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WARHAMMER
AGE OF SIGMAR

MORTAL REALMS



BATTLE GAMES IN THE AGE OF SIGMAR

- EVOCATORS ON CELESTIAL DRACOLINES •
- DISCOVER GRUNGNI THE GREAT MAKER •
- NEW WARSCROLL AND BATTLEPLAN •

59



Contents: 2x Plastic Miniatures
Product Code: 60242399068

Manufactured by:
Games Workshop, Willow Road,
Nottingham, NG7 2WS, UK

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Games Workshop Limited - Irish branch, Unit 3,
Lower Liffey Street, Dublin 1, D01 K199, Ireland



CE WARNING.

Not suitable for children under 12 years. For use under adult supervision. Read the instructions before use, follow them and keep them for reference. Small parts. Sharp points. Retain packaging for future reference. Paint contains CMIT/MIT / CAS No. 55965-84-9.

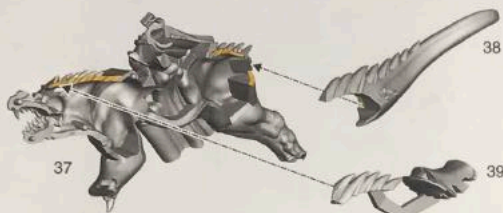


HOW TO BUILD

EVOCATORS ON CELESTIAL DRACOLINES

Follow these instructions carefully to build the models you get with this issue. Check each part's number to make sure you are using the right one.

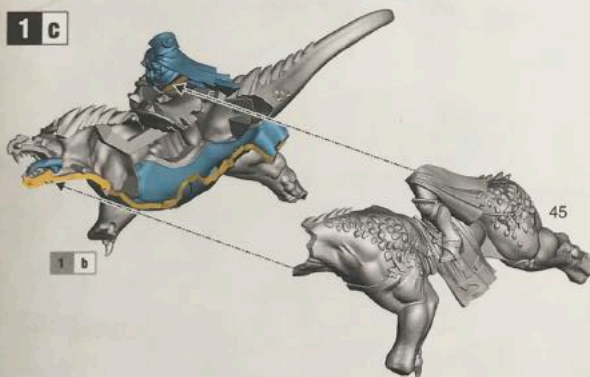
1 a DRACOLINE 1



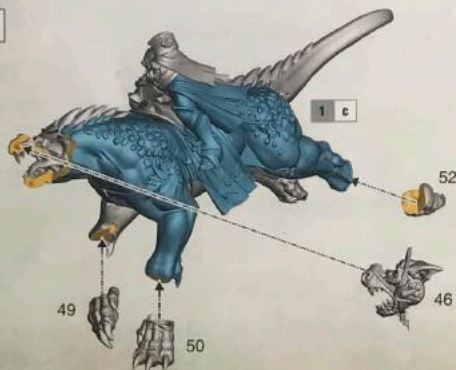
1 b



1 c



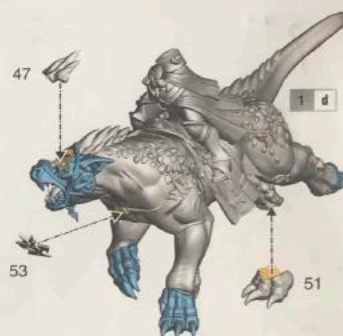
1 d



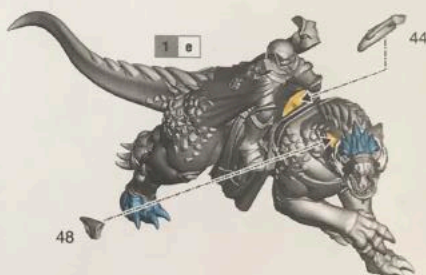
CLIPPER AND GLUE SAFETY

To remove your models from the sprue, you will need a set of modelling clippers. You must follow all instructions and guidance included with the clippers. When applying plastic glue, always make sure you do so in a well-ventilated area. Apply only a small amount of glue at a time, wiping away any excess with a piece of paper towel.

