

# HOW TO PAINT CITADEL<sup>®</sup> MINIATURES



# IRONJAWZ






# **WARHAMMER**

## **AGE OF SIGMAR**

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.





# INTRODUCTION

**Aimed at hobbyists of all levels of experience and expertise, from newcomer to seasoned miniature painter, this book is the definitive guide to achieving exceptional results with Age of Sigmar Ironjawz miniatures.**

Utilising the eye-catching Ironsunz colour scheme, the first section of this guide takes you step-by-step through the entire painting process using Citadel Paints. It describes the best techniques, brushes and paints to use when basecoating and shading, and how to get the most out of your highlights, whether you're layering for a smooth finish, or drybrushing for quick and effective results. Following these steps will make your models really stand out in the display case, and inspire awe in the hearts of your tabletop opponents.

The second part of the guide explores a wealth of alternative colour schemes. With eight Ironjawz warclans, ranging from the livid red Bloodtoofs to the dark and menacing Asheater Boyz, the choice is as wide as it is exciting.

And, of course, once you've learned the techniques and paint combinations described on these pages, the possibilities are endless. You may even decide to use them to create a warclan of your own – after all, it's your army.

As well as helping you perfect the all-important basics of painting Ironjawz, this guide also features sections explaining how to detail your miniatures' bases, and offers advice for getting great effects when painting Gore-gruntas and Maw-krushas.

What's more, our brilliant studio artists share a host of tips and tricks that will ensure your force looks every bit as impressive as the fearsome warclan below.





# IRONSUNZ WARCLAN

The Ironsunz are one of the biggest and baddest of all the Ironjawz warclans. They deck themselves out in snazzy yellow armour, partly to show themselves off to other warclans, but mainly because they want everyone they smash to pieces to know that they're being smashed by the best.

Combining bright primary colours with metallics and some imaginative painting techniques, the Ironsunz are the ideal subject for the stage-by-stage section that begins overleaf.

The following guide demonstrates how to paint Ironsunz Brutes, but you can use the principles explained here to paint any of the models in your Ironjawz collection, from the ferocious Megaboss to the cacophonous Warchanter and the mystical Weirdnob Shaman. Using the same techniques across your whole range of models helps to give your collection a sense of coherence and creates a striking effect on the tabletop.



**Ironjawz warclans always have striking colour schemes, and with their vivid red and yellow armour, an army of Ironsunz is sure to make a big impact on any battlefield.**

## PAINTS REQUIRED

### UNDERCOAT

Corax White Spray

### BASE

Abaddon Black	Rakarth Flesh
Balthasar Gold	Rhinox Hide
Leadbeller	Steel Legion
Mephiston Red	Drab
Mournfang Brown	Zandri Dust

### SHADE

Agrax Earthshade  
Athonian Camoshade  
Nuln Oil  
Reikland Fleshshade  
Seraphim Sepia

### DRY

Necron Compound  
Tyrant Skull  
Underhive Ash

### LAYER

Fire Dragon Bright  
Gorthor Brown  
Pallid Wych Flesh  
Runefang Steel  
Screaming Skull  
Skarsnik Green  
Skrag Brown  
Warboss Green  
Yriel Yellow

### TEXTURE

Armageddon Dust



*Essentially, there are two different approaches to highlighting the raised details on any miniature. The Ironjaw pictured above has been finished using the technique. A straightforward and efficient method, it makes subtle and effective results simple to achieve.*



*Alternatively, fine lines of Layer paint are applied to the uppermost details and edges for a very precise appearance. Both are pleasing effects but it's best to decide on one and stick to it throughout the entire unit, as this gives your finished army a neat and consistent appearance.*



# CITADEL SPRAY PAINTS

Available in Chaos Black, Corax White and a choice of the most popular Citadel Base paint colours, Citadel Sprays are a fast and efficient way of preparing your models for painting. What's more, because they're designed to adhere directly to the model's plastic, you can use them in place of a conventional basecoat for the model's primary colour. You can then enjoy the process of applying the other Base, Shade, Layer and Dry paints using your brushes. When spraying, always read the instructions on the can, and crucially, spray in a well-ventilated area (outdoors is best). You'll be rewarded with a smooth and even basecoat in minutes.



As you'd expect, Bloodtoofs paint their armour bright red. Mephiston Red Spray gives great results.



Doggrok's Choppas are clad in striking blue armour. We used Macragge Blue Spray as a primer and basecoat.



Corax White Spray makes bright colour schemes even more vivid – ideal for the Stoneskulls and Zedek's Weirldadz.



Used for both the Asheater Boyz and Kryptboyz, Chaos Black is the best foundation for dark colour schemes.



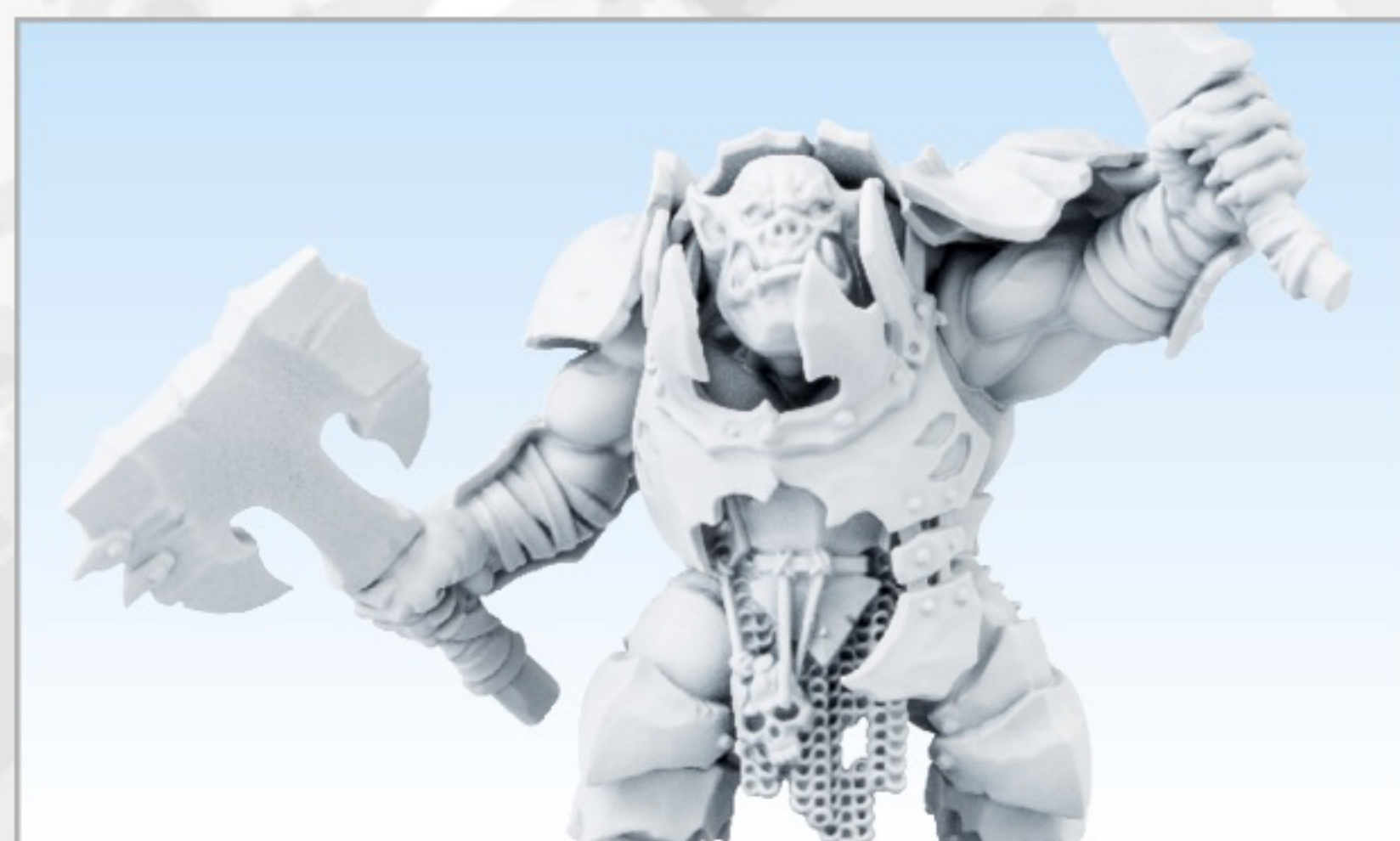
For something a little different, check out the Skybasha Warclan. They're undercoated with Leadbelcher Spray.



# IRONSUNZ PREPARATION

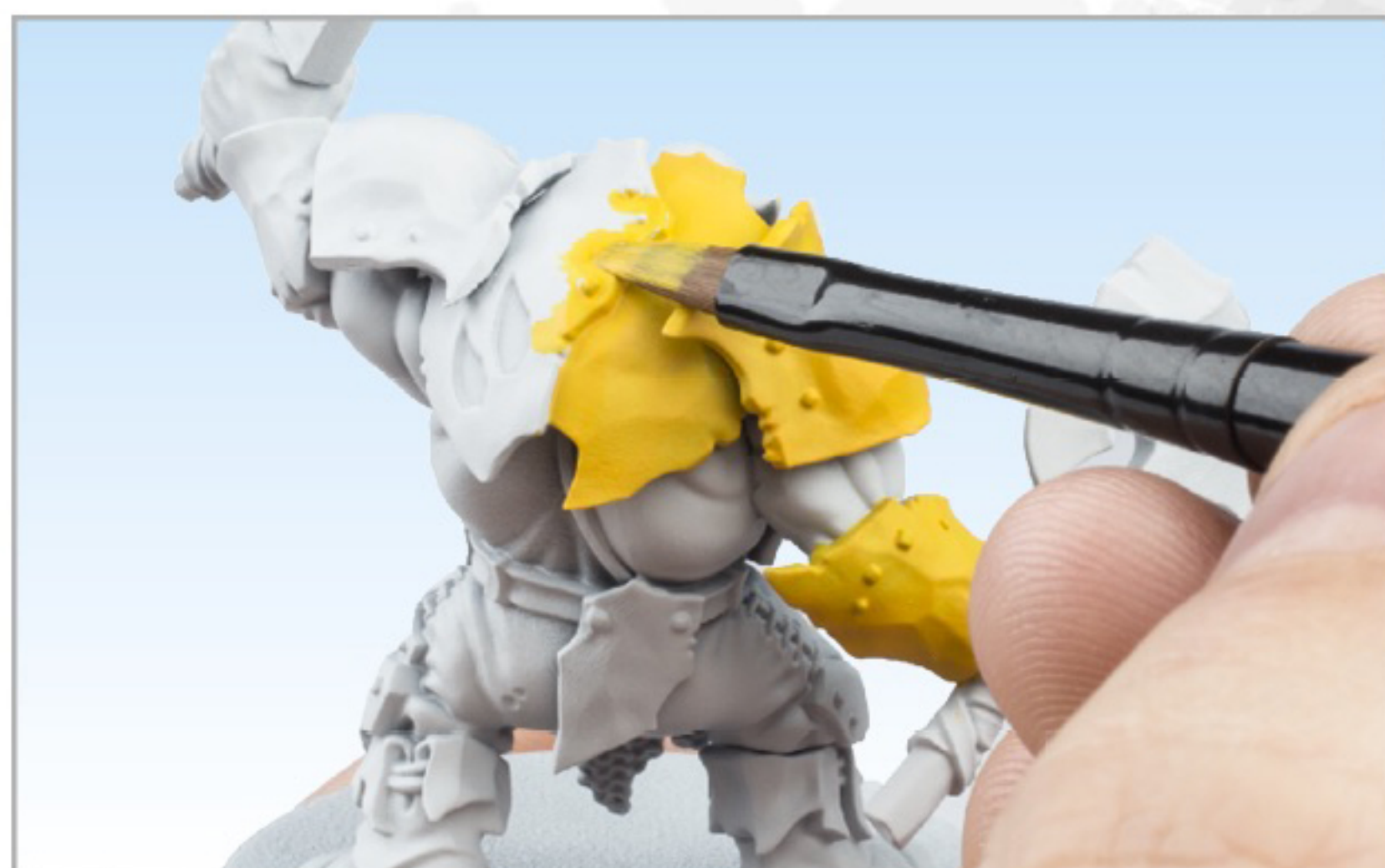
Though primarily designed to be used in a set sequence, the Citadel Paint System is very versatile. As such, a little 'inside knowledge' will enable you to achieve some spectacular effects.

Because Corax White has such a smooth, solid finish, you can apply Layer paints directly over it, as shown throughout this guide – there's often no need to use a Base paint first. For the Ironsunz scheme, use Yriel Yellow and Warboss Green, which result in really vibrant hues perfect for this super-flashy warclan.



CS CITADEL SPRAY

- 1 Apply Corax White Spray, tilting and turning the model so the paint reaches every part of it.



