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BLOOD ANGELS PAINTING GUIDE



SONS OF SANGUINIUS™







SONS OF SANGUINIUS

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INTRODUCTION

The Blood Angels are paragons of the Adeptus Astartes – a shining example to the defenders of the Imperium with a long and glorious history. However, they carry a flaw within their gene-seed – a dark secret hidden behind their mask of perfection.

Over ten thousand years ago the Blood Angels Legion Astartes was created alongside the other Space Marine Legions of the First Founding. Fashioned from the genetic essence of the Primarch Sanguinius, the Blood Angels would grow to embody the nobility and flawlessness of their gene-father. In the aftermath of the Horus Heresy, the Blood Angels were divided into numerous successor Chapters, amongst them the Flesh Tearers. Thus would the blood of Sanguinius be spread across the stars.

Since that time the Blood Angels and their successors have fought wars in every segmentum of the Imperium. On a thousand worlds they have cast down the vile and terrible enemies of Mankind. A sanguine blade against the darkness, the Blood Angels have earned a reputation for valour and honour. However, darkness dwells in the heart of all of Sanguinius' sons. These are the curses known as the Red Thirst and the Black Rage. Manifesting as a terrible hunger for bloodshed or a descent into madness, these flaws lurk in every battle-brother and can turn them into frenzied killers.

The Blood Angels, and their successor Chapter the Flesh Tearers, adhere closely to the Codex Astartes, the sacred text created to organise and teach the Space Marine Chapters. Like all Codex Chapters, their battle-brothers are organised into ten companies. However, the Sons of Sanguinius also field warriors unique among the Adeptus Astartes, one of them the dreaded Death Company.

HOW THIS PAINTING GUIDE WORKS

Sons of Sanguinius: Blood Angels Painting Guide presents four collections of Blood Angels miniatures. Each collection is based on a different company or successor Chapter of the Blood Angels and explores the iconography they use and the way they go to war. The background for each force is described with details of their squad and company markings. Following the presentation of these collections you will find stage-by-stage painting guides for each one. These show you how to paint the miniatures for each of these collections, enabling you to bring them to life on the tabletop.



THE ARCHANGELS





FIRST AMONG ANGELS

The Blood Angels 1st Company, known as the Archangels, are exemplars of the Chapter. Each battle-brother honoured with a place in the Archangels' ranks is a seasoned veteran who has proven his worth in the cauldron of war against alien warlords and vengeful Daemons. Where the fighting is at its thickest, and the Imperium's need is greatest, the Archangels are the bloody spearpoint of Commander Dante's armies.

DANTE'S 1ST COMPANY

Above and beyond even the superhuman standards of their Chapter, the Archangels are the Blood Angels' greatest warriors. Only the most deserving battle-brothers will receive a place within their ranks. To stand under the banner of the 1st Company is both a singular honour for a Space Marine, and also a heavy burden of duty – though one he accepts willingly. The countless victories and triumphs of the Blood Angels are inexorably intertwined with the history of the Archangels. Across thousands of bloody warzones and ten millennia of bitter warfare, the Blood Angels 1st Company has time and again crushed the enemies of the Imperium. In the name of the Imperium they have freed worlds from the thrall of dark gods, purged stars of heresy and crushed xenos armies into the gore-soaked dust.

During the Gallows Heresy of 205.M39 it was the Archangels Terminator Assault Squad Rathaen that destroyed the Vorterrofex Beacon. Fighting their way through the ranks of the Lunarian Madmen and their throngs of Tzeentchian Daemons they breached the inner sanctums of the Impossible Temple. In the midst of the frost currents of Xerko XXI, it was the arrival of the Archangels Vanguard Veterans that turned the tide of battle against the Ork pirates of Warboss Grimskar. Jumping from the planet's halo-zone, the Archangels plummeted down through five miles of raging ion-winds and furious Ork anti-aircraft fire, protected only by their power armour. Even so, many survived to land atop Grimskar's rust-ship and cut their way in, hacking down the Warboss and his hundred-strong bodyguard. In 872.M40 it was Archangels Terminators that finally broke the Siege of Tullok. For fifty years the renegade Planetary Governor Urlos Grador had defied the Imperium from behind the fractal energy shields of his grand palace, the shifting force walls seemingly impervious to attack. Finally, the Callidus Assassin U'var managed to infiltrate Tullok's sub-strata generatorium and interrupt power to the shields for a few short seconds. In this briefest moment, a single squad of Archangels Terminators teleported into Grador's palace and brought the siege to an end in just an hour of brutal Imperial vengeance.

Great deeds like these have defined the Archangels for thousands of years, their battle-brothers proving the Blood Angels' mastery over their foe time and again. As the 41st Millennium comes to a close, the annals of the Archangels fill with accounts of some of the most desperate battles in Imperial history. The Second War for Armageddon, the Tyrannic Wars and the Black Crusades have all seen the Archangels push back the enemies of the Imperium.

However, it is rare for the Archangels ever to gather in numbers beyond a single squad of Terminators or Veterans, such is the precious resource they represent to the Chapter.

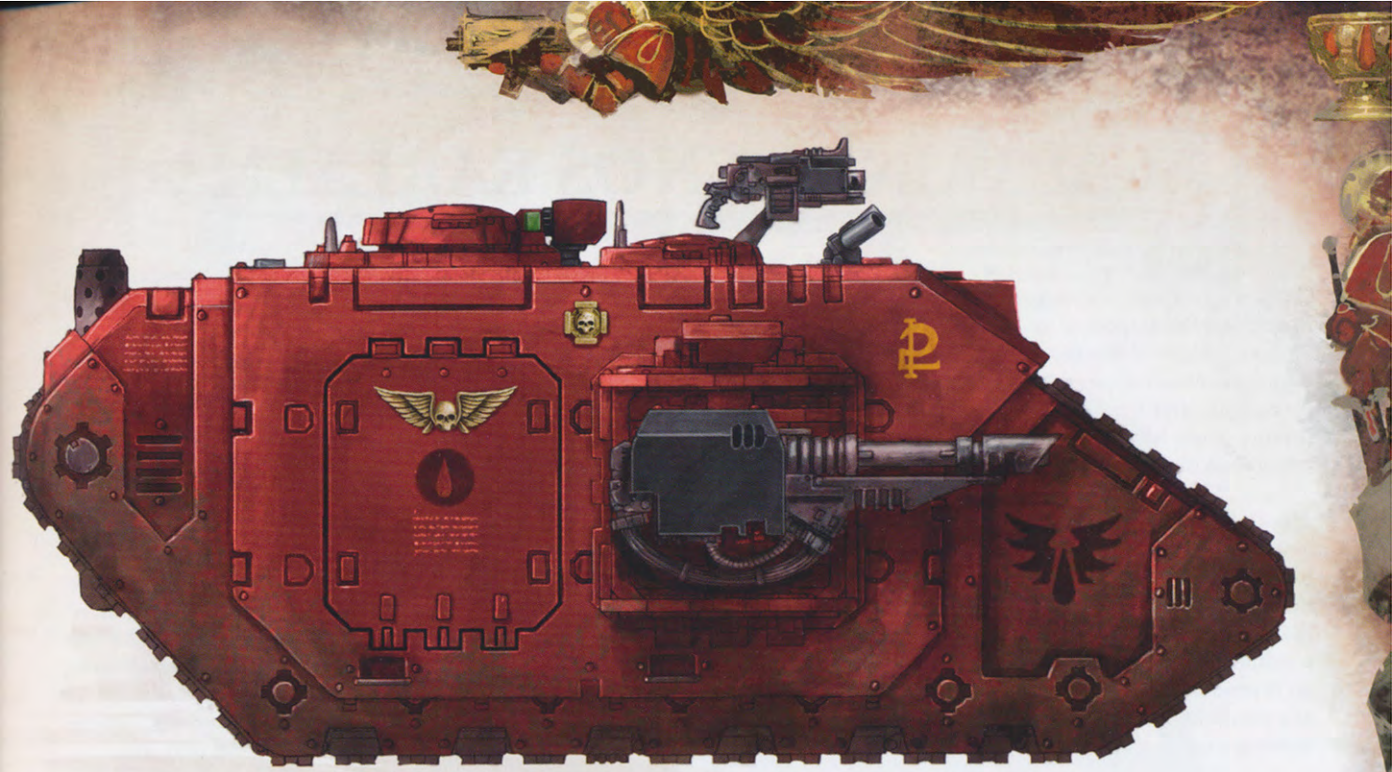
Commander Dante may send a handful of Archangels to support a strike force drawn from the Chapter's other companies, the Archangels forming a core of veterans either leading the army's vanguard or forming the solid centre of its defence. As has been proven many times, even a small group of Archangels is enough to make a difference.

Far rarer are the times when the Blood Angels gather the Archangels into a fully-fledged demi-company. Rather than a few select veterans, fifty battle-hardened warriors stand ready to enact the will of the Emperor and the orders of their Chapter Master. Only a handful of times in the last thousand years has Dante ordered the Archangels to gather in great numbers, often as part of an Avenging Host or specialist strike force. This is almost always for a vital mission, where time is of the essence and failure unthinkable.



In 434.M37, when the arch-heretic Magos Solor returned to the Imperium, it was the Archangels who were tasked with the destruction of his Icarian Explorator Fleet. Such was the Imperium's judgement for Solor's heresy of enlightenment that the Blood Angels 1st Company were ordered to leave none alive. After a brutal teleport assault they sent the Magos' void-ships tumbling into a nearby star, destroying them utterly. The fall of Leryer V in 112.M40 saw another great gathering of the 1st Company when an Archangel demi-company retook and held the Oath Spires against a massive Ork army. For thirty days the Archangels protected the sacred towers. As they fought they drew inspiration from its graven walls and the sacred words of the Emperor inscribed there.

The most recent gathering of the Archangels has been to defend the shieldworlds of the Cryptus System from the advance of Hive Fleet Leviathan. Fought in close proximity to Baal, the war would have long-lasting repercussions for the Blood Angels' Chapter Planet. Because of its vital importance, the protection of Baal could not be trusted to others alone. Under the command of First Captain Karlaen, the Archangels would experience some of the toughest and most bitter fighting they had ever known against the forces of the Hive Mind in the ruined cityscapes of Phodia. However, as they had so many times before, the Archangels steelled themselves with their faith in their Chapter Master and their unshakable loyalty to the Emperor.



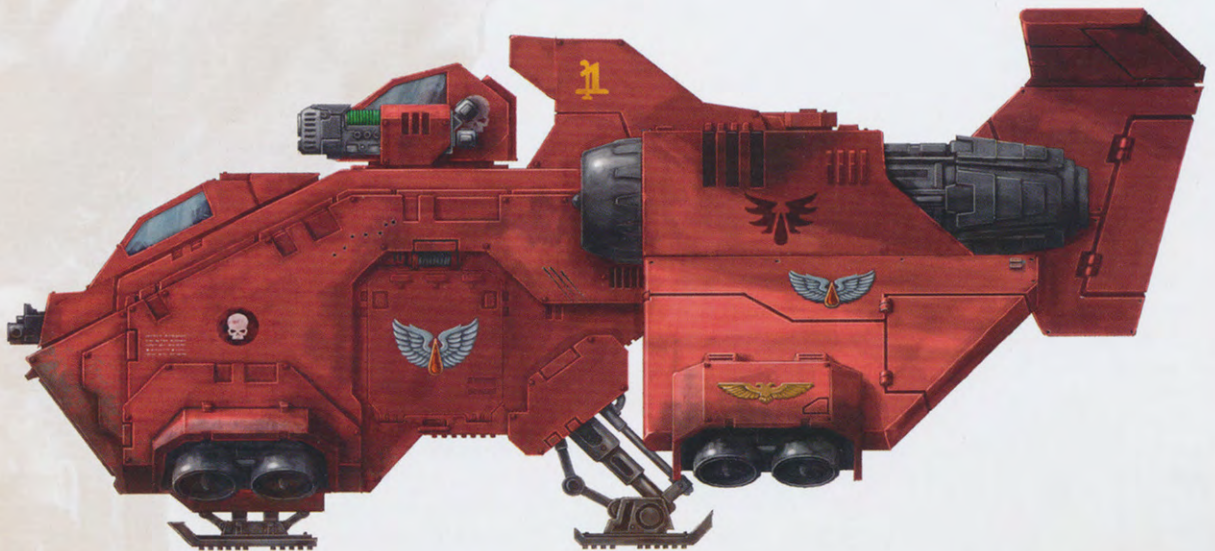
Vehicle Number

Hammer of Angels is identified as the second Land Raider currently serving with the Archangels.



Squad Marking

This Land Raider's hull bears the squad badge of the Chapter's 4th Terminator Squad.




Vehicle Number

The vehicle number identifies this Stormraven as the 1st Company's primary gunship.



Squad Marking

The Sanguine Shadow displays the squad iconography of the 1st Squad, Squad Bavetius, bodyguard of Captain Karlaen.



CAPTAIN ARENOS KARLAEN

No Space Marine earns the mantle of Captain of the Chapter's 1st Company without the faith of his Chapter Master and the respect of his battle-brothers. Captain Karlaen has served the Blood Angels with distinction for over four centuries, ascending to the leadership of the Archangels after serving within the 1st Company for over a century of war and carnage. In this time he has gained the admiration of his peers and of Commander Dante himself.

Arenos Karlaen possesses a keen tactical mind that has guided his brothers to victory time after time. It was this singular understanding of warfare that first drew the attention of his Company Captain and Commander Dante. While all Space Marines undergo rigorous psycho-conditioning and constant tactical training, Arenos' abilities go beyond this. He is able to gain the measure of a conflict at a glance and formulate an effective response, often drawing from the ancient teachings of the Codex Astartes.

As a young battle-brother, Karlaen first displayed his tactical acumen during the war for Barestyr XIX against the Speed Freeks of Waaagh! Kruggdak. When Karlaen's sergeant was decapitated by an Ork kannon, he assumed command of his squad. Using the world's sky-bridge network as a battlefield, Karlaen trapped the xenos among the bridges' complex cogwork gates. Robbed of their mobility, the Orks became easy prey for the Space Marines. This action would be first of many to draw the eye of Dante.

More victories followed, and with each one Karlaen's renown among the Blood Angels increased. When Arenos entered the ranks of the Archangels it was as a Veteran Sergeant of a Terminator Squad. The destruction of more than half a dozen space hulks can be laid at Arenos' feet, and since entering the Blood Angels 1st Company he has led many of the missions to purge the Imperium of these insidious threats.

Doom of Vorgoth, *Divine Purgatory* and *Twilight Aegis* are names now synonymous with Karlaen, the captain responsible for clearing these space hulks with only a handful of battle-brothers. It was on the *Doom of Vorgoth* that Arenos was almost killed by the Necrogolem, a Nurgle Daemon of meat and metal. The vile creature had turned the space hulk into a playground of pestilence and disease, filled with myriad traps to snare the unwary. Karlaen would eventually destroy the creature by venting its sump-palace to the void and freezing the Necrogolem in a tomb of its own filth.

