

HEAVY METAL

This Month:

Sector 306 Built by the Players' Guild

Block war, speeding motorcycle gangs, over-zealous maintenance droids, escaped Kleggs, securivans carrying illegal Munce additives, jamming and overparked taxis. These are just a few of the problems that Judges Hunt, Clelland, Renshaw and Andrews had to sort out during Games Day '85. Of course they had a little help from Judge Dredd (not to mention Judge Anderson, Tech Judges, Psi Judges and plenty of much-needed Med Judges), but even so, it was tough out there on the streets.

The Judge Dredd role-playing game demonstration at Games Day was the culmination of 8 weeks of frenzied activity, building and painting the models and display. We used over 300 figures during the game, of which 90 were brand new Judge Dredd figures and lawmasters. We converted many of the models seen on the display, as the official JD figures were just being released at the time, and the range wasn't as complete as it is now. So, the figures came from various Citadel ranges - old and new - including amazons, troglodytes, gangsters, super-heroes, space marines, red redemptionists and even Orcs!

However, converting and painting the figures was the easy part. How on earth were we going to construct a display game of a city that has buildings which supposedly dwarf the Empire State? Answer, we reduced the scale, though we kept it high enough to look right with 25mm figures. We also planned it so that it would be possible to play a game on it at home. That meant it had to be made up in sections.

We started with thirty flat 2' x 2' hardboard bases, enough to cover a 15' x 4' area. We then planned out our sector (Sector 306), which would include part of the Cursed Earth wall, and would have a factory, power plant, starport, slums, housing blocks and motorways.

Our long-standing bastion of ideal construction material was chosen, polystyrene. It's easily available, light, easy to construct with, and - of course - cheap! One thing it doesn't have is much durability, so we planned the display to be on interchangeable sections, providing many different configuration possibilities.

Therefore, each 2' x 2' section had to be self-complete.



This plan did present us with the problem of what to do with the motorways. Mega-City One has lots of different motorway levels, and we wanted to get this feeling across. So, we simplified and built two different motorways (actually Skedways), with a Slipzoom to City Bottom. The roads were made from large pieces of hardboard placed on polystyrene blocks to get the height. The roads at City bottom were created by leaving 2" clear around the edge of each base section (easy, eh?). It was round about this time too that the Cursed Earth wall section was dropped (due to problems over its size, and some butter fingers). Now we could concentrate on the rest of the Sector.

The Starport was built on two boards, in fact. One was the lander field, made from a piece of plastic gauze, and the other contained the cargo hangers. These were simply made out of two appropriately-shaped pieces of polystyrene packing (available from local electrical stores everywhere!), with scratch-built ladders, railings and doors glued on.

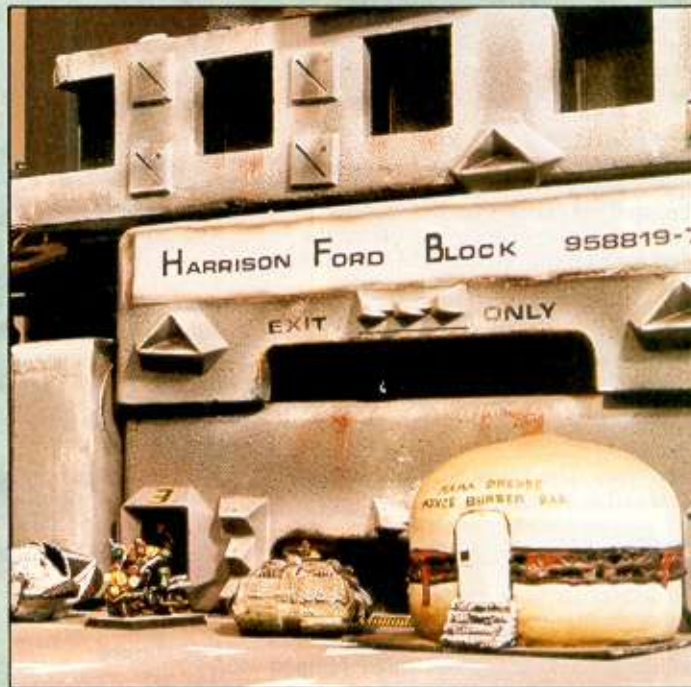
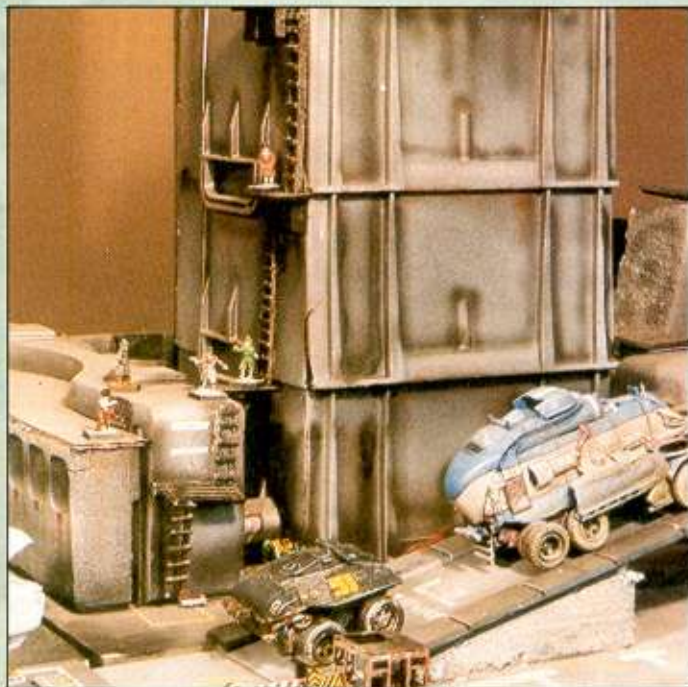
The Munce factory building started life as a couple of old Citadel figure bins (any old bucket would have done), with panelled bath packing and a 3" tall cardboard tube chimney (an old carpet tube without the carpet). The power plant and housing blocks were, again, conglomerations of polystyrene packing with plenty of household bits stuck on. Incidentally, we found that Citadel plastic figure bases came in dead handy at this point

We stood back and admired our work; lots of very cheap and nasty-looking heaps of polystyrene and litter glued onto wooden boards. "Wow!" we said, and started sweating. The City now needed a pretty complete paint job, and so we got to work and painted everything grey, including our hands, shoes and hair. We then ruined two expensive air-brushes and a carpet by spray-painting it in various tones of black and white (or grey, as we called it). Now we had lots of very cheap and nasty-looking heaps of polystyrene and litter glued onto wooden boards covering a 14' x 4' area and looking very well, grey.

We livened it up with plentiful amounts of miniature posters (cut from magazine ads), our own advertisements (for Floyds Bank, Ataki, etc) and graffiti. We painted lots of signs and meaningful numbers in bright yellow and labelled the housing blocks **The HARRISON FORD** and **The JAMES T KIRK**.

The advertisements and graffiti gave the correct atmosphere for Mega-City One, and we noticed some spectators at Games Day doing no more than just reading all the different slogans.

So, all you prospective Judge Barretts and Mega-City architects now know that all you require are the contents of any TV shop dustbin, plus lots of paint and glue. We didn't build anything that anybody else couldn't build themselves and tried to show what's possible with a little imagination, grey paint, and - above all - patience.



Apart from the large buildings and figures, we constructed lots of smaller buildings, machinery and vehicles. We built a hamburger-shaped hamburger joint (Mama Dredd's) out of the rounded ends of plastic pop bottles with a corrugated hamburger sandwiched in between. We also had plans for a ketchup bottle-shaped ketchup bar, and an orange-shaped squash bar, but it went mouldy.

The machinery parts were made from parts and sprue from old plastic model kits, glued together in an interesting mass (old racing car and plane engines make great power plants).

The large 40" x 18" spaceship started life as ... yes ... polystyrene packing, but this time with lots of cardboard and even more

plastic kit parts glued onto it. This was airbrushed grey, and given a brown stripe (to make it look different!).

Cars and vehicles were again built from old kit parts; plane engines and cowlings provide good streamlined air-cars.

The byword for scratch-building your own SF models is to be bold. They should look futuristic and different, and be brightly painted with a weathered, scratched finish (ie, used). By now we'd finished Sector 306, and all that remained was to devise a scenario that would last 4 players a total of 16 hours playing time. The answer was to lay it on thick, and the following is the briefing we gave to Judges Hunt, Clelland, Renshaw and Andrews.

TIME: 09:00hrs
OFFICER IN CHARGE:
Judge Howes
PRIORITY STATUS: Escort

**** Item ****
 Escort required for H-wagon carrying 10 Klegg prisoners. Convoy is to be routed along Skedway 1426 to waiting *Black Star* freighter for deportation to Luna-1.

ETA in Sector 306: 10:00hrs

**** Item ****
Status Red - Hazard
Alae Caponer has confessed to hiring 6 blitz agents for a hit on Judge Anderson. Anderson and Judge Dredd are due to visit this Sector to debrief rookies at 12:30 hrs. Place and time of hit unknown. Judges are urgently requested to question their own

EASY METAL



This Month: Converting & Painting Tips from Key 'Goblinmaster' Adams

Key is one of the infamous Citadel designers, responsible for many ranges, including the Snotlings and the stomach-churning new range of Zombies.

Many gamers and collectors like to have their characters as customised figures, something completely different to all the rest. This article is especially aimed at those who would like to turn this desire into

reality. All the figures illustrating these pages were painted and/or converted using the techniques that follow.

Conversions

Only you know exactly what it is that makes your character special, so it makes sense to prepare some rough sketches for general guidance before commencing with any conversions. It is also imperative to cut away any existing metal where the putty is to be applied, in order to keep the converted figure in proportion.

You'll need the following tools: scalpel, needle files, cocktails sticks, pin vice and drills, needle nose pliers, epoxy glue, epoxy putty (eg, Milliput, Tamiya or similar). A soldering iron may be needed for some conversions, but this kind of work shouldn't be attempted by anyone who isn't experienced in using solder. It's a dangerous tool if misused.

For the orcs, I started from the top. Three had horns added to their helmets. I drilled holes in either side (and one on top, which you wouldn't normally have to do ...), and fashioned the horns by bending wire into the required shape. Copper wire is useful because it solders well. It is of major importance that the horns are of the same size and shape, to make sure they align properly.

Of course, I then went completely over the top, and decided on the elaborate design you see. This needed the soldering iron; a very tricky business on such a small scale, and one of the most difficult types of conversion. The main problem is getting the spikes to form a uniform pattern, an annoying task when as you solder one on, another melts off. The only advice I can offer is to exert a lot of patience.

Once the wire horns are bent into shape, they can be fixed into the holes in the helmet using two-part epoxy putty. They can then be built up using more putty. Roll out thin strips of putty the same length as the horns, and smooth them on with a cocktail stick. Again, remember to keep both horns in proportion. If you use Milliput, any excess putty can be filed away when it is dry, to get the correct shapes.

Three of the orcs have converted faces. To scratch-build onto an existing figure, the existing face needs to be trimmed away, before a similar amount of putty can be added to the head. Smooth this into the basic shape required. Then a cocktail stick can etch in the facial details: forehead, chin, eye sockets and mouth. Add the nose and work it in, followed by tiny balls of putty for the eyes. Faces can be difficult to make, and always take a long time to master, but they give that final touch of individuality to your model.



Fig. 1



Fig. 2



Fig. 3



Fig. 4



Fig. 5

The orcs were dressed in three types of armour. The chainmail was fairly simple. After applying the putty and smoothing the surface, a sharpened cocktail stick or needle is used to drag opposing holes along the putty. Laminar armour is made by making a series of horizontal cuts in the smoothed putty, and then using a scalpel to push the cuts upwards. Scale armour is made in the same way as laminar, except that cuts are made vertically as well to form a grid pattern, and then the scales are pulled down (using a cocktail stick with a flat-filed end) until they overlap. While armour is still wet, tiny balls of putty can be rolled and added with a sharp cocktail stick to look like studs and rivets.

I also built additional armour onto all the orcs. There are two ways of doing this. One is to roll out the putty, and then cut it into the shapes required. The other is to add the putty to the figure and smooth it out before working in the detail. Don't add too much, however, or all your figures will look oversized.

Fig. 1: Skull Crusher Goblin Trebuchet coming soon from Citadel as part of the *Machineries of Destruction* Range.
 Fig. 2, 3, 12, 13: Select samples of Kevin's detailed shield designs.
 Fig. 4: Heavily converted C15 orc.

Fig. 5: ME44 Uruk-Hai (converted)
 Fig. 6, 7, 8: Panoramic view of Kevin's latest creation, one of the New Orc Boar Riders. (converted)
 Fig. 9: C12 Goblin & C14 Snotling.
 Fig. 10: C15 Orc.
 Fig. 11: C06 Dwarfs.
 Fig. 14: Arcane Chaos Warriors.
 Fig. 15: Harboth (ROR5) displays his new livery courtesy of Kev and the New Citadel paints from Paint Set 3.
 Fig. 16: The Goblin King's Battle Chariot: The *Machineries of Destruction* strike again.



Fig. 6



Fig. 7



Fig. 8

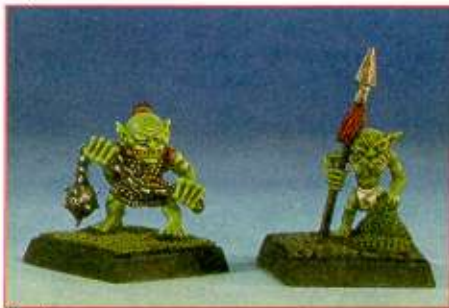


Fig. 9



Fig. 10



Fig. 11



Fig. 12



Fig. 13



Fig. 14



Fig. 15



Fig. 16

EASY METAL



This Month:
Aly Morrison

Over the past few months there have been quite a few painting articles in various magazines on the theme of 'I did it my way'. Well, folks - here's another one!

My personal painting style has evolved over twenty years of painting various figures, everything from collectors' to fantasy figures. When it comes to specific techniques, my rule is - there are no rules. I will quite happily paint oils on top of acrylics and then wash inks on top of that. If I can get it onto the brush, it'll go onto the figure. Have you seen the latest range of nail varnish down at Boots?

By now, you must have a pretty good idea of the different types of paint available. As nearly everybody makes acrylics nowadays, I tend to use these most often. There's a huge army of colours to choose from, but if there's a colour I can't get with acrylics, I'm not afraid to change to a different medium in the middle of a figure. If you keep trying out different paints, you'll soon find the ones you prefer to work with. Now I'll explain how I go about getting the effects I want in my painting.

The first steps

First, take your shiny, beautifully handcrafted masterpiece and use a scapel or craft knife to trim off all the beautifully handcrafted flash and mould lines. This is where I remind you to be careful; blood is very difficult to get out of the carpet. If you're going to paint the figure as it is sold - without changing it in any way - it now needs fixing to the base and priming. I usually use a car

touch-up spray for this, as it gives a good, even coverage and comes in a variety of colours. Yes, undercoats don't have to be white! Black, for example, is a good colour for metallic figures such as armoured chaos warriors. If you're going to use gold or bronze metallic paint, try a red or yellow undercoat. Grey or brown will make the colours on top look more muted - this is good if you want the figures to look scruffy or tatty. Once you've undercoated, let your figures dry overnight.

While the undercoat's drying, let me tell you something about my method of converting figures. I very rarely do any! The most I will do is to change a weapon or head. Having spent the whole day making figures for Citadel the last thing I want is to play with more putty when I get home. This is purely personal; many people enjoy converting figures to make them more unusual or

individual, though with the thousands of figures available these days, there should be something available to suit everyone. I think that a good paint job can achieve just as much originality.

OK, the undercoat should be dry by now.

The general feel I like to get on a figure is that of porcelain or ceramics. I don't particularly like the finish to be too 'authentic'. These are fantasy figures, and that's how I like them to look.

We'll start with flesh and faces, but - depending on the figure you're painting - you don't necessarily have to do things in this order. First paint on your chosen skin colour. Once this is dry I colour wash over it with ink or dilute paint as a suitable shading



Fig 1



Fig 2



Fig 3



Fig 4



Fig 5



Fig 6



Fig 7



Fig 8



Fig 9



Fig 10

colour. For European humanoid flesh I use a brown or red/brown wash, for negroid a dark brown or blue/black. A blue/grey or green wash can make a figure look most unwell, and its good for chaos types. I keep my colour washes fairly light, preferring to do two or three on top of each other than just one dark wash.

I have recently started using Rowney Cryla gloss medium to dilute down inks. This gives a slightly viscous consistency to the wash and it flows on better - an effect I find preferable to using water. Once the colour wash is dry, I highlight back up using the original flesh tone, carefully blending in the edges to give a smooth finish. When dry, I highlight further using white mixed in with the flesh colour and blended in. This can be repeated until you're eventually highlighting with pure white. At this point, dark shading is put in down the side of the nose, in the eye sockets, along the mouth and hairline and under the chin, using a very fine brush and a slightly darker colour than the original wash. If I wish to make the shading even darker, I'll use extra washes, or a

rapidograph pen which creates a more cartoon-like effect. After all your highlighting is finished, put a very thin wash of your original shading colour over the whole skin area, as this pulls the whole thing together and gives added depth. If you feel the colour is too pale, repeat the wash until it looks right.

When painting eyes, put a very dark wash around the eye sockets. It doesn't have to be brown - blue or purple will make characters look very evil. Be careful not to overdo this or your character will look like he's been punched in the eye! Remember, in an eye there is never too much white showing - don't make yours look like a fried egg. The pupils are added using a fine brush or a Rapidograph pen (size 0.13).

At this point a wash of brick red ink can be put over the lips and a wash of dilute blue or Payne's grey ink over the chin to look like designer stubble. Alternatively, dot stubble in with a pen. Any hair is painted in using the same procedure, as is any other skin area. Once the flesh colours are dry, you

can add interesting tones around straps etc, by using small quantities of very dilute ink in purple, blue or green, and veins can be suggested with lines of dilute wash at places where they would be near the surface of the skin. I'd now consider the flesh finished. Scars, tatoos and warpaint I'll deal with later.

Fig 1&5: Skragg the Slaughterer C23 Ogre
Fig 2,3,4: Samples of Aly's patterns & textures

Fig 6: Skaven the Chaos Ratmen (C47)

Fig 7: C20 Troll

Fig 8&9: Detailed Back & Front View of Ulrik Skarsol(BCS)

Fig 10: Orc Champion (BC2) & Hobgoblin Champion (RR15)

Fig 11: Ornate C36 Hobgoblin

Fig 12: A conversion marrison style of an old C35 Chaos Warrior

Fig 13: ADD6 Paladin and the Black Dwarf from Asgard

Fig 14: Dark Warriors of Chaos

Fig 15: C27 Goblin Mutant & C36 Hobgoblin

Fig 16: C15 Orc Standard Bearer, another Morrison conversion

Fig 17: Arcane Asgard creature of Chaos

Fig 18: C35 Chaos Warrior

Fig 19: C28 Giant



Fig 11



Fig 12



Fig 13



Fig 14



Fig 15



Fig 16

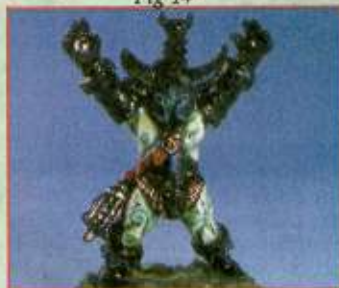


Fig 18



Fig 17



Fig 19

EAVY METAL



This month: Colin Dixon

A man who gets to sit around all day at Games Workshop - and do nothing but paint figures!

Little did Colin Dixon realise that when he entered the Chaos Battle Banner competition in the *Citadel Compendium* that he would win... Modest little chap. Little did he know that — as a direct result of his winning — John Blanche would actually offer him a job... Little did he know that one day he would appear on the pages of *White Dwarf* — a magazine he reads every night before going to bed... In fact, Colin didn't know a great deal, except about figure painting, at which he is moderately brill. OK, quite brill. Colin is also worshipped by an obscure sect of Cthulhoid entities. One of these statements may be a lie.

Chained in a small, darkened room by the editorial bullies until I agreed to do *'Eavy Metal*. No food for days, no water, just notepaper and chewed biros pushed under the door... So...

In The Beginning...

There is nothing worse than finding a flash line on a figure, so the first job is to clean off all the bits of excess metal - the flash lines and the odd lumps that get left on the casting. A sharp blade and modelling files are the best tools for this job. Be careful doing this, as painting figures is a lot harder with stumpy, shortened finger-ends. Once this is done, the figure can be firmly fixed to a base, using some sort of epoxy resin or superglue.

If you want the figure to have a scenic base, this is probably the best time to do the modelling - because we don't want to get putty on the painted model, do we? Scenic bases are easy to construct using any commercial modelling putty (*Milliput* or *Tamiya* putty etc) There's no need to buy any special tools, as I find a compass point or a pin are sufficient. Simply stippling the putty with the point of the compass will give an effective grass finish.

An easier way of achieving a grass effect is to mix sand and flock powder with PVA glue and then spread the resulting mixture on the base. Allow this to dry and the base is finished. If you leave the base until the figure has been painted and varnished, you can simply paint the base with PVA glue and then pour flock powder over

it. All you then have to do is shake off the excess. All of this means that you don't have to bother with painting the base. There are other methods, but these are the three that I use.

Lurking Just Beneath The Surface...

After the base is finished, I undercoat the figure — using a matt white carbody primer in most cases. On the other hand, if the figure is heavily armoured, it gets a coat of black undercoat, as this gives a better base colour armour. Once this base is thoroughly dry, I put a wash of (usually brown) ink over the whole figure. This helps to pick out the fine detail.

Once all this lot has dried, the real job of painting begins. As far as paints go, I use a mixture of *Citadel* Acrylics and artists inks. A number 1 or 2 sized brush is ideal as well, because a good quality sable has as fine a point as a size 0 or 00, and it can hold more paint at one go.

Fig 1: Converted C15 orc flying MAG-ies Death Banner

Figs 2-10: Samples of 'Colin's great shield designs.

Fig 11: Manfred (Heroic Fighters) from Citadel's latest boxed set.

Fig 12: C17 Skeleton.

Fig 13 & 14: Sauron the Dark Lord & Gandalf Greyhame, two upcoming additions to the Middle-earth range.

Fig 15 & 16: New F5 Paladins.



Fig 1



Fig 2



Fig 3



Fig 4



Fig 5



Fig 6



Fig 7



Fig 8



Fig 9



Fig 10



Fig 11

Fig 17: One of this months new C35 Chaos Warriors.

Fig 18: C23 Ogre Executioner (available next month).

Fig 19 & 20: Some of the variants of the new

addition to the Citadel Plastics Range, The Skeleton Horde.

Fig 21: ADD 86 Minoiaur-one of Colin's best paint jobs to date.

Fig 22: The Black Ace Orcs stand ready for

battle.

Fig 23 & 24: The New Skeleton Regiment of Reknown & the remade Bugmans Dwarf Ranger's, coming soon from the Citadel Forges.



Fig 12



Fig 13



Fig 14



Fig 15



Fig 16



Fig 17



Fig 18



Fig 19



Fig 20



Fig 21



Fig 22



Fig 23



Fig 24

EAVY METAL

This month: John Blanche

John Blanche is one of the many names that appears in really teeny-tiny print on the contents page of every issue of White Dwarf. This is hardly fair, as John is not a teeny-tiny person. He is an artist of no mean skill and, as the next couple of pages go to prove, a spiffy wielder of the brush where 'toy soldiers' are concerned... But where did he come from? And Why?

I began painting soldiers when I was 8 years old: Tinpo knights, in fact, and only in the one colour - Humbrol silver. For me, as for many people, wargames armies were the way ahead, and I rapidly graduated onto virtually every box of



Fig 2



Fig 3



Fig 4



Fig 5



Fig 6



Fig 7



Fig 8



Fig 9



Fig 10



Fig 11



Fig 12



Fig 13



Fig 1. Citadel Robot
 Fig 2-8. Some of the Symbols & faces that appear on John's work.
 Fig 9. Kaleb Dark, The Renegade Chase Warrior.
 Fig 10. Urik Skarsol from the Eternal Champions Boxed set.
 Fig 11. The Famous Triple-headed Minotaur, winner of the 1985 Games Day Masters Painting Competition.
 Fig 12 & 13. Skrug & Throt. C47 Chaos Ratmen.

Fig 14. Chaos Warrior.
 Fig 15. The Angels in party gear.
 Fig 16-19. Post Apocalypse Warriors à la Blanche.
 Fig 20. Asgard troll chieftain.
 Fig 21. JD3 Perp.
 Fig 22. Chaos Demon.
 Fig 23. Rai Partha Angel.

Fig 24. Oriental Queen.
 Fig 25. The Warlock.
 Fig 26 & 27. Amazonia Gothique & a futuristic conversion.



Fig 14



Fig 15



Fig 16



Fig 17



Fig 18



Fig 19



Fig 20



Fig 21



Fig 22



Fig 23



Fig 24



Fig 25



Fig 26



Fig 27



Fig 28

plastic figures that Airfix brought out. In those days, it was relatively cheap to build up massive armies of figures, and I ended up with a 1000-piece American Civil War army, among others. However, the first serious wargames army that I put together was also based on Airfix figures - a mass conversion of Ancient Britons and US Cavalry into a Goth horde... And then art college intervened.

Exclusive to White Dwarf this month only. The Warlock from Warlock magazine & The WD79 cover girl miniatures are for sale. See overleaf for order form.



EAVY METAL

Hands up all those who thought that 'Eavy Metal was going to come from Sheffield. So, you read that bit. Err, sorry, no Sheffield. Instead, all we can offer is Dioramas (a small town in Arizona), explained by Colin Dixon, GW's figure painter...

The Basics

After painting up umpty-thousand figures for games, what next? There must be something more than just putting them on separate bases. One of the next stages is to consider a diorama - a scene created with figures, some scenery, usually showing some sort of dramatic incident. It's a lot easier than it looks too, because many of the techniques and ideas used in painting figures are used when building dioramas - just on a bigger scale.

It's best to have an idea of what the finished display is going to look like before you start. A sketch of some sort is very helpful (even if it's only a diagram/map of where everything stands). Work out what figures you are going to use and paint them before thinking about building the rest of the diorama. There's nothing worse than finding that you can't quite reach a bit on a model when the whole thing is put together!

The landscapes are built up from polystyrene foam (a good, light and relatively cheap material), plaster and stiff card. I use a mixture of sand and PVA glue to fill in any gaps and give the ground a rough-cast appearance.



Construction

After the base board, or frame of the diorama, which is usually wood, the main bulk of the scenery in all dioramas is polystyrene, and cutting this cleanly requires a sharp knife. Unless you want an authentically blood-soaked scene of carnage, be careful with the knife! Alternatively, a polystyrene cutter (one of the hot wire ones) is also very useful - the Chaos Snow Wastes were created using one of these.

If you have several pieces of polystyrene, 'pin' them together with small pieces of wire for extra stability, as well as gluing them. Glue, of course, can be a problem with polystyrene. Superglue, for example, is definitely a bad idea. It's not a lot of fun watching all your work melt before your eyes. PVA and epoxy glues seem to be the best, but if in doubt, check what effects the glue has on a spare bit of polystyrene. After the main landscape shape has been built, any gaps are filled with the PVA/sand mixture or plaster.

Areas of open water - like ponds, pools, and streams - are easy enough to do. You can either paint a gloss varnish over the whole area



Fig 1



Fig 2



Fig 3



Fig 4

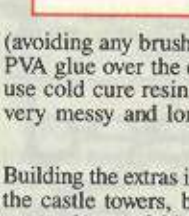


Fig 5



(avoiding any brush marks, of course), or pour PVA glue over the entire area. It is possible to use cold cure resins as well, but this can be a very messy and long-winded process.

Building the extras in the scene is the next stage: the castle towers, bridges and the like. These are made out of thick card and, once built, they are given a stone finish with a coat of PVA. Sand is sprinkled over the whole affair. Once this is dry, the whole thing can be painted dark grey and drybrushed with white.

The siege tower, on the other hand, was made from plastic card (which any good model shop ought to stock). The detail was scored onto the surface using a sharp knife.

Finishing Off

The grass, stone and soil textures were all created using sand sprinkled over PVA glue as well - useful mixture, eh? This stage, once everything is dry, is the best time to paint the bulk of the diorama.

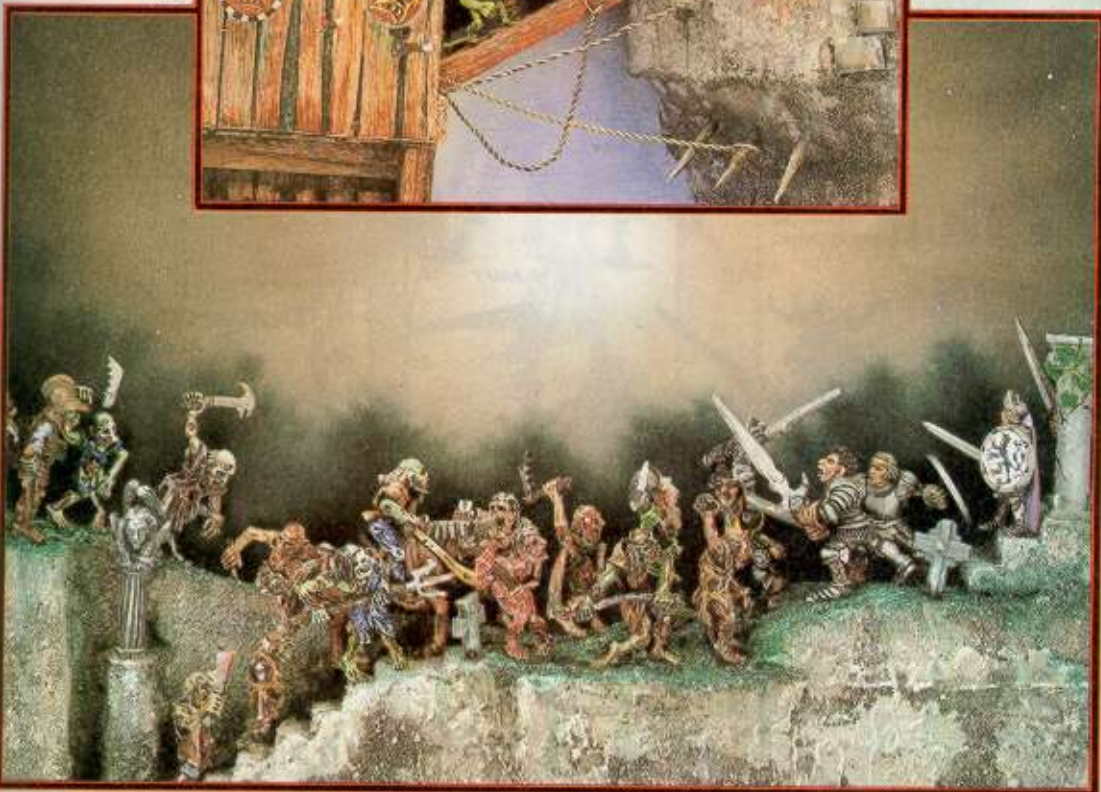
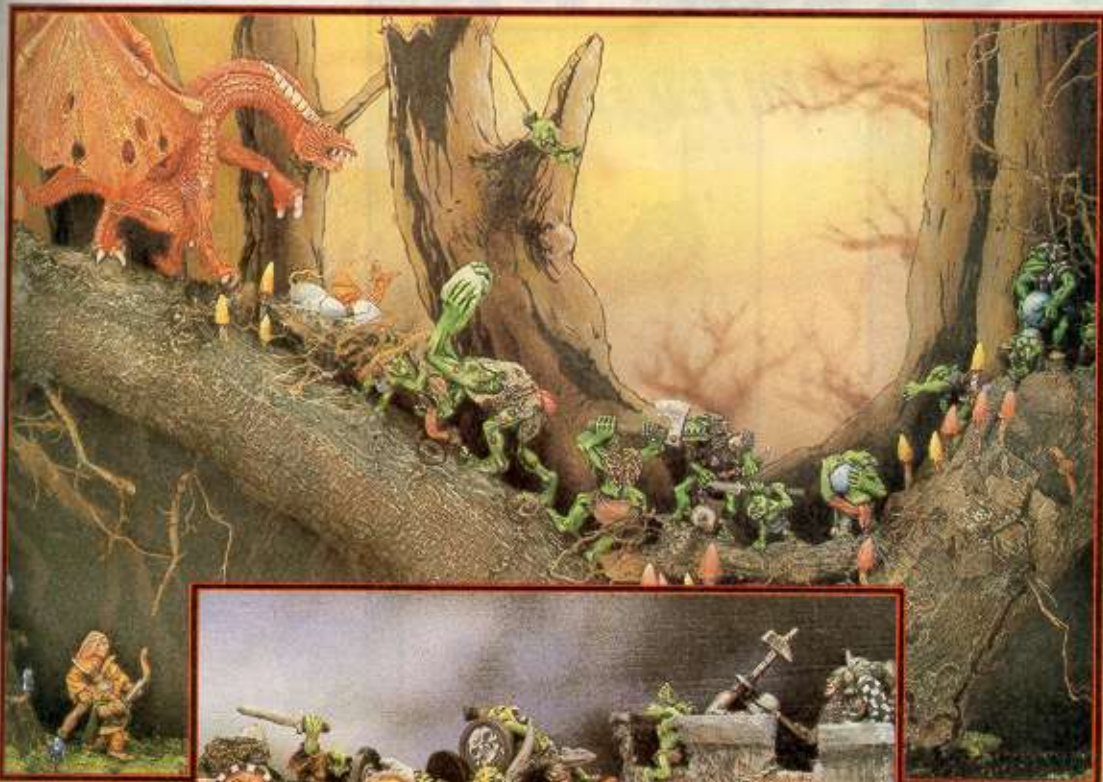
Once that's done, the figures and any small extra details can be added. I found that the easiest way to attach the figures securely was to leave the slottabases on and just hack a hole in the landscape, which then has to be hidden under a layer of PVA/sand. A quick-drying epoxy glue will hold them in place readily enough.

The final touches are putting on small details which could have been knocked off at an earlier stage. Touches like lichen and toadstools (made from modelling putty) are added at this point.

And that's just about it. Some form of protection for your hard work is a good idea. You don't really need to varnish anything as it should never be touched, but a case - or just putting the diorama in a cupboard away from dust - is a good idea.

This time, no promises about next month's 'Eavy Metal...

DIORAMAAS



- Fig 1. Cleric from the Goblin vs Men-at-Arms diorama.
- Fig 2. C15 Orc stuck (literally) in the Moat.
- Fig 3. The Broken Skull Goblins storm the castle of High Lord Lutenhaffen.
- Fig 4. C35 Chaos Warrior at home in the Wastelands.
- Fig 5. C28 Arch Demon Azoranth bellows in rage at the dwarfs assaulting his domain.
- Fig 6. C35 Warriors battle the C06 Dwarfs. Note: guest appearance of Skragg the Slaughtener (C23 Ogre).
- Fig 7. High above the Battle: Duke Soulstealer, (C35 Chaos Warrior) strikes a blow for chaos against Lord Kazad (C06 Dwarf).
- Fig 8. The New Citadel Red Dragon sees off the assortment of Ogres & Goblins stealing his eggs.
- Fig 9. Once again the Broken Skulls attempt to enter Lutenhaffen's Castle staunchly defended by his Men-at-Arms.
- Fig 10. The New Zombies (C18) battle the New Paladins (F5).
- Fig 11. The Zombie Lord views the battle from above (C21 Undead Cavi).



HEAVY METAL



Fig 1



Fig 2



Fig 3



Fig 6



Fig 4



Fig 5



Fig 7



Fig 8



Fig 9



Fig 12



Fig 10



Fig 11



Fig 13



Fig 14



Fig 15

DRAGONS

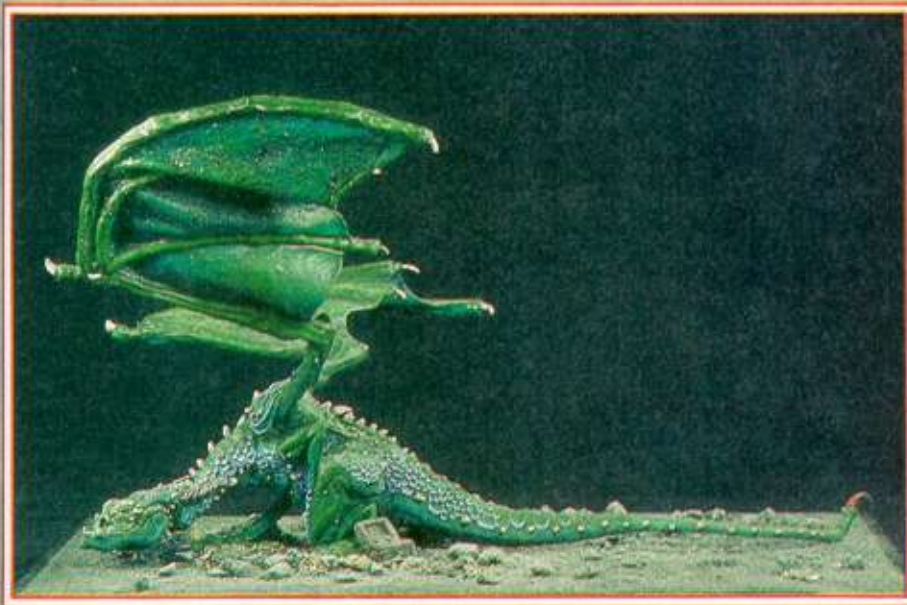


Fig 16



Fig 23



Fig 26



Fig 17



Fig 18



Fig 19



Fig 20



Fig 21



Fig 22



Fig 24



Fig 25



Fig 27



Fig 28



Fig 29



Fig 30



Fig 31



Fig 32



Fig 33



Fig 34

Dragon *n.* 1. a mythical monster usually represented as breathing fire and having a scaly reptilian

body, wings, claws, and a long tail. (C13: from Old French, from Latin *draco*, from Greek *drakon*;))

Figs 1-5: Details & close ups of the Dungeons & Dragons, Green Dragon
 Fig 6: The Dungeon & Dragons Green Dragon painted by Kevin Adams
 Figs 7-11: Details and close-ups of the Dungeons & Dragons Red Dragon
 Fig 12: The D&D Red Dragon painted by Kevin Adams
 Fig 13: Blue (Cobalt) Dragon
 Fig 14: Great Fire Dragon
 Fig 15: Green (Emerald) Dragon
 Fig 16: The Great Spined Dragon in all its glory, painted by Kevin Adams
 Fig 17-25: Detail of the Spined dragon and base
 Fig 26: Nick Bibby's amazing conversion of the Spined Dragon
 Fig 27-34: Details of Nick's conversion (Kilroy gets everywhere).

HEAVY METAL



Fig 1



Fig 2



Fig 3



Fig 4



Fig 5



Fig 6



Fig 7



Fig 8



Fig 9



Fig 10



Fig 11



Fig 12

- Fig 1: converted Batteredoid
- Fig 2: converted Great Fire Demon
- Fig 3: Goblin Standard Bearer
- Fig 4: War of the Roses Cavalry
- Fig 5: Daves adaption of the Judge SJS Judges to his own sci-fi
- Fig 6: Angman Chaos Taker shows his defiance, this diorama features the sadly missed Citadel giant head and one of the dwarfs from The Dwarf Lords of Legend Boxed Set
- Figs 7,8 & 9: Chaos Abounds C35 Warriors ready to find blood for the Blood God
- Fig 10: splendid Old Chaos Broo
- Fig 11: C26 Men at Arms with a Paper Banner added
- Fig 12: Zoot - new Limited Edition Model
- Fig 13: Fimir - new Limited Edition



Fig 13

HEAVY METAL

Colin Dixon is an eccentric millionaire who divides his life in unequal proportions between his collection of child-eating orchids and relatives and painting miniatures for *Citadel*. His skill at catching food for his charges is exceeded only by his abilities with a brush. He is also a regular contributor to *Soup Fonder Monthly*. Here are a selection of Colin's latest additions to the world of small things as we present his versions of *Citadel*'s amazing export range. **The Collector Series** (well some of them anyway):



Fig. 3.



Fig. 4.



Fig. 7.



Fig. 8.



Fig. 11.



Fig. 12.



Fig. 14.



Fig. 15.



Fig. 16.

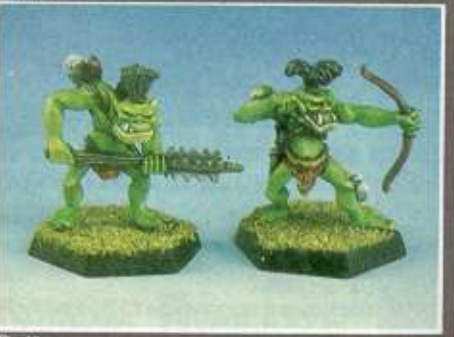
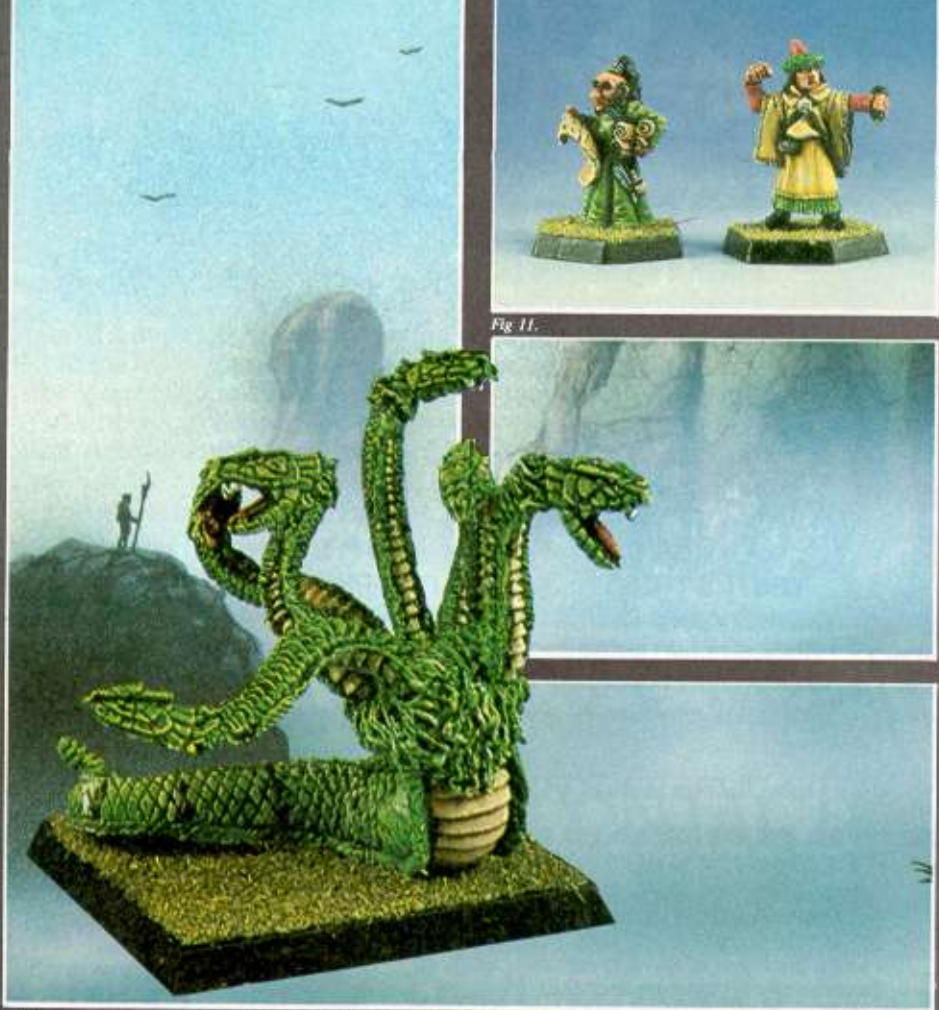


Fig. 17.

Fig. 1.



- Fig 1. 1904 - Hydra
- Fig 2. 1903 - Balgorg
- Fig 3. 1102 - Lords
- Fig 4. 1104 - Champions
- Fig 5. 1105 - Barbarians
- Fig 6. 1205 - Chaos Thugs

- Fig 7. 1403 - Dark Elves
- Fig 8. 1503 - Clerics
- Fig 9. 1401 - Wood-Elves
- Fig 10. 1501 - Wizards
- Fig 11. 1502 - Sorcerors
- Fig 12. 1603 - Orc Champions

- Fig 13. 1701 - Skeletons
- Fig 14. 1702 - Armoured Skelton Guardsmen
- Fig 15. 1305 - Dwarf Guardsmen
- Fig 16. 1302 - Imperial Dwarves
- Fig 17. 1601 - Savage Orcs
- Fig 18. 1605 - Goblin Raiders



Fig 5.



Fig 6.



Fig 9.



Fig 10.



Fig 14.



Fig 16.



Fig 18.



Fig 2.



EAVY METAL

**This Month: Phil Lewis -
Painting His Way**

Ever get the feeling that *lots* of 'Eavy Metals start in the same sort of way? Just to keep with the tradition I thought that here was as good a place as any...

The figure starts, almost invariably, with a black undercoat. This is because I tend to paint up to any joints and creases in the figure and leave a 'ready made' black lining. I use enamels quite a lot. Their slightly thicker consistency gives a better covering over the black undercoat. If you use white as an undercoat you're almost certainly better off with acrylics.

As I find that drybrushing gives a better contrast in a photograph, the next stage is to pick the largest area on a model that's going to end up being one colour.

On *Skrag the Slaughterer*, this is obviously almost the entire model was drybrushed with an aluminium enamel and left to dry overnight. When dry, the axe handle and parts of the head were then 're-blackened' with an acrylic paint. To give a little more interest to the armoured finish, a wash of brown ink was put over it, leaving the chainmail and collar the original aluminium shade. The axe head was also given an ink wash - although in this case



Fig. 1



Fig. 2



Fig. 3



Fig. 4



Fig. 5



Fig. 6



Fig. 7



Fig. 8



Fig. 9



Fig. 10



Fig. 11



Fig. 12

one of lime green. This left just the axe handle to be drybrushed brown, the studs to be picked out and, finally, the face. This was painted using a blended mixture of flesh, dark brown, yellow and white acrylics.

Bagrian posed a different challenge as I wanted the figure to look something like the picture on the front of the Spring '86 *Citadel Journal*. To get the shading in the red robes and cloak I began with a chestnut brown enamel over all the relevant parts of the figure and, once this was dry, a wash of brown ink (I like brown ink). It took quite a few coats of drybrushed red to build up an acceptably 'bright' finish and once this was complete the real fun began. The bags, chain, gloves etc were picked out in black (again) and a combination of drybrushed enamel and ink/acrylic was

used to finish these off. Brown ink is very useful stuff.

Looking at the cover I then made a small plasticene model of John Blanche and stuck pins in it. The checks on his original illustration were a bit of a problem. Eventually a series of black oblongs done with a technical drawing pen over stripes of yellow enamel seemed to do the trick. The 'stars' were spotted using the end of a sharpened cocktail stick.

A totally enamel painted figure - and probably my favourite - is the Samurai: *Jade's Warrior*. Most of this figure was done in 'semi-drybrushing'. If you don't wipe all the paint off the brush first but leave it slightly damp and then drybrush you can get some interesting effects. This does take a fair bit of practice as it can result in a very streaky finish if it goes wrong.

The skeletons were rather different: they actually started off with a white undercoat. The bone effect is a mixed wash of yellow and (you guessed it) brown ink. An off white enamel was drybrushed over this and the eye sockets were picked out with black. The shields were done with acrylics over a white base and took about five times longer than the rest of the figures!

- Fig. 1 Limited Edition Kinky Chaselle & Companion C35 Warrior
- Fig. 2 A Samurai Lord from the Oriental Heroes range
- Fig. 3 C17 Skeletons
- Fig. 4 Guest appearance of members of the Skeleton Horde
- Fig. 5 The Plink
- Fig. 6 Leprosaine, Gladiator & Ranger from the Tallman Range
- Fig. 7 C17 Skeletons
- Fig. 8 The Zoat
- Fig. 9 Rogus, Amazon & Necromancer from the Tallman Range
- Fig. 10 C47 Chaos Runners
- Fig. 11 Manilcore
- Fig. 12 C03 Clerics
- Fig. 13 Paladins (F1)
- Fig. 14 Judge Dredd & Judge Death (JD1)
- Fig. 15 CHS Chaos Sorcerers
- Fig. 16 Hobgoblin, Satyr & Toad from the Tallman Range
- Fig. 17 ADD79 Windflayer
- Fig. 18 ADD69 Glibyanki
- Fig. 19 ADD64 Troglodytes
- Fig. 20 Skragg the Slaughter (C25) & Goblinfriends (C12)
- Fig. 21 Ogre Chieftan (C23)



Fig. 13



Fig. 14



Fig. 15



Fig. 16



Fig. 17



Fig. 18



Fig. 19



Fig. 20



Fig. 21



EAVY METAL

ARCANE ARMORIALS

by John Blanche

This 'Eavy Metal has been devoted to one of those exciting and interesting ideas that

come up every once in a while: shield and banner designs. OK, so these have happened before, but never as water slide transfers!

There are 300 different decals for use on shields and the like, featuring all the popular designs from the pages of *White Dwarf*, *The Compendium* and *The Citadel Journal*. Over the years there have been a lot of very stylish shield icons, and the transfers include all the best ones. They

open up all kinds of possibilities for the gaming table - just look at the photographs to see what I mean.

The actual application of the transfers could not be easier - anyone who has made a plastic kit will know exactly how it works. Before application it is best to paint the shield back and rim, but leave the face as clear as possible. Transfers can adhere to painted surfaces almost immediately, and will then simply refuse to slide into the



Fig 1



Fig 2



Fig 3



Fig 4



Fig 5



Fig 6



Fig 7



Fig 8



Fig 9



Fig 10



Fig 11

proper position! The required transfer has to be cut from the sheet and immersed in water for about 30 seconds. It should then be loose enough to be slid off the backing sheet with a paint brush onto the shield or banner. If you put a film of water onto the shield first the transfer will slide into position with ease; any excess water can be soaked off with a bit of tissue.

Some of the transfers have ready-cut holes for the metal shield bosses, others are

single designs. The shield boss will need painting first (before the transfer is applied) for the best results, or removing with a pair of cutting pliers and a needle file. Of course, with a bit of careful cutting after application - or a careful paint job - the transfers can be used in any way you prefer.

The banner transfers can be used in innumerable ways. They can be added to pre-painted flags and banners made of good quality paper, tin foil or thin metal from,

say, tomato purée tubes. You can add to the banners by shading them or painting extra runes and mottos. The shield transfers can also be added to banner designs, trimmed to fit as you wish.

The overall results are great - and so much easier than having to hand paint a regimental collection of detailed shields and banners!

John Blanche

- Fig 1. C12 Goblin & C47 Skaven
- Fig 2. D2 Northern Dwarf & D55 Imperial Dwarf
- Fig 3. D5 Imperial Dwarf
- Fig 4. New C47 Skaven

- Fig 5. Elven personalities from our special Collectors Series range
- Fig 6. CH6 Chaos Thugs
- Fig 7. C17 Skeletons
- Fig 8. F2 Lords of Battle
- Fig 9. F2 Lord of Battle challenges the Dark Elf champion
- Fig 10 & 11. Simple but effective, paper, hung from piano wire form the base for these stunning standards
- Fig 12. From Brilliant to Amazing, John Blanche quickly transforms a brilliant standard into an amazing one with some simple colour washes and roving pen line work

- Fig 13. C2 Chaos Warrior
- Fig 14. F2 Female Fighter
- Fig 15. The decals can also be used to brighten up dioramas
- Fig 16. F2 Fighters
- Fig 17. F2 Fighters
- Fig 18. The Warband, a selection of Fighters and Lords of Battle, complete with standards



Fig 12



Fig 13



Fig 14



Fig 15



Fig 16



Fig 17



Fig 18

leading out of the cavity. This means the figure might have little strings of metal attached to it when you buy it. All rubber moulds come in two parts. Where they join there will always be slight ridge or 'mould line'. Again this is unavoidable and is not a sign that anything is wrong with the casting.

To prepare a figure you will have to deal with any flash, the venting and mould lines. This is easily done by the careful use of knife and file - it is generally possible to remove venting strands with your fingers and clean up any scars with a file. Pay attention to what you're doing at this stage - sloppy workmanship will always be apparent under the paint. Carefully cut away flash and file smooth any mould lines and ridges that have been left on the casting. If you are fairly experienced, or feel confident, this is a good time to consider adding extra detail to your figure. This is easy and fun to do and also adds that 'personal touch'. With the tip of a new blade in your modelling knife you can carefully score, scratch or drill small crevices into the surface of the figure. This gives the appearance of a gritty battle-scarred warrior and is particularly effective on armour.

By the same methods it's possible to alter the facial features of the figure by opening the mouth slightly. You can give your figure a scream of battle fury, the manic smile of a crazed necromancer, or the dull frown of a battle weary knight. Nostrils can also be opened and flared using a pin. The same techniques can be used for gun barrels, or for any figure or equipment requiring a hole. If you're feeling really brave you can also change the pose of your figure by bending the head, arms or legs slightly using a pair of pliers. Place a pad of tissue paper around the limb to be moved, then gently use the pliers to bend the limb into a new position. The tissue protects the metal from becoming squashed or damaged by the teeth of the pliers. We must stress that you have to be careful, it is very easy to tweak off the bit you're trying to bend, so don't attempt any major anatomical revisions! The good news is that if you do accidentally take off an arm or decapitate your figure, it is fairly easy to fix the bit back on again as will be described later in the series.

