



# TERRAIN GUIDE

# THE BLASTED WASTES





# INTRODUCTION

Welcome to this painting guide. It's packed with all the knowledge you need to create a stunning-looking battlefield for your *Warhammer Age of Sigmar* miniatures.

Featuring detailed stage-by-stage explanations and a host of highly detailed photos covering two inspiring examples of *Warhammer Age of Sigmar* scenery, this guide will make your painting experience even more rewarding. Presented in a practical, easy-to-follow format, it breaks down the painting process into eight logical stages, each showing how best to utilise the different elements of the Citadel Paint System.

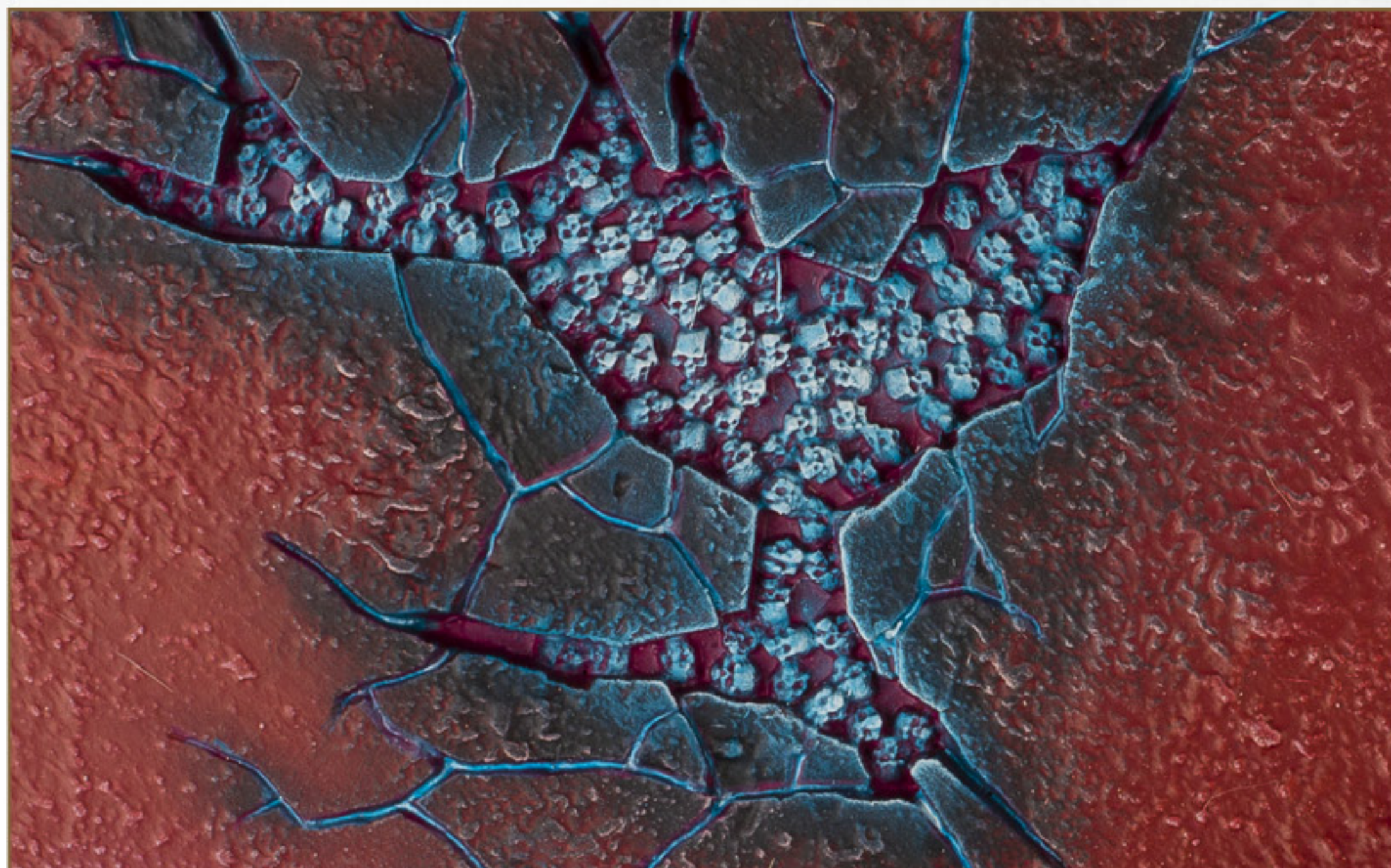




# PAINTING THE BLASTED WASTES

Aeons of savage conflict have reduced this once lush and fertile landscape to a smouldering charnel ground. Scorched by howling, fire-laden winds that incinerate soil and char the very bedrock, the cruel terrain is stained blood red, lacerated with cruel fissures and littered with skulls.

A stark and spectacular scheme that's great fun to paint, the Blasted Wastes are the perfect, epic backdrop for merciless war fought out between the nightmarish forces of Chaos and their many enemies.



The skulls of slaughtered civilisations have lain for centuries beneath the Blasted Wastes – a testament to the Dark Gods' cruelty.

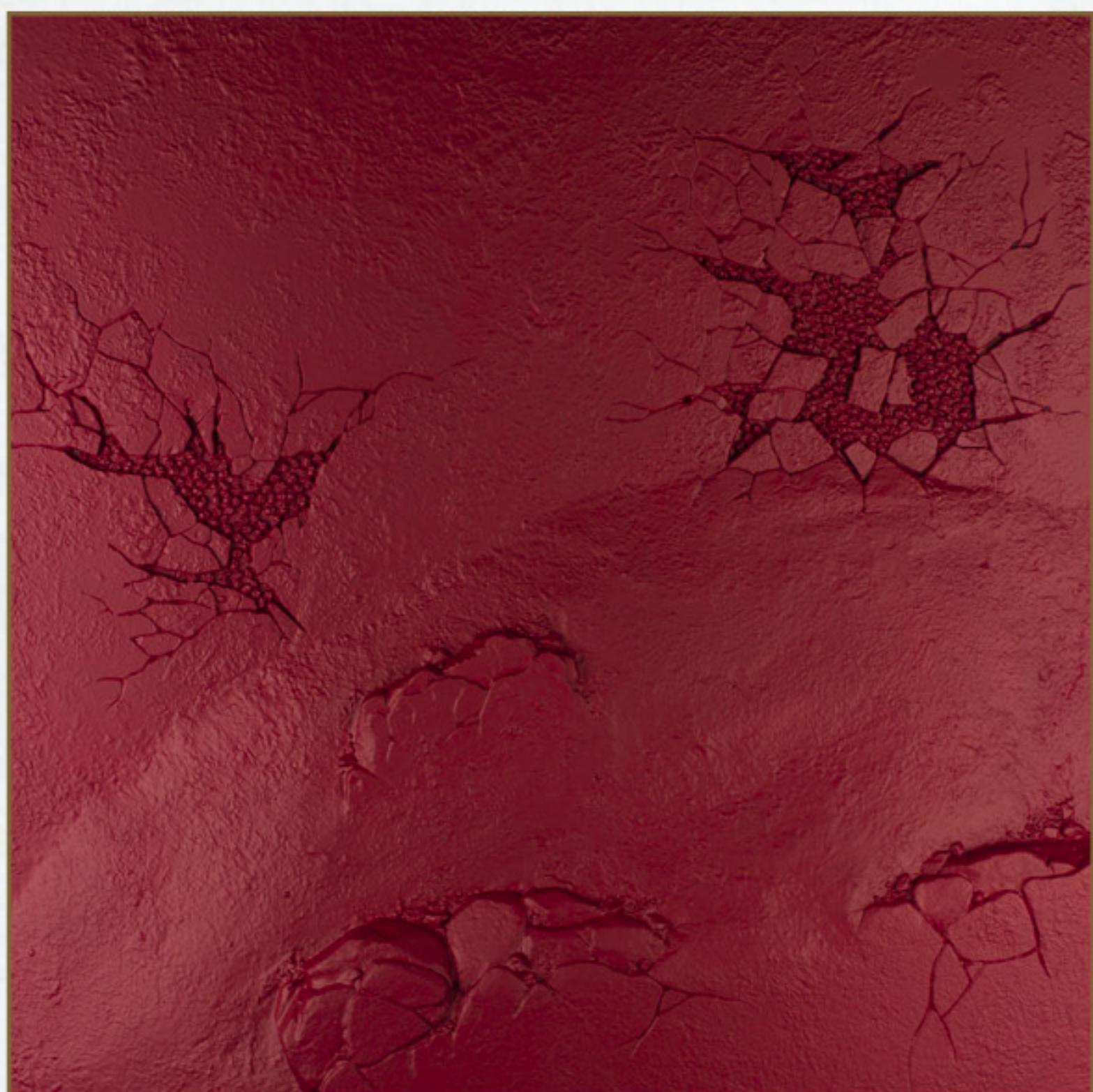


## PAINTS LIST

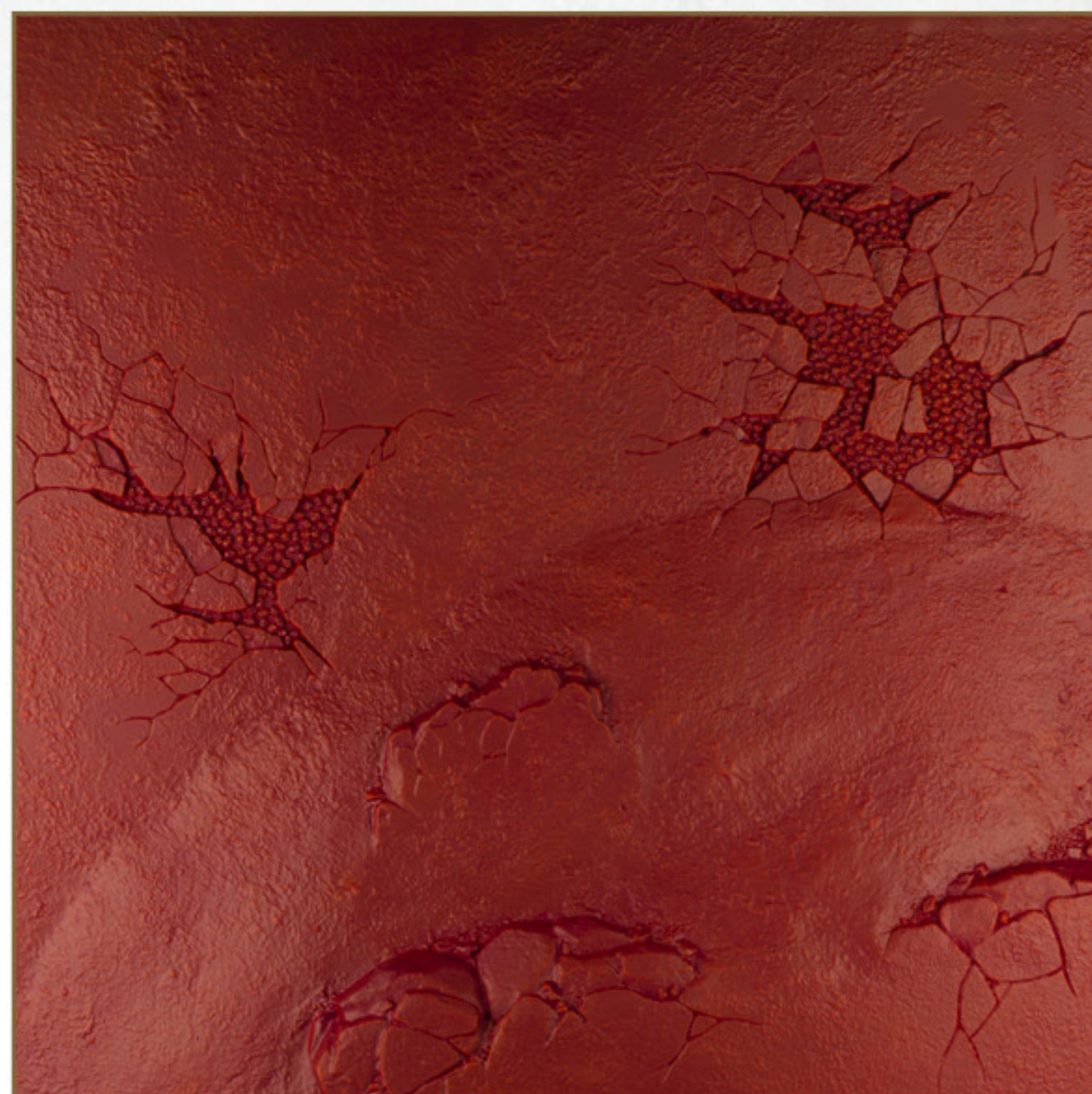
- |                     |                     |
|---------------------|---------------------|
| ● Chaos Black Spray | ● Sotek Green       |
| ● Khorne Red        | ● Temple Guard Blue |
| ● Evil Sunz Scarlet | ● Pallid Wych Flesh |
| ● Abaddon Black     |                     |
| ● Screaming Skull   |                     |
| ● Screamer Pink     |                     |

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To begin, undercoat the gameboard with an even coat of Khorne Red Spray. Alternatively, spray the board Chaos Black before painting it with the Khorne Red Base paint using a Large Scenery Brush.



When the Khorne Red is dry, lightly drybrush the entire surface with Evil Sunz Scarlet, paying particular attention to details such as the cracks and crevasses. A Large Dry Brush works well for this.



Now, drybrush the rocks and the cracks using Abaddon Black. You can be quite heavy with your drybrushing here, almost as if you were applying a basecoat.



Next, drybrush the entire board with Screaming Skull. Start by lightly drybrushing, then build up the colour until you're happy with the effect.





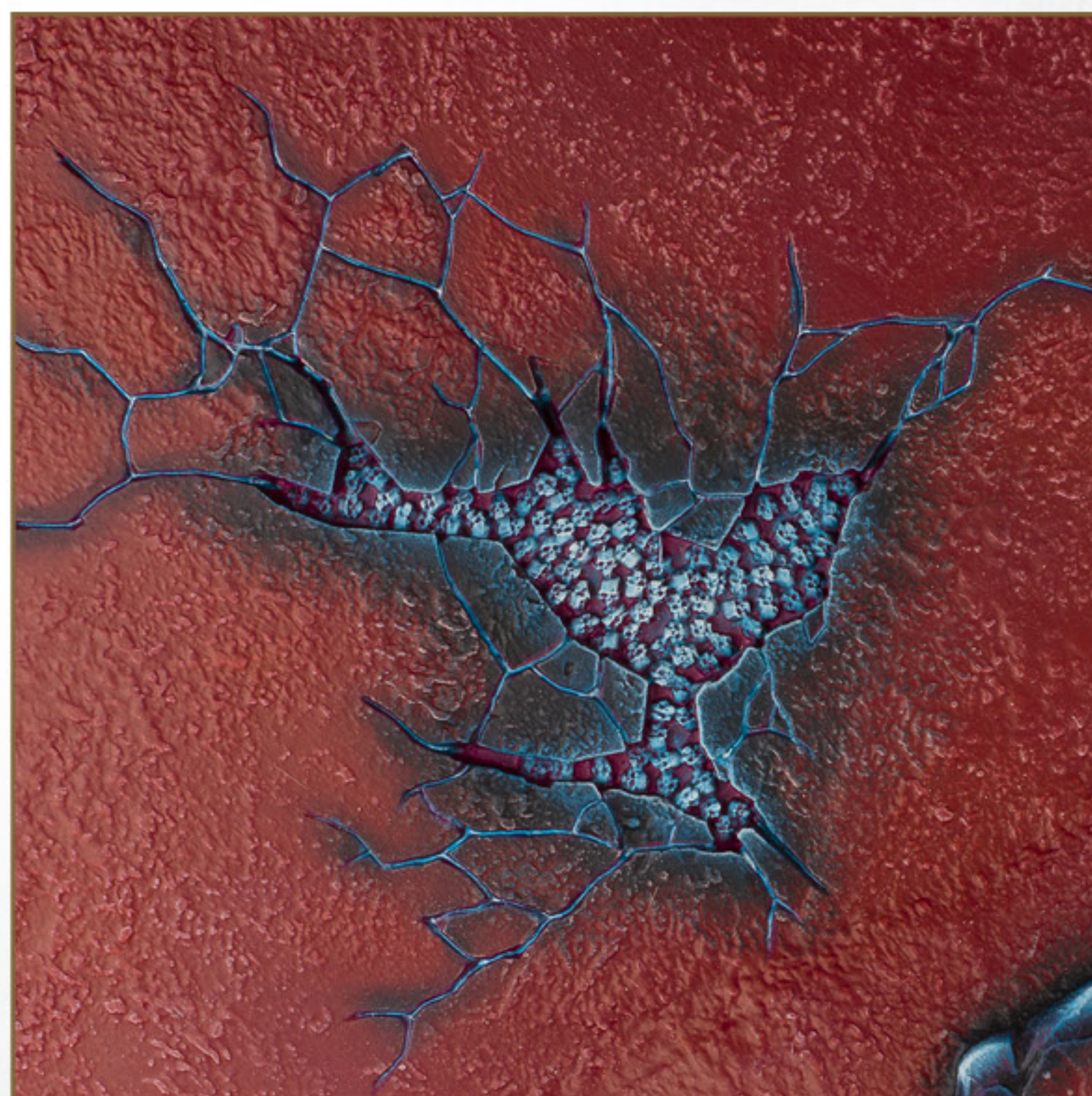
Next, apply a basecoat of Screamer Pink to the exposed piles of skulls and the surrounding cracks in the earth.



Now, give the skulls themselves a heavy drybrush of Sotek Green. Then, paint some more Sotek Green, thinned down with Lahmian Medium, into the cracks; try to leave a bit of Screamer Pink showing for a cool effect.



Next, drybrush the skulls with Temple Guard Blue. Thin some of the paint down with Lahmian Medium and paint it into the cracks, focussing on where they divide.



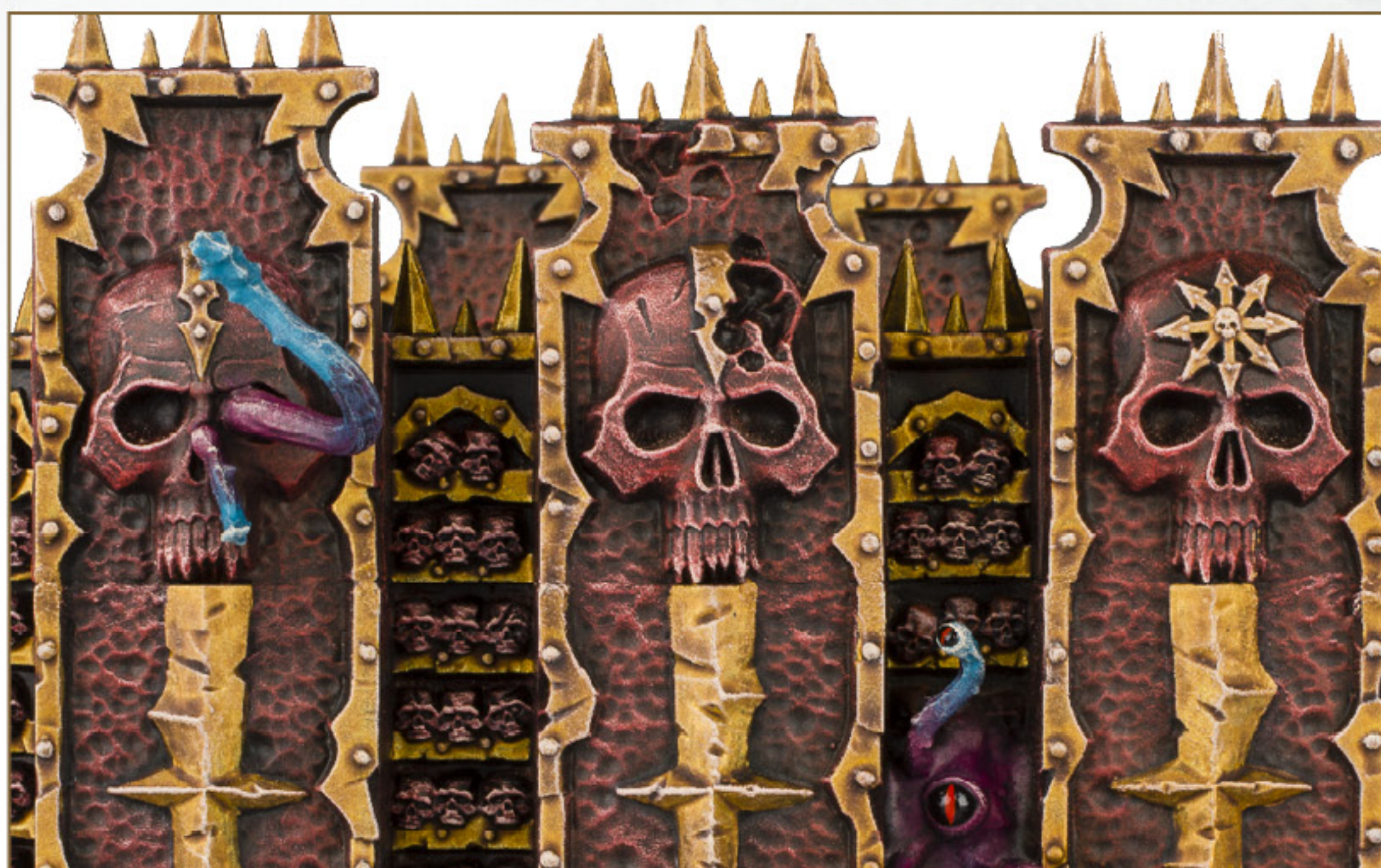
Finally, lightly drybrush the skulls using a Small Dry Brush and Pallid Wych Flesh. Paint little dots of thinned Pallid Wych Flesh at the crack 'junctions'.



# PAINTING THE BLASTED WASTES – FORTRESS WALLS

Though civilised mortals fled the Blasted Wastes many millennia ago, there are still to be found dim echoes of prestige and opulence in the form of ruined palaces and shattered, tottering castles.

Such is the fury of Chaos, that even this fortress wall thrums with venom, its bricks and mortar glowing with the daemonic red and brass that are the Blood God's colours. It is past such edifices that your armies march to their destinies, and amongst them that their fates are decided...



Whether by cruel artifice or the mutating power of the Dark Gods, the structures of Chaos are looming symbols of death and dominion.



## PAINTS LIST

- |                     |                   |
|---------------------|-------------------|
| ● Chaos Black Spray | ● Sotek Green     |
| ● Khorne Red        | ● Screaming Skull |
| ● Evil Sunz Scarlet |                   |
| ● Retributor Armour |                   |
| ● Agrax Earthshade  |                   |
| ● Screamer Pink     |                   |

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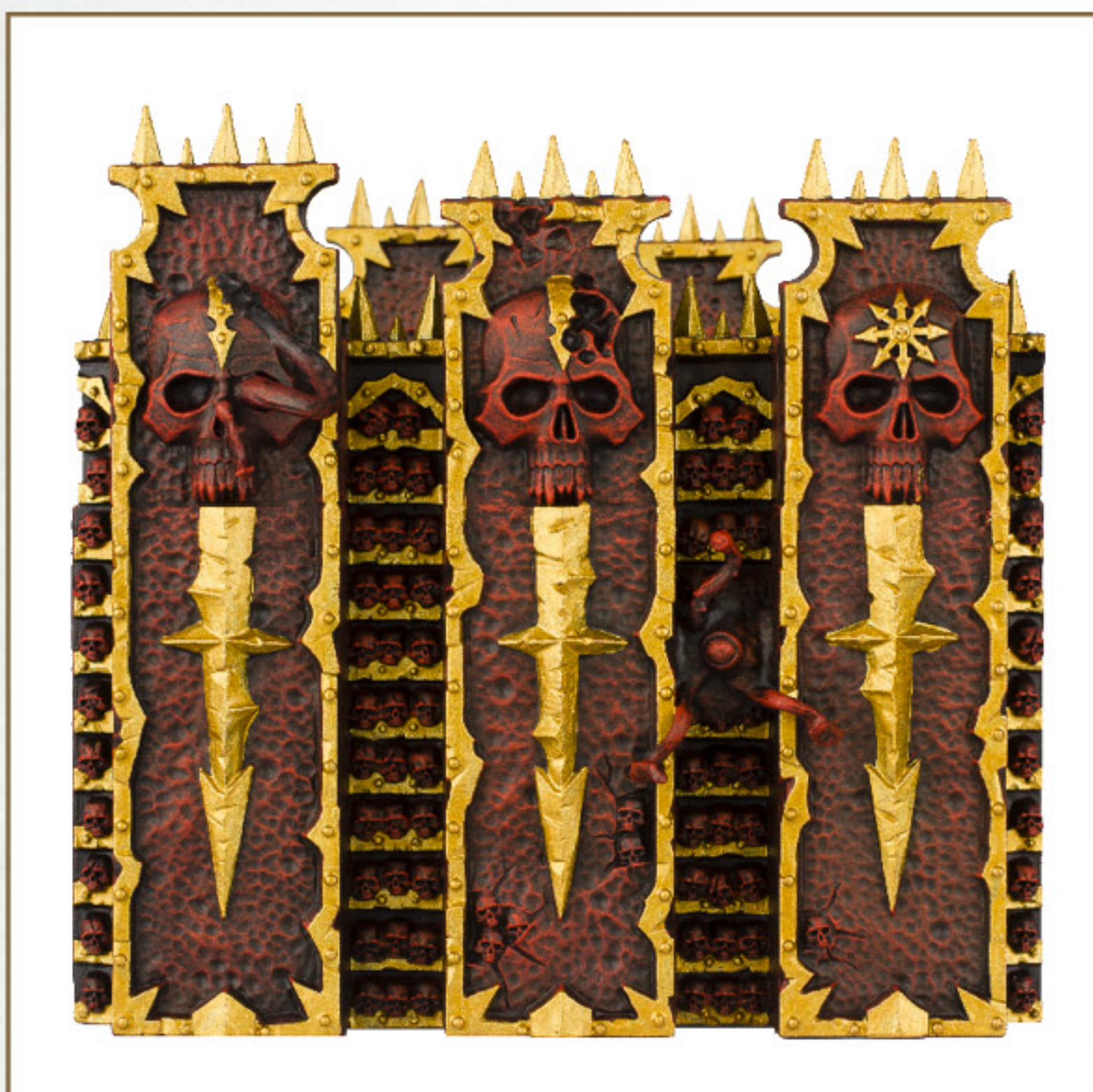




After preparing the scenery piece for painting (we added a few tentacles and accessories from the Chaos Spawn kit), undercoat the model with Chaos Black Spray then drybrush it with Khorne Red.



Next, bring out the gruesome details with a drybrush of Evil Sunz Scarlet, focussing on the edges and raised areas.



Give all of the metallic areas a basecoat of Retributor Armour. A Large Base Brush works well for big scenery pieces such as this.

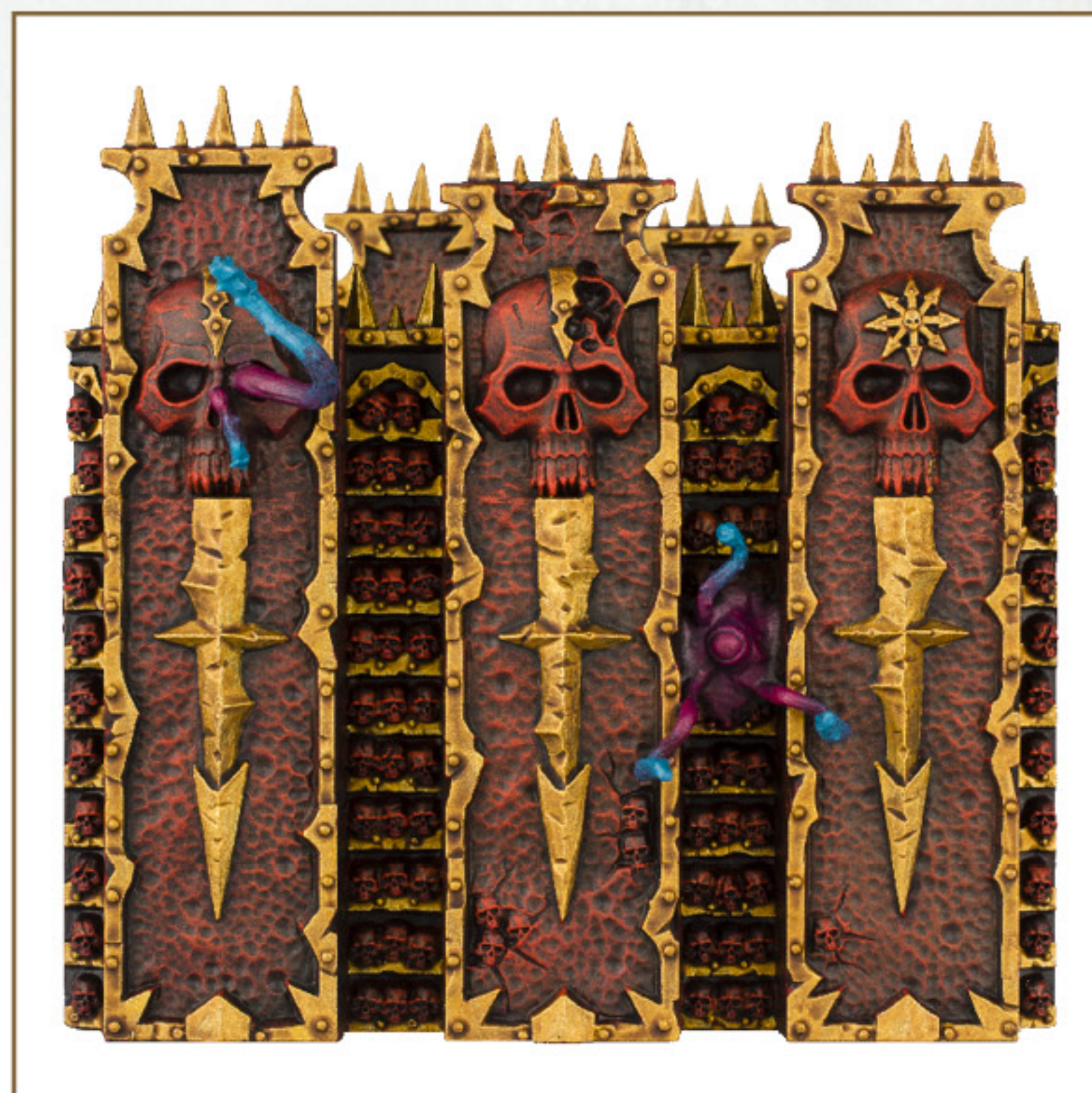


Next, shade all of the metallic areas with Agrax Earthshade. Give the paint plenty of time to dry before moving on to the next stage.





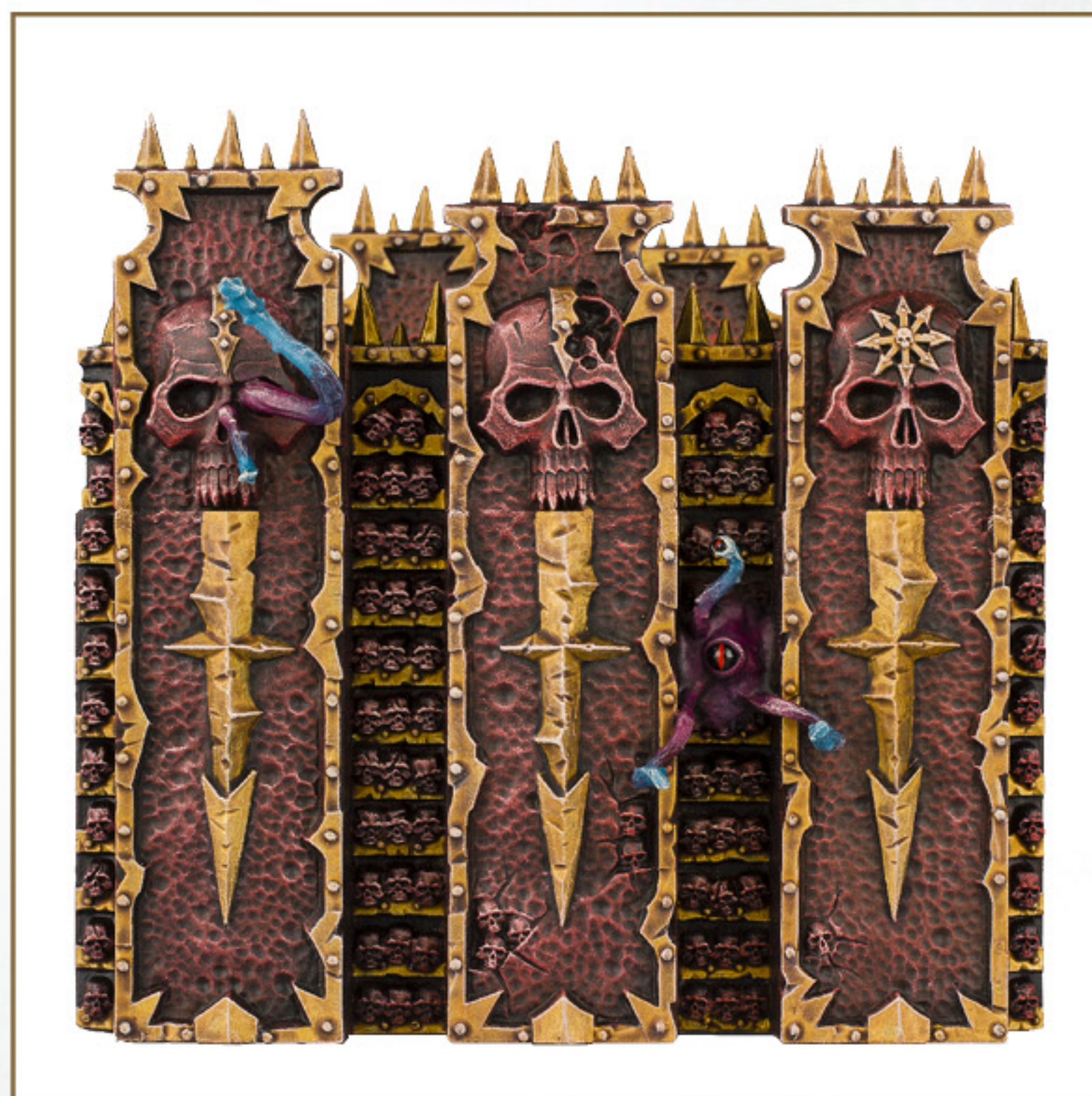
Use a heavy drybrushing technique to give any tentacles and fleshy bits a basecoat of Screamer Pink.



To create the blue effect, gradually build up layers of Sotek Green, starting about two thirds of the way down the tentacle and then working your way towards the tip.



Give the entire model a light drybrush of Screaming Skull, focussing on the edges and extremities.



If you want to go the extra mile, paint any eyeballs Abaddon Black, then add the pupils using Mephiston Red. Finish with some 'Ardcoat for 'that slimy look'.





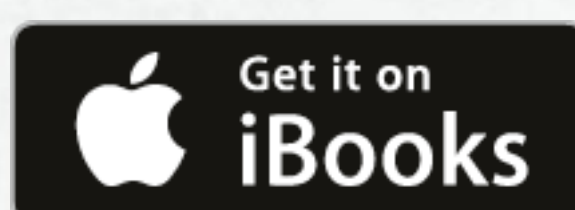
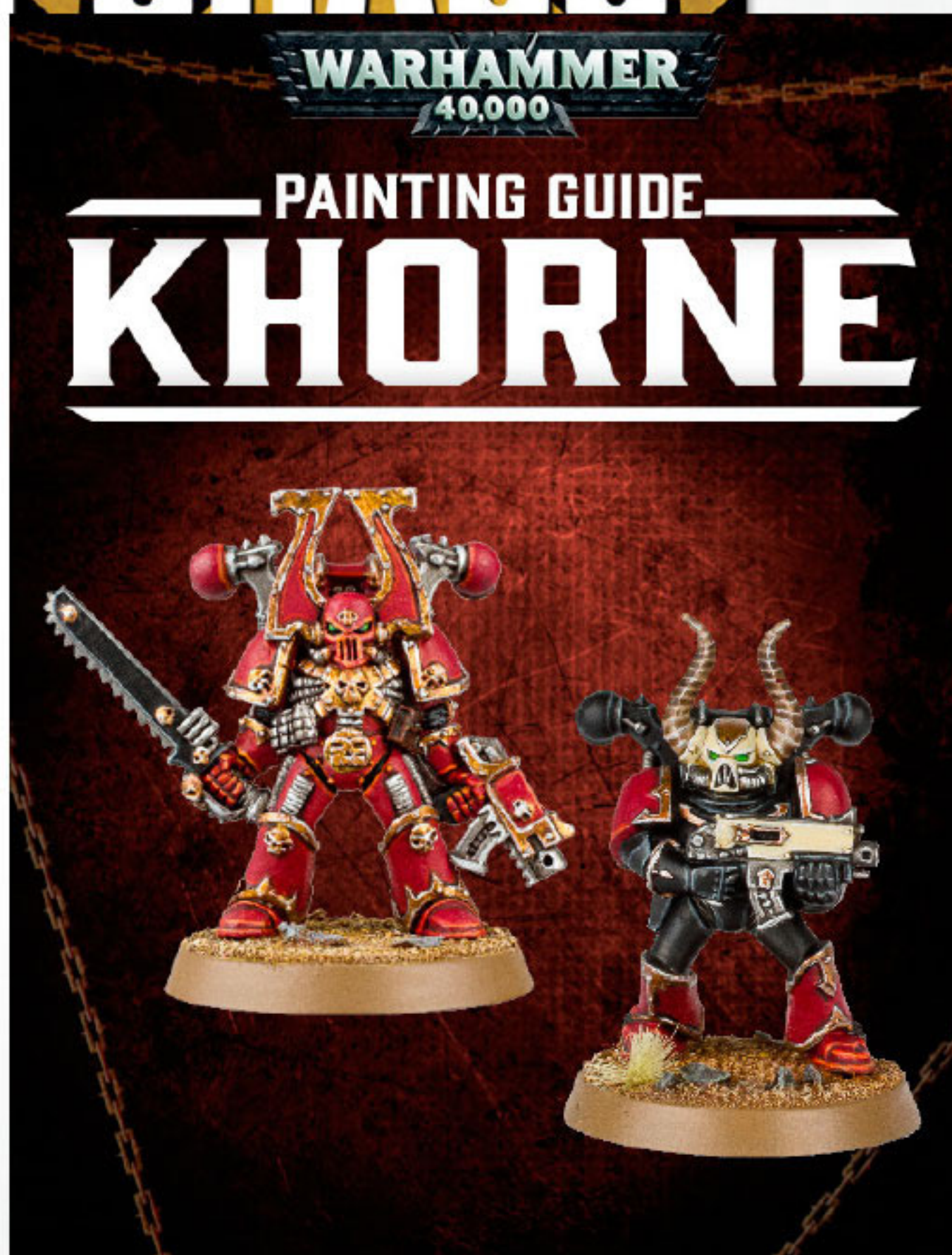
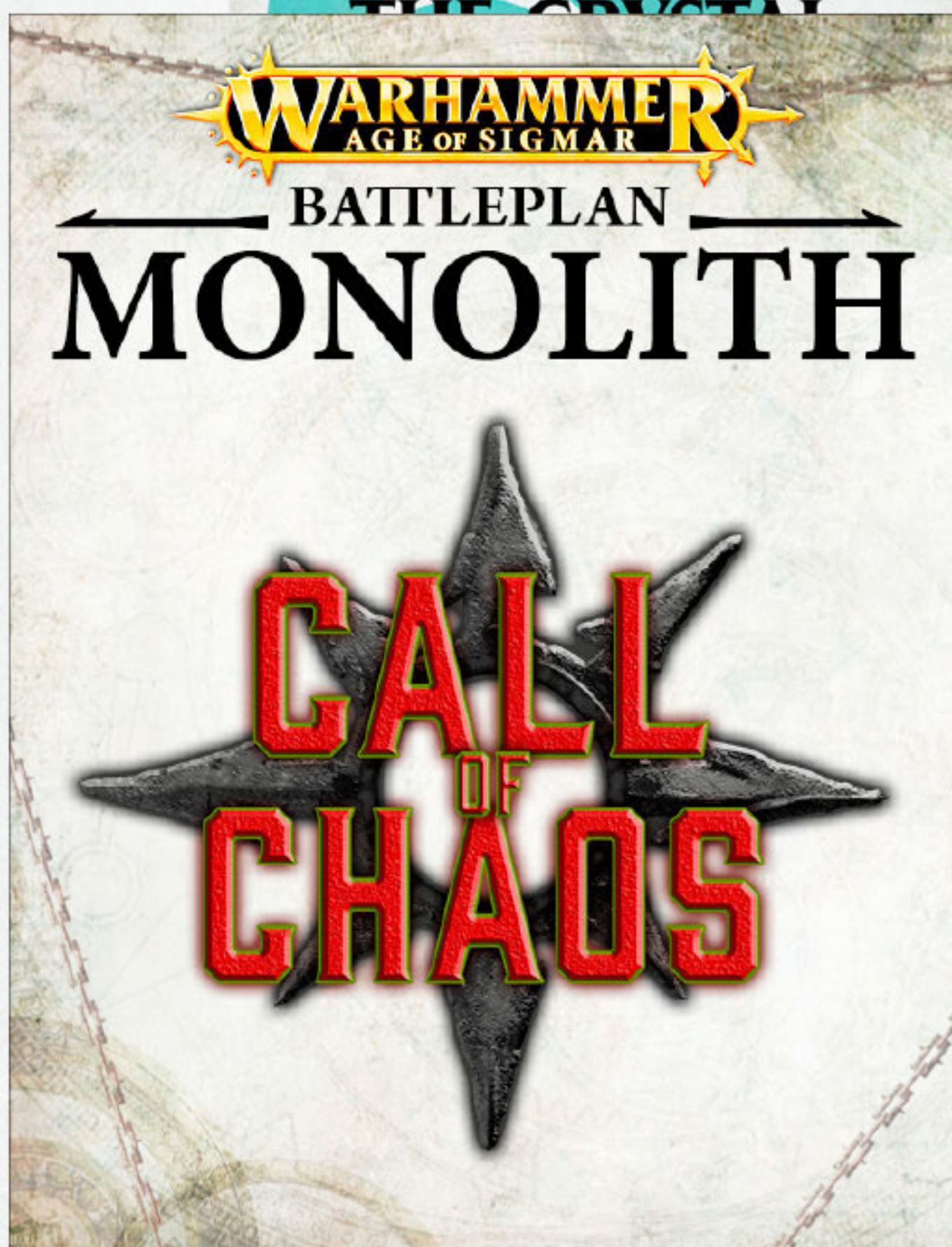


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