

SPECIAL ISSUE

A CITIES OF DEATH MODELLING WORKSHOP



The Cities of Death expansion not only creates an exciting new way to play Warhammer 40,000 but offers up a whole host of modelling opportunities for your army. Passionate converter Sebastian Stuart explains some projects for Tau players.

Sebastian: After adding a few new units to my Tau force for the army Showcase in WD313, I was looking for my next project. Lucky for me the Cities of Death expansion was released and the artwork and hobby ideas contained within sent my imagination into overdrive! I was inspired by the challenge of creating Stratagems and new units for my army that would remain true to the Tau mindset and their existing technology.

Considering the background of the Tau, you soon realise they simply do not have the manpower to secure whole urban war zones, but they have the technology to remotely monitor their enemies movements and rapidly deploy Tau forces to deal with threats.

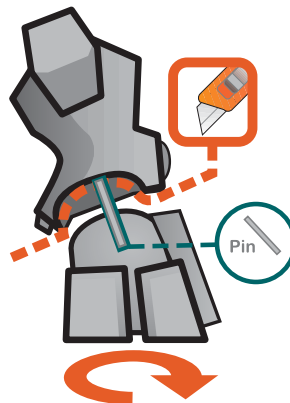
I decided to collect a new Combat Patrol as well as modelling some Stratagems. I could see all forms of high tech gadgets and urban combat gear, born of Japanese animation and science fiction action movies. The new urban Combat Patrol I was about to create, would have to bristle with ultra-cool wargear and anything I built had to be compact and smoothly constructed like other Tau wargear.

My main aim from the outset was to ensure anything I built could be readily duplicated by any Tau collector. With my designs and parts limitations in mind, I set to building a swathe of special Issue wargear and Stratagems. Keep in mind that I also add some random pieces of plastic to build up detail and keep things unique and original.

STEALTH SUITS

I pondered for a while on how to improve something that looked great as it is. Then I realised, for a small ultra-fast jet-packing Battlesuit, they're all standing about. This wouldn't do, particularly in a city fight where staying put means dying where you stand.

They are not the easiest models to alter but altering the angle of the feet creates a sense of movement. The following diagram explains how easy it is to remove the feet and then reposition the legs to get dynamic rushing poses for your XV-25 Stealth suits.



Firstly be safe and careful when cutting the ankle.

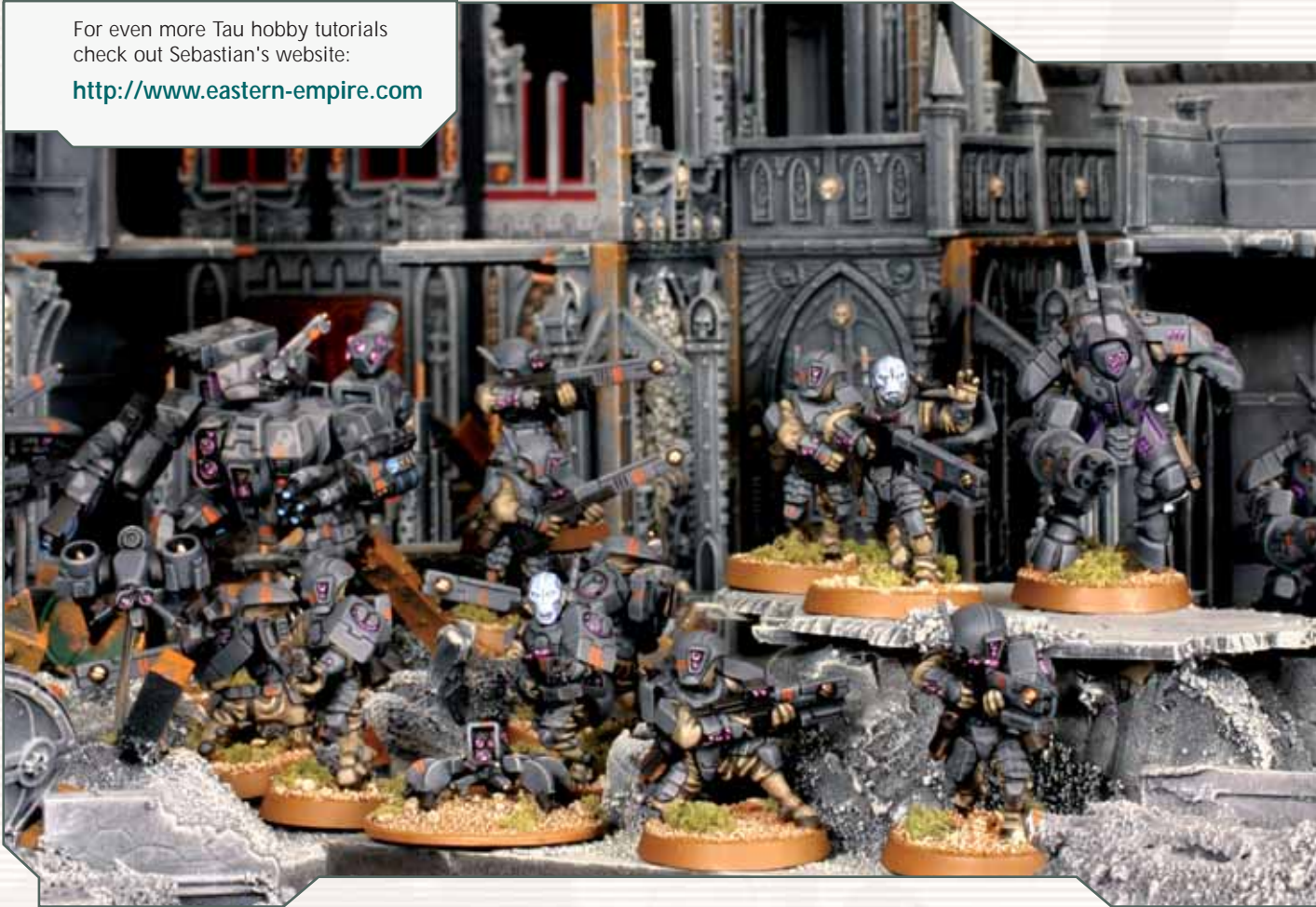
You need a sharp hobby knife (blunt is dangerous) with a retractable blade. Some fine grit sand paper, to smooth the curved cut of the ankle joint, or use a needle file. Also some 1mm wire and a 1mm drill bit with a hand drill.

