

Bloodcap Gnomes

As far as most of the Empire is concerned, Gnomes are a myth.

Gnomes have found themselves hounded by the Magisters of the Grey Order and Witch-Hunters. As creatures inherently infused with the Winds of Magic, they have often been deemed a threat, combined with regular incursions from Skaven gnomes have become even more isolated and mistrusting of outsiders.

As a result of the close ties to Ulgu, gnomish magic users are generally proficient in the Lore of Shadows. However they can wield the darker forms of magic; Necromancy or Dhar. Because of the dangers they represent, using the darker arts is strictly forbidden by the clans that dwell within the Empire. This has led to the exodus of some clans, seeking a new path choosing to go into exile in order to experiment with other magics.

The Bloodcap clan worship Mabyn, the goddess of shadows, revenge and magic. They departed from the main Gnomish halls centuries ago. The clan found the most inhospitable places away from civilisation allowed respite from Skaven incursions. Hidden by shadow magics the clan live on the Worlds Edges Mountains close to the lands of Sylvania. Their isolation from the main Gnomish civilisation has forced them to become significantly more resilient than usual Gnomes holding more in common physically to Dwarves.

Through the fungal veins that Gnomes use for communication the clan has learnt of the power in the stones from Mordheim and has sent expeditions out. They seek the stones to attempt to wield ever more powerful magic in order to enact their vengeance upon their Skaven foe.

Special Rules

Hatred of Skaven: *Though other races have threatened the gnomes burrows no race has done more harm to Gnomish kind than the Skaven.* Gnomes are subject to hatred towards Skaven. This



only affects Gnomes not any other models in the warband.

Hard head: Gnomes ignore the special rules for maces, clubs, etc. They are not easy to knock out!

Hired Swords: *Though gnomes are not evil they are even more short-tempered and difficult to get along with than Dwarfs. Gnomes are notoriously clannish and almost never mix with other races.*

Gnomes cannot hire most hired swords. Other Gnomes, Halflings and Ogres are the exception.

Mad cap Masters: *Gnomes have carefully cultivated Mad cap mushrooms to reduce the impact of it's side effects.* Gnomes affected by Mad cap overuse may ignore the resulting stupidity, but only while under the effect of more mad cap mushrooms. Once the model loses frenzy, due to being knocked down or stunned, it will be effected by stupidity as normal until the end of the game.

Choice of warriors

A Gnome warband must include a minimum of 3 models. You have 500 gold crowns which you can use to recruit and equip your warband. The maximum number of warriors in the warband is 15.

1 Deathcap Warden - The warband must be led by a Deathcap Warden

0-1 Shadowcaster

0-1 Bloodcap Druid

0-2 Bloodcap berserkers

Bloodcap Clansmen - your warband may include any number of Clansmen

0-5 Fungus Mites

0-5 Fungus Seneschals

0-1 Fungus King - you warband may only ever have one Fungus king

Starting experience

Deathcap Warden – Start with 20 experience

Shadowcaster– Start with 8 experience

Bloodcap Druid – Start with 8 experience

Bloodcap Berserkers – Start with 0 experience

Characteristic increase

Profile	M	WS	BS	S	T	W	I	A	LD
Gnome	3	6	4	4	5	3	6	4	9

Profile	M	WS	BS	S	T	W	I	A	LD
Fungus	4	5	0	5	5	4	4	4	9

Fungus profile included for completeness.

Gnome skill table

	Combat	Shooting	Academic	Strength	Speed	Special
Deathcap	✓			✓		✓
Shadowcaster	✓		✓			✓
Druid	✓		✓			✓
Beserker	✓			✓		✓

Gnome equipment list

The following lists are used by Bloodcap Gnome warbands to pick their equipment

Hand-to-hand Combat Weapons

Dagger.....	1st free/2gc
Hammer / Mace / Club.....	3gc
Axe.....	5gc
Sword.....	10gc
Double handed weapon.....	15gc
Spear.....	10gc
Halberd.....	10gc

Missile Weapons

Sling*.....	3gc
Sporebloom (Blunderbuss).....	30gc**

Armour

Light Armour.....	20gc
Heavy Armour.....	50gc
Shield.....	5gc
Helmet.....	10gc

*Max 5 warband members may be equipped with slings

**Max 1 at warband creation, then must be purchased as normal

Special Equipment

Bloodcap Druids and Myconomancers are rarely seen without a bundle of mushrooms on their person. At warband creation if the warband recruits a gnome Druid or a Shadowcaster who uses Myconomancy then the warband may purchase any fungus from the equipment below for -5 gold coins off the listed price. Gnomes will never sell fungi due to their scarcity so far away from their cavern farms.