M BASE

- 2 Working as neatly as you can, paint the armour Yriel Yellow, applying it directly over the Corax White.



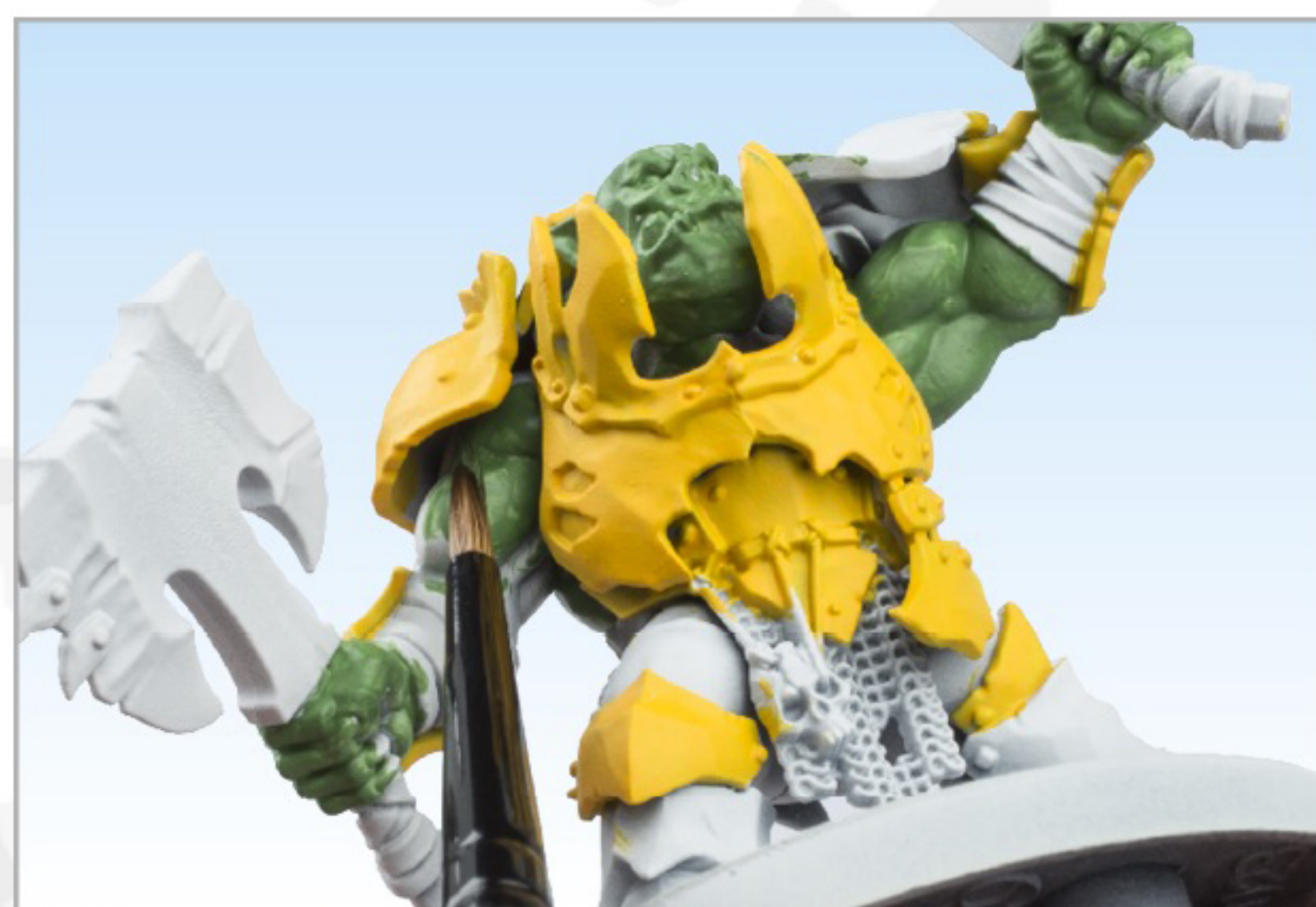
M BASE

- 3 Thin the paint (using a 3:1 ratio of paint to water) and apply a second coat for a smooth and vivid finish.



M BASE

- 4 Next, paint the skin using Warboss Green Layer paint. Try to be as neat as you can to avoid the yellow.



S LAYER

- 5 When painting beneath the armour plates, keep the application neat by switching to an S Layer Brush.



# BASECOATING

After applying Yriel Yellow and Warboss Green over the white undercoat, use Citadel Base paints on the model's other details. Delivering bold, intense colour, they provide a foundation for the stages that follow.

Transfer some paint onto your palette, dip your paintbrush into your water pot, then draw the brush through your paint to thin it. Load the brush to halfway up its bristles. Apply the paint to the model evenly and in moderation, taking care to reach every nook and cranny. You can apply Base paints in a single coat, but applying two slightly thinned coats has the advantage of keeping the model's detail beautifully crisp.



**M** LAYER

**2** Being as neat as possible, paint the belt and boots using Rhinox Hide.



**M** BASE

**4** Paint one armoured shoulder plate with Balthasar Gold.



**M** BASE

**1** Apply Mournfang Brown to the trousers and axe handle, carefully avoiding the armour and flesh.



**M** BASE

**3** Next, apply Leadbelcher to the sword blade, axe head and chainmail.



**M** BASE

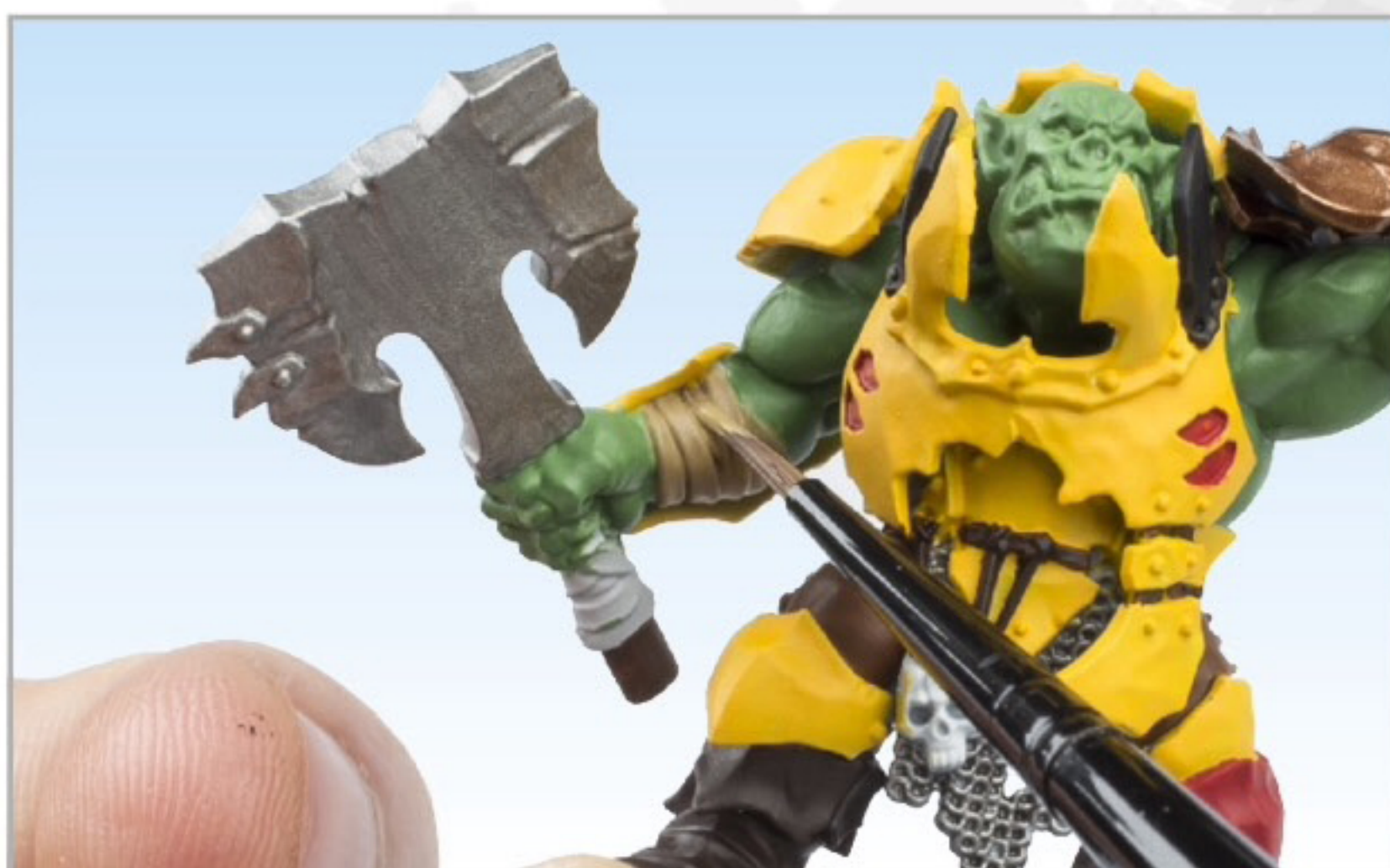
**5** Switch to Mephiston Red to paint the 'toof' designs on the torso armour and the kneeplate.





**M** BASE

**6** Apply Abaddon Black to the remaining armour plates.



**S** LAYER

**7** Use Zandri Dust to paint the leather bindings and straps.



**S** LAYER

**8** The final Base paint applied is Rakarth Flesh. It's used for the skull on the belt and the orruk's teeth.

## WAAAGH! ENERGY

Weirdnob

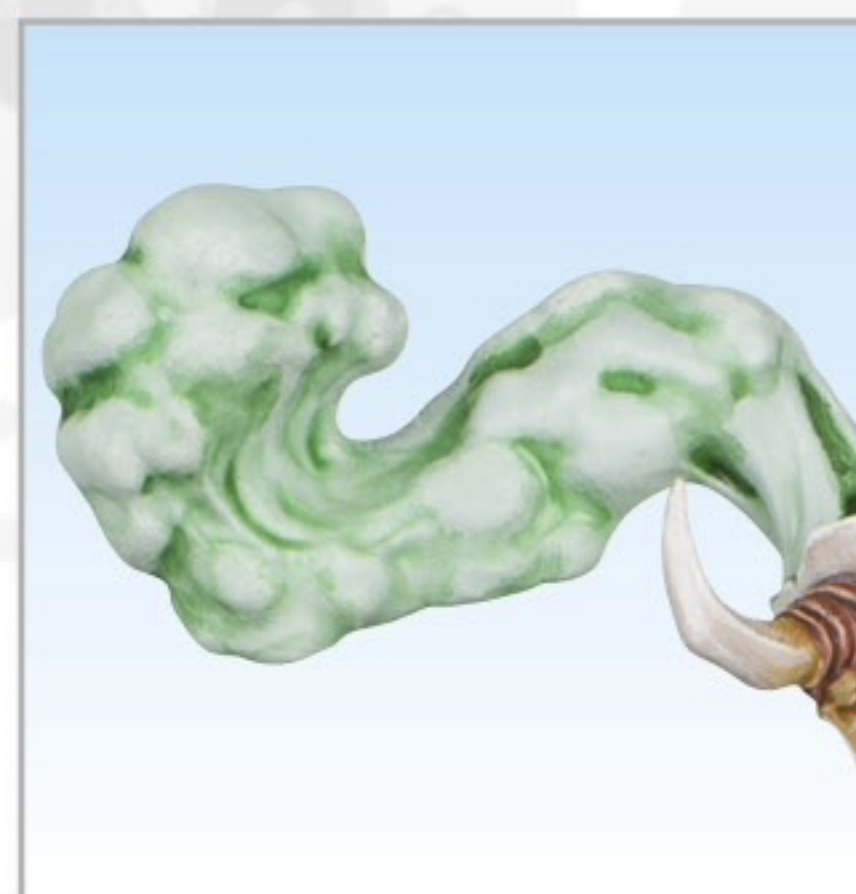
Shaman staffs emit a pall of strange smoke. To paint this, start with Corax White Spray, or Ceramite White if using a black undercoat.



Now apply an even coat of Ulthuan Grey to the entire area. The off-white hue of this paint helps to create a smoky, more ethereal effect.



When dry, give the smoke an all-over coat of Biel-Tan Green Shade paint, which lends the plume a spooky, otherworldly appearance.



To finish, pick out the raised smokey puffs using White Scar Layer paint.

