



IRONHEAD PROSPECTOR

MASTERCLASS TUTORIAL



INTRODUCTION

Hi, this is Rich and today I'll be showing you how to paint a Drill-kyn miniature armed with a stub gun from the Necromunda Ironhead Prospectors gang.

Clean and assemble the miniature. I'm going to paint the head separately, making it easier to paint.

Make sure to dry-fit any sub-assemblies then use Blu-Tack to mask off the contact points. Finally, attach the assemblies 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.

PAINTS:

CITADEL

- *Mechanicus Standard Grey*
- *Celestra Grey*
- *Caliban Green*
- *Gauss Blaster Green*
- *Lugganath Orange*
- *Averland Sunset*
- *Flash Gitz Yellow*
- *Bugman's Glow*
- *Cadian Fleshtone*
- *Nuln Oil*
- *Coelia Greenshade*
- *Reikland Fleshshade*
- *Fuegan Orange*
- *Bloodletter Glaze [Discontinued]*
- *Briar Queen Chill*

AK INTERACTIVE

- *White AK11001*
- *Dark Sea Blue AK11190*
- *Mint Green AK11143*
- *Rusty Gold AK11193*

P3

- *Coal Black*
- *Khador Red Base*

SCALE 75

- *Black Metal SC-63*

VALLEJO PANZER ACES

- *Stencil 313*

ALSO USED:

- MIG** *One Shot Primer Grey A.MIG-2024*
- Vallejo** *Airbrush Thinner 71.061*

VALLEJO MODEL COLOUR

- *Black 70.950*
- *Light Flesh 70.928*
- *Light Grey 70.990*
- *Ice Yellow 70.858*

VALLEJO GAME COLOUR

- *Verdigris 72.096*
- *Heavy Orange 72.152*
- *Wolf Grey 72.047*

VALLEJO METALLIC AIR

- *Steel 71.065*
- *Gunmetal 71.072*

TOOLS:



The model is painted using **Windsor & Newton Series 7.**



An airbrush was used for applying some of the basecoats but this was just for speed, you could use a brush.

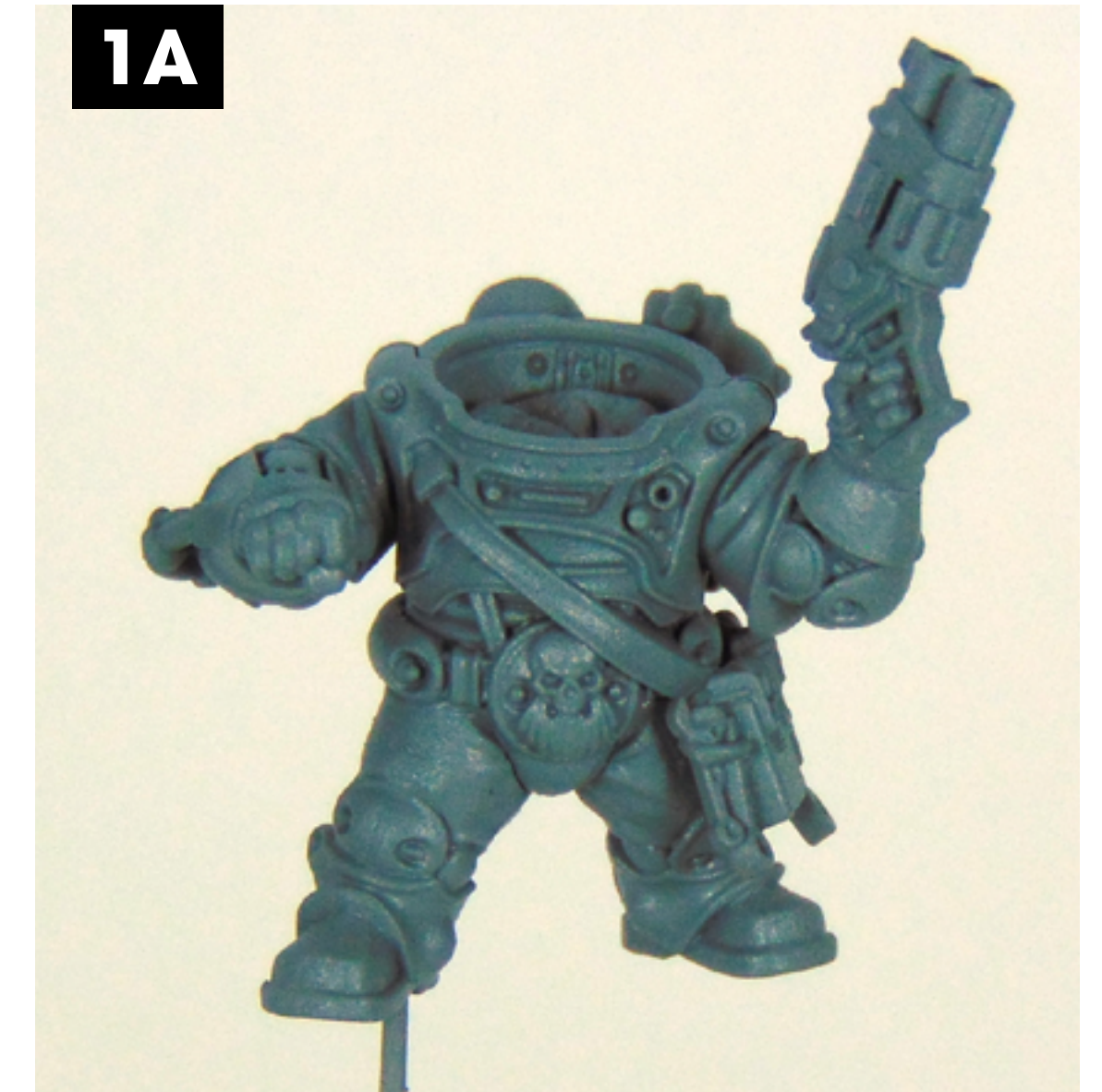
BASECOATING

STEP 1

Start by priming the miniature with **Grey One Shot Primer** [See 1A] applied with an airbrush (of course you can use whatever brand you prefer).

Then with an airbrush again basecoat the main body with **Verdigris**.

Still using the airbrush, basecoat the head with **Heavy Orange**.



BASECOATING

STEP 2

Block in all the basecoats as shown here:

● **GREY CLOTH**
Mechanicus Standard Grey

● **GOLD DETAILS**
Rusty Gold

● **BLACK LEATHER**
Black 1:1 Coal Black

Use a wet palette to help you keep the paint thin.



● **GUNMETALS**
Black Metal

● **STUB GUN CASING**
Dark Sea Blue

● **WRIST SCREEN**
Caliban Green

● **YELLOW CABLE**
Averland Sunset

● **HELMET LIGHT**
Averland Sunset

● **VISOR**
Khador Red Base

● **SKIN**
Cadian Fleshtone

● **LIP**
Bugman's Glow

● **BEARD**
Celestra Grey



ADDING DEPTH

STEP 3

Shade the face and beard with a wash of **Reikland Fleshshade**.

Shade the armour with a mix of **Briar Queen Chill** 1:4 **Airbrush Thinner**.

When this is dry, further darken the recesses of the armour with a second wash of **Briar Queen Chill**.

Again, tidy up over any overpaint from the **Briar Queen Chill** wash ready for the highlights to be applied.



ADDING DEPTH

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STEP 4

Shade the helmet with **Fuegan Orange** - water this down a bit on your wet palette to improve its flow.

Start highlighting the gold details with a mix of **Rusty Gold 2:1 Steel**.

Start to highlight the black leather with **Coal Black**.

Start to highlight the gun casing with a mix of **Dark Sea Blue 2:1 Gauss Blaster Green**.

Start to highlight metal detail with **Gunmetal**.

Use a wet palette to keep the paint thin will allow you to keep the transitions between the layer highlights subtle. Apply highlights to raised areas that would naturally catch the light.

Take your time to make sure you get good, strong highlights.

