

## CHOOSING A COLOUR SCHEME AND PAINTING YOUR SCENERY

Painting scenery presents a few different considerations to painting miniatures, so here we look at coming up with a colour scheme and choosing the techniques you're going to use.

### PAINTING PIPES

Begin by basecoating your pipes in your chosen colour. In this example, we used a basecoat of Zandri Dust, because it's conveniently available as a spray. With terrain pieces often being large, you'll find it's well worth choosing a spray for your base colour if you can. Once dry, give the pipes a couple of drybrushes of Screaming Skull. You'll find this works, surprisingly, with pretty much any base colour, as the Screaming Skull simply serves to provide an area of lighter, worn-looking highlights.

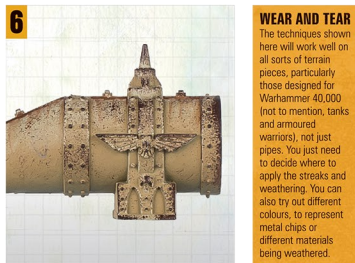
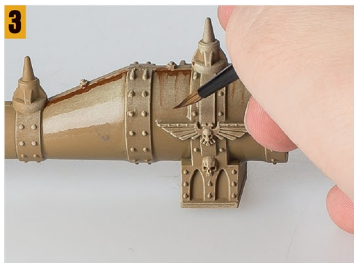
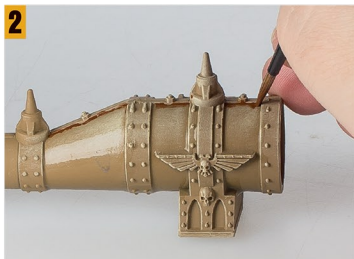
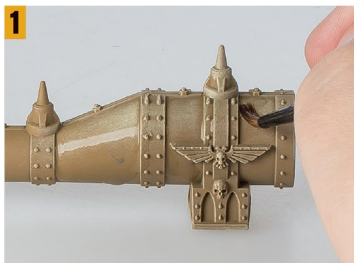
After this, you can begin to add staining and weathering. To do so, apply Lahman Medium along the top of the body of the pipe (1), just inside the banding. Whilst the Lahman Medium is still wet, add a little Mourmfang Brown to the top of the pipe (2), then carefully draw it down into the Lahman Medium in thin streaks (3) using an M Layer brush. You can wipe away the edges of the streaks with the tip of your finger if you think they're starting to stand out a little too much. Similarly, you can add a little more Mourmfang Brown, particularly down the centre of the streaks, if you feel they're not yet distinct enough.

Once the streaks are dry, you can sponge on some weathering. Take some Rhinox Hide, place it on your palette and thin it down a little as you would when painting a miniature. Then, take a piece of sponge (torn, preferably) and dab it into the paint (4), dabbing off most of it on the palette, much like if you were drybrushing. Then, lightly dab the sponge onto the areas of the pipes most likely to accrue rust and grime (5). Don't go overboard – it's best to build up this weathering in multiple stages so you can control the effect. Just apply enough that you can see distinct areas of wear and tear, marked by small spots of damage, without covering whole areas (6).

That done, you've got a great looking set of pipes ready to fight over.

Terrain kits usually represent hard materials like metal and stone. For that reason, it's often better to think of your scenery as a set of textures – metal, stone, rust, and so on – rather than specific details, and decide which textures you want to apply to which area of the models. This then influences your choice of both colours and techniques. You'll probably want to choose a colour scheme that will work across all or most of your scenery collection, so painting your Promethium Pipes bright silver is fine, but it's worth thinking about what colours you might use

on any buildings you'll later add to your collection, and make use of some colours common to both. As for your miniatures, you'll likely want them to stand out from your terrain, so think about how the two will work together. Flat areas of colour with details such as weathering may work best in making your scenery visually interesting without clashing with your miniatures. Scenery kits also tend to be large, so these kinds of colour schemes will allow you to make use of techniques like drybrushing while adding details with weathering, as in the example below.



### WEAR AND TEAR

The techniques shown here will work well on all sorts of terrain pieces, particularly those designed for Warhammer 40,000 (not to mention, tanks and armoured warrens), not just pipes. You just need to decide where to apply the streaks and weathering. You can also try out different colours, to represent different materials being weathered.

This doesn't mean you can't use bright colours for your terrain. Effects like rust and weathering will tone down your chosen base colour, so even very bright colours like red and orange will be less overpowering than they might be if painted in the same way you might on a miniature. Below you can see a selection of ideas for colour schemes. We've shown them off here on Promethium Relay Pipes but all of these colour schemes will work across a variety of different terrain kits. Believe it

or not, the nine colour schemes below are all painted using the exact same techniques and, apart from their basecoat, the exact same colours. Each was basecoated then drybrushed two or three times with Screaming Skull (as in the example on the opposite page), both making painting straightforward and helping to mute the base colour slightly. You can, of course, take things much further, as you can see in the examples at the bottom of the page.

## COLOUR SCHEMES

The nine Promethium Relay Pipes on the top half of this page show the huge variety of colour schemes possible with just a single basecoat colour and a few simple techniques. Each of these pipes was painted using exactly the same stages as for the Zandri Cadian Kasr pipe opposite, just with a change of base colour. For example, the Cadian Kasr pipe was painted with a basecoat of Deathworld Forest rather than Zandri Dust, but everything else – the drybrushes of Screaming Skull, the streaks of Mourfang Brown and the sponging with Rhinox Hide – is exactly the same.

Of course, there's no reason you can't lavish much more time and effort on your scenery. Below you can see three examples of pipes painted using a wider variety of techniques and colours. Just bear in mind that painting your scenery this way will take more time. You can always start simple with your terrain and come back to it later.

### DIVISIO BIOLOGIS BASTION



Hellion Green

### MONITORUM BLOCKHOUSE



Kabalite Green

### CADIAN KASR



Deathworld Forest

### ARMAGEDDON GARRISON



Jokaero Orange

### PHALANX PIPELINES



Averland Sunset

### MECHANICUS OUTPOST



Khorne Red

### FERRISIAN FACILITY



Ferrisian Grey

### UNDERHIVE STOCKADE



Chaos Black

### MACRAGGE FORTRESS



Macragge Blue

### VOSTROYAN FORTALICE



Basecoat: Khorne Red

L Base

Drybrush: Cadian Fleshstone

L Drybrush

Basecoat: Skullcrusher Brass

M Layer

Wash: Nuln Oil

M Shade

Wash: Typhus Corrosion

M Layer

Wash: Nihilakh Oxide

S Layer

Starting with a basecoat of Khorne Red, drybrush the main body of the pipe Cadian Fleshstone, much like you'd drybrush the Screaming Skull in the above examples. Then, basecoat the trim of the pipes with Skullcrusher Brass and carefully wash those metallic areas with Nuln Oil, but don't worry too much if it spatters onto other areas a little.

To represent the build-up of verdigris and other gunk, carefully apply Typhus Corrosion to areas where such dirt would naturally build up, such as on vents and around joints. As with all weathering, don't go overboard. Finally, coat your build-up of Typhus Corrosion with Nihilakh Oxide to finish.

### MACHARIA REDOUBT



Basecoat: Fulgurite Copper

M Base

Basecoat: Skullcrusher Brass

L Base

Basecoat: Leadbelcher

M Base

Wash: Agrax Earthshade

L Shade

Wash: Nuln Oil

L Shade

Layer: Lahmian Medium

M Layer

Layer: Nihilakh Oxide

S Layer

Sponge: Rhinox Hide

Sponge

With this colour scheme, neatness in the basecoats is vital. Start with a basecoat of Skullcrusher Brass on the main body of the pipes, Fulgurite Copper on the smaller pipes and tanks and Leadbelcher on the banding. When this is all dry, wash the entire thing with a few thin coats of Agrax Earthshade, taking care to let the last one dry before applying the next. When this is done, apply a final wash of Nuln Oil (or Nuln Oil Gloss).

Next, use the streaking method on the opposite page, but substitute the Mourfang Brown with Nihilakh Oxide, which gives you an absolutely fantastic verdigris effect. To finish up the pipe section, sponge on some Rhinox Hide.

