

WARHAMMER 40,000

below: 40-01-60 The complete Warhammer 40,000 Game

(England) 28mm scale unpainted and painted plastic and metal figures and accessories.

Warhammer 40,000 (a.k.a. "40k") is Games Workshop's best-selling range. In this Futuristic/Fantasy series, you build armies of good and evil Space Marines, Imperial Guard Daemonhunters, Eldars and many other races. Using the easy-to-learn combat system, you can engage in skirmishes, full-pitched battles and even campaigns.

Background

The galaxy-spanning Imperium of Man is beset on all sides by ravaging aliens, and threatened from within by malevolent creatures and heretic rebels. Only the strength of the Immortal Emperor of Terra stands between Humanity and its annihilation. Dedicated to His service are the countless warriors, agents, and myriad servants of the Imperium. Foremost amongst them stand the Space Marines, mentally and physically engineered to be the supreme fighting force, the ultimate protectors of mankind.

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls die every day, for whom blood is drunk and flesh eaten. Human blood and human flesh - the stuff of which the Imperium is made.

The Basic Game

40-01-60 **The Battle for Macragge - NEWLY UPDATED FOR Oct. 2004** (above at right) is a great way to get started with Warhammer 40,000. This box is packed with all sorts of great stuff to introduce you to the grim darkness of the far future. Included are 10 Termagants, 6 Genestealers, 8 Spore Mines, 10 Space Marines, an Imperial Pilot, and a set of crashed Imperial Aquila Shuttle terrain pieces. Also included are dice, templates, a Battle for Macragge Getting Started book, and a digested complete Warhammer 40,000 rulebook, which is all you need to get started playing the game. If purchased separately, the goods in this set sell for over \$xx.xx. \$ 45.00

Warhammer 40k Rules

40-02-60 **40k Rulebook** This extensive 270 page book of everything Warhammer 40,000 contains over 150 pages of full color art and miniatures! Learn the mechanics for getting your armies moving, shooting, and fighting over the battlefield, and a number of missions that present a stage to fight upon. Read information about the Warhammer 40,000 universe, the races that populate it, its history, nature and the bleak chronicle of incessant war. This book provides you with all the rules you need to play, and guides you through collecting and painting your own army of Citadel miniatures. \$ 50.00

Warhammer 40k Army Books

When building a Warhammer 40k army, the best place to begin is with its respective Army Book. Each



provides you with the complete rules and army lists for one of the game's forces. Learn detailed background information on the army, its history, and its heroes. Use the book as a guide to the powers and pitfalls of each race's magic, as well as its unique magic items. Each book also includes painting and figure assembly guides and advice on how to get your army on the battlefield.

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|----------|---|----------|
| 43-01-60 | Codex: Chaos Space Marines | \$ 20.00 |
| 41-01-60 | Codex: Blood Angels | \$ 10.00 |
| 44-01-60 | Codex: Dark Angels | \$ 10.00 |
| 46-01-60 | Codex: Eldar | \$ 15.00 |
| 46-02-60 | Codex: Craftworld Eldar | \$ 10.00 |
| 47-01-60 | Codex: Imperial Guard | \$ 20.00 |
| 48-01-60 | Codex: Space Marines - NEWLY UPDATED FOR Oct. 2004 | \$ 20.00 |
| 49-01-60 | Codex: Necrons | \$ 20.00 |
| 50-01-60 | Codex: Orks | \$ 20.00 |
| 51-01-60 | Codex: Tyranids | \$ 20.00 |
| 52-01-60 | Codex: Witch Hunters | \$ 20.00 |
| 53-01-60 | Codex: Space Wolves | \$ 20.00 |
| 56-01-60 | Codex: Tau | \$ 20.00 |
| 57-01-60 | Codex: Daemonhunters | \$ 20.00 |

Space Marines

Space Marines are the most powerful and dreaded of all the human warriors in Warhammer 40,000. They are not human but superhuman, having been made superior to a normal man by a harsh regime of genetic modification, psycho-conditioning, and rigorous training. Their unwavering loyalty is to the Emperor of Mankind.

48-31 **Space Marine Megaforce** 10-man Space Marine Tactical Squad, 5-Man Space Marine Combat Squad, 5-Man Space Marine Assault Squad, 1 Rhino, 1 Predator, 1 Dreadnought, 1 set of Jungle Trees. All plastic. \$ 140.00

48-08 **Space Marine Battle Force** 10 Tactical Marines, 5 Assault Marines, 1 Rhino, 3 Bikes with riders, and a set of Jungle Trees. Plastic. \$ 100.00

67-08 **Space Marine Army Set** Limited edition on-shot thing. Contains 1 commander, 1 command squad, 1 special edition veteran sergeant, 1 Razorback, 10 Tactical Marines, 10 Assault Marines, 6 Scouts, 1 Attack Bike, 3 Bikes. Codex, limited edition figure and \$ 275.00

48-36 **Chief Librarian Tigurius** Newly resculpted. Special character. Metal. \$ 15.00

48-37 **Space Marine Librarians** These Marines can make special psychic attacks against their opponents. 1 random metal figure. \$ 10.00

48-38 **Space Marine Chaplain** (above) Attendants to the spiritual well-being of their battle brothers. Contains 1 random metal figure. \$ 10.00

48-39 **Space Marine Apothecary** These bio-engineers save what they can of the Chapter's gene-seed. 1 random metal figure. \$ 10.00

48-40 **Techmarine** These trainees of Tech-Priests are loyal to both humans and to the Machine God. 1 random metal figure. \$ 10.00

48-41 **Company Standard Bearer** Standards display various litanies and battle honors. Contains 1 metal figure. \$ 10.00

48-42 **Terminator Captain** These leaders have proved their skill and bravery in many battles. Contains 1 metal figure. \$ 15.00

48-43 **Space Marine Terminator Librarian** Contains 1 metal figure. \$ 10.00

48-44 **Terminator Chaplain** Contains 1 metal figure. \$ 10.00

48-45 **Space Marine Terminators** Terminator armor is very bulky but still allows free movement. Contains 1 metal figure. \$ 10.00

48-46 **Space Marine Terminator Assault Cannon** Contains 1 metal figure. \$ 10.00

48-47 **Space Marine Terminator Sergeant** Contains 1 metal figure. \$ 10.00

48-49 **Space Marine Terminator Lightning Claw** Contains 1 metal figure. \$ 10.00

48-50 **Space Marine Cyclone Terminator** Contains 1 metal figure. \$ 10.00

48-51 **Space Marine Terminator with Thunderhammer** 1 metal figure. \$ 10.00

48-52 **Space Marine Sergeants** These veteran warriors are equipped to the highest standard. Contains 1 random metal figure. \$ 10.00

48-53 **Space Marine with Assault Weapon** Contains 1 metal figure. \$ 10.00

48-54 **Devastator with Heavy Bolter** Devastators combine the flexibility of infantrymen with the firepower of tanks. Contains 1 metal figure. \$ 10.00

48-55 **Devastator with Plasma Cannon** Contains 1 metal figure. \$ 10.00

48-56 **Devastator with Lascannon** Contains 1 metal figure. \$ 10.00

48-57 **Devastator with Multi-Melta** Contains 1 metal figure. \$ 10.00

48-58 **Space Marine Scouts** Lightly armored troops who fight ahead of the main battle lines and clear the way for the Chapter's advance. Contains 3 metal figures. \$ 12.00

48-60 **Scout with Heavy Bolter** Contains 1 metal figure. \$ 8.00

48-61 **Space Marine Scouts with Bolters** Contains 2 metal figures. \$ 8.00

48-62 **Space Marine Scouts with Shotgun** Contains 2 metal figures. \$ 8.00

48-63 **Space Marine Scouts with Needle Rifle** Contains 2 metal figures. \$ 8.00

48-64 **Space Marine Captain** Contains 1 metal figure. \$ 10.00

48-65 **Assault Marine Sergeant** Wearing jump packs, they can strike hard and fast. Contains 1 random metal figure. \$ 10.00

48-66 **Space Marine Scout with Missile Launcher** Metal figure. \$ 10.00

48-67 **Captain Cassius of the Ultramarines** Special character in metal. \$ 12.00

