



MÚRIN AND DRÁR

Painting Workshop

Dwarves rarely set foot in the outside world and prefer the familiarity of their holds. Múrin and Drár are exceptions, as they are both prone to wanderlust. As such, they present an opportunity to paint Dwarves in unusual color schemes. Here, we show you how.

PAINTING MÚRIN & DRÁR

Level:
Intermediate

Time:
4 hours total

Basing:
Modeling sand
and static grass



Múrin



Drár

Color Palette



CLOTH



1 Begin by applying a basecoat mix of Shadow Grey and Chaos Black to the areas of cloth.



2 Next, paint a layer of Shadow Grey over the raised areas of cloth. Make sure some of the basecoat is still visible.



3 Mix Fortress Grey with Shadow Grey and highlight the raised areas of cloth in thin coats. Make sure to water your paints down.



4 Add Skull White to the mix and paint thin highlights to the edges of the cloth.

METAL



1 Start by painting the metal areas with a mix of Chaos Black and Codex Grey.



2 Then apply Boltgun Metal over the top of the basecoat.



3 Continue to highlight the metal by applying a thin layer of Chainmail.



4 Finally, paint thin highlights of Mithril Silver on any raised areas.

DRÁR'S HELMET



1 Start by applying a couple of thin coats of Shining Gold to all the areas you wish to paint.



2 Water down Flesh Wash and apply it over the basecoat. Make sure the wash doesn't pool in the recesses.



3 Highlight the metal with Burnished Gold, which should be applied only to the most raised areas of the details.



4 To finish, use a fine detail brush and paint thin highlights of Mithril Silver on the upper edges.

DRÁR'S SHIELD



1 Paint the shield with a mix of Camo Green and Chaos Black. This layer will act as the basecoat.



2 Add more Camo Green to the mix and apply it to the shield. Make sure you leave the basecoat showing at the edges.



3 Next, paint a couple of thin coats of Camo Green onto the shield. You should start to see a graduation of color.



4 Finally, mix Bleached Bone with Camo Green and paint thin lines on the upper edges of the shield's surface.

SACHELS



1 Apply a basecoat of Scorched Brown. For an even finish, apply a couple of thin coats.



2 Mix Bleached Bone and Scorched Brown together and paint the edges of the satchels.



3 Next, apply a thinned down wash of Brown Ink to the satchel, which will give more depth to the paint.



4 To add a final highlight, use a fine detail brush to paint a thin line of Bleached Bone on the very edges of the satchel.

MÚRIN'S BEDROLL



1 Paint the bedroll on the back of Múrin with a basecoat of Scab Red. Apply a couple of thin coats.



2 Mix Blood Red with Scab Red and apply it to the raised areas of the bedroll. Apply a couple of thin coats.



3 Apply a thinned-down Flesh Wash to shade the area. This step will help to blend the colors together and mute obvious highlights.



4 To finish, mix a small amount of Skull White with Blood Red and apply it to the edges of the bedroll.

HAIR



- 1 First paint the hair with a layer of Scorched Brown mixed with Chaos Black.



- 2 Next, apply Scorched Brown as a highlight. Use the side of the brush instead of the tip to avoid getting paint in the recesses.



- 3 Next, apply Tanned Flesh over the Scorched Brown. Apply the paint carefully in a couple of thin layers.



- 4 Add Bleached Bone to the Tanned Flesh and apply a final highlight to the hair.

SKIN



- 1 Apply a basecoat of Tanned Flesh to all areas of skin. It may require a couple of thin coats to achieve a solid color.



- 2 Use Dwarf Flesh to add the first highlight on any areas of raised skin such as the cheeks, nose, and forehead.



- 3 Mix Bleached Bone and Dwarf Flesh and apply thin layers to the raised areas of skin.



- 4 Finally, paint several thin layers of Bleached Bone on the most raised areas of skin. Several layers will yield better results than one thick coat.

BOW, BOOTS & POUCHES



- 1 To start, mix Scorched Brown and Chaos Black and apply it to all areas of the bow, boots, and pouches.



- 2 Paint a layer of Dark Flesh over the basecoat. Leave some original color showing in the recesses.



- 3 Mix Bleached Bone and Dark Flesh and apply a layer over the previous one. You should see a progressive highlight emerging.



- 4 Finally, apply thin layers of Bleached Bone to the edges of the parts you're painting.

BORDER



- 1 To add a border, paint a strip of Bleached Bone around the edge of the cloth.



- 2 Next, paint Skull White over the top. It's best to paint a few thin coats. Wait for each to dry before applying the next.



- 3 Using a fine detail brush, paint thin lines of Chaos Black to create a pattern on the border.

BASING



First stick sand onto the base with white glue. Wait for it to dry and then paint the sand with Graveyard Earth. Next, drybrush with Bestial Brown and finally with Bleached Bone. Glue static grass to the base before painting the edge with Bestial Brown.

IRON HILLS EXPEDITIONARY FORCE



Here Múrin and Drár lead a small force of Dwarves from the Iron Hills. The two cousins bring a hard edge to an already tough Dwarf army.

Múrin and Drár	150
1 Dwarf Captain with two-handed axe	65
9 Dwarf Warriors with shields	81
5 Dwarf Warriors with two-handed axes	40
8 Dwarfs with bows	73
8 Khazâd Guard	88
Total	497

'EAVY METAL DWARF SHOWCASE



Múrin



Drár



Dáin Ironfoot, King of Erebor



Dwarf Warrior



Gimli



Dwarf Captain



Dwarf King



Khazâd Guard



As a nation at war, those on Gondor's borders must maintain a constant vigilance against attackers. Here, veteran general Dominic Murray readies his troops for battle.

