



HAWK LORDS

MASTERCLASS TUTORIAL

MATERIALS & EQUIPMENT

SPACE WOLVES

PRIMER:

COLOUR FORGE

 *Matt Black Primer*

PAINT LIST:

CITADEL

 *Averland Sunset*

 *Doombull Brown*

 *Rakarth Flesh*

 *Mephiston Red*

 *Celestra Grey*

 *Barack Nar Burgundy*

 *Steel Legion Drab*

 *Mechanicus Standard Grey*

 *Naggaorth Night*

 *Genestealer Purple*

 *Slannesh Grey*

 *Rhinox Hide*

 *Skrag Brown*

 *Thunderhawk Blue*

 *Fenrisian Grey*

 *Yriel Yellow*

 *Reikland Fleshshade*

 *Nuln Oil*

 *Sons of Horus Green*

 *Sybarite Green*

 *Guass Blaster Green*

 *Mournfang Brown*

 *Karak Stone*

 *Khorne Red*

 *Evil Sunz Scarlet*

 *Agrax Earthshade*

 *Incubi Darkness*

 *Sotek Green*

 *Temple Guard Blue*

 *Baharroth Blue*

 *Deathclaw Brown*

 *Kislev Flesh*

VALLEJO MODEL COLOUR

 *Warlord Purple 72.714*

 *Air Steel 71.065*

 *Dark Grey 70.994*

 *US Field Drab 70.873*

 *White Grey 70.993*

 *French Mirage Blue 70.900*

 *Ice Yellow 70.858*

 *Cold White 70.919*

 *Gunmetal Grey 77.720*

VALLEJO PANZER ACES

 *Stencil 313*

SCALE 75

 *Sunset Purple SC-33*

 *Necro Gold SC-71*

 *Basic Flesh SC-20*

 *Elven Gold SC-74*

AK INTERACTIVE

 *Black AK11029*

TOOLS:

The model is painted using:

Orange Brushes

Sizes 3, 2, 0

Drybrush Size 2

Airbrush

Harder & Steenbeck
Evolution & 0.4mm needle

ALSO USED:

SCENICS

TUFTS: *Siege Scenics* -
2-4mm Tufts -

Deerberry Spice

Fireheart Grove

Roasted Chestnut

PRIMING

1



STEP 1

Begin with the **Primaris Captain in Phobos Armour**. Assemble per instructions, but leave the head separate for easier painting. Add rubble to the base if desired for visual interest. Prime the model using multiple thin coats of **Matt Black spray** for a smooth, even surface.

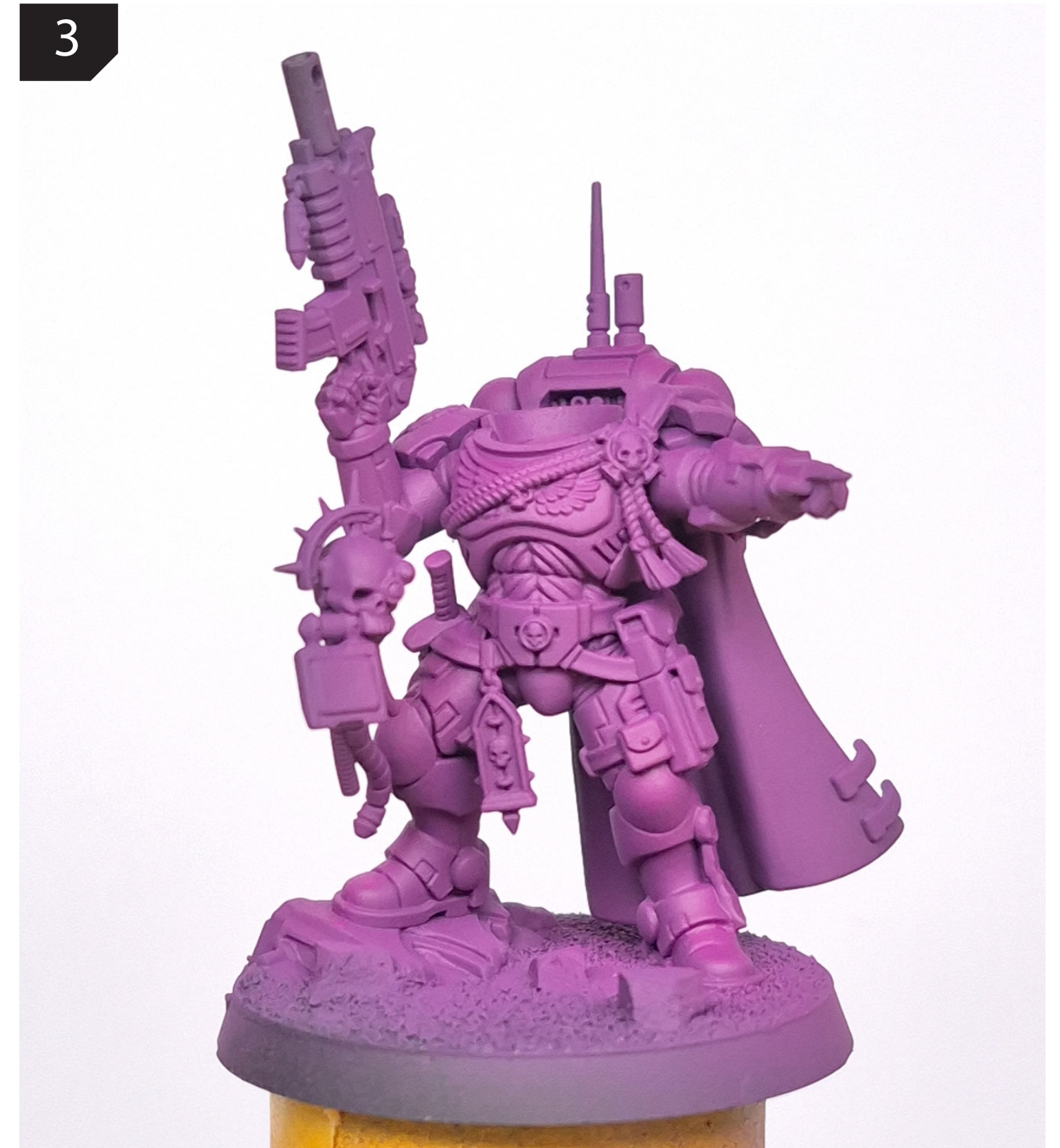
2



STEP 2

Apply an all-over opaque coat of **Sunset Purple** using an **Airbrush** to establish a strong purple foundation.

3



STEP 3

With the airbrush, apply **Warlord Purple** more precisely to the upper areas for initial highlights.

BASECOATING

STEP 4

Using a **size 3 Orange Brush**, apply the following basecoats. Aim for smooth, opaque layers with clean separation between colors:

 **GUN CASING**
Black

 **GOLD**
Necro Gold

 **ROPE/HELMET**
Averland Sunset

 **SKULL**
US Field Drab

 **SCREENS**
Lupercal Green

 **RUBBER HOSE**
Dark Grey

 **WAX SEAL**
Mephiston Red

 **PARCHMENT**
Rackarth Flesh

 **BASE ROCKS**
Mechanicus Standard Grey

 **GUNMETAL AREAS**
Gunmetal

 **WHITE AREAS**
Celestra Grey

 **SOFT ARMOUR**
GMC Dark Grey

 **LEATHER**
Doombull Brown

 **CLOAK**
Huldra Blue

 **SKIN**
Basic Flesh

 **BEARD**
Celestra Grey

 **INSIDE MOUTH**
Barak Nar Burgundy

 **BASE SAND**
Steel Legion Drab

 **BASE METAL**
Gunmetal



BLUE-GREY ARMOUR

STEP 5

Shade all purple armour recesses with a **1:1 mix of Naggaroth Night and water** using a **size 2 brush**. Clean up with thinned **Warlord Purple** as needed.



STEP 6

Apply a thick edge highlight (approx. 1mm) of **Genestealer Purple**.



BLUE-GREY ARMOUR

STEP 7

Inside the previous highlight, add a thinner edge highlight using **Slannesh Grey**.



STEP 8

Place extreme dot highlights on upper edges with **White Grey**.



