



**GAMES WORKSHOP®**

*The 2006 Catalogue*





**This catalogue contains all of the miniatures you will find in your local Games Workshop Hobby Centre, fully updated for January 2006.**

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The Games Workshop hobby is more than just a game, it's an entire hobby of collecting, painting, and modelling in addition to gaming. In these pages find out what the Games Workshop hobby is all about.

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You'll find everything you will need to put together and paint your army as well as make a great battlefield to fight over.



# 2006 CATALOGUE

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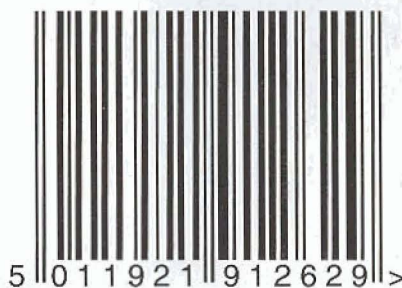
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**NEW LINE CINEMA**  
A Time Warner Company

Visit: [www.lordoftherings.net](http://www.lordoftherings.net)  
America Online Keyword:  
Lord of the Rings

Product Code: 60049999093  
SSC: 98-06-60 ISBN: 1-84154-586-4

**GAMES WORKSHOP**

Willow Road, Lenton, Nottingham, NG7 2WS



# NEW TO THE HOBBY

## It's more than just a game!

Whether it's the sound of steel swords clashing or the blinding flash of a plasma cannon, the Games Workshop hobby puts you in command of the action! Using detailed miniatures as your army, you control the outcome of epic battles on the tabletop!

The Games Workshop hobby is more than just a game, it opens up an entire hobby of collecting, painting, and modelling in addition to gaming. The collection of models that hobbyists form over a period of time ranges greatly from small scouting forces to huge armies containing many miniatures.

## COLLECTING

As soon as you buy your first miniature you are a collector! Some people like owning a wide variety of miniatures to paint and display but most assemble models to form mighty armies of warriors to defeat their friends in huge tabletop battles. You can collect futuristic armies for assaults in the 41<sup>st</sup> millennium, fantasy hordes to battle in the Old World, or take part in the battles in the world of The Lord of The Rings.



## GAMING

Tabletop gaming can be anything from small skirmishes on the kitchen table to epic conflicts between mighty armies on large custom-built battlefields. Don't worry too much if your army is unpainted; the important thing is to get started. Honing your tactics and skills as a wargamer is a hobby in itself.



## PAINTING

Painting miniatures is an intrinsic part of the Games Workshop hobby – what could be better than fielding a magnificent army which you have painted yourself? The best way to get started is to simply get stuck in! The Warhammer, Mines of Moria Starter and Battle For Macragge Starter Paint Sets are a great way to get into this side of the hobby.

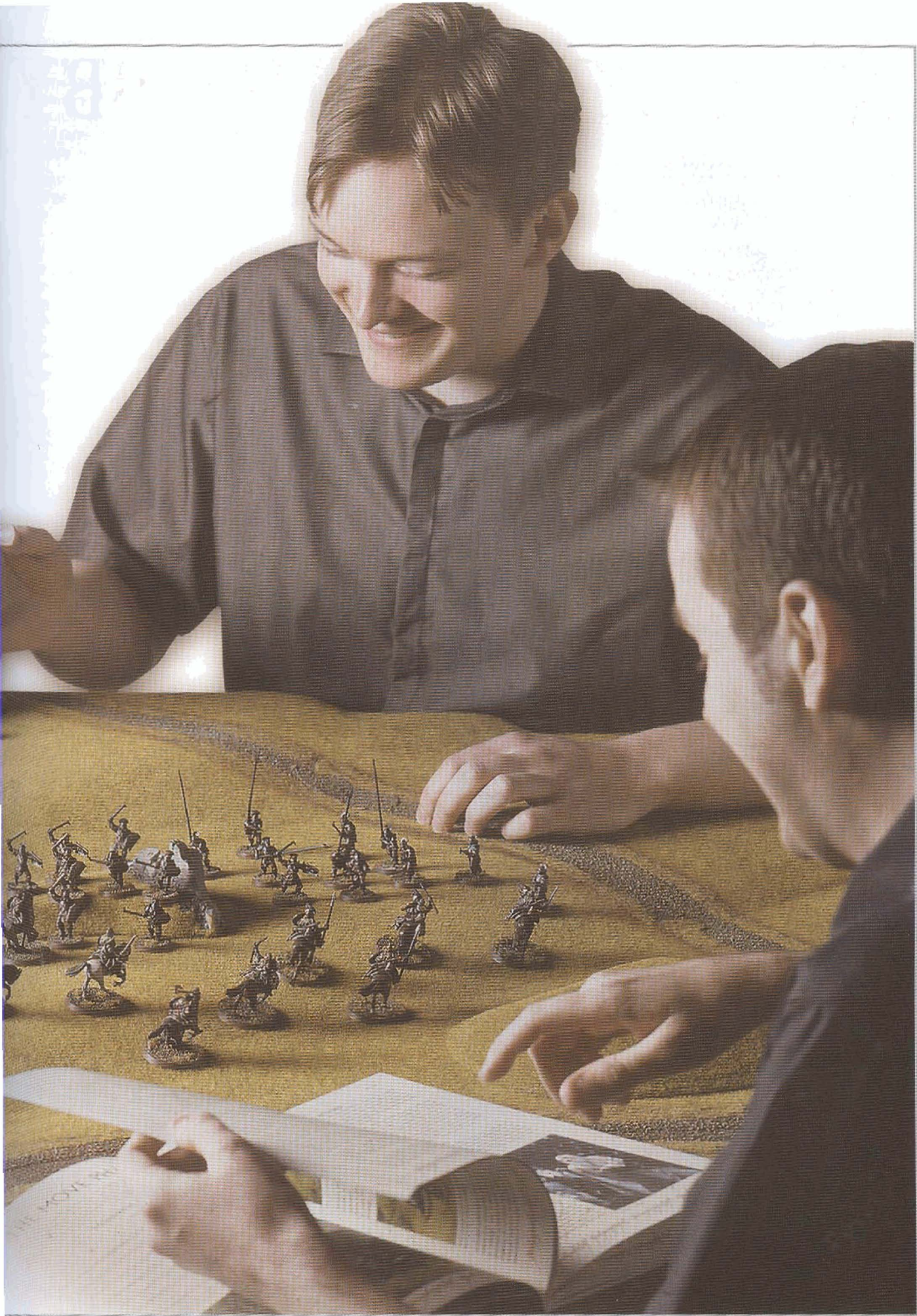


## MODELLING

Gaming with and painting the miniatures for your army is just one aspect of the hobby – many enthusiasts go to great lengths to alter their models to create individual masterpieces for their collections. Indeed, even the look of the battlefield can be just as important. Terrain modelling includes everything from making simple hills to constructing lavishly detailed buildings.









# DEVELOPING THE HOBBY

## Discover more about the Hobby!

With a hobby so apparently complex, it may all look daunting at first. However, after your first experience, the variety available to the gamer, painter, modeller or collector makes taking part a joy in itself.

### THE GAME

Much of the Games Workshop hobby revolves around gaming, so it's natural that most enthusiasts consider themselves to be gamers above all else. Every player will tell you that it takes adept generalship, sound tactics and a good knowledge of your troops' capabilities to ensure victory; it's sometimes claimed that a little bit of luck helps too! Of course, before any battles can be fought it is necessary to recruit an army, and that means choosing, assembling and painting a host of warriors. Putting together an entire army is a challenge that requires a modicum of patience and artistic skill.

Learning how to construct, paint and present models so that they look their best is one of the most rewarding aspects of the hobby. Indeed, there are those who much prefer to paint than to game, who enjoy simply collecting and painting miniatures for display. For everyone, the Games Workshop website ([www.games-workshop.co.uk](http://www.games-workshop.co.uk)) and White Dwarf magazine (on sale in most newsagents) are essential guides to all that's happening in the hobby. They include all the latest news, plus a mass of extra material, stories, painting and modelling articles and much, much more.

Battles are rarely fought over featureless planes, so most gamers create suitable scenic battlefields

for their games. A selection of scenery is available to buy from Games Workshop, but many players make their own from whatever materials come to hand. A battlefield can be set up on a kitchen table for an evening's play, or can be a lavish board with rolling hills, tumbling streams and tangled woodlands. Only the most fortunate have the space for a permanent games room complete with scenic battlefield layout – but we can all dream!

### WHERE TO PLAY

Games Workshop Hobby Centres are a great place to learn about the hobby, as they offer tuition at all levels, from those who have never fought a battle of Warhammer before, up to advice on advanced tactics for more experienced generals. It's also a great place for you to introduce a friend to the game. Most battles, however, are played at home although games need not be confined to there. Here at Games Workshop, the staff pitch the might of their armies against each other during lunch breaks and after work. We know that our games are played in places as diverse as schoolrooms during dinner time, in the canteen by off-duty postmen and even in the officers' mess in armed forces' bases across the country!

### CLUBS

Finding new opponents is easy if you're near a Games Workshop Hobby Centre but gaming clubs are also an ideal place to meet other enthusiasts. There are a growing number of clubs located all over the world; you can find out where from your local Games Workshop Hobby Centre or on our website: [www.gamingclub.org.uk](http://www.gamingclub.org.uk). These are places where enthusiasts meet regularly to fight battles, work together to paint armies, build terrain layouts, and a myriad of other activities. They offer opportunities to meet new opponents and learn some new skills. Clubs also often run their own tournaments, campaigns and other types of events. If you're interested in starting a club in your school or community, why not call the Games Workshop community team (0115 9168380 or e-mail us at: [clubguy@games-workshop.co.uk](mailto:clubguy@games-workshop.co.uk)). They can provide all sorts of support and advice whatever stage your club is at.

### YOUR ARMY

The most important part of our game systems are the rulebooks. However, rules are of no use if you don't have any models to fight your battles with.

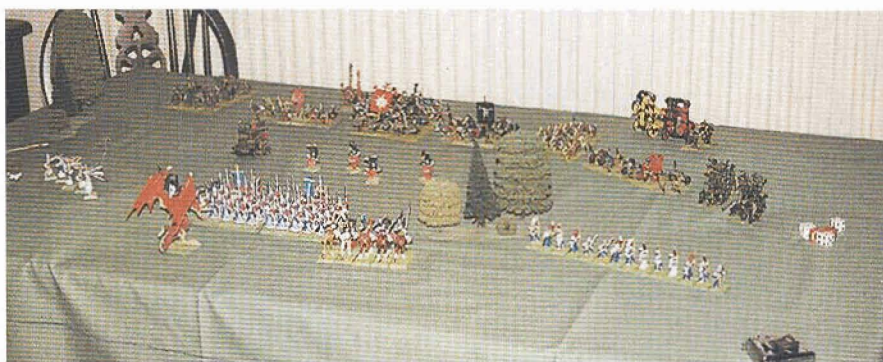




The best way to start a new army is with Games Workshop's big range of plastic miniatures boxed sets. Ideal for all newcomers, they allow you to build up the core rank-and-file troops of your army quickly and easily.

The models (which can be plastic or metal) are packaged in either boxes or blister packs. Few players buy a complete army all at once. It's far more effective to buy and paint one unit of troops at a time, building up your army over a period of weeks. That way, you can try out your growing army in battle before deciding what units you want to buy next. For example, if you feel that your Warhammer army is lacking in long-range firepower you might add a unit of bowmen or some artillery.

To help the enthusiast build their army, Games Workshop produces glue, paint, brushes, and a few simple and useful tools (including a modelling knife, files and clippers). In addition, there are dice, tape measures, plastic templates and carrying cases, which can be used to transport your completed armies – in fact, everything you need to put together an army (you'll find these useful items near the end of this catalogue).



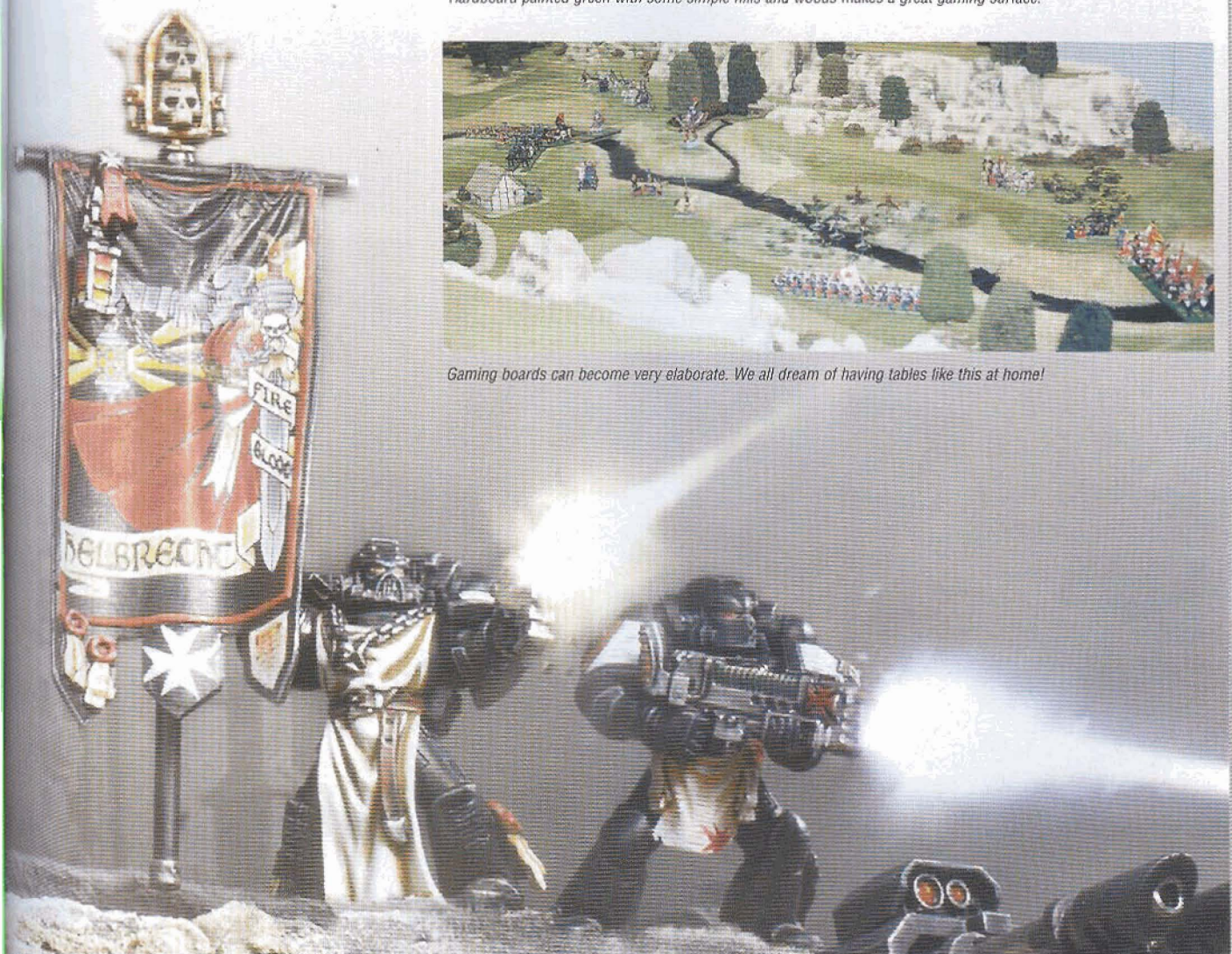
*To get started, just use a kitchen or dining table covered with a cloth.*



*Hardboard painted green with some simple hills and woods makes a great gaming surface.*



*Gaming boards can become very elaborate. We all dream of having tables like this at home!*





# EXPANDING THE HOBBY

## Taking the next step...

Once you have your first army, what else is there? Many collect more than one army, take part in other games, attend events, and immerse themselves in the additional background available for the worlds of Warhammer.

Games Workshop isn't just about gaming. Enthusiasts find they discover more about the hobby the longer they take part.

### EVENTS

Hundreds of events are held across the country, from small local club or Hobby Centre based activities to nationwide tournaments. Games can be played intensely for a whole day, or an entire weekend.

#### Tournaments

Tournaments are a fun way to determine how good you are at the game compared to other players. They usually involve taking a force of a specified size and playing against similar sized armies. You gain points through winning games, painting scores, sportsmanship and knowledge of the game. The player with the most points overall is declared Tournament Champion.

#### Campaigns

Campaigns allow players to explore wider possibilities within a games system. The games are used to tell a story with each result having an effect on the overall outcome. They often include extra rules for weather conditions, spies, special characters and other unexpected events that add even more flavour to the story. Once again it is an opportunity to have fun with the game in a different style to a tournament.

### WARHAMMER WORLD

Warhammer World in Nottingham is the centre of hobby excellence for all our gamers around the world! We have designed a huge medieval keep, which is the setting for awesome gaming, hobby activity and a store which is quite frankly unlike any shop in the world, plus our on-site exhibition featuring the best painted miniatures to be seen in the world!

Every day our staff are on hand to give advice on collecting, painting and gaming, no matter what your level of hobby knowledge. You can also bring your armies and hire one of our 'feature tables'. Meanwhile, Bugman's Bar awaits the weary traveller to quench his thirst and tell his tales of victorious gaming battles!

When planning a trip to Warhammer World please phone 0115 916 8410. To find out all the latest news on our special web page which includes a live web cam, check out: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

#### Hobby Centres

You can find Games Workshop Hobby Centres right across the country. All our Centres offer a great venue for hobbyists, however some have additional gaming rooms enabling even more people to play. These Gaming Rooms not only offer more tables, lots also provide venues for bigger tournaments, campaigns and events. Of note is the new Gaming Centre near the

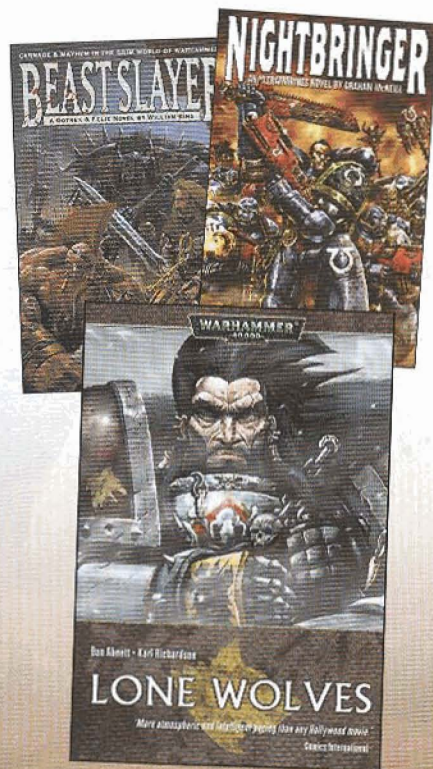
Meadowhall Centre outside Sheffield. It boasts loads of tables and a unique environment for engaging in your hobby.

### FORGE WORLD

Something you won't find in any of our Hobby Centres or stockists is Forge World's selection of resin kits designed for the experienced player and modeller. For a truly dedicated hobbyist these extra products add more options and depth to their hobby. For more information check out: [www.forgeworld.co.uk](http://www.forgeworld.co.uk).

### AND THERE'S MORE...

Our worlds come to life in a series of novels by the Black Library ([www.blacklibrary.com](http://www.blacklibrary.com)), a publisher dedicated to the fictional backgrounds of our games. The background for our games has also been used for computer games such as Dawn of War, and also by Sabertooth ([www.sabertoothgames.com](http://www.sabertoothgames.com)) for collectable card games.

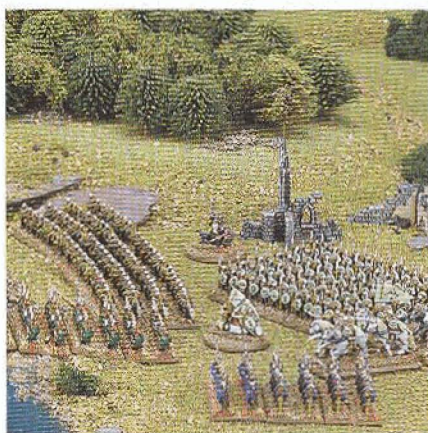




## SPECIALIST GAMES

In addition to Warhammer, Warhammer 40,000 and The Lord of The Rings, Games Workshop also produces other games set in the Warhammer backgrounds. The Battle of Five Armies, Warmaster and Epic 40,000 use smaller scale models to fight battles in the The Lord of The Rings, Warhammer and Warhammer 40,000 worlds, while Inquisitor focuses on individual characters using larger scale miniatures. Battlefleet Gothic allows gamers to refight spaceship battles, while Mordheim and Necromunda focus on gang combat and Blood Bowl is a fantasy football game with many adherents across the country. Check out:

[www.specialist-games.com](http://www.specialist-games.com) for more details.



*The Battle of Five Armies is based upon the famous battle at the end of The Hobbit between Men, Elves and Dwarves on the one side, and Goblins and Wargs on the other. The Battle of Five Armies squeezes the complete forces for both sides, a rulebook, dice and terrain into one box.*



*Set in the Warhammer 40,000 universe, Battlefleet Gothic is the game of spaceship battles, where huge fleets of enormous starships engage in ship-to-ship combat among the darkness of the galaxy in a struggle for domination.*



*Necromunda is a tabletop skirmish game pitching gangs of heavily armed and battle-hardened warriors against each other deep within the dangerous city of Hive Primus. The game's 'experience system' allows you to develop your gang giving them new skills and abilities the more you play!*



*Inquisitor is a narrative wargame that allows you to play the part of a bold hero or cruel villain in the horrifying universe of the 41st millennium – battling in the dark and forgotten shadows of the galaxy.*



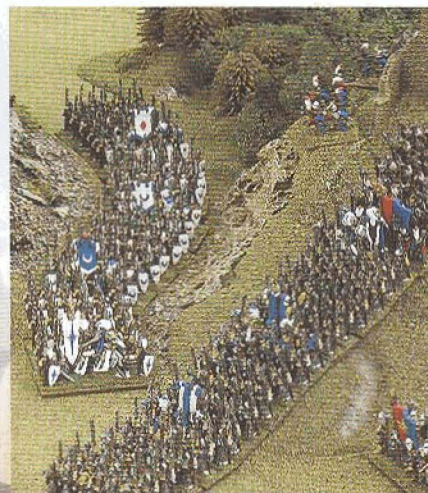
*Epic brings futuristic combat to your tabletop on a whole new scale! Your armies are larger, battles are bigger, and you can field gigantic war engines like Titans and Baneblade Super-Heavy tanks.*



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



*Blood Bowl is a vicious game between teams of quite insane warriors. Players pass, throw, or run with the ball, attempting to get it to the opposing end of the field, the End Zone.*

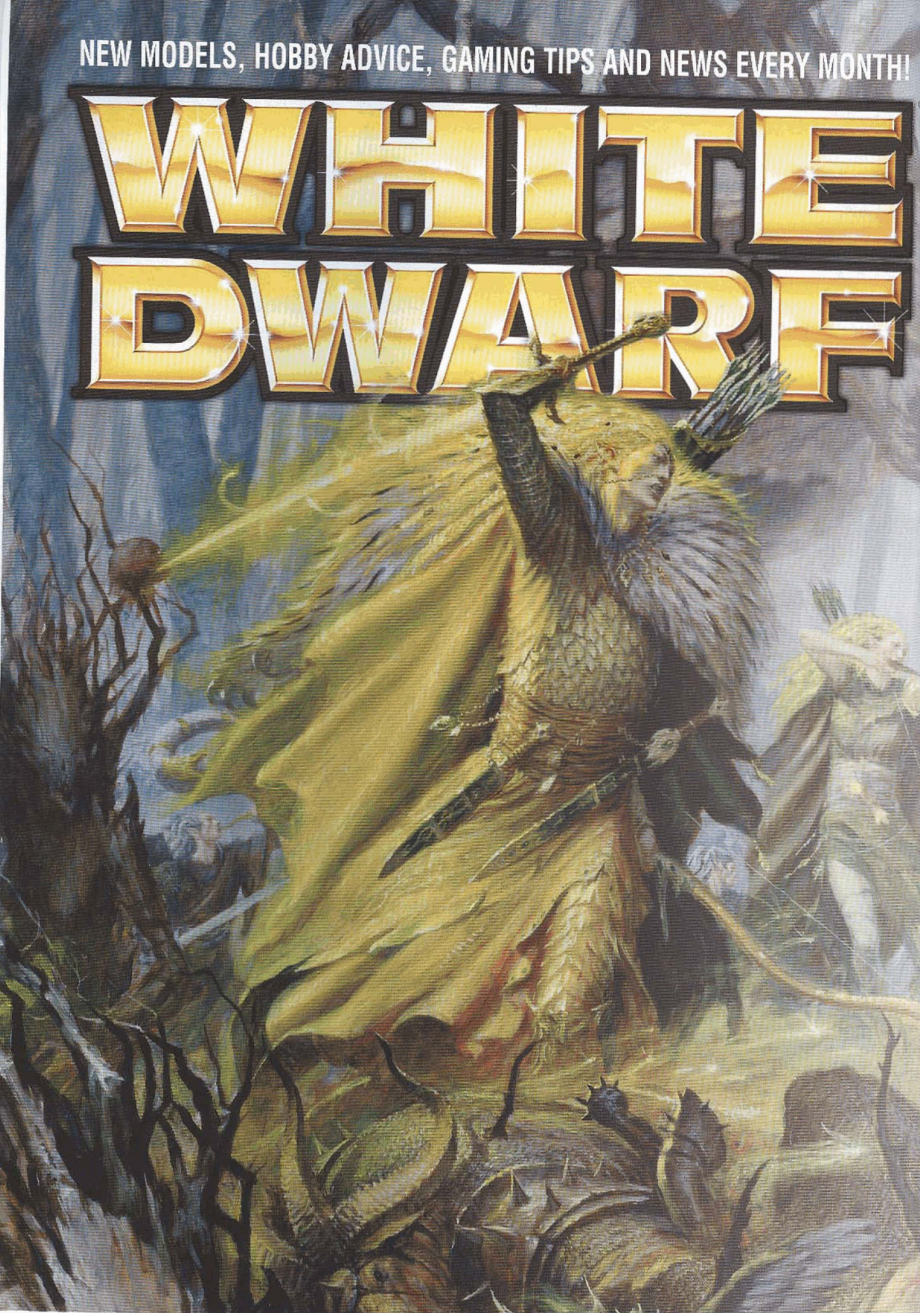


*Warmaster is a game of conflict on a grand scale, fought over an area of many miles. This game enables you to re-enact awesome fantasy battles on the tabletop with massed ranks of breathtaking miniatures.*



NEW MODELS, HOBBY ADVICE, GAMING TIPS AND NEWS EVERY MONTH!

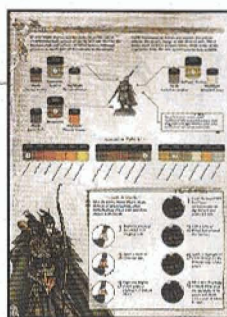
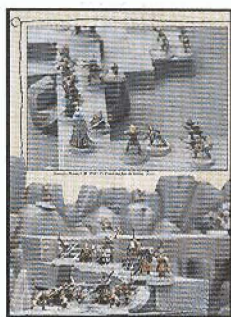
# WHITE DWARF





## BATTLE REPORTS

Learn battle-winning tactics as gaming veterans, games designers and tournament players fight ferocious battles. As they clash, they explain their cunning army selection, give gaming advice and reveal battle strategies!



## PAINTING AND MODELLING ADVICE

'Eavy Metal painters and Golden Demon teach you the full range of skills and techniques that you will need to paint and model your fantastic miniatures.

## HOBBY NEWS

The magazine is full of news on forthcoming releases, features on all the latest miniatures, and reports on our amazing events and tournaments. Get the low-down on all the latest in the worlds of Warhammer, Warhammer 40,000 and The Lord of The Rings.



## SCENERY MAKING

Whether you play at home or in one of the hundreds of clubs around the country, you'll need a battlefield to fight your wars on. We give you advice on making awesome scenery for your games.

## GAMING ADVICE

Written by the game designers, tournament champions and experienced gamers, we give you advice on tactics, army selection and choosing models for all our gaming systems.

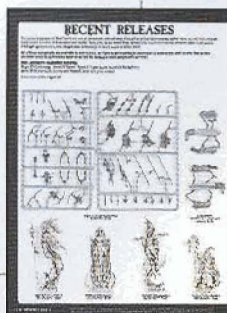


## ADDED DEPTH FOR ALL OUR WORLDS

In each White Dwarf you will find additional artwork, fiction and background material that bring all our worlds to life!

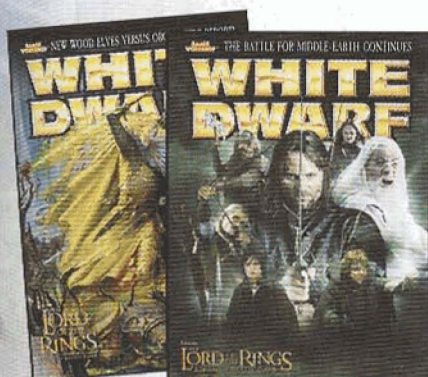
## SCENARIOS AND CAMPAIGNS

Adds excitement, depth and fun to your games by discovering different ways to play with your armies through scenarios and campaigns.



## COMPONENTS AND ARCHIVE MODELS

Within the magazine you will find components and archive models which are ideal for customising and converting your models so that your armies really stand out on the battlefield!



**Available from Games Workshop  
Hobby Centres and all good newsagents.**

Whether you play Warhammer, Warhammer 40,000, The Lord of The Rings or any of our other fantastic games, White Dwarf is a must! The magazine is literally brimming with all the latest information, rules, background and hobby news every month.

**Find out more about White Dwarf on our website:  
[www.games-workshop.co.uk/whitedwarf](http://www.games-workshop.co.uk/whitedwarf)**



THE ESSENTIAL GAMES WORKSHOP HOBBY RESOURCE AND ONLINE STORE

# GAMES WORKSHOP ONLINE





## ONLINE STORE

The Games Workshop Online Store is a secure, quick, easy and convenient way to order Direct. It's open all day, every day – you can browse through our entire catalogue online, as well as place advance orders for those must-have miniatures!



## HOBBY RESOURCE

There are hundreds of hobby articles from our archives for every army and faction on their own homepages, for all aspects of the hobby – a real treasure trove and expanding all the time!

## NEWS

All the latest news from Games Workshop on our new models, sneak previews, events and articles we have added to the site, all updated weekly – an absolute essential bookmark for any hobbyist.



## DOWNLOADS

All the official FAQs for your armies and army lists (such as Codex: Catachans), plus desktop wallpapers, reference sheets and terrain templates; just a few of the many downloads you can get online.

## COMMUNITY

Online and offline, the website allows you to chat to literally thousands of other hobbyists through our forums, as well as get involved in campaigns and events.



## SPECIALIST GAMES

The website links you straight into Fanatic's website dedicated to Specialist Games. Each Specialist Game has its own homepage where you can find all the latest news, download the latest updates and rules and chat to other players of the same games. Plus there are dozens of painting, modelling and gaming articles!

