



# *The Palace Herald*

Issue 3

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# Editorial

I bid thee welcome to the first issue of the new look herald!!

Soo ok it's later than I said it would be and doesn't really have *quite* as much content as I'd like \*casts an evil stare of Herald team and fetches his whipping axe\* Ahem, yes well as said this month is small so please don't base opinions on this single issue (there will be more next month... *won't there?!*). But that's all by the by.

So in this issue we have Chili's Lizardmen, some pansy elves and a bunch of overgrown orcs. We also have a quick look at the greatness of coldblooded.

Oh yes, long have they gone now but - Congrats to all those who won an award in the Herald. I wrote something special just for this occassion. I hope you all enjoy it.

So, time next time....

KU  
Editor

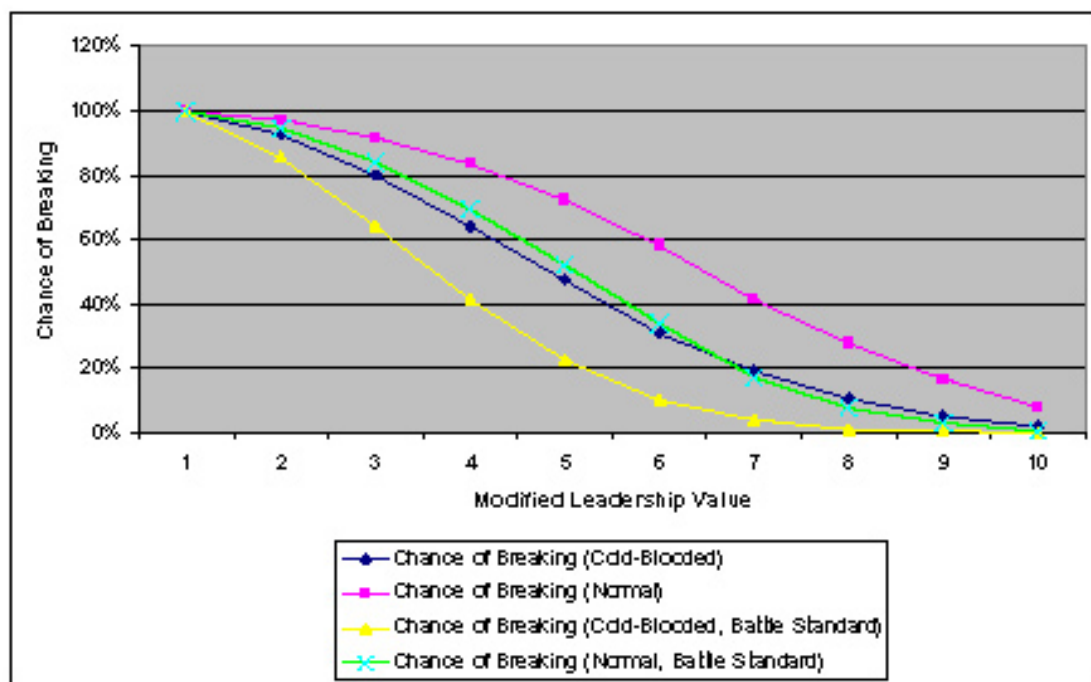
# In Cold Blood: The Stats of Cold-Blooded, and the Saurus Sponge

Most people think it's a big advantage: some people think it's fluffy and fair, some people think it's broken. From experience, most can say that it's equal to or better than having a Battle Standard around, and gives a boost of two to three to your effective Leadership. The Cold-blooded rule is, however, incredibly hard to analyse statistically. I gave it to both my Further Maths teachers, giving them a question that simply required them to work out the probability of failing a Ld8 Break Test with Cold Blooded – neither of them could do it. I tried it myself, and got results that had the right shape but were wildly out of proportion. So, for ages, I was stumped, and gave up on statistical analysis of Cold Blooded. That is until I found out that someone had done it for me...

## The Stats of Cold-Blooded

Ryo, on Asur.org, had posted an article on break tests that included stats on Cold-Blooded. He presented it all in a nice, colour-coded chart, which was nice for practical, gaming means but didn't serve my purpose of analysing the rule's precise effects on the Break Test curve. So, before you could say "Mighty Lord Chilipepa, Hallowed Be Thy Wisdom," I plugged Ryo's stats into Excel, and came up with something far more useful:

## CHILI'S FUNDERFUL GRAPH



OK, so let's have a look at the graph, eh? Now, as we can see, normal Ld is the worst – as you might expect – and it sets the general pattern that all the variants observe. This pattern is that modifications to Ld of middle values have greater effects than modifications to high-value Ld – Ld9's chance of failing is closer to Ld10's than it is to Ld8's. A BSB nearby will exaggerate this tendency at high Leaderships, water it down at low Leaderships, and your overall chance of holding at any point whatsoever (except, of course, at Ld1).

Now we come on to the crux of it: Cold-Blooded is in fact better than having a Battle Standard nearby until you hit Leadership 7 and higher, at which point the Battle Standard's bonuses surpass Cold-Blooded. This is an interesting relationship, with important tactical ramifications: it means that Cold-Blooded units are better adapted to hold their ground in the case of heavy opposition, whereas the Battle Standard will help you more in close-fought combats where a single die roll wrong could ruin a lot of effort and potential. Cold-Blooded units can be relied upon to hold without too much wild hope even down at Ld5, where their chance of breaking comes in at 47.7% - in contrast, at this point BSBed units are at 52.2% - more likely to break than not. However, at Ld7, where normal units would have a 41.7%

chance of breaking, the BSB is two percentage points better at 17.4%, with Cold Blooded units only throwing around a 19.4%. It is worth noting at this point that both abilities reduce your chance of breaking to more than half – both very good value for points at the high end of the spectrum.

