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WARHAMMER
AGE OF SIGMAR

MORTAL REALMS



BATTLE GAMES IN THE AGE OF SIGMAR

- KNIGHT-AZYROS •
- LADY OLYNDER'S EMERALD HOST •
- YOUR BIGGEST BATTLE YET! •

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Contents: 1x Plastic Miniature
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UK CA 0-3 12+ CE WARNING

Not suitable for children under 12 years. For use under adult supervision. Read the instructions before use and follow them and keep them for reference. Small parts. Sharp points. Retain packaging for future reference. Paint contains CMIT/MIT / CAS No. 55965-94-9.

HOW TO BUILD KNIGHT-AZYROS

This build guide shows you how to assemble your new Stormcast Eternals model, the Knight-Azyros.

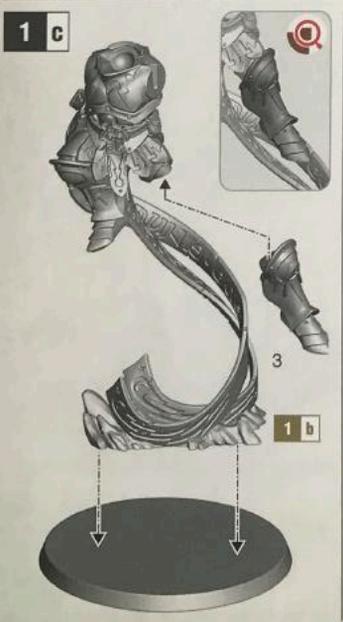
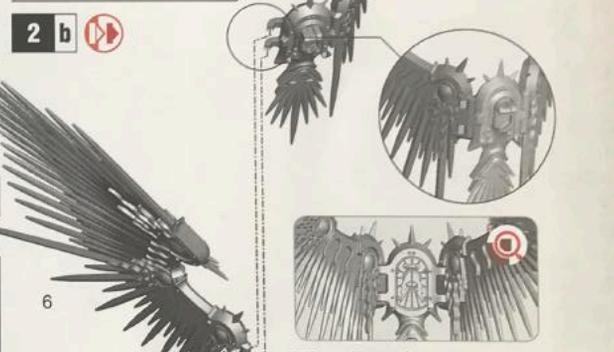
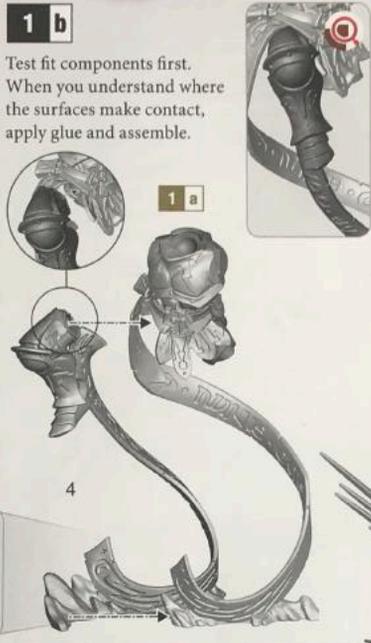
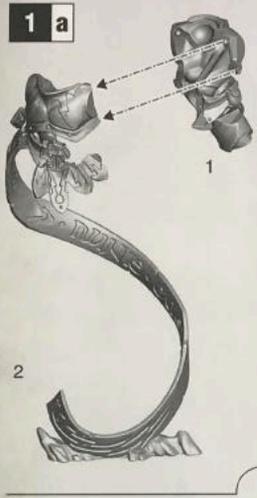
CLIPPER AND GLUE SAFETY



CAREFUL CLIPPING
Hold the clippers between your thumb and forefinger and apply gentle pressure.



CAREFUL GLUEING
Only apply glue in a well-ventilated area. Try not to apply too much glue.



1 b
Test fit components first. When you understand where the surfaces make contact, apply glue and assemble.

When you reach this stage, set the body aside to dry and move on to the wings.

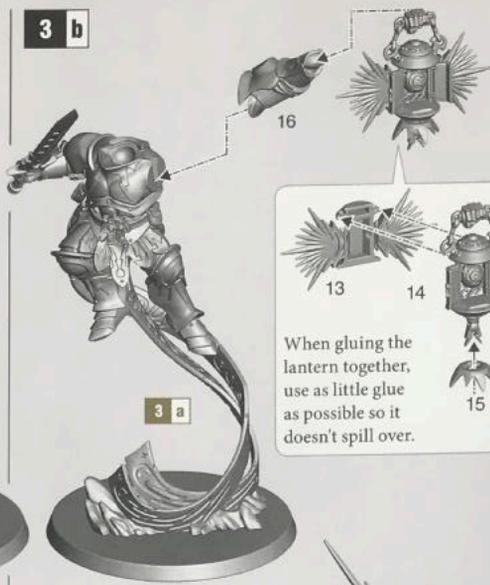
When gluing the wings, do so one at a time and hold them in place until the glue has dried.

Leave the assembled wings to one side. You will glue these to the body last.

3 a Next, glue the arms to the body. Start with the right arm. Allow the glue to dry before continuing.



