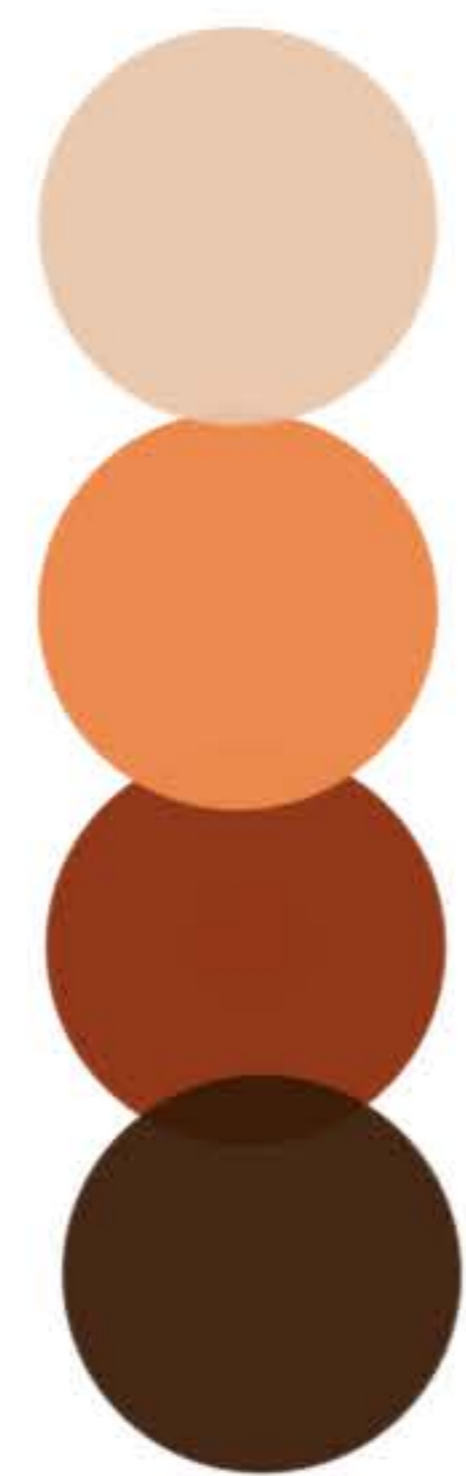




*How To Paint*  
**High Marshal Helbrecht 1**  
Bronze Armor & Black Tabard



# Bronze Armor

To recreate Helbrecht's distinctive red brass armor in NMM, I've analyze the colors using box art.

Using an Photoshop dropper to analyze the color of the armor, you can see that it goes from reddish brown to orange to flesh tone.



## Bronze Armor

Paint the entire armor with AK 3rd Red Brown, and then mark the areas that need to be lightened with AK 3rd Medium Rust. I used these paints because I felt they were the closest to the colors we identified earlier, but if you have a closer match, feel free to use it.

## Bronze Armor

Now highlight the inside of the previously painted colors with a mix of AK 3rd Orange Brown and AK 3rd Medium Rust. From there, I stippled the borders of the colors and glazed them with a mix of the two colors to eliminate the boundaries between the colors.