### The Saurus Sponge

These statistics, to my mind, reinforces the observation I've made over a couple of years about Saurii: they are actually rather sneakily designed to be better at defence than assault – surprising for a two-attack, S4 unit. But think about it – on the defence, their I1 is irrelevant, as they'd be striking last anyhow. With spears, they can throw out a hefty number of return attacks only when defending, or (my preference), with shields and hand weapons, they receive a 4+ save. They are perfectly adapted, with their attack output, to take on enemies from all sides – provided you do not allow your enemy to bring his best units to bear in the way he wants to, your Saurii can defy conventional tactics and ignore low-value flankers: they may win the combat on the first turn, but there's no way you're going to move. Example: Empire detachments. A regiment of Saurii does not need a pair of Krox units in reserve to fight off the detachments, because although the enemy will win in the first phases, it then comes down to the grind, as your Saurii will not budge. Here's a statistical analysis:

25 Empire Swordsmen, with detachment of 12 Free Company and Command charge 20 Saurii with Command.

6 Swordsman attacks: 4 hits, 4/3 wounds, 4/6 kills.

12 Free Company attacks: 6 hits, 2 wounds, 1 kill.

2 kills overall (to 1 s.f.)

Saurii strike back:

7 Saurii attacks against Swordsmen: 7/2 hits, 14/6 wounds, 14/9 kills.

8 Saurii attacks against Free Company: 4 hits, 8/3 kills.

4 kills overall (to 1 s.f.)

The Empire have  $2+1+3+1+1=CR8$

The Saurii have  $4+1=CR5$

Now, despite their combat power, they have, of course, lost by 3, being partially surrounded and horribly beaten on static CR. This would be fatal for ~~armoured gorillas~~ Chaos Warriors or ~~hairy midgets~~ Dwarves, who would have a 72.2% or 58.3% chance of breaking (respectively) in the same situation. Not so Saurii! No, the Saurii have a less than 50% chance of running – in all likelihood, they're not budging. In the Lizardman phase, another 4 humans shall die, and another 2 Saurii shall die. In the next Empire turn, the Free Company will be down to four at the start of the combat, losing the Flank Charge bonus. Suddenly, the Saurii have 2 more combat res (ranks come back) and the Empire lose 1... the average kills only change in the decimal range, and to 1 s.f. remain the same, so now the Empire have actually lost by one. And guess what... looking at the curve, they have a greater than 50% chance of breaking! So we see, due to the resilient effects of Cold-Blooded, Saurii can wade into lighter troops with impunity – they will suffer casualties, yes, but they will not break. They inflict twice the casualties, and will refuse to flee again and again. That Empire regiment's destruction only took 1 Lizardman turn – again, the defence is emphasised here, as allowing them to charge gives you more phases in which your regiment's movement is not tied up, as most of the fighting can go on in the enemy's turn.

This brings me on to my next point of deduction: Saurii are clearly designed to be used as a semi-tarpite. They can't do what I just described to CW or Hammerers, make no bones about it, but against the vast majority of armies they can take light flankers and bulky frontal assaults simultaneously. The expensive Saurii only need a couple of units to soak up a vastly numerically superior portion of the enemy, who will then be

1. taking vast casualties from the number of Saurii they have brought into contact.
2. sitting ducks for the Lizardman army's wonderful flankers. Krox, Stegs, even COR or Sallies...

So, now we can see a bit of a new use for Saurii, no? It certainly struck me as a new use: I've been using this stratagem

with Temple Guard for yonks, them being stubborn and all, but it never occurred to me before I saw the graph that Saurii could do it too.

Of course, the flaw with this is that Saurii will still break if you get them low enough, so hard flankers or frontal fighters will result in you breaking. Once they win by 4, you probably are going to flee. This is where the fourth line of my graph comes in: Cold-Blooded troops with a battle standard.

Once you have that BSB in range, the unit will have a better chance of holding at Ld4 than a regular Saurii unit at Ld5. These guys at Ld6 are in fact around 6 percentage points better than normal infantry at Ld9. Start giving them the Blessed Spawnings of Quetzl and/or Tlazcotl, and you have one unit that's not going anywhere in a hurry: think about it, until they've lost the combat by 4 or more (and we're talking T4, 4+ armour save people here, so their defence is passable), these Saurii are harder to break than Black Guard. What's so fantastic about this is that they look like a target – in my experience, people get very quickly used to Temple Guard inviting flanks and trying to soak their army, but they will pounce on Saurii, knowing them to be expensive and, to the mind without an inbuilt calculator, only slightly less breakable than the common trooper. Use this – use the Saurus Sponge! A couple of Saurii blocks, running very closely in tandem, will make sure that the enemy can't bring a force overwhelming enough to break one and then swing round on the other (unless you're playing Archaon's Horde), and should be able to soak a huge amount of the enemy army. This is especially effective against Undead, where your Saurii will be hitting on 3s: Saurii flanked and reared by four units of 20 Zombies will, I have just calculated, tear through a terrific 9 shambling corpses a phase for 1 loss: that means you will WIN by 2 every phase, and would only take a theoretical 7 losses in the theoretical destruction of every single zombie (that would, admittedly, take 7 phases, but a man can dream... a man can dream).