# LOG ON NOW!

With all the latest news on what's new, hobby articles and sneak peeks of upcoming miniatures updated weekly, Games Workshop Online is the perfect partner to White Dwarf!

# WWW.GAMES-WORKSHOP.CO.UK





# STORE FINDER

## GAMES WORKSHOP<sup>®</sup> HOBBY CENTRES & INDEPENDENT STOCKIST

Games Workshop Hobby Centres offer a whole host of services and facilities for hobbyists. Normal opening hours are 12 to 6 during the week, 10 to 6 on Saturdays and 11 to 5 on Sundays. Most Centres also stay open longer on one night of the week, however you should check with your local Centre, as opening times do vary, particularly those stores located in Shopping Centres. We also have many independent stockists (some of which carry our full range, as shown in this catalogue) across the UK and Eire; you can find a list of all our outlets on our website at: [www.games-workshop.co.uk/storefinder](http://www.games-workshop.co.uk/storefinder) or call Games Workshop Direct on 0115 916 40000.

**A Games Workshop Hobby Centre is much more than just a shop...**



### FREE GAMING AND TACTICS ADVICE

All our staff are experienced gamers (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



### FREE PAINTING AND MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!



### FULL RANGE OF PRODUCTS

All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models, as well as all the hobby materials you need to collect, build and paint your armies.



### IN-STORE ORDER POINT

All of our stores are fitted with an in-store order point which you can use to get your hands on all of our Specialist Games products, plus many components and classic models with which to customise your armies.



### HOBBY ACTIVITIES

Hobby Centres host large participation battles, painting workshops, tournaments and campaigns. On Sundays there is a special program for those starting the hobby, whilst that evening there is a club for those who have finished the course. During the week most Centres also stay open later one night to allow gamers to play for even longer or to have a go at one of our Specialist Games. Many of our stores (the Gaming Rooms marked with a red cross on the list) also feature extra gaming tables to provide even more space to play!



## AVON

**BW BRISTOL (CENTRAL):**  
13 Broadwell, Tel: 0117 926 1533  
**GW BRISTOL (CRIBBS CAUSEWAY):**  
Unit 129, The Mall, Tel: 0117 959 2528  
**BRISTOL, Area 51:**  
Tel: 0117 924 4655  
**PORTISHEAD, Makit:**  
Tel: 0127 564 4751  
**YATE, Hoggosaurus Toystore:**  
Tel: 0145 432 6560

## BEDFORDSHIRE

**GW BEDFORD:**  
10 Greyfriars, Tel: 0123 427 3663  
**LEIGHTON BUZZARD, Cuddlers:**  
Tel: 0152 521 7415  
**LUTON, Ottakers:**  
Tel: 0158 245 0303  
**LUTON, Final Fantasy**

## BERKSHIRE

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**GW READING:**  
111 Broad Street Mall, Tel: 0118 950 0893  
**GW SLOUGH:**  
101 High Street, Tel: 0175 357 5575  
**BRACKNELL, Ottakers:**  
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**NEWBURY, Miniature Merchants:**  
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**SANDHURST, Toyworld:**  
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**WINDSOR, Ottaker's Bookshops Windsor:**  
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**WINDSOR, WJ Daniels:**  
Tel: 0175 386 2106

## BIRMINGHAM AREA

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Unit 36, Merry Hill Centre, Tel: 0136 448 1818  
**GW SOLIHULL:**  
690 Warwick Road, Tel: 0121 705 7997  
**GW SUTTON COLDFIELD:**  
45-47 Birmingham Road, Tel: 0121 354 8174  
**GW WOLVERHAMPTON:**  
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**GREAT BARR, Gaming Crypt:**  
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**EDGECASTON, Wayland's Forge:**  
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**RUBERY, Roy's Hobbies & Toys:**

**SUTTON COLDFIELD, Digital Dragons:**  
Tel: 0794 163 7793

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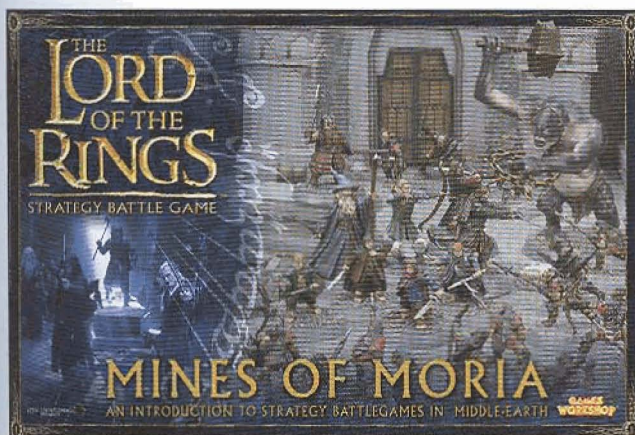
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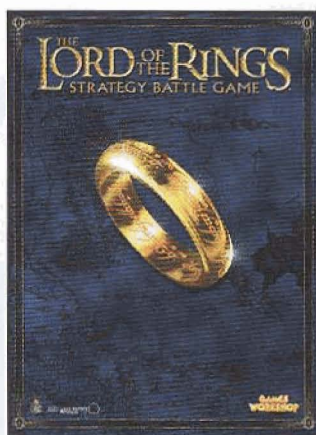


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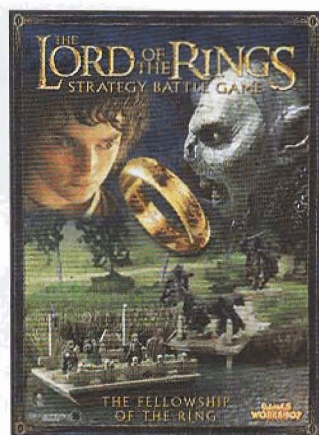


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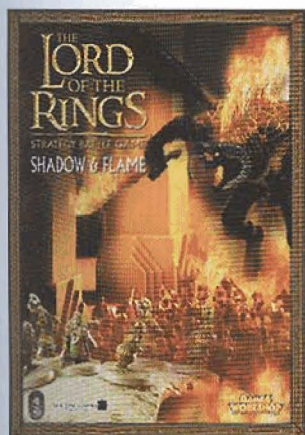


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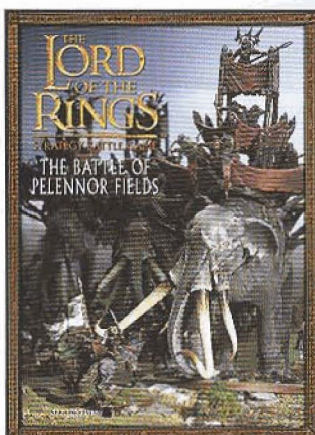


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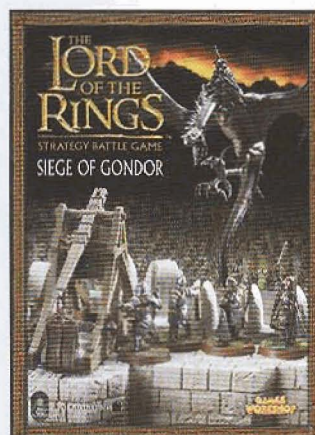


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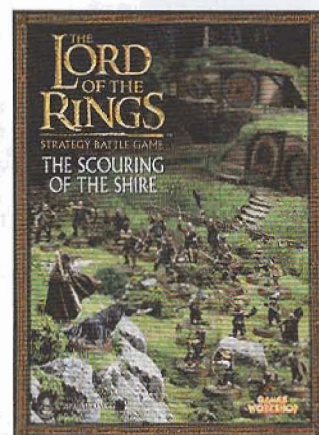


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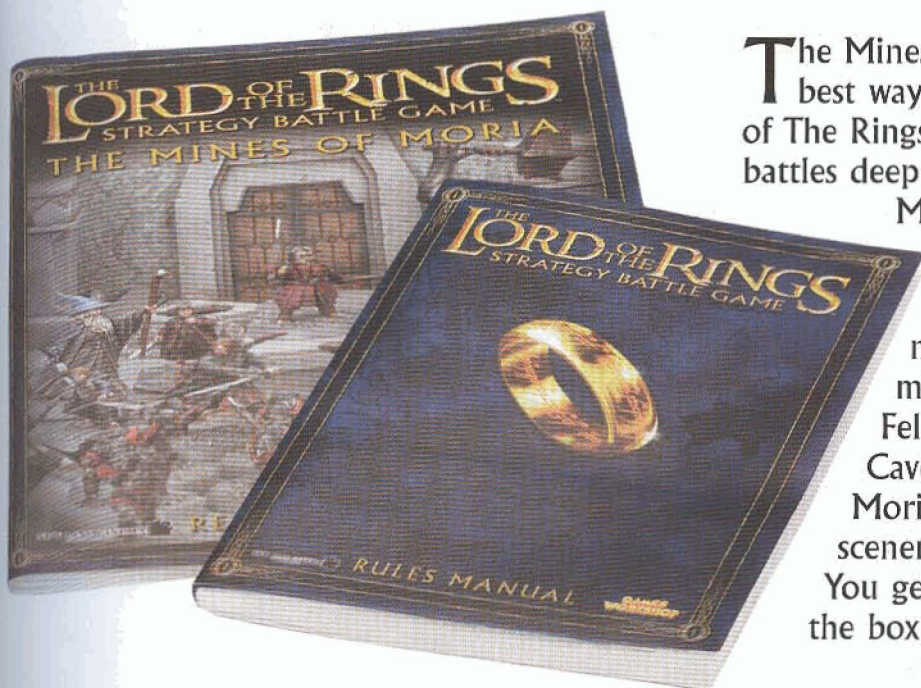


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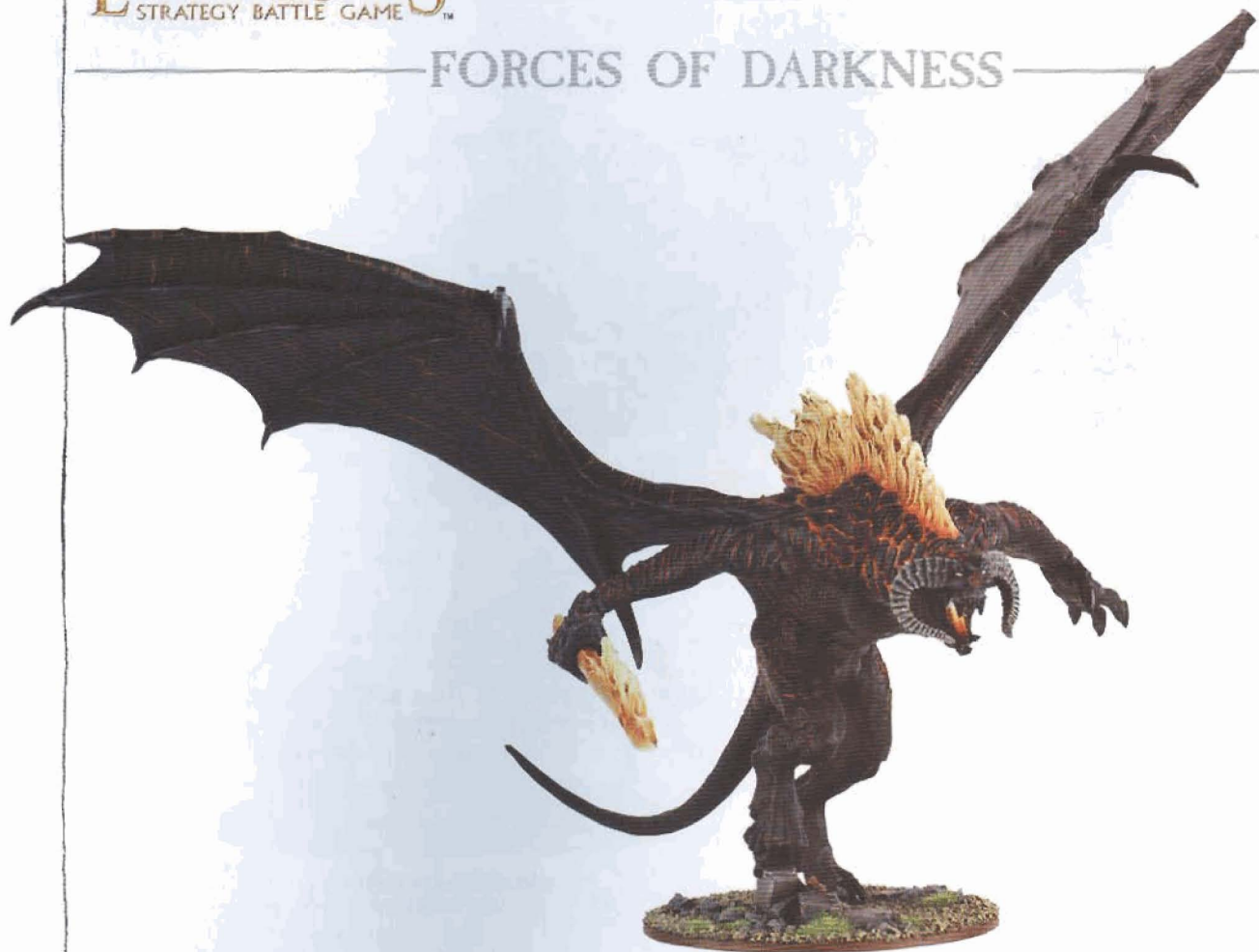
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06-92 £6.00 (3 random models)



**MORDOR URUK-HAI**  
05-93 £6.00 (3 random models)



**MORDOR ORCS COMMAND**  
05-84 £6.00 (2 random models)



**ORC TRACKERS**  
06-47 £6.00 (3 random models)



**MORDOR SIEGE BOW**  
06-53 £12.00



**GOTHMOG FOOT AND MOUNTED**  
03-38 £12.00



**GORBAG & SHAGRAT**  
06-95 £10.00



**ORC SHAMAN**  
06-50 £5.00 (1 random model)





CAVE TROLL WITH HAMMER AND CHAIN  
05-50 £12.00



MORDOR ARMoured TROLL BOXED SET  
06-27 £15.00



CAVE TROLL WITH HAMMER  
02-94 £12.00



CAVE TROLL WITH SPEAR  
05-78 £12.00



TROLL CHIEFTAIN BOXED SET  
06-32 £15.00



MORDOR WAR CATAPULT BOXED SET  
06-09 £30.00





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**WITCH-KING ON FELL BEAST BOXED SET**  
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**WITCH-KING OF ANGMAR ON FOOT**  
02-95 £5.00

**WITCH-KING FOOT AND MOUNTED**  
02-97 £12.00



**RINGWRAITH FOOT AND MOUNTED**  
02-40 £12.00 (2 random models)



**THE MOUTH OF SAURON FOOT AND MOUNTED**  
06-99 £12.00



**TWILIGHT RINGWRAITH**  
05-49 £5.00 (1 random model)





EASTERLINGS COMMAND  
05-95 £6.00 (2 random models)



SULÁDAN FOOT AND MOUNTED  
04-38 £12.00



WAR MÚMAK OF HARAD BOXED SET  
05-31 £50.00





**HARADRIM RAIDER**  
06-60 £5.00 (1 random model)



**HĀSHARII**  
06-65 £4.00



**HARADRIM CHIEFTAIN FOOT AND MOUNTED**  
06-61 £10.00



**HARADRIM COMMAND**  
06-66 £6.00 (2 random models)



**WARRIORS OF HARAD BOXED SET**  
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**BARROW-WIGHTS**  
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LORD OF THE RINGS  
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# NEW FOR 2006 A SHADOW IN THE EAST









# WARHAMMER® 40,000



Warhammer 40,000 Rulebook

40-02 £3

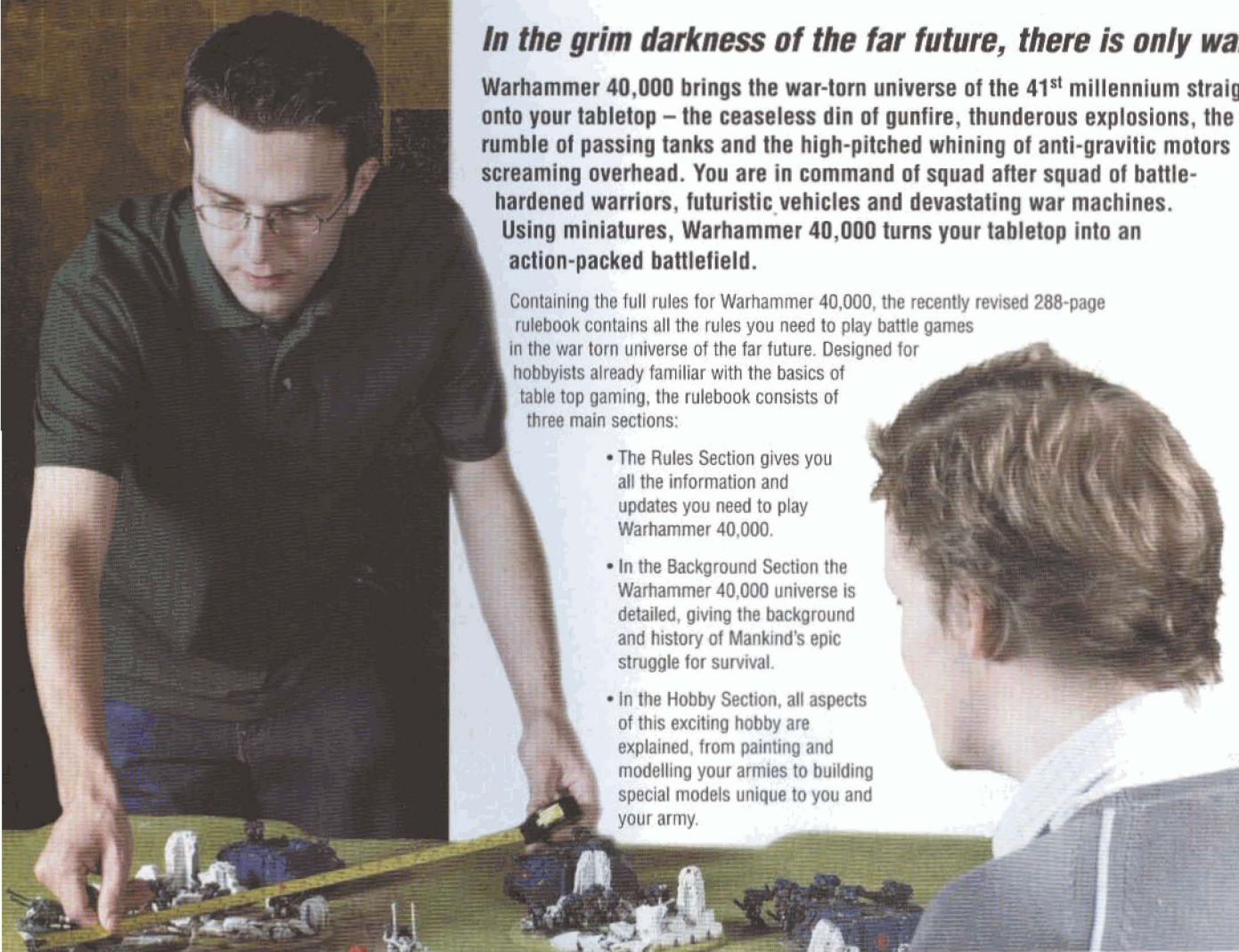
***In the grim darkness of the far future, there is only war.***

Warhammer 40,000 brings the war-torn universe of the 41<sup>st</sup> millennium straight onto your tabletop – the ceaseless din of gunfire, thunderous explosions, the rumble of passing tanks and the high-pitched whining of anti-gravitic motors screaming overhead. You are in command of squad after squad of battle-hardened warriors, futuristic vehicles and devastating war machines.

Using miniatures, Warhammer 40,000 turns your tabletop into an action-packed battlefield.

Containing the full rules for Warhammer 40,000, the recently revised 288-page rulebook contains all the rules you need to play battle games in the war torn universe of the far future. Designed for hobbyists already familiar with the basics of table top gaming, the rulebook consists of three main sections:

- The Rules Section gives you all the information and updates you need to play Warhammer 40,000.
- In the Background Section the Warhammer 40,000 universe is detailed, giving the background and history of Mankind's epic struggle for survival.
- In the Hobby Section, all aspects of this exciting hobby are explained, from painting and modelling your armies to building special models unique to you and your army.





## Collectors' Guides

Collectors' Guides are the definitive tome for anyone interested in any of our miniatures ranges. Each one contains the full range of models and their component parts for a specific Warhammer 40,000 race.

The Collectors' Guides are far more than a simple catalogue. Also included within are a number of other features such as background information, some fantastic armies painted and collected by hobbyists, conversions, Golden Demon winners and great dioramas.

Collectors' Guides

£5.00

## Wargear

This book is designed as a handy gaming aid for players of Warhammer 40,000. Within its pages you will find rules for every weapon, statistics for every troop type, and a complete alphabetical listing of every item of wargear and vehicle upgrade in the current range of Codex army books.

All the corrections and clarifications found on the Games Workshop website have been incorporated, so the rules are completely up to date.

Wargear

40-13 £12.00

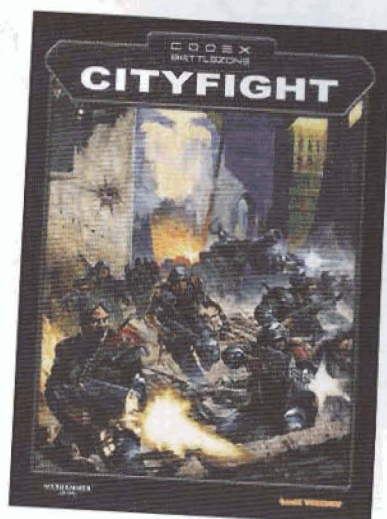
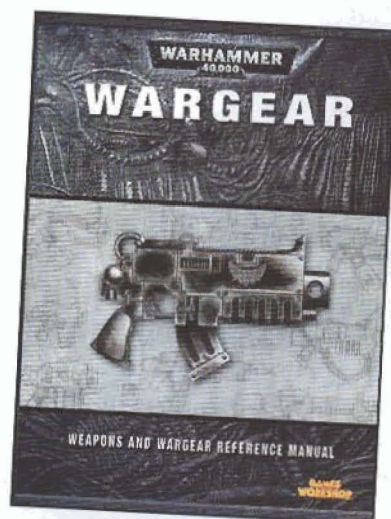
## Codex: Cityfight

Throughout the universe, warring races descend on each other's cities bringing destruction with them. In the shattered ruins, old generals are forced to learn new tricks while their soldiers hope merely to survive.

*Codex: Cityfight* is a supplement for Warhammer 40,000 which deals with fighting Warhammer 40,000 battles in cities, and provides you with everything you will need to know in order to play games of Warhammer 40,000 in city terrain.

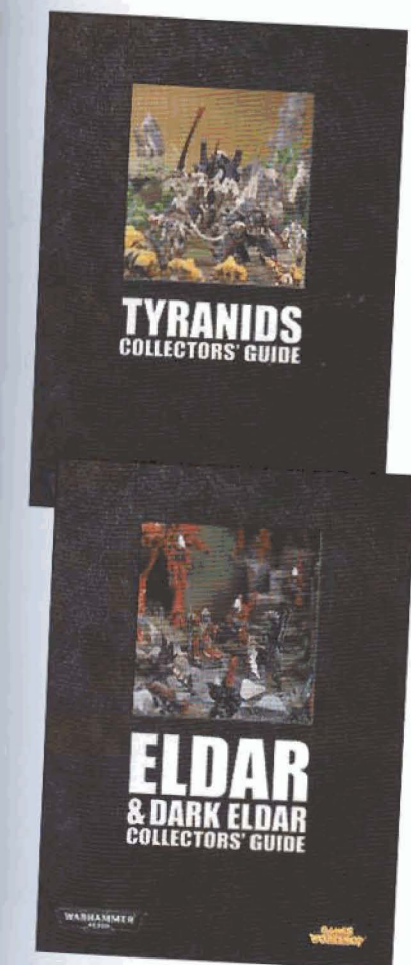
Codex: Cityfight

40-05 £12.00



## Battleforces

Over the next few pages you'll find all the races of the Warhammer 40,000 universe. Each army has a Codex that gives the full background and army list for that race, along with great hobby material. The ideal way to start an army, or expand an existing force is to buy the Battleforce. Most armies have one of these boxed sets, that not only include the core troops for each race, but also represent fantastic value for money!



### BATTLE FOR MACRAGGE PAINT SET

This is the ideal start for any budding painter. Boxed set contains 3 plastic Space Marines, 4 paints, a paintbrush and painting guide.

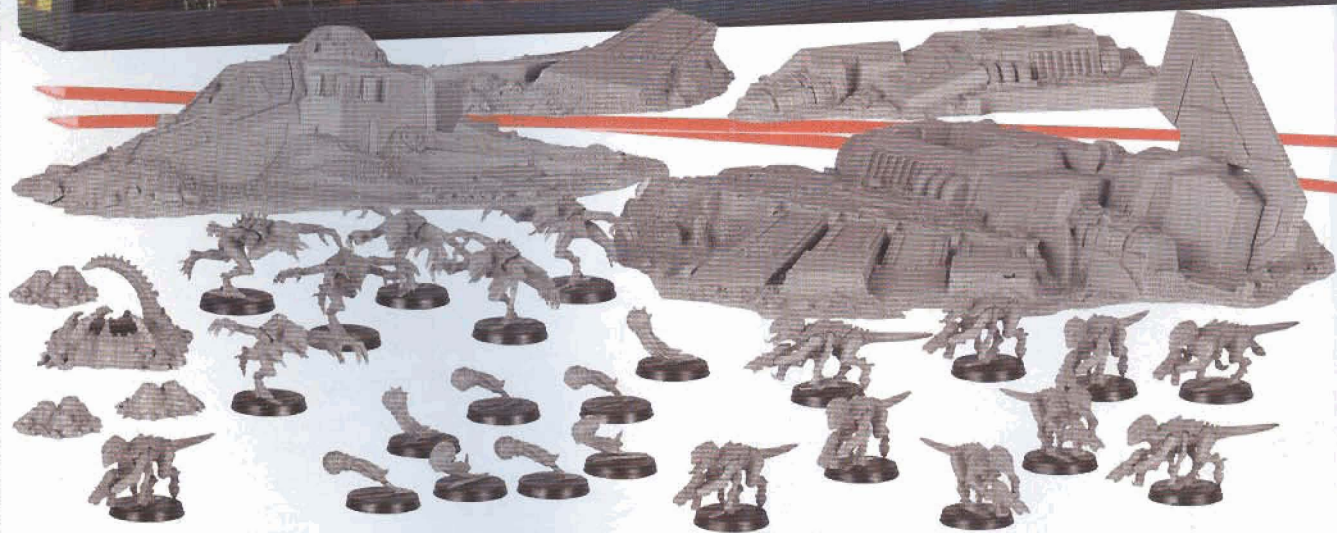
Battle for Macragge Paint Set

60-17 £12.00





# BATTLE FOR





# MACRAGGE



Battle For Macragge is the starter boxed set from Games Workshop that will help you, step-by-step, to play the game of Warhammer 40,000 and enter the Games Workshop hobby. Battle For Macragge introduces you to Humanity's defenders, the stoic Space Marines and their all-devouring adversaries, the Tyranids.

In this scenario-driven introductory set you'll find a specially designed booklet that teaches the basic rules for moving, shooting and fighting.

The Battle For Macragge boxed set contains:

- The full colour scenario booklet.
- A 96-page rulebook containing all the rules you need to play Warhammer 40,000.
- Miniatures to play the game including 10 Space Marines, 16 Tyranids, 1 Imperial Pilot (only available in this boxed set) and scenery.

**Battle For Macragge** 40-01 £40.00

Battle For Macragge is an ideal way for you to get into Warhammer 40,000. It gradually teaches you the rules through a series of missions. Like all games of Warhammer 40,000, these missions take place as a part of the overall storyline of the 41<sup>st</sup> millennium. The Battle For Macragge missions are set during one particular titanic struggle between Humanity's defenders and alien attackers who know no mercy.

However, the Battle For Macragge boxed set isn't all about rules and missions. The set contains enough high-quality miniatures to get you started, along with scenery to add detail to your battlefield. These miniatures and models are included in the set so you can begin playing right away. The missions in Battle For Macragge show you how to use each of the miniatures in the boxed set. Each successive battle introduces a new element to the game, culminating in a final battle that uses everything in the box. These missions are fun to play and quick to complete. The Battle For Macragge lets you master the rules as you venture into the dark universe of Warhammer 40,000.





# IMPERIAL GUARD



*Codex: Imperial Guard* contains full rules about an Imperial Guard army that are Humanity's last line of defence against the darkness.

**Codex: Imperial Guard** 47-01 £12  
Also look out for more Imperial Guard army lists in *Codex: Armageddon* on page 84 and *Codex: Eye of Terror* on page 105 of this catalogue.

**T**he massed army of the Imperium is the biggest fighting organisation in the entire galaxy. Literally countless millions of men take up the banner of the Emperor and join the Imperial Guard. An Imperial Guard army is made up of Infantry platoons, backed up by the mighty tanks of the Adeptus Mechanicus.

The minimum requirements for an Imperial Guard army are a Command squad, one Infantry platoon and one other Troops choice. The Cadian Imperial Guard Battleforce is a great start, as it gives you enough components to make one complete Infantry platoon with heavy weapons, along with a Leman Russ battle tank. The Cadian HQ Command will give you a Command squad. A Chimera and a Cadian Shock Troops boxed set will give you your second Troops choice and leave you enough models to add another squad to your Infantry platoon. From there, you can get a Sentinel Squadron give you fast-moving support, more tanks or Heavy Weapons squads to give you long-range support, or a squad of Ogryns to give your army real punch in assaults.

## CADIAN BATTLEFORCE

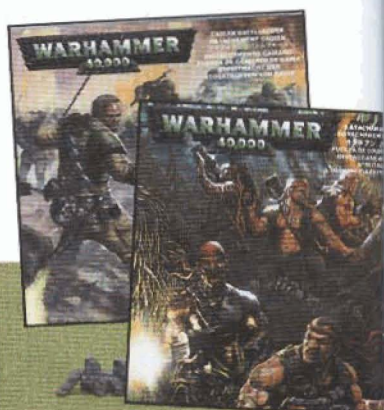
47-20 £50

Contains: 20 Cadian Shock Troopers, 1 Imperial Guard Cadian Shock Heavy Weapons squad, 1 Leman Russ battle tank and a Warhammer 40,000 ruined buildings.

## CATACHAN BATTLEFORCE

42-10 £50

Contains: 25 Catachan Jungle Fighters, 1 Imperial Guard Catachan Shock Heavy Weapons squad, 2 Catachan Sentinels, and 4 Warhammer 40,000 Jungle Trees frames.



**Great Value!** Get the Cadian Battleforce and save £14 against purchasing the items individually and you get a set of Gothic Ruins!



**Great Value!** Get the Catachan Battleforce and save £22.50 against purchasing the items individually and you get a set of Jungle Trees!



