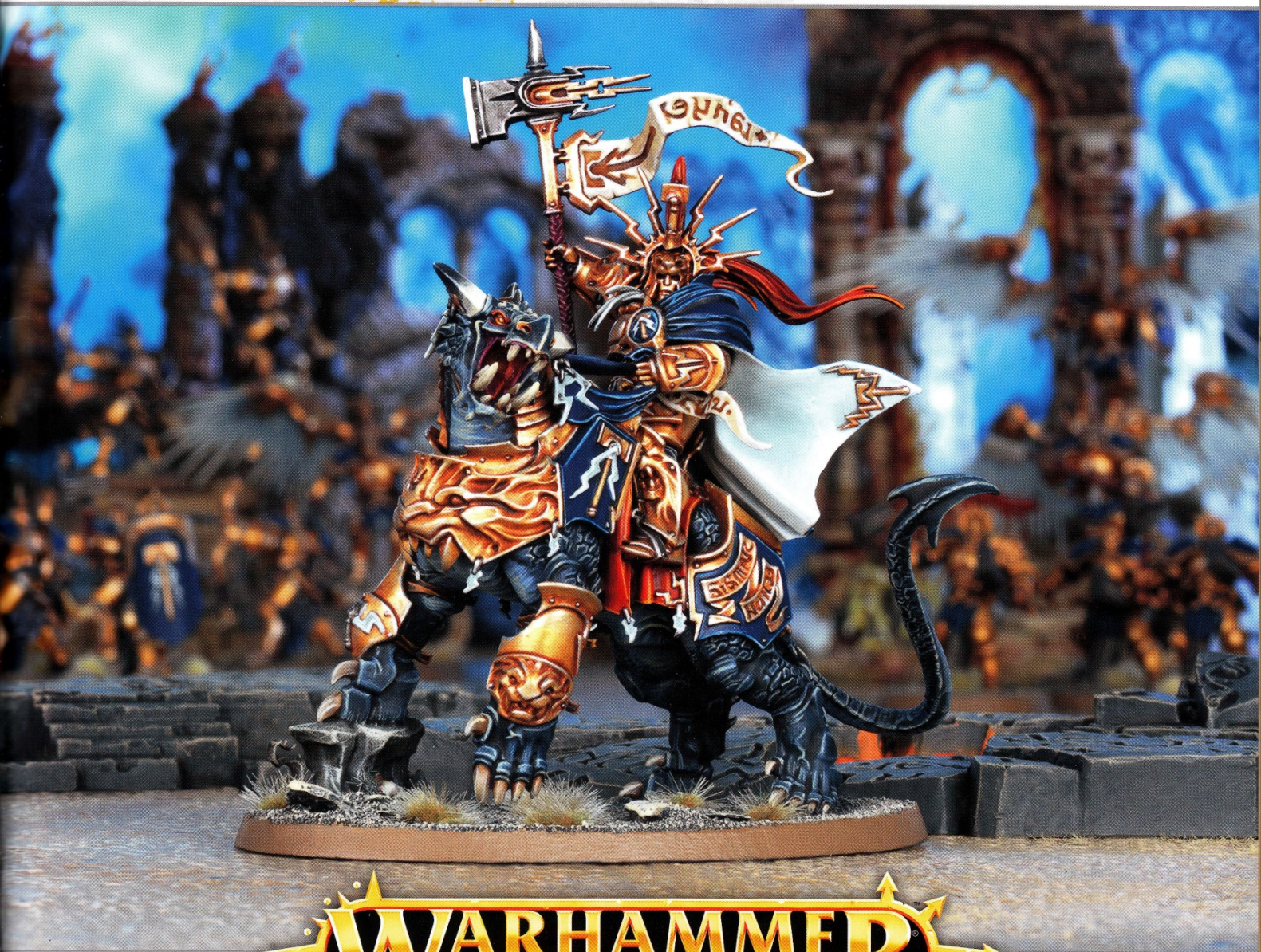


HOW TO PAINT
CITADEL[®]
MINIATURES



WARHAMMER
AGE OF SIGMAR

**STORMCAST
ETERNALS**



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.



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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 Stormcast Eternal miniatures.

Utilising the iconic Hammers of Sigmar 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 ten Stormhost liveries, ranging from the dazzling silver of the Hallowed Knights to the dark and brooding hues of the Anvils of the Heldenhammer, 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 Stormhost of your own – after all, it's your army.

As well as helping you perfect the all-important basics of painting Stormcast Eternals, this guide also features sections explaining how to detail your miniatures' bases, and offers advice for getting great effects when painting Prosecutor wings and Dracoth skin.

What's more, our brilliant studio artists share a host of tips and tricks that will ensure your Stormcast Eternals look every bit as impressive as the resplendent force you see arrayed below.



HAMMERS OF SIGMAR

First to thunderbolt from the Celestial Realm, the Hammers of Sigmar are the spearhead of the God-King. Bearing the hammer-and-lightning symbol upon their shields and clad in shimmering sigmarite, they bring the promise of hope and liberation to all who are blighted by the tyranny of Chaos.

Combining both metallic and non-metallic colours, the Hammers of Sigmar make a fitting subject for the in-depth, stage-by-stage section that begins overleaf.

All you need to do before getting to work with your brushes is to undercoat your miniatures. Supplied in spray cans for quick and easy application, the most popular undercoats are Chaos Black and Corax White. Chaos Black is ideal for darker schemes, and offers a degree of ready-made shading for the model's recessed detail. Corax White, on the other hand, is perfect for brighter colour schemes, as it makes them even more vibrant and eye-catching.



Each Stormhost has their own distinctive livery. With their burnished gold and deep azure, the Hammers of Sigmar are particularly striking.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Retributor Armour
Leadbelcher
Screamer Pink
Abaddon Black
Celestra Grey
Zandri Dust

SHADE

Reikland Fleshshade
Nuln Oil
Druchii Violet

DRY

Sigmarite
Chronus Blue
Necron Compound
Wrack White

LAYER

Auric Armour Gold
Teclis Blue
Ironbreaker
Dawnstone
White Scar
Ushabti Bone
Liberator Gold
Fenrisian Grey
Runefang Steel
Cadian Flestone
Pallid Wych Flesh



Essentially, there are two different approaches to highlighting the raised details on any miniature. The Stormcast Eternal pictured above has been finished using the drybrushing 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 really impressive and 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.

BASECOATING

After applying Chaos Black Spray undercoat to your Stormcast, it's time for Citadel Base Paints. Delivering bold, intense colour, they provide a solid foundation for the spectacular shading and highlighting 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 two slightly thinned coats have the advantage of keeping the model's detail beautifully crisp.



L Base

1 Brushed over Chaos Black here, Retributor Armour is also available as a spray, replacing the undercoat stage.



M Base

2 Apply Kantor Blue to the shield and shoulder pads.



S Base

3 Kantor Blue is also used to paint the trim that borders the tabard.



S Base

4 Sections of cloth are visible between the armour plates. Carefully paint these with Abaddon Black.



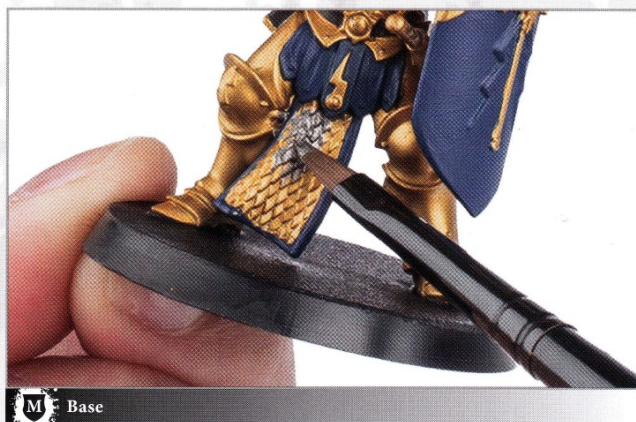
S Base

5 The belt and scabbard are also painted using Abaddon Black.



M Base

6 Next, apply Leadbelcher to the warhammer's head.



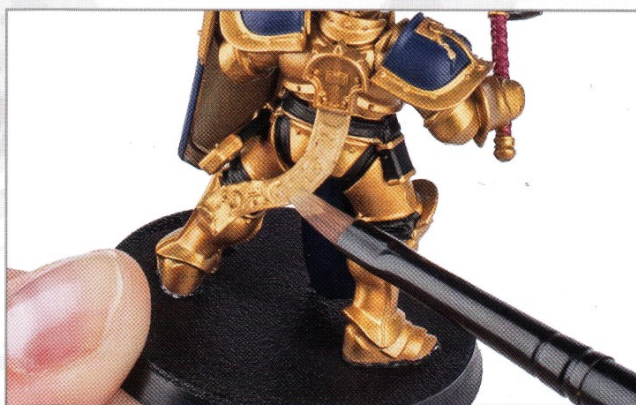
M Base

7 Thinning the paint slightly to help it run into the recesses, apply Leadbelcher to the scale mail.



M Base

8 The weapon haft is painted with Screamer Pink, a good colour to contrast with the gold and blue.



M Base

9 Pick out the parchment using Zandri Dust. One coat should be sufficient due to the underlying gold colour.



S Base

10 Using a lightly loaded brush for accuracy, apply Celestra Grey to the shoulder pad lightning bolts.



S Base

11 The lightning on the shield is also painted with Celestra Grey.

SHADING

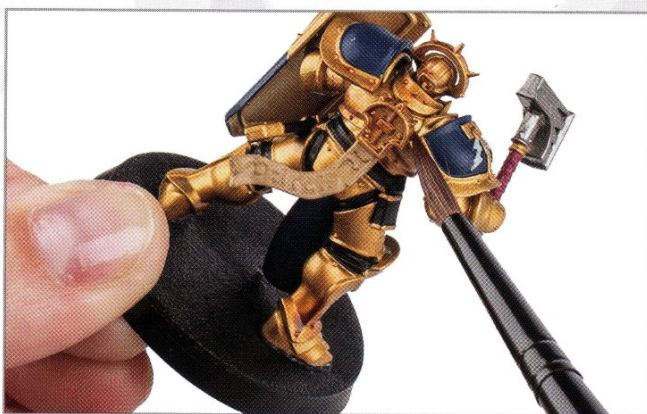
Citadel Shades enhance the miniature's detail. A thinner, slightly translucent paint, it's brushed over the Base colour and coaxed into recesses such as gaps in armour, folds in clothing, weapon parts and chainmail links.

Because these features are tiny, they won't catch the light like a full-size object would. So, to an extent, applying a wash is a little like painting shadows and darkness. Shades can either be applied in a focussed way – for example, around the contours of the chestplate and into any gaps or joins – or simply brushed all over the area and allowed to run into the recesses, such as on the tabard, weapon haft and base.



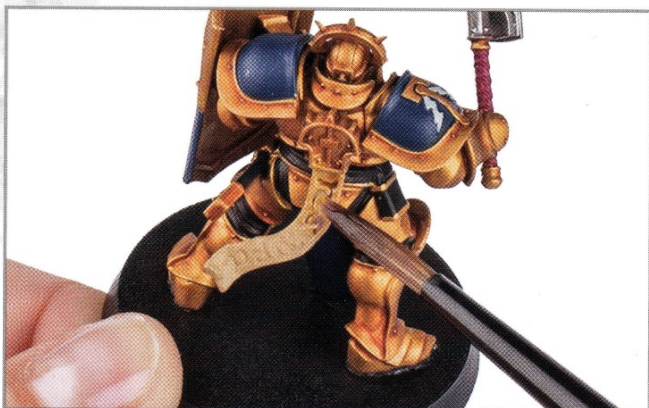
M Shade

- 1 Carefully paint Reikland Fleshshade into the recesses on the armour plates.



M Shade

- 2 If you accidentally apply too much, simply dry your brush and use the bristles to soak up any excess.



M Shade

- 3 Apply Seraphim Sepia to the parchment, ensuring that the Shade flows into the recessed letters.



M Glaze

- 4 Now, using a Glaze brush due to its finer point, apply Drakenhof Nightshade underneath the shield trim.



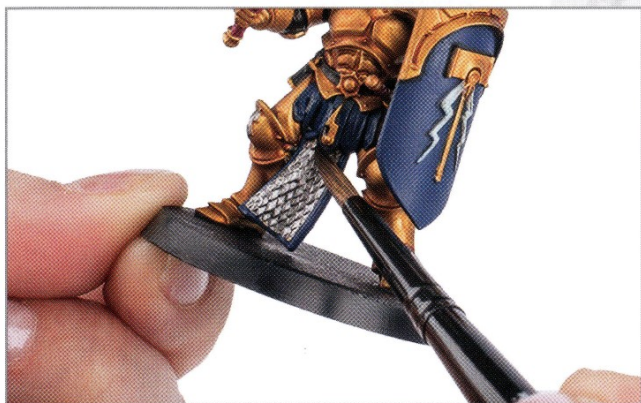
M Shade

- 5 Drakenhof Nightshade is also used for the tabard trim and leather straps.



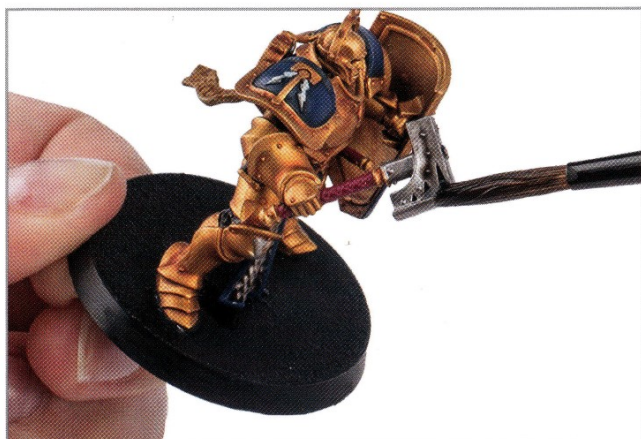
M Shade

6 Apply Druchii Violet to the weapon haft.



M Shade

7 Next, apply Nuln Oil to the scale mail on the tabard.

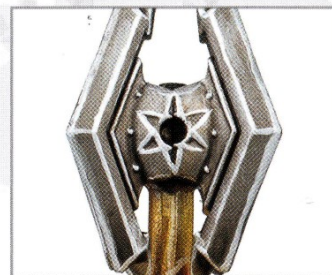


M Shade

8 Nuln Oil is also applied to the warhammer. Make sure the colour reaches the recesses.

MAGICAL EFFECTS

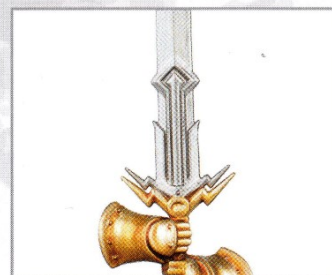
The starsoul mace pictured here has mystic properties. As such, it's an ideal opportunity to apply a special paint effect.



Thinning Temple Guard Blue with Lahmian Medium allows it to flow into the star, creating an otherworldly glow.



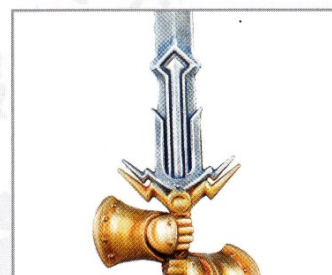
Give the sword its look of celestial sigmarite by first applying Leadbelcher using an S Base brush.



Use an S Glaze brush to apply an even coat of Guilliman Blue Glaze paint.



To finish, apply Runefang Steel to the edges and inner detail, ensuring the Glaze remains visible in the recesses.



LAYERING

Citadel Layer paints add impact and realism by brightening up the miniature's colour scheme, emphasising its raised detail and mimicking reflections or light. Well executed, they transform your miniature.

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.



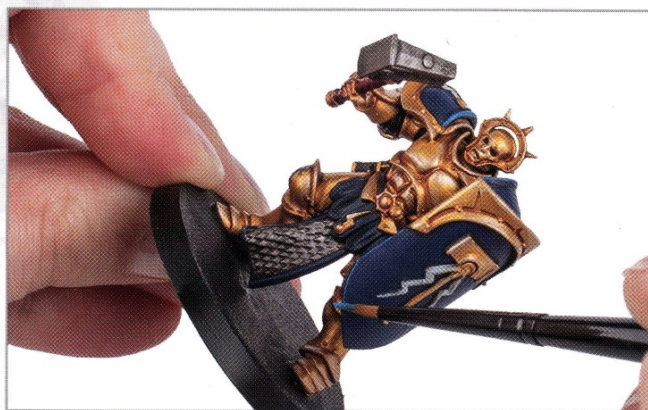
M Layer

- 1 Apply Auric Armour Gold to the raised sections and edges of the armour, avoiding the recesses.



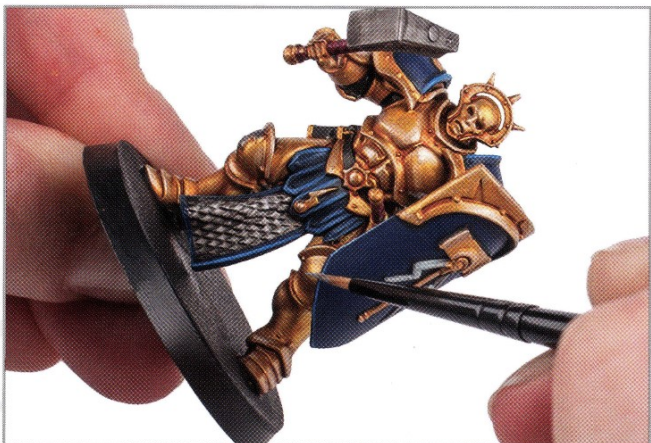
S Layer

- 2 Now, use the finer brush to paint precise lines of Liberator Gold on the edges of the armour plate.



S Layer

- 3 Apply Teclis Blue to the outer edges of the blue areas. Using the side of the bristles keeps the line sharp.



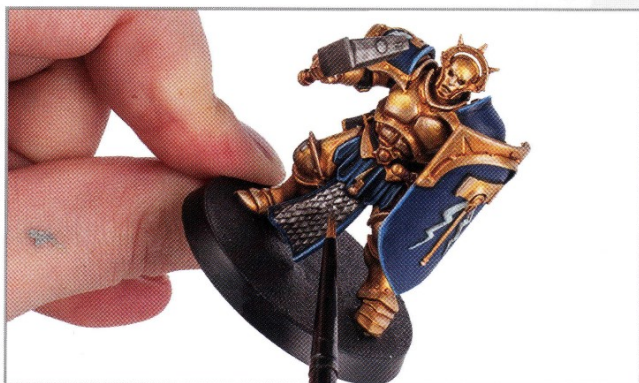
S Layer

- 4 Follow on from the Teclis Blue with an even finer line of Fenrisian Grey.



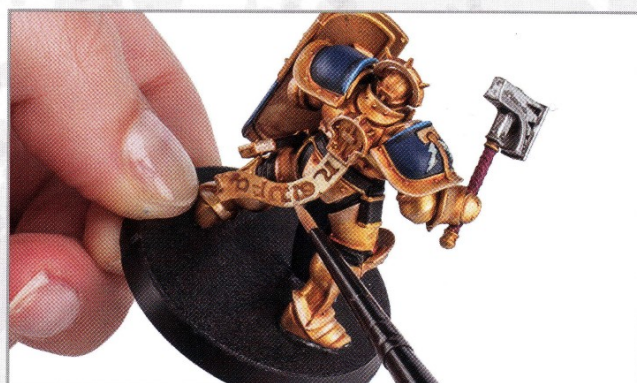
S Layer

- 5 Apply Ironbreaker to the weapon's edges, leaving the darker colour visible in the recesses.



S Layer

- 6** Apply Runefang Steel to the tabard. Use a lightly loaded brush – ideally, paint will just catch the scales.



S Layer

- 7** Apply Ushabti Bone to the parchment. Avoid the recessed letters to leave the darker colour visible.



S Layer

- 8** Next, paint the edges of the parchment with fine lines of Pallid Wych Flesh.



S Layer

- 9** Carefully apply White Scar to the raised edges of the lightning bolts.



S Layer

- 10** Apply Dawnstone to the edges of the black leather belt and the folds of the undercloth.



S Layer

- 11** Use Cadian Flestone to paint the ridges on the warhammer haft grip.

DRYBRUSHING

An effective alternative to using Layer colours, drybrushing is used to define the model's raised details and to highlight texture. It's quick and simple to apply 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, 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 started by undercoating the Liberator with Retributor Armour Spray and then shading the entire model with Reikland Fleshshade.



M Dry

1 Begin drybrushing with Sigmarite. Apply the effect in moderation to the edges of the gold armour.



M Dry

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



S Dry

3 For silver areas, drybrush Necron Compound over a basecoat of Leadbelcher shaded with Nuln Oil.



S Dry

4 After basecoating and shading the blue areas, drybrush the edge of the shield with Chronus Blue.



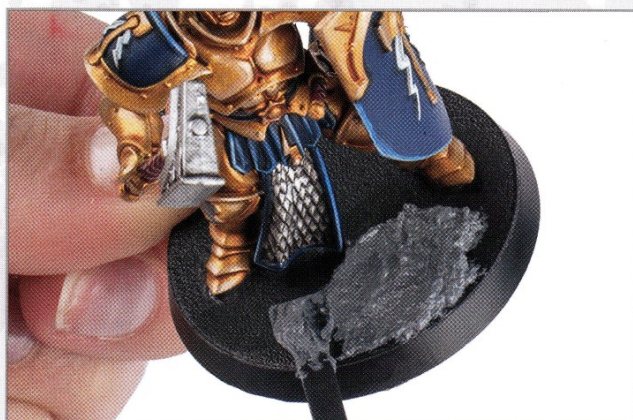
S Dry

5 Use Chronus Blue for the edges of the shoulder pads,

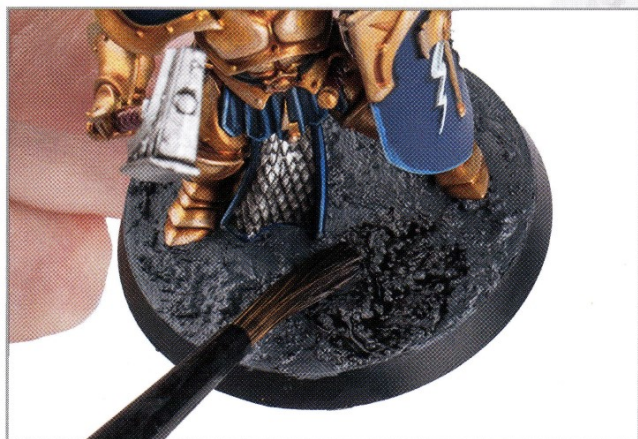
BASING

Great paint jobs start from the ground up, so it's important to get your miniature's base looking good. As such, Citadel Texture paints have been designed to make the process swift and straightforward.

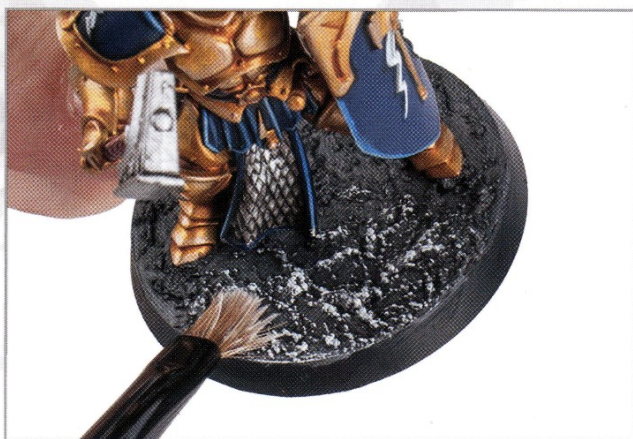
A special type of concentrated paint containing a mix of coarse and fine particles, Texture Paint is simply spread onto the miniature's base and allowed to set. You can then apply Citadel Shade and Dry paints in much the same manner as the rest of the miniature. For the finishing touch, you can also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



- 1 Using a Citadel Medium Texture Tool, apply an even layer of Astrogranite. Allow this to dry completely.



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



- 3 Take an S Dry brush and apply Longbeard Grey to highlight the Texture paint.



- 4 Attach tufts of Mordheim Turf using a pair of tweezers and PVA glue.



- 5 Lastly, use an M Base brush to paint the rim of the base with Steel Legion Drab.

SHIELDS



With their iconic hammer and lightning sigil, Stormcast Eternal shields are already eye-catching, but you can still add a neat finishing touch.



Begin by tracing out the design with a pencil. Any soft graphite pencil will work.



Next, use an S Layer brush to fill in the stripe with your chosen colour, making sure you cover up the pencil lines.

ALTERNATIVE DESIGNS



There are any number of designs that suit, all achieved using the same technique. This chevron version represents a twin-tailed comet.

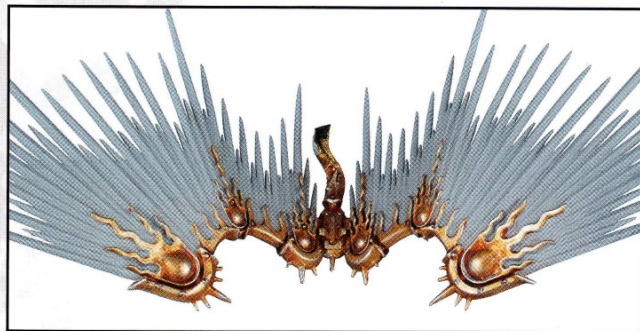


Shield patterns are often highly symbolic. Perhaps the red of this quartered scheme represents mortal blood, and the blue the celestial life force of the Stormcasts.

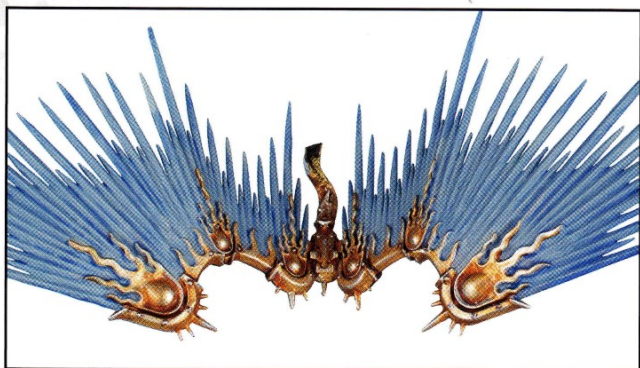
PROSECUTORS

Warrior heralds of Sigmar that take to the air on wings of brilliant light, Prosecutors soar across the battlefield in a dazzling flash of shining sigmarite.

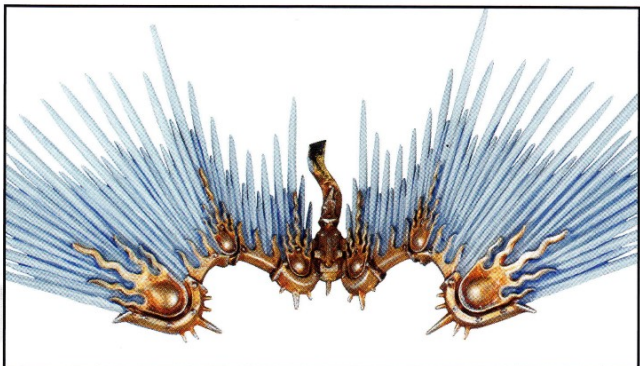
Eye-catching and elegant miniatures, Prosecutors are painted in exactly the same way as your Stormhost with just one exception – their incredible wings.



1 Paint the gold areas, then use an S Base brush to apply Celestra Grey to the wings.



2 Next, use an M Shade brush to paint Drakenhof Nightshade into the recesses.



3 Lastly, apply Ulthuan Grey to the 'feathers', making sure the alternating blue areas remain visible.

DRACOTHS

Intensely loyal once tamed, Dracoths are the ferocious but noble mounts of elite Stormcasts. Hugely powerful, with massive fangs and claws like steel, they are able to spit destructive bolts of celestial energy at their foes.

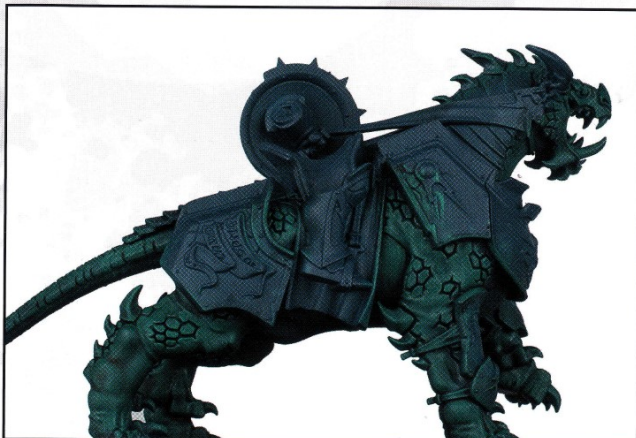
Dracoths give the Stormcast Eternal collector the opportunity to try their hand at painting 'natural' textures, and their scaly hides act as an interesting contrast to the many metallic areas in an army of Sigmar's finest. What's more, they give you the chance to combine all the painting techniques presented in this guide. As the armour and saddle are painted using the techniques covered earlier, we'll concentrate here on the Dracoth's skin.



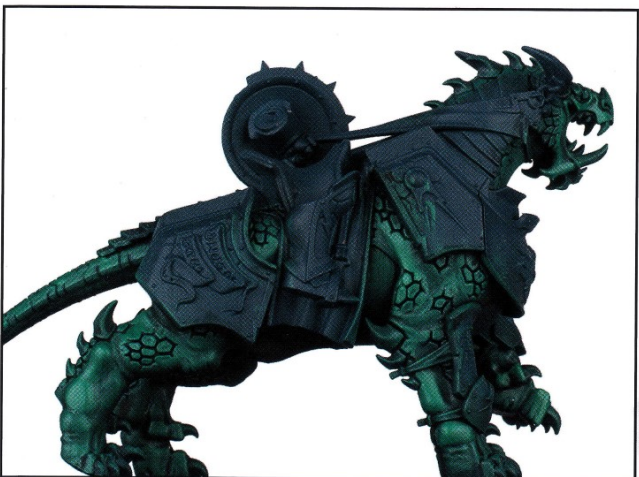
- 1** Basecoat the entire Dracoth sub-assembly with Incubi Darkness Spray.



- 2** Now, use an L Layer brush to apply Kabalite Green Layer paint, avoiding the recesses.



- 3** Apply an even coat of Coelia Greenshade to the skin, making sure it settles in the recessed details.



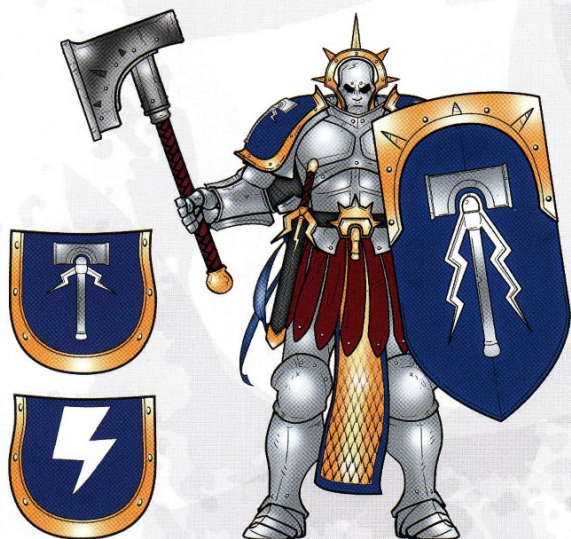
- 4** Brighten the colour by reapplying Kabalite Green to the raised skin detail – an M Layer brush is ideal.



- 5** To finish, lightly drybrush the body with Hellion Green, focussing on the scales and edges.

HALLOWED KNIGHTS

Though they bear the scars of many savage battles, the indomitable Hallowed Knights remain pure in spirit and virtually impervious to the black arts of their enemies. Pious in their worship of Sigmar, they once beseeched him to aid them in war. Now reforged, they supplicate by bringing death to the Chaos invader.



FAITHFUL TO THE CORE

The bright metal of the Hallowed Knights' sigmarite armour symbolises their unfailing devotion to the God-King, and it's also the first paint you'll apply. As with all Base paints, applying Leadbelcher in two slightly thinned-down coats will keep the miniature's fine detail looking nice and sharp. Continue with the other Base colours and then follow up with the corresponding Shade paints, making sure they reach all the recessed detail. For an impressive finishing touch that adds extra contrast to the miniature, either apply the Dry paints listed opposite using the drybrushing technique, or use the two stages of Layer paints to highlight the edges of the shield, armour and weaponry.

SELECT
DRY
OR
LAYER

BASE

SHADE



Undercoat with Chaos Black Spray.



*Silver: Leadbelcher
Gold: Retributor Armour
Blue: Kantor Blue
Lightning Bolt Sigils: Celestra Grey
Weapon Hafts: Screamer Pink
Black: Abaddon Black
Leather Strips: Rhinox Hide*



*Silver: Drakenhof Nightshade
Gold: Reikland Fleshshade
Leather Strips: Druchii Violet*

DRY



Silver: Necron Compound
Gold: Golden Griffon
Blue: Chronus Blue
Leather Strips: Verminlord Hide



For neat results when drybrushing, some painters prefer to apply all the metallic Base colours and Shades first, and then to drybrush these before applying the non-metallics (in this case the blue, brown and pink), before carefully drybrushing them in turn.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Leadbelcher
Retributor Armour
Kantor Blue
Celestra Grey
Screamer Pink
Abaddon Black
Rhinox Hide

SHADE

Drakenhof Nightshade
Reikland Fleshshade
Druchii Violet

DRY

Necron Compound
Golden Griffon
Chronus Blue
Verminlord Hide

LAYER

Ironbreaker
Auric Armour Gold
Altdorf Guard Blue
White Scar
Pink Horror
Dawnstone
Doombull Brown
Runefang Steel
Fenrisian Grey
Emperor's Children

Deathclaw Brown

LAYER 1



Silver: Ironbreaker
Gold: Auric Armour Gold
Blue: Altdorf Guard Blue
Lightning Bolt Sigils: White Scar
Weapon Hafts: Pink Horror
Black: Dawnstone
Leather Strips: Doombull Brown

LAYER 2



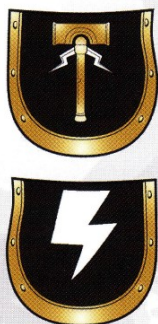
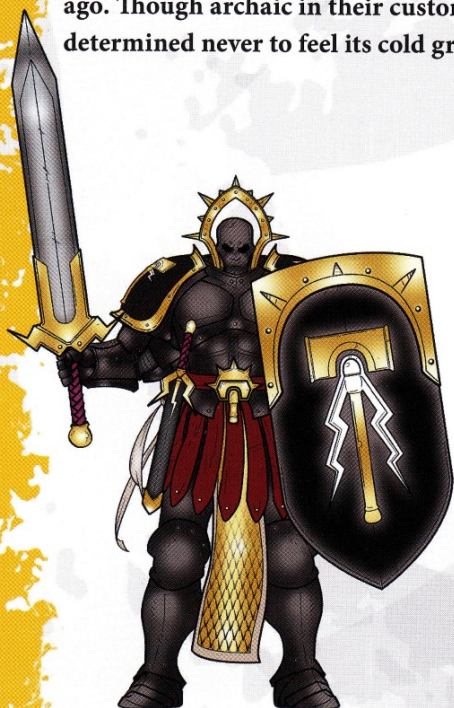
Silver: Runefang Steel
Gold: Runefang Steel
Blue: Fenrisian Grey
Weapon Hafts: Emperor's Children
Leather Strips: Deathclaw Brown



The 'batch' technique is ideal for painting whole retinues. Simply paint each miniature in turn with the colour you're using, rather 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.

ANVILS OF THE HELDENHAMMER

Dark of aspect, the Anvils of the Heldenhammer were forged from heroic warriors who were slain many centuries ago. Though archaic in their customs, they fight with the grim intensity of those who know what death is, and are determined never to feel its cold grip again.



WARRIORS FROM A DISTANT AGE

A menacing presence in their massed ranks, the Anvils of the Heldenhammer wear their armour with pride, its sable hue an echo of their venerable origins. Begin by applying the Base colours over a black undercoat, before adding the Shade paints. You can then use an S Dry brush to apply the colours recommended opposite. Alternatively, a similar effect can be achieved by using the Layer Paint stages below. Both methods give a great result, but it's advisable to decide which you will opt for before you begin, and then stick to it for the rest of your collection, as this will make sure your army has a unified appearance.

SELECT
DRY
OR
LAYER

BASE

SHADE



Undercoat with Chaos Black Spray.



*Gold: Retributor Armour
Silver: Leadbelcher
Weapon Haft: Screamer Pink
Leather Strips: Khorne Red
Tabard: Magragge Blue
Brown: Rhinox Hide
Lightning Bolt Sigil: Celestra Grey*



*Gold: Reikland Fleshshade
Weapon: Nuln Oil
Weapon Haft: Druchii Violet
Leather Strips: Druchii Violet
Tabard: Nuln Oil
Brown: Nuln Oil*

DRY



Armour: Thunderhawk Blue
Gold: Sigmarite
Silver: Necron Compound
Weapon Haft: Changeling Pink
Leather Strips: Astorath Red
Lightning Bolt Sigil: Praxeti White



Take your time when applying the Thunderhawk Blue Dry paint – use an S Dry brush and gradually build the effect on the ridges and contours. It delivers superb contrast to the black armour and enhances the detail that could otherwise be hidden.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Retributor Armour
Leadbelcher
Screamer Pink
Khorne Red
Macragge Blue
Rhinox Hide
Celestra Grey

SHADE

Reikland Fleshshade
Nuln Oil
Druchii Violet

DRY

Thunderhawk Blue
Sigmarite
Necron Compound
Changeling Pink
Astorath Red
Praxeti White

LAYER

Dark Reaper
Auric Armour Gold
Ironbreaker
Pink Horror
Wazdakka Red
Altdorf Guard Blue
White Scar
Fenrisian Grey

Runefang Steel
Emperor's Children
Wild Rider Red
Calgar Blue
Skrag Brown

LAYER 1



Armour: Dark Reaper
Gold: Auric Armour Gold
Silver: Ironbreaker
Weapon Haft: Pink Horror
Leather Strips: Wazdakka Red
Tabard: Altdorf Guard Blue
Lightning Bolt Sigil: White Scar

LAYER 2



Armour: Fenrisian Grey
Gold: Runefang Steel
Silver: Runefang Steel
Weapon Haft: Emperor's Children
Leather Strips: Wild Rider Red
Tabard Trim: Calgar Blue
Brown: Skrag Brown



The Anvils of the Heldenhammer are a great choice for hobbyists who are fond of larger armies. By using Chaos Black Spray for both primer and main colour, it's possible to paint an impressive number to a high standard in a relatively short span of time.

KNIGHTS EXCELSIOR

None who swear fealty to Sigmar are more fervent than the Knights Excelsior. They obey their code without question, and though their pure white armour is oft corrupted with the gore of the Dark Gods' followers, the lifeblood of any whom they deem heathen will surely join it. To be liberated by the Knights Excelsior is not without its risks...



FOR THE GLORY OF SIGMAR!

The brilliant white armour of the Knights Excelsior reflects the purity of their faith. Begin with an undercoat of Corax White Spray and then add the Base paints. Apply the Shades, making sure you restrict the Seraphim Sepia to the armour's recesses (taking your time and using an S Layer brush will help you to stay neat and accurate). If you're keen to start playing, the miniature can be left as it is, but for an even more impressive finish, add either drybrushed or layered highlights using the colours listed on the page opposite. Drybrushing is faster, while painting fine lines on the hard edges using the Layer technique results in a sharp and precise appearance.

SELECT
DRY
OR
LAYER



Undercoat with Corax White Spray.

BASE



*Gold: Retributor Armour
Silver: Leadbelcher
Blue: Kantor Blue
Weapon Hafts: Screamer Pink
Leather Strips: Khorne Red
Black: Abaddon Black*

SHADE



*Armour: Seraphim Sepia
Gold: Reikland Fleshshade
Silver: Nuln Oil
Blue: Nuln Oil
Leather Strips: Druchii Violet*

DRY



Armour: Wrack White
 Gold: Golden Griffon
 Silver: Necron Compound
 Leather Strips: Astorath Red
 Blue: Hoeth Blue
 Weapon Haft: Changeling Pink



Once you've applied the Shade paints, it's well worth passing a critical eye over the model before you begin drybrushing. Often you'll notice small mistakes which are easily fixed with a careful touch-up of the Base colour.

PAINTS REQUIRED

UNDERCOAT

Corax White Spray

BASE

Retributor Armour
 Leadbelcher
 Kantor Blue
 Screamer Pink
 Khorne Red
 Abaddon Black

SHADE

Seraphim Sepia
 Reikland Fleshshade
 Nuln Oil
 Druchii Violet

DRY

Wrack White
 Golden Griffon
 Necron Compound
 Astorath Red
 Hoeth Blue
 Changeling Pink

LAYER

Pallid Wych Flesh	Emperor's Children
Auric Armour Gold	Dawnstone
Ironbreaker	
Calgar Blue	
Pink Horror	
White Scar	
Runefang Steel	

LAYER 1



Armour: Pallid Wych Flesh
 Gold: Auric Armour Gold
 Silver: Ironbreaker
 Blue: Calgar Blue
 Leather Strips: Pink Horror

LAYER 2



Armour: White Scar
 Gold: Runefang Steel
 Silver: Runefang Steel
 Leather Strips: Emperor's Children
 Weapon Haft: Emperor's Children
 Leather Belt: Dawnstone



After the Shade stage, it's well worth reserving a separate water pot and brushes for the colours used to paint the white armour. This ensures that the white areas stay pure – essential for Knights Excelsior!

TEMPEST LORDS

A cadre of the elite, all Tempests Lord were once ennobled or hail from the loftier echelons of mortal society. Their aristocratic bearing remains true, and they retain an innate faith in their own superiority. They show only disdain for their lowly foes, and fight solely against those whom they consider worthy.



NOBLE MIGHT

Proudest of all the Stormhosts, the Tempest Lords are regal in their blue and white armour. As with most miniatures, it's best to begin with the most dominant Base paint colour, in this case Kantor Blue. Apply this colour with an S Base brush using two thinned coats to ensure the details stay sharp. Leave the black undercoat visible on the areas between the armour sections, such as in the crook of the arms and knees. Allow the Base colours to dry, and then apply the Shade paints, taking care to avoid pools of the paint gathering at the lower edges of the armour plates and shield. Finish by highlighting the miniature's raised details, either applying fine lines of Layer paints to the edges of armour plates, the shield, leather and weapon, or drybrushing these same areas with the Dry paints.

BASE

SHADE

SELECT
DRY
OR
LAYER



Undercoat with Chaos Black Spray.



*Armour: Kantor Blue
Gold: Retributor Armour
Silver: Leadbelcher
White: Celestra Grey
Leather Strips: Khorne Red
Black: Abaddon Black*



*Armour: Drakenhof Nightshade
Gold: Reikland Fleshshade
Silver: Nuln Oil
Leather Strips: Nuln Oil*

DRY



Armour: Chronus Blue
Gold: Golden Griffon
Silver: Necron Compound
White: Wrack White
Leather Strips: Astorath Red



When drybrushing metallic colours, try to be as neat as possible wherever they border non-metallic colours, especially darker ones such as the Kantor Blue here. No matter how tiny these areas are, metallic flecks really show up.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Kantor Blue
Retributor Armour
Leadbelcher
Celestra Grey
Khorne Red
Abaddon Black

SHADE

Drakenhof Nightshade
Reikland Fleshshade
Nuln Oil

DRY

Chronus Blue
Golden Griffon
Necron Compound
Wrack White
Astorath Red

LAYER

Alaitoc Blue
Ironbreaker
Ulthuan Grey
Wazdakka Red
Dawnstone
Lothorn Blue
Runefang Steel
White Scar
Wild Rider Red

LAYER 1



Armour: Alaitoc Blue
Silver: Ironbreaker
White: Ulthuan Grey
Leather Strips: Wazdakka Red
Black: Dawnstone

LAYER 2



Armour: Lothorn Blue
Silver: Runefang Steel
White: White Scar
Leather Strips: Wild Rider Red



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.

CELESTIAL WARBRINGERS

The first Stormcast Eternals from the Second Striking, the Celestial Warbringers' zeal ensures that they will never be overshadowed by their predecessors. Every warrior in the Stormhost hails from the same tribe, who believe that they have been foretold of the moment of their death and are unhindered by doubt or fear.



A CONQUEST OF COLOUR

One of the most radical Stormcast liveries, an army of the Celestial Warbringers is a treat for any hobbyist with an eye for rich colour and contrast. Begin by undercoating the model with Chaos Black Spray before applying the Base colours. When the miniature is dry, apply the Shade paints and then use the Base colours once more to paint the raised areas whilst avoiding the recesses; this restores the model's bright appearance and adds depth to the miniature's details. The final stage involves defining the detail by drybrushing the model or using Layer paints to add fine lines of lighter-colour paint to the edges of armour plates, the weapon, shield and all other hard edges.



Undercoat with Chaos Black Spray.



BASE

Armour: Screamer Pink
Gold: Balthasar Gold
Silver: Leadbelcher
White: Celestra Grey
Tabard: Macragge Blue
Black: Abaddon Black



SHADE

Armour: Druchii Violet
Gold: Reikland Fleshshade
Silver: Nuln Oil
Tabard: Nuln Oil

SELECT
DRY
OR
LAYER

DRY



Armour: Changeling Pink
Gold: Necron Compound
Silver: Necron Compound
White: Wrack White
Black: Dawnstone



Once based, your Celestial Warbringer is ready for the tabletop. However, if you'd like to add that finishing touch, apply an even coat of Bloodletter Glaze to the purple armour.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Screamer Pink
Balthasar Gold
Leadbelcher
Celestra Grey
Macragge Blue
Abaddon Black

SHADE

Druchii Violet
Reikland Fleshshade
Nuln Oil

DRY

Changeling Pink
Necron Compound
Wrack White
Dawnstone

LAYER

Pink Horror
Gehenna's Gold
Ironbreaker
Ulthuan Grey
Aldorf Guard Blue
Dark Reaper
Emperor's Children
Runefang Steel
White Scar
Calgar Blue
Administratum Grey

LAYER 1



Armour: Pink Horror
Gold: Gehenna's Gold
Silver: Ironbreaker
White: Ulthuan Grey
Tabard: Aldorf Guard Blue
Black: Dark Reaper

LAYER 2



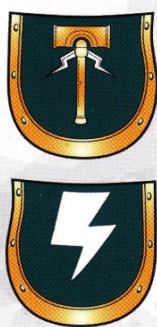
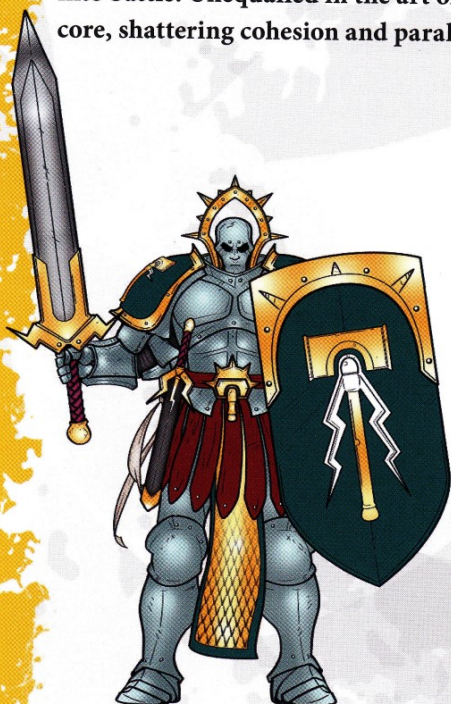
Armour: Emperor's Children
Gold: Runefang Steel
Silver: Runefang Steel
White: White Scar
Tabard: Calgar Blue
Black: Administratum Grey



Repainting the Base colours on the raised areas after the Shade paints have been applied makes a dramatic difference to the look of the finished miniature, though take care not to paint back over the recesses.

KNIGHTS OF THE AURORA

Amidst the shattering crash of lightning and a tumult of blade and hammer-blows, the Knights of the Aurora hurtle into battle. Unequaled in the art of rapid assault, they rupture the enemy's ranks and thrust onwards to their foul core, shattering cohesion and paralysing any frantic attempts to rally or counter-attack.



SPEED AND FORCE

The livery of the Knights of the Aurora is as bold and dynamic as the way they wage war. Their armour is painted first with Leadbelcher, applied in two thin coats. The remaining Base colours are added, and then the corresponding Shades. It's perfectly fine to finish the painting here, however your Stormcast Eternal will look even more impressive with the addition of some highlights. Decide whether you wish to use the drybrushing or layering technique to pick out the raised areas – both methods are shown on the opposite page. Drybrushing is fast, and a good choice if you're seeking to assemble a sizeable army in short order. The alternative technique of fine-line highlighting takes a little longer, but rewards with a very sophisticated-looking miniature.

SELECT
DRY
OR
LAYER

BASE

SHADE



Undercoat with Chaos Black Spray.



Silver: Leadbelcher
Gold: Retributor Armour
Green: Incubi Darkness
White: Celestra Grey
Weapon Haft: Screamer Pink
Leather Strips: Rhinox Hide



Silver: Coelia Greenshade
Gold: Reikland Fleshshade
Green: Nuln Oil
Weapon Haft: Druchii Violet

DRY



Silver: Necron Compound
Gold: Golden Griffon
Green: Hellion Green
White: Wrack White
Weapon Haft: Changeling Pink
Brown: Verminlord Hide



Take your time when applying drybrushed highlights, especially when working with metallic paint. A little extra patience spent gradually building up the effect is always rewarded with a crisp and well-defined result.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Leadbelcher
Retributor Armour
Incubi Darkness
Celestra Grey
Screamer Pink
Rhinox Hide

SHADE

Coelia Greenshade
Reikland Fleshshade
Nuln Oil
Druchii Violet

DRY

Necron Compound
Golden Griffon
Hellion Green
Wrack White
Changeling Pink
Verminlord Hide

LAYER

Ironbreaker
Auric Armour Gold
Kaballite Green
Doombull Brown
Skavenblight Dingy
Runefang Steel
Sybarite Green
White Scar

Emperor's Children
Cadian Flestone
Administratum Grey

LAYER 1



Silver: Ironbreaker
Gold: Auric Armour Gold
Green: Kaballite Green
Leather Strips: Doombull Brown
Leather Belt: Skavenblight Dingy

LAYER 2



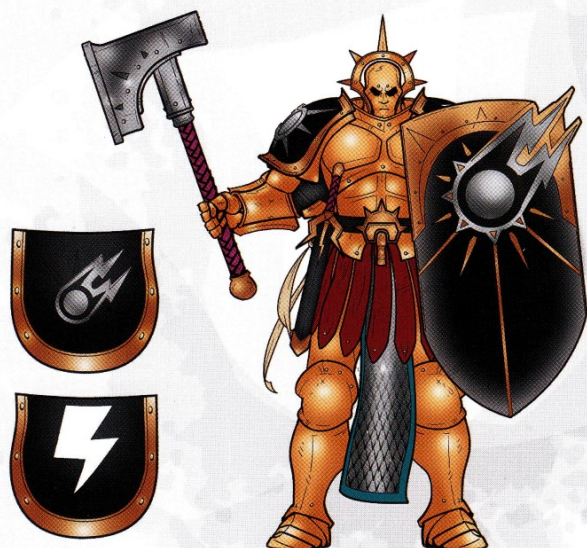
Silver & Gold: Runefang Steel
Green: Sybarite Green
White: White Scar
Weapon Haft: Emperor's Children
Leather Strips: Cadian Flestone
Leather Belt: Administratum Grey



To decorate the base, glue on some Citadel Sand with PVA. When this is dry, paint it with Abaddon Black and then drybrush it with Karak Stone, followed by Screaming Skull. Finally, paint the rim with Steel Legion Drab.

FISTS OF SIGMARITE

The Fists of Sigmarite strike hard and sure. They have pledged to be first in glory, show no fear of self-sacrifice in the name of victory, and seek the esteem of Sigmar himself. Their thirst for praise at any price ensures their name is spoken with reverence amongst those they protect, and cursed by those they hunt.



HARD-HITTING HEROES

With a steely determination to leave all other Stormhosts in their wake, the Fists of Sigmarite are a phenomenally dangerous force on the battlefield. As such, it's entirely fitting that their bold colours of gold and black give them real presence as miniatures. First, apply Retributor Armour Spray. This doubles as both the undercoat and the armour's base paint. After this is dry, the shoulder armour and shield are painted with Abaddon Black, and then the remaining Base paints are added. When dry, apply the Shade paints, ensuring an even coat which reaches all the recessed detail. To finish, the miniature can either be drybrushed using the recommended Dry paints, or you can apply Layer paints to all the hard edges and panels using two stages of successively lighter colours, as demonstrated opposite.

SELECT
DRY
OR
LAYER

BASE

SHADE



*Undercoat with Retributor
Armour Spray.*



*Black: Abaddon Black
Silver: Leadbelcher
Tabard Trim: Stegadon Scale Green
Leather Strips: Khorne Red
Weapon Haft: Screamer Pink*



*Gold: Reikland Fleshshade
Silver: Nuln Oil
Tabard Trim: Nuln Oil
Leather Strips: Druchii Violet*

DRY



Gold: Golden Griffon
Black: Thunderhawk Blue
Weapon: Necron Compound
Leather Strips: Astorath Red



With such sharply contrasting livery, it's often worth applying the metallic colours first, adding the Shades, and then drybrushing these sections before adding the remaining Base paints.

PAINTS REQUIRED

UNDERCOAT

Retributor Armour Spray

BASE

Abaddon Black
Leadbelcher
Stegadon Scale Green
Khorne Red
Screamer Pink

SHADE

Reikland Fleshshade
Nuln Oil
Druchii Violet

DRY

Golden Griffon
Thunderhawk Blue
Necron Compound
Astorath Red

LAYER

Dark Reaper
Ironbreaker
Evil Sunz Scarlet
Sotek Green
Runefang Steel
Fenrisian Grey
Temple Guard Blue
Emperor's Children
Fire Dragon Bright

LAYER 1



Black: Dark Reaper
Silver: Ironbreaker
Leather Strips: Evil Sunz Scarlet
Tabard Trim: Sotek Green

LAYER 2



Gold: Runefang Steel
Silver: Runefang Steel
Black: Fenrisian Grey
Tabard Trim: Temple Guard Blue
Weapon Haft: Emperor's Children
Leather Strips: Fire Dragon Bright



One of the boldest and most dramatic liveries of any Stormhost, the resplendent gold and sombre black of the Fists of Sigmarite encapsulates their unyielding character and hard ambition.

SONS OF MALLUS

Cast beneath the shadow of Dharroth, the Dark Moon, the livery of the Sons of Mallus is brooding and melancholy. The axes of their Decimator retinues are rightly feared by the forces of Chaos, and it was they who stormed the Passage of Thorns in Ghyran and hacked the corrupted Thornwood to splinters.



THE SHADOW MEN

A dark and menacing sight on the battlefield, the Sons of Mallus are great fun to paint. Begin by undercoating the miniature with Chaos Black Spray, then add the remaining Base colours, listed below. This colour scheme also involves a stage of layering before the Shade stage – just paint the colours straight over the top of their corresponding Base colour. Adding Layer paints over the top of Base paints in this way leads to colour with more depth and vibrancy. Applying the Shade paint is very straightforward – simply brush Nuln Oil across the entire model. Lastly, highlight the raised detail by drybrushing the miniature with the recommended Dry paints, or by applying fine lines of Layer 2 and 3 colours to the miniature's panels and hard edges.

BASE



Gold: Warplock Bronze
Purple: Naggaroth Night
Silver: Leadbelcher
Leather Strips: Khorne Red
Tabard Trim: Kantor Blue
Brown: Rhinox Hide

LAYER 1



Purple: Xereus Purple
Gold: Brass Scorpion

SHADE



Entire Miniature: Nuln Oil

SELECT
DRY
OR
LAYER

DRY



Black: Dawnstone
Purple: Changeling Pink
Gold: Golden Griffon
Silver: Necron Compound
Leather Strips: Astorath Red



Sometimes, it's worth applying an all-over coat of Layer paint, in this instance Xereus Purple, before adding Shades. This brightens the area, and is especially useful for adding colour to darker schemes like the Sons of Mallus.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Warplock Bronze
Naggaroth Night
Leadbelcher
Khorne Red
Kantor Blue
Rhinox Hide

SHADE

Nuln Oil

DRY

Dawnstone
Changeling Pink
Golden Griffon
Necron Compound
Astorath Red

LAYER

Xereus Purple
Brass Scorpion
Eshin Grey
Ironbreaker
Wazdakka Red
Altdorf Guard Blue
Skrag Brown
Dawnstone
Genestealer Purple
Runelord Brass
Runefang Steel

Wild Rider Red
Calgar Blue

LAYER 2



Black: Eshin Grey
Purple: Xereus Purple
Gold: Brass Scorpion
Silver: Ironbreaker
Leather Strips: Wazdakka Red
Tabard Trim: Altdorf Guard Blue
Belt: Skrag Brown

LAYER 3



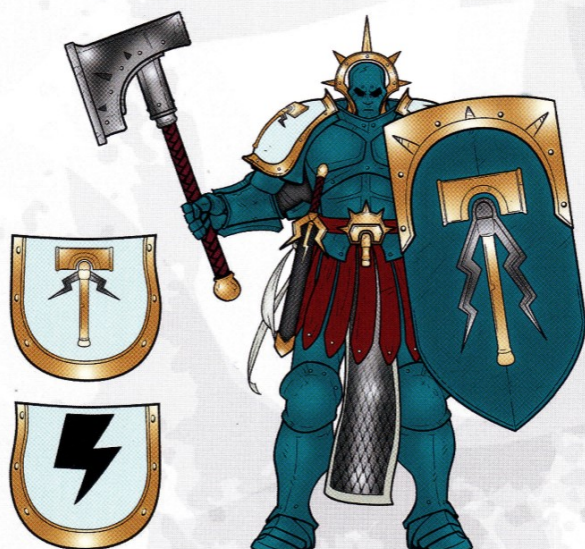
Black: Dawnstone
Purple: Genestealer Purple
Gold: Runelord Brass
Silver: Runefang Steel
Leather Strips: Wild Rider Red
Tabard Trim: Calgar Blue



The sleek black of the Sons of Mallus' armour really benefits from the contrast provided by edge highlighting. Be as neat as you can when applying Layer colours and they'll bring sharp definition to the contours and panels.

CELESTIAL VINDICATORS

Forged from heroes who have met their mortal demise under a brutal Chaos blade, the Celestial Vindicators have sworn that they will take their revenge. Relentless in their toil to honour this vow, they surge into battle to the deep thunder of their chilling war-hymns, and exult in the rivers of blood that course from their loathsome foes.



THE COLOURS OF VENGEANCE

In their armour of deep turquoise, gold and white, the Celestial Vindicators boast a truly unique appearance that makes an eye-catching alternative to the gold and silver Stormhosts. Start with primer of Macragge Blue Spray. When dry, apply Sotek Green to transform the underlying blue and create the distinctive turquoise. Apply the remaining Base colours before moving on to the Shade paints. When the Shade is dry, either use the Layer 1 and 2 stage colours to define raised detail by painting thin lines to highlight the edges of the shield, weapon and armour, or use the Dry paints listed opposite to drybrush these details for an end result that's subtly different and slightly quicker to apply, yet still highly impressive.

LAYER 1

BASE



*Undercoat with
Macragge Blue Spray.*



Armour: Sotek Green



*Gold: Retributor Armour
Silver: Leadbelcher
White: Celestra Grey
Leather Strips: Rhinox Hide
Weapon Hafts: Screamer Pink
Tabard & Parchment: Rakarth Flesh*

DRY



Armour: Skink Blue
Gold: Golden Griffon
Silver: Necron Compound
White: Wrack White
Leather Strips: Verminlord Hide
Weapon Hafts: Changeling Pink



If you're a newcomer to drybrushing, we recommend finishing all the stages of the turquoise armour first before moving on to the smaller details. When you're ready to highlight these, you can use an S Dry brush for added control.

PAINTS REQUIRED

UNDERCOAT

Magragge Blue Spray

BASE

Retributor Armour
Leadbelcher
Celestra Grey
Rhinox Hide
Screamer Pink

SHADE

Coelia Greenshade
Reikland Fleshshade
Nuln Oil
Seraphim Sepia
Rakarth Flesh

DRY

Skink Blue
Golden Griffon
Necron Compound
Wrack White
Verminlord Hide
Changeling Pink

LAYER

Sotek Green
Temple Guard Blue
Runefang Steel
Ulthuan Grey
Pink Horror
Doombull Brown
Pallid Wych Flesh

SHADE

SELECT
DRY
OR
LAYER



Armour: Coelia Greenshade
Gold: Reikland Fleshshade
Leather Strips & Silver: Nuln Oil
Tabard & Parchment: Seraphim Sepia

LAYER 2



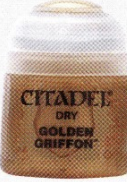
Armour: Temple Guard Blue
Silver: Runefang Steel
Lightning Bolt Sigil: Ulthuan Grey
Weapon Hafts: Pink Horror
Leather Strips: Doombull Brown
Tabard & Parchment: Pallid Wych Flesh



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 and drawing it through the paint on your palette.

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
GOLD	 Retributor Armour	 Reikland Fleshshade	 Golden Griffon	 Auric Armour Gold	 Liberator Gold
BLUE	 Kantor Blue	 Nuln Oil	 Chronus Blue	 Teclis Blue	 Fenrisian Grey
SILVER	 Leadbelcher	 Nuln Oil	 Necron Compound	 Ironbreaker	 Runefang Steel
WHITE	 Celestra Grey	 Nuln Oil	 Praxeti White	 Ulthuan Grey	 White Scar
BLACK	 Abaddon Black	 Nuln Oil	 Thunderhawk Blue	 Dawnstone	 Administratum Grey
PARCHMENT	 Zandri Dust	 Seraphim Sepia	 Terminatus Stone	 Ushabti Bone	 Pallid Wych Flesh



HOW TO PAINT CITADEL MINIATURES: STORMCAST ETERNALS

Packed with techniques, tips and useful information, this book is an essential resource for any hobbyist interested in these iconic Citadel Miniatures.

With a full step-by-step painting guide consisting of highly detailed photographs and easy-to-follow instructions, plus details of ten striking colour schemes and specialist sections covering details such as Prosecutor wings and Dracoth skin, it gives you all the knowledge you need to muster your own spectacular-looking force of Sigmar's most vaunted warriors.

Inside you will find:

Full stage-by-stage painting guide for the Hammers of Sigmar

Detailed instructions for alternative liveries, including the Hallowed Knights, Celestial Vindicators and more

How to create great-looking bases

How to paint shield designs, Prosecutor wings and Dracoth flesh

Top tips and special effects



WARHAMMER

AGE OF SIGMAR

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