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M O N T H L Y



JUNE 2004

Z'Gahn's Monologue

Okay, okay, the previous issue was not released exactly on time. I was wrong. Sue me.

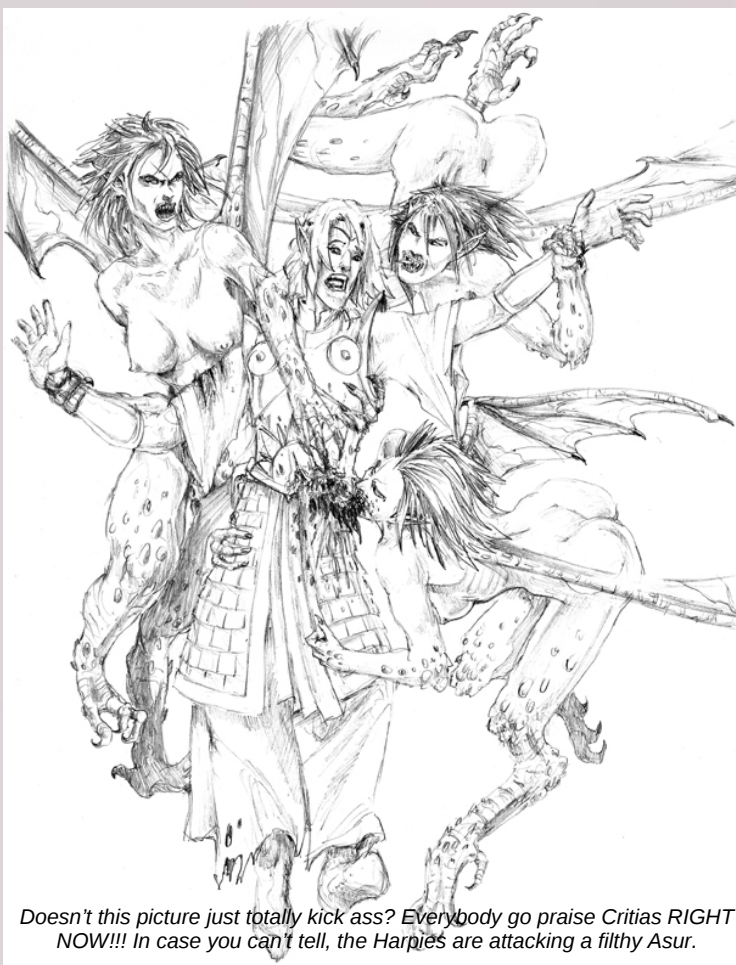
We encountered some technical problems. Apologies for that, and curses for modern technology, but I can now officially announce the first ever on-time Monthly.

(Holds for applause)

As much as you have been longing for this issue, I know you are longing for the imminent Storm of Chaos more. It is still some time away, however, so we have compiled an issue with loads of stuff you can do in the meantime. You will find some great conversions in the many hobby articles as well as an update on the role of the Druchii in this campaign [Actually, this is going to be released as a separate newsletter—Sneaky].

Due to the larger amount of hobby articles, we regrettably had to cut down on the other articles. Nevertheless, we will surely make that up in our Pleasure Themed issue. Therefore, after you have read this issue, it is time to eagerly anticipate the next issue while you are trying the hobby projects you have just seen.

Remember my army I was talking about in last issue's prologue? I promised to tell you about my general's history and since there have not happened much in and around the site that is exactly what I am going to do. Well, as you know, he was born as Zarath Garkarth into the noble house of the Garkarths. This house is not known throughout Naggorond, but is fairly powerful within its own region. The house's stronghold is located near a foothill of the Blackspine Mountains, between the Witch Gate and the Wrath Gate. In his early years, he already showed his interest in collecting weapons and other war gear, challenging other noble children for theirs. At around his 90th, Zarath was made a Cold One knight, and becoming acquainted with the large lizards, he also developed an interest in all kinds of monsters. After all, they were some kind of war gear.



Doesn't this picture just totally kick ass? Everybody go praise Critias RIGHT NOW!!! In case you can't tell, the Harpies are attacking a filthy Asur.

He climbed somewhat fast within the ranks of the Cold One knights, but he never seemed to be interested in gaining higher and higher positions within the military, alternatively, at least not as much as others did. Then, the general of the small army he was serving in died under suspicious circumstances, and Z'Gahn, as he began calling himself, was appointed a new position as general.

At one occasion, one of the neighbouring houses was ordered by the Witch King to send an army in his service to Albion, and their little realm was left badly defended. Z'Gahn was ordered to attack and

conquer a small village in this realm, and did so effectively with his Uriladh tactic. His family was proud of him – or some Druchii equivalent of proud – and he was given control of this new village. Soon thereafter, he disbanded the rusted army he had 'inherited' from his far cousin, and started drawing his own from his village so that he could train his army from the beginning in his own tactics. And so came his first two regiments into being; the first being The Drannack Senth Urithan regiment, also known as The Glaive Warriors, and the second being The Uraithen Senth Urithan regiment, The Death Rain.

The actual first two units of my army really were these two regiments. the next part of Z'Gahn's story is about how he added more and more soldiers to his army, all based on the 'truth'. I hope to have a digital camera for the next issue, so I can begin showing you my army.

Until next month,
Z'Gahn



Check out this esoteric illustration from Kiwi!

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Note: The Hydra Painting article has been bumped back another issue. We all apologise for the inconvenience—it wasn't quite ready.



Warriors of Naggaroth: Fluff



Langmann—The Cult of Pleasure

Langmann brings us an inside look into the life of the Warriors of Naggaroth.

The Warrior's Duty

My Fourth Son,

Blessed be the names of Bloody-Handed Khaine and Malekith the True King. May their reign last for eternity.

Your father writes to you in a time of great honour for our family. Your first brother, Madeus, has obtained his commission in the Order of the Dragon's Blood of Hag Graef. You may remember from my last letter that I wrote of his impending duel, as there were many worthy candidates for the position.



An attractive concept sketch from Monarch laurnaurion

With my own ancient eyes, I saw your noble brother deliver the crippling blow to his opponent, the knight Calthain. Not for many long centuries have I seen the ghlaith used to deliver such a perfect spine-blow. Clearly, your brother has the spirit of the ancient warriors of Nagarythe in him. Remember, it is rare now that promotion is granted by ritualistic duel.

These days, the honour of promotion is usually awarded for prowess displayed upon the battlefield – and of course, upon the death of a superior. In this case, your brother had distinguished himself during our last assault on Arnhelm and had personally taken the head of the Asur commander of the citadel to add to his many sanctioned honours upon his flesh hooks.

Arnhelm fell to our blades and we trampled the city beneath our feet. It was only due to the slave rebellion disrupting our supply lines that the last defenders of the city survived, like mice hidden in their holes. Likely are they now rebuilding their hovels, but it is no matter, for the city of Arnhelm provides much entertainment, as well as wealth and slaves for the lesser nobles and low-born.

You already know that your brother and his company have seen with their own eyes Calthain hasten the death of Lord Tualar of Hag Graef, in a false attempt to gain position. This behaviour is considered treason of the highest degree and King Malekith rightly frowns upon such manoeuvring because of its detrimental effects upon an army's morale.

Still, Calthain had well distinguished himself in the past, and as such, his punishment was not to be hung from the city walls, beheaded, or sold into slavery, but instead to be given Glim-Hope: to fight a better elf in ritual battle. Nevertheless, you know all this. Your ancient father cannot help but continue to write of your brother's honour, in the hope that you will learn from his ways.

You are still a child, but a blessed one I have heard. Be proud in battle. Your brother wished me to mention memories from his mandatory youth-service in the City Legion of your mother's birth-home of Karond Kar. Be always mindful of the hooks upon your drannach, for they will often catch upon the bones of your enemy and perhaps enable his comrade to strike at you while you are at a disadvantage.



The hooks of the drannach are for tearing knights from their steeds and not for disembowelling your opponent. The sharp edge is best for disembowelling and the point should normally be used in a slashing motion, not to thrust like the inferior spears of the Asur. Bear to the uraithen as well: it is most useful for the culling of fast riders and other annoyances. Moreover, always remember to wear your keikalla when riding the desolate wilderness of Naggaroth, to ward away daemons and to attract the favour of Khaine in battle.

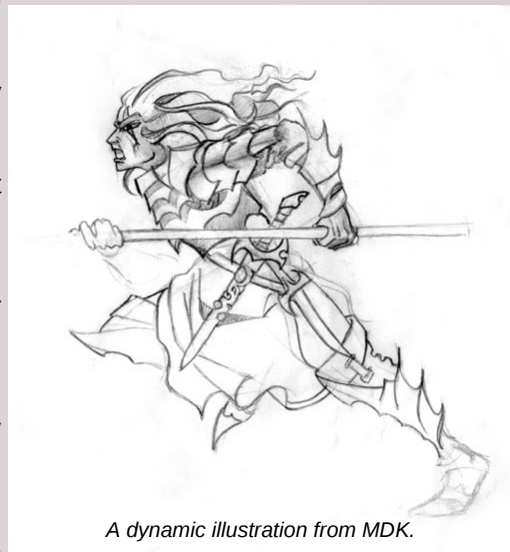
How are your weapons and armour? Does the Spear-Master provide decent arms? Let me know if he does not, though I would wonder at it, for Bytuis and I served together in the assault upon the Griffon Gate and I remember him to be a noble warrior.

He does well, I hear, in the construction of ships and he provides additional service to our nation in that manner, even though he is a poor and minor lordling in the City Legion and has never risen high in Malekith's eyes. Perhaps this is well for him, as I can often feel the weight of Malekith's command upon my shoulders.

Remember that Bytuis, and all other nobles and common-born that you serve with, are your blood-comrades, regardless of their status. Not all Druchii bear arms at the highest levels and many serve the kingdom in mandatory spear-legion service while also performing their duties as horse-breeders, armourers, and shipwrights. Those occupations are each as worthy a service as the life of a knight and our kingdom's success demands that all contribute in the way of their talents.

Inform your father if you need to purchase arms better than those Bytuis has provided and I will send money.

Your second brother, Ythui, also served under Bytuis and was his Standard Bearer and Second Spear for many years. Ythui has Khaine's blessed hatred in him, as you well know from the scarring he gave you and the orc heads he collected when Bytuis and his Spear-Legion served briefly in the Northern Wastes under Lord Darkblade.



A dynamic illustration from MDK.

I remember the tales of his battle-rage, the stories of him bludgeoning the orc warlord with the Legion's standard long after he had delivered the death of the vile creature. He has obtained his position in the Black Guard of Naggarond in this way, and no doubt will aspire to the title of Black Master in due course.

I did not even have to use my influence to gain him such a position, as he was able through sheer purity of rage to gain it for himself. I do not envy him his place, however, as the Black Guard is ever the last to leave the battlefield and always the first to strike deep into the heart of the enemy. True warriors of Khaine are these soldiers, but I would not desire such a blessing for myself.

Originally, I had thought Ythui would take service as an Executioner of Har Ganeth, but we could not trace lineage back to that city and he was denied service. None of the Draich masters would take him into their legions and even my noble birth and high position at Court could not persuade them to find him a place.

He would have done well in the shock troops and I do not doubt that Ythui could have learnt the fine art of the delivery of the deathblow, but I wonder at his patience for the practice. I think he has found

a better place in Malekith's Own. Had your mother been a sorceress, I would not doubt Ythui to be of Malekith's own blood. They say that the sisters of the Convents do not bear children, but I have heard rumours of the daemons that aspire from their wombs.

Your mother sends her best wishes to you and hopes that you will soon have the opportunity to avenge your uncle's death at the hands of the contemptible Asur.

Your young sister, Fyllathi, shall join you next year in Bytuis' legion when she graduates from the academy. I trust you will watch over her and inform us of any transgressions. She is a wild one and the heart of a manticore beats within her chest. Now that your mother has been released from child-service, she will join me in our assault into Lustria and take her place upon her own manticore.

Your sister also shows some affinity towards the beasts and she may follow in her mother's footsteps. With my own eyes, I saw her break a baby cold one and I would not be surprised if a hydra comes next. We will write to the Beastlord of Karond Kar about this once she has matured in your spear-legion.



If you perform well in the City Legion, you may wish to consider taking a dark steed and serving for a time with our Riders. As you know, your own father served for a time as a Rider before mastering a cold one and I urge you to consider this. I know you as a fine shot with the uraithen and you are a cunning child.

A time with the Riders will enable you to learn the ways of the battlefield, the strategy of the land, the timing of ambushes, and the flow of armies upon the battlefield. The Riders will place you at an advantage from this learning when your time for command comes. You are a highborn son and, while I do not doubt that you will earn rank by your prowess, your noble birth will place you that much closer than your competitors to a command position.

If you join the Riders for a time, it is possible that you will gain wealth as well. Your childhood friend, Maileah of Clar Karond, sends word from overseas. She still serves in the 12th Corsair Regiment aboard the Crimson Serpent, raiding the coasts of Tilea where much wealth is to be gained. We do not have scions in Clar Karond, but serving as a Rider is one way to join the Fleet and much can be gained from that.

I will speak to the Lord of Clar Karond if you wish. I hear Maileah is well in line for taking command of her own assault regiment and I think you would do well to look to her as a potential mate. She is not of noble birth, but her family owns many slaves and much fertile plantation land in the South. It should not be long before the Witch King looks to that family and they rise into the nobility.

Furthermore, expansion of our lineage into the city of Clar Karond could serve the family well. I trust you to consider and to do what is best for the house.

Of your final sister, Nystasha, I have not recently heard. I only know that she has passed her examination for acceptance to the Convent of the Sorceresses of Ghrond, and is adept in the Dark Arts. She has her great-uncle Tuerth's blood in her veins, and she is attuned to his ways. I have not seen



Tuerth since the banishment of the male sorcerers, but I do not doubt he seeks fortune in Albion.

This is ever the way of our King, to stir his servants to heroic action. In my mind, his banishment of the males is simply a method of selection of the strongest and in such a time as he reinstates them, they will return to Naggaroth more powerful in magic than ever. The ancient Furion still walks unmolested by the Convents. I saw with my own eyes just last summer, the elder cast a curse of horror upon a herd of lizard soldiers, leaving their lifeless husks empty as he flew over them on one of his horrid nameless beasts.

Your cousin, Syllia, has written recently. I did not read the letter as it was scrawled in blood upon a scrap of leathery human flesh that I have vowed not to touch with my own hands. She serves Khaine in the manner of the witches and is likely insane. I do not care for her kind but it is well to have family in the Temple of Naggarond, for show at least.

The rest of the family bids you honour.

Your Proud Father,
Grias Thornblood
Highborn of Hag Graef
High Lord of the South Reaches and Lord of Such Armies

The Lord's Duty

Lord Draxus hung from thin silver chains; his body suspended in such way that he could sustain a brief moment of relief of the constant wracking strain on his arms by flexing his feet and pressing his toes against the ground. The cold light of the moon's pale eye slanted down upon his body from the high, narrow window.



*A beautiful illustration of a Noble from
Monarch laurnaurion.*

A once powerful figure, his muscles were flayed and laid open, his abdomen cut in a thousand places and his legs weak from constant struggle. A pile of barbed and hooked tools lay on a table across from him: his final accusers, instruments of his death.

