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

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Citadel miniatures are made of pewter. Due to their small size, Citadel Miniatures are not intended for children under the age of twelve. Citadel Miniatures are provided unpainted. When possible the models appear actual size.

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THE WARHAMMER HOBBY

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

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

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

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

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

One of the great new Lizardmen models.

Not only is Van Horstmann an unstoppable Chaos Sorcerer, but he makes an impressive centerpiece for any Chaos Army.
From start to finish: the stages of painting a Citadel Miniature.

BRILLIANTLY PAINTED MINIATURES
Part of the Warhammer hobby is painting figures. Nothing brings a tabletop battlefield to life like a well painted army of Citadel Miniatures. Games Workshop has created the Citadel Colour range of paints specifically for our models.

In order to help beginners get started, the Warhammer boxed game contains a basic painting guide. By using a few but simple techniques, players will soon have an army to be proud of. For more advanced techniques, look to the monthly painting feature in White Dwarf magazine.

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

Left: After the model is basecoated it is time to shade, highlight and finish the base. Special models can be given banners by drawing a design on paper and using the same painting process.
An army of Dwarfs digs in and prepares to meet the foul Chaos horde.

BUILDING THE BATTLEFIELD
The first few games will most likely be played on the kitchen table with the supplied buildings in the boxed game. It isn’t long before players want to game on more elaborate tables filled with vast forests, rolling hills and rocky outcrops, or perhaps on the banks of some mighty river. Varied terrain allows the creation of special scenarios. For example, in one game you could be defending a crucial bridge, and in another assuulting the gates of a castle. Making scenery is part of what makes Warhammer more than a single game, but a complete hobby as well.

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

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

KEEPING UP TO DATE
Each month Citadel Miniatures puts out dozens of new models, so to keep up-to-date with all the latest New Releases for Warhammer, Warhammer 40,000, and all of Games Workshop’s games, check out White Dwarf, the monthly magazine devoted to the Games Workshop Hobby.
The High Elf Mage Teclis is arguably the most powerful mage in the Warhammer World.

FOR FREE

If you are just getting started in the Warhammer hobby and would like to find out more about the myriad of Games Workshop products, then check our FREE Introduction booklets. The World of Hobby Games is an overview of the Games Workshop and Citadel Miniature Hobby. Inside you’ll find items on all the Games Workshop games including Warhammer and Warhammer 40,000, plus you’ll get a peek at White Dwarf Magazine, and special Games Workshop events like Games Day!

This guide is available for free from better gaming stores, or if there are no well-stocked stores in your area give us a call directly.

GAMES WORKSHOP ONLINE

If you haven’t seen it yet, then you’re missing out! Go to Games Workshop’s fantastic website and catch all the latest news and releases.

http://www.games-workshop.com

GETTING CITADEL MINIATURES

Finding Citadel Miniatures is easier now than ever before. All you need to do is visit your local Games Workshop store, Chapter Approved retail shop, or better hobby store. A list of stores in your area can be found each month in the pages of White Dwarf magazine, on our web site, or you can call our Customer Service who will be glad to either direct you to a local store, or mail you the whole list!

If you can’t find the models that you’re looking for then check out what our great Mail Order Service can do for you. U.S. residents call toll free at 1-800-394-GAME, or in Canada dial 905-795-8091.

CUSTOMER SERVICE

Games Workshop has a toll-free Customer Service number that you can call from 9 a.m. to 7 p.m. Eastern Standard Time. If you have rules questions, problems with a missing or defective product, or are just curious about all upcoming releases, our enthusiastic staff will be more than happy to help you out. Just give us a call at:

1-800-492-6820
From the heart of Athel Loren, the woods come alive with the sounding of the Horn of the Wild Hunt. The cry of Great Eagles ring out from piney crags, huge green scaled serpents known as Forest Dragons wind their way through ancient, tangled growths, and even the trees seem to come alive to defend the magical forest.

**THE LIVING FOREST**

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

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

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

**AMONGST THE TREES**

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

**THE WILD HUNT**

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

**THE GODS INCARNATE**

As if Wood Elves weren’t deadly enough, they can be led into battle by their incarnate gods, Orion and Ariel. Orion, the master of the hunt is terrifying to behold. His wife Ariel is equally as terrifying, flying on giant moth wings and casting deadly magics about the battlefield. It is no wonder that the Wood Elf home of Athel Loren has yet to be successfully invaded.
MINIATURES ARE SupPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.

Able to move swiftly through wooded terrain, Wood Elf Spearmen units are formidable defensive troops.
Wood Elf archers make up the bulk of any Wood Elf army. Their exceptional skill with the bow allows them to launch deadly volleys into enemy ranks and disappear into the forests before the enemy can retaliate.
PACKAGED 2 MINIATURES PER BLISTER.

Fierce tree spirits, Dryads can assume different tree aspects to combat their foes.
8501E WOOD ELF WAYWATCHERS

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

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

8502E WOOD ELF WARHAWK RIDER WITH BOW
PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

8502F WOOD ELF WARHAWK RIDER CHAMPION
MINIATURE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 EAGLE PER BLISTER.

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

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

8502H GLADE RIDER MUSICIAN

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504A WOOD ELF COMMAND

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

PACKAGED 2 MINIATURES PER BLISTER.

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

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504E WOOD ELF MOUNTED MAGE

PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

8504F WARDANCER CHAMPION

PACKAGED 1 MINIATURE PER BLISTER.

8599Q SKAW, THE FALCONER

PACKAGED 1 MINIATURE PER BLISTER.
WOOD ELVES

8583K WOOD ELF TRANSERS

PACKAGED 16 TRANSFERS PER BLISTER.

8583L WOOD ELF BANNERS

PACKAGED 6 BANNERS PER BLISTER.
WOOD ELVES

0534 DURTHU TREEMAN HERO
Durthu resembles a wizened and gnarled old oak tree. He is ancient beyond reckoning and has endured in the depths of the forest for untold ages. If the Forest of Loren is invaded, Durthu will be disturbed by the sounds of battle and destruction. Enraged, he will lurch through the forest seeking out the intruders and attack them with a savage fury that defies description.

0752 WOOD ELF PLASTIC ARCHERS
Wood Elf archers form the backbone of the army and are renowned for their keen-eyed and deadly accuracy.
8535 WOOD ELF DRAGON
The Chasm Glades of Loren are home to the rare Forest Dragons which have dwelt there since the dawn of time. Occasionally a Mage or Lord may succeed in tempting a young Forest Dragon to leave the chasm or a thousand-year-old egg will be found and warmed up until it hatches. The hatchling will be nurtured for centuries until it has grown into a worthy mount reserved only for the greatest of Mages or Lords.
0537 ORION, KING OF THE FOREST
Orion is the King of all the Wood Elves, holding his court deep inside the enchanted forest. With his realm threatened, Orion assumes the aspect of the old Elven god of Nature – Kumrous, summons his hounds of war and goes to hunt his foe. None can stand against his rage as he charges across the battlefield in a primeval fury. His power is that of a mortal god, his ferocity echoes the rage of the untamed wilderness, and in his hand he carries the magical Spear of Kumrous.

0539 ARIEL, WOOD ELF
QUEEN OF MAGIC
Ariel is the Queen of Athel Loren, a wise ruler and a mage of great power. She is the living embodiment of Isha, and the wife of King Orion. When the Wood Elf horns summon the warriors of Loren to do battle, Ariel assumes the awe-inspiring aspect of Isha, the ancient Elven goddess of Nature.