48-68 **Space Marine Veteran** Metal. \$ 14.00

48-35 **Marnes Calgar** Renowned master of the Ultramarines. Contains 1 metal figure. \$ 12.00

48-36 **Tigurius** This warrior-oracle is equally skilled with shot, blade, and farsight. Contains 1 metal figure. \$ 12.00

55-40 **Emperor's Champion** Contains 1 metal figure. \$ 12.00

55-43 **Captain Cortez** Special character. Commander of the Crimson Fists. Metal. \$ 12.00

48-05 **Space Marine Captain** 6 arms, 3 heads 1 body to make up different variations of the character. Metal. \$ 20.00

48-06 **Space Marine Combat Squad** (above) Contains 5 plastic figures. \$ 15.00

48-07 **Space Marine Tactical Squad** Contains 10 plastic figures. \$ 30.00

48-09 **Space Marine Assault Squad** Jump packs allow them to strike hard and fast. Contains 5 plastic figures. \$ 30.00

48-10 **Space Marine Terminator Boxed Set** Contains 5 plastic figures, including 1 Terminator with Heavy Flamer and 1 Sergeant. \$ 40.00

48-11 **Space Marine Plastic Bike** Often used for recon purposes, their speed and hitting power make them assets in combat. Contains 1 plastic vehicle. \$ 15.00

48-12 **Rhino Tank** This transport vehicle allows Marines to move swiftly to seize an objective or strike deep into the heart of an enemy force. Contains 1 plastic vehicle. \$ 30.00



- 48-13 **Space Marine Land Speeder** This fast and mobile weapon of war is equipped with a heavy weapon. Contains 1 plastic vehicle. \$ 30.00
- 48-14 **Land Raider** This machine of destruction also serves as a transport. Contains 1 plastic vehicle. \$ 55.00
- 48-15 **Space Marine Devastators** Contains 5 metal and plastic figures. \$ 40.00
- 48-16 **Space Marine Scouts** Contains 5 metal figures. \$ 20.00
- 48-17 **Space Marine Command Squad** Contains 5 plastic figures including Commander, Veteran Sgt., standard bearer, Techmarine, and Apothecary. \$ 35.00
- 48-18 **Space Marine Chaplain Bike** Contains 1 metal figure on vehicle. \$ 25.00
- 48-19 **Space Marine Bike Squadron** (above) Contains 3 plastic and metal vehicles. \$ 45.00
- 48-20 **Space Marine Attack Bike (MK2)** They often provide heavy weapons support to bike squads. Contains 1 plastic vehicle. \$ 25.00
- 48-21 **Space Marine Razorback** Similar in design to the Rhino, but has a turret-mounted weapon system. Contains 1 plastic vehicle. \$ 35.00
- 48-22 **Space Marine Whirlwind (MK2)** (below) Able to launch attacks even when out of sight, the Whirlwind fires barrage after barrage of rockets. Contains 1 plastic vehicle. \$ 35.00
- 48-23 **Predator Tank** May be configured with multiple lascannons or with heavy bolters. Contains 1 plastic vehicle. \$ 40.00
- 48-25 **Space Marine Vindicator** Its abilities to breach fortified defenses and to navigate dense terrain make up for its lack of range. Plastic. \$ 40.00
- 48-26 **Space Marine Dreadnought** These machines are piloted by warriors who have been saved from death by their interment within its armored sarcophagus. Contains 1 plastic vehicle. \$ 40.00
- 48-27 **Marine Land Speeder Tornado** Contains 1 plastic vehicle. \$ 35.00
- 48-28 **Space Marine Typhoon Land Speeder** Contains 1 plastic vehicle. \$ 35.00
- 48-29 **Space Marine Scout Bike Squad** 3 plastic and metal vehicles with riders. \$ 45.00
- 48-30 **Land Raider Crusader** Contains 1 plastic vehicle. \$ 60.00
- 48-33 **Space Marine Veterans** 5 metal figures. \$ 35.00
- 55-07 **White Scars Bike Squadron** These lightning-quick Marines are able to tear into their foes and vanish before the enemy can respond. 3 plastic and metal vehicles and riders. \$ 45.00
- 66-35 **Space Marine Jump Packs** 10 back packs to make an assault squad. Plastic accessories. \$ 13.00
- 99-35 **Space Marine Razorback Squad** Contains 5 (Plastic) figures and vehicle. \$ 50.00

Space Marines-Blood Angels

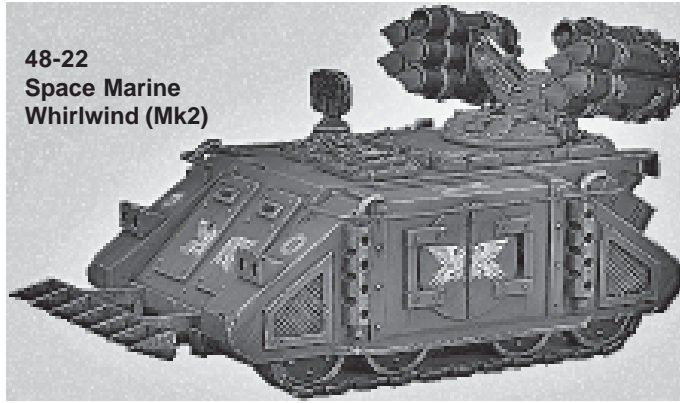
To face the Blood Angels in battle is to face the unbounded fury of the Primarch Sanguinius himself. To oppose them is to invite your own doom. They fight like madmen, possessed of a bloodthirst wholly unnatural and abhorrent. That something more than fervent faith drives them to their acts of bloodshed is certain.

- 41-35 **Commander Dante, Lord of the Blood** Contains 1 metal figure. \$ 12.00
- 41-36 **Corbulo, Sanguinary Priest** Mightiest of Sanguinary Priests has a far-seeing eye and carries the Red Grail into battle. Metal figure. \$ 12.00



- 41-37 **Chief Librarian Mephiston, Lord of Death** After being buried under rubble for seven days and seven nights, Brother Calistarius was reborn as Mephiston, Lord of Death. Contains 1 metal figure. \$ 12.00

48-22 Space Marine Whirlwind (Mk2)



- 41-38 **Brother-Captain Tycho** Only ritual battle drills and prayers for new combat assignments can calm his violent and agitated state. Contains 1 metal figure. \$ 12.00
- 41-39 **Blood Angel Death Company Chaplain** Solely dedicated to guarding against the Black Rage, they seek the first tell-tale signs of madness and group the affected warriors into the Death Company. Contains 1 metal figure. \$ 10.00
- 41-06 **Blood Angel Death Company** These maddened warriors seek the glory of death in battle, the peace of the grave. 5 metal figures. \$ 25.00
- 41-07 **Blood Angel Baal Predator** This variant tank is noted for its numerous weapons and high rate of fire. 1 plastic and metal vehicle. \$ 45.00
- 41-08 **Blood Angels Honor Guard** Contains 5 metal figures including standard bearer and Sanguinary Priest. \$ 35.00
- 41-09 **Blood Angel Dreadnought-Furioso** Conceived by the Lord of the Forges many millennia ago, this machine is piloted by the recovered fallen. Contains 1 metal figure. \$ 45.00

Space Marines-Dark Angels

Since the founding of their legion at the birth of the Imperium, the Space Marines of the Dark Angels have been dreaded by their enemies and held in awe by those they protect. Stubborn and relentless in battle, ever vigilant and zealous in their pursuit of their duties, the Dark Angels are among the Emperor's most faithful servants. Yet it was not always so. For ten millennia, the Dark Angels have harbored a sinister secret, an act so terrible and shameful it threatens everything the Dark Angels hold most dear-and may yet bring them to damnation.