So I guess what I'm trying to say here is: these stats have opened my eyes to the fact that the 20 to 16-strong Saurus Block (incidentally, the high loss ratio you are likely to incur in these protracted grinds is another justification for 20 in a unit, you 16-12 strong naysayers... :P) is not like other infantry, even other elite combat infantry: it is actually perfectly adapted for being surrounded, provided it has enough inferior enemy troops to get its teeth into and stay above the Ld5/4 danger line. As the Australian-accented centurion in Rome: Total War says, "Grab your enemy by the throat then hit him in the vitals!" – the Saurii are, in fact, a very well-designed grabbing unit, perfect for pinning large sections of the enemy line in nice, big ~~targets~~ clusters that your heaviest hitters can mince. Remember, a Stegadon flanking a single unit involved in the cluster combat will probably break all the enemy units involved – simply by dragging the enemy units into combat and holding them there, the Saurii have magnified the effect of your Stegadon's charge three to four-fold, breaking three to four units instead of just one and ripping a massive hole in your enemy's battle line. What is great about this tactic is that your opponent is only likely to commit one or two units in the first place, as I find even people with tried-and-tested experience of Cold-Blooded like Rasputin tend to underestimate its "underdog" ability – exaggerating holding power in low-Ld situations – in his next phase, he will probably panic a bit as he notices your flankers coming up, and, with any luck, will throw even more units into the combat, ready to be broken by the counter-charge. Make sure your BSB is near enough to prevent these new arrivals from chasing off the Saurii before your counter-chargers can get there, and you should have a large portion of the board in the bag as a huge number of enemy units are either smashed and routed, and spread panic across a broad area of the table segment. If you can have some skinks in reserve to chase the fleeing cowards down (or even better, a unit of COR with the Banner of Huanchi to give them no chance of escape), all the better.

Well, 'tis all for now: I hope I've given you food for thought. May the Old Ones go with you – unless of course, you are a New One with different theological beliefs, in which case GET OUT OF MY ARTICLE! These words are not for the eyes of the squishy mammals...

Warning: The tactics I have detailed here will not really work against pansy armies that dance around you too much. If your enemy is fielding a cissy army of similar description, then the infantry line that you are trying to soak and fragment will not be there, or will be too cheap to bother about and too fast to pin. Your Saurii will, most likely, be flanked by very nasty cavalry/monster units and destroyed. So do think before you apply my wonderful wisdom.

# Swordmasters Of Hoeth

In this small article I will be giving details of how I painted my Swordmasters Of Hoeth for my High Elf army. The unit itself is a small elite fighting force hailing from the White Tower of Hoeth, where the swordmasters train in their martial skills. The White Tower itself is based in Saphery, the province of magic in the Lands of Ulthuan, so the Swordmasters are usually painted in the same colours of the White Tower or Ulthuan. This being a white and pale blue. But as my army hails from Caledor and the lands of the Dragon Princes, blue doesn't seem to fit. So I decided to do my main army colours in red and white, the cloth being white and the trims, plumes and other parts in red.

But as the Swordmasters are a special unit it seemed only right they stood out, so I took five models and did four different test schemes (the last one being used in the current scheme). These test models were -

- 1.Plain silver armour, red plume, white cloth and gold details.
- 2.Golden scales for the armour (lower section), upper torso in silver, white cloth and red plumes.
- 3.Red armour, white cloth & plumes, golden trimmings and details.
- 4.Cream/ivory/white armour, red cloth and plume, gold trims and details.

In the end I decided to choose the cream scheme as I decided it was rare and would stand out amongst silver, red and white units. This is how I did it.

## Beginning

First off was cleaning the models, this involves taking a file and removing any flash and mould lines that show. Once this is done and the model is glued to its base they are undercoated, using citadel's Chaos Black spray I applied the undercoat. The undercoat must be applied lightly, otherwise the paint can build up and obscure the details. So light sweeping sprays building up the layers is best, sometimes it's impossible to get to those places underneath without removing the model from its box (I use an old shoe box and blue tac the models to the base, it allows freedom for me to just turn the box on my hand to spray each angle.) in these cases a layer of watered down chaos black will be able to cover these at a later stage.

Once the undercoat is on, I leave to dry for at least an hour. It is ready to paint in about an hour, though I do quite often leave it longer. Once dry completely, to cover any areas the spray may have missed give the models a once over with a watered down chaos black. This will hide any areas of exposed model that the spray couldn't reach.

Unless otherwise noted all paint and inks are watered down, the reason behind this (if you don't already know) is that it goes on smoother and will not dry up quickly like paint straight out of the pot.

I shall explain each part separately – Armour, cloth, flesh, details



*Swordmaster Champion*

## Armour

### Base coat

Before applying paint I made sure all's comfy, I find that by attaching the model(s) I'm painting to the top of an old (and preferably empty) paint pot means you don't have to touch the base or any of the model, thus reducing chances of you catching it and making a mess. I use blue tac to keep them on and stable.

Now, the base coat. Being as my idea was for them to have a light cream coloured armour the base colour would have to be light enough for it to easily be highlighted but still add depth, so I chose Bronzed Flesh as the base. The Bronzed Flesh was applied to all areas I wanted to be cream, these were the armour (Scales around the legs, helm, gauntlets, shoulder plates, any area of the chest plate showing – front or back). A smooth layer applied, leaving only the black on none armour areas (and none showing through the Bronzed Flesh). Once dry a watered down Brown Ink wash was applied to give the model(s) depth and shading, once dry the next stage was started.



*Base coated Swordmaster*

### First Stage

Once the shading had been revealed it was time to begin the stages to getting to the main colour, the first layer was pure Bronzed Flesh. Using a Fine Detail brush each scale was painted individually so that the ink between showed them as separate items, also anywhere on the gauntlets, torso armour or helm the ink had settled was carefully left to add definition. The highlight of this base colour is simple, add Bleached Bone to Bronzed Flesh.

Each highlight layer has a small amount of Bleached Bone added, this gradually increases the shade of the armour. The exact quantity or mix ratio I can't remember, but the easiest way I found was to apply a tiny amount to a small area on the model (the helm is a good area) to see if the mix is light enough to be used as the highlight, if not more Bleached Bone was added. I know it's not very useful, but I'm really bad at mixed amounts and remembering the ratio. I just tend to slap it down and add more till it's the shade/colour I want. Once the Bronzed Flesh/Bleached Bone got as far as I could get it without it becoming more or less pure

### Second Stage

The second stage is to highlight the armour more, this is done by adding Skull White to the Bleached Bone. The white the armour the more Skull White you want, again the exact quantities elude me. Again the test model comes in, comparing each highlight until they look exact or close.



This may seem like a complicated procedure, but once you have done a few models and have an idea of how it goes you can get it done quite quickly.

