

CITADEL[®] MINIATURES



CATALOGUE

CITADEL[®] MINIATURES

CATALOGUE

Section One

Compiled by Richard Helliwell and produced by the Games Workshop Design Studio

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INTRODUCTION

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

Citadel Miniatures

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

What's more, everybody involved with the design of one of our new miniatures is a keen gamer – from the person who develops the initial concept, through the designer of the original model to the guy who does the final casting in white metal. Citadel Miniature are made by gamers for gamers. Along every step of the way, the miniatures are carefully examined to make sure that they are as good as we can make them.

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

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

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



Updating The Catalogue

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

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

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

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

How the Citadel Catalogue Works

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

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

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

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

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

How to Buy Citadel Miniatures

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

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

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

A Final Word

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

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

IMPORTANT

Citadel Miniatures are intended for collectors, modellers and gamers.

THEY ARE NOT TOYS.

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

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

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

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

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WARHAMMER 40,000 CITADEL MINIATURES

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MARINE COMMANDERS

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

IMPERIAL COMMANDERS

Designed by Michael Perry with the Citadel Miniatures Design Team



LEMAN RUSS
(SPACE WOLF COMMANDER)



FREKI
070121/5



GERI
070121/4



BANNER POLE
070121/3



LEMAN RUSS
070121/1



BACK PACK WOLF
SKIN CLOAK
070121/2

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

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



LORD MACRAGGE
(ULTRA MARINE COMMANDER)



SPACE MARINE
HONOUR GUARD
070121/53



LORD MACRAGGE
070121/54



CLOAK AND HELMET
ON STAND
070121/52



THRONE
070121/55



BOLTER ON
STAND
070121/56

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

CAPTAINS

Designed by Jes Goodwin



SPACE WOLF CAPTAIN
070268/4



DARK ANGEL CAPTAIN
070268/5



ULTRA MARINE CAPTAIN
070268/6



BACK PACK CLOAK
070268/7

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



SPACE MARINE CAPTAIN
WITH TERMINATOR HONOURS
070268/1



BLOOD ANGEL CAPTAIN
070268/3



VETERAN CAPTAIN
070268/2

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SPACE MARINE ARMOUR VARIANTS

Designed by Jes Goodwin with the Citadel Design Team



THUNDER ARMOUR
(SPACE MARINE MARK 1)
0702709



CRUSADE ARMOUR
(SPACE MARINE MARK 2)
0702708



IRON ARMOUR
(SPACE MARINE MARK 3)
07027010



IMPERIAL MAXIMUS ARMOUR
(SPACE MARINE MARK 4)
07027011



HERESY ARMOUR
(SPACE MARINE MARK 5)
0702707



CORVUS ARMOUR 1
(SPACE MARINE MARK 6)
0702706



CORVUS ARMOUR 2
(SPACE MARINE MARK 6)
0702703



ERRANT ARMOUR (SPACE MARINE MARK 8)
0703601
THIS MODEL IS SUPPLIED WITH A SPACE MARINE
BOLTER AND BACK PACK SPRUE AS STANDARD



ARTIFICER ARMOUR 1
0702704



ARTIFICER ARMOUR 2
0702705



ARTIFICER ARMOUR 3
0702701



ARTIFICER ARMOUR 4
0702702

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

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

SPACE MARINES



CHAPLAIN WITH
POWER SWORD
070133/60



CHAPLAIN WITH CROZIUS
AND BOLTER
070133/59



CHAPLAIN WITH
CROZIUS
070133/61



CHAPLAIN WITH
CHAINSWORD
070133/57



CHAPLAIN WITH
PLASMA PISTOL
070133/62



CHAPLAIN WITH
COMB-WEAPON
070133/58



TECH MARINE
WITH TOOL BOX
070133/74



TECH MARINE WITH
POWERDRIVER
070133/73



TECH MARINE WITH
BOLT PISTOL
070133/70



TECH MARINE WITH
BLOW TORCH
070133/69



TECH MARINE
WITH WRENCH
070133/72



TECH MARINE WITH
ADJUSTABLE WRENCH
070133/71



MEDIC WITH
BOLT PISTOL
070133/65



MEDIC WITH
HAND FLAMER
070133/67



MEDIC WITH
BOLTER 1
070133/64



MEDIC WITH
PLASMA PISTOL
070133/66



MEDIC WITH
BOLTER 2
070133/63



MEDIC WITH
CARNIFEX
070133/68



WOUNDED 1
070106/12A



WOUNDED 2
070106/12B

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

Designed by the Citadel Design Team



CITADEL
MINIATURES

SPACE MARINES



POWER GLOVE
AND BOLTER
070145/3



PLASMA GUN 1
070145/18



BOLTER 1
070145/14



HOODED TABARD
AND POWER SWORD
070145/17



TERMINATOR HONOURS
AND BOLTER 1
070145/6



TERMINATOR HONOURS
AND POWER GLOVE
070145/4



TERMINATOR HONOURS
AND BOLTER 2
070145/5



CHAIN SWORD 1
070119/22



LIBRARIAN AND TOME
070145/8



LIBRARIAN AND SCROLL
070145/7



LIBRARIAN AND 2 HANDED
FORCE SWORD
070145/9



BIONIC EYE
AND BOLT PISTOL
070119/25



CAPTAIN
070145/10



LIEUTENANT COMMANDER
070145/11



LIEUTENANT
070145/12



FLAMER
070119/24



POWER SWORD
AND BOLT PISTOL
070119/23



POWER SWORD
070119/26



CHAIN SWORD
AND BOLTER
070119/29

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CITADEL
MINIATURES

Designed by the Citadel Design Team with Aly Morrison

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

SPACE MARINES



LAS CANNON 1
070121/43



BOLTER 2
070121/39



**BOLT PISTOL AND
CHAIN SWORD**
070121/38



LAS CANNON 2
070121/37



BOLTER 3
070121/44



BOLTER 4
070121/41



BOLTER 5
070121/42



**BIONIC EYE
AND POWER GLOVE**
070121/40



**HAND FLAMER AND
HEAVY PLASMA GUN**
070121/51



BOLTER 6
070121/49



PLASMA GUN 2
070121/50



BOLTER 7
070121/45



POWER AXE 1
070119/32



**POWER GLOVE
AND BOLT PISTOL**
070119/33



CHAIN SWORD 2
070119/36



**POWER SWORD
AND BOLTER**
070119/31



BOLTER 8
070119/21



POWER GLOVE
070119/20



POWER AXE 2
070119/34



**BIONIC ARM AND
CHAIN SWORD**
070119/35

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

Designed by Aly Morrison with the Citadel Design Team

SPACE MARINES



BOLTER 9
070106/5



BOLTER 10
070106/2



BOLTER 11
070106/10



MELTA GUN
070106/17



BOLTER 12
070106/7



**BOLTER AND
SENSOR**
070106/6



**BIONIC EYES
AND BOLTER**
070106/4



BOLTER 13
070106/3



**SHURIKEN
CATAPULT**
070106/18



SENSOR
070145/2



AUTOGUN
070106/19



NEEDLE GUN
070106/15



PLASMA GUN 3
070106/14



BOLTER 14
070106/6



POWER GLOVES
070145/15



**BOLTER AND
FACE MASK**
070106/11



**BIONIC EYE
AND ARM**
070119/27



BOLT PISTOL
070119/28



**POWER SWORD
AND SENSOR 1**
070119/30



**HAND FLAMER
AND BOLT PISTOL**
070119/19

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SPACE MARINE HEAVY WEAPONS

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

Designed by the Citadel Design Team with Aly Morrison



SPACE MARINE ARMED
WITH MULTI MELTA
AND BOLT PISTOL
07012/147



SPACE MARINE ARMED
WITH HEAVY BOLTER
07012/148



SPACE MARINE ARMED
WITH MULTI MELTA
07012/146



TRIPOD MOUNTED
MULTI MELTA
072129/27

MULTI MELTA
GUNNER
072129/28

TRIPOD
072129/28

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN ON THE RIGHT AS STANDARD, PLEASE STATE WEAPON CHOICE WHEN ORDERING. THESE MODELS DO NOT TAKE A BACK PACK.

GUNNERS



GUNNER 1
072129/21



GUNNER 2
072129/23



GUNNER 3
072129/20



GUNNER 4 WITH
POWER GLOVE
072129/25



GUNNER 5
072129/24



GUNNER 6
072129/22

WEAPONS



MULTI MELTA
072129/13



CONVERSION BEAMER
072129/15



HEAVY BOLTER
072129/14



LAS CANNON
072129/12

EXAMPLES OF THE COMPLETED SPACE MARINE HEAVY WEAPON MODELS



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SPACE MARINE STRIKE FORCE

EXAMPLE SPACE MARINE STRIKE FORCE
BANNERS NOT INCLUDED



STRIKE FORCE
SPACE MARINE 1
RTB151



STRIKE FORCE
SPACE MARINE 2
RTB152



STRIKE FORCE
SPACE MARINE 3
RTB153



SPACE MARINE BOLTER AND BACK PACK SPRUE
101532



SPACE MARINE ARM SPRUE
103004

Space Marines are the ultimate warriors of the 41st Millennium and devoted servants of the Emperor. The Space Marines of the Strike Force are equipped with Mark 7 power armour - also known as *Armorum Impetor* or *Eagle armour*. The Space Marine Strike Force boxed set contains 15 superbly modelled metal miniatures (3 complete combat squads) with 5 Space Marine bolter and back pack sprues and 3 Space Marine arm sprues.



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CITADEL
MINIATURES

Designed by Jes Goodwin

IMPERIAL SPACE MARINES

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CITADEL
MINIATURES



SPACE MARINE HEAVY WEAPONS SPRUE
RT801/C



SPACE MARINES WITH BOLTERS SPRUE
RT801/A



EXAMPLE IMPERIAL SPACE MARINES

This box set contains 17 sprues of highly detailed hard styrene plastic components, with enough pieces to construct 30 Space Marine miniatures equipped with Mark 6 armour. These include heavy weapon operatives with missile launchers and flamer, as well as personality models. Each box set contains 9 Space Marines with bolters sprue, 6 Space Marines with close combat sprues and 2 Space Marine heavy weapon sprue



SPACE MARINE CLOSE COMBAT WEAPONS SPRUE
RT801/B

Designed by the Citadel Design Team

TERMINATORS

BODIES



CAPTAIN
RTB9/7



LIBRARIAN
RTB/5



MARINE 1
RTB9/5



MARINE 2
RTB9/4

EACH COMPLETE
TERMINATOR
CONSISTS OF:

- 1 x BODY
- 1 x LEFT ARM
- 1 x RIGHT ARM
- 1 x SHIELD

PLEASE STATE WHICH
ITEMS YOU REQUIRE
WHEN ORDERING



MARINE 3
RTB9/3

RIGHT ARMS



STORM BOLTER
RTB9/1



STORM BOLTER 2
RTB9/10



ASSAULT CANNON
(WILL TAKE SHIELD)
RTB9/8



HEAVY FLAMER
RTB9/9

THE COMPLETE TERMINATOR SQUAD BOXED SET CONTAINS:

- 1 x CAPTAIN
- 1 x LIBRARIAN
- 2 x MARINE 1
- 2 x MARINE 2
- 2 x SHIELD 2
- 2 x SHIELD 3
- 1 x CHAIN FIST
- 1 x FORCE AXE
- 1 x SERGEANT'S POWER SWORD ARM
- 1 x CAPTAIN'S POWER FIST
- 3 x STORM BOLTER 2
- 1 x HEAVY FLAMER
- 1 x POWER FIST
- 1 x ASSAULT CANNON



LEFT ARMS



POWER FIST
RTB9/2



FORCE AXE
(WILL TAKE SHIELD)
RTB9/13



CHAINFIST
RTB9/11



CAPTAIN'S POWER FIST
WITH GRENADE LAUNCHER
RTB9/12

SERGEANT'S POWER SWORD ARM
(WILL TAKE SHIELD)
RTB9/14



SHIELDS



SHIELD 1
070243/13



SHIELD 2
RTB9/15



SHIELD 3
RTB9/16

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

Designed by Jes Goodwin

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CITADEL
MINIATURES

TERMINATORS

CYCLONE TERMINATOR



CYCLONE
070204/5



MISSILE TARGETER ARM
070204/6

THE COMPLETE CYCLONE
TERMINATOR CONSISTS OF:
1 x CYCLONE BODY
1 x MISSILE TARGETER ARM
1 x RIGHT ARM
PLEASE STATE WHICH
RIGHT ARM YOU REQUIRE
WHEN ORDERING

RIGHT ARMS



STORM BOLTER
RTB9/1



STORM BOLTER 2
RTB9/10

CLOSE COMBAT TERMINATORS



CLOSE COMBAT
070204/12



RIGHT LIGHTNING CLAW
070204/13



LEFT LIGHTNING CLAW
070204/14



THUNDER HAMMER
070204/15



SHIELD MOUNT ARM
070204/16



STORM SHIELD 1
070204/24



STORM SHIELD 2
070204/17

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

THE COMPLETE THUNDER HAMMER AND STORM SHIELD
TERMINATOR CONSISTS OF:
1 x CLOSE COMBAT BODY
1 x THUNDER HAMMER
1 x SHIELD MOUNT ARM
1 x STORM SHIELD
PLEASE STATE WHICH STORM SHIELD YOU REQUIRE
WHEN ORDERING

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN
ON PAGES 16, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

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



TERMINATORS

GREY KNIGHT TERMINATORS



GREY KNIGHT 1
070204/2



GREY KNIGHT 2
070243/5



GREY KNIGHT 3
070243/6

EACH COMPLETE GREY KNIGHT
TERMINATOR CONSISTS OF:

- 1 x GREY KNIGHT BODY
- 1 x GREY KNIGHT LEFT ARM
- 1 x GREY KNIGHT RIGHT ARM
- 1 x NEMESIS FORCE WEAPON
- 1 x SHIELD

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

NEMESIS FORCE WEAPONS



NEMESIS FORCE HALBERD
070204/4



NEMESIS FORCE GREAT SWORD
070243/11

GREY KNIGHT RIGHT ARMS



GREY KNIGHT
RIGHT ARM 1
070204/1



GREY KNIGHT
RIGHT ARM 2
070243/7



GREY KNIGHT
RIGHT ARM 3
070243/8

GREY KNIGHT LEFT ARMS



GREY KNIGHT
LEFT ARM 1
070204/3



GREY KNIGHT
LEFT ARM 2
(WILL TAKE SHIELD)
070243/9



GREY KNIGHT
LEFT ARM 3
(WILL TAKE SHIELD)
070243/10

SHIELDS



SHIELD 1
070243/13



SHIELD 2
RTB9/15



SHIELD 3
RTB9/16

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

EXAMPLES OF THE COMPLETED GREY KNIGHT TERMINATOR MODELS



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CITADEL
MINIATURES

Designed by Jes Goodwin

TERMINATORS

TRAITOR TERMINATORS



TRAITOR 1
070204/10



TRAITOR 2
070204/8



TRAITOR CAPTAIN
070243/3

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

TRAITOR RIGHT ARMS



TRAITOR STORM BOLTER 1
070243/2



TRAITOR STORM BOLTER 2
070204/7



TRAITOR ASSAULT CANNON
070243/1



TRAITOR HEAVY FLAMER
070243/15

TRAITOR LEFT ARMS



DAEMON SWORD
070243/4



TRAITOR POWER SWORD
070243/14



TRAITOR POWER FIST
070204/9



TRAITOR CHAIN FIST
070204/11

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

INQUISITOR TERMINATORS



DAEMON HUNTER
070204/22



INQUISITOR
070204/19



COMBI-WEAPON ARM
070204/18



INQUISITOR POWER FIST
WITH DIGITAL WEAPONS
070204/20



PSYCANNON ARM
070204/21



FORCE ROD ARM
070204/23

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



STEPHEN TAPIN

MARINE SCOUTS

Designed by the Citadel Design Team



**BOLTER AND HORNED
SHOULDER PAD**
070295/5



**SHURIKEN CATAPULT
AND BROWN EYE**
070295/4



**BOLT PISTOL AND
COMBAT KNIFE 1**
070295/10



**LAS GUN AND
PUNCH DAGGER**
070295/6



BOLTER 1
070295/11



**BOLT PISTOL AND
COMBAT KNIFE 2**
070295/12



BOLT PISTOLS
070295/9



BOLTER 2
070295/8



**BOLT PISTOL AND
COMBAT KNIFE 3**
070295/1



**BOLT PISTOL AND
COMBAT KNIFE 4**
070295/3



**BOLT PISTOL AND
COMBAT KNIFE 5**
070295/2



BOLT PISTOL
070295/13

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MARINES ON BIKES



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

THE COMPLETE JET BIKE WITH SPACE MARINE RIDER CONSISTS OF:

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

PLEASE STATE WHICH RIDERS BODY AND LEGS YOU REQUIRE WHEN ORDERING



JET BIKE FAIRING WITH TWIN BOLTER MOUNTS
072060/17



JET ENGINE
072060/18



STABILIZER FINS
072060/19

SPACE MARINE RIDERS

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



LEGS 1
070160/8



LEGS 2
070160/20



CHAPLAIN LEGS 1
070160/11



CHAPLAIN LEGS 2
070160/8



MEDIC AND CHAIN SWORD
070160/12



TECHMARINE AND BOLT PISTOL
070160/15



MARINE AND SCANNER
070160/14



CHAPLAIN AND CROZIUS
070160/10



TECHMARINE AND WRENCH
070160/13



MARINE AND BOLT PISTOL
070160/16



MARINE AND BOLTER
070160/9



CHAPLAIN AND DEVOTION BANNER
070160/7



BIKE WITH TWIN BOLTER MOUNTS
072060/1



BIKE FAIRING 1
072060/2A



BIKE FAIRING 2
072060/2B



SIDECAR MULTI MELTA
070160/4



SIDE CAR SEAT
070160/5

THE COMPLETE BIKE WITH SPACE MARINE RIDERS CONSISTS OF:

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

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



SIDECAR CHASSIS
070160/3

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Designed by Alan Perry with the Citadel Design Team

LAND SPEEDER

THE COMPLETE LAND SPEEDER CONSISTS OF:

- 1 x CHASSIS
 - 1 x ENGINE MOUNT
 - 1 x BANNER POLE
 - 1 x DRIVER
 - 1 x HEAVY BOLTER MOUNTING
 - 1 x SWIVEL MOUNTED WEAPON
 - 2 x SEATS
 - 2 x ENGINES
 - 1 x HEAVY BOLTER
 - 1 x RIDER
- PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



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



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



CHASSIS
RTB3F



MARINE RIDER
RTB3A



MARINE DRIVER
RTB3B



SEAT
RTB3H



ENGINE MOUNT
RTB3C



IMPERIAL GUARD RIDER
072156/1



IMPERIAL GUARD DRIVER
072156/2



ENGINE
RTB3G



HEAVY BOLTER MOUNTING
072155/5



HEAVY BOLTER
072155/4



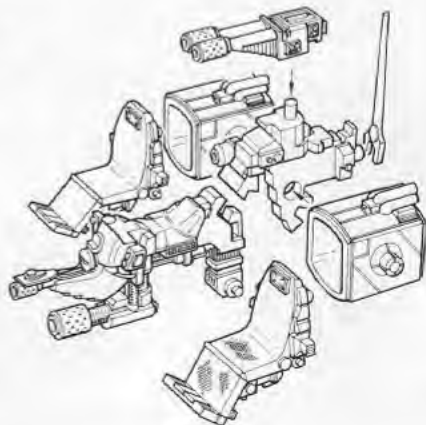
SWIVEL MOUNTED
MULTI MELTA
RTB3E



SWIVEL MOUNTED
HEAVY PLASMA GUN
072155/3



BANNER POLE
RTB3D



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Designed by Michael Perry

DREADNOUGHTS



EXAMPLE OF AN ASSEMBLED
FURIBUNDUS CLASS DESTROYER
DREADNOUGHT
(FURY)

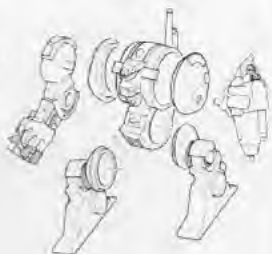


DREADNOUGHT
BODY
070184/2

WIDE DREADNOUGHT
BODY
070184/9



MISSILE LAUNCHER ARM
070184/8



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



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



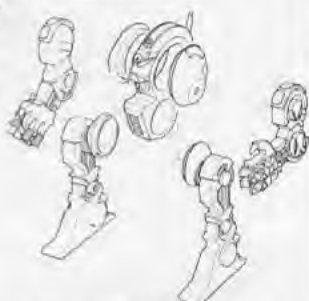
SHOULDER WEAPON
MOUNT
070184/6



LAS-CANNON ARM
070184/10



RIGHT SINGLE BOLTER ARM
070184/7



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



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



RIGHT DOUBLE
BOLTER ARM
070184/1



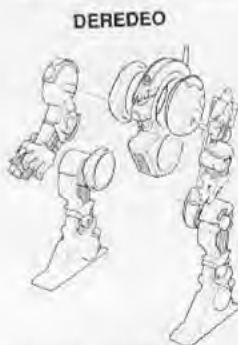
LEFT DOUBLE
BOLTER ARM
070184/3



RIGHT LEG
070184/12



LEFT LEG
070184/11



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



LONG RIGHT LEG
070184/4



LONG LEFT LEG
070184/5

THE COMPLETE DREADNOUGHT CONSISTS OF:
1 x BODY 2 x ARMS OR WEAPONS
2 x LEGS 2 x SHOULDER WEAPON MOUNTS

ALL THE ARMS, LEGS, BODIES AND WEAPONS
OF THESE MODELS ARE INTERCHANGEABLE

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CITADEL
MINIATURES

Designed by the Citadel Design Team

ROBOTS



EXAMPLE OF A
CRUSADER ROBOT



CRUSADER BODY
070184/34



EXAMPLE OF A
COLOSSUS ROBOT



EXAMPLE OF A
CONQUEROR ROBOT



LEFT POWER SWORD ARM
070184/36



LEFT ARM WITH FLAMER
070184/24



LEFT POWER GLOVE ARM
070184/28



SIEGE HAMMER ARM
070184/33



RIGHT POWER SWORD ARM
070184/35



RIGHT ARM WITH BOLTER
070184/23



RIGHT POWER GLOVE ARM
070184/30



AUTO CANNON ARM
070184/27



BACK MOUNTED LAS-CANNON
070184/20



BACK MOUNTED HEAVY BOLTER
070184/25



BACK MOUNTED MELTA GUN
070184/31



BACK WEAPON MOUNT
070184/21

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



COLOSSUS BODY
070184/32



CASTELLÁN BODY
070184/29



EXAMPLE OF A
CASTELLÁN ROBOT

EACH COMPLETE ROBOT CONSISTS OF:
1 x BODY 1 x BACK WEAPON MOUNT
2 x ARMS 1 x BACK MOUNTED WEAPON



CONQUEROR BODY
070184/26



CATAPHRACT BODY
070184/22



EXAMPLE OF A
CATAPHRACT ROBOT

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RHINO & PREDATOR



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



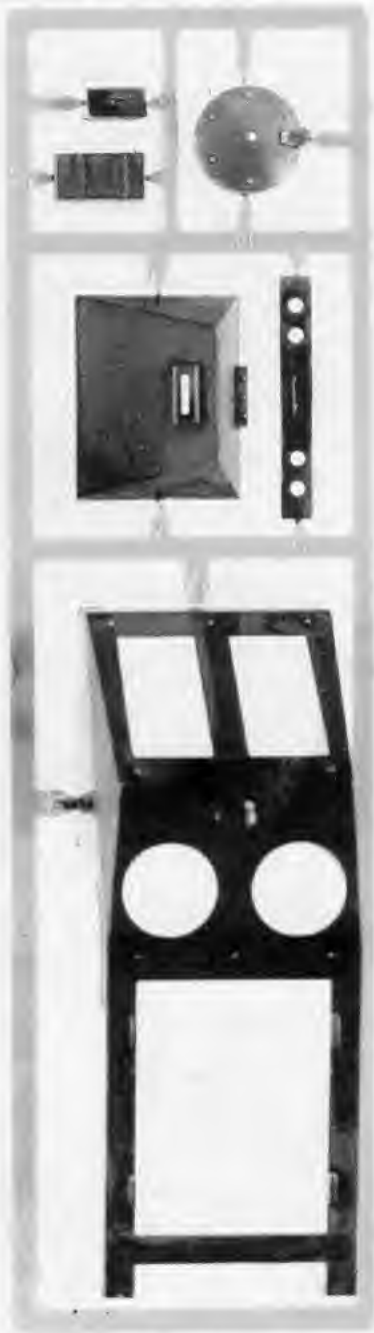
EACH RHINO KIT CONSISTS OF:
2 x RHINO TRACK SPRUES
2 x RHINO CHASSIS SPRUES



