



PAINTING GUIDE

NURGLE





INTRODUCTION

Welcome to this painting guide. It's packed with all the know-how you need to achieve exceptional results with your Warhammer Age of Sigmar Nurgle miniatures.

This guide features detailed stage-by-stage instructions and photos covering two inspiring examples of the fearsome Putrid Blightkings from different warbands. Presented in a practical, easy-to-follow format, it breaks down the painting process into six core stages, each showing how best to utilise the different elements of the Citadel Paint System.



BULOFEX'S BLIGHTGUARD

Worshippers of Nurgle, the vile and all-consuming god of disease and decay, Bulofex's Blightguard are hulking warriors who, despite their festering, plague-ridden bodies, fight with phenomenal speed and skill.

Riddled with sores, pustules and parasites, and wielding a brutal, battered collection of weapons from scythes and axes to swords and flails, they make a spectacularly repugnant force on any tabletop battlefield.



Everything about this warrior screams corruption, from the verdigris of his pitted blade to the boils and maggots that mar his folded flesh.

PAINTS LIST

 Chaos Black Spray	 Bugman's Glow	 Krieg Khaki
 Kabalite Green	 Gorthor Brown	 Mournfang Brown
 Gauss Blaster Green	 Balthasar Gold	 Balor Brown
 Leadbelcher	 Karak Stone	 Flayed One Flesh
 Screaming Skull	 Nurgling Green	 Nihilakh Oxide
 Rakarth Flesh	 Biel-Tan Green	 Carroburg Crimson
 Agrax Earthshade	 Runefang Steel	 Steel Legion Drab

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Assemble the miniature and apply an undercoat of Chaos Black Spray, turning the model as you paint to achieve even and solid coverage.



Apply Rakarth Flesh to the skin, Bugman's Glow to the sores and boils, and Gorthor Brown to the leather. Silver metallics are painted with Leadbelcher, and the brass metallics with Balthasar Gold.



When the base colours are dry, use Citadel Shades to give depth to the miniature's detail. Use Biel-Tan Green for the skin, Agrax Earthshade for the metallic areas and leather, and Carroburg Crimson for the sores.



Citadel Layer paints help define the raised areas. Use Kabalite Green for the armour, Balor Brown for the boils, Runefang Steel for the metals and Nurgling Green on the skin. The leather gets a highlight of Karak Stone.



Give a sharp look to the miniature's edges with fine lines of Krieg Khaki on the skin, Flayed One Flesh on the Boils and Gauss Blaster Green for the armour. Nihilakh Oxide is applied sparingly to the metallic areas.



Apply Citadel Sand to the base using PVA, and paint with Mournfang Brown. Drybrush with Balor Brown. To finish, add a lighter drybrush of Screaming Skull and paint the rim with Steel Legion Drab.

THE SWOLLEN KINGS

Eager vassals of Nurgle, the Swollen Kings surge into battle like a vision of horror made real. Everything about these warriors is rotten and foul. Clouds of buzzing flies swirl around their bloated forms, while rusted weapons and cankerous armour teem with poisonous filth.

A symphony of rotten splendour with their cadaverous, maggot-ridden flesh and pockmarked armour, your Nurgle legion will strike woe into every unfortunate opponent.



The grubby green armour and corpulent flesh of the Swollen Kings are great recipes to use on any model dedicated to the Plague God.

PAINTS LIST

- | | | |
|---|--|--|
|  Chaos Black Spray |  Agrax Earthshade |  Runefang Steel |
|  Zandri Dust Spray |  Waywatcher Green |  Mechanicus Standard Grey |
|  Seraphim Sepia |  Brass Scorpion |  Karak Stone |
|  Castellan Green |  Skavenblight Dinge |  Screaming Skull |
|  The Fang |  Gorthor Brown |  Steel Legion Drab |
|  Balthasar Gold |  Screaming Skull | |
|  Reikland Fleshshade |  Straken Green | |

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Clip your model carefully from its sprue and assemble it with Citadel Plastic Glue, then apply a basecoat of Zandri Dust over a Chaos Black undercoat.



Next, apply the rest of the base colours. Use both Citadel Shades and Base paints; Seraphim Sepia on the flesh, Castellán Green on the armor, The Fang for the weapon haft and Balthasar Gold on the brass details.



This stage is formed of paints from the Citadel Shade range. Apply Reikland Fleshshade to the skin and brass, then apply Agrax Earthshade to the armor and weapon.



