



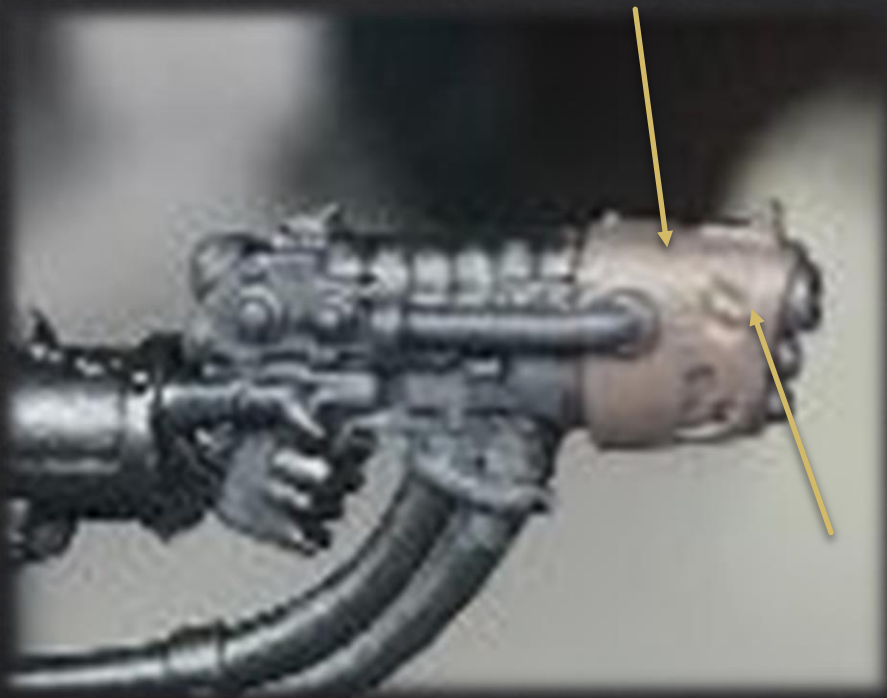
**Wordbearer
praetor
plasma gun
Step-by-step**

◆ Paints required:

Plasma gun

- Moot green
- Ice yellow (Vallejo mc)
- Abaddon black
- Skrag brown
- Cavalry brown (Vallejo mc)
- British khaki (AK interactive)
- Volcano yellow (Vallejo mc)
- Deep green (Vallejo mc)
- Basalt grey (Vallejo mc)





Before we start painting the miniature, we locate the light reflections on the sword blade , 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 bronze area on the gun, with a 1:1:1/2 part of abaddon black, cavalry brown & mournfang brown. We furthermore basecoat the rest of the metal parts of the gun with a 2:1 mix of corvus black & abaddon black.

We now basecoat the plasma coil, with a 2:1 mix of deep green & abaddon black. We furthermore add 1 part of deep green to the other basecoat mixes used in the previous step & glaze the areas of those, closest to the plasma coil – add 2 parts of water.



We now add 1 part of moot green to the basecoat mix for the plasma coil, & glaze towards the lowest area on the plasma coil & in between the recesses. We furthermore add 1 part of moot green to the other mixes of the other metal areas, & glaze further towards the edges that are closest to the plasma coil.

We now add 1 part more of moot green to the previous mix & glaze further towards the lowest area on the plasma coil & in between the recesses. We furthermore add $\frac{1}{3}$ part of ice yellow to the same mix & glaze the same areas again.



We now make a 1:1 mix of moot green & ice yellow & glaze the very lowest area of the plasma coil & in the recesses closest to the lowest area on the coil.



We now add 1 part more of ice yellow to the previous mix & glaze the very center of the lowest area on the plasma coil. We furthermore add 1 part more of abaddon black to the basecoat mix & glaze on the top area of the plasma coil, avoiding the recesses – add 2 parts of water.



We now work on the bronze area. We start by glazing the frame of the light reflections, by adding a $\frac{1}{2}$ part of mournfang brown & cavalry brown to the basecoat mix – add 2-3 parts of water.

We now add 1 part of british khaki to the previous mix & glaze the towards the center of the light reflections.



We now add a $\frac{1}{3}$ part of ice yellow to the previous mix & glaze the center of the light reflections.



We now add a $\frac{1}{2}$ part of ice yellow to the previous mix & glaze the very center of the light reflections. We furthermore add a secondary light reflection, on the lower quarter of the bronze area, by adding 2 parts of skrag brown & a $\frac{1}{2}$ part of volcano yellow to the basecoat mix – add 2 parts of water.



We now make a 2:1 mix of skrag brown & 1 part of volcano yellow & glaze the center of the secondary light reflection. We furthermore edge highlight the gun with a 2:1 mix of british khaki & ice yellow – on the edges closest to the light reflection, we edge highlight with the same mix used for the center of the light reflection. Add 1 part of water.

We now glaze on the edge closest to the plasma coil, with moot green – add 2 parts of water. Its now done 😊 !
Remaining steel areas : Corvus black, white.
Remaining dark metal areas: Corvus black, basalt grey & white.