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



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



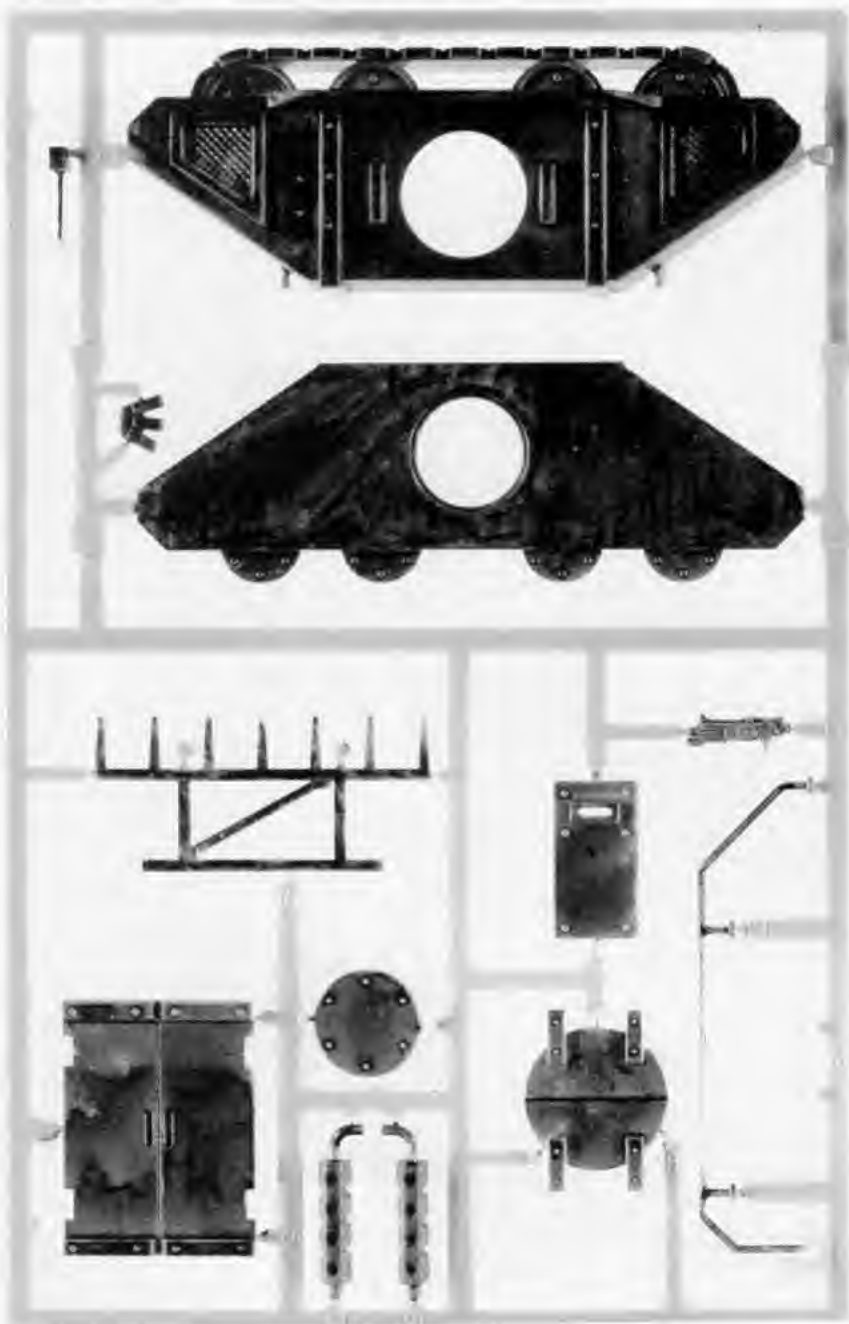
RHINO CHASSIS SPRUE
102142

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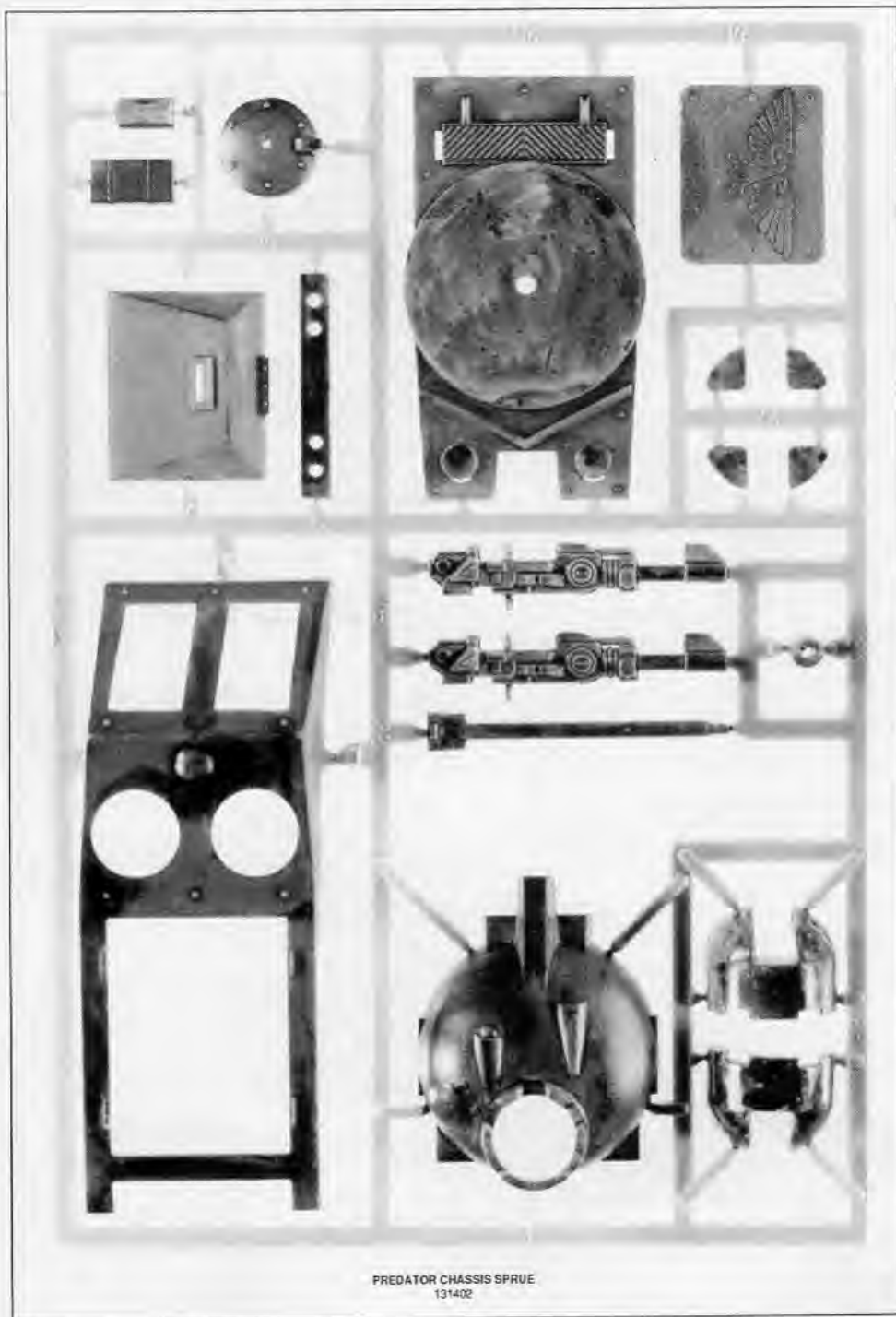
RHINO



RHINO TRACK SPRUE
102128

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PREDATOR



PREDATOR CHASSIS SPRUE
131402

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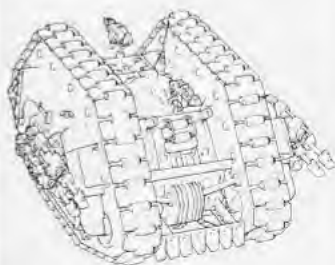
CITADEL
MINIATURES

LAND RAIDER



MODEL REQUIRES ASSEMBLY. BANNERS NOT INCLUDED

Bring the formidable firepower of the Imperial Main Battle Tank to your table top. With Citadel's plastic Land Raider kit you can assemble a highly detailed 41st Millennium tank, complete with two heavy bolters, dual mounted las-cannons and Imperial insignia decals. This model requires assembly. We recommend that you use Citadel polystyrene cement (see page 156).



EACH LAND RAIDER KIT CONSISTS OF:
1 x LAND RAIDER CHASSIS SPRUE
2 x LAND RAIDER TRACK SPRUES

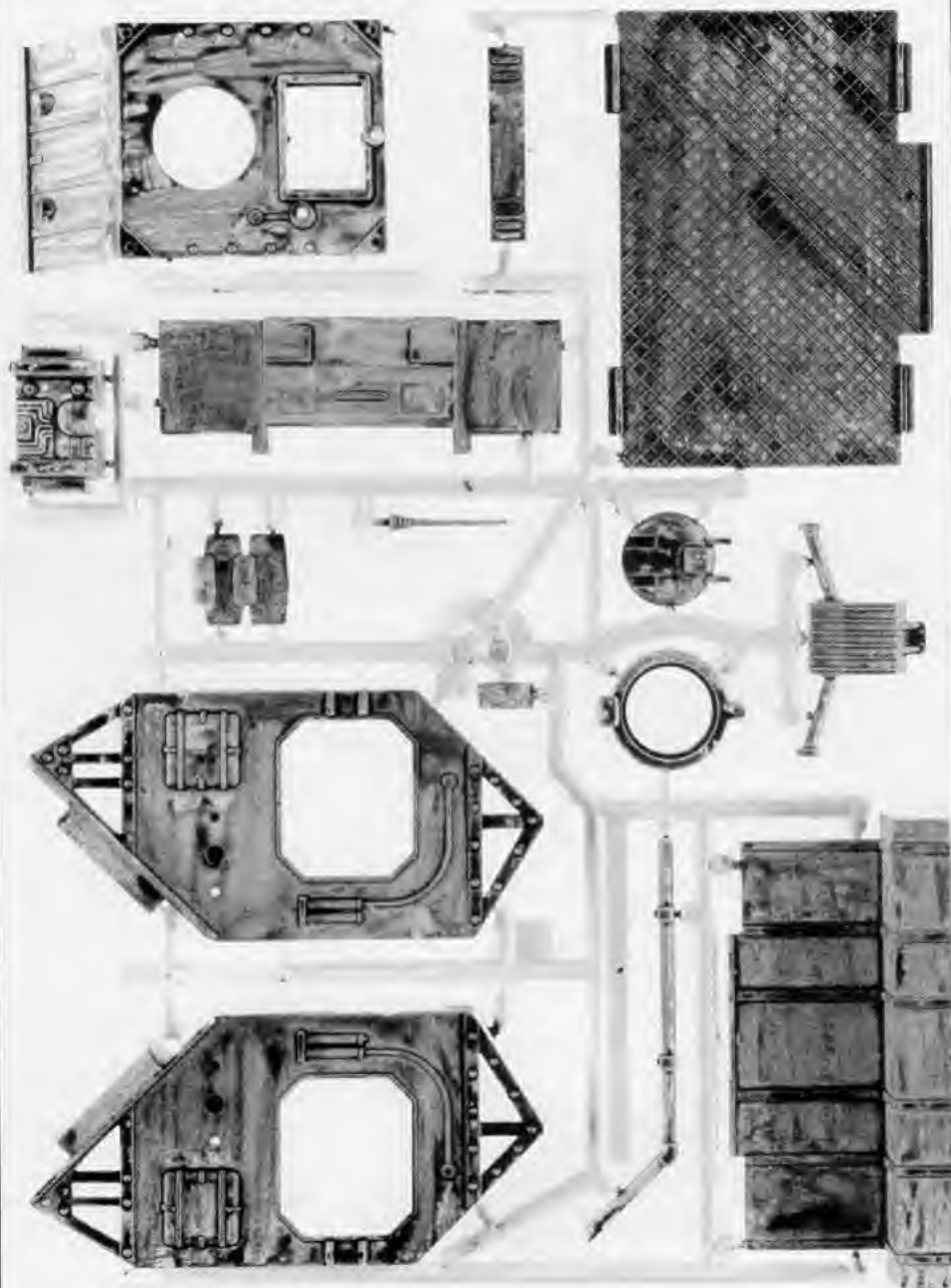
Designed by the Citadel Design Team

LAND RAIDER

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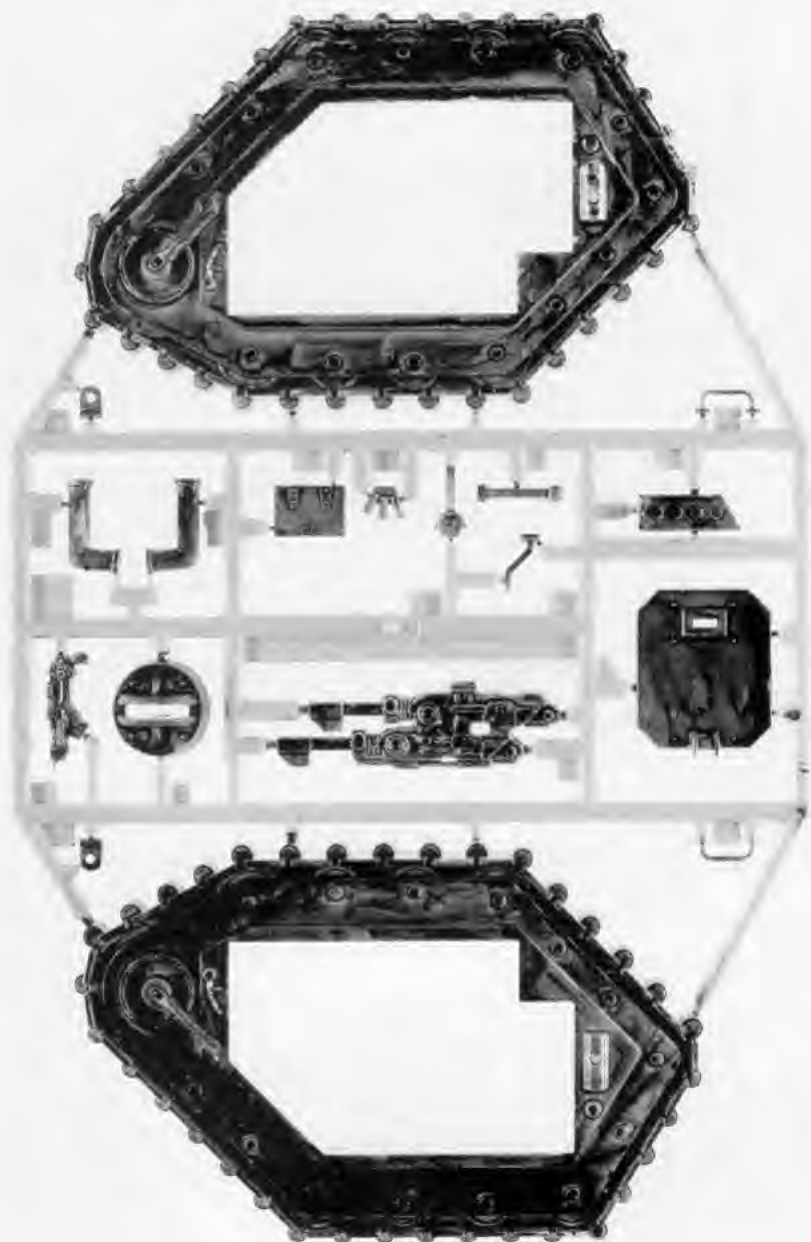


CITADEL
MINIATURES



LAND RAIDER CHASSIS SPRUE
(SHOWN AT 70% ACTUAL SIZE)
102194

LAND RAIDER



LAND RAIDER TRACK SPRUE
(SHOWN AT 70% ACTUAL SIZE)
102181

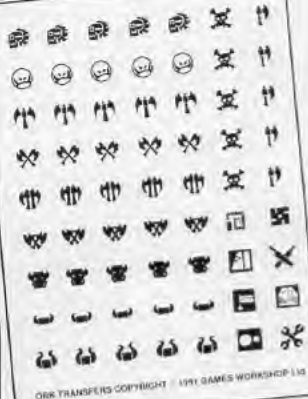
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ORK TRANSFERS

ORK TRANSFER SHEET 1
100409/1

ORK TRANSFER SHEET 2
100409/2

ORK TRANSFER SHEET 3
100409/3



The Ork Transfer set adds a whole new dimension to your Warhammer 40,000 Miniature painting and modelling. Each blister pack contains 15 sheets of water-slide glyphs for the six largest Ork Clans: Goffs, Evil Sunz, Bad Moons, Blood-axes, Snake-bites and Death Skulls. As well as providing backplate designs, the transfers can be used for detailing Ork vehicles and banners.

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

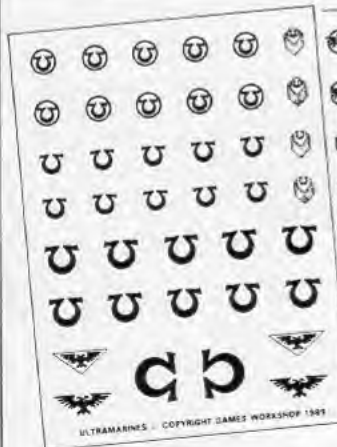
SPACE MARINE TRANSFERS

ULTRAMARINES TRANSFER SHEET
101642/1

DARK ANGELS TRANSFER SHEET
101642/2

BLOOD ANGELS TRANSFER SHEET
101642/3

SPACE WOLVES TRANSFER SHEET
101642/4



The Space Marine Transfer set contains 16 sheets of water-slide insignia for four of the main Marine Chapters: Ultramarines, Space wolves, Blood Angels and Dark Angels. The transfers can be used for Marine shoulder pads and detailing vehicles, equipment and Chapter Banners. Mail Order customers can specify a complete set of transfer sheets for just one of the Chapters and can choose the colour of each sheet. We supply Marine Transfers in black, white, yellow, red and blue. Note that all of the transfers on a sheet are a single colour. If ordering by colour please supply alternatives, as the sheets go out of stock very quickly. If in doubt, please phone Mail Order for details.

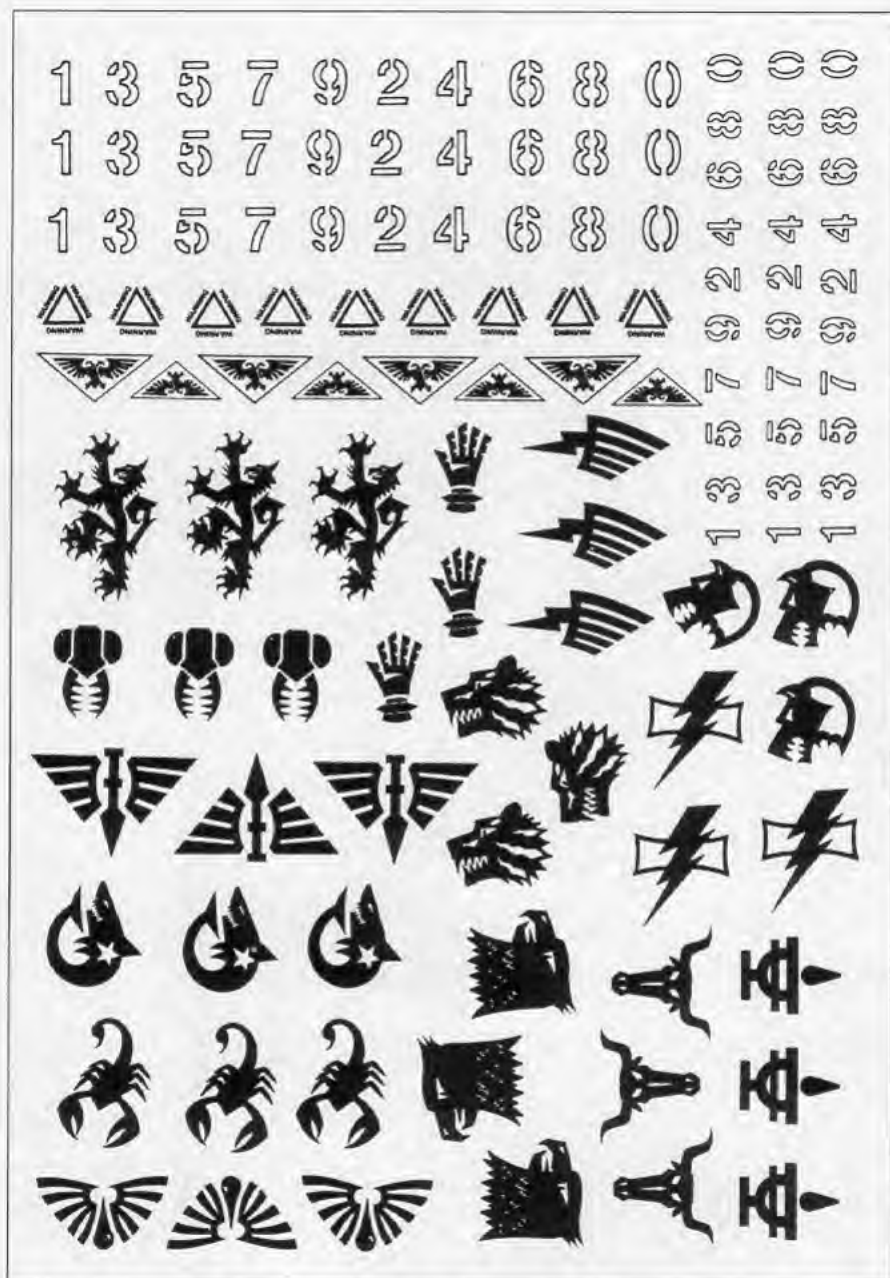
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CITADEL
MINIATURES

LAND RAIDER TRANSFERS

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LAND RAIDER TRANSFER SHEET
102179

We supply the Land Raider Transfer sheet in black, white, yellow, red and blue. Mail Order customers may choose the colour, but please supply alternatives, as some coloured sheets go out of stock very quickly. If in doubt, please ring Mail Order for details.

FORCES OF THE IMPERIUM

Designed by the Citadel Design Team



ADEPTUS CUSTODES
072518/11



TECH PRIEST
AND STAFF
072518/7



TECH PRIEST
072518/28



ASTROPATH
AND STAFF
072518/25



ASTROPATH
AND CANE
072518/18



ADEPTUS MECHANICUS 1
072117/43



ADEPTUS MECHANICUS 2
072117/44



ADEPTUS MECHANICUS 3
072117/41



SERVITOR AND
BIONIC CLAW
072117/39



SERVITOR AND
WRENCH
072117/40



INQUISITOR AND
POWER SWORD
072117/29
BACK PACK CLOAK
072117/30



INQUISITOR AND BOLTER
072518/9



NAVIGATOR
072518/23



ASSASSIN AND
POWER SWORD
072117/32



ASSASSIN AND
COMBI-WEAPON
072117/28

RATLINGS



SNIPER RIFLE 1
072117/35



BOLT PISTOL
072117/34



SNIPER RIFLE 2
072117/37



SNIPER RIFLE 3
072117/33



SNIPER RIFLE 4
072117/36



SNIPER RIFLE 5
072117/38

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CITADEL
MINIATURES

FORCES OF THE IMPERIUM

ADEPTUS ARBITES

Designed by Jes Goodwin



SHOTGUN
072499/2



BOLTER
072499/3



BOLT PISTOL AND
POWER MAUL
072499/1

TITAN CREW

THESE MODELS ARE SUPPLIED WITH A HUMAN CLOTHED ARMS
SPRUE AND A LAS GUN AND A LAS CANNON SPRUE AS STANDARD

Designed by Alan Perry



MODERATUS 1
072117/48



PRINCEPS SENIORES
072117/46



MODERATUS 2
072117/49

SANCTIONED PSYKERS



PSYKER 1
072117/20



PSYKER 2
072117/19



PSYKER 3
072117/21



PSYKER 4
072117/23



PSYKER 5
072117/47



PSYKER 6
072117/22

EXAMPLES OF THE COMPLETED TITAN CREW AND SANCTIONED PSYKER MODELS



HIVE GANGERS



ALL OF THE ABOVE MODELS EXCEPT THE TECH LEADER ARE SUPPLIED WITH A HUMAN BARE ARMS SPRUE AND A HAND WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED HIVE GANGER MODELS

THESE MODELS MAY BE USED FOR CONFRONTATION AND WARHAMMER 40,000 HIVE GANG MEMBERS, CHAOS CULTISTS, IMPERIAL GUARDSMEN AND PLANETARY DEFENCE FORCES.