Multi-part castings are slightly more complex than one-piece figures: a horse and rider or a large monster, for example, are usually done in this way. Clean up each piece as described above, then check the fit. The fit of pieces can vary a great deal, which is unfortunate but unavoidable. If you are used to dealing with multi-part figures this will present no problems, but if you've never attempted one before, a poor fit can be disconcerting. This is a result (again) of the way figures are produced. As a metal casting cools down it shrinks and sometimes twists slightly. Although this doesn't affect the quality of the individual casting, it means it is impossible to guarantee a perfect fit for every piece.

It may therefore be necessary to fill cracks once pieces have been glued together, or to file away part of a casting to make a perfect joint. We found that the best material for filling in large gaps is Milliput two-part



Fig. 1



Fig. 2



Fig. 3



Fig. 4



Fig. 5



Fig. 6



Fig. 7



Fig. 8



Fig. 9



Fig. 10



Fig. 11



Fig. 12



Fig. 13



Fig. 14



Fig. 15



Fig. 16



Fig. 17



Fig. 18



Fig. 19



Fig. 20



Fig. 21



Fig. 22



Fig. 23



Fig. 24



Fig. 25



Fig. 26



Fig. 27



Fig. 28



Fig. 29



Fig. 30



Fig. 31



Fig. 32



Fig. 33



Fig. 34



Fig. 35



Fig. 36

epoxy filler, although you can use any modelling filler for this purpose. Mix the Milliput (or whatever) as directed on the pack and apply it to the casting with your fingers. Smooth out the Milliput as it dries, and clean off any filler that gets on the rest of the model. Once it is dry Milliput is quite tough and can be scraped or filed smooth. Incidentally, Milliput comes in three grades: ordinary 'green', 'grey' and ultra-fine 'white'. Of these we prefer the grey variety; the green is a little coarse whilst the white is a bit more expensive. Milliput can also be smoothed with a brush whilst wet, and detail modelled onto it where appropriate - such as scales, hair and the like. Large monsters and dragons benefit from extra scales or warts added to the joints. This is very easy - all you need to do is roll a very tiny ball of milliput and press it into position.

Heavy parts may need drilling and pinning to hold them firmly. This sounds rather daunting, but really it's quite easy so long as you have the right tools. The alloy used to make Citadel miniatures is fairly soft, and can be drilled with an ordinary drill bit of appropriately small size (a 1mm bit, for example). You can buy small electric drills especially designed for modellers, but these are rather expensive. A more practical alternative is to buy a pin-vice. What's a pin-vice? Well, it isn't a pin or a vice; it's simply a small drill chuck mounted on a handle. You fix the drill bit in the chuck and twiddle the drill between your forefinger and thumb to drill holes. A pin-vice is more accurate and convenient than an electric drill, and costs only a fraction of the price. Unfortunately, it can be hard to find one. A good modelling shop should have one or will be prepared to order one for you. Buy a pin-vice... it will change your life. In addition to a pin-vice, you will require sturdy wire, wire-cutters or pliers and epoxy glue, all of which are readily available.

The joints are first cleaned and checked for fitting. At least one hole is drilled in each surface and a small length of wire inserted and glued. It doesn't matter if several inches of wire stick out at this stage as you can trim them to fit later. More importantly, for maximum strength the wire should lie as deeply inside the model as possible. Corresponding holes are drilled in the piece to be attached, and the wire trimmed to fit these holes. Once you are satisfied with the fit glue the pieces together, matching the wire inserts. We suggest that all joints are glued with 5 minute epoxy glue and not contact adhesive, such as superglue, which is not strong enough.

- Fig. 1 The Dwarfish Cannonball crew.
- Fig. 2 (DW2) Imperial Dwarf.
- Fig. 3 (C47) Skaven.
- Fig. 4 (JDI) Norn.
- Fig. 5 Army Officer, made for the forthcoming Warhammer 40,000 range.
- Fig. 6 (JDI) The Rogue Trooper.
- Fig. 7 (JDI) Rogue and Helm.
- Fig. 8 Special Special Special coming soon plastic Space Marines.
- Fig. 9 Pa Angel from the Judge Dredd range.
- Fig. 10 (JDI) The Traitor.
- Fig. 11 Chainsaw Warrior converted by John Blanche.
- Fig. 12 (ORC4) Saggro Spikesticker.
- Fig. 13 (ORC) Orc Champion with club.
- Fig. 14 Hershey is down - Send for Dredd!
- Fig. 15 (ORC4, ORC1 & C12) Goblins & Orcs.
- Fig. 16 (CHS) Chaos Sorcerer and Familiar & a Magician from the Collectors Series.
- Fig. 17 The bare metal.
- Fig. 18 Awe undercoat.

- Fig. 19 Grey undercoat for those who prefer it.
- Fig. 20 And white undercoat for those who don't.
- Fig. 21 (LE23) The Chainsaw Wizard.
- Fig. 22 Another Prevue - Space Goblin, from Warhammer 40,000.
- Fig. 23 Giant Bar (C34 monster).
- Fig. 24 Kurt (F2 Lord of Battle).
- Fig. 25 Erhardt (F2 Lord of Battle).
- Fig. 26 Ragnar (D2 Norse Dwarf).
- Fig. 27 Dimbo (D5 Imperial Dwarf).
- Fig. 28 Guardsman (C17 Skeletons).
- Fig. 29 Knight (C17 Skeletons).
- Fig. 30 Bombast (D5 Imperial Dwarf).
- Fig. 31 Gomdrax (D5 Imperial Dwarf).
- Fig. 32 Harald (F4 Men-at-Arms Vikings).
- Fig. 33 Odo (F4 Men-at-Arms Normans).
- Fig. 34 Cave Troll (C20 trolls).
- Fig. 35 Axel Starzong (F2 Lord of Battle).
- Fig. 36 Theophilus (F2 Lord of Battle).





BONE
WARBLER

C17 SKELETON



MACEDONIAN

C17 SKELETON



DOPPLE SOLDIER

C17 SKELETON



WARRIOR

C17 SKELETON



SOLDIER

C17 SKELETON



MILITIA MAN

F2 FIGHTER



DOUBLE WEAPON 1

E001 MELNIBONEAN



CAPTAIN OF THE WATCH

F2 FIGHTER



MERCENARY CAPTAIN

F2 FIGHTER



ALTDORFER CAPTAIN

F2 FIGHTER



ROYAL GUARD

F2 FIGHTER



SIR CUISEN OF TALABHEIM

F2 FIGHTER



WARRIOR WITH CHAINSAW & BLAST GUN

C17 CHAINSAW WARRIOR



SLAYER MASQUE

D3 CHAOS DWARF



IMPERIAL DWARF

D5



WHITE DWARF

LIMITED EDITION



STUNTY

WARHAMMER 40,000



ELDAR

WARHAMMER 40,000



SIR BRYAN THE BOLD

F7 FEUDAL CAVALRY



JOW RYDER

F7 FEUDAL CAVALRY



SIR WILLIAM FITZGIBBON

F7 FEUDAL CAVALRY



ZOAT WARRIOR AND ZOAT WITH CLUB

C29 ZOATS



THE SKELETON HORDE UNDER THE CONTROL OF THE LICHEMASTER AND HIS LACKEYS



F2 FIGHTER



INDIAN CHIEF



MEV AT ARMS



MEV AT ARMS



TALISMAN FIGURE



WITCH DOCTOR



SAMURAI



CONVERTED AND PAINTED BY PETER COOK



TALISMAN FIGURE



STATUS WAYSIDEHEAD



KLAOS ARMAMAND



DOUGORIM HAMMERHAND



F7 FEUDAL CAVALRY



SERRATUS THE REAPER



PAINTED BY PETER COOK



C35 CHAOS WARRIORS

All of these aspects can be reflected by the way you paint the model. When painting an individual character model, you must try to evoke the whole mythos and background implicit in its design. However, unless you are aiming for a deliberately comic effect, it is important not to overstate your case! For example, a figure can be made to look evil by painting a grim expression. It is not strictly necessary to cover the figure with blood, severed limbs and decapitated heads.

Individual figures will tend to suggest an appropriate atmosphere. All you have to do is bring it out! With a little experience you can remodel a figure to give it a different feel or to accentuate its qualities. In either case, the next stage is the selection of colours.

Inexperienced painters are advised to limit the number of different colours to as few as possible. If you use too many different colours - or bright colours - the result will be overwhelming, gaudy and even *yurghhuk!* A figure painted in basically neutral colours offset by one bright colour will be far more effective.

A favourite John Blanche colour scheme is white clothing, black equipment and one splash of vermillion (orange red). The pages of the *Citadel Journal* and *White Dwarf* should give you a few ideas of what can be achieved.

Of course, your experience and skill may enable you to get away with colour schemes that would defeat a novice painter. In this case, familiarity with the basic colours, mixes and methods gives a firm footing from which you can exploit your creative ideas. Try out colour mixes and contrasts on plain white paper or sketch out flag and shield designs in an idle moment. Good ideas can be filed away for future use. A small note pad is excellent for roughing out ideas of this kind. It is also useful to have a folder to keep photos, magazine clippings and *'Eavy Metal*.

Before we get down to the nitty gritty of paints and painting techniques, it's worth discussing light and the way it affects colour. Your work area should be such that the light comes from the left if you are right handed and from the right if you are left handed. This ensures the maximum amount reaches your painting area. Where possible it is best to avoid using artificial light. It is easier to pick out detail in daylight, and artificial light is poorly balanced compared to natural light. This means colours which look bright under artificial light may look dull in daylight and visa versa.

Similarly, what may have been careful shading in artificial light can look crude in daylight. This is all to do with the different wavelengths of incandescent, or fluorescent lamps compared to the natural light of the sun, and should be borne in mind when painting your models. Whatever you do, don't attempt to paint a model under two kinds of light. Stick to daylight or artificial light.

Having chosen your brushes your next task is to assemble a decent collection of paint. If you're an absolute beginner you will have to start from scratch. Whilst expensive, this at least means you'll be able to carefully select the colours you need. The first decision you'll have to make is the type of paint you want to use. Over the years we have used enamel, water-colour, oils, gouache, plaka and acrylic and now use water-based acrylics almost exclusively.

EAVY METAL



Having absorbed the content of our first two articles on preparation and materials, you are now ready to begin the first exercise of Blanchitsu; ie slapping on the paint!

Ensure that you're comfortable and that you have everything needed to hand. Apply the first coats of paint, starting with the largest areas - tunic, armour, arms, legs, head, etc. At this stage make no attempt to shade, just apply the chosen colours to the model.

If you allow the brush to follow the shape of the casting, it will last longer and not show too many signs of wear. Don't worry about small areas of detail or equipment at this juncture, just concentrate on making a neat job of the major features. Once you have completed all of the basic colours put the model aside to dry.



GATT GUNSLINGER SMOOTHBORE STEN WALTHA TWELVE-BORE



COLT STONER HECKLER SMITH KOCH WESSON



CAPTAIN LOWBRODE INQUISITOR SLYTHE BROTHER DIMSHADE



RAOLAK THRULL ULUGH



BASIL WRATHBONE



CPT. INVERDAD CAVALRY

LEOPOLD THE EXONERED



CPT. INVERDAD CAVALRY

CORPUS THE FALLEN



RTD02 SPACE CIVICS



EVLGRW IRONBONCE

SMILER ROGIT



PLASTIC BOXED SET

SPACE MARINE



SPACE MARINES



PLASTIC BOXED SET

SPACE MARINE



ELRIC

EG006 ETERNAL CHAMPION PERSONALITIES



JNARY # CORNEL



RAKHRI



DYVIM TVAR



IRONBONEAN WITH SPEAR

EG006 ETERNAL CHAMPION PERSONALITIES



YRKOON



ELRIC



MOONGLUM



THORAXE DECAF



C21 UNDEAD CAVALRY

IGOR MORTIS



• PLASTIC BOXED SET

• THE COMPLETE BOXED SET



• PLASTIC BOXED SET

• DARK ANGEL MARINE VETERAN



• PLASTIC BOXED SET

• BLOOD DRINKER MARINE SERGEANT



• PLASTIC BOXED SET

• SILVER SKULL MARINE SERGEANT



• PLASTIC BOXED SET

• SPACE MARINE STANDARD BEARER

• CONVERTED BY ALBY MORRISON



• PLASTIC BOXED SET

• DARK ANGEL MARINE



• PLASTIC BOXED SET

• INQUISITOR



• PLASTIC BOXED SET

• CONVERTED BY DAVID ANDREWS



• RTD/ SPACE MARINES
• MARINE MEDIC



• MEDIC BANNER



• PLASTIC BOXED SET
• LEG DETAIL



• SPACE MARINE



• PLASTIC BOXED SET
• PLASTIC BOXED SET



• WINTER CAMO



• PLASTIC BOXED SET
• ALY MORRISON
COMMANDER



• RTD/ SPACE MARINE
• INQUISITOR



• NICK BIBBY: CONVERTED PLASTIC SPACE MARINES

Nick Bibby's Dark Angel marines involved several conversions. The rocket launcher equipped marine was the first to suffer some butchery at Nick's scalpel blade. Two sets of legs were hacked apart, swapped around and refixed with glue and body putty. This changed the figure's stance considerably, resulting in a rigidly upright pose that emphasised the marine's careful aiming. The conical helmet nose was also cut off and rebuilt with putty to create a menacing grid-like face mask.

Conversions don't have to involve such detail to be effective. Another of Nick's marines took on deadly proportions when its hand was sawn off and replaced with one of the blades from a bolter. Another pistol-packin' brother was simply given a spare bolter in his other hand. The resulting impression was the same: Someone you wouldn't want to mess with.

Putting these ideas together, Nick replaced another marine's hand with one of the spare pistols, and added a grenade launcher to the top of the Bolter. Finally, another facial alteration appeared in the form of a skull mask. This was created by removing the nose, filing the faceplate and adding part of a skull from the plastic skeletons set.

Nick's marines were given a group identity by adding skull faces to their shoulder pads. These were created in the same fashion as the faceplate. A three dimensional Chapter insignia adds to the effect considerably. A useful tip from this ace sculptor: removal of the shoulder pins allows flexibility in the positioning of the arms.

All Nick's figures were given a black undercoat with second coat of black for the base body colour. This was dry brushed dark red with the weapons painted dark grey and dry brushed with a lighter shade. For a particularly enigmatic and original feel, Nick retouched the edges of armour with orange crayon and the weapons with grey crayon. The unit's insignia was painted in gouache which was black lined for the finishing touch.

A word of warning: A steady hand and a fluid mix of paint are both absolute musts for getting this sort of detail to look good. If you're not confident, practice on sheets of white card or paper. Remember to use your finest brushes. Alternatively, you can use artists' Rapidograph pens. These can be ideal but they do have their limitations. They only come in black and the thinnest point you can buy is .013" which is still not as fine as a really good brush. Unless you're careful, it is also possible for the ink to flood into the paint.



DAVE SUPERSTAR ANDREWS



• More of Michael Imming's conversion



• John Ellard's laser and tractor conversion



• John used pieces from various tank kits to build this combo!



• Dreadnought Armour close-up



• Dreadnought Armour close-up



• Is it a bird?



• Is it a plane?



• Toys and model kits used for the Ground Hog



• Graeme Davie constructed this fearsome Marine gunship from a variety of 20th century plastic kits



• Photos show the finished Ground Hog Model from various angles

sharpened up, blades look quite effective if you only give them a varnish. It makes them look really shiny.'

'Very clever.'

'Don't be sarcastic. Having stripped off a load of detail and altered the figure, you can now start to consider adding bits. Don't worry, it's all in the name of individuality. Your spares box is the obvious place to look for ideas - extra weapons, pouches, stuff like that. But with a little Milliput and a bit of patience, you can add moustaches or beards, tongues (preferably only one), eye patches and so on. Clipped pins can make good arrows stuck into shields or armour. Drill a hole in the part that will receive the pin and then superglue the two components together.'

'Look, isn't this all getting a bit unwieldy?'

'Good point. Don't overdo it. A couple of choice effects will do the trick. Now then, ah yes. Spikes! Spikes and tusks. And horns.'

'Milliput?'

'No. Milliput isn't the ideal thing for these. Go to the spares box and grab a couple of old spear hafts or something similar. A carefully whittled haft will come to a really fine point. Cut it to the length required and fix it into a drilled hole on the figure. Superglue will bond the resulting joint strongly enough. That gives you a decent horn. Spikes can be created by adding the clipped end of a pin to the figure in the same way. Be very careful when you're clipping pins though. There can be some 'shrapnel' so make sure your eyes are protected. The metal spike should also be strong enough to take a little bending, if you want. It adds character. Shoulder armour is a good place to add stuff like this.'

'If you want an interesting shield pattern, get an old figure - one with a good facial expression - and cut its head off. File the back of the head carefully. Take your time and you end up with just the casting of the face. This can be glued onto a fighter's shield and looks really special.'

'If your figure has a bow, you can add string with fine fuse wire, cotton, human hair, or stretched plastic sprue. Most of these can be superglued. If the bow armed figure is Orcish or something similar, crude knots at both ends of the bow string are effective additions. The only technique required for these is a little patience.'

'And finally - a couple of favourite esoteric touches here - nose and ear rings can be created by getting fine fuse wire, bending it around a paintbrush handle, and clipping it off. Superglue in the required position for a nice gothic effect. Spittle and gore add a touch of horror. Polystyrene cement, added after the figure has been painted, looks wonderfully disgusting. Add a little light green to the glue for a phlegmy effect. Trish Morrison's favourite gore manufacturing process involves mixing some red (or yellow, depending on her mood) to clear nail varnish. The puss-coloured gunge you get can be added to wounds made by cutting into the figure with a scalpel. Especially suitable for nasty monsters. It's art, man.'

There's a sudden burst of rapturous applause from the next room. John and I venture over and peer



• C47 SKAVEN

CHARLES ELLIOTT



• C12 GOBLIN

KEVIN ADAMS



• C47 SKAVEN



MIKE McVEY



• D8 IMPERIAL DWARF

CONVERTED AND PAINTED BY COLIN DIXON



• D3 CHAOS DWARF

COLIN DIXON



• IC301 SPACE PIRATES



MIKE McVEY & COLIN DIXON



• BRITAIN'S ELEPHANT & C15 ORCS



• CO1 FIGHTER

COLIN DIXON



• BCG ELRIC

CHARLES ELLIOTT

around the doorway. The hippies are all jumping up and down, whooping a lot. Mike McVey has Dave's beard impaled on his OO.

There will be a feast tonight.

Gifts from the Earth

'Bases!' Cries John. He snatches the still twitching clump of hair. 'That's goin' in me spares box.'

'Basses! Rickenbacker 4001 stereos, Fender Jazz?' We wander back to the desk.

'Yeah, bases,' he says, throttling Dave's faithful parasite. 'There are two main types - artificial and modelled. The artificial type involves things like building Milliput mushrooms and toadstools, adding details like small animals from your spares box - whatever takes your fancy. Small puddles can be made in any suitably modelled crevice on the base by pouring in a suitable amount of PVA glue and leaving it to dry.' He stares longingly at the furry clump.

'And the modelled type?'

'What? Ah yes, well that's a lot more fun. A basic flock covering can be complimented with soil, grit, pebbles, twigs, moss and the like. But a wander in the woods can prove fruitful in your search for interesting items. A careful search can reveal shrew skulls and other small mammal bones that take on a whole new perspective when you put them next to a metal miniature. If you're really ambitious and don't mind getting your fingers dirty, the droppings of several predatory species can be broken down to reveal insect carapaces and all sorts of other goodies. Hmm, all this is making me hungry.' With a single gulp, John's cavernous mouth envelopes the recently deceased beard-creature.

'You're sick!'

'Nah, it's all biodegradable. And the results are worth the effort. Just remember to wash your hands after mucking around. Now then, have we covered everything?'

'Just about. You mention sticking lots of bits together. What about drying times?'



FRASER GRAY

• ORC1



• ORC1



FRASER GRAY

• C47 SKAVEN



SID

• C21 ORC BOAR RIDER

CONVERTED & PAINTED BY KEVIN ADAMS



MIKE MCVEY

• C23 MINOTAUR



• EC05 ETERNAL CHAMPION PERSONALITIES

PHIL LEWIS



COLIN DIXON

• F2 LORD OF BATTLE



MIKE MCVEY

• C25 MINOTAUR



MIKE MCVEY

• CH8 CHAOS THUG



MIKE MCVEY

• CH5 CHAOS SORCERER



CHARLES ELLIOTT & COLIN DIXON

• CH6 CHAOS THUG



DAVE ANDREWS

• F4 FEUDAL



COLIN DIXON

• C23 OGRE BERSERKER



COLIN DIXON

• WARHAMMER 40,000 TYRANID



COLIN DIXON

• C29 HIPPOGRIFF



CONVERTED & PAINTED BY JOHN BLANCHE

• RT201 ORC WARRIOR

Skimpy Underwear

'Well,' he muses, picking his teeth with his multi-purpose modelling tool, 'Milliput takes a few hours but you're going to have to leave the whole thing for a day before undercoating anyway, because the various glues and the putty are still drying underneath. Paint over them at this stage and the undercoat will crack. Have we got space to talk about undercoating?'

'Sure have, but hasn't this been covered already?'

'Basically, but there are some important notes. Decide what you're going to leave bare - sword blades and so on. Then the best undercoat usually comes from thinned enamel. Acrylic may shrink when thinned. Apply it rigorously with an old brush, working the paint into the detail without giving it a chance to build up in crevices. That just results in detail being obscured and an uneven drying time for the undercoat itself. Leave the model for a couple of hours to dry. You can speed this up by placing the model on a radiator, putting it under a hair dryer, or just holding it in front of Sid's mouth while he whinges.



'A thicker undercoat is useful on areas of bad modelling (where there may be fine cracks) or plain surfaces. The thicker coat makes a smoother, better painting surface. Now there is a danger of applying an undercoat that's *too* thin. This should be avoided. Later coats of paint will adhere properly to the model but the colours will be dulled. Having said that, I always leave chainmail bare to avoid destroying all that lovely texture.

'Now then. Painting the model-'

'Nope, sorry. We're out of space. You can talk about that next month. Anyway, it's lunch time. You coming?'

'No thanks. I've eaten.'

This month's 'Eavy Metal was created by Emperor Blanche re-animating (read 'brow-beating') Minion Masterson and is dedicated to the memory of Dave Andrews' lamented beard.

EAVY METAL

As promised, this month we're giving you a step-by-step guide to painting a typical miniature to show you the kind of results almost anybody can achieve - the famous (or is that notorious?) GW look. If you have never attempted miniature painting before, and you follow this guide, we think you'll be pleasantly surprised by your own efforts. On the other hand, if you have been following recent 'Eavy Metals but have nevertheless experienced problems when trying to apply the techniques described, here is the ideal opportunity to pinpoint where you're going wrong and see the error of your ways...



STEP BY STEP...

You can apply the following treatment to any figure you like. We chose this Dwarf because it provided the opportunity to show you a variety of textures; metal, hair, flesh and cloth.

So give this guide a try and don't be afraid to start again if you feel unhappy with the results. You need to build up experience to fully understand why the techniques work the way they do. Once you get the knack, you won't want to stop. You could even leave some of the later stages out until you're more familiar with the basics. You may even decide to experiment with a couple of the stages on older figures - drybrushing and face painting, for example. This provides a good way of honing your skills. From the letters that arrive in the *Blanchitsu* pigeonhole, many of you seem to want to paint to the standard you see in *White Dwarf* the minute you start collecting. But even the most talented figure painters have to train themselves first. So don't be put off. Patience and perseverance will yield astonishing results sooner than you might think!

You need two small brushes (see photo), and one larger, older brush, your *Citadel* paints, a tube of superglue, a modelling knife, a jar of water, an old rag, a palette and some matt (or gloss) varnish. Wherever you decide to construct and paint your miniature, make sure it's not on an

unprotected piece of good furniture, such as a dining room table. The last thing we want to see is a claim from distraught mother, wife (husband!) invoicing us for a new table. Right then - off we go.

Clean the figure up with a sharp modelling knife (blunt blades are dangerous). Pay particular attention to small bits of flash and mould lines. The quality of *Citadel* miniatures is such that this process is minimal. The Dwarf used here was chosen randomly from stock, and only the helmet showed a thin mould line. Drawing the blade firmly over the line smooths the surface quickly and easily. The sword edges can be shaved down to give a clean, sharp line as well. This isn't actually necessary (there was no fault in the casting), but blades have to be made fairly thick to accommodate the casting process. Shaving the blade makes it look that little bit more authentic.

Next, cut out the slot on the rear of the plastic base so the figure faces directly to the front. It makes for a better position if the figure is going to be part of a regiment (but the choice is yours). Leave the shield for now. We'll come back to that later. Fit the figure into the slot. Then, holding the miniature upside down, squeeze a little super glue into the underside of the slot. Lay the figure down for 10 minutes while the glue dries (don't leave the thing standing upright or you may find the figure gets stuck to your work surface).

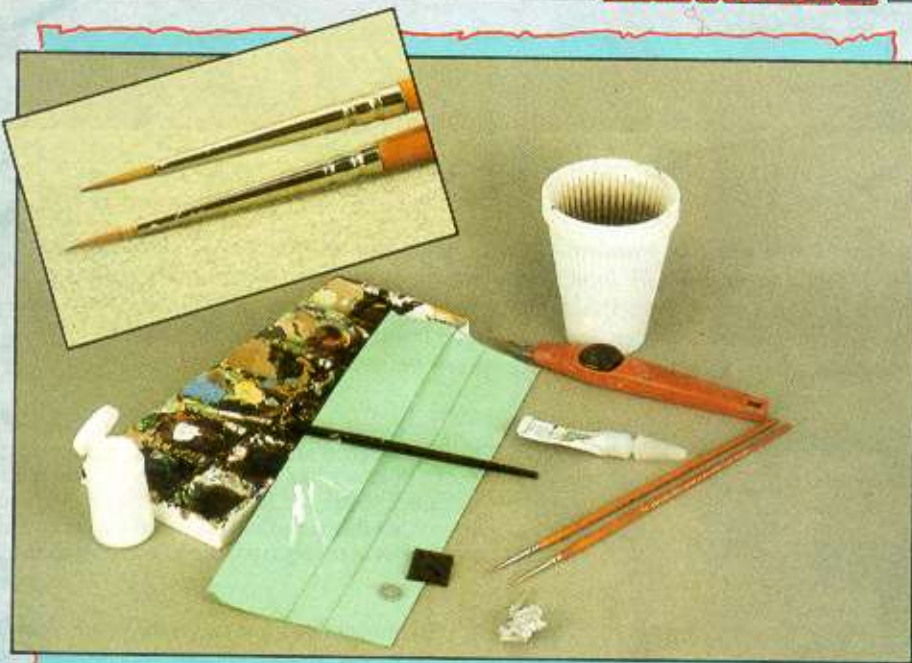
There are a variety of ways to undercoat a figure. The simplest method is to use a diluted mixture of *Citadel* white. It doesn't want to be so thick that it obliterates any detail, and it shouldn't be so thin that the paint shrinks on the surface of the model or fails to provide a clear white surface.

Remember that white makes the figure cleaner and brighter looking and provides a good surface to actually paint on. Enamel white or black undercoats provide alternatives but they will invariably make your task more difficult - just take our word for it for now. Acrylic white is the way to go! Make sure that the paint is applied evenly across the whole of the figure. Blobs or puddles of paint should be avoided at all costs (if extra paint does build up on the model, use an old brush to clean it up before the coat has a chance to dry).

Now for some fun. Slowly and carefully, apply base colours. A thin wash (paint diluted a little with water) of black to the mail, sword and helmet. Allow this to dry.

Paint flesh on the hands and face next. Then, paint a mixture of orange and yellow/Spearstaff brown to the boots. These will end up tan brown. Now paint the tunic orange. This is, in fact, going





to end up red. Don't be concerned if the orange is a little thin.

is applied as a wash over the hair and beard, and to the belt and pouch.

Now we have the largest areas of the figure covered, it's time for a little shading and highlighting. First, we're going to give the black metal areas a burnished steel effect. Load a small quantity of silver paint onto the tip of the *old* brush tip. Gently rub most of this off against the rag. Then quickly draw the bristles across the black paint so that some of the remaining silver paint adheres to the area. Gradually repeat this process until you have the desired effect. You'll notice that some of the black remains. Dot in helmet rivets with silver. If you have been wondering what drybrushing is all about, that was it!



By adding white to these colours, you can carefully paint in highlights on the top part of the belt, the boot toe-caps and face. The nose can be finished off with an extra, fine line of white. The mix of white and Spearstaff brown can be used to highlight the hair and beard, drawing the brush lightly across the flow of the hair sideways.

Now mix some red paint with water so that the solution is quite thin. Using the good brush, cover the tunic with the mix. Be careful not to let the paint flow onto any other areas you have already painted. Notice how the thin paint settles in the folds and recesses, and the orange paint shows through the raised areas, creating a highlight. Some of you may want to leave the tunic as it is at this stage. Make a similar wash of Bestial brown and paint this over the boots and flesh areas.



To bring out those raised folds on the tunic, use a tiny amount of orange/Spearstaff brown mix to touch up the highest areas. Notice that white isn't used to highlight the tunic. This would only make the thing look pink, which isn't the effect we want. This is painted carefully. It isn't blended as such, but as the colours graduate upwards towards the final highlight, it looks blended anyway. Note that these smooth areas are not drybrushed. Drybrushing is quick and effective if you're painting the figure as part of a wargames army, but more subtle use of the brush results in a cleaner figure. Save drybrushing for when you want to paint a textured surface.

Right, now let's put some colour onto the hair and beard. Apply a base colour of Spearstaff brown. The sword handle and pommel are painted gold. A mix of red and Bestial brown

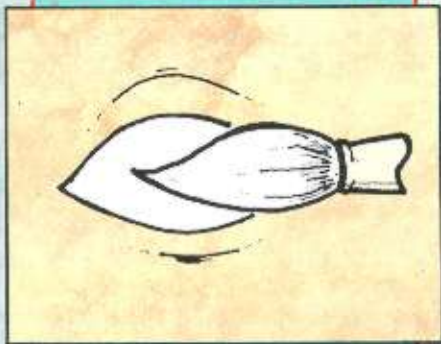
Next, add a little silver to the belt buckle. Then use a mix of black and Bestial brown to shadow the eye sockets. Oops! Notice that the right eye was painted wrongly. It looks a little lower than its counterpart. It could be re-painted but - well,



So far so good. It's starting to look a bit of a mess though, isn't it? This is the stage that seems to be putting some of you off. You get all this way, following the guidelines - and your figure still looks tatty! But don't worry. This is a stage that all figures go through. So let's start cleaning it up.

Take the fine brush and load it with flesh. Paint the raised flesh areas again. Leave the gaps between the fingers, the recesses underneath (and on each side of) the nose, the eye sockets and the edge of the face. Next, with Spearstaff brown, do the same to the beard, hair, belt, pouch and boots, but this time, use a careful combination of painting and drybrushing. Painting follows the line of the model, whereas drybrushing runs across it.





it actually adds character to our weather-beaten warrior. So it stays.

Very carefully, add the whites of the eyes. Use the angled tip of the fine brush to make the eye shape (see diagram). If you're right handed, the right eye can be painted fairly easily. Turn the figure upside down to paint the left one (reverse the process if you're left handed).

By the way, always hold the figure by the base (picking it up gently by the sword).

Adding the pupils is tricky, but with a little patience, a steady hand and some thinned black paint, anybody can do it. Just use the very tip of the brush, slightly angled (see diagram). If you slip, it won't take too long to retouch the area and try again. Anyway, practise makes perfect.

Mix some red and black to produce a very 'reddy-brown' - not too thick - and line all the edges, ie: helmet rim against hair and face, under the nose, the edge of the beard, tunic bottom and arm edges, belt edge, buckle, sword handle and hilt joint to sword, pouch, mail sleeve edge and shield boss.

Now, while holding the figure by the sword, paint



the base black. Looks good now, dunnit! Let's take a look at the shield. Push the shield onto a matchstick so you can hold it. Paint the back and the rim of the shield black, then paint the centre white. What about the pattern then? Well, you could use transfers (*Arcane Armors*), or a pictorial design would look pretty spectacular. However, as this article is about minimal expenditure, time and expertise, the best answer is a geometric pattern painted in a colour which contrasts with the rest of the figure.

Being unashamedly derivative, the pattern you see here is stolen from the Bayeux Tapestry - it just looks suitable for a Dwarf. It's painted in green, with a small dab of green/white mix for



the highlights. Drybrush the black rim with silver, making sure to pick out the rivets around the edge. Superglue the shield to the boss and, when the glue is dry, pick out the boss in silver.

Using a matchstick, coat the base with superglue and sprinkle sand, flock or soil over the top (flock was used on this figure). Leave it to dry. Then make a green wash and flood the top of the base. Again, leave it to dry before highlighting it with Spearstaff brown.

When it's all dry, varnish to taste. Da, dah! Finito! Celebrations all round. Feast and merriment. Jump up and down a lot. Invested time? A couple of hours and use of a hair drier (to persuade the paint to dry more quickly).

Isn't the result worth it?

John Blanche and Sean Masterson





Welcome one and all to *White Dwarf's* forum for miniatures painters. The difference between this and *Eavy Metal* is that while EM will continue to explore new avenues, techniques and subjects for the fantasy gamers who wish to bring colour to their tabletop, *Blanchitsu* will give you the opportunity to ask us questions about specific problems, suggest new techniques that you have discovered, and so on.

The number of such letters now received at the Studio, prevent us from replying in person to each and every one. That's why these pages have become available. So let's hear from you now!

Alan A D Hamilton of West Lothian buys 1:76 scale tank decals produced for fighting vehicle kit enthusiasts. Alan suggests people use these for insignia on their 40K vehicles and figures. The kind of symbols found on these decals include a white eye, a white rhino, plumed helmet, mailed fist, a desert rat, pendar, a black bull, a red stag's head, a white armoured horse head, a white mailed fist and mace. That sounds like a really good idea. He also mentions Panzer Division badges such as skulls, and skulls with crossed bones. You can find these decals in model shops. Friends may also have spare transfers from kits they've bought.

And while we're on the subject, Mr Gary Short of London suggests that we buy fine scale railway alphabets to stick little numbers onto Marines and 40K Orks. The lettering adds good detail and makes models easier to paint. Actually, if 40K fans check model railway shops, and look at the range of goods you can get, there are all sorts of little metal accessories you can buy. You can get small spanners, shovels, hammers - all sorts of things.

Andrew Hodgson from East Sussex wishes to purchase a can of the often-mentioned matt spray varnish that people in *Eavy Metal* refer to every now and then. A product produced by Letraset, designed to varnish the Letraset instant lettering, is ideal. It's called Letraccoat 102 and is usually available from graphic suppliers.

P Foster John of Hampshire suggests that when painting camouflage schemes on 40K vehicles, you ought to stipple the two colours of the camouflage scheme together along where they meet, blending them in to make the joints a bit fuzzy. He says that this creates the appearance of very delicate airbrush work and goes on to state that most modern aircraft are airbrushed anyway.

Mancunian Gareth Elms says he is struggling with making a diorama, in fact he can't even start it because he's not quite sure how to make the scenic base for the figures. Well this is how you do it.

First of all you need some polystyrene; the sort you find in packaging will suffice. You can break

the polystyrene up or sandpaper it into any shape you want. Then cover it with a layer of plaster of Paris and set your figures on top of that. Cover the bases with a mixture of plaster of Paris, PVA glue and flock. None of the components are expensive so it shouldn't be too difficult to experiment.

Hamish Gray of Argyll writes to tell us that, having filed and prepared his figure, he brushes it with a very soft copper wire brush (before undercoating it). This removes any particles of dust and white powder that appears in figures' armpits and orifices. He says that this makes the undercoat adhere better. The brush has to be soft or it will rip the figure to shreds. He got his tip from his local ironmonger.

His second tip concerns scenic bases. As he's not very good at modelling in Milliput, he has found a novel way of producing a pretty hip base! After painting the figure, he spreads superglue thinly over the base, and then pours Schwartz spices over it. Ground pepper makes a good neutral brown base, or red chilli powder for Martian soil. If only the texture is wanted, you can wash the spice with watered down black, and when it is dry, drybrush with green and brown over the surface. As well as producing effective scenery, it also smells fairly appetising. Hamish also obtains diamond tipped drills from his dentist, which he finds a lot sharper for drilling holes into his figures. Well, that's one good reason for going to a dentist.

Anthony McEwan from Scotland offers some sticky tips. Prior to assembling multi-part figures, Anthony cleans any joints with a lump of blu-tak which removes all the dust, dirt, grease and bits of odd metal that might prevent good bonding. He also utilizes blu-tak when he paints individual shields. He puts blu-tak on a matchstick and sticks the shield to it.

Stephen Squires of Liverpool and Damien 'slap'n'dab' Reynolds of Northampton simply put the tab base of a figure firmly held in a bulldog clip when they're painting. Anything convenient, which stops you from handling painted areas before they have been varnished, is a good idea. Damien also suggests using cut lengths of cotton as tassels on banners.

Here's one from Jonathan Tass of Herts who uses dry transfer lettering such as Letraset to put the name of the figure on the chamfered edge of the base. Now, this is something I've done as well, except that I usually paint it on with white paint and a very fine brush. Not only does the figure's name look good, but you can have other information; slogans, graffiti, unit numbers etc.

Matthew Pedder of Herts wants to know what drybrushing is. It's quite simply a brush with a very small amount of paint on it. In fact, most of it is rubbed off onto a cloth or a piece of newspaper. Then it's lightly but briskly brushed across the raised areas on any part of the figure. The paint very slowly adheres to those surfaces, and gradually builds up quite a subtle highlight. This does ruin brushes however, so always use an old one.

Chris Collins of Suffolk complains that when he adds washes to a figure, it ends up looking dirty and blotchy. He's tried different consistencies but hasn't succeeded at all. It's a question of what comes after the washes and trying to be very subtle with them. I still get the impression (from your mail) that people are putting too much pigment onto the figure. 'Wash' is a term which really indicates that paint must flow over the figure, rather than actually covering it with a bath of paint.

Daniel Monk of Sidcup sticks small shields onto the large plastic shields to make them more interesting. Well, thanks for the samples Daniel. I'll give it a try sometime.

The next tip is from Matthew Davis of Cleveland who discovered that when one of his pots of black paint dried up and he added a bit of white spirit, the resulting mix was far too thin to paint a figure. He did however, discover that if you painted chainmail with this mix, straight onto the bare metal, it made perfect looking chainmail without having to paint it black first and then dry brush it silver. It's one of the methods we use at the Studio. You want a very, very thin wash of paint to make mail look good.

Peter Marston of Worcester says he's having trouble sticking the wings on the Great Fire Dragon he got for Christmas. The problem lies in the fact that he's using superglue. It's no good

supergluing heavy wings onto Dragons. They'll just fall off or snap off. They should be pinned in the same method that we described before, and then epoxy glued for extra strength. He could just use epoxy glue on its own, but he should make sure that the two parts are held together while the glue dries.

Going on a step, somebody called Legless of Laurien wants to know how to drill straight holes in the joints of a figure (such as a Dragon wing to a Dragon body). Most experienced modellers would actually hold the bit in a pin-vice, otherwise it's down to having a steady hand and a careful technique. But I don't suppose it matters a great deal if the hole doesn't go in exactly straight because if you use a soft enough metal wire to actually stick the two joints together, you can actually bend it and push the two parts in line with each other.

Legless also says that when he dry brushes a figure, he usually ends up with a sort of rough and powdery effect. This sounds like he's actually using too much paint on the brush, or it's drying too quickly after he's put it on the brush. I suggest he actually thins the paint down slightly.

OK, this one's from Adrian Williams of Lancashire who wants to know whether Phil Lewis will eventually write an *'Eavy Metal'* as he thinks Phil's figures are absolutely ace, particularly the Eternal Champion Melnibonians. He's not quite sure what Phil meant in the *Blanchitsu* tip by saying you layer each colour until a highlight is reached. Well, it's just a question of adding lighter tones, usually with white, to the base colour until you work up to the lightest colour. A Lewis-style *'Eavy Metal'* is currently in the works, by the way.

Thomas Oliver of Edgham Surrey suggests that after undercoating a figure with white, you should give it a complete thin wash of black all over, darkening all the areas of shadow. Quite an interesting one that. Seems to combine two different ways of painting a figure. I'll have to give that one a try sometime, too.

Robin Morrison of Aberdeen has a lot of trouble painting horses. Now, that's one thing we've never covered yet, and we ought to. I think one of the best ways to paint a horse is to look at photographs of them, and examine the way the different colours on a horse provide contrast. For instance, you quite often get black on the lower half of the legs, black manes, tails and muzzles, which contrast against a tan/brown coloured coat. Horses with white 'stockings' or

dappled coats often look very effective. They are very difficult to paint, and we'll cover the subject in a future *'Eavy Metal'*.

Lee Barker of Nottingham, who's just started painting figures, can only achieve a horrible mess that he wants to throw in the dustbin. Now, Lee's told me how he paints his figures, and what I think he's doing wrong is putting an ink wash on last. Ink washes should be applied to put the shading in. Highlights and detail still have to be added on top of that. But it does take a long time to be able to paint a figure effectively, and he shouldn't be discouraged at his first results. Perhaps his very first attempt should be to paint a blank colour onto each part of the figure in the colour he requires, and then take it from there.

Lee also wants to know how to mix skin colours. Well, it's quite easy, you just use the flesh colour. You shade it with an orangy brown and you highlight it with white. If you want to mix flesh, you use white, put in a spot of red, a little bit of yellow, and a tiny smidgin of green. Lee also wants to know how you make bone colour. All you have to do is put a brown wash on the area of bone, drybrush it with a yellowy white colour, and then highlight it with white.

Adam Tinsley of South Yorkshire has got a problem. He's having trouble shading and highlighting. The colours he uses don't blend into the base colour very well. If he really wants it to blend properly the base colour still has to be wet, or at least damp, when he puts on the other colours, and he needs to work these colours together very carefully with a fine brush until they mix and make a gradation. If he's not blending the actual mix of colours together, and he's just laying highlights and shading onto the base colour, then the colours he uses need to be very very close to each other. Adding a couple more layers of shading and highlighting so that the finished result will actually form a closer gradation is probably the best solution.

Mr J Enoch of Devon wants to know how to paint an Orc Command Group; what washes do you

use; what colours would you use; what highlighting would you use; in other words, how do you paint them? Well, if he wants to know what colours to use, all he's got to do is look at the photographs in *White Dwarf*, and to follow the *'Eavy Metal'* articles and *Blanchitsu* column. The *Chapter Approved* book provides specific colour guides for painting 40K figures.

This one's from Carl Roberts from Swansea. 'Do you have to put washes on figures if you're already happy with the result you've got?' No, if you're happy with the look of the figure, stop painting it! The weathered effect on marine armour Carl wants to know about is simply a delicately drybrushed highlight.

Geoff Whittaker of Cheshire offers several suggestions. Firstly, he suggests that people should make scrapbooks of all the painting articles, photographs, and pictures of miniatures from magazines in order to build up a reference pack, and also suggests that people who are not very good at painting banners or shields cut pictures out of comics etc, stick them onto the shield or flag, and then colour them in. That's a good one.

He's got a good tip for making lengths of rope too. Take three or four pieces of thin copper wire and twist them together into lengths. Then paint them light brown. He uses bristles off old shaving brushes for dead grass on bases, and he uses a mapping pen bought from art shops to draw on details like tattoos or scars. Is there no stopping this man?

Of course there is. We've run out of space. I'll be back next month with another bundle of suggestions, tips and advice (keep sending them in). Until then, here's the address to write to if you have any questions on modelling and painting miniatures:

Blanchitsu,
White Dwarf,
Enfield Chambers,
14-16 Low Pavement,
Nottingham NG1 7DL.

May your bristles never bend.

John Blanche



FANTASTIC IMMIGERY

Michael Immig began modelling some 15 years ago with airplanes and tanks - as conventional a beginning as you might expect - and discovered model soldiers in 1975 when he bought a Historex kit in London. At that time Airfix produced their collectors range of model miniatures and he quickly became involved in historical miniature modelling and conversion.

He encountered Frank Frazetta's fantasy artwork a year or two later, and decided to build some of these fantasy creations in three-dimensions with Historex bits, Airfix parts and a lot of Green Stuff (a Milliput-like substance). In 1977 he purchased a copy of the first *D&D* rule book from a London shop and started role-playing with some friends at a time when nobody else in Germany had even heard about roleplaying games.

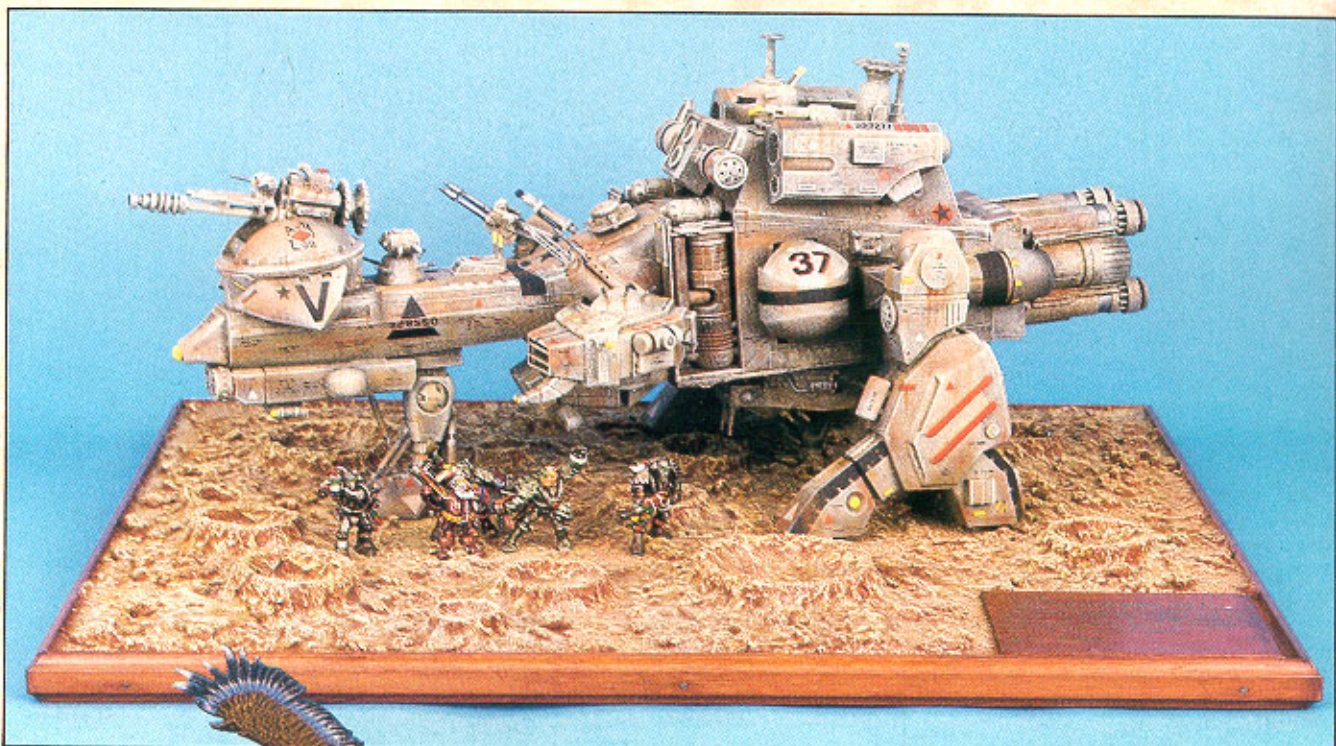
When the first 25mm fantasy miniatures appeared on the market, he immediately began collecting and painting them. From that point, it didn't take Michael very long to realise their potential for diorama building, and with his experiences of 54mm figure modelling, the first of his dioramas appeared soon after. Since then he's used all kinds of colours (including oils), building materials and tools. Even now, he discovers something new every time he starts building a new diorama.



A selection of showpieces from the collection of one of the world's leading fantasy modellers.

Photographs by Phil Lewis

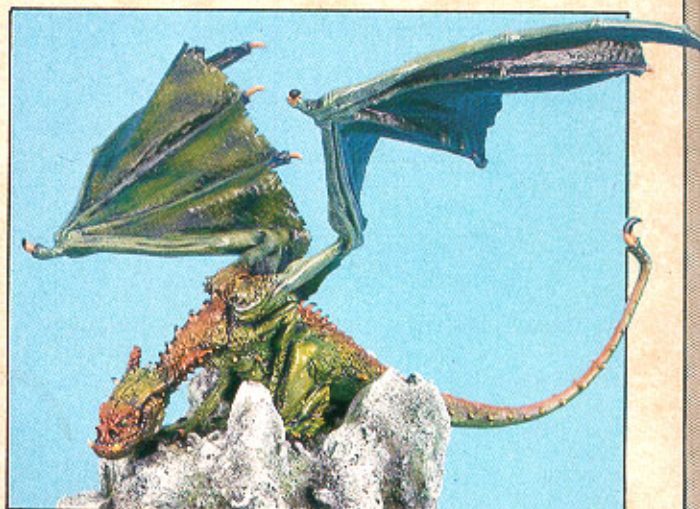




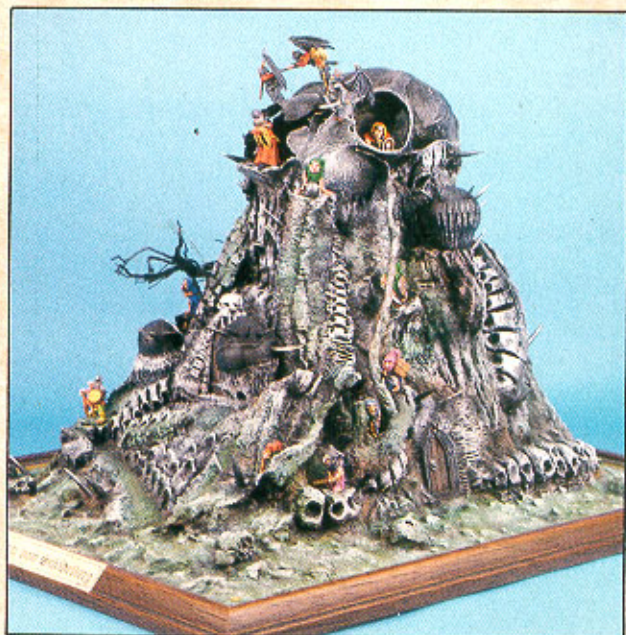
3



4



5



6

EAVY METAL

John Blanche returns with a new brush and the Citadel Expert Paint Set, mounts his Harley and proclaims to the world that his new packs of pigments are...

BETTER THAN INKS

HISTORY

Are they inks or aren't they? We have been talking about using ink washes in *Eavy Metal* for quite some time now and the move to complement our existing range of *Citadel Colour* paints was an obvious one to make. The skilled chemists who developed the special washes that make up the *Citadel Expert Paint* set followed a tight brief from us. This ensures that this new range of pigments will excel in their capacity to bring out the best in a painted miniature.



A Chaos Knight with subtly blended browns for the skull motif (on the helmet) and rusty chainmail. A yellow wash brings out the brilliant red armour.

The flesh on this space marine was created with a subtle blend of oranges and browns from the new *Expert Paint* Set.



Another exceptionally subtle face. Blue green washes do strange things to the armour as well.



Phil Lewis' skeleton (not the real one). The yellow/brown ink wash makes this a very time-effective figure to paint.



Green ink on bare metal and subtle brushwork completes the weather beaten feel.



Green & Brown shading will feature a lot when you paint Goblinoids, but a dilute yellow glaze over this critter's skin will bring the colour to life.



Diluted yellow/brown wash for flesh, brown inked claws and tail for this Lesser Daemon of Slaanesh.



The standard red shading is applied to this Goblin's tunic.



More ferocious red armour...



Brown and black mixes of ink create an effective wolf pelt.



Green ink for another strange armour effect.



A 40K adventurer with a face to remember - thanks to more orange/brown mixes.



A more subtle blend blue, brown, green and black gives this individualistic armour effect. Experiment with the mixes and try to resist working straight from the pot.



Celebrating Snotlings - blissfully ignorant of the thinned yellow glaze that brightens their green shading.



This Skaven's fur, the wood and the leather pouches are all treated with a brown ink wash for added depth. The putty-built base is also washed with brown - drybrush this with Citadel Colour if you like.



Every component on this plastic Elf archer has been given an ink shading wash.



Green ink for flesh shading and brown, black and blue combinations for the armour make this an eye-catching miniature.



Inks lend the natural tones to the buckskin, green leather and the birdie in this figure. It's the different mixes which create the strength of realism.



Ink washes transform the base colours. Citadel Colour is worked on top to add the highlights.



Note the use of black ink on the gun and sword that help give the superb metal effect.



An orange/yellow glaze on this tiger-striped Space Marine proves there's no need for subtlety.



The browns on the fur and red on the shield are results of more effective ink meddling. But care needs to enter into the mixes if you want this level of realism.



With inked flesh and armour, this Ork stands out from the crowd - which probably means it will get shot at... Add yellow and brown to the green Ork flesh if you find it's too garish.