1 e



1 f



1 g

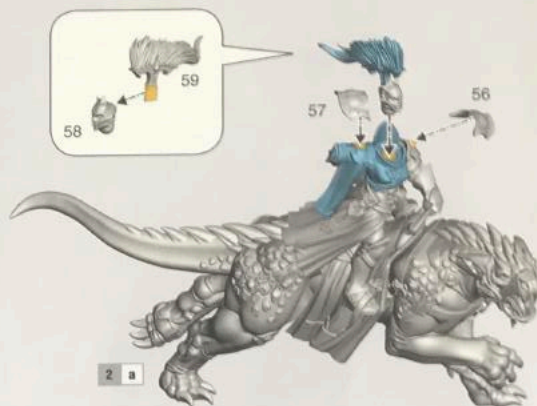


EVOCATOR ON CELESTIAL DRACOLINE

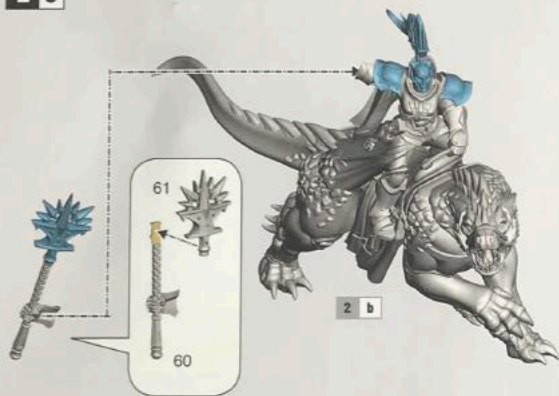
2 a



2 b



2 c



2 d

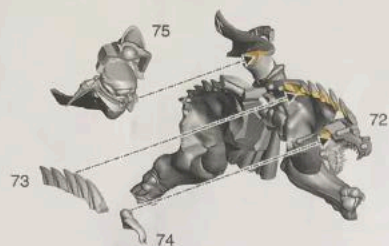


When building the model, test fit the components before applying glue. This will help you find the best spots to apply glue to.

Check these pictures while you're building your models to make sure you are on the right track.



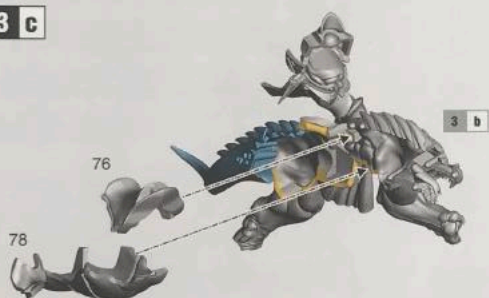
3 a DRACOLINE 2



3 b



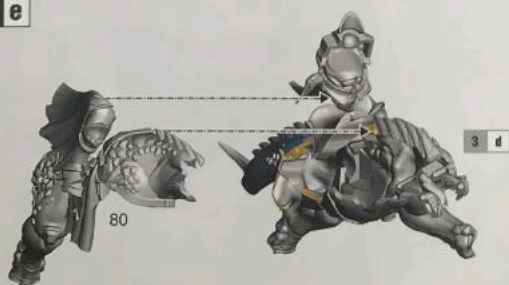
3 c



3 d



3 e



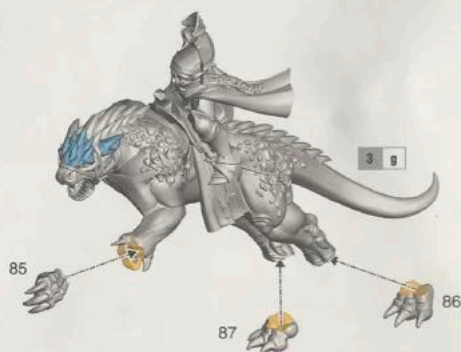
3 f



3 g



3 h

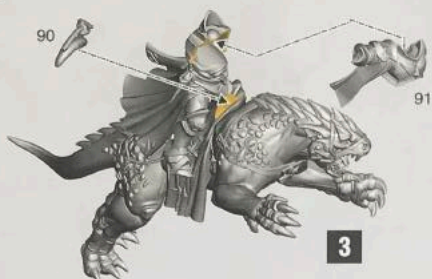


3 i

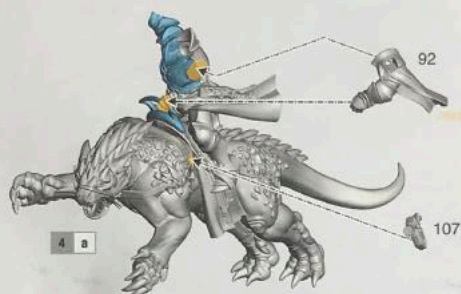


EVOCATOR-PRIME ON CELESTIAL DRACOLINE

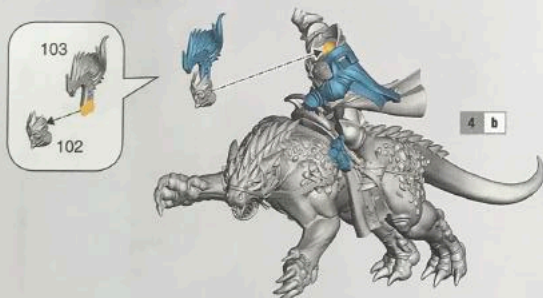
4 a



4 b



4 c



4 d



4 e



4 f



You should have some spare parts left over. Put them aside for now – you can use them to customise other models.



HOW TO PAINT

EVOCATORS ON CELESTIAL DRACOLINES

BASE PAINTS

CORAX WHITE

RAKARTH FLESH

KANTOR BLUE

MECHANICUS STANDARD GREY

KHORNE RED

RETRIBUTOR ARMOUR

MEPHISTON RED

ABADDON BLACK

DRYAD BARK

LEADBELCHER

LAYER PAINTS

STORMHOST SILVER

BANEBLADE BROWN

PALLID WYCH FLESH

WILD RIDER RED

WAZDAKKA RED

ADMINISTRATUM GREY

WHITE SCAR

CALGAR BLUE

SHADE PAINTS

AGRAX EARTHSHADE

NULN OIL

REIKLAND FLESHSHADE

COELIA GREENSHADE

TECHNICAL PAINT

NIHLAKH OXIDE

STIRLAND MUD

Gather your paints and models, and read through each of these steps before you start painting your Evocators on Celestial Dracolines.

PRIME YOUR STORMCAST ETERNALS

RETRIBUTOR
ARMOURREIKLAND
FLESHSHADESTORMHOST
SILVER

DRYBRUSH



Apply three thin coats of Corax White to the entire Dracoline on both models.



Apply a thin coat of Administratum Grey over the Dracolines' skin.



Carefully apply Nuln Oil to the skin, making sure to get it into the recesses of the models.



Drybrush the Dracolines using light, circular motions to create a natural-looking gradient.



Using the same circular motions, drybrush the raised areas of the Dracolines.



Apply a very small amount of shade to the scales and upper body to tint them green.

PAINTING THE BASE COLOURS

Basecoating each of the main areas of colour on your model will provide a strong foundation for the rest of the colours. Check each area when you are done to make sure it is fully basecoated.

ROBES AND SKIN



CORAX WHITE

Basecoat the inner robes and any bare human skin with Corax white.

SCALES AND ROBES



KANTOR BLUE

Apply only a small amount of paint at a time to avoid clogging up any fine detail.

STRAPS



DRYAD BARK

Take your time when painting the straps, bracing your hands to avoid smudges.

SADDLES



ABADDON BLACK

Be careful to not get black paint on the armour plating.

CLOTH, PLUMES



MEPHISTON RED

Paint the saddle cloth and helmet plumes red.

GOLD ICONS



RETRIBUTOR ARMOUR

Check the finished photos to find which details to paint gold.

SILVER ICONS



LEADBELCHER

Check the photos again, this time for silver details.

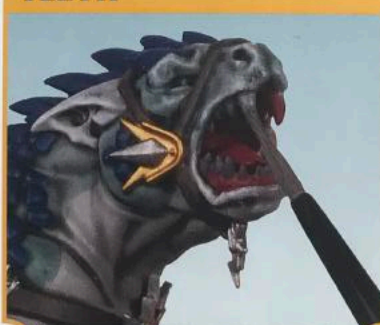
TONGUES AND GUMS



KHORNE RED

Don't worry about getting paint on the teeth at this stage, as you'll be painting them next.