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CITADEL
MINIATURES

Designed by the Citadel Design Team with Jes Goodwin

ADVENTURERS

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**POWER SWORD
AND BOLTER**
072518/15



PILOT
072518/10



LASGUN 1
072518/26



CHAINSWORD
072518/14



POWERSWORD
072518/8



RATLING COOK
072518/3



LAS PISTOL
072518/18



HAND FLAMER
072518/12



BOLTER 1
072518/4



LASGUN 2
072518/24



**CHAINSWORD
AND BOLTER**
072518/29



**BOLTER AND
POWER GLOVE**
072518/6



**LASGUN AND
LAS PISTOL**
072518/2



**CHAINSWORD AND
MISSILE LAUNCHER**
072518/13



**POWER SWORD
AND BOLTER**
072117/31



**POWER SWORD
AND LAS PISTOL**
072520/27



MELTA GUN
072518/33



**HAND CROSSBOW
AND CHAINSWORD**
072518/17



BOLTER 2
072518/5



FLAMER AND KNIFE
072518/1

Designed by the Citadel Design Team with Alan Perry and Michael Perry

IMPERIAL GUARD

Designed by the Citadel Design Team



STANDARD
BEARER
0721046

COMMANDER
0721043

CAPTAIN
07211716

LIEUTENANT
0721041

MEDIC
0721044

SERGEANT
0721042



TROOPER 1
0720337

WOUNDED
0720338

TROOPER 2
0720331

TROOPER 3
0720335

TROOPER 4
0720336

GRENADE
LAUNCHER
0720334



TROOPER 5
07203310

TROOPER 6
07203313

TROOPER 7
07203312

TROOPER 8
0720339

TROOPER 9
07203311

EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS



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

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IMPERIAL GUARD

Designed by Alan and Michael Perry with Aly Morrison



COMMISSAR 1*
072117/9



COMMISSAR 2*
072117/8



COMMISSAR 3*
072117/17



COMMISSAR 4*
072117/10



COMMISSAR 5*
072117/7



COMMISSAR AND
CHAIN SWORD*
072117/15



COMMISSAR AND
LAS GUN 1
072117/12



COMMISSAR AND
POWER FIST
072117/14



COMMISSAR AND
LAS PISTOL
072117/13



COMMISSAR AND
LAS GUN 2
072117/11



BEASTMAN
PACKMASTER
072117/18



PENAL TROOPER*
072033/2



HUMAN BOMB*
072033/3



MEDIC AND
LAS GUN
072117/25



MEDIC AND
CHAIN SWORD
072117/26

EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS



THE MINATURES MARKED WITH AN ASTERIX ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE

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IMPERIAL GUARD



**KNIFE AND
SEVERED HEAD**
072021/51



**LAS GUN AND
RESPIRATOR**
072021/64



LAS GUN 1
072021/40



LAS GUN 2
072021/17



**LAS GUN AND
GRENADE**
072021/20



**MEDIC AND
COMMUNICATOR**
072021/63



LAS PISTOL 1
072021/37



LAS GUN 3
072021/56



KNIFE
072021/55



LAS GUN 4
072021/59



BOLT PISTOL
072021/47



**LAS GUN AND
RESPIRATOR 2**
072021/66



LAS GUN 5
072021/63



AUTO GUN 1
072021/9



LAS GUN 6
072021/49



**WOUNDED AND
LASGUN**
072021/50



LAS GUN 7
072021/19



LAS GUN 8
072021/61



COMMUNICATOR
072021/57



LAS GUN 9
072021/60



LAS PISTOL 2
072021/18



AUTO GUN 2
072021/8



LAS GUN 10
072021/16



LAS GUN 11
072021/58



LAS GUN 12
072021/22

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**CITADEL
MINIATURES**

Designed by Alan and Michael Perry with Aly Morrison and the Citadel Design Team

IMPERIAL GUARD



LAS GUN 13
072021/42



LAS GUN 14
072021/54



**POWER SWORD
AND LAS PISTOL**
072021/6



LAS GUN 15
072021/41



LAS GUN 16
072021/52



**POWER SWORD
AND BOLT PISTOL**
072021/62



LAS PISTOL 3
072021/27



LAS GUN 17
072021/39



BOLTER 1
072021/48



LAS GUN 18
072021/38



LAS GUN 19
072021/65



**CHAIN SWORD
AND GRENADE**
072021/12



HEAVY BOLTER
072021/46



**CHAIN SWORD
AND LAS PISTOL**
072021/23



AUTO GUN 3
072021/6



**BOLTER AND
LAS PISTOL 1**
072021/43



BOLTER 2
072021/3



BOLTER 3
072021/44



BOLTER 4
072021/45



LAS GUN 20
072021/14



AUTO GUN 4
072021/15



**BOLTER AND
LAS PISTOL 2**
072033/18



AUTO GUN 5
0721021/2



BOLTER 5
072033/16



AUTO CANNON
072033/17

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GUARD HEAVY WEAPONS

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



GUNNER WITH CAP
072129/19



GUNNER WITH HELMET
AND BIONIC EYE
072129/16A



GUNNER WITH HELMET
072129/16B



GUNNER WITH CAP
AND GOGGLES
072129/18A



GUNNER WITH HELMET
AND GOGGLES
072129/18B



GUNNER WITH HEAD BAND
072129/17



MULTI MELTA
072129/13



LAS CANNON
072129/12



HEAVY BOLTER
072129/14



CONVERSION BEAMER
072129/15

EXAMPLES OF THE COMPLETED IMPERIAL GUARD HEAVY WEAPON MODELS



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Designed by Alan and Michael Perry



DAVE GALLAGHER

ROUGH RIDERS

THESE MODELS ARE SUPPLIED WITH A LARGE PLASTIC HORSE, PLASTIC SPEAR SPRUE, HUMAN CLOTHED ARMS SPRUE AND A LAS GUNS AND LAS-CANNON SPRUE AS STANDARD.

EACH ROUGH RIDER MODEL CONSISTS OF 1 SET OF LEGS AND 1 BODY. PLEASE STATE WHICH RIDERS BODY YOU REQUIRE WHEN ORDERING



EXAMPLE ROUGH RIDERS

IMPERIAL GUARD RIDERS



LIEUTENANT
AND CHAINSWORD
072060/11



GRENADE
LAUNCHER
072060/7



COMMISSAR
AND POWER SWORD
072060/5

ALL OF THESE MODELS EXCEPT THE GUARD WITH THE GRENADE LAUNCHER ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE AS STANDARD



CAPTAIN
072060/13



LIEUTENANT
072060/12



COMMISSAR
072060/6



MEDIC
072060/15



STANDARD BEARER
072060/8



GUARD 1
072060/9



GUARD 2
072060/10



COMMANDER
072060/14



HORSE RIDERS LEGS
072058/1

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Designed by the Citadel Design Team

IMPERIAL GUARD ON BIKES

EXAMPLES OF THE COMPLETE JET BIKE MODELS



JET BIKE FAIRING WITH
TWIN BOLTER MOUNTS
072060/17



JET ENGINE
072060/18



STABILIZER FIN
072060/19

THE COMPLETE JET BIKE WITH IMPERIAL
GUARD RIDER CONSISTS OF:

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

PLEASE STATE WHICH RIDERS BODY
YOU REQUIRE WHEN ORDERING

IMPERIAL GUARD RIDERS



LIEUTENANT
AND CHAINWORD
072060/11



GRENADE
LAUNCHER
072060/7



COMMISSAR
AND POWER SWORD
072060/5

ALL OF THESE MODELS EXCEPT THE
GUARD WITH THE GRENADE LAUNCHER
ARE SUPPLIED WITH A HUMAN CLOTHED
ARM SPRUE AND A LAS GUNAS AND LAS
CANNON SPRUE AS STANDARD



CAPTAIN
072060/13



LIEUTENANT
072060/12



COMMISSAR
072060/6



MEDIC
072060/15



STANDARD BEARER
072060/8



GUARD 1
072060/9



GUARD 2
072060/10



COMMANDER
072060/14



RIDERS LEGS
72060/4

THE COMPLETE BIKE WITH IMPERIAL
GUARD RIDER CONSISTS OF:

- 1 x BIKE
- 1 x RIDERS LEGS
- 1 x RIDERS BODY
- 1 x BIKE FAIRING

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



BIKE FAIRING 1
072060/2



BIKE FAIRING 2
072060/2



BIKE WITH TWIN
BOLTER MOUNTS
072060/1



EXAMPLES OF THE COMPLETE BIKE MODELS

Designed by the Citadel Design Team with Alan Perry

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IMPERIAL ASSAULT WEAPONS

RAPIER 1



THIS COMPLETE RAPIER MODEL CONSISTS OF:
 2 x TRACK 1 1 x GUNNER 1
 1 x GUNNER 2 1 x RAPIER WEAPON 1
 1 x RAPIER WEAPON 2 1 x RAPIER CHASSIS 1
 1 x TOW HOOK



RAPIER WEAPON 1
072045/17



GUNNER 1
(THIS GUNNER FITS BOTH RAPIERS)
072045/20



RAPIER WEAPON 2
072045/15



TOW HOOK
072045/19



RAPIER CHASSIS 1
072045/16



TRACK 1
072045/14

RAPIER 2



THIS COMPLETE RAPIER MODEL CONSISTS OF:
 2 x TRACK 2 1 x GUNNER 1
 1 x GUNNER 2 1 x RAPIER CHASSIS 2
 1 x RAPIER WEAPON 3



RAPIER CHASSIS 2
072168/2



GUNNER 2
(THIS GUNNER FITS BOTH RAPIERS)
072045/18



TRACK 2
072168/1

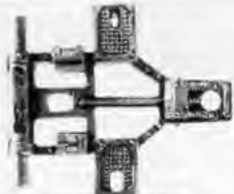


RAPIER WEAPON 3
072168/3

THUDD GUN



THIS COMPLETE THUDD GUN MODEL CONSISTS OF:
 1 x THUDD GUN CHASSIS 2 x WHEEL
 1 x THUDD GUN SHIELD 1 x RIGHT GUN
 1 x SQUAT GUNNER 1 x LEFT GUN
 1 x TRACTOR UNIT



THUDD GUN CHASSIS
072045/12



THUDD GUN SHIELD
072045/11



RIGHT GUN
072045/6



LEFT GUN
072045/7



WHEEL
072045/8



SQUAT GUNNER 1
072045/9



TRACTOR UNIT
072045/10

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CITADEL
MINIATURES

Designed by Norman Swales and Michael Perry

IMPERIAL ASSAULT WEAPONS

TARANTULA 1



GUNNER 3
RTB3/N

THIS COMPLETE TARANTULA MODEL CONSISTS OF:

- 1 x GUNNER 3 1 x TARANTULA STAND 1
2 x LAS CANNON 1 x WEAPON SUPPORT 1



TARANTULA STAND 1
RTB3/P



WEAPON SUPPORT 1
RTB3/O



LAS CANNON
RTB3/M

TARANTULA 2



THIS COMPLETE TARANTULA MODEL CONSISTS OF:

- 1 x GUNNER 2 1 x TARANTULA STAND 2
2 x MULTI MELTA 1 x WEAPON SUPPORT 2
1 x TARANTULA SHIELD



TARANTULA STAND 2
072170/1



MULTI MELTA
072170/3



WEAPON SUPPORT 2
072170/2



TARANTULA SHIELD
072170/4

SENTINEL



THIS COMPLETE SENTINEL MODEL CONSISTS OF:

- 1 x SENTINEL BODY 2 x LEG JOINT 1
2 x LEG JOINT 2 2 x LEG JOINT 3
2 x FOOT 1 x MULTI LASER
AND EITHER DRIVER 1 OR DRIVER 2



SENTINEL BODY
072045/1



DRIVER 1
072045/5A



DRIVER 2
072045/5B



LEG JOINT 1
072045/4



LEG JOINT 2
072045/3A



LEG JOINT 3
072045/3B



MULTI LASER
072045/2



FOOT
072045/3C

MOLE MORTAR



SQUAT GUNNER 2
RTB3/J



SQUAT LOADER WITH
TUNNEL TORPEDO
RTB3/I

THIS COMPLETE MOLE MORTAR MODEL CONSISTS OF:

- 1 x SQUAT GUNNER 2 1 x SQUAT LOADER
1 x MORTAR BARREL 1 x MORTAR STAND



MORTAR BARREL
RTB3/L



MORTAR STAND
RTB3/K



IMPERIAL GUARD



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



Designed by Alan and Michael Perry



LAS GUN AND LAS CANNON SPRUE
131250



HUMAN CLOTHED ARMS SPRUE
131258

IMPERIAL GUARD HEAD AND BODY SPRUE
131245



OGRYNS



OGRYN 1
072084/4
(THIS IS A ONE PIECE MODEL)



OGRYN 2
072084/5
(THIS IS A ONE PIECE MODEL)



BODY 1
072084/2



BODY 2
072084/10



BODY 3
072084/7



BODY 4
072084/12



LEFT ARM 1
072084/20



LEFT ARM 2
072084/9



LEFT ARM 3
072084/3



LEFT ARM 4
072084/24



LEFT ARM 5
072084/11

THE COMPLETE OGRYN MODEL CONSIST OF:
1 x BODY
1 x RIPPER GUN
1 x LEFT ARM
PLEASE STATE WHICH LEFT ARM AND
RIPPER GUN YOU REQUIRE WHEN ORDERING



RIPPER GUN 1
072084/17



RIPPER GUN 2
072084/27



RIPPER GUN 3
072084/6



RIPPER GUN 4
072084/27



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Designed by the Citadel Design Team

OGRYNS



HEAD 1
072084/28



HEAD 2
072084/30



HEAD 3
072084/22



HEAD 4
072084/18



HEAD 5
072084/26



HEAD 6
072084/29



BODY FRONT 1
072084/23



BODY FRONT 2
072084/21



BODY FRONT 3
072084/13



BANNER POLE
072084/15



BODY BACK 1
072084/25



BODY BACK 2
072084/11



BODY BACK 3
072084/16



LEFT ARM 1
072084/20



LEFT ARM 2
072084/8



LEFT ARM 3
072084/3



LEFT ARM 4
072084/24



LEFT ARM 5
072084/11



RIPPER GUN 1
072084/17



RIPPER GUN 2
072084/27



RIPPER GUN 3
072084/6



RIPPER GUN 4
072084/27



THE COMPLETE OGRYN MODEL CONSISTS OF:
1 x BODY FRONT
1 x BODY BACK
1 x HEAD
1 x RIPPER GUN
1 x LEFT ARM
1 x BANNER POLE
PLEASE STATE WHICH ITEMS YOU
REQUIRE WHEN YOU ORDER



EXAMPLES OF THE COMPLETED OGRYN MODELS

SQUATS

STANDARD BEARERS



LAS PISTOL 1
071010/22A



LAS PISTOL 2
071010/22B



LAS PISTOL 3
071010/22C

CHAMPIONS



POWER GLOVE AND
BOLTER 1
071010/32A



POWER GLOVE AND
BOLTER 2
071010/32B



POWER GLOVE AND
POWER AXE
071010/32C

OFFICERS



LAS PISTOL AND
CHAIN SWORD 1
071010/25A



LAS PISTOL AND
CHAIN SWORD 2
071010/25B



LAS PISTOL AND
CHAIN SWORD 3
071010/25C

MUSICIANS



SYNTHESIZER 1
071010/37A



SYNTHESIZER 2
071010/37B



SYNTHESIZER 3
071010/37C

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CITADEL
MINIATURES

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SQUATS



LAS PISTOL 1
0710101



AUTO GUN 1
0710103



FLAMER 1
0710104



LAS GUN 1
0710102



PLASMA GUN 1
0710105



MELTA GUN 1
0710107



AUTO GUN 2
07101014



SHURIKEN CATAPULT
07101013



LAS GUN 2
0710106



LAS PISTOL AND
HAND FLAMER
0710109



AUTO GUN 3
07101015



HAND FLAMER
07101016



LAS GUN 3
07101019



LAS GUN 4
07101020



AUTO GUN 4
07101017



PLASMA GUN 2
07101021



BOLT PISTOL AND
LAS PISTOL
07101023



LAS GUN 5
07101024



LAS PISTOL 2
07101030



LAS PISTOL 3
07101028



MELTA GUN 2
07101026



LAS GUN 6
07101029



BOLT PISTOL
07101038



GRENADE LAUNCHER
07251830



LAS GUN 7
07101018



LAS GUN 8
07101011



LAS PISTOL 4
07101012



LAS GUN 9
07101040



BOLTER
07101034



FLAMER 2
07101038

Designed by the Citadel Design Team with Alan and Michael Perry

SQUATS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



MEDIC WITH
LAS GUN*
072117/24



MEDIC WITH
CHAINSWORD*
072117/27



ADEPTUS
MECHANICUS*
072117/45



SERVITOR*
072117/42



WARLORD
071007/4



HEARTH GUARD 1
071007/8



HEARTH GUARD 2
071007/6



HEARTH GUARD 3
071007/5



HEARTH GUARD 4
071007/7



LIVING ANCESTOR 1
071007/12



LIVING ANCESTOR 2
071007/13



GUILD MASTER 1
071007/10



GUILD MASTER 2
071007/17



SQUAT 1
071007/2



SQUAT 2
071007/3



WOUNDED 1
071007/11



SQUAT 3
071007/1



BIKER 1
071007/16



BIKER 2
071007/14



BIKER 3
071007/15



BIKER 4
071007/18



WOUNDED 2*
071010/18A



ADVENTURER 1
071105/3



ADVENTURER 2
071007/9



ADVENTURER 3
071105/2



ADVENTURER 4
071105/5



ADVENTURER 5
071105/4



WOUNDED 3*
071010/18B

EXAMPLES OF THE COMPLETED MODELS



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CITADEL
MINIATURES

Designed by Michael and Alan Perry



SQUAT BIKERS

SQUAT RIDERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



WARLORD
071034/4



HEARTH GUARD
071034/5



GUILD MASTER
071034/3



BIKER 1
071034/2



BIKER 2*
071034/8



BIKER 3*
071034/9



BIKER 4*
071034/7



BIKER 5
071034/1



BIKER 6*
071034/6



LIVING ANCESTOR
SIDE CAR PASSENGER*
071034/10



TRIKE CHASSIS
071034/13



BIKE CHASSIS
071034/15



SWIVEL MOUNTED
MULTI MELTA
RTB3/E



BOLTERS
071034/16A

HEAD LIGHTS
071034/16B



FRONT WHEEL
071034/14



BIKE WHEEL
071034/17



TRIKE WHEEL
071034/18



SIDE CAR WHEEL
071034/12



SIDE CAR
071034/11

THE COMPLETE HEAVY WEAPON TRIKE WITH SQUAT RIDER CONSISTS OF:

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

THE COMPLETE BIKE WITH SQUAT RIDER CONSISTS OF:

- 1 x BOLTERS OR HEADLIGHTS
 - 1 x BIKE CHASSIS
 - 1 x FRONT WHEEL
 - 1 x SQUAT RIDER
 - 1 x BIKE WHEEL
- PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE BIKE WITH LIVING ANCESTOR SIDE CAR PASSENGER CONSISTS OF:

- 1 x COMPLETE BIKE WITH SQUAT RIDER
- 1 x SIDE CAR WHEEL
- 1 x LIVING ANCESTOR
- 1 x SIDE CAR

THE COMPLETE TRIKE WITH SQUAT RIDER CONSISTS OF:

- 1 x BOLTERS OR HEADLIGHTS
 - 1 x BIKE CHASSIS
 - 1 x FRONT WHEEL
 - 1 x SQUAT RIDER
 - 2 x TRIKE WHEELS
- PLEASE STATE WHICH ITEMS YOU REQUIRE



EXAMPLES OF THE COMPLETED SQUAT BIKER MODELS

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CITADEL
MINIATURES

Designed by Michael Perry

SQUAT HEAVY WEAPONS

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



COMMANDER 1
071010/27



LOADER WITH
MAGAZINE
072045/13



GUNNER 1
072129/10



COMMANDER 2
072129/29



LOADER WITH
PLASMA GUN
071016/29



GUNNER 2
072129/11



LAS CANNON
072129/12



HEAVY BOLTER
0721129/14



CONVERSION BEAMER
072129/15



MULTI MELTA
072129/13



EXAMPLES OF THE COMPLETED SQUAT HEAVY WEAPON MODELS

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Designed by Alan Perry

CHAOS SQUATS

THESE MODELS ARE SUPPLIED WITH PLASTIC CHAOS BACK PACKS AS STANDARD



CHAOS SQUAT IN
POWER ARMOUR 1
0710853



CHAOS SQUAT IN
POWER ARMOUR 2
0710852



CHAOS SQUAT IN
POWER ARMOUR 3
0710851

THE COMPLETE CHAOS SQUAT
IN EXO-ARMOUR CONSISTS OF:
1 x CHAOS EXO-ARMOUR BODY
1 x CHAOS BOLTER ARM
1 x CHAINWORD ARM
PLEASE STATE WHICH
ITEMS YOU REQUIRE



CHAOS EXO-
ARMOUR BODY 1
0710736



CHAOS EXO-
ARMOUR BODY 2
0710735



EXAMPLES OF THE COMPLETED CHAOS
SQUATS IN EX-ARMOUR MODELS.



CHAOS BOLTER ARM
0710737



CHAINWORD ARM
0710738

THESE MINIATURES ARE ALL SUPPLIED WITH A SQUAT ARM SPRUE
AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



HORNS
0710856



BEAST LEG
0710855



TENTACLES
0710857



CLAW
0710854



SKULL HEAD
0710858

EXAMPLES OF THE COMPLETED CHAOS SQUAT MODELS



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Designed by Michael and Alan Perry

SQUATS IN EXO-ARMOUR



EXAMPLES OF THE SQUAT EXO-ARMOUR ON TRIKE MODELS



TRIKE WHEEL
071034/18



BIKE WHEEL
071034/17



TRIKE CHASSIS
071073/10



LANCE ARM
071073/9



BANNER POLE
071073/11



EXO-ARMOUR BODY 1
071073/1



EXO-ARMOUR BODY 2
071073/12



EXO-ARMOUR BODY 3
071073/2



BOLTER ARM
071073/3



POWER AXE ARM
071073/4

THE COMPLETE SQUAT EXO-ARMOUR ON TRIKE MODEL CONSISTS OF:

- 1 x BIKE WHEEL
 - 1 x TRIKE CHASSIS
 - 2 x TRIKE WHEELS
 - 1 x BANNER POLE
 - 1 x LANCE ARM
 - 1 x BOLTER ARM
 - 1 x EXO-ARMOUR BODY
- PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE SQUAT IN EXO-ARMOUR CONSISTS OF:

- 1 x EXO-ARMOUR BODY
 - 1 x BOLTER ARM
 - 1 x POWER AXE ARM
- PLEASE STATE WHICH ITEMS YOU REQUIRE



EXAMPLE OF THE COMPLETED SQUATS IN EXO-ARMOUR MODELS

SPACE DWARFS



The Space Dwarfs boxed set contains enough plastic sprues to make 36 Space Dwarf Mercenary warriors. This plastic kit includes 9 Squat head and body sprues, 6 Las guns and Heavy bolter sprues, 8 Squat arms sprues, 36 round plastic bases and 36 round plastic bases



LAS GUNS AND HEAVY BOLTER SPRUE
131329



SQUAT HEAD AND BODY SPRUE
131304

SQUAT ARM SPRUE
1321317



Designed by Alan and Michael Perry

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CITADEL
MINIATURES



ORK BOSSES



BAD MOON 1*
070669/4



DEATH SKULL
070669/6



BLOOD AXE 1*
070669/1



BAD MOON 2
070669/11



GOFF 1
070669/3



EVIL SUNZ 1
070669/5



SNAKE BITE 1
070669/2

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



EXAMPLES OF THE COMPLETED ORK BOSSES

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Designed by Kev Adams

ORK BOSSES



GOFF 2
070561/15



BIONIK ARM AND
KUSTOM WEAPON 1*
070561/11



BIONIK ARM AND
KUSTOM WEAPON 2*
070561/2



BAD MOON 3*
070561/4
SEPERATE BANNER POLE
070561/5



BOLTA AND
POWER FIST*
070561/1



BIONIK EYE*
070561/3



PLASMA GUN*
070561/13



KUSTOM
BIONIK ARM*
070561/12



BLOOD AXE 2
070561/9



SNAKE BITE 2
070561/7



GOFF 3
070561/8



EVIL SUNZ 2
070561/10

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



EXAMPLES OF THE COMPLETED ORK BOSSES

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PAINBOYZ

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



SCISSORS
070620/11



STAINLESS STEEL SKULL
070620/23



BONE SAW 1
070620/22



PINCERS
070620/10



BONE SAW 2
070620/12



PINCERS AND
HAIR SQUIG
070620/24



EXAMPLES OF THE COMPLETED PAINBOYZ.

