

CITADEL MINIATURES

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**GAMES
WORKSHOP**



Presented by
AXIS



TAU CRISIS BATTLESUIT



**CITADEL
MINIATURES**

2001 HOLIDAY CATALOG

WARHAMMER® 40,000

✠ In The Grim Darkness Of The Far Future, There Is Only War! ✠



FUTURISTIC BATTLES IN A BOX!

Warhammer 40,000 brings the war-torn universe of the 41st Millennium straight onto your tabletop - the ceaseless din of gunfire, thunderous explosions, the rumble of passing tanks, and the high-pitched whining of anti-gravitic motors screaming overhead. You are in command of squad after squad of battle-hardened warriors, futuristic vehicles and devastating war machines. Using Citadel Miniatures, Warhammer 40,000 turns any flat surface into an action-packed battlefield. You make the decisions - advancing under covering fire, bold hit-and-run tactics. In the grim darkness of the far future there is only war! Will you survive?

Inside the box you find:

- 20 Dark Eldar Warriors
- 10 Space Marine Tactical Troops
- 1 Space Marine Land Speeder
- 2 Gothic Ruins
- Jungle Trees
- Weapon Templates
- Range Rulers
- Dice and More!

THE START OF SOMETHING HUGE!

The main Warhammer 40,000 boxed game contains everything you need to start playing in the box: you get the 288 page rulebook and enough miniatures to start building two armies, the evil Dark Eldar and the valiant Space Marines. However, this is only a taste of the vast gaming possibilities open to you in the universe of the 41st millennium. There are millions of inhabitants all across the galaxy, and they're more than ready to take up arms in your army. There are over a dozen armies for you to choose from and hundreds of miniatures to represent them (you only get a small sampling of them here in this catalog). Once you dig a little deeper into the rulebook and the Warhammer 40,000 Codexes, you'll find a wealth of information at your disposal. After you've learned a little, you can decide to expand your gaming experience with new armies, special characters, special rules, and more. Take a look at the next page for all sorts of tips on broadening your Warhammer 40,000 horizons.



ARMY DEALS!

Throughout this Holiday Catalog are Bundle or Army Deals - these are available through Games Workshop Mail Order but will also be honored by Games Workshop Hobby Centers and better Rogue Trader Stores. Ask your local retailer for more information.

GETTING STARTED

This is a great way to start playing Warhammer 40,000. The 40K Battle Forces give you all the core troops needed to start building a brand new army! This Warhammer 40,000 deal includes:

- The Warhammer 40,000 Boxed Game
- Your choice of any **Battle Force Boxed Set**
(Mail Order will make Battle Force deals for each army without one)
- And their corresponding **Codex: Book**

PLUS!

Get a **Squad Box Set** (up to a \$25.00 US/\$32.00 CDN) or **Starter Warhammer 40,000 Paint Set** **ABSOLUTELY FREE!**

ALL FOR ONLY
\$179.97 US - \$240.00 CDN

MORE DEALS
ON THE
BACK COVER!

A WEALTH OF INFORMATION

The universe of the 41st Millennium is filled with a variety of different creatures, and for the full scoop on any army there's no better place to look for all the detailed information than the Warhammer 40,000 Codex army book series. While you can play with the lists in the boxed game, the Codex series allows you to create truly incredible forces above and beyond the basic armies. Each volume contains the complete army list for your chosen battle force with every troop type, every weapon, and all the battle gear available to them. They're also jammed full of background information, special rules, and characters.

Codex army books even include a special section containing all kinds of hints and tips on collecting, painting and playing your army. There will be a Codex for every Warhammer 40,000 army. The latest addition, Codex: Tau is available now and on the store shelves!

FAST RECRUITING

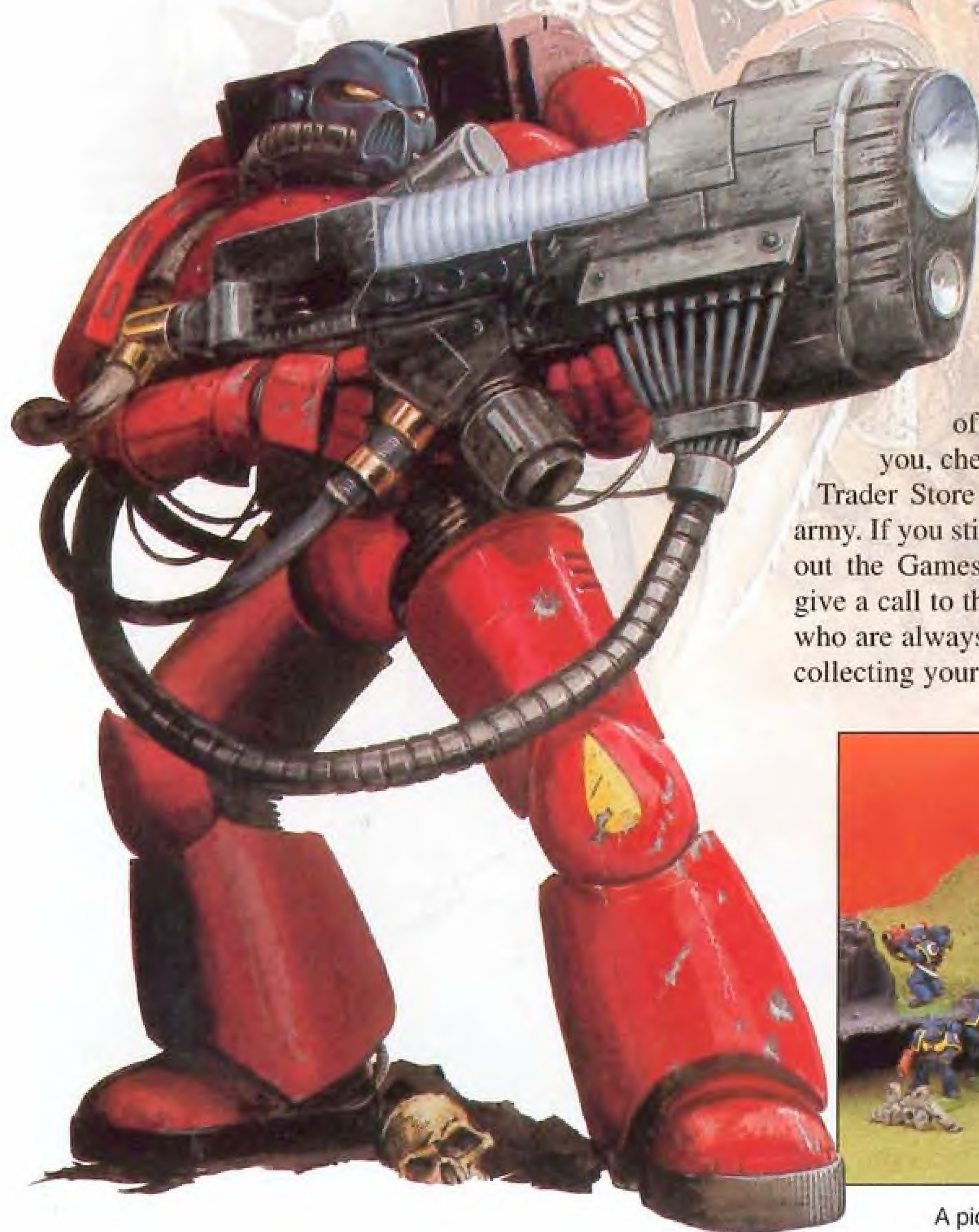
Battle Forces are available for nearly every 40K army. They provide an excellent core force in one tidy package. Check out the great Mail Order deal and get your chosen army's battle force and start recruiting today!

GATHERING THE TROOPS

Before you can play Warhammer 40,000, you've got to put together an army to fight your battles. So you don't go flying off haphazardly buying all kinds of miniatures, you should sit down and put a little thought into what army it is you want to collect. While your head may spin when confronted with the wide array of troops at your disposal, don't be confused, there's more than enough information available here to make your decision quite a bit easier.

WHERE TO BEGIN

When choosing your army, the most obvious place to start looking is right in front of you - this very catalog! Throughout these pages you'll find all sorts of information about each and every army for Warhammer 40,000. We've provided some rules samples, as well as painting, collecting, and playing advice for just about everybody. For more in-depth write-ups of all the armies, look to the Warhammer 40,000 rulebook from the boxed game or to the one of the Codex army books. Each book contains an army list and background information for many of the armies available to collect. If that's not quite enough for you, check with your local Games Workshop Hobby Center or Rogue Trader Store to get some more advice and information on choosing an army. If you still haven't quenched your thirst for knowledge, you can check out the Games Workshop website at www.games-workshop.com or even give a call to the Games Workshop Mail Order. They're staffed with people who are always eager to help you with any questions or problems you have collecting your Warhammer 40,000 army.



A picture of the Space Marine Battle Force Boxed Set contents.

TAU



FIRE WARRIORS SQUAD

▲ The Fire Caste are the warriors of Tau society, defending the empire from all who oppose the Greater Good. Armed with their pulse rifles, the Fire Warriors can lay down a hail of deadly firepower upon their foes.

PATHFINDER SHAS'UI

► The Shas'ui are the leaders of each fighting squad, warriors who have proven their martial prowess.



PATHFINDERS

▲ Pathfinder teams are utilized to target the most dangerous enemies to be eradicated. They are the masters of positioning, able to get in and around the enemy at will without detection. They are invaluable to coordinate attacks with other Tau squads and vehicles.



XV-88 BROADSIDE BATTLESUIT

▲ The most heavily armed of the Tau ground troops, the Broadside Battlesuits are worn by experienced veterans who have earned this great honor by engaging the most perilous foes and coming out victorious.



DEVILFISH TROOP CARRIER

▲ The Devilfish is capable of carrying up to twelve Tau Fire Warriors into battle and then offer some supporting fire with its deadly burst cannon. Countless Fire Warriors have relied on the Devilfish to transport them quickly and safely into position before unleashing their massive firepower upon the enemy.



HAMMERHEAD GUNSHIP

▲ A tank variant of the Devilfish Troop Carrier, the Hammerhead Gunship wields massive primary and secondary weapons systems capable of bringing entire armies to their knees.



XV8 'CRISIS' BATTLESUIT

▲ Worn by fierce, veteran warriors, the 'Crisis' Battlesuits are equipped with a stunning array of weaponry and technology. By utilizing a type of advanced jump pack, the Battlesuit squads can quickly engage and dispose of the foe for the Greater Good.



KROOT CARNIVORE SQUAD

▲ The Kroot are a barbaric and feral race, a society long ago incorporated into the Tau empire. In exchange for the protection that the highly technologically advanced Tau can give, the Kroot provide exclusive mercenary squads to the Fire Caste. The Kroots excel at fighting in close quarters, a trait which is a fine complement to the Tau's more long-range style of combat.



COMMANDER O'SHOVAH

▲ Commander O'Shovah is the leader of the renegade Farsight enclave of Fire caste warriors. In battle he rejects the Tau battle plan and prefers close combat fighting to a long range battle. His preferred weapon, the Dawn Blade, is a huge artifact of alien origin that crackles with ancient energies of bloodlusting fury.



AUN'SHI

▲ Aun'shi is one of the most inspiring presences on the battlefield for the entire Tau empire. A dedicated student of fighting, Aun'shi is a master of the blade.



STEALTH TEAM

▲ Acting completely independent of the Tau army's battleplan, the Stealth Team can infiltrate the enemy lines and maneuver into positions and attack isolated enemy squads. They are perfect for disrupting any opponent's tactical advance!



KROOTOX

▲ The lumbering Krootox is certainly terrifying to behold in its own right, not to mention the huge gun mounted upon its shoulders! They can join Carnivore squads to give supporting fire to the attack.

TAU ETHEREALS

► Tau Ethereals are the mysterious leaders of Tau society. All castes obey and revere them with unquestionable loyalty, willing to lay down their very lives at a single request. No one knows how they came into power, but their mere presence on the battlefield inspires the Tau to feats of astounding bravery.



KROOT HOUNDS

▲ The vicious evolutionary cousins to the Kroot, Kroot Hounds travel in packs connected to Kroot Carnivore squads. They are exceptionally vicious, and will attack just about any creature they see. They will relentlessly pursue falling back foes, eager for blood.



KROOT SHAPER

▲ The Shapers are leaders of Kroot Carnivore squads, carefully choosing which enemies they devour.



TAU BATTLE FORCE

◀ This box contains enough models for an entire Tau army. Inside you'll find: one squad of Tau Fire Warriors, one Kroot Carnivore Squad, one squad of Drones, one team of three XV8 'Crisis' Battlesuits and a sprue of jungle trees. This is the perfect force to start fighting your own battles "For the Greater Good!"

CHAOS SPACE MARINES®



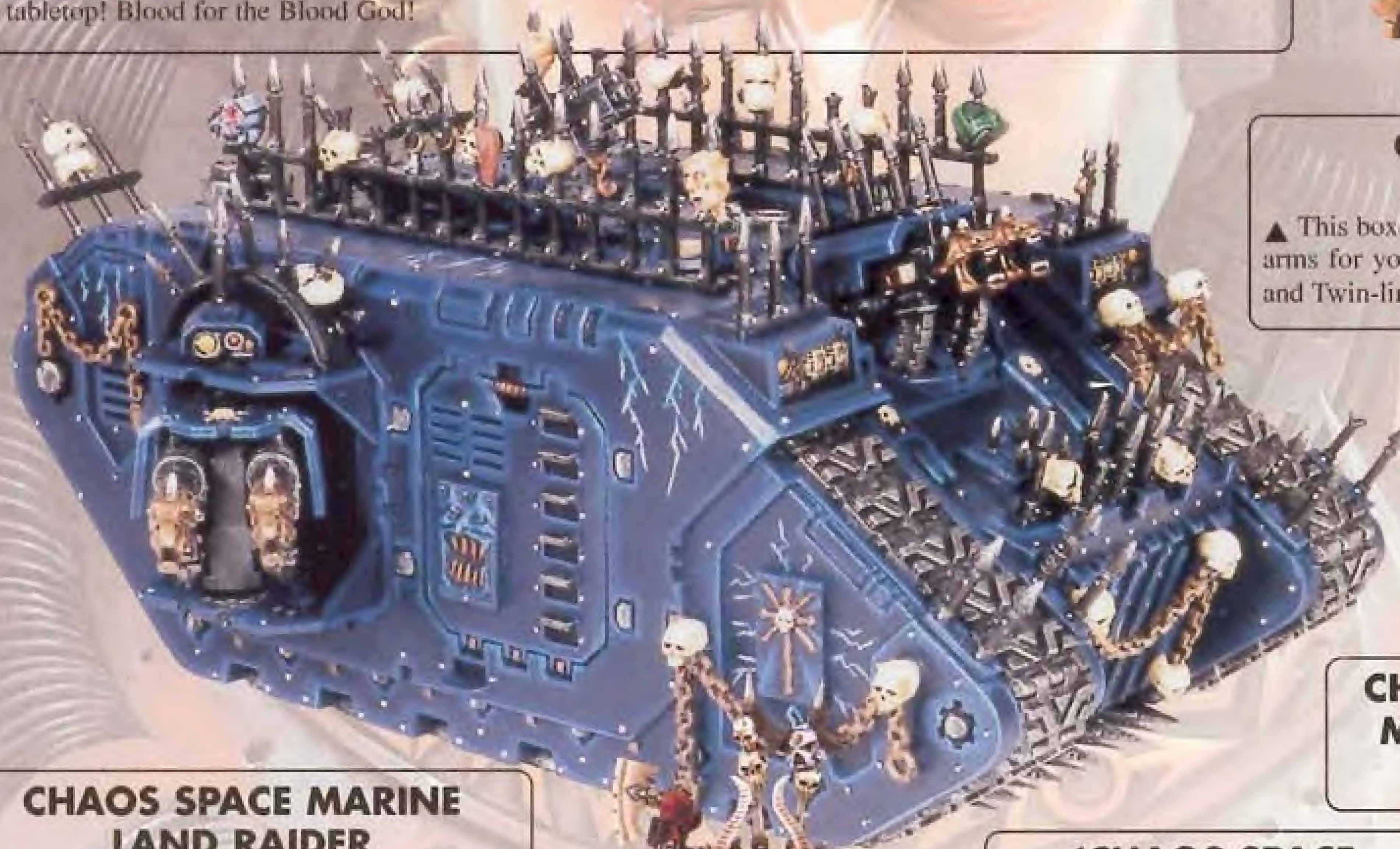
KHORNE BERZERKERS

▲ These Plastic Khorne Berzerkers can be posed in dozens of different positions. If you like to shred your enemy's forces in an assault, then a few units of Khorne Berzerkers will make sure that you see more than enough gore on the tabletop! Blood for the Blood God!



CHAOS SPACE MARINE DREADNOUGHT

▲ This boxed set comes packaged with six different weapon arms for you to choose from. The Twin-linked Autocannon and Twin-linked Heavy Bolter are not pictured.



CHAOS SPACE MARINE LAND RAIDER

▲ Many of the vehicles used by the Chaos Space Marines date back 10,000 years to the founding of the Imperium. Of these, the Land Raider is the largest and most deadly, able to transport a squad of Chaos Space Marines or Chaos Space Marines Terminators into battle within its near-impenetrable hull.

CHAOS SPACE MARINE ICON BEARER



CHAOS SPACE MARINE LORD



CHAOS SPACE MARINES

▲ Plastic Chaos Space Marines are an economically evil way to ravage the Imperium. These awesome models are also great for making massively mutated conversions.



CHAOS SPACE MARINE BIKE SQUADRON

▲ Chaos Space Marine Bikes make an excellent flanking force for supporting your main units of troops. Tie your opponent down with a tough unit of Khorne Berzerkers, then crush your enemy's flank with the Chaos Space Marine Bikers.

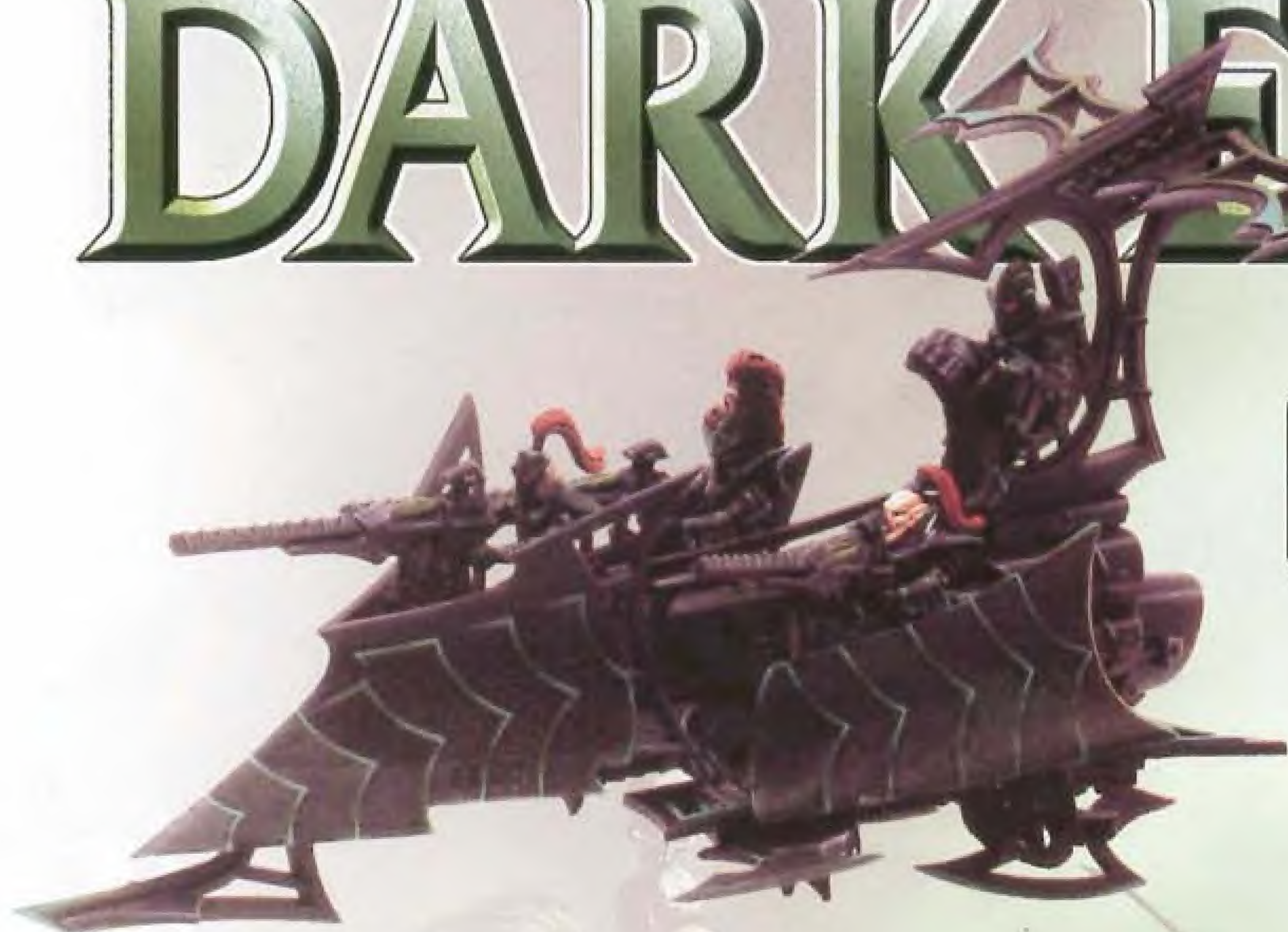
CHAOS SPACE MARINE TERMINATORS

► Chaos Space Marine Terminators have the ability to teleport into combat. Combined with a massive variety of heavy weapons, and incredible fighting prowess, these Elites are one of the most deadly units of troops in the service of Chaos.



DARK ELDAR

DARK ELDAR



DARK ELDAR RAVAGER

◀ The Ravager is the bane of any tank commander. Combining the speed of the troop carrying Raider with three dark lances (which can be upgraded to disintegrators) makes this vehicle a force to be reckoned with.