Thinned black shades this Eldar's armour and a green wash finishes off the plume.



Argue with this tough little nut an' 'e'll bite yer kneecaps! Again, the thinned yellow glaze warms and brightens the base colours.



"None shall pass!" exclaimed the Chaos Warrior with the evocatively glazed bronzed armour created by mixing red, yellow and brown on top of the base colour and lightly highlighting with silver.

"Huh. 'Juz guard dis corna ferra mo'. sez 'eel" But nobody listened to the whingeing Kev Adams model who was ungrateful for the green and brown wash that made him what he was.



EAVY METAL

Shields and Banners

One of the most stimulating and rewarding aspects of figure painting is the creation of *Citadel* shield and banner designs. Fascination for the subject led to the production of the Arcane Armorial (*White Dwarf* 90). While these prove popular, many people prefer to create their own. Such designs may take a variety of forms, from simple symbols and runes right up to the full-blooded shield mini-paintings, as you've often seen in *White Dwarf*. This decoration doesn't have to end with shields and banners, though. You can apply the same techniques (with wild abandon) to any flat surface found on a miniature. Armour, cloaks, bodies, tunics, weapons, vehicles and even Dreadnoughts can all be adorned with symbols, runes, motifs, patterns, heraldic devices, mottos and tiny pieces of fine art. A well painted shield can be the focal point of a model, as well as capturing and amplifying the ethos behind the model itself.

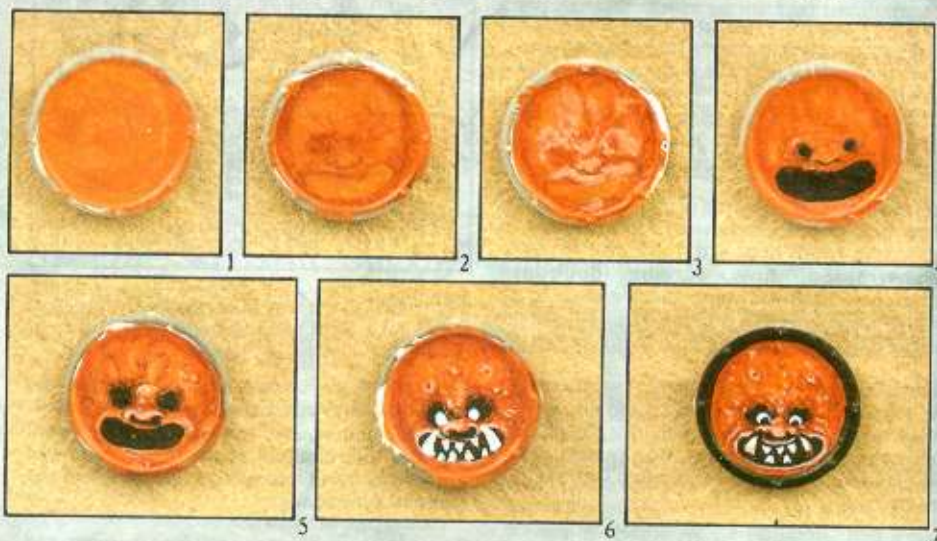


Hand shake. This requires the finest detail and you'll need to be comfortable and secure. Here, my left hand is held against the table top and the last three fingers of each hand are interlinked for stability. This allows me to keep a very steady grip on the shield with my left forefinger and thumb, and the brush with my right. Notice the thumb-nail palette.



A Citadel decal and intricate paintwork form the focus of this Space Ork banner.

— A Step by Step Guide to Shields —



1. The shields were left attached to the sprue during painting, for ease of handling. The boss hole was filled with epoxy putty and the shield was given a white undercoat. I quickly pencilled in a rough guide to the face and gave it a wash with a mix of Red Gore and Hobgoblin Orange.

2. Blended red ink shading was applied to 'recesses' of the edge of the nose, mouth and eye sockets.

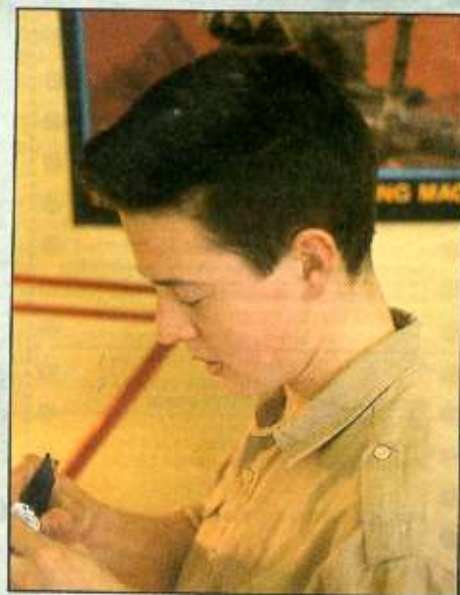
3. Black nostrils, eye sockets and mouth.

4. Apply red/yellow/orange thinned wash to restate original red colour.

5. Reinforce some highlights with white and red ink crease lines, spots, boils and other skin blemishes.

6. White was carefully placed in the eyes and fangs.

7. The finishing touches. Black pupils, lining around teeth, black shading on fangs and shield rim. Note that although the shield goes through some 'scruffy' stages, the final touches make the difference.

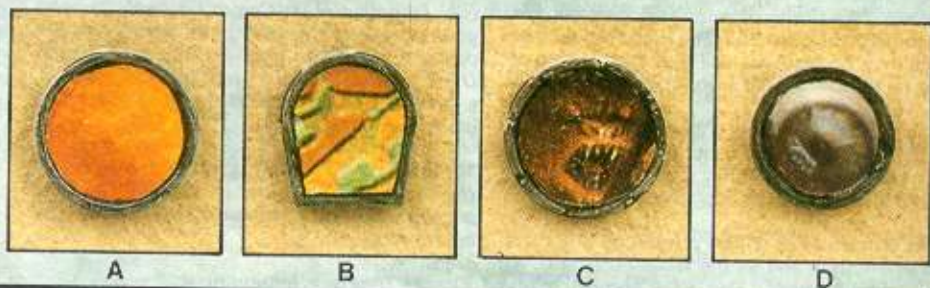


Mike McVey

Cheap and Cheerful Shield Embellishments

Our man Phil Lewis made these shield patterns simply by cutting material out of Sunday supplements:

- (a) flames from a painting
- (b) patterns from a jewellery feature
- (c) a bat (from a painting)
- (d) an eyeball





Colin Dixon's unusual variation on the face design.



A simple and effective wolf's head design by Colin



Mutated Chaos Champion with standard of Khorne. Left arm was replaced by a Milliput tentacle. The standard on a pole made from soft wire was itself cut from paper and directly painted onto. Figure painted by Darren Matthews.



Beautifully modelled and painted shield by Fraser Grey. The addition of metal or modelled putty parts to a model gives it that chaotic feel.



The famous Moonface design - with a twist. Colin Dixon.



One of Kev Adams' converted Goblins. An old favourite from Goblinmaster Kev, but a wonderful face.



Fraser Grey

Brian George



Dave Andrews' Ultra Marine and Banner demonstrates how unit insignia can be developed into an exciting image.



Chaos Warrior with tiger head by Dave Andrews.



Kev's shield designs bring the best out of the Chaos Champion and Goblin.



Skeleton Shield designs by messrs Dixon and Lewis.



More Fraser Grey madness...



Fraser Grey



Brian George



Champion of detail Mike McVey shows what can be done with patience, skill, a steady hand and a good brush with this Ultra Marine officer.



+ 40K wizardry by staff artists. The marines' customised shoulder pads allow the individual artist to make the best of his skills. Solutions may be simple or intricate - so long as they remain effective.



Simple and decorative solutions to the Orc hoar riders by graphics man Brian George.



Brian George



Brian George

EAVY METAL

Faces

Last month we talked about the shield as a focal point of a figure. This is because the shield is a large, brightly coloured area that draws the eye. The actual figure itself has its own focal point, quite independent of how it's dressed or what items it carries. This is, of course, the figure's head, or more specifically, the face. And, in even closer detail, the way the eyes of a figure are painted define the particular character of the model.

For the purposes of this article, I'm only going to talk about humans and Orcs, as these are the most commonly painted figure types. But, as usual, the standard guidelines and techniques can apply to any race or type of creature you want to paint.

Most figure painters leave the face until last. Interestingly, a figure that looks bland during the rest of the painting process comes to life when the face has been painted. This is important. A lot of people abandon a figure before they've finished because they feel that the miniature has been let down by a bad paint job, yet the completion of the face may be all it needs to become a satisfactory piece of work.

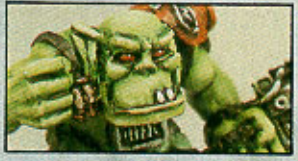
By comparison, some painters prefer to make the face their first job as it's the most important element in the process. They will only continue working on a figure if they deem the face to be a success. When and how you work on the face really depends upon the criteria you apply to a given model.

Anyway, I'll assume that everyone is now familiar with the process of cleaning and undercoating. As conversions and modifications to figures have also been dealt with in a previous issue, we can just stick to painting the face.



Daemonettes of Slaanesh from the forthcoming REALM OF CHAOS miniatures range. The base colour is simply a light flesh tone. Pale ink washes have been added for shading. Note how the exaggerated colours on the lips and ears help make the miniatures look fierce and strange.

figures by Aly and Blanche.



Space Ork. Mike McVey's careful blending of Goblin Green, a green ink wash for shading and Goblin Green + Bilious Green + white for the highlights.

A Squat by Mike McVey. The 'hardened warrior' look results from a successful reddy-brown shading and the grey beard.

JB's Astropath conversion. The base colour was white, which was then washed with thinned inks. The face was painted with acrylics.



A Space Marine by Aly. The face receives the standard treatment but note how the subtly shaded white hair gives the officer a distinguished look.





Mike McVey's Eldar feel alien because of the extremely pale facial colouring. Blue ink is used for the war paint and hair colour.

These space adventurers show how flesh tones can be used to achieve different racial effects.



Chaos Thug conversion by Darren Matthews using Citadel Colour and inks. Darren's use of bright colours suit the subject.

The face of this Astropath (by M?) is nicely framed in green by the cowl. The blind white eyes outlined in red are particularly dramatic.

Another Dwarf, whose character comes from underplaying the eyes and exaggerating the lip.

This Dwarf Berserker's carefully picked out teeth complete his angry countenance.

Colin Dixon's Viking Warlord is an example of good blending resulting in a moody, natural look.



Phil Lewis' Melnibonceans demonstrate what can be achieved by building on top of a light base colour contrast with the blue war paint and the red mushroom hair.

Finally, one of Aly's Trolls. The pale washes on a light base colour contrast with the blue war paint and the red mushroom hair.





HEAVY METAL

RANGE OF RHINOS

This month we're going to concentrate on the latest phase in Citadel's development of plastic gaming models and miniatures. As you have seen elsewhere in this issue, we have dealt with the *Rhino's* place in Imperial History, examined its battlefield capabilities, and inspected a variety of liveries.

And the AFV's famed versatility has inspired a number of staffers to experiment with their own *Rhino* variations. The results are extremely interesting. *John Blanche* puts them into neutral and gives them a look over.



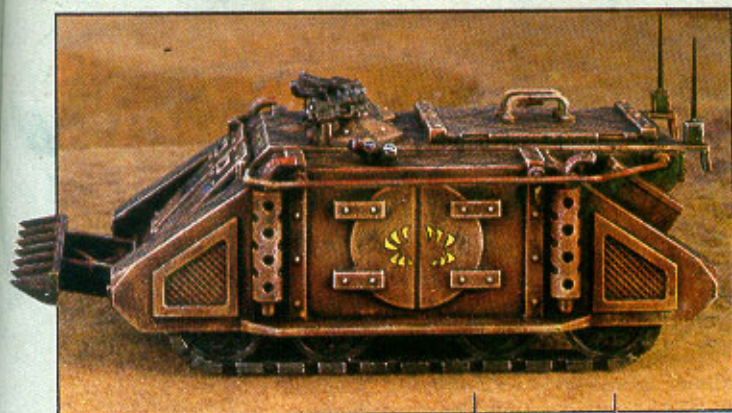
On Tim Pollard's conversion (which involved a deep bits-box delve), the simple but effective paint job is highlighted by using some of the decals from the spare bits collection. Note the turret mounted multi-melta.



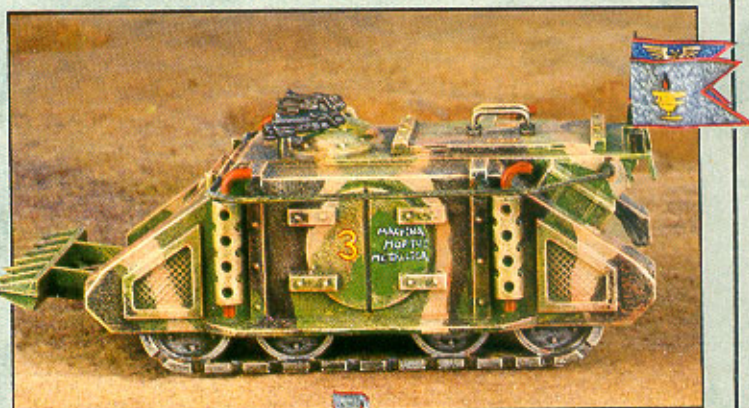
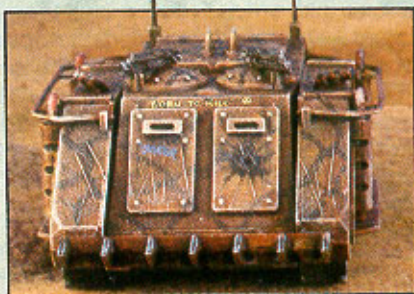
An early Rhino kit experiment by Sid. Note the headlamp cavities. They were painted yellow and filled with PVA glue. The glue becomes transparent when dry, hence the realistic headlamp effect.



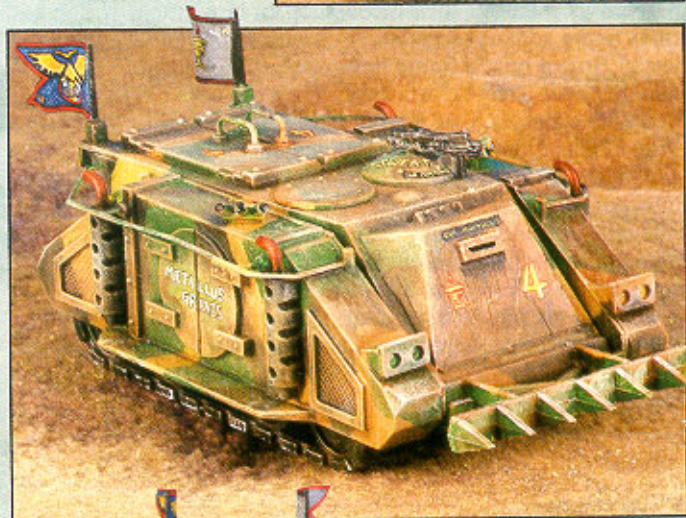
Blood Drinker marines take a well-earned rest before driving their two Rhinos into another battle.



Brown camouflage scheme by Darren Matthews. The damage to the front of the vehicle was made with a scalpel and liquid polystyrene cement.

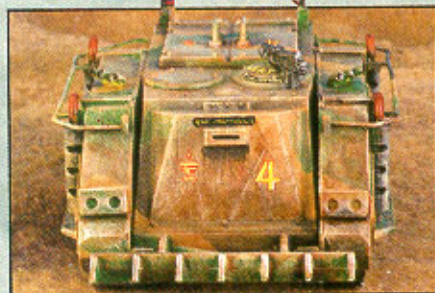


Codex approved camouflage scheme (see camouflage guide on p64-65). Note the graffiti and flags adorning the machines.



Another Codex approved scheme, more graffiti and more flags.

Codex approved grey. This colour forms the basis for Rhino livery in the Legiones Astartes. Imperial Guard Rhinos use olive green as their base colour. Model painted by Darren Matthews.



Two rear views by Darren Matthews.



This conversion by Workshopper Tony Cottrell uses chains, mesh and wire from the spares box to give the Rhino an extra-heavy feel.



**GREATER
DAEMON
OF
KHORNE**



022003



022002



022005



022004



022006



022001

BEASTMEN



021701



021704



021708



021707



021712



021706

**WARRIORS
OF
KHORNE**



**CHAOS KNIGHT
ON
JUGGERNAUT**



CHAMPION
OF
SLAANESH



022102



022101

CHAMPIONS
OF CHAOS
ON
CHAOS
STEEDS



021703



021702



022103



021705



021711



021709

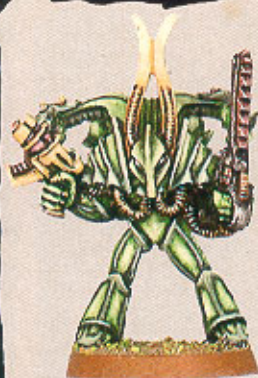


021710

WARRIORS
OF
SLAANESH



GREATER
DAEMON
OF
SLAANESH



021601



021603



021602



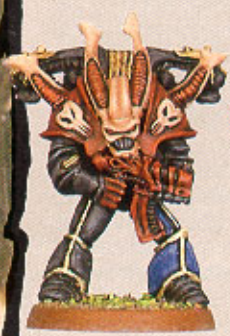
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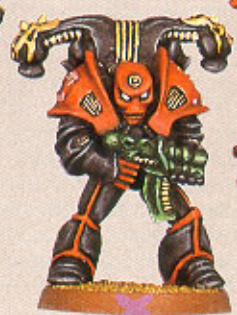
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021616

EMPEROR'S CHILDREN

WORLD EATERS

CHAOS RENEGADES



021618



021622



021621



021611



021606



021612



021619



THE COLOURS OF CHAOS

Whether you intend to field an army of Chaos followers, use individual miniatures for a roleplaying adventure or just collect *Realm of Chaos* figures, they will only look truly grotesque after they have been painted. Given the number of mutation permutations, the potential for converting miniatures is also great. But the Powers and their followers demand special attention in this respect, for who is to say what colour an eye-stalk should be? And how mutated can you make a mutant? Perhaps the master of all things miniature, John Blanche, can answer.



A wide range of armour effects and styles for this group of Chaos Warriors.



Subtle naturalistic colours suit this Beastman of Slaanesh.



A Khornate Chaos warrior adorned with business-like Chaos armour.



A traditional armour technique is applied here.



A Chaos Warrior and his weapons as one.



Red focal points for a ferocious Chaos Warrior.



A Fleshhound of Khorne bares its ripping fangs.



Skaven with representatives from various clans.



Chaos Dwarf Boar Centaur provides motive power for the Whirlwind.
Note the Khornate armour colours.



A Khornate Champion displays his might.



A gladiatorial style Chaos Thug.



Glory and dishonour bound into the form of a Bloodthirster.



Green washed Chaos armour.



Excellent facial detail finishes off this Chaos Thug leader.



The Beastman's pale green skin is offset by the brilliant red shield.



Chaos Thugs in any colour you like.



Dramatic poses. Chaos Sorcerer with jester familiar.



Slaaneshi Champion of Chaos: the crab claw is a mark of potential Daemonhood.



The warmth of colour contrasts with this hermaphroditic Slaaneshi Champion's cold face.



Faceless terror in the form of a Champion of Chaos.



Grotesque Champion with the face of a mount of Slaanesh reward.



Mutant Chaos Thug with tentacles.



A subtle paint job is perfect for this detailed Keeper of Secrets.



Blood-cult Champion.



Bestial Champion of Khorne.



Chaos Jester.



Chaos Centaurs - the one on the left has brightly patterned skin, Bestial Face and Horns attributes.



Slaaneshi Champion charging on his obscene mount.



The repeated rune leaves no doubt as to the allegiance of this mechanical Khornate Champion.



A Khornate Renegade: fear and loathing in the 41st Millennium.



A Worlddeater Traitor Legionnaire ready to corrupt and destroy.



Khornate Champion of Chaos with scorpion tail, horns, a new face... and some high tech weaponry.



Tentacled standard bearer of Khorne.



Khornate Champions mounted on sturdy Juggernauts which continue the colour scheme.



Corrupted Champion of Khorne, at home with his sword painted as a Daemon blade.



Bloodseeker Chaos Warriors. Pastel hues for the Lords of Decadence.



1. Slaanesh Beastman



2. Slaanesh Beastman



3. Slaanesh Jester Standard Bearer



4. Khorne Daemon Rider



5. Chaotic Elder Renegade



6. Chaos Thug with Mane



7. Chaos Thug - Beast Face



8. Chaos Thug - Mace Tail



9. Chaos Thug - Long Neck Mutation



10. Chaos Thug with Bulging Eye Mutation



11. Chaos Thug with Tusk Mutation



12. Chaos Thug with Crab Eye Mutation



13. Chaos Thug with Scaly Skin Mutation



14. Chaos Thug with Porcupine Skin Mutation



15. Chaos Thug with Pin Head



16. Chaos Mutant Thug with Scorpion's Tail



17. Chaos Thug with Crest



18. Chaos Champion with Horse's Leg Mutation





"Come 'n get it!"



The nature of the Beastman...



Slaaneshi Daemonettes accompanied by a frenzied mount.



Khornate Chaos Warrior charges into battle.



"Blood for the Blood god!"



A mounted Chaos Warrior charges



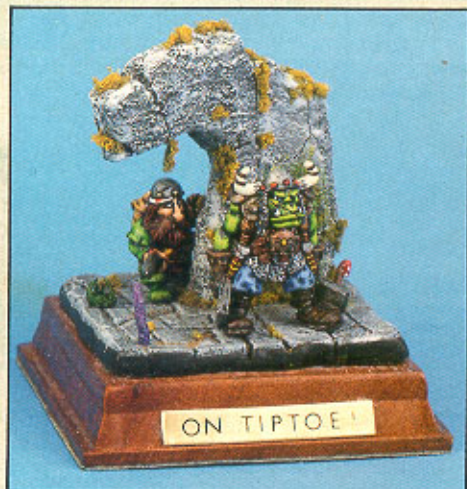
Bloodletters come. We are lost.

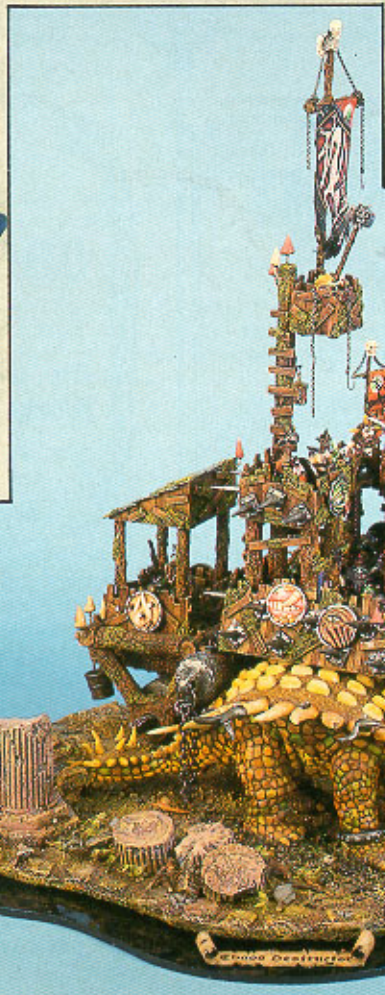
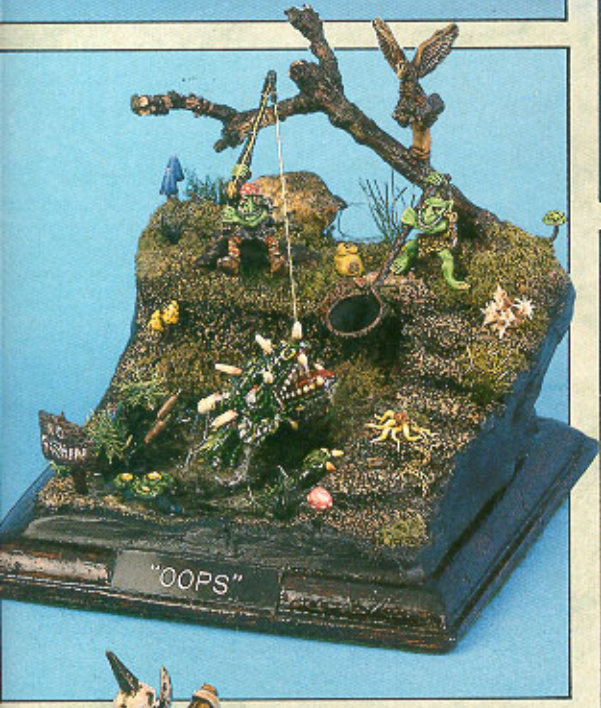
HEAVY METAL

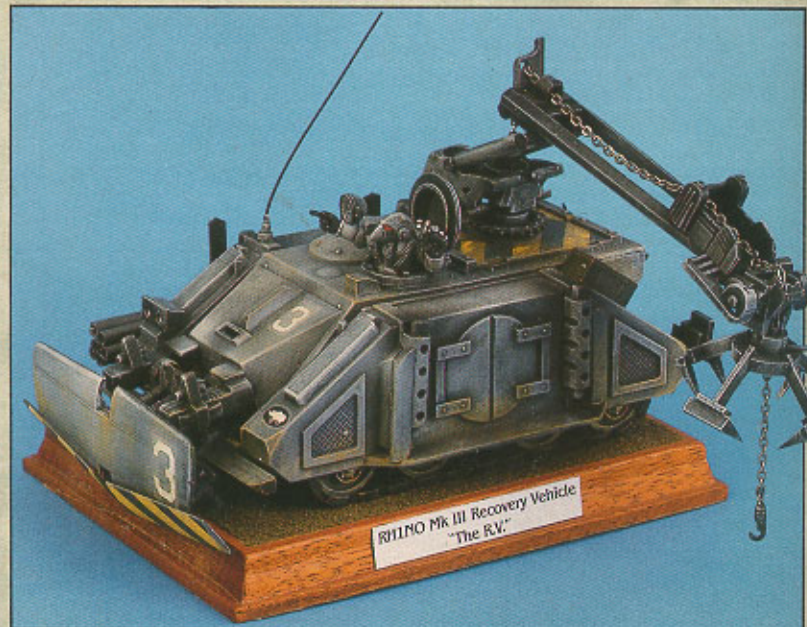
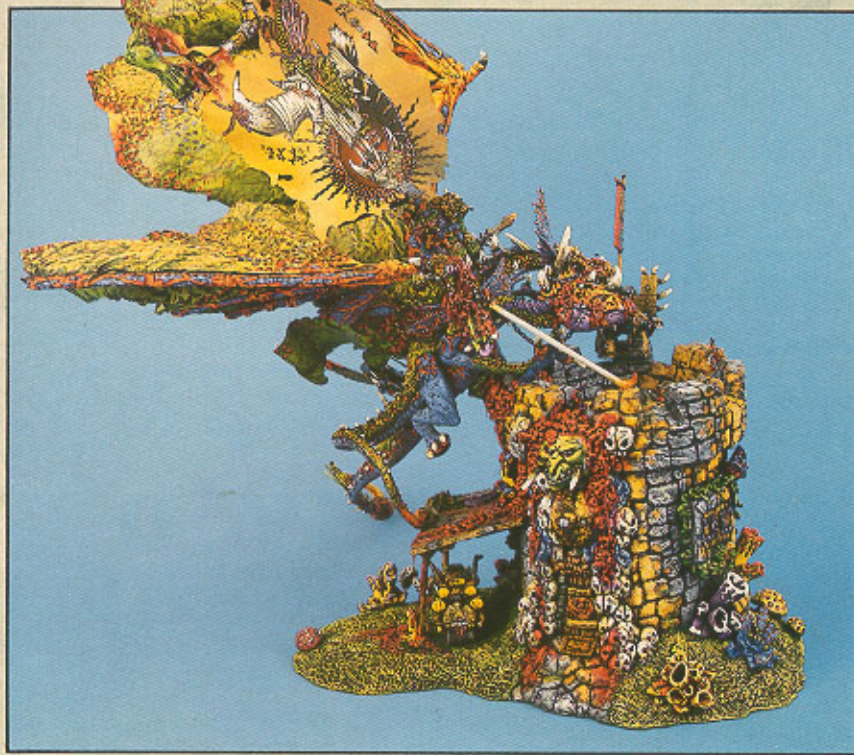
GALLERY

Two projects that staffers at the Studio have been quietly beavering away at recently are our Fantasy Miniatures book, and Combat Cards sets. Both have kept lensman Phil Lewis clicking away at breakneck speed. Here are some of the delights you'll find in the book and the packs. There are some more on pages 74 and 75.

John Blanche









HEAVY METAL

QUICK METHODS FOR PAINTING IMPERIAL GUARD SQUADS FOR WARHAMMER 40,000 BATTLES



Imperial Guard Command Section (left to right): Sergeant, Medic, Commissar, Captain, Orderly with banner and two Guardsmen



Imperial Guard Tactical Squad: nine Guardsmen, including one with a las-cannon, led by a Sergeant



Reverse details of Guardsmen and Commissar, showing Death Blade gang insignia and the Commissar skull motifs

This article tells you how to paint your Imperial Guard models quickly and effectively, ready for *Warhammer 40,000* battles. Most of the models on these pages have been painted using fast techniques that give a good overall appearance to a squad.

Once you've bought a couple of boxes of Imperial Guard, you'll want to begin fighting battles with them as soon as possible. That means you'll want to get painted models on the tabletop without spending hours on all those fiddly little details that win Golden Demon Awards. For models that are part of an army, there's nothing wrong with simple techniques that give a good battlefield appearance, but which allow the speedy painting of whole squads. This *'Eavy Metal* shows you just how good squads of the Imperial Guard can look with a quick paint job.

I have chosen to paint members of the 9th Necromunda, the regiment shown on the cover of the Imperial Guard box and in last month's *White Dwarf*. The box cover is an excellent source of painting ideas, but you may, of course, choose a different regiment, with its own heraldry and symbols. The two squads I have painted are a Command Section and a Support Squad of F Company of the 9th Necromunda. The units I have chosen are members of the Death Blades, a gang recruited in its entirety from the Necromunda Hive World.



9 10
Guardsmen showing kill markings on their weapons



11 12
Note camouflage pattern uniform and kill-banner on lasgun



13 14 15 16
Details of Imperial Guardsmen: facial tattoos, helmet markings, belt buckle and shoulder flash

It's also possible to produce excellent detailed paint jobs on Imperial Guard models, as shown by the four photographs below. Unlike the other Guardsmen on this page, these models have been carefully painted as individuals for display as well as gaming.



17 18
Imperial Guard Beastmen: officer and member of Attack Squad



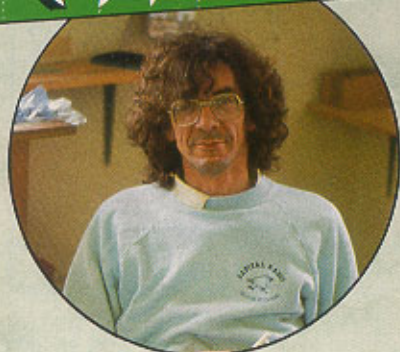
19
Richard Kernick's wounded Guardsmen



20
Ogryn with ripper gun and devotional back banner

HEAVY METAL

CHAOS ALL-STARS



Phil Lewis adds some more Star Players to his own Blood Bowl team.



TUERN REDVENOM
STAR PLAYER



DUKE LUTHOR VON HAWKFIRE
STAR PLAYER



DIETER HAMMER LASH
STAR PLAYER



GARAK GRIGOLSON
HUMAN BUTZER (SCRATCH BUILD)



SNAKE SANDERS
HUMAN MUTANT (CONVERSION)



DIRTY DAN
STAR PLAYER



'CONSTRUCTOR' ATLANSON
HUMAN MUTANT (CONVERSION)



SARK FOUR EYES
SKAVEN MUTANT (CONVERSION)



LAXON HRULL
DARK ELF CATCHER



MORG'TH N'HTHROG
STAR PLAYER



ZY-NOX
MINOTAUR BLITZER



THE CHAOS ALL-STARS IN ACTION AGAINST THE BRIGHT CRUSADERS



BORK BULGE BELLY
TROLL BLOCKER





STEVE MUSSARED



1. JUDGE DREDD MUTIE



2. BLOODLETTER



3. DAEMONETTE OF SLAANESH



4. DAEMONETTE OF SLAANESH



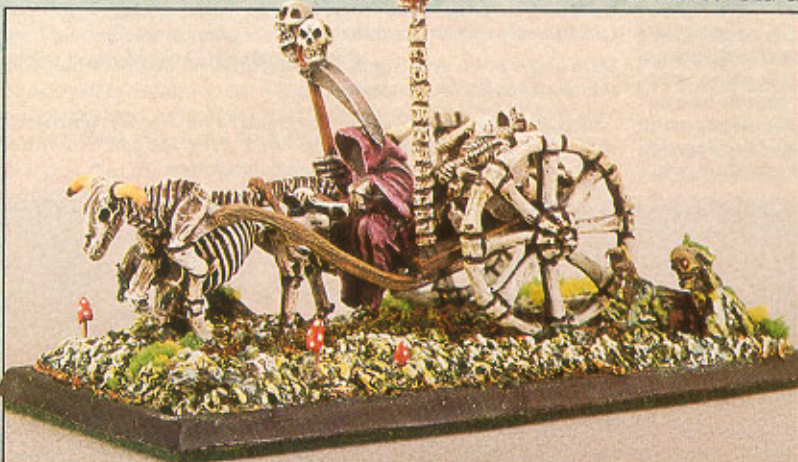
5. PLASTIC 'ROGUE TROOPER'



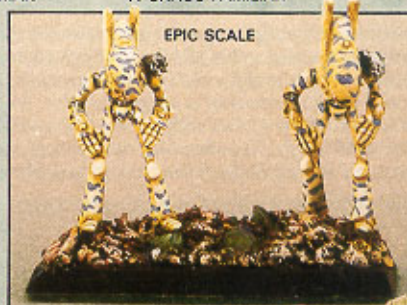
6. BLOODBOWL ELF LINEMAN



7. CHAOS FAMILIAR



8. PLAGUE CART WITH UNDEAD RIDER



9. ELДАР DREADNOUGHTS
EPIC SCALE



10. BLOODBOWL: ZOMBIE



11. & 12. NIGHT HORROR CONVERSIONS



13. & 14. BLOODBOWL NIGHT HORROR CONVERSIONS



15. BLOODBOWL STAR PLAYER



16. GREATER DAEMON OF NURGLE CONVERSION

N FOLLOWERS OF NURGLE

1 CHAMPION OF NURGLE



2 CHAMPION OF NURGLE



3 CHAMPION OF NURGLE



4 CHAOS WARRIOR



5 BEASTMAN



6 CHAMPION OF NURGLE



7 GREAT UNCLEAN ONE



8 BEASTMAN



9 BEASTMAN



10 PLAGUEBEARER



T FOLLOWERS OF TZEENTCH

11 PINK HORROR



12 BLUE HORROR



13 PINK HORROR



14 CHAMPION OF TZEENTCH



15 CHAOS WARRIOR



16 CHAMPION ON FLYING DISC



17 LORD OF CHANGE



18 CHAOS WARRIOR



19 CHAMPION OF TZEENTCH



20 BEASTMA



STUDIO STAFF

Ivan Bartlett
 Andy Craig
 Richard Hodgkinson
 Darren Matthews
 Mike McVey

1. CHAOS ROBOT (CONVERSION)



2. ELДАР TITAN



3. ELF WARDANCER



4. GREY KNIGHT TERMINATOR



5. MARINE SCOUT



6. PLASTIC SKELETON CONVERSION



7. HYBRID GENESTEALER



8. MISSILE SUPPORT TERMINATOR



9. TRAITOR TERMINATOR



10. SQUAT ADVENTURER



11. CYBORC - BLOOD BOWL PLAYER



12. SQUAT ADVENTURER



13. "KINKY CHAOSSETTE"



14. COMMISSAR



15. COMMISSAR



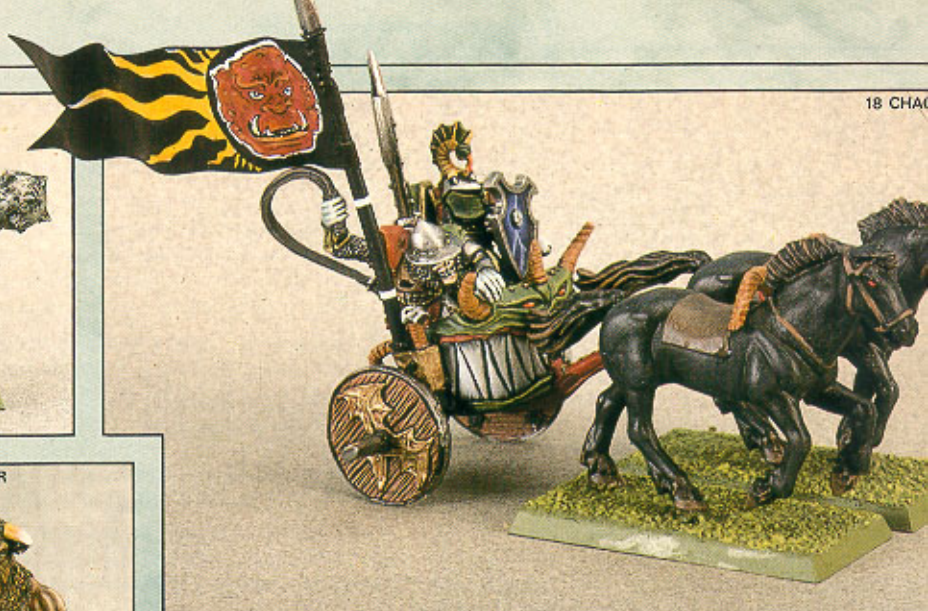
16. KNIGHTS PANTHER CONVERSION



17 CHAOS WARRIOR



18 CHAOS



19 BLOOD BOWL MINOTAUR



20 BEASTMAN



23 CHAOS KNIGHT



24 CHAOS KNIGHT



21 BLOOD BOWL OGRE



22 BLOOD BOWL
CHAINSAW WIELDER
- DWARF



26 BLOOD BOWL TREEMAN



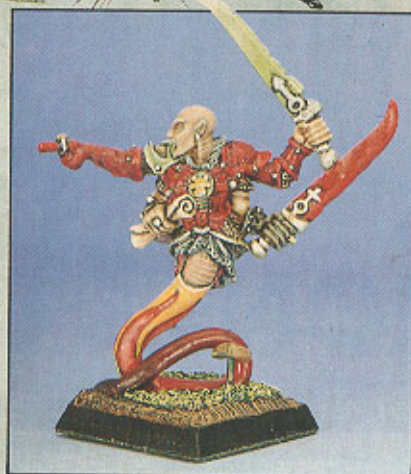
25 CHAOS KNIGHT ON
CONVERTED STEED





HEAVY METAL

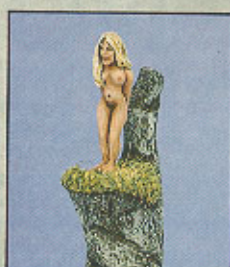
MICK BEARD



CHAOS CHAMPION



NIGHT HORROR



CHAOS FAMILIAR



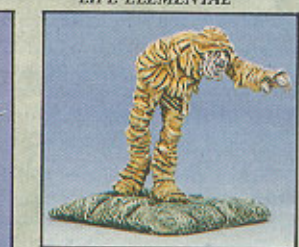
LIFE ELEMENTAL



GREY KNIGHT TERMINATOR



DETAIL OF DWARF JUGGERNAUT



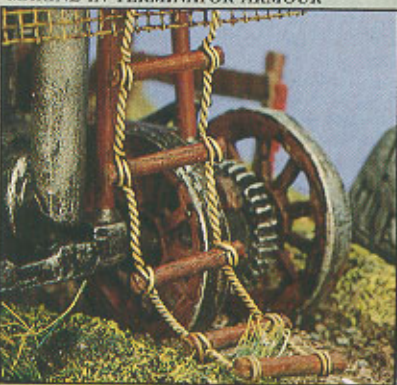
NIGHT HORROR MUMMY



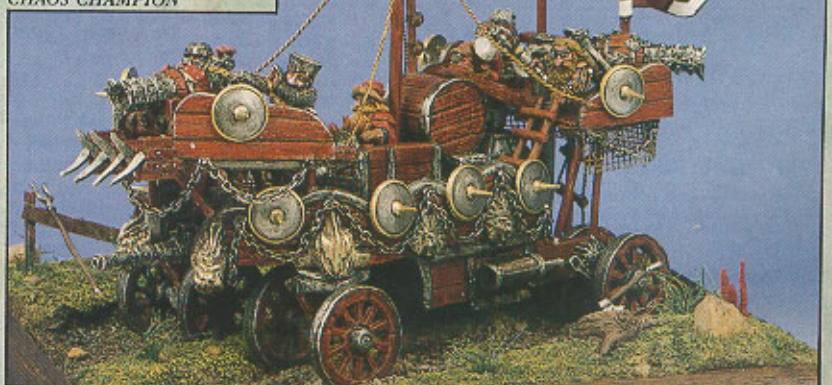
MARINE IN TERMINATOR ARMOUR



CHAOS CHAMPION



DETAIL OF DWARF JUGGERNAUT

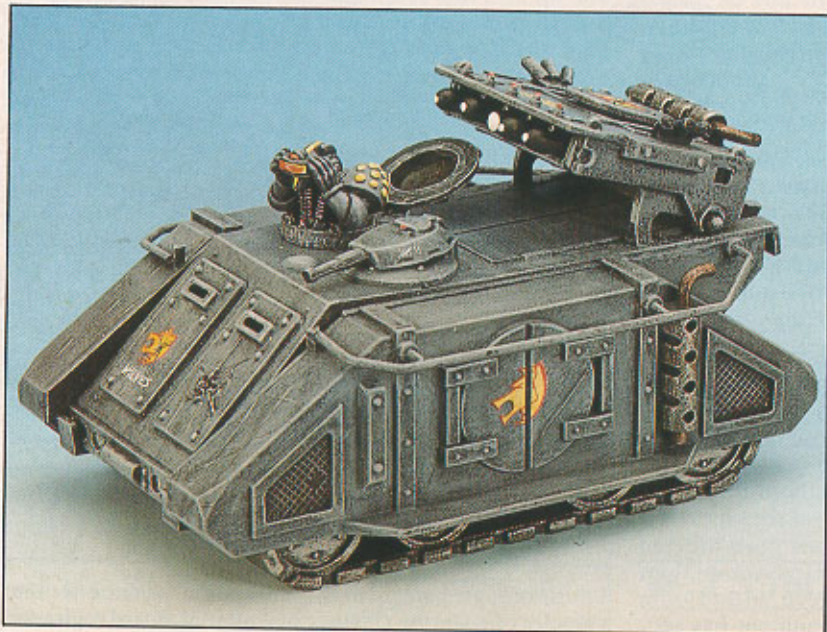


DWARF JUGGERNAUT CONVERSION



▲ **VINDICATOR** by Tony Cottrell

The finished Vindicator model, with the enormous Thunderer shells, in the colours of the Traitor Space Marine Chapter, the Emperor's Children, to represent a vehicle used at the time of the invasion of Terra. Early in the Horus Heresy all the Chapter's vehicles were painted in a distinctive purple colour scheme. However, during the later stages of the conflict, many vehicles were fielded in this basic dark grey scheme with purple flashes.



▲ **RHINO CONVERSION**

by Tim Prow

In a similar vein to the Whirlwind conversion this model has had a smaller missile launcher added to the rear and a small turret added to the front. This is a good example of how the addition of a few well chosen spare kit or toy parts can give you a new type of vehicle.

▶ **PREDATOR CONVERSION**

by Tony Cottrell

This command tank was made by replacing the guns with ones off SF toys and adding extra detail with parts from the spares box. The turret was mounted further back to balance the effect of a larger main gun. The aerial was made from a plastic sprue heated over a candle and then stretched to produce a thin 'wire'.





BANNER DETAIL

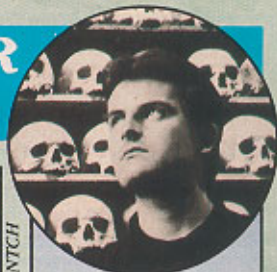


PINK HORROR CONVERSION

FRASER
GRAY



PROTOTYPE FLAMER OF TZEENTCH



SHOWING BASE DETAIL

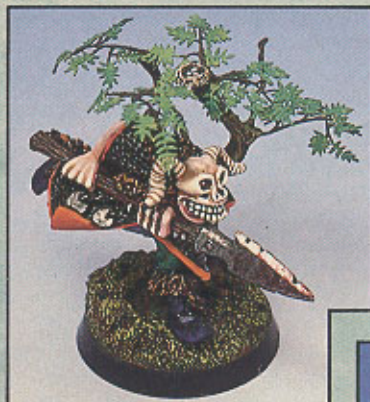
NIGHT GOBLIN



CHAOS THUG



BEASTMAN CONVERSION



CHAOS WARRIOR



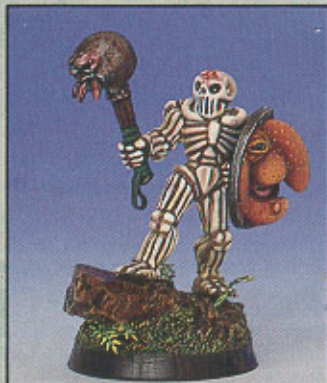
CHAOS DWARF



CHAOS BEASTMAN



CHAOS WARRIOR



CHAOS THUG



CHAOS WARRIOR



GIANT OGRE



MARAUDER TROLL



PINK HORROR CONVERSION



HOWLING GRIFFONS SPACE MARINES RAISE THEIR BATTLE STANDARD



RICHARD KERNICK

PLASTIC SPACE MARINE CONVERSION



TALISMAN ROGUE



LORD OF BATTLE



SPACE MARINE CONVERSION



ELF WARDANCER



SPACE MARINE



SPACE MARINE CONVERSION



HARLEQUIN DEATHJESTER



MARINE ENLARGED VIEW



VENDICATOR



ELDAR GUN CREW



MARINE CONVERSION



CONVERSION



MARINES CONVERSION



ORK BUGGY



ORK DREADNOUGHT



ORK CONVERSION

DANIEL CLIFT'S EPIC SCALE MINIATURES

EAVY METAL

This month's
sensational
miniatures
revealed by
the Studio
Staff



STAGE BY STAGE WITH ANDY CRAIG: LEWDGRIP WHIPARM - BLOOD BOWL STAR PLAYER



1. BARE METAL

2. CLEANED & UNDERCOATED

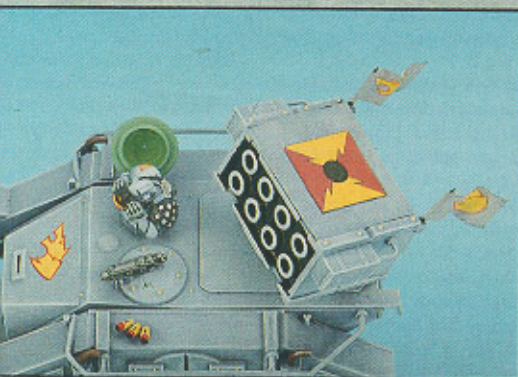
3. BASE COLOURS



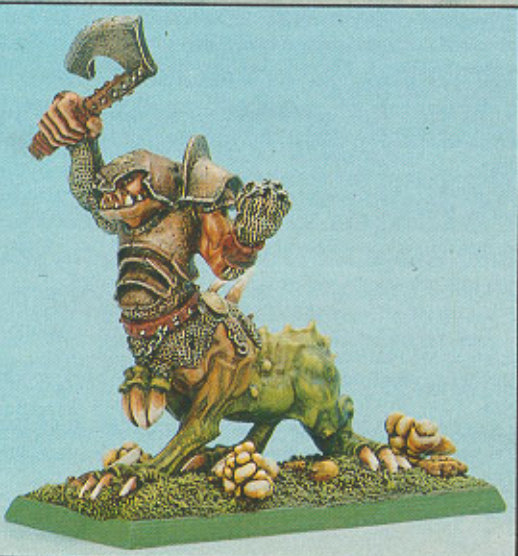
4. SHADING

5. HIGHLIGHTS

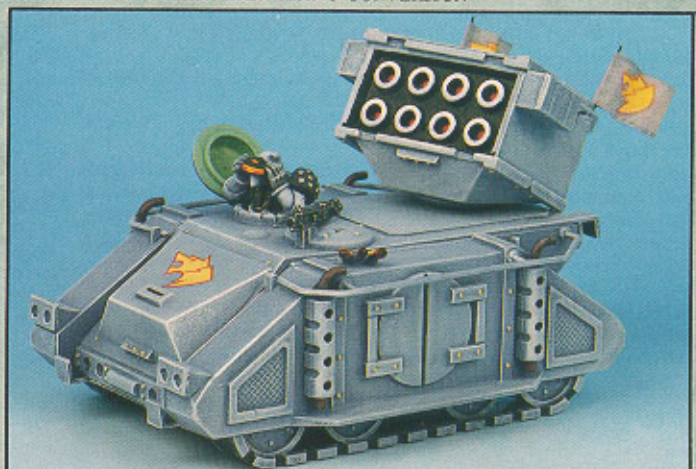
6. FINAL HIGHLIGHTS & DETAIL



ULTRAMARINE WHIRLWIND - RHINO CONVERSION



RAGON OGRE



SPACE WOLF WHIRLWIND - RHINO CONVERSION



ELDAR



ELDAR



MARINE IN TERMINATOR ARMOUR
WITH LIGHTNING CLAWS



GREAT AVATAR HARLEQUIN



TRAITOR MARINE
IN TERMINATOR ARMOUR



GENESTEALER HYBRID



LEMAN RUSS: SPACE WOLF MARINE COMMANDER



GENESTEALER HYBRID



GENESTEALER HYBRID



GENESTEALER HYBRID



MARAUDER SKELETON



MARAUDER SKELETON



GENESTEALER HYBRID



CHAOS BEASTMAN



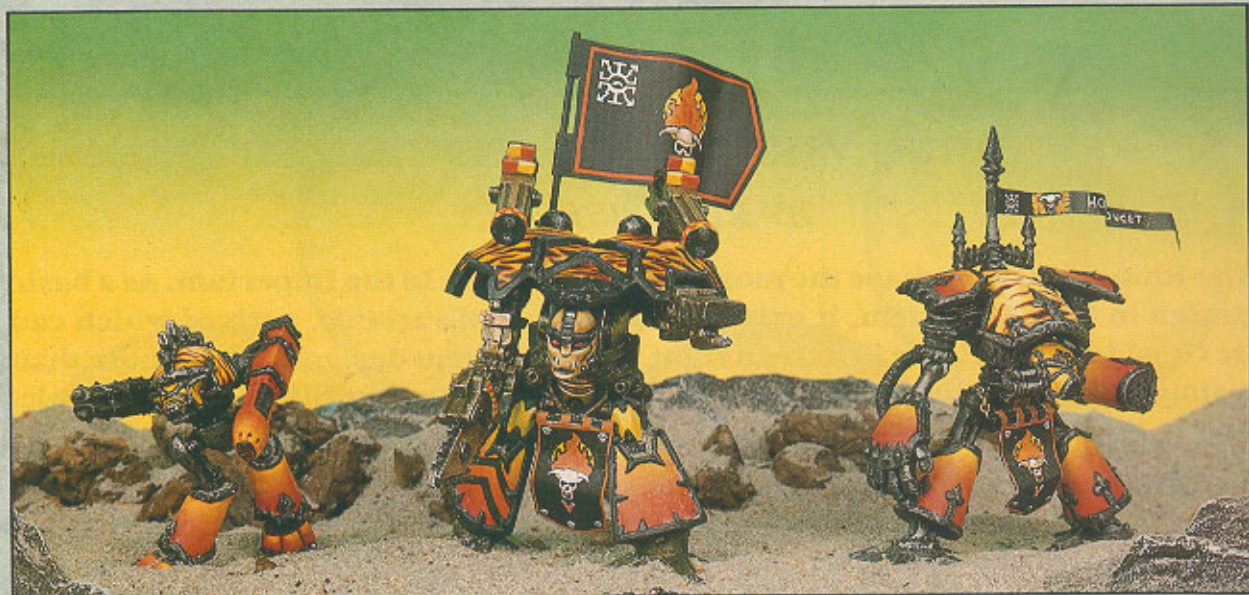
MARAUDER WOOD ELF



GENESTEALER HYBRID



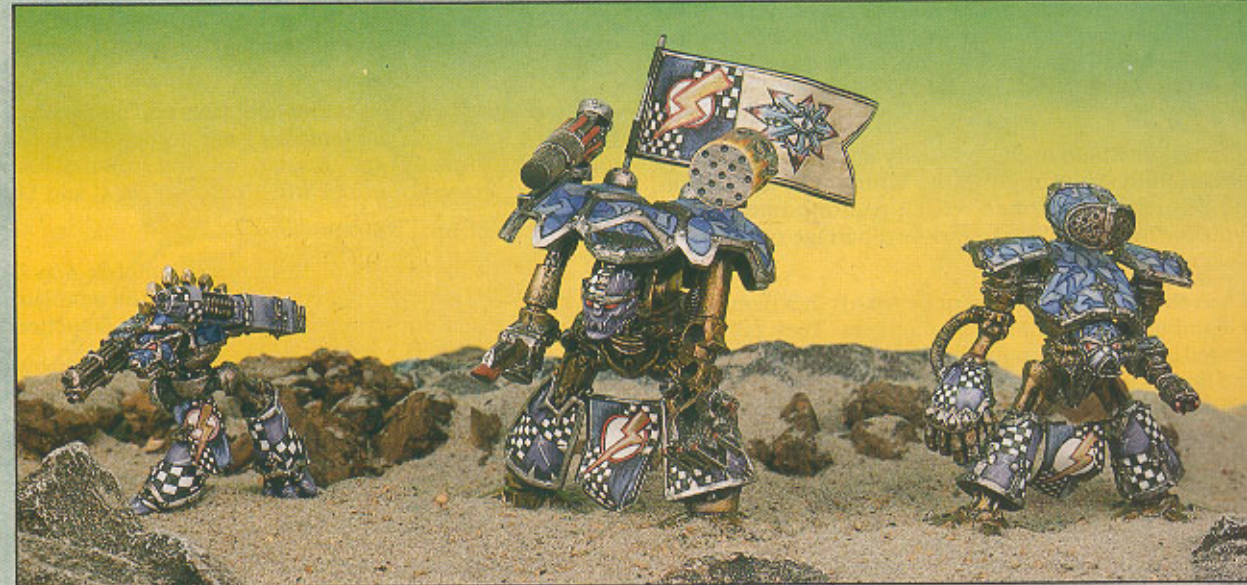
GENESTEALER HYBRID



WARHOUND, WARLORD & REAVER TITANS - FLAMING SKULLS ORDER



REAVER, WARLORD & WARHOUND TITANS - MORNING STARS ORDER

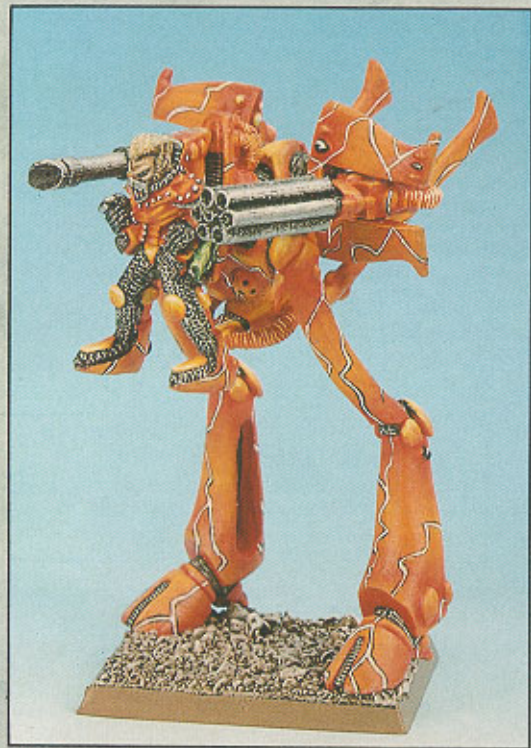


WARHOUND, WARLORD & REAVER TITANS - STORMLORDS ORDER



EAVY METAL

A FURTHER SELECTION FROM THIS MONTH'S
OUTPUT FROM THE STUDIO STAFF



ELDAR WAR WALKER



DWARF MOUNTAINEER



ORDO MALLEUS



MARINE SCOUT



MARINE SCOUT



MARINE SCOUT



INQUISITOR



ORDO MALLEUS



INQUISITOR



MARINE SCOUT



GENESTEALER HYBRID



INQUISITOR



SPACE WOLF LIBRARIAN



MARINE SCOUT

SAVY METAL



AMBULL CONVERSION

PETE TAYLOR



Pete has once again been busy with his bits box and Milliput, to create this selection of Chaos Spawn and Daemon conversions.