Captain Arenos Karlaen wears a suit of ancient Terminator armour, a mark of his rank within the Archangels and a reward for his unyielding loyalty to the Chapter. Karlaen's right eye has been replaced with an archeo-bionic lens. A blessed relic of the Chapter, the mechanical eye can see in multiple spectrums and has been slaved to the targeting augurs of Karlaen's storm bolter, allowing him to deliver accurate bursts of fire almost without aiming.

Captain Arenos Karlaen backhanded the heretic with his massive armoured fist. Bone crunched under the blow, and the man was sent flying off the edge of the shrine with a thin scream. No sooner had the cultist's broken body plunged out of sight than a dozen more cultists scrambled out of the twisted ruin, clutching autoguns and snarling curses. In the fraction of a second it took for the heretics to raise their guns Karlaen's storm bolter roared to life. The two closest cultists were torn apart in thick sprays of gore as the bolt shells hit them. Undaunted by the fate of their comrades, the others sprayed a torrent of bullets at the Captain. Without so much as flinching, Arenos thundered toward the deviants, rounds sparking off his crimson Terminator armour. As he closed the distance, three more cultists were turned into showers of meat by concentrated storm bolter fire. A stride away from his foes, Karlaen triggered his thunder hammer, a halo of crackling energy erupting around its blunt head.

With brutal economy of motion, Arenos smashed apart the survivors, his hammer pulverising the cultists in gushing explosions of blood until only their mangled remains lay at his feet. The Captain advanced into the ruined shrine, his weapon's power field hissing with evaporating blood. Once

a place sacred to the Emperor, it had been defiled by the xenos cult. Everywhere crude alien icons decorated the walls. Straining his enhanced senses, Karlaen scanned the shadows and listened for any sign of the creature he sought. Then a faint creaking drew his attention, and his eyes drifted up until they fixed upon the shattered autopulpit above the altar to the Emperor. The tangled remains of the machine was moving – something with too many arms was slowly untangling itself from the ruin of glass and steel. Karlaen snapped up his storm bolter and squeezed the trigger, but the Broodlord was quicker. Like a bolt of lightning the creature darted across the wall, the stone exploding in its wake as Karlaen fired a long, continuous burst.

It hit the floor only yards away, twisting out of Arenos' field of fire, before leaping across the room. As it sailed past the Captain, one of its claws tore a ragged wound across his shoulder, ripping away ceramite and carving open flesh. But in that instant Karlaen's weapon struck the beast's side, spraying him in ichor. The Broodlord hit the ground and turned, just as Karlaen lowered his gun and fired, painting the altar with the remains of its head.

Terminator Armour

Tactical Dreadnought armour is among the finest personal protection available to the warriors of the Adeptus Astartes and it has saved Karlaen's life many times over.

Bionic Eye

Karlaen's bionic eye is a rare and potent piece of archeotech. Slaved to the optic-augurs of his storm bolter, it grants exceptional accuracy even against distant targets.

Aureate Halo

Karlaen's iron halo is a relic of the Archangels company armouries and is known as the Aureate Halo. The halo is reputed to have been crafted during the Second Founding.

Hammer of Baal

Karlaen's thunder hammer is an ancient relic of the Blood Angels Chapter, given to him by Dante as a mark of his honoured place as Captain of the Archangels.

Storm Bolter

The storm bolter is a functional and brutal weapon that Karlaen uses to punishing effect in the close confines of a space hulk or the maelstrom of an open battlefield.





BLOOD ANGELS 1ST COMPANY

The core of the Archangels is built around Terminator squads. Predominantly armed with assault weapons, they are often in the vanguard of a Blood Angels invasion or counter-attack, sweeping aside resistance with crackling lightning claws or arcing thunder hammers. First Captain Karlaen himself favours Terminator armour, so that he can teleport into battle with his battle-brothers as part of the company's first wave. Karlaen's Terminator armour is an ancient relic of the Chapter, gifted to him by Commander Dante. It is adorned with silver honour chains heavy with his medals of service and rank, each one telling a tale of Karlaen's centuries of war.

The Archangels Terminators are the champions of the Blood Angels, resplendent in ornate and ancient armour adorned with the proud symbols of the Chapter. Golden wings, the blood chalice and the sacred blood drop – symbolising the blood of Sanguinius that flows through their veins – are all present, many borne in shining icons above their backs. It is a great honour for a Blood Angels Veteran

to wear one of these suits of Terminator armour, many of them dating back thousands of years. Each set of armour has served in countless battles and has been worn by scores of battle-brothers, each warrior adding to its history with deeds of duty and valour.

Fighting beside the Archangels Terminators are the Sternguard and Vanguard Veterans. They are easily identified among their brothers by their golden helmets and ornate armour. These battle-brothers are the elite equivalents of Tactical and Assault Squads, carrying an array of specialised deadly weaponry. Sternguard Veterans are armed with relics such as combi-weapons, customised ammunition and rare grenades. By contrast the Vanguard Veterans wield power weapons, plasma pistols and other potent equipment for close combat, making them devastating in both assaults and counter-attacks. Both kinds of Veteran often wear older marks of power armour, more ornate than those of the other companies, and incorporating markings of rank and honour such as the bone aquila, golden laurels and white skull.



ARMOUR OF BAAL

The Archangels are backed up by many of the Chapter's most impressive war machines, from adamantium-sided Land Raiders and swift Stormraven Gunships, to some of the Blood Angels' most ancient Dreadnoughts.

Both the Land Raider and Stormraven are key elements for the Archangels, granting the 1st Company's Terminators unparalleled mobility and supplementing their firepower. The Land Raider and Land Raider Crusader shown here have both served the 1st Company for millennia. The lascannons of the *Hammer of Angels* can cut through any enemy war machines that might threaten an Archangels Terminator assault. Meanwhile, the hurricane bolters of the *Anvil of Baal* make short work of light infantry.

The Stormraven, *Sanguine Shadow*, serves a similar purpose to the Land Raiders, trading a degree of armoured protection for the speed and mobility of flight. All three vehicles, however, use assault ramps to disgorge their cargo directly into the heart of the battle.



A: Captain Karlaen,
the Shield of Baal

B: Epistolary Martellos

C: Squad Bavetius

D: Squad Domenic

E: Squad Ottavos

F: Squad Vasarus

G: Squad Caemus

H: Squad Anraetos

I: Squad Marius

J: *Anvil of Baal*

K: *Hammer of Angels*

L: *Sanguine Shadow*

M: Ancient Zorael

N: Laenator,
the Red Fury



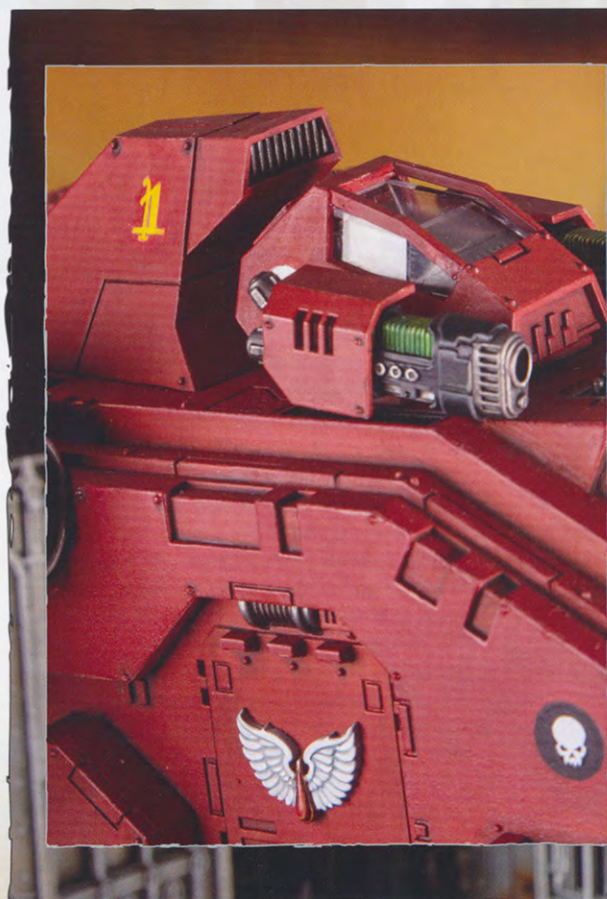


SANGUINE SHADOW

The addition of the Stormraven Gunship to the armouries of the Blood Angels was like a boon from the Emperor himself. Swift and heavily armed, aircraft like the *Sanguine Shadow* have been used by the Archangels to great effect on countless battlefields. Agile enough to engage enemy fighters and heavily armoured enough to weather torrents of ground fire, the *Sanguine Shadow* perfectly complements the Archangels Terminators, compensating for their relative lack of speed and delivering them unerringly into the bloody heart of battle.

Like the sacred warriors it carries to war, the *Sanguine Shadow* is replete with the icons of the Blood Angels Chapter. This includes a stylized number upon its upper engine intake, indicating that this vehicle is attached to the 1st Squad of the Archangels and often carries Karlaen himself. This grants the *Sanguine Shadow* the honoured position of squadron leader when multiple flights of Stormravens are committed to battle, those behind taking their lead from the *Shadow*. Meanwhile, within its armoured hull, Captain Karlaen directs his company as he is delivered to the front.

The Stormraven is a stunning model and makes for an impressive centrepiece for this collection. This vehicle is also a great addition to any force that, like the Archangels, contains a large number of Terminators, as it makes an ideal transport for these fearsome warriors. A Stormraven is also a formidable weapon in its own right, armed as this one is with an array of missiles and two plasma cannons.





CAPTAIN KARLAEN & SQUAD BAVETIUS

As Captain of the Archangels it is Karlaen's honour to be accompanied into battle by the most skilled among his company. Personally chosen by Karlaen, Squad Bavetius combine a talent for war with the vengeful fury instilled by the Blood Angels gene-seed. Tempered by the leadership of their captain, they form a formidable fighting unit.

Like their captain, each member of the squad is clad in ornate Terminator armour, adorned with the iconography of the Chapter. Among the myriad wings, chalices, blood drops and stark white skulls are other, more subtle talismans and medals. These are the honours and campaign badges won by the battle-brothers of Squad Bavetius, and are a testament to its many great deeds in the service of the Emperor. The squad also carries the company standard of the Archangels, which stands out as a bold statement on the battlefield. This ancient icon of the 1st Company is heavy with the history of the Archangels.

With the impressive Captain Karlaen leading them, Squad Bavetius makes a formidable addition to this collection. Few foes can stand toe-to-toe with a Blood Angels Space Marine Captain and a Terminator Assault Squad. Their lightning claws are ideal weapons for carving through massed ranks of infantry, while the squad's thunder hammers can make short work of even the largest monster. Woe to the tank or transport that strays within range of these elite warriors, as their smashing hammers are just as adept at turning vehicles into piles of smoking wreckage.





EPISTOLARY MARTELLOS

Brother-Librarian Martellos is coldly calm in battle, his thoughts and actions tempered by over a century of training in the eldritch and esoteric secrets of the Chapter's Librarium. Though his impressive psychic talents are not equal to those of Chief Librarian Mephiston, he is a force to be reckoned with upon the battlefield. Martellos is able to twist and turn reality to his desires, showing a special gift for the Sanguinary discipline. Martellos also shares a bond with Captain Karlaen, the two having fought side by side many times before. As a result the Epistolary is often seconded to the Archangels where Karlaen values both his wise council and the havoc he can wreak upon his foes.

A powerful and fantastic-looking character model, the Librarian makes a versatile and formidable addition to the Archangels collection. Martellos' blue Terminator armour – identifying him as a Librarian of the Chapter – makes him stand out among the sea of deep red battle-brothers and Blood Angels tanks. His psychic powers give the army a range of advantages – from improved protection to potent ranged attacks, as well as ways to move swiftly across the battlefield or to demoralise enemy units. Even without his psychic might, Martellos is a dangerous opponent. Armed with a force axe, the Librarian need only land a single well-timed blow upon his enemy to snuff out their soul.



SQUAD OTTAVOS

Like many other Space Marine units Squad Ottavos takes its name from the sergeant that leads it. It is a great honour to be given command of a squad of Terminators, one that Ottavos earned under the command of Captain Karlaen himself cleansing the space hulk *Executioner's Lament*, where he purged a nest of Daemons. Squad Ottavos is a versatile and resilient component of this collection. Its impressive ranged firepower – significantly augmented by an assault cannon – and brutal close combat punch make it well suited either to attack or defend as the needs of battle dictate.



SQUAD DOMENIC & THE ANVIL OF BAAL

When Captain Karlaen needs to punch a hole in a hardened enemy fortification Squad Domenic are often the first into the breach. These formidable-looking warriors each carry a storm shield and thunder hammer, giving them brutal hitting power and impressive resilience against even the heaviest enemy guns. Carried into the fray aboard the aptly named *Anvil of Baal*, there is no beast Squad Domenic cannot bring down, and no fortification that can stand for long against their relentless assault. As part of the Archangels collection this unit fills the role of line breaker, cracking open enemy defences and taking down hulking foes. The Land Raider Crusader provides the unit with some ranged support, the banks of hurricane bolters scything down lightly armoured foes and allowing the Terminators to concentrate on bigger game.



SQUAD VASARUS

Armed with crackling lightning claws, Squad Vasarus can turn entire swarms of foes into bloody ruin in a matter of minutes. Sergeant Vasarus leads the unit – a veteran of centuries of warfare, he is clad in an ornate suit of armour heavy with purity seals and honours. Vasarus and his brothers add some serious close combat strength to this collection, their lightning claws effective against all manner of foes.

HAMMER OF ANGELS

Machine-brother of the *Anvil of Baal*, the *Hammer of Angels* is another of the collection's heavy transports. Armed with massive lascannons and wrapped in thick ceramite plates, the *Hammer* fills the role of both assault transport and battle tank, and combined with the Stormraven and Land Raider Crusader this addition to the army gives the Archangels exceptional mobility.





SQUAD CAEMUS

Sternguard Veteran Squads like Squad Caemus can lay down a prodigious amount of firepower. Supporting the massed Terminator assaults of the Archangels, this unit adds some much-needed ranged hitting power to the army. These fantastic models combine all the unique iconography of the Blood Angels with a host of fearsome-looking weaponry.

SQUAD MARIUS

The Vanguard Veteran Squad Marius is the perfect complement to Squad Caemus. Where the warriors of Caemus excel in ranged engagements, those of Marius are swift and lethal close combat specialists, swooping down from the sky to carve apart their enemies or blast them to ruin at close range.