- 44-35 **Dark Angel Grand Master Azrael and Helmet Bearer** Some say that this current Supreme Grand Master of the Dark Angels is also the greatest. Contains 2 metal figures. \$ 12.00



44-36 Asmodai, Dark Angel Chaplain

- 44-36 **Asmodai, Dark Angel Chaplain** 1 metal figure. \$ 12.00
- 44-37 **Ezekiel, Dark Angel Chief Librarian, Lord of Death** 1 metal figure. \$ 12.00
- 44-38 **Dark Angel Standard Bearer** 1 metal figure. \$ 12.00
- 44-39 **Dark Angel Marine** 2 random metal figures. \$ 8.00

- 44-41 **Deathwing Terminator** 1 random metal figure. \$ 10.00
- 44-42 **Deathwing Terminator Sergeant** 1 metal figure. \$ 12.00
- 44-44 **Deathwing Terminator Assault Cannon** 1 metal figure. \$ 12.00
- 44-09 **Dark Angels Tactical Squad** 10 metal figures. \$ 40.00
- 44-06 **Dark Angels Ravenwing Bike Squadron** (above) 3 complete models on cycles. \$ 45.00

Chaos Space Marines

The strong will always enslave the weak. Where the strong make their own fate, the weak bow their heads and succumb. There are few who are strong and many are their enemies, and the greatest of those enemies is the false Emperor of Mankind. Destroy the followers of the false Emperor and revel in their cries for mercy-their weakness can only be eradicated by their sacrifice to the gods of Chaos.

- 43-09 **Chaos Marine Battle Force** Contains 20 plastic and metal figures and accessories, including 1 Chaos Space Marine Squad, 3 Chaos Bikes, 1 Khorne Berzerker Squad, and 1 Chaos Rhino. \$105.00
- 43-25 **Chaos Megaforce** Call. \$140.00
- 43-36 **Abaddon the Despoiler** It is said that this personification of the power of Chaos will bring the apocalypse. Contains 1 metal figure. \$ 10.00
- 43-37 **Kharn the Betrayer** A bloodthirsty and unstable warrior, he compromised the trust of his comrades by burning their shelters and forcing them forward on a freezing night. Contains 1 metal figure. \$ 12.00
- 43-38 **Ahriman** Fascinated with mysticism, he was eventually exiled from the Planet of Sorcerers. Contains 1 metal figure. \$ 12.00
- 43-39 **Cypher** A Fallen Dark Angel, he is in possession of the sacred Lion Blade, and is being pursued by the Dark Angels. Contains 1 metal figure. \$ 12.00
- 43-40 **Chaos Space Marine Lord** With the genetic advantages of a Space Marine, millennia of combat experience, and the blessings of the Dark Gods, they are most powerful. Contains 1 metal figure. \$ 10.00
- 43-41 **Chaos Space Marine Sorcerers** Lieutenants to the Chaos Lords. Contains 1 random metal figure. \$ 10.00
- 43-42 **Chaos Terminator with Twin Bolter** The Chosen Terminators are the elite of a Chaos Space Marine army. Contains 1 metal figure. \$ 10.00
- 43-43 **Chaos Terminator Champion** Contains 1 metal figure. \$ 10.00
- 43-44 **Chaos Terminator with Autocannon** Contains 1 metal figure. \$ 10.00
- 43-48 **Chaos Space Marine with Assault Weapon** Contains 1 metal figure. \$ 10.00
- 43-49 **Chaos Marine Obliterators** The flesh of these leviathans is permanently seared to their armor. Contains 1 metal figure. \$ 25.00
- 43-50 **Chaos Space Marine Raptors** Creatures of fused machinery and daemonic power. Contains 1 metal figure. \$ 10.00
- 43-51 **Chaos Raptor with Assault Weapon** Contains 1 metal figure. \$ 10.00
- 43-60 **Chaos Space Marine with Lascannon** Contains 1 metal figure. \$ 10.00
- 43-61 **Chaos Space Marine with Autocannon** Contains 1 metal figure. \$ 10.00
- 43-62 **Chaos Space Marine with Missile Launcher** Contains 1 metal figure. \$ 10.00

- 43-63 **Chaos Space Marine Icon Bearer** Contains 1 metal figure. \$ 10.00
- 43-64 **Chaos Typhus Lord of Nurgle** Bearer of corruption and pestilence, he is Herald of Nurgle and host of the Destroyer Hive. 1 metal figure. \$ 15.00
- 43-67 **Chaos Terminator with Bolter-Melta** Contains 1 metal figure. \$ 10.00
- 99-18 **Emperor's Children Lord** As one of the Traitor Legions, they slaughter people for pure enjoyment. Contains 1 metal figure. \$ 10.00
- 99-20 **Iron Warriors Warsmith** These warriors are the undisputed masters of siege and trench warfare. Contains 1 metal figure. \$ 10.00
- 99-26 **Night Lords Hero** Serving no particular Chaos god, they worship only power and material gain. Contains 1 metal figure. \$ 10.00
- 99-31 **Death Guard Special Weapons** These Plague Marines have rotting bodies and are immune to pain. 2 random metal figures. \$ 10.00
- 43-06 **Chaos Space Marines** Contains 8 plastic figures. \$ 25.00
- 43-08 **Chaos Marine Bike** Extensions of their riders, these bikes are covered with horns and spikes. Contains 1 plastic bike. \$ 15.00
- 43-10 **Khorne Berzerkers** The link between bloodshed and pleasure is so strong that the Berzerkers are uncontrollable either on or off the battlefield. Contains 12 plastic figures. \$ 30.00
- 43-11 **Chaos Space Marine Rhino** This vehicle not only serves as a transport, but its hull is the basis for variants such as the Predator, Razorback, Whirlwind, and Vindicator. Contains 1 plastic vehicle. \$ 30.00
- 43-13 **Chaos Dreadnought** A symbol of the unending pain and torment of the damned, this unpredictable beast must be shackled when not in battle. Contains 1 metal figure. \$ 45.00
- 43-16 **Chaos Predator** Daemonic maws adorn every gun barrel and dark icons cover every surface of this vehicle. Contains 1 plastic vehicle. \$ 40.00
- 43-17 **Chaos Land Raider** The most powerful battle tank ever built. Plastic vehicle. \$ 55.00
- 43-18 **Chaos Space Marine Raptors** Contains 5 metal figures. \$ 45.00
- 43-19 **Chaos Terminators** Contains 5 metal figures. \$ 45.00
- 43-20 **Chaos Marine Havoc Squad** These Marines prefer killing at range with powerful weaponry, and bring death and destruction to every part of the battlefield. Contains 5 metal figures. \$ 40.00
- 43-21 **Thousand Sons Squad** Their armor was sealed shut by a powerful spell, reducing their physical bodies to dust and trapping their souls inside. Contains 9 metal figures. \$ 40.00

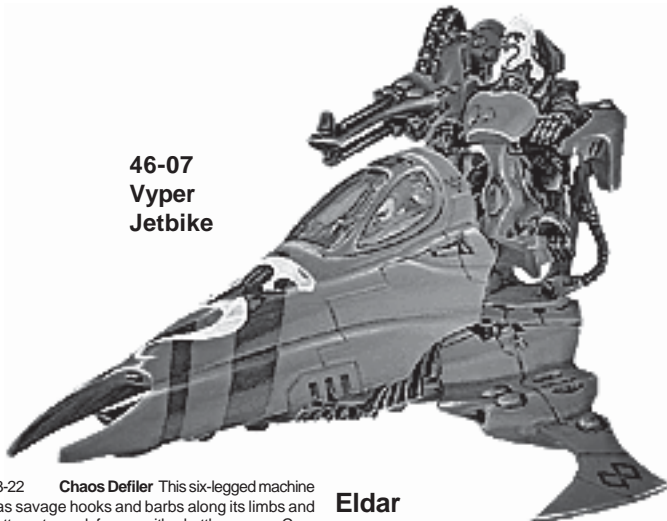
Please note:

all Warhammer sets come unassembled and unpainted. They must be assembled with glue.

We will either assemble and prime for you (at an average cost of \$4.00 per standard "human-sized" figure, plus the cost of the figure) or assemble, prime and fully paint any figure (at a cost of \$10.00 per human-sized figure, plus the cost of the figure). Please call Jamie for information.

You can see many Games Workshop items IN COLOR and FULL SIZE on our website.





