



EVERCHOSEN PAINTING GUIDE





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 knelt 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.

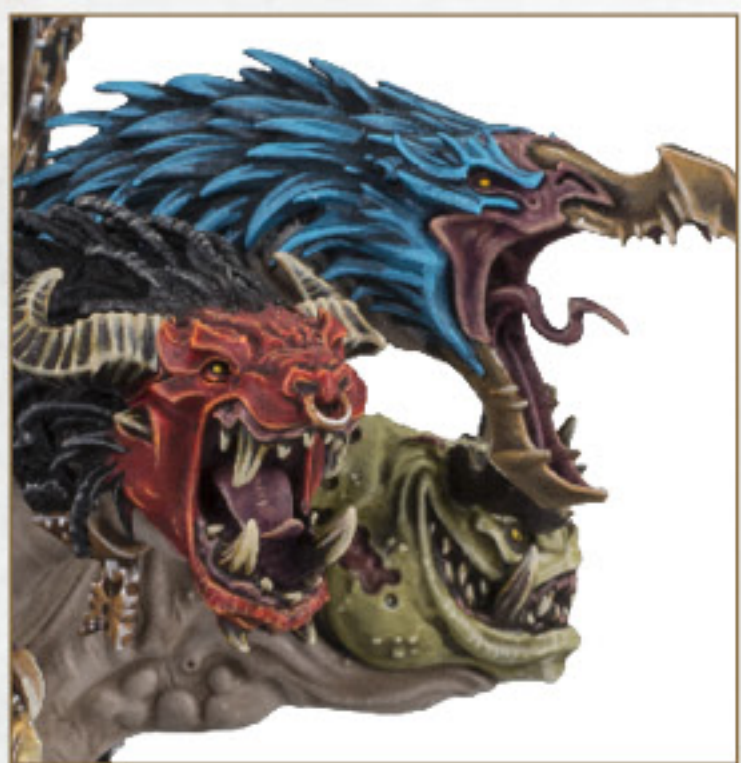
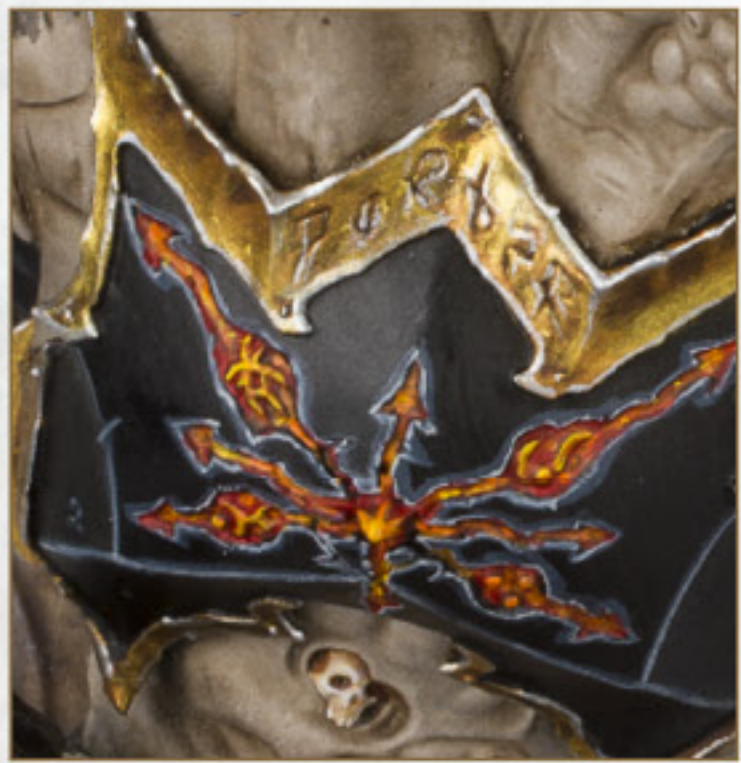
But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. 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.









ARCHAON

Towering over the battlefield, the Archaon miniature fuses the infinite might of the Dark Gods into one terrifying paragon of Chaos.

Archaon the Everchosen glowers from the epicentre of the model, framed by Dorghar's immense wings, which are poised at the very apex of their beat. Both rider and mount are wreathed in rich symbolism and carry an unholy array of regalia, trophies and totems. All these spoils of war have been faithfully replicated to offer a breathtaking level of interest and detail, from the mighty sword, the Slayer of Kings, to a dazzling recreation of the Armour of Morkar, the Crown of Domination and the piercing Eye of Sheerian. There is even a sinister, rearward-looking eye ready to seal the fate of any unfortunate foe who could dare be so foolish and cowardly as to assail the Everchosen while his gaze is fixed elsewhere. The model is further decorated with grisly evidence of Archaon's vanquished foes, in the form of mortal skulls and even several Stormcast masks churning just beneath the surface of Dorghar's hide.

After feasting on the champions of three of the Chaos Gods, Dorghar has been drastically transfigured into a beast of colossal proportions. A devastating amalgamation of monstrous stallion and winged daemon, this apocalyptic leviathan possesses fury and power far beyond the most potent war steed. More phenomenal still, he is able to launch himself into the

air, ready to hurtle earthwards and eviscerate mortal man or beast with his gigantic talons.

Equally spectacular and striking, the beast possesses three snarling and monstrous heads. These, as all who dwell in the Age of Sigmar know to their peril, bear the hallmarks of three of the Chaos Gods. While easy to interpret as a vain, albeit terrifying, gesture of self-homage, this horrendous mutation also serves to underline the tenuous, yet nightmarishly powerful alliance of the Chaos Gods in the patronage of Archaon.



Not only does the model's uninhibited detail and sheer dynamism impart a wonderful sense of excitement, but the multifaceted aspect of the miniature provides incredible variety and gives you an opportunity to employ the whole range of techniques and distinctive colours that characterise each of these Chaos Gods and their followers.

But what of the missing fourth Chaos God, Slaanesh? While the whereabouts of the Dark Prince remain shrouded in mystery, both Archaon's shield and Dorghar's breastplate are nonetheless adorned with the god's symbol, alongside those of the gods who are very much in evidence within Dorghar's twisted physiology. This curious detail, effectively an acknowledgement and tribute, only deepens the intrigue surrounding the absentee God of Excess.

At the base of the miniature a flock of crows wheels around, scattering and screeching in the vortex created by the lashes of Dorghar's titanic forked tail. Their ragged forms add to the dread, drama and turmoil.

Beneath this aerial tumult lie ruins and ornate flasks, strewn and shattered by Dorghar's mighty hooves to serve as poignant reminders of a civilisation torn asunder by this truly awe-inspiring incarnation of the might of Chaos.







◀ VARANGUARD

Heralding the arrival of the Everchosen, the Varanguard are Archaon's most feared and merciless warriors, and these dynamic miniatures encapsulate every mote of their speed and power. A choice of parts allows you to create the Varanguard with your favourite weapon combinations, while their heavy armour, razor-edges and sense of violent movement will leave your foes in no doubt as to the imminence of their complete annihilation at the hands of these Knights of Ruin.

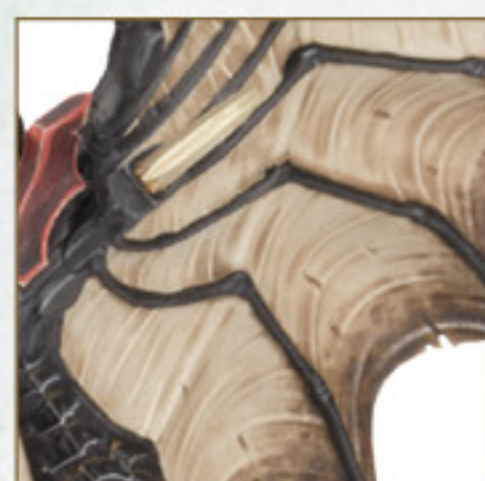
▲ GAUNT SUMMONER OF TZEENTCH

Hailing from the Crystal Labyrinth, Tzeentch's own domain within the Realm of Chaos, the slender and ethereal Gaunt Summoners wield the power to destroy worlds and shatter kingdoms. It's precisely this mysterious, daemonic menace that is captured so perfectly with this model. Poised floating aloft upon a Disc of Tzeentch, the Gaunt Summoner incants from a spell book, which although held open, remains inscrutable and arcane. A fascinating figure from a painter's perspective, it's a classical, colourful miniature that exemplifies all that's so exciting and dynamic about Warhammer Age of Sigmar miniatures.

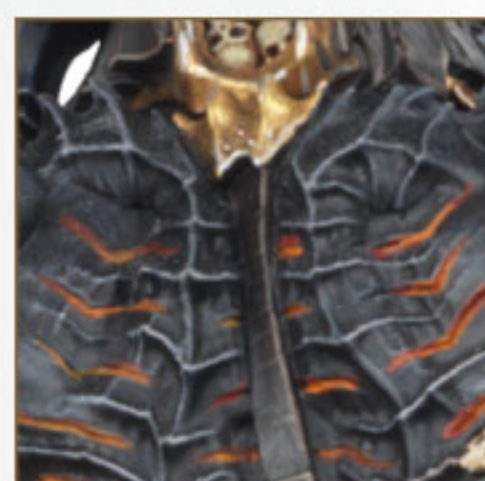


ARCHAON

A huge and impressive model packed with diverse detail, Archaon is far less daunting to bring to life than it might first appear. By breaking down the painting process into these stages, you'll find it straightforward and extremely satisfying. Make sure you read through the instructions before you begin, and study the parts as you build the model. Getting to know their details early on will help later when you're referring to this guide. One important tip at the assembly stage is to leave Archaon separate from Dorghar, as treating him as a sub-assembly will make painting this part of the miniature easier by far.



Wings



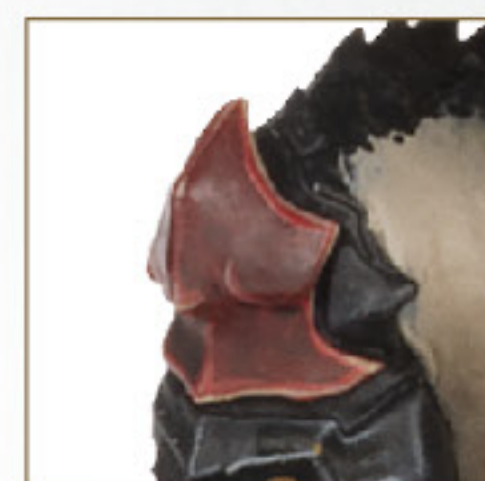
Scales



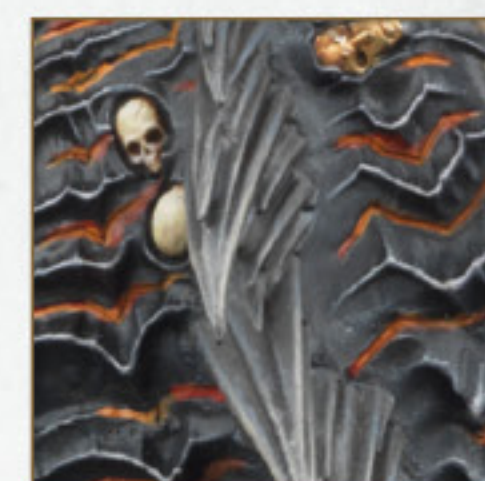
Skulls



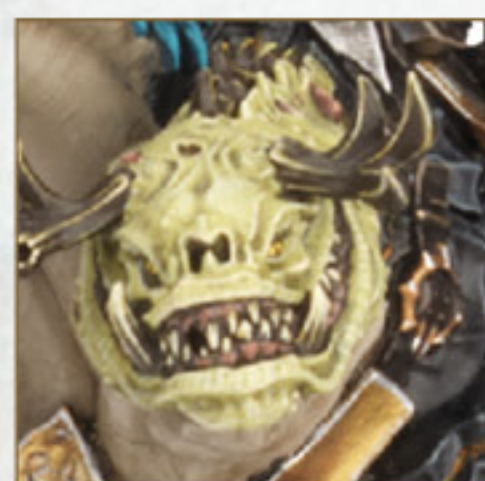
Forked tail



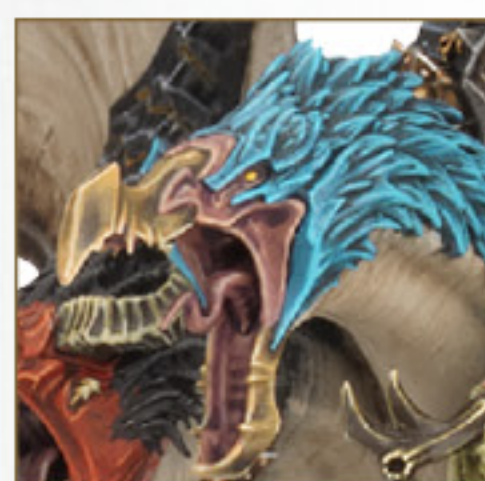
Carapace



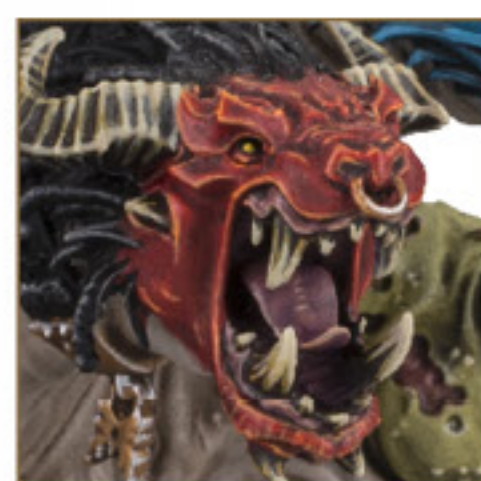
Fur



Nurglesque head



Tzeentchian head



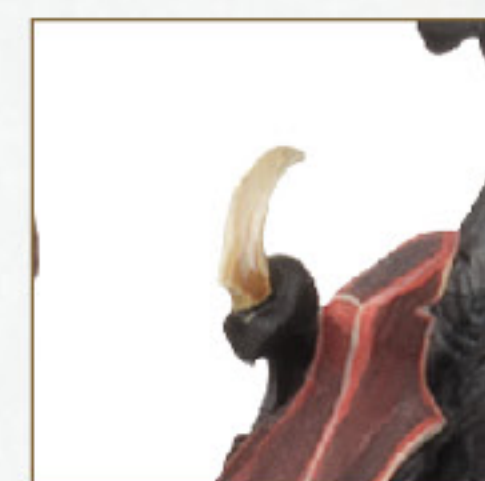
Khornate head



Fiery glow



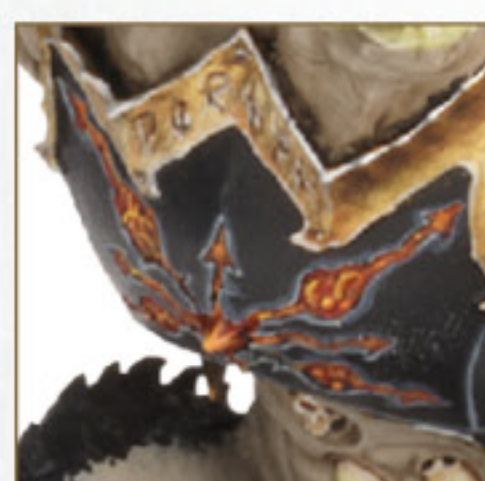
Hooves



Claws



Straps and buckles



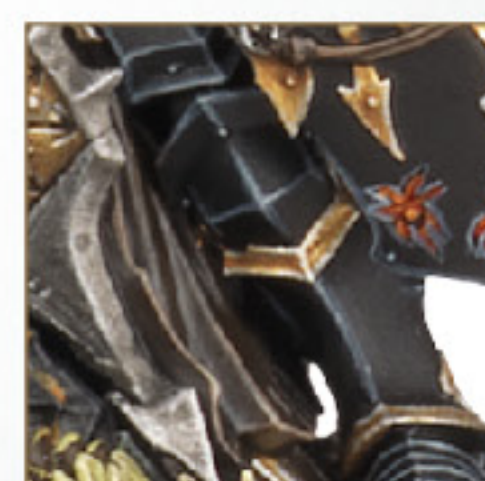
Chest plate



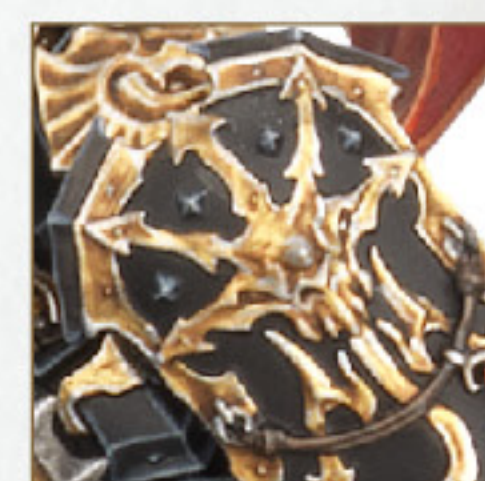
Base detailing



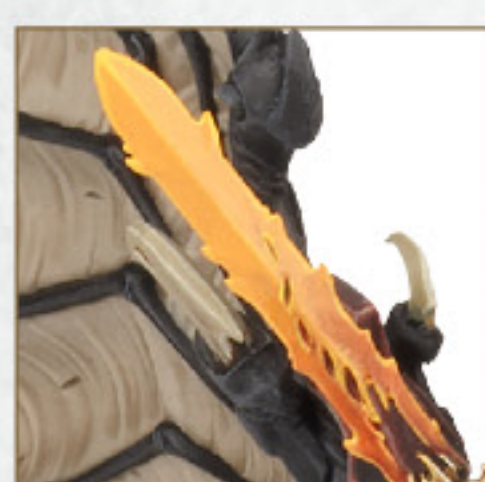
Crows



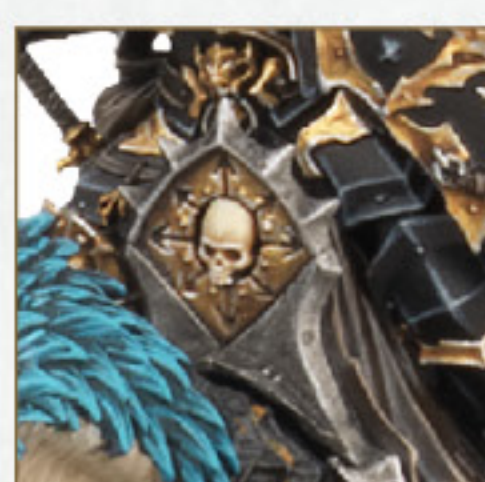
Black armour



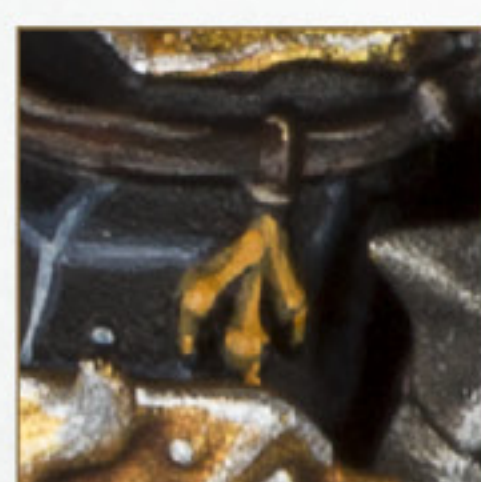
Gold armour



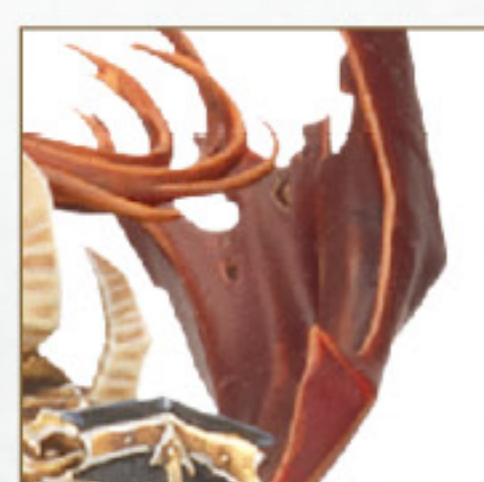
Sword



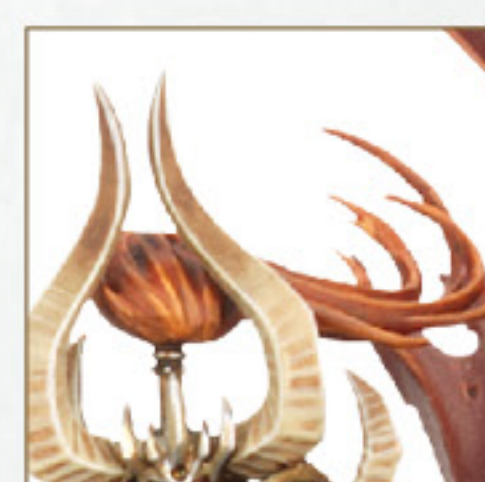
Silver



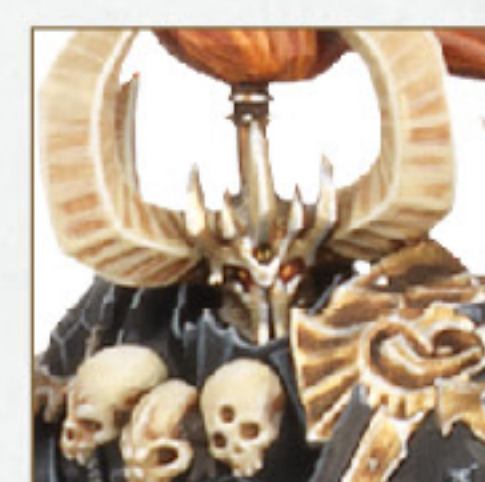
Talisman



Cloak



Topknot



Eyes



PALE SKIN



1 **RAKARTH FLESH**



2 **AGRAX EARTHSHADE**



3 **AGRAX EARTHSHADE**

Paint the wings, underbelly and tail with Rakarth Flesh using a Large Base Brush (1). Next, dab some Agrax Earthshade on your palette and thin it with Lahmian Medium in a 2:1 ratio (Medium to Shade). Apply it across these areas with a Large Shade Brush (2). After it's dry, switch to a Medium Shade Brush and, still using thinned down Agrax Earthshade, build up several coats, making them darker towards the outer edges (3).



4 **RAKARTH FLESH**



5 **PALLID WYCH FLESH**

Take Rakarth Flesh and a Medium Drybrush. Now, with virtually no paint on the bristles, pass the brush rapidly across the area so the paint just catches on the raised texture (4). Clean and dry your brush, then repeat this drybrushing technique, but using Pallid Wych Flesh (5).

TOP TIP

When painting the basecoat, put two brushfulls of paint on your palette, then thin it down with a couple of drops of water. You may need two coats for solid coverage, but the multiple thin coats keep the details sharp. Thin the Agrax Earthshade too, but use Lahmian Medium. This suspends the pigment evenly for smooth consistency, steady colour and precise control.

ARM AND WING BONES



ABADDON BLACK



ESHIN GREY



ADMINISTRATUM GREY

Paint the arm and wing bones with a basecoat of Abaddon Black using a Medium Base Brush (1). Next, using the same drybrushing technique as you did with the pale skin, take a Small Drybrush and apply Eshin Grey (2). Finally, repeat the technique using Administratum Grey and concentrating the effect on the very tops of the ridges (3).

SCALES



ABADDON BLACK



ESHIN GREY



ADMINISTRATUM GREY

A major feature of the model, the scales are actually relatively simple to paint. After basecoating them with Abaddon Black using a Medium Base Brush (1) (remember, two thinned-down coats will always help preserve detail), take your Medium Drybrush and build up a highlight gradually, first by using Eshin Grey (2) then, after cleaning and drying your brush thoroughly, with Administratum Grey, focussing just on the tips (3).



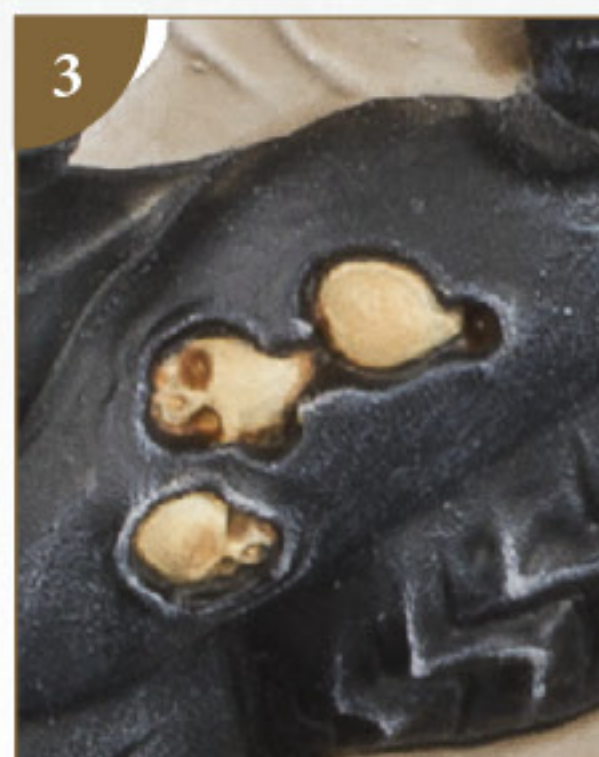
SKULLS



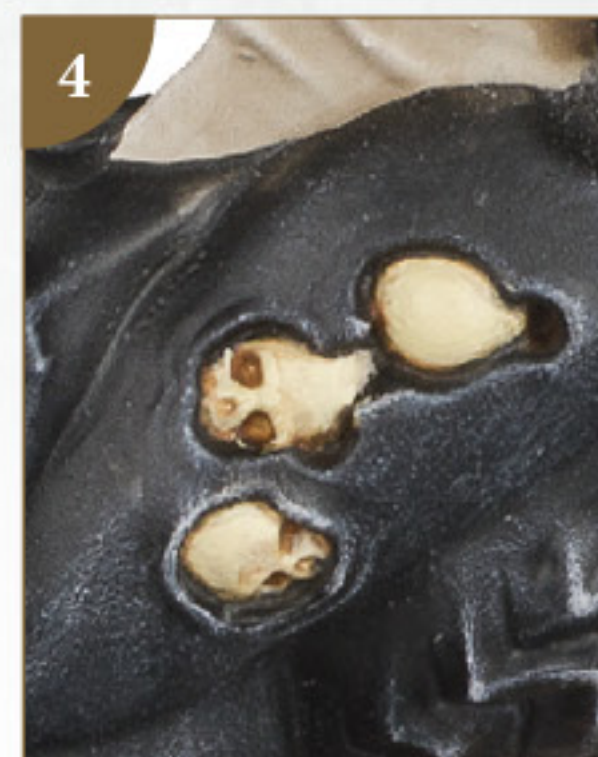
ZANDRI DUST



USHABTI BONE



REIKLAND FLESHSHADE



USHABTI BONE



PALLID WYCH FLESH

Start by applying Zandri Dust using a Small Base Brush (1). When this is dry, apply a layer of Ushabti Bone with a Small Layer Brush (2). Next, shade the area with Reikland Fleshshade using a Medium Shade Brush (3). Now, using Ushabti Bone and a Small Layer Brush, apply fine lines to the eye sockets, brow, jaw and cheekbones (4). Finish by using an Artificer Brush to give the same areas even finer lines of Pallid Wych Flesh (5).

FORKED TAIL



JOKAERO ORANGE

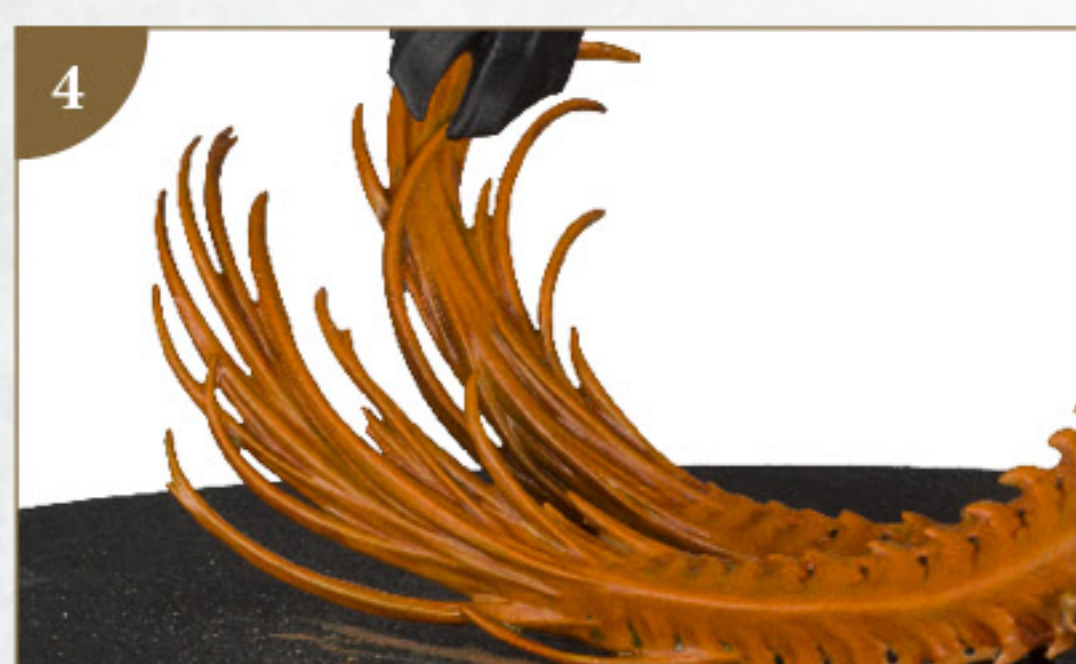


FUEGAN ORANGE



TROLL SLAYER ORANGE

Take a Medium Base Brush and paint the tail with a basecoat of Jokaero Orange (1). When this is dry, apply Fuegan Orange across the entire tail using a Medium Shade Brush, making sure it reaches the recesses - you'll notice that this all-over coating not only adds depth, but the overall tone becomes far richer and more vibrant (2). Next, apply Troll Slayer Orange to the raised sections using a Small Layer Brush (3).



LAMENTERS YELLOW



YRIEL YELLOW

Now, using a Medium Glaze Brush, apply Lamenters Yellow Glaze (4). It's best to do the tail in one single application to ensure the glaze dries evenly. Lastly, look for the uppermost raised edges and, focussing more heavily towards the end of the tail, paint them with fine lines of Yriel Yellow using your Small Layer Brush (5).



TAIL BLENDING



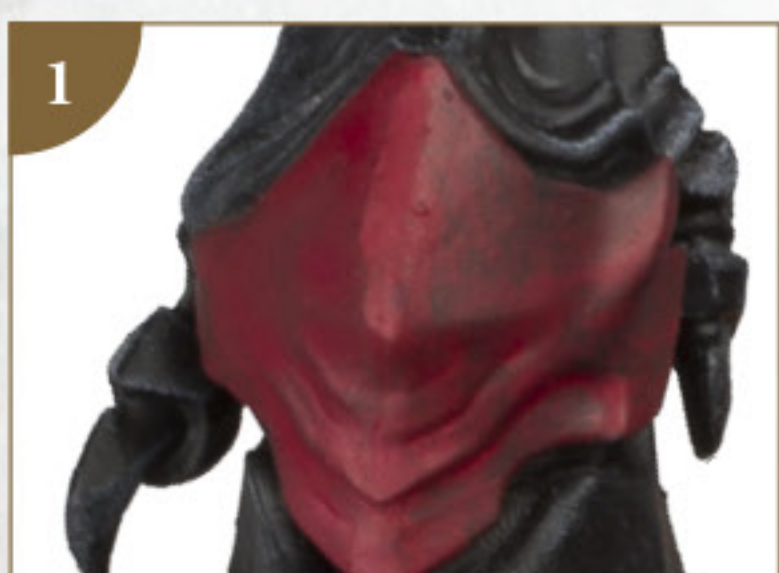
1 NULN OIL



2 ADMINISTRATUM GREY

The transition between the dark colour on the upper tail and lighter underside is achieved by carefully applying successive, thinned-down coats of Nuln Oil to the outer edges of the underside (1). Use a Medium Shade Brush, and dilute the Shade with Lahmian Medium in a 2:1 ratio (Medium to Shade) to keep the tone even. When it's completely dry, take Administratum Grey and lightly drybrush the area using a Medium Drybrush (2).

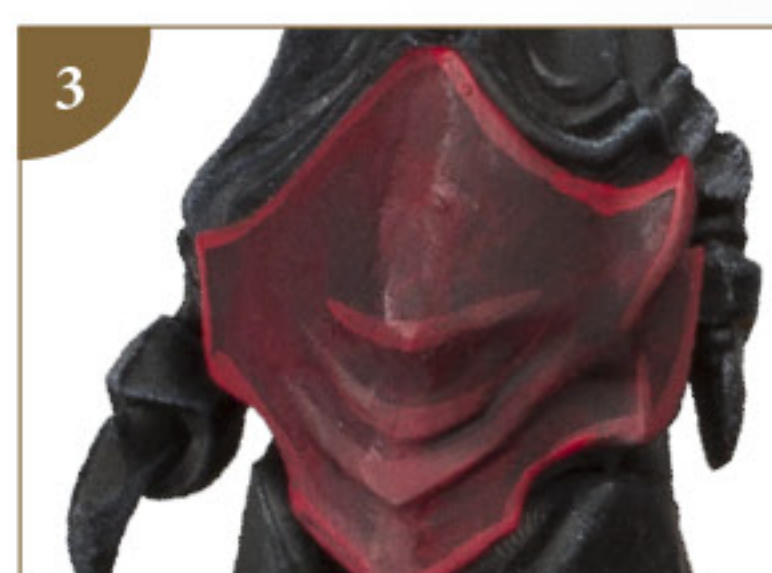
CARAPACE



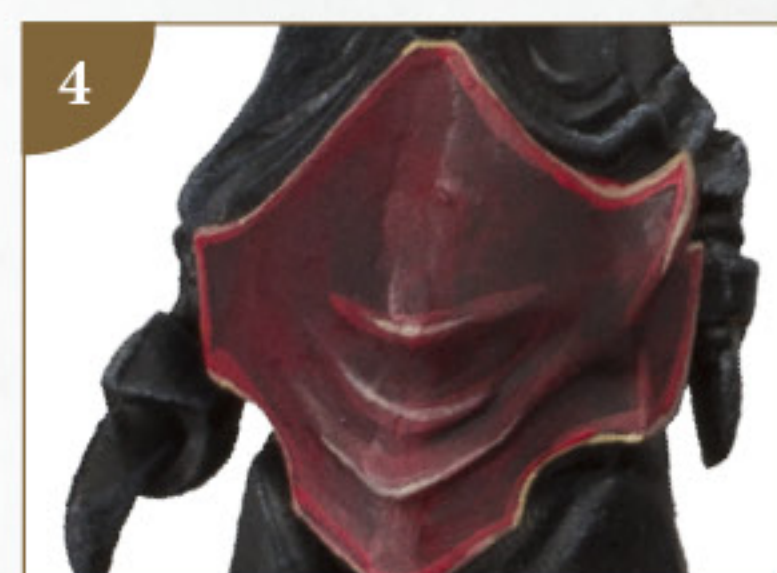
1 KHORNE RED



2 NULN OIL



3 WAZDAKKA RED



4 KARAK STONE

Basecoat the sections of carapace with Khorne Red using a Small Base Brush (1). Now, shade them with Nuln Oil, working as neatly as you can and making sure the wash gathers in the recesses (2). Give the edges and ridges fine lines of Wazdakka Red, applied with a Small Layer Brush (3). Switching to an Artificer Brush, finish with even finer lines of Karak Stone (4). This lining technique is known as 'edge highlighting'.

FUR



1 MECHANICUS STANDARD GREY



2 AGRAX EARTHSHADE



3 MECHANICUS STANDARD GREY



4 STORMVERMIN FUR



5 KARAK STONE

Apply Mechanicus Standard Grey using a Small Base Brush (1). Next comes Agrax Earthshade with a Medium Shade Brush (2). Taking a Small Layer Brush, paint the uppermost strands with Mechanicus Standard Grey (3) and drybrush with Stormvermin Fur (4) and then Karak Stone (5).

NURGLESQUE SKIN



DEATHWORLD FOREST



OGRYN CAMO



ATHONIAN CAMOSHADE

Basecoat the skin with Deathworld Forest (1). Now add to the ghastly green hue by painting a layer of Ogryn Camo using a Medium Layer Brush (2). Move on to shading the recesses with Athonian Camoshade using a Medium Shade Brush (3).



OGRYN CAMO



FLAYED ONE FLESH

Highlight the skin texture by lightly drybrushing it with Ogryn Camo using a Medium Drybrush (4). Then, finish with fine highlights of Flayed One Flesh, applied to the top of the skin folds with an Artificer Brush (5).

TOP TIP

The Nurglesque head's sickly, putrefied colour is achieved by first applying a Base colour followed by an all-over coat of Layer paint. Combining these two compatible paints creates a more intense and vivid final tone.

WOUNDS AND MAGGOTS



BUGMAN'S GLOW



DRUCHII VIOLET



CADIAN FLESHTONE

The Nurglesque head is covered with open wounds and sores, most of which are maggot-ridden – just to add to the horror. Start by painting these with a basecoat of Bugman's Glow, applied with a Small Base Brush (1). Next, shade these areas with Druchii Violet, working carefully with a Medium Shade Brush (2). Finally, pick out the segments on the maggots' ribbed skin using Cadian Fleshtone, applied with an Artificer Brush (3).

NURGLESQUE TEETH



RHINOX HIDE



BALOR BROWN

Start painting the teeth by applying a basecoat of Rhinox Hide, using a Small Base Brush (1). Thin the paint slightly with water on your palette and apply two thin coats to keep the detail sharp. When dry, apply a layer of Balor Brown (2). Use a Small Layer Brush for this and remember to avoid the recesses.