Sergeant Marius leads his Vanguard Veterans into combat, his golden helmet marking him out from the Assault Marines of other companies, while his gleaming sword is an ancient relic of the Chapter. This engraved blade, easily as tall as a man, draws the eye with its shining silver edge standing out among the deep reds and golds of the Blood Angels armour. This feature helps distinguish the Sergeant from the rest of his squad.



ANCIENT ZORAEI

The Furioso Dreadnought known as Ancient Zorael was once a battle-brother of the Archangels. When mortally wounded in battle, he was rewarded for his valour and skill by being sealed within the armoured sarcophagus of a Dreadnought. Many centuries later Zorael continues to fight for the Archangels, his fury undiminished by the march of years.

The Furioso Dreadnought chosen to represent Ancient Zorael has been constructed to wield the brutal anti-infantry power of a frag cannon and the armour-shattering might of a power fist. The shrapnel rounds fired from the frag cannon do an exceptional job of turning lightly armoured infantry and beasts into crimson mist. Meanwhile the addition of a magna-grapple, seen here mounted above the sarcophagus, allows Ancient Zorael to lock onto the hull of a tank so that he can more easily close with it and wreak its ruin.

The close-ranged prowess of Ancient Zorael complements the other units in this collection, and the Furioso Dreadnought can be transported into the fray alongside his battle-brothers by the *Sanguine Shadow*.





SQUAD ANRAETOS

Sergeant Anraetos is a famed beast killer among the Archangels. Hive Tyrants, Chaos Spawn, Wraithlords and many other aberrations have fallen under his thunder hammer. However, Anraetos remains selfless and humble in his service to the Emperor and his squad always shares in his kills and in his glory.

Like their Terminator counterparts, these battle-brothers wield lightning claws and can reap a terrible toll on their enemies. As soon as an enemy unit has been reduced to mangled corpses, their jump packs allow Squad Anraetos to leap across the battlefield in search of fresh foes.

As part of the Archangels collection, Squad Anraetos are highly effective against enemy leaders that choose to march to war surrounded by a personal bodyguard. Sergeant Anraetos seeks out the opposing commander with his hefty hammer while his brothers lay into the foe's sworn protectors. This creates a perfect symmetry of destruction – the staunch power and protection of thunder hammer and storm shield balanced nicely alongside the speed and brutality of lightning claws.



THE BLOODED





PURE BLOODED

The Blood Angels 2nd Company are known as 'the Blooded' – a hundred loyal battle-brothers gathered together under the command of Captain Donatos Aphael. Within the Chapter they are renowned for their purity, both in mind and body, and of all of the companies theirs is among the least prone to mass instances of the Black Rage. The Blooded embody the perfection of Sanguinius in both word and deed and, when unleashed upon the battlefield by their commander, strive to live up to their Primarch's glorious example. However, this thirst for perfection is not without a price for the battle-brothers of the 2nd Company – a price that must be paid in blood.

Just as each Chapter of the Adeptus Astartes is unique among its peers, so too are the companies of the Blood Angels ancient and sacred brotherhoods in their own right. Legends say that the Blooded earned their name long ago from Captain Athaeus, remembered as one of the first to command the 2nd Company. As the tale goes, Athaeus the Blooded was among the first of his brothers to master the Red Thirst. Some say it was just after the Second Founding, when the Chapter was forged from the Legion that had fought to protect the Emperor from the treachery of Horus, others that it was later, during the dark centuries that followed. Whenever Athaeus lived, the stories agree he was a great warrior, created in Sanguinius' image. Even in those days, the Flaw had already started to make itself known within the ranks of the Blood Angels. Brothers would find themselves falling to the blood madness in battle, or haunted by waking nightmares of their Primarch's death.

Athaeus learnt that only by giving in to the Red Thirst was he able to master it. This revelation came upon him when he was drenched in the blood of foes. It was amid a broken citadel of the Emperor's Children, when Athaeus had just finished quenching his rage with the lives of the traitors.

Only when he came back from the brink of madness did he feel a calm fall upon him, and knew in that moment that the Red Thirst no longer had mastery over his mind, and that he could channel it to his will.

Thus, millennia later, the Blooded still relate tales of Athaeus and strive to master the same Flaw that assailed their ancestor. It has become a practice within the secret circles of the 2nd Company that no battle-brother can know the Red Thirst until they have completely given themselves over to it. This process is known to the company as being Blooded, and it is from this that they draw their name. Although casting down any foe while in the grip of the Red Thirst is sufficient for the Blooding, it is considered favourable to expend this rage upon a cursed traitor, just as Athaeus did.

Whether or not the process of Blooding grants the battle-brothers of the 2nd Company any more mastery over the Flaw than other Blood Angels is unclear. However, Captain Aphael encourages the continuation of the tradition – he himself having undergone the rite before earning the mantle of Company Captain. What is apparent is that, while

Every squad in each company of Blood Angels bears an identifying mark on their armour, commonly on the right greave.



1st Squad



2nd Squad



3rd Squad



4th Squad



5th Squad



6th Squad



7th Squad



8th Squad



9th Squad



10th Squad

the Blooded more frequently display the Red Thirst than their brothers, they are less likely than other Blood Angels to fill the ranks of the Death Company.

This polarisation of the Flaw led Sanguinary High Priest Corbulo to become very interested in the Blooded in his quest to cure the Black Rage. However, he has as yet been unable to discern any specific reason for this discrepancy from among the traditions and secrets of the 2nd Company. The company's gene-seed likewise holds no answers, drawn as it is from the same stocks as the rest of the Chapter and burdened with the same mutations. Corbulo has begun to suspect that whatever drives the Blooded to perfection is as much of the mind as it is the body.

Unlike the Flesh Tearers, which under the stewardship of Gabriel Seth have given in completely to the Red Thirst, the Blooded channel the Flaw with every action and deed. When the urge to rip apart their foes with tooth and nail swells up within their hearts, and the very scent of blood seems to hang heavy upon the air, the battle-brothers remember their Blooding. They recall the feeling of bringing death to their enemies and how their foes' flesh came apart under their crushing fingers. In this moment their bodies succumb to the Red Thirst, charging toward their quarry, but their mind remains clear and filled only with exacting purpose.

To their foes, in the fleeting moments of terror and hatred before they are hacked down, the channelled rage of the Blooded is in essence indistinguishable from the battle-madness of other Blood Angels. And yet, to the Sanguinary Priests, the Blooded are unique. As they fight, their expressions remain serene and purposeful, the light in their eyes unclouded by the madness commonly seen in a battle-brother in the grip of the Red Thirst.

In recent centuries the Blooded have found themselves at the forefront of the Chapter's fighting time after time. It was the Blooded that destroyed the Mirrorfane on Hydris V. When the Hydris PDF fell to possession and madness, the planetary lords sent out a plea for aid from the Imperium. First to arrive were three regiments of Vahallan Astra Militarum, six thousand veteran soldiers fresh from the warzones of the Shardfell Reaches. These too succumbed to the Keeper of Secrets trapped within the Mirrorfane, swelling the armies of Chaos. By the time Captain Aphael and the Blooded reached orbit above Hydris they found a world fortified against them and thousands of enemies hungry for their blood. Without hesitation, Aphael divided his company into two demi-companies and launched lightning strikes against both the planetary lords of Hydris in their Stormwrought Citadel and the Mirrorfane fortress. Guided by the masterful command of Aphael, the fury of the Blood Angels crushed the traitors' defences. Aphael himself shattered the Mirrorfane with his power sword, banishing the Keeper of Secrets back into the Warp.

The Hydris War was a perfect example of how the Red Thirst is tempered by the discipline and planning of the Blooded. Captain Aphael organised the demi-company that struck the Stormwrought Citadel around his Devastators, Dreadnoughts and heavy tanks. Their combined firepower allowed them to tear apart the traitors and blast a way into the inner sanctums of the planetary lords. Meanwhile Aphael personally led the other demi-company, this one built on a foundation of Assault Marines and fast-moving armoured transports. These warriors embraced the fury of the Red Thirst to overcome the superior numbers of their foes. With this tailored battle-group Aphael was able to take the forces defending the Mirrorfane by surprise, obliterating them completely in a furious close-quarters engagement.



Banner of Sergeant Borgio

Sergeant Borgio's banner bears a number of purity seals won over many years of service to the Chapter, and a personal honour badge earned in the Blooded's assault on the Mirrorfane fortress.



Banner of Sergeant Goriel

Sergeant Goriel's banner displays the red and yellow heraldry of the 2nd Company, as well as the quartered iconography that commemorates the Chapter's losses at Safehold.

Ancient Armour

Aphael's finely sculpted power armour is made of closely fitting ceramite plates and has been specially crafted for the Captain by the Chapter's Techmarines.

Blood Iconography

Aphael's armour is covered in the iconography of his Chapter, such as the purple blood drops that denote rank and the wearer's dedication to the sacred genetic heritage of Sanguinius.

Plasma Pistol

The Captain's finely crafted plasma pistol contains within its magnetic coils the fearsome power of a small sun, its searing blasts able to burn through armour and flesh in seconds.

Blade of the Blooded

This master-crafted power sword is perfectly balanced and moves like a steel shadow in the Company Captain's expert grip, scything down his foes in rapid blurs of crackling silver.

The Blooded Tabard

The Captain bears the red and yellow colours and sacred icons of the 2nd Company upon his tabard, the garment itself part of the honoured trappings of Company command.



CAPTAIN DONATOS APHAEL

Donatos Aphael is the Captain of the Blood Angels 2nd Company and the Chapter's Master of the Watch. An exceptional battlefield commander and exemplar to his battle-brothers, Aphael's perfect features hide a tormented soul. All Blood Angels wrestle with the Red Thirst, their skill in battle and tempered aggression tightly interwoven with the genetic flaw that slumbers in their flesh. Before his Bleeding, Aphael was on a path often dictated by the Red Thirst. In almost every battle the blood rage robbed him of his senses, sending him howling into his foes. Each time the Captain had been able to claw himself back from the edge of madness, but each time the recovery grew harder.

Perhaps this was why Dante appointed Aphael to the 2nd Company, recognising a great leader in Donatos and loath to lose him to the ravages of the Red Thirst. Fortunately, the Chapter Master's faith was well founded, and in time Donatos would rise to the Captaincy of the 2nd, with the responsibility of leadership and the sacrosanct traditions of the Blooded to guide him. However, it remains a fine line between control and madness, one Aphael must face whenever he leads his brothers to battle.

Under his leadership the Blooded have known many great victories over the enemies of the Emperor, and in recent years Dante has come to favour the 2nd Company for those war zones of greatest importance to the Chapter. It was Aphael and the Blooded that were despatched when the mineral-rich Grimmok Sector was invaded by the

expansionist armies of the Tau Empire. On worlds of ash and sand, the Blood Angels 2nd Company fought a war of attack and counter-attack, striking the xenos in swift and bloody ambushes and withdrawing before the Tau could muster their full might.

The alien commanders came to believe Aphael's force was much larger than only a hundred Space Marines, the smoking fields of dead Fire Warriors and gutted Devilfish left in their wake seemingly the work of a massive army of the Imperium. For five long months the Blooded blunted the advance of the Tau armies into the Grimmok Sector, ripping apart the xenos piece by piece until their leaders acknowledged that their losses were unsustainable and their counter-measures ineffective, and ultimately retreated before the might of the Blood Angels.

Despite his strong, youthful appearance, Captain Aphael is a veteran of countless bloody campaigns and bitter wars. When Aphael and the Blooded fought alongside the Astral Knights against the Necron World Engine, the Captain learned true hatred for the ancient aliens. Victory came only after the Astral Knights sacrificed themselves to destroy the xenos space station, and Aphael was among those that would call for the creation of a monument to the fallen Chapter. The battle-brothers present that day recall the cold rage in their Captain's eyes as the shattered remains of the Astral Knights' battle barge was driven into the ash wastes of Safehold, a towering tombstone to the vanquished Chapter.

Brother-Sergeant Meteros ejected his smoking clip, slamming a fresh one into his bolter even before the old one had hit the ground. Everywhere the air throbbed and sang with flickering energy beams and the rhythmic thunder of bolt guns. The Necrons were materialising on all sides, ghosting out of the ruins like steel spectres. His squad fought back-to-back, holding off the alien advance with sustained bursts of fire. High overhead, beyond the burnt skies of Safehold, the firmament flashed and flickered, hinting at the vast space battle unfolding in the void.

The Blood Angels had arrived too late to save the planet from the World Engine, but they would make sure the Necrons paid for the billions that had died here. Beyond the ranks of metallic alien warriors, Meteros could see crimson Stormravens and Thunderhawks arcing down from the sky, blasting an ever-widening gap in the Necron forces. Their job was to secure the remains of Safehold while the fleet destroyed the World Engine.

Suddenly, in a swirling cloud of ash, a spider-like xenos walker burst from the twisted remains of the Imperial city. As it advanced its under-slung guns swept strobing fire across Meteros' position. One of his battle-brothers was sent staggering to the ground, his arm flayed away in a shower of energy particles and blood as the beam touched him.

The Sergeant threw himself into cover behind the torn plasteel wall of a building. Holding his bolter over his head, Meteros let

out a burst of blind fire over the wall at the alien war machine. As he had hoped, it took the bait, and hammered his position with incandescent blasts of energy. With a quick series of hand gestures, Meteros motioned for Brother Theous, bearing the squad's missile launcher, to move out on the left flank, while he drew the infernal machine's attention.

Once again Meteros stuck his bolter over the wall and fired at the walker, and once again he was answered in kind. The rest of his squad kept the xenos warriors at bay and moved out on the right flank, ducking from cover to cover as they moved. Then, he heard two clicks across the vox – Theous was in position. Leaning out of cover, Meteros fired again to draw the Triarch Stalker's attention – however as he did so, he saw its guns swing around to where Theous crouched in the rubble.

There wasn't even time to vox a warning before his battle-brother vanished in a brilliant flare of focussed particle fire. Without hesitating, Meteros broke cover and charged toward the walker, snatching a krak grenade from his belt. Before it could turn its guns he leapt up onto one of its legs, thrusting the grenade up under its armour before falling back to the ground. For a second Meteros stared up into the walker's particle shredder – then the machine was torn apart in a shower of flaming debris.

Getting to his feet, Meteros snapped a fresh clip in his bolter. There would be time to mourn for Theous later.



BLOOD ANGELS 2ND COMPANY

As part of the Blood Angels Chapter the Blooded adhere to the teachings of the Codex Astartes. The Captain and his Command Squad lead ten squads of ten battle-brothers – six Tactical Squads, two Assault Squads and two Devastator Squads, just as is laid out in the sacred text. However, even within the rigid organisational and operational guidelines of the Codex Astartes, each company in the Blood Angels retains its own distinct personality.