CHAOS SPAWN



DAEMON OF KHORNE



WARGAMES FOUNDRY ELEPHANT CONVERSION



SLAANESH SPAWN



DAEMON OF SLAANESH



DAEMON PRINCE.

The latest addition to the Studio's miniature painting team, Dale Hurst, reveals some of his stunning work. Of special note are his Terminators, which are a particular favourite of Dale's.



BLOOD BOWL OGRE



MUTANT SKAVEN



RATLING SNIPER



CHAMPION OF TZEENTCH



BLOOD BOWL OGRE



WHITE SCAR TERMINATOR
WITH STORM BOLTER
& CHAINFIST



WHITE SCAR TERMINATOR
ARMED WITH ASSAULT
CANNON & CHAINFIST



CHAMPION OF TZEENTCH
ON FLYING DISC



BLOOD BOWL TREEMAN



RENEGADE MARINE IN
TERMINATOR ARMOUR



GREY KNIGHTS MARINE IN
TERMINATOR ARMOUR



CHAMPION OF TZEENTCH



ORC - BLOOD BOWL CHAINSAW



WHITE SCAR CAPTAIN IN
TERMINATOR ARMOUR



CHAMPION OF TZEENTCH



EAVY METAL



Mick Beard



Steve Mussared

A selection of miniatures and conversions from regular 'Eavy Metal contributors Mick Beard and Steve Mussared, both of whom were category winners in the 1989 Golden Demon Awards.



CHAMPION OF TZEENTCH ON FLYING DISC



BLOOD BOWL OGRE



BLOOD BOWL STAR PLAYER



BLOOD BOWL OGRE



TECH PRIEST



ORDO MALLEUS
DAEMON HUNTER



KHORNATE ORK RENEGADE



GOBLIN CHAINSAW
WIELDER



BLOODLETTER - GENESTEALER
HYBRID CONVERSION



ORDO MALLEUS
DAEMON HUNTER



ORC SHAMAN IN THE
COLOURS OF KHORNE



FLESHOUND - BLOODLETTER CONVERSION

A mixture of old, new, and converted miniatures from the Studio Staff, including newcomers Paul Benson (Palanquin of Nurgle) and Dale Hurst (Blood Bowl Troll).



MOUNTED KING



BLOOD BOWL TROLL



SKAVEN



MOUNTED WIZARD



MOUNTED GENERAL



PALANQUIN OF NURGLE



MOUNTED PLASTIC SKELETON CONVERSION



MOUNTED KNIGHT



TERMINATOR
WITH ASSAULT CANNON



INQUISITOR
IN TERMINATOR ARMOUR



WHITESCARS TERMINATOR
CAPTAIN



ORDO MALLEUS
IN TERMINATOR ARMOUR



FIRE HAWKS PLASTIC MARINE



BLOOD ANGELS MARINE WITH
TERMINATOR HONOURS



MARINES ERRANT
PLASTIC MARINE



TERMINATOR
WITH BACK BANNER



WAR GRIFFONS REAVER TITAN



RED SCORPIONS
PLASTIC MARINE



GENESTEALER MAGUS



IMPERIAL ASSASSIN



WAR GRIFFONS WARLORD TITAN



PLASTIC HEROQUEST CHAOS WARRIOR



PLASTIC HEROQUEST ELF



PLASTIC
HEROQUEST YOUNG MAGE



PLASTIC HEROQUEST DWARF



CHAOS SPAWN CONVERSION



SKAVEN WITH JEZZAIL



BEASTMAN OF KHORNE



PLASTIC
HEROQUEST BARBARIAN



ELDAR WARRIOR



CHAMPION OF TZEENTCH



ORK WEIRDBOY



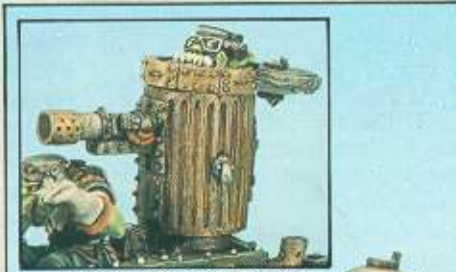
ORK CHAMPION



ORK RUNTHERD



BAD MOON ORK BIG BOSS & GRETCHIN SLAVE



ORK WARTRAK SCORCHER
HATCH OPEN



ORK PAINBOY



SNAKEBITES CLAN ORK WARTRAK SCORCHER



CHAOS ORC CONVERSION



MUTANT ORC CONVERSION



CHAOS KNIGHT ON CONVERTED CHAOS STEED



CHAOS AGENT



IMPERIAL GUARD CAPTAIN



CHAOS ORC CONVERSION



BLOODLETTER



FLESHOUND WITH BLOODLETTER HANDLER



BLOODLETTERS - LESSER DAEMONS OF KHORNE



GENESTEALER



A SELECTION OF BLUE HORRORS



HEAVY METAL

DRAGONS

A dramatic selection of large monsters brought to you from the brush of Tony Cottrell.



RED DRAGON



DRAGON MASTERS DRAGON



WAR WYVERN



GREAT IMPERIAL DRAGON



TRICERATOPS WITH CHAOS WARRIOR RIDER



SPINED DRAGON

HEAVY METAL

MICK BEARD

A great Chaos Chariot conversion and a selection of Space Marines from the brush of Mick Beard.



LEMN RUSS



CHAOS CHARIOTEER
CONVERSION



RAPTOR LEGION
BUZZARD SUIT



HOWLING GRIFFONS SIGMAR
VI INSURGENCY FORCE
COLOURS



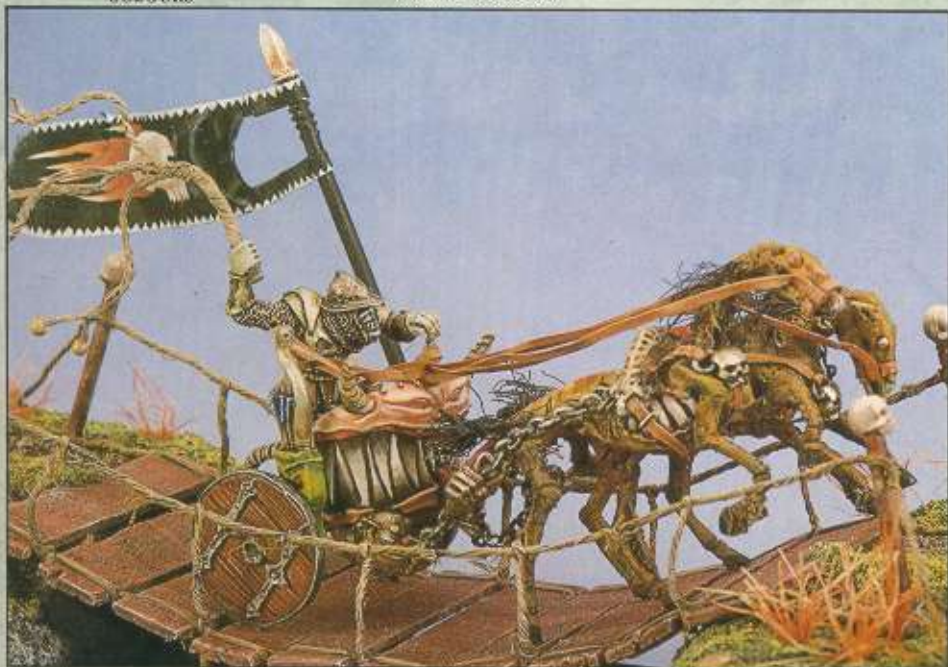
SONS OF MEDUSA DESERT
WORLD COLOURS



HOWLING GRIFFONS MARINE



SPACE SHARKS MARINE
CAMOUFLAGE VARIATION



CHAOS CHARIOT CONVERSION



SPACE SHARKS MARINE



MANTIS LEGION MARINE

HEAVY METAL

STUDIO STAFF

The Studio Staff bring you this month's stunning selection featuring Orks, Renegades, Eldar, Genestealers and Advanced Heroquest miniatures



UNDEAD CENTAUR CONVERSION



ADVANCED HEROQUEST
TORALLION LEAFSTAR



ADVANCED HEROQUEST
MAGNUS THE BRIGHT



ADVANCED HEROQUEST
HEINRICH LÖWEN



ADVANCED HEROQUEST
SVEN HAMMERHELM



A SELECTION FROM KEVIN ADAMS BRILLIANT NEW RANGE OF ORK MODELS.



SNOTLING PUMP WAGON



MORE EXAMPLES OF KEVIN'S GREAT NEW SPACE ORKS



SPACE ORK WITH PLASTIC ARMS



ORK MEKBOY



RENEGADE TERMINATOR WITH ASSAULT CANNON



RENEGADE TERMINATOR WITH STORMBOLTER & DAEMON SWORD



GENESTEALER PATRIARCH AND MAGUS WITH INSERT TO SHOW THRONE DETAIL



GENESTEALER FAMILIARS



ULTRAMARINE LIBRARIAN



SPACE WOLF TECHMARINE



EMPEROR'S CHILDREN TRAITOR MARINE



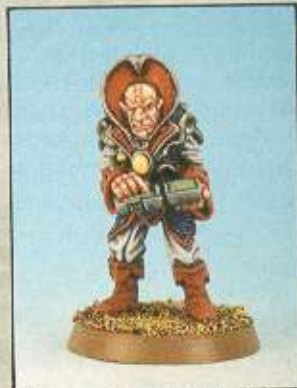
ULTRAMARINE WITH TERMINATOR HONOURS



CHAOS WARRIOR



TZEENTCHIAN WARRIOR



GENESTEALER MAGUS



ELDAR WARRIOR



GIANT SCORPION



ELDAR WARRIOR



ELDAR WARRIOR

SKAVEN



*ADVANCED HEROQUEST
PLASTIC SKAVEN IN CLAN
RICTUS COLOURS*

Skaven society is divided into clans. Each clan is recognised by the colours in which the Skaven choose to dress and by its own distinctive symbol painted onto shields and clothing, or dyed into the Skaven's fur.

For instance, Skaven from Clan Rictus favour red and orange in their dress, while Clan Eshin are particularly fond of checked material.

Skaven do not always wear their clan's colour: each Skaven scavenges scraps of material to make his clothes, and if he cannot find material that matches his clan's colours he will simply use whatever is available. Of course, this also means that many Skavens' attire is dirty, torn and roughly-made.



CLAN RICTUS WARRIOR



*CLAN SKRYRE WHITE
SKAVEN SORCERER*



CLAN MORS WARRIOR



CLAN RICTUS WARRIOR



CLAN SKRYRE SEER



*CLAN PESTILENS PLAGUE
CENSER BEARER*



*CLAN PESTILENS
PLAGUE MONK*



CLAN ESHIN GUTTER RUNNER



CLAN ESHIN WARLORD



CLAN SKRYRE WARPWEAVER



CLAN MORS SLAVE



MUTANT SKAVEN

PETE TAYLOR

Pete demonstrates his conversion of a Chaos Spawn using components from two Fimir models



1. FIMIR BODY NUMBER 1 WITH HEAD REMOVED



THE FINISHED CONVERSION



2. FIMIR BODY NUMBER 2 WITH HEAD AND ARMS REMOVED



3. THE NEW ARMS AND HEAD ARE ADDED TO FIMIR NUMBER 1 AND WIRE IS INSERTED INTO THE STUMPS



4. MODELLING PUTTY IS USED TO FORM THE TAIL AND FLIPPERS OVER THE WIRE SUPPORTS

PAUL BONNER

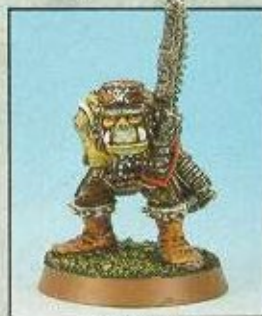
Artist extraordinaire turns his talents to miniature painting



OGRE



WH40K ORK



WH40K ORK



CHAOS WARRIOR



SKRAGG THE SLAUGHTERER



PLASTIC MARINE



WH40K ORK



LIMITED EDITION THRU THE BARBARIAN



HEAVY METAL

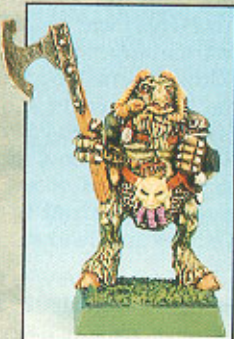
A WIDE SELECTION OF MODELS FROM THE STUDIO STAFF, INCLUDING SOME OF THE VERY LATEST RELEASES. FOLLOWING LAST MONTH'S ARTICLE ON PAINTING SPACE MARINES, WE ALSO TAKE A NEW LOOK AT SOME OLD FAVOURITES, NOW ENHANCED WITH CITADEL'S NEW SPACE MARINE TRANSFERS.



DEVASTATOR ULTRAMARINE - NOTE HOW FLAME BURST HAS BEEN ADDED TO THE NORMAL TRANSFER TO ACHIEVE THE SQUAD MARKING.



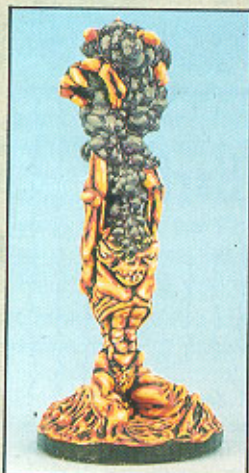
MARAUDER MINOTAUR



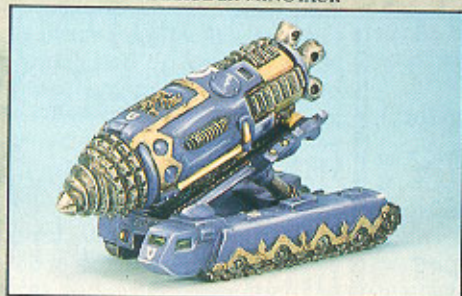
BEASTMAN OF NURGLE



BAD MOON NOBLE



FIRE ELEMENTAL



IMPERIAL MOLE - PAINTED IN ULTRAMARINE COLOURS



SALAMANDER TERMINATOR LIBRARIAN



ZOMBIE WARRIOR



SPACE WOLF PLASTIC WITH JUMP PACK



IMPERIAL TERMITE READY FOR LAUNCHING



IMPERIAL TERMITE BREAKING SURFACE



CHAMPION OF NURGLE



BLOODLETTER OF KHORNE



BLOOD ANGEL MARINE WITH MULTI-MELTA



3RD GENERATION GENESTEALER HYBRID



GENESTEALER HYBRID MAGNUS



3RD GENERATION GENESTEALER HYBRID



INQUISITOR WITH POWER SWORD AND BIONIC LEG



MARAUDER MINOTAUR WITH BATTLE AXE



RATLING SNIPER



RATLING SNIPER



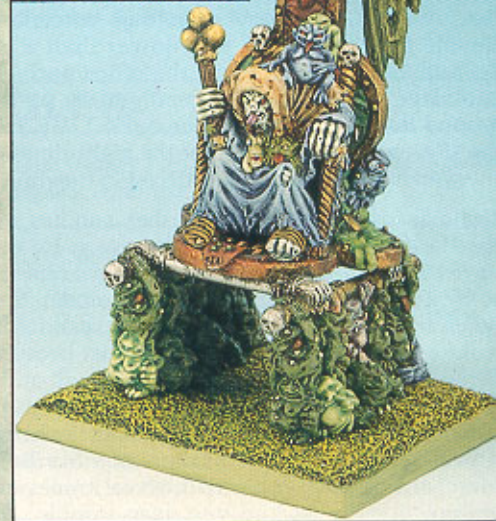
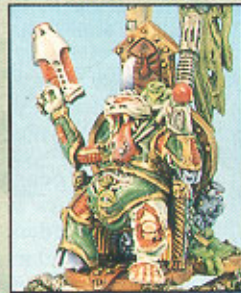
CONVERTED SNAKEBITE



GENESTEALER HYBRID



LINK ANGEL



PALANQUIN OF NURGLE



SKELETAL WAR BAND



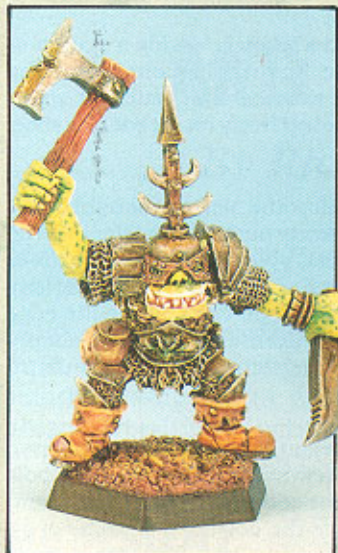
PLASTIC MARINES PAINTED AS TACTICAL SQUAD ULTRAMARINES - NOTE THE USE OF CITADEL'S SPACE MARINE TRANSFERS FOR THE ULTRAMARINE SYMBOL - EASY ISN'T IT?



EAVY METAL



EAVY METAL REGULAR PAUL BENSON BRINGS US SOME MORE CLASSICS FROM HIS COLLECTION.



GRIM BROTHER
FANTASY ORC



TERMINATOR CONVERSION



TERMINATOR CONVERSION
WITH LIGHTNING CLAW



ORDO MALLEUS
TERMINATOR



BORAX BLOODAXE



THROBIN DEATH-EYE



UTHER DWARF-LORD



ORC CHAMPION



FANTASY ORC



GRIM BROTHER
FANTASY ORC



DRUNKEN ORCS



LAMENTERS COMMANDER AND GUARDS

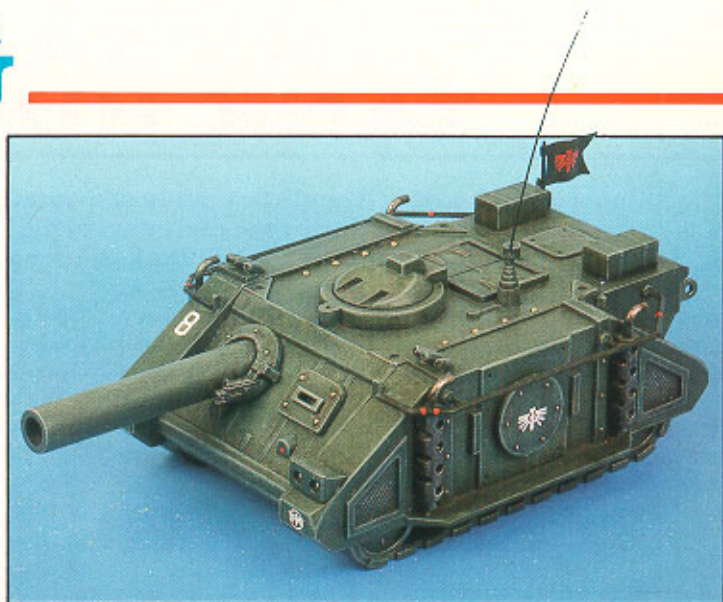


GREAT UNCLEAN ONE OF NURGLE

SABRE

BY TONY COTTRELL

The finished Sabre Tank Hunter is painted in the colours of the Dark Angels Marine Chapter. The model was initially painted dark grey and drybrushed using a green-grey mix. Washes of a green and black mix were then applied followed by progressively lighter drybrushing. The metal areas were drybrushed with gold and chainmail. The rusty patches were done using a brown ink wash. The Chapter symbols are taken from the Citadel Space Marine Transfers and the numbers were taken from an aircraft kit.

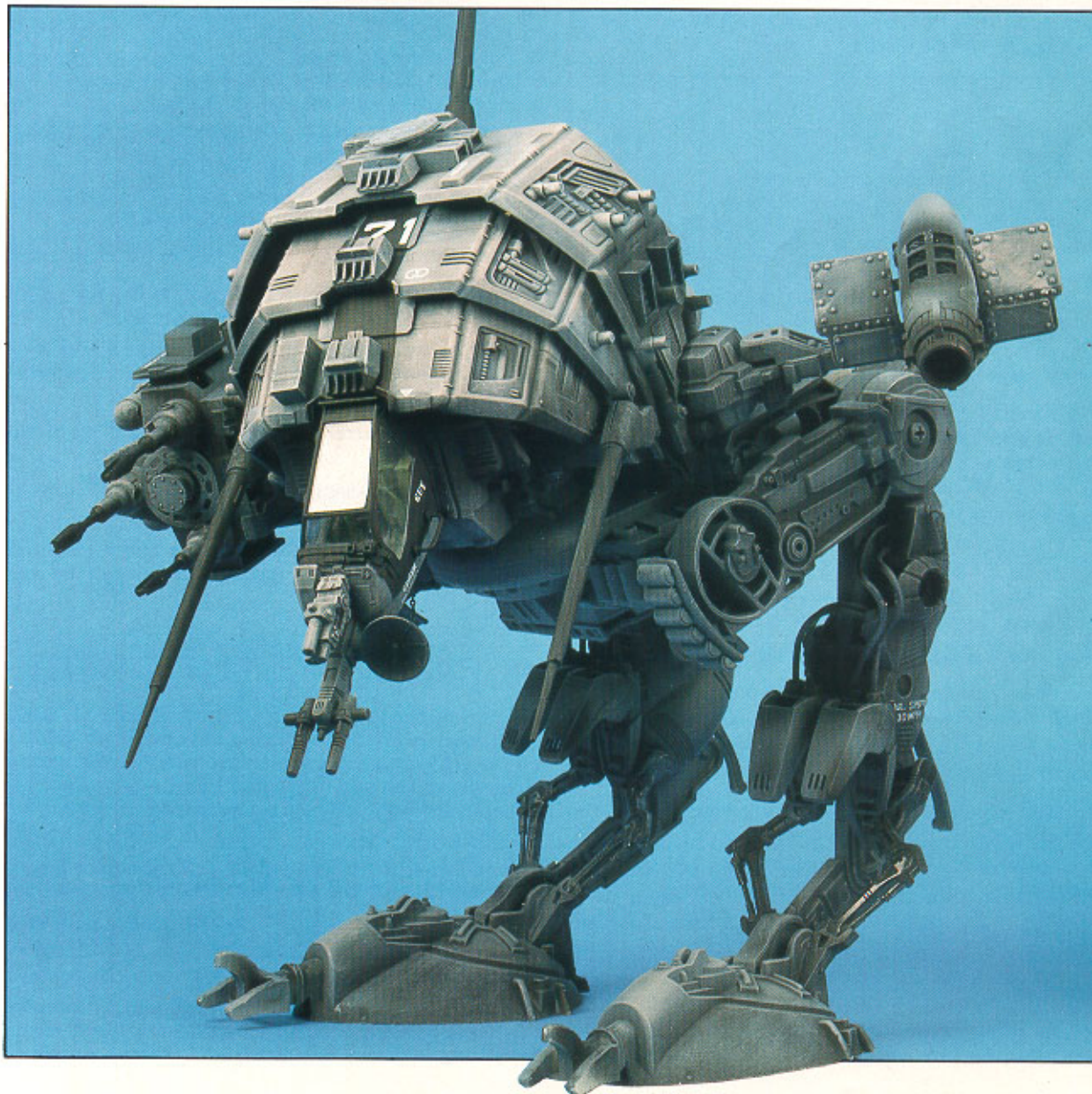




SCOUT TITANS

BY
TONY COTTRELL &
GUY CARPENTER

These Mammoth WH40K scale models were both made from numerous plastic toys and kit parts as well as plastic card and rod. Both models feature fully detailed cockpits.



HEAVY METAL

STEVE
MUSSARED
AND
ROB BAKER
BRING US
SOME CLASSICS
FROM THEIR
COLLECTIONS



40K ADVENTURER



40K ADVENTURER



CONVERTED BLOOD BOWL PLAYER



NIGHT GOBLIN



NIGHT GOBLIN



CHAOS HARPY



DUNGEONQUEST ADVENTURER



NORSEMAN



SAMURAI WARLORD



DUNGEONQUEST ADVENTURER



NURGLE PLAGUEBEARER



DUNGEONQUEST ADVENTURER



WIZARD FROM "THE WARLOCK
OF FIRETOP MOUNTAIN"

HEAVY METAL

STAFF

THE LATEST
WORK FROM
THE PAINTING
TEAM, PLUS
DALE'S GUIDE
TO PAINTING
CHAOS STEEDS
AND ANDY
TAYLOR'S
GOBLINS



ROCK DRAGON



TWO OF THE NEW MARAUDER WITCH ELVES



SPINED DRAGON



BOB OLLEY'S BLACK ORKS - NOTE THE DEEP SKIN TONES



STAGE 1



STAGE 2



STAGE 3



STAGE 4



STAGE 5



STAGE 6

DALE HURST'S STAGE BY STAGE CHAOS STEED



PLASTIC GENESTEALER HYBRID



SHOULDER PAD DETAIL SHOWING PERSONAL HERALDRY



PLASTIC GENESTEALER HYBRID



PLASTIC PURESTRAIN GENESTEALER



TERMINATOR CAPTAINS OF THE DEATHWING AND SPACE WOLVES



PLASTIC MARINE CONVERSION



AIR ELEMENTAL



WATER ELEMENTAL



MARAUDER HIGH ELF



A UNIT OF DAEMONETTES OF SLAANESH



ORC CONVERSION



OGRE MUSICIAN



OGRE CHAMPION



ANDY TAYLOR'S MARAUDER GOBLINS



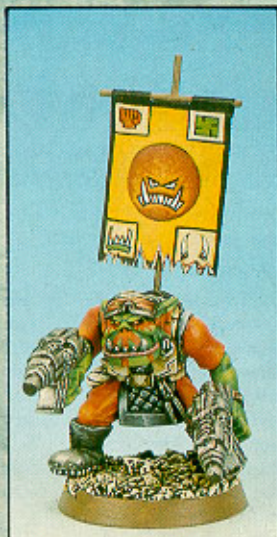
ORC CONVERSION



**A SELECTION
OF ORK BACK
BANNERS
PAINTED BY
THE STUDIO
STAFF,
ILLUSTRATING
VARIATIONS
OF SPECIALIST
TYPE & CLAN
THEMES**



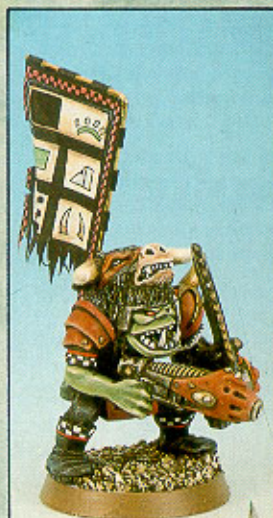
GRETCHIN HOLDING THE BACK BANNER OF HIS MEK MASTER BAD BONES



UNIT LEADER OF THE EVIL SUNZ CLAN



BOSS OF DEATH SKULL CLAN WITH PERSONALISED BACK BANNER



BOSS OF GOFF CLAN



GOFF BOSS WITH BACK BANNER



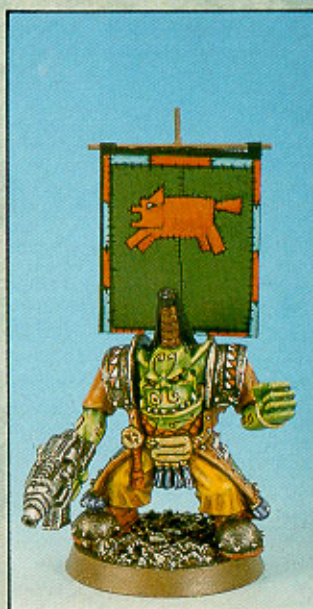
SNAKE-BITE ORK WITH PERSONAL BACK BANNER



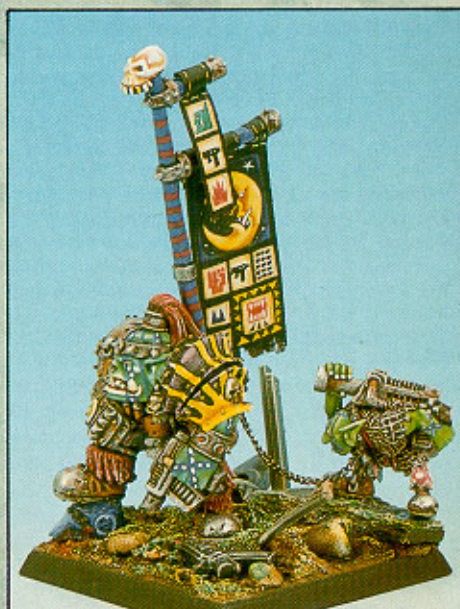
RUNTHERD OF AN ORK MINOR CLAN DISPLAYING HIS WEALTH IN GRETCHIN ON HIS BANNER



BOAR-MOUNTED WARBOSS OF THE SNAKE-BITE CLAN



SNAKE-BITE NOB OF BOARBOYS FAMILY



BAD MOON WARBOSS & GRETCHIN SERVANT

TOP: SOME OF THE LATEST EPIC SCALE ELDAR AND IMPERIAL FORCES FOR ADEPTUS TITANICUS AND SPACE MARINE

BOTTOM: IMPERIAL AND ELDAR FORCES BESET BY AN EVIL SUNZ AND BAD MOON ORK ATTACK



HEAVY METAL

**STEVE
MUSSARED
AND
ROB BAKER
BRING US
SOME CLASSICS
FROM THEIR
COLLECTIONS**



LIGHTNING CLAW TERMINATOR



SAMURAI WARLORD



DUNGEONQUEST ADVENTURER



JONNY ALPHA



CONVERTED BLOOD BOWL PLAYER



CHAOS HARPY



DUNGEONQUEST ADVENTURER



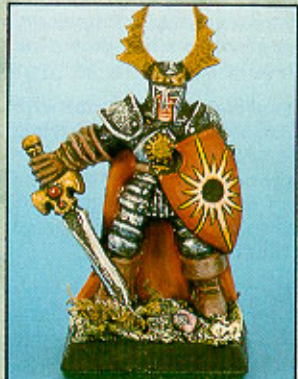
WOLF STERNHAMMER



40K ADVENTURER



NIGHT GOBLIN



DUNGEONQUEST ADVENTURER



NURGLE PLAGUEBEARER



WIZARD FROM "THE WARLOCK
OF FIRETOP MOUNTAIN"



40K ADVENTURER



NIGHT GOBLIN



NORSEMAN



ELDAR SCOUT



OGRYN CONVERSION

STUDIO STAFF

A SELECTION OF MINIATURES FROM THE STUDIO'S TZEENTCH AND NURGLE ARMIES



BEASTMAN OF NURGLE



BEASTMAN OF TZEENTCH



TZEENTCH CHAOS SORCERER



BEASTMAN OF NURGLE



CHAMPION OF TZEENTCH



CHAMPION OF NURGLE FROM CHAOS DWARF BOXED SET



CONVERTED NURGLE NECROMANCER



HONOUR GUARD ON CONVERTED CHAOS STEED - THE STRIKINGLY BRIGHT COLOUR SCHEME BEING TYPICAL OF TZEENTCH

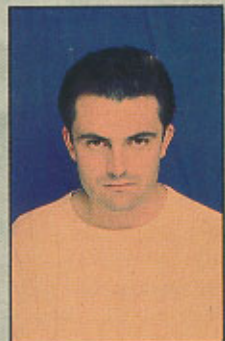


THE SHIELD ON THIS BEASTMAN DISPLAYS A COMMON NURGLE DEVICE

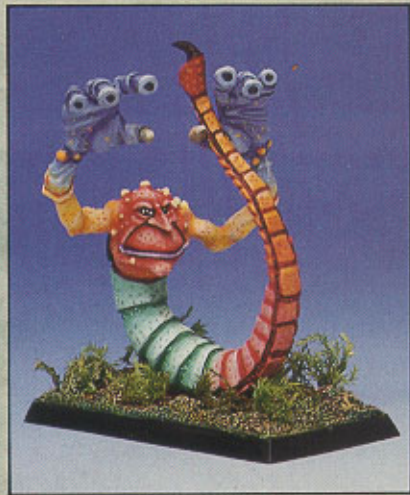


TZEENTCH HONOUR GUARDS MOUNTED ON CHAOS STEEDS

FRASER GRAY



PINK HORROR CONVERSION



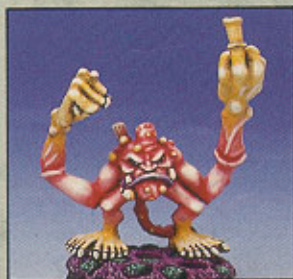
PINK HORROR CONVERSION



PINK HORROR ON FLYING DISC CONVERSION



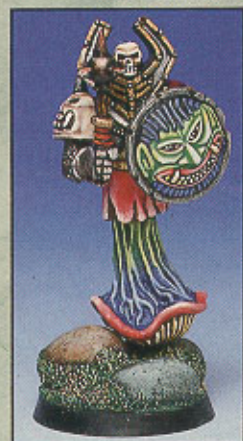
PINK HORROR CONVERSION ON FLYING DISC



PINK HORROR



PINK HORROR CONVERSION



CHAMPIONS OF TZEENTCH CONVERSIONS



BLUE HORROR ON FLYING DISC



BLUE HORROR

NICK REYNOLDS



STRONGMAN



ELDAR WARRIOR



BRIGHT WIZARD



TERMINATOR AND PLASTIC HORSE CONVERSION

HEAVY METAL

The *Space Marine Painting Guide* shows you how to paint Marines, with examples of squad markings and the personal heraldry of Marine officers. The miniatures on these pages take you further into the uniform schemes approved by the Index Astartes.



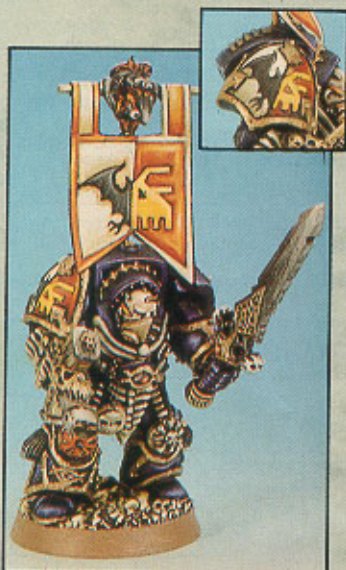
SALAMANDER CAPTAIN WITH TERMINATOR HONOURS AND PERSONAL HERALDRY



ULTRAMARINE CAPTAIN WITH PERSONAL HERALDRY



SPACE WOLF CAPTAIN WITH PERSONAL HERALDRY



NIGHT LORDS RENEGADE CAPTAIN IN TERMINATOR ARMOUR



LIEUTENANT COMMANDER OF THE SALAMANDERS



CAPTAIN STORM OF THE BLOOD ANGELS (PLASTIC MARINE)



SPACE WOLF CHAPLAIN



DEATH EAGLE MARINE IN VARIANT ARMOUR



MARINE IN ARMOUR VARIANT



URBAN CAMOUFLAGE IMPERIAL FIST MARINE IN ARMOUR VARIANT



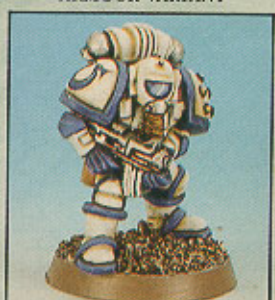
ULTRAMARINE CAPTAIN IN TERMINATOR ARMOUR (CONVERSION)



GREY KNIGHT MARINE



DARK ANGEL MARINE IN ARMOUR VARIANT



ULTRAMARINE IN ARMOUR VARIANT

HEAVY METAL

The Index Astartes provides a Marine Chapter with guidelines for squad and rank markings. Beyond these simple rules, each Chapter, and often each Marine, is able to personalise armour and a wide variety of designs and markings are seen. Kill markings, purity seals and campaign badges are common. Officers also add personal decoration with heraldic images that are repeated on their back banners. Some use variations of their Chapter symbols; others take emblems based on their name or use ancestral heraldry. The insets show details of shoulder pads.



GREY KNIGHT IN TERMINATOR
ARMOUR



SALAMANDER CAPTAIN
WITH PLASMA GUN



SPACE WOLF LIEUTENANT
COMMANDER



ULTRAMARINE
EPISTOLARY LIBRARIAN
FROM GENESTEALER



CONVERTED PLASTIC BLOOD ANGEL MARINE
ON MOTORBIKE



SPACE WOLF CHIEF LIBRARIAN
FROM GENESTEALER



GREY KNIGHT IN
TERMINATOR ARMOUR



SALAMANDER MARINES SUPPORTING LIEUTENANT COMMANDER AND PERSONAL RHINO

HEAVY METAL

JUST SOME OF THE EXCITING
MODELS FROM THE WIDE RANGE
OF ORK MINIATURES



STRIKINGLY ATTIRED
IRDBOY FROM BAD MOON
CLAN



GOFF NOB SHOWING CLAN
ICON ON BACK BANNER



CONVERTED SNAKE-BITE
ORK



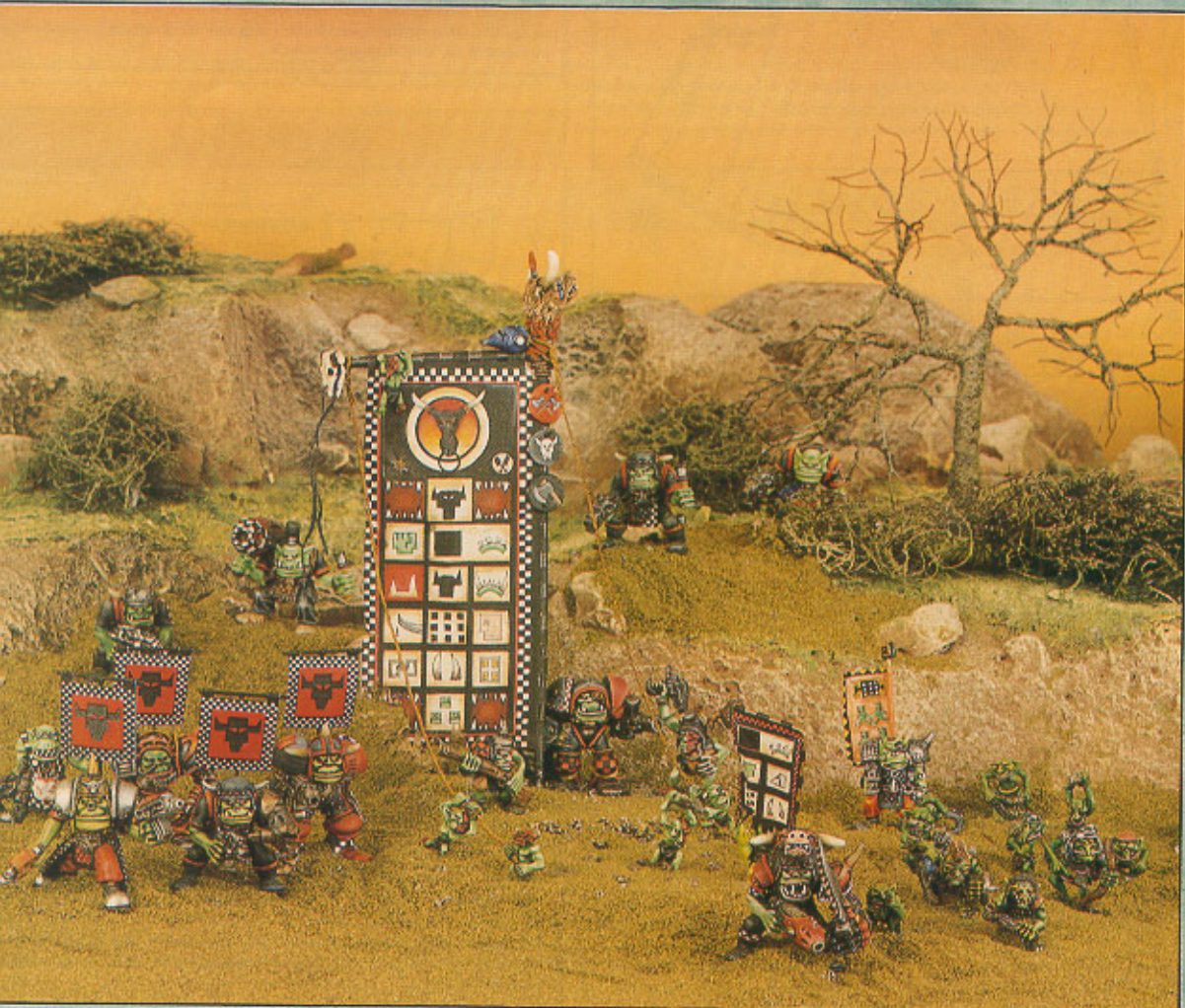
BAD MOON MADBOY



BLOOD AXE CLAN ORK



EVIL SUNZ ORK WIELDING
CHAINSWORD



GOFF WARBOSS AND RETINUE



MOB OF EVIL SUNZ BOYZ

Ork nobles are known as Nobz, and are able to afford much better weapons, battle dress and equipment than Da Boyz - the rank and file Ork warriors. They can be found commanding Ork units or fighting together in their own Mobs.



GOFF CLAN ORK



BAD MOON CLAN ORK



NOB, EVIL SUNZ



NOB, GOFF CLAN



NOB, BLOOD AXE CLAN



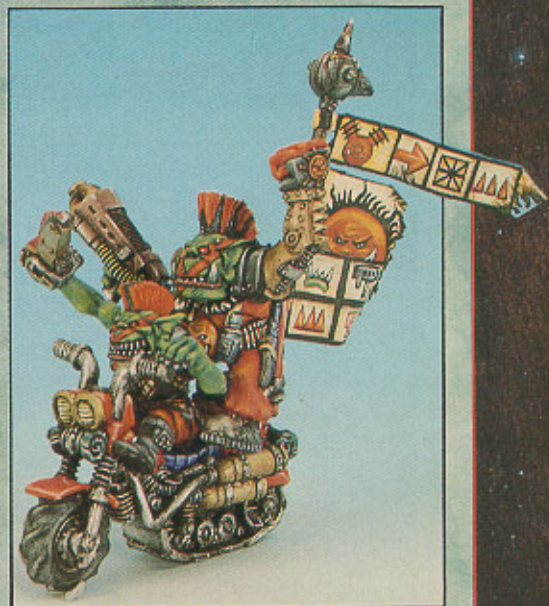
NOB, EVIL SUNZ CLAN



GOFF CLAN ORK



MOB OF BAD MOON CLAN BOYZ



EVIL SUNZ BOSS WITH PERSONAL BANNER, MOUNTED ON WARBIKE

There are four specialist castes - Mekboyz, Painboyz, Weirdboyz and Runtherdz, collectively known as Oddboyz. Madboyz, particularly eccentric and deranged Orks, occur naturally throughout Ork society, and form into their own bands.



GOFF MADBOY



BLOOD AXE MADBOY



DEATH SKULL CLAN WEIRDBOY - NOTE WEIRDBOY GLYPH ON COAT TAILS



FERAL-LOOKING WEIRDBOY FROM SNAKE-BITE CLAN



THE CAMOUFLAGE CLOTHING SHOWS THIS MADBOY IS FROM THE BLOOD AXE CLAN



BLOOD AXE PAINBOY



BAD MOON WEIRDBOYZ DRESS EVEN MORE EXTRAVAGANTLY THAN OTHER CLAN MEMBERS



BLOOD AXE CLAN WEIRDBOY



DEATH SKULL MEKBOY - THE WHOLE HEAD IS BLUE TO SHOW FAMILY GROUP



WEIRDBOYZ ARE NORMALLY GUARDED BY TWO MINDERZ - SHOWN HERE ARE MEMBERS OF THE EVIL SUNZ CLAN



MEKBOY FROM THE EVIL SUNZ CLAN WITH MEK KUSTOM WEAPON



GOFF CLAN MADBOY IN BATTLE FRENZY



BAD MOON WEIRDBOY AND TWO MINDERZ



BAD MOON PAINBOY

HEAVY METAL

Inhuman Champions and followers of the Chaos Powers offer challenging opportunities for spectacular conversion and painting. This is brilliantly demonstrated by the Minotaur, Centaur and Beastmen on this page - and especially by Ivan Bartleet's Dragon Ogre Champion.



TZAANGOR, BEASTMAN OF TZEENTCH



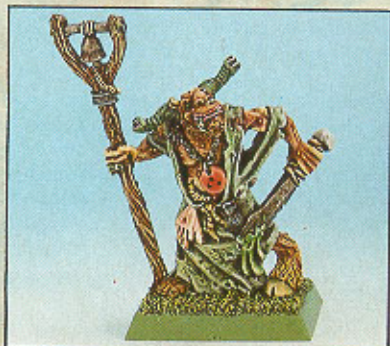
SKYLOCK, TZEENTCH CENTAUR SHAMAN



TZAANGOR, BEASTMAN OF TZEENTCH



SLAANGOR, BEASTMAN OF SLAANESH



PESTIGOR, NURGLE BEASTMAN SHAMAN



SLAANGOR, BEASTMAN OF SLAANESH



KHORNGOR, BEASTMAN OF KHORNE



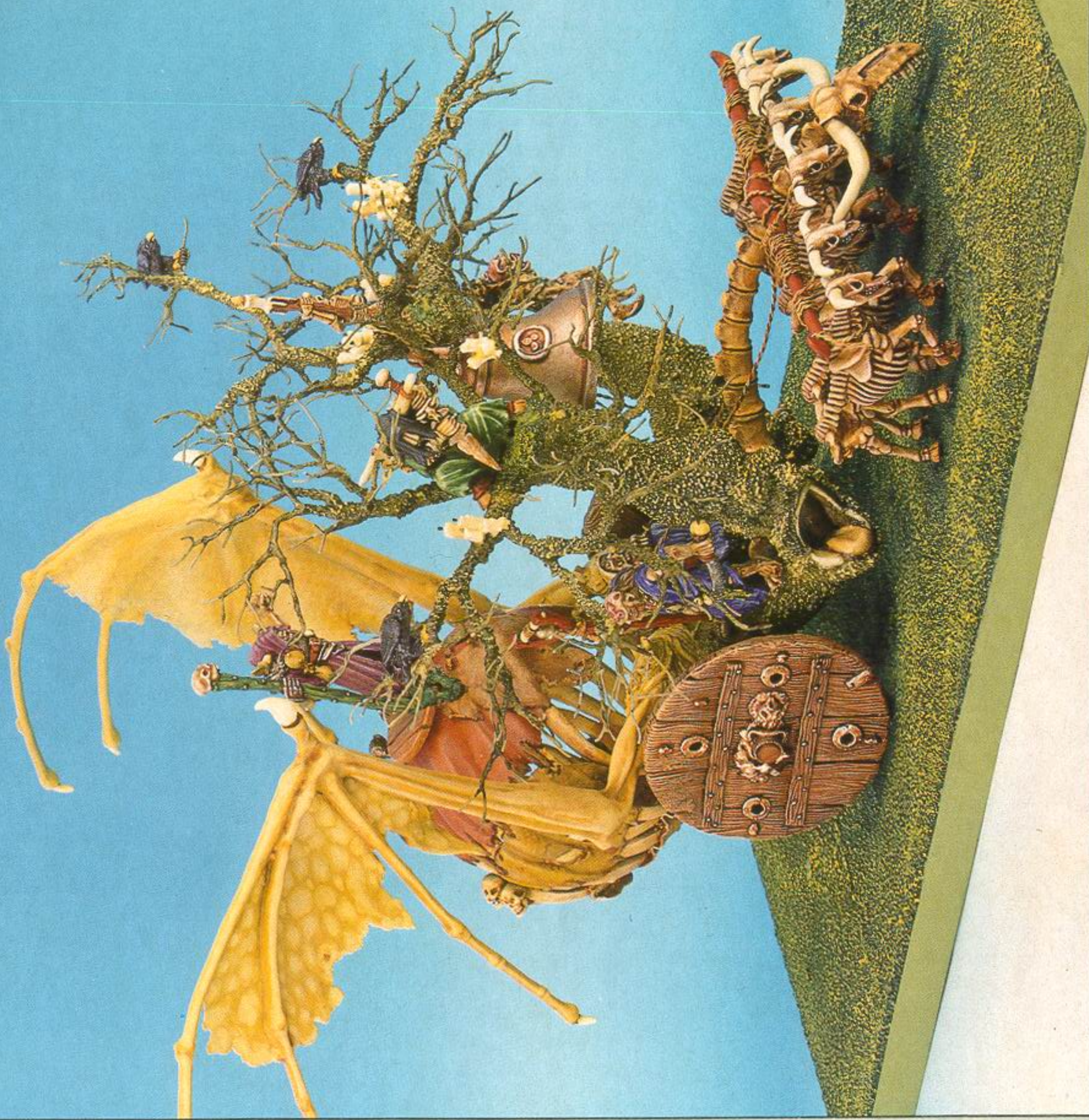
PESTIGOR, BEASTMAN CHAMPION OF NURGLE



DOOMBULL, MINOTAUR CHAMPION



SHAGGOTH, DRAGON OGRE CHAMPION OF NURGLE



EAVY METAL

EXPERT CONVERSIONS

These spectacular miniature conversions are from the personal collections of the finest model painters in the country - the 'Eavy Metal team of Mike McVey, Ivan Bartleet, Dale Hurst and Tim Prow, along with guests Paul Benson and Steve Blunt. All are built using numerous metal and plastic Citadel Miniatures with additional parts scratch built or sculpted in modelling putty.



