

Product guide

Step by Step



Tutorial

How to paint battle damage on a Primaris Repulsor tank

This tutorial shows you how to paint the effect of battle damage on a futuristic tank. We have used a Warhammer 40K Primaris Repulsor tank as an example, which features some Space Wolves customization bits from Spellcrow.

By Jon Gómez (Pintureando.com)



1 The entire tank is painted before we start adding the battle damage effects.



2 Using a mixture of Model Color German Camouflage Black Brown 70.822 and Model Color Black 70.950, we add various scratches, bullet marks and other signs of battle damage.



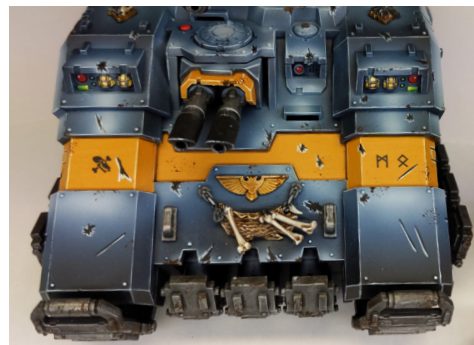
3 Some scratches from wolf claws have been added to give this Space Wolves tank a distinctive look.



4 Using a mixture of Model Color Sky Blue 70.961 and Model Color White 70.951, the lower parts of the scratches made in the previous step are picked out. Pure white can be used sparingly to further enhance the contrast.



5 The same process is repeated for the yellow parts of the tank, using a mixture of Model Color Ice Yellow 70.858 and Model Color White 70.951.



6 With a piece of sponge and Vallejo Environment Rust Texture 73.821, more damage is recreated, emphasizing the corners and other areas that naturally wear more.



7 To add a wintry effect to both the base and the underside of the vehicle, Vallejo Environment Snow 73.820 is used.



8 Finally, Vallejo Environment Slimy Grime Dark 73.822 and Slime Grime Light 73.823 are applied in a random pattern on the snow.



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