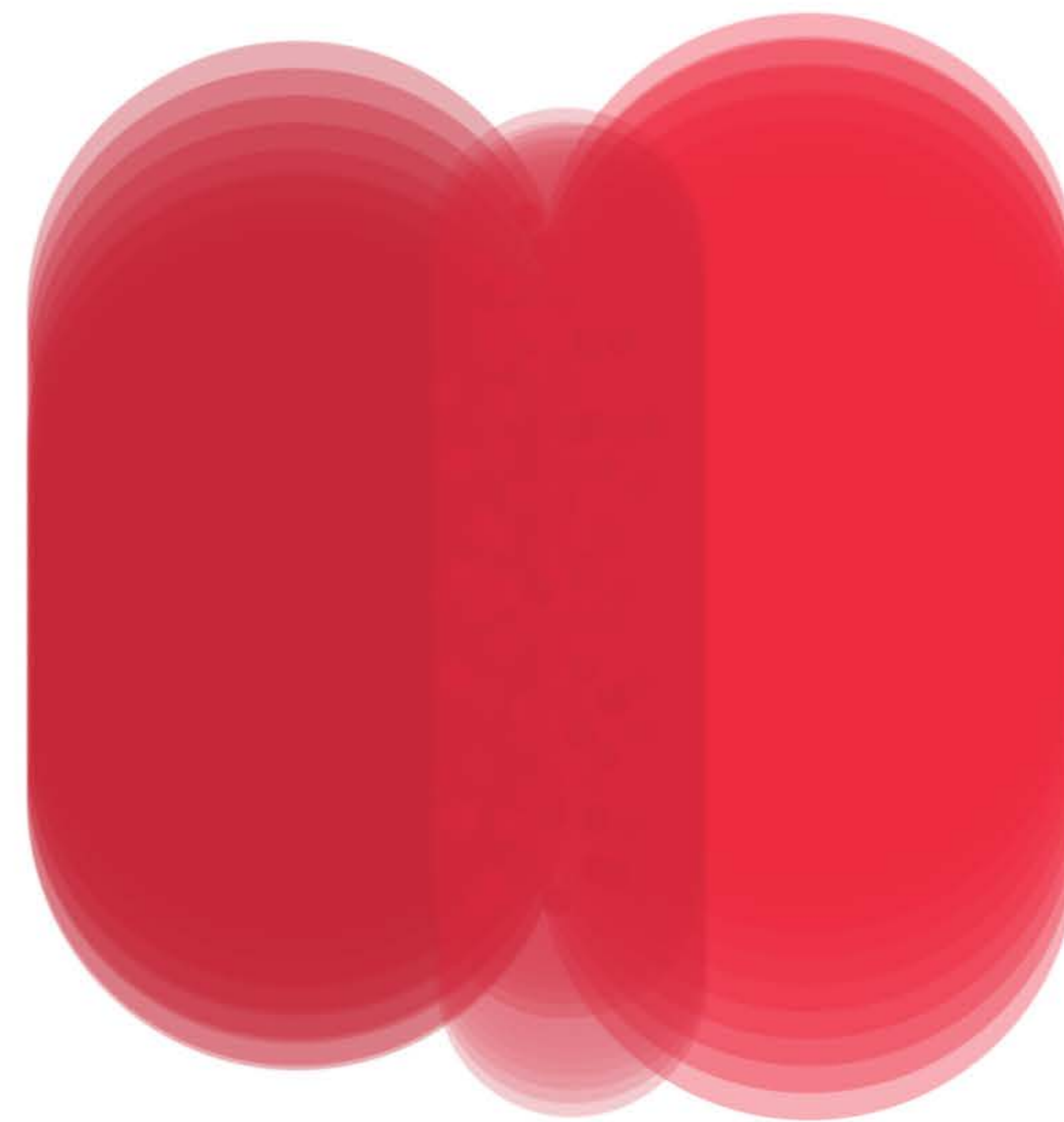
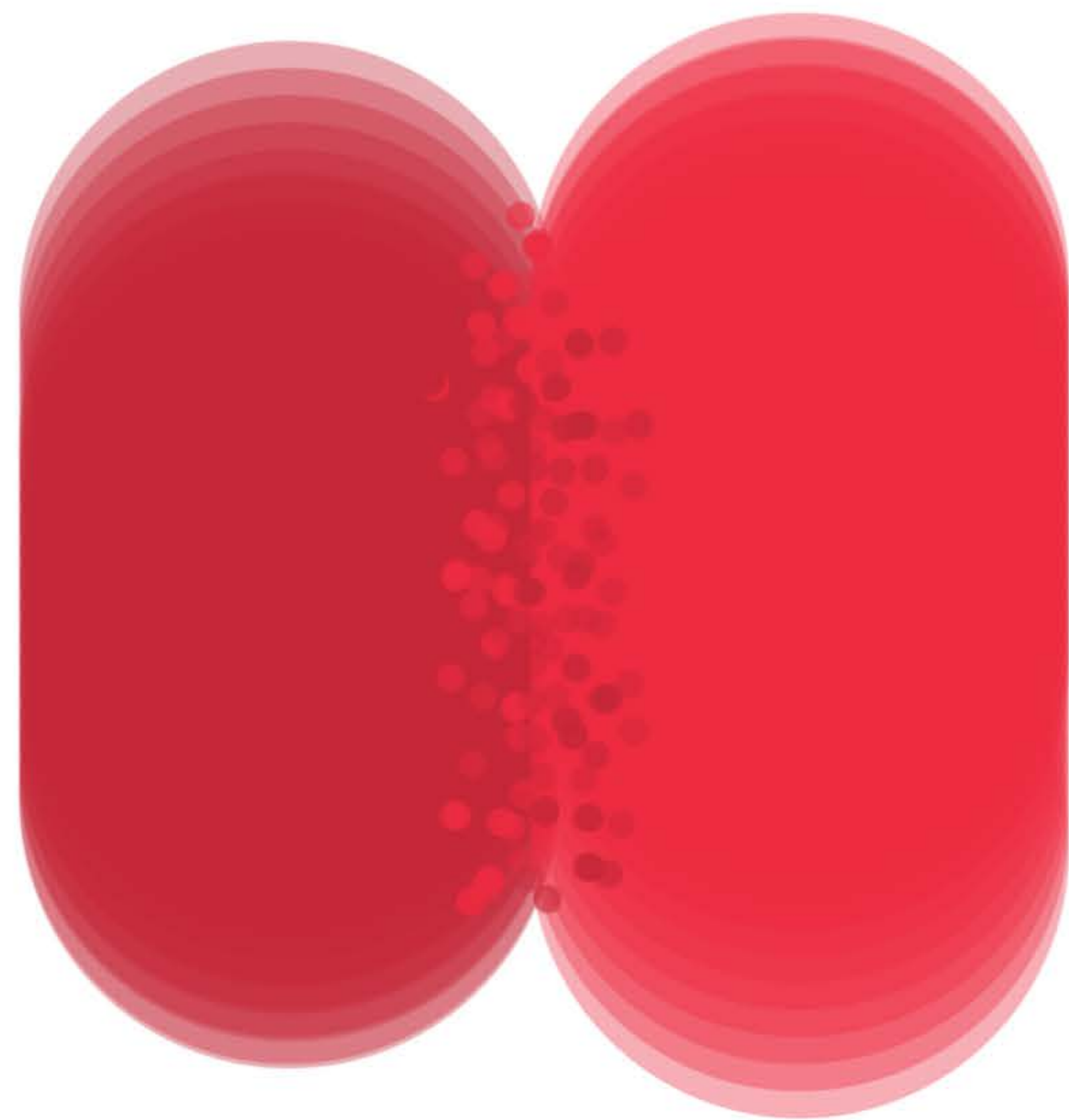
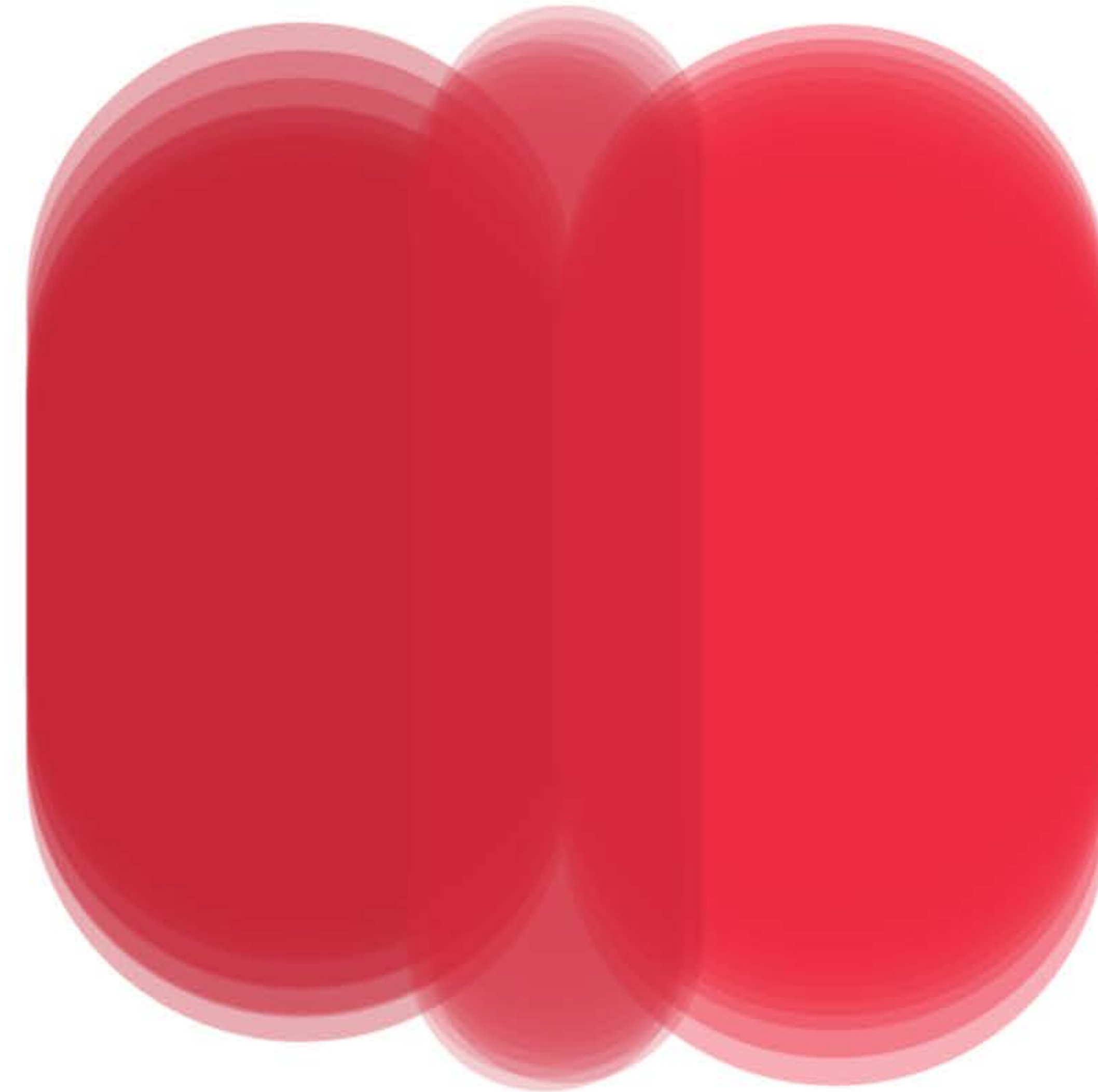