USHABTI BONE



BUGMAN'S GLOW

Now apply highlights of Ushabti Bone using an Artificer Brush (3). Lastly, basecoat the gums using Bugman's Glow, applied with a Small Layer Brush (4).

NURGLESQUE EYES



RHINOX HIDE



YRIEL YELLOW



ABADDON BLACK

Taking a Small Base Brush, basecoat the eyes with Rhinox Hide (1). Next, apply a layer of Yriel Yellow using an Artificer Brush, leaving some of the Rhinox Hide showing through around the edges (2). Finish with tiny vertical slashes of Abaddon Black to represent the pupils (3).



TZEENTCHIAN FEATHERS



1 **STEGADON SCALE GREEN**



2 **COELIA GREENSHADE**



3 **SOTEK GREEN**



4 **TEMPLE GUARD BLUE**

Begin this stage by painting the feathers with a basecoat of Stegadon Scale Green, applied with a Small Base Brush (1). Next, take your Medium Shade Brush and apply an even coat of Coelia Greenshade, making sure it reaches all of the tiny recesses (2).


Pick out the upper areas of the feathers with Sotek Green, sparingly applied with a Small Layer Brush (3). To finish, switch to an Artificer Brush and apply fine-line highlights of Temple Guard Blue to the tips of the individual feathers (4).






TZEENTCHIAN BEAK


1




 **XV88**


2




 **AGRAX EARTHSHADE**


3




 **XV88**


4



 **TAU LIGHT OCHRE**

5



 **SCREAMING SKULL**

Using a Small Base Brush, basecoat the beak with XV88 (1). Now, apply an all-over shade of Agrax Earthshade using your Medium Shade Brush (2). Next, take XV88 again and, using your Small Base Brush, paint over the raised features and edges but avoid the recesses (3). Continue focussing on the edges and paint fine lines of Tau Light Ochre using an Artificer Brush (4). Finish off with fine lines of Screaming Skull (5).

TZEENTCHIAN TONGUE

1



 **BUGMAN'S GLOW**

2



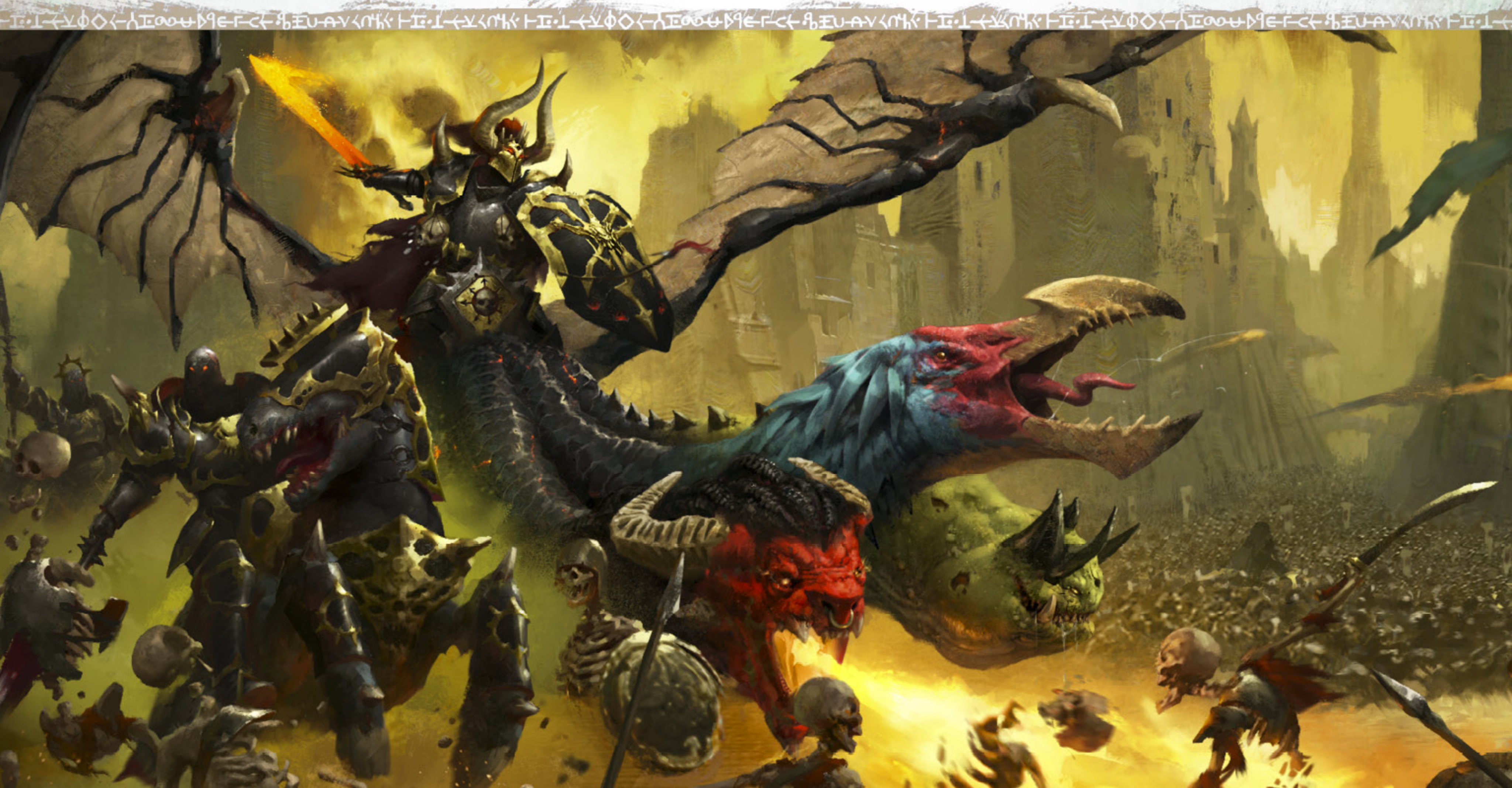
 **DRUCHII VIOLET**

3



 **CADIAN FLESHTONE**

Basecoat the tongue with Bugman's Glow using a Small Base Brush (1). Next, apply an all-over shade of Druchii Violet with a Small Shade Brush (2). Finally, apply a fine highlight of Cadian Fleshtone using your Artificer Brush and being as precise as you can (3).



KHORNATE SKIN



MEPHISTON RED



AGRAX EARTHSHADE



MEPHISTON RED

Taking a Medium Base Brush, basecoat the skin with Mephiston Red (1). Now, apply an all-over shade of Agrax Earthshade using a Medium Shade Brush (2). When this is dry, take a Medium Drybrush and, using Mephiston Red once more, use the drybrushing technique to bring the fine detail to terrifying life (3).



EVIL SUNZ SCARLET



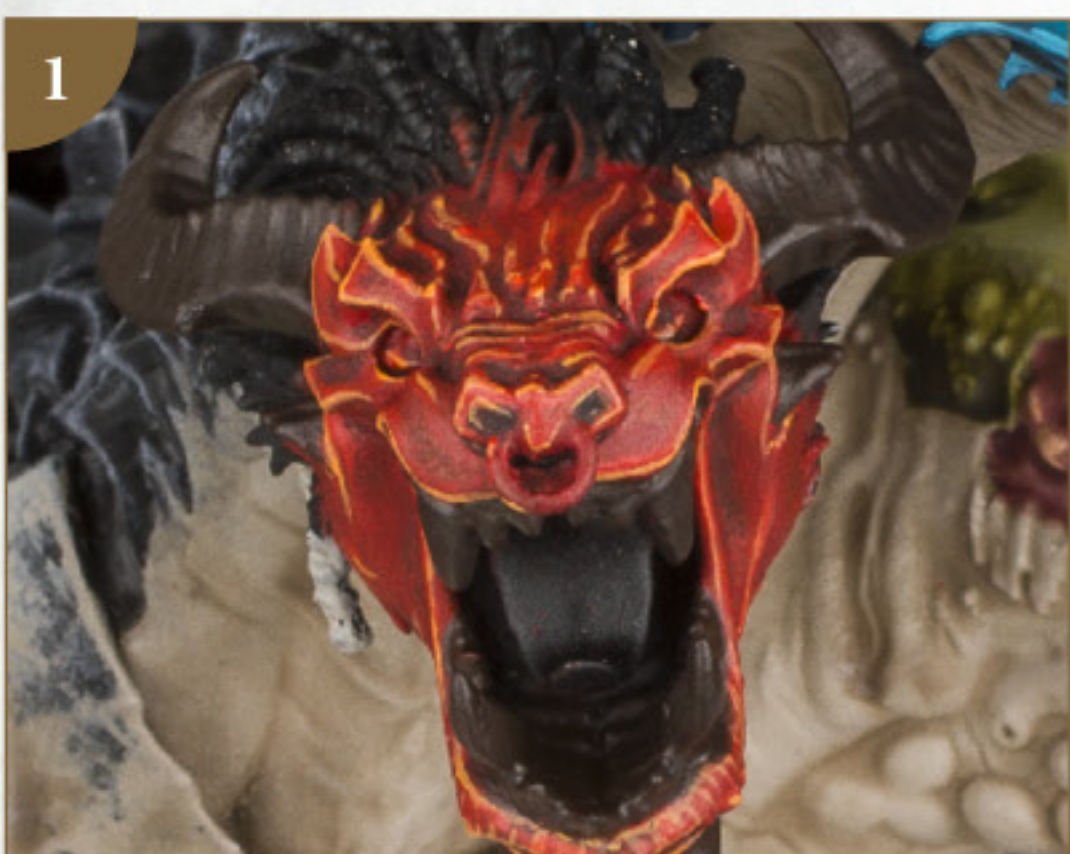
FIRE DRAGON BRIGHT

Next, take your Small Layer Brush and paint fine lines of Evil Sunz Scarlet along the sharpest edges (4). When it's dry, take an Artificer Brush and apply even finer lines of Fire Dragon Bright to the same areas, leaving a little of the scarlet visible beneath (5).

TOP TIP

After applying the Agrax Earthshade, use a little Mephiston Red to neaten up any areas where too much Shade has been applied. This will give the skin an even, solid look that's the perfect base for the drybrushing that follows.

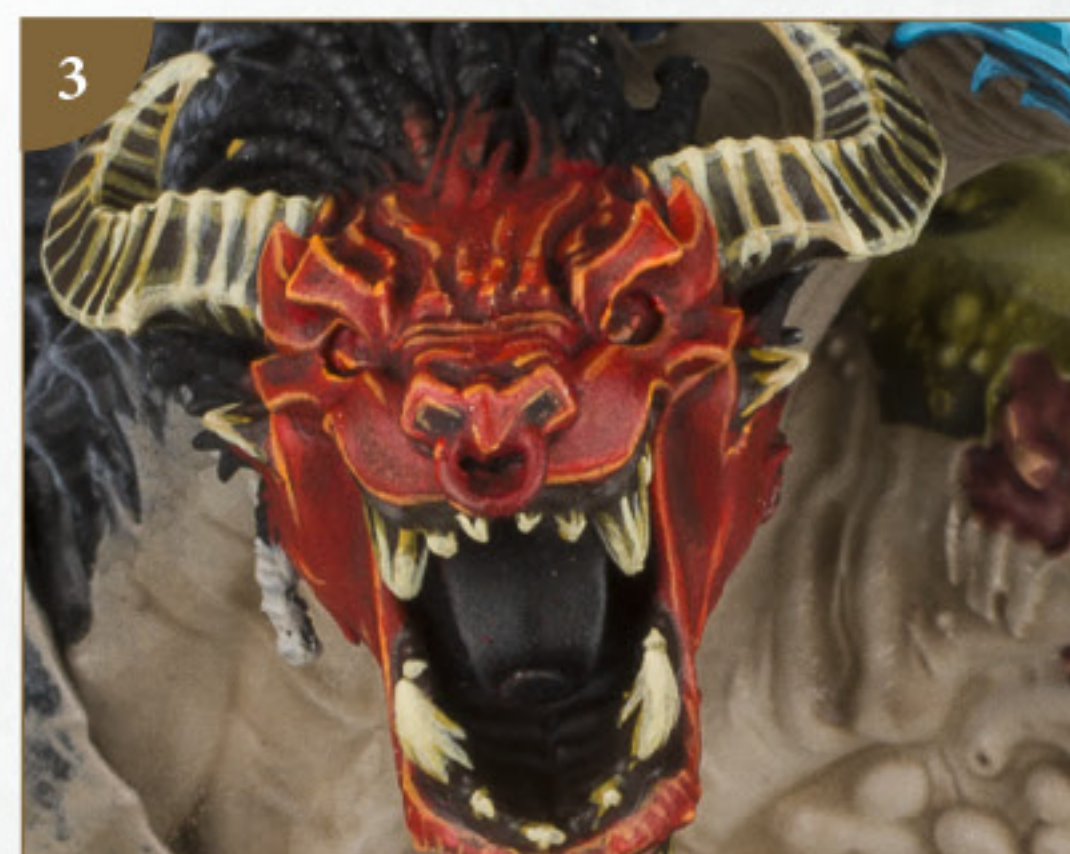
KHORNATE TEETH AND HORNS



RHINOX HIDE



BALOR BROWN



USHABTI BONE

Paint the teeth and horns with a basecoat of Rhinox Hide, using your Small Layer Brush for fine control (1). Now, pick out the individual teeth with Balor Brown (2). Use a Small Layer Brush and take care to avoid the recesses. Finish with fine highlights of Ushabti Bone (3). Use the Artificer Brush again for this, and make sure you leave a little of the Balor Brown visible around the edges.



KHORNATE TONGUE



BUGMAN'S GLOW



DRUCHII VIOLET



CADIAN FLESHSTONE

Using two coats for a solid colour, basecoat the tongue with Bugman's Glow using a Small Base Brush (1). Then, take a Medium Shade Brush and apply an all-over shade of Druchii Violet (2). After waiting for this to dry, paint fine-line highlights on the tip, sides and centre of the tongue using Cadian Fleshtone (3).

KHORNATE GOLD



RETRIBUTOR ARMOUR



AGRAX EARTHSHADE



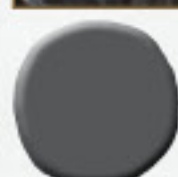
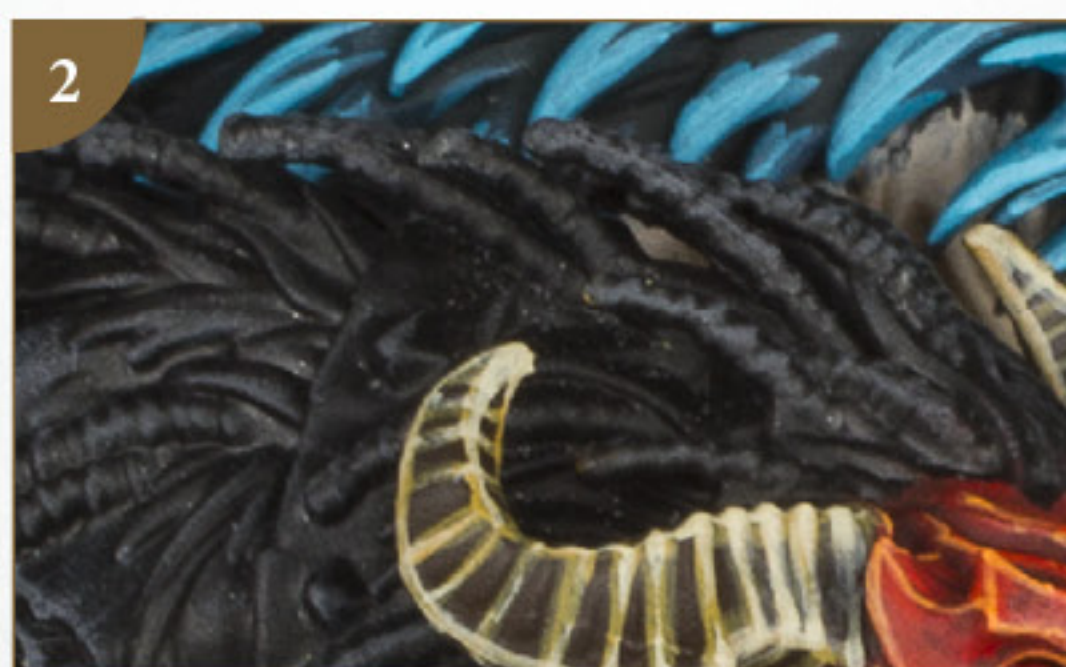
RUNEFANG STEEL

With a Small Base Brush, pick out the gold areas with a basecoat of Retributor Armour (1). Now, apply a wash of Agrax Earthshade using a Medium Shade Brush (2). Apply small lines or flecks of Runefang Steel using a Small Layer Brush, to create an effect of light being reflected (3).

KHORNATE MANE



ABADDON BLACK



ESHIN GREY



KARAK STONE

Basecoat the mane with Abaddon Black, applied in multiple thinned-down coats using a Small Base Brush to preserve the detail (1). Now drybrush the mane with Eshin Grey to emphasise the raised detail, using a Small Drybrush (2). Lastly, stay with the same brush and apply a further, finer drybrush to the uppermost details with Karak Stone (3).

KHORNATE EYES AND GORE



RHINOX HIDE



YRIEL YELLOW



BLOOD FOR THE BLOOD GOD

Paint the eyes with a basecoat of Rhinox Hide (1). Now, add a fine layer of Yriel Yellow using your Small Layer Brush (2). For the fresh blood around the jaws, use Blood for the Blood God applied with a Small Layer Brush (3).

FIERY GLOW



MEPHISTON RED



TROLL SLAYER ORANGE

Paint the Fiery Glow with a basecoat of Mephiston Red using a Small Base Brush (1). Wait for this to dry, then take a Small Layer Brush and paint the centres of the red sections with fine lines of Troll Slayer Orange (2).

HOOVES



ZANDRI DUST



REIKLAND FLESHSHADE



KARAKSTONE



SCREAMING SKULL

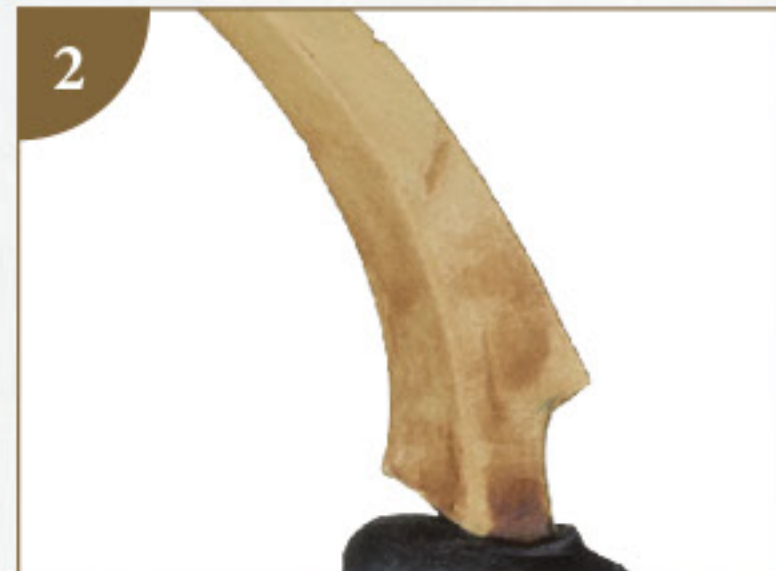
Basecoat the hooves with Zandri Dust using a Small Base Brush (1). Now, apply Reikland Fleshshade using a Medium Shade Brush, making sure the paint reaches the recessed details (2). Next, apply fine lines of Karak Stone to the ridges and edges using a Small Layer Brush (3). Finish by using an Artificer Brush to paint around the very edges of the hooves with Screaming Skull, and apply a few flecks to represent chipping (4).



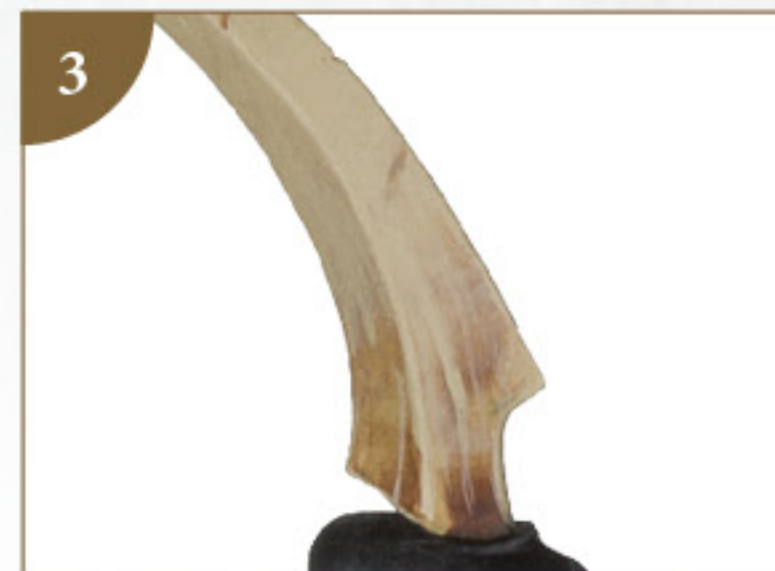
CLAWS



ZANDRI DUST



REIKLAND FLESHSHADE



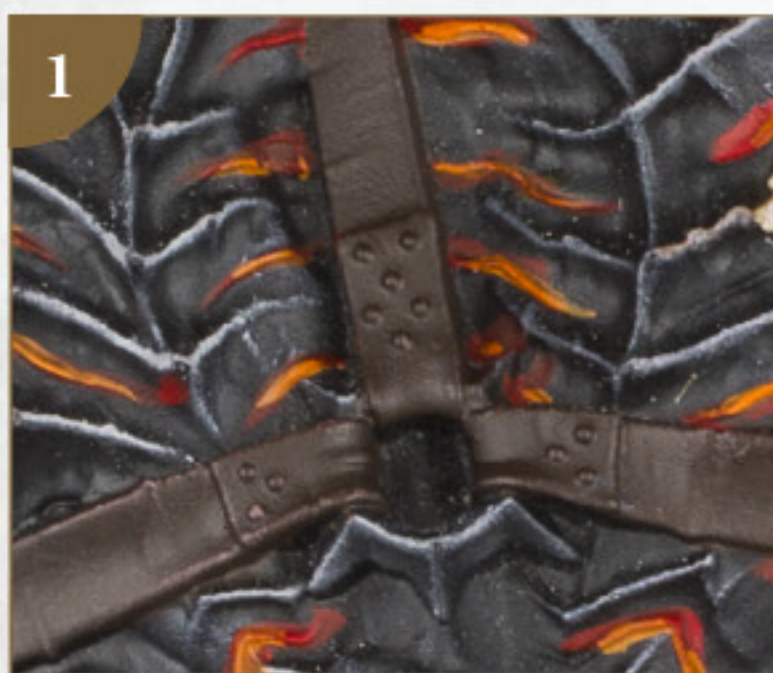
KARAKSTONE



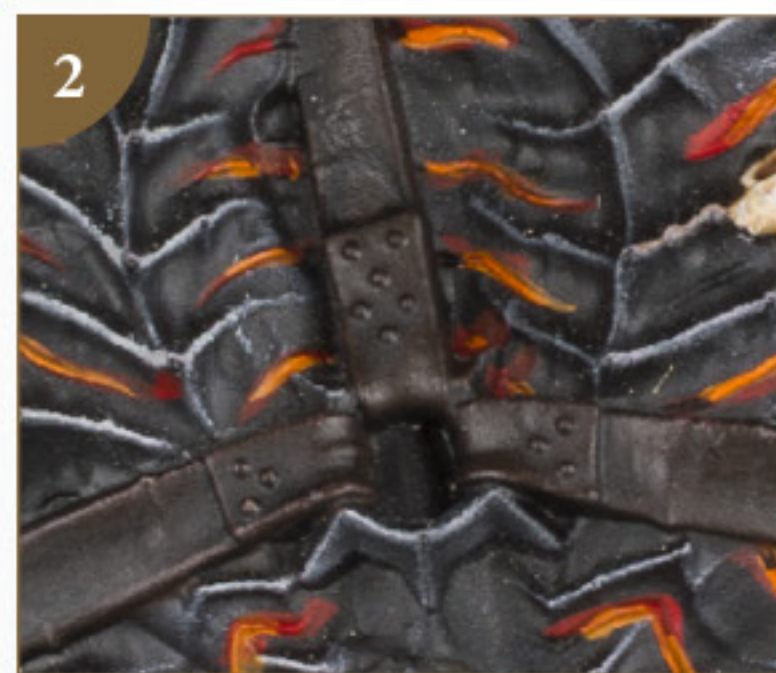
SCREAMING SKULL

Taking a Small Base Brush, basecoat the claws with Zandri Dust (1). Now, apply an all-over shade of Reikland Fleshshade using a Medium Shade Brush (2). Next, use a Small Layer Brush to apply lines of Karak Stone to the raised areas and in streaks up the base of the claws (3). Finish by using an Artificer Brush to apply even finer lines of Screaming Skull on these same areas, as well as on the chips in the claws (4).

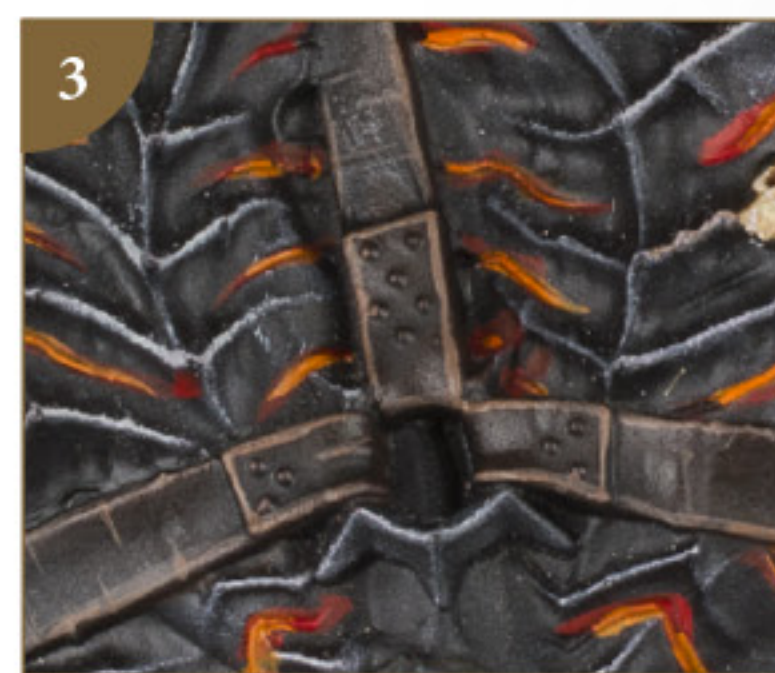
LEATHER STRAPS



RHINOX HIDE



AGRAX EARTHSHADE



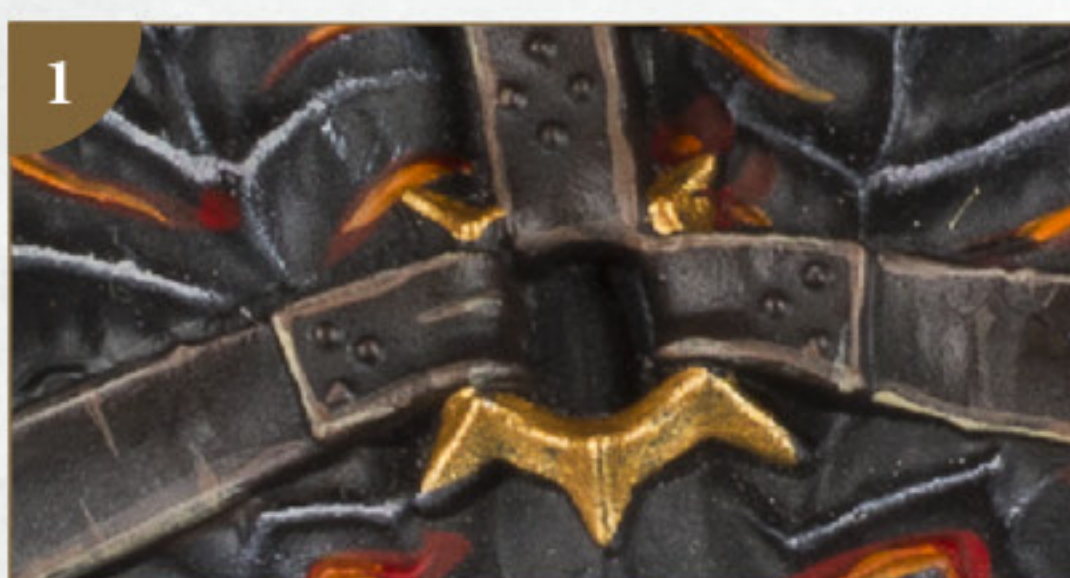
GORTHOR BROWN



SCREAMING SKULL

Basecoat the leather straps with Rhinox Hide, applied with your Small Base Brush (1). Now, paint over the Rhinox Hide with Agrax Earthshade using a Medium Shade Brush (2). Outline the straps' edges with Gorthor Brown using a Small Layer Brush (3). Lastly, apply even finer outlines of Screaming Skull with the Artificer Brush (4).

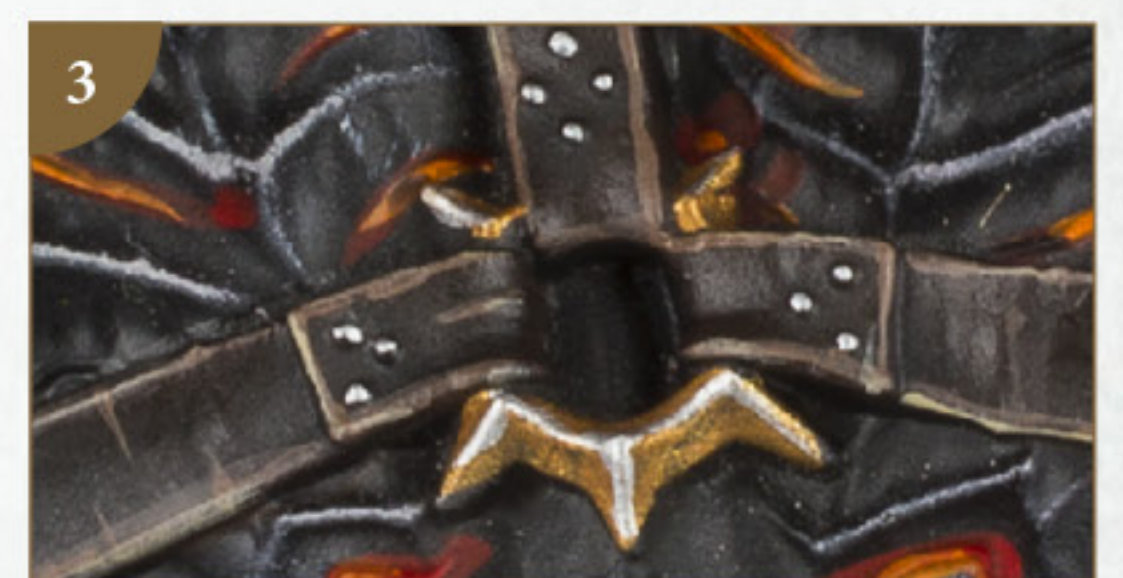
BUCKLES



RETRIBUTOR ARMOUR



AGRAX EARTHSHADE



RUNEFANG STEEL

The buckles are first given a basecoat of Retributor Armour using your Small Base Brush (1). Then, with a Medium Shade Brush, carefully apply a shade of Agrax Earthshade (2). Finish by taking an Artificer Brush and picking out the rivets and uppermost edges in Runefang Steel (3).



CHEST PLATE – BLACK



ABADDON BLACK



DARK REAPER



ADMINISTRATUM GREY

The first stage for the chest plate is to basecoat it with Abaddon Black using a Small Base Brush (1). Next, carefully paint around the outline of the design with Dark Reaper using your Artificer Brush (2). Finish by again going around this design, still using your Artificer Brush but with an even finer line of Administratum Grey, creating a dramatic glowing impression around the design (3).

CHEST PLATE – GOLD



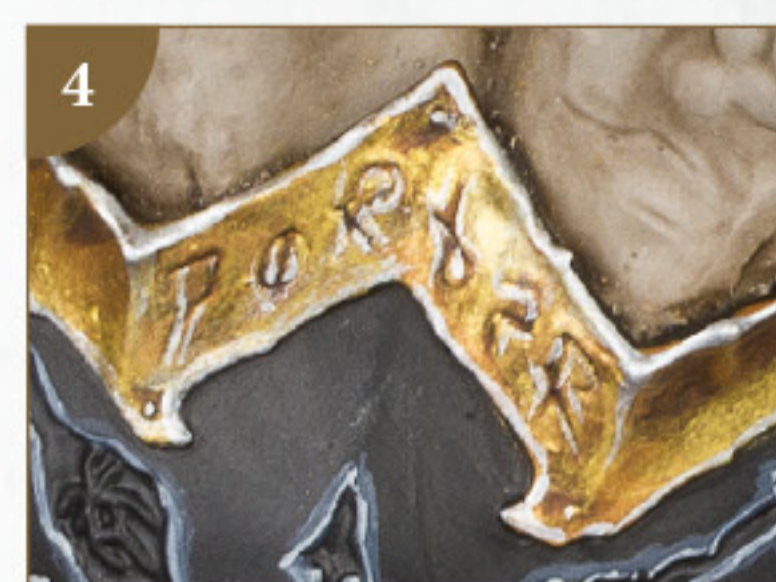
**RETRIBUTOR
ARMOUR**



**AGRAX
EARTHSHADE**



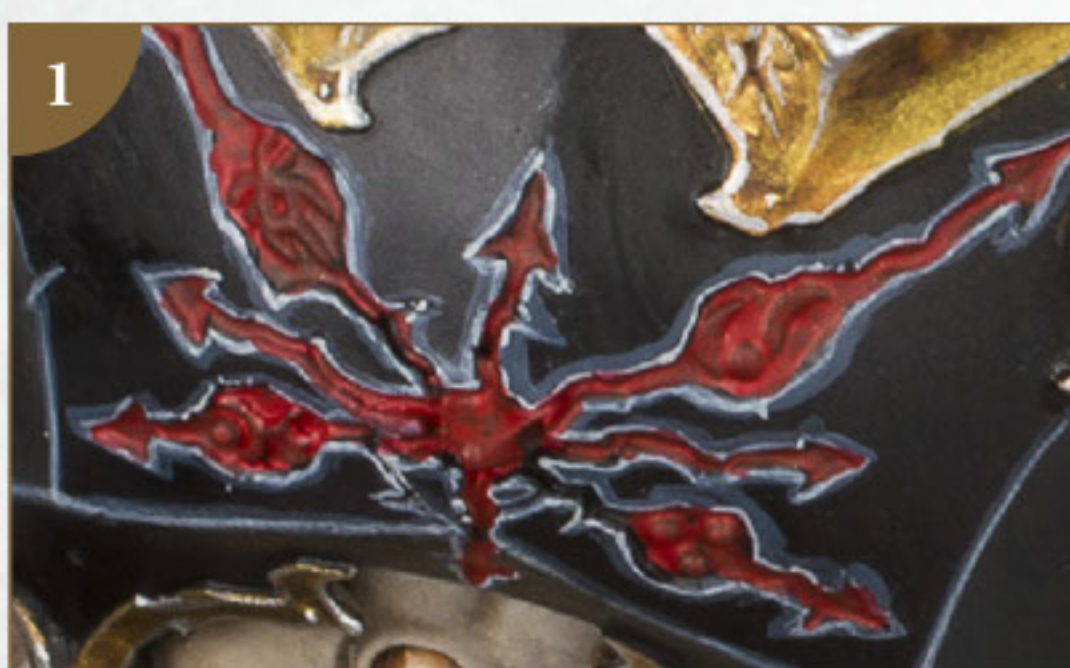
**AURIC ARMOUR
GOLD**



RUNEFANG STEEL

Begin the gold on the chest plate by taking a Small Base Brush and applying Retributor Armour (1). Next, apply Agrax Earthshade to the feature using a Medium Shade Brush (2). Now, apply Auric Armour Gold to the raised areas using a Small Layer Brush (3). Finish by highlighting the edges of the feature with Runefang Steel, applied with an Artificer Brush (4).

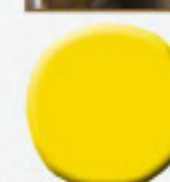
CHEST PLATE – FIERY GLOW



MEPHISTON RED



TROLL SLAYER ORANGE



YRIEL YELLOW

Begin painting the fiery glow with a basecoat of Mephiston Red, applied with a Small Base Brush (1). Next, paint the centre of the areas with Troll Slayer Orange, applied with a Small Layer Brush (2). Staying with the same Small Layer Brush, paint in some very fine highlights of Yriel Yellow (3).



BASE DETAILING



**MECHANICUS STANDARD
GREY**

With a Medium Base Brush, paint the rocks and ruins with Mechanicus Standard Grey (1). Then, paint the broken pots and other areas with Karak Stone using a Medium Base Brush (2).