MOUNTED CHAOS CHAMPION OF TZEENTCH



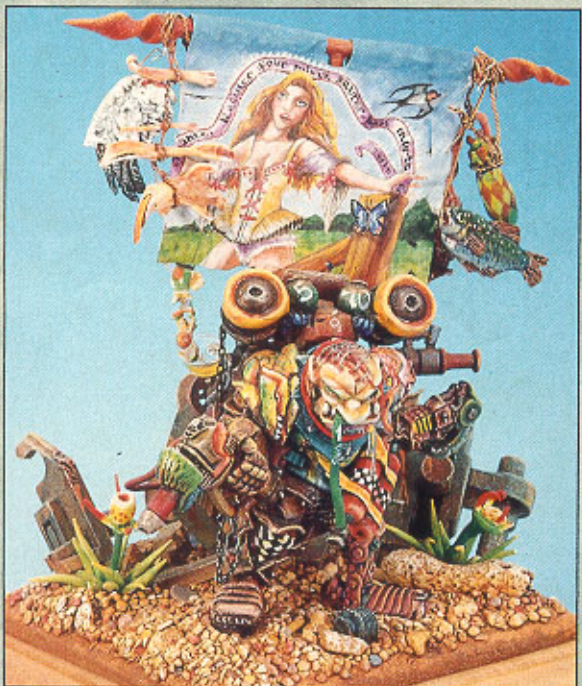
REAVER TITAN



THOUSAND SON PLASTIC MARINE



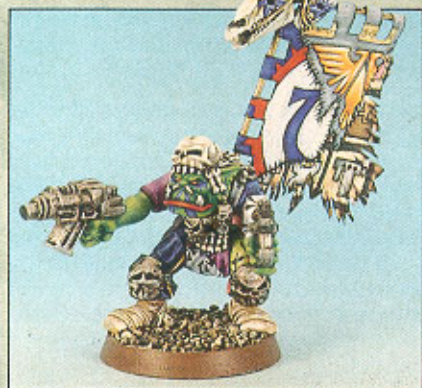
ORC CHAMPION



PAUL BENSON'S OGRYN STANDARD BEARER



MOUNTED CHAOS WARRIOR



DEATH SKULL ORK WITH BACK BANNER



BEASTMAN CHAMPION OF TZEENTCH



SNAKEBITE WARBOSS



MOUNTED KNIGHT PANTHER



ULTRAMARINE TERMINATOR CAPTAIN



CHAOS SPAWN



STEVE BLUNT'S NURGLE CHARIOT - WINNER OF THE 1989 GOLDEN DEMON AWARDS



EAVY METAL

FRANCIS ELLYARD

Francis Ellyard is a newcomer to the pages of *'Eavy Metal*. Here we take a look at a dozen of her beautifully-painted Terminators.



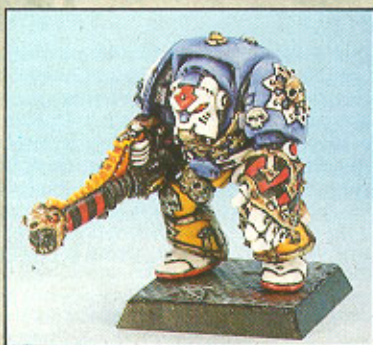
TRAITOR TERMINATOR WITH STORM BOLTER AND POWER FIST



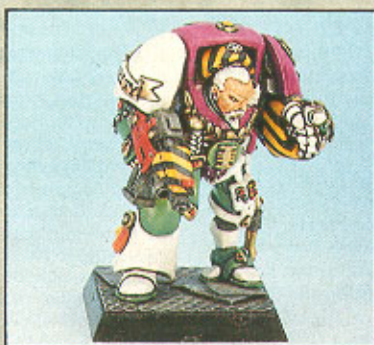
TERMINATOR LIBRARIAN WITH STORM BOLTER AND POWER AXE



GREY KNIGHT TERMINATOR WITH NEMESIS HALBERD



TRAITOR TERMINATOR WITH ASSAULT CANNON AND POWER FIST



INQUISITOR TERMINATOR WITH BOLTER AND NEEDLER COMBI-WEAPON



CLOSE COMBAT TERMINATOR WITH THUNDER HAMMER AND STORM SHIELD



TRAITOR TERMINATOR CAPTAIN WITH STORM BOLTER AND DAEMON SWORD



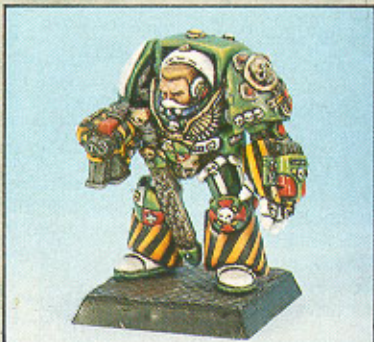
TERMINATOR WITH ASSAULT CANNON AND POWER FIST



TERMINATOR SERGEANT WITH STORM BOLTER AND POWER SWORD



TRAITOR TERMINATOR WITH STORM BOLTER AND CHAIN FIST



TERMINATOR CAPTAIN WITH STORM BOLTER AND GRENADE LAUNCHER



ORDO MALLEUS TERMINATOR WITH PSYCANNON AND FORCE ROD

KNIGHTS



HOUSE BEAUMARIS KNIGHT



SEA-TALON CLAN LORD



SEA-TALON CLAN SQUIRE



HOUSE BEAUMARIS LORD



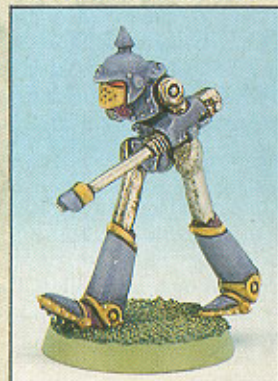
HOUSE BEAUMARIS SQUIRE



SABLE-CLAW CLAN SQUIRE



SABLE-CLAW CLAN SQUIRE



HOUSE DUNSTAN SQUIRE



HOUSE ARUNDEL WARDEN



SABLE-CLAW CLAN SQUIRE



SABLE-CLAW CLAN KNIGHT



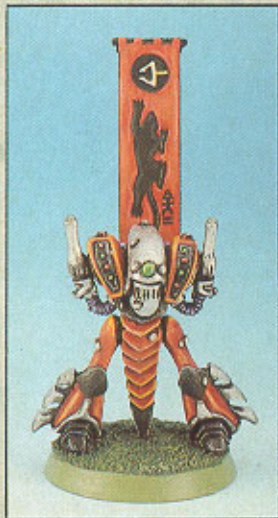
HOUSE WARWICK KNIGHT



HOUSE WARWICK WARDEN



SABLE-CLAW CLAN KNIGHT



SABLE-CLAW CLAN LORD



HOUSE WARWICK SQUIRE



HOUSE WARWICK LORD

MADBOYZ

Every clan in the tribe can provide a few Madboyz for the Madmob. Each Madboy suffers from a specific mania which influences the behaviour of the unit in battle.



BLOOD AXE SAVANT



SNAKEBITE MELANKOLIK



SNAKE-BITE MORONIK



EVIL SUNZ DELIRIAK



BAD MOON FRANTIK



GOFF PARANOID



BLOOD AXE PHOBIAK



GOFF PHOBIAK



GOFF SAVANT



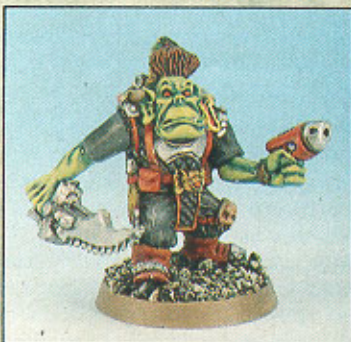
GOFF DELIRIAK



BAD MOON MORONIK



DEATH SKULL MANIK



GOFF MANIK



GOFF SKITZO



DEATH SKULL FRANTIK



BAD MOON SKITZO



EAVY METAL

GENESTEALER

Metal and plastic Citadel Miniatures of Space Marine Terminators and their enemies, the alien Genestealers.



GENESTEALER PATRIARCH



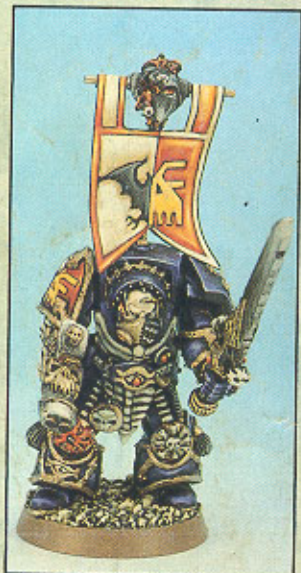
PURESTRAIN GENESTEALER



SPACEWOLF TERMINATOR
CAPTAIN WITH STORM BOLTER
AND GRENADE LAUNCHER



TRAITOR TERMINATOR CAPTAIN
WITH STORM BOLTER
AND DAEMON SWORD



NIGHT LORDS TERMINATOR
CAPTAIN WITH STORM BOLTER
AND DAEMON SWORD



THIRD GENERATION
HYBRID WITH LAS GUN



THIRD GENERATION
HYBRID WITH LAS PISTOL



BLOOD ANGELS CAPTAIN WITH
GRENADE LAUNCHER AND
STORM BOLTER



SECOND GENERATION
HYBRID WITH PLASMA
PISTOL



GENESTEALER MAGUS
WITH LAS PISTOL



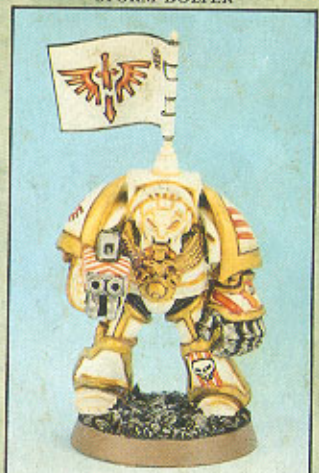
ORDO MALLEUS TERMINATOR
WITH PSYCANNON AND
FORCE ROD



FOURTH GENERATION
HYBRID WITH LAS PISTOL



THIRD GENERATION
HYBRID WITH BOLT GUN



DEATHWING TERMINATOR
WITH STORM BOLTER
AND POWER FIST

EAVY METAL

This month we are featuring some of the latest releases from the Citadel Design team; including Orks, Eldar and Harpies. Also shown this month are a couple of Frances Ellyard's Terminators from her extensive collection, and the winner from the 1990 Golden Demon Slayer Sword; Dave Soper's Predator. *(Note: The word 'EAVY' is misspelled in the original image.)*



A SQUAD OF FIRE DRAGON ASPECT WARRIORS.
EACH MODEL IN THIS SQUAD HAS BEEN GIVEN A BANNER.



WARBOSS FROM THE
BLOOD AXE CLAN.



THE WINNER OF THE 1990 GOLDEN DEMON AWARDS.
A NURGLE PREDATOR BY DAVID SOPER.



BLOOD AXE MEKANIAK WITH
BOLTER AND FLAME THROWER



GREY KNIGHT TERMINATOR BY
FRANCES ELLYARD



*BAD MOON ORK BOY WITH
HEAVY BOLTER*



*GRETCHIN WITH SHOTGUN
AND AMMO BOX*



*GRETCHIN WITH
BLUNDERBUSS*



HARPY



*GREY KNIGHT TERMINATOR
BY FRANCES ELLYARD*



*ELDAR WARLOCK WITH
WITCH BLADE*



*ELDAR GUARDIAN WITH
SHURIKEN CATAPULT*



HARPY



SEA ELF REPEATING CROSSBOW AND CREW



*ELDAR GUARDIAN FROM
THE BIELTAN
CRAFTWORLD*



*ORK BOSS FROM THE
SNAKE-BITE CLAN*



*GOFF BOSS WITH KUSTOM
BIONIC ARM*



*DEATHWING LIBRARIAN WITH
STORM BOLTER AND POWER AXE*



DEATHSKULL ORK BOY



GOFF ORK BOY

ORK BATTLEWAGONS

GOFFS

Waaargh the Goffs! The Snotling and Gretchin attendants hang on for dear life as the Goffs, mightiest of Orks, roar into battle. This stunning piece of modelling and painting was executed by the Studio's own Goff Warboss, Dale Hurst. Dale has armed his battlewagon crew with various Ork hardware and kustom weapons and supplemented them with Gretchin and Snotling attendants. Most of these attendants are from Citadel's range of Blood Bowl Players and Hooligans, painted in the familiar blacks and checks of the Goffs. After the wagon itself had been painted, Dale festooned it with glyphs, trophies, streamers and banners.



FRONT VIEW EMPHASISING THE MASSED FIRE POWER



THE CLAN SYMBOL AND GLYPHS WERE PHOTOCOPIED FROM WAAARGH THE ORKS, AND THE BANNERS WERE PHOTOCOPIED FROM THE ORK BATTLEWAGON AND CLUED TO THE SIDE BANNERS

SNAKE-BITES

Ivan's Snake-Bite Battlewagon beautifully captures the feral nature of the clan. Skulls hang from the mast, a huge horned skull is roped to the front and Marine helmets impaled on spears act as a grim reminder to the Emperor's elite forces.

The brightly coloured banners, bunting and streamers were all painted onto paper before they were attached to the wagon, as were the crew.

Brilliant patterning and pictograms have been used to decorate the body-work and contrast well with the rusty, mud-stained wheels.



THE ROPE AND DECORATIVE TASSLES ON THE SIDE WERE MADE FROM TWISTED WIRE AND MODELLING PUTTY



ORKS AND SNOTTLINGS ALIKE HANG ON FOR DEAR LIFE! IVAN HAS PAINTED THE CLAN SYMBOL ON THE SIDE TO LOOK LIKE IT HAS BEEN MADE FROM BONE

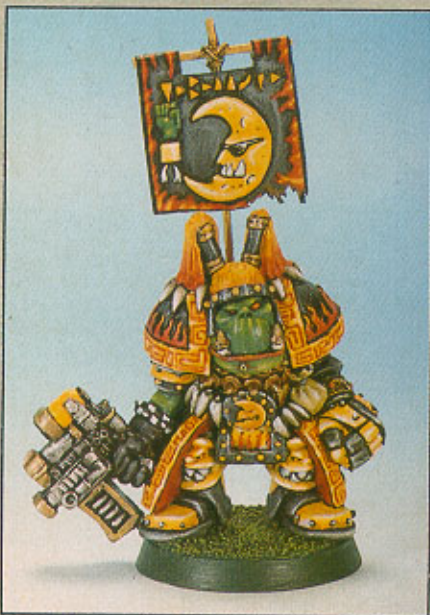


EVIL SUNZ ARMY

Here it is! Waa-Wazrokk's fast-growing warband ready to leave some treadmarks on the first unlucky enemies to get in their way. Specially painted in the glowering reds of the Evil Sunz and the blacks and yellows of their compadres from the Bad Moons these superb miniatures show Waa-Wazrokk's boyz in all their glory. In a special once-in-a-lifetime offer we give you the opportunity to purchase all the miniatures necessary to make up Waa-Wazrokk's official warband from Games Workshop Mail Order. All you have to do is assemble and paint them yourself....



BADSNICK – EVIL SUN PAINBOY WITH BONE SAW AND BOLTER



UZTEEF – BAD MOON BOSS



GRIMGOB – EVIL SUNZ WEIRDBOY AND TWO MINDERS



SNOTSOG – EVIL SUNZ RUNTHERD



EVIL-SUNZ BOYZ MOB ARMED WITH BOLT PISTOLS AND HEAVY PLASMA GUN



BAD MOON BOYZ MOB ARMED WITH BOLTERS AND HEAVY PLASMA GUNS



EVIL SUNZ BIG-MOB ARMED WITH BOLTERS AND HEAVY PLASMA GUNS



WAZROKK, EVIL SUNZ WARBOSS,
LEADER OF THE ARMY.



BOSS-NOBZ MOB - THIS CONSISTS OF FIVE NOBZ FROM THE BOSS CLAN, EACH WEARS A BACKBANNER TO DENOTE HIS STATUS. ONE OF THE NOBZ CARRIES THE BOSS-POLE.



GRIMGOR WEIRDBOY
FROM THE WAR-BOSS
RETINUE



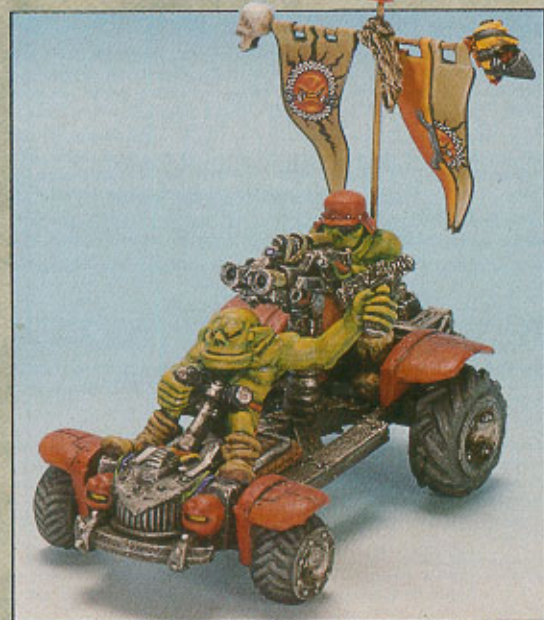
WAZGOR - MEKBOY
FROM THE WAR-BOSS
RETINUE



GUTROT - PAINBOY FROM THE
WARBOSS RETINUE



DUFFBAG - EVIL SUNZ
RUNTHERD FROM THE
WARBOSS RETINUE

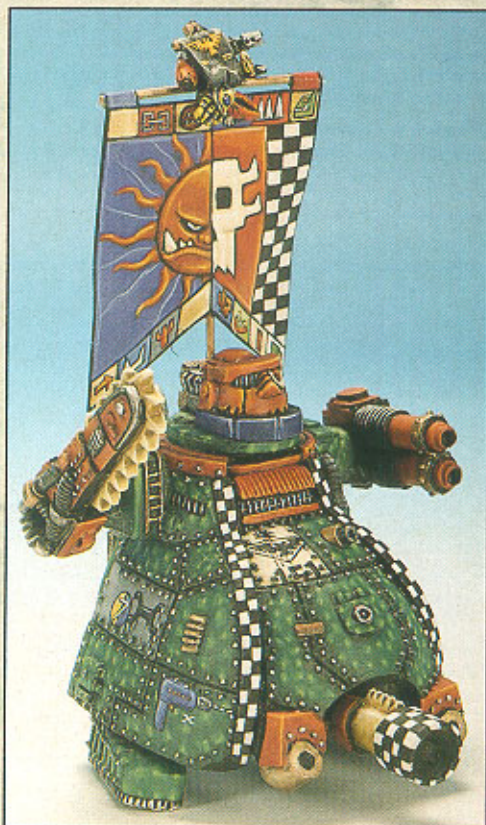


TWO EVIL SUNZ MEKANIAKS CREWING THEIR
OWN PERSONAL WAR BUGGY



BOSS CLAN NOBZ MOB - THREE EVIL SUNZ BOSSES MOUNTED ON
WAR BIKES

STUDIO STAFF



ORK SLASHER GARGANT



BAD MOON CYBOAR AND RIDER



GRETCHIN ATTENDANT



GRETCHIN ATTENDANT



GOFF WIERDBOY AND MINDERZ



THE WHITE DWARF



ORK STOMPER GARGANT



ORK STOMPER GARGANT



BRETONNIAN SPEARMAN



HEROIC FIGHTER



BRETONNIAN GUNNER



BRETONNIAN RETAINER



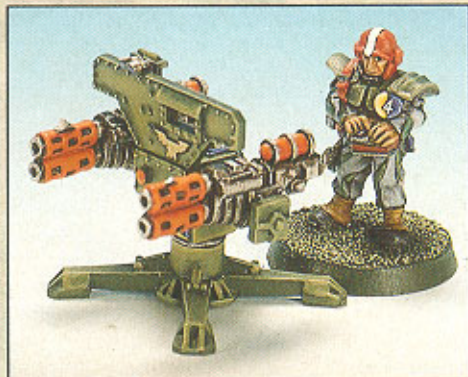
WOUNDED BRETONNIAN RETAINER



BRETONNIAN SPEARMAN



*EVIL-SUNZ WEIRDBOY AND
MINDERZ*



*TARANTULA AND IMPERIAL GUARD
OPERATOR*



*PLASTIC DEATHWING
LIBRARIAN*



RAPIER MULTI LASER

The Citadel Design Team's newest designer Norman Swayles has just re-designed two of the Imperial Battlefield weapons, the Rapier and the Tarantula, both of which can be seen on this page. They were given a base coat of Salamander Green then Orc Brown and Spearstaff Brown were added for the highlights.



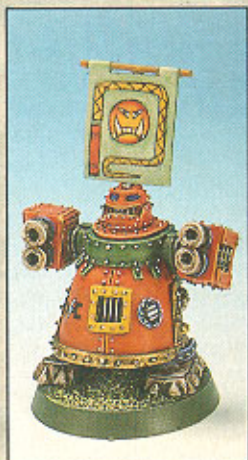
*CHAOS HARPY
(CONVERSION)*



*STRIKING SCORPION
ELDAR ASPECT WARRIOR*



*SWOOPING HAWK ELDAR
ASPECT WARRIOR*



EVIL-SUNZ RUNTBOT



*HOWLING BANSHEE
ELDAR ASPECT WARRIOR*



*KNIGHT AVENGER ELDAR
ASPECT WARRIOR*



MINOTAUR CHAMPION

ELDAR SQUADS



DARK REAPERS

The Eldar Aspect Warrior squads shown on this page were all painted by the 'Eavy Metal team, working towards an Eldar army to challenge the Ork hordes or invincible Marine forces. The very latest miniatures into the Studio are the Eldar Officers, the Exarchs and the incarnation of the Bloody Handed God, the Avatar. These are all beautifully sculpted by Jes Goodwin and must be the most impressive miniatures that he's made yet; the Avatar stands an amazing 55mm tall!



STRIKING SCORPIONS

Most of the squads shown on this page have two variants of each of the Aspect Warriors – the second version of these miniatures, which we haven't shown before in 'Eavy Metal, are the latest releases. These models have very simple, mainly one-colour paint schemes, so they're very quick and easy to paint.

The base colour is applied over the entire model except for the weapons which are given a base coat of Chaos Black. The Dark Reapers are painted entirely black; the highlights are added with Moody Blue on the undersuit and Skull White is added to Chaos Black for the highlights on the armour plates. The helmets are next given a coat of Skull White – this acts as an undercoat for Blood Red.

(Continued in 'Eavy Metal)



FIRE DRAGONS



DIRE AVENGERS



HOWLING BANSHEES



SWOOPING HAWKS

RICHARD PICKUP

Richard was the winner of the Single Miniature category at this year's Golden Demon Awards. This wide range of Citadel and Marauder Miniatures all exhibit the fantastic attention to detail on Richard's bases. Note how he has used dried seed pods and husks for a natural feel.



NURGLING



NURGLING



TROLL CHAMPION



OGRE SHAMAN



*LIGHTNING CLAW
TERMINATOR*



*TECH MARINE IN ARTIFICER
ARMOUR*



MARAUDER MINIATURES OGRE CAPTAIN



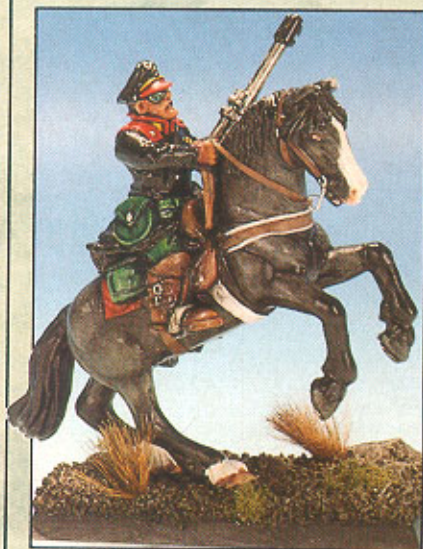
TRAITOR TERMINATOR



*MARAUDER MINIATURES
CHAMPION OF CHAOS*

FRANCES ELLYARD

Frances gives us a look at some of the beautiful miniatures from her superb collection. Horses are one of Frances' favorite subjects and she's achieved four wonderfully different effects such as the dapple grey and the exotic zebra stripe.



*MOUNTED COMMISSAR
(CONVERSION)*



MARINE SCOUT



EVIL SUNZ CYBOAR AND RIDER



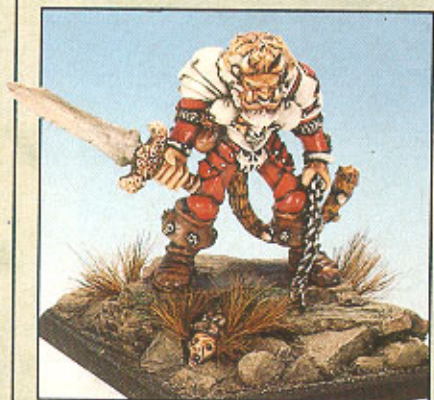
ZEBRA STRIPED CHAOS CENTAUR



CHAMPION OF SLAANESH



MINOTAUR LORD



*CHAMPION OF KHORNE
(CONVERSION)*



*MOUNTED IMPERIAL GUARD
OFFICER*



CHAOS CENTAUR



A COMBAT SQUAD OF THE ULTRAMARINE NINTH COMPANY



A COMBAT SQUAD OF THE DARK ANGEL DEATHWING



A COMBAT SQUAD OF THE BLOOD ANGEL SECOND COMPANY



BLOOD ANGEL SCOUT



ULTRAMARINE SCOUT



SPACE WOLF SCOUT



DARK ANGEL SCOUT



SPACE WOLF SCOUT

ROY EASTLAND



NECROMUNDAN TECHS



NECROMUNDAN BOUNTY HUNTERS



SKELETONS

COLIN DIXON



NORSE DWARFS

RICHARD WRIGHT

You may have seen some of Richard's stunning work in previous 'Eavy Metals. His most recent collection of display miniatures shows his incredible blending technique, fine use of colour and superb attention to detail which together definitely make them of Golden Demon winning standard.



Chaos Familiar



Close-up of the book pages showing the detailed illuminated script



Howling Banshee Eldar Aspect Warrior



Eldar Harlequin



Space Wolf Terminator Captain with close-up of personal heraldry



Eldar Harlequin Avatar



Eldar Support Team Crewman



Eldar Harlequin Death Jester



Blood Bowl Elf Cheerleader



Eldar Harlequin Warlock



Eldar Harlequin



Eldar Harlequin



Chaos Familiars



Witch with familiar



Eldar Warlock



Eldar Harlequin



ADRIAN DYSON and STEVE MUSSARED

Adrian learnt many of his expert techniques for painting individual models from a demonstration given by Golden Demon winner Steve Mussared. Steve is going to be demonstrating his painting skills at Games Workshop Hull on Saturday 2nd February. Don't miss it!



Bad Moon Weirdboy



Fourth Generation Genestealer Magus



Legion of the Damned Terminator Captain



Eldar Warlock with Witchblade



Eldar High Warlock



Eldar High Avatar



Swooping Hawk Eldar Aspect Warrior



Norse Leader



Norse Warrior



Norse Musician



Norse Hero



Chaos Familiars



Squigs



Squigs



GOLDEN DEMON '91

GRAND FINALISTS

Following the special Golden Demon issue last month, the next few pages show you more superbly painted and brilliantly modelled Citadel and Marauder Miniatures from this year's Golden Demon Awards. The overall standard was so high we couldn't fit all our favourites one issue!



C. Fern – Single Miniature



Thomas Woodward – Vignette



John White – Single Miniature



Ben Fox – Single Miniature



Thomas Woodward
Single Miniature



Iain Beswick – Chaos Cultist Command Group



Gordon Klimes – Tyrannid Hunter-Slayer mounted on a Zoot



John Toyer – Space Ork
Single Miniature



Simon D'arcy - Space Wolf Captain
in Artificer Armour

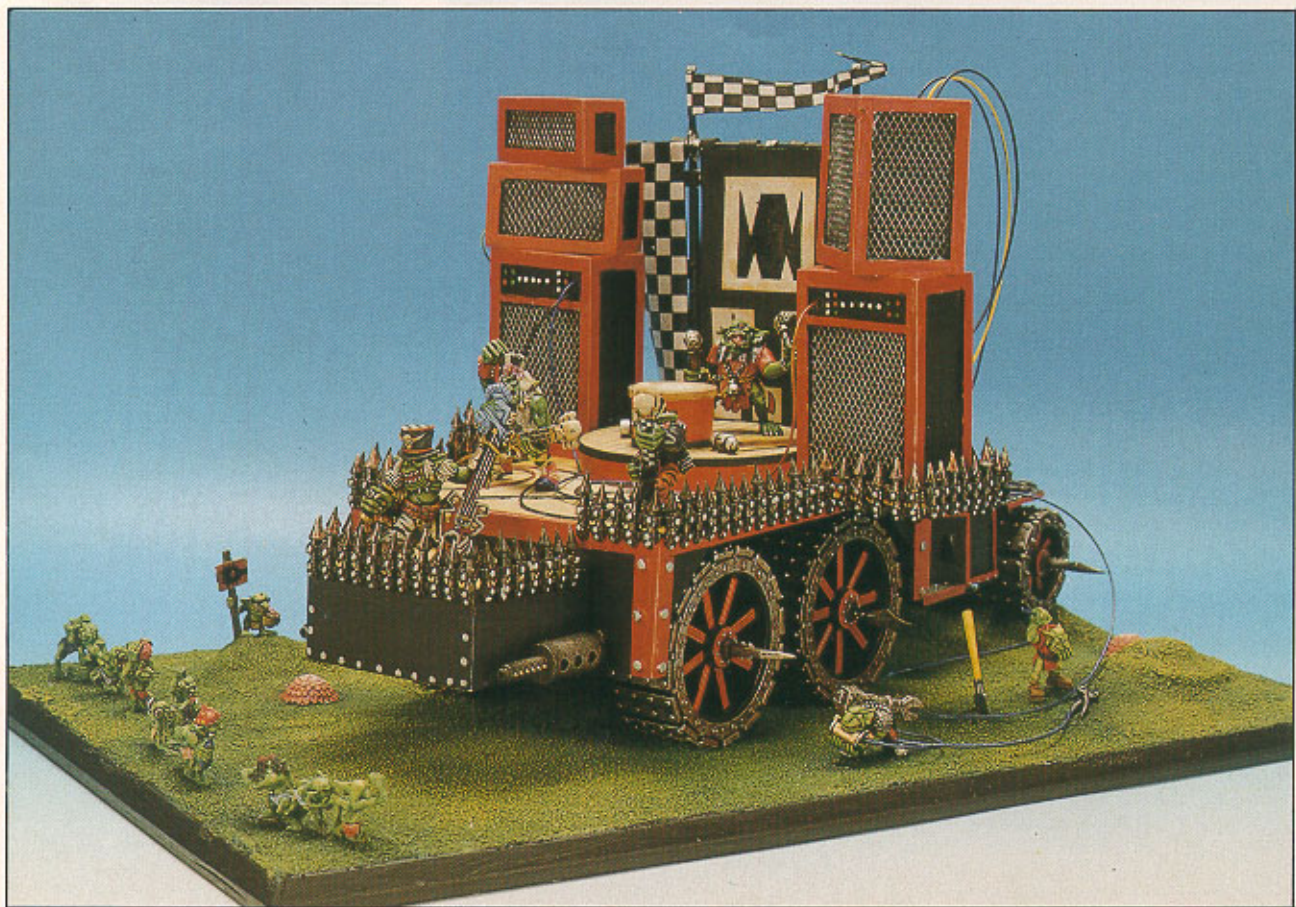


Shaun Allen - Scratch Built Baneblade, as featured in Modelling Workshop, White Dwarf 132



Peter Cook – Ork Freebooterz Vignette.

Peter Hutchins – Vignette.



K. Boulton – Goff Rok Band Vignette



Ian Spence - Vignette



John Toyer - Vignette .

HEAVY METAL

In the Space Marine battle report featured elsewhere in this issue, several new Eldar vehicles and weapons are used in battle for the first time. Tim Prow explains the techniques he used to achieve the brilliant results seen in the photographs below.

The Wave Serpent, Prism Cannon and Warp Hunter are all specialised Eldar attack vehicles which make deadly additions to an Eldar force.

The main bodies were first painted with a mix of Sunburst Yellow and Blood Angel Orange, then highlighted with Sunburst Yellow and Skull White. To draw even more attention to these specialist vehicles, I concentrated most of my efforts on the focal point of each model.

THE WARP HUNTERS

In the case of the Warp Hunter, the most important part is the cannon, so I gave this a base coat of Chainmail and then highlighted it with Mithril Silver to produce a bright, shining metallic effect.

THE PRISM CANNON

The rear part of the Prism Cannon was painted to represent blue crystal. To begin with I painted on a base coat of

Enchanted Blue and then highlighted by adding a mix of Skull White and Enchanted Blue. The edges were given a thin highlight of pure Skull White to make them really shine.

THE WAVE SERPENTS

The Wave Serpent was given a base coat of Moody Blue mixed with Chaos Black and then highlighted by brushing with Skull White added to Moody Blue. The focal point of this model is definitely the prow, so I painted a wave design onto this area to emphasise it. The stylised waves fitted perfectly and were very easy to produce. Using a fine brush and some Skull White (thinned down slightly with a drop of water), I painted a line of wave shapes down the side of the prow to form the crests of the waves. If you look at the painted models you'll see that the waves get smaller in size towards the rear of the vehicle, leaving the crests the same distance from the top edge of the prow. Varying the size of the waves in this way gives an effect of movement. The rest of the wave is then filled in with Skull White and finally, a touch of Electric Blue is added at the base of the waves.



ELДАР WARP HUNTERS



ELДАР PRISM CANNON



ELДАР WAVE SERPENTS



The new Eldar decals are perfect for adding decoration and symbols to all parts of your Epic army. Each pack contains several different sizes of decals for each Craftworld symbol, so you'll be able to fit them onto any of your vehicles. They also come in several different colours, so you'll always be able to find one that shows up well against the main colour.

To show which Craftworld they belonged to, I added an Alaitoc rune to the Wave Serpent and the Prism Cannon. First I carefully cut round the rune, making sure to leave a few millimetres clear around the edges. It was then soaked in water for a couple of minutes until the decal moved freely on the backing paper. To apply the transfer onto the model I held the backing paper next to the area where I wanted the design to go and carefully slid it off using the tip of a brush. It's a good idea to make sure that the area that's receiving the transfer is slightly wet as this allows for re-positioning. When it's in the correct place, carefully remove any excess water with a piece of tissue.



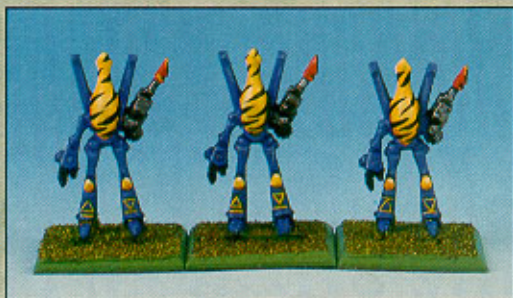
THE ELDAR AVATAR

THE AVATAR

The Avatar model allows you to have the Eldar God of War, Kaela Mensha Khaine, leading your forces into battle.



The Avatar's smouldering, molten armour is represented by painting it a bright, fiery red. I first gave the model a base coat of thinned down Blood Angel Orange, followed by a wash of Red Ink, and highlighted with Sunburst Yellow.



ELDAR DREADNOUGHTS

THE ELDAR DREADNOUGHTS

I then painted the inside of the cloak a deep purple colour so that the body would really stand out. For this I used a mix of Fire Dragon Crimson and Chaos Black.

The Eldar Dreadnoughts are from the new Epic Stompers plastic box set. I painted the bodies in Enchanted Blue highlighted with Skull White and finally yellow runes were added to the legs. Then I painted the heads Sunburst Yellow and the tiger stripes were painted in Chaos Black, using a fine brush.



AN ELDAR PHANTOM TITAN

MIKE McVEY'S ELDAR TITAN

The new transfers were also used on the Eldar Titan. Mike painted a white circle onto the back of the Power Fist before the yin-yang decal was applied. This makes the clear half of the transfers appear white. The Titan infinity run was applied to the forehead and the Alaitoc horned sword was added to the leg. Mike then shaded and highlighted the transfers to give them a little more depth.

The whole of the Titan was given a base coat of Bleached Bone, mixed with a little Snakebite Leather to deepen the colour. When this was painted over a clean white undercoat the resulting colour becomes deep bone, so all you have to do is add the highlights. These were created with a mix of Bleached Bone and Skull White. More Skull White is added to the model as the final highlights are applied so that the very last highlights are pure white. All of the edging round the body areas were first painted Chaos Black and then the raised surfaces were painted white. This gives the body colour a black surround to make it stand out. When the white was dry it was given a coat of Go Fasta Red and highlighted with Blood Angel Orange mixed with Skull White.

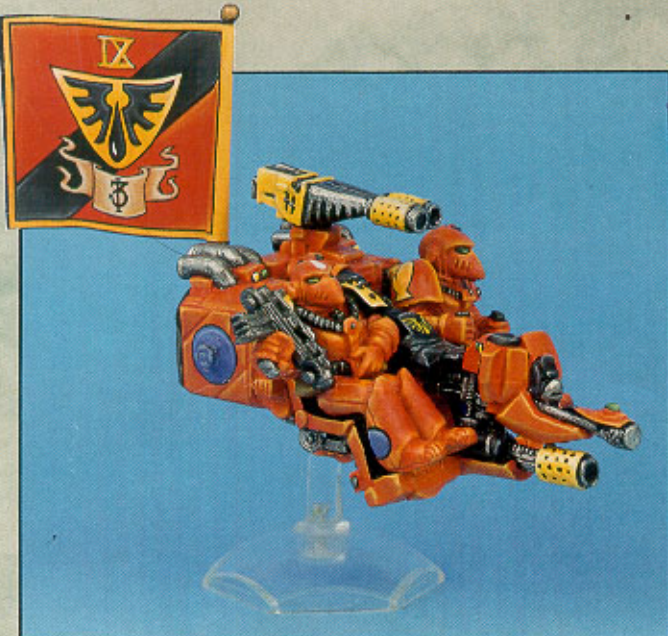
All of the metallic areas on the Titan were painted with some paint samples that Mike is trying out at the moment and if we like them we could be bringing out a Metallic Paint Set in the near future. From the few models that Mike has painted with them so far, they seem to be really good and should prove to be an invaluable addition to any pallet.



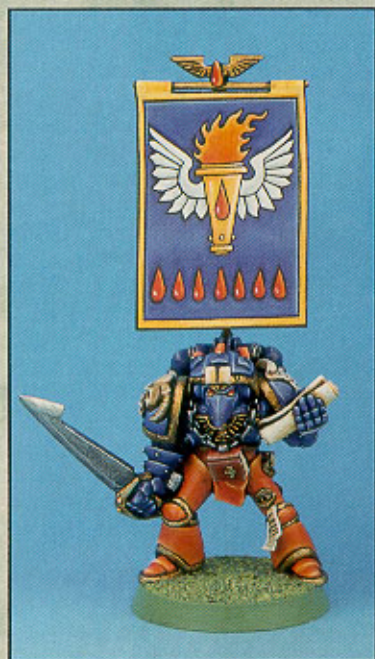
STUDIO ARMIES

Over the last few months, we've been adding lots of new models to the Studio armies. Now that we've finished painting the rank and file (at least for the moment!) we've decided to add some special character models and equipment. Here you can see the Medic, Librarian, Chaplain and Land Speeder for our Blood Angels army shown in White Dwarf 139 plus a Striking Scorpion Eldar Aspect Warrior squad for our Alaitoc army (of issue 138)

As you can see, a great deal of time and attention to detail has been put into these special miniatures. As a starting point, the new character models for our Blood Angels Army were all painted in basic colour schemes so we could use them straight away in our battles at the Studio. When we had a little more time, we added fully detailed shading, highlighting and banners to make these Characters really stand out.



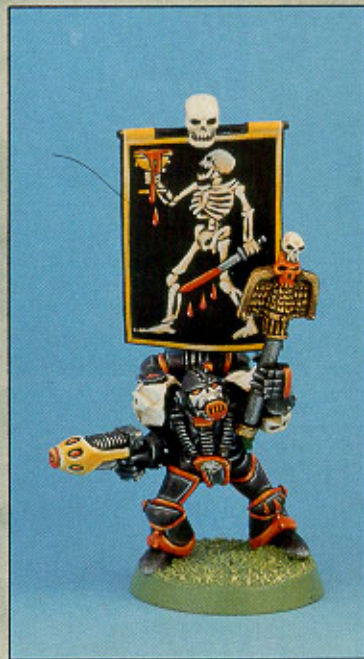
Blood Angels Land Speeder



Blood Angels Librarian



Blood Angels Medic



Blood Angels Chaplain



Striking Scorpions Eldar Aspect Warriors



Level 10 Hero with Spell Shield



Standard Bearer



A Unit of 9 Elven Lords led by the Level 10 Hero



Mike has done extensive conversion work to both the Hero and his horse by adding a shield and feather detailing.





Imperial Guard Hellbore – shown aboard its huge transport vehicle



*Leviathan
Imperial Guard mobile Regental HQ*



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Termite Assault Unit



Goff Clan Slasha Gargant



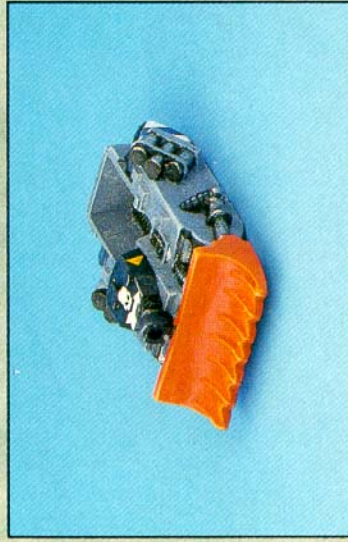
Two Warhounds from the Iron Skulls Titan Order



Eldar War Walkers



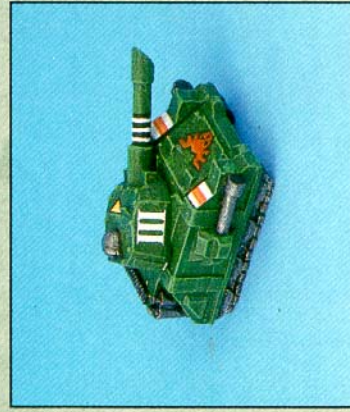
Deathstrike Missile Launchers



Gorgon



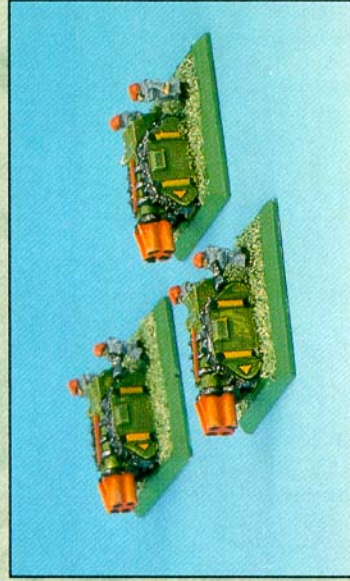
Squadron of Hellhound Firethrowers



MkII Predator



Leman Russ battle tank



Imperial Guard Rapier Battery

HEAVY METAL



Bad Moon Ork Dreadnought



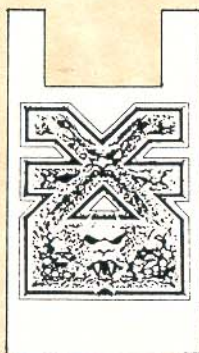
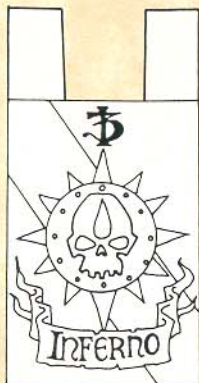
Tyrannid Screamer-Killer



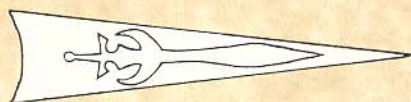
Blood Angel Dreadnought



Chaos Dreadnought



Eldar Dreadnought from the Alaitoc Craftworld



Dreadnoughts are undoubtedly the most impressive looking models in a Warhammer 40,000 force. Towering above your opponent's troops, they are the focal point of your army and therefore warrant the best paint job you can possibly give them. The models shown on these pages were painted to emphasise the enormous bulk and aggressive looks that these revered fighting machines possess.

The Ork Dreadnought has been painted in typically bright yellow Bad Moon colour scheme and the banner shows a selection of Mekboy and dreadnought glyphs. The black and white banner has some blank spaces so you can personalise your Dreadnought with your own choice of Ork glyphs.

The Tyranid Screamer-Killer was painted to emphasise the sheer power of its deadly arm-claws. They were first painted Chaos Black and then left to dry. Thinned down layers of Go-Fasta Red were gradually applied to the ends of the arm-claws. When this deep red colour had been sufficiently built up, a small highlight of Blood Angel Orange was added to the outer edges of the claws. Finally, the arm-claws were coated with a layer of gloss varnish to make them look like hardened exoskeleton.

The Blood Angel Dreadnought has a banner bearing its personal heraldry and its own name. The Dreadnought also displays chapter badges and blood drops taken from the Space Marine transfer sheet. A campaign marking has been painted on the lower leg.

The Chaos Dreadnought displays the typical red, black and brass colours of Khorne. The skull and ribbing on the carapace have been carefully picked out with Bleached Bone. The intricate banner design was created by photocopying a Khorne icon, washing over it with red ink and then highlighting it with Blood Angel Orange and Bad Moon Yellow.

The Eldar Dreadnought has been painted in Alaitoc Craftworld colours. Normally this colour scheme would be predominately blue with a yellow carapace. However, to make it stand out from the Eldar Guardian troops, we decided to reverse the colour scheme. We chose an Alaitoc rune for the banner and positioned it between the legs of the Dreadnought. Transfers were added to the Dreadnought's arms and legs and painted different colours. Finally, an infinity rune was added to the carapace as this is the standard wraithguard symbol.

TIM PROW



MINOTAUR CHAMPION



CHAMPION OF NURGLE



CONVERTED CHAOS CREATURES FROM TIM'S NURGLE WARBAD



Although only nineteen, Tim has worked for Games Workshop as a miniature painter for almost three years. Tim was one of the top miniature painters at the Nottingham Games Workshop store and we were just so knocked out by the quality of his work that we decided we had to offer him a job. Tim is also a keen gamer who plays Warhammer Fantasy Battle, Warhammer 40,000 and Space Marine. The models on these pages all come from Tim's collection of miniatures. As you can see from the bases, some of them are display models, which sit on shelves and cabinets at his home, but most of them come from Tim's gaming armies. The models on the opposite page are taken from his Nurgle Chaos Warband. Tim also did much of the work on the Blood Angels Space Marine armies – both for Warhammer

40,000 and Space Marine – which have featured in recent White Dwarfs. In his spare time, Tim is putting the finishing touches to a huge Epic scale Chaos army. We hope to bring you some shots of this and possibly a battle report as soon as its finished.

Champion of Nurgle. This is the leader of Tim's Chaos Warband. One of the Chaos attributes he rolled up was lion's head, and so to convert the model he carefully removed the original Chaos Warrior's head and replaced it with that of a giant tiger. The join between the two pieces was concealed by adding a small quantity of modelling putty and sculpting this into a rough fur texture.

Converted Chaos Centaurs. All of these conversions are based on the body of a Citadel Chimera. This model is supplied with separate heads, so all that needed to be done to attach the new torsos was to file the area flat and drill a hole to take the fastening pin. Three of the bodies come from Chaos warriors and one is from an Orc. These were carefully cut away with a fret saw and attached to the Chimera body with superglue.

Tzeentch Disc Rider. Tim has painted the Disc Rider in bright contrasting colours, which are characteristic of all followers of the Lord of Change. He has carefully attached the disc to the base to make it appear to be skimming forwards in flight.



ELDAR HOWLING
BANSHEE EXARCH



SKAVEN POISONED
WIND GLOBADIER

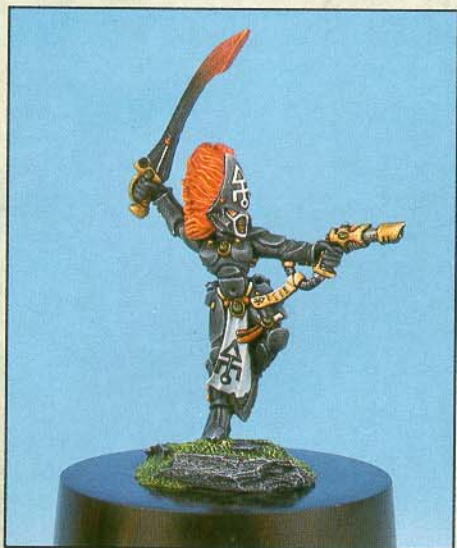


NURGLE BOVIGOR
BEASTMAN



CHAMPION OF TZEENTCH RIDING DISC

The models on this page all come from Tim's collection which sits proudly on his shelves at home. The black wooden stands are a nice touch for models intended for display.



ELDAR HOWLING BANSHEE EXARCH



ULTRAMARINE CAPTAIN



THE LAST STAND

This beautifully painted diorama shows Dark Angel Marines in a last stand against the forces of Khorne. The bare headed marine is from the Dark Angels 1st Company – the Death Wing. His characteristic white armour shows the stylised homeworld icons for storm and war. The Death Wing are the Dark Angels Terminator company, so he also displays his Terminator Honours on his leg plates. Another nice touch can be seen in his damaged helmet, which he has removed and placed on the ground at his feet. The whole model has been based on a piece of slate that Tim has drybrushed with Elf Grey to enhance the contrast and bring out the texture.

HEAVY METAL



AVERLAND GREATSWORD



OSTERMARK GREATSWORD



MIDDENHEIM
GREATSWORDS



ALTDORF VOLLEY GUN AND CREW



IMPERIAL HALFLING HOT POT CATAPULT



HOT POT CREW DETAIL



EMPIRE BATTLE WIZARD
OF THE GREY COLLEGE



EMPIRE BATTLE WIZARD
OF THE BRIGHT COLLEGE



EMPIRE BATTLE WIZARD
OF THE CELESTIAL COLLEGE



BAD MOON BATTLE WAGON VARIANTS



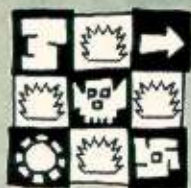
BAD MOON SKULLHAMMA
BATTLE FORTRESS



BAD MOON SCORCHERS



BAD MOON CLAN



DEATHSKULLS PULSA ROKKITS



EVIL SUNZ CLAN



EVIL SUNZ BOWELBURNAS



EVIL SUNZ SPLEENRIPPA



EVIL SUNZ GOBSMASHAS



SNAKEBITES BONEBREAKAS



SNAKEBITES SQUIGGOTHS



SNAKEBITES SQUIG KATAPULTS



SNAKEBITES CLAN



BLOOD AXE HOP-SPLAT BATTERY



BLOOD AXE WARTRACKS



LORD OF CHANGE
DAEMON OF TZEENTCH



GREAT UNCLEAN ONE
DAEMON OF NURGLE



ANGRON DAEMON
PRIMARCH OF KHORNE



KEEPER OF SECRETS
DAEMON OF SLAANESH



MORTARION DAEMON
PRIMARCH OF NURGLE



FULGRIM DAEMON
PRIMARCH OF SLAANESH



MAGNUS THE RED
DAEMON PRIMARCH OF TZEENTCH



MORTARION DAEMON
PRIMARCH OF NURGLE



BLOODTHIRSTER
DAEMON OF KHORNE

Plagueships of Nurgle are hideous to behold. They are huge, rotund vessels lashed together from mildew-ridden, slimy planking. They fly vast, ragged and rotting sails from their uneven and splintered masts. Their great treadwheels lazily churn the sea as they plod forward under a cloud of flies.

NURGLE PLAGUESHIPS



PLAGUECRUSHER



PLAGUESHIP



NURGLE PLAGUESHIPS AMBUSH A BRETONNIAN FLEET

The models on this page were painted not by our own 'Eavy Metal team at the Games Workshop studio but by the talented staff of the Games Workshop store in Chester. There are expert painters and modellers amongst the staff at every Games Workshop store, and in the future we hope to be able to show you more of their work in the pages of White Dwarf. All the models on this page are displayed at the Chester store where the painters themselves are happy to talk about and demonstrate the different techniques used.

In addition to individual models, we want to show you some of the best units and armies from the stores, as well as vehicles, war machines and interesting conversions. It's not only the staff that display models in Games Workshop stores, many examples of local painters' work also appears in the shop cabinets and we'll be featuring some of the best in the pages of White Dwarf too. If you have a fine army, a special unit, or even a gem-like character model that fits the bill why not take it down to your local Games Workshop shop to put on display. You never know - your work could appear in a future White Dwarf.