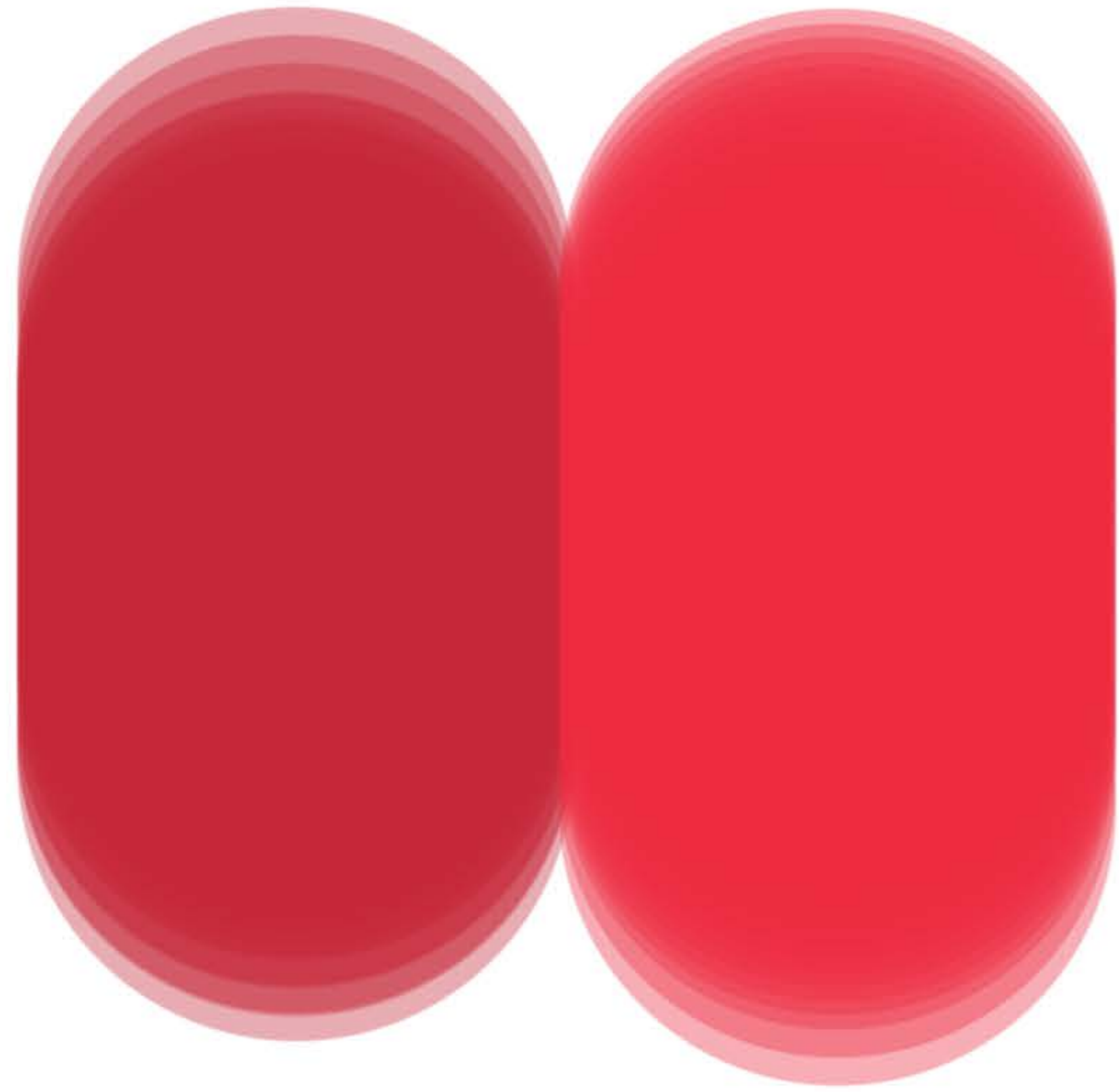
Stippling is a technique that making small dots. It's usually used to create texture, but by stippling the borders, you can easily create a smooth blend with a little glazing.