Captain Donatos Aphael and his Command Squad encapsulate this identity and the ancient traditions of the Blooded. Each of its battle-brothers is clad in unique suits of power armour, covered in the blood, wing and chalice iconography of the Chapter. They carry into battle relics of the Blooded, like the blessed company standard, displaying the winged chalice of Sanguinius and a yellow blood drop upon a field of red and yellow. The blood drop in this context is not only the symbol of the 2nd Company, but also represents the blood of the Primarch, carried in the veins of the Sons of Sanguinius.

Captain Donatos Aphael stands out from the other members of the Blooded. Pale skinned and perfect featured, he wears sculpted power armour of a most rare and ancient design. Every aspect of his regalia announces him as a Captain of the Adeptus Astartes, from winged icons and purity seals that are stamped onto his ceramite plates to the golden eagle heads upon his backpack. Bareheaded and with sword held high he bellows orders to his brothers, leading them into the fray.

Even among the Tactical Squads, Assault Squads and Devastator Squads of the Blooded the icons of the Blood Angels can be seen upon power armour and weapons. Aside from the Chapter and company markings on their shoulder pads and the yellow- or blue-coloured helmets denoting Assault and Devastator squads, the armour of the Blooded is covered in blood drops, spread wings and the sacred chalice. This proud iconography speaks to the Company's connection to their Primarch, and the fact that for its battle-brothers Sanguinius will always live on as long as they continue to fight in his name.



ANCIENT WARRIORS

Dreadnoughts are the armoured fist of the Blooded. These ancient walking tanks often take on the role of the Company's shock troops, smashing aside enemy defences with power fist or missile and opening the way for their mortal brothers. Each Dreadnought is both a favoured weapon of war and a connection to the Chapter's past, to be honoured and respected.

Taronos, the Angels' Talon, and Raelyn the Unbowed both served in the 2nd Company when they walked as warriors of flesh and blood. Taronos lived almost seven centuries ago, and is remembered for his part in the Heavenfall war. It was in that time he fell to an Eldar light-lance, even as he destroyed the walker that wielded it. Raelyn is much younger, only three centuries having passed since he was sealed into his walking crypt. Raelyn earned his title for his stoic defence of the Twin-shadowed Spire, where he fought on alone for hours after his brothers had fallen against an ever-rising tide of Orks. When the Blooded look upon their Dreadnoughts, these are the deeds they remember.



A: Captain Aphael,
Master of the Watch

B: Command Squad
Aphael

C: Squad Ludvaius

D: Squad Vorlois

E: Squad Meteros

F: Squad Angelon

G: Squad Goriel

H: Squad Borgio

I: Squad Forian

J: Squad Daento

K: Squad Inortros

L: Squad Karos

M: Squad Ephraenius

N: Taronos,
the Angel's Talon

O: Raelyn the Unbowed



CAPTAIN APHAEL'S COMMAND SQUAD

The shining golden helmets of Aphael's Command Squad mark them out as veterans of the Blooded. Equipped with a variety of rare weaponry and ornate armour, and carrying the company standard, this fantastic Blood Angels honour guard makes a suitably impressive bodyguard for Aphael and really stands out as part of this collection.

SQUAD LUDVAIUS

Ludvaius and his brothers are the 1st Squad of the Blooded, bearing the white skull on a black field upon their knee plates. Veterans of the company, they often have the honour of being the first into the fray. The squad's heavy bolter provides long range fire support while its grav-gun can pulverise foes up close. Ludvaius himself has a bionic eye, a testament to his long years of war in the service of the Emperor.





SQUAD VORLOIS

Squad Vorlois have been assembled for close range assaults. Armed with a heavy flamer, a meltagun, and Vorlois himself carrying a combi-melta, they can incinerate their enemies in blasts of flame and superheated melta fire. Able to tackle swarms of lesser foes or even armoured threats when the need arises, this is a versatile squad.

SQUAD METEROS

As an ancient and honoured Chapter of the Adeptus Astartes, the armouries of the Blood Angels are filled with some of the finest wargear ever forged by the Imperium. Squad Meteros benefit from this, as can be seen by their mix of armour and helmets, showcasing the various marks of power armour used by the Adeptus Astartes during their long and illustrious wars for the Emperor.



SQUADS ANGELON & GORIEL

Sergeant Angelon has served the Blooded for over two centuries, as is hinted at by his ornate armour and golden laurelled helmet, and he has been entrusted with a rare and potent combi-grav.

Sergeant Goriel favours plasma weaponry for its raw destructive power. He carries a combi-plasma for long range engagements and his squad is armed with a further plasma gun.

SQUAD FORIAN

Like all Blood Angels Assault Marines, the battle-brothers of Squad Forian wear yellow helmets. As part of this collection these battle-brothers bring their mobility and close combat prowess. Boosted by their jump packs, Squad Forian is able to bound swiftly across the battlefield to hammer into foes that are beyond the reach of their earth-bound comrades.





SQUAD BORGIO

Borgio and his battle-brothers have been equipped for close range destruction. Borgio himself carries an inferno pistol, while his squad augment their trusty bolters with a meltagun and heavy flamer. At close range and in close quarters this allows them to unleash a torrent of searing death, burning their enemies to cinders and turning tanks to smoking scrap.

TARONOS, THE ANGEL'S TALON

A Furioso Dreadnought, Taronos, the Angel's Talon, forms an effective lynchpin for the army's assaults. Heavily armoured, Taronos can shrug off most enemy fire, while his frag cannon can shred both massed infantry and light vehicles. His markings show he is the third Dreadnought currently attached to the 2nd Battle Company.



SQUAD DAENTO

The brother squad to Forian, Daento can either work in concert with the army's other Assault Marines or range out on the opposite flank to create a skyborne pincer. Similarly armed to Squad Forian, the two groups of Assault Marines can be distinguished by the squad markings on their right knee plates – one black upon yellow, the other yellow upon black.

SQUAD EPHAENIUS

Despite the relatively low incidence of the Black Rage amongst the battle-brothers of the Blooded, no Blood Angel is immune to its madness – something painfully evident by the existence of Squad Ephaenius. The inclusion of the Death Company within the Blooded collection creates a great contrast with the predominantly red models, while the Death Company themselves are both fantastic looking miniatures, covered in iconography, and a really hard-hitting assault force.



SQUAD INORTROS

The blue helmets of Squad Inortros mark them as Devastator Space Marines, their role to lend long-ranged fire support to the Blooded. Squad Inortros have been built with weapons designed to deal with both tanks and heavily armoured infantry. The plasma cannons are fearsome weapons when fired into the midst of elite enemy units, while the versatile missile launcher and the multi-melta can destroy any tank known to the Imperium.

From a good firing position behind the rest of the army, Squad Inortros provides this collection with a means either to soften up enemy formations before the Blooded launch a furious assault, or to take out vehicles that threaten their lines. Armed with bolter and chainsword, Sergeant Inortros commands expertly, spotting targets and ensuring that his squad's impressive firepower is put to the best possible use.



SQUAD KAROS

In contrast to Devastator Squad Inortros, Squad Karos has been geared for an anti-infantry role. Their plasma cannons serve to sear their way through dense lines of infantry while their heavy bolters prove excellent at scything down massed foes. Sergeant Karos is armed with a crackling power fist and a deadly plasma pistol to ward off enemy assault units.



RAELYN THE UNBOWED

The Blooded's second Dreadnought is armed for heavy fire support. His punishing assault cannon and long-ranged missile launcher enable him to reach out across the battlefield and tear apart his foes in a storm of bullets or searing conflagrations. As part of the Blooded collection, Raelyn the Unbowed can bolster the rain of death unleashed by the company's Devastator Squads, trusting to the protection of his heavy armour to shrug off enemy attacks.

Because the bulk of the Blooded collection is made up of power armoured Space Marines, the Dreadnoughts stand out among their smaller brothers, each one a mighty engine of destruction that towers over the battlefield and gives the collection some height. Dreadnoughts make an excellent addition to collections created around Tactical, Assault and Devastator Marines. These adamantium behemoths of war mirror the versatility of the Space Marines they fight alongside, as their weapons can be tailored to counter a variety of foes, while their heavy armour makes them proof against the attacks of many enemy units.



THE LOST BRETHREN





COMPANY OF DEATH

The Death Company are a brotherhood unique to the Blood Angels, made up of those battle-brothers who have succumbed to the Black Rage. These doomed warriors are formed into their own units and formations, then thrown into the enemy lines where they might vent their madness and find their end in a storm of blood and death.

The Black Rage is a shadow that hangs over the soul of every Blood Angels Space Marine. The legacy of their Primarch's death at the hands of the Arch-traitor Horus, it has echoed across the millennia, carried in the blood of the Sons of Sanguinius. At any moment, a battle-brother can be overcome by the Black Rage. In that unknowable instant it will destroy his sanity – as he prepares for an engagement, when he cuts down a traitor, or when he blasts apart an alien with his bolter. In an unstoppable wave, the maddening memories of how his gene-father died will wash over his mind, until all he can feel is pain, betrayal and rage.

There is no way to predict how soon a Blood Angel will fall to the Black Rage. Some battle-brothers give in to its insanity mere months after their initiation, while others endure for centuries unscathed. It is, however, a fate that awaits almost all of the scions of Sanguinius should they live long enough, and there remains no cure for its brutal insanity.

When the Black Rage takes a battle-brother on the eve of battle, he will be sent to serve in the Chapter's Death

Company. It is the fate of the warriors of the Death Company to undertake the most dangerous assaults, ensuring that they die in battle, tearing apart the enemies of Mankind. Clad in black armour and adorned with the ancient symbols and icons of the Blood Angels, the Death Company is guided into battle by the prayers and litanies of a Chaplain. Their perceptions clouded by ancient memories, the battle-brothers of the Death Company see their enemies as the minions of the Arch-traitor's legions, and themselves as the Primarch Sanguinius in his final hours.

Usually the Death Company is but a single squad of battle-brothers, tasked by their commanders with impossible missions or suicide attacks, where they might serve the Chapter even as they die. The histories of the Blood Angels and their successor Chapters are littered with such accounts. On the twinned worlds of Corfex and Xefroc it was ten brothers of the Angels Vermillion Death Company that broke the lines of the Immortal Legion Chaos warband. For days the traitors had held the redoubts and ramparts of their bone forts against waves of Astra Militarum soldiers and the

Power Armour

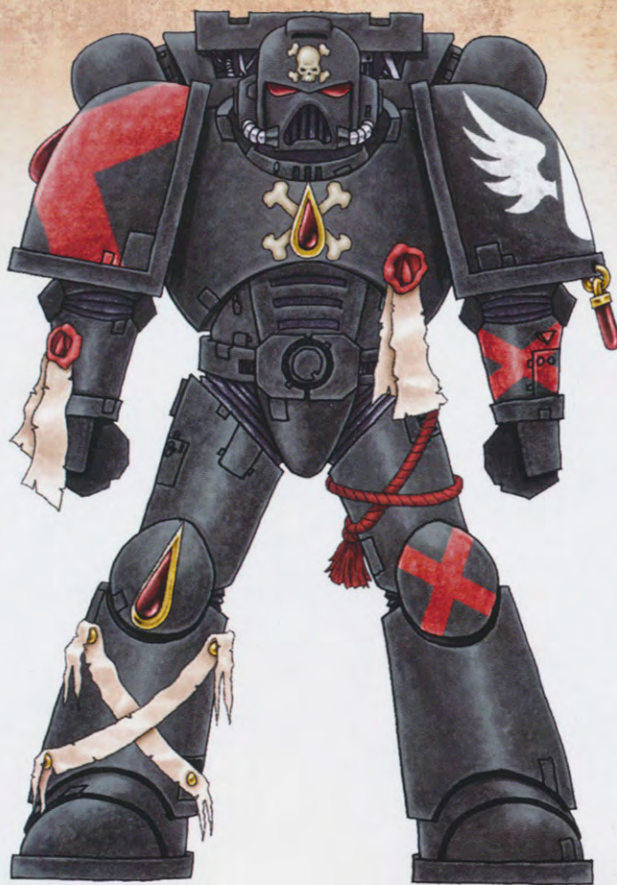
The armour of the Death Company is predominantly a sombre black, with details picked out in red – the reverse of the standard Blood Angels Chapter colours.

Weapons

Unlike normal Blood Angels, the weapons of Death Company Marines are painted red instead of black – this gives them a stronger contrast against the black armour.

Parchment & Purity Seals

The purity seals and parchment record the deeds of the battle-brother so they are not forgotten when he joins the Death Company.



Chapter Symbol


Like other Blood Angels the Death Company usually wear their Chapter symbol on their left shoulder pad. In keeping with their inverted colours, this is displayed in white.

Saltires

Saltires, the red crosses, represent the death wounds of the Primarch Sanguinius. Saltires are often placed on shoulder and knee pads, but can also be found on other parts of the armour.

Blood Drops

The blood drop remains a potent symbol for the Death Company. These symbols and tokens are often trimmed in gold and painted a deeper red to make them stand out.



probing attacks of the Angels Vermillion. When the Chapter uncovered a weakness in the Immortal Legion's defences, the Space Marine commander assigned the Death Company to break them open. Filled with an unending, righteous rage and heedless of all but the most horrific wounds, the Death Company spearheaded the Angels Vermillion assault. As the handful of black-armoured warriors ran up the murder-culverts they were hammered with bolt rounds and plasma blasts from above, yet still they charged. Across an earthen rampart thick with sentient razor wire and shredder-mines the Death Company thundered. Pulling away the cutting coils amid showers of blood, they weathered the thumping shrapnel blasts of the bombs. When the Death Company leapt up onto the flayed palisades of the Immortal Legion, less than half of their number had fallen.

In the brutal minutes that followed almost twenty Traitor Space Marines were hacked apart for the cost of the remaining Death Company. Even as the last lost brother fell, the first Angels Vermillion Assault Marines were flooding into the gap they had created. For the Death Company there can be no greater honour than to die in such a way, expending their lives in a final act of devotion and duty to their Chapter and their Emperor.

In the darkest of times the Black Rage has taken an entire strike force. Though this is incredibly rare, the spiritual sickness has been known to sweep through the minds of dozens of battle-brothers at once like a shadowed wind, leaving madness in its wake. If any remain untouched it falls to them to lead the rites of anointing. Sometimes there are none left to sanity, and the freshly forged Death Company must guide itself. The few times this has happened have grown into dark legends within the Chapter.



The Blood Angels Strike Force Exsanguine succumbed to the Black Rage in its entirety on the eve of the Aurorius landings. None living know what transpired in the hours before the battle-brothers emerged from their Drop Pods – only that when they met the Eldar warhost on the glittering slopes of Aurorius, a madness had spread through them like a spiritual contagion.

In an avalanche of ceramite and howling chainswords, the Blood Angels hurled themselves into the pale ranks of the aliens, hacking apart their lithe bodies in showers of blood and gore. Even the heavy xenos guns failed to slow the Space Marines' advance, searing bolts of plasma and streams of monofilament rounds merely tearing off chunks of armour and muscle. It had been the intention of the Blood Angels to clear and hold a landing zone for the armies of the Imperium to follow, but such was the fury of the Death Company that the Eldar line buckled and broke before them, entire formations of Guardians annihilated by the sudden brutality of their foes. It took five full days for the Eldar forces to rally and destroy the strike force, but by that time they had been all but wiped out in their turn, having suffered horrendous losses in each engagement.

