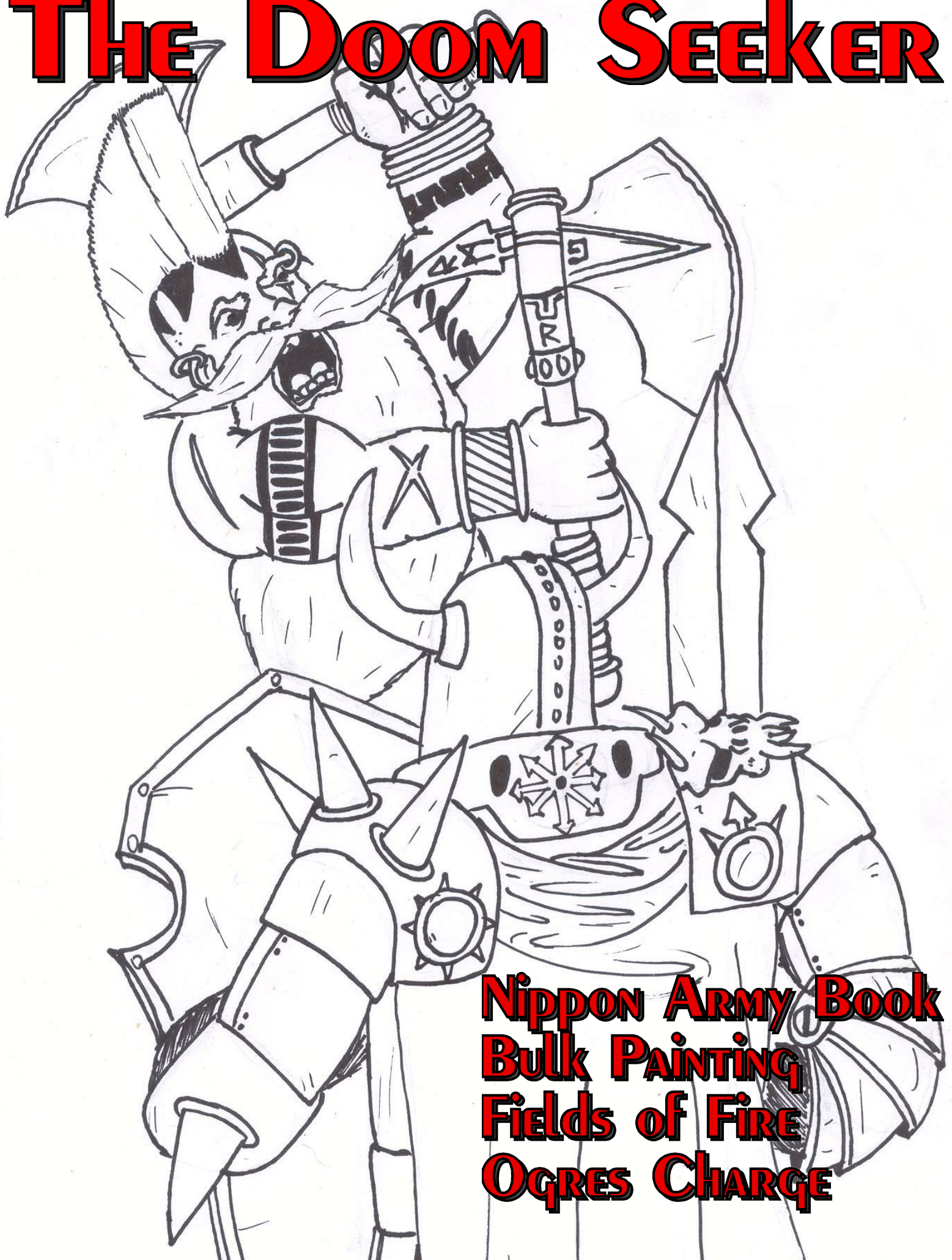


THE DOOM SEEKER



**Nippon Army Book
Bulk PAINTING
Fields of Fire
OGRES CHARGE**

The Doom Seeker



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The Doom Seeker

FOR THOSE WHO BELIEVE WARHAMMER SHOULD BE FUN.

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THE NEW SLAYER BROTHERHOOD

<http://z8.invisionfree.com/SlayerBrotherhood/>

**The forum for the
Dwarf Slayer
in everyone**



From the Desk Bilbo Baggins

Hello again,

Real life has given us problems for this issue of TDS. Because some of our normal contributors had problems in their lives we are running a little light this issue. We do have big plans for next issue and we hope that our friends problems are solved and they will come back to contribute to our fine webzine again.

In this issue have an interview with M4c about his Nippon Army Book and Anti-Santa submitted his Slayer army for all to see plus our normal stories and articles.

Our new friend Chris "wolfy" West from 2 Ton Studios wrote and article for us about bulk painting. He is better known on the 40K forums but his tips will help out Fantasy players also.

GW has finally released a new army book for the Tomb Kings and we would like our readers to tell us what you think of the updates and submit images of their Tomb Kings armies for the next issue of TDS. Deadline for submissions is 20 July 2011.

We are looking for more writers and artists for TDS, if you believe you can write stories or articles better than our current staff email us at thedoomseeker@hotmail.com and tell us of your ideas.

Bilbo

Cry havoc and let slip the Dogs of War!



Dogs of War Online

www.dogsofwaronline.com

Slayer Journal

Articles of the current state of the game of Warhammer. Fan made lists, tips on playing the game, interesting finds, and ways to change up the normal game play against friends.

A Trip to Fantasy Land (With a 40K Crew)

By: Ironlord

As you may or not be aware, there are many podcasts out there covering just about every aspect of our great hobby, one of the most prominent and praised in the Games Workshop circle of podcasts is 40K Radio, now in its second incarnation, the 40K Radio show has an army of rabid fans called the Freebootaz. As a Freeboota I was told of a proposed meet up down at Warhammer World in Nottingham.

Not only was this a great chance too meet up with people who have a shared perspective on the hobby and what it means to be a community, but it was a great chance to meet the people behind the black library, Games Workshop's novel writing team who cover everything from the Time of Legends too the hidden wars of Inquisitors travelling between the stars of the 41st millennium.

Stack on top of that an opportunity too go too the head quarters of Games Workshop and I was booking a flight straight too a Fantasy Land... but to chill with a 40K crew.

In doing so I learned a lot about planning such a trip and how best to experience it, with this new understanding, I shall try and use my experience to write a "survival guide" of sorts.

As with many survival guides, this one boils down to a list of "do"s and "don't"s. Remember that every do and don't could be inverted in this list.

"Do"

Go With a Group: Any experience such as this is made a hundred times better when you experience it with a group, especially one that you have a common link with. For me, this was with the freebootaz, people who enjoy warhammer 40,000 as much as I do and enjoy a podcast about the game. This immediate shared bond gave us a starting point, which was essential as a few of us had never met before.

Go for a Comfortable Amount of Time: Give yourself time to enjoy the full experience, time for mistakes too happen and time too relax afterwards. The black library event was about a half a day, but I stayed from Friday night till Sunday afternoon because it gave me ample time to see the city I was in, make my way from my hotel too the facility, hire taxis and get through airport security.

As we all play a game with dice in some form or another, we can appreciate the idea that when we need things to go right, they always go wrong.

Never is this more obvious than when you have a timed task to accomplish. All it takes is one thing to go wrong early in the trip and then the aftermath suddenly begins to mount up. Something as simple as missing a bus or getting stuff in traffic could mean missing a flight, missing your check in time and a ridiculous amount of stress. We go on holidays and breaks to get away from stress (with the exception of night before painting) so starting the trip off badly can ruin the whole thing for you.

This can often be a problem for travellers as they have too book time off of work, clear their schedule or even get permission from their better half. But you shouldn't

Go for an Event: An event is something special, but it can be anything, a meet and greet with forum members, a gaming club, old friends or a large corporate event.

Any even adds too the value of a trip, generally in its monetary costs and its value as an experience and will make the trip more memorable.

(Warhammer World Specific) Go to Bugman's: Although it may seem like a bit of a joke at first, popping into Bugman's at Warhammer World was awesome, getting quality food and drink in a bar surrounded by Warhammer memorabilia was interesting to say the least. Not only that but having the ability too eat just ten feet from an awe inspiring gaming hall was fantastic, not to mention having the option too take drinks with you into the hall for some mid game refreshments.

Make Sure Someone Else Knows What's Going On: This can be someone else that you are travelling with or someone at home like a friend or member of family. Also keep in contact with this person somehow, even just making a simple phone call. This lets them know that you are safe and gives you a touchstone, putting both your minds at ease.

Go Properly: This may seem like a rather ambiguous term and I admit it kind of is. Because it relates too all of the other "Do"s and is a general message when planning and doing something. Don't half ass it.

Make sure everything is in it's correct place and that every link in the chain of events is solid.

Don't

Go Without Some Spending Money: A basic of all trips, but one that has to be stressed, how are you going to get between your hotel? Where are you going to get something to eat? How much are you going to drink on a

weekend with friends? (Please don't answer that last one if your below the legal limit in your country.)

If your going somewhere, its more than likely that this place is designed to take your money in some way. Some places are blatant with "BUY NOW!" stickers slapped everywhere, other places are more insidious, their natural aura promoting a spending culture. It may seem evil, but this is how these places survive and if its a good facility then surely you should encourage it too grow and develop to become even better, or just to stay open.