INITIAL HIGHLIGHTS

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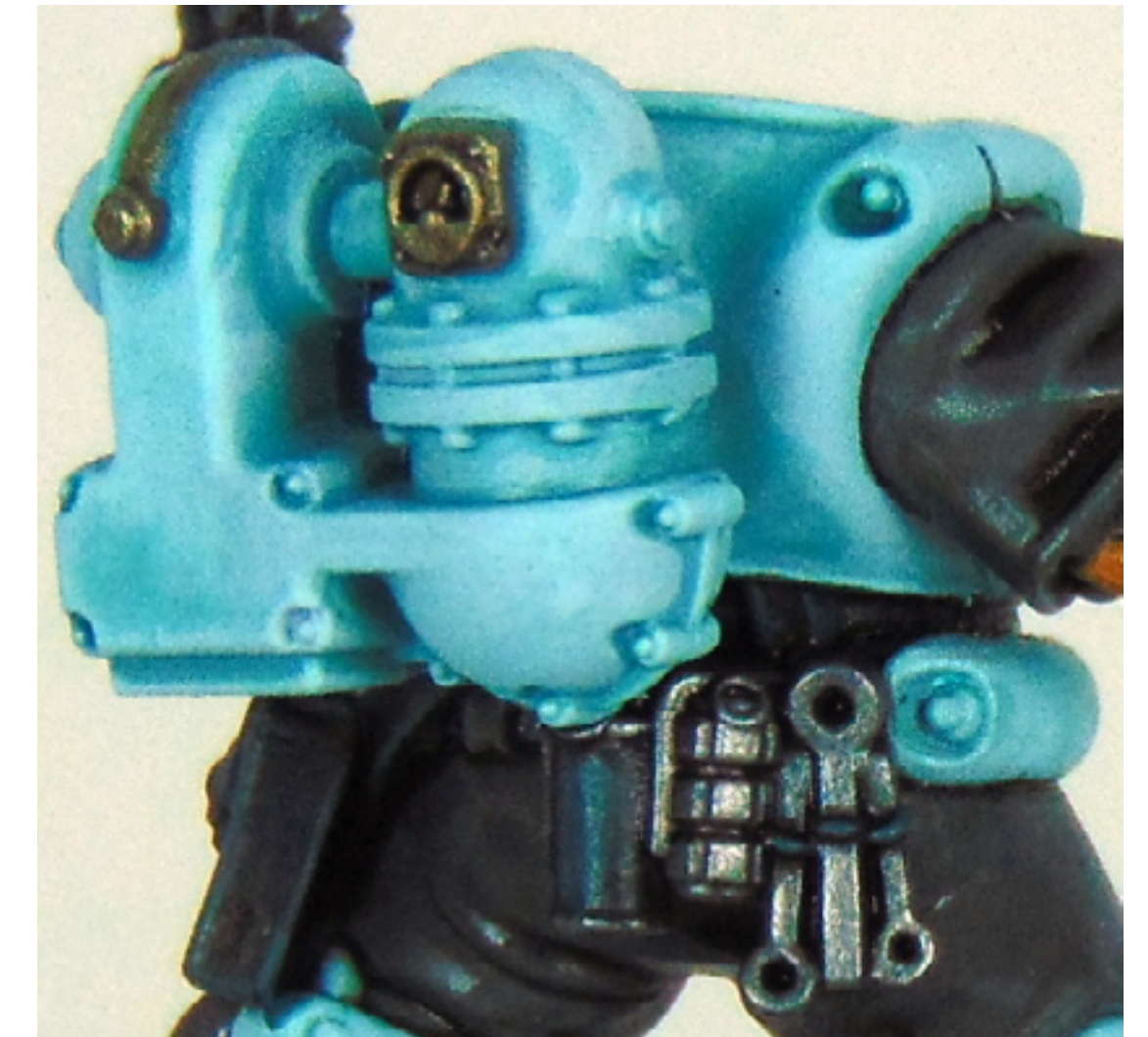
STEP 5

Start highlighting the face with **Cadian Flestone** and highlight the helmet with **Heavy Orange**. Re-applying these basecoats will bring back the vibrancy of the base colours with the washes in the recesses as the first highlight.

Highlight the gun casing with a mix of **Dark Sea Blue 1:2 Gauss Blaster Green**.

Continue to highlight the black leather areas with a mix of **Coal Black 2:1 Verdigris**.

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STEP 6

Apply a wash of **Nuln Oil** all over the black leather, grey cloth and gunmetal areas.

You can use the wash straight from the pot, don't be over generous with this application but make sure all the recesses are shaded.

Shade the gold details with a wash of **Coelia Greenshade**.

HIGHLIGHTING

STEP 7

Continue highlighting the black leather by re-applying the highlight mix of **Coal Black** 2:1 **Verdigris**.

Add further highlights to the face with a mix of **Cadian Fleshtone** 1:1 **Stencil**.

Start to highlight the lip with a mix of **Bugman's Glow** 1:1 **Stencil**.

Highlight the helmet with **Lugganath Orange**.

Start highlighting the yellow cable and helmet light with **Averland Sunset**.

Start to highlight the grey cloth with **Mechanicus Standard Grey**.

Add final highlights to the gun casing with a mix of **Dark Sea Blue** 1:3 **Gauss Blaster Green**.



FINAL HIGHLIGHTING

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STEP 8

Continue to highlight the yellow cable and helmet light with **Flash Gitz Yellow**.

Add further highlights to the grey cloth with a mix of **Mechanicus Standard Grey 2:1 Light Grey**.

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STEP 9

Continue to highlight the cable and helmet light with **Ice Yellow**.

Add small edge highlights to the visor with **Light Flesh**.

Add edge highlights to the armour with **Verdigris**.

Add final highlights to the grey cloth with **Light Grey**.



Start to highlight the Visor with a mix of **Khador Red Base 1:1 Light Flesh**.

Add final highlights to the helmet with **Light Flesh**.

Add final highlights to the face, lip and beard with **Stencil**.

Add final highlights to the black leather with a mix of **Coal Black 1:2 Verdigris**.