The dream was back again. He could see his brothers dying in slow motion, their red armoured bodies crashing to the deck all around him in lazy plumes of shrapnel and blood. Each bolt round seemed to crawl through the air as it carved its way toward them, spinning as its propellant left a smoking trail in its wake. As he watched, a round hammered home, its armoured tip pushing through layers of ceramite until it was buried deep in its target. Then came the dull crack as the density of muscle and armour triggered the bolt's mass-reactive sensors, and the round exploded in a fountain of fragments and flesh.

Spreading his wings, he soared across the ship's bridge, past the bodies of his brothers, his gleaming blade held before him. Somehow the streams of fire that had felled his comrades left him untouched, the same bolt rounds sparking off his golden armour and passing harmlessly through the canopy of feathers erupting from his shoulders. As always happened in the dream, his blade moved of its own volition, hacking apart traitors in pale armour and filling the air with the sour smell of their tainted blood. He felt the thick droplets of gore spattering across his face and tasted their bitter warmth upon his lips.

As the last traitor fell at his feet he looked up – as he always did – and saw the two corridors that twisted deeper into the ship. In the dream he always took the left passage, and he involuntarily took a step toward its shadowed mouth. However, before he could enter, a voice cut through the silence, drawing his attention. A skull-faced brother stood in the entrance to the other passage, gesturing with an open hand and speaking words he could not quite make out. It was as if he was hearing his brother through the howling of a storm or the depths of an ocean, the sounds lost to raging wind or water. And yet, he was drawn to this battle-brother, a bond that made him cross the deck and follow the warrior into the right tunnel.

For a second there was darkness, and then he stood under the canopy of a luminous jungle, his fallen brothers once more at his side, made whole again and ready to finish the blessed duty laid before them. The skull-faced brother was there too, motioning them forward with his bolt pistol toward the darkness beyond. Now the strange brother's voice was clearer, and he could hear in it the familiar litanies of Emperor and Legion spoken true.

Out of the shadows of glowing trees and thick, tangled undergrowth, spindly traitors suddenly appeared, their guns flashing crimson in the gloom. All at once his hatred and rage at Horus' betrayal surged up within him – how could his gene-brother turn upon their father and the Empire he had built? It was a crime so terrible, he felt it in his chest as if a blade had been driven into his hearts.

There was still time to make it right. While the battle for the Emperor's palace still raged the crime could be undone. Raising his shining blade he swore that nothing would stop him, not this alien jungle nor the lithe-limbed foes that barred his way.



BROTHER AERATI LAMENTARIOS

The Sanguinary Priests of the Blood Angels – and of their successor Chapters – safeguard Sanguinius' genetic legacy. Lamentarios stands among the ranks of these honoured warriors, and as a member of the Chapter's Apothecarion he is among the few chosen to protect the Blood Angels gene-seed. It is a great burden, for the biological ancestry of the Blood Angels hides dark and terrible flaws that must be kept secret at all costs.

To safeguard the gene-seed of the Blood Angels is a sacred duty, one that falls to the Sanguinary Priests of the Chapter – the Apothecaries of the Sons of Sanguinius. Aerati Lamentarios has served in the Blood Angels Sanguinary Priesthood for decades, his duty as a warrior inexorably intertwined with the preservation and purity of the Chapter's gene-seed and the tempering of the madness of the Red Thirst. It was his fascination with the Flaw and its influence over the Blood Angels that first drew Lamentarios to join the Sanguinary Priesthood, and to pledge himself to the well-being of his afflicted battle-brothers.

When Lamentarios was still but a Scout within the ranks of the Blood Angels 10th Company, he witnessed the Red Thirst take his entire squad. For weeks the Blood Angels had been hunting Dark Eldar pirates within the ruined megalopolis of Desloeus Deep, each side taking turns playing the roles of hunter and hunted as they stalked through the shadow-choked rubble of the once-grand Imperial city. Lamentarios and his brother Scouts had been hunting down a pack of shadow-skinned devils when they came upon the remains of one of their battle-brothers.

The Space Marine had been gutted by the xenos, pinned to a broken statue of the Emperor with his organs arrayed like a pair of bloody wings above each shoulder. The vision had a profound effect on Lamentarios and his brothers, their psycho-conditioned discipline stretched to breaking point by weeks of unrelenting horror and death. When the xenos struck from the darkness, they discovered to their misfortune that Lamentarios' squad was firmly within the grip of the Red Thirst – only Lamentarios himself was somehow spared. Despite their speed and wicked weapons, the Dark Eldar were ripped to bloody shreds by the Scouts, their bodies piled in a broken tangle of limbs beneath the slain battle-brother.

After the events of Desloeus, Lamentarios's fascination with the Red Thirst drew the attention of Sanguinary High Priest Corbulo. The High Priest would take Lamentarios under his wing, and in time, Lamentarios learnt what it meant to be a Sanguinary Priest of the Blood Angels. Unlike the Apothecaries of other Chapters, the Blood Angels Sanguinary Priests have many additional duties centred around combating the Flaws that slumber within the flesh of their brothers. While other Chapters monitor and maintain the gene-seed and see to the wounds of their battle-brothers, the Blood Angels must always be mindful of the Red Thirst and Black Rage that boil beneath the surface of every Blood Angels' mind.

Lamentarios has saved the lives of many of his brothers, guiding them back from the brink of death with his narthecium. Equally, by offering up the blessed contents of his blood chalice he has offered his brothers a taste of the

essence of their Primarch and the gift of a measure of his power that comes with it. Yet the role of Sanguinary Priest is not one for those that harbour even the barest sliver of self-doubt. Lamentarios has had to watch many brothers succumb to their wounds, knowing that despite his skills he can do nothing but grant them the Emperor's final mercy.

Lamentarios has gone with his brothers into unimaginable danger many times. However, he is more than just a warrior of the Emperor, and when he looks into the faces of his battle-brothers, his thoughts often stray to the precious gene-seeds that hide within their chests. One way or another, these pieces of Sanguinius must find their way back to Baal.

That Lamentarios has survived where many of his peers have fallen is a reflection of his complete dedication and unbreakable spirit. On Armageddon the Sanguinary Priest accompanied Strike Force Hammerfel on their mission to close the Tartaran flood gates. Amid darkness, fire and blood Lamentarios and his brothers ripped their way through a wall of Orks until their crimson armour dripped with the blood of their enemies. By the time the Sanguinary Priest reached the great gate sub-seals and sealed them forever with melta charges, only a handful of his brothers remained alive, and his narthecium was filled with the gene-seed of the fallen.

Battles like this would become the measure of Lamentarios' existence. On the ochre deserts of Yue, when the 4th Company broke the Black Legion lines before the Thrice-Hexen Spire, or when Lamentarios and his brothers cleared the cannibal nests of the Kroot from the Shivering Citadel, Lamentarios would come back with a new list of the dead. Each time, he returned the gene-seeds to the Blood Angels fortress monastery to be implanted in new recruits – so the whole cycle of life and death could begin again.

Many times Lamentarios has been terribly wounded trying to gather the remains of the fallen, his brothers dragging his inert body from a tangle of crimson armoured forms and enemy dead. Each time though, the Chapter's other Sanguinary Priests have brought him back from the edge of death, and each time Lamentarios has risen once more, determined to do his duty for Chapter Master and Emperor.

Most recently, Lamentarios has been part of the Blood Angels assault on the Cryptan shieldworlds, as part of the greater defence of Baal against the encroaching tendrils of Hive Fleet Leviathan. As part of Dante's army, Lamentarios has been entrusted with protecting the gene-seed of the Death Company. It is a perilous mission, but not even the genetic legacy of the Death Company can go to waste. As always Lamentarios has accepted his duty completely, turning his mind to protecting his brothers as they embark once more into their madness in the carnage of war.

Blood Chalice

Even though the blood chalice contains but the barest sliver of Sanguinius' essence it has a potent and energising effect on nearby Blood Angels.

Narthecium

With this sacred tool the Sanguinary Priest either heals his wounded brothers or, if they are beyond his help, harvests their gene-seed so that their genetic materials might live on forever.

Power Armour

The ivory armour is a badge of the Sanguinary Priesthood and makes the Priest stand out amongst the crimson ranks of their battle-brothers in the mayhem and carnage of combat.



Chainsword

Sanguinary Priests are often found where the fighting is at its thickest, and carry deadly close combat weapons like this ornate double-edged chainsword to dispatch their foes.

Vials and Phials

The Priest carries many drugs unique to the Blood Angels. These specially concocted serums and elixirs would be poisonous to any without the genetic ancestry of Sanguinius.



STRIKE FORCE MORTALIS

It is rare for a Death Company ever to number more than a dozen battle-brothers, though when it does it is a truly terrifying sight to behold. Strike Force Mortalis was convened during the final battles of the Cryptan War from the 1st, 2nd and 6th Blood Angels Companies. Dante, as overall commander of the war, chose to gather together the Death Company from each of his companies into a single, devastating force rather than deploy them piecemeal to the various planetary warzones of the Cryptus System.

Unlike a strike force forged from the battle-brothers of individual squads and formations, this force was created using warriors from throughout the invasion force – just as the Black Rage is indiscriminate in those it chooses, so too does the Death Company welcome a battle-brother whatever his former role. Instead, the lost are divided based on their wargear and weapons. Strike Force Mortalis is split into two main assault formations – those brethren borne into battle aboard vehicles in one, and those who fall upon the battlefield using jump packs in the other.

Ostensibly these tactics mirror those of a company's Tactical Squads and Assault Squads working in concert, though Strike Force Mortalis is more like the Emperor's vengeance made flesh when unleashed upon their foes. The only voice to guide its lost brothers is that of Chaplain Arophan, and in this capacity he acts as its defacto Captain. When Dante sent the strike force to the scorched world of Tartoros it was on a mission vital to the success of the Cryptan War. His faith was not just in the ability of the Death Company to defeat their enemies, but also in Arophan's ability to lead them.

Sanguinary Priest Lamentarios was sent by Dante to support Arophan, but also to gather the remains of the fallen so that their gene-seed might find their way back to Baal. A formidable warrior in his own right, Lamentarios would follow the Death Company into the slaving maw of the xenos swarm, his white armour a beacon of light among the sea of black ceramite. And when his brothers finally fell atop the bodies of their foes – as surely they would – Lamentarios would be there to make sure their essence was not lost.



THE UNFORGIVEN DEAD

Alongside the Death Company of Strike Force Mortalis march no fewer than three Death Company Dreadnoughts: Purgerius the Forgotten, Helstern, Brother of Blood, and also Metaphaes, the Fury of Ages. Each has been born of a tale of madness and death, falling in battle and preserved in adamantium, and even then fighting on through countless battles to the honour of their Chapter, only to succumb to the Black Rage. Trapped within their sacred armoured tombs, there is no peace for these warriors, only an unending and unrelenting eternity of war.

The Death Company Dreadnoughts would together turn the tide of battle on the scorched plains of Tartoros, their rage driving their massive claws and heavily armoured forms against the living war engines of Hive Fleet Leviathan in the battle for the Cryptus System. It is both a terrible and glorious thing to be a Death Company Dreadnought – always striving for a worthy death in battle, but instead only finding more battle and carnage upon a field already littered with the dead of centuries.

A: Brother-Chaplain
Arophan

B: Brother Aerati
Lamentarios

C: Squad Mortalis
Vetus

D: Squad Mortalis
Dexros

E: Wings of Mortalis

F: Purgerius the
Forgotten

G: Helstern,
Brother of Blood

H: Metaphaes,
the Fury of Ages

I: *Raven Mortalis*

J: *Charon's Duty*



BROTHER-CHAPLAIN AROPHAN

Arophan is entrusted to lead the Lost Brethren into battle, and the only way to lead the Death Company is from the front. Equipped with a jump pack, Arophan keeps pace with his battle-brothers, his crozius arcanum – the symbol of his office and a potent power weapon – held high above his head. Arophan's armour is adorned with purity seals and a tabard covered in litanies hangs down his front. Everything about Arophan speaks of his duty to his Chapter, and even though his brothers are doomed to die, it falls to Arophan to help them find absolution and an end in the carnage of battle.



BROTHER LAMENTARIOS

This miniature represents Sanguinary Priest Aerati Lamentarios, a sacred guardian of the Chapter's gene-seed. Like Arophan, he has a part to play in the redemption of the Death Company, and when they fall – for fall they must – he will be on hand to recover their gene-seed using his narthecium, allowing the Chapter to recoup a measure of its strength from those taken by the Black Rage.

Lamentarios is an imposing sight among the black armoured Death Company, his pure white armour and blood red robes creating a stark contrast with those around him. Perhaps the most striking aspect of Lamentarios is the blood chalice he holds aloft, a sacred vessel which holds a trace of Sanguinius' own essence.



WINGS OF MORTALIS & MORTALIS DEXROS

As exceptional warriors in close quarters, the Death Company often take jump packs into battle. The Wings of Mortalis and Mortalis Dexros both capture the motion and rage of the Death Company as they bound toward their foes, weapons raised to strike.

Death Company Marines can be armed with a variety of weapons. In this collection, the six-strong Wings of Mortalis squad is armed with inferno pistols and chainswords, while Mortalis Dexros adds power fists and thunder hammers, enabling them to destroy a variety of foes. Many models also feature older marks of power armour, further adding to the sense of ancient ritual that surrounds those taken by the Black Rage.





MORTALIS VETERUS

The Death Company are armed with a variety of weapons, some retained from before their fall to the Black Rage, others given to them to tailor formations and squads for a particular role.

The warriors of Mortalis Vetus carry the sacred bolter, emblazoned with the icons and symbols of the Death Company. Only a lifetime of training gives the frenzied brothers of Vetus the ability to use their bolters effectively even in their madness, and as they charge toward the enemy they unleash a torrent of shells.

Adding a variety of weapons within a larger Death Company collection such as this gives the army more tactical options, but also creates a pleasing contrast between its various squads.





CHARON'S DUTY

The Death Company have a number of dedicated Rhinos. Fell vehicles in the eyes of the Chapter's battle-brothers, their crew compartments are battered and scratched from decades of delivering Death Company Squads into battle.





HONoured DEAD

Purgerius the Forgotten, Helstern, Brother of Blood and Metaphaes, the Fury of Ages – shown here from left to right – are clearly revered, even in their madness. Their ornate hulls give an impression of their long history and mighty deeds.

RAVEN MORTALIS

Sometimes the Death Company are given dedicated vehicles, like the Stormraven *Raven Mortalis*. A sinister black aircraft with crimson saltires upon its wings, its appearance in the sky heralds death and destruction for the enemy.



