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WARHAMMER  
AGE OF SIGMAR

# MORTAL REALMS™



# ORRUK WARCLANS



PREMIUM 3

# HOW TO BUILD

## ORRUK BRUTES, MEGABOSS AND WEIRDNOB SHAMAN

This guide shows you how to build your Orruk Warclans models. There are a lot of extra components provided with the Brutes. This guide will show you how to build them with choppas, including a gore-choppa and a boss.



- Alternative build option



- Test fit model part first



### CLIPPER AND GLUE SAFETY

To remove your models from their sprues, you will need a set of modelling clippers. Games Workshop sells a set of clippers specially designed for this job. Follow all the instructions and guidance provided with the clippers. Only apply plastic glue in a well-ventilated area.



*Hold your clippers like so, with your fingers cushioning one arm and your thumb to apply pressure on the other. To cut a component from the sprue, gently squeeze until the blades meet.*

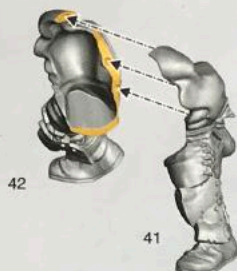


*These models will need to be glued together. Apply glue to the areas highlighted in yellow on the following pages. Apply glue in a well-ventilated area and try not to use too much of it.*

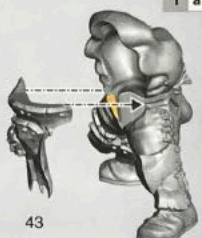
# BRUTE BOSS WITH BOSS CHOPPA

Begin by assembling the Brute Boss with choppa. Test fit all components before applying any glue to them. Only apply glue when you understand how the components line up.

1 a



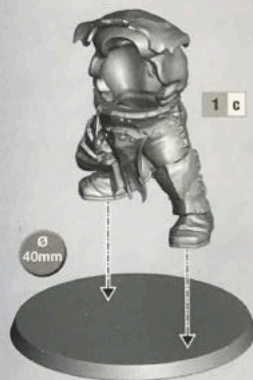
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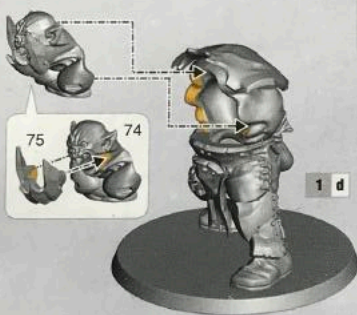
1 c



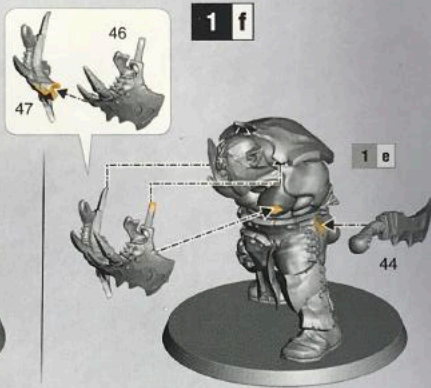
1 d



1 e



1 f



1 g



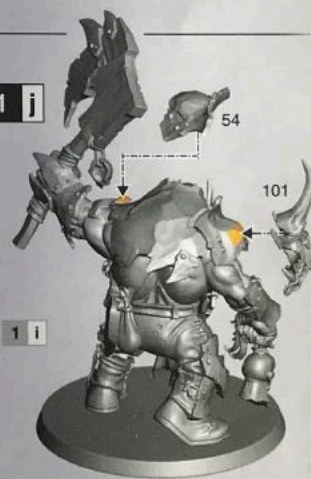
1 h



1 i



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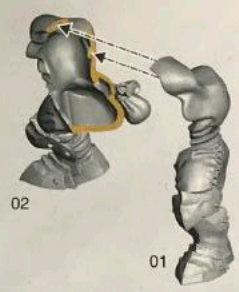
REFER TO THE FIRST PAGE FOR ALL FINISHED MODELS



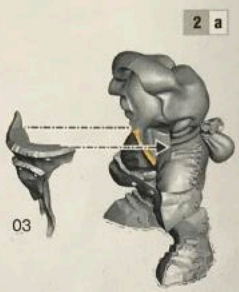
# BRUTE WITH GORE-CHOPPA

The Orruk Brutes come with a variety of weapon options. It is best to assemble them as instructed in this guide, as the paint guide that follows is designed with these weapon options in mind.