46-07
Vyper
Jetbike

- 43-22 **Chaos Defiler** This six-legged machine has savage hooks and barbs along its limbs and batters strong defenses with a battle cannon. Contains 1 plastic figure. \$55.00
- 43-23 **Deathguard Plague Marines** Contains 7 metal figures. \$35.00
- 43-24 **Chaos Marine Daemon Prince** Contains 1 metal figure. \$35.00
- 99-19 **Emperor's Children Squad** Contains 8 metal figures. \$35.00
- 99-21 **Iron Warriors Squad** Contains 8 metal figures. \$35.00
- 99-25 **Night Lords Squad** Contains 8 metal figures. \$35.00
- 99-30 **Death Guard Havoc Squad** \$25.00
- 99-36 **Chaos Space Marines and Rhino** Contains 8 plastic figures and 1 plastic vehicle. \$50.00

Eldar

The craftworlds of the Eldar are scattered across the stars, massive drifting starships that are home to the last survivors of a race that once ruled the universe. Now the Eldar battle against the other races of the galaxy, even resorting to piracy in their fight to avoid extinction.

- 46-10 **Eldar Battleforce** Contains 16 plastic figures (Guardians) and 5 vehicles, including 3 Jetbikes, 1 Vyper Jetbike, and 1 Grav Tank. \$115.00
- 46-52 **Eldar Farseer** These rune-casters can see the future and divine which course of action to take. Contains 1 metal figure. \$10.00
- 46-35 **Eldar Rangers** These Eldar have grown tired of the strict Eldar Path and leave their craftworld seeking excitement and adventure. Contains 3 random metal figures. \$12.00
- 46-36 **Eldar Warlock** Not as skilled as Farseers, they use their powers to enhance and protect their squads. 1 random metal. \$10.00
- 46-37 **Eldar Wraithguard** These artificial constructs house a spirit stone containing the soul of an Eldar warrior. 1 random metal. \$10.00
- 46-38 **Eldrad Ulthran** Great sorcerer of the Eldar. Contains 1 metal figure. \$12.00
- 46-45 **Eldar Warp Spiders** They use their jump generators to materialize next to their foes to attack and slip away before the enemy can retaliate. Contains 2 random metal figures. \$10.00
- 46-46 **Eldar Avatar** If the metal body is destroyed, their spirits will await a new form. \$30.00
- 46-49 **Eldar Warp Spider Exarch** Contains 1 metal figure. \$10.00
- 46-50 **Howling Banshees** Harbingers of woe and death whose cries herald ill fate and can tempt a soul from its spirit stone. Contains 2 random metal figures. \$10.00
- 46-51 **Howling Banshee Exarch** Contains 1 metal figure. \$10.00
- 46-53 **Striking Scorpions** These elite stealthy specialists excel in dense terrain, wear heavy armor, and carry chainswords. Contains 2 random metal figures. \$10.00
- 46-54 **Eldar Heavy Weapon Platform** 2 random plastic figures and accessory. \$20.00
- 46-55 **Dark Reapers** The most sinister and lethal of all the Aspect Warriors, they fire heavy weapons that shoot hails of armor-piercing rockets. Contains 2 random metal figures. \$10.00
- 46-07 **Vyper Jetbike** (shown above) Although not heavily armored, the speed of these vehicles offer protection in battle. 1 plastic vehicle. \$30.00

46-15 **Eldar Dire Avengers** Armed with the shuriken catapult, they are the most tactically flexible Aspect warriors. Contains 8 plastic figures, including exarch. \$30.00



- 46-56 **Striking Scorpion Exarch** Contains 1 metal figure. \$10.00
- 46-57 **Fire Dragons** Using fusion guns and meita bombs, these Aspect Warriors are experts at close-range fighting. Contains 2 random metal figure. \$10.00
- 46-58 **Swooping Hawk Aspect Warriors** These winged warriors pick off their enemy with a hail of energy bolts. Contains 2 random metal figures. \$10.00
- 46-60 **Dark Reaper Exarch** Contains 1 metal figure. \$10.00
- 46-61 **Fire Dragon Exarch** Contains 1 metal figure. \$10.00
- 46-62 **Swooping Hawk Exarch** Contains 1 metal figure. \$10.00
- 46-06 **Eldar Jetbike** These anti-gravitic vehicles are ideal for hit-and-run attacks. Contains 1 plastic vehicle. \$15.00
- 46-19 **Eldar Wraithlord** Towering over its foes, it is controlled by the essence of one of the craftworld's mightiest warriors. Contains 1 metal figure. \$35.00
- 46-08 **Eldar Falcon Grav Tank** Heavily armed transport. Contains 1 plastic vehicle. \$40.00
- 46-09 **Eldar Guardians Squad** Guardian Defender squads are armed with the versatile shuriken catapult. 16 plastic figures. \$30.00
- 46-11 **Fire Prism Grav Tank** The powerful prism of this anti-tank vehicle can blast apart armoured vehicles and swathes of infantry. Contains 1 plastic vehicle. \$45.00
- 46-12 **Eldar Shrieker Jetbike** \$16.00
- 46-13 **Eldar Shining Spear Squad** Specialized Aspect warriors who ride Jetbikes. Contains 3 metal and plastic figures on bikes. \$45.00
- 46-16 **Seer Council** These rulers of Ulthwe see thousands of years into the future. Contains 5 metal figures, including 1 Eldrad Ulthran and 4 Warlock Bodyguards. \$45.00
- 46-17 **Eldar Storm Guardians** These squads were formed from some of the close combat Aspect Shrines. Contains 8 plastic figures. \$30.00
- 46-18 **Eldar Warwalker** Long-legged machines used for scouting. Contains 1 metal figure and Walker. \$35.00
- 46-20 **Eldar Support Weapons Platform** These exotic weapons are used to support the armies' advances and defense. Contains 2 metal figures and accessory. \$30.00
- 99-41 **Eldar Falcon and Guardians** Contains 8 plastic figures and 1 vehicle. \$50.00

Imperial Assassins

The Officio Assassinorum is a highly secretive organization which trains terrifying bio-modified killers for assassination missions sanctioned by the High Lords of terra. The diverse Temples of the Officio specialize in the different arts of murder from the bitter kiss of poison to berserk slaughter. The Inquisition has close ties with the Officio Assassinorum and their operatives often have cause to work together.

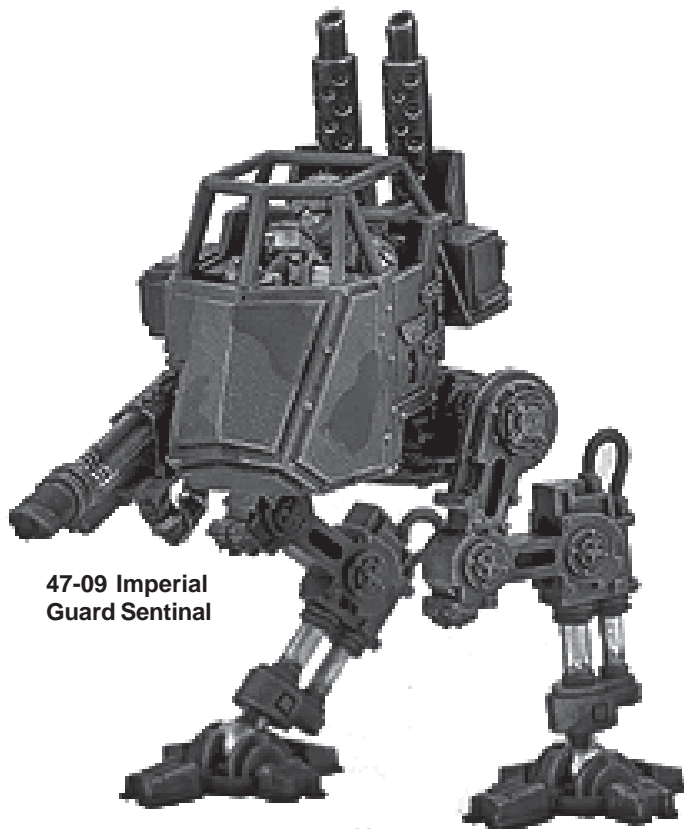
- 54-35 **Vindicare Assassin** (at right) Contains 1 random metal figure. \$10.00
- 54-36 **Callidus Assassin** (at right) Contains 1 random metal figure. \$10.00
- 54-37 **Eversor Assassin** (at right) Contains 1 random metal figure. \$10.00
- 54-38 **Culexus Assassin** Contains 1 random metal figure. \$10.00
- 54-39 **Death Cult Assassin** Contains 1 random metal figure. \$10.00

Imperial Guard

The Imperium of Man is beset in all quarters by perfidious traitors from within, savage aliens from without, and Warp-spawned fiends from beyond. Across countless warzones, the soldiers of the Imperial Guard form the staunch backbone of the desperate war to hold back the relentless tides of the Imperium's enemies.

