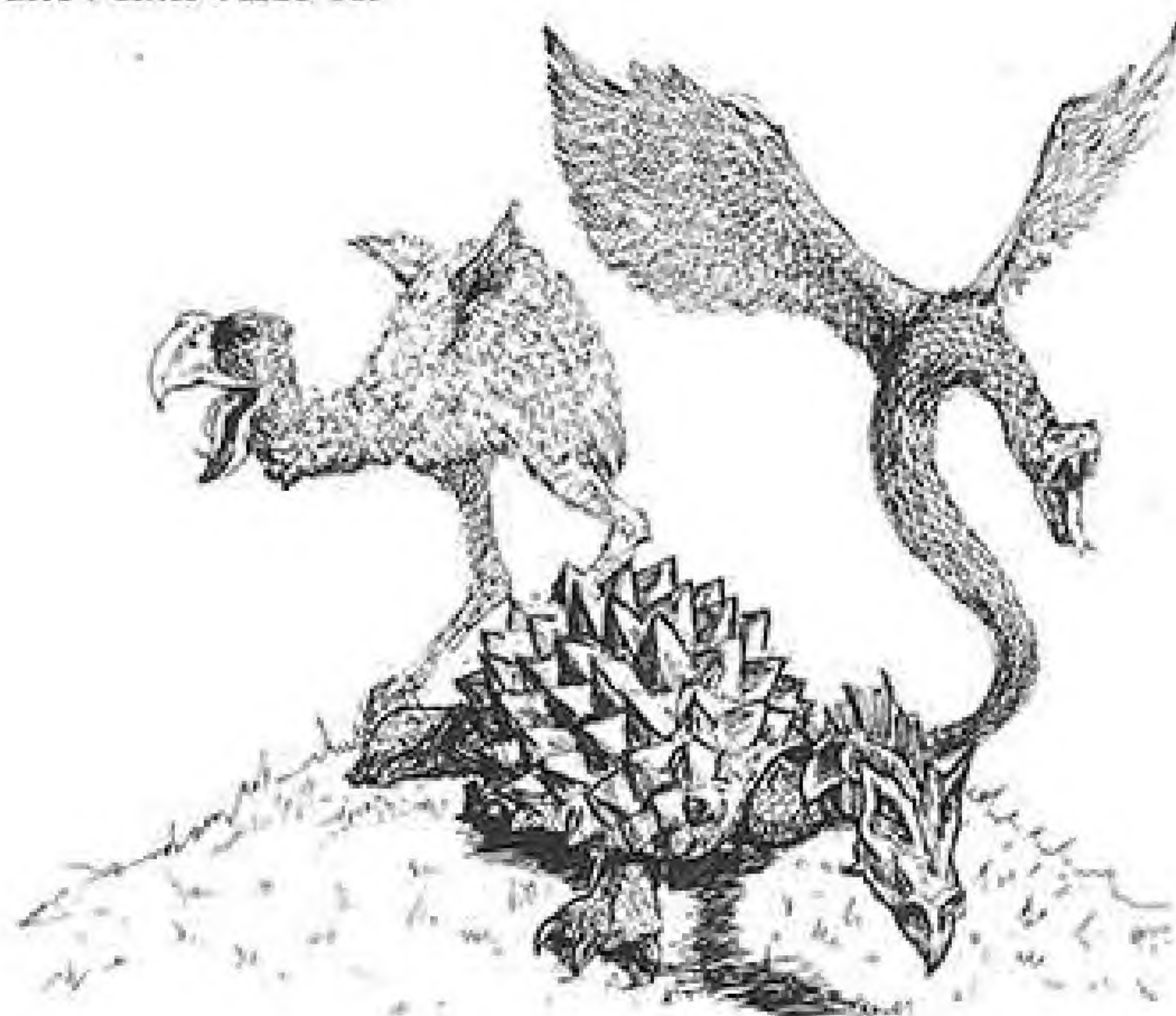
Alignment. Neutral.

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

Basic Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	0	4	4	2	2	2	2	4	6	6

Basic Points Value 18.



COATL

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

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

World Distribution. Tropical rain forests of Lustria.

Alignment. Good.

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

Basic Profile

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
2	6	0	4	5	3	6	3	8	8	8	8

Basic Points Value 78.

CITADEL MINIATURES PUBLICATIONS

WARHAMMER



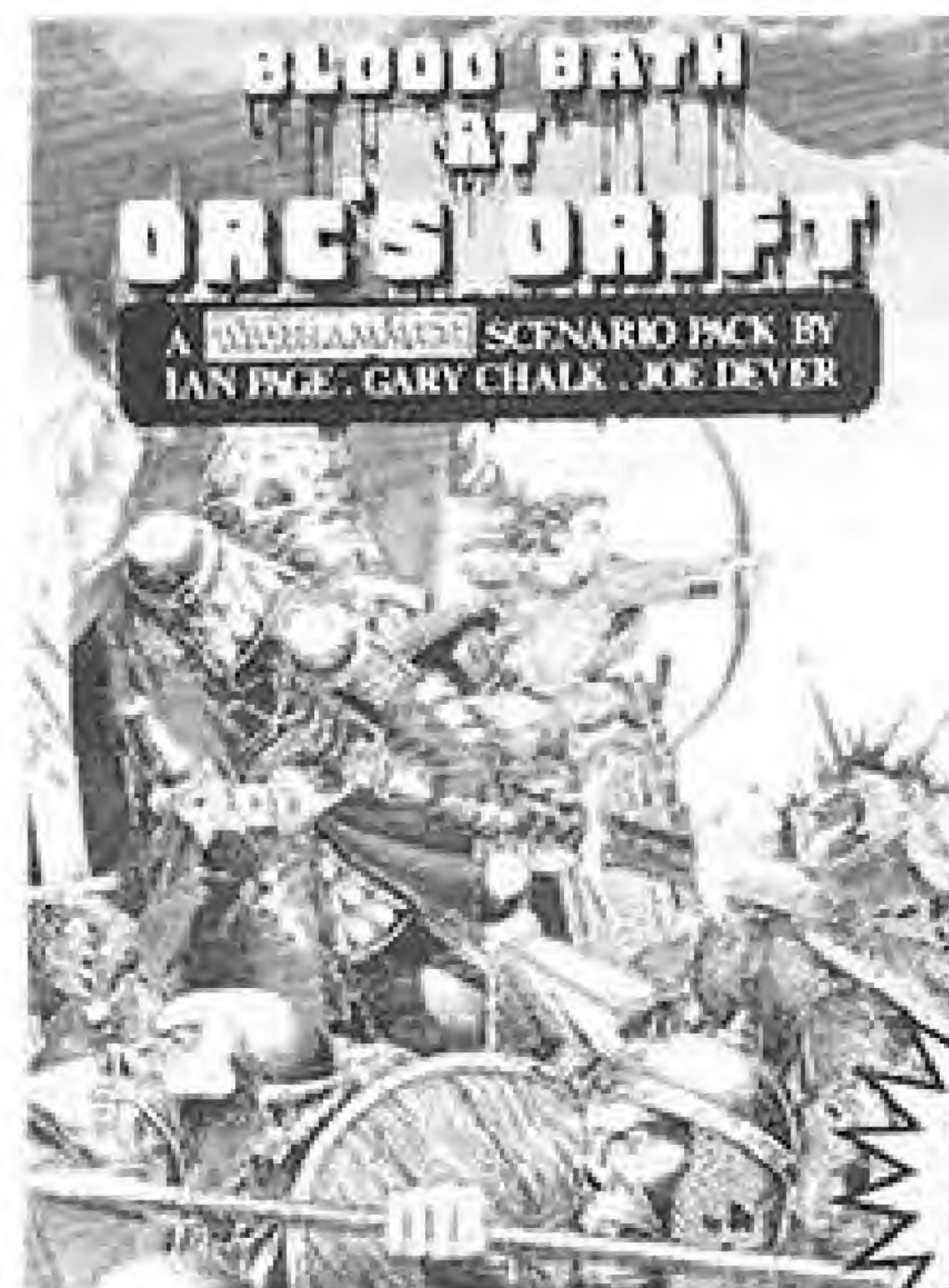
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THE
**CITADEL
JOURNAL**
SPRING 85



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

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

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THE SECOND
**CITADEL
JOURNAL**
AUTUMN 85



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OGRES



DWARFS



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CITADEL
MINIATURES

Photo Page





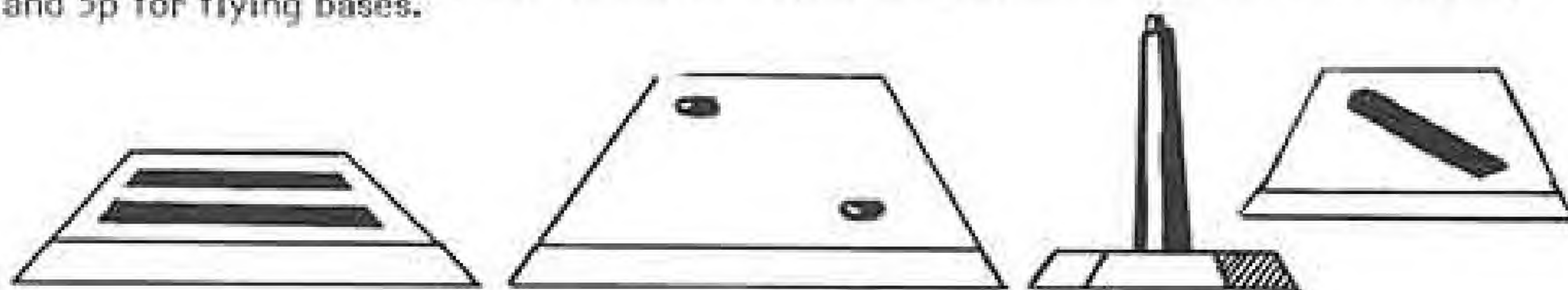
- A: Phil Troll painted and photographed by Phil Lewis
- B: Advanced Dungeons & Dragons® Under Hulk painted and photographed by Phil Lewis
- C: Chase Ogre painted and photographed by Phil Lewis
- D: Docs painted and photographed by Phil Lewis
- E: Last Gallery modelled and painted by Steve James and photographed by Phil Lewis
- F: Chase Mootaur converted and painted by John Blanche, photographed by Joe Dever
- G: Nick Bibby's two-headed dragon, painted by Nick and photographed by Richard Harcourt
- H: Charles Elliott's Chase War Machine, converted and painted by Andrew Hovew and photographed by Joe Dever
- I: Villager in stocks painted and photographed by Phil Lewis
- J: Alex McCune demonstrates the art of scratch-building with this evocative 'shen' scene
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- L: Advanced Dungeons & Dragons® Illusionist painted and photographed by Phil Lewis
- M: Goc officer painted and photographed by Phil Lewis
- N: Another atmospheric shot, this time from Phil Lewis and featuring Advanced Dungeons & Dragons® Grells and Shambling Mound
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CITADEL MINIATURES

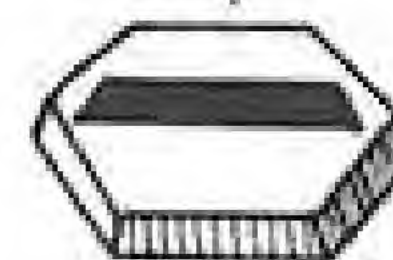
Presenting the all new **Citadel Compendium Selection** of models, replacing the selection in prior Compendiums and Journals. The models illustrated within these hallowed pages do not represent the entire range of Citadel Miniatures - the sum total of which would fill a tome of insanely large proportions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

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

Most Citadel models now come with a separate styrene Slotta-base for gaming and display. Each base has either a pre-cut groove to take the model, or a series of weakened grooves underneath. Use a screwdriver to push out weakened grooves where required (do not use the model tab itself or it will break). Apply glue to the tab on your model and fix to the slotta-base as shown. Slotta-bases provide a stable base for your models and are ideal for displaying your models at their best. Each model comes with an appropriately sized and shaped base, additional slotta-bases can be purchased separately should you wish, for a mere 2p for hexagonal, 20mm & 25mm bases, 3p for horse/monster oblong bases and 6p for 40mm bases, and 5p for flying bases.



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



Requires Assembly - this symbol indicates that the model or models are cast in two or more parts. Such models will need to be assembled by you. A degree of modelling competence is necessary to construct any multi-part kit, and we do not recommend them for inexperienced or very young modellers.

CITADEL MINIATURES

FIGHTERS C01

Designed by Bob Naismith



Wolfhead



Hercule Throb



Sir Bryan
of linby



Anwan of
Middlemarth



Ivan Nozski



Angus Hardheart



Sigurd



Erlic



Aelfric



Dolgar



Baldur



Gustrav



Atari



Cedric



Dorian



Baron
Banesword



Hengist



Achmed



Beowulf the Berzerk



Klotilde Ironface

CITADEL MINIATURES

WIZARDS

C02

Designed by Aly Morrison



Archmage



Hansat



Derver



Baygar



Spyre



Norri



Skullspearer



Seerstone



Samantha
Phox



Holbon
Toddlebrew



Drillwear



Mazda

Kynkar

CLERICS

C03

Designed by Bob Nisamith



Ancient Word
Female



Rus



Ivory Temple



Inner Sight



Black Brotherhood



Albonite
Female



Forestal



Red Robe



Word Power



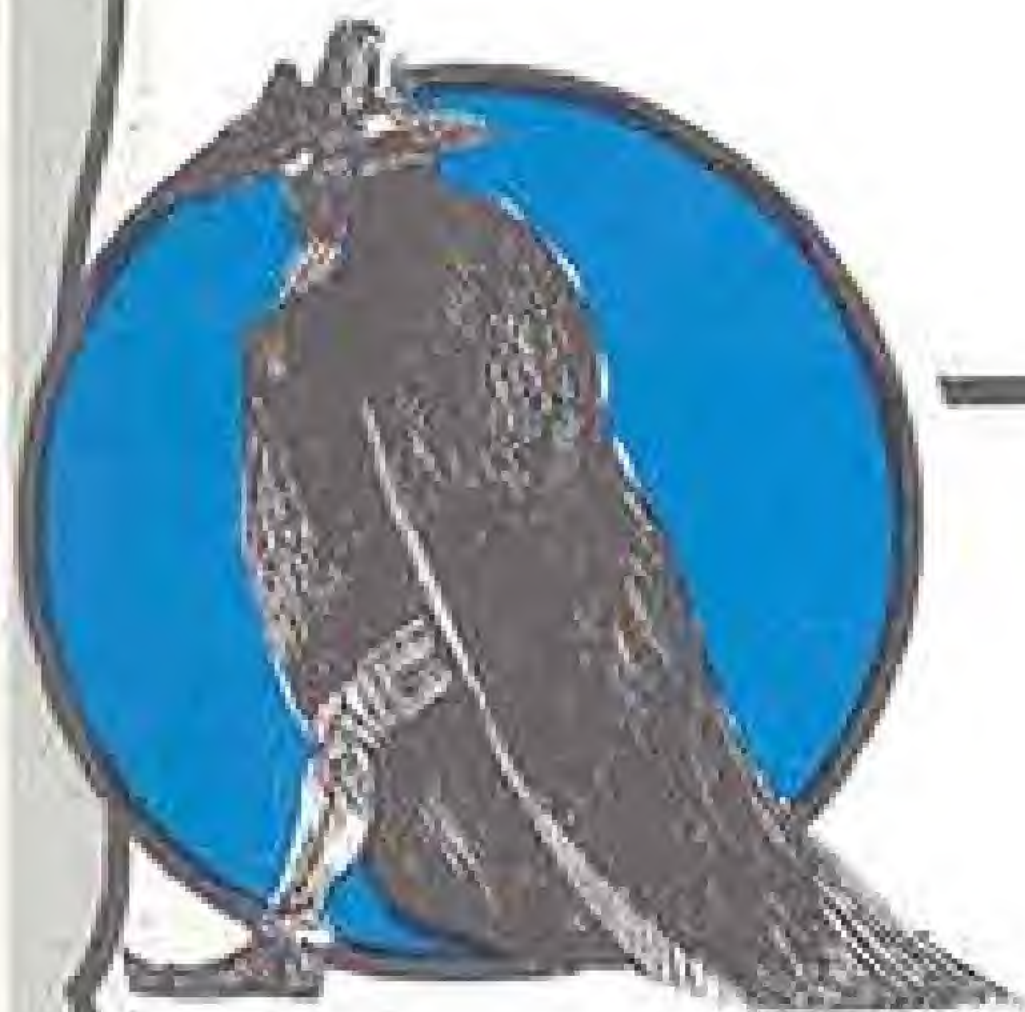
Sacred Bull

CITADEL MINIATURES

THIEVES

C04

Designed by Alan & Michael Perry



Quickblade



Footpad



Rownald
Byggs



Cuthroat



Thug



Stiletto



Phaygin



Gutsnort



Quickfoot



Cat Burglar



CHAOS RATMEN (SKAVEN)

C47

Designed by Jes Goodwin



NIGHT RUNNER



WAR THRALL



SPIKE SLINGER



SLAVER



PACKLORD



LAIR WARDEN



BACKSTABBER



IRON WIELDER



PLAGUE MONK



CLAN RETAINER

CITADEL MINIATURES

DWARFS

C06

Designed by Alan & Michael Perry



Very upset Berserker



Sureshot



Retainer



Noble Warrior



Bandit



Lord



Hero



Clan Chief



Axe Dwarf



Veteran

RANGERS

C07

Designed by Alan & Michael Perry



Forester



Long Bow



Royal
Gamekeeper



Bounty Hunter



Far Sight



Targeteer



Gamekeeper



Hunter



Trapper



Strong Arm



Scout



Poacher

CITADEL MINIATURES

HIGH ELVES

C08

Designed by Aly Morrison



Guard



Manfriend



Female
Champion



Orc Slayer



Hero



Casualty!



Clear eye



Guard



Swiftfoot



Goblincleaver



Bowman

DARK ELVES

C09

Designed by Rob Macmillan



Guard Maiden



Captain



Swordsman



Sorcerer



Casualty



Mace Girl



Sword Maid



Death Maiden



Crossbow



Witch Elf



Legion
Leader



Guard



CITADEL MINIATURES

HALF-ORCS

C10

Designed by Aly Morrison



Guard



Big Grin



One Tooth



She Devil



Two Sword



Mercenary



Shield Smasher



Gnash



Stiff



Sniper



Brave



Champion

HALFLINGS

C11

Designed by Alan & Michael Perry



Hog



Smallfoot



Mattock the Plump



Hari the Hammer



Big Waist



Rotundo



Proud Foot



Bill Benno



Lando the Large



Cecil the Ogre Slayer

CITADEL MINIATURES

GNOMES C11

Designed by Trish Morrison



Hillbreath



Dird Stammerly



Orlok Ashstave



Barry the Bold



Norris
Sureshot



Holaf
Hardbite



Dundil



Stolli



Syreswain



Evilsdune

GOBLINS C12

Designed by Alan & Michael Perry & Kev Adams



Knee Spiker



Archer



Clubber



Bowman



Leg Biter



Slug Slinger



Bag Blower



Neck Cracker



Sniper



Eye Gouger



Standard Bearer



Head Taker



Mace Wielder



Sharp Blade



Spear Thruster



CITADEL MINIATURES

SNOTLINGS

C14

Designed by Kevin Adams



Bit



Bob



Gug



Zot



Dit



Zid



Xen



Bog



Gug



Dig



Snot



Snit



Rud



Gig



Lud



Snif



Greni



Bogy



Chug



Tug



Gaz

ORCS

C15

Designed by Alan & Michael Perry



Gashcog



Nazram



Bungerebol



Grigal



Warlob



Nishrok



Gobstob



Brugzod



Tizog



Lutnob

CITADEL MINIATURES

SKELETONS

C17

Designed by Mike and Alan Perry



Lord Krell



Azak



Ranlac



Azul-z-ini



Zolbob
Blackcowl



Finrum



Gazrus



Zugsteer



Nyre-rim



Orlak

UNDEAD SAMURAI

C18

Designed by Aly Morrison



Tu



Ig



Liy



Kn-fi



Chi



Ho



Chun



Ne



Ta



Bo

CITADEL MINIATURES



LIZARD MEN

C19

Designed by Trish Maerjan



Knar

Zzole

Shsik

Zuerro

Tchka



Kykily

SssYrl

Zchh-nvar

Ychka

Gho

TROLLS

C20

Designed by Alan & Michael Perry



Hobol Firebreath



Grog Stuntycrusher



Davogrod Gutsucker



Shakined Bone Bender



Skuttlescree Soresmeer



Rattlebones Bowlegs



CITADEL MINIATURES

COLD ONE RIDERS

C21

Designed by Bobi Halamith



Dazibow



Kori flame



Addlecore



Skarrasha



Agard



Orribul



Zolzola



Snapper



Snarler



Leaper



CREATURES

C22

Designed by Nick Tiffin



Rats(s)



Weasel(s)



Werefox(s)



Rat Pack(s)



Each pack contains a random selection of 1 small, 1 medium and 1 large creature



Baby Dragon(m)



Wizards Familiars (m)



Demon(m)



Mud Elemental(m)



Carniverous Snapper(m)



Chaos Demon(l)



Werewolf(l)



Amphisbena(l)



Basilisk(l)



Giant Snail(l)