Use Waywatcher Green, Brass Scorpion, Skavenblight Ding and Gorthor Brown to add definition. Leave the Shade paints from the previous stage visible in the recesses.



Use an Artificer or Small Layer Brush to highlight the model's details. Use Screaming Skull on the flesh, Straken Green on the armor and Runefang Steel on the metal.



Glue sand and stones to the base and paint them with Mechanicus Standard Grey before adding drybrushed layers of Karak Stone and Screaming Skull. Finish by painting the rim with Steel Legion Drab.

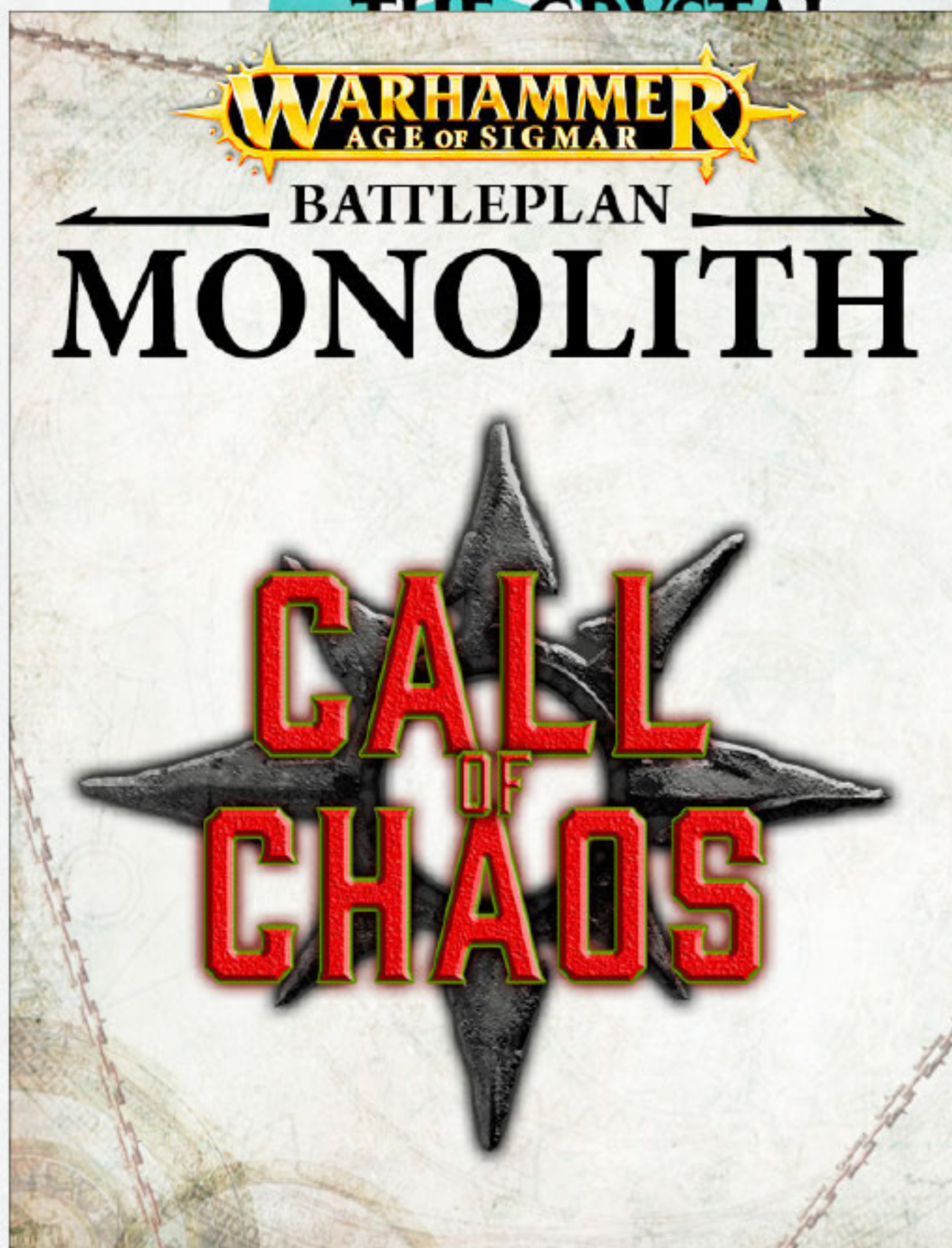


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Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision.

Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

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