**2 a**



**2 b**



**2 c**



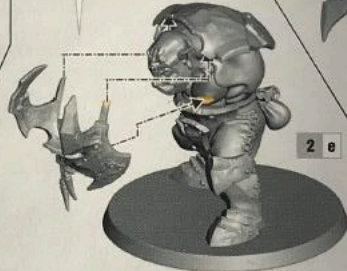
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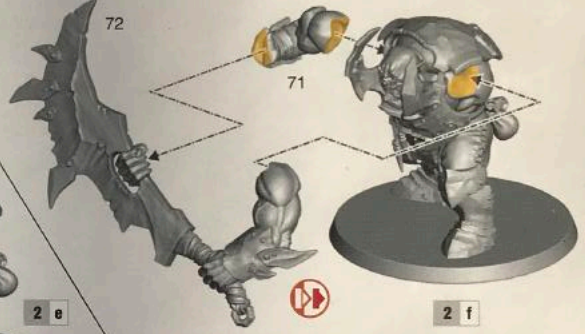
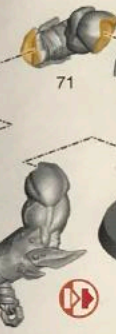
**2 e**



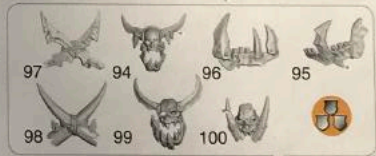
**2 f**



**2 g**



Gore-choppa



**2 h**



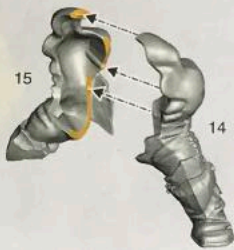
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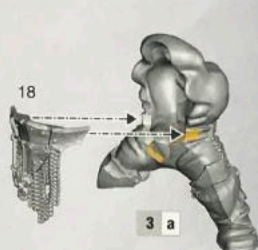
# BRUTE WITH BRUTE CHOPPAS

The Orruk Brutes come with a variety of head options and various trophies to be applied to their shoulder pads. Feel free to mix and match these particular components as you see fit.