### FERRIXIAN FASTNESS



Basecoat: Leadbelcher

L Base

Wash: Rhinox Hide & Lahmian Medium

M Shade

Wash: Mourfang Brown & Lahmian Medium

M Shade

Wash: Squig Orange & Lahmian Medium

M Shade

Wash: Troilslayer Orange & Lahmian Medium

M Shade

Wash: Troilslayer Orange & Lahmian Medium

M Shade

Sponge: Rhinox Hide

Sponge

Drybrush: Ironbreaker

M Drybrush

Layer: Kabalite Green

M Layer

Highlight: Sybarite Green

M Layer

Sponge: Rhinox Hide

Sponge

Wash: Typhus Corrosion

M Shade

Layer: Lahmian Medium

M Layer

Layer: Pallid Wych Flesh & Lahmian Medium

S Layer

Start with a basecoat of Leadbelcher over the whole pipe, then apply a mix of Rhinox Hide and Lahmian Medium to the recesses, repeating this with Mourfang Brown, Sybarite Green and finally Troilslayer Orange, each mixed with Lahmian Medium. Then sponge Rhinox Hide over the whole pipe before drybrushing it with Ironbreaker. Next, apply Kabalite Green over the body of the pipe, leaving some patches of rust bare. Highlight the green with Sybarite Green, then sponge on some more Rhinox Hide. Apply Typhus Corrosion to the recesses and the bottom of the rust patches, then add streaks of a mix of Pallid Wych Flesh and Lahmian Medium down the body of the pipe.

# THE REALMS OF POSSIBILITY

The same principles apply to choosing colour schemes for your Warhammer Age of Sigmar scenery as to choosing them for your Warhammer 40,000 scenery, though of course the details differ a little. Age of Sigmar terrain is more likely to represent materials like stone than metal, for instance. It's also less likely that you'll want to incorporate rust and the like, but similar textures like veridigis, blood splatters and the build-up of dirt are ideal.

You can take advantage of details like the magical flame on these Realmgates to add further colours. Other details will work equally well as metal or stone, as you can see in the variety of colours and textures chosen for the sculpted reliefs on the Realmgates shown here. Remember, also, that even if using stone textures for the bulk of your terrain, these too can vary. This time, these too can vary. This time, these too can vary. This time, these too can vary.

When it comes to your choice of colours, the colour combinations found in any of the Scenery Painting Sets make ideal starting points. Beyond that, there's nothing to stop you using any colour you like for the often magical materials found across the Mortal Realms. As with the Warhammer 40,000 terrain on the previous page, a drybrush of Screaming Skull will help almost any base colour fit in.



## SANDSTONE

Undercoat: Chaos Black  
Spray

Basecoat: Zandri Dust  
L Base

Drybrush: Zandri Dust  
L Drybrush

Drybrush: Ushahiti Bone  
L Drybrush

Drybrush: Screaming Skull  
M Drybrush

## CREEPING GLOW

Wash: Druchi Violet  
L Shade

Drybrush: Xerxes Purple  
L Drybrush

Drybrush: Slaanesh Grey  
M Drybrush

Drybrush: Wlacc White  
M Drybrush

## FLOATING STEPS

Basecoat: Mechanicus  
Standard Grey  
L Base

Drybrush: Karak Stone  
L Drybrush

Drybrush: Screaming Skull  
M Drybrush

## REALMGATE

Basecoat: Incubi Darkness  
L Base

Drybrush: Dawnstone  
L Drybrush

Drybrush: Karak Stone  
M Drybrush

## BRASSWORK

Layer: Balthasar Gold  
M Layer

Wash: Agrax Earthshade  
M Shade

Drybrush: Balthasar Gold  
M Drybrush

Drybrush: Retributor Armour  
S Drybrush

## MAGICAL SANDS

Basecoat: Celestia Grey  
L Base

Basecoat: Zamezi Desert  
L Base

Wash: Bataar Brown & Lahman Medium  
L Shade

Wash: XV-88 & Lahman Medium  
L Shade

Highlight: Screaming Skull  
S Layer

SKULLS  
Layer: Rakarth Flesh  
M Layer

Wash: Agrax Earthshade  
M Shade

Layer: Rakarth Flesh  
M Layer

## MORE REALMGATES



Warhammer TV's Duncan Rhodes painted up this delightfully creepy Baleful Realmgate. If you want to see how he did it, head to YouTube and search for 'Warhammer TV'. There's plenty of tips you can apply to other scenery projects as well.



This fiery Realmgate paint scheme is featured in The Realmgate Wars: Godbeasts, with a full step-by-step guide included, alongside plenty of other painting guides, including one for painting your Realm of Battle: Shattered Dominion board.



You may recognise this Baleful Realmgate from the back cover of the box. In many ways, this is a culmination of experimentation and trying out different colours with the techniques we listed here. Experiment and find your own favourite!

## BATTLEGROUNDS

As mentioned earlier, it's worth bearing your miniatures in mind when choosing a colour scheme for your terrain. Michael painted his Realmgate to complement his Stormcast Eternals, choosing colours reminiscent of those on his Stormcast, but more muted in tone (grey instead of silver, and duller, stony blue instead of the vivid blue of his models' armour) to prevent terrain overpowering model.

