CITADEL ARTIFICER TINT SET
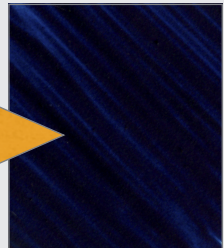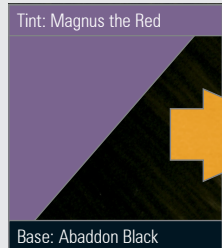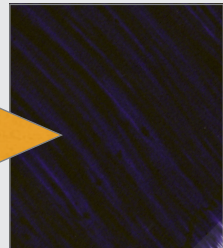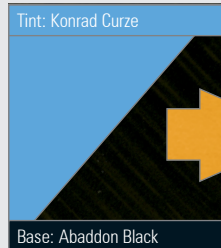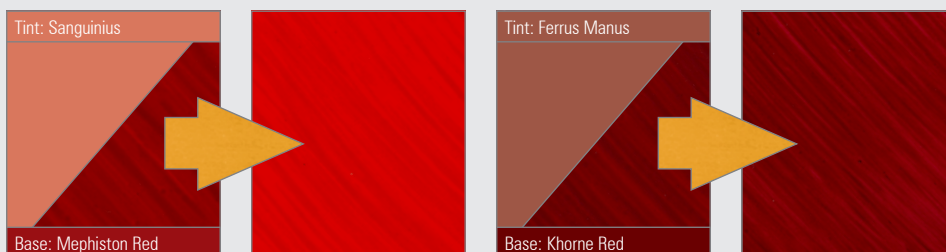
There's a rather unusual new paint set available this month: the Citadel Artificer Tint Set. Described as 'a chemistry set for painters', you might be wondering just what you can do with it…

The beauty of the Citadel Painting System is that it gives you everything you need to basecoat, shade and highlight your models without having to mix paints or engage in any hard-to-master techniques like blending. It really is everything you need. Of course, we all know there are those experienced painters who go far beyond that in their dabblings; if that's you, then the Artificer Tint Set may be of interest. The set includes 10 'tints', each named after a Primarch, extra-strong concentrations of pigment which you can mix with other Citadel paints (or even add to whole pots) to change their colour. What might you achieve with this? Well, here are a few ideas…

REINFORCING A COLOUR

Tints can be used to add more pigment to a paint, intensifying its basic colour. Adding a little Sanguinius to Mephiston Red, for example, produces a very vivid red, while a couple of drops of Ferrus Manus added to Khorne Red will produce a rich, deep red. If a colour is slightly muted (which might be great for a very 'realistic' finish), a tint will produce a stronger tone, which you might use for very bright areas like plasma or power weapons. Using a tint also means the paint will maintain its intensity even when thinned down – useful for techniques like blending.

Tint: Sanguinius
Base: Mephiston Red

Tint: Ferrus Manus
Base: Khorne Red

Tint: Konrad Curze
Base: Abaddon Black

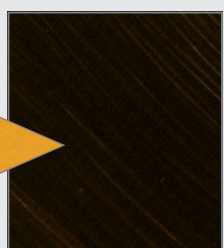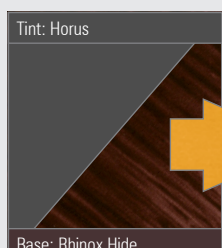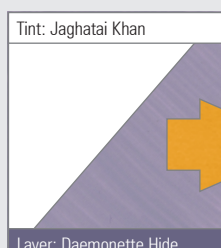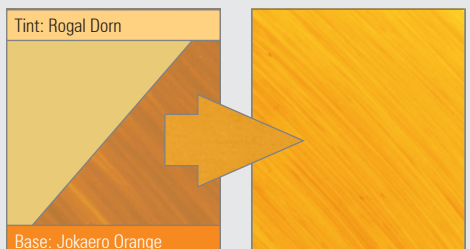Tint: Magnus the Red
Base: Abaddon Black

MAKING A MORE INTENSE BLACK

Black is often highlighted with blues or greys to produce different effects like reflective, jet or matt blacks. Adding a tint to your Abaddon Black provides a basecoat with a hint of the same tone you'll use for highlighting. Konrad Curze (a bluish tint) and Magnus the Red (a violet, purplish tint) are ideal choices (as is the green-hued Vulkan). Using other Citadel paints to do this will tend to lighten the black as well, but tints will keep the black rich and intense (plus you only need a few drops to produce a whole pot of your new colour, rather than mixing it every time).

RADICALLY SHIFTING A HUE

Tints allow you to change a paint's hue, and this can be as drastic as you like. You might use a few drops of Vulkan to push a turquoise colour from a 'blue' turquoise to a 'green' turquoise, for example. The advantage of using tints is that, since the pigment is so intense, the new colour will retain the qualities of the original paint. So, if you want an orange basecoat, but want it to be slightly more fiery than Jokaero Orange, you can mix in a little Rogal Dorn and the resulting colour will still have the qualities of a Base paint (paints from the Layer range will tend to thin the paint somewhat).

Tint: Rogal Dorn
Base: Jokaero Orange

Tint: Vulkan
Layer: Sotek Green

Tint: Jaghatai Khan
Layer: Daemonette Hide

Tint: Horus
Base: Rhinox Hide

Tint: Perturabo
Layer: Loren Forest

Tint: Lorgar
Base: XV-88

SUBTLY SHIFTING A HUE

You can also use tints to make subtler changes in hue, changing a paint's 'tonal quality' rather than changing its colour outright. You might, for example, combine Daemonette Hide with a little Jaghatai Khan to create a paler but still very close variation on the colour. In this way you can create a highlight or a shade for your chosen paint and, again, you can do this without changing the qualities of the paint too drastically (and you can quickly make a whole pot of the colour if it's one you plan to use often).

You can also use the lighter tints in particular to create a paler tone to sit alongside the original richer one. You might mix Mechanicus Standard Grey with a bit of Konrad Curze to give you another grey to use alongside it on a model, but a slightly 'cooler' one, contrasting with the 'warm' Mechanicus Standard Grey.
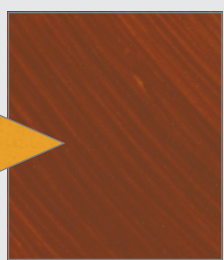
Colours are, of course, composites of other colours, so you can use tints to emphasise different constituent tones. A little Perturabo will emphasise the brownness of an otherwise yellowish green like Loren Forest, while a little Lorgar in XV-88 will emphasise its reds and oranges, producing a red ochre or terracotta colour.