DEFENDERS OF THE REALM

Collecting an Army of Minas Tirith



WHITE MOUNTAIN GUARD ARMY

When I first started collecting an army of Minas Tirith, I was more than happy just to get the models painted so I could play some games. One thing I quickly realized was that the narrative of *The Lord of The Rings* carried over into the games I was playing.

The actions of battles unfolded as small stories, and soldiers became actual characters. I wanted my army to have a reason to fight. Of course, Minas Tirith is the most tactically important region in Middle-earth and is constantly under attack.

As such, you might think that my army would always have a reason to fight, but I didn't want my army to be just a load of soldiers in armor hitting people. Thus, I decided to relieve them of their traditional duty of garrisoning Minas Tirith and stationed them in the White Mountains. In my mind, my troops are part of a larger force that guards the mountain passes against evil creatures. A few simple lines of background can really help to define an army. After you've played some games, you can write up the events of the battles and add them to your story.

1	Captain with shield	55
12	Warriors of Minas Tirith with spears and shields	108
11	Warriors of Minas Tirith with shields	88
1	Warrior with banner and shield	33
10	Rangers	80
5	Knights	65
1	Captain with lance and horse	65

Total: 494 pts

INFANTRY



I always make sure that I have a solid core of infantry, the backbone of an army. A large number of soldiers will provide you with tactical flexibility.

A Defense of 5 makes Warriors of Minas Tirith hardy front-line troops. With the addition of shields, they gain a Defense of 6. I always make sure I take a solid block of Spearmen to back up the Swordsman in a fight, and the addition of a banner or two gives them extra advantages. I use drybrushing whenever I'm painting rank and file troops. This technique allows me to paint the bulk of the army quickly.



1 Over a Chaos Black undercoat, drybrush the model Boltgun Metal.



2 Next, lightly drybrush Chainmail over the Boltgun Metal.

CAVALRY



Cavalry provides my army with much-needed movement and power. Lances can inflict real damage to those unfortunate enough to get in the way of the charge.

By charging infantry, cavalry benefits from the *Extra Attack* and *Knock to the Ground* special rules. However, at 13 points each, cavalry models are a little expensive to rush into the fray. It's a wonderful feeling to charge across the tabletop and smash an opponent into the ground, although, in truth, I normally prefer to use cavalry as reserves and wait for an opportune moment to attack. More than once, I've lost my cavalry models in my eagerness to attack the enemy. The trick is to pick your target wisely and time your attack well.

CAPTAINS

For most army lists, I prefer to take minor heroes rather than named characters, as the men with no names are cheaper options. A Captain offers plenty of tactical benefits by virtue of his Might, Will, and Fate and does not attract as much attention from the opposing army.

Many's the time I've seen powerful characters such as Boromir fall to a hail of fire from paranoid archers. However, the enemy generally perceives minor characters as less of a threat. I always deploy my Captains where they can be of use to their men. A heroic charge here or there can help swing the tide of battle in my favor, and maneuvering my heroes with a banner can make a block of troops really hard to break down. Also, don't underestimate the fighting power of a Captain in the front line of his troops.



One of my favorite aspects of army building is personalizing my models. I like my Captains to stand out on the tabletop. Otherwise, I have a habit of forgetting where they are.

RANGERS

Rangers hit on a 3+ instead of the usual 4+ when firing ranged weapons, which makes them a great addition to an army, even though the Rangers tend to be few in number.

With a 24" range, Rangers' bows can shoot at many of the enemy models on the board. If the Rangers have to move, then they can still fire as long as they move only 3". I tend to use the terrain to dictate where I deploy my Rangers so that they can remain stationary and be used to maximum effect. On the odd occasions when my Rangers get into combat, I prefer to pick on small targets such as war machines or minor characters. With a Fight value of 4, Rangers can be quite handy in a ruck, but they won't stand up to a major assault as their Defense value of 3 makes them vulnerable.



Dom used a variety of Dunedain miniatures, as well as standard Ranger models.

NAMED CHARACTERS

Sometimes Captains just aren't enough, especially in really big games. At such times, I like nothing better than to employ the might of major heroes such as Aragorn and Boromir.

When you figure in Aragorn's free Might Point, Boromir's Fight Value, and Andúril, Flame of the West, you have two utterly devastating characters who can almost take down an entire force single-handed. I also enjoy trying out cheaper heroes such as Faramir, Damrod, Madril, and Cirion.



WEATHERING



Painting Madril presented me with a new painting challenge. He needed to appear suitably weathered to represent his role as a Ranger.



1 Start by applying thinned-down Bestial Brown to the cloak.



2 Next, add watered-down Snakebite Leather to the mix. Make sure that some of the Bestial Brown wash is left showing.



3 Mix Vomit Brown into your wash. You should start to see graduated color on the cloak.



4 A wash of Vomit Brown is needed to enhance the colors. Your layers of paint should be getting thinner.



5 Add Bleached Bone to the mix and apply to the hem of the cloak. This step will give the impression of frayed cloth.



6 Add some Skull White to the edges of the cloak. Use a Fine Detail brush for this stage.



STUBBLE

Mix Shadow Grey, Bestial Brown, and Chaos Black. Dilute the mix enough to be applied as a wash. Apply a couple of coats to get good coverage.