

Dark Angels

Painting recipes for my Dark Angels collection. Each guide will record a recipe's paints, ordered steps, and any model-specific notes.

- [Dark Angels Intercessor — Painting Recipe](#)

Dark Angels Intercessor — Painting Recipe

DARK ANGELS / 3RD COMPANY · AIRBRUSH + BRUSH

Green armor.
Bone details. Red weapons.
Weathered urban ground.

A squad painting recipe organized around shared colors. Within each step, complete each paint across the matching details—and across the squad—before moving on.

11 STEPS / 3 PHASES / ONE SHARED-COLOR WORKFLOW

Painting inspiration



Dark Angels Intercessor by **Michael Sanchez** · [40K Gallery](#)

THE FINISHED MODEL / FOUR VIEWS



01 / Front



02 / Left



03 / Rear



04 / Right

Reference model · Select a view to open the full photograph.

Paint tray & bench reference



GREEN ARMOR

Black Green base → 1:1 Black Green /
Greenskin Punch zenithal → 2:1
Greenskin Punch / Slime Green volume
highlights
STEP 02 STEP 08



RED DETAILS

AK 3GEN Dirty Red → AK 3GEN Carmine
STEP 06



METALLICS

Steel · brass · two golds
STEP 07



BONE & SEALS

Pale foundations → separate 1:1 aquila
and parchment mixes
STEP 05



BLACK & LEATHER

Citadel Contrast Black Legion / Army
Painter John Blanche Masterclass Ironclad
Grey · AK 3GEN Hull Red
STEP 04



URBAN GROUND

Citadel Eshin Grey → Army Painter
Fanatic Ash Grey → Pro Acryl 1-Step
Graphite Grey
STEP 03 STEP 11

1:1

Airbrush dilution

Prepared paint or paint mix : AK Airbrush
Thinner
15-20 PSI

2:1

Restrained volume highlights

1:1

Generous zenithal

AK 3GEN Black Green : AK 3GEN Color Punch
Greenskin Punch

AK 3GEN Color Punch Greenskin Punch : AK
3GEN Color Punch Slime Green
Bottled mix · also for matching cleanup

1:1

Layered brush edges

AK 3GEN Color Punch Greenskin Punch : AK
3GEN Color Punch Slime Green
Bottled mix

Sergeant variation. Paint and shade the Emperor Gold chest aquila in Step 5, before the red weapons. Batch the helmet ornament, if present, and pauldron rims with the remaining marine gold in Step 7. Keep those rims gold during the green highlights.

Mixing ratios & airbrush notes

Ratios list ingredients in the order shown. The Greenskin Punch / Slime Green mixes are already prepared in labeled bottles. Greenskin Punch is used only in paint mixtures in this recipe.

Use	Recipe
Airbrushed acrylic colors	1 part prepared paint or paint mix : 1 part AK Airbrush Thinner , usually 15-20 PSI
Armor recess wash	1 part Pro Acryl Black Wash : 1 part Citadel Technical Lahmian Medium ; optionally add 1-2 drops of flow improver to the prepared batch
Generous zenithal — airbrush	1 part AK 3GEN Black Green : 1 part AK 3GEN Color Punch Greenskin Punch

Restrained volume highlights — airbrush;
matching cleanup later

**2 parts AK 3GEN Color Punch
Greenskin Punch : 1 part AK 3GEN
Color Punch Slime Green** (bottled mix)

Layered edge highlights — brush

**1 part AK 3GEN Color Punch Greenskin
Punch : 1 part AK 3GEN Color Punch
Slime Green**

Standard aquila tint

**1 part Citadel Contrast Skeleton Horde
: 1 part Citadel Contrast Medium or
Citadel Lahmian Medium**; choose one
medium

Purity-seal parchment tint

**1 part Vallejo Mummy White : 1 part
Vallejo Xpress Medium**

Marine gold shade — Steps 5 & 7

**1 part Citadel Shade Reikland
Fleshshade : 1 part Citadel Technical
Lahmian Medium**

Red weapon-casing shade

**1 part Citadel Shade Carroburg
Crimson : 1 part Citadel Technical
Lahmian Medium**

Gold street shade

**Undiluted Citadel Shade Reikland
Fleshshade**

The default black for joints and grips is **Citadel Contrast Black Legion**. **Army Painter John Blanche Masterclass Ironclad Grey** is an optional near-black grey alternative; choose by area and whether Citadel Contrast Black Legion's extra flow is useful.