# HQ



**JARRAN KELL & URSARKAR CREED**  
47-48 £12.00



**CADIAN COMMAND SQUAD BOXED SET**  
47-21 £15.00



**CADIAN OFFICERS**  
47-44 £6.00 (2 random models)



**CATACHAN OFFICERS**  
42-36 £6.00 (2 random models)



**COLONEL SCHAEFFER**  
47-35 £7.00



**SANCTIONED PSYKERS**  
47-63 £6.00 (2 random models)



**COMMISSAR**  
47-37 £5.00 (1 random model)



**COMMISSAR YARRICK**  
47-56 £7.00



**IMPERIAL COMMISSAR GAUNT**  
47-36 £7.00



**CATACHAN CAPTAIN**  
42-37 £5.00

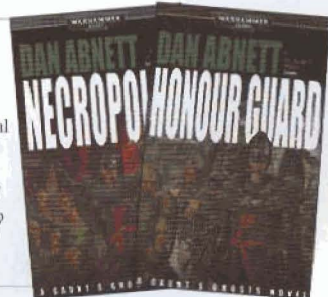


**CADIAN MEDIC & STANDARD BEARER**  
47-65 £6.00



## Novels

Dan Abnett tells the continuing tale of Commissar Ibram Gaunt and his regiment of brave Imperial Guardsmen, the Tanith First-and-Only, in the stunning Gaunt's Ghosts series. For a full listing of the Gaunt's Ghosts book range go to: [www.blacklibrary.com](http://www.blacklibrary.com)





# ELITES



**RATLING SNIPERS**  
47-42 £6.00 (5 random models)



**CATACHAN JUNGLE FIGHTER SNIPERS**  
42-43 £6.00



**CADIAN SNIPERS**  
47-66 £5.00



**OGRYN**  
47-43 £9.00 (1 random model)



**TECHPRIEST ENGINEER**  
47-64 £4.00 (1 random model)



**KASRKIN WITH ASSAULT WEAPONS**  
47-46 £6.00 (2 random models)



**KASRKIN**  
47-47 £6.00 (3 random models)



**VETERAN KASRKIN SERGEANT**  
47-67 £4.00



**KASRKIN BOXED SET**  
47-23 £20.00



**STORM TROOPERS WITH ASSAULT WEAPONS**  
47-40 £6.00 (2 random models)



**STORM TROOPERS**  
47-41 £6.00 (3 random models)



**STORM TROOPER SERGEANT**  
47-69 £4.00



# TROOPS



**CATACHAN JUNGLE FIGHTERS PLASTIC BOXED SET**  
42-06 £18.00



**CATACHAN JUNGLE FIGHTERS WITH  
DEMOLITION CHARGES**  
42-45 £5.00 (2 random models)



**CATACHAN JUNGLE FIGHTERS  
WITH ASSAULT WEAPONS**  
42-35 £6.00 (2 random models)



**CATACHAN JUNGLE FIGHTERS  
WITH HEAVY FLAMERS**  
42-42 £7.00 (2 random models)



**CADIAN SHOCK TROOPERS WITH  
ASSAULT WEAPONS**  
47-45 £6.00 (2 random models)



**MK. II CHIMERA PLASTIC BOXED SET**  
47-07 £18.00



**CADIAN SHOCK TROOPERS PLASTIC BOXED SET**  
47-17 £18.00



# DAEMONHUNTERS



*Codex: Daemonhunters* contains background, painting and modelling guides, and full rules for fielding a force of Daemonhunters. The Inquisitors of the Ordo Malleus are at war with forces too terrible to comprehend and, together with the holy warriors of the Grey Knights, they take the light of the Emperor into the darkness. This book allows you to field a pure Daemonhunters force and includes special rules for using your current Space Marines or Imperial Guard army as part of a Daemonhunters force.

**Codex: Daemonhunters**

57-01 £12

**T**he Inquisition watches over Humanity from the shadows, secretive men and women who protect Mankind from the myriad terrors that threaten it every day. The Daemonhunter Inquisitors of the Ordo Malleus are specifically dedicated to wiping out the foul denizens of the Warp. Be it a possessed cult leader or a planet infested with Daemons, the Inquisitors of the Ordo Malleus employ their Inquisitorial Storm Troopers and the legendary Grey Knights Space Marines to combat the forces of darkness.

Daemonhunters are a specialist force, the army typified by a small number of very powerful individuals. The Grey Knights are better armed than normal Space Marines and a small squad of Grey Knights will make short work of most other races. The Inquisitor has access to numerous henchmen who can boost his battlefield abilities. The ranks of the Daemonhunters are bolstered by the Inquisitorial Storm Troopers and the ultra-rare Grey Knight Terminators. Although they will almost always be outnumbered on the battlefield, the superior firepower of the Grey Knights and the considerable support of the Inquisitor and his henchmen will ensure a balanced game.

Every army needs a HQ and two Troops choices, and Daemonhunters are no exception. Two Grey Knights squads are a good start, along with an Inquisitor to lead them. Alternatively, you could use a Grey Knights Terminator as a Grey Knights hero to lead your army instead of an Inquisitor. From there, it's best to take advantage of the awesome power of a Grey Knight Terminators squad. You will need some heavy firepower to protect your troops until they can get into combat. The best way to do this is by getting either a Purgation squad (1 Grey Knight Justicar and 4 Grey Knights armed with either a Psycannon or Incinerator), a Space Marines Land Raider or a Space Marines Dreadnought, as Daemonhunters can use these. You can also give your Inquisitor Lord some henchmen or a retinue of Terminators for your Grey Knight Hero.





## HQ



**INQUISITOR LORD & RETINUE BOXED SET**  
 57-06 £18.00



**INQUISITOR**  
 57-35 £7.00

Although some Inquisitors prefer to work alone, it is common practice for an Inquisitor to surround himself with exceptional individuals. Many of these he has encountered on his ceaseless quest to protect Humanity, but such is the authority of the Inquisition that every citizen of the Imperium is his to command should he require them. Occasionally an Inquisitor will have need of an astropath to convey an urgent piece of information, or an experienced warrior to reinforce his strength on the field of battle. Those who excel in their role find themselves a permanent member of the Inquisitor's staff. An Inquisitor will have a small entourage of those he has deemed most useful for his current mission, accompanying him across countless light years on his quest to bring light to the darkest corners of the galaxy.



**BROTHER-CAPTAIN STERN**  
 57-38 £10.00

## ELITES



**CULEXUS ASSASSIN**  
 54-38 £7.00

**VINDICARE ASSASSIN**  
 54-35 £7.00

**GREY KNIGHT TERMINATORS BOXED SET**  
 57-07 £30.00



**DAEMONHOST**  
 57-37 £5.00

**DEATH-CULT ASSASSINS**  
 54-39 £7.00

**CALLIDUS ASSASSIN**  
 54-36 £7.00

**EVERSOR ASSASSIN**  
 54-37 £7.00

**GREY KNIGHT TERMINATOR**  
 57-39 £7.00 (1 random model)

**GREY KNIGHT TERMINATOR WITH PSYCANNON**  
 57-40 £9.00



## TROOPS & FAST ATTACK



**GREY KNIGHTS BOXED SET**  
57-08 £18.00



**GREY KNIGHTS**  
57-44 £6.00 (2 random models)



**GREY KNIGHT JUSTICAR**  
57-43 £4.00



**GREY KNIGHT WITH PSYCCANNON**  
57-46 £5.00



**SPACE MARINE MK.IIc RHINO PLASTIC BOXED SET**  
48-12 £15.00



**STORM TROOPERS WITH ASSAULT WEAPONS**  
47-40 £6.00 (2 random models)



**STORM TROOPERS**  
47-41 £6.00 (3 random models)



**STORM TROOPER SERGEANT**  
47-69 £4.00

Storm Troopers and the Space Marine Rhino plastic boxed set are the same as the items listed in the Imperial Guard and Space Marine sections.





## HEAVY SUPPORT



SPACE MARINE LAND RAIDER CRUSADER  
48-30 £35.00



SPACE MARINE DREADNOUGHT PLASTIC BOXED SET  
48-26 £20.00



SPACE MARINE LAND RAIDER  
48-14 £30.00

The Space Marine Land Raider Crusader Boxed Set, Space Marine Land Raider Boxed Set and Space Marine Dreadnought plastic Boxed Set are the same as the items listed in the Space Marine section.



# WITCH HUNTERS



*Codex: Witch Hunters* contains background, painting and modelling guides, and full rules for fielding a force of Witch Hunters. Such is their importance and influence that the Inquisition can second a variety of Imperial forces in the assistance of its work. The militant arm of the Ecclesiarchy, the Adepta Sororitas – or Sisters of Battle – are regularly placed at the disposal of the Witch Hunters. Faithful Battle Sister squads purge the unholy with righteous fire, whilst the angelic Seraphim soar into the enemy with bolt pistols and hand flamers. The Witch Hunters also use the penitent against the agents of heresy such as manic Arco-flagellants and dread Penitent Engines.

Codex: Witch Hunters

52-01 £12

**T**he Ecclesiarchy is not merely the religious core of the Imperium. It also enforces the word of the Emperor through battle-hardened preachers and missionaries that take their doctrines to distant worlds. The strong arm of the Ecclesiarchy are the Adepta Sororitas, the Sisters of Battle. This army of warrior-women are fanatically dedicated and heavily armed, part religious devotee, part elite killer.

The Witch Hunter Inquisitors of the Ordo Hereticus occasionally have cause to call upon these elite warriors in their efforts to hunt down the heretic, the witch and the traitor. Such a force is as terrifying as it is formidable. Sisters of Battle have the same weapons and armour as Space Marines, making them a good solid core around which to base an army. Able to field a large amount of warriors, but still utilise the more exotic troops types, the Witch Hunters army is versatile and hard hitting.

One Sisters of Battle Canoness and two Sisters of Battle squads is the best way to start an army. From this point what you choose wholly depends on what tactic you want to pursue. A squad of Seraphim will give you a fast moving assault squad, which you could back up with a Repentia squad. An Immolator will round out the army as a mobile fire base. From there, the inclusion of a Priest will allow you to field Arco-flagellants or Penitent Engines for that extra close combat punch, or Retributor squads and Exorcist tanks for long-range firepower.







**ARCO-FLAGELLANTS BOXED SET**  
52-14 £18.00

**EVERSOR ASSASSIN**  
54-37 £7.00

**CALLIDUS ASSASSIN**  
54-36 £7.00

**CULEXUS ASSASSIN**  
54-38 £7.00

The Callidus assassin, Eversor assassin, and Culexus assassin are the same as the items listed in the Daemonhunters section.

## TROOPS



**SISTERS OF BATTLE SQUAD**  
52-06 £20.00



**SISTERS OF BATTLE**  
52-39 £6.00 (3 random models)



**SISTERS OF BATTLE  
WITH SPECIAL WEAPONS**  
52-48 £6.00 (2 random models)



**SISTERS OF BATTLE  
SISTER SUPERIOR**  
52-36 £4.00



**STORM TROOPERS WITH ASSAULT WEAPONS**  
47-40 £6.00 (2 random models)



**STORM TROOPERS**  
47-41 £6.00 (3 random models)



**STORM TROOPER SERGEANT**  
47-69 £4.00

Storm Troopers are the same as the items listed in the Imperial Guard and Daemonhunters sections.



## FAST ATTACK



**SISTERS OF BATTLE  
SERAPHIM SUPERIOR**  
52-38 £5.00



**SISTERS OF BATTLE  
SERAPHIM WITH  
HAND FLAMERS**  
52-53 £5.00



**SISTERS OF BATTLE  
SERAPHIM**  
52-40 £5.00 (1 random model)



**SISTERS OF BATTLE SERAPHIM SQUAD BOXED SET**  
52-07 £20.00

## HEAVY SUPPORT



**SISTER OF BATTLE  
WITH HEAVY BOLTER**  
52-41 £5.00



**SISTER OF BATTLE  
WITH HEAVY FLAMER**  
52-42 £5.00



**SISTER OF BATTLE  
WITH MULTI-MELTA**  
52-43 £5.00



**SISTER OF BATTLE MK II IMMOLATOR**  
52-08 £18.00



**WITCH HUNTERS PENITENT ENGINE**  
52-13 £20.00

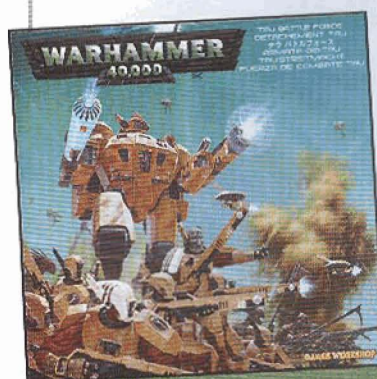


# TAU

**T**he Tau are a relatively new race in the galaxy. The Tau empire is based on 'The Greater Good,' their blueprint for a better existence. Led by the mysterious Ethereals, the Tau expand their empire in all directions. Unfortunately, all the other races of the galaxy do not want to join the Tau empire, and conflict is inevitable.

Although they prefer diplomacy, the Tau at war are a force to be reckoned with; squads of disciplined Fire Warriors hold the line while their feral allies, the Kroot mercenaries, charge the enemy. When the frontal assault fails, the Tau have their superior firepower and the highly advanced Crisis battlesuits to fall back on.

The Tau Battleforce is a great start point for a Tau army, giving you a Command squad in Crisis battlesuits, a Fire Warrior team, Kroot Carnivores and a unit of Gun Drones, providing fast-moving support. From there, a Hammerhead gunship provides an incredibly hard-hitting Heavy Support choice. A Tau Pathfinder team with a Devilfish troop carrier can act as a rapid response unit to plug any holes in your battle line. Kroot Carnivore squads can be bolstered with feral Kroot Hounds or lumbering Krootox. Once you have played a few games, you might want to increase your long range firepower with a Broadside battlesuit team, or increase your close combat capability with more Kroot or Stealth suits.



## TAU BATTLEFORCE

56-09 £50

Contains: 12 Tau Fire Warriors, 12 Kroot Warriors, 3 Crisis XV8 Battlesuits, 10 Drones, and 4 Warhammer 40,000 Jungle Trees frames.



**Great Value!** Get the Tau Battleforce and save £16 against purchasing the items individually and you get a set of Jungle Trees and 2 additional Gun Drones!



## HQ



**XV8 CRISIS BATTLESUIT PLASTIC BOXED SET**  
56-07 £10.00



**COMMANDER O'SHOVAH BOXED SET**  
56-13 £15.00

## ELITES



**XV15 STEALTH TEAM SHAS'UI  
& SHIELD DRONE**  
56-39 £6.00



**XV15 STEALTH BATTLESUIT**  
56-38 £6.00 (2 random models)

## TROOPS

Fire Warrior teams are ever-present in Tau armies and are formed from members of the same sept. They are cautious but efficient, and their pulse rifle armament gives them excellent firepower. Often mounted in a Devilfish troop carrier, they are able to rapidly deploy and lay down a withering fusillade upon their foes.



**TAU FIRE WARRIOR TEAM WITH 2 GUN DRONES PLASTIC BOXED SET**  
56-06 £18.00



The Devilfish troop carrier is the workhorse of the Tau ground forces and is able to carry twelve warriors. Armed with a fearsome burst cannon, it can rapidly transport its passengers to their destination, then act as mobile fire support once they have disembarked. The Devilfish also carries a pair of Gun Drones to provide further firepower.



**KROOT SHAPER**  
56-43 £4.00



**DEVILFISH TROOP CARRIER PLASTIC BOXED SET**  
56-10 £18.00



**KROOT CARNIVORE SQUAD PLASTIC BOXED SET**  
56-08 £18.00

## FAST ATTACK



**PATHFINDERS WITH PULSE CARBINES**  
56-36 £6.00 (3 random models)



**KROOT HOUND PACK**  
56-44 £5.00



**PATHFINDER SHAS'UI & SHIELD DRONE**  
56-37 £6.00



## HEAVY SUPPORT



THE HAMMERHEAD GUNSHIP COMES WITH AN ION CANNON AS AN OPTION TO REPLACE THE RAILGUN.

**HAMMERHEAD GUNSHIP PLASTIC BOXED SET**  
(SHOWN WITH RAILGUN OPTION)  
56-11 £20.00



**XV 88 BROADSIDE BATTLESUIT BOXED SET**  
56-12 £15.00



**KROOTOX**  
56-42 £9.00

### Novels

*Fire Warrior:* Amidst the war and destruction of the grim far future, the fledgling Tau empire has but one aim – to unite the galaxy under its benevolent banner. But when one of the Tau's ruling elite crash lands behind Imperial battle lines, it falls to Kais, a young Fire Warrior, to attempt a desperate rescue mission and offer his life for the Greater Good. However, as the mission begins and the death count rises, Kais quickly learns that the brutal reality of battle is a far cry from the training grounds of his homeland.





# ELDAR



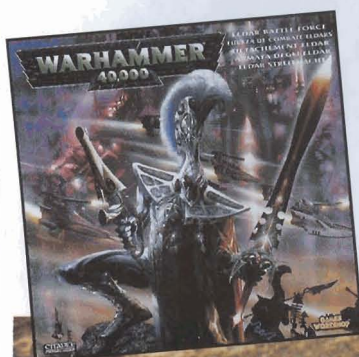
*Codex: Eldar* is the first step in gathering an Eldar warhost. Complete with a detailed army list, special rules, characters and plenty of colour photos, this book is essential for collecting this ancient race.

**Codex: Eldar** 46-01 £8

*Codex: Craftworld Eldar* is a supplement allowing you to field any one of the major Eldar craftworld forces.

**Codex: Craftworld Eldar** 46-02 £5

Also look out for an Ulthwé Strike Force army list in *Codex: Eye of Terror*. See page 105 for more details.



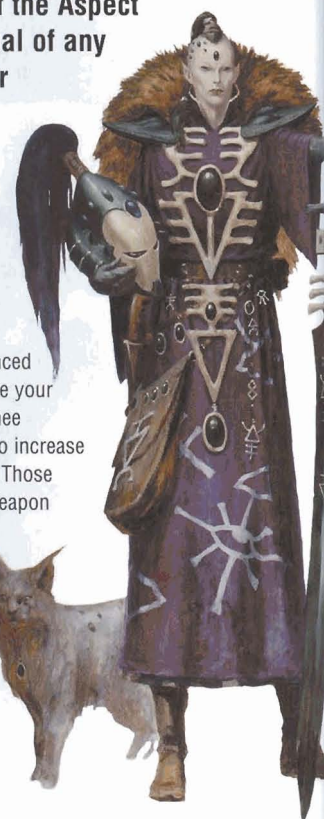
The faint echo of a once-proud and galaxy-spanning race, the Eldar struggle for survival in a universe that was once theirs. The Eldar now live on a few isolated craftworlds, huge starships that house the equivalent of an Eldar world. Although they can seem physically fragile compared to the mighty Space Marines and hulking Orks, the Eldar possess the wisdom and skills of centuries. Many of their people follow the path of the Aspect Warrior, specialised fighters who are easily the equal of any other elite trooper. When this is combined with their superior firepower and the potent psychic leadership of the Farseers and Warlocks, the Eldar are one of the most dangerous armies one can encounter in the Warhammer 40,000 universe.

The Eldar Battleforce contains the core of an Eldar army: enough Guardians to make two squads, a squadron of Jetbikes for rapid assault, a Vyper to provide a fast-moving heavy weapons platform and a Falcon Grav Tank for heavy support. With an Eldar Farseer, this gives you a balanced starter army. Once you have played your first few games, you can increase your close combat proficiency by either a Striking Scorpions or Howling Banshee squad. Your Guardian squads can each have a Heavy Weapons platform to increase their firepower, and the inclusion of a Warlock will improve their abilities. Those who wish to follow the route of long-range shooting can get a Support Weapon platform, or a squad of Dark Reapers. The inclusion of a Wraithlord in your army will benefit from both heavy weapons and its ability in close combat.

## ELDAR BATTLEFORCE

46-10 £50

Contains: 20 Eldar Guardians, 5 Eldar Jetbikes, 1 Eldar Falcon Grav Tank, 1 Eldar Vyper Jetbike, and 4 Warhammer 40,000 Jungle Trees frames (not shown in picture).



**Great Value!** Get the Eldar Battleforce and save £29.50 against purchasing the items individually and you a set of Jnugle Trees!



## HQ



ELDAR AVATAR  
46-46 £15.00



ELDRAD ULTHRAN  
46-38 £10.00



ELDAR FARSEER  
46-52 £6.00



ULTHWÉ SEER COUNCIL BOXED SET  
46-16 £20.00



ELDAR WARLOCK  
46-36 £4.00 (1 random model)

## ELITES



WARP SPIDER EXARCH  
46-49 £5.00



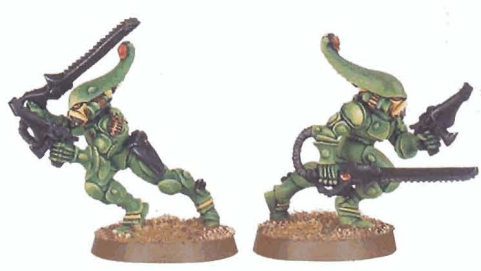
STRIKING SCORPION EXARCH  
46-56 £5.00



HOWLING BANSHEE EXARCH  
46-51 £5.00



FIRE DRAGON EXARCH  
46-61 £5.00



STRIKING SCORPIONS  
46-53 £5.00 (2 random models)



FIRE DRAGONS  
46-57 £5.00 (2 random models)





**HOWLING BANSHEES**  
46-50 £5.00 (2 random models)



**WARP SPIDERS**  
46-45 £6.00 (2 random models)



**WRAITHGUARD**  
46-37 £7.00 (1 random model)

## TROOPS



**ELDAR WAVE SERPENT GRAV TANK BOXED SET**  
46-21 £20.00



**ELDAR GUARDIANS BOXED SET**  
46-09 £18.00





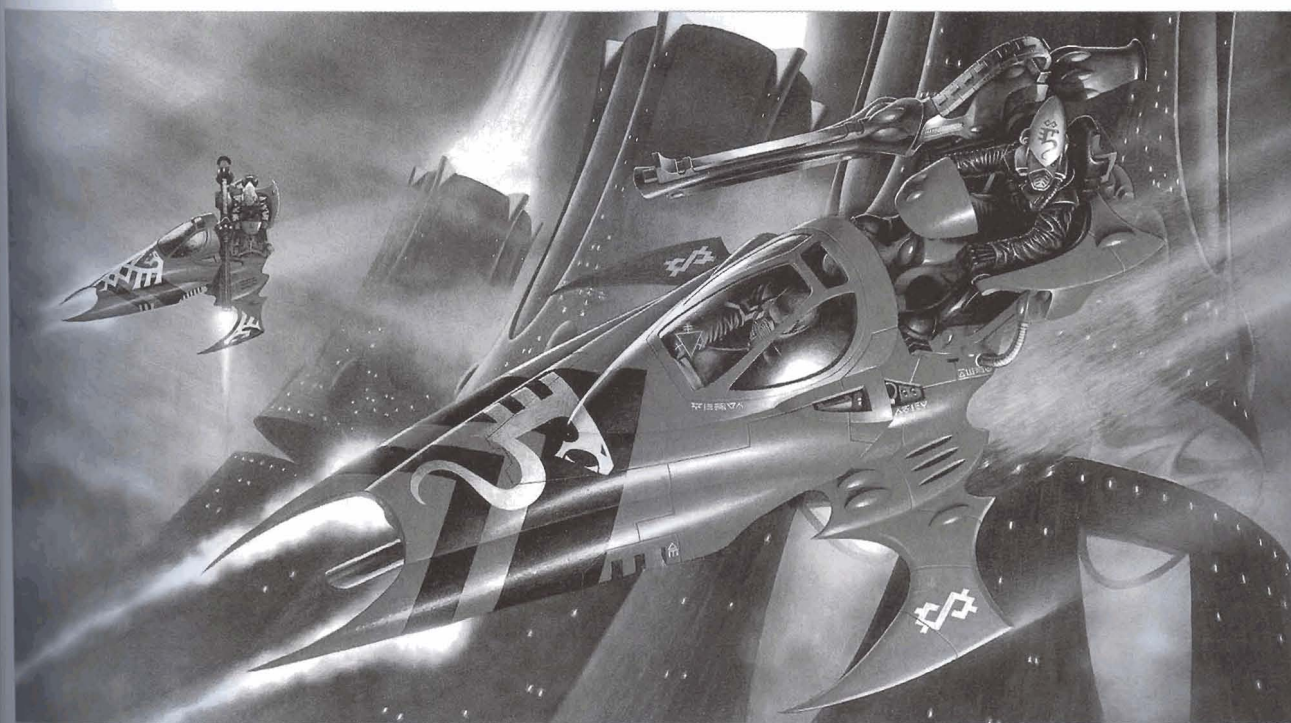
**ELDAR RANGERS**  
46-35 £6.00 (3 random model)

**DIRE AVENGERS BOXED SET**  
46-15 £18.00



**ELDAR STORM GUARDIANS BOXED SET**  
46-17 £15.00

**ELDAR HEAVY WEAPON PLATFORM**  
46-54 £10.00





## FAST ATTACK



**SWOOPING HAWK EXARCH**  
46-62 £5.00



**SWOOPING HAWKS**  
46-58 £5.00 (2 random models)



**ELDAR VYPER JETBIKE BOXED SET**  
46-07 £12.00



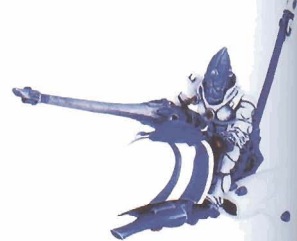
**ELDAR SHRIEKER JETBIKE BOXED SET**  
46-12 £8.00



**ELDAR JETBIKE BOXED SET**  
46-06 £5.00



**ELDAR SHINING SPEAR SQUAD WITH EXARCH BOXED SET**  
46-13 £18.00



## HEAVY SUPPORT



**DARK REAPERS**  
46-55 £7.00 (2 random models)



**DARK REAPER EXARCH**  
46-60 £5.00





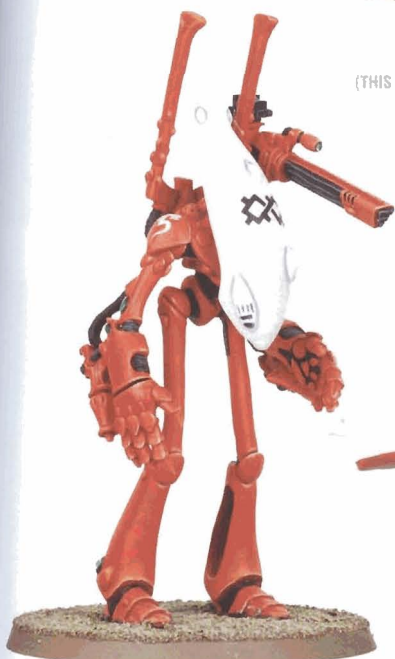
**ELDAR FALCON GRAV TANK BOXED SET**  
46-08 £20.00



**ELDAR WAR WALKER BOXED SET**  
46-18 £15.00



**ELDAR SUPPORT WEAPON PLATFORM BOXED SET**  
(THIS BOXED SET CONTAINS ENOUGH PARTS TO MAKE 1 D-CANNON OR 1 VIBRO-CANNON OR 1 WEB SPINNER)  
46-20 £12.00



**ELDAR WRAITHLORD BOXED SET**  
46-19 £15.00



**ELDAR FIRE PRISM GRAV TANK BOXED SET**  
46-11 £25.00



# CHAOS SPACE MARINES



*Codex: Chaos Space Marines* is the first step in collecting a Chaos army for Warhammer 40,000. It contains a full army list, special rules and plenty of colour pictures, and is an indispensable guide for any Chaos player.

**Codex: Chaos Space Marines** 43-01 £12

Also look out for the *Lost and the Damned* army list in *Codex: Eye of Terror*, see Page 105 for more details.

## CHAOS SPACE MARINE MEGAFORCE

43-25 £75

Contains: 12 Chaos Space Marines, 8 Khorne Berzerkers, 3 Chaos Space Marine Bikes, 1 Chaos Space Marine Rhino and 1 Chaos Space Marine Defiler.

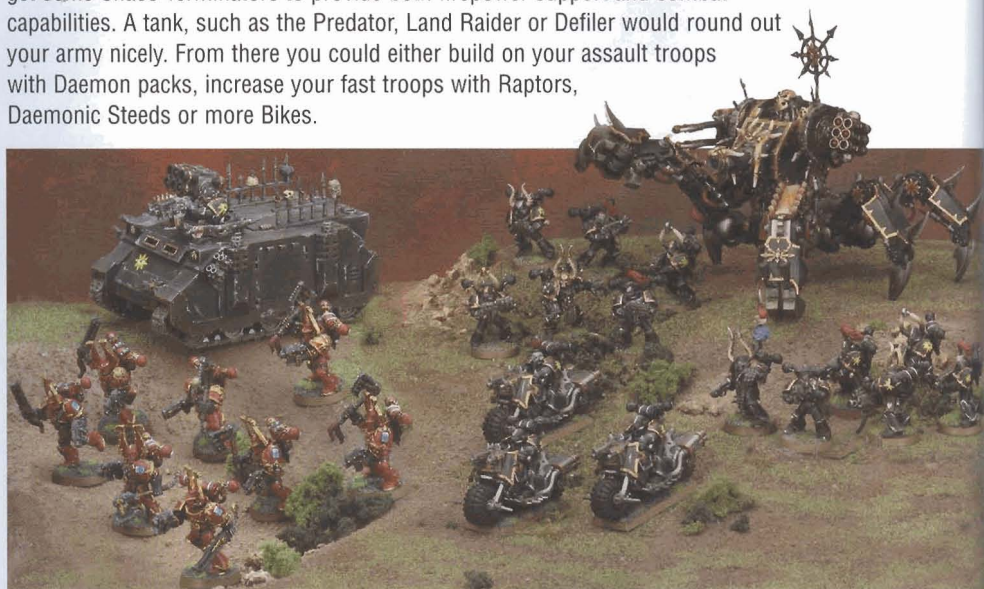
## CHAOS SPACE MARINE BATTLEFORCE

43-09 £50

Contains: 8 Chaos Space Marines, 12 Khorne Berzerkers, 3 Chaos Space Marine Bikes, and 1 Chaos Space Marine Rhino.

Ten thousand years ago, fully half of the Space Marine legions turned traitor and banded together under the leadership of the Warmaster Horus. Their goal; nothing less than the complete destruction of Mankind. At bitter cost the Traitor Marines (as they were known) were defeated and Horus slain, and they retreated to the area of space known as the Eye of Terror. Now, the forces of Chaos have gathered under the leadership of Horus' lieutenant Abaddon and set forth in devastating Black Crusades. In battle, they combine the skills and strengths of Space Marines with access to unholy Daemonic troops and weapons and are no less determined to bring the Imperium to its knees.