KARAK STONE

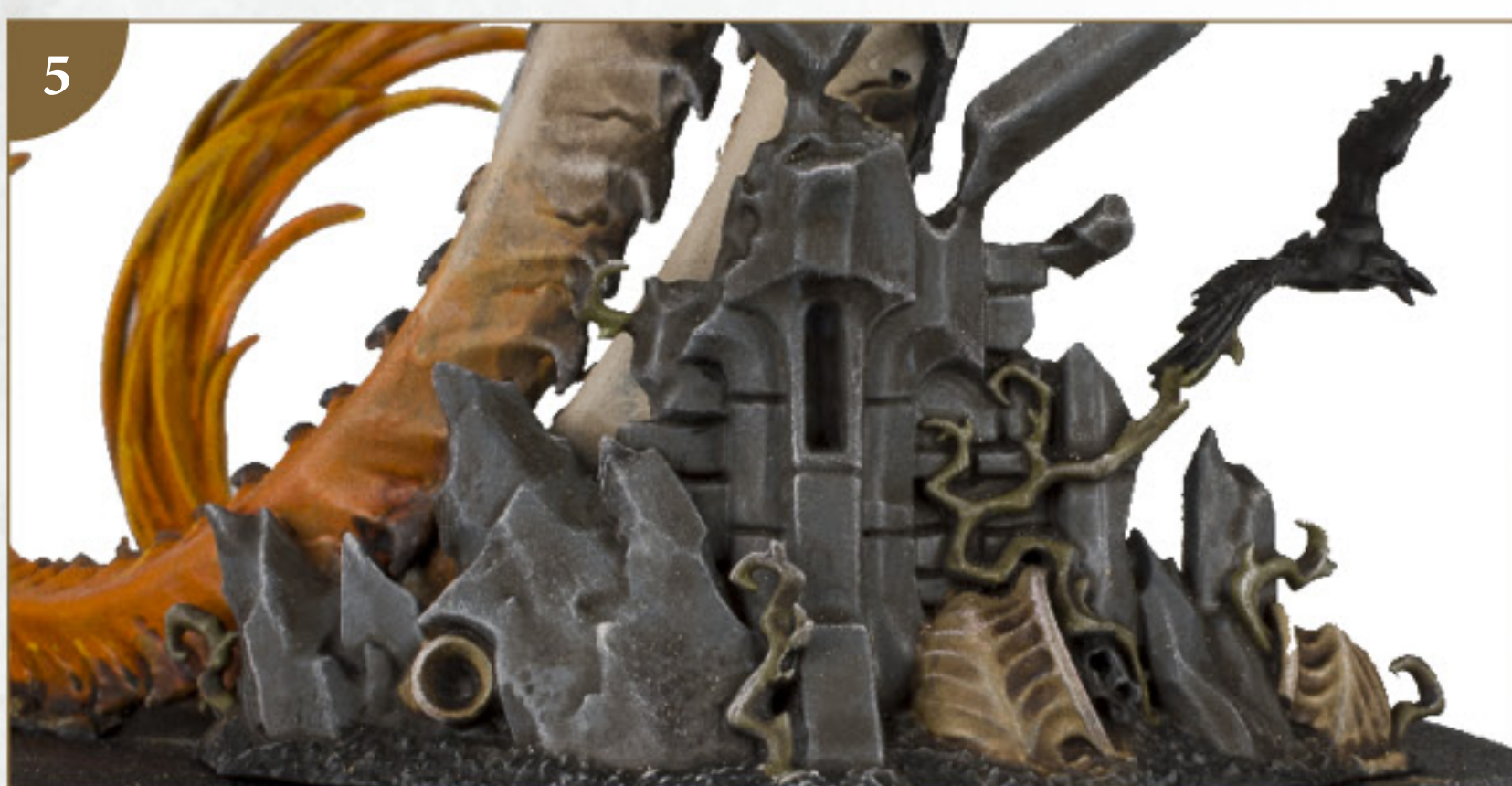


DEATHWORLD FOREST

Next, carefully apply a base of Deathworld Forest to the creeping vines using your Small Base Brush (3) before applying a coat of Agrax Earthshade to the whole base using a Large Shade Brush (4).



AGRAX EARTHSHADE



TERMINATUS STONE

Finally, make the detail really pop out by drybrushing the entire base with Terminatus Stone using a Medium Drybrush.

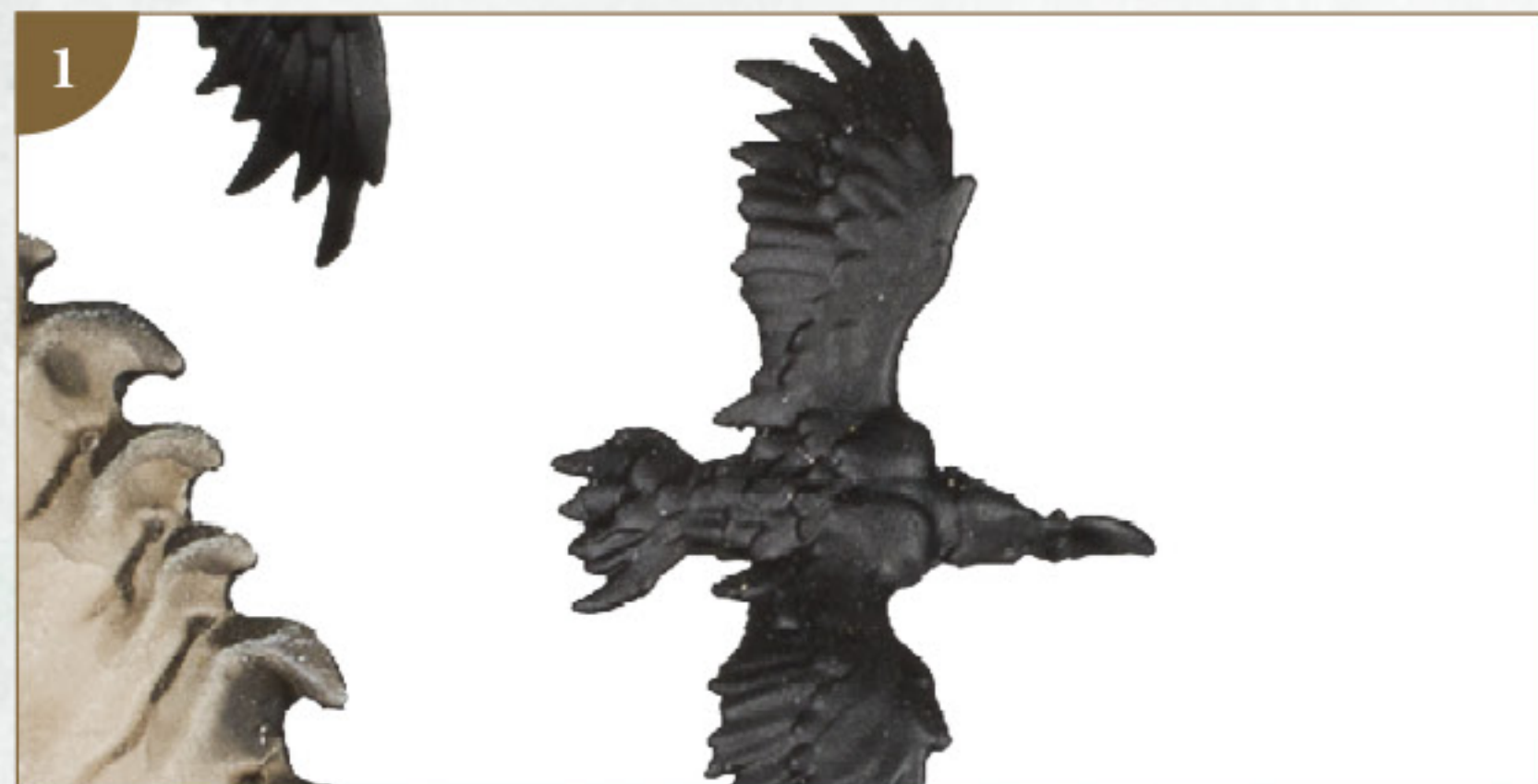
TOP TIP

Although the base is as meticulously detailed as the rest of the miniature, the decision to use just three base colours with a single wash and drybrush was deliberate – while the base still looks well-painted and impressive in its own right, it won't distract from the mighty figure itself.





CROWS

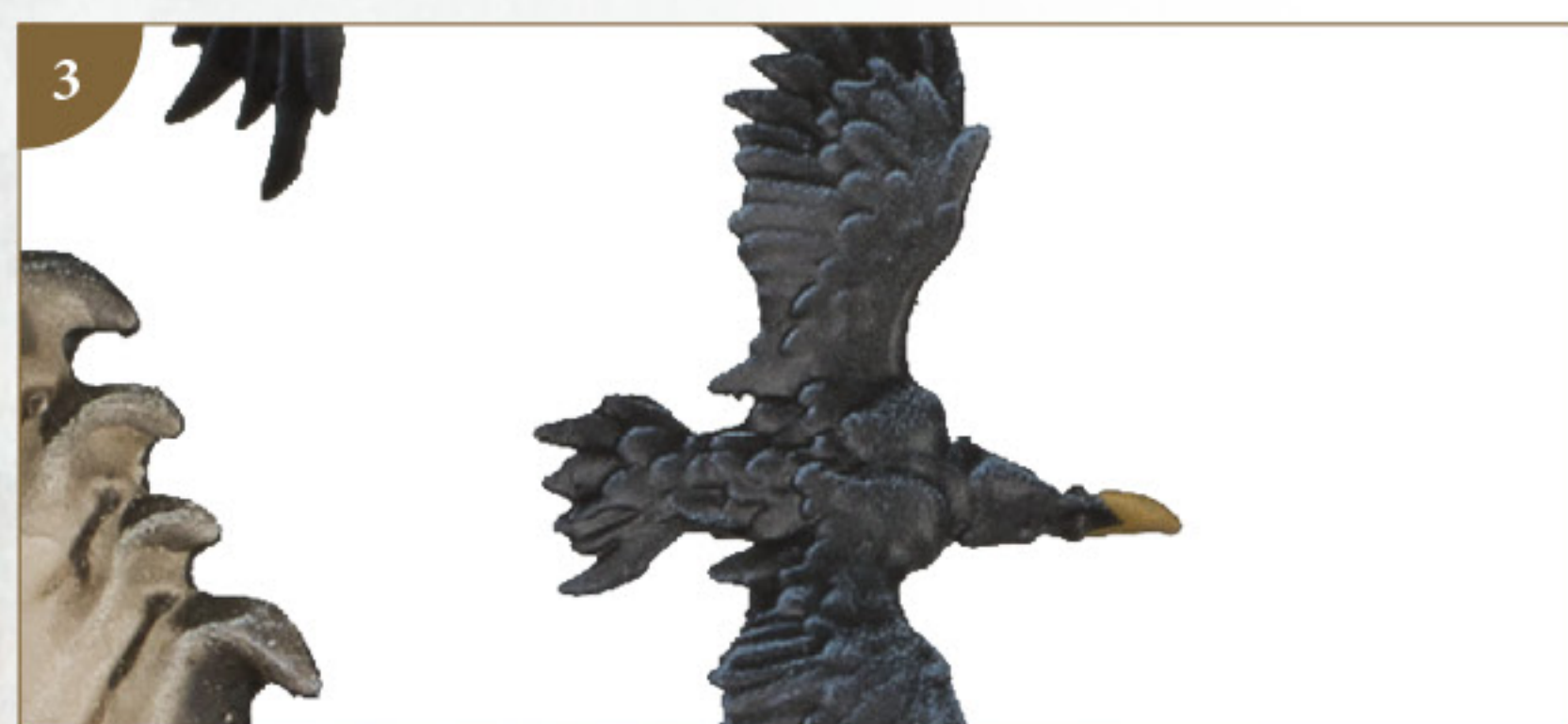


ABADDON BLACK

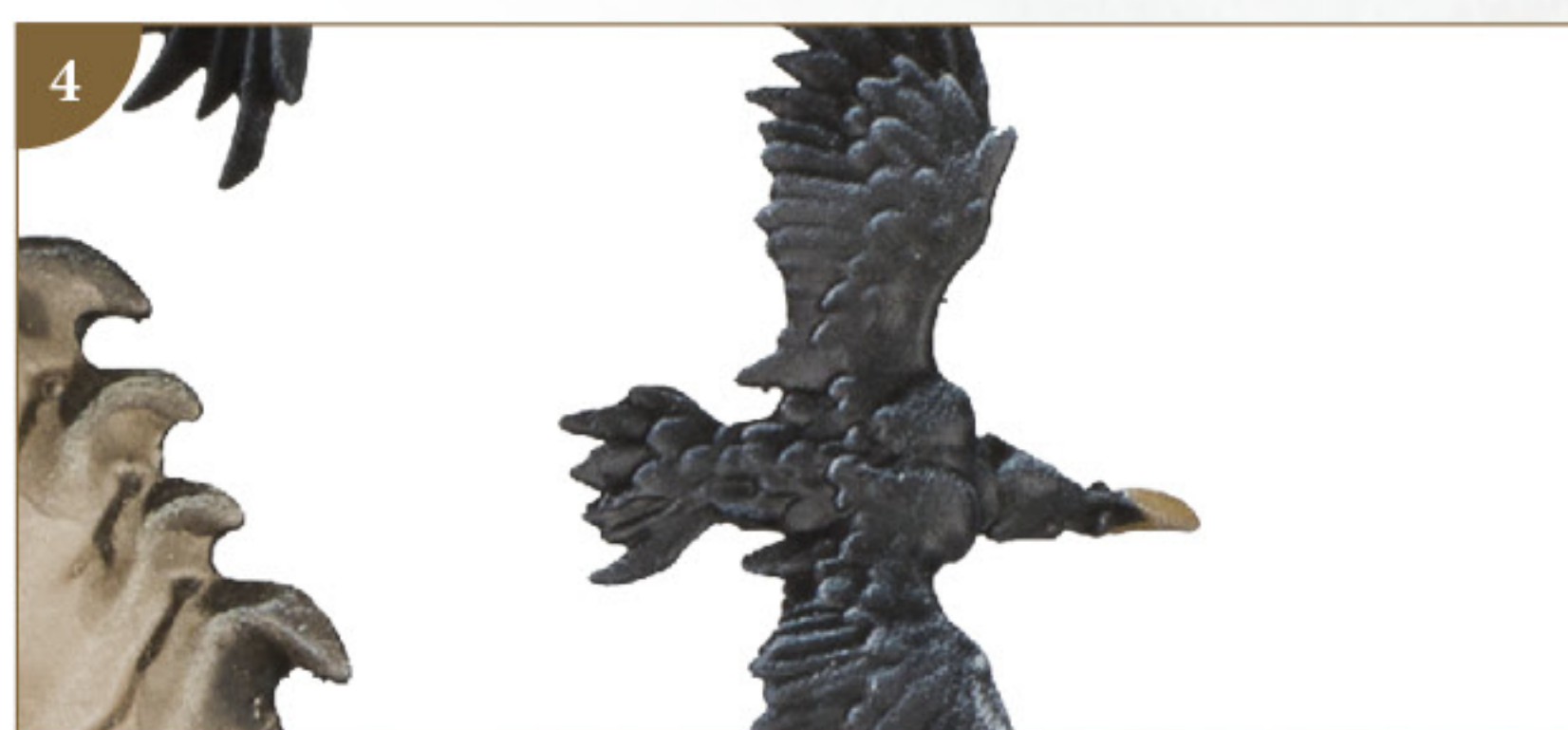


DARK REAPER

Another striking but simple-to-paint feature are the crows, which are first given a basecoat of Abaddon Black using a Small Base Brush (1). When dry, take your Small Drybrush and apply the effect to the feathers using Dark Reaper (2).



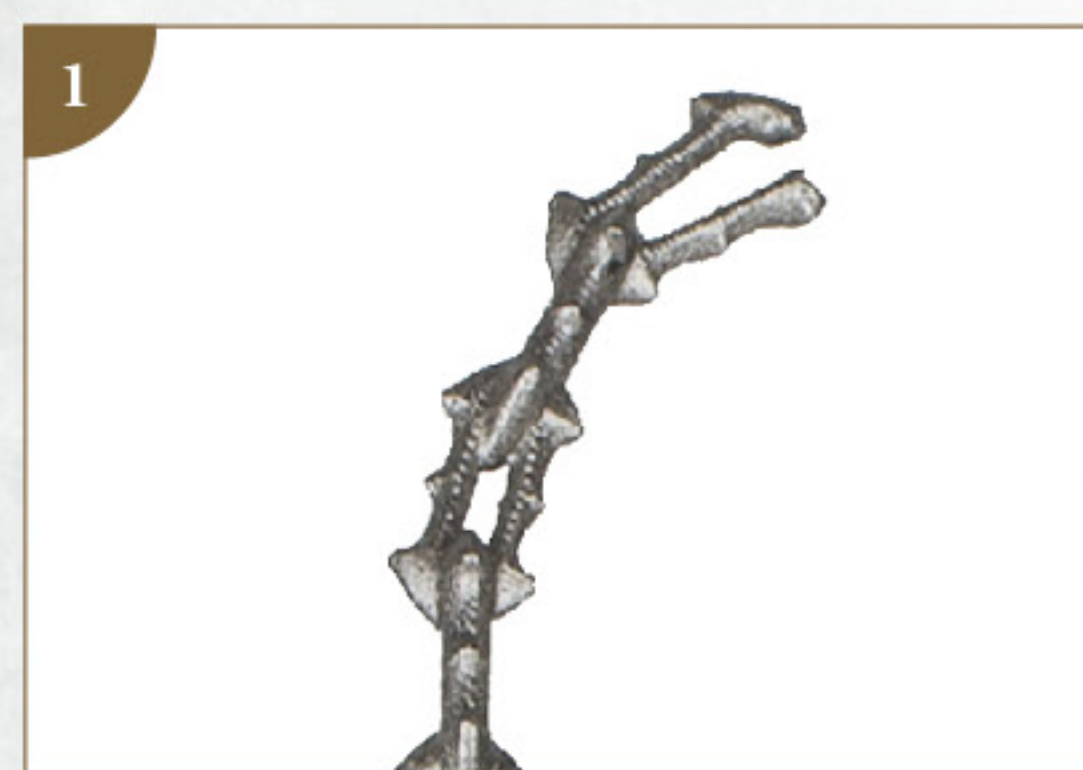
XV88



TERMINATUS STONE

Next, paint each crow's beak with a basecoat of XV88 using a Small Base Brush (3). Finally, drybrush the whole crow with Terminatus Stone (4). Keep the effect subtle, as the idea is to gently highlight the texture of the feathers.

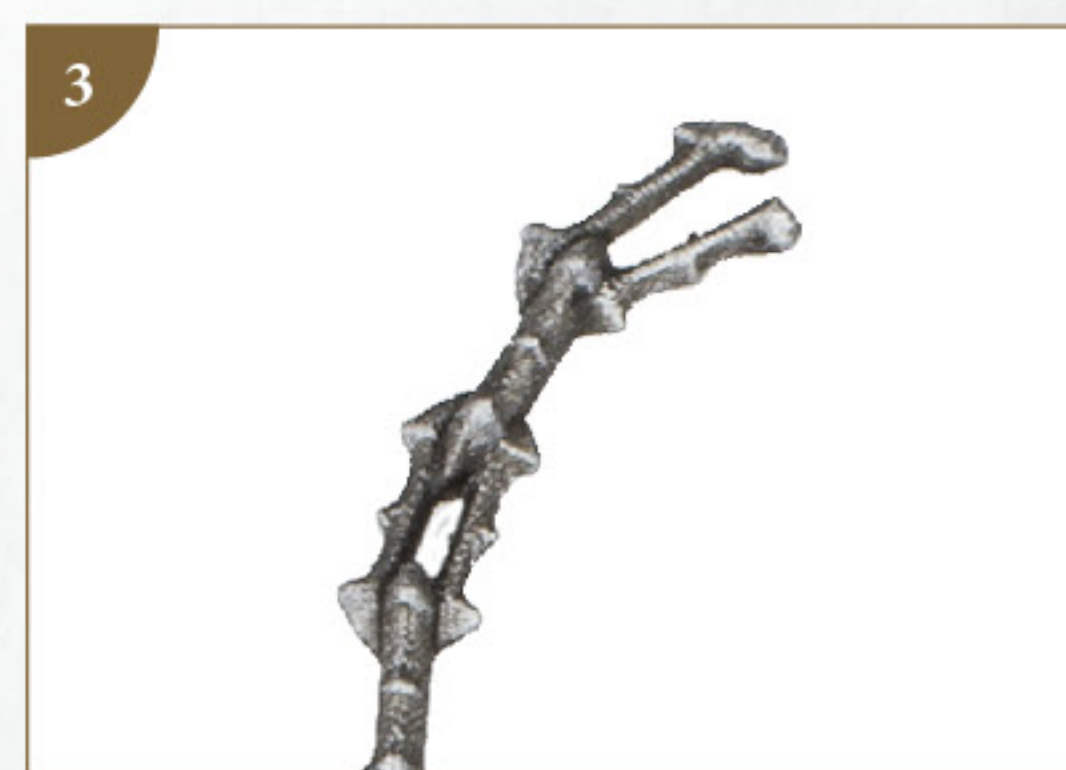
CHAINS



LEADBELCHER



NULN OIL



NECRON COMPOUND

Apply a basecoat of Leadbelcher to the chains using a Small Base Brush (1). Now, apply an all-over shade of Nuln Oil, paying attention to the recesses of the chain links (2). Emphasise the texture by drybrushing them with Necron Compound (3) – use a Small Drybrush and build the effect gradually until you start to see the detail sharpening up.



BLACK ARMOUR



CHAOS BLACK SPRAY



DARK REAPER



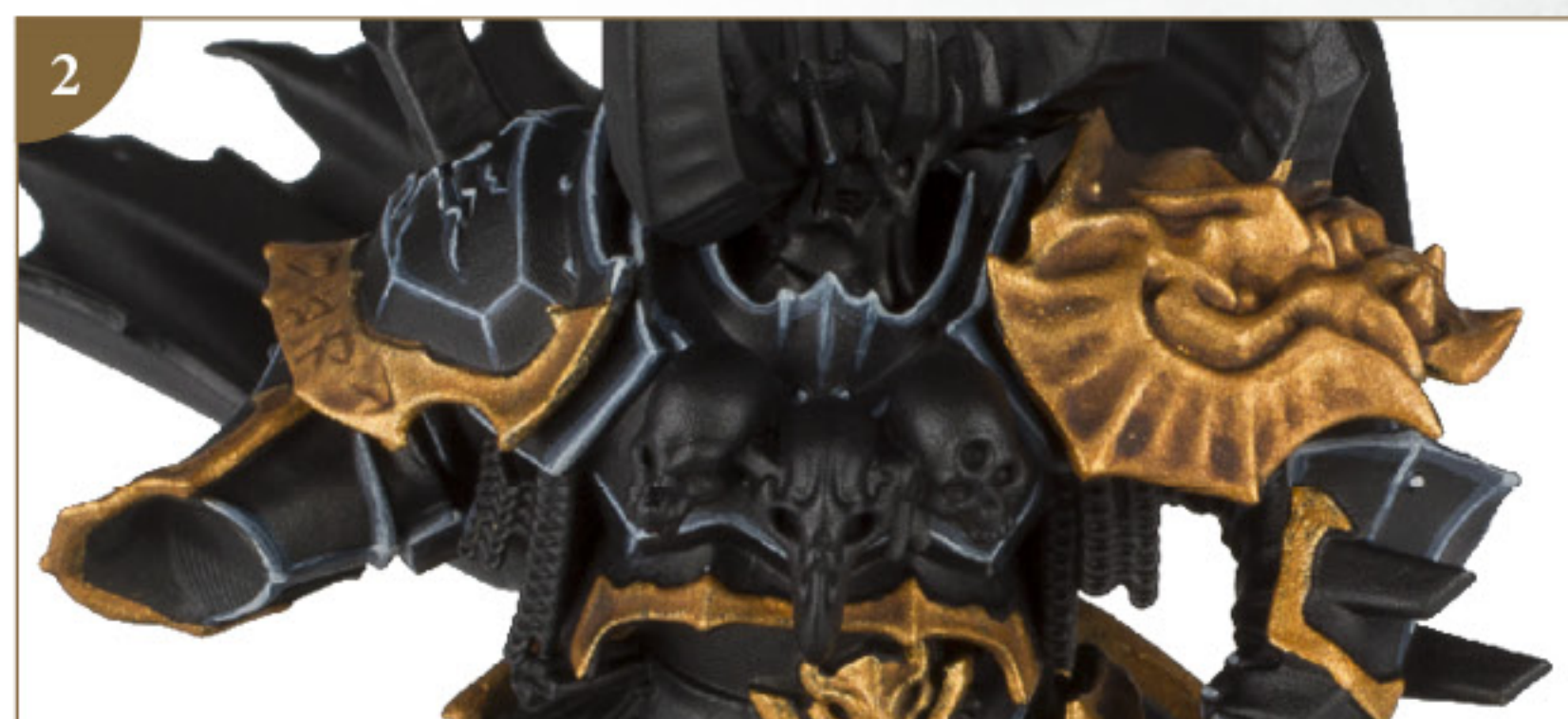
ADMINISTRATUM GREY

Using Chaos Black Spray as a basecoat makes this initial stage quick and easy (1). When it's dry, paint the edges of the armour plate with fine lines of Dark Reaper using a Small Layer Brush (2). Finish with even finer lines of Administratum Grey, using the Artificer Brush (3).

GOLD ARMOUR



**RETRIBUTOR
ARMOUR**



**AGRAX
EARTHSHADE**

Paint the sections of gold armour using a Small Base Brush and Retributor Armour (1). Now, paint them with an all-over shade of Agrax Earthshade, applied with a Medium Shade Brush (2).



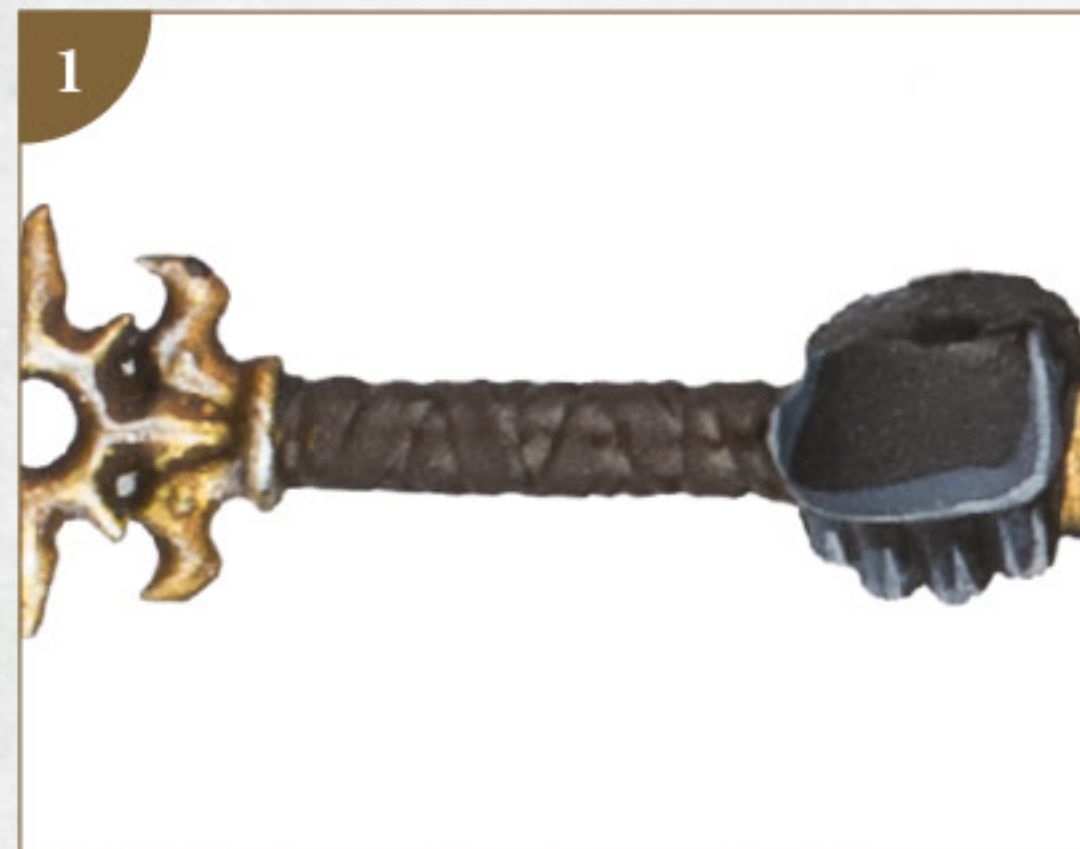
**AURIC ARMOUR
GOLD**



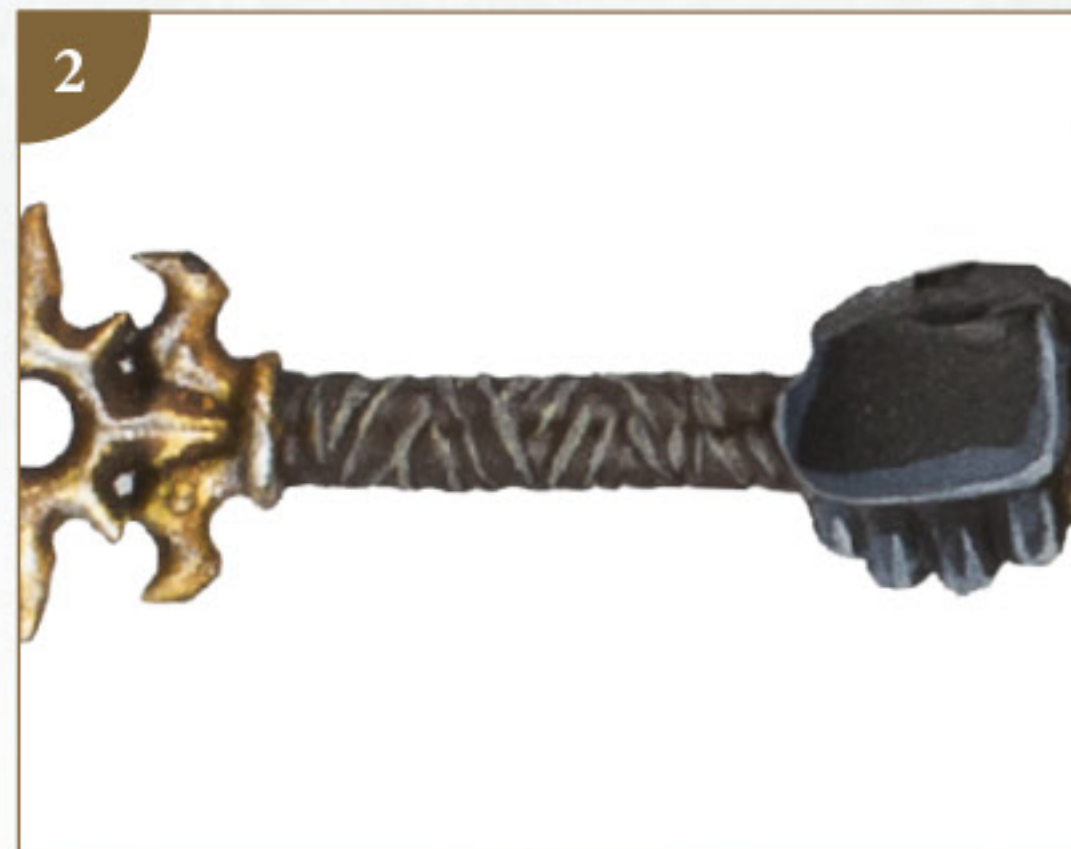
RUNEFANG STEEL

Next, paint the raised sections of the armour plate with Auric Armour Gold (3). Use a Small Layer Brush and avoid the recesses to keep the Agrax Earthshade visible in the details. Finally, create the illusion of light glinting off of the plates by applying subtle lines of Runefang Steel to the edges of the raised details using your Artificer Brush (4).

SWORD GRIP AND BINDING



RHINOX HIDE



KARAK STONE

TOP TIP

With its incredibly fine point and high-quality bristles, the Artificer Brush is easily the best choice for very fine details and finishing touches, such as the Karak Stone on the binding of the sword's hilt.

The sword grip is first given a basecoat of Rhinox Hide using a Small Layer Brush (1). When this is dry, take an Artificer Brush and carefully pick out the binding in Karak Stone (2).

SWORD BLADE



MEPHISTON RED



TROLL SLAYER ORANGE

Begin the blade with a basecoat of Mephiston Red using a Small Base Brush (1). Now, take a Small Layer Brush and colour over the area with Troll Slayer Orange (2), leaving the red visible in the recesses.



FIRE DRAGON BRIGHT

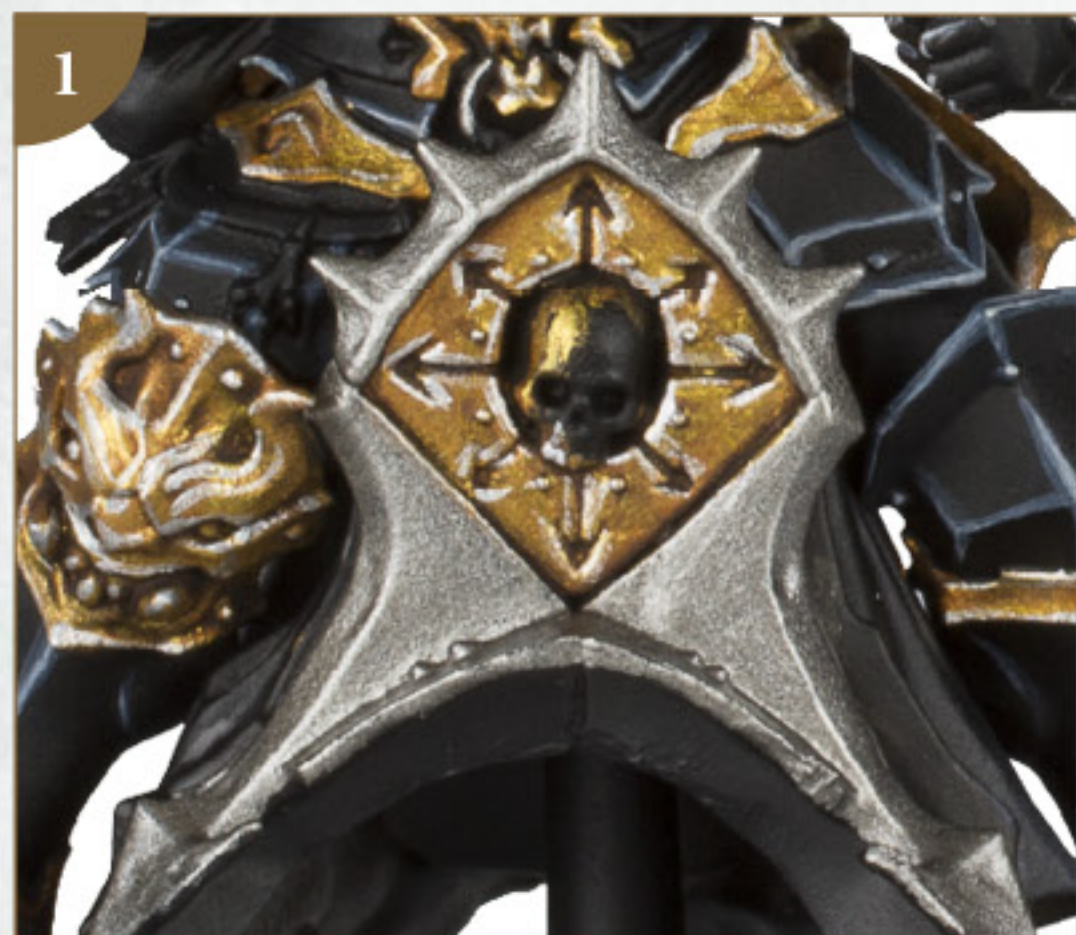


YRIEL YELLOW

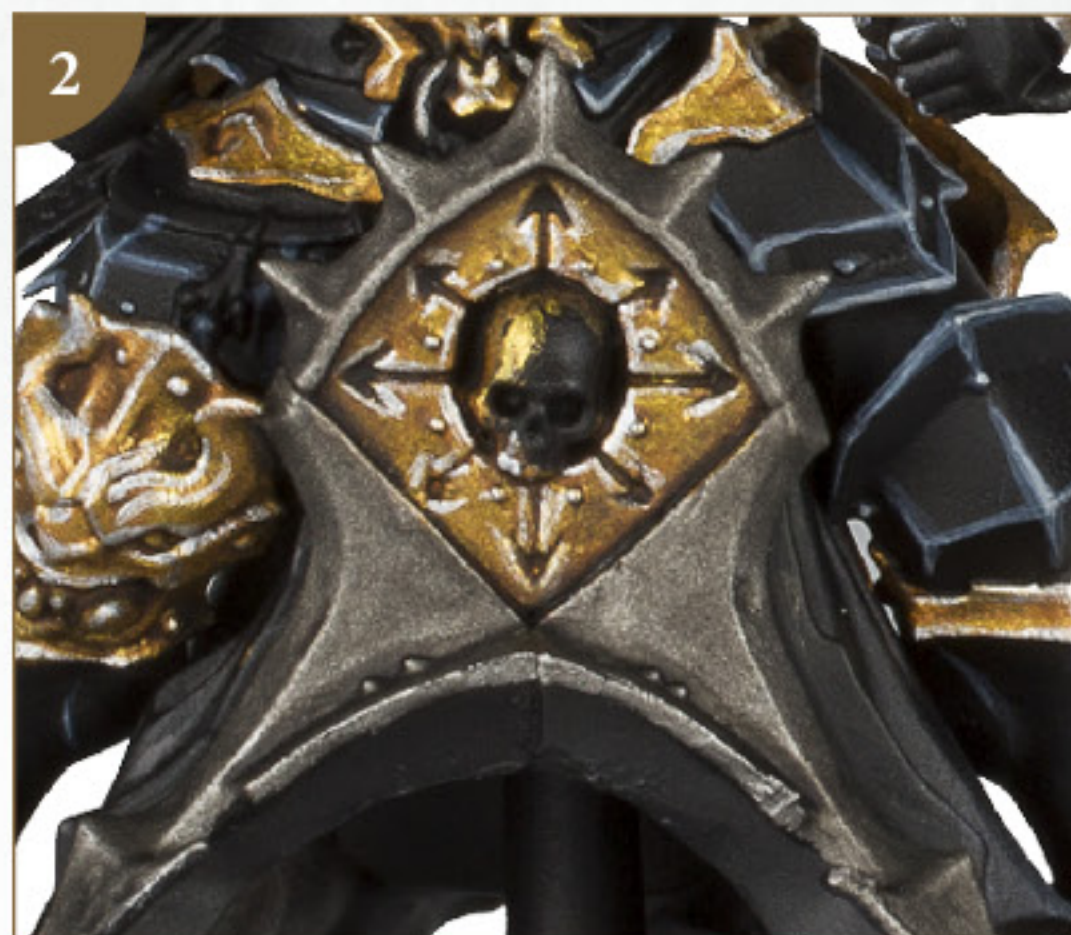
Move on to a further layer, this time of Fire Dragon Bright, leaving the darker Troll Slayer Orange visible at the base of the sword (3). Finish with fine highlights of Yriel Yellow using an Artificer Brush (4).



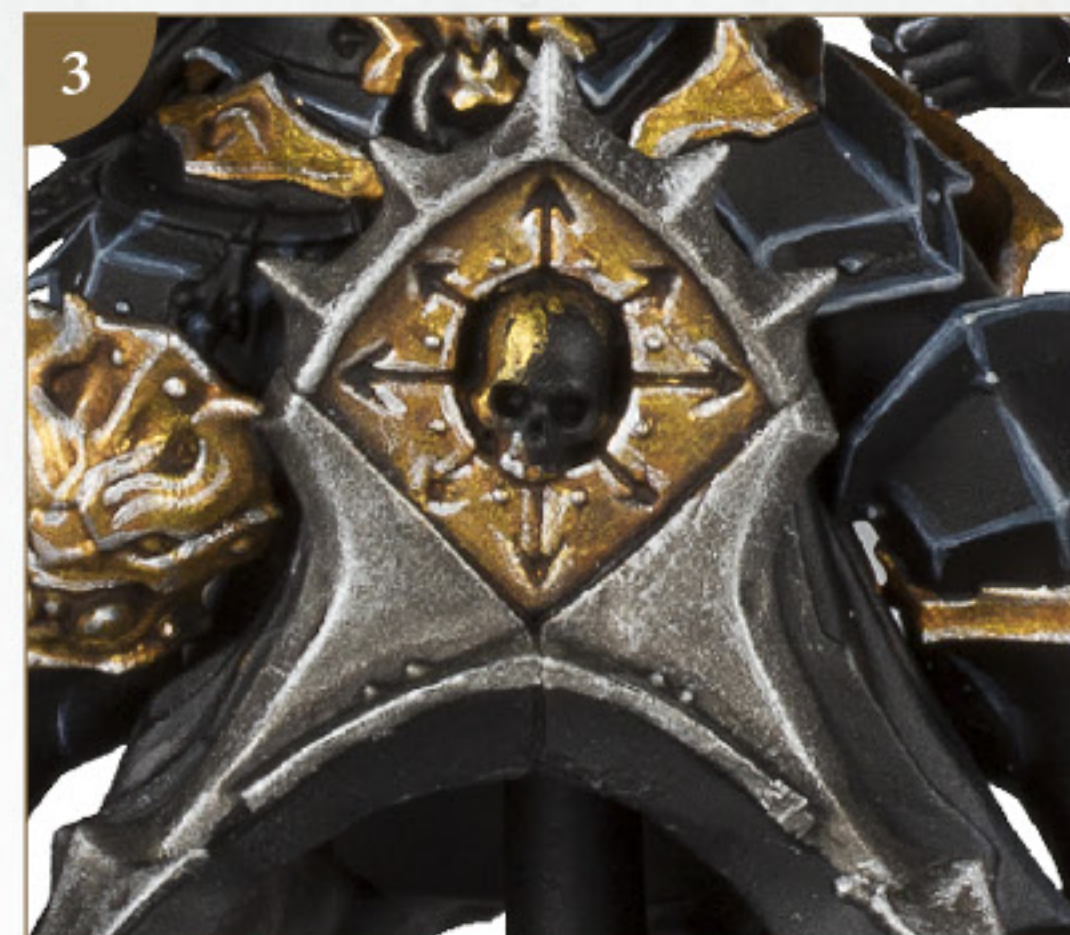
SILVER



1 **LEADBELCHER**



2 **NULN OIL**



3 **NECRON COMPOUND**

Basecoat the silver metallic areas with Leadbelcher and a Small Base Brush (1). Now, apply a shade of Nuln Oil across each area using a Medium Shade Brush (2). Finish by taking a Medium Drybrush and carefully applying a drybrushing effect using Necron Compound (3).

SKULLS AND HORNS



1 **ZANDRI DUST**



2 **USHABTI BONE**



3 **REIKLAND FLESHSHADE**

Paint the skulls with Zandri Dust, applied with a Small Base Brush (1). Now, paint over all of the raised sections apart from the beak with Ushabti Bone using a Small Layer Brush (2). Next, take a Medium Shade Brush and apply Reikland Fleshshade, making sure it gathers in the recesses (3).



4 **USHABTI BONE**



5 **PALLID WYCH FLESH**

Brighten the skulls up once more by painting the raised areas with Ushabti Bone using a Small Layer Brush (4). Add fine-line highlights to the uppermost details using Pallid Wych Flesh, applied with an Artificer Brush (5).

TOP TIP

Applying layer paint over a shade but leaving the darker colour visible in the recesses is a simple and effective way of giving smaller details a look of depth and texture. It's the perfect technique for features such as these skulls.



BELT AND POUCH



RHINOX HIDE

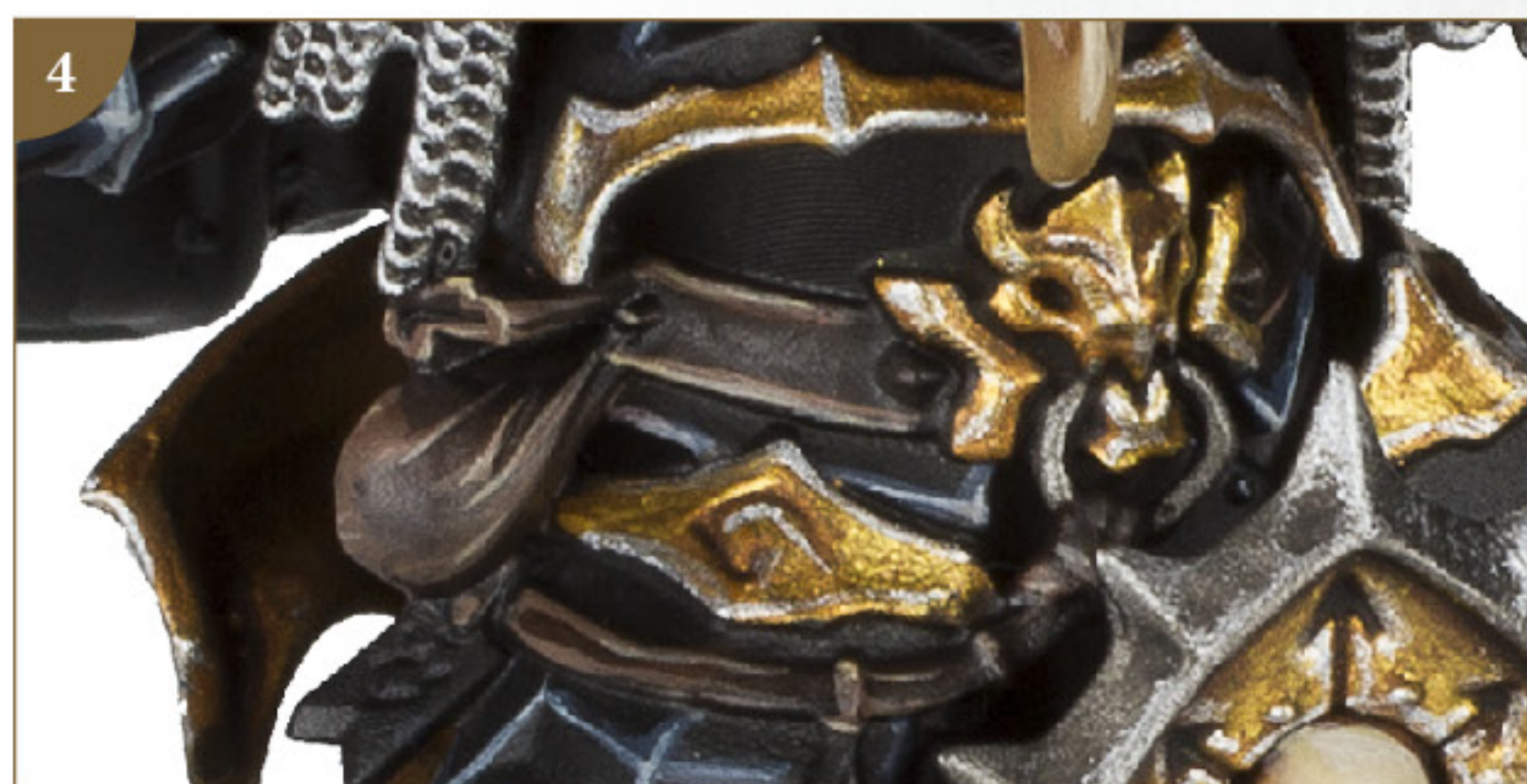


**AGRAX
EARTHSHADE**

Basecoat the leather with Rhinox Hide, applied with your Small Base Brush (1). Now, using Agrax Earthshade and a Medium Shade Brush, evenly apply the shade over all these Rhinox Hide areas (2).



GORTHOR BROWN



KARAKSTONE

Pick out the edges of the leather with Gorthor Brown using a Small Layer Brush (3). Lastly, apply very fine lines of Karak Stone to the same areas (4). An Artificer Brush is the best choice for this stage.

TALISMAN



XV88



TAU LIGHT OCHRE

Basecoat the bird claw talisman with XV88 and a Small Base Brush (1). Then, pick out the detail in Tau Light Ochre, avoiding the edges (2).



CLOAK



 **KHORNE RED**



 **DRUCHII VIOLET**



 **EVIL SUNZ SCARLET**

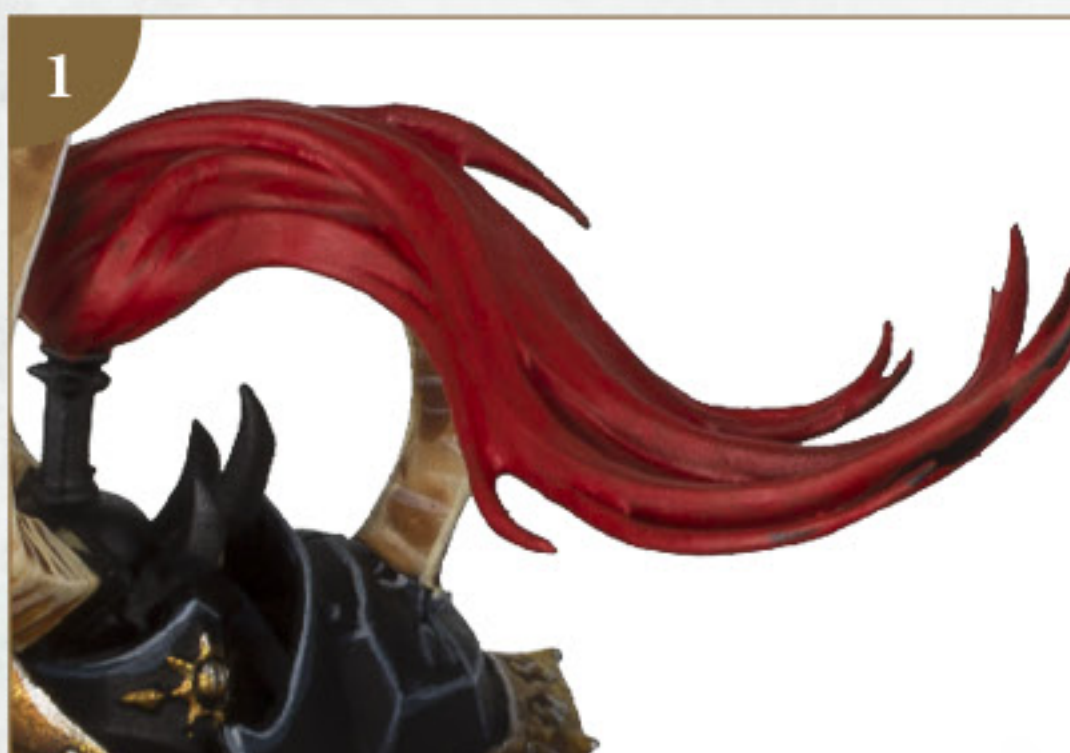


 **FIRE DRAGON BRIGHT**

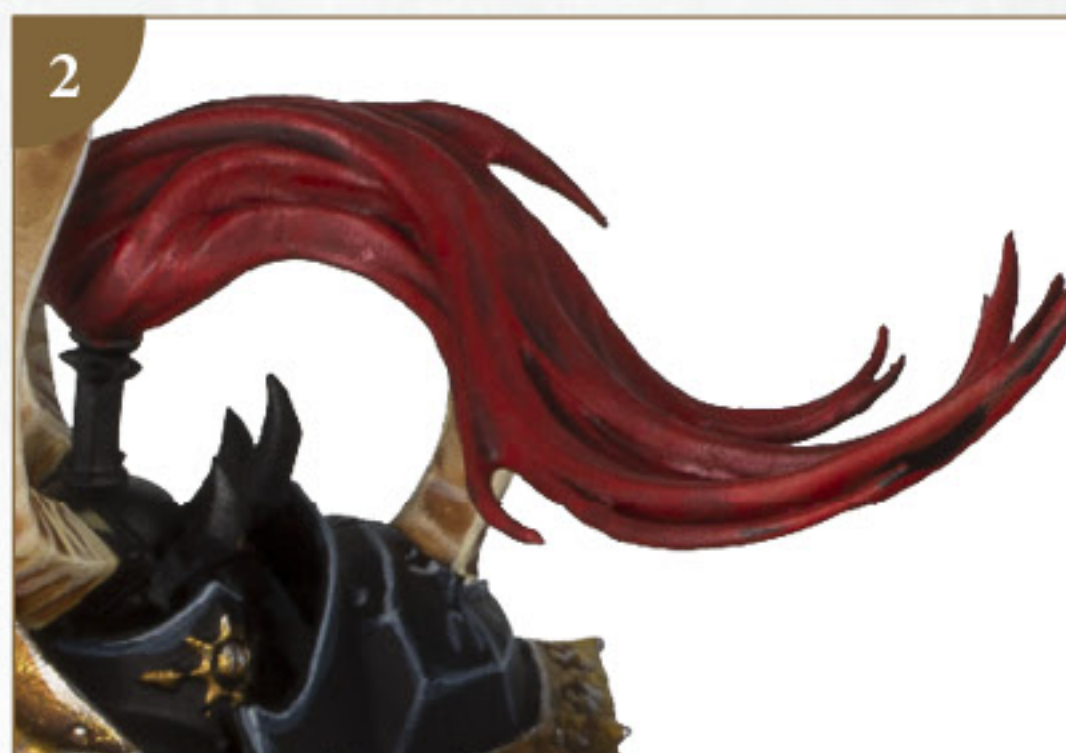
Using a Small Layer Brush, apply lines of Evil Sunz Scarlet to the edges and tops of the folds (3). Finish up with even finer edge highlight lines of Fire Dragon Bright, still using the same Small Layer Brush (4).



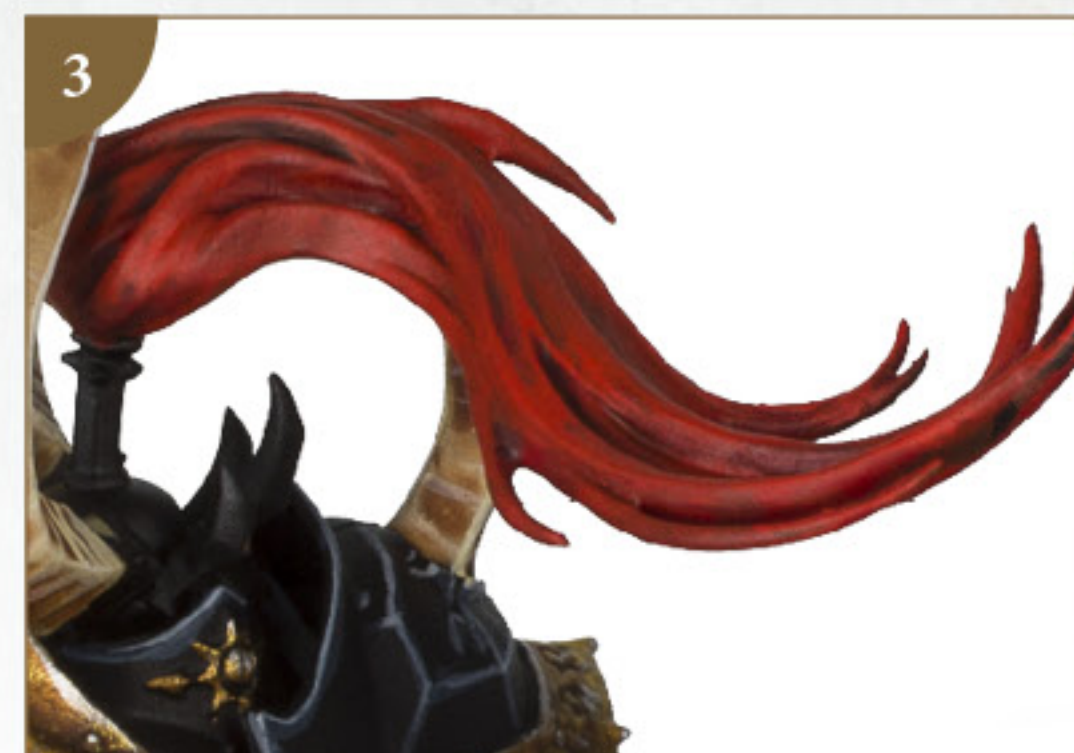
TOPKNOT



MEPHISTON RED

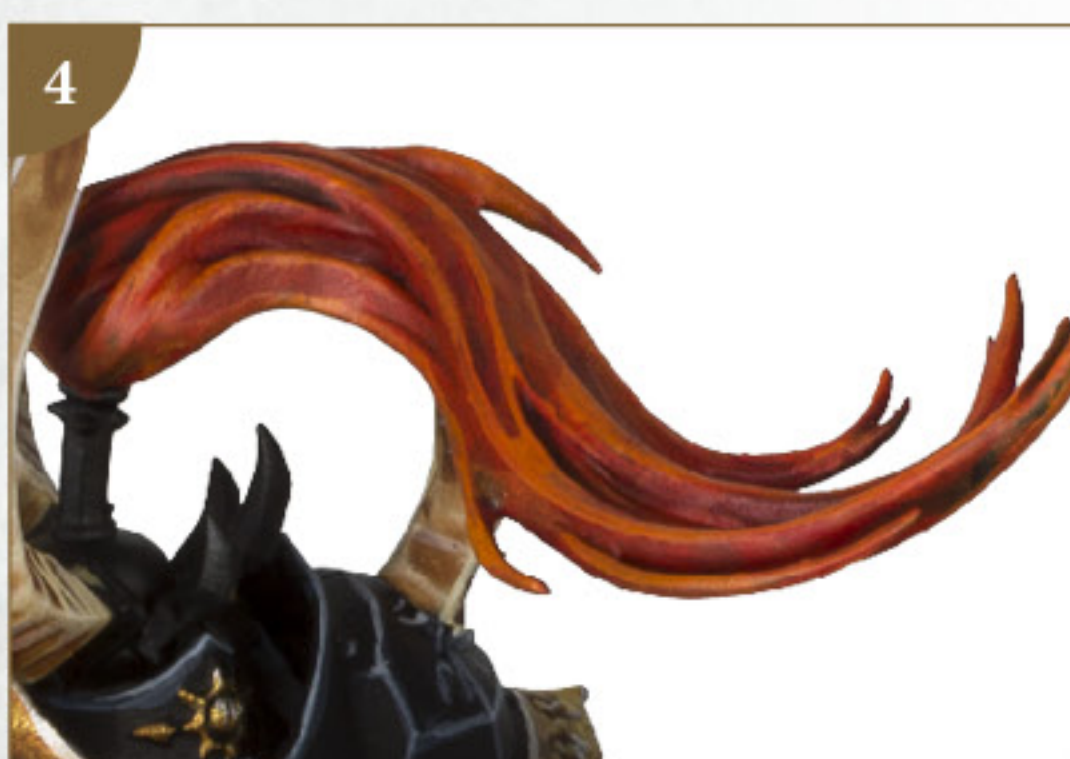


AGRAX EARTHSHADE



EVIL SUNZ SCARLET

Paint the topknot with a basecoat of Mephiston Red using the Small Layer Brush (1). Now, use a wash of Agrax Earthshade to give depth to the recesses (2). Move on to the raised areas and use a Small Layer Brush to apply a layer of Evil Sunz Scarlet (3).



TROLL SLAYER ORANGE



FIRE DRAGON BRIGHT

Continuing with these areas and focussing on the ridges, apply another layer with the same brush, this time of Troll Slayer Orange (4). Finish with fine highlights of Fire Dragon Bright (5).

HELMET



RETRIBUTOR ARMOUR



AGRAX EARTHSHADE



LIBERATOR GOLD



RUNEFANG STEEL

Basecoat the helmet with Retributor Armour applied with a Small Base Brush (1). Now, apply an even shade of Agrax Earthshade using a Medium Shade Brush (2). Next, apply a layer of Liberator Gold with your Small Layer Brush, focussing only on the raised areas (3). Finish with small dashes of Runefang Steel, strategically placed using your Artificer Brush to give the impression of reflected light (4).



EYES



MEPHISTON RED



TROLL SLAYER ORANGE

Using a Small Layer Brush for accuracy, basecoat the three eyes with Mephiston Red (1). Then, switch to an Artificer Brush and add a highlights of Troll Slayer Orange (2).



YRIEL YELLOW

Finish with a tiny dot of Yriel Yellow, carefully placed at the very centre point of each eye using the tip of your Artificer Brush.

TOP TIP

To make the eyes appear to glow, add Lahmian Medium to your Mephiston Red so that it spreads out across the eye sockets. Apply the orange and yellow slashes to complete the effect.

EYE OF SHEERIAN



RHINOX HIDE



YRIEL YELLOW



ABADDON BLACK

Begin with a basecoat of Rhinox Hide with a Small Layer Brush (1). Remember, a brush that's only lightly loaded with paint will help with accuracy when painting tiny features like this. Now, layer it with Yriel Yellow, still using this same small brush (2). Add a line to represent the pupil using Abaddon Black together with your Artificer Brush (3).





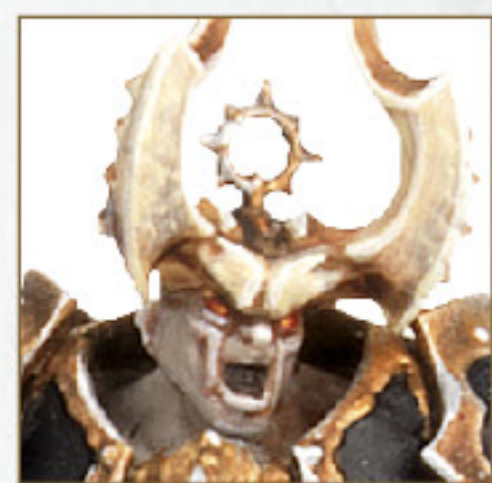
VARANGUARD



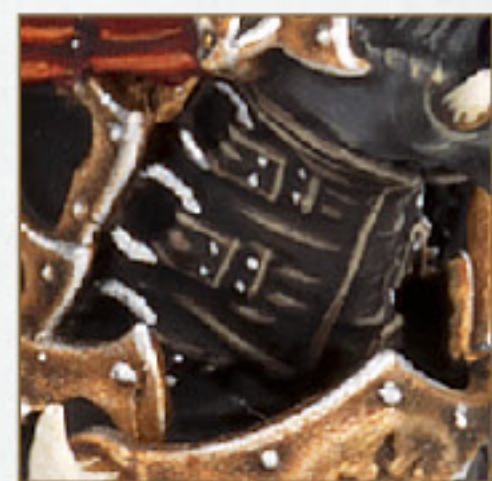
Fiery glow



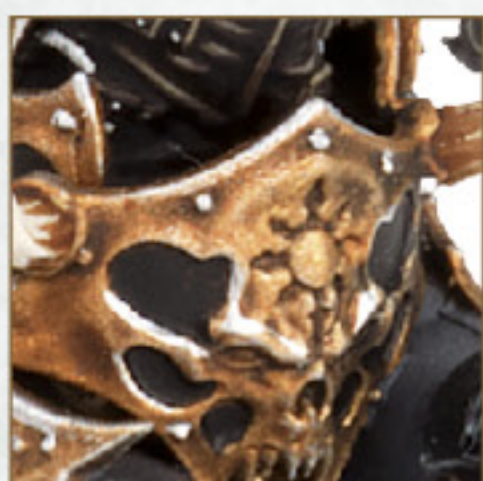
Sword



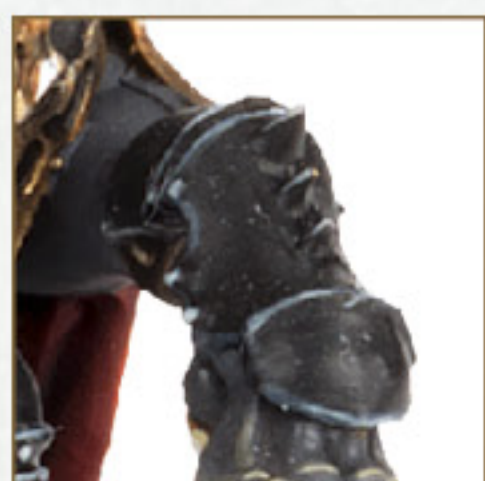
Face and horns



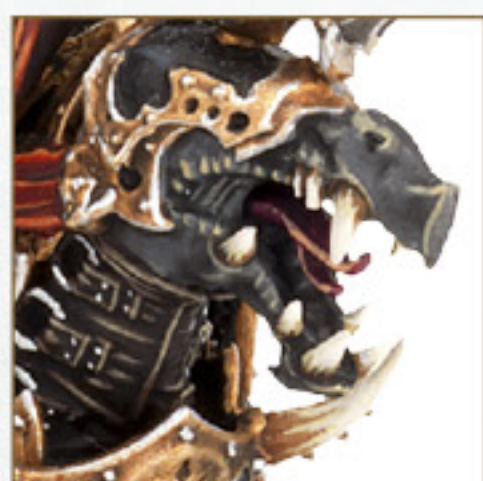
Leather



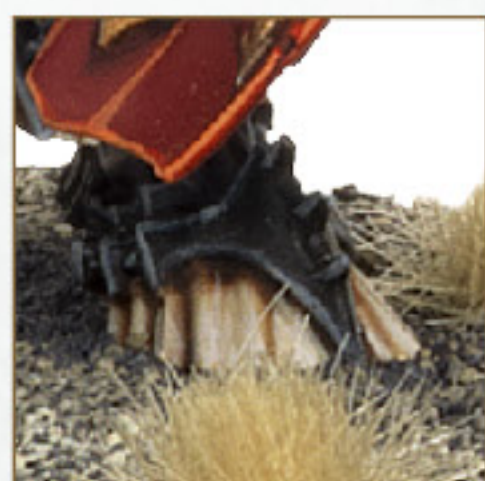
Gold



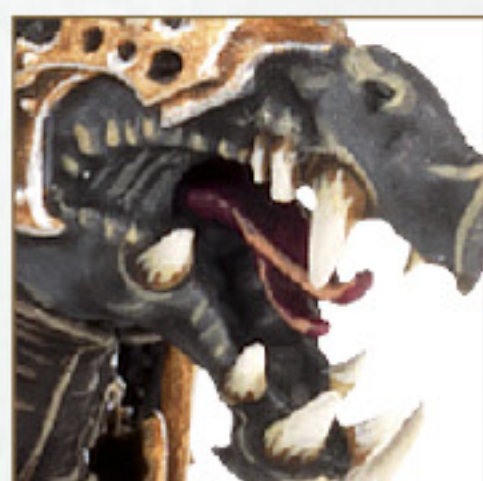
Black



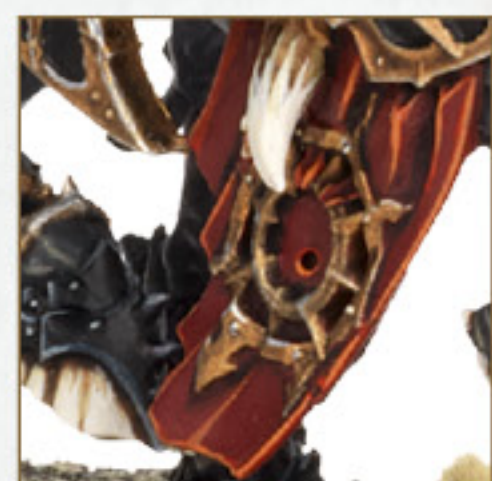
Steed



Hooves



Tongue



Cloth

GOLD



1 **CHAOS BLACK SPRAY**



2 **RETRIBUTOR ARMOUR**



3 **AGRAX EARTHSHADE**

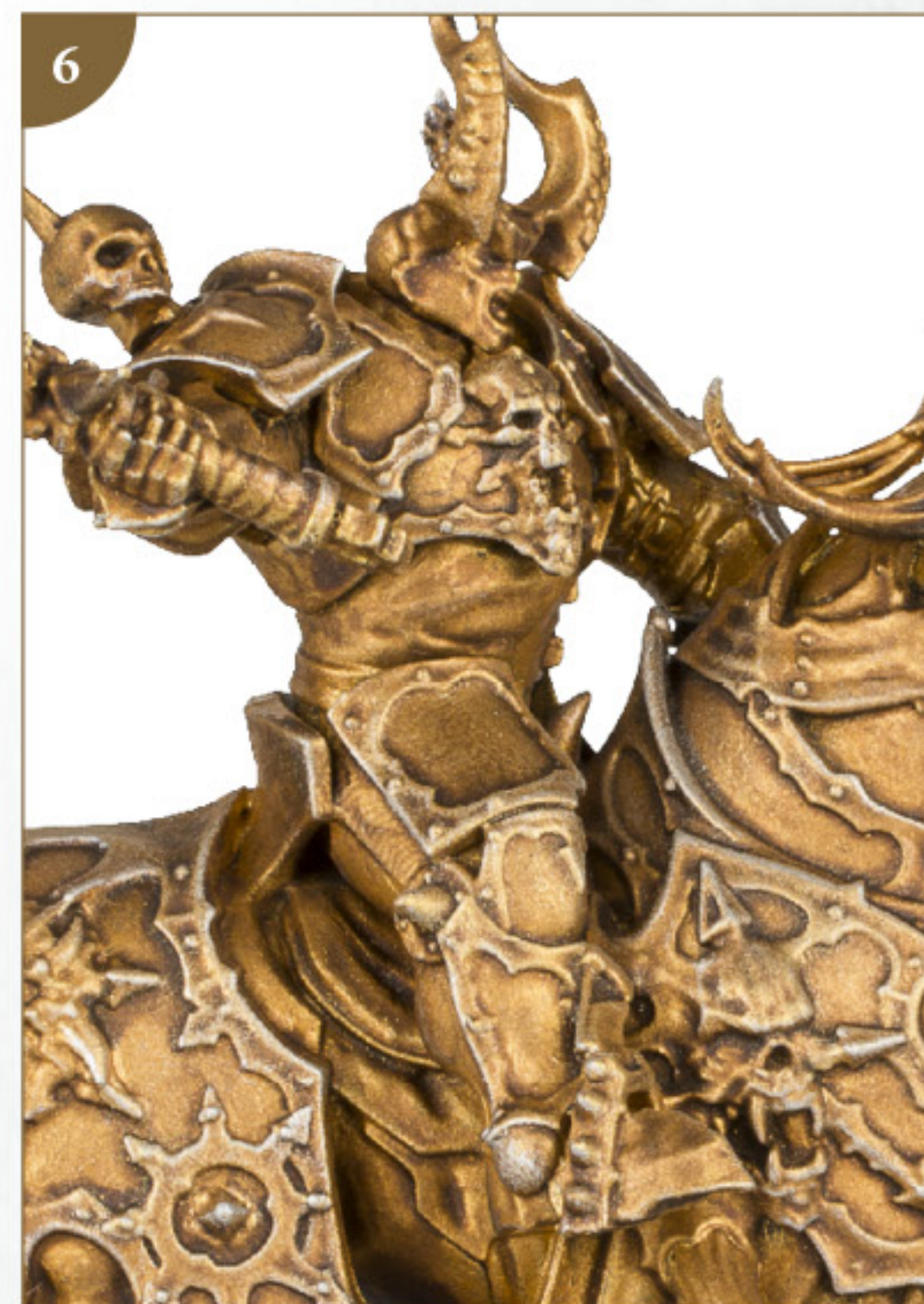
Begin with a primer coat of Citadel Chaos Black Spray (1). Next, paint the entire model with a basecoat of Retributor Armour, applied with a Large Base Brush (2). Wait for this to dry, then apply an all-over shade of Agrax Earthshade using your Medium Shade Brush (3).



4 **RETRIBUTOR ARMOUR**



5 **SIGMARITE**



6 **NECRON COMPOUND**

The next step is to brighten the raised areas by reapplying Retributor Armour using a Small Base Brush (4). When this has dried, move on to lightly drybrush the area with Sigmarite using a Small Drybrush (5). To finish, first wash and dry the bristles thoroughly, then drybrush the area again, this time with Necron Compound (6).

BLACK



ABADDON BLACK



DARK REAPER



ADMINISTRATUM GREY

Using your Small Base Brush, fill in the armour's panels with Abaddon Black (1). Diluting the paint slightly with a drop of water will help it run into the edges bordering the raised sections. When it is dry, paint thin lines around the edges with Dark Reaper, using your Artificer Brush for precision (2). Finish with even finer lines of Administratum Grey directly on top of the Dark Reaper, making the edges really stand out (3).

STEED



MECHANICUS STANDARD GREY



NULN OIL



STORMVERMIN FUR



KARAKSTONE

First, apply a basecoat of Mechanicus Standard Grey using a Small Base Brush (1). When this is dry, take your Medium Shade Brush and shade the grey with Nuln Oil (2). Next, take a Small Layer Brush and apply Stormvermin Fur to the raised detail and mouth, avoiding the recesses (3). Now, still using the same brush and focussing on the same areas, paint further, finer highlights of Karak Stone to define the steed's features (4).



HOOVES



1 **ZANDRI DUST**



2 **USHABTI BONE**



3 **REIKLAND FLESHSHADE**

Begin with a base of Zandri Dust, painted with your Small Base Brush (1). Next, add a layer of Ushabti Bone to the raised sections using a Small Layer Brush (2). When this is dry, apply a wash of Reikland Fleshshade using your Medium Shade Brush (3).



4 **AGRAX EARTHSHADE**



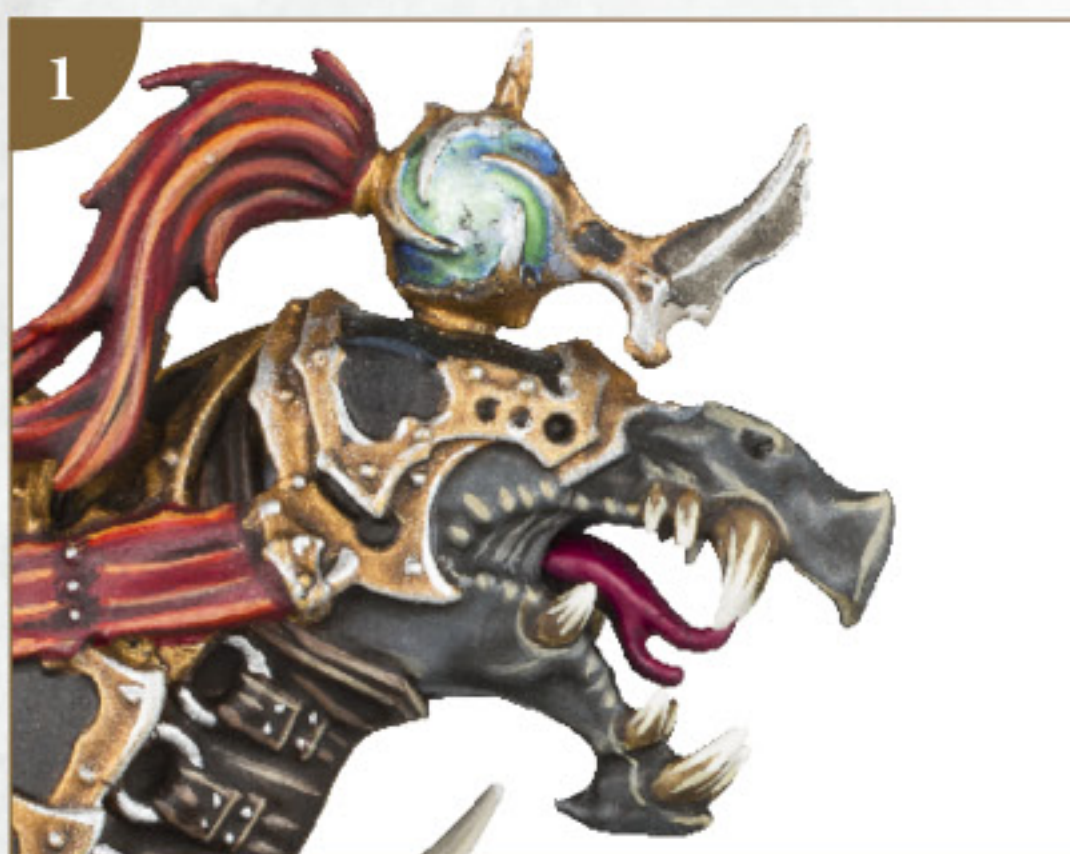
5 **USHABTI BONE**



6 **PALLID WYCH FLESH**

After leaving the model to become completely dry, apply a further shade to the model, this time using Agrax Earthshade (4). Allow this to dry thoroughly, then add a layer of Ushabti Bone using a Small Layer Brush (5). Finish by painting fine highlight lines of Pallid Wych Flesh to emphasise the top of the hooves (6).

