



**Leather
gun case &
purity seal
Step-by-step**

◆ Paints required:

- **Leather gun case**

 - Rhinox hide

 - Flat earth (Vallejo mc)

 - Kislev flesh

 - Ulthian grey

 - Abaddon black

Purity seals

 - Wazdakka red

 - Screamer pink

 - Abaddon black

 - White

 - Dawnstone

 - Flat earth

 - Ulthian grey

 - Khorne red





Basecoat the pistol case with a 1:1 mix of rhinox hide & flat earth.



We now make these square shaped scratch patterns with pure flat earth – add 2 parts of water – choose a couple of areas, where you add more layers, as these will be the brightest.



We now make a 2:1 mix of flat earth & kislev flesh, & this time we make more random scratches all over the case. Add a couple of layers on the same areas as in the previous step.



We now make a 1:1 mix of kislev flesh & flat earth & paint scratches, only focusing in the middle of the previous areas, that we have added more layers.



We now shade all the deepest recesses with a 1:1 mix of rhinox hide & abaddon black. Add 2-3 parts of water. We furthermore highlight all the edges with a 1:1 mix of kislev flesh & flat earth. Now the pistol case is done!

We now start on the purity seals. Basecoat the wax with a 1:1:1 mix of khorne red, screamer pink & abaddon black.



We now layer the raised areas on the wax with wazdakka red.

We now make a 2:1 mix of wazdakka red & white & highlight the lower & upper edge of the wax, included the skull in the middle.



We now shade all the deepest recesses with abaddon black – add 2-3 parts of water. We furthermore leave a dot or 2 of a 1:1 mix of wazdakka red & white in the middle of the upper & lower edge of the wax.



We now basecoat the paper with a 1:1 mix of flat earth & dawnstone.



We now layer the raised areas on the paper , by adding 1 part of Ulthian grey to the previous mix.

We now paint thin lines on the paper with a 1:1 mix of rhinox hide & abaddon black, to illustrate text. We furthermore shade the deepest recesses with the same paint mix. Furthermore shade in the recesses with flat earth – add 2-3 parts of water.