The Chaos Space Marines Battleforce is a good starting point. If you also get a Chaos Lord and give him the Mark of Khorne, the Berzerkers count as Troops choices and, along with the Chaos Space Marine squad, gives you a legal army. The Rhino can be used to transport the Chaos Space Marines, making them a rapid response unit, while the Bikes are an excellent assault unit. From there, you could get some Chaos Terminators to provide both firepower support and combat capabilities. A tank, such as the Predator, Land Raider or Defiler would round out your army nicely. From there you could either build on your assault troops with Daemon packs, increase your fast troops with Raptors, Daemonic Steeds or more Bikes.



**Great Value!** Get the Chaos Space Marine Megaforce and save £19 against purchasing the items individually!



**Great Value!** Get the Chaos Space Marine Battleforce and save £13 against purchasing the items individually!



HQ



**GREAT UNCLEAN ONE BOXED SET**  
83-08 £25.00



**KEEPER OF SECRETS BOXED SET**  
83-10 £25.00



**DAEMON PRINCE BOXED SET**  
43-24 £18.00



**ABADDON THE DESPOILER**  
43-36 £10.00



**AHRIMAN**  
43-38 £9.00



**TYPHUS, HERALD OF NURGLE**  
43-64 £10.00



**LORD OF CHANGE BOXED SET**  
83-07 £25.00



**BLOODTHIRSTER BOXED SET**  
83-09 £25.00





**KHÂRN THE BETRAYER**  
43-37 £9.00



**CHAOS SPACE MARINES SORCERER**  
43-41 £5.00 (1 random model)



**CYPHER, THE FALLEN ONE**  
43-39 £7.00



**CHAOS SPACE MARINES LORD**  
43-40 £7.00 (1 random model)



**CHAOS SPACE MARINES  
CHOSEN ICON BEARER**  
43-63 £4.00 (1 random model)

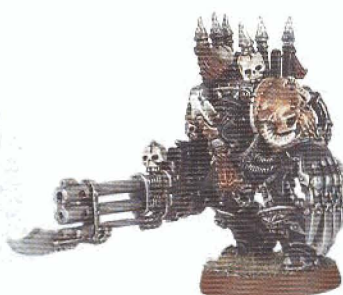
## ELITES



**CHAOS SPACE MARINES CHOSEN TERMINATORS BOXED SET**  
43-19 £25.00



**CHAOS SPACE MARINE  
TERMINATOR CHAMPION**  
43-43 £6.00 (1 random model)



**CHAOS SPACE MARINE  
TERMINATOR WITH REAPER**  
43-44 £7.00 (1 random model)



**CHAOS SPACE MARINE  
TERMINATOR**  
43-42 £6.00 (1 random model)





**EMPEROR'S CHILDREN CHAOS SPACE MARINES BOXED SET**  
99-19 £18.00

**CHAOS SPACE MARINES OBLITERATOR**  
43-49 £12.00 (1 random model)



**THOUSAND SONS CHAOS SPACE MARINES BOXED SET**  
43-21 £20.00



**KHORNE BERSERKERS PLASTIC BOXED SET**  
43-10 £18.00



**PLAGUE MARINES BOXED SET**  
43-23 £18.00



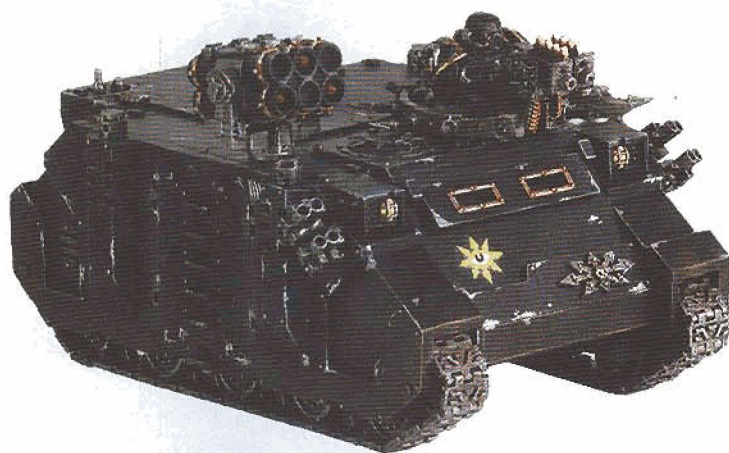
# TROOPS



**CHAOS SPACE MARINES PLASTIC BOXED SET**  
43-06 £15.00



**FLAMERS OF TZEENTCH**  
83-46 £6.00 (2 random models)



**CHAOS SPACE MARINE RHINO PLASTIC BOXED SET**  
43-11 £15.00



**NURGLE PLAGUEBEARERS**  
83-49 £6.00 (3 random models)



**SLAANESH DAEMONETTES**  
83-44 £6.00 (3 random models)



**BLOODLETTERS OF KHORNE**  
83-40 £6.00 (2 random models)



**HORRORS OF TZEENTCH**  
83-47 £6.00 (3 random models)



**NURPLINGS**  
83-51 £7.00 (2 random bases)



## FAST ATTACK



CHAOS SPACE MARINES RAPTOR WITH  
ASSAULT WEAPON  
43-51 £5.00 (1 random model)



CHAOS SPACE MARINES RAPTORS  
43-18 £20.00



CHAOS SPACE MARINES BIKER  
PLASTIC BOXED SET  
43-08 £5.00



CHAOS SPACE MARINES RAPTOR  
43-50 £5.00 (1 random model)



MOUNTED SLAANESH DAEMONETTE  
83-45 £6.00



WARHOUNDS OF CHAOS  
83-63 £6.00 (2 random models)



CHAOS FURIES  
83-64 £6.00 (2 random models)



FLESH HOUNDS OF KHORNE  
83-41 £7.00 (2 random models)



SCREAMER OF TZEENTCH  
83-65 £5.00 (1 random model)



## HEAVY SUPPORT



**CHAOS SPACE MARINES HAVOCS BOXED SET**  
43-20 £20.00



**CHAOS SPAWN BOXED SET**  
83-14 £12.00



**CHAOS SPACE MARINES HAVOC  
WITH AUTOCANNON**  
43-61 £5.00



**CHAOS SPACE MARINES HAVOC  
WITH MISSILE LAUNCHER**  
43-62 £5.00

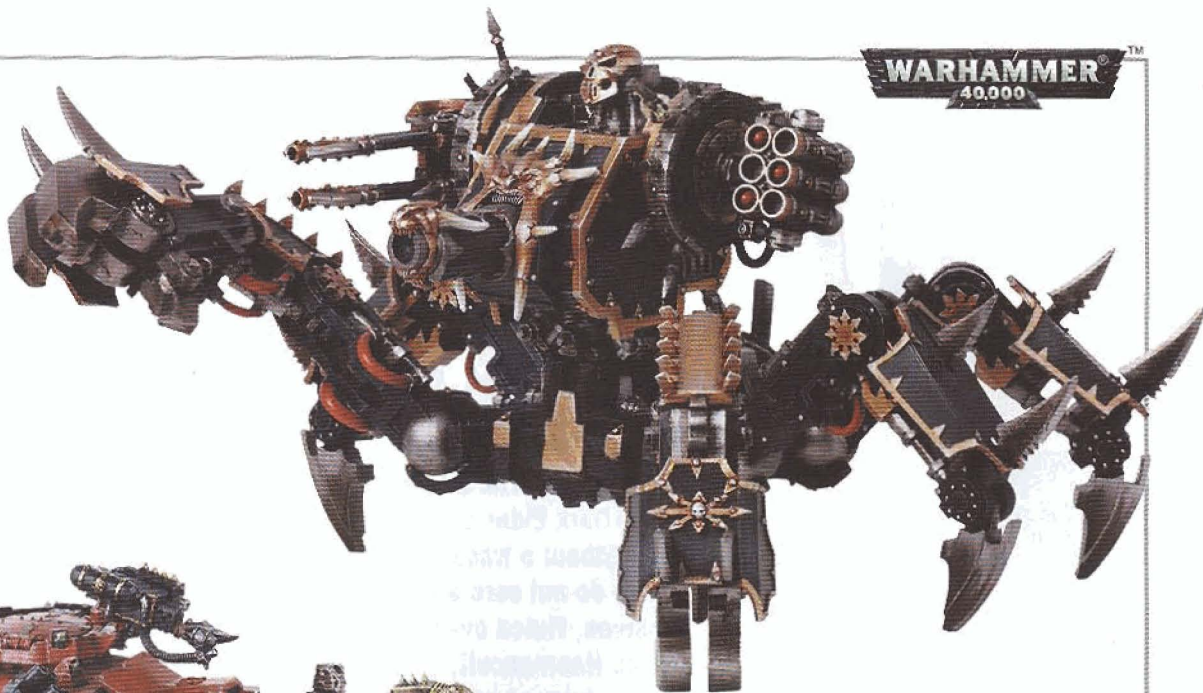


**CHAOS SPACE MARINES HAVOC  
WITH LASCANNON**  
43-60 £5.00



**CHAOS SPACE MARINES DREADNOUGHT BOXED SET**  
43-13 £25.00





CHAOS DEFILER PLASTIC BOXED SET  
43-22 £30.00



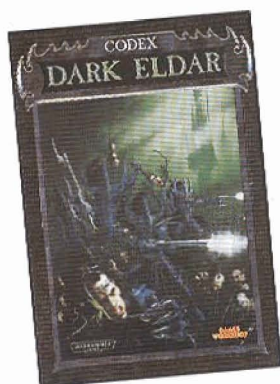
CHAOS SPACE MARINES PREDATOR PLASTIC BOXED SET  
43-16 £20.00



CHAOS SPACE MARINES LAND RAIDER PLASTIC BOXED SET  
43-17 £30.00



# DARK ELДАР



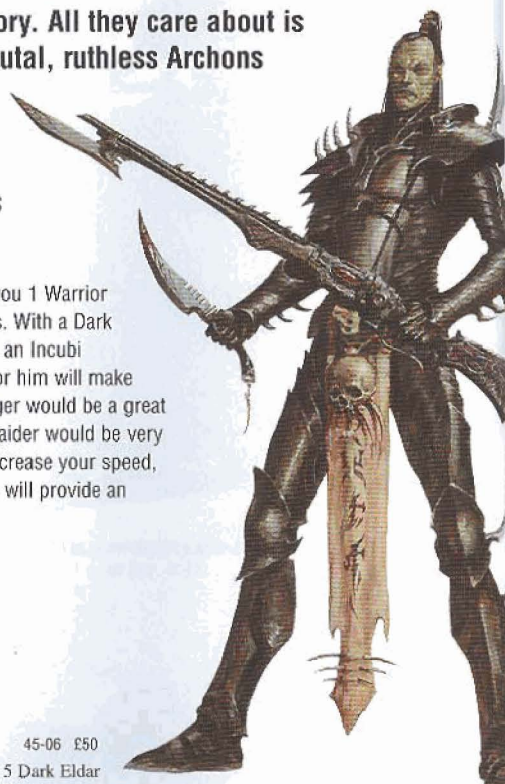
*Codex: Dark Eldar* is the place to start collecting a malicious Dark Eldar army. With a full army list, special rules and plenty of colour pictures, this indispensable guide also contains painting advice, Kabal ideas, conversion tips and more.

**Codex: Dark Eldar**

45-01 £8

The Eldar race have a terrible secret in their past. A mistake that nearly drove them to extinction. The Dark Eldar are that secret. Sinister and evil beyond imagining, the Dark Eldar are a piratical people, striking without warning and disappearing without a trace. The Dark Eldar do not care about conquest. They do not care about territory. All they care about is terror, and slaves. Ruled over by the brutal, ruthless Archons and the horrific Haemonculi, master torturers beyond compare, the Dark Eldar strike out from their dark city of Commorragh and no race is safe from them!

The Dark Eldar Battleforce is a good start point, giving you 1 Warrior squad and 1 Raider squad, along with 5 Reaver Jetbikes. With a Dark Eldar Lord, this is a legal starter army. Giving your Lord an Incubi bodyguard is essential, and getting a Raider transport for him will make him a force to be reckoned with. Following that, a Ravager would be a great Heavy Support unit, and some Wyches mounted on a Raider would be very useful to back up your Lord and Incubi in combat. To increase your speed, some Scourges provide fast heavy weaponry, or a Talos will provide an unmovable centre to your advance.



## DARK ELДАР BATTLEFORCE

45-06 £50

Contains: 20 Dark Eldar Warriors, 1 Dark Eldar Raider, 5 Dark Eldar Reaver Jetbikes and 4 Warhammer 40,000 Jungle Trees frames.



**Great Value!** Get the Dark Eldar Battleforce and save £12 against purchasing the items individually and you get a set of Jungle Trees



## HQ



**DARK ELДАР LORD**  
45-39 £6.00



**DARK ELДАР HAEMONCULI**  
45-40 £3.00



**DARK ELДАР INCUBI**  
45-42 £6.00

## ELITES



**DARK ELДАР GROTESQUES**  
45-55 £6.00



**DARK ELДАР MANDRAKES**  
45-56 £6.00

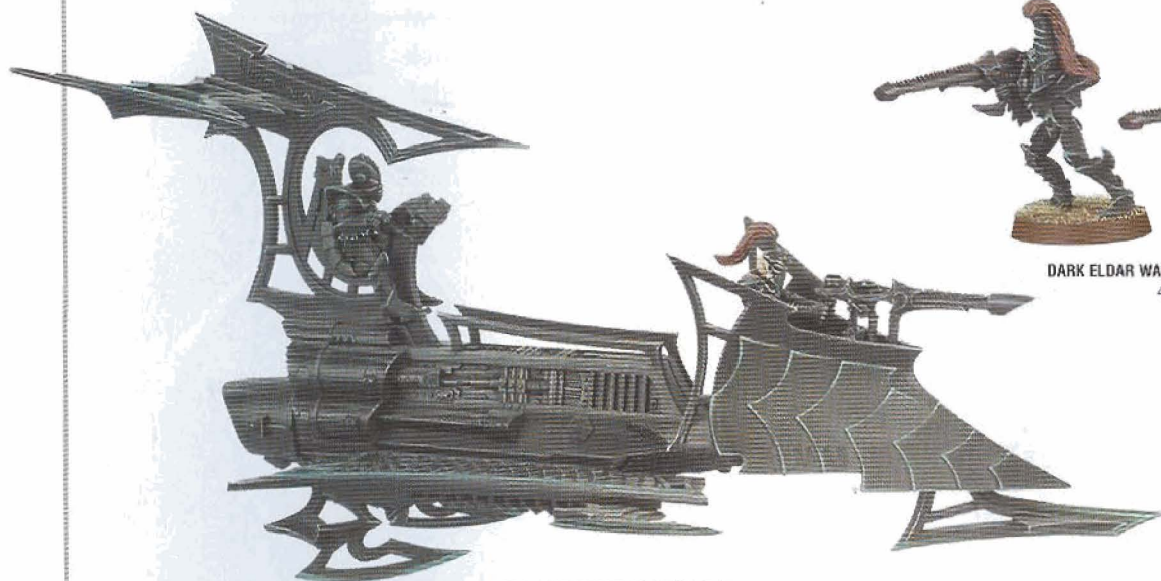




# TROOPS



**DARK ELDAR WARRIORS BOXED SET**  
45-07 £18.00



**DARK ELDAR RAIDER BOXED SET**  
45-08 £15.00



**DARK ELDAR WARRIORS WITH DARK LANCES**  
45-44 £7.00





## FAST ATTACK

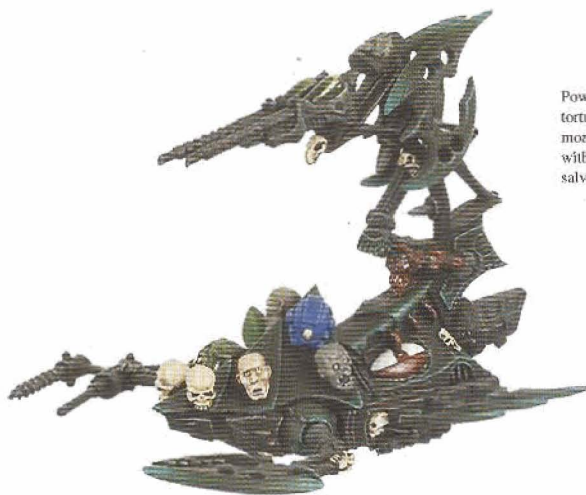


**DARK ELDAR HELLION**  
45-54 £4.00



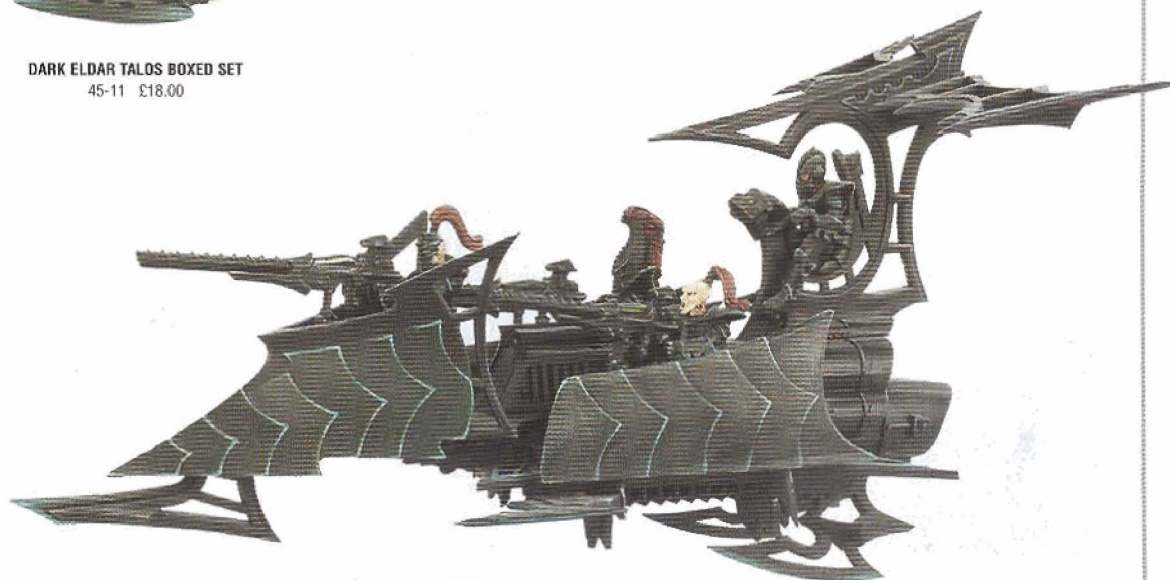
**DARK ELDAR JETBIKE BOXED SET**  
45-09 £5.00

## HEAVY SUPPORT



**DARK ELDAR TALOS BOXED SET**  
45-11 £18.00

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



**DARK ELDAR RAVAGER BOXED SET**  
45-13 £18.00



# ORKS

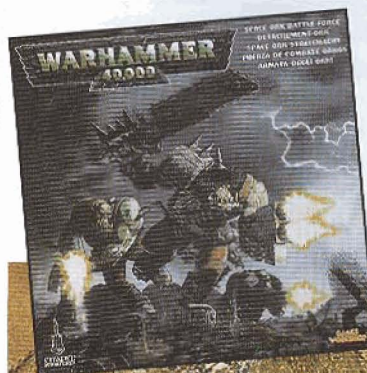


*Codex: Orks* is the place to start collecting an Ork army. With a full army list, special rules and plenty of colour pictures, this indispensable guide also contains painting advice, army ideas, conversion tips and more.

**Codex: Orks** 50-01 £8

*Codex: Armageddon* is a supplement containing four army lists to help you battle in the largest Ork invasion in Imperial history (you will need a copy of the race's codex to field these armies). Field a force of Ork Speed Freaks, Armageddon Steel Legion Imperial Guard or Space Marines from the Black Templars or Salamanders Chapters.

**Codex: Armageddon** 40-03 £5



The Orks inhabit pretty much every corner of the galaxy. They are a hardy and warlike race, often venturing forth in an Ork Waaagh!; part migration, part holy war. Hundreds of planets can fall to an Ork Waaagh! as literally millions of Greenskins band together to sack and destroy anything they come across. Ork technology is functional and ramshackle, and an Ork army is typified by dozens of rickety warbikes and buggies, clanking, hissing Dreadnoughts, unpredictable and dangerous support weapons, and a near countless horde of green-skinned, muscular savages intent on tearing everything apart.

The Ork Battleforce is a great start for any Ork army and, along with an Ork Boyz box set and an Ork Warboss, makes a legal army. The Warbuggy provides fast moving support, the Bikes are a hard-hitting assault unit and the Wartrukk transports your Warboss and his Boyz into combat. The next move would be a Nobz mob to act as a bodyguard for the Ork Warboss. If your Ork boss is in mega armour, your Nobz mob can also wear mega armour. To support your Boyz, you can either choose an Ork Dreadnought or some Ork Killa Kans, as these not only carry heavy weapons but are deadly in combat.



## ORK BATTLEFORCE

50-11 £50

Contains: 16 Ork Boyz, 5 Warbikes, 1 Wartrukk, 1 Warbuggy and 1 Warhammer 40,000 Barricade frame (not shown).



**Great Value!** Get the Ork Battleforce and save £17 against purchasing the items individually and you get a set of Barricades!



# HQ



**ORK WARLORD GHAZGHKULL THRAKA BOXED SET**  
50-18 £15.00



**ORK NOB IN MEGA ARMOUR**  
50-38 £6.00 (1 random model)



**ORK SLAVER**  
50-45 £4.00



**ORK WARBOSS**  
50-35 £9.00 (1 random model)



**ORK NOBZ BOXED SET**  
50-15 £18.00



**ORK MEKBOY**  
50-46 £4.00 (1 random model)



**MAD DOK GROTSNIK**  
50-50 £7.00



**ORK NOBZ IN EAVY ARMOUR**  
50-40 £4.00 (1 random model)

# ELITES



**ORK STORMBOYZ**  
50-13 £18.00



## TROOPS



**ORK BOYZ PLASTIC BOXED SET**  
50-10 £18.00



**ORK STIKK BOMMAS BOXED SET**  
50-16 £18.00



**ORK BOYZ WITH 'EAVY WEAPONS**  
50-41 £6.00 (2 random models)



**GROTZ**  
50-44 £5.00 (4 random models)



**ORK TANKBUSTAS**  
50-43 £6.00 (2 random models)



**ORK BURNA BOYZ**  
50-36 £6.00 (2 random models)



## FAST ATTACK



**ORK WARTRUKK PLASTIC BOXED SET**  
50-09 £12.00



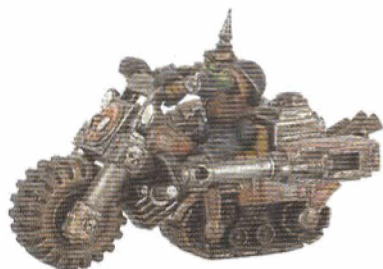
**ORK WARTRAK PLASTIC BOXED SET**  
50-08 £12.00



Some Orks feel such a need for speed that their warbands consist solely of wheeled mayhem. 'Kults of Speed' field vehicles and Warbikes as their Troop choices when selecting their army. The speedy Ork Warbike tears up anything that crosses its path with a vicious twin-linked big shoota.



**ORK WARTRAK SCORCHER BOXED SET**  
50-12 £15.00



**ORK WARBIKE PLASTIC BOXED SET**  
50-07 £5.00



**ORK BUGGY PLASTIC BOXED SET**  
50-06 £12.00

## HEAVY SUPPORT



**ORK DREADNOUGHT**  
50-14 £25.00



**ORK KILLA KAN**  
50-37 £12.00



**ORK BIG GUNZ - ZZAP GUN**  
50-48 £7.00



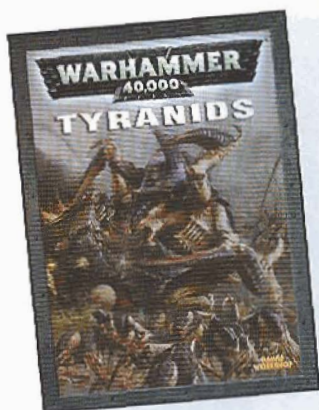
**ORK BIG GUNZ - KANNON**  
50-49 £7.00



**ORK BIG GUNZ - LOBBA**  
50-47 £7.00



# TYRANIDS



**Codex: Tyranids** is the place to start collecting an Tyranid army. With a full army list, special rules and plenty of colour pictures, this indispensable guide also contains painting advice, army ideas, conversion tips and more.

**Codex: Tyranids**

51-01 £12

In the unknown depths of the universe, there lurks a malign intelligence. This horror is known as the Tyranid race – millions upon millions of creatures all bound by a single intelligence known as the Hive Mind. Travelling the galaxy in locust-like hive fleets, Tyranids will fall upon a planet and strip it bare. All living things will be consumed, and all available food and energy harvested. When the hive fleet moves on, only an airless ball of rock will remain where a living planet once was. All races are at risk from the Tyranids, as these terrifying aliens are able to evolve to meet any resistance, mutate to overcome any defences.

The Tyranid Battleforce is a great start. The Tyranid Warriors can command the army, whilst the Termagants, Hormagaunts, Genestealers and Ripper Swarms provide a diverse core. From there, more Termagants and Hormagaunts are definitely needed (the larger you can make these units the better), and a Hive Tyrant makes a solid and highly powerful leader. Tyrant Guard are essential to ensure the survival of your Hive Tyrant. From there, the chameleon-like Lictors are a devastating elite unit. For Heavy Support, it is worth investing in either a Carnifex or a Zoanthrope. The Carnifex has the added appeal of being deadly in both close combat and shooting; and some Gargoyles are ideal to prevent your army being flanked.



## TYRANID BATTLEFORCE

51-12 £50

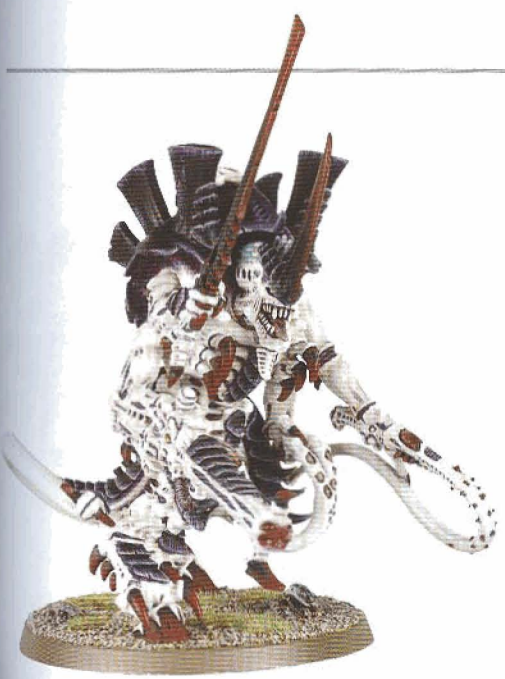
Contains: 3 Tyranid Warriors, 8 Genestealers, 2 Ripper Swarms, 16 'Gaunts and 1 Carnifex.



**Great Value!** Get the Tyranid Battleforce and save £21 against purchasing the items individually



# HQ



**TYRANID HIVE TYRANT BOXED SET**  
51-09 £20.00



**TYRANID TYRANT GUARD**  
51-42 £10.00



**TYRANID BROODLORD**  
51-39 £9.00

# ELITES



**TYRANID WARRIORS AND RIPPERS BOXED SET**  
51-07 £18.00



**TYRANID LICTOR**  
51-38 £12.00





## TROOPS



**TYRANID 'GAUNTS AND RIPPERS BOXED SET**  
51-08 £18.00



**TYRANID GENESTEALERS BOXED SET**  
51-06 £15.00

## FAST ATTACK



**TYRANID RAVENER**  
51-36 £7.00



**TYRANID GARGOYLES**  
51-37 £6.00





## HEAVY SUPPORT



**TYRANID CARNIFEX BOXED SET**  
51-10 £20.00



*The Carnifex boxed set contains enough sprues to build a single Carnifex with various head, upgrade and weapon options.*



**TYRANID ZOANTHROPE**  
51-35 £9.00



**TYRANID BIOVORE AND SPORE MINES**  
51-40 £7.00





# NECRONS



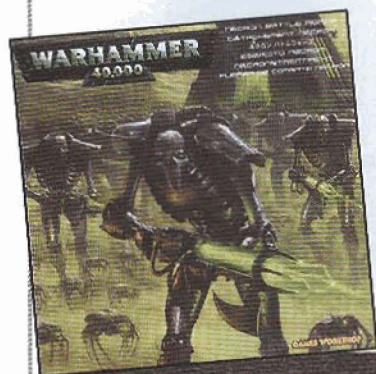
*Codex: Necrons* is the place to start collecting a Necron army. With a full army list, special rules and plenty of colour pictures, this indispensable guide also contains painting advice, army ideas, conversion tips and more.

**Codex: Necrons**

49-01 £12

**U**ntold millions of years ago, terrible creatures inhabited the galaxy. Now, after millennia of sleep, they are awakening once more. The evil, god-like C'tan have marshalled their armies, and thousands of silent, skeletal robotic Necrons march to their command. Necron weaponry is ancient and technologically advanced; even the basic Necron gauss flayer can tear through armoured tanks as though they were made of paper. The C'tan will not stop until their dream of a galaxy under their dominion comes true and the harvest shall begin anew!

The Necron Battleforce provides you with two Necron Warrior squads, five Scarab Swarm and four Destroyers, and along with a Necron Lord, this provides you with a solid core for your army. A squad of Immortals would be a good next choice, as would a Heavy Destroyer. It would also be a good idea to expand your Necron Warrior squads with another box to give them staying power, then some Wraiths or Pariahs to give you some close combat capability. The Monolith can teleport Necrons around the battlefield and is near-impervious to enemy fire, making it a fantastic centrepiece to the army.



## NECRON BATTLEFORCE

49-07 £50

Contains: 4 Necron Destroyers, 20 Necron Warriors, 5 Necron Warriors and 5 Necron Scarab Swarms.



**Great Value!** Get the Necron Battleforce and save £16 against purchasing the items individually!



## HQ



**NECRON C'TAN NIGHTBRINGER**  
BOXED SET  
49-12 £15.00



**NECRON LORD**  
49-37 £7.00



**NECRON DESTROYER LORD BOXED SET**  
49-11 £12.00



**NECRON C'TAN DECEIVER**  
BOXED SET  
49-13 £15.00

## ELITES



**NECRON PARIAH**  
49-44 £5.00 (1 random model)



**NECRON IMMORTAL**  
49-39 £5.00 (1 random model)



**NECRON FLAYED ONES**  
49-46 £6.00 (2 random models)

## TROOPS



**NECRON WARRIORS & NECRON SCARAB SWARMS**  
49-06 £18.00



## FAST ATTACK

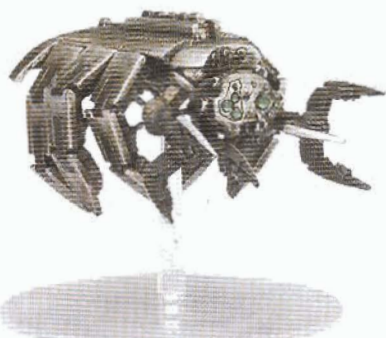


**NECRON WRAITH**  
49-45 £9.00 (1 random model)



**NECRON DESTROYER BOXED SET**  
49-08 £9.00

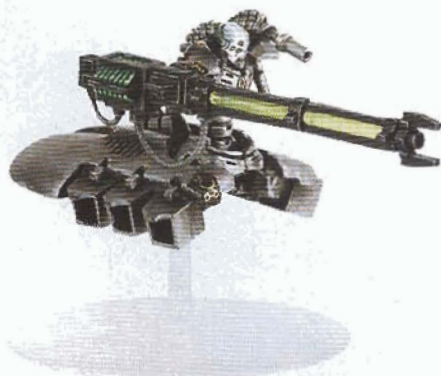
## HEAVY SUPPORT



**NECRON TOMB SPYDER**  
49-42 £12.00



**NECRON TOMB SPYDER WITH PARTICLE PROJECTOR**  
49-43 £12.00



**NECRON HEAVY DESTROYER BOXED SET**  
49-10 £12.00



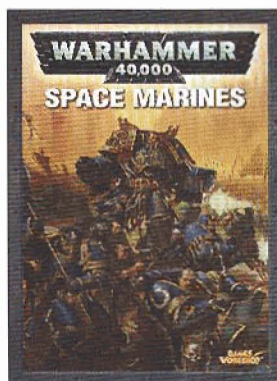


NECRON MONOLITH BOXED SET  
49-09 £30.00





# SPACE MARINES



*Codex: Space Marines* is the quintessential guide to collecting the Imperium's finest warriors. Inside you will find painting tips, tactical advice, a full army list and much, much more!

**Codex: Space Marines** 48-01-60 £12

**G**enetically engineered superhuman warriors of the far future, Space Marines are the shock troops of Humanity. Armed with superior weaponry and armour, it is said that one Marine is worth twenty men and their fanatical fervour and tenacity makes them known and feared throughout the galaxy. Space Marines are organised into self-sufficient armies known as chapters. Each chapter has its own colour scheme, badge and history; amongst them are the secretive Dark Angels, the battle-hungry Blood Angels and the feral Space Wolves.



The Space Marine Battleforce is a great start, giving you enough Tactical Marines to make two squads and a Razorback to transport one squad in to the heart of battle. If you also get a Space Marine Commander, this gives you a legal army that you can start playing games with immediately. It's also worth getting either a Devastator squad, a Predator tank or a Land Raider, as these all provide you with long-range firepower. Beyond that, you can get a Space Marine Captain or Terminator squad to give your army a hard-hitting core, or maybe a Land Speeder.

## SPACE MARINE MEGAFORCE

48-31 £75

Contains: 15 Space Marines,  
1 Space Marine Razorback,  
1 Space Marine Command squad,  
1 Space Marine Commander and  
5 Space Marine Terminators.

## SPACE MARINE BATTLEFORCE

48-08 £50

Contains: 15 Space Marines,  
1 Space Marine Razorback and  
1 Space Marine Command squad.



**Great Value!** Get the Space Marine Megaforce and save £16 against purchasing the items individually!



**Great Value!** Get the Space Marine Battleforce and save £13 against purchasing the items individually!



# HQ



**MARNEUS CALGAR COMMAND SQUAD BOXED SET**  
(BANNER INCLUDED)  
48-35 £25.00



**SPACE MARINE COMMAND SQUAD BOXED SET**  
(BANNER INCLUDED)  
48-17 £18.00

**SPACE MARINE  
CAPTAIN SHRIKE**  
48-71 £9.00

**SPACE MARINE  
CAPTAIN LYSANDER**  
48-72 £10.00



**SPACE MARINE VETERAN SERGEANTS**  
48-52 £7.00 (2 random models)



**SPACE MARINE APOTHECARY**  
48-39 £4.00 (1 random model)



**SPACE MARINE COMMANDER  
BOXED SET**  
48-05 £8.00



**SPACE MARINE CHAPLAIN ON BIKE  
BOXED SET**  
48-18 £12.00



**SPACE MARINE CHAPLAIN  
CASSIUS**  
48-67 £7.00



**SPACE MARINE CHAPLAIN**  
48-38 £6.00 (1 random model)



**SPACE MARINE TERMINATOR  
CHAPLAIN**  
48-44 £7.00





**SPACE MARINE LIBRARIAN**  
48-37 £5.00  
(1 random model)



**SPACE MARINE TERMINATOR LIBRARIAN**  
(BANNER POLE INCLUDED)  
48-43 £7.00



**SPACE MARINE CHIEF  
LIBRARIAN TIGURIUS**  
(BANNER INCLUDED)  
48-36 £9.00



**SPACE MARINE TERMINATOR CAPTAIN**  
(BANNER POLE INCLUDED)  
48-42 £7.00

## ELITES



**SPACE MARINE DREADNOUGHT PLASTIC BOXED SET**  
48-26 £20.00



**SPACE MARINE VETERANS BOXED SET**  
(BANNERS INCLUDED)  
48-33 £15.00



**ULTRAMARINES TYRANID HUNTERS**  
48-73 £6.00 (2 random models)



**SPACE MARINE VETERANS**  
(BANNERS INCLUDED)  
48-68 £6.00 (2 random models)



**SPACE MARINE SERVITORS**  
48-70 £6.00 (2 random models)





**SPACE MARINE TERMINATOR SQUAD PLASTIC BOXED SET**  
(BANNER INCLUDED)  
48-10 £20.00



**SPACE MARINE TERMINATOR CLOSE COMBAT SQUAD PLASTIC BOXED SET**  
48-34 £20.00

## TROOPS



**SPACE MARINE TACTICAL SQUAD PLASTIC BOXED SET**  
48-07 £18.00



**SPACE MARINE COMBAT SQUAD PLASTIC BOXED SET**  
48-06 £9.00



**SPACE MARINES WITH ASSAULT WEAPON**  
48-53 £6.00 (2 random models)



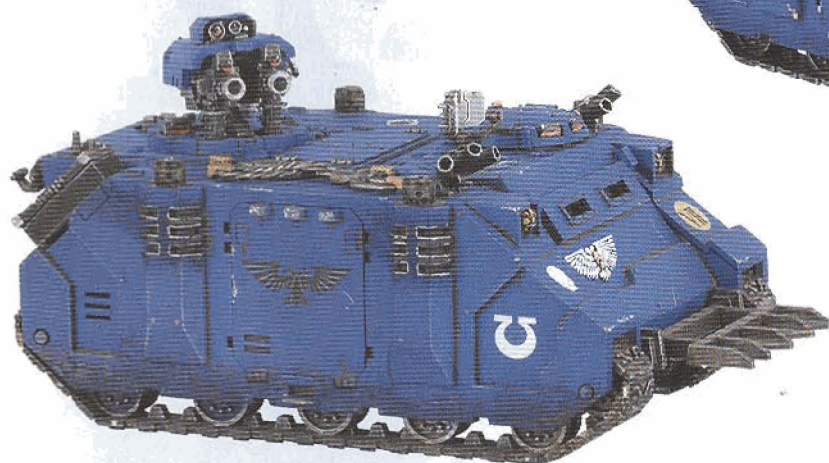
**SPACE MARINE SCOUT WITH MISSILE LAUNCHER**  
48-66 £4.00





**SPACE MARINE SCOUTS BOXED SET**  
48-16 £10.00

**SPACE MARINE SCOUTS WITH SNIPER RIFLES**  
48-63 £5.00 (2 random models)



**SPACE MARINE MK.III RAZOR PLASTIC BOXED SET**  
48-21 £18.00

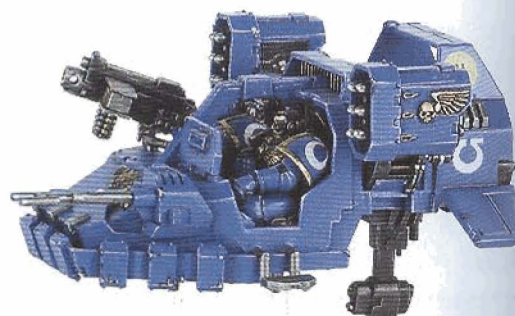


**SPACE MARINE MK.IIc RHINO PLASTIC BOXED SET**  
48-12 £15.00

## FAST ATTACK



**SPACE MARINE LAND SPEEDER TORNADO BOXED SET**  
48-27 £18.00



**SPACE MARINE LAND SPEEDER TYPHOON BOXED SET**  
48-28 £18.00





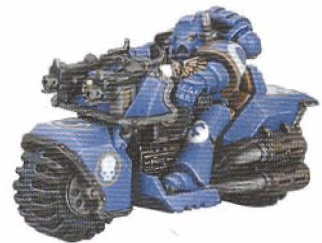
SPACE MARINE BIKE SQUADRON BOXED SET  
48-19 £18.00



SPACE MARINE SCOUT BIKE SQUADRON BOXED SET  
48-29 £18.00



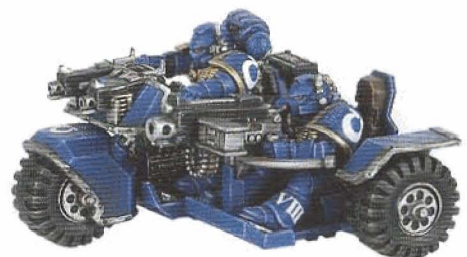
SPACE MARINE ASSAULT SQUAD PLASTIC BOXED SET  
48-09 £15.00



SPACE MARINE BIKE PLASTIC BOXED SET  
48-11 £5.00



SPACE MARINE LAND SPEEDER PLASTIC BOXED SET  
48-13 £15.00



SPACE MARINE ATTACK BIKE MK2 PLASTIC BOXED SET  
48-20 £12.00



# HEAVY SUPPORT



SPACE MARINE DEVASTATOR SQUAD BOXED SET  
48-15 £20.00



SPACE MARINE WHIRLWIND MK2 PLASTIC BOXED SET  
48-22 £20.00



SPACE MARINE DEVASTATOR  
WITH LASCANNON  
48-56 £5.00



SPACE MARINE DEVASTATOR  
WITH HEAVY BOLTER  
48-54 £5.00



SPACE MARINE DEVASTATOR  
WITH PLASMA CANNON  
48-55 £5.00



SPACE MARINE DEVASTATOR  
WITH MULTI-MISSILE LAUNCHER  
48-57 £5.00



SPACE MARINE PREDATOR MK3 PLASTIC BOXED SET  
48-23 £20.00



The Space Marine Predator boxed set contains all the parts needed to build a single Predator Annihilator or Predator Destructor.





SPACE MARINE LAND RAIDER  
48-14 £30.00



SPACE MARINE LAND RAIDER CRUSADER  
48-30 £35.00



# DARK ANGELS

These extra models allow you to theme your army around the Dark Angels Chapter of Space Marines.



**DARK ANGEL ASMODAI,  
INTERROGATOR-CHAPLAIN**  
44-36 £7.00



**DARK ANGEL EZEKIEL,  
GRAND MASTER OF LIBRARIANS**  
44-37 £9.00



**DARK ANGEL COMMANDER AZRAEL,  
WITH HELMET BEARER**  
44-35 £9.00



*Codex: Dark Angels* is a supplement to *Codex: Space Marines* and allows you to add new units to your Space Marine army.

**Codex: Dark Angels**

44-01 £5



**DARK ANGEL VETERANS**  
44-39 £5.00 (2 random models)



**DARK ANGEL DEATHWING  
TERMINATOR**  
44-41 £6.00 (1 random model)



**DARK ANGEL DEATHWING  
TERMINATOR SERGEANT**  
44-42 £6.00



**DARK ANGEL STANDARD  
BEARER**  
44-38 £4.00



**DARK ANGEL DEATHWING  
TERMINATOR WITH  
ASSAULT CANNON**  
44-44 £7.00



**SPACE MARINE RAVENWING COMMAND BIKE SQUAD BOXED SET**  
44-06 £18.00



**DARK ANGEL TACTICAL SQUAD**  
44-09 £18.00



# BLACK TEMPLARS

This boxed set allows you to theme your army around the Black Templars Chapter of Space Marines.



**BLACK TEMPLARS SPACE MARINE CHAPTER UPGRADE BOXED SET**  
55-12 £15.00 Released 7th Jan 2006



*Codex: Black Templars* is the quintessential guide to collecting the Black Templars chapter. Inside you will find painting tips, tactical advice, a full army list and much, much more!

**Codex: Black Templars** 55-01-60 £12



EXAMPLES OF SPACE MARINES USING THE BLACK TEMPLARS CHAPTER UPGRADE PARTS

# SPACE WOLVES

These extra models allow you to theme your army around the Space Wolves Chapter of the Space Marines. *Codex: Space Wolves* is an add-on to *Codex: Space Marines* and allows you to add new units to your Space Marine army.

## SPACE WOLVES BATTLEFORCE

53-07 £50

Contains: 10 Space Wolves Grey Hunters, 10 Space Wolves Blood Claws, 1 Space Marine Rhino and 1 Squadron of 3 Space Wolves Bikes. This Battleforce gives you a saving of £16 against purchasing the items individually.







**WOLF LORD LOGAN GRIMNAR**  
53-46 £10.00



**WOLF GUARD TERMINATOR WITH ASSAULT CANNON**  
53-37 £7.00



**WOLF GUARD TERMINATOR SERGEANT**  
53-38 £6.00



**WOLF GUARD TERMINATOR**  
53-36 £6.00 (1 random model)



*Codex: Space Wolves is a supplement to Codex: Space Marines and allows you to add new units to your Space Marine army.*

**Codex: Space Wolves**



**SPACE WOLF BLOOD CLAWS PLASTIC BOXED SET**  
53-08 £18.00



**SPACE WOLF GREY HUNTER PLASTIC BOXED SET**  
53-06 £18.00



**SPACE WOLF IRON PRIEST**  
53-43 £5.00



**SPACE WOLF SCOUTS**  
53-45 £5.00 (2 random models)



**SPACE WOLF SCOUTS WITH ASSAULT WEAPONS**  
53-47 £5.00 (2 random models)



**WOLF GUARD**  
53-35 £4.00 (1 random model)



**RUNE PRIEST**  
53-50 £5.00





SPACE WOLF LONG FANGS BOXED SET  
53-10 £20.00



SPACE WOLF STANDARD BEARER  
53-48 £4.00



WOLF PRIEST ULRIK THE SLAYER  
53-42 £7.00



WOLF LORD RAGNAR BLACKMANE  
53-41 £9.00



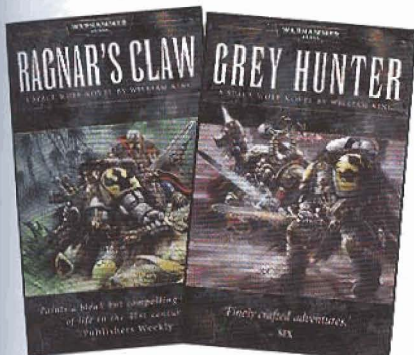
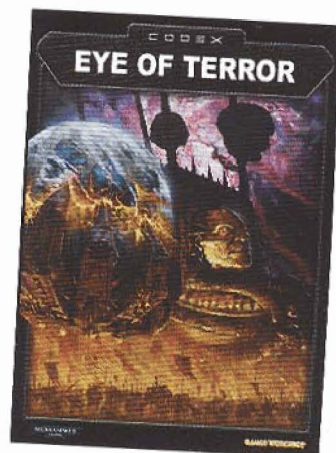
SPACE WOLF  
VENERABLE DREADNOUGHT  
53-09 £25.00

## SPACE WOLVES 13<sup>th</sup> COMPANY

These models allow you to theme your army around the Space Wolves 13<sup>th</sup> Company Space Marines. *Codex: Eye of Terror* give you full rules for all 13<sup>th</sup> Company unit and background on these savage Space Marines.



13<sup>th</sup> COMPANY WULFEN SQUAD BOXED SET  
53-11 £18.00



### Lone Wolves Graphic Novel

This graphic novel is the first book in the critically acclaimed Lone Wolves saga.

### The Space Wolf novels

From the death world of Fenris come the Space Wolves, the most savage of the Emperor's Space Marines. Follow the adventures of Ragnar, from his recruitment and training as he matures into a ferocious and deadly fighter, scourge of the enemies of Humanity.

Inside this codex you will find four army list variants allowing you to field the Chaos hordes of the Lost and the Damned, the Eldar of Uithwé Strike Forces, the savage warbands of the Space Wolves 13<sup>th</sup> Company, or the stalwart Cadians of the Imperial Guard. You will need a copy of *Codex: Space Wolves* and *Codex: Space Marines* in order to use the 13<sup>th</sup> Company army list.

**Codex: Eye of Terror** 40-11 £8



# BLOOD ANGELS

These extra models allow you to theme your army around the Blood Angels Chapter of Space Marines.



**BLOOD ANGEL  
COMMANDER DANTE**  
41-35 £9.00



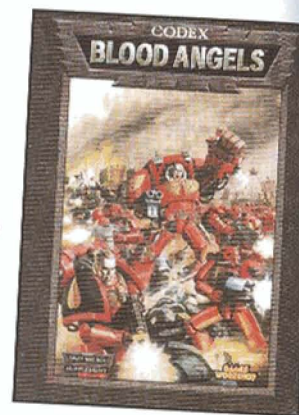
**BLOOD ANGEL CHIEF  
LIBRARIAN MEPHISTON**  
41-37 £9.00



**BLOOD ANGEL  
APOTHECARY CORBULO**  
41-36 £7.00



**BLOOD ANGEL  
CHAPLAIN**  
41-39 £5.00



*Codex: Blood Angels* is a supplement to *Codex: Space Marines* and allows you to add new units to your Space Marine army.

**Codex: Blood Angels**

41-01 £5



**BLOOD ANGEL HONOUR GUARD BOXED SET**  
(BANNER INCLUDED)  
41-08 £18.00



**BLOOD ANGEL FURIOUS DREADNOUGHT BOXED SET**  
41-09 £25.00

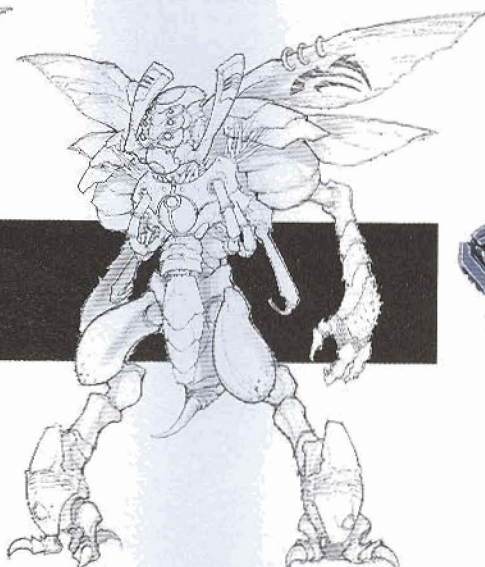
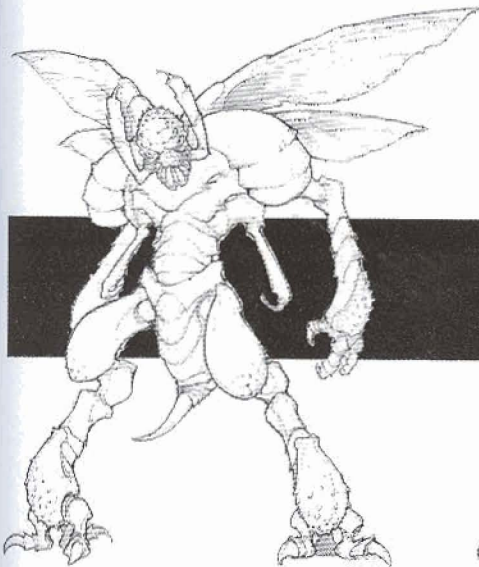


**BLOOD ANGEL 'BAAL' CLASS PREDATOR BOXED SET**  
41-07 £25.00



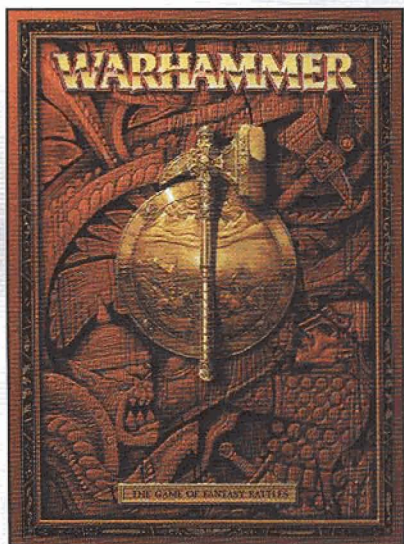
NEW FOR 2006

# TAU





# WARHAMMER



This book contains the full rules system for the Warhammer game. However, you will still need to get some dice, templates and either a range ruler or tape measure.

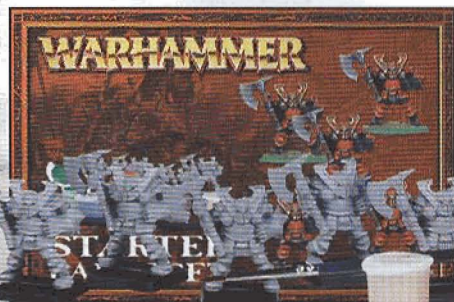
**Warhammer Rulebook** 80-02 £25.00

## FANTASY BATTLES!

In the Warhammer world mighty armies march to war heralded by blaring trumpets and pounding drums. Knights in shining armour crash into regiments of bloodthirsty warriors, while archers darken the sky with arrows. Powerful war machines belch forth death with deafening fury, while great heroes on fantastic monsters sweep into combat, turning the tide of battle to save the kingdom.

Warhammer is set in a fantasy world where you can control any number of armies, from the Human realms of the mighty Empire and the chivalrous land of Bretonnia, to the hordes of Orcs that reside in distant lands, or the insidious ratmen known as Skaven whose vast tunnel-empire lies below most of the Old World. Building up your own army by collecting and painting our range of miniatures, you can re-enact exciting battles on the table top, fighting the armies of your friends to see who is the greatest general.

Everything you need to start playing Warhammer is in the Warhammer boxed game. It comes with all the dice, rulers, templates and scenery you'll require, as well as a rulebook and enough models to start two armies: the troops of the Empire and the fearsome Orcs. Once you've picked up the boxed set you'll be ready to deploy your archers, align your charges, and start the battle! Only one can raise the bloody banner of victory, and it will take clever moves and sound tactics to win!



## WARHAMMER STARTER PAINT SET

This is the ideal start for any budding painter. Boxed set contains 5 plastic Chaos Warriors, 6 paints, a paintbrush and a painting guide.

**Warhammer Starter Paint Set**

60-11 £12.00







## COLLECTORS' GUIDES

Collectors' Guides are the definitive tome for anyone interested in any of our miniatures ranges. Each one contains the full range of models and their component parts for each Warhammer race.

The Collectors' Guide is far more than a simple catalogue. Also included within are a number of other features such as background information, some fantastic armies painted and collected by hobbyists, conversions, Golden Demon winners and great dioramas.

**Collectors' Guides**

**£5.00**



## WARHAMMER BOXED GAME

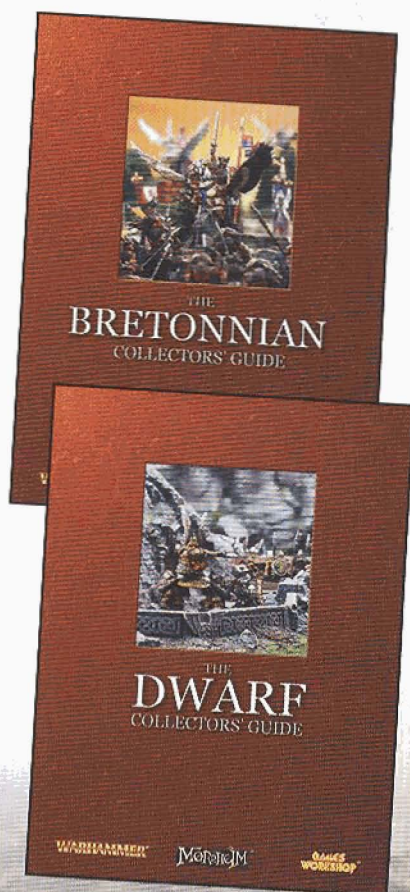
Everything you need to start off is here in this box. The full rulebook, 2 Warhammer armies (18 Empire Spearmen, 16 Empire Handgunners, 1 Empire Cannon, 1 Empire General, 18 Orc Boyz, 16 Orc Arrer Boyz, 1 Orc Chariot and 1 Orc General), dice, templates and range rulers.

**Warhammer Boxed Set**

**80-01 £50.00**

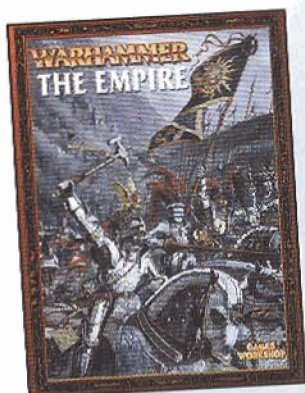
## BATTALIONS

Over the next few pages you'll find all the races of the Warhammer world. Each army has a Army book that gives the full background and army list for that race, along with great hobby material. The ideal way to start an army, or expand an existing force is to buy the Battalion. Most armies have one of these boxed sets, that not only include the core troops for each race, but also represent fantastic value for money!





# THE EMPIRE



*Warhammer Armies: The Empire* is the essential guide for putting together an Empire army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting tips and more.

**Warhammer Armies: The Empire** 86-01 £12.00



For over 2,000 years, the Empire has sat within the middle of the Old World, creating the largest kingdom of Men in the Old World. Regular invasions from the borders by the malevolent Orcs, and the continuous tide of Chaos raids from the north, have threatened the military might of the Empire, but to no avail. Boasting large infantry units, brave Knights, insane Flagellants, powerful Wizards and gunpowder weaponry, the Empire is a force to be reckoned with.

The Empire army is based around versatility. A good Empire General will have a little bit of everything to benefit from the advantages. A standard foot troop may seem weak compared to an Orc or Chaos Warrior, but foot soldiers gather in large units, flanked by support detachments whose counter attacks can make mincemeat of an attacker, no matter how formidable. The Empire forces also have some of the most destructive artillery in the game, with their cannons, mortars, handguns and the devastating Helblaster Volley gun.

The Empire Battalion is a great start, enough to give you a general and three core troops along with a cannon or mortar. From there, it is advisable to increase your infantry with either a Soldiers of the Empire boxed set or a few Empire Detachment boxed sets. Empire Flagellants are tough and unbreakable and are good for protecting your flanks. Pistoliers are a must, as their high speed and handguns can cause serious headaches for the enemy. And, if your enemy isn't scared enough already, there's always the Helblaster Volley Gun!

## EMPIRE BATTALION

Contains: 1 Empire General, 12 Empire Knights, 8 Empire Militia, 20 Empire Soldiers (including Champion, Standard Bearer and Musician) and 1 Cannon/Mortar.

86-08 £9



**Great Value!** Get the Empire Battalion and save £14 against purchasing the items individually, plus an Empire General that you can only get with this Battalion!



# LORDS & HEROES



**BALTHASAR GELT, SUPREME PATRIARCH**  
86-43 £15.00



**EMPEROR KARL FRANZ ON DEATHCLAW BOXED SET**  
86-14 £20.00



**EMPIRE GRAND MASTER**  
86-36 £7.00 (1 random model)



**EMPIRE ELECTOR COUNT**  
86-35 £7.00 (1 random model)



**VALTEN, CHAMPION OF SIGMAR**  
86-48 £7.00



**VALTEN, CHOSEN OF SIGMAR**  
86-60 £9.00



**VALTEN, EXALTED OF SIGMAR BOXED SET**  
86-17 £15.00





**EMPIRE WIZARDS**  
86-42 £9.00 (2 random models)



**WARRIOR PRIESTS OF ULRIC**  
86-49 £9.00



**LUTHOR HUSS, PROPHET OF SIGMAR**  
86-46 £7.00



**EMPIRE WARRIOR PRIEST**  
86-38 £4.00 (1 random model)



**EMPIRE ENGINEER**  
86-41 £5.00 (1 random model)



**AR-ULRIC**  
86-61 £7.00

## CORE UNITS



**EMPIRE MILITIA PLASTIC BOXED SET**  
86-10 £18.00



**EMPIRE SOLDIERS PLASTIC BOXED SET**  
(BANNER INCLUDED)  
86-06 £18.00





**EMPIRE DETACHMENT PLASTIC BOXED SET**

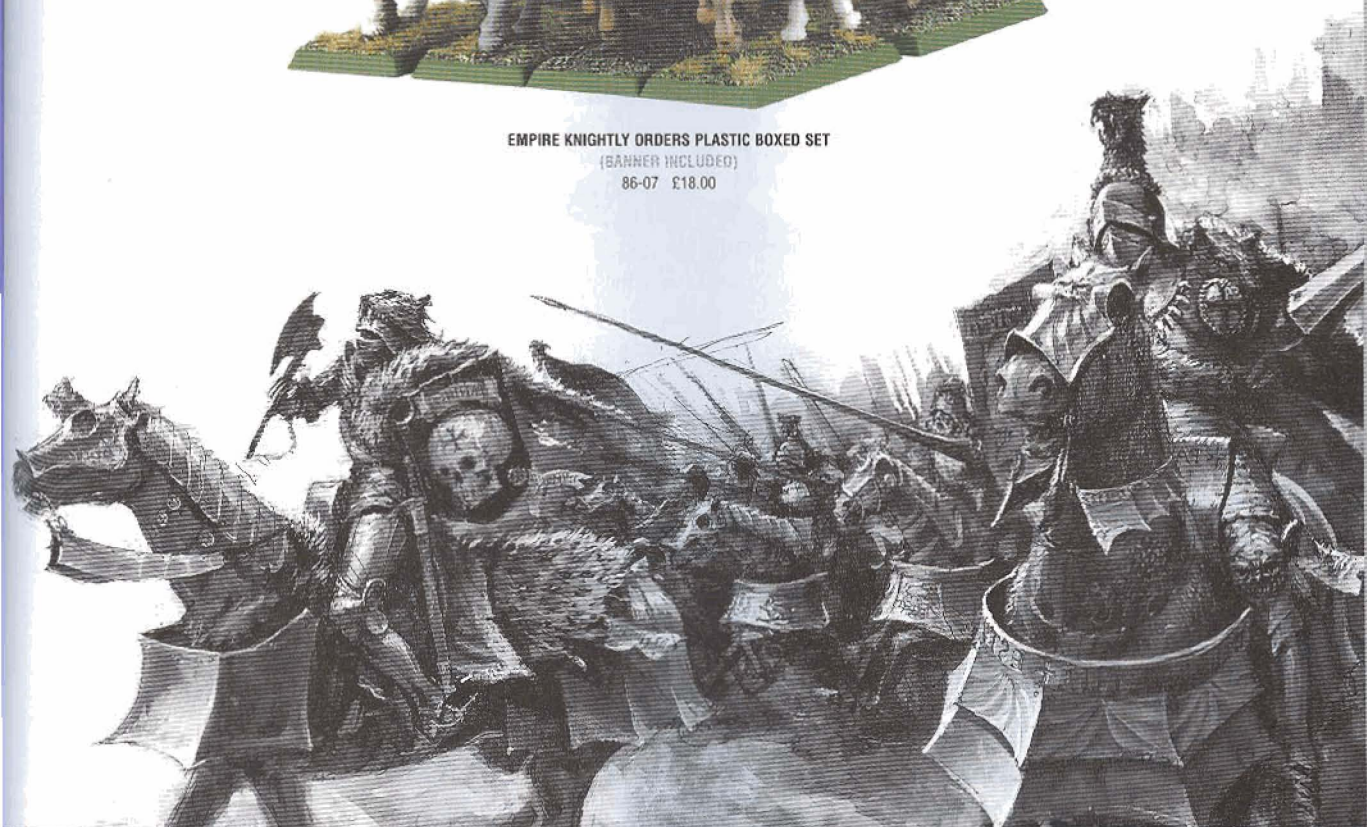
86-15 £15.00 (Contains enough components to make 8 Empire Spearmen and 8 Empire Handgunners)



**EMPIRE KNIGHTLY ORDERS PLASTIC BOXED SET**

(BANNER INCLUDED)

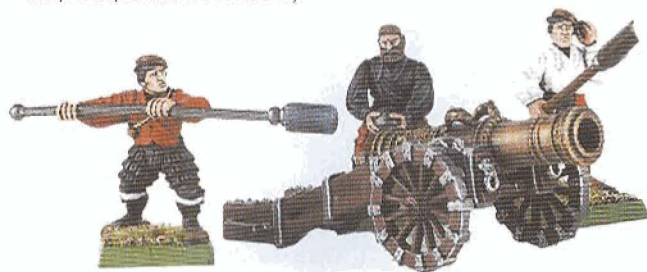
86-07 £18.00





## SPECIAL UNITS

(Contains enough components to make either a complete Empire Mortar and crew, or a complete Empire Great Cannon and crew).



