Last month, Paul Rudge showed you how to assemble and convert the fantastic Mûmak model. Now, he takes some time to explain how he painted his massive beastie.

PREPARING FOR BATTLE

Taking the Mûmak to the Next Level, Part 2

Rudgie: Armed with both the DVD and *The Battle of Pelennor Fields* supplement as reference material, I set about deciding how I was going to tackle the beast. From the very start, I knew I wanted to use a very limited color palette and to keep the model very earthy and naturalistic. Little did I know when I started how long it would take to paint – the Mûmak really is a huge kit!

As with all models, I started with the largest and lowest area of the model first (in this case, the skin). From here, I would work my way outward. Using the painting guide in *The Battle of Pelennor Fields* supplement as a starting point, I mixed up and painted on a basecoat of Codex Grey, Graveyard Earth, and Chaos Black. I then drybrushed the skin and added several layers of highlights. I created the skin tones by adding more and more Kommando Khaki to the base color. I made the final highlight after adding Fortress Grey to the highlight mix.

TOP TIP

When painting large models, it's a good idea to mix up a large amount of your base colors in spare pots, as this method will save you having to replicate the same color over and over again. During the course of painting the Mûmak, Rudgie found that he had to create several pots for both the creature and the crew.

Heavily textured models like the Mûmak…

…almost paint themselves.

Drybrushing over the basecoat color rather than the black undercoat yields a better finish.

After a light drybrushing of Fortress Grey, the skin is complete.

PAINTING TUSKS

When I assembled my model, I used a hobby knife to shave bands of plastic down the length of the tusks to create a grained texture. The easiest way to bring out that texture is some careful drybrushing. I began by painting the tusks with a basecoat of Kommando Khaki. I applied a wash of Brown Ink mixed with Bestial Brown and a little water over this basecoat. When the colors were completely dry, I drybrushed the tusks with Kommando Khaki followed by Bleached Bone. I then finished the tusks off with a very light drybrushing of Skull White.

Working over an even basecoat will help when painting light-colored areas such as the tusks.

A wash helps pick out the details like the scratches on the tusk.

With the drybrushing complete, I redefined the ropes carefully.

I painted the toenails the same way as the tusks.

HOWDAH

Woodwork. As you may remember from the first article, I did not assemble the howdah, as it would make the job of painting its many hard to reach areas much easier. Working over a basecoat of Scorched Brown, I drybrushed both the wicker flooring and support struts first with a dark brown (simply a mix of Bestial Brown and Chaos Black). As with painting the skin, I built up several layers of highlights by adding increasing amounts of Bestial Brown to the base color. For a final highlight, I added Kommando Khaki to the highlight color.

Side Panels. Working over a basecoat of Scorched Brown, I simply drybrushed the side panels Dark Flesh and then Dark Flesh mixed equally with Bestial Brown.

Rope Ties. I painted all the rope ties (there's a lot of them, and even now, I'm willing to bet I missed one) Graveyard Earth. I then applied a wash of Brown Ink. Once it had dried, I highlighted the rope ties with Kommando Khaki.

It only takes one or two layers of drybrushing to bring out the woven texture of the wicker flooring.

When I had completed the painting, I assembled the howdah.

TUSK WEAPONS

One of the key features of my Mûmak, and of those Mûmakil featured in the movie, is the brutal tusk weaponry.

To paint the tusk weapons, I began with a basecoat of Graveyard Earth for both the ropes and the spikes. I applied a wash made of Brown Ink, Bestial Brown, and a little water over this basecoat. Once the wash was completely dry, I carefully drybrushed the ropes Kommando Khaki and tried my hardest not to stray onto the tusks. I drybrushed the spikes with a mix of Bestial Brown and Bleached Bone.

Be careful not to overpaint the tusks.

WAR PAINT

With the wonders of modern technology, I picked a Mûmak from the DVD and screen captured all the relevant pictures I needed to re-create its war paint.

Keeping within my naturalistic palette, I created an earthy red color (a mix of Terracotta, Dark Flesh, and Scab Red). I drybrushed Terracotta over this mixture. I painted the symbols with Chaos Black.

I used a variety of different snake and eye-like shapes for Harad war paint symbols.

If you're looking for additional symbols, you may want to check out these banners at
www.games-workshop.com/whitedwarf/pelennorbanners

A steady hand and a clean brush are all that's needed!

Brian Cook from GW Australia painted these two war paint schemes.

ANIMAL HIDES

As I had never painted anything like animal hides before, it took me a few attempts before I found a method that I was happy with. I started with a basecoat of Graveyard Earth. I drybrushed Kommando Khaki over this basecoat to bring out the texture of the hide. For the dark coloration down the center of the hide, I painted a series of random shapes with a dark brown color. To blend these shapes into the hide, I also lightly drybrushed this dark brown color down the center of the hide. I then roughly painted the edge of the hide with a watery mix of Kommando Khaki and Skull White.

MAHÛD CHIEFTAIN

I'm sure everybody remembers this maniac from the film. I began by blocking out the base colors. I painted the skin Dwarf Flesh and the cloth areas either Terracotta or dark purple (a mix of Liche Purple, Shadow Grey, and Chaos Black). I painted the armored areas Shining Gold and the wooden frame Bestial Brown. Finally, I painted his horn and boots Graveyard Earth.

I highlighted the cloth areas after adding Kommando Khaki to the base colors. I washed the flesh areas with Flesh Wash before highlighting them with Elf Flesh. I gave the armored areas, the wood frame, and boots a wash of Brown Ink. I then highlighted the boots and wooden frame with Kommando Khaki.

Of course, the key feature is his war paint. I used just two colors. I began by mapping out the war paint in Scorched Brown over which I painted the details with Skull White.

Above and Below: The facial markings are simple white lines with two triangles that frame the eyes.

FINISHING TOUCHES

I finished the base so that it would match my game board. I drybrushed the base Bestial Brown and then Desert Yellow over a black undercoat. I drybrushed the rocks with Codex Grey and then highlighted them with Fortress Grey. I applied a variety of different colored flocks before finally adding small pieces of green sponge and yellow static grass.

I gave the arrow flights a basecoat of Kommando Khaki and then highlighted them with a 50/50 mix of Kommando Khaki and Skull White. Finally, I added a model boat rigging rope, which I bought from a local model store, to the howdah. My Mûmak was finally finished. It was a big job but one that was well worth it.