It was finished. There would be no rescue, no respite. His captors were swift and cunning. Recovering him from the battle after he was brought down by a lucky enemy arrow, they had spirited him away under the pretence of taking him to the healers. It had been a devious plan and much too intelligent for the swaggering elf who just strode through the doorway.

"Hail Malekith, Chosen of Khaine!" Lord T'sarth casually saluted as he gloated over the mutilated body of his captive.

"One should not talk so frivolously," gasped Draxus, "when one speaks of our Master."

"Do you dare speak, slave?" T'sarth growled. "It is not your place to lecture me!"

Draxus stared into the pale, wavering eyes of his tormentor. Quietly and firmly, with almost no inflection in his stern voice, he spoke. "If you are to command my troops, you must speak the name of our King with pride. Otherwise, you will lead them to failure."

Then they will cut out your eyes and the witches will feed on your still-pulsing heart."

"Enough of your babble, slave. Your own heart is mine!" screamed T'sarth, raising his dagger to plunge it into Draxus' breast.

"Wait!" demanded a harsh voice from the doorway. T'sarth turned with his dagger still raised. Draxus could see the newcomer reflected in the blade of the knife. It was Isil, Draxus's former second in command.

"We would do well to listen to this beast, my Lord," said Isil. "After all, he was once a brilliant general."

"It is true". T'sarth agreed after a pause. "After all, some pearls may remain even after the harvest. Speak your wisdom, slave."

"First," said Draxus, his voice still bearing the tone of command, "Malekith is our King, but he is much more than that. He is the lifeblood of our armies, the pulse of our people's hearts and the web of vessels that bind our people into one true purpose."

"Without him, we would be a fractured huddle of groping slaves with no direction. When speaking to the troops, when saluting even the lowest spear-officer, one must always utter the name of the Supreme Master with pride. When the officer hears the sound of your pride, his chest fills with the same superiority as he draws in your expired breath, and this fuel inspires him with courage on the field of battle."

"In our King, he finds confidence to face the lesser races in combat, for while they are inferior they are cunning, numerous and strong. Remember this, for all Druchii – from the highest-born Black Ark Captain to the lowest merchant – are ready to serve the Witch King on the battlefield. All are equal before him and must do his bidding as directed in their purpose. Do you, T'sarth?"

T'sarth smirked at this, but Draxus continued, cutting off the other elf's reply.

"Secondly, in this same manner, one must serve one's commander as one would serve our Lord. To him or her, one must pay the same due reverence, for Malekith is wise in whom he trusts to lead his soldiers and their words are as if he himself had uttered them".

"Never may one question the leadership of the commander."

"It is every Druchii's duty to obey, for the commander has many lives to think of and your sacrifice upon the battlefield may mean the survival of the race and glory on the field. No Druchii should fear to sacrifice for the betterment of the race, and they should hold deep comfort that their sisters and brothers will revenge their deaths a thousand-fold."

"Nor should the commander be hesitant to sacrifice a portion of his troops if victory is to be obtained. However, remember that unnecessary sacrifice is the path of vanity and it is a festering wound in the army's pride. Your soldiers will turn on you in battle and your words will find no purchase, excepting a thin knife from behind and a cold hand on your heart as a better Druchii takes your place."



T'sarth seemed to shift nervously with these stern words, but Isil remained motionless and impassive behind him. Some comfort was derived from this by the traitorous lord and he beckoned Draxus to continue.

"One must follow the laws of our King and one's oath must be held close to one's heart. The breaking of one's committed bond is punishable by death, and death is all one should expect from those whom you forsake."

"The people look to you as a leader who deviates not from one's goals, but remains firm and fixed in the fulfilment of your obligations. If one moves from place to place without direction, if ones word lasts no longer than a heartbeat, if one is a liar in the manner of the human slave, can anyone expect any more from the soldiers that one leads? Therefore one must take great care to make only oaths that one means to fulfil to the letter, though not necessarily to the implied spirit."

"For example, if your enemy grants you the battlefield under condition that his life shall not be taken by you, and you agree, do not take his life by your own hands. Instead, when he has given to you all he has promised, allow your troops to behead him."

"After all, you agreed that you would not take his life, but you said nothing of your soldiers doing it. Never leave an enemy with his head on his shoulders for his head is his greatest asset and he will use it against you to foil you at your weakest moment."

"It is the Druchii way to be cunning in the manner of the Great Predator, Khaine. Your troops will respect you for those actions and will have pride in you."

"In your bearing, be cold and commanding. Never allow your deep feelings to rise from within you. When facing the relentless living dead, your troops can sense your fear as if it were as strong a stink as a cold one's stench."

"Do not let your soldiers feast on the victuals of a fearful mind."



"Suppress your feelings at all times, for your emotions can betray you and mislead the soldiers. If you show anger, they will rise with hate and may rush into battle unwisely."

"Then, your enemy will capture your head. Instead, save your emotions for the final clash when your sword is revealed and you feel the enemy's reeking breath in your face."

"Then wield these emotions as your weapon."

"Take inspiration from Khaine and become his sacred manifestation. Cast down the enemy and your troops will follow you with pride and courage."

"Our people follow the paths of Khaine: the witches inspire themselves with his holy battle-frenzy, the Black Guard of our King use Khaine's blessed hatred to guide their halberds into enemy flesh. Infused by Khaine's wrath, they become a double-edged sword – as vulnerable as they are deadly – and thus they trust you to govern them and utilize them properly on the battlefield".

"Remain resolute in the control of your own hatred of the enemy and let



it not drive you into neglect of your soldiers, or they will feast over your fickle body".

"Do not let your hate become you. Do not gloat overlong at the enemy beneath your feet."

"The memory of Urian Poisonblade is still fresh in my mind. Foolishly, he tempted Khaine as he gloated over Tyrion's wretched body cast down beneath his blades. Did not the treacherous infidel thrust his cursed blade into the unsuspecting Urian's exposed heart? No, sever your enemy's head from his body while it is in your power and gloat into his dying eyes."

T'sarth was watching Draxus nervously. He fidgeted with his exposed dagger. A silence ensued until it was pierced by Isil's quiet but steady voice.

"Are you done, Draxus?" He asked.

"No", said Draxus. He crooked a finger to point at the ragged and filthy slave that had crawled into the room and was busily cleaning clotted blood from the floor.

"There is much I do not know and have not learned. But I assure you, Isil False-Friend, that T'sarth will never rise above that lowly slave in the contemplation of the ways of Khaine and the leadership of my army."

T'sarth raised his dagger and, kicking the helpless slave out of his way, ran at Draxus, driving the blade down towards the exposed breast of the highborn. The slave cried out mournfully and fell into the corner in a mewling heap. Draxus braced himself against the expected deathblow.

Surprisingly, it never came. Slowly, T'sarth crumpled to the ground beneath the highborn's feet. The traitor's eyes stared up at Draxus with fear and a sense of questioning as his mouth moved without noise.

Draxus raised his eyes slowly to meet Isil's gaze. "I suspected it was your hands guiding the puppet's strings", he said.

Isil nodded simply and came forward to deliver Draxus' deathblow, his knife still dripping with T'sarth's blood.

"You would have made a good general."

Draxus' words stunned the traitorous Isil and he paused for a moment.

"What do you mean?" he asked and realized all at once but turned too late to stop the knife that had entered his side and bitten deeply into his spine. The wretched slave stood tall and strong for a moment as he held the dying elf, his hands covering the mouth preventing it from calling out as a second incision was made across Isil's throat.

Slowly, Isil's body slumped down beside T'sarth's. The slave reverted back into his hunched and dishevelled form, pausing only for a moment to release Draxus' bonds, not a trace of the strong sinewy body that it had once been remained.

Draxus clutched his body in agony and used the table to steady himself.

"Why are you always late, dread assassin?"

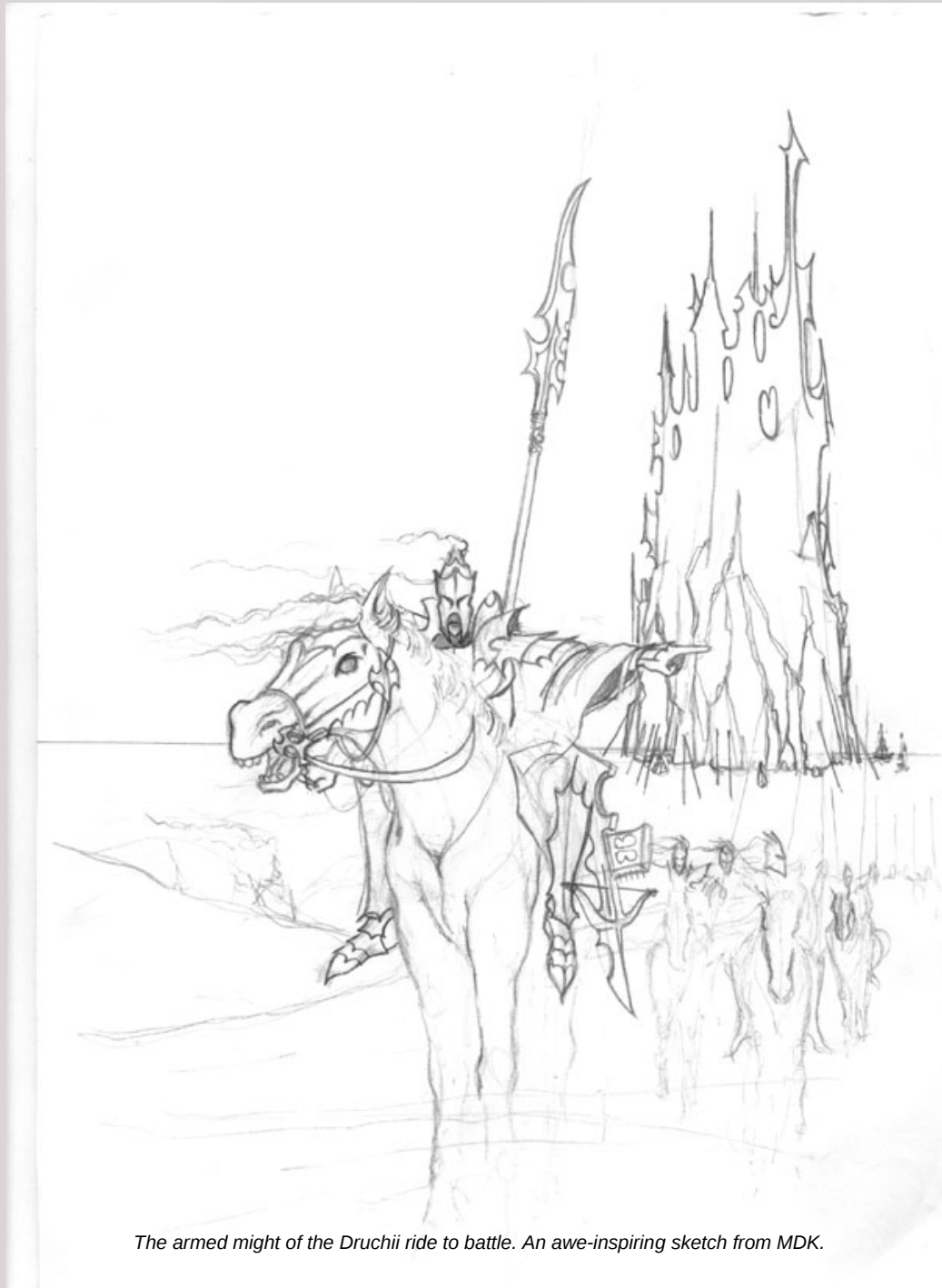
The hunched elf cackled for a moment. "I live to serve, my



RaglanCain's Dark Elf Warriors—slaughtering an enemy near you!

Lord, as I live to prey upon the enemies of our King."

The assassin spat in Isil's face as his clawed hand raised it to face his own pockmarked visage. "One more thing, fool: never forget Khaine, the Hunter, in the middle of the night."



The armed might of the Druchii ride to battle. An awe-inspiring sketch from MDK.

Warriors of Naggaroth: Tactics

Drakken—The Temple of Khaine

Drakken teaches us how best to use the citizenry of the six dark cities in battle,

Ah, the Dark Elf Warrior, the basic troops of an anything but basic army. Versatile, cost-effective, core, common and plastic; all good things in a unit meant to be the backbone of every Dark Elf army. It is time for the basic tactics of the common Dark Elf citizenry, the Warrior. Here are a few of the common (and uncommon) configurations and ideas.

A now very affordable and more common unit is the “Bait” or “Decoy” unit, taking advantage of the lower cost. They are now often consisting of usually just ten models, with a musician (occasionally shields are included, but that reduces the sacrificial nature of the unit). It is a unit you can throw at the enemy to buy time, move directly in front of an enemy unit to force an issue (charge me or use two turns going around me), or simply use as a speed bump. It can be thrown away factor due to its low cost, but it will not tip many fights in your favour and can not do any serious damage an enemy.

Then there are standard ideas of adding Shields, ranking them up, and entering combat with five Combat Resolution from ranks, standard and numbers. This classic technique of Warhammer of taking large ranked units and sending them into combat comes with all the advantages a ranked unit has, and has better movement than most infantry blocks.

Next we come to the other upgrade; the Repeater Crossbow. Capable of severe damage to any lightly armoured and/or low toughness target, it is often used to keep flanks clear of flyers, skirmishers, and fast cavalry. Its effectiveness drops considerably against targets with credible armour save, since pure toughness can often be overcome with volume. For example, the classic pure shooting deployment, a ten strong unit damage profile versus Empire Pistoliers looks fairly good (6.6 hits, 3.3 wounds, 2.178 wounds after saves) while shooting at Chaos Warriors (6.6 hits, 2.178 wounds, 1.089 wounds) is obviously not as good an option. Here are the numbers for a variety of targets to prove the points above (all numbers assume long range and multiple shot):



Lord Kaloth's Crossbowwomen can prove a very useful defender of flanks, as long as they're not too tough!

Average: Toughness 3, 5+ Save: 3.3 wounds, 2.178 after save

Average: Toughness 3, 4+ Save: 3.3 wounds, 1.65 after saves

Average: Toughness 3, 2+ Save: 3.3 wounds, .53 after saves

Average: Toughness 4, 5+ Save: 2.178 wounds, 1.43 after saves

Average: Toughness 4, 4+ Save: 2.178 wounds, 1.089 after saves

Average: Toughness 4, 2+ Save: 2.178 wounds, .34 after saves

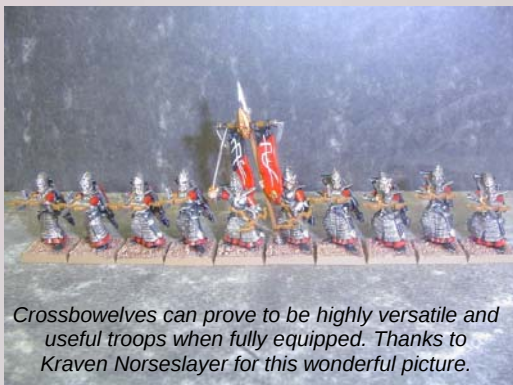
It is effective versus lightly armoured targets, even those with a higher toughness. With successful march block, 3-4 turns of this fire as likely, doing enough damage to make dangerous units far more manageable. So do not be afraid to open up on things like Minotaurs, Kroxigors, or other large base units. This unit has no real combat potential unfortunately, lacking armour and rank.