CITADEL MINIATURES

OGRES C23

Designed by Jes Goodwin



Marauder



Oriental Ogre



Warrior Priest



Chaos Ogre



Warlord



Gladiator



Bounty Hunter



Mercenary

TROGLODYTES C24

Designed by Fred Morrison



Club Warrior



Noble



High Lord



Club Warrior



Maul



Archer



Spearman



Warlord



Drummer

CITADEL MINIATURES

MEN AT ARMS

C26 Designed by Alan & Michael Perry



Man-at-arms with Pole-axe



Archer



Archer Loading



Billman Attacking



Retainer with Crossbow



Knight



Retainer Firing Bow



Retainer



Billman



Crossbowman



Man-at-arms

CHAOS BEASTMEN

C27 Designed by Kev Adams



Swilefog



Guzgog



Ruttrot



Gizilgig



Agbone



Skarrim



Bolbone



Kollbag



Khornag



Hardhoof



Shearmone



Bendle



CITADEL MINIATURES

CHAOS GOBLIN MUTANTS

C27 Designed by Alan & Michael Perry



The Twins



Plauge



Spiky Shaman



Horns



Long Neck



Mace Tail



Wingback



Beast



Three
Eyes



Hopper



PYGMIES

C27 Designed by Alan & Michael Perry



Umpopo



Ugh



Ahg



Bongo



Puff



Chieftain



Standard
Bearer



Shaman



Og



Arg

CITADEL MINIATURES

CHAOS SNAKEMEN

C27

Designed by Charles Elliott



Saranth Elf Mangler



Higgat Dwarf Slicer



S'Sirron Fangthrane



S'lon Life Smasher



S'lararet Slintered Fang

GOBLIN FANATICS

C27

Designed by Alan & Michael Perry



Agrat



Noshtof



Dugga



Igi



Kang



Zitty

HOBHOUNDS WITH HOBGOBLIN HANDLER

C27

Designed by Aly Morrison



CITADEL MINIATURES

GIANT DEMONS

C28

Designed by Nick Bibby



Amratha Mangorer



Dematt Ghoulichewer

LARGE MONSTERS

C29

Designed by Nick Bibby



Giant Carnivorous Bird



Giant Owl



Turtle Dragon



Winged Fire Demon



Plague Elemental



Coatl
(Supplied with clear plastic base)

CITADEL MINIATURES

LARGE MONSTERS

C29 Designed by Nick Bishop



Creeping Young Dragon



Horned Young Dragon



Jabberwocky



Mauling Young Dragon



Scorpion Tailed Young Dragon



Steathy Young Dragon



Cave Dragon



Spined Young Dragon & Hatchling

CITADEL MINIATURES



AMAZONS C30

Designed by Alan & Michael Perry



Tribes Women



Mother
Samantha



Koka-Kalim



Koka-Kalim
Clubber



Berzerker



The Goddess Rigg



Sisterhood
Novice



Tribes
Women



Body Guard



Koka-Kalim
Blade Woman



Body Guard



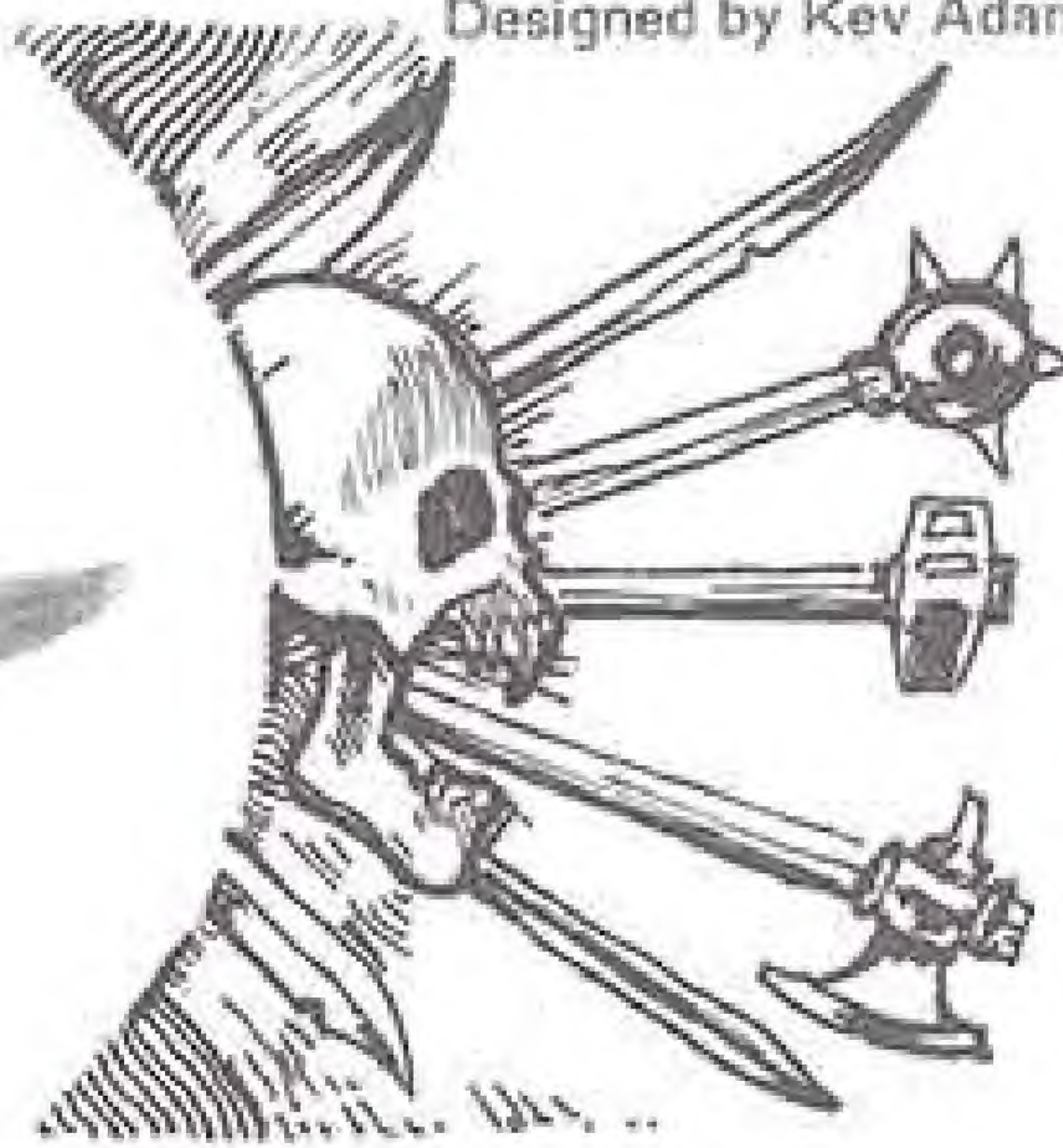
Sisterhood
Mage



Body Guard

GIANT HILL TROLL C31

Designed by Kev Adams



Giant Hill Troll

CITADEL MINIATURES



SLANN C32

Designed by Alan & Michael Perry



Slave



Slave Master



Brave
Axeman



Herald



Spearman



Brave
Leader



Slave



Brave



Warrior



Palace Guard
Officer



ADVENTURE PACKS C33

Designed by Aly Morrison & The Perry Twins



Supplied with a clear plastic stand

Wizard on Flying Carpet



Chaos Knight



CITADEL MINIATURES

ADVENTURE PACKS

C33



Chaos General



Chaos Champion



Chaos Hero



Ranger



GARGOYLES

C48

Designed by Aly Morrison



Ahkensdab



Zhted



Bld'Ngor



Gotalot



Sld'Eth



Znt'Raht

Each figure comes supplied with a random set of wings

CITADEL MINIATURES

ELEMENTALS & DEMONS

C34

Designed by Nick Gibby & The Peety Twins

Supplied with clear plastic stands



Deamon



Chaos Demon



Demons of Law (2)



Pit Fiend



Chaos Demon



Life & Death elemental (Pack of 2)



Water Elemental



Fire Elemental



Stone Elemental



Air Elemental



CITADEL MINIATURES

CHAOS WARRIORS

C35 Designed by Aly Morrison, Bob Nal Smith & The Perry Twins



Ulrik Giblit



Udkar



Nud Spinespittle



Fenris



Bone Racker



Panedal



Daethskar



Harrowhound



The Iron Duke



Bandog



Count Metalmane



Jagglespur



Bezzlebound

HOBGOBLINS

C36

Designed by Aly Morrison



Od Blackfang



Vile Slitbone



Dut Doomaxe



Angror



Gruil Swiftfoot



Spinetoe



Ogi Darktooth



Voxin



Gashgrut



Sureye Kroenail



CITADEL MINIATURES

TOM MEIER'S ELVES

C37

Designed by Tom Meier

NOT FOR SALE IN U.S.A.



Nileomy



Syndil Starsynne



Loctite
Quickfinger



Fengelehelm



Penotrane



Endelion



Galane



Elinmorth



Gol-Ollunine



Desildore



Purithane



Delvindun



Philphane



King Gol-Garath

TREASURE CHESTS

C39

Designed by Rick Priestly





CITADEL MINIATURES

— LONE WOLF — C41

Designed by Alan & Michael Perry

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Nidnuks



Giak



Citadel Guard



Bandit



Guard Captain



Vonatar



Young Thaumaturist



Lone Wolf



Helghast

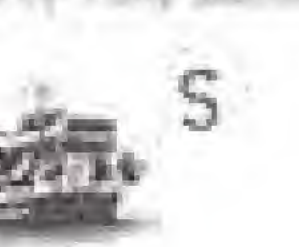
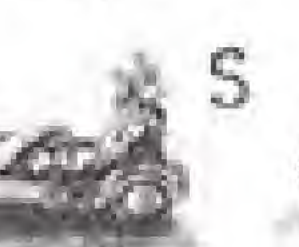
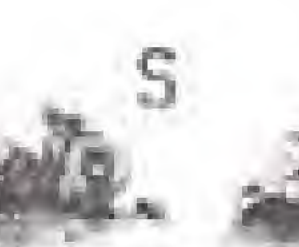
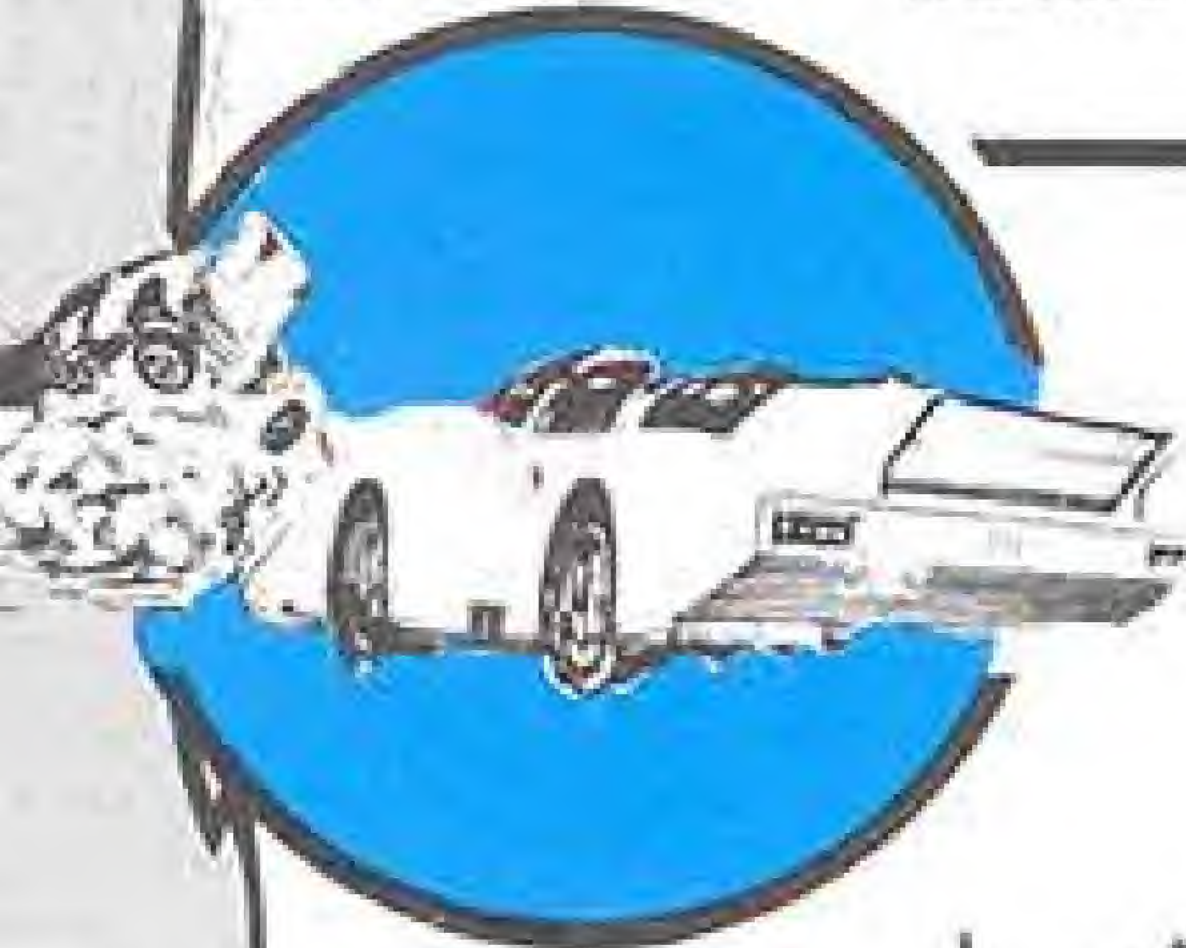


Vordak

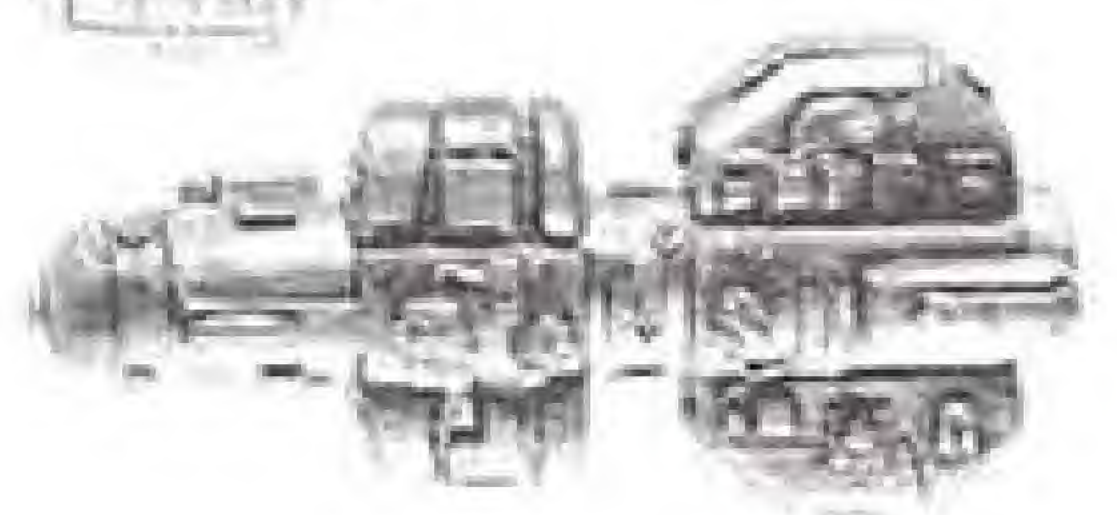
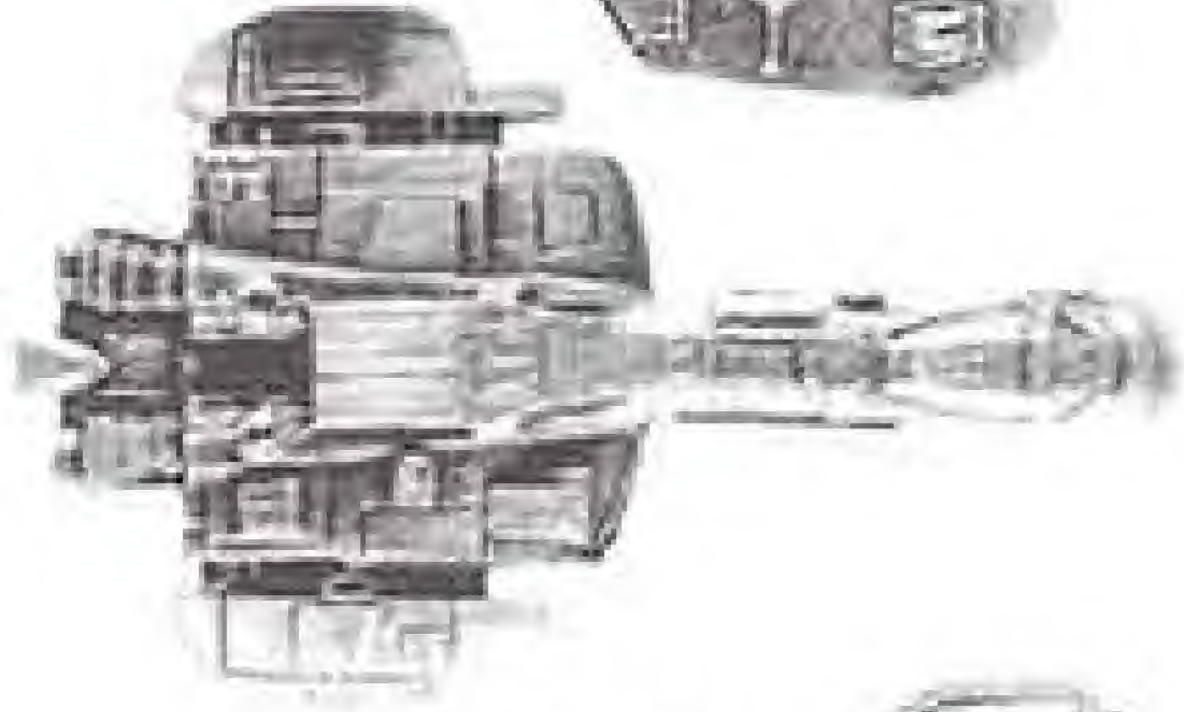
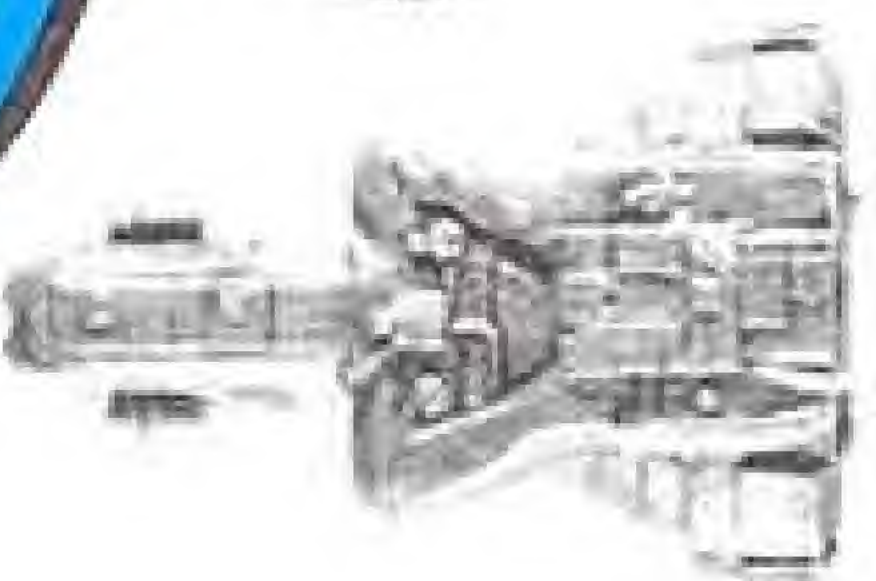
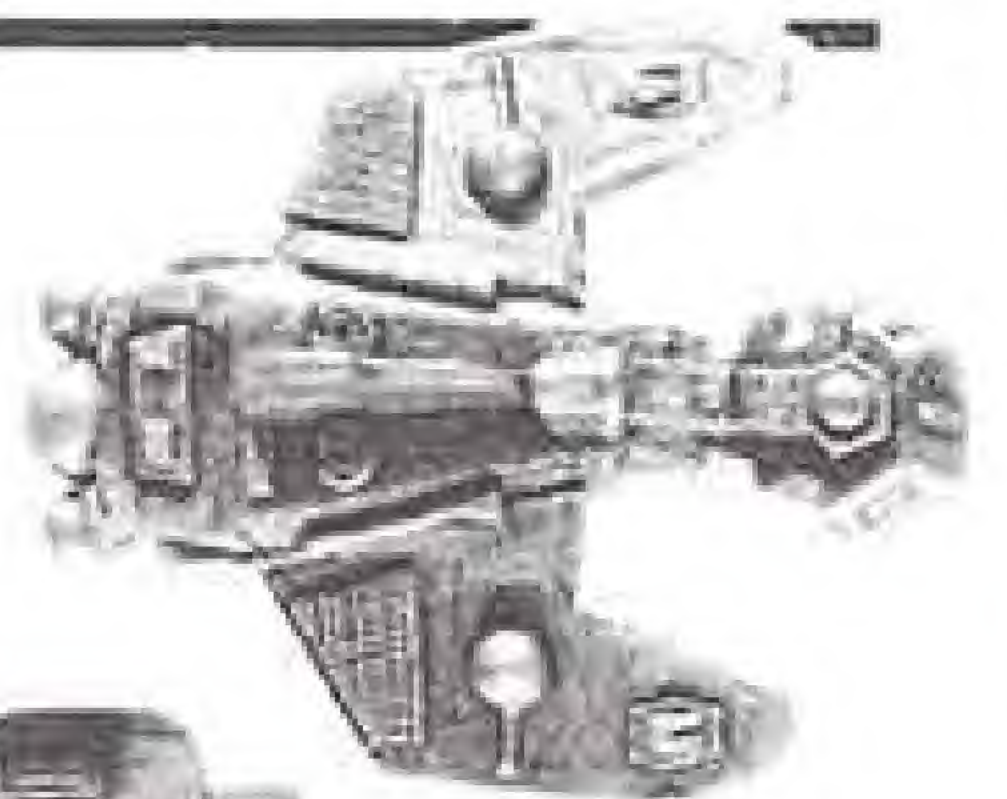
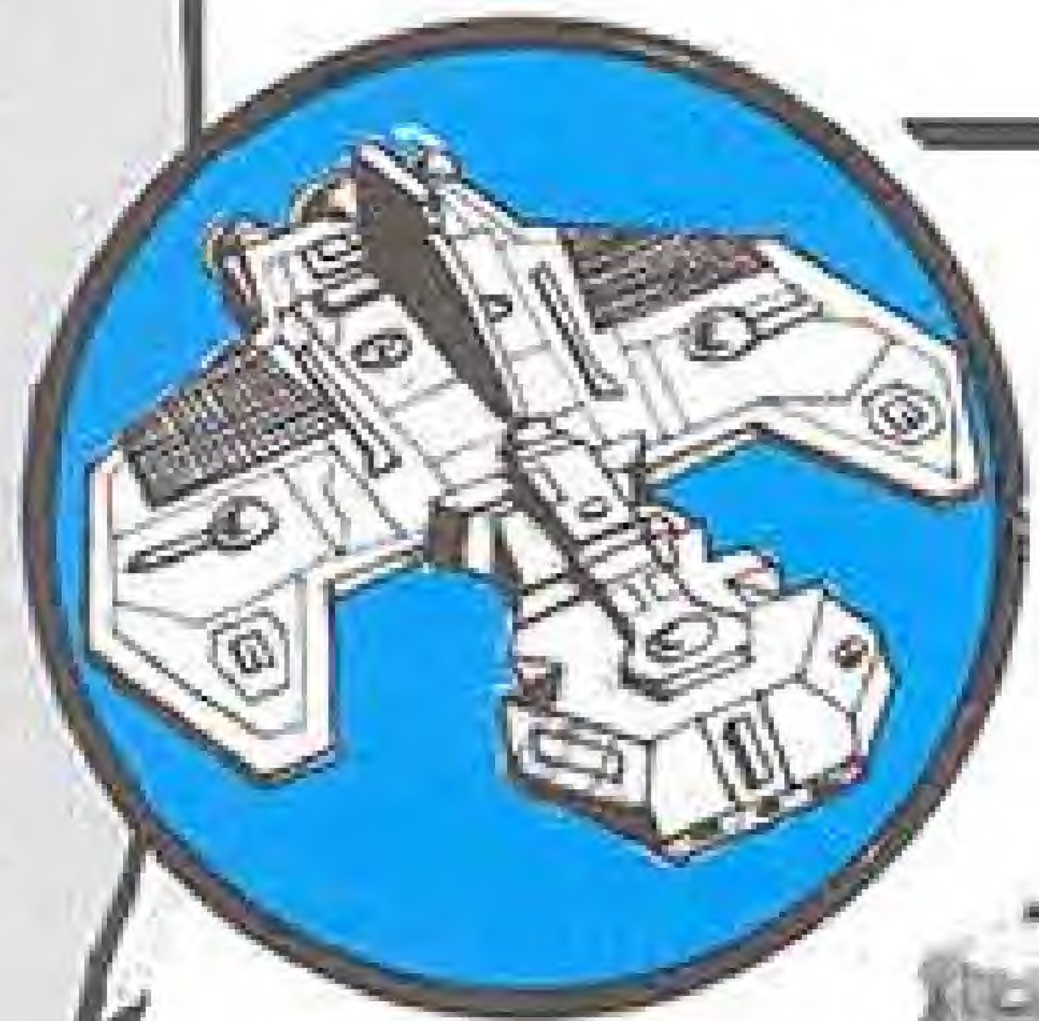
— BATTLECARS —

