



**Deathguard  
plague  
marine face /  
skin**

**Step-by-step**

# ◆ Paints required:

## Face

- London grey (Vallejo mc)
- Incubi darkness
- Screamer pink
- Cadian fleshtone
- Basic skin tone (Vallejo mc)
- White
- Abaddon black
- Xv88
- Blue violet (Vallejo mc)





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



**We start by basecoating the skin with a 1:1:1/2 mix of london grey, cadian fleshtone & screamer pink.**

**We now pre-shade all the recesses on the facial features & areas that are naturally shaded (Check reference photo on previous page) by adding 1 part of screamer pink to the basecoat mix – add 2-3 parts of water. In the deepest recesses (like scars, nose, ears etc) we shade with pure screamer pink – add 2-3 parts of water.**



**We now glaze in the frame of the light reflections on the skin, by adding a  $\frac{1}{3}$  part of basic skin tone to the basecoat mix – add 2-3 parts of water. We furthermore add some scratches randomly around the skin with the same mix.**

**We now add a  $\frac{1}{2}$  part of basic skin tone to the previous mix & glaze towards the middle of the light reflections on the skin.**



**We now add a ½ part of white to the previous mix & glaze the middle of the light reflections on the skin.**



**We now glaze around the temples & underneath the cheek bone with thinned down incubi darkness – add 4 parts of water.**



**We now add a 1/3 part of blue violet to the incubi darkness & glaze the middle of the areas we covered in the last step – add 2-3 parts of water. We furthermore layer the eye sockets & mouth with abbaddon black. Now the skin is finished 😊 !**  
**For the rest:**

**Eyes – Basecoat : 3:1 mix white/incubi darkness – White in the middle of the eye.**

**Teeth – Basecoat : xv88 – highlight with a 2:1 mix of basic skin tone & xv88.**