



**Yndrasta
NMM gold
armour
Step-by-step**

◆ Paints required:

NMM gold armour

- **Balor brown**
- **Yriel yellow**
- **Ice yellow (Vallejo mc)**
- **Mournfang brown**
- **Abaddon black**
- **Evil suns scarlet**





Before we start painting the miniature, we locate the light reflections on the armour areas that we want to paint gold, 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 with a 2:1/2 : 1 part of balor brown, abaddon black & mournfang brown. We furthermore glaze the frame of the light reflections on the armour by adding 1 part more of balor brown to the basecoat mix – add 2-3 parts of water.

We now glaze towards the middle of the light reflections by adding 1 part more of balor brown to the previous mix – add 2-3 parts of water.



We now add a $\frac{1}{2}$ part of ice yellow to the previous mix & glaze the middle of the light reflections. We furthermore shade the areas we havent touched, by adding 1 part of abaddon black to the basecoat mix – add 2-3 parts of water.



We now shade all the deepest recesses & around the nails with pure abaddon black – add 2-3 parts of water.



We now add secondary light reflections on each side of the brightest light reflections & on the areas that we have shaded with xv88 – add 2-3 parts of water.



We now edge highlight the armour with a 3:1 mix of balor brown & ice yellow – we furthermore add scratches with balor brown – add 1-2 parts of water.



We now make a 1:1 mix of balor brown & ice yellow & glaze the very middle of the brightest light reflections We furthermore glaze some of the secondary light reflections with a 3:1 mix of yriel yellow & evil suns scarlet. Finally we highlight all the nails & sharpest edges on the armour with pure ice yellow – finished 😊 !