



HORUS THE WARMMASTER

MASTERCLASS TUTORIAL

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INTRODUCTION

Hi, this is Rich and today I will be showing you how I painted the Horus The Warmaster miniature from the Forge World Character Series.

These highly detailed resin miniatures are centerpieces for an army and should hold pride of place in any collectors cabinet, so we are going to take the extra care and attention this model deserves.

Firstly, clean and assemble the miniature. I'm going to paint the main model in two parts with the cloak separate, making it easier to paint. Make sure to dry-fit the sub-assemblies then use Blu-tac to mask off the contact points before attaching them to suitable painting handles.



PAINT STEP BY STEP WITH THE ARTIST!

Wherever you see this button this tutorial has an accompanying audio commentary from the artist.



INTRODUCTION

All five sub-assemblies were primed with Chaos Black spray can primer, you can use whatever your preferred primer is.

TOOLS:

I used Artis Opus brushes to paint this model but any good quality round Kolinsky sable brush would work just as well! I’ve listed wherever a different brush is used.

PAINTS:

CITADEL

-  *Mephiston Red*
-  *Wazdakka Red*
-  *Lugganath Orange*
-  *Rakarth Flesh*
-  *Bugman's Glow*
-  *Knight-Questor Flesh*
-  *Celestra Grey*
-  *Greyseer*
-  *Incubi Darkness*
-  *Sons of Horus Green*
-  *Caliban Green*
-  *Retributor Armour*

VALLEJO PANZER ACES

-  *Stencil 313*

VALLEJO MODEL COLOUR

-  *Black 70.950*
-  *Black Grey 70.862*
-  *Dark Grey 70.994*
-  *Light Grey 70.990*
-  *Deck Tan 70.986*
-  *Ivory 70.918*

VALLEJO GAME COLOUR

-  *Wolf Grey 72.047*

VALLEJO METALLIC AIR

-  *Reikland Fleshshade*
-  *Nuln Oil*
-  *Agrax Earthshade*
-  *Drakenhof Nightshade*
-  *Seraphim Sepia*
-  *Druchii Violet*
-  *Coelia Greenshade*
-  *Carroburg Crimson*
-  *Bloodletter Glaze [Discontinued]*
-  *Magos Purple*
-  *Lahmian Medium*
-  *'Ardcoat*

P3

-  *Menoth White Base*
-  *Heartfire*
-  *Trollblood Highlight*
-  *Beast Hide*

VALLEJO WASH

-  *Fleshtone Shade 73.204*
-  *Umber Wash 73.203*

AK INTERACTIVE

-  *Rusty Gold AK11193*

ARMY PAINTER

-  *Soft Tone*

ALSO USED:

Citadel
Chaos Black Primer

BASE: BASECOATING



STEP 1

We're going to concentrate on the base first and then move onto Horus himself when the base is completed.

Apply a basecoat of **Dark Grey** with an airbrush over all three of the base sub-assemblies.

Thin your paint down and apply as many coats as required for a solid finish, in this case two coats were sufficient.