GRAND MASTER OF THE KNIGHTS PANTHER



CAVE SQUIG



THE ICE QUEEN OF KISLEV



NIGHT GOBLIN FANATIC



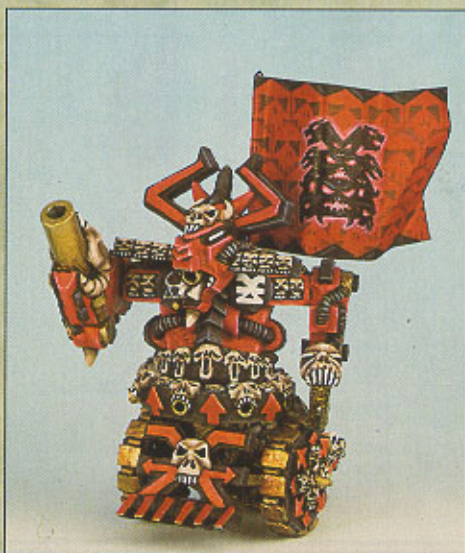
NIGHT GOBLIN SQUIG HUNTERS



CHAOS SPACE MARINE



ULRIK THE SLAYER WOLF PRIEST



LORD OF BATTLE



CONVERTED CHAPLAIN

HOBGOBLIN WOLF RIDERS



STANDARD BEARER



BIG BOSS

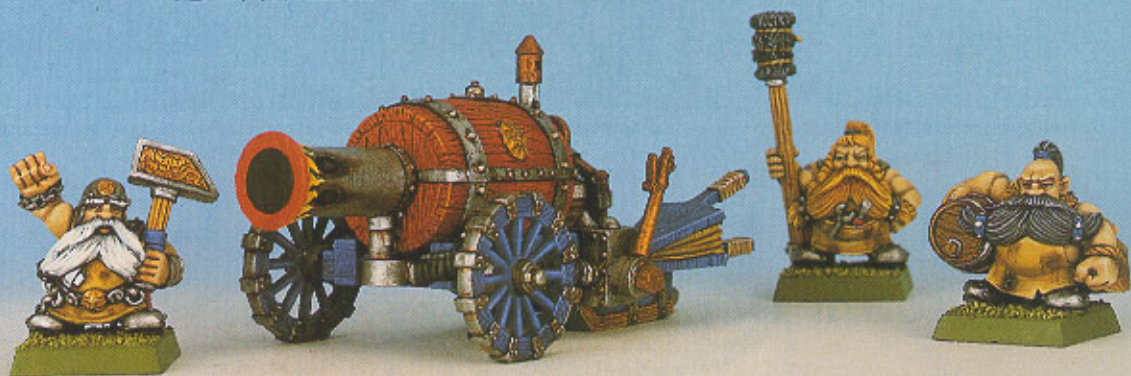


ARCHER



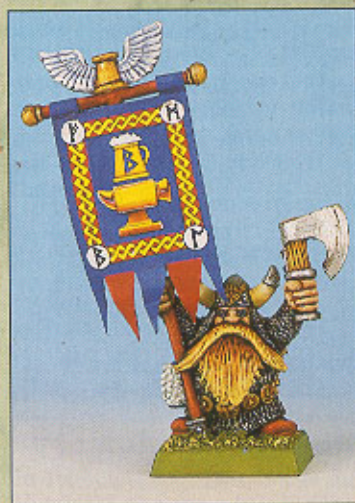
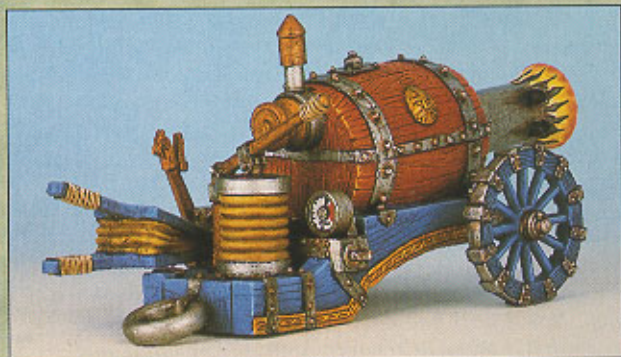
HOBGOBLIN WOLF RIDERS

DWARF FLAME CANNON

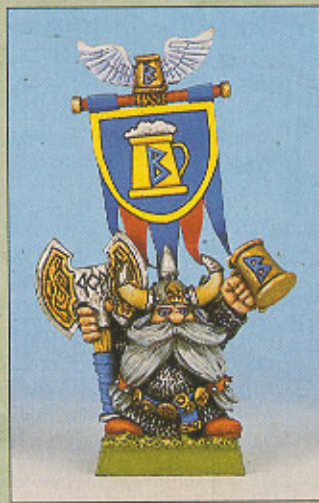


The Flame Cannon is one of the most deadly inventions of the secretive Dwarf Engineers Guild. A volatile concoction of hot oil and molten tar is mixed in the barrel. Air is then pumped in until the pressure inside the barrel is very great.

At precisely the right moment the Dwarfs place a burning oily rag into the nozzle and release the pressure. The mixture catches fire as it spurts from the barrel, and a jet of flaming liquid arcs into the air towards enemy ranks, spraying fire and boiling tar over the target.



STANDARD BEARER



JOSEF BUGMAN

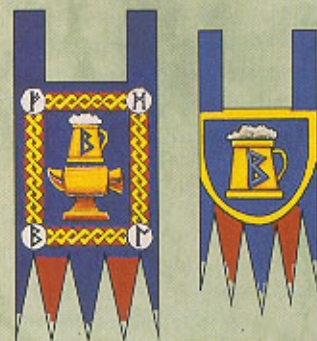


CHAMPION



TROOPER

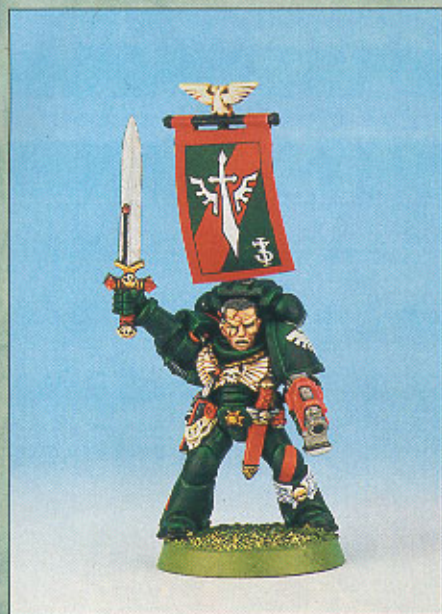
BUGMAN'S DWARF RANGERS



Josef Bugman was the most famous Dwarf Master Brewer of all time, before a Goblin raiding party destroyed his brewhouse in the eastern forests of the Empire. Prior to this foul deed Bugman had acquired a considerable reputation for the fine quality and potency of his ale. Triumphs like Bugman's XXXXXX and the notorious Troll Brew were a sad loss to the Old World.

Bugman and his remaining companions swore terrible vengeance on all Goblins. Little has been heard of them since except rumours of cunning ambushes and night raids on Goblin camps. Sometimes the band will emerge from the wilds, tattered and blood-stained, to join a Dwarf army before a great battle against Goblins. They always keep themselves to themselves, huddling around their campfire, with a strange glint in their eyes and their hands clasped around tankards of their precious ale.

DARK ANGEL SPACE MARINES TACTICAL SQUAD



SERGEANT



WITH PLASMA GUN



WITH LASCANNON



SERGEANT'S
BANNER



3RD SQUAD
TACTICAL
BADGE



ARMY
BADGE



TROOPER



CHAPTER
BADGE



COMPANY
BADGE



TYPICAL HONOUR
BADGES



A COMPLETE DARK ANGELS TACTICAL SQUAD

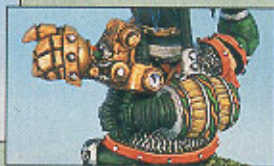


RUNE LORD
KRAGG THE GRIM



ENGINEER GUILDMASTER
BURLOK DAMMINSON

DWARF CHARACTERS



DETAIL OF
BURLOK
DAMMINSON'S
MECHANICAL
ARM

DWARF MINERS



STANDARD BEARER



CHAMPION



HORN BLOWER



DWARF MINERS

NEIL HODGSON



Neil Hodgson is a member of the Games Workshop 'Eavy Metal Team and a fanatical miniature collector and gamer. He is an enthusiastic Warhammer 40,000 player and

the proud owner of a massive 20,000 point Eldar army, which includes the two aspect warriors shown opposite. All the miniatures on this page come from Neil's personal collection and display his love of making minor alterations and conversions to standard miniatures.



SWOOPING HAWK
EXARCH CONVERSION



SWOOPING HAWK EXARCH



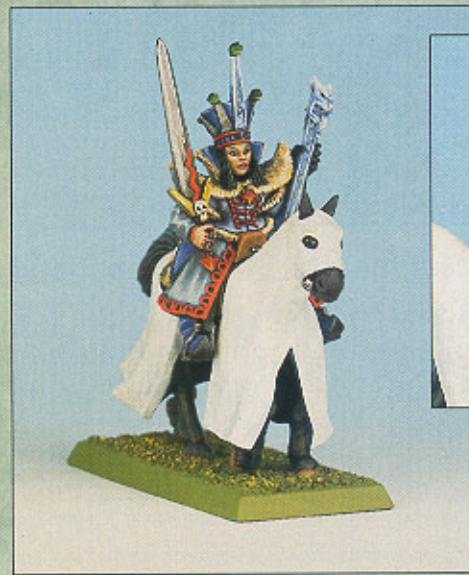
DEATH COMPANY
CONVERSION



CHAOS WARRIOR



DRAGON PRINCE OF CALEDOR



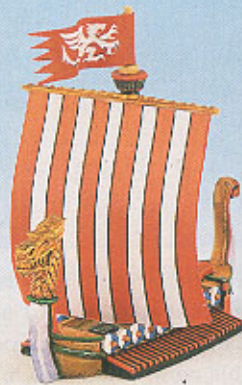
ICE QUEEN OF KISLEV



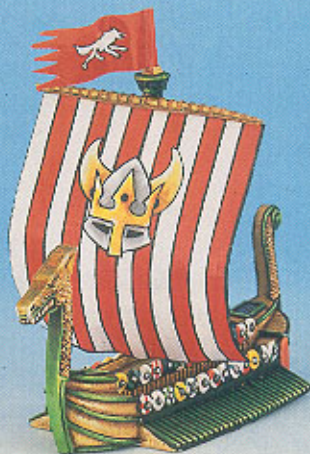
DETAIL OF
EMBLEM ON
HORSE BARDING

NORSE LONGSHIPS AND KINGSHIPS

Old Worlders tell horrifying tales of the berserk Norsemen who loot and burn the ports along the coast in their mighty Kingships and Longships. These sleek vessels can move either under oars or sail and scorn the use of heavy fire-power in favour of high manoeuvrability, so they can strike quickly at the enemy. The Longships in particular excel in boarding actions against other vessels, their decks packed with bloodthirsty warriors able to turn their hands equally to oar or sword.



NORSE LONGSHIP



NORSE KINGSHIP



A NORSE KINGSHIP AND THREE LONGSHIPS SET OUT ON A RAID.

BLOOD ANGELS SPACE MARINE

DEATH COMPANY



The Blood Angels Chapter of Space Marines suffers from a grievous flaw in their genetic makeup and the Death Company is its inevitable result. All Space Marines are created in part by the implantation of the mysterious geneseed. This shapes the Space Marine's development, preparing his body for organ transplants and the rigorous physical and psychological training required to make him a Space Marine.

However, the Blood Angels' geneseed is flawed and although the Chapter's warriors are as powerful as any other they each carry this flaw. On the eve of battle the afflicted Space Marine is driven to maddening rages and an unholy bloodlust washes over him. All Blood Angels recognise immediately that their time has come and so they seek absolution, preferring a heroic death in battle to an endless descent into drooling madness. Tormented by visions of their great Primarch Sanguinius they don suits of jet-black armour and daub great red crosses over it to symbolise his wounds. Icons of skulls and blood are carefully applied by the Chapter's Artificers as Chaplains chant their requiem.

Each Space Marine in the Death Company chooses to fight with the weapons he is most familiar with. These are painted red and blessed by the accompanying Chaplain. The Chaplain's role is to lead and direct the maddened Death Company Space Marines to ensure that their final sacrifice is not in vain.



CHAPLAIN'S
BANNER



SHOULDER PAD
DETAIL



A few examples of the many ways the Death Company decorate their armour in preparation for their final battle.

SPACE MARINE BLOOD ANGEL DEVASTATORS



SERGEANT

The Devastator Squads of the Blood Angels Chapter are distinguished from the Tactical Squads by their blue helmets. Otherwise they display standard Blood Angel insignia: bright red armour with predominantly black markings. The Sergeant and Veteran trooper have reversed shoulder pad schemes to denote rank—each can lead a five-man combat squad into battle.

The Sergeant's banner displays the squad number, in this case nine, and each Space Marine displays the squad badge on their right kneepad.



WITH LASCANNON



WITH HEAVY
PLASMA GUN



WITH MISSILE LAUNCHER



WITH HEAVY BOLTER



SERGEANT'S
BANNER



2ND COMPANY BADGES



CHAPTER BADGES



SERGEANT'S
HONOUR
BADGE



SQUAD
BADGE

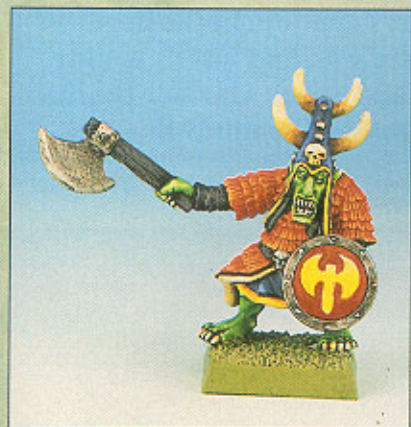


ARMY BADGES



A COMPLETE BLOOD ANGELS DEVASTATOR SQUAD

HOBGOBLIN ARCHERS



BIG BOSS



BOSS



STANDARD BEARER



HORN BLOWER



ARCHER



REGIMENTAL BANNER



A HOBGOBLIN ARCHER REGIMENT

SPACE MARINE PREDATOR



BLOOD ANGEL SPACE MARINES



CHAPTER BADGE

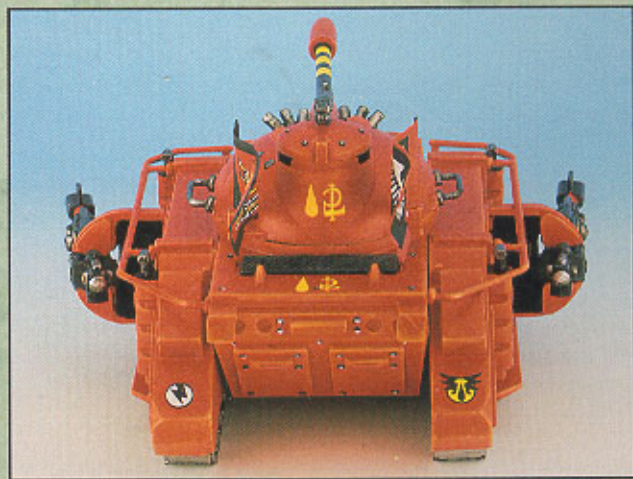
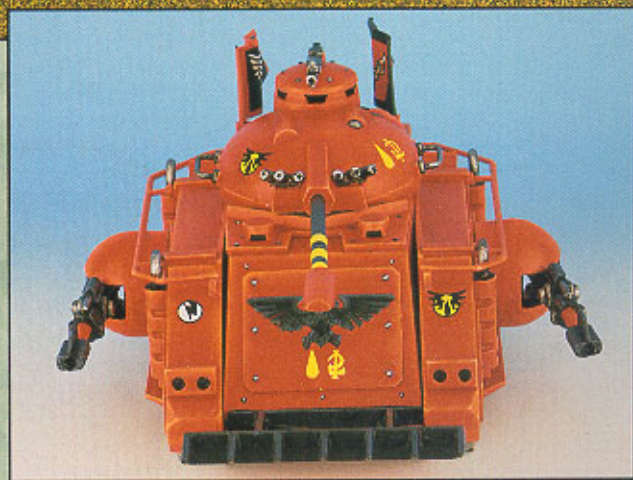


ARMY BADGE



COMPANY INSIGNIA AND
VEHICLE NUMBER

Predator Battle Tanks form the mainstay of a Space Marine company's support vehicles. Whole squadrons of these powerful tanks are carefully maintained by the company Artificers. In large battles these squadrons are often massed to form mighty armoured companies. However, they are usually deployed in smaller numbers with perhaps one or two Predators providing strong tactical support for each of the company's task forces.

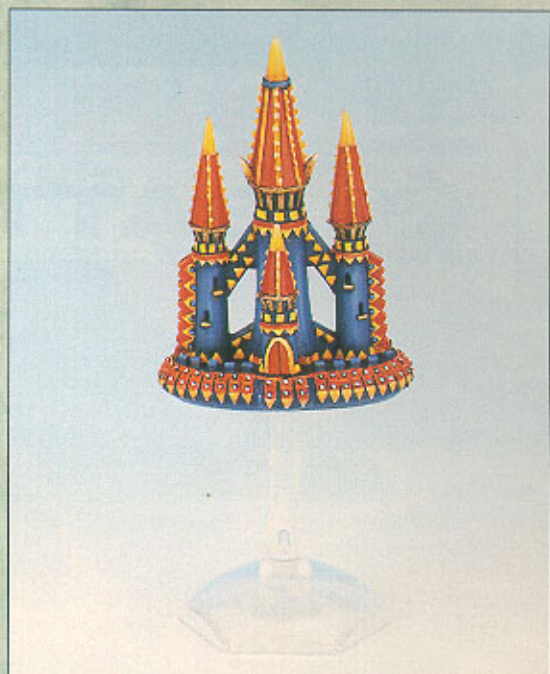


BATTLE BANNERS

MAN O' WAR TZEENTCH FLYERS



GREAT WINGED TERROR



BANE TOWER OF TZEENTCH



CHAOS FORCES ATTACK AN ORC FLEET

DWARF SLAYERS

Dwarf Slayers seek a heroic demise by hunting out and fighting the largest monsters they can find. They never wear armour, spurning the very idea of self-preservation. They carry an axe. Often a very big axe.

Although driven to seek their death in battle Slayers are incapable of deliberately fighting to lose, and always enter the fray to win. The most skilled Slayers, the least successful ones in a sense, tend to survive either because they are the toughest, the fastest, or the most determined warriors in the Warhammer world.



A REGIMENT OF DWARF SLAYERS



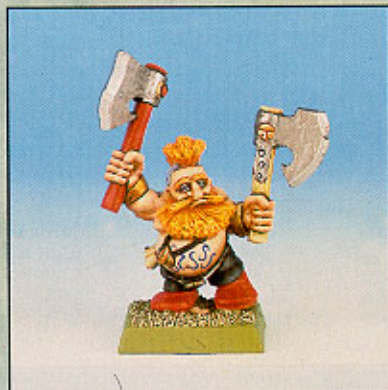
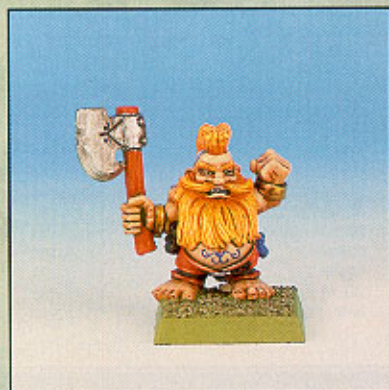
DAEMON SLAYER



GIANT SLAYER



DRAGON SLAYER



TROLL SLAYERS

GRETCHIN

Large numbers of Gretchin mobs swarm over the battlefield as they follow their Ork masters to war. Armed with crude but deadly weapons such as autoguns and autopistols, mobs of Gretchin can overwhelm even the most stalwart of opponents.



A GRETCHIN MOB WITH AUTOGUNS



A GRETCHIN MOB WITH AUTOPISTOLS AND KNIVES



SKAVEN



CLANRAT STANDARD BEARER



CHAMPION



GREY SEER



WARFIRE THROWER TEAM



CLANRAT WARRIOR



JEZZAIL TEAM



STORMVERMIN



STORMVERMIN WARLORD



THROT THE UNCLEAN



PLAGUE MONK



PLAGUE MONK



PLAGUE CENSER BEARER



PLAGUE MONK

SKAVEN ARMY REGIMENTS



CLANRAT WARRIOR REGIMENT



STORMVERMIN REGIMENT



SKAVENSLAVE REGIMENT

SKAVEN ARMY REGIMENTS



CLAN PESTILENS PLAGUE MONK REGIMENT



CLAN MOULDER RAT OGRE PACK



CLANRAT WARRIOR REGIMENT

SKAVEN FLEET



SKAVEN DOOMBRINGER

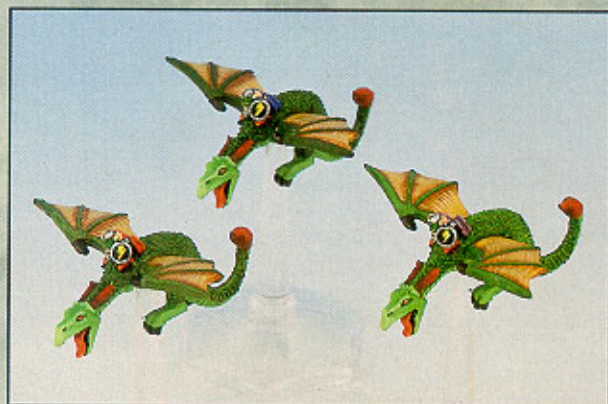


SKAVEN DEATHBURNER



SKAVEN WARP-RAIDER

FLYING CREATURES



ORC WYVERN RIDERS



IMPERIAL GRIFFON RIDERS



A COMBINED ORC AND SKAVEN ARMADA ATTACKS AN IMPERIAL FLEET.

ULTRAMARINES SPACE MARINE

ASSAULT SQUAD

Ultramarines assault troops are ever at the forefront of the most hard-fought battles in the galaxy. Equipped with powerful jump packs to quickly seize objectives, and armed with chainswords, plasma pistols and other deadly hand-to-hand weapons, Space Marine assault troops are some of the toughest close combat warriors in the Imperium.

The Ultramarines are amongst the oldest and most renowned Space Marine Chapters. They are famous not only for their many victories in battle but also for their strict adherence to the Imperial orthodoxy laid out in the Codex Astartes. This great manual, set down by the Emperor himself, covers all aspects of the Chapter's life from details of uniform and markings to grand strategy.



ULTRAMARINES SPACE MARINES WITH JUMP PACKS

The Codex Astartes lays down a strict system of identification by giving each company a distinctive colour. The Company shown has yellow markings which appear most notably on the warrior's shoulder pad trim. The squad sergeant is distinguished by his red helmet and the red skull applied to his Chapter badge.



JUMP PACK MARKINGS



SQUAD BADGE



ARMY BADGE



THE SQUAD SERGEANT



SERGEANT'S CHAPTER BADGE



SERGEANT'S HONOUR BADGE



CHAPTER BADGE



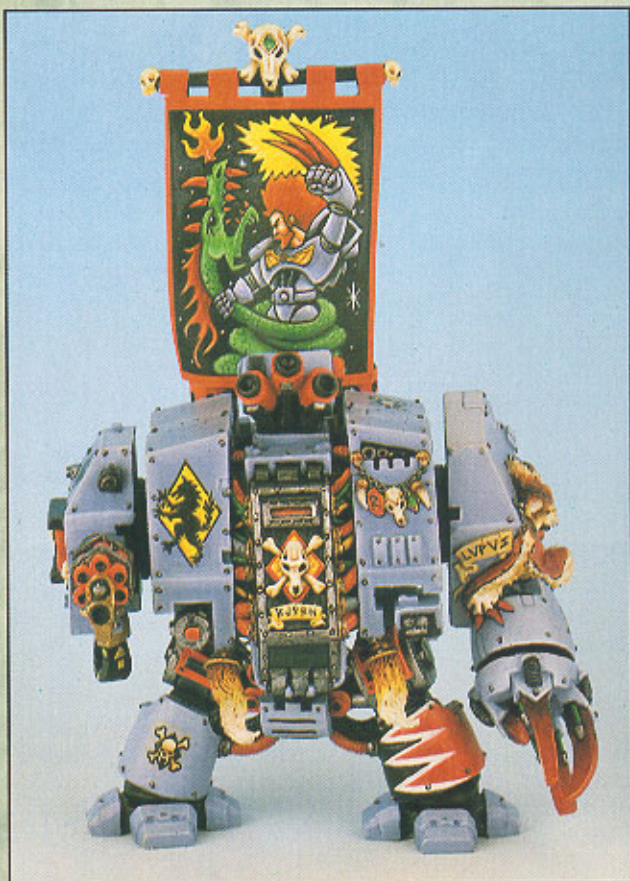
HONOUR BADGE

BJORN THE FELL-HANDED SPACE WOLVES DREADNOUGHT

Bjorn the Fell-Handed is a mighty totem of the Space Wolves fighting history. His massive Dreadnought armour is an honoured Chapter artifact that represents an unbroken link through the centuries to the Space Wolves' legendary founder Lemman Russ. Bjorn actually fought alongside Russ during the early days of the Space Wolves Chapter and he is a potent reminder of those epic times.

Between battles Bjorn's armour is constantly maintained by the Chapter's Iron Priests, Rune Priests and Artificiers.

Within the armour Bjorn rests, gathering his strength, awaiting the moment when his awesome power is needed by the Space Wolves and once more he has to crush their foes.



LEMAN'S BADGE



PACK MARKING



RAGNAR'S BADGE



ARMY BADGE

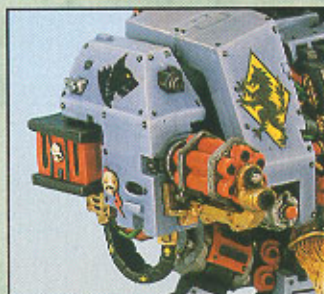


BJORN'S BANNER depicts him as a powerful member of the Blood Claws in the days of Lemman Russ.



Amongst the trophies and icons displayed by Bjorn are badges and markings which refer to his early days as a warrior with the famed Lemman Russ. The black, red and white pack marking is an archaic form of those currently in use by the Space Wolves.

Leman's badge marks Bjorn as having fought alongside Russ in ancient times. The badge of Ragnar and the army badge are additions to Bjorn's heraldry and simply refer to his being a part of Ragnar's current task force.



ASSAULT CANNON

BJORN'S WEAPONS

Over the centuries Bjorn has wielded an enormous variety of different weapons. He is currently armed with an assault cannon and a lightning claw, the latter having an additional heavy flamer attached. Despite the vast destructive potential of this wargear it is his fighting spirit, legendary personality and battlefield experience which are Bjorn's strongest weapons.



LIGHTNING CLAW WITH HEAVY FLAMER

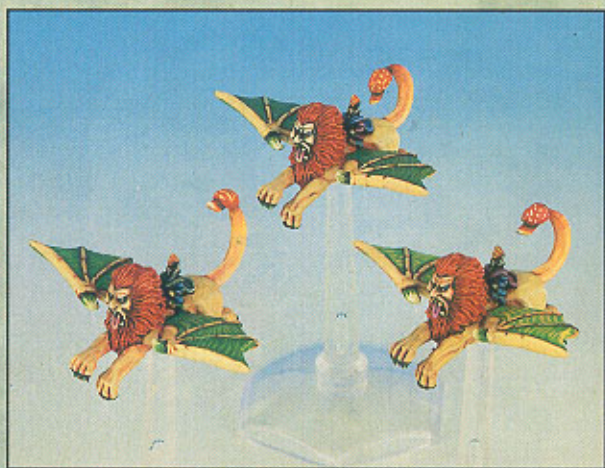
FLYING CREATURES

The soul-tearing screech of bat-winged Manticores strikes fear in the enemies of the Dark Elf fleet. Ridden by Dark Elf lords, these gigantic beasts soar high above the waters to swoop down upon their enemy's ships. As they dive towards their victim, the Manticore releases a deadly projectile, known as the Doomfist. The heavy barbed sphere smashes into the target, shattering timbers and ripping through the hull, to send the vessel to a watery grave.

Aware of the dangers posed by such attacks from the air, Bretonnian warfleets enlist valiant Knights for protection. Bretonnian Pegasus riders are heavily armoured champions mounted on mighty winged horses. Soaring aloft on these great beasts, they lunge at their foes, piercing them with heavy lances or striking them from the sky with their great swords.



BRETONNIAN PEGASUS RIDERS



DARK ELF MANTICORE RIDERS



A BRETONNIAN FLEET CLASHES WITH DARK ELVES ON THE HIGH SEAS.

GOFF ORKS



GOFF NOBZ

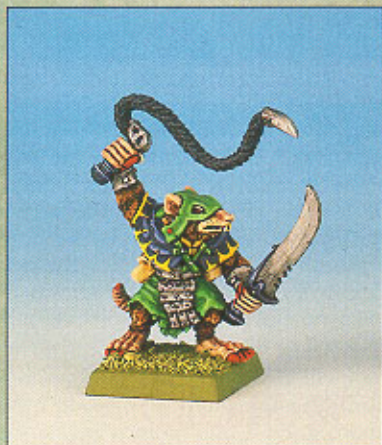


GOFF SKARBOYZ



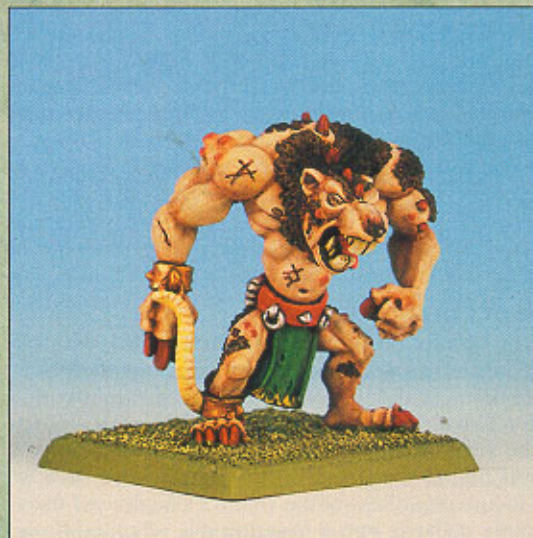
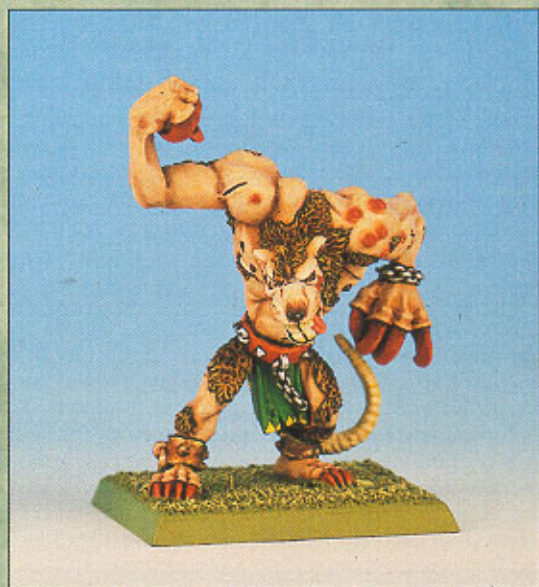
GOFF ORKS READY THEMSELVES FOR BATTLE.

CLAN MOULDER RAT OGRES



CLAN MOULDER PACKMASTER

Clan Moulder has relatively few warriors but sends packs of its mutant beasts into battle. They are driven on by specially trained Packmasters, experts in plying the lash and goading their truculent beasts into combat. Rat Ogres are the most feared of all Clan Moulder's mutant beasts: huge, Skaven-like creatures the size and strength of true Ogres but possessed of the speed and ferocity of Skaven. A Rat Ogre's small brain is devoted entirely to fighting and bloodshed so in battle units of Rat Ogres are controlled by Clan Moulder Packmasters who direct the monsters and unleash their devastating charges when the time is ripe.



SKAVEN VERMIN LORD

Towering high over even the great Rat Ogres, a Vermin Lord is a sight to make even the most resolute enemy's blood run cold. Crowned with long twisted horns and surrounded by an aura of pestilence and decay, the Vermin Lord is considered to be the evil embodiment of the Great Horned Rat himself.



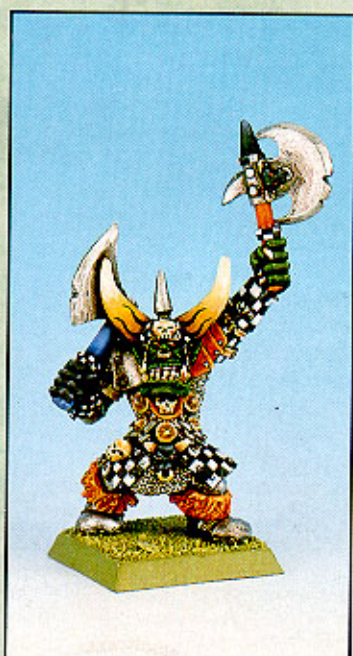
THE VERMIN LORD ATTACKS A WHITE WOLVES REGIMENT

BLACK ORC COMMAND

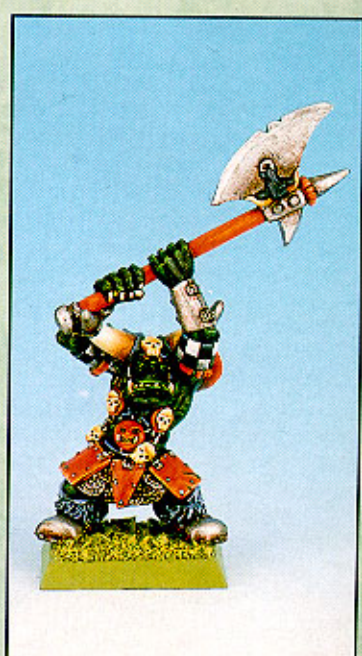
The origins of the mighty Black Orcs lie far back in the mists of time. Using arcane magics, the inscrutable Chaos Dwarfs, succeeded in creating this new race of Orc slaves. Black Orcs were strong, fearsome warriors, not given to endless in-fighting that characterises the other orkish races. However, the Black Orcs proved to be too independantly-minded to make good slaves, and rebelled against their masters. They have carved a niche for themselves as the most powerful of the Orc and Goblin tribes, but some Black Orcs still remain loyal to the Chaos Dwarfs.



STANDARD BEARER



BIG BOSS



BOSS



A REGIMENT OF BLACK ORCS

CHAOS FLEETS

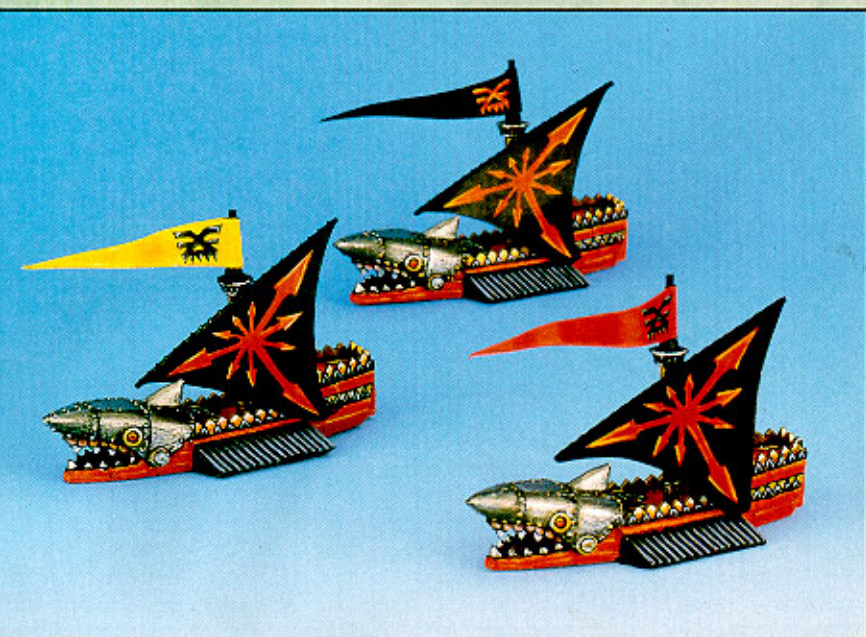
From the northern seas sweep the fleets of Chaos, to lay waste to the empires of the Old World. Emblazoned with the symbols of Khorne, huge Bloodships cut the water, driven by the power of insane oarsmen. As they close on their enemies, great bronze cannon rain down burning skulls, while the gaping maw on the Bloodship's skull-ram, vomits forth molten iron and lead. The dark hull of an Ironshark silhouetted against the horizon fills all eyes with dread. As these massive craft hunt down their foes, their huge fanged jaws gape open to tear their victims apart, spilling their blood into the black depths of the ocean. Behind these vessels sail the Chaos Deathgalleys, their hulls bursting with the zealous followers of Chaos, they roam the seas seeking only to spill blood in honour of the dark powers.



KHORNE BLOODSHIP



DEATHGALLEYS



KHORNE IRONSHIPS



HOBGOBLIN CHIEFTAIN

Hobgoblins are the treacherous, sneaky allies of the Chaos Dwarfs. Taller and thinner than Goblins, Hobgoblins often ride giant wolves and carry bows. In ages past, during one of the many rebellions against their Chaos Dwarf masters, Hobgoblins betrayed the Orc and Goblin slaves. Since this time the Hobgoblins have enjoyed the Chaos Dwarfs' favour and under the protection of their masters often fight as part of a Chaos Dwarf army.



HOBGOBLIN CHIEFTAIN MOUNTED ON A GIANT WOLF



CHAOS DWARFS AND BLACK ORCS CLASH WITH AN EMPIRE ARMY

SKARSNIK AND GOBBLA

Skarsnik is the chieftain of the Crooked Moon tribe and the most powerful Night Goblin Warlord in the whole of the southern Worlds Edge Mountains. All the other Goblin and Orc tribes acknowledge his overlordship of the mountains around the ruined Dwarf hold of Karak Eight Peaks.

Skarsnik is accompanied by a huge Cave Squig which he calls Gobbla. Gobbla is enormous, very smelly, and mindlessly vicious but seems totally loyal to his master. Skarsnik feeds Gobbla on Dwarfs and any Goblins careless enough to stray too close.



SKARSNIK



GOBBLA



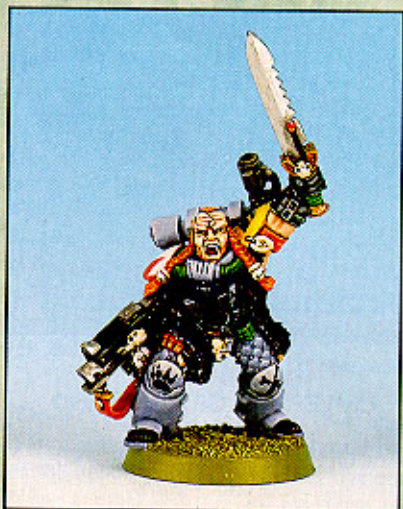
GOBLIN SQUIG HOPPERS



SKARSNIK AND HIS CAVE SQUIG GOBBLA LEAD AN ATTACK ON A HIGH ELF ARMY

SPACE WOLVES SCOUTS

Space Wolves Scouts are new recruits chosen from among the fiercest warriors of Fenris, the Space Wolves' homeworld. To earn a place as a Blood Claw, the Space Wolves Scouts must prove themselves by undertaking the most dangerous missions, often behind enemy lines. Scouts are only partially armoured and carry light weapons but they use stealth to catch the enemy by surprise and cause maximum damage.



SPACE WOLVES SCOUT SERGEANTS



SPACE WOLVES SCOUTS AMBUSH A FORCE OF GOFF SPACE ORKS.

DARK ELF CROSSBOWMEN



THE BLACK GUARD

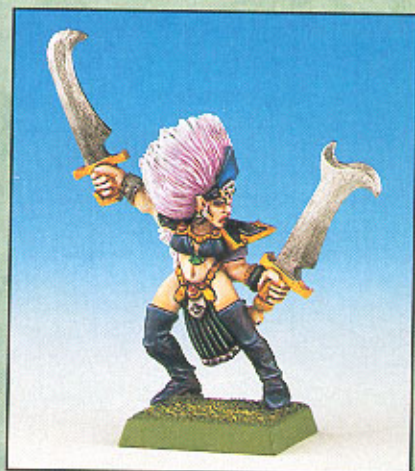
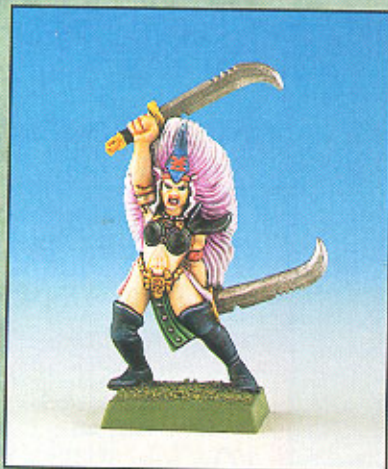
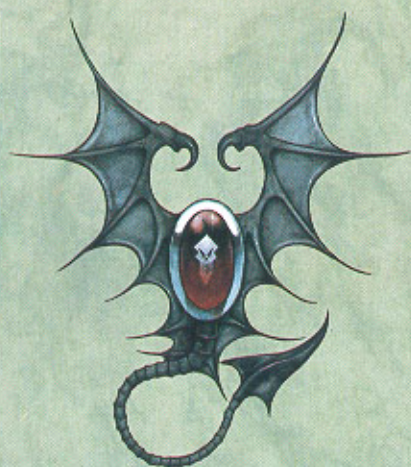


CITY GUARD REGIMENT



DARK ELF WITCH ELVES

Witch Elves are the most cruel and bloodthirsty of all the Dark Elves. Before battle Witch Elves drink blood laced with hallucinogenic herbs which drives them into a frenzy of bloodlust. They do not carry shields, caring nothing for their own protection, and are armed with sharp swords and long knives whose edges are dipped in venom. After battle they sacrifice victims to Khaine and bathe in cauldrons of blood, renewing their dark pact with the Lord of Murder.



WITCH ELVES MAKE A FRENZIED ATTACK ON A UNIT OF DWARF WARRIORS

IMPERIAL THUNDERBOLTS AND MARAUDERS



IMPERIAL THUNDERBOLT FIGHTER SQUADRON

In contrast, the larger and more heavily-armed Marauder Fighter-Bomber soars high above the battlefield. From here it is able to pick out the enemy's super-heavy tanks and Titans and annihilate them with its deadly battlecannon, lascannon and missiles.



IMPERIAL MARAUDER FIGHTER-BOMBER SQUADRON



IMPERIAL MARAUDER FIGHTER-BOMBER SQUADRON



THUNDERBOLT AND MARAUDER SQUADRONS MOVE IN TO SUPPORT THE IMPERIAL ARMoured ASSAULT

SPACE MARINE CHARACTERS



The Chaplain of the Ultramarines First Company wears black Terminator armour as directed by the Codex Astartes. His right shoulder pad retains the blue and white heraldry of the Ultramarines.



CHAPLAIN IN TERMINATOR ARMOUR



CHIEF LIBRARIAN TIGURIUS



CHIEF LIBRARIAN TIGURIUS LEADS A SQUAD OF TERMINATORS AGAINST THE ELДАР

TYRANID TERMAGANTS



TERMAGANTS WITH FLESHBORERS

Termagants are one of the mainstays of the Tyranid Hive Mind. These agile creatures hunt in large packs which rove ahead of the larger Tyranid Warriors. As they advance, their bio-weapons spit out a hail of living bullets which burrow into the flesh of their terrified victims. Before their foes can recover the Termagants charge, tearing apart any enemy troops who stand in their way.



TERMAGANTS WITH FLESHBORERS



A BROOD OF TERMAGANTS AMBUSH THE MORDIAN IRON GUARD

CADIAN SHOCK TROOPS



Melta-gun



Plasma gun



Sergeant with sword



Lasgun



Lasgun



Lasgun



Lasgun



Missile launcher weapons team



Autocannon weapons team



The Cadian Shock Troops ford a river in the face of heavy Eldar fire.

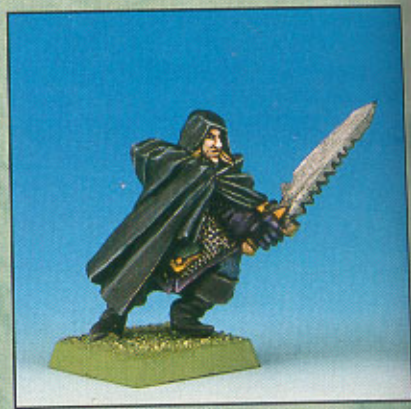
DARK ELVES



Dark Elf Sorcerer



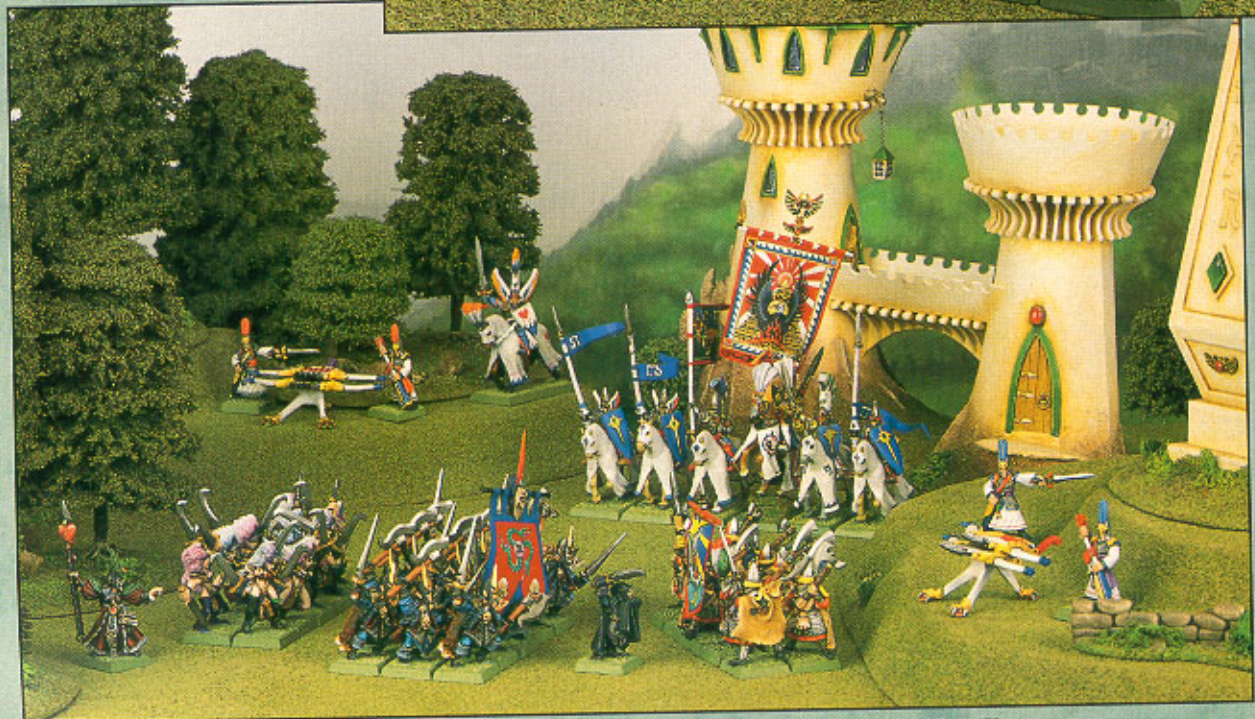
Dark Elf Assassin



Dark Elf Assassin



In the midst of battle, a Dark Elf Assassin leaps out to attack the High Elf Mage Lord Teclis



The bloodthirsty Dark Elves surge forwards, eager to attack the hated High Elves

HOUSE DELAQUE

The motives of the veiled House Delaquer are shrouded in mystery. The foolhardy might seek to pry further, but few who cross the Delaquer live to regret this error, being silently hunted down by shadowy figures emerging from the vents of the Underhive. Delaquer spies are said to operate throughout the hive, and it is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaquer.

Delaquer traditionally wear long coats with internal pockets for concealing weapons and other equipment. Pale and bald with eerie, whispering voices, their appearance does little to contradict an age-old reputation for double-dealing and espionage amongst the Houses of Necromunda.



Delaquer Leader with boltgun and stub gun



Delaquer with shotgun



Delaquer with lasgun



Delaquer Heavy with heavy stubber



Delaquer with autogun



Delaquer Juve with stub gun



Delaquer Juve with autopistol



Delaquer with lasgun

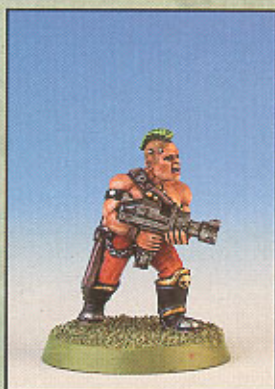


A Delaquer gang

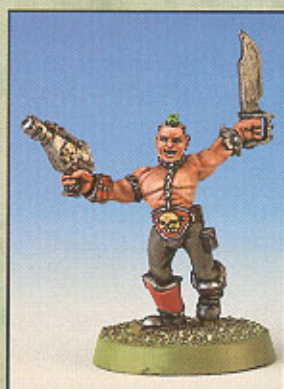
HOUSE GOLIATH



Goliath Leader with melta-gun and stub gun



Goliath Juve with autopistol



Goliath Juve with laspistol



Goliath with autogun and stub gun



Goliath with lasgun and autopistol



Goliath Heavy with heavy stubber



Ratskin with shotgun



Ratskin with lasgun



Ratskin with autogun



Ratskin with lasgun



Ratskin with shotgun



Ratskin with autogun and stub gun

UNDERHIVE SCUM



Scum with hand flamer



Scum with autopistol and plasma pistol

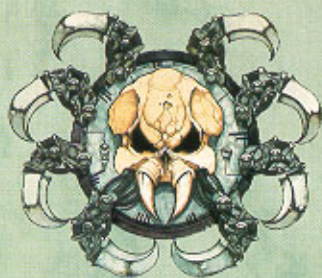


Scum with plasma pistol



Scum with bolt pistols

HOUSE VAN SAAR



House Van Saar is the most technically orientated of the Houses of the Underhive and is renowned for the careful workmanship and high quality of its products. Because of this, Van Saar goods are able to fetch a premium price amongst the Noble Houses, making Van Saar the wealthiest House in Hive City.

Just like the other Houses, the Van Saar adopt a unique and highly recognisable dress code. This takes the form of a tight-fitting body suit designed to protect the wearer in the Hive environment. Semi-permeable membranes in the suit reduce the loss of body moisture whilst various spots on the material change colour to warn the wearer of airborne toxins and reduced oxygen levels.



Van Saar Leader with plasma pistol and chainsword



Van Saar with autogun



Van Saar with shotgun



Van Saar Heavy with heavy stubber



Van Saar with lasgun



Van Saar Juve with stub gun and autopistol



Van Saar Juve with laspistol



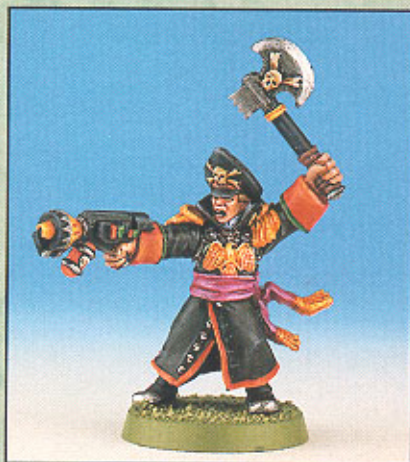
Van Saar with autogun and laspistol



A Van Saar gang

IMPERIAL COMMISSARS

Commissars are held in fear and respect by the soldiers of the Imperial Guard. Their role is to maintain the discipline and honour of the Emperor's finest troops and, if necessary, to give their lives as an example to their comrades.



Commissar with hand flamer and power axe



Commissar with boltgun and sword



Commissar with power fist and sword

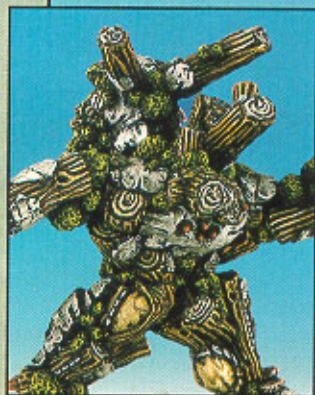
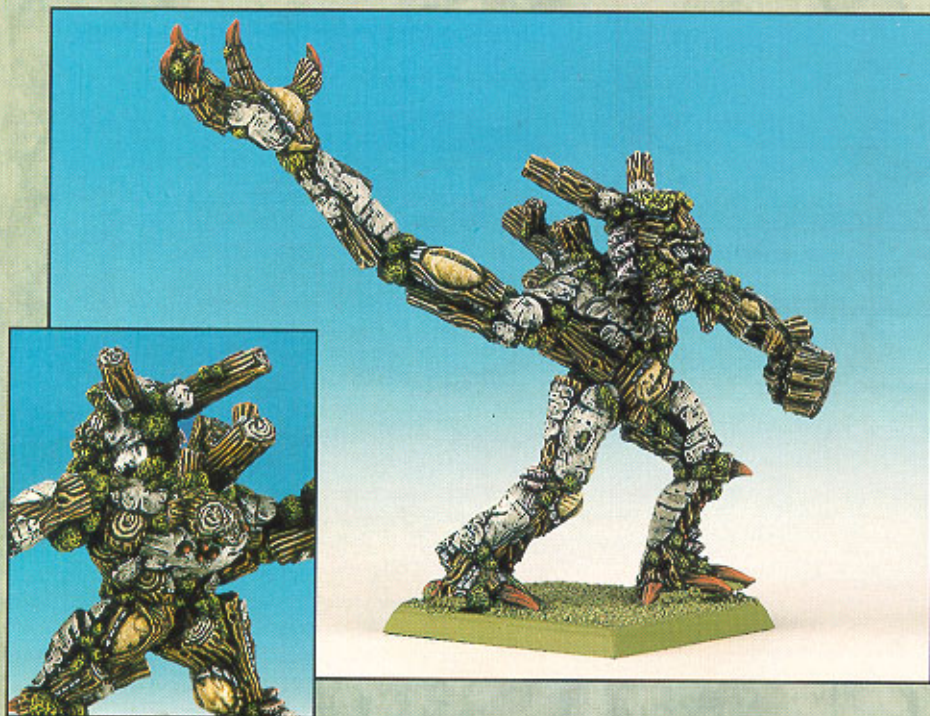


COMM-LINKS



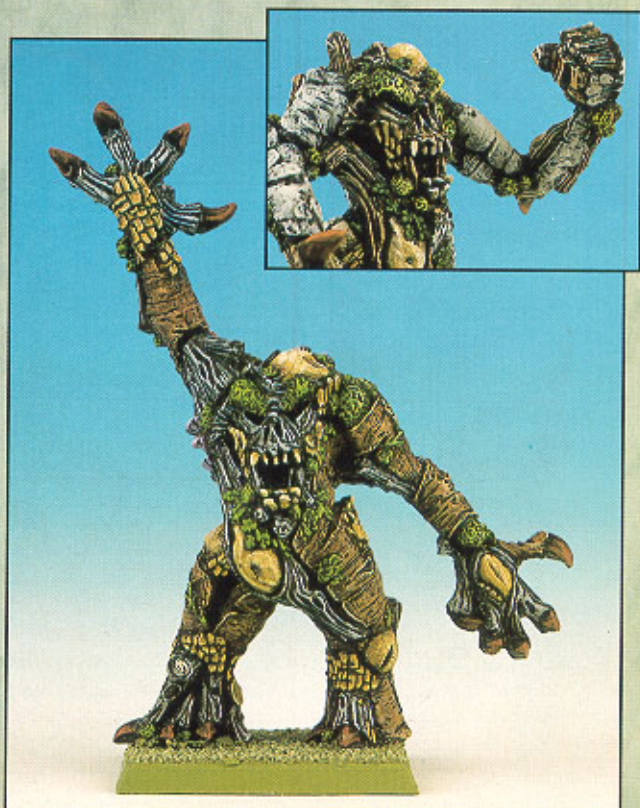
DURTHU THE TREEMAN

Durthu resembles a wizened and gnarled old oak tree. He is ancient beyond reckoning and has endured in the depths of the forest for untold ages. If the Forest of Loren is invaded, Durthu will be disturbed by the sounds of battle and destruction. Enraged, he will lurch through the forest seeking out the intruders and attack them with a savage fury that defies description.