STRIKE FORCE RAZORWIND





FLESH TEARERS VANGUARD

The Vanguard Strike Force is the creation of Gabriel Seth, Chapter Master of the Flesh Tearers. Comparable to the demi-companies of other Chapters, it has become Seth's key weapon in his war against the enemies of Mankind, allowing the Chapter to continue its sacred duty to defend the Imperium despite its failing strength.

The Flesh Tearers were among the first of the Blood Angels successor Chapters, formed in the tumultuous times of the Second Founding. For millennia the Flesh Tearers have fought valiantly against the foes of Mankind. However, the genetic flaw woven into their blood has slowly begun to take its toll. In some of the Blood Angels successor Chapters this has a limited impact, the Black Rage taking but a fraction of their battle-brothers, losses they can adequately replace over time. In others, however, the Flaw becomes a plague upon their flesh, their initiates succumbing to madness.

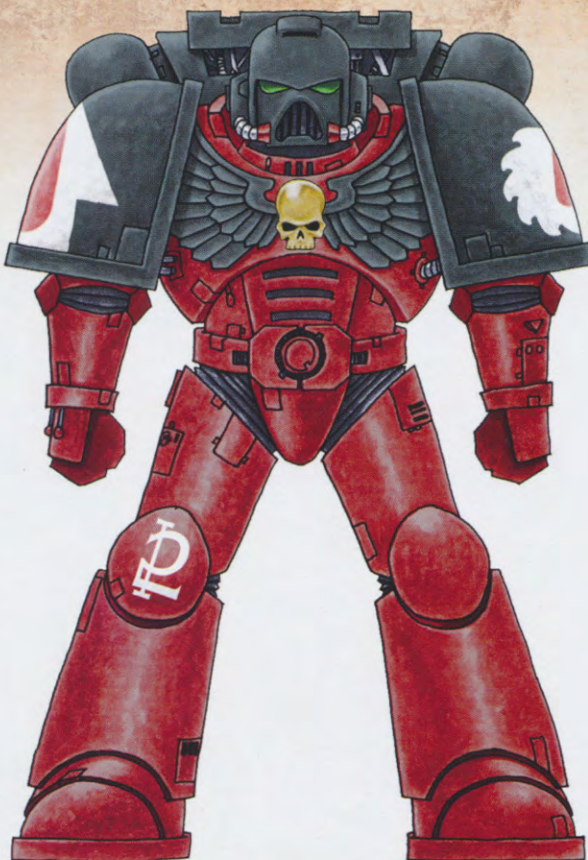
So it is with the Flesh Tearers; the Red Thirst is always close to the surface in their battle-brothers, threatening to overwhelm them, and the insanity of the Black Rage claims more and more warriors in each generation. At first, the Flesh Tearers suffered their afflictions equally with their brother Chapters, and for the first centuries of their creation were among the favoured offspring of the Blood Angels, embodying their nobility and determination. Many great victories were counted on the long list of their glorious deeds, and worlds rejoiced to see them come to their aid.

Squad Designation

The Flesh Tearers make use of symbols from the Codex Astartes for squad designation. They favour a white symbol, indicating either Tactical, Assault or Devastator Squad, on black with the company markings over the top.

Squad Number

Unlike the Blood Angels, the Flesh Tearers use simple numbers to identify individual squads, commonly presented on the warrior's right leg armour.



Shoulder pad showing Flesh Tearers Chapter symbol



3rd Company shoulder pad bearing Tactical badge



3rd Company shoulder pad bearing Assault badge

Company Markings

Like the Blood Angels, the Flesh Tearers use variations of the blood drop to denote company, even though their companies are often divided into ad-hoc battle groups.



2nd Company



3rd Company



4th Company



5th Company



2nd Company vehicle marking



However, like a slow-acting poison, the Flaw took hold over the Flesh Tearers, spattering their perfect image in the blood of the innocent and the unworthy.

Dark tales of the Flesh Tearers' deeds are scattered throughout the Imperial histories. In 201.M37 the Chapter was decried for its part in the Tosovic Pacification, a war of such brutality that nothing now grows upon its wind-whipped plains. Over a thousand years later in 540.M38 the Flesh Tearers name would once again be linked to the worse excesses of the Imperium when Biel-Tan Eldar attacked human colonists on the verdant world of Eypharos. With unrestrained fury the Space Marines purged the planet of Eldar, resorting to the use of incendiary bombs to clear ancient forests and poison rivers.

These events and hundreds more like them have tarnished the Flesh Tearers' reputation to the extent that planets fear their 'help' and allies wisely keep their distance. Standing orders within the Astra Militarum hierarchy warn about fighting in close proximity to the Flesh Tearers, advising commanders to 'allow' the Space Marines large operational zones to complete their missions. Even so, allies and innocents all too often find themselves caught up in the Flesh Tearers' battle madness, facing power armoured giants whose minds are filled only with the desire to kill.

Now the twilight of the Imperium is upon Mankind, and as Humanity descends into darkness so too do the Flesh Tearers. Each day they struggle to replace losses to battle and madness. So mutated is their gene-seed that many of the Chapter's warriors struggle constantly against the thrall of the Red Thirst and few see a century of war before the Black Rage takes them. Worse, the mutation has rendered much of their gene-seed unusable, the process of implantation killing initiates more often than turning them into Space Marines. All this has heralded the decline of the Chapter, and over a century ago, when Gabriel Seth ascended to its leadership, his Sanguinary Priests warned him that within but a few centuries the Flesh Tearers would be no more.

Unwilling to accept the dark fate of his Chapter, Seth has resolved to restore honour and glory to the Flesh Tearers. Despite their waning numbers, the Chapter has, in the final years of the 41st Millennium, become more active than ever in executing its duty to the Emperor. On the bloody ash wastes of Armageddon, the baleful worlds of the Malestrom and the cursed systems of the Red Scar, the Flesh Tearers fight against a rising tide of aliens, heretics and Daemons. It is Seth's hope that the Flesh Tearers might wash away the stain upon their reputation with the blood of their enemies – and if they are to vanish from the galaxy it will be as heroes of the Imperium, remembered for completing their duty to the Emperor.

The ravages of the Flaw, along with near constant warfare, have severely weakened the Flesh Tearers companies. Seth has been forced to create ad-hoc battle-groups mixing Veterans with Tactical Marines, Assault Marines, Devastators and Scouts. Known within the Chapter as Vanguard Strike Forces, these are usually centred around a core of experienced battle-brothers. It is a testament to the fury of the Flesh Tearers that even these diminished forces are often enough to crush their enemies.

The Stormraven shuddered under Gabriel Seth's feet as he strode up the gangway. Climbing up and out of the troop hold, the Flesh Tearers Chapter Master leaned into the cockpit to see how the attack was progressing. Seth considered the maze of icons dancing across the Stormraven's hololith lens, fast-moving green shadows marking the Flesh Tearers strike force converging on a mass of red blips that represented the Saim-Hann army. Elsewhere in the cockpit, pict screens showed the Imperium's invasion of Glysos. Millions of Astra Militarum soldiers were descending upon the disparate forces of the Eldar to claim back this cursed ball of rock.

The Flesh Tearers had the honour of being amongst the first to strike a blow against the Saim-Hann, clearing the vast southern flank for the armies of the Emperor to sweep away the xenos host. Even as Seth contemplated the battle to come, something in one of the close-range lenses caught his eye.

'There! Focus the augurs on sector 17-23!' he ordered, and the hololith projection blurred and shimmered as it zoomed across the violet grasslands of Glysos. Finally it came to a stop amid the gathering Eldar army, framing a lithe figure and crimson jetbike – the Eldar commander.

'Fix that target, brother!' Seth ordered, descending back into the troop hold with his command squad. The Stormraven tilted over onto its side as it banked sharply out of formation and screamed down from the sky toward the Eldar. Vivid energy beams and plasma blasts scorched the sky around the Stormraven as the xenos anti-aircraft fire sought it out. In response, the aircraft's own guns hammered back, explosive death spitting from banks of hurricane bolters. When it was only yards above the ground the assault ramp yawned wide and Seth stepped up to the opening, the gigantic chainsword Blood Reaver resting on his shoulder. Out before him, the wild Glysos plain whipped past at breakneck speed. Below, blood-red jetbikes and Vypers weaved through the violet grass like shoals of gore-fish.

The Autarch, astride his jetbike, looked over his shoulder at the lone Stormraven as it roared down. Even as the Eldar swung his laser lance around, ready to unleash death, Seth leapt from the aircraft. Using the momentum of his launch, he hurtled down upon his target. At the last second the Eldar tried to dart out of the way, but not before Seth's great chainsword ripped a ragged chunk from the Autarch's jetbike. A second later Seth hit the ground, hard, only his reinforced skeleton and thick armour saving him from worse than some minor fractures. The same could not be said for the Eldar.

As Seth hauled himself to his feet he saw the bloody Autarch pulling himself out from the wreckage of his jetbike. Seth was only a stride away when the Autarch saw him, the alien pulling free his own blade in a blur of motion. But Seth's swing could not be denied, and Blood Reaver hacked through both the Eldar's sword and head in a shower of gore. Even before the Autarch's corpse hit the ground Seth could hear the Eldar converging on his position. Flicking blood from his chainsword, the Chapter Master prepared to meet them.

CHAPTER MASTER GABRIEL SETH

The fate of the Flesh Tearers rests in the hands of its Chapter Master – Gabriel Seth. A furious warrior and charismatic leader, Seth has made it his quest to earn redemption for his dying Chapter. However, it is a war fought not just upon the battlefield but within the very souls of his brothers, who struggle to overcome the curse of their gene-seed.

The Chapter Masters of the Flesh Tearers have always shared the genetic Flaw of their battle-brothers. Their fate, like all Sons of Sanguinus, is to struggle against the failing gene-seed of their Chapter. Guided by fury and madness, many of these great warriors have led their brothers into impossible battles and futile massacres. Gabriel Seth is the first Chapter Master for a thousand years to give the Flesh Tearers something many had thought long-lost to them: hope.

Inspired by the noble aspects of his Blood Angels heritage, Seth believes that there might yet be salvation for his Chapter. It is his fervent desire that the Flesh Tearers redeem themselves for the excesses of their blood, and temper their madness with acts of valour and honour. It is a war fought both within the ranks of the Chapter and within Seth's own mind, as he struggles in his own personal battle with the Black Rage. Nonetheless, Seth has proven more resilient than many of his predecessors, and clings to his dream of salvation even as the world grows ever darker and more violent around him.



Seth leads his Chapter from the front, landing in the vanguard of the Flesh Tearers assaults as his massive two-handed chainsword, Blood Reaper, scythes through his foes in vivid crimson arcs. Close to the centre of the action and knee-deep in the dead, Seth can better command his battle-brothers. When the Red Thirst takes a Flesh Tearer the teachings of the Codex Astartes fall away and only the scent of blood and death will guide them. Seth has become adept at channelling the unrestrained violence of his Chapter, leading by example when words hold no weight.

Tales are still told by the soldiers of the 444th Dreemark Secundus Regiment of the blood giant and his host of Space Marines. After months fighting against tides of Orks in the Charion Deep, the 444th were relieved by the Flesh Tearers. The Astra Militarum watched as dark crimson drop pods smashed into the largest Ork mobs, and in a storm of blood gutted them from within. Amid the carnage a single figure stood out – a towering warrior with a two-handed chain blade. He did not seem to issue orders to his brothers,

but they followed his trail of carnage, his terrible war cry a carrion call to them all. It would be a story the survivors of Dreemark would carry with them, one of victory over the Orks and the salvation of the 444th, but also one tarnished by the disappearance of dozens of Astra Militarum platoons caught between the Flesh Tearers and their enemies.

Despite events like those on Dreemark, the ebb and flow of battle is not always within Seth's power to control. Oftentimes the Chapter Master has been forced to send his squads into battle knowing that they might lose themselves in the madness of combat – such as on Sygor X, when the Flesh Tearers had a hand in the destruction of the Indomitable Fortress. Sent by Seth to bolster the fortress' defences against a tendril of Hive Fleet Kraken, the Space Marines were to hold the walls alongside the Adepta Sororitas and Astra Militarum. For the first hours of the battle the Tyranid living tides spent their fury against the hundred-yard high walls of the fort, the swarms of gaunts and lesser creatures making little impression on its adamantium walls. From above, the Imperial defenders sent down a punishing rain of fire, turning the base of the wall into a quagmire of alien ichor and shattered chitin. Then, as larger Tyranid beasts joined the fray, and swarms of winged horrors soared up to the top of the wall, the defences began to buckle. It was then, to the horror of their allies, that the Flesh Tearers opened the gates. The Space Marines, consumed by the Red Thirst, met the xenos in hand to hand combat within the close confines of the Indomitable Fortress, the Astra Militarum and Adepta Sororitas caught in the middle to fight for their lives. In a storm of blood and gore the Tyranid living tide was broken, though when the final creature was cut down in a welter of ichor, it fell to the ground to join thousands of dead Astra Militarum and Sisters of Battle.

Battles like those upon Sygor X have made Seth wary of placing his warriors too close to their allies, or in a position where – should the blood rage take them – the cost will be paid by those they have been sworn to protect. As the last days of the millennium approach, Seth divides his remaining warriors into battle-groups and chooses his battles with care. In the defence of the systems surrounding Baal, the Flesh Tearers have fought in scores of engagements as part of their ancient covenant with the Blood Angels. Each time, Seth has requested of Dante that his brothers be given the honour of securing a world or war zone alone. And yet, the needs of the Imperium come before Seth's own desires. In the Cryptan War, the Flesh Tearers would be thrown into alliance with the Adepta Sororitas, and the resolve and restraint of his battle-brothers would be tested once more.

Blood Reaper

The massive two-handed chainsword known as Blood Reaper can kill a foe with a single brutal swing, turning even the stoutest enemy into a spray of flesh and blood.

Service Studs

Seth has three distinctive silver studs on his forehead, each one a badge of honour won during his centuries of service to the Chapter.

Halo of Thorns

The Flesh Tearers Chapter Master has the honour of wearing this ancient iron halo, a sacred relic known as the Halo of Thorns.

Armour Icons

Seth's ancient suit of armour prominently features both the striking serrated iconography of the Flesh Tearers Chapter and the wings of the Blood Angels.

Blood Mantle

Seth's cloak is another badge of rank recognised by his battle-brothers, and according to legend it was cut from the banner carried by the first Flesh Tearers Chapter Master.



STRIKE FORCE RAZORWIND

When Gabriel Seth answered Dante's call to defend the systems outlying Baal, he formed Strike Force Razorwind. Created around the 1st Company Squads Danatael and Androeus, it gathered up elements of the 2nd and 3rd Battle Companies into a formidable fighting force. The battle-brothers of Squads Danatael and Androeus are seasoned warriors and formed Razorwind's hard-hitting vanguard. The battle-brothers of the other squads take their lead from the Veterans, learning from their experience. The 1st Company's mastery over the Red Thirst shows the rest of the strike force how to channel their rage into effective assaults and stoic defences.