- 47-20 **Cadian Battleforce** Contains 26 plastic figures, 1 plastic vehicle, and battlefield terrain. \$90.00
- 42-35 **Catachans with Assault Weapons** Contains 2 metal figures. \$10.00
- 42-36 **Catachan Officer** Contains 2 random metal figures. \$10.00
- 42-37 **Catachan Captain** Contains 1 metal figure. \$10.00
- 47-09 **Imperial Guard Sentinel (MK 2)** (above) Ideal scouting vehicles. 1 plastic vehicle. \$25.00
- 42-42 **Catachan Heavy Flamers** Contains 2 metal figures. \$10.00
- 42-43 **Catachan Snipers** Contains 3 metal figures. \$12.00
- 42-45 **Catachan Demolition Charges** Contains 2 metal figures. \$10.00
- 47-35 **Colonel Schaeffer** In charge of a legion of immortal rogues known as "Last Chancers", he leads his troops into the most dangerous warzones to perform suicidal missions. Contains 1 metal figure. \$12.00
- 47-36 **Commissar Gaunt** Respected by his regiment, he leads them to victory time and time again. Contains 1 metal figure. \$12.00
- 47-37 **Commissars** Ruthless and fearless, they sometimes act as an advisor to the senior officer of an army. Contains 1 random metal figure. \$10.00
- 47-39 **Rough Riders** These mounted troops carry a variety of weapons, including the explosive-tipped hunting lance. Contains 1 random metal mounted figure and horse. \$10.00
- 47-38 **Rough Rider Command** Contains 1 random metal mounted figure (Veteran Sergeant) and horse. \$10.00
- 47-42 **Ratlings** Though unsuited for many battlefield roles, they make excellent snipers. Contains 5 random metal figures. \$15.00
- 47-43 **Ogryns with Ripper Guns** What these soldiers lack in brainpower they make up for in strength and durability. Contains 1 random metal figure. \$15.00
- 47-44 **Cadian Officers** Contains 2 random metal figures. \$10.00
- 47-45 **Cadian Special Weapons** The Cadian Shock Troopers are the most loyal, resourceful, and courageous regiments of the Imperial Guard. Contains 2 metal figures. \$10.00
- 47-46 **Cadian Kasrkin with Special Weapons** The elite of the Cadian military. Contains 2 metal figures. \$10.00
- 47-48 **Ursarkar Creed & Jerran Kell** Officers of a Cadian units with opposite personalities: Creed is silent and calculating; Kell is the voice, roaring and bombastic. 2 metal figures. \$25.00
- 47-56 **Commissar Yarrick** This hero of the Imperial Guard saved the world of Armageddon from a dreaded Ork Warlord twice. Contains 1 metal figure. \$12.00
- 47-57 **Steel Legion Lieutenant** The Steel Legion are a mechanized infantry of the Imperial Guard. Contains 1 random metal figure. \$10.00
- 47-58 **Steel Legion Assault Weapons** Contains 2 metal figures. \$10.00
- 47-59 **Steel Legion Troopers** \$12.00
- 47-60 **Steel Legion Heavy Bolter** Contains 2 metal figures prone on 1 base. \$10.00
- 47-61 **Steel Legion Lascannon** Contains 2 metal figures on 1 base. \$10.00
- 47-62 **Steel Legion Missile Launcher** Contains 2 metal figures. \$10.00
- 47-63 **Imperial Guard Psykers** Somber and solitary individuals who use psychic powers to advise the senior officers of their regiments. Contains 3 metal figures. \$12.00
- 47-64 **Tech-Priest Engineer** Mystics who repair battle-damaged vehicles. Contains 1 random metal figure. \$10.00
- 47-65 **Cadian Medic and Standard** Contains 2 metal figures. \$10.00
- 47-66 **Cadian Snipers** Contains 2 metal figures. \$10.00
- 47-67 **Cadian Kasrkin Sergeant** Contains 1 metal figure. \$10.00





47-09 Imperial Guard Sentinel

- 47-68 **Steel Legion Sergeant** Contains 1 random metal figure. \$ 10.00
- 42-06 **Catachan Jungle Fighters** Daily survival on Catachan requires skill and courage. The men from this planet are therefore tough and resourceful, especially in jungle terrain. Contains 20 plastic figures. \$ 30.00
- 42-08 **Catachan Heavy Weapons Team** Contains 6 metal figures on 3 bases. \$ 30.00
- 42-09 **Catachan Heavy Weapons Team (1)** Contains 2 metal figures on 1 base. \$ 12.00
- 42-10 **Catachan Battleforce** Contains 31 plastic and metal figures plus 2 Sentinels and 1 set of jungle trees. \$90.00
- 47-06 **Imperial Guard Leman Russ MK 2** This most commonly found tank in the Imperial Guard regiments has easily stood the test of time. Contains 1 plastic vehicle. \$ 40.00
- 47-07 **Imperial Guard Chimera (MK 2)** These transport vehicles are both durable and practical. Contains 1 plastic vehicle. \$ 35.00
- 47-08 **Imperial Guard Basilisk (MK 2)** The turret of this fearsome piece of artillery can elevate to angles that allow it to fire at targets beyond its field of vision. Contains 1 plastic vehicle. \$ 40.00
- 47-11 **Imperial Guard Demolisher (MK 2)** These heavily armored vehicles are as effective in difficult terrain as in open country. Contains 1 plastic vehicle. \$ 45.00
- 47-12 **Hellhound Tank** Instead of carrying troops, these flamer tanks carry vast reserves of promethium, resulting in gleeful pyromania amongst those who crew them. 1 plastic vehicle. \$ 45.00
- 47-15 **Imperial Guard Steel Legion** Contains 10 metal figures. \$ 35.00
- 47-17 **Cadian Shock Troops Boxed Set** Contains 20 plastic figures. \$ 30.00
- 47-18 **Cadian Heavy Weapon Team** Contains 2 plastic figures on 1 base. \$ 12.00
- 47-19 **Cadian Heavy Weapons Teams** Contains 6 plastic figures on 3 bases. \$ 30.00
- 47-21 **Cadian Command Group** Contains 6 metal figures. \$ 35.00
- 47-22 **Cadian Sentinel Variant** This Sentinel is armed with an autocannon. Contains 1 plastic vehicle. \$ 30.00
- 47-23 **Cadian Kasrkin Boxed Set** Contains 10 metal figures. \$ 40.00
- 99-08 **Armageddon Sentinel** \$ 30.00
- 99-22 **Gaunt's Ghosts** \$ 30.00
- 99-39 **Imperial Guard and Chimera** 10 plastic figures and 1 plastic vehicle. \$ 50.00

Necrons

"That man is beset at all quarters by traitors, mutants, and fiends is self-evident. But in truth, none of these evils shall be our undoing. When the end comes, it will be not at the hand of any mortal being of this or any other realm; death will come at the hands of the ancients, those who determined our fate aeons before we stood erect upon the holy ground of Terra and gazed up into the starry night."
 --Inquisitor Hoth, Second Book of Admonitions