Go without a plan: Even if you can improvise, having a plan that is ready to put into action well in advance is a great way to reduce the stress of travelling and allows you to work with others. If you announce your intentions to stay over night somewhere, you can end up with a room mate, willing to split the cost, or someone willing to give you a lift between venues or someone willing to bring an army for you, so you don't have to explain too the woman at the checkout desk why you have a massive bag for a cross country flight for two days... (personal experience leaked into that last one)

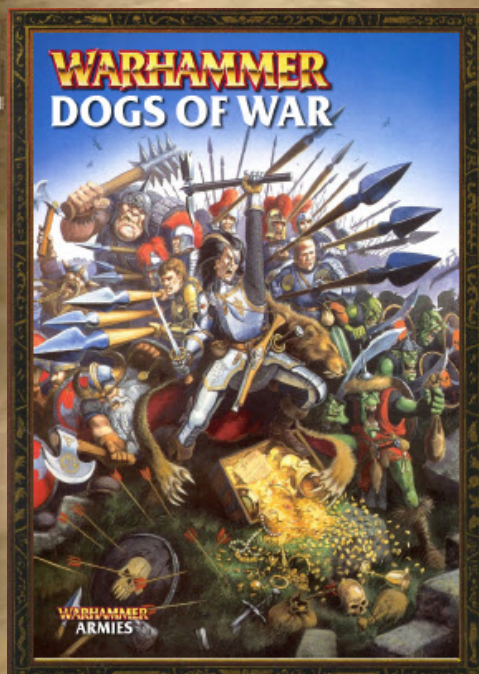
Because I would never claim to know all about anything (except maybe family guy) I have asked around for advice from friends and fellow forum members with some wider knowledge about travelling to events.



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The Doom Seekers

Dogs of War Players Unite



From the land of Tilea the rough and tumble mercenaries are assembling looking to find gold and glory for themselves.

The Indy GT Dogs of War Army Book has been released and has been accepted by Adepticon as a legal army to play in their tournament.

Download the rules for the Dogs of War army and the rules for the famous (or is that infamous) Regiments of Renown at the links below.

[Dogs of War Army Book](#)

[The Regiments of Renown](#)

The Word of Hashut

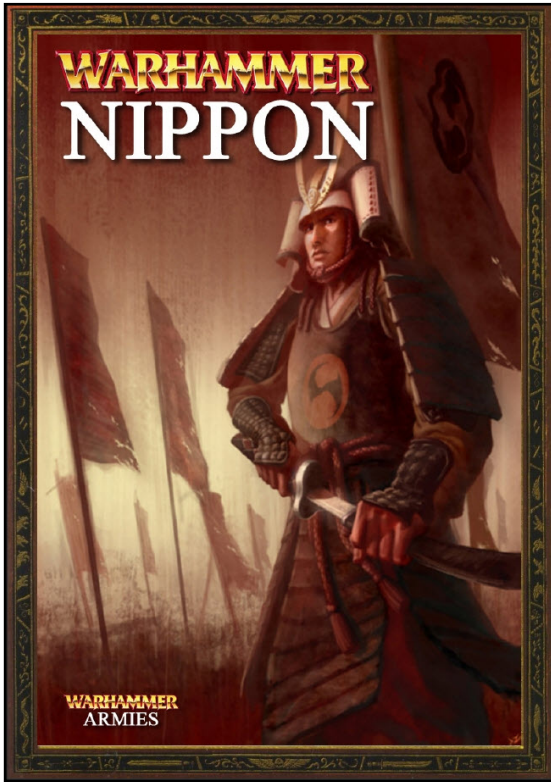


The ezine for Chaos Dwarf Generals - www.chaos-dwarfs.com

Warhammer Armies: Nippon

By Bilbo Baggins

Yes, we've brought M4cR1l13n back to talk about another of his expertly crafted Army Books for Warhammer Fantasy. This time we are going as far to the East you can, to the ancient peoples of Nippon.



The Doom Seeker: Thanks for coming back again M4c.

M4cR1l13n: And as usual, thank you for inviting me.

TDS: What inspired you to delve into the lands of Nippon to create an army for Warhammer?

M4C: That would be during my work on Cathay. I decided right then that I wouldn't mix both Japanese and Chinese culture together like so many others, so that removed the options of adding some Samurai to the list. However, working on Cathay also got me in the mood of the whole oriental theme, so I decided to give Nippon a shot as well, although I originally planned to stop after Cathay.

TDS: In the past I've seen Nippon armies based on the Bretonnian and High Elf lists, what makes your list better than those?

M4C: Well, for one it actually gives you some real rules instead of just counts as! Bretonnians are much too heavy cavalry based to fit the Samurai (who most often fought on foot), and High Elves are not human. Above all, there are a lot of options you are missing

by fielding a "counts as" list that you will find in this list instead.

TDS: How hard was finding/creating fluff for the Army, I don't believe that GW released much about the region?

M4C: GW no, but the Legend of the Five Rings system contained all the fluff I needed, and more. The main background for Nippon is pretty much straight from that system, but some slight alterations to fit better into the Warhammer World.

TDS: Six Core, Six Special and Four Rare choices in the List. I see you seem to be keeping with GW standards in balancing choices. How hard was it coming up with units/monsters for the army?

M4C: A few units were added as an afterthought here, the original list was more basic and dare I say, a little boring. You have standard Samurai warriors, Ninjas and Ashigaru here that you will find in any Nippon list, but I also added quite a few units based on Japanese culture and history that won't find anywhere else.

TDS: How long did you study the lore and how deep into the legends of Japan did you go and is there anything you left out that you couldn't make fit?

M4C: I did quite a bit of research of Japanese mythology here to flesh out the army list with something other than just Samurai, and as such added Oni, Kitsune, Tengu and other various creatures from their myths. I can't think of anything I had to leave out at the moment, if anything I added more units than I originally intended.

TDS: I noticed that there are no War Machines in the army, was this because of the lack of them in the history of Japan/Nippon or did you keep them out so the army wasn't compared to closely to the Empire?

M4C: This was because I intended Nippon to be based on earlier Feudal Japan rather than the more known Sengoku period. It seemed more fitting to base Nippon on the more chivalrous sword fighting rather than using handguns, but after gaining several requests from people wanting handguns, I included it as an option for the Ashigaru at least. I had some ideas of adding a "Dragon's Breath" cannon or Death Rocket to the list, but I think it would be rather redundant.

TDS: While reading through the book I paused when I saw you put Sumo Warriors and Kabuki Dolls in it. I read the stories and it makes sense they are there but were you worried people who didn't know the history of Nippon think that you just included them to see if people would laugh?

M4C: I got the idea to add these guys from a system called Urban War, and they were just too cool to not have in the list. Sumo fighters feel wholeheartedly Japanese (because they are) and Kabuki is a well known form of theatre in Japan. Had I not gone with Kabuki Dolls I would have added Geisha Assassins instead.

TDS: How long did it take from deciding to write a Nippon Army Book till you had a completed version ready for game play?

M4C: About a month or so, I worked several hours on this one every day. The main fluff took quite a while to edit, but making the actual army list went pretty quick. I was really inspired with the idea at the time, like I have been for most of my books.

TDS: What are your favourite units, heroes or special characters that you created for this book?

M4C: I really dig the Sumo Warriors and the Red Ronin myself. The idea of a huge 3-400 pound armoured guy swinging a huge Samurai sword is a pretty cool one. As for the Red Ronin, I really fell into the whole revenge part and being bound to his sword and whatnot. Just a cool character to field in your army I guess.

TDS: If you were playing the list what would your friendly 2000 point list look like?

M4C: Lots of infantry, a solid core with 1-2 units of samurai warriors supported Ashigaru bowmen and spearmen, and then some solid infantry from the Special section to act as shock troops. Though it's really hard to say, I usually include one unit of each from the army list whenever I can, diversity is the spice of life after all.

TDS: Now you limited the wizards in this army to Fire, Light, Heavens, Life and Shadow, what was the reasoning for that? Why didn't you create a lore for the Nippon Shugenja to use?

M4C: I didn't feel they needed their own Lore, as there wasn't exactly anything that special about their environment or culture to warrant it. With Cathay I chose to focus on the Yin Yang aspect, but I didn't wish to repeat myself with Nippon and decided to just use regular Lores for that reason.

TDS: How would you describe the style of play that the Nippon Army has? Which other Warhammer army would it closely resemble?

M4C: Its main strengths lie in their close combat infantry. They have generally low armour saves, but pack a punch in the fight. I think they could be rather closely compared with High Elves or Dark Elves, with more options to field a lot of cheap troops as well, but lacking in magic and strong cavalry.

TDS: Have you had many people giving you feedback after starting a Nippon Army?

M4C: There has been a fair bit of feedback yes, and a lot of the suggestions I've received have been implemented in the book. The main criticism has been more based on the fact that some did not like using background from another game system, and that the initial list lacked punch in close combat. The second part have gotten a bump, and as for the first: why bother writing 50+ pages of new material when there was already tons of great material to use out there?

TDS: Are you planning any changes to the army in the future?

