



**Flesh tearers  
armour**

**Step-by-step**

# ◆ Paints required:

## Red armour

- Khorne red
- Mephiston red
- Vermilion (Vallejo mc)
- Abaddon black
- Kislev flesh
- White
- Ulthian grey

## Dark armour

- Incubi darkness
- Ulthian grey
- Abaddon black
- Corvus black
- Dawnstone





**I started by priming the miniature with Chaos black spray – i afterwards took a picture of the front & back underneath my desk lamp in order to locate the light reflections – i have added a PDF guide for how to locate light reflections in the post description.**





**Basecoat the armour with a  
2:2:1 mix of khorne red,  
mephiston red & abbaddon  
black.**



**We now glaze the frame of the light reflections with a 1:1 mix of khorne red & mephiston red. Add 2-3 parts of water. I have added a video tutorial for how to glaze a similar armour in the post description.**



**We now glaze more towards the middle of the light reflections with mephiston red.**



**We now make a 2:1 mix of mephiston red & vermilion, & glaze the middle of the light reflections.**



**We now shade all the deepest recesses with a 2:1 mix of abaddon black & khorne red. We furthermore shade the areas still covered in the basecoat with a 1:1 mix of khorne red & abaddon black. Add 3-4 parts of water.**





**We now edge highlight the armour with a 2:1 mix of vermilion & mephiston red. Add 1-2 parts of water.**



**We now glaze the very middle of the light reflections with a 2:1 mix of vermillion & kislev flesh . We furthermore add 1 part of white to the same mix, & add a small dot in the very middle of the light reflections once again.**



**We now edge highlight all the nails with ulthian grey. Now the red armour is done! On to the dark armour part.**



**We basecoat the armour with  
a 1:1:1 mix of incubi darkness,  
corvus black & abaddon black.**



**We now make a 1:1 mix of incubi darkness & corvus black, & glaze the frame of the light reflections. Add 3-4 parts of water.**



**We now add 1 part of dawnstone to the previous mix, & start glazing towards the middle of the light reflections.**



**We now add a brush tip of  
ulthian grey & glaze the  
middle of the light reflections.**



**We now add 1 more brush tip to the previous mix & glaze the very middle of the light reflections.**





**We now edge highlight the armour with a 2:1 mix of dawnstone & ulthian grey. Add 1-2 parts of water. We furthermore leave a couple of dots of pure ulthian grey in the very middle of the light reflections once again – add 3-4 parts of water.**



**Finished 😊 !**