- 49-37 **Necron Lord** Wielding ancient, arcane staffs, they act as leaders and energy loci for the Necron warriors. 1 metal figure. \$ 10.00
- 49-39 **Necron Immortal** These metal giants were among the first to give up their cursed, fleshy bodies to become the soulless Necrons. Contains 1 random metal figure. \$ 10.00
- 49-42 **Necron Tomb Spider** These artificial constructs maintain the ancient Necron tomb complexes. Contains 1 metal figure. \$ 20.00
- 49-43 **Necron Tomb Spider with Particle Projector** Contains 1 metal figure. \$ 20.00
- 49-44 **Necron Pariah** Resembling artificial beings of soulless perfection, they radiate a sense of palpable menace and horror to those around them. Contains 1 random metal figure. \$ 10.00
- 49-45 **Necron Wraith** (shown above at right) With skull faces and elongated, fluid spinal cords these grotesque, floating killers move like ghosts in and out of phase. 1 random metal figure. \$ 15.00
- 49-46 **Necron Flayed Ones** The blades of these ghoulish terrors strip the skin from their prey in seconds. 2 random metal figures. \$ 10.00
- 49-06 **Necron Warrior Squad** These metallic, skeletal beings strip their targets atom by atom with gauss flayers. Contains 12 plastic figures plus 3 Scarab Swarm bases. \$ 30.00
- 49-07 **Necron Battleforce** Contains 23 metal and plastic figures (including 20 Necron Warriors and 3 Destroyers) and 5 Scarab Swarms. \$ 80.00
- 49-08 **Necron Destroyer** These Necron warriors are fused to skimming flyers. Contains 1 plastic figure. \$ 20.00
- 49-09 **Necron Monolith** (above) This vehicle combines the properties of transport craft and armored destroyer. 1 plastic vehicle. \$ 55.00
- 49-10 **Necron Heavy Destroyer** These Destroyers mount the heavy gauss cannon. Contains 1 plastic figure. \$ 25.00

- 49-11 **Necron Destroyer Lord** Contains 1 metal figure. \$ 25.00
- 49-12 **Nightbringer** This sadistic god is death incarnate. Contains 1 metal figure. \$ 35.00
- 49-13 **C'Tan Deceiver** (above) Its web of half-truths and outrageous falsehoods have led planets to their doom and great leaders into slavery. Contains 1 metal figure. \$ 35.00

Orks

The Orks plague the galaxy from end to end with their ceaseless warring and strife. They are a race rooted so deeply in war that peace is utterly incomprehensible to them. They cannot be bargained with or bought save with weapons which they will inevitably turn against those who tried to bribe them.

- 50-11 **Ork Battleforce** Contains 14 plastic foot figures, 5 Warbikes, 1 Wartruk, and 1 Warbuggy (plus crewmen for the vehicles). \$100.00
- 50-35 **Ork Warboss** Prolonged periods of conflict lead to an increase in size and strength of Orkoid individuals. Their commanders are the largest and strongest: the Warbosses. Contains 1 random metal figure. \$ 10.00



50-43 Ork Tank Bustas

- 50-43 **Ork Tank Bustas** These Orks have survived tank attacks and have learned how to beat them. Contains 2 metal figures. \$ 10.00
- 50-06 **Ork Buggy** 1 plastic vehicle and 1 crewman. \$ 25.00
- 50-36 **Ork Burna Boyz** Burnas are powerful torches that burn away enemy armor. Contains 2 metal figures. \$ 10.00
- 50-37 **Ork Killer Kans** Smaller than Dreadnoughts and lightly armored, their powerful claws make them dangerous in close quarters. Contains 1 random metal figure. \$ 20.00
- 50-38 **Orks in Mega-Armor** Mega Armor is a massively thick and heavy suit over a powered exoskeleton. Contains 1 random metal figure. \$ 10.00
- 50-40 **Ork Nob** Second in command to Warbosses, they often lead individual mobs of Ork Boyz or act as Warbosses' bodyguards. Contains 1 random metal figure. \$ 10.00
- 50-41 **Ork Boyz with 'Eavy Weapons** Normally formed in huge mobs, they are the heart and soul of an Ork warband. 2 metal figures. \$ 10.00
- 50-42 **Ork Stormboyz Nob** Kamikaze-esque Orks who strap on rocket packs and blast themselves towards the enemy. 1 metal figure. \$ 10.00
- 50-44 **Gretchin** These Orks are at the bottom of the food chain, and are often enslaved against their will and forced to serve their brutal Ork masters. Contains 4 random metal figures. \$ 8.00
- 50-45 **Ork Slaver** Whipmaster of the Gretchin. Contains 1 metal figure. \$ 10.00
- 50-46 **Ork Mekboy** Although smaller and weaker than the average Ork, Mekboyz are mechanically inclined and usually found in the entourage of the Warboss. 1 random metal figure. \$ 10.00
- 50-47 **Ork Lobba** Big gunz are batteries of crude Ork artillery manned by Gretchin. Contains 1 plastic weapon and 2 crewmen. \$ 10.00
- 50-48 **Ork Zzap Gun** Contains 1 plastic weapon and 2 crewmen. \$ 10.00
- 50-49 **Ork Kannon** 1 plastic weapon and 2 crewmen. \$ 10.00
- 50-50 **Mad Dok Grotsnik** Obsessed with his own method of "serjery", he has an array of weaponry built into his body and is completely insane. 1 metal figure. \$ 12.00
- 50-07 **Ork Warbike** These vehicles possess an immensely powerful armament and unleash hail of shots in all directions. Contains 1 plastic vehicle and rider. \$ 15.00
- 50-08 **Ork Wartrak** Contains 1 plastic vehicle and 2 crewmen. \$ 25.00
- 50-09 **Ork Wartruk** Trukkers have invested much time and energy in getting a Wartruk as their own personal transport, making them the envy of the Boyz on foot. Contains 1 plastic vehicle and 2 crewmen. \$ 25.00



49-45 Necron Wraith

- 50-10 **40K Ork Boyz** Contains 16 plastic figures. \$ 30.00
- 50-12 **Ork Scorcher** Contains 1 metal and plastic vehicle plus 2 crewmen. \$ 30.00
- 50-13 **Ork Stormboyz** Contains 8 plastic figures. \$ 35.00
- 50-14 **Ork Dreadnought** Created by Mekks and Dokks, the Dreadnought's control system is wired directly to the pilot. 1 metal figure. \$ 45.00
- 50-15 **Ork Nobz** 5 metal figures. \$ 45.00
- 50-16 **Ork Stikk Bommas** These Orks know to throw the bomb and not the pin. Contains 12 plastic figures. \$ 35.00
- 50-18 **Warlord Ghazghkull Thraka** Contains 1 metal figure. \$ 35.00
- 99-40 **Speed Freaks** These crazed drivers have completely succumbed to the Ork predilection for going far too fast. 8 plastic foot figures and 1 plastic Wartruk with 2 crewmen. \$ 40.00

Space Wolves

"The Space Wolves are the most barbaric of all the Space Marine Chapters. Despite this ferocity, they are valorous, noble and amongst the bravest of all Maries.

- 53-07 **Space Wolf Battleforce** 10 Grey Hunters, 10 Blood Claws, 3 Space Marine Bikes and a Space Marine Rhino. Plastic models. \$ 90.00
- 53-06 **Space Wolf Grey Hunters** Grey Hunter packs form the greater mass of Space Wolves warriors. 10 plastic figures. \$ 30.00
- 53-08 **Space Wolf Blood Claws** Young Space Wolves fight in ferocious Blood Claw packs. 10 plastic figures. \$ 30.00
- 53-09 **Venerable Dreadnought** Incredibly old, but at times of great crisis they will be called on to help the Chapter with the wisdom that they have acquired over the millennia. Metal figure. \$ 45.00
- 53-10 **Space Wolf Long Fangs** The Long Fangs form a cadre of veterans. 5 plastic and metal figures. \$ 40.00
- 53-36 **Wolf Guard Terminator** The bravest warriors of each Great Company. Metal. \$ 10.00
- 53-38 **Wolf Guard Terminator Sergeant** Metal figure. \$ 10.00
- 53-41 **Ragnar Blackmane** This wolf lord is always the first to drop to the planetary surface and the last to leave the battlefield. Metal. \$ 12.00
- 53-42 **Ulrik the Slayer** Wolf Priest. Metal figure. \$ 12.00
- 53-43 **Iron Priest** Master of the mechanical arts. Metal figure. \$ 10.00
- 53-45 **Space Wolf Scout** Metal. \$ 8.00
- 53-46 **Logan Grimnar** The most belligerent and headstrong of all the Chapter Masters. Metal figure. \$ 15.00
- 53-47 **Space Wolf Scout with Assault Weapon** Metal figure. \$ 10.00
- 53-48 **Space Wolf Standard Bearer** Metal figure. \$ 10.00
- 53-50 **Rune Priest** Metal figure. \$ 10.00



Tau

Thanks to superior technology, the Tau army can bring an impressive array of firepower that is second to none. The key to many Tau victories has often been about maximizing long-range firepower and minimizing close combat.

