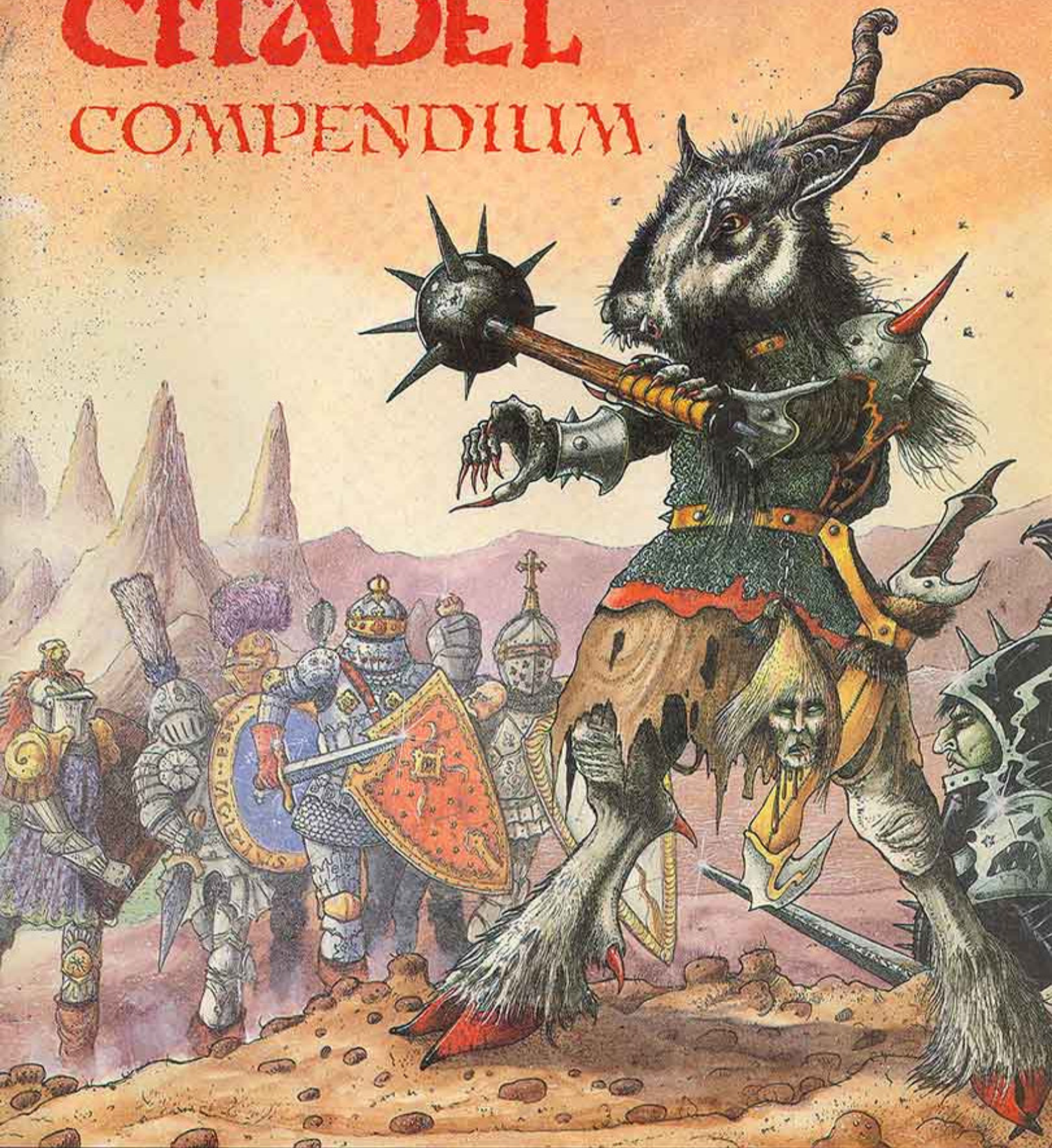
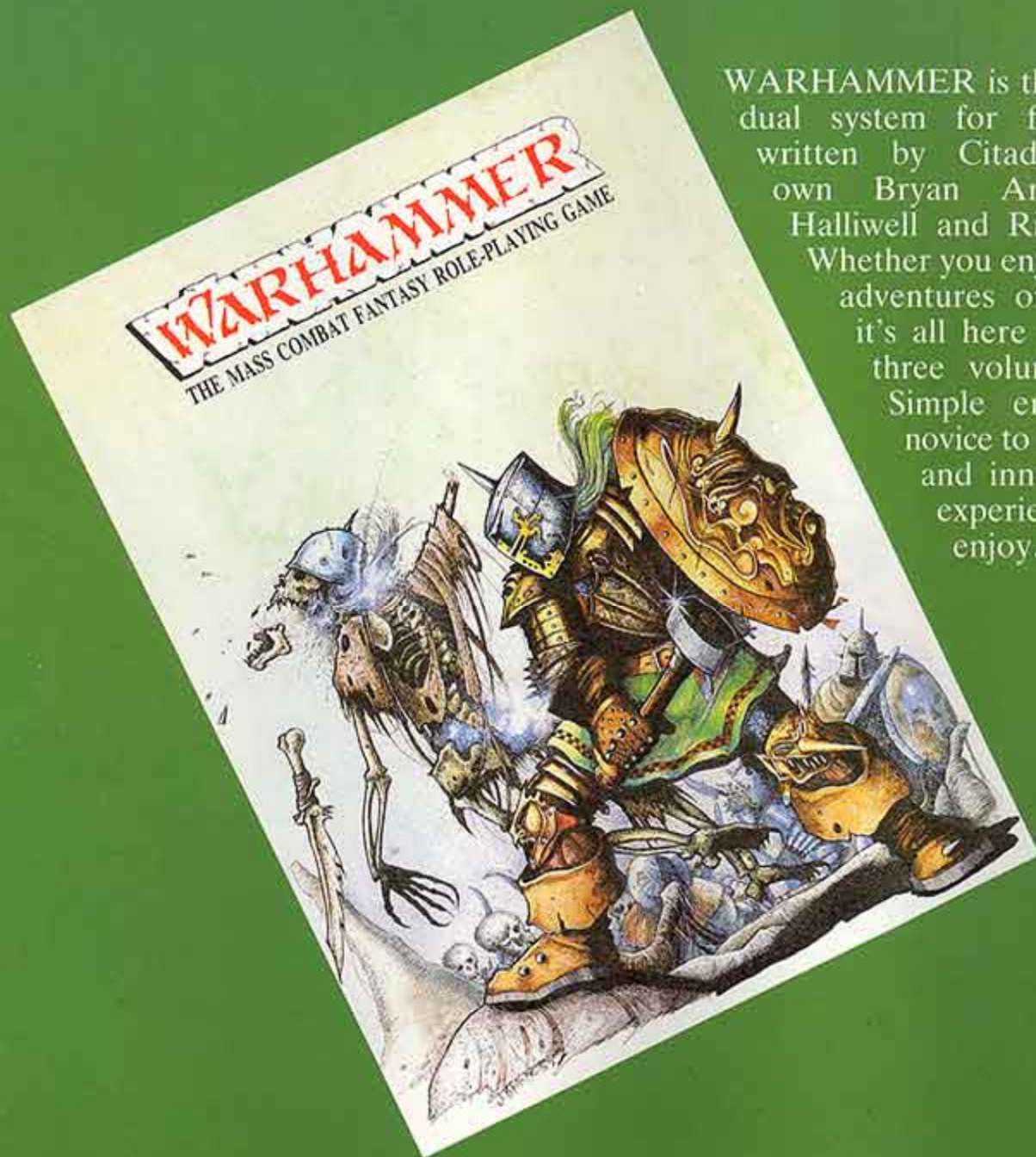


THE first  
**CITADEL**  
COMPENDIUM



AN ILLUSTRATION BY JOHN BROWN

# LET'S SMASH SKULLS



WARHAMMER is the long-awaited dual system for fantasy gaming written by Citadel Miniatures' own Bryan Ansell, Richard Halliwell and Richard Priestly. Whether you enjoy role-playing adventures or mass battles, it's all here for you in this three volume boxed set. Simple enough for the novice to learn, yet meaty and innovative for the experienced gamer to enjoy.

WARHAMMER gives you rules for Movement \* Psychological Factors \* Shooting \* Combat \* Flying Creatures \* Fighting Tabletop Battles \* Fighting in Dungeons \* Creature Lists \* Wizards and Magic \* Spells \* Necromancy \* Random Generation \* Enchanted Objects \* The Games Master \* Player Characters \* Creating Adventures \* Character Advancement \* Injuries \* Starting Expeditions \* Running Campaigns \* Encounter Charts \* plus two special scenarios: THE ZIGGURAT OF DOOM and THE REDWAKE RIVER VALLEY.

