

CITADEL

CONVERSION CHART

To use this chart, simply look up the old Citadel Colour in the top bar and you'll get the best match from the new paint range shown on the accompanying swatch.

This conversion chart allows you to get a good match between colours from our old and new paint range – especially useful if you're mid-project and you need to restock your paint supply. Be aware that as the new paint range comprises brand-new formulations we can suggest close, but not exact comparisons. While we're comparing old and new, it's worth noting the new Citadel Paint range is far larger. In fact, it's doubled in size, with over 70 additional colours to expand your palette and further enhance your models.

| | | | |
|---|--------------------------------------|--------------------------------------|---|
| Sunburst Yellow Flash Gitz Yellow | Dark Angels Green Caliban Green | Codex Grey Dawnstone | Iyanden Darksun Averted Sunset |
| Golden Yellow Yriel Yellow | Snot Green Warpstone Glow | Chaos Black Abaddon Black | Macharius Solar Orange Jokaero Orange |
| Blazing Orange Troll Slayer Orange | Goblin Green Warboss Green | Skull White White Scar | Mechrite Red Mephiston Red |
| Blood Red Evil Sunz Scarlet | Scorpion Green Moot Green | Burnished Gold Auric Armour Gold | Tausept Ochre Bator Brown |
| Red Gore Wazdakka Red | Rotting Flesh Nurgling Green | Shining Gold Gehenna's Gold | Calthan Brown Mournfang Brown |
| Scab Red Khorne Red | Camo Green Elysian Green | Dwarf Bronze Hashut Copper | Khemri Brown Baneblade Brown |
| Dark Flesh Doombull Brown | Catachan Green Castellan Green | Tin Bitz Warplock Bronze | Tallarn Flesh Cadian Fleshstone |
| Dwarf Flesh Ratskin Flesh | Graveyard Earth Steel Legion Drab | Boltgun Metal Leadbelcher | Dheneb Stone Rakarth Flesh |
| Elf Flesh Kislev Flesh | Scorched Brown Rhinox Hide | Chainmail Ironbreaker | Gretchin Green Deathworld Forest |
| Warlock Purple Screamer Pink | Bestial Brown Mournfang Brown | Mithril Silver Runefang Steel | Knarlac Green Loren Forest |
| Liche Purple Xereus Purple | Vermin Brown Skrag Brown | Baal Red Carroburg Crimson | Orkhide Shade Caliban Green |
| Regal Blue Kantor Blue | Snakebite Leather Bator Brown | Asurmen Blue Drakenhof Nightshade | Fenris Grey The Fang |
| Ultramarines Blue Altdorf Guard Blue | Bubonic Brown Zamest Desert | Leviathan Purple Bruchil Violet | Hormagaunt Purple Daemonette Hide |
| Enchanted Blue Caledor Sky | Vomit Brown Tau Light Ochre | Devlan Mud Agarak Earthshade | Mordian Blue Macragge Blue |
| Shadow Grey The Fang | Desert Yellow Tallarn Sand | Ogryn Flesh Rockland Fleshshade | Charadon Granite Stormvermin Fur |
| Space Wolves Grey Fenrisian Grey | Kommando Khaki Karak Stone | Gryphonne Sepia Seraphim Sepia | Necron Abyss Kantor Blue |
| Ice Blue Lothorn Blue | Bleached Bone Ushabti Bone | Thraka Green Biol-Tan Green | Adeptus Battlegrey Mechanics Standard Grey |
| Hawk Turquoise Sotek Green | Fortress Grey Administratum Grey | Badab Black Nuln Oil | Astronomican Grey Celestra Grey |

Games Workshop Paint Guide

Tony Harwood



Games Workshop Paint Guide:

Craft Communities Susan Luckman,Nicola Thomas,2023-12-14 Craft Communities addresses the social groups old and new which have developed around craft production and consumption exploring the social and cultural impact of contemporary practices of making Addressing a wide range of crafting practice from yarnbombs to Shetlands shawls brassware to paper crafting in a variety of regional and national contexts the contributors consider how craft practices operate collectively in the home communities businesses workshops schools social enterprises and online It further identifies how social media has emerged as a key driver of the Third Wave of craft From Etsy to Instagram Twitter to Pinterest online communities of the handmade are changing the way people buy and sell make and meet **ColecoVision Games Guide**

(color edition) Oscar Toledo Gutierrez,2019-07-19 The ColecoVision Games Guide brings you reviews screenshots and trivia of every game made during the ColecoVision s commercial availability For newcomers it will be a great guide to the available games and for fans it will be excellent to discover a few hidden jewels This is the soft cover color edition **Librarian's**

Guide to Games and Gamers Michelle Goodridge,Matthew J. Rohweder,2021-11-15 Helps librarians who are not themselves seasoned gamers to better understand the plethora of gaming products available and how they might appeal to library users As games grow ever more ubiquitous in our culture and communities they have become popular staples in public library collections and are increasing in prominence in academic ones Many librarians especially those who are not themselves gamers or are only acquainted with a handful of games are ill prepared to successfully advise patrons who use games This book provides the tools to help adult and youth services librarians to better understand the gaming landscape and better serve gamers in discovery of new games whether they are new to gaming or seasoned players through advisory services This book maps all types of games board roleplaying digital and virtual reality providing all the information needed to understand and appropriately recommend games to library users Organized by game type hundreds of descriptions offer not only bibliographic information title publication date series and format platform but genre classifications target age ranges for players notes on gameplay and user behavior type and short descriptions of the game s basic premise and appeals

Warhammer 40,000 The Ultimate Guide Gavin Thorpe,Guy Haley,2024-10-29 The first ever Warhammer 40 000 encyclopedia is here Dive into the vast universe of Warhammer 40 000 and explore miniatures from every faction captured in all their glory through official photography Follow key characters throughout the evolution of their models and experience in pinpoint detail the warriors who wage endless war across the ravaged galaxy of the 41st Millennium Explore the Warhammer 40 000 universe and its factions in striking detail The first book of its kind this Ultimate Guide goes into unparalleled detail on the miniatures and lore of Warhammer 40 000 and is sure to delight long time fans and newcomers alike Lavishly illustrated with hundreds of beautifully shot photographs of Warhammer 40 000 miniatures that showcase fine details and intricate designs across each faction from the mighty Space Marines to the ravenous Tyranids foul Chaos Daemons deathless

Necrons and more Written by Guy Haley and Gav Thorpe these prolific Black Library authors who are household names of Warhammer fandom walk you through this world with richly detailed descriptions and insights into the lore Packed with insight into the game s defining miniatures Warhammer 40 000 The Ultimate Guide goes deep into the Warhammer 40 000 universe like never before Whether you re a new fan who wants a complete guide to the setting a collector of miniatures a follower of the lore or simply looking to celebrate your favorite hobby this must have volume is an essential visual journey through the grim darkness of Warhammer 40 000 Copyright Games Workshop Limited 2024

Navigating Imaginary Worlds Mark J.P. Wolf,2025-06-16 This edited anthology offers a collection of essays that each look at various types of wayfinding Together they explore a variety of wayfinding tools and techniques and their applications as well as ways of keeping track of the construction of worlds too With transmedial worlds extending over multiple media multiple authors and sometimes even multiple decades of creation a wealth of different issues can arise worlds need to direct audience members into how to organize them conceptually Edited by Mark J P Wolf and featuring contributions from a distinguished set of authors from interdisciplinary backgrounds this book enriches the theory history and practice of world building through the exploration of navigation The essays have many overlapping concerns and together they provide the reader with a range of discussions regarding wayfinding and the many ways it intersects with world building and world experiencing activities Thus rather than just analyzing worlds themselves the anthology also asks the reader to consider analyzing the act of world building itself This collection will be of interest to students and scholars in a variety of fields including Subcreation Studies Transmedia Studies Popular Culture Comparative Media Studies Video Game Studies Film Studies and Interdisciplinary Literary Studies

Amazons in the Digital Era Arturo Sánchez Sanz,2025-09-04 For more than 3 000 years the Amazons have been a recognised symbol that transcends mythology and has influenced history itself The image of the powerful warrior woman who defied the established patriarchal order proved so compelling that it became permanently enshrined in the collective imagination first through oral tradition and later through texts and images The contributions in this volume explore how this image has endured through the lens of classical reception From Wonder Woman to the war in Ukraine and across diverse genres such as video games fashion warfare and documentary film the Amazonian archetype has evolved beyond anything once imagined Today however we are witnessing a true transformation No longer embodying the negative traits the Greeks once ascribed to them the Amazons have become a symbol of strength resilience and empowerment a model for women s rights in a global society and an icon of feminism and the LGBTQIA community Divided into three parts this book analyses how the image of the Amazon has at different times and in different contexts been marginalised put on a pedestal and globalised For the first time media case studies and lived histories are examined to compare and contrast modern frameworks with each other and with the original Amazonian iconography What emerges is a concept of the Amazon as a modern paradigm that speaks as strongly to contemporary society as it did to the ancients but with a very different

meaning **Lord of the Rings** Alessio Cavatore, Matt Ward, Rick Priestly, Talima Fox, Mark Owen, Alexander Boyd, David Gallagher, 2003-09 **The Rough Guide to the Lord of the Rings** Angie Errigo, Paul Simpson, 2003 A guide to the characters places landscapes and artifacts of Middle earth profiles hobbits men elves dwarves wizards and orcs