LEATHER



STEP 9

Shade with **Rhinox Hide thinned 1:3 with water**, focusing on recesses and shadowed areas.



STEP 10

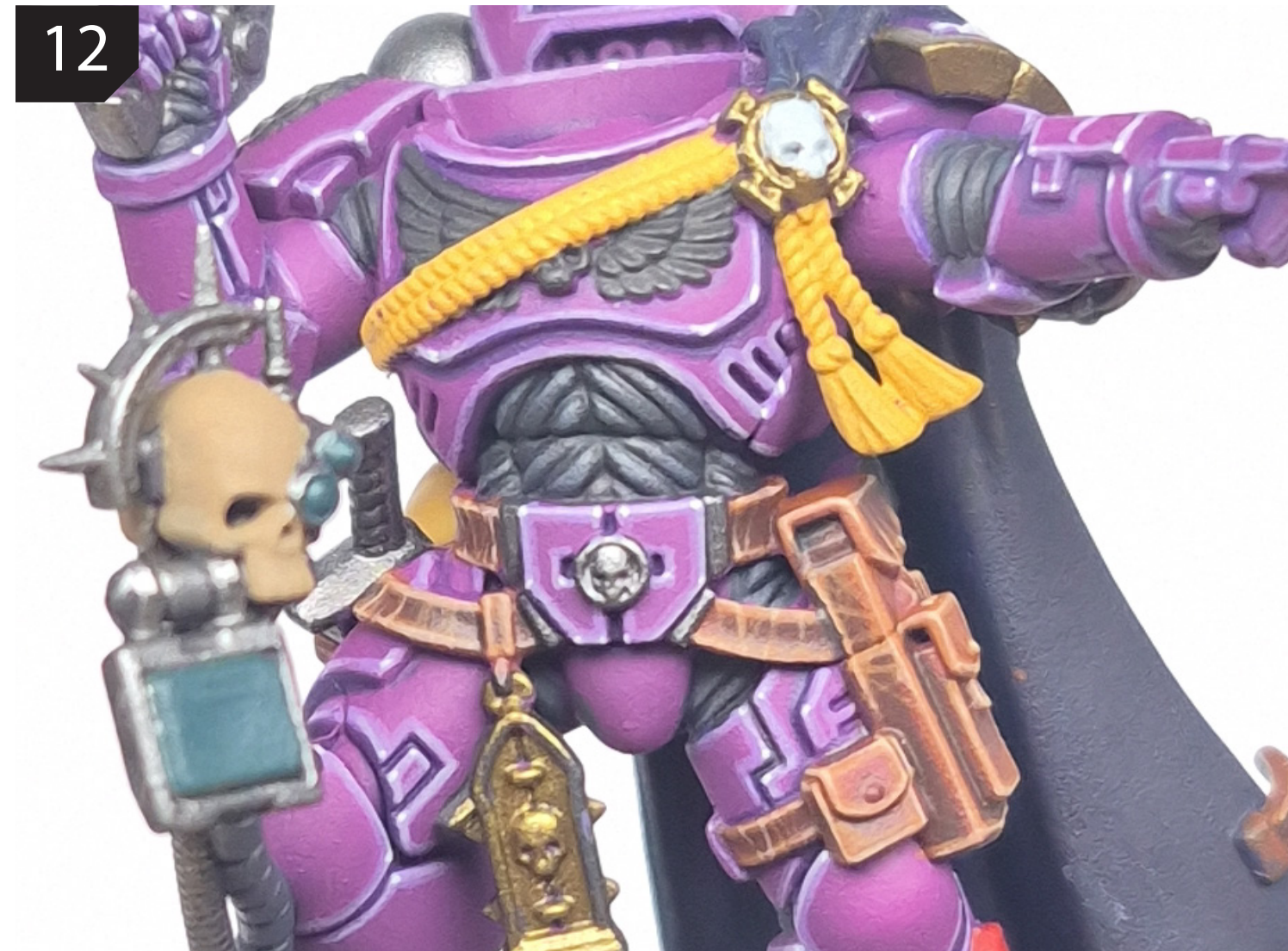
Highlight edges and simulate wear with **Skrag Brown**, especially on high-contact areas like pouch flaps and holsters.



STEP 11

Add a final highlight using **Basic Flesh**.

UNDER ARMOUR & PIPES



STEP 12

Recess shade with **Black**.



STEP 13

Highlight ribs and cables with **French Mirage Blue**.

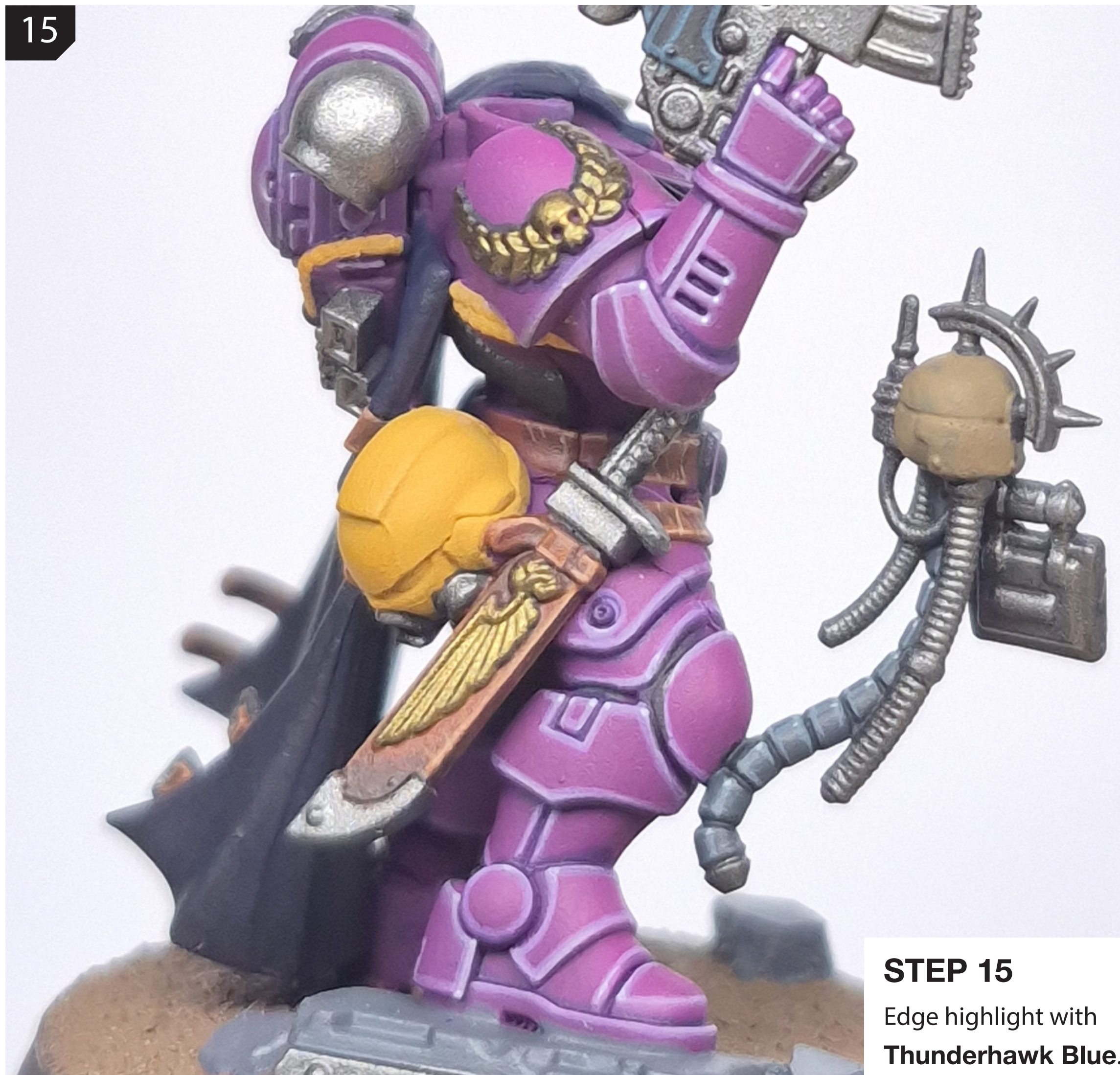


STEP 14

Add dot highlights using **Celestra Grey**.

