

INCOMING!

ISSUE XXVI



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Issue 26

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From the Editor

By [Dave](#)

That's right, your eyes aren't deceiving you, well at least I hope they're not for the sake of your painting abilities, Incoming!, the original Epic ezine, is back! Tom over at the [EPICentre](#) sent out a call for a new editor for the ezine on the [Tactical Command](#) boards awhile back, to which I responded. I would like to thank him for giving me the opportunity to serve as the editor for this ezine. Once more, I would also like to thank all of the fans who have submitted a piece and or pictures to us. Without you guys Incoming! wouldn't be possible. Please keep them coming!

We have a rather Chaos infused issue here for you as I hope you gathered from [stugmeister's](#) excellent cover illustration. Do yourself a favor and check out his [Weekly Sketches](#) thread over on Tactical Command.

Our first article is courtesy of [Reddeth](#) who sent in some excellent eye candy of his Warp Ghosts Chaos Space Marines. A very impressive army here.

Next, [firestorm40k](#) brings us a piece on his *Ferrus Eternum* a Banelord for his Iron Warriors army. The article sees the Titan from concept to reality along with some great pictures as well.

We also have a 7,500 point NetEpic battle report thanks to Jörn Müller over at [EpicScapes](#). Imperial Guard and their Squat allies take on the Chaos hordes who intend on leveling an Imperial city.

The Warmaster himself, [Warmaster Nice](#), submitted an article showcasing a small part of his massive Chaos army. With pictures of War

Engines from each of the four Chaos factions as well as some basic painting tutorials you'll definitely want to check this one out. You can see a quick preview of four of the Titans at the bottom of this page.

Tom our [EPICentre](#) webmaster, and otherwise known as [netepic](#), also contributed a piece of short fiction involving Khorne Berserkers.

Finally last, but not least, we have the usual 'Eavy Metal section for everyone to ogle over. [Mark Logue](#) showcases his Nurgle and Khorne armies, while [firestorm40k](#) and [Onyx](#) their Iron Warriors. We also have a picture of a sculpted Daemon Prince by [Evil and Chaos](#) along with his absolutely huge "Chaos Horde" ;).

Once again thanks to everyone who sent us content, please keep it coming. And thanks to you, the reader, we hope you enjoy it. Until next time... death to the false emperor.

Submissions

Incoming! is fan driven. This means that we rely on you, the fan, for tutorials, pictures, battle reports, original artwork and fiction, reviews, and anything else you think should be in this ezine. Without you there would be no Incoming!

If you have content for an Incoming! submission please do not hesitate to send it our way. All Incoming! Submissions can be sent to:

incoming@netpic.org

We ask that you send all written material in a plain text format. If you have pictures please do not embed them in a document. Instead, create an archive file (zip, tar, rar, anything will do really) and send it to the above address.

We will try our best to use all content sent to us and we always give credit to the original authors and artists. If we don't please let us know so we can credit you in the next issue.



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Ferrus Eternum

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BatRep – 7500 Point IG/Squats vs. Chaos

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Painting Chaos War Engines

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'Eavy Metal

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Front Cover

[stugmeister](#)

Proof Reader

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Editor

[Dave](#)

The Warp Ghosts

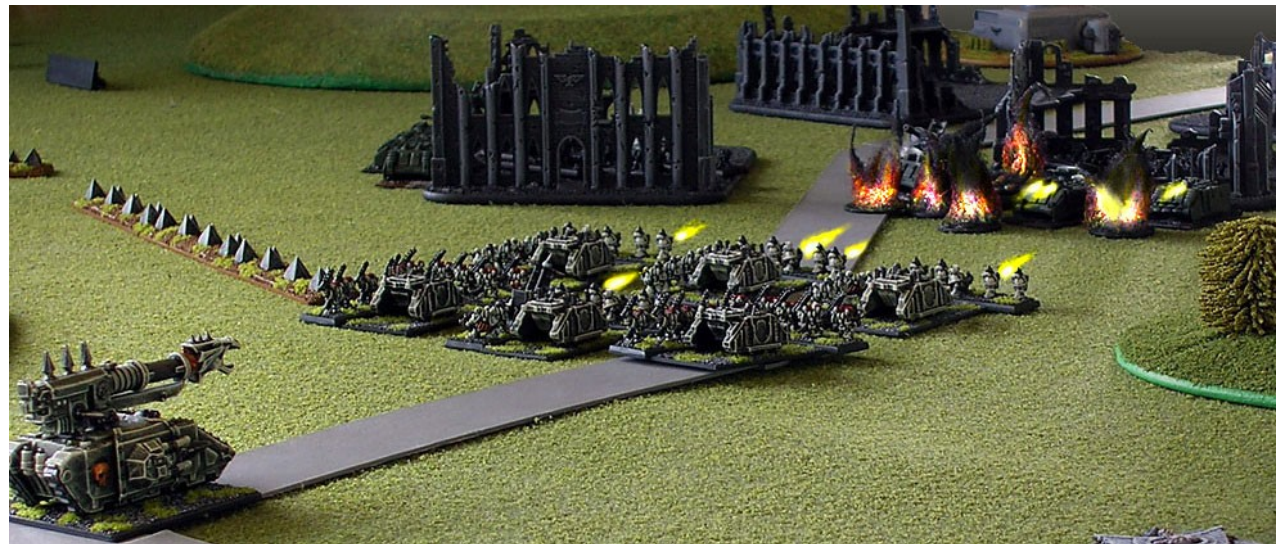
By [Reddeth](#)

When I approached Reddeth on writing an article about his Warp Ghosts Chaos Space Marine army he was shocked and surprisingly modest. I'm sure you will agree that the painting and presentation of this army is awesome. If you're interested more pictures and some comments can be found on [Tactical Command](#). Great job man, it's a real inspiration.

Chaos claimed my heart many years ago. I had started my epic experience playing the original Space Marine game and followed each new release of the system until Epic 40k came along. Throughout that time I had always played Chaos, usually matching my forces against my brother's Blood Angels. Neither of us could paint very well and our budget was limited, but we had many a memorable battle over the years. Time passed and eventually I left home and went out into the world to find myself a career. All my epic goodies were carefully packed away into storage for many long years.