TONGUE



1 **SCREAMER PINK**



2 **DRUCHII VIOLET**



3 **CADIAN FLESHTONE**

Paint the tongue with a vivid basecoat of Screamer Pink (1). Now, add a shade of Druchii Violet using your Small Shade Brush (2). Finish with a layer of Cadian Fleshtone on the uppermost areas, applied with an Artificer Brush (3).

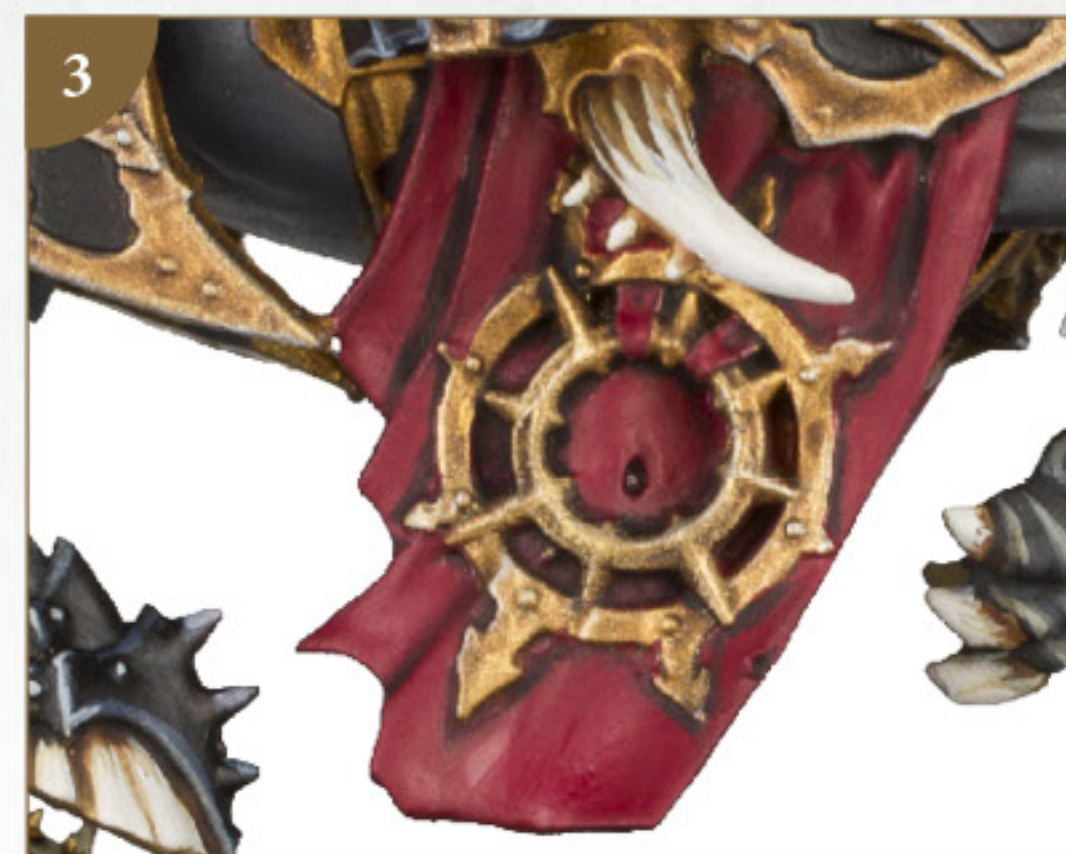
RED CLOTH



1
KHORNE RED

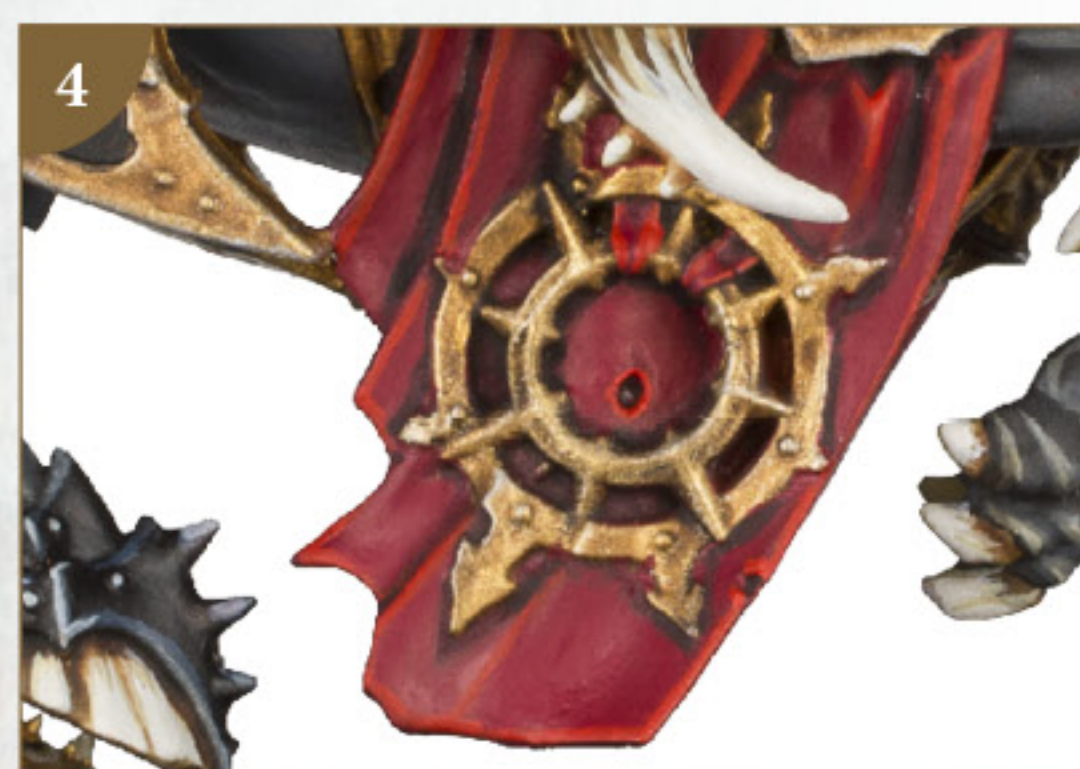


2
NULN OIL

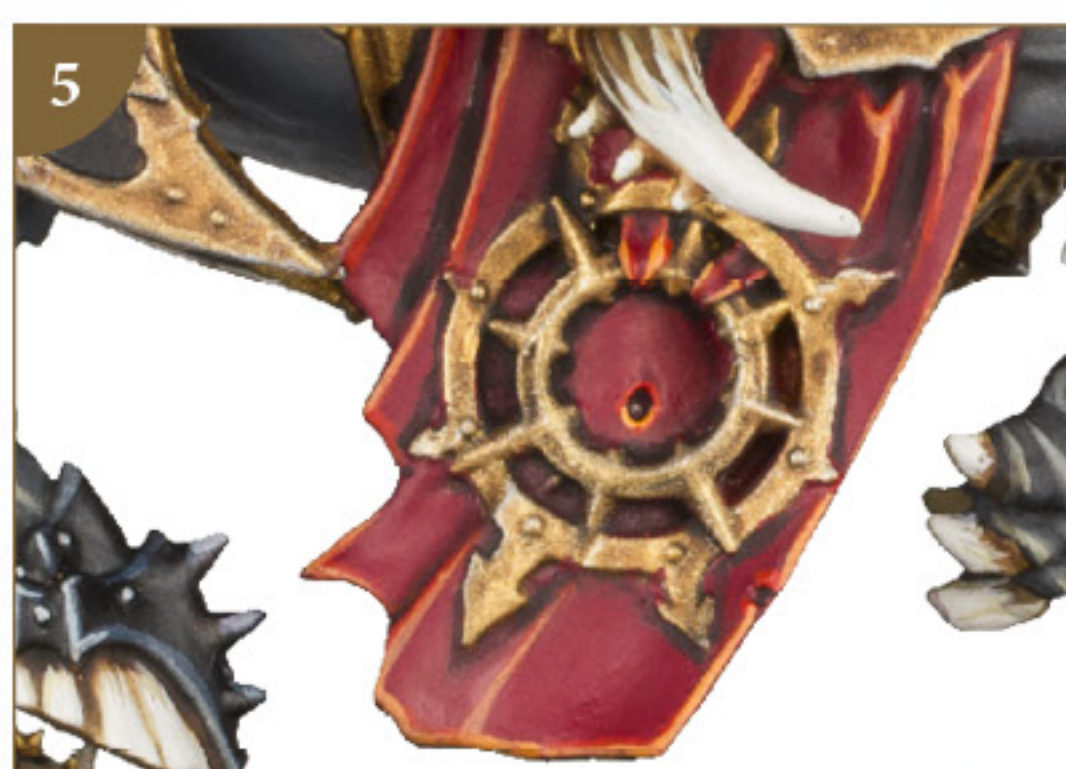


3
KHORNE RED

Basecoat the areas of red cloth using Khorne Red and a Small Base Brush (1). Now, apply a wash of Nuln Oil using a Medium Shade Brush (2). Brighten the cloth back up by over-painting the upper sections with Khorne Red, again using your Small Base Brush and avoiding the recesses (3).



4
EVIL SUNZ SCARLET



5
FIRE DRAGON BRIGHT

Go around the edge of the cloth as well as the tops of the folds with a layer of Evil Sunz Scarlet, applied using a Small Layer Brush (4). Finish by adding a sharper line of Fire Dragon Bright, again with your Artificer Brush (5).

TOP TIP

When painting edges, as on this cloth with Evil Sunz Scarlet and Fire Dragon Bright, try using the side of the brush rather than its tip. The contours guide the bristles and help to keep highlights accurate.

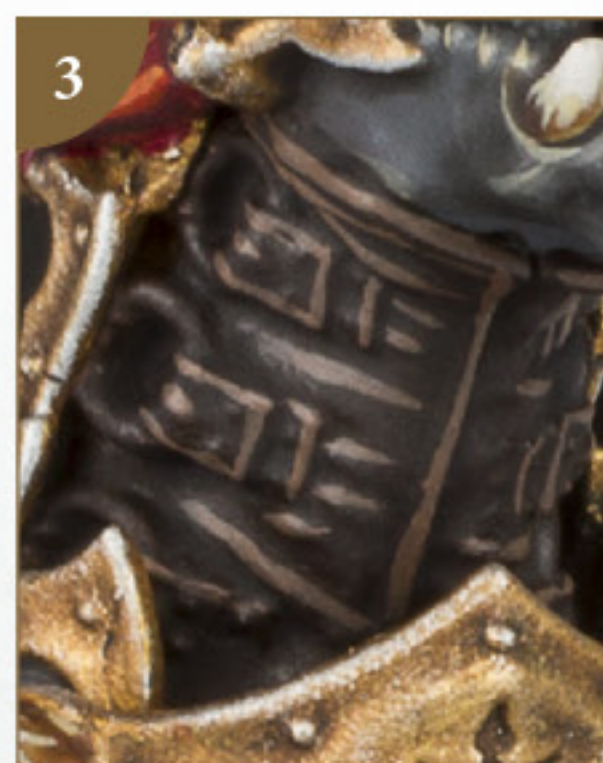
LEATHER



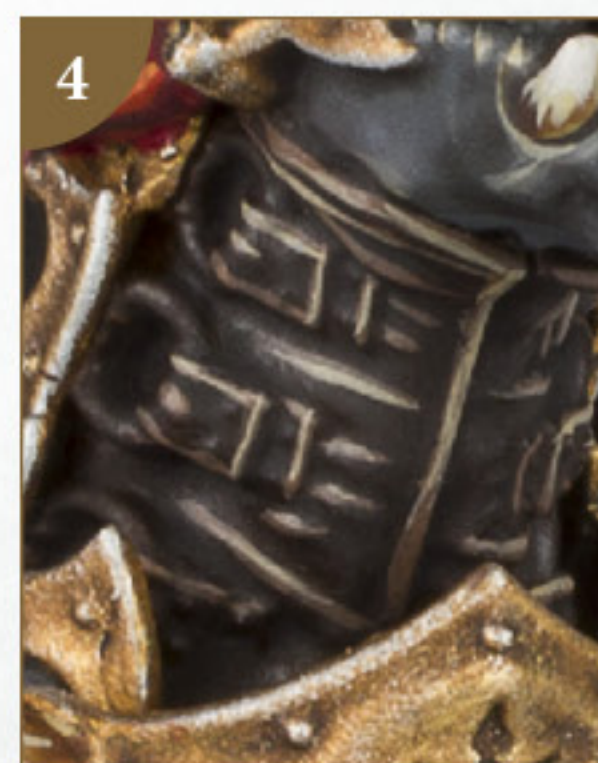
1
RHINOX HIDE



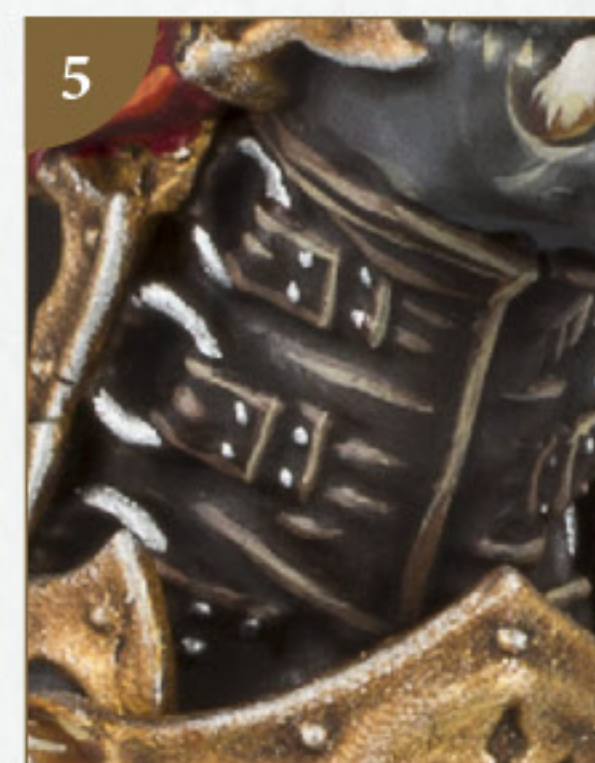
2
NULN OIL



3
GORTHOR BROWN



4
KARAK STONE



5
RUNEFANG STEEL

Apply Rhinox Hide using a Small Base Brush (1). Now, apply Nuln Oil using a Medium Shade Brush (2). Highlight the edges by applying Gorthor Brown with a Small Layer Brush (3). Repeat with Karak Stone (4) before taking an Artificer Brush and picking out the buckles (5).

BLACK CLOTH



1 **ABADDON BLACK**



2 **KHORNE RED**



3 **EVIL SUNZ SCARLET**

Start by basecoating the cloth using Abaddon Black, carefully applied with your Small Base Brush (1). Next, pick out the tops of the folds with the same brush and Khorne Red (2). Finish with fine lines of Evil Sunz Scarlet, applied to the same areas, this time using your Artificer Brush (3).

SKIN



1 **RAKARTH FLESH**



2 **REIKLAND FLESHSHADE**

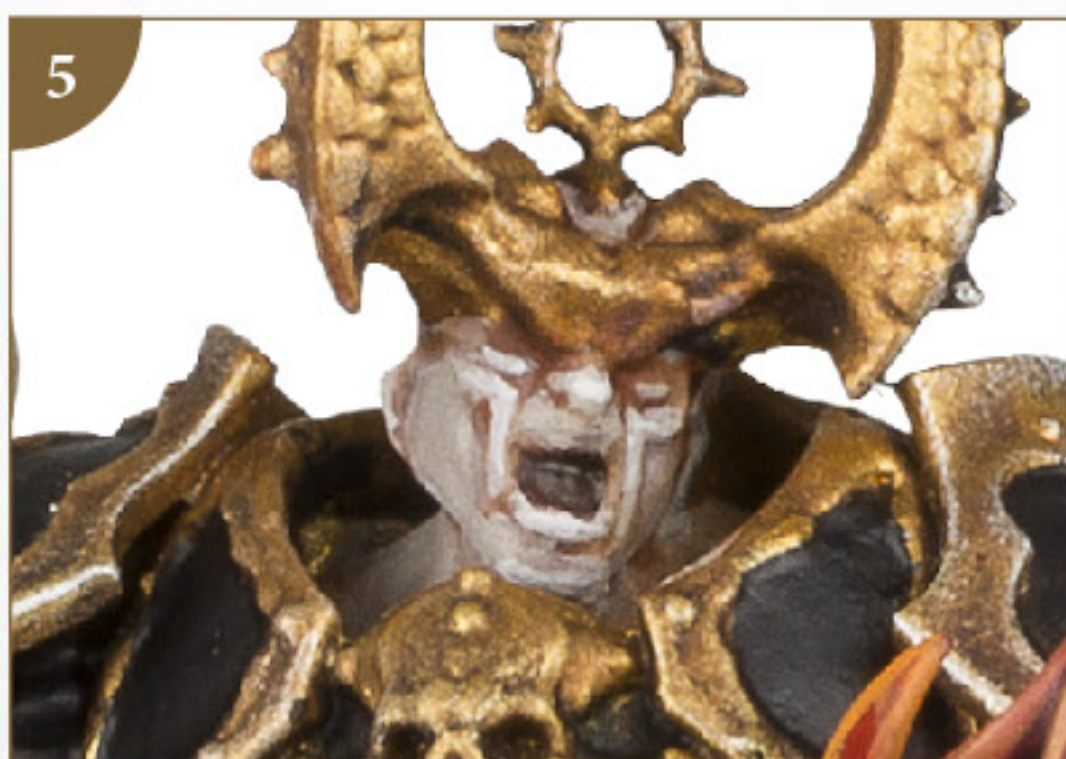


3 **RAKARTH FLESH**

Basecoat the skin with Rakarth Flesh using a Small Base Brush (1). Now, take a Medium Shade Brush and wash the areas with Reikland Fleshshade (2). Now take a Small Layer Brush and paint back over the raised features with Rakarth Flesh once more (3).



4 **PALLID WYCH FLESH**



5 **RHINOX HIDE**

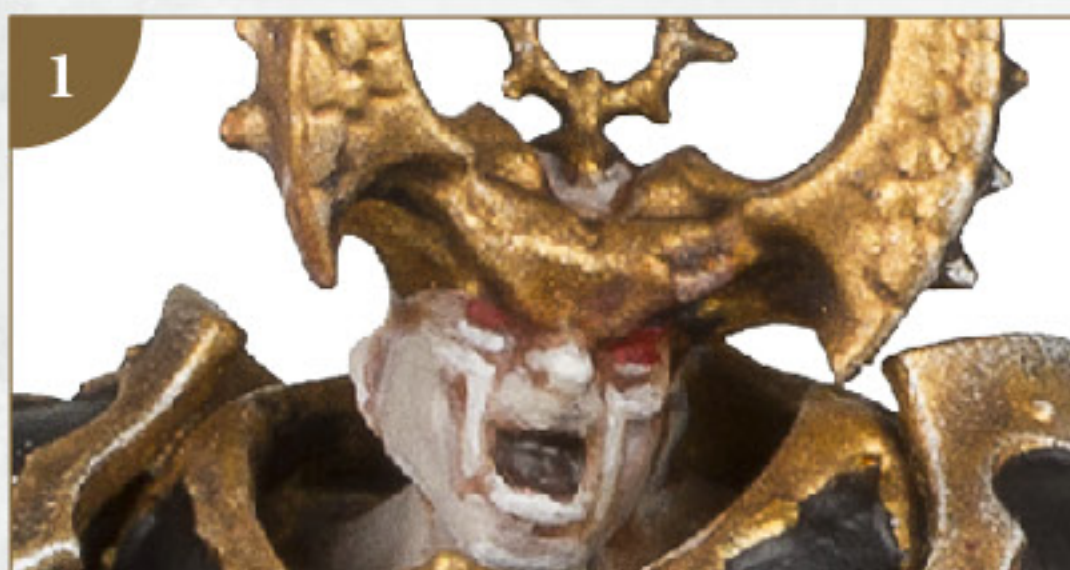
Carefully apply Pallid Wych Flesh using a Small Layer Brush, leaving the darker paint visible in the recessed areas (4). Finish by applying a little Rhinox Hide to the inside of the mouth with your Artificer Brush (5).

TOP TIP

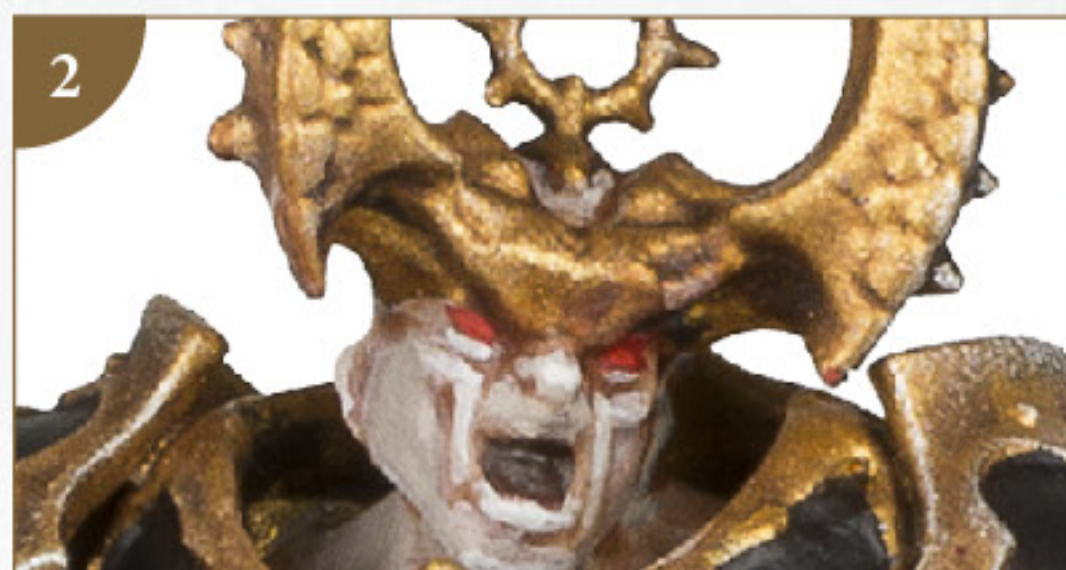
It's a small area, but a miniature's face is one of the first things people look at (just as they do with portraits and, of course, other real-life humans). With this in mind, it's well worth taking extra time and care over a face to achieve a look that you're happy with.



EYES



1 **MEPHISTON RED**



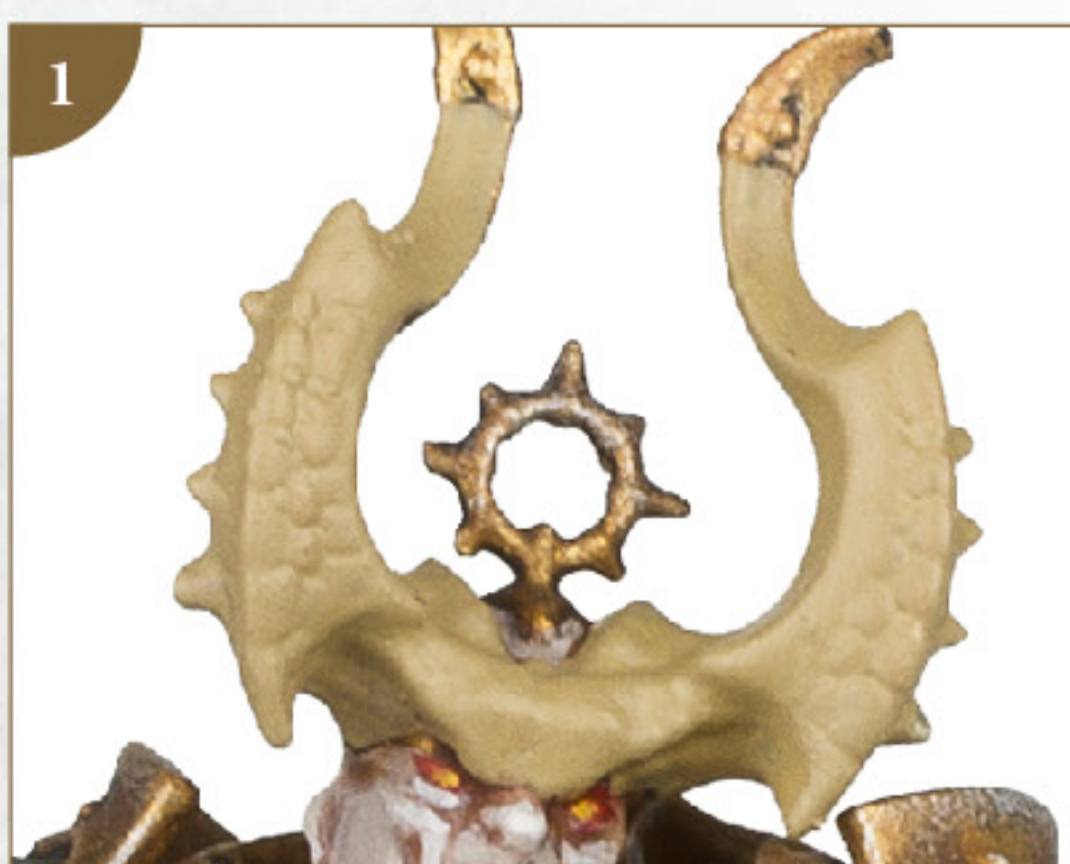
2 **TROLL SLAYER ORANGE**



3 **YRIEL YELLOW**

Begin painting the eyes with a basecoat of Mephiston Red, applied with your Artificer Brush for accuracy (1). Staying with the same brush, add a layer of Troll Slayer Orange (2). Finally, give the eyes a suitably menacing look by adding dots of Yriel Yellow, again with your Artificer Brush (3).

BONE AND HORNS



1 **ZANDRI DUST**

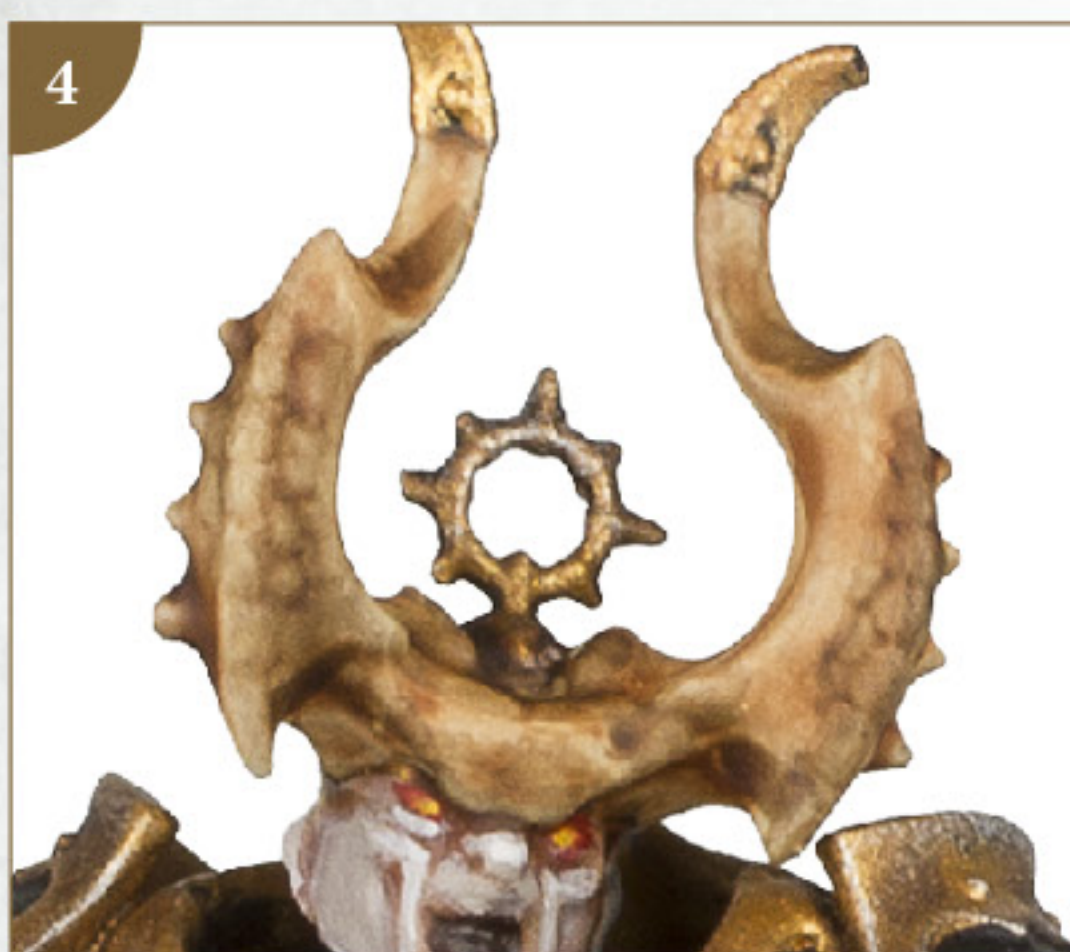


2 **USHABTI BONE**

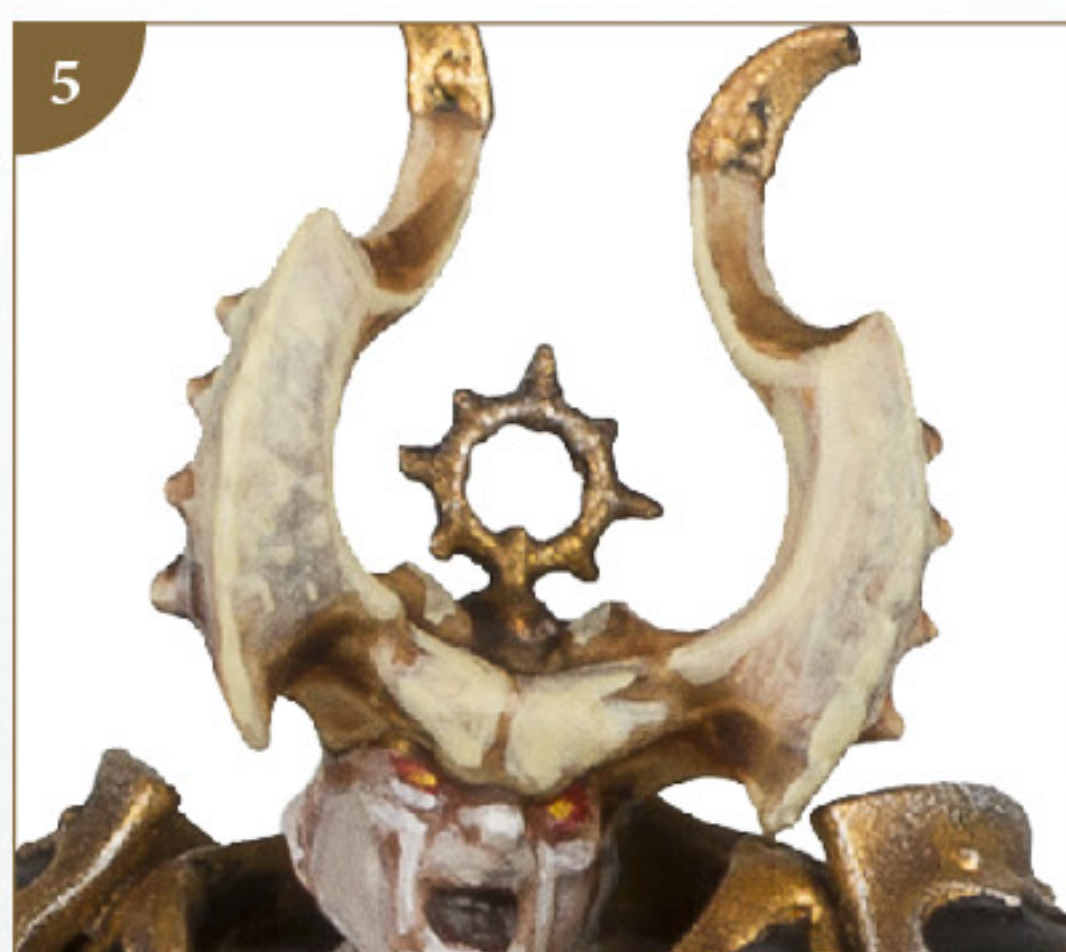


3 **REIKLAND FLESHSHADE**

Apply a basecoat of Zandri Dust using your Small Base Brush (1). With a Small Layer Brush, apply an all-over layer of Ushabti Bone (2). Next, apply a shade of Reikland Fleshshade using a Medium Shade Brush (3).



4 **AGRAX EARTHSHADE**



5 **USHABTI BONE**



6 **PALLID WYCH FLESH**

Apply Agrax Earthshade using the same Medium Shade Brush (4). With a Small Layer Brush, paint the upper areas with Ushabti Bone to create a dramatic contrast with the darker areas (5). Finish with a subtle highlight of Pallid Wych Flesh, this time with your Artificer Brush (6).



SWORD



LEADBELCHER



NULN OIL



RUNEFANG STEEL

Take a Small Base Brush and basecoat the sword with Leadbelcher (1). Next, using a Medium Shade Brush, apply a wash of Nuln Oil (2). Finish by applying fine highlights of Runefang Steel to the cutting edge, corners and engraved detail (3).

FIERY GLOW



MEPHISTON RED



TROLL SLAYER ORANGE



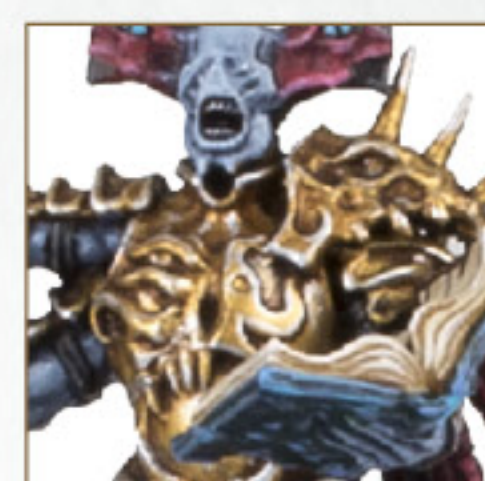
YRIEL YELLOW

Thin a little Mephiston Red on your palette and, using the tip of a Small Layer Brush, paint the recessed areas (1). Thinning the paint allows it to flow into the cracks. Next, using a Small Layer Brush and Troll Slayer Orange, apply fine lines to pick out the upper areas (2). Staying with the same brush, apply finer lines of Yriel Yellow running along the centre of the orange (3).