C42

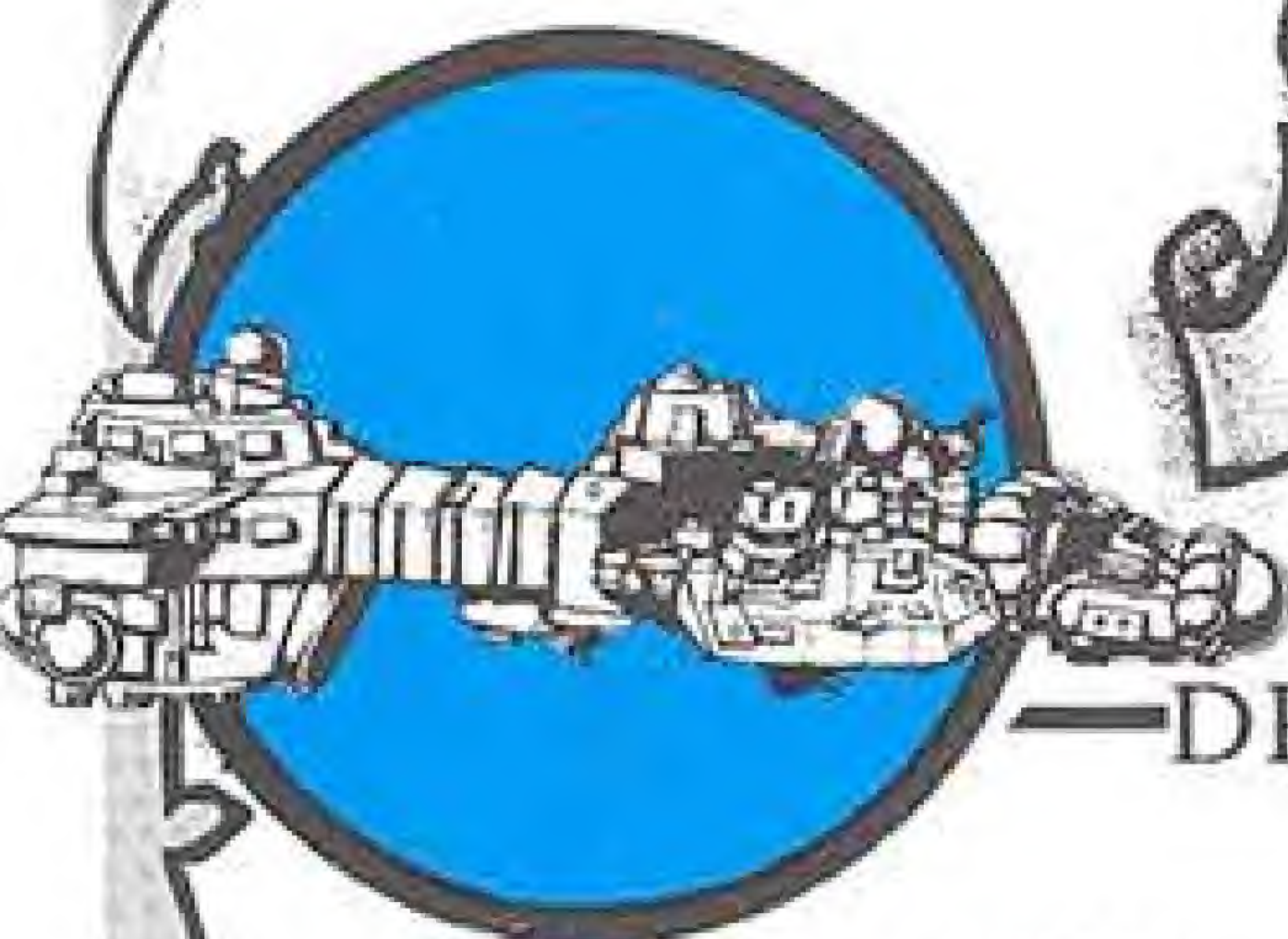
Designed by Tony Slocum



— SPACESHIPS — C43

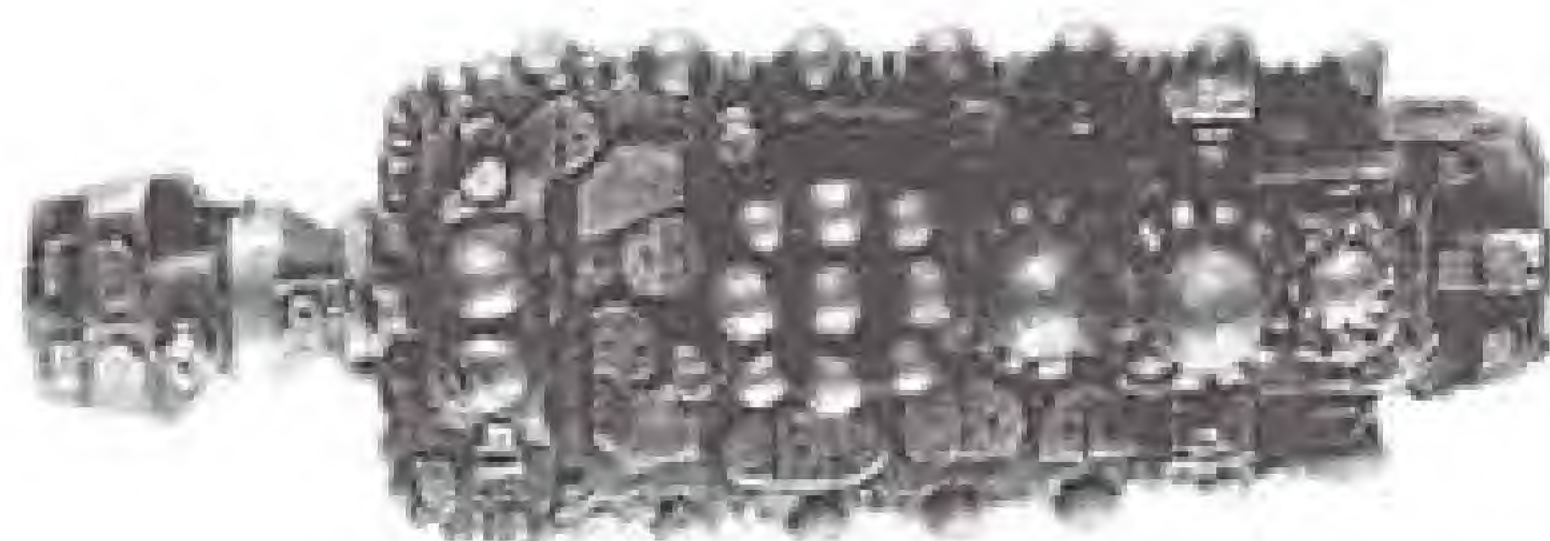
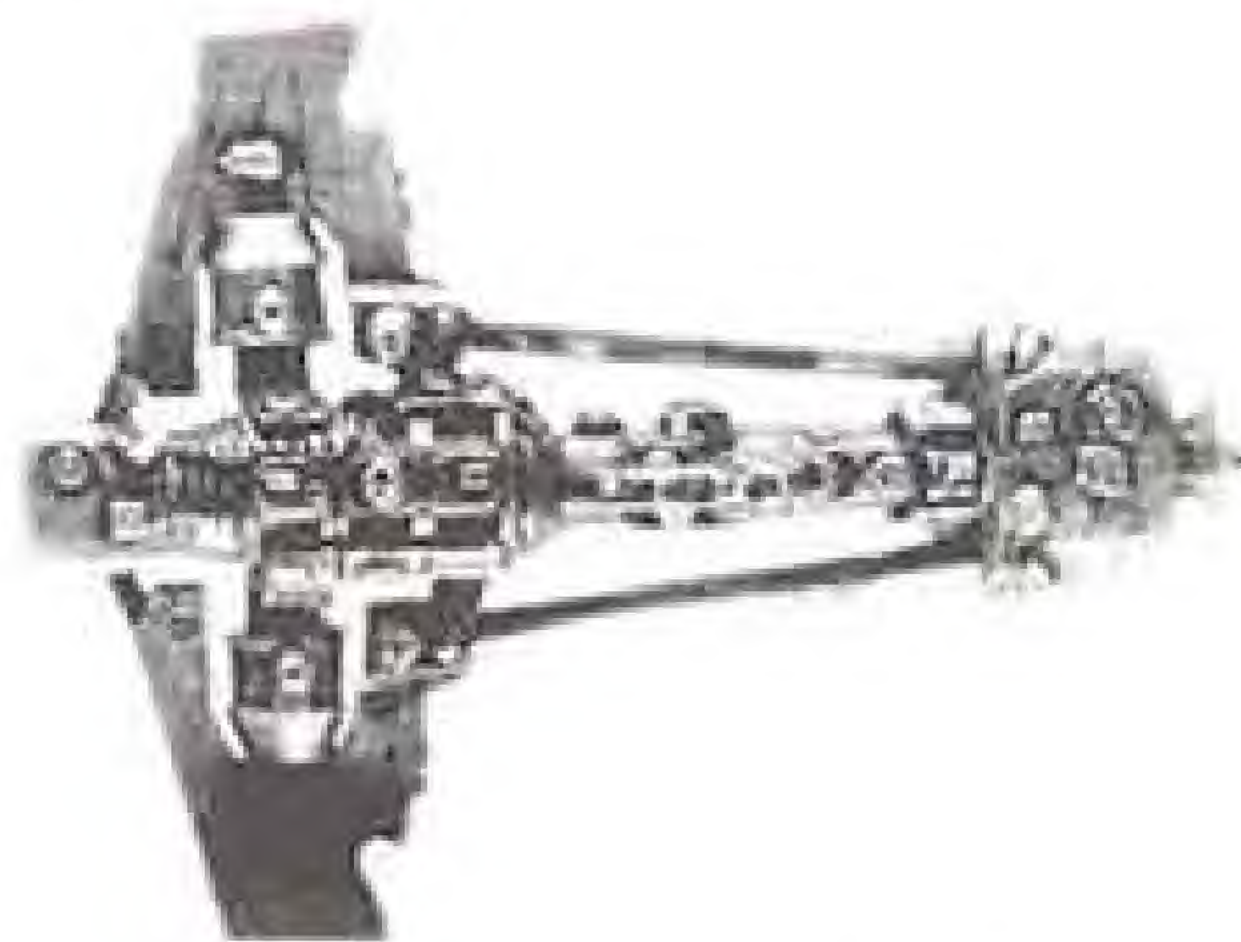
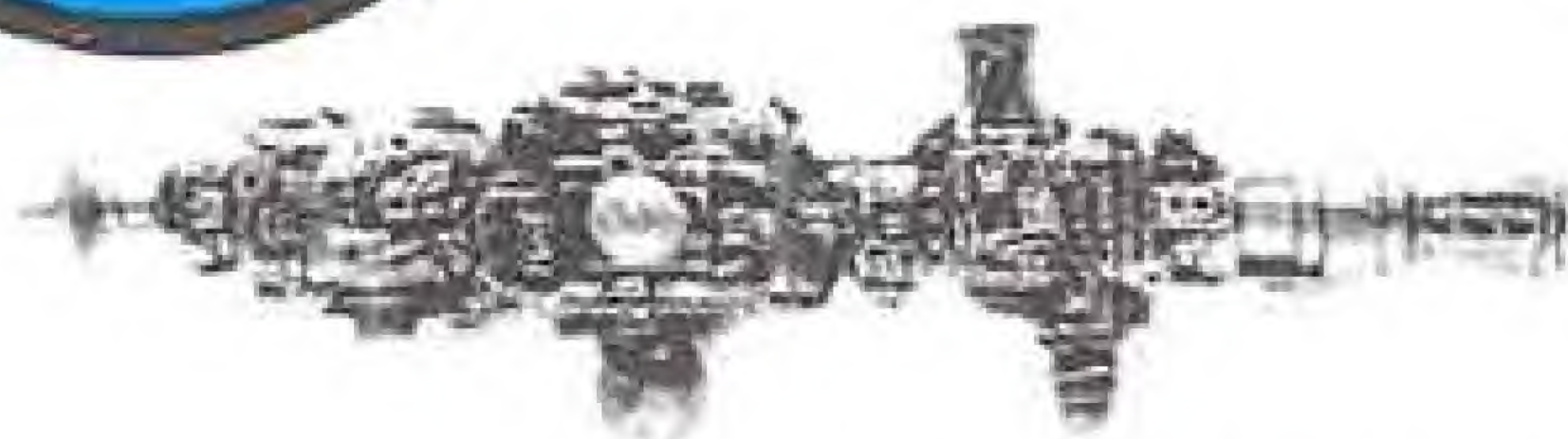


CITADEL MINIATURES



DREADNOUGHT SPACESHIPS

C44



TOWNSFOLK & VILLAGERS

C46

Designed by Trish Morrison



Idler



Poacher



Gypsy



Alchemist



Militia
Clubman



Militia
Axeman



Bard



Bishop



Lawyer



Coachman



Druid



Charlatan



Herdsman



Gypsy



Jester

Advanced Dungeons & Dragons®

Miniatures



ADD 1 MAGIC USER
player character pack



ADD 2 FIGHTER WITH LONGSWORD
player character pack



ADD 3 CLERIC WITH MACE
player character pack



ADD 4 THIEF WITH SWORD
player character pack



ADD 5 ILLUSIONIST
player character pack



ADD 6 PALADIN WITH LONGSWORD
player character pack



ADD 7 RANGER WITH SWORD & BOW
player character pack



ADD 8 ASSASSIN WITH DAGGER AND SWORD
player character pack



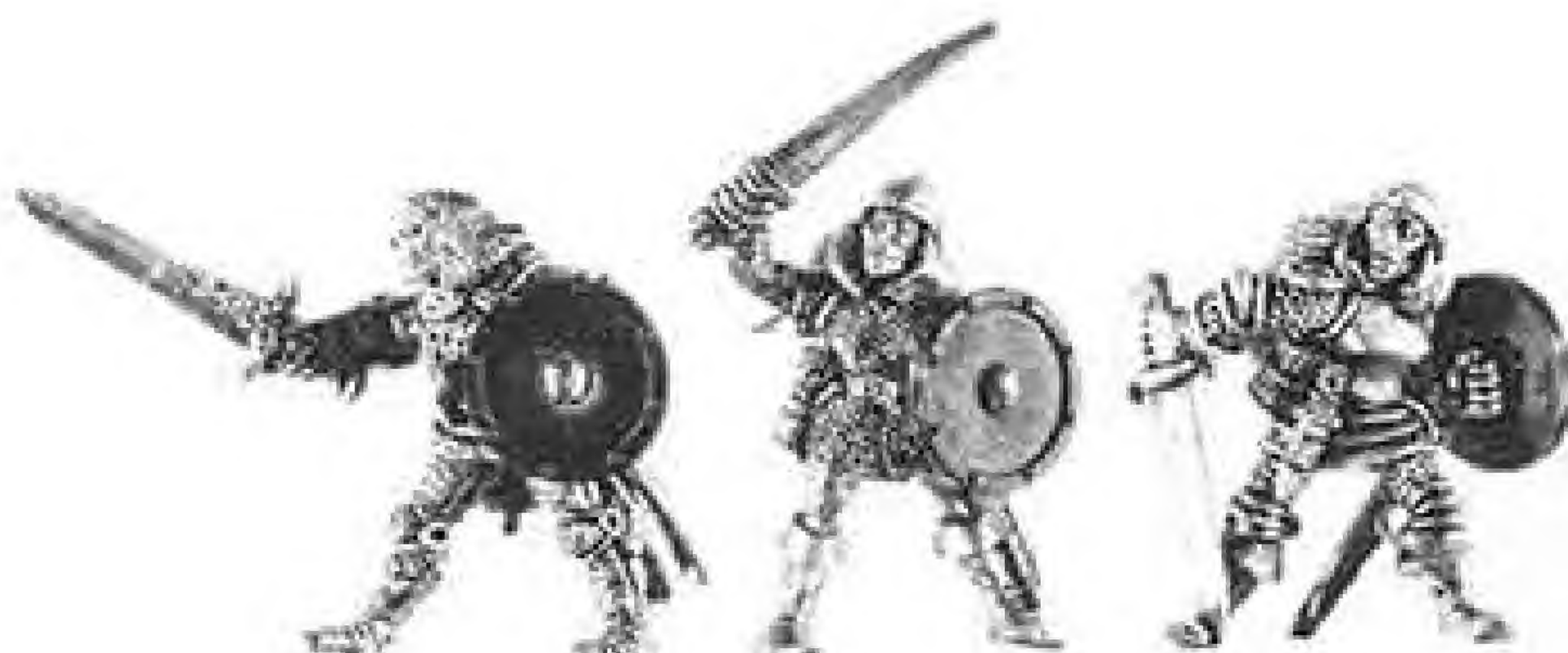
ADD 9 DRUID
player character pack



ADD 10 FIGHTER IN PLATEMAIL
adventure pack



ADD 11 FEMALE MAGIC USER
player character pack



ADD 12 FEMALE FIGHTER
player character pack



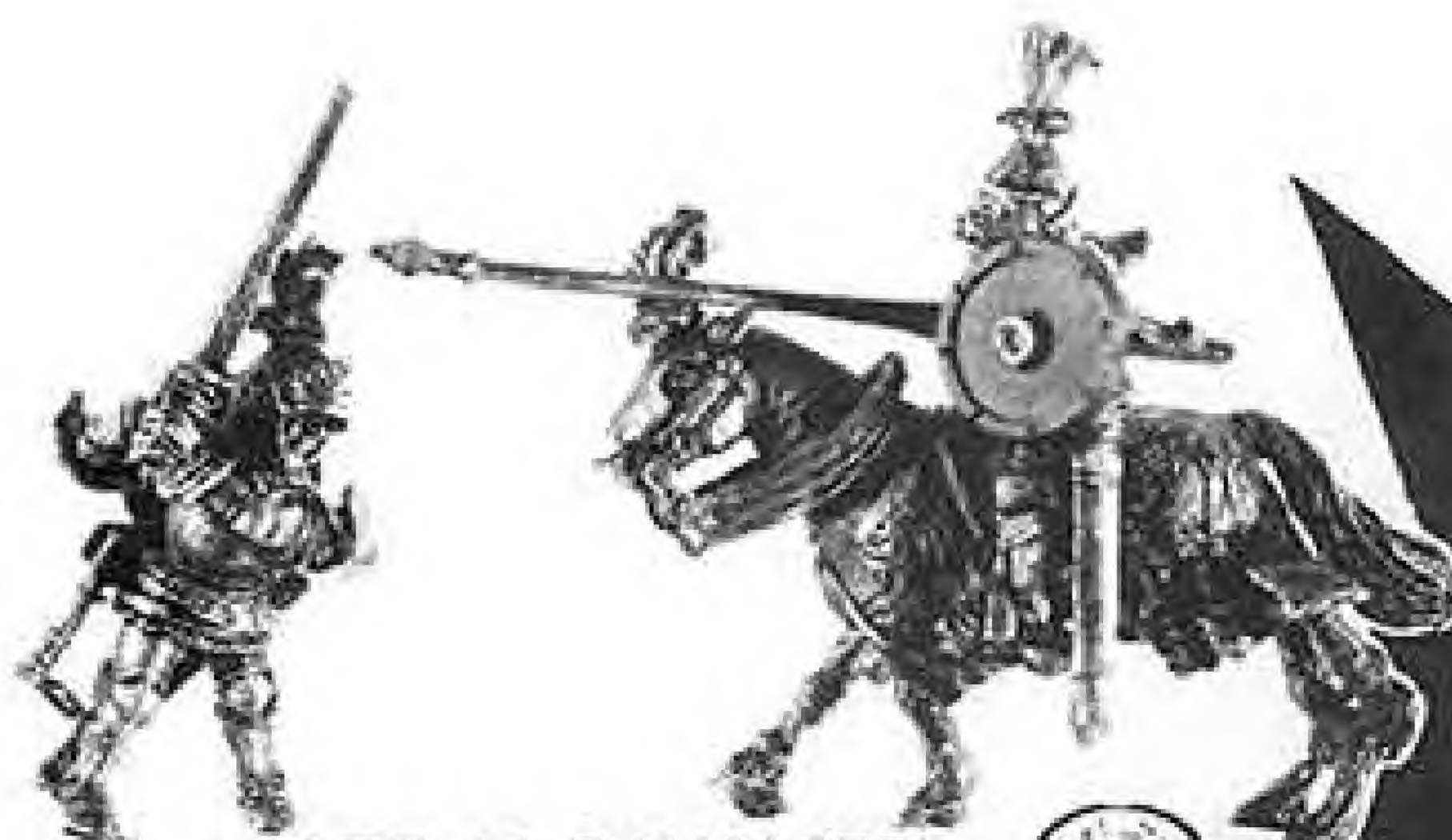
ADD 13 FEMALE CLERIC
player character pack