Eventually I got back into wargaming and in 2005 I joyfully discovered Epic Armageddon and some fellow gamers in my area. After painting up a couple of armies I decided in 2007 to return to my favourite force, Chaos Marines.

I decided on the Warp Ghost Chaos Space Marine Chapter because they were new and interesting converts to the chaotic cause. Little is known about the history of the chapter apart from the fact that they were a loyal chapter up until





the 13th Black Crusade when they declared themselves allied to Chaos. They are therefore much smaller in number than the original Traitor Legions. They are known for their ferocity in battle and the chapter's colours are predominately a green/grey with black and gold details.

With little to guide me I decided to use the Black Legion list to represent the army. As the

Warp Ghosts are recent converts to Chaos I figured that most of the chapter would worship Chaos Undivided with only a small but powerful minority of Marines dedicating themselves wholly to the worship of specific gods. I decided that at least one of the army formations would dedicate themselves to Khorne to reflect the legendary ferocity of the chapter.

I had a large quantity of the old Chaos releases from the Space Marine and Titan Legions era to start the army with. The most significant troop type I needed to add was the new style Chaos infantry. Happily these sprues again became available and I had the basic building blocks to convert and modify my old miniatures to fit into the new Chaos list. I also combed the internet for any article relevant to the army, especially those



that dealt with creating the units that no models currently existed for.

Experience has shown me that to get a good consistent look for an army you need to keep the colour scheme simple, using a limited pallet. I've also noticed that epic scale miniatures benefit greatly from bright highlights which bring out all the small details. I set about deciding on the final colours for my army using the official Warhammer 40k colour scheme as my guide.

I quickly found that painting black trim on the armour of the Marines was just time consuming and actually obscured the miniature detail, so I gave it a miss. In the end I found I got a good, quick method using a black undercoat over which I dry brushed Gretchin Green, followed by Rotting Flash and then Skull White. I then picked out the weapons with washed Boltgun Metal, with the occasional golden highlight on elite troops and characters. I also decided upon a bleak grey colour scheme for the bases, emphasizing the warlike nature of the chapter.

I started the painting by first finishing the bulk of the standard Marine retinues and their Rhino transports. I was using the old style plastic Rhinos, to which I added some spikes to give them a solid chaotic appearance. Next I worked on the main character stands and the elite Terminators. Once again I used a mix of the old and the new Chaos Marines, with my Terminator stands featuring a mix of converted original models with the newer designs.

I chanced upon the Warp Ghost Emblem after discovering the design in Dawn of War and painted it onto the standard bearer whom I based on the Chaos warlord stand. I also decided to use the older style Chaos Marines as my forlorn hope stands.



The army needed aircraft and the Forge World models were irresistible. I stuck to the basic scheme and painted them the same way as the rest of the army. I then moved onto some conversion work, modifying the old Slaanesh cavalry to become Chaos bikers and performing

weapon swaps on the old Imperial Guard Assault Troops so that they became Chaos Raptors.

The army was going to be a mechanised force, meaning lots of tanks and Rhinos. I barely resisted buying the fantastic new landraider models, instead using some of the older ones

which I had an abundance of. For the predators I used old Rhino hulls, with turrets converted using Whirlwind and Ground Zero Games components. I had a bit of fun giving one a Havoc Launcher using a Dark Realm Minatures Verger missile pod. The same Dark Realm Minatures models also



several Games Workshop and Ground Zero Games models.

The Chaos war engines give real character to the army and I set about creating the Death Wheels using several online guides. For the Decimator I did my own thing, using two old landraider hulls as a base, with a Warhammer 40k Lascannon to leave no one in any doubt as to the firepower potential of the main gun.

The Warpmaster Legion Ravager Titan is a subtle conversion of the old Reaver miniature. I created the Deathstorm Cannons using Warhammer 40k Shooterz and painstakingly cut Chaos style armour trim into the original imperial design. The tail comes from the Warhammer 40k Defiler sprue and fits the bill nicely. I wanted to have a unique colour scheme for my traitor titan legion and found my inspiration when looking at one of James Hetfield's guitar designs. I kept the rest of the titan colours very simple and dark.

Obliterators are another cool conversion to let the imagination run riot with. I've followed the masses and used Imperial Robots as the basic frame, then attached some big guns and used green stuff to sculpt on the flesh. I field them usually in my Chaos formation and often reinforce the heavy infantry with summoned Flamers of Tzeentch.

The only cult Marines I have finished so far are these Berserkers that bulk out one of my main infantry retinues. Once again I kept them simple and painted them in a way that blended them into the rest of the army. Along the way I also added the requisite Lesser Daemons of Khorne to add some more bite to the infantry assaults.

I consider the three objectives required by the tournament scenario to be just as important as the rest of the army. When you consider that