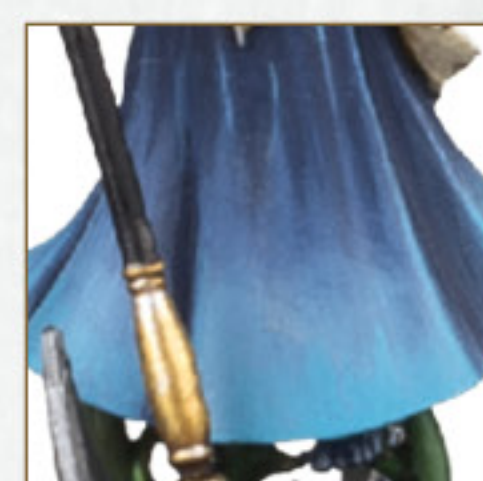




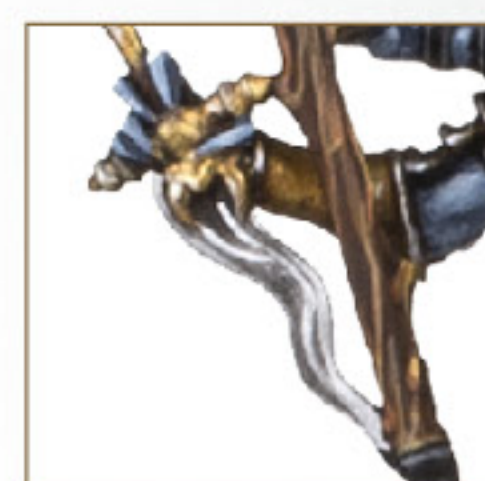
GAUNT SUMMONER OF TZEENTCH



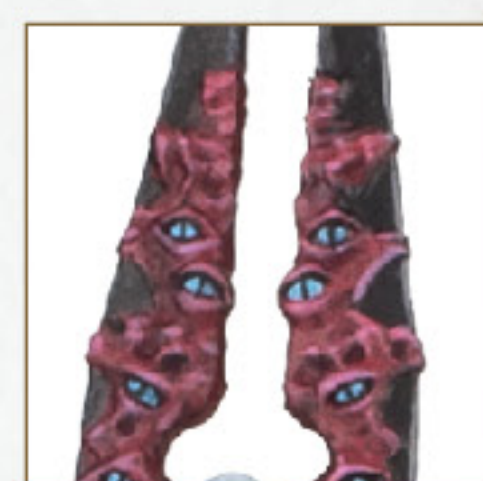
Gold



Robe



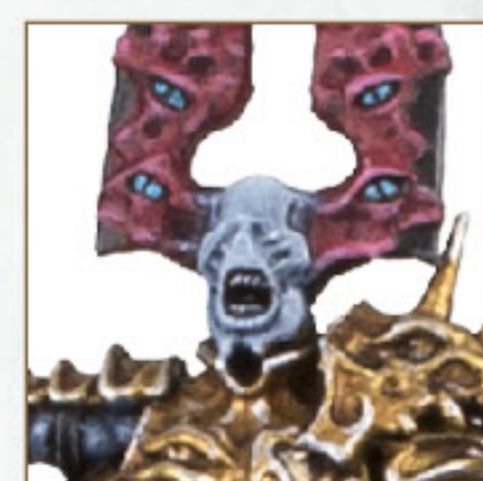
Silver



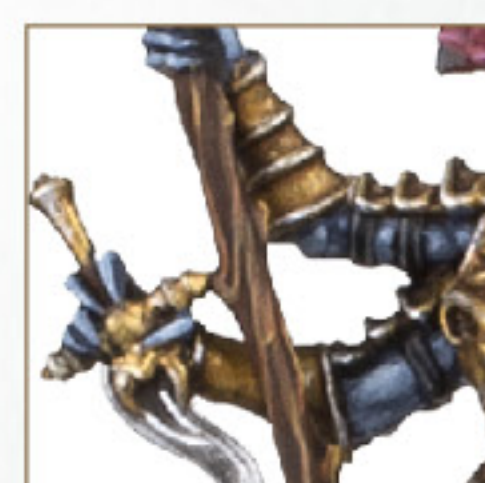
Horns



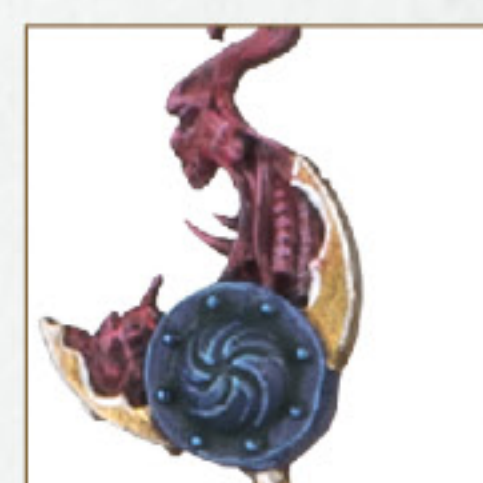
Feathers



Head



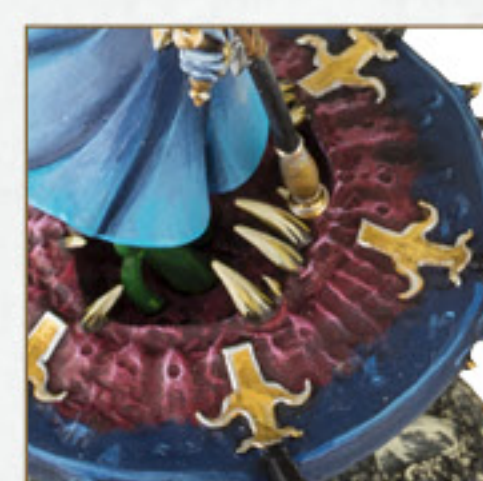
Staff



Icon and book
cover



Book

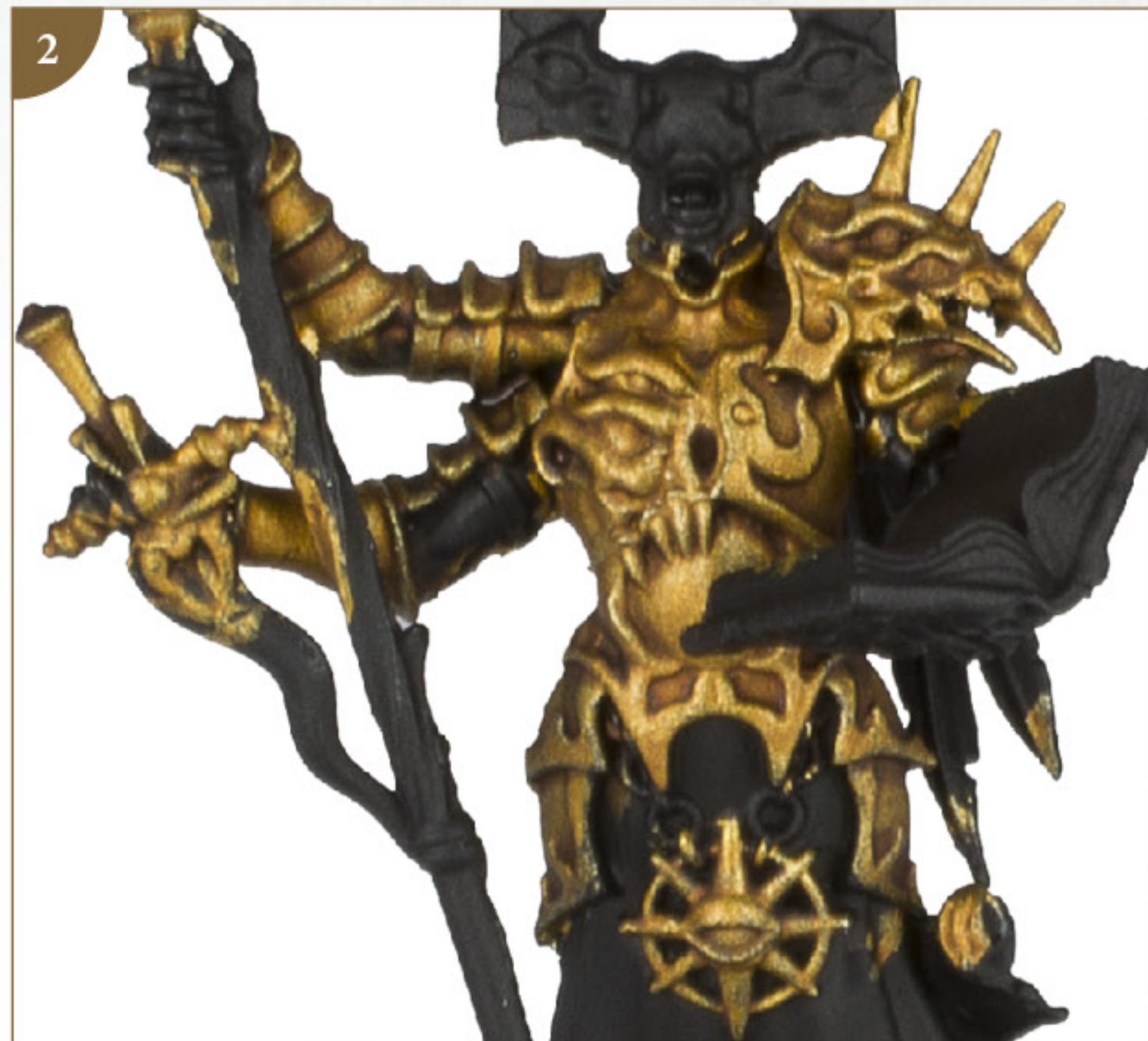


Disc

GOLD

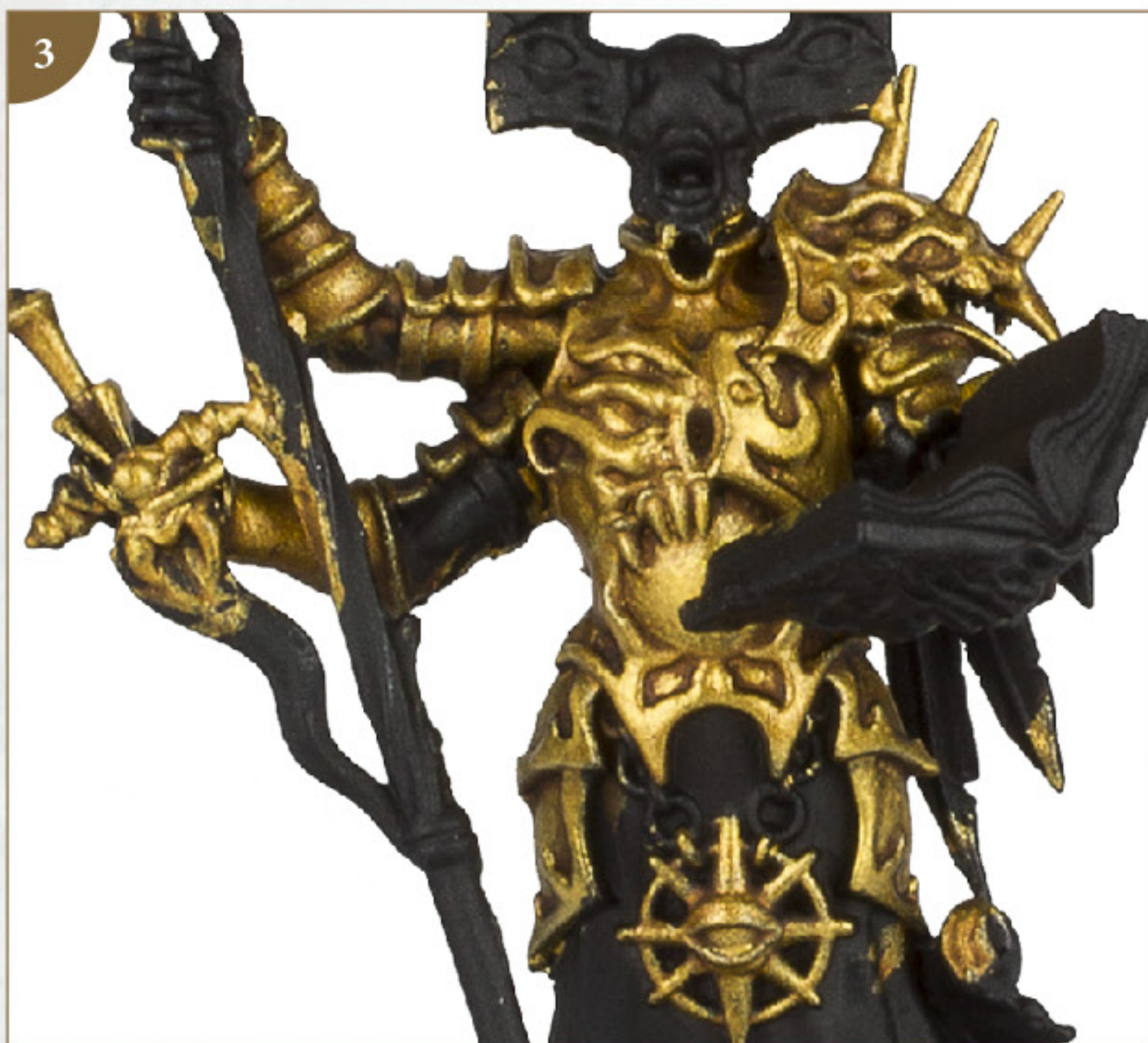



 **RETRIBUTOR ARMOUR**



 **AGRAX EARTHSHADE**

Over an undercoat of Chaos Black, paint the armour and Chaos Star with a basecoat of Retributor Armour using a Small Base Brush (1). As ever, using two thin coats will keep the model's detail beautifully sharp. Next, apply an even shade of Agrax Earthshade using a Medium Layer Brush, making sure it reaches every recess (2).



 **AURIC ARMOUR GOLD**



 **RUNEFANG STEEL**

Paint a layer of Auric Armour Gold, avoiding the recesses (3). Finish by painting fine lines of Runefang Steel to mimic light glinting off the edges, spikes and knife hilt (4). Painting fewer of these highlights than your imagination might suggest is the key to a convincing effect here.



ROBE



KANTORBLUE



ALAITOC BLUE



LOTHERN BLUE

Start by painting the entire robe area with a basecoat of Kantor Blue using a Small Base Brush (1). Allow this to dry and then, using a Small Layer Brush, apply Alaitoc Blue, focussing the colour on the bottom half of the robe but subtly extending several brushstrokes slightly further up (2). Repeat this technique with Lothorn Blue, this time to around the bottom third of the robe's length (3).



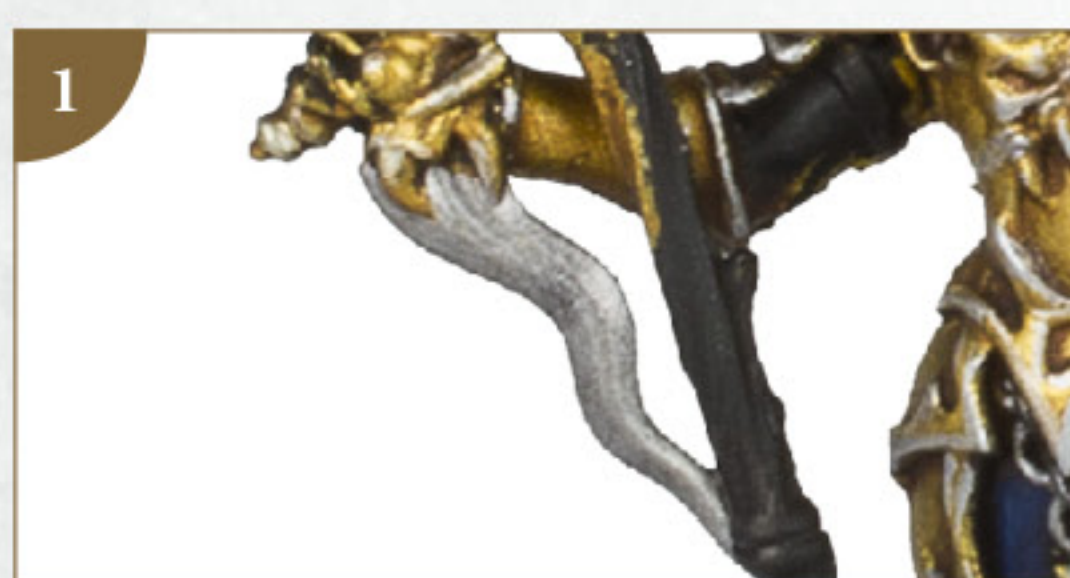
TEMPLE GUARD BLUE

Take a Small Layer Brush and, using Temple Guard Blue, employ the same technique one final time, extending it to around halfway up the Lothorn Blue section. Now, paint a thin line of this Temple Guard Blue around the entire lower hem of the robe for a neat finishing touch.

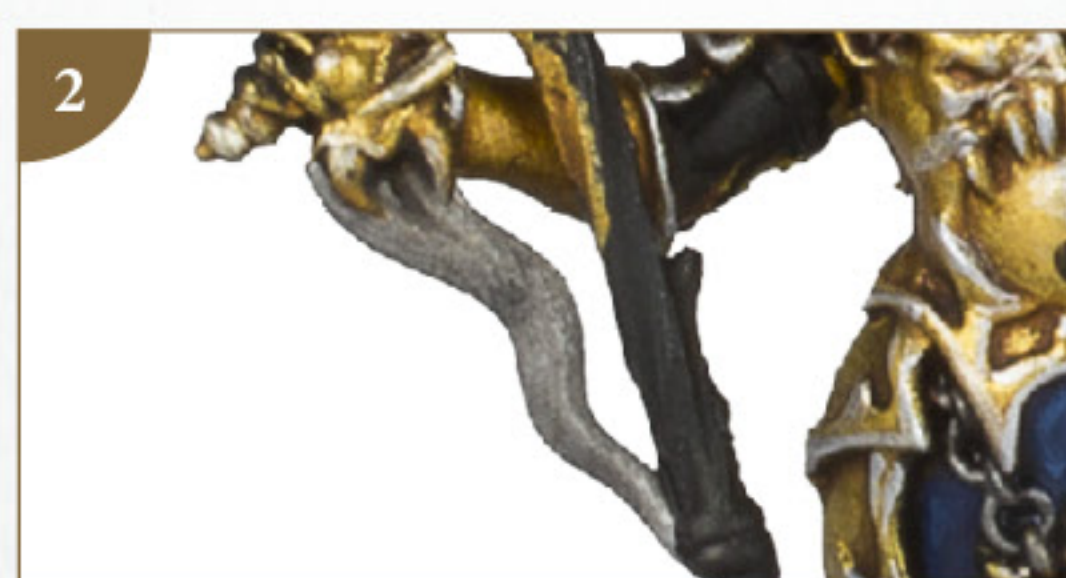
TOP TIP

Painting multiple shades to create a gentle graduation in tone is known as 'blending', and it looks particularly effective on clothing. For best results extend the lighter colours along just the tops of the folds, leaving the darker tone in the recesses, and always brush towards the bottom of the robe.

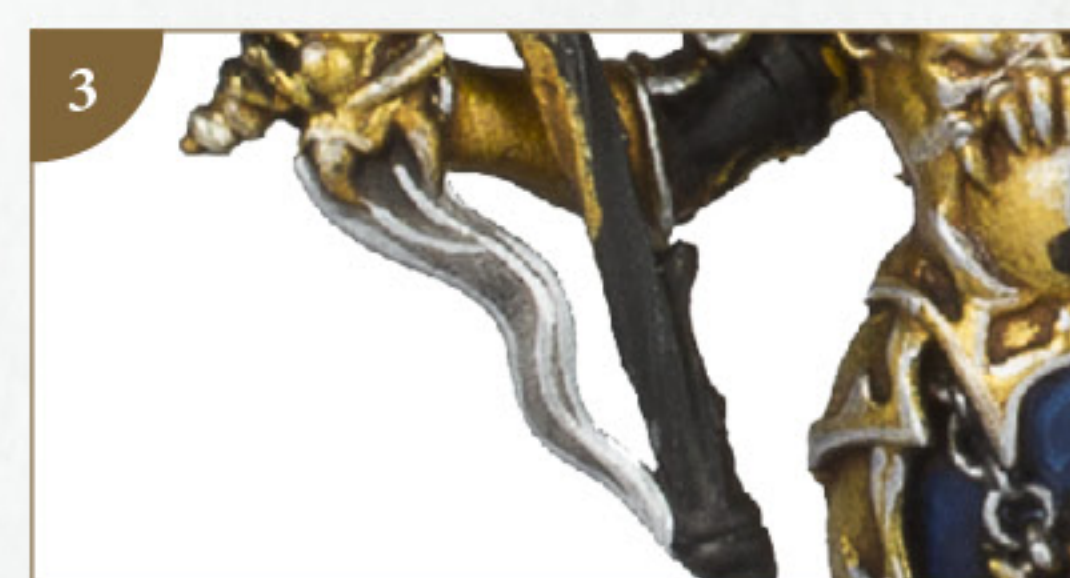
SILVER



LEADBELCHER



NULN OIL



RUNEFANG STEEL

Begin the blade and other silver areas with a basecoat of Leadbelcher, applied with your Small Base Brush (1). Wait until it's dry, then paint these areas with a shade of Nuln Oil using your Medium Shade Brush (2). Finish by adding highlights in the form of fine lines of Runefang Steel – for example, along the length of the blade – using an Artificer Brush (3).



HORNS



1
KHORNE RED



2
DRUCHII VIOLET



3
WAZDAKKA RED

Using a Small Base Brush, paint the fleshy parts of the horns with a solid basecoat of Khorne Red (1). After this has dried, apply a shade of Druchii Violet using your Medium Shade Brush (2). Then, using a Small Layer Brush and staying clear of the recessed areas, apply Wazdakka Red (3).



4
PINK HORROR



5
EMPEROR'S CHILDREN

Still with the Small Layer Brush, pick out the raised detail with Pink Horror (4). Finally, take an Artificer Brush and paint the same areas with even finer lines – use Emperor's Children for a suitably vivid effect and leave the Pink Horror visible underneath (5).

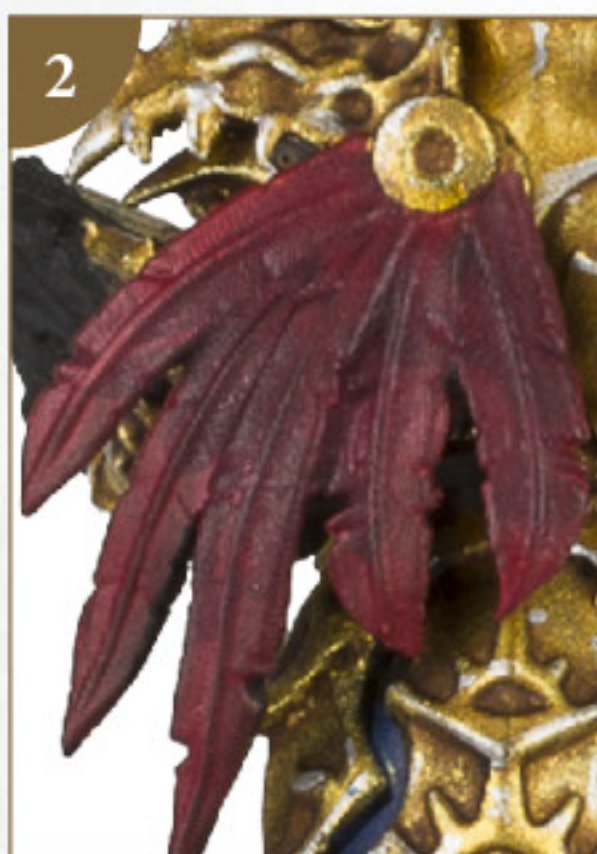
TOP TIP

Switching between a Small Layer Brush and an Artificer Brush is a great way to highlight complex details. The Small Layer Brush's bristles help ease the paint into recesses, while the Artificer Brush is used to add a precise finishing highlight.

FEATHERS



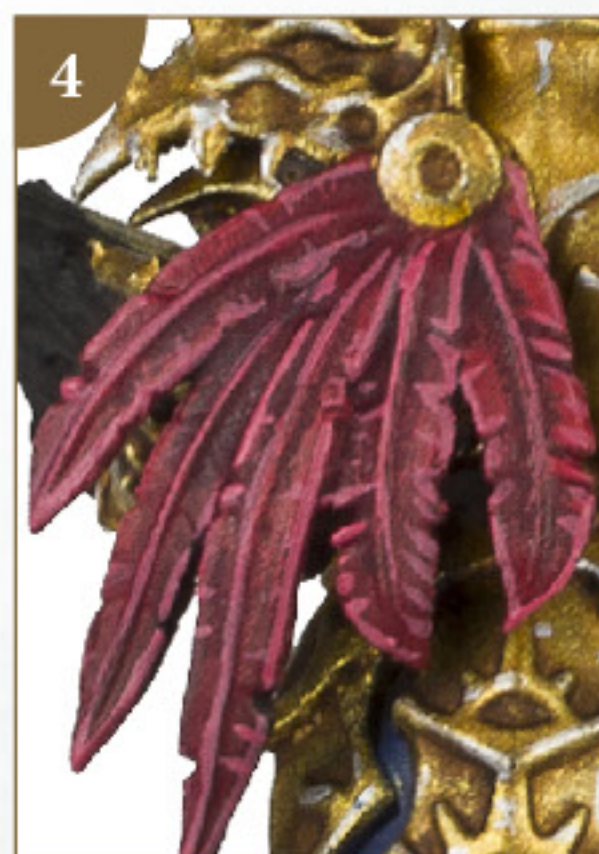
1
KHORNE RED



2
DRUCHII VIOLET



3
WAZDAKKA RED

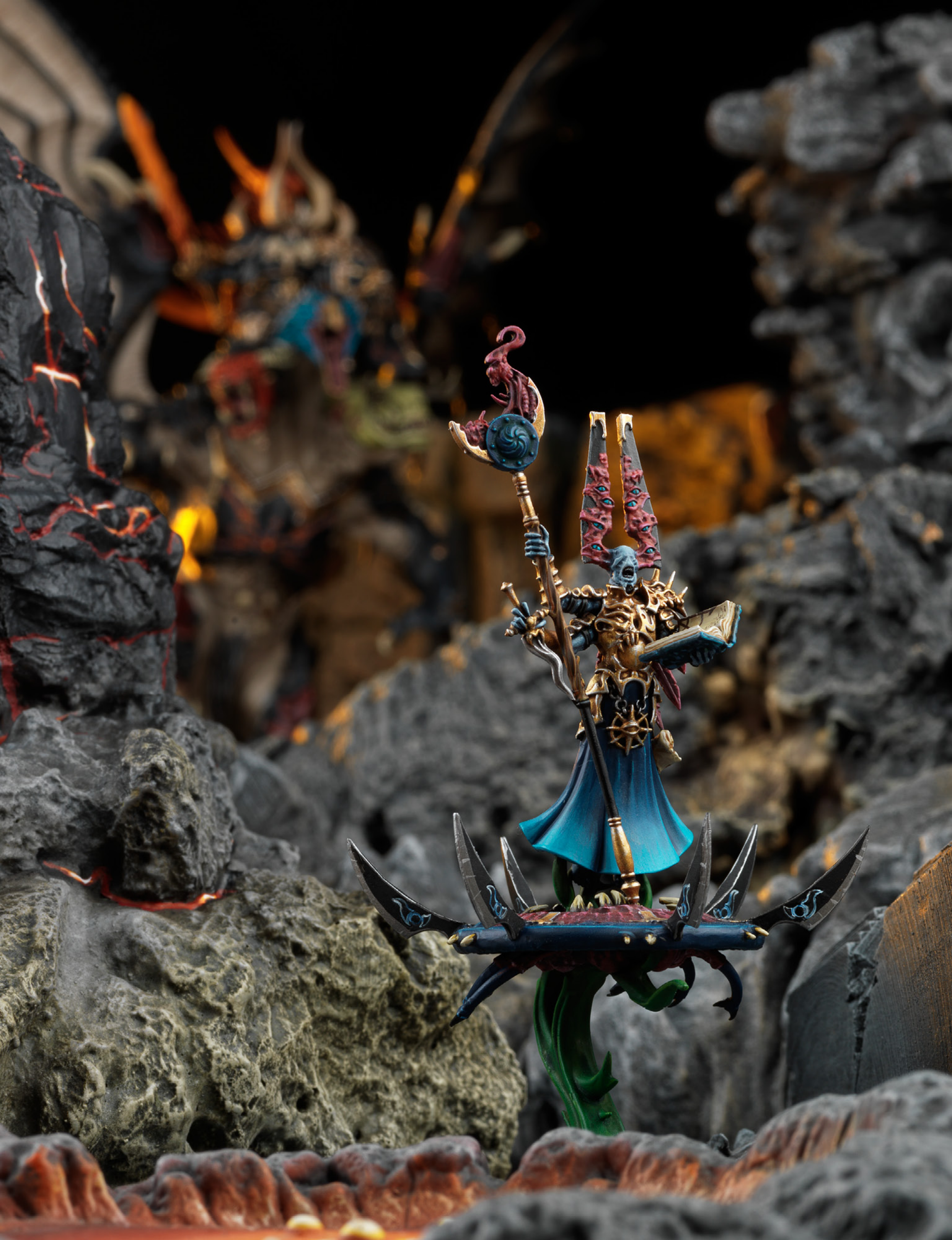


4
PINK HORROR



5
EMPEROR'S CHILDREN

Begin the feathers with a base of Khorne Red, applied with a Small Base Brush (1). Now, take a Medium Shade Brush and carefully wash these areas with Druchii Violet (2). Take a Small Layer Brush and paint the raised detail with a layer of Wazdakka Red (3). Still with the Small Layer Brush, edge-highlight the feathers with Pink Horror (4). Lastly, paint extreme edge highlights using Emperor's Children and an Artificer Brush (5).





SKIN



1
THE FANG



2
DRAKENHOF NIGHTSHADE



3
RUSS GREY



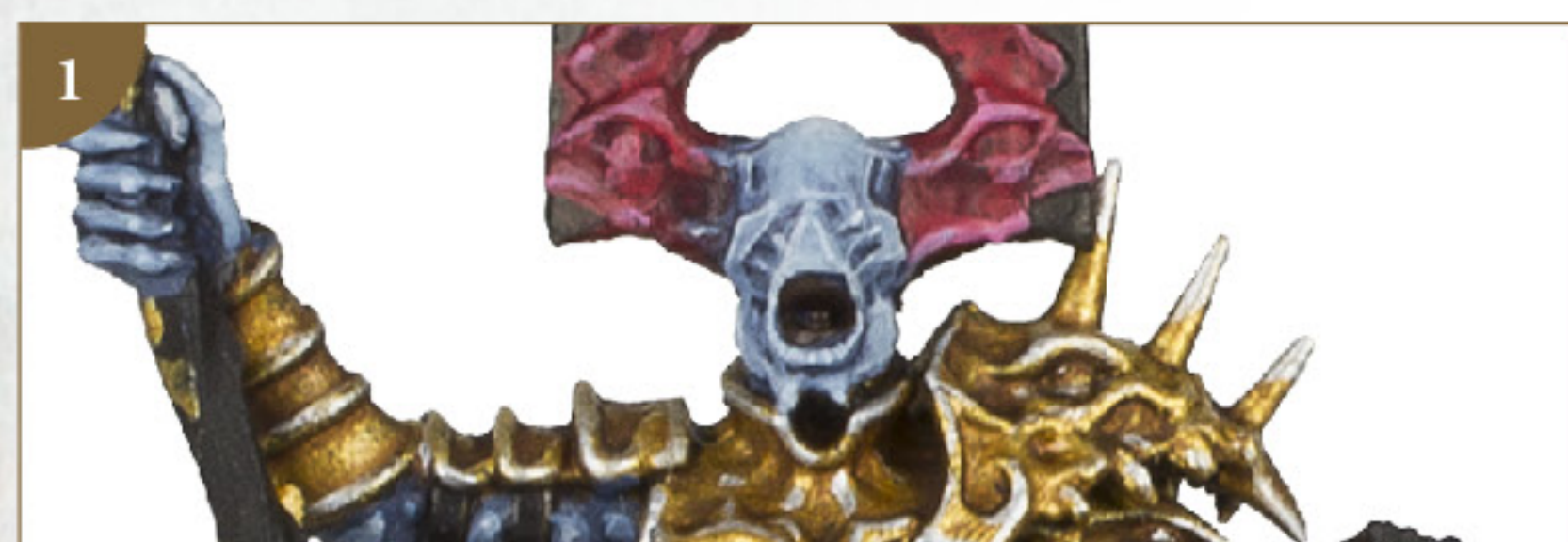
4
FENRISIAN GREY



5
PALLID WYCH FLESH

Using a Small Base Brush, begin the skin with a basecoat of The Fang (1). Shade the recesses with Drakenhof Nightshade, working with a Medium Shade Brush (2). Switch to a Small Layer Brush and apply a layer of Russ Grey to the raised areas (3). Now, add a further, more discreet layer of Fenrisian Grey to the top of the Russ Grey areas (4). Finish with highlights of Pallid Wych Flesh, painted with your Artificer Brush (5).

TEETH



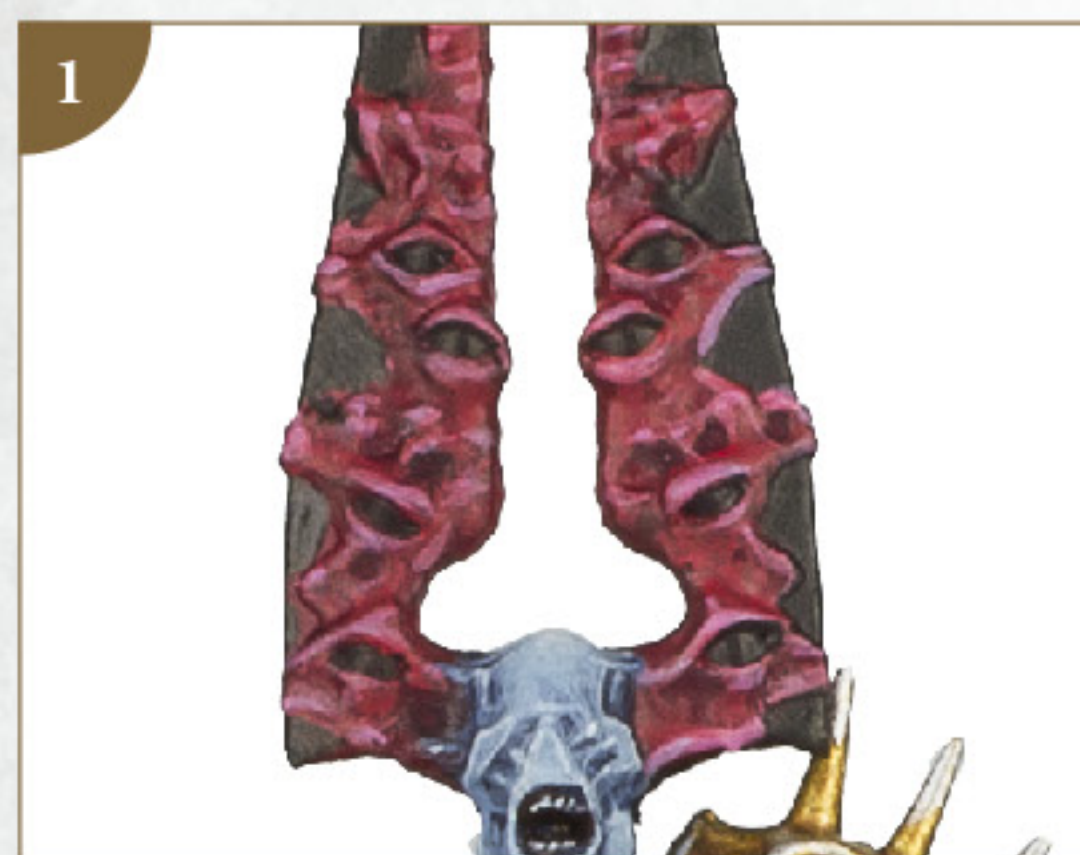
1
ABADDON BLACK



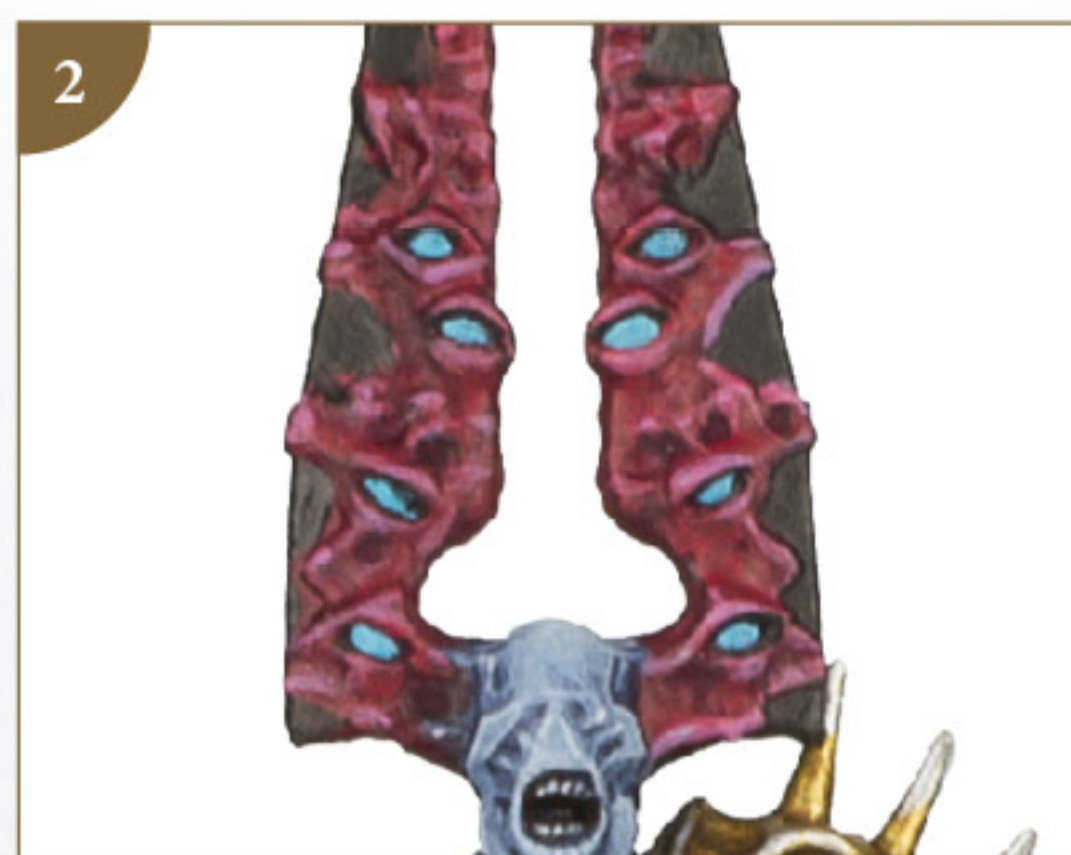
2
WHITE SCAR

Basecoat the teeth with Abaddon Black, applied with a Small Base Brush (1). Apply dots of White Scar using an Artificer Brush (2).

