



**Bastian Carthalos NMM gold
armour
Step-by-step**

◆ Paints required:

◆ NMM gold armour

- Abaddon black
- Ice yellow (Vallejo mc)
- Mournfang brown
- Averland sunet
- Balor brown
- English uniform (Vallejo mc)
- Yriel yellow
- Evil suns scarlet





Before we start painting the miniature, we locate the light reflections on the armour of Bastian Carthalos, 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 post description.



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Before painting a NMM gold, its always a good thing to have a reference photo for how you want to paint it – i choose the left reference photo, as i like the temperature of the gold & also the orange/reddish secondary light reflections. This gold is though way more reflective than my one - i want to keep it quite simple, with few secondary light reflections, & thats why i also choose the picture on the right. I therefor wanted to create a gold that is a combination of those 2.





We start by basecoating the armour with a 2:1:1 mix of balor brown, mournfang brown & abaddon black.

We now glaze the frame of the light reflections on the armour by adding a ½ part of balor brown & averland sunset to the basecoat mix – add 2-3 parts of water.



We now add 1 part of balor brown & averland sunset to the previous mix & glaze towards the middle of the light reflections.



We now take pure balor brown & averland sunset (1 part of each) glaze the middle of the light reflections.



We now add part of ice yellow to the previous mix & glaze the very middle of the light reflections. Finally we glaze the very center of the light reflection once again by adding a $\frac{1}{2}$ part of yriel yellow & ice yellow to the previous mix.



We now work on the shaded the remaining areas of the armour – the shaded areas, secondary light reflections & edge highlights. I have chosen to focus on the upper body area, as this area is great to illustrate on. We start by shading all the remaining areas on the armours, that we havent touched, with a 2:1 $\frac{1}{2}$ mix of english uniform & abaddon black. We furthermore shade the deepest recesess with pure abaddon black. Add 2-3 parts of water.



We now add a secondary light reflection on the opposite side of the main light reflections – we do this by adding a 1:1: ½ mix of english uniform, yriel yellow & evil suns scarlet to the previous shade mix – again we glaze. This is especially on the lower areas on the chest, abs & side armour

Another angle of the previous step.



We now add 1: 1/2 part more of yriel yellow & evil suns scarlet to the previous mix & glaze further towards the lower edges of the secondary light reflections on these specific areas. On other secondary light reflections on the armour, it can be necessary to glaze towards the center of it instead.



We now edge highlight the most exposed edges with a 1:1:1 mix of averland sunset, yriel yellow & ice yellow. Add 1 part of water.



We now add 1 part more of ice yellow to the previous mix & add a dot on all the sharpest & most exposed edges. Add 1 part of water. We furthermore add small scratches on the armour by painting thin lines & dots with balor brown – add 1-2 parts of water.



We now continue the exact same process on the remaining areas on the gold armour. As i mentioned earlier, some of the secondary light reflections are placed more in the center of the specific armour area – for example on the thigh & bicep armour – here we simply glaze towards the middle of the secondary light reflection, instead of the lower area of the light reflection – wich was mainly the case on the upper body area. Now the NMM gold armour is finished 😊 !