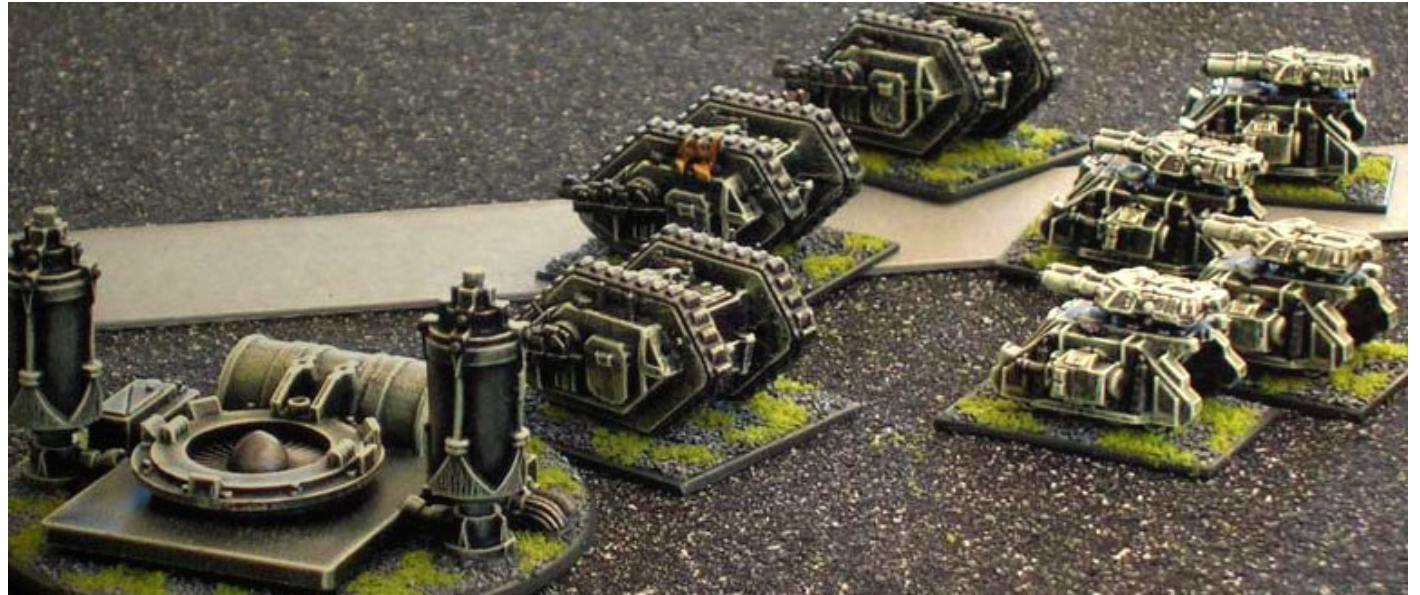


these will remain on the table top throughout the entire battle it becomes obvious that the same care and attention should be lavished on them as on the actual troops. I really went to town on my blitzkrieg objective using a spare Hell Talon as the centrepiece for the forward refuelling pad.

After almost twelve months painting I ended up with a finished army to game with, with currently well over 5000 points worth of models. With only limited hobby time I achieved this using a simple

colour scheme, persistence and attention to detail. I have also found that having limited fluff and the lack of official models has actually helped the creative process of coming up with something a little different from the usual run of the mill Epic Armageddon army. So far the army has performed well on the table top and I look forward to getting in some more games when the opportunity arises. I would recommend Chaos armies to anyone who is willing to do a bit of

converting. The end result can certainly be rewarding.



Ferrus Eternum

By [firestorm40k](#)

Firestorm40k takes some time to describe the process of building and painting the Ferrus Eternum, his entry for the Specialist Games Epic Titan Competition. This is one huge conversion project that really showcases Firestorms' excellent modeling ability and attention to detail. 800 points of custom built Banelord has never looked so cool.

I'd had the idea of making a Banelord Titan for quite a while before I actually set about making this model. I wanted to make a Titan which would fulfil a number of ideas I had with regards to what a Chaos Titan should be like:

- It should look like it could be an older pattern/mark of Titan, a debased relic of the pre-Heresy era;
- It should look imposing, more than a match for the Imperial Warlord;
- And it should have all the weapons and accoutrements that are appropriate for a Banelord.

I decided early on against using the classic Space Marine-era Banelord model as a basis because, although it certainly fulfils the first and last category, the original plastic Titan bodies don't look big enough in comparison to the current metal Warlord. However, I was inspired by an illustration of a Banelord in the Bloodquest comic as it looked big, stocky and imposing. What I especially liked about it was its carapace as it had a domed one like the classic "Beetleback" Warlords of yesteryear. So I decided that,

somehow, I would incorporate a carapace from one of these plastic Titans into my Chaos Titan.

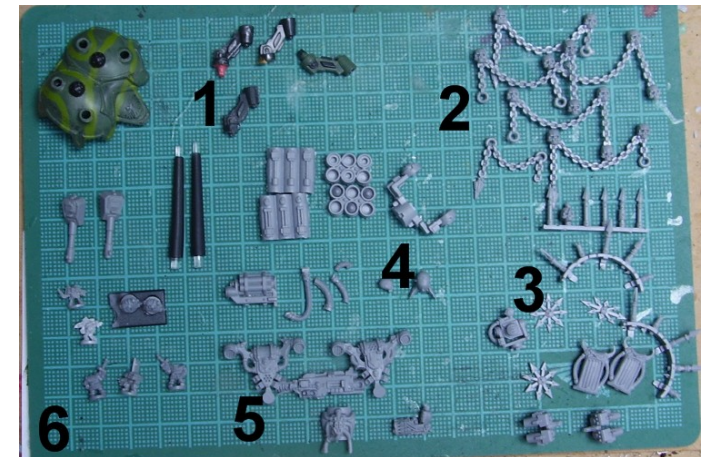
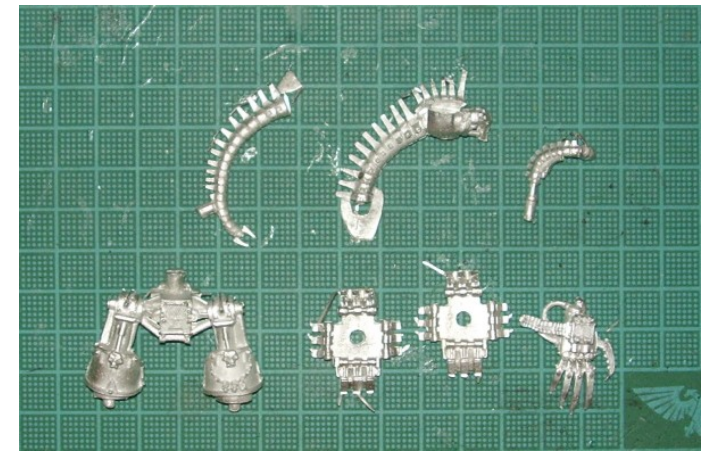
I let my ideas ferment for awhile until the impetus to finally turn them in to reality came with the Specialist Games Epic Titan Competition. I decided to make a Banelord as I wanted a model which I could also use in a standard tournament type game with the Chaos army list. To make this Titan different however, I added a back story about a traitor in the Adeptus Mechanicus who turned to Chaos and stole an ancient device of alien origin (:cough: Necron :cough:) and fitted it to *Ferrus Eternum*. This gave the Titan the strange ability to repair itself by giving the Titan rules for regenerating some of its DC at the end of each turn.