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Designed by Kev Adams

ORK DREADNOUGHT



UPPER TORSO
SECTION
070644/1



MIDDLE TORSO
SECTION
070644/2



LOWER TORSO
SECTION
070644/3



LAS CANNON
RTB3M



HEAVY PLASMA GUN
072129/5



STRAIGHT POWER CLAW ARM
070644/8



LONG LEG
070644/10



HATCH
070644/4



BANNER POLE
070644/5



HEAVY FLAMER
072129/3



MISSILE LAUNCHER
072129/4



BENT POWER CLAW ARM
070644/9



LEG
070644/11



GRETCHIN PILOT
070644/6



WEAPON MOUNT
070644/7

THE COMPLETE ORK DREADNOUGHT CONSISTS OF:

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

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



EXAMPLE OF THE COMPLETED ORK DREADNOUGHT

MEKBOYZ

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



KUSTOM WEAPON 1
070620/1



BIG HAMMER
070620/19



FLAME THROWER
070620/20



CUTTERS
070620/3



WRENCH
070620/2



KUSTOM WEAPON 2
070620/1



EXAMPLES OF THE COMPLETED MEKBOYZ.

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Designed by Kev Adams

ORK INVENTIONS



AN EXAMPLE OF THE COMPLETED
SHOKK ATTACK GUN

SHOKK ATTACK GUN

THIS MODEL IS SUPPLIED WITH A
ORK ARMS SPRUE AS STANDARD



MEX BOY
070696/3



SPINNING GUBBINGS
070696/1



FIELD GENERATOR
070696/2

RUNTBOT



BODY
070671/1

THE COMPLETE RUNTBOT
MODEL CONSISTS OF:
1 x BODY
2 x BOMB LOBBERS



BOMB LOBBER
070671/2



THIS IS THE ASSEMBLED MODEL

ROBOTZ



"ELDAR" TINBOY
070671/5



"SQUAT" TINBOY
070671/3



"MARINE" TINBOY
070671/4

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CITADEL
MINIATURES

Designed by Kev Adams

ORK CYBOAR

Designed by Colin Dixon

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



ORK CYBOAR
070596/7



AN EXAMPLE OF A PLASTIC SPACE ORK
RIDING THE ORK CYBOAR

SQUIG KATAPULT

Designed by Kev Adams

THIS MODEL IS SUPPLIED WITH A
ORK ARMS SPRUE AS STANDARD



THE COMPLETED KATAPULT



RUNTHERD WITH WHIP
070703/6



RUNT WITH
DAGGER
070703/8



RUNT WITH BUZZER
SQUIG POT
070703/4



RUNT WITH A
BAG OF SQUIGS
070703/7



KATAPULT
FRONT
070703/1



KATAPULT
BASE
070703/2



WHEEL
072045/8



WINDING
HANDLE
070703/4



PILE OF
SQUIGS
070703/5



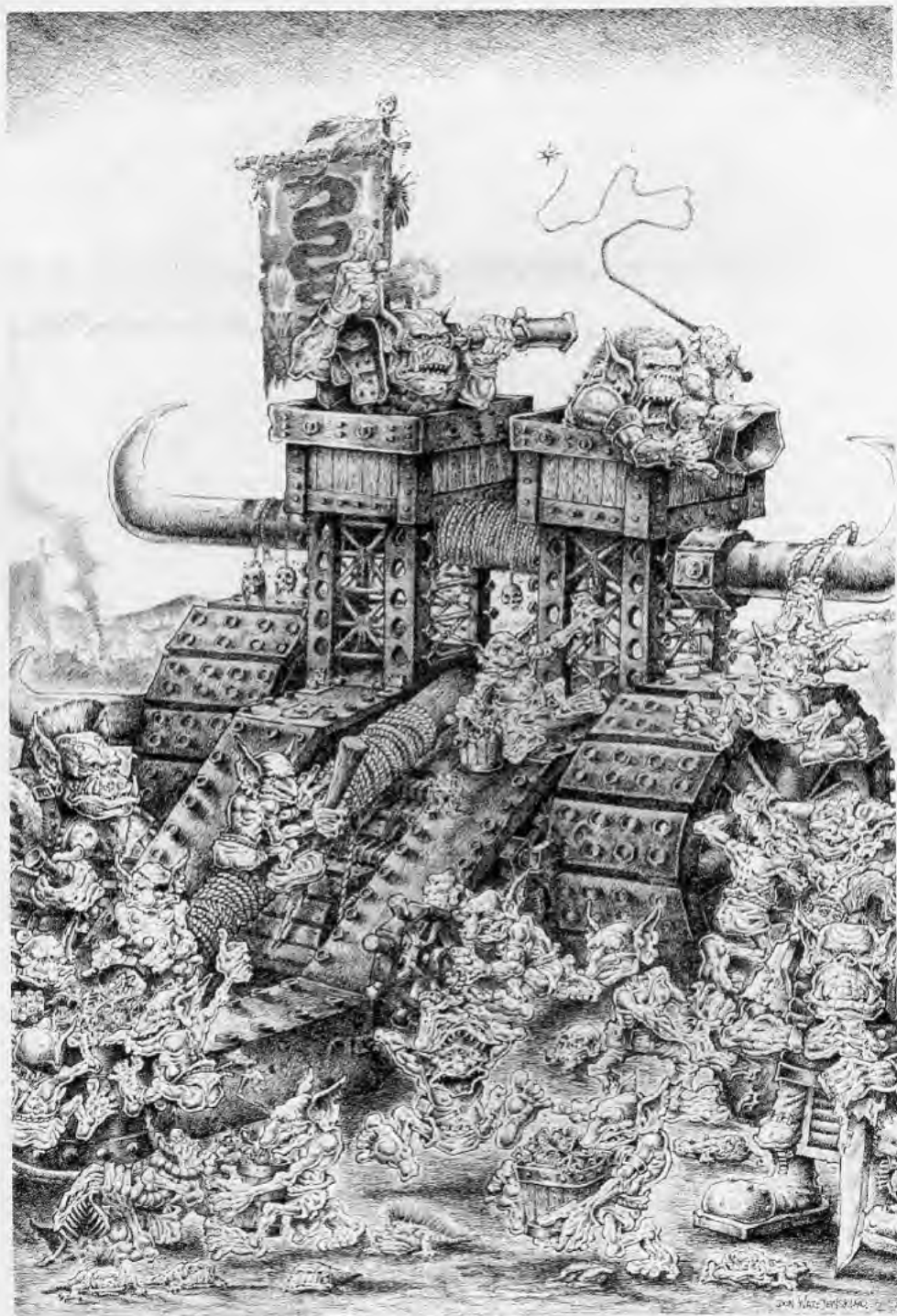
KATAPULT
ARM
070703/3

THE COMPLETE SQUIG KATAPULT CONSISTS OF:

- 1 x RUNTHERD WITH WHIP
- 1 x RUNT WITH BUZZER SQUIG POT
- 1 x RUNT WITH A BAG OF SQUIGS
- 1 x PILE OF SQUIGS
- 1 x KATAPULT FRONT
- 1 x RUNT WITH DAGGER
- 2 x WHEELS
- 1 x WINDING HANDLE
- 1 x KATAPULT BASE
- 1 x KATAPULT ARM



CITADEL
MINIATURES



RUNTHERDZ RUNTS & SQUIGS

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



Snake Biter Runt
with Runt-Pole
070620/14



Runt with
Runt-Hook and Peg Leg
070602/17



Death Skull Runt
with Megaphone
070620/18



Runt with
Hook Hand
070620/13



Snake Biter Runt
with Bionic Hook Arm
070620/16



Runt with
Megaphone
070620/15



Runt Selling
Squigs
070669/10A



Runt with
Serving Platter
070669/9A



Runt with
Spanner
070669/10B



Runt with
Cutters
070669/9B



Runt with Stikk Bomb
and Ammo Box
070669/10C



Runt with
Plans
070669/10D



Runt with
Shell
070669/9C



Runt with
Pennant
070669/9D



SQUIG 4
070669/7A



SQUIG 1
070669/8A



SQUIG 5
070669/8D



SQUIG 2
070669/8B



SQUIG 5
070669/7B



SQUIG 3
070669/8C



SQUIG 7
070669/7C

EXAMPLES OF THE COMPLETED RUNTHERD MODELS.



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Designed by Kev Adams

GRETCHIN



CARRYING A
AMMO BOX AND
SHOTGUN
070559/11



CARRYING
A WRENCH
070559/14



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 1
070559/12



GRETCHIN WITH A
PEG LEG AND
BLUNDERBUSS
070559/16



LOADING A
BLUNDERBUSS
070559/10



ARMED WITH A
BLUNDERBUSS 1
070559/7



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 2
070559/1



ARMED WITH A
BLUNDERBUSS 2
070559/15



ARMED WITH A
SHOTGUN 1
070559/9



ARMED WITH A
BLUNDERBUSS 3
070559/8



ARMED WITH A
SAWN OFF SHOTGUN
070559/13



ARMED WITH A
BLUNDERBUSS 4
070559/4



CARRYING A
BOLTER
070561/6



ARMED WITH A
BLUNDERBUSS 5
070559/6



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 3
070559/5



ARMED WITH A
BLUNDERBUSS 6
070559/7



ARMED WITH A
BLUNDERBUSS 7
070559/6



ARMED WITH A
BLUNDERBUSS 8
070559/3



FREEBOOTER
GRETCHIN ARMED
WITH A SHOTGUN 1
070559/22



ARMED WITH A
BLUNDERBUSS 9
070559/8



ARMED WITH A
SHOTGUN 2
070559/9



FREEBOOTER
GRETCHIN ARMED
WITH A SHOTGUN 2
070559/20



FREEBOOTER
GRETCHIN ARMED
WITH A KNIFE AND A
SAWN OFF SHOTGUN
070559/18



ARMED WITH A
BLUNDERBUSS 10
070559/17



ARMED WITH A
BLUNDERBUSS 11
070559/19



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 4
070559/2



PLAYING
SQUIGPIPES
070559/25



CARRYING A
BAD MOON
BANNER POLE
070559/24



CARRYING A
TORCH AND
ARMED WITH A
BLUNDERBUSS
070559/23



FREEBOOTER
GRETCHIN WITH
BLUNDERBUSS
070559/21

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ORK MADBOYZ

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



MADBOYZ 1
070618/14



MADBOYZ 2
070618/6



MADBOYZ 3
070618/3



MADBOYZ 4
070618/11



MADBOYZ 5
070618/8



MADBOYZ 6
070618/4



MADBOYZ 7
070618/7



MADBOYZ 8
070618/1



MADBOYZ 9
070618/2



MADBOYZ 10
070618/15



MADBOYZ 11
070618/17



MADBOYZ 12
070618/18



MADBOYZ 13
070618/9



MADBOYZ 14
070618/13



MADBOYZ 15
070618/10



MADBOYZ 16
070618/5



MADBOYZ 17
070618/18



MADBOYZ 18
070618/12



EXAMPLES OF THE COMPLETED ORK MADBOYZ.

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Designed by Kev Adams with the Citadel Design Team

WEIRD BOYZ



BLOOD AXE
070620/8



SNAKE BITE
070620/9



EVIL SUNZ
070620/4



GOFF
070620/7



DEATH SKULL
070620/5

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



BAD MOON
070620/6



WEIRD BOY 1
070657/5



WEIRD BOY 2
070657/4



WARPHEAD WEIRD BOY
070683/15

MINDERZ



MINDERZ FIRING
WEIRD BOY
070657/2



MINDERZ HOLDING
WEIRD BOY
070657/1



MINDER 1
070605/25



FREEBOOTER MINDER
070657/3



MINDER HOLDING
COPPER STAFF
070605/19

EXAMPLES OF THE COMPLETED
ORK WEIRD BOYZ.



Designed by Kev Adams with the Citadel Design Team

ORK FREEBOOTERZ



FLASH GIT NOB WITH POWER
CLAW AND KUSTOM WEAPON*
070661/14



RENEGADE MEK WITH
BIONIK WEAPON
070683/6



BAD DOC WITH
BIONIK POWER CLAW
070683/7



FREEBOOTER BOY 1
070683/3



FREEBOOTER BOY 2
070683/5



FREEBOOTER KAPTIN
070683/4



STORMBOY OF KHORNE
070683/1



PIRATE WITH
BIONIK BODY*
070683/2



FLASH GIT NOB
070683/14



FREEBOOTER BOY 3
070683/13



ORK/GENESTEALER HYBRID
070683/12



ORK CHAOS CHAMPION
070683/8



FREEBOOTER BOY 4
070683/9



ORK MUTANT
070683/10



FREEBOOTER BOY 5
070683/11



FREEBOOTER BOY 6
07683/16

ALL OF THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE
SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

EXAMPLES OF THE COMPLETED ORK FREEBOOTERZ.



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Designed by Kev Adams

ORK BOYZ

STANDARD BEARERS



BOLTA AND
HELMET 1
070510/10



BOLTA AND
HELMET 2
070510/15



BOLTA AND
GOGGLES
070510/17

COMMANDERS



BOLTA AND
POWER ARM 1
070510/36



PLASMA PISTOL
AND POWER ARM
070510/45



BOLTA AND
POWER ARM 2
070510/31

CHAMPIONS



POWER SWORD,
HELM AND GOGGLES
070510/34



POWER AXE
070510/36



POWER AXE AND HELM
070510/41

MUSICIANS



DRUM AND HELMET
070510/66



DRUM AND CAP
070510/67



ORK BOYZ



BOLTA 1
07051032



BOLTA 2
07051022



**BOLTA AND
STICKBOMB 1**
07051054



**BOLTA AND
CHAINWORD 1**
07051043



**BOLTA AND
KLEAVER**
07051077



BOLTA 3
07051048



FLAMER 1
07051005



PLASMA GUN 1
07051037



BOLTA 4
07051051



**BOLTA AND
GUTRIPPA 1**
07051050



BOLTA 5
07051039



BOLTA 6
07051044



BOLTA 7
07051053



BOLTA 8
07051008



BOLTA 9
07051047



PLASMA GUN 2
07051052



BOLTA 10
07051040



**BOLTA AND
STICKBOMB 2**
07051046



BOLTA 11
07051006



BOLTA 12
07051033



BOLTA 13
07051035



BOLTA 14
07051044



BOLTA 15
07051011



**BOLTA AND
CHAINWORD 2**
07051011



**BOLTA AND
GUTRIPPA 2**
07051003

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Designed by Kev Adams

ORK BOYZ



**BOLT PISTOL
AND BOLTA**
070510/21



BOLTER 16
070510/22



BOLTA 17
070510/9



PLASMA GUN 3
070510/18



FLAMER 2
070510/12



PLASMA GUN 4
070510/14



BOLTA 18
070510/24



BOLTA 19
070510/19



BOLTA 20
070510/13



BOLTA 21
070510/20



FLAMER 3
070510/23



BOLTA 22
070510/16



AXE AND BOLTA 1
070510/42



**BOLTA AND
CHAINSWORD 3**
070510/29



BOLTA 23
070510/49



AXE AND BOLTA 2
070510/58



**BOLTA AND
STIKKBOMB 3**
070510/63



BOLTA 24
070510/59



BOLTA 25
070510/25



BOLTA 26
070510/65



**BOLTA AND
GUTRIPPA 3**
070510/62



**POWER SWORD
AND BOLT PISTOL**
070510/66



BOLTA 27
070510/64

Designed by Kev Adams

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ORK BOYZ

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

GOFFS



GOFF 1
070605/1



GOFF 2
070605/6



SNAKE BITE 1
070605/8



SNAKE BITE 2
070605/7

BAD MOONS



BAD MOON 1
070605/16



BAD MOON 2
070605/14



BAD MOON 3
070605/13



BAD MOON 4
070605/26

BLOOD AXES



BLOOD AXE 1
070605/21



BLOOD AXE 2
070605/2



BLOOD AXE 3
070605/3

EXAMPLES OF THE COMPLETED ORK BOYZ.



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CITADEL
MINIATURES

ORK BOYZ

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

EVIL SUNZ



EVIL SUN 1
070605/27



EVIL SUN 2
070605/18



DEATH SKULL 1
070605/22



DEATH SKULL 2
070605/11



DEATH SKULL 3
070605/12



BOY 1
070605/17



BOY 2
070605/24



BOY 3
070605/20



BOY 4
070605/5



BOY 5
070605/15



BOY 6
070605/10



BOY 7
070605/9



BOY 8
070605/23



BOY 9
070605/4

GOFF ROK BAND



ROKKER 1
070730/2

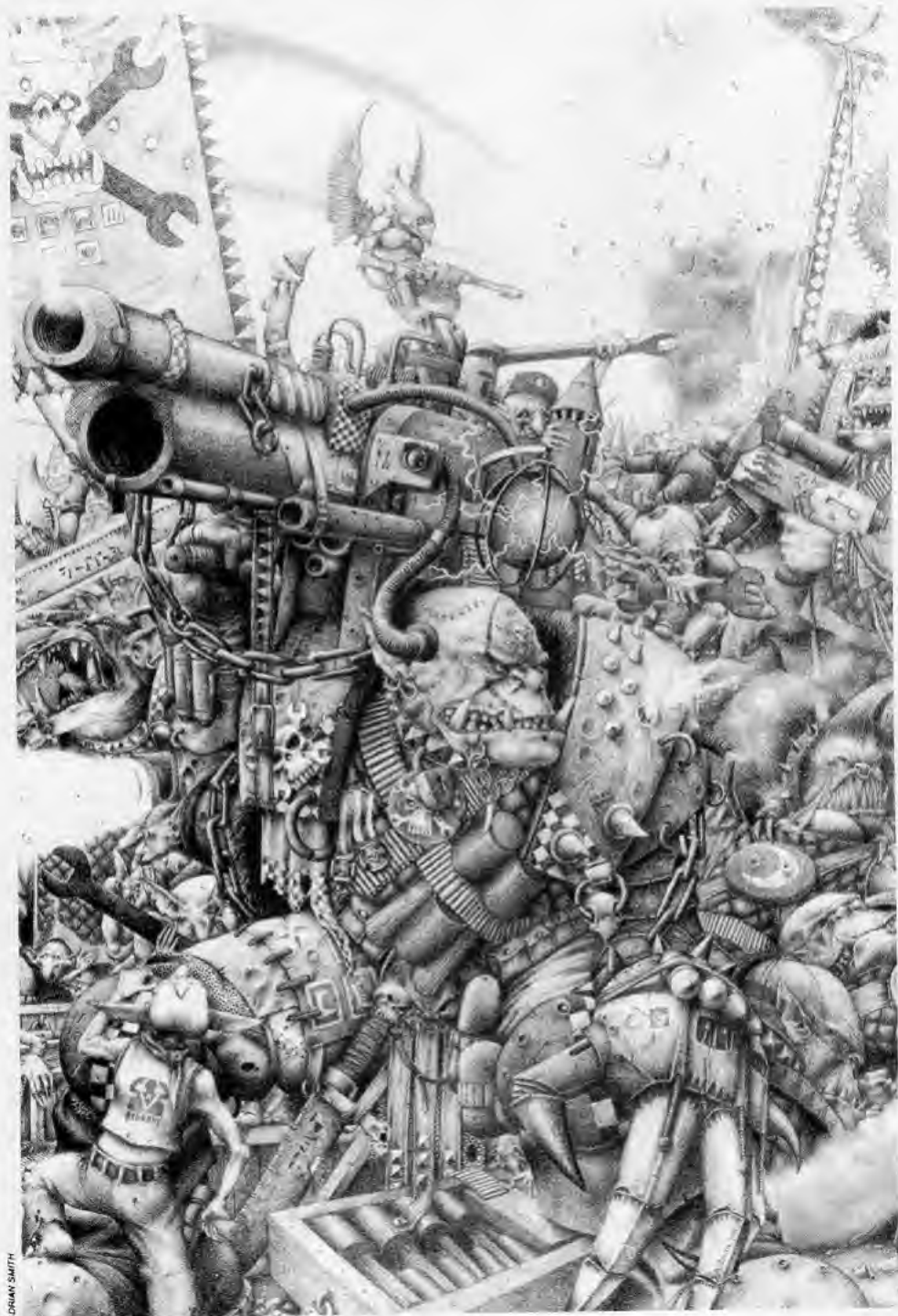


ROKKER 2
070730/3



ROKKER 3
070730/1





ORK HEAVY WEAPONS



GUNNER 1
072129/9



GUNNER 2
WITH KNIFE
072129/2



GUNNER 3
072129/7



GUNNER 4
WITH BOLTER
072129/8



GUNNER 5
072129/1



GUNNER 6
WITH BOLTER
072129/6

EACH OF THE ABOVE MODELS IS SUPPLIED WITH ONE OF THE WEAPONS SHOWN BELOW AS STANDARD. PLEASE STATE WHICH YOU REQUIRE WHEN ORDERING



HEAVY PLASMA GUN
072129/5



FLAMER
072129/3



MISSILE LAUNCHER
072129/4



EXAMPLES OF THE COMPLETED HEAVY WEAPON ORK MODELS

SPACE ORK RAIDERS

BOXED SET OF 17 METAL MINIATURES



THRUGG BULLNECK
ORK WARBOSS
RTB02/H



NOB WITH BOLTA
AND KNIFE
RTB02/F



NOB WITH BOLTA
AND BOLT PISTOL
RTB02/G



ORK WITH BOLTA 1
RTB02/C



ORK WITH BOLTA 2
RTB02/A



ORK WITH BOLTA 3
RTB02/D



ORK WITH BOLTA 4
RTB02/G



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



ORK WITH HEAVY BOLTA
RTB02/E

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CITADEL
MINIATURES

Designed by Kev Adams

SPACE ORKS



THE SPACE ORKS BOXED SET CONTAINS ENOUGH PLASTIC SPRUES TO MAKE 36 SPACE ORK BOYZ. EACH BOX CONTAINS: 6 ORK BODY SPRUES, 4 ORK WEAPON SPRUES, 4 ORK HEAVY WEAPON SPRUES AND 6 ORK ARM SPRUES.



