



**Emelda
Braskov
NMM steel
armour &
skin
Step-by-step**

◆ **Paints required:**

NMM steel armour

- **French mirage blue (Vallejo mc)**
- **Basalt grey (Vallejo mc)**
- **Silver grey (Vallejo mc)**
- **Corvus black**
- **Abaddon black**
- **Dark sea grey (Vallejo mc)**

Skin

- **Mournfang brown**
- **Bugmans glow**
- **Basic skin tone**
- **Screamer pink**
- **Medium flesh tone (Vallejo mc)**





Before we start painting the miniature, we locate the light reflections on the armour & face 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.



I used this real picture of a steel armour as a reference & inspiration for the armour. Lets go !



We start by basecoating the armour with a 3:1 mix of french mirage blue & corvus black.

We now glaze the frame of the light reflections, by adding a $\frac{1}{2}$ part of dark sea grey to the basecoat mix – add 2-3 parts of water.



We now add $\frac{1}{3}$ part of silver grey to the previous mix & glaze towards the middle of the light reflections.



We now add another $\frac{1}{3}$ part of silver grey to the previous mix & glaze the middle of the light reflections.



We now add some secondary light reflections on each sides of the brightest light reflections by glazing the frame of them with a 3:1 mix of french mirage blue & dark sea grey. Add 2-3 parts of water. We furthermore shade the areas still covered in the basecoat by adding 1 part more of corvus black to the basecoat mix. In the deepest recesses we shade with thinned down corvus black – add 2-3 parts of water.

We now edge highlight the armour with a 2:1 mix of french mirage blue, & silver grey. We furthermore add some scratches by painting thin lines & dots with the same mix. Finally we glaze the very middle of the brightest light reflections & highlight the nails with pure silver grey.



We now work on the skin. We start by basecoating the skin with a 2:1: 1/2 mix of medium flesh tone, bugmans glow & mournfang brown.



We now glaze the light reflections on the skin by adding a 1/2 part of kislev flesh to the basecoat mix.



We now add $\frac{1}{3}$ part of basic skin tone to the previous mix & glaze towards the middle of the light reflections on the skin.



We now add a $\frac{1}{2}$ part more of basic skin tone to the previous mix & glaze the middle of the light reflections on the skin. We furthermore add a $\frac{1}{2} : \frac{1}{2}$ part of mournfang brown & screamer pink to the basecoat mix & shade the deepest recesses. Add 2-3 parts of water.



We now paint the remaining elements on the face & the face is done 😊

Lips : Screamer pink, Basic skin tone

Eyes : Basic skin tone, Rhinox hode