The Parts

I decided to use lots of 40k Chaos parts to give the Titan an unmistakably Chaos-aligned appearance so in addition to my existing bits I bought the Chaos Vehicle Accessory sprue. Other than that, there were certain bits that I decided would form the main parts of the Titan: 40k Chaos Dreadnought legs for my Titan's legs, and Necron Wraith tails for the tail.

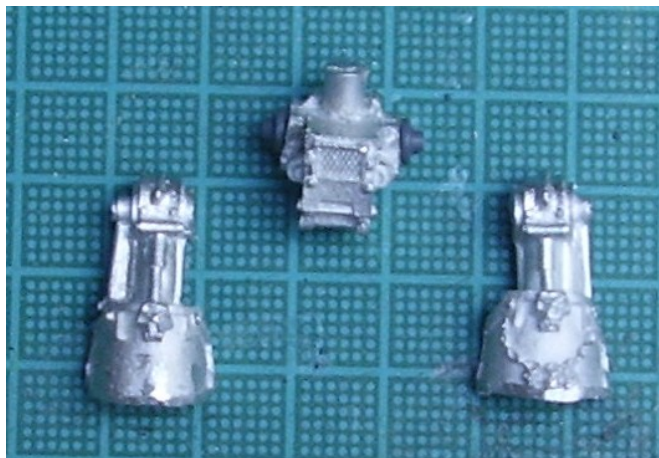
Some of the classic Warlord components I used were: the Carapace (natch!), and the arms and weapon mounts which I decided to use in some form on my Titan's arms (1). Additionally there are plastic rods from flying bases which I used to extend the Titan's legs.

I also got a selection of typical Chaos spiky bits and chains (2) but didn't end of using many in the end as I felt any more chains would have ruined the overall look of the model. Some parts from the Chaos Vehicle Accessory sprue (3) were more useful and integral to the model however.



The components I used to make the head (4) were a Fantasy Chaos Warrior's helmet and a metal Warlord Titan head. Additionally, a Havoc missile rack from the Chaos Vehicle was perfect for the Titan's missile rack. While the end of a Space Marine Dreadnought's Assault Cannon, the tubes beside it and Chaos Heavy Bolter seemed the perfect choice to base the Hellstorm Cannon out of.

I also found certain 40k Chaos Space Marine parts to be perfect for this project. The backpacks, Bezerker plasma pistols and the Chaos



Tank driver's back (5) would give the Titan a look of clunky, pipe covered, wire heavy technology.

Finally, I used a few Epic miniatures (6): Ork Tank cannons for the Titan's tail, Ogryn and Ork Nob guns for the Battlehead, and a few random Chaos Marines to skulk on the base to create that all important scenic feel!

For the Banelord's Doomfist the one part which immediately sprang to mind was the Talon of Horus from the 40k Abaddon miniature. Alongside this I decided to use a few Necron parts to suggest the origin of the Alien device which gives the Titan its unique regenerating ability.

The Legs

After cutting the Dreadnought's legs from the thorax and the feet off the bottom (so I could pose them more easily) I needed to address the fact that the legs were not as long as a Warlord Titan's legs. If I wanted to keep to my original intention of making my Titan at least as big as a Warlord I would need to extend them.

This was where the rods from the flying bases would come in handy. Pinning them in to place, I cut them to an appropriate length so my Titan's legs would match that of a Warlord's. As you might have noticed, I also filed away some of the detailing from the Dreadnought legs. I did this so the legs I built with green stuff would blend into the Dreadnought's legs as seamlessly as possible. Also, because I wanted to make my Titan look like it was striding over the battle-field, I cut a groove under the front toe of one of the feet

and bent it up.

As you can see, I'd solved the problem of height (in fact, perhaps I'd over compensated!) but there was a fair amount of work to do to make the legs look solid, so out with the green stuff!

This was one of the most time consuming parts of making the Titan. I built up layer upon layer of Green Stuff to bulk out the legs, and tried to make the join between the putty and metal as smooth as possible while gradually adding touches of detail. Each time I applied more Green Stuff I had to wait for it to dry, which meant that it took several days before the legs were finally ready.

The trim was especially difficult as getting it to look even took time and patience. To do this I rolled out thin sausages which I pressed onto the legs. When these were dry I gently carved off bits which were too fat or stuck out too much.

In keeping with the back-story and rules of my Titan, I tried to sculpt some signs of battle damage which were repairing through the Titan's mysterious power. Bent Paper-clip cuttings made great iron girders, like bones sticking out of a giant wound.

In addition to getting the front of each of the legs to look good, I needed to give the back of the legs some detail. I used parts from Chaos Marine backpacks, the wires on either side of the Doom Siren (from the Chaos Vehicle sprue) and paper clip parts to do this.