By giving the unit shields, it becomes a wonderful flanking unit. Usually run 10-12 strong, and quite often joined by a musician and occasionally a champion, it is capable of not only clearing the flanks with missile support, but also wading into combat with a wonderful 4+ armour save. It will negate ranks doing this, and being as capable a fighter as a spear-armed elf, will damage all but the hardest foes. This unit has the wonder of multipurpose, but lacks significant punch in a fight, as it does not have the ranks or extra attacks of spears-armed unit.

Finally yet importantly, is a concept that has gained popularity recently. This is a larger ranked unit of



repeater crossbow armed Warrior unit, with full command and shields. Deployed in a wide line (or double ranked on a hill), it starts the battle by unleashing a barrage of small arms fire. When the enemy closes to fight, it reforms as a standard ranked up unit. It gains the benefit of pre-close combat fire, and a better save than spear-armed warriors gain, but loses the attacks from the second rank. It has all manner of tactical versatility, as you suddenly can put forth a staggering volume of fire and still benefit from the survivability of ranked combat unit.



Crossbowelves can prove to be highly versatile and useful troops when fully equipped. Thanks to Kraven Norseslayer for this wonderful picture.

These units can even be the backbone of a horde army, using 4-6 20 strong Spear regiments (Running 740-1110 points), supported by another 4-6 smaller Repeater Crossbow support units (12 Strong, Repeater Crossbows, Shields, possible Champion and Musician, costing 159 each, or 636-954 points). Take the smaller version, those 1376 pts for 4 strong ranked regiments with shooting and close-combat support, and an almost unheard of 128 Elves, and still 624 points for characters and other support in the standard 2000-point game. That is plenty of points for the classic infantry support units...

Supporting the Warriors in their efforts is an accepted and necessary stratagem. Units like Chariots, Hydras, and the Cauldron of Blood serve as wonderful Combat Results boosters. Adding a chariot to any ranked infantry charge suddenly gives a large boost, usually providing enough extra wounds to win combats handily. A War Hydra will also serve in a similar role, providing extra hitting power and a big target for fire, saving the Warriors to ensure ranks and numbers reach the enemy. The Cauldron can be used to support whole armies, allowing for an increased effectiveness in wounding, by boosting Combat Resolution so warrior units can fight without support. The other common form of support is a character, with 3 of the 4 Fighter heroes commonly seeing duty. Both Nobles and Highborns add considerable combat durability to a unit, adding wounds and an impressive save, as well as a leadership boost. The Assassin can be used to provide a surprise; cutting down rank-and-file troops before they can strike, even when charged, to ensure more Warriors survive to keep ranks and numbers intact.

But, what of themed armies? Well, a quick check of the fluff will tell you that military service is mandatory for Druchii citizens, thus any city-based theme army can fit Warriors in any configuration without worry of breaking theme. In fact, most any Dark Elf force can include them without theme worries, as they are the basic standing army of the Dark Elves. The only real question is their place in Black Arc Raiding Themed armies, where Corsairs take the role of the ordinary soldier.

For many Dark Elf players in sixth edition, the Corsair vs. Warrior debate was simple: Dollar (or Euro or Pound or whatever) savings vs. Game effectiveness. Same cost, same slot, difference of attacks and saves going to Corsairs meant you saw little of Warriors. With the revision, this has become an actual debatable argument again, as Warriors serve many roles as effectively as Corsairs but for fewer points. In the role of Light Shock troops and Core Attack Infantry, they do not fare as well. Therefore, the debate rages on, and both see use filling different roles on the battlefield...

There you have it, the rough foundations of a Dark Elf army: A multitude of configurations and exploits and ideas for the Dark Elf Warrior.

Warriors of Naggaroth: Themes

Iyagd, Monarch Taurnaurion, Swedenpack—To Make Like A Slave

Here are just a few examples, as the possibilities are almost endless, of fairly cheap and simple ways of modelling our ordinary plastic warriors to suit particular army theme. All you need are a knife, some glue, a bit of green stuff, several warriors' sprues and various bits from other plastic sprues. We will continue this project through future issues and try to include some themed colour scheme ideas; maybe we will also delve into more complicated warrior conversions in future.

Naggarond Warrior by Iyagd

This is really simple work... not even worthy of being called a conversion. Naggarond is the capital, the centre of power for the druchii, so warriors should have distinctive noble look, as many of them come from rich, highborn families and their followers. For this warrior I used a dark eldar helmet with a plume, which has a nobler look than other ordinary warriors' helmets. Note that almost all the bits from the dark eldar sprues suit the druchii look very well. The front of the helmet, near the face area, was slightly cut with the modelling knife to make it less 'modern'. I glued an additional sword in a scabbard on his back as he comes from a noble family and multiple swords are obvious mark of noble birth. It was made from an imperial sword that came from the empire knights' sprue with a removed pommel, and small blade from dark eldar sprue.



First, our warrior was undercoated with black. Achieving the blue steel effect was really simple. The armour was dry-brushed with polished blue (blue metallic), and then washed with watered down blue ink and finally highlighted with mithril silver. The robes were painted with scab red first, and then highlighted with blood red, and then again with a mix of blood red and bleached bone, with a final highlight of white with a dot of blood red. The hands were painted with dark flesh, and then elf flesh,



leaving dark flesh in the recesses, elf flesh and white mix (ach, where has the pallid flesh gone?) with a final highlight of white. The plume, belts, scabbards, and boots were painted black. Since I was bored with the grey highlights, I used festering blue for highlighting black and then a really delicate touch with white, mixed with a dot of festering blue. The swords pommels were painted with burnished gold and then highlighted with mithril silver. All blades and metal parts were painted with chainmail and then highlighted with mithril silver. A bit of watered down black ink was used for black lining. All done!

Northern Watch Warrior by Iyagd



Duty on the wastes is hard. At least that is what I think about it. I imagine the overall view of a warrior from the wastes should emphasize that ideal with a veteran, battle worn look. So, first, I glued on a fur cloak from the Middenheim sprue onto his back, slightly bending it for easier ranking up in the future. I made a small scarf on his neck out of green stuff, representing some sort of protection from the cold. I also made a horn-ended visor in an open position from a little strip





of green stuff, slightly modelling its endings by simple pulling them with my fingers. From the rest of the green stuff, I made a strip around the warrior's left hand and made a flesh hook from an even smaller strip, delicately modelling it with a sculpting tool and a toothpick. It is hard to see on the picture, but I also made small cuttings on the armour and robes with a modelling knife that represents scratches and damage, giving the figure a battle worn look.

Black Ark Warrior by Iyagg



For this black ark themed warrior, I used long booted legs from the empire militia sprue, which will give him a more veteran, sea-borne feeling. This leg piece also looks perfectly druchii in nature. As human pieces are bulkier than elven parts, I cut legs around the vest with modelling knife and used a strip of green stuff to fit it well with a standard druchii plastic corpse. I also cut his underbelly area and then covered it with a strip of green stuff. I used the standard arms and helmet. The scarf was made to protect the warrior's face and neck from the cold, made of green stuff as well, to also give him a more piratical look. I imagine that they wear some additional equipment so I glued rope from the Mordheim sprue to his waist. To link them visually with corsairs I decided to make shield with dragon

scale view. It is a round empire shield, with the lion face carefully removed with knife and file. Then I simply put dots of green stuff on it to make it a scale-like surface.



The Warrior of Karond Kar by SwedenPack



The elves of Karond Kar grow up amongst the beasts of the city. Those young elves grow bonds with the savageness of the beasts and love the feeling when they break a monster to their will. The most devoted of them are the beastmasters. Often you can see them soar the skies over the city, mounted on different winged creatures of the northern wastes. For those who are not beastmasters themselves, the city has gotten its reputation as the City of Despair, for it is in this port city that the slaves are brought. When not on duty the elves of Karond Kar take time to hunt wild animals for sport. Hunting trophies give great prestige amongst the social ranks and it is common that cloaks or outer garments and items are worn not only off, but also on duty. This is unusual for the city, as other places in Naggaroth the ideal way to display pride for the home citadel is to wear the uniform given to them. However, in Karond Kar national pride is displayed through the city's hunting traditions.

How to convert:

You assemble the model as usual. After successful assembly, you take a piece of green stuff and mould it so that it is 3x2 cm and about 3-5 mm thick. Attach the piece of green stuff to the model's back. Work the stuff so it has the shape of a cloak. In addition, I have added extra stuff at the top of the cloak so it actually looks like it hangs from the shoulder plates.

Green stuff is often rather stiff; to get past this problem (in this case it is a problem) I use less of the blue stuff (around 30 – 40%) and more of the yellow stuff (60 – 70 %). This will make the green stuff softer and better suited for this kind of work.



This is when you grab your modelling tool (the Games Workshop tool works). Start making the texture of the wolf cloak by making jacks and small sweeps down the cloak. After this, you start making small shreds in the green stuff in an upward motion. Do this until you are satisfied with the texture.

Note that there are a lot of different textures of animal cloaks so the personal touch is important when designing the cloak. To achieve the look of a new cloak, a long, flowing texture is preferred, but more uneven and rugged surface gives a worn feeling to it, as I have chosen to do with mine.

Shield ornaments like teeth from beasts are a good way of displaying a bestial theme. Using saurus shields can also be a solution.

Temple Of Khaine Warrior by Monarch Iauranurion

As a little one-off model, I did this Khainite lording. He was mainly built from pieces that were lying around. First, to somewhat accompany the lack of armour on witch elves and other followers of Khaine; I opted for a high elven archer pair of legs and torso. I then added an armoured druchii warrior head (something had to be typically druchii). Next was the right arm, for which I used the plastic lordling arm, but I chipped some of the arm away so that I could glue the arm to the body in a more aggressive stance. I then filled up the gap in the armpit with a little green stuff. For the left arm, I used a dark elven musician arm, where I replaced the horn with an improvised dagger from the banner pole.



This shows how you can make an effective and simple conversion in no time at all; and while this model could definitely be improved, a whole unit of them will definitely create the right look for your theme.



Warriors of Naggaroth: Conversion

Iyagd—To Make Like A Slave

Poor old fashioned Iyagd has poor old fashioned Warriors. But they actually look pretty good. Here's how he did it.

When I started collecting Druchii, the only plastics in dark elf models range were sword-armed warriors. Some people converted them to spearmen, simply removing the sword, and adding a spear. Now, after all these years, we got the current plastics at our disposal. After a bit of chat on MSN I got a few ideas how to convert the old and ugly plastic warriors in to modern looking (at first sight at least) minis. It is in fact for fun only, but maybe some of you have tons of these plastics wandering around, and you do not dare to field them because of their 'beauty', even as warriors with hand weapons and shields in the city garrison list. Such is the charm of old minis... But, why not? Why not take them and make something different? They are cheap, ugly, and easy to buy second hand for a low price. All of us have some spare parts of the current plastic regiment.

Tools:

- Knife
- Games Workshop sculpting tool
- Side clippers
- Superglue
- Polystyrene glue (ideal for plastics since it slightly melts the joint points)
- Sculpting tool made from needle and toothpick (thanks SwedenPack!)
- Green stuff
- Lighter (for warming sculpting tool for easier work with the green stuff)



Preparing the body

First, I cut out the head, carefully clipping it off and cutting it with my knife to remove all remnants and not to spoil any details of his shoulder guards. Then I clipped and cut his sword arm up to the chain-mail sleeve carefully, watching not to cut in the right shoulder guard, then I fixed inadequacies there by cutting it to give regular shape. I subsequently removed the six-pointed star from his waist. After that, I cut out his left boot and repositioned it, turning it slightly to the left and glued it back on. It will give him more natural and dynamic look instead of standing just straight and forward. All gaps were filled with green stuff. Unfortunately, I did not take pictures at this stage, but you surly have got the point anyway.

Spearmen



I took the spear arm from our current plastics and cut it slightly over his elbow to fit into the chain-mail sleeve and to shorten it (otherwise, he would have a too long right arm). The head from our current plastics, I cut out a small ball ending and glued it in place, facing slightly left. However, he has hair on his back and a wide gap between the helmet and the shoulders. To deal with it I covered the gap with a small strip of green stuff and formed it into scarf. I cut the sword's pommel into half, and glued one half-sphere in place of a chaos star to represent a gem. The left hand was untouched, because he will handle a shield with

this arm.

Ready. He looks a bit too bulky and heavy armoured now, and also his head is too small, but hey, he is rank-and-file and will be fielded with a crowd of similar-looking models. Overall, I am pleased with the effect, and I may eventually consider gluing some horns onto the helmet to enlarge it visually, or maybe just take the dark eldar warrior helmet.

Crossbowmen

First, I cut out half of his left shield, keeping his hand on around a 45-degree level. After a couple of dry runs, I prepared one arm. I kept the crossbow from the current plastics by cutting it around two mm over the hand. The right arm comes from the current plastics too, cut slightly over the elbow. His helmet is a dark eldar warrior helmet, with a higher pair of blades removed. The plume is sculpted at the back of his helmet in the shape of flowing hair, which joins his original hair. It also covers the too tech-looking back of the futuristic helmet. His bolt holster was glued to his left waist. Proper painting I hope will cover all necessary inadequacies in cutting base miniatures, especially in the helmet-armour joint and left hand area.

He is ready. As always, dark eldar helmets are noticeably larger and looks better then the normal druchii helmets, which look noticeably too small.





Black Arks of Naggaroth



Underway and Shadowspite—The Cult of Pleasure

Underway and Shadowspite bring us an anatomical analysis of the dreaded Black Arks of Naggaroth. Let the lesser mortals of other primitive lands pay close attention!

The greatest of all ships in the Warhammer world is undoubtedly the black ark of the Dark Elves. Able to carry entire fleets of lesser ships, savage monsters and whole armies of corsairs and warriors within their vast, cavernous holds, the black arks serve as the furthest outposts of the Witch King's empire.

The black arks were created in the time of the Sundering, the Great War that raged between High Elves and Dark Elves over five millennia ago. In that conflict, great spells were cast against the magic that confined the Chaos wastes to the north. This sorcerous backlash created a tidal wave of immense proportions that smashed down upon the original homeland of the Druchii.

The Dark Elves, grasping control of the swirling winds of magic, cast dread spells upon their fortresses, saving them from the raging ocean that flooded into Nagarythe. The spells tore the fortresses and castles free of the bedrock and let them float upon the froth and turmoil that had submerged their homeland.

Thus were the black arks created, floating keeps and castles that now patrol the waters of the world, bringing back captives to the Witch King's cities.

As each fortress, keep, and castle was unique in its design and construction, each black ark is also distinctive. Modifications over the years to accommodate their new naval function have made them more diverse with each passing century. Most black arks are comparable in size to land-based castles and fortresses, but a few are the size of small cities and can carry thousands of Dark Elves and their slaves.

Despite individual variation, all black arks share many basic features. Most important are the method of propulsion and the ability of the ark to float, as well as the sorcerous mists that disguise the vessel and confound any enemy that attempts to close with her. All of these features are products of the black ark's unique ability to capture, store and transmit magical energy.