Those few that have angered her and lived to tell the tale, whisper of her piercing scream that shatters bones and cracks open armor, and the beat of her huge wings that heralds the arrival of death.
0508 WOOD ELF BOXED ARMY

Sweeping through the forests of Loren come the Wood Elves! Leading the charge is Cormac Airt, mounted on the back of a fierce Forest Dragon, unleashing a torrent of death with his magical long bow. Glade Riders sprint across the open grass, their spears aimed for the enemies’ hearts. Wood Elf Archers appear out of the undergrowth, unleashing volleys of arrows into the intruders. Wardancers spring into the fray, weaving their dance of death and cutting down their opponents with a quick flick of a sword. The great Treeman Kern thunders to life, crushing all beneath his massive limbs, and spiteful Dryads repulse the enemy with their lashing leaves and entwining vines. The Wood Elves come forth to defend their forest home with all the fury of nature at their sides!

0138 WARHAMMER ARMIES WOOD ELVES

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

SPECIAL RULES

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

ARMY LIST

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

WAR FROM WITHIN

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

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

ETERNAL VIGILANCE

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

THE REBUILDING OF AN EMPIRE

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

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

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

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

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

8505A HIGH ELF COMMAND

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

8505B WHITE LION COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
HIGH ELVES

8505C HIGH ELF HERO

Packaged 1 miniature per blister.

8505D HIGH ELF MAGE - TETHAN

Miniature supplied unpainted. Packaged 1 miniature per blister.

8506A PHOENIX GUARD

Packaged 2 miniatures per blister.

8506B SWORD MASTERS OF HOETH

Packaged 2 miniatures per blister.

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8506C SHADOW WARRIORS

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

8506D WHITE LIONS OF CHRACE

Packaged 2 miniatures per blister.

8506E HIGH ELF ARCHERS

Packaged 2 miniatures per blister.
8506F HIGH ELF SPEARMEN

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

8506G HIGH ELF REPEATING BOLT THROWER

Packaged 2 crew and 1 repeating bolt thrower per blister.

8508A REAVER KNIGHTS WITH SPEARS

Packaged 1 miniature, 2 pewter spears, 2 bows and quivers and 1 plastic horse per blister.

8506B REAVER KNIGHTS WITH BOWS

Packaged 1 miniature, 2 bows and quivers and 1 plastic horse per blister.
**HIGH ELVES**

**8508F SILVER HELMS**

Miniatures are supplied with a plastic shield sprue. Packaged 1 miniature, 2 pewter spears and 1 plastic horse per blister.

**8597F FENDAR, HIGH ELF HERO**

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

**8597G ARDATH, HIGH ELF HERO**

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

**8583B HIGH ELF BANNERS**

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

Packaged 5 banners per blister.
8508G DRAGON PRINCES

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

8599B PRINCE TYRION

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

8508H DRAGON PRINCES STANDARD BEARER

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

8508I DRAGON PRINCES CHAMPION

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

8599C TECLIS, HIGH ELF MAGE

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.
The Island of Ulthuan is famous for producing the formidable High Elven Spearmen along with deadly keen-eyed Archers.

Armed with the mighty Star Lance and astride a hulking Dragon, none dare to stand before the awesome fury of Prince Imrik, the High Elven Lord of Dragons.
0822
HIGH ELF
WAR GRIFFON
One of the deadliest combinations in the Warhammer World! The Griffon is a winged terror with razor-sharp claws and a powerful hooked beak. Riding atop this majestic beast is the powerful High Elf Lord Eltharion.

0825
HIGH ELF
BATTLE CHARIOTS
Sleek and deadly, the High Elf Battle Chariots smash into the enemy and crush the foe beneath steel shod wheels. Few units dare to stand their ground as High Elf Chariots bear down upon them.
0521 HIGH ELF BOXED ARMY

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

0132 WARHAMMER ARMIES HIGH ELVES

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

SPECIAL RULES

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

ARMY LIST

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

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

MALICIOUS INTENT
Dark Elf Warriors are cruel and fierce fighters. They are lithe and sinuous, their muscles are strong and their reactions are every bit as quick as their agile minds. Dark Elf Warriors wear distinctive and highly ornate armor. They carry cruel swords or spears and many are armed with a deadly Repeater Crossbow which shoots a hail of small, barbed arrows.

Some Dark Elves are raised from birth to be trained killers. These warriors eventually become the feared Dark Elf Assassins.

The Dark Elf Army is also replete with elite units such as the Cold One Knights. They ride ancient reptiles known as Cold Ones that live underneath the frozen lands. Dark Elf Corsairs fight from the decks of the great Black Arks. Protected by the impenetrable Sea Dragon Cloaks, they fight with a sword or axe in each hand. They are renowned for their dazzling and ferocious skill in combat. Perhaps the most feared are the deadly Witch Elves, who go into bloody frenzies when fighting, allowing them to literally carve their way through the enemy.

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

A Dark Elf Champion.

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

Dark Elf Sorcerers, use forbidden magic to torture and destroy their enemies.
Not only are the Dark Elf Spearman solid defensive troops, but their quick move allows them to outflank and attack their opponents as well.
8510B DARK ELF CROSSBOWMEN

PACKAGED 2 MINIATURES PER BLISTER.

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

Packaged 2 miniatures and 1 bolt thrower per blister.

8512A DARK ELF COMMAND

Packaged 3 miniatures and 2 standard bearer tops per blister.
8511A COLD ONE KNIGHTS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE, PACKAGED 1 MINIATURE AND 1 COLD ONE PER BLISTER.

8511B COLD ONE STANDARD BEARER

8511C COLD ONE HERO

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE, PACKAGED 1 MINIATURE AND 1 COLD ONE PER BLISTER.

8511D DARK ELF GENERAL

While Cold Ones can be subject to stupidity, once they have tasted blood in battle they are driven into wild frenzies, making them fierce mounts and opponents.
8512C DARK ELF SORCERER

8512D DARK ELF ASSASSIN

PACKAGED 1 MINIATURE AND
1 RANDOM FAMILIAR PER BLISTER.

PACKAGED 1 MINIATURE PER BLISTER.

8513A BLACK GUARD OF NAGGAROTH

PACKAGED 2 MINIATURES PER BLISTER.

Elite warriors of the Dark Elves, the Black Guard are armed with heavy halberds, allowing them to cleave through the toughest of enemy armor.
Witch Elves are the most cruel and bloodthirsty of all the Dark Elves. Driven into frenzies they live to butcher their foes and bathe in the blood of their enemies.
8583H DARK ELF BANNERS

Packaged 5 banners per blister.

8583I DARK ELF STANDARDS

Packaged 5 standards per blister.

