



Gutrot green armour PDF tutorial



Before we start painting the miniature, we locate the light reflections on the 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 patreon post.

Paints used :

- Castellan green
- Black green (Vallejo mc)
- Sky green (Vallejo mc)
- Abaddon black
- Olive green (Vallejo mc)
- Mournfang brown
- Troll slayer orange





We start by basecoating the armour with a 1:1:1:1/2 mix castellan green, abaddon black, black green & olive green.



We now glaze the frame of the light reflections by adding a 1/2 part of castellan green & olive green to the basecoat mix. Add 2-3 parts of water.



We now add $\frac{1}{4}$ part of green sky to the previous mix & glaze towards the center of the light reflections.



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



We now shade the remaining areas, by adding 1 part more of abaddon black to the basecoat mix – add 2-3 parts of water. We furthermore add the final ½ part of sky green to the previous mix & glaze the very center of the light reflections. Finally we glaze the wounds in the armour, with a 1:1 mix of mournfang brown & abaddon black. Add 2 parts of water.



We now glaze the very center of the wounds with first mournfang brown , & then troll slayer orange. We furthermore edge highlight all the edges & small wounds with the same mix as used in the previous stage – or a 2:1 mix of castellan green & sky green. We furthermore highlight all the sharpest points & edges closest to the light reflections, by adding 2 part more of sky green to the previous mix. Its now done 😊 !