WARHAMMER is distributed by  
Games Workshop (US), PO Box 2537, Gaithersburg, MD 20870  
and available in your local game or hobby store.



## WELCOME TO THE *First* CITADEL COMPENDIUM

Welcome to the first CITADEL COMPENDIUM. Public demand has encouraged us to attempt to illustrate our entire range for the first time. We have opted for line illustrations in the main, as we find the printing of photographs in catalogues to be a rather unpredictable process, and we believe that drawings are the best way of letting you know what the models actually look like; we welcome your views on the subject! Of course, we can only show models available at the time of writing, Citadel's policy of systematically re-modelling the selection available across our entire range means that even as you read this the number of models available will have been changed and extended. Some codes will consist mostly of models from our old stalwart Fiend factory and Fantasy Tribe ranges, but we are reworking our new codes at a rate of about three a month, and you can be sure that in the near future you'll be seeing exciting new models of which ever subjects particularly interest you.

This brings us to the concept of the Citadel Compendium. The Compendium will allow us to regularly bring you up to date with our latest developments, it will take the form of an irregular journal; featuring complete current listings with illustrations. We will also take the opportunity to run articles on our models and related topics, and to publish scenarios, rules and additional material for WARHAMMER role-playing rules. Our staff are busy writing material for the next issue, but we hope that you, our customers, will be contributing too. We also hope to continue with our letters page, Eldritch Epistles, in the next issue, so please feel free to write with your comments, questions and suggestions, articles will also be very welcome. To avoid confusion, please address your correspondence to : Bryan Ansell, THE CITADEL COMPENDIUM, 10 Victoria St., Newark, Notts. Please be sure to use a separate sheet of paper from any mail orders etc.

Our plans for the near future include:-

More Runequest models, both individual models and boxed sets, including Runepriests complete with their familiars, re-made Dragonewts and individual monsters.

Some splendidly ferocious BÜGBEARS.

Major re-working and additions to C01:Fighters, our most popular code.

New Diorama sets, including Engines of War with Fantasy Crews.

A new range of Dungeon accessories featuring chests, urns and other items.

Our first WARHAMMER supplements featuring army lists amongst other things. We're really excited about Warhammer, having been playing with them for over a year now, and have plans for printing several supplements, as well as running additional material in the COMPENDIUM.

ROGUE TRADER: our Science Fiction Role Playing Rules. We'll be re-making and re-titling our Spacefarers models to coincide with the release of these.

Some, hopefully most, of these should be ready to appear in the next issue of the CITADEL COMPENDIUM, together with a few surprises!

Best Wishes

Bryan Ansell

The Drawings and Photographs in this catalogue are not to scale.

October 1983

Citadel Miniatures  
10, Victoria Street  
Newark  
Notts



Unlike just about every other fantasy game on the market, **Warhammer** has been built firmly from the models up. From the onset Citadel aimed to produce a set of playable rules that would enable gamers to use their full collections of models; thus facilitating gaming on the grand scale, with whole armies of strange and heroic fantasy soldiery. Needless to say, this turned up a number of unique problems of design. How, for example, could combat be quickly resolved without losing any of the character of established role-playing systems? How also could magic be accommodated onto the battlefield? and what about the 'all too obvious' effects on morale caused by huge monsters and terrifying spells?

In meeting these unusual requirements the authors of **Warhammer** have presented the gamer with some novel ideas. The game rules are contained in a three volume format, within a sturdy box. The first volume is called **Tabletop Battles**, and provides all of the basic rules for movement, shooting and combat. The remaining two volumes expand the scope of the rules to include Wizards, spells and magical items in the **Magic** volume, and character development and creating adventures in the **Characters** book. Whilst different sorts of dice are utilised for most of the generation systems, the mainstay of the combat rules is the traditional D6. This gives **Warhammer** games a solid and comprehensible 'game-flow', so much so that most of the rules can be committed to memory within a fairly short space of time.

The **Tabletop Battles** volume has some quite innovative material contained within a simple playing mechanism. Each of the players takes a turn in rotation - performing all of the usual actions, movement, shooting and combat. There is also an extra movement phase after shooting and combat, this allows unengaged troops and skirmishers a chance to move again, although you may not use this extra movement to initiate combat. This added move makes troops more mobile, so units don't get stranded all over the place. Two movement 'phases' also allows clever players to use their missile men to full advantage. Movement itself is fairly standard, with fixed move rates and penalties for the various types. Aerial movement is practical and effective, permitting flying troops a high degree of mobility and flexibility.

Shooting and combat both use a 1 model/1 dice system, rolling a D6 for each model firing or fighting to determine hits. Your chances of hitting depend on your **Bowskill**, for missile-fire, and **Weapon Skill** for combat. Each varies from 1 upwards, with goblins and most monsters down the low end, and heroes having levels of up to 10. Any hits caused are resolved, again with a D6, and the results depend on the **Strength** of the attacker and **Toughness** of the defender. This two-level system allows monsters to be clumsy and awkward, so they don't hit often, but powerful, so they can take more damage and any hits they score tend to be devastating. Most of the common 'massed ranks' creatures, such as men, elves, goblins and dwarfs, can take only a single successful strike - called a **Wound** - and are dead. Bigger critters get more Wounds, whilst heavily armoured individuals receive a saving roll.

Perhaps the most interesting and original parts of the game mechanism are the **Psychological Factors**. These represent the various effects of magical attack, large monsters and frightening things in general. Each of the effects is described, with an appropriate chart to determine troops reactions. Testing is done on a unit basis, although heroes and personalities may be immune to certain of the effects. The tests are simple D6 rolls, and do not inhibit the flow of the game at all. Factors covered are **Fear**, **Terror**, **Frenzy**, **Hatred** and **Stupidity**. **Fear** and **Terror** are, in effect, two levels of a similar factor. Troops failing to make saving throws turn and flee when presented by something they **Fear**, or else refuse to engage their enemy. **Frenzy** allows some of the more mentally unstable troops to go into berserk killing frenzies, very worrying it is too. **Hatred** simulates animosity between certain races, compelling some troops to attack others despite the contrary intentions of their commander. **Stupidity** is just that - a creature subject to **Stupidity** has a chance of occasionally degenerating into a slack jawed and ineffective vegetable when faced by some pressing problem.

Further rules cope with flying creatures, the effects of poisons, regenerating creatures and the different kinds of monsters. There is also a complete introductory scenario, **The Ziggurat of Doom**, which is intended to familiarise the players with the basic mechanisms.



Internal cover art for the Warhammer game. These illustrations, and those inside the books were all drawn by staff artist Tony Ackland.

# WARHAMMER

## The Continuing Saga.....



We've all been amazed by the response and enthusiasm which has greeted the launch of our own Games System - Warhammer, the rules that allow you to fight fantasy battles on the tabletop. The letters and ideas have been, quite literally at times, overwhelming. Groups of players all round the country have been using and adapting our rules to their own ends - and judging by your letters with some interesting results. Ourselves, well we are very happy to see our ideas expanded and modified; its all very encouraging and bodes well for the future. Keep the ideas coming. Meanwhile we have arranged this selection of rules amendments and modifications which should clear up a few mistakes which crept into the rules. Occasionally we've found that what we wrote was not as clear as we intended - so a few words of explanation on vital points are included too.

### THE TURN SEQUENCE

Vol 1 p5 says that **both** players may shoot in the Shooting Phase - this is a foul lie! in fact only the Active Player may shoot. The only exception is 'Return Fire' - see next section.

### RETURN FIRE

In a players Shooting Phase other players may attempt to shoot with figures whose Bow Skill is 6 or more. Throw a D6, add 1 for each point of Initiative. If the result is 10 or more that unit or individual may shoot. This does not prevent them firing again in their own Active Turn.

### FIGHTING DEFENSIVELY

This is an advanced alternative rule designed for games involving only a few (less than 10) models a side, although it is applicable to any sized game. Any character model - a Hero, Wizard, etc. - may choose to fight defensively in combat. This means he forgets about trying to kill his opponent and just concentrates on parrying and trying to stay alive. This is particularly useful if you find yourself totally outclassed in combat. You must declare at the beginning of combat that you intend to **Fight Defensively**. Having done so you roll to hit as normal but with a +2 dice modifier - you will roll **first** even if your opponents Initiative is higher and he would normally have the first blow. If you succeed in hitting your opponent then you cause **no damage** - but your opponent may not attempt to hit you; you have 'blocked' his blow. You may fight defensively against as many individuals as you have attacks.