3 b



When gluing the lantern together, use as little glue as possible so it doesn't spill over.

3 c



3 d Glue the plume to the helmet, and then glue the head in place. Let the glue dry before attaching the wings.



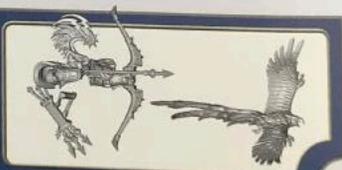
The last step is to glue the wings in place. You will need to hold them in place until the glue has begun to dry.

3 e



EXTRA BITS

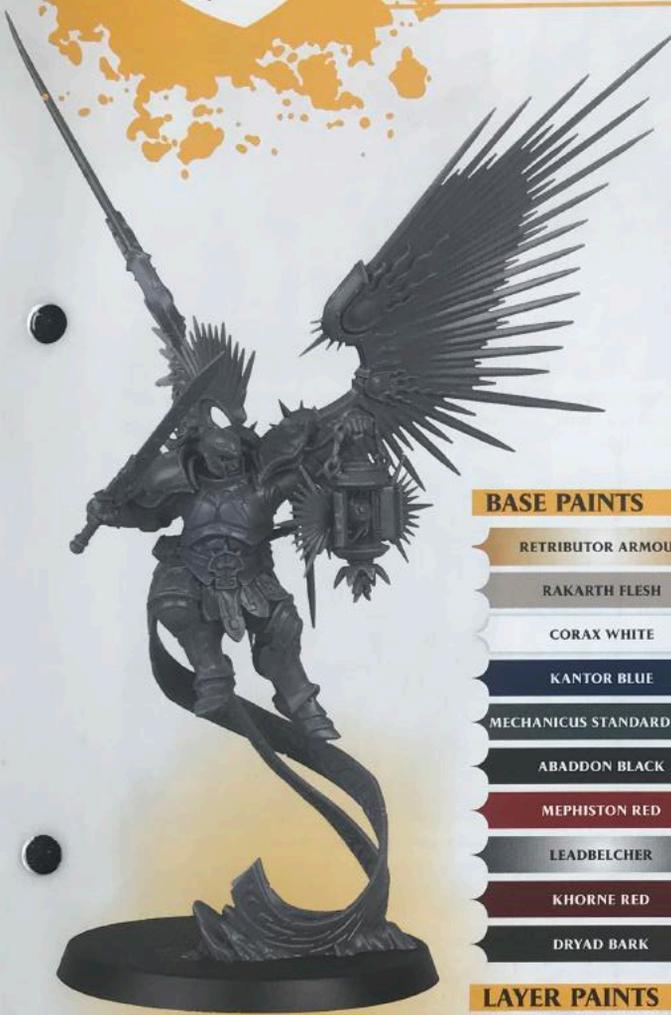
This kit can be used to build the Knight-Venator or Knight-Azyros. This guide builds the Knight-Azyros. There will be several components meant for the Knight-Venator left when you have finished building the model.





HOW TO PAINT KNIGHT-AZYROS

In this paint guide, we show you how to paint your new model, the Knight-Azyros. Make sure you pay close attention to the examples.



BASE PAINTS

- RETRIBUTOR ARMOUR
- RAKARTH FLESH
- CORAX WHITE
- KANTOR BLUE
- MECHANICUS STANDARD GREY
- ABADDON BLACK
- MEPHISTON RED
- LEADBELCHER
- KHORNE RED
- DRYAD BARK

LAYER PAINTS

- STORMHOST SILVER

SHADE PAINTS

- REIKLAND FLESHSHADE
- AGRAX EARTHSHADE
- NULN OIL

TECHNICAL PAINT

- STIRLAND MUD

RETRIBUTOR ARMOUR

BASE



REIKLAND FLESHSHADE

SHADE



STORMHOST SILVER

DRYBRUSH



Drybrush in circular motions, applying gentle pressure to the brush. Support the wings and other delicate areas by placing a finger behind them while you paint.



KNIGHT-AZYROS BASECOATS

1 - CORAX WHITE

The first step is to paint the Knight-Azyros' wings. These can be a little tricky to paint as you will have to avoid the armoured areas at the top of the wings. Use the Starter Brush for this stage.

1 In order to get an even coat of white, you will need to apply several coats of paint. Thin the Corax White with a little water before you apply it. Make sure you allow each coat of paint to dry before you apply the next. You will find it easier to paint one side of a wing at a time.



When painting these details around the tops of the wing, use the tip of the brush and try to paint down, away from the raised details.



Using the same techniques as you did on the wings, paint the feather-like details at the small of the Knight-Azyros' back.



To paint the Knight-Azyros' crest, turn the model upside down and paint away from the metal details at the base of the crest.



Finally, paint the wings on the side of the celestial beacon. Use the tip of the brush to ensure you avoid the metallic details.

2 - KANTOR BLUE

Now you will use Kantor Blue to paint the leather details on the Knight-Azyros' armour, as well as his shoulder pads. These areas are fairly intricate, so use the Starter Brush and apply the paint carefully.