Animation Spores (Blunderbuss ammunition) 10 gold coins rare (9), single use only (Bloodcap Gnomes only). *Talented gnomes have learnt how to collect these spores to be fired off with the blunderbuss shot.*

Before firing a shot from a blunderbuss a gnome can choose to use this equipment. Any enemy model taken out of action by this attack will reanimate and attack their comrades. If not in combat the model will shoot if able, or charge if it has no missile weapons. If in combat the enemy will only make a single attack. After attacking the model will be removed from play.

This will not effect models immune to poison, possessed, constructs, demons, fungi or the undead.

Mad Cap Mushrooms (fungus) 20 gold coins Availability: Common. Single use only. See main rulebook for rules. Though normally an expensive rare item in Mordheim, Mad Cap Mushrooms are a common item that cost 20 gold crowns for a Gnome warband. These mushrooms cannot be used to meld into a fungus king, when it has been tried the resulting meld is too unstable.

Haze Cap Mushrooms (fungus) 30 gold coins. Availability: Rare (9). Single use only *The spores from the Haze Cap fungi produce a hallucinogenic effect confusing and blurring foes vision.*

This item can be used as a thrown weapon, it can also be melded into a king as an ability, if melded the spores target the king and automatically hit, the ability can be used once per game.

Any living model that can be affected by poisons within 6" of the target model including the target model rolls to hit for both shooting and close combat are reduced by -1 until the start of the using players next turn.

Cloud Cap Mushrooms (fungus) 30 gold coins. Availability: Rare (9). Single use only

This fungus gives off spores with which it can sense the environment around it.

This Fungus can be consumed, it can also be melded into a king as an ability. If consumed it provides for a single battle the consumer the ability to charge any enemy it could not otherwise see without rolling for initiative (e.g. round corners or hidden) or to target a hidden enemy with ranged attacks, though the model will have a hangover after the battle due to sensory overload and not be able to roll to purchase a rare item after the exploration phase.

If melded into a fungus king, with the king already in telepathic communication with others of it's kind, for one turn per game (declare at the start of the turn) it provides the ability for all fungus models to charge hidden enemies and around corners without rolling for initiative as long as at least one fungus model can see the target model.

Bleeding Tooth Mushroom (fungus) 30 gold coins. Availability: Rare (9). Single use only *This mushroom's appearance is disturbing with glistening sickly red acidic pustules all over it's cap.*

When melded into a fungus king if the king loses a wound in close combat, anyone in base contact with the king suffers a Strength 3 hit (no critical hits) from the spurting corrosive "blood".

Leather cap Mushrooms (fungus) 40 gold coins Availability: Rare (9). Single use only *—These fungi are very tough, taste vile and have no useful chemical properties, however when melded into a fungus king they afford the king thicker, tougher skin.*

When melded into a fungus king it gives the king an armour save of 5+.

Deathcap Warden

(Gnome)

75 gold coins to hire

Promoted from the elite Deathcap guard of the Bloodcap burrows all Deathcaps are exceedingly well trained and capable. Wardens are called upon to lead other gnomish warriors when required.



Profile	M	WS	BS	S	T	W	I	A	LD
	3	4	3	3	4	1	3	1	8

Weapons/Armor: may be equipped with items chosen from the gnome equipment list.

SPECIAL RULES

Fearless: Immune to Fear and All Alone tests.

Leader: Any models in the warband within 6" may use the Deathcap warden's Leadership instead of their own.

Bloodcap Shadowcaster (Gnome)

50 Gold coins to hire

Warrior mages as capable of wielding dark magics as they are any weapon.

Profile	M	WS	BS	S	T	W	I	A	LD
	3	3	3	3	4	1	3	1	7

Weapons/Armor: may be equipped with items chosen from the gnome equipment list.

SPECIAL RULES

Warrior Wizard: May wear armour and cast spells

Wizard: Gnomes share a close relationship with *Ulgu*, the magical wind of shadows, illusions, and deceit. Shadowcasters start out knowing one spell randomly chosen from Shadow Magic or Myconomancy Spell list, once chosen any new spells must come from the same list.