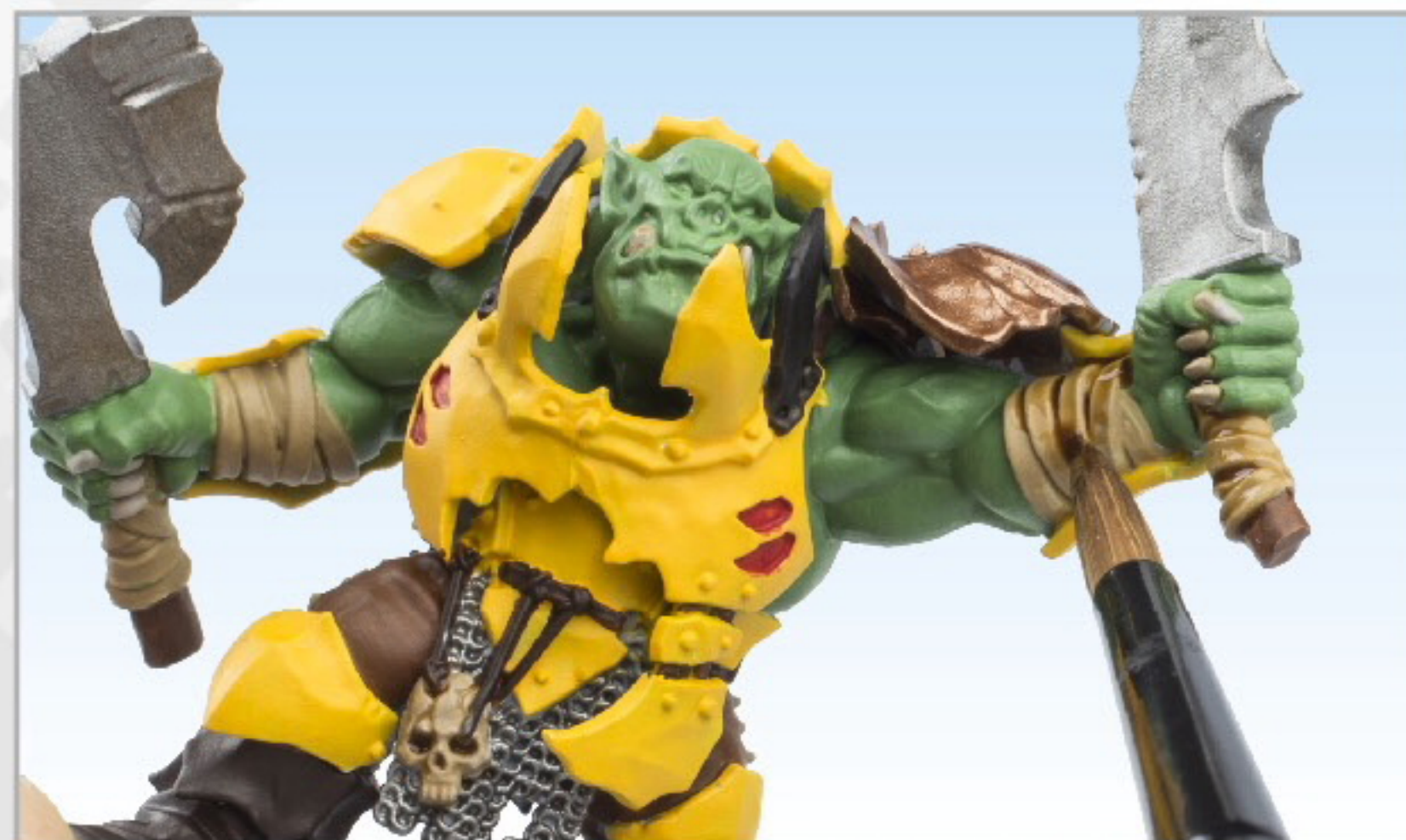




# SHADING

Citadel Shades enhance the miniature's detail. A thinner, slightly translucent paint, it's brushed over the Base colour and coaxed into recesses such as gaps in armour, folds in clothing, weapon parts and chainmail links.

Because these features are tiny, they won't catch the light like a full-size object would. So, to an extent, applying a shade is a little like painting shadows and darkness. Shades can either be applied in a focussed way – for example, around the edges of armour and rivets – or simply brushed all over the area and allowed to run into the recessed features of skin, clothing, blades and, later, the miniature's base.



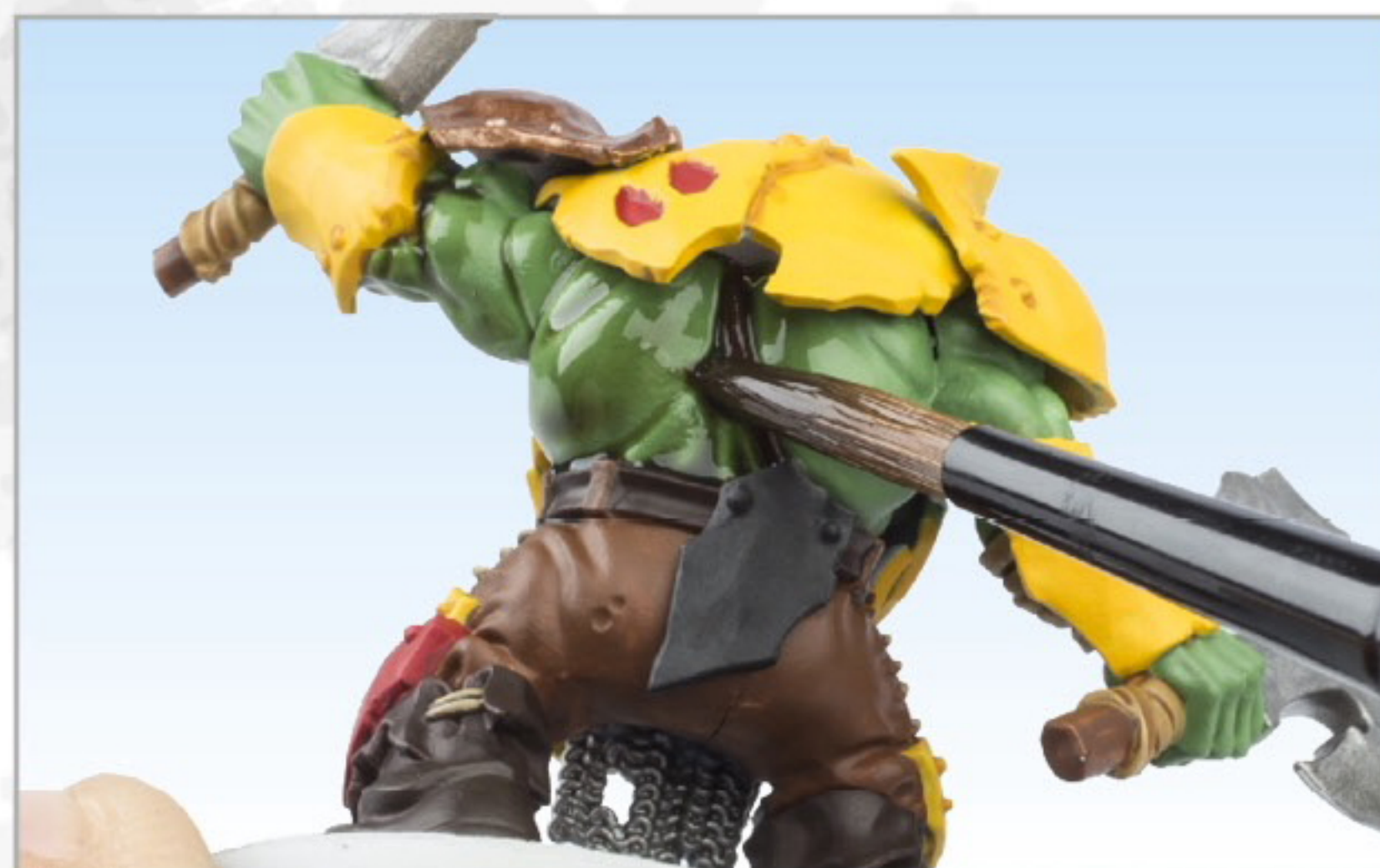
**M** SHADE

- 1 Apply a coat of Seraphim Sepia to all the bindings, bones and teeth.



**S** GLAZE

- 2 Using an S Glaze Brush for its finer tip, paint Seraphim Sepia in the nooks between the armour plates.



**M** SHADE

- 3 Apply Athonian Camoshade to the skin, concentrating the paint in the recesses.



**M** SHADE

- 4 Next, paint the weapon blades, the boots and the orruk's belt with Nuln Oil.



**M** SHADE

- 5 The final stage of shading is to apply Agrax Earthshade to the left shoulder plate and trousers.



# DRYBRUSHING

One effective way to highlight your model is to use the drybrushing technique, which helps to define the model's raised details and textures. It's quick and simple to do using dedicated Citadel Dry brushes and paints.

Drybrushing is incredibly effective and really straightforward. Take a special Citadel Dry brush featuring stiff, flat bristles, and load it as lightly as possible – wiping off any excess on some paper towel – then skim it rapidly back and forth across the targeted area. Any detail magically begins to stand out, and as you'll see, a little goes a long way. In this example, we drybrushed lighter colours over the Layer and Base paints used earlier to bring out all the details.



