



# White Scars

## Painting Guide

### DornsArrow Remix

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# Foreword

I recently had to paint a little Secret Santa project for my good friend Brennan Baker @bb\_minatures. He collects the Thousand Sons and White Scars legions and both his armies are absolutely amazing, as he has a very striking style and ain't afraid to experiment.

I decided I wanted to paint a White Scar character for him, one I knew he definitely hadn't done himself, Toghun Khan Captain of the 64th Company, The Brotherhood of the Moon. If you are unfamiliar with this character I would suggest to read the White Scar books of the Horus Heresy series. (Brotherhood of the Storm, Scars, Brotherhood of the Moon and Path of Heaven etc.).

Because of this characters background is sort of tied to the Luna Wolves/Sons of Horus it just seemed like an obvious choice for me and also affected some of my choices while converting/painting.

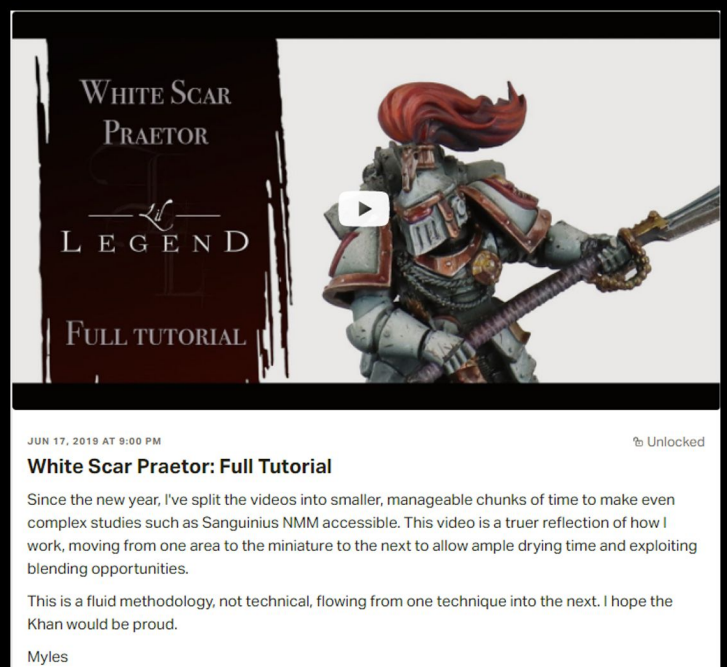
Since I had never painted a White Scar legionnaire I decided to try my hand at following one of Myles's excellent Patreon videos. I didn't have all the colours he used in the video, so I had to improvise several times with the colours I actually had at hand.

After having posted a blurred picture of the miniature on my Instagram, telling about this Secret Santa project, I talked with Myles and he asked if I would be interested in writing a little "guide" with my take on his technique and of course I agreed.

So here we are :-)

Ps.

If you haven't already watched Myles's own White Scar video I'd of course highly recommend you go do that!





# Equipment

Here's a list of most of the things I used during the making of the guide.

## Airbrushes

- Badger Renegade Krome 0.21mm
- Badger Patriot 105 0.5mm

## Colours

### Forgeworld

- Lupercal Green

### Vallejo

- Model Color Flat Earth - 70.983
- Model Color Ivory - 70.918
- Polyurethane Matt Varnish - 26.651
- Polyurethane Gloss Varnish - 26.650
- Model Color Steel - 71.065

### Winsor & Newton

- Winton Oil Colour Burnt Umber
- Winton Oil Colour Payne's Grey
- White Spirit

### Ammo of Mig

- Streaking Rust Effects - AMIG1204

### Medea Com-Art

- Opaque White

### Games Workshop:

- Rhinox Hide
- Agrax Earthshade (Gloss)

### Scale75:

- Mojave White
- Decayed Metal
- Pure Copper
- Inktense Red

## Airbrushing Techniques

When I'm airbrushing I usually do a mix of "Zenithal Highlights" and "Colour Modulation", if you are unaware of what these means I would suggest to google them a bit. But as you are probably already familiar with Myles's content I'm sure you have an idea of what I'm talking about.

In this tutorial however I don't really do anything special, compared to my usual painting method when painting my Sons of Horus.

## Disclaimer

You will notice quite a leap during some of the steps, as I wanted to focus on painting the White Power Armour and not so much the rest of the details. I will try to explain how I painted the "Red" metallic trim.