## Bronze Armor

The method of stippling itself is simple. Using the same consistency of paint that you would use for a regular paint job, simply make tiny dots. It's better to be slightly random than uniform. Don't worry too much if you miss or get it a little off, just be careful to control your pressure so that your brush doesn't bend and create thick lines instead of dots.

As you can see in the image on the left, when glazing over the stippling, this texture forms a sort of middle color that allows you to quickly create a smooth gradient.



## Bronze Armor

Again, use AK 3rd Basic Skin Tone + AK 3rd Orange Brown (2:1) mixed with a dash of Medium Rust to create the areas that will be the lightest. Stipple the borders as in the previous step, then soften them with glazing.





## Bronze Armor

I used a pure AK 3rd Basic Skin Tone for the brightest highlights. I still used Stippling + Glazing, which is a bit more laborious than usual, but you can see that the result is much softer.



## Bronze Armor

Now paint the deepest areas and around the rivets with Citadel Contrast Wyldwood, then use the previous paints to highlight the edges. This completes the leg armor section.





## Bronze Armor

Paint the rest of the armor in the same way. If you're not sure where to lighten, you can refer to the box art on the official website. Highlighting the light-reflecting parts of the box art will usually give you good result.



## Black Tabard

This time we are going to paint Helbrecht's tabard. First, paint the entire tabard with AK 3rd Black. I also painted the red areas of the tabard with AK 3rd Burnt Red. You don't have to use exact paints, just use whatever black paint and dark red you have on hand.

## Black Tabard

I decided that simple edge highlighting is wasn't interesting enough, so I decided to lighten and then darken the tabards. You don't have to follow these steps. First, paint all the areas of the tabard that need to be lightened with AK 3rd German Gray.





## Black Tabard

Use the stippling + glazing we talked about earlier to blur the lines between black and gray. I used AK 3rd German Gray and AK 3rd Black.



## Black Tabard

Using AK 3rd Ash Gray again, stipple the entire lighted area. This time, you want to stipple all of the light areas, not just the borders. It doesn't matter if you have a little bit of the underlying color shining through here and there, this will give the tabard an interesting texture.



## Black Tabard

I used AK 3rd Ash Grey + AK 3rd Basic Skin Tone (1:1) to stipple the lightest areas, and then highlight the edges. The reason for using a flesh-colored paint instead of white is to keep the tone similar to the armor next to it. You can see that the stippling technique has created a very interesting texture on the tabard.

However, what we want is a black tabard, so we can't use it as is.



## Black Tabard

Now dilute the Ammo Mig Shader Ash Black and glaze the entire tabard several times to make it black again. Keep in mind that you'll need to wait until the previous coat is dry before applying another coat.

The reason we're going so bright and then toning it down is to create a subtle, reflective texture. If you don't want to bother with this process, you can just do a normal edge highlight.



## Black Tabard

Use AK 3rd Blood Red to lighten the red, and then AK 3rd Warm Gray to paint the white. We'll talk more about painting the red later.

Now spray on a coat of matte finish and you have a black tabard. Once the matte finish dries, you'll see that it reveals a very fine texture, as shown on the left.

The black tabard is now complete.