



# Basing tutorial

Mars-like base  
– Skorpekh Lord

Step-by-step

## Required elements:

### Paints:

- Rhinox hide
- Doombull brown
- Averland sunset
- Dawnstone
- Ulthian grey
- Abaddon black

### Pigments

- AK Interactive medium rust
- AK interactive light rust
- AK interactive pigment fixer

### Others:

- Skulls
- Rocks
- AK interactive  
Terrains Dark earth (texture paint)
- Any kind of brown texture paint can be used.





We start by adding the texture paint to the base, along with small stones & skulls. We furthermore basecoat all the stones & skulls with a 2:1 mix of rhinox hide & abaddon black.



We now make a wash of a 1:1 mix of rhinox hide & doombull brown, by adding 3-4 parts of water. We now shade around all the edges of the base & around every elements on the base. The important thing is to leave the middle of the base untouched, as this is going to be the brightest area on the base.



We now dry brush the stone elements with a 2:1 mix of mournfang brown & averland sunset.



1) We now drybrush the edges of the stone elements, by adding 1 part of dawnstone to the previous paint mix. Add 1 part of ulthian grey & dry brush the very tips of the stone elements.

2) we now start adding some pigments. Add Medium Rust with an old brush, on all the areas on the base, leaving the very edges of the base untouched. Afterwards we add pigment fixer on all these areas, in order to make the pigment stick to the base.





We now add Light Rust pigment in the very middle of the base, & once again cover it with pigment fixer.



We now just  
need to paint  
the skulls &  
paint the trim  
of the base  
with abaddon  
black, & its  
done!

Pigments rule

