

Strelok Painting Guide

As with the other models, the colours I use are a mixture of GW and Vallejo. Some of the GW colours may be discontinued, so you'll have to use a conversion chart to work out what the latest colour is....sorry for not being current!

Paints used:

Death Guard Green (GW)	Agrax Earthshade (GW)	Zandri Dust (GW)
Creed Camo (GW)	Orgyrn Flesh wash (GW)	Ivory (Vallejo)
Tallarn Flesh (GW)	Dark Blue Grey (Vallejo)	Abaddon Black
Black Templar (GW)	Knarloc Green (GW)	Black (Vallejo Model Air)
Dark Sea Green (Vallejo)	Celestal Grey (GW)	Ulthuan Grey (GW)
Khemri Brown (GW)	Rakarh Flesh (GW)	Emerald (Vallejo)

<p>Stage 1 - Undercoat</p> <p>Normally I spray paint my models grey, but given a large part of the model is going to be painted green I sprayed them GW Death Guard Green.</p>	
<p>Stage 2 - Base Coat</p> <p>Fatigues: Death Guard Green (already spray painted) Chest rig: Creed Camo (contrast) Face and hands: Tallarn Flesh Pads, boots and gun: Black Templar (contrast) Strap: Khemri Brown</p>	
<p>Stage 3 – Blacklining</p> <p>I find blacklining to be one of the most critical elements as it helps define the model, particularly the different model transitions, ie defining flesh tones from the uniform for example. I used Model Air Black by Vallejo as it provides the right amount of consistency to blackline.</p>	

<p>Stage 4 - Washes</p> <p>Fatigues: light wash of Agrax Earthshade (add a bit of water)</p> <p>Chest Rig: add another light coat of Creed Camo if needed</p> <p>Pads only: add another light coat of Black Templar</p> <p>Face and hands: a light coat of Orgyrn Flesh wash (generally I don't wash flesh, but given that there isn't too much to cover it was fine for these models).</p>	
<p>Stage 4 - layer</p> <p>Fatigues: Death Guard Green</p> <p>Chest rig: Knarloc Green</p> <p>Face and hands: Talern Flesh</p> <p>Pads and boots: Dark Blue Grey</p> <p>Balaclava: Dark Blue Grey – drybrushed/ watered down</p> <p>Gun: Celestal Grey</p>	
<p>Stage 5 - highlights</p> <p>Fatigues: Zandri Dust</p> <p>Chest rig: spot highlights of Knarloc Green mixed with Ivory</p> <p>Face and hands: Talern Flesh mixed with Ivory</p> <p>Pads and boots: Dark Sea Grey</p> <p>Gun: spot highlights of Ulthuan Grey</p> <p>Strap: Top edge – Rakarth Flesh Bottom edge – Tallarn Flesh</p>	
<p>Stage 6 - Eyes</p> <p>At this stage I also do the eyes - there is a multitude of ways to do eyes, but this is the way I've done it for years.</p> <p>It involves painting two grey lines in Dark Sea Green where the eye sockets are. I then add two small dots using Vallejo's Ivory (or any off white) to each side of the dark line to add the "white" of the eye.</p>	

If I hit any parts of the face, I tidy up with a lighter shade of skin tone, so in this case Tallern Flesh & Ivory mix.

Stage 7 - Goggles

For those models with goggles, they have been done using Vallejo Emerald with black and ivory mixed in to give light and dark shades accordingly.



Stage 8 - Base

The base was painted in stages, starting with Dark Sea Green as the base, with Khemri Brown added as a layer, followed by Tallern Flesh. Finally the rocks and high points were highlighted Rakarh Flesh. Finally the ring was painted in black.