DARK ELDAR JETBIKE

▲ Riding ultra-fast jetbikes, Ravagers combine speed with excellent skill at close-quarter fighting. They race ahead of the main Dark Eldar attack, slicing through enemy squads without pause. Fast, sleek, and deadly says it all!



DARK ELDAR WARRIORS

▲ Dark Eldar armies are ideal for launching army-crushing pincer attacks. By using high-speed vehicles like Reaver Jetbikes and Raider transports on the flanks, combined with high pressure firepower in the center, this tactic can squeeze the enemy forces like an overripe tomato in a vice.



▼ DARK ELDAR LORD



DARK ELDAR TALOS

▲ Powered by the victims it captures and tortures within itself, this mechanized monstrosity lashes out in all directions with its massive claws and deadly salvos from its Talos sting.

DARK ELDAR WYCHES

▲ Each Dark Eldar Wych unit has the ability to upgrade one Wych model to carry a razorsnare and falchion, one with hydraknives, and one model with a shardnet and impaler at no additional cost. These expert warriors are veterans of the murderous gladiatorial pits, making each unit even more deadly with their unique combat skills!



DARK ELDAR HELLIONS

▲ Hellions sweep down from the sky on blade-festooned skyboards and, with the help of combat drug-induced power, can tear apart an enemy squad before it knows what hit it. These Fast Attack troops then speed off to find new fearful prey to terrorize!



▲ DARK ELDAR SCOURGES WITH HEAVY WEAPONS AND SYBARITE

ELDAR®



ELDAR GUARDIANS

▲ All citizens residing on a craftworld are trained in the ways of battle so that when danger does arise, these Guardians can take up arms and defend their dying civilization.



ELDAR WRAITHLORD

▲ Towering over the battlefield, the Wraithlord can lay down a withering hail of fire to crush units while smashing all comers in close combat!



ELDAR WARLOCKS AND FARSEER

▲ Eldar Warlocks form the bodyguard of the Farseer or can be assigned to a Wraithguard or Guardian squad. Their talent in the mysterious psychic arts should not be underestimated!



ELDAR FALCON GRAV-TANK

▼ The Falcon is the standard mobile combat vehicle of an Eldar army. Fast, elegant, and carrying a devastating variety of hull and turret-mounted weapons.



ELDAR DIRE AVENGERS AND EXARCH

▲ Dire Avengers are the most common of the Aspect Warriors. Almost every craftworld has a temple devoted to their training, and those that don't will often send requests to neighboring craftworlds for Dire Avenger squads. Their mastery of both shooting and hand-to-hand combat make them the most versatile Aspect squad available to the Eldar.



ELDAR SUPPORT WEAPON PLATFORMS

▲ Heavy weapon platforms like this Distort Cannon may join Guardian Defender squads for added firepower.



ELDAR DARK REAPERS

▲ Dark Reapers are support masters, using the reaper launcher to strike from afar. Their special suits compensate for the might of their weaponry by use of special boots with stabilizers and clamps.

IMPERIAL GUARD™

IMPERIAL GUARD



LEMAN RUSS EXTERMINATOR

◀ Armed to the teeth with a choice of hull mounting twin-linked heavy bolters, autocannons or lascannons, there is very little in the galaxy that can withstand its power.



STEEL LEGION TROOPERS, WITH AN ASSAULT WEAPON AND LIEUTENANT

▲ The Steel Legion Mechanized Infantry Companies are raised on the war torn planet of Armageddon. Their trademark is the fact that all of their infantry squads are mobilized in the versatile Chimera armored troop transport.



▲ CATACHAN LIEUTENANT



IMPERIAL GUARD SENTINEL

▲ The scouting sentinels can set up at the start of battles and quickly get into range to eradicate squads with either the multi-laser or heavy flamer.

CATACHAN JUNGLE FIGHTERS

▲ Buying this boxed set of plastic Cataphact Jungle Fighters is the the perfect way to start an Imperial Guard army or to reinforce an existing one.



▲ STEEL LEGION TROOPERS WITH MISSILE LAUNCHER



◀ COMMISSAR

COMMISSAR YARRICK



IMPERIAL GUARD STORMTROOPERS WITH SERGEANT

▲ Stormtroopers have superior weaponry, equipment and training. Their additional experience allows them to *infiltrate* and even *deep strike* if the mission rules allow it.



LEMAN RUSS BATTLE TANK

▲ The Imperial Guard can never go wrong with one of these rumbling across the battlefield at your command. Woe be the enemy caught in the ordnance blast of the Battle Cannon!

WARHAMMER 40,000

NECRONS™



NECRON LORD

▲ The Necron Lords act as leaders and energy loci for the Necron Warriors.



NECRON DESTROYER

▲ The Destroyer is the Necron's answer to the conventional jetbike. Complete with a hideous gauss cannon, this vehicle soars over the battlefield flaying flesh from bone.



NECRON WARRIORS

▲ When Necron Warriors, Immortals, and character models are killed, they aren't removed from battle immediately but get a chance to use their self-repair systems, and come back to life on a D6 roll of 4+!



NECRON SCARABS

► Scarabs zip around the battlefield, disrupting enemy fire and sowing confusion. They are the bane of enemy tanks, whose armor they can break through in mere minutes!



NECRON IMMORTALS

◀ True to their inhuman nature, Necron weapons destroy their opponents by literally stripping the flesh from their bones. Known as Gauss technology, these weapons are as powerful as their effects are horrifying.

Sisters of Battle™



▲ IMPERIAL MISSIONARY



BATTLE SISTERS SQUAD

▲ Formed from the most martial members of the Adepta Sororitas, the Battle Sisters of the Orders Militant are the mainstay of the fighting forces of the Ecclesiarchy.



▲ IMPERIAL PREACHER



SERAPHIM BATTLE SISTERS SQUAD

▲ The avenging angels of the Seraphim are able to traverse the battlefield quickly and are more than willing to take the fight to the enemy.



▲ BATTLE SISTER CANONESS



SISTERS OF BATTLE IMMOLATOR

▲ The Immolator is the main battle tank of the Sisters of Battle. The Orders Militant are firm believers in the cleansing properties of fire and therefore use the Immolator's twin heavy flammers to burn their enemies to cinders!

ORKS™

ORKS



ORK BOYZ

▲ Overrunning the foe in a gigantic green tide is the basic Ork 'strategy'. Slugga Boyz form up into huge mobs and close with the enemy as soon as possible, hacking apart the foe with glee! Shoota Boyz, like most Orks, are more concerned with making loads of noise - hitting their mark is, well... slightly less important.



ORK WARLORD GHAZGHKULL THRAKA

▲ Renown Ork Warlord who led not one but three massive assaults against mankind, most recently on the Hiveworld Armageddon.



GRETCHIN

▲ The Gretchin aren't going to win any battles by themselves, but they can be used to pester enemy troops while da Boyz get into position to dish out some real punishment.



ORK STORMBOYZ

▲ Stormboyz are unhinged Orks who willingly strap crude rokkits onto their backs to 'fly' them into enemy lines!



ORK WARTRAK SCORCHER

▲ The Scorcher excels at driving troops from cover with its heavy flamer. It can roar around the field to where it's needed the most, or advance slowly with the rest of the boyz.



ORK BURNA BOYZ

▲ Burnas are powerful cutting torches that can cut through the most resilient armor with ease or advance slowly with the rest of the boyz.



ORK DREADNOUGHT

▲ Any Boy worth his green skin would love nothing better than to be wired into a Dreadnought to unleash its wide range of weaponry upon the enemy.



ORKS NOBZ IN MEGA ARMOR

▲ Huge slabs of heavy armor plates over a powered exoskeleton make these Orks extremely slow but nearly impenetrable. Add to that some devastating weaponry, and these monsters are truly destructive.

SPACE MARINES



SPACE MARINE TACTICAL SQUAD

▲ The Space Marine Tactical Squad is the basic combat unit in the Space Marine army. Deadly, versatile and able to hold up under hideous amounts of enemy fire, Tactical Squads are the backbone of every Space Marine Chapter.



SPACE MARINE LAND SPEEDER

▲ Powered by anti-gravitational engines, the Space Marine Land Speeder streaks across the battlefield to bring its formidable weaponry within range to blast the foe. The Land Speeder comes packaged with both the heavy bolter and multi-melta.



SPACE MARINE LAND RAIDER

▲ The Land Raider is one of the most potent machines of destruction in the Imperium. Armed with four lascannons and two heavy bolters, nothing can stand in its way.



SPACE MARINE DEVASTATOR SQUAD

▲ A Devastator squad has a specific task on the battlefield – providing massive curtains of withering heavy weapons fire. There are 5 models available in a boxed set.



SPACE MARINE TERMINATOR CAPTAIN

▼ Equipping your Space Marine Captain with a suit of Terminator Armor is a great move. This helps ensure your leader will survive incoming fire, as well as packing a potent offensive threat himself.

SPACE MARINE COMMAND SQUAD

▲ A great boxed set, the Space Marine Command Squad contains a Space Marine Commander, Veteran Sergeant, Apothecary, Standard Bearer and a Techmarine.



SPACE MARINE SCOUT SQUAD

▲ Under the right conditions, Space Marine Scouts can infiltrate – a special ability that allows them to deploy almost anywhere on the battlefield. This advanced set-up gives Space Marine Commanders an excellent chance to disrupt enemy plans, and to start launching their own offensive.



SPACE MARINE DREADNOUGHT

▲ Space Marine Dreadnoughts are massive war machines crewed by mortally wounded heroes of old.

TYRANIDS

TYRANIDS



HIVE TYRANT

▲ The Tyranid Hive Tyrant is the monstrous centerpiece of the Tyranid army. Its presence in battle as one of the Tyranid's "Synapse Creatures" ensures that the directive of the Hive Mind will be carried out.



TYRANID CARNIFEX

▲ The Carnifex is a towering beast which is able to rip open the most heavily armored vehicles with ease. This chitinous killing machine is a terror for any opponent to face on the battlefield.

TYRANID WARRIOR WITH A RIPPER SWARM

► Tyranid Warriors are most likely to be found at the epicenter of an oncoming wave of creatures from the Hive Mind. They are one of the few Tyranid *Synapse Creatures* that keep the psychic bond between the Hive Mind and the broods about them strong. They are also some of the most formidable adversaries in an army composed of highly effective fighters.



GENESTEALERS

► Genestealers are one of the most independently intelligent forms of Tyranids there are. They are often sent ahead of the Hive to scout out new areas to infest and assimilate.



TYRANID GARGOYLES

▲ Gargoyles get the upper hand on their opponents by swooping into combat using the *Deep Strike* rules, when the scenario allows, and by the sheer fact that they can move up to 12" in the movement phase.



TYRANID RAVENER

▲ Ravens are lightning-quick, snakelike creatures that have been engineered by the Hive to strike quickly and powerfully on unsuspecting victims before they have a chance to react. To represent this, they move 9" instead of the usual 6" that normal troops move.

TYRANID ZOANTHROPE

▲ Zoanthropes can be a valuable asset. They may not look like much (their physical weapons consist solely of their basic claws and teeth). However, when they unleash their massive blasts of psychic energy to decimate their targets, you'll be glad they're on your side.



TERMAGANTS AND HORMAGAUNTS

▲ The swarms of Hormagaunts and Termagants that scurry over the field are so numerous that the contents of just one boxed set can barely fit on one page. Each box contains enough to make 8 Hormagaunts, 8 Termagants, and even a Ripper Swarm to slither in and out of the hordes on the battlefield.

INQUISITOR™

**INQUISITOR RULEBOOK**

▲ For ten thousand years, the forces of the Emperor's Inquisition have fought a secret war to defend Humanity. This is the battle for the Emperor's Soul. This rulebook contains all the rules you need to play Inquisitor, a large scale narrative skirmish game.

◀ **DELPHAN GRUSS**▲ **DEATHWATCH BATTLE BROTHER**◀ **CHERUBAEL**▶ **DEVOTEE MALICANT**▲ **WITCH HUNTER TYRUS**▲ **PREACHER JOSEF**▲ **DAMIEN 1427**◀ **QUOVANDIUS WITH CYBER RAT**▲ **INQUISITOR EISENHORN**

CITADEL SCENERY

RUN FOR COVER!

Nothing makes a tabletop wargame more enjoyable than some beautiful scenery strewn across the battlefield. Hills, ruins, tank traps, ammo crates, trees of all types and sizes; you name it, we've got it all. And, on occasion, we've been known to offer ready-made foam scenery pieces like graveyards, Inquisitor buildings and Orc villages. But hurry, the demand for them is high and the supply is limited, so they don't last long!



▲ HILLS

Hills come in two pieces - top & bottom.



▲ WOOD

There are two medium and six small trees.



▲ WARHAMMER 40,000 OBSTACLES AND BARRICADES

There are six similar terrain pieces.



▲ WARHAMMER HEDGES AND WALLS

There are three hedges and three walls.



▲ WARHAMMER 40,000 BATTLEFIELD ACCESSORIES

Barricades, ammo crates and barrels galore!



▲ WARHAMMER 40,000 TREES

The Palm Trees set make up to four trees.



▲ WARHAMMER 40,000 RUINED BUILDINGS

There are two designs available, both of which are in the same pack.

WARHAMMER

THE GAME OF FANTASY BATTLES

Warhammer is a game in which tremendous armies of battle-hardened troops engage in conflict on the battlefields of an expansive fantasy world steeped in legends, lore and history. Battles rage constantly across the landscape, mighty fortresses succumb to the power of a siege, all as the balance of power between good and evil tilts back and forth with each passing day. The human warriors of the Empire and Bretonnia coexist with ravening hordes of brutal Orcs and Goblins, the horrors of the undead under the command of the sinister Vampire Counts, the stalwart Dwarfs, noble High Elves, the pure living evil of Chaos, and many others. You collect and paint Citadel Miniatures to transport any of the armies that inhabit the Warhammer World onto your tabletop, then head into battle against your opponent (or opponents, as multi-player battles are hardly unusual). Once in the thick of the fight you stand in command of your army and use your wits, skill and strategy (and of course, a little bit of luck) to lead them to a glorious victory, or to a shameful defeat. All of this and more is waiting for you when you step into the world of Warhammer!



The Warhammer Boxed Set contains all that you see here, enough to start playing right out of the box! In addition to the 288 page rulebook with the complete rules for the game and an extensive history of the Warhammer World. You get:

- 35 Orc Warriors
- 1 Orc Warboss on a Boar
- 1 Orc Chariot
- 38 Empire Soldiers
- 1 Empire General on Warhorse
- 1 Great Cannon
- 1 Ruined Building
- Range Rulers
- Templates and Dice

GOING BEYOND THE BOX!

The main boxed set for Warhammer contains all of the materials you need to start playing right away. It includes the giant 288-page rulebook which gives you the complete Warhammer rules and a look into the storied past of the Warhammer World. You also receive the beginnings of two of the most popular Warhammer armies: the mighty human soldiers of the Empire, and the wildly destructive Orcs and Goblins. You even get a piece of scenery to add some detail to your battlefield. However, just because you have enough to get going, doesn't mean you should stop there!

The world of Warhammer is a vast land with numerous different manner of creatures calling it home. After you've played a few games with the miniatures included in the box, you may decide that it's time for you to expand your Warhammer experience. At this point you have to make the decision whether you want to upgrade the forces you already have or start a completely new army. Lucky for you there are thousands of Citadel Miniatures for you to choose from and ample information to help you decide which direction to go in. Just take a look at the next page for some tips on how to get started.

ARMY DEALS!

Throughout this Holiday Catalog are Bundle or Army Deals - these are available through Games Workshop Mail Order but will also be honored by Games Workshop Hobby Centers and better Rogue Trader Stores. Ask your local retailer for more information.

GETTING STARTED

This is a great way to get into Warhammer. The Battalion box sets give you a fine core force of troops to start building your army (Mail Order will make Battalion deals for each race without one). With this Warhammer deal you choose your side and start recruiting right away. You get:

The Warhammer Boxed Game

Your choice of a Battalion Boxed Set

(Mail Order will make Battalion deals for each race without one)

And their corresponding Warhammer Armies Book
PLUS!

Get a Regiment Box Set (up to a \$25.00 US/\$32.00 CDN) or Starter Warhammer Paint Set **ABSOLUTELY FREE!**

ALL FOR ONLY
\$184.97 US - \$248.00 CDN

**MORE DEALS
ON THE
BACK COVER!**

WARHAMMER ARMIES: THE BOOKS

Where do you turn when you want to know more about a Warhammer army and you've exhausted the basic info in the rulebook? Why, you'd go straight to the Warhammer Armies book that focuses on the troops that you want to learn about, of course!

Each volume in the Warhammer Armies series puts the focus squarely on one of the many armies that do battle in the World of Warhammer. Between their covers you'll find a wealth of information. You'll get the complete army list detailing all of the troop types the army can field, plus a selection of special rules, characters, magic items and spells specific to the selected army. Also, inside you'll find a full background section outlining important events in the history of the army. To round out the package, you'll find a hobby section with army building, modeling, painting and playing tips.

Whether you're planning on building an army or simply want to know as much as possible about your ally or your most hated enemy, be sure to check out the Warhammer Armies series of books.

COLLECTING YOUR ARMY

In order to play a game of Warhammer, you need some space to serve as the battlefield, an opponent, the Warhammer boxed game, pencils and paper. More importantly than all of that, however, you're going to need an army! And armies don't just fall from the sky, they're collected and built over time. While it may sound like a simple endeavor, it can be a complicated and sometimes daunting task. The first part is often the toughest, and that's getting started in the right direction.

Your first choice may be to think about expanding the armies in the boxed game. Since you've already got a great start to your army, all you'll need is a couple more regiments to get a decent sized force. Or you may decide to strike out and start a completely new army. A good place to look for info on a new army is the new Warhammer website at www.games-workshop.com. In the meantime, or if the internet isn't an option for you, you can call Mail Order, or visit your local Games Workshop Hobby Center or Rogue Trader Store, where the staff on hand should be able to give you helpful advice towards choosing your army.

When you've decided which army you're going with, it's time to start gathering your forces. A great way to start is with one of the Battalion boxed sets (above). Beyond that there are literally thousands of Citadel Miniatures to choose from. This catalog shows a sampling of the miniatures available for every army.

Now you're on your way to being the general of your very own Warhammer army. As you continue with the Games Workshop hobby, why not read White Dwarf each and every month for the latest info on new releases and developments that could affect your army! Remember, that once you've got an army you can always expand it to play bigger games, or evolve it as you gain experience and discover new flaws you can exploit in your enemies tactics. Your options are practically unlimited when it comes to collecting an army!

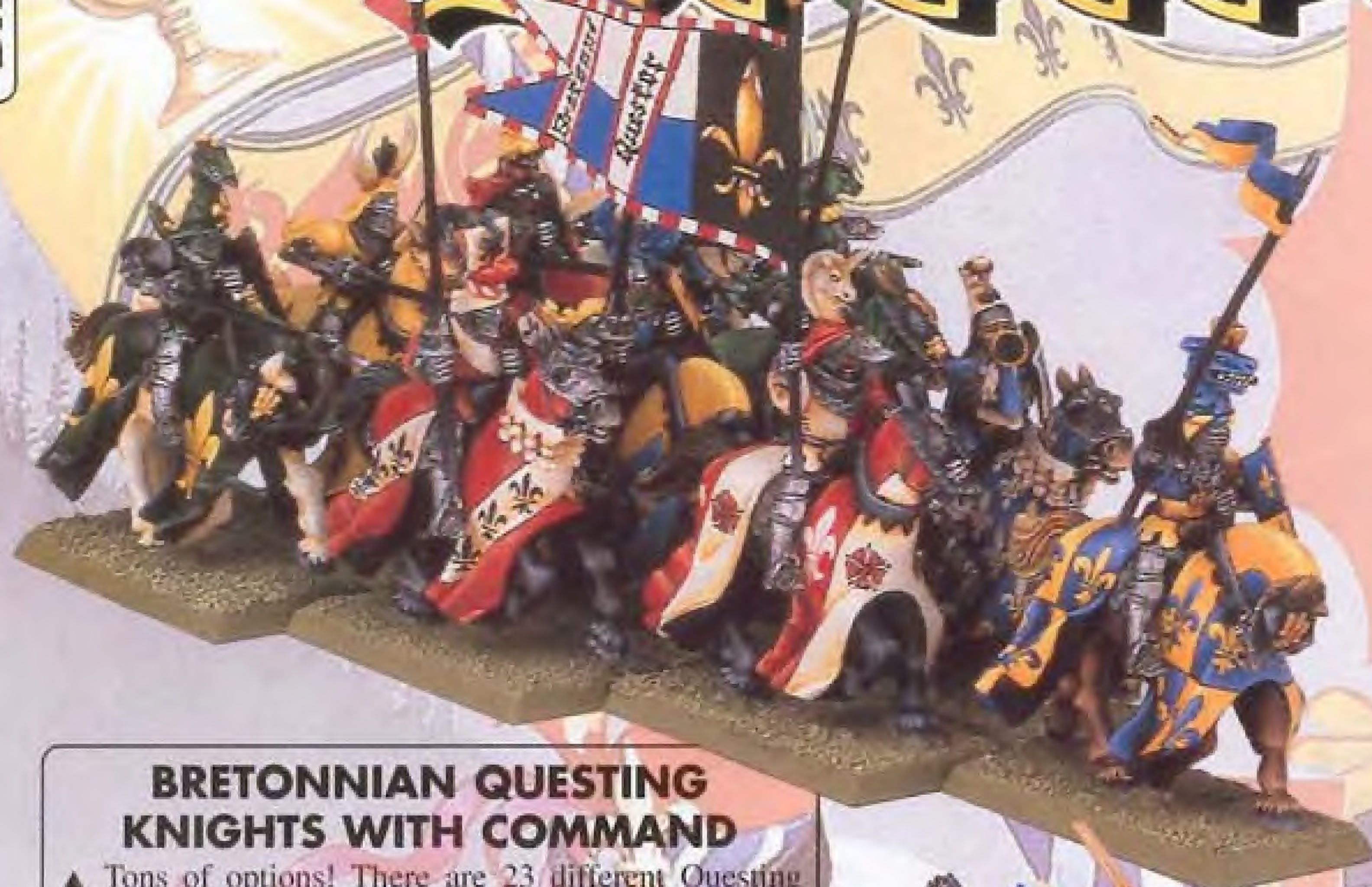


The Empire and Orcs and Goblins books are pictured here with their boxed set Battalion counterparts which help assist in creating a strong foundation for your army.