Deep in the bowels of the ark, at the very centre of the ship, lies something the Druchii refers to as the 'darkwell', a large reservoir of the magical substance known as dhar. In order to understand what dhar is, one must be aware of the true nature of that form of Chaos energy known as 'Dark Magic'.

The winds of magic that blow out across the world from the polar Chaos Gateways are split into eight distinct 'colours', but there are many places in the world where these eight winds are channelled together into churning vortices of raw power. Where these vortices become trapped, either by the vagaries in the flow of the eight winds or by the malevolent intent of an evil spell caster, the magic precipitates out of the Aethyr as a cool, viscous liquid of a black so dark it seems to drain all warmth and light from its surroundings. This dark fluid is known as dhar and it is the raw power source of pure destruction and entropy that ignorant mortals call 'Dark Magic'. Dhar naturally sinks deep into the earth and, given enough time, crystallizes into the horrifically dangerous substance known as warpstone.

"The mist rose up without warning from the dark water, grey clouds so thick that we could see barely a yard in any direction. It had been a clear day, yet within a few minutes it was black as midnight. Dieter went below to fetch the captain, but he was nowhere to be found. He'd vanished from his cabin without a trace. We'd just about decided he must have thrown himself overboard, even though no-one had seen him do it, when we heard the screams.

I thought they were just seagulls at first, but no seagull screams like that. Sigmar help me! They took Franz. He was as close to me as I am to you now when he just seemed to jump into the air and disappear. The beasts... birds... daemons or whatever they were... just snatched him off the deck. Others were being picked off too, yanked up into the sky to Sigmar knows what horrible fate. We could hear our poor shipmates' screams mingling with those of the beasts that had carried them off.



While dhar does not mutate living flesh as easily as warpstone, it is still hazardous to mortal creatures, attacking the mind, and causing delusions and insanity in all but the most evil-hearted and strong-willed.

The darkwell of a black ark oozes the stored dhar within it throughout the ship, a stain of Dark Magic that permeates every corner and aspect of the ark. The energy of the dhar can be harnessed using any number of ensorcellments. The spells that were cast upon the black ark to keep the vessel afloat rely on this dhar. The very hull of the ship absorbs the magic hungrily, reducing its density and allowing the ark to float partly above the waves.

The mist thinned and for a moment, we thought the nightmare was over. Then we saw the castle.

You're trying hard not to laugh. I know you think I'm insane. I would not be here otherwise. It doesn't matter anymore. I know what I saw and I know it is impossible all the same. Maybe I am crazy... Maybe it'd be easier if I were...

It loomed from the evaporating mist just off the port bow, a damned castle floating in the ocean, huge and dark and somehow hideous and beautiful at the same time. It seemed to be made of black glass and even though its outer wall was but a few yards away, I couldn't make out any joins in the stonework. The castle looked more grown like a living thing than built. The towers were far taller and more slender than those of any castle were in the Empire. From the lofty tower tops purple banners fluttered in the breeze. There were letters or runes on the banners, but I could not read them. My eyes felt like they were set to burst from just looking at them.

harness the winds of magic instead. These rune-covered sails collect the winds of magic and transfer their energy down the masts of the ship. At the base of each mast is a crystal, which focuses the different colours of magic and distils them into dhar. The distilled magic is then brought to the darkwell, replenishing the magical store of the Black Ark.

These special sails are also the reason a black ark can sail against the wind. By running up mundane and magical sails together, a black ark captain can skilfully use both the winds of magic and natural winds to move in any direction, as the winds of magic blow from the poles of the world while the natural prevailing winds usually blow from the east or west. The dhar contained within the darkwell can also be used by the ship's sorceress to power spells of propulsion should the masts be damaged or the winds weak and variable.

The hull of each ark is unique due to local variations in the original Nagarythii geology and architecture upon which they once rested, but all black arks hide most of their massive bulk beneath the waves. Like an iceberg, black arks have at least two thirds of their mass below the waterline. This is

The mists that surround every black ark are a reaction between the naturally divided winds of magic and the dhar seeping out of the ark onto the surface of the water. The mixing of winds and ooze creates a disorienting hallucinogenic mist that permeates the air wherever an ark travels. Over the years, arks have been modified with special conduits to collect the dark fluid and channel it into strategic locations around the ship. When it flows more quickly, the mists become denser and thicker, allowing the ark to use them to foil enemy attacks and to thwart those who wish to use magical or mundane means to discover the black ark's intentions.

Even the green witch lights that glow eerily in the darkness of the ship's hold are powered by the darkwell. They ignite in the presence of the black fluid and, as long as it permeates the ship, the lights will never go out.

A darkwell, however, does not last forever. As the power of the darkwell is used, the store of dhar within it lessens and the magical potential wanes.

All black arks are equipped with sails to catch the winds of the world and power them towards their destinations. Massive sails attached to the towers and monstrous masts catch the breezes and move the massive bulk of the black ark through the water. However, not all the sails are designed to catch the mundane winds. Some



why an ark may look like it only holds a crew of a few hundred may in fact accommodate thousands more, hidden below decks.

The lowermost bilge decks of black arks are usually abandoned. They hold a few small caverns that open to the sea and collect all the scum and waste that trickles down from the levels above which then leaks into the ocean. Dhar permeates even this underused part of the ark, ensuring water and waste only travel out of the ship. This is an efficient way of waste removal and many small creatures live in the filth, waste, and dankness of the lowest levels of a black ark.

The decks directly above the bilges are known as the dungeon decks and are reserved for mounts and other lesser beasts. Cold ones and dark steeds are stabled here, while hydras nest in damp caves. These creatures are kept locked up until such time as they are needed for landing arises. Convenience dictates the slaves be kept here too as main diet of the beasts is slaves. In addition, as this level is just above the bilge decks, waste from the beasts is allowed to leak through cracks and holes directly into the bilge decks, separating the Druchii living above from the disease and disgusting conditions of the dungeon decks.

The next decks up are split decks on most black arks. The forward half of the ship is known as the stores deck. This is where all the valuables captured by Druchii raiding forces are kept, where the multitude of artisans required sustaining the army labour, and where the galley and food stores are kept. It still lies below the waterline.

The rear part of the ship is known as the beast pen. This monstrous cavern occupies the entire rear of the ship from the dungeon decks to the stern gate. It is a weldeck, where water from the ocean freely flows into the cavern so ships and sea-monsters can take shelter within the walls of the black ark. As the Druchii use many large and ferocious beasts in their navy, this cavern is usually populated by a number of beastmasters who live in apartments next to the beast pen. There are also many roosts and nesting places for dark pegasi, manticores, and even dragons carved into the walls of the cavern. Wooden platforms, cranes, towers, and walkways are built into the cavern walls and ceiling so the beastmasters may reach their charges and tend to them. The entrance to the cavern is usually closed, protected by a massive steel door and portcullis. This huge gatehouse, called the

Moreover, the skulls... they were everywhere, stuck on poles all over the castle walls and hung on chains from the sides of the towers. Not just skulls, though. Some heads were newer, still with flesh on them. It was heads of men, women, and even little children. Sigmar have mercy on me, I could not look away, no matter how terrible the sight.

The sea was roiling. I swear there were... things... under the water. Huge black eyes stared at me... Ancient, hungry and utterly evil... Daemons of the Deep! Sigmar save us all!"

[Patient becomes delirious and has to be restrained. Interview resumed several minutes later.]

"I am sorry, Sisters. I wouldn't have hurt you, I swear. I just wish I could forget what I have seen!

stern gate or beastgate, ensures only by the will of the captain can anyone enter or leave. The beastgate is a modified version of the original gatehouse of the fortresses prior to being naval craft. The gatehouse was extended upwards and dug downwards to accommodate the sea dragons and hell drakes captured by the Druchii fleets.

The top deck is just below the main courtyard of the black ark. It usually houses most of the troops that live in the black ark. This is where the lowly cross-bowmen and spearmen play their dice and the corsairs sharpen their blades. The deck is divided into many compartments to help support the structures built upon them.

The upper decks and courtyards of the black ark appear almost identical to the ancient courtyards the Druchii race built in their fortresses. The only differences are the dark stairways leading down into the lower decks and the huge masts springing out of the rock. Around the courtyards are massive towers, the largest of which are usually flanking the



beastgate and on the bows of the black ark. Large walls linking these towers form protective vantage points from where repeater crossbows can be fired. The towers are designed to accommodate many reaper bolt throwers and their crews. The tallest towers hold the accommodations for the ship's captain and other high-ranking officers, as well as the sorceress whose spells maintain the black ark. From the tops of these towers, the actions of all the crew within the ark's main courtyard and upon its walls can be seen.

A black ark may seem like its only weapons are its massive bulk and the many missile weapons that can be brought to bear from its walls, but the Druchii are nothing if not inventive. Positioned in the outer walls of many black arks are small drawbridges, large enough for three elves to cross abreast. These ironbound planks have large metal spines and spikes attached to their underside. When the black ark approaches an enemy ship, these boarding planks drop down onto the deck, jamming them into the wood and holding the other vessel fast, making capture slaves and vessels at sea almost effortless.

A black ark in combat is a horrible sight. Mists of magic foil the enemy's attempts to target it with bolt throwers or cannons. Black fletched bolts from reapers and repeater crossbows slam into the enemy ship as the black ark draws closer. Huge winged beasts appear from the beastgate and descend upon unsuspecting enemy crew. Still the black ark grows closer, tower upon tower, spire upon spire, and a huge castle looming above the largest ships of the known world. Suddenly, ironbound planks crash down onto the deck and the corsairs begin to swarm onto the enemy ship.

If the crew of an enemy ship foolishly attempts to board a black ark, they will find more than corsairs defending their ship. Many caverns and empty rooms, not being used to fill the needs of the crew, contain horrible traps and vicious monsters waiting to attack the unwary boarders.

Within these broad parameters, black arks can vary greatly. Some may have many boarding ramps, others more Reapers. Some may be massive behemoths with many towers; others have only four simple towers and a curtain wall between them. Most black arks carry a temple dedicated to Khaine, often at the bow of the ship, built into the defensive towers and wall structure. A few have huge harpy roosts constructed in the mast-tops and massive caverns dug into their underwater sections to accommodate many beasts and slaves. Each black ark is unique but despite their differences, every one rank as one of the most feared ships to ever sail the seas.

We tried to alter course away from the castle, but there was no time. Its foundations must have extended out under the water. The timbers shrieked, then buckled and cracked. We'd run aground a hundred leagues or more from land. We were completely helpless. Utterly doomed.

Then they came. From every doorway and arched window of the castle, they streamed, falling upon us like daemons. They were clad all in black, or shades so rich and dark they appeared black. Their armour was black too, lacquered and glistening in spiked and segmented layers, like the legs of a beetle. Their blades shone like polished silver even in the gloom. Their faces... By Sigmar, they were so beautiful... I am sure there were maidens among them, though it was impossible to determine which. They were so pale and cold, as if ice water flowed in their veins. Perhaps it did. I saw none of their blood, for none of us could so much as scratch them. Their eyes were death!

Some of us they killed, taking their heads as trophies to add to their obscene collection. Others were not so lucky. Gods forgive me, but I hid, crawling under a pile of headless corpses. My poor shipmates... The stench of blood and death overcame me and I fainted.

When I awoke, the black castle was gone and I was alone in the broken carcass of my ship..."

- From an interview with 'Marcus Schelper'
inmate of the Altdorf Asylum
recorded by Sister Constanz Gelt
IC 2397



Troll-Powered Chariot



Rasputin99—To Make Like A Slave

So there aren't any troll-pulled chariots in the Dark Elf list. Who cares? It's fun to make cool looking models. Rasputin99 likes to have fun, so he wrote an article.

Having got my border patrol list made and painted (well almost painted) I decided it was time to begin to acquire the models I needed for my 1500 points tournament list. Having painted numerous troops, I decided it was time to make something more fun. So scanning over my list, I decided to go for the chariot, a single cold one chariot. However, I was not content to just use the model as it comes. Instead I wanted to convert it, but I was not sure how. So I began my search, I looked all over the internet until I came to a thread on the album section of Druchii.net. There I received the piece of inspiration I needed, a troll-powered chariot as converted and painted by our very own Hrul'Thar. I really liked the idea, although I was not overly enthusiastic about how it had turned out. I soon decided what I needed to do; I wanted a chaos troll as opposed to an Orc one, and I did not like the idea of having the troll pull the chariot by just tugging some chains for a physics reason – if he stopped moving the chariot would smash into his back. The answer was clear, a rickshaw style method of pulling the main part of the chariot.

Having worked this out I was all set to go out and purchase what I needed, but then I saw a project that one of the TMLaS team was working on. He was creating Hotek and I loved it. I loved the model so much I created my own fluff for a character with a hammer and decided that he would ride in my chariot. Therefore, with that in mind I set off towards my local GW with this list in mind:

- 1 cold one chariot
- 1 chaos troll (I knew exactly which one)
- 1 Dark Eldar Haemonculus
- 1 tube of super glue



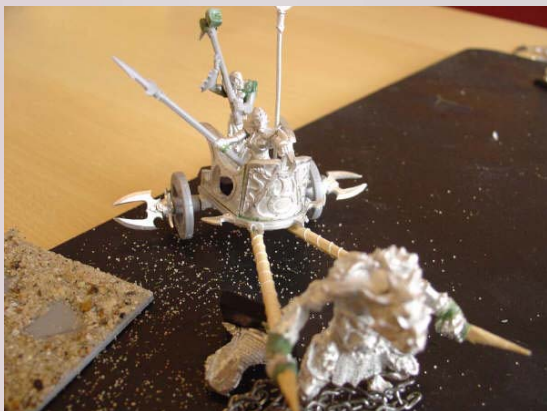
The pieces of the chariot, all ready for painting.

All looked to be going well until I found that you have to be 18 to purchase glue now. Calming myself, I purchased everything else and went home.

This project had the word "Difficult" written all over it, right from the very beginning. The simple fact was that I would have to build a very new way of harnessing the troll to the main chariot structure with just bits of scrap! I also had very little super glue and very little green stuff. I had to pray that I had enough of each to make this thing.