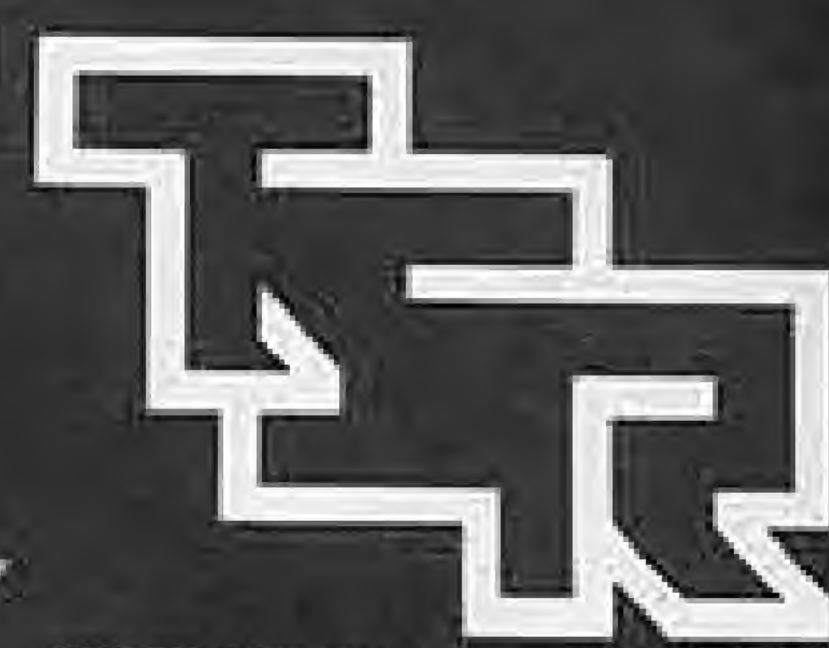
ADD 18 BARD
adventure pack



ADD 21 BARBARIAN
adventure pack



ADD 48 CAVALIER
adventure pack



Advanced Dungeons & Dragons®

Miniatures



ADD 31 DWARF FIGHTER WITH AXE
player character pack



ADD 51 KOBOLDS*



ADD 52 GOBLINS*



ADD 54 HOBGOBLINS*

ADD 55 GNOLLS*



ADD 56 BUGBEARS*



ADD 57 OGRE*



ADD 59 TROLL*



ADD 60 NORKERS *



FEMALE



SHAMAN



YOUTH



BABY

ADD 63 BUGBEAR TRIBAL PACK

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



ADD 62 SHAMBLING MOUND & SHRIEKER



ADD 67 SAHUAGIN (SEA DEVILS)*



ADD 68 DROW (DARK ELVES)*



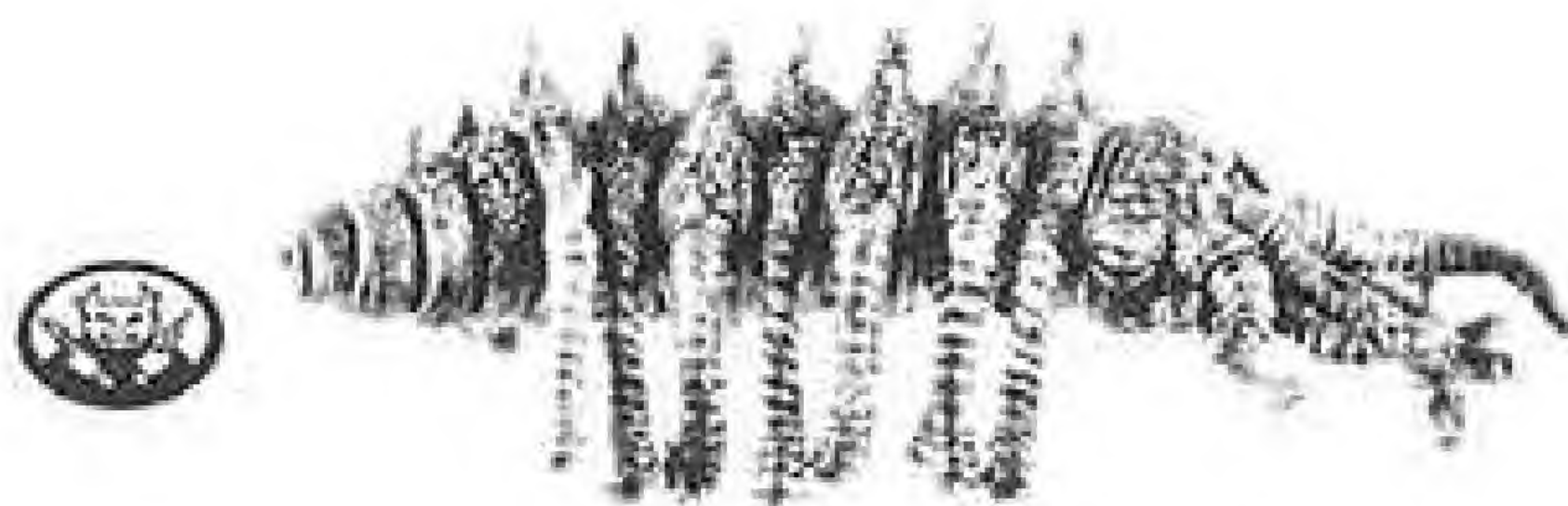
ADD 69 GYTHYANKI*



ADD 65 DUERGAR (EVIL DWARVES)*

Advanced Dungeons & Dragons®

Miniatures



ADD 72 CARRION CRAWLER



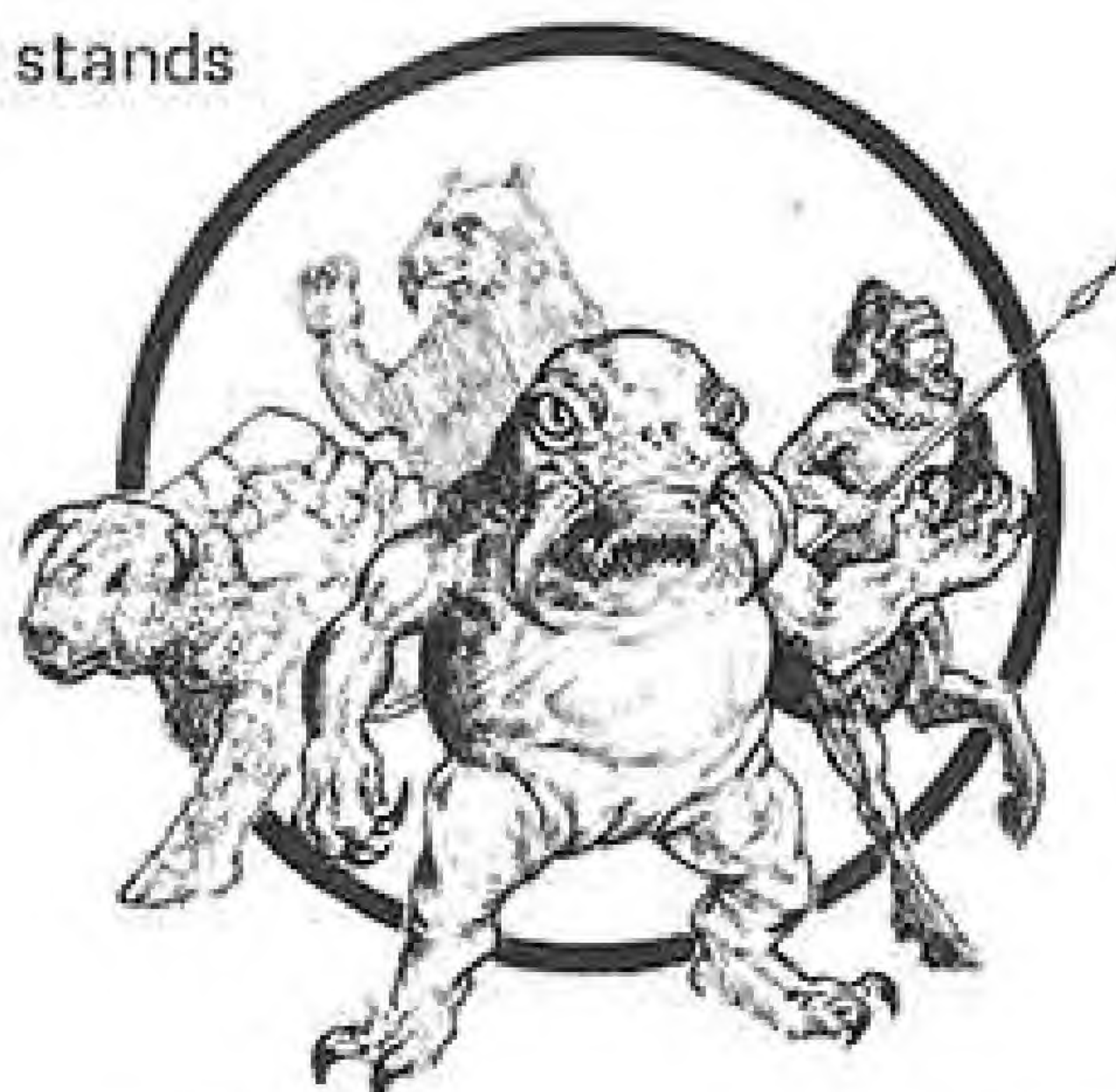
ADD 75 GORGON



ADD 76 STIRGES
supplied with clear plastic stands



ADD 77 UMBER HULK *



ADD 80 BLINK DOGS



ADD 81 OWLBEAR *



ADD 83 CENTAUR * & SATYR *



Supplied with a
clear plastic stand

ADD 84 BEHOLDER



ADD 86 MINOTAUR *



ADD91 RUST MONSTERS



SHADOW



ZOMBIE*



GHOUL*



GHAIST*



WIGHT*



LICH*

ADD 93 THE UNDEAD 1

ADD 94 THE UNDEAD 2

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Supplied with random heads *