A picture of the Empire Battalion Boxed Set contents.

Brettonnia



BRETONNIAN QUESTING KNIGHTS WITH COMMAND

▲ Tons of options! There are 23 different Questing Knights to choose from, so no two units ever need to look alike.



LOUEN LEONCOEUR, KING OF BRETONNIA

▲ The most powerful heroes and kings can ride into battle on the backs of fantastic beasts. Not only does this make them even more effective in combat, but they make stunning centerpieces for your army.



BRETONNIAN SQUIRES

▲ Skirmishing units of Squires can slow down the enemy, harass the foe with missile fire, and take out enemy war machines.



BRETONNIAN KNIGHTS ERRANT WITH COMMAND

▲ Knights Errant are young nobles still earning their spurs in the trials of combat. Although still learning their trade, these Knights are adept with lance, encased in thick steel armor, and mounted on powerful warhorses, make no mistake, they are still powerful troops.



BRETONNIAN SORCERESS

▲ Beautiful damsels wielding powerful arcane energies, the Bretonnian Sorceress are devotees to the Lady of the Lake.



BRETONNIAN MEN-AT-ARMS SPEARMEN WITH COMMAND

▲ While Men-at-Arms are not entitled to wear personal heraldry, they can wear the livery colors of the knight, baron, or duke in whose retinue they serve.



BRETONNIAN PLASTIC BOWMEN

▲ Bretonnian Archers can set up in an Arrow Wedge formation allowing all the models on the edges to fire.

Realm of Chaos



BEASTMAN LORD

► The Beastmen Lord earns his rank through trial by combat. Anyone can challenge this menacing creature to prove themselves worthy to take his place, though many die trying.

BEASTMEN WITH COMMAND

▲ The bloodthirsty troopers that form the core of any Beastmen army, these chaotic mutations are loyal only to their Herd and the lords of Chaos Undivided.

BESTIGORS WITH COMMAND

► Bestigors are already very strong, but if you want to dramatically increase their effectiveness in hand-to-hand combat, equip them with halberds.



CHAOS LORD ON STEED

▲ Chaos Lords are the most powerful (and rightly feared) characters in the Warhammer game!



CHAOS WARRIORS HALBERDIERS

▲ The models inside the Chaos Warriors, the Chaos Warriors Halberdiers and the Chaos Knights Regiment Boxed Sets are multi-part plastic which can be constructed in an almost infinite number of ways.

MINOTAURS



DAEMON PRINCES

► Daemon Princes are giant multi-piece models. There are several different pieces available, so players can construct a variety of unique looking Daemon Princes.



DRAGON OGRES

BLOODTHIRSTER OF KHORNE

◀ The greatest and most deadly of all Khorne's Daemons is without a doubt the Bloodthirster. This combat behemoth is a true monstrosity in hand-to-hand, able to take on and defeat entire armies single-handedly.



BLOODLETTERS WITH COMMAND

▲ Bloodletters form the backbone of any Khornate Daemon Army. They are fearsome warriors and carry deadly hellblades into battle. These swords cause not one, but up to three wounds with each hit, helping them slice and dice through even multi-wound opponents.



DARK ELVES



MALEKITH ON BLACK DRAGON

► Malekith, the Dark Elf Witch King, has led his followers for over 5,000 years and is truly a sight to behold (and fear) in battle. Those who come face to face with him seldom live to tell about it.



DARK RIDERS

▲ They are masters of the blind ambush, swiftly moving ahead of the army and crippling the enemy before the rest of the force sweeps through and finishes the task.



MORATHI ON DARK PEGASUS

◀ The mother of Malekith, Morathi is second only to her son in power amongst the Dark Elves. Atop her Dark Pegasus, Sulephet, she wields Heartrender (a wicked lance that can kill even the heartiest creature with one well-placed strike) and commits unspeakable atrocities in battle.

DARK ELF WARRIORS

▼ The backbone of the Dark Elf force, this plastic boxed regiment is a quick way to muster up the necessary troops to spread the shadow of the Witch King across the land.



COLD ONE KNIGHTS

► Dark Elves are one of the only races in the Warhammer World willing to sacrifice their senses for the sake of riding the vicious reptilian Cold Ones into battle. These beasts can break through most any enemy line.



EXECUTIONERS

▼ Executioners are feared by all, even those within the ranks of the Dark Elves themselves. They are so skilled that they have the ability to deliver a *Killing Blow* with their deadly blades in combat.



REAPER BOLT THROWER

▼ There is nary a better machine for delivering hails of deadly bolts into the ranks of the enemy. It can either fire one precisely-aimed bolt, or unleash six shots in one round. Either way, someone is almost sure to meet their maker.



DWARVES



◀ KING ALRIK AND THOREK IRONBROW ▶

Two characters of Dwarf Legend and their arcane artifacts inspire Dwarfen heroics in battle. King Alrik fights atop the Great Shield of his ancestors, spurring his compatriots on to victory. Thorek Ironbrow, Dwarf Runelord, is at work with the Anvil of Doom, a sacred artifact of the Dwarfs which actually empowers the Dwarfs in battle as runes are forged.



THUNDERERS

▼ Thunderers regiments are made up of Dwarfs from clans rich enough to purchase their firearms from the Engineers Guild. These rifles are much more well-crafted than the "shoddy" creations of the Empire.



IRONBREAKERS

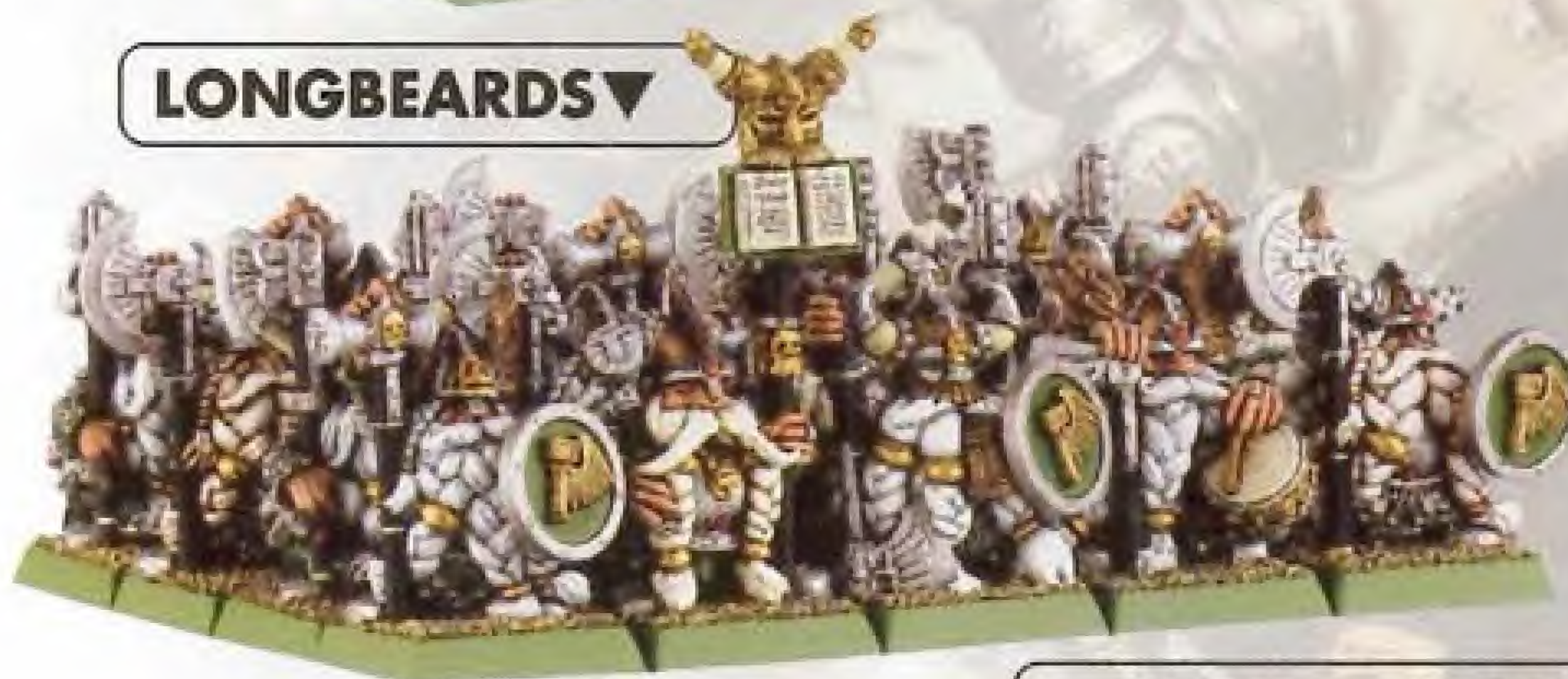
▼ Ironbreakers come to the battle clad in high impenetrable armor. Their armor has been forged to protect them from the dangers inherent in their duty of guarding vast abandoned tunnels.



DWARF STONE THROWER ▼



▼ LONGBEARDS



DWARF SLAYERS

► Slayers are Dwarfs who have been shamed by tragedy or failure and live the rest of their days seeking death in battle against either a monstrous creature or a hated foe.

DWARF FLAME CANNON

▼ Dwarf Flame Cannons have long been renowned for their ability to reduce entire ranks of troops into oily, smoking piles of goo.



DWARF GYROCOPTER

► Dwarfen ingenuity at its finest! The Gyrocopter give Dwarf's the rare advantage of attacking from above as the brave (or insane, depending on who you ask) pilots of these contraptions fly around the field.



DWARF WARRIORS REGIMENT

▼► One of the more versatile plastic regiment boxed sets available, the Dwarf Warriors regiment can be assembled with your choice of Crossbows, Hand Weapons, or even double-handed Great Weapons.



RUNEPRIEST ▶



The Empire



EMPIRE SOLDIERS

▲ These multi-part plastic models can be constructed in an almost infinite number of ways. You can arm your Empire soldiers with either halberds or swords. Inside you will also find the special parts needed to model a Commander, a Standard Bearer and a Drummer.



EMPIRE KNIGHTLY ORDERS

▲ There are many Knightly Orders in the Empire. The most famous Orders are the Reiksguard, the Knights Panther and the Knights of the White Wolf. The Knightly Orders set gives you enough models and bits to make a regiment of any of the above Orders.



EMPIRE FLAGELLANTS

▲ Flagellants are deranged wanderers who are obsessed with the doom of the world. Their desperation and recklessness give them superhuman strength, and they will never run from a fight! As these zealots are so fond of saying, "Repent, for your doom is at hand!"

▲ EMPIRE WARRIOR PRIESTS

▲ EMPIRE ENGINEERS



EMPIRE HELBLASTER VOLLEY GUN

▲ A marvel of Imperial engineering, the Helblaster Volley Gun is one of the most destructive weapons in the Old World. A must have for any Empire General!

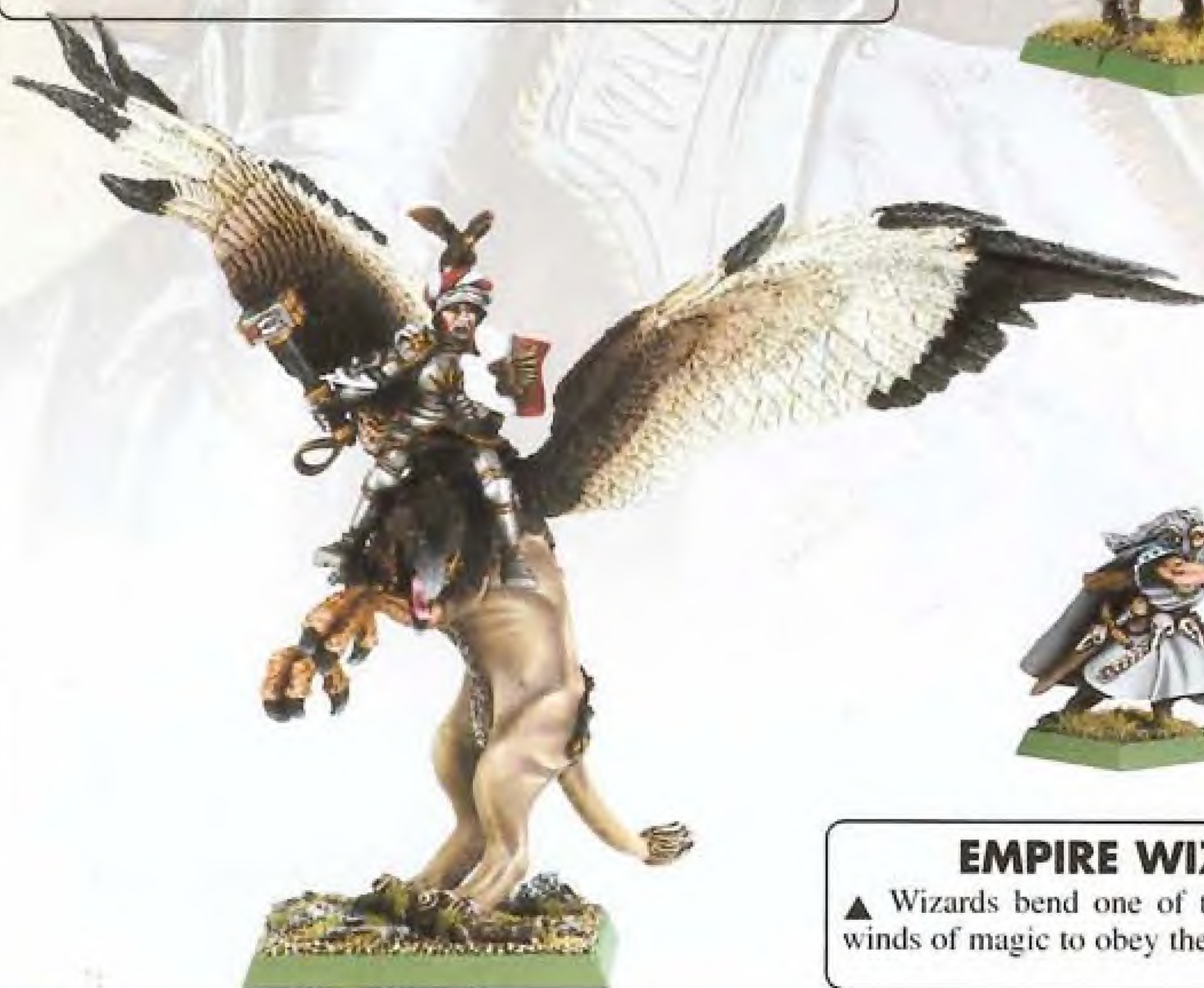
EMPIRE HERO ON GRIFFON

▼ The mightiest lords of the Empire have been known to brave the mountains of the World's Edge to capture a Griffin chick. This is the only way to train these powerful beasts for use in combat. Not only are Griffons ferocious fighters but can also cause *terror* in their opponents.



EMPIRE GREATSWORDS WITH COMMAND

▲ The Greatswords are an elite unit which can cleave through armor with a single strike of their swords.



EMPIRE WIZARDS

▲ Wizards bend one of the eight sorcerous winds of magic to obey their every command.



EMPIRE STEAM TANK

▲ Leonardo de Miragliano's greatest invention, the Empire Steam Tank is a combination of heavy armor and awesome firepower to destroy all foes before it. Rules can be found in White Dwarf #261 and the 2002 Warhammer Annual.

High ELVES



PRE-ORDER
CALL TODAY FOR
DETAILS



PRE-ORDER
CALL TODAY FOR
DETAILS

HIGH ELF REGIMENT

▲ A High Elf army always consists of a citizen-levy, in which all must serve a time. These proud warriors defend their homeland fiercely, fighting in three ranks, rather than two like most Spearmen units. This is a result of the countless years of military training every High Elf citizen receives.

HIGH ELF ARCHERS

▲ No High Elf army is complete without a large number of archers for support. While most armies may include a handful of archers, High Elf armies are replete with them.

GAMES WORKSHOP MAIL ORDER PRE-ORDERS

Pre-orders are a great way to ensure you receive all your favorite new Games Workshop miniatures and have them delivered to your door! See page 38 for more details on how to order.

PRE-ORDER
CALL TODAY FOR
DETAILS



PHOENIX GUARD WITH COMMAND

▲ The Phoenix Guard are the silent warriors and escort of the Phoenix King. In battle they wield powerful halberds with unmatched skill. They are excellent shock troops and can go toe-to-toe with toughest of enemies.



SWORD MASTERS OF HOETH WITH COMMAND

▲ Swordmasters are experts in the art of carefully controlled violence. Their unparalleled skill with greatswords is evidenced by the fact that while other warriors using great weapons always strike last, Swordmasters use their initiative to determine who strikes first. And with an initiative of 5, it's usually them.

PRE-ORDER
CALL TODAY FOR
DETAILS



HIGH ELF SILVER HELMS WITH COMMAND

▲ A High Elf army is doomed without at least one unit of their extremely effective cavalry. They are incredibly swift and strike hard. A well timed charge can be the beginning of the end for any opponent.

PRE-ORDER
CALL TODAY FOR
DETAILS



HIGH ELF MAGES

▲ High Elves are especially proficient with what is known as High Magic. With it, they can perform such outstanding feats as moving through the very hills themselves!

PRINCE TYRION

▲ The High Elf General who turned back the Great Chaos Incursion, Prince Tyrion is feared throughout the Warhammer World by all of Ulthuan's foes.

LIZARDMEN

STEGADON

◀ Monstrous beasts that carry Skink crews armed with hand weapons, bows, javelins and spears. It even has a giant bow attached so it can fire deadly javelins up to 48" away, skewering enemy ranks.

TERRADONS

▲ Soaring through the air with the destruction of their ground-based foes in mind, the Terradons can be invaluable to the success of any Lizardmen army's battle plans.

SKINKS

▲ Skinks (plastic regiment shown here with metal command models) are not as strong or resilient as their larger cousins, the Saurus, but they are smarter. As a result, they have the ability to use advanced tools like bows, which they use to fire hails of poisoned arrows at their targets.

SALAMANDERS

▲ These beasts are living war machines, spitting deadly venom across the battlefield.

TEMPLE GUARD

▼ They are masters of the blind ambush, swiftly moving ahead of the army and crippling the enemy before the rest of the force sweeps through and finishes the task.

SAURUS WARRIORS

◀ Saurus Warriors were literally designed by the Old Ones to be supreme warriors.

They are not the most agile, or skilled fighters in the world, but there are few that will match their might in hand-to-hand combat.

JUNGLE SWARMS

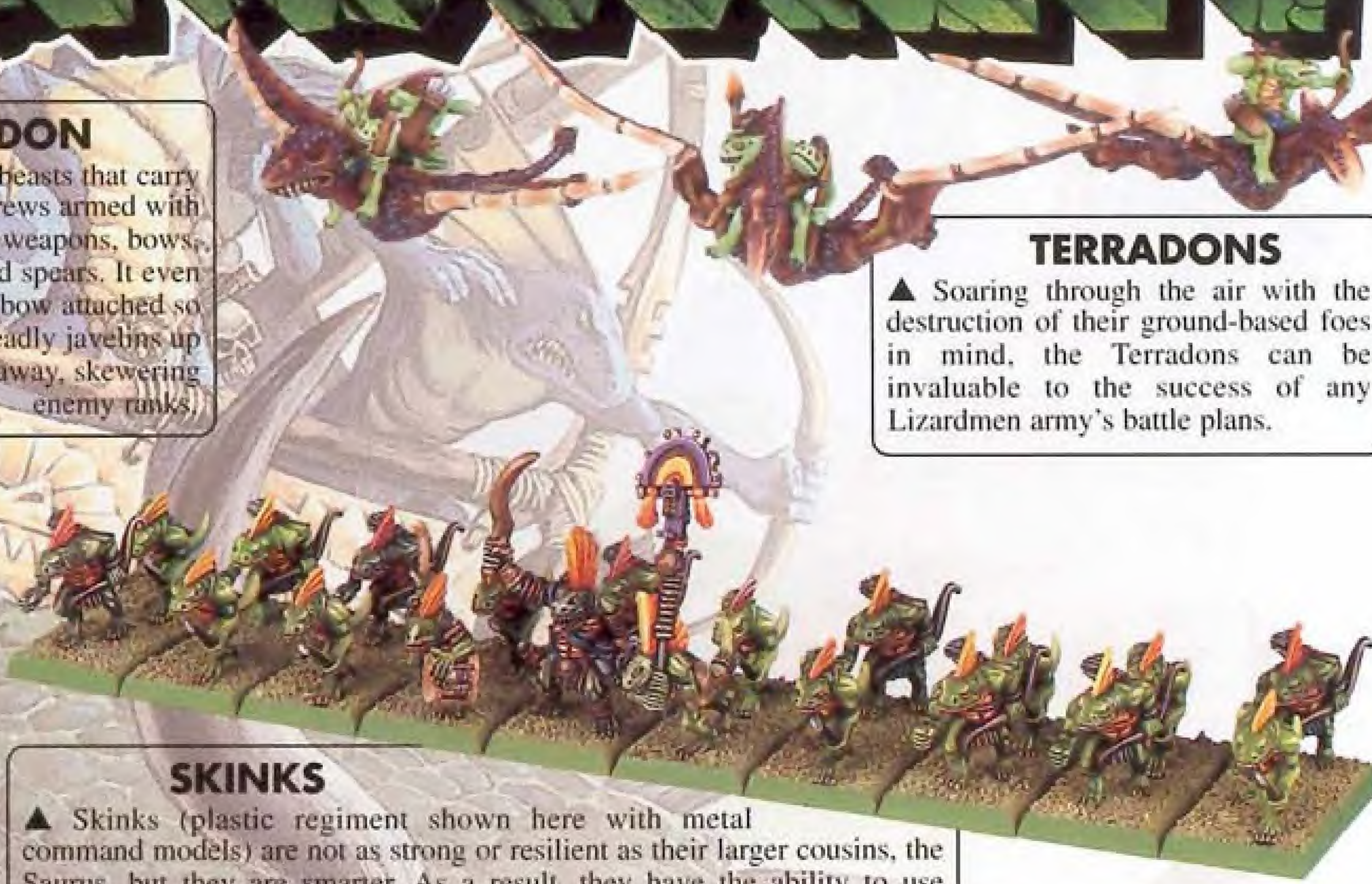
◀ In times of war, the Lizardmen call on even the smallest of their cousins (often in large numbers) to aid in the defeat of their enemies.