Making it:

After having purchased all the pieces I needed, I started making this thing immediately. I started off with the simple stuff, gluing the troll's head on and making the basic part of the chariot itself. I decided fairly early on that I would not attach the crew or



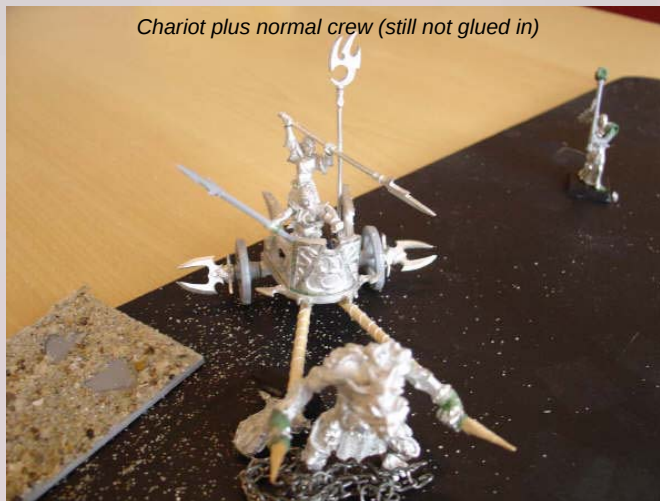
Chariot plus noble (they have NOT been glued in)

the troll to the chariot until I had painted the thing otherwise I would end up with a number of rather large areas without any paint on. Having decided to make a rickshaw style harness I looked over my desk in an attempt to find something tubular to use. After nearly half an hour of desperate grubbing around I found what I was looking for lying at the back of one of my draws, two large cocktail sticks (by large I do actually mean of a larger diameter and length to the normal cocktail stick). Measuring the length out I cut the sticks to the right size and then proceeded to glue/green stuff them to the underside of the chariot body, satisfied that they were in the right position I decided they needed orna-



menting. Again, this was an uphill struggle to find anything to use. In the end, I had to settle on a pattern as opposed to something decorative and decided that due to my lack of green stuff I would use fine thread. Coating the sticks in poly-cement, I wrapped the thread loosely around it leaving more at the top end in order to secure it in place. Happy with the result I moved on to my noble, Knarl the Insane.

His fluff dictates that he carries a Dwarven great hammer, and who am I to disobey his fluff? I immediately set to work on his weapon, having removed the model's arms and other 40k style thingies. I used the cross pieces of the dark elf warrior standard as the shaft of the weapon and the hammer-head off the dwarf spruce. Having glued the two pieces together, I needed arms. I took the arms from the repeater crossbow warriors where the right hand is not attached and with a little repositioning of the hands managed to make him hold the huge hammer. Leaving him over night, I woke to find the cat had knocked him to the floor and unsurprisingly his arms had fallen off. Gluing them back on, I began to work on the hammer-head; using green stuff, I turned the round end square and even imprinted it with the Dwarf ancestor face. I then moved on to bulk out the back of middle of the hammer and create him a shoulder pad on his left side using nothing else then my lovely green stuff. With Knarl drying, I moved back to the chariot.



I decided rather quickly that I could not have that rather ugly spear holder obscuring the noble so I decided to stay in accordance with WYSWYG I cut the whip of the driver and added a spear made from various parts of the Dark elf plastic frame. Moving over to the other warrior on the chariot, I decided to mount him on a base so as he could come on and off, depending on weather the noble was going to ride or not. The final piece of pre-painting construction was adding the hands to my troll. Using green stuff, I managed to angle them correctly and add the ends to the rickshaw polls on the front end to his hands. Happy I was ready to move onto painting, however someone pointed out that the troll looked to static, agreeing I cut the back of the troll's left knee and then bent it back to give a better feeling of him pulling it.

After I had painted the model, I did not assemble the whole thing right away. I added a rather burly chain from the driver's hands to the iron collar on the troll to prevent him from escaping. I am also planning to apply either a chain or a rope around the troll's wrists securing him to the chariot poles, although I may not do this – depending on how the model looks after painting.

Painting it:

As per the rest of my army I begun with a sprayed on chaos black undercoat. I much prefer spray as it provides a thinner coating of paint as well as matt surface, which is a much nicer base to paint upon. I then based all the parts except the troll in boltgun metal. The way to choose your base colour is the colour in which most of the model will be, although as with most things there are exceptions.

I then applied a thinned down black ink over all metal areas on the chariot to create a sense of depth in the metal areas. Once dry I then preceded to dry brush all the metal areas with skull white creating a sense of reflected light, and to create a highlight without spending ten million hours on it.

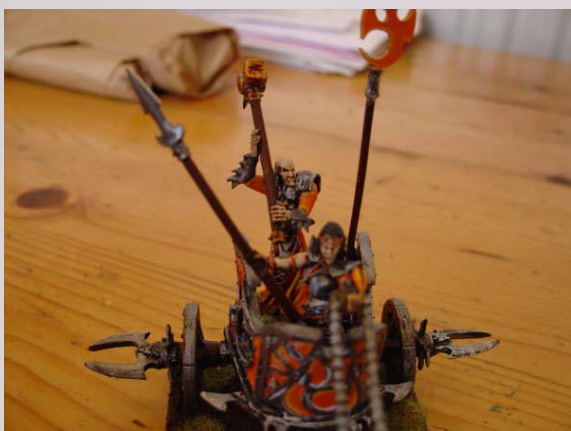
Having finished the metal areas on all pieces that would form the chariot I moved on to my beloved



orange. To start, a base of blood red was applied to all areas that would end up orange. Once dry I applied Fiery Orange on top of the red, leaving a small rim of red around the sides and in the recesses of robes. Confident that the orange was thick enough to not show the red through it, I began to add the sunburst yellow highlights on the ridges of all robes and upon the edges of all orange areas, leaving two of the four sides orange so as to create a sense of direction from which the light is falling.

Pleased with the orange and having tidied up where I went over on to the metal, I moved on to the flesh on all the characters.

I started with half dry-brushing and half painting elf flesh over the black undercoat. I find it is important with flesh to slightly water down the paint, as a blotchy looking elf is just not good. After the elf flesh dried I applied a watered down flesh wash over the skin areas before highlighting with both elf flesh and bleached bone. I like this method for Druchii as it makes them look pale, something commonly associated with vampires, a look fitting to the Druchii – at least in my opinion.



Grinning from my effort, I took a break, enjoying a glass of cold lemonade and a biscuit or three, I resumed my work with the areas that would be wooden. I began by applying one of my favourite, and most universally used colour (aside from my favourite – flesh wash and Orange!), dark flesh. Lovely. Then I watered down a flesh wash and applied it upon the now dry dark flesh. Satisfied with how the wood looked, I moved on to the gold parts on the noble. One of the simplest stages – all it required was a coat of shinning gold and then a quick wash of flesh wash.

Happy with my finished noble I realized I had forgotten the driver's hair. A quick coat of chaos black and then a highlight of 50/50 chaos black and codex grey made her finished and ready to be glued into her ride.

High on the success of the rest of the model I moved onto the troll itself the following morning. Having decided the previous night that brown was the colour, I applied a coating of bestial brown only to find I had created a hideous tree that blended in with the base perfectly. So after many an hour of frustration, I decided for flesh, but once again had I created a hideous monster. Then turning to my paint pots I got the idea of yellow. So giving the troll a coat of sunburst yellow, I found to my delight that this was indeed the colour for the troll.

Happy that I had the right colour for it I applied an ink, which was a mixture of sunburst yellow, red ink and water. Enjoying the contours of the figure, I painted all the tentacles dwarf flesh and all the horns and other protruding shapes in bleached bone, which I then added a flesh wash to.

Happy that the whole model looked good, I assembled the thing and attached the reins in only about five long hours of several exclamations along the lines of..."Bloody thing, why wont you just glue!". After painting the chain in the method I painted all the metal areas detailed above, I based the model.



To do this I glued sand onto the base before painting it with dark flesh and then highlighting with snakebite leather. Once dry I added some small(ish) clumps of static grass, and Voila - done!

I would just like to add that I never got round to painting the other crewmember, as I do not plan to use him in the chariot, and indeed have other plans for him.

Well there you have it, the finished model in all its glory. Overall, I am very pleased with it. It came out just as I planned it to, aside from the troll's rather garish colour.

I would just like to thank myself, for making this possible, and you if you have managed to get this far, that is unless you are just looking at the pictures and reading the conclusion, in which case shame on you!





Quick Painted Dark Riders



Ixombie—To Make Like A Slave

Dark Riders are arguably the best Fast Cavalry in the game, so you should have a lot of them. But that's pretty daunting to paint, isn't it? Ixombie is set to prove us all wrong.

Repeatedly I have seen something very bad: Dark Riders painted in flat colours with little to no highlighting and shading. This makes some of the best Games Workshop models look sloppy and poorly done. What is that you are saying? "Ixombie, I am not a good painter! I cannot make Dark Riders that look easily as good as the ones in the army book without trying way too hard! What's more, nobody loves me!" Well, rest assured. Though nobody loves you, you too can have excellent looking Dark Riders in a surprisingly short amount of time!



1. Start by assembling the steeds and base coat them with the black primer. If you base with sand, you will want to put the sand on before you spray them.
2. Hit your steeds with a fairly heavy drybrush of codex grey. Pay attention to the manes, tails, and faces to pick out the details. Also, give a dusting to the whole horse, with heavier brushing on the flanks, legs, and necks, which all have a lot of detail to show.
3. Next, use a Space Wolves grey drybrush on the horses. Again, pay the most attention to the manes, tails, and faces. For the rest of the bodies, only get the most outstanding highlight areas like the back edge of the flanks and legs.
4. Paint the saddles and harness (I do not know much about horses) with a coat of Scorched Brown. Some might say that you should highlight them, but I say to hell with that. First of all, this is supposed to be quick and easy, and second of all when people see a whole unit of Dark Riders, and your army as a whole, whether the saddles are highlighted or not will not matter. What's more, the riders will obscure most of the saddle by sitting on it. One thing that you also might want to do is add a line of your army's primary colour across the front band of the saddle's strap, though I think that they look fine without that.
5. Paint the faces of the horses next. The eyes should be filled in with chaos black, and then dotted with skull white in the corner. Do not do it like the army book! The army book has the eyes painted white with a line down the middle, giving the steeds' reptile eyes. Horses however have big pupils and irises, and



with their eyes placed on the side of their heads as they are, when a horse looks forward, you only see whites on the tailing edge of the eye. At least that is what I think from the horses I have seen, and as I said, I do not know much about them. Anyways, the other part of the face to be painted is the teeth. Simply get a light coat of skull white on your brush and over brush the teeth, leaving black lines between them.



6. Time for the riders! They will also need to be sprayed black. We will use a strategy on the riders that is very similar to what we did with the horses. This is of course assuming that you are painting your riders black (which is the only colour for dark riders, but hey, some people are

evil). Once you spray them black and let the primer dry, go over them with chaos black wherever the spray did not cover. Be very careful when handling them while you paint since the primer rubs or chips off easily.

7. Now, hit the riders with a codex grey drybrush. Go in one direction across their robes, hitting the most raised parts and some of the recesses. Then repeat the process the Space Wolves' grey, but MUCH lighter, only hitting the most raised parts of the robes.

8. Now is as good a time as any to paint the faces. My technique is like this: Paint the faces Scorched Brown. Drybrush with pallid flesh and leave the Brown in the recesses around eyes, mouth, etc. The eyes should be done white with black lines down them for pupils. The lines around them from your undercoat should serve to define the boundaries of the eyes.

9. Now, do the armour. I use Shining Gold, with some simple Burnished Gold highlights.

10. What remains are the blades of the spears and the decorations. Spear blades can be done with Boltgun metal and Mithril silver along the edges for highlights. Make sure the spear hafts do not have any grey (or anything else on them) and touch up any mistakes with chaos black. Further detailing should usually come in the form of adding some kind of tie-in to your army's paint scheme. I am in favour of painting the facemasks (for the ones who have them) in the main colour of your army, as well as the trim of their gloves, and the cloth anchored by the brooch/pin thing that the unmasked guys have.



11. Oh yeah, do not forget the stirrups. I would just give them a simple coat of Scorched Brown. The part of the saddle that is on the rider model should also be painted brown to fit in with the saddle on the steed.

12. Varnishing – Glue the riders to the steeds. Spray the completed model with a full coat of matt varnish. Finish the model by painting the metal (armour, spear blades) on the models with gloss varnish.

13. If you want to add Repeater Crossbows to your dark riders, I strongly suggest using plastic ones from the warrior sprue, though the ornate skull-bearing pewter crossbows are nice looking, they are a bear to stick onto your model and will fall off every chance they get. I would recommend using them only for characters that have Lifetaker or a Repeater Crossbow.

14. At this point, we should be done! That was not so hard, or long, was it? What the end result looks like is a black set of robes that looks kind of like actual cloth, as opposed to the ugly, bad, evil flat colours we see on so many models. Cloth does not look coloured flat in real life, does it? Of course not! If it did, we would not be able to see any depth. We would be like semi-blind moles meandering through a two dimensional hell! Moles I tell you! Is that what you want?

Anyway, thanks for reading my painting guide, I hope it helps us in our collective victory over the pro-mole armada.

-Ixombie

Foot Sorceress Conversion: Trithline

Monarch Iaurnaurion—To Make Like A Slave

I'm sick of seeing every single foot sorceress looking like Morathi. So is Monarch Iaurnaurion.

Searching for a sorceress on foot with a more slaaneshi-look than the classic Dark Elf figure, I stumbled upon the female dark eldar lord in my Games Workshop store, and I was happy. As I have only a few tools at my disposal (just a sharp knife, some clippers and a worthless file), I am quite limited in my conversion work, so this is a really easy one to do.

First, I cleaned the model up as usual. Then I quickly continued by cutting off the left pistol hand. It was slightly attached to the left shoulder guard, but that did not prove to be a problem.



I realized that her head, which was half-bald, was hideous. Therefore, I whacked some green stuff onto it and gave her head some more protection against the chill. Modelling hair is one of the easiest things, just remember to keep your tools wet, use the right amount of well-mixed green stuff and let it cure well. Patience is required!

Time for the left hand to reappear! I simply cut the hand off a plastic spearmen shield arm and glued it on. Then, I took the skull-hanging-from-chain bit from the warrior sprue (which I find fantastic) and bent it a bit in one direction. This adds a little more dynamism to the model, but be careful not to break the chain. Next, I clipped the right half off the large ring at the end of the chain and glued it to the hand.



I could have stopped there, but felt it needed one more thing. Therefore, I glued a repeater crossbow to her left leg, so it would be hanging from her belt. This is perfectly WYSIWYG because I tend to give the Lifetaker to one of my sorceress in my armies.

And it is done! This is a very simple, but very effective, conversion indeed.

I must admit I was pretty lucky the original model did not have much 40k-ish detail on it. When you do look for some models in the dark eldar product range, make sure you do not have that problem either, or it will be a pure waste of money.





Armour Painting Techniques



Rasputin19, Lord Heldrak, Lord Tsunami, Icon Hack, Tyagd, MDK, Nineswords—TMLAS

This article has been designed not to show you how to paint your armour but to give you a multitude of ideas on different styles of painting your armour. We figured the best way was to have a blurb from each of us about how we paint our own Dark Elf armour.

Rasputin19:

Whenever I begin a new army, I decide what the base colour will be first. In the case of Warhammer, this generally means cloth and shields, and well as decoration. It is then the colour that I base all the other colours around, the most important of which is the armour. Although my principle colours are often a little “different”, my idea of armour is rather traditional – it is a metallic colour. Very rarely do use a lacquered style of armour.

In the case of my Druchii army, I have gone for a rather bright orange as my principle colour. This straight away rules out gold as the base armour colour, leaving me with only one other option, silver. Having got the base armour colour, I then need something to distinguish characters and elite troops from the core, and in this case, it was gold. Certain areas of the armour on more prolific characters and units are picked out in gold.

Therefore, now you know how I got my idea it is time I went on to how I actually paint it.

