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WORKSHOP**

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TROLL

THE MONTHLY MAIL ORDER MAGAZINE

NUMBER

71

JANUARY
ISSUE
2004

Inside This Issue:

Kislev New Releases

The Tau in Space!

Cadian Psykers, Snipers,
and Tech-Priests



CORRESPONDS WITH WHITE DWARF 288

\$2.00

TROLL

#71 JANUARY 2004



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CONVERSION RATING SYSTEM

CONVERSION RATING



1 SKULL - EASY

Minor cutting.

2 SKULLZ - MODERATE

Moderate cutting & minor putty work.

3 SKULLZ - DIFFICULT

Extensive cutting &
moderate putty work.

4 SKULLZ - MASTER

Extensive-cutting & putty work!

CONVERSION CORNER

Ice Troll by John Shaffer

This conversion uses a Stone Troll as its basis. First, clip the Stone Troll weapon hands off at the wrist and bend the arms into place. Take the right Daemon Prince hand and pin it to the right arm. The left hand of the Keeper of Secrets goes on the left Troll arm. Make an ice club out of a cone of dried putty. Use your hobby knife to chisel away at the surface, then glue the club to the hands. Carefully remove the teeth from the Stone Troll head and replace them with the ends of two Tuskgor horns. You will have to putty around the tusks to make lips. Cut the lower jaw off of the Dire Wolf head and glue it atop of the Troll head. Trimming will be necessary. Make the fur cloak by "sewing" three plastic fur cloaks together with fine gauge wire. First, use a pin vise to make the holes. Second, connect the pieces. Third, glue the cloak to the Troll's back. Putty in the gaps, and you're ready to paint.



Ice Troll (1)
MO 0031

\$20 US

Offer Good Through
February 2004

CONVERSION RATING

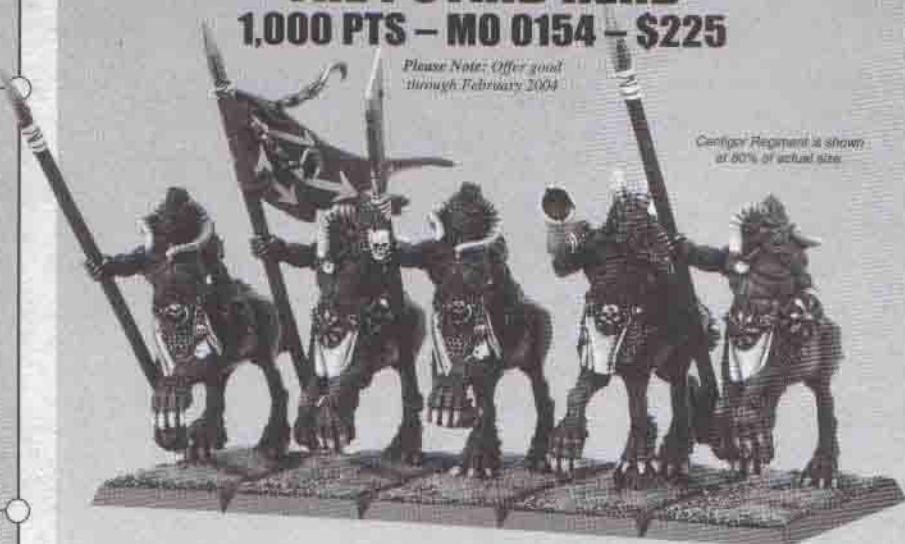


CENTIGOR ARMY

THE PUTRID HERD

1,000 PTS - MO 0154 - \$225

Please Note: Offer good
through February 2004



Centigor Regiment is shown
at 80% of actual size.

THE PUTRID HERD CONTAINS:

HERO

Bray-Shaman (Level 2 Sorcerer)
• Chaos Armor, Dispel Scroll, Braystaff

CORE

2 Beastmen Herds (12 Gors and 8 Ungors in
each)
• Full Command, Shields
Tuskgor Chariot (1)
Warhounds of Chaos (10)

SPECIAL

Centigors (5)
• Full Command, Shields
Centigors (5)
• Full Command, Shields

RARE

Spawn of Chaos (2)
• Mark of Nurgle

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Horned, Grey Knight, Grim, Huzzar Slayer, Keeper of
Secrets, Khorn, Knight Panther, Lohani, Russ,
Lichmaster, Lightning Claw, Lord of Change, Mactoy,
Man O' War, Mekboy, Mighty Engines, Moriah,
Necromantik, Nid, Nurgle, Nurgling, Ogryn, Old World,
Ork, Parboy, Plaguebearer, Plague Fleet, Pylae,
Relling, Revolving, Six of Blood, Slavin, Slaanesh,

Slann, Smiling, Space Hulk, Space Wolves, Spawner,
Squid, Squig, Sweeping Hawk, Striking Scorpion,
Tallarn, Terminator, Thunder Hammer, Troll Slayer,
Tzeentch, Ultramarines, Veshalla, Warhammer Guard,
Warboy, White Dwarf and the White Dwarf logo,
Knights of the White Wolf, Woadstaver, Yond
The Citadel logo and the UK registered design No. 2033256.
Squad die are UK registered design No. 2017494.

