

Fantasy Models

Joseph Bugman

- Primed with Bone Charcoal
Scale Color.
- Boots/Pouch/Axe Grip: Snakebite Leather (contrast)
- Helmet - Bowl: Ironbreaker (Citadel Colour) base, Nuln Oil Gloss (Citadel shade) wash, Speed Metal (Scale Color) Drybrush.
- Horns trim: Shining Gold (Old Citadel)
- Horns: Skeleton Horde (contrast)
- Icon: Shining Gold (Old Citadel) Base, Reikland Flesh (Citadel shade) wash, Shining gold (Old Citadel) Drybrush.
- Skin: Bronzed Flesh (Old Citadel) Base, Reikland Flesh (Citadel shade) Wash
- Belt: Shining Gold (Old Citadel) Base, Reikland Flesh (CS) wash, Shining Gold (Old GW) Dry Brush.
- Axe Hilt: Grove-Grunta Fur (contrast)
- Axe Metal: Ironbreaker (Citadel Colour) base, Nuln Oil Gloss (CS) wash, Speed Metal (Scale Color) Edge Highlight.
- Rune: Aethmatic Blue (contrast)
- Beard - Hair: Burnt Orange (coat d'armes), Grove-Grunta Fur (contrast) wash & stain.
- Metal: Retributor Armour (Citadel Colour) base, Reikland Flesh (CS) wash.
- Stein - Beer: Aggoros Dunes (contrast)
- Stein: Retributor Armour (Citadel Colour) base, Reikland Flesh (CS) line in GWS
- Emblem: Cobalt Alchemy (Scale Color)
- Crossbow - Wood: Grove-Grunta Fur (contrast)
- String: Snakebite Leather
- Metal: Ironbreaker (CC) Base, Nuln Oil Gloss (CS) wash.
- Quiver - Quiver: Snakebite Leather (contrast)
- Arrow Shaft: Aggoros Dunes (contrast)
- Fletching: Brood Angels Red (contrast)
- Banner - Pole: Ironbreaker (CC)
- Rope: Snakebite Leather (contrast)
- Wings: Shining Gold (OC) base, Reikland Flesh (CS) wash, Shining Gold (OC) drybrush.