ORK ARMS SPRUE
102531

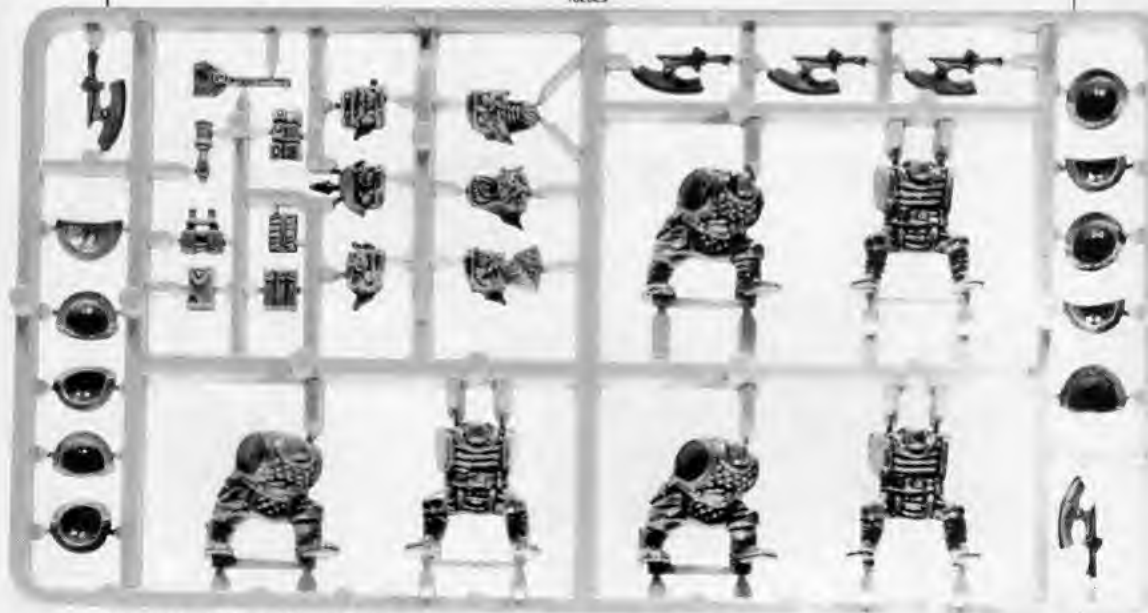


ORK WEAPONS SPRUE
(4 BOLTERS, 4 BOLT PISTOLS,
1 PLASMA PISTOL AND CHAIN SWORD)
102749



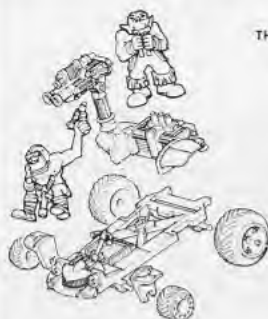
ORK HEAVY WEAPON SPRUE
(1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STICK
BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD)
102752

ORK BODY SPRUE
102529



Designed by the Citadel Design Team

ORK WAR BUGGY



THE COMPLETE ORK WAR BUGGY CONSISTS OF:

- 1 x CHASSIS
- 1 x ENGINE
- 2 x FRONT WHEELS
- 2 x REAR WHEELS
- 2 x AXLES
- 1 x WEAPON
- 1 x DRIVER
- 1 x GUNNER

PLEASE STATE WHICH DRIVER, GUNNER AND WEAPON YOU REQUIRE WHEN ORDERING.



EXAMPLE OF THE COMPLETE ORK WAR BUGGY



FRONT WHEEL
070546/31

REAR WHEEL
070546/30



AXLE
070546/29



CHASSIS
070546/25



ENGINE
070546/26

WEAPONS



MULTI-MELTA
070546/32



HEAVY BOLTERS
070546/32



HEAVY PLASMA GUN
070546/32

DRIVERS



PLASMA PISTOL
070546/27



HELMET AND BOLT PISTOL
070546/27



BOLT PISTOL
070546/27

GUNNERS



STUDED HELM
070546/28



BARE HEAD
070546/28



SPIKED HELM
070546/28

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CITADEL
MINIATURES

Designed by Kev Adams

ORK WARBIKES

THE COMPLETE NOBZ WARBIKE CONSISTS OF:
 1 x BIKE CHASSIS
 1 x DRIVER
 1 x NOB PASSENGER WITH PLASMA GUN
 1 x PASSENGER SEAT WITH BANNER POLE
 1 x HANDLE BARS
 1 x DRIVER'S LEGS
 PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.



THE COMPLETE NOBZ WARBIKE



NOB PASSENGER
WITH PLASMA GUN
070598/5



PASSENGER SEAT
WITH BANNER POLE
070598/6



HANDLE BARS
070546/2



BIKE CHASSIS
070598/1



DRIVER WITH
CHAINSWORD
070598/4



DRIVER 1
070598/3



DRIVER 3
070546/21



DRIVER 2
070546/5



DRIVER'S
LEGS
070546/4

THE COMPLETE ORK WARBIKE CONSISTS OF:
 1 x BIKE CHASSIS
 1 x DRIVER
 1 x DUAL AUTO CANNONS
 1 x HANDLE BARS
 1 x DRIVER'S LEGS
 PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.



THE COMPLETE ORK WARBIKE



DUAL AUTO CANNONS
070598/2



ORK SCORCHER



FUEL TANK
070546/15



AXLE
070546/24



WHEEL
070546/11



DRIVER WITH
CHAINSWORD
070598/4



DRIVER 1
070598/3



CONNECTING LINK
070546/20



TURRET
070546/16



DRIVER 2
070546/5



DRIVER 3
070546/21



OPEN HATCH WITH
ORK GUNNER
070546/17



CLOSED HATCH
070546/18



PLATFORM
070546/19



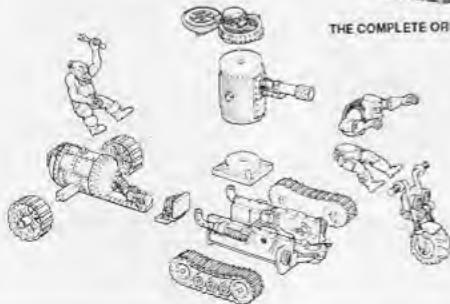
DRIVER'S
LEGS
070546/4



THE COMPLETE ORK SCORCHER



SHOTLING PUMPER
070546/22



THE COMPLETE ORK SCORCHER CONSISTS OF:

- 1 x CHASSIS
 - 1 x HANDLE BARS
 - 2 x TRACKS
 - 1 x DRIVER
 - 1 x DRIVER'S LEGS
 - 1 x SNOTLING PUMPER
 - 1 x FUEL TANK
 - 1 x AXLE
 - 2 x WHEELS
 - 1 x CONNECTING LINK
 - 1 x OPEN HATCH WITH ORK GUNNER
 - 1 x CLOSED HATCH
 - 1 x TURRET
 - 1 x PLATFORM
- PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING.

ORK DRIVERS

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CITADEL
MINIATURES

Designed by Kev Adams

ORK WARTRAK

Designed by Kev Adams



DRIVER 1
070508/3

DRIVER WITH
CHAINSWORD
070508/4

THE COMPLETE ORK WARTRAK



DRIVER'S
LEGS
070546/4



DRIVER 2
070546/5



DRIVER 3
070546/2/1



HANDLE BARS
070546/2



CHASSIS
070546/1



TRACK
070546/3



GUNNER'S
PLATFORM
070546/2/3



LAS-CANNON
070546/9



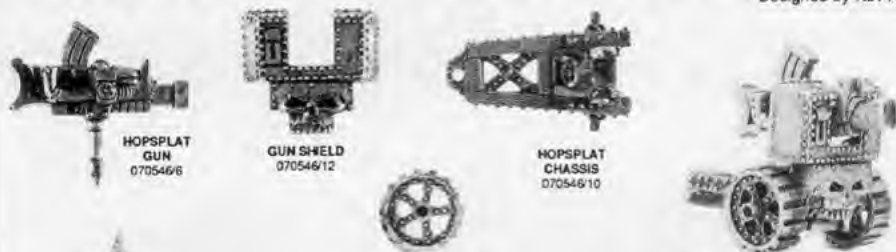
WARTRAK
GUNNER
070546/7

THE COMPLETE ORK WARTRAK CONSISTS OF:

- 1 x CHASSIS
 - 1 x HANDLE BARS
 - 2 x TRACKS
 - 1 x DRIVER
 - 1 x GUNNERS PLATFORM
 - 1 x LAS-CANNON
 - 1 x WARTRAK GUNNER
 - 1 x COMPLETE HOP SPLAT FIELD GUN WITH CREW
- PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN YOU ORDER.

HOP SPLAT FIELD GUN

Designed by Kev Adams



HOPSPLAT
GUN
070546/6

GUN SHIELD
070546/12

HOPSPLAT
CHASSIS
070546/10



WHEEL
070546/11

THE COMPLETE HOP SPLAT FIELD GUN



MEKBOY WITH
WHIP AND WRENCH
070546/8



GRETCHIN
LOADER 1
070546/14



GRETCHIN
LOADER 2
070546/13



THE COMPLETE HOP SPLAT FIELD GUN CONSISTS OF:

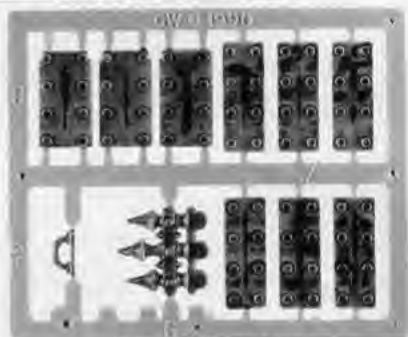
- 1 x HOP SPLAT CHASSIS
 - 1 x HOP SPLAT GUN
 - 2 x WHEELS
 - 1 x GUN SHIELD
 - 1 x MEKBOY WITH WHIP AND WRENCH
 - 2 x GRETCHIN LOADERS
- PLEASE STATE WHICH GRETCHIN LOADERS YOU REQUIRE WHEN YOU ORDER.

ORK BATTLEWAGON



THE SPACE ORK BATTLEWAGON BOX SET CONTAINS:
 1 x BATTLEWAGON SPRUE
 6 x BATTLEWAGON TRACK SPRUES
 1 x ORK BODY SPRUE
 1 x ORK ARMS SPRUE
 1 x ORK WEAPONS SPRUE

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



BATTLEWAGON TRACK SPRUE
101505



THE COMPLETE BATTLEWAGON
WITH SPACE ORK CREW

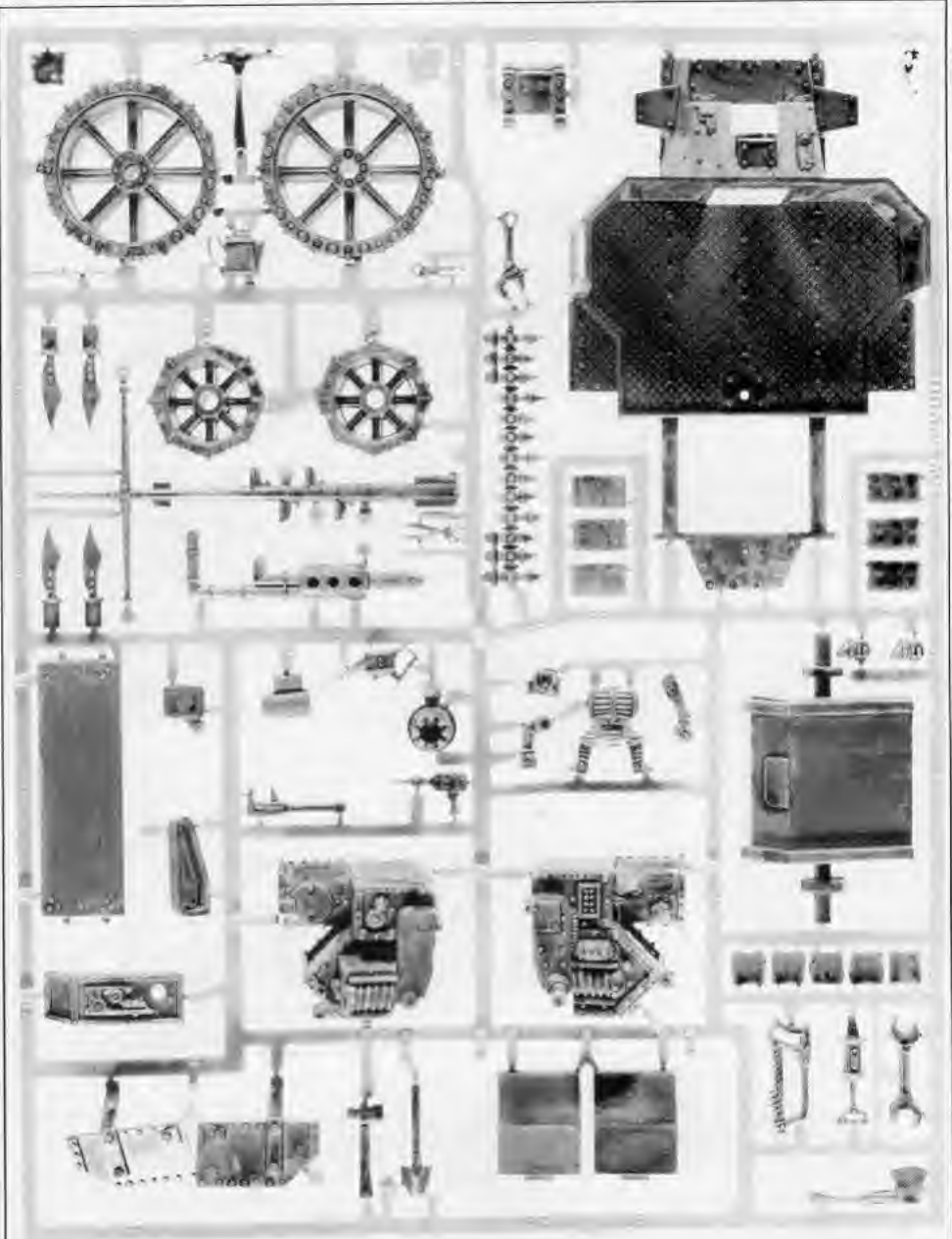
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Designed by the Citadel Design Team

ORK BATTLEWAGON

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BATTLEWAGON SPRUE
(SHOWN AT 70% ACTUAL SIZE)
101520



CITADEL
MINIATURES

ELDAR GUARDIANS

STANDARD BEARERS

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



DRAGON STANDARD
07151926



MELTA GUN
07151922



SKULL STANDARD
07151932



SHURIKEN CATAPULT
07151929



ANGEL STANDARD
07151939



PLASMA GUN
07151936

CAPTAINS



SHURIKEN CATAPULT
0715194



POWER SWORD
0715198



CHAIN SWORD AND
SHURIKEN PISTOL
07151914

CHAMPIONS



CHAIN SWORD AND
SHURIKEN PISTOL
0715197



POWER GLOVE AND FLAMER
0715192



POWER GLOVE AND
POWER SWORD
07151915

MUSICIANS



HARP
07151940A



VOICE AMPLIFIER
07151940B



SYNTH
07151940C

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CITADEL
MINIATURES

Designed by Jas Goodwin

ELDAR GUARDIANS



FLAMER
071519/16



SHURIKEN PISTOL 1
071519/5



LAS PISTOL AND FLAMER
071519/1



SHURIKEN PISTOL 2
071519/17



LAS PISTOL
071519/12



LAS PISTOL AND SHURIKEN PISTOL 1
071519/13



LAS PISTOL AND POWER GLOVE
071519/18



MISSILE LAUNCHER
071519/10



LAS PISTOL AND SHURIKEN PISTOL 2
071519/9



MELTA GUN
071519/11



LAS CANNON
071519/3



HAND FLAMER AND POWER SWORD
071519/6

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CITADEL
MINIATURES

Designed by Jes Goodwin

ELDAR

GUARDIANS



POWER SWORD
AND LAS PISTOL
071584/2



SHURIKEN
CATAPULT 1
071584/4



LAS GUN 1
071584/3



SHURIKEN
CATAPULT 2
071584/1



LAS GUN 2
071584/5



SHURIKEN
CATAPULT 3
071584/8



SHURIKEN
CATAPULT 4
071584/9



SHURIKEN CATAPULT
AND SHURIKEN PISTOL
071584/6



SHURIKEN PISTOL AND
POWER SWORD 1
071584/7



SHURIKEN PISTOL AND
POWER SWORD 2
071584/10



2 LAS PISTOLS
071584/15



LAS GUN 3
071584/14



LAS GUN 4
071584/16



LAS GUN 5
071584/12



LAS GUN 6
071584/13



LAS GUN 7
071584/11

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CITADEL
MINIATURES

Designed by Jes Goodwin

ELDAR

AVATAR



THE AVATAR COMPLETE
071597



AVATAR BODY
071597/1



DOOM THAT WAILS
(SPEAR FORM)
071597/2



CLOAK
071597/3

THE COMPLETE AVATAR CONSISTS OF:
1 x AVATAR BODY
1 x DOOM THAT WAILS
1 x AVATAR CLOAK

WARLOCKS AND FARSEER



WARLOCK AND
FORCE STAFF 1
071604/4



WARLOCK AND
WITCH BLADE 1
071604/5



FARSEER
071604/3



WARLOCK AND
FORCE STAFF 2
071604/2



WARLOCK AND
WITCH BLADE 2
071604/1

ASPECT WARRIORS

HOWLING BANSHEES



HOWLING BANSHEE EXARCH
WITH POWER AXE
071572/3



HOWLING BANSHEE 1
071560/1



HOWLING BANSHEE 2
071560/9



HOWLING BANSHEE 3
071560/15

DIRE AVENGERS



DIRE AVENGER EXARCH
WITH POWER SWORD
071572/7



DIRE AVENGER 1
071560/5



DIRE AVENGER 2
071560/12



DIRE AVENGER 3
071560/18

STRIKING SCORPIONS



STRIKING SCORPION EXARCH
WITH BITING SWORD
071572/4



STRIKING SCORPION 1
071560/2



STRIKING SCORPION 2
071560/10



STRIKING SCORPION 3
071560/16

FIRE DRAGONS



FIRE DRAGON EXARCH
WITH FIREPIKE
071572/8



FIRE DRAGON 1
071560/6



FIRE DRAGON 2
071560/13



FIRE DRAGON 3
071560/19



CITADEL
MINIATURES

Designed by Jes Goodwin

ASPECT WARRIORS

SWOOPING HAWKS



SWOOPING HAWK EXARCH
WITH LASBLASTER
071572/5



SWOOPING HAWK 1
071560/3



SWOOPING HAWK 2
071560/11



SWOOPING HAWK 3
071560/17

THE SWOOPING HAWK EXARCH IS
SUPPLIED WITH EXARCH HAWK
WINGS AS STANDARD

EACH SWOOPING HAWK IS SUPPLIED
WITH HAWK WINGS AS STANDARD

EXARCH - FIRE DRAGONS



HAWK WINGS
071560/4



EXARCH HAWK
WINGS
071572/6



EXARCH - SWOOPING HAWK

DARK REAPERS



DARK REAPER EXARCH
WITH WEB OF SKULLS
071572/9



DARK REAPER 1
071560/7



DARK REAPER 2
071560/14



MISSILE LAUNCHER
071560/8

EACH DARK REAPER COMES WITH A
MISSILE LAUNCHER AS STANDARD

HARLEQUINS



HIGH AVATAR 1
071519/31



TROUPER 1
071519/27



TROUPER 2
071519/20



TROUPER 3
071519/21



TROUPER 4
071519/17



TROUPER 5
071519/26



TROUPER 6
071519/19



SOLITAIRE 1
071519/18



TROUPER 7
071519/16



TROUPER 8
071519/25



TROUPER 9
071519/22



SOLITAIRE 2
071519/23



TROUPER 10
071519/28



TROUPER 11
071519/29



AVATAR 1
071519/24



TROUPER 12
071519/30

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CITADEL
MINIATURES

Designed by Jes Goodwin

HARLEQUINS



AVATAR 2
RTB6/17



WARLOCK 1
RTB6/13



TROUPER 13
RTB6/6



HIGH AVATAR 2
RTB6/12



AVATAR 3
RTB6/15



TROUPER 14
RTB6/8



TROUPER 15
RTB6/4



DEATH JESTER 1
RTB6/9



TROUPER 16
RTB6/7



TROUPER 17
RTB6/1



TROUPER 18
RTB6/10



DEATH JESTER 2
RTB6/3



WARLOCK 2
RTB6/11



TROUPER 19
RTB6/5



TROUPER 20
RTB6/2



DEATH JESTER 3
RTB6/16



HIGH WARLOCK
RTB6/14



SOLITAIRE 3
RTB6/18



THIS BOX SET CONTAINS ONE OF EACH
OF THE MODELS ON THIS PAGE

ELDAR JET CYCLES

Designed by Jes Goodwin

THESE ARE EXAMPLES OF THE COMPLETE JET BIKES



ELDAR RIDERS BODY
WITH SHURIKEN PISTOL
071533/7



HARLEQUIN RIDERS BODY
WITH POWER SWORD
071533/11



ELDAR RIDERS
LEGS
071533/5



ELDAR RIDERS BODY
071533/6



HARLEQUIN RIDERS
LEGS
071533/10



HARLEQUIN CANOPY
071533/6



ELDAR CANOPY
071533/1



SADDLE
071533/3



HANDLE BARS
071533/4

THE COMPLETE ELDAR JET CYCLE CONSISTS OF:

- 1 x SADDLE
- 1 x HANDLE BARS
- 1 x CANOPY
- 1 x ARMAMENT
- 1 x RIDERS BODY
- 1 x RIDERS LEGS

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



SHURIKEN CANNON
ARMAMENT
071533/9



DUAL SHURIKEN
CATAPULT ARMAMENT
071533/5

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ELDAR HEAVY WEAPONS



SPOTTER WITH
GOOGLES
071533/12



GUNNER WITH SHURIKEN
CATAPULT
071533/13



SPOTTER WITH
HELMET
071533/16



GUNNER WITH SHURIKEN
CATAPULT AND HELMET
071533/17



SPOTTER
071533/19



GUNNER WITH
CONTROL BOX
071533/18

THESE ARE ALL EXAMPLES OF THE
COMPLETE ELDAR HEAVY WEAPONS



D-CANNON 1
071533/20



D-CANNON 2
071617/2



THESE ARE ALL EXAMPLES OF THE
COMPLETE ELDAR HEAVY WEAPONS



LAS CANNON
071521/5



SCATTER LASER
071521/11



HEAVY PLASMA GUN
071521/16



MISSILE LAUNCHER
071521/19



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

PLEASE STATE WHICH ITEMS YOU REQUIRE



LARGE WEAPON TRIPOD
071533/14



WEAPON TRIPOD
071533/15



FLOATING WEAPON
PLATFORM 1
071617/1



FLOATING WEAPON PLATFORM 2
071533/21



WEAPON SHIELD
(D-CANNON 1)
071521/12



WEAPON MOUNT
(D-CANNON 1)
071533/22

Designed by Jas Goodwin

ELDAR DREADNOUGHTS

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RIGHT SHURIKEN ARM
071521/4



RIGHT FLAMER ARM
071521/21



CANOPY
071521/3



EXHAUSTS
071521/2



LEFT SHURIKEN ARM
071521/9



LEFT FLAMER ARM
071521/22



RIGHT DREADNOUGHT
LEG
071521/7



RIGHT CLOVEN
HOOFED LEG
071521/13



TORSO
071521/1

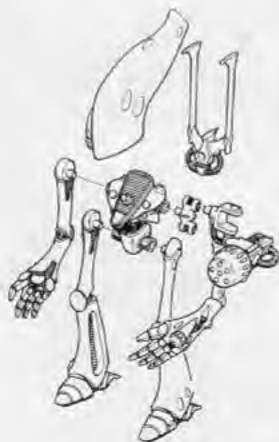


LEFT DREADNOUGHT
LEG
071521/8



LEFT CLOVEN
HOOFED LEG
071521/14

BANSHEE ELДАР
SUPPORT DREADNOUGHT



EACH ELДАР DREADNOUGHT CONSISTS OF:
1 x TORSO
1 x EXHAUST
1 x LEFT ARM
1 x LEFT LEG
1 x DUEL MOUNT
1 x CANOPY
1 x RIGHT ARM
1 x RIGHT LEG
1 x WEAPON MOUNT
1 x HEAVY WEAPON
PLEASE STATE WHICH ITEMS YOU REQUIRE

WAR-CRY ELДАР
ASSAULT DREADNOUGHT



CITADEL
MINIATURES

Designed by Jes Goodwin

ELDAR DREADNOUGHTS



EXECUTIONER CLASS
GHOST WARRIOR
071521/17



SPIRIT WARRIOR
HEAD
071521/15



WEAPON SHIELD
071521/12



WEAPON MOUNT
071521/6



DUAL MOUNT
071521/20



D-CANNON
071617/2



LAS CANNON
071521/5



SCATTER LASER
071521/11



HEAVY PLASMA GUN
071521/16



ASSASSIN CLASS
GHOST WARRIOR
071521/18



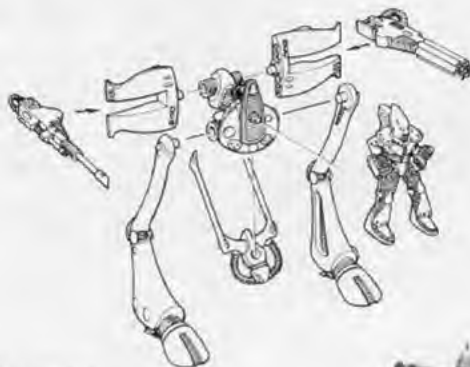
WAR WALKER
PILOT 1
071521/10



WAR WALKER
PILOT 2
071521/10



MISSILE LAUNCHER
071521/19



EACH ELDAR SPIRIT WARRIOR CONSISTS OF:
1 x TORSO 1 x SPIRIT WARRIOR HEAD
1 x LEFT ARM OR 1 x RIGHT ARM
1 x EXHAUST 1 x RIGHT LEG
1 x LEFT LEG 1 x WEAPON MOUNT
1 x HEAVY WEAPON 1 x GHOST WARRIOR
PLEASE STATE WHICH ITEMS YOU REQUIRE