S DRY

**2** Drybrushing gives you a lot of control – just keep brushing until you're happy with the effect.



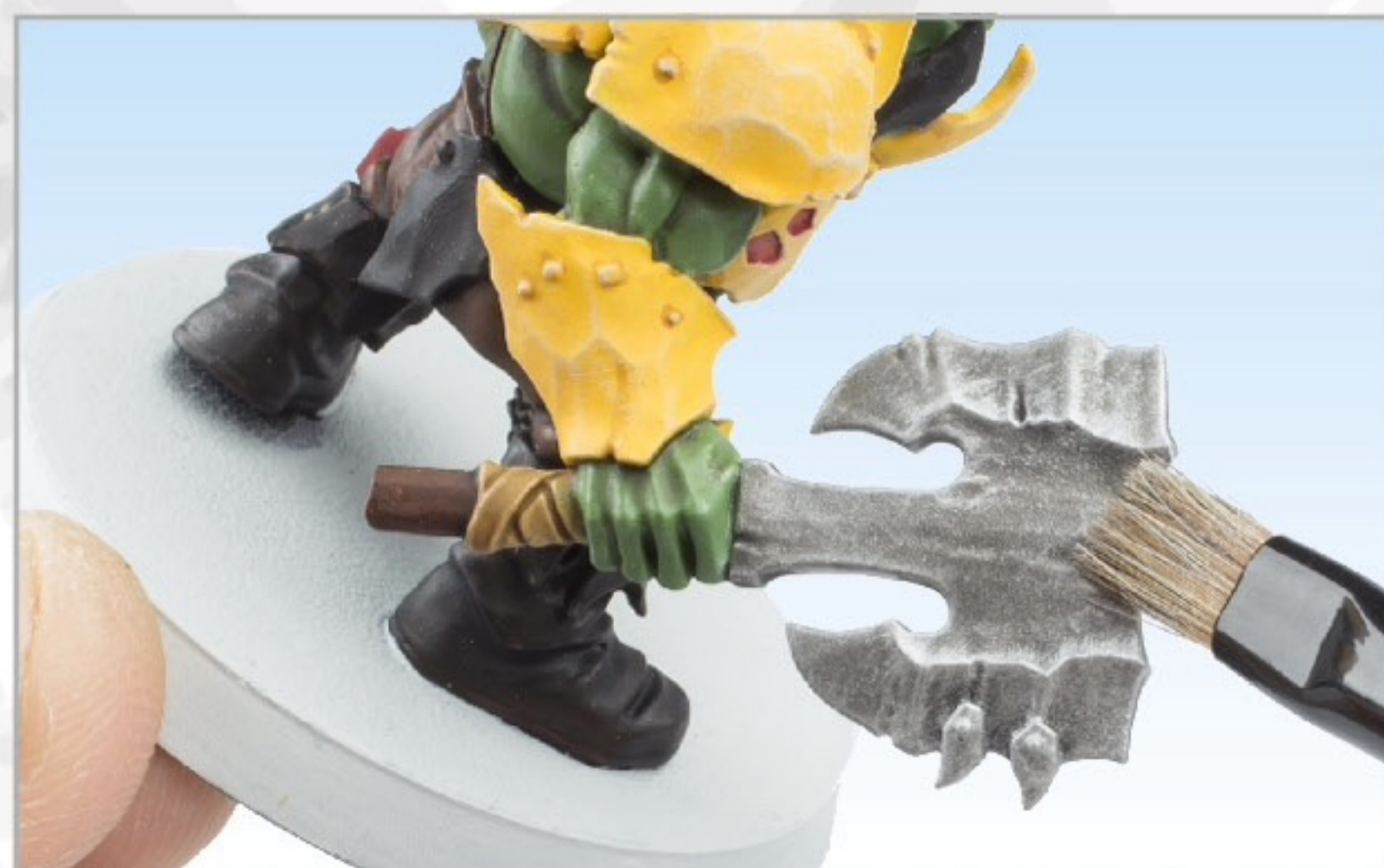
S DRY

**4** To make the orruk's flesh look more lifelike, carefully drybrush the area with Underhive Ash.



S DRY

**1** Begin drybrushing with Tyrant Skull. Apply the effect in moderation to the edges of the yellow armour.



S DRY

**3** Now drybrush Necron Compound across all the silver and brass areas.



S DRY

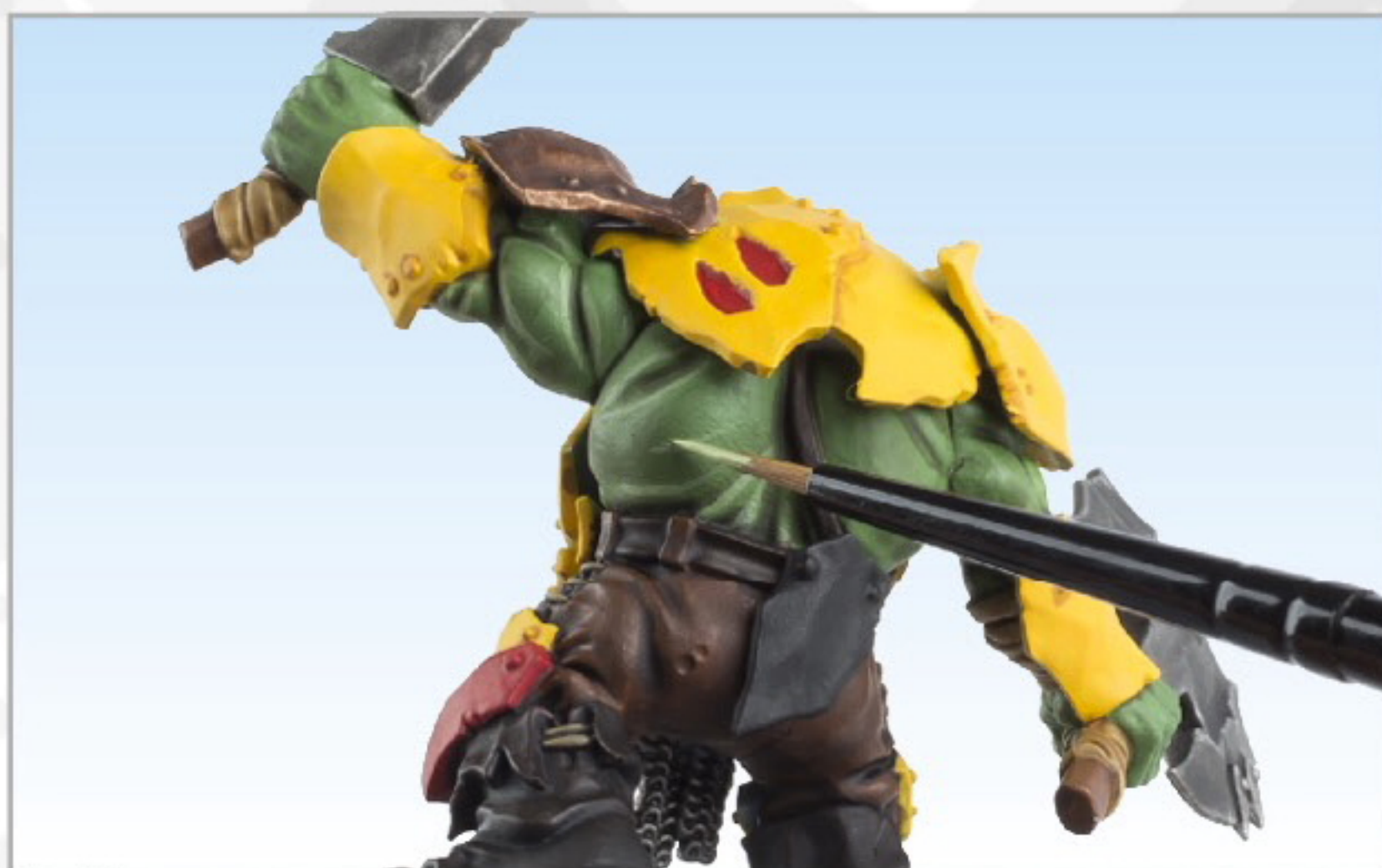
**5** Be as neat as possible on the smallest areas, directing your brush strokes away from the adjacent colours.



# LAYERING

An alternative highlighting method is layering. Citadel Layer paints add impact and realism by brightening up the miniature's colour scheme, emphasising its raised details and mimicking reflections or light.

Layer paints are applied as a solid layer or a highlight. The solid layer is painted onto raised areas, brightening these but leaving the Base and Shade paints visible in the recesses. Highlights are applied to the miniature's extremities and edges to simulate the effect of light catching the various surfaces. This often calls for two sets of increasingly fine lines, one of a lighter colour being applied on top of a slightly deeper hue, leaving the outer portion of the first layer visible to create a gentle and natural-looking transition.



XS ARTIFICER LAYER

**2** Continue to apply highlights of Skarsnik Green to the top of muscles and edges of skin folds.



XS ARTIFICER LAYER

**4** Switching to Gorthor Brown, apply further fine highlights to the boots and belt.



XS ARTIFICER LAYER

**1** Focussing on the edges and elevated details, apply fine lines of Skarsnik Green to the face and head.



XS ARTIFICER LAYER

**3** Now repeat the technique on the trousers, this time using Skrag Brown.



XS ARTIFICER LAYER

**5** Using a lightly loaded brush for accuracy, paint the teeth with highlights of Screaming Skull.





XS ARTIFICER LAYER

**6** Still with a small amount of Screaming Skull, run lines along the very edges of the bindings and straps.



XS ARTIFICER LAYER

**7** Apply Screaming Skull to the armour edges, using the side of the brush's bristles to improve accuracy.



XS ARTIFICER LAYER

**8** Using Pallid Wych Flesh, pick out the raised areas on the skull, such as the brow and cheekbones.



XS ARTIFICER LAYER

**9** Carefully apply fine lines of Runefang Steel to the edges of the blades, again using the side of the brush.



XS ARTIFICER LAYER

**10** Runefang Steel is also used to highlight the edges of the brass armour plate.



XS ARTIFICER LAYER

**11** To finish, apply fine lines of Fire Dragon Bright to the contours of the red armour plates.



# BASING

No painted model looks complete without a finished base, so it's important to get it looking good. Citadel Texture paints have been designed to make the process swift and straightforward.

A special type of concentrated paint containing a mix of coarse and fine particles, Texture Paint is simply spread onto the miniature's base and allowed to set. You can then apply Citadel Shade and Dry paints in much the same manner as for the rest of the miniature. For the finishing touch, you can also add Citadel Basing Materials such as grass, sand or snow, all of which are easily applied using PVA glue.



**M** TEXTURE

- 1 Using a Citadel M Texture tool, apply an even layer of Armageddon Dust. Allow this to dry completely.



**M** SHADE

- 2 Next, use an M Shade brush to apply an even coat of Reikland Fleshshade to the entire base.



**S** DRY

- 3 Take an S Dry brush and apply Tyrant Skull to highlight the Texture paint.



**L** BASE

- 4 Use an L Base brush to paint the rim of the base with Steel Legion Drab.



- 5 Finally, attach tufts of Mordheim Turf using a pair of tweezers and PVA glue.



# WARCHANTER STIKKS



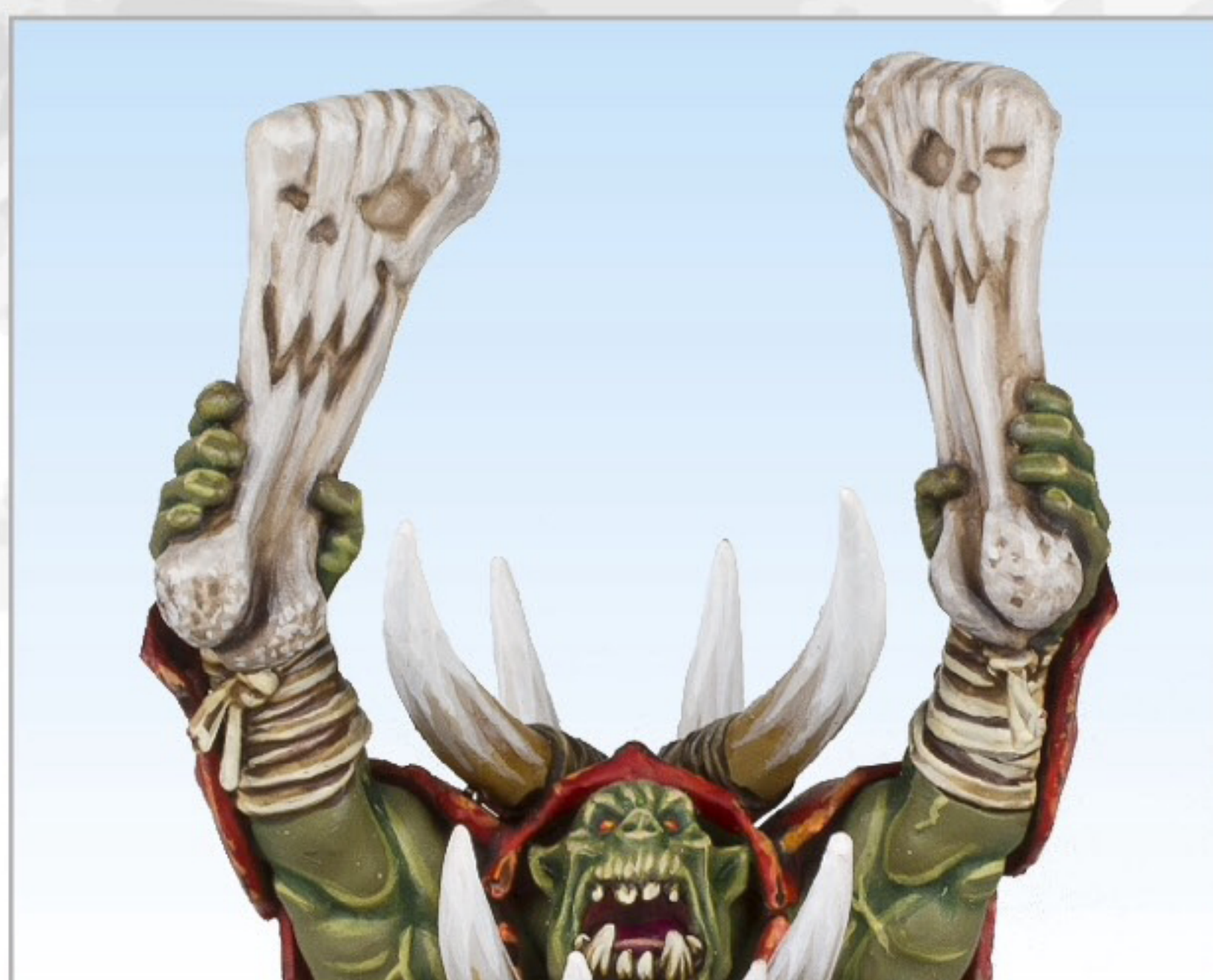
**1** Use this method to paint the Warchanter's stikks, or any bone detail. Begin with a Rakarth Flesh basecoat.



**2** When dry, apply an all-over coat of Agrax Earthshade. Make sure it reaches all the recesses.



**3** Use Rakarth Flesh again, restricting the paint to the raised areas and leaving the recesses shaded.



**4** Highlight by applying Pallid Wych Flesh to the uppermost parts of the raised details.



Paint the face design by first applying Ceramite White.



When dry, carefully apply Waywatcher Green Glaze paint.



Lastly, define the edges of the design by carefully applying White Scar.



# IRONSUNZ GORE-GRUNTAS

No orruk army is complete without a Gorefist of Gore-gruntas. Hurling into battle ahead of the Brawl – albeit barely under the control of their riders – they bash, smash and impale anything in their way.

As well as making a dramatic sight on any tabletop battlefield, Gore-gruntas' fur and hide give you a fun opportunity to paint a wide range of natural colours and textures. In fact, when taking the rider into account, you'll be able to combine most of the techniques presented in this guide on a single model.



- 1 Use Corax White Spray to undercoat the model. Make sure of an even and complete coat.



- 2 Apply Cadian Fleshtone to the skin, Abaddon Black to the fur, Rakarth Flesh to the teeth, Rhinox Hide to the hooves, Screamer Pink to the tongue, Mournfang Brown to the straps and Leadbelcher to the metal.



- 3 Now add a shade of Seraphim Sepia to the face and teeth, paint the hooves, straps and metal with Nuln Oil and use Carroburg Crimson for the tongue.



- 4 Now, highlight raised details using Kislev Flesh for skin, Dark Reaper for fur, Rakarth Flesh for teeth, Balor Brown for hooves and Skrag Brown for straps.



- 5 Add final highlights of Flayed One Flesh to the skin, Pallid Wych Flesh to the teeth and Screaming Skull to the hooves. Drybrush the fur with Dawnstone.