For each airbrushed acrylic layer, first combine the paint colors at the listed ratio, then thin the prepared paint mixture 1:1 with AK Airbrush Thinner. This dilution is separate from the paint-color ratio and does not apply automatically to brush highlights. For varnishes, retain the thinning that works with the specific bottle and your airbrush; a varnish ratio has not been specified in this recipe.

Paint & equipment checklist

Brand / range	Paints & products
Colour Forge spray primers	Usual start: Renegade Green, followed by Salamander Green from above. Optional black start: Matt Black or Raven Black in place of Renegade Green; then the same Salamander Green pass.
AK 3GEN	Black Green; Hull Red; Silver Grey; Dirty Red; Carmine; Rusty Brass
AK 3GEN Color Punch	Greenskin Punch and Slime Green (ingredients for the listed armor mixtures); Beast Brown
AK Quick Gen	Old Gold
Citadel Contrast	Black Legion; Skeleton Horde; Doomfire Magenta; Flesh Tearers Red
Citadel	Eshin Grey; Wraithbone (optional aquila undercoat)

Citadel Shade	Reikland Fleshshade; Carroburg Crimson
Citadel Technical	Lahmian Medium; Contrast Medium (alternative for thinning Skeleton Horde on the aquila)
Vallejo	Mummy White; Xpress Medium
Citadel Dry	Necron Compound (optional silver highlight)
Army Painter Fanatic	Deep Grey; Ash Grey; Company Grey or Brigade Grey (brighter alternatives)
Army Painter John Blanche Masterclass	Emperor Gold; Ironclad Grey (optional near-black alternative). Both use Fanatic formulations.
Scale75	Black Metal; Heavy Metal (optional silver highlight)
Pro Acryl	Black Wash; Bold Titanium White; Gloss Varnish
Pro Acryl 1-Step	Graphite Grey
AK	Satin Varnish; Ultra Matte Varnish; Airbrush Thinner
Vallejo Pigment FX	Natural Iron Oxide
Microscale	Micro Set; Micro Sol
Other supplies	Optional flow improver; transfers

Tools

Airbrush; detail brushes; flat filbert brush;
pigment brush; transfer-cutting tools;
tweezers; soft brush or tightly wound
cotton bud for positioning transfers

I · Foundation

II · Shared colors

III · Finish

PHASE I / STEPS 01-03

Foundation

PRIME · AIRBRUSH · URBAN BASE

01 Prime & tabletop finish

The usual starting point is a dark green primer with a lighter green highlight.

USUAL PRIMER START

Colour Forge

Renegade Green

Colour Forge

Salamander Green

OPTIONAL BLACK START / EITHER PRIMER

Colour Forge

Matt Black

Colour Forge

Raven Black

1. Usual starting point: prime with **Colour Forge Renegade Green**.
2. Spray **Colour Forge Salamander Green from above** to create a zenithal highlight, leaving lower surfaces darker.

Black-primer alternative: Use **Colour Forge Matt Black** or **Colour Forge Raven Black** instead of the initial green primer. Either works for this recipe; follow with the same overhead green primer pass.

This provides a green foundation suitable for tabletop use while the full paint job is pending. It is an intentional stopping point even though the later airbrush layers may cover much of the spray gradient.

02 Airbrush & armor lining

Build the armor volume, then define only its recesses.