TROLL is created by Jeff "Makaw" Caskey, Sean
Forbes, Rob "Tanak" Hawkins, Nicole "Champaw"
Sheehan, Nick Skaggs, and Ross Watson.

"Half the game is 90% mental." - Yogi Berra

BEASTMEN CENTIGORS

Merged together by the mutating powers of the Wastes, Centigors are a disturbing cross between four-legged creatures such as horses or oxen and the bipedal Chaos Beastmen.



CENTIGOR LEFT SIDE 1
020116601
\$5.00 US



CENTIGOR LEFT SIDE 2
020116602
\$5.00 US



CENTIGOR LEFT SIDE 3
020116603
\$5.00 US



CENTIGOR RIGHT SIDE 1
020116604
\$4.00 US



CENTIGOR RIGHT SIDE 2
020116605
\$4.00 US



CENTIGOR RIGHT SIDE 3
020116606
\$4.00 US



CENTIGOR STANDARD ARM
020116608
\$4.00 US



CENTIGOR CHAMPION ARM
020116607
\$2.00 US



CENTIGOR SPEAR ARM 1
020116610
\$2.00 US



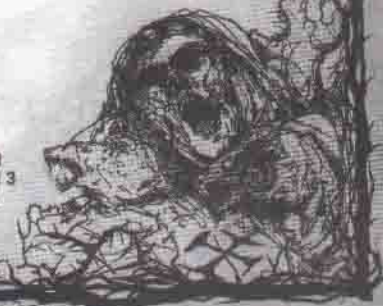
CENTIGOR SPEAR ARM 2
020116611
\$2.00 US



CENTIGOR SPEAR ARM 3
020116612
\$2.00 US



CENTIGOR MUSICIAN ARM
020116609
\$2.00 US



KISLEV NEW RELEASES

Karl Franz & Valten



**MOUNTED
VALTEN HAMMER**
020213102
\$2.00



**MOUNTED VALTEN
TAIL/LEG SPRUE**
020213103
\$3.00



MOUNTED VALTEN BODY
020213101
\$9.00



**EMPEROR
BANNER POLE**
020204402
\$2.00



KARL FRANZ BODY
020213001
\$12.00



**KARL FRANZ
WEAPON SPRUE**
020213002
\$3.00



GRIFFON LEFT WING 1
020300111
\$6.00



GRIFFON RIGHT WING 1
020300112
\$6.00



**GRIFFON LEFT
BODY SIDE 2**
020204403
\$8.00



**GRIFFON
RIGHT CLAW**
021000206
\$2.00



**GRIFFON
LEFT CLAW**
021000207
\$2.00



GRIFFON TAIL
021000208
\$3.00



**GRIFFON RIGHT
BODY SIDE**
021000205
\$6.00

KISLEV NEW RELEASES

Tsar Boris & Winged Lancers



TSAR BORIS BEAR LEFT SIDE
020212405
\$8.00



TSAR BORIS BEAR RIGHT SIDE
020212406
\$8.00



TSAR BORIS BEAR HEAD
020212404
\$3.00



TSAR BORIS BODY
020212403
\$10.00



KISLEV WINGED LANCER LEGS
020200701
\$2.50



TSAR BORIS WEAPON/HAT SPRUE
020212402
\$3.00



TSAR BORIS BACK BANNER SPRUE
020212403
\$3.00



KISLEV WINGED LANCER WING
020200702
\$2.50



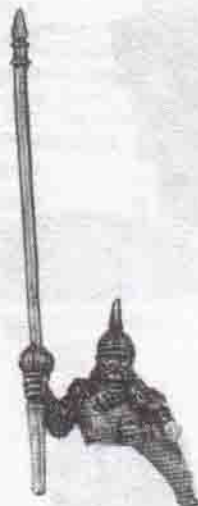
KISLEV WINGED LANCER STANDARD BODY
020200805
\$3.75



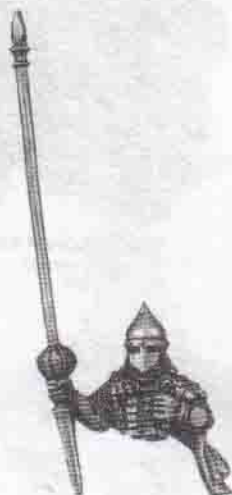
KISLEV WINGED LANCER CHAMPION BODY
020200806
\$3.75



