



PAINTING GUIDE

TZEENTCH



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* Tzeentch miniatures.

This guide features detailed stage-by-stage instructions and photos covering two inspiring examples of spectacular Tzeentch warriors 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.



THE BLEAK HORDE

The Bleak Horde are cruel-hearted warriors devoted to Tzeentch, the perfidious Changer of Ways. Radiating menace and power, they march into battle bellowing praises to their master, that he might twist their destinies towards glory and conquest.

Touched by the power of the Architect of Fate, the armour of the Bleak Horde warps the light in unnatural ways, giving it a strange blue-green tint – a startling contrast to their dark leathers and the gold-wrought Chaos sigils upon their shields.



Monstrous killers all, the Bleak Horde have laid waste to lands uncounted in their quest for glory.

PAINTS LIST

- | | | | |
|---------------------|--------------------|----------------------|---------------------|
| ● Chaos Black Spray | ● Rhinox Hide | ● Dawnstone | ● Golgfag Brown |
| ● Leadbelcher | ● Nuln Oil | ● Doombull Brown | ● Abaddon Black |
| ● Ironbreaker | ● Guilliman Blue | ● Runefang Steel | ● Balor Brown |
| ● Balthasar Gold | ● Agrax Earthshade | ● Evil Sunz Scarlet | ● Screaming Skull |
| ● Khorne Red | ● Waywatcher Green | ● Ushabti Bone | ● Steel Legion Drab |
| ● Zandri Dust | ● Gehenna's Gold | ● Administratum Grey | |

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After clipping your model carefully from its sprue and assembling it with Citadel Plastic Glue, undercoat it using Chaos Black Spray. Take your time and ensure an even coat.



Next, apply a basecoat of Leadbelcher to the armour followed by a layer of Ironbreaker. Use Balthasar Gold for the gold details, and Khorne Red for the model's cloak. Paint the bone with Zandri Dust and the fur with Rhinox Hide.



Use Nuln Oil Shade on the cloak, leather and weapon, and apply Guilliman Blue Glaze to the armour to give it the blue sheen. Next, wash the gold, fur and bone with Agrax Earthshade.



Add Waywatcher Green in patches to create the effect of shifting colours. Then, apply thin lines of Gehenna's Gold to the gold details, Khorne Red to the cloak, Dawnstone to the leather and Doombull Brown to the fur. Tidy up the bone with Zandri Dust.



Continue to highlight the model's edges with even finer lines of Layer paint. Apply Runefang Steel to the armour and gold areas, Evil Sunz Scarlet to the cloak, Ushabti Bone to the bone, and Administratum Grey to the leather areas. Drybrush the fur with Golgfag Brown.



Glue Citadel Sand to the base. When it's dry, paint it with Abaddon Black, then drybrush it with Balor Brown followed by Screaming Skull. Paint the rim with Steel Legion Drab. Finally, glue on some Mordheim Turf with PVA glue.

BRETHREN OF MOERAIX

Once-trusted aldermen of the realms, the Brethren of Moeraix now swear fealty to Tzeentch, the Great Deceiver. Secreted throughout countless warrior bands, they await the moment when their eponymous lord commands his disciples to seize control.

Appropriately, these shadowy warriors sport armour of a gloaming hue beneath sweeping scarlet capes. Dark energy glows eerily around the edges of their plate, confusing its outline in battle and duping enemies into landing false blows.



The Brethren of Moeraix are great in number, but scattered thinly in Chaos armies throughout the Mortal Realms – to what end Tzeentch only knows.

PAINTS LIST

 Chaos Black Spray	 Agrax Earthshade	 Temple Guard Blue	 Screaming Skull
 Incubi Darkness	 Evil Sunz Scarlet	 Fenrisian Grey	 Steel Legion Drab
 Khorne Red	 Sotek Green	 Runefang Steel	
 Abaddon Black	 Dark Reaper	 Stormvermin Fur	
 Leadbelcher	 Skavenblight Dingy	 Gorthor Brown	
 Nuln Oil	 Karak Stone	 Mechanicus Standard Grey	

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



Apply Incubi Darkness Base paint to the armour, and Khorne Red to the leather straps and cloak. Use Abaddon Black for the horns, boots and fur, and Leadbelcher for the weapon, shield sigil and metallic details.



Now, carefully paint Citadel Shades into the recessed details to give the impression of shadow. Apply Nuln Oil to the silver metallics and joins in the armour, and Agrax Earthshade to the cloak and straps.



Next, apply thin lines of Layer paint to the edges of the model's surfaces to define them. Use Evil Sunz Scarlet for the cloak and leather straps, Sotek Green for the armour, Dark Reaper for the horns, Skavenblight Dingy for the boots, and Gorthor Brown for the cloak's fur trim.