J.R.R. Tolkien's

"the Lord of the Rings"™



ME 11 GANDALF



ME12 STRIDER:ARAGORN THE RANGER



ME13 FRODO:HOBBIT HERO



ME 14 LEGOLAS:ELF HERO



ME 15 GIMLI:DWARF HERO



ME 21 BOROMIR:MAN OF GONDOR



ME 22 ELROND: HALF ELF LORD



ME 23 ROHIRRIM





ME 24 GONDOR CITADEL GUARD



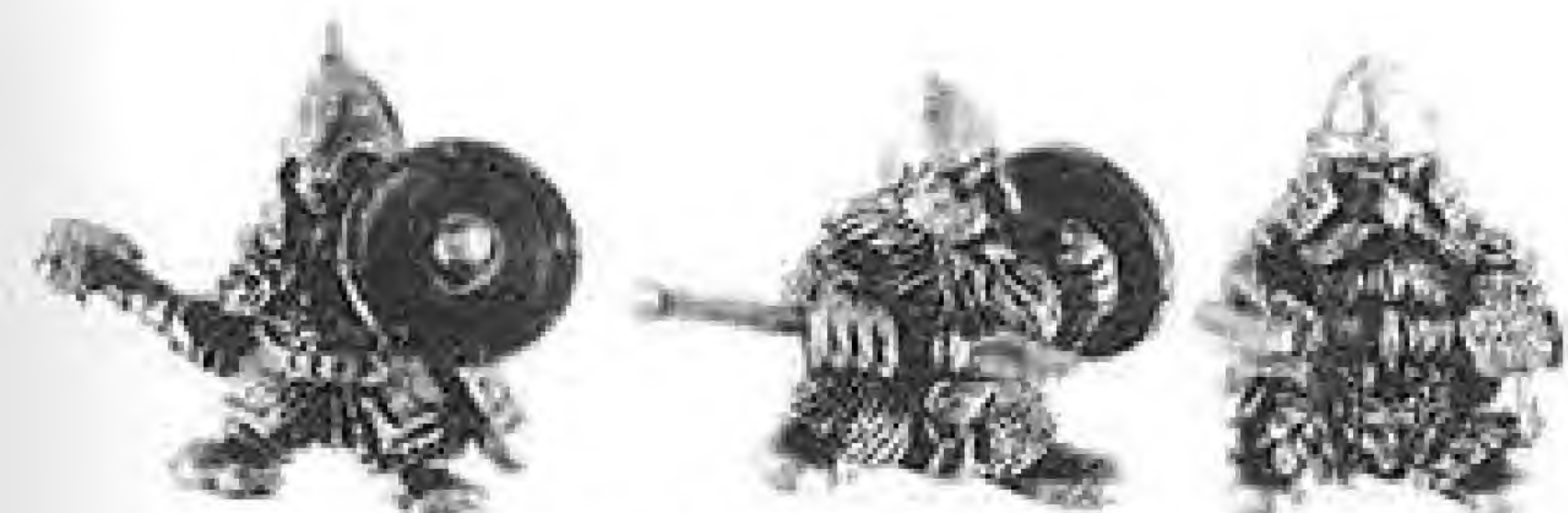
ME 25 RANGERS OF ITHILIEN



ME 31 SILVAN ELVES OF MIRKWOOD



ME 32 NOLDOR THE DEEP ELVES



ME 33 DWARVES



Pippin

Bilbo

Merry

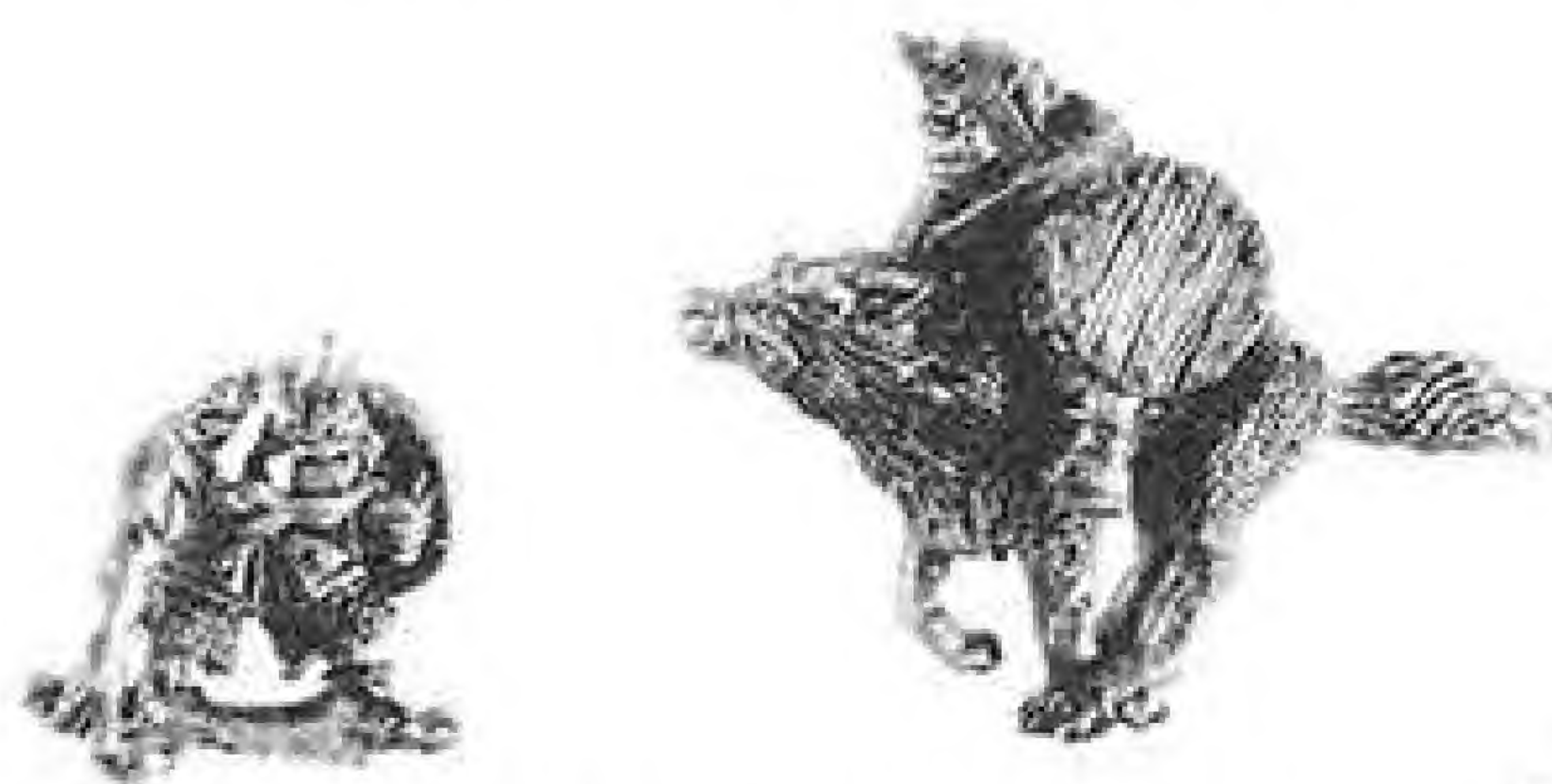
Samwise

Frodo

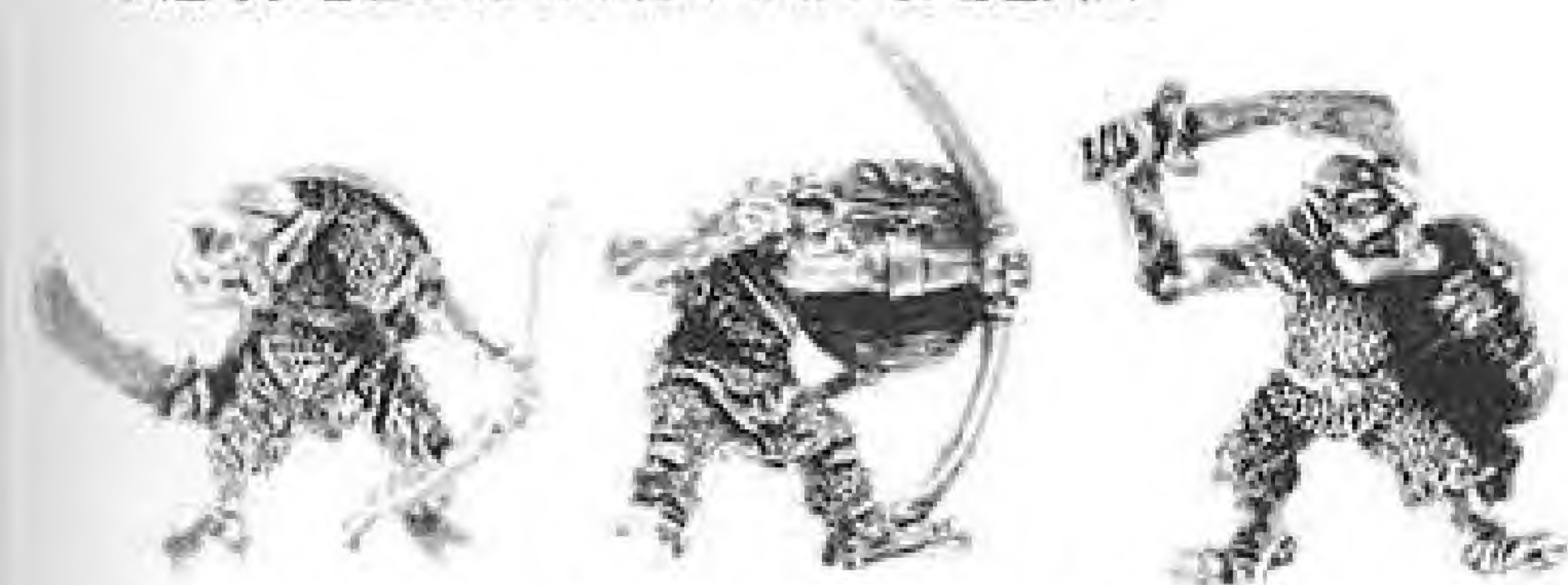
ME 34 HOBBITS OF THE SHIRE



ME 35 BEORN: AS MAN & BEAR



ME 41 GOBLIN WARG RIDER



ME 42 ORCS OF THE WHITE HAND



ME 43 HALF ORCS OF SARUMAN

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J.R.R. Tolkien's

"the Lord of the Rings"™



ME 44 URUK-HAI



ME 45 DUNLENDINGS:HILL MEN



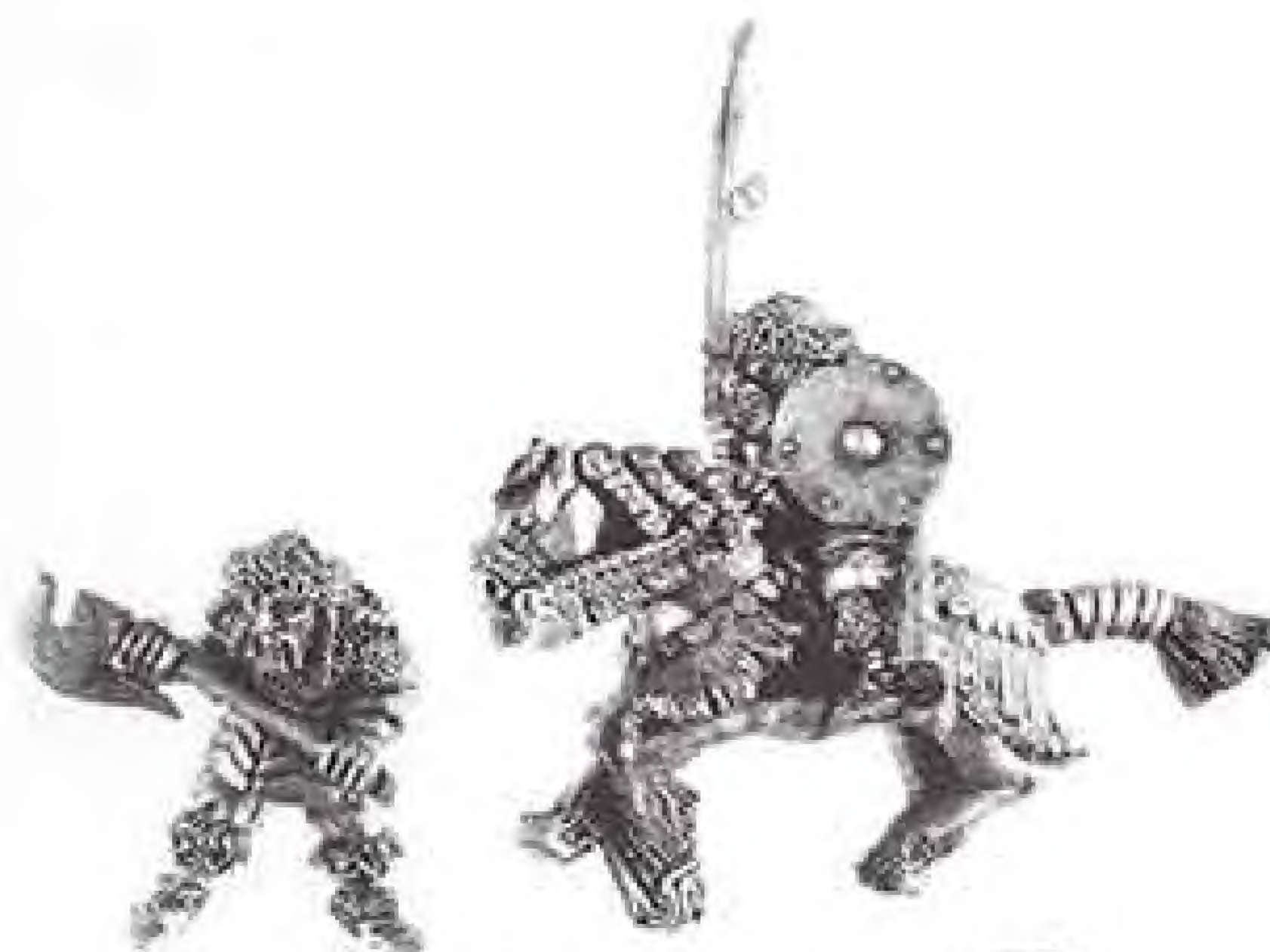
ME 51 ORCS OF THE RED EYE



ME 52 OLOG-HAI TROLL



ME 53 SOUTHRON :EVIL HARADRIM

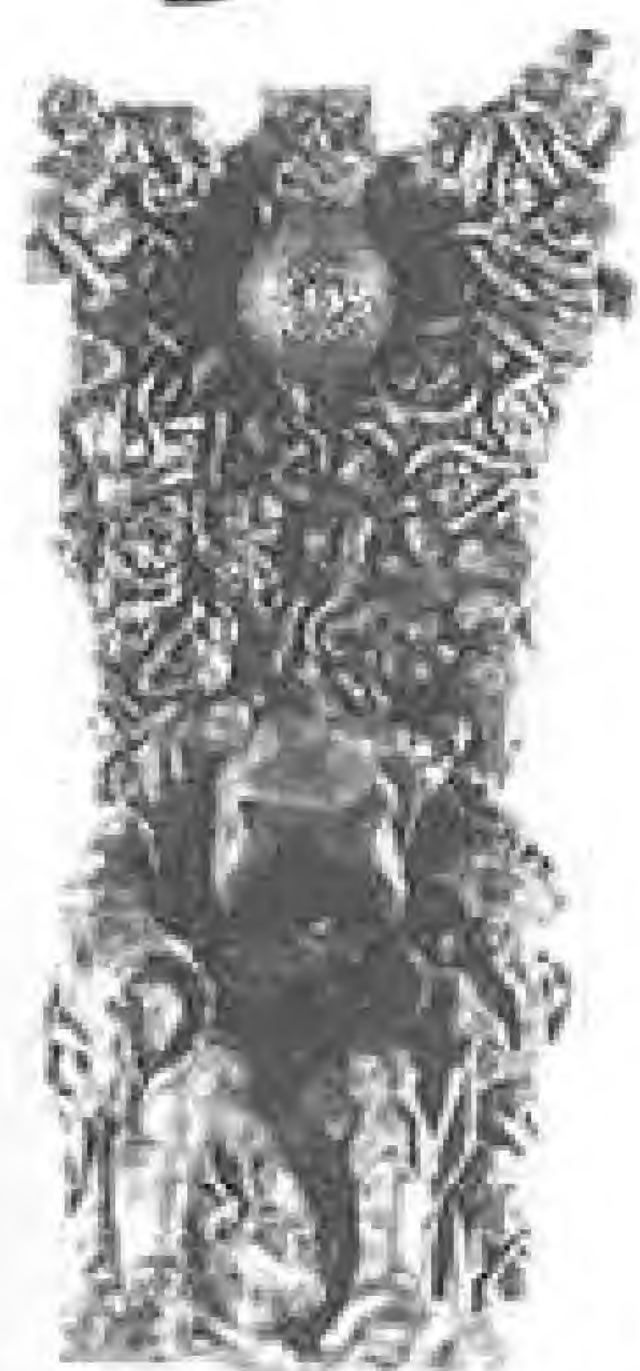


ME 54 EASTERLINGS



ME 55 MOUTH OF SAURON:
EVIL WARRIOR MAGE





ME 61 SAURON:
THE DARK LORD



ME 62 SARUMAN THE WHITE



ME 63 LORD OF THE NAZGUL



ME 64 BLACK RIDER: RINGWRAITH



ME 71 CORSAIRS OF UMBAR



ME 72 DEAD MEN OF DUNHARROW



ME 73 BARROW-WIGHTS



ME 74 SNAGGA: GOBLINS



ME 75 KNIGHT OF DOL AMROTH



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J.R.R. Tolkien's
"the Lord of the Rings"™



ME 81 ARAGORN: KING OF GONDOR



Bilbo

Gandalf Thorin Oakenshield Gollum

ME 82 'THE HOBBIT'™ PERSONALITIES PACK



ME 83 TOM BOMBADIL & FATTY LUMPKIN



ME 85 TREEBEARD: MIGHTY ENT



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



TREASURE CHEST UNARMoured FIGHTER



DWARF



FIGHTER



THIEF



ELF



CLERIC



MAGIC - USER



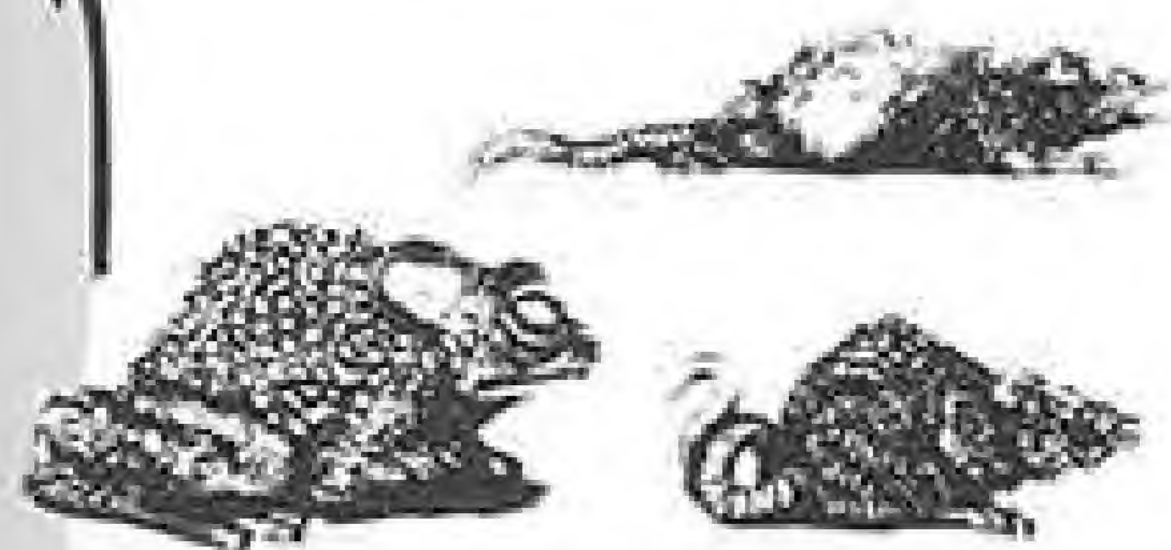
ELF



STIRGE®
Supplied with clear plastic stand



GIANT FIRE BEETLES!



Manuscript received 10/10/00; revised manuscript received 1/10/01; accepted 1/10/01.

These materials are approximately 70% to 80% moisture at the time of casting. Subsequent curing will remove the moisture (H₂O) and produce a polymer (P) and a crosslink (X).

WARHAMMER REGIMENTS OF RENOUN

CROM'S GOBLIN GUARD

RR3 Designed by Kevin Adams



Standard



Leader



Trooper



Musician



Champion



MENGIL MANHIDE'S DARK ELVES

RR4

Designed by Bob Naismith



Standard



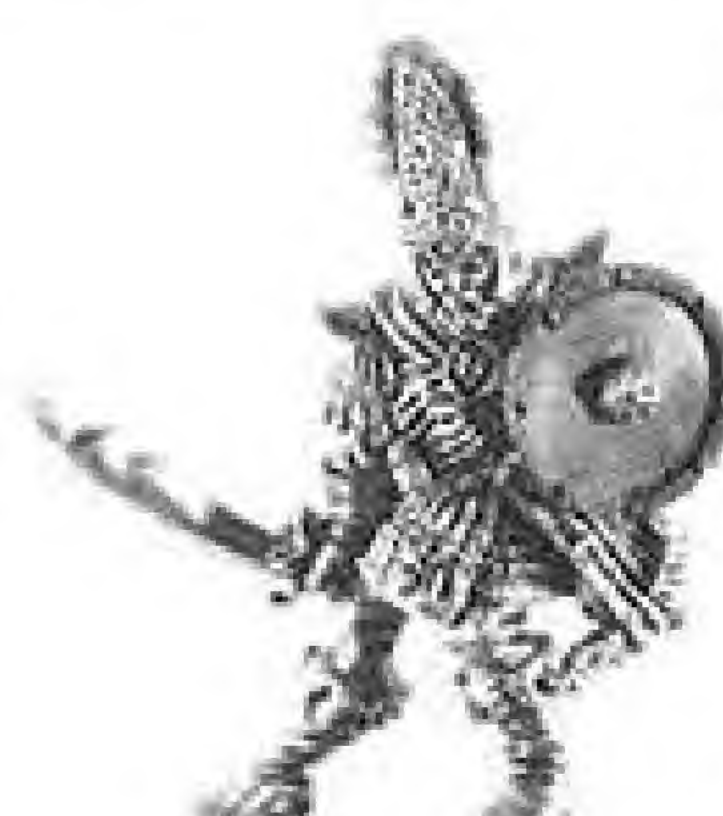
Champion



Witch Elf



Trooper



Leader



Musician



OREON'S WOOD ELF ARCHER

RR7

Designed by Aly Morrison



Standard



Champion



Trooper



Musician



Leader



WARHAMMER REGIMENTS OF RENOWN

GOLFAG'S OTHER OGRE MERCENARIES

RR8

Designed by Jes Goodwin



Standard



Champion



Trooper



Drummer



Chieftain

ELWING'S ELF CAVALRY

RR10

Designed by Aly Morrison



Leader



Trooper



Musician



General



Standard



FLYING GARGOYLES OF BARDA

RR12

Designed by Alan & Michael Perry



Trooper



Standard



Musician



Leader

(Supplied with clear plastic flying stands)



WARHAMMER REGIMENTS OF RENOWN

LOTHERN ELF CITY GUARD

RR13

Designed by Ally Morrison



Standard



Champion



Musician



Leader



Trooper

NOTLOB'S ORC ARTILLERY

RR14

Designed by Alan & Michael Perry



DISCIPLES OF THE RED REDEMPTION

RR16

Designed by Jes Goodwin



Standard



Disciple



Musician



Champion



Leader

DESPOILING HOBGOBLINS OF THE DARKLANDS

RR15

Designed by Jes Goodwin



Standard



Champion



Trooper



Musician



Leader

WARHAMMER REGIMENTS OF RENOWN

— AVENGING KNIGHTS OF THE CLEANSING FLAME —

RR17

Designed by Jez Goodwin



Standard



Leader



Musician



Trooper



Champion

— EEZA UGEZOD'S MOTHER CRUSHERS —

RR18

Designed by Nick Lund



Standard



Leader



Trooper



Champion



Musician

— GOBLIN WARLORD'S CHARIOT —

BN1

Designed by Nick Lund

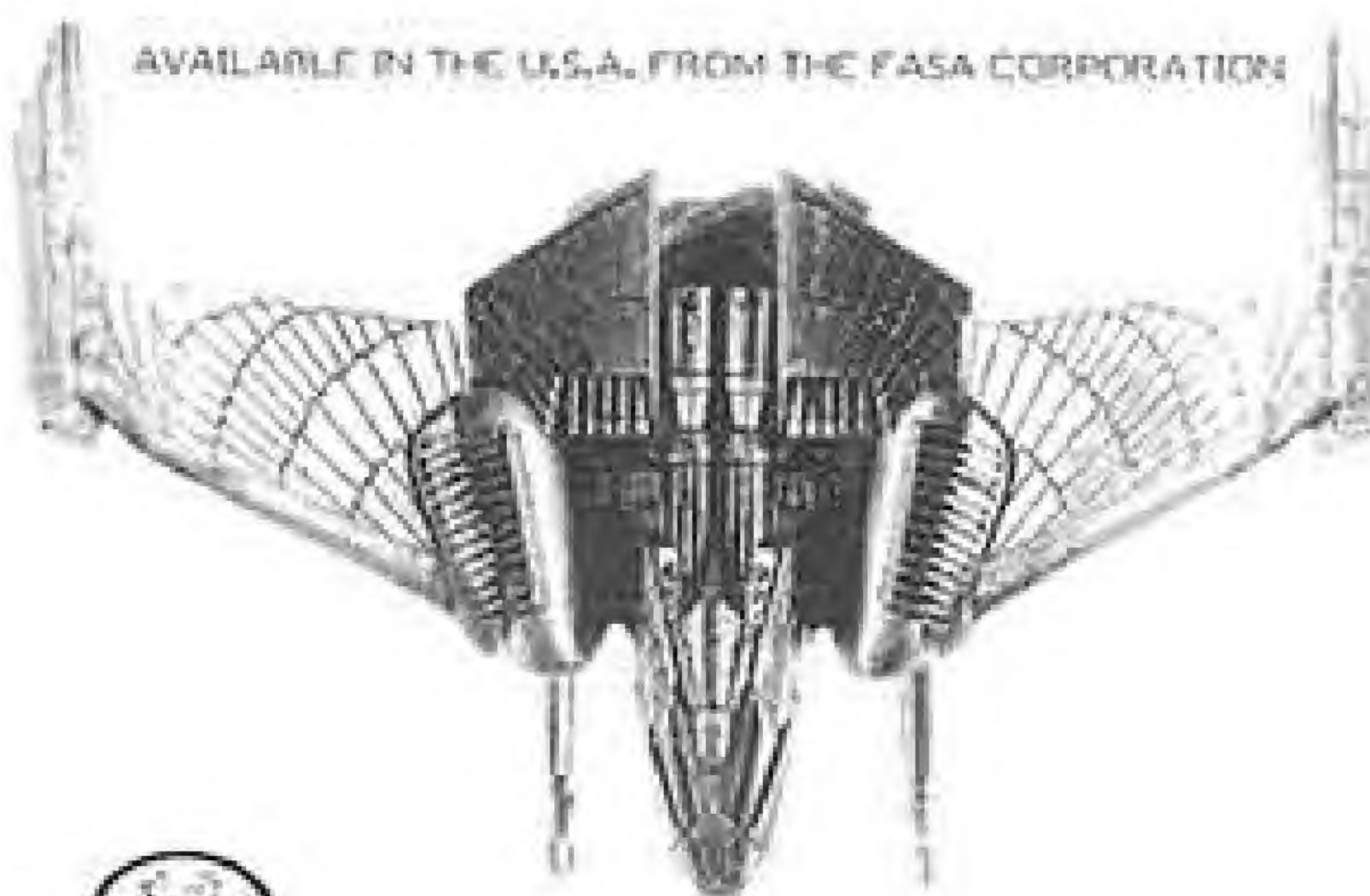


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AVAILABLE IN THE U.S.A. FROM THE FASA CORPORATION



ST03 KLINGON D-7
(BATTLE CRUISER)



ST15 ROMULAN WINGED DEFENDER
(CRUISER)



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

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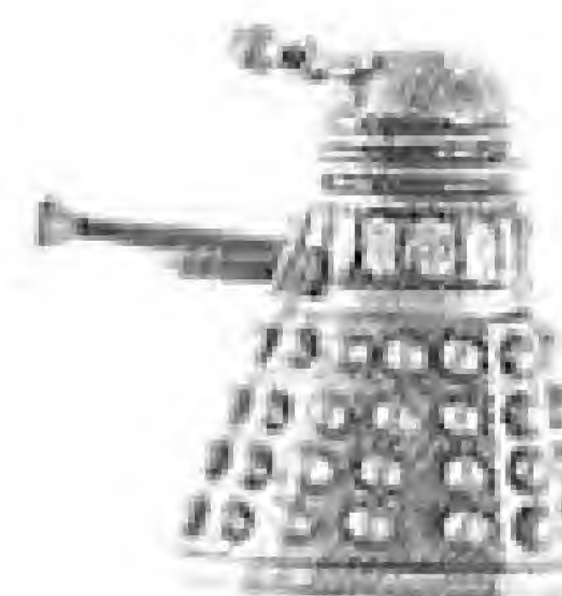
Cyberman



Timelord



4th Doctor



Dalek

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Dr Who © BBC 1985 Dalek © Terry Nation 1985

2000 AD'S

JUDGE DREDD

A TITAN/CITADEL CO-PRODUCTION

MINIATURES



JD2 Judge Anderson



JD1 Judge Dredd



JD3 PERPS



Gestapo Bob Harris



Clive the Club



Spug Slatt



Ramperpo



Spit-gun Suzi



Blocker



Chester Zermac



Blaster Bellamy

Judge Dredd, The Chronicles of, and Judge Dredd Monthly published by Titan Books Ltd. 2000AD and Judge Dredd are © IPC Magazines Ltd 1982