1. I start of with a black spray undercoat. I prefer spray as it gives a matt, thin coat to the models, which is then easier to work off.
2. Next I drybrush all of the chain mail in boltgun metal. I prefer it to chainmail as it is far darker and more evil looking then its asurian counter part. I then go over all solid pieces of armour with boltgun metal (e.g. the breastplate and helmet).
3. I next apply a watered down black ink as a wash over the armour. This adds a sense of depth and shadow to the armour for very little effort.
4. I then drybrush the armour with skull white. This acts as a highlight but also gives a light and ghostly feel to the armour, which works rather well with my orange clothing and shields. This is the final step for core units. They do not deserve any gold, as they are too low in the food chain for it.
5. Gold! On those who are destined to receive it, I paint certain raised details on the armour in gold. This makes more worthy and elite units as well as characters stand out from the army.
6. The last stage. I go over all gold areas with a small amount of watered down flash wash to add undulating tone and interest to the gold areas.



There you have it. That is how I paint my model's armour. Below is a picture of a unit of my druchii warriors so you can see the technique in all its glory.

Heldrak:

Any discussion of how to paint armour these days must first resolve itself on one point: Metallic or NMM (non-metallic metal). This is a heady topic of debate on all the big figure-painting websites. Personally, I go with standard metallic, but professional and competition painters seem to be moving more & more towards the non-metallic metals.

I feel that dark elf models (of any vintage) benefit from having more than one armour treatment on a single model. Most dark elf models are sculpted with a chain mail element. A breastplate, and shoulder pads. Some may also have ornate helmets, greaves, and/or wrist guards. If one paints all these elements a single metal colour (whether NMM or metallic), the resulting model can be lacking in vis-



ual interest. I advocate painting the most common armour pieces (breastplates & chain mail) in a silver colour, but accenting the model with shoulder plates and armour trim in a different colour. In my own army, I use a blue-tinged metal accent on one division of core models and a green-tinged metal accent on the other division. I reserve gold accents for elite models or for models that are not attached to the two particular divisions. This is not to say that I do not use gold on my core models, but I keep the areas small: mostly weapon hilts, brooches & buckles.

For the actual painting of the metal, I use the Foundry paint system, which comes in three shades of every colour, and this is true of metallic as well. There are three silver shades (dark base/mid-tone/highlight) and three gold shades. I will also sometimes wash the metal with citadel washes between the base coat and the mid-tone if I feel I need more definition. For the silver, I use armour wash (I still have some of that discontinued colour). For gold, I mix up a combination of brown & chestnut washes thinned with water.

For coloured metallic, I have a blue-green metallic paint from Reaper that I wash with Citadel turquoise wash for the blue and I make my own green metallic by mixing Citadel orc flesh wash with Citadel mithril silver. Remember though, you have to keep mixing the resulting colour on the palette or it will separate. I wash the green metallic with a thinned down orc flesh wash to finish.

Some painters like to use flat colours on their metal plates to give the impression of lacquered armour, but this is rarely successful in my opinion. The effect is often garish or the armour plates look like they are made of modern plastics, not metal.

When painting armour, I like to ask myself a few questions: How are the armour plates going to contrast with cloth & leather elements? With different metal elements? What substance is the individual armour piece made of (iron/bronze/steel/"mythological metal")? How will the model look close-up/at distance? Will the model be alone or in a unit?

I always feel that when painting fantasy miniatures, it gives them a much better feel if you paint their prosaic elements (wood/leather/metal) in as realistic a manner as possible and save the bright colours for accents or fantastical elements (non-human flesh, magic items, etc.)

Lord Tsunami:

My executioners are converted from plastic warriors. Due to them looking a lot like the warrior model, I decided to paint them very different from the rest of my force. The easiest way to make a dark elf unit stand out is to paint the armour different, since they are mostly covered in armour. After a bit of thinking I went for green metallic armour.



I started out with a black undercoat, and dry brushed it chain mail. I used quite a lot of paint for this, so that only deepest recesses stayed black. After the paint was thoroughly dry, I washed it with watered-down dark angles green. This is the simplest method to get a good result, but I wanted some more highlights and shades. First, I used watered-down black ink to accentuate the gaps between the armour plates. Note that I did not paint the entire armour in black ink, but just the gaps. Then I mixed Mithril silver with a small dot of dark angles green, and used for a pretty rough highlighting, and for covering up the mistakes I made with the black ink. For the final highlights, I used Mithril Silver in its own.

This technique can be used to create most types of metallic colour. If you want a faster way to get



your warriors ready for battle, just buy a pot of chain mail and mix it with a little bit of the colour you want to add to the armour, and dry brush this over a black undercoat.

Icon Hack:



I generally do not like spending a lot of time painting metallic armour. I find that metallic paints do not cover as easily as non-metallic, and the deterioration of my brushes are much worse with metallic as well. Because of this, I use a fairly simple method that still gives my figures some depth, but does not involve a great deal of effort and time. By hitting upon the right compromise of detail and minimal metallic use, I have been able to achieve a look that I am satisfied with for a good gaming standard appearance.

When painting metallic armour, I like to start with a base coat of tin bitz for all areas. I feel that tin bitz works well for the recesses and darker shades for both silver and gold highlights.

For gold armour, I then apply a coat of shining gold over the tin bitz. I make sure to leave some of the recessed areas with tin bitz, but the shining gold blends very nicely, and it is often not even apparent that there are two different colours involved. Lastly, I apply either Burnished Gold, or Mithril Silver as edging. This provides the final degree of depth that I like in my models.

For steel armour, I apply a 50/50 mix of boltgun metal and chaos black over the tin bitz. As with gold, I make sure to leave some of the tin bitz showing in the recesses. By adjusting the amount of this boltgun metal/chaos black mixture, I can make armour appear older and more weatherworn by using less of it, or newer and better kept by applying more. Finally, I will apply edging using straight boltgun metal, or mithril silver to provide added depth.

My work-in-progress executioners provide a good example of this two-stage process.

As a last stage, I apply watered down Black Ink to the recesses of the armour. This darkens the areas a little bit more, and helps reduce the rusty look that the underlying layer of tin bitz can sometime inadvertently portray. This is particularly important when painting chainmail, I feel, so that the holes in the weave stay dark.

That is it concisely. Certainly not a Master Craft method, but something that even a novice painter can use to get a level of detail just a little bit better than trying to use just one colour.



lyagd:

When I started collecting druchii in the dark times of 4th edition, as an inexperienced painter I always painted armour with metallic colours. I still do. I used standard techniques as boltgun metal brush, then chainmail brush, bit of watered down armour or black in, second brush with chainmail and mithril silver for very light, subtle brush on chain mail parts and especially armour plate's edges.

I used technique described above almost for every druchii model, until I finally laid my hands on first sixth edition minis. The large amount of armour they wear, warriors and executioners especially, means that armour colour plays important role in overall mini impression. Because dark blues always were my primary colours in my army's colour scheme, I decided to invent a new, non-metallic armour look, especially for my shiny new executioners, warriors, and old cold one knights. I decided to paint the armour dark blue, including chain mail pieces, and use regular metallic for

blades and all decoration bits to add some contrast to dark and sinister looking models.

First, I have tested colour scheme and painting method on test plastic warrior:

1. The Warrior was undercoated with Citadel black spray, then I painted watered down chaos black all over the mini to cover any inaccuracy.
2. All of the armour parts were heavy dry-brushed with regal blue (an old dark blue colour), followed by a lighter dry-brush of enchanted blue, and at the end really subtle dry-brush with 90/10 mix of white/enchanted blue.
3. All armour was then washed with heavy watered down blue wash to bend colours together.
4. The whole mini was painted and at the end, all plate's edges were lightly touched with white. To achieve better impression of chainmail light reflexes and density, it was lightly dry-brushed with white, so it looks lighter than rest of armour parts.

The warrior is ready, but without shield or basing.

And that's it! It is the archetype of my new colour scheme!



MDK:

Most of the time I get inspired by comics and fantasy novels, and after reading it a couple of times it starts to itch. It starts with a symbol, simple, dark and most of the time easy to create (because I need to paint lots of 'em). When I have decided what colour scheme I want, I start to undercoat three or four spearmen/crossbowmen.

With my new army, I chose red and black for basic colour. I was a bit tiered of painting my armour metallic. For my symbol, I found inspiration for it in a comic called "Black Moon Chronicles" but instead of using green as basic colour, I chose red. This time I wanted to paint fast and simple because my last army (an all cavalry one) was full of blending and lots of purple, gold and pink. A rather distasteful colour scheme when I look at it now. On the other hand, hey, I was still young so forgive me.



Okay here we go, step-by-step:

1. First off, it is time to spray them with an undercoat. I prefer to spray them black. This makes them harder to paint with lighter colours but saves you the "black lining" that many models need when you undercoat them white. You do not need to undercoat them with spray though, because this spraying needs some practice. I know quite a lot of painters who just paint their models with chaos black instead of spraying them with an undercoat.

2. I mix the colours I tend to use most often. In this case, I use red and black. Therefore, for the red I plan to use four stages. Here are the mixtures I used:

First colour red for the deepest parts, two parts blood red, and one part chaos black.

Second colour red for the big parts you see the most: four parts blood red and one part chaos black.

For all edges of the armour parts, I used blood red.

Moreover, the final highlight stage on the most upper parts like the top of the helms and the points of the shoulder parts I used orange.

For the black cloth's highlights, I used a mixture of four parts fortress grey and one part chaos black.



3. I dry-brushed all chain mail parts with chainmail paint and corrected the parts with chaos black where it went wrong.

4. Painting the first red parts. I started off with the two parts red, one part black colour. I painted all armour plates with it and leaving the deepest parts black (this is the black lining stage for me). After that, I highlighted way up to the orange. Now I covered all armour parts with red ink to give the colours more depth and it gives a bit more gloss to it (as armour should be).

5. I painted all gold parts with shining gold (like buckles and weapon parts).



The shields I did with a little circle for mask. Then with an airbrush, I sprayed a small radial gradient and highlighted the edges of the shield with exactly the same technique as I did with the armour, including the red ink part. Now I glued the shield on the back of the warriors (in case of spearmen you glue them to their arms).

To make my story a believable one I took some pictures of it.

Now the regiment is done and can hardly wait to start working on the others.

Nineswords:

Here it is:

Painting armour for the dark elves presents an interesting challenge for any painter. On one hand, you want to emphasise the cold steel of which their armour is wrought, on the other hand, one will want to contrast nicely with other elements of the overall miniature, such as tabards, clothing and the flesh.



The one on the left shows an experiment I tried to paint armour in a non metallic colour. Although the armour is dark, it however does not contrast enough with the surrounding model. A result of which means it looks like a dark figure on the battlefield with no distinguishing features.

The armour therefore acts as a focal point for the model. Inspired by the dark elf armybook, I have devised a simple way of painting armour to match the model on the right.

I started with a black undercoat on the entire model, a boltgun metal base coat mixed with a little chaos black applied to all the armour and gauntlets then followed this. Next, I used a slightly diluted blue ink to define the armour plates more. This was followed by a chainmail highlight. I tend to highlight using downward strokes, as it gives an alternative finish; however, feel free to highlight in the manner you find most suitable to your own painting style. Next, a glaze of magenta ink mixed with blue ink was applied to define the armour further. The final highlight of mithril silver was then painted on at the very edges of the armour.

The winged armour plates started out as a mix of chaos black with snakebite leather. This was painted on the entire surface area. Adding white to the mix gives a greenish/bone colour, which was then painted on in downward strokes. Adding more white to the base coat gives a mix similar to kom-



mando khaki, which again was added in downward strokes, this time closer to the edges. One more highlight was added to highlight the very edges of the plating.

I would just like to thank all those in the TMLaS team who took time out of their busy schedule to make this article possible. I would also like to thank any reader who has managed to reach this point. It is both my hope and the hope of the rest of the team that the article helps any one who is looking for a technique to paint their armour.

RasputinII

Cold One Knights have a lot of armour, which makes them great places to test your new armour painting skills. Unfortunately, MDK forgot to paint the armour on this one.





Know Thine Enemy: Chaos



Vorchild and Loremaster Nagathi—The Temple of Khaine

Because Chaos is such a huge and fierce opponent, we had to break this Know Thine Enemy into sections. This month, Vorchild and Loremaster Nagathi tackle the almighty Khorne! And a few undivided units...

If there is but one great power in the Warhammer world, it is the power of chaos. Derived from its multitudes of followers, it resides not only because of its sheer strength potential, but also in its potential for just about anything else, making it one of the truly versatile armies in the game. Individual armies, however, may be very much similar, but overall, if you only know you are playing against a chaos army, you will have a very difficult time in planning for it. For there is not one chaos army, but rather more like a dozen, including armies for every one of the four chaos powers (being Khorne, Tzeentch, Nurgle, and Slaanesh) and chaos undivided for mortals, daemons, and beasts. In addition, each one of the sub-armies has its strengths and weaknesses. Our first instalment is for Khorne mortals and daemons, but first, a little bit on those units generic to all chaos mortal armies.

Even though there are certain units that can only be taken in certain armies or in certain configurations, there are those that you may see in each and every mortal or daemon led chaos army. They are the warhounds, the marauders, and the furies. Though warriors, knights, chariots, and spawn could be added to this list, their strengths and weaknesses will be brought to light in the following articles where they will appear as marked units as opposed to those above which, for the most part, are considered unmarked.



Bloodletters are one of the fiercest choices in a Khorne army. Thanks to RagianCane for the terrifying picture.

Though the druchii have always clamoured for a nice, effective, and cheap throwaway unit, the forces of chaos have a couple, the cheapest of which are the warhounds. With stats surprisingly similar to those of elves, but with the speed and unit strength of cavalry, they can very cheaply take away your rank bonus and sometimes even break your nice 150 pts unit of spearmen with their 30 pts unit of hounds. Not bad for an army that will rather surprisingly be outnumbered by the druchii when they come to battle. However, because they are so cheap and everything else in the chaos army is generally quite expensive, they are also appropriately used as screeners. This means that your bolt throwers may have to chew through the hounds before being able to kill the chosen knights cowering behind them, which gives those knights the

time they need to close the gap and get into combat.

One solution is to charge them to get them out of the way. Though they have powers similar to elves, it does not mean much, and they will still get chewed up very easily. That fact, combined with their being so cheap, means the chaos player will almost always flee with them, meaning he may have now set you up for a counter charge from his knights that were just being screened. To combat this, there are two very simple and generic ways to rid you of them, of which the first is magic and shooting. Hounds have very poor leadership and will quite likely panic if they are not in range of the general. Not only that, but they are very easy to kill even with out repeater crossbows given that they have elven toughness and no armour. Similarly, magic can work wonders on them. It is worthy to note at this point, however, that wiping out a unit of hounds counts as wiping out a Chaos unit, and any other unit close enough will be forced to take a panic check. It is really quite funny to shoot apart some hounds and then see the chosen knights behind them flee in panic.