SLANN MAGE-PRIEST

◀ The Lizardmen's direct link to the ways of the Old Ones. Slann Mage-Priests are among the most powerful magic users in all of Warhammer.

KROXIGORS

▼ Kroxigors provide raw muscle to any Lizardmen army. They dwarf even the mighty Saurus Warriors.



ORCS & GOBLINS



SQUIG HERD

▲ Squigs are walking mouths with boundless appetites that accompany Goblins into battle.

SAVAGE ORCS

▼ Savage Orcs shun normal armor and instead put their faith in their Ork gods to protect them from harm.



ORC WARBOSS ON WYVERN

◀ There's no more fitting a mount for an Orc Warlord than the brutal, aggressive (and somewhat dim-witted) War Wyvern.

▼ FANATIC

NIGHT GOBLINS

▼ Night Goblins are practically the same as all other goblins, but they are the only ones who can bring destructive ball-and-chain fanatics with them to battle.



DOOM DIVER

▼ The Doom Diver launches hapless Gobbos high into the air, where they use their makeshift "wings" to guide themselves to their targets anywhere on the field.



SNOTLING PUMP WAGON

► Snotlings aren't good for much, but they're the only ones crazy enough to drive this thing into the fray. The pump wagon can ruin the best plans of any enemy general (or your own, for that matter).



ORC SHAMAN

► By harnessing the power of the WAAAGH! Orc Shamans can unleash some strong magic on their enemies, if their heads don't explode first.



BLACK ORCS

► Black Orcs are bigger, meaner and more heavily armored than normal Orc Boyz. If that doesn't scare you, wait until you see what they do to opposing troops in battle!



ORC BOYZ

▼ The backbone of any Orc army, Da Boyz like nothing better than getting into the thick of the fight and cracking a few heads. Their toughness and thirst for combat are legendary among all inhabitants of the Warhammer World.

GOBLIN WOLF CHARIOT

▼ Not only do Goblins ride ferocious wolves into battle as fast cavalry, they also use them to pull havoc-wreaking chariots into (and sometimes clean through) enemy regiments.



SKAVEN™



PLAGUE MONKS

▲ Fanatically dedicated to spreading corruption and decay in the name of the Horned Rat, the Plague Monks hurl themselves into battle with frenzied ferocity.

ASSASSINS

► The Clan Eshin Skaven Assassins, unseen and undetected until it is too late, are the perfect weapon in striking down unsuspecting enemy leaders from among the ranks of their best troops.



SCREAMING BELL

► A Grey Seer's sorcerous transport, the Screaming Bell can send its followers into a frenzy or bring its enemies quickly to their knees.



CLANRAT REGIMENTS

▼ ► What chattering Skaven horde would be complete without huge units of Clanrats to deal death to all who oppose the Great Horned Rat! Each regiment box gives you enough plastic bits to make a unit of 20 Clanrats with command, armed either with hand weapons and shields or with spears and shields.



STORMVERMIN

▼ The elite warriors of all the Skaven Underempire, the Stormvermin are shock troopers to unmercifully crush the Horned Rat's many legions of foes.



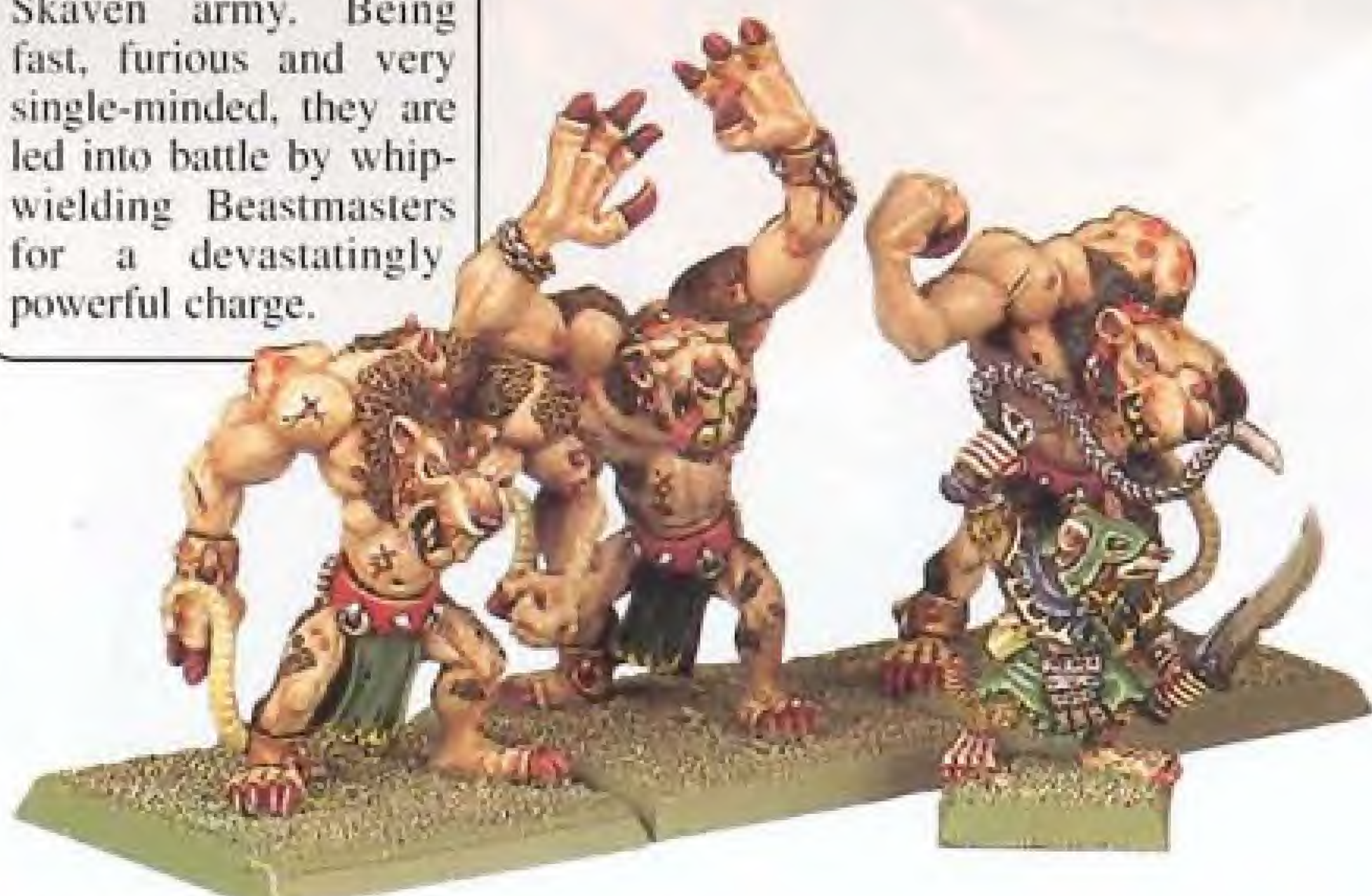
GUTTER RUNNERS

► The Gutter Runners of Clan Eshin are adept at stealthy maneuvering, able to sneak into enemy territory and dispatch target units without alerting anyone to their presence.



RAT OGRES

▼ Rat Ogres form the brute-squad of any Skaven army. Being fast, furious and very single-minded, they are led into battle by whip-wielding Beastmasters for a devastatingly powerful charge.



▼ RAT SWARMS



Vampire Counts



GHOULS

▲ Not undead, but certainly no longer human, Ghouls feast on the remains of the dead (or even the almost dead) under control of the Vampire Counts.

BLACK KNIGHTS

► Wights mounted on skeletal steeds add an even deadlier punch to cavalry with the deadly *Wight Blade* each wields.



GRAVE GUARD



BLACK COACH

▲ The Coach is one of the foulest, most unholy creations in the Vampire Counts army. The carnage around it actually strengthens it as the battle progresses.



SKELETONS

▲ Skeletons are an indispensable part of a Vampire Counts army. Although they are weak individually, they can be summoned in great quantities to overwhelm enemy regiments.



ZOMBIES

► In various states of decay, Zombies push ever forward under the will of their Vampire masters.

BLOOD DRAGONS

VON CARSTEINS

LAHMIANS

VAMPIRE COUNT BLOODLINES

For centuries, the blood of the Vampire Counts has flowed through the veins of the five great families of the Warhammer World. Each has their own strengths: the seductive powers of the Lahmia, the bloodthirsty nature of the Blood Dragons, the arcane magic knowledge of the Necrarchs. All are more than formidable opponents in battle, with or without their legions of the undead.



NECRARCHS

STRIGOI

WOOD ELVES



WOOD ELF ARCHERS WITH COMMAND

▲ The Wood Elf longbow shoots 36" instead of the usual 30" with a special -1 save modifier. This means even the most heavily armored knight can be laid low by a Wood Elf Archer!



TREEMEN

▲ Very few troops can stand up to the full fury of a Treeman. They are so strong, tough and stubborn, that unless you beat and wound them in hand-to-hand combat, they simply refuse to break!

WOOD ELF MOUNTED GENERAL

◀ Wood Elf Generals are the only generals that can move through woods without penalty, even when mounted on a horse! This means they have unparalleled maneuverability.



WOOD ELF GLADE RIDERS WITH BOWS AND COMMAND

▲ Glade Riders are a very versatile unit and can be equipped all sorts of ways. You could have one unit as armored shock troops with barded elven steeds and lances lowered, and use another unit with longbows for harassing the enemy's flanks. Don't forget their "feigned flight" maneuver to set up that crushing blow!



WOOD ELF WARDANCERS

▲ Wardancers are amazing! They are so athletic that they can move over friendly and enemy troops with ease, striking at the very heart of the foe. Once combat begins, their intricate combat dances spell certain doom!



DRYADS

◀ A unit of these mysterious and vengeful tree spirits is a great addition to any Wood Elf army. Dryads can change their shape to different tree-like aspects, giving them awesome powers in hand-to-hand combat.



▲ WOOD ELF WARHAWK RIDER CHAMPION



WOOD ELF WAYWATCHERS

▲ Not only can Waywatchers skirmish and set deadly traps, but they are so stealthy that they can set up practically anywhere and "Hide in Woods." The Waywatchers unleash volley after volley of arrows while remaining undetected in the safety of the forest.

MORDHEIM™

A terrible place of nightmarish ruins, where death awaits in every shadow. Here hard bitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.



PREPARE TO PLUNDER!

Mordheim is a tabletop miniatures game where the players control rival warbands, battling each other for supremacy in the dark and dangerous streets of a ruined city.

Everything you need to start your warband and fight battles in Mordheim is in this box including dice, rulers, the 176 page Mordheim rulebook, two warbands and some fantastic card and plastic scenery. However, this is just the beginning, for Mordheim is a vast city and death lurks around every corner! The more games that you play, the more powerful your warband grows.



▲ SIGMARITE SISTERS BOXED SET

▶ AENUR, THE SWORD OF TWILIGHT ▶

◀ REIKLANDER CAPTAIN



▲ POSSESSED WARBAND BOXED SET



▼ JOHANN
THE KNIFE

▼ OGRE
BODYGUARD

▲ MARIENBURGER
CAPTAIN



▲ UNDEAD WARBAND BOXED SET

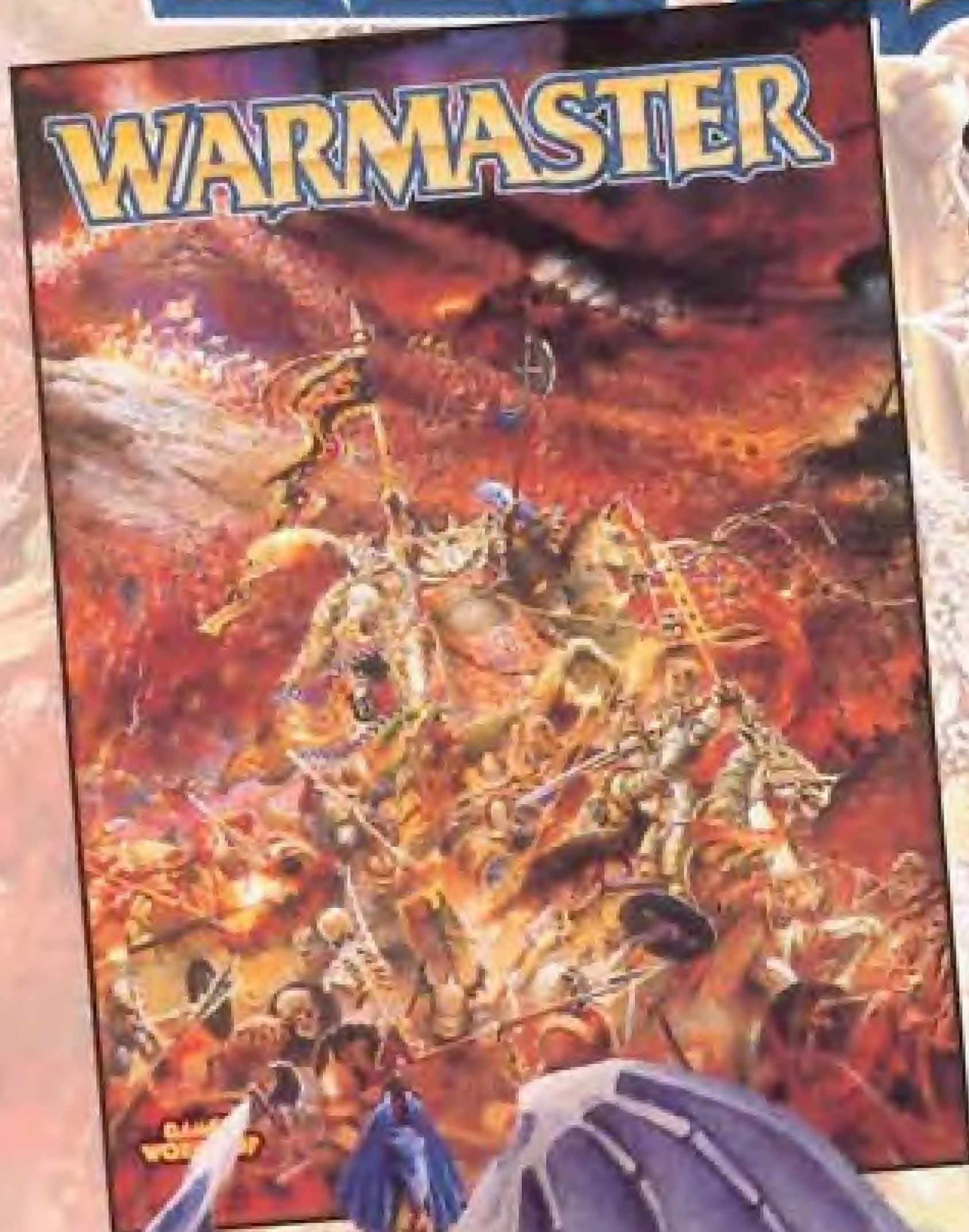
▼ WITCH
HUNTERS

▼ WAR-
HOUNDS

▲ SIGMARITE
AUGUR



WARMASTER®



Control mighty armies thousands strong, backed by huge battalions of devastating war machines and led by the most valiant of heroes as they clash with your mortal enemies across vast expanses of terrain.

Warmaster is a game of conflict on a grand scale, fought over an area of many miles. This game enables you to re-enact awesome fantasy battles on the tabletop with massed ranks of breathtaking miniatures.

In Warmaster, victory is decided by the quality of your generalship, so strategic decisions, the tactical use of your army commanders and the maneuverability of large bodies of troops play a vital role.

The book includes:

- Detailed game rules for fighting tabletop fantasy battles between two or more players.
- Advanced rules cover magic spells, sieges and fortresses, battle honors, umpires and campaigns of conquest, as well as boats and ships.
- Comprehensively illustrated with artwork and photographs.



◀ High Elf
Hero on Dragon



▲ High Elf
Spearmen



▲ Orc Rock
Lobber

High Elf
Wizards ▶



▼ Chaos
Warriors



Undead Bone
Giant ▶



▼ Orc Warriors



▲ Empire Helblaster

▼ Dwarf
Troll Slayers



▲ Empire
Halberdiers

Dragon
Ogres ▶



◀ Chaos
Harpies



BATTLEFLEET GOTHIC™



Battlefleet Gothic is set in the Gothic sector of space in the 41st Millennium. You take control of either the Imperium, the traitor forces of Chaos, the piratical Eldar, or the rampaging Orks, all of which have their own objectives for the Gothic sector.

Battlefleet Gothic is set in the Gothic sector of space in the 41st Millennium. You take control of either the Imperium, the traitor forces of Chaos, the piratical Eldar, or the rampaging Orks, all of which have their own objectives for the Gothic sector.

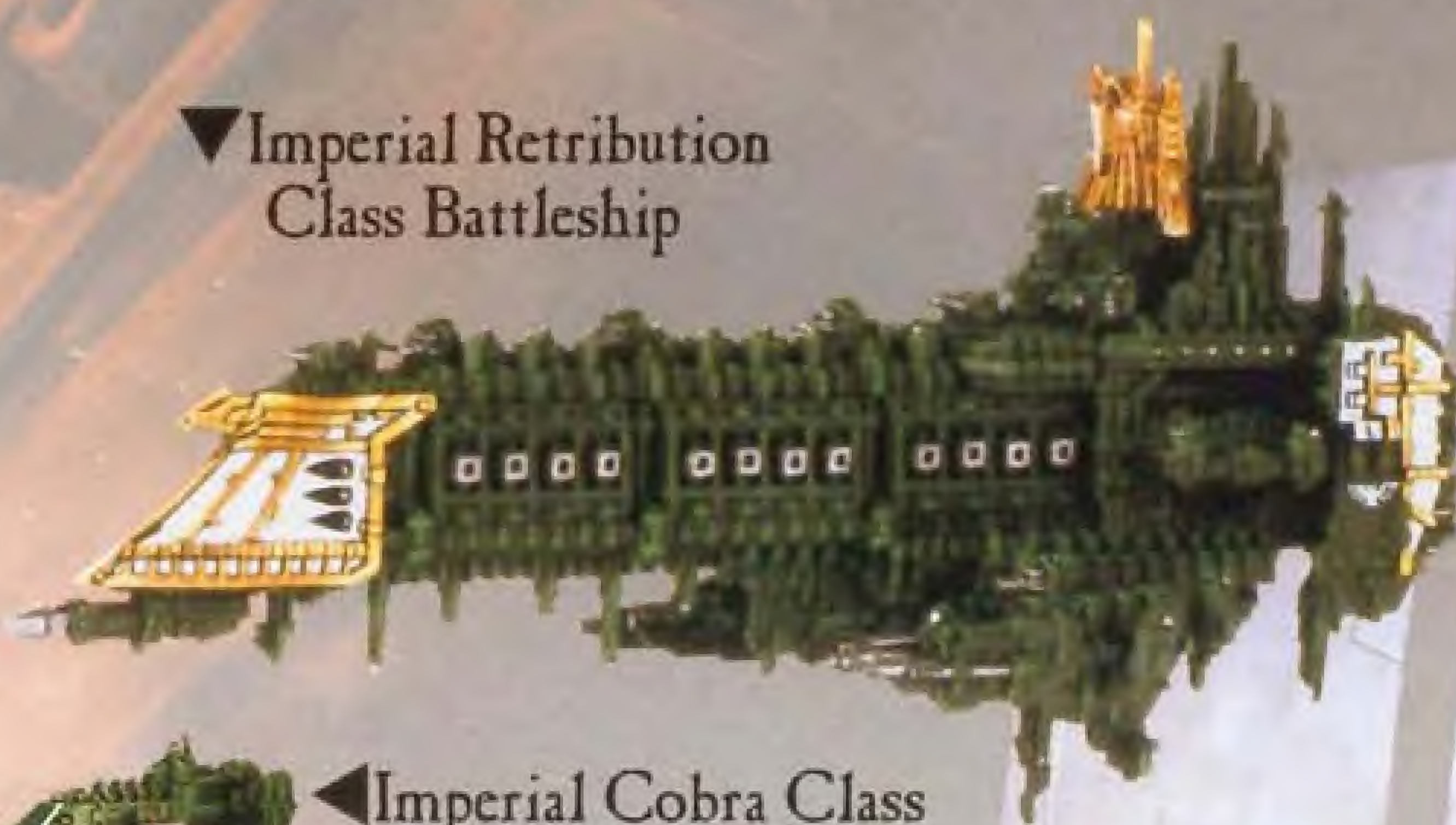
You are the admiral of a fleet of ships ranging from the immense but lumbering Imperial battleships that are miles long and whose barrages can disintegrate an enemy ship in one blast to the small fighters that swarm around their mothership like so many small bugs fending off enemy bombers and torpedoes.

The boxed game includes:

- A 160 page rulebook.
- Four Imperial Cruisers and four Chaos Cruisers.
- Twelve assorted dice, two plastic range rulers and over 100 game counters.
- A Fleet Registry Roster Pad, two reference sheets and a Getting Started Guide.