VAMPIRE CLASS
SPIRIT WARRIOR
WITH HEAVY PLASMA GUN



WAR WALKER

EACH ELDAR WAR WALKER CONSISTS OF:
1 x TORSO 1 x WAR WALKER PILOT
1 x EXHAUST 1 x RIGHT LEG
1 x LEFT LEG 2 x WEAPON SHIELD
2 x HEAVY WEAPON
PLEASE STATE WHICH ITEMS YOU REQUIRE

GENESTEALERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A GENESTEALER ARM SPRUE AND A ORK WEAPON SPRUE AS STANDARD



PURESTRAIN 1
072596/10



PURESTRAIN 2
072596/11



PURESTRAIN 3
072596/12



HYBRID 1*
072557/6



HYBRID 2*
072557/10



HYBRID 3
072557/12



HYBRID 4
072557/13



HYBRID 5
072557/14



HYBRID 6
072557/15



HYBRID 7
072557/16



HYBRID 8
072557/17



HYBRID 9
072557/18



HYBRID 10
072557/19



HYBRID 11
072557/20



HYBRID 12
072557/21



HYBRID 13
072557/22



HYBRID 14
072557/23



HYBRID 15
072557/28



HYBRID 16
072557/27



HYBRID 17
072557/25



HYBRID 18
072557/24



HYBRID 19
072557/29



HYBRID 20
072557/26



EXAMPLES OF THE COMPLETED GENESTEALERS

Designed by Jes Goodwin with the Citadel Design Team

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GENESTEALERS

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MAGUS ADVISOR
072583/7



THE COMPLETE THRONED GENESTEALER PATRIARCH
072583

THE COMPLETE THRONED GENESTEALER PATRIARCH CONSISTS OF:
1 x PATRIARCH BODY
1 x THRONE RIGHT SIDE
1 x THRONE SEAT
1 x THRONE LEFT SIDE
1 x THRONE BACK
1 x MAGUS ADVISOR



PATRIARCH BODY
072583/5



THRONE BACK
072583/1



THRONE RIGHT SIDE
072583/3



THRONE SEAT
072583/2



THRONE LEFT SIDE
072583/4



PATRIARCH BACK
072583/6



MAGUS WITH STAFF 1
072596/5



MAGUS WITH SCANNER
072596/6



MAGUS WITH LAS PISTOL
072557/7



MAGUS WITH STAFF 2
072596/1



FAMILIAR 1
072596/3



FAMILIAR 2
072596/4



FAMILIAR 3
072596/2



THE COMPLETE STANDING PATRIARCH
072596



PATRIARCH LEFT ARMS
072596/8



PATRIARCH RIGHT ARMS
072596/9

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



STANDING PATRIARCH BODY
072596/7



CITADEL
MINIATURES

Designed by the Citadel Design Team with Jes Goodwin



HUNTER SLAYERS

Designed by Michael Perry



FLESHBORER 1
072616/2



FLESHBORER 2
072616/1

ZOATS

Designed by the Citadel Design Team



ZOAT TORSO WITH FLAMER
AND POWER GLOVE
072545/3

EACH COMPLETE ZOAT MODEL CONSISTS OF:
1 x ZOAT BODY
1 x ZOAT TORSO
PLEASE STATE WHICH ZOAT TORSO
YOU REQUIRE WHEN YOU ORDER



ZOAT TORSO WITH
FLESHBORER
072545/5



ZOAT BODY
072545/2



ZOAT TORSO WITH
MISSILE LAUNCHER
072545/4



ZOAT TORSO WITH
FLESHBORERS
072545/1

EXAMPLES OF THE COMPLETE ZOAT MODELS



CHAOS RENEGADES

KHORNE



BOLTER 1
070302/17



**BLOODLETTER
HEAD 1**
070302/2



BOLTER 2
070302/10



**BLOODLETTER
HEAD 2**
070302/5



POWER SAW
070302/3



JUGGER HEAD
070302/4



SKULL HEAD
070302/18



PLASMA HAND
070302/16



BOLTER 3
070302/9

SLAANESH



DAEMONETTE HEAD 1
070315/4



CHAINWORD
070315/12



BOLTER 4
070315/13



DAEMONETTE HEAD 2
070315/5



BOLTER 5
070315/3



POWER AXE ARM 1
070315/15



FIEND HEAD
070315/8



BOLTER 6
070315/17



BOLTER 7
070315/18

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

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**CITADEL
MINIATURES**

Designed by Michael Perry and Kev Adams

CHAOS RENEGADES

TZEENTCH



DISPLACED HEAD
070366/5



HEADLESS BODY AND
CHAIN SWORD
070366/2



FUNGUS BODY AND
POWER GLOVE
070366/3



BEAKED HEAD AND
PLASMA HAND
070366/9



HEADLESS 2
070366/8



FUNGUS BODY AND
PLASMA HAND
070366/8



3 ARMS
073253/8

NURGLE



PLAGUEBEARER HEAD 1
070354/4



TENTACLE ARM
AND FLAMER
070366/1



TENTACLE ARM
AND SKULL HEAD
070354/1



PLAGUEBEARER HEAD 2
070354/6



TENTACLE HEAD
070354/3



MANNIKIN HEAD
070354/2



TUBE HEAD
070354/5

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

Designed by Michael Perry

CHAOS RENEGADES



BOLTER #
070315/2



BOLTER #
070302/14



FOUR ARMS
070315/10



MELTA GUN
070315/16



BOLTER 10
070302/15



BOLTER 11
070315/11



BOLTER 12
070302/12



BOLTER 13
070302/6



CHAINSAW ARM
070315/9



TENTACLE ARM
070302/8



ONE EYE
070302/13



POWER GLOVE
070302/11



POWER AXE ARM 2
070315/14



THREE EYES
070315/6



BOLTER 14
070315/7



BOLTER 15
070302/7

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

Designed by Michael Perry with Kev Adams



CHAOS RENEGADE HEAVY WEAPONS



SLAANESH RENEGADE
070327/1



**KHORNE RENEGADE WITH THE
FACE OF A BLOODLETTER**
070327/5



**NURGLE RENEGADE
WITH HORNS**
070327/6



**TZEENTCH RENEGADE WITH
A FUNGUS BODY**
070327/7



RENEGADE 1
070327/8



RENEGADE 2
070327/12



RENEGADE 3
070327/11



RENEGADE 4
070327/4



RENEGADE 5
070327/10



RENEGADE 6
070327/2



RENEGADE 7
070327/9



RENEGADE 8
070327/10



HEAVY BOLTER
070327/13



HEAVY PLASMA GUN
070327/17



MULTI MELTA
070327/15



CONVERSION BEAMER
070327/16



MISSILE LAUNCHER
070327/14



GRENADE LAUNCHER
070327/18



LAS CANNON
070327/19

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN
AS STANDARD, PLEASE STATE WEAPON CHOICE WHEN ORDERING.



EXAMPLES OF THE CHAOS RENEGADES WITH HEAVY WEAPONS

Designed by Michael Perry

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

CHAOS SPACE MARINES

Designed by Jes Goodwin



**WORLD EATER
(KHORNE)**
0703784



**EMPERORS CHILDREN
(SLAANESH)**
0703783



**DEATH GUARD
(NURGLE)**
0703782



**THOUSAND SONS
(TZEENTCH)**
0703781

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

CHAOS DREADNOUGHT

Designed by Alan Perry



**RIGHT ARM WITH
HEAVY PLASMA GUN**
070184/18



**LEFT ARM WITH
POWER CLAW**
070184/19



**SHOULDER
JOINT**
070184/17



RIGHT LEG
070184/16



LEFT LEG
070184/15



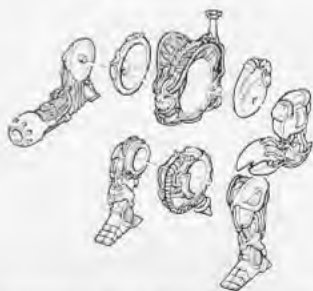
EXAMPLE OF THE COMPLETE CHAOS DREADNOUGHT



UPPER TORSO
070184/13



LOWER TORSO
070184/14



THE COMPLETE CHAOS DREADNOUGHT CONSISTS OF:

- 1 x UPPER TORSO
- 1 x LOWER TORSO
- 1 x RIGHT ARM WITH PLASMA GUN
- 1 x LEFT ARM WITH POWER CLAW
- 2 x SHOULDER JOINTS
- 1 x RIGHT LEG
- 1 x LEFT LEG



CITADEL
MINIATURES

RENEGADES ON HORSE BACK

Designed by Michael and Alan Perry



RIDER BODY 1
070341/3



RIDER BODY 2
073253/23



RIDER BODY 3
073253/35



RIDER BODY 4
073253/36



RIDER BODY 5
073253/27

THE COMPLETE CHAOS RENEGADE
ON HORSE BACK CONSISTS OF:
1 x LEGS
1 x BODY
1 x LARGE PLASTIC HORSE
PLEASE STATE WHICH RIDERS BODY
YOU REQUIRE WHEN ORDERING



LEGS 1
070341/1



LEGS 2
070341/2

THE LARGE PLASTIC HORSES
CAN BE FOUND ON PAGE 331



EXAMPLES OF THE COMPLETE RENEGADES ON HORSE BACK

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

PLASTICS

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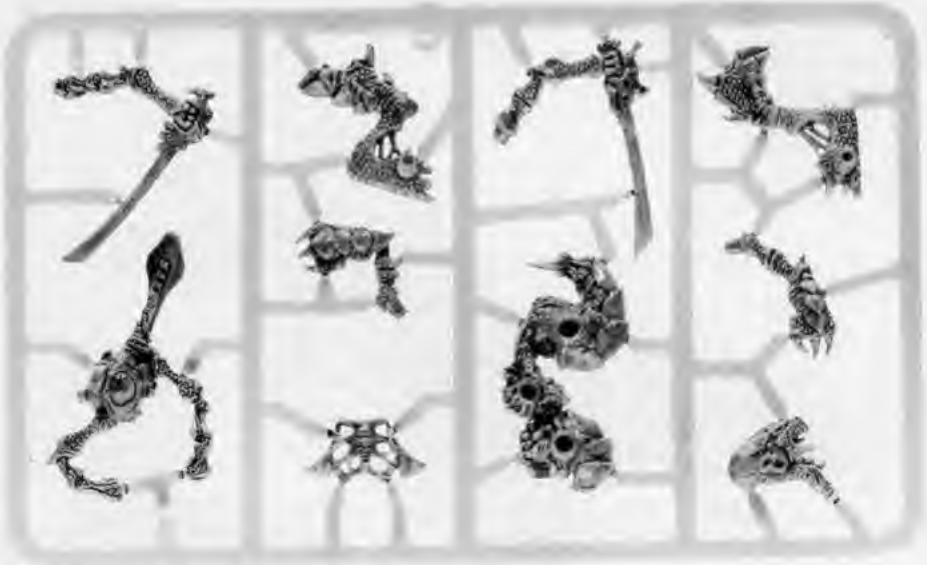
LIBRARIAN AND HYBRID SPRUE
(1 LIBRARIAN AND 2 HYBRIDS)
102407



GENESTEALER ARMS SPRUE
102776

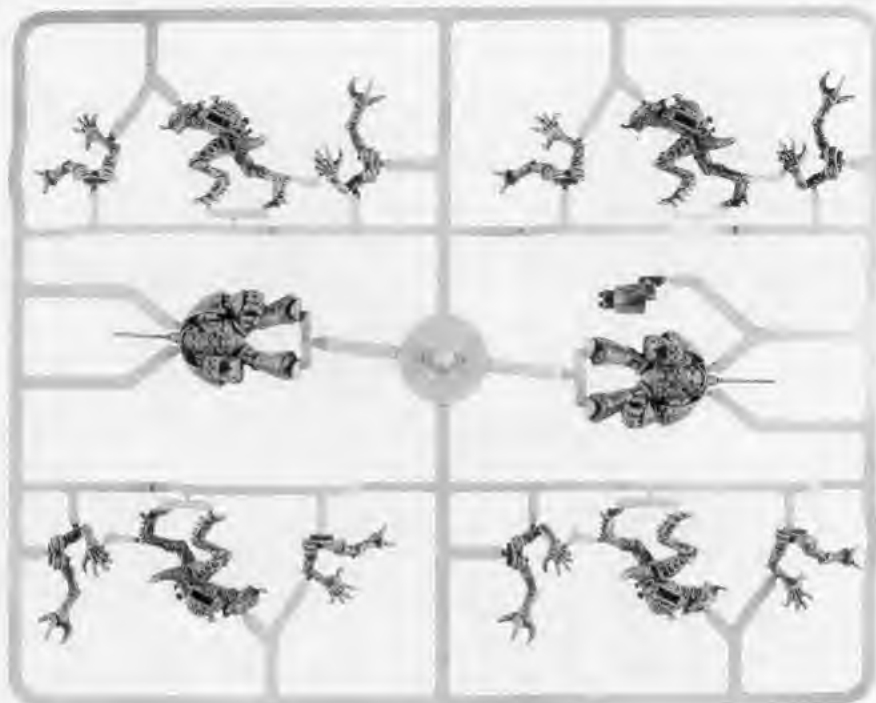


CHAOS HEAVY WEAPONS SPRUE
(1 CONVERSION BEARER, 1 MISSILE
LAUNCHER AND 1 AUTO CANNON)
102517



TYRIND WARRIOR SPRUE
120013

PLASTICS



GENESTEALER AND TERMINATOR SPRUE
131718



TERMINATOR LIBRARIAN



GENESTEALER HYBRID



TYRANID WARRIOR

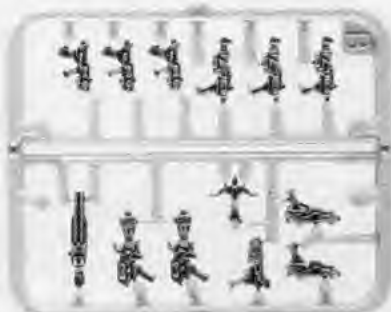


GENESTEALER



TERMINATOR

PLASTICS



HAND WEAPONS SPRUE
(3 AUTO PISTOLS, 3 BOLT PISTOLS, 2 HAND FLAMERS,
2 STUB GUNS, 1 HAND CROSSBOW, 1 SAWN OFF
SHOTGUN AND 1 PLASMA PISTOL)
102764



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



LAS GUNS AND HEAVY BOLTER SPRUE
(1 HEAVY BOLTER, 5 LAS GUNS, 2 LAS PISTOLS)
131329



ORK HEAVY WEAPON SPRUE
(1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STIKK
BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD)
102752



LAS GUNS AND LAS CANNON SPRUE
(1 LAS CANNON, 5 LAS GUNS, 2 LAS PISTOLS)
131260



SPACE MARINE BOLTERS AND BACK PACKS SPRUE
(3 PAIRS OF SHOULDER PADS, 3 BACK PACKS,
3 BOLTERS, 3 COMBAT KNIVES)
101532

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**CITADEL
MINIATURES**

PLASTICS



SPACE MARINE ARM SPRUE
103004



ORK ARMS SPRUE
102531



HUMAN CLOTHED ARMS SPRUE
131258



SPACE MARINE BACK PACKS AND BANNER SPRUE
131926



SQUAT ARM SPRUE
1321317



HUMAN BARE ARMS SPRUE
126021



CHAOS RENEGADE BACK PACKS SPRUE
131914

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IMPERIAL BATTLE TITANS

BOXED SET OF 6 PLASTIC BATTLE TITANS

ACTUAL SIZE

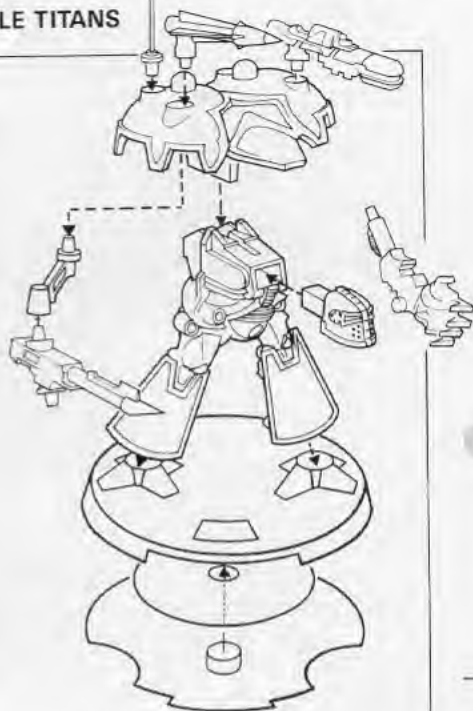
MODELS SUPPLIED UNPAINTED. BANNERS NOT INCLUDED.



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



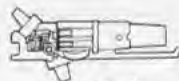
EACH BOX SET CONTAINS 6 TITAN BODY SPRUES AND 2 TITAN WEAPON SPRUES



MODELS REQUIRE ASSEMBLY



VOLCANO CANNON



QUAKE CANNON



PLASMA DESTRUCTOR



VORTEX MISSILE



GATLING BLASTER



LASER BLASTER



TITAN MULTIPLE ROCKET LAUNCHER



MELTA CANNON



PLASMA CANNON



LAS BURNER



CHAIN FIST



POWER FIST

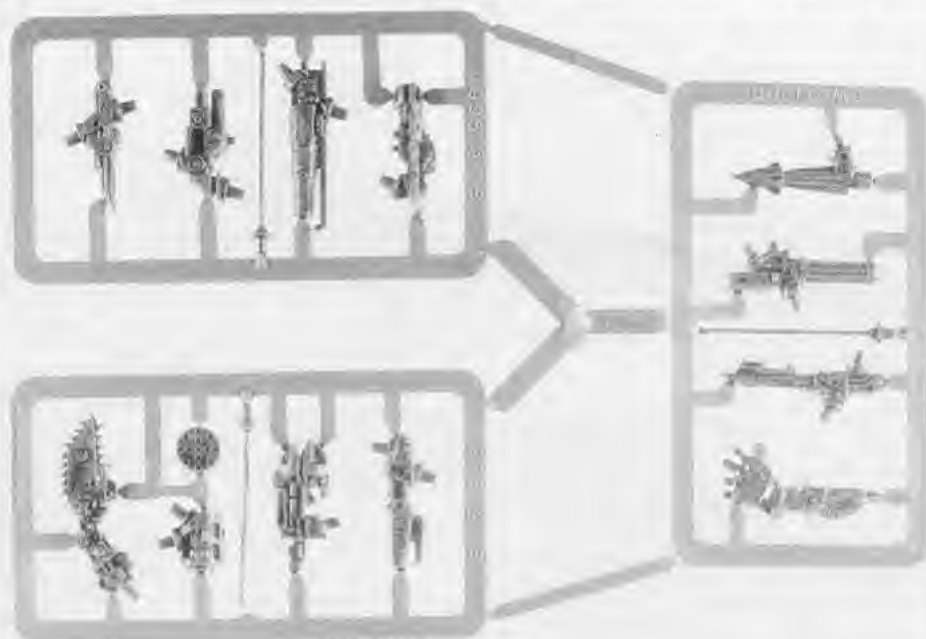
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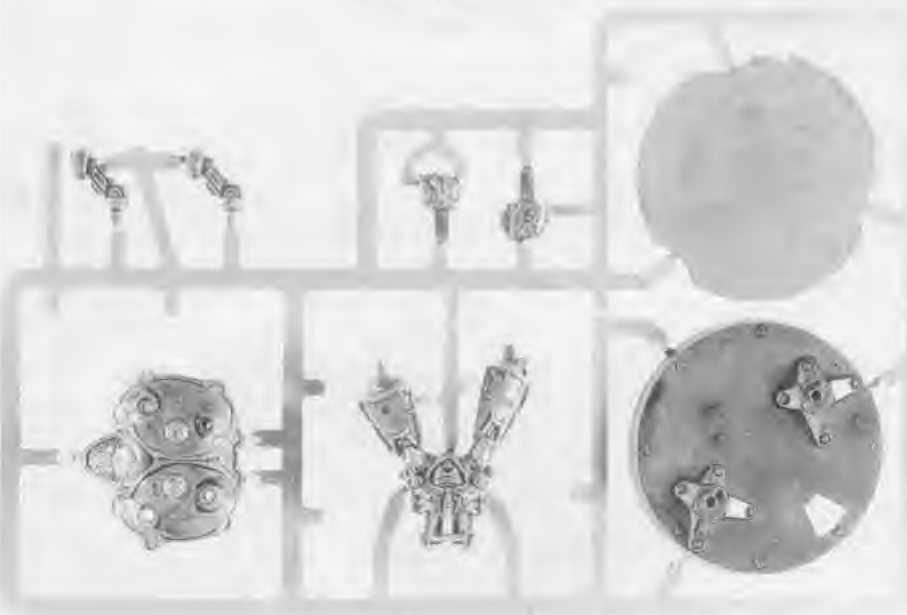
CITADEL
MINIFIGURES

IMPERIAL BATTLE TITANS

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TITAN WEAPONS SPRUE
(SHOWN AT 70% ACTUAL SIZE)
131206



TITAN BODY SPRUE
(SHOWN AT 70% ACTUAL SIZE)
131186

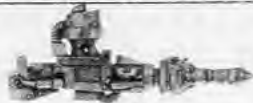


TITAN HEADS AND WEAPONS

Designed by Colin Dixon



POWER SAW*
076027/39



WARP MISSILE
076027/25



CARAPACE LANDING PAD 1
076027/22



CARAPACE LANDING PAD 2
076027/33



POWER RAM*
076027/26



HARPOON MISSILE
076027/43



FIRE CONTROL PLATFORM
076027/34



FIRE CONTROL TOWER
076027/28



TRIDENT*
076027/38



BARRAGE MISSILE LAUNCHER
076027/35



BATTLE CLAW*
076027/44



CORVUS ASSAULT POD
076027/31



WRECKER*
076027/30



CHAOS ENERGY WHIP*
076027/29



CHAOS TITAN TAIL 1
076027/44



CHAOS TITAN TAIL 2
076027/41



CHAOS TITAN TAIL 3
076027/40



CHAOS TITAN TAIL 4
076027/42



CARAPACE MULTI-LASERS*
076027/36



DEATHSTRIKE CANNON
076027/32



RUBBLE CLAW (ALTERNATIVE FOOT TYPE)
076027/37



DEVOTIONAL BELL
076027/27



TITAN HEAD 1
076027/15



TITAN HEAD 2
076027/8



TITAN HEAD 3
076027/3



TITAN HEAD 4
076027/17



TITAN HEAD 5
076027/5



BANNER POLE 1
076027/23



WEAPON HEAD 1
076027/14



WEAPON HEAD 2
076027/12



EAGLE HEAD
076027/6



DRAGON HEAD
076027/7



BANNER POLE 2
076027/24



CORVUS ASSAULT HEAD
076027/19



CUSTODIAN HEAD
076027/13



COMMAND HEAD 1
076027/11



COMMAND HEAD 2
076027/1



CLOSE COMBAT HEAD 1
076027/2



CLOSE COMBAT HEAD 2
076027/18



SLAANESH HEAD
076027/9



KHORNE SKULL HEAD
076027/21



KHORNE HOUND HEAD
076027/4



NURGLE HEAD
076027/16



TZEENTCH HEAD
076027/10



HORNED HELM HEAD
076027/20

ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS
THOSE MODELS MARKED * WILL ALSO FIT THE METAL REAVER TITANS.