# BLOODTOOFS GORE-GRUNTAS

No two Gore-gruntas truly look the same, and as such they give a painter plenty of scope to be creative – but to ensure a sense of unity within your collection, it can be a good idea to stick to a few variations on a single theme.

We've used an earthy colour palette for this Bloodtoofs beast to give it a gnarled and grizzled appearance. These hues will contrast vividly with the rider's rich red armour to create an awe-inspiring duo. The combination of layered and drybrushed highlights on the beast's fur creates a dramatic contrast against the darker, shaded areas.



- 1 First, Rhinox Hide Spray is applied to create the perfect foundation for the colours to follow.



- 2 Apply Mechanicus Standard Grey to the skin, Zandri Dust to the fur, Rakarth Flesh to the teeth, Balor Brown to the hooves and Abaddon Black to the straps.



- 3 Apply Reikland Fleshshade to the skin and teeth, Agrax Earthshade to the fur and Eshin Grey to the straps. Paint fine lines of Screaming Skull onto the lower parts of the hooves.



- 4 Apply Cadian Fleshtone to the skin, Pallid Wych Flesh to the teeth, White Scar to the eyes and Administratum Grey to the straps. Drybrush the fur with Tyrant Skull.



- 5 To finish, drybrush the fur with Longbeard Grey, dot the eyes with Lamenters Yellow and apply Kislev Flesh to the skin.



# MAW-KRUSHAS

Gigantic, terrifying to behold and constantly furious, Maw-krushas are ridden into battle by Megabosses at the head of huge hordes of rampaging orruks. Once they get going, nothing can stop these rampaging behemoths.

A Maw-krusha and its rider make a spectacular centrepiece for any collection of Ironjawz, as well as an exciting painting project. Although it might first appear a somewhat daunting miniature to tackle, all the techniques you need are in this guide – and by breaking down the process into the stages shown here, you can achieve a really stunning end result.



- 1** Apply Mephiston Red Spray paint, turning the model as you spray to ensure an even coat.



- 2** Next, apply an all-over shade of Agrax Earthshade. Make sure it settles in all the recessed details.



- 3** Restore the model's brightness and neaten up the shading by drybrushing with Mephiston Red.



- 4** Begin to emphasise the raised detail by drybrushing the model again, this time using Astorath Red.



- 5** To finish, apply one further drybrush of Fire Dragon Bright. Focus just on the edges and tips of the scales.



## WING MEMBRANE



**1** Carefully paint the membrane sections with Abaddon Black.

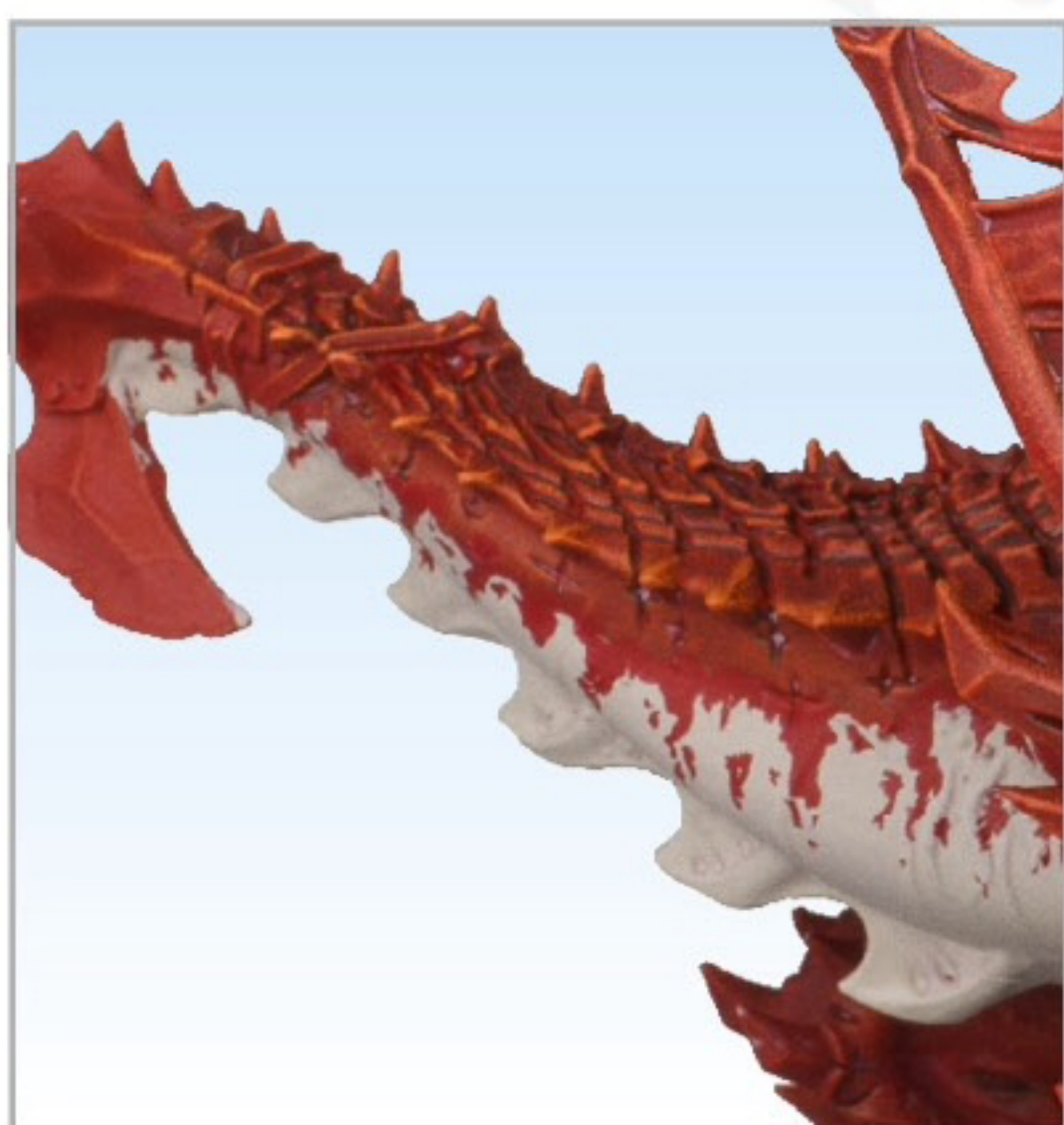


**2** Then drybrush the areas with Dark Reaper.



**3** Finish with a further, lighter drybrush of Stormfang.

## UNDERBELLY



**1** Apply Rakarth Flesh, creating a dappled effect on the sides.

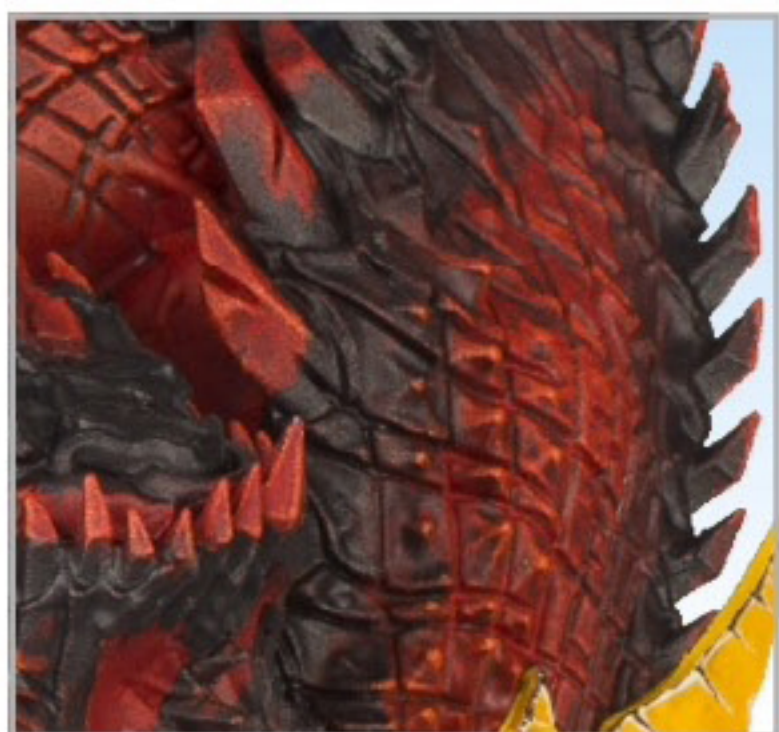


**2** Add an all-over shade of Seraphim Sepia.

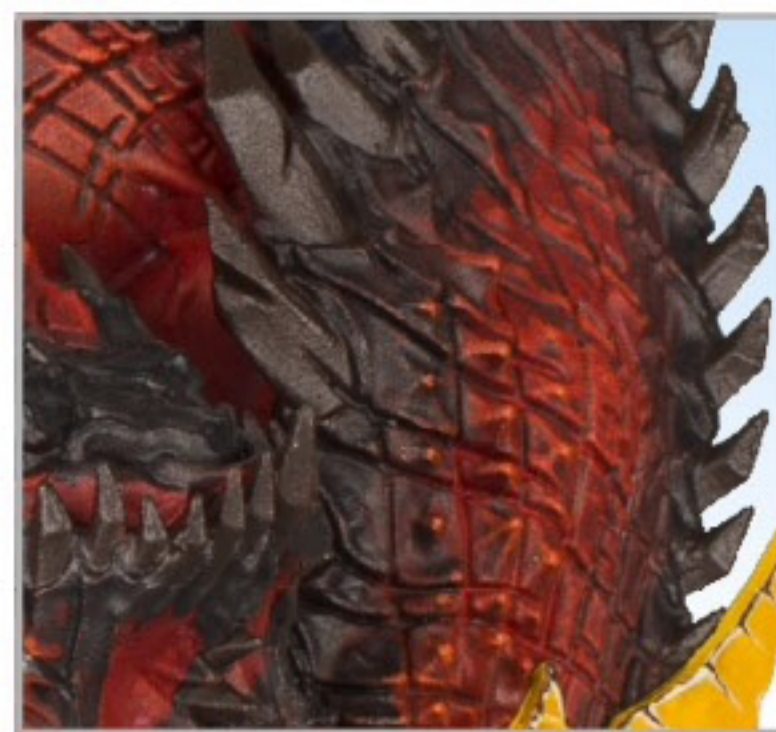


**3** Add highlights of Pallid Wych Flesh to the ridges.

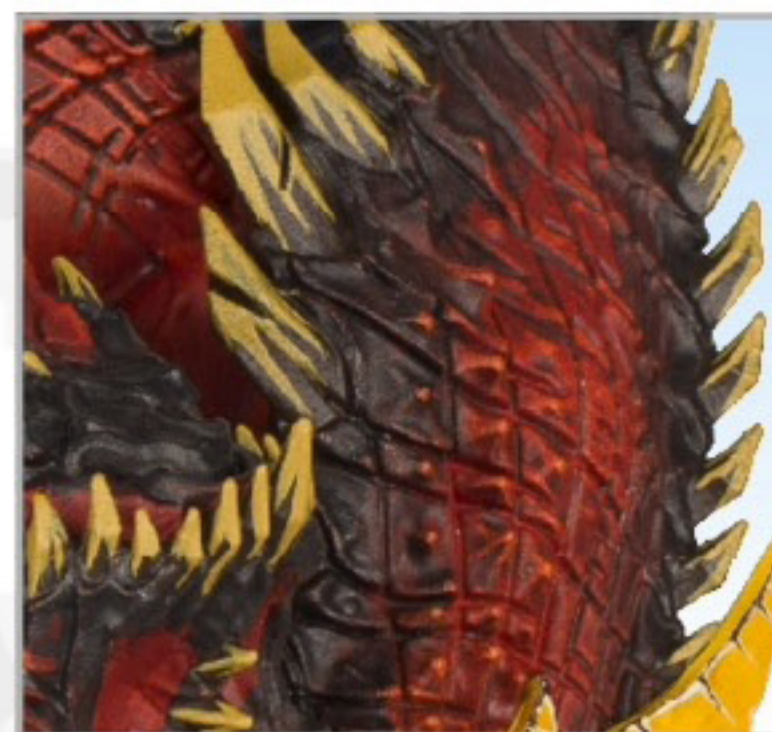
## SPINES



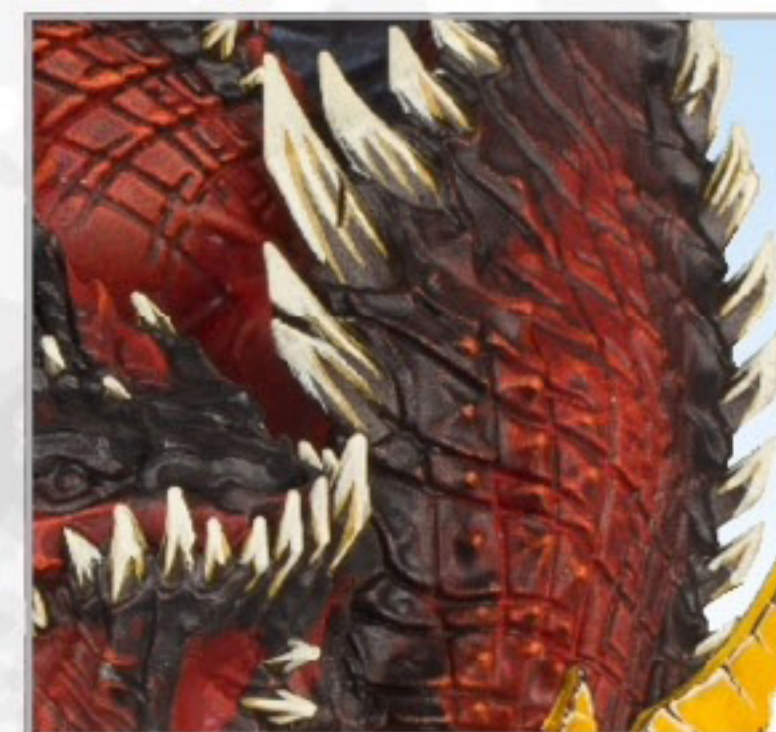
**1** Apply two coats of Nuln Oil to the base of the spines.