▼ Imperial Retribution
Class Battleship



◀ Imperial Cobra Class
Destroyers



▼ Imperial Dauntless
Class Light Cruiser



▼ Eldar Aconite Class
Frigate



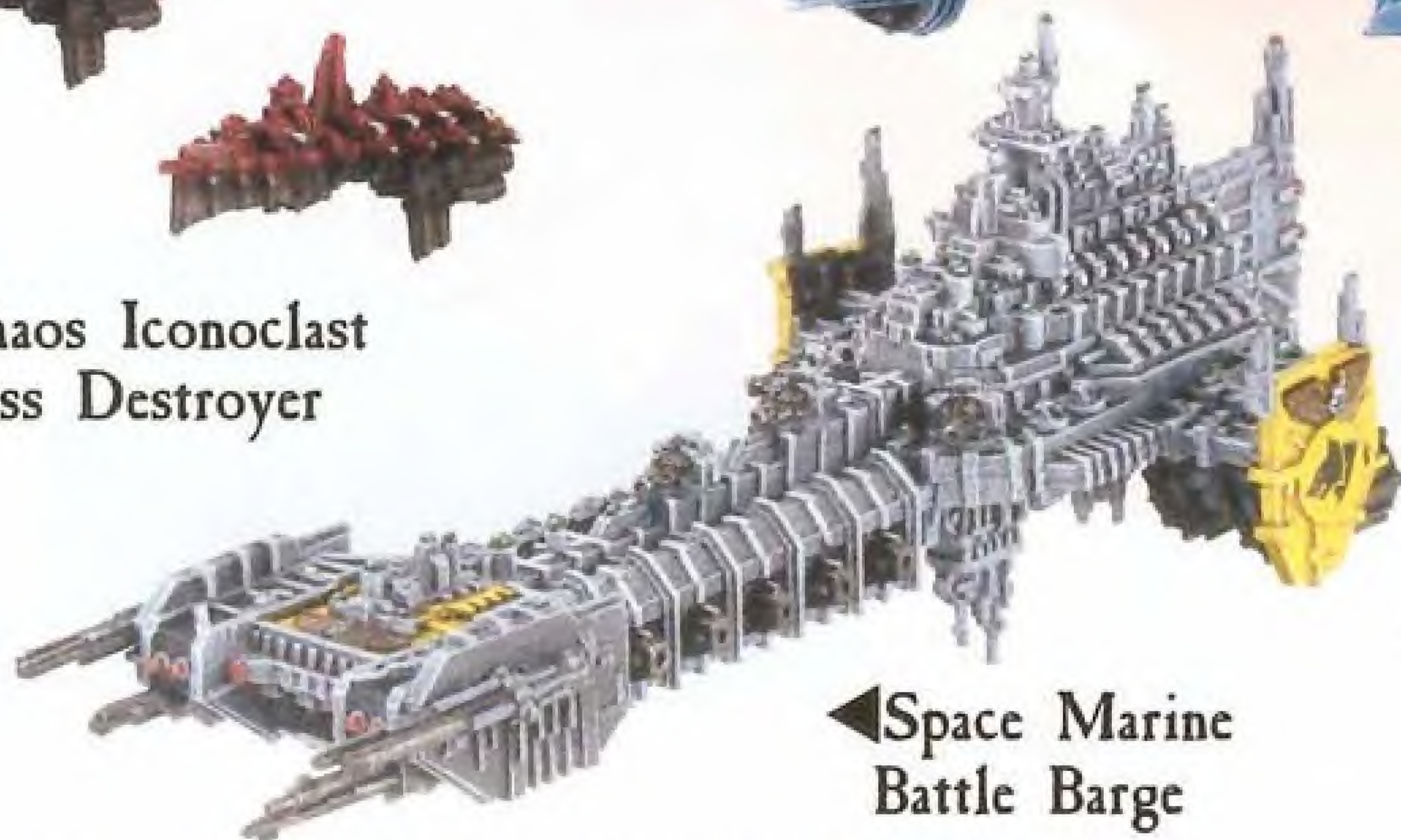
Eldar Shadow Class
Cruiser ▶



▲ Chaos Iconoclast
Class Destroyer



◀ Space Marine
Battle Barge



▲ Ork Ravager
Attack Ship



◀ Ork Terror Ship



THE LORD OF THE RINGS

THE FELLOWSHIP OF THE RING

TABLETOP BATTLE GAME

THE LORD OF THE RINGS STRATEGY BATTLE GAME

\$39.99 US, \$59.00 CDN



- 128 page full color rulebook
- 48 highly detailed plastic miniatures (8 Men of Gondor, 16 Elves & 24 Moria Goblins)
- Ruined building
- Dice



The Fellowship of the Ring

\$39.99 US, \$59.00 CDN

Sculpted by Brian Nelson

The Fellowship of the Ring boxed set contains Gandalf, Aragorn, Frodo, Sam, Merry, Pippin, Boromir, Legolas & Gimli.



Aragorn



Legolas



Frodo Baggins



Sam Gamgee



Gandalf the Grey



Boromir



Gimli



Pippin



Merry

Warriors of Middle-Earth \$14.99 US, \$20.00 CDN

Sculpted by Brian Nelson, Michael Perry and Alan Perry.

The Warriors of Middle-Earth boxed set contains 4 Men of Gondor, 8 Elves and 12 Moria Goblins.



▼ Saruman the White \$7.99 US, \$12.00 CDN

Sculpted by Gary Morley.



▼ Uruk-Hai Warriors \$8.99 US, \$13.00 CDN

Sculpted by Michael Perry and Alan Perry.

This blister pack contains three Uruk-Hai Warriors.



◀ Uruk-Hai Bowmen

\$8.99 US, \$13.00 CDN

Sculpted by Michael Perry and Alan Perry.

This blister pack contains three Uruk-Hai Bowmen.



Paint Set \$14.99 US, \$20.00 CDN

Contains 10 paint pots (4ml each), starter brush & painting guide.



▼ **Elrond**
\$7.99 US,
\$12.00 CDN
Sculpted by
Gary Morley.



▼ **Men of Gondor Spearmen** \$8.99 US, \$13.00 CDN
Sculpted by Michael Perry and Alan Perry.
This blister pack contains three Men of Gondor Spearmen.



◀ **Men of Gondor
Bowmen**
\$8.99 US,
\$13.00 CDN
Sculpted by Michael Perry
and Alan Perry.
This blister pack contains
three Men of Gondor
Bowmen.

Attack at Weathertop \$39.99 US, \$59.00 CDN

Sculpted by Brian Nelson, Michael Perry and Alan Perry.

The Attack at Weathertop boxed set contains
Aragorn, Frodo, Sam, Merry, Pippin,
the Witch King, four Ringwraiths and a camp fire.



Aragorn



Frodo Baggins



Sam Gamgee



Merry



Pippin



Camp fire



The Witch King



Ringwraith



Ringwraith



Ringwraith



Ringwraith

◀ **Escape from
Orthanc**
\$39.99 US, \$55.00 CDN
The Escape from Orthanc
contains Saruman, Gandlf
& Gwaihir.
Released December 5th



◀ **The Battle at
Khazad-dûm**
\$44.99 US, \$65.00 CDN
The Battle at Khazad-dûm
contains Gandlf & Balrog.
Released February 6th

DECEMBER 2001

HIGH ELF SPEARMEN (3 per Blister)

2 Blisters per pack

Retail Price \$8.99 US, \$13.00 CDN

MOUNTED RINGWRAITH (1 per Blister)

2 Blisters per pack

Retail Price \$8.99 US, \$13.00 CDN

ORC WARRIORS (3 per Blister)

2 Blisters per pack

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ORC BOWMEN (3 per Blister)

2 Blisters per pack

Retail Price \$8.99 US, \$13.00 CDN

CAVE TROLL (1 per Blister)

2 Blisters per pack

Retail Price \$14.99 US, \$20.00 CDN

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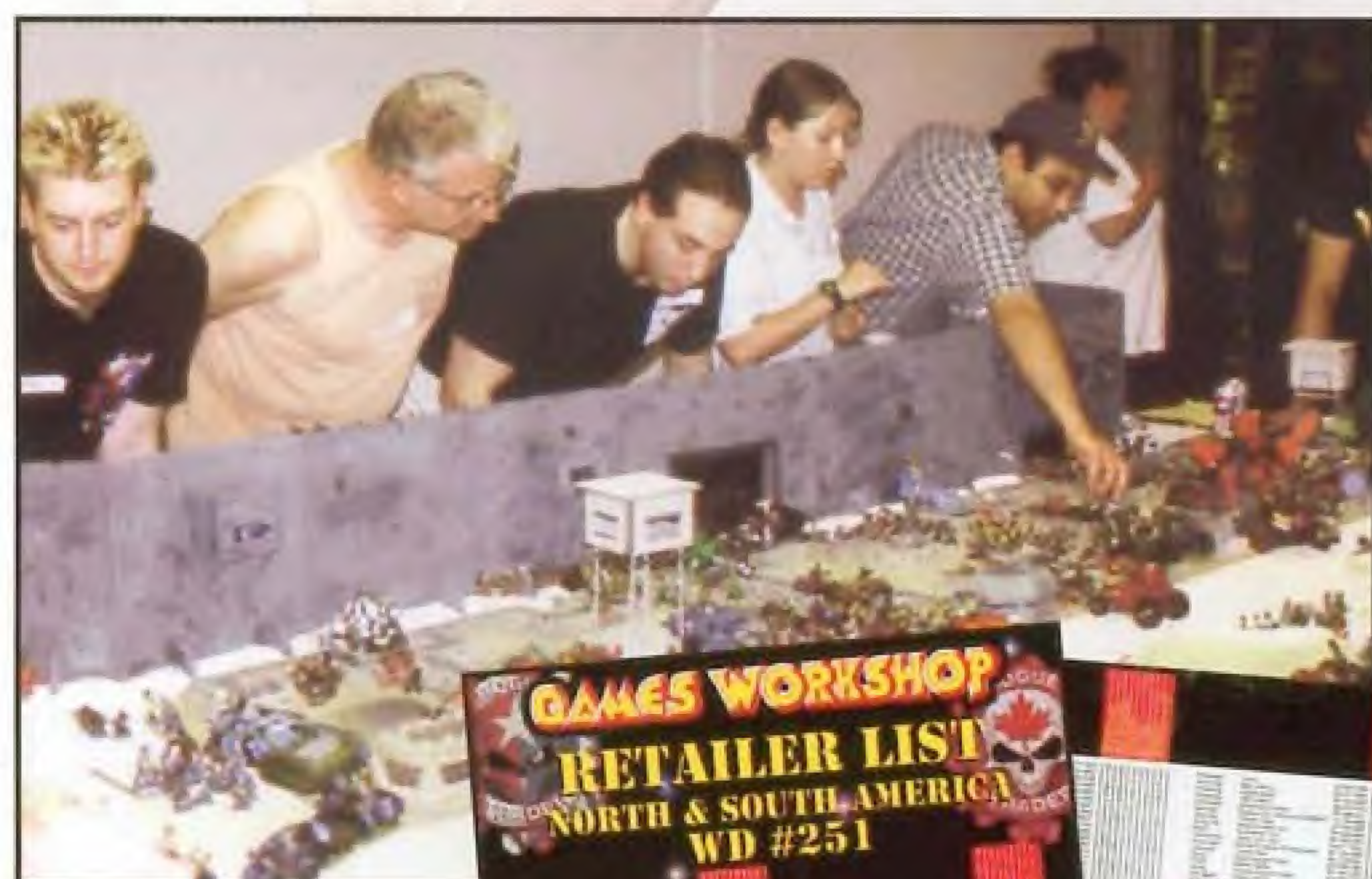
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The Rogue Trader Program was started in 1998 to better serve independent retail shops that carry Games Workshop products across North America. What once only covered retail information and education now includes support for in-store leagues, the infamous Battle Tours, the widely popular Rogue Trader Tournaments, campaigns and more! Today you can expect all kinds of things from the Rogue Trader Program so you can play more games and meet more new opponents than ever before! In the end you want a place where you can go and pit your army against another player, and the Rogue Trader Program helps you find those stores and creates events for you to participate in!



Rogue Trader stores can be found all over North America, and you can most likely find at least one near you! What are they? They are independent retail shops that carry Games Workshop product. To better inform you, we've created a guide showing what lines of product your local retailer carries, whether you can walk in and get a game or pick up a copy of White Dwarf magazine. Plus, this guide also includes their phone number so you can give stores a ring and find out exactly what events are taking place in their shop!

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HALL OF HEROES!

Rogue Trader Tournaments are only the beginning however, because with the Rogue Trader Tournament System you can track the results of the games played at Rogue Trader Tournaments on the Games Workshop website in an area known as the Hall of Heroes.

As you enter into and play in more tournaments your ranking will increase. As you learn the subtleties of your army and refine your tactics in game play, painting, and learn the ultimate secret (that having fun is always more important than winning), you will be able to win special awards that will increase your allotted points and glory! You can then compare your progress with other Commanders and Generals from around the world, see who is on top, and set your sights on toppling them from their thrones.



TRACK DOWN A ROGUE TRADER TOURNAMENT NEAR YOU!

First, check the latest issue of White Dwarf to see which stores are running Rogue Trader Tournaments. Alternatively, you can log onto the web and check the Rogue Trader Tournament website (you can find the link to it on the Games Workshop website).



Once you have found a Rogue Trader Tournament that you want to attend, make sure you call that store and reserve your spot. RTT's fill up quickly! While you are on the phone with the shop, find out the rules that will be applying to that tournament - how many points they are playing with, any special restrictions, etc., etc. Once you have this information, you are ready to begin crafting your army for the tournament!

GET OUT AND PLAY!

The only way to get started down the path of fame and glory is to get out and play! Whip your army into shape, find a Rogue Trader Tournament and start showing why you are the biggest, baddest Warlord around.

Right now as we go to press the current leaders are:

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Warhammer Rogue Trader Tournament leader is Joshua Glantz of Eldred, NY with one Best Army and one Best Appearance title for a total of 26 points.

TAKE THE CHALLENGE!

If you live near any of these champions, make sure you challenge them to a game! Who knows, you could be next to lead the world as top player in Rogue Trader Tournaments, but first you have to start playing! If you can't find any Rogue Trader Tournaments taking place near you, then contact a local store or gaming club and see if they are interested in running or hosting one.

You could be hero for merely getting Rogue Trader Tournaments started in your area, not to mention making it the place to come and game, meet new opponents, and test your army's mettle against dozens of others. After all - you can't have a battle with just one player!