PALETTE / THIS STEP

AK 3GEN

Black Green

Zenithal mix · 1:1

**Black Green :
Greenskin Punch**

Volume mix · bottled 2:1

**Greenskin Punch :
Slime Green**

Pro Acryl

Black Wash

Citadel Technical

Lahmian Medium

AK

Airbrush Thinner

Black Green base, zenithal & restrained volume highlights

1. Airbrush **AK 3GEN Black Green** over the green armor, including the belt buckle, thinned **1:1 with AK Airbrush Thinner**, usually at **15-20 PSI**.
2. Mix **1 part AK 3GEN Black Green : 1 part AK 3GEN Color Punch Greenskin Punch**. Airbrush a **generous zenithal highlight from above** over the armor, leaving the lower areas darker.
3. Switch to the bottled **2 parts AK 3GEN Color Punch Greenskin Punch : 1 part AK 3GEN Color Punch Slime Green** mix. Add **restrained but bright volume highlights** on prominent points: the tops of shoulders, backpacks, heads, and any other features that call for emphasis.

For both highlight passes, thin **1 part prepared paint mixture : 1 part AK Airbrush Thinner** and use the usual **15-20 PSI**. Keep the final 2:1 pass focused on the prominent volumes. Reserve the bottled **1:1 Greenskin Punch / Slime Green** mix for the layered brush edge highlights in Step 8.

| Targeted recess wash

1. Mix **Pro Acryl Black Wash and Citadel Technical Lahmian Medium 1:1**. Optionally add **1-2 drops of flow improver** to the prepared batch.
2. Apply carefully to armor panel lines and cavities to create near-black recess shadows.
3. **Do not apply this as an all-over wash.** Keep it off the broad green panels so they retain their color.

4. Skip the exposed rubber joints; they receive Citadel Contrast Black Legion or Army Painter John Blanche Masterclass Ironclad Grey, the optional alternative in Step 4.

This is the recipe's acrylic method for a freely flowing recess wash, without an enamel cleanup stage. Keep the lining neat and allow it to dry before handling the next areas.

03 Urban ground & base rim

Finish the broad ground work before the small details.

PALETTE / THIS STEP

Citadel

Eshin Grey

Army Painter Fanatic

Ash Grey

Pro Acryl 1-Step

Graphite Grey

OPTIONAL / BRIGHTER GROUND UNDERCOAT

Army Painter Fanatic

Company Grey

Army Painter Fanatic

Brigade Grey

Do the broad base work before the fine model details. Leave the gold street features for the shared pale-undercoat and gold batches later.

1. Apply an even coat of **Citadel Eshin Grey** over the ground and stone features, including embedded metal features that will be repainted. Paint the base rim Citadel Eshin Grey in the same batch.

2. When dry, use a flat filbert brush to **skim Army Painter Fanatic Ash Grey over the upper ground surfaces**. This is a controlled surface coat, heavier than a conventional drybrush, while retaining dark recesses.
3. Apply **Pro Acryl 1-Step Graphite Grey** over the prepared ground. Keep this treatment on the scenic top; the rim stays Citadel Eshin Grey.

If the ground reads too dark, replace Army Painter Fanatic Ash Grey with **Army Painter Fanatic Company Grey** or **Army Painter Fanatic Brigade Grey** for a brighter undercoat. These are alternatives, not mandatory extra layers. Avoid Citadel Wraithbone for the ground undercoat; it made this treatment too bright in previous tests.

The rim should need another coat only if later painting or weathering marks it.

PHASE II / STEPS 04-07

Shared color batches

BLACK • BONE • RED • METALS

04 Black details & leather

Complete every matching joint, grip, strap, and pouch.

PALETTE / THIS STEP

Citadel Contrast

Black Legion

Army Painter John Blanche Masterclass

Ironclad Grey

Army Painter Fanatic

Deep Grey

AK 3GEN

Hull Red

AK 3GEN Color Punch

Beast Brown

Black and near-black grey

Choose by area: use **Citadel Contrast Black Legion** when you want pure black or its extra flow makes the detail easier to paint. **Army Painter John Blanche Masterclass Ironclad Grey** is an acceptable near-black grey alternative when a softer black suits the area. Choose separately for each part; batch together the areas using the same paint.

1. Paint **all exposed rubber armor joints, sword and knife handles, bolter grips, and foregrips** with the chosen black or near-black grey.
2. Where appropriate, highlight these black or near-black details with **Army Painter Fanatic Deep Grey**.

Keep metallic fittings separate from these black grips.