### WEAPONS DIFFERENTIATION AND OTHER BONUSES

There are some of these listed on p 23 of Vol 1. More detail can be included in your games by introducing more bonuses to cover exotic weapons and situations. The following list summarises the factors given in Warhammer and includes a few new ones developed by ourselves and other players. You can cut this chart out and paste it into your copy of Warhammer over the existing chart.

	Initiative	To Hit	To Kill
CHARGE/COUNTERCHARGE	+1	-	-
FIGHTING ROUTING ENEMY	-	+2	+1
LANCERS	+1	-	+1
ARMED MONSTER S+4	-	-	+1
LONGER WEAPON	+1	-	-
LIGHT WEAPON vs SKIRMISH	+1	+1	-
LIGHT WEAPON vs SHOCK	-	-	-1
CROSS DEFENDED OBSTACLE	-1	-1	-
HEAVY WEAPON vs SKIRMISH	-1	-1	-
HEAVY WEAPON vs SHOCK	-	+1	-
HEAVY WEAPON vs ALL	-	-	+1

New items which won't be familiar are **Crossing Defended Obstacles** and **Heavy Weapon vs Shock**. If you are attacking troops who are behind some sort of cover - such as a barricade, hedge or wall - then you will suffer a penalty of -1 'To Hit' and -1 'Initiative'. Once you have pushed back the defenders you have 'scrambled' over the obstacle and there is no penalty. If the defenders push you back then they don't have to follow over the obstacle - but the unit pushed back still retreats 2" as normal.

Heavy Cutting and Thrusting Weapons - basically two-handed weapons and heavy pole-arms - receive a +1 'To Hit' bonus when fighting troops in Close Order. This is because troops in close order have little room to duck or dodge.

An additional bonus which we have introduced into our own games is the +2 'To Hit' and +1 'To Kill' if you are **Fighting Routed troops**.

## PERSONAL CHARACTERISTICS - ADVANCED RULES



In the basic Warhammer game we left it pretty much up to the Games Master to determine a character's ability to handle special situations and perform extra-ordinary feats. We said that the Games Master should use the Personal Characteristics to judge any situation, giving a character an arbitrary chance of achieving an action and modifying according to his 'Cool', 'Intelligence', 'Willpower' or 'Leadership' depending on which seemed appropriate.

Well now we'd like to pass on some of the advanced rules we have devised to utilise these 'Characteristics'. These are **only** used in conjunction with the 'Personal Characteristics' of individual heroes, officers, champions etc, 'other ranks' are all considered to have average characteristics.

### COOL

A character's 'Cool' determines his temperament and ability to keep himself under control in stressful situations.

Characters with a Cool of 2 or less are always subject to **Frenzy**, and must make a compulsory throw when within charge range of enemy or when they are fired at. Rules for disregarding of armour while in **Frenzy** are waived for these unstable characters.

Characters with a Cool of eleven or more are **NEVER** subject to **Frenzy**, even if caused by magic.

Characters with a Cool of 12 are immune to **Terror** and **Fear**, even if caused by magic. They are also immune to 'Aura of Command' and 'Mind Control' Spells.

### WILL POWER

A character's Will Power reflects his personal determination and self possession. Accordingly characters with very high 'Will Power' levels (of ten or more) can be very resistant to magic. Such characters are termed 'magically resistant'.

Add the 'Will Power' of the magician casting a spell to his 'Mastery Level' (Magical weapons are mostly considered to have a Will Power of 10). If this total is **less** than the Will Power of the magically resistant character then he is entitled to a D6 Saving Throw. This will be 1 'pip' on the dice for each point advantage - 1 'pip' is 6, 2 'pips' 5,6 and so on. If he makes his Saving Throw then the character takes no damage or effect from that spell. Of course, this rule will only apply to you if you have a Will Power of 10 or more.

Characters with a Will Power of 1 or 2 always take **double damage** or **effect** from magic.

For example:- A magically resistant character, with a Will Power of 12, is attacked by a Fire Ball from a wizard with Will Power 8 and Mastery 2. Subtract the wizard's Will Power and Mastery ( $8+2=10$ ), from the character's Will Power (12). This works out as  $12 \text{ minus } 10 = 2$ . This gives him a Saving Throw of 2 'pips' - or 5,6 on a D6. If the same character were to be attacked by a goblin wielding a magic scimitar with a +2 'To Hit' and +2 'To Kill', then this weapon would count as having a Will Power of 10. Our character must again make his Saving Throw to be immune to the weapon's magic powers, if he makes the throw successfully the weapon will count as a normal scimitar for that round of combat. More powerful magical weapons will have extra plus factors for 'mastery'.

If you use this rule then Dwarves will be particularly resistant to magic, because of this Dwarves with a Will Power **over ten** will be so out of tune with the ways of magic that they will not be able to become Wizards. Dwarves never were over keen on things mystical anyway. Dwarves with a Will Power of 16 will then be totally **immune** to the effects of magic, they may not use magic items and cause **Fear** in any Wizard they approach within 12" of.

## LEADERSHIP

A character's 'Leadership' determines his ability to lead and organise other people. In units of troops the 'Captain' of the unit may **add 1** to the Saving Throw against **Fear** and **Terror** for the whole unit if his Leadership Factor is 3. He may add an additional 1 for each Factor over 3. The maximum normal Leadership value is 4 for Men and Elves, 5 for Dwarves - so the maximum total plus factors would be +2 and +3.

'Captains' with a Leadership of 3 or more can try to stop units reacting to **Hated Enemy** - Roll a D6, you will need to score a 6 to stop the unit reacting for that turn. Add 1 for each point of Leadership above 3.

When Throwing for Morale a unit 'Captain' may **add 1** to the dice if his 'Leadership' is 3 or more.

In combat the leader of a unit may challenge his counterpart in the opposing unit to a man-to-man combat. If you refuse a challenge then your Leadership value is reduced to 1. If the combat is accepted then the two models must fight each other - until combat is over or one of them is killed.

### INTELLIGENCE

Character's with a high Intelligence receive a percentage bonus on the Experience Points that they earn. Characters with a really low Intelligence suffer certain penalties.

Characters with an Intelligence of 1 are subject to **STUPIDITY**.

Characters with an Intelligence of 2 or less are unable to acquire more than 1 skill - they will not be able to learn to read or write and suffer a **minus 25%** Experience Points penalty.

Characters with an Intelligence of 4 or less may not become Wizards.

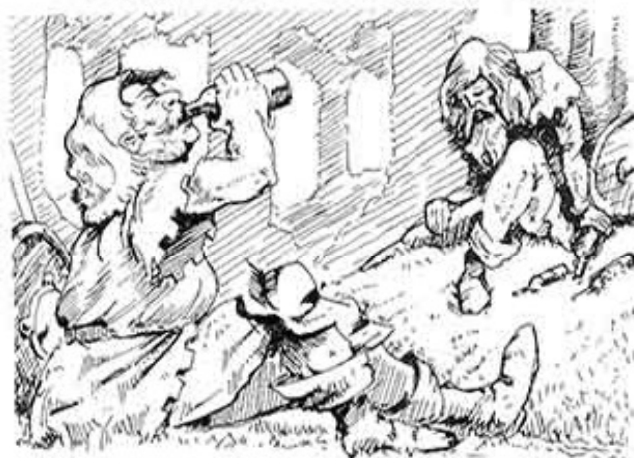
Characters with a Intelligence of 10 receive a +10% Experience Points bonus.

Characters with high Intelligence may learn new Skills quite quickly, and Games Master may wish to take this into account in certain situations. For example a character with an Intelligence of 10 could have a 10% chance of being made supervisor of a workshop if he is working there, or a character working as a Sailor could have a 10% chance of being promoted to Mate and so on.

### 'OTHER RANKS'

Ordinary 'rank and file' members of a unit do not have to roll for their Personal Characteristics. They are considered to have average values - which are.

	Cool	Intelligence	Will Power	Magically Resistant
Dwarves	5	9	10	
Elves	7	9	7	
Men	7	5	5	
Most others	7	5	5	



# The Legend of Kremlo the Slann



## A WARHAMMER SCENARIO

### THE LEGEND

Kremlo was an orphan Slann, washed up on the shores of Southern Lustria. Here he was found and adopted by the Chieftan of the Norse village of Skeggi. Despite the vile and rather sickening appearance of the infant Kremlo, Harold Stoutback, who was a fine man and an outstanding foster-parent, treated him exactly as one of his own sons. Although quite why he did this is less than clear.

Now, before this tale can be fully understood, it must be explained that each of the many tribes of the Slann were distinguished by unique markings along their spines. Kremlo was a reptile Slann, his spine was bright blue, he was of the BlueSpineSpick tribe.