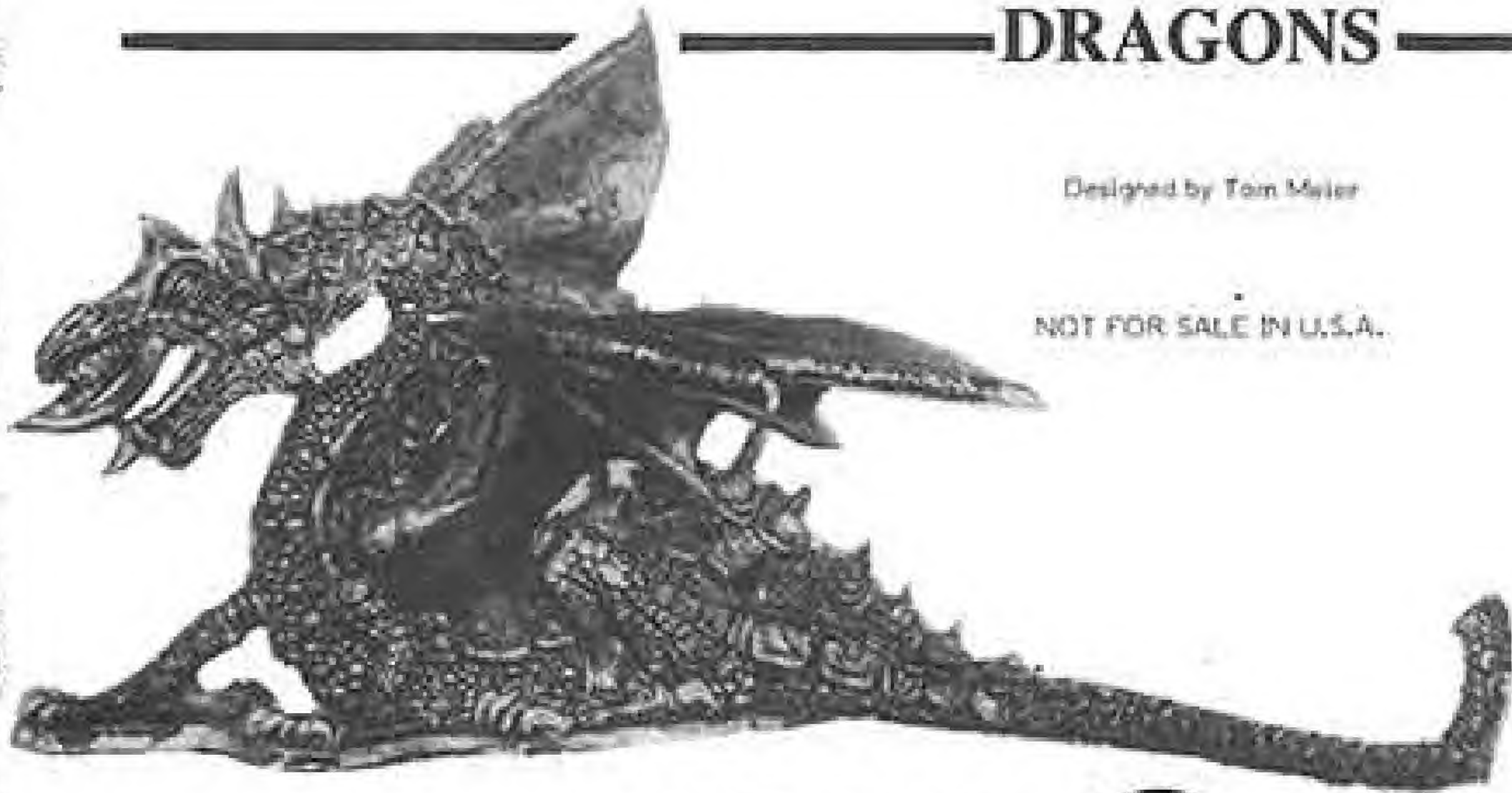
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CITADEL MINIATURES

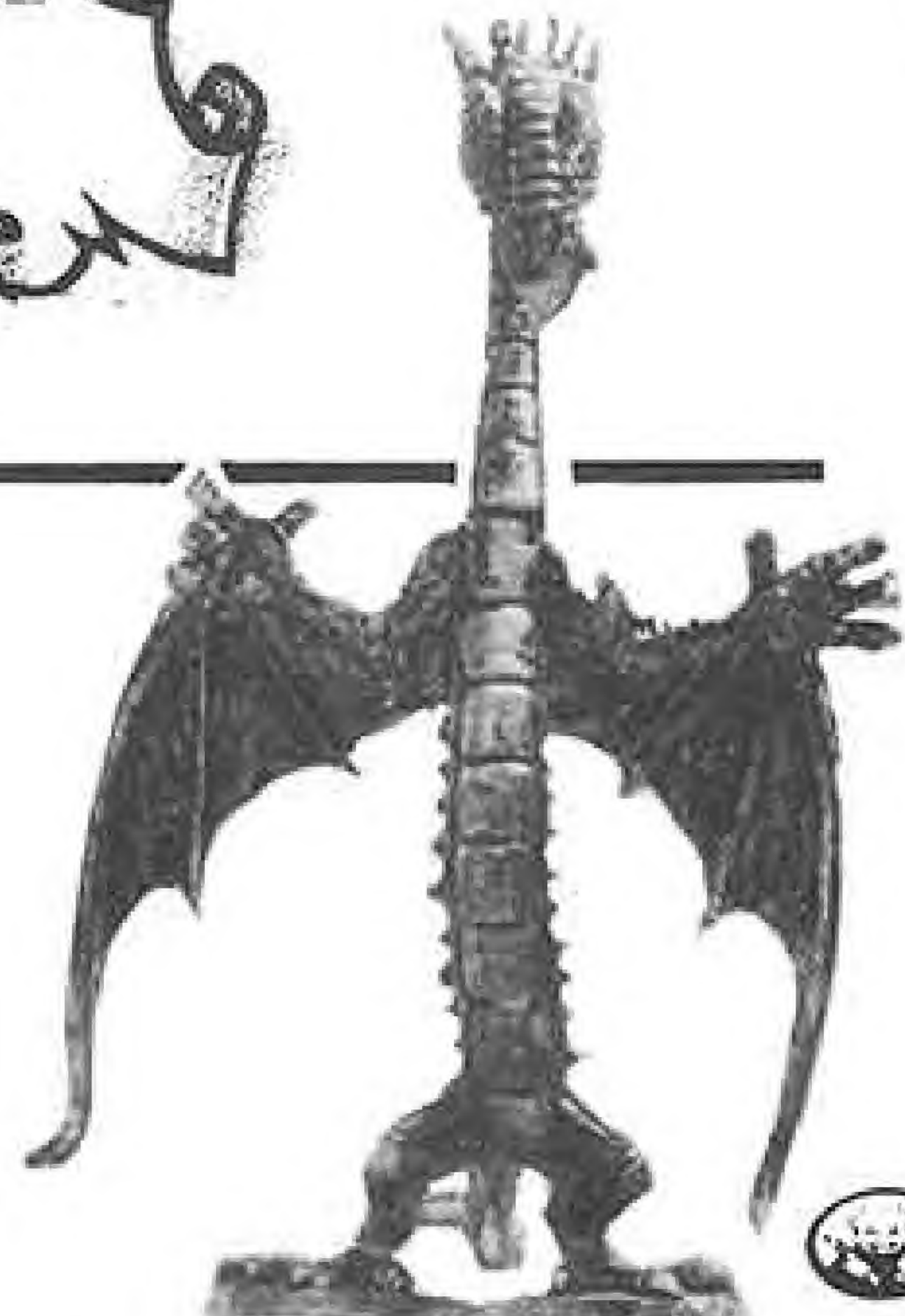
DRAGONS

Designed by Tom Meier

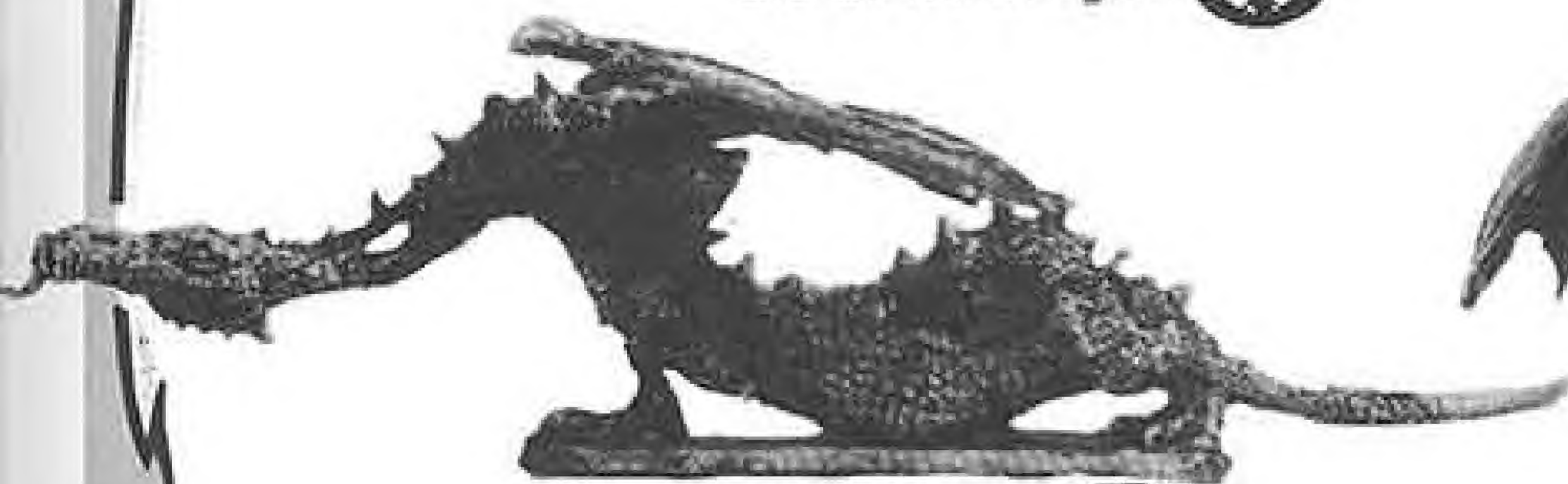
NOT FOR SALE IN U.S.A.