Leather

1. Basecoat **all leather straps, belts, holsters, and bags** with **AK 3GEN Hull Red**.
2. Add subtle highlights with **AK 3GEN Color Punch Beast Brown**. The restrained contrast is intentional.

05 Aquilas, seals & lenses

Complete the chest aquilas before the weapons: bone for standard marines, gold for sergeants. Batch the remaining pale foundations and tints here.

PALETTE / THIS STEP

AK 3GEN Silver Grey	Pro Acryl Bold Titanium White	Citadel Contrast Skeleton Horde	Vallejo Mummy White
Vallejo Xpress Medium	Citadel Contrast Doomfire Magenta	Citadel Contrast Flesh Tearers Red	

AQUILA MEDIUM / CHOOSE ONE

Citadel Technical Contrast Medium	Citadel Technical Lahmian Medium
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OPTIONAL / AQUILA UNDERCOAT ONLY

Citadel Wraithbone

SERGEANTS ONLY / GOLD AQUILA

Army Painter John Blanche Masterclass Emperor Gold	Citadel Shade Reikland Fleshshade	Citadel Technical Lahmian Medium
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AK 3GEN Silver Grey — all matching foundations

Apply thin, opaque coats of **AK 3GEN Silver Grey** to:

- The chest aquila on standard marines.
- All purity-seal parchment.
- All purity-seal wax.

- The entire gold street feature on the base, including sides, recesses, and lettering.

Aquila alternative: Citadel Wraithbone may replace AK 3GEN Silver Grey on the aquila only. Keep AK 3GEN Silver Grey on the street features and purity seals.

Build smooth coverage carefully, especially on the aquila, so thinned paint does not spill onto the green chest.

Sergeant aquilas — finish the gold before the weapons

For **sergeants only**, skip the Silver Grey or Wraithbone undercoat and Skeleton Horde treatment on the chest aquila. Complete its gold here, before painting the weapon casings in Step 6.

1. Basecoat the chest aquila with **Army Painter John Blanche Masterclass Emperor Gold**. Work carefully around any weapon crossing the chest, then let the gold dry.
2. Shade lightly with **1 part Citadel Shade Reikland Fleshshade : 1 part Citadel Technical Lahmian Medium**. Avoid pooling; this wash strongly tints the gold. Let the shade dry before painting the nearby weapon.

Why now: Weapons often obstruct the aquila. Painting it first lets Step 6 cover any accidental gold on the casing, avoiding gold marks on finished red weapons. The sergeant's helmet ornament and pauldron rims stay in the Step 7 gold batch.

White eye foundations

Paint the eye lenses neatly with **Pro Acryl Bold Titanium White** and let them dry.

Tint the prepared details

1. **Standard aquila:** Mix **1 part Citadel Contrast Skeleton Horde : 1 part Citadel Contrast Medium or Citadel Lahmian Medium**, choosing either medium. Apply over the dry pale undercoat to shade and tint the aquila to the bone tone that complements the Deathwing scheme.
2. **Purity-seal parchment:** Mix **1 part Vallejo Mummy White : 1 part Vallejo Xpress Medium**. Apply over the dry **AK 3GEN Silver Grey** undercoat on all parchment.
3. Apply **Citadel Contrast Doomfire Magenta** to the seal wax.
4. Apply **Citadel Contrast Flesh Tearers Red** over the dry white lenses.
5. Leave the AK 3GEN Silver Grey street features ready for **AK Quick Gen Old Gold** in Step 7.

06 Red casings & company knees

Use one red batch for the weapons and 3rd Company markings.

AK 3GEN

Dirty Red

AK 3GEN

Carmine

Citadel Shade

Carroburg Crimson

Citadel Technical

Lahmian Medium

1. Basecoat the **weapon casings and 3rd Company marking on the model's left kneepad** with **AK 3GEN Dirty Red**.
2. Highlight both with **AK 3GEN Carmine**. The weapon highlights can be broad and rough; keep the knee marking neatly defined.
3. Shade the **weapon casings** with a **1:1 mix of Citadel Shade Carroburg Crimson and Citadel Technical Lahmian Medium** for a light, uniform result.

The knee uses the same AK 3GEN Dirty Red and AK 3GEN Carmine color pairing. The casing wash is not a required part of the knee recipe.