0.1 Bloodcap Druid (Gnome)

50 Gold coins to hire

Bloodcap druids are accomplished mycologists able to manipulate and control fungi

Profile	M	WS	BS	S	T	W	I	A	LD
	3	3	3	3	4	1	3	1	7

Weapons/Armor: may be equipped with items chosen from the gnome equipment list.

SPECIAL RULES

Fungus whisperer: A Druid gnome is adept in the art of *goadng fungi*. When starting a turn within 6" of the druid fungi may run

Immune to Poison: A Gnome druid spends decades or sometimes centuries learning about and experimenting with fungus giving them an impressive immune system. Not affected by poison.

Gnome druids may choose a skill from the below skill table instead of the normal Skill tables when they gain a new skill.

GNOME DRUID SKILLS

Snuffler: A Druid with this skill has tamed a small local creature with a powerful sense of smell; this creature allows the druid +2 to search rolls to find items with the "fungus" or "spore" key word.

Making a king: During the exploration phase, as long as the druid does not make an attempt to purchase rare items the druid may meld 5 Fungus items on the warband roster into a Fungus king. Remove them from the warbands roster to immediately gain one fungus king. A maximum of 2 equipment fungi can be used for this purpose, if 2 are used they must both be different.

Spore bomb: *Special species of fungus with seemingly no obvious difference between them and other common species explode releasing vicious spores when they are near the enemy.* Secretly nominate one fungus model at the beginning of the battle to be a spore Bomb. If the enemy charges or is charged by the spore bomb, it immediately detonates. All models within D6 inches take D3 hits with a strength equal to the toughness of the fungus. The detonated fungus is removed from the warband roster immediately. Spore bombs taken out of action by shooting do not detonate. Only one fungus, per game can be a spore bomb.

0.2 Bloodcap Berserkers (Gnome)

50 Gold coins to hire

Formidable and as unhinged as any dwarven slayer.

Profile	M	WS	BS	S	T	W	I	A	LD
	3	4	3	3	4	1	3	1	8

Weapons/Armor: may be equipped with items chosen from the gnome equipment list, they may never use missile weapons. Gnome berserkers will not wear heavy armour; it restricts movement too much.

SPECIAL RULES

Immune to Psychology: Not affected by psychology and never leaves combat.

Bloodcap Berserkers may choose a skill from the below Skill table instead of the normal Skill tables when they gain a new skill.

BLOODCAP BESERKER SKILLS

Berserker: The Berserker may add +1 to his close combat 'to hit' rolls during the turn in which he charges.

Aggressive: If this model is hit by an enemy ranged or melee attack and not knocked down or stunned, it may move up to 2" towards the attacking model OR closest enemy model (once per turn).

Henchmen (Bought in groups of 1-5)

Bloodcap Clansmen

(Gnome)



35 Gold coins to hire

Gnomish clansmen join the expeditions, mostly for adventure but some to escape their underground lives.

Profile	M	WS	BS	S	T	W	I	A	LD
	3	3	3	3	4	1	3	1	7

Weapons/Armor: may be equipped with items chosen from the gnome equipment list.

0.5 Fungus Mites

20 Gold coins to hire

A simple form of fungus with enough "intelligence" to be controlled by Gnomes, these fungi are evolved for speed, in order to find a host to grow.

Profile	M	WS	BS	S	T	W	I	A	LD
	5	2	0	3	3	1	3	1	6

Weapons/Armour: Fungi Mites have claws which they would normally use for climbing in caverns when searching for hosts. Mites do not require weapons to fight and do not suffer penalties; Mites can never be given weapons or armour.

SPECIAL RULES

Shambling: may not run (but can charge normally).

No Pain: Treats a stunned result on the injury chart as knocked down.

Immune to Poison: Not affected by poison.

Immune to Psychology: Not affected by psychology and never leaves combat.

Rudimentary intelligence: A mite is far too simple an organism to ever learn any new skills. Record experience gains as normal for a mite henchman group but do not roll for advances. Should a group reach maximum experience; after the battle a mite will have found a host and grown into a seneschal. Reset the experience of the mite group, remove one mite. The warband immediately gains one new seneschal group with no experience. If the Seneschal limit has been reached the new Seneschal will depart the Warband immediately.

