



**Gorath the
enforcer
NMM cold
gold & skin**

Step-by-step

◆ Paints required:

NMM cold gold

- Abaddon black
- Japanese uniform (Vallejo mc)
- Ice yellow (Vallejo mc)
- Yriel yellow
- English uniform (Vallejo mc)

- Skin

- Cavalry brown (Vallejo mc)
- Basic skin tone (Vallejo mc)
- Stormvermin fur
- Silver grey (Vallejo mc)
- Rakarth flesh
- Abaddon black





Before we start painting the miniature, we locate the light reflections on the skin & armour, by taking a picture of it under our desk lamp. I have primed the miniature in Chaos Black as it has a great shine to it, which makes it easier to locate the different light reflections. I have added a guide for how to locate light reflections in the post description.



We start by basecoating the armour areas with a 3:1:1 mix of english uniform, abaddon black & lime green.



We now glaze the frame of the light reflections on the armour by adding a $\frac{1}{2}$ part of japanese uniform & lime green to the basecoat mix – add 2-3 parts of water.



We now add another $\frac{1}{2}$ part of japanese uniform & lime green to the previous mix & glaze towards the middle of the light reflections.



We now add the final $\frac{1}{2}$ part of japanese uniform & lime green to the previous mix & glaze the middle of the light reflections.



We now add $\frac{1}{3}$ part of ice yellow to the previous mix & glaze the very middle of the light reflections.



We now add some secondary light reflections on each sides of the previous painted light reflections. We glaze the frame of those by adding 1 part of yriel yellow to the basecoat mix. Towards the middle of these secondary light reflections, we add another $\frac{1}{2}$ part of yriel yellow to the previous mix & glaze.



We now add 1 part more of abaddon black to the basecoat mix & glaze in between the brightest & secondary light reflections, where it is still covered in the basecoat. Add 2-3 parts of water. We glaze the deepest recesses & nails with thinned down abaddon black – add 2-3 parts of water.



We now add a ½ part of ice yellow to the previous mix used for the brightest light reflections & glaze the very center of the light reflections again. We furthermore highlight the nails with pure ice yellow. Finally we edge highlight all the edges on the armour, besides the ones closest to the brightest light reflections, with a 3:1 mix of japaense uniform & ice yellow.



We now edge highlight the edges closest to the brightest light reflections, with a 1:1 mix of japanese uniform & ice yellow. We furthermore add some scratches here and there by painting thin lines & dots with the same mix used for the previous edge highlight (last step).



We start by basecoating the skin with a 1:1 mix of rakarth flesh & stormvermin fur.



We now glaze the frame of the light reflections on the skin by adding 1/4 part of silver grey to the basecoat mix. Add 2-3 parts of water.



We now add another $\frac{1}{4}$ part of silver grey to the previous mix & glaze towards the middle of the light reflections on the skin. We furthermore shade the deepest recesses, by adding a $\frac{1}{2}$ part of cavalry brown to the basecoat mix. Finally we layer the eye lids with pure cavalry brown & layer the eye socket with abaddon black.



We now add the final $\frac{1}{4}$ part of silver grey to the previous mix used for the skin & glaze the middle of the light reflections on the skin. We furthermore highlight the eye lids with a 2:1 mix of basic skin tone & cavalry brown.



We now take pure silver grey & highlight the ribbons on the forehead. We furthermore paint the eyes with pure basic skin tone & afterwards glaze them with thinned down cavalry brown – add 3 parts of water. Done 😊 !