Follow the red line of the diagram, scouring along the edge of the shin armour. Repeat this with some pressure, circling about the ankle. This will weaken the section, allowing you to snap them apart. Clean the cut areas of the leg and foot. When you decide on a new angle for the foot, pin it to the ankle and fill the gap with Greenstuff.

Adjusting Stealth Suit feet



For even more Tau hobby tutorials
check out Sebastian's website:
<http://www.eastern-empire.com>



POWER GENERATOR STRATAGEM

I really wanted to do a Tau 'mushroom' shaped device, like a miniature building. My idea was for something fairly permanent looking but also seemingly 'plonked' into place, detached from the rubble. The resulting marker is probably the hardest to replicate in this article.

The Power Generator pictured uses a base plate (Space Marine Razorback turret ring) atop which the Power Core (Necron Destroyer Gun filled with 1.5mm plastic rod) sits. A Devilfish sensor aerial is the back support, with the end tips of an Ion Cannon making up the smaller side details. The dome top is again, a Mk1 Space Marine Rhino hatch, though a Shield Generator (you should have plenty spare after modelling any of these markers) with all the detail filled in (Greenstuff) and filed away, could do just as well.



SHAS'EL ELAN JHIN

The Urban XV8 was treated to a lot of new details. Scraping small round disc details from the underside of a Shield Generator (no loss as the underside is never seen when stuck to a suit), I was able to add more 'blinking lights' detail about the suit recesses, matching the artwork on the front cover of the new Tau Empire Codex.

Modifying the legs

Using 2mm metal pins and some leg cutting, I reposed the suit to capture El'Jhin storming through the city ruins, hoofing it as fast as his modified jet pack would carry him. Using a carefully carved spare XV8 shoulder pad I created a new kneepad.

The extra pieces on the edges of the Battlesuit legs are actually flash from the Fire Warrior and Battlesuit kit sprues.



The Torso

A sensor housing from a Space Marine Landraiders lascannon was blended into the main torso, giving the suit even more sensors, to suggest further advanced Sensor Arrays or similar upgrades. A Space Marine Vehicle Accessory sprue missile launcher sensor component was embedded into the central torso to further this advanced look.



Cyclic Ion Blaster

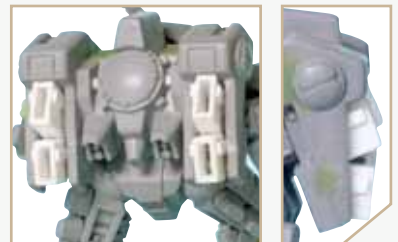
Weapons wise, I knew they had to be advanced and experimental. I created an interpretative Cyclic Ion Blaster using the four barrels, attached to a modified Fusion Blaster casing. The main idea was to closely mimic a Hammerhead Ion Cannon. This was cut into to make room for a 'V6' mounting of two rectangle pieces of 2mm plastic square rod, with 'nubs' made from Multi-tracker lenses. The two heads on the 'V6' were made from Plasma rifle details.