0.5 Fungus Seneschals

45 Gold coins to hire*

Rare 9 after warband creation



A more complex form of fungus that has found a host. Seneschals have

enough "intelligence" to be self-aware and able to operate independently.

Profile	M	WS	BS	S	T	W	I	A	LD
	4	3	0	3	4	1	3	1	7

Weapons/Armor: may be equipped with items chosen from the gnome equipment list but can never be given wearable armour (can use shields) or use ranged weapons.

SPECIAL RULES

Shambling: may not run (but can charge normally).

No Pain: Treats a stunned result on the injury chart as knocked down.

Immune to Poison: Not affected by poison.

Immune to Psychology: Not affected by psychology and never leaves combat.

Alien attitude: Fungi just do not think in the same way as the majority of races. A Fungus may never become a hero.

0.1 Fungus King

160 Gold coins to hire*

Cannot be hired after warband creation can only be created by a Bloodcap Druid.

A Fungus king is a meld of fungi formed through enchantment, it becomes a symbiotic colony capable of operating as one. Kings are difficult to form and once formed very hard to kill, they are very intelligent and analytical. Some suspect they may even hold a higher intelligence than Gnomish kind, however their thought process is completely alien to other creatures. Gnomes are able to rudimentary communicate with a fungus king.

Profile	M	WS	BS	S	T	W	I	A	LD
	4	3	0	4	5	3	3	3	8

Weapons/Armor: may be equipped with items chosen from the gnome equipment list but can never be given wearable armour (can use shields) or use ranged weapons.

SPECIAL RULES

Shambling: may not run (but can charge normally).

Immune to Poison: Not affected by poison.

No Pain: Treats a stunned result on the injury chart as knocked down.

Immune to Psychology: Not affected by psychology and never leaves combat.

Cause Fear: highly unnatural and so causes fear.

Large Target: Are large targets as defined in the shooting rules.

Thy kings will be done: Any fungi in the warband within 6" may use the Fungus king's Leadership instead of their own.

No Substance: *The fungus king is a colony of fungi, it is incredibly difficult to take down with shooting as there are no vital parts to hit.* Counts as having a T6 against all shooting and magical missiles and is immune to critical hits caused by shooting. Missile weapons or spells that are fire based deal damage as normal.

For the king!: If a fungus king is taken out of action during a game it's injury roll must be made last. If the roll is 1 or 2 that many fungi can be melded into the king to save it as long as the warband has a Gnome Druid. If there are not enough fungi on the roster or no Gnome Druid the king is dead, long live the king! If the warband has enough fungi remove the fungi from the warband's roster, the king is considered to have made a full recovery. Note the king still cannot have more than 2 abilities in total if equip-

ment fungi are used.

Alien attitude: *Fungi just do not think in the same way as the majority of races.* A Fungus may never be-

Nice image of Fungus king here... if the writer could draw or there were any free to use images without licences of Mushroom men that fit the bill. As there are not you instead get to read this box with the writer waffling on about what image he would use should he have any talent when it comes to drawing.....

Special Skills

Gnome heroes may use the following Skill table instead of any of the standard Skill tables available to them.

Thick Skull: *The Hero has a thick skull, even for a Gnome.* He has a 3+ save on a D6 to avoid being stunned. If the save is made, treat a stunned result as knocked down instead. If the Gnome also wears a helmet, this save is 2+ instead of 3+ (this takes the place of the normal Helmet special rule).

Second pair of eyes: *Many Shadowcasters demand assistants to aid them in gathering materials for their spells faster.* This skill can be used by any gnome except a Deathcap or a Shadowcaster, they may forego a search roll after a game (they must have been able to make a search roll to do this), if they do a Shadowcaster may roll 3D6 and pick the two highest when searching for rare items, they may not use this skill to find a fungus seneschal.