M4C: Not at the moment, I think the list has what it needs to be competitive without being going overboard. Of course that depends on what feedback I will receive, but all in all, I'm pretty happy with its current incarnation.

TDS: I know we'll be talking in the future about other army books that you have finished. Are you working on any new books we can look forward to?

M4C: Currently I am working on the Kingdoms of Ind, which should hopefully be out in April. I have also gotten around halfway through my Halfling army book, but that one will take a while to finish.

TDS: Thank you for talking to our readers today.

M4C: Glad to be of service, and finally beating the deadline of finishing up the interview in good time ;)





CARPE NOCTEM

www.vampirecounts.net

Fields of Fire or How I would have done the Warhammer Main Rules

By: Bilbo Baggins

Now I have been reading the forums and blogs since the release of 8th edition of Warhammer Fantasy Battles. While some seem to like the new rule book many seem to dislike the changes feeling that GW went to far and changed the game too much. I know that GW changes the main rules to sell new rule books to older players but changes seem to be too major instead of the minor ones that could (should) have been done.

Some of the changes I did agree with but others made no sense to change in a game that worked fine. Now I joked about writing a full rule book to compete against WHFB but I don't know if I have the writing talent to do so.

So here I'm going to put in writing changes that you could apply to the 8th edition (and even 7th Edition) rules to make the game easier to play (get more players playing) and keeping the challenge of the game. So let's start, remember to put all the changes together before you complain about just one area of the game.

Building Armies

This is the one area that GW did something that made some sense. Percentage limits have been used in Warhammer previously, as well as their Lord of the Rings game. Personally I feel they didn't get it right by allowing armies to be Special/Rare/Hero heavy instead of Core Troops. So here is how I would break down the percentages for the army.

Characters (Heroes and Lords)

You must have at least one hero in the army but you cant have more than 25% of the armies points spent on the Leaders of the armies. Both Lords and Heroes are included in this total, and the points of mounts, optional weapons/armour/etc., and magic items are included in this point total. So you can put a inexpensive Lord in a low point game or Many cheap heroes in a high point game. The only exception is in games 500 points or less you can call a Unit Champion at the leader of the army.

Core

A minimum of 35% of the army must be Core troops. Now I'll tell you that units that some Infantry and Cavalry in the Special category will move to the Core category

Special and Rare

A maximum of 30% of the army can be from Special or Rare categories and you must have more Special than Rare units in your army.

Line of Sight

The most controversial change to Warhammer is the true line of sight. This gives unfair advantages to shooty armies like Empire and Dwarfs. This has started people creating forests that were so dense that you cannot even move skirmishers through them. I believe that the old way of saying what the area was, example it's a forest and you can't see through (or over it) worked well. I would change the see 2 inches into or out of the forest to only seeing 1 inch into or out of the forest.

Movement Phase

Now here come the ideas that may cause the most what are you thinking but trust me there is method to my madness.

All movement rates in the army books are changed as follows.

Infantry +4 inches

Cavalry +6 inches

Flyers ground movement rate is capped at
Maximum of 6 inches.

March moves are no more since the maximum move is in the stat line.

Mandatory Movements

All Mandatory Movements must be done before declaring charges. If the Mandatory movement brings the unit into base to base contact with an opponent it is counted as a declared charge and use the rules for charging.

Charging

You start by Declaring all charges. Measure the distance between the centre of your charging unit and the centre of the unit you are charging and if you have the distance your opponent then must declare the units reaction, Hold, Stand and Shoot, Fire and Flee or Flee.

Hold

On Hold you move the unit into base to base contact with the opponent.

Stand and Shoot

On Stand and Shoot your opponent fires at you with a -1 to hit before you charge in, and if you lose half the unit you must take a Leadership Test and if you pass you continue to charge into the opponent if you fail you do not move at all because you have fallen into confusion.

Flee

The unit fleeing rolls for distance to flee. The chargers move their entire movement rate and if they catch the fleeing unit that unit is destroyed.

Fire and Flee

Fire and Flee your opponent fires at your unit at -1 to hit and -1 to wound before rolling their flee distance on one less die than normal. The chargers move their entire movement rate and if they catch the fleeing unit that unit is destroyed.

Remaining Movements

Move the rest of the units you wish to move. Units that have Move and Fire weapons can move up to half distance and still fire their weapons.

Magic Phase

Power Dice

Each magic caster generates 1 power die for level one and two and 2 power dice for levels three and four (Dwarf Runesmiths are considered level one and Runelords level three). The army itself generates 2 dice. The maximum amount of Power Dice allowed for the magic phase is 9 and Each bound item counts as 1 power dice to this total.

Dispel Dice

Each hero and lord character generates a dispel die and magic casters generate two dispel dice each. There is no limit to dispel dice used during the magic phase.

Spells

All wizards have to roll for the spells that they can cast. All spells that have a casting level of 3-6 now can be cast on a single die roll of 4, level 7-13 is a single die roll of 5 and over 13 needs a single die roll of 6. There is no irresistible force.

Wizards can choose to roll as many dice as their level but only the highest roll is counted. If you choose to roll more than one die to case than you risk miscasting on double ones and twos.

If the spell is cast successfully than your opponent can roll as many dice at his disposal to dispel it. If a single die matches or beats the casting die roll. Rolling double ones or twos on the dispel roll has no effect on the spell.

Shooting Phase

This I would like to keep simple. First and Second ranks can shoot normally, the second row is just shooting over the shoulders of the first. Thick that the first row of shooters (Handgunners, Thunderers, Crossbowman, Etc.) are in the kneeling position and the second rank are standing. Against targets larger than themselves (or on hills or flying) all members of the unit can fire as having line of sight.

Negatives for hitting

- 1 Soft Cover
- 2 Hard Cover
- 1 Skirmishers

+1 Half distance - on all shooting weapons that have at least 16" range the enemy is easier to hit when they get closer.

There will be no negatives for long distance, it's assumed that the models using the weapons have been trained as marksmen with the weapons or the General wouldn't have them shooting.

Volley Fire

Doubles the range of the weapon. All models in a unit fire as one into a target. They do not have to see the target as long as a friendly model in their line of sight can see it. The downside to volley fire is that you can only hit on 6's.

Combat

This is simple, go back to the rules of Versions 6 and 7. There was no reason to change it.

Combat resolution

At the end of combat to figure out who won each side will add all the wounds caused and add the following bonuses.

Ranks up to +3 – these are figured at start of combat and a full rank is at least 100mm wide so 5+ models on 20mm bases and 4+ on 25mm wide bases (including Cavalry) and 3+ on 40mm and larger bases.

Chargers +1
Banners +1
Outnumber +1

Flank and Rear – You must have Unit Strength at end of combat of 5+ to claim these bonuses and they can be combined. Attacking on the Flank and Rear also negates opponents Rank Bonus if you end combat with US of 5+

Flank +1
Rear +2

Musicians are used to break ties.

Losers of combat must take a leadership test with negatives of how many points they lost combat by. Leadership cannot go below 2 so double ones passes leadership test. If the test is failed they must roll a die and add it to their ground movement rate and run away the largest US they were in combat with. The winners can choose to run them down by also rolling a die and adding it to their ground movement rate.

If combat is tied or if the losers pass their leadership test then they remain in combat. They fight again in the next combat phase with the fighters with higher initiative going first, if they have the same initiative than the winner of the previous combat will go first.

Advanced Rules

Scenarios

Opponents can either choose or roll for scenarios.

Scenery

Opponents roll D3 and each can set that many pieces of scenery on the empty board or they can have a friend set the scenery for the game.

Loose Formation

This was introduced during Lustria campaign. It allows ranked units to move through difficult terrain unhindered but they only can have +2 on rank bonus when engaged in combat in this formation. Models in this formation are touching on the corners (so a 5 wide unit would take the space of a 10 wide ranked unit). Units can change from Ranked to Loose formation at the start of their movement phase but it costs 1 half of their movement.

Armour

Armour adds to the defence of a model, NO MORE ARMOUR SAVES.

Armour gives +1

Shield +1
Heavy Armour +2
Plate/Chaos Armour +3
Mounted +1
Barded Mount +2

To wound

Rolls will obviously have to be modified because you could have loads of defence 8 and 9 models running around. Simple thinking is if the Strength and Defence numbers are the same than you wound on a 4. If the defence number is higher by 1-3 then you wound on a 5, higher by 4-6 than wound on 6, 7-8 higher than a 6 followed by 4 (also known as a 7) and 9+ a 6 followed by 5 (rolling a 8)

Overview

Again these are some of the changes I would have done to Warhammer Fantasy, but then who listens to me. Let me know what you think of these ideas and give us some of your ideas and maybe we'll put out a booklet in the future.

Pirates of Sartosa



Unofficial Warhammer Army Book

View and download at:
<http://issuu.com/bilbofol/docs/>

Resin Models

By: Ironlord

Is the next era of GW right around the corner?

Its a question that pops up time and time again, every new wave of miniatures brings new questions, some of them are just repeats of older questions like, "how did they do that?" or "Does this mean meta game will change because of new shiney models?"

But what if something was too happen that would change the way that we enjoy our models but doesn't change the game. It would take a change too the core of our hobby experience.

The change from metal miniatures to resin.