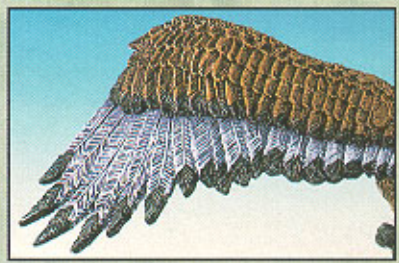
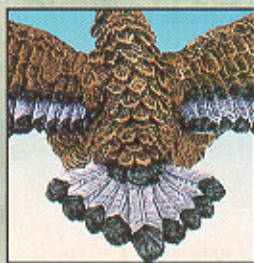
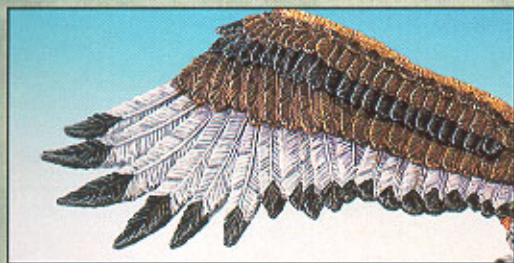
TREEMEN

With their massive, trunk-like legs and thick branching arms, Treemen look like great old oaks, their clawed feet spreading like roots into the ground. In battle, Treemen use their immense bulk and powerful limbs to smash anything that stands in their path.



EAGLES

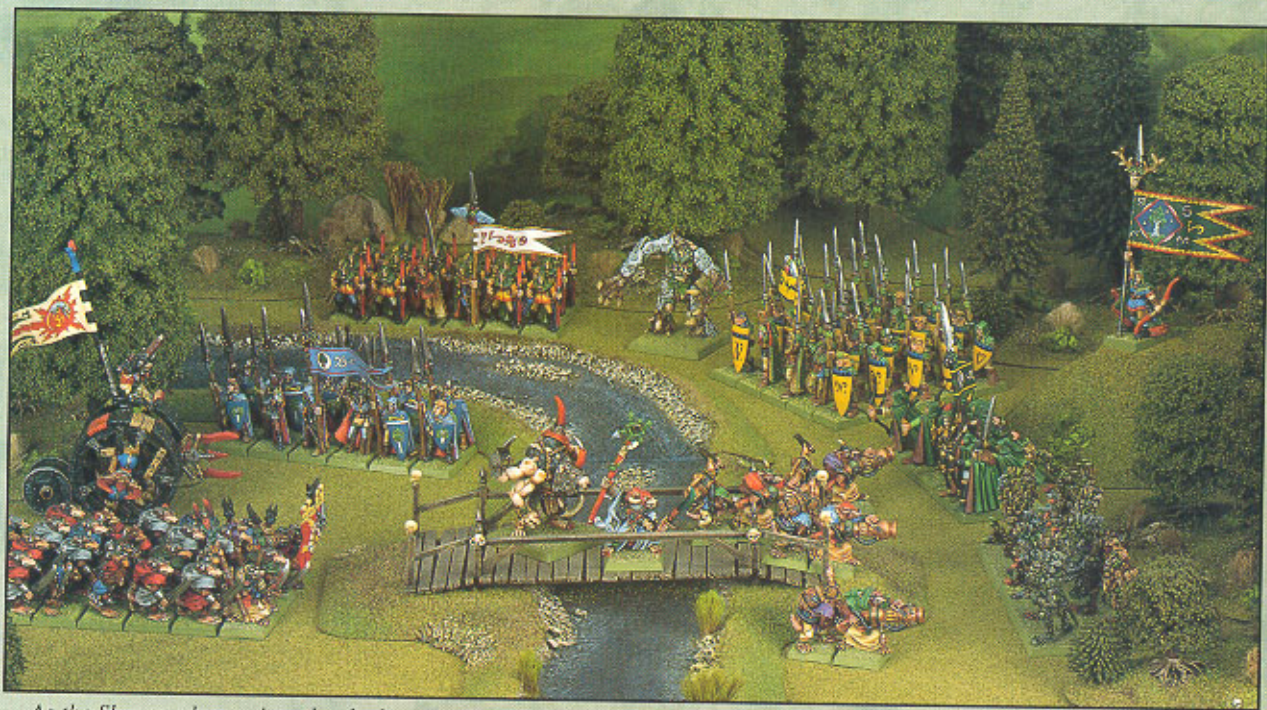
Since the dawn of time, the ancient and proud race of Great Eagles has lived among the peaks and crags of the Grey Mountains on the edge of the Forest of Loren. Here the most skilled and adventurous Wood Elves seek them out and attempt to befriend these proud birds. Those special few who are fortunate enough to succeed in winning the trust of a Great Eagle gain a true friend for life, as well as a loyal mount. Great Eagles are a fearsome sight in battle, swooping down from above to tear into the enemy with their razor-sharp talons.



Great Eagles swoop down to attack an embattled Chaos Dwarf Lord and his retinue.

WOOD ELF GLADE GUARDS

When their forest homes are threatened by invaders, the Wood Elves must quickly muster their forces. Often their first line of defence are the Glade Guards, whose preternatural skills allow them to move through the densest woods and undergrowth without hindrance. Using their speed, the Glade Guards can quickly surround their foes, holding them up until more warriors are prepared for the bitter defence of their sacred lands.



As the Skaven advance into the shadowy realm of the Forest of Loren, a Wood Elf host emerges from the trees to give battle.

RATSKIN RENEGADES



Brakar – The Avenger

Among the many inhabitants of the Hive, the Ratskins are often considered to be some of the most peaceful. However, ruthless Underhivers exploit their gentle nature, burning their homes and enslaving their children for profit and gain. Such desperate situations can cause outbreaks of unappeasable rage amongst the Ratskins, who band together as renegades and outlaws to wreak revenge on their oppressors.

One of the most savage figures in Ratskin folklore is Brakar – the Avenger, he that rains death. He stalks the Underhive with his trusty heavy stubber, aiding bands of Ratskin Renegades in their battles against those who would plunder and raze their homes.



Ratskin with autogun



Ratskin Chief



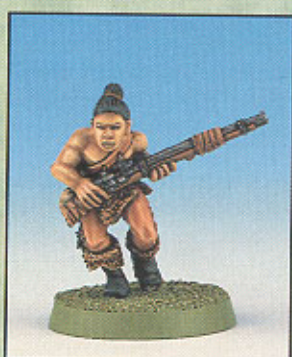
Ratskin Shaman



Ratskin Brave with hand bow



Ratskin Brave with stub gun and knife



Ratskin Brave with musket



Ratskin with lasgun



Ratskin with musket



IMPERIAL STORM TROOPERS

The Storm Troopers are the Imperial Guard's best fighting regiment. Unlike other regiments, they are recruited from all across the Imperium and wear a distinctive uniform which is instantly recognisable by other Imperial Guard units. In action, companies or battalions of a thousand men at a time provide a core of ultra-trained, well-equipped squads that can be used to bolster other Imperial Guard regiments as needed.



Storm Trooper sergeant
with sword



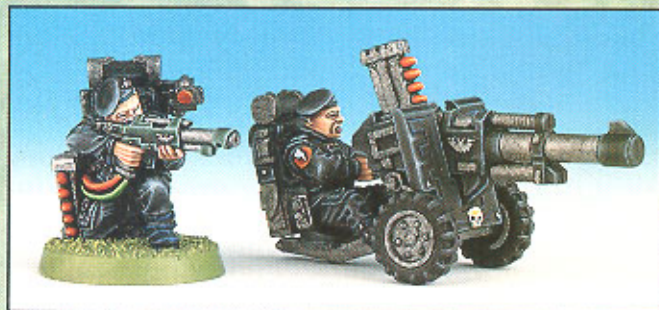
Storm Trooper sergeant
with bolt pistol



Storm Trooper with
plasma gun



Storm Trooper with
melta-gun



Autocannon weapons team



Heavy bolter weapons team



Only the Storm Troopers can hold back the tide of Genestealers as they swarm over a vital defensive position.

PIT SLAVES

Many of the Guildler slaves of Necromunda find themselves “modified” by their masters – limbs are altered or simply lopped off and replaced with heavy industrial equipment, turning the hapless victim into a nightmare mannikin of steel and flesh. Of course, these devices also make very handy weapons, and so when one of these slaves manages to escape he will often find himself in high demand by gang leaders with a few creds to spare.



Pit slave with shears and laspistol



Pit slave with rock drill and stub gun



Pit slave with hammer and autopistol



Pit slave with buzz saw and stub gun



Pit slave with claw and autopistol



Pit slave with chainsaw and laspistol



The Van Saars' fancy weapons are of little use against the brute force of the Orlocks' pit slave allies.

RATSKIN RENEGADES



Ratskin Shaman

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous downhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering, and would rather not have anything to do with them. Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing wherever they can to cleanse the Underhive of intruders. Their vengeful cries pierce the night as they go to war, led by their fierce tribal chief.



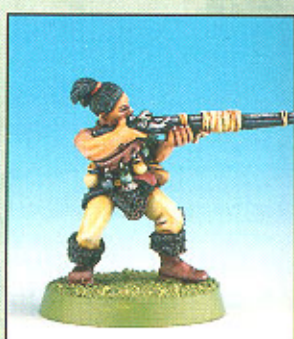
Ratskin Chief



Ratskin Brave with
autopistol



Ratskin Brave with
blunderbuss



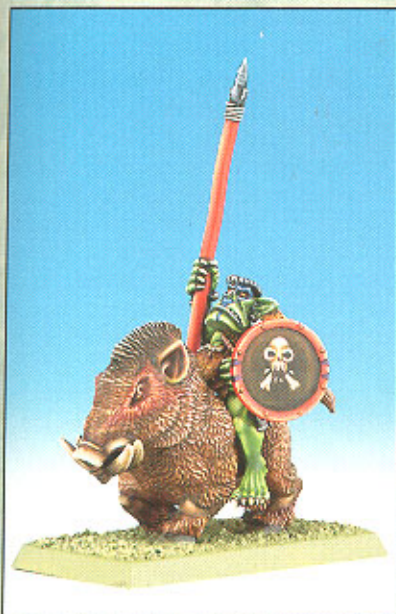
Ratskin Brave with musket



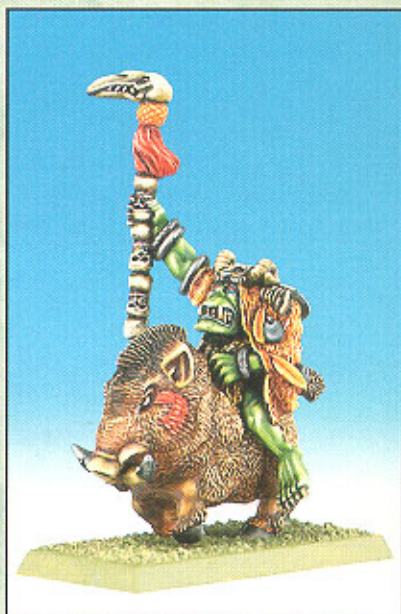
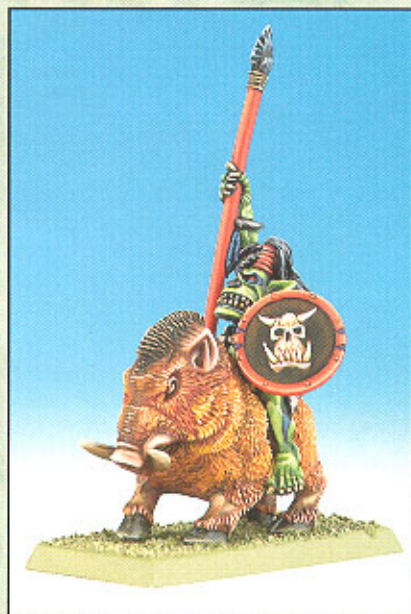
To prove their courage the Ratskin Braves charge the foe, buying time for the war party to move into position...

SAVAGE ORC BOARBOYZ

Savage Orcs are frenzied fighters whose ferocity is well known throughout the Old World. The strongest and bravest of their kind ride into battle on vicious war boars, wielding crude stone axes and spears. Accompanying them are the Savage Orc Shamans, renowned for their extraordinary powers and their ability to make magic potions. When the Savage Orcs go to war, their Shaman marks them with tribal tattoos using a strong magical concoction. These tattoos protect the Savage Orc Boyz like armour. If a Savage Orc Shaman rides with a mob of his Boyz then the power of the tattoos is enhanced still further, while the wild energy of the mob fills the Shaman with the power of the Waaagh!



Savage Orc Boarboyz armed with spears



Savage Orc Shaman on war boar



The Savage Orc Boarboyz rampage over the Empire artillery before they have a chance to fire.

SCAVVIES

Even amongst the demented and monstrous dwellers of the Underhive, the Scavvies are truly the lowest, the very scum of the sump. Deformed and devolved beyond the ken of what is rightly called humanity, these foul beasts form a new class of creature. Yellow-skinned and covered in disgusting sores, warts, blisters and cracks, Scavvies hide their bodies under scraps of cloth scavenged from dumps and corpses. Crude hooks and peg legs are a common sight, grafted onto arms and legs in order to replace the twisted limbs of the most horribly deformed. Even more inhuman are the Scavvy's allies – the reptilian Scalies and the infected, half-dead Plague Zombies.



Scawy Boss with shotgun and autopistol



Plague Zombie



Plague Zombie



Scaly with spear gun



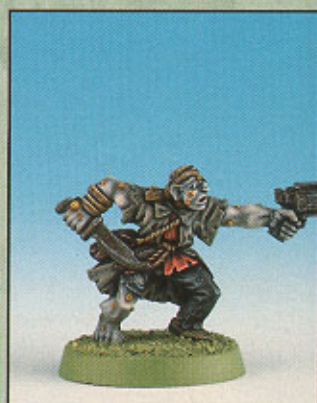
Scawy with stub gun



Scawy with autogun



Scawy with shotgun



Scawy with stub gun

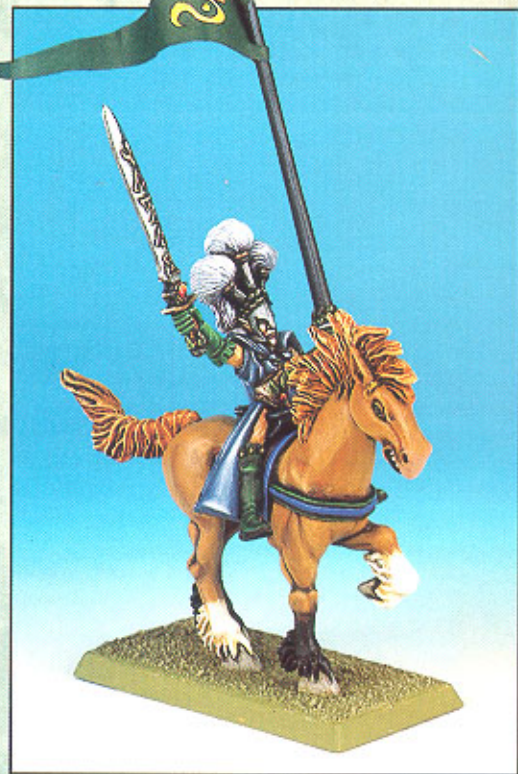


A Scawy gang

WOOD ELF GENERAL



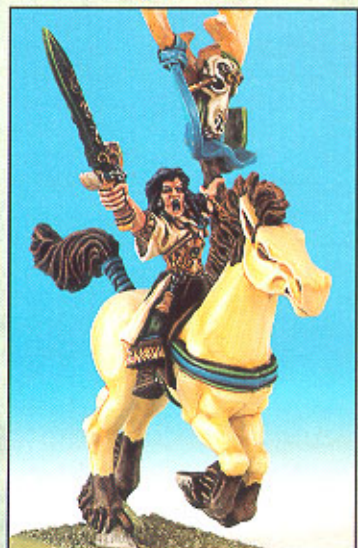
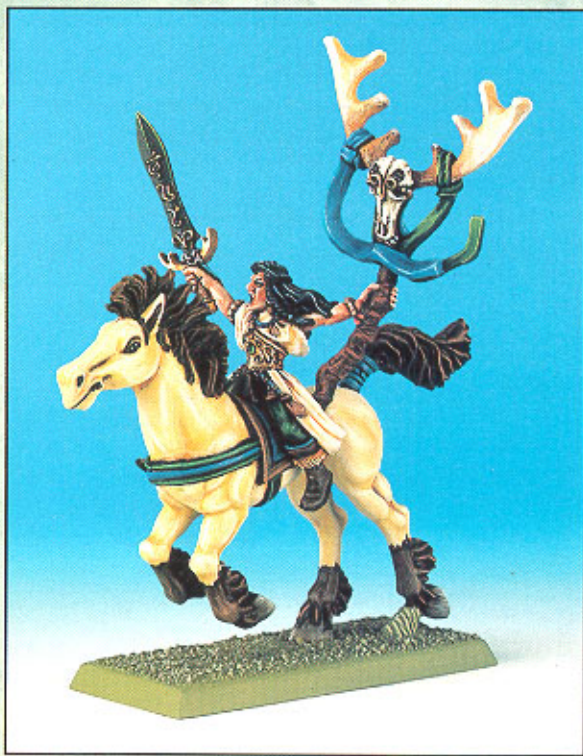
The General of a Wood Elf army will also be the Lord of one of the Kindreds of Loren. He will often ride into battle upon an Elven Steed, especially if he is a Lord of the Kindred of Equos who watch over the herds of Elven Steeds in the Meadow Glades.



WOOD ELF MAGE

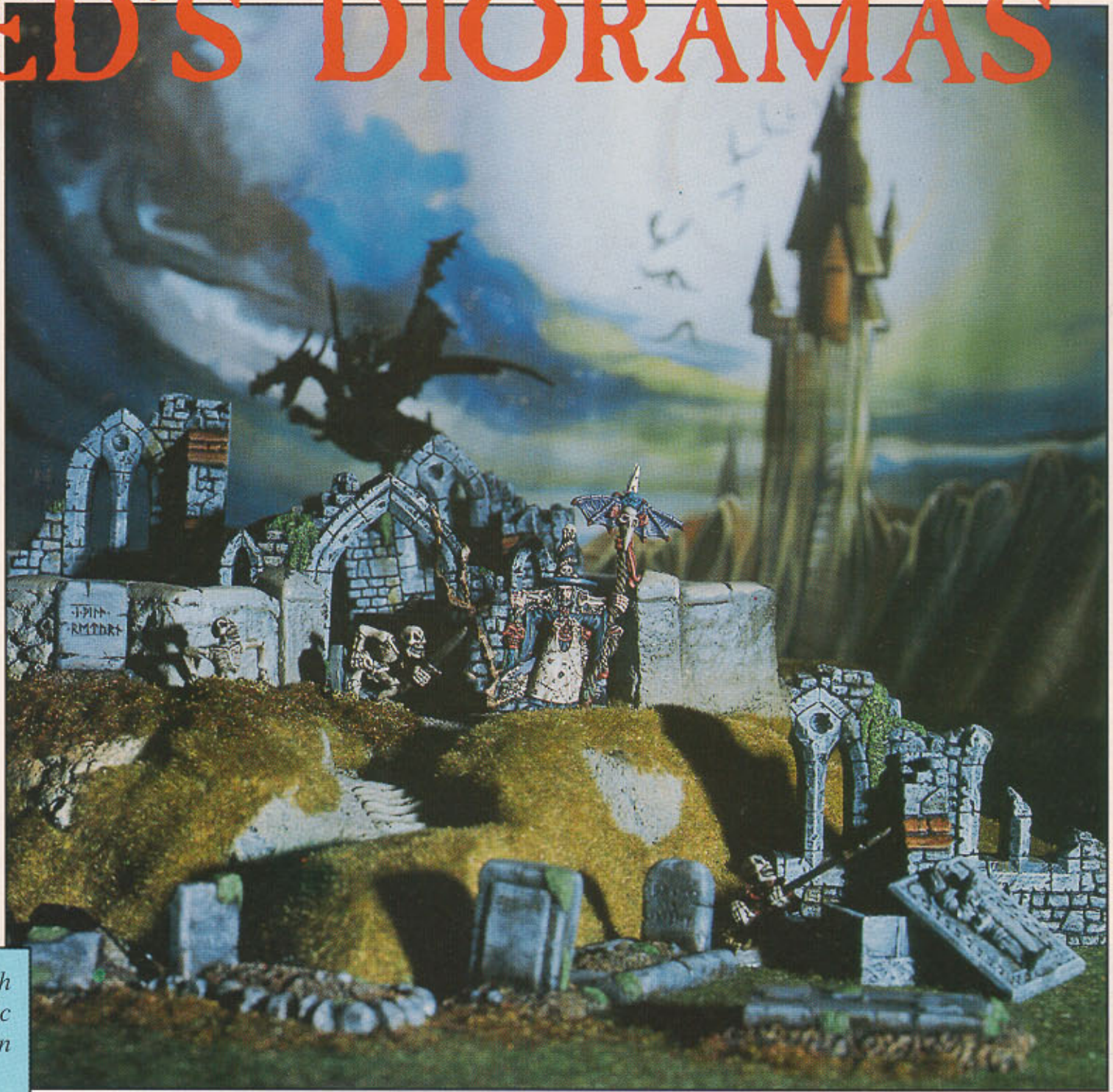
Wood Elf Mages are experts in divination and are able to communicate with trees simply by touching them. They can rouse dormant Treemen, invoke Dryads and cause trees to grow rapidly in any shape they desire by chanting their strange and arcane songs.

Of all the Wood Elves, the Mages are the most attuned to the forest and the wild magic that flows through its rich, verdant glades.



FRED'S DIORAMAS

Only very rarely do we get photographs of miniatures from outside the Studio that we can use in *White Dwarf*. It is even rarer for us to get good photos of dioramas or battles. However, with his vast photographic experience, it is hardly surprising that Fred has turned out some cracking shots.



The evil Heinrich Kemmler chants horrific rites of summoning in the dead of night.



Arbaal the Undefeated marches across the Wastes in search of fresh blood for Khorne.

These dioramas differ from the ones that Mike McVey makes, in that they are temporary set ups, more like the battle shots we do to illustrate battle reports and such. Each shot has been put together for the camera, using a selection of superbly painted miniatures, scenery and terrain pieces.

If you look over the page, you'll find that some of the miniatures featured in these shots actually have gaming bases which Fred has cunningly concealed from the camera. Fred uses everything from special lighting techniques to smoke blowing across his dioramas to create some very atmospheric images and scenes.

One of the best things about Fred's dioramas are their themes. Most of the shots we use in White Dwarf are of whole armies (or large parts of them) clashing across the battlefield. Fred's pictures, on the other hand, have a few well placed models which emphasise a particular theme or story.

If you're thinking of entering the Golden demon '96 Battle Scene or Open categories this year, you could do worse than look at Fred's work for some inspiration and an idea of how to illustrate a story with miniatures. Of course, we don't expect you to supply a whole lighting rig and smoke machine!

Although we'd dearly love to feature photographs like this with the Studio miniature collection, we simply don't have the time. We're sure Fred isn't going to stop photographing these brilliant displays and hopefully we'll be able to show you some more of them in future issues.

If you have anything similar you think would look great in these pages, why not write in and let us know about it?



The trouble with dungeons is that you never know what's around the next corner....



Wary villagers defend their home against the depredations of a Giant.

KARLOTH VALOIS AND PLAGUE ZOMBIES



Karloth Valois

Long ago the Redemptionist Crusade pursued the Zombie Master Karloth Valois into the darkness of The Abyss where he disappeared from the Underhive. However, there are those that maintain he is still alive, occasionally emerging at the head of a pack of foul Plague Zombies to wreak vengeance on those who persecuted and drove him out.

Karloth uses his special psychic abilities to draw sustenance from the souls of the living, leaving them an empty, lifeless husk. In this gruesome fashion he has managed to survive for far longer than any normal man, but his hunger constantly gnaws at him, reaching painful heights if he does not feed frequently.



Plague Zombie



Plague Zombie



Plague Zombie



Plague Zombie



Scawy Boss



Scaly with scatter cannon

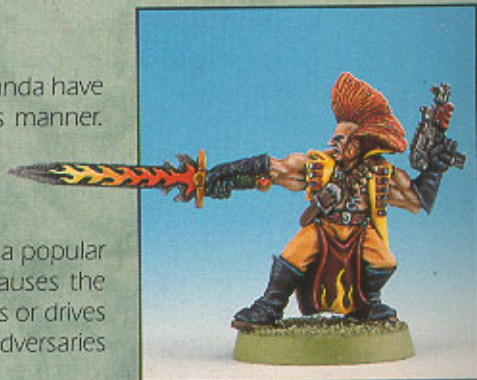
SCAVVIES AND SCALIES

In pursuit of his own dark goals, Karloth has allied himself with the degenerate Scavvies on a number of occasions. In return for swelling their contaminated ranks with his enslaved Plague Zombies, the Scavvies and Scalies provide Karloth with fresh captives to feed his vast and unnatural psychic hunger.

WYRD PYROMANIAC

Many humans have latent psychic powers, but the Wyrds of Necromunda have learned to control their abilities and use them in a direct, conscious manner. They are ruthlessly hunted by the authorities, but this doesn't stop some gang leaders employing them to use their strange powers in battle.

The devastating energies Pyromaniac Wyrds can unleash make them a popular hired gun for the Underhive gangs of Necromunda. Whether he causes the enemy to spontaneously combust, conjures up a raging wall of flames or drives the foe out of cover with punishing goutts of fire from his fingertips, adversaries soon learn to fear the fiery power of the Pyrol



Wyrd Pyromaniac

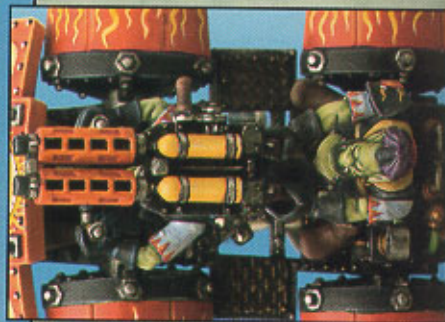


ORK WAR BUGGY



All Orks love fast vehicles, none more so than the fastest, most speed-freaked clan of them all: the Evil Sunz. These greenskins just can't help it! Not content to build the best light vehicles they can, they love to take them out to see what they can do! At every opportunity they put their foot down perform the most hair-raising stunts, the sharpest breakneck turns, stretching their machines to the limit and far beyond. Evil Sunz Mekaniaks, Orks who really have the know-wotz about teknoLOGY, spend their lives tinkering with their creations, adding a few nails here and taking a bit off there, in order to make the fastest machine possible. Once they've finished their modifications, all that's left to do is give their creation a final lick of red paint 'cos every Ork knows that "red wunz go fasta!"

Some of the most popular vehicles the Evil Sunz use are their War Buggies. As the manic driver guns the engine and hares off over the battlefield, the gunner hangs on for dear life, firing his multi-melta at anything that isn't green! Look out! Here come the Orks!



REDEMPTIONISTS

Redemptionists are religious fanatics who believe that mankind has fallen from the path of righteousness and is destined to drown in the filth of its sin if left unchecked. In order to cleanse the population of abominations and heretics, zealous bands of Redemptionists crusade deep into the Underhive. There are few who have enough faith and presence to go down amongst the vile unbelievers, and the task of leading the crusades falls to the Redeption Priests. These individuals are feared and reviled by the normal folk of the Underhive – horrifying tales of their unthinking cruelty and merciless faith keeping even the most unruly in line. But these terrible images of fiery doom are no mere tale to frighten children: the grim forces of the Redemption really do lurk in the shadows...



Redeption Priest with sword and flamer



Redeptionist Brother with two autopistols



Redeptionist Deacon with grenade launcher



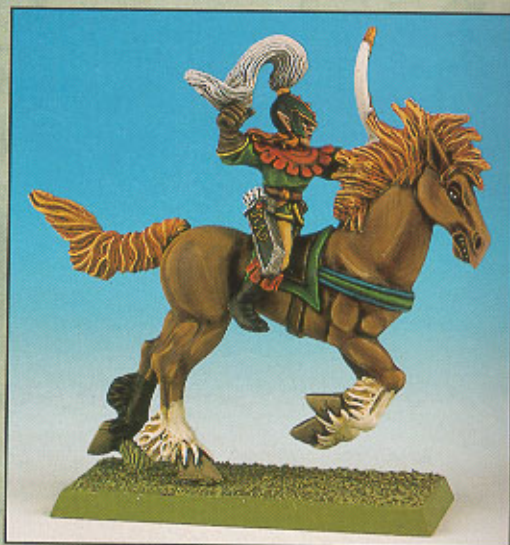
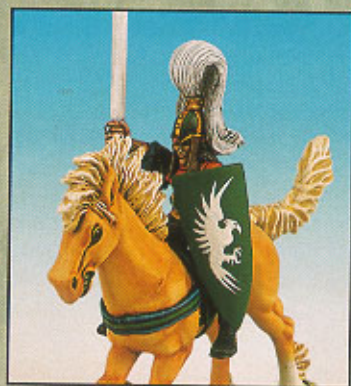
Redeptionist Zealot with a massive axe



Redemptionists spread the purifying flame of enlightenment to an unwilling Van Saar gang...

GLADE RIDERS

The Wood Elf Glade Riders belong to the Kindred of Equos. They patrol the Wild Heaths that surround the Forest of Loren, ready to chase away intruders. They ride Elven Steeds and keep herds of these swift and highly spirited horses in the secret Meadow Glades within the forest. Not only are the Glade Riders expert shots with the bow, but they are equally skilled at riding fast through thick scrub and between the trees of the forest.



WOOD ELF WARHAWK RIDERS



Warhawk Rider with spear



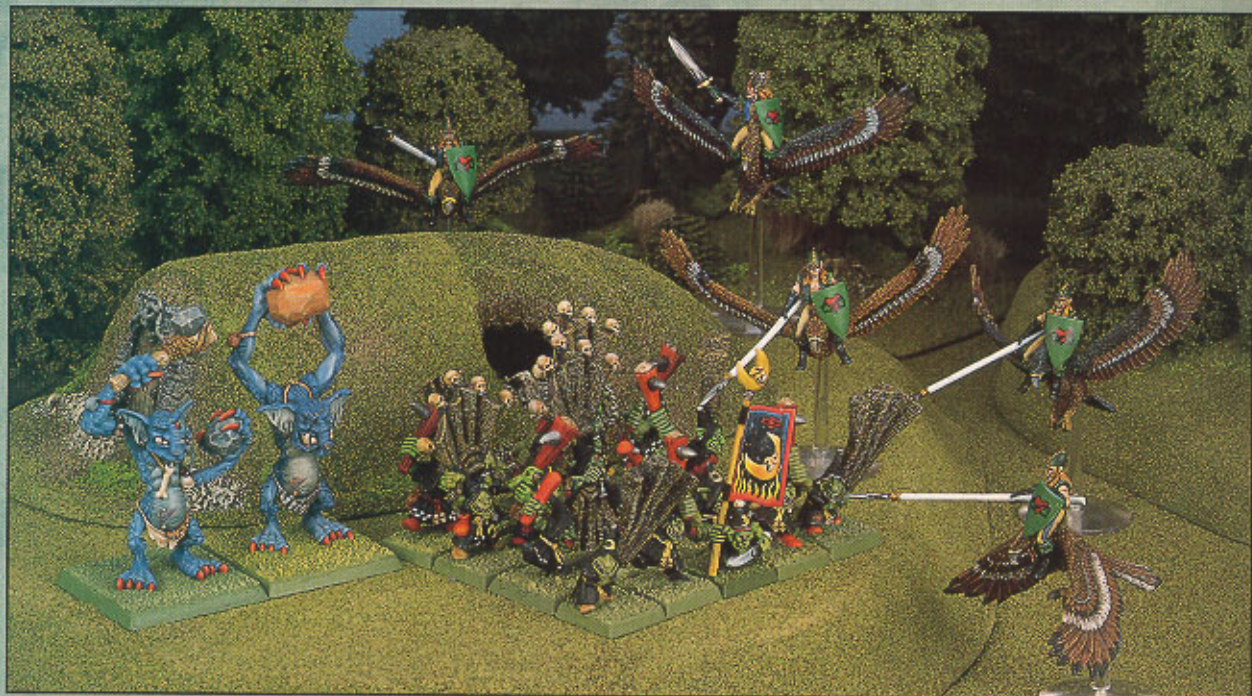
Warhawk Rider with longbow



Warhawk Rider with spear



Warhawk Rider Champion

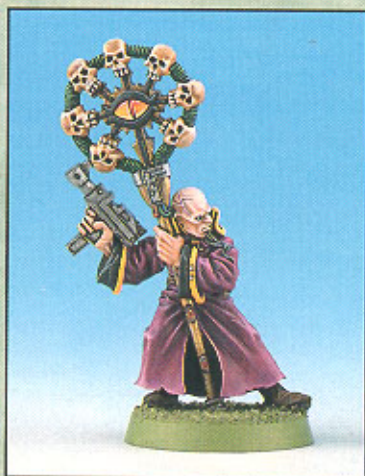


A patrol of Warhawk Riders surprises a band of Trolls and Goblins as they loot a burial mound

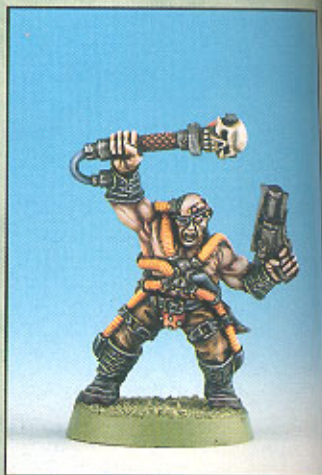
NECROMUNDA WYRDS

Every day the sinister Black Ships of the Inquisition bring thousands of psykers to Terra. Some are found worthy and become sanctioned members of the Adeptus Astra Telepathica or other wings of the Administratum. For the majority, their fate is less honourable, but just as vital – their souls are fed into the massive Golden Throne that sustains the immense power of the Emperor of Mankind.

However, no matter how diligent the Inquisition, regardless of the number of witch hunts that sweep whole planets, there are those that escape the hunters. Amongst these are the Wyrds of Necromunda – raw, untrained psykers whose lives and souls are in peril every time they use their strange powers. These abilities manifest themselves in many ways, from the mind-control powers of the Telepath to the psychic manipulation of matter that is the talent of the Telekinetic. No matter what their particular taint, all Wyrds are ruthlessly persecuted and many hide themselves amongst the mass of humanity that crowds the Underhive. Here they are relatively safe and can find service amongst the degenerate gangs who care not for the law.



Wyrd Telepath



Wyrd Telekinetic

SCAVVIES AND MUTANTS

Life in the toxic wastes near the sump is harsh, and strange contagions and pollutants fill the air and water. For generations these contaminants have eaten away at the genetic structure of the Scavvies, creating foul, misshapen mutants.



Scavy mutant with spikes



Scavy with blunderbuss



Scavy mutant with claw



Scavy with autopistol



Scavy with shotgun



Scavy with shotgun



Scavy mutant with extra arm



Scavy with autogun



Knights Errant Trumpeter

KNIGHTS ERRANT HERALDRY

Upon the appointment of their errand of knighthood, the Knight Errant will be equipped with the full panoply of a Knight. They may spend years as Knights Errant in the retinue of a senior Knight, baron, duke, or even the king himself, before finally achieving their task. During this time they wear the plain, unadorned heraldic colours of their Dukedom of origin, or colours chosen by the liege-lord whom they serve. They do not display blazons. The famed Errantry Banner carried by the Knights Errant displays the crown of Bretonnia, proclaiming the allegiance of the Knights Errant to their sovereign lord.



Knights Errant Standard Bearer



Impetuous Knights Errant charge into the fray, scattering a mob of Savage Orcs before them.

BRETONNIAN KNIGHTS ERRANT



Bretonnian Knights Errant



Knights Errant Champion



Knight Errant





Paul Thomas

PAUL THOMAS

Paul paints loads of Citadel models and does it very well. His Imperial Guard army is one of many that he has collected; this one taking about two years to complete.

The basic squads are all painted in regimental colours of his own design. For example, Paul wanted an urban look for his Catachan Jungle Fighters instead of their traditional green so he painted them grey. The Storm Troopers are painted with red berets which, along with his Cadian Shock Troops, are his favourite squads in the army.

A tank lover through and through, Paul's original idea was to have a whole platoon of each type of Imperial Guard vehicle (that's ten Leman Russ', ten Chimeras etc, etc!). But you know how it goes, there's always something else to paint. Paul told us that he hadn't really painted any vehicles before he started on the Imperial Guard so he used the same highlighting techniques as he did on his Infantry squads rather than just using a big brush to drybrush them with.

Griffons are Paul's favourite vehicles at the moment and he's come up with an interesting tactic for using them in battle. He keeps three of them in reserve for two turns or so and then brings them on to deal with any enemy troops who have strayed too close to Imperial Guard lines. In fact he quite likes to keep his reserves for later on in the battle rather than bring them on in the first turn like many players seem to do. As far as army selection goes, Paul would like to have less Hellhounds and more Griffons. He would also like to include a lot more basic 100 point infantry squads to bulk out his forces. Keep dipping your brush Paul!

Catachan Jungle Fighters



Mordian Iron Guard



Imperial Storm Troopers



Rough Riders of Attila

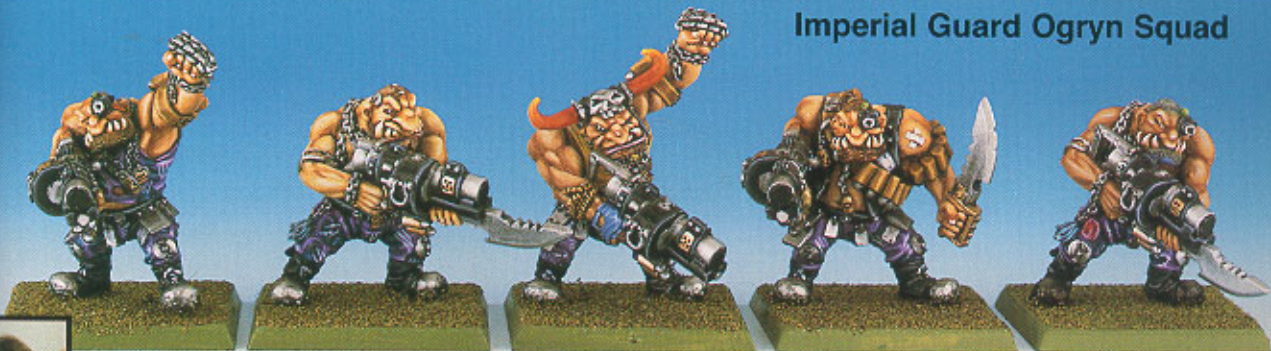


WARHAMMER
40,000

Cadian Shock Troops



Imperial Guard Ogryn Squad



A WINNING IMPERIAL GUARD TACTIC BY LONNIE MULLINS FROM THE USA

I can hear it now, "Imperial Guard? How can you possibly win with the Imperial Guard?" Let me say, I've never lost a game with my army once I found the key ingredient for success: Ogryns!

A little lesson I learned some time back as I collected my Imperial Guard army was no one really expects you to be on the offensive. The Imperial Guard make great offensive troops, and most of my opponents (and yours for that matter) will build their armies for anti-tank and assault if they're fighting against an Imperial Guard army. If you use the following tactic this will be their downfall. First take one squad of fear-causing Ogryn from your additional units allotment. Place them in your specially constructed Chimera (also from your additional units, you know the one, it's the one with the supercharged engine, ablative armour and bulldozer blade. Next add a Commissar as a turret gunner (his BS of 5 will improve your chances to hit). Mix well and employ as reserves. The following should ensue.

The Chimera comes screaming across the battlefield on turn two, ramming into any enemy troops or bikes foolish enough to get in the way. If you're lucky, you'll find yourself in or near your enemy's deployment zone. Now the fun begins. Your Ogryns jump from your Chimera, probably taking one wound each from hitting the ground at such high speed (so what, they have three wounds to start with - just a flesh wound!). Now you open fire with your Ogryns' "DAKKA DAKKA DAKKA!" And guess what? Ogryns at close range never ever miss! Now your Commissar opens fire along with the gunner manning the Chimera's heavy bolter. Do you have any idea how many Sustained Fire dice

that is? Two each for the Ogryns, two for the heavy bolter and three more from the scatter laser for a grand total of 15! Eat hot death alien scum! If anything survives, it's probably broken and running (if it's smart). Other units find it difficult to charge those fear-causing behemoths in hand-to-hand. Left to their own devices, the Ogryns will happily go skipping through your enemy's deployment zone dispensing a taste of boot and hot lead to anything in range.

The reason this tactic is so successful is that I have found there are only two types of opponent. The majority are those who play angry, "Oh you killed my Exarch! I'm gonna pound that unit into the dirt." These are the types of players who, when something goes wrong take their revenge on the unit that caused the problem. The minority fall into the category of those who play cold (me, for example), "Oh, you killed my Commissar, I guess I'll just have to continue my battle plan without him". This opponent has a set plan and will not bend (or bends very little). Both types of opponent will fall victim to this tactic as no one can afford to have 12 foot tall monsters that cause fear rampaging through their deployment zone. Most small arms won't stop them, so your opponent uses his heavy weapons to stop these beasts, allowing your tanks and infantry to move forward and sweep all that is before them!

While no plan ever survives contact with the enemy, I think you'll find no enemy will survive contact with this plan. Cheers to you all and good luck in your next game!

If you have any other great tactical ideas, send them in to White Dwarf. Don't write pages of stuff, though. Please be brief!

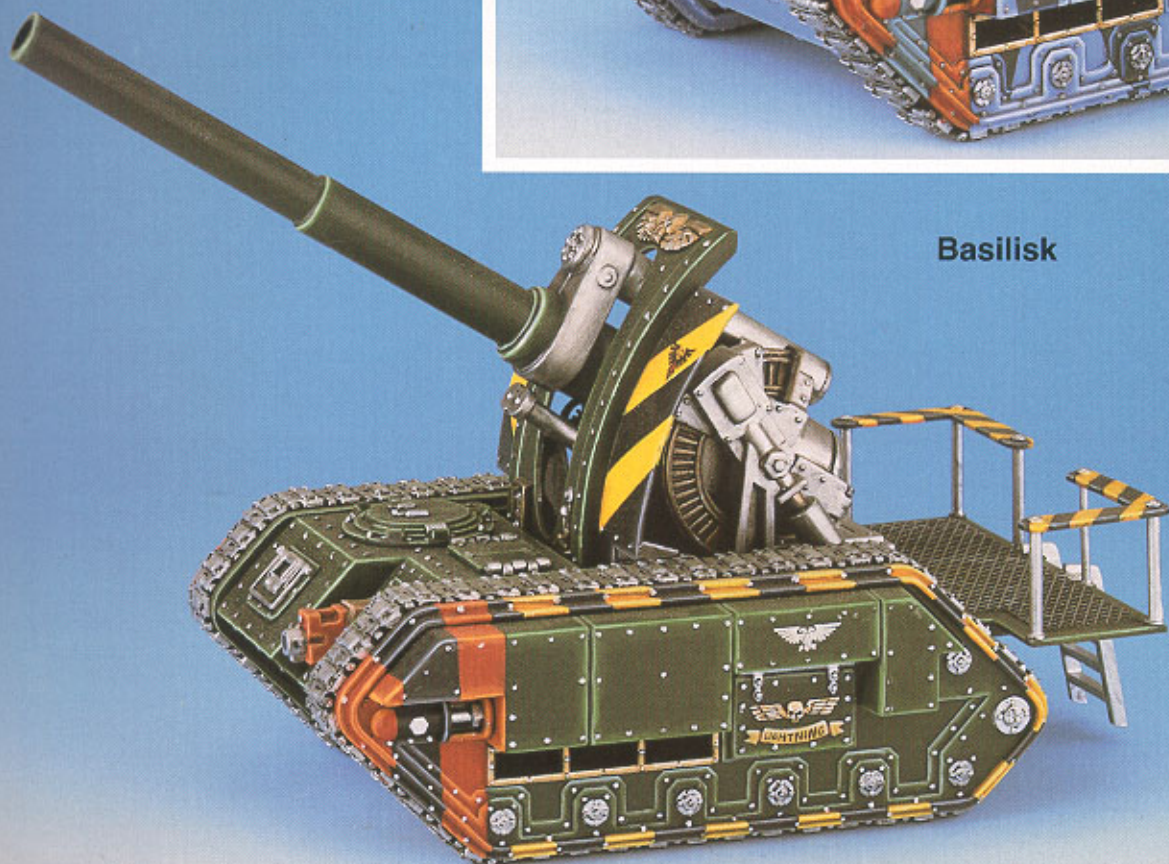
Paul has done some conversion work on all his tanks, and has come up with some great painting ideas too. These include diagonal colour stripes and camouflage painted in unusual patterns.

Chimera

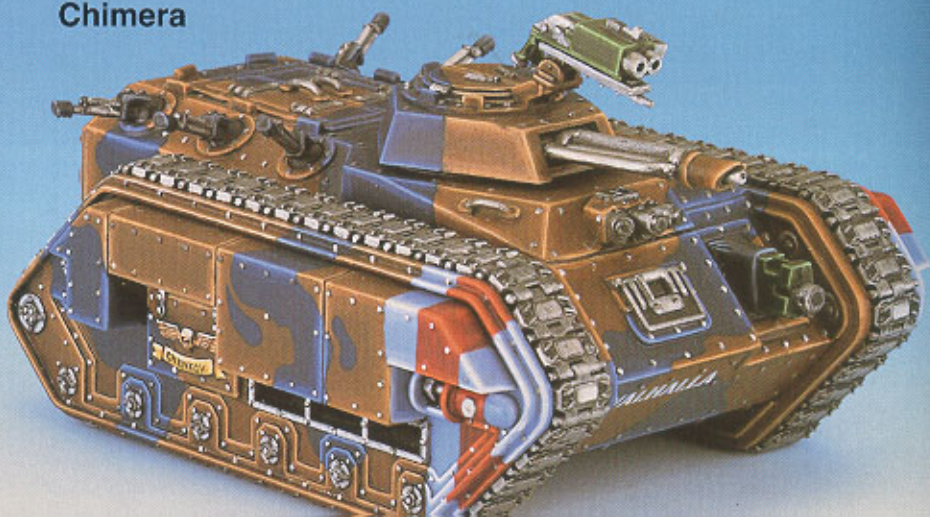
We like the way that this camouflage pattern works with narrow bands extending out from the turret, getting broader as they move down the tank.



Basilisk



Chimera



Commissar

pattern starts
from the turret,
on the tank.

Leman Russ

Paul has used the spotter from the Griffon model kit as a Tank commander on this Leman Russ.

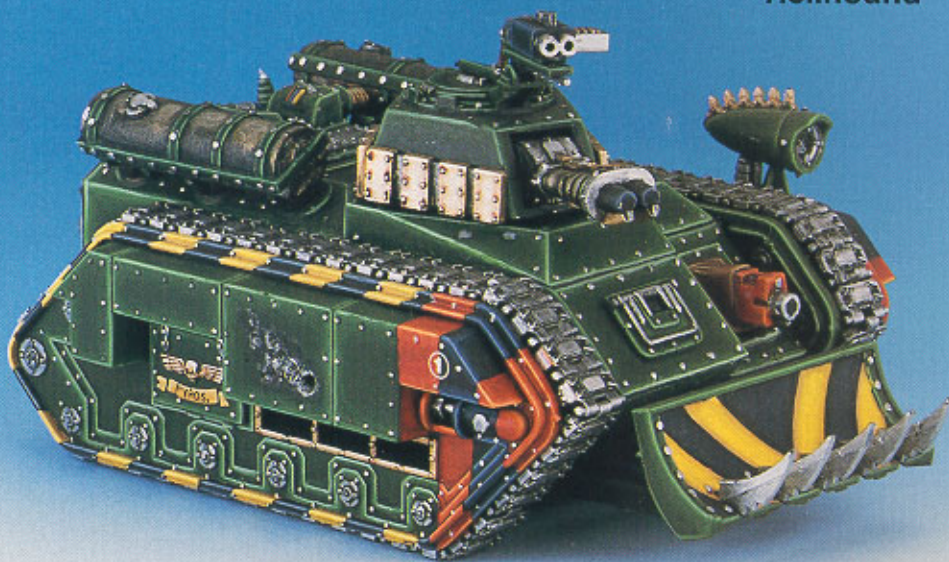


WARHAMMER
60,000



Primaris Psyker

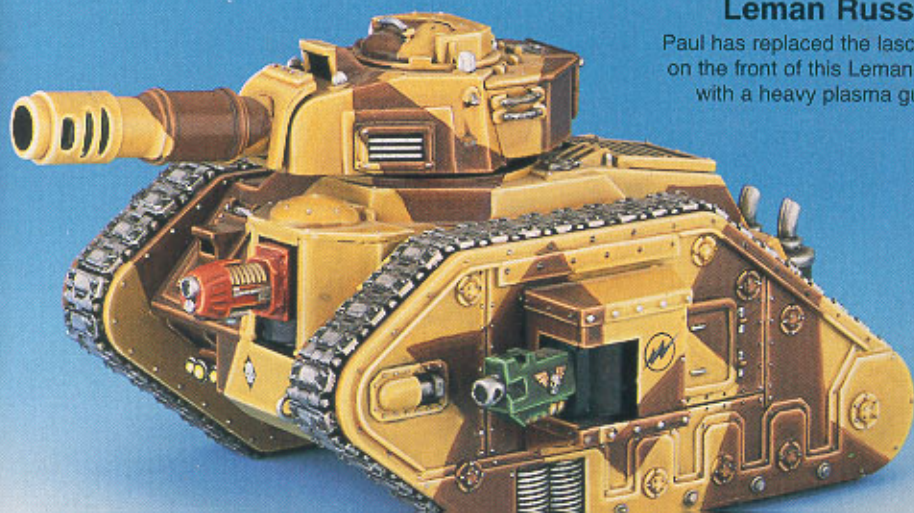
Hellhound



Captain Al'rahem of Tallarn

Leman Russ

Paul has replaced the lascannon on the front of this Leman Russ with a heavy plasma gun.



Commissar

Brian has really gone to town on the Gorkamorka greenskins and by far the most popular of his models in this range are the Ork Nobs shown below. The other models also carry the 'mark of Nelson' from the feral looking Grots to the savage Ork Spanners.



Gorkamorka Grots



Gorkamorka Ork Biker (above) and Rokkit Buggy (left)

Brian really enjoyed getting to grips with the greenskins because "they're big and brutal with big and brutal guns!" What more could you want?

GORKAMORKA™ Orks and Grots



Gorkamorka Spanner



Gorkamorka Nobs

WARHAMMER

Orcs & Goblins

Brian's rapidly growing reputation as 'Mr Greenskin' is based on his fantastic work on the Warhammer Orc & Goblin range of models.

His first greenskins to be produced were the Orc Big 'Uns which really epitomise the Orcs with their tattered armour and crude but savage weaponry.