KISLEV WINGED LANCER DRUMMER BODY
020200807
\$3.75



KISLEV WINGED LANCER BODY 1
020200703
\$3.75



KISLEV WINGED LANCER BODY 2
020200704
\$3.75

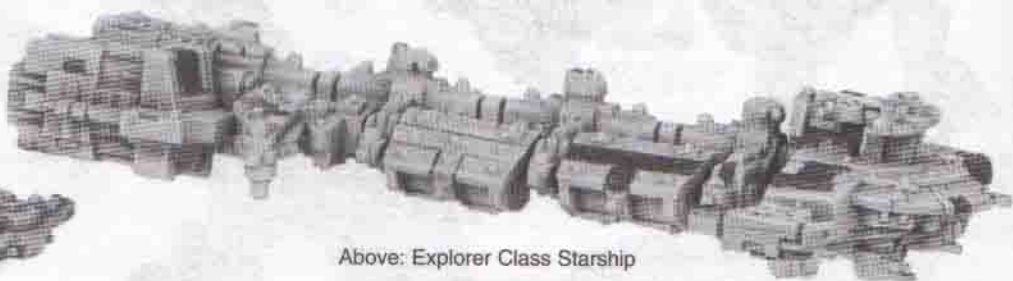
TAU FLEET EXPANSION

The Tau are sweeping across the galaxy in a bid to expand their civilization!

Below: Orca Class Escort



Above: Explorer Class Starship



KASS'L (ORCA) CLASS ESCORT

The Orca was designed to provide the Tau fleet with an Escort. Possessing a small gravitic drive too weak to cross interstellar distances, the Orca is transported within a Capital Ship's gravitic sheath. Once unleashed, however, Orcas are powerful gunships able to contend with any Imperial or Ork class.



TAU ORCA CLASS ESCORT
081300501
\$3.00



TAU EXPLORER BOW
081300102
\$10.00

GAL'LEATH (EXPLORER) CLASS STARSHIP



TAU EXPLORER STERN
081300104
\$5.00

A vital breakthrough in Tau science, the Explorer class made the expansion of the Tau empire possible. For nearly a hundred tau'cyr, the Explorer was the only class of ship continually in production. Conflict with the Orks began the class's death knell. The Explorer was not a specialist warship, and its weaponry was incapable of keeping Ork Terror Ships and Kill Kroozers at a distance. As a consequence, work on other elements of the Tau fleet (such as the Merchant class) was accelerated.



TAU EXPLORER HULL
081300103
\$11.00



TAU EXPLORER BRIDGE
081300101
\$2.00



TAU EXPLORER SIDE 1
081300105
\$1.00

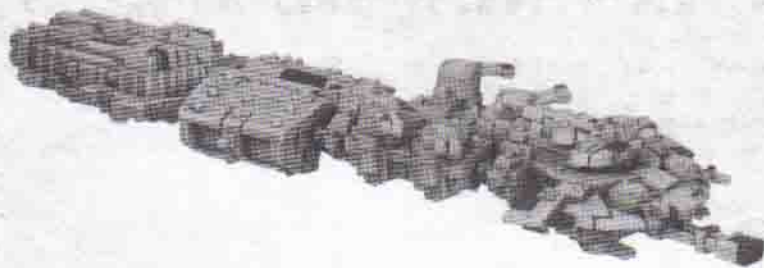


TAU EXPLORER SIDE 2
081300106
\$2.00



TAU EXPLORER TURRETS
081300107
\$1.00

LAR'SHI (HERO) CLASS STARSHIP



TAU HERO PROW
081300302
\$8.00

The pinnacle of Tau technology, Hero class ships are the product of space warfare experience during the Damocles Gulf Crusade. The Tau were determined that they should have a ship that could match the Imperial Lunar class. While unable to meet that goal fully, the Hero class is a credible ship of the line.



TAU HERO TURRETS
081300306
\$1.00



TAU HERO BRIDGE
081300301
\$2.00



TAU HERO SIDE
081300304
\$1.50



TAU HERO HULL
081300303
\$11.00

KIR'QATH (DEFENDER) CLASS ESCORT



Just as the Hero is the Tau response to the Imperial Lunar class, the Defender is an answer to the Imperial Sword class. The Defender is the only true Escort in the Tau fleet and is used in squadrons to provide close support for the larger vessels.

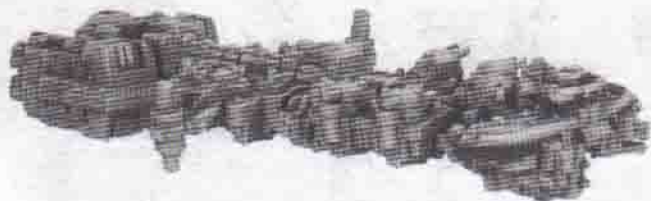


TAU DEFENDER CLASS ESCORT
081300601
\$4.00



The Merchant Class Starship requires the Tau Explorer Side 2, Tau Explorer Turrets, and Tau Hero Side shown on these pages.

IL'FANNOR (MERCHANT) CLASS STARSHIP



The Merchant class was originally developed to be the new workhorse of the Tau empire. Conflict with the Orks caused significant revision of the design, incorporating field modifications that allowed virtually all of the cargo space to be converted for weapons systems if needed. The continued requirements of the fleet ensured that the Merchant class remained predominantly a warship until the Hero class was in full production.



TAU MERCHANT PROW
081300202
\$7.00



TAU MERCHANT BRIDGE
081300201
\$2.00



TAU MERCHANT HULL
081300203
\$11.00

IMPERIAL GUARD

CADIAN & CATACHAN NEW RELEASES

Reinforcements for the Imperial Guard arrive this month: Tech-Priest Engineers, Cadian Snipers, and Sanctioned Psykers. Engineers repair armored vehicles, Snipers disrupt enemy formations, and Sanctioned Psykers use a variety of powers to smite the Emperor's foes. All are valuable additions to any Imperial Guard force.



SANCTIONED PSYKER 1
010517301
\$4.50



SANCTIONED PSYKER 2
010517302
\$4.50



SANCTIONED PSYKER 3
010517303
\$4.50



CADIAN SNIPER 1
010517601
\$5.00



CADIAN SNIPER 2
010517602
\$5.00



ENGINEER BODY 1
010517501
\$5.00



ENGINEER BODY 2
010517502
\$5.00



ENGINEER POWER AXE 1
010517503
\$2.00



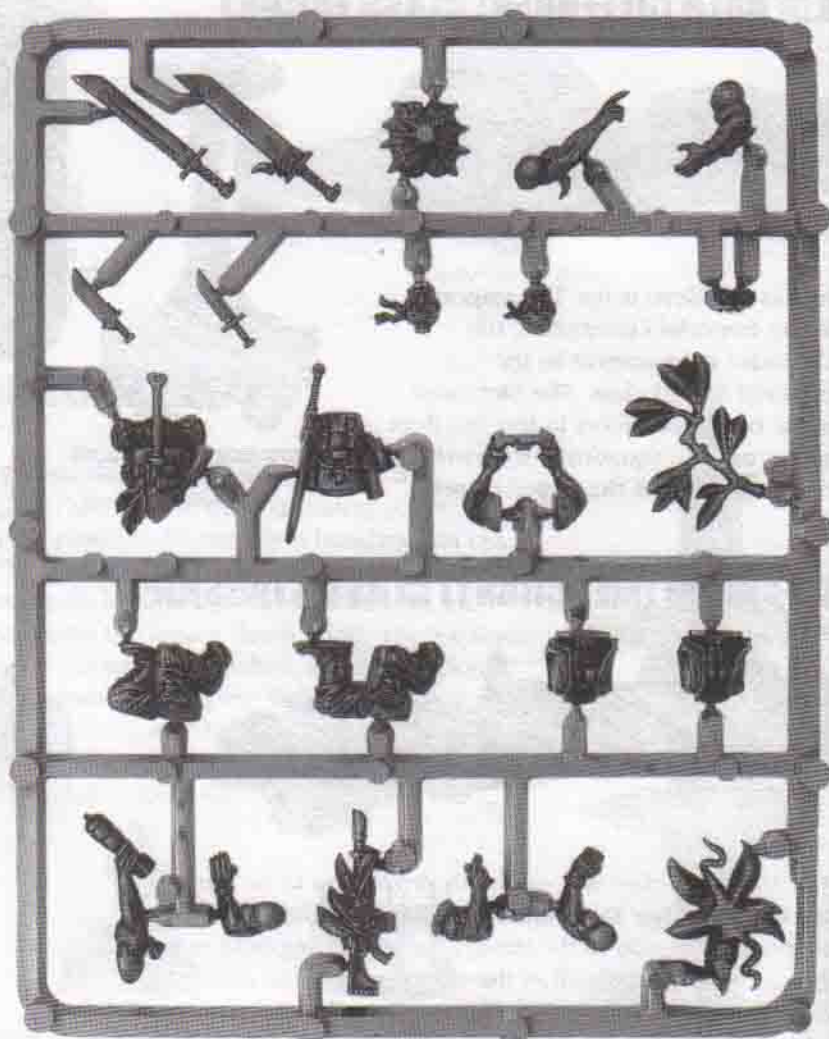
ENGINEER POWER AXE 2
010517504
\$2.00



ENGINEER BACKPACK ARM
010517505
\$1.00



ENGINEER BACKPACK
010517506
\$1.50



CATACHAN HEAVY WEAPON CREW SPRUE
99380105005
\$6.00