Vectored Thrusters

The Vectored Thrusters upgrade was made from two spare jetpack vents I gained from removing the original jetpack vents and replacing them with 3mm plastic hollow rectangle tubing. In one swoop you had larger 'improved' jetpack vents and some spare vents for the Vectored thrusters, which I placed behind the arms. Suggesting some ability to jinx from side to side with ease.

When altering the vents, it is far easier to cut away from the jetpack whilst still in separate pieces.



Helmet

The new helm was a blending of a Target Lock and the original helm. Two Drone aerial tips made the 'cheeks' and the aerial came from the new Stealth suit model kit (there is a spare aerial). I also continued to add some more 'lights' inside recesses of the new helm with discs left over from my Shield Generator cutting.

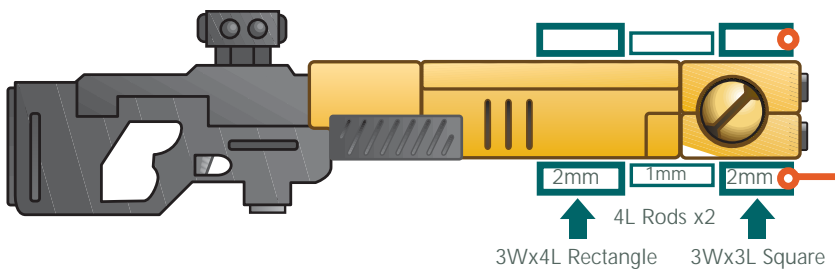


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FIRE WARRIORS

I decided to include a solid core of two units of Fire Warriors in my Combat Patrol. A good firebase of Fire Warriors armed with pulse rifles backed up by a mobile carbine assault team, kitted out as Combat Engineers.

These are the Fire Warriors armed with Pulse Rifles, while you can check out the Combat Engineers on the next page. This team's Shas'Ui has a marker-light made from two short pieces of 1mm plastic rod and two squares of 2mm plastic sheet. He also has a Drone Controller, modelled using the neck of a XV8 helm and a Fire Warrior hand-held sensor spine.



All measurements in millimetres.

Styrene Parts:  Drill 1mm holes here

Follow this guide to make markerlights for your Pulse Rifle armed Shas'ui. I used lengths of rectangle styrene available from hobby stores for this conversion.



Markerlights

OBSERVATION POINT STRATAGEM



Run'Al Kor'Vesa Hidden Observer Drone

Nicknamed the 'Peeper', this is the simplest marker I made. Using a Shield Generator and a pair of Imperial Guard binoculars underneath you have the drone. He pops up from a hidden turret cupola ring which I blended onto a 25mm disc of plastic, using greenstuff to build up the edges to match the shape of a flying base.



COMMAND CENTRE STRATAGEM

I figured that Battlesuits have advanced enough communications, so I decided a trooper level drone, supporting the Fire Warriors would seem more appropriate as a Command Centre Stratagem marker.

I used an aerial from the new Marker Drone on the Stealth Suit sprue, some peg-like details made with 1mm plastic rods and Burst Cannon muzzle ends. The lower disc hinges are made from Burst cannon casing details and the actual underside disc is from a Space Marine Mark I Rhino hatch. Whilst not readily available anymore, you could use another Drone with the underside details removed. To this I added an Imperial Guard Tank Searchlight, this makes up the display screen.



Al'Ma'Caor'Yon'Kor'Vesa Small Spider Drone

Following an organic design I created a spider-like drone. The parts I used for this conversion are a Multi-tracker, a Space Marine Vehicle Sprue missile launcher sensor a Target Lock, a few Fire Warrior hand held sensor spines and three Burst cannon muzzles to make the drone.

The Multi Tracker is the abdomen, Target Lock as the thorax and the six legs were the end half disc's of the Burst Cannons. Shaved and cut just right, they made great legs, with the muzzle tips becoming the padded feet ends.



Al'Yon'Kor'Vesa Small Hunter Drone

My idea was to make a non-disc shaped drone that appeared fast and agile, with an organic design. I decided on the dragonfly. Using two Space Marine Vehicle Accessory Missile Launcher muzzle pieces and two of the sprue flash parts I like, I made jet engines. These are attached to a Target Lock (set backwards) with an Imperial Guard Tank Accessory sprue pair of binoculars (cut in half) to make the sensor eyes.