Brian really loves greenskins be they for Warhammer, 40K or Gorkamorka! He thinks that they are an incredibly exciting range offering an endless challenge to capture the feral savageness of these monstrous creatures



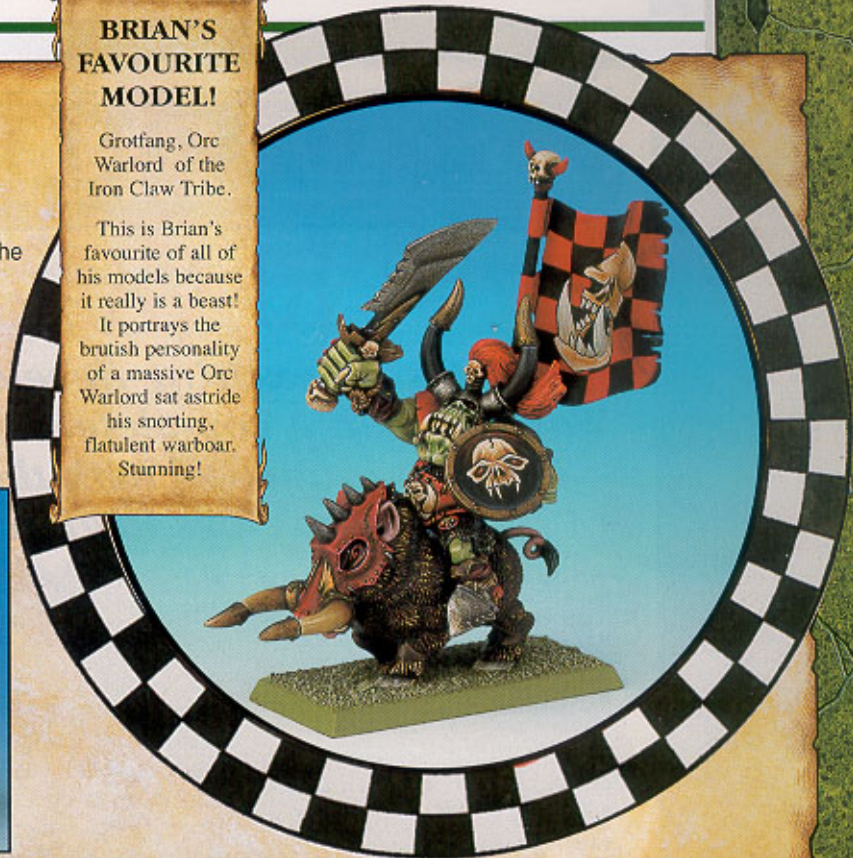
Orc Big 'Un

BRIAN'S FAVOURITE MODEL!

Grotfang, Orc Warlord of the Iron Claw Tribe.

This is Brian's favourite of all of his models because it really is a beast!

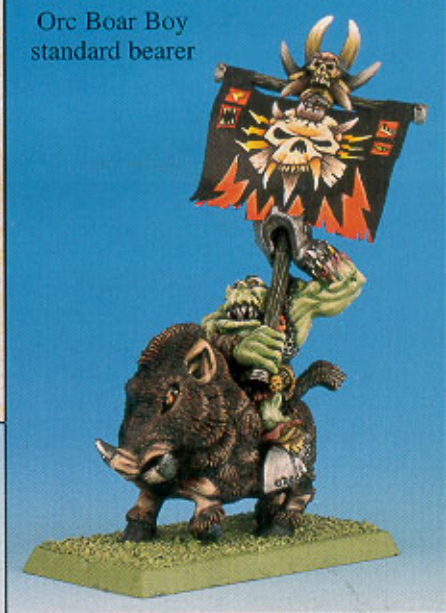
It portrays the brutish personality of a massive Orc Warlord sat astride his snorting, flatulent warboar. Stunning!



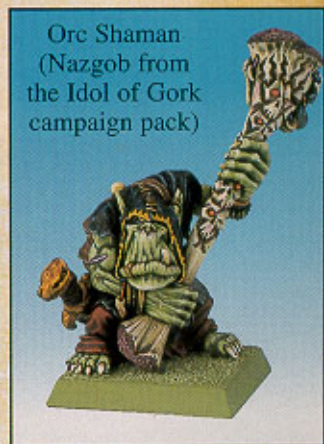
Orc Boar Boy Boss



Orc Boar Boy standard bearer



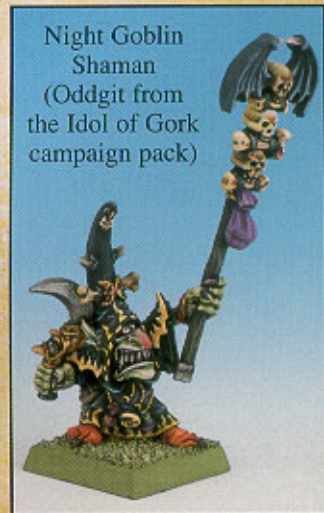
Orc Shaman (Nazgob from the Idol of Gork campaign pack)



Goblin Wolf Chariot



Night Goblin Shaman (Oddgit from the Idol of Gork campaign pack)



NAGGAROTH NIGHTMARES



Witch Elf



Dark Elf Thrower



Dark Elf Blitzer



Witch Elf



GALADRIETH GLADIATORS



Phoenix Warrior



High Elf Lineman



Lion Warrior



Lion Warrior





Nobbla Blackwart



Scrappa Sorehead



Morg 'N' Thorg

THE ORCLAND RAIDERS



Orc Lineman



Orc Lineman



Black Orc



Black Orc



SKAVENBLIGHT SCRAMBLERS



Gutter Runner



Skaven Stormvermin



Skaven Lineman



Skaven Stormvermin



The Skavenblight Scramblers bypass the Galadrieth Gladiators defence with a passing play during a Chaos Cup match



Gutter Runner



Skaven Thrower

Andy Ansell's Blood Angels Army



Andy, who works at Games Workshop Reading, has been collecting Warhammer 40,000 armies since 1989. We thought this was an excellent opportunity to show his great 3,000 point Blood Angels army.

Andy: Blood Angels are my favourite Space Marine Chapter. I prefer my army to close with the enemy and charge into combat, so the Blood Angels are ideal!

Right: This Veteran jump pack Assault Marine has additional hair and shoulder pads made from modelling putty. In order to make him stand out, I gave him Commander Dante's jump pack. It is more ornate than a regular trooper's jump pack. Finally I covered the base of the flying stand with texture.

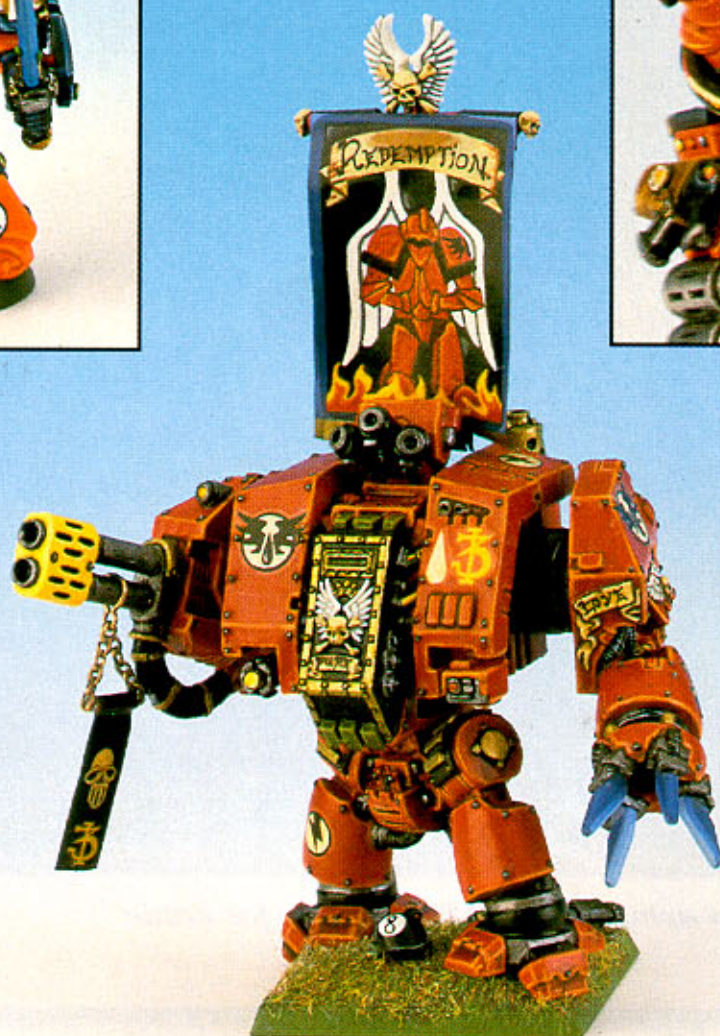


Left: My Terminator Sergeant Vexator is made from a plastic Terminator with a Space Marine Scout head. The purity seals and targeters are added from modelling putty.



Left and below: I gave this bike twin-linked melta-guns for real hitting power, and made it rear up on its base in a wheelie.

Right: I wanted my Dreadnought to look tall and imposing. Metal spacers between the ankles and the waist make it stand tall. I finished it off by building up the base to make it even taller.



Pop into the Reading Store and check out Andy's army!

GRUDGEBEARERS



Blitzer



Runner



Longbeard



Troll Slayer



ATHELORN AVENGERS



Thrower



Catcher



Lineman



Wardancer





STAR PLAYERS



Horkon Heartripper



Prince Moranion



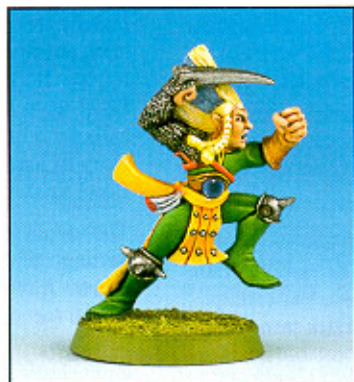
Lord Borak the Despoiler



Grim Ironjaw



Death Roller



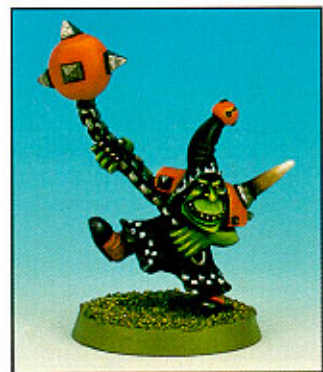
Jordell Freshbreeze



Count Luthor Von Drakenburg



Headsplitter



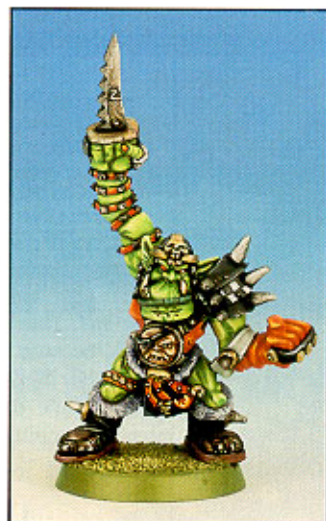
Fungus the Loon



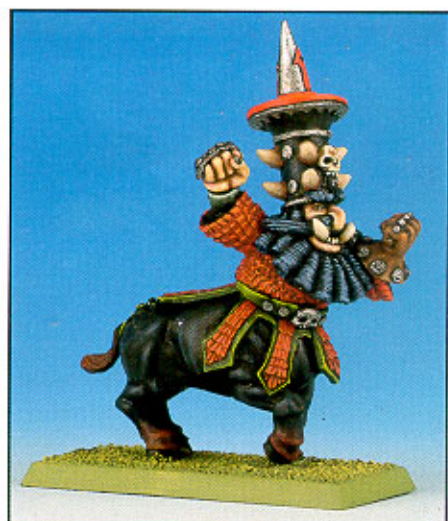
Gnashrack Blackhoof



Ripper Bolgrot



Varag Ghoul-Chewer



Hthark the Unstoppable



Hakflem Skuttlespike



Bomber Dribblesnot



SKAVEN AND CHAOS MUTANTS



Claw



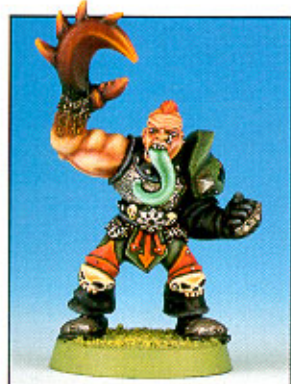
Extra Arms



Big Hand



Very Long Legs



Claw



Extra Arm



Tentacles



CHAMPIONS OF DEATH



Mummy



Wight



Zombie



Ghoul



CHAOS ALL-STARS



Chaos Warrior



Beastman



Beastman



Chaos Warrior



HALFLINGS



GOBLINS



ZHARR-NAGGRUND ZIGGURATS



Chaos Dwarf



Hobgoblin



Hobgoblin



Chaos Dwarf

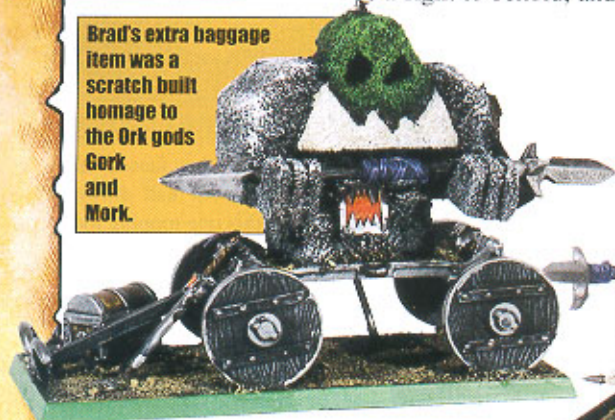


Brad DeiCas - Orcs and Goblins

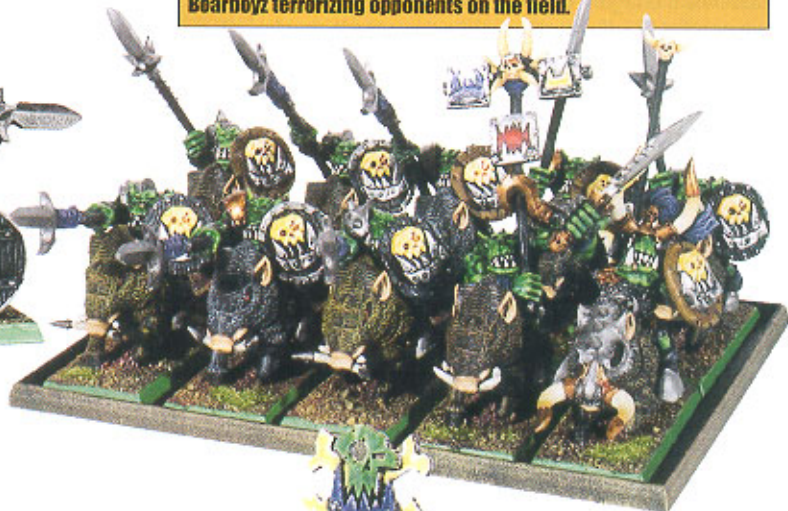
Best Army Appearance Award

Best Army Appearance is decided upon by a group of painting judges who spend the day roaming the hall, soaking in the magnificent paint jobs. Army appearance takes into account individual paint jobs on character models and troopers as well as the quality of bases, creativity throughout the force, and the overall theme of the army. "The War Pigs," Brad's mobilized greenskin army, was constructed from nothing but boarboyz and chariots. It was truly a sight to behold, and wound up landing Brad the Appearance award.

Brad's extra baggage item was a scratch built homage to the Ork gods Gork and Mork.



In addition to this fearsome unit, Brad had three other mobs of Boarboyz terrorizing opponents on the field.



Brad's wheeled terrors were the scourge of the battlefield no matter who he took on. The massive 6-Boar Chariot above is the height of greenskin vehicle technology. It may not add anything to its effectiveness in the game, but it looks fantastic. (And it might just divert your opponent's attention from the important stuff.)



A shield rack of defeated foes went to the Best Army Appearance winner.

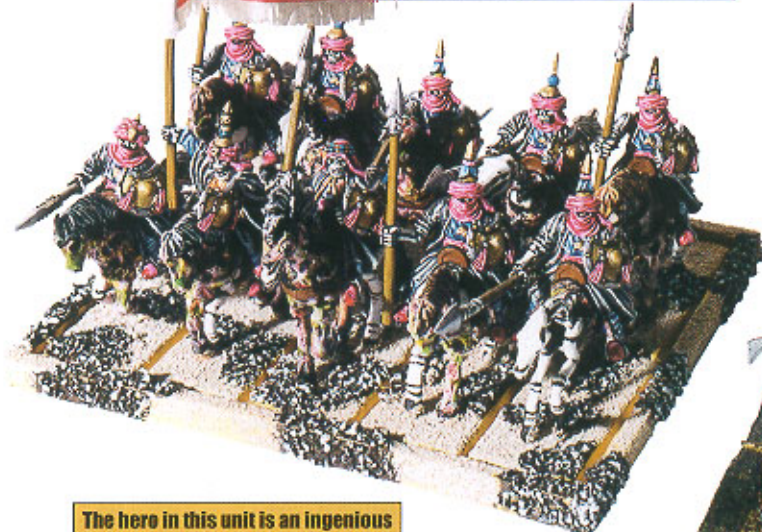
Jason Russell - Khemri Undead

Best Army Selection Award



Best Army Selection is based solely on the army list of the winning player. Composition judges select the list they feel represents the fairest, most diverse, and imaginative army list while staying within the rules and character of the player's chosen army. Jason Russell (who you may remember from the 1999 Canadian Grand Tournament) brought his amazing Khemri army to this year's Warhammer Staff Tournament and proceeded to pull in this award.

Al Mukhtar's gave their torsos to these Undead horsemen to ensure they fit Jason's overall look.



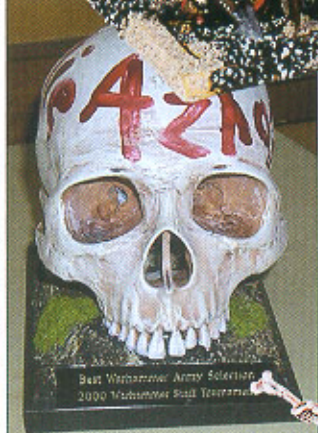
These flying carpet Carrion drew glances from everyone as they passed by one of Jason's games. He used small snippets of Cotton cloth and printed the designs from the internet straight onto them before hardening them with glue for the perfect Khemri Carrion.



The hero in this unit is an ingenious conversion using the Dogs of War Paymaster torso and creating him into a djinn. Details like this turn a good army into a great army.



Jason's Ghouls are not your standard regiment. If you look closely, you'll notice that they're busy devouring a unit of Empire Soldiers as they head forward to meet the enemy.



The Best Army Selection award shows you're "ahead" of the pack.

Mark Renye - Orcs and Goblins

Best Army Award



The Best Army Award goes to the player whose army is judged to have achieved an exemplary balance of fair army selection coupled with an outstanding standard of appearance throughout the army. Mark Renye's horde of Greenskins is a marvel to see on a tabletop, and is an army that any Warhammer player would love to face in battle.

Massive units of cavalry rule the day when it comes to Mark's army. This unit of Wolf Riders is just one sparkling example.

A novel concept, Mark mobilized his Orc Shaman by putting him aboard a Boar Chariot.

To unify his Boar Riders and Warboss, Mark used the same shield design and skull motif.

Forest Goblin Spider Riders ignore terrain when moving. Imagine this giant block moving up and over the wall you thought protected you.

Nothing should give an opposing General nightmares like a snorting mob of Orc Boar Boyz charging in, especially when they look as good as this regiment does.

The classy Best Army award up close.

Ed Phillips - Necrarch Vampire Counts

Overall Tournament Champion



The Overall Tournament Champion combines high scores in all aspects of the Tournament. Painting, Army Selection, Sportsmanship, the Knowledge Quiz, and of course, Battle Points are all factored together and in the end leave no doubt as to who should stand at the top of the heap. Ed Phillips, a true Warhammer maniac, had it all fall into place and walked away the champ.



Ed used the torsos and arms from the Soldiers of the Empire, topped with Grave Guard heads, glued onto the lower portion of the new ghosts to make his Spirit Host

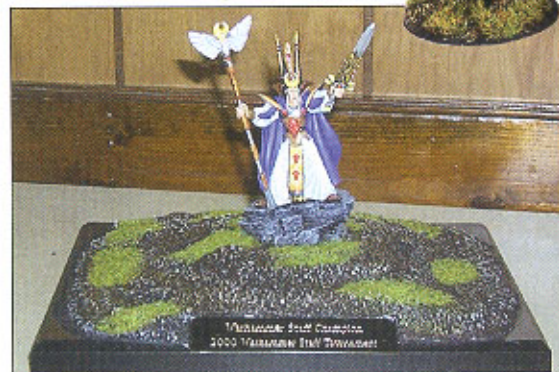
Look close and you'll spot Scyla for a conversion thereof leading these Dire Wolves into combat.



Ed took inspiration from a short story in the Vampire Counts book to create his own Necromancer with the "Great Book of Wisdom."



These Vampire Bats (above) and Bat Swarms (right) may look a bit different than you're used to. That's because Ed used serpents from Lizardmen Serpent Swarms for the bodies.



The Overall Tournament Champion Award - a proud moment for acts of heroism!



Fletcher Brown - Bretonnians Best General Award

The Best General Award goes to the player who winds up with the most Battle Points at the end of the day. Battle Points result from your Win/Loss record plus or minus your modifying points throughout the tournament. Fletch drove his Araby Bretonnians to victory on the field of battle, resulting in his taking the award for outstanding Warhammer Generalship.



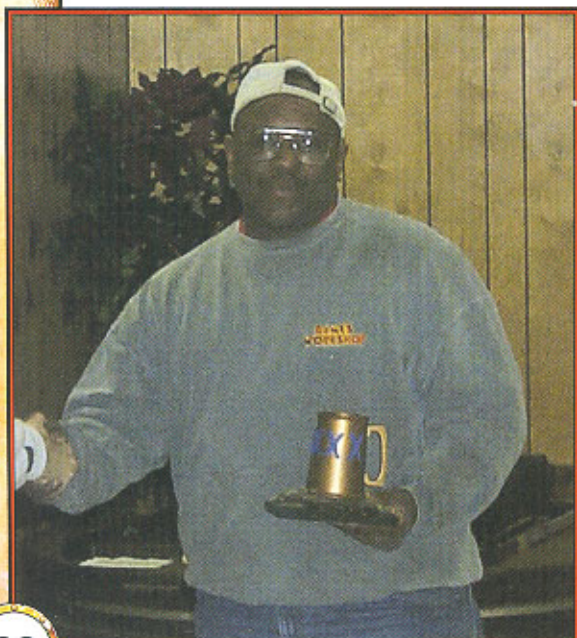
Fletch commanded an entire army of Bretonnian troops as beautiful as the ones here.



This general is the embodiment of the Araby theme that Fletch gave his entire army.



This baggage train was the trophy for Best General.



Joe Jenkins Best Sportsman Award

One of the true honors of any tournament is knowing that those you played games against truly enjoyed having you as an opponent. In order to recognize the player who most exemplifies the spirit of a Games Workshop tourney, the Best Sportsman Award is given out based on a vote by the players themselves. Joe Jenkins, a great player, and in general a great guy, was singled out as the top sportsman this year.



A mug of Bugmans XXXXX awaited the Best Sportsman.

Chad Mierzwa - Vampire Counts

Best Character - Best Baggage Piece



This year, one of the Staff Tournament scenarios involved a piece of baggage that a player's army would have to defend for the entire game. Some players took a bare bones approach, while others put some considerable effort into their cargo. When the judges had a chance to take them all into account, it was definitely Chad's "Baba Yaga Hut" that took top honors. Players this year were also encouraged to enter their favorite single model into a competition where all the other players would determine the best of the best. After the votes had been tallied, Chad was again at the center of the action with his spectacular Zombie Dragon.



The fear factor of this normally intimidating Zombie Dragon is pushed nearly off the scale by having it perched on a gloomy looking tomb.



No one who walked past one of Chad's games could resist taking a longer look at this incredible piece of scratch built baggage.



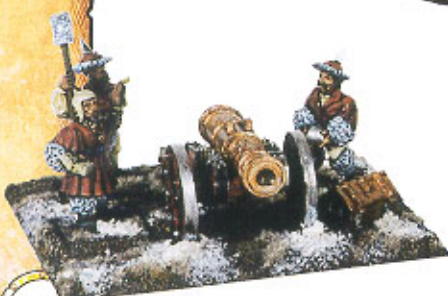
Chad's Black Coach demonstrates his flair for customization. The additional horses make it look that much more menacing.

The Staff Tournament Rogues' Gallery

Shawn Chavis
GW Retail

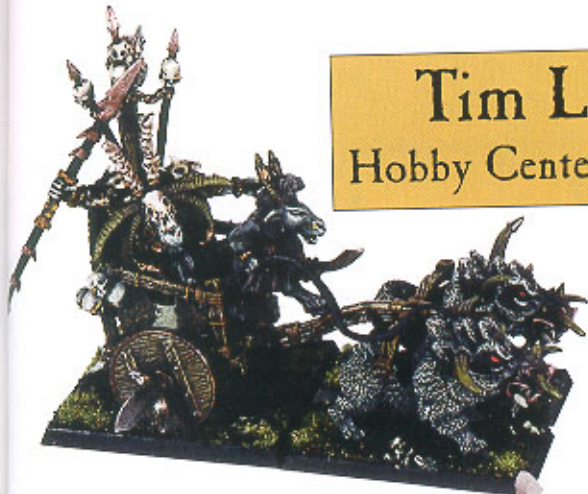


Shawn created this stunning Oriental Dragon to fit in with his "Mongol Horde" army based on Empire rules. He dug into his bits box and came up with a whole batch of dragon body parts, including a very old head, to make this hybrid beast. To create his character conversions, Shawn modeled human faces on the Hobgoblin Khan and Oglah Khan Hobgoblin models. Every single one of the wolf riders on the right has an extensive conversion job, giving each one a back banner to match the army's theme. His cannons have all been given thematic crew to make them fit in. Every one of the hats these guys are wearing are the blocking shield from the Mordheim Human Mercenaries sprue.



Tim Lison

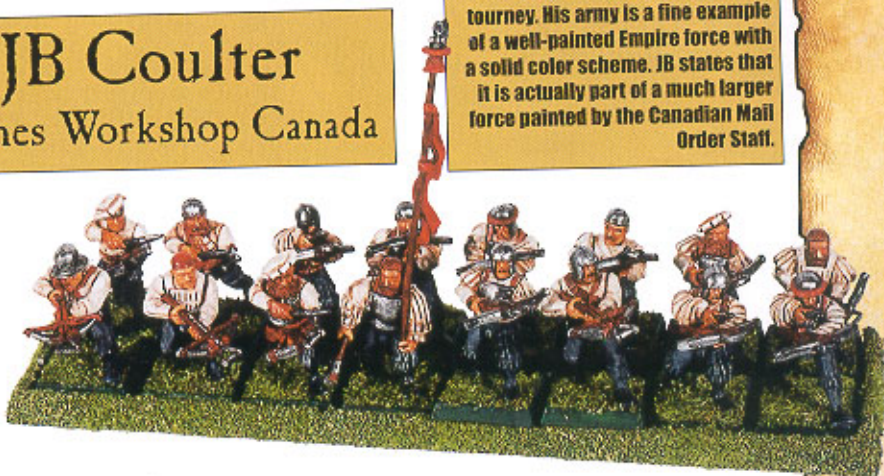
Hobby Center Manager



Tim Lison, from our Greenwich Village, NY Hobby Center, brought his fantastic Chaos Beastmen army to the Staff Tournament. Most impressive were the General in his terrifying chariot (above), the unit of Minotaurs (right) and the scratch-built herdstone (above right).

JB Coulter

Games Workshop Canada



JB, better known for his 41st millennium exploits, made another stellar showing at this year's tourney. His army is a fine example of a well-painted Empire force with a solid color scheme. JB states that it is actually part of a much larger force painted by the Canadian Mail Order Staff.



And, while it may seem out of place, we wanted to show you Jenny Harris' (wife of resident conversion nut Glenn Harris) Forest Dragon egg nest to represent the baggage for her Wood Elves army.



THE WINNERS

Left to Right



- BEST ARMY APPEARANCE
Gareth Hamilton - Skaven
- OVERALL CHAMPION
Bill Edwards - Bretonnians
- BEST SPORTSMAN
Sean Zern - Dogs of War
- BEST ARMY SELECTION
Eric Soulvie - Dark Elves
- BEST ARMY AWARD
Jon Sattur - High Elves
- BEST GENERAL
Alan Thompson - Necromancer Army
- PLAYERS' CHOICE ARMY AWARD
Glenn Ford - Waaagh! Olympics

BILL EDWARDS - Overall Champion

Bill Edwards is no stranger to the Grand Tournaments. He has been to nine in total, both in the United States and England. This has, of course, helped him fine tune his tournament skills and win this year's title as the Overall Champion in Baltimore! This weathered veteran suggests that players should collect armies that they are attracted to and to choose a fair force that their opponents will enjoy fighting against.

The Overall Champion award is always given to the player who displays the best characteristics of each category. Bill Edwards fulfilled all of these requirements and walked off with yet another trophy to add to his past conquests at previous Grand Tournaments!

The Overall Champion Trophy



Bill found the 'King of the Hill' scenario to be the most challenging game of the weekend but he decided that 'Traitors' was the most fun!

Right and Below: These Bretonnians are a perfect example of what a cohesive color scheme can do for an army.



Bill Edwards commanded this Bretonnian army to victory after victory. We don't know why he's making this face though.



JON SATTUR - Best Army



Jon Sattur's High Elves sally forth from his scratch-built Dragon Gate.

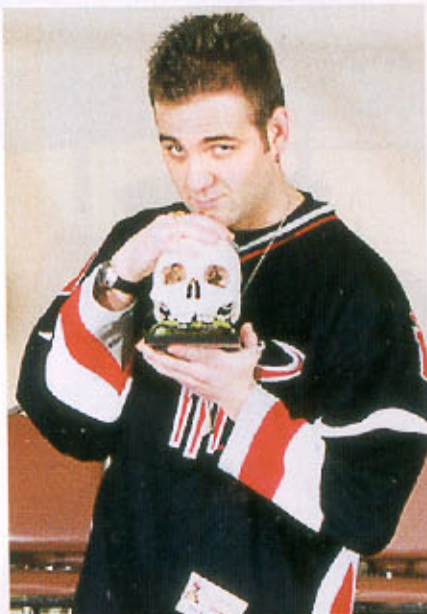
Jon Sattur has been coming to the Baltimore Grand Tournament for some time now. We have watched his painting skills grow and this time he has surpassed himself! He spent nine months mustering his forces, converting and painting them. But Jon had the hardest time deciding on a theme. He wanted to include a dragon in his army without it physically being on the tabletop. Being a complete nut for runes, Jon consulted his army book and decided to use High Elf iconography to represent the dragon's presence. All the banners mention a dragon in some form or fashion as well as the runes across the golden door and the images on the walls of his Dragon Gate display. Jon is definitely a dedicated Games Workshop enthusiast and his winning the Best Army award only reinforces that fact!



Jon's paint scheme of browns, blues, and reds make his army cohesive and look great on the table too.



ERIC SOULVIE Best Army Selection



When a player emerges who can create an army list that doesn't contain a General who can barely fight because he is so weighted down by magic items everyone stops and takes notice. Eric Soulvie is one of these people. His massive Dark Elf army was based on the idea of a city defense force, making it unrealistic to have cavalry or have Witch Elves running rampant on the battlefield. Players blanched as he placed a total 135 models on the table and only one magic item among them. No wonder he won the honor of Best Army Selection! Eric vows that he'll be back next year, possibly with a Skaven or Empire army.



Eric Soulvie in all of his dark glory. Eric swamped his opponents with the massed ranks of his Dark Elf army!



Alan Thompson and his Undead struck fear into the hearts of men!

ALAN THOMPSON

Best General

The Best General Trophy



Only a master of strategy and excellent dice rolling can produce the Best General. After the dust had settled Alan Thompson and his Necromancer Army shambled away with this award after a trying weekend of nonstop warfare. This was Alan's first Grand Tournament and with a winning record of 5 wins, 0 losses and 1 tie he has every right to be proud! He advises that players should use a balanced force so that you can deal with a variety of threats. Sound advice from an expert tactician!

GARETH HAMILTON

Best Army Appearance



Gareth's painting skills are amazing and helped bring this huge unit of ratmen to life!

Even though Gareth, one of our visitors from England, admits he isn't the fastest painter his Skaven are a testament to his skill with a brush. Gareth is a painting fanatic and spends at least two hours painting, four to five days a week. As far as painting tips for other Skaven players: eat cheese and make squeaking noises as you work. Gareth had a fantastic time in the U.S. and vows to return with a vengeance... and another great looking army!



Gareth Hamilton accepts his award for Best Army Appearance with a smile!



One of Gareth's incredible Rat Ogres.



SEAN ZERN

Best Sportsman



Sean "The Animal" Zern

Win or lose, nothing beats an enjoyable game. The Best Sportsman Award always goes to the gamer who can find the humor in having his General trounced by a rampant mob of snotlings! Sean Zern, who commanded an Ogre-led Dogs of War army, was pronounced the friendliest and most enjoyable opponent of the weekend. Sean could possibly be one of the most enthusiastic gamers we have ever seen!



Best Warhammer Sportsman 2000 Baltimore Grand Tournament

GLENN FORD Players' Choice Army



Of all the armies that made an appearance for the Warhammer Grand Tournament, none caught the eye of the players more than the WAAAGH! Olympics. Maryland resident Glenn Ford started this project in March of '99 and included such events as the "hop 'n chomp" (Squig Hopper high jump) and the Wolf Rider races.



The WAAAGH! Olympics in its full glory!



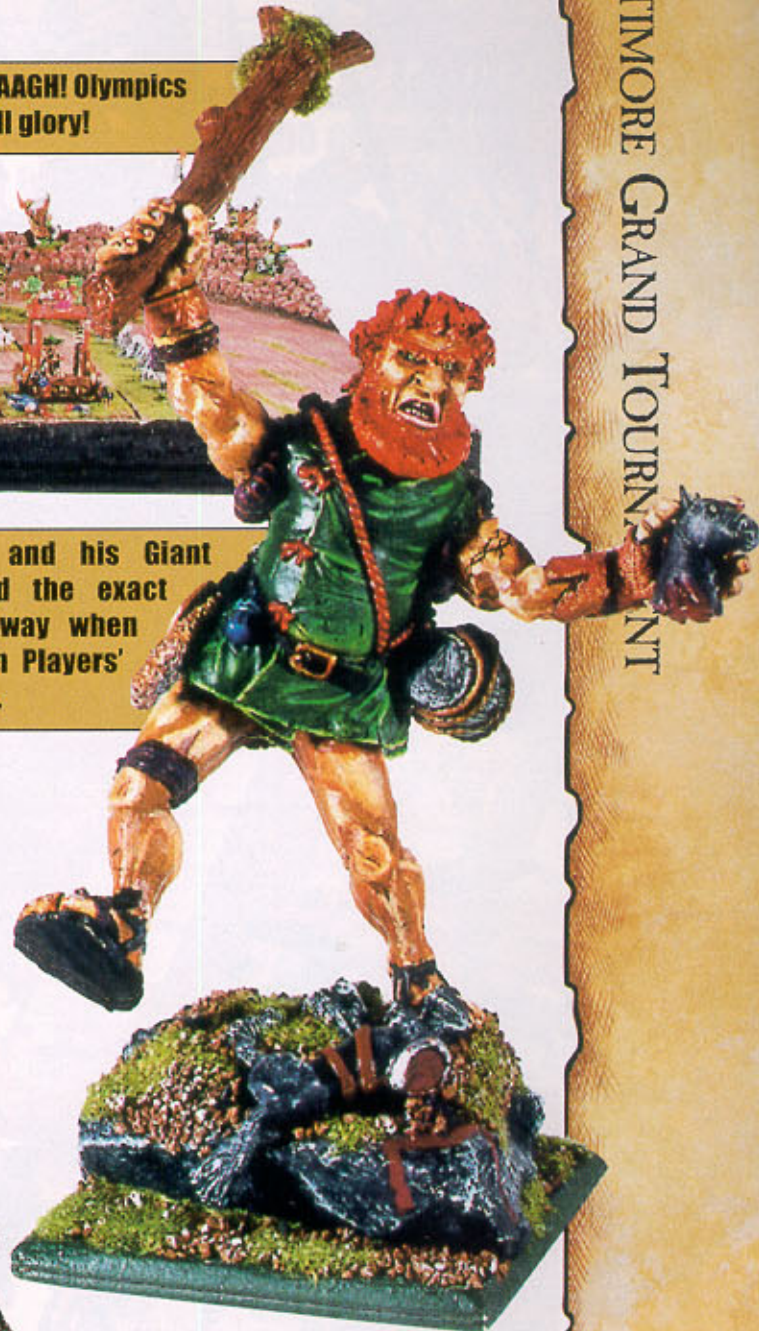
Rob Santucci summoned forth his plague-ridden filth in the form of the Nurgle World Order. Rob really put some time into his conversions as you can see below!



Matt Foutz needed some way of keeping his Chaos Spawn in check. The answer: Spawn Hearders! Ungors armed with lassos and bolas attempted to retain control.



Glenn and his Giant reacted the exact same way when he won Players' Choice.



Matty Hrolljac's mind must have been touched by the Prince of Pleasure when he created these beguiling Slanneshi Harpies!



Imagine facing down these bloodthirsty fiends! Ronald Spitzer's Khorne Daemon army was well painted and special attention was lavished on his bloodsoaked banner.



This might be the most frightening Skaven Doom Wheel we have ever seen! Tyler Fixman had some great conversions in this Skaven army. The spiked wheels were teeth taken from a wooden comb. He added the heads and lower bodies of Rat Ogres to Harpy torsos for spectacular results. (Below)



Adam Clark brought this awesome summoning circle to the tournament. As you can probably see, there are all sorts of conversions present that really bring this model to life.



This chariot by Kelly Wheaton really captures the surreal magical power of the Chaos god Tzeentch. Check out the harnessed Discs!



Based on the popular strip in Warhammer Monthly, Bobby Wong's incredible Bloodquest diorama won the Slayer Sword at the 2001 US Golden Demon awards. We were so impressed that we asked Bobby to the GW Studio so we could take a closer look!

BOBBY WONG'S BLOODQUEST

US Golden Demon Awards 2001 Slayer Sword Winner



LEONATOS

Bobby wanted Leonatos to be the focal point of the diorama as he is the central character in Bloodquest. Leonatos is made from approximately 85 components, but the majority of these are tiny rivets! Most of the model is made from a variety of Space Marine plastic parts, demonstrating just how versatile the kits can be. His legs are from an Assault Marine and have been repositioned, whilst the torso is from the Tactical Squad command sprue.

Bobby is a very conscientious modeler and has recorded the development of his models every step of the way. You can see his excellent website at: <http://miniature-art.tripod.com>



PROTEUS

In the Bloodquest comic, Proteus often runs into battle with Cloten. Bobby filed off the hair on the miniature and then added an antenna to the headset.





VETERAN BROTHER CLOTEN

Cloten is a favorite character of many Bloodquest fans and Bobby wanted to model him making a headlong charge into battle. Cloten's axe is made from plasticard, spikes from the Chaos Warriors accessory sprue and the front nozzle of a plastic Space Marine flamew.

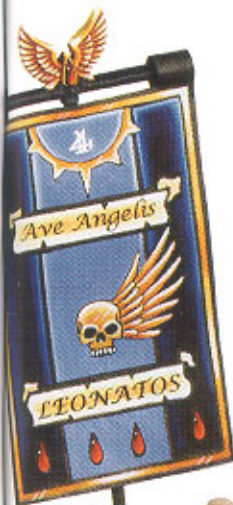


SERGEANT TRANIO

Sergeant Tranio is often pictured directing the other Exiles into battle, so that's how Bobby chose to depict him. Bobby modeled Tranio with a recoding hairline and repositioned both of his arms to give a more dramatic pose.

BROTHER PALEMON

Brother Palemon was the easiest model to convert. Bobby chose a classic shooting pose as he is often depicted giving Cloten covering fire during an assault. Palemon's head is from the Warhammer Chaos Warriors accessory sprue.



Bobby Wong, pictured receiving the Slayer Sword at the US Golden Demon Awards 2001.



BEAVY METAL

BEASTMEN

Beastmen live and fight in warbands led by Beastmen Champions. Like other Champions of Chaos, the Beastmen Champion worships one of the Chaos Powers. In this case Warwing Champion of Tzeentch is shown together with his loyal retinue of warriors - including a Minotaur and Centaurs as well as Beastmen followers.



BEASTMAN HOLDING THE CHAMPION'S BANNER



WARWING - BEASTMAN CHAMPION OF TZEENTCH (CONVERSION)



BEASTMEN OF TZEENTCH SHOWING CHAMPION'S SYMBOL ON SHIELDS



MINOTAUR WITH TZEENTCH SYMBOL ON CHEST



CENTAUR FROM WARBAND



TZEENTCH BEASTMAN



TZEENTCH BEASTMAN WITH CHAMPION'S SYMBOL ON SHIELD



THE COMPLETE TZEENTCH WARBAND - LED BY WARWING, CHAMPION OF TZEENTCH

DALE HURST



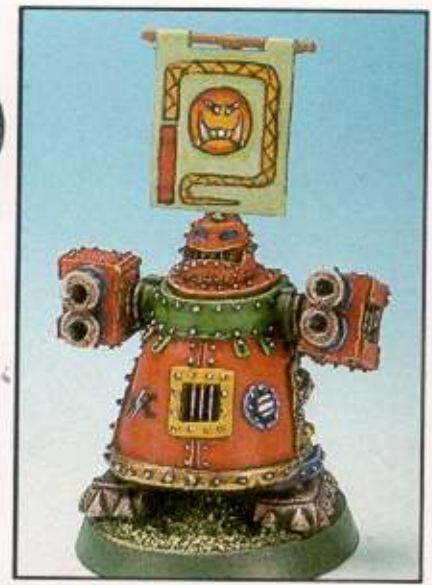
Dale is another member of the 'Eavy Metal Team who joined us following his success in the Golden Demon Awards. He first entered in 1988, winning the Mounted Miniature category. In 1989 he won the Titan category and got a silver and bronze in the Monster and Mounted categories respectively.

Mounted categories respectively.

Dale joined the 'Eavy Metal Team soon after the 1989 Awards. Since then, his conversion and painting work has reached even higher standards as can easily be seen from the models shown on this page. For example, taker a look at the wonderful Goff kustomised Rhino with the huge engine on the back.



GOFF RUNTHERD



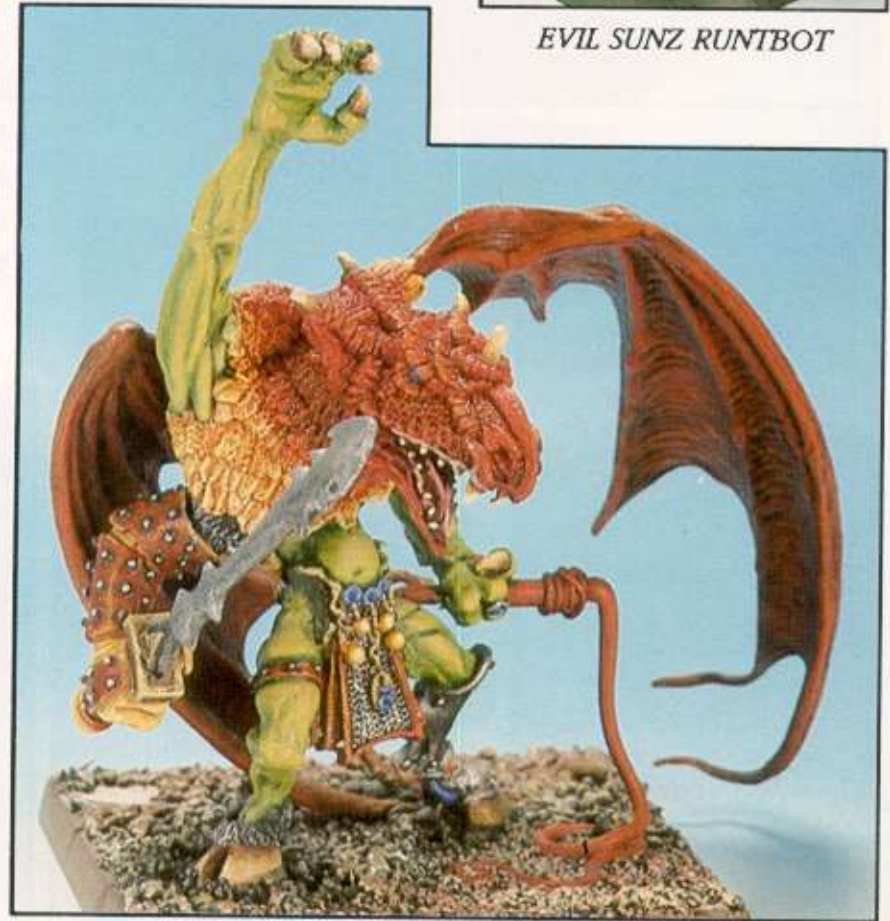
EVIL SUNZ RUNTBOL



GOFF WEIRDBOY AND MINDERZ



GOFF ORK BOY



DAEMON PRINCE OF TZEENTCH (CONVERSION)



GOFF MEKANIAK KUSTOM RHINO

FOREST DRAGON



The Chasm Glades of Loren are home to the rare Forest Dragons which have dwelt there since the dawn of time. Occasionally a Mage or Lord may succeed in tempting a young Forest Dragon to leave the chasm or a thousand-year old egg will be found and warmed up until it hatches. The hatchling will be nurtured for centuries until it has grown into a worthy mount reserved only for the greatest of Mages or Lords.



HEAVY METAL

GENESTEALER CULT ARMY

The coven army contains a lot of human brood brothers - here we've used plastic Imperial Guard miniatures. Their purple and beige colour scheme echoes the purple and blue colours of their stealer brethren. Also shown are the coven limousines used to transport purestrain genestealers in secret - these impressive models were designed and scratch built by Dale Hurst.



*KHORNE WORSHIPPING
BEASTMEN*



*PLASTIC THIRD-GENERATION
HYBRID ARMED WITH
MULTIMELTA*



HUMAN ROGUE PSYKER



*GENESTEALER PATRIARCH
WITH MINDEATER SWORD
(CONVERSION)*



*MAGUS ARMED WITH
LASGUN AND FORCE
SWORD (CONVERSION)*



*KHORNE WORSHIPPING
BEASTMAN*



*SECOND GENERATION
HYBRID*



*BROOD BROTHER HOLDING
THE COVEN STANDARD*



*BROOD BROTHER HUMAN
KHORNE WORSHIPPER*



BROOD BROTHER



THE COMPLETE CULT ARMY ALONG WITH 2 COVEN LIMOUSINES

IVAN BARTLEET



Ivan first came to our attention at the 1987 Golden Demon Awards when his 'Chalice of Doom' won the Diorama category. The next year he went a stage further and won the Golden Demon Slayer Sword with his Barbarian War Mammoth. After winning the ultimate award for miniature painting, there was only one further step that he could take – and that was joining the 'Eavy Metal Team.

Shown here is a selection of Ivan's latest work, including models from his personal collection. We've included a couple of his conversions for extra measure.

Although Ivan is perhaps best known for his diorama pieces, these single models prove that he's one of the world's best miniature painters in any style.



SNAKE-BITE CYBOAR RIDER



CHAOS SPAWN (CONVERSION)



CHAOS THUG



EVIL SUNZ WEIRDBOY



BAD MOON PAINBOY



CHAOS THUG



CHAOS THUG



ULTRAMARINE SCOUT SERGEANT



DEATH SKULL MEKBOY



BRETONNIAN RETAINER



CHAOS SPAWN (CONVERSION)



Ivan's diorama shows the *Advanced Heroquest* Heroes assaulting a Skaven stronghold. The dungeon was made from polystyrene and clay, scribed with a brickwork pattern. Cake decorations were used for pillars, and glitter was used to make the treasure sparkle. The paper banners show the symbols of the Skaven clans present: Clans Exhin (hand and dagger), Skrye (Skaven head), Rictus (triskele) and Mors (three crossed staves). The Rictus and Mors designs are repeated on the Skaven shields.

The Henchmen also have shield symbols representing their allegiance. The top section of the diorama shows Magnus the Bright Wizard's Henchmen bearing the symbol of his College of Magic. The bottom section shows the Henchmen with the lion symbol of the warrior Heinrich Löwen.

The *Advanced Heroquest* system is designed to incorporate all fantasy Citadel Miniatures, so I've hasn't restricted himself to models from the game. He has included Skaven such as the Clan Pestilens Plague Monks in the centre section, as well as a Minotaur and an Ogre.

Dungeon built by Ivan Bartlett. Miniatures painted by Studio Staff.



MICK BEARD

Mick's latest work includes a mix of Citadel and Marauder miniatures on a fantasy theme and a scene captured from an *Advanced Heroquest* adventure.



NURGLE CHAOS
CHAMPION



PLAGUEBEARER (LESSER
DAEMON OF NURGLE)



DARK ELF FROM
MARAUDER
MINIATURES



OGRE HERO FROM
MARAUDER MINIATURES



MARAUDER MINIATURES OGRE ARMED
WITH DWARF CANNON



DWARF MOUNTAINEER DIORAMA



SCRATCH-BUILT ADVANCED HEROQUEST DIORAMA

MIKE MCVEY



Mike joined the 'Eavy Metal Team way back in 1987. The standard of his painting and converting over the last three years has risen to such a degree that he now sets the standard for fantasy and sci-fi 28mm miniatures. Just look at the incredible range of tones in Mike's shading and the clarity of

definition in his fine detailing.

As well as producing the masterpieces that you can see on this page, Mike also pens the 'Eavy Metal articles in White Dwarf each month and is hoping to write a regular experts feature in the near future. This feature will give advice on how you can achieve the extremely high standards of painting you can see throughout this book with plenty of advice on advanced modelling and painting techniques.



CHAMPION OF TZEENTCH (CONVERSION)



ELDAR WARLOCK



ANDROID FROM SPACE CRUSADE



HARLEQUIN HIGH AVATAR



DARK ANGEL CAPTAIN



ELDAR WARLOCK



CHAOS HIPPOGRIFF (CONVERSION)



WARWING CHAMPION OF TZEENTCH (CONVERSION)



SWOOPING HAWK ELDAR ASPECT WARRIOR

HEAVY METAL

NURGLE WARBAND
CHAMPION OF NURGLE
LOTHAR BUBONICUS AND
HIS WARBAND. THE DWARF
CARRIES LOTHAR'S
PERSONAL STANDARD
WHOSE DESIGN IS ALSO
DISPLAYED ON THE
BEASTMEN'S SHIELDS



CHAOS DWARF STANDARD
BEARER



NURGLESQUE CHAOS
DWARFS



SKAS THE OGRE



GROD THE CHAOS WARRIOR
RIDING CHAOS STEAD



LOTHAR BUBONICUS - CHAMPION
OF NURGLE, ON HIS PALANQUIN



THE COMPLETE CHAOS WARBAND OF LOTHAR BUBONICUS - CHAMPION OF NURGLE



EAVY METAL

STEVE MUSSARED
The latest additions to
Steve's ever-increasing
Khorne army, showing his
talent for inspired
conversions.



CONVERTED FLESHOUND
OF KHORNE



TROLL



CONVERTED CHAOS CHAMPION ON
CHAOS STEED



SKRAGG THE SLAUGHTERER



FLESHOUND CONVERSION



NIGHT HORROR AND CHAOS
CENTAUR CONVERSION



BLOODLETTER OF KHORNE RIDING
JUGGERNAUT



KHORNATE CHAOS CHARIOT CONVERSION

TIM PROW



While we noticed Ivan and Dale through their entries to the Golden Demon Awards, Tim joined the team as a raw recruit at the age of seventeen. We first saw his work in the Nottingham shop. Tim had several miniatures on display that showed great potential, so we snapped him up.

Since then, Tim's painting has continued to get better and better until now his work stands up in any company. Tim mainly concentrates on painting single miniatures rather than dioramas and conversions, but in this field he has few betters. Take a look at the brilliance of his colours on, for example, the three Eldar Aspect Warriors, or the fine details he's achieved on models like the Evil Sunz Weirdboy or the White Dwarf.



CHAMPION OF NURGLE RIDING PALANQUIN (CONVERSION)



DEATH SKULL BOSS



STRIKING SCORPION
ELDAR ASPECT WARRIOR



BAD MOON ORK



EVIL SUNZ WEIRDBOY AND MINDERZ



BLOOD ANGEL MARINE
FROM SPACE CRUSADE



DARK REAPER
ELDAR ASPECT WARRIOR



SNAKE-BITE PAINBOY



SWOOPING HAWK
ELDAR ASPECT WARRIOR



TRAITOR MARINE
FROM SPACE CRUSADE



THE WHITE DWARF

TZEENTCH WAR BAND

THE FOLLOWERS OF THUNDERFIST HAVE BEEN PAINTED IN TYPICAL TZEENTCHIAN FASHION - BRIGHT CONTRASTING COLOURS AND STRIKING DESIGNS, CREATING A VISUALLY SPECTACULAR WAR BAND.



CHAOS THUG



ORC - NOTE TZEENTCHIAN COLOURS OF HAIR

CHAMPION OF TZEENTCH
CONVERSION
THUNDERFIST

TZEENTCHIAN BEASTMAN

ORC CARRYING THE
WARBAND'S BANNER

CHAOS SPAWN CONVERSION

MINOTAUR FROM MARAUDER
MINIATURES

COCKATRICE



THE WARBAND OF THUNDERFIST - CHAMPION OF TZEENTCH



Mike McVey's stunning Warhammer Quest diorama