<https://www.patreon.com/lillegendstudio/posts>  
<http://www.lillegendstudio.com/>





# White Scar Power Armour

## Torghun Khan

### Step 1: Black basecoat - Airbrush

I used Stynylrez Black Primer for this project, but you can use whatever black you wish



### Step 2: Opaque White - Airbrush

So at this stage I applied a white preshadc, trying to make sure to leave some of the black basecoat visible in areas I wanted to be in shadow. If you want super clean White Scars you could stop here and go straight to painting details and oil pin wash.



### Step 3: Flat Earth & Ivory - Airbrush/Brush/Sponge

I then glazed Flat Earth [very thinned] all over the miniature, to tint all surfaces. I accidentally went a little more opaque than I originally intended, but as long as the previous established light and dark values are still visible its all good. Then I drybrushed and sponged on some Ivory all over the armour, this helps to build up some texture and if you keep the following layers thin enough it will still be somewhat visible on the finished piece.





# White Scar Power Armour

## Torghun Khan

### Step 4: Mojave White - Airbrush

Then I went over and started to reestablish my highlights with Mojave White thinned down about 50/50. Make sure to gradually build up layers until you are satisfied so you don't lose the effects of the previous steps.



### Step 5: Ivory + Opaque White - Airbrush

Same procedure as the previous step this time with Ivory + White roughly 50/50 mix and then again with about 50% thinner, so a 1:1:2 ratio. This time we focus the highlights in smaller bands or as Myles might put it, in the upper midtone through to the highlight.

Yet again you could easily call the armor finished now and continue with the detail work.







# White Scar Power Armour

## Torghun Khan

### Step 6: Lupercal Green - Airbrush [Optional]

This step is totally optional, but I liked the effect Myles was able to produce in his video (using P3 Coal Black) and also it kinda fit with the character I'm painting. I just replaced his colour of choice with something more suited for my idea. Lupercal Green was applied heavily thinned down into the shadows, probably about 60-80% thinner. Build up in light layers so it doesn't end up empowering the paintjob. Then when it was dry a filter of Lupercal Green was applied over the entirety of the miniature, even more thinned down.



### Step 7: Opaque White - Airbrush

Opaque White is then used as a final highlight on the most raised areas, following the same structure we build up in the previous steps, thinned down with about 40% thinner, so a 3:2 ratio. Build up the highlight until you are happy. The airbrush stage is now complete. I now applied a coat of gloss varnish, did the decals and freehand, sealed these with some matt varnish and started painting details.





# White Scar Power Armour

## Torghun Khan

### Step 8: Metallic Trim and Pin Wash

As you might have noticed a lot has happened between Step 7 and 8, and I'll try to explain parts of it.

The metallic trim as done using Decayed Metal, Pure Copper and Steel, starting out with a Decayed Metal basecoat, then adding increasing amounts of Pure Copper to this and building up some highlights. Then Pure Copper was applied in tighter bands, then with some Steel added. When I was relatively happy with the result I gave it an all over wash/glaze of Agrax Earthsade Gloss mixed with some Red Ink. This stage was fairly improvised and you might want to refer to Mylcs's video for further details.

I also pin washed the White Armour with Payne's Grey with a bit of Burnt Umber added and then cleaned it up with White Spirit when it had dried slightly.



### Step 9: Ivory + White Highlights & Chipping

To finish of the White Armour I applied some highlights with Ivory and White mixed roughly 50/50. This mixture was used to define the highlights built up with the airbrush previously, but also to define some chips and scratches that was filled in with Rhinox Hide afterwards. The metallic trim was also refined slightly with Steel mixed with a tiny amount of Red Ink.







## Final Result

Before I added some rust streaks and weathering powders I sealed everything with a coat of Matt Varnish. The backpack which was painted seperately was also glued on at this stage. The Nameplate from Versatile Terrain was painted using some of the previously mentioned metallic colours from Scale75, then given a wash of Burnt Umber.



## Afterword

This was such a fun project and it was a nice little exercise trying to make someone elses guide/technique work with the colours I had available. I really hope you've enjoyed this guide and huge thanks to Myles for inviting me to share my results with one of his own tutorials. I think this miniature turned out quite nice and I really hope my friend gets a nice surprise when he recieves it.

If you have any questions, feel free to contact me on Instagram @DornsArrow and if you actually try using my take on the White Scars, I'd love to see your results.

Kind regards  
Christoffer

