



How To Paint
Black Templar Marshal

Black Templar Marshal

Today we're going to look over the different detail techniques used to paint the Black Templar Marshal.

I originally intended to make a guide for painting the armor as well, but some of the files are corrupted and won't open. The black armor was painted using AK 3rd Black, AK 3rd Grey Brown, and AK 3rd Silver Grey.

First, paint the entire tabard with AK 3rd Grey Brown, then draw thin vertical lines on the tabard with AK 3rd Light Earth. The distance between the lines should not be too far apart. But don't feel pressured to make them exactly the same distance apart.





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Draw a vertical line in Gray Brown at the bottom just like you did at the top. Similarly, don't get too hung up on the left and right spacing.

Don't be afraid to make mistakes because the base color is a solid Grey Brown, just go back and forth between the two colors slowly to correct them.



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Now draw a horizontal line in exactly the same way. Again, use a sharp brush, and try to keep your strokes calm.

I recommend always tracing your lines on the back of your hand, trimming the tip of the brush, then painting with a sharp brush. When you're done with the horizontal lines, you'll have the texture of a rough cloth.



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Dilute AK 3rd Light Earth with water (1:1) to create a similar opacity with Contrast Paint, then apply a thin glaze to the light areas.

At the same time, dilute AK 3rd Grey Brown + GW Contrast Wyrdwood (2:1) to paint in the shadows, and you'll get a curved lobe like the one on the left.



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Now for the trickiest part. Use AK 3rd Light Earth + AK 3rd Vampiric Flesh (1:1) to highlight the thinly drawn lines.

Even though we're highlighting, you don't have to follow the lines we painted earlier perfectly – we just need to highlight around the light spots. The lines don't have to be a perfect match to the existing ones – the important thing is to give the impression of texture.



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I painted the surrounding objects to see how they fit in with the overall color scheme. I decided that was enough, so I moved on to the next step.



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Next, we're going to paint the Power axe. First, paint all of the areas that will be the Power axe with AK 3rd Black.



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Paint the blades of the Power X. This silver NMM has been covered a lot already, so I've left it out of this guide. The paints I used are AK 3rd Black, AK 3rd Grey Brown, AK 3rd Warm Grey, and AK 3rd Silver Grey. If you'd like to see a more in-depth look at the NMM process using these paints, you can check out my previous Kingdom Death Willow guide.



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Now use Vallejo Game Color Aquamarine to draw the lightning effect. It's easy to do this by first drawing a large streak of lightning that runs from the start to the end, and then branching out from there. You want the streak of lightning to be crisp, so you'll want to use the paint with as little dilution as possible.



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I used Vallejo Game Color Aquamarine + AK 3rd Silver Grey (1:1) to highlight where the lightning bolts intersect.

Additionally, I used Vallejo Game Color Aquamarine to paint the reflections from the power weapon effect on the body of the axe, and then Aquamarine + AK 3rd Black (1:1) to layer on the edges of the colors.

When you're done, paint the entire axe (including the white blade) with GW Contrast Aethermatic Blue, which will give it an overall blue tone.



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Use Vallejo Game Color Aquamarine + AK 3rd Silver Grey (1:2) to add small dots at each intersection of the lightning bolts and to highlight the reflections. Glaze the borders of the reflections with additional Aquamarine to eliminate color boundaries. If the glow of the axe blade is lost due to contrast, you can go back to highlighting only the brightest areas with Silver Gray.



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For last, let's look at a simple cape patterned freehand. First off, paint the cape. I used AK 3rd Grey Brown and AK 3rd Light Earth to match the tone of the armor, but a red or black cape would work just as well.

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I used AK 3rd Carmine + AK 3rd Burnt Red (2:1) to get the basic shape of the pattern.

It's a good idea to start by drawing a long line along the border of the cloak, and work your way out from one vertex to the other.

I did this in the order I drew them on the left. It's good to have some control over the size and spacing of each pattern, but don't try to be too perfect – as long as they don't vary too much, they'll be barely noticeable.





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Use the same paint to draw the top pattern on each pattern. Again, it doesn't matter if the details are slightly different in size as long as they are similar in height.

Various effects for the Black Templar Marshal is finished! Thanks for reading this long guide.