### Cloth

The red cloth and plumes are done in exactly the same way, so I'll describe the cloth and you can go from there. The base for the cloth is Scab Red, it's quite dark but can be easily lightened. Scab Red is applied to all areas that will be red, one or two layers maybe needed for it to cover the red convincingly. The next layer is a 1:1 mix of Scab Red and Red Gore, this again is applied in all areas (including the recesses, in my opinion the pure scab red is a tad too dark for shading).

The third layer is pure Red Gore, this time leaving the Scab Red:Red Gore mix in the recess as shading, the next highlight is a mix of Red Gore and Blood Red. Brighter than the others it provides a good base for the next layer, which is pure Blood Red. The Blood Red gives it a bright look, but if done correctly it is still a few shades deeper than it being straight out of the pot.

### Flesh

On the swordmasters models not much flesh is showing, the hands have gauntlets on and the face is mainly enclosed by the helm. So the flesh isn't that big a deal, but it always pays to take care. For the base I used Dwarf Flesh, this was then shaded with Flesh Wash. Allow to dry then a 1:1 mix of Dwarf Flesh:Elf Flesh was applied, leaving the ink to shade (it is hard, in such a small area its easy to pass



*Completed armour and cloth*

the shading. But it's also a forgiving piece.) A final highlight of pure Elf Flesh was applied to the raised edges – nose, cheekbones etc.

### Details

#### Gold

The golden areas are -trim around the edge of the armour (waist and arms), the crossbar on the sword's hilt, the small triangles hanging from the swordmaster's waist and the band around his back, also any icons/designs on the helm and the small piece at the base of the plume. The gold was done from a Bestial Brown base, a heavyish Brown Ink was to bring out the details. Then Shining Gold to highlight

#### Sword

The sword in itself is simple, Chainmail base with a Black Ink wash, followed by Chainmail highlight.

#### Runes (Stones/Jewels)

The runes, or stones, jewels or whatever, on the sword, gauntlets and helms are all done the same way. I chose a green instead of the usual red as it gives a different look and green is another colour associated with Caledor. The base is Dark Angels Green, the entire rune is covered in this way. Next Emerald Green is painted about  $\frac{3}{4}$  of the way up the rune, followed by a small curve of Goblin Green on the bottom of the rune (the curve should be opposite the remaining showing of Dark Angels Green). Finally a small stripe or dot of Skull White is painted on the Dark Angels Green part to simulate the reflection of light.

### Hair

The hair I do very basic, being as it's hard enough to get the hair right I do it a basic Bubonic Brown.

### Finished Look



*Completed first rank*

*By King Ulrik Flamebeard*

# Guts for Hire

## A guide to converting cheap Maneaters

When I found out that I'd made the Palace Herald team, I knew that I wanted to do something with my new Ogre army. I figured that it was probably a bit early for writing tactically, so a hobby article was clearly the way forward. Ever since I'd first heard about Maneaters at the Games Day seminar, I'd wanted to have a crack at converting them. So, what better opportunity than this to finally do it?

In this article I'll show you how I created four Ogre Maneaters using nothing but a plastic Ogre Bull kit, my bitz box and a packet of green stuff.

### Night Gobbo Maneater

As you probably all know, I'm a bit of a Gobbo nut. Therefore, a night goblin influenced maneater seemed like the perfect start. Here's how I did it.



1. I began by gluing the main body to the feet.
2. In place of a gutplate, I added a Night Goblin shield.
3. As all my Night Goblins carry spears, I decided that was what I would give my Maneater. For his left arm he has the Bull standard bearer arm. This had its bottom clipped off and a Night Goblin spear top placed on top.
4. At first I couldn't decide what to put in his right hand. I'd already used a shield for his gutplate, so I couldn't use that. Inspiration struck me when I was staring at the Maneater models in the army book – they have Gnoblars, why not give him a Snotling? I simply replaced his hand with a hook from my bitz box, and stuck a plastic Snotling from the NG box inside it. All I had to do was reposition its feet, and the tiny greenskin was done. Simple!
5. Next came the hardest bit of the conversion. No night gobbo is complete without his hood, so I'd clearly have to find a way to get one onto my Maneater, or he just wouldn't look convincing. It was actually surprisingly easy to sculpt using green stuff, simply copying the shape of one of the plastic night goblin heads. A small metal skull was pushed into the front of the hood, and the conversion was finished. Naturally he'll get green warpaint when I paint him.

## Dwarf Slayer Maneater

This conversion was relatively simple, and I completed him in a few hours. I'll leave you to consider how an Ogre managed to stay in the company of Slayers long enough to mimic their dress without getting killed!



1. I stuck the main body, cool Nike™ trainers, left arm and head together as normal.
2. Every slayer has his crest of hair, so I added a small lump of green stuff to the top of his head and scored it with a modelling knife until it gave the impression of hair.
3. I filled the hole in his chest with green stuff, and sculpted the trousers back over the top. No nancy-boy gutplate for this ogre!
4. Obviously he needed a beard, so I sculpted one out of green stuff. This just didn't look realistic, so I decided that it would have to be a fake. Two GS nails later, and he's the proud owner of a wig for his chin.
5. I'd seen a rather cool conversion on the net where someone had used the plastic beer barrel as an over-sized ogre tankard, so I borrowed it for his left hand. I used green stuff to give the impression that the beer was spilling out.
6. The right arm was a bit more difficult. None of the ogre arms were really in the pose that I wanted, so I had to sculpt the shoulder and upper arm myself. The shoulder was relatively simple, but the rest of the arm was more difficult. I started by creating a simple "sausage" shape. I then pushed half a regular ogre bull arm onto the end. Following the pattern of the muscles on this plastic section, I tried (and some would say failed) to sculpt the muscles onto my sausage shape. It looks a bit strange, but hopefully it'll be better after painting.
7. For the right hand, I took a regular ogre club hand, and cut its weapon head off. I glued a length of plastic from a standard pole onto the bottom, and stuck an old chaos warrior halberd on top. I bulked it out with green stuff to match the rest of the shaft, and the conversion was complete.