The 'head' underside is a random piece of sprue I shaped to give the head piece some bulk and add a insect like mandible shape.

The tail is made from a Tau flamer, the 'lighting' tip glued against the Target Lock, like a hinge. I bent this to one side to add some motion to the model. The tail tip detail is a part of the original Tau flamer. All the sensor spines were cut from spare Fire Warrior hand held sensor devices.

URBAN COLOUR SCHEME

I decided to try a new colour scheme for my Tau, something more organic using greys, with the majority of lenses being purple for an eerie, spectral feeling. With some internet research I discovered the mottled patterns found on some seagull eggs. Within a few minutes I tried this on a panel with nifty, plausible and very alien results. My Battlesuit was painted up completely in the mottle camouflage, breaking up his bulky Battlesuit form convincingly. This worked well on Stealth Suit's broad front armour also.

However, the Fire Warrior's finer detail would be lost using the camouflage pattern, so I opted to use the base colours as their uniforms. When complete, they have a very sombre and dark finish, perfect for the shadowed ruins of a city ravaged by war.

Painting the miniatures

I chose dark greys to allow for sharp light grey highlights, this was to contrast with the khaki fatigues and also allow the Sa'Cean markings to stand out on the armour in Blazing Orange.

The basecoat grey of the armour is a mix of 75/25 Chaos Black and Codex grey, which I then made a pot of using a mixing pot. The lighter shade is 50/50 Chaos Black and Codex Grey, followed by highlights on panel edges of pure Codex Grey. For the camouflage, I painted the mottle pattern with 50/50 Codex Grey and Fortress Grey mix. Then I added 'speckles' in the pattern with my 50/50 mix of Chaos Black and Codex Grey.



COMBAT ENGINEERS

To model the Combat Engineers Stratagem on my Fire Warriors I modified a hand scanner into a Jammer using Plasma Rifle and Tau Flamer details added on. Breaching charges were made from Imperial Guard Tank smoke launchers, with a 2.5mm disc of plastic on the end tips.

With all their extra equipment such as smoke grenades and wire cutters, the Fire Warriors need somewhere to carry it all. For this I made use of quivers from the new Dwarf plastics. These pieces actually work really well and fit in with the Tau artwork, especially the colour vignette in the main Rulebook. With some careful shaving, you can easily recreate the bag on his right hip below the helmet. Made for Dwarfs, these quivers in turn fit very well about the small torsos of Tau Fire Warriors.



The Cities of Death expansion is your complete guide to urban warfare in the 41st Millennium.



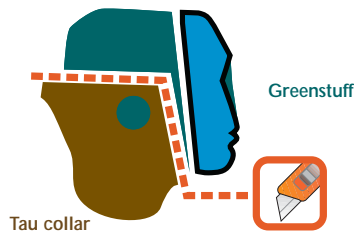
Jammers disrupt enemy booby traps.



Smoke Grenades and breaching charges.



Beastmen Ungor face



Tau collar

Greenstuff

Ungor nose area is smoothed with Greenstuff. Flatten then make a slit impression for the Tau nasal feature.

You will need an Ungor head, a Tau bare head, Greenstuff, glue, sculpting tool and a hobby knife.

Carefully shave away the Ungor head's features (horns, hair and nose) and then cut the face away. Cut away the Tau head completely just leaving the collar. Now glue the Ungor's face to the collar and use Greenstuff to sculpt the back of the head.

Bare Headed Tau



This is a colour swatch of the camouflage scheme Sebastian designed for his urban Tau.

The fatigues are a dark mix of 60/40 Chaos Black and Graveyard Earth, then a lighter mix 40/60 to highlight. This is sharply highlighted with a mix of 75/25 Graveyard Earth and Bleached Bone.

For the lenses I used Tentacle Pink and Liche Purple. The 'glow' effect about these lights is a wash of Liche Purple.

The weapons glow is Lightning Blue, watered down and then painted into the recesses. When dry I mixed a lighter shade



with Skull White and then very carefully paint a dot or a line through the blue (Fusion Blaster for example).

Any metals are completed with Dwarf Bronze base, then a 50/50 mix of Dwarf Bronze/ Burnished Gold and then highlighted with Shining Gold.

When using Blazing Orange for Sa'cean markings, I find a slightly watered down mix works best. Apply once to get the line positions, leave it to dry then re-apply to finish the lines. This gives a bolder, smoother finish to the lines.