Its a rumour that seems to trundle around the internet, rearing its misshapen head from time to time and with each step that Forge World takes closer to world domination it becomes a more real possibility and now with the creation of a Warhammer specific arm of Forgeworld it seems that world domination and or resin replacing metal in your friendly local gaming store is becoming a possibility for games workshop.

Before we get into the gritty details of this I must state that this is mostly a speculative article, take this with a grain of salt and don't quote it as gospel because right now nothing is certain.

Why is that? Well the local stores will be getting a letter/email on 16 May 2011 telling them about what is going to happen in the coming months and years, its harder to get hold of metal models through games workshop, with some stockists not being restocked with their metal blisters and this has driven some into a panic buying spree, snapping up metal minis now in case they don't get released again. Our problem and part of what makes this all so speculative is that this issue of the doom seeker has been scheduled for release on the 15 May 2011 and we don't have any secret contacts (despite my stalking of numerous head honchos at GW HQ) to give us the inside scoop.

So back too the issue at hand.

But why change?

Well its a complex situation and it may not be entirely in our hands as gamers. Sadly real world situations are affecting our micro culture, trouble in the mineral rich middle east and Africa mean that the price of Tin has shot up quite a bit, the white metal that was

introduced too replace lead (the last massive change in the hobby) is a compound which contains a majority of tin.

Now while driving up the cost of metal miniatures is an option, its only a temporary measure that wouldn't last more than five minutes as the internet gathered its collective pitchforks and torches and marched on their FLGS.

So why resin? Well with Forgeworld, the larger Games Workshop company has experience it can call upon when working with resin, so it's not like it's new in the field of making quality resin models. Also from a financial point of view, resin is a form of plastic, simply more tightly packed at a molecular level, which Games Workshop can get a lot easier than the metal needed currently.

If it is a short term loss, its for a more long term profit. Some could see that as a sign of faith.

Pros:

Resin is a very light substance, considering the detail that you can fit into it and the amount that can go into a single model, one immediate benefit is the physical weight, a carry case full of models wont cause your spine to bend, which may not seem like a big deal now, but in the long term, it is important.

Single models will also be lighter, so larger models such as the hydra and throne of judgement wont be usable as a weapon when put into a sock. (Google the term "Dreadsocking" to translate this to Warhammer 40,000)

Second is the increased detail, metal miniatures have served us well in their past, but resin is capable of the same level of detail, if not more and on a larger scale whilst maintaining a reasonable cost. And with plastic modelling techniques and Computer Aided Design taking leaps forward every few months, it wont be long before plastic models catch up in detail too metals, whilst remaining cost effective.

Resin is softer, meaning that working with it will be easier and less painful for those of you with softer hands. If your willing too be gentle with the material, you can achieve well controlled cuts or drilled pinning holes better than you can with metal. Interestingly this makes it easier to mix with plastics with better effects rather than metals.

Cons:

Resin is covered with a release agent, a thin spray of a chemical agent designed to prevent things from sticking too the mould its made in, which means that it needs to be washed before it can be glued or used with modelling putty.

Due too the moulding process, there can be flash, a small amount of thin resin that gets between the two piece moulds used by Games Workshop. This is the bane of modellers as some pieces of flash can be large (I once had a Khornate daemon prince's axe embedded in a piece of flash the size of an A4 piece of paper.) and hard to remove (the same axe had to be removed by cutting around the outline of the axe with surgical precision for 10 minutes).

Resin is softer, which as I mentioned above makes it easier to work with for those of us using hand cranked tools like pin drills and hand files, but for those of us who have forked out the money for an electric drill like a Dremel, this can be a problem as the material may give faster than expected and the drill could slice through the model and leave you with a nasty trip to the friendly local emergency medical centre.

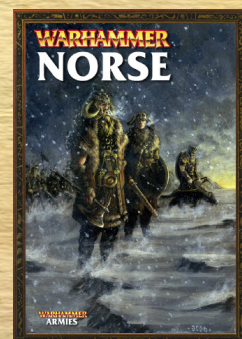
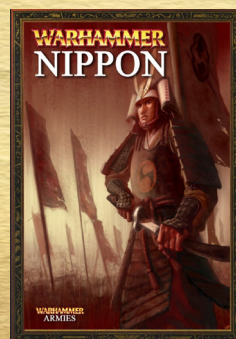
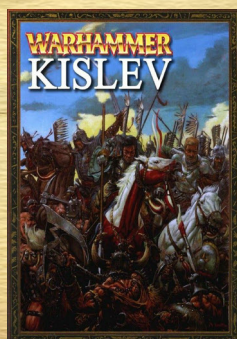
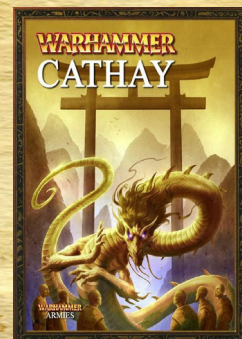
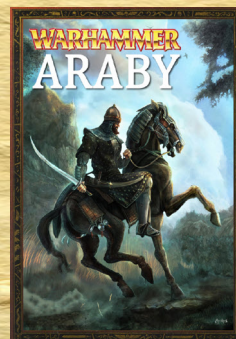
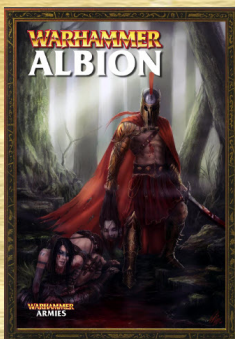
Also there is a more serious medical risk associated with resin. When resin is filed it turns into powder that, when inhaled, sits in the throat and lungs, causing breathing problems. Repeated or prolonged exposure too resin powders can lead to an increased risk of cancer in the throat and lungs. This is a serious problem but it can be countered with such a simple piece of equipment called a breathing mask. Even the cheapest and most simple mask can provide great protection as long as it covers the mouth and nose.

Summary:

A possible change from metal too resin is, as I've said a hundred times, a huge change in the way we do the hobby, one of the fundamental cornerstones of our hobby is going to go, in it's place will be a new cornerstone. A few of the old guard may struggle to accept this change, may find that they don't like resin as much as they like the old metals, but this is a thing of personal choice.

We are lucky too live in such a time that we can make such choices, but we would be foolish not to give such change a chance.

Warhammer Army Books by M4cR1ll3n



Tall Tales



Stories of the Warhammer World.

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Ogres Charge

By: Ironlord

Borrock was bull headed, it was why he wore the horns of the great bull on his iron forged helmet. In the three years since he had snapped the creature's neck, the horns had been peppered with gunshot, chipped by axes and swords and even shattered by a leadbelcher's cannon shot. Now they dripped with blood as he lifted the impaled swordsman over his head, the muscles in his neck hardly showing any signs of strain as the man thrashed wildly, his previous military discipline fast forgotten.

Around Borrock, his trusted guard of ten iron plated ogres smashed into line with the swordsmen, shattering the sun symbol on their shields and tearing them apart with hands and blades. Borrock put his fist through a human skull, to silence the scream of horror as the men realised their doom.

His massive size allowed him to see over the fight and see a group of spear wielding warrior women advancing with all the speed they could muster.

"RIP THEIR FLESH!" he bellowed, spurning his elites to greater slaughter.

Beside him, Hurk dropped to a knee, a sword stuck between to great sheets of armour, but still he swung his mighty hammer into the man's chest before the little creature could retrieve his sword. The head of the hammer was as big as the man and it's jagged surface pulverised his flesh as it send him back into the crowd, giving Hurk the time he needed to stand back on his feet and remove the sword with a spurt of blood.

Borrock pulled free a simple axe, taken from a Minotaur some weeks before, and began hacking through armour and flesh with wild abandon. There was nothing here that could stop him and he chuckled heartily, the thick, gurgling sound the perfect contrast of the agonised screams he heard around him.

The army lines connected as the ogres charged home. Borrock and his guard had arrived first, in no small part due too a pretty banner depicting a flying shoe he had stolen from an elven patrol on the way here, but now his entire tribe was in the fight, their bellows and war cries drowning out even the sound of the man people's cannons, which had fallen silent with nothing to shoot at without risking their own.

As his elite guard tore through the swordsmen there was a change in the air, so vivid he could almost taste it, fear had spread through the men before them, for they were mortal and wanted to live. They fled and the ranks of

female spear warriors let them pass, their one focus was him, of all the vast army arrayed before him, these women knew that this war could be ended by taking Borrock's head off of his neck and out of his bull horned helmet. And by the look of them, they were capable of such a task.

But Borrock was bull headed and would not show fear of any foe, no matter their training, no matter their prowess or physical ability, he would stand and crush all before him.

Roaring he led the charge forward, hoping to catch the purple clad sisterhood off guard, but with perfect timing and synchronisation, they grouped together, covered themselves with their shields and planted their spears at a low angle into the dirt to give them greater impact when the charge hit. At their centre was a banner, depicting the perfect warrior woman, she was faceless, her undoubtedly pretty features hidden by her hood and metal face mask.

As he closed, Borrock looked into those face masks and saw their eyes, cold as steel and unflinching. Good, he thought, now we can have a proper fight.

The prospect thrilled him and his warriors, they thundered forward, closing the thirty feet in a matter of seconds.

Again that titanic crash of armour on armour.

Again that scream of agony as blood was spilled.

