



**NMM gold axe
PDF tutorial**

Paints used :

- Grim brown (AK)
- Ice yellow (Vallejo mc)
- White
- Seraphim sepia (Citadel – old formular)
- Gold yellow (Vallejo game color)
- Parasite brown (Vallejo game color)
- Pale grey (AK)





Its always good to have a reference, when painting metallics – i use both real life references, but also fantasy/digital references. In this case, i used this golden axe reference, that i found by searching for "Gold axe fantasy" on google. My goal was to aim for the same warm brownish/yellow tones, on my version. Lets go!



Before we start painting the miniature, we locate the light reflections on the axe, by taking a picture of it under our desk lamp. I primed it in Chaos black as it has a great shine to it. I have added a guide for how to locate light reflections in the patreon post. We keep this photo, in front of us during the whole painting session, as reference for all the light reflections, on the axe.

I recommend watching the video tutorial, for the NMM steel part of the blade, to use as reference for the glazing & adding scratches parts.



We start by basecoating the upper half of the blade, or the frame of the main light reflection, with a 2:1 mix of gold yellow & parasite brown.

The remaining areas, we basecoat with a 2:1 mix of parasite brown & grim brown.



We now take pure parasite brown, & glaze towards the edges of the of the lower half of the blade. We furthermore glaze towards the left side of the edges, on the flat part of the axe. Add 1-2 parts of water. These are going to be, the secondary reflections.



We now add 1 part of ice yellow, to the same mix we used for the frame of the light reflections, & glaze towards the center of the light reflection. We furthermore add around 1/3 part of pale grey, to the parasite brown & glaze further towards the edges, of the flat part of the axe,



We now add 1 part more of ice yellow to the previous first mix & glaze the center of the light reflections.



We now add a half part more of pale grey, to the previous mix for the secondary reflections, & glaze towards the very edges on the flat surface – we furthermore glaze the lower part of the blade, with the same mix. Finally we take pure ice yellow & glaze the very center of the main light reflection. In the last step, i kept the main light reflection the same, as in this step.



We now add 1-2 layers of seraphim sepia, on all the areas, besides the main light reflection.



We now add scatches, by painting thin lines & dots, with a 2:1 mix of parasite brown & ice yellow. We furthermore edge highlight all dents & holes with the same mix. 1 part of water is added.



I decided later on to keep main light reflection wide, with the same approach as in step 5. We now highlight all the edges facing upwards aswell as the edges closest to the main light reflection, with pure ice yellow. We furthermore make a 1:1 mix of ice yellow & white, & edge highlight all the sharpest edges. Add 1 part of water. Its now done 😊