TEETH



MECHANICUS STANDARD GREY

Start at the base of each tooth, and draw your brush down towards the point of the tooth.

PARCHMENT



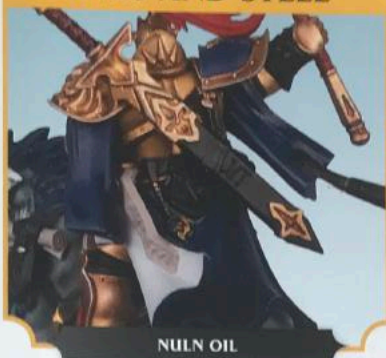
RAKARTH FLESH

Look carefully for the small scrolls on each model and paint them with Rakarth Flesh.

SHADING YOUR MODEL

Once the basecoats have dried, apply shade paints to your model to bring out the details. Apply each shade one at a time, waiting until the previous shade has dried before applying another.

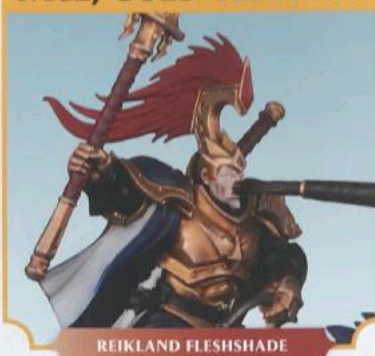
SLEEVES AND STEEL



NULN OIL

Shade any areas you have painted blue or silver with Nuln Oil.

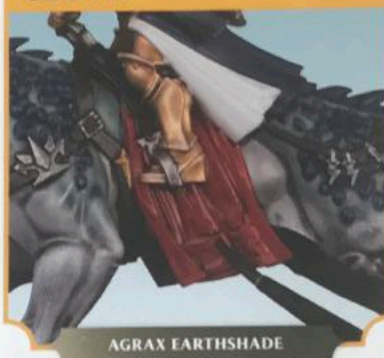
FACE, GOLD TRINKETS



REIKLAND FLESHSHADE

Shade the face and gold trinkets using a small amount of Reikland Fleshshade.

CLOTH



AGRAX EARTHSHADE

Finally, liberally apply Agrax Earthshade to the red robes.

PAINTING THE BASE

Follow the steps below and in Issue 33 to paint the bases of these models.

STONE



CORAX WHITE

AGRAX EARTHSHADE

CORAX WHITE

DRYBRUSH

Follow the steps above to paint the ruined stone on the bases.

GROUND



DRYAD BARK

RAKARTH FLESH

DRYBRUSH

Paint the organic roots found on one of the bases using these steps.

LEAVES



DRYAD BARK

NULN OIL

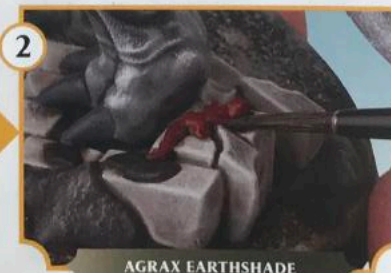
The leaves on top of the stones can be painted with just a base and a shade.

LIZARD



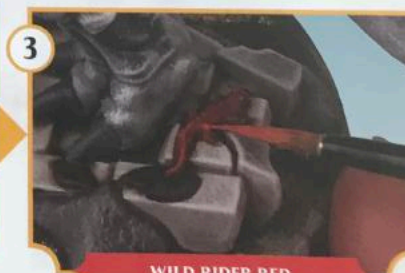
MEPHISTON RED

Basecoat the lizard found on one of the model's bases with your small layer brush.



AGRAX EARTHSHADE

Use only a small amount of shade on the lizard, taking care to not get it on the stone.



WILD RIDER RED

Highlight the spine and limbs of the lizard using your small layer brush.

HIGHLIGHT YOUR MODEL

Highlighting the details on these models will take some time. Tackle it one section at a time, and take breaks between sections if you need to. The results on the completed models will be well worth it!

ROBES



KANTOR BLUE

Re-layer the blue robes with Kantor Blue, avoiding the recessed areas.