Modelling and Painting Fantasy Figures Paul Stanley, 2019-01-31 A wide array of fantasy miniatures is available to wargamers and modellers manufactured from an increasing number of different materials each with their own unique modelling challenges From the multipart hard plastic 28mm miniature to the metal and resin models common in all other scales this book provides wargamers with a wealth of information to achieve the best results It discusses issues of scale with fantasy miniatures demonstrates a variety of modelling and painting techniques at different scales provides step by step guidance on building converting repairing and painting figures explains dry brushing techniques the three colour method multilayering and shading with washes and finally it considers basic techniques and maintaining the compatibility of miniatures between different gaming systems Whether modelling single figures a handful of warriors for a warband or tackling a huge army for a mass battle game there is something for every fantasy figure modeller collector or gamer Discusses issues of scale with fantasy miniatures Demonstrates a variety of modelling and painting techniques at different scales Provides step by step guidance on building converting repairing and painting figures Lavishly illustrated with 274 colour photographs **One-Hour Wargames** Neil Thomas, 2014-09-03 A fun and practical new approach to wargaming that lets you complete a game in about an hour includes rule sets and scenarios for most popular periods One of the biggest problems facing wargamers is finding the time to actually play Most commercially available games require several hours to set up and see to a conclusion some can even take a whole day or weekend to complete Apart from time lack of space can also keep wargamers from enjoying their favorite pastime In One hour Wargames veteran gamer and rule writer Neil Thomas has addressed both problems Now it is practical to play a satisfying game in around an hour on a normal dining table or living room floor The book contains 8 all new sets of very simple rules for various periods from Ancient to WW2 and thirty stimulating scenarios which can be played using any of them All the rules and scenarios are intended to be played on a 3ft x 3ft battlefield The rules only require a small number of miniatures so this really is an ideal way for new gamers or veterans trying a new period to get started with minimal investment of time and money Also ideal for a quick game in the evening with a friend Also included are sections on campaigns and solo games **Getting Started in ZBrush** Gregory S.

Johnson, 2024-06-26 Getting Started in ZBrush is a gentle introduction to ZBrush today s premier digital sculpting program Beginning with the fundamentals of digital sculpting as well as a thorough introduction to the user interface Getting Started in ZBrush will have you creating a variety of professional level 3D models in no time More than just another button pushing manual this comprehensive guide is packed with start to finish projects that ease you into the workflow of the program while at the same time providing tips and tricks that will allow you to achieve certain tasks much more quickly After progressing

through the tutorials you will be shown how to customize brushes materials scripts and the interface so that you can utilize these tools to their full advantage Special consideration is given to ZBrush s integration plug ins with Maya and 3ds Max allowing you to properly import and export your models in all programs Texturing painting mapping decimation baking and topology are also fully covered so your Zbrush creations can come to life without sacrificing that high resolution look Ease your way into this complex subject with this straight forward approach to Zbrush Perfect your technique with step by step tutorials that allow you to create high resolution models from start to finish Expand your knowledge by visiting the companion website which features video demonstrations project files texture and model files scripts customized menus brushes and additional resources Written with the digital beginner in mind this book will teach you all of the necessary information to begin working in ZBrush to create magnificent works of digital artwork Through this book ZBrush will empower you to be the digital artist you always wanted to be

You Are The Hero Jonathan Green,2014-09-07 Fighting Fantasy gamebooks have sold over 17 million books worldwide in over 30 languages But when Steve Jackson and Ian Livingstone sat down to write The Warlock of Firetop Mountain they had no idea this one book would go on to spawn another eighty or more titles and have an immeasurable impact on a generation of children growing up in the 1980s Part history part celebration YOU ARE THE HERO chronicles more than three decades of Fighting Fantasy Written by Jonathan Green author of seven Fighting Fantasy titles this mighty tome will appeal to anyone who ever wiled away a washed out summer holiday with only two dice a pencil and an eraser for company This is a fixed format PDF eBook with all of the same stunning full colour artwork as the hardback and paperback Best viewed on a colour screen of 7 upwards as a daily reader to keep your precious hardback safe YOU ARE THE HERO is as read under the covers immersive as its subject matter great characters amazing stories and a surprise behind every door 5 stars SCIFI Now The most comprehensive history of the Fighting Fantasy phenomenon I ve ever seen With its maps notes art and photographs it s not just a celebration but a fascinating resource SFX How many thousands of heroes did these books create And how many lost their lives with a bad roll of the dice A publishing phenomenon without which computer games wouldn t be what they are today About time these books were celebrated Now go to page 45 and face your nemesis Charlie Higson