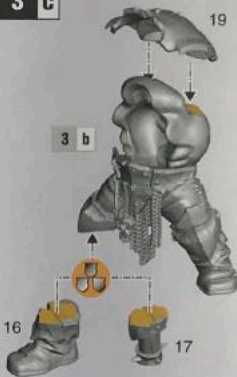
**3 a**



**3 b**



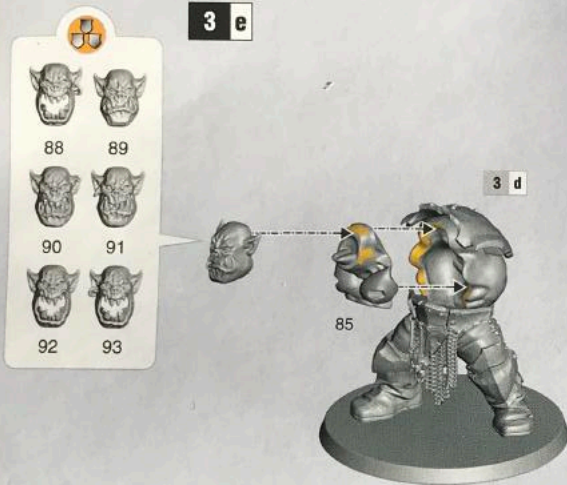
**3 c**



**3 d**



**3 e**



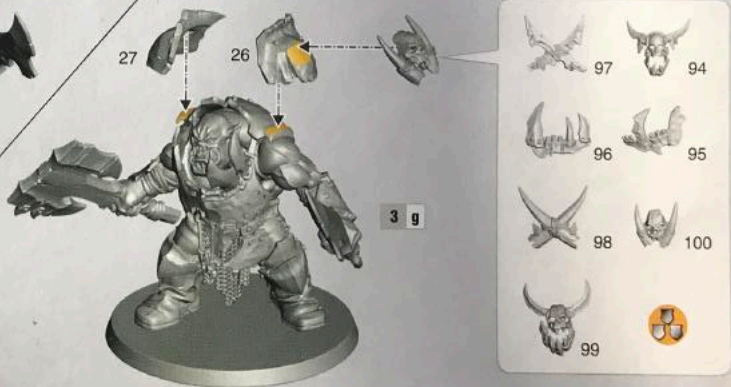
**3 f**



**3 g**



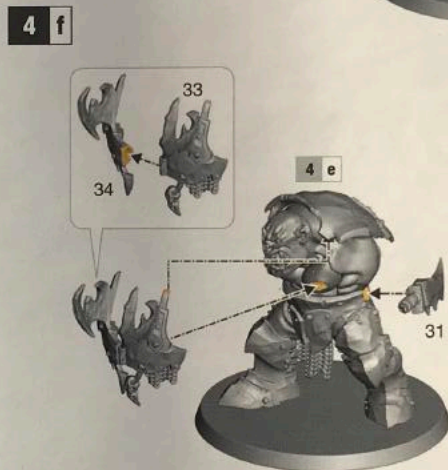
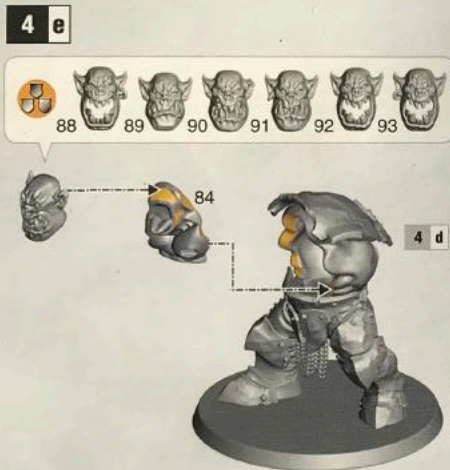
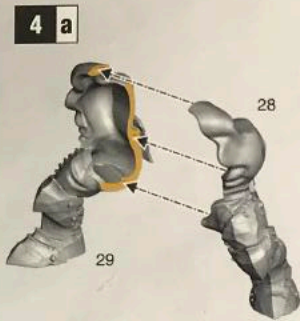
**3 h**





# BRUTE WITH BRUTE CHOPPAS

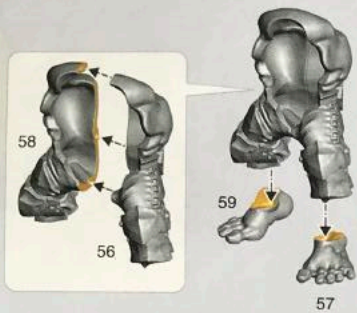
When applying glue, only apply it to the areas highlighted in yellow, and try not to apply too much. If the glue spills over, remove the excess with a paper towel before it dries.



# BRUTE WITH BRUTE CHOPPAS

When gluing two components together, it is always a good idea to let the plastic glue dry and set before attempting to glue any more components to the model.

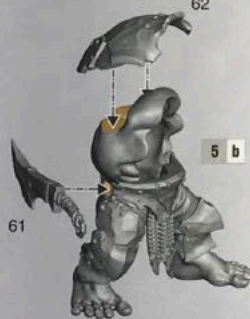
**5 a**



**5 b**



**5 c**



**5 d**



**5 e**



**5 f**



**5 g**



**5 h**

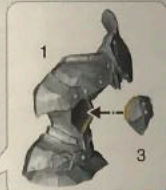
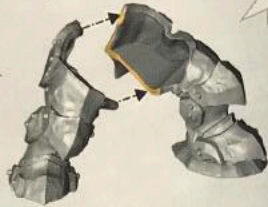
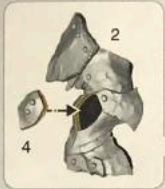
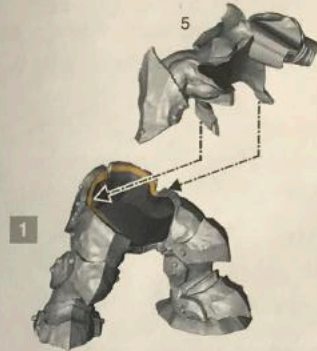
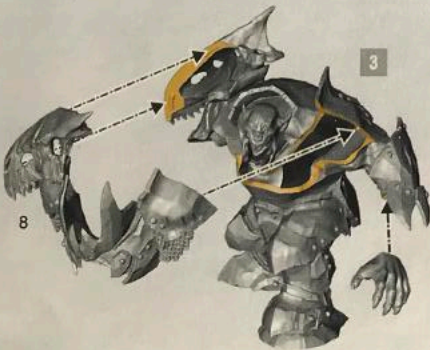
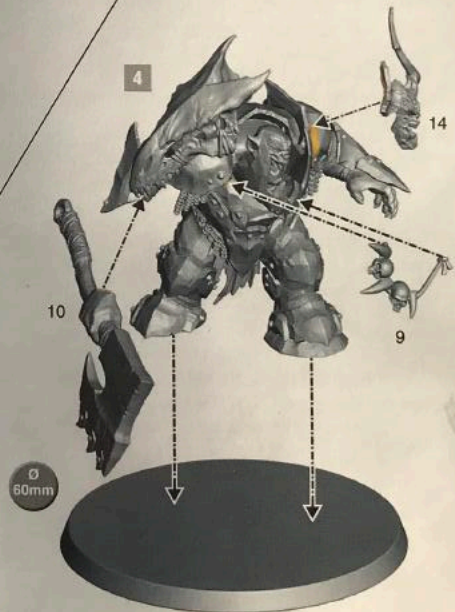






# ORRUK MEGABOSS

The Orruk Megaboss is a little more complicated, so make sure you test fit the components together before applying glue. Some of the components are quite heavy, so be sure to hold them till they set.