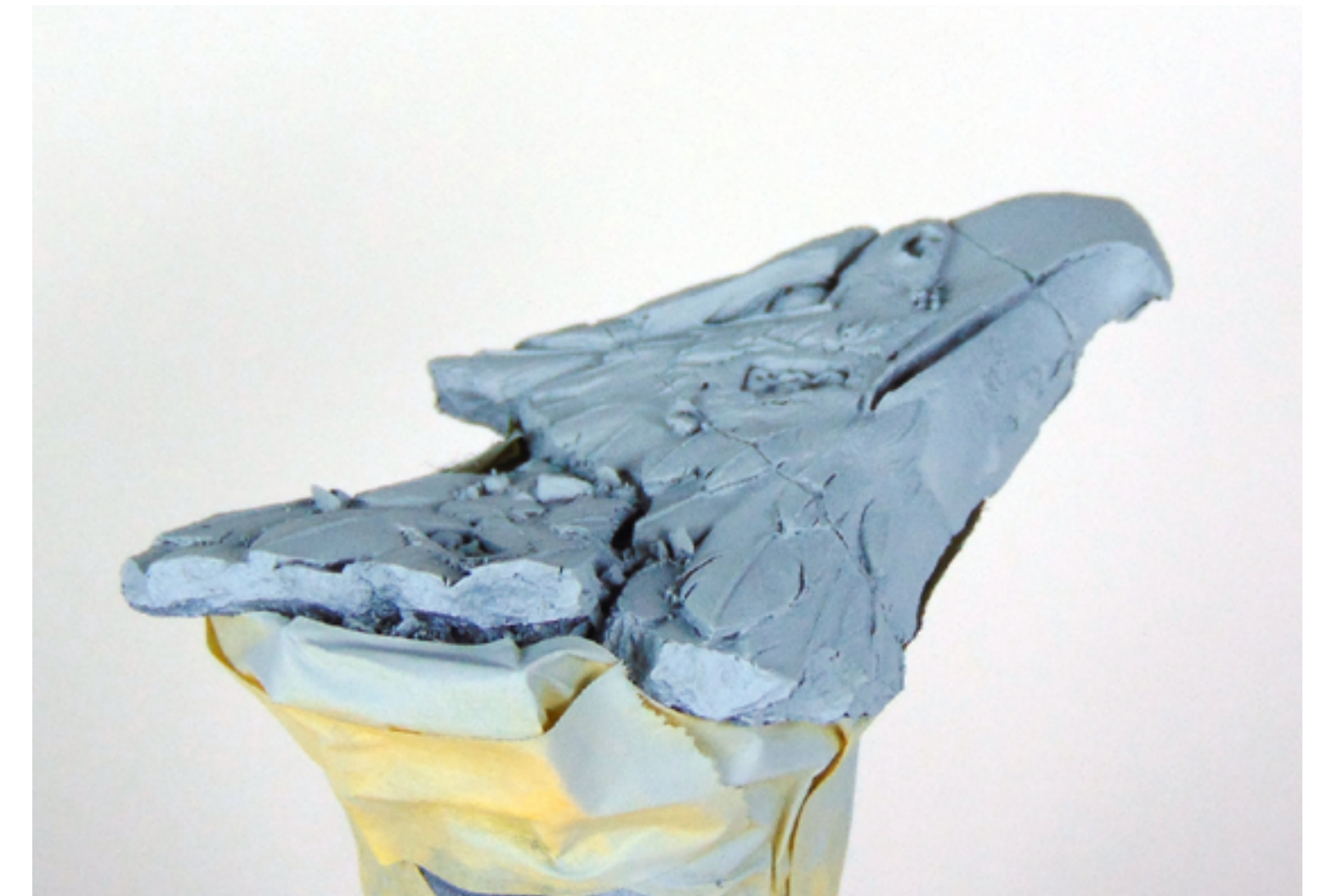
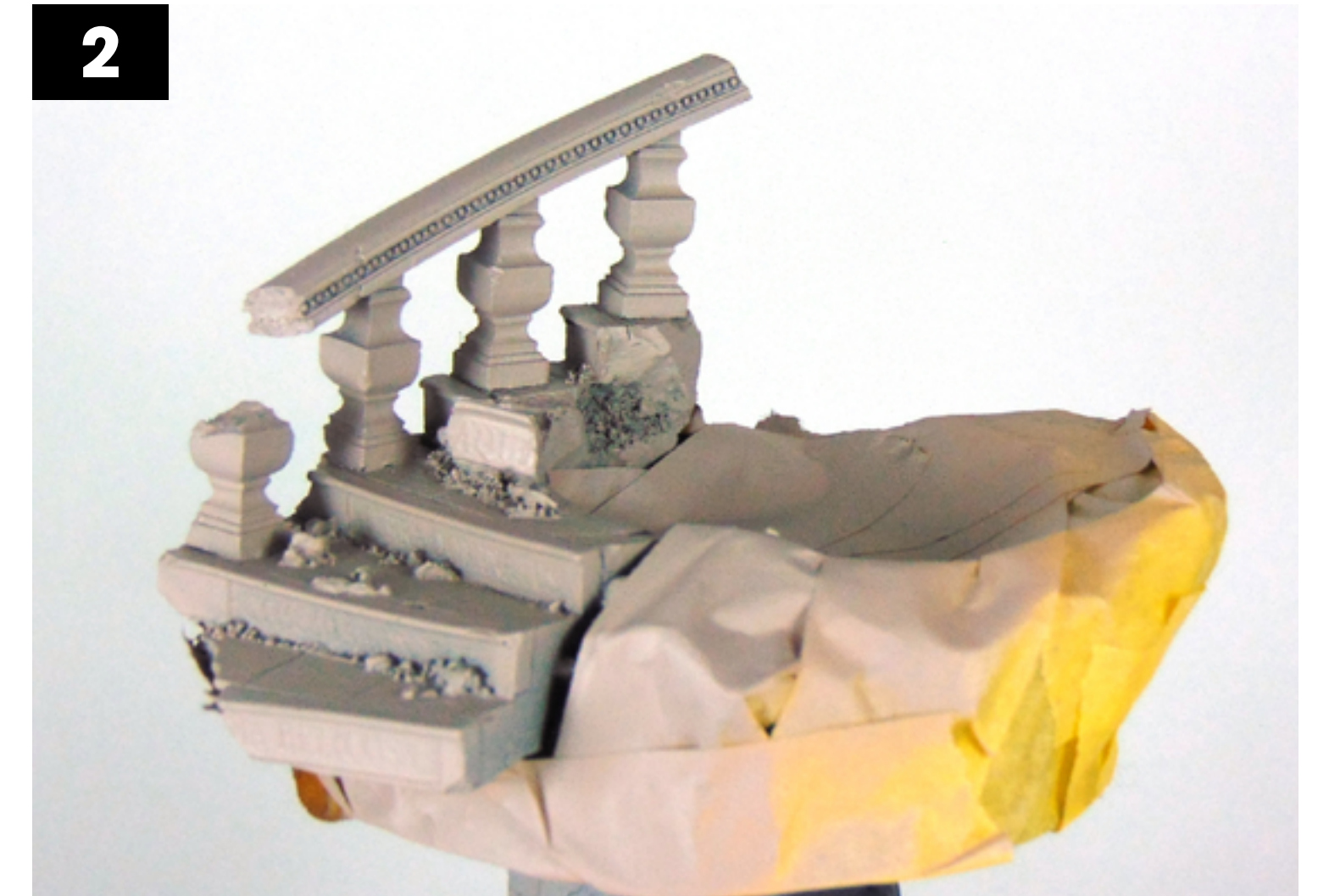


STEP 2

Mask off the areas that we want to remain Dark Grey and using an airbrush, apply a basecoat of **Celestra Grey** to the aquila rubble.

Apply a basecoat of **Rakarth Flesh** to the staircase rubble using your airbrush.