Anyway, life went on in the Stoutback household in a more or less normal fashion for twenty or so years, until one fateful spring day. Harold Stoutback and Ven, his oldest natural son, were out hunting in the mountains. Actually they had been ambushed and killed by bandits, but as yet no one in Skeggi knew of this. This left Kremlo as the technical leader of a Norse Thorpe; a unique position for a reptile.

He was going to regret this day - badly - but little did he realise the sort of grandiose hassle currently speeding his way through the cool oceanic streams. His tribe were in their spawning cycle. This sporadic phenomenon was marked by the young adult males painting their skin, forming warrior cliques and infusing sacred herbal preparations. Then, frenzied and helplessly manic as a result of these religious narcotics, they would take to the open sea for weeks, sometimes even months, and cause trouble all along the coasts of Lustria.

Kremlo was at home when about three dozen half-crazed Slann hooligans lumbered out of the water and butchered a group of fishwives who had been contentedly mending nets on the sea shore. Immediately all hell broke loose. Most of the village's

warriors were with Stoutback in the mountains. Kremlo, a few fishermen and the local berserkers, who had been drinking at the time, became involved in a bloody fracas with the Slann braves. Eventually after tremendous numbers of teeth, bones and limbs had been smashed or cracked, Kremlo and the settlers beat off the Slann.

A brief inspection of the corpses proved all of the Slann to be of Kremlo's own tribe - they were BlueSpineSpicks.

That evening, while Kremlo was still floundering in a sea of rage and terminal anger, word arrived of Stoutback's recent demise. Kremlo was now Chieftain. This had always been Stoutback's wish and most of the village reluctantly accepted. Some, Kremlo's two younger step-brothers mainly, were less than happy about the whole thing. But they kept quiet about it.

By the time dawn broke things were fairly tense in Skeggi. The berserkers, steeped in claggy gore, had been up drinking all night. Ghod they were in a bad way. Kremlo was already beginning to crack. Could it be that he too was suffering the subtly disturbing effects of the Slann spawning cycle? Nobody had got much sleep.

Some time around midday Kremlo and the berserkers had decided that revenge was necessary, retribution became the order of the day. So they decided to haul out the warboat and cross the Gulf to Central Lustria. Kremlo's instincts would lead him to his tribal home's spawning grounds, there the blood-letting would really start. Talk of genocide was rampant, the wounded from the previous day still wailed pitifully.

They set sail by evening. Throughout the voyage Kremlo behaved nervously, pacing up and down, talking to himself. The berserkers refused to stop drinking. Heroically they drank, keeping themselves awake by singing berserker songs. Sven and Ben, Kremlo's two younger step-brothers secretly plotted to kill Kremlo and get themselves out of the whole mess. The

## ALCOHOLISM

Certain groups or characters can be subject to ALCOHOLISM. Every time any kind of action or fighting begins roll 2D6 for each group of alcoholics.

### Result

- 2-5 Only just started the days drinking - no effect  
6 Rosy Glow - Initiative -2.  
7 Intoxicated - Initiative -2, Weaponskills and Bowskills both minus 2.  
8 Drunk - As Intoxicated but the figure has already lost most of his or her ability to feel pain and so may take an extra Wound point.  
9 Roaring Drunk - As Drunk, also the figure becomes subject to 'Stupidity'.  
10 Senseless. As Roaring Drunk but the Initiative penalty is increased to -3, as are the Weaponskill and Bowskill penalties. Throw D6 for each blow:-

1,2,3 +2 'To Kill'  
4,5,6 -2 'To Kill'

- 11-12 Blind Drunk. As 'Senseless' but the figure also becomes subject to the following rules:-

- May only see things within 12"
- Is subject to Drunken Frenzy. Must make a roll for **Frenzy** each turn enemy are in sight.
- Roll 2D6 at the end of your Active Turn. A Score of 2 and the figure has drunk himself sober and suffers no further alcoholic effects. If, however, the score on the two dice is 11 or 12 then the figure passes out for 2D6 Turns. Roll again for alcoholism when he comes round.

Some types are more or less alcoholic than others - this is expressed as a plus or minus modifier in the same way as STUPIDITY (see Warhammer vol. 1). The Skeggi berserkers are

always very drunk so are subject to Alcoholism +2. Other Warhammer types subject to Alcoholism are:-

10% of Halflings  
15% of Dwarves

Hill Giants are **ALL** subject to ALCOHOLISM +3. Elves, of course, are all committed temperance workers and never touch a drop (except for strictly medicinal purposes).

Of course as the poor alcoholic becomes gradually more inebriated his usual personal characteristics may become altered. For example a character normally sophisticated and charming may find it hard to be charismatic whilst staggering through a miasma of brown ale, cheap whisky and cheese and onion crisps.

Accordingly the personal characteristics can be altered by the Games Master as drinking proceeds.

	Cool	Intelligence	Willpower	Fumble
Rosy Glow	-	-	-1	+1
Intoxicated	-1	-1	-2	+2
Drunk	-2	-2	-3	+3
Roaring Drunk	-3	-3	+1	+4
Senseless	-4	-4	+2	+5
Blind Drunk	-5	-5	+1	+6

Wizards who like to tippie can be a particular hazard - through the babblings of alcoholic stupor a magical accident is almost inevitable. Accordingly increase the Fumble Factor by +1 for Alcoholic Wizards (even when sober) and by the additional penalties indicated for Fumbles when drinking. Alcoholic Wizards always roll for Fumbles everytime they cast a spell.

Players and Games Masters are invited to elaborate and further expand the rules on Alcoholism - who knows one day we may well see the emergence of Alcoholics as a character class, and then.....Anti-Alcoholics.

RICHARD HALLIWELL

## SAFETY AND YOUR CITADEL MODELS

Citadel models are designed and manufactured to the highest standards, they are intended for collectors and as playing pieces for gamers - **THEY ARE NOT TOYS.**

Citadel miniatures are made from a traditional type of alloy than contains lead. Lead can be harmful if ingested, however there is no danger if you are sensible.

PLEASE

**DO NOT PUT THEM IN YOUR MOUTH  
DO NOT BUY THEM FOR SMALL CHILDREN**

Citadel models should **never** be given to children under ten years old, and not to older children who you cannot trust not to suck them.

The alloy we now use, which we find ideal in terms of durability and fine detail reproduction, is sometimes subject to a certain amount of dis-colouration. You will occasionally find that castings are coloured in shades of blue, bronze or gold. This in no way effects the model, other than in giving it an unusual finish, and they take paint entirely normally. We recommend that all models are 'primed' with an cellulose based matt white paint before painting.



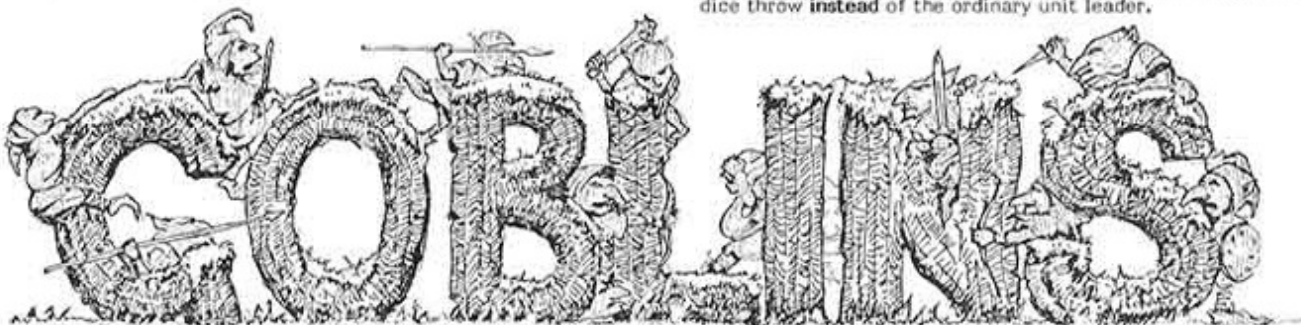


As everybody knows, goblins are an extremely quarrelsome lot. They argue amongst themselves, fight and even kill each other without much provocation. The only thing that keeps these creatures from their own throats is the prospect of killing something else. The **Inter-goblinoid Animosity Chart** provides rules for goblin troops going out of control and attacking their own troops, abusing their officers and behaving in a generally delinquent manner. The idea for a chart of this kind was born out of playing large scale Warhammer battles, with entire units of models rather than individual goblins. However, the idea is also applicable to individual goblins and can be adapted into any role-playing game system.