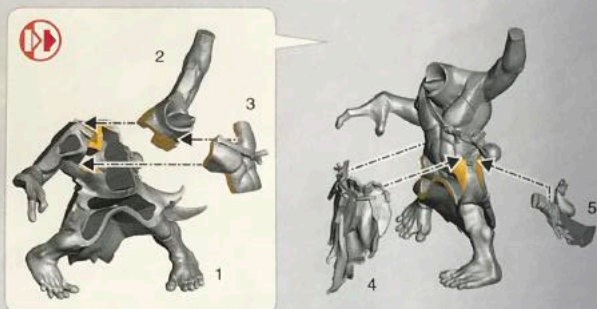
**1****2****3****4****5**

Take your time assembling the model and make sure the glue has dried before gluing the model to its base.

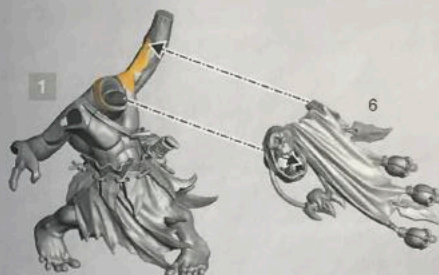
# WEIRDNOB SHAMAN

The final orruk model you need to assemble is the Weirdnob Shaman. Follow the guide carefully and make sure you assemble the components in the correct order.

1

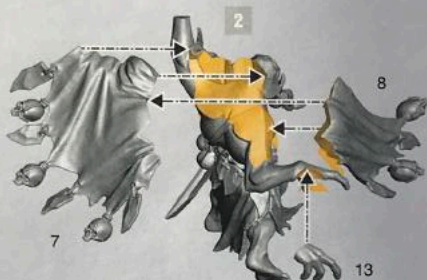


2



3

When gluing the cloak, apply the glue sparingly. The components should slot together easily.

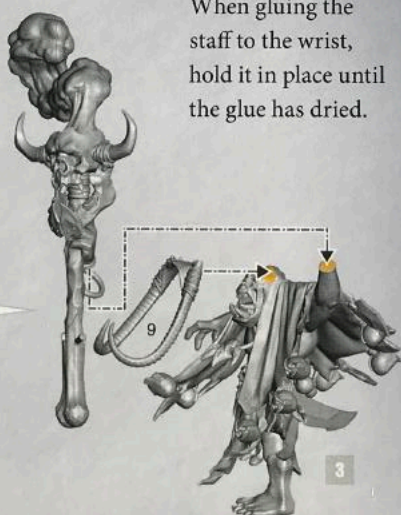


5



4

When gluing the staff to the wrist, hold it in place until the glue has dried.



When the glue has dried it will be difficult to adjust the position of components, so make sure your model matches the one in the image above as you assemble it.



# HOW TO PAINT ORRUK WARCLANS

This guide shows how to paint your models to a high standard. Note that it uses paints and techniques from issues of *Mortal Realms* that you may not have yet.

## BASE PAINTS

ABADDON BLACK

CORAX WHITE

DRYAD BARK

KANTOR BLUE

LEADBELCHER

MECHANICUS STANDARD GREY

MEPHISTON RED

RAKARTH FLESH

RETRIBUTOR ARMOUR

## LAYER PAINTS

ADMINISTRATUM GREY

BANEBLADE BROWN

CALGAR BLUE

LOREN FOREST

NURGLING GREEN

PALLID WYCH FLESH

STORMHOST SILVER

TROLL SLAYER ORANGE

WILD RIDER RED

YRIEL YELLOW

## SHADE PAINTS

AGRAX EARTHSHADE

ATHONIAN CAMOSHADE

CARROBURG CRIMSON

COELIA GREENSHADE

NULN OIL

REIKLAND FLESHSHADE

## TECHNICAL PAINT

NIHILAKH OXIDE

STIRLAND MUD

## HOW TO PAINT ORRUK FLESH

You will begin by undercoating your new models and then painting the orruks' green flesh. This step involves drybrushing, so you will need to have some paper kitchen towels to hand!

1



CORAX WHITE

Paint each model with three coats of thinned Corax White paint. Allow the paint to dry after each coat before applying the next.

2



LOREN FOREST

Paint Loren Forest over the flesh. You will need to apply a few coats of thinned Loren Forest until you have a smooth, even finish.

3

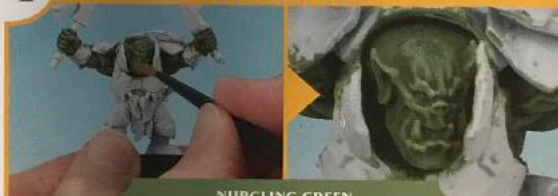


ATHONIAN CAMOSHADE

Shading the skin is messy, which is why you are painting the flesh first. You will paint the armour and other details later.

4

### DRYBRUSH



NURGLING GREEN

Drybrush in circular motions so that the paint picks out the raised areas of the skin. Don't apply too much pressure when drybrushing.

## MECHANICUS STANDARD GREY

With the orruks' flesh painted, you can begin painting the other areas on each of the models. From now on you will have to be careful not to paint over the green flesh.



### TROUSERS

The Brutes and Megaboss have trousers under their armour. Paint these grey.



### ROBES

Paint the Weirdnob Shaman's robes, but leave the cloak for now, as you will paint this later.



### NAILS & HORNS

Paint the orruks' fingernails and toenails. Then, paint the horns on the Shaman's staff.

## HOW TO PAINT MEGABOSS ARMOUR

Now, you will use Yriel Yellow and Abaddon Black to paint the Megaboss' armour. This model is almost entirely covered in armour, so it is best to basecoat it before you paint any of the model's other details. This is not so for the Brutes, whose armour you will paint later on in the guide.



### CORAX WHITE

First, tidy up the armour with Corax White. Repaint any armour that has green on it.



### YRIEL YELLOW

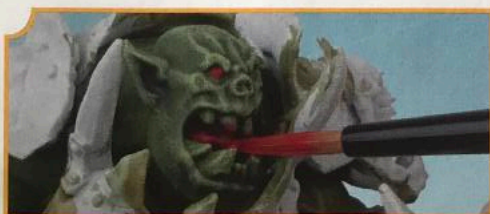
Yriel Yellow is slightly translucent. You will need to apply a few coats of it to the armour.



### ABADDON BLACK

Paint the small plates that are riveted to the armour black. This breaks up the yellow.

## MEPHISTON RED



### EYES & TONGUES

Using your Starter Brush, paint the eyes and tongues of all of your orruk models with Mephiston Red.



### BLOODLETTER SKULL

The Megaboss has the skull of a Bloodletter daemon on his shoulder pad. You will need to paint this red, too.

## KANTOR BLUE

The Weirdnob Shaman's cloak will be painted with Kantor Blue. Thin the paint very slightly and apply two coats. This should give you the smooth, even finish you need.



SHAMAN'S CLOAK

Paint away from the edges of the cloak where possible. Be very careful around the areas where the cloak touches the flesh.



INSIDE THE SHAMAN'S CLOAK

You also need to paint the underside of the cloak. Turn the model upside down, and carefully work your brush into these hard-to-reach areas.

# HOW TO PAINT MEGABOSS & SHAMAN

Next, you will use Leadbelcher to paint the metallic details on your Megaboss and Shaman. You will be working around areas you have already painted, so be very careful! You'll use Leadbelcher to paint the weapons and other metallic details on your Brutes later on in the guide.



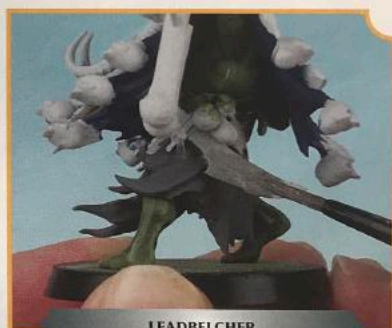
LEADBELCHER

Begin by painting a coat of Leadbelcher over the head of the Megaboss' boss choppa.



LEADBELCHER

Use the tip of your Starter Brush to paint the chainmail under the armour plates.



LEADBELCHER

The Weirdnob Shaman has a knife tied to his belt. Paint the blade of the weapon.

## DRYAD BARK



WOOD

Paint any wooden hafts on the weapons. Use the tip of the brush to avoid fingers.



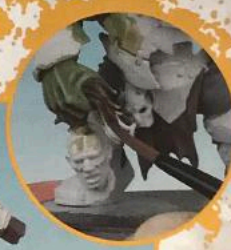
LEATHER

Paint the small scraps of leather emerging from the armour of the Megaboss and Brutes.



STRAPS & HAIR

Paint the straps that attach armour plates and weapons, and the severed head's hair.



## RAKARTH FLESH

The orruks have fearsome teeth, an array of bone trophies and weapon grips that need a coat of Rakarth Flesh. The Starter Brush is a good choice for these details.



### SKULLS & BONES

There are many skulls and bones on the models. Paint these with Rakarth Flesh.



### WEAPON GRIPS

Most of the weapons have grips on the handles. Paint these carefully with the tip of the brush.



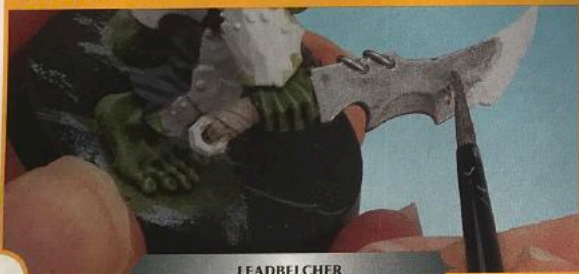
### SMALL DETAILS

Carefully pick out the teeth and any other small details, like stitches on clothing.

## HOW TO PAINT BRUTE METAL

Now, you will move on to painting the Leadbelcher details on the five Orruk Brutes. These include weapons and chainmail that may be hanging from under their armour. Use the starter brush for smaller areas to maintain accuracy.

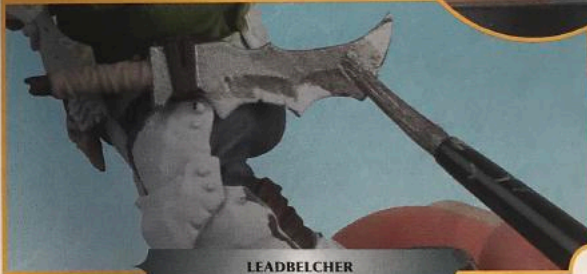
### BLADES



LEADBELCHER

Paint the blades of all the Brutes' weapons. For accuracy, you can use the Starter Brush where they meet areas painted with other colours.

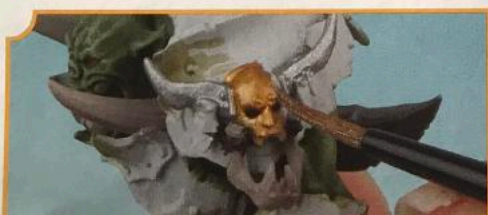
### KNIFE & CHAINMAIL



LEADBELCHER

While you are painting the weapons, look for any areas of chainmail on the models and make sure that you paint these, too.

## RETRIBUTOR ARMOUR



### STORMCAST MASK

This trophy has a mask taken from a Stormcast Eternal. Paint the mask with a coat of Retributor Armour.

## CORAX WHITE



### SEVERED HEAD

Clean up the skin of the severed head with Corax White. You'll finish painting the flesh later on in the guide.

## HOW TO PAINT BRUTE ARMOUR

Now, you need to paint the Brutes' armour. You will need to apply a few coats of Yriel Yellow to get a smooth finish. Make sure you allow each coat to dry before applying the next! As you have finished almost all of the other basecoats, be extra careful where the armour meets other colours.



CORAX WHITE

First, neaten up the armour's Corax White undercoat with a little more white paint.



YRIEL YELLOW

Apply coats of Yriel Yellow paint until you are satisfied that you have a smooth finish.



ABADDON BLACK

Paint a few of the armour panels black to break up the yellow.

### ABADDON BLACK

Using Abaddon Black, you will now paint the boots and belts on the models.



BOOTS

Not all of the orruks are wearing boots. Find those that are and paint their boots with Abaddon Black.



BELTS

Use the tip of your Starter Brush to carefully paint the orruks' belts with Abaddon Black.

## HOW TO SHADE ORRUK WARCLANS

Now, you are ready begin the next step – applying Shade Paints. Be careful not to let the Shade Paint pool on flat areas such as the armour, and remember to allow the Shade plenty of time to dry.

### AGRAX EARTHSHADE

### CARROBURG CRIMSON



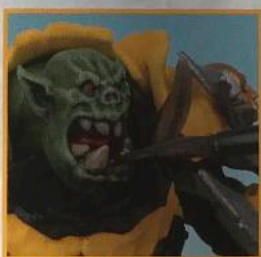
BONE

Apply Agrax Earthshade to all the bones and skulls.



STRAPS

Shade all the straps and wrappings on the weapons.



FACE DETAILS

Carefully shade the orruks' eyes, tongues and teeth.



BLOODLETTER SKULL

Apply Carroburg Crimson to the Bloodletter Skull. Be careful to avoid the armour.

## NULN OIL

You'll now use Nuln Oil to shade the areas you painted with Mechanicus Standard Grey, Leadbelcher, Dryad Bark and Kantor Blue.



### TROUSERS

Apply shade to the orrukks' grey trousers. Be careful not to splash the yellow armour.



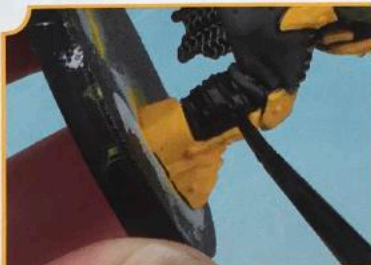
### SILVER

When applying Shade to the metallic areas, make sure it doesn't pool on the flat surfaces.



### CLAWS & HAIR

Apply a small amount of Nuln Oil to the orrukks' claws and the severed head's hair.



### LEATHER

Shade the leather straps attaching the armour and weapons to the orrukks' bodies.



### WOOD

Shade the wooden hafts of the orrukks' weapons. Remember the Shaman's staff.



### CLOAK

When shading the Shaman's cloak, remember to shade the underside as well!

## REIKLAND FLESHSHADE

Use Reikland Fleshshade for all of the yellow armour, as well as some of the trophies and trinkets carried by the orrukks.



### SEVERED HEAD

Applying Reikland Fleshshade will give a flesh-like effect.



### GOLD

Shade the gold mask with Reikland Fleshshade.

### SHADING ARMOUR

Apply a small amount of Reikland Fleshshade to the yellow armour of your models. Use this image as a guide for the amount. If you apply too much to the armour, it will flow into the recesses and will darken as it dries. It may also flow into areas that are not yellow armour, ruining your hard work!





# HOW TO PAINT BASES

The next stage is to paint the bases. You will need your Texture Tool and Citadel Skulls to hand in order to complete this stage of the paint guide. In addition to the texture tool, you can use a brush to apply Stirland Mud near the feet of the models. Just make sure you clean it well when you are done.



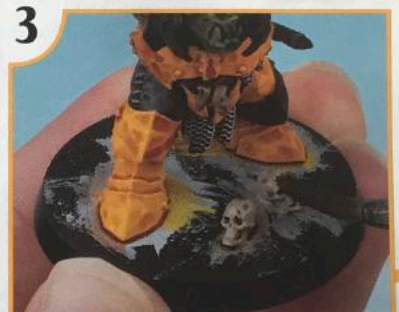
## 1 GLUE SKULLS

Make sure the skulls aren't too close to the model. Use the glue in a well-ventilated area.



## 2 RAKARTH FLESH

Basecoat the skulls with Rakarth Flesh. Use Mephiston Red for any Bloodletter skulls.



## 3 AGRAX EARTHSHADE

When the basecoats are dry, apply a shade of Agrax Earthshade to each of the skulls.



## 1 ROCK

### MECHANICUS STANDARD GREY

Basecoat the rock on the Megaboss' base with Mechanicus Standard Grey.



## 2 DRYBRUSH

### CORAX WHITE

When it has dried, carefully drybrush the rock with Corax White to create highlights.



## 3 AGRAX EARTHSHADE

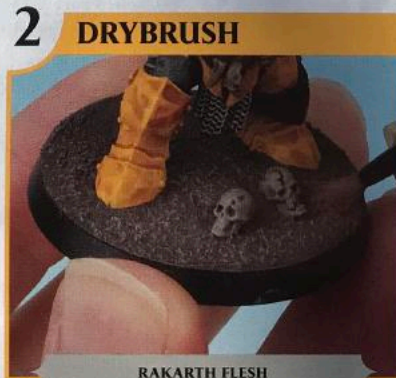
Apply a coat of Agrax Earthshade to the drybrushed rock.



## 1 TEXTURE & FINISH

### STIRLAND MUD

Apply a thin layer of Stirland Mud to the bases. Use the Texture Tool to spread it.



## 2 DRYBRUSH

### RAKARTH FLESH

Wait several hours for the paint to completely dry. Then, drybrush it with Rakarth Flesh.



## 3

3 COATS

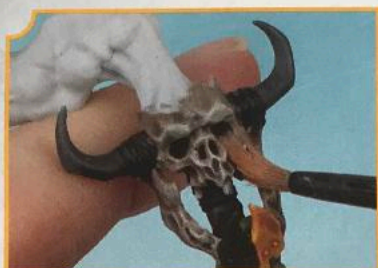
### DRYAD BARK

Finally, paint the rim of the base with three thin, smooth coats of Dryad Bark.

