



**Typhus
green
armour &
white
helmet**

Step-by-step

◆ Paints required:

Green armour

- Black green (Vallejo mc)
- Emerald (Vallejo mc)
- Light green (Vallejo mc)
- Ivory (Vallejo mc)
- Moot green
- Green yellow (Vallejo mc)
- Abaddon black

White helmet

- Intermediate blue (Vallejo mc)
- Buff (Vallejo mc)
- White
- Rhinox hide
- Skrag brown





Basecoat the armour with a 2:1 mix of black green & emerald.



We now glaze the frame of the light reflections with a 1:1 mix of black green & emerald. Add 2-3 parts of water. I have added a video tutorial for how to glaze & a pdf guide for how to locate light reflections.



We now glaze more towards the middle of the light reflections , by adding of light green to the previous mix.



We now glaze the middle of the light reflections with light green.



We now work on a new oozy green light reflection, coming from the environment Typhus is appearing in – we place this light reflection on the areas on the armour that is still covered in the basecoat – the darker areas. We glaze the frame of the light reflections with a 1:1 mix of black green & moot green. Add 2-3 parts of water.



We now glaze the middle of the light reflections with pure moot green.



We now glaze the very middle of the invironmental light reflections with green yellow. Now they are done & we move on to the previous light reflections 😊 !



We now shade all the deepest recesses with a 1:1 mix of abaddon black & black green – add 3 parts of water. We furthermore edge highlight the armour with a 2:1 mix of light green & ivory – with the same mix we glaze the very middle of the light reflections once again. Add scratches here & there with the same mix, by painting thin lines & dots.



We now basecoat the helmet with intermediate blue .



We then layer the helmet with a 2:1 mix of buff & intermediate blue.



We now shade all the recesses with a 1:1 mix of rhinox hide & skrag brown – add 2-3 parts of water.



We now glaze the deepest recesses with skrag brown. Add 2-3 parts of water.



We now edge highlight the helmet with a 1:1 mix of white & buff. We furthermore add a couple of scratches on the helmet with a 1:1 mix of rhinox hide & abaddon black. Now the green armour & white helmet is done!