Make the miniature really stand out by applying even finer lines of lighter-coloured paint to its extreme edges. Use Temple Guard Blue for the armour, Fenrisian Grey for the horns, Runefang Steel for the silver, Stormvermin Fur for the leather, and Karak Stone for the fur.



Glue Citadel Sand to the base and, once it's dry, paint it with Mechanicus Standard Grey. Then, apply Nuln Oil Shade paint. When this is dry, heavily drybrush the area with Karak Stone and then repeat, more lightly, with Screaming Skull. Apply one or two tufts of Mordheim Turf, then paint the rim with Steel Legion Drab.

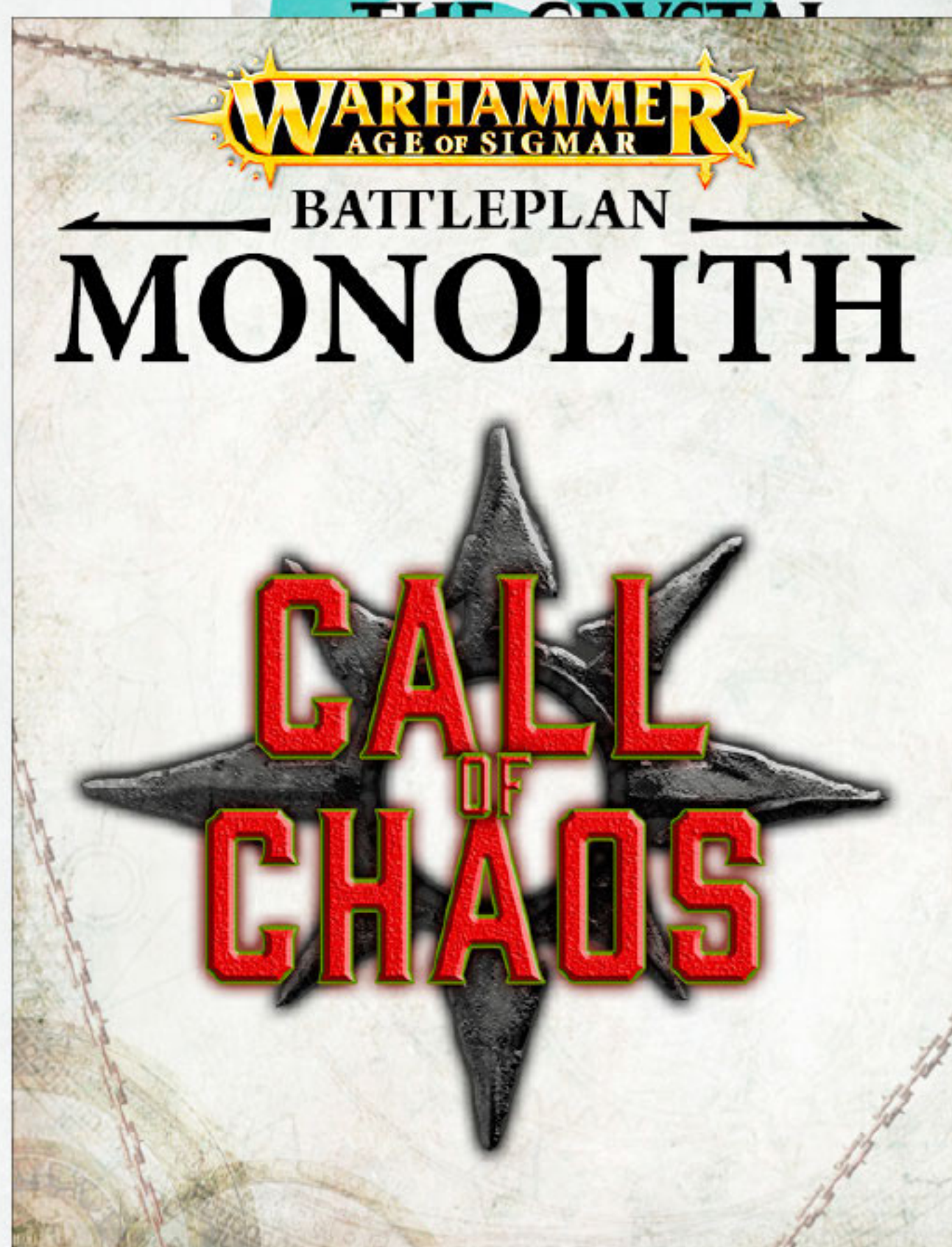


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Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

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