**EMPIRE ARTILLERY BOXED SET**  
86-11 £12.00



**EMPIRE GREATSWORDS COMMAND GROUP**  
(BANNER INCLUDED)  
86-45 £7.00



**TEUTOGEN GUARD COMMAND GROUP**  
(BANNER INCLUDED)  
86-62 £7.00



**EMPIRE GREATSWORDS**  
86-44 £6.00 (3 random models)



**EMPIRE PISTOLIER**  
86-37 £5.00

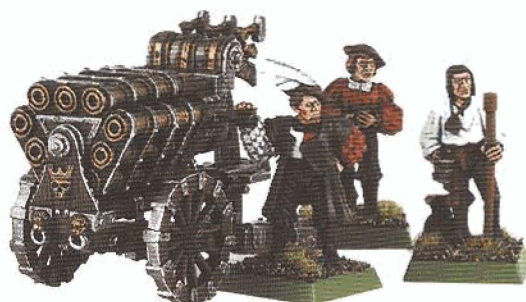


**TEUTOGEN GUARD**  
86-59 £6.00 (3 random models)

## RARE UNITS



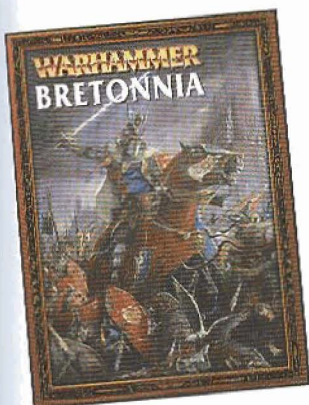
**EMPIRE FLAGELLANTS**  
86-40 £6.00 (3 random models)



**EMPIRE HELBLASTER VOLLEY GUN BOXED SET**  
86-16 £12.00



# BRETONNIA



*Warhammer Armies: Bretonnia* is the essential guide for a Bretonnian army. This army book contains background, painting and modelling guides, and full rules for fielding a Bretonnian army in all its glory.

**Warhammer Armies: Bretonnia** 82-01 £12.00

Formed many years ago by the legendary hero Gilles Le Breton and his Grail Companions, the Kingdom of Bretonnia was built on chivalry and heroism. The land is ruled by a feudal system, peasants working for Lords who, in turn provide Knights for the defence of the realm. The Knights of Bretonnia are known throughout the Old World and only the bravest army will face down their thunderous charges. Bretonnian armies also employ units of peasant foot soldiers, the fantastical Pegasus Knights and the powerful Field Trebuchet.

A Bretonnian army is based around Knights. The Bretonnian Knights have several special rules that other army's Knights do not have. They can be devastating on the charge, but need back up in the form of the peasant foot soldiers like the Bowmen (who can weaken the enemy at long range) or the Men-at-arms (who can prevent the Knights being flanked). The more exotic units, such as the Pegasus Knights or the near-mythic Grail Knights, are the heavy hitters in the army and are best used in conjunction with the other Knights.

The Bretonnian Battalion is a great start and gives you enough units for a small army. You will need to get a Bretonnian Duke to lead the army, and a Damsel to give it magical capabilities that could defend against enemy magic. Beyond that, a unit of Questing Knights or Grail Knights are a great way forward. If you favour firepower, getting more Bretonnian Bowmen and a Field Trebuchet would make yours a force to be reckoned with.

## BRETONNIAN BATTALION

82-10 £50

Contains: 3 Pegasus Knights, 16 Bowmen (including Champion, Standard Bearer and Musician), 16 Men-at-arms (including Champion, Standard Bearer and Musician) and 8 Knights (including Champion, Standard Bearer and Musician).



**Great Value!** Get the Bretonnian Battalion and save £24 against purchasing the items individually!



## LORDS & HEROES



**BRETONNIAN BATTLE STANDARD**  
(BANNER INCLUDED)  
82-40 £6.00



**BRETONNIAN KING LOUEN THE LIONHEART ON HIPPOGRYPH BOXED SET**  
(BANNER INCLUDED)  
82-08 £20.00



**BRETONNIAN DUKE**  
82-37 £7.00 (1 random model)



**BRETONNIAN FAY ENCHANTRESS BOXED SET**  
82-19 £12.00



**THE GREEN KNIGHT OF BRETONNIA BOXED SET**  
82-17 £15.00



**BRETONNIAN DAMSEL**  
82-46 £9.00



## CORE UNITS



### BRETONNIAN KNIGHTS PLASTIC BOXED SET

(BANNER INCLUDED) YOU CAN MAKE 8 KNIGHTS OF THE REALM OR 8 KNIGHTS ERRANT FROM THIS BOXED SET  
82-06 £18.00

The peasantry are loyal to their noble lords and in times of war will march out to battle alongside them. The mainstay of these forces are the Men-at-arms. Armed with pole-arms or swords they are emboldened by the presence of a Knight and are able to use his Leadership if they are within 6" of him, ensuring they do not take flight and battle to the last.



### BRETONNIAN MEN-AT-ARMS PLASTIC BOXED SET

(BANNER INCLUDED)  
82-09 £18.00



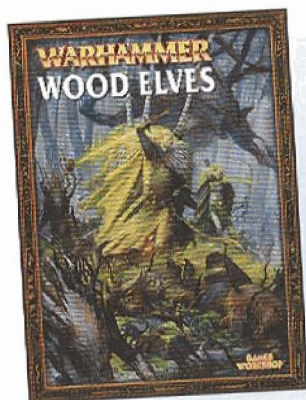
### BRETONNIAN BOWMEN PLASTIC BOXED SET

(BANNER INCLUDED)  
82-07 £18.00

Bretonnian Bowmen are best deployed at the very back of the battle line where they can lend the force of their longbows to the Bretonnian Knightly charge, softening up the enemy with a continual volley of deadly arrows. In battle they make use of deadly wooden stakes to defend their position, causing the enemy attack to falter. Faced with the daunting prospect of charging the deadly line of stakes, the enemy loses the chance to strike first and weapons lose any bonus they receive on the charge.



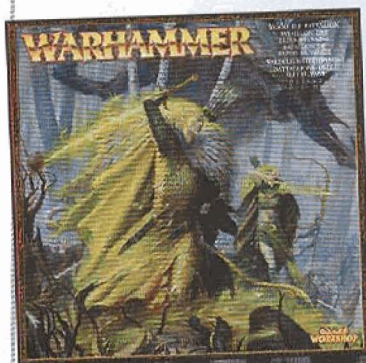
# WOOD ELVES



Warhammer Armies: Wood Elves is the essential guide for putting together an Wood Elf army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting tips and more.

Warhammer Armies: Wood Elves

92-01-60 £12.00



Deep within the dark forests, the fay folk live. Legends of Elves existing in the sacred forests and wooded lands has persisted for centuries and any traveller that steps into one of these forbidden places is never heard of again. Stories tell of a group of High Elves who decided not to return to Ulthuan but instead made their homes in the Old World, and they live there now, centuries later. Whilst not conquerors or warmongers, the Wood Elves' anger is easily raised (especially towards the other races that wantonly fell the trees of their realm for fuel and houses) and they fall upon their enemies with the wrath of ages.

Wood Elves can martial a huge amount of firepower, with their Archers and Waywatchers able to rain down bow fire on their enemies. The Wardancers can weave circles around their enemies, whilst the Warhawk Riders and Glade Rider cavalry can strike swiftly and mercilessly. Wood Elf Lords can call upon the ancient and mighty Forest Dragons and ride these terrible monsters into combat. Even the forest itself marches to war with the Wood Elves as the Dryads, Tree Kin and Treemen lend their might to the battle.

The Wood Elf Battalion is a great start and gives you enough units for a small army. You will need to get a Wood Elf Lord and a Spellsinger to give your force magical capabilities. Next, a unit of Eternal Guard would add a solid defensive unit, to hold your battle line. Warhawk Riders and Wardancers would add speed and hitting power, as well as cause serious headaches for your enemy. And last, but not least, the power of a Treeman will swing the battle in your favour.

## WOOD ELF BATTALION

92-09

Contains: 8 Wood Elf Glade Riders (including Champion, Standard Bearer and Musician), 24 Wood Elf Glade Guard (including Champion, Standard Bearer and Musician) and 12 Wood Elf Dryads.



**Great Value!** Get the Wood Elf Battalion and save £13 against purchasing the items individually!



# LORDS & HEROES



**SISTERS OF TWILIGHT ON FOREST DRAGON BOXED SET**  
92-07 £25.00



**WOOD ELF WARDANCER LORD**  
92-60 £6.00



**WOOD ELF SPELLSINGER**  
92-42 £5.00 (1 random model)



**WOOD ELF WAYWATCHER LORD**  
92-61 £6.00



**BRANCHWRAITH DRYCHA**  
92-45 £6.00



**MOUNTED WOOD ELF LORD**  
92-36 £9.00



**WOOD ELF LORD WITH GREAT WEAPON**  
92-62 £6.00



**ORION KING OF THE WOOD BOXED SET**  
92-11 £18.00



## CORE UNITS



**WOOD ELF GLADE RIDERS BOXED SET**  
92-08 £18.00



**WOOD ELF GLADE GUARD BOXED SET**  
92-05 £18.00



**WOOD ELF DRYADS BOXED SET**  
92-06 £18.00

## SPECIAL UNITS



**WOOD ELF ETERNAL GUARD COMMAND**  
92-41 £7.00



**WOOD ELF ETERNAL GUARD**  
92-40 £6.00 (3 random models)





**WOOD ELF WARHAWK RIDER**  
92-43 £9.00 (1 random model)



**WOOD ELF WARDANCERS**  
92-37 £6.00 (3 random models)



**WOOD ELF WARDANCERS COMMAND**  
92-38 £6.00



**WOOD ELF WILD RIDERS BOXED SET**  
92-12 £20.00



**WOOD ELF WILD RIDER**  
92-46 £5.00 (1 random model)



**WOOD ELF TREE KIN**  
92-44 £9.00 (1 random model)

## RARE UNITS

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

Waywatchers unleash volley after volley of arrows while remaining undetected in the safety of the forest. Using stealth, the Waywatchers set deadly traps for any that would attack their forest homeland of Loren.



**WOOD ELF WAYWATCHERS**  
92-39 £6.00 (3 random models)



**WOOD ELF TREEMAN BOXED SET**  
92-10 £20.00



# HIGH ELVES



Warhammer Armies: High Elves is the essential guide for putting together a High Elf army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting tips and more.

Warhammer Armies: High Elves 87-01 £12.00



On the mysterious island of Ulthuan, the Elves are a dying race. The once-proud sons and daughters of Ulthuan are being outnumbered and succeeded by the lesser species of Men and Greenskins as they breed in their thousands. However, were one unwise enough to rouse their anger, the High Elves would prove they have life in them yet. Able to call on monstrous Dragons and arcane deadly weaponry, the wrath of Ulthuan is a terrible fate indeed!

High Elves are not a numerous army, like Empire or Orcs. Even their basic troops are expensive, and will not stand up to the same amount of punishment as a Chaos Warrior or a Lizardmen Saurus. However, what the High Elves lack in toughness they more than make up for in deadliness! Elven Archers are some of the best in the game, Repeater Bolt Throwers can decimate any unit with their intense rate of fire and High Elven magic may well be the most powerful in the game! Along with this the Elven army contains many powerful elite troops, such as the Dragon Prince heavy cavalry or the unstoppable Phoenix Guard. Although High Elves may well lose a war of attrition, with the right tactics you can tear the heart out of your opponent's army before he is even near you!

The High Elf Battalion is a great start to any High Elf army, and a good addition to an existing force. The High Elf Battalion contains a regiment of Spearmen, a regiment of Archers, a regiment of Silver Helms and a plastic High Elf Bolt Thrower with crew. Just add a High Elf hero and a High Elf mage to make this into a force to be feared.

## HIGH ELF BATTALION

87-18 £5

Contains: 8 High Elf Silver Helms (including Champion, Standard Bearer and Musician), 16 High Elf Spearmen (including Champion, Standard Bearer and Musician), 16 High Elf Archer (including Champion, Standard Bearer and Musician) and one High Elf Bolt Thrower with crew.



Great Value! Get the High Elf Battalion and save £16 against purchasing the items individually!



# LORDS & HEROES



TYRION, DEFENDER OF ULTHUAN BOXED SET  
87-13 £15.00



IMRIK DRAGONLORD BOXED SET  
87-11 £25.00



HIGH ELF HERO  
87-58 £6.00 (1 random model)



ELTHARION  
87-57 £7.00



HIGH ELF LORD  
87-35 £7.00 (1 random model)



HIGH ELF MAGE  
87-36 £5.00 (1 random model)



HIGH ELF TECLIS  
87-53 £9.00



## CORE UNITS



**HIGH ELF SPEARMEN PLASTIC BOXED SET**  
(BANNER INCLUDED)  
87-06 £18.00



**HIGH ELF ARCHERS PLASTIC BOXED SET**  
(BANNER INCLUDED)  
87-08 £18.00



**HIGH ELF SILVER HELMS PLASTIC BOXED SET**  
(BANNER INCLUDED)  
87-09 £18.00

## SPECIAL UNITS



**HIGH ELF SWORDMASTERS OF HOETH COMMAND**  
87-40 £7.00



**HIGH ELF SWORDMASTERS OF HOETH**  
87-41 £8.00 (3 random models)





**HIGH ELF TIRANOC CHARIOT BOXED SET**  
87-07 £15.00



**HIGH ELF SHADOW WARRIORS**  
87-52 £6.00 (3 random models)



**HIGH ELF ELLYRIAN REAVER**  
87-48 £5.00 (1 random model)



**HIGH ELF ELLYRIAN REAVER COMMAND**  
87-47 £5.00 (1 random model)



**HIGH ELF DRAGON PRINCE OF CALEDOR**  
87-55 £6.00 (1 random model)



**HIGH ELF DRAGON PRINCES OF CALEDOR BOXED SET**  
(BANNER INCLUDED)  
87-12 £25.00



## RARE UNITS



**HIGH ELF PHOENIX GUARD COMMAND GROUP**  
(BANNER INCLUDED)  
87-51 £7.00



**HIGH ELF PHOENIX GUARD**  
87-50 £6.00 (3 random models)



**HIGH ELF WHITE LIONS COMMAND GROUP**  
87-38 £7.00



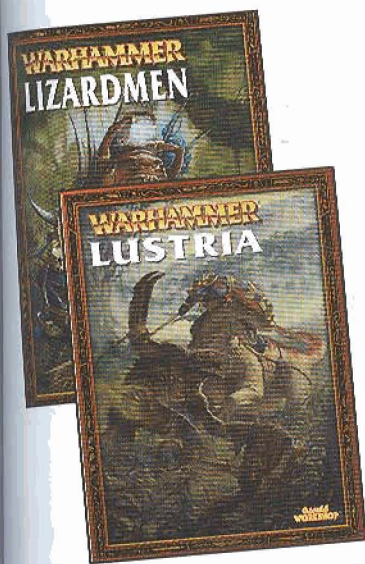
**HIGH ELF WHITE LIONS**  
87-39 £6.00 (3 random models)



**HIGH ELF REPEATER BOLT THROWER BOXED SET**  
87-17 £12.00



# LIZARDMEN



Far off to the west of the Old World lies the continent of Lustria, home of the Lizardmen. This mysterious continent has remained hidden from the races of the known world for millennia, untouched by the misfortunes, plagues and wars which have ravaged other lands.

Led by the ancient and inscrutable Mage-Priests, the Lizardmen of Lustria fulfil the plans of 'the Old Ones'. The Slann Mage-Priests are served by the entire Lizardmen race, who regard them as gods. Brutal, savage Saurus Warriors and Kroxigor enforce the will of the Mage-Priests, whilst the diminutive Skinks act as servants and skirmishers. Able to call upon monstrous reptiles from the depths of the jungle, or rely on the Mage-Priests' devastating magic, the Lustrians are on the move and nothing will stand in their way!

The Lizardmen Battalion is a great place to start a Lizardmen force, as it includes all the core troops you need and gives you a hard-hitting cavalry unit as well. When your army expands, you may want to think about a Slann Mage-Priest to lead your army, at which point, more Saurus Warriors, some fast-moving Terradons and a Stegadon wouldn't go amiss!

*Warhammer Armies: Lizardmen* is the essential guide for putting together a Lizardmen army. Inside this 80-page book you will find a complete army list and full rules for leading a Lizardmen army, special rules, background information, painting tips and more.

**Warhammer Armies: Lizardmen** 88-01 £12.00

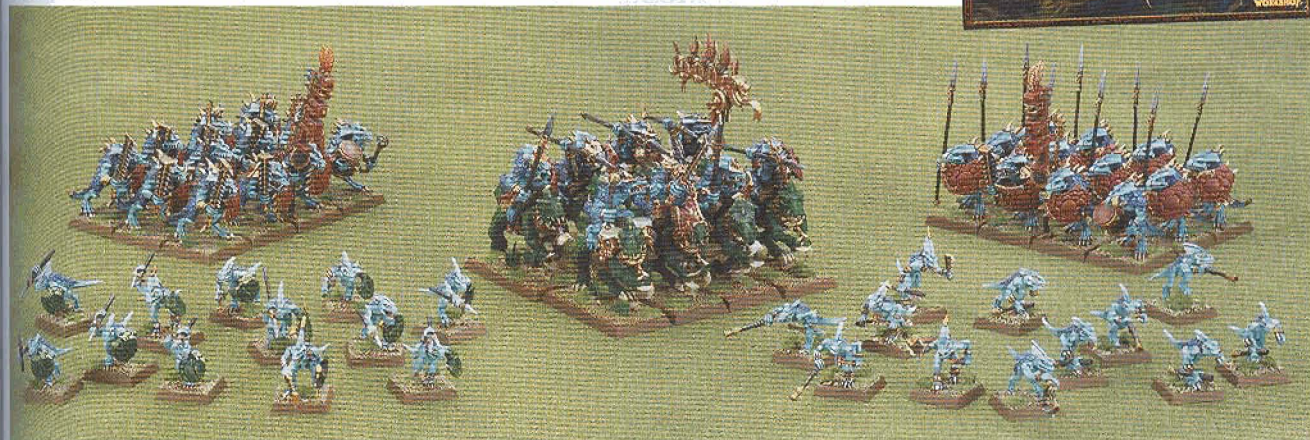
*Warhammer Realms: Lustria* is the essential guide for the mysterious continent of Lustria. Featuring rules allowing any Warhammer army to fight in the depths of the jungle, a complete system for playing map-based campaigns and historical army lists for the Rise of Sotek, including special characters.

**Warhammer Realms: Lustria** 80-07 £12.00

## LIZARDMEN BATTALION

88-14 £50

Contains: 24 Lizardmen Saurus (including Champion, Standard Bearer and Musician), 24 Lizardmen Skinks (including Champion, Standard Bearer and Musician) and 8 Lizardmen Saurus on Cold Ones (including Champion, Standard Bearer and Musician).



**Great Value!** Get the Lizardmen Battalion and save £13 against purchasing the items individually!



## LORDS & HEROES



LIZARDMEN LORD KROQ-GAR ON CARNOSAUR BOXED SET  
88-10 £20.00



LIZARDMEN SLANN MAGE-PRIEST BOXED SET  
88-08 £15.00



LIZARDMEN HERO ON COLD ONE  
88-38 £9.00



TEHEHAUIN, PROPHET OF SOTEK  
88-40 £7.00



LIZARDMEN SKINK PRIEST  
88-46 £4.00



LIZARDMEN SKINK WARCHIEFS  
88-39 £6.00 (2 random models)



LIZARDMEN SAURUS OLDBLOOD  
88-48 £7.00 (1 random model)



# CORE UNITS



**LIZARDMEN TEMPLE GUARD**  
88-36 £6.00 (2 random models)



**LIZARDMEN TEMPLE GUARD CHAMPION**  
88-35 £5.00



**LIZARDMEN TEMPLE GUARD COMMAND GROUP**  
(BANNER INCLUDED)  
88-37 £6.00



**LIZARDMEN JUNGLE SWARMS**  
88-45 £7.00



**LIZARDMEN SAURUS PLASTIC BOXED SET**  
(BANNER INCLUDED)  
88-06 £18.00



**LIZARDMEN SKINK SKIRMISHERS PLASTIC BOXED SET**  
88-07 £18.00



## SPECIAL UNITS



**LIZARDMEN SAURUS CAVALRY BOXED SET**  
(BANNER INCLUDED)  
88-11 £18.00



**LIZARDMEN TERRADON**  
88-43 £7.00 (1 random model)



**LIZARDMEN KROXIGOR**  
88-44 £9.00 (1 random model)



**LIZARDMEN CHAMELEON SKINS**  
88-47 £6.00 (3 random models)

## RARE UNITS



**LIZARDMEN STEGADON BOXED SET**  
88-09 £25.00



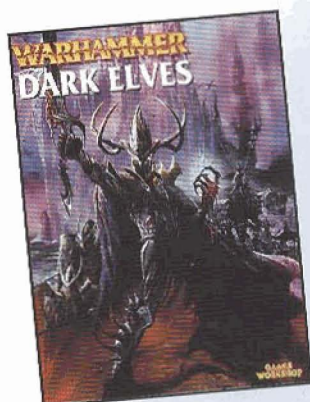
**LIZARDMEN SALAMANDER**  
88-42 £12.00







# DARK ELVES



*Warhammer Armies: Dark Elves* is the essential guide for putting together a Dark Elf army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting details and more.

**Warhammer Armies: Dark Elves** 85-01 £12.00

The frozen land of Nagarroth is a place of nightmares. There live the Druchii, the evil dark kin of the High Elves. Malevolent, cruel and heartless beyond compare, the Dark Elves worship Khaine, their god of Murder. Khaine is worshipped also by the beautiful and alluring Witch Elves, bloodthirsty maidens that bathe in the blood of the innocent to stay eternally beautiful and who whip themselves into a frenzy on the battlefield. In battle, the Dark Elves seek to swiftly subdue their enemies in order to maximise the number of captives to take back as slaves. What happens to those slaves is best not thought about.

The Dark Elves army is fast moving but brittle. The average Dark Elf warrior is neither particularly strong nor tough, but the Dark Elves more than make up for it in speed and firepower. Dark Elf Chariots and cavalry are not only swift but their monstrous mounts, the fearsome Cold Ones, are powerful fighters in their own right. Dark Elf armies are generally based around firepower, as they are able to field large amounts of Repeater Bolt Throwers and unlimited numbers of Crossbowmen. Any enemy that survives that has to contend with the elite Corsairs and Executioners, the insane Witch Elves and swift counter-attacks from the Dark Riders.

To begin with you will need a Dark Elf Sorceress and two boxes of Dark Elf Warriors. From that, you can build pretty much any army you want. Expand your close combat capabilities with Corsairs or Witch Elves (a good unit size for both is 15-20). Some Cold One Knights and Dark Riders are definitely a must, as is at least one Dark Elf Reaper Bolt Thrower. And if you want to put the scare in your opponent, maybe a Beastmaster on a Manticore or a War Hydra!

## LORDS & HEROES



**MORATHI, THE HAG SORCERESS**  
85-55 £15.00



**DARK ELF SORCERESS ON COLD ONE**  
85-42 £7.00



**MALUS DARKBLADE, SCION OF HAG GRAEF**  
85-41 £9.00





**MALEKITH, WITCH KING OF NAGGAROTH BOXED SET**  
85-07 £25.00



**DARK ELF SORCERESS**  
85-38 £5.00



**DARK ELF BEASTMASTER ON MANTICORE BOXED SET**  
85-10 £20.00



**SHADOWBLADE**  
85-56 £7.00



**DARK ELF ASSASSIN**  
85-43 £5.00 (1 random model)

## CORE UNITS



**DARK ELF DARK RIDER COMMAND**  
85-51 £5.00 (1 random model)



**DARK ELF DARK RIDER**  
85-50 £5.00 (1 random model)



**DARK ELF WARRIORS PLASTIC BOXED SET (BANNER INCLUDED)**  
85-06 £18.00





**DARK ELF CORSAIRS COMMAND**  
(BANNER INCLUDED)  
85-36 £7.00

**DARK ELF CORSAIRS**  
85-35 £6.00 (3 random models)

## SPECIAL UNITS



**DARK ELF COLD ONE CHARIOT BOXED SET**  
85-12 £15.00



**DARK ELF COLD ONE KNIGHTS**  
(BANNER INCLUDED)  
85-08 £25.00



**DARK ELF EXECUTIONERS COMMAND**  
(BANNER INCLUDED)  
85-47 £7.00



**DARK ELF EXECUTIONERS**  
85-46 £6.00 (3 random models)



**DARK ELF COLD ONE KNIGHT**  
85-48 £6.00 (1 random model)



**DARK ELF HARPIES**  
85-54 £6.00 (2 random models)



**DARK ELF SHADES**  
85-52 £6.00 (3 random models)





**DARK ELF WITCH ELVES**  
85-37 £6.00 (3 random models)



**DARK ELF WITCH ELVES COMMAND**  
(BANNER INCLUDED)  
85-40 £7.00

## RARE UNITS



**DARK ELF CAULDRON OF BLOOD BOXED SET**  
85-09 £20.00



**DARK ELF WAR HYDRA BOXED SET**  
85-11 £20.00



**DARK ELF BLACK GUARD COMMAND**  
(BANNER INCLUDED)  
85-45 £7.00

The War Hydra is a titanic monster, a creature from the dark caverns below the Black Spine Mountains. It is a fearsome, scaled beast with many serpentine heads that belch smoke and fire and rend men with their sharp fangs.



**DARK ELF BLACK GUARD**  
85-44 £6.00 (3 random models)



**DARK ELF REAPER BOLT THROWER**  
85-39 £12.00

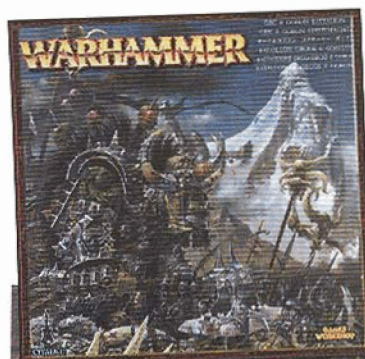


# ORCS & GOBLINS



Containing the army list and extensive background information, as well as special characters and magic items, *Warhammer Armies: Orcs & Goblins* is the starting point for any Greenskin army. This indispensable tome contains all the history, achievements, and petty squabbles that Orcs and Goblins have become famous for.

**Warhammer Armies: Orcs & Goblins**  
89-01 £12.00



Like a mighty green tide, the warlike Greenskin race lives in a state of constant conflict. When they are not attacking an outside aggressor, Orcs will quite happily fight each other (battle being a natural state of mind for Orcs). Although they will generally gather in small clans or tribes, every so often a charismatic Warlord will arise, embarking the Orcs on a Waaagh!, sweeping aside towns and villages as they loot and destroy the land. In fact, one of the few things that prevents the Orcs becoming dominant in the Old World is that they generally end up arguing amongst themselves!

Orcs themselves are very tough. The Orc army is one of the most diverse in the Warhammer world, able to call upon many different troop types to tailor any style of fighting. However, the best Orc tactic is to charge! There are several hard-hitting units, such as the armoured Black Orcs, the Boar Boyz 'cavalry and the shambling Trolls. Orc magic is devastating, if a little unpredictable (Orc Shamans' heads have been known to explode!), as are the Fanatics, crazed Goblins that spin a deadly ball and chain and can carve through enemy units. The only fly in the ointment is Animosity, when your entire army can grind to a halt as massive punch-ups can occur between units. Goblins are small and cowardly and tend to run away, and the unpredictable Fanatics can plough through your units just as easily as your enemies! Playing an Orc army definitely requires a sense of humour, but few armies are so rewarding!

Within the Orc Battalion boxed set you will find a Warboss mounted on a Boar, two units of Orc Warriors, one unit of Goblin Wolf Riders and a Chariot. Orc armies rely on weight of numbers, so it's worth getting a unit of Goblins or Night Goblins. Night Goblins allow you to use Fanatics, while Goblins are expendable units to protect your Orcs. Some Boar Boyz would be a good idea to give you a powerful charge, and some heavily armoured Black Orcs ensure that at least one unit of your army won't fight amongst themselves! A Rock Lobber rounds out the army, giving you long-range firepower and, if you need anything else, there's always Giants and Trolls to think of!

## ORC BATTALION

89-10 £50

Contains: 1 Orc Warboss, 19 Orc Boyz (including Champion, Standard Bearer and Musician), 18 Arrer Boyz (including Champion, Standard Bearer and Musician), 10 Goblin Wolf Riders (including Champion, Standard Bearer and Musician) and 1 Orc Boar Chariot.



**Great Value!** Get the Wood Elf Battalion and save £19 against purchasing the items individually, plus an Orc Warboss that you can only get with this Battalion!