## INTER-GOBLINOID ANIMOSITY

A 'goblinoid' is a creature of general goblin stock, and here I would include all goblins, hobgoblins and orcs as well as cross breeds. All of these types may be subject to **Animosity** - that is, they don't like each other very much!

At the beginning of his turn a player whose armies includes goblins or goblinoids must make a check for each Regiment that is not already engaged in combat. Roll a D6 - if a 6 is thrown then the Regiment becomes subject to **Animosity** for this turn, and may possibly lose control. If a score of from 1 to 5 is thrown then the Regiment is under control and behaves as required for this turn.



Regiments which have scored 6 must test immediately for **Animosity**. Friendly goblins who find themselves in combat with each other, due to the effects of a previous turn's dice roll, are **always** subject to animosity and test automatically. In such a combat both Regiments must be brought under control before the fighting can cease. If two squabbling goblinoid units are attacked by enemy troops then they will instantly forget about each other and fight the newcomers.

Roll a D6 and modify as follows

<b>ADD</b>	The Leaders <b>Leadership</b> value. (Varies from 1 - ineffectual, to 4 or more for heroes.)
<b>ADD</b>	One (1) for each enemy Regiment within 20". Add three (3) instead if the Regiment is of dwarfs - goblins hate dwarfs.
<b>DEDUCT</b>	One (1) for each 'friendly' Regiment of goblinoids within 20". Deduct two (2) if the Regiment is of a different goblin or goblinoid race.

Now use your score on the animosity chart to find out what that Regiment decides to do.

Score	Result
Below 1	The Regiment loses all self control and attacks the nearest goblinoid unit, charging and giving missile fire where possible.
1-2	The Regiment will charge and fight any other unit of goblins within charge reach, taking any opportunity to fire missiles. If there are no goblins within charge reach then the Regiment will halt for the duration of the turn and fight amongst itself. Fight half the unit against the other half.
3	Some internal squabble develops into an open brawl within the Regiment. You may not move at all this turn. D6 members of the Regiment decide to fight amongst themselves.
4 or more	The Regiment is still under control and behaves as normal, swearing, cursing, spitting and gesticulating but <b>not</b> actually fighting.

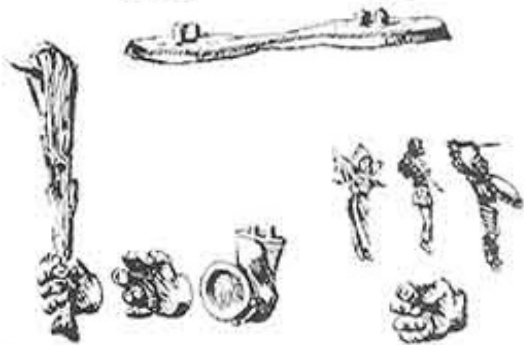
Reactions apply only for the rest of that turn. A character model, such as a hero or wizard, may interject himself into a goblinoid Regiment that is out of control and try to 'sort 'em out'. He may then add his Leadership levels to the Regiments dice throw **instead** of the ordinary unit leader.

Advanced players may add character to their goblin units by taking into account the past record of each Regiment. If, for example Borg the Red's 'Red Goblins' were to attack Dagmutt's 'Night Goblins' then it is to be expected that Dagmutt would be 'out for revenge'.

Every time a goblinoid Regiment fights another it receives 1 'Animosity Point' (AP) against that unit. Record Animosity Points. If you have AP's against any unit within charge reach you are more likely to lose control and become subject to Animosity, add any AP's you have against **one** such unit to your initial D6 dice roll. This will be the highest possible, if two units are within charge reach you will ignore the one you dislike least. If you go out of control then you must try to attack the Regiment you dislike most.

After a few battles goblin Regiments will all dislike each other so much that they become to all intents and purposes useless. This may be realistic, but its a bit impractical. Therefore, as soon as your AP reaches 5 the Regiment can decide to 'bury the hatchet'. This is done in one of two ways. In the first way the Regimental Leaders get together over a few beers and agree that fighting is a bit silly and it would be a good idea to stop it. There is a 10% chance of this method working - if successful reduce AP's to zero. If the first method fails then the second method will be used. This involves the Regimental Leaders fighting to the death. Fight the combat in a spare moment, it will make a good basis for a mini-game. Winning leaders can install a new leader over the defeated unit. New leaders can be generated, or may be minor heroes as appropriate. Losing leaders get eaten. AP's are reduced to zero.

# CITADEL Giant





# CO2 WIZARDS



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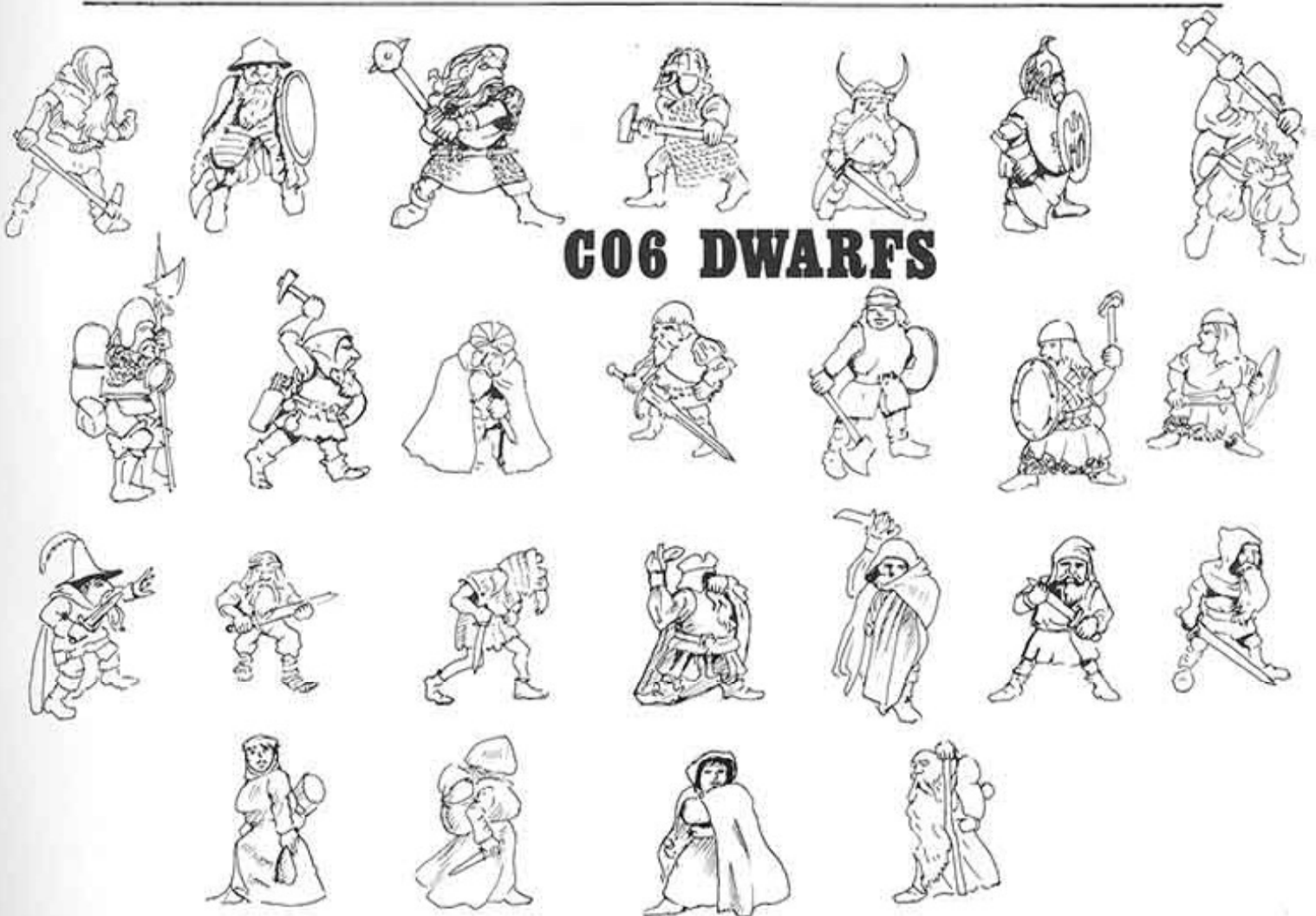
# CO3 CLERICS