Again that tenuous moment when all hung on a knife edge.

The razor sharp spears cut deep into flesh, impaling the organs of the charging ogres and ripping through armour. There was something special about their weapons, they weren't forged as normal weapons, they seemed almost magical, glowing as they sparked against the armour or weapons of the elite guard.

Borrock even felt his own mighty iron gut plate melt like butter before the sister's spears. Bright pain, like staring into the sun with no where else to look, flared in his stomach as he retaliated, his borrowed axe cutting through foes with heavy swings, there were eruptions of blood, which fuelled his guards to greater slaughter as they impacted. Just as he sent a warrior woman sprawling, half her head missing, another disappeared into red mist, her body crumbled beneath a massive chunk of rock. Toggoth the Iron Limbed leapt atop the rock, bellowed his victory and a charge at the same time,

before leaping bodily into the sisterhood of spears. He was impaled several times, but laughed at his destruction as he smashed aside his foes, their helmets buckling beneath his mighty fists.

Borrock realised that Toggoth was trying to out do him, trying to usurp his power as leader of the clan, the idea made him furious, in his anger, he picked up a woman as she lunged forward, grabbing her by the head in his mighty hand and throwing her back into the crowd. She was stuck on her friends spear, weighing down the weapon as Borrock charged in, axe swinging down hard, crushing through the helmet, caving in her skull and splattering the blood and brain tissue onto her fellow warrior goddesses. They didn't notice, they were too busy, ducking, diving and weaving in between the ogres, abandoning their spears for the short swords as their fight was more desperate. Each of the lumbering beasts was set upon by two dancing vixens, their flashing silver armour drawing them this way and that, as a third would sneak in behind taking her sword too vital strike points, gaps in armour or joints that seemed especially weak.

Borrock knew that they would not last long like this and began to swing wide and low, cutting the legs from one woman before punching out with an armoured fist and throwing another from the fight. His two opponents dealt with he charged into a knot of warriors, taking them down with his mighty charge and swinging axe. There were a group of killers, opponents with quick swords and slashes that took away tendons and severed arteries, but they were nothing in a fair fight. In catching them off guard, Borrock had turned the tables. More ogres began too free themselves from their fights and the odds turned against the warrior maidens, some of whom fled, but mostly they died. Their corpses left broken and as ungente as any man's that day.

Four of them surrounded Toggoth, their blades quick shallow cuts betraying their eagerness to be done with the monster and flee the field, they were to determined to leave, but knew they couldn't leave without besting their foe.

Borrock was tempted to go to crush them, but decided that Toggoth's murder would be worth more than his services as a fighter.

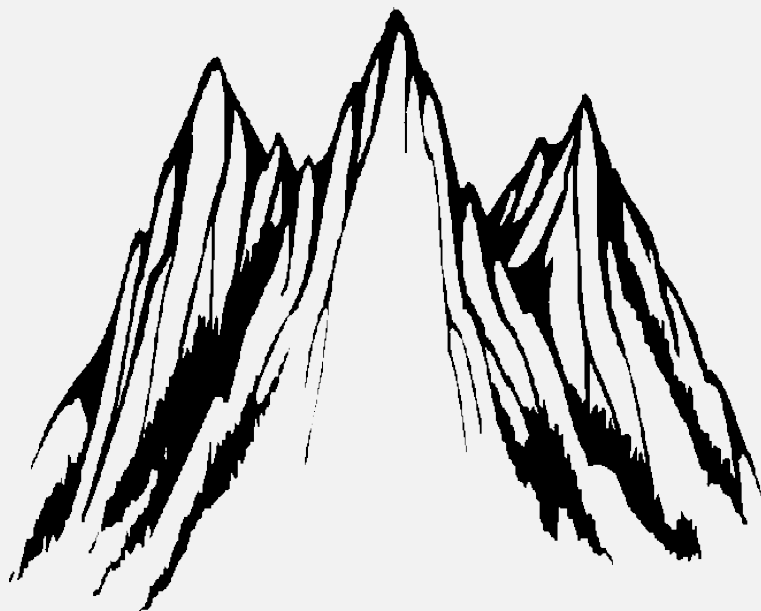
Bellowing he led his warriors off into the flank of another group of clean shaven young men, he watched their knees turn to water before his charge and scattered them too the maelstrom of battle. By the time they were finished with the noble sons of Reikland and their tiny brittle axes.

Turning on the ground soaked in blood Borrock watched Toggoth's massive bulk slam into the ground, he chuckled, a deep rolling sound that sent the last of the female warriors guarding their dead sisterhood scurrying away.

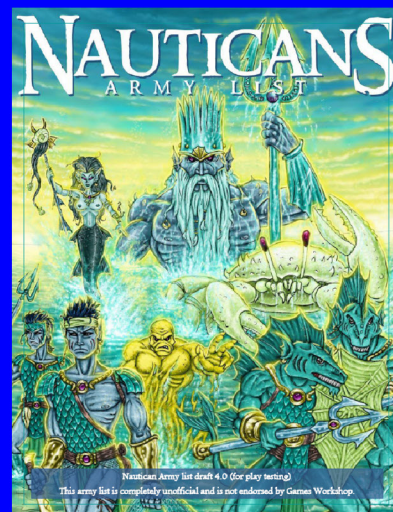
Borrock raised his axe, one gnarled hand lifting the heavy steel into the air, blood dripping down his arm from the

soaked blade as he rallied his forces and sighted his next targets, a column of nights, their billowing flags snapping in the wind that pushed against them, the wind created by an army of Ogres bellowing against them. An army that answered to Borrock now that Toggoth lay in the mud, his throat, legs and arms slashed to ribbons. Never would they doubt his power.

Not even when the lances of Karl Franz descended down the hill and charged straight for his lines.



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The Doom Seeker - Issue VIII
Carrion Walkers

By: Ironlord

As morning sun rose the smell of putrid flesh stank out what little clean pure air there was, making Petrov gag on the foul smell of decay that seeped from every open mouth and wound. It filled the air like a heavy fog, drifting everywhere, invading the senses and sticking too the clothes of those who had gathered here on the field.

Glorious battle had been given here, in the name of Sigmar, his chosen and blessed troops sent north to fight the raging horde of followers sent by the plague father. Nurgle had cursed these warriors, giving them three eyes, an extra hand on their shoulder, tentacles instead of a mouths and bloated their bodies. Some stood taller than even Petrov's finest warriors, men who had worked in fields for most of their lives and been swinging their axes in war for years.

Others were hunched creatures, similar in shape to the primates of the exotic lands to the south.

Young Hillin, Petrov's own cousin, jumped as the mouth on a man's arm snapped at him, even though the man was missing a head.

It was an understandable reaction, but one that he couldn't let slide without remark, with no sons of his own, Petrov wanted to ensure that Hillin grew up with a man's heart beating in his chest. Not the weak, rabbit quick thump of his father.

"This is a battlefield Hillin, the dead here were bred for war and their foul deities gave them every advantage, they knew that they faced men of steel today." He said, his voice carrying to others, so that they would know his lecture, "They were animals, some are so savage that they do not know the difference between life and death."

As he walked by a hulking beast, the muscular form bloated with decay, he gave it a swift kick too the side of the dead and moved on, doing his best not to breathe from anywhere.

But the unholy abominations were not alone here, scattered across the battlefield were armoured forms, their metal casing ripped and buckled to reveal soft organs and flesh. A trio of banners hung perfectly still, edges still smouldering where they had been set alight, only to be saved by the Petrov's men. A sight stirred the older warrior, a patch of ground littered with the corpses of young, able bodied soldiers, their flesh drawn and dry like

parchment. They were still whole in body, no wounds or bruises hinted at physical damage.

"Magic." Petrov growled.

"Dark gods give their darkest followers the darkest powers." Muttered Hillin, a logical mantra against the illogical means of the men's deaths.

"Be wary men," Petrov warned, turning to survey the field, "Magic was worked here and it may yet linger."

Men grumbled, referring too the fickle winds of the north with curses and oaths that seemed to shock Hillin. Petrov shook his head in disappointment.

"Hillin, do you know why I brought you here?"

"To fight?"

"No, I could not risk your life like that, your father would never forgive me, even if you lived," Petrov gestured too the land, "I brought you here to observe this madness."

"I can see it... and it terrifies me."

"Good to see that Marrienburg does not raise idiot sons, but do you see what this means boy?"

Hillin struggled with the words, unsure of any answer he could give.

"It means that we must fight, because if we do not meet this foe and every other like it, then they will destroy us, they are willing to die, some are even happy to do so, such is their bodily torment, they fear no axe, hammer sword or spear, not the straightest arrow, or the most blessed bullet."

Hillin looked at the body of a massive man, his body pierced with five arrows, the killing blow was lodged deep in his eye, the tip exploded out the back of his skull.

All of the other wounds were soaked with blood, meaning that they had bled, as if the body was still alive when the wounds were struck. Did the god of pestilence create such berserkers?

Chaos was truly madness.

The air filled with a tingle, something that those assembled could just feel, like the brush of another as they walked past. But instead of human warmth, the touch was too hot, acidic and sent shivers down men's spines.

Lesser men were scared of the unknown, unsure of what was coming, but Petrov was scared because he

knew what was creeping towards them. Or at least he thought he knew.