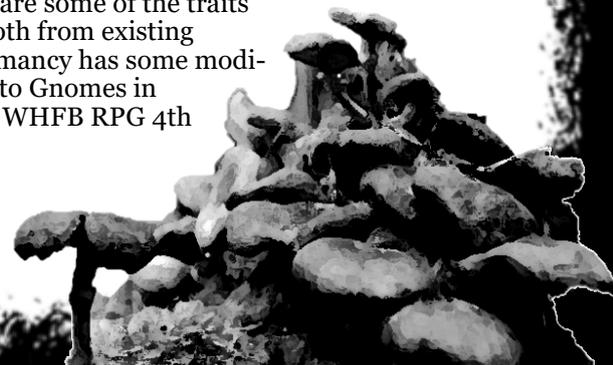
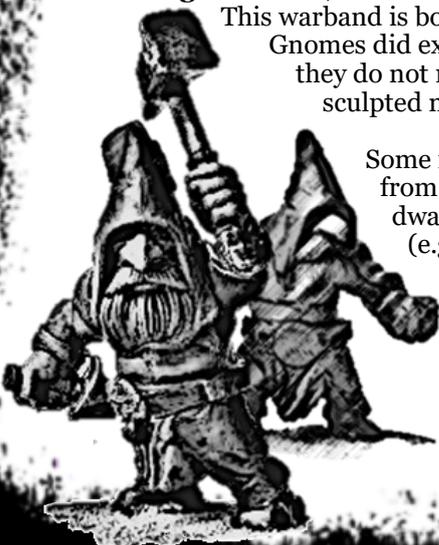
Hide in Shadows: *Every gnome can channel Ulgu to some extent to hide themselves from watching eyes.* An enemy warrior attempting to detect this warrior when he is Hidden must halve his Initiative (round up) before measuring the distance.

Designer notes;

This warband is born out of a desire to use some miniatures I converted back around a decade ago. Gnomes did exist in Warhammer lore and have been resurrected into WHFB 4th edition though they do not resemble the gnomes I have envisaged here. I also saw an excellent Myconid 3d sculpted miniature and wanted an excuse to purchase it...

Some rules used in this warband creation e.g. "Spore Bomb" and "No substance" are taken from the restless dead warband with some modifications. Some of the rules come from dwarf treasure hunters as the Bloodcap clan share some of the traits (e.g. hard head, thick skull). Magic lists are both from existing warbands though Necromancy to Myconomancy has some modifications. Some parts of the fluff relating to Gnomes in general (e.g. the intro) is rephrased from WHFB RPG 4th edition.

I believe the warband could do with a few more special skills and perhaps the King might need toning down a bit (30.08.20).



Lore of Shadow

From Shadow Warriors Warband by Mark Havenor

Note: By "wall"; any terrain piece that is at least half as tall as a human. Trees, statues, rocks, any other non-warrior obstacle works fine, anything that will form a shadow.

1 Pool of Shadow Difficulty 7 - The area immediately surrounding the mage is suddenly filled with twisting shadows that make it nearly impossible to see anything inside. This spell allows the mage and all within 6" to Hide, exactly as if there were a wall or other obstruction between them and their enemies. They may Hide even after marching. This Hiding is disrupted if any enemy enters the area of affect. In addition, all affected count as being in cover against enemy shooting. This spell lasts until the start of the Spellcaster's next turn.

2 The Living Shadows Difficulty 7- Shadows around the target suddenly writhe as if alive and move to strike the victim. The Spellcaster may cast this spell at any enemy model within 12" of him and within 2" of a wall. The target suffers a single Strength 4 hit with no armour saves.

3 Wings of Night Difficulty 6 - Wings of darkness unfurl from the Spellcaster's back and engulf him. He disappears, only to reappear in nearby shadow. This spell may only be cast if the Spellcaster is within 2" of a wall. He is instantly moved up to 12" to a place that is also within 2" of a wall. If moved into contact with an enemy model, the Spellcaster counts as charging in the first round.

4 Cloak of Darkness Difficulty 7 - The Spellcaster appears to be swallowed by shadows that even the sharpest sense cannot pierce. The Spellcaster is effectively concealed from enemy sight. As long as he does not attack (cast spells, shoot, or engage in close combat) any enemy models, he may not be attacked. He may intercept as normal if the player controlling him wishes, but he does not have to do so (and if he does not, enemy warriors may charge past him of course). The spell lasts until the Spellcaster attacks an enemy model. Note that a model engaged in close combat with an enemy warrior may never choose to not attack.

5 Shadowbind Difficulty 9- Tendrils of darkness rise from the shadows to engulf an enemy warrior, rendering him helpless to the whims of the Spellcaster. The Spellcaster may cast this spell at any enemy model within 24" of him and 2" of a wall. The target may not move unless it first passes a Strength test on 2D6 at the start of his turn (before the Recovery Phase). This spell lasts until the Spellcaster suffers a Wound or attempts to cast another spell. If attacked while affected by this spell, treat the target exactly as if he were Stunned.