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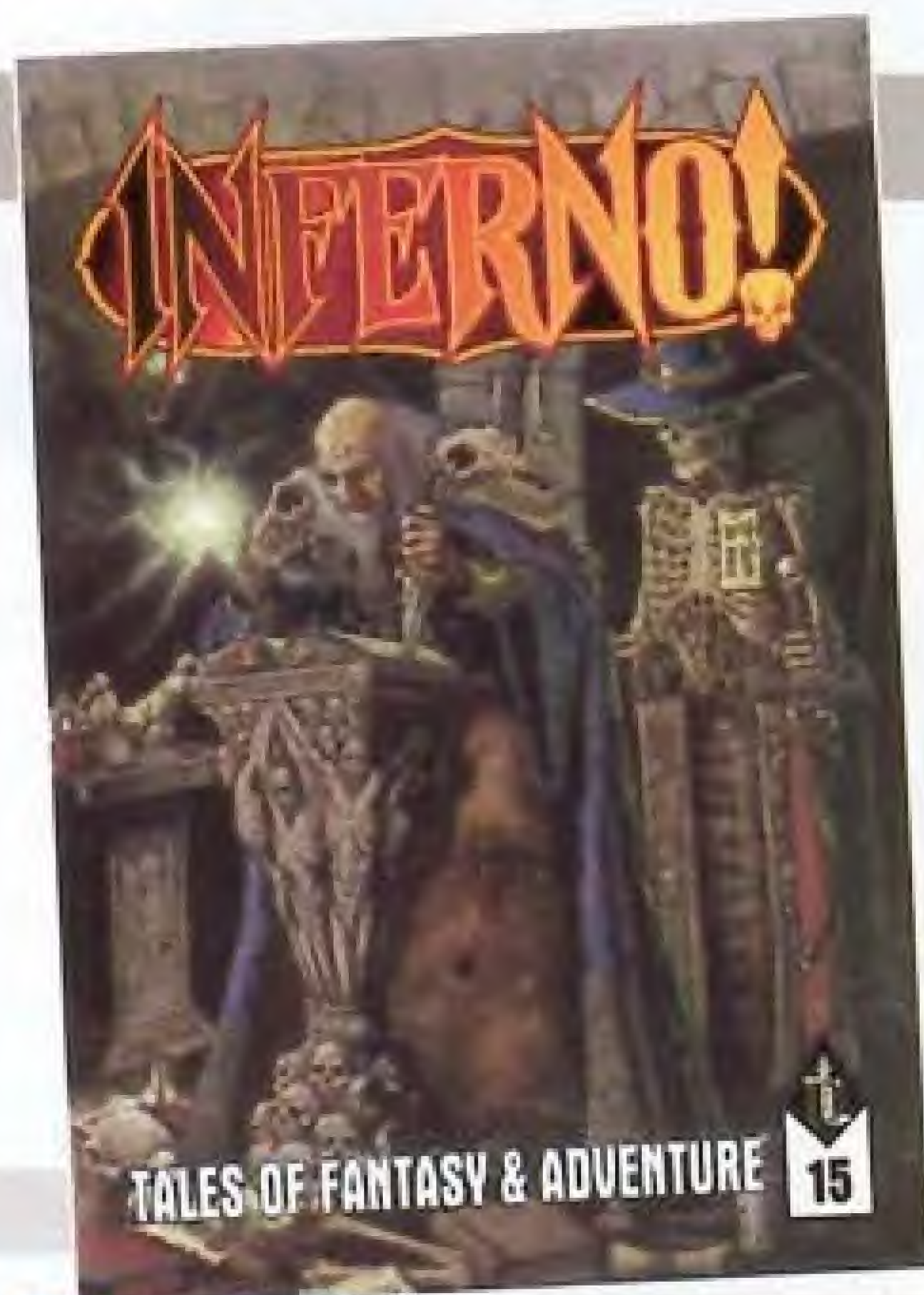
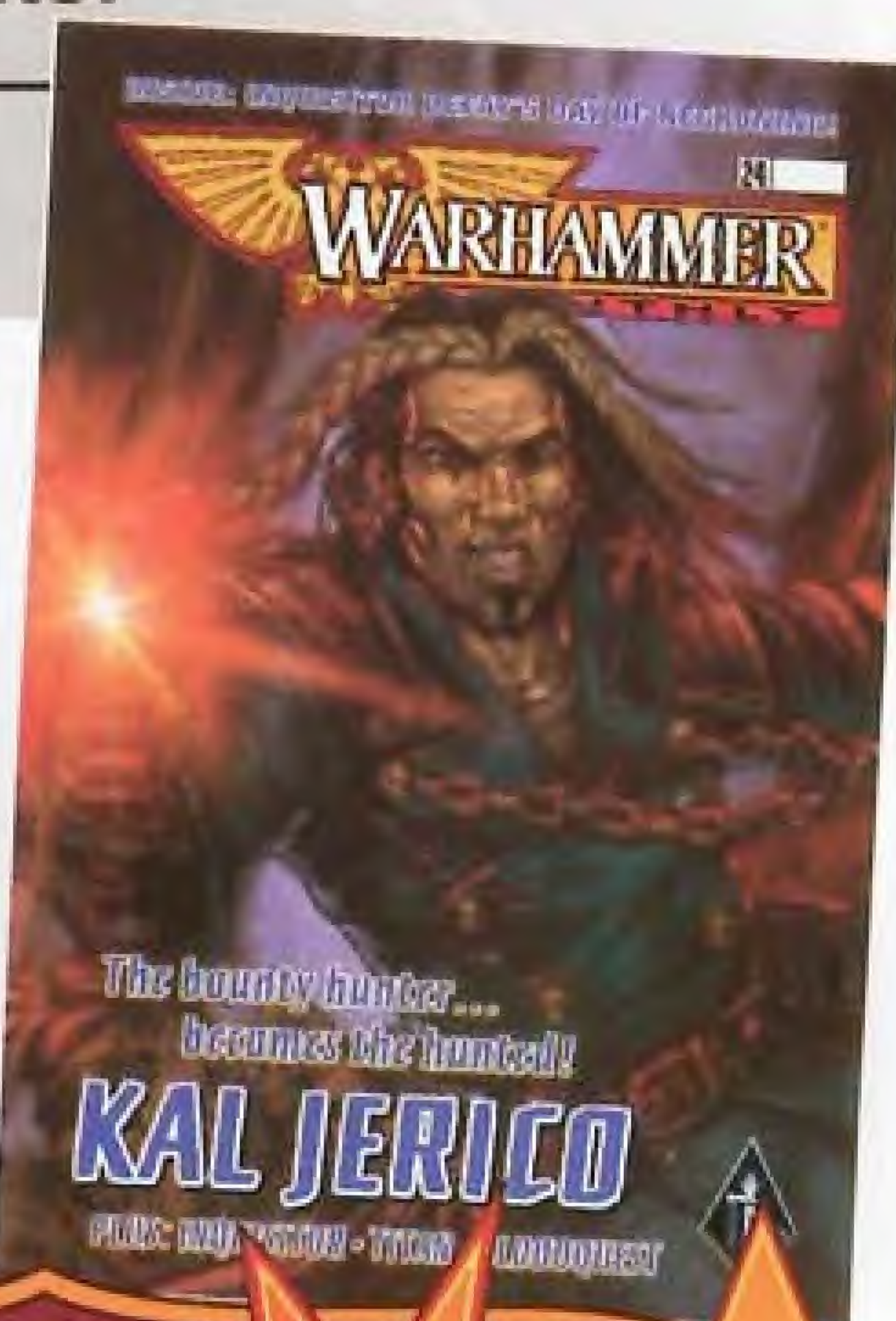
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0230	CHAPTER APPROVED	\$24.99	\$32.00	8052A	ELDAR WARP SPIDERS (MIN 6)	\$7.99	\$12.00
0231	CODEX: CITY FIGHT	\$19.99	\$28.00	8052B	ELDAR WARP SPIDER EXARCH	\$6.99	\$10.00
TAU (pgs. 2-3)							
CODEX							
0216	CODEX:TAU	\$19.99	\$28.00	8056A	ELDAR RANGERS	\$6.99	\$10.00
BLISTERS							
8080A	ETHEREAL CASTE	\$7.99	\$12.00	8057A	KARANDRAS, THE SHADOW HUNTER	\$9.99	\$14.00
8080B	AUN'SHI	\$9.99	\$14.00	8057B	JAIN ZAR, THE STORM OF SILENCE	\$9.99	\$14.00
8080C	TAU PATHFINDERS	\$7.99	\$12.00	8057C	ASURMEN, THE HAND OF ASURYAN	\$9.99	\$14.00
8080D	PATHFINDER SHAS'UI	\$5.99	\$8.00	8057D	FUEGAN, THE BURNING LANCE	\$9.99	\$14.00
8080E	TAU XV15 STEALTH ARMOR	\$8.99	\$13.00	8057E	MAUGAN RA, THE HARVESTER OF SOULS	\$9.99	\$14.00
8080F	TAU XV15 STEALTH ARMOR SHAS'UI	\$7.99	\$12.00	8057F	BAHARROTH, THE CRY OF THE WIND	\$9.99	\$14.00
8081A	KROOT SHAPER	\$6.99	\$10.00	8059A	ELDAR WRAITHGUARD	\$9.99	\$14.00
8081B	KROOT HOUNDS	\$7.99	\$12.00	METAL BOX SETS			
8081C	KROOTOX	\$14.99	\$20.00	0438	ELDAR SHRIEKER JETBIKE	\$14.99	\$20.00
METAL BOX SETS							
1612	XV88 BROADSIDE BATTLESUIT	\$29.99	\$45.00	1568	ELDAR SHINING SPEAR SQUAD	\$39.99	\$55.00
1613	COMMANDER O'SHOVAH	\$24.99	\$32.00	1571	SHINING SPEAR EXARCH	\$14.99	\$20.00
1930	TAU ARMY (LIMITED)	\$230.00	\$350.00	1577	DIRE AVENGERS	\$19.99	\$28.00
PLASTIC BOX SETS							
3050	TAU FIRE WARRIOR SQUAD	\$24.99	\$32.00	1592	ELDAR PHOENIX LORDS	\$39.99	\$55.00
3051	KROOT CARNIVORE SQUAD	\$24.99	\$32.00	978342	FIRE PRISM GRAV TANK (CDN Code: 7834)	\$39.99	\$55.00
3052	TAU DEVILFISH	\$29.99	\$45.00	PLASTIC BOX SETS			
3053	TAU HAMMERHEAD	\$34.99	\$50.00	0662	VYPER JET BIKE	\$24.99	\$32.00
3054	TAU BATTLEFORCE	\$89.99	\$110.00	0786	ELDAR JET BIKE	\$12.50	\$16.00
3055	TAU XV8 CRISIS BATTLESUIT	\$19.99	\$32.00	3021	ELDAR BATTLEFORCE	\$89.99	\$110.00
CHAOS SPACE MARINES (pg. 4)							
CODEX							
0204	CHAOS CODEX	\$14.99	\$20.00	3026	ELDAR GUARDIANS SQUAD	\$24.99	\$32.00
BLISTERS							
8012E	CHAOS SPACE MARINES	\$7.99	\$12.00	979707	ELDAR FALCON GRAV TANK (CDN Code: 7970)	\$34.99	\$50.00
8012F	CHAOS SPACE MARINE CHAMPION	\$6.99	\$10.00	IMPERIAL GUARD (pg. 7)			
8012G	CHAOS MARINE W/ ASSAULT WEAPON	\$5.99	\$8.00	CODEX			
8012H	CHAOS MARINE W/ HEAVY BOLTER	\$6.99	\$10.00	0206	IMPERIAL GUARD CODEX	\$14.99	\$20.00
8012J	CHAOS SPACE MARINE SORCERERS	\$7.99	\$12.00	0209	CATACHAN CODEX	\$9.99	\$14.00
8012L	CHAOS MARINE W/ MISSILE LAUNCHER	\$6.99	\$10.00	BLISTERS			
8012M	CHAOS MARINE W/ LASCANNON	\$6.99	\$10.00	8032C	CADIAN SHOCK TROOPERS	\$5.99	\$8.00
8012N	CHAOS MARINE W/ AUTOCANNON	\$6.99	\$10.00	8031E	CADIAN W/ ASSAULT WEAPONS	\$9.99	\$14.00
8012Q	NOISE MARINE W/ DOOM SIREN	\$6.99	\$10.00	8033L	CADIAN SERGEANT	\$5.99	\$8.00
8012R	NOISE MARINE W/ BLAST MASTER	\$6.99	\$10.00	8033D	CADIAN LIEUTENANT	\$6.99	\$10.00
8012S	NOISE MARINE W/SONIC BLASTER	\$6.99	\$10.00	8040I	CADIAN AUTOCANNON	\$9.99	\$14.00
8012T	CHAOS MARINE ICON BEARER	\$6.99	\$10.00	8040H	CADIAN HEAVY BOLTER	\$9.99	\$14.00
8012U	CHAOS MARINE OBLITERATORS	\$8.99	\$13.00	8040T	CADIAN LASCANNON	\$9.99	\$14.00
8012V	CHAOS SPACE MARINE RAPTORS	\$6.99	\$10.00	8040G	CADIAN MISSILE LAUNCHER	\$9.99	\$14.00
8012W	CHAOS RAPTOR W/ ASSAULT WEAPON	\$6.99	\$10.00	8040U	CADIAN MORTAR	\$9.99	\$14.00
8012Z	CHAOS SPACE MARINE LORD	\$9.99	\$14.00	8031A	CATACHANS W/ASSAULT WEAPONS	\$9.99	\$14.00
8038U	ABADDON, THE DESPOILER	\$14.99	\$20.00	8031W	CATACHAN DEMOLITION CHARGES	\$7.99	\$12.00
8038W	KHARN, THE BETRAYER	\$12.99	\$18.00	8031V	CATACHAN SNIPER	\$8.99	\$13.00
8038V	FABIUS BILE	\$12.99	\$18.00	8041C	CATACHAN HEAVY FLAMERS	\$9.99	\$14.00
8038X	AHRIMAN	\$12.99	\$18.00	8033B	CATACHAN LIEUTENANT	\$6.99	\$10.00
8039C	CYPHER	\$9.99	\$14.00	8033G	CATACHAN CAPTAIN	\$7.99	\$12.00
8055D	KHORNE BERZERKER CHAMPION	\$6.99	\$10.00	8040S	CATACHAN AUTOCANNON	\$9.99	\$14.00
8062A	CHAOS PLAGUE MARINES	\$7.99	\$12.00	8040R	CATACHAN MORTAR	\$9.99	\$14.00
8062B	CHAOS PLAGUE MARINES CHAMPION	\$6.99	\$10.00	8040B	CATACHAN W/ HEAVY BOLTER	\$9.99	\$14.00
8062C	PLAGUE MARINE W/ ASSAULT WEAPON	\$5.99	\$8.00	8040C	CATACHAN W/ LAS CANNON	\$9.99	\$14.00
8063A	CHAOS TERMINATOR W/ TWIN BOLTER	\$8.99	\$13.00	8040A	CATACHAN W/ MISSILE LAUNCHER	\$9.99	\$14.00
8063B	CHAOS TERMINATOR W/BOLTER-FLAMER	\$8.99	\$13.00	8034E	PRAETORIAN W/ LAS CANNON	\$9.99	\$14.00
8063D	CHAOS TERMINATOR W/ BOLTER-MELTA	\$8.99	\$13.00	8034L	PRAETORIAN LIEUTENANT	\$6.99	\$10.00
8063E	CHAOS TERMINATOR W/ AUTOCANNON	\$9.99	\$14.00	8034J	PRAETORIAN MISSILE LAUNCHER	\$9.99	\$14.00
8063F	CHAOS TERMINATOR W/ HEAVY FLAMER	\$9.99	\$14.00	8034P	STEEL LEGION LIEUTENANT	\$6.99	\$10.00
8063G	CHAOS TERMINATOR CHAMPION	\$8.99	\$13.00	8034Q	STEEL LEGION SERGEANT	\$5.99	\$8.00
METAL BOX SETS							
0460	JUGGERNAUT W/ CHAOS CHAMPION	\$19.99	\$28.00	8034R	STEEL LEGION MISSILE LAUNCHER	\$9.99	\$14.00
0461	CHAOS TERMINATORS	\$39.99	\$55.00	8034S	STEEL LEGION TROOPERS	\$5.99	\$8.00
0462	CHAOS DREADNOUGHT	\$34.99	\$50.00	8034T	STEEL LEGION HEAVY BOLTER TEAM	\$9.99	\$14.00
1531	CHAOS SPACE MARINE RAPTORS	\$29.99	\$45.00	8034U	STEEL LEGION LASCANNON	\$9.99	\$14.00
1545	CHAOS MARINE BIKE SQUADRON	\$39.99	\$55.00	8034V	STEEL LEGION ASSAULT WEAPONS	\$6.99	\$10.00
1548	CHAOS PREDATOR	\$34.99	\$50.00	8032H	STORMTROOPERS	\$6.99	\$10.00
1556	DOOMRIDER, DAEMON BIKER	\$19.99	\$28.00	8031U	STORMTROOPERS W/ ASSAULT WEAPONS	\$7.99	\$12.00
PLASTIC BOX SETS							
0671	PLAGUE MARINES	\$12.50	\$16.00	8033J	STORMTROOPER SERGEANT	\$6.99	\$10.00
3015	KHORNE BERZERKERS	\$24.99	\$32.00	8032D	TALLARN DESERT RAIDERS	\$5.99	\$8.00
3016	CHAOS SPACE MARINE RHINO	\$24.99	\$32.00	8031G	TALLARN W/ ASSAULT WEAPONS	\$9.99	\$14.00
3019	CHAOS SPACE MARINE BIKE	\$12.50	\$16.00	8040K	TALLARN AUTOCANNON	\$9.99	\$14.00
3027	CHAOS SPACE MARINE BATTLEFORCE	\$89.99	\$110.00	8033M	TALLARN SERGEANT	\$5.99	\$8.00
3036	CHAOS LAND RAIDER	\$44.99	\$65.00	8041B	TALLARN HEAVY BOLTER	\$9.99	\$14.00
6666	CHAOS SPACE MARINES	\$12.50	\$16.00	8040Z	TALLARN LASCANNON	\$9.99	\$14.00
DARK ELDAR (pg. 5)							
CODEX							
0202	DARK ELDAR CODEX	\$14.99	\$20.00	8033E	TALLARN LIEUTENANT	\$6.99	\$10.00
BLISTERS							
8073A	DARK ELDAR SYBARITE	\$6.99	\$10.00	8040J	TALLARN MISSILE LAUNCHER	\$9.99	\$14.00
8073C	DARK ELDAR WARRIORS W/ASSAULT WPNS	\$7.99	\$12.00	8041A	TALLARN MORTAR	\$9.99	\$14.00
8073D	DARK ELDAR WARRIOR W/ DARK LANCE	\$9.99	\$14.00	8060F	TALLARN ROUGHRIDER SERGEANT	\$6.99	\$10.00
8073P	SCOURGES W/ SPLINTER RIFLES	\$7.99	\$12.00	8060E	TALLARN ROUGHRIDERS	\$6.99	\$10.00
8073S	SCOURGES W/ HVY WEAPONS	\$6.99	\$10.00	8032E	ICE WARRIORS OF VALHALLA	\$5.99	\$8.00
8074F	DARK ELDAR MANDRAKES	\$6.99	\$10.00	8031I	VALHALLANS W/ ASSAULT WEAPONS	\$9.99	\$14.00
8074G	DARK ELDAR HELLION	\$5.99	\$8.00	8033N	VALHALLAN SERGEANT	\$5.99	\$8.00
8075A	DARK ELDAR GROTESQUES	\$6.99	\$10.00	8033F	VALHALLAN LIEUTENANT	\$6.99	\$10.00
8076A	DARK ELDAR BEASTMASTER W/ 1 BEAST	\$5.99	\$8.00	8033P	VALHALLAN CAPTAIN	\$7.99	\$12.00
8076B	DARK ELDAR WARP BEASTS	\$6.99	\$10.00	8040V	VALHALLAN AUTOCANNON	\$9.99	\$14.00
8076F	DARK ELDAR WYCHES	\$6.99	\$10.00	8040L	VALHALLAN HEAVY BOLTER	\$9.99	\$14.00
8076C	DARK ELDAR WYCH W/ WYCH WEAPONS	\$5.99	\$8.00	8040M	VALHALLAN LAS CANNON	\$9.99	\$14.00
8076D	DARK ELDAR WYCH W/ ASSAULT WEAPONS	\$7.99	\$12.00	8040W	VALHALLAN MISSILE LAUNCHER	\$9.99	\$14.00
8077A	DARK ELDAR INCUBI	\$8.99	\$13.00	8040N	VALHALLAN MORTAR	\$9.99	\$14.00
8077D	DARK ELDAR INCUBI W/ BLASTER	\$5.99	\$8.00	8033A	COMMISSARS	\$7.99	\$12.00
8077F	DARK ELDAR SUCCUBI	\$5.99	\$8.00	8035A	OGRYNS W/ RIPPER GUNS	\$12.99	\$18.00
8078A	DARK ELDAR LORD	\$8.99	\$13.00	8032F	RATLINGS	\$8.99	\$13.00
8078B	DARK ELDAR HAEMONCULUS	\$5.99	\$8.00	8038F	COMMISSAR YARRICK	\$9.99	\$14.00
8078C	KRUELLAGH THE VILE	\$9.99	\$14.00	8039H	LORD SODAR MACHARIUS	\$12.99	\$18.00
8078K	URIEN RAKARTH, MASTER HAEMONCULUS	\$9.99	\$14.00	8039J	NORK DEEDOG, OGRYN BODYGUARD	\$14.99	\$20.00
8078L	DRAZHAR, MASTER OF BLADES	\$9.99	\$14.00	8039K	COL "IRON HAND" STRAKEN	\$9.99	\$14.00
8078M	LELITH HESPERAX	\$12.99	\$18.00	8039L	SLY MARBO	\$9.99	\$14.00
METAL BOX SETS							
1510	DARK ELDAR WYCHES (CDN Code: 7414)	\$19.99	\$28.00	METAL BOX SETS			
1522	DARK ELDAR JETBIKE SQUAD	\$39.99	\$55.00	0450	LEMAN RUSS DEMOLISHER	\$39.99	\$55.00
1526	DARK ELDAR SCOURGES	\$29.99	\$45.00	0452	IMPERIAL GUARD GRIFFON	\$39.99	\$55.00
1527	DARK ELDAR TALOS	\$34.99	\$50.00	0453	HELLHOUND TANK	\$39.99	\$55.00
1550	DARK ELDAR RAVAGER	\$34.99	\$50.00	0753	IMPERIAL GUARD BASILISK	\$34.99	\$50.00
1575	ASDRUBAEL VECT	\$49.99	\$70.00	1516	CHIMERA (CDN Code: 7496)	\$29.99	\$45.00
PLASTIC BOX SETS							
3007	DARK ELDAR BATTLE FORCE	\$89.99	\$110.00	1517	LEMAN RUSS (CDN Code: 7383)	\$34.99	\$50.