8583J DARK ELF TRANSFERS

Packaged 10 transfers per blister.
THE BEASTLORD RAKARITH

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

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

0745 PLASTIC DARK ELF WARRIORS

Driven from the Elf lands of Ulthuan long ago, the Dark Elves are bitter warriors with an unquenchable penchant for cruelty. No defeated enemy can expect mercy from the Dark Elves.
0509 DARK ELF BOXED ARMY

Shudder in fear for the next dreaded boxed army, the Dark Elves, has arrived from the frozen lands of Naggaroth. Commanded by Shadrak the Slayer, he leads his followers onward into battle mounted on the back of a fearsome Cold One. With the General ride the rest of the Dark Elf Cold One Knights, their Blood Banner raised high. Dark Elf Warriors and the halberd wielding Black Guard march forth ready to cleave their enemy in two. Dark Elf Crossbowmen hold the high ground, sending volley after volley into the enemies ranks. Witch Elves charge forth with blood curdling screams, driving their foes before them with their frenzied attacks. Harpies sweep down from the sky, tearing through armor with their razor sharp claws and teeth. Dark magic billows forth from the Dark Elf Mages corrupting all in its path. And the deadly Repeater Bolt Throwers spring to life, skewering the enemy on gigantic bolts. Nowhere in the Warhammer World is safe from the ravages of the Dark Elves, and all the races shall cower before their might!

0137 WARHAMMER ARMIES DARK ELVES

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

FORCES OF BATTLE

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

WAR MACHINES AND MAGIC

This book also contains rules for the Dark Elf war machines such as the deadly Repeater Bolt Thrower and the mysterious Cauldron of Blood, together with a selection of new Magic Items. The 'Envy' Metal pages cover a wide variety of Dark Elf regiments and include many full-color banner and shield designs.
The Empire

Between the World’s Edge Mountains and the Grey Mountains, nestled among the great forests lies the most powerful human realm in the Old World, The Empire. Here one of the world’s greatest armies awaits its next challenge. Great Cannons stand ready to smash the enemy, crack units of Archers with arrows notched wait for their signal, and powerful Mages prepare to bend the winds of magic to their will.

A TROUBLED BIRTH

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

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

THE CULT OF SIGMAR

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

Mounted or unmounted, Reiksguard units can roll over enemy troops with their superior fighting skills.

KARL FRANZ

Today the Empire stands under the prosperous leadership of the great warrior the Emperor Karl Franz. Trade flows freely out of the cities, and its borders stand secure. Together with their long standing allies, the Dwarfs, the Empire strives to stem the Orc and Goblin menace, and crush the rising tides of Chaos.
8519A OGRES

PACKAGED 1 MINIATURE PER BLISTER.

8519B OGRE STANDARD BEARER

PACKAGED 1 MINIATURE PER BLISTER.

Ogres are brutish mercenaries who can be paid to fight for most anyone.
White Wolves spurn shields opting to wield great two-handed hammers in battle, with which they crush the skulls of their foes.
The Knights Panther ride into battle in full armor wielding the lance and wearing the pelts of their namesake.
Empire

8556G REIKSGUARD KNIGHTS

8556I REIKSGUARD GRAND MASTERS

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

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

8556H REIKSGUARD KNIGHT STANDARD BEARER

The Reiksguard make up the personal bodyguard of the Emperor.
EMPIRE

8556J KNIGHTS OF THE BLAZING SUN

8556K KNIGHTS OF THE BLAZING SUN
STANDARD BEARER

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

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

8556L KNIGHTS OF THE BLAZING SUN
GRAND MASTER

The Knights of the Blazing Sun dedicated their order to the warrior goddess of Estalia who once saved them in battle.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 3 MINIATURES PER BLISTER.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PACKAGED 3 MINIATURES PER BLISTER.
8558C EMPIRE SPEARMEN

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

8558D EMPIRE SWORDSMEN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8558E EMPIRE HALBERDIERS

PACKAGED 2 MINIATURES PER BLISTER.
8559A EMPIRE HAND GUNNERS

PACKAGED 2 MINIATURES PER BLISTER.

8559B EMPIRE CROSSBOWMEN

MINIATURES ARE SUPPLIED WITH A PLASTIC CROSSBOW SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8559C EMPIRE ARCHERS

Packaged 2 miniatures per blister.

8560A EMPIRE PISTOLIERS

Packaged 1 miniature and 1 plastic horse per blister.
**8560B ENGINEER OUTRIDER WITH REPEATER MUSKET**

Pistoliers are young nobles who have yet to earn their rightful place in a knightly order. They fight with a brace of pistols and youthful exuberance.

**8560C ENGINEER OUTRIDER WITH REPEATER PISTOL**

**8560D KISLEV HORSE ARCHERS**

The famed Kislev Horse Archers use their skirmishing formation to pepper the enemy while remaining elusive to incoming fire.

**8560E KISLEV HORSE ARCHER STANDARD BEARER**

**PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.**
8560F KISLEV HORSE ARCHER MUSICIAN

Packaged 1 miniature and 1 plastic horse per blister.

8560H KISLEV WINGED LANCERS

8560G KISLEV HORSE ARCHER CHAMPIONS

Packaged 1 miniature and 1 plastic horse per blister.

8560I KISLEV WINGED LANCER STANDARD BEARER

Packaged 1 miniature and 1 plastic horse per blister.

8560J KISLEV WINGED LANCER MUSICIAN

8560K KISLEV WINGED LANCER CHAMPION

Packaged 1 miniature and 1 plastic horse per blister.

Miniatures are supplied with a plastic shield sprue.
The elite of the Empire, the Reiksguard charge into battle using the finest armor and weapons the realms have to offer.
8561D GREATSWORDS

Packaged 2 miniatures per blister.

8561E FLAGELLANTS

Packaged 2 miniatures per blister.
8552A HALFLING SPEARMEN

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 4 MINIATURES PER BLISTER.

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

8552B HALFLING ARCHERS

PACKAGED 4 MINIATURES PER BLISTER.

8552C HALFLING COMMAND

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

PACKAGED 3 HALFLINGS AND 1 HOT POT CATAPULT PER BLISTER.

8563A JADE WIZARD

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

8563B MOUNTED JADE WIZARD

PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.

8563C AMBER WIZARD

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

8563D MOUNTED AMBER WIZARD

PACKAGED 1 WIZARD AND 1 PLASTIC HORSE PER BLISTER.
8563K GREY WIZARD

Packaged 1 Wizard and 1 randomly selected familiar model per blister.

8563L MOUNTED GREY WIZARD

Packaged 1 Wizard and 1 plastic horse per blister.

8563M AMETHYST WIZARD

Packaged 1 Wizard and 1 randomly selected familiar model per blister.

8563N MOUNTED AMETHYST WIZARD

Packaged 1 Wizard and 1 plastic horse per blister.

8563O LIGHT WIZARD

Packaged 1 Wizard and 1 randomly selected familiar model per blister.

8563P MOUNTED LIGHT WIZARD

Packaged 1 Wizard and 1 plastic horse per blister.
8576A EMPIRE MORTAR
PACKAGED 3 CREW AND 1 EMPIRE MORTAR PER BLISTER.

8576B EMPIRE GREAT CANNON
PACKAGED 3 CREW, 1 EQUIPMENT CHEST, AND 1 GREAT CANNON PER BLISTER.

8576C EMPIRE HELBLASTER VOLLEY GUN
PACKAGED 3 CREW AND 1 HELBLASTER VOLLEY GUN PER BLISTER.
8583F EMPIRE TRANSFERS

PACKAGED 10 TRANSFER SHEETS PER BLISTER.