# HOW TO PAINT HIGHLIGHTS

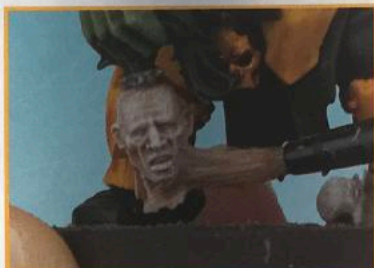
At this stage your models look great, but a few highlights will make them look even more impressive! This section of the guide shows you how to do so, including both drybrushed and edge highlights.

## DRYBRUSH PALLID WYCH FLESH



### SKULLS & BONES

Use the Small Base Brush to carefully drybrush highlights on the skulls and bones.



### SEVERED HEAD

Drybrush the severed head. You only need to apply gentle pressure to the brush.



### BLOODLETTER SKULL

Drybrush the Bloodletter skull. You can pick out the details with gentle pressure.

WILD RIDER RED  
HIGHLIGHT



### EYES & TONGUE

Use a Small Base Brush to dot the eyes and edge highlight the tongues.

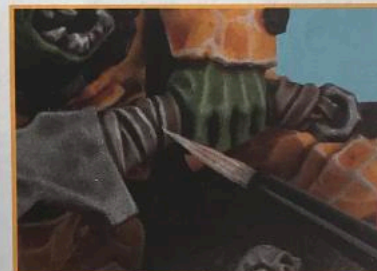
## HIGHLIGHT PALLID WYCH FLESH

Thin the paint slightly before you begin. Use the side of the brush on sharp edges, and tip of the brush on less defined ones.



### ARMOUR

Take your time with the armour. You'll need to edge highlight all the edges and rivets.



### STRAPS

Highlight both edges of the grip straps on the weapons, using the tip of the brush to do so.

## HIGHLIGHT BANEBLADE BROWN



### LEATHER

Highlight the edges and folds of the leather tabards and straps.



### WOOD

Use the side and tip of the brush to pick out the raised areas of wood on the weapons.



### HAIR

Finally, highlight each strand of hair on the severed head.

MECHANICUS STAND. GREY

HIGHLIGHT



**BOOTS & BELTS**

Highlight the belts and boots using the tip of your brush.

ADMINISTRATUM GREY

HIGHLIGHT



**CLAWS & NAILS**

Use Administratum Grey to highlight the orruks' claws and nails, around the stitching on their trousers, and the black armour panels. It is particularly important to be neat when highlighting the armour panels.



**TROUSERS**



**ARMOUR**

KANTOR BLUE

RE-LAYER



**CLOAK**

Using thinned Kantor Blue, re-layer the raised areas of the cloak. Avoid the recesses.

CALGAR BLUE

HIGHLIGHT

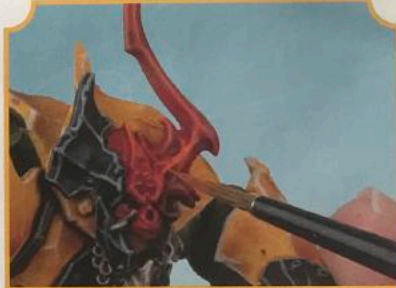


**CLOAK**

Highlight the raised areas and edges of the cloak with Calgar Blue.

TROLL SLAYER ORANGE

HIGHLIGHT



**BLOODLETTER SKULL**

Use a small amount of Troll Slayer Orange to pick out the raised areas on the skull.

## HOW TO PAINT SHAMAN'S SMOKE

The Weirdnob Shaman has a plume of smoke billowing from his staff. To give this an aetheric look, you'll be painting it with light green paints. Make sure that the paint is completely dry between each step. It can also help to turn the model upside down at times, especially when painting near the skull.

CORAX WHITE



Re-apply Corax White if you got any other colours on the smoke.

COELIA GREENSHADE



Shade the bottom of the smoke with a coat of Coelia Greenshade.

NIHILAKH OXIDE



When the shade is dry, apply an all-over coat of Nihilakh Oxide.

CORAX WHITE

DRYBRUSH



Finally, drybrush the smoke with Corax White in circular motions.

## FINAL HIGHLIGHTS

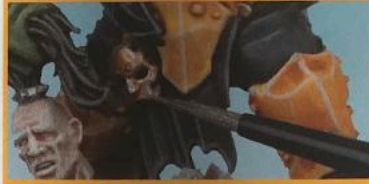
STORMHOST SILVER

HIGHLIGHT



### HIGHLIGHT WEAPONS

Use the tip of your brush to trace the raised edges of the weapons with Stormhost Silver.



### HIGHLIGHT MASK

Highlight the raised areas on the Stormcast Eternals mask as well.

## FINISHED MODELS

You're finished! Your Orruk Warclans models are now ready to take to the tabletop and make bloody Waaagh! on their foes!

When your models are dry, use these images to check them over and make sure you haven't missed anything!