Again, thin your paint and apply as many coats as required for an even, solid finish, in this case two coats were enough.



BASE: BASECOATING



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STEP 3

Apply a highlight to the aquila rubble with **Greyseer** using an airbrush - couple of passes was sufficient.

Then basecoat the remaining Aquila Rubble with **Celestra Grey** first, followed by **Greyseer**. Basecoat the remaining staircase rubble with **Rakarth Flesh** and highlight with a mix of **Rakarth Flesh** 1:1 **Menoth White Base**.

Use a wet palette to help you keep the paint thin to apply as many coats as required for a smooth finish.

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STEP 4

Again with your airbrush apply a highlight to the staircase rubble with a mix of **Rakarth Flesh** 1:1 **Menoth White Base** - three to four coats were required here.

Then block in all the remaining basecoat colours as shown here:

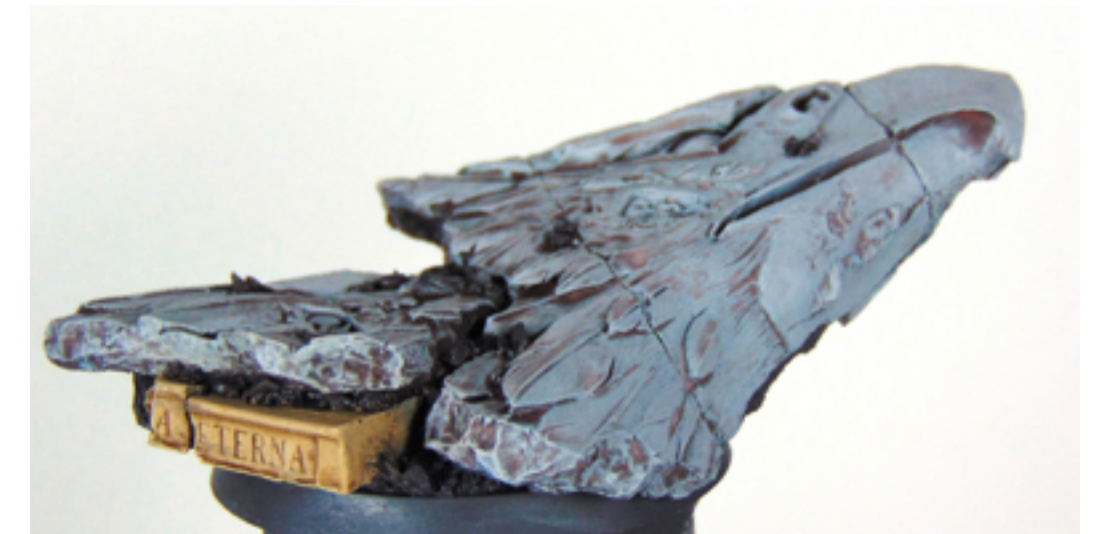
BASE: ADDING DEPTH



STEP 5

Shade the aquila rubble with a mix of **Drakenhof Nightshade** 1:4 **Fleshtone Shade**.