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REAVER TITANS



**TURBO-LASER
DESTRUCTOR**
0760154



PLASMA BLASTGUN
0760156



VULCAN MAGA-BOLTER
0760156



**MULTIPLE ROCKET
LAUNCHER**
07601514



DEVOTION SEALS
07601511



INFERNO GUN
0760155



POWER FIST
07601518



**SHOULDER
GUARD 1**
07601513



HEAD 1
07601517



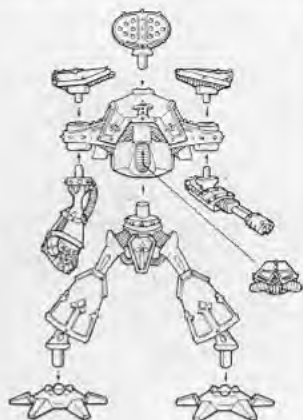
HEAD 2
07601515



CHAIN FIST
07601516



**SHOULDER
GUARD 2**
07601512



EACH COMPLETE REVER TITAN CONSISTS OF:
 1 x CARAPACE
 1 x HEAD
 2 x SHOULDER GUARDS
 1 x DEVOTION SEALS
 YOU MAY CHOOSE TO HAVE A BANNER POLE INSTEAD OF ONE OF THE WEAPONS.
 PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



CARAPACE
0760158



LEGS
0760159



FOOT
07601510



BANNER POLE
07601519



THESE ARE EXAMPLES OF COMPLETE REVER TITANS

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Designed by Jes Goodwin

WAR HOUNDS



INFERNO GUN
076015/5



VULCAN MEGA-BOLTER
076015/6



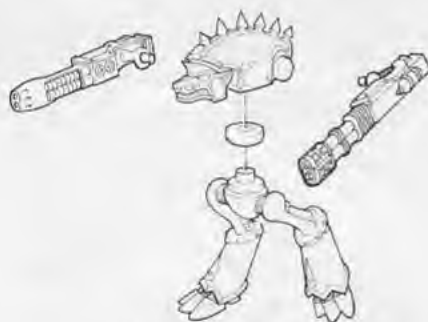
MULTIPLE ROCKET
LAUNCHER
076015/14



TURBO-LASEH
DESTRUCTOR
076015/4



PLASMA BLASTGUN
076015/6



EACH COMPLETE WAR HOUND CONSISTS OF:
1 x LEGS
1 x HEAD AND TORSO
1 x CONNECTING RING
2 x WEAPONS
PLEASE STATE WHICH WEAPONS
YOU REQUIRE WHEN ORDERING.



HEAD AND TORSO
076015/2



CONNECTING RING
076015/3



LEGS
076015/1



THESE ARE EXAMPLES OF COMPLETE WAR HOUNDS

IMPERIAL TANKS & WAR MACHINES

THE COMPLETE BANE BLADE CONSISTS OF:

- 1 x BANE BLADE CHASSIS
- 1 x BANE BLADE TURRET
- 1 x SPONSON TURRETS 1



**BANE BLADE
SUPER HEAVY BATTLE TANK**



BANE BLADE CHASSIS
076054/1



BANE BLADE TURRET
076054/3



**SPONSON
TURRETS 1**
076054/2

THE COMPLETE SHADOWSWORD CONSISTS OF:

- 1 x SHADOWSWORD CHASSIS
- 1 x VOLCANO CANNON
- 1 x SPONSON TURRETS 2



**SHADOWSWORD
SUPER HEAVY TANK DESTROYER**



SHADOWSWORD CHASSIS
076054/4



VOLCANO CANNON
076054/5



SPONSON TURRETS 2
076054/6

THE COMPLETE LEMAN RUSS CONSISTS OF:

- 1 x LEMAN RUSS CHASSIS
- 1 x LEMAN RUSS TURRET



**LEMAN RUSS
BATTLE TANK**



LEMAN RUSS CHASSIS
076041/7



LEMAN RUSS TURRET
076015/6

THE COMPLETE PREDATOR CONSISTS OF:

- 1 x PREDATOR CHASSIS
- 1 x PREDATOR TURRET
- 1 x LAS-CANNON SPONSONS
- 1 x PREDATOR LEFT SIDE
- 1 x PREDATOR RIGHT SIDE



PREDATOR

PREDATOR TURRET
076041/4



PREDATOR CHASSIS
076041/1



**LAS-CANNON
SPONSON'S**
076041/5



**PREDATOR
LEFT SIDE**
076041/2



**PREDATOR
RIGHT SIDE**
076041/3

THE COMPLETE WHIRLWIND CONSISTS OF:

- 1 x WHIRLWIND CHASSIS
- 1 x WHIRLWIND MULTI LAUNCHER
- 1 x WHIRLWIND SIDES



WHIRLWIND



WHIRLWIND CHASSIS
076066/9



**WHIRLWIND
MULTI LAUNCHER**
076066/10



**WHIRLWIND
SIDES**
076066/8



THE COMPLETE DEPLOYED DROP POD CONSISTS OF:

- 1 x DEPLOYED DROP POD SHELL
- 1 x CARGO

PLEASE STATE WHICH CARGO YOU REQUIRE



**DEPLOYED DROP
POD SHELL**
076078/2



**ASSAULT POD
CARGO**
076078/4



**SUPPORT POD
CARGO**
076078/3



**DEATHWIND
CARGO**
076078/5



**DEPLOYED
DROP POD**



DROP POD
076078/1

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CITADEL
MINIATURES

Designed by the Citadel Design Team with Colin Dixon

IMPERIAL TANKS & WAR MACHINES



IMPERIAL
MOLE

THE COMPLETE IMPERIAL MOLE CONSISTS OF:

- 1 x IMPERIAL MOLE TRANSPORTER
- 1 x MOLE
- 1 x HYDRAULIC PISTON
- 1 x LIFTING PLATFORM



IMPERIAL MOLE
TRANSPORTER
076078/9



MOLE
076078/10



HYDRAULIC
PISTON
076078/11



LIFTING
PLATFORM
076078/12

THE COMPLETE IMPERIAL TERMITE CONSISTS OF:

- 1 x TERMITE TRANSPORTER
- 1 x TERMITE



TERMITE TRANSPORTER
076078/6



TERMITE
076078/7



IMPERIAL
TERMITE



SURFACED
TERMITE
076078/8

THE COMPLETE MANTICORE CONSISTS OF:

- 1 x MANTICORE / BASILISK CHASSIS
- 1 x MANTICORE MULTI-LAUNCHER TYPE 1



MANTICORE / BASILISK
CHASSIS
076066/3



MANTICORE MULTI-LAUNCHER
TYPE 1
076066/6



MANTICORE



BASILISK

THE COMPLETE BASILISK CONSISTS OF:

- 1 x MANTICORE / BASILISK CHASSIS
- 1 x BASILISK CANNON TYPE 1



BASILISK CANNON
TYPE 1
076066/4



BOMBARD

THE COMPLETE BOMBARD CONSISTS OF:

- 1 x BOMBARD CHASSIS
- 1 x SIEGE MORTAR



BOMBARD CHASSIS
076066/1



SIEGE MORTAR
076066/2



VINDICATOR Mark 2
076041/10



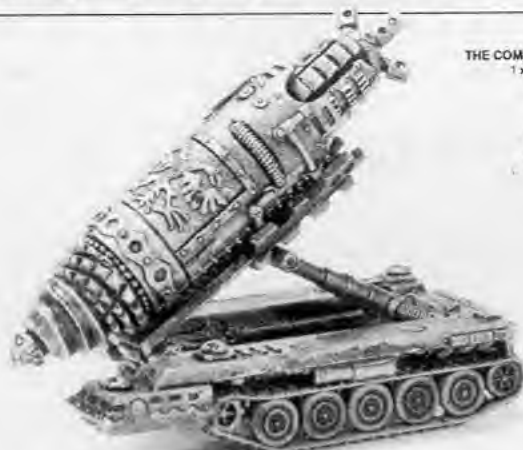
GORGON Mark 1
076041/11



GORGON Mark 2
076041/12

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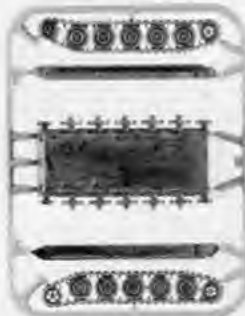
HELLBORE



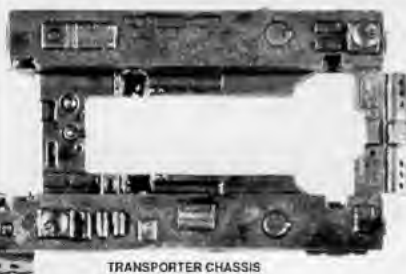
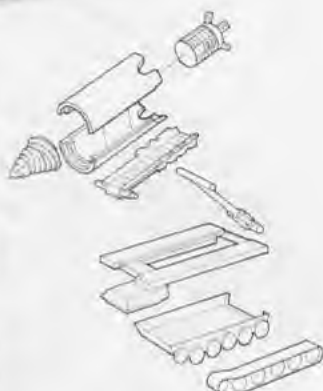
THIS IS AN ASSEMBLED
HELLBORE

THE COMPLETE HELLBORE CONSISTS OF:
1 x TRANSPORTER CHASSIS
1 x BORE HEAD
1 x PROPULSION JET
1 x BORE SIDE 1
1 x BORE SIDE 2
1 x LAUNCHING RAMP
1 x HYDRAULIC PISTON
1 x TRACK SPRUE

THIS MODEL WILL REQUIRE
ASSEMBLY AS SHOWN IN THE
EXAMPLE ON THE RIGHT



TRACKS SPRUE
(SHOWN AT 50%)
102543



TRANSPORTER CHASSIS
0760801



BORE HEAD
0760806



BORE SIDE 1
0760803



PROPULSION JET
0760807



BORE SIDE 2
0760804



LAUNCHING RAMP
0760802



HYDRAULIC PISTON
0760805

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CITADEL
MINIATURES

Designed by the Citadel Design Team

CAPITOL IMPERIALIS

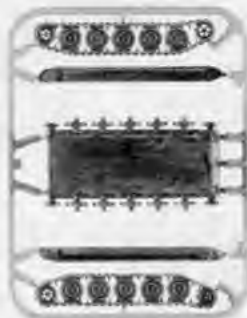
THE COMPLETE CAPITAL IMPERIALIS CONSISTS OF:

- 1 x IMPERIALIS RIGHT SIDE
- 1 x IMPERIALIS LEFT SIDE
- 1 x ARMoured ROOF
- 1 x REAR ASSULT RAMP
- 1 x FRONT SHIELD
- 1 x IMPERIALIS TURRET
- 1 x FRONT ASSULT RAMP

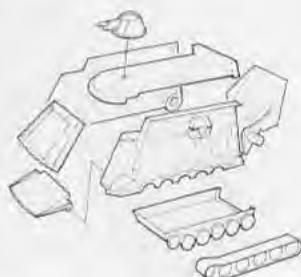


THIS IS AN ASSEMBLED
CAPITOL IMPERIALIS

THIS MODEL WILL REQUIRE
ASSEMBLY AS SHOWN IN THE
EXAMPLE ON THE RIGHT



TRACKS 5PRUE
(SHOWN AT 50%)
102543



IMPERIALIS RIGHT SIDE
0760809



IMPERIALIS LEFT SIDE
0760808



ARMoured ROOF
07608010



REAR ASSULT RAMP
07608011



FRONT SHIELD
07608012



IMPERIALIS TURRET
07608014



FRONT ASSULT RAMP
07608013

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Designed by the Citadel Design Team

IMPERIAL KNIGHTS

WARDENS



WARDEN 1
0761007



WARDEN 2
0761008



WARDEN 1
0761009

PALADINS



PALADIN 1
0761002



PALADIN 2
0761001



PALADIN 3
0761003

LANCERS



LANCER 1
0761005



LANCER 2
0761006



LANCER 3
0761004

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CITADEL
MINIATURES

Designed by Jes Goodwin

EPIC IMPERIAL



EPIC SPACE MARINES

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

EPIC SPACE MARINE SPRUES

Each sprue contains the following:
1 Robot, 2 Marine captains, 2 Marines with heavy weapons, 1 Marine commander, 20 Marines in mark 7 armour, 2 Marines in terminator armour, 4 Marines with jump packs, 2 Marine Bikers, 1 Landspeeder.



EPIC SPACE MARINES SPRUE
125934

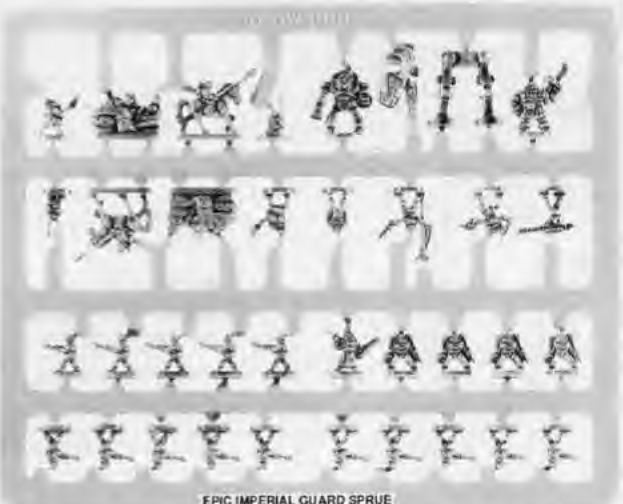


EPIC IMPERIAL GUARD

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

EPIC IMPERIAL GUARD SPRUES

Each sprue contains the following:
15 Imperial guardsmen, 4 Assault troops with jump packs, 1 Imperial guard gunner, 1 Imperial commissar, 2 Retelling strikers/infantry, 3 Beastmen, 1 Heavy weapon guardsman, 1 Imperial guard officer, 1 Sentinel walker, 1 Robot, 1 Ogryn trooper, 2 Rough riders, 2 Imperial Guard Bikers.



EPIC IMPERIAL GUARD SPRUE
125972

ROBOTS



COLOSSUS
076078/17



CATAPHRACT
076078/21



CRUSADER
076078/19



CONQUEROR
076078/20



CASTELLAN
076078/18

DREADNOUGHTS



CONCEPTOR CLASS
WITH BANNER
076078/15



FURIBUNDUS CLASS
076078/16



CONCEPTOR CLASS
076078/14



DEREDEO CLASS
076078/13

Designed by

Alan Perry

ELDAR TITANS



LAS CANNON WING
076404/2



MULTI LAUNCHER WING
076404/3



FARSEER HEAD
076404/14



HEAD 1
076404/12



HEAD 2
076404/8



EACH COMPLETE ELDAR TITAN CONSISTS OF:

- 2 x WINGS
- 1 x LEGS
- 1 x TORSO
- 1 x HEAD
- 2 x FEET
- 2 x SHOULDERS
- 2 x WEAPONS

PLEASE STATE WHICH ITEMS YOU
REQUIRE WHEN YOU ORDER



LEGS
076404/1



FOOT
076404/7



SHOULDER 1
076404/5



TORSO
076404/4



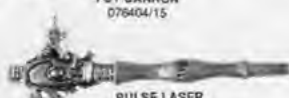
SHOULDER 2
076404/6



HEAT LANCE
076404/16



PSY CANNON
076404/15



PULSE LASER
076404/9



D-CANNON
076404/10



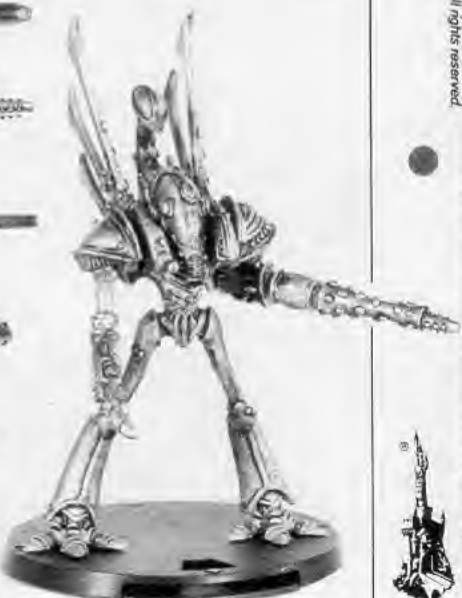
V-CANNON
076404/13



POWER FIST
076404/11



EXAMPLE OF THE COMPLETE ELDAR TITAN



EXAMPLE OF THE COMPLETE ELDAR TITAN

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CITADEL
MINIATURES

Designed by Jes Goodwin

EPIC ELДАР

Designed by Jes Goodwin

TEMPEST GRAV TANK



THE COMPLETE TEMPEST CONSISTS OF:
1 x TEMPEST CHASSIS
1 x TEMPEST LASER AND SHURIKEN
CANNON TURRETS



TEMPEST CHASSIS
076429/1



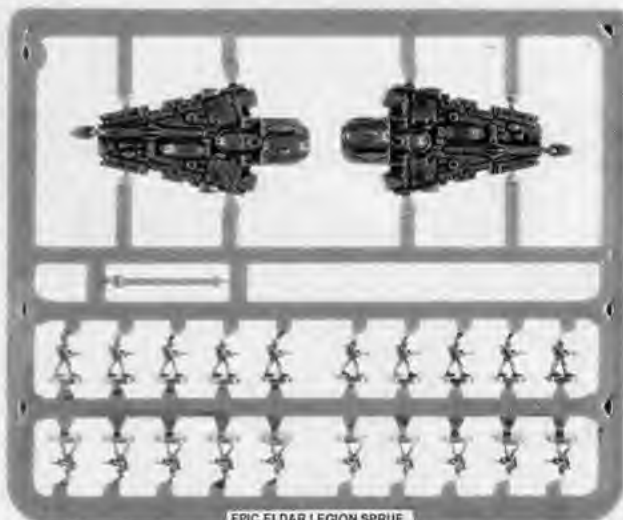
TEMPEST LASER AND SHURIKEN
CANNON TURRETS
076429/2



EPIC ELДАР LEGION

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

EPIC ELДАР LEGION SPRUES
Each sprue contains the following:
2 Falcon grav-tanks and 20 Eldar Infantry



EPIC ELДАР LEGION SPRUE
132342



EPIC ELДАР WAR HOST

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

EPIC ELДАР WAR HOST SPRUES
Each sprue contains the following:
2 Harlequins, 2 Striking scorpions, 2 Wraithguard,
1 Warlock, 1 Assault jet bike, 5 Guardians, 2 Scouts,
2 Swooping hawks, 1 Guardian artillery crew,
1 Grav-mount vibro-cannon, 2 Exarchs, 1 Howling
 Banshee, 2 Guardians with heavy weapons,
 3 Jetbikes, 2 Fire dragons, 2 Dark reapers,
 2 Dire avengers, 1 Guardian standard bearer
 and 1 Grav-mount artillery



EPIC ELДАР WAR HOST
102461



ELDAR KNIGHTS



FIRE GALE 1
076470/1



BRIGHT STALLION 1
076470/8



TOWERING DESTROYER 1
076470/3



FIRE GALE 2
076470/2



BRIGHT STALLION 2
076470/5



TOWERING DESTROYER 2
076470/9



FIRE GALE 3
076470/4



FIRE GALE 4
076470/6



FIRE GALE 5
076470/7

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ORK GREAT GARGANT



THE COMPLETE ORK GREAT GARGANT CONSISTS OF:
 1 x BODY SECTION 1
 1 x BODY SECTION 2
 1 x BODY SECTION 3
 1 x STOKER'S PLATFORM
 1 x FURNACE DOORS
 1 x BALCONY
 2 x FEET
 1 x HEAD
 2 x WEAPON MOUNTS
PLUS
 2 x ARM WEAPONS
 (RIPPER FIST OR GATLING CANNON)
PLUS
 1 x BELLY MOUNTED GUN
 (GUT BUSTER OR SNAPPER)
PLUS
 2 x SHOULDER MOUNTED TURRETS
 (SCORCHER OR BATTLE CANNON OR OBSERVATION TURRET)
PLUS
 1 x HEAD TURRET IF
 MORK HEAD IS CHOSEN
 (SCORCHER OR BATTLE CANNON
 OR OBSERVATION TURRET)
**PLEASE STATE WHICH ITEMS
 YOU REQUIRE WHEN ORDERING**



BODY SECTION 1
076208/6



BODY SECTION 2
076208/5



BODY SECTION 3
076208/4



FOOT
076208/10



BATTLE CANNON TURRET
076208/16



SCORCHER CANNON
076208/14



BATTLE CANNON HEAD
076208/2



GORK HEAD
076208/1



MORK HEAD
076208/3



OBSERVATION TURRET
076208/13



STOKER'S PLATFORM
076208/8



RIPPER FIST
076208/18



GATLING CANNON
076208/15



WEAPON MOUNT 1
076208/11



FURNACE DOORS
076208/7



GUT BUSTER
076208/17



SNAPPER
076208/19



WEAPON MOUNT 2
076208/12



BALCONY
076208/9



CITADEL
MINIATURES

SLASHA GARGANT



EXAMPLE OF THE COMPLETED SLASHA GARGANT

THE COMPLETE SLASHA GARGANT CONSISTS OF:

- 1 x FRONT
- 1 x BACK
- 1 x RIGHT SIDE
- 1 x LEFT SIDE
- 1 x HEAD
- 1 x BELLY GUN
- 2 x WEAPONS

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



RIPPER FIST
076211/6



BATTLE CANNONS
076211/7



HEAD 1
076211/5



BELLY GUN
076211/8



DEATH CANNON
076211/10



CLUSTER BUSTER
076211/11



HEAD 2
076211/9



FRONT
076211/4



BACK
076211/3



RIGHT SIDE
076211/2



LEFT SIDE
076211/1



CITADEL
MINIATURES

ORK WAR MACHINES



SKULL HAMMA



GIBLET GRINDA



BRAIN CRUSHA



GUT RIPPA



BONE CRUNCHA



BOWEL BURNA



SKULL HAMMA
CHASSIS
076247/1

THE COMPLETE SKULL HAMMA CONSISTS OF:

- 1 x SKULL HAMMA CHASSIS
- 1 x BOILER
- 2 x SKULL HAMMA TURRETS



BOILER
076247/2



SKULL HAMMA
TURRET
076247/3



GIBLET GRINDA
CHASSIS
076247/4

THE COMPLETE GIBLET GRINDA CONSISTS OF:

- 1 x GIBLET GRINDA CHASSIS
- 2 x GIBLET GRINDA TURRETS
- 1 x GIBLET GRINDA OBSERVATION TOWER



GIBLET GRINDA
TURRET
076247/6



GIBLET GRINDA
OBSERVATION TOWER
076247/5



BRAIN CRUSHA
CHASSIS
076250/7

THE COMPLETE BRAIN CRUSHA CONSISTS OF:

- 1 x BRAIN CRUSHA CHASSIS
- 1 x OBSERVATION TOWER



OBSERVATION
TOWER
076250/8



GUT RIPPA
CHASSIS
076250/2



GUT RIPPA
TURRET
076250/3

THE COMPLETE GUT RIPPA CONSISTS OF:

- 1 x GUT RIPPA CHASSIS
- 1 x GUT RIPPA TURRET



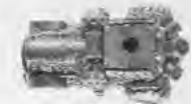
BONE CRUNCHA
CHASSIS
076250/4

THE COMPLETE BONE CRUNCHA CONSISTS OF:

- 1 x BONE CRUNCHA CHASSIS
- 1 x DUAL AUTO CANNON TURRET



DUAL AUTO
CANNON TURRET
076250/5



BOWEL BURNA
CHASSIS
076250/9

THE COMPLETE BOWEL BURNA CONSISTS OF:

- 1 x BOWEL BURNA CHASSIS
- 1 x BOWEL BURNA TURRET



BOWEL BURNA
TURRET
076250/10

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CITADEL
MINIATURES

Designed by Kev Adams

EPIC ORKS

Designed by Kev Adams



SPLEEN RIPPER
076250/12



GOBSMASHER
076250/11



LUNG BURSTER
076250/1



EPIC ORK INVASION
This box set contains 10
of the highly detailed
plastic sprues as shown
on the right

EPIC ORK INVASION SPRUES

Each sprue contains
1 Bowboy, 1 Standard bearer,
1 War buggy, 1 Warboss, 1 Warbike,
2 Stormboyz, 2 Wildboyz, 1 Tractor
Beam, 2 Madboyz, 16 Ork boyz,
2 Gorchin, 2 Nobz and 4 Orks with
Heavy weapons.