BLACK AREAS

15



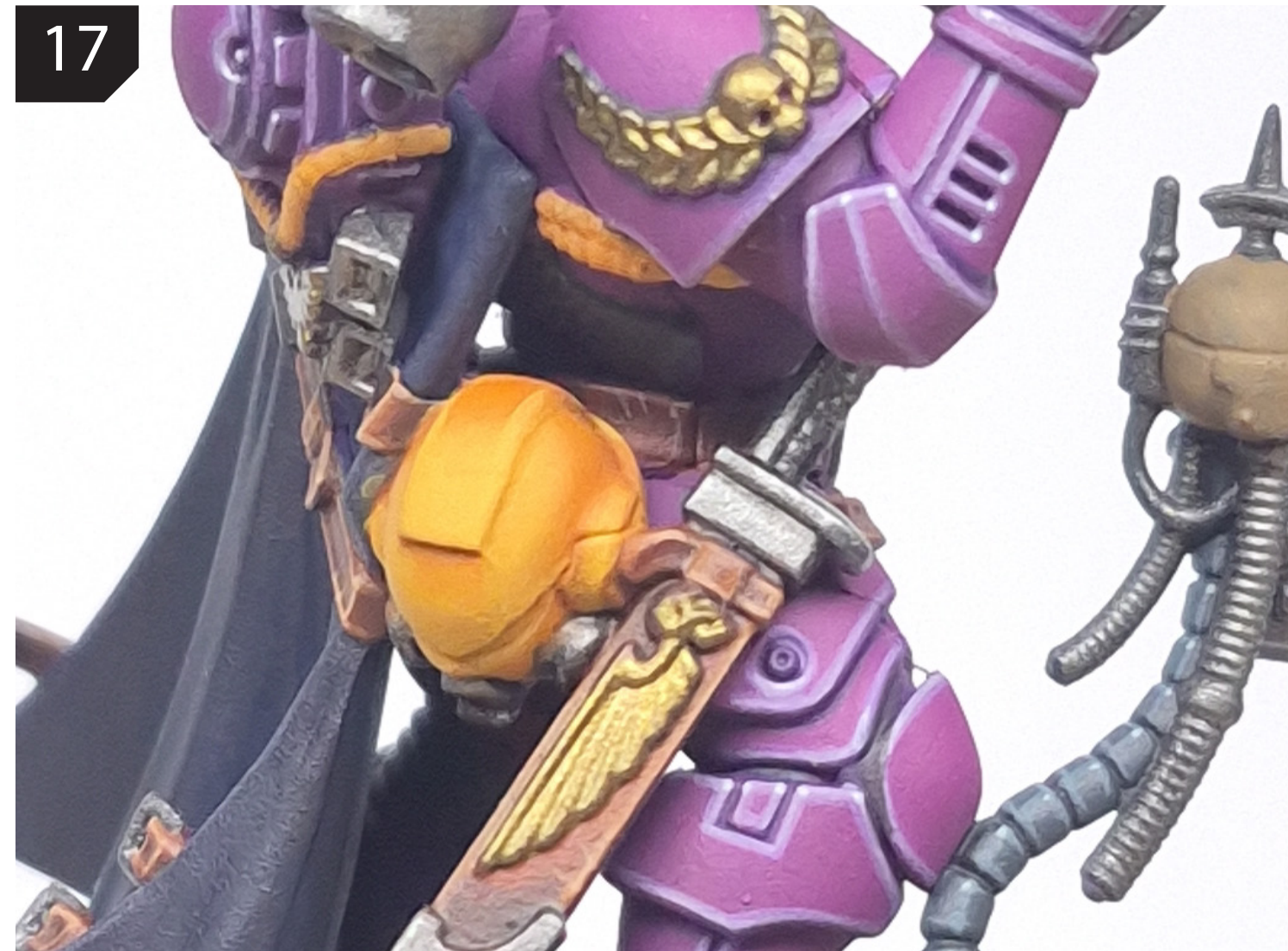
STEP 15
Edge highlight with
Thunderhawk Blue.

16



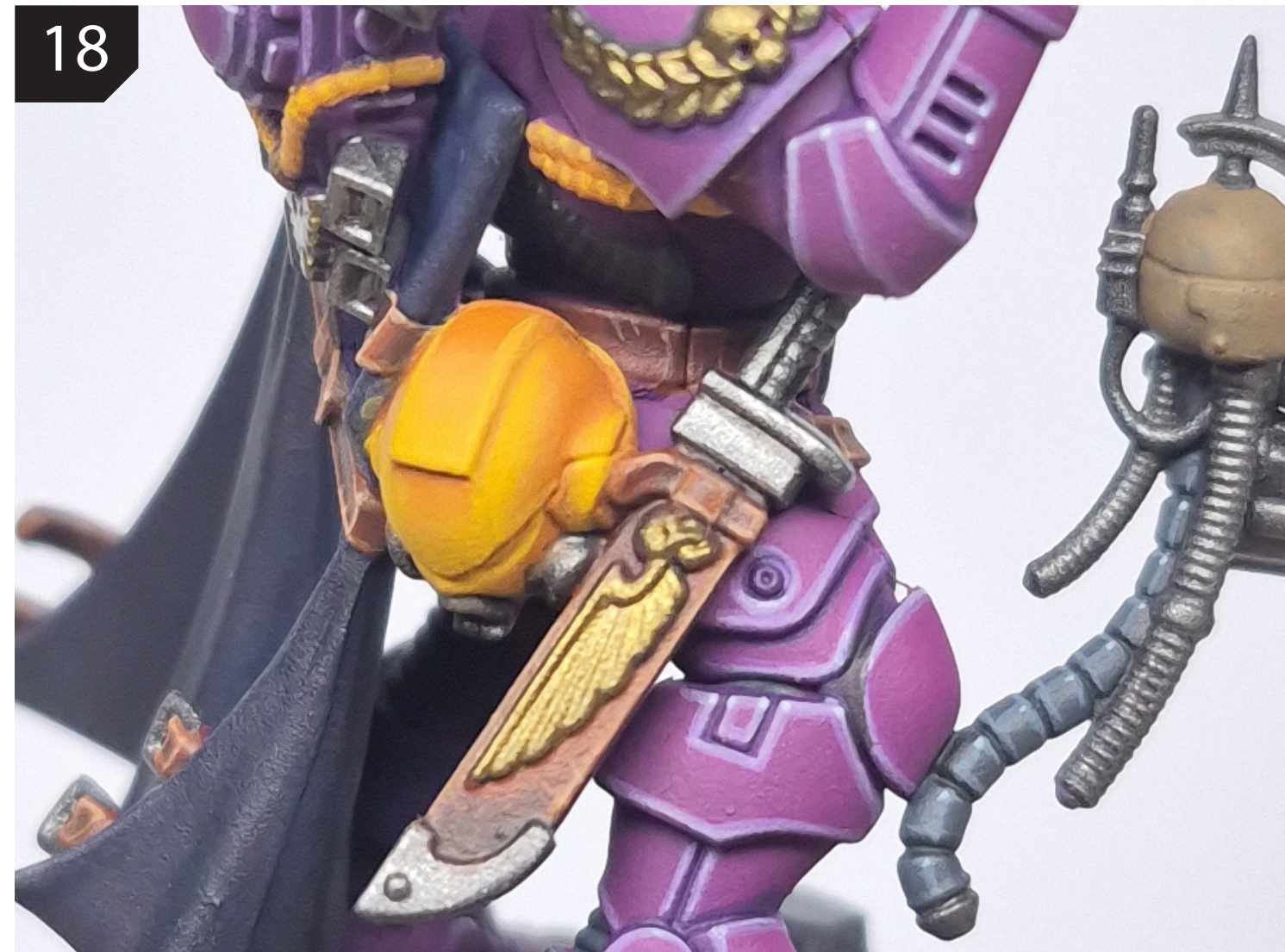
STEP 16
Apply a thinner
edge highlight with
Fenrisian Grey.