**2** Paint the upper areas with Rhinox Hide.



**3** Now apply Balor Brown to the tips.



**4** Finish with final highlights of Screaming Skull.



# BLOODTOOFS WARCLAN

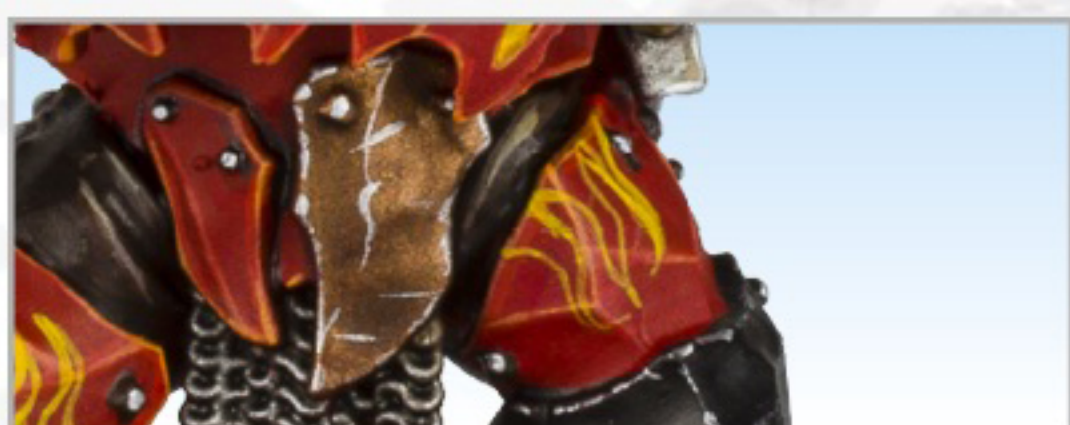
Rampaging across the Mortal Realms, the Bloodtoofs Warclan is impossible to miss, its orruks clad in blood-red armour plates and wielding an array of savage-looking weapons. This ambitious warclan is on the rise, determined to bring untold destruction to any that oppose them.



## THE RED MIST OF RAGE

Start work on your Bloodtoofs collection by applying a coat of Mephiston Red Spray to your models. This acts both as an undercoat and, conveniently, a basecoat for the red armour. Alternatively, apply Chaos Black Spray followed by a basecoat of Mephiston Red, over which you can paint the remaining Base paints. Next, a combination of three Shade paints are applied to emphasise the miniature's recessed details. Then you can either use two-stage drybrushing as shown opposite, or apply the paints shown at the Layer 1 and Layer 2 stages to enhance the raised details and edges. To finish, carefully apply the flame markings to the armour using Yriel Yellow.

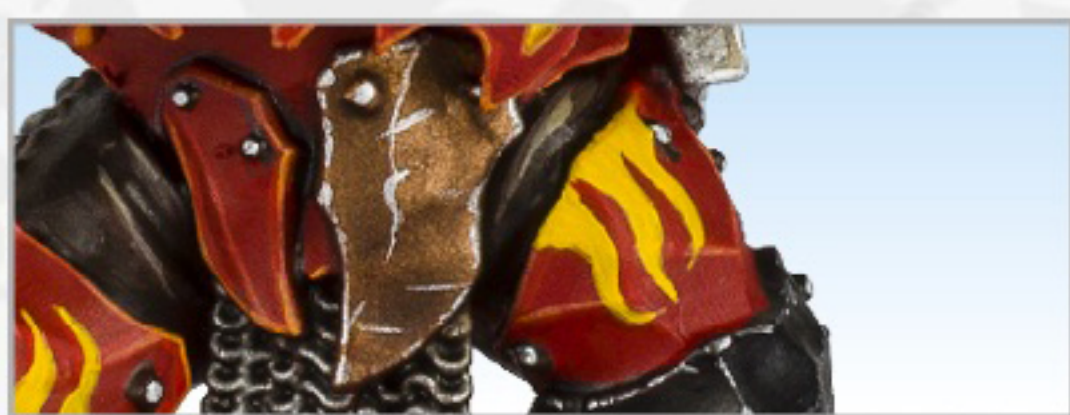
SELECT  
DRY  
OR  
LAYER




To paint the flame markings, first apply fine lines of Yriel Yellow.



Then, fill in the shapes with a slightly thinned mix of the same colour.




Finish by carefully applying a further coat to the whole design.



**BASE**

Armour: Mephiston Red  
Skin: Deathworld Forest  
Wood: Mournfang Brown  
Iron: Leadbelcher  
Yellow: Averland Sunset  
Brass: Balthasar Gold  
Black: Abaddon Black  
Rivets & Trousers: Rhinox Hide  
Bone: Rakarth Flesh  
Bindings: Zandri Dust



**SHADE**

Armour, Iron & Trousers: Nuln Oil  
Skin: Athonian Camoshade  
Wood, Brass & Bindings: Agrax Earthshade  
Bone: Seraphim Sepia



## DRY



Armour: Kindleflame  
Skin: Underhive Ash  
Metal & Black: Necron Compound  
Bindings & Bone: Wrack White



Painting squads in batches is a great way to build up an army. Simply paint each miniature in turn with the colour you're using, in the manner of a production line. You'll often find that by the time you've painted your last figure, the first will be dry and ready for the next colour.

## PAINTS REQUIRED

### UNDERCOAT

Mephiston Red Spray

### BASE

Abaddon Black	Mournfang Brown
Averland Sunset	Rakarth Flesh
Balthasar Gold	Rhinox Hide
Deathworld Forest	Steel Legion Drab
Leadbelcher	Zandri Dust
Mephiston Red	

### SHADE

Agrax Earthshade  
Athonian Camoshade  
Nuln Oil  
Reikland Fleshshade  
Seraphim Sepia

### DRY

Kindleflame  
Necron Compound  
Tyrant Skull  
Underhive Ash  
Wrack White

### LAYER

Elysian Green	Pallid Wych Flesh
Evil Sunz Scarlet	Runefang Steel
Fire Dragon Bright	Screaming Skull
Gorthor Brown	White Scar
Karak Stone	Yriel Yellow
Kislev Flesh	

### TEXTURE

Armageddon Dust

## LAYER 1



Armour: Evil Sunz Scarlet  
Skin: Elysian Green  
Iron, Brass, Black & Rivets:  
Runefang Steel  
Bindings: Screaming Skull  
Bone: Pallid Wych Flesh  
Trousers: Gorthor Brown

## LAYER 2



Armour: Fire Dragon Bright  
Skin: Kislev Flesh  
Bone: White Scar  
Trousers: Karak Stone  
Yellow: Yriel Yellow



Using Kislev Flesh to highlight the orruk's skin gives the green flesh a warmer hue. As this guide shows, there are numerous different ways to paint orruk skin tones, each effect designed to contrast with the other colours on the model.



# SKYBASHA WARCLAN

The Skybashes are most often found thundering across the skies in their flying scrap-craft, their silver armour glinting in the light of the heavens. Their plate is hammered from burnished sky-iron, then customised with ferocious red teeth patterns, as well as skulls, horns and claws wrenched from the broken bodies of anyone who fancies a proper fight.



## TERRORS OF THE SKIES

Undercoat the miniature by applying a coat of Leadbelcher Spray. This creates a metallic base that will lend the subsequent paints a silvery tint. Alternatively, you'll also get great results by spraying the miniature with Chaos Black and then applying Leadbelcher Base paint to the armour plates. When dry, add the remaining Base colours, beginning with Castellan Green on the skin and moving through the colours as listed below. Then add the Shade paints, applying them in moderation to bring out the details. Finish by highlighting the raised features using two stages of Layer paints, or drybrushing with the paints listed opposite.

SELECT  
DRY  
OR  
LAYER

BASE

SHADE



*Undercoat with Leadbelcher Spray.*



*Skin: Castellan Green  
Armour & Weapons: Leadbelcher  
Teeth & Trousers: Rhinox Hide  
Red: Mephiston Red  
Tabard: Khorne Red  
Bindings: Zandri Dust  
Wood: XV-88  
Gold: Retributor Armour  
Bone: Rakarth Flesh  
Tongue: Screamer Pink*



*Skin: Athonian Camoshade  
Armour, Weapons & Trousers:  
Nuln Oil  
Gold, Red, Tabard, Bindings & Bone:  
Agrax Earthshade*



## DRY



Skin: Underhive Ash  
Red & Tabard: Kindleflame  
Metal: Necron Compound  
Bindings: Tyrant Skull  
Trousers: Golgfag Brown



As their name suggests, the Skybashas love to hammer sky-metals together to form their armour. Their silver plate is quite distinct from the bold primary colours used by many of the other warclans, and will really stand out on the tabletop.

## PAINTS REQUIRED

### UNDERCOAT

Leadbelcher Spray

### BASE

Castellan Green	Rhinox Hide
Khorne Red	Screamer Pink
Leadbelcher	Steel Legion Drab
Mephiston Red	XV-88
Rakarth Flesh	Zandri Dust
Retributor Armour	

### SHADE

Agrax Earthshade  
Athonian Camoshade  
Nuln Oil  
Reikland Fleshshade

### DRY

Kindleflame  
Necron Compound  
Tyrant Skull  
Golfag Brown  
Underhive Ash

### LAYER

Balor Brown	Runefang Steel
Evil Sunz Scarlet	Screaming Skull
Fire Dragon Bright	Straken Green
Gorthor Brown	White Scar
Karak Stone	
Loren Forest	
Pallid Wych Flesh	

### TEXTURE

Armageddon Dust

## LAYER 1



Armour, Weapons & Gold: Runefang Steel  
Skin: Loren Forest  
Bone: Pallid Wych Flesh  
Red & Tabard: Evil Sunz Scarlet  
Trousers: Gorthor Brown  
Teeth: Balor Brown  
Bindings: Screaming Skull

## LAYER 2



Red & Tabard: Fire Dragon Bright  
Skin: Straken Green  
Trousers: Karak Stone  
Bone: White Scar  
Teeth & Bindings: Pallid Wych Flesh



'Spot colours' are bright areas of a single colour that draw the eye. By painting the kneepad, belt and claw in the vivid red, the miniature really stands out. Their positioning also gives the model a real sense of movement.



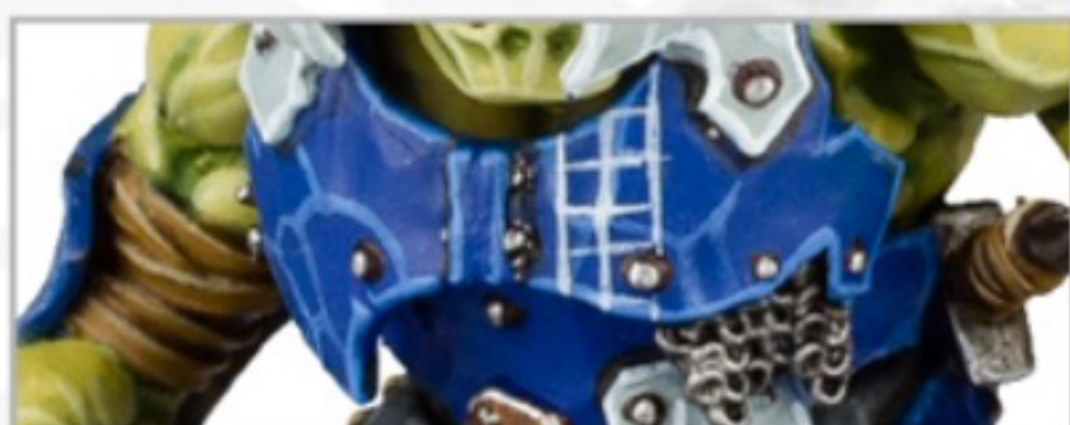
# DOGGROK'S CHOPPAS

Despite being very dead, Doggrok's still in charge. His skull is carried around on a big stick by Weirdnob Shaman Ka-rokk, who channels Doggrok's many commands from the other side. He's even told them to paint war checks on their bold blue armour, and it isn't like anyone's going to argue with Doggrok...



