

PAINTING GOBLINS

I opted for a limited palette of colors, a choice that can be more of an advantage than a hindrance. Too many colors can make the whole collection look a lot less unified on the tabletop. Although the colors I had were a little too bright to apply straight to the model, I made my own shades by mixing a small amount of Chaos Black into each paint – effectively doubling the number of colors I had at my disposal.

I also made liberal use of drybrushing, which is a fast technique that lends itself to highlighting lots of models quickly. Thus, I was able to paint everything to the same standard, including all the characters and the Troll.

ARMOR



1 Begin by drybrushing the Goblin's armor with an equal parts mix of Chaos Black and Chainmail.



2 Create the rusty appearance of the armor with a watered-down wash of Scorched Brown applied in patches to the surface of the metal.



3 To finish, lightly drybrush Chainmail onto the edges of the metal plates and spear tip.

SKIN



1 Basecoat the skin with a mix of three parts Dark Angels Green and one part Chaos Black.



2 Highlight the skin with three parts Dark Angels Green mixed with one part Golden Yellow. Use a small drybrush to get a rough texture.



3 Using a Fine Detail brush, paint the teeth and eyes Bleached Bone. Apply Chaos Black to create a pupil.

CLOTH



1 Use three parts Blood Red and one part Chaos Black as a basecoat and apply it to the sleeves and loincloth.



2 Using a small drybrush to minimize the amount of color straying onto other areas, drybrush the cloth Blood Red.



With the armor, cloth, and skin painted, you can turn your attention to the final details and the base.

WOOD



Paint the wooden spear haft Scorched Brown.

BASE



Apply a layer of sand to the base. Paint it with an equal parts mix of Chaos Black and Skull White. Lightly drybrush the base Skull White.



Your model should now be complete and ready for the tabletop.