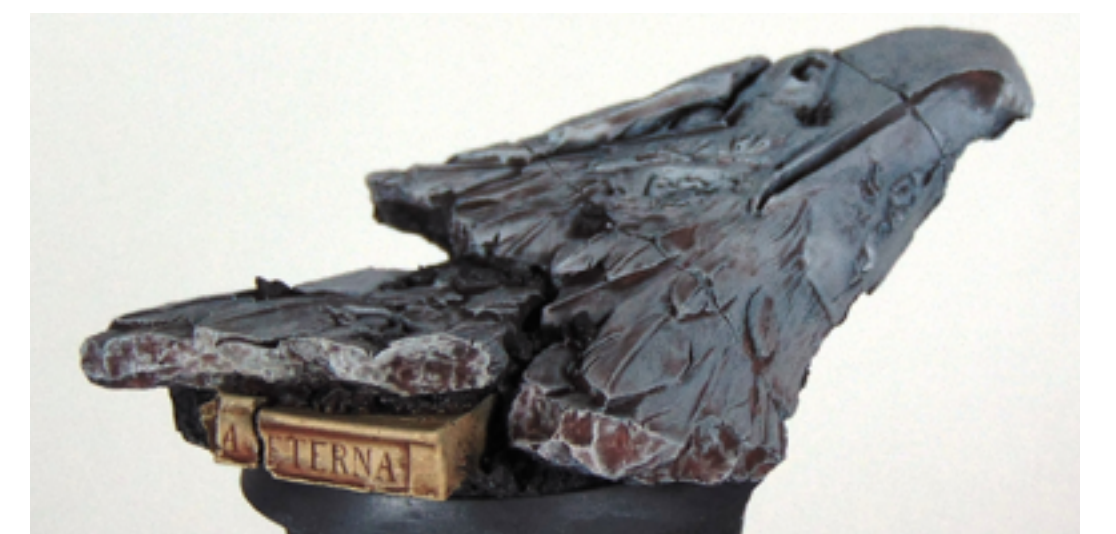
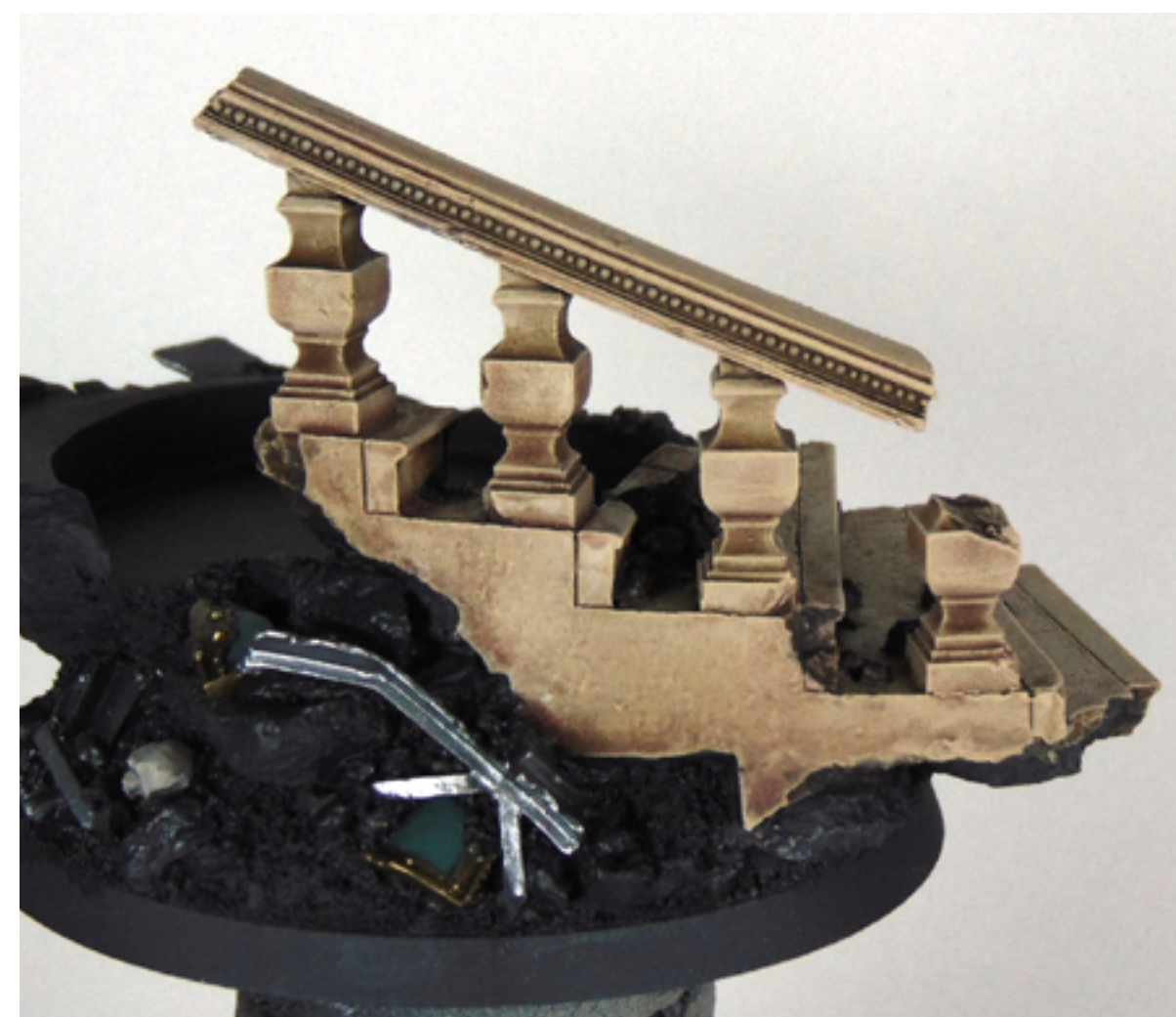
Add some **Seraphim Sepia** to this wash mix for a 1:4 ratio and use this to shade the staircase rubble.



STEP 6

Brush some **Fleshtone Shade** into the recesses of both the aquila and staircase rubble.

Glaze a little **Drakenhof Nightshade** onto the beak and eye sockets of the aquila rubble.