Paint the larger red casings before their metallic fittings to minimize later metal touch-ups. For company-marking placement, consult the supplied [Dark Angels marking reference](#). Left and right refer to the model's own sides.

07 Steel, brass & gold

Paint matching metals across the marine and scenic base.

PALETTE / THIS STEP

Scale75

Black Metal

AK 3GEN

Rusty Brass

Army Painter John Blanche Masterclass

Emperor Gold

AK Quick Gen

Old Gold

Citadel Shade

Reikland Fleshshade

Citadel Technical

Lahmian Medium

OPTIONAL / SILVER HIGHLIGHTS & WEAR

Scale75

Heavy Metal

Citadel Dry

Necron Compound

Scale75 Black Metal

Apply an even coat of **Scale75 Black Metal** to all appropriate exposed steel details:

- Gun barrels and metallic weapon hardware.
- Metal handles and fittings separate from the black or near-black grips painted in Step 4.
- Grenades and similar metal details.
- Backpack lower vents and upper exhausts: paint the vent interiors and exposed metal around the rounded exhaust housings.
- Helmet tubes entering the mask and accessible ports at the rear of the helmet.

Keep the **belt buckle green with the armor**. Keep the **upper armor shell of each backpack exhaust green**. Use the rear and side reference photos to identify this boundary.

Scale75 Black Metal normally needs no additional shade in this recipe. For brighter highlights or wear marks, use **Scale75 Heavy Metal** or **Citadel Dry**

Necron Compound over the basecoat.

Blades and chainsword teeth: Default to **Scale75 Black Metal**. Add a brighter metal over that basecoat only where highlights or wear patterns call for it, using **Scale75 Heavy Metal** or **Citadel Dry Necron Compound**.

AK 3GEN Rusty Brass

Paint **bullet shells, magazines, and other projectile ammunition** with **AK 3GEN Rusty Brass**.

Army Painter John Blanche Masterclass Emperor Gold — remaining marine gold

Use **Army Painter John Blanche Masterclass Emperor Gold** on:

- Knife and sword pommels and guards.
- Imperial symbols on weapons.
- Appropriate relics on the belt.
- Any other marine ornaments intended to be gold.

For **sergeants only**, add the helmet ornament or marking, if present, and pauldron rims to this batch. **The chest aquila was already painted and shaded in Step 5;** leave it finished.

Army Painter John Blanche Masterclass Emperor Gold is the preferred gold for this recipe, even if it appears reddish brown in the bottle.

AK Quick Gen Old Gold — scenic-base details

Apply **AK Quick Gen Old Gold** over the AK 3GEN Silver Grey street features prepared in Step 5. Cover the full feature and let it dry.

Citadel Shade Reikland Fleshshade — two strengths in one session

1. Use **undiluted Citadel Shade Reikland Fleshshade** on the base's AK Quick Gen Old Gold street features. Deep recess shadows help the gold lettering stand out.
2. Prepare a separate **1:1 mix of Citadel Shade Reikland Fleshshade and Citadel Technical Lahmian Medium** and apply it lightly to **the remaining Army Painter John Blanche Masterclass Emperor Gold details on the marine**. Avoid heavy pooling; this wash strongly tints the gold.

Keep the two strengths distinct: full-strength shade for the street, diluted shade for the marine.

PHASE III / STEPS 08-11

Highlights, markings & finish

ARMOR EDGES • TRANSFERS • VARNISH • WEATHERING

08 Armor cleanup & edge highlights

Repair stray marks, then bring attention to the head and shoulders.

PALETTE / THIS STEP

AK 3GEN

Black Green

Matching cleanup · bottled 2:1

**Greenskin Punch :
Slime Green**

Brush edges · bottled 1:1

**Greenskin Punch :
Slime Green**

Repair stray marks

1. Correct mistakes in dark, lower armor areas with **AK 3GEN Black Green**.
2. Use the bottled **2 parts AK 3GEN Color Punch Greenskin Punch : 1 part AK 3GEN Color Punch Slime Green** mix where it matches a brighter area. Choose Black Green or the 2:1 mix according to the blemish's position and surrounding color.