# LORDS & HEROES



**ORC WARLORD ON BOAR**  
89-35 £7.00



**ORC WARLORD ON WYVERN BOXED SET**  
89-09 £20.00



**ORC SHAMAN**  
89-36 £5.00



**SAVAGE ORC SHAMAN**  
89-51 £5.00



**WURRZAG, SAVAGE ORC SHAMAN**  
89-52 £9.00



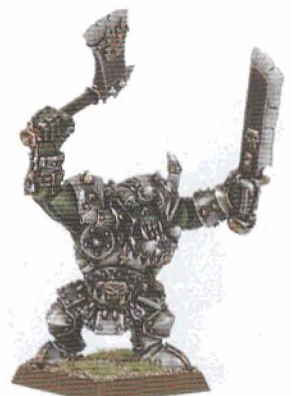
**ORC SHAMAN ON BOAR**  
89-55 £7.00



**GOBLIN SHAMANS**  
89-42 £5.00 (1 random model)



**GRIMGOR IRONHIDE, BLACK ORC WARBOSS**  
89-45 £7.00



**BORGUT FACEBEATER, BLACK ORC WARBOSS**  
89-56 £7.00



## CORE UNITS



**ORC WARRIORS REGIMENT PLASTIC BOXED SET**  
89-06 £18.00



**NIGHT GOBLIN REGIMENT PLASTIC BOXED SET**  
89-07 £18.00



**GOBLIN REGIMENT PLASTIC BOXED SET**  
89-15 £18.00



**GOBLIN WOLF RIDERS REGIMENT PLASTIC BOXED SET**  
89-11 £18.00



**SNOTLINGS**  
89-38 £7.00 (2 random bases)





**NIGHT GOBLIN FANATICS**  
89-39 £6.00 (3 random models)



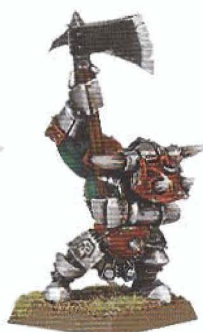
**NIGHT GOBLIN NETTERS**  
89-48 £5.00 (3 random models)



**SAVAGE ORCS**  
89-44 £6.00 (3 random models)

**SAVAGE ORC COMMAND**  
89-50 £7.00

## SPECIAL UNITS



**BLACK ORC COMMAND**  
89-41 £6.00

**BLACK ORCS**  
89-40 £6.00 (2 random models)

**BLACK ORCS WITH DOUBLE-HANDED WEAPONS**  
89-57 £6.00 (2 random models)

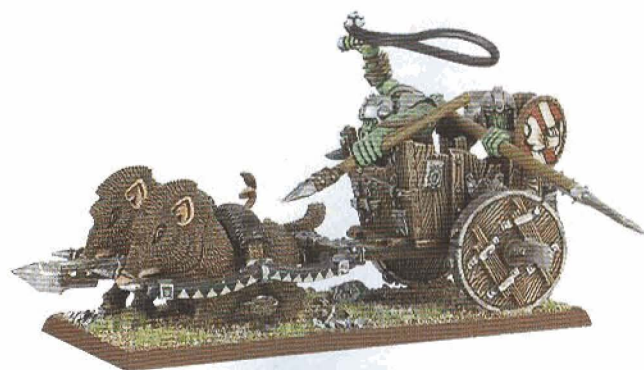


**NIGHT GOBLIN SQUIG HOPPERS**  
89-49 £6.00 (2 random models)



**NIGHT GOBLIN SQUIG HERD**  
89-47 £7.00 (5 random models)





**ORC BOAR CHARIOT PLASTIC BOXED SET**  
89-14 £15.00



**GOBLIN WOLF CHARIOT PLASTIC BOXED SET**  
89-08 £15.00



**GOBLIN ROCK LOBBER BOXED SET**  
89-12 £18.00



**GOBLIN SPEAR CHUKKA**  
89-43 £7.00



**ORC BOAR BOYZ COMMAND**  
89-46 £6.00 (1 random model)



**ORC BOAR BOYZ**  
89-37 £6.00 (1 random model)



**SAVAGE ORC BOAR BOYZ COMMAND**  
89-53 £6.00 (1 random model)



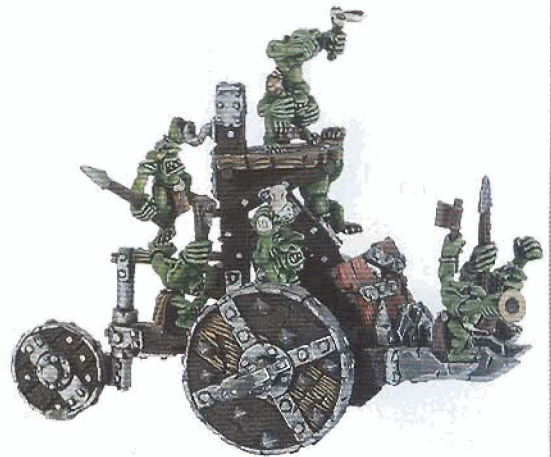
**SAVAGE ORC BOAR BOYZ**  
89-54 £6.00 (1 random model)



# RARE UNITS



**GOBLIN DOOM DIVER BOXED SET**  
89-13 £18.00



**SNOTLING PUMP WAGON BOXED SET**  
89-17 £15.00



**RIVER TROLL**  
93-35 £10.00 (1 random model)



**STONE TROLL**  
93-36 £10.00 (1 random model)

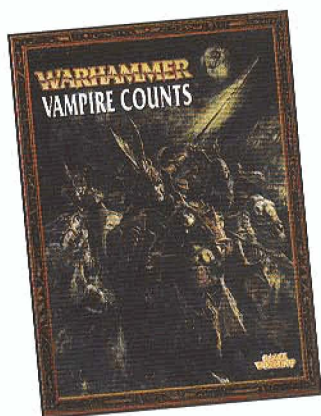


**GIANT BOXED SET**  
89-16 £20.00





# VAMPIRE COUNTS



Warhammer Armies: Vampire Counts is the essential guide for putting together a Vampire Counts army. Inside you will find a complete army list with loads of troop types, special rules, background information, painting details and more.

Warhammer Armies: Vampire Counts 91-01 £12.00

In the ancient castles and lonely places of the Empire, the immortal Vampire nobility of Sylvania lurk, gathering their rotting armies around them. Perfect and deathless, the Vampire Lord can tear apart a man with his bare hands, or call down the storms to aid him, and even raise his fallen enemies to fight at his side. The Vampires are aided by Necromancers, powerful but evil men seeking the secrets of life and death. When a Vampire Counts army is on the march, even brave men balk in fear. Countless hordes of reanimated corpses shamble inexorably forward, shoulder to shoulder with ghoulish walking Skeletons. The sky darkens overhead as monstrous Bats swoop down, Undead wolves stalk their prey and the ancient Black Knight cavalry thunder towards their foes on bleached bone steeds.

You will need to build the army around your General as most of the Undead's terrifying abilities are enhanced by your General's proximity. Played correctly, the Vampire Counts are a potent force on the battlefield. Although slow to both move and react, great blocks of Zombies will be able to hold up any enemy charge for at least a couple of turns (giving you enough time to bring your magic and your Vampires' horrific strength into the fray) and the Necromancer's ability to raise more Zombies and Skeletons throughout the game means that your army may end the game bigger than it started!

One Vampire blister, one box of Skeleton Warriors and one Zombie regiment are a good start for a Vampire Counts army, giving you two Heroes and two Core units. From there, a unit of Dire Wolves will give you a fast-moving flanking force. If you want a powerful, charging army, a unit of Black Knights is indispensable, as these are the hardest-hitting unit in the army.

## LORDS & HEROES



**MOUNTED WIGHT LORD**  
91-62 £7.00



**BLOOD DRAGON VAMPIRES**  
91-38 £10.00 (1 random model on foot and 1 random model mounted)





**NECRARCH VAMPIRE ON ZOMBIE DRAGON BOXED SET**  
91-10 £25.00



**BLOOD DRAGON VAMPIRE ON WINGED NIGHTMARE BOXED SET**  
91-08 £20.00



**LAHMIA VAMPIRES**  
91-40 £10.00 (1 random model on foot and 1 random model mounted)



**NECRARCH VAMPIRES WITH FAMILIAR**  
91-48 £10.00 (2 random models on foot and 1 random model mounted)



**VON CARSTEIN VAMPIRES**  
91-36 £10.00 (1 random model on foot and 1 random model mounted)



**MANNFRED VON CARSTEIN**  
91-35 £9.00





**STRIGOI VAMPIRE**  
91-57 £5.00 (1 random model)



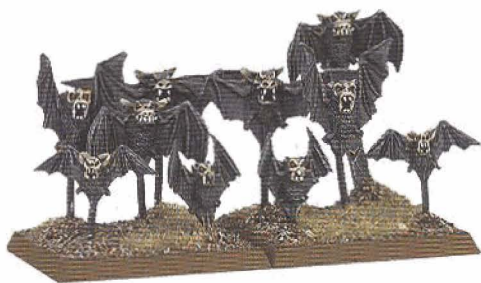
**WRAITH**  
91-52 £3.00 (1 random model)



**NECROMANCERS**  
91-45 £9.00 (1 random model on foot and 1 random model mounted)



## CORE UNITS



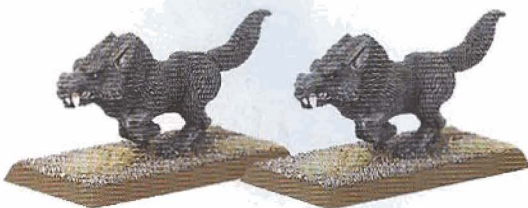
**BAT SWARMS**  
91-56 £7.00 (10 random models)



**ZOMBIES PLASTIC BOXED SET**  
91-07 £18.00



**GHOULS**  
91-46 £6.00 (2 random models)



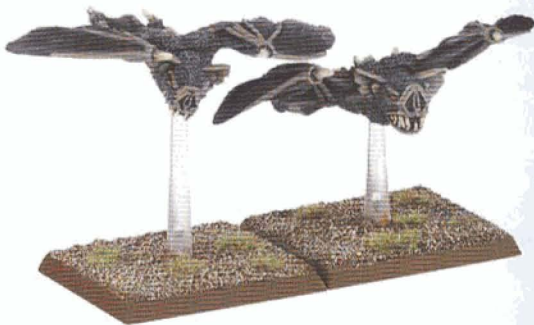
**DIRE WOLVES**  
91-50 £5.00 (2 random models)



**SKELETON WARRIORS PLASTIC BOXED SET**  
91-06 £18.00



# SPECIAL UNITS



**FELL BATS**  
91-59 £6.00 (2 random models)



**SPIRIT HOST**  
91-47 £6.00 (3 random models)



**BLACK KNIGHT**  
91-41 £5.00 (1 random model)



**BLACK KNIGHT COMMAND**  
91-42 £5.00



**GRAVE GUARD**  
91-53 £6.00 (3 random models)



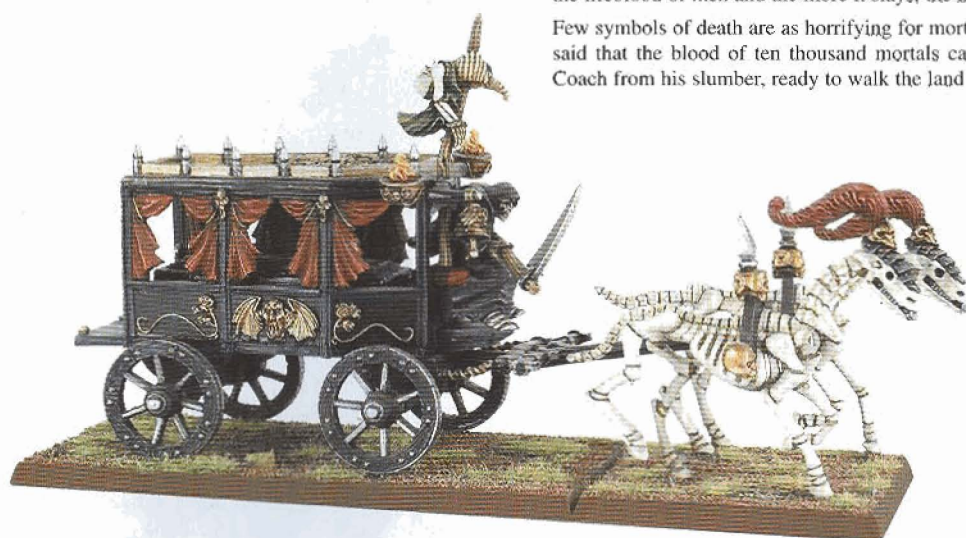
**GRAVE GUARD COMMAND**  
(BANNER INCLUDED)  
91-58 £7.00



## RARE UNITS

The Black Coach is driven by an insubstantial Wraith and pulled by two grisly Nightmares. The legends say that even if the creatures are destroyed, the Coach can continue to move on its own, pushed by supernatural powers. The Black Coach is an awe-inspiring, unholy thing from the realm of Undeath, which feeds on the souls of mortals. Its mere presence can drain the lifeblood of men and the more it slays, the more terrifying its power becomes.

Few symbols of death are as horrifying for mortals, or as potent an aid to the Undead. It is said that the blood of ten thousand mortals can stir the Vampire Lord within the Black Coach from his slumber, ready to walk the land of the living once more.



**BLACK COACH BOXED SET**  
91-09 £18.00

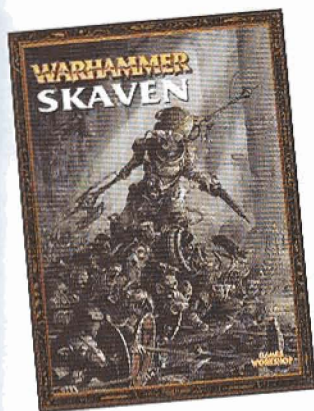


**BANSHEE**  
91-55 £3.00 (1 random model)





# SKAVEN



*Warhammer Armies: Skaven* is an 80-page book, containing complete rules and background, plus a full-colour painting and modelling guide, for the verminous Skaven race. Spawned from the dark powers of warpstone, the Skaven are a hideous combination of rat and man.

**Warhammer Armies: Skaven**

90-01 £12.00

Beneath the very streets of the Empire, one of the greatest threats to the known world grows and festers. The monstrous ratmen known as Skaven multiply in the darkened sewers, preparing to swarm from their subterranean lairs and engulf the living world. Although each Skaven is a weak, cowardly creature, they gather courage in numbers and swarm together on the battlefield, pulling down far more skilled warriors by sheer weight of numbers alone. Skaven are ruled by Clan Warlords and the mysterious Grey Seers, powerful Skaven wizards, in a complex power struggle where treachery and assassination are commonplace.

Skaven armies are unique in the fact that their Generals and heroes hide at the back of units, being far too cunning (or cowardly) to go anywhere near danger! Skaven have probably the largest block of troops within the game of Warhammer, the average unit size being 30-50 models. Specialist troops are a must in the Skaven army, as the Warplock Jezzail rifles can even kill the most heavily armoured foe with a single shot, and the Warpfire Thrower (despite the fact it can sometimes explode!) can shatter your enemy's advance!

The Skaven Battalion makes a great starting place, giving you two large blocks of core troops, a nice unit of Plague Monks and some big hitting power with two Rat Ogres. Then, some Jezzails are essential to cover your advance, as are either some Plague Censer Bearers or elite Stormvermin to provide a solid, immovable core (and give you at least one unit that might not run away!). Once this is in place, you can start getting the more exotic troops, adding a Warpfire Thrower to each of your Skaven regiments. Skaven slaves are nice, expendable troops that you can send in to hold up the enemy, confident in the knowledge they will get slaughtered!

## SKAVEN BATTALION

90-15 £50

Contains: 40 Clanrats (including 2 Champions, 2 Standard Bearer and 2 Musicians), 20 Plague Monks (including Champion, Standard Bearer and Musician) and 2 Rat Ogres with 6 Giant Rats and 3 Packmasters.



**Great Value!** Get the Skaven Battalion and save £22 against purchasing the items individually!



## LORDS & HEROES



**SKAVEN WARLORD**  
90-35 £6.00 (1 random model)



**SKAVEN WARLOCK ENGINEER**  
90-42 £5.00 (1 random model)



**SKAVEN PLAGUE LORD NURGLETH**  
90-14 £15.00



**SKAVEN ASSASSIN**  
90-46 £5.00 (1 random model)



**SKAVEN CLAN PESTILENS PLAGUE LORD**  
90-53 £6.00 (1 random model)



**SKAVEN GREY SEER**  
90-36 £6.00



**SKAVEN SCREAMING BELL BOXED SET**  
90-07 £20.00



**GREY SEER THANQUOL AND BONERIPPER BOXED SET**  
90-09 £15.00

Thanquol is an extremely dangerous Grey Seer who, employing the most devious tactics in true Skaven fashion, has quickly risen through the ranks of his order. His ruthlessness and cunning are only matched by his paranoia, characteristics that are very useful for a successful career among Skaven. His abilities have won him the favour of some of the Lords of Decay, as well as the enmity of others, and Thanquol has become one of the favourite agents of the Council of Thirteen. Of course, the ambitious Grey Seer tends to use this influence to improve his own standing and to enforce his own secret ploys, manipulating and 'misunderstanding' the orders of the Council when he can exploit the situation in his favour.



## CORE UNITS



**SKAVEN CLANRATS PLASTIC BOXED SET**  
(BANNER INCLUDED)  
90-06 £18.00



**SKAVEN WARFIRE THROWER TEAM**  
90-48 £6.00



**SKAVEN RAT SWARMS**  
90-45 £7.00



**SKAVEN NIGHT RUNNERS PLASTIC BOXED SET**  
90-08 £18.00



**SKAVEN RATLING GUN TEAM**  
90-50 £6.00



**SKAVEN POISONED WIND GLOBADIER**  
90-47 £3.00 (1 random model)



**SKAVEN STORMVERMIN**  
90-38 £6.00 (3 random models)



**SKAVEN STORMVERMIN COMMAND**  
(BANNER INCLUDED)  
90-37 £7.00



## SPECIAL UNITS



**SKAVEN WARPLOCK JEZAIL**  
90-49 £6.00



**SKAVEN PLAGUE MONKS BOXED SET**  
(BANNER INCLUDED)  
90-12 £18.00



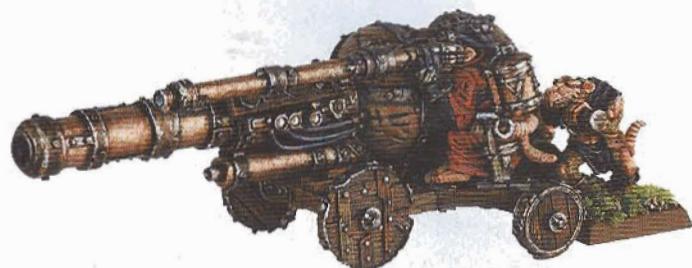
**SKAVEN RAT OGRES & GIANT RATS BOXED SET**  
90-13 £18.00



**SKAVEN GUTTER RUNNERS**  
90-51 £6.00 (3 random models)

Rat Ogres are the masterpiece of Clan Moulder's mad research. They are massive hulking monsters, created from a warped mix of different creatures. Only the strongest Rat Ogres survive the terrible conditions that the Packmasters impose on them from birth, forcing them to compete for food and shelter. The ones that survive to maturity are little more than a mass of sinewy muscles and razor-sharp claws, moved only by their strong instinct to kill. They are completely dependant on the Packmasters for guidance.

## RARE UNITS



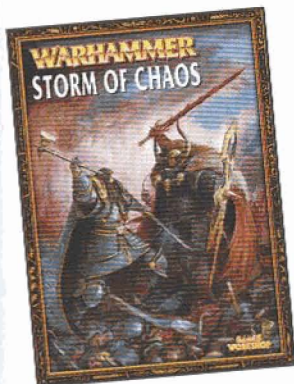
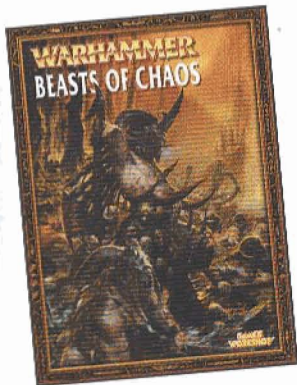
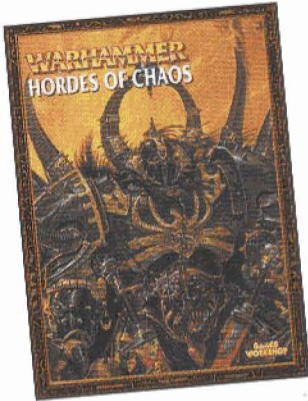
**SKAVEN WARP-LIGHTNING CANNON BOXED SET**  
90-10 £15.00



**SKAVEN PLAGUE CENSER BEARERS**  
90-39 £5.00 (2 random models)



# HORDES OF CHAOS



From the Northern Wastes, Chaos pours forth to consume and destroy the lands of civilisation and order. Chaos Warriors and Daemons marching as one, with the single goal of eliminating any army who would dare oppose them. From the Wastes the four gods overlook their champions, scheming and plotting with and often against each other, trying to become the strongest Chaos power in the world. From the forests, wild animals shriek with fear as a warband of Gors and Ungors march to pillage and destroy villages and small towns that have foolishly built their homes so close to the forests.

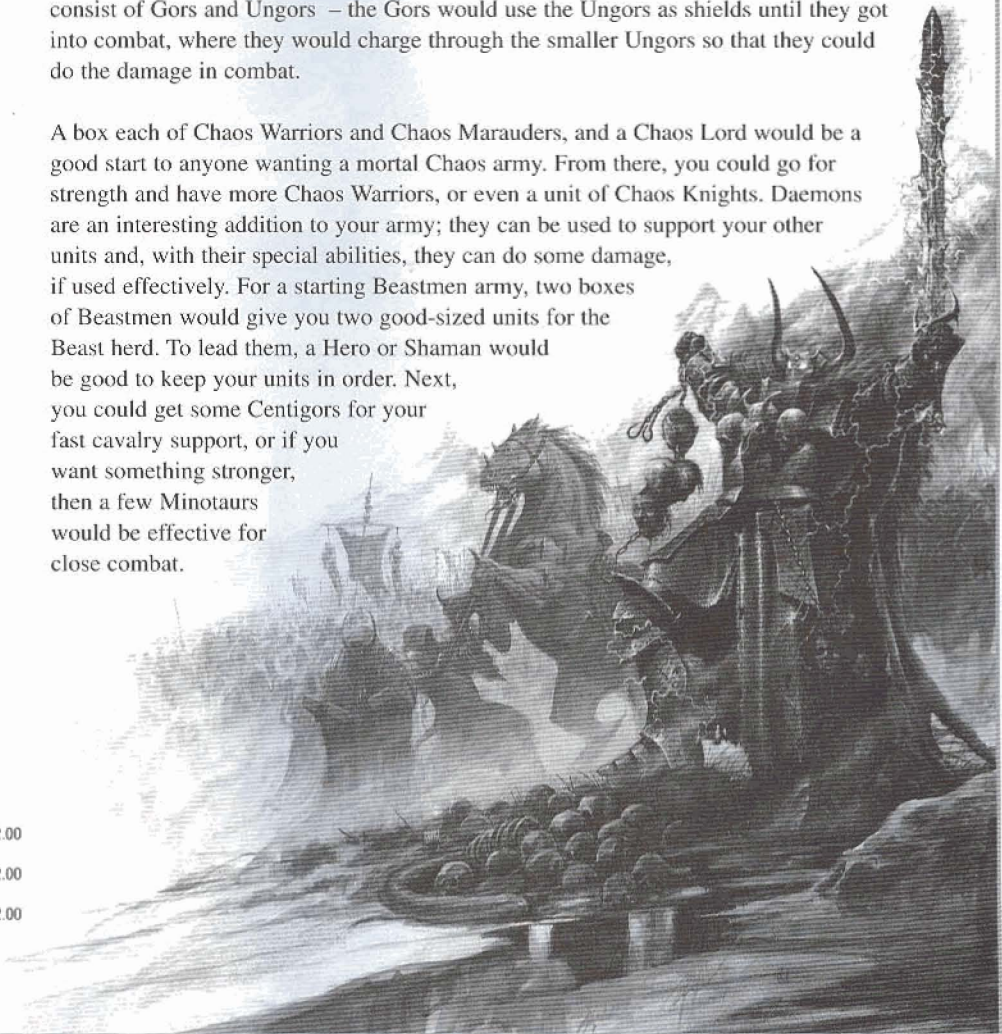
Chaos armies can be varied and small. Depending on whether you would take a mortal army or a Daemon army, each Chaos army will differ with strengths and weaknesses. The Chaos army has more elite troops so its size would be quite small, but what the Chaos army lacks in numbers, it more than makes up for in the strength and ferocity of its units. Daemon units can be a surprising factor in a battle. They can support mortal units in combat or can be used to hold flanks or to go and take on the opposition's expensive units. Beastmen warbands are bigger in size, making up for their lack of strength by sheer numbers. Beast herd units consist of Gors and Ungors – the Gors would use the Ungors as shields until they got into combat, where they would charge through the smaller Ungors so that they could do the damage in combat.

A box each of Chaos Warriors and Chaos Marauders, and a Chaos Lord would be a good start to anyone wanting a mortal Chaos army. From there, you could go for strength and have more Chaos Warriors, or even a unit of Chaos Knights. Daemons are an interesting addition to your army; they can be used to support your other units and, with their special abilities, they can do some damage, if used effectively. For a starting Beastmen army, two boxes of Beastmen would give you two good-sized units for the Beast herd. To lead them, a Hero or Shaman would be good to keep your units in order. Next, you could get some Centigors for your fast cavalry support, or if you want something stronger, then a few Minotaurs would be effective for close combat.

Warhammer Armies: Hordes of Chaos 83-01 £12.00

Warhammer Armies: Beasts of Chaos 81-01 £12.00

Warhammer Armies: Storm of Chaos 80-04 £12.00





## LORDS & HEROES



**CROM THE CONQUEROR**  
83-69 £7.00



**SORCERER OF CHAOS & FAMILIAR**  
83-36 £5.00



**CHAMPION OF SLAANESH**  
83-59 £7.00



**DAEMON PRINCE**  
83-37 £15.00



**ARCHAON, LORD OF THE END TIMES BOXED SET**  
83-17 £20.00



**BE'LAKOR THE DARK MASTER BOXED SET**  
83-25 £15.00



**MOUNTED SORCERER OF CHAOS**  
83-68 £7.00



**CHAMPION OF TZEENTCH**  
83-61 £7.00



**CHAMPION OF KHORNE**  
83-58 £7.00





**MOUNTED CHAMPION OF KHORNE BOXED SET**  
83-19 £15.00



**GALRAUCH, FIRST OF THE CHAOS DRAGONS BOXED SET**  
83-15 £25.00



**CHAMPION OF CHAOS UNDIVIDED**  
83-56 £7.00



**CHAMPION OF NURGLE**  
83-60 £7.00



**MOUNTED CHAMPION OF NURGLE BOXED SET**  
83-20 £15.00



**MOUNTED CHAMPION OF TZEENTCH BOXED SET**  
83-22 £15.00



**MOUNTED CHAMPION OF SLAANESH BOXED SET**  
(BANNER INCLUDED) 83-21 £15.00





**KEEPER OF SECRETS BOXED SET**  
83-10 £25.00



**LORD OF CHANGE BOXED SET**  
83-07 £25.00



**BLOODTHIRSTER BOXED SET**  
83-09 £25.00



**GREAT UNCLEAN ONE BOXED SET**  
83-08 £25.00





**GORTHOR THE BEASTLORD BOXED SET**  
81-08 £20.00



**CHAOS MINOTAUR LORD**  
81-42 £12.00



**CHAOS BRAY-SHAMAN**  
81-36 £5.00 (1 random model)



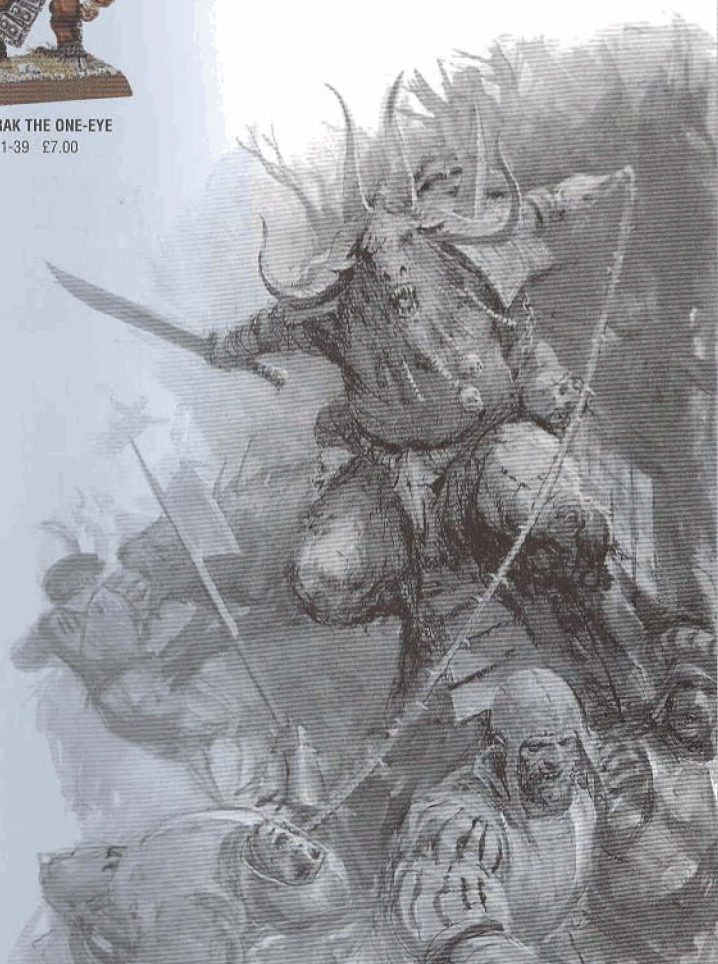
**KHAZRAK THE ONE-EYE**  
81-39 £7.00



**CHAOS BEASTLORD**  
81-35 £6.00 (1 random model)



**MORGHUR, MASTER OF SKULLS**  
81-40 £7.00





## MORTAL UNITS



**WARRIORS OF CHAOS PLASTIC BOXED SET**  
(BANNER INCLUDED)  
83-06 £18.00

Amongst the Northmen there are those who feel the pull of Chaos stronger than others. Their gods call to them. Such gifted men and women are said to tread the path of the gods, and head in search of glory, power and, ultimately, immortality. Once a warrior starts to tread this dangerous road it can end only in three ways, for there is no turning back. The brave fighter may die in glorious battle against the enemy of his gods, in which case his soul will go to join the essence of his deity, or be reborn into another mortal shell to serve the gods again. The Chaos power coursing through his body may overcome him, leaving him a deformed monstrosity known as a Spawn of Chaos. Alternatively, if he is strong enough, and if he has strength of mind enough for the hard battles ahead, he may well achieve the goal of Daemonhood and be blessed by the gods with great power and everlasting life.