When painting intricate details, thin your paint, but be careful not to thin it too much. If the paint is too watery it will spill over other details. Thin the paint very slightly and use the tip of the brush to apply it.



3 - ABADDON BLACK

With the blue details applied, you just need to apply Abaddon Black to the belts and cloth areas to finish the armour.



1 Paint the Knight-Azyros' belt. Avoid the buckle at the front.



2 Paint any areas where cloth is visible between the Knight-Azyros' armour plates.

4 - MEPHISTON RED



Getting the brush to the plume is a little tricky. Turning the model over will help you work the brush into position.

5 - LEADBELCHER

Now you'll use Leadbelcher to paint some silver details, including the Knight-Azyros' starblade.



1 Paint the blade of the starblade. Ensure the paint flows into the recessed lightning bolt.



2 Using the tip of your brush to avoid the hand, paint the celestial beacon's handle.

6 - KHORNE RED



Carefully paint the grip of the starblade. You will need to use the tip and side of the Starter Brush to paint around the hands and avoid the pommel of the sword.

7 - RAKARTH FLESH

Streaming parchment flows from the Knight-Azyros' armour. You will paint these areas with Rakarth Flesh.



1 You will need to thin the paint to ensure it flows into the recesses and runes.



2 There is no need to be careful around the rocks. You will paint this area later.



SHADING YOUR KNIGHT-AZYROS

8 - NULN OIL

Next, apply Nuln Oil to the model. Apply it to areas painted with Kantor Blue, Leadbelcher and Khorne Red.



1 Apply Shade to the starblade, ensuring that it settles into the lightning-bolt etched into the sword.



2 Shade the shoulder pads. Use the tip of the brush when shading around the hammer and lightning bolt details on the shoulder.



3 Carefully shade the Khorne Red on the grip of the starblade. Do your best to avoid getting any shade on the golden details.



4 When shading the leather details on the Knight-Azyros' waist, try not to use too much Nuln Oil. If you use too much it may flow over the metallic details and pool there. If you do notice Nuln Oil pooling on the gold areas, use a dry brush or some paper towels to soak it up.

9 - AGRAX EARTHSHADE

Make sure you allow the Nuln Oil to dry for a few minutes before applying Agrax Earthshade. You will apply this Shade Paint to the areas painted with Mephiston Red and Rakarth Flesh.

1 Collect a small amount of Shade paint on your brush and carefully apply it to the plume. Once again, turning the model over in your hand will help you work the brush into this area without making any errors.



2 Apply an all-over coat of Agrax Earthshade to the parchment. Make sure the Shade Paint flows into the inscribed lettering on the parchment.



PAINTING THE BASE

With the Knight-Azyros painted and shaded, you can now paint the base of the model. You will need to have your Citadel Skulls sprue and Texture Tool to hand.

SKULLS



GLUE SKULLS TO BASE

Apply one or two skulls to the base. Always use the glue in a well-ventilated area.



RAKARTH FLESH

Apply three coats of thinned Rakarth Flesh paint to the skulls.



AGRAX EARTHSHADE

When the Rakarth Flesh had dried, apply a coat of Agrax Earthshade to the skulls.

ROCKS



MECHANICUS STANDARD GREY

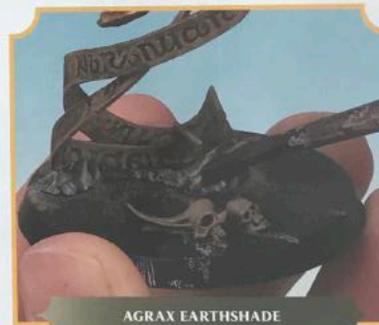
Paint the rocks on the sculpted base. Be careful to avoid the parchment.



CORAX WHITE

DRYBRUSH

Drybrush the rocks with Corax White. Try to avoid the parchment as much as possible.



AGRAX EARTHSHADE

Finally, shade the rocks with a coat of Agrax Earthshade.

TEXTURE



STIRLAND MUD

Using the Texture Tool, spread Stirland Mud across the base, and leave it to dry overnight.

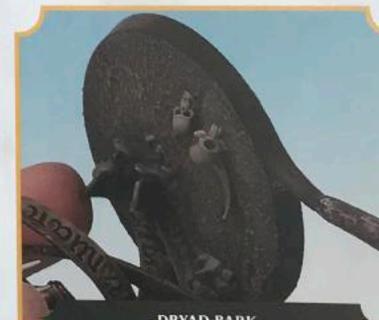


RAKARTH FLESH

DRYBRUSH

Drybrush the dry Stirland Mud with Rakarth Flesh.

CLEAN UP BASE EDGE



DRYAD BARK

Use the Medium Shade Brush to apply three coats of paint to the rim of the base.

YOUR FINISHED KNIGHT-AZYROS

There are a lot of intricate details on the Knight-Azyros' armour and clothing, so make sure you check the images closely. You will return to this model later to apply more highlights and paint the celestial beacon.



You're finished for now! With the Knight-Azyros basecoated and shaded, you can set him aside to dry. You'll return to this model to apply more paint in a later issue!