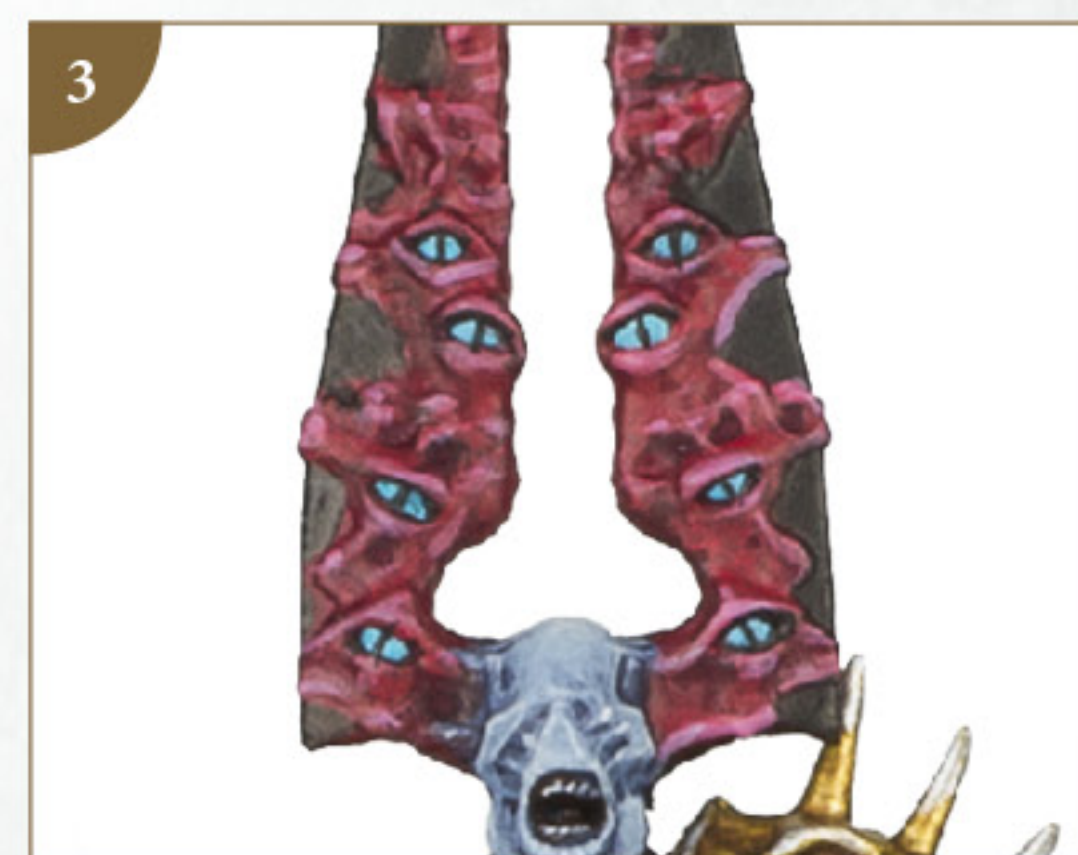
EYES



1
ABADDON BLACK



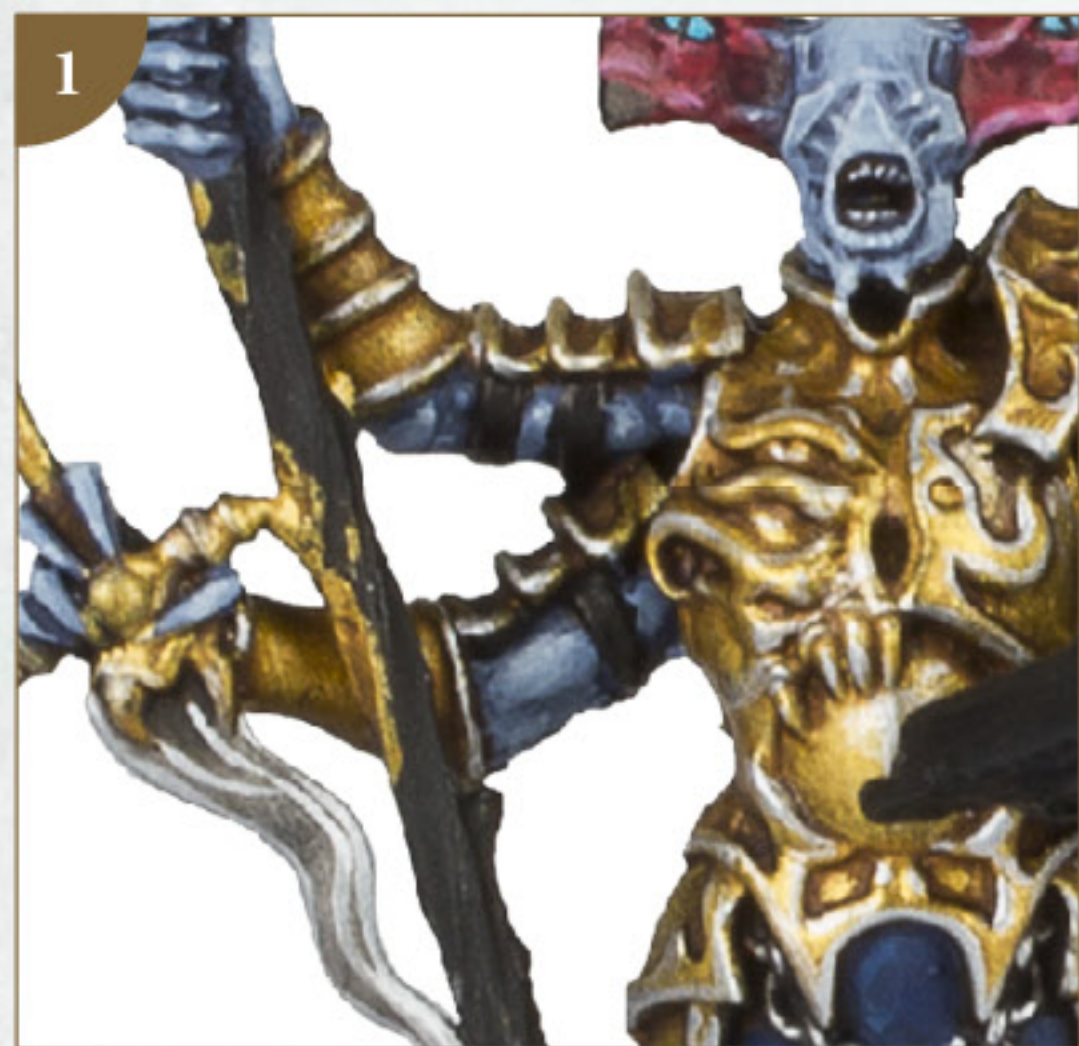
2
LOTHORN BLUE



3
ABADDON BLACK

Take a Small Base Brush and paint in the eyes with Abaddon Black (1). Now, add a dash of Lothorn Blue to each eye using a Small Layer Brush (2). Finally, paint the centre of the eyes with very fine slashes of Abaddon Black using a Small Layer Brush (3).

ARMOUR STRAPS



ABADDON BLACK



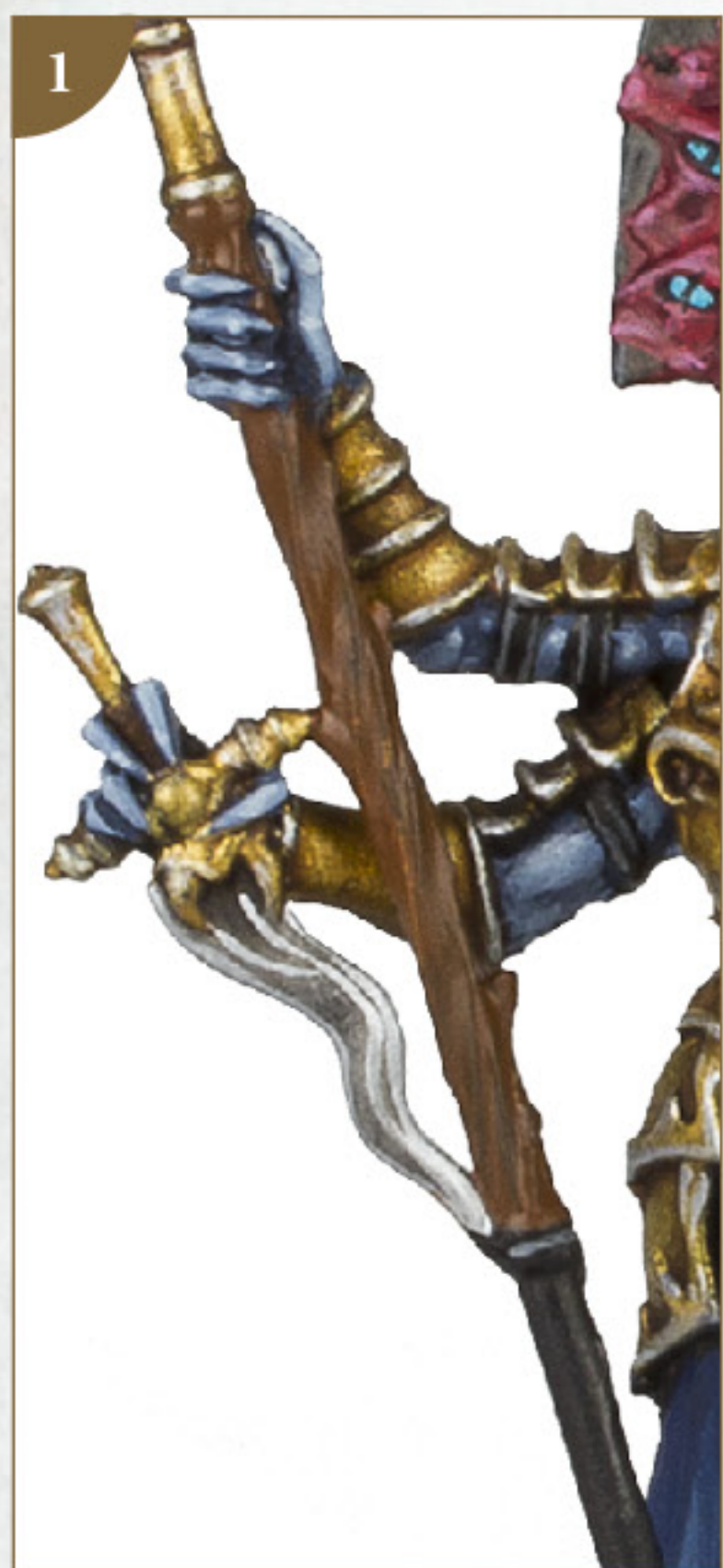
DAWNSTONE

TOP TIP

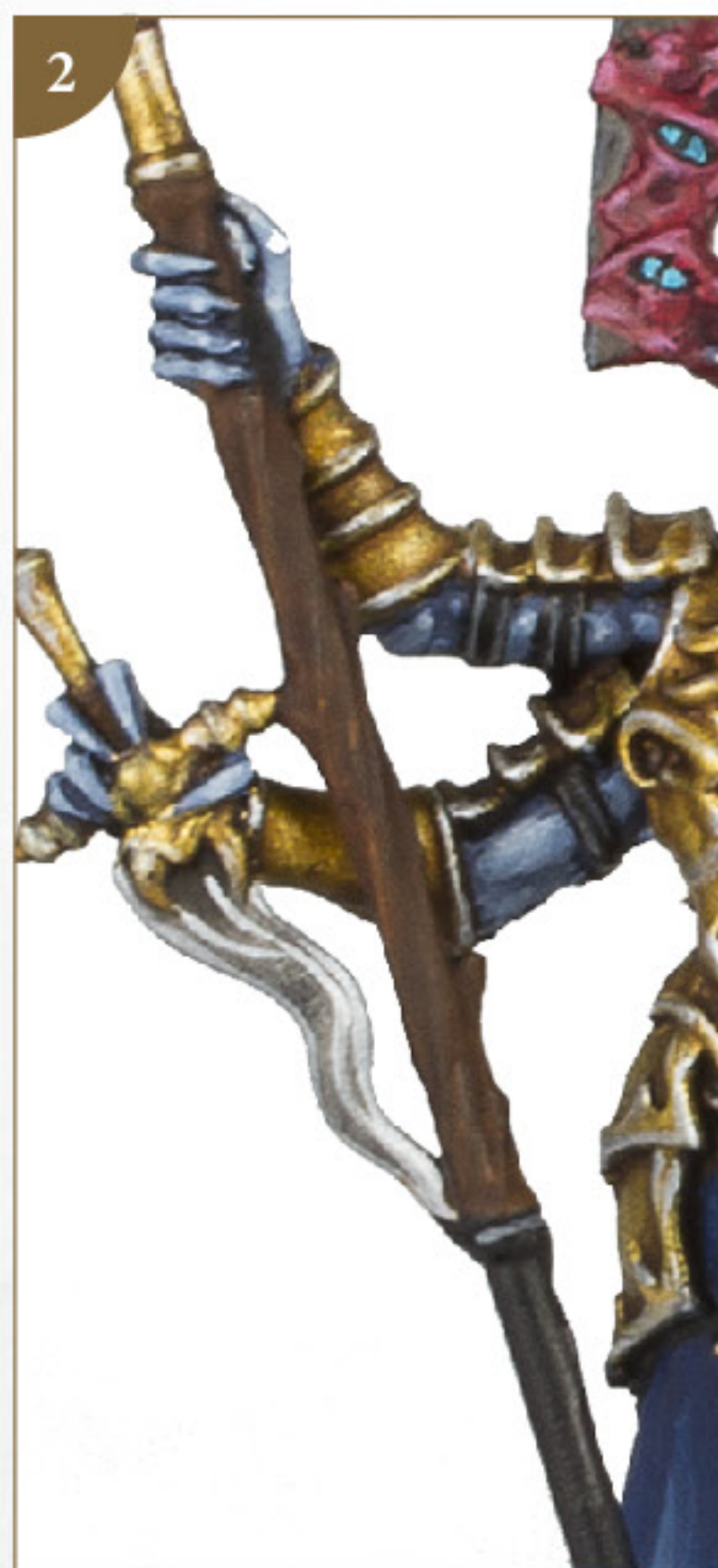
The straps which secure any suit of armour are plentiful, yet often only partially visible. As such, they usually only require a simple basecoat, or for centrepiece models like the Gaunt Summoner, a basecoat and a single highlight.

Paint the armour straps with Abaddon Black using a Small Layer Brush for precision (1). Finish with fine lines of Dawnstone, applied to the straps' edges with an Artificer Brush (2).

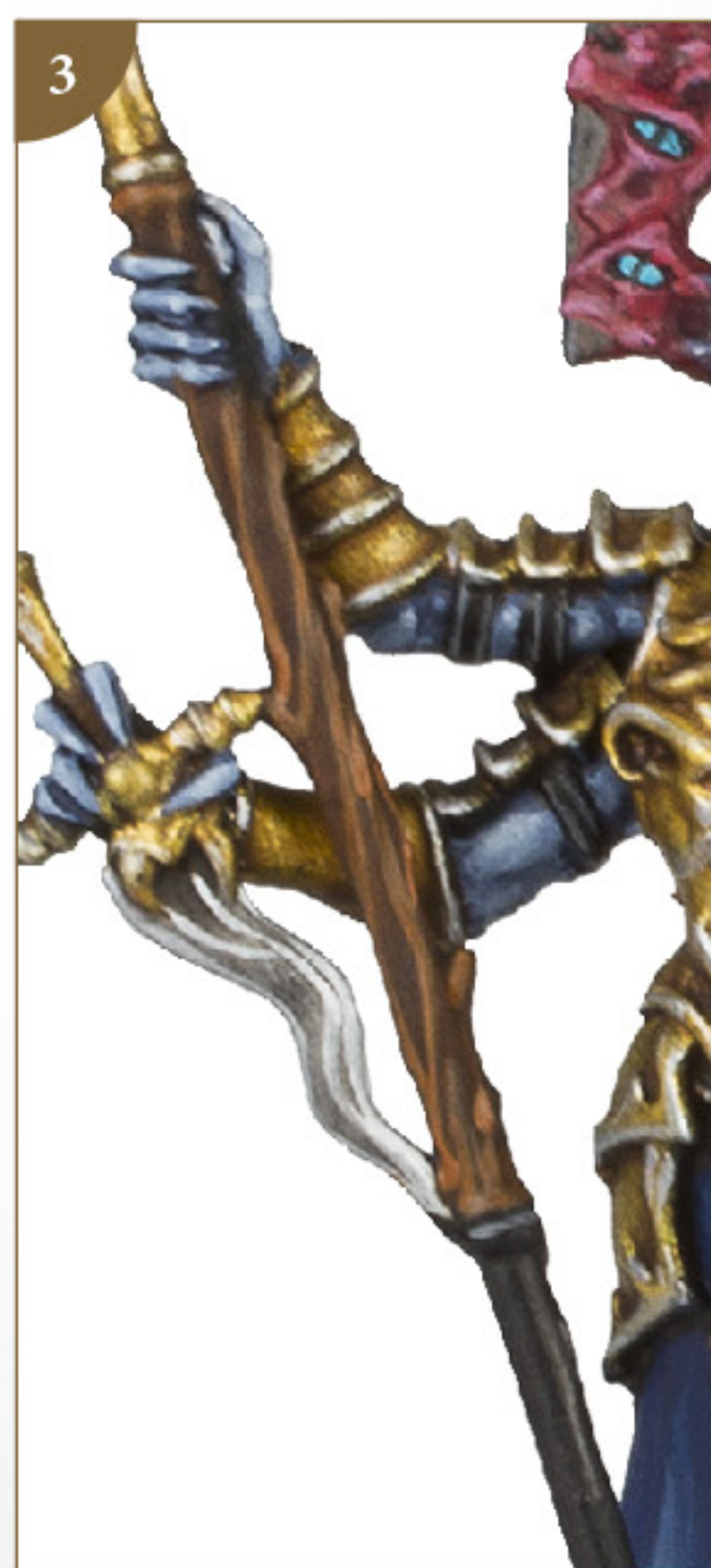
STAFF



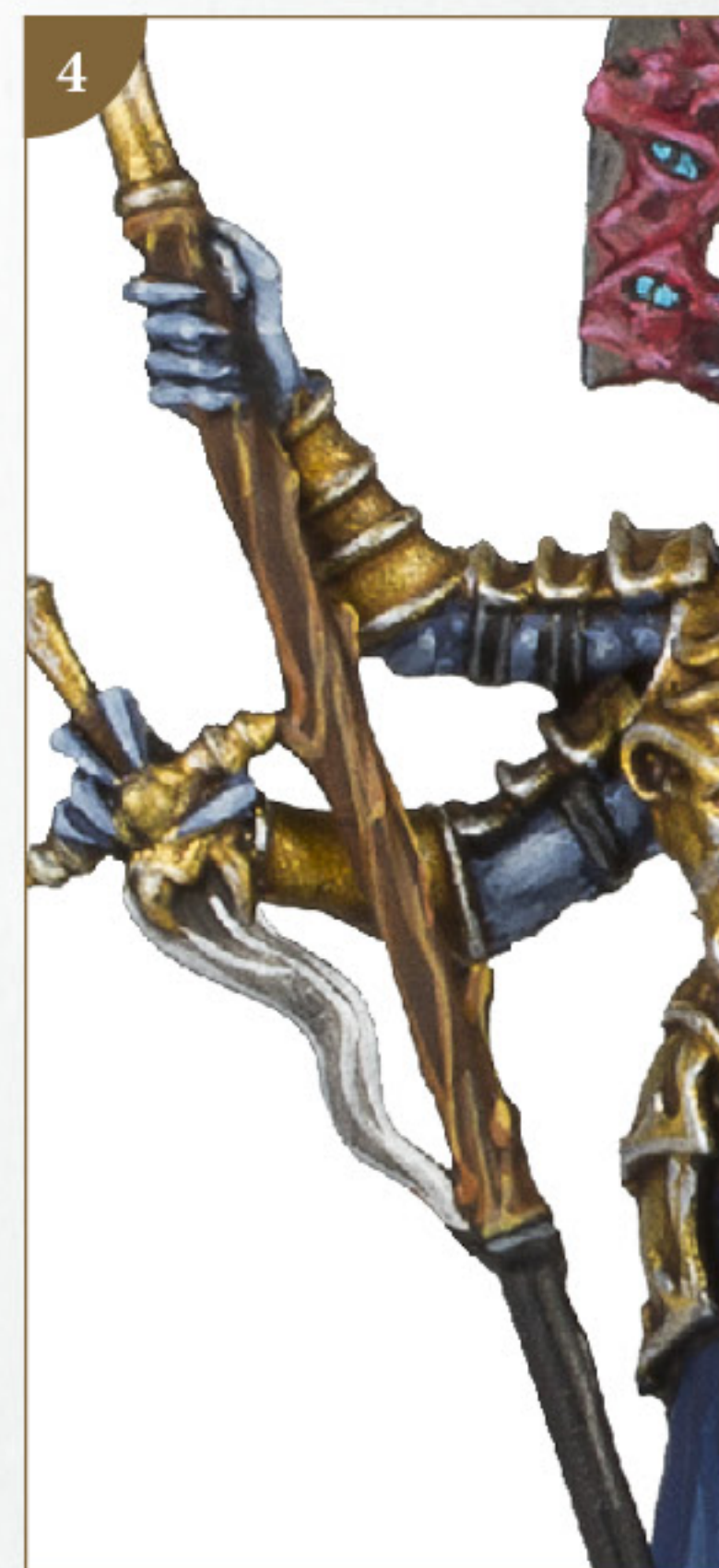
MOURNFANG BROWN



AGRAX EARTHSHADE



SKRAG BROWN

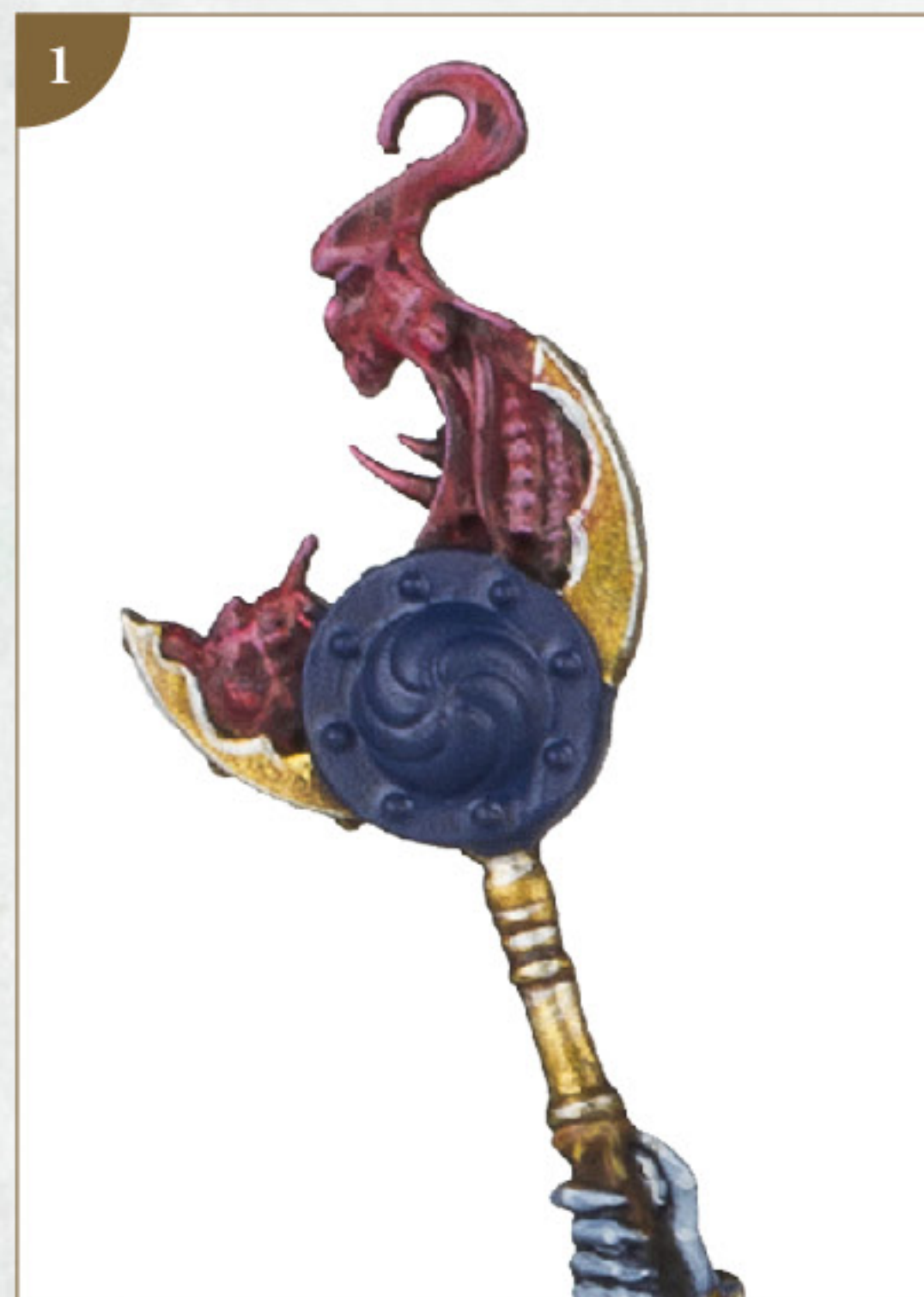


ZAMESI DESERT

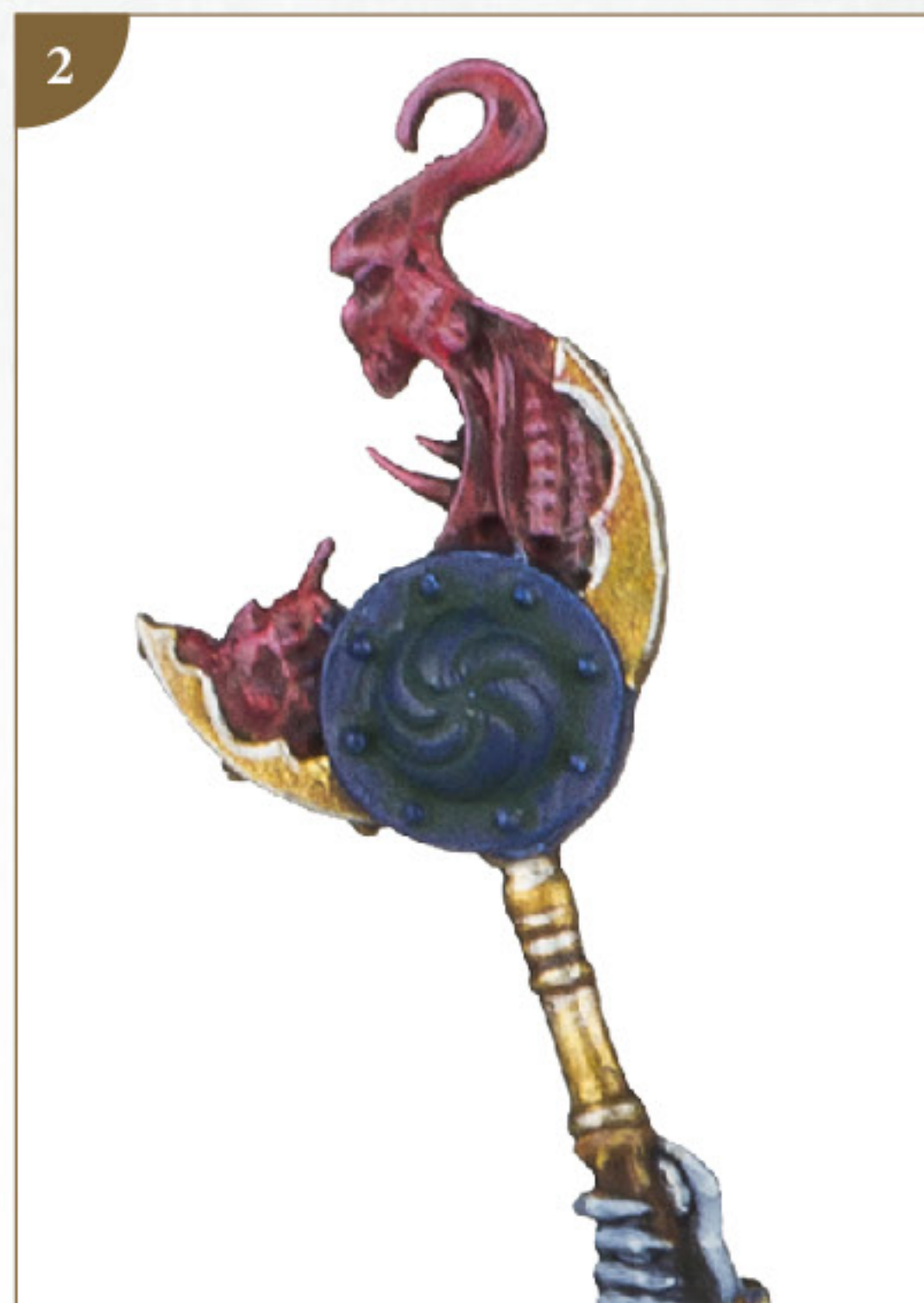
To make the staff's handle look as though it's made of wood, apply an initial base of Mournfang Brown with a Small Base Brush (1). Next, take a Medium Shade Brush and apply an all-over coat of Agrax Earthshade (2). After this, paint the raised details with Skrag Brown using an Artificer Brush (3) before applying even finer lines of Zamesi Desert to these same areas (4).



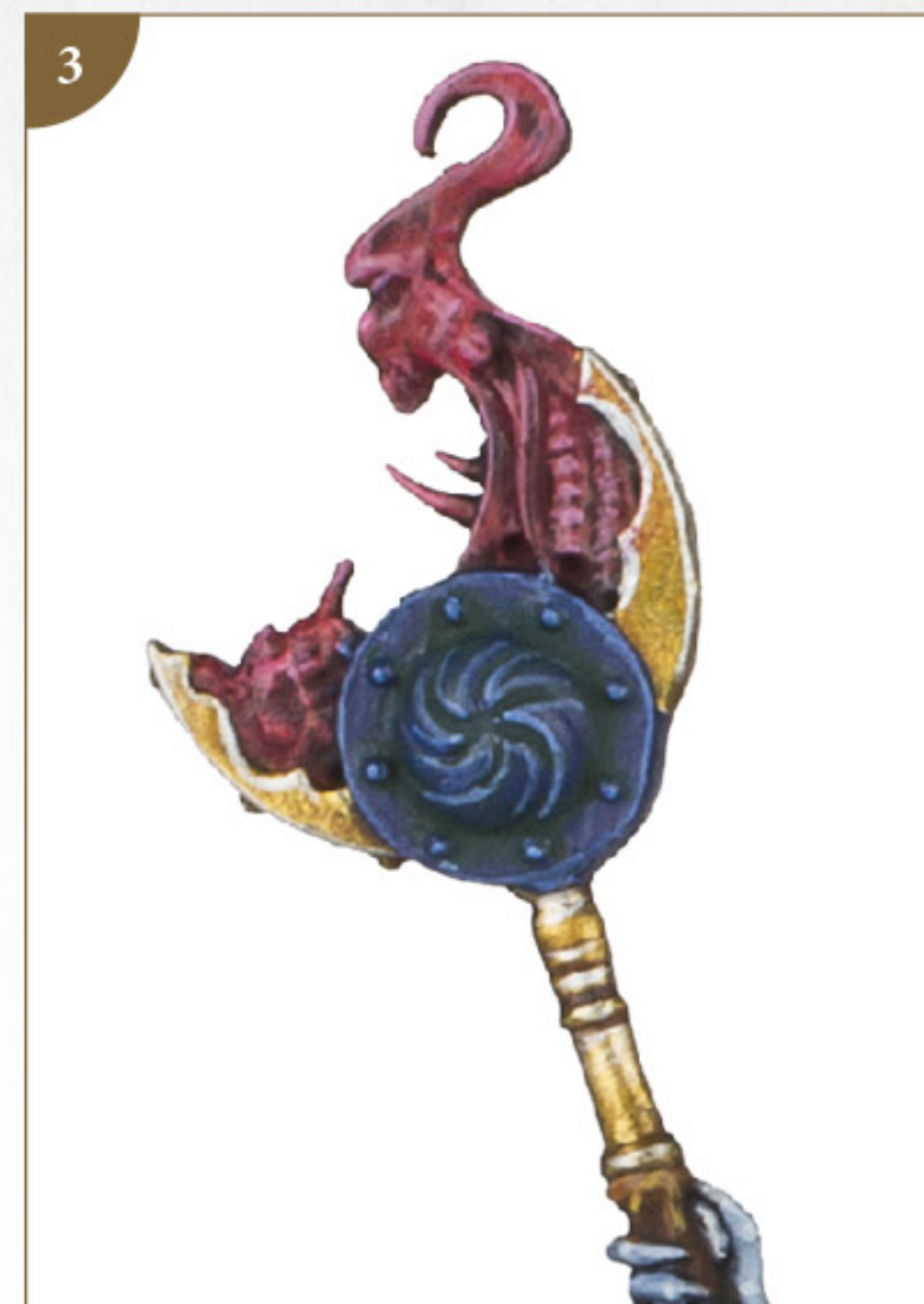
ICON AND BOOK COVER



KANTORBLUE

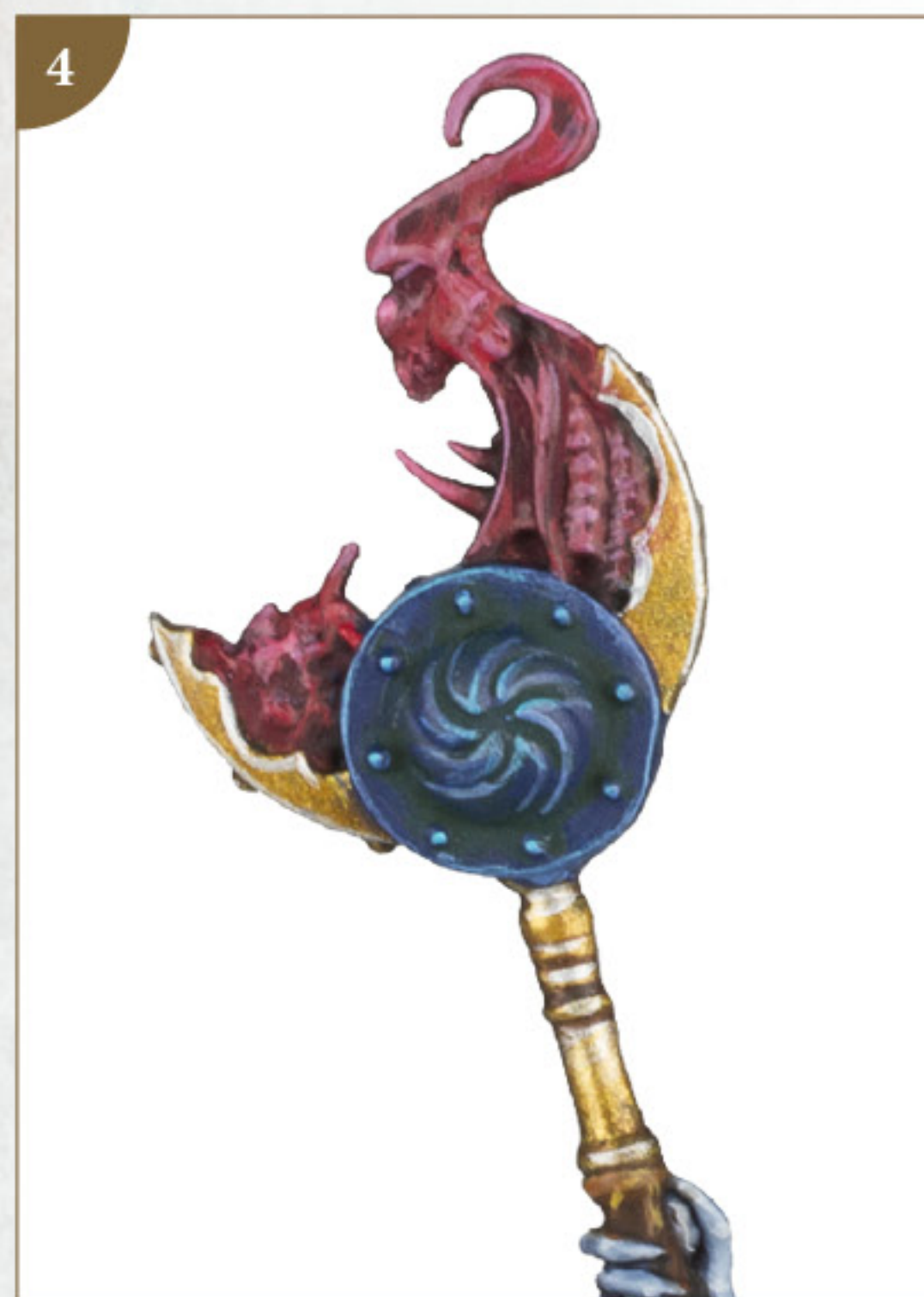


BIEL-TAN GREEN



ALAITOC BLUE

To paint the icon at the top of the staff, and the book's cover, paint an initial basecoat of Kantor Blue using a Small Base Brush (1). Now, apply a shade of Biel-Tan Green using a Medium Shade Brush (2). Apply highlights of Alaitoc Blue to the raised areas using a Small Layer Brush (3).



LOTHORN BLUE

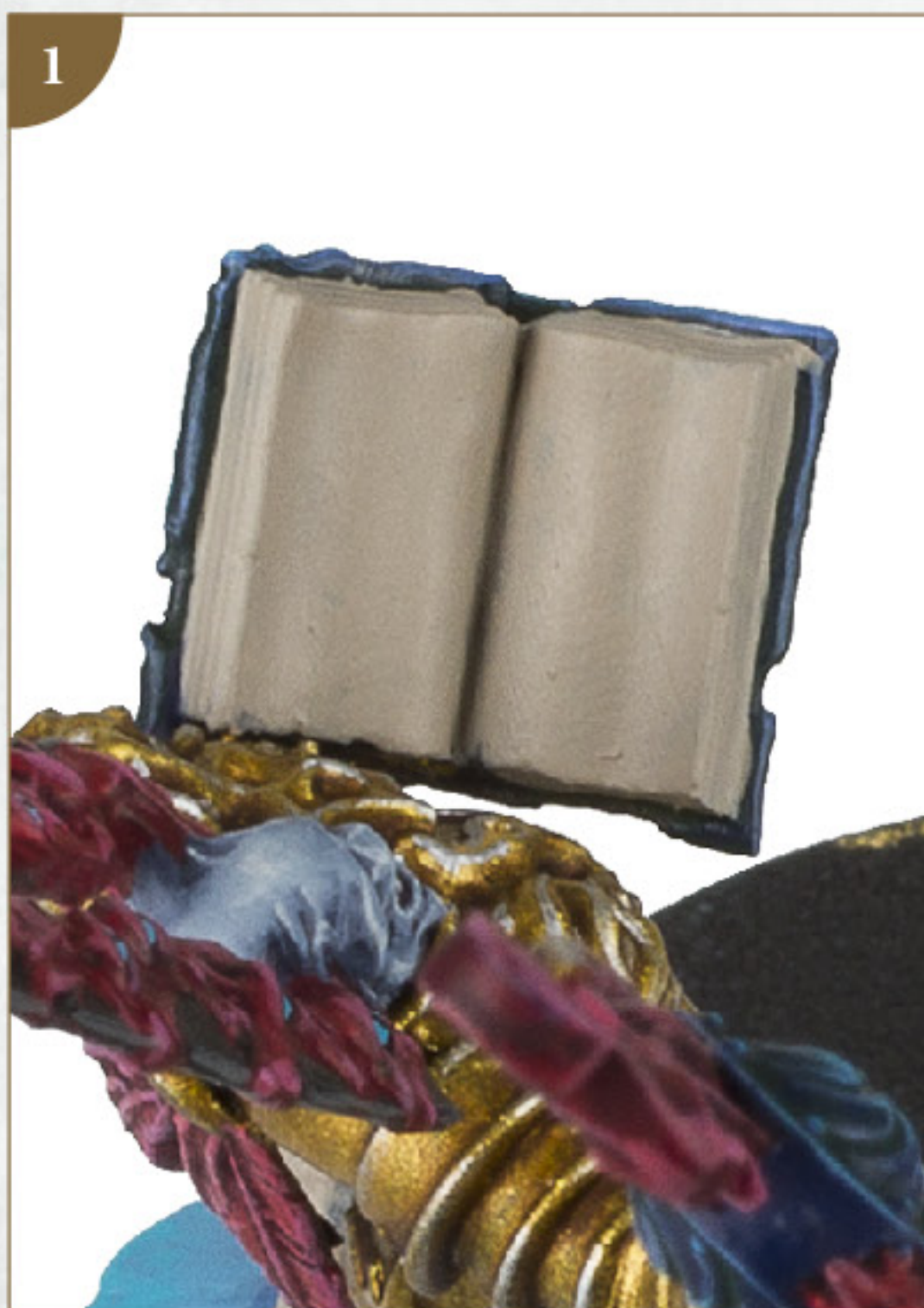
Finally, apply even finer lines of Lothorn Blue on top of the Alaitoc Blue, this time using an Artificer Brush.



