



**Flesh tearer  
captain red  
armour**

**Step-by-step**

# ◆ Paints required:

## Red armour

- Abaddon black
- Evil suns scarlet
- Mephiston red
- Black red (Vallejo mc)
- Basic skin tone (vallejo mc)
- Wild rider red





Before we start painting the miniature, we locate the light reflections on the armour, 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 armour with a 1:1:1 mix of mephiston red, abaddon black & black red.**



**We now add 1 part more of mephiston red & glaze the frame of the light reflections. Add 2-3 parts of water.**



**Once again we add 1 part of mephiston red to the previous mix & glaze towards the middle of the light reflections.**



**We now add 1 part of evil suns scarlet to the previous mix & glaze the center of the light reflections.**



**We now work on secondary light reflections. These reflections are placed on the shaded areas, for example on the lowest areas of the legs & knee caps. We start by glazing with a 2:1 mix of evil suns scarlet & abaddon black. We furthermore glaze the center of the secondary light reflections, with pure evil suns scarlet. Add 2-3 parts of water. I have pointed some of the areas out.**



**We now shade the remaining areas by adding 1 part more of abaddon black to the basecoat mix – add 2-3 parts of water. We furthermore shade the deepest recesses & nails with pure abaddon black. Add 1-2 parts of water. We furthermore glaze the very center of the light reflections by adding 1 part of wild rider red to the previous mix used for the main light reflections.**



**We now edge highlight all the edges with a 1:1 mix of evil suns scarlet & wild rider red. Add 1 part of water.**

**We now glaze the very center of the light reflections once again, by adding  $\frac{1}{3}$  part of basic skin tone to the previous mix used for the light reflections. We furthermore edge highlight the edges closest to the light reflections with the same mix. Done 😊 !**