



**Hammerhal Ghyra shield  
PDF tutorial**

# Paints used :

## Red wood & beige badge :

- Nocturnal red (Vallejo game color)
- Evil suns scarlet
- Jokero orange (Citadel)
- Salmon (AK)
- Decomposed flesh (AK)
- White
- Seraphim sepia
- Rubber black (AK)
- Decal from the Cities of sigmar box

## Dark steel trim :

- Rubber black (AK)
- Dark sea grey (Vallejo mc)
- Pale grey (AK)
- Dark grey (Vallejo mc)







We start by basecoating the wood, with a 3:1 mix of nocturnal red & rubber black.



We now layer all the raised areas on the wood, with a 1:1 mix of nocturnal red & evil suns scarlet. Add 1 part of water.





We now add 1 part of jokero orange to the previous mix & highlight the further towards the center of the raised areas.



We now add 1 part more of jokero orange to the previous mix & highlight the center of the raised areas & all the sharpest edges, like the cuts in the wood.





We now add 1 part of salmon to the previous mix & highlight the sharpest edges & the lower edge of the cuts in the wood.

We furthermore begin on the trim – we start by basecoating it with a 1:2 mix of dark grey & rubber black. We then layer the edges, with dark grey.



We now highlight all the edges & add scratches with dark sea grey . We furthermore make a 1:1 mix of dark sea grey & pale grey & highlight the edges facing upwards. The nails & sharpest edges is then highlighted with pure pale grey.

Finally we basecoat the badge with decomposed flesh.





We now add the decal, and add 2-3 layers of seraphim sepia on the lower half of the badge. The upper quarter, edges & scratches was then highlighted/added with a 2:1 mix of decomposed flesh & white. The shield is now done 😊