

GET IT PAINTED

Metallics



TTCOMBAT

METALICS

- To begin with, prime your model with a black undercoat, we recommend **Black Spectre**. Once that dries, undercoat the metallic areas with **Gunmetal**. Mix **1:1** ratio with **Thinning Medium** and apply two thin coats.



- Next, we want to create some distinction between the armour panels. To do this, mix **Black Wash** and **Thinning Medium** at a **1:1** ratio and generously apply the mix all over the model. Make sure to wipe away excess paint or pooling with your brush.

Repeat this step until the metal is sufficiently darkened. For this tutorial we went over the model twice.



METALICS

- Next, mixing **Gunmetal** with **Supernova Chrome** and **Thinning Medium** at a **1:1:1** ratio, highlight the raised areas with chunky edge highlight.

You can touch up any areas with **Gunmetal** if required.



- Add a single highlight of pure **Supernova Chrome** on the edges, making sure to leave some of the previous highlights showing.

This stage is about brush contact as the final highlight has to be within the previous highlight, so take your time.



METALICS

- At this point you can call this finished. However if you want to add some weathering, thin down some **Umber Wash** and **Thinning Medium** at a **1:4** ratio and applying liberally, ensuring nothing pools. Were looking to stain the armour rather than wash it.



- For the Bronze, start with a basecoat of **Tin Gubbinz** mixed with **Thinning Medium** at a **1:1** ratio, applying it to the surface area in two coats.



THINNING MEDIUM

METALICS

- Highlight the edges with **Heatsink Bronze**. You can tidy any mistakes with the previous mix.



- Finally, Highlight the upmost edges with a mix of **Heatsink Bronze** and **Supernova Chrome** with a **1:1** mix ratio.