BASE: ADDING DEPTH

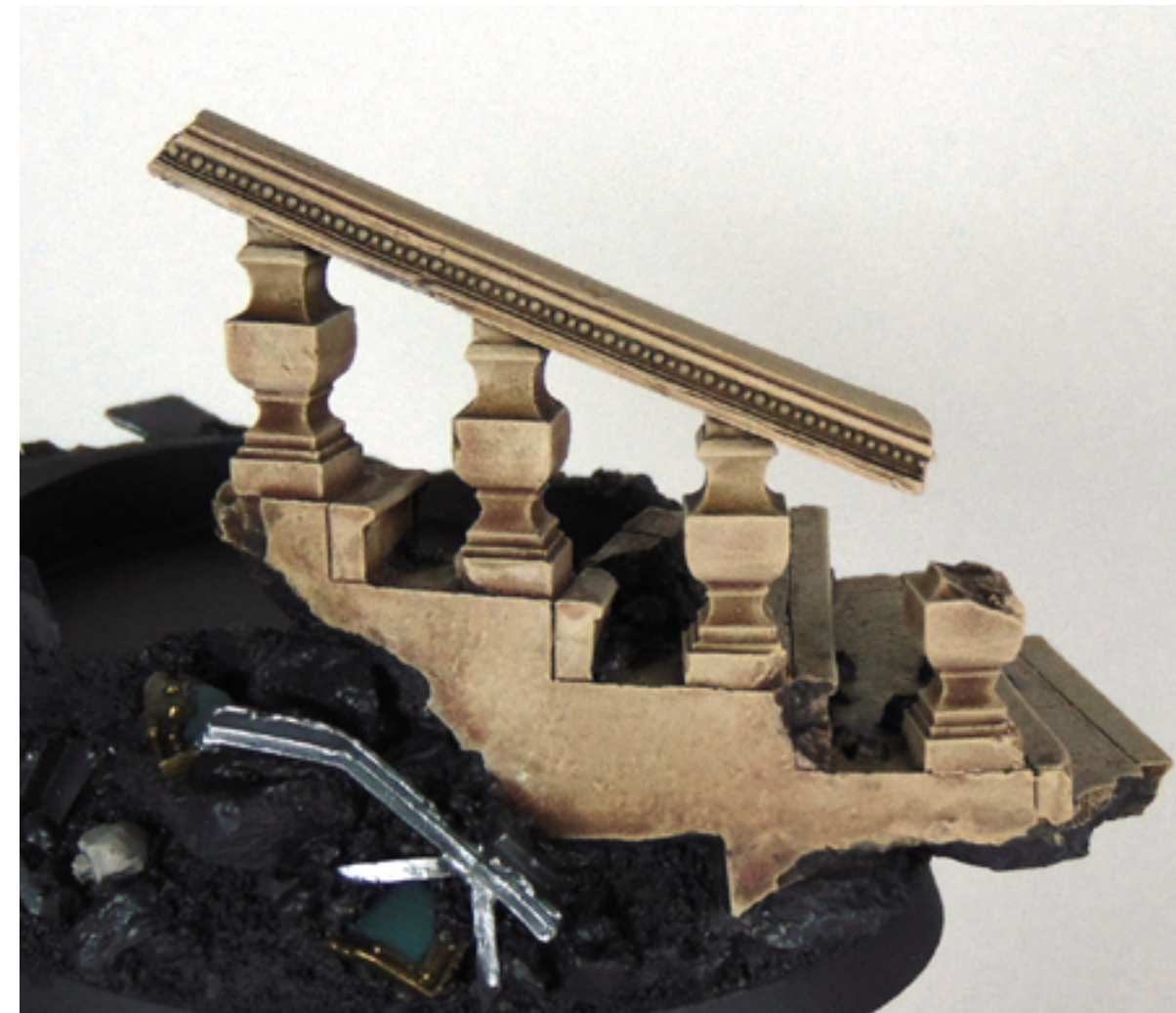


STEP 7

First drybrush the aquila rubble with **Greyseer**.

Next drybrush the staircase rubble with a mix of **Rakarth Flesh** 1:3 **Menoth White Base**.

Tidy up any of paint on the grey gravel with **Dark Grey** and at the same time glaze some of this **Dark Grey** into the recesses of the rubble we have just drybrushed.



STEP 8

Apply a generous wash of **Soft Tone** all over the dark grey gravel.



BASE: ADDING TEXTURE

At this stage we're going to start drybrushing the gravel, using a combination of small, medium and large drybrushes depending on the area we need to get to.

Take care not to overpaint on the previously finished rubble, mask these areas off if necessary.

We'll build up the highlights on here so don't worry if you see little change for the first couple of stages.



STEP 9

Apply a first drybrushed highlight to the gravel with **Dark Grey**.



STEP 10

Use **Light Grey** to add a second drybrushed highlight to the gravel.



STEP 11

Use **Deck Tan** to add a third drybrushed highlight to the gravel.



STEP 12

Using **Stencil** add a drybrush highlight to the aquila rubble.

Now tidy up any overpaint on the last details to ready everything for the final washes and highlights.

BASE: FINAL DETAILS



STEP 13

Apply a wash of **Soft Tone** onto the skulls and gunmetal areas and highlight the shoulder pad gold trim with a mix of **Old Gold** 2:1 **Steel**.



STEP 14

Apply a wash of **Nuln Oil** to the metal, shoulder pads and shoulder pad trim.

Start highlighting the skulls by reapplying **Trollblood Highlight** to the uppermost surfaces.



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STEP 15

When the wash from the previous step is dry apply **Light Rust Wash** to the metal and start to highlight the shoulder pads with **Sons of Horus Green**.



BASE: FINAL DETAILS



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STEP 16

If you feel that you've over done it with the rust effect wash from the previous step, you can knock it back by reapplying the **Gunmetal** to the edges of the metal areas, like I did here!

Continue highlighting the skulls with a mix of **Trollblood Highlight 1:1 Stencil**.

Add another highlight to the shoulder pads with a mix of **Sons of Horus Green 1:1 Stencil**.

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STEP 17

Use **Stencil** to add final edge highlights to the skulls and Aquila Rubble.

Use **Steel** to add final edge highlights to the metal and gold trim.

With a mix of **Menoth White Base 1:1 Stencil** apply a final highlight on the staircase rubble.

For a final edge highlight to the shoulder pads use a mix of **Sons of Horus Green 1:3 Stencil**.

BASE: FINAL DETAILS



STEP 18

Paint the base rims and the base insert **Black** and it was at this point that I applied appropriate transfers to the shoulder pads.

Lastly apply two coats of **Matte Varnish**.

With this the base is now finished and we can move onto Horus himself....



HORUS: BASECOATING



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STEP 19

Using an airbrush, basecoat the armour with a mix of **Black** 2:1 **Incubi Darkness**. As before, keep the paint thin and do as many coats as required for a solid finish.

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STEP 20

Apply a basecoat mix of **Incubi Darkness** 1:2 **Mephiston Red** to the cloak using the airbrush.

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STEP 21

Apply a highlight of **Mephiston Red** to the cloak using your airbrush.