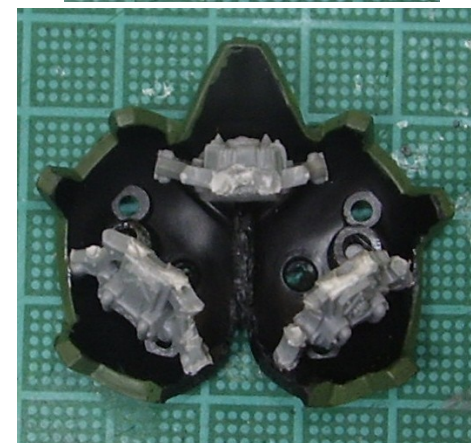
The Torso

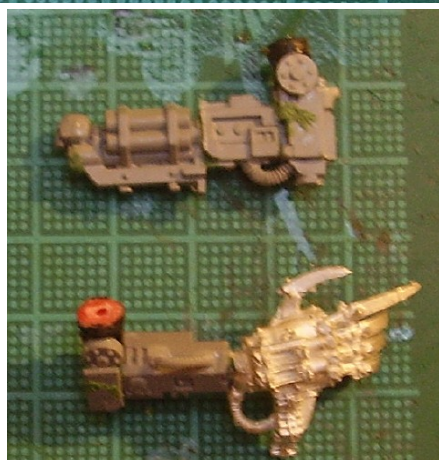
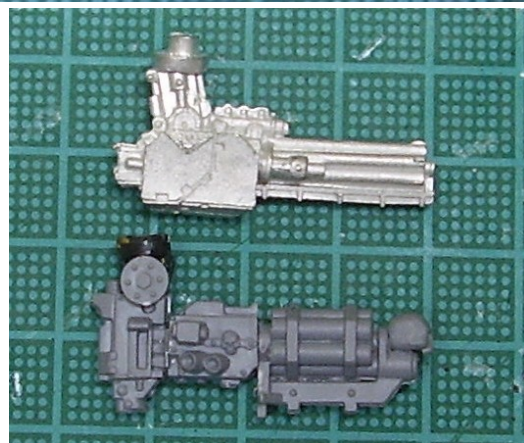
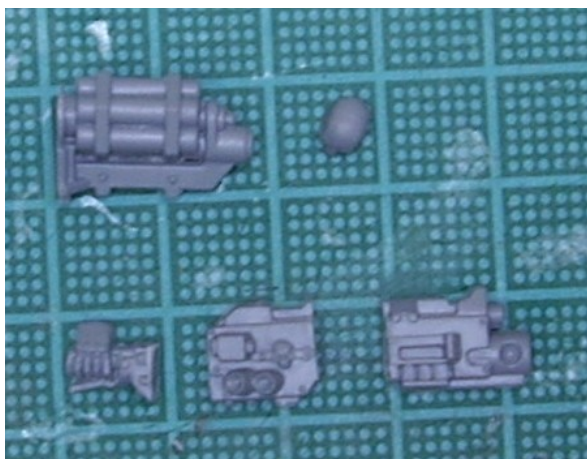
I only had a vague idea of how I was going to build the torso. I knew for sure that I was going to use the Tank Driver's Torso from the Chaos Vehicle Accessories Sprue, and the chest and spine from the Necron Wraith. On its own the Necron torso isn't quite wide enough to be a Titan's chest so my idea was to cut the chest from the tail, then cut it in half pinning the pieces to either side of the Driver's Torso. It was at this point I'd wished I'd invested in a Dremel. Cutting the Necron chest in half took ages, and holding it in place made my fingertips sore. A few days later, the skin started to peel off them... Nice!

Anyway, once I'd recovered from this, my idea was starting to seem pretty solid as I was able to stick the Driver's Torso to the Dreadnought's Thorax and pin both sides of the Wraith's chest to this. I also pinned the top of the tail from the Wraith's torso on to make the Titan's spine. You might also notice I'd stuck the Plastic Titan Banner Pole bases to bulk out where the legs were going to attach to the thorax.

Next, I turned to the Carapace and figuring out how to fit to the torso. Looking at some 40k Chaos Space Marine backpacks I was hit by inspiration. By cutting off the outlets and the bottoms of three backpacks I was able to arranged them in to a triangular formation. Then, by lining the backpacks up with the torso, I was able to stick the carapace on top of the Titan.

After all of this the Titan still looked a bit sparse. So I went back to my bits pile to add various Chaos Marine and Vehicle parts, not to mention a bit of Green-stuffery. What I ended up with was something which looked like it could be a debased relic of an older age.





The Arms

When it came to building the arms I had three things I wanted to adhere to: firstly, as with the whole model, they had to match the size of a Warlords weapons; secondly they had to be able to fit to the torso: and finally they had to feature the appropriate weaponry.

To make the Hellstorm Cannon I got the weapon mounts from the classic Plastic Titans and cut the bottom of them off. This would be the part that connected to the carapace. As you can see from the picture, assembling the cannon was otherwise straightforward. It was just a matter of cutting up the Chaos Marine's Heavy Bolter and reassembling it in a completely different way along with the centre part from a 40k tyre and the Assault Cannon. For a final touch I added a skull from the Fantasy Chaos Warriors sprue then sculpted a lower jaw for that grim Chaos appearance! I was pleased at this stage that the size of the weapon kept to my aim of matching the metal Warlord.

When it came to the Doomfist I didn't quite have as clear of an idea of the components involved as with the Hellstorm. The one exception to this was Abaddon's Talon. I was struck by inspiration when I came across a 40k Hunter Killer Missile from the Marine Vehicle upgrade sprue. Applying a tube from a 40k Dreadnought, then pinning Abaddon's Talon in place, it soon looked the part!

The Head and Tail

For the head, I used the standard Metal Warlord head. In order to distance it from the current design, I added the tusks from the Chaos Warrior Helm I'd originally planned to use then sculpted

over the lower part of the Titan's face. After that I added the guns from the Epic Ogryn and Ork Nob.

The tail was quite straight forward and was achieved by bending it into shape and adding the Cannon from a plastic Epic Ork Gunwagon. I then had to make sure it would pin to fit the bottom of the torso but there was however one slight problem. The part had a copyright notice imprinted quite clearly in to it! A bit of putty soon covered that.



Assembling Ferrus Eternum

After over a month of chipping away at them all of the main components were done and I could finally assemble the Titan! As you can probably imagine, I was really looking forward to this in addition to being slightly apprehensive that the parts would all fit together.

I carefully pinned and glued the legs and head to the torso, and the arms into the carapace. I was able to stick the Havoc Rack and some spikey bits to the top of the carapace to complete the effect.

I had already made a scenic base for the model to give the impression the Titan is striding through the shattered ruins of a sacked Imperial City which the Iron Warriors have just besieged. Along with a couple of Chaos Marines this helped to tie the Titan in with the army I'd eventually be using it with.

Painting Ferrus Eternum

At this point there was only a week until the closing date of the Specialist Games Titan competition so I knew I needed to get painting sharpish!

After priming the Titan black, I dry brushed the entire model with Tin Bitz, then with Boltgun Metal, and finally with a mix of Boltgun Metal and Mithril Silver. I chose this colour scheme simply so that the Titan would fit in with my Epic Iron Warriors army. That's the joy of this colour scheme, a few dry-brushes and the model is mostly finished! I discovered one problem with my model making at this point though: the pins I'd used in the legs just simply weren't strong enough. If I ever make a Titan like this again, I'll double-pin the legs! So it was out with the



superglue, this time in more copious amounts than the last.

