

# SENTINEL

ASTRA MILITARUM



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# WHAT IS A SENTINEL (ASTRA MILITARUM)?



**A Sentinel is a bipedal vehicle used by the forces of the Astra Militarum in the Warhammer 40k universe**

A sophisticated armored vehicle capable of moving agilely on any terrain thanks to its articulated legs, unloading their cannons against the enemies of humanity. In this article we are going to learn how to paint and apply weathering effects on a Sentinel, using 3GEN acrylics and other products such as washes or pigments.



## STEP BY STEP

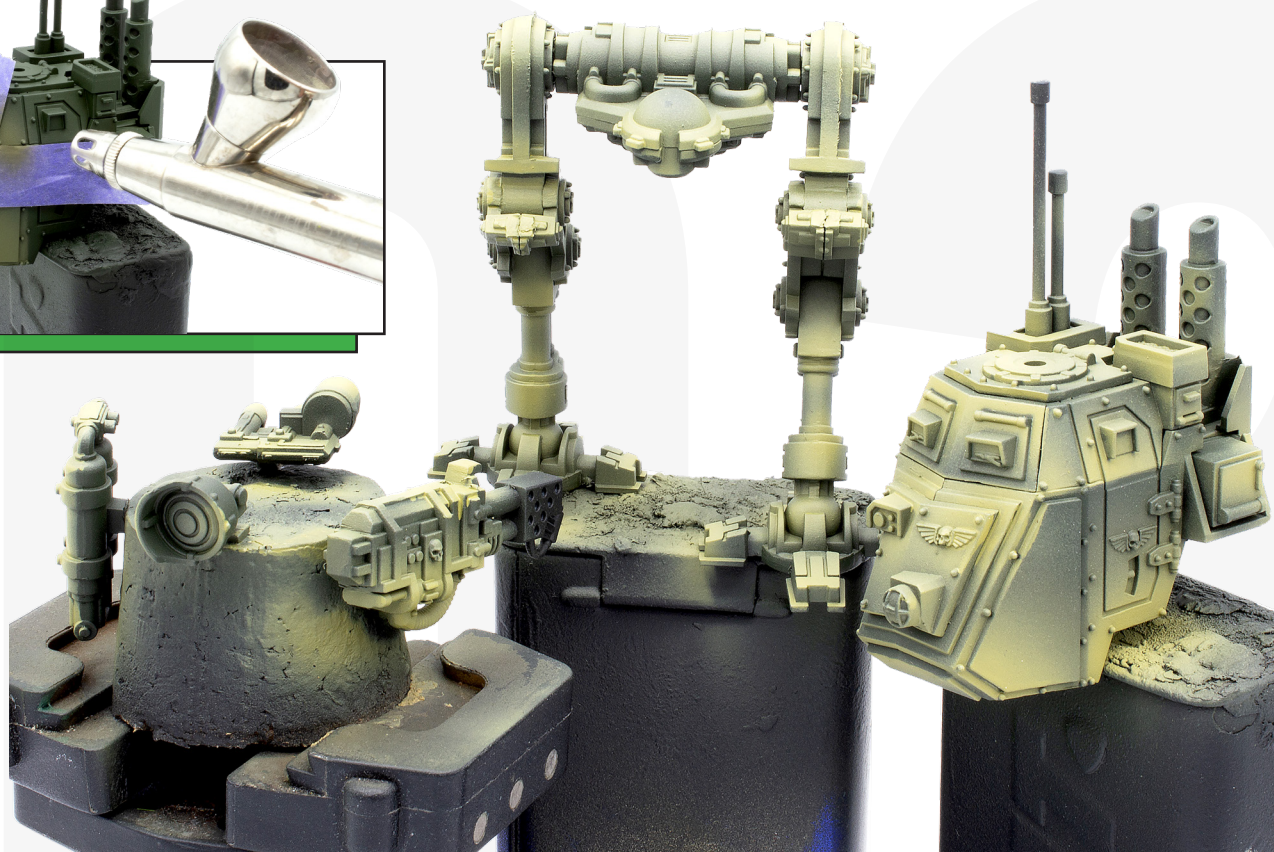
**01** Due to the composition of the miniature, it is advisable to divide the painting into separate pieces. This facilitates the application of the paint both with a brush and with an airbrush. In this example, we split the Sentinel into the legs, the body, and the rest of accessories. We start by applying a coat of black primer with **AK1009 Fine Primer Black Spray**.