Code	Description	US \$	CDN \$	Code	Description	US \$	CDN \$
993024	SISTERS OF BATTLE SQUAD (CDN Code: 9302)	\$19.99	\$28.00	993222	SPACE MARINE CHAPLAIN BIKE (CDN Code: 9322)	\$14.99	\$20.00
ASSASSINS (not shown)				PLASTIC BOX SETS			
CODEX				0732	SPACE MARINE PLASTIC BIKE	\$12.50	\$16.00
0215	CODEX: ASSASSINS	\$3.99	\$6.00	0743	RHINO TANK	\$24.99	\$32.00
BLISTERS				3000	SPACE MARINE BATTLE FORCE (CDN Code: 7404)	\$89.99	\$110.00
8051E	VINDICARE ASSASSIN	\$9.99	\$14.00	3003	SPACE MARINE TACTICAL SQUAD (CDN Code: 7354)	\$24.99	\$32.00
8051F	CALLIDUS ASSASSIN	\$9.99	\$14.00	3008	SPACE MARINE LAND SPEEDER	\$24.99	\$32.00
8051G	EVERSOR ASSASSIN	\$9.99	\$14.00	3012	SPACE MARINE COMBAT SQUAD	\$12.50	\$16.00
8051H	CULEXUS ASSASSIN	\$9.99	\$14.00	3014	SPACE MARINE ASSAULT SQUAD	\$24.99	\$32.00
METAL BOX SETS				3030	SPACE WOLVES GREY HUNTERS	\$24.99	\$32.00
1593	OFFICIO ASSASSINORUM (set of 4 models)	\$29.99	\$45.00	3031	SPACE WOLF BATTLE FORCE	\$89.99	\$110.00
ORKS (pg. 9)				3032	LAND RAIDER	\$44.99	\$65.00
CODEX				3033	SPACE WOLVES BLOOD CLAWS	\$24.99	\$32.00
0207	ORK CODEX	\$14.99	\$20.00	3048	SPACE MARINE DREADNOUGHT	\$34.99	\$50.00
BLISTERS				9288	SPACE MARINE TERMINATOR BOX SET	\$29.99	\$45.00
8013A	ORK LOBBA	\$9.99	\$14.00	TYRANIDS (pg. 11)			
8013B	ORK ZZAP GUN	\$9.99	\$14.00	CODEX			
8013C	ORK KANNON	\$9.99	\$14.00	0214	CODEX: TYRANIDS	\$14.99	\$20.00
8013D	ORK KILLA KANS	\$19.99	\$28.00	BLISTERS			
8013G	ORK BURNA BOYZ	\$8.99	\$13.00	8037D	TYRANID GARGOYLES	\$8.99	\$13.00
8013H	ORK TANKBUSTA BOYZ	\$8.99	\$13.00	8037E	TYRANID BIOVORE	\$9.99	\$14.00
8013S	GRETCHIN	\$7.99	\$12.00	8037L	TYRANID ZOANTHROPE	\$9.99	\$14.00
8014B	ORK BOYZ W/ EAVY WEAPONS	\$8.99	\$13.00	8037N	TYRANID SPORE MINES	\$6.99	\$10.00
8015A	ORKS IN MEGA ARMOUR	\$8.99	\$13.00	8037P	TYRANID LICTOR	\$19.99	\$28.00
8017A	BAD DOC	\$7.99	\$12.00	8037Q	TYRANID RAVENER	\$9.99	\$14.00
8017M	ORK MEKBOY	\$6.99	\$10.00	8037R	TYRANID RED TERROR	\$24.99	\$32.00
8017F	ORK SLAVER	\$6.99	\$10.00	8037S	TYRANID TYRANT GUARD	\$12.99	\$18.00
8018A	ORK WARBOSS	\$12.99	\$18.00	METAL BOX SETS			
8018B	ORK NOB	\$6.99	\$10.00	0378	TYRANID CARNIFEX	\$34.99	\$50.00
8018D	ORK STORMBOY NOB	\$7.99	\$12.00	0449	TYRANID HIVE TYRANT	\$34.99	\$50.00
8039A	NAZDREG: BAD MOON WARBOSS	\$9.99	\$14.00	1597	OLD ONE-EYE	\$39.99	\$55.00
8039R	MAD DOC GROTSNIK	\$9.99	\$14.00	PLASTIC BOX SETS			
METAL BOX SETS				0676	GENESTEALERS	\$24.99	\$32.00
1555	ORK STORMBOYZ	\$29.99	\$45.00	3046	TYRANID GAUNTS	\$24.99	\$32.00
1557	ORK DREADNOUGHT	\$34.99	\$50.00	3047	TYRANID WARRIORS	\$24.99	\$32.00
1558	ORK NOBZ	\$34.99	\$50.00	3056	TYRANID BATTLEFORCE	\$89.99	\$110.00
1562	ORK STIKK BOMMERZ	\$24.99	\$32.00	BAD GUYS METAL BOXED SET (not shown, special edition boxed set)			
1569	ORK 'ARD BOYZ	\$24.99	\$32.00	1591	ENEMIES OF THE IMPERIUM	\$44.99	\$65.00
1581	WARLORD GHAZGHKULL THRAKA	\$24.99	\$32.00	INQUISITOR (pg. 12)			
977567	ORK WARTRAK SCORCHER (CDN Code: 7756)	\$24.99	\$32.00	RULEBOOK			
PLASTIC BOX SETS				70-01	INQUISITOR RULEBOOK	\$39.99	\$55.00
0735	ORK BUGGY	\$19.99	\$28.00	METAL BOX SETS			
0801	ORK WARBIKE	\$12.50	\$16.00	70-06	ARTEMIS: DEATHWATCH MARINE	\$29.99	\$45.00
3020	40K ORK BOYZ	\$24.99	\$32.00	70-07	DAMIEN 1427	\$19.99	\$28.00
3022	ORK BATTLEFORCE	\$89.99	\$110.00	70-08	PREACHER JOSEPH	\$19.99	\$28.00
984220	ORK WARTRUK (CDN Code: 8422)	\$19.99	\$28.00	70-09	INQUISITOR EISENHORN	\$24.99	\$32.00
984282	ORK WARTRAK (CDN Code: 8428)	\$19.99	\$28.00	70-10	DELPHAN GRUSS	\$19.99	\$28.00
SPACE MARINES (pg. 10)				70-11	QUOVANDIUS	\$19.99	\$28.00
CODEX				70-12	INQUISITOR COVENANT	\$24.99	\$32.00
0200	SPACE MARINE CODEX (CDN Code: 7364)	\$14.99	\$20.00	70-13	SLICK' DEVLAN	\$19.99	\$28.00
0203	BLOOD ANGELS CODEX	\$9.99	\$14.00	70-14	DUKE VON CASTELLAN	\$19.99	\$28.00
0205	DARK ANGELS CODEX	\$9.99	\$14.00	70-15	INQUISITOR TYRUS	\$24.99	\$32.00
0210	SPACE WOLVES CODEX	\$9.99	\$14.00	70-16	CHERUBAEL	\$19.99	\$28.00
BLISTERS				70-17	SECURITY ENFORCER BARBARETTA	\$19.99	\$28.00
8001A	SPACE MARINES	\$7.99	\$12.00	70-18	SEVERINA & SEVORA DEVOUT	\$19.99	\$28.00
8001B	SPACE MARINE SERGEANTS	\$6.99	\$10.00	70-19	SERGEANT STONE	\$19.99	\$28.00
8002D	SPACE MARINE W/ ASSAULT WEAPON	\$5.99	\$8.00	70-20	DEVOTEE MALICANT	\$19.99	\$28.00
8002E	SPACE MARINE SCOUTS	\$7.99	\$12.00	HOBBY SUPPLIES			
8002F	SPACE MARINE SCOUT SERGEANT	\$6.99	\$10.00	65-08	INQUISITOR DICE	\$6.99	\$10.00
8002G	SCOUT WITH HEAVY BOLTER	\$6.99	\$10.00	SCENERY			
8002H	SCOUT W/ NEEDLE RIFLE	\$7.99	\$12.00	64-15	STC COLONIAL HABITAT	\$44.99	\$65.00
8002J	SCOUT W/ SHOTGUN	\$7.99	\$12.00	CITADEL SCENERY (pg. 13)			
8002K	SCOUTS WITH BOLTERS	\$7.99	\$12.00	0094	MODELING FLOCK	\$4.99	\$7.00
8003B	BLOOD ANGEL SPACE MARINES	\$7.99	\$12.00	0095	MODELING SAND	\$4.99	\$7.00
8003C	ASSAULT JUMP PACKS	\$6.99	\$10.00	0096	MODELING GRAVEL	\$4.99	\$7.00
8003D	ASSAULT MARINE SERGEANT	\$7.99	\$12.00	3004	WARHAMMER FORTRESS WALLS (CDN Code: 7435)	\$9.99	\$14.00
8004E	DEVASTATOR W/ HVY BOLTER	\$6.99	\$10.00	3005	WARHAMMER FORTRESS TOWERS (CDN Code: 7429)	\$14.99	\$20.00
8004F	DEVASTATOR W/ PLASMA CANNON	\$6.99	\$10.00	3006	WARHAMMER FORTRESS GATEWAY (CDN Code: 7441)	\$14.99	\$20.00
8004G	DEVASTATOR W/ LASCANNON	\$6.99	\$10.00	3013	WARHAMMER SIEGE TOWER	\$29.99	\$45.00
8004H	DEVASTATOR W/ MULTI-MELTA	\$6.99	\$10.00	4002	40K BUILDING A (CDN Code: 7382)	\$9.99	\$14.00
8005A	CAPTAIN W/ TERMINATOR HONORS	\$8.99	\$13.00	4004	40K TREES (CDN Code: 7370)	\$5.99	\$8.00
8005F	SPACE MARINE CHAPLAIN	\$6.99	\$10.00	4005	STATIC GRASS (CDN Code: 7263)	\$4.99	\$7.00
8005J	TECHMARINE	\$6.99	\$10.00	64-04	40K RUINED BUILDINGS	\$9.99	\$14.00
8005K	SPACE MARINE APOTHECARY	\$6.99	\$10.00	64-05	40K BATTLEFIELD ACCESSORY SPRUE	\$9.99	\$14.00
8005L	COMPANY STANDARD BEARER	\$6.99	\$10.00	64-07	HILL	\$29.99	\$45.00
8005N	DARK ANGEL STANDARD BEARER	\$6.99	\$10.00	64-08	WOODS	\$24.99	\$32.00
8005P	SPACE MARINE LIBRARIAN	\$6.99	\$10.00	64-09	HEDGES AND WALLS	\$24.99	\$32.00
8006B	SPACE WOLF IRON PRIEST	\$6.99	\$10.00	64-10	40K OBSTACLES & BARRICADES	\$24.99	\$32.00
8006C	WOLF GUARD	\$6.99	\$10.00	64-17	CITY FIGHT TERRAIN	\$39.99	\$55.00
8006J	SPACE WOLF STANDARD BEARER	\$6.99	\$12.00	8591B	ARROW SLITS (FOR FORTRESS)	\$5.99	\$8.00
8006P	BLOOD ANGEL DEATH COMPANY	\$7.99	\$12.00	9301	SMALL DECIDUOUS TREE	\$8.99	\$10.00
8006Q	DARK ANGEL SPACE MARINES	\$7.99	\$12.00	9302	MEDIUM DECIDUOUS TREE	\$8.99	\$10.00
8006R	SPACE WOLF SCOUTS	\$7.99	\$12.00	9303	LARGE DECIDUOUS TREE	\$7.50	\$8.00
8006S	SPACE WOLF SCOUT W/ ASSAULT WEAPONS	\$7.99	\$12.00	9311	SMALL FIR TREE	\$8.99	\$10.00
8006T	SPACE WOLF RUNEPRIEST	\$6.99	\$10.00	9312	MEDIUM FIR TREE	\$8.99	\$10.00
8006U	SPACE WOLF THRALLS	\$6.99	\$10.00	9313	LARGE FIR TREE	\$7.50	\$8.00
8006V	DEATH COMPANY CHAPLAIN	\$6.99	\$10.00	974504	WARHAMMER FORTRESS (CDN Code: 7450)	\$79.99	\$100.00
8007A	TERMINATOR CAPTAIN	\$9.99	\$14.00	WARHAMMER (pgs. 14-15)			
8007B	TERMINATOR LIBRARIAN	\$9.99	\$14.00	CORE GAME			
8007C	CYCLONE TERMINATOR	\$9.99	\$14.00	0110	WARHAMMER	\$74.99	\$110.00
8007D	TERM. ASSAULT CANNON	\$9.99	\$14.00	0120	WARHAMMER RULEBOOK	\$44.99	\$65.00
8007E	TERMINATOR STORMBOLTER	\$8.99	\$13.00	ALBION CAMPAIGN (not shown)			
8007F	TERMINATOR W/HEAVY FLAMER	\$9.99	\$14.00	8597U	ALBION TRUTHSEER	\$7.99	\$12.00
8007G	TERMINATOR LIGHTNING CLAW (6)	\$8.99	\$13.00	8597V	DARK EMISSARY	\$7.99	\$12.00
8007H	THUNDERHAMMER TERMINATOR W/SHIELD	\$8.99	\$13.00	8597W	FEN BEAST	\$14.99	\$20.00
8007I	TERMINATOR SERGEANT	\$8.99	\$13.00	DOGS OF WAR (not shown)			
8007J	TERMINATOR CHAPLAIN	\$9.99	\$14.00	8570N	THE CURSED COMPANY	\$5.99	\$8.00
8009A	DEATHWING TERMINATOR HEAVY FLAMER	\$9.99	\$14.00	8570P	THE CURSED COMPANY COMMAND	\$9.99	\$14.00
8009B	DEATHWING TERMINATOR ASSAULT CANNON	\$9.99	\$14.00	MONSTERS (not shown)			
8009C	DEATHWING TERMINATOR SERGEANT	\$8.99	\$13.00	8573A	RIVER TROLLS	\$14.99	\$20.00
8009D	DEATHWING TERMINATORS	\$8.99	\$13.00	8573B	STONE TROLLS	\$14.99	\$20.00
8009E	DEATHWING CYCLONE TERMINATOR	\$9.99	\$14.00	983774	FANTASY SWARM (CDN Code: 8377)	\$12.99	\$18.00
8010A	WOLF GUARD TERMINATOR SERGEANT	\$8.99	\$13.00	1505	OGRES (BOXED SET)	\$49.99	\$70.00
8010B	WOLF GUARD TERMINATOR ASSAULT CANNON	\$9.99	\$14.00	BRETONNIA (pg. 16)			
8010C	WOLF GUARD TERMINATOR FLAMER	\$9.99	\$14.00	BLISTERS			
8010D	TERMINATOR RUNEPRIEST	\$9.99	\$14.00	8566A	BRETONNIAN KNIGHTS ERRANT	\$7.99	\$12.00
8010E	WOLF GUARD TERMINATORS	\$8.99	\$13.00	8566B	BRETONNIAN KNIGHTS ERRANT CHAMPION	\$7.99	\$12.00
8010F	WOLF GUARD CYCLONES	\$9.99	\$14.00	8566C	BRET KNIGHT OF THE REALM CHAMPION	\$7.99	\$12.00
8011E	LEGION OF THE DAMNED TROOPERS	\$7.99	\$12.00	8566J	BRETONNIAN GRAIL KNIGHTS	\$8.99	\$13.00
8011F	LEGION OF THE DAMNED SERGEANT	\$6.99	\$10.00	8566K	BRETONNIAN GRAIL KNIGHT CHAMPION	\$8.99	\$13.00
8011G	LEGION OF THE DAMNED MELTA-GUN	\$5.99	\$8.00	8566N	BRETONNIAN KNIGHT HERO ON FOOT	\$7.99	\$12.00
8011H	LEGION OF THE DAMNED PLASMA-GUN	\$5.99	\$8.00	8566P	BRETONNIAN MOUNTED SQUIRES	\$6.99	\$10.00
8011J	LEGION OF THE DAMNED FLAMER	\$5.99	\$8.00	8566Q	BRETONNIAN MNTD. SQUIRE CHAMPION	\$6.99	\$10.00
8011K	LEGION OF THE DAMNED HEAVY BOLTER	\$6.99	\$10.00	8566T	BRETONNIAN SORCERESSES	\$12.99	\$18.00
8011L	LEGION OF THE DAMNED MISSILE LAUNCH	\$6.99	\$10.00	8566W	BRETONNIAN QUESTING KNIGHT	\$7.99	\$12.00
8011M	LEGION OF THE DAMNED LASCANNON	\$6.99	\$10.00	8566X	BRET QUESTING KNIGHT CHAMPION	\$7.99	\$12.00
8038B	RAGNAR BLACKMANE: WOLF LORD	\$12.99	\$18.00	8567A	BRET MEN AT ARMS W/SPEARS	\$5.99	\$8.00
8038C	ULRICK THE SLAYER	\$9.99	\$14.00	8567B	BRETONNIAN MEN @ ARMS COMMAND	\$9.99	\$14.00
8038H	MARNEUS CALGAR: LORD MACRAGGE	\$12.99	\$18.00	8567D	BRETONNIAN BOWMAN COMMAND	\$9.99	\$14.00
8038I	TIGURIUS: ULTRAMARINE CHIEF LIBRARIAN	\$12.99	\$18.00	8567E	BRETONNIAN MEN AT ARMS	\$5.99	\$8.00
8038J	GRANDMASTER AZRAEL & HELMET BEARER	\$12.99	\$18.00	8567H	BRETONNIAN SQUIRES W/ BOWS	\$5.99	\$8.00
8038K	ASMODAI: INTERROGATOR CHAPLAIN	\$9.99	\$14.00	8567K	BRETONNIAN HERO ON PEGASUS	\$19.99	\$28.00
8038L	EZEKIEL: DARK ANGEL CHIEF LIBRARIAN	\$12.99	\$18.00	8567L	BRETONNIAN KNIGHTS ERRANT COMMAND	\$6.99	\$10.00
8038N	CORBULO: SANGUINARY PRIEST	\$9.99	\$14.00	8567M	BRET KNIGHTS OF THE REALM COMMAND	\$7.99	\$12.00
8038P	MEPHISTON: LORD OF DEATH	\$12.99	\$18.00	8567N	BRETONNIAN GRAIL KNIGHT COMMAND	\$8.99	\$13.00
8038Q	DANTE: LORD OF THE BLOOD ANGELS	\$12.99	\$18.00	8567P	BRET MOUNTED SQUIRE COMMAND	\$6.99	\$10.00
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8039B	BLOOD ANGEL CHAPLAIN LEMARTES	\$9.99	\$14.00	8597P	KNIGHT HEROES	\$8.99	\$13.00
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8039M	LOGAN GRIMMAR: THE GREAT WOLF	\$14.99	\$20.00	0538	KING OF BRETONNIA	\$34.99	\$50.00
8039Q	SALAMANDER'S CHAPLAIN XAVIER	\$9.99	\$14.00	PLASTIC BOX SETS			
METAL BOX SETS				0665	BRETONNIAN KNIGHTS OF THE REALM	\$12.50	\$16.00
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0442	SPACE MARINE DREADNOUGHT	\$34.99	\$50.00	CHAOS (pg. 17)			
0448	WHIRLWIND TANK	\$29.99	\$45.00	BLISTERS			
0458	PREDATOR TANK	\$34.99	\$50.00	8520A	CHAOS KNIGHT	\$7.99	\$12.00
0463	SPACE MARINE BIKE SQUADRON	\$39.99	\$55.00	8520B	CHAOS KNIGHT COMMAND	\$7.99	\$12.00
0464	PREDATOR ANNIHILATOR	\$34.99	\$50.00	8520D	CHAOS LORD ON STEED	\$12.99	\$18.00
0467	SPACE MARINE ATTACK BIKE	\$19.99	\$28.00	8520E	CHAOS MARAUDERS WITH FLAILS	\$6.99	\$10.00
0663	BLOOD ANGEL FURIOUS DREADNOUGHT	\$34.99	\$50.00	8520F	MARAUDERS COMMAND	\$9.99	\$14.00
0666	SPACE WOLF VENERABLE DREADNOUGHT	\$34.99	\$50.00	8520K	CHAOS HOUNDS	\$6.99	\$12.00
1511	SPACE MARINE DEVASTATORS						

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8529D	BLOODLETTER COMMAND	\$12.99	\$18.00	8584G	LIZARDMAN TERRADON	\$12.99	\$18.00
8533A	FIENDS OF SLAANESH	\$6.99	\$10.00	8584M	LIZARDMAN SALAMANDER	\$14.99	\$20.00
8533B	SLAANESH DAEMONETTES	\$7.99	\$12.00	8584R	SKINK COLD ONE RIDERS	\$9.99	\$14.00
8533C	STEEDS OF SLAANESH	\$9.99	\$18.00	8584T	SKINK COLD ONE COMMAND	\$9.99	\$14.00
8533E	DAEMONETTE COMMAND	\$12.99	\$18.00	8585A	SAURUS COMMAND	\$9.99	\$14.00
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8536B	NURGLINGS	\$6.99	\$10.00	8585G	LIZARDMAN TEMPLE GUARD COMMAND	\$12.99	\$18.00
8536C	PLAGUEBEARER COMMAND	\$12.99	\$18.00	8585H	LIZARDMAN SAURUS TEMPLE GUARDS	\$8.99	\$13.00
8537D	CHAOS MONSTERS DRAGON OGRES	\$14.99	\$20.00	METAL BOX SETS			
8537E	DAEMON PRINCE	\$24.99	\$32.00	0540	SLANN MAGE-PRIEST	\$39.99	\$55.00
8537F	CHAOS SPAWN	\$9.99	\$14.00	993239	LIZARDMAN STEGADON (CDN Code: 9323)	\$44.99	\$65.00
8540A	TZEENTCH FLAMERS	\$7.99	\$12.00	PLASTIC BOX SETS			
8540B	HORRORS OF TZEENTCH	\$12.99	\$18.00	6663	LIZARDMEN SAURUS (CDN Code: 0663)	\$12.50	\$16.00
8540D	HORRORS OF TZEENTCH COMMAND	\$12.99	\$18.00	6664	LIZARDMEN SKINKS (CDN Code: 0664)	\$12.50	\$16.00
METAL BOX SETS				ORCS & GOBLINS (pg. 23)			
0543	GREAT UNCLEAN ONE	\$44.99	\$65.00	ARMY BOOK			
1528	KEEPER OF SECRETS	\$44.99	\$65.00	0131	WARHAMMER ARMIES ORCS & GOBLINS	\$19.99	\$28.00
1594	MINOTAURS	\$49.99	\$70.00	BLISTERS			
977031	CHAOS CHARIOT (CDN Code: 7703)	\$24.99	\$32.00	8541H	ORC SHAMAN	\$7.99	\$12.00
978649	CHAOS BEASTMAN CHARIOT (CDN Code: 7864)	\$24.99	\$32.00	8542A	SAVAGE ORC BOYZ	\$5.99	\$8.00
978779	BLOODTHIRSTER (CDN Code: 7877)	\$44.99	\$65.00	8542C	SAVAGE ORC COMMAND	\$9.99	\$14.00
983230	GORTHOR THE BEASTLORD (CDN Code: 8323)	\$34.99	\$50.00	8542E	SAVAGE ORC SHAMAN	\$7.99	\$12.00
986590	LORD OF CHANGE (CDN Code: 8659)	\$44.99	\$65.00	8542F	WURRZAG UD URA ZAHUBU	\$12.99	\$18.00
PLASTIC BOX SETS				8544A	BLACK ORCS	\$8.99	\$13.00
0738	BEASTMEN	\$12.50	\$16.00	8544C	BLACK ORC COMMAND	\$8.99	\$13.00
979578	CHAOS WARRIOR REGIMENT (CDN Code: 7957)	\$24.99	\$32.00	8544D	GRIMGOR IRONHIDE	\$9.99	\$14.00
DARK ELVES (pg. 18)				8545A	SAVAGE ORC BOARBOYZ	\$7.99	\$12.00
ARMY BOOK				8545C	SAVAGE ORC BOARBOYZ COMMAND	\$7.99	\$12.00
0137	WARHAMMER ARMIES DARK ELVES	\$19.99	\$28.00	8545G	ORC BOARBOYZ W/ SPEAR	\$7.99	\$12.00
BLISTERS				8545L	ORC BOARBOYZ COMMAND	\$7.99	\$12.00
8510C	DARK ELF CORSAIRS	\$5.99	\$12.00	8547J	SNOTLINGS	\$6.99	\$10.00
8510E	DARK ELF REPEATER BOLT THROWER	\$19.99	\$28.00	8548A	GOBLIN FANATICS	\$8.99	\$13.00
8510F	DARK ELF CORSAIR COMMAND	\$9.99	\$14.00	8549A	NIGHT GOBLIN NETTERS	\$5.99	\$8.00
8510G	DARK ELF SHADES	\$5.99	\$8.00	8549B	NIGHT GOBLIN SQUIG HERDERS	\$9.99	\$14.00
8510H	DARK ELF BEASTMASTER	\$7.99	\$12.00	8549D	NIGHT GOBLIN SQUIG HOPPERS	\$8.99	\$13.00
8511A	DARK ELF COLD ONE KNIGHTS	\$8.99	\$13.00	8552E	GOBLIN SHAMAN	\$7.99	\$12.00
8511B	DARK ELF COLD ONE KNIGHT COMMAND	\$8.99	\$13.00	8552F	GOBLIN SPEAR CHUKKA	\$9.99	\$14.00
8511E	DARK RIDERS	\$6.99	\$10.00	8597K	ORC WARLORD	\$9.99	\$14.00
8511F	DARK RIDER COMMAND	\$6.99	\$10.00	METAL BOX SETS			
8511G	MALUS DARKBLADE	\$12.99	\$18.00	0544	GOBLIN CHARIOT	\$24.99	\$32.00
8512D	DARK ELF ASSASSIN	\$7.99	\$12.00	0545	ORC BOARBOYZ	\$29.99	\$45.00
8512E	DARK ELF SORCERESS	\$7.99	\$12.00	1525	GOBLIN DOOMDIVER	\$24.99	\$32.00
8512F	DARK ELF SORCERESS ON COLD ONE	\$9.99	\$14.00	1585	ORC WARBOSS ON WYVERN	\$34.99	\$50.00
8512G	MORATHI ON DARK PEGASUS	\$24.99	\$32.00	1586	GOBLIN ROCK LOBBER	\$24.99	\$32.00
8513A	DARK ELF BLACK GUARD	\$5.99	\$8.00	1587	SNOTLING PUMP WAGON	\$24.99	\$32.00
8513B	WITCH ELVES	\$5.99	\$12.00	1590	GIANT	\$39.99	\$55.00
8513C	WITCH ELF COMMAND	\$9.99	\$14.00	1595	BLACK ORC REGIMENT	\$29.99	\$45.00
8513D	DARK ELF BLACK GUARD COMMAND	\$9.99	\$14.00	PLASTIC BOX SETS			
8513E	DARK ELF EXECUTIONERS	\$5.99	\$8.00	1524	NIGHT GOBLIN REGIMENT	\$24.99	\$32.00
8513F	DARK ELF EXECUTIONER COMMAND	\$9.99	\$14.00	1567	ORC BOYZ REGIMENT	\$24.99	\$32.00
8537B	HARPIES	\$8.99	\$13.00	3039	ORC & GOBLIN BATTALION	\$89.99	\$110.00
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1607	MALEKITH, WITCH KING OF THE DARK ELVES	\$44.99	\$65.00	3042	GOBLIN REGIMENT	\$24.99	\$32.00
1608	COLD ONE KNIGHTS	\$34.99	\$50.00	3044	ORC BOAR CHARIOT	\$24.99	\$32.00
1609	DARK ELF BEASTMASTER MANTICORE	\$34.99	\$50.00	SKAVEN (pg. 24)			
1610	DARK ELF CHARIOT	\$24.99	\$32.00	BLISTERS			
1611	DARK ELF WAR HYDRA	\$24.99	\$32.00	8517C	SKAVEN STORMVERMIN	\$5.99	\$8.00
993132	WITCH ELF CAULDRON OF BLOOD	\$34.99	\$50.00	8517F	SKAVEN GUTTER RUNNERS	\$5.99	\$8.00
PLASTIC BOX SETS				8517G	SKAVEN PLAGUE MONKS (MIN 6)	\$5.99	\$8.00
3049	DARK ELF WARRIORS REGIMENT	\$24.99	\$32.00	8517H	SKAVEN RAT SWARMS	\$6.99	\$10.00
DWARFS (pg. 19)				8518B	STORMVERMIN COMMAND	\$9.99	\$14.00
ARMY BOOK				8518C	SKAVEN WARPIRE THROWERS	\$8.99	\$13.00
0133	WARHAMMER ARMIES DWARFS	\$19.99	\$28.00	8518D	SKAVEN JEZZAIL TEAM	\$7.99	\$12.00
BLISTERS				8518E	PLAGUE CENSER BEARERS	\$7.99	\$12.00
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8514B	DWARF HAMMERERS	\$5.99	\$8.00	8518G	SKAVEN ASSASSINS	\$8.99	\$13.00
8514C	DWARF IRONBREAKERS	\$5.99	\$8.00	8518H	SKAVEN CLAN SKRYRE WARLOCKS	\$5.99	\$8.00
8514D	DWARF MINERS	\$5.99	\$8.00	8518I	SKAVEN PACK MASTERS W/GIANT RATS	\$7.99	\$12.00
8514E	DWARF RANGERS	\$5.99	\$8.00	8518J	RAT OGRES	\$12.99	\$18.00
8514F	DWARF LONGBEARD COMMAND	\$9.99	\$14.00	8518K	SKAVEN PLAGUE MONK COMMAND	\$9.99	\$14.00
8515A	DWARF SLAYERS	\$5.99	\$8.00	8518L	SKAVEN WARLORD	\$8.99	\$13.00
8516E	DWARF MINER COMMAND	\$9.99	\$14.00	8598M	GREY SEER	\$8.99	\$13.00
8516F	DWARF RANGER COMMAND	\$9.99	\$14.00	8598T	VERMINLORD	\$19.99	\$28.00
8516G	DWARF HAMMERER COMMAND	\$9.99	\$14.00	METAL BOX SETS			
8516H	DWARF IRONBREAKERS COMMAND	\$9.99	\$14.00	0839	SKAVEN SCREAMING BELL	\$34.99	\$50.00
8516K	DWARF SLAYER COMMAND	\$9.99	\$14.00	PLASTIC BOX SETS			
8516M	DWARF ENGINEER	\$7.99	\$12.00	1532	SKAVEN CLANRATS REGIMENT	\$24.99	\$32.00
8516N	KING ALRIK & SHIELDBEARERS	\$24.99	\$32.00	VAMPIRE COUNTS (pg. 25)			
8577A	DWARF CANNON	\$19.99	\$28.00	ARMY BOOK			
8577B	DWARF ORGAN GUN	\$19.99	\$28.00	0141	WARHAMMER ARMIES VAMPIRE COUNTS	\$19.99	\$28.00
8577C	DWARF BOLT THROWER	\$19.99	\$28.00	BLISTERS			
8577D	DWARF GYROCOPTER	\$19.99	\$28.00	8569G	UNDEAD ARMORED SKELETONS	\$5.99	\$8.00
8577E	DWARF ROCK LOBBER	\$19.99	\$28.00	8569H	UNDEAD ARMORED SKELETONS COMMAND	\$9.99	\$14.00
8577F	DWARF FLAME CANNON	\$24.99	\$32.00	8570D	NECROMANCERS	\$12.99	\$18.00
8578A	DWARF THUNDERERS	\$5.99	\$8.00	8570F	MOUNTED WIGHT LORD	\$13.49	\$18.00
8578F	DWARF THUNDERER COMMAND	\$9.99	\$14.00	8570G	BLACK KNIGHTS	\$7.99	\$12.00
8597A	DWARF LORD	\$8.99	\$13.00	8570H	HELL KNIGHT	\$7.99	\$12.00
8597D	DWARF RUNESMITH	\$7.99	\$12.00	8570L	ETHEREAL HOST	\$8.99	\$13.00
METAL BOX SETS				8570M	BLACK KNIGHT COMMAND	\$7.99	\$12.00
0836	THOREK IRONBROW & ANVIL OF DOOM	\$34.99	\$50.00	8571C	GHOULS	\$5.99	\$8.00
PLASTIC BOX SETS				8571D	WIGHT LORD ARMY STANDARD	\$8.99	\$13.00
3045	DWARF WARRIOR REGIMENT	\$24.99	\$32.00	8572G	UNDEAD WRAITHS	\$5.99	\$8.00
THE EMPIRE (pg. 20)				8572J	BAT SWARMS	\$6.99	\$10.00
ARMY BOOK				8572K	BLOOD DRAGON VAMPIRE	\$14.99	\$20.00
0130	WARHAMMER ARMIES THE EMPIRE	\$19.99	\$28.00	8572M	NECRARCH VAMPIRE	\$14.99	\$20.00
BLISTERS				8572P	UNDEAD DIRE WOLVES	\$7.99	\$12.00
8557A	BALTHASAR GELT	\$24.99	\$32.00	8572Q	DIRE WOLVES PACK LEADER	\$6.99	\$10.00
8557B	LUTHOR HUSS	\$9.99	\$14.00	8572R	FELL BATS	\$8.99	\$13.00
8557C	EMPIRE ELECTOR COUNTS	\$9.99	\$14.00	8572S	UNDEAD BANSHEE	\$5.99	\$8.00
8557D	EMPIRE GRANDMASTERS	\$9.99	\$14.00	8572T	GRAVE GUARD	\$5.99	