8599A TZARINA KATARIN
THE ICE QUEEN OF KISLEV

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

8599J LUDWIG SCHWARZHELM
EMPEROR'S CHAMPION

MINIATURE SUPPLIED UNPAINTED. BANNER NOT INCLUDED.
PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.
The Empire is the mightiest of the human realms and is readily seen as they wage war.
0749 PLASTIC HALBERDIERS

Imperial Halberdiers form the backbone of the armies of the Empire. With their battle-prowess and heavy-bladed halberds these troopers have earned the begrudging respect of their foes.

0811 EMPIRE WAR WAGON

Pulled by steel-clad steeds, the War Wagon is a mobile battle tower bristling with a variety of unique and deadly weapons. One of the best achievements of the top-secret Imperial Engineering School.
0835
THE EMPEROR’S WAR GRIFFON DEATHCLAW

Astride his War Griffon Deathclaw, the Emperor Karl Franz leads the mighty Empire armies to glorious victory. Sure to make the perfect centerpiece for any Empire force.

0812
IMPERIAL STEAM TANK

Armed with a cannon and protected by thick armor plating, the Steam Tank rolls inexorably forward. Providing it gets enough power from its huge iron boiler the Steam Tank is nigh unstoppable.
0817
IMPERIAL WAR ALTAR
The Grand Theogonist rides to war on the Altar of Sigmar, a death-dealing war machine that leaves only broken and mangled enemy units in its wake.

0130 WARHAMMER ARMIES EMPIRE
The Empire is the largest and most powerful realm in the Old World. Its borders stretch from the Grey Mountains in the south to the Forest of Shadows in the north, encompassing prosperous cities, dark forests, tall mountains and continent-spanning rivers. This invaluable companion to the Warhammer game describes the lands and armies of the Empire in complete and colorful detail.

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

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

ARMY LIST
A complete army list for the Empire army including the Emperor's Reiksguard, the Knightly Orders of the White Wolves, Knights Panther and Knights of the Blazing Sun. The Empire's infantry and artillery are covered in detail including special troops, Kislev allies, Halfling and Dwarf regiments, and more. A full list is provided for including heroes, wizards, and monsters into your army. A separate section introduces historical characters from Emperor Karl Franz to Tzarina Katarin the Ice Queen of Kislev.
DWARFS

The Dwarfs are mighty warriors able to bear the load of armor that would cause a man to collapse, and swing mighty two-handed hammers that can crush them enemy with a single blow. Slow to forget a slight, they are known throughout the world as grudgebearers, and are always ready to take revenge for their ancestors.

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

THE GREAT CATACLYSM
The Dwarf Empire was so strong and vast that only a string of cataclysmic events could have brought the realms to its knees. It was only a matter of time after the Dwarfs and Elves first met that the two would come to blows. Both being a proud and haughty race, they do not take slights very easily and eventually they went to war in what was called the Great War of the Beard. This war exhausted the forces of both races and ended in stalemate. The Dwarfs retreated to their mountain strongholds and barred the gates. Then came the great rift when the old volcanoes in the Dwarf realms erupted and great earthquakes tore the mountains apart. Many strongholds were destroyed and its defenses left in ruins. It was not long before Orc and Goblin hordes overran the shattered realms.

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

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

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

8514B DWARF HAMMERERS

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

8514C IRONBREAKERS

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

8514D MINERS

Dwarf Miners are armed with heavy two-handed picks, allowing them to pierce the thickest of armor and hide.

PACKAGED 2 MINIATURES PER BLISTER.
Driven from their brewery by a horde of Goblins, Bugman's Rangers are always up for a chance to get revenge on their green skinned nemesises.

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

Packaged 2 miniatures per blister.
8515B SLAYERS WITH ADDITIONAL WEAPONS

Packaged 2 miniatures per blister.

8516A DWARF COMMAND

Miniatures are supplied with a plastic shield sprue. Packaged 3 miniatures per blister.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
8516C DRAGON SLAYERS

8516D DAEMON SLAYERS

PACKAGED 2 MINIATURES PER BLISTER.

Though light on armor, Slayers are heavy on the offensive, able to wound even the toughest of creatures with relative ease.

8516E DWARF MINER COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8597H KRUDD, DWARF MINER CHAMPION

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.
DWARFS

8516F BUGMAN'S COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8516G HAMMERER COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8597D GRUNG, DWARF MASTER RUNESMITH

MINIATURE SUPPLIED UNPAINTED.
PACKAGED 1 MINIATURE PER BLISTER.

8597E SKAG, THE STEALTHY

PACKAGED 1 MINIATURE PER BLISTER.

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**8516K SLAYER COMMAND**

Packaged 2 miniatures per blister.

**8577D DWARF GYROCOPTER**

Miniature supplied unpainted. Packaged 1 gyrocopter and 1 rider per blister.

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

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**8516L DWARF DRUNKS**

Packaged 2 miniatures per blister.

**8577A DWARF CANNON**

Packaged 3 crew and 1 cannon per blister.
8577B DWARF ORGAN GUN

Packaged 3 crew and 1 organ gun per blister.

8577C DWARF BOLT THROWER

Packaged 3 crew and 1 bolt thrower per blister.

8578A DWARF THUNDERERS

Packaged 2 miniatures per blister.
Dwarian Crossbowmen help form the backbone of the Dwarf army, combining stalwart troops and heavy hitting firepower.
DWARFS

8578C DWARF CLANSMEN

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

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

0751 Plastic Dwarf Warriors
Strong and resilient, Dwarf Warriors will often fight to the last rather than admit defeat.

0836 Dwarf Runesmith's Anvil of Doom
When struck by a Dwarf Runesmith, the Anvil of Doom unleashes its pent-up fury in the form of deadly lightning bolts.

0837 Dwarf Flame Cannon
Capable of spewing forth a gout of burning pitch, the Flame Cannon can so completely annihilate a unit of troops that there is nothing left but oily, smoking piles of goo.
0828 DWARF KING'S THRONE OF POWER
The most powerful of all Dwarfen Relics, the Throne of Power has borne the Dwarf High Kings to battle since the dawn of time. Carried by four stout Dwarfs, the Throne cuts a bloody swathe through any troops foolish enough to get within charge distance.

0133 WARHAMMER ARMIES DWARFS
For thousands of years the great Dwarf Empire has endured amongst the Worlds Edge Mountains. Centuries of war and conquest have hardened the Dwarfs and molded them into the finest warriors anywhere. Countless battles against the Orcs, Goblins, and Skaven have embittered their hearts and sharpened their thirst for revenge. This invaluable companion to the Warhammer game of fantasy battles describes the armies of the Dwarfs in complete detail.

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

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

ARMY LIST
A complete army list for the Dwarf army including Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, and more warriors and war machines. A full list is provided for Dwarf heroes past and present.
SKAVEN

With a high pitched squeal of a thousand maddened rats, the Skaven swarm the fields of battle. A rat infestation turned nightmare, the vile ratmen scheme and plot the downfall of all the races in an effort to turn the World into one nation united under the Thirteen Lords of Decay.

CHILDREN OF THE HORNED RAT

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

THE UNDEREMPIRE

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

FISTS OF FURRY

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

Skaven Clanrat Champion.

Alone Clanrats can be skittish, but gathered in a pack they can be fierce warriors.

While Rat-Ogres are brutally savage, they are stupid beasts, thus they are herded into battle by Skaven Packmasters.
8517A CLANRATS

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

8517B CLANRATS WITH SPEARS

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

8517C STORMVERMIN

Miniatures are supplied with a plastic shield sprue. Packaged 2 miniatures per blister.
Skavenslaves are driven into battle before the rest of the host to soak up arrow, crossbow, and any other missile fire that might threaten more valuable troops.

