

Paints required:

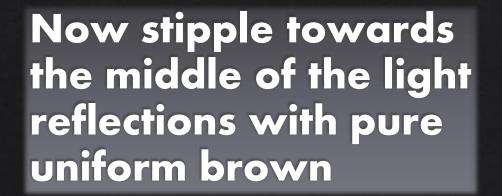
NMM Cold gold

- Rhinox hide
- Uniform brown (Vallejo MC)
- Tan yellow (Vallejo MC)
- Ivory (Vallejo MC)
- Abaddon black
- White



Basecoat the armour with rhinox hide

Now glaze in all the light reflections on the armour areas with a 1:1 mix of rhinox hide & uniform brown – add 3-4 parts of water. We will add this amount of water to all glaze & stipple mixes in this tutorial. See post discription for a video reference for glazing, stippling & locating light reflections.



We now stipple the very middle with a 1:1 mix of tan yellow & uniform brown.



We now leave just a couple of dots in the very middle of the light reflections with a 1:1 mix of ivory & tan yellow

We now shade all the areas still covered in the basecoat & the recesses with thinned down abaddon black – add 3-4 parts of water. Make sure to leave just a small area still covered in the basecoat in between the shaded area & the light reflections.



We now edge highlight all the edges on the armour with a 1:1 mix of ivory & tan yellow. We once agin leave just a couple of dots in the middle of the light reflections with pure white. Furthermore highlight all the nails with white too. Done!