- 56-06 **Tau Fire Warriors** With pulse rifles. Can be mounted in a Devilfish troop carrier. 12 plastic figures. \$30.00
- 56-07 **Tau XV8 Battlesuit** Plastic. \$20.00
- 56-08 **Kroot Carnivore Squad** 16 plastic figures. \$30.00
- 56-09 **Tau Battleforce** Contains twelve (12) Fire Warriors, twelve (12) Kroot Warriors, three (3) Crisis XV8 Battlesuits, ten (10) Gun Drones, and a set of Jungle Trees. \$90.00
- 56-10 **Tau Devilfish APC** The Devilfish Troop Carrier is the heavily armed workhorse of the Tau ground forces. 1 plastic vehicle. \$35.00
- 56-11 **Tau Hammerhead Tank** The main battle tank of the Tau army. Plastic vehicle. \$35.00
- 56-12 **Tau XV88 Broadside Battlesuit** The most heavily armed of all Tau ground units, equipped with the most devastating weapons in the Tau arsenal. 1 plastic figure. \$35.00
- 56-13 **Tau Commander O'Shovah** 1 plastic figure. \$35.00
- 99-38 **Tau Devilfish and Fire Warriors** 9 plastic figures and 1 plastic vehicle. \$50.00
- 56-35 **Tau Ethereal Caste** Ethereals seem to combine the roles of priesthood and royalty within Tau society, and command unquestioning loyalty from all of the other castes. Metal figure. \$10.00
- 56-36 **Tau Pathfinders** Tau Pathfinders are the eyes and ears of the army's commander. 3 plastic figures. \$12.00
- 56-37 **Tau Pathfinder Shas'ui** Metal. \$10.00
- 56-38 **Tau XV15 Stealth Armor** Stealth teams are ambush enemy troops from their advanced positions. 2 metal figures. \$10.00
- 56-41 **Aun'Shi** Hero of the Fire caste. Metal figure. \$12.00
- 56-42 **Krootox** Large herbivore mounting a gun and crewman. Metal mounted figure. \$15.00
- 56-43 **Kroot Shaper** Metal figure. \$10.00
- 56-44 **Kroot Hounds** 2 metal figs. \$10.00
- 56-45 **Tau Pathfinders with Rail Rifles** 2 metal figures. \$10.00

Tyranids

The bio-engineered Tyranids attack like a swarm of insects, their smaller monsters racing across the table while their larger and more powerful hive creatures follow up to take out the toughest defenders.

- 51-35 **Tyranid Zoanthrope** These powerful psykers act as living conduits for the focused power of the hive mind. 1 metal figure. \$10.00
- 51-36 **Tyranid Ravener** Raveners are twisted, snake-like creatures which combine the worst elements of the Tyranid Warriors powerful symbiote weapons with the unholy speed of Gargoyles and hormagaunts. Raveners writhe across the battlefield with frightening speed, often overrunning positions before the defender can fire more than a single volley. While they bear a resemblance to the most common forms of Rippers and the giant Tyranid organisms known as Trygons, the origins of Raveners are unknown. 1 metal figure. \$10.00
- 51-37 **Tyranid Gargoyles** Gargoyles are vicious winged monsters that are often the first part of Tyranid swarms seen in battle. Their prime purpose seems to be seeking out the enemy and sowing terror and confusion amongst them. Thus, fire and the flap of the Gargoyles membranous wings precede the Tyranid hordes, driving the enemy out into the open to be absorbed by the swarm. Gargoyles physically resemble Termagants, being derived from the Gaunt genus. They have wide, leathery wings, raking claws and barbed tails. Though they have six limbs, the lower pair have atrophied to little more than stumps. 2 metal figures. \$10.00
- 51-38 **Tyranid Lictor** Lictors rove ahead of Tyranid ground swarms seeking out pockets of enemy resistance and native lifeforms to be absorbed. Often referred to by imperial troops as Spooks or Mantis Stalkers because of their unnerving behavioral patterns and combat techniques, they are intelligent and possess highly developed sensory organs so they can see, smell, hear, and taste their prey long before it becomes aware of their presence. 1 metal figure. \$35.00

51-39 **Tyranid Red Terror** The Red Terror is a Tyranid creature sighted during the assault on Devlan, an Imperial mining world on the Eastern Fringe. Although no similar creatures have been reported since, it is entirely possible that in other engagements involving this creature or its like there have simply been no survivors. 1 metal figure. \$30.00

51-40 **Tyranid Biovore** In battle, Spore Mines are most often vomited from the maw of a genetically adapted warbeast referred to by the Magos Biologis as the Biovore. The creature nurtures a clutch of Spore Mines inside its own body and launches them by a powerful muscle spasm. The Biologis point out that the Biovore has only appeared relatively recently in actions fought against the hive fleets. It is postulated that this creature represents one of the first Tyranid creations using hybridised DNA harvested in this galaxy. 1 metal figure. \$35.00

51-42 **Tyranid Tyrant Guard** Over time the enemies of the Tyranids have learned to target the Synapse creatures in their swarms, denying them the critical influence of the hive mind in battle. The Tyrant Guard appear to have been bio-engineered specifically to form bodyguards to protect these creatures, and their resistance to injury is amazing. Some among the Mangos Biologis even whisper that the Tyrant Guard contain DNA from Space Marine Chapters lost to the Tyranids, although such blasphemy is hard to countenance. 1 metal figure. \$15.00

51-06 **Tyranid Genestealers** The Imperium first encountered Genestealers on the moon of Ymgarl long before they were alerted to the approach of the hive fleets. Only with time has it been learned that Genestealers are vanguard organisms for the Hive, created to seek out and undermine potential prey-worlds by infiltration. Genestealers are legendary ferocious close combat opponents, with lightning fast reflexes and deadly claws, capable of ripping through adamantium. 12 plastic figures. \$30.00

51-07 **Tyranid Warriors** The Tyranid Warriors are amongst the most important Tyranids on the battlefield. Not only are they large and powerful fighters but they also fulfil a pivotal role in Tyranid swarms. The warriors act as psychic resonators, amplifying the psychic bond of the hive mind and transmitting its power to the smaller, less receptive creatures around them. When the Tyranids begin to swarm, the Tyranid Warriors become the focal points of the hive mind. Like officers marshalling their armies, the Tyranid Warriors lead the lesser creatures into battle, directing their troops to their appointed stations in the greater plan. 3 plastic figures and 1 Ripper Swarm. \$35.00

51-08 **Tyranid Gaunts** The Termagant is agile, fast, cunning, and deadly despite its small size relative to other Tyranids. Most commonly equipped with the basic fleshborer weapon symbiote, it is undoubtedly the most common species of the Gaunt genus and fulfils the role of common foot soldier in Tyranid swarms. Termagants have been known to be expended by the thousand merely to exhaust the defenders ammunition prior to a major assault. The Hormagaunt is single-minded in its engineered purpose of closing with the foe and eviscerating it with its scythe-like claws. They are very fast and seemingly indefatigable, constantly moving in restless swarms that seem to be made of nothing but rippling claws and ridged armour plates. 16 plastic figures and 1 Ripper Swarm. \$30.00

51-09 **Tyranid Hive Tyrant** The Hive Tyrant is a large and massively powerful Tyranid creature, the closest thing to a leader of a battlefield swarm yet seen. Like many Tyranids they seem able to mutate rapidly, and several different physical characteristics have been reported. All Hive Tyrants are highly psychic, and their relationship to the hive mind is closer than even that of the Tyranid Warriors. Little is known for certain about the complex relationships between these creatures, but some of the Imperial Techno-Magi believe that Hive Tyrants are the consort-minds of the Hive Queen that form the repository of the hive fleet's own collective consciousness. If this is true, the Hive Tyrants embody the hive mind completely, but their destruction does not diminish it in any way. 1 metal and plastic figure. \$45.00

