

Converting a Norse Warband

How to create a Norse Warband for *Lustria: Cities of Gold*

by: Derek Whitman

When I first decided to do this article, I wanted to show the easiest way to make the models for a Norse Warband. I went to my local games store. I stood around staring at the Warhammer figures for quite a while. What can I use to make Norse models for Lustria? I asked myself. I needed models with barbarian-like heads, loincloths, and swords, axes, and shields. Since GW, has not produced a barbarian or Norse figure range in many years, this was going to be a challenge. Then I saw the Chaos Marauders- yes this was it! With a little clipping here and there, my handy dremel and a bit of green stuff I knew I had my Norse in front of my eyes. I picked up the Middenheimer leader, champion, a box set of Mordheim humans, and some blisters of Chaos Marauders. I drove home planning to be created.

- Tools
- Dremel Tool
- sanding attachment
- cutting attachment
- safety glasses
- green stuff
- Bag of GW goodies

To start off, I needed a good strong looking captain. For this, I used the Mordheim Middenheimer captain. I took the dremel tool, and cut off the weapon on his right hand. To that, I added a round shield. Then I glued him together. After he was together, I took green stuff and scalped a helm with horns on it on him. This I knew was going to look cool, because he already had the head piece and nose guard on him. With that he was done.

To make my Norse Shaman (hired Swords, issue 12), I bought a necromunda ratskin Shaman from GW Mail Order. I cut off his right arm, and added a sword arm from the Mordheim human sprue. I cut off the back of his cloak and his tail. I then sanded down the cloak so that it had no rough area. After that was done, I cut off his head and added a more 'Norse' looking head from the human sprue. To finish it all off, I attached a cape from the sprue to his back.

Now it was time to make some models with double-handed weapons. Claymores, mmm.... This was a very cool and simple conversion to make. I took a Chaos Marauder with two-handed club, and cut off his left arm and club. I then carefully cut off his right hand. Then I sanded the place where the left arm was. After this, I carefully chopped off his head. I then took the two-handed sword with arm, and hand attached from the Mordheim human sprue, and matched it up with the left

hand. Then I glued a head from the human sprue to the neck. To finish him off, I filled in the crease between the neck and the head with green stuff, and sanded the chaos symbol off of his belt buckle. With the use of different heads from the Mordheim human spure, you can make many Norse warriors with claymores.

Now I was in need of some warriors with sword, axes, and shields. Once again, I used my trusty Chaos Marauders for the bodies. One way I did it was to take a two-handed axe figure, and cut off his right arm, then trim the axe. I then sanded where the arm was and the bottom of the axe. Then I glued an arm from the human sprue to the right side and added a round shield. I bent the left axe arm up in the air so he was holding the axe above his head (if you use the Chaos Marauder with fangs, it makes a cool looking Wulfen). If you want a different head, then once again use the heads from the human sprue and add green stuff to fill in the gap. Another way to do this is to carefully cut both the left and right arms of the figure off. Also the head if you wish. Then sand down the areas you cut off until they are even and smooth. Next, add left and right arms from the human sprue, plus any weapon you want the figure to have. Fill in the gaps and sculpt shoulders, and neck, furs or whatever you want to use using green stuff.

Using the Mordheim human sprue, and Chaos Marauder bodies you can make many kinds of Norse fig. I have just shown the basics. With imagination, and other GW bits the results are endless. You now can create your own Norse warband. Be creative, be imaginative and most of all have fun.