Nevertheless, the hounds are still dangerous and even more versatile than you may think. There is absolutely nothing that prevents an undivided character from joining a unit of hounds, and there is nothing to say that the unit of hounds has any cap in size. Together, it means that you could potentially be faced with a strong chaos character inside a unit of 25 hounds, which will still cost less than almost any other Druchii unit. Moreover, the unit will not only be dangerous in combat due to the character in the unit, but will also be able to remove your rank bonus and have one of its own! That rank bonus means that this unit of hounds could charge head on just like any other unit of cavalry, just with fewer attacks. Though the above situation is very uncommon, the rank bonus is something to keep in mind since it is cheap to add a rank to a unit of hounds which will make them all the better at

Marauders are the other nice cheap unit Chaos players can use, and they too have stats very similar to those of elves. Also, like the hounds, these guys have little in the way of armour save unless decked out with light armour and shield, and still, they have all the missile and magic resistance of a unit of Druchii spearmen. Unlike the spearmen, however, the marauders have more options for close combat accessories, meaning they can pack a greater punch since flails and great weapons will greatly enhance their strength and make them deadly to all sorts of elven units.

You can deal with these the same way you can deal with just about any infantry unit – run around and hit their flank. They are slower and have worse leadership than elves, but die just as easily. The other ways are to simply shoot them and magic them apart, but of all the units in the chaos army, marauders are some of the only ones that can be dealt with using close combat. So make use of that weakness in their lines and punch through. Like the hounds though, you must keep in mind that a chaos player will generally look upon the marauders as things to throw away, so beware of possible traps.



Marauder horsemen, on the other hand, are a completely different breed and make up the only mortal fast cavalry in the chaos army. Though slower than dark riders, they are equally as versatile as the infantry marauders and can become more powerful in combat, making them ideal for flanking even the toughest of elven units. Not only that, but they make a good place to put characters since the knights of chaos can generally take care of themselves.

Fully decked out with short-ranged missile weapons, combat enhancers, and armour, they are only just more costly than our most basic unit of dark riders is. Even better, their command group includes a champion that has an extra attack rather than extra ballistic skill, making them quite a strong company. Though short ranged, their missile attacks will hit often, as they do not have penalties for range or for moving and shooting. Thus, the chaos army can dramatically increase its versatility by adding a couple of these units to its roster. Still, they hold the same weaknesses as any other unit of fast cavalry. They are, and often will be, shot. Combined with their lower human leadership, they might also fail their panic checks, but have no fear that they will be back. If you can corner them and get them into combat, that too is good, but make sure to kill enough of them for surely they can strike back with their flails and fell elves left and right if you are not careful, remembering that our higher weapon skill is not so high compared with theirs.



One of the more generic units in the chaos army that is not a mortal unit is the furies. Quite essentially, these guys are daemonic harpies, but they are more vicious and cause fear. They may not have the same attack potential, but that is not how they will win combats. Since they are daemonic, they are completely relentless and will never panic. They will keep coming for your reapers and once in combat, they will likely kill one crewmember and that is all they need. Being fear causing, outnumbering, and having won the combat will ensure that the victory is theirs and that your artillery piece is now destroyed. The easiest way to deal with furies is not to shoot them as someone might do to your harpies, hoping to panic them, but rather, get them into combat. They will not flee, because they cannot, and they do not have powerful combat potential, but rather just enough to make themselves a threat to lone mages, reaper bolt throwers, and shades, and sometimes even dark riders. A charge from a chariot will normally send them packing, as they will tend to fail their daemonic instability test. Alternatively, you can send some dark riders their way which will on average kill two and suffer two back, but will on average only win by one, meaning there is a real risk of failure in that plan.

Risk of failure is always something to consider when facing the army in our first instalment: Khorne. With the power to easily wipe out any Dark Elf unit in close combat and tough enough to generally resist both our shooting and our magic, they must be handled carefully.

The discussions have been countless whether Khorne is Khaine, or if they are just aspects of the same elemental source of power. Are they both aspects of death, murder, battle, and blood? Some say that they are the same while some disagree. There has been no definite decision about this issue from Games Workshop, nor can we expect one. Some things are meant to be unknown. Things must be shrouded in mystery to keep the excitement of the game up. However, let's face it, no matter if Khaine is Khorne or not, they share a great deal of similarities, and so does the backbone of their respective armies. An army of Khorne is very brutal, cruel, and violent. If you are up for a fight against the vicious followers of Khorne, you must know some important facts about their forces previous to your engagement, or else your skull will be placed on the throne of their god, the same fate that many others have already met.

An army of Khorne

When facing an army of Khorne, it is not uncommon too see nothing but units with the mark of Khorne. Many Khorne players prefer to play a "clean" army with no interruptions of other marks or even of undivided troops or characters. This cleanliness is, however, only a general estimation. By bringing in an undivided sorcerer, the army gets some of that much-wanted ranged power. Adding the costly, but yet very powerful hell cannon of chaos can also achieve this ranged power. Remember, though, the hell cannon takes up too many rare slots to be used in games under 2000 points.

Other units that are prone to being unmarked in a Khorne army are the chariots and the chaos spawn. The chaos chariots might be tough, but there is not any good reason to make it frenzied considering the downsides. The chance of being lured into some difficult ground is enough to keep most chariots unmarked in a Khorne army. Generally, Khorne units get very expensive after the weapons and armour upgrades and marks, which mean that a standard 2000-points Khorne army might not consist of the approximate 100-120 models, which the druchii forces usually are, but rather 50 or 60 models.





A normally seen army of Khorne would probably consist of at least five knights with full command group, and do not be surprised if they are upgraded to chosen status. A group of chosen knights of Khorne is even nastier than the usual chaos knights. The frenzy from their mark gives them another attack, and so does the chosen upgrade, giving that chaos player a unit of models with better armour save than normal heavy cavalry and three attacks each at a strength we only can get on the charge with our own knights – and do not forget their horses. The chaos steeds might be slower than their elven cousins, but what they lose in movement they gain in strength instead. A chosen chaos knight costs more than four executioners. Multiply that number and the number of models and add both the mark of Khorne, a command group and the five model strong unit become over 300 points! Sadly, it is worth it almost every time if it gets into combat.

The chaos warriors seem terrifying on paper, and if marked with a mark of Khorne they get even worse. One of the most devastating combinations is a warrior unit armed with great weapons and upgraded to chosen (mark of Khorne of course). Great weapons are the common weapons of choice if they are upgraded to chosen, since it gives them each three attacks with the strength of a dragon. Almost nothing can withstand such an attack, but at 21 points apiece, it is an expensive feast. If not upgraded to chosen you can expect almost any combination of weapons. The hand weapon together with shield makes for a unit with high endurance in combat. The additional hand weapons can be very overwhelming due to the extra attack at their considerable strength against our low toughness and thin plates of armour. Never let these guys reach your lines – if you follow the idea presented to you below, everything should work out well for you.

Divert and Conquer?



If you see a unit of bloodthirsty knights looming across the field, you need to divert them from your vulnerable troops or else see quite clearly how elves can be turned into lawn mulch. To do this you need to use frenzy against him. You might ask what that is supposed to mean, but it is quite simple; frenzy not only gives him an extra attack and a bloodthirsty feel, but it also forces him to charge anything he is able to. The best way to exploit this forced charge, as a druchii general, is by running a unit of dark riders against him, but not straight on. Make them stop a little bit to the side and perhaps with an angle towards the knights and make sure you are within his charge range, but far enough from him so that you can easily get away with your flee movement when he charges. When you flee diagonally away from him, he will have to wheel to pursue with his failed charge. Thus, you have managed to make him turn away from the main fight and perhaps into a trap of your own. Basically, you do not pound chaos down, but rather you make them run around everywhere and put the army into disarray, and then you pick off the units one by one.

This method is most commonly used against knights and chariots, since warriors and Bloodletters are often taken care of with other means explained later.

Movement is the Key

Since Khorne armies lack ranged power or have very little (the undivided sorcerer or the hell cannon), it is always a good idea to slow his advance down as much as possible by interrupting his march moves. Good units for this kind of duty are, as always, shades, harpies, and dark riders. An occasional hero, or perhaps even a high sorceress on a flying dark pegasus can also disrupt enemy plans. By forcing your opponent to move his meagre 4" per turn, it would take six turns to reach you. However, you will not be able to block all of his marches on the first turn, but rather from the second turn and forward if the plan is successful. A good point to remember is that a failed charge is also a failed march move. Once again, use smaller units, which he has to charge, and always flee as a reaction. This tactic is very similar to the diverting exercise explained above, and the two can be combined for even better results. By blocking marches and making him fail charges, the chaos army will literally creep towards you at a pace almost matched and sometimes exceeded by Dwarfs!

This tactic has its counter measures from the chaos player's perspective. If you are not careful enough, you might be too close to one of the units that have a 360-degree line of sight, such as furies and the bloodbeasts of Khorne. If you stand behind one of those, you have signed off your unit to die. Even though the bloodbeast or spawn is not very fast, they are unbreakable and should be avoided at all costs. Warhounds and beasts are yet further units to beware of. The hounds can easily turn around and endanger your units behind his lines, due to their fast cavalry rule. If you did not see it coming, you might end up with five hounds or more charging your poor unit of shades. These hounds are



Dark Riders may be the answer to your prayers when fighting Chaos. Thanks to Kraven Norseslayer for the pic.

dirt cheap, and are frequently used in almost any chaos force. Some of the beasts of chaos have the advantage of being skirmishers, and can therefore see all around and may attack your march blocking units. The skirmish ability also has another advantage; skirmishers will move unhindered in forests, which means that these beast herds might come hunting after your shades at an early point of the game and will get to them rather quickly. The power of beastmen units and other units of beasts, however, will be observed later in a section completely devoted to such units.

Your Obvious Army Choices

The obvious choices in your own army are pretty much decided upon; at least some of the choices are. Use a few units of dark riders as your core choices and some shades and harpies as special units. The shades have actually a double use since they are scouts and will deploy most often in a forest. If you see that the Khorne player has a chariot on a path near the forest, try to get those shades within the chariot's line of sight so that it will charge right into the woods. When a chariot moves over difficult or very difficult ground it will take massive damage, and it might even break down just because you lured it into the wooded area. Although luring can be fun to do sometimes, no serious Khorne player uses a frenzied chariot and puts it near difficult ground, or at the very least, most of them will see your shades coming. Use your shades mainly for shooting down furies, hounds, and bloodletters. Combine that with the early march blocking and you have a very suitable unit when fighting (or should I say harassing) Khorne.

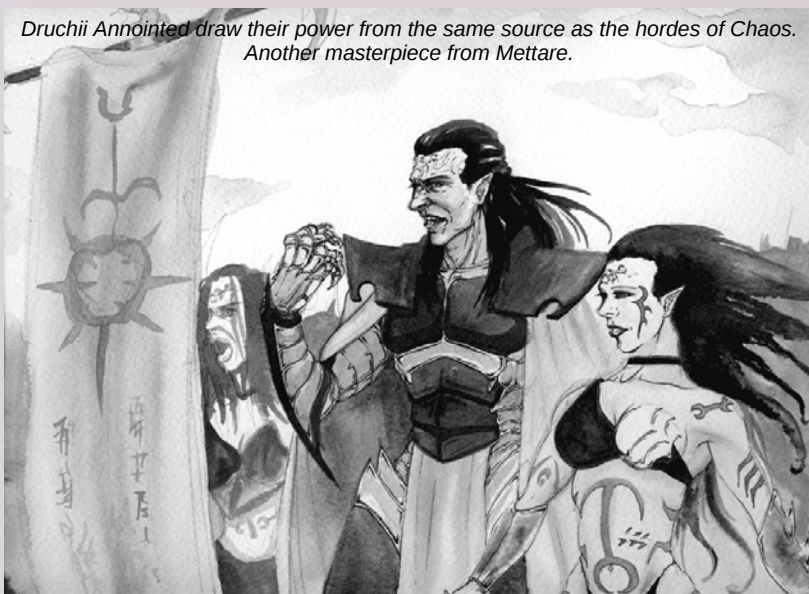
Slowed Down, But Not Yet Defeated – Three Example Approaches

Now that you know how to slow him down, you need to know how to defeat him too. The uninformed might think that magic is the self-explained way to go. However, that is not the case. A Khorne army would have become too vulnerable if it were so. Instead, everything in the army with the mark of Khorne, that is all mortal characters and units, also add one dispel dice to the army's pool of dispel dice. In games around 2000 points the army might hold something like 7 to 9 dice in its dispel pool. For a complete combat-oriented force, that feat is quite astonishing. However, dispel scrolls can only be carried by sorcerers, and those dispel dice could be drawn out if you are going heavy on magic yourself. Against Khorne, you should not try something in between if you wish to defeat them more easily. Either you have full magic with maybe one fighting noble, or no magic at all to save the points for better fighting characters. Something to take into consideration, though, is that Khorne daemon units will be harder to damage without magic, due to their natural resistance to mundane attacks.

1. The Magic and Shooting Approach

If you choose to use magic against this brutal and vicious force, then the tome of furion would be a great item to use. You really do want that black horror cast right over his 16 chosen warriors getting ready to charge you. A successfully cast black horror at that time will kill about one third of the affected models. Add that to some doombolts (never forget the new wand of the kharaidon) and the former 16 warriors are not that big a threat anymore. However, as I said before: never let Khorne warriors reach your lines. No matter how few there might be left in the unit, they will still be able to dish out a serious punch. A soul stealer can be devastating against a full-fledged unit of bloodletters due to their elven-like toughness. But (and there is always a 'but') the lore of dark magic contains lots of spells with pretty low strength. This means that if he has many mortal units with lots of annoying armour, some of your spells will not bite.

Druchii Anointed draw their power from the same source as the hordes of Chaos. Another masterpiece from Mettare.



One other thing which to bring to attention is the aspect of miscasts. A miscast can really hurt this already vulnerable tactic. You need to get the most out of every character you have, and miscasts are among the worst things that can, and will, happen. If you prone to miscasting, it is advisable that you either use the soulstone to avoid miscasts, or you go for a strategy that does not involve magic.

The daemoniac units have magic resistance instead of providing extra dispel dice so try to take them out when your opponent has wasted all of his dice for the turn, or use something other than magic on these magical creatures of chaos. The latter is the most preferable option. As mentioned above, the bloodletters only have the toughness equal to an elf, which is quite neat for our weak repeater cross-bows. Units of 10-12 warriors standing on a hill will quickly decimate their numbers. 20 shots a turn wounding on a roll of four or more is demolishing for those models that can only move four inches. Therefore, your core choices against Khorne would be some warriors equipped with repeater cross-



bows, and your rare choices should always be at least two reaper bolt throwers.

2. The Combat and Shooting Approach

If you choose not to use the heavy magic option, you will still need a lot of shooting. Reapers as rare units are necessary. Think about this: A unit of 16 chaos warriors of Khorne is advancing upon you and you see them waving their great weapons in the air. You decide to take the foul trash out before they reach your line. Two reapers fire 12 shots, and on long range, you would hit six of those and wound three, killing two and a half. On short range, you would hit eight of those twelve shots and wound four, killing three and a third per turn. Imagine what four reapers can do in three or four turns!

To fend off the knights most people recommend a highborn on a flying monster. A dragon has higher strength than the manticores and as such has a better chance of getting through their dense armour, but keep in mind that even with a dragon, chosen knights will still get an armour save of 4+. The dragon also has a higher number of attacks, which means power that is even more devastating. However, it costs an additional hero slot in addition to its already high points-cost. If you have the points and the free hero slot, the dragon is the most suitable mount for a fighting character if you want to take out some nasty knights. Use the divert tactic to let them run around for a while, and when you see fit you should use your superior movement and go for the charge.