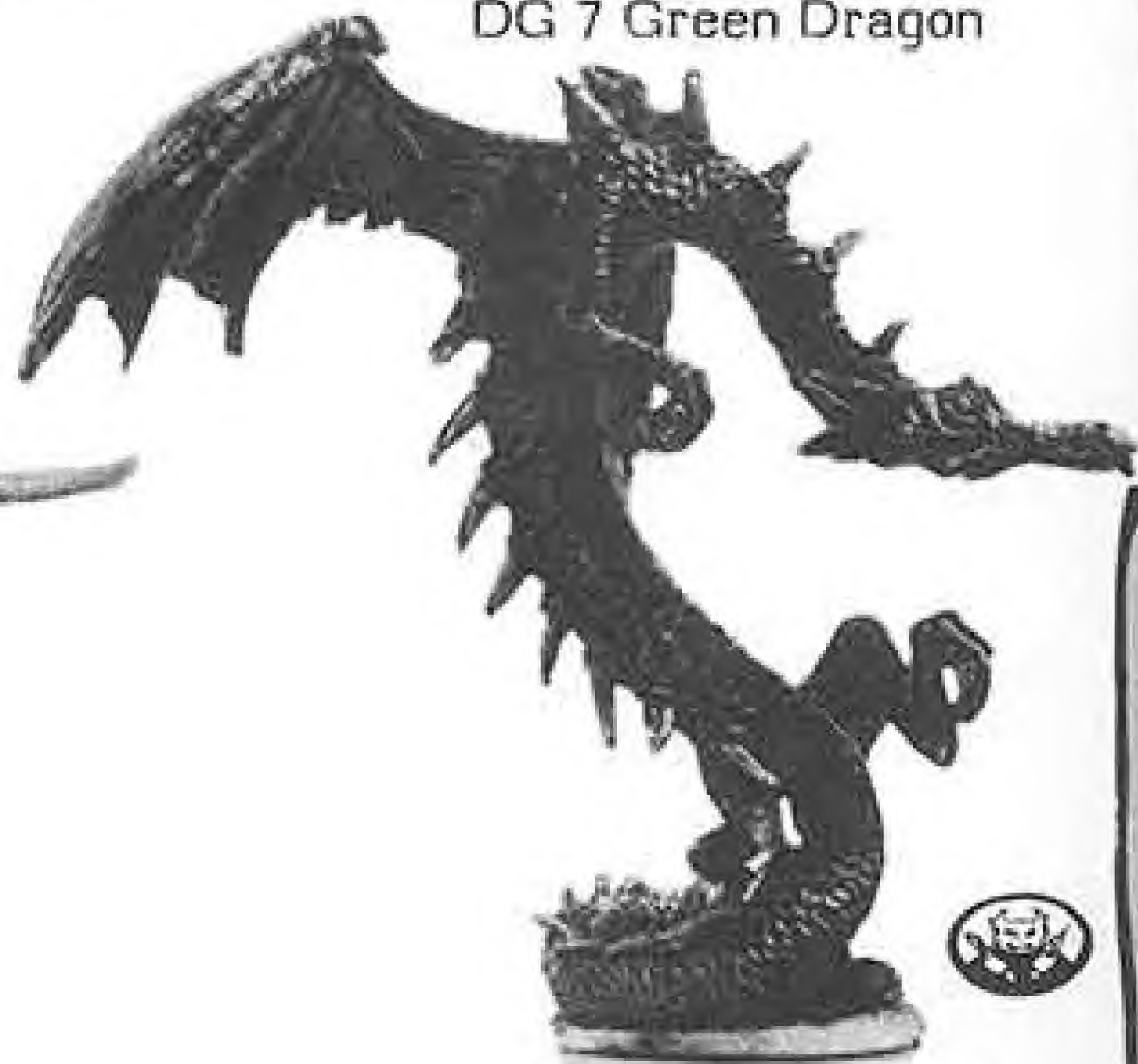
DG 2 Red Dragon



DG 7 Green Dragon



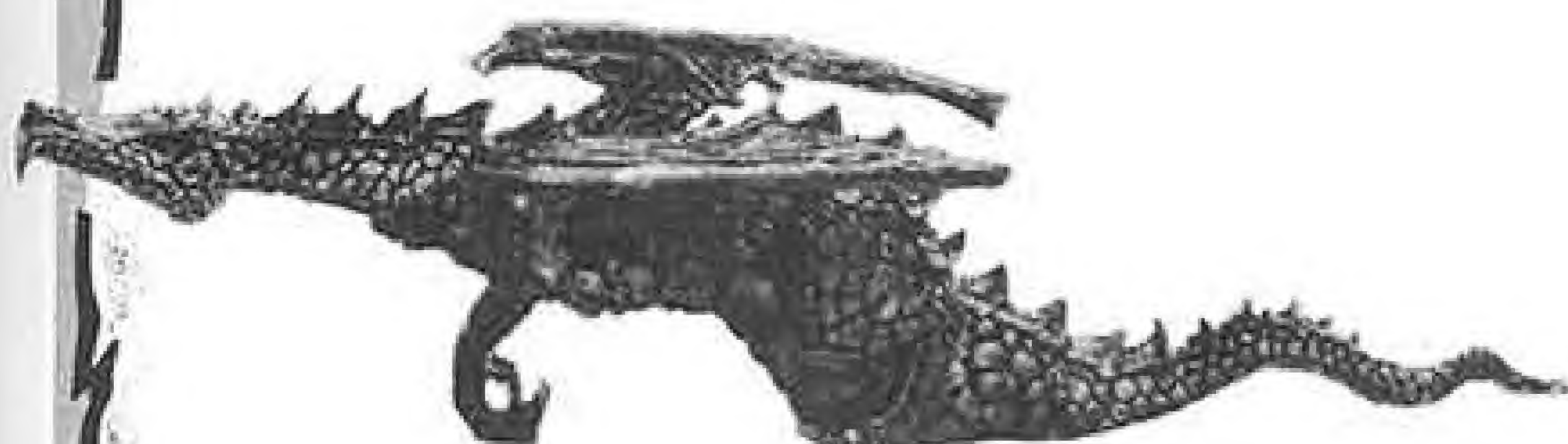
DG 6 Zombie Dragon



DG 3 Blue Dragon



DG 1 Oriental Dragon



DG 5 Fire Dragon



DG 4 Black Dragon



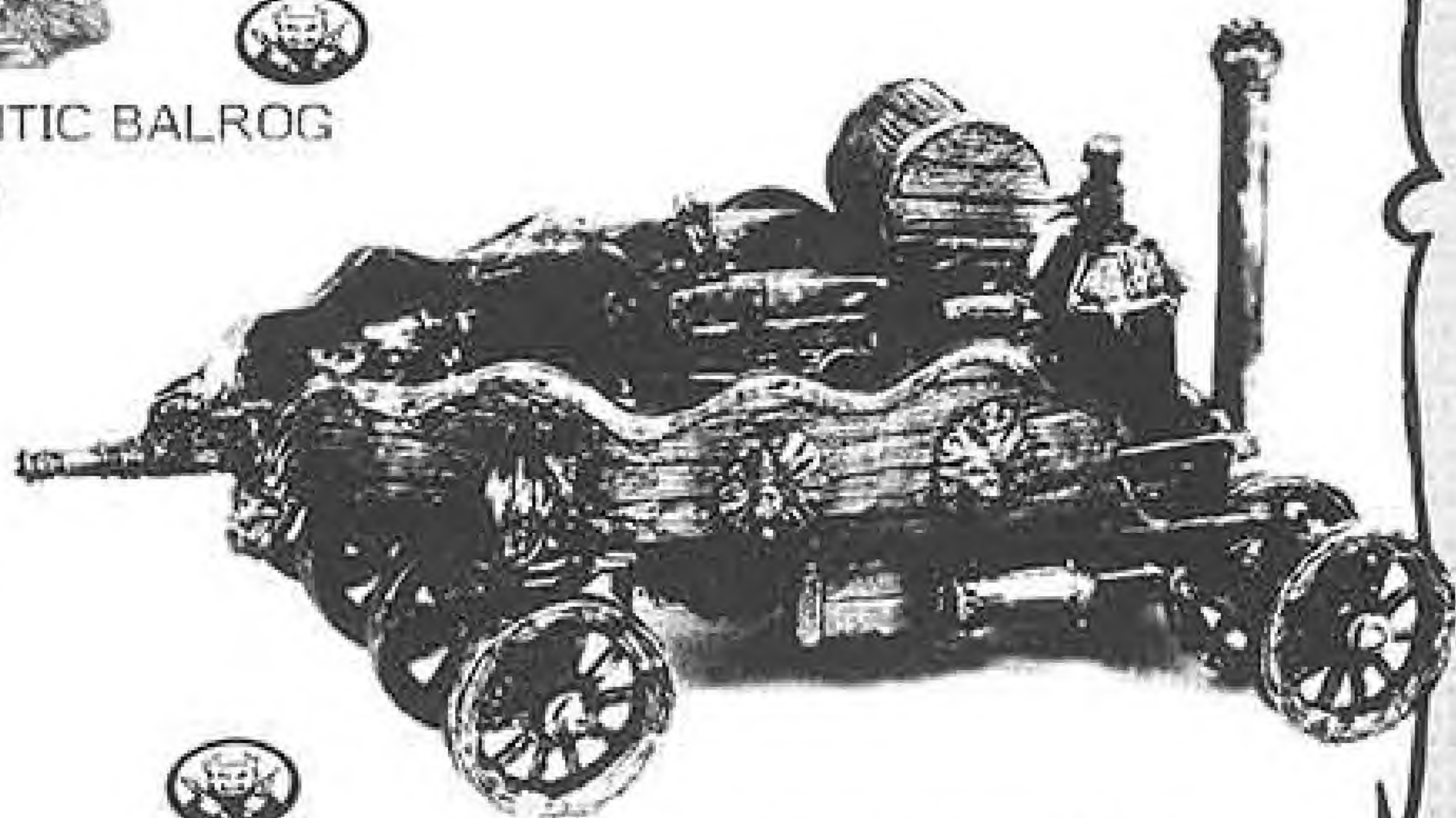
Arcane Monstrosities



TA1 MIGHTY A-ANGOR THE GIGANTIC BALROG
SLAYER OF GODS



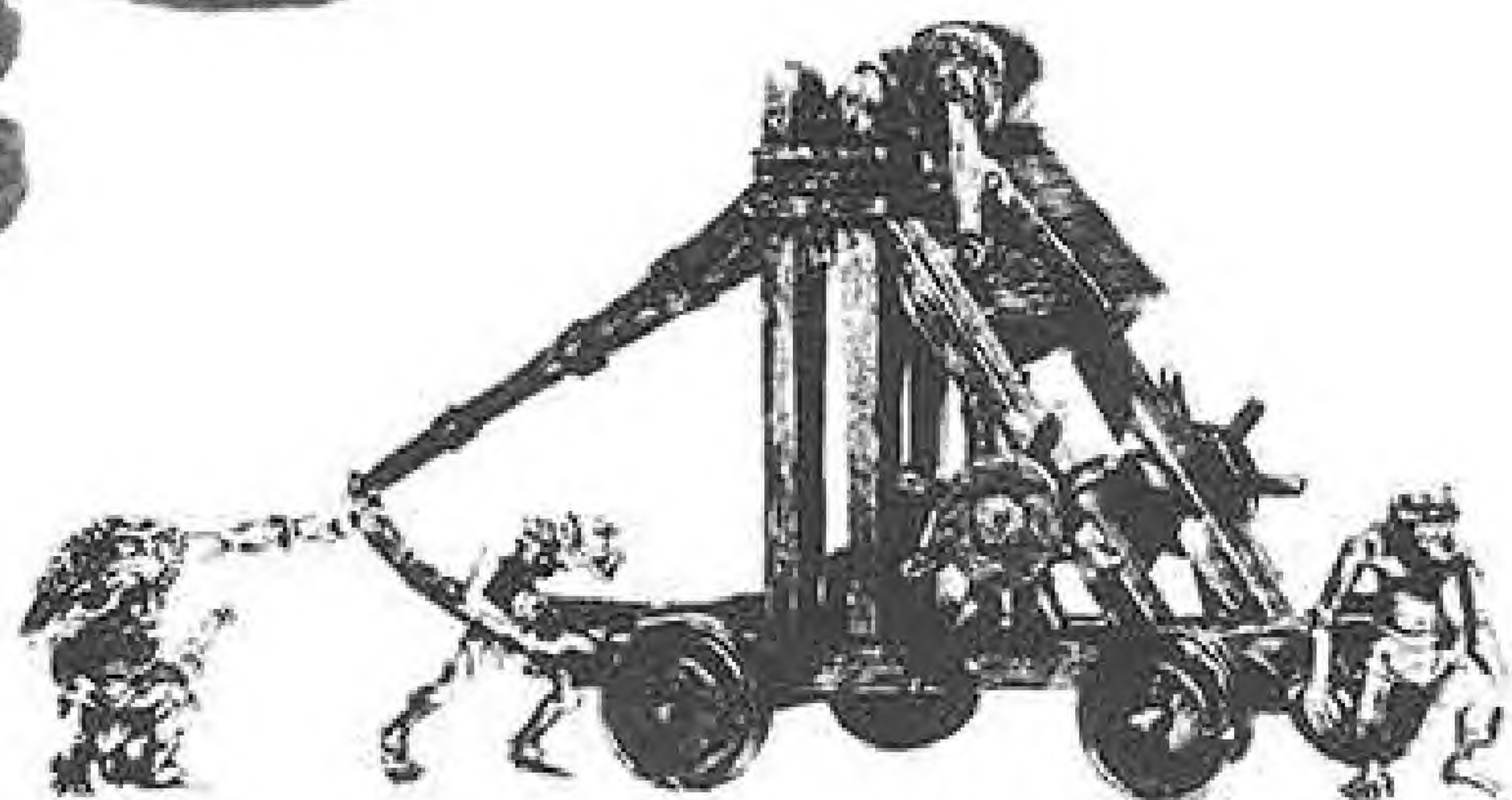
CREW OF THE JUGGERNAUT



TA2 DWARF JUGGERNAUT



TA3 ORC WAR WYVERN

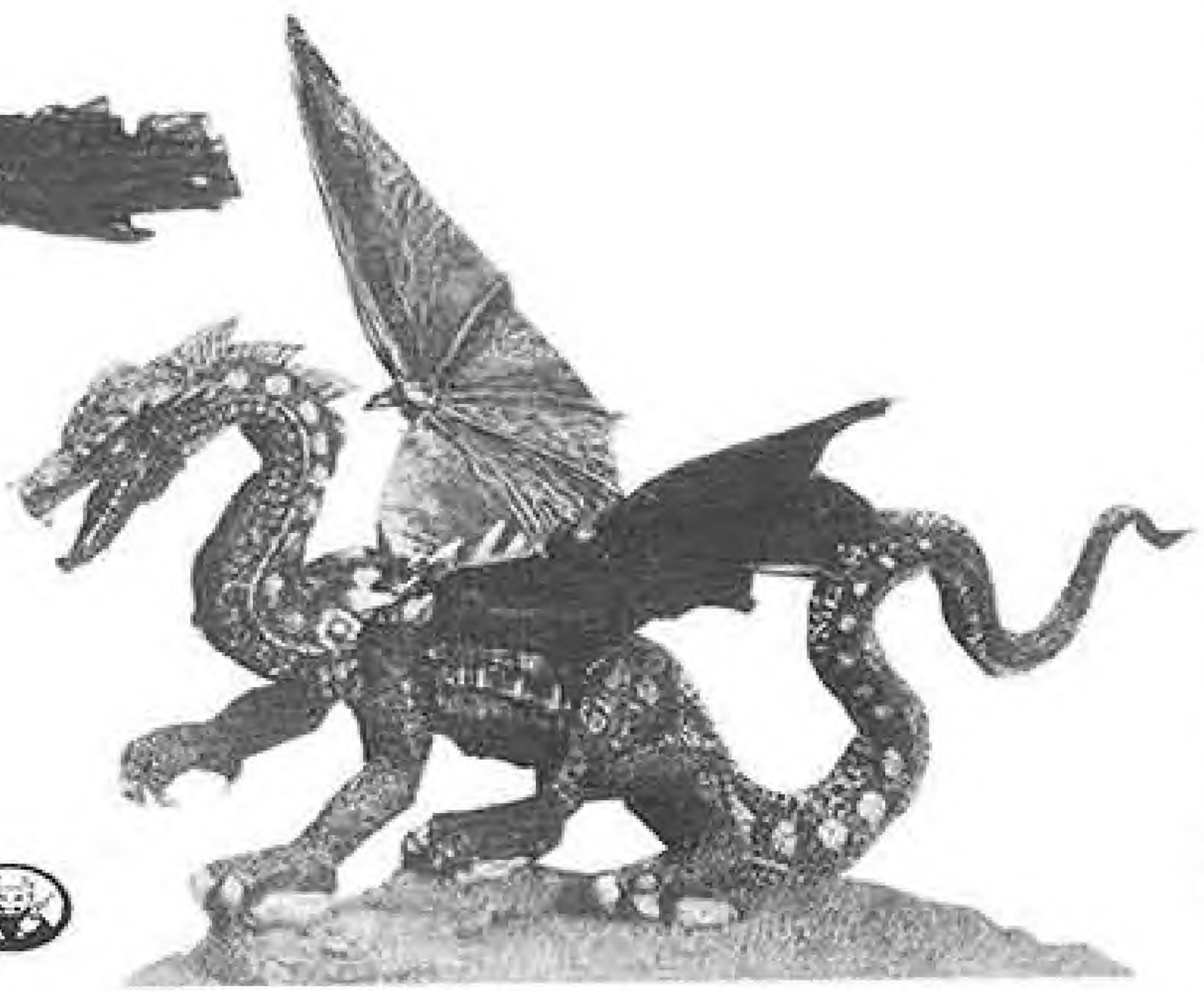


TA4 ORC WAR MACHINE

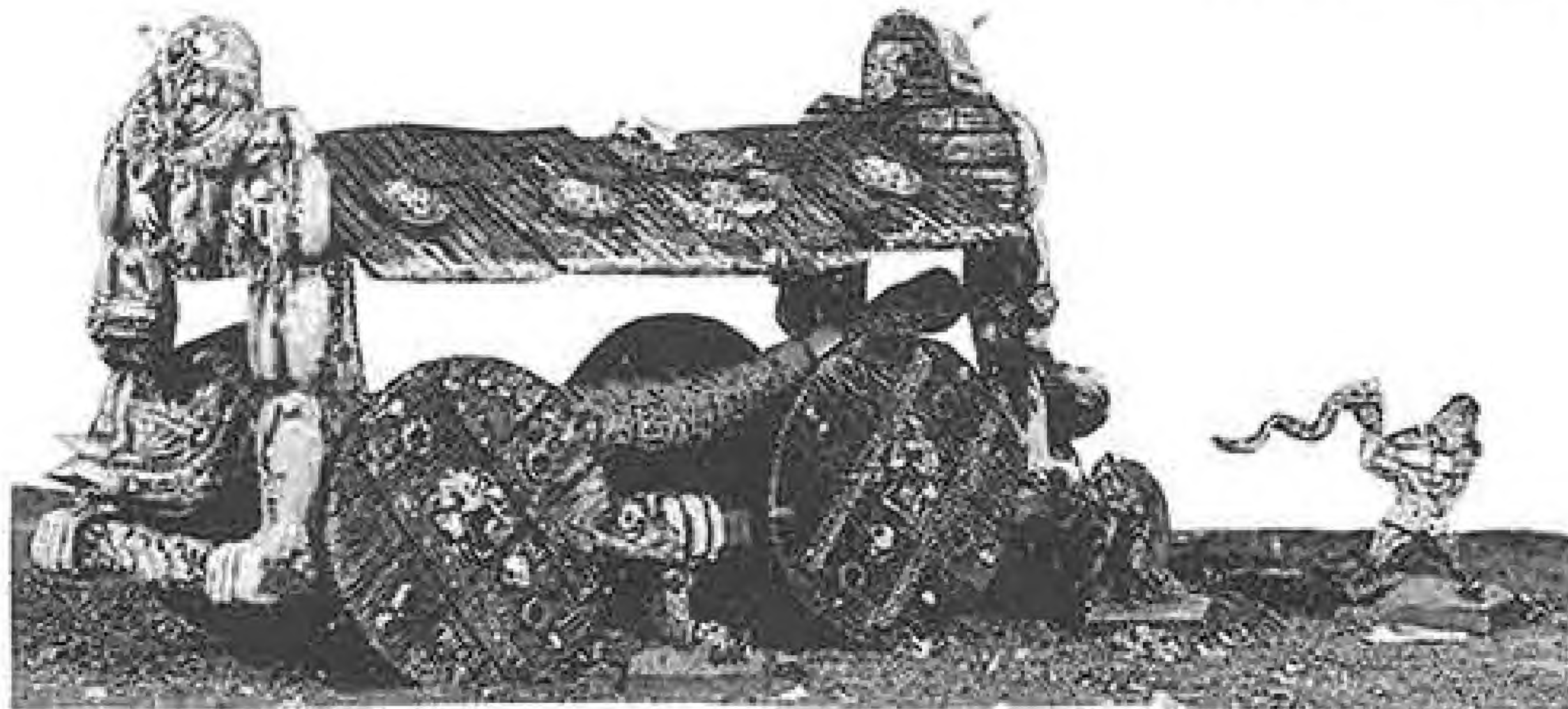
Arcane Monstrosities



TA5 WAR EAGLE



TA6 EMPEROR DRAGON



TA7 CHAOS BATTERING RAM

SAATOR GIANT DEMON OF EVIL

No creature broods with black evil as does Saator, and no other creature does so disgrace more than the pathetic race of humanity. His malice is bottomless, his hatred a deathly pale that glows black upon his rank and leprous hide. He could destroy humanity if he wished. But Saator is far too subtle, and far too cruel, to merely slay mankind. That would be too easy! too unsatisfying! Saator knows that there are terrors worse than death, horrors more profound than the howl of oblivion, agony a thousand times more intense than the death rattle. No - instead he delights in the extinction of man, pleasures in the dance of death; in the war and hatred and cruelty that he seeds in humanity. These are emotions he knows well; emotions that could be read in his gleaming yellow eyes were there a creature that dare look. But few living creatures could survive the stare of hatred in that face, or breathe the exhaled air of corruption that issues from that foul muzzle. A few that tried would be lucky enough to die. More likely they would themselves become twisted with bitterness, turned upon their own race and driven insane with lust for death and carnage.

M	WS	BS	S	T	W	I	A	Ld	Str	Pl	WP
6	10	10	7	7	15	10	10	10	10	10	10

Special Rules. Saator can fly as a **swooper**. As a Greater Demon he causes **fear** and **terror** in all living creatures. He is immune to psychological effects, unless caused by gods. He is immune to normal weapons. He attacks in combat with 10 **stomps**.

Saator's breath is so intensely evil that it is poisonous to any ordinary living creature. This may be breathed once per turn against any unit or individual within 6", and will effect up to D6 troops. Targets must make a saving throw of a 1, 5 or 6 on a 1D6 or are instantly slain.

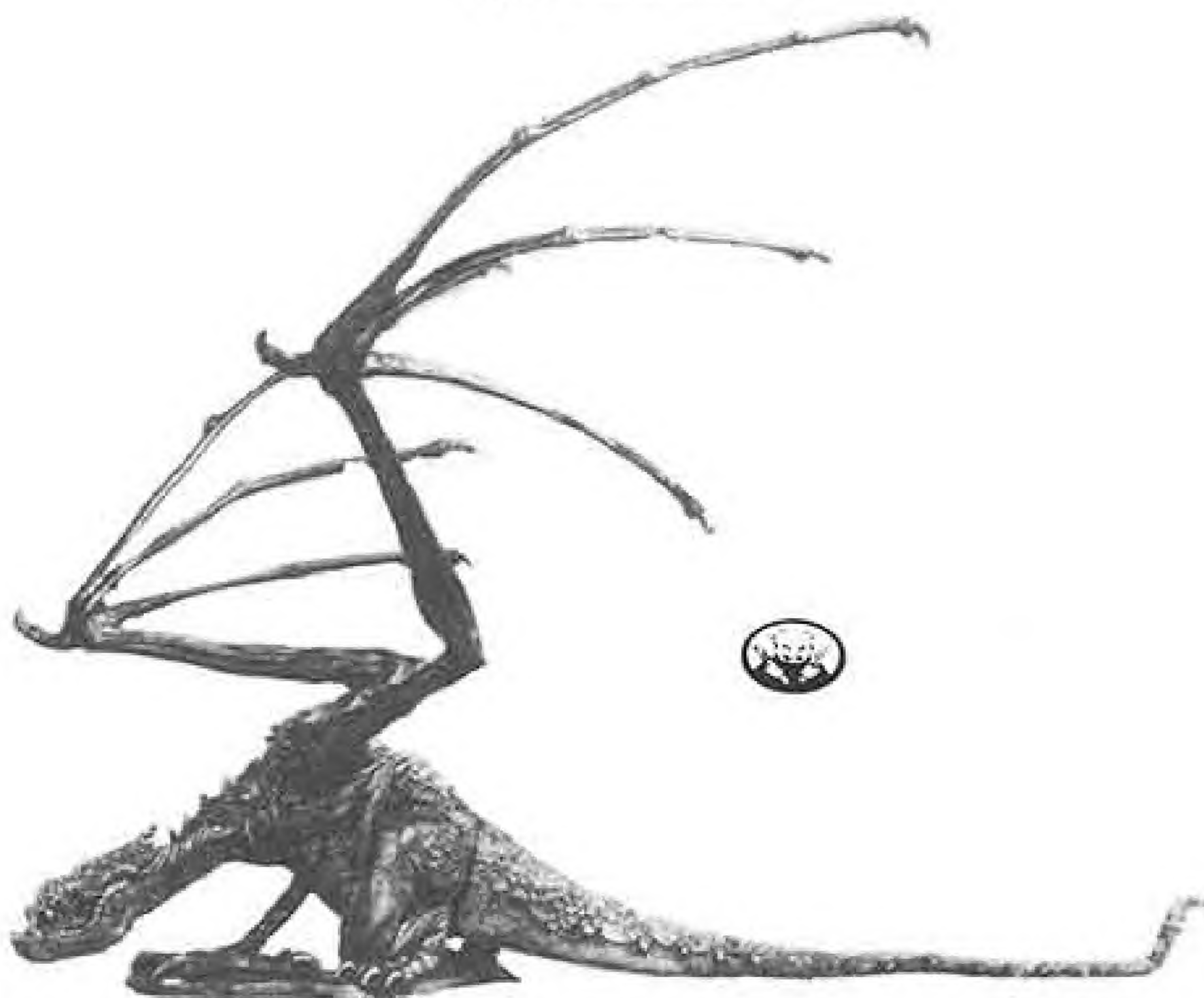


TA8 SA-ATOR-GIGANTIC DEMON LORD

CITADEL MINIATURES

SPINED DRAGON

NB1 Designed by Nick Bibby



KEGOX, THE KEVIN PEAT DRAGON

NB2 Designed by Nick Bibby



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

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

BOXED SETS

STARTER SET: ADVENTURERS

BC1



STOUT
DWARF WARRIOR



INDOMITABLE
GNOME FIGHTER



DEVOUT CLERIC



EXPEDITION
PACK MULE



WIZARD WITH
MAGIC STAFF



YOUNG FIGHTER



HEROIC KNIGHT
IN ARMOUR



STEALTHY
DWARF THIEF

STARTER SET: MONSTERS

BC2



VILE GOBLIN



VICIOUS GIANT WOLF



LESSER GOBLIN



EVIL DARK
ELF CAPTAIN



WARRIOR
OF CHAOS



ORC CHAMPION



MANIC HOBGOBLIN HERO



OGRE CHAMPION

DWARF LORDS OF LEGEND

BC3

Designed by Alan & Michael Perry



Angus



Lastro Lupintal



The Baron



King Gorrin



Throbin Death Eye



Uther



Borax Bloodaxe



Kimril Giantslayer

BOXED SETS

MIGHTY UGEZOD'S DEATH COMMANDOS

BC4

Designed by Nick Lunn



Giant Black Orc



Goblin Hero



Orc Shaman



Orc 'Pot Belly'



Hobgoblin Berzerker



Hobgoblin Warrior



Mighty Ugezod (Giant Orc)



Mutant Goblin



MICHAEL MOORCOCK'S 'ETERNAL CHAMPION'

BC5

Designed by Jes Goodwin

This boxed set contains eight models

- 1) Elric Kinslayer*
 - 2) Moonglum *
 - 3) Corum *
 - 4) Erepose
 - 5) Ulric
 - 6) Jerry Cornelius
 - 7) Elric White Wolf
 - 8) Hawkmoon
- * Models illustrated



Corum



Elric Kinslayer



Moonglum

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

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BOXED SETS

LONE WOLF: GIAK ATTACK

LW1 Designed by Alan & Michael Perry

MANUFACTURED UNDER LICENCE FROM GARY CHALK AND JOE DEVER TO ACCOMPANY HUTCHINSON'S PAPERBACK SERIES.



Giak Standard



Gorgaz



Sir Pelethor



Manic Giak



Giak Bow



Giak Angry



Giak Attacking



Giak Spear



'THE FELLOWSHIP OF THE RING'

BME1

Designed by Ally Morrison, Bob Housmith & The Perry Twins



Samwise



Pippin



Frodo



Merry



Gimli



Gandalf



Bill the Pony



Aragorn



Legolas



Boromir

Catalpa's new Lord of the Rings miniatures are especially designed to complement games based on the works of J.R.R. Tolkien. They are ideal for use with role-playing games, such as N.C.E.'s Middle Earth Role Playing Game, or mass battle games such as WARHAMMER.

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Boxed Sets

CHAOS CHIMERA

CM1

Designed by Nick Gibby



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

GARGANTUAN FIRE GIANT LORD

CM2

Designed by Nick Gibby



GARGANTUAN FIRE GIANT LORD

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

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	10	10	2	7	15	10	10	10	10	10	10