YELLOW AREAS



STEP 17

Apply a soft shade with **Skrag Brown**.



STEP 18

Highlight with **Yriel Yellow** and glaze upper flat surfaces.



STEP 19

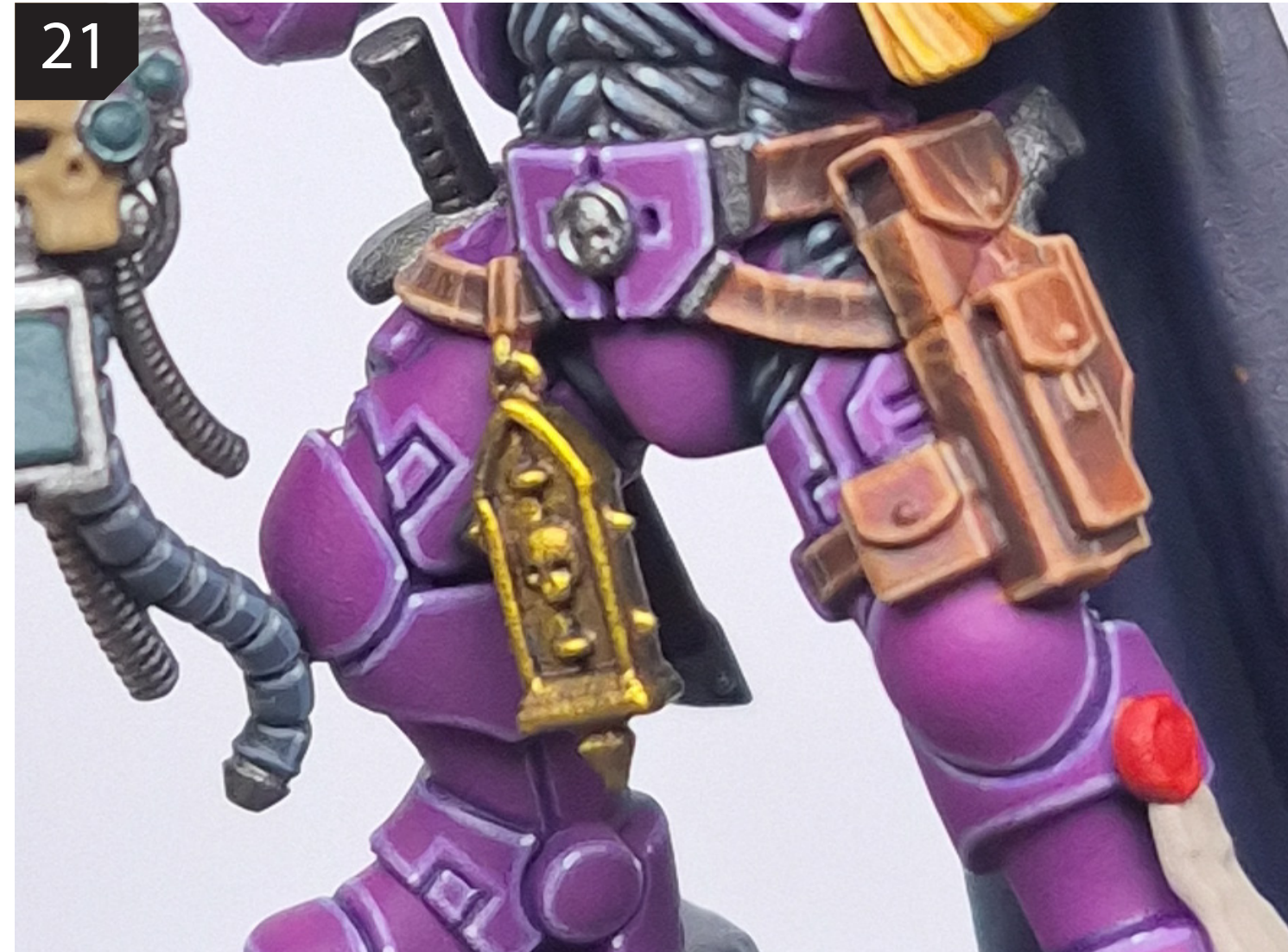
Final highlight with **Ice Yellow**.

GOLD AREAS



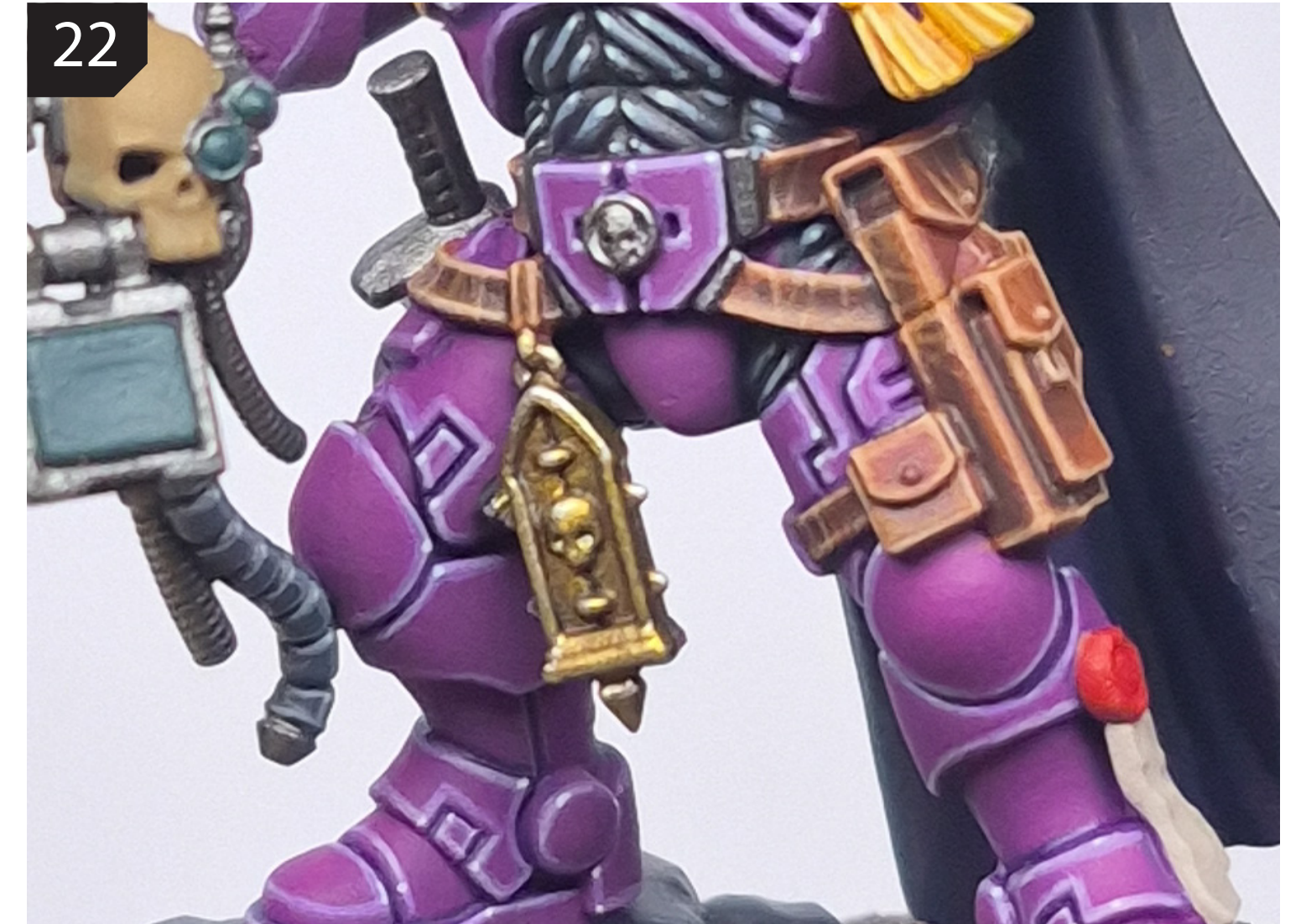
STEP 20

Apply **Reikland Flesh** shade wash; wick off excess to avoid pooling.



STEP 21

Highlight with **Elven Gold**.



STEP 22

Add fine dot highlights with **Steel**.

GUNMETAL AREAS

23



STEP 23

Wash with **Nuln Oil**.

24



STEP 24

Edge highlight and simulate scratches with **Steel**.

SCREENS & LENSES



STEP 25

Highlight the bottom areas with **Sons of Horus Green**.



STEP 26

Add highlight with **Sybarite Green**; edge highlight larger screens.



STEP 27

Apply a crisp edge highlight using **Gauss Blaster Green**.

SCREENS & LENSES

28



STEP 28

Place a small dot highlight of **Cold White** in the top-left corner of each screen or lens

29

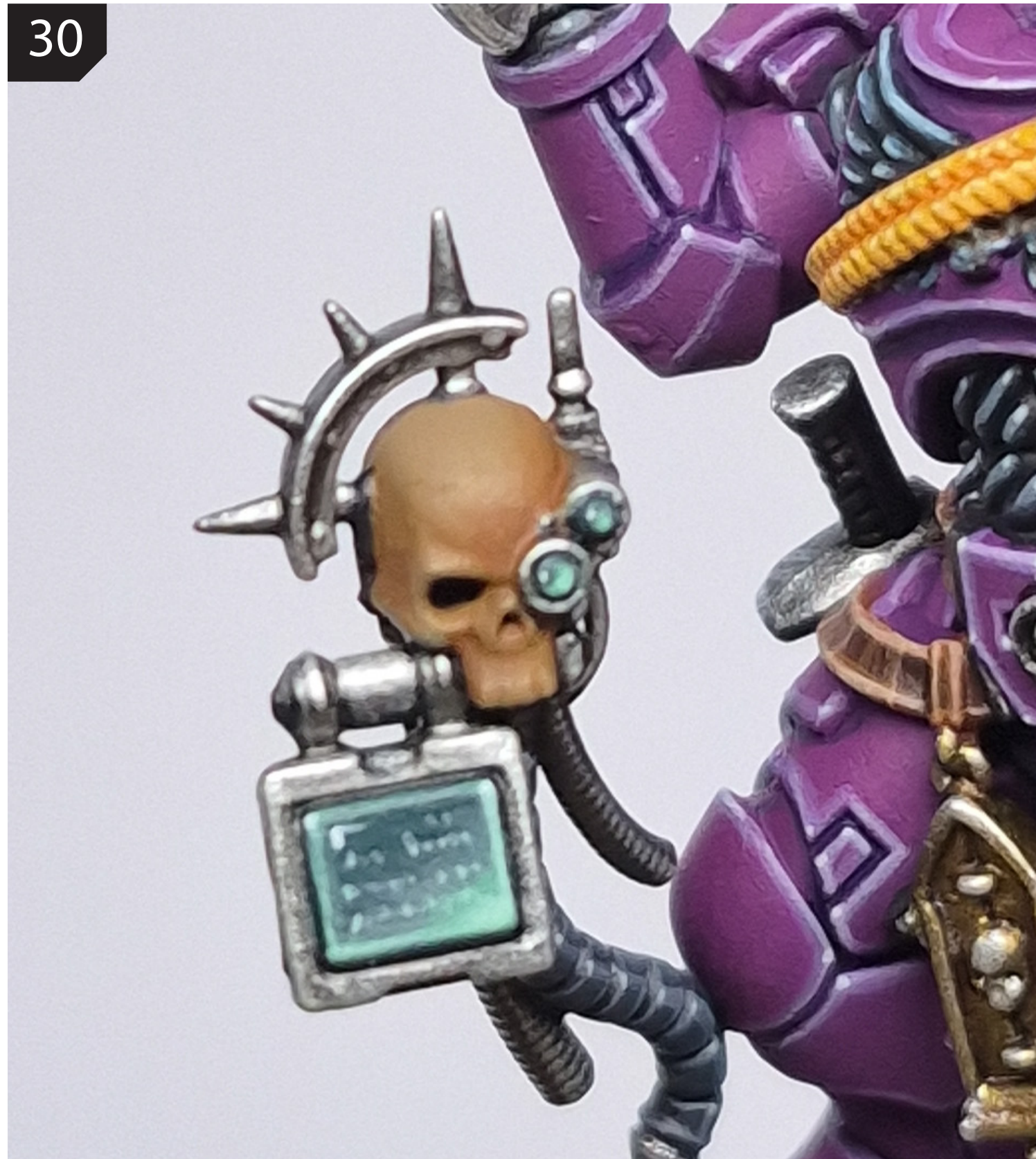


STEP 29

Use **Gauss Blaster Green** to add script to larger screens.

BONE

30



STEP 30

Shade with **Mournfang Brown**.

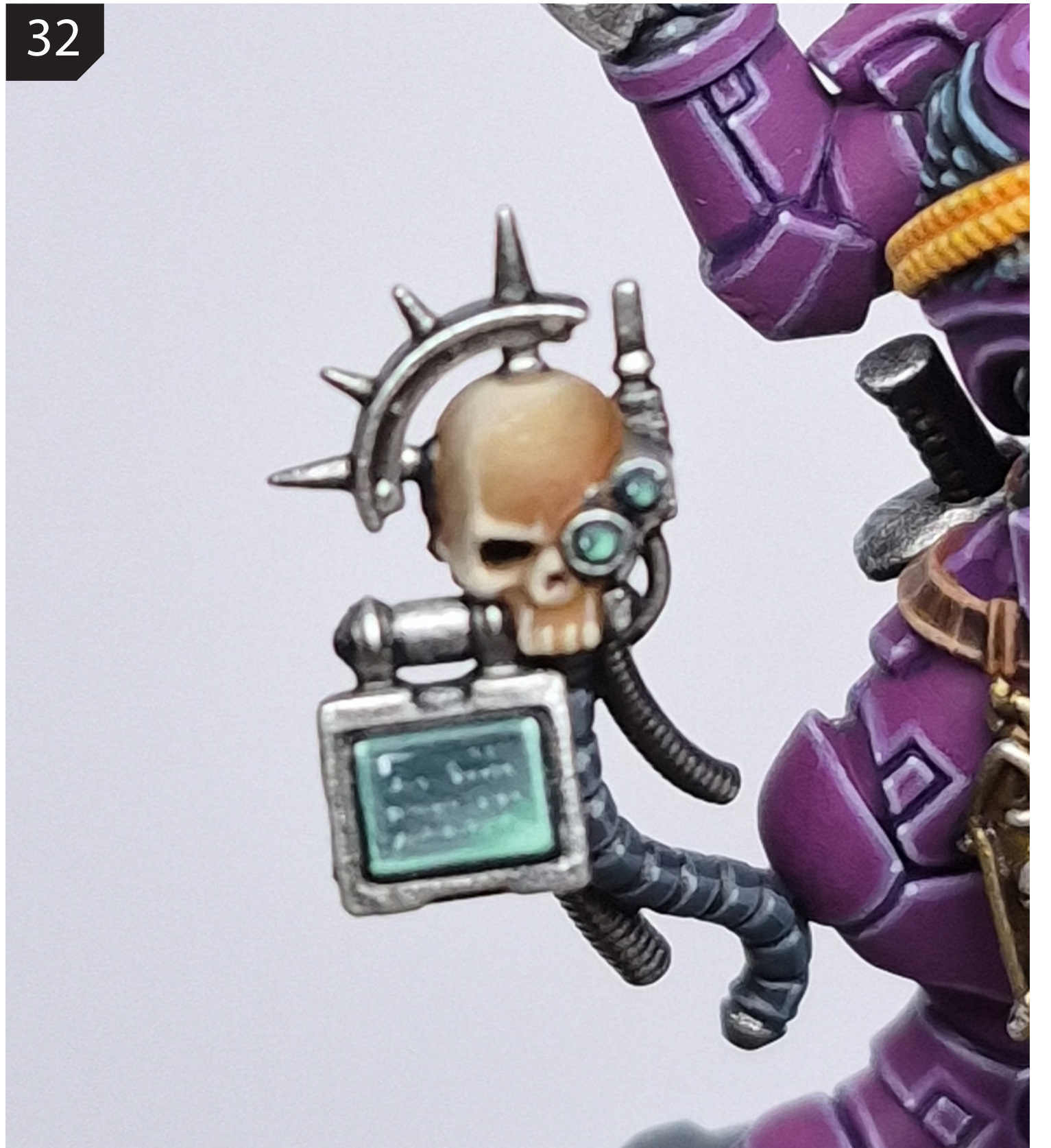
31



STEP 31

Highlight upper areas with **Karak Stone**.