This cleanup is deliberately after the base and detail painting. The belt buckle follows the green armor treatment for cleanup and any edge highlights.

Layered brush edge highlights — bottled 1:1 mix

Use the bottled **1 part AK 3GEN Color Punch Greenskin Punch : 1 part AK 3GEN Color Punch Slime Green** mix for the **layered brush edge highlights**. Build the highlights in controlled layers along upward-facing green armor edges. Keep the lines narrow, crisp, and strong enough to read on the tabletop, with emphasis toward the head and shoulders.

Include the green pauldron rims, upper helmet rim, tops of the helmet's ear details, and other upward-facing edges visible in the reference photos.

Sergeant exception: Keep gold pauldron rims gold; do not line them with the green mix.

09 Waterslide transfers

Apply the symbol, layer the number, and seal the settled decals.

PALETTE / THIS STEP

Pro Acryl

Gloss Varnish

Microscale

Micro Set

Microscale

Micro Sol

Apply the chapter or Battleline transfer first, then layer the squad number where needed. The timing windows below are practical checkpoints; surface readiness determines when to continue.

Prepare with Pro Acryl Gloss Varnish

1. Make sure the paint is dry and thoroughly mix the **Pro Acryl Gloss Varnish**.
2. Apply **one thin, smooth coat over the complete shoulder face**, inside the trim. Airbrushing is convenient for a squad; a brush works for an individual shoulder.
3. Let the gloss dry until the surface is stable and no longer tacky before adding decal solutions. Check the surface rather than relying only on elapsed time.

Use **Pro Acryl Gloss Varnish** for both clear coats in this transfer stage. Apply the all-over **AK Satin Varnish** in Step 10 and the final **AK Ultra Matte Varnish** in Step 11.

Place the Battleline or chapter transfer

1. Cut the transfer out and wet its backing until it slides freely. About **10 seconds of soaking** is a starting point, not a reason to force it off the paper.
2. Apply a small amount of **Microscale Micro Set**, slide the transfer into place, and align it carefully.
3. Gently wick away excess liquid. While positioning, a damp soft brush or tightly wound cotton bud can help settle it.
4. Wait about **5-10 minutes**, until the transfer is no longer floating or easily shifting.

Conform the first transfer

1. Apply **one light treatment of Microscale Micro Sol**, using as few brush strokes as possible.
2. Leave it alone while it softens. Do not press, reposition, or touch a softened or wrinkled transfer.
3. Check after **30-60 minutes**. Continue only when the transfer is dry, flat, and no longer soft. Repeat Microscale Micro Sol only where needed, allowing each application to dry.

Layer the squad number

For a squad number placed over the Battleline symbol:

1. Apply a small amount of **Microscale Micro Set** and place the number directly over the settled lower transfer. **No intermediate gloss coat is needed in this workflow.**
2. Position and wick gently without scrubbing the lower transfer.
3. Wait about **5-10 minutes**, until the number stops floating.
4. Use **Microscale Micro Sol only if needed** to conform the number. Leave it untouched, and inspect after **30-60 minutes**. Extend the wait if either transfer remains wet or soft.

Dry, clean if needed, and seal

1. After the final decal solution, give the transfers **a few hours before sealing when practical; 3-4 hours is a same-day checkpoint**, not a guaranteed dry time. They must be completely dry, settled, and no longer soft.
2. If visible adhesive or solution residue remains, gently remove it with a soft brush barely dampened with clean water. Do not rub across the transfers. Let the area dry completely; **30-60 minutes** is a useful checkpoint after light cleaning. Skip this step if there is no residue.
3. Apply **one thin, continuous coat of Pro Acryl Gloss Varnish over the complete shoulder face** to seal the transfers and even the surface.

4. Let the sealing gloss dry until the surface is stable and no longer tacky before proceeding to Step 10.

Use small amounts of Microscale Micro Set and Microscale Micro Sol rather than saturating the shoulder. Favor natural drying; if using a hairdryer or air blower, keep it low and gentle and do not let airflow disturb a softened transfer.

The [Microscale Micro Sol instructions](#) likewise emphasize leaving the softened decal undisturbed until dry.