After this I picked out certain details. The trim, for example, is painted Shining Gold, given a wash of Brown Ink, then highlighted with a mix of Shining and Burnished Gold. I painted Chevrons on the weapons because they are one of the things which marks out an Iron Warriors miniature. Painting yellow on black or other dark colours is a challenge but not impossible. I start with Blazing Orange, working up with Golden Yellow, and end with a highlight which has a bit of



Skull White mixed in. This works well, but I've since discovered that Bronzed Flesh is even better for getting yellow over Black as it seems to go on in fewer coats.

I painted the claws of the Doomfist with Midnight Blue, highlighted with successive touches of Ice Blue then up to a bit of Skull White. Finally, the parts where I wanted it to look like the metal was repairing itself, I gave a very slight highlight of Mithril Silver/Goblin Green/Rotting Flesh mix. The eyes were painted Goblin Green up to Rotting Flesh too as I felt this would add to the

suggestions of the origins of the alien technology deep within the Titan. I managed to get all of this finished barely two days before the deadline!

Conclusion

So there you have it! Making this model was a real test of my model making abilities. I certainly feel I learned a few lessons making it: mainly that getting a Dremel for filing miniatures is the best way to avoid losing your finger-tips; and not to mention the need to be sure how strong your pins are before assembling a model.

This was also a big commitment in terms of hobby time. It took seven weeks to build and paint. I've never spent that long on one model but I can honestly say I am very pleased with it. I tend to work out of my head, so to speak, and *Ferrus Eternum* fulfils my ideas of what a Banelord should look like. Now to finish my Iron Warriors army!



BatRep – 7500 Point IG/Squats vs. Chaos

By [Jörn Müller](#)

Imperial Guard and their Squat allies clash with the forces of Chaos in this NetEpic battle report. Great armies guys and nice terrain. Thanks for taking the time to write up a report and snap the pictures for us all to enjoy. It looked like a good time. For more Epic content and pictures be sure to check out [EpicScapes](#), Jörn's blog.

Once again, Chaos tries to stomp an Imperial city. In the last instant, the Imperials manage to draw help from a nearby Squat stronghold. Under the eerie white glow of 2 suns, the two forces face each other across the city centre.

While the Lord of Change charged ahead on the southern flank, supported by his minions and several detachments of Traitor Marines, Fulgrim threw his demonic hordes against the Squats on the northern flank. The Khorne war machines around the Lord of Battle and the Tzeentch Warlord Titan *Mutator* advanced in the centre against the massed ranks of Imperial Guard infantry, two companies of superheavy tanks and the Reaver *Tempestuous*, supported by Squat Airships and two companies of Imperial and Squat bikers.

Tempestuous started the battle with a full volley at the enemy Titan and tanks: The Vortex missile exploded just short of the Titan, overloading its shields. Over the course of the first





round, the *Mutator* was barraged by heavy fire from all sides, to which it eventually succumbed. Imperial and Squat artillery pounded the enemy lines all over the field.

Over the course of the first round, Chaos was battered heavily by the massed Imperial firepower, losing almost all tanks and daemon engines and a lot of the infantry not caught up in their mad charge against the Imperial positions. Valkyries dropped off two platoons of assault troops to tie the enemy up in a fight around the centre objective while the support bikes held back and the Imperial gunners dug in around the line objectives. The Doomwing roared by to wreak havoc among the defenders, burning a few bikes to cinders with its flame bombs (2).

To the north, enraged by the presence of their mutated cousins and supported by heavy fire, the advance spearhead of guild bikers clashes with the first enemies around the centre objective taken by Chaos squats (3).

By the end of the round (which took us about 3 hours), the chaos advance was halted for the moment, the mutants recoiling from heavy losses inflicted in the centre (map): The Lord of Battle was toppled by salvoes from the Stormblades missiles, all of which were loosed in the first round. The airships lost the Grindel's Fist, but rained fire all over the northern half of the field (4). The Silver Tower formation broke apart, thus failing to shield the advance of the minotaur band. Again and again, Chaos had been able to protect its greater demons through the use of fell magic.

Round 2 turned out to be a much shorter mop-up of the Chaotic forces that had still not been able to reach the firepower behind the covering Imperial forces. The bike company, still largely intact, tied up the rest of the Tzeentch advance in the south, whose survivors were picked off by



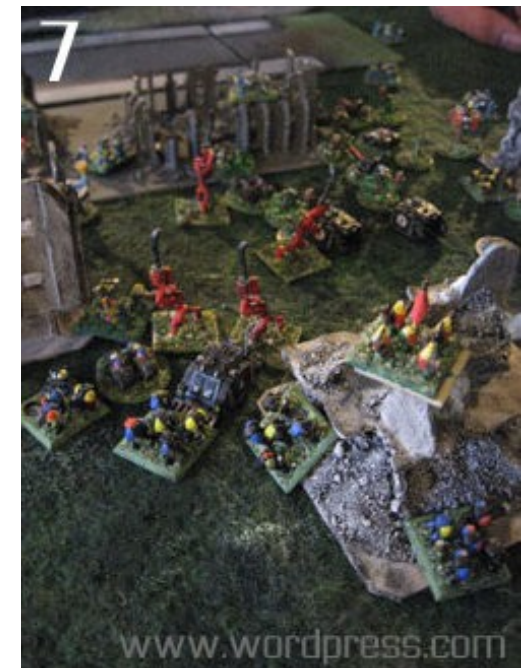


tactical covering fire. The Doomwing made a largely effectful run against the supporting line of firepower before being brought down (5).

The heavy tanks covered the centre (6). The hot spot in round 2 was the carnage wrought around the northern centre objective: The Squats poured all their bike company into the fight against the mass of mutants and lesser demons(7). Emperor be praised, the Imperials had held the city! Having broken most of the Chaos forces, the Imperials and Squats had a massive

lead of over 20VPs more at the end of round 1 due to persistent fire aimed at strategic targets. The plan to tie Chaos up with light assaults had paid off on the southern flank.

In the north, the Squats had bravely tried to stem the Chaos tide that swamped the centre objective. Also, winning the initiative for both rounds certainly helped, especially in the first shot of the game, the vortex missile! In the end, the centre objectives had largely been given up to Chaos in exchange for the VP's their broken ranks brought. Final score after round 2: 66 to fifty-something VPs if I remember rightly.