## Norse Maneater

Seeing as GW don't produce a Norse Maneater, and the chaos ogre models are so cack, I thought that I would make one, using a Marauder as reference. Here's how I got on.



1. I assembled the main body and feet, then glued on a normal left arm and the right arm from the command sprue.
2. I glued a Marauder shield in place of his gutplate.
3. I cut the spiked stone club head from its shaft, and glued it on top of a closed fist. This would be the start of a two-handed club. I glued a hand weapon sideways onto the left hand, then cut its weapon head off. All that remained was to glue a piece of plastic in between to connect it together, and I had a unique great weapon.
4. There's a really cool passage in the ogre book about how mutations can be advantageous, such as having an extra head in an eating contest. I couldn't resist doing this on my model, so I searched the ogre sprue for two grimacing heads (it can't be much fun having to share a body, so I figured they wouldn't be smiling). I cut off the bit where the head is usually stuck, and replaced it with a decent-sized blob of green stuff. I pressed the two heads into this, and scored a line into the back of it to fit in with the rest of the body. Voila!

## Empire Maneater



This one's my personal favourite. He was the most difficult to do, but looks by far the best in my opinion. On to the guide...

1. I assembled the main body as per usual, with the most civilised-looking iron-gut helmet and gutplate.
2. I glued a plastic eagle to the top of the helmet, to give the impression that it came from a knight.
3. I again used the right arm from the command sprue, and stuck an ogre club without its weapon head onto the end. I covered the shaft in green stuff, then sculpted a wood texture over the top. I glued the signpost head from the O&G Giant's arm to the end of it, and the Nuln-personalised Ogre Club was complete.
4. No soldier of the Empire is complete without the famous "square" armour, so I had a go and sculpting some. Although I thought that this would be difficult, it turned out to be pretty simple. I started by covering the arm to be "armoured" in green stuff, and left it to dry. The following day I rolled nine strips of green stuff, and stuck it down to the covered arm. I then pressed it down at regular intervals, making quick and easy squares. The picture doesn't really do it justice, but you get the idea.
5. I wanted something else to show that the ogre was from the Empire, so I had a little look in my Bitz Box. I found that I'd only used three of the Leadbelcher cannons, so what better to give to a Nuln-inspired ogre? I simply clipped off the extra hand, covered the gap it left with green stuff, and stuck it to the right arm.
6. I've also got the covering soldier of the Empire model (from the O&G giant), which I am considering adding to this model.

Well, I hope this guide has been of some use to you, if you're planning on converting your own Maneaters or just want to know how to sculpt "Empire-style" armour. Thanks for reading.

*By Goblit Skullhelm*

# Focus on ....

Welcome to the first in a series of articles on the members of Warhammer Palace, the first one here is focusing on LordChilipepa. As many know LordChilipepa is the resident RPG master, reptilian and regards himself as an over grown frog (don't ask). I put a number of questions to him about his choice of army, here is the interview.



I put my first question to the Lizardman player, asking him why Lizardmen? His reply of they came with the 5<sup>th</sup> Edition box was reasonable but his obsession also made them an obvious choice;

*“They came in the 5th edition box. When I was about 9, my premier interest (obsession/compulsion.... call it what you will) was dinosaurs. Most of the dinosaur knowledge I absorbed during that era is still imprinted on my brain, to the extent that I can actually understand palaeontologists (in fact until I found out what a bitter and twisted bunch they are, my sole ambition in life was to be one) and can watch “Walking with Dinosaurs” with the sound off. So when I received a box my mum had seen in Ely’s at Christmas, and you had a choice between what was essentially an army of dinosaurs and men in tin cans with very easily snappable lances, it wasn’t difficult. Lizardmen allowed me another avenue for my love of reptilian things.... it’s something to do with empathy for my fellow cold-bloods. RasputinII will testify to this... according to him, at least, I have no emotions, and when I have nothing else to do I tend to just stand in the sun, soaking up the heat until I have enough energy to hunt... I mean work. “*

Of course after choosing he had to pick colours and units, at a young age we all know how our painting looks. Being an avid lover of reptiles LordChilipepa says he doesn't like the garnish of the GW look and has gone for a more camouflaged look, and the lovely conversion of his Sarus hero features high on his favourites list. Top in fact. He even has his very first painted model still (awww... cute).

*“Well, the first models I got were obviously the ones within the Fantasy boxed set. That was, as I recall, a good number of plastic Saurii (I think 40-odd) and around the same number of skinks (you got value for money in those days). These were the times when Saurus scaly skin gave a 5+ armour save that couldn't go lower than 6+ unless struck by an ignore armour saves weapon, mind you, and when skinks cost two and a half points and had S4 (due to the poison) shortbows, so that was the start of a damned decent army.*

*My painting skills were, to be frank, rather awful. I was 9, after all. I didn't know of the existence of citadel paints, or understand the word “Acrylic”, or have much (read: any) taste or skill or interest in the design and application of colour schemes. By sheer random chance, I managed to acquire a citadel starter set, but not before I had painted my entire force of skinks green with enamel paints, with predictable results - they looked like small blobs of green and red (swirls from the running paint from the crests) china. Furthermore, they were all on different sized bases, since I didn't understand this “different base size” malarkey, which meant that a lot of Saurii got severely injured feet as I managed to push them into skink bases and a lot of skinks ended up hogging all the space in the unit of their properly-based friends (skinks could rank up in those days). The Saurii did fare marginally better, as they got painted with Ultramarines Blue and Blue Wash (aye, it was called Wash in those days, laddie, not fancy pants Ink like ye have now) and so looked acceptable if you stood a few metres away. Squinting, with the glasses that are necessary to view eclipses with on. In a darkened room. Facing the other way.*

*Yes, I still have the first model I painted. It's a Saurus. As you might expect, it has, abem, been repainted. Twice, to be perfectly accurate. I would flatter myself that my painting skills have come on quite a bit since those first days (Muppet Treasure Island had just come out on video, for anyone looking for a chronological reference [or a classic film!])*

My army is painted green, so no, I don't conform to the GW colour scheme. I've read their justification for picking neon blue - to 'stand out from their jungle surroundings' - and I still think they were tripping when they came up with that, so I've tried to get my Lizards to look like real members of the Master Race... abem... I mean the Reptile order.

\*cough\*

Anyway, the basic colour scheme is a light green for the skinks with dark blue or red crests (because I have a great deal of skinks, there are two spawnings of 'em in my army), while the Saurii & Kroxcigor are a dark green with black scutes. Painting 'em got a lot harder after stupid GW managed to discontinue Scaly Green, but Dark Angels Green looks very similar under a Dark Green Ink wash (which is how the old ones were painted). The bases are green, flocked with static grass and with water painted or textured on in some cases (painted or textured depending on the size of the expanse of water).

My favourite conversion is either my Bretonnian Duke, or, more probably, the JSOD I exhibited on the P&M forum a while back. GW don't cater for the most common weapon option for Saurus characters - the great weapon - which meant I had to sculpt his arms from scratch. That probably qualifies him for most difficult conversion as well."



Saurus hero's of Chili's Lizards

Now for an area he's known for on the forums, huh. Assuming he'd have some very detailed stories spanning back the millennia I asked about his army's past and how they got there.

"Wellllll... I was always aware of the story side of the game. The 5th edition books were packed with stories, and, at primary school, that was an inspiration to write stories about the game universe. In retrospect, both the stories in the books and in my school journal were absolutely rubbish, but, as I think I've proffered as an excuse several times before, I was 9. And you've got to start somewhere.

I first really got into fluff in a big way with the arenas. That would be two and a half or three years ago, when I was still pretty poor in the WH writing respect. I came to arenas in a roundabout way - getting into internet forums through The Pyramid Vault, I saw an arena on [Ulthuan.org](http://Ulthuan.org) and I thought "anything bloody elves can do I can do better." I started up my own on the GW forums, which surprisingly, were a stunning success - I'm sure it's not associated with the quality of the material, as, looking back, I can see quite how rubbish the first ones were. That progressed on to Rezeephua, and I have now run somewhere in the region of 25 AoDs... and the real virtue of them was that they let me build up some quality. An AoD contains a number of fights equal to the number of contestants - 1, so that generally means that you have either 31 or 63 fights to write, with surviving characters repeated so that you can't get away with only good description, and with the same audience reading every fight so you have to try and make each one different, and with strict parameters of what actually happened to stick to, and with a pretty tight deadline. So as you can imagine, that's a pretty intensive crash-course in how to write fantasy action sequences, as you pick up a wonderful talent for atmosphere and dynamics simply by endlessly repeated practise. Since I enjoyed writing the stuff so much, I bought a few BL books. I stopped buying them when I was about 15, realising just how awful they were, and since then I've not been such a big fan of the official fluff. SOC's ending and Albion have reinforced my views, and I prefer to enjoy the smaller-scale stuff I write myself.

As for the link between fluff and army - Chilipepa grew as a character in my head, I transplanted Chilipepa into the game, and then I built the fluff concept of Rezeephua and the city's army ("The Rezeephua Frogs") around the army I had. All the Saurus characters I use in the arenas and as fluff characters around the Rezeephua site are models I use, and frequently when I come up with a more competitive arena concept I start using it in battles and make a model for it (all the characters have different names. The current head boncho is called "Xaicopatzi..."). The names "Chilipepa" and "Rezeephua" are completely unoriginal, being lifted out of the 5th edition army book, but I promise the concepts themselves are far more developed than the original writer ever made them. Finally, I suppose you could say that some of the more humorous aspects of my army's fluff have transposed themselves into the actions of my skinks on-table, who try to emulate the deadly kamikaze skink ninjas that Chili sets upon his enemies (kamikaze because doing a backflip and landing wrongly when you are T2 is potentially fatal...) by charging all manner of enemies, including Mounted Daemonettes, who they actually managed to destroy! "

Everyone has likes and dislikes, many love how they have painted a unit or just how it performs others hate



one on how they look; nobody plays with an army they hate the look of.

*“My favourite unit.... that’s a tricky one, but I’m going to say either Kroxcigor or Salamanders. Kroxcigor, because they have spiffy rules and the 5th edition models (of which I own seven - hooray! - but need another [two units of four would be very fun]) are absolutely fantastic. Salamanders don’t have quite as much raw killy combat potential, but they are a wonderful unit for a Lizardman player to use as unleashing torrents of firepower is a refreshing break from an army that is mostly combat and manoeuvre. Plus they rip through pansy elves like sulphuric acid through a wet hanky. And their 5th edition models are pretty darned good too, I suppose. The two units are linked in that I sympathise with the poor beasties for what GW did with their 6th edition incarnations... yeuch.*

*Units I dislike... well, Cold One Riders are up there with Skink Cohorts (I don’t play Southlands, so I won’t go into the truly awful... awfulness of skink cohorts, the readers should be able to work it out anyway). Cold One Riders are stupidly expensive, slow, lightly-armoured and generally poor-quality. Yes, I know they have a powerful charge, that there’s only one other cavalry unit with 2 attacks out there... that’s not the point, the point is that the battle-cow-riders cost 35 points, the same as a Terradon... and considering that Kroxcigor do their job better and for less expense if you’re using them as flankers and that a Carnosaur will do their job better and for about the same if you’re using them as head-on hitters, my converted COR are gathering dust right now and will do so for a long while yet. What’s more, the models’ poses are extremely disturbing, and look physically painful to me. “*

**Finally to bring it to a wrap I had to squeeze a question in hopes of catching him out; Which model looks most like him? And what would an opponent expect from a typical 200opt list.**

*“A model that looks like me... I’d say a skink, but they’re all midgets. Probably the Skink Priest. It’s got a certain look on its face that reminds me of what I see when I look in a mirror.*



*The Real Chili Maybe?*

*An average army would probably include a lot of mobile, hard-hitting elements, as I have to play RasputinII and his MSU shenanigans far too much. Always, always always there will be a JSOD, and of late Chili has been getting out of the temple a lot to do some intensive elf-blasting with his rock-hard unit of Temple Guard. Apart from the JSOD, I’d say the only certainty would be that it would be green...*

*That being said, this is my GT list. I’ve been using it a lot, it’s a generally competitive list that I enjoy using a lot. So if I didn’t know who I was facing, there’d be a decent chance that I’d bring this list along. For the moment, at least “*

Here’s the list;

Slann Mage Priest – 650pts  
2<sup>nd</sup> Generation, Battle Standard Bearer  
Dispel Scroll(x1); Plaque of Dominion; Plaque of Tepok; Totem of Prophecy

Skink Priest – 125pts  
Hand Weapon, Level 2  
Dispel Scroll(x1)

Saurus Scar Veteran – 133pts  
Hand Weapon, Great Weapon, Light Armour, Shield  
Charm of the Jaguar Warrior

10 x Skink Skirmishers - 70pts  
Hand Weapon, Javelin & Shield;  
Scout

15 x Temple Guard – 291pts  
Hand Weapon; Halberd, Shield  
Musician; Champion

11 x Skink Skirmishers - 77pts  
Hand Weapon, Javelin & Shield;  
Scout

3 x Kroxigor -174pts  
Great Weapon

3 x Kroxigor -174pts  
Great Weapon

3 x Terradons – 105pts

3 x Salamander Hunting Packs - 195pts  
3 Handlers per Salamander

Total - 1994 pts



*The Force Of Rezephua*

*By King Ulrik Flamebeard*

*\* Flashing lights light up the skies, picture cuts to a female elf. A low cut dress leaves little to the imagination, her golden skin is resplendent against a shimmering white dress \**

“Welcome to the Second Annual Warhammer Palace Awards!! I’m your host Ulwen Goldstar, and we’ll be delving into the ceremony a bit later. But first it’s to the red carpet for the nominees and members arrival, over to you Scarlet”

*\* Picture shows a long red carpet, lined on either side are beings from every race in the known world; many hold paper and charcoal read to sketch the image of the arrivals \**

“Thank you Ulwen,. And the first to arrive is... Oh my its the elf that has the elven isle of Ulthuan in turmoil, Maelduin ab Sardis. Ohh..” *\* blushes as the Prince kisses hand, to the side screaming female fans wave boards with the elf’s name on. Smiling, with a wave and a toss of his golden hair the Prince proceeded up the carpet \**

“Ahhhh... Oh umm... the next member down the carpet is..Oh my. Burp Foulbreath.” *\* Scarlet watches as a orc the size of a small but leaps off a snoring boar, chucking its reins to an attendant \** “Here park d’is” *\* Grinning the savage orc wanders up the carpet, looking at the almost silent crowd he grins, opens wide and lets loose a belch that rattles the roof before them – many elf maidens fainted \**

“My, what a beast! But here’s the next member, none other than the dwarf lord himself – King Ulrik Flamebeard!!” *\* At the king’s name dozens of drunken dwarfs surged to their feet, shouting and chanting in slurred Khazalid they raised their tankards and downed the strong contents. \**

“Oi! Give us that! Beardling!” *\* Seizing a one of the frothing ale holders from a thoroughly drunk dwarf he knocked it back in mere moments, whiting the froth from his fiery beard he handed the tankard back and strode onwards towards the entrance. \**

“Next up we have, DarkLordJim. My, my isn’t he a big one. But that ginger.. doesn’t go well with that flesh suit he’s wearing. Jim! Jim!! A few words for those watching?”

“RARWHHH!! RAWWAHH!!”

“Umm, thanks. DarkLordJim”

*\* The hours pass as the nominees and those able to get tickets tread the red carpet trickle in, the clothing as outlandish as ever. Men from the Empire follow the twisted mortals of the north; black armoured Druchii wander up accompanied by near naked witch elves, their moss clothed woodland cousins not far behind \**

“Ah!! Finally!! The last one to appear, here he comes. LordChiliPepa” *\* A large slann floats in accompanied by a group of skinks, each holding a glyph standard bearing a title of the ancient being \**

“Vunrable Chillil! A word if we may? Now why is it that one...”

“That’s venerable child. Venerable”

“I’m sorry? Vunrable, that’s what I said”

“No silly new one, venerable, Not vunrable”

“Look, I know what I said! Now answer my question, vunrable Slann”

“VENERABLE!!! V E N E R A B L E!!!” *\* With an odd sound like a croak the skink attendants pick up the Slann and start off, two are left pointing small tunes at Scarlet\**

“Ahhh.. back to you Ulwen”

*\* Picture cuts back to Ulwen, a slight concerned look crosses her face \**

“Yes, well... The winners are about to be read out;”

\* *Cuts to hopefuls putting on a brave face, trying not to look disappointed or too gleeful* \*

*Best Overall Member*

“Ah, the winner is the Venerable LordChilipepa. Congrats to the Slann lord”

\* *Skinks swarm onto the stage to run off with the trophy, the honour is great to give the Slann his prize* \*

*-Funniest Member*

“Okk.. then. The next award goes too... Slann LordChilipepa again!!”

*-Most Helpful Member*

“ Oh my, Maelduin ab Sardis claims this one!! Come on up Prince Maelduin”

\* *The white robe clad elf leaps up to the stage, with a flick of his golden locks he picks the award up* \*

“Thanks to all my fans, I do try.”

\* *Hordes of screaming elven maidens try to force their ways to the prince, a mad lust in their eyes* \*

*-Best Writer*

“What the? Again?! The large toad once more.”

