Deathwing draft color notes

Work in progress. The Deathwing armor recipe is still being chosen. The Turbo6pouces method, by Cyprien (16 February 2024), was selected on **2026-10-13** and put back under review on **2026-10-14**. The sequence below is that earlier recipe reference. This army's final scheme will not use an all-over enamel or oil wash.

Armor — historical source recipe

Airbrush foundation and highlights

1. Apply an even black coat. The tutorial uses **Abteilung 502 Acrylic Pure Black**.
2. Cover almost everything with **Vallejo Game Color Leather Brown**. This step is optional: the author reports little effect from skipping it.
3. Apply a broad zenithal highlight with **Vallejo Model Color Tan Earth**.
4. Apply a zenithal highlight with **The Army Painter Warpaints Banshee Brown**.
5. Place tighter highlights with **Liquitex White Ink**.
6. Apply **Citadel 'Ardcoat or another gloss varnish** before recess lining.

Recess lining and cleanup

7. Mix approximately **1 part Winsor & Newton Winton Ivory Black oil paint : 5 parts AK Interactive Dark Mud**, then thin separately to wash consistency. Apply to the recesses. The author suggests dark-brown oil as a cleaner alternative to Dark Mud; no separate ratio is given for that alternative.
8. Clean stray lining with a clean brush and mineral spirits, using a gentle touch. Let the lining and cleanup dry before varnishing.

Matte finish and armor edges

9. Apply **pure AK Ultra Matte**, using the project's two thin, consistent coverage coats. This is our finish adaptation; the tutorial uses Vallejo Ultramatte Varnish. The earlier gloss stage prepares the surface for this recess-lining method.
10. Pick out armor edges with **Vallejo Model Color White**, after the matte stage.

Paint identity and ratios

- **Tan Earth means Vallejo Model Color**, not AK Tan Earth.
- The source specifies **original Warpaints Banshee Brown**; it does not identify a Fanatic replacement.
- **1:5 is black oil : Dark Mud**, not paint : thinner. The tutorial gives no fixed thinner ratio, airbrush dilution, spray pressure, or drying time.
- The author describes a lighter, less saturated interpretation than the studio scheme. The tutorial's finished model shows the intended result; an exact match to the official miniature photograph is not established.

Superseded armor choices

The former **AK Decomposed Flesh → Light Earth → Ivory** selection, Deck Tan alternative, and later Pale Sand proposal are superseded for this Deathwing recipe. Those paints are not part of the historical recipe above.

Sergeant identification — chosen 2026-10-17

Sergeants follow the **normal unit/formation recipe in every area**. Their sole sergeant rank identifier is a **tilt shield bearing a red skull waterslide decal**. This applies to veteran sergeants too.

- **Deathwing default:** paint the shield the **same bone color as the armor**.
- **Optional variation:** add a **vertical green stripe down the center** of the bone shield.
- This inverts the Greenwing pattern: a green shield with an optional vertical bone center stripe. The red skull decal remains the common rank marker.
- Helmets, chest devices, rims, weapons, and other details keep their normal unit/formation treatment. A Deathwing helmet remains bone where that is the normal armor color; there is no separate sergeant helmet color.
- Apply the red skull decal using the preparation, placement, conforming, drying, and sealing workflow in **Step 9 of the Intercessor guide**.

The shield field matches the bone armor; the final armor paints and shading method are still undecided.

Still to choose

Robes, remaining heraldry, basing, and which shared Dark Angels details to carry across are still undecided. Metallic accents will follow all varnishing.

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