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8803C	SKAVEN NIGHT RUNNERS	\$6.49	\$9.00	1539	IMPERIAL RETRIBUTION BATTLESHIP	\$32.99	\$48.00
8803D	SKAVEN CLAN ESHIN SORCERER	\$6.49	\$9.00	1540	CHAOS DESOLATOR BATTLESHIP	\$32.99	\$48.00
8803F	CLAN ESHIN RAT OGRE	\$13.49	\$22.00	1541	SPACE STATION: BLACKSTONE FORTRESS	\$29.99	\$38.00
8804A	REIKLANDER CAPTAIN	\$7.49	\$11.00	1542	IMPERIAL EMPEROR CLASS BATTLESHIP	\$32.99	\$48.00
8804B	REIKLANDER CHAMPION	\$5.49	\$7.00	1543	CHAOS DESPOILER CLASS BATTLESHIP	\$32.99	\$48.00
8804C	REIKLANDER YOUNGBLOODS	\$6.49	\$8.00	1565	CHAOS PLANET KILLER	\$32.99	\$48.00
8805A	SIGMARITE MATRIARCH	\$7.49	\$11.00	1566	SPACE MARINE BATTLE BARGE	\$32.99	\$48.00
8805B	SIGMARITE SISTER SUPERIOR	\$5.49	\$7.00	1573	ELDAR VOID STALKER	\$32.99	\$48.00
8805C	SIGMARITE NOVICE	\$6.49	\$8.00	PLASTIC BOX SETS			
8805D	SIGMARITE AUGER	\$5.49	\$7.00	3017	CHAOS CRUISERS	\$14.99	\$16.00
8805E	SIGMARITE SISTERS	\$6.49	\$10.00	3018	IMPERIAL CRUISERS	\$14.99	\$16.00
8806A	MARIENBURGER CAPTAIN	\$7.49	\$11.00	BLISTERS			
8806B	MARIENBURGER CHAMPION	\$5.49	\$7.00	8201A	IMPERIAL SWORD CLASS FRIGATES	\$8.49	\$12.00
8806C	MARIENBURGER YOUNGBLOODS	\$6.49	\$8.00	8201B	IMPERIAL COBRA CLASS DESTROYERS	\$8.49	\$12.00
8807A	MIDDEHEIMER CAPTAIN	\$7.49	\$11.00	8201C	IMPERIAL FIRESTORM CLASS FRIGATE	\$8.49	\$12.00
8807B	MIDDEHEIMER CHAMPION	\$5.49	\$7.00	8201D	IMPERIAL DAUNTLESS LIGHT CRUISER	\$8.49	\$12.00
8807C	MIDDEHEIMER YOUNGBLOODS	\$6.49	\$8.00	8210A	CHAOS IDOLATOR CLASS RAIDER	\$8.49	\$12.00
8808A	WITCH HUNTER CAPTAIN	\$7.49	\$11.00	8210B	CHAOS INFIDEL CLASS RAIDER	\$8.49	\$12.00
8808B	WITCH HUNTER	\$5.49	\$7.00	8210C	CHAOS ICONOCLAST DESTROYERS	\$8.49	\$12.00
8808C	WARRIOR PRIEST	\$5.49	\$8.00	8210D	CHAOS REPULSIVE GRAND CRUISER	\$14.99	\$18.00
8808D	WITCH HUNTER FLAGELLANTS	\$6.49	\$8.00	8220A	ELDAR ECLIPSE CRUISERS	\$14.99	\$18.00
8808E	WITCH HUNTER ZEALOTS	\$6.49	\$8.00	8220B	ELDAR SHADOW CRUISER	\$14.99	\$18.00
8808F	WARHOUNDS	\$7.49	\$11.00	8220C	ELDAR HELLEBORE FRIGATES	\$8.49	\$12.00
8809A	CULT MAGISTER	\$7.49	\$11.00	8220D	ELDAR ACONITE FRIGATES	\$8.49	\$12.00
8809B	CULT POSSESSED	\$12.49	\$14.00	8220E	ELDAR NIGHTSHADE DESTROYERS	\$8.49	\$12.00
8809D	CULT DARKSOUL	\$5.49	\$8.00	8220F	ELDAR HEMLOCK DESTROYERS	\$8.49	\$12.00
8809E	CULT BRETHREN	\$6.49	\$8.00	8230A	ORK KILL KROOZER	\$14.99	\$18.00
8809F	CULT BEASTMEN	\$6.49	\$8.00	8230B	ORK TERROR SHIP	\$14.99	\$18.00
8810A	VAMPIRE	\$7.49	\$11.00	8230C	ORK ONSLAUGHT SHIP	\$8.49	\$12.00
8810B	NECROMANCER	\$5.49	\$8.00	8230D	ORK RAVAGER ATTACK SHIPS	\$8.49	\$12.00
8810C	DREGS	\$6.49	\$9.00	8230E	ORK SAVAGE GUNSHIPS	\$8.49	\$12.00
METAL BOXED SETS				8230F	ORK BRUTE RAMSHIPS	\$8.49	\$12.00
1801	SISTERS OF SIGMAR	\$30.49	\$45.00	8240A	SPACE MARINE STRIKE CRAFT	\$8.49	\$12.00
1802	WITCH HUNTER WARBAND	\$30.49	\$45.00	BATTLEFLEET GOTHIC FROM FANATIC			
1803	CULT OF THE POSSESSED WARBAND	\$30.49	\$45.00	MODELS			
1804	UNDEAD WARBAND	\$30.49	\$45.00	FBGM001	TYRANID HIVE SHIP	\$17.50	\$38.00
PLASTIC BOX SETS				FBGM002-004	TYRANID DRONE SHIPS	\$3.50each	\$8.00each
3023	SKAVEN WARPHUNTERS	\$17.50	\$25.00	FBGM005	NECRON CAIRN CLASS TOMBSHIP	\$32.99	\$48.00
3024	HUMAN HENCHMEN	\$17.50	\$25.00	FBGM006	NECRON SCYTHE HARVEST CRUISER	\$14.99	\$18.00
SCENERY				FBGM007	NECRON JACKYL CLASS RAIDER	\$3.00	\$6.75
5001	BLOOD ON THE STREETS (MORDHEIM SCENERY)	\$24.99	\$35.00	FBGM008	NECRON DIRGE CLASS RAIDER	\$2.00	\$4.50
MORDHEIM FROM FANATIC				FBGM009	FURIOUS CLASS CRUISER	\$14.99	\$22.50
MODELS				HOBBY SUPPLIES (pg. 35)			
FMDM001-006	MORDHEIM EMPIRE AVERLANDERS	\$3.25 each	\$7.50each	G6Z00047	GW FIGURE CASE (CDN Code: LOGO)	\$39.99	\$55.00
FMDM022-030	MORDHEIM EMPIRE OSTLANDERS	\$3.25 each	\$7.50each	0710	HOW TO BUILD WARGAMES TERRAIN	\$24.99	\$32.00
FMDM031	MORDHEIM ULLI & MARQUAND	\$18.00	\$36.00	985753	COLLECTING WARGAMES ARMIES (CDN Code: 8575)	\$14.99	\$20.00
FMDM07-17	MORDHEIM HIGH ELF SHADOW WARRIORS	\$3.25 each	\$7.50each	0693	MOVEMENT TRAYS	\$9.99	\$14.00
WARMASTER (pg. 28)				1060	CITADEL SUPER GLUE	\$4.99	\$7.50
BOOK				1062	CITADEL POLYSTYRENE CEMENT	\$4.99	\$7.50
0007	WARMASTER	\$34.99	\$50.00	66-04	SIDE CUTTERS	\$12.99	\$18.00
BLISTERS				66-05	PIN VICE SET	\$12.99	\$17.00
8301A	HIGH ELF SPEARMEN	\$7.99	\$12.00	66-06	FILE SET	\$9.99	\$14.00
8301B	HIGH ELF ARCHERS	\$7.99	\$12.00	66-08	SAW & BLADES	\$19.99	\$28.00
8301C	HIGH ELF REAVER KNIGHTS	\$8.99	\$13.00	66-09	CUTTING SET	\$24.99	\$28.00
8301D	HIGH ELF SILVER HELMS	\$8.99	\$13.00	66-10	SCULPTING TOOL	\$4.99	\$7.00
8301E	HIGH ELF CHARIOTS	\$8.99	\$13.00	66-11	PLIERS	\$10.99	\$15.00
8301F	HIGH ELF HEROES AND WIZARDS	\$8.99	\$13.00	66-12	TWEEZERS	\$4.99	\$7.00
8301G	HIGH ELF REPEATING BOLT THROWER	\$7.99	\$12.00	66-13	MODELING PUTTY	\$8.99	\$13.00
8301H	HIGH ELF HERO ON DRAGON	\$9.99	\$14.00	66-29	PAINTING STATION	\$29.99	\$45.00
8301J	HIGH ELF HERO ON GIANT EAGLE	\$7.99	\$12.00	66-34	NEW TOOL KIT	\$49.99	\$70.00
8302A	SKELETONS	\$7.99	\$12.00	8391	PVA GLUE	\$4.99	\$7.50
8302B	SKELETON BOWMEN	\$7.99	\$12.00	PLASTIC ACCESSORIES			
8302C	UNDEAD CHARACTERS	\$8.99	\$13.00	4000	40K TEMPLATES (CDN Code: 7389)	\$5.99	\$8.00
8302D	UNDEAD CAVALRY	\$8.99	\$13.00	65-05	BATTLE DICE	\$4.99	\$10.00
8302E	UNDEAD CHARIOTS	\$8.99	\$13.00	66-19	25MM SQUARE BASES	\$4.99	\$7.00
8302F	SKULL CHUCKER	\$7.99	\$12.00	66-20	CAVALRY BASES	\$4.99	\$7.00
8302G	UNDEAD BONE THROWER	\$7.99	\$12.00	66-21	40MM MONSTER BASES	\$4.99	\$7.00
8302H	UNDEAD CARRION	\$7.99	\$12.00	66-22	FLYING BASES	\$4.99	\$7.00
8302J	BONE GIANT	\$9.99	\$14.00	66-23	25MM ROUND BASES	\$4.99	\$7.00
8302K	UNDEAD SPHINX	\$8.99	\$13.00	66-24	20MM SQUARE BASES	\$4.99	\$7.00
8302L	UNDEAD HERO ON ZOMBIE DRAGON	\$9.99	\$14.00	66-25	50MM LARGE MONSTER BASES	\$4.99	\$7.00
8303A	EMPIRE HALBERDIERS	\$7.99	\$12.00	66-26	LARGE FLYING BASES	\$4.99	\$7.00
8303B	EMPIRE HAND GUNNERS	\$7.99	\$12.00	66-27	LARGE REGIMENT STANDS	\$4.99	\$7.00
8303C	EMPIRE CROSSBOWMEN	\$7.99	\$12.00	66-28	SMALL REGIMENT STANDS	\$4.99	\$7.00
8303D	EMPIRE HEROES & WIZARDS	\$8.99	\$13.00	66-31	LARGE ROUND BASES	\$4.99	\$7.00
8303E	EMPIRE FLAGELLANTS	\$7.99	\$12.00	66-32	EXTRA LARGE ROUND BASES	\$4.99	\$7.00
8303F	EMPIRE SKIRMISHERS	\$7.99	\$12.00	66-33	SPACE MARINE JUMP PACKS	\$12.99	\$17.00
8303G	EMPIRE KNIGHTS	\$8.99	\$13.00	8901H	SPACE MARINE CLOSE COMBAT SPRUE	\$2.99	\$5.00
8303H	EMPIRE PISTOLIERS	\$8.99	\$13.00	BLACK LIBRARY (not shown)			
8303J	EMPIRE CANNONS	\$7.99	\$12.00	GRAPHIC NOVELS			
8303K	EMPIRE HELLBLASTER VOLLEY GUN	\$7.99	\$12.00	KAL1	KAL JERICO	\$6.95	\$10.00
8303L	EMPIRE STEAM TANK	\$8.99	\$13.00	KAL2	KAL JERICO 2	\$6.95	\$10.00
8303M	EMPIRE HERO ON GRIFFON	\$9.99	\$14.00	REDEEM1	THE REDEEMER	\$10.95	\$15.00
8303N	EMPIRE GRAND THEOGONIST ON WAR ALTAR	\$9.99	\$14.00	TITAN1	TITAN	\$6.95	\$10.00
8304A	DWARF WARRIORS	\$7.99	\$12.00	TITAN2	TITAN 2	\$10.95	\$15.00
8304B	DWARF RANGERS	\$7.99	\$12.00	TACTIC01	OBVIOUS TACTICS	\$6.95	\$10.00
8304C	DWARF TROLLSLAYERS	\$7.99	\$12.00	BLOOD2	BLOODQUEST 2	\$10.95	\$15.00
8304D	DWARF CANNONS	\$7.99	\$12.00	DEFAY1	INQUISITOR ASCENDANT	\$10.95	\$15.00
8304E	DWARF FLAMECANNON	\$8.99	\$13.00	DARKBLADE01	DARKBLADE	\$6.95	\$10.00
8304F	DWARF CHARACTERS	\$8.99	\$13.00	DARKBLADE02	DARKBLADE 2	\$10.95	\$15.00
8304G	DWARF GYROCOPTER	\$8.99	\$13.00	ART BOOKS			
8304H	DWARF THUNDERERS	\$7.99	\$12.00	ART01	THE GOTHIC AND THE ELDRITCH	\$29.95	\$45.00
8305A	CHAOS CHARACTERS	\$8.99	\$13.00	CAL2002	WARHAMMER 2002 CALENDAR	\$14.99	\$20.00
8305B	CHAOS WARRIORS	\$7.99	\$12.00	NOVELS			
8305C	CHAOS MARAUDERS	\$7.99	\$12.00	BLP-1006	TROLLSLAYER	\$6.95	\$10.00
8305D	CHAOS KNIGHTS	\$8.99	\$13.00	BLP-1013	FIRST AND ONLY	\$6.95	\$10.00
8305E	CHAOS MOUNTED MARAUDERS	\$8.99	\$13.01				

Be on the lookout for these models AND MORE in the not too distant future. Check White Dwarf and the GW Website for more up to date information!



▲HIGH ELF DRAGON PRINCES



▲HIGH ELF DRAGON PRINCE OF CALEDOR
IMRIK ON DRAGON



▲SKAVEN STORMVERMIN



▲SKAVEN WARLORD



▲SKAVEN
RATLING GUN



▲SKAVEN RAT OGRES



▲SKAVEN ASSASSINS



▲SKAVEN
ENGINEER



▲NECRON WARRIORS



▲NECRON DESTROYER





Holiday

WISH
SCROLL



It's that time of year again, time for people to run around maniacally gathering gifts for their loved ones, and then their loved ones running around maniacally trying to exchange those gifts, because they aren't quite what they were looking for. Remove yourself (and the people buying you gifts) from this scenario by using our official Games Workshop Holiday Wish Scroll! It will make it plain as day to your generous benefactors (the folks giving you gifts) what it is you'd like to receive.

Product Code

Holiday Loot Description & Price

CHRISTMAS BUNDLE DEALS!

Ho, Ho, Ho! It's the season of giving again and the Trolls are in their **givingest** mood of the year! This Holiday Catalog has reached you just in time to tell you about the amazing, unbelievable, incredible, some might say, inconceivable Christmas Bundle Deals! With all of the orders flying through each and every day, sometimes the Trolls lose control and can't help but toss in a bunch of extra stuff with them! Now is your chance to get in on the action with (c'mon everybody sing along) the Christmas Bundle Deals! Take a look at the chart below and you'll see that the more you buy, the more FREE stuff you get. (you read right, it says FREE!) You say you don't want to buy all that much stuff? Well, that's when it's time to get all of your friends together to place that one big order for all of the stuff you've been talking about getting. That way none of you have to miss out on the (one more time, with feeling) CHRISTMAS BUNDLE DEALS! Order today!

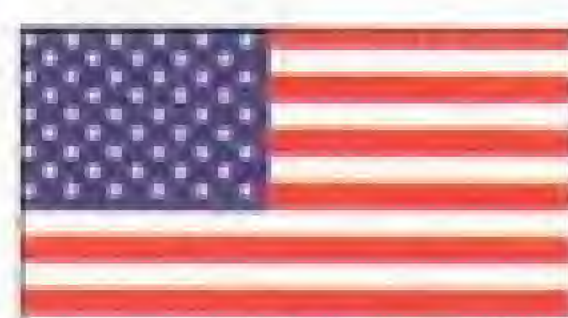
WHEN YOU ORDER:

\$150.00 to \$199.00
\$200.00 to \$249.00
\$250.00 to \$299.00
\$300.00 to \$349.00
\$350.00 and Up

YOU WILL GET CREDIT FOR:

An Additional \$9.00 of FREE Stuff
An Additional \$14.00 of FREE Stuff
An Additional \$20.00 of FREE Stuff
An Additional \$27.00 of FREE Stuff
An Additional \$35.00 of FREE Stuff

PLUS! All orders over \$350.00 get FREE Shipping and Handling!
Gather your Goodies and Place Your Bundle Deal Order Today!



When ordering from the US, the prices on the chart are in US dollars



When ordering from Canada, the prices on the chart are in Canadian dollars

(That's right friends, for these deals the Canadian Dollar rules!)

"Yes, but which 'Dollars' are you referring to?"

As you're no doubt aware, the US and Canadian Dollars can vary vastly (depending on which way the wind is blowing). That's why we've made it simple for everyone. Christmas Bundle Deal offer Expires January 1st, 2002!

Make sure to make plenty of photocopies of this form to give to your (hopefully) multiple gift givers.