EXPANDING AN EMPIRE

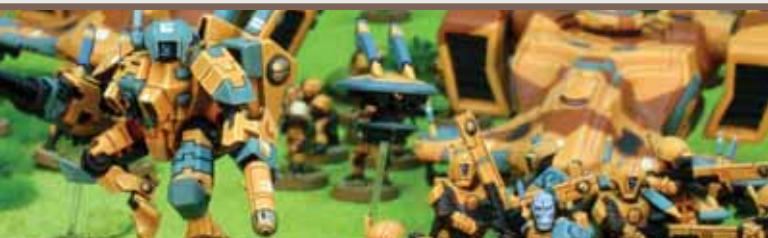
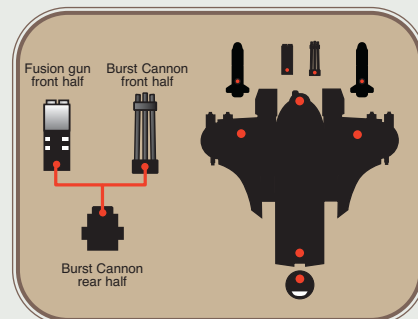
We first featured Sebastian's Tau Army in White Dwarf 313. Here we present some additions he has made to his original Cadre. To check out Sebastian's original army showcase ask your local Hobby Centre for a back issue.



PIRANHA

I have used magnets to allow me to change the weapon and equipment options on the new Piranha light skimmer.

Using 3mm v 2mm small magnets, I put one under each wing for the seekers missiles. Another has been put under the tail for the Decoy Launcher. And finally the chin turret has one to allow mw to swap between a fusion gun and burst cannon.



SHEA'VESA AUXILIARY WARRIORS



The inspiration for Sebastian's auxiliaries came from reading small hints in the Tau codex that they have several races incorporated into their empire. Sebastian imagines the Lion looking Shea'shi (race name) to be a noble warrior race who have a bitter history of fighting the Orks. When fighting for the Tau they are known as Shea'vesa.

Sebastian: I generally use my auxiliary units as objectives (rescue the colonist allies etc) or 'count's as' replacement figures for my Fire Warriors.

This shea'la has been trained as a pulse rifle specialist. More notable in these

images is the Shea'vesa variant body armour. A simple body armour modification of cooling vanes monitored by a small power unit, allows Shea'la warriors to wear Tau light armour without undue bodyheat being created by the combination of their light downy fur and combat exertion.

This Shea'la wears traditional shoulder armour, with a Tau emblem disc in place of their usual tribe glyphs. I have modified a Beastmen Gor head and legs using Greenstuff to make the conversion. The cooling vanes are made from Space Marine smoke launchers.





www.games-workshop.com.au/whitedwarf



Check out this army and others from past Army showcases as well as other information about White Dwarf online.

EARTH CASTE TECH AND REPAIR DRONE

This inspired conversion of an Earth Caste technician and his Repair Drone adds a lot of character to Sebastian's Tau collection.

Sebastian: I really enjoy making character based objectives for my Tau, and they make great objective markers for games. I was inspired to try my hand at creating an Earth Caste miniature after seeing the ForgeWorld Air caste pilots, as well as drawing some real world inspiration from the highly respected Japanese construction workers known as the *Tobi*.

I also decided to create a bulky Repair Drone to accompany him on his battlefield repairs. I also wanted to make the Drone and the Earth Caste technician from parts easily sourced.

The Earth Caste technician received some greenstuff work on his chest armour, shoulder badge and goggles, but apart from that, is made up entirely of spare bits. I blended Tau hooves onto Cadian Tank Commander legs. A Fire Warrior provided the torso, the hole in the back covered with detail from a Tau Burstcannon. This is finished with some greenstuff work to create a new seam line in the armour chest.

To Fire Warrior arms are added

Catachan/Empire Militia human hands. Greenstuff is used for the goggles on an bare Tau head. His ear guards are a detail piece shaved off the top of a Tau Flamer. The packs are a mix of Space Marine small ammo pouches and the new Dwarf plastics quiver and Thunderer pouches.

The hovering personal assistant was inspired by the Tau codex artwork below. The idea is that the PDA would slither about the damaged Tank or Battlesuit, jacking into various onboard computer ports to do a systems check on whatever the technician is repairing.

Both the Repair Drone and the PDA are made up of a lot of different parts from the Tau and Space Marine ranges. These pieces are a little more complex to make but if you want to know exactly how I went about making them make sure you check out the weblink to my online article above.