EPIC ORK INVASION SPRUE
103029

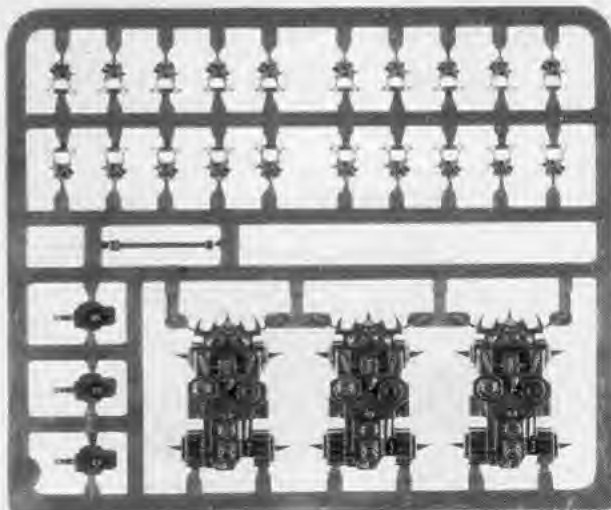


ORK HORDE
This box set contains 3
of the highly detailed
plastic sprues as shown
on the right

ORK HORDE SPRUES

Each sprue contains
3 Battle Wagons and
20 Ork boyz.

All the sprues are complete
with plastic epic bases



ORK HORDE SPRUE
132330

EPIC DAEMONS

KHORNE



BLOODTHIRSTER
076501/5



BLOODLETTER
076501/6



FLESH HOUND
076501/7

SLAANESH



KEEPER OF SECRETS
076501/11



DAEMONETTE
076501/12



FIEND
076501/13

NURGLE



GREAT UNCLEAN ONE
076501/1



PLAGUE BEARER
076501/2



NURGLINGS
076501/4



BEAST
076501/3

TZEENTCH



LORD OF CHANGE
076501/8



HORROR
076501/9



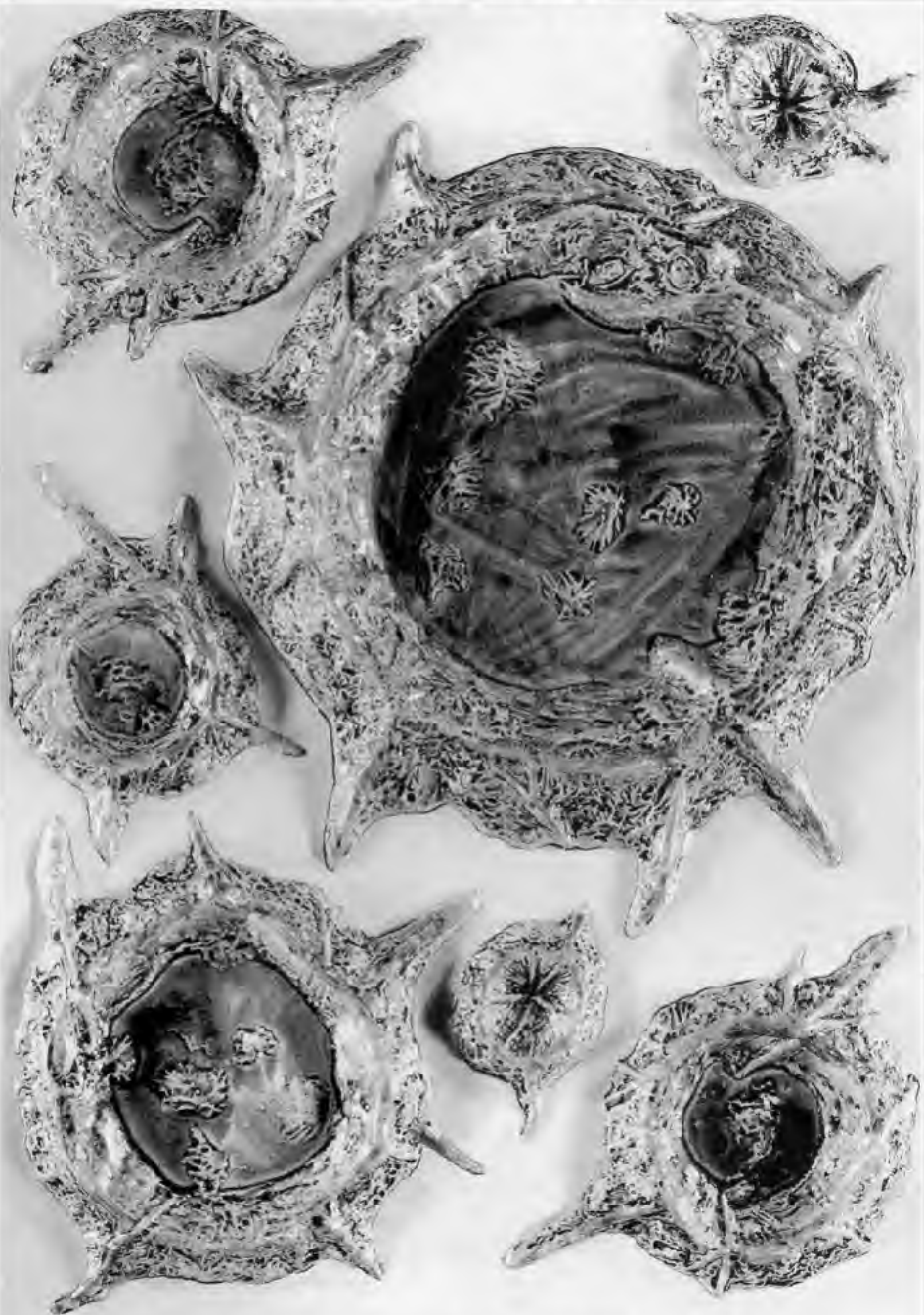
FLAMER
076501/10

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Designed by Jes Goodwin and Colin Dixon

CRATERS



EACH SHEET OF CRATERS CONTAINS 2 HALF INCH CRATERS,
1 ONE INCH CRATER, 2 ONE AND A HALF INCH CRATER,
1 TWO INCH CRATER AND 1 THREE INCH CRATER.

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CITADEL
MINIATURES

SPACE FLEET

THE COMPLETE EMPEROR CAPITALSHIP CONSISTS OF:
1 x EMPEROR SUPERSTRUCTURE
1 x EMPEROR ENGINES



EMPEROR CAPITAL SHIP



EMPEROR SUPERSTRUCTURE
077733/1



EMPEROR ENGINES
077733/2

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



GOTHIC BATTLESHIP



GOTHIC SUPERSTRUCTURE
077772/1



GOTHIC KEEL GUN
077772/3



GOTHIC ENGINES
077772/2

THE COMPLETE IRONCLAD BATTLESHIP CONSISTS OF:
1 x IRON CLAD HULL
1 x IRON CLAD SUPERSTRUCTURE



IRONCLAD BATTLESHIP



IRONCLAD HULL
077721/1



IRONCLAD SUPERSTRUCTURE
077721/1



FIRESTORM CRUISER
077719/1



COBRA DESTROYER
077706/1



CASTELLAN SHIELD SHIP
077758/1



ELDAR WRAITHSHIP

THE COMPLETE ELDER WRAITHSHIP CONSISTS OF:
1 x WRAITHSHIP SUPERSTRUCTURE
1 x WRAITHSHIP SAILS



WRAITHSHIP SUPERSTRUCTURE
077784/2



WRAITHSHIP SAILS
077784/1

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Designed by Jes Goodwin and Norman Swales

SPACE FLEET

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



ANNIHILATOR SUPERSTRUCTURE
077843/1



ANNIHILATOR CANNON TURRETS
077843/2



ANNIHILATOR BATTLESHIP

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



DICTATOR SUPERSTRUCTURE
077829/2



DICTATOR POWER CLAWS
077829/1



DICTATOR BATTLESHIP



THUNDERBOLT CRUISER
077831/1



STALWART ESCORT SHIP
077856/1



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Designed by Norman Swales

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CITADEL
MINIATURES



SPACE FLEET



ELDAR SHADOWHUNTER

THE COMPLETE ELDAR
SHADOWHUNTER CONSISTS OF:
1 x SHADOWHUNTER SAILS
1 x SHADOW HUNTER
SUPERSTRUCTURE



SHADOWHUNTER SAILS
077817/1



**SHADOWHUNTER
SUPERSTRUCTURE**
077817/2



TYRANT BATTLESHIP

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



TYRANT SUPERSTRUCTURE
077804/2



DOMINATOR BATTLESHIP

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



DOMINATOR SUPERSTRUCTURE
077797/2



**TYRANT / DOMINATOR
ENGINES**
077797/1

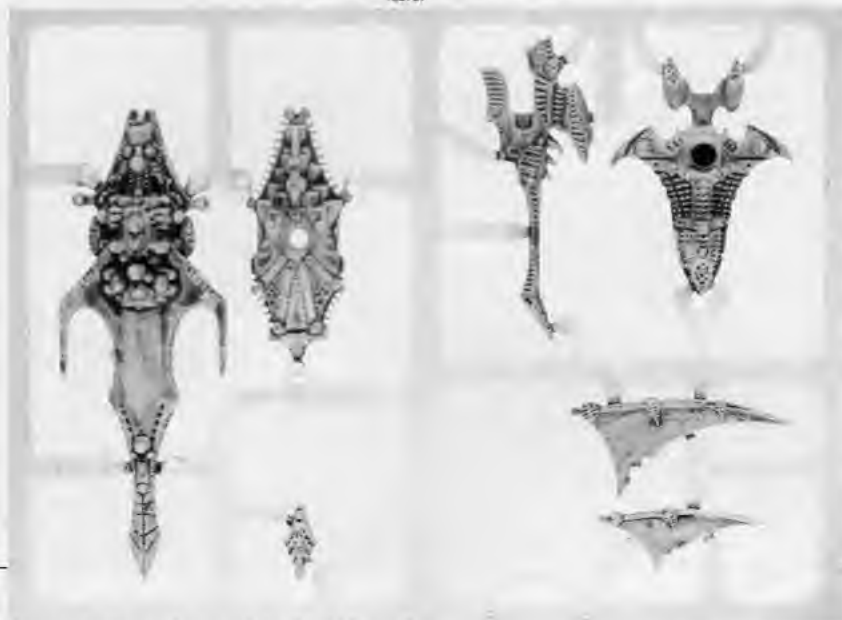


GOLIATH FACTORY SHIP
077760/1



GALAXY TROOP SHIP
077745/1

GOthic BATTLESHIP AND ELDAR WRAITHSHIP SPRUE
125737



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WARHAMMER 40,000

WARHAMMER 40,000 RULEBOOK

There is no time for peace. No respite. No forgiveness. There is only war.

The galaxy is a hostile place. There are alien forces that would enslave or destroy mankind if they could. Wars rage over cold, airless planets, among the blasted cities of hive worlds, and within the borders of the Imperium itself. Only the Space Marines, the finest warriors in the Imperium, can save the galaxy from destruction. Dedicated to the Emperor's service, the Space Marines are men strengthened by advanced bio-processing techniques to create the ultimate fighting force.

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

0159 Softback Rulebook (288 pages: 2 or more players aged 14-adult)



WARHAMMER 40,000 COMPENDIUM

A collection of Warhammer 40,000 articles from White Dwarf magazine issues 98 to 113. Contents include the army lists, history and background for Space Marines, Imperial Guard, Squats and Eldar Harlequins.

0152 Softback Rulebook (200 pages)

(Warhammer 40,000 is required to use the contents of this book)

WARHAMMER 40,000 COMPILATION

A collection of Warhammer 40,000 articles from White Dwarf magazine issues 114 to 127. Contents include new rules for Imperial forces, Eldar and Genestealers.

0164 Softback Rulebook (120 pages)

(Warhammer 40,000 is required to use the contents of this book)



WAAARGH THE ORKS

Waaargh The Orks includes the history of the Ork race, information on all aspects of Ork society and its place in the Warhammer 40,000 universe, an in-depth study of the six greatest Ork clans: the Evil Sunz, the Snake-Bites, the Bad Moons, the Goffs, the Death Skulls and the Blood-Axes, together with uniform painting guides and details of the Ork language.

0153 Pad and Wrap Sourcebook (104 pages)

(Warhammer 40,000 is required to use the contents of this book)

'ERE WE GO

'Ere We Go contains new game rules and army lists for three Ork Clans: Goffs, Snake-bites and Blood-Axes. Game rules cover Painboyz, Bionik Bitz, Runtherdz, Weirdboyz, Madboyz, Mekboyz, Tin Boyz, the Squig Catapult, the Hop Splat field gun, Shokk attack gun, Kustom Weapons, Kombi-Weapons, data sheets for Ork vehicles and a description of how to paint your Ork army.

0154 Hardback Rulebook (228 pages)

(Warhammer 40,000 is required to use the contents of this book)

FREEBOOTERZ

Freebooterz contains new game rules and army lists for three Ork Clans: the Evil Sunz, the Bad Moons and the Death Skulls, plus a comprehensive army list for the many types of Ork Freebooterz. This book also contains a practical guide to painting your Freebooterz and a description of how to model and paint your own Ork buildings for your tabletop games of Warhammer 40,000.

0162 Hardback Rulebook (144 pages)

(Warhammer 40,000 is required to use the contents of this book)



WARHAMMER FANTASY BATTLE

WARHAMMER FANTASY BATTLE RULEBOOK

Cold dank mists rolled across the battlefield. The two sides formed up in sweeping lines, waiting for the order to charge. The day of reckoning was here, and its outcome was to be decided in combat.

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

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

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

0114 Softback Rulebook (304 pages: 2 or more players aged 14-adult)



WARHAMMER ARMIES

Throughout the Warhammer World, from the forests of The Empire to the jungles of Lustria, from the Elven Kingdoms to the Chaos Wastes, mighty armies are on the move. Massed ranks of highly-trained troops march upon each other, leaving great swathes of destruction in their wake. So raise the standard and let battle commence.

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

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

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

0115 Softback Rulebook (170 pages)
(Warhammer Fantasy Battle is required to use the contents of this book)

WARHAMMER SIEGE

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

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

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

0117 Softback Rulebook (148 pages)
(Warhammer Fantasy Battle or Warhammer 40,000 is required to use the contents of this book)



REALM OF CHAOS

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



REALM OF CHAOS - SLAVES TO DARKNESS

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

0111 Hardback Rulebook (280 pages)

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



REALM OF CHAOS - THE LOST AND THE DAMNED

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

0112 Hardback Rulebook (296 pages)

MIGHTY EMPIRES



MIGHTY EMPIRES

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

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

0122 Boxed Game (2-3 players aged 14 - adult)

SPACE MARINE

Space Marines and the Titan Legions are the embattled defenders of the Imperium. Against them are arranged the implacable enemies of mankind. Throughout the galaxy, hordes of barbaric Orks rampage and destroy, driven by their insatiable racial need to conquer and enslave.

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

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

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

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

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

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



SPACE HULK



SPACE HULK

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

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

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

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

0331 Boxed Game (2 players ages 12-adult)

DEATHWING

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

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

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



GENESTEALER

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

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

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

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



SPACE HULK CAMPAIGNS

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

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

0335 Softback Rulebook (96 pages)

(Space Hulk, Deathwing and Genestealer are required to use this book)

BLOOD BOWL



BLOOD BOWL

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

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

But there's more to the game than that – the teams are trying to score Touchdowns. That's why all Blood Bowl players are skilled sportsmen as

well as killing machines. After all, the team that wins the Blood Bowl Trophy does so by scoring the most Touchdowns, rather than obliterating every other team in the league. Though many players, and most of the fans, prefer the second way!

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

0271 Boxed Game (2 players ages 12-adult)

STAR PLAYERS

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

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

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



BLOOD BOWL COMPANION

The Blood Bowl Companion is packed with new rules for Blood Bowl. It includes full rules for running a Blood Bowl campaign, Kickers, Referees, Fans, Magic, Secret Weapons, Traps and 22 new Star Player cards.

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

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



ELVES, DWARFS AND DUNGEONBOWL

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

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

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



ADVANCED HEROQUEST

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

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

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

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



ADVANCED HEROQUEST PAINT SET

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

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

0575 Boxed Paint Set and Miniatures



ADVANCED SPACE CRUSADE

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

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

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

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



FANTASY GAMES

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



SPACE FLEET

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

Space Fleet contains 4 plastic Citadel Miniatures (2 Imperial Gothic Battleships and 2 Eldar Wraithships), 6-piece space map game board, Helm Computer cards, Combat Display cards, Shield and Damage tokens, 4 dice and an easy to follow rules sheet.

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

MIGHTY WARRIORS

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

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

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

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



ULTRA MARINES

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

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

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

KERRUNCH

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

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

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

0690 Boxed Game (2 players aged 8-adult)



WARHAMMER FANTASY ROLEPLAY

WARHAMMER FANTASY ROLEPLAY RULEBOOK

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

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

0020 Softback Rulebook (364 pages: 2 or more players aged 14 to adult)



THE ENEMY WITHIN CAMPAIGN



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

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

0038 Softback Supplement (224 pages)

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

0039 Softback Supplement (210 pages)

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

0026 Hardback Supplement/Rulebook (104 pages)

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

0028 Hardback Supplement (144 pages)

Empire in Flames is the concluding part of the Enemy Within Campaign. The Empire is torn by internal strife, civil war looms, and a symbol of unity must be found before the forces of Chaos triumph forever.

0030 Hardback Supplement (152 pages)



FLAME PUBLICATIONS

Flame Publications publish a range of adventure books, rules expansions and source packs for Warhammer Fantasy Roleplay. From exploration in the underground depths of ruined Dwarf halls to battle against armies of Skeletons; from intrigue in the twisting streets of Marienburg to dark sorcery in mountain fortresses; from advanced game rules to new spells and artifacts.

THE DOOMSTONES CAMPAIGN

The Doomstones Campaign is an epic extended adventure, comprising four books. Each volume is completely self-contained – you don't need to own early books to be able to play and enjoy the later adventures.



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

0016 Softback Adventure Supplement (104 pages)

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

0017 Softback Adventure Supplement (80 pages)

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

0018 Softback Adventure Supplement (80 pages)

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

0019 Softback Adventure Supplement (104 pages)

WARHAMMER COMPANION

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

0035 Softback Rulebook/Adventure Supplement (96 pages)

LICHEMASTER

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

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

0003 Softback Adventure Supplement (104 pages)



DEATH'S DARK SHADOW

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

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

0037 Softback Adventure Supplement (128 pages)



TALISMAN



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

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

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

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



TALISMAN EXPANSION

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

0207 Boxed Supplement

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

TALISMAN ADVENTURE

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

0208 Boxed Supplement

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



TALISMAN DUNGEON

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

0209 Boxed Supplement

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



TALISMAN TIMESCAPE

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

0210 Boxed Supplement

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

TALISMAN CITY

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

0212 Boxed Supplement

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



DUNGEONQUEST



Dare you face the Dragon's challenge?

The eerie ruins of Dragonfire Castle, standing atop the sinister peak of Wyrn's Crag, were abandoned long ago. Memories of the vile deeds of the wizard T' Siramen have faded like a half-remembered nightmare. But far beneath the castle's shattered stones, nameless horrors still prowl the gloomy dungeons, while a terrifying shadow stirs in sleep...

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

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

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

HEROES FOR DUNGEONQUEST

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

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

Ironhand the Mighty – a resilient gladiator with all-round skills.

Thargrim the Dark Lord – a Chaos Warrior with the Helm of Terror and the ability to heal himself through meditation

Tori-Jima – a Ninja with deadly blowpipe and shuriken, heightened senses and the ability to hide in shadows.

Rildo the Crafty – a thief with the ability to open locked doors, to search rooms more effectively, and four throwing daggers.

Helena the Swift – armed with a slingshot and capable at moving at twice the speed of her fellows.

Serellia of Zimendell – Accompanied by her familiar, Flame Bright, and equipped with her Sun Orb and Healing Salve.

Fyyl Madaxe – the Dwarf berserker.

Azoth the Faceless – the sorcerer with 6 spells.

Plus Sir Roland, Vikas Swordmaster, Seigfried Goldenhair and Farendil.

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

0240 Boxed Supplement

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



DUNGEONQUEST CATACOMBS

A strange rumour is spreading through the land, drawing even more adventurers to explore the deadly dungeons under Dragonfire Castle. A rumour speaks of an ancient maze of dark, dank catacombs which run far beneath the dungeons themselves. For those brave enough to use them, the catacombs offer a short cut to the Dragon's Lair – but only if a way out can be found...

Dungeonquest Catacombs adds a new level of excitement to the Dungeonquest game. This expansion set includes full rules and components for venturing into the dread catacombs, as well as new traps, monsters, treasures and room tiles for you to encounter in the normal dungeon.

Dungeonquest Catacombs contains 32 catacomb cards, 5 entrance tiles, 4 direction counters, 11 Magic Amulet cards, 10 Snottling counters, 20 new room tiles, 12 new room cards, 12 new search cards, 2 new crypt cards, 2 new trap cards, 8 new treasure chamber counters, a rulebook and a ten-sided dice.

0241 Boxed Supplement

(Dungeonquest is required to use the contents of this box)



PAINT SETS AND BRUSHES

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

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



Citadel Colour Paint Set

Skull White
Chaos Black
Blood Red
Bronzed Flesh
Woodland Green
Enchanted Blue
Sunburst Yellow
Midnight Silver
Shining Gold

0882 Paint Set

Creature Paint Set

Rotting Flesh
Goblin Green
Elf Grey
Worm Purple
Hobgoblin Orange
Orc Brown
Spearstaff Brown
Swamp Brown
Chainmail

0883 Paint Set

Monster Paint Set

Brazen Bronze
Bilious Green
Ghoul Grey
Bestial Brown
Electric Blue
Red Gore
Imperial Purple
Moody Blue
Tillulating Pink

0884 Paint Set

Space Marine Paint Set

Bolt Gun Metal
Salamander Green
Salamander Black
Ultramarine
Marine Dark Blue
Space Wolf Grey
Blue Grey
Blood Angel Orange
Terracotta
Painting Guide

0881 Paint Set

Ork and Eldar Paint Set

Tin Bitz
Striking Scorpion Green
Bad Moon Yellow
Go Fusa Red
Ork Flesh
Snake-Bite Leather
Fire Dragon Crimson
Hawk Turquoise
Bleached Bone

0886 Paint Set

Expert Ink Set

Red Ink
Orange Ink
Yellow Ink
Green Ink
Blue Ink
Purple Ink
Brown Ink
Chestnut Ink
Black Ink

0885 Paint Set

PAINT SETS

Citadel Colour Paint Set

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

Creatures Paint Set

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

Monster Paint Set

These paints give you the chance to use advanced toning and highlighting techniques.

Space Marine Paint Set

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

Ork and Eldar Paint Set

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

Expert Paint Set

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

Smelly Primer

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

BRUSHES



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

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

GLUE

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

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

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

Citadel glues are harmful by inhalation, in contact with skin and if swallowed. Avoid contact with eyes. Keep out of reach of children.

GAMES WORKSHOP DICE

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

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

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

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

Inked Dice

Inked D4
Inked D6
Inked D8
Inked D10
Inked D12
Inked D20 (0-9 twice)
Inked D20 (1-20)

Gem Dice

Gem D4
Gem D6
Gem D8
Gem D10
Gem D12
Gem D20 (0-9 twice)
Gem D20 (1-20)



COMBAT CARDS

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



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

TROLL GAMES

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

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

Squelch 0683
Oi, Dat's my Leg 0681
Trolls in the Pantry 0684
Hungry Troll and the Gobbo's 0682



WARHAMMER FANTASY NOVELS

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



DRACHENFELS

By Jack Yeovil

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

0501 Deluxe format paperback 256pp



IGNORANT ARMIES

8 fantasy short stories from William King, Brian Craig, Nicola Griffith, Jack Yeovil and others.

Gotrek the Trollsayer and his human companion Felix learn why the Night of Mysteries is so feared. And introducing Johann Van Mecklenberg, Baron and swordsmen who ventures into the Chaos Wastes with his mentor, Vukotich.

0502 Deluxe format paperback 256pp

BEASTS IN VELVET

By Jack Yeovil

A beast is stalking the fog-bound streets of Altdorf. Is it a man? A woman? An unlikely creature of Chaos? And can the beast's reign of bloody terror be ended before the Empire collapses in flames?

0525 Deluxe format paperback 288pp



WOLF RIDERS

8 fantasy short stories from William King, Brian Craig, Jack Yeovil and others.

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