Hello! In this guide I’ll be painting Director Orson Krennic from Star Wars: Legion!

I’ve primed the figure in black and provided some grey and white zenithal highlights from above, but I’ve yet to glue the head and left arm into place:

I’m going to begin by painting the black areas using Black mixed with some Dark Sea Blue (anything up to a ratio of around 2:1 will be fine), and I’ve thinned it enough to allow some of the raised highlights to show through:
For the cloak I'm using Blue Grey Pale mixed with a little Ivory (in a roughly 4:1 ratio). For the underside of the cloak however, I'm darkening this down with some Black which produces a tone not far off something like Mechanicus Standard Grey:

I'm now using the pure 4:1 mix of Blue Grey Pale and Ivory for the outer cloak, along with the rest of the outfit:

This gives us a slightly cool, off-white which we can highlight up later with some additional Ivory.
I'm now painting the upper half of the rank badge with Mephiston Red, and the lower with Caledor Sky:

I'm also painting the clips with the off black we mixed a moment ago:

At this point I've chosen to glue the left arm into place.

I'm now going to paint the face using Bugman's Glow. I'm doing this "off body" as the blaster somewhat gets in the way...

Next I'm going to wet blend some tones onto the hair, and I'm using Cold Grey mixed with some Black for the darker areas:

I've also painted the eyes with Ivory, and dotted in some black pupils, placing them towards the top of each eye:
I'm now wetblending this up into some pure Cold Grey:

And here I've mixed in some White for the top of the head:

I'm now going to highlight the face using the same tones featured in the Han Solo and General Veers episodes of the video series. This means I'm also mixing in some Dark Sea Blue for the chin area:
I'm now highlighting from Bugman's Glow to Cadian Fleshtone:

And here I'm bringing in some Kislev Flesh:

Notice how useful the zenithal highlights can be in showing us what the values might look like:

I sometimes like to add a hint of green (such as Nurgling Green) along with some White for my final highlights:
I'm now going to highlight the white cloak and top by gently increasing the amount of Ivory in the original Blue Grey Pale and Ivory base tone. Notice that the paint may appear lighter when wet:

And here I've mixed Bugman's Glow and White to give a highlight to the lower lip:
I’m applying the paint with a smooth but pretty opaque consistency to avoid creating a “streaky” look:

By increasing the proportion of Ivory, we’re also gently altering the colour temperature from cool to warm, as well as bringing up the brightness:

And by never actually using pure white, we avoid some of the chalkiness that can result, giving us a nice smooth finish:
This is as bright as I decided to go (so not even reaching pure Ivory). (For a more reflective material I might go further with some specular glints of Ivory mixed with White perhaps, or even some touches of pure White.)
This completes the white cloak and top:

I'm now going to highlight the black areas by simply adding white to the off-black base tone:

Here I'm using Vallejo's USA Olive Drab for the handle of the blaster:
I’m pushing things quite far for the shinier areas—such as the boots:

And the pistol which ought to have a silvery look:

For the belt plate I’m providing a mid-grey base colour:

Then building up a quick gradient getting lighter towards the lower edge:

And I’m placing an edge highlight along the upper edge:

I’m now gluing the head into place:

And here I’m mixing some USA Olive Drab into some grey to provide some light weathering to the base of the cloak:
And I've provided basing exactly as described for the Death Troopers:

And this completes Director Orson Krennic!
PAINT LIST:

Black (VMC)
Titanium White (Schmincke)
Dark Sea Blue (VMC)
Blue Grey Pale (VMC)
Ivory (VMC)
Mephiston Red (GW)
Caledor Sky (GW)
Cold Grey (VMC)
Bugman’s Glow (GW)
Cadian Fleshtone (GW)
Kislev Flesh (GW)
Nurgling Green (GW)
USA Olive Drab (VMC)

FOR THE BASE:

Dark Earth basing paste (Vallejo)
Black Battleground grit (Army Painter)
Nuln Oil (GW)
Agrax Earthshade (GW)
4mm Light Green tufts (Gamers Grass)
4mm Swamp tufts (Gamers Grass)
2mm Dark Moss tufts (Gamers Grass)
5mm Autumn tufts (Gamers Grass)