Chaos was as its name suggested, untamable and unpredictable.

There was a sudden snap in the air, a silent thunderbolt, as the tension that had been building in every man since he had laid eyes upon the battlefield was released, or at least given a more weighty form.

Petrov sheltered Hillin behind him, drawing his family longsword he looked around, trying to find any indication of where the fell magic would strike.

He watched one man flee into the field until suddenly he disappeared into a pile of bodies, Petrov had trouble deciding if he tripped into the pile or if he had leapt willingly.

"MEN OF THE EMPIRE!" he bellowed, feeling the strain on his throat as the magically charged atmosphere shredded his throat slightly, as though tiny pieces of glass hung in the air.

Quickly, a group of maybe a dozen swordsmen gathered up their shields and formed a protective ring around Petrov and Hillin, spread out and with eyes scanning everywhere.

One of his closest advisers was there too, his voice quivering as he surveyed the scene before him.

"We should flee, take the boy, take our horses and leave now, this battlefield is a place of great evil."

"This is a place of great victory Samal," Petrov snarled, "This is where great evil was defeated by the strength of men who are loyal to Sigmar."

Samal shot him an annoyed look, "You know nothing of what happened here, great evil was needed to secure victory against great evil, the betrayal of the 47th of Marienburg was a greater evil than you can ever imagine. Nuln's commander fed the forty seventh too the dark followers to buy himself time to set up his cannons to face a charge that didn't even come!"

Petrov's confused look only fed Samal's exasperation, he mouthed, 'how could you know that?' without saying the words.

"Believe me Petrov, you don't want to be here, this place will rot away your spirit and leave you a changed man, the truth of what happened here could spread like a plague if the wrong people knew."

One of the men cried out and Petrov spun to follow his hand pointing at a twitching body a few dozen feet away, as it stuck its arm up into the air he turned to question Samal, but found that he was nowhere

to be seen. The cawing of a bird in the sky made him look up to see a bird, multi coloured with purple, blue and golden feathers streak across the sky.

Terrified he returned to the field.

Dozens of bodies now twitched and began to move, their muscle fibres twitching wildly.

The bodies of each man and creature on the field had been claimed by disease, their tissues dissolving as he watched them stand. A creature, like a man but with one central eye, stood and bellowed at the sky, angry at its grey storm clouds and lack of wind, before he fell apart. His stomach burst open like a slit wine sack, giving way under the weight of his guts and organs, which slopped out onto the field in a gory cascade. He didn't seem shocked at this, didn't even feel it, just continued to bellow at the sky, even though Petrov saw the things lungs, black and shrivelled, on the floor amidst the intestines.

Then its flesh fell free of the bone, simply dripping off of the skeleton.

The skeleton stood there, howling and screaming at the sky, before dissolving into dust that sprinkled across the organic soup of the creature. A few others did the same, three of them in total burst themselves as they howled to the sky. The feel of magic in the air was more obvious now, it crept down the throat and made everyone sick.

One of the men gave in, vomiting onto the corpse of a Nuln gunman, who simply lay there, a perverted grin on his face.

Samal had been correct, they should have fled. But their horses had bolted... or had they, he could see no sign of them, in fact he couldn't remember even riding a horse, had he ever ridden a horse?

Of course he had, he was a captain of Marienburg's army.

Gathering his wits he felt a fever take a grip of him, greasy sweat poured out of him and his mouth dried faster than if sand had been poured into it. A trickle of blood dripped from his nose and he wiped it away.

"Men of Marienburg," he shouted, feeling bile rise in his throat, "This is just the evil tricks of our enemy, we can resist, we MUST resist it!"

Saying the words made him feel better.

But he turned to see a man scratching at a cluster of yellow spots on his forearm. Without warning, they burst, covering him in the acidic goo of their contents. The man's hand melted at the wrist and he

screamed at the severed stump for minutes before he died.

Hillin was pulling on his uncle's cloak, terrified at what he saw around him, such a young boy should never have seen such things. One of the swordsmen had been gripped to tightly by the fever and was duelling with another who was still loyal to Sigmar, a fact made evident by his stream of curses, damning the dark gods for his opponents unholy strength.

Two of the men ran forward, then by the elbow and marching them from the scene, one of them explained, "We have to leave, Samal was a traitor,"

The other quipped, "I don't even think he was a man."

"Take master Hillin far away from here, I saw a horse leave over the hill, if we can get it, you can leave and get word of this too the empire."

"But I cannot leave you men here to die in my place!" Petrov protested, even he was surprised to hear himself say those words, he wanted to get out of here, now, but on some primal level he wanted to fight.

"Hillin and yourself are untouched by the disease of this place, leave now before you are afflicted as we are."

Petrov turned too see that the man was covered in red blotches that were beginning to turn a gangrene black in the centre. The second man was losing his hair in clumps, a shame that such a pure blonde mane was being ripped apart by magic.

"My brother and I have always served Sigmar, we will fight for him, even as we die."

A creature, bloated and horrible, half its face replaced by spines and horns, charged at them, it's one massive arm holding a pus soaked rock with a wicked spike.

"GO!" Ordered the balding man, as he turned to face his foe.

The creature lost its legs as it charged past, oblivious too the swordsmen but aiming for Hillin, who cowered behind his uncle as the two swordsmen chopped off its legs at the knees. It flew forward and impaled itself on it's own rock.

More were coming now, bodies transformed beyond that of mortals, beyond that of what should even be alive.

They bellowed the name of the dark god too the sky, "NURGLE!"

They were plague bearers, the chosen of the god of decay, his harbingers in this world. Daemons of the god in the bodies of those with life.

Some carried the weapons they wielded in life, some were weapons, given claws and talons and spikes of bone that ripped into flesh as steel would. Although they were not as fast as other daemons, they were tougher and almost impossible to stop on the charge.

Petrov kicked his horse in the sides and pushed it faster over the hill, Hillin was smart enough to turn away and follow him as the two bravest men either of them had met were chopped to pieces by the advancing hordes. They crested the hill and flew down the other side, onto greener grass, only just stained with the lightest drops of blood compared too the massacre they had left behind.

Petrov was racing ahead, his heartbeat matching his horse's hooves and the blood rushing through his ears. He felt his nose drip slightly with blood.

Something was wrong.

Suddenly he heard a cry and turned in the saddle too see Hillin fly from his own horse, the boy screamed as he flew, crashing into the wreckage of an old cannon, his skull caving in on impact.

Petrov took one look at the boy, laying on the ground, blood dripping from his skull, not even the faintest twitching of his arms. There was nothing he could do, at least that's what he told himself as he rode off over the horizon.



Expression in Runes

Welcome to Expression in Runes where we put the best images of readers units, armies and single characters, and armies. We may be Slayers here but we will accept images of all armies To submit your images send them as an JPEG (.JPG), GIF (.gif) or Bitmap (.tif, .bmp, .pgm) in an email attachment (limit of 10 megs of images and files please) to SubmissionsTDS@hotmail.com. Please supply a description of your models. All submissions must be your own and by sending them you give us permission to use them in the Doom Seeker.

