



**Necron
overlord cold
blue/grey
armour, NMM
gold & skull
helmet**

Step-by-step

◆ Paints required:

Blue grey armour

- Incubi darkness
- Intermediate blue (Vallejo mc)
- Caliban green
- Ice yellow (Vallejo mc)
- Abaddon black

NMM Cold gold

- Japanese uniform (Vallejo mc)
- Black brown (Vallejo mc)
- Ice yellow (Vallejo mc)
- Golden yellow (Vallejo mc)
- Abaddon black

Skull mask

- Zandri dust
- Intermediate blue
- Mournfang brown
- Screaming skull
- Rhinox hide
- White





Basecoat the armour with a 2:1:1 mix of incubi darkness, intermediate blue & caliban green.



We now glaze the frame of the light reflections by adding 1 part more of intermediate blue to the basecoat mix – add 2-3 parts of water. I have added a video reference for how to glaze a armour & a PDF guide for how to locate light reflections in the post description.



We now glaze more towards the middle of the light reflections by adding $\frac{1}{2}$ part of ice yellow to the previous mix.



. We now glaze the middle of the light reflections by adding $\frac{1}{2}$ part more of ice yellow to the previous mix.



We now glaze the very middle of the light reflections, by adding 1 full part more of ice yellow to the previous mix. We furthermore shade all the deepest recesses with thinned down abaddon black – add 3-4 parts of water.



We now edge highlight the armour with a 1:1:1 mix of intermediate blue, incubi darkness & ice yellow.



We now glaze the very middle of the light reflections with pure ice yellow. Now the blue grey armour is done!



We now work on the skull helmet. Basecoat the helmet with a 1:1 mix of intermediate blue & zandri dust.



We now glaze all the raised areas on the the helmet with pure zandri dust. Add 2-3 parts of water.



We now make a 2:1 mix of zandri dust & screaming skull, & glaze more towards the middle of the raised areas.



We now make a 1:1 mix of zandri dust & screaming skull & glaze the middle of the raised areas on the helmet.



We now shade all the deepest recesses with rhinox hide. We furthermore shade all the areas on the helmet, that is still covered in the basecoat with a 2:1 mix of zandri dust & rhinox hide. Add 2-3 parts of water.



We now edge highlight the helmet with a 2:1 mix of screaming skull & zandri dust – add 1-2 parts of water.



We now glaze the very middle of the raised areas with a 1:1 mix of screaming skull & white. We furthermore shade the areas that would be most naturally shaded with a 1:1:1 mix of zandri dust, mournfang brown & rhinox hide. Now the helmet is donw.



We now start on the NMM cold gold. We start with basecoating the gold areas with a 2:1 mix of japanese uniform & black brown.



We now glaze the frame of the light reflections with pure japanese uniform. Add 2-3 parts of water.



We now make a 2:1 mix of japanese uniform & golden yellow & glaze more towards the middle of the light reflections.



We now add $\frac{1}{2}$ part of ice yellow to the previous mix & glaze the middle of the light reflections.



We now add $\frac{1}{2}$ part more of ice yellow to the previous mix & glaze the very middle of the light reflections.



We now shade all the deepest recesses with abaddon black – add 3-4 parts of water.



We now edge highlight the gold areas with a 2:1: mix of japanese uniform & yellow & ice yellow. We furthermore glaze the very middle of the light reflections once again with pure ice yellow. Now its done!