3. A tricky One for the Masters

The third option when facing Khorne is to go pure fighting-style. Most skilled tacticians have cast this tactic aside when battling the ferocious followers of this chaos god, but others have used it and it does indeed work. The point to stress lies within your army composition. You need a beast army or an equivalent with lots of speed and lots of hard-hitting power. A preferred choice of units would include a highborn on a dragon, a beastmaster on manticores, dark riders as core units, ten knights, some harpies and shades, a couple of chariots and one or two hydras.



Use the shades, harpies, and dark riders to divert and slow down as explained earlier in this article and utilize the speed of the other units to set up the charges. The highborn and dragon can go for knights with a unit of dark riders in the side to negate their rank, if they have any, and to get that much-wanted +1 in combat resolution. Instead of using a beastmaster on manticores as a hero you can, and this one is a popular one, have a noble in a chariot. Give the noble a great weapon, some armour, and a cloak, mount him in a chariot and the whole model would not cost many points more than two units of dark riders. However, this chariot has a substantial amount of heavier attacks compared to the dark riders. The highborn and dragon should kill enough models for zero attacks back, and with the nasty strike of the noble and chariot there should not be much left, and if there is, they will probably break (perhaps even auto break) and likely be run down. A beastmaster on a manticores can also achieve what the noble in chariot did, and still keep up with the monster-feel of the army.

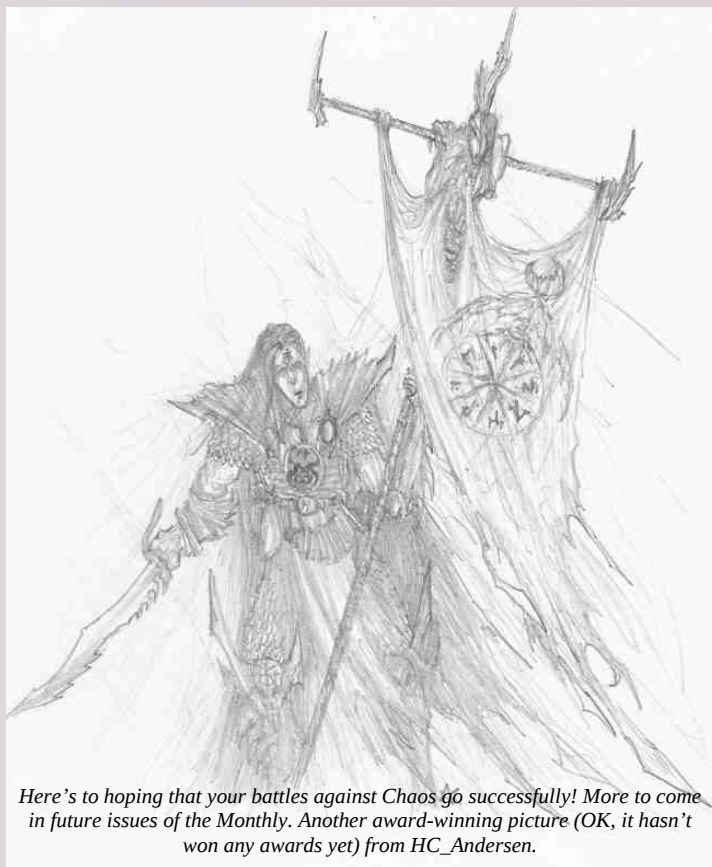
The beastmaster on manticores can take care of the chariots if he gets the charge, which is not that hard considering the chaos steeds' tardiness. Your chariots should focus on his infantry with help from knights or a hydra. This attack pattern goes for both warriors and bloodletters. Shades and harpies can engage lighter units, such as furies and possibly marauders. Take care of



furies as quickly as possible since these flying beasts can really ruin a good charge set-up.

You will definitely need what tacticians call force multipliers, which is a strategy dependant on superior movement to get many nasty charges in at the same target at the same time. As long as you get the charges all around, there should not be much to stand in your way. Khorne is deadly in combat so do not let them have anything to attack back with. High strength attacks can bust through chaos armour, but if it does not you are in some serious trouble. This tactic is mostly for those who enjoy a good beast army, for those who think that magic is not really their thing, or for those who are sick and tired of the same old thing, over and over again.

Khorne is quite likely the stereotypical kind of chaos force, but do not let that fool you. The Khornate army can be very different from other kinds of chaos armies as it is totally and utterly dependent on combat. As mentioned above, the easiest thing to do is simply deny them of that one thing they need the most, until you are completely satisfied that even if they get it that the taste would be bittersweet.





She-Noble on Pegasus



MDK—To Make Like A Slave

I am building myself a noble on a pegasus worthy of "Black Moon Rising".

After choosing a colour scheme, theme, army list, and painting one regiment of crossbowmen to test the colour scheme, I decided to create my noble on a dark pegasus. I have always loved the Archaon model and especially his horse so I decided to use that awesome model as the basis for my dark pegasus. All I had to do was find some suitable wings for it and I found them in the form of the Bloodthirster. Those wings are HUGE, which was exactly what I needed.

Some time ago, I had the idea to create a unit of female cold one knights but did not finish it. Nevertheless, I have been modelling and half-painted the champion in it. This model consists of the torso, lower legs and head of Lelith Hesperax, the lower arm and spear of a warrior standard bearer and the lower arm of the Malus Darkblade model on Spite. The upper arms and upper legs I modelled with green stuff (the first time I ever used it). This I used for the female noble.



The tools I used were: a small hacksaw, scalpel, clippers, superglue, modelling tools and some needle files. The materials I used were (lots of) green stuff, paperclips (for pinning), and a stone to place the model on. This stone will give the model a heavy base so it will not tumble over, and it looks good.

What I did not expect was that the lower body of Archaon was attached to his horse – I had to cut that off and clean it before my work could proceed. This was a lot of work but after two hours of clipping, sawing, and polishing (and three blisters richer) I got rid of it.

At this stage, I got a bit desperate because I almost ruined an expensive and awesome model beyond repair. Now I had to attach the two sides of the horse together. I always pin all metal parts because I have found that straight gluing is almost never enough, and it is a disaster to see that wing or tail fall off after you have painted it.



I drilled three holes in one side of the horse, and cut off three 4 mm pieces from the paperclip and glued it in the holes. After it dried, I gave them a tip with red paint and carefully placed 2 parts precisely on each other while the paint was still wet. This way you know exactly where to drill the other three holes.

I then glued them in place and put the head on it. The huge gap that was left when I clipped off the lower body of Archaon I filled with PVA glue. This is much cheaper than filling it with green stuff and helped to make the horse body more solid. While this was drying, I clipped off the large stumps on the end of the

Bloodthirster's wing tips and filed the ends flat and smooth.





Next I drilled holes in the ends and put some florists iron wire in it. These wires form the base for the nails I need at wing tips. When the glue was dry (make sure it is, because if it's not, you will end up with hard lumps in your green stuff), I made the horns from green stuff. After I got the right shape of each horn, I waited for some time to let it dry just a little bit. Then I drew small lines in the nails to make them more natural.

While I finished all the nails on the horse's wings, I came up with the idea to sculpt some armour plates on the sensual legs of the



"She-Noble". The green stuffed nails needed to be 100% dry before I started to attach the wings on the horse's torso. If not, I would ruin them by toughing and bumping no matter how careful I would treat them. The armour plates were made of green stuff as well. I just took a small piece of green stuff and rolled it flat with a pencil. I cut it in shape and put it on her leg. Once in place I modelled it and made it flat with some water and my fingers. Of course, while bending her legs a bit to make her fit on the Pegasus they broke and I used some green stuff again to fix that. While fixing that, her arms broke off so I decided to give her two new lower arms.

The "She-Noble" needed a lot of work still, because I want to give her a chain mail skirt too, among other things.



The next day the nails on the wings were dry enough to work with so I drilled two holes of each 10 mm deep in the wings where they would meet the torso. It is important that I drilled the wings first and then the ones in the torso this because I needed to determine where I would drill the holes in the torso (again with the blood red dots on top of the pins). The reason I drilled 10 mm deep is that they need to carry a lot of weight. The next step is exiting – glue the wings into place. Now it is really getting its final form, and whoa, I was amazed to see how big it has become. It has an admirable 12 cm wingspan! No one would believe that it isn't a large target now ...

I also made a start with the rebuilding of the beast's flanks with green stuff. To make this anatomically correct I used a book with pictures of horses. I see it all too often that a model is perfectly painted but that the modelling of muscles and other body parts is poor.

I gave the She-Noble a lance, shield, heavy armour, and of course; the hand weapon. Therefore, to the rules of WYSIWYG I had to find some solutions for this. For her arms, I used the right shield arm of an ordinary warrior to hold the handles (coming later) and the left arm of the warrior standard bearer. I clipped off the spear point of the standard and glued the sword of a warrior champion on it.



To make the lance a bit more special I glued a small chain at the end and covered it with superglue to make it stiff and give it some motion. For hand weapon, I used the sword of the army standard bearer and created the grip with green stuff. This I glued on the side of the horse just beside the wing.



Next thing I did was finishing the muscles of the horse and get some wolf hides for the She-Noble to sit on (of course I would not damage her delicate round butt). To cover up some flaws in the green stuff, I put two spikes in both the flanks of the rear end of the horse by cutting two nails from the plastic of a warrior spruce.

To represent the "Impale" rule I needed a Horn on the horse's nose, but since our steed is a pegasus and not a unicorn I decided to put a metal stake on top of a armour plate on his head. The stake is a piece of a dark eldar spruce, and the armour is made of green stuff (again).

The last thing I did with green stuff was creating some armour plates on the horse's rear end. You can take small pieces of it and make it flat with the end of a pencil/pen, whatever round thing you have in reach.

Be sure to make the table a bit wet, otherwise will the green stuff stick to it. Afterwards, I flattened the green stuff, and cut the basic form and pasted one end on the bottom (the armour plate that lies beneath the rest). You repeat this until you got the armour you want.

By now the horse is ready to undercoat. This is a bit of a delicate job since you can loose a lot of detail if you spray to thick. When undercoating your models you always need good ventilation, outdoor is perfect (if there is not too much wind). If you use a spray-can to undercoat, spray with short bursts and 30 cm distance one side at the time.



Then wait 10 min. and do it again until you can't see one single piece of metal on the model.



The She-Noble's head was painted like I meant her to be, so I left her head like it was. The body however, needed a new paintjob, so I painted everything black with a pencil and chaos black.

Now all converting is done I can finally paint.



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For painting I use three brushes, one thick dry brush pencil and two small ones. I wanted to give the Pegasus a really black/dark-red look so I made a mixture of Blood red and Chaos black for the first dry brush stage. With dry-brushing it isn't a disaster if you make a mess of your model since it is the first stage.

After dry brushing you paint over the flaws. After the first dry-brush stage, I highlighted the highest parts with the paint I used to dry-brush to make 'em stand out just a bit more so they are easier to paint. I was surprised how much detail the model contained (and I created).



Next thing I did was dry-brushing all the hairy stuff. I began with a mixture of 50/50 space wolf grey and chaos black, and added a bit more space wolf grey until it became 100% space wolf grey.



When this was done, I did the bear hide on the saddle and dry-brushed this as well, but this time I used a mixture with 50/50 blood red and chaos black. Next step was dry-brushing with vomit brown and ended with a mixture of skull white and vermin brown, I then gave it a wash of chestnut ink.

Now it was time to paint all details. I started with the horse's feet and used (again) the 50/50 mixture blood red and chaos black. Next, I added small amounts of vermin red and white until I got the highlights I needed.

I did the same with all the leather parts. The gold stuff is done with shining gold, washed with chestnut ink and then highlighted with mithril silver.

Now I started to paint the armour plates on the horse's back and head. In the first stage I used the mixture of 50/50 red/black, moved on to 70/30 red/black, later blood red, and then orange for the ultimate highlights, and over this a wash of red ink. The red ink works surprisingly well on armour. It gives all colours more depth and makes the armour a bit shiny, more than matt varnish and less than gloss varnish. I was very pleased with this "brainwave". The sharp edges of the sword and the sharp thing on the horse's head were painted mithril silver leaving the nose's sharp edges black. I plan to do this through out my whole army; another nice touch to distinguish the army and make it look more coherent. Finally the Pegasus is ready ...



Time to paint the She-Noble.

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She-Noble "body" paintjob.

As I said before, the She-Noble was green stuffed about one year ago and at that time I did some painting as well. I was planning to make a female knights' regiment, but after a while I let go of the idea.



I started to paint the skin because the skin is often the part that is hard to reach with a pencil, so by doing these parts first I did not ruin other paint jobs. For the skins of all my Druchii I use "flesh" from the brand Cote d'arms. It is very similar to pallid flesh from Games Workshop. After painting every skin part in flesh, I made a mixture of chestnut ink and Cote d' arms flesh to create the dark skin parts and adding more Cote d'arms flesh until I reached the highlight stage which was done with ... guess what? Cote d'arms flesh!

Now the skin was done I started to paint the armour the same way as I did on the horse. A 50/50 mixture red/black, which became a 70/30 mixture red/black, which moved on to pure blood red, and then orange for the ultimate highlights and over all this was of red ink. Now when the skin and armour was done, I decided it was time to glue her on her mount. I did this before she was finished because I wanted to give her a cloak of fur that ended on the pegasus' back. By doing this without putting her on her mount is not possible. I modelled the cloak with green stuff by rolling four small cones of it ($\pm$ 2 mm thick and 10 mm long). By pushing them in shape, I added one at the time. This makes it look like if the cloak is made of layers of skin. When



this was done, I took a small modelling tool with a pointy edge and pushed upwards slowly going from bottom to top. This way you get the suggestion of hair. I tried this first on a small piece of green stuff, just to see how it looked. When it was dry, I painted it chaos black and made a basecoat of Cote d'arms brown (looks a lot like bestial brown). The next dry-brush stage was vermin brown, and the highlight stage was done with Cote d'arms flesh. To make the centre of the fur cloak darker than the edges, I gave it a wash of chestnut ink.

Now it was time to paint all leather parts of the She-Noble. The basecoat was again Cote d'arms brown and with each highlight stage I added a bit more vermin brown until it was 100% vermin brown. From here, I did the final highlight stage, with 50/50 Vermin brown Cote d'arms flesh.

All of the gold parts are done the same as I did with the horse. Shining gold, chestnut wash and highlighted with mithril silver. The hair I gave a basecoat of shadow grey and adding space wolf grey until the final highlight stage of 100% space wolf grey.

All I had to do now was to paint the shield. I am in the fortunate position that I own an airbrush and compressor, therefore did I cut a round mould, 4 mm wide, and placed that in the middle of the shield. Then I used watered down blood red and airbrushed a round gradient over it. After this was



dry I took away the mould.

For the base I used thin florists iron wire. I cut about 15 wires of 8 cm, twisted them together, and put them in shape. After I got the right shape, I glued them on two small stones. Subsequently, I applied some filler; after this was dry, I based it with PVA glue and sand. I kept the place where I wanted the horse free from sand, and after undercoating and dry-brushing the base with space wolf grey I pinned the horse in place. The last thing I did was adding some static grass.

And the model is finished (finally)!!!

On to the next one ...



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