

PAINTING HARADRIM

The armies of the south are exotic and varied. 'Eavy Metal provide some hints on painting these tribal warriors.



Serpent Guard



To get this pale horse colour, a basecoat layer of Fortress Grey was applied first.



A mid-tone layer using a 1:1 mix of Fortress Grey and Skull White was then added.



A highlight of thinned Skull White was then carefully applied to the raised areas in several layers.



Haradrim Warrior



The face and hands were given a basecoat of Khemri Brown. Use a thinned coat and several layers.



A coat of Tallarn Flesh was then applied, avoiding the recesses in the face and between the fingers.



A 1:1 mix of Tallarn Flesh and Fortress Grey was then used to highlight the face.





Haradrim Banners

The banners of the Haradrim denote which tribe the warriors belong to. The colours of the banner and their clothing are often based on the dyes they have close to hand.



Haradrim tribal sigils usually portray desert creatures. Note the eye symbol, marking allegiance to Sauron.



The desert scorpion is a feared predator in Harad and so this tribe takes its name from it.



The gates of Kârna are still a powerful symbol even many years after the city fell to ruin.



The daggers of the Hâsharin signify this tribe's close ties with Harad's deadly order of assassins.

Mahûd Markings



The beasts of the Mahûd are often daubed with crude sigils to ward off enemy spells.



Mahûd Warriors paint their faces to make themselves look more fearsome.



Mahûd leaders sport even more elaborate warpaint as a symbol of their status.

Corsair Bo'sun



The sleeves were given a 1:1 mix of Chaos Black and Regal Blue. The trousers had a 1:1 mix of Chaos Black and Liche Purple.



A Chaos Black wash was then applied to both the shirt sleeves and the Bo'sun's trousers.



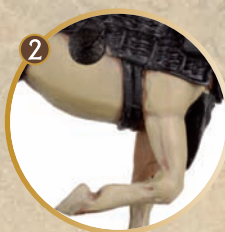
A mix of 1:1 Fortress Grey and Regal Blue was used to highlight the sleeves. The trousers were highlighted with pure Fortress Grey.



Mahud Raider



The basecoat for the camel's fur was a 1:1 mix of Graveyard Earth and Bleached Bone.



Desert Yellow was then added as a mid-tone, applied in all but the most recessed areas.



Thin layers of Bleached Bone were then painted onto the raised areas, avoiding the recesses.



A highlight of Skull White was then carefully added for the final, fine highlight.

