

# Plague Lord Rusty Axe Guide

by Richard Gray



This guide is to paint the rusty axe of the Plague Lord in the photograph above.

You will need the following paints:

Games Workshop: Rhinox Hide, Trollslayer Orange, Firedragon Bright, Mournfang Brown.

Vallejo: German Grey, Dark Sea Grey, Pale Blue Grey, White.

Scale 75 Kalahari Orange.

You will also need Baking Soda and Matte Varnish.

The first stage is to prime the axe. Due to wanting the skin on the model pale, I had used a grey primer, but I wanted the axe to have a black base. If you want the rust effect on a different model then a black primer will be a faster option. I used Vallejo Black as the base colour.

I will be painting the underside of the axe for this guide, seeming as I had already painted the top before hand. It will be the same process that I used, although it would have been easier if I had painted it before attaching the axe to the model.



The pre-rust stage does not require you to be neat or precise. Most of it will be covered, but it will help you to place the colours for the rust to give the axe a bit of shape. If you want you can skip the grey stage if you feel you can get a good look without it.



Using German Grey paint around two thirds of the main block of the axe, leaving a sharp line where the axe starts to taper to a point. The the same for the lower blade edge, leaving the top section black.



Using Skavenblight Dingie I took the highlight a step further. Note that it isn't smoothly blended as it would be a waste of time..



The next step is to take the highlight even higher with Deep Sea Grey. You can see that I have been doing the same steps on the top side of the axe as well. Note the rough blending,



Here you can see the reason for not bothering to blend all of the greys carefully! I took an old brush and roughly scrubbed Mourfang Brown on, paying particular attention to the rust holes but also trying to get a bit of colour onto the whole of the axe. You can see that the grey is still visible beneath the brown layer, helping to give some shape to the axe.

The next stage will be the true begging of making it rusty!



The products do not have to be exactly the same as I have shown here, they just happen to be the ones that I used. The Scale 75 Kalahari Orange in particular is nice as it dries matte, which is useful for a realistic looking rust. There are alternatives to using baking soda, but I particularly like the random particle size. You may find using very fine grain sand or weathering pigment will give a similar result.

One note of warning is that baking soda is reactive when it comes into contact with acid, so don't get vinegar when eating your fish and chips on it or it will foam up. The Matte varnish should seal the baking soda and prevent any potential reactions.



On the left you can see the three components to the rust. You will note that there is more varnish and only a small amount of baking soda and paint. On the right you can see the dried mixture that I made

earlier when I painted the front view of the axe. The reason there is so much matte varnish is to seal the baking soda.



When mixed together the rust should look like the image above. It is very hard to see the texture at this point, but when you paint it on you will find it grainy and once the water evaporates from the mixture the texture will be much more visible.



To apply the rust, use an old brush and scrub it onto the axe. You don't need to be too careful as you can rub it off before it dries. Make sure you pay particular attention to getting it in the axe holes as those

represent where the axe has rusted through. It's important to remember that this is a demon weapon! This level of rust would be ridiculous for a standard weapon as it would probably fall to pieces if you hit anything with it.

As you apply the rust you should start to see the texture become more visible. If it looks too clumped then stab at it with the old brush to wear the rust layer down. Try and arrange it in an interesting pattern and be sure to have spaces of less rust texture to provide some contrast to the extremely rusty areas.

You will now have to leave the model overnight for the rust layer to completely dry. If you try and paint it before it has dried properly then you will rub off the rust texture and it will be ruined.



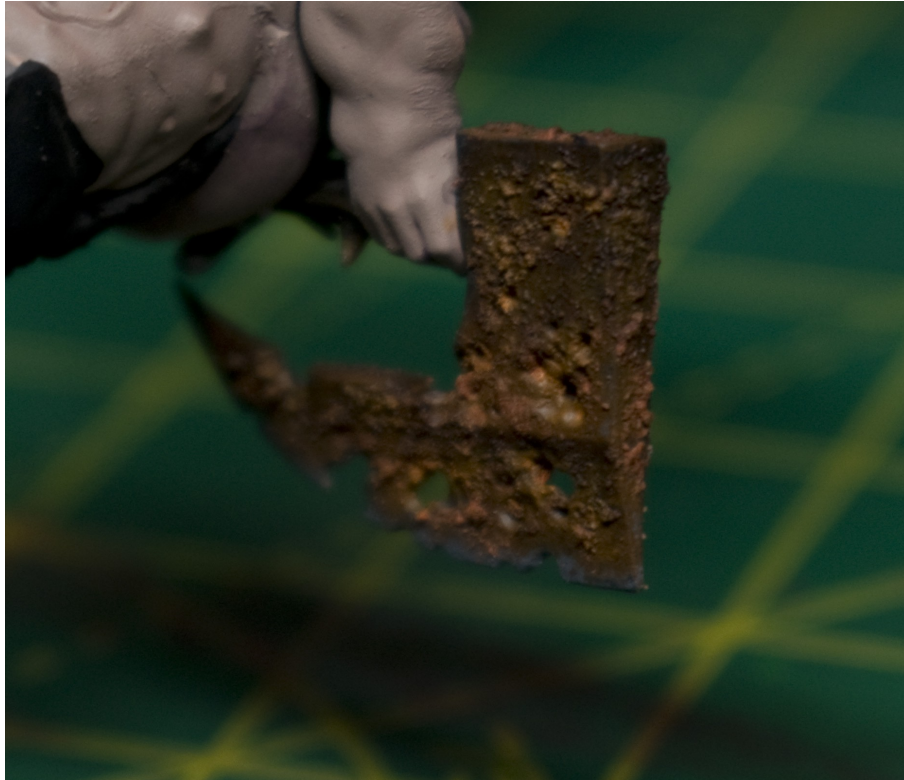
To paint the rust you will first want to water down some Rhinox Hide and apply it quite liberally. The rust texture should soak up some of the mix while still looking a brighter orange. Don't paint directly over the rust texture, just around it. The thinned Rhinox Hide will naturally flow around the texture. At this stage you already have a very old, dirty rust look. You may notice that I have left some grey along the blade edge. This will eventually be highlighted up to show where the rust will have been work off from the axe hitting things.