## OUT FOR TROUBLE

Start the scheme with Macragge Blue Spray, which functions as both the undercoat and the armour's base paint. When dry, add the remaining base colours. Next, the Layer 1 paints are applied, whether you plan to highlight using layering or drybrushing. When painting the skin, Ogryn Camo is painted directly on top of the previously applied Zandri Dust to create a really vivid tone. The Shade colours are then added, focussing on the recessed areas. The model's raised detail is now ready to be emphasised with some lighter colours. This can be achieved by either using the drybrushing technique, along with the paints listed; or alternatively, by applying the paints recommended at the Layer 2 stage. Finish the miniature by carefully applying the checker markings using Ulthuan Grey.



To apply the check pattern, begin by painting a grid using an Artificer Brush and Ulthuan Grey.



Still with the same brush and colour, fill in alternating checks.



Finish the pattern by painting back over the remaining lines using Macragge Blue.









*Undercoat & Armour: Macragge Blue*

*Skin: Zandri Dust*

*Teeth & Claws: Rakarth Flesh*

*White: Celestra Grey*

*Rivets & Weapon Haft: Rhinox Hide*

*Bindings: XV-88*

*Iron: Leadbelcher*

*Black: Abaddon Black*

*Trousers: Mechanicus Standard Grey*

*Brass: Balthasar Gold*

*Eyes: Evil Sunz Scarlet*

*Skin: Ogryn Camo*

*Rivets: Runefang Steel*



## DRY



Armour: Stormfang  
Skin: Underhive Ash  
Black & Trousers: Dawnstone  
Metal: Necron Compound  
White, Teeth & Claws: Wrack White



If drybrushing your Ironjawz, consider adding basecoats to just the skin, belt and chainmail, then drybrushing them before painting the armour. Any flecks of drybrushed paint that end up on the other areas will be covered up by the second set of basecoats.

## PAINTS REQUIRED

### UNDERCOAT

Macragge Blue Spray

### BASE

Abaddon Black  
Balthasar Gold  
Celestra Grey  
Leadbelcher  
Macragge Blue  
Mechanicus  
Standard Grey

Rakarth Flesh  
Rhinox Hide  
Steel Legion  
Drab  
XV-88  
Zandri Dust

### SHADE

Agrax Earthshade  
Biel-Tan Green  
Nuln Oil  
Reikland Fleshshade  
Seraphim Sepia

### DRY

Dawnstone  
Necron Compound  
Stormfang  
Tyrant Skull  
Underhive Ash  
Wrack White

### LAYER

Calgar Blue  
Evil Sunz Scarlet  
Ogryn Camo  
Pallid Wych Flesh

Runefang Steel  
Stormvermin Fur  
Ulthuan Grey

### TEXTURE

Armageddon Dust

### EDGE

Krieg Khaki

## SHADE



Skin: Biel-Tan Green  
Armour, Iron & Rivets: Nuln Oil  
Brass, Bindings & Trousers:  
Agrax Earthshade  
Teeth & Claws: Seraphim Sepia

SELECT  
DRY  
OR  
LAYER

## LAYER 2



Skin: Krieg Khaki  
Armour: Calgar Blue  
Metals: Runefang Steel  
Black: Stormvermin Fur  
White: Ulthuan Grey  
Teeth & Claws: Pallid Wych Flesh



When applying Layer paints to highlight the edges of armour and weapons, use an S Layer brush and make sure it's shaped to a fine tip by slowly turning it as you draw it through the paint on your palette.



# ASHEATER BOYZ

Masters in the art of particularly grisly warfare, the Asheater Boyz love setting fire to their enemies and smearing the resultant charred gore over their armour to give it a distinctive hue – as well as a rather disturbing smell. In addition, they like to daub themselves with jagged blood-red and bone-white designs, just to make sure they look really nasty.



## SMASH AND BURN

Chaos Black makes an ideal undercoat for the dark and ultra menacing Asheater Boyz, and it removes the need for a separate basecoat on their armour plates. Apply an even, solid coating, and when this is dry, move on to adding each of the remaining Base paints. At this point, apply Ogryn Camo to the raised sections of the flesh, making sure the darker Base paint remains visible in the recesses. Next, apply the Shade paints to the areas as listed. Then, highlight the raised detail either by using the Layer 2 paints to add fine lines to the uppermost features and all edges, or by carefully drybrushing on the various dry paints. Lastly, add the jagged tooth designs in Ulthuan Grey.

**BASE**

**LAYER 1**



*Undercoat with Chaos Black Spray.*



*Skin: Deathworld Forest  
Armour: Abaddon Black  
Red & Eyes: Mephiston Red  
Trousers: Mechanicus Standard Grey  
Iron: Leadbelcher  
White: Celestra Grey  
Bindings: Mournfang Brown  
Brass: Balthasar Gold  
Teeth & Bone: Rakarth Flesh*



*Skin: Ogryn Camo*



DRY



*Metal & Armour: Necron Compound  
Red: Kindleflame  
Skin: Underhive Ash  
Trousers: Dawnstone  
White: Praxeti White*



*It's well worth taking extra time when drybrushing the Necron Compound, as the drybrushing effect is far easier to add than to remove. Use your smallest drybrush and slowly build the effect on the many ridges until you're happy that the detail is nicely defined.*

## PAINTS REQUIRED

### UNDERCOAT

Chaos Black Spray

### BASE

Abaddon Black  
Balthasar Gold  
Celestra Grey  
Deathworld Forest  
Leadbelcher

Mephiston Red  
Mournfang Brown  
Rakarth Flesh  
Steel Legion Drab

Mechanicus  
Standard Grey

### SHADE

Agrax Earthshade  
Biel-Tan Green  
Nuln Oil  
Reikland Flesh  
Seraphim Sepia

### DRY

Dawnstone  
Kindleflame  
Necron Compound  
Praxeti White

Tyrant Skull  
Underhive Ash

### LAYER

Dawnstone  
Deathclaw Brown  
Ironbreaker  
Ogryn Camo

Pallid Wych Flesh  
Runefang Steel  
White Scar  
Wild Rider Red

### TEXTURE

Armageddon Dust

### EDGE

Krieg Khaki

SELECT  
DRY  
OR  
LAYER

SHADE



*Skin: Biel-Tan Green  
Iron, Red & White: Nuln Oil  
Bindings, Trousers & Brass:  
Agrax Earthshade  
Teeth & Bone: Seraphim Sepia*

LAYER 2



*Black Armour: Ironbreaker  
Skin: Krieg Khaki  
Teeth & Bone: Pallid Wych Flesh  
Red: Wild Rider Red  
White: White Scar  
Metal: Runefang Steel  
Bindings: Deathclaw Brown  
Trousers: Dawnstone*



*Asheater Boyz make a great choice for hobbyists who are fond of big armies. Using Chaos Black Spray for both primer and main colour makes it easy to achieve a smooth basecoat and eliminates the need to shade the armour, so you can quickly paint a large collection to a high standard.*



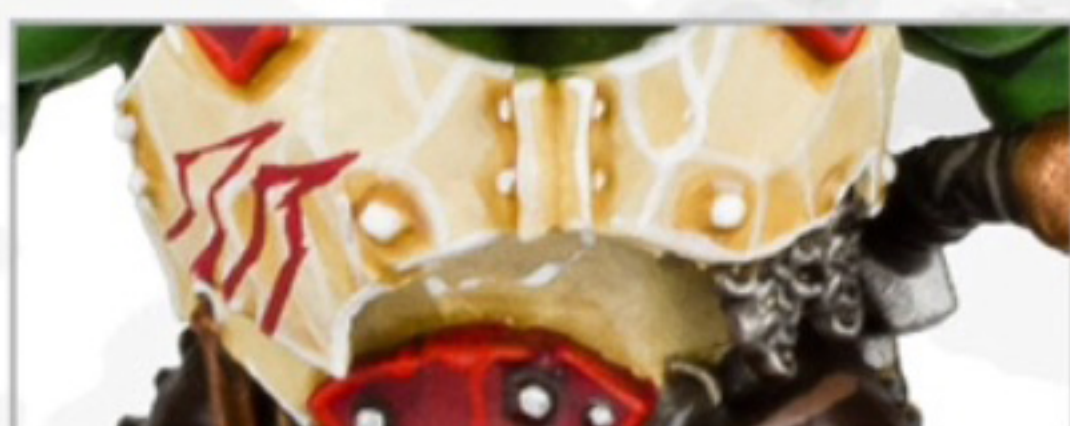
# STONESKULLS

Accompanied by the thump of countless heavy feet, a huge mass of green hide and bone-white bears down relentlessly on its enemy – soon to be its victims. Clad in primitive-looking ivory armour emblazoned with flame patterns, there's no mistaking the Stoneskulls when you see them – nor should you be in any doubt about your fate when they arrive.



## OUT FOR BLOOD AND BONE

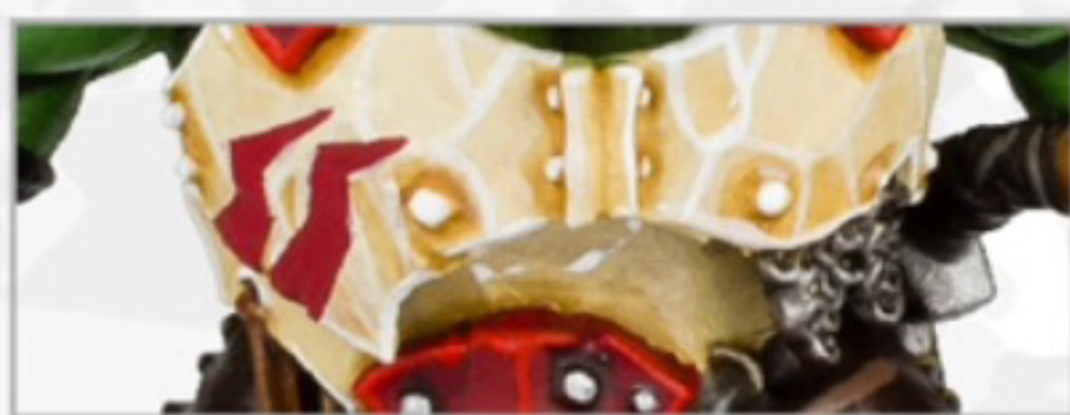
After spraying the miniature with an undercoat of Corax White, you can paint the initial Layer 1 stage straightaway. Then apply the Base paints. Remember that all Base paints are best applied in two thin coats (use a 3:1 ratio of paint to water). Make sure each basecoat is completely dry before moving on to the next, as this will make sure that bordering colours remain neatly defined – this is especially important when dealing with strong tones like red and white. Apply the Shade paints, taking care to keep borders neat and again allowing each colour plenty of time to dry. Next, the raised details and edges can be emphasised by lightly drybrushing the recommended compounds, or by applying fine lines of Layer paint to the extreme edges of armour, weapons, clothing, face and arms. To finish, use Khorne Red to paint the markings.




Using Khorne Red and an Artificer Brush, start at the tip of the marking and carefully paint an outline.



Still using the same brush and working from the tip, fill in the shape. Paint from the edge to the centre of the design.



Finally, neaten up any untidy edges of the design by painting over them with Screaming Skull.



**LAYER 1**

Skin: Warboss Green  
Armour: Screaming Skull



**BASE**

Red: Khorne Red  
Boots: Mournfang Brown  
Bindings: Abaddon Black  
Iron: Leadbelcher  
Brass: Balthasar Gold  
Tabard: Mechanicus Standard Grey  
Teeth & Claws: Rakarth Flesh  
Trousers & Rivets: Rhinox Hide  
Tongue: Screamer Pink  
Stormcast Helm: Kantor Blue



## DRY



Skin: Niblet Green  
 Armour: Praxeti White  
 Red: Astorath Red  
 Iron: Necron Compound  
 Boots: Golgfag Brown  
 Black: Dawnstone



Even though it is applied to only a few of the armour plates, the vibrant red really lifts this colour scheme, adding instant impact and excitement to the finished miniature.

## PAINTS REQUIRED

### UNDERCOAT

Corax White Spray

### BASE

Abaddon Black  
 Balthasar Gold  
 Kantor Blue  
 Khorne Red  
 Leadbelcher

Mechanicus  
 Standard Grey

Mournfang Brown  
 Nurgling Green  
 Rakarth Flesh  
 Rhinox Hide  
 Screamer Pink  
 Steel Legion Drab

### SHADE

Agrax Earthshade  
 Biel-Tan Green  
 Nuln Oil  
 Reikland Fleshshade  
 Seraphim Sepia

### DRY

Astorath Red  
 Dawnstone  
 Golgfag Brown  
 Necron Compound

Niblet Green  
 Praxeti White  
 Tyrant Skull

### LAYER

Administratum Grey  
 Calgar Blue  
 Gorthor Brown  
 Nurgling Green  
 Pallid Wych Flesh  
 Runefang Steel

Screaming Skull  
 Skrag Brown  
 Stormvermin Fur  
 Warboss Green  
 White Scar  
 Wild Rider Red

### TEXTURE

Armageddon Dust

## SHADE



Skin: Biel-Tan Green  
 Armour: Seraphim Sepia  
 Teeth, Claws, Red, Boots & Brass:  
 Agrax Earthshade  
 Iron, Tabard, Trousers & Stormcast  
 Helm: Nuln Oil

SELECT  
 DRY  
 OR  
 LAYER

## LAYER 2



Armour: White Scar  
 Red: Wild Rider Red  
 Skin: Nurgling Green  
 Boots: Skrag Brown  
 Trousers: Gorthor Brown  
 Bindings: Stormvermin Fur  
 Tabard: Administratum Grey  
 Metal: Runefang Steel  
 Teeth & Claws: Pallid Wych Flesh  
 Stormcast Helm: Calgar Blue



When painting dramatically contrasting Base colours like the red and white of Stoneskull armour, avoid cross-contamination (and slightly pink armour in this case!) by using a different brush and water pot for each.



# ZEDEK'S WEIRDLADZ

Led by the pyromaniacal Weirdnob Shaman Zedek, the Weirdladz quite literally blaze a trail of destruction wherever they go. They are exceptionally keen on burning stuff, and everything in their path (even fellow Weirdladz) is likely to be set on fire in short order. The incendiary orange of the Weirdladz armour reflects their obsession with flames.



## FIRE AND FURY

Use Corax White for the undercoat, as this will make the final colours even brighter, more impressive and eye-catching. After this is completely dry, you can apply the paints from the Layer 1 stage immediately, followed by the Base colours as listed. Now, use the Shade paints to give the colours more depth. To highlight, either use the dry compounds to drybrush the raised details, or for a slightly different effect, apply fine lines of Layer paints to the edges of the armour, weapons and raised details. The flame markings that appear on the armour can be carefully added using Abaddon Black.





## DRY



Skin: Niblet Green  
Armour: Kindleflame  
Metal: Necron Compound



Suitably crazy-looking, the Weirldadz' fiery orange contrasts brilliantly with their green skin and black trousers. It also guarantees that they really stand out on any tabletop battlefield.

## PAINTS REQUIRED

### UNDERCOAT

Corax White Spray

### BASE

Abaddon Black  
Leadbelcher  
Mephiston Red  
Mournfang Brown

Rakarth Flesh  
Rhinox Hide  
Steel Legion Drab  
XV-88

### SHADE

Agrax Earthshade  
Biel-Tan Green  
Fuegan Orange  
Nuln Oil  
Reikland Fleshshade  
Seraphim Sepia

### DRY

Kindleflame  
Necron Compound  
Niblet Green  
Tyrant Skull

### LAYER

Fire Dragon Bright  
Gorthor Brown  
Karak Stone  
Nurgling Green  
Runefang Steel  
Stormvermin Fur

Troll Slayer  
Orange  
Ushabti Bone  
Warboss Green  
White Scar

### TEXTURE

Armageddon Dust

SELECT  
DRY  
OR  
LAYER

## SHADE



Skin: Biel-Tan Green  
Metal & Trousers: Nuln Oil  
Boots, Wood & Bindings:  
Agrax Earthshade  
Bone & Teeth: Seraphim Sepia  
Armour: Fuegan Orange

## LAYER 2



Skin: Nurgling Green  
Bindings, Teeth & Bone: White Scar  
Armour: Fire Dragon Bright  
Metal: Runefang Steel  
Black: Stormvermin Fur  
Trousers: Gorthor Brown  
Boots: Karak Stone



When applying Base paints, it's always best to dab a few brush-fulls onto your palette and add a couple of drops of water. This makes the paint go further and gives a smoother finish.



# KRYPTBOYZ

The Kryptboyz normally hang around in the deathly realm of Shyish, battering in skulls and generally having a good time. They live fast, fight viciously and aren't bothered about dying young. When the rumble's over, they like to file thick chunks from the biggest of their skeletal foes and attach them to their black armour, because it looks dead good.



## BRUTAL MENACE

Chaos Black Spray doubles both as an undercoat for the entire miniature and a basecoat for the armour. Apply this, then add the other Base colours. Move on to the first round of Layer paints, whether you plan to highlight by drybrushing or not. In the case of the skin and bone plates, these Layer paints completely cover their respective areas. Apply the recommended Shade paints, making sure the shades reach all the recessed areas. Highlighting the raised details can be achieved in two ways – use the paints listed in the Layer 2 stage to apply fine lines to the edges of armour, weaponry and raised details, or lightly drybrush these same areas using the recommended Dry paints.

**BASE**

**LAYER 1**



*Undercoat with Chaos Black Spray.*



*Skin: Deathworld Forest  
Armour: Abaddon Black  
Bone Plates & Bindings: Zandri Dust  
Teeth: Rakarth Flesh  
Eyes: Mephiston Red  
Metal: Leadbelcher  
Trousers: Mechanicus Standard Grey  
Tabard: Stegadon Scale Green  
Claws: Incubi Darkness*



*Skin: Ogryn Camo  
Bone Plates: Screaming Skull  
Claws: Kabalite Green  
Tabard: Thunderhawk Blue*



DRY



*Armour: Dawnstone  
Skin: Underhive Ash  
Bone Plates: Praxeti White  
Tabard: Stormfang  
Metal: Necron Compound  
Bindings: Tyrant Skull*



*Instead of painting their armour in flashy colours, some orruks just deck themselves out in a dark and menacing scheme that lets everyone know how hard they are. And they don't come any meaner-looking than the Kryptboyz.*

## PAINTS REQUIRED

### UNDERCOAT

Chaos Black Spray

### BASE

Abaddon Black	Mephiston Red
Deathworld Forest	Rakarth Flesh
Incubi Darkness	Steel Legion Drab
Leadbelcher	Stegadon Scale Green
Mechanicus	Zandri Dust
Standard Grey	

### SHADE

Agrax Earthshade  
Biel-Tan Green  
Nuln Oil  
Seraphim Sepia

### DRY

Dawnstone  
Necron Compound  
Praxite White  
Stormfang  
Tyrant Skull  
Underhive Ash

### LAYER

Kabalite Green	Thunderhawk Blue
Karak Stone	White Scar
Krieg Khaki	
Ogryn Camo	
Pallid Wych Flesh	
Runefang Steel	
Russ Grey	
Screaming Skull	
Stormvermin Fur	

SHADE



*Skin: Biel-Tan Green  
Bone Plates: Seraphim Sepia  
Trousers, Metal & Tabard: Nuln Oil  
Bindings & Teeth: Agrax Earthshade*

SELECT  
DRY  
OR  
LAYER

LAYER 2



*Armour: Stormvermin Fur  
Skin: Krieg Khaki  
Bone Plates: White Scar  
Metals: Runefang Steel  
Tabard: Russ Grey  
Teeth: Pallid Wych Flesh  
Bindings: Screaming Skull*



*To decorate this base, first attach Citadel Sand with PVA. Next paint it with Abaddon Black and drybrush it with Karak Stone, followed by Screaming Skull. Add some Mordheim Turf to provide additional texture, then paint the rim with Steel Legion Drab.*



# RECOMMENDED COMBINATIONS

The Citadel Paint System takes the guesswork out of great painting. At its heart are a range of premium water-based acrylic colours that are designed to be used in a set sequence for consistently impressive results. This chart includes the most common combinations used in this book, and makes for a handy at-a-glance guide.

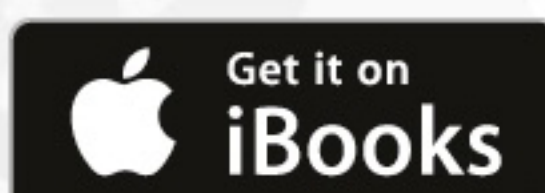
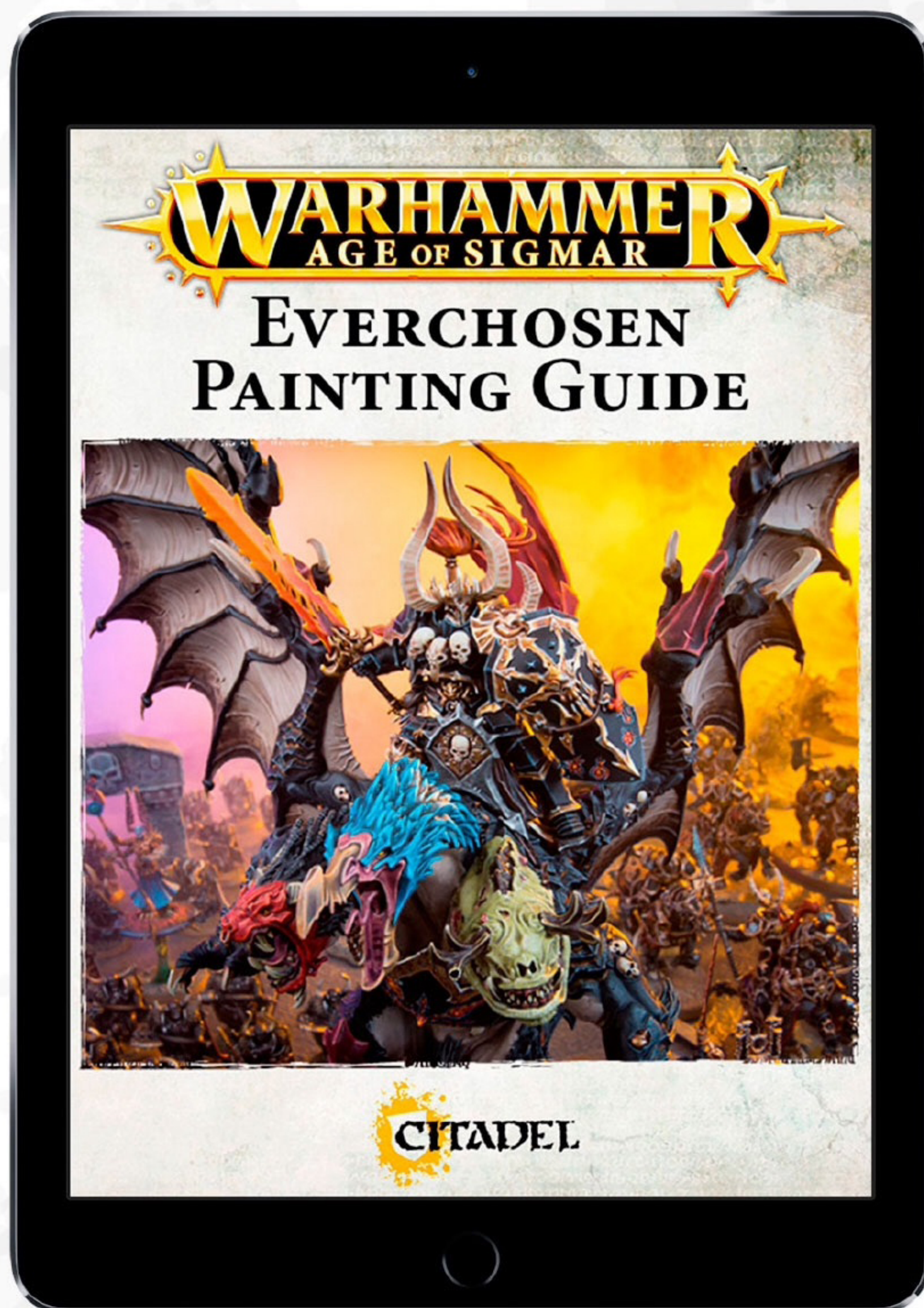
		OR				
		BASE	SHADE	DRY	LAYER 1	LAYER 2
LIGHT GREEN						
		Deathworld Forest	Athonian Camoshade	Underhive Ash	Elysian Green	Kislev Flesh
DARK GREEN						
		Castellán Green	Athonian Camoshade	Underhive Ash	Loren Forest	Straken Green
IRON						
		Leadbelcher	Nuln Oil	Necron Compound	Runefang Steel	
RED						
		Mephiston Red	Nuln Oil	Kindleflame	Evil Sunz Scarlet	Fire Dragon Bright
BINDINGS						
		Zandri Dust	Agrax Earthshade	Tyrant Skull	Screaming Skull	Pallid Wych Flesh
BROWN						
		Rhinox Hide	Nuln Oil	Golgafag Brown	Gorthor Brown	Karak Stone

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