**KNIGHT OF CHAOS**  
83-52 £6.00 (1 random model)



**KNIGHTS OF CHAOS BOXED SET**  
(BANNER INCLUDED)  
83-16 £25.00



**MARAUDER HORSEMEN BOXED SET**  
(BANNER INCLUDED)  
83-23 £20.00



**MARAUDER HORSEMAN**  
83-54 £5.00 (1 random model)





**CHARIOT OF CHAOS BOXED SET**  
83-11 £15.00

The most successful Chaos Warriors ride to battle upon mighty chariots, crushing the foe beneath iron-shod wheels and running them down with flashing scythes. A heavy chariot at full speed is a devastating weapon, combining a bone-splintering impact with the flailing hooves and fangs of the creatures pulling it and the hacking and slashing of the warriors on board.

Chariots are more than just a machine of war, they are a symbol of status and power. Quite often a Champion will ride to battle upon a chariot festooned with icons and banners, proclaiming his victories and allegiance.



**WARHOUNDS OF CHAOS**  
83-63 £6.00



**MARAUDERS OF CHAOS PLASTIC BOXED SET**  
(BANNER INCLUDED)  
83-12 £18.00





## DAEMONIC UNITS



**MOUNTED SLAANESH DAEMONETTE**  
83-45 £6.00 (1 random model)



**SLAANESH DAEMONETTES**  
83-44 £6.00 (3 random models)

To describe Horrors, the Lesser Daemons of Tzeentch, is all but impossible, for they are pure Chaos unbound, given whirling, changing form, with boundless energy, writhing with power from the Dark God of Magic. Capering, ravaging, corrupting and seething with eldritch energy, they shriek and whine, dance upon the air, and unleash blue, green and purple fiery blasts from their fingertips. Their gangling limbs drip with magical flames, and their chests erupt with gaping maws. Flashes of mystical energy trail sparks in their wake as they leap and bound across the battlefield. When they are struck, this bound magic is unleashed in spectacular and unpredictable fashion, splitting them into two smaller creatures or causing them to explode into a shower of fiery sparks or clouds of multi-coloured energy.



**FLAMERS OF TZEENTCH**  
83-46 £6.00 (2 random models)



**HORRORS OF TZEENTCH**  
83-47 £6.00 (3 random models)



**NURGLINGS**  
83-51 £7.00 (2 random bases)



**NURGLE PLAGUEBEARERS**  
83-49 £6.00 (3 random models)





**BLOODLETTER OF KHORNE CHAMPION**  
83-71 £5.00



**BLOODLETTERS OF KHORNE COMMAND**  
(BANNER INCLUDED)  
83-70 £6.00

The Hunters of Blood come, unerringly stalking across the distant leagues, across seas and mountains, merciless predators who know the scent of every mortal creature. Flesh Hounds are brutal beasts with massive iron collars of Khorne around their necks, driven with spikes and studs. Their razor-sharp claws are like swords, their bloodied bodies ripple with unnatural sinew and muscle. As savage as their god, they prey upon any who stand in their path, existing purely for the thrill of the chase and the inevitable kill.



**BLOODLETTERS OF KHORNE**  
83-40 £6.00 (2 random models)



**FLESH HOUNDS OF KHORNE**  
83-41 £7.00 (2 random models)



**SCREAMER OF TZEENTCH**  
83-65 £5.00 (1 random model)



**CHAOS FURIES**  
83-64 £6.00 (2 random models)



## BEAST UNITS



**CHAOS BEAST HERD PLASTIC BOXED SET**  
81-06 £18.00



**CHAOS BESTIGOR HERD COMMAND**  
81-37 £9.00 (Champion is a random figure)



**CHAOS BESTIGOR HERD**  
81-38 £6.00 (3 random models)



**CHAOS KHORNGOR CHAMPION**  
81-46 £5.00



**CHAOS KHORNGOR COMMAND**  
(BANNER INCLUDED)  
81-54 £6.00



**CHAOS KHORNGORS**  
81-45 £6.00 (2 random models)







CHAOS PESTIGOR CHAMPION  
81-48 £5.00



CHAOS PESTIGOR COMMAND  
(BANNER INCLUDED)  
81-53 £6.00



CHAOS PESTIGOR HERD  
81-49 £6.00



CHAOS TUSKGOR CHARIOT BOXED SET  
81-07 £15.00



## SPECIAL UNITS



CHAOS MINOTAUR STANDARD BEARER  
81-57 £10.00



CHAOS MINOTAUR WITH GREAT WEAPON  
81-56 £10.00



CHAOS MINOTAUR WITH TWO HAND WEAPONS  
81-43 £10.00





**CHAOS OGRE COMMAND BOXED SET**  
81-13 £25.00

**CHAOS OGRE**  
81-50 £10.00 (1 random model)



**CHAOS CENTIGOR**  
81-52 £6.00 (1 random model)



**CHAOS CENTIGORS BOXED SET**  
(BANNER INCLUDED)  
81-12 £25.00

Centigors are a disturbing cross between four-legged creatures, such as horses and oxen, and the bipedal beasts of Chaos, merged together by the warping powers of the Wastes some time in ages past. They have the hindquarters and forelegs of their quadruped ancestors, granting them great speed and strength, but the upper body of a humanoid with which they wield brutal weapons.

Strong of limb and fleet of foot, these beast-centaurs are powerful creatures. However, they are not especially agile, and while they have great strength they lack the dexterity to manipulate objects with any skill or control. Centigors are bitter and spiteful, resenting their awkward nature, and harbour a deep jealousy of creatures whose minds and bodies are better matched. Centigors live on the northern and eastern edges of the forests of the Old World, where the trees reluctantly yield to the sparse grasslands of the Northern Wastes. They are nomadic, without settlements or even encampments of any kind, finding what little protection they need in the lee of cliffs and natural rock shelters. Often they will join the warband of a Chaos Champion, for the rewards of violence and plunder from such an allegiance are great.



**CHAOS TROLL**  
81-47 £10.00 (1 random model)



# RARE UNITS



**CHAOS HELLCANNON BOXED SET**  
83-18 £25.00



**CHAOS DRAGON OGRE SHAGGOTH BOXED SET**  
81-09 £20.00

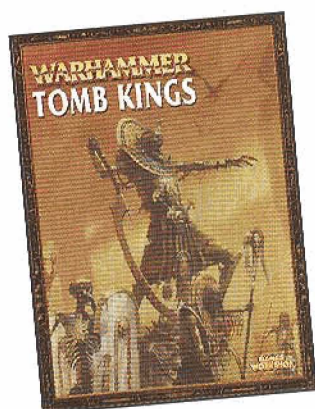


**SPAWN OF CHAOS BOXED SET**  
83-14 £12.00





# TOMB KINGS



Containing the army list and extensive background information, as well as special characters and magic items, *Warhammer Armies: Tomb Kings* is the starting point for any Undead army. This indispensable tome contains all the history, achievements, rules and details on two of the most infamous rulers of the land of the Dead.

**Warhammer Armies: Tomb Kings 94-01 £12.00**

Thousands of years ago, the Kings of Khemri foolishly made a deal with the evil sorcerer Nagash to give them eternal life. When they awoke from the dead as animated skeletons and rotting mummies, they were horrified. However, over the millennia, they have grown used to their existence and have begun expanding their territory once more, deep within the deserts. Many a foolhardy adventurer has met his fate in the sands of Khemri, cut down by silent Skeleton Warriors or slain by ghastly Undead constructs. Now, commanded by the deathless Tomb Kings and magical Liche Priests, the armies of Khemri are on the move!

Being Undead, Tomb Kings armies can be slow to react. A faster enemy can easily outmanoeuvre them. However, having your entire army cause Fear in your enemies seems ample consolation! The slowness of Tomb Kings works in their advantage as certain spells can speed them into combat when the enemy least expects it. As well as foot troops, Skeleton Cavalry can be both light and heavy, either armed with bows or heavily armoured. There are also exotic Undead constructs to choose from; the Ushabtj are accomplished Elite troops, the Tomb Scorpion is a terrifying foe that can attack from beneath your feet and the colossal Bone Giant is the personification of destruction.

With two units of Skeletons, one unit of Chariots and Skeletal Horsemen, the Tomb Kings Battalion is a great starting point. You can get either a Tomb King on foot or mounted in a chariot and a Liche Priest and have a small but balanced army. From there, some Tomb Guard or Ushabtj will provide you with close combat troops, and a Tomb Scorpion or Bone Giant will give you a terrible but potent "wild card" in your army. A Screaming Skull Catapult will round out your army with long-ranged artillery.



## TOMB KINGS BATTALION

94-14 £50

Contains: 16 Skeleton Warriors (including Champion, Standard Bearer and Musician), 16 Skeleton Archers (including Champion, Standard Bearer and Musician), 8 Skeleton Horsemen (including Champion, Standard Bearer and Musician) and 3 Skeleton Chariots.



**Great Value!** Get the Tomb Kings Battalion and save £22 against purchasing the items individually!



# LORDS & HEROES



**TOMB KING**  
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## RARE UNITS



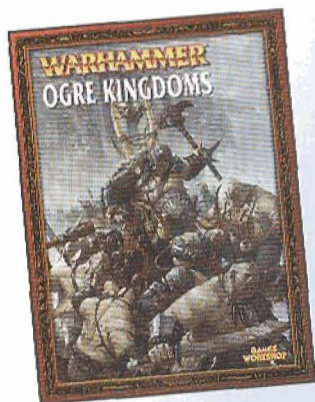
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# OGRE KINGDOMS



Containing the army list and extensive background information, as well as special characters and magic items, *Warhammer Armies: Ogre Kingdoms* is the starting point for any Ogre army. This indispensable tome contains all the history, achievements, rules and details on two of the largest rulers of the Ogre Kingdoms.

**Warhammer Armies: Ogre Kingdoms**  
95-01-60 £12.00

Far to the east of the Old World lie the savage Ogre kingdoms. Amongst the frozen and desolate mountains of this realm live the Ogres; ugly, violent monsters who kill and eat anything they can catch. A single Ogre has enough brute strength to destroy a farmstead or village, whereas the ramshackle armies that march west from the Ogre homelands are powerful enough to destroy empires.

Ogres have been described by scholars as mentally "thick as two short planks." They have also been described as having enough intelligence to nail the planks together and beat the observer to a bloody pulp. There is some truth to this observation. Although the race is unable to create anything of lasting worth, they do have a knack for cobbling together crude weaponry out of whatever is at hand. They even have ramshackle machineries of war that they take, trade, or earn from other races. That said, the Mountains of Mourn are so inhospitable that nothing that makes its way into the Ogre Kingdoms is wasted – if an object is not immediately edible, it will invariably find another role within a few hours of its discovery.

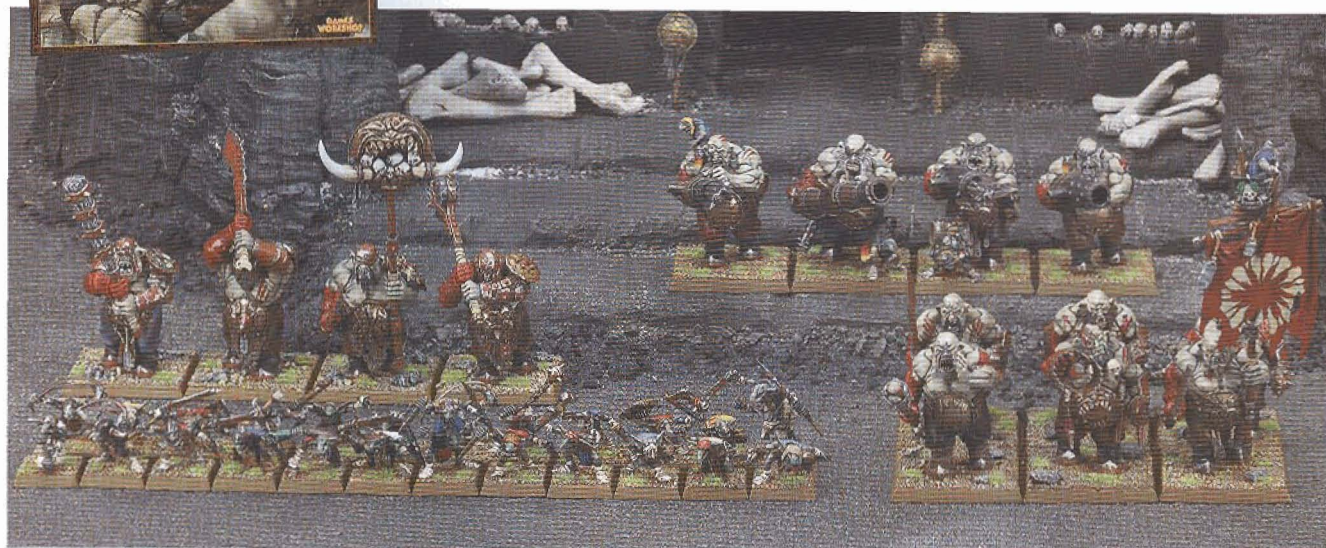
The Ogre Kingdoms Battalion is a great start, enough to give you three core troops along with a devastating unit of leadbelchers. From there, it is advisable to increase your infantry with either more Ogre Bulls or some Gnoblar Trappers. Now it's time to get the big guns; a Tyrant to lead the force and a Butcher to get you some Gut Magic. And if your enemy isn't scared enough, you could always get a Slave Giant to finish off your army!



## OGRE KINGDOMS BATTALION

Contains: 6 Ogre Bulls, 4 Ogre Ironguts, 4 Ogre Leadbelchers and 24 Gnoblars.

95-10 £50



**Great Value!** Get the Ogre Kingdoms Battalion and save £28 against purchasing the items individually!



# LORDS & HEROES



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**OGRE BUTCHER BOXED SET**  
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Hunters are among the most massive and independent of their kind, and think nothing of climbing to the peak of a mountain whilst tracking a wounded great mammoth or bull rhinox. In honour of the first of the Ogre Hunters – Khared the Red – it is common for a Hunter to keep a Sabretusk or two to help him sniff out his cave-beast prey.





## CORE UNITS



**OGRE BULLS BOXED SET**  
95-06 £20.00

Big, brutish and extremely violent, a Bull is far taller than a human whilst retaining a massive girth and heavy set frame. Mature Bulls always have pot bellies, ranging from the merely rotund to the prodigious. These heavily muscled paunches, unlike the human equivalent, contain little fat. An Ogre's gut has thick bands of muscle across it that ripple and grind when the Ogre is digesting something particularly solid. In Ogre society, a large gut is a sign of status and strength (after all, he's caught and eaten a lot of prey, or even other Ogres, to get that large), and the towering, blood-hungry Crushers that lead each pack of Bulls on the battlefield are wealthy, strong and mean.

Ogre Ironguts are the Ogres of any given tribe that have the most status and the best weaponry. Although not markedly superior in strength than their fellows, Ironguts are afforded great respect, as they are usually hand-picked by the Tyrant himself. So it is unsurprising that they are typified by their unshakeable faith in their own superiority.



**OGRE IRONGUTS BOXED SET**  
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**GNOBLARS BOXED SET**  
95-07 £18.00



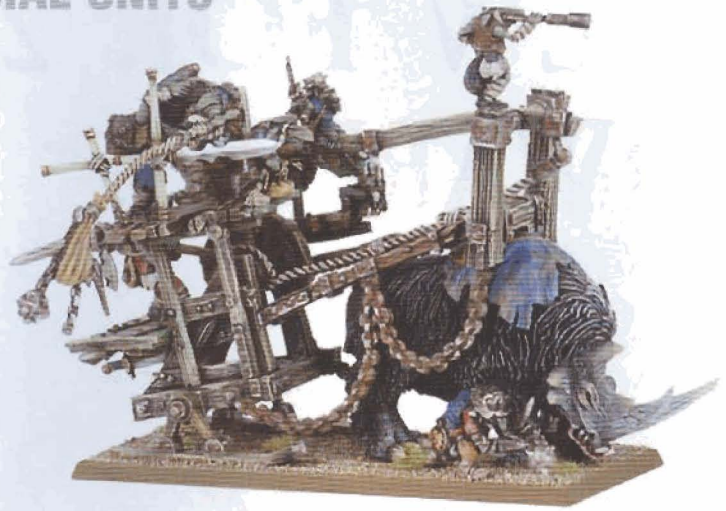
**GNOBLAR TRAPPERS**  
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## SPECIAL UNITS



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# NEW FOR 2006 DWARFS

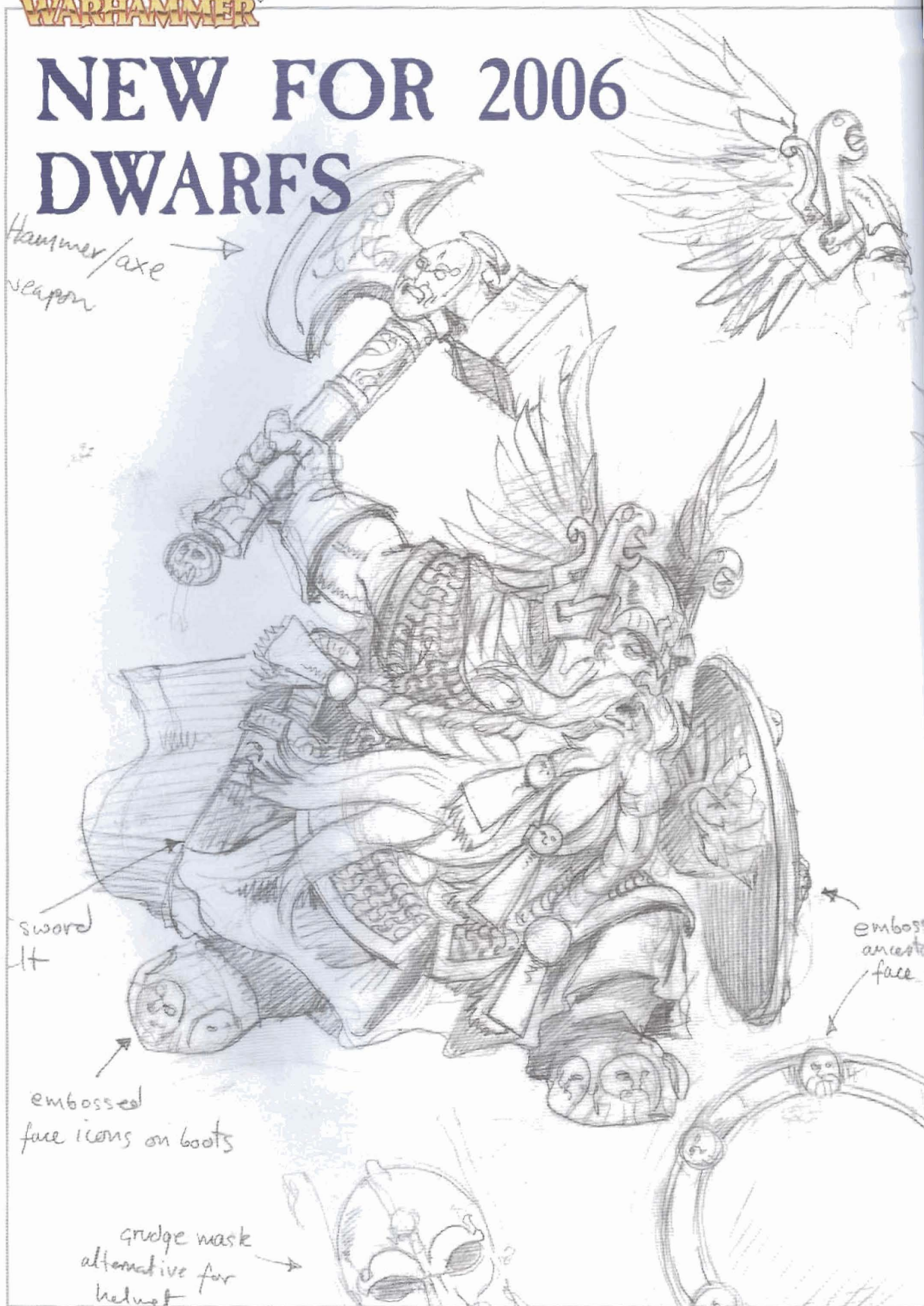
Hammer/axe  
weapon

sword  
It

embossed  
face icons on boots

grudge mask  
alternative for  
helmet

embossed  
ancestral  
face









# HOBBY SUPPORT

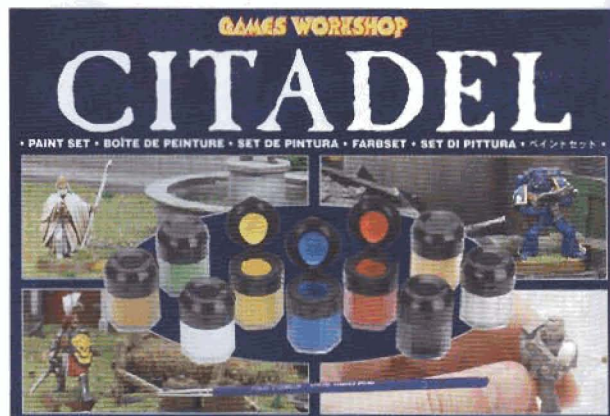
Over the next few pages you'll find plenty to help you get your army started and begin creating a battlefield to fight over. If you are new to wargaming, collecting and painting an army like the ones in this book can seem like a very daunting task. However, putting together a great looking army isn't difficult, it just requires a little patience. Your local Games Workshop Hobby Centre is also a great source of hobby advice.



## HOBBY STARTER SET

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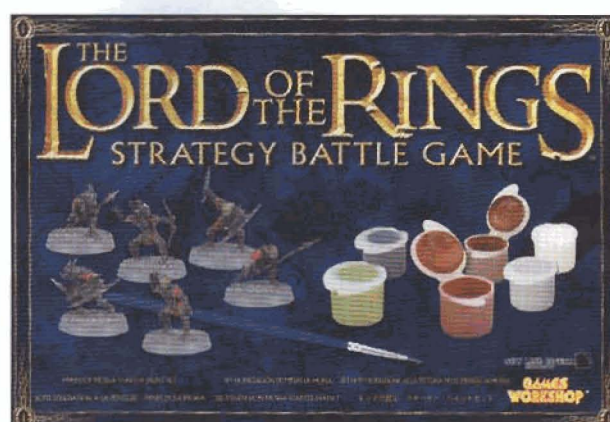
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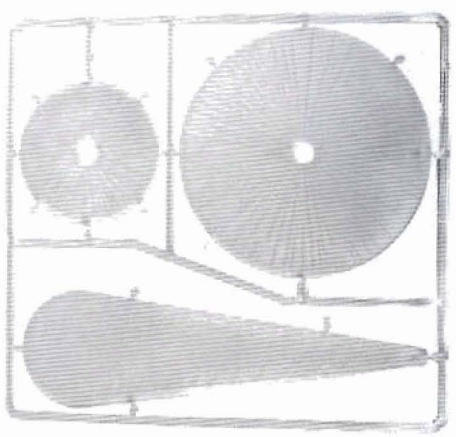
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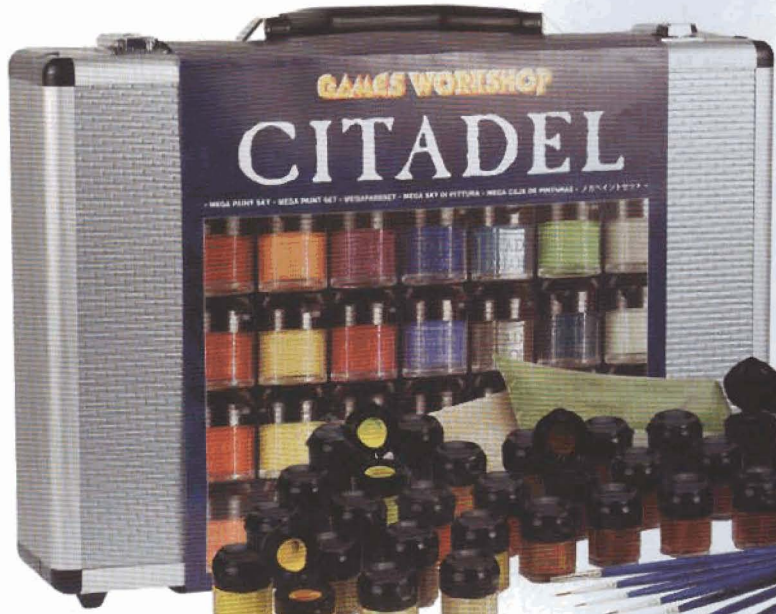
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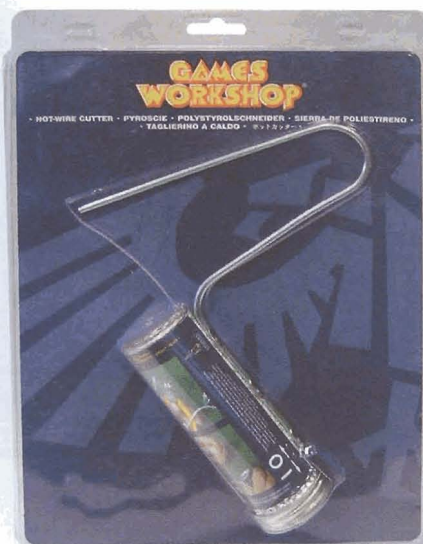
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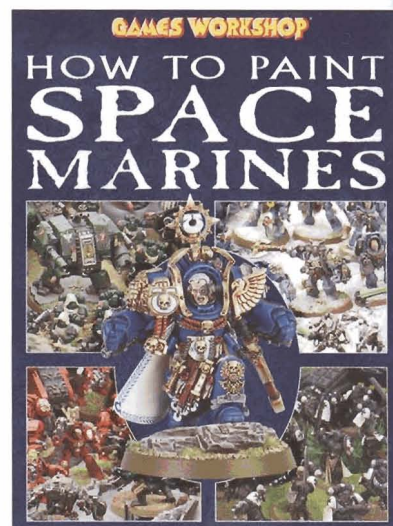
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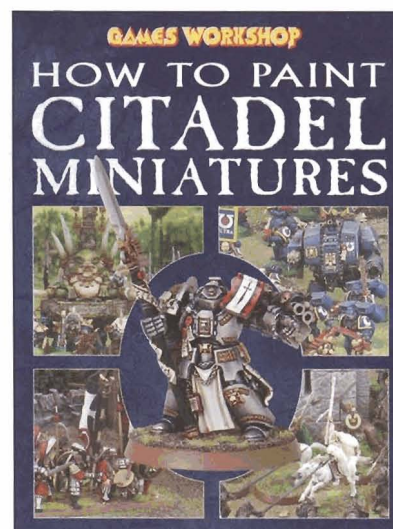
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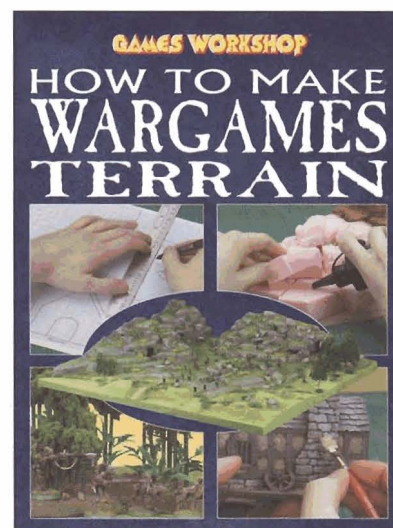
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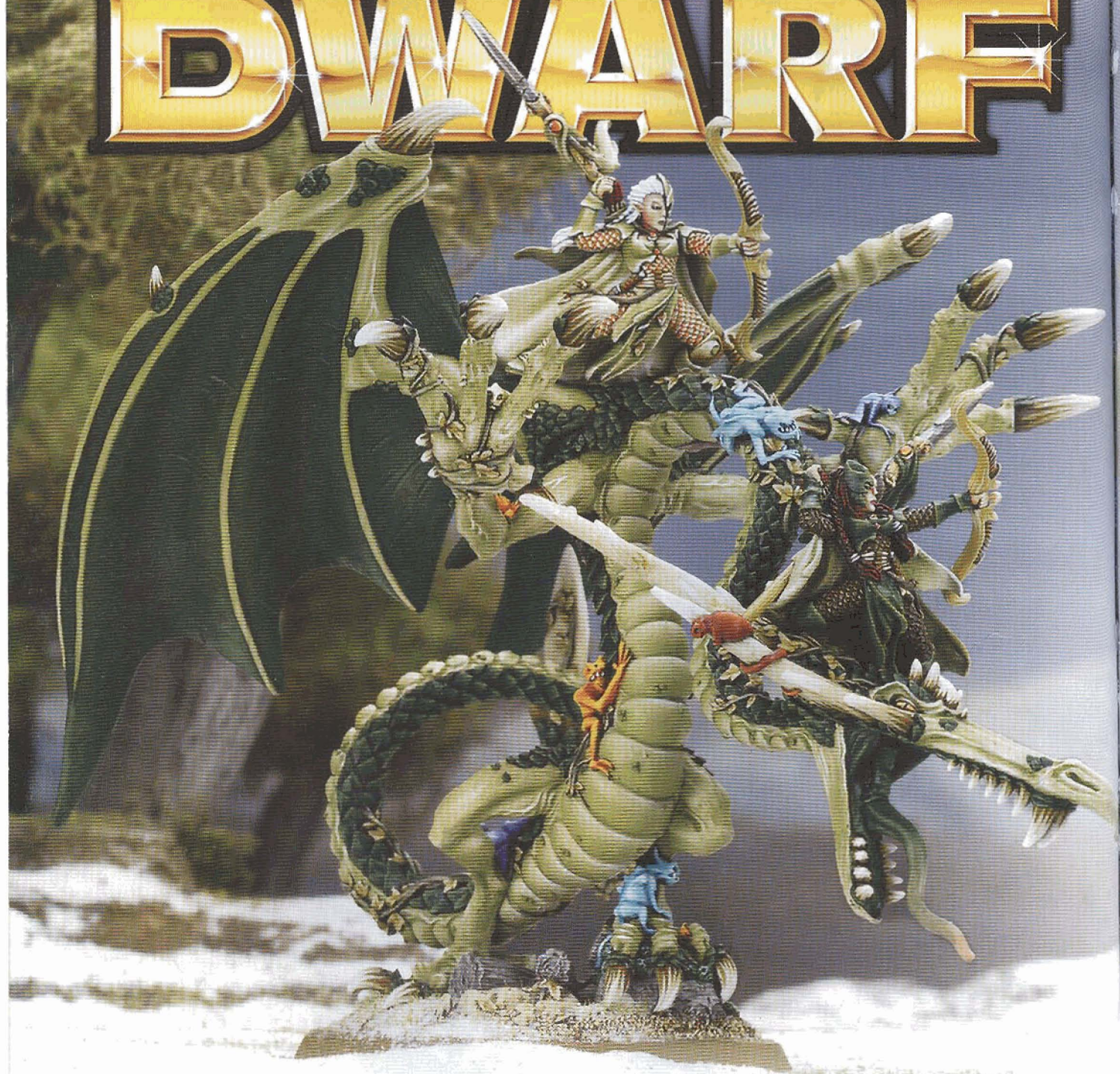


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