Stormvermin are the fierce elite warriors of the Skaven. When armed with halberds they are more than a match for even the most experienced of foes.
Gutter Runners are sinister because of their ability to infiltrate behind enemy lines, and strike from behind.
8517G PLAGUE MONKS

Packaged 2 miniatures per blister.

8517H RAT SWARM

Plague Monks are virtually unstoppable in battle, able to shrug off wounds that would kill the lesser of their brethren.

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

Packaged 5 miniatures per blister.
8518A SKAVERN COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
Only the most fanatical of Clan Pestilens are allowed to carry the deadly plague censors into battle, spreading clouds of foul diseases with every swing.
8518F POISON WIND GLOBADIERS

Packaged 2 miniatures per blister.

8518G SKAVERN ELITES ASSASSINS

An infamous invention by Clan Skye, Poison Wind Globadiers lob glass balls filled with toxic gasses into the enemies’ ranks. Even the heaviest of armor gives no protection against the deadly fumes that are released.

8518H SKAVERN ELITES CLAN SKYE WARLOCKS

Packaged 1 miniature per blister.
8518I PACKMASTER WITH GIANT RATS

Packaged 1 Packmaster and 3 Giant Rats per blister.

8518J RAT OGRES

Packaged 1 miniature per blister.

Rat Ogres are foul mutations bred by Clan Moulder for their pure savagery and strength.
SKAVEN

8518K PLAGUE MONK COMMAND

Packaged 3 miniatures per blister.

8598I LORD SKROLK
PLAGUELORD OF CLAN PESTILENS

Miniature supplied unpainted. Packaged 1 miniature per blister.

8598K IKIT CLAW
CHIEF WARLOCK OF CLAN SKRYRE

Miniature supplied unpainted. Banner not included. Packaged 1 miniature per blister.

8596J QUEEK HEAD-TAKER
WARLORD OF CLAN MORS

Packaged 1 miniature per blister.
Above: Gutter Runners ambush an Empire Cannon emplacement.

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

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

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

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

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

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

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

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

**PICK UP DAT AXE YA GIT!**

Orcs and Goblins are arguably the most war-like race in the Warhammer World. In fact, if they didn't spend so much time warring with each other they would have crushed most of the Human, Dwarf, and Elven Empires long ago.

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

**THE WAAAGH!**

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

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

**THE LADZ**

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

Black Orcs are the biggest and toughest of all the Orcs, and will not rout when they see smaller Orcs fleeing from battle.

Giant heads with teeth. Squigs are driven from their dens in dark caves and goaded into battle.

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

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

8541C ORC ARCHER BOYZ

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

8541D ORC CROSSBOW BOYZ

Miniatures are supplied with a plastic crossbow sprue. Packaged 2 miniatures per blister.
8541E ORC BOLT THROWER

Packaged 3 Crew and 1 Bolt Thrower per blister.

8541F ORC COMMAND

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

8541H ORC SHAMAN WITH FAMILIAR

Packaged 1 miniature and 1 familiar per blister.

8541J ORC WARLORD

Packaged 1 miniature per blister.
Savage Orcs shun the use of steel and armor, relying on their feral savagery to deliver them safely through a battle.
8542B SAVAGE ORC ARRER BOYZ

PACKAGED 2 MINIATURES PER BLISTER.
8542C SAVAGE ORC COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
8542C SAVAGE ORC COMMAND
PACKAGED 2 MINIATURES PER BLISTER.

8542E SAVAGE ORC SHAMAN
PACKAGED 1 SHAMAN AND 1 SNOTLING PER BLISTER.

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

PACKAGED 3 MINIATURES PER BLISTER.

8544E ORC BIG 'UNS

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

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

8544G ORC BIG 'UNS COMMAND

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

An Orc horde attacking near the border of the Empire.
Boar Boyz ride into battle on the backs of ferocious boars, who are even more tenacious than their Orc riders.
8545E SAVAGE ORC BOAR BOYZ WITH SPEARS

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

8545F SAVAGE ORC BOAR BOYZ SHAMAN

PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545G ORC BOAR BOYZ WITH SPEARS

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

8545H ORC BOAR BOYZ HERO

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

8545K ORC BOAR BOYZ MUSICIAN

PACKAGED 1 MINIATURE AND 1 PLASTIC BOAR PER BLISTER.

8545J ORC BOAR BOYZ STANDARD BEARER
8583D ORC BANNERS

Packaged 5 different banners per blister.

8598B MORGLUM NECKSNAPPER

Minature supplied unpainted. Banners not included. Packaged morglum, pewter boar head, and 1 plastic boar per blister.

8598C CHIEFTAIN GORFANG ROTGUT

Minature supplied unpainted and converted banner pole not included. Minature supplied with a plastic shield sprue. Packaged 1 minature per blister.
ORCS & GOBLINS

8547A GOBLINS

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

On their own, Goblins are rather weedy. This is why they band together in huge mobs and try to overwhelm the foe.

8547C GOBLINS WITH SPEARS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
8547D GOBLIN COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

Dwarfs try in vain to hold out against their centuries old enemies.
Forest Goblins live in the deep, dark forests that surround the Empire, emerging to conduct raids on the Empire farms and settlements.
8547F FOREST GOBLIN ARCHERS

PACKAGED: 3 MINIATURES PER BLISTER.

8547H FOREST GOBLIN COMMAND

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

8547G FOREST GOBLINS WITH SPEARS

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

8547I FOREST GOBLIN SHAMAN

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

8547J SNOTLINGS

Packaged 9 random snotlings per blister.
8548A GOBLIN FANATICS

Packaged 3 miniatures per blister.

8548B DOOM DIVERS

Packaged 1 miniature and 1 catapult per blister.

8548C SNOTLING PUMP WAGON

Miniature supplied unpainted. Packaged 1 snotling pump wagon and crew per blister.
8549A NET TEAMS

PACKAGED 2 MINIATURES PER BLISTER.

8549B SQUIG HUNTERS WITH SQUIG

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

PACKAGED 3 MINIATURES PER BLISTER.

8549D SQUIG HOPPER

PACKAGED 1 MINIATURE PER BLISTER.

A Snartling Pump Wagon charges forth in an attempt to silence the powerful Empire artillery.
**8550A GOBLIN SPIDER RIDERS**

Miniatures are supplied with a plastic shield sprue. Packaged 1 miniature and 1 spider per blister.

**8550B GOBLIN SPIDER RIDERS WITH SPEARS**

Miniatures are supplied with a plastic shield sprue. Packaged 1 miniature and 1 spider per blister.

**8550C GOBLIN SPIDER RIDER STANDARD BEARER**

Packaged 1 miniature and 1 spider per blister.

Forest Goblin Spider Riders are sneaky opponents. Not only can they climb over any terrain, but their gruesome spiders have poisonous bites.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

PACKAGED 1 GOBLIN AND 1 PLASTIC WOLF PER BLISTER.

Wolf Riders are fast attack troops that can rush down the sides of the battlefield to flank opponents.
ORCS & GOBLINS

8552A NIGHT GOBLINS

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

8552B NIGHT GOBLINS WITH SPEARS

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

PACKAGED 3 MINIATURES PER BLISTER.

