



**Black templar Terminator
black 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.



Its always a good idea to have a reference photo, of the element you are painting – here you can use either fantasy artworks or real life photos. In this case studied this artwork, that i found by searching for ”Black templar artwork”, & used the black armour as a reference. Lets go!

Paints used :

- Black (Vallejo mc)
- Rubber black (AK)
- Dark blue grey (Vallejo mc)
- Pale grey (AK)
- Seraphim sepia (Citadel old formular)
- Mournfang brown (Citadel)
- Dark sea grey (Vallejo mc)

Techniques used:

- Glazing/stippling
- Adding scratches

Video tutorial as reference, for each techniques :

<https://www.patreon.com/posts/nmm-gold-shield-76209527>





We start by basecoating the armour with a 2:1 mix of rubber black & black.



We now add 1 part of dark blue grey to the basecoat mix & glaze/ or stipple the frame of the light reflections. Add 1-2 parts of water.



We now add 1 part of rubber black to the previous mix & glaze/ or stipple in between the frame of the reflection & basecoat, in order to smooth the transition more out. Add 2 parts of water.



We now add 1 part more of dark blue grey to the same mix, as in step 2, & glaze/ or stipple towards the center of the light reflections.



We now add 1 part of dark sea grey to the previous mix & glaze/stipple the center of the light reflections. We furthermore add some scratches/dots surrounding the light reflection, with the same mix, by painting thin lines & dots. If you want to view how i add these scratches, i recommend watching the video tutorial i did for the NMM gold skeleton shield – its added on the 4th page.



We now add 1 part more of dark sea grey & glaze/stipple towards the very center of the light reflections.



We now add 1 part of pale grey to the previous mix & glaze/stipple the very center of the light reflections. We furthermore add scratches, on the remaining black areas, with dark blue grey.



We now add a highlight, on the lower edge of some of the scratches, with dark sea grey. Above the scratch, we add a line or dot of pure black. We furthermore add a dot of pure pale grey, in the very center of the light reflections.





We now glaze on some of the armour parts, that are facing downwards, with a 1:1 mix of rubber black & mournfang brown – for example the lower part of his leg armour . We then add a layer of seraphim on top of it. Finally we edge highlight all the edges, that are catching light (check the reference photo on page 3) or is close to the main light reflections, with a 1:1 mix of dark sea grey & pale grey. For the remaining edges, we highlight with a 1:1 mix of dark sea grey & dark blue grey. For all of the sharpest edges, we add a dot of pure pale grey. Its now done ☺ !