# C04 THIEVES

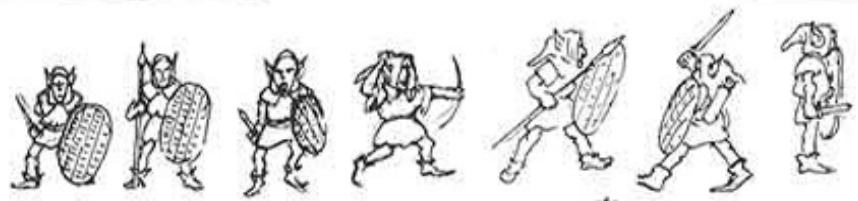


# C06 DWARFS

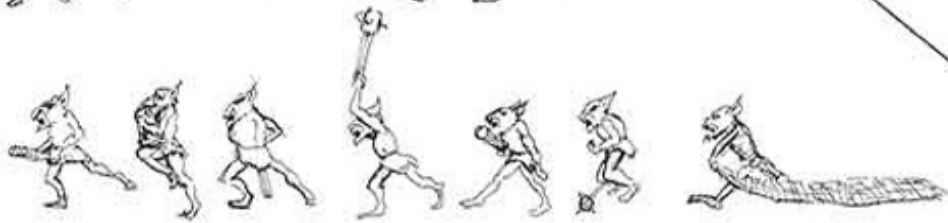




## C13 GOBLINS

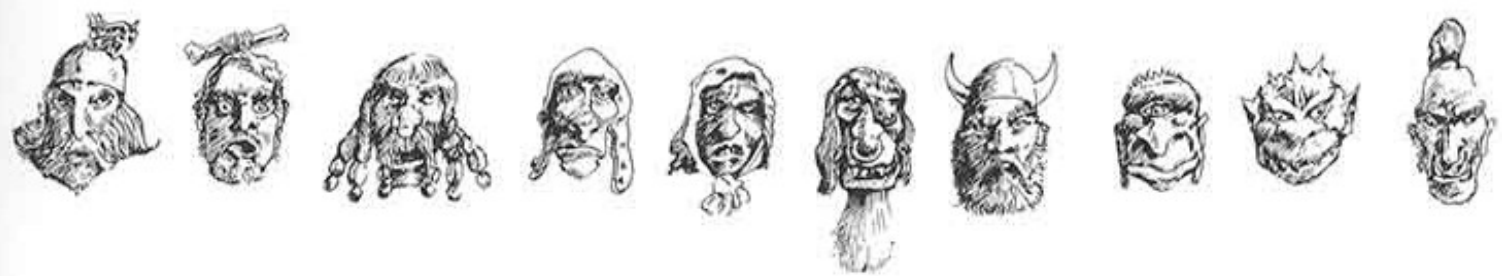


**Lesser Goblins  
Two Per Pack**



## C15 ARMOURD ORCS





Ants



Bats



Imps/Familiars



Ticks

Scorpions

# C 29 CREEPY CRAWLIES



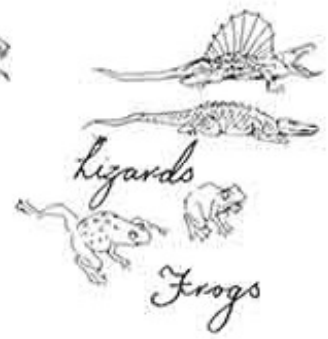
Crabs



Beetles



Snakes



Lizards

Frogs



Pixies



Spiders



Rats

# C35 KNIGHTS OF CHAOS





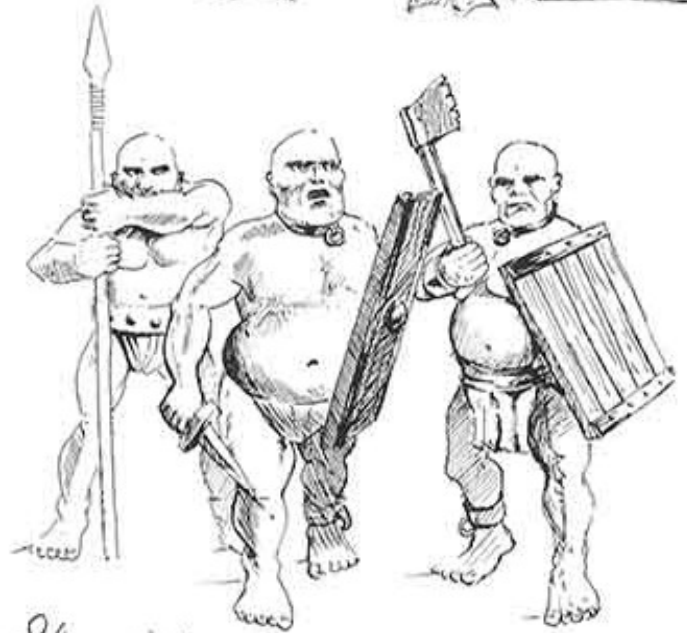
# WARHAMMER MODELS



*Slannesh*



*Krumbos*



*Slave Warriors*



*Norse Warriors*



### Speciality Set 1: Warriors of Chaos

- |                         |                        |
|-------------------------|------------------------|
| 1. Ulvar Vileblood      | 6. Drakar Deathbringer |
| 2. Skathor Skullsmasher | 7. Ogroth Darksoul     |
| 3. Kardos Bloodhelm     | 8. Morthog Doomaxe     |
| 4. Behmoth Blacksword   | 9. Uthmog Elvenbane    |
| 5. Athgul Evilhand      | 10. Nekris Demonblade  |



### Speciality Set 4 - Goblin Raiding Party

1. Warlord Ubar Earbiter - Goblin Chieftan
2. Ubar's lieutenant - D'glish Sharpcut
3. Shaman Pogo Wildchant
4. Discipline Master Snurd Hideflayer
5. Goblin Champion - Torg Dwarfsmasher
6. Bulbug Orcleaver with Warhammer
7. Zurguah Wartpicker with Sling
8. Urag Legearer attacking with warpick
9. Gugblad Childsplatter with morning star
10. Norgus the Flatulant with spear



### Speciality Set 5a: Warrior Knights of Law

1. Sir Lamorak de Gales
2. Sir Blamor de Lanis
3. Sir Villars the Valiant
4. Sir Mellias de Lisle
5. Sir Mellon of the Mountain
6. Sir Baudwin the Virtuous
7. Sir Aliduke Dragonbane
8. Sir Cador Celestor
9. Sir Palomides Pureheart
10. Sir Lanceor de Leal



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3. Odan Grimbeard: Dwarf Hero
4. Olaf Thorginson: Dwarf Hero
5. Yamato-Talishi: Samurai
6. Phaidon Emiritus: Cleric
7. Helen: Lawful Adventuress
8. Gavin: Lawful Knight
9. Garlon: Lawful Knight



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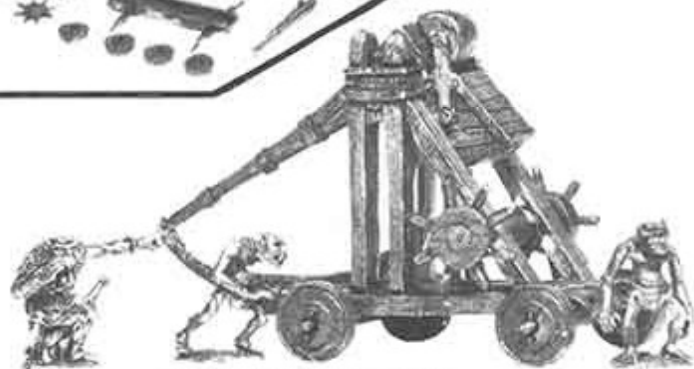
### CHAOS MARAUDERS

1. Enkalon of Garusa: Wizard
2. Guardsman Toyne: Chaos Warrior
3. Guardsman Heely: Chaos Warrior
4. Chorsheema the Impaler: Goblin Champion
5. Cormanti of Khorne: Evil High Priest
6. Num-tin: Giant Hobgoblin Champion
7. Arralrack: Ogre Champion



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The War-Machine in it's Component Parts



The War-Machine assembled

The Monstrous Orc War machine is the first in a series of giant engines of war. Models planned for future release include an 8 wheeled-Juggernaut with a crew of Dwarfs, a Bombard and more stone and bolt throwers. All of the crews will be largely interchangeable.