FINAL HIGHLIGHTING

STEP 10

Add final highlights to the armour with **White** - be sparing with this highlight, only adding it to the uppermost edges.

Add further highlights to the gold details with a mix of **Rusty Gold 1:2 Steel**.

Glaze the visor with **Bloodletter**. This step is optional but makes the finish more saturated and will help the visor stand out.

Paint hazard stripes onto the yellow cable on the left arm with a mix of **Black 1:1 Coal Black**.



FINAL DETAILS

STEP 11

Next mark out the identification stripe on the helmet with **Celestra Grey**.



STEP 12

Then highlight the stripe with **Stencil**.



STEP 13

Start to highlight the wrist screen with a mix of **Caliban Green** 2:1 **Mint Green**.



STEP 14

Add further highlights with **Mint Green** as well as painting something on the screen - I went with a grid pattern.



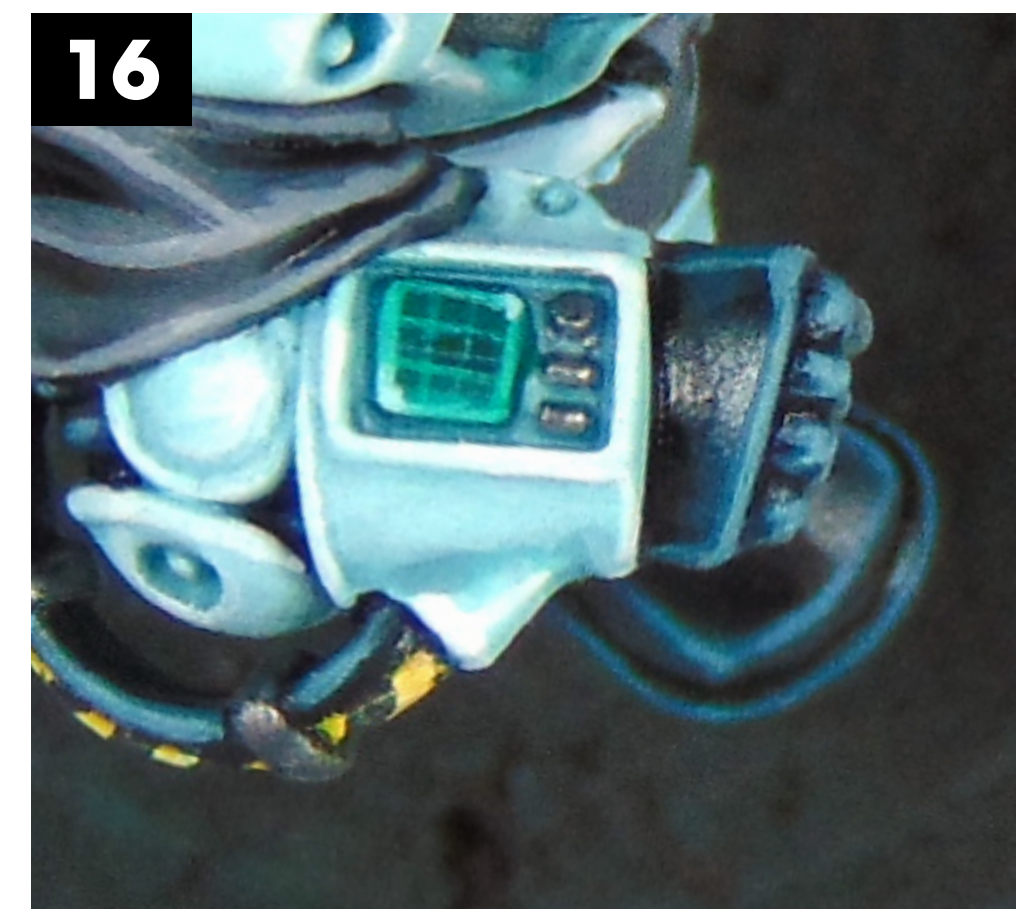
STEP 15

Highlight all around the edges of the screen with a mix of **Mint Green** 1:1 **Gauss Blaster Green**.



STEP 16

Add final dot highlights of **Gauss Blaster Green** onto opposite corners of the screen.



FINAL DETAILS



STEP 17

We're nearly done now so carefully remove the helmet from the temporary handle and attach it to the body with a dot of superglue.

Add a final thin highlight to the hazard stripe cable with a line of **Wolf Grey**.

Add final edge highlights to all the metal and gold details with **Steel**.



I hope you have enjoyed this tutorial and gained some inspiration and tips for painting your Ironhead Prospectors and Leagues of Votann miniatures.

Thanks for reading and see you in the next tutorial.



Attach the model to a finished and apply two coats of **Matt Varnish**. Your miniature's now finished!