Slayers by Anti-Santa



Celts



General, BSB and Garagrim Ironfist



Doomseekers



Heroes



Slayer Dog Whisperer



Pirates



Slayer Girl



Slayer Bolt Thrower



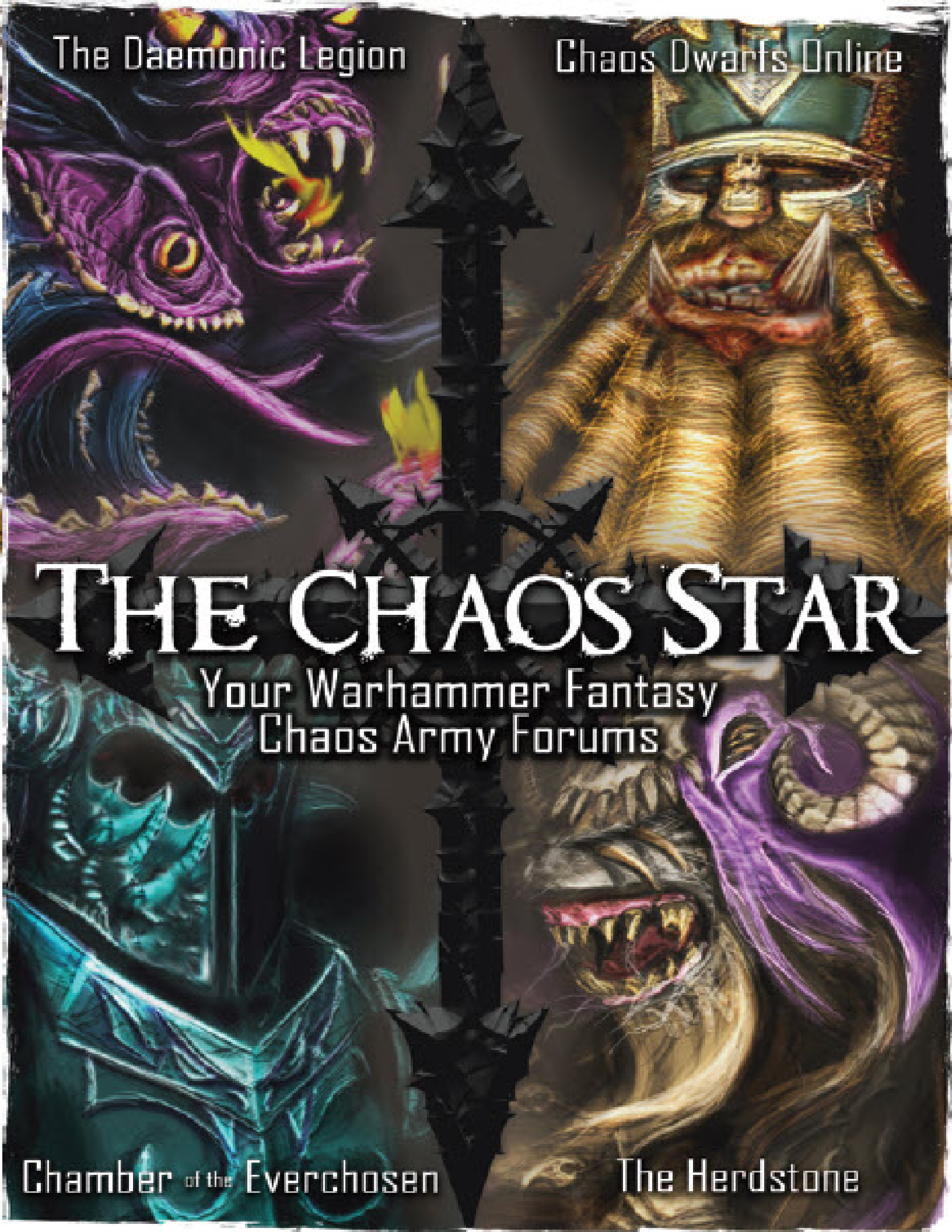
Above: Dragon Slayer

Below: Slayer BSB and Slayer Prepared to Attack



Ogre Slayer



A collage of Warhammer Fantasy Chaos Army units. In the top left is a purple Daemon Prince with a flaming sword. In the top right is a Chaos Dwarf with a large, ornate helmet. In the bottom left is a teal Chaos Knight in full plate armor. In the bottom right is a Chaos Beast with a purple mane. A large, black, spiky cross-like symbol is centered in the background.

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Bulk Painting from a Painters Perspective

By Chris "wolfy" West

So you just bought the latest Codex or Army book and you just happened to have the money to dump on building an army from the ground up. Now you have to get that mass of plastic, metal, and maybe even some resin all painted up. Don't let this thought scare you too badly its actually not that big of a deal and just about every person out there that enjoys our hobby has been a situation like this. Whether it's a small army like the new Grey Knights or it's a massive Goblin Horde, bulk painting is actually easy to do. So shall we get started going through my tips and suggestions to keep from going completely insane or bored out of your dome... or maybe even both at the same time (seen that once... it was kinda scary really).

First things first... if you happened to do what I just did recently and ordered a whole Imperial Guard army (2500 points of all foot sloggers and lascannons) all at once, don't let get to you. GO THROUGH EVERYTHING!!! Open every single box and blister to make sure that everything is there and you are not missing a single thing. If you are just contact the powers that be and yell at them... they will get you all straightened out. When I got home with all that Guard (5 battleforces and 11 heavy weapons squads... don't ask), I went through every single box and I am thankful that I did as I was missing 3 heavy weapon sprues. So a few phone calls later that was all fixed and I was back on my way. Now one of the things that I do when I am bulk painting whether it be for myself or a client of mine I pretty much always take the same approach to prep work. If I am using some of my resin bases I will go through and get them all cast for the entire army all at once (if I have enough resin for it) that way I don't have to wait on the resin to set later when I am in the painting groove. If I am not using the resin bases just go straight into cleaning and assembling the figures ONE SQUAD AT A TIME this will help with making you feel overwhelmed. As I find it scarier if you have an entire army all assembled and standing on their bases looking at you with that "well when are you going to get me painted" look that unpainted miniatures seem to have. Creepy really. And don't sit there and think that just because you have 200 figures to paint that you can cut corners here and there on the prep work and no one will notice. Cause trust me... you leave those 2 or 3 guys with mold lines they will stand out more than a whore in church.

So always make sure you prep your stuff the right way... you all know the steps... wash, clip, trim, file, glue... blah blah blah. Also know exactly how you want your army to look. What level of quality, what colours you want to use and where to use them. Even if it means take a test model to play with a few colour schemes and blending and highlighting and shading. This test model is also a great practice model so you can develop your plan of attack.

So sticking with the one squad at a time theme (you will thank me later for this trust me) prime just what you need figure wise for that one unit and start painting. Now this is where you can take a couple of different paths. The old fashioned way of painting one fig at a time, assembly line style (this is my favourite), and then the dreadful spray and dip method. Which path you chose to take is all up to you and what you want for a finished look. I will not tell you which one you should do nor will I judge you for the path you choose... that is unless you happen to be playing in a tournament where I am a paint judge... then its kinda my job.

PATH 1... One Figure At A Time

If this is more your pace and you have plenty of time (like several months if not longer) then this is the path for you. I will always take this path when it comes to characters and other HQ choices as I think that they need to stand out more than your regular line units. This path is also the common path for the painters out there that like to have their entire army look like it could be seen in a White Dwarf. Let me let you in on a secret about that... those guys know all the little tricks that have been passed around for years among the painting elite and will most likely not take this path to bulk painting. Also I have been told that there are times when those guys will show up to work at 9 am and will have an army all piled up on their desk with a note attached to it saying that this army has a photo shoot the next morning.

Now don't take this the wrong way I am not saying that you cant achieve that level of paint in a timely manner but I know that when I paint an army 1 figure at a time I have been known to spend upwards of 12 to 15 hours on that one figure. But when I take more of our next path I can still achieve a rather striking looking army but I can paint a whole squad in that same amount of time. Will they win a Golden Demon

or a Crystal Brush... no... but they might take a best painted or 2.

Also I have found that with one figure at a time you tend to burn out REALLY fast. Its almost like burning the candle at both ends.

PATH 2... The Assembly Line

As I said above this is my preferred method to bulk painting because its quick and you can have a really good looking army when you are done. And you don't burn out as bad. This is a super simple way to paint, just plan have a plan of attack so you don't get lost half way through the squad. So base coat the whole unit and then switch to the next colour and go back through the whole unit with that one and then switch again. Just keep repeating this process until you are done with the squad. You might just find this to really make the time go by really fast.

Now speaking of fast that brings us to the third path...

PATH 3... Spray & Dip

I normally think of this as the lazy gamers way of painting, or as cheating to get a painted army. To this day I have not taken this path and I truly hope that I am never asked to take this path as I don't like the final results. Plus I just don't find it satisfying.

Of all the paths this is obviously the fastest and could also be viewed as a short path to a quick and dirty paint job that some will still find pretty decent. For those of you that have no idea what I am talking about its time to come out from under your rock and go over to Army Painters website and check it out. From what I have been told, shown, and read up on it really seems like a good product and its super easy to use. Just for the love of god follow their directions and don't over do it... you don't want your daemonettes looking like they should go see Jenny Craig.

Just spray the models using one of their "primers" as a basecoat for the model. Like if you are painting Blood Angels start with Dragon Red spray and then paint all your details like eyes and the flexi parts of the armours and the guns and so on. Then you grab the models base with a pair of vise grips and dip the model in one of their "shades", pull the model back out and sling the excess of the model. I have been told a more effective way for doing this than a pair of vise grips and its even faster and you don't risk throwing your shoulder out of socket. This is also how I would recommend "the dip" if you have the

model on a resin base. Just mount model on a pin, paper clip, piece of rod... whatever... and then mount that in the chuck of a drill or Dremel tool. Dip as normal and then hold the model in a box and turn the drill on for a couple of seconds. This will sling the excess off really fast, and its kinda cool to watch.

But enough on the details of how the dip method is done... it is a fast and fairly easy way to get an army painted real fast. And if you play Necrons... since it is already the easiest army in the world to paint... you should be able to get the whole thing painted in like 2 hours. The Dip method is the only time I would suggest breaking away from the one unit at a time as you will have the whole army done in no time and the stopping between each unit to prep the next one in line gets old real fast.

Breaking Up The Monotony

So you got that one unit all painted and they have been based and varnished and put away, and you are about to start on the next one but you find that your motivation is starting to let up a little and you start thinking that you really don't want to do this or that you will never get the whole thing finished. I find it best to take a breather from painting that one style of figure. God only knows that it gets really old and you really start to dread painting skeletons after you have already painted 150 of the little buggers. So to break things up and act as a "pallet cleanser" of sorts what I have been known to do is go hit the game store and pick up a random figure that you think looks really cool and would like to paint. BUT... it must not be from the army you are painting one at that time. So if you are ass deep in painting Skaven don't go out and get Ikit Klaw just cause you think he would make a good pallet cleanser. Pick something from a different army or even a different range. Like go paint a Space Marine or a Hobbit. If funds are a little on the tight side and your store carries the Reaper range of figures go pick one of them up cause you like the way it looks. Most of them can be picked up for less than \$8 and they are really well sculpted figs. They look nice sitting on the shelf and may also give you a chance to practice a new technique like NMM... you never know. If I am not working on one of my commissions that I might have sitting on the shelf and the only thing I am working on is one of my own armies I will grab one of the many Reaper figs I have sitting on the table. Yes I have several of them just laying around completely at random because I will go into the game shop and buy one or 2 just for that reason. That and I really

hate going to the game shop and leaving without buying something.