Wargames Terrain & Buildings Tony Harwood,2020-06-19 Master terrainer Harwood offer s advice on 10 projects from the mosque on the cover to mud brick buildings to grass huts he knows his stuff Historical Miniatures Gaming Society The Middle East and North Africa have been the backdrop for many conflicts through the centuries making them a popular setting for miniature wargames Whether you are fielding your Parthians against invading Roman legions Crusaders against Saladin s Saracens recreating Lawrence s exploits in Arabia or trying to halt Rommel at El Alamein this book will help you set the scene for your games Expert terrain modeler Tony Harwood takes the reader through a range of projects step by step from selection of materials to the finished items Each stage is illustrated with color photographs The projects have been selected to provide a useful range of features but also to introduce materials

and techniques the reader can then apply to further buildings and terrain pieces Included are a range of traditional mud brick dwellings shops mosque well palm trees rocky outcrop Bedouin tent El Alamein railway station Sudanese huts colonial river gunboat They are easily adaptable to different scales Suited to novice and experienced modelers alike Soon your DAK or Desert Rat themed builds will look right at home in their natural setting No matter your skill level the information in the book will give you all you need to dive right in and give it a try **AMPS** A lavishly illustrated how to book full of full color photographs detail ing the construction of 9 buildings and 1 gunboat in a spread of 15mm and 28mm scales full of useful tricks and tips **History of War Game Design** Jim Thompson,Barnaby Berbank-Green,Nic Cusworth,2007-03-09 Practical complete coverage of game design basics from design process to production This full color structured coursebook offers complete coverage of game design basics focusing on design rather than computer programming Packed with exercises assignments and step by step instructions it starts with an overview of design theory then progresses to design processes and concludes with coverage of design production Jim Thompson Barnaby Berbank Green and Nic Cusworth London UK are computer game designers and lecturers in animation and computer game design **GameAxis Unwired** ,2004-10 GameAxis Unwired is a magazine dedicated to bring you the latest news previews reviews and events around the world and close to you Every month rain or shine our team of dedicated editors and hardcore gamers put themselves in the line of fire to bring you news previews and other things you will want to know **The Napoleonic Wars** Tony Harwood,2019-05-30 Create good looking buildings and terrain for your gaming table including a stone well a Russian windmill and a Peninsular diorama **Wargames and Railroads** Any miniature wargame is greatly enhanced by realistic and evocative scenery and buildings but commercial ready made pieces can be expensive Building your own can be a cost effective and very rewarding alternative another hobby in itself but it can be hard to know where to start **Wargames Terrain and Buildings** is a series of books aimed at giving wargamers the skills techniques and guidance they need to create their own stunning and practical model buildings In this volume master modeler Tony Hardwood shares his years of experience and presents the reader with a wide range of projects for the Napoleonic era With the aid of step by step photographs he guides the reader through building and finishing each of these models which are organized in three sections of increasing complexity and encompass a range of scales and different materials Nine projects are included but the techniques and skills demonstrated along the way along with valuable advice on tools construction materials and paints can be adapted and applied to a much wider range of structures to grace your battlefields This book is marvelous in so many ways The construction of the example buildings and other structures is described step by step with clear photographs of each The construction process is straightforward and includes some great combinations of techniques that make so much sense **The Chauvinistic Blog** A little masterpiece All in all a superb book **Vintage Airfix Modelling the Churchill Tank** Mark Bannerman,Dinesh Ned,2012-06-20 The Churchill saw much action in World War II from the 1942 raid on Dieppe through the heat of the battles in North Africa to the bitter fighting in

Normandy 1944 and into the Reich in 1945 Despite criticism that it was slow and outmoded in terms of design it proved itself a rugged and solid vehicle This title provides a comprehensive guide to modelling the Churchill across a range of skill levels featuring challenging builds of numerous marks and variants including brideglayers flame throwers such as the Crocodile and customised assault vehicles such as the spigot mortar armed ARVE *The London Guide* Nicholson Guides,1987 Big Book of Home Learning Mary Pride,1991-04 Offers an incredible array of learning products for every age level including computers art and music Available **AK090 RATZ. ROD(Z) AND RUST** Virgil Suárez,2011 Virgil Suarez aka Dr Cranky brings you this 120 page book about weathering civilian vehicles contains over 200 photographs and numerous old and new weathering techniques This is a very useful book to modellers who are interested in modeling civilian vehicles but is not limited to them The tips and techniques in this book can easily be applied to models of any scale or subject This book will get the wheels in your head turning Beginners novice and even up to professional modelers will find the contents of this book very valuable Dr Cranky covers painting rust dust rain mud and other techniques that will bring the quality of your models to the next level This book also includes a gallery of Dr Cranky and other world renowned modelers work providing inspiration for all modelers

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