32



STEP 32

Apply a final highlight using a **1:1 mix of Karak Stone and White**.

WHITE AREAS

33



STEP 33

Apply a careful edge highlight with **White**.

34



STEP 34

Add a scroll inscription using **French Mirage Blue** (e.g., "MAGNAE").

WAX

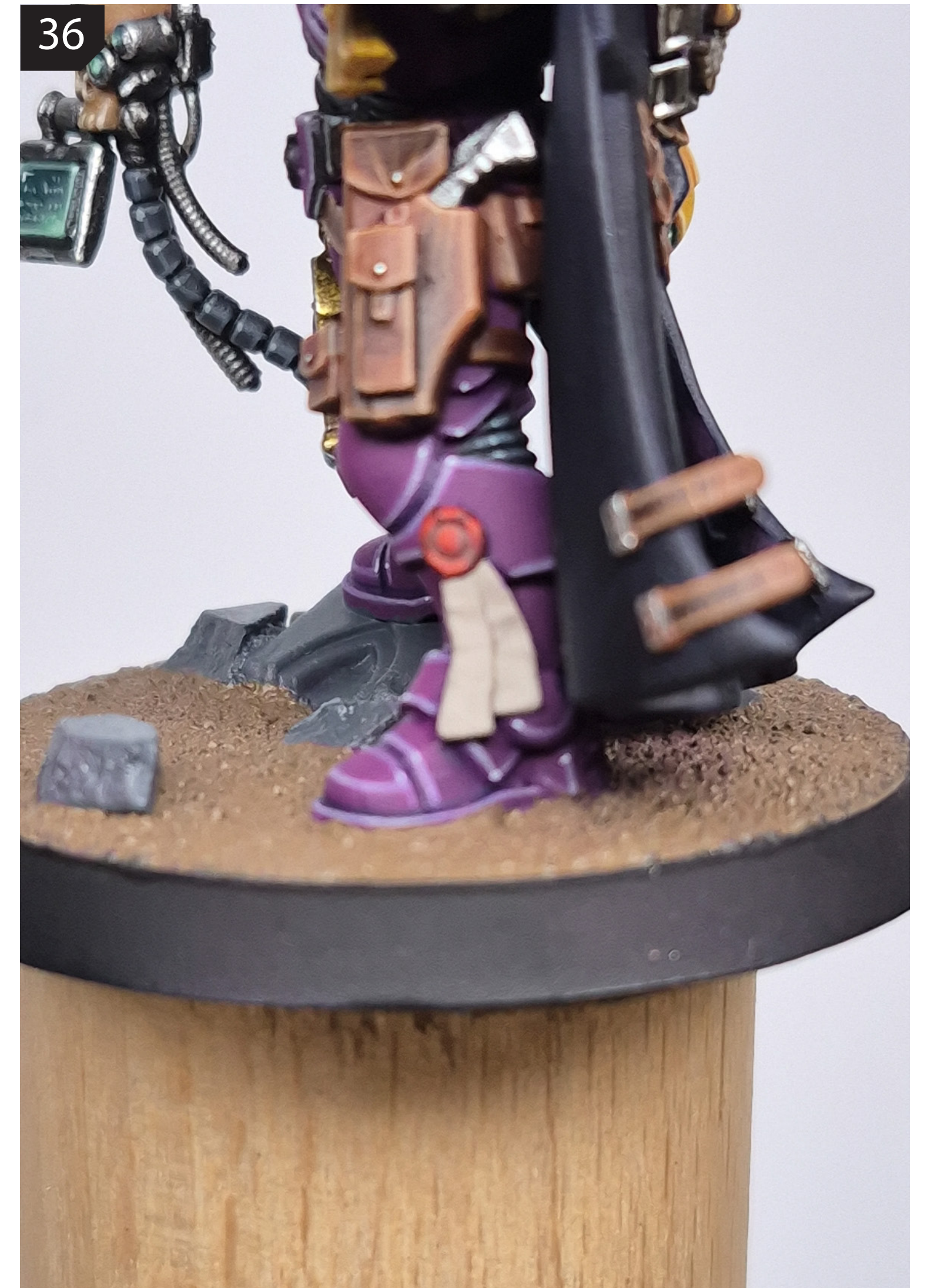
STEP 35

Shade with a **1:1 mix of Khorne Red and Black.**



STEP 36

Highlight with **Evil Sunz Scarlet.**



PARCHMENT



STEP 37

Shade with **Agrax Earthshade**.



STEP 38

Highlight with a **1:1 mix of Rakarth Flesh and White**.



STEP 39

Use a thin **Rhinox Hide** mix to simulate text.

CLOAK



STEP 40

Apply **Incubi Darkness** to the recesses, leaving **Huldra Blue** visible along the edges.



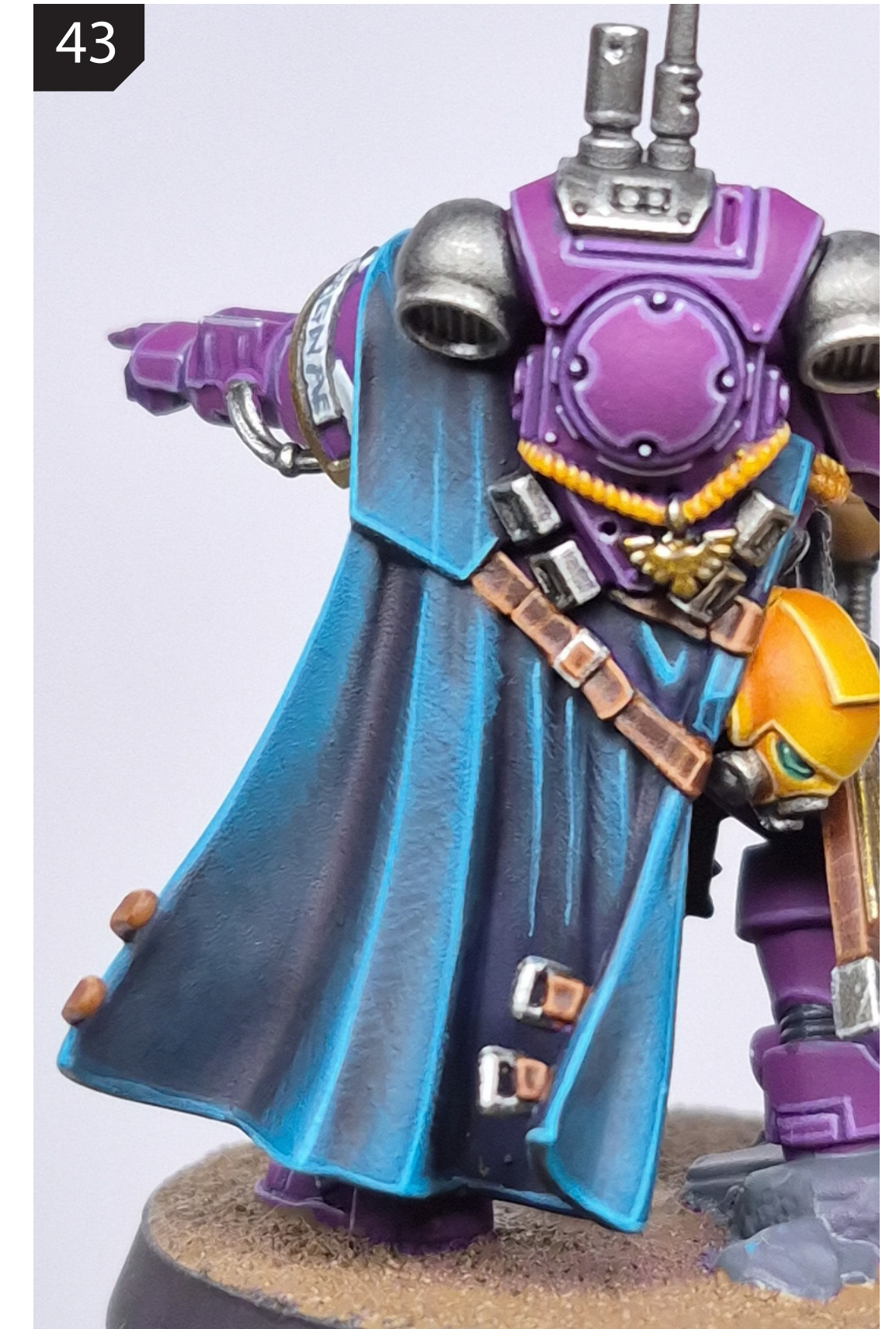
STEP 41

Add highlights within the shaded areas using **Sotek Green**.