HORUS: BASECOATING

STEP 22

Using a wet palette to help you keep the paint thin for as many coats as required for a smooth finish block in all the remaining details using the colours shown here:

PELT NOSE & EYES
Black 1:1 Incubi Darkness

PELT GUMS
Screamer Pink

PELT TEETH & CLAWS
Trollblood Highlight

METALS
Gunmetal

CRESCENT MOONS
Celestra Grey

SKIN
*Knight-Questor Flesh
1:1 Rakarth Flesh*

BOTTOM LIP
Bugman's Glow

**PTERUGES
& PELT SKIN**
Beast Hide

LENSES & 'EYES'
Mephiston Red

GOLD TRIM
Retributor Armour

SKULLS
*Trollblood
Highlight*

GOLD TRIM
Old Gold

FUR PELT
Dark Grey

SHOULDER PADS
Sons of Horus Green

Tidy up any mistakes at this point so that it all looks neat.

HORUS: FUR PELT



STEP 23

We are going to build up the highlights on the fur so don't worry if you see little change for the first couple of stages. First mask off the fur pelt.

Then with a medium sized drybrush, drybrush on a mix of **Dark Grey** 2:1 **Beast Hide** onto this area.



STEP 24

Using a mix of **Dark Grey** 1:2 **Beast Hide** apply it as a second drybrushed highlight to the fur pelt.

STEP 25

With a mix of **Beast Hide** 2:1 **Light Grey** apply a third drybrushed highlight to the fur pelt.



STEP 26

Using **Light Grey** apply a final drybrushed highlight to the fur pelt.

At this point tidy up any overpaint so that it all looks neat, ready for the washes to be applied next.

HORUS: HIGHLIGHTING



STEP 27

Using a mix of **Black 1:2 Incubi Darkness** to start to highlight the armour and the nose and eyes of the fur pelt.

Wash the pteruges with **Umber Wash**.

Wash the fur pelt with **Agrax Earthshade**.

Wash the skulls and pelt skin with **Soft Tone**.

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HORUS: HIGHLIGHTING



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STEP 28

Make a mix of **Black**, **Incubi Darkness** and **Wolf Grey** in a 1:2:1 ratio and continue to highlight the armour.

Using a mix of **Retributor Armour** 1:1 **Steel** apply highlights to the gold trim on the armour.

Apply to the raised areas that you feel would naturally catch the light according to the direction of your imagined light source.

Take your time, making sure you get good, strong highlights.

HORUS: ADDING DEPTH



STEP 29

Apply a wash of **Reikland Flesh** on the gold trim. Be precise with this application, we don't want any of the wash getting onto the highlighted armour.

Apply a wash mix of **Nuln Oil** 1:2 **Druchii Violet** over the gunmetal areas, the recesses of the gold trim, the green shoulder pads and the moon icon details on the right knee pad and left shoulder pad.

When the wash from the previous step is completely dry, apply a wash of **Nuln Oil** all over the black armour, the recesses of the gunmetal and the fur pelt.



HORUS: ADDING DEPTH



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STEP 30

Finally wash the recesses of the cloak with a mix of **Coelia Greenshade 2:1 Carroburg Crimson**.



HORUS: REAPPLY HIGHLIGHTS



STEP 31

Bring back the highlights on the armour by reapplying the 1:2:1 mix of **Black**, **Incubi Darkness** and **Wolf Grey**.

Pick out the moon icons with **Celestra Grey** and reapply the **Sons of Horus Green** as the first highlight onto the shoulder pads.

Reapply the **Beast Hide** as the first highlight on the pteruges and the pelt skin.

Reapply the **Trollblood Highlight** as the first highlight on the skulls and pelt teeth and claws.

Pick out the gums of the fur pelt with **Screamer Pink**.

Start to highlight the face with a 2:2:1 mix of **Knight-Questor Flesh**, **Rakarth Flesh** and **Stencil**.

Pick out the bottom lip with a mix of **Bugman's Glow** 1:1 **Stencil**.

Apply final highlights to the upper most parts of the fur pelt with **Light Grey**.



HORUS: REAPPLY HIGHLIGHTS



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STEP 32

Wash the face with a mix of **Reikland Fleshshade** 1:1 **Carroburg Crimson**.

Continue to highlight the pteruges with a mix of **Beast Hide** 1:1 **Ivory**.

Add further highlights to the armour with a 1:2:3 mix of **Black**, **Incubi Darkness** and **Wolf Grey**.

Continue to highlight the shoulder pads with a mix of **Sons of Horus Green** 1:1 **Wolf Grey**.

Add further highlights to the skulls, teeth and claws with a mix of **Trollblood Highlight** 1:1 **Stencil**.

Continue to highlight the pelt gums with a mix of **Screamer Pink** 1:1 **Ivory**.

Always apply a couple of coats to get a solid highlight, making sure to leave room to add further highlights on top. Tidy up any mistakes as you go along.

I used an Artis Opus Series S 00 for all the highlights in this tutorial.

HORUS: CLOAK



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STEP 33

Bring back the highlights on the cloak with **Mephiston Red**.

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STEP 34

Continue to highlight the cloak with a mix of **Mephiston Red** 1:1 **Wazdakka Red**.

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STEP 35

Continue to highlight the cloak with **Wazdakka Red**.

Then with a 2:1:4 mix of **Incubi Darkness**, **Coelia Greenshade** and **Water** and glaze this into the recesses of the cloak.