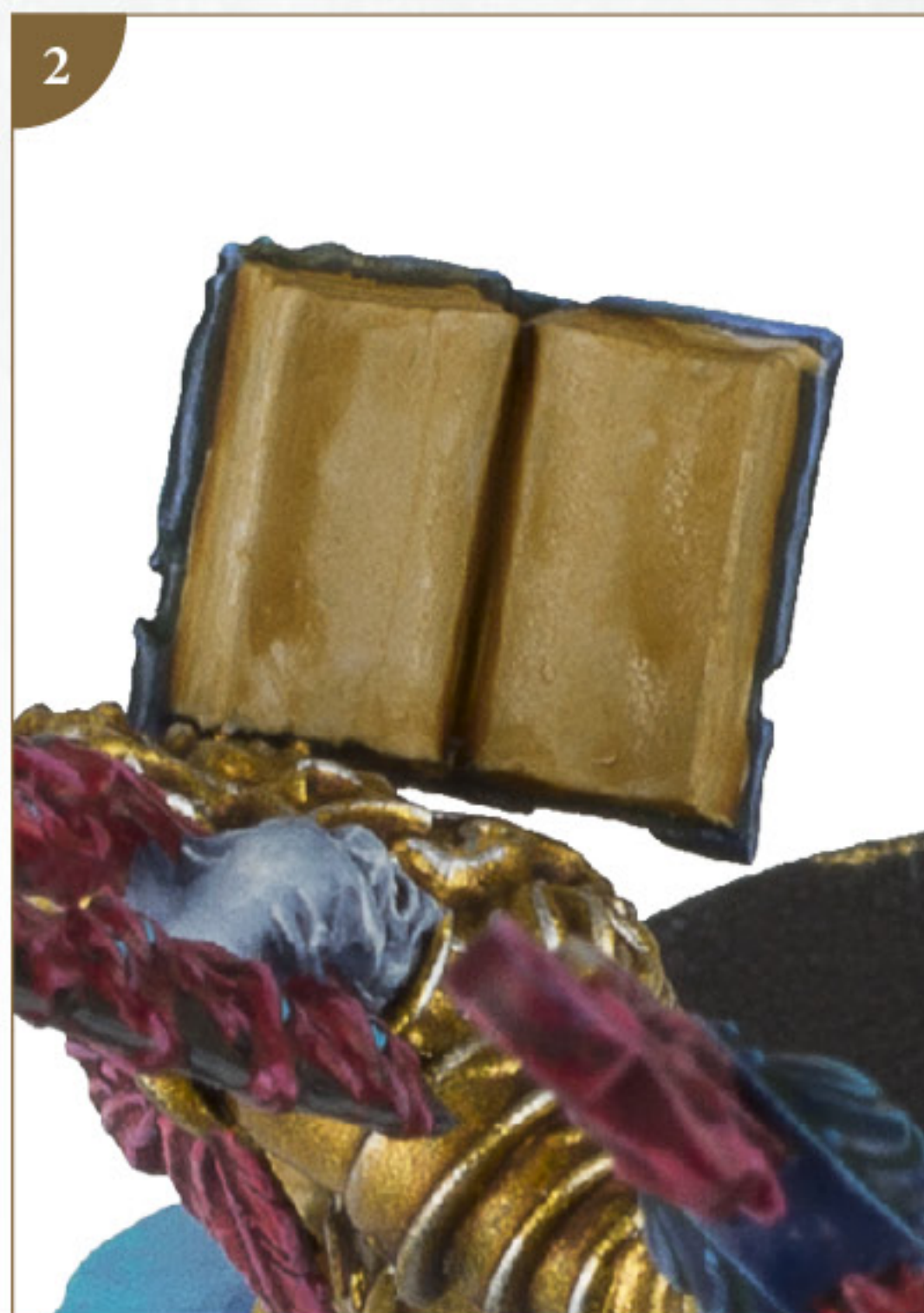
TOP TIP

Painting the icon and book using the same colours and techniques not only saves you time, but creates a neat visual link between two parts of the miniature that, although related, are situated at opposite points of the figure.

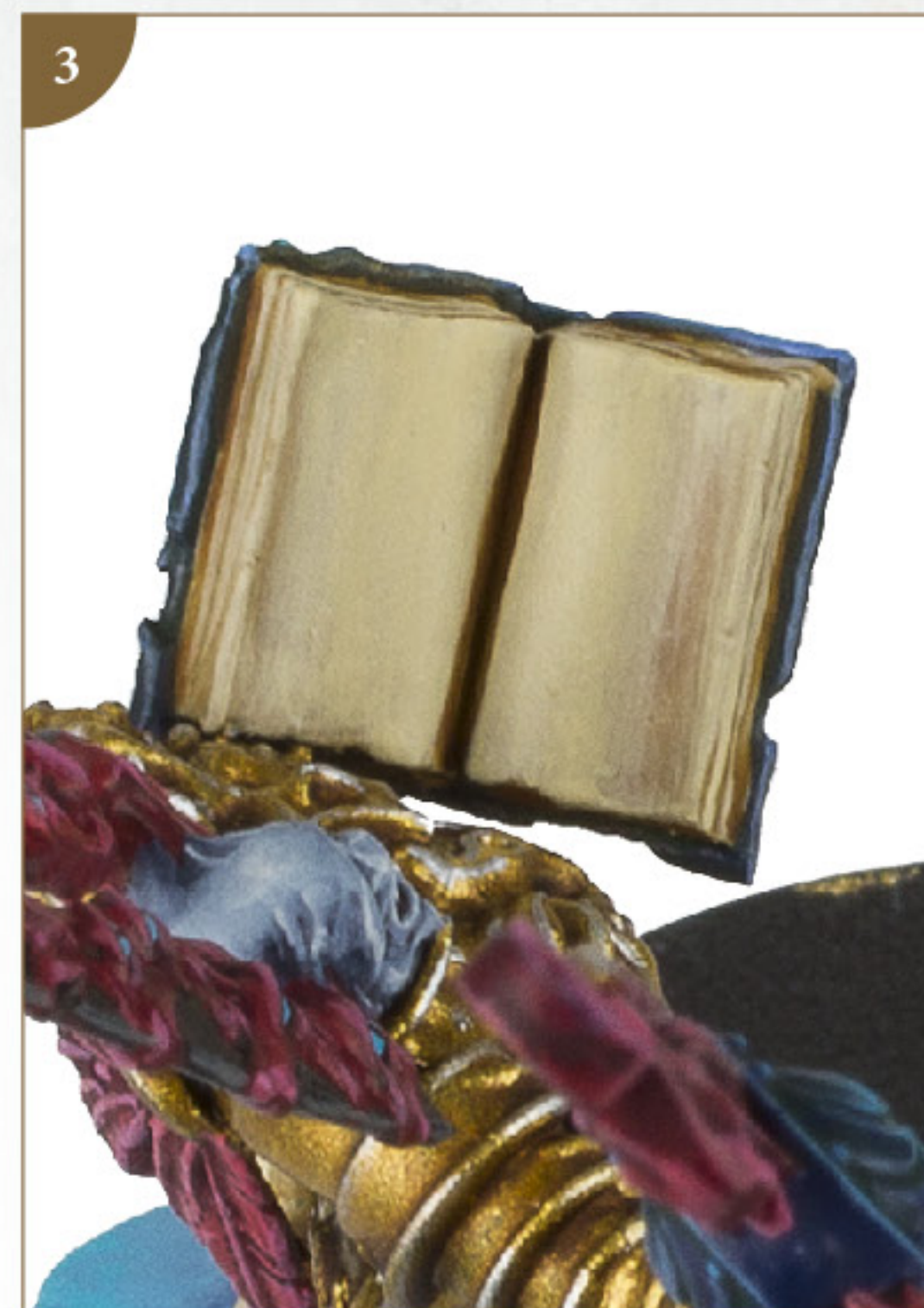
BOOK



RAKARTH FLESH



SERAPHIM SEPIA

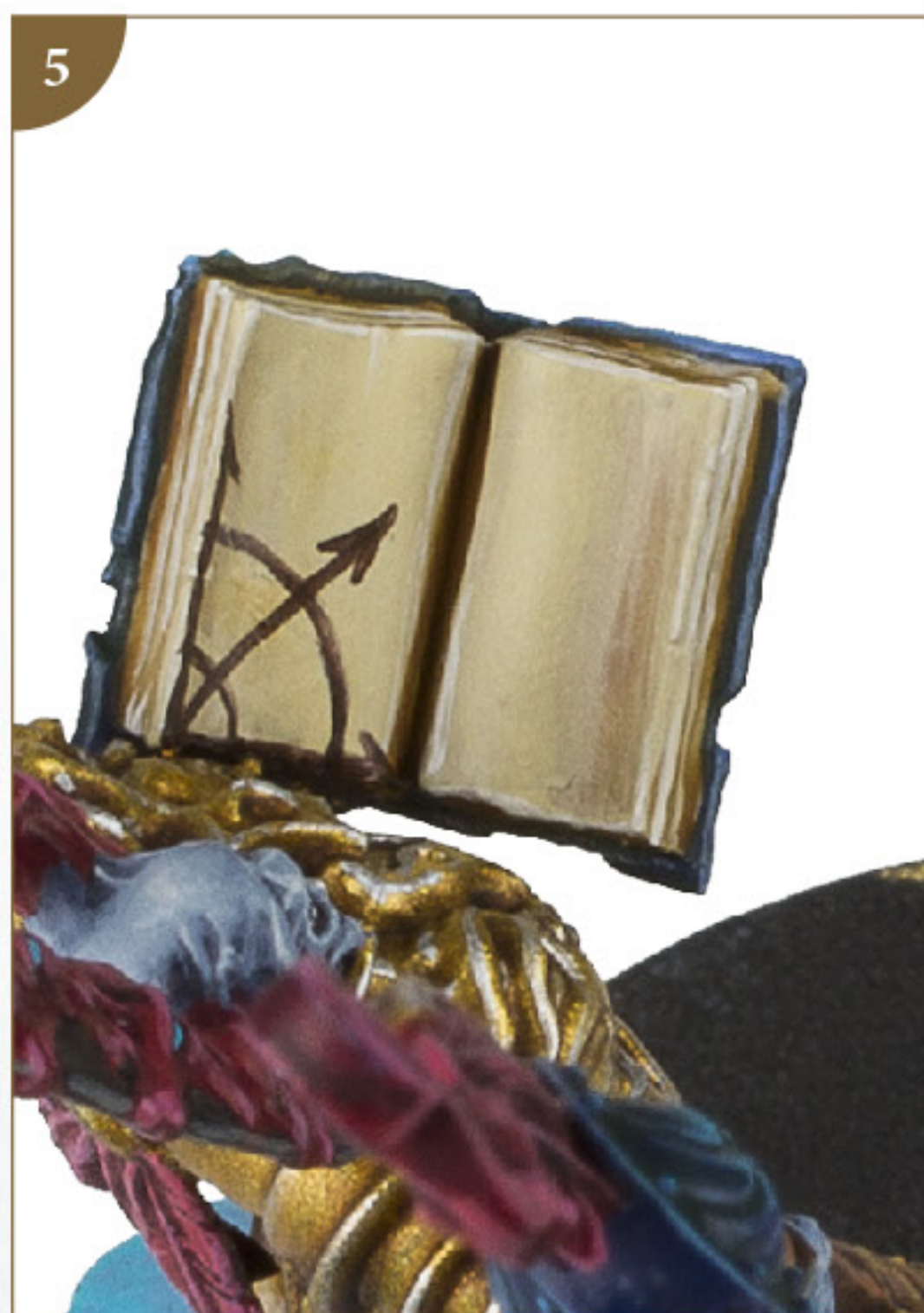


USHABTI BONE

Basecoat the pages with Rakarth Flesh, using a Small Base Brush (1). Apply a wash of Seraphim Sepia using a Medium Shade Brush (2). Next, avoiding the recesses, paint a layer of Ushabti Brown across the pages using a Small Layer Brush (3).



PALLID WYCH FLESH



RHINOX HIDE



RHINOX HIDE

Take a Small Layer Brush and apply a very thin highlight of Pallid Wych Flesh to the outer edges of the pages (4). Use Rhinox Hide – thinned down with Lahmian Medium – and a Small Layer Brush to paint the diagram, which is made up of two quarter-circles and three arrows (5). Still with the Small Layer Brush and Rhinox Hide, replicate the look of text on the pages by painting a series of very thin horizontal dashes (6).



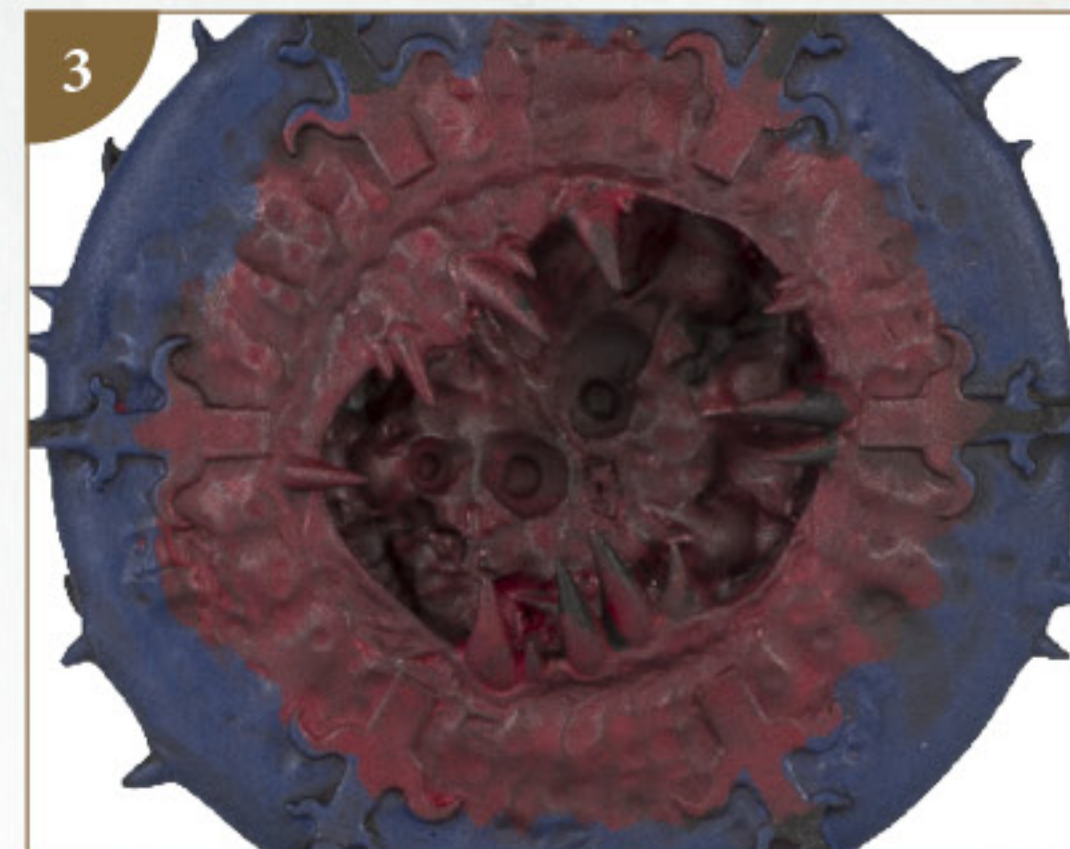
DISC – MUTATED FLESH



KHORNE RED



KANTORBLUE



NULN OIL

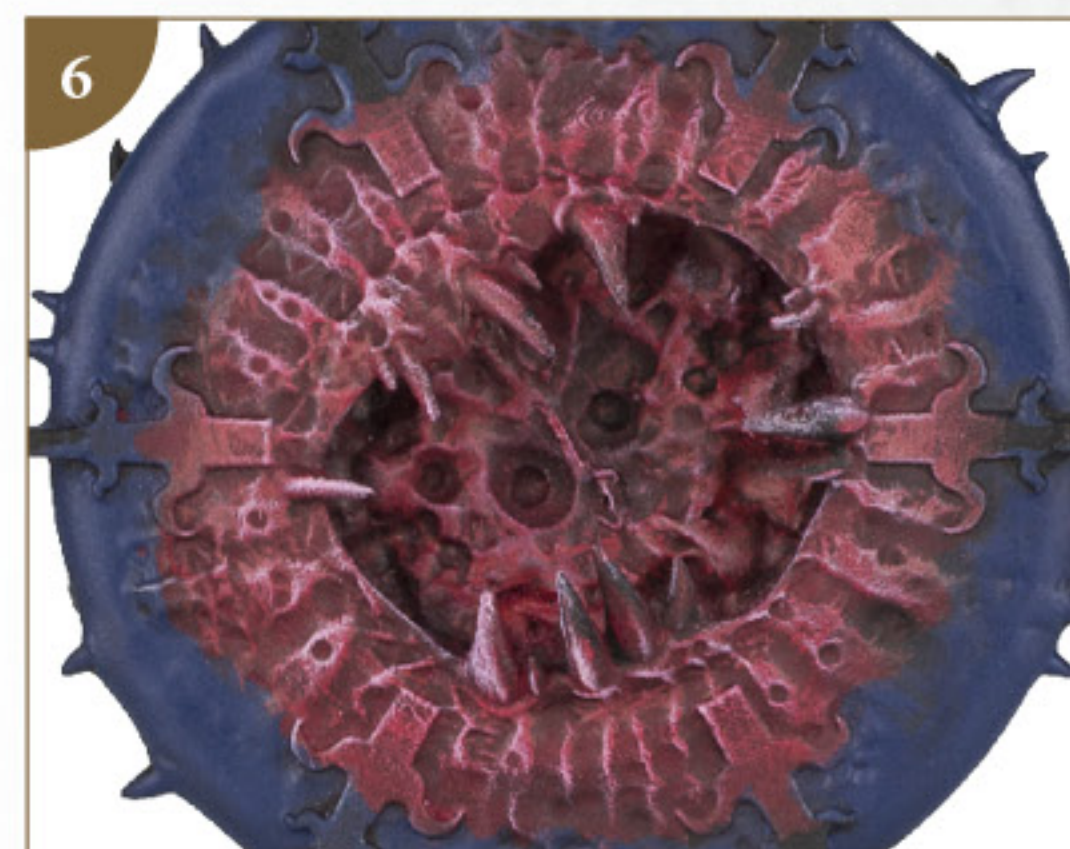
Begin painting the disc by first applying a basecoat of Khorne Red to the mutated flesh (1), followed by another basecoat of Kantor Blue applied to the outside section (2). Use a Small Base Brush for both of these stages. Next, apply Nuln Oil to the entire area using a Medium Shade Brush (3).



WAZDAKKA RED



CHANGELING PINK



KANTORBLUE

After the shade has dried, apply a layer of Wazdakka Red to the flesh with a Small Layer Brush (4). Next, take a Small Drybrush and use Changeling Pink to lightly drybrush the fleshy features, making sure the paint catches on the ridges (5). Take a Small Layer Brush and paint back over any pink that might have strayed onto the blue area using Kantor Blue (6).



ALAITOC BLUE



LOTHERN BLUE

Now, using a Small Layer Brush, apply a thin line of Alaitoc Blue around the edge of the disc (7). Lastly apply a final, even thinner line highlight to this same area using Lothorn Blue, applied with an Artificer Brush (8).

TOP TIP

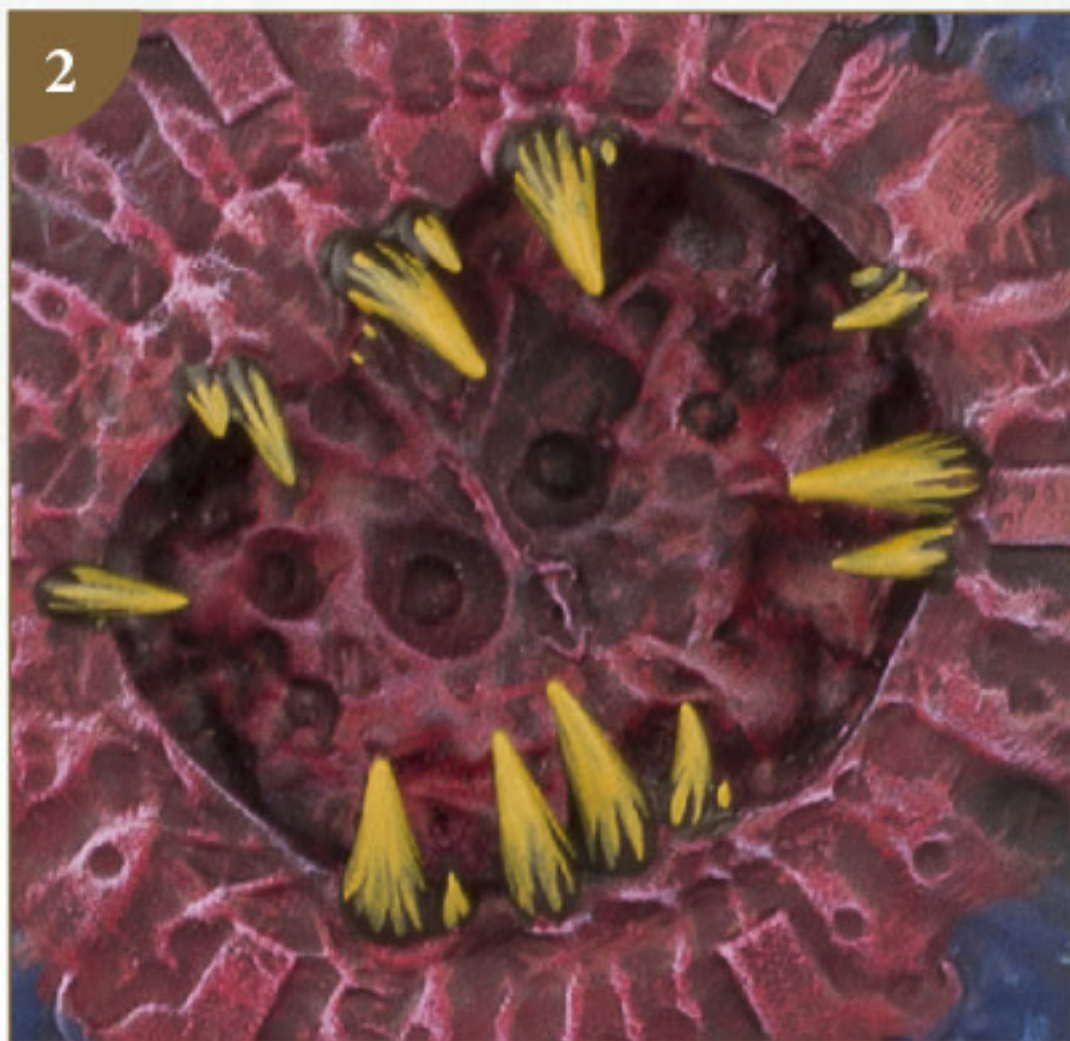
This part of the miniature is situated beneath the figure and, while important, isn't immediately prominent. As such, don't feel bound to lavish many hours detailing the area. Drybrushing takes only minutes and works brilliantly on its jagged, organic surface.



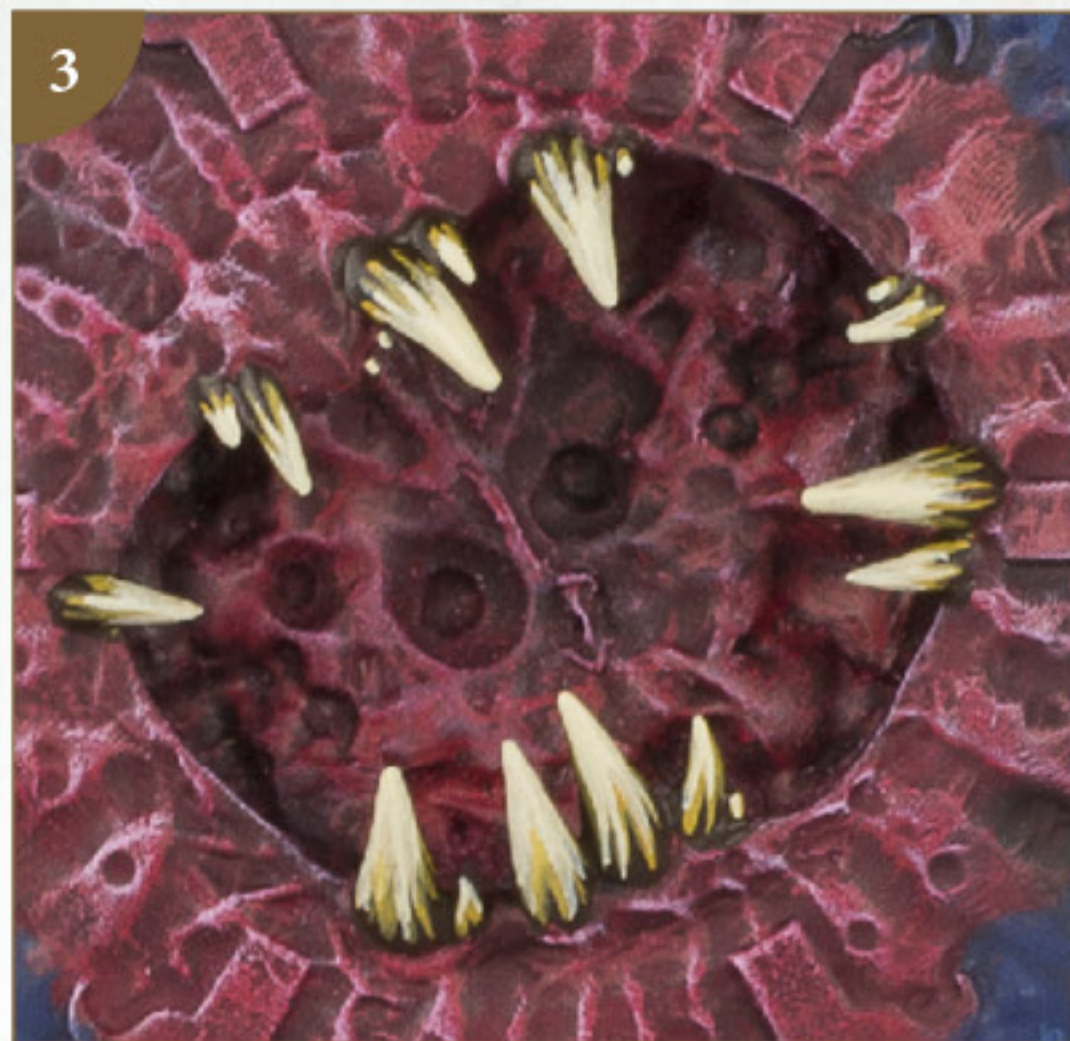
DISC – TEETH



RHINOX HIDE



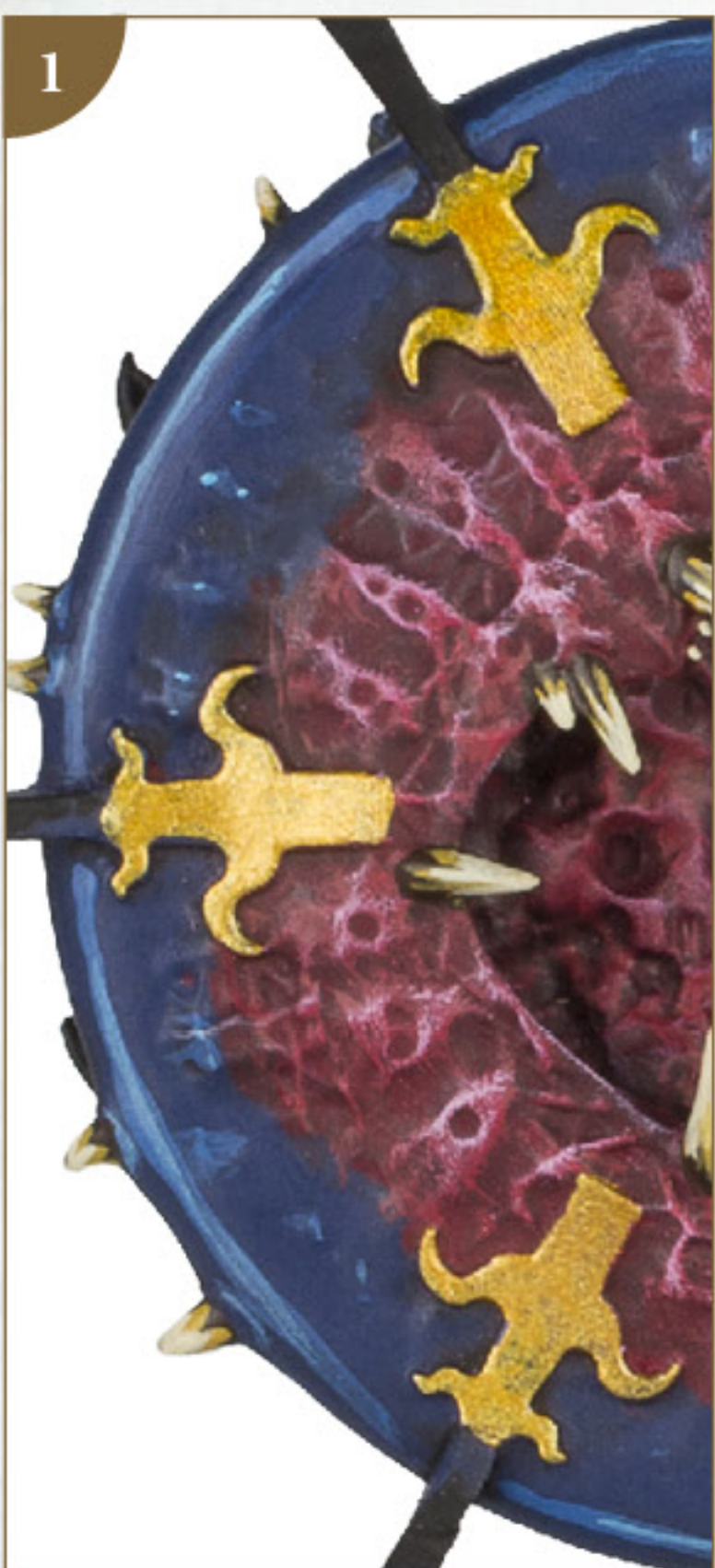
ZAMESI DESERT



SCREAMING SKULL

Paint the teeth with a basecoat of Rhinox Hide using your Small Base Brush (1). Then, with your Small Layer Brush, paint the raised areas of the teeth with Zamesi Desert, avoiding the recesses (2). Lastly, focussing on the points, apply Screaming Skull with your Artificer Brush (3).

DISC – GOLD



RETRIBUTOR ARMOUR



AGRAX EARTHSHADE



AURIC ARMOUR GOLD



RUNEFANG STEEL

Paint the gold on the disc with Retributor Armour using your Small Base Brush (1). Next, take a Medium Shade Brush and carefully paint it with Agrax Earthshade (2). Apply a layer of Auric Armour Gold (3), and then add fine lines to the edges using Runefang Steel to create highlights (4).



DISC – BLADES



ABADDON BLACK



LEADBELCHER

Begin the blades with an all-over basecoat of Abaddon Black using a Small Base Brush (1). Now, paint the cutting edges with a layer of Leadbelcher, again with your Small Base Brush (2).



RUNEFANG STEEL



CERAMITE WHITE

Now, using your Artificer Brush, paint thin highlights and scratches of Runefang Steel from the front to the back of the cutting edges (3). Next, staying with the Artificer Brush, pick out the design on the flats of the blades with Ceramite White (4).



GULLIMAN BLUE

Finally, take a Medium Glaze Brush and apply Gulliman Blue over the Ceramite White designs to give them the appearance of an unearthly, ethereal glow.



DISC – STEM



DEATHWORLD FOREST



BIEL-TAN GREEN

Paint the disc stem with an initial basecoat of Deathworld Forest using your Small Base Brush (1). When this is dry, apply Biel-Tan Green to the entire area using your Medium Shade Brush (2).



WARPSTONE GLOW



MOOT GREEN

Colour the raised areas with Warpstone Glow using the Small Layer Brush (3), then finish with fine lines of Moot Green – applied with an Artificer Brush – to these same features (4).

DISC – TENTACLES



KANTORBLUE



CALGAR BLUE



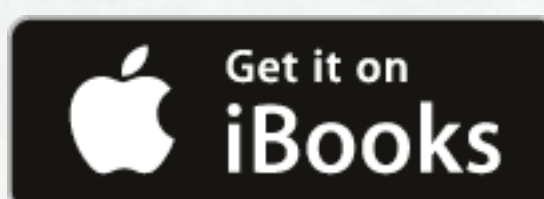
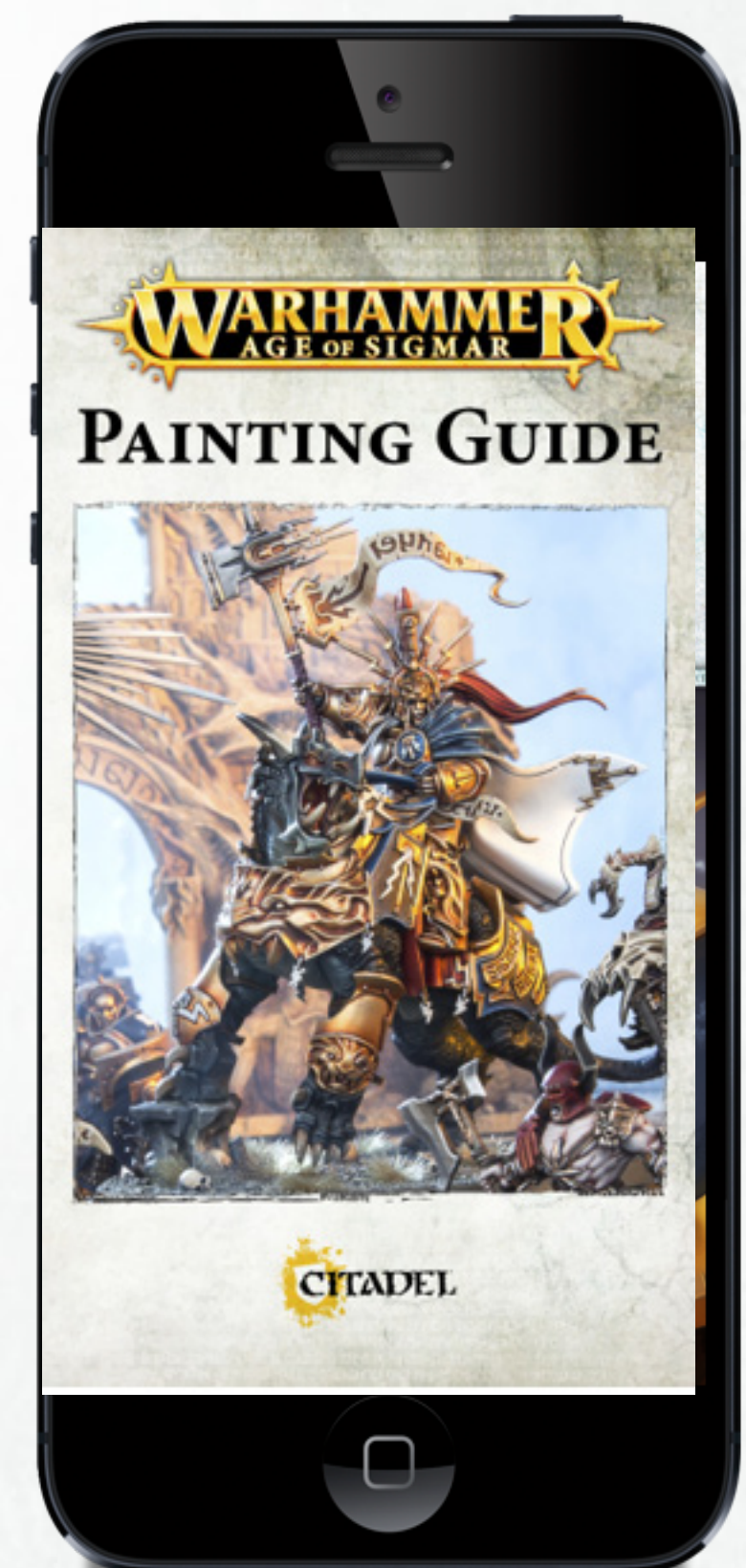
ABADDON BLACK

The disc tentacles are first given a basecoat of Kantor Blue, using a Small Base Brush (1). Next, take a Small Layer Brush and apply Calgar Blue to highlight the raised detail (2), before painting the thorny claws Abaddon Black using your Small Base Brush (3).



WHAT'S NEXT?

Your guide to painting every miniature from the *Warhammer Age of Sigmar* boxset.





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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

ISBN: 978-1-78581-148-7

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