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

DRAGON TOAD

CM3

Designed by Nick Gibby



Nick Lund's chronicle MINIATURES

BLACK ORCS

N11



Masher



Spear



Great Axe



Pole Axe



Hero



Chieftain



Guard



Glaive Killer



Mace



Bowman

HOBGOBLINS

N12



Hero



Slicer



Champion



Slasher



Soul Stealer



Mangler



Thruster



Dwarf Maimer



Spearman



Two Hand



Slaver



Skin Eater

Nick Lund's chronicle MINIATURES

KOBOLDS

N13



Shield Wielder



Knee Ripper



Club



Crusher



Shaman



Maniac



Stomach Slitter



Chest Poker



Guard

GIANT OGRES

N14



Man Masher



Dwarf Defiler



Hobbit Slicer



Bigchest Chief



Ear Chewer



Bone Crusher



Man Sticker



Spike Kicker



Groin Ripper



Arm Taker

Nick Lund's chronicle MINIATURES

ORC WOLF RIDERS

N15



Sharp Blade



Ugly



Sureshot



Spear Stabber



Strong Back



Mangle



Mace Arm



Dwarf Annihilator



Blackcoat



Longtooth



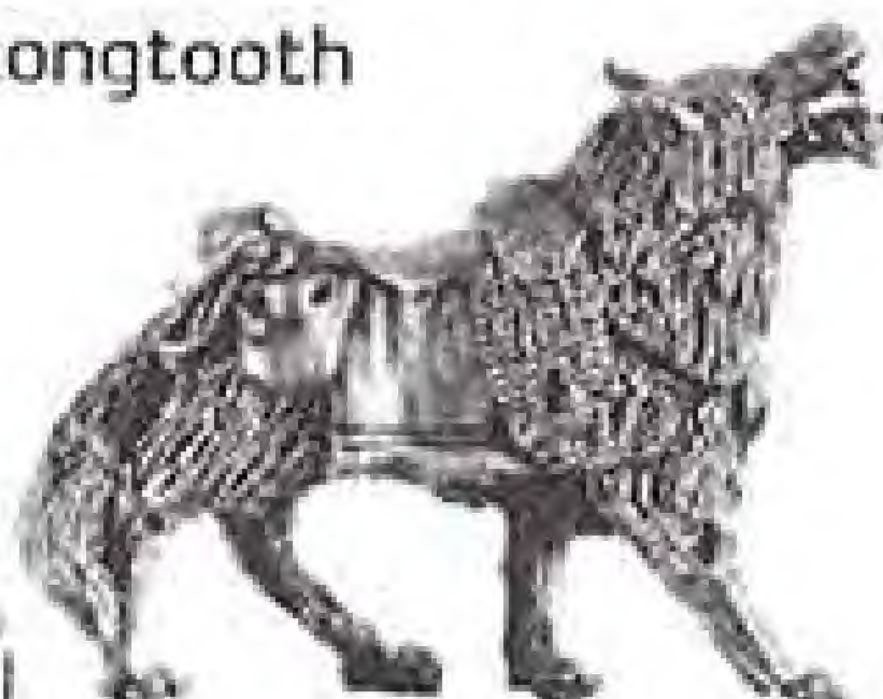
Wolffriend



Gutter



Red Eye



Elf Catcher



Death Mane



Orc Carrier

CAVE GOBLINS

N16



Spiker



Carver



Ed Smasher



Dwarf Fiend



Elf Hater



Straight Arm



Black Mane



Foot Chopper



Side Spiker



Strong Bow

Chaos Battle Banner Competition

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

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

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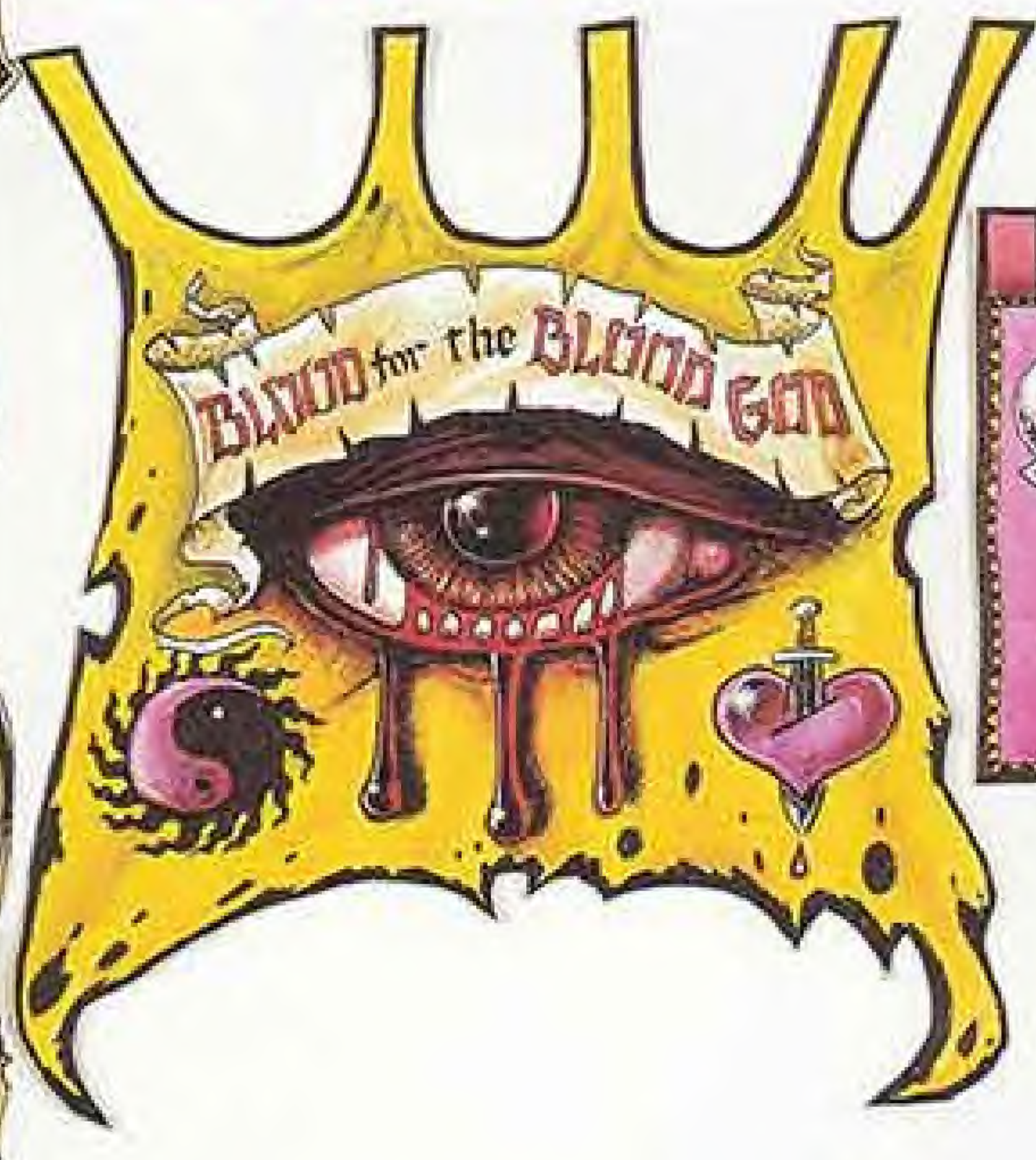
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Citadel Miniatures
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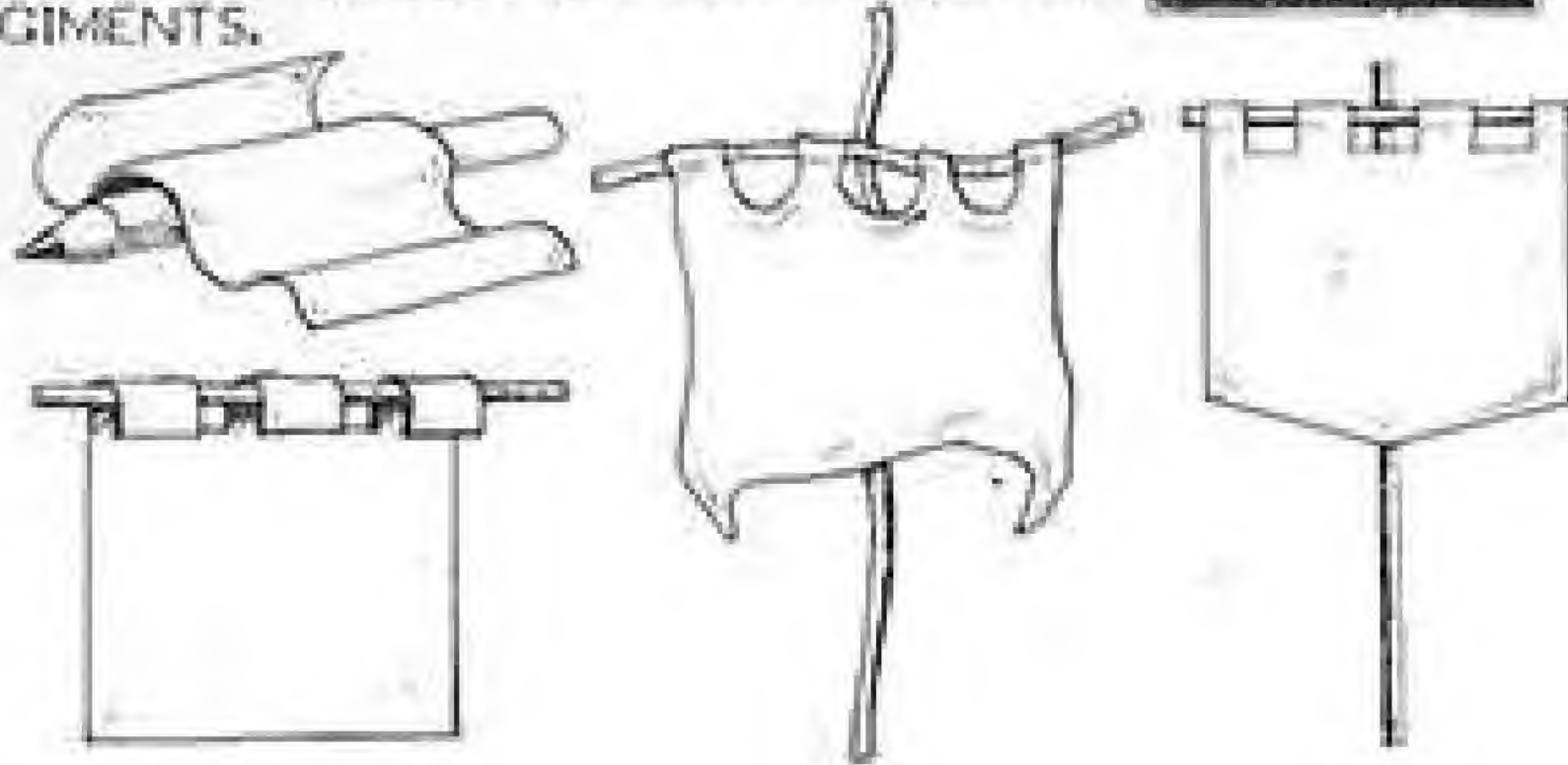
• BANEFUL BANNERS •



BANEFUL BANNERS

BANEFUL BANNERS - CUT OUT FLAGS FOR **WARHAMMER** REGIMENTS.

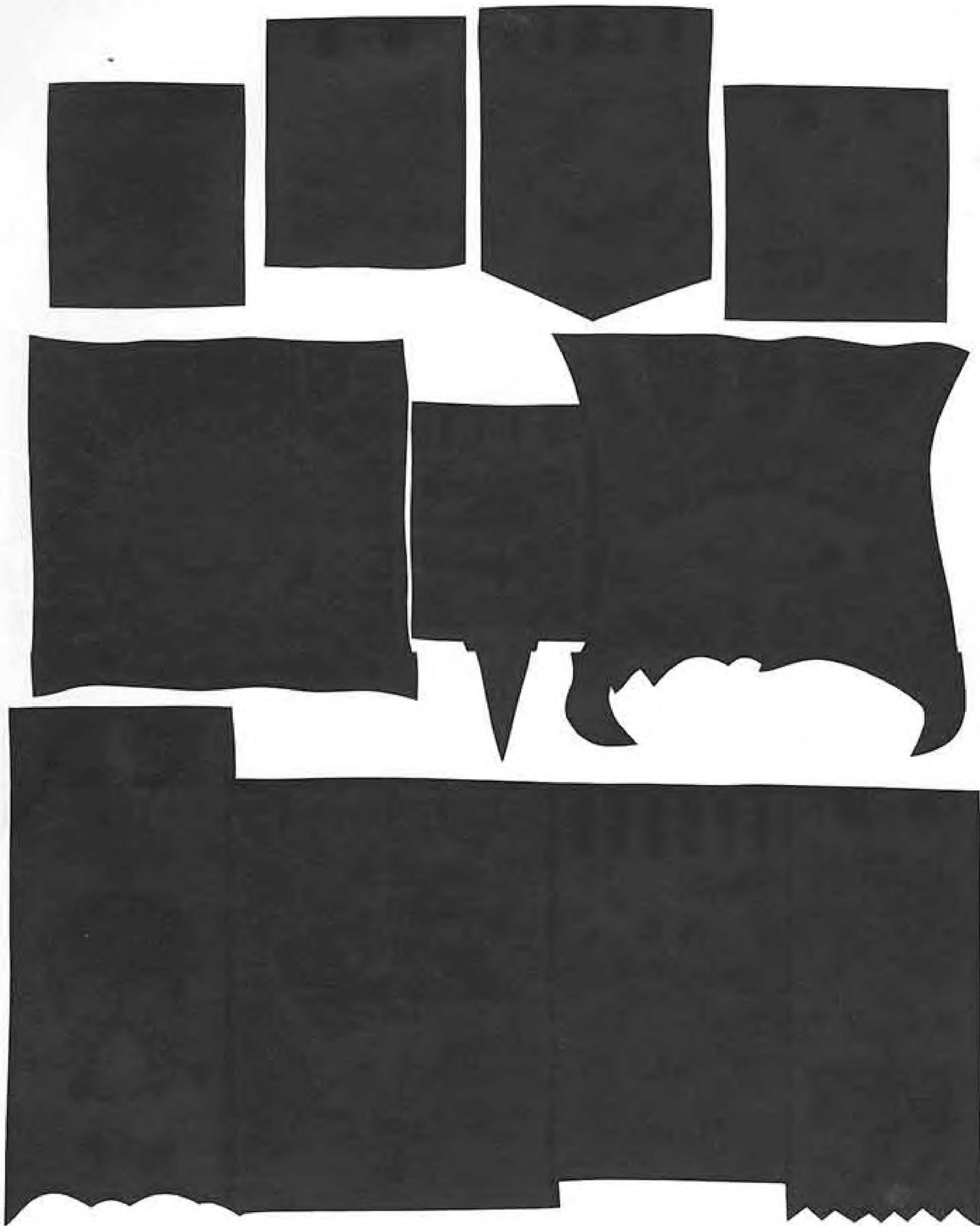
For many moons now the screaming and clamping has raged around the mighty fortress that is the Citadel Art Department. The siege could only go on for so long (we ran out of tea) and so we've decided to give in to the inarticulate demands of an insatiable public. So here they are - the first in what we intend to be a growing selection of banners, especially designed by the infamous Gary Chalk and John Blanche for Warhammer players, modellers and converters. Cut out your chosen banner using scissors or a sharp knife, glue your banner around a suitable cross-pole and fix onto the standard bearer. To give the banner a more realistic wind-blown effect, you can bend folds into the paper by rolling around a brush handle or pencil. To increase the strength and durability of your banner you can glue it to a tin-foil backing, this will make it easier to make good folds too.



THE BANNERS

From left to right

- | | |
|------------|--|
| Top row | Alkuz-Altza Dwarf Lord of Ruin
The Mad Dog Goblins of Gregg Rowlettaster
The Stout-hearts of Nuln - warrior men of cool
Cathrin Captain of the Sea Gates of Lothorn |
| Middle Row | The great Chaos battle-banner of Redemption
Muggo - Beastman Raiders of the Empire
Heathyogg's Horrible Ogre Pay-swords |
| Bottom row | Orc banner of the Great Cyclops God
The Chase legions of Wild Hunt
Knights of the Sacred Page
Skeleton Warriors of the Abyss |



THE QUEST OF

KALEB DAARK

SCRIPT: WAGNER/GRANT

ART: EWINS/J. MCCARTHY

LETTERS: S. POTTER

IN THE THIRTEENTH YEAR OF THE REIGN OF KING ZOLTAN OF PRAAG THE VILE FORCES OF CHAOS SWEEP SOUTH THROUGH NORSKA TO THE BORDERS OF KISLEV ITSELF. AND THERE, ON THE GREEN BANKS OF THE LYNISK RIVER, ZOLTAN'S ARMY ENGAGED THEIR HELL-SPAWNED FOE...

SEA OF CLAWS

NORSKA

LYNISK RIVER
PRAAG

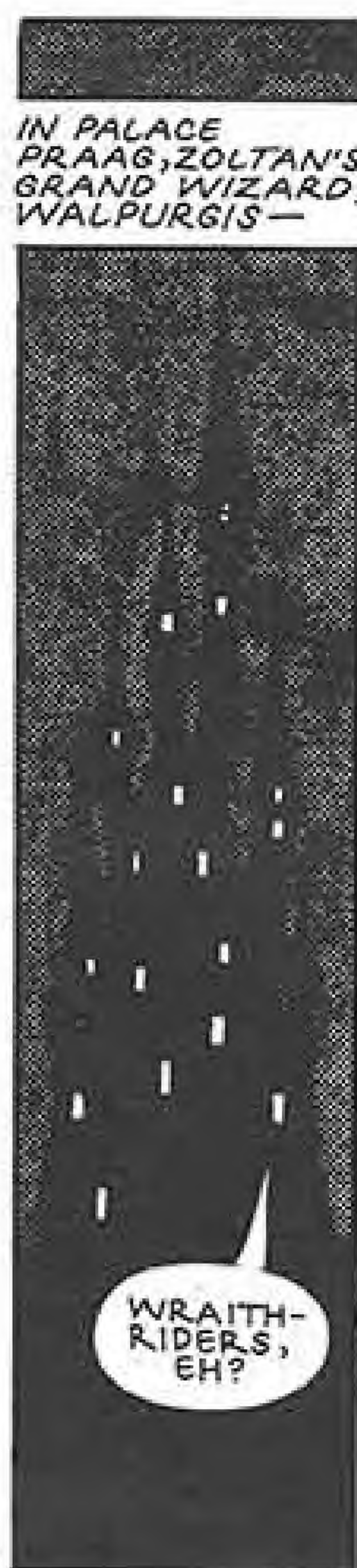
THE GRAND DUCHY OF KISLEV

FOUL FIENDS OF CHAOS! YOUR BREED WILL NEVER TAINT THIS LAND WHILE ONE MAN OF PRAAG STILL LIVES!

WITH ZOLTAN, THE LOYAL STALGRAD MILITIA AND THE FIERCE MOUNTAIN MEN OF KHEZ, WITH THEIR SLINGS AND STONE FLAILS—

OGRE—
AAAAH!

DIE,
DUNGSKINS!







EH—?



—AND DRANK DEEP OF CHAOS' EVIL!

COME,
CHAOS!
DREADAXE
THIRSTS
FOR YOU!





THE
TIDE HAS
TURNED! SEIZE
THE MOMENT!
DESTROY
THEM
ALL!



THEY DROVE THE DISHEARTENED FOE
BACK INTO THE LYNISK, AND
THOSE SPARKLING WATERS RAN
RED WITH DEMON
FOREMOST 'MIDST
SLAUGHTER WAS
KALEB
DAARK!



IT'S
HIM...
IT MUST
BE!



WHO, MASTER
WALPURGIS?

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

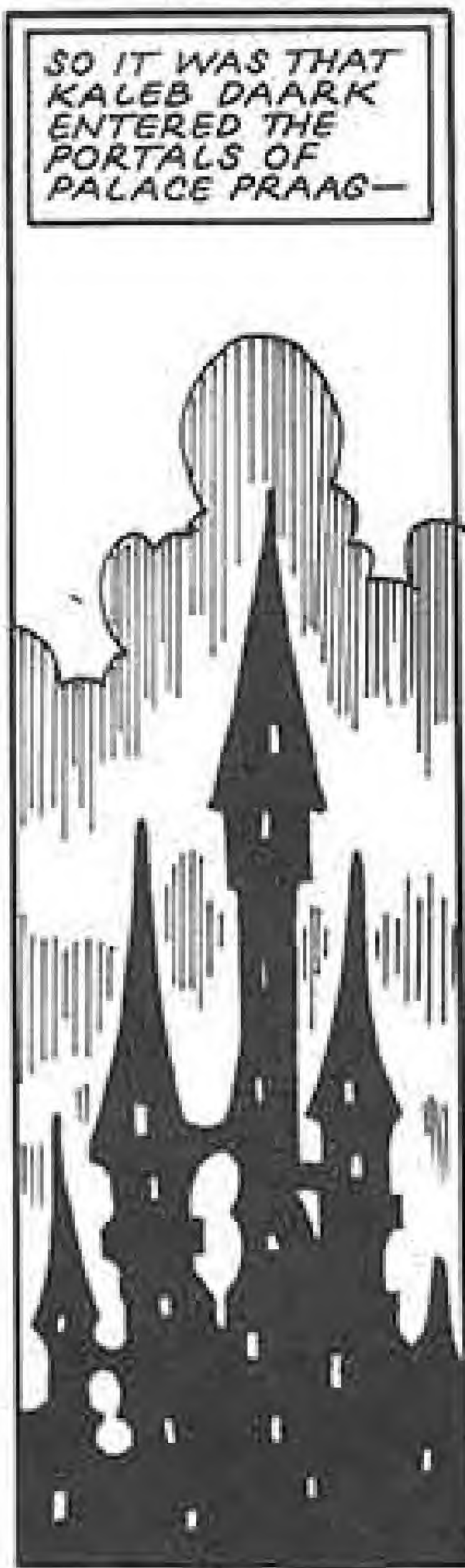


B-BUT,
MASTER, HE'S
A CHAOS
WARRIOR!

DO YOU
THINK I'M
BLIND? OF
COURSE HE'S
A CHAOS
WARRIOR!



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



SO IT WAS THAT
KALEB DAARK
ENTERED THE
PORTALS OF
PALACE PRAAG—



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

SPEAK
YOUR MIND,
WIZARD—



—AND
PRAY YOU ARE
NOT WASTING
MY TIME!

C-CERTAINLY!
ER... AS YOU KNOW,
PRAAG HAS WON A
VICTORY—LARGELY
THANKS TO YOU,
OF COURSE!

BUT CHAOS
IS STRONG. SOON
THERE WILL COME
THE FINAL BATTLE
—AND THEN PRAAG
WILL FALL.



UNLESS,
THAT IS, THE
PROPHECY IS
FULFILLED—

PROPHECY?

IT IS
WRITTEN IN
OUR BOOK OF
ANCIENTS—



"AND
IN PRAAG'S
DARKEST HOUR
THE GODDESS
ARIANKA SHALL RISE
FROM THE DEAD, AND
SHE SHALL SMITE THE
HORDES OF CHAOS AND
DRIVE THEM FROM
THIS LAND FOR
EVER..."

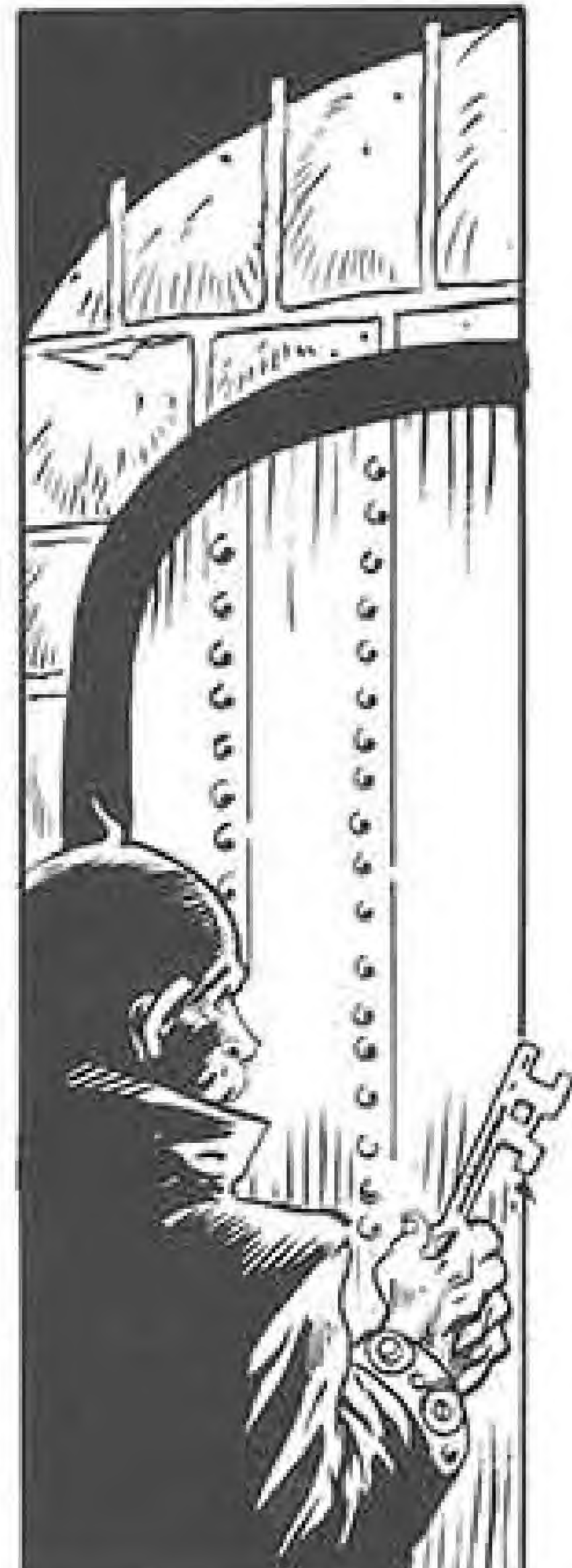


YOUR BOOK
OF ANCIENTS!
NAUGHT BUT
FAIRYTALES! IF THIS
IS WHAT YOU HAVE
BROUGHT ME
HERE FOR—

WHAT IF
I TOLD YOU
ARIANKA
EXISTS?



COME!









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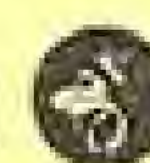
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BASES

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FLYING BASES	.05 p
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