10 Protective satin

Check the rim and protect the painted finish before pigments.

PALETTE / THIS STEP

Citadel

Eshin Grey

AK

Satin Varnish

1. Inspect the base rim. **Touch up Citadel Eshin Grey only if needed;** the initial even rim coat was completed with the ground in Step 3.
2. Once the paint, transfers, and sealing gloss are dry enough for the next coat, apply an all-over coat of **AK Satin Varnish**. This is the protective layer beneath the pigment weathering.
3. Allow the satin to dry before applying pigments. **About 10-20 minutes is this recipe's observed working pause** in a humidity-controlled basement, with relative humidity kept below roughly **45-50%**. Check

that the surface is dry and no longer tacky before continuing. This is a working interval, not a claim of full cure.

11 Battle dust & final matte

Tie the feet into the base and finish with a controlled matte coat.

PALETTE / THIS STEP

Vallejo Pigment FX

Natural Iron Oxide

AK

Ultra Matte Varnish

1. Apply **Vallejo Pigment FX Natural Iron Oxide** to selected base areas to suggest dark battle dust, ash, and scorched debris.
2. Add smaller amounts to the feet and shins to tie the marine into the base.
3. Use gentle airbrush airflow to remove excess pigment until the armor color and weathering are balanced.
4. Thoroughly mix **AK Ultra Matte Varnish** and apply light, thin passes. Aim for an evenly wetted film: lightly wet, without soaking the model or leaving a dry, dusty spray.

Preserve the pigment texture: use a light final application to secure the pigments and establish the matte finish. Avoid saturating the pigment or building a heavy varnish layer over it.

Include the metallic areas: a subdued metal finish is intentional for these non-character models. Keep metallic painting and highlights in the shared paint batches before varnishing.

5. Let the finish dry, then leave the model until the next day—**about 24 hours before gaming or transport** in this workflow.

Ready for the table.

Leave the finished model until the next day—about **24 hours** before gaming or transport.

Batch map

Use this to group repeated colors across the model and squad. Follow the numbered steps for the full painting sequence.

Shared-color checklist

- **Citadel Eshin Grey:** scenic base and rim together; conditional rim touch-up only.
- **Citadel Contrast Black Legion or Army Painter John Blanche Masterclass Ironclad Grey / Army Painter Fanatic Deep Grey:** batch rubber joints and grips by the paint chosen for each area, then highlight where appropriate.

- **AK 3GEN Hull Red / AK 3GEN Color Punch Beast Brown:** all leather together.
- **AK 3GEN Silver Grey:** standard aquila, parchment, wax, and street foundations together.
- **Citadel Contrast Skeleton Horde:** standard aquilas together, thinned **1:1 with Citadel Contrast Medium or Citadel Lahmian Medium.** Choose one medium.
- **Vallejo Mummy White:** all purity-seal parchment together, thinned **1:1 with Vallejo Xpress Medium** over the Silver Grey undercoat.
- **AK 3GEN Dirty Red / AK 3GEN Carmine:** weapon casings and 3rd Company knees together.
- **Scale75 Black Metal:** matching weapon, armor, backpack, and helmet hardware, including blades and chainsword teeth, together. Add brighter metal over the basecoat only where highlights or wear patterns call for it.
- **Army Painter John Blanche Masterclass Emperor Gold:** sergeant chest aquilas first in Step 5, before the red weapons; all remaining marine gold, including sergeant helmet ornaments and pauldron rims, in Step 7.
- **Citadel Shade Reikland Fleshshade:** shade sergeant aquilas in Step 5 with the 1:1 Lahmian Medium mix. In Step 7, use that same ratio on the remaining marine gold and undiluted shade on the street gold. Keep the two strengths separate.
- **Armor colors:** include the belt buckle with the green armor. Airbrush Black Green across the squad, then the generous 1:1 Black Green / Greenskin Punch zenithal, then restrained 2:1 Greenskin Punch / Slime

Green volume highlights. Later, batch necessary cleanup with Black Green or the matching 2:1 mix, followed by layered brush edges using the bottled 1:1 Greenskin Punch / Slime Green mix.