



**Witch king cloth & dirty steel**  
**armour**  
**Step-by-step**

# ◆ Paints required:

## Cloth

- Abaddon black
- Stegadon scale green
- Basic skin tone (Vallejo mc)
- Corvus black

## Dirty NMM steel armour areas

- Basalt grey (Vallejo mc)
- Administratum grey
- White
- Mournfang brown
- British Khaki (AK interactive – xv88 can also be used)
- Seraphim sepia (Citadel wash)





Before we start painting the miniature, we locate the light reflections on the cloth & armour, 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.



**We start by basecoating the cloth with a 1:1:1 mix of abaddon black, corvus black & stegadon scale green.**



**We now glaze in the frame of the light reflections on the cloth by adding 1,5 part of stegadon scale green to the basecoat mix – add 2-3 parts of water.**



**We now add 1 part of stegadon scale green & a 1/2 part of basic skin tone to the previous mix & glaze the middle of the light reflections on the cloth.**



**We now add another 1/2 part of basic skin tone to the previous mix & glaze the very center of the light reflections. We furthermore shade the deepest recesses with pure abaddon black – add 2 parts of water,**



**We now work on the steel areas. We start by basecoating it with a 1:1 mix of corvus black & basalt grey.**



**We now add 1 part of administratum grey to the basecoat mix & glaze the frame of the light reflections on the armour.**



**We now take pure administratum grey & glaze towards the center of the light reflections.**



**We now add a  $\frac{1}{2}$  part of white to the administratum grey & glaze the center of the light reflections. We edge highlight with the same mix. We furthermore add secondary light reflections on the shaded areas, by adding a  $\frac{1}{2}$  part of administratum grey & british khaki to the basecoat mix – add 2-3 parts of water. I have pointed some of the areas out. Finally we shade the deepest recesses with pure abaddon black – add 2 parts of water.**



**We now glaze the very center of the light reflections by adding 1 full part of white to the previous. We furthermore shade some of the recesses with mournfang brown . Add 2 parts of water.**



**We now wash the whole armour with seraphim sepia. 1 layer is fine, but if you want it to look more rusty, you can give it one more layer. We now highlight some of the sharpest areas with pure white – add 1 part of water. Its now done 😊 !**