This ability to channel the Flaw in battle often proves to be the strike force's greatest weapon – although the threat of the Red Thirst always looms large. On the defence, the core of Tactical Space Marines lay down a withering storm of bolter fire, following Codex-approved firing patterns to carve the enemy apart. As shock troops, the Flesh Tearers advance remorselessly into enemy positions, dropping

targets in sprays of gore with every step. However, all too easily the Red Thirst can overwhelm a battle-brother, squad or even formation, and discipline becomes bloodlust. It is the role of the 1st Company Veterans to temper this frenzy when it surfaces, and ensure it is directed at the enemy.

The same battlefield attrition and gene-seed mutation that has claimed so many Flesh Tearers has also taken its toll upon the Company Captains and Commanders. To make up for the shortfall in leadership Seth uses the examples set by the Blood Angels, and has each of his warriors master the level of command above their own – thus Captains can act as Commanders, Sergeants as Captains and each Tactical Marine is adept at leading his squad should his unit leader fall in battle.

Following this doctrine, every battle-brother of the Flesh Tearers 1st Company can adopt the role of Veteran Sergeant should they be called upon, while the Sergeants of the 1st Company Squads are often required to bear the mantle of Company Captains.



FIST OF THE FLESH TEARERS

Strike Force Razorwind utilised a large contingent of tanks drawn from the 2nd and 3rd Battle Companies for its mobile battles on Lysios. These formations allowed the Flesh Tearers to engage their foes and protect their allies as they sped through the brine-soaked ruins of the planet's cities, and then out into the vast wastelands of its dry oceans. Like all successor Chapters of the Blood Angels, the Flesh Tearers' Rhinos and Predators are built with Lucifer Pattern engines, making them especially swift and powerful. This is one of the reasons that Seth favours Rhinos and vehicles built upon the Rhino hull for Strike Force Razorwind, rather than the more heavily armoured, but slower, Land Raider and its variants.

Supplementing Strike Force Razorwind's ground forces are Stormraven Gunships. Seth himself rides to battle aboard the *Razor's Edge*, coordinating the moving battle from overhead. When the tactical situation calls for the Flesh Tearers to go on the defensive to protect their allies, the Stormravens deliver Seth into the thick of battle.



A: Gabriel Seth

B: Squad Danatael

C: Squad Saeros

D: Squad Lucien

E: Skoraen the Bloodied

F: Squad Orscari

G: The Damned of Lysios

H: Squad Androeuus

I: Squad Heraelos

J: *Razor's Edge*

K: *Blood's Due*

L: *Incendia*

M: *Sanguine Fury*

N: *Bones of Cretacia*





GABRIEL SETH

Seth epitomises the fury and fearsome nature of the Flesh Tearers, and this model captures him charging into the fray with his mighty two-handed chainblade, Blood Reaper. Both Seth's armour and weapons are heavily adorned as befits his role as the Master of his Chapter. Details include the blood drops, wings and skulls used by many Blood Angels successor Chapters, but also scrollwork and the saw-toothed symbol of the Flesh Tearers. Few models are as iconic to the Flesh Tearers as Seth, and he makes an excellent addition to any force built around the successor Chapter.



SQUADS ANDROEUS & DANATAEL

The 1st Company Veterans of the Flesh Tearers are some of the most battle-hardened warriors within the Chapter. Armed with deadly lightning claws and clad in ancient Terminator armour, Squad Danatael make a devastating assault force capable of tearing apart almost any foe. Vanguard Veteran Squad Androeus are equally lethal in close combat, using jump packs and chainswords to meet their enemies head-on as they lead the Flesh Tearers into battle.

SQUAD LUCIEN

Tactical Space Marines, like those of Squad Lucien, form the solid foundation upon which Seth creates his strike forces. Dressed in their black and crimson armour, and standing atop a ruin on the blasted battlefields of the 41st Millennium, these warriors paint a sombre picture of a Chapter on the brink of extinction.

Even so, every one remains a proud defender of the Imperium, and the squad wields a variety of weaponry to bring the enemies of Mankind to ruin. Sergeant Lucien, distinctive in his pale tabard and laurelled helm, carries a powerful combi-melta – an ancient artefact of the Chapter. The inclusion of a heavy bolter allows Squad Lucien to provide covering fire for their brothers below.







INCENDIA & SANGUINE FURY

The Vanguard Strike Force is supported by the armoured might of the Flesh Tearers 2nd Company. The Baal Predator *Incendia* is ideal for close quarters urban warfare where its flamethrower cannon can wash away its foes in a torrent of fire, and the Predator *Sanguine Fury* grants the strike force some long-range and mobile firepower, its long-barrelled autocannon and sponson-mounted heavy bolters effective against both massed infantry and light armour.



SKORAEN THE BLOODIED

Skoraen fought for the Flesh Tearers centuries ago, before he was mortally wounded and interned within the armoured hull of a Dreadnought. Furious in combat, Skoraen's rage is born not just of the blood of Sanguinius that still courses through his flesh, but also from having been forced to witness the slow death of his Chapter. Skoraen can do nothing to stop the madness and decay that is eating away at the Flesh Tearers, and so instead vents his anger upon his foes.

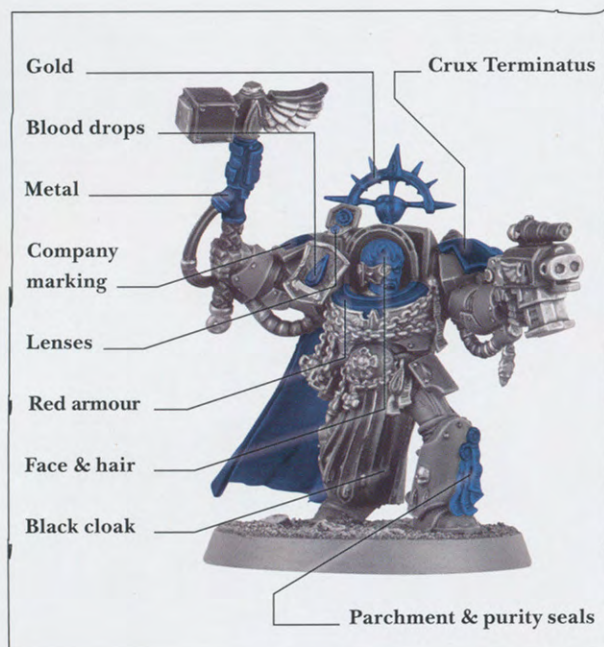
PAINTING GUIDE






THE ARCHANGELS

CAPTAIN KARLAEN




RED ARMOUR




 Mephiston Red

Use a Citadel Spray Gun to basecoat the entire model Mephiston Red (1), then use a Wash Brush to apply Agrax Earthshade to the recesses (2).




 Agrax Earthshade



 Mephiston Red


Next, tidy up any raised areas using a layer of Mephiston Red.




 Evil Sunz Scarlet

Using a Detail Brush, add a highlight to the edges of the armour using Evil Sunz Scarlet (4). Then, add a highlight of Fire Dragon Bright to the same areas (5).



 Fire Dragon Bright




 Ungor Flesh

Paint a fine highlight of Ungor Flesh along the edges of the armour.


BLACK CLOAK




 Abaddon Black

Basecoat the cloak with Abaddon Black (1). Then, using a Detail Brush, apply a highlight of Skavenblight Dingie to the raised areas (2).



 Skavenblight Dingie



 Dawnstone

Finally, add a fine highlight of Dawnstone to these raised areas.

METAL



Leadbelcher

Using a Basecoat Brush, carefully paint a layer of Leadbelcher onto the chains, thunder hammer, storm bolter, bionic eye and any other areas of the model that will be silver.



Nuln Oil

Next, using a Wash Brush, paint these same metallic areas with a wash of Nuln Oil. This will add shading to the intricate details of the model and create a more realistic finish.



Runefang Steel

Finally, using a Detail Brush, add a highlight to the raised edges of these metal surfaces. This will help define the silver chains, icons and weapons and make them look as if they are catching the light.

GOLD



Balthasar Gold

Apply a basecoat of Balthasar Gold to the eagle, blood drop and wing icons, and to the iron halo.



Gehenna's Gold

Next, using a Standard Brush, add a layer of Gehenna's Gold to the raised areas of these sections.



Agrax Earthshade

Then apply a coat of Agrax Earthshade to these areas using a Wash Brush.



Gehenna's Gold

Once this is dry, tidy up any raised areas with a layer of Gehenna's Gold.



Auric Armour Gold

Now, using a Detail Brush, add a layer of Auric Armour Gold to the raised areas.



Runefang Steel

Finally, with a Fine Detail Brush, add a very fine highlight to the edges with Runefang Steel.

CRUX TERMINATUS



1 Skavenblight Dingee

With a Standard Brush, basecoat the icon using Skavenblight Dingee (1). Then, once this is dry, paint over this with a layer of Dawnstone (2).



2 Dawnstone



3 Agrax Earthshade

Next, give the entire icon a wash using Agrax Earthshade.



4 Dawnstone

Tidy up the raised areas of the icon with a layer of Dawnstone (4), followed by a highlight to these same areas using Karak Stone (5).



5 Karak Stone



6 Ushabti Bone

Finally, add a fine highlight of Ushabti Bone to the edges of these areas.

COMPANY MARKING



1 Celestra Grey

Basecoat the skull with Celestra Grey (1), then add a wash of Nuln Oil (2). Tidy up the area with another layer of Celestra Grey (3).



2 Nuln Oil



3 Celestra Grey



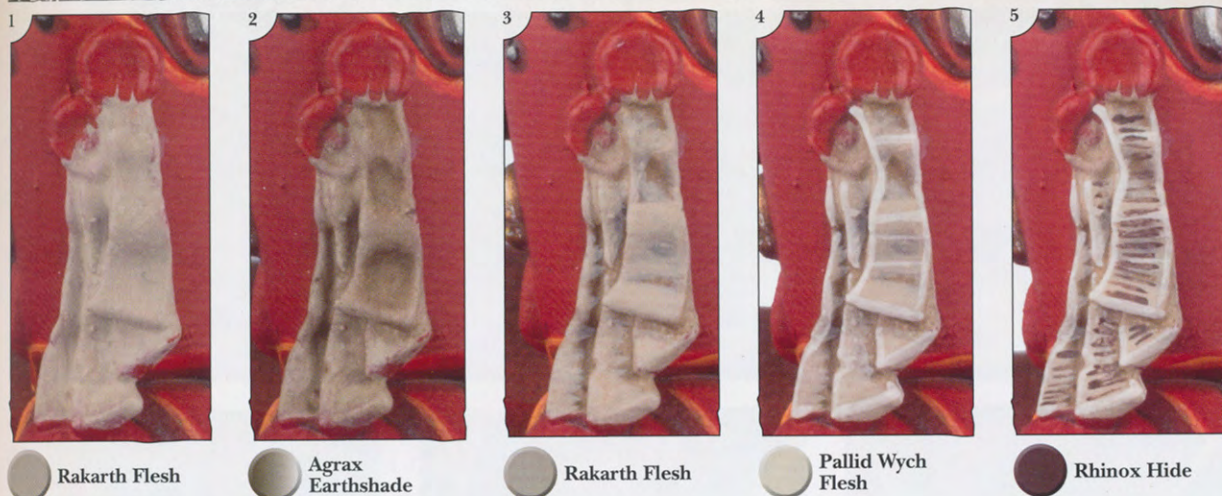
4 Ulthuan Grey



5 White Scar

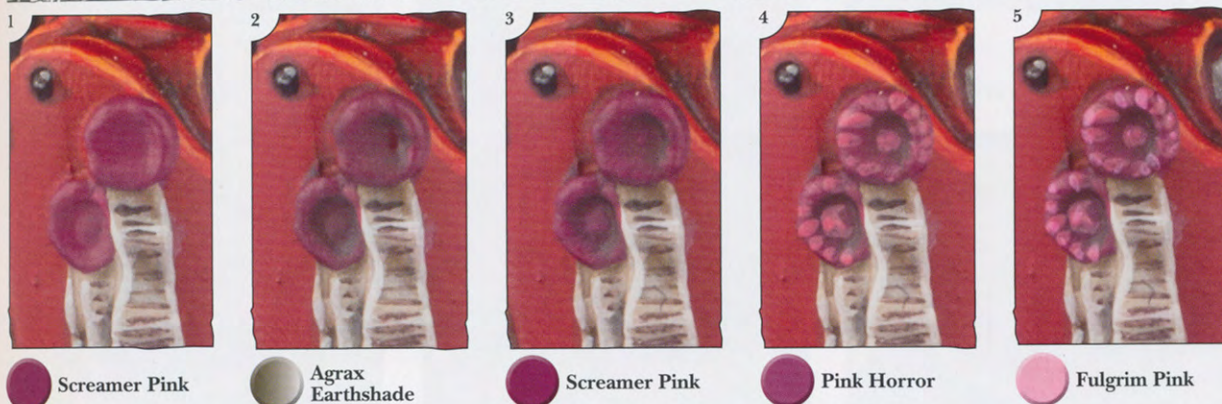
Highlight the raised areas of the marking using Ulthuan Grey (4). Then, once this is dry, finish off with a very fine highlight of White Scar to these same areas (5).

PARCHMENT



Basecoat with Rakarth Flesh (1), then add a wash (2), before tidying up the raised areas using another layer of Rakarth Flesh (3). Now apply a highlight of Pallid Wych Flesh to the edges (4). Finally, use Rhinox Hide to add fine lines to represent writing (5).

PURITY SEALS



Basecoat the seals in Screamer Pink (1), then wash with Agrax Earthshade (2). Once dry, tidy up the raised areas with another layer of Screamer Pink (3). Add a highlight of Pink Horror to the edges of the seals (4), and after that a fine highlight of Fulgrim Pink (5).

BLOOD DROPS



Basecoat the drop with Abaddon Black (1), then apply a coat of Khorne Red, leaving a small part of the top left section black (2). To represent the light reflecting off the drop, add highlights of Evil Sunz Scarlet (3), Fire Dragon Bright (4) and finally White Scar (5).

FACE



1 Bugman's Glow



2 Cadian Flestone



3 Reikland Fleshshade

Basecoat the skin with Bugman's Glow (1), then add a layer of Cadian Flestone (2), followed by a wash of Reikland Fleshshade (3).



4 Cadian Flestone



5 Carroburg Crimson



6 Kislev Flesh

Apply Cadian Flestone to the raised areas (4), then a wash of Carroburg Crimson (5), followed by a highlight of Kislev Flesh (6).