STEP 42

Edge highlight with **Temple Guard Blue**.



STEP 43

Add a final thin edge highlight with **Baharroth Blue**.

SKIN

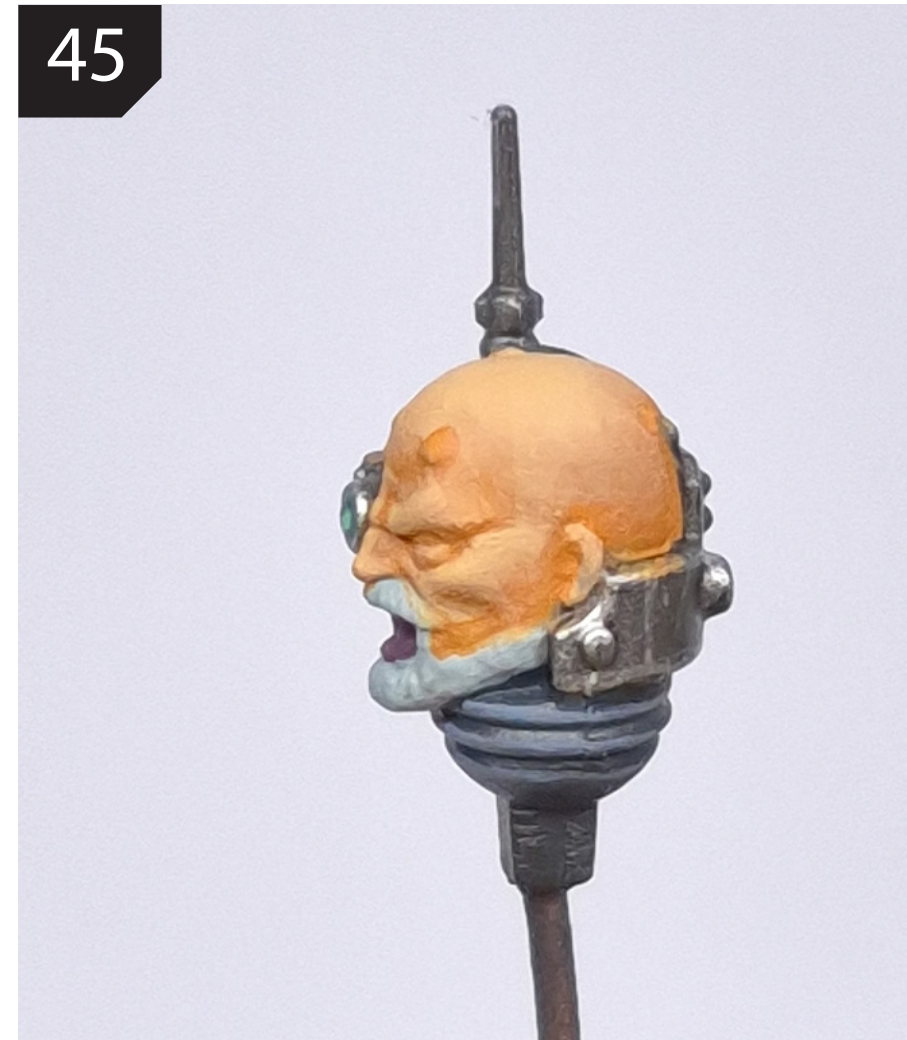
STEP 44

Shade the face with thinned **Deathclaw Brown**, focusing on natural shadow areas (under brows, nose, and around the head).



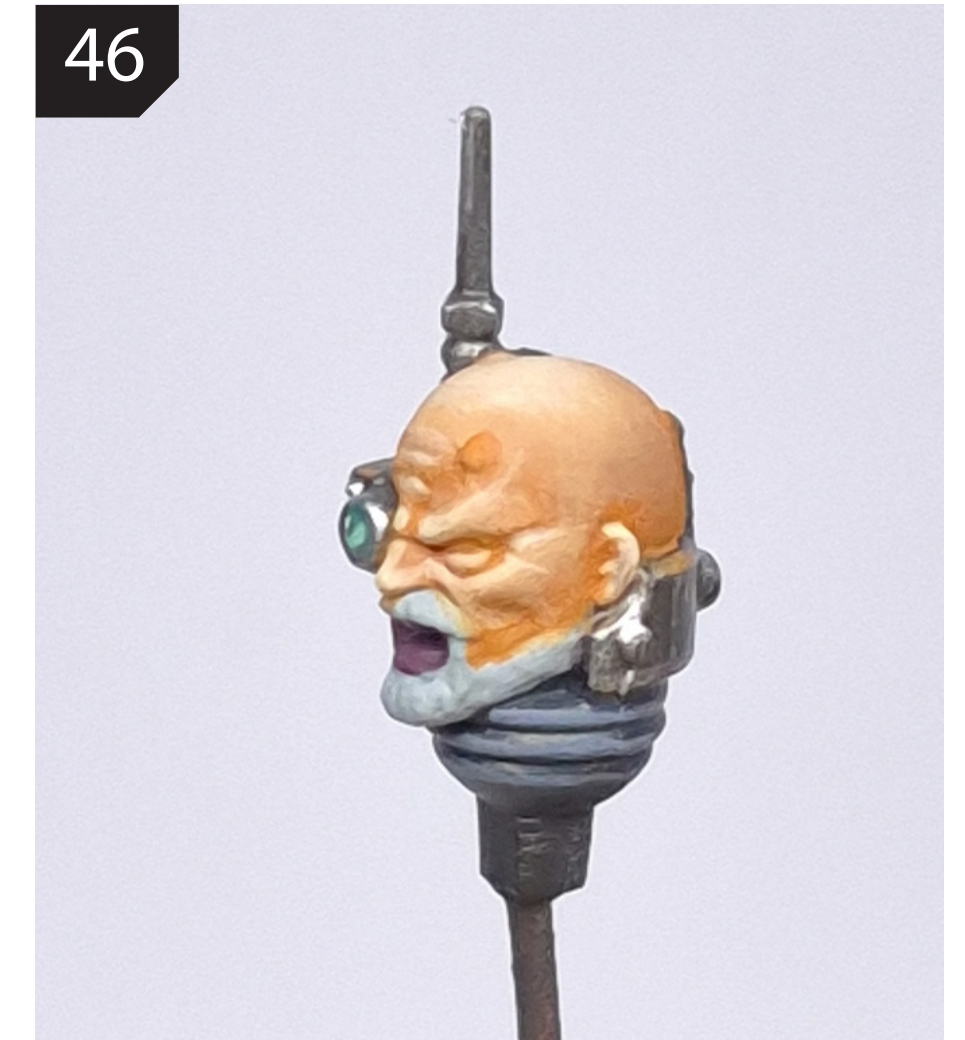
STEP 45

Glaze highlights using thinned **Kislev Flesh** on the upper areas of the face.



STEP 46

Apply a final highlight using a **1:1 mix of Kislev Flesh and Ivory**, including fine details like crow's feet and forehead lines.