ROBES



CALGAR BLUE

Use the edge of your brush to highlight the raised creases and edges of the robes.

SCALES



CALGAR BLUE

Some scales have bumps or points – highlight these as well as the edges of the scales.

CLOTH



MEPHISTON RED

Start by re-layering the robes with Mephiston Red, avoiding the recesses.

CLOTH



WILD RIDER RED

Highlight larger creases by running the tip of your small layer brush along them.

PLUMES



WILD RIDER RED

DRYBRUSH

Drybrushing the plumes will quickly capture their fine detail and texture.

SADDLES



MECHANICUS STANDARD GREY

When highlighting the saddle edges, take care to not smudge other areas you have painted.

GAUNTLETS



MECHANICUS STANDARD GREY

Highlight the creases and the edges of the gauntlets on both models.

SCABBARDS



MECHANICUS STANDARD GREY

Check each miniature carefully for pouches, scabbards and other details to highlight.

ICONS



STORMHOST SILVER

Check the photos of the completed models to ensure you highlight all the trinkets.

SADDLE GRIPS



STORMHOST SILVER

Paint the grip on each saddle using the tip of your brush, avoiding other areas.

STAFF TIPS



STORMHOST SILVER

Carefully pick out the most prominent metal edges using the tip of your brush.

HARNESSES



BANEBLADE BROWN

Draw thin lines on each of the brown leather straps with the tip of your brush.

TONGUES AND GUMS



WAZDAKKA RED

You only need to highlight the most prominent edges of the tongues and gums.

HAFTS



WAZDAKKA RED

DRYBRUSH

Drybrushing works very well on the highly textured surfaces of the weapon hafts.

TEETH



ADMINISTRATUM GREY

Highlight the outer edges of each tooth, taking care around the lips.

CLAWS



ADMINISTRATUM GREY

Start highlighting each claw at its base, drawing the paint down to the tip.

PARCHMENT



PALLID WYCH FLESH

Use small, controlled strokes to paint the edge of each letter inscribed on the parchment.

PAINTING SMALL DETAILS

Each of these final touches requires only a small amount of work, but will have a huge impact on how the finished models look. You may want to take a break before attempting these.

ROBE ICONS



CORAX WHITE

These icons are creased, just like the cloth, so be careful where you are painting.

CHEST ICONS



CORAX WHITE

Pick out the icons on the Dracolines' chests using thinned white paint.

STAFF ICON



CORAX WHITE

Use the tip of your small layer brush to pick out the icon on the Evocator-Prime's staff.

CRYSTAL VIALS



CORAX WHITE

Basecoat each vial with a single coat of Corax White.



NIHILAKH OXIDE

Apply Nihilakh Oxide like a shade paint for an ethereal effect.



WHITE SCAR

Use the tip of your small layer brush to highlight the raised edges of each vial.

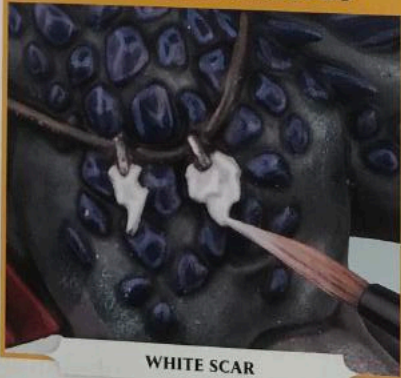
ROBE HIGHLIGHTS



WHITE SCAR

Edge highlight the white robes using the tip of your brush.

DETAIL HIGHLIGHTS



WHITE SCAR

Check the pictures on the next pages to find all the small white details to highlight.

EYE HIGHLIGHTS



WHITE SCAR

Brace the model against both hands when painting the Dracolines' eyes.



ISSUE 59

FINISHED MODELS

You're finished! The techniques you've practiced here will be useful for any future miniatures you want to paint.



Compare your finished models to the Lord-Arcanum on Celestial Dracoline that you painted with Issue 55.

Check the pictures here and on the next page to make sure you got all the details.



FINISHED MODELS

If you need to make any changes or corrections, make sure the paint has fully dried before you do so.