7 Flayed One Flesh



8 Abaddon Black



9 Rakarth Flesh

Highlight the skin with Flayed One Flesh (7). Then paint the mouth with Abaddon Black (8), and the teeth with Rakarth Flesh (9).



10 Pallid Wych Flesh

Add a final highlight of Pallid Wych Flesh to the teeth and other raised areas.


TOP TIP

You may notice that the face has been painted before the hair – this helps to reduce the amount of tidying and retouching required to neaten up the area after the face details have been painted. When you're painting faces – especially on characters – it's always worth going the extra yard when highlighting. Highlights enable the character to stand out more on the field, drawing the eye to the model you've lavished the most attention on. You can of course paint your whole army to this standard – the choice is yours!




HAIR



 Zandri Dust




 Seraphim Sepia




 Zandri Dust

Using a Basecoat Brush paint the hair with Zandri Dust (1), then add a wash of Seraphim Sepia (2). Once this is dry, use a Standard Brush to tidy up the raised areas with another coat of Zandri Dust (3).



 Ushabti Bone




 Pallid Wych Flesh


Add a highlight of Ushabti Bone to the raised areas using a Detail Brush (4). Next, apply a fine highlight to these same areas using Pallid Wych Flesh (5).

LENSES




 Caliban Green




 Warpstone Glow



 Moot Green



 White Scar

Basecoat using Caliban Green (1). Then, paint the bottom left two-thirds of the lens in Warpstone Glow (2). Now highlight the bottom left edge of this section with Moot Green (3), before finally adding some White Scar dots to the top right area (4).

EPISTOLARY MARTELLOS



BLUE ARMOUR



Macragge Blue

Using a Citadel Spray Gun, apply an even coat of Macragge Blue to the entire model.



Nuln Oil

Once this is dry, apply Nuln Oil to the recesses of the model using a Standard Brush.



Macragge Blue

Now, using a Standard Brush, tidy up the raised areas of the model with a layer of Macragge Blue.



Altdorf Guard Blue

With a Detail Brush paint a highlight of Altdorf Guard Blue on the raised edges of the model.



Calgar Blue

Go over this highlight again with a finer highlight of Calgar Blue, again using a Detail Brush.



Fenrisian Grey

Finally, add a very fine highlight of Fenrisian Grey to the very edges of these highlighted areas.

RIBBING



Abaddon Black

Using a *Standard Brush*, paint the ribbed sections under the armour plates with a coat of *Abaddon Black*. This creates a great contrast with the armour plates.



Nuln Oil

Now, with a *Wash Brush*, carefully apply *Nuln Oil* to these areas. This will deepen the dark grooves within the ribbing, adding definition and substance to the material and making it appear thicker.



Dawnstone

Finally, using a *Fine Detail Brush*, add a fine highlight of *Dawnstone* to the raised section of the ribbing. This will give it the appearance of catching the light.

SHOULDER PADS



Mephiston Red

Using a Basecoat Brush, paint the Librarian's shoulder pads with a coat of Mephiston Red.



Evil Sunz Scarlet

When this is dry, add a highlight of Evil Sunz Scarlet to the edges of the shoulder pads with a Detail Brush (2).



Fire Dragon Bright

Finally, use a Fine Detail Brush to add a fine highlight to these areas using Fire Dragon Bright.

ROBES



Averland Sunset



Seraphim Sepia



Averland Sunset



Ushabti Bone




Pallid Wych Flesh

Basecoat the robes (1) then follow this with a wash of Seraphim Sepia (2). Tidy up the raised areas of the robes (3), then highlight the edges of the robes with Ushabti Bone (4), and finally add a fine highlight of Pallid Wych Flesh to these same areas (5).


PARCHMENT




 Rakarth Flesh

Using a Basecoat Brush, paint the book and other parchments with Rakarth Flesh (1). Once this is dry, use a Wash Brush to add a wash of Seraphim Sepia (2).




 Seraphim Sepia



 Rakarth Flesh


To restore the colour, paint the raised areas in Rakarth Flesh.




 Pallid Wych Flesh

Highlight the raised areas and edges of the book and parchments using Pallid Wych Flesh (4). Follow this with some fine highlights on the same areas with White Scar (5).



 White Scar



 Rhinox Hide

Carefully paint lines of thinned down Rhinox Hide to represent writing.

TOP TIP

The Librarian really stands out in the Archangels collection as it is the only model that isn't in red armour. You could take this as an opportunity to go all-out, and try a number of different things which might look out of place on the other models in the collection. However, this model is still part of the Archangels collection, and you're likely to want something that ties him in with the other models. The red shoulder pads make the Librarian look at home when surrounded by the rest of the collection, and also (more importantly) adhere to the strictures of the Blood Angels Librarius!



PURITY SEALS



Paint the seal Screamer Pink (1), then apply a wash of Agrax Earthshade (2). Once dry, paint the raised areas in Screamer Pink (3), followed by a highlight of Pink Horror (4). Finally, apply a fine highlight to these raised edges using Emperor's Children (5).

GOLD



Basecoat with Balthasar Gold (1), layer with Gehenna's Gold (2), then wash (3).

Tidy up (4), then highlight with Auric Armour Gold (5), and then Runefang Steel (6).



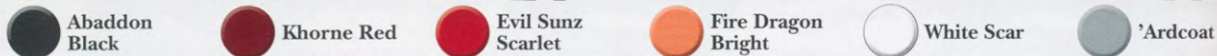
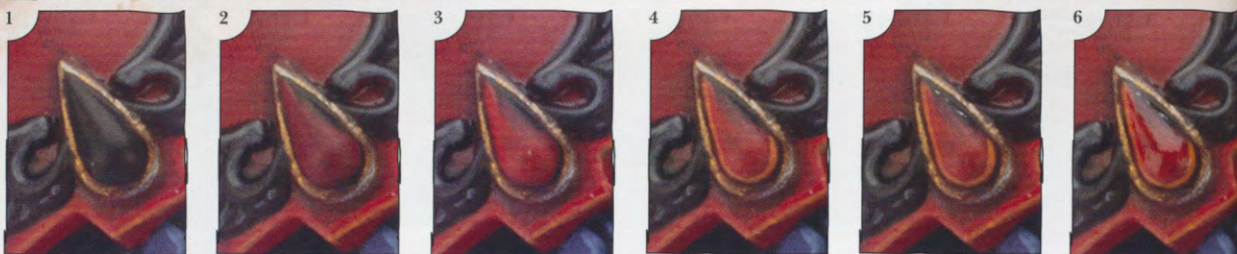
You can use this technique for all of the Librarian's golden wargear and decorations, including the laurel wreaths pictured here.

CHAPTER SYMBOL



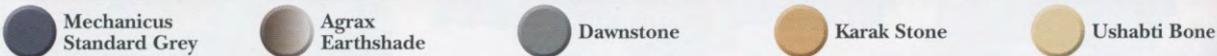
Basecoat the wings Abaddon Black (1), then highlight with Skavenblight Dingie (2), followed by a fine highlight of Dawnstone (3).

BLOOD DROPS



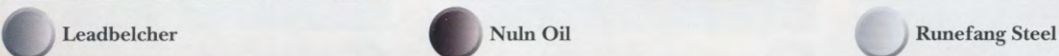
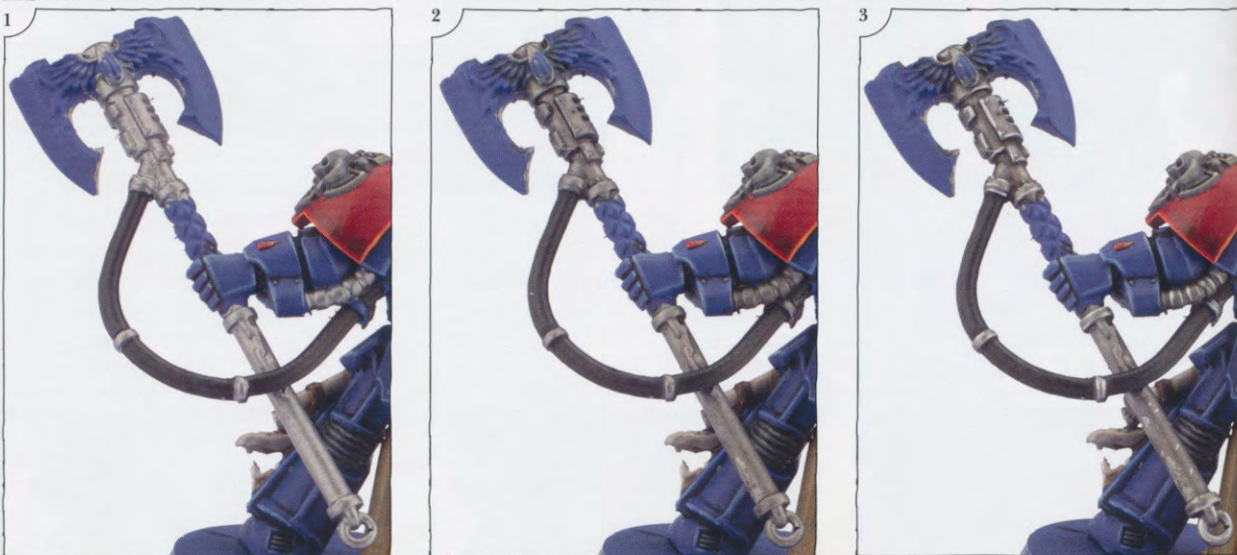
Basecoat the drop with Abaddon Black (1). Then paint on a layer of Khorne Red, leaving a sliver of black (2). Add highlights of Evil Sunz Scarlet (3) and Fire Dragon Bright (4). Then add some White Scar dots (5). Finally paint the drop with 'Ardcoat (6).

CRUX TERMINATUS



Basecoat the icon in Mechanicus Standard Grey, leaving the recesses black (1). Then add a wash of Agrax Earthshade (2). Once this is dry paint the raised areas with Dawnstone (3). Add highlights of Karak Stone (4), then Ushabti Bone (5) to the raised edges.

METAL



Basecoat the silver metallic areas using Leadbelcher (1). Once this is dry, use a Wash Brush to apply a shade of Nuln Oil (2).

Next, use a Detail Brush to apply a highlight of Runefang Steel to the edges.

FACE



1 Bugman's Glow



2 Cadian Fleshtone



3 Reikland Fleshshade

Basecoat with Bugman's Glow (1). Then add a layer of Cadian Fleshtone (2). Over this add a wash of Reikland Fleshshade (3).



4 Cadian Fleshtone



5 Kislev Flesh



6 Flayed One Flesh

Use a Detail Brush to reapply Cadian Fleshtone to the raised areas (4), then highlight with Kislev Flesh (5) and Flayed One Flesh (6).



7 Guilliman Blue



8 Abaddon Black



9 Pallid Wych Flesh

Wash the eye recesses Guilliman Blue (7). Then paint the eyes themselves Abaddon Black (8), and the pupils Pallid Wych Flesh (9).

FORCE AXE



1 Ironbreaker



2 Guilliman Blue



3 Runefang Steel

Basecoat the axe head with Ironbreaker (1). Give this a wash of Guilliman Blue (2), then highlight the edges with Runefang Steel (3).

TERMINATORS



Face & hair

Base



RED ARMOUR

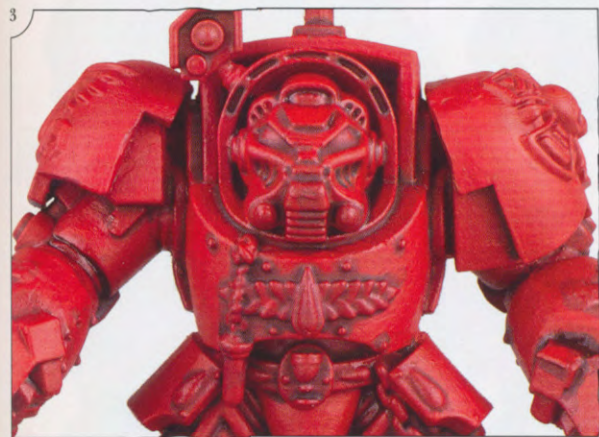


Mephiston Red

Using a Citadel Spray Gun, basecoat the entire model Mephiston Red (1). Then wash the model using Agrax Earthshade (2).



Agrax Earthshade



Mephiston Red

Restore the colour by applying Mephiston Red to the raised areas (3), then highlight the edges with Evil Sunz Scarlet (4).



Evil Sunz Scarlet



Fire Dragon Bright

Finally, apply a fine highlight of Fire Dragon Bright.

TOP TIP

The other Archangels models in Terminator armour were painted using the same techniques described for Captain Karlaen, giving the gold, metal, parchment and purity seals a consistent appearance throughout the collection. The red armour of the characters has had a further highlight applied to help them stand out from the rest of the squads.

FACE & HAIR



Bugman's Glow



Cadian Flesthone



Reikland Fleshshade

Basecoat the face with Bugman's Glow (1), followed by a layer of Cadian Flesthone (2). Then wash with Reikland Fleshshade (3).



Cadian Flesthone



Kislev Flesh



Flayed One Flesh

Paint Cadian Flesthone onto the raised areas (4). Next, add a highlight of Kislev Flesh (5), then Flayed One Flesh (6).



Rhinox Hide



Rakarth Flesh



Abaddon Black

Paint the mouth Rhinox Hide (7). Once dry, apply Rakarth Flesh to the teeth (8). Then paint the eyes with Abaddon Black (9).



Steel Legion Drab



Seraphim Sepia



Karak Stone

Using a Standard Brush, paint the hair Steel Legion Drab (10). Then wash the hair with Seraphim Sepia (11). Once this is dry, use a Detail Brush to paint Karak Stone highlights onto the raised areas of the hair (12).

POWER SWORD



Abaddon Black

Basecoat the blade with an even coat of Abaddon Black.



Kantor Blue

Add a layer of Kantor Blue to the whole of the blade.



Hoeth Blue

Paint the edges and raised areas of the blade with Hoeth Blue.



Hoeth Blue

Now carefully add the lightning pattern using Hoeth Blue.



Guilliman Blue

Once this is dry, use a Wash Brush to give the blade a glaze of Guilliman Blue.



Temple Guard Blue

Next, highlight the edges and pick out the lightning pattern very carefully with Temple Guard Blue, using a Fine Detail Brush.



Blue Horror

Then, using a Fine Detail Brush, apply a fine highlight to these same areas with Blue Horror.



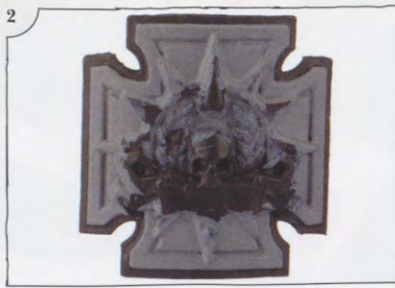
Nihilakh Oxide

Finally, add a wash of Nihilakh Oxide around the power conduits near the sword's hilt.

STORM SHIