



PAINTING GUIDE

KHORNE



INTRODUCTION

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

Born from the red-raw horror of the most violent battles, Blood Warriors are relentless howling killers whose fury burns hot enough to shimmer the air around them.

This guide features detailed stage-by-stage instructions and photos which show you how to paint Blood Warriors of two different Warhordes – the Iron Horde and the Goretide.



PAINTING THE IRON HORDE

Led by the Daemon Prince Balghor, the Iron Horde are merciless slaughterers who exalt Khorne with every life they take.

Blood Warriors of the Iron Horde look particularly menacing in their dark steel plate – an effect that is simple to achieve and looks fantastic on the battlefields of *Warhammer Age of Sigmar*.



The Blood Warriors of the Iron Horde are visions of brutality with their blood-slick weapons and bare-metal armour.

PAINTS LIST

 Chaos Black Spray	 Bugman's Glow	 Cadian Flestone	 Mournfang Brown
 Leadbelcher	 Nuln Oil	 Doombull Brown	 Balor Brown
 Khorne Red	 Seraphim Sepia	 Gorthor Brown	 Screaming Skull
 Balthasar Gold	 Agrax Earthshade	 Runefang Steel	 Steel Legion Drab
 Warplock Bronze	 Reikland Fleshshade	 Kislev Flesh	
 Abaddon Black	 Ironbreaker	 Evil Sunz Scarlet	
 Rakarth Flesh	 Hashut Copper	 Blood for the Blood God	

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After assembling the miniature using Citadel Plastic Glue, scrape away any mouldlines using a Citadel Mouldline Remover and then apply an even undercoat of Chaos Black Spray.



Apply Leadbelcher to the steel areas, Khorne Red to the eyes, Balthasar Gold to the brass detail, and Warplock Bronze to the chainmail. Use Abaddon Black for the boots, Rakarth Flesh for bone, and Bugman's Glow for the skin.



Now, apply Nuln Oil to the inner panels of the armour and the rivets of the outer trim. Apply Seraphim Sepia to the bone areas, Agrax Earthshade to brass areas, and Reikland Fleshshade to the skin.



Keeping to the raised areas and avoiding the recesses, apply Ironbreaker to the armour trim, and Hashut Copper to the gold and brass areas. Use Cadian Fleshtone for the skin, Doombull Brown for the straps, and Gorthor Brown for the boots and gloves.



Use Runefang Steel to highlight the edges of all the metallic areas apart from the chainmail, then use Kislev Flesh for the skin. Dot the eyes with Evil Sunz Scarlet and then apply some Blood for the Blood God wherever you like to simulate blood splatter.



Glue Citadel Sand to the base with PVA. Then, when it's thoroughly dry, paint it with Mournfang Brown. To highlight the base, drybrush it first with Balor Brown and then with Screaming Skull. Finally, paint the rim with Steel Legion Drab.

PAINTING THE GORETIDE

Korghos Khul's infamous Goretide number an entire nation of bloody-minded killers. From a distance, the vast Warhorde appears like an ocean of blood engulfing the battlefield.

The colours of the Goretide's Blood Warriors are quintessentially Khornate: deep reds reminiscent of spilled viscera, coupled with dull brass – a metal strongly associated with the followers of the Blood God. If you're after a classic Khorne colour scheme to strike fear into your foes, the Goretide is where it's at.



The red and brass of the Goretide are Khorne's own colours; the techniques in this guide can easily be used for other Bloodbound Warhordes.

PAINTS LIST

● Chaos Black Spray

● Khorne Red

● Gehenna's Gold

● Leadbelcher

● Mournfang Brown

● Rakarth Flesh

● Zandri Dust

● Averland Sunset

● Agrax Earthshade

● Evil Sunz Scarlet

● Runefang Steel

● Skavenblight Dingy

● Fire Dragon Bright

● White Scar

● Fenrisian Grey

● Skrag Brown

● Tau Light Ochre

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After clipping the model from its sprue and assembling it with Citadel Plastic Glue, apply an undercoat of Chaos Black Spray.



Paint the armour plates Khorne Red, the trim Gehenna's Gold, the steel areas Leadbelcher, the straps Mournfang Brown, the skin Rakarth Flesh, and the bone Zandri Dust.



After picking out the eyes with dots of Averland Sunset, give the entire model a liberal wash of Agrax Earthshade. Allow the miniature to dry thoroughly before moving on to the next stage.



Redefine each area with its original colour whilst avoiding the recesses. Then, highlight the red with Evil Sunz Scarlet, and the metal with Runefang Steel. Use Skrag Brown for the leather straps, and Skavenblight Dingy for the boots.



