



**Skaven warlord NMM
copper armour
PDF tutorial**

Paints used :

- Skrag brown
- Red leather (Vallejo mc)
- Mournfang brown
- Abaddon black
- Sunny skin tone (Vallejo mc)
- Evil suns scarlet
- Volcano yellow (AK interactive)
- Incubi darkness
- Cavalry brown (Vallejo mc)
- Orange brown (Vallejo mc)
- Ice yellow (vallejo mc)





Before we start painting the miniature, we locate the light reflections on the armour parts,
By taking a picture of it under our desk lamp. I primed it in Chaos black as it has a great shine to it. I have added a guide for how to locate light reflections in the patreon post.



We start by basecoating the whole armour with a 1:1:1 mix of mournfang brown, abaddon black & cavalry brown. We furthermore add a $\frac{1}{2}$ part more of abaddon black to the basecoat mix & basecoat some of the most shaded areas (see reference photo from page 2) – i have also pointed some of the areas out.



We now glaze the frame of the light reflections on the armour, by adding a $\frac{1}{2}$ part of mournfang brown & skrag brown to the first basecoat mix – add 2-3 parts of water.



We now add a $\frac{1}{2}$ part of skrag brown & red leather to the previous mix & glaze towards the center of the light reflections.



We now add a $\frac{1}{2}$ part of orange brown to the previous mix & glaze the center of the light reflections.



We now add a $\frac{1}{3}$ part of sunny skin tone to the previous mix & glaze the center of the light reflections once again.



We now add a $\frac{1}{2}$ part of sunny skin tone to the previous mix & glaze the very center of the light reflections - we furthermore add a $\frac{1}{2}$ part of ice yellow to the previous mix & add a couple of small dots in the very center once again. We furthermore shade the remaining areas by adding a $\frac{1}{2}$ part of abaddon black to the basecoat mix - add 2-3 parts of water (also add another $\frac{1}{2}$ part to the second basecoat mix in step 1).



We now work on the secondary light reflections. We glaze a secondary light reflection on some of the shaded areas, by adding a 2:1 mix of skrag brown & evil suns scarlet, to the previous mix – add 2-3 parts of water. We furthermore make a 1: ½ : ½ mix of pure skrag brown, evil suns scarlet & volcano yellow & glaze the center of the secondary light reflections. I've pointed some of the areas out for the secondary light reflections – ive also added a guide for how to understand secondary light reflections in the post.



We now edge highlight the all the edges on the armour, that is not closest to the brightest light reflections with a ½ : ½ : 1 mix of red leather, orange brown & sunny skin tone – add 1 part of water. For the edges closest to the light reflections, we edge highlight with the same mix as for the center of the light reflections. Optional : glaze with thinned down incubi darkness in the shaded areas – add 3 parts of water. Done 😊 !