

**THE MARK OF  
CHAOS**

# FOREWORD

This document contains an article published in the first *Citadel Compendium*.

For further information see:

<https://awesomeliesblog.wordpress.com/2018/06/05/the-wfrp-story-x-page-by-page/>



These are the rules we use for Chaos creatures in our Warhammer Games, they are quite simple to adjust for use in other role-playing or fantasy battle systems.

Chaotic Attributes are the strange powers, disfigurements and mutations that mark the bodies and souls of many creatures whose lives have been touched by Chaos. Merely dwelling in a portion of the Multiverse where Chaos lurks close by will bring the curse of the Mark of Chaos upon a section of the population. In human society to bear the Mark is to be an

outcast, but Goblins, Orcs and the like regard it as an honour and a blessing.

Evil creatures tread a path very close to that of Chaos, and all evil or unpleasant beings (including humans) have a particular chance of bearing Chaos Attributes.

Chaotic Attributes may take a characters fighting characteristics beyond the normal limits for his race.

#### CREATURE LIST RANDOM GENERATION AND CHAOTIC ATTRIBUTES

Creature	Chaos Attribute	% Generation	Creature	Chaos Attribute	% Generation
Carniverous Bird	1%	01	Ordinary Men	1/4%	
Centaur	Creature of Chaos -10%	02-03	Evil Men	2%	
Chimaera	Creature of Chaos -20%	04-05	Servants of Chaos	3%	
Demons	Demons may have Chaotic Attributes at there own will or that of their masters. About half of demons encountered will have Attributes; either randomly chosen or specifically selected by the Games Master	06-07	Manfish	2%	66-67
Dragons	5%	08	Manticore	Creature of Chaos -10%	68-69
Dwarfs	Very Rare	09-14	Minotaur	5%	70-71
Eagles	1%	15	Ogre	3%	72-77
Elfs	Unknown	16-17	Orc	2%	78-83
Dark Elfs	2%	18-20	Serpent Crawler	3%	84
Giants	5%	21-22	Slann	2%	85-86
Giant Frog	1%	23-24	Treemen	1%, except in evil enchanted woods -10%	87
Giant Insects	2%	25-26	Trolls	Creature of Chaos -5%	88-93
Giant Rat	2%	27-28	Undead	Where Undead are the spirits of deceased beings who bore Attributes, the spirit form will usually carry at least the shape of those Attributes, they will often have no particular effect. See REALM OF CHAOS.	See Undead Sub-table
Giant Reptile	1%	29-30	Werereatures	2%	95-96
Goblins	2%	31-36			See Werereature Sub-table
Griffon	Creature of Chaos -10%	37-38	Winged Panther	3%	97
Halflings	Unknown	39-40	Winged Serpents	5%	96
Harpy	Creature of Chaos -10%	41-42	Wolf	1/2%	98
Hobgoblins	20%	43-49	Giant Wolf	1%	99
Hippogriff	Creature of Chaos -5%	50-51	Wyvern	5%	00
Lizardmen	2%	52-53			
MEN		54-65			
Followers of Law	Never				
Goodly/Saintly Men	Very Rare				

SUBTABLES

DEMONS		UNDEAD		WERECREATURES	
Balrog	01-15	Skeleton	01-30	Weretiger	01-10
Jabberwock	16-20	Zombie	31-50	Wererat	11-30
Small Demon	21-40	Ghoul	51-65	Werewolf	31-60
Unique Demon	41-80	Liche	66-70	Wereboar	61-75
Chaos Demon	81-00	Ghost	71-75	Werebear	76-00
		Wraith	76-80		
		Wight	81-85		
		Mummy	86-90		
		Spectre	91-96		
		Vampire	97-00		

CHAOTIC ATTRIBUTES are given as a percentage chance, throw for each creature in the regiment. If it is found to have Chaotic Attributes, throw a D6:

1,2	One Attribute
3	Two Attributes
4	Three Attributes
5,6	D6 Attributes

If the first creature in a regiment to be thrown for is found to have Chaotic Attributes, then there is a chance equal to the Chaotic Attribute that the whole regiment has identical Attributes; this can produce a particular monstrous bunch of beasties!

A quick method of discovering how many creatures with Attributes there are in a regiment is to multiply the chance per creature by 5 and throw for each group of 5 creatures. If the score is achieved then just one of these has Chaotic Attributes.

CREATURES OF CHAOS

Some creatures are designated as 'CREATURES OF CHAOS', these have a particular affinity with the darkness of Chaos, and have a higher chance of Chaotic Attributes. Creatures of Chaos are always thrown for separately - the whole regiment never has the same attributes, and if a creature is found to have Chaotic Attributes, it always has D6 of them.

CHAMPIONS OF CHAOS

Those who ally themselves with the dark forces of Chaos can gain great power, but as their affinity with Chaos increases, their very body and soul may be distorted, until eventually they are not even recognisable as human, this is simulated by gradually gaining Chaotic Attributes. More of this in a future article.

SPAWN OF CHAOS

Once a creature has more than 6 Chaotic Attributes, it will scarcely be recognisable as the species it once was. At the same time its mind and soul will have given themselves over entirely to their Chaos masters; it will not have a trace of sanity left.

Such sad beasts are the CHAOS SPAWN, they roam in packs with others of their kind at the bidding of the CHAOS GODS.

Favoured CHAMPIONS OF CHAOS may be granted members of the Chaos Pack as bodyguards, steeds or beasts of burden; and as a reminder of what they may soon become!

Generate Spawn of Chaos by giving 5+D6 Attributes to any randomly generated creature.

REGIMENTAL TOTEMS

Those creatures with the mark of Chaos visible upon them are often regarded with great pride or affection by their fellows. Thus a particularly striking, silly or impressive looking

RANDOM GENERATION OF CHAOTIC ATTRIBUTES

%	Attribute	Ws	S	T	W	I	A
01-02	Blood Rage	-	-	+1	-	-	-
03-04	Breathes Fire	-	-	-	-	-	-
05-06	Cross Breed	-	-	-	-	-	-
07-08	Chaos Spawn	-	-	-	-	-	-
09-10	Chaos Lord	-	-	-	-	-	-
11-12	Evil Eye	-	-	-	-	-	-
13-14	Great Fangs	-	-	+ $\frac{1}{2}$	-	-	-
15-16	Great Horns	-	-	+ $\frac{1}{2}$	-	-	-
17-18	Hideous Appearance	-	-	-	-	-	-
19-20	Hypnotic Gaze	-	-	-	-	-	-
21-22	Horrible Stench	-	-	-	-	-	-
23-24	Iron Hard Skin	-	-	+1	+1	-	-
25-26	Long Limbs	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	+ $\frac{1}{2}$	+2	-
27-28	Long Spines	-	-	+1	+ $\frac{1}{2}$	-	-
29-30	Mace-Tail	-	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	+1	-
31-32	Magically Resistant	-	-	-	-	-	-
33-34	Magically immune	-	-	-	-	-	-
35-36	Massive Intellect	-	-	-	-	+2	-
37-38	Moronic	-1	-	-	-	-2	-
39-40	Mindless	-1	-	+1	-	-2	-
41-42	Manic Fighter	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	-	+1	-
43-44	Multiple Arms(each)	-	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	+ $\frac{1}{2}$	-
45-46	Multiple Heads(each)	-	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	+1	-
47-48	Magician	-	-	-	-	-	-
49-50	Prehensile Tail	-	-	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	-
51-52	Powerful Legs	-	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	-	-
53-54	Poisonous Bite	-	-	-	-	-	-
55-56	Plague Bearer	-	-	-	-	-	-
57-58	Quadruped	-	-	-	+1	-	-
59-60	Regeneration	-	-	-	-	-	-
61-62	Rapid Regeneration	-	-	-	-	-	-
63-64	Razor Sharp Claws	-	-	+ $\frac{1}{2}$	-	-	-
65-66	Scorpion Tail	-	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	+ $\frac{1}{2}$	-
67-68	Snake Tail	-	-	+ $\frac{1}{2}$	+ $\frac{1}{2}$	+1	-
69-70	Spits Acid	-	-	-	-	-	-
71-72	Vampire	-	-	-	-	-	-
73-74	Very Fast(Move X2)	-	-	+ $\frac{1}{2}$	-	X2	X2
75-76	Very Strong	-	+2	+1	+ $\frac{1}{2}$	-	-
77-78	Wings	-	-	-	+ $\frac{1}{2}$	-	-
79-80	Weaponsmaster	-	-	-	-	-	-
81-82	Very Agile	-	-	-	-	+2	+2
83-00	Non Useful Attribute						
	See Next Chart						

Ws	Weaponskill
S	Strength
T	Toughness
W	Wounds
I	Initiative
A	Attacks

member of a regiment may be regarded as acting exactly like a regimental standard. Creatures equipped to produce loud and strange noises, with a trunk for instance, can also be regarded as a regimental musician.

Creatures with WEAPONMASTER, GREAT HORNS, CHAOS LORD, HIDEOUS APPEARANCE, MANIC FIGHTER, BREATHES FIRE, MAGICIAN or any particular advantageous attribute or combination of attributes, will be a regimental officer.

#### RANDOM GENERATION OF NON USEFUL ATTRIBUTES

- 01-02 Skull Face
- 03 Flaming Skull Face
- 04-05 Rotting Flesh (Zombie Faced)
- 06-20 Bestial Face. Goat Head, Snout, Trunk, Muzzle etc.
- 21-23 Crest. Wattle or crest instead of hair.
- 24-26 Hunchback
- 27-30 One Eye
- 31-33 Three Eyes
- 34-36 Tail
- 37-39 Cloven Feet
- 40-42 Pin-Head
- 43-45 Huge Head
- 46-48 Long Neck
- 49-50 Hopper. One large leg and foot - hops along at half speed.
- 51-53 Headless. Face elsewhere on body
- 54-56 Puny. Halve Strength, Toughness and move distance.
- 57-59 Tentacles. Tentacles instead of arms.
- 60-62 Furry, or bald if normally pelted.
- 63-65 Very Warty Skin
- 66-68 Big Ears
- 69-71 Long Nose
- 72-74 Re-arranged Facial Features. Swop round eyes, mouth, nose and ears.
- 75-77 Scaly Skin
- 78-80 Vividly Coloured Skin
- 81-83 Brightly Pattered Skin - Stripes, Dots etc
- 84-86 Game Master's Choice. Invent something silly or inconvenient.
- 87-89 Bulging Eyes - Like a Frog
- 90-92 Eystalks
- 93-96 Enormously Fat
- 97-98 Long Legs
- 99-00 Short Legs - half movement distance.

#### CHAOTIC ATTRIBUTES

##### BLOOD RAGE

The individual becomes subject to FRENZY

##### BREATHES FIRE

Creatures larger than man-sized breathe fire with the same template as a Dragon (4x2") - Range 12", Attack Strength 3. Man sized or smaller creatures have a template of 2"x1" - range 6" and Attack Strength of 2.

##### CROSS BREED

The creature has the attributes of a cross breed between the basic species of the creature and another randomly determined species. Monsters will be crossed with humans about 50% of the time. You will have to determine your own rules for the resulting hybrid.

##### CHAOS SPAWN

Throw D10 additional Chaotic Attributes. The creature will gain an additional attribute each month.

#### CHAOS LORD

This creature has been favoured by the Gods of Chaos, and is chosen to lead it's fellows. It will take D4 extra Wounds for it's species. Add D4 to each of - Initiative, Strength and Toughness.

There is a 50% chance of being granted each of the following (throw for each)

1. A complete suit of Chaos Armour
2. Wizard's Powers (Throw Randomly)
3. D6 Extra Chaotic Attributes
4. A Demon Sword

#### EVIL EYE

If any figure comes within 4" of this creature it has a 50% chance of being unfortunate enough to meet it's gaze! This will thoroughly screw up the figures Karma, and he will be subject to a disadvantage modifier of 1 on all dice rolled for as long as the creature with Evil Eye lives.

#### GREAT FANGS

The creature bites with the effect appropriate for its size but with plus 1 to kill and minus 1 from the opponents Saving Throw.

#### GREAT HORNS OR TUSKS

The creature may charge as a mounted lancer. Plus 1 to kill.

#### HIDEOUS APPEARANCE

The creature causes TERROR in those smaller than itself, FEAR in others.

#### HORRIBLE STENCH

The creature smells very badly. Throw D6, this is the range of the stench. All figures who can smell the creature will be subject to a disadvantage modifier of 1 on all dice rolled. Elves (a fastidious bunch) will not approach within range of the smell. The creatures regimental comrades will be entirely used to the smell, and will be quite proud of it's effects on others, add two to their Morale Dice.

#### HYPNOTIC GAZE

The creature may fix it's gaze on one opponent at a time within 6". If it then throws a 5 or 6 on a D6, it's victim is fixated, and may make no actions at all. The victim will remain fixated as long as the creatures gaze remains upon it. Once the victim is free of the creatures gaze, it needs to throw a 5 or 6 on a D6 to start to act again.

#### IRON HARD SKIN

The creature has chitinous, warty or scaled skin, which gives it an additional saving throw of 4,5,6 on a D6 after any saving throws for armour. If this throw is made, any non-magical weapon striking the creature will break.

#### LONG LIMBS

Plus 2 to Initiative - Plus 2 to 'to hit' throw.

#### LONG SPINES OR SPIKES ON BODY

Any figure in combat with this creature has a 1 in 3 chance of spiking himself - counting as a Strength 1 Attack. 10% of such creatures are poisonous.

#### MACE TAIL

The creature has a tail with a knobbly 'mace' on the tip, rather like some dinosaurs. This can be used as a weapon with no deduction for using two weapons.

#### MAGICALLY RESISTANT

Has a saving throw of 4,5,6 on a D6 against any Magical attack.

#### MAGICALLY IMMUNE

Magic has absolutely no effect upon this creature.

#### MASSIVE INTELLECT

The creature is hyper-intelligent. He always makes the right decision, and knows everything the Gamesmaster knows.

#### MORONIC

The creature is incredibly stupid. When ever anything that requires the least thought is required of it; fighting, running, going through a doorway etc, there is a 1 in 6 chance of it getting it wrong in some calamitous manner. Drools a lot.

#### MINDLESS

A total automaton! simply obeys the commands of whoever currently holds sway over it. Ignores morale and the effects of Wounds.

#### MANIC FIGHTER

HATES any enemy regiment or figure that comes within 12" of it. Not subject to Morale.

#### MULTIPLE ARMS

Throw a D6

1-4	Two extra arms
5-6	Four extra arms

#### MULTIPLE HEADS

Throw a D6

1-5	One extra head
6	two extra heads

#### MAGICIAN

Creature is a Wizard, generate randomly as in BOOK OF SPELLS.

#### PREHENSILE TAIL

The creature has a prehensile tail capable of wielding an additional weapon or shield.

#### POWERFUL LEGS

Kangaroo like legs, make normal move, then leap half as far again, leaping over troops if desired, and appearing behind opponents.

#### POISONOUS BITE

The creatures bite is poisonous.

#### PLAGUE BEARER

The creature carries a vile disease. The Gamesmaster must determine its incubation period and effect. Anyone bitten stands an 80% chance of infection, clawed or scratched 60%, struck by weapon 40%, in close combat 20% and within 2" proximity 5%. Its fellows will usually be immune.

#### QUADRUPED

If the creature is humanoid, its arms become forelegs, a creature that normally goes on all fours now walks erect, with forelegs becoming arms.

#### RAPID REGENERATION

The creature has regenerative powers at greater than normal rate - roll twice to regenerate.

#### RAZOR SHARP CLAWS OR PINCERS

These strike as swords, with a plus 1 'to kill' and minus 1 from the opponents saving throw.

#### REGENERATION

The creature has regenerative powers.

#### SCORPION TAIL

Throw a D6

1-2	Non-Poisonous
4-6	Poisonous

The tail strikes with a plus 2 'to hit' whenever the creature would be eligible to bite. The non-poisonous variety strikes with the effect of a sword. The poisonous variety has an Attack Strength of 1D 10.

#### SNAKE TAIL

The creature has a tail which terminates in the head of a snake. This attacks with a Strength of 1. There is a 50% chance of the snake's bite being poisonous, Strength D6.

#### SPITS ACID

When the creature is entitled to bite, it may instead spit acid.

Throw a D6

1-2	No effect
3-4	Hit - must make saving throw, or agonising effects of the acid score the equivalent of a kill.
5-6	Hit in the face -blinded and killed as above. No saving throw unless face protection is worn.

#### VAMPIRE

The creature becomes a Vampire - requiring massive meals of human blood to survive. Generate Initial Life Energy level as D6x200 - see the rules for **Vampires** in the additional rules article.

#### VERY AGILE

2 Extra blows in combat and an extra saving throw of 5,6 on a D6 in combat - 4,5,6 against missile fire.

#### VERY FAST

Double move distances, and number of blows in combat. Double Initiative.

#### VERY STRONG

Add 2 to Strength Grade.

#### WEAPONSMASTER

Add 6 to the creatures weaponskill with any one favoured weapon.

## WINGS

Creature is winged, either feathered or reptilian.

Throw a D6

1-2	Small Wings
3-4	Medium Wings
5-6	Enormous wings

Small wings are useless and cannot be used to fly. Medium sized wings enable flight as normal. Huge wings allow normal flight - but are a bit cumbersome on the ground - trailing, getting dirty and tripping up the creature. Halve movement distance when on the ground - movement through woods becomes impossible. Movement in small buildings is at 1" per turn.

### Duplicate Results

If the same result comes up more than once, double its effect or accentuate it in some appropriate way. Some results will tend to cancel each other out. The Gamesmaster should not slavishly follow the results from rolling on these charts (or from any other part of the Warhammer system), but should use them wherever possible as a basis for using his imagination to the full; creating creatures for his players to encounter, if rolling a few characteristics seems to be creating an interesting beast, then let your own creativity take over to finish it off, and you will have the satisfaction of coming up with something really special.

### Fighting Characteristics

Creatures bearing the Mark of Chaos are often bigger, tougher, faster or meaner than their untainted fellows. On the Random Generation Chart we indicate rough guides for the Gamesmaster for modifications to the beasts' fighting characteristics if it has particular Attributes. Fractions should usually be rounded down.

### EXAMPLES OF CHAOTIC ATTRIBUTES

#### 1. ZYGOR SNAKE-ARMS



Zygor the Night Goblin has been determined to have Chaotic Attributes; we throw a D6 to determine how many - a 4, giving him 3 attributes. Three throws on a D100 give us 50, 84 and 91. PREHENSILE TAIL, and two NON-USEFUL ATTRIBUTES, we throw again for these; 52 and 57: HEADLESS AND TENTACLES.

So we decide that Zygor has three tentacle like prehensile tails instead of arms and that his face is situated in the middle of his body.

Move	WS	BS	S	T	W	I	A
4/3	2	3	2	B	1	3	1+1

#### 2. LEAPING SLOMM TWO-FACE

As Trolls are Creatures of Chaos, Slomm the Troll, gets D6 Attributes. We roll the dice and find that he has 4:

POWERFUL LEGS

GREAT FANGS

MULTIPLE HEADS (one extra)

BESTIAL FACE (s)

We decide quite arbitrarily that Slomm has the heads of a Walrus, this fits quite well with Great Fangs. Slomm's Attributes give him plus one to his Wounds, Initiative and Toughness beyond the attributes of a normal Two-Headed Troll, and each of his heads bites with +1 'to kill' and -1 from his opponents saving throw.

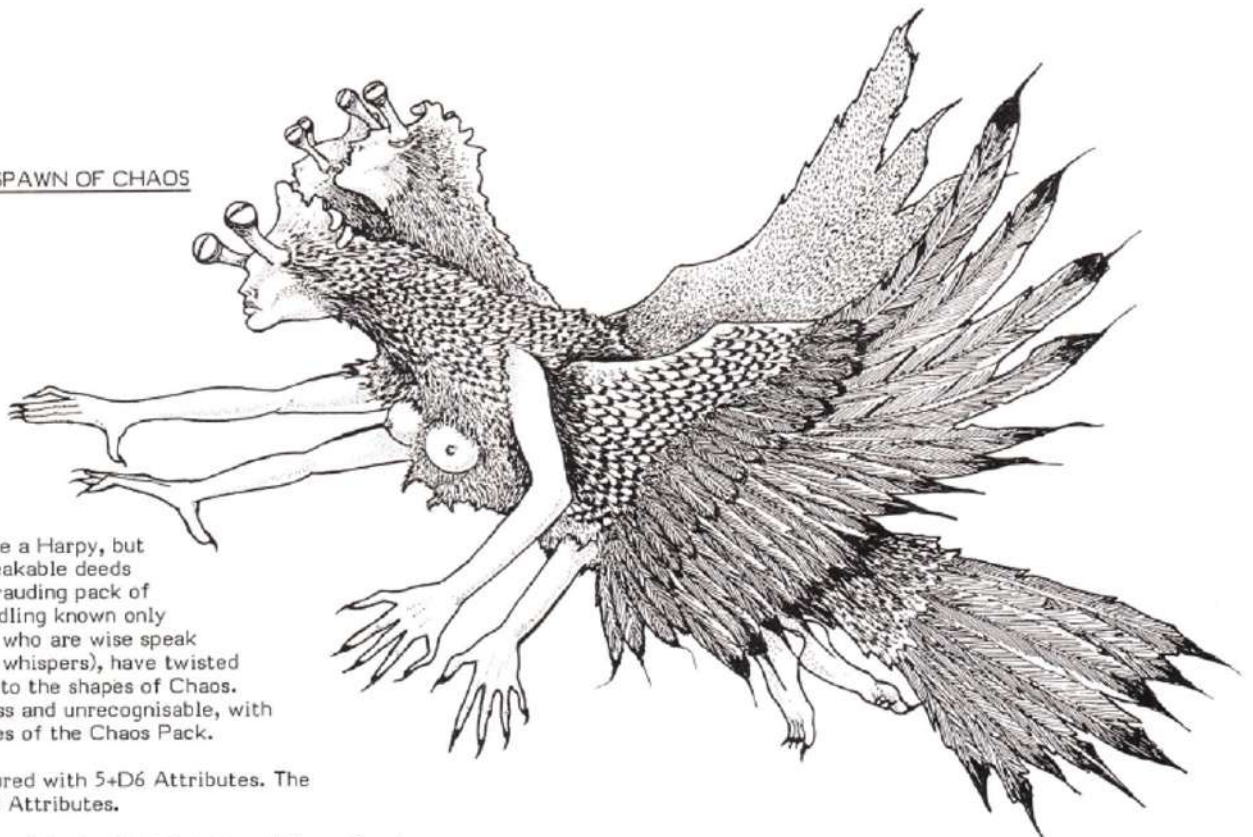


#### SLOMM

Move	7"+3½" leap
WS	3
Strength	4
Toughness	B
Wounds	5
Initiative	4
Attacks	2 plus 2 Bites at +1 Kill, -1 from opponents saving throw.

STUPID. SUBJECT TO FRENZY. USES TWO WEAPONS WITHOUT PENALTY. CAUSES FEAR IN MEN OR SMALLER. REGENERATION.

### 3. NGAARANH: SPAWN OF CHAOS



Ngaaranh was once a Harpy, but centuries of unspeakable deeds serving in the marauding pack of the vile Chaos Godling known only as Kka (and those who are wise speak that name only in whispers), have twisted her body and soul to the shapes of Chaos. She now runs, gross and unrecognisable, with the other creatures of the Chaos Pack.

Ngaaranh is honoured with 5+D6 Attributes. The D6 comes up 3 - 8 Attributes.

QUADRUPED	(We decided that she will have four human type arms and hands which function as quadruped legs.
EVIL EYE IRON HARD SKIN MULTIPLE HEADS	(2 Extra - we decide this will increase the Effect of the Evil Eye by 20%)
BREATHES FIRE	4x2" Template range 12" Strength 3 for each head
EYESTALKS HORRIBLE STENCH CREST	Range 5" We give the poor girl wattles instead of hair.

All this adds 2 each to our ex-Harpy's Wounds, Toughness and Initiative.

MOVE	4" and Flight
WS	4
Strength	3
Toughness	E plus 4,5,6 weapon breaking saving throw
Wounds	4
Initiative	4
Attacks	3 Bites +3 Fire + Strench + Evil Eye 80%.

This repulsive creature is very tough indeed, with her various powers she could do a lot of damage to any normal unit of troops. Her appearance is horrific too, so she causes FEAR in all troops, and TERROR in units of man sized or smaller less than 10 strong.

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### CHAOTIC ATTRIBUTES AND TABLETOP BATTLES

Now that we've gone through the rules for Chaotic Attributes and most of you have rolled up a few trial monsters, you are no doubt asking how to go about providing models of them to use in your battles.

When you have determined that a member of, say, a Goblin regiment, has Attributes, and discovered what they are, it is possible to use your imagination to picture the creature, while using the original model to represent it on the table. Once the battle is underway you should soon stop thinking of it simply as another Goblin, as you picture its wings, fangs and extra arms. Blue-tack can be used to model on temporary arms, tails, heads etc and will not damage the models paint job. The stage beyond this is to actually provide models of the Chaos creatures you use. Citadel will be manufacturing various Creatures of Chaos in our **WARHAMMER** range, but it is very satisfying to set about converting and constructing your own.

Citadel produce a list of spare bits and pieces that are available separately (send us a stamped SAE) but it is by no means exhaustive; any piece that is cast by us is available separately, give us a ring or drop us a line if you're after something in particular. If demand is sufficient we also hope to produce sets of heads, torsos and limbs to assemble as you wish.

In our own games we have a convention that Creatures of Chaos are only permitted if a model is provided. There is no way that our collection could encompass all possible eventualities, so we have a system which compromises between variety and visual appeal.

When the dice roll reveals that an Orc regiment has a member bearing the Mark of Chaos, he can only be used if his commander has an Orc model with a suitable number of Chaotic Attributes available. Obviously the model will already have specific physical Attributes, and it is assumed that if a physical mutation is rolled it is automatically changed to one the Orc model already has. Attributes which do not involve a change to physical appearance remain as rolled.

The player must therefore have an Orc model with the right number of physically evident Attributes to be able to use it (Blue-tack can still be used to add the odd tentacle or whatever).

Extra points must be paid for these creatures powers, otherwise everyone would be busy converting models with the most advantageous physical changes.



## CONVERSION EXAMPLE - XAXUS CHAOS-THRALL

Xaxus has been determined to have six Chaotic Attributes.

### GREAT HORNS

CROSS BREED (with a Dwarf)

LONG NECK

MASSIVE INTELLECT

QUADRUPED

This gives Xaxus Fighting Characteristics between those of a Dwarf and a Man, with additions to his Toughness, Intelligence and Wounds due to his Attributes:

Move	6"
Weapon Skill	4
Strength	2
Toughness	C
Wounds	2
Initiative	5
Attacks	1

Charges as a Mounted Lancer - +1 'To Kill'

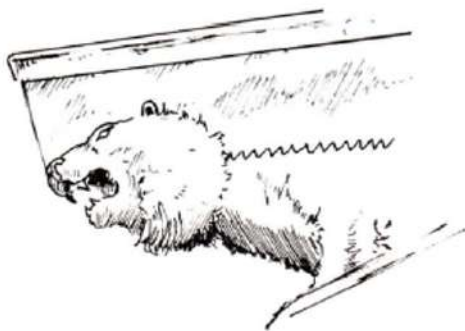
As a quadruped Xaxus cannot wield weapons, fortunately he can use his great horns, he would be able to bear an ally into battle, perhaps a Lesser Goblin or Kobald slave or assistant. He is quite powerful in combat, but his greatest advantage is his mighty intellect, which will make him greatly valued amongst the Hordes of Chaos.

## THE CONVERSION

### YOU WILL NEED

Razor Saw  
Brass or Copper Wire  
Pliers  
Modelling Knife  
Modelling Putty: Milliput  
Handy-Strip  
Tuff-Stuff  
or similar  
Instant Glue or Epoxy.  
Pin Vice or Drill

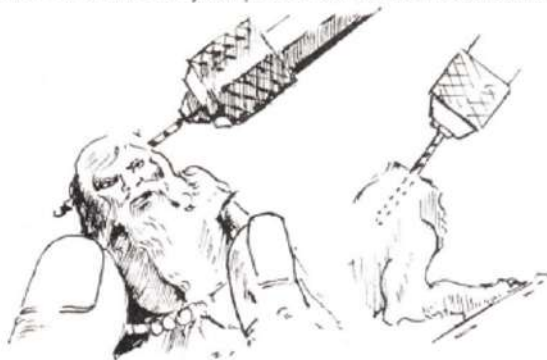
All of these can be had from your local model shop. Remember, you can give yourself a very nasty cut with a razor saw, pin vice or modelling knife, younger readers should be sure to have their parents go over the instructions with them before they attempt the project.



So we have a horned Dwarf-man in quadruped form. The body was the first thing I picked; a smooth coated form would seem best for an ex-Human, and it had to be small enough so as to seem appropriate with a Dwarf's head perched on top of it. I came down on either the Ral Partha Trollhound or the Citadel Weretiger in Beast Form. I chose the latter because it has Human hands instead of front paws.

The Tiger head needs removing carefully, sawing all the way round with the razor saw is the best plan, then just twist it off with pliers. If you pad the pliers with a rag you can take the head off without damaging it and use it in a future conversion.

The new head is that of a Dwarf. I chose a bareheaded one so that it could be seen to have actual horns rather than a horned helmet. I decided to add the wire frame for horns before beheading the model; to have something to grip while I drilled. Horns are best added by drilling right through the head so that a length of wire can be passed through the head, glued and bent into shape. I use a pin vice for drilling holes, it's probably the most useful tool of all; a bit like a propelling pencil which holds a small drill bit, much more controllable than any of the expensive electric mini-drills. A pin vice is invaluable for drilling holes into components so that they can be permanently fixed together with a short length of wire and glue, there is then no chance of your prized conversion ever coming apart.



Once your horns are fixed and dry, you can use the razor saw and pliers routine again to remove the Dwarf's head. The basis for the long neck as a 25mm length of wire. A hole about 4mm deep is drilled into the stump of the Weretiger's neck, and a matching one up into the Dwarf's head. The wire is glued into the tiger and the head glued to the other end.



When all this is dry it can be bent into a natural looking pose. The horns should be given proper shape with a coating of putty, and a slender neck and beard modelled on. All that then remains is to undercoat, paint and varnish your model (I gave him a Lesser Goblin rider too) and your simple conversion is unique model; people will ask you where you bought it! The tiger head and Dwarf body could form the basis of your next project.



BRYAN ANSELL