Build up the shadows on the cloak with several coats of this glaze, waiting for each coat to dry before the next.

HORUS: CLOAK



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STEP 36

Continue to highlight the cloak with a mix of **Wazdakka Red** 3:1 **Lugganath Orange** and reapply **Old Gold** on the cloak trim.

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STEP 37

Continue to highlight the cloak with a mix of **Wazdakka Red** 5:1 **Lugganath Orange**.

Use a mix of **Retributor Armour** 1:1 **Steel** to highlight the cloak trim and, when dry, shade the trim with a mix of **Incubi Darkness** 1:1 **Coelia Greenshade**.

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STEP 38

Add a final highlight to the cloak with **Lugganath Orange**.

HORUS: FINAL DETAILS



STEP 39

Start to highlight the eye icons and lenses with **Mephiston Red**.

Reapply the 2:2:1 mix of **Knight-Questor Flesh**, **Rakarth Flesh** and **Stencil** as a highlight to the face.

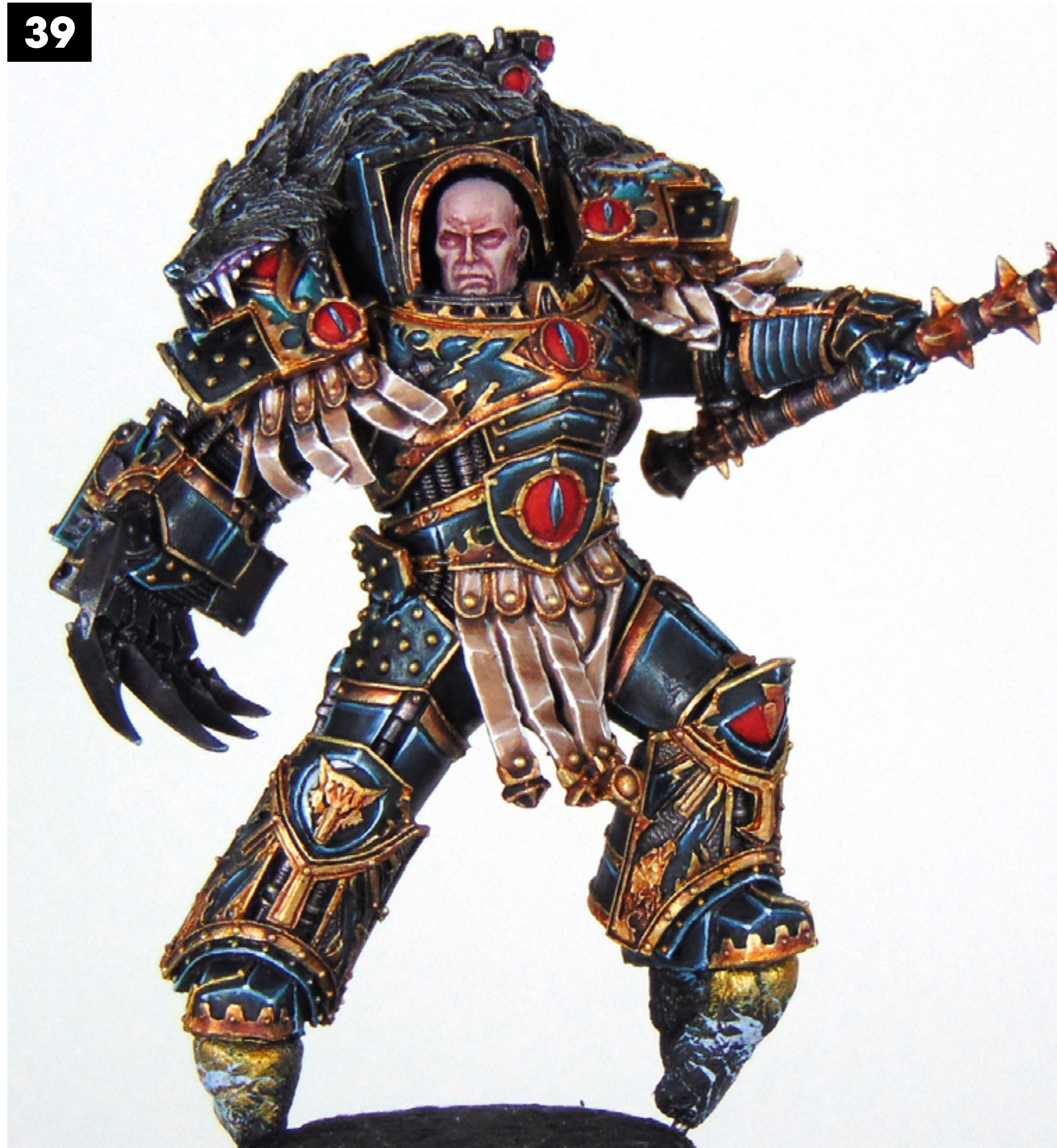
Add final highlights to the armour and shoulder pads with **Wolf Grey**.

Add final highlights to the pelt gums with a mix of **Screamer Pink** 1:3 **Ivory**.

Add final highlights to the skulls, teeth and claws with **Stencil**.

Add final highlights to the pteruges and pelt skin with **Ivory**.

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HORUS: FINAL DETAILS



STEP 40

Continue highlighting the face with a 1:1:3 mix of **Knight-Questor Flesh**, **Rakarth Flesh** and **Stencil**.

When this highlight is dry, wash some **Magos Purple** into the eye sockets and onto the bottom lip.