\* *The lizardman lead shifts in his throne , glaring at the announcer\**

*-Best RPG'er*

“Oh look... Chili. Lets give him all the awards \* sigh \* Alright which one wants it?”

\* *A small skink tugs at the announcers coat, takes the offered award and scampers off* \*

*Painting Master*

“Unfortunately SirGiles couldn't attend this ceremony, so I shall be accepting the award for him. 'Ta”

*Scenery Master*

“Once more I accept on behalf of SirGiles”

*Conversion Master*

“Ah.. a well deserved award. What you did with that dragon is simply amazing, though I don't suggest you try it in real life”

\* *Canned Laughter* \*

*Fluff Know it all*

“Oh.. a shock. Chili once more”

\* *King Ulrik Stands up and starts swearing in Khazalid* \*

“Bloody thief!! That's my sodding award!! FIX!! FIX!!!!!!”

*-Best Mod*

“Ooo, someone else's turn. The Elven prince Maelduin wins this one too”

\* *Maelduin stands and waves to the crowd of fans* \*

*-Hardest Mod*

“Ahh... dreamy isn't he? Umm.. ahem. Yes no surprises here folks, Prince Caledorian”

\* *The elf bounds up onto the stage* \*

“Wooo!! Yeah!! I ROXOR!! Thanks all for voting for me, I'm flattered and ... OI!! You there!! You can't do that!! BACK!!”

“Umm.. Cal your not a mod any more.”

“Yes well... still I win. Like it or the EVIL MONKIES SHALL DEVOUR YOU!!!!!!”

-*Nicest Mod*

“Nicest mod? Really? But.. but.. he’s *GINGER!!* Oh well... DarkLordJim wins this one”

\* *Jim enters* \*

“*RAWH!! RARWAAHHH!!!!!!*”

\* *Jim saunters off* \*

-*Best Sig*

“Shaargor wins this one”

\* *Mumbles about fluff and kittens dying* \*

-*Best gaming topic*

“Again? Oh well... the slann wins it”

-*Best non-gaming topic*

“Hmm.. a mix up here. \* *Glares at King Ulrik* \* Two topics in one here.. Shaargor and Burp Foulbreath with Four More Years and Fox Hunting”

-*Funniest non-gaming topic*

“It appears yet another award to the two brothers, Shaargor picks this one up with ‘The Anti-Bush Scrap Book’

-*Best WH strategist*

“WTF?! Umm.. excuse me for a moment folks”

\* *Walks behind a curtain* \*

“What do you mean it’s correct?! He’s useless!!”

\* *Loud Thwapping sound is heard* \*

“Bah!! At least he shows something then... has that pic for the programme appear from him yet? No? Surprise, surprise...”

\* *Returns to stage* \*

“Thanks for your patience, and due to some error Prince Caledorian wins this. But don’t fear a recount is on its way”

\* *Cal starts towards the stage, a large beaming grin on his face. But he fails to notice the rabbit on the floor and promptly falls flat on his face. Amongst the laughter he slinks back to his seat* \*

-*Best WH40K strategist*

“And our erstwhile and lost admin wins this one, Tombguard321”

-*Screw Loose (odd members etc.)*

“Oh let me guess.. the evil monkeys will get me...Bah. Cal wins this one.”

\* *A winged monkey swoops from the rafters and delivers the award to his master. Everyone else watches stunned as the monkey returns to the roof after a pat from his grinning master* \*

“Well I never...”

-*Best Newbie*

“Ah another person, not an elf or a overgrown toad. GoblinSkullhelm wins the new members one. Welcome and hello”

-*Services To Warhammer Palace*

“Finally services to the palace. Now this is an award for the mods, as they are its ‘guardians’ But somehow RasputinII has gotten onto the list, so you’re guess is as good as mine. But the winner is...”

\* *Looks down at the awaiting skink* \*

“Out the way!! Oi! Ye little begger tis mine!!!”

\* *The iron shod boot of King Ulrik shows that skinks can fly without terradons* \*

“About bloody time too!!! I’ve been waiting for this. Oh thanks and cheers \* *turns to chili and sticks tongue out* \* “

“And that folks is the end. The final award, many thanks to all those helping out and congrats to the winners – below is the final list of winners”

*Palace Awards 2005*

Hardest Mod: *Prince Caledorian*

Best Non-Gaming Topic: *4 more years burp, fox hunting (shaargor)*

Best Warhammer 40K Strategist: *Tombguard321*

Painting Master: *Sir Giles*

Best Overall Member: *LordChilipepa*

“Screw Loose”: *Prince Caledorian*

Funniest Non-Gaming Topic: *The Anti-bush scrapbook (Shaargor)*

Best RPG'er: *LordChilipepa*

Best “Newbie”: *Goblit Skullhelm*

Service to the Palace: *King Ulrik Flamebeard*

Best Warhammer Strategist: *Prince Caledorian*

Best Gaming Topic: *Magic the weakest Phase (LordChilipepa)*

Best Signature: *Shaargor*

Nicest Mod: *Dark Lord Jim*

Best Mod: *Maelduin ab Sardis*

Fluff Know-It-All: *LordChilipepa*

Conversion Master: *Rogue Gladiator*

Scenery Master: *Sir Giles*

Best Writer: *LordChilipepa*

Most Helpful Member: *Maelduin ab Sardis*

Funniest Member: *LordChilipepa*

(Note: This is meant to be a satire look on the awards, I mean no offence and hope none is taken. KU)

By King Ulrik Flamebeard

# Credits

## Artwork

Burp Foulbreath

## Layout

King Ulrik Flamebeard

## Articles

King Ulrik Flamebeard

LordChilipepa

Goblit Skullhelm

Thanks to all who submitted something, lets hope it improves with the forth coming issues.

To submit an article, story, artwork please use MS Word (for articles and stories) or JPG for artwork and email them as an attachment to:

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