**02** One of the advantages of painting this faction from the Warhammer 40k universe is its inspiration from modern armies, so any color or military camouflage will match the figure perfectly. We perform a color modulation using three colors:

- **AK11430 Russian Uniform Base**
- **AK11429 Russian Uniform**
- **AK11429 Russian Uniform** mixed with **AK11345 APC Interior Light Green** in equal parts.

To achieve the best result when lighting and shading the panels, we make use of masking tape.







**03** Using the masking tape, we draw a white line on the side of the Sentinel with **AK11001 White**, where we will later add some numerical identifier or representative symbol.



**04** We outline the edges of the armor by combining **AK11429 Russian Uniform** and **AK11345 APC Interior Light Green** in a 1:2 ratio. We paint the emblems and rivets in silver with **AK11212 Gun Metal** mixed with **AK11029 Black** in equal parts. We illuminate the metals with **AK11212 Gun Metal** to highlight the shine.







**05** The Sentinel has multiple striking elements that we are interested in working on, since they stand out from the monotony of the military green, bringing a lot of charisma to the piece. We simulated the lenses in a bluish tone, starting with **AK11172 Archaic Turquoise** and **AK11027 Rubber Black** in equal parts. We then lighted with **AK11172 Archaic Turquoise**, followed by **AK11176 Deep Sky Blue**. We mark the brightness of the glass with **AK11001 White**. We worked with **AK11077 Light Orange** for the front armor headlight, followed by **AK11042 Volcanic Yellow** and final lights with **AK11038 Pale Yellow**.

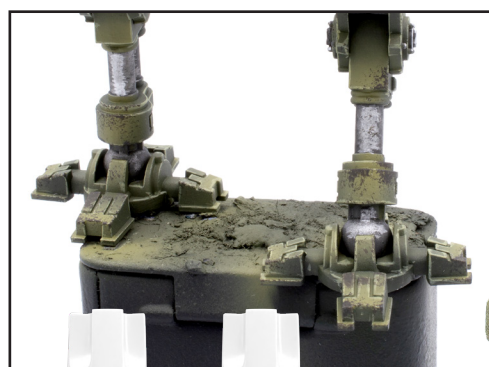




**06** We painted the fuel tank of the flamethrower that carries the bipod in red. We apply **AK11097 Burnt Red** followed by **AK11092 Matt Red**. In addition, we make two small freehands that simulate the typical warning labels on flammable materials.



**07** We simulate chips in the areas of greatest erosion with a mixture of **AK11111 Burnt Umber** and **AK11029 Black** in equal parts. We're much more generous on the Sentinel's legs, especially the feet and joints, where we'll concentrate a lot of wear and tear.





**08** At this point, we varnish the miniature with **AK11238 Satin Varnish** to protect all the acrylic work done. We added some decals with the help of **P251 Decal Setter** and **P252 Decal Softener**.



**09** We outline all the nooks and crannies of the armor with the **AK045 Dark Brown For Green Vehicles** wash. We use **AK047 White Spirit** to remove excess wash from the figure. At this point, we can already glue to the cabin all the accessories such as the flamethrower, headlight, etc.



**10** We simulated runs and accumulations of mud in the grooves and panels of the Sentinel with the product **AK078 Damp Earth**. Once dry, we intensify the effect of dirt and accumulated dust using pigment **AK085 Track Rust**, especially in horizontal panels and cracks. At this point, the figure is finished and we glue the cabin to the legs. We finish with an airbrushed coat of matt varnish using **AK11252 Ultra Matt Varnish**.





**11** For the base we are going to simulate a stony ground, highlighting that the Sentinel is a vehicle capable of easily traversing any type of terrain, even those that would be impossible for tracked armored vehicles. We spread a layer of **AK8021 Terrains Light Earth** and glue pieces of tree bark to simulate stones. It is very important to let the product dry completely before continuing.



**12** We paint the stones with **AK11027 Rubber Black** to give them a dark tone. Later, we highlighted them with a dry brush of **AK11422 Ocher Khaki**. We enhanced the color of the texturizer by adding **AK1210 Light Clay** and **AK1214 Medium Earth**, giving relief and creating new earthy tones. We also spread the liquid pigment on the stones, so that they are better integrated into the base.



**13** We finished the miniature by gluing the Sentinel to the base and adding different electrostatic grasses around the stones. We use samples with brownish or straw tones and, to a lesser extent, some dark greens.