51-10 **Tyranid Carnifex** The Carnifex is a living engine of destruction evolved for use in shock assaults, space ship boarding actions and massed battles where it can smash through almost any obstacle, whether it is a defensive line, enemy tanks, or a fortified position. The assault of these creatures is terrifying to behold, a primal force which smashes men and vehicles aside like children's toys. 1 metal figure. \$40.00

51-11 **Tyranid Old One-Eye** Old One Eye was a Tyranid creature of the Carnifex genus recovered from the ice-packs of Calth in the empire of Ultramar. Its release from the ice heralded a series of Tyranid raids on that world and legends persist that the creature had somehow summoned the hive mind back to plague Ultramar once again. The eventual fate of Old One Eye is unknown, but there have been several other reports of lone, injured Carnifexes on other worlds which prove to be just as deadly. 1 metal figure. \$45.00

51-12 **Tyranid Battleforce** The Tyranids Battle Force boxed set contains sixteen (16) Termagants, sixteen (16) Hormagaunts, three (3) Warriors, twelve (12) Genestealers, and three (3) Ripper Swarms. \$100.00

Witch Hunters

The Witch Hunters of the Ordo Hereticus are perhaps the most sinister of all Inquisitors as the threats they must face lurk not in the depths of space or the Warp, but amongst the everyday citizenry of the Imperium; the witch, the mutant, the heretic, and the fallen cleric. Such abominations are an affront to the Emperor and together with their Chamber Militant, the Sisters of Battle, they purge evil from the worlds of Man with the cleansing fire of purity. A Witch Hunters army may also induct Imperial Guard or allied Space Marine units to aid them in battle. Remember that either inducted Imperial Guard or Allied Space Marines can be used in a Witch Hunters army, but not both.

52-35 **Sisters of Battle Canoness** The Orders Militant are led by the most experienced warriors and greatest spiritual leaders. Such a leader inspires intense devotion in her Battle Sisters, leading them from the fore as she sings the great hymns of the Ecclesiarchy. 1 metal figure. \$10.00

52-36 **Sisters of Battle Superior** The vast majority of the Orders Militant is made up of Battle Sisters. Orphans raised by the Schola Progenium, Battle Sisters are well disciplined and highly devoted to the Emperor. Their greatest strength is their unquenchable faith in the God-Emperor of Mankind, in whose name they bring fiery retribution to the mutant, the witch and the heretic. 1 metal figure. \$10.00

52-37 **Sisters of Battle Imagifer** An Imagifer carries the Simulacrum Imperialis, a holy symbol of the Ecclesiarchy. 1 metal figure. \$10.00

52-38 **Sisters of Battle Seraphim Superior** Seraphim are experienced warriors who are exclusively trained in the use of jump packs. They are also highly dextrous, having perfected the technique of firing two pistols at once. This makes them very mobile, hard hitting, and able to fight in close combat if necessary. 1 metal figure. \$10.00

52-39 **Sisters of Battle** The Sisters Of Battle blister pack contains three (3) random Sisters Of Battle models. \$12.00

52-40 **Sisters of Battle Seraphim** \$8.00

52-41 **Battle Sister with Heavy Bolter** The Battle Sister with Heavy Bolter blister pack contains one (1) Battle Sister with Heavy Bolter model. \$10.00

52-42 **Battle Sister with Heavy Flamer** The Battle Sister with Heavy Flamer blister pack contains one (1) Battle Sister with Heavy Flamer model. \$10.00

52-43 **Battle Sister with Multi Melta** The Battle Sister with Multi Melta blister pack contains one (1) Battle Sister with Multi Melta model. \$10.00

52-45 **Witch Hunter Henchmen** The work of the Ordo Hereticus requires many diverse skills and abilities, and to expect on eperson, even one as exceptional as an Inquisitor, to possess them all would be unrealistic. As a result, many Inquisitors gather a skilled coterie of loyal followers to aid them in their work. 3 metal figures. \$10.00

52-46 **Imperial Missionaries** \$10.00

52-47 **Imperial Priest** \$10.00

52-48 **Sisters of Battle with Special Weapons** The Battle Sisters with Assault Weapons blister pack contains two (2) random Battle Sister with Assault Weapon models. \$10.00

52-49 **Witch Hunter Inquisitor** Inquisitor Lords of the Ordo Hereticus are amongst the most devout and righteous servants of the God-Emperor, uncovering the evils of witchcraft, heresy, and mutation wherever they may be found. With centuries of experience in uncovering such affronts to the Em-

peror, the arrival of a powerful Witch Hunter is greeted with a mixture of awe and dread. No one is above suspicion and all, from the highest to the lowest, fear his sinister gaze. 1 metal figure. \$10.00

52-53 **Seraphim with Twin Flamer** The Seraphim with Hand Flamers blister pack contains one (1) Seraphim with Hand Flamers model. \$10.00

52-55 **Sisters Repentia** To the Adepta Sororitas, those who seek absolution as a Sister Repentia occupy a state of grace that many aspire to, yet few ever attain, for to earn redemption is to give oneself entirely to the will of the Emperor. Confession and penance are part of a Sister's everyday existence, and those who fall short of the Sisterhood's rigorous codes may, in the most extreme of cases, find themselves exiled from their order and banished into groups armed with the mighty ceremonial eviscerators and led into battle by the harsh mistresses. 2 metal figures. \$10.00

52-58 **Celestine the Living Saint** Of her life before she was declared a Living Saint, very little is known of Celestine, other than that she was Sister Repentia of the Order of Our Martyred Lady. She was but one warrior amongst the beleaguered faithful fighting a protracted war against the heretics of the Palatine Schism. 1 metal figure. \$15.00

52-06 **Sisters of Battle Squad** The Sisters Of Battle Squad boxed set contains ten (10) Sisters Of Battle models. \$40.00

52-07 **Sisters of Battle Seraphim Squad** The Sisters Of Battle Seraphim Squad boxed set contains five (5) Sisters Of Battle Seraphim Squad models. \$40.00

52-08 **Sisters of Battle Immolator** The Immolator is a design exclusive to the Ministorum, based upon the ubiquitous Rhino chassis. Immolators carry deadly twin heavy flamers, multi-melta, or heavy bolters. As well as its armament, the Immolator can carry a squad into the heart of the enemy army. 1 plastic vehicle. \$40.00

52-10 **Witch Hunter Inquisitor Lord and Retinue** The Witch Hunter And Retinue boxed set contains five (5) Witch Hunter And Retinue models. \$45.00

52-11 **Sisters Repentia and Mistress** The Sisters Repentia And Mistress boxed set contains one (1) Mistress and nine (9) Sister Repentia models. \$45.00

52-12 **Throne of Judgement** Inquisitor Lord Fyodor Karamazov's reputation as a ruthless, unforgiving Witch Hunter was already well known throughout Segmentum Solar when he famously clashed with Ecclesiarch Decius XXIII in 945.M41. The confrontation almost came to outright battle, and concerned the excruciation and eventual immolation of a young preacher from the world of Salem Proctor. This world had broken faith with the Ecclesiarchy, its apostate cardinal turning the world's resources to his own ends and casting out all who defied him. Inquisitor Lord Karamazov led a fleet, together with two entire orders of the Adepta Sororitas, to dispose the apostate cardinal. 1 plastic and metal figure on Throne. \$50.00

52-13 **Witch Hunters Penitent Engine** When a repentant heretic's crimes are so heinous that not even arco-flagellation is punishment enough, he may be interred in one of the ancient and holy shriving machines known as Penitent Engines. Driven by the heretic's frenzied need for forgiveness, the armored machine charges forward into the enemy ranks, knowing that only in death can forgiveness be granted. Such machines are holy relics in themselves and a potent reminder of the fate of heretics. 1 plastic vehicle. \$35.00

52-14 **Arco Flagellants** Arco-flagellation is a judgment that can be carried out on those found guilty of heresy or any of a multitude of crimes against the Emperor. Augmented with extensive physical surgery and mental reconditioning, their bodies are implanted with a fearsome array of lethal weaponry and chemical stim injectors. Once activated, the Arco-flagellant's body is pumped full of deadly combat stims that turn it into an unstoppable, berserk killing machine that feels no pain and has no sense of self-preservation. 6 plastic figures. \$30.00