Break Time

This is especially important because sitting at the paint table for long hours is really bad for you. Yes, even if you have one of those super comfy ergo chairs and the table is set to just the right height so you don't get sore or fatigued. Every couple hours get up stretch the legs walk around the room... do a couple jumping jacks... something to get the blood flowing properly to your feet again. Also this is the perfect time to grab a snack, a fresh drink, and change out the dirty water from all the painting you have been doing you painting maniac. This is great way to rest the eyes too... as focusing on something that small and that close to the face is hard on them. And something tells me that you want to be able to still see when you get old.

In my paint studio you will find several distractions and ways to take a break. From the TV with the mountain of DVDs piled up around it (the \$5 movie bin at Walmart is my friend for this) sits on the other side of the room from my desk and the desk faces the TV. So I like to pop in a DVD (TV show seasons are great for this cause they are long and have several episodes on one disc so you don't have to change all that often), hit play and let it go while I am painting. I have found that we as humans are attracted to movement and bright colours so this will almost always force you to look up every so often and focus on something at a distance of more than a few feet away. It gives the eyes a rest and it keeps you from getting bored. If I don't have a DVD in I will flip it over to like discovery or the history channel as they usually have pretty good shows on and then just must the TV. Since I always have my laptop open when I am painting I will open up Pandora and pick one of my many stations (depending on my mood) and let it play for hours and hours.

One more thing about taking breaks. Take days off from painting or assembling or what ever step you happen to be on at that point in time and get out of the house for a little bit. Read a book. Go to the game store and play a game or 2, cause after all... this is a very social hobby. If your eyes start to ache, or you cant focus, or you are getting angry or frustrated cause something is just not going the way that you wanted it to... just get up and walk away from the paint table for a bit and take a breather.

Even if you are a commission painter like myself and you are getting paid to give someone a well painted

army, painting should be fun and rewarding. For me it is how I like to unwind cause I find it to be really relaxing. Its like it slows everything in my head down and kicks out all the unnecessary crap that gets going on up there.

So lets review why bulk painting isn't as bad as some people like to think it is. And a few easy ways to keep it from becoming more of a chore.

Once you have everything all gathered up and in one place go through all of it to make sure its all there. Proper planning will keep you from getting lost half way through. One unit at a time... cause when you get them all assembled and cleaned up waiting for paint they look like they are staring at you and it seems like you will never be able to get through them all. Also... don't keep the pile of plastic in line of sight of where you paint cause then you will just start to stress about having all that stuff ahead of you. Pick a path and stick to it until the end, and make sure it's the right path for you and for how you want the end result you want for your army. Break things up with random figures if you find yourself getting bored because once you do and you stop painting all together on the army... you will find it REALLY difficult to go back to working on it several months down the road. And take breaks often to get the blood flowing and to rest your eyes.

Follow these little helpful tips and you too will have a fully painted army in no time at all. And they will look awesome and fight better because of it. And you will be more proud of a fully painted army than one that is just a blob of grey plastic on the table.

So until next time... keep painting... and have fun.

Chris West is the owner and man behind the madness that is 2 Ton Studios, a commission paint service based out of Wichita, Kansas in the US. The studio has been open since November 2009 and Chris has been painting and playing Games Workshop games since 1994 when he started his first Space Wolf army and has been playing them since. If he is not painting on one of the many commissions sitting on the shelf he can be found writing a story or reading a book or spending time with his family.

Nurgle Daemons by Swissdictator



<http://2tonstudios.blogspot.com/>

Contact Wolfy about painting models, units or entire armies.

Commentary

The views of the Commentators are theirs alone and now of the rest of the writers and artists of The Doom Seeker.

If you wish to comment on the game of Warhammer or about the articles in this issue send them to thedoomseeker@hotmail.com for consideration of publication.



Letters to Karak Kadrin

Do you have any questions for our staff? Do you disagree with Bilbo's comments? Do you want to know why Bilbo regularly plays both the Slayer Army of Karak Kadrin and Chaos Dwarfs? Do you wonder about Ironlord's choices of armies? Tell us about it and send us comments at: thedoomseeker@hotmail.com or Private Message (PM) BilboBaggins on most Warhammer forums. While we're waiting for your emails we'll occupy ourselves with some of Bugman's Finest.

Real Life

It's been a long time since I've had a chance to pull out the models and play a game. My Lord of the Rings models haven't been put on a gaming board for over 3 years and my Empire army really has to get out and breathe.

But real life has gotten in the way.

The closest shop to my house is GW and since their move they only have 3 tables, down from 6, so I don't want to waste time to go there if I don't have a game scheduled. The other Local Hobby Shop doesn't even stock miniatures because they felt they were too close to GW's store and didn't have enough of a profit margin to make it worth it for them.

My friends as well as myself now have families and bills and jobs to limit their gaming time. Add that to the economy tanking and people losing jobs and disposable income people can't afford to build armies like they did only a few years ago.

Some of my online friends have had even bigger issues in their lives that have taken them away from the game and forums.

I've considered finishing the table I have sitting in my basement and trying to have people come over but that would require me to get the time to finish it. I could set the table under a gazebo tent in the back yard, no room in the actual house and get a grill going for food. But then where I live it gets very hot during the summer, too hot and sunny for me to be out. But I'll think of something in the near future.

Personally I feel we should try to set aside time for our hobby because we all need a break from real life once in a while. If you don't then real life will drag you down.

Too Quiet

While I cant speak for everyone, I can give my own perspective for what you had to say in the "Commentary" (*Issue 7*) under "Its too quiet." Over the past year I know I've been loosing momentum in the hobby. GW's steadily raising prices have caused me to quit buying new models. When the new box set came out, I picked up two copies, but I haven't bought anything from GW sense then. Add to that the fact that one of our players has got out of the hobby due to prices, and one of the other two is mad about the 8th edition when "there isn't anything wrong with 7th edition." As a result my gaming group has shrunk over the last year, and we are still hung up on 7th edition. With the new starter set for Battletech on the horizon (It's expected out late Feb), most of our group is looking at that as a considerably more affordable alternative. - **Guardian_A** ([WFBR](#))



Other Realms

Forum Sites for Warhammer Players

Any Forum or Podcast wishing to be added to our list please contact us at TheDoomSeeker@hotmail.com.

Beastmen

Herdstone

s2.invisionfree.com/herdstone/

Brettonnia

The Round Table of Brettonnia

www.roundtable-brettonnia.org/

Chaos Dwarfs

Chaos Dwarfs Online

www.chaos-dwarfs.com

Daemons of Chaos

The Daemonic Legion

www.thedaemoniclegion.com/

Dark Elf

Druchii Net

www.druchii.net/

Dogs Of War

Dogs of War Online

www.dogsofwaronline.com

Dwarfs

Bugman's Brewery

www.bugmansbrewery.com/

New Slayer Brotherhood

<http://z8.invisionfree.com/SlayerBrotherhood/>

Empire

Warhammer Empire

www.warhammer-empire.com/

High Elf

Ulthuan Land of the Asur

www.ulthuan.net/forum/portal.php

Lizardmen

The Pyramid Vault

www.pyramidvault.net/forum/

Ogre Kingdoms - Gnoblar

The Gnoblar Tower

http://z6.invisionfree.com/The_Gnoblar_Tower/

Ogre Stronghold

www.ogrestronghold.com/main/index.php

Orcs & Goblins

Da Warpath

www.s3.invisionfree.com/Orc__Goblin_Warpath/

Skaven

Under Empire

www.underempire.net

Tomb Kings - Khemri

Tomb Kings of Khemri Forum

www.tomb-kings.net

Vampire Counts

Carpe Noctem

www.vampirecounts.net

The Blood Keep

www.s4.invisionfree.com/The_Blood_Keep/

Warriors of Chaos

Chamber of the Everchosen

www.s4.invisionfree.com/cotec/index.php

Wood Elf

Asrai.Org

www.asrai.org/

General Warhammer Forums

Bell of Lost Souls

<http://www.lounge.belloflostsouls.net/index.php>

Dakka Dakka

www.dakkadakka.com/core/

Ravenging Hordes

<http://games.groups.yahoo.com/group/RavengingHordes/>

Warhammer Alliance

www.warhammeralliance.com/

Warhammer Fantasy Battle Reporter

<http://battlereporter.freeforums.org/portal.php>

Warhammer Forum

<http://warhammer.org.uk/phpBB/index.php>

Warhammer Realm

http://www.warvault.net/warhammer_realm/index.php

Warseer

www.warseer.com

Podcasts

Bad Dice

<http://baddice.co.uk/>

Garagehammer

<http://garagehammer.net/>

Heelanhammer

<http://heelanhammer.com/>

Podhammer

<http://podhammer.net/>

Pointhammered

<http://www.pointhammered.com/>

Waaaghcast

<http://www.waaaghcast.net/>

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The webzine for the
Warhammer players who
believe the game should
be played for fun.



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<http://issuu.com/thedoomseeker/docs>

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