



**Averon
Stormsire
NMM Cold
gold armour
& fire with
osl
Step-by-step**

◆ Paints required:

NMM gold armour

- Gold brown (Vallejo mc)
- Mournfang brown
- Rhinox hide
- Abaddon black
- Ice yellow
- White

Fire with osl

- Light green (Vallejo mc)
- Kantor blue
- Ice yellow (Vallejo mc)
- Abaddon black





We start by basecoating the armour with a 2:2:1 mix of mournfang brown, gold brown & rhinox hide.



We now add 1 part of gold brown to the basecoat mix, & glaze in the frame of the light reflections. Add 2-3 parts of water. I have added a video tutorial for how to glaze & a guide for how to locate light reflections in the post description.



We now add 1 part more of gold brown & glaze towards the middle of the light reflections.



We now take pure gold brown & glaze the middle of the light reflections .



We now make a 2:1 mix of gold brown & ice yellow & glaze the very middle of the light reflections .



We now shade the areas still covered in the basecoat, with thinned down mournfang brown – add 2-3 parts of water. We furthermore shade all the deepest recesses & lower areas that are not exposed of light, with rhinox hide.



We now start by edge highlighting the armour with a 3:1 mix of gold brown & ice yellow. We furthermore edge highlight all the edges close to the light reflections by adding 1 part more of ice yellow. Finally we glaze the very middle of the light reflections once again with pure ice yellow.



We now shade around all the nails with abaddon black & highlight them with white. Optional: We paint thin lines all over the armour with 3:1 of gold brown & ice yellow – add 2 parts of water. This is to illustrate scratches – i recommend using a very fine tipped brush for this.



We now start working on the fire & osl. We start by basecoating the fire with a 1:1 mix of kantor blue & light green. We furthermore basecoat the glove with rhinox hide – this will make more sence later!



We now glaze the lower half of the fire by adding $\frac{1}{2}$ part of ice yellow to the basecoat mix – add 2-3 parts of water.



We now add 1 full part of ice yellow to the previous mix & glaze the lower quarter of the fire.



We now glaze the upper half of the fire with kantor blue – add 2-3 parts of water.



We now glaze the tips of the fire with a 1:1 mix of kantor blue & abaddon black.



We now highlight the edges of the tips of the fire with a 2:1 mix of kantor blue & ice yellow – add 1-2 parts of water.



We now add 1 part more of ice yellow & highlight the very tips of the fire.



We now start working on the OS. We have already basecoatet the glove with rhinox hide - we now make a 1:1:1 mix of rhinox hide, kantor blue & light green & glaze the upper areas of the glove. We furthermore glaze around the edge of the gold shoulder pad with a 1:1:1 mix of mournfang brown, kantor blue & light green.



We now make a 1:1 mix of kantor blue & light green & glaze more towards beginning of the fire, on the glove. We furthermore glaze the edge of the gold shoulder pad with the same mix.



We now add $\frac{1}{2}$ part of ice yellow to the previous mix, & glaze the area of the glove closest to the fire. We furthermore highlight the edge of the gold shoulder pad once again with the same mix. Now the, cold NMM gold armour, fire & osl is done!