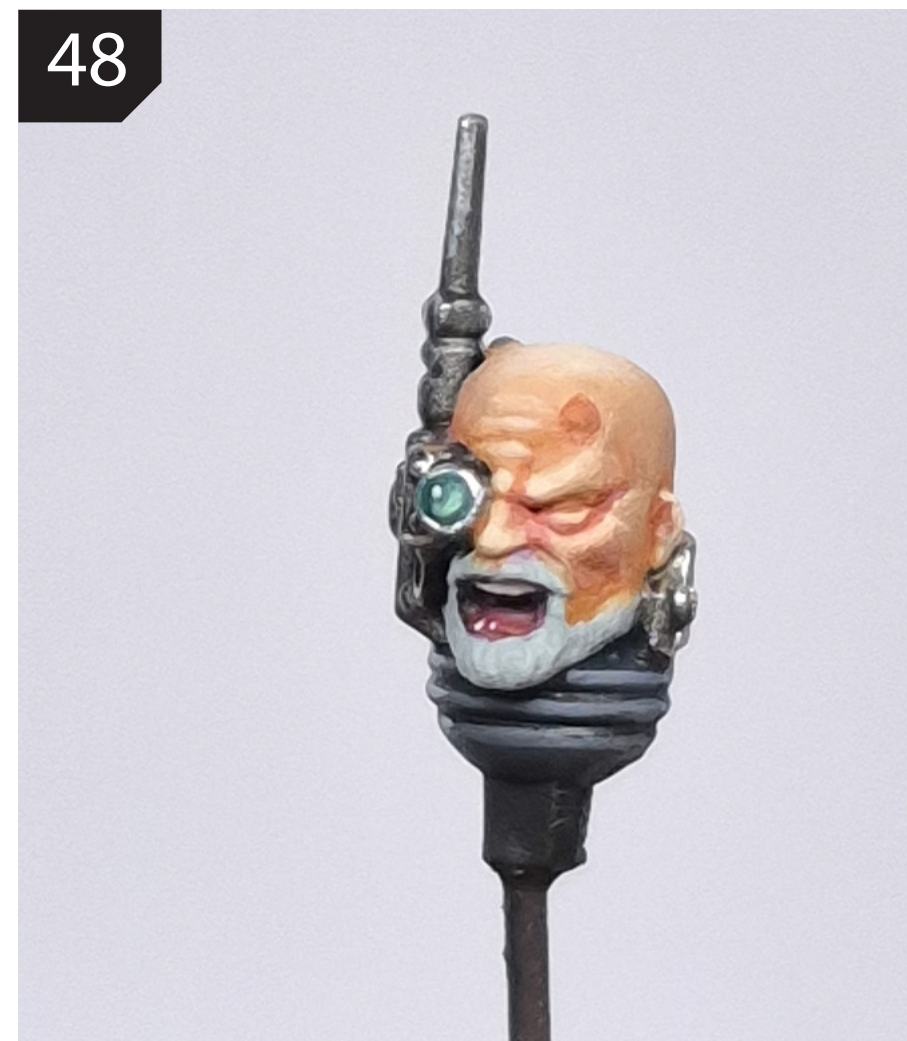
STEP 47

Shade around the eyes and lips using **Khorne Red**.



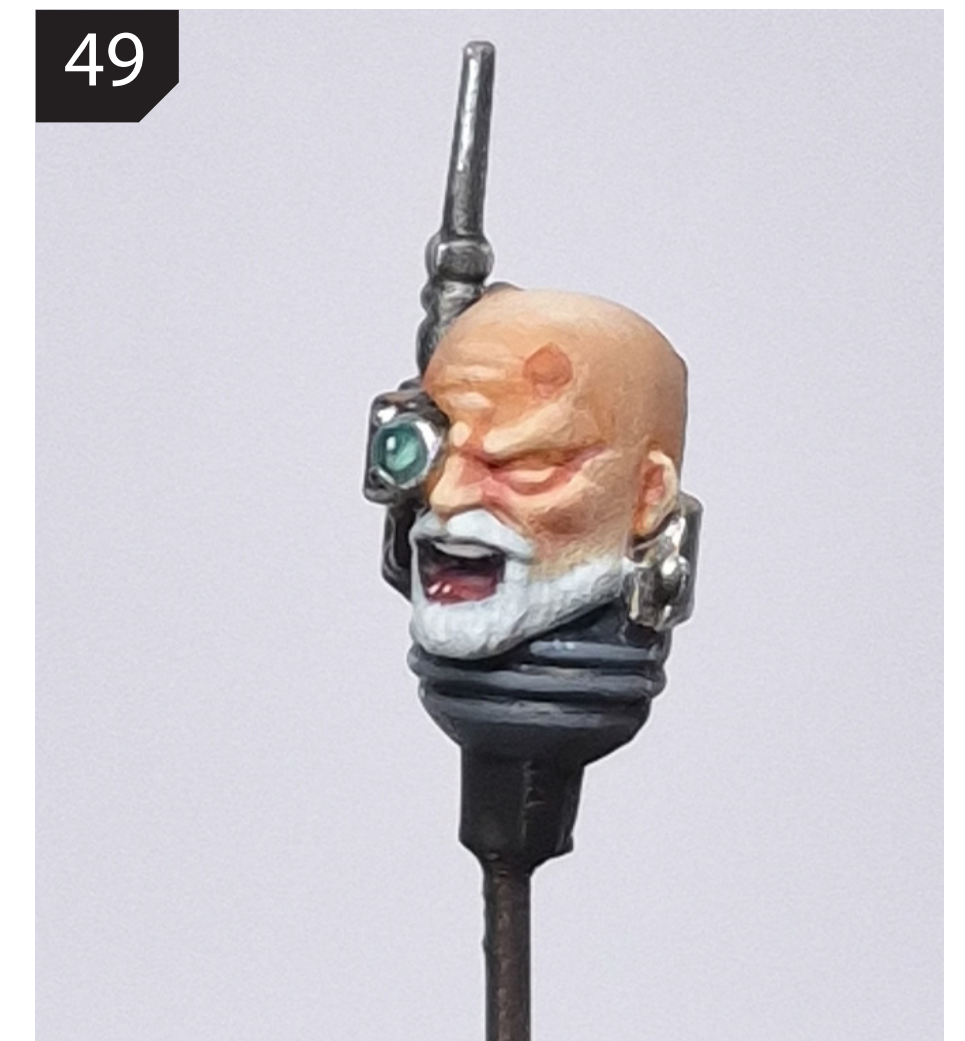
STEP 48

Highlight the teeth and lower lip with **White Grey**.



STEP 49

Highlight the beard with fine vertical strokes of **White Grey**.



SKIN

50



STEP 50

Block in eye sockets with **Black**.

51



STEP 51

Add two small dots of **White** for eyes, leaving **Black** between to create pupils.

BASE

STEP 52

Apply a thin wash of **Rhinox Hide** around rocks and bricks for depth. Let it dry fully.



STEP 53

Drybrush with **Karak Stone** using a **size 2** drybrush.



STEP 54

Apply a lighter drybrush with **Stencil**.



STEP 55

Stipple thinned **Neutral Grey** on flatter rock surfaces for texture.



STEP 56

Edge highlight rocks with **Pale Blue Grey**.



STEP 57

Add a finer edge highlight with **Stencil**.



BASE

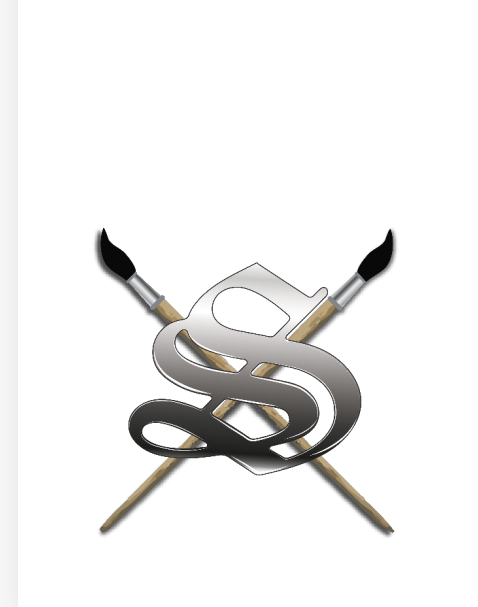
STEP 58

Add tufts as desired (e.g., **Siege Scenics Deerberry Spice, Fireheart Grove, Roasted Chestnut**).

Paint the base rim **Black** and finish with a coat of **Matt Varnish** to remove gloss and protect the paintwork.

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