Converting GW's Chapel to a Bretonnian Chapel

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The following article describes how I converted one of GW's Chapel to a Bretonnian themed Chapel...

Pictures of the final result can be found here http://s195.photobucket.com/albums/z144/zherroth/Bretonnian%20pics/

Step 1 - Removing the Empire imagery from the walls

On the upper front wall there are a couple of comets, which you'll want to remove. The easiest way I found to do this was to use some clippers to remove the bulk of the comet with clippers and then scrape the rest away with a knife. If you're not going to replace them with anything, sand the area down to remove all traces of the comets.

Once removed, the space the comets once occupied can be replaced with spare shoulder shields (the small ones) from the KOTR sprue. I used the fleur-de-lys ones but any of the others will do.

Some people don't like the crosses on the walls either, these can be removed in the same way as described above. I left them on, as this is a symbol I've seen in templar imagery, which suits some Bretonnian armies.

Step 2 - Covering Empire imagery on the door

The Chapel kit comes with an alternative door that has some nice Bretonnian looking hinges on it. Unfortunately it also has an Imperial Eagle on it as well up the top. Again this was scraped off (careful to avoid ruining the wood grain around the area). Again, once done, a shoulder shield was used to cover up where the eagle was. Before gluing the door on, clip off the Hammer of Sigmar that is on the original door in order to obtain a smooth fit, you can also smooth down the inner side of the door you've just modified to help fit it correctly.

Step 3 - Covering the windows at the front

The Chapel kit contains some window shutters, which simply go over the original windows.

Step 4 - Put the Chapel together

When putting the Chapel together, put the bottom section together before putting the top structure together (rather than the opposite as the instructions say)

Step 5 - Removing the comets/suns/moons from the beam structure surrounding the building

I can see two ways of doing this, the first is to simply scrape it all back. The downside of this methodology is that its harder to add texture. The method used in the model shown was to take advantage of the lips provided at the top and bottom of the beam, these are slightly more pronounced than the comets. Simply fill the beam with milliput or some other filler material, making the putty flush with the lips of the beam. It's a messy job but fairly simple. If you don't completely cover the iconography in some places its not that bad (especially the suns) as these can be later painted to look like knots of wood. Once the putty has partially dried, run a knife blade over it in a randomish fashion the create a wood grain look.

That details the majority of the work involved in de-Empiring the Chapel, the next step is to Bretonnian-ise it.

Step 6 - Adding Gargoyles

The gargoyles used at the front/sides are Warmaster Harpies from the Dark Elf range. There are a couple of models that can be used, depending if you want them mounted from the sides (like shown) or mounted from the front. Make sure that you pin them due to the fact that they are metal. Thanks to the beam that they are attached to, the pin can go in nice and deep providing good anchorage.

Step 7 - The Knight on the roof

The Knight positioned on the roof was inspired by a house in my local area that has terracotta dragons on the peaks of its roof. The Knight used comes again from the Warmaster range and is one of the KOTR models. Make sure you choose a model that is not connected to the model in front/behind (Warmaster cavalry models are mounted in groups of 2, one model behind the other and often are joined together with the head of the rear horse resting against the rump of the horse in front). The bases of Warmaster models are often quite thick, I simply clipped the base, reducing its thickness by half. The Knight was simply glued onto the peak of the roof.

Step 8 - Other bits

Using parts from any of the Bretonnian pieces, you can add more to the model as you wish. I've added another shoulder shield at the top front, just in front of the Knight. It helps to cover the base of the Knight as well.

As I really think the snail provided in the M@A box is cool, I had to add him. He's been positioned on top of one the windows.

I've also added the fire brands to the front of the Chapel. These are a standard part of the Chapel kit.

Step 9 - Painting the Chapel

What colours you use is entirely up to you, here's the specifics of the colours I used...

Undercoat - Chaos Black Spray

Roof/Window Tiles

 - - Drybrush: Scab Red

 - - Drybrush: Mecharite Red

Brick Walls/Gargoyles/Window Statues

 - - Drybrush: Adeptus Battlegrey

 - - Drybrush: Codex Grey

 - - Drybrush: Astronomicon Grey

Walls

 - - Base: Iyanden Darksun

 - - Stipple: 2:3 Iyandan Darksun:Bleached Bone

 - - Stipple: Bleached Bone

 - - Stipple: Bleached Bone and Skull White (optional)

 - - Stipple: Skull White (optional)

 - - Cracks and Crevices: Heavily watered down Snakebite Leather

Woodgrain

 - - Drybrush: Calthan Brown

Metal

 - - Drybrush: Tin Bitz

 - - Drybrush: Boltgun Metal

Step 10 - Final touch

The last step I did was to add some green scatter material along the base of the walls and also up the walls slightly to cover up any gaps that remained where the walls joined. It also gives the impression that the Chapel is a bit rundown and overgrown.

Hopefully this article inspires you to have a go yourself. The same methods should be able to be used on any of the other buildings produced by GW.

Enjoy

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