

Ulthuan's Outcasts

How to create a Dark Elf Warband for *Lustria: Cities of Gold*

by: Tim Leach

Welcome brave soul, to a harsh and cold realm. It is Naggaroth—Land of Chill, home to one of the greatest forces of Evil in the Warhammer World, the Dark Elves. Every Dark Elf's inner thoughts and spirit mirrors the landscape of this realm— cold, dark and foreboding. Naturally, the actions and dress of these elves reflects that nature. The only joy and laughter in the land results from the torture and killing of others. Dark Elves have little concern for living beings and are cruel masters indeed. The Warband should be painted in colors that reflect these attributes. Darker metals like Boltgun Metal, Brazen Brass and Burnished Gold make better choices than Shining Gold or Mithril Silver. Cold greens (more blue than yellow), deep reds and dark blues make excellent choices. Avoid using pinks, pastels and yellows except as highlights. Personally, I like to use amethyst and purple shades on my wizard-types, and these also work well on Dark Elves. I consider Elven skin to be paler than Human, and Dark Elves even moreso. I mix Skull White into Bronzed flesh (about 1:2) to achieve this. Dark Elves, I feel, should mirror their High Elven cousins. It was once stated that a High Elven army marching to war looked to be a sea of stars moving across the land. Considering the predominance of White, Silver and light colors, this is easy to imagine. The Dark Elves, I though, must look opposite. Dark, blackish colors, with and glints of gold throughout. Keep that in mind, and developing a scheme is easy to do!

The High Born

The more important Elves in the society see their subjects as lives to be expended in their service. They are ruthless, yet commanding individuals known as the High Born. Not all are born into this role however. Often they rise to the status through murder and betrayal. The model for this individual should be more imposing and commanding than any other in the Warband. Female Dark Elves are no less ruthless than their male counterparts, and so the High Born may be of either sex. Often the Dark Elf special characters or Command figures are the most appropriate models. The High Born is a good fighter and expert marksman, so you may wish to choose a figure with a Repeater already at-hand. It is easy though, to sculpt a harness or belt from green stuff, and attach a Repeater to the back of the figure, or a hip-holster. (Repeaters are available from the MO Trolls bitz and are also available in the forthcoming Dark Elf Plastic regiment).

The Beastmaster

The Beastmaster is a particularly cruel Dark Elf, but also fulfills a specific role— Beastmaster! Therefore it is easy to choose a model to represent them! Typically, you will arm them with a Beastlash, so choose a whip-wielding model. There are

actually no less than three models available in the GW archive. Two from Marauder (A male and Female version) and one Citadel version. Truthfully, any model can work, as whips are an easy weapon to make. Buy a roll of fine gauge wire at the hardware shop (18-22 gauge). By braiding or twirling three strands together, you make a fine and very poseable Beastlash. Alternatively, you could use a Dark Eldar Beastmaster, Sybarite, Succubus or Wych model with the Laspistol removed. The last option is to wait for the new Beastmaster models to arrive in 2001! Personally, since the models need to work well together, and form a unit, I try to paint the Beastmaster with colors that complement that of the Cold One Beast Hounds (see below).

The Fellblade

The Fellblades are masters of Hand-To-Hand fighting. While they do not even start out as good a fighter as the High-Born, they are relatively inexpensive, and have access to skills that make them better fighters. I would arm them with the wicked Dark-Elf blades. These can be modeled by using a hobby knife to add serrations along a sword edge. Cut even grooves perpendicular to the blade edge to achieve this effect. Be sure to paint a black wash into them so they stand out! Alternatively, use green stuff to add spikes and hooks and barbs too. Look at the swords of Dark Eldar Wych's or Witch Elves if you need a bit of inspiration (Or clip them off and attach them to your Fellblade!) Personally, I liked the idea of a double-handed Dark elf Blade. I use an Old Marauder command figure, but if you want full WYSIWYG, you have to file off the crossbow on his back.

The Sorceress

An important figure in both Dark Elf society and the Warband, is the Sorceress. I used the Morathi figure as my Sorceress. I painted her in a combination of Chaos Black, Burnished Gold and Warlock Purple. I broke my first rule a bit, as this figure is a bit brighter than my "regular" Dark Elves. Note that it is possible to arm your Sorceress with a Repeater, though if you use it, you cannot cast a spell. Use the same bitz I mentioned for the High Born to add a Repeater to a Sorcerer. There is only one Dark Elf Sorceress model in the current range, but no doubt there will be more to accompany the Dark Elf Army book for WFB.

The Corsair

The Corsair is the basic warrior of this Warband. It is easy to identify suitable figures—any Dark Elf will do! If you wish to use a Sea-Dragon Cloak, I recommend that you use a "regular" Corsair Model, though ambitious players will be able to model a cloak using green stuff, or the Salamanders Mantle Bitz from 40K. Corsairs are good fighters as well as skilled marksmen. Keep this in mind, as arming them with both weapons serves the most varied combat role. As villainous pirates and sailors, you may wish to use green stuff to give them a bit more "pirate character". You can add hook hands (and use as daggers) or eye

patches to them. For my Corsairs, I used more Marauder models available in the archive (notice a trend?). The Assassin and Scout figures make excellent Corsairs as they look the part of a pirate, and wield two weapons.

The Shade

Shades are lowly Dark Elven servants and warriors. Sinister but cowardly by nature, the High Born only tolerates them as lives in his service. Shades, by nature, prefer to snipe at the enemy rather than duke it out. Therefore, they should be armed with a Repeater (though not required by the Warband). Most any Dark Elf with a Repeater will serve as a Shade, though I have picked older models whose poses are craven, hunched over and sneaky looking. Being limited in number, you will not need more than five models of Shade.

Cold One Beast Hounds

Cold One Beast Hounds present a Dark Elf collector with a unique opportunity in terms of painting and choice. The actual descriptions have been intentionally sparse, as there are many suitable models available to use. Beast Masters train a vast variety of animals. They perform sinister experiments and breeding efforts to make the most ferocious creature they can, so this is really limited by your imagination. To fit in with the setting of Lustria, we offer these suggestions as more appropriate due to their "scaliness", though there is endless choice. You Cold One Beast Hounds may have been captured elsewhere. Try using Salamanders, Cold Ones, Flesh Hounds, Chaos Hounds, Scyla or a Fiend of Slannesh!!! There are also some older models available called "Cold One Warhounds", as well as the quadroped version of Cold Ones in the archive. Unlike the Dark Elves, Cold One Beast Hounds offer a chance to use brighter colors. Look in reference books for painting ideas. Lizards come in all colors, from brown and green to orange and red, and even blue!