Next, use Fire Dragon Bright to pick out the extreme edges of the red armour, then use White Scar to do the same for the bone areas. Give the straps a final highlight of Tau Light Ochre, and the boots Fenrisian Grey.



Apply sand to the base using PVA, allowing plenty of time for it to dry. Then, paint the sand Balor Brown before drybrushing it with a bit of Screaming Skull. Finally, paint the edges of the base with Steel Legion Drab.

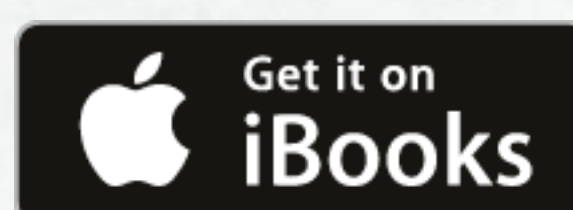
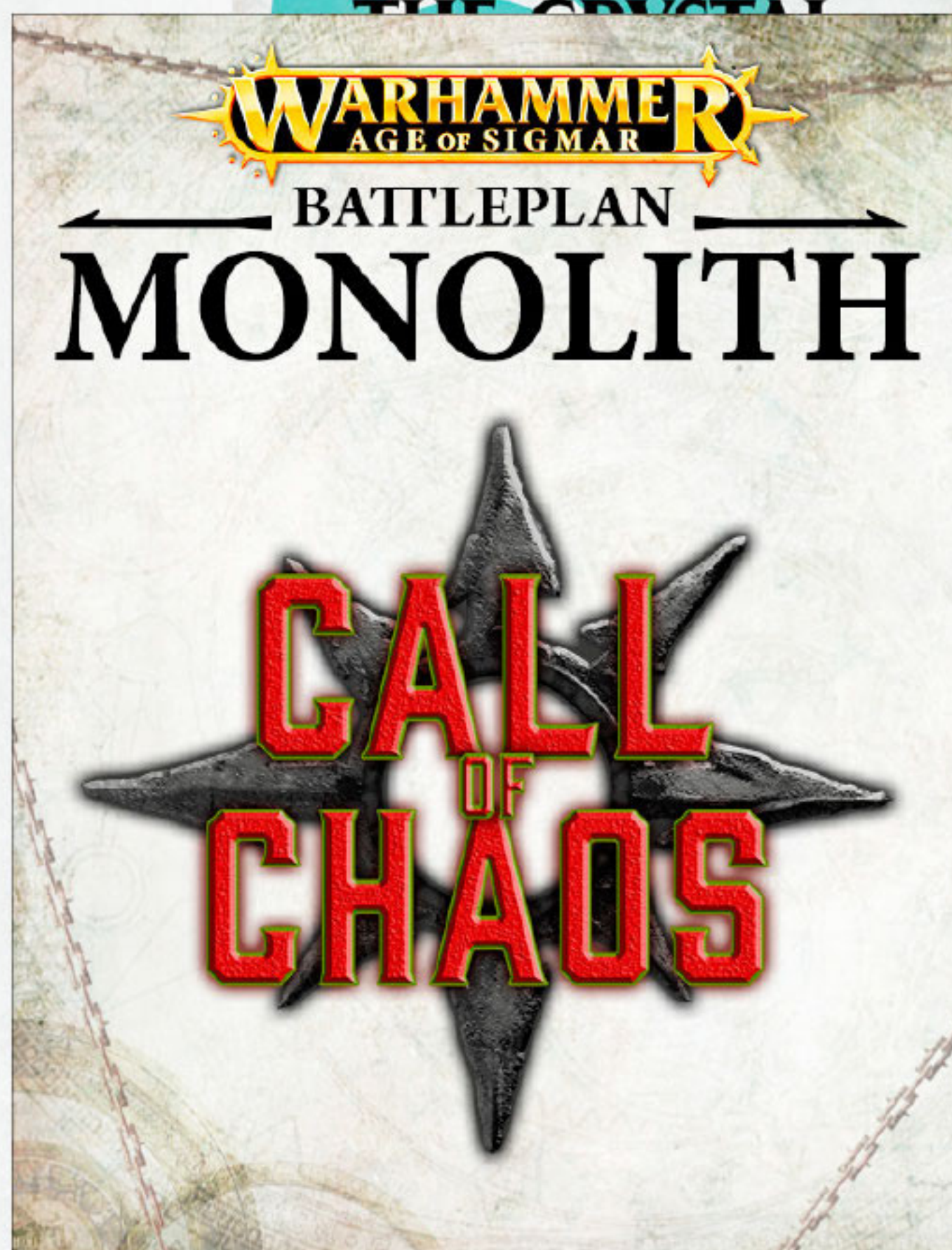


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