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BY BRYAN ANSELL

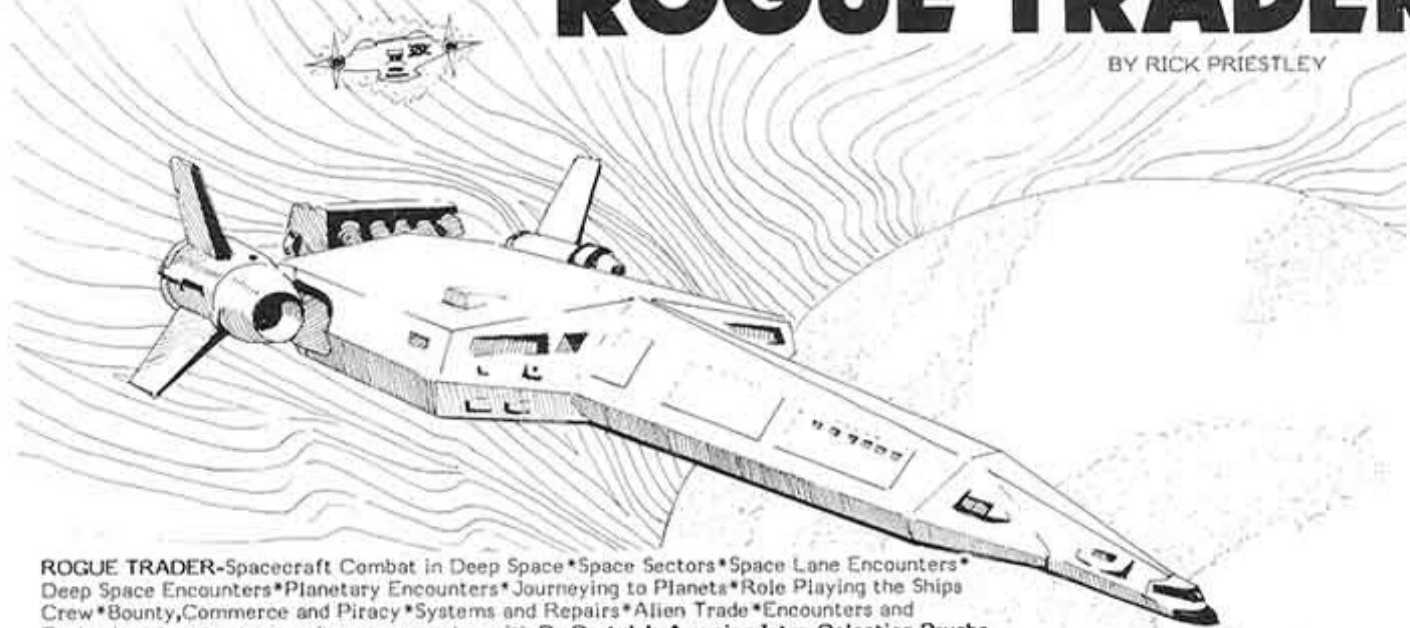
THE REALM OF CHAOS - The Mark of Chaos, Chaotic Attributes • Chaos Champions - Role-Playing a Champion of Chaos • A Chaos Pantheon, Chaos Gods, Their Followers, Demons, and Creatures • Rune Weapons, the Power and Potency of the Magic Rune • Demon Swords, Demonic Weapons for Characters • Demon Shields

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THERE IS NO SHORTAGE OF ARTICLES ON THE SUBJECT OF PAINTING METAL MINIATURES. HOWEVER THE VAST MAJORITY OF THESE ASSUME SOME PREVIOUS EXPERIENCE ON THE PART OF THE READER [NOT ALWAYS BY INTENT].

SO FOR THOSE OF YOU, WHO HAVE YET TO MAKE A START AT THE ART OF BURYING FINE CAST METAL MINIATURES UNDER LAYERS OF PAINT, HERE IS:-

## The Absolute Beginner's Guide to Painting Miniatures

### THINGS YOU WILL NEED.

Paint - of the wide variety of types that may be used I would recommend the humble tin of enamel, if only because of its availability. Be sure to purchase the matt type (although some gloss black will prove useful). Also, a spray can of matt white will be required.

Thinners - the above paint may be diluted with white spirit or turps substitute.

Brushes - rather than take out a mortgage on the best quality sable. A relatively inexpensive synthetic-sable mix will do to start with. Buy a brush with the longest bristles you feel you can cope with. The less steady your hands, the shorter the bristles should be.

Modelling knife - a modelling knife and some spare blades will be essential.



# WARHAMMER

## & Science Fiction!



It has become a convention amongst gamers that Science Fiction Games and Fantasy Games are somehow distinct and mutually exclusive. An odd situation, that in a hobby which promotes the imagination an irrational and avoidable barrier should exist. I have seen and participated in games in which the two genres have been mixed, and these have worked exceptionally well, keeping the players both amused and confused at the same time.

If you own a copy of **WARHAMMER** then you probably realise that the rules are designed to be used - if you wish change rules, redraw charts, invent new creatures .... anything should be possible, after all most of the enjoyment from a game comes from invention. And that - hopefully - is where I step in wielding a Laser Pistol and shouting 'Beware of Greeks bearing particle beam weapons'. Yes indeed, Science Fiction and Futuristic elements in general make a superb cross-over into any Fantasy Campaign. These can be worked very easily into the usual Fantasy contexts - an old technical civilisation could have left behind advanced artifacts, weapons, transports, gadgetry of strange and unknown kinds. Such artifacts can become vitally important to your adventurers, not quite understanding how they work - but being perfectly prepared to take advantage of the fact that they do!

In the following descriptions when I've used the word 'Turn' I refer to that player's Turn - the Active Player Turn in Warhammer. When I've used the word 'Move phase' I refer just to that part of a Turn in which the model is moved. So if an action takes 'A complete Turn' then the model may do nothing other than the action - he may not move, shoot etc. If an action takes 'A complete Move Phase' then the model may not move - but may shoot, combat and so on. With a bit of ingenuity these weapons can easily be adapted into any gaming system.

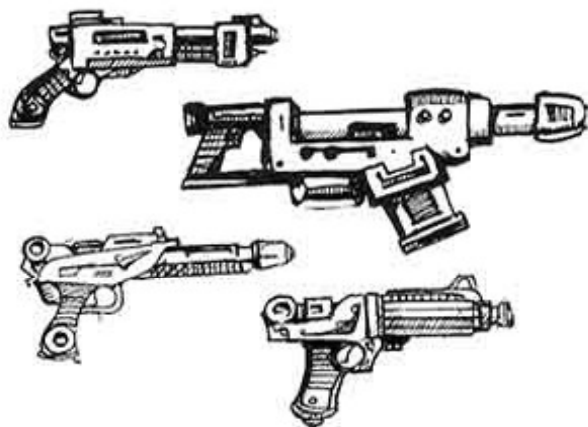
### The Laser Pistol

Laser pistols make wonderful side arms for Heroes. A laser pistol can be fired once per Turn without effecting the weapons 'regenerating batteries'. If the firer has sufficient attacks the weapon may be fired upto 3 times a Turn, at

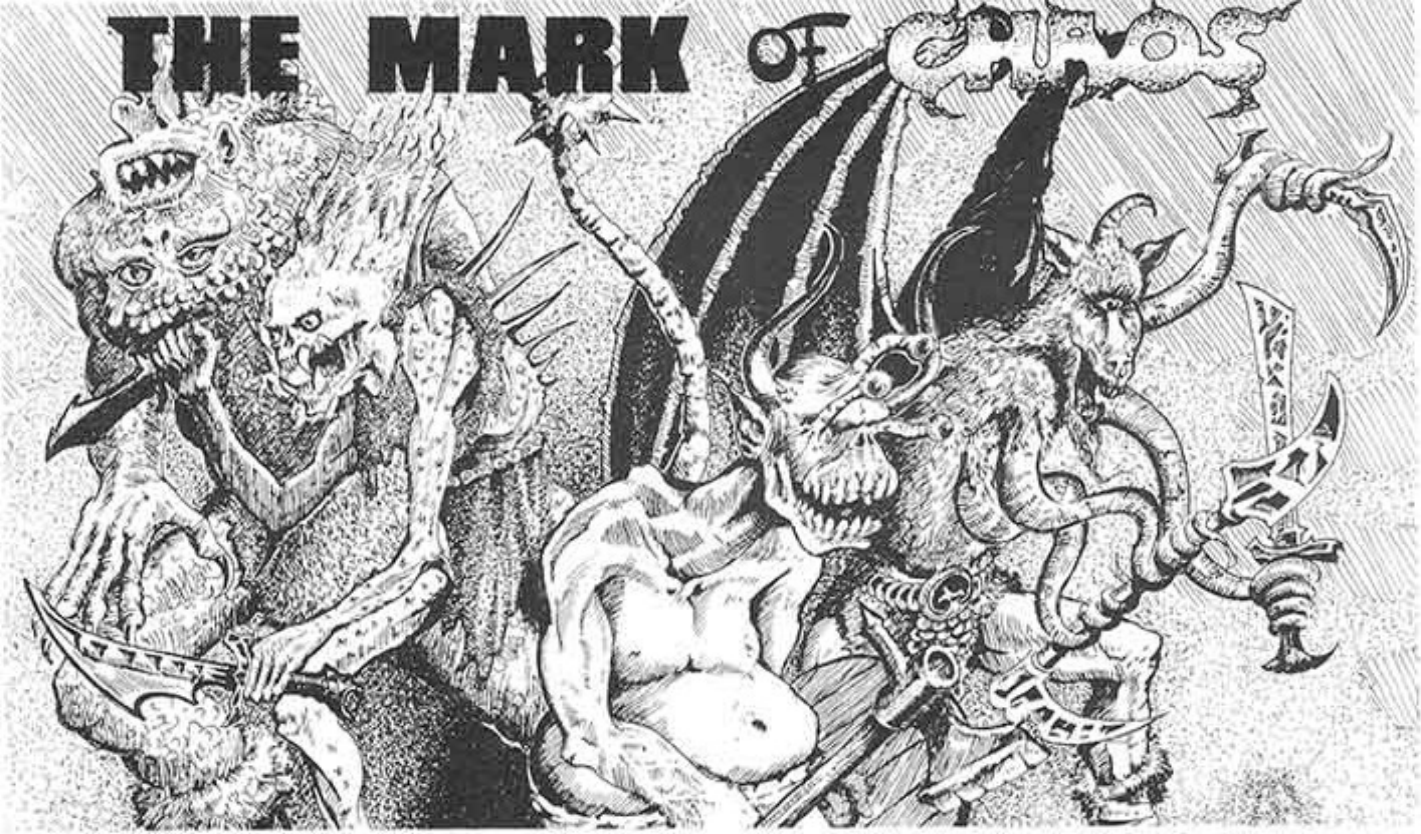
different targets if you wish. After firing this 'rapid fire' the weapon won't work for the following 2 Turns whilst the batteries regenerate. A Laser can be fired with one hand - like any pistol weapon. A Laser Rifle is a similar but larger weapon which requires two hands to use.