6 Shield of Shadow Difficulty 7 - Shadows congeal and become a solid barrier in front of the Spellcaster or one of his comrades, protecting the target from enemy attacks. The Spellcaster may cast this spell on himself or a member of his warband within 12". The target receives an armour save of 5+ that is not modified by the attacker's Strength. The spell lasts until the start of the Spellcaster's next turn.

Myconomancy (Necromancy)

Myconomancy is the magic of the fungi, a control over fungus and spores. It grants Myconomancers the power to animate fungi and use spores to possess models.

1 Lifestealer Difficulty 10 The Myconomancer sucks out the very essence of life from his victim, stealing its vigour for himself. You may choose a single model within 6". The target suffers a wound (no save allowed) and the Myconomancer gains an extra wound for the duration of the battle. This may take the Myconomancers' Wounds above it's original maximum value. This spell will not affect the Possessed, Fungi, constructs or any Undead models.

2 Re-Animation Difficulty 5 At the spoken command of the Myconomancer fallen fungi spawn clones to fight once more. One fungus mite that went out of action during the last hand-to-hand combat or Shooting phase immediately returns to the battle. Place the model within 6" of the Myconomancer . The model cannot be placed straight into hand-to-hand combat with an enemy model.

3 Death vision Difficulty 6 The Myconomancer calls on the power of Vision Spores to reveal to his enemies' the last moments of their deaths . The Myconomancer causes fear in his enemies for the duration of the battle.

4 Creeping hyphae Difficulty 9 The Myconomancer whispers to fungal hyphae threads to rise up from the ground and seize enemies. Choose one enemy model within 12". The model must immediately roll equal to or less than his Strength on a D6 or the threads emerging from the earth will rend him with supernatural power. If he fails, you may roll on the Injury table to see what happens to the unfortunate warrior.

5 Call of the King Difficulty 6 The Myconomancer controls spores to invigorate his fungus servants. A single fungus mite or fungus seneschal within 6" of the Myconomancer may immediately move again up to its maximum Movement distance. If this moves them into base contact with an enemy model, they count as charging.

6 Spores of Domination: Auto The Myconomancer infects the body of a defeated Hero while in it's death throws and enslaves him with enchanted domination spores. If an enemy Hero is killed (ie, your opponent rolls 11-16 on the Serious Injury chart after the battle) then the Myconomancer may infect him with enchanted spores effectively turning the hero into a zombie slave in his servitude. The Hero retains his characteristics and all his weapons and armour but may not use any other equipment or skills. He may no longer run, counts as a Henchman group on his own, and may not gain additional experience. This spell always succeeds. The new fungus Zombie follows all the normal Zombie rules (immune to poison, causes fear) except for retaining his profile, weapons and armour.

Modelling

When I originally put these Gnomes together I was just modelling for fun, but then started adding guys who would fit a "Black Dwarf" Mordheim warband. I could never figure out what to use as a Bull Centaur so they never got finished. The below shots are where they have been since 2013, lamenting un-used in a display cabinet (with a whole load of other unfinished projects).

I chose a dark scheme for the Gnomes as I felt it befitted the theme of "blood" (being "Bloodcap" Gnomes) with a dark skin colour, mostly chosen because I had not painted anything with dark skin before.....



The Majority of the warband ready for action.



The Deathcap was the last addition to the Gnomes to-date using an Avatars of War Dwarf character figure, old GW Chaos warrior axe head and a Night goblin hood/ nose.



This is one of the specialist Heroes in the warband, I used the Avatars of Dwarf banner top arms to get the pose and the Torso is from old GW Chaos warriors with added GS. His pouch with some vials is actually an old Night goblin's chin and teef!



The first three Gnomes I created, the Gnome on the left was the original "proof of concept".

Modelling

My original inspiration came from some gnomes made from Warhammer fantasy battles 6th edition dwarves, by a chap with internet username "Kubasa". I had his conversions in my mind for years and when I saw the plastics berserkers released I decided it was finally time to give it a try.

I will try and describe the process of how I made the Gnomes as best as I can.

PARTS LIST

Avatars of War plastic dwarf Berserker, legs, arms and torso. I used all the same legs (you get one per sprue). GW Fyreslayers would also work well.