Painting Chaos War Engines

By [Warmaser Nice](#)

If you're looking for pictures of quality and a huge quantity of painted Epic miniatures then you should definitely check out the Warmaster's models, they'll blow you away. He's taken some time here to show some of the painting techniques he's used on his Chaos War Engines, but make sure you check out his [Zeppelin](#) and [Sans Zeppelin](#) threads on Tactical Command.

Slaanesh

What I think makes Slaanesh war engines a bit tricky to paint is the high contrasting colors needed for an effective look. You'll need everything from pitch black to very delicate pastel colors. To get a good result it takes a bit more work than painting for example Khorne or Nurgle units.

My Slaanesh Knights and Titans were first undercoated black. I then gave them a drybrush of black/Regal Blue and gradually added just a tiny bit of white to the mix. You can get a similar result with Shadow Grey but I prefer to use Regal Blue for a slightly more blueish tint in the dark areas. Once done I picked out a few sharp highlights with pure Space Wolves Grey. Now to add some color. My base colors would be turquoise, pink and orange. For the turquoise I used Vile Green, for the pink I used Warlock







Purple and Tentacle Pink (Tentacle Pink first, since it covers much better than my old Warlock Purple), and finally for the orange I started with Scab Red.

The trick to good looking Slaanesh pastel colors is many smooth layers adding more and more white to the mix. It takes some time but the result is well worth it. The only obvious exception is the red colors. I did not use any white undercoat to make the colors stand out. Since I'd be doing a lot of consecutive layers I simply added the Scab Red directly over the black and made this the shadow color. I then painted everything blood red, leaving just the gaps where shadows would fall. Then it was a matter of adding more and more yellow to the red until I ended with almost pure yellow highlights for the very top highlights.

The final touch was to pick out any remaining details with either pure Mithril Silver or Burnished Gold. The silver got a thin wash of Black Ink to shade it slightly while the gold areas got some thinned down Snakebite Leather/black mix. I then touched up the gold and added just a tint of Mithril Silver to the mix for the very top highlights.

Nurgle

Nurgle units are always fun to paint. It does take a bit of care though if you don't want everything end up looking like a big green blob :P

Again I started with a black undercoat. Then everything got a coat of Scorched Earth. I then added Camo Green to the Scorched Brown in several layers of highlighting. I can't give an exact mix ratio, but at one point I begin to add white to the mix for that pale greenish/brown look you see on the Nurgle Warlord.

The next step is adding wounds and blisters. Here I used Scab Red and highlight with just a touch of Blood Red. Moderation is the key here. I think it looks better with just a few discrete areas rather than have every gaping wound gushing with blood. For really fleshy looking wounds I added some Flesh Paint and gently replaced the green/white highlights from the base color with a warmer more "meaty" look.

Bubols are then painted bubonic brown (surprise, surprise :P) and highlighted by adding white to the mix.

The final step is adding some metal details. I usually use Mithril Silver, sometimes with just a tint of Chaos Black added. I prefer the metal to be fairly bright since it is going to be toned down with some heavy washes later on. Beginning with a very light color means that only very little highlighting is needed afterwards. First wash is a basic 2/3 Chaos Black 1/3 Snakebite Leather wash. I then add some fresher rusty areas using pure Snakebite Leather. As final touches I add some rusty streaks running down the model.

Khorne

There's probably lots of ways to paint Khorne units. The one I've settled for is fairly simple, and like most of my Chaos units it begins with a black undercoat. Usually if you want a bright red it is a god idea to start with white undercoat, but for Khorne I wanted a dark and gory look. To achieve this I first gave the model a heavy drybrush of Scab Red and then added more and more Blood Red to the mix. For the final highlights I added a bit of Blazing Orange. Exactly how much is a matter of taste. Too much and the model starts to look too orange in my opinion. Too little and there's just not enough highlight to really bring out the detail. In the words of the great L4 of





TacComms: DWWFY or "Do what works for you" :D

Next I added some black, brass and bone colored details. The black is straightforward: the brass gets the usual Snakebite Leather/black wash and then highlighted with a bit of pure brass again (I don't use silver for the highlights here as I prefer Khorne to look more subdued and gritty in the metallics). Bone areas were first painted white and then also washed with a sepia ink.

For final details like scopes, lights, eyes etc. I decided to use a contrasting color to the red, so I used a bright green.

Tzeentch

For a long time I had doubts exactly how to paint these units. The Warhammer Fantasy Battles daemons are very brightly colored while the 40k Thousand Sons used to remind me of the Swedish soccer team...

In the end I decided to go for a dark blue with gold details. Again I began with a black undercoat and then added a Regal Blue heavy drybrush. In a series of lighter drybrushes I then added more white to the mix to get some nice crisp highlights. Again it is a matter of balance and where you apply

the paint: Too much and the overall blue tone gets too bright. Too little and you don't bring out the detail.

I then added a bunch of gold details in Burnished Gold. These areas were washed with my Snakebite Leather/black mix and then touched up again with pure Burnished Gold. Unlike the Khorne units I wanted a very bright and shiny gold color for these, so I added some silver to the gold paint and picked out the highlights with this mix.

In the case of the Warlord Titan I also had some daemonic tentacles protruding from the carapace. It is difficult to give an exact method to how I painted these, as it was a bit of an experiment on my behalf. However basically it went something like this: From the blue base color I added either Warlock Purple or Liche Purple. The Warlock Purple parts would become the pink-ish areas while the Liche Purple areas would become purple-ish. I then drybrushed pure white over these colors so they would end up with pretty much the same highlight tone. In some areas I then added thinned down mixes of the purples, to make the colors more distinct. Again this isn't an exact science, but pretty much a matter of trial and error, so I can't guarantee that this will work for everybody.



Blood for the Blood God

By [netepic](#)

Tom, the EPICentre webmaster himself, entertains us with a short work of Chaos based fiction. Be sure to check out the [EPICentre](#) for various Epic related articles, news and NetEpic rules.

The bridge was riddled with blood red lights, shadows crept across the floor. The display panels provided harsh illumination making the crew look more like ghosts than men. Lord Venom scowled at them, less than half of them deserved to be crew on-board the *Red Blade of Khorne* but losses in the 13th Black Crusade had left him with mewling swine rather than the veterans that had followed him for decades. He looked at the skulking warriors and growled. What he needed was a victory, an inspiring massacre that would fill them with pride and vigour.