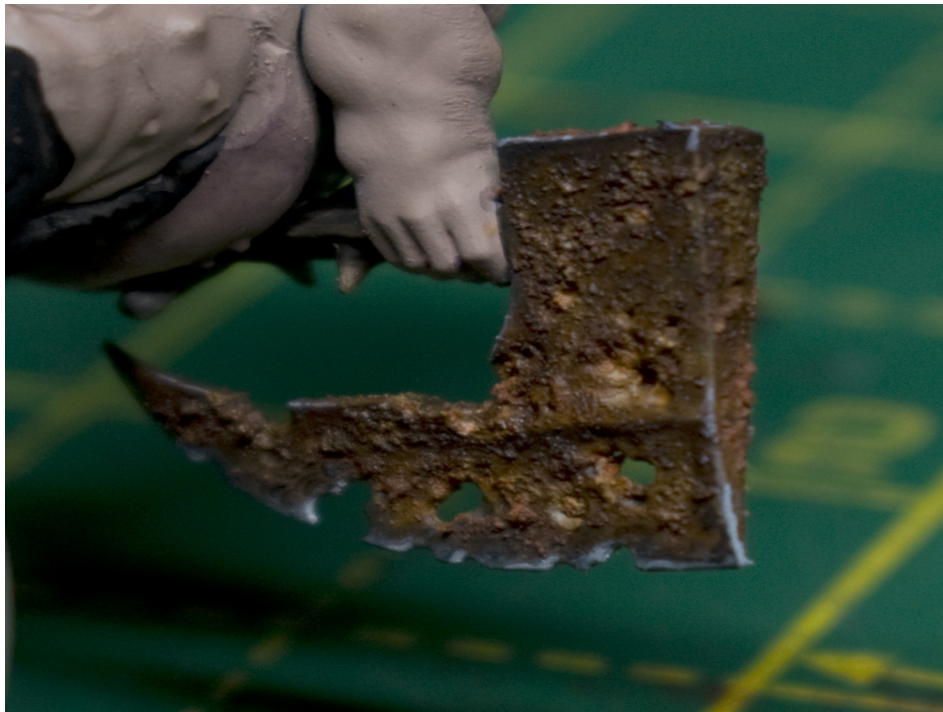
Now you have to start adding some colour variation to enhance the texture. I used some more Rhinox Hide long the start of the blade taper to make the edge stand out. I stippled Mournfang Brown around the flat areas to compliment the rust texture. The stippling will look like texture on its own and so just adds nicely to hide and completely flat sections that had no rust texture on. Use Trollslayer Orange to pick out sections of texture, focusing heavily on the holes in the axe. You will want the paint slightly thicker so that it sticks to the texture, rather than runs into it like a wash would do.

At this stage there is a lot of back and forth with the rust colours. It's important to remember that the majority of the axe should be dark brown and it is only sections that will be brought orange to pick out details and add contrast. If any section gets too bright then glaze it back with Rhinox Hide.





In this photograph you can see the colours are starting to blend together more. You should notice that the colours on the axe follow the grey transition that was painted on originally, being darker at the top and under the taper line and slowly getting lighter.



Unfortunately the colours are a little washed out in the above photograph as I put the light too close to it. You can still see where I have used the Dark Sea Grey followed by Pale Blue Grey to add a little edge around the axe to show where the rust has been worn off and be bare metal beneath. It looks very bright at this stage, but it will be pulled back with more tweaking.



Here you can see where I have dulled down the metal edges using more of the browns from the rust colour. It's important that the highlighted metal doesn't overshadow the rust, but instead it frames it.

The axe is nearly complete at this stage. It is important to stand back and take a moment to look at the axe and see if it needs any more tweaks or balancing. I noticed that the metal edge still needed to be brighter, but without having the grey line too strong. I also felt that the dark line at the top of the tapered edge was a little dark and didn't blend in enough with the rest of the rust.



This image shows the final underside shot of the axe head. I added pure white dots on the grey lines to show the light reflecting on the bare metal. This increased the contrast and made it pop out more realistically. I used some more watered down Rhinox Hide to blend in some of the rust colours and keep the rust looking dark, as it should be, this in turn helped to highlight the contrast of the grey metal.

There will be more guides coming for the Plague Lord, focusing on skin and the horns transitioning from bone to black.

Thank you!