



Astra Militarum banner



Before we start painting the miniature, we locate the light reflections on the banner by taking a picture of it under our desk lamp. I primed it in Chaos black as it has a great shine to it.

Paints used :

Banner

- Dark sand (Vallejo mc)
- Kantor blue
- Black
- Ice yellow (Vallejo mc)
- Mephiston red
- Evil suns scarlet
- Wild rider red
- Silver grey (Vallejo mc)
- White
- Dark grey (Vallejo mc)
- US field drab (Vallejo mc)
- Seraphim sepia
- Reikland fleshshade
- Retributor armour
- Silver (Vallejo mc)
- Agrax earthshade





We start by basecoating the banner with a 3:1 mix of US field drab & dark grey.



We now glaze in the frame of the light reflections, by adding 1 part more of US field drab to the basecoat mix. Add 1-2 parts of water.



We now add a ½ part of dark sand to the previous mix & glaze towards the center of the light reflections.



We now shade the deepest recesses with agrax earthshade. We furthermore shade the untouched areas, with seraphim sepia. 2 layers is fine. Finally we add another ½ part of dark sand to the mix in the last step & glaze the center of the light reflections. We also edge highlight all edges with the same mix. Before we move to the next xtep, we basecoat / or black line in between the painted areas & the untouched areas, in order to create a stronger contrast between the different painted elements.



We now basecoat the blue areas, with a 2:1 mix of kantor blue & black.



We now take pure kantor blue & glaze the frame of the light reflections.



We now make a 3:1 mix of kantor blue & ice yellow & glaze/ or stipple the center of the light reflections.



We now add 1 part more of ice yellow & glaze/ or stipple the very center of the light reflections. We furthermore add scratches & highlight around the edges with the same mix as we used in the previous mix. We now basecoat the red areas with a 2:1 mix of mephiston red & black.



We now glaze the frame of the light reflections by adding 1 part of mephiston red & evil suns scarlet to the previous mix.



We now add 2 parts of evil suns scarlet & a $\frac{1}{2}$ part of wild rider red to the previous mix & glaze the center of the light reflections. For the very center of the light reflections, we add 1 part more of wild rider red. We furthermore add scratches & highlight around the edges with evil suns scarlet.

We now basecoat the angel wings, with a 3:1 mix of silver grey & dark grey.



We now glaze the center of the light reflections by adding 2 parts of silver grey to the previous mix.



We now glaze the center of the light reflections, by adding 1 part of white to the previous mix & edge highlight with the same mix. For the sharpest edges we highlight with pure white. We now basecoat the gold with retributor armour & wash it with reikland fleshshade.



We now layer the most raised areas with retributor armour again, & edge highlight the gold with a 1:1 mix of retributor armour & silver. Done 😊 !