### The Needler

The Needler is a powerful airgun which fires a steel needle, often poisoned or drugged in some way. The needles are carried in a magazine, each with up to 100 needles (D100 on finds), it takes an entire Turn to fit a new magazine. After each shot the weapon needs to be repressurised - this takes a complete Move Phase to complete. Every shot fires one needle perfectly, silently and very accurately, making this an ideal weapon for an assassin. Needlers can be built into ball-point pens, wizard's staves, swords or almost anything.



# THE MARK OF CHAOS



These are the rules we use for Chaos creatures in our Warhammer Games, they are quite simple to adjust for use in other role-playing or fantasy battle systems.

Chaotic Attributes are the strange powers, disfigurements and mutations that mark the bodies and souls of many creatures whose lives have been touched by Chaos. Merely dwelling in a portion of the Multiverse where Chaos lurks close by will bring the curse of the Mark of Chaos upon a section of the population. In human society to bear the Mark is to be an

outcast, but Goblins, Orcs and the like regard it as an honour and a blessing.

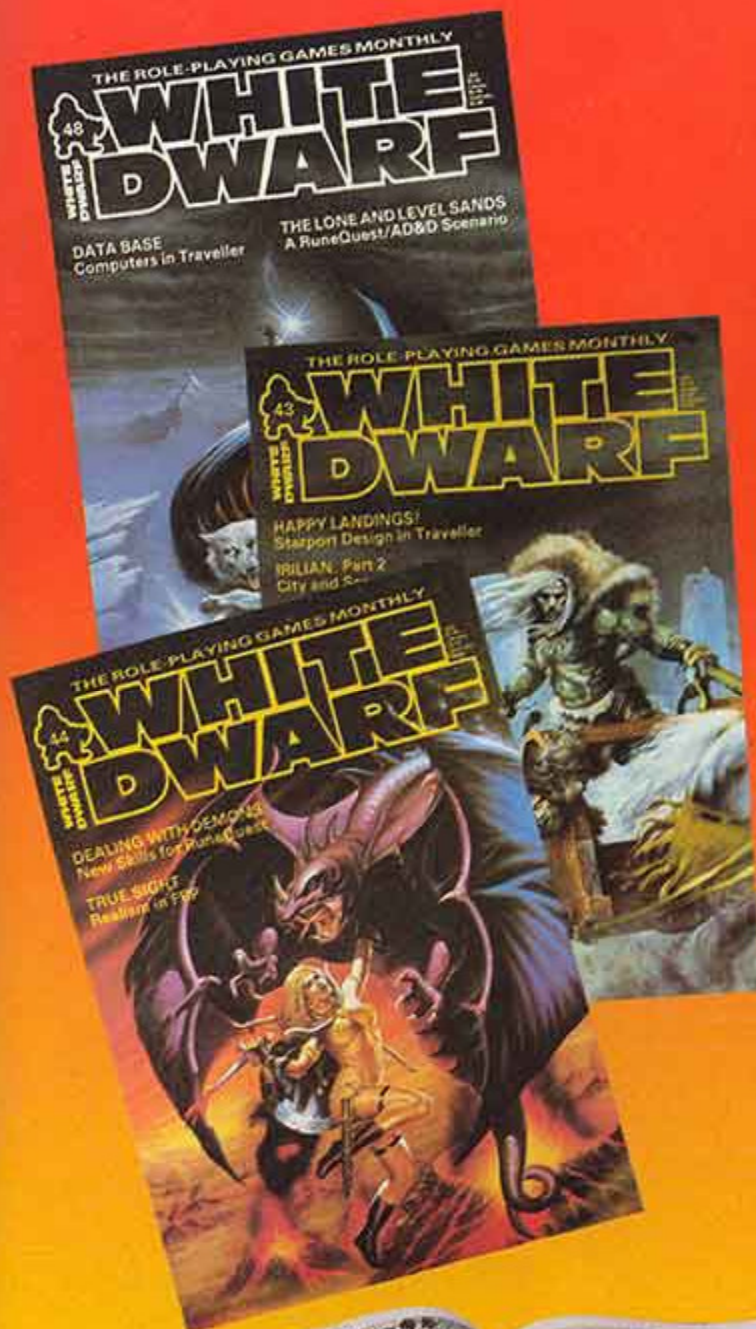
Evil creatures tread a path very close to that of Chaos, and all evil or unpleasant beings (including humans) have a particular chance of bearing Chaos Attributes.

Chaotic Attributes may take a characters fighting characteristics beyond the normal limits for his race.

## CREATURE LIST RANDOM GENERATION AND CHAOTIC ATTRIBUTES

Creature	Chaos Attribute	% Generation	Creature	Chaos Attribute	% Generation
Carniverous Bird	1%	01	Ordinary Men	1%	
Centaur	Creature of Chaos -10%	02-03	Evil Men	2%	
Chimera	Creature of Chaos -20%	04-05	Servants of Chaos	3%	
Demons	Demons may have Chaotic Attributes at there own will or that of their masters. About half of demons encountered will have Attributes; either randomly chosen or specifically selected by the Games Master	06-07	Manfish	2%	66-67
Dragons	5%	08	Manticore	Creature of Chaos -10%	68-69
Dwarfs	Very Rare	09-14	Minotaur	5%	70-71
Eagles	1%	15	Ogre	3%	72-77
Elfs	Unknown	16-17	Orc	2%	78-83
Dark Elfs	2%	18-20	Serpent Crawler	3%	84
Giants	5%	21-22	Siann	2%	85-86
Giant Frog	1%	23-24	Treemen	1%, except in evil enchanted woods -10%	87
Giant Insects	2%	25-26	Trolls	Creature of Chaos -5%	88-93
Giant Rat	2%	27-28	Undead	Where Undead are the spirits of deceased beings who bore Attributes, the spirit form will usually carry at least the shape of those Attributes, they will often have no particular effect. See REALM OF CHAOS.	See Undead Sub-table
Giant Reptile	1%	29-30	Wercreatures	2%	95-96
Goblins	2%	31-36	Winged Panther	3%	97
Griffon	Creature of Chaos -10%	37-38	Winged Serpents	5%	96
Halflings	Unknown	39-40	Wolf	1%	98
Harpy	Creature of Chaos -10%	41-42	Giant Wolf	1%	99
Hobgoblins	20%	43-49	Wyvern	5%	00
Hippogriff	Creature of Chaos -5%	50-51			
Lizardmen	2%	52-53			
MEN		54-65			
Followers of Law	Never				
Goody/Saintly Men	Very Rare				

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- \* Treasure Chest - a magical miscellany
- \* Microview - computer gaming news
- \* Scenarios, reviews, letters, miniatures and information
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Edited by  
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of Firetop Mountain

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