



**Ragnar
Blackmane
armour**

Step-by-step

◆ Paints required:

◆ Armour

- Abaddon black
- Corvus black
- Russ grey
- Fenrisian grey
- Sotek green
- Stegadon scale green
- White
- London grey (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 have primed the miniature in Chaos Black as it has a great shine to it, which makes it easier to locate the different light reflections. I have added a guide for how to locate light reflections in the post description.



We start by basecoating the armour with a 2:1:1 mix of stegadon scale green, russ grey & corvus black .



We now glaze in the frame of the light reflections on the armour by adding 1 part more or russ grey to the basecoat mix – add 2-3 parts of water.



We now take pure russ grey & glaze towards the middle of the light reflections on the armour.



We now add a 1/2 part of fenrisian grey to the russ grey & glaze the middle of the light reflections on the armour.



We now shade the areas still covered in the basecoat, by adding a $\frac{1}{2}$ part more of corvus black & stegadon scale green to the basecoat mix – add 2-3 parts of water. We furthermore add some secondary light reflections in between the brightest light reflections on the shaded areas (i have pointed some of them out) with a $\frac{1}{2} : \frac{1}{2} : 1$ part of london grey, sotek green & stegadon scale green – add 2-3 parts of water.

We now shade the deepest recesses & nails with thinned down corvus black - afterwards we edge highlight the armour with a 1:1 mix of russ grey & fenrisian grey. Finally we highlight the nails with white.



We now glaze the very middle of the light reflections with pure fenrisian grey – add 2-3 parts of water. We furthermore add some scratches on the armour by painting thin lines & dots with russ grey. The armour is now finished 😊 !