8552D NIGHT GOBLIN COMMAND

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINIATURES PER BLISTER.
8552E NIGHT GOBLIN SHAMAN

PACKAGED 3 MINIATURES PER BLISTER.

8573A RIVER TROLLS

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

Packaged 1 miniature per blister.
8583C GOBLIN BANNERS

PACKAGED 5 DIFFERENT BANNERS PER BLISTER.

8598A SKARSKN AND GOBLA

MINIATURES PROVIDED UNPAINTED.
PACKAGED 2 MINIATURES PER BLISTER.
AZHAG THE SLAUGHTERER
One of the most infamous of all Orc Warlords, Azhag the Slaughterer led a legendary Orc Waaagh! rampaging through the very heart of the Empire.

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

Another of Azhag’s special abilities, and one that made his career as a Warlord so successful, is his ability to prevent the usual effects of Orc and Goblin animosity within 12” of his person. Other greenskins just wouldn’t dare to disobey any of Azhag’s orders.
ORCS & GOBLINS

0748
PLASTIC
BLACK ORCS
The biggest and strongest of all Orcs, Black Orcs rely on brute strength and their two hand weapons to grind all opposition into the ground.

0755
PLASTIC GOBLINS
When grouped in large formations Goblins become incredibly effective troops, either swarming over the enemy in a wave of superior numbers, or darkening the skies with clouds of arrows.

0823
ROCK LOBBER
An awesome Orc war machine, the Rock Lobber hurls vast boulders across the battlefield to crush and flatten enemy units. The resounding "splat" of an accurate shot truly delights the Orcish mind.
0844 CHIEFTAIN GROM'S WAR CHARIOT
Spurring the ferocious wolves that pull his massive chariot to an even greater speed, Goblin Warlord Grom the Paunch crashes into the foe and splinters enemy units asunder.

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

0545 ORC BOAR BOYZ
The most fierce of the Orc and Goblin calvary can be found in the Orc Boar Riders. Only the biggest Orcs can ride these powerful and rather foul tempered boars, which makes for a fast striking, elite unit that can crush all that dare stand in their way!
0522 ORC AND GOBLIN BOXED ARMY
Rampaging across the Old World are the Orc and Goblin hordes! Led by Grom the Paunch of the Misty Mountains, the mighty Waaagh! has started. Helping him to marshal his troops is the fearsome Goblin Warlord of the Eight Peaks, Skarnik, and his giant Squig Gobbba. The flapping of leathery wings heralds the arrival of Vareg ‘eadsmasha, the Orc Master, Shaman and his bloodthirsty Wyvern and the battle is ready to begin! Orc Boyz rush forward into battle, supported by withering fire from the Orc Arrer Boyz. Mob after mob of Goblins pour forth like a sea of red eyes and sharp little teeth. Fanatics burst forward as they close with the enemy, their huge ball and chains decimating even the heaviest of armoured foes. Goblin Wolf Riders bound up the edge of the battlefield, harrying the enemy flanks. With a loud twang a Goblin Doom Diver is launched into the air, ready to crash down into some unsuspecting unit. It’s a never-ending threat to the Old World, all in one box and ready for you to take command!

0131 WARHAMMER ARMIES ORCS AND GOBLINS
Waaagh! The greenskins are coming. Orcs and Goblins pour from the mountains to wreak havoc amongst the realms of men. Warlords lead wild and teeming hordes to battle, Orc and Goblin tribes swell the ranks. Trolls and ferocious monsters bellow in fury. Chariots and weird machines rumble forward to crush the enemy. This invaluable companion to the Warhammer game describes the armies of Orcs and Goblins in complete detail.

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

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

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

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

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

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

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

Chaos Sorcerers pledge their souls in hopes of getting more arcane knowledge and achieving immortality.

Chaos Warriors battle for the attention of their god, hoping to be raised to the status of Chaos Champions.
8520A CHAOS KNIGHTS

8520B CHAOS KNIGHTS
STANDARD BEARER

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

8520C CHAOS KNIGHTS
CHAMPION

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

Chaos Knights are the most feared cavalry in all the Warhammer World. They pledge their souls and in turn receive immense battle prowess and savagery.
CH AoS

8521A BEASTMEN

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

The children of Chaos, Beastmen are savage fighters and only the toughest of warriors can match them.
Beastmen heroes and champions are especially tough, their heightened fighting abilities allows them to cut through other units with ease.
8521D BEASTMEN SHAMAN

PACKAGED 1 MINIATURE AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.

FAMILIARS

THE RANDOMLY SELECTED FAMILIARS FOR ANY OF THE SHAMAN OR SORcerer CODES WILL BE TAKEN FROM THE ABOVE ASSORTMENT.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
CHAOS

8523A CHAOS WARRIORS

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

8523B CHAOS WARRIORS WITH TWO HANDED WEAPONS

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

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

8523D CHAOS WARRIOR COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
8524A CHAOS SORCERERS

PACKAGED 1 SORCERER AND 1 RANDOM FAMILIAR PER BLISTER.

8525A MINOTAURS

PACKAGED 1 MINIATURE PER BLISTER.
8525A MINOTAURS

Packaged 1 miniature per blister.

8525C MINOTAURS WITH ADDITIONAL HAND WEAPONS

Packaged 1 miniature per blister.
8525B MINOTAUR LORDS

PACKAGED 1 MINIATURE PER BLISTER.
8527A CHAMPIONS OF KHORNE

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

8527B CHAMPIONS OF NURGLE

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8527C CHAMPIONS OF SLAANESH

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 2 MINIATURES PER BLISTER.
8527D CHAMPIONS OF TZEENTCH

Packaged 2 miniatures per blister.

8527E TZEENTCH DISC RIDERS

Packaged 1 rider and 1 disc per blister.
Wielding their awesome Helblades, Bloodletters cut swathes of destruction for their Lord Khorne.
The Fiends of Slaanesh can unleash a soporific musk which renders the enemy unconscious.

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

PACKAGED 1 MINIATURE PER BLISTER.
PACKAGED 2 MINATURES PER BLISTER.

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

PACKAGED 2 MINIATURES PER BLISTER.

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

PACKAGED 9 NURGLINGS PER BLISTER.

8536C BEAST OF NURGLE

PACKAGED 1 MINIATURE PER BLISTER.
8537B HARPIES

PACKAGED 2 MINIATURES PER BLISTER.

Harpies are loathsome creatures who prey on the weak upon the fields of battle.

8537D DRAGON OGRES

PACKAGED 1 MINIATURE PER BLISTER.
8540A FLAMERS OF TZEENTCH

PACKAGED 2 MINIATURES PER BLISTER.

8540B PINK HORDORS

PACKAGED 1 MINIATURE PER BLISTER.

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

PACKAGED 2 MINIATURES PER BLISTER.
8583G CHAOS TRANSFERS

Packaged 15 transfer sheets per blister.

85960 SCYLA, SPAWN OF CHAOS

Miniature supplied unpainted. Packaged 1 miniature per blister.

