



**Emperors
champion black
armour
Step-by-step**

◆ Paints required:

Black armour

- White
- Abaddon black
- Mournfang brown
- Skrag brown
- Dark blue grey (Vallejo mc)





Before we start painting the miniature, we locate the light reflections on the armour of the emperors champion, 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 post description.



The inspiration for the armour came from these Warhammer Arts of the Black Templars. I am going to do the bases with the same brown tones & the upper 2 pictures – this means that i am going to do some brown secondary light reflections on the black armour Lets go !



We start by basecoating the armour with abaddon black – give it 2-3 layers.



We now glaze in the frame of the light reflections on the armour , by adding the very tip of your brush with white (Less is more in this tutorial), to the abaddon black – add 2-3 parts of water.



We now add another brush tip of white to the previous mix & glaze towards the middle of the light reflections.



Once again, we add just a brush tip to the previous mix & glaze the middle of the light reflections.



We now glaze the very middle of the light reflections by adding the final brush tip of white to the previous mix.



We now add a very small dot of pure white in the middle of the light reflections. We furthermore work on the secondary light reflections. We start by glazing the lower areas of the armour, with a 2:1 mix of abaddon black & mournfang brown – add 2-3 parts of water.



We now add 1 part of skrag brown to the previous mix & glaze further towards the lowest area of the armour. We furthermore edge highlight the armour with dark sea grey (avoid the edges closest to the brightest light reflections).



We now highlight all the nails with pure white. We furthermore add a couple of scratches with a 1:1 mix of abbaddon black & dark sea grey, by painting thin lines & dots. Finally we highlight all the edges closest to the light reflections with a 2:1 mix of white & dark sea grey.



**We now continue the same
steps on the rest of the
armour, & it is now finished**