Glancing at his data screen he sneered at the flashing symbols. The planet Canguir was home to the Cult of the Profane Vision, a snivelling gang of Slaanesh worshipping cowards who languished in luxury and lust instead of revelling in the glory in Khorne. By dawn every man, woman and child would be vanquished.

The warriors grouped together, raucous laughter and bellowing filled the launch tubes. At their core were fifty crimson armoured Berserkers of Khorne. Venom's boots clanged across the

launch bays deck, the battlelust surging within his veins, his blood boiling at the impending slaughter. He raised his gauntlet.

"Target the cults defensive batteries and destroy their defence lasers. Leave the temple intact."

Around him the cultists surged, they leapt into the awaiting Dreadclaw Assault Pods with reckless abandon. The Berserkers slowly filed into the centre of the launch bay, movements jerky with restrained fury. He marched across to join them a wry smile contorted Venom's face, the latticed scar tissue on his face twisting it into a horrific grimace. His comm-link chirped.

"Lord Venom, the batteries are silenced. The enemy is moving into defence positions around the temple. Awaiting your instructions."

Venom hawked and spat onto the deck plating, he laughed.

"And you will continue to wait! We shall take it from here!" He entered the Thunderhawk and watched as the doors closed. Turning to his warriors he nodded. They nodded stiffly back.

The Thunderhawk roared out into space, the engines bellowing a warning to the soft centred cultists massing below it. A chittering rose from the tech priests as they spat heavy bolter rounds down onto the turrets. Venom grasped one of them around the neck and hurled him to the floor, his body dead before it hit the floor.

"No rockets! Leave some of them for the warriors! We want skulls! INTACT skulls!" He grunted at the remaining priests and walked to the exit ramp. The landing chimes began in his helmet, he gripped it with both hands and hurled it against the walls.

"NOW! Blood for the Blood God! Skulls for the Skull Throne!" A deafening roar filled the

Thunderhawk as the cultists activated their adrenal pumps. The Berserkers needed none, long having filled their hearts with rage.

The ramp blasted open and even before the thick adamantine door had cracked onto the temple steps Venom had started to cross it. His bolt pistol blasted the nearest cultists in the chest as they tried to track him with their lasguns. He vision turned red as he surrendered to Khornes Blessing; the blood rage that empowered the Berserkers and turned them from mortal men to daemon like figures of legends.

All around the temple the red armoured cultists burst from the DreadClaw Assault Pods. Laser fire and the sound of rending flesh filled the air, Venom watched as his Berserkers tore into the stairs defenders. He leapt into a knot of them trying to regroup. Dressed in sumptuous silks and coated in a perfumed spray of pheromones they were unused to combat and easily dispatched. Venom growled, if this was the best the cultists had to offer then this raid was barely worth the effort. The skulls were unworthy of the Skull God. Thin and weak they crumpled like paper.

Venom entered the temple's outer sanctum as it was filled by the noise of churning boots of power armoured Berserkers. Foam specks covered his face, drool burst from his lips as he launched himself into the defenders. His twin hearts pounded in his chest. His blood raced through his veins. He was alive! The entrails of his enemies were a carpet of gore and residue. He kicked over tables of fine wines and decadent displays of luxurious food. He scattered the golden chalices, the silver plates, and the jewelled cutlery. He sprayed them with the carmine fluids of his foes.

The doors to the inner sanctum burst open under the weight of his ceramite boots. Inside, a scene of serene calm faced him. The remaining

cultists pawed at each other and cooed with pleasure. Vibrant silks and effervescent cloth adorned a massive gilded throne. Atop it an effeminate boy sat, his manner base and shameless. He clapped, laughing with a deep and musical voice.

"Oh Venom, you are entertaining. Your antics have been so... comical."

Venom didn't cease, he hurled himself forwards as a shadow fell upon him. Without pausing he barrelled forwards towards it. A blow crashed into his chest throwing him across the room into a column. Ceremite cracked under the impact. He looked up roaring in rage as a towering Keeper of Secret rose from where it had been amusing itself with the cultists in a recessed pit, its presence until now hidden by a purple mist.

The Keeper of Secret was a greater daemon of Slannesh with a head of a bovine beast and a body with one side belonging to that of a muscled woman and the other that of a man. It's cloven hooves stamped on the floor and from the columns in the corners of the sanctum Daemonettes flitted into the room, dancing towards the Berserkers as they charged. Claws snicked and snapped, clipping off limbs like a child tears of petals from a flower.

Lord Venom was furious, he bellowed and tore through the Daemonettes towards the Keeper of Secrets. The Greater Daemon mocked him while the boy behind it giggled, his voice lilting with whimsical abandon.

Venom's blade wove a web of death, he leapt into the pit, instincts guiding his blade, as he tore out a ligaments from the daemon's ankle. Writhing cultists crumpled under his boots as they grasped at each other in passionate embraces.

Lingering kisses were cut short by the stomping feet of the Khornate champion. His bolt pistol tore chunks of flesh from the daemon's face and chest as they flew into the air they drifted into insubstantiality.

Venom ducked under a lightning fast claw strike, his face bestial and his voice screaming his defiance. He rolled over a cavorting couple evading the daemon's grasping hand as his blade tore through its fingers. The daemon let out a shrill scream that seemed strangely girlish. His pistol blasted into its arm muscles, gore splashing his armour.

A Berserker leapt at the daemon his axe aiming for its head. Its claw clipped the marine in two, the warrior's blood coating the remaining lovers. The scene was a twisted and macabre tapestry.

Venom hurled himself forward with his opponent distracted seeking to finish the daemon. In mid leap his pistol destroyed the beast's claw with salvo of bolt shells. Turning to face him it roared with annoyance before Venoms blade beheaded the daemon. The head remained substantial for only the slightest of moments before fading out of existence.

Venom smashed his gauntlet into the ground, his frustration at the loss of such a fine trophy for the Skull Throne evident. Around him the Berserkers mopped up the last resistance. When the Blessing receded though he allowed himself a brief smile. His warriors had earned their keep. Many skulls had been earned for the Blood God's throne this day.

'Eavy Metal