8598P AEKOLD HELBRASS

Miniature supplied unpainted. Banner not included. Packaged 1 miniature per blister.
0533 EGRIMM VAN HORSTMANN
ON CHAOS DRAGON
Wielding his Chaos Rune Blade and the Skull of Katam, the Dark Sorcerer Egrim Van Horstmann rides on the back of Baudros, mighty twin-headed Dragon of Chaos. Together they cause unheard of devastation and destruction.
0737 PLASTIC CHAOS WARRIORS
Once men lived beneath the armored shell of the Chaos Warrior, but having sold their souls for battle prowess and powers unknown, there is little humanity, if any, left at all.

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

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

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

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

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

CHAOS ARMY LIST
A complete army list for the Chaos horde. A full list of heroes, shamans, sorcerers, and monsters.
UNDEAD

On the plain of bones, hundreds of bodies shuffle along in eerie silence, their skeletons silhouetted against the moonlight. In the swamps of Tilea, decaying corpses mindlessly roam the marshes. And in the ancient necropolis, the dead carry on with day to day duties in a terrifying parody of the living. In the Warhammer World death is not always the end, but a horrifying beginning.

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

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

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

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

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

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

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

8569B SKELETON SPEARMEN

Miniatures are supplied with a plastic shield sprue when necessary. Packaged 2 miniatures per blister.
8569C SKELETON WARRIORS WITH DOUBLE HANDED WEAPONS

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

8569D SKELETON ARCHERS

Packaged 2 miniatures per blister.
8569E UNDEAD COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
8569F SCREAMING SKULL CATAPULT

Packaged 1 skull catapult, 1 pile of skulls, and 2 crew per blister.

8570A UNDEAD CAVALRY

Miniatures are supplied with a plastic shield sprue. Packaged 1 miniature and 1 plastic skeletal horse per blister.

8570D MOUNTED NECROMANCER

Packaged 1 miniature and 1 plastic horse per blister.

8570B UNDEAD CAVALRY WITH SPEAR

Miniatures are supplied with a plastic shield sprue. Packaged 1 miniature and 1 plastic skeletal horse per blister.

8570C UNDEAD CAVALRY WITH BOW

Packaged 1 miniature and 1 plastic skeletal horse per blister.
8570E CARRION

PACKAGED 1 MINIATURE PER BLISTER.

8571A ZOMBIES

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

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

8571C GHOULS

PACKAGED 2 MINIATURES PER BLISTER.
UNDEAD

8572A VAMPIRE

PACKAGED 1 MINIATURE PER BLISTER.

8572C LICHÉ

PACKAGED 1 LICHÉ AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.

8572B NECROMANCERS

PACKAGED 1 NECROMANCER AND 1 RANDOMLY SELECTED FAMILIAR PER BLISTER.

Wraiths are the ethereal embodiment of dead Necromancers whose twisted and mad souls could not rest.

Preserved beyond death, Mummies are the most powerful of all the Undead creatures.
UNDEAD

8572F GHOSTS

PACKAGED 2 MINIATURES PER BLISTER.

8572G WRAITHS

PACKAGED 2 MINIATURES PER BLISTER.
UNDEAD

8572D WIGHTS

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

8572E MUMMIES

PACKAGED 2 MINIATURES PER BLISTER.
8598D Heinrich Kemmler
The Lichemaster

8598E Isabella von Carstein

8598F Vlad von Carstein

8598G Krell
Lord of the Undead

Miniature supplied unpainted.
Packaged 1 miniature per blister.

Miniature supplied unpainted.
Packaged 1 miniature per blister.

Miniature supplied unpainted.
Packaged 1 miniature per blister.

Miniature supplied unpainted.
Packaged 1 miniature per blister.
0518
NECROMANCER ON MANTICORE
Dieter Helsnicht, the Doomlord, hurtles across the battlefields of the Old World striking down his foes with the Chaos Runesword and the deadly Flaming Skull staff.

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

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

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

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

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

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

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

0134 WARHAMMER ARMIES UNDEAD

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

THE REALMS OF THE DEAD

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

ARMY LIST

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

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

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

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

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

The mighty Death Rocket is one of the powerful war machines in the Chaos Dwarf Army.

Not only do Chaos Dwarf Sorcerers make remarkable wizards, but they are powerful warriors too.
8580A CHAOS DWARF WARRIORS

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

8580B CHAOS DWARF BLUNDERBUSES

Packaged 2 miniatures per blister.
8580C CHAOS DWARF COMMAND

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

8580E CHAOS DWARF HEROES

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

8580F CHAOS DWARF SORCERER

PACKAGED 1 MINIATURE PER BLISTER.
CHAOs DWARFS

8580G BULL CENTAURS

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE WHEN NECESSARY. PackAGED 1 MINIATURE PER BLISTER.

Once Chaos Dwarfs, they were twisted by the warping forces of Chaos and transformed into Bull Centaurs. Both cunning leaders and brutal warriors, Bull Centaurs form an elite force for the Chaos Dwarfs.
8590H BULL CENTAUR STANDARD

PACKAGED 1 MINIATURE PER BLISTER.

8590I CHAOS DWARF ROCKET LAUNCHER

PACKAGED 2 CREW AND 1 CHAOS DWARF ROCKET LAUNCHER PER BLISTER.

The Death Rocket is a fiendish invention of the Chaos Dwarf Sorcerers. Although larger rockets have been experimented with, the Death Rockets have proved the most reliable and successful on the battlefield.
Hobgoblins are sneaky, distrustful and rather cowardly creatures. In large groups, however, they become cunning and malicious fighters and never hesitate to attack their enemies if it looks like they can get the upper hand.
8581B HOBGOBLIN ARCHERS

Packaged 2 miniatures per blister.

8581C HOBGOBLIN COMMAND

Miniatures are supplied with a plastic shield sprue. Packaged 3 miniatures per blister.
8581C HOBGOBLIN COMMAND

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

8581E SNEAKY GITS

Packaged 2 miniatures per blister.

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

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

8581G HOBOGoblin WOLF RIDERS WITH BOWS

PACKAGED 1 MINIATURE AND 1 PLASTIC WOLF PER BLISTER.

Mounted on the back of giant wolves, the Hobgoblin Wolf Riders are the fast attack troops of the Chaos Dwarfs. Able to wipe out artillery emplacements, sweep away archer units, or even crash into the flanks of the enemy. Wolf Riders are deadly foes.
8581H HOBGOBLIN WOLF RIDER STANDARD BEARER

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

8581i HOBGOBLIN WOLF RIDER BIG BOSS

8581J HOBGOBLIN WOLF RIDER CHIEFTAIN

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

8581K HOBGOBLIN BOLT THROWER

PACKAGED 2 MINIATURES AND 1 BOLT THROWER PER BLISTER.

8598H ASTRAGOTH

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

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

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

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

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

**BLOOD AND HONOR**

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

**CHIVALRY**

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

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

Though young the Knights Errant are still capable foes.

A Knights of the Realm Standard Bearer.

A much less noble weapon, bows are left to the commoners to use.

Bowmen are raised from the villages to give valuable long range support to the knights. Basic Infantry comes in the form of deadly regiments of **Halberdiers** and defensive units of **Spearmen**. With the variety of steadfast cavalry and solid infantry, the armies of Bretonnia stand ready to repulse any who try to desecrate their beloved land.
MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.