I did also experiment with the legs from a Mantic games dwarf which worked OK too.



Dwarf warrior head (with beard of choice). There are more options now for separate heads with beards in the current GW range (You only need the bit below the nose).



OOP GW Night goblin head (with hood). Going to be a challenge to find these now but there are still some kicking around. (You need everything apart from the mouth (and ears))



Weapons of choice (in my case I cut the ends off of the musicians horn in the Warhammer FB Dwarf warriors unit which created a brutal looking hammer).

Glue

I highly recommend superglue rather than plastic glue as the parts can still be separated if anything goes wrong.

GUIDE

NOTE- anywhere I mention GS I mean greenstuff (modelling putty), and you should always let the GS set before moving onto the next stage in case you put your finger in it.

Trim off the bottom of the night goblins face, and a tiny bit of the bottom / back of the underside of his nose / nostrils (a little notch for the beard).

Head

Trim the beard off the dwarf's head. Shave off some of the back of the now separate beard at the top.

Dry fit to Night goblin head, shave more off if needed until it fits snugly under the goblin's nose
Glue into place and use GS to fill any gaps.



Body

Take chosen legs from the AoW beserker kit. Cut a small wedge of sprue at the angle you want the body at (I did this to make the model more upright (helps with the head being so big)).

Dry fit to ensure correct angle for the desired pose.

Glue the sprue to the middle of the legs
Glue the torso in place on top of the wedge of sprue.

Using a blob of GS fill the gap in the torso. Add another layer of GS and sculpt the back to blend into the legs and torso.



Dry fit the night goblin head (with attached beard) and trim the neck line and sides of the back of the goblins hood to fit.

Glue the head in place.

Use GS to extend the back of the Night goblin's hood over the torso's back.



Create / cut / choose your weapon bits.

Glue them to the arms.

Glue the arms to the torso.

Tidy up with some greenstuff on the shoulder joins if required.

You should end up with something like this



Some models were given cloaks which were converted out of a GW Chaos warrior back half (hollowed out with a rotary tool) and an offcut from the "Hairy head sprue" (originally from the Mordheim boxed set).

Modelling

I have only recently written this warband up, at present I do not have any Fungus models completed to represent the figures in the warband, however I have the following thoughts;

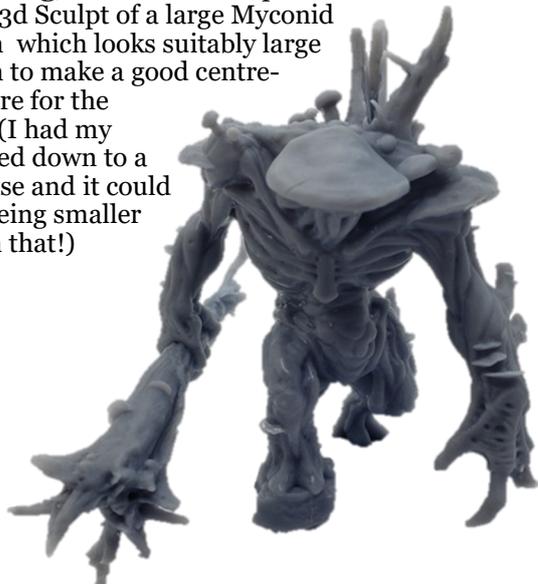
There are a fair few manufacturers out there who make humanoid small mushroom figures which could be used. E.g. Ral Partha, Reaper Khurasan, Toad king castings, etc. There are also lots of 3d sculpt options out there on the market.

Fungus mites they could either be a collection of smaller mushrooms moving around on the back of some unfortunate creature they have infested (or even some plant based “elemental” type entity (e.g. branches for legs). You could of course come up with something entirely different.

Seneschals These are fungi which have found a host, it doesn't have to be humanoid of course but as they can take weapons, probably something with arms. I am using GW plague bearer bodies + drawing pin as a base to sculpt over mine for mine.



Fungus king, the “Lord of the print” has released an excellent 3d Sculpt of a large Myconid Sovereign which looks suitably large and mean to make a good centre-piece figure for the warband (I had my print scaled down to a 40mm base and it could do with being smaller even than that!)



Painting

This is where you can be very creative on the fungi as there are so many wild and wacky, colourful and patterned real life fungi to try to emulate. So I'm going to show you the really quite boring design I have come up with on the my first one :P.

