



**Ctan deceiver NMM gold body
Step-by-step**

◆ **Paints required:**

◆ **Gold body**

- **Averland sunset**
- **Skrag brown**
- **Abaddon black**
- **Ice yellow (Vallejo mc)**
- **Cavalry brown (Vallejo mc)**
- **English uniform (Vallejo mc)**
- **Yriel yellow**
- **Evil suns scarlet**





Before we start painting the miniature, we locate the light reflections on the body of the Ctan, 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.



We start by basecoating the body with a 1: 1/2 :1:1: 1/2 part of english uniform, averland sunset, skrag brown, abaddon black & cavalry brown. We leave the most shaded areas untouched (from the knee & down.

We now basecoat from the knee & down by adding 1 part more of abaddon black to the basecoat mix. We furthermore glaze in the frame of the light reflections on the armour, by adding a 1/2 part of both averland sunset & english uniform to the basecoat mix – add 2-3 parts of water.



We now add 1 part of averland sunset & english uniform to the previous mix & glaze towards the middle of the light reflections. We leave the areas from the knee & down untouched until now.



We now shade all the deepest recesses & the areas that are naturally shaded on the upper body with a 2:1 mix of english uniform & abaddon black – add 2-3 parts of water. (See reference photo from page 3) – this is fx. The abs.



We now work on the secondary light reflections – this is the reflection on the shaded areas on the body parts – for example the lower part of the abs, muscles, pecs, legs, horns etc. Here we add 1 part of english uniform, a $\frac{1}{2}$ part of evil suns scarlet & 1 part of yriel yellow to the previous mix used for the shaded areas – add 2-3 parts of water.



We now add 1 part more of yriel yellow & a $\frac{1}{2}$ part of evil suns scarlet to the previous mix & glaze towards the lower area of the previous glazed area on the light reflections. We furthermore add 1 part of yriel yellow & ice yellow to the previous mix used for the main light reflections & glaze the very middle of the light reflections. If it needs a bit more shine, add the same amount again to the mix & glaze further towards the very center of the light reflections. Its now done 😊 !