Continue to highlight the eye icons and lenses with a mix of **Mephiston Red** 1:1 **Heartfire**.



STEP 41

Continue to highlight the eye icons and lenses with **Heartfire**.

Add a final highlight to the face with **Stencil** and then with a mix of **Black** 1:1 **Incubi Darkness** paint in the eyes.



STEP 42

Glaze the eye icons and lenses with **Bloodletter**.

Dot in the pupils with **Stencil**.

HORUS: FINAL DETAILS



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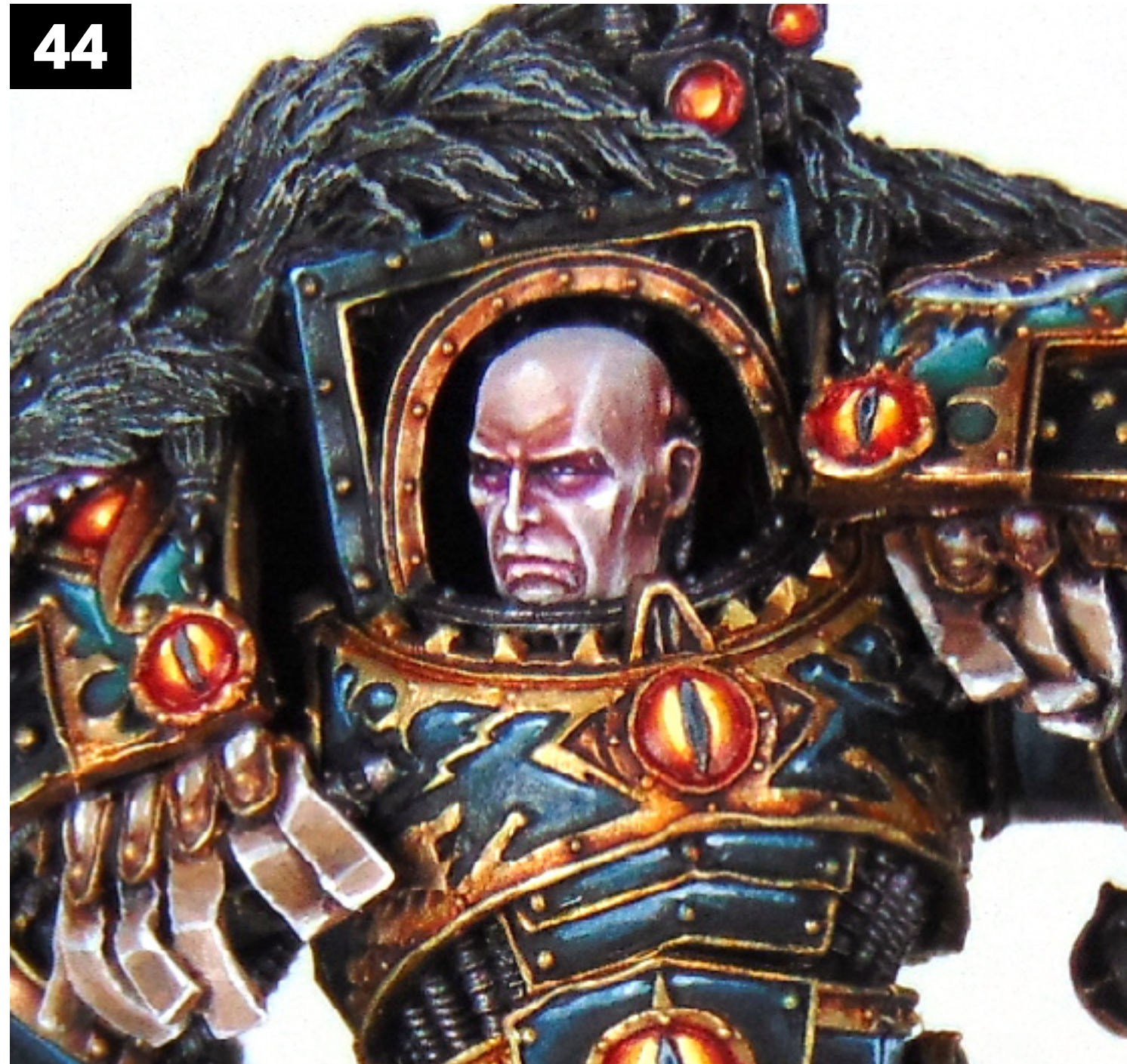


STEP 43

If you feel that the red glaze (see *Step 42*) has obscured the highlights on the eye icons, re-apply the **Heartfire** highlight.

With a little watered down **Black** add further definition to the slit pupils on all of the eye icons.

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STEP 44

Add a final highlight of **Ice Yellow** to the eye icons and lenses.

45



STEP 45

Add a final edge highlight to all of the metal and gold elements with **Steel**.

Apply a wash of **Drakenhof Nightshade** to the lightning claws and, when dry, reapply the **Steel** highlights.

HORUS: FINISHING UP

STEP 46

Attach the cloak and apply two coats of **Matte Varnish**. When dry, apply a couple of coats of **'Ardcoat** to the lenses.

With this Horus is now finished, ready to be attached to the scenic base.





I hope you have enjoyed this tutorial and gained some inspiration and tips for painting your Horus the Warmaster.

Thanks for reading and see you in the next tutorial.

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The techniques and colour schemes in this tutorial can easily be applied to any Black Legion miniature and the approach to the scenic base can be applied across the Forge World Character Series miniatures Range.