Knights Errant are young knights that must prove themselves in battle before they can be elevated to Knights of the Realm.
BRETONNIANS

8566B KNIGHTS ERRANT
CHAMPION

8566C KNIGHTS ERRANT
STANDARD BEARER

8566D KNIGHTS ERRANT
MUSICIAN

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

8566E BRETONNIAN KNIGHTS OF THE REALM

MINIATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 1 MINIATURE AND 1 PLASTIC HORSE PER BLISTER.
Knights of the Realm are the defenders of the provinces of Bretonnia. Lords of the castle ride forth to protect their vassals and subjects.
BRETONNIANS

8566J GRAIL KNIGHTS

Packaged 1 miniature, 1 pentent shield, 1 horse head and 1 plastic horse per blister.

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

Miniatures are supplied with a plastic shield sprue. Packaged 1 miniature, 1 horse head and 1 plastic horse per blister.
BRETONNIANS

8567A BRETONNIAN MEN-AT-ARMS WITH SPEARS

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

8567B BRETONNIAN MEN-AT-ARMS WITH SPEARS COMMAND

Miniatures are supplied with a plastic shield sprue. Packaged 3 miniatures per blister.
8567C BRETONNIAN BOWMEN

PACKAGED 2 MINIATURES PER BLISTER.

8567D BRETONNIAN BOWMEN COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
8567E BRETONNIAN MEN-AT-ARMS WITH HALBERDS

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

8567F BRETONNIAN MEN-AT-ARMS WITH HALBERDS COMMAND

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

The most skilled of the commoners are raised up in units of Men-At-Arms to defend the castle and to act as infantry when the local lord marches to war.
0139 WARHAMMER ARMIES
BRETONNIA

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

THE LAND OF CHIVALRY
A description and history of the kingdom of Bretonnia and its unique chivalric and heraldic traditions.

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

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

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

0541 BRETONNIAN GRAIL KNIGHTS
Having faced and vanquished the most terrible perils in their search for the grail, Grail Knights are the most skilled and courageous fighters in all the realm of Bretonnia. They are utterly fearless in battle, and their thunderous charge can make the most determined enemies quake with terror.
0667 PLASTIC BRETONNIAN BOWMEN
Only the finest archers may join the regiments of Bretonnian Bowmen. Massed ranks of these archers shoot deadly volleys of arrows at the enemy.

0542 GREEN KNIGHT
The Green Knight shuns the company of other Knights and lives as a hermit guarding the sacred places of the Lady of the Lake. He will not join any unit and always fights alone and single handed.

0665 PLASTIC BRETONNIAN KNIGHTS
In battle the Knights of the Realm rally to the King to crush the enemies of Bretonnia.
LIZARDMEN

High atop the temples in the steamy jungles of Lustria sit the bloated Slann Mage-Priests. From there they use their supreme will and power to carry out the great cosmic plan. Supported by the brutish Saurus, the small and agile Skinks, and a host of other reptilian creations, the Slann ensure that the divine plan of the Old Ones will come to bear.

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

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

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

Powerful warriors, few can stand up against the strong arms and snarling teeth of the Saurus.

Small and speedy, Skinks can unleash volleys of poisoned javelins and arrows into their foes.
8584A SKINK ARCHER COMMAND

PACKAGED 3 MINIATURES PER BLISTER.

8584B SKINK ARCHERS

PACKAGED 3 MINIATURES PER BLISTER.
8584C SKINKS WITH JAVELINS

PACKAGED 3 MINIATURES PER BLISTER.

8584D SKINKS WITH JAVELINS COMMAND

PACKAGED 3 MINIATURES PER BLISTER.
With their high strength, toughness, and armor save, Lizardmen Saurus are nearly unstoppable.
MINATURES ARE SUPPLIED WITH A PLASTIC SHIELD SPRUE. PACKAGED 3 MINATURES PER BLISTER.

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

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

PACKAGED 1 MINIATURE PER BLISTER.

8585E SAURUS WITH SPEARS

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

Spears allow an extra rank in the unit of the Saurus to fight, further increasing their incredible prowess in battle.
8585F TEMPLE GUARD CHAMPION

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

8585G TEMPLE GUARD COMMAND

PACKAGED 2 MINIATURES PER BLISTER.

8585H TEMPLE GUARDS

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

Saurus Temple Guards wield deadly halberds in battle, allowing them to cut through all but the thickest of armor with ease.
0663 PLASTIC LIZARDMEN SAURUS
The Saurus were bred by the Old Ones to be supreme warriors. They are ferocious fighters, tearing and ripping with their talons and teeth as well as hacking with their crude bronze weapons.

0664 PLASTIC LIZARDMEN SKINKS
In battle Skinks form huge units ready for their masters to command. They are the most agile of the Lizardmen and shoot great volleys of poisoned arrows into the ranks of their enemies.
0540 SLANN MAGE PRIEST ON PALANQUIN
The bloated Slann Mage Priest is carried into battle by the most exceptionally strong and dedicated Sauruses. Chosen to become part of the elite Temple Guard.

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

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

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

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

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

8574B WAR EAGLES

PACKAGED 1 MINIATURE PER BLISTER.

8574E GIANT SCORPIONS

PACKAGED 1 MINIATURE PER BLISTER.
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Of course just showing the product isn’t enough - we also have to tell you where to get it. An easy to access directory leads you to a Retailer List. Every country is listed, but the United States is broken up by states. The town, store name, and phone number is listed so you can zip down to your local shop and pick up what you need!
SUBSCRIPTIONS

WHITE DWARF

White Dwarf is Games Workshop's monthly gaming supplement and Citadel Miniatures catalog. Every issue is crammed full with 120 color pages of high energy Games Workshop games and Citadel Miniatures. Not only can you find all the new model releases in every issue, but you'll also find painting information, new game rules, tactics, Modelling workshops, and much, much, more!

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

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

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Warhammer Magic contains rules for using spells and magic items in the Warhammer game. Regardless of which armies you own, Warhammer Magic includes everything you need to bring wizards and magic to your battles.

**Warhammer Magic Rulebook**
- 81 Magic Weapon Items
- 42 Enchanted Magic Items
- 18 Magic Armour Items
- 36 Wizard Arcana Items
- 6 Magic Ward Items
- 12 Bound Magic Items
- 30 Magic Standard Items

**Winds of Magic Deck**
- 36 Winds of Magic cards

**Spell Decks**
- 10 High Magic spells
- 10 Necromantic spells
- 13 Skaven spells
- 10 Waagh spells
- 10 Dark Magic spells
- 20 Battle Magic spells
- 10 Chaos Dwarf spells

**Templates and Counters**
- 10 Spell effect templates
- 12 Warpstone counters

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**Warhammer Quest**

Warhammer Quest is the game of battle, magic and adventure in the danger-ridden caverns of the Warhammer World. You take the part of heroic warriors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps in their quest for treasure and glory.

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The Grudge of Drong is the first in a series of Warhammer Fantasy Battle campaign series. It is a tale of Dwarf Pride and Elven cunning, in which Queen Helgar is determined to fight to the last Elf to hold on to the throne of her ancestors, so bitterly begrudged by her ancestral enemy, Drong.
Enter the world of Warhammer, a world of conflict in which each player controls mighty armies. Great heroes lead regiments of knights and spearmen into battle, carefully manoeuvring for position as huge winged monsters fly overhead. Mighty war machines smash gaping holes in the enemy lines, and magical energies crackle across the battlefield as rival wizards struggle for mastery. Finally, you unleash your army in a devastating charge which will trample the foe beneath your massed ranks...

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