

## From Across the Steppes...

Background and rules for Kislev Ranger Hired Swords by Nick Kyme

*The body was still warm as Kessandria crouched within the dense foliage, her fingers searching the victim's neck for a pulse.*

*He was dead. All the while she kept her eyes on the forest, scrutinizing the arboreal gloom stretching before her and listening intently to the silence.*

*The bear had killed six people so far that she knew of. The memory of the slaughtered family still lingered, the walls of their tiny hovel sprayed red, five bodies torn and rent beyond recognition. This trapper made six. Never in her experience as a ranger had she heard of bears attacking a settlement; oft their prey were lone travellers or ambitious hunters. But she was far from the grassy steppes of Kislev now, deep in the grim heart of the Empire, a land besieged from within in dark and uncertain times.*

*"Anything?" a voice said behind her.*

*Kessandria raised her hand open palmed, gesturing for silence.*

*Booted feet crunched upon dried bracken to her left and ahead.*

*She muttered a curse and, rising, turned to fix three men behind her with an icy stare as cold as that from the Tzarina herself.*

*"Keep quiet," she hissed, "you want this beast to be upon us?" she added, her accent thick.*

*The mercenaries, unkempt even in their finely tailored attire regarded her with mild contempt and tramped*

*forward through the forest with all the grace and subterfuge of rampaging cattle.*

*"Sigmar's holy oath!" Reingaer, the captain, swore regarding, the corpse at Kessandria's feet. "It did that?"*

*He swallowed abruptly, a sword point at his neck.*

*Kessandria stared at him down the steel edge as she might some filth on her boot.*

*There was a flash of silver and two blades were quickly at her throat, Reingaer's comrades, a surly, one-eyed swordsman, and an unshaven bruiser, looking at her with malicious intent.*

*"He is close," she breathed, chest rising and falling rapidly as the cold steel bit at her skin. She lowered her sword.*

*There was a disturbance ahead as Reingaer's men continue to plough, heedless of Kessandria's warnings.*

*"Listen to me," he told her with day old alcohol breath, "you were hired to track that thing for us. If we're close then you've done your job and you'll be paid." He leaned in closer, making no disguise as he breathed in her scent, "The bounty for that creature is mine, understand?"*

*Slowly Kessandria nodded, all the time aware of Reingaer's men ruining her stealth.*

*His men lowered their blades as she sheathed hers.*

*"Know this," she told him, "I have never seen von like zis. Bears, zey kill for food, or if cornered, not in malice, or for pleasure."*



*For a moment, she thought she'd got through. A cry interrupted the tension.*

*"Here, this way, there are tracks!"*

*Kessandria turned to see a gleeful warrior hail his comrades. He was ahead of her and as she turned, there was a look of bloodlust in his eyes. That look turned to horror as a massive black shape seemed to appear out of the shadows before him.*

*He grasped the hilt of his sword, but did not unsheathe it, claws like knives cutting his flesh like paper, his face, neck and torso a red ruin.*

*Another man close by, cried out and fled in terror. The hellish bear pounded after him, crushing branch and foliage in its path and brought him down in a moment, tearing at his back as it wrenched off a limb.*

*A third warrior mustered his courage and ran forward. There was a loud clang of metal and he screamed, pinned in place by a rusty bear trap, left long ago to ensnare the fiend. As he struggled at the iron manacle slowing severing his ankle, the bear lumbered over to him and with a mighty swipe of a paw the size of a warhammer, took off his head. Arterial spray fountained up into the forest canopy and two men nearby abandoned their weapons and fled.*

*Reingaer was paralysed with fear as the monstrous apparition came towards them.*

*Kessandria went down to one knee; nocked an arrow into her bow and let fly. It was a good shot, the arrowhead lodged in the bear's thigh. It roared in pain and redoubled its efforts to reach them.*

*The roar jolted Reingaer to his senses, and raising his sword, cried, "Charge!"*

*Two mercenaries with long spears ran in, thrusting at the beast as it clawed the air around them. It lodged its massive jaw around a spear haft and dragged its bearer*



*close, heaving madly as he tried to pull back. The bear smashed him to pulp with its fists. The second spearmen pierced its side and the bear whirled around, charging him into a tree, breaking his neck and spine.*

*There was only Reingaer and his two cronies left.*

*They ran in, even as Kessandria let fly another arrow which thudded into the bear.*

*She watched as the one-eyed mercenary rammed his blade, two-handed, into the beast's chest. Something glowed there, dully, then flared as the creature roared again, tearing three bloody gashes down the warrior's chest and face. He fell to the ground and lay still. Even Kruger, a hefty giant of a man, was dwarfed by the bear. He hacked down at it with his sword desperately. It now bled from a dozen wounds, but did not fall. Instead it rammed a heavy paw onto Kruger's chest, pushing him down hard into the ground, his breaking ribs an audible 'crack' above the screaming.*

*Reingaer was the last and, at the final moment, his nerve abandoned him and he cowered before the monster as it loomed above him, all but eclipsed by its shadow. He whimpered like a babe, sword hanging limply at his side. The bear took hold of him and crushed him to its body. The strangled cries lasted only a moment.*

*It threw Reingaer's tangled corpse down and looked at Kessandria.*

*She saw rage in its eyes and bated.*

*Kessandria nocked another arrow and aimed carefully. She would only get one chance.*

*The beast roared its fury at her and charged.*

*It was only a few feet away when Kessandria released the arrow and dove headlong to the side, the bear's mighty bulk taking it past her and into a hefty tree trunk which smashed apart on impact.*

*Calm descended and silence returned.*

*Only Kessandria's pounding heart seemed to make any sound.*

*Dazed and cut, she rose cautiously from the leaf clutter.*

*The bear lay still.*

*She moved over to it. It had twisted in the impact and was on its back. It was dead. She searched the fur of its chest with her sword.*

*There. She thrust deep and yanked out a glowing shard that had been embedded in the creature's skin.*

*Tentatively she bent down, picking it up and held it before her.*

*"Wyrdstone," she gasped.*

*"My thanks to you captain Reingaer," she told the corpse, "I couldn't have done it, without you."*

*She had one last look at the shard and placed it carefully in a pouch and headed north, towards the settlement where grateful villagers awaited, and smiled.*

*"It zeems I shall collect more than just the bounty."*

### *Kislev Rangers In Nordheim*

Kislev is a wild and untamed land; a place of endless horizons, rocky steppes and icy tundra, its plains stretch as far as the eye can see. It is here that the rangers are in their element. Capable of great endurance, travelling on foot for days at a time, they negotiate this hostile land, patrolling its borders, ever watchful for dark forces.

Kislev lies deep in the heart of the icy north and many of its towns and cities are not far from the dreaded Chaos Wastes. Many times have rangers been the first to encounter such abominations as they wander mindlessly across the lands, savagely attacking any they find.

Kislev Rangers have much experience fighting such creatures and are adept at felling large monsters from distance with their preferred weapon – the bow. With hawk-like vision and blade keen instincts, many foul beasts have been slain by a ranger's arrow, the sleeping civilians unaware of the danger at their very doorstep. They are also good swordsmen, like most Kislevites, taught to fight and ride at a young age. It is the way of the ranger to travel light, and they seldom wear much armour or carry weighty packs or provisions. They must be at one with their environment and live off what the land provides. A bow, sword and a cloak to ward off the worst of the weather is oft all a ranger carries on their travels.

Although they are capable warriors, the true strength of a ranger lies in the ability to track. Having travelled the

length and breadth of Kislev and beyond, these rangers are excellent scouts and guides, and many warbands and generals hire them for just this purpose. Many times, has it been, when a ranger's warning has averted an ambush or found a clear route through perilous conditions.

Such skill is in great demand, and many rangers have travelled further afield than their native lands, some journeying down into the Empire in search of fortune and glory there. In these dark times of three Emperors, there is much civil unrest within the Empire as brother turns against brother. Deadly plots and ambushes are rife. With a ranger to guide you, ambushes can be avoided, and safe paths forged. Such a guide can ask a high price indeed. Some rangers have also been known to tout their skills to Lords and Barons for hunting down the wolves and Beastmen that plague the many forests, succeeding alone, where scores of armed men failed.

As Mordheim, the City of the Damned draws sell-swords and fortune-hunters from across the Old World it is no surprise to find Kislevite Rangers there too. Adept at exploring through the ruins, finding forgotten loot or lending their deadly aim to a captain's ambition, warbands frequently hire these wild warriors.

Perhaps most peculiar of all, is that many of the rangers are women. Most of the men folk of the northern lands are committed to its protection from the ravaging armies of the Kurgan marauder hordes and the other servants of





*"Nowhere to run, nowhere to hide babe..."*

Chaos. It is the women then, often those shunned by their families or banished for some misdeed, that range out from their homes, perhaps hoping to redeem themselves or even make their own fortunes in the perilous lands beyond.

Whether man or woman though, all rangers are possessed of the same demeanour. Living alone for such long periods, with self-sufficiency as their creed, rangers are reclusive and saturnine. At heart they are loners, particularly so with Kislevites, whose strong culture makes them feel alien despite their wanderlust.

### Kislev Ranger

30 gold crowns to hire + 15 gold crowns upkeep

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

**May be Hired:** Mercenaries, Witch Hunters and Dwarfs may hire Kislev Rangers.

**Rating:** A Kislev Ranger increases the warband's rating by +15 points plus 1 point for each Experience Point she has.

**Equipment:** Bow, sword and Hunter's cloak.

**Skills:** A Kislev Ranger may choose from the Shooting and Speed skills whenever she gains a new skill. In addition there are several skills unique to Kislev Rangers as detailed below, which she can choose instead of normal skills. Note that these skills can only be acquired through experience. They are not possessed by a new recruit.

### SPECIAL RULES

**Heart strike.** Kislev Rangers often battle against large monsters that roam their native borders. They have grown particular adept at felling such beasts with a single, deadly arrow strike. When shooting at a large monster (this includes large animals such as bears too), if the Kislev Ranger rolls a 6 to hit, followed by a wound roll of 5+ the beast is shot in some vital spot and killed instantly, regardless of wounds, with no save whatsoever.

**Hunter's cloak.** This cloak is fashioned by Kislevites and is only worn by their rangers. A hidden ranger will not reveal her position by shooting. The target model can take an Initiative test in order to try and spot the firing ranger. If the test is successful, the ranger is no longer hidden.

**Seeker.** When rolling on the Exploration chart, the Kislev Ranger allows you to modify one dice by +1/-1.

**Loner.** As they are notoriously reclusive, Kislev Rangers never have to take All Alone tests.

### KISLEV SKILLS

**Animal Call:** If hidden, the Kislev Ranger may use animal calls to confuse and confound his enemies. Any model within 18" can be affected and, if not able to charge that turn, must take a Leadership test before moving. If they fail the Kislev Ranger may move the model in any direction she wishes.

**Herb Lore:** Out in the wilds, the ranger has learned basic herb lore to cure simple injuries. Any model in base-to-base contact with the ranger may be healed at the start of the Recovery phase. On a roll of 4+ the model has 1 wound restored. The ranger may not move in the same turn as she uses this skill, but may use it to heal herself.



## Scenario: Wolf Hunt!



A warband led by a ranger has ventured into one of the dark forests of the land at the bidding of a baron wishing to rid it of a growing pack of wolves. Should the creatures be allowed to go on unchecked, they will grow bolder, attacking people instead of livestock and the baron's lands and titles would be in jeopardy. However, not convinced that a single band could accomplish this feat, the baron has hired a second group of warriors, in the secret hope that they will slay all the wolves and each other in the process...

### Terrain

The battle is fought in dense woodland and the majority of the terrain should be woods, although there might also be thick bracken, a shallow stream, clustered rocks, foliage or even a small cave, which could be the wolves' lair. The vast amount of the board will be covered by trees, but there should be areas of open ground so that warriors don't get bogged down in difficult ground. Within these restrictions, each player should take it in turns to place a piece of terrain within an area roughly 4' x 4'.

### Special rules

**Wolves:** The wolves are bold in their lair and prowl around with arrogance. There are D6+2 wolves on the board at the start of the game. At the start of the game, but before the warbands are deployed, each player takes it in turn to place a wolf (rolling a D6 to see who places first) but may place them no closer than 12" to any table edge and within 6" of another wolf (they are pack animals after all). Use wolves from the Warhammer miniatures range to represent them.

Wolves have the following profile:

Wolf									
M	WS	BS	S	T	W	I	A	Ld	Sv
9	3	0	3	3	1	4	1	4	-

The wolves are already in their lair, so do not take Rout tests.

Wolves are adept at moving through terrain at speed, they treat all difficult ground as open ground and very difficult ground as difficult ground (but may not move through impassable terrain).

Wolves are not large or particularly powerful creatures. Do not roll on the Injury table for them. Any wolf reduced to 0 wounds is automatically out of action.

**Lure of the wild:** As the battle rages, other wild creatures will be drawn into the fight. At the end of each 'wolf' turn (see below), roll a D6. On a roll of 1, D6 more wolves enter the fray, from a randomly determined table edge (roll a D6 and ignore rolls of 5 or 6). If the number of wolves is a 1, then a bear has turned up instead.

**Bear:** Bears are covered in the Kislevite warband rules (see p.81 Mordheim Annual). As they are not goaded into battle by a Bear Tamer they are subject to the rules for stupidity. If they pass their Stupidity test then they will move and attack as per the rules for wolves given later.

Bear									
M	WS	BS	S	T	W	I	A	Ld	Sv
6	3	0	5	5	2	2	2	6	-

**Weapons and Armour:** None, other than their claws and teeth!

### SPECIAL RULES

**Fearsome:** A charging bear is a very scary sight indeed! A Trained Bear causes *fear*.

**Bear Hug:** If the Bear hits the same enemy warrior with both of his attacks in the same round of combat, the player may choose to make a single 'Bear Hug' attack instead of resolving the attacks normally. If this option is chosen, each player must roll a D6 and add his model's Strength to the roll. If the Bear's total is higher or the totals are equal, the opposing warrior takes a single automatic wound with no Armour Save allowed. If the enemy warrior's total is higher, the warrior has broken the Bear's hold and suffers no damage from the attack.

**Animal:** Trained Bears are animals and do not gain Experience.



## The wolf-pack attacks



**Ranger:** Each warband has enlisted the aid of a ranger to locate the wolves' lair in the forest. This is either an Elf or Kislev Ranger, at the player's choosing. They will fight for free for this battle, but if the warbands want to retain their services they must pay the full hire fee and upkeep thereafter as normal.

### Warbands

Both players roll a D6 to see who deploys first. Whoever rolls highest, sets up first and moves his models on in his Movement phase from the table edge of his choice. His turn continues and then the other player moves his warband on from the opposite table edge in his Movement phase.

Note that this roll will also determine who goes first. Once both players have taken a turn the wolves may then take a turn. A wolf will charge the nearest model it is able, randomly determining its prey if two targets are equidistant. Any wolf that cannot charge must roll a D6 to determine its actions.

- |     |   |
|-----|---|
| 1-2 | The wolf moves towards the nearest enemy model in the warband that went first.  |
| 3-4 | The wolf moves towards the nearest enemy model in the warband that went second. |
| 5-6 | The wolf remains still and growls menacingly.                                   |

### Ending the game

The game ends when one warband fails its Rout test. The routers automatically lose.

### Experience

**+1 Survives:** If a Hero or Henchman group survives the battle they gain +1 Experience.

**+1 Winning Leader:** The leader of the winning warband gains +1 extra Experience.

**+1 Bear Slayer:** Any Hero earns +1 Experience point for each bear he puts out of action.

**+1 Per Enemy Out of Action:** Any Hero earns +1 Experience for each enemy he puts out of action (this also counts for Outriders too).

### Reward

The baron, much to his chagrin, will reward any warband a bounty of 10 gold crowns for each slain wolf (the warband leader presents him with an ear, fang, pelt or some other trophy as proof). There is no reward whatsoever for slaying a bear (after all that wasn't part of the deal!).

#### Author

You can see Nick's work every month in the UK edition of *White Dwarf*. Looking at the latest issue I have to hand it says Nick has been painting Dwarfs and Empire for *Storm of Chaos*. What about Mordheim, eh Nick?



#### Further Information

This release and all current Mordheim products can be purchased from GW direct (See the How to Order pages).

#### Website

[www.Mordheim.com](http://www.Mordheim.com)

For the citizens of the  
Dammed City

# Town Crier



Published on the first Angestag of each Mannslich.

Mordheim 3 Groats

## GIRLS COME FROM 'UP NORTH'

Over the last few weeks, this writer has met several brave and adventurous lasses from "up north" visiting our fair city on a cultural exchange tour. Clearly they have been the victims of some sharp-witted con artist as there is still a degree of (admittedly cosmetic) repairs to be done to our dear homeland before it is really fit for impressionable young visitors. Sigmar forbid that they should come away with a negative view of our bustling metropolis. With maintenance of our positive image in mind, I would encourage all of our gentle readers to extend a welcoming hand to any of our northern cousins who they encounter in their travels about the city. And remember: just because they fell for it the first time doesn't make them easy marks for the rest of you!

### DON'T GO INTO THE GARDENS

Rumours and taylor are currently abound that the Steinhardt Memorial Gardens, already a no-go area for even the most daring adventurer, have begun to grow beyond their original black-railed barrier. Already parts of Erchinstrasse and the entire Avenue of lanterns have been taken over by the vines. Large insects of impossible proportions and huge carnivorous worms four foot in length have been seen in streets surrounding the Memorial Gardens in the Rich Quarter.

Adventurers beware as no-one knows how far the garden will spread. Some, who have witnessed it, say that the vegetation now acts as a malign intelligence and it is searching for victims to feed its blood-hungry roots.



Here  
Within



New in Town -  
The buxom lady  
from the Tundras.

Rumours of  
arrivals on their  
way - sly thieves  
of dubious stature

Ramblings from  
the scribe.  
Read his words of  
wisdom and fear.

# Unsightly Skin?

Then You Need Doctor Verr-min's fantastic new cosmetic product...

## WyrdCream

WyrdCream uses its new patented formula to eradicate boils, cysts and other unsightly skin blemishes. Don't believe us? Then check out these happy customers.

*"I used WyrdCream on a large boil on my backside and now have a bead growing out of it!"*

*- The Right Honourable Lord Prest-cott*

*"Two Heads are better than one!"*  
*- Anonymous user*

*"I look as young today as I used to."*  
*- Jorn Coalins*

Send no money now!!

Simply tell us where you live and our agent will come scurrying over a week or so after you have used our fantastic product.

### SCRIBE'S HONOURABLE MENTION

Mad Andreas Halldenstaat



**Inn Keeper,  
Mikale Son of Owen**  
*Would like it to be known that he has visited the Strikenland and found it wanting. Rumours that he lost his Breakfast (lunch, dinner and supper) are untrue.*

### For Sayle

*One Corpse, hardly used, good milage, may need an MOT.*

Contact Swiss Moany on the borders of the Striken Land.



### looking for love

Older lady in her early six hundreds looking for young and firm Elven or Human lad for fun. Is into Battle Axes and evening reading the Book of Grudges.

Must not be averted by facial hair.

### For Sayle

*Black Boot (Left)*

Will swap for Black Boot (right) or a pair of sandals.

## ARE YOU LOST? SIGMAR LET YOU DOWN? NEED A NEW GOD?

then you need worship The Serpent

Not only will worshipping The Serpent increase your chances of a happy, prosperous life but you will also become an object of desire for all women.

Your Soul will be forfeit should you fail to keep up with worshipping the serpent. Worshipping the serpent does not guarantee against fire, plague and an Eternity of torture. Example at current conversion rate of 88% (APR can go up as well as down). Worship the serpent for 2 years gain a harem of beauties and no unwanted consequences. Note the latter as only an illustration - second half only from person thing to person thing.



# FANATIC SHOWCASE

## TAKING PICTURES

By Gary Roach

**Photography is an art with a lot of skill needed to get a good picture. In this short article our resident photographer, 'Barry' Roach goes through the process for you to see and put to use.**

Just in case you didn't know, we at the Fanatic Studio like to receive submissions and contributions from the gaming community. So far these contributions have mainly been in the form of written articles covering such topics as blocking in Blood Bowl to scenarios for Epic and so on.

In the future we would like to start showing the results of your painting and modelling, which is why we have set up the Fanatic Showcase pages. It is with these pages that we wish to show the world what you lot out there are capable of, from the smallest Epic paint job to the largest Inquisitor conversion. Whatever it is, if you have pictures we would like to see them, and hopefully we will be able to print the best of them.

Now many of you are probably thinking "but I've already sent them pictures and they didn't print them – why not?". Well, to be honest, the main problem we've had in the past with contributors' photos is that we haven't been able to print them due to the quality of the photography. This is mainly down to photos being out of focus, too small, too dark, or just plain unusable for some reason. So we

decided to put together a small guide on how to take pictures of your miniatures so that it will be more likely that we can print them.

We have tried to keep the article fairly simple so that we don't confuse you with all the technical aspects of photography (and believe me photography can be quite confusing sometimes). If you would like more information on photography then we suggest looking at the book *Starting Photography* by Michael Langford.

### What we use

At the studio we have some fairly expensive equipment that we use for taking pictures of our figures (see the photo below), and we know that most people aren't going to have the same type of equipment tucked away at home somewhere. So, in the other photo, we have also shown you how Mark goes about taking a shot for the picture of the day that appears on the website. You can take a look at these photos at [www.specialist-games.com](http://www.specialist-games.com).

You will see in the picture that the photos are taken using everyday items that that you can pick up quite quickly and cheaply in places like furniture shops and stationery shops. Now this is fine if all you are taking are small shots that will probably only be seen once and on a website, but if you are taking shots that are to be printed then there are a few more things to consider.



**Main Picture:** The camera we use in the studio, a Betterlight 6000E.

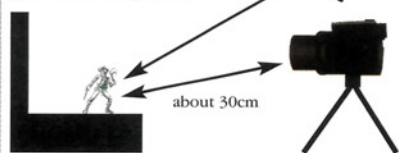
**Inset:** Mark's home-made equivalent, using a Fuji Finepix 6900, a desk lamp and a cardboard box file.

## Setting up your shots

If you are going to be taking photos that you would like to see printed in the Fanatic Showcase pages then a white background is a good place to start (there is a reason for this which we will come to later). This is a very simple thing to do as all that is really needed is a white piece of paper. The photo on the right shows you a simple way to achieve this, and the diagram on the left will show you how to set up your homemade photography studio.

When positioning the camera start with a distance of about 30 cm from the subject and then adjust as required.

The position of the lights will vary depending on how much light you want in the picture.



The base is a box file with the top folded back as far as it will go and then taped in position. The next thing to take into consideration is the lighting. The easiest way to do this is to get yourself a couple of positionable desk lamps. Positionable is generally better than fixed for reasons that we will come to later.



The picture on the left was taken using the camera's lowest file size setting; the one on the right was taken using the highest. The difference is plain to see.

## The Camera

Now we come to the camera itself. Here in the Fanatic Studio we have an everyday fuji digital camera which is a couple of years old now. We used this camera to take the photos



that you can see throughout the article (except obviously the photos with the camera in them). Most digital cameras have various settings that control file size and quality etc. In most cases the bigger the final file size the better the picture quality so using the top setting for your camera is a good place to start (as you can see in the example shots).



The picture on the left was taken using the camera's lowest file size setting; the one on the right was taken using the highest. The difference is plain to see.

## Handshake

The next thing to consider is handshake. This is where a lot of people go wrong. Unfortunately, no one that I know can hold themselves completely still long enough to take a photo and while this isn't a problem if you are taking an everyday shot of someone for the family albums, when you get to something as small as a miniature the slightest shake is noticeable. The easiest way around this problem is to get yourself a tripod. (You can see two examples in the photos on the right. We find that the tripod shown in the inset is much more useful when taking shots of figures).

The other thing that you can do to reduce handshake is to use the timer setting. This will ensure that nothing will be touching the camera when the picture is taken.



## Focusing

So having set up where and how you are going to take the photo the next step is to actually take it. This isn't as quick and simple as you think, as it's not just a case of point and click. The first thing you should check is if the picture is in focus. The best way to do this is to focus it manually and try not to rely on the auto-focus function as sometimes this can leave some parts of the model looking soft in the picture, (they generally focus on just one part of the image, as you can see in the photos on the right). The photo on the left was taken using an auto-focus; the one on the right using a manual focus. *Small tip: If you are having problems focusing on the model then the easiest remedy is to move the camera back from the model and try refocusing. There are all sorts of technical reasons as to why this works but they generally make my brain hurt so if you want to know why I suggest you go and get a book about photography. Once you have the thing in focus take a shot. You will probably find the final image is too dark or too light or generally just not the way you want it, in which case you should adjust the lights and try again.*



The photo above shows an example of an image that is simply too dark, and as such would make it impossible for us to feature in the magazine.



Whereas this example has just right the levels of light. Note how well you can see the details of the model, while still leaving some areas, such as the inside of the cloak, in shadow.



This example shows a photo that has been given too much light. Note how parts of the model seem to be bleached of colour, such as the axe blade and the skulls.

## The lights

Earlier on in the article I said that positionable lights were better. This is because when you find that the picture you have just taken is too dark or too light you can re-position them to either add more light or take some away. Examples of this can be found below. *Small tip: If you can't get enough light in your picture or you have too much and can't reduce it any more then you can use the aperture settings on your camera, but be aware that this can affect your focusing.*

## Choice

When taking your shots don't just take one shot, take several from different angles as this will then give you a choice as to which one to use.

## The next step

Once you have taken the photos, but before you burn them to a CD or e-mail them to us, there are a couple of useful things that we would like you to do. If you have access to Photoshop or a similar program then it is advisable to check the dpi setting of the picture. For us to be able to print them we need the photos to have a setting of 300dpi. The other thing is to change the mode of the image to CMYK. This is because anything less just doesn't print very well. If you can't change the dpi setting or the mode for some reason then please don't let that put you off sending the pictures in.

Pixel Dimensions: 249.2M

Width: 9333 pixels

Height: 7000 pixels

Document Size:

Width: 79.02 cm

Height: 59.27 cm

Resolution: 300 pixels/inch

Constrain Proportions

Resample Image: Bicubic

OK

Cancel

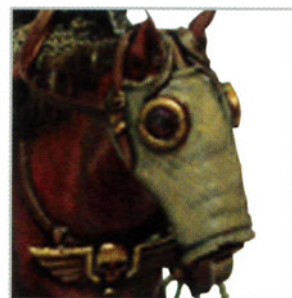
Auto...

## Photographing Dioramas

One of the most exciting sides of modelling is the creation of dioramas and one of the best things about looking at them is the ability to look at them from different angles and check out the detail and any little touches the modeller has added. Obviously in a photograph you can only see one angle, but to create the feeling of being able to see all around the model we

take insert shots. In the pictures below you can see how we've tried to show various little touches that Mark made to the model by taking photos from different angles and focusing on certain parts. Doing this will give the reader an impression of seeing all of the diorama.

Mounted Krieg Trooper by Mark Bedford



## White Backgrounds

The main reason we ask for white backgrounds for pictures that are going to be printed is that it makes it easier for the guys in the Reprographics department to do their magic. The Repro dept are there to make sure all of the work that we do looks its best before it goes to the printers, and they are very fussy and we don't like to upset them. On the right is an example of a photo that has not received any repro treatment so you can see what a difference they make.

The other reason is that it gives the miniatures more of a presence in the photo if they are taken with a white background.



Hopefully this article will inspire you to send in some pictures of your Specialist Games models. We look forward to seeing them.

### Author

Gary is one of two production guys who work on Fanatic magazine.

### Further Information

Starting Photography, 3rd ED.  
Author: Michael Langford,  
Pub: Focal Press,  
ISBN 024051484XW



# FANATIC SHOWCASE

SHOW THE WORLD WHAT YOU CAN DO

## Mordheim



Mark Bedford



Mark Bedford

Michael Anderson



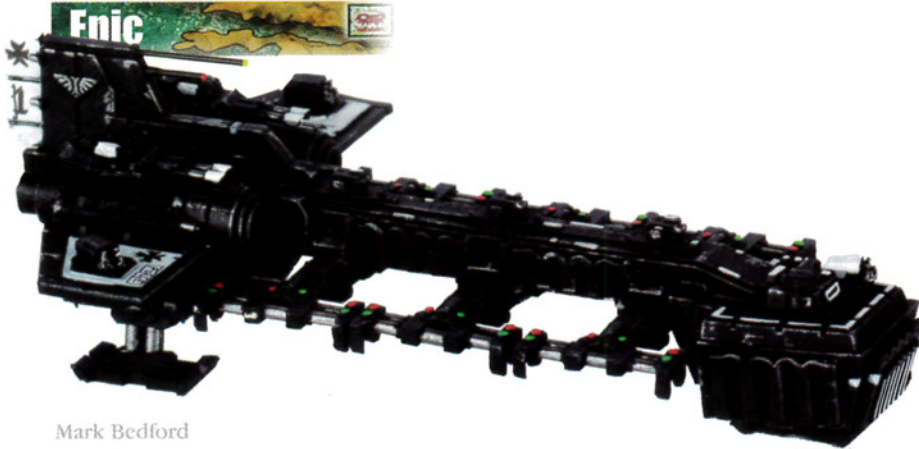
Sebastien de Hart

# Mordheim

Axel de Mohrenschildt



# Enic



Mark Bedford



Mark Bedford

# Inquisitor



Michael Anderson



John Blanche



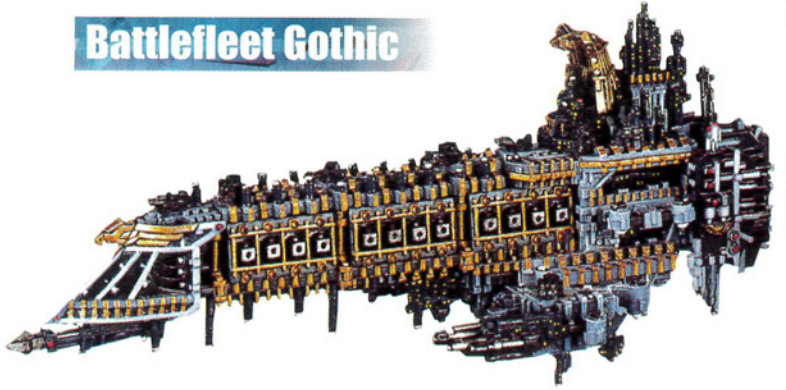
Mark Bedford

# Necromunda



Neil Green

# Battlefleet Gothic



Dave Andrews



Warmaster



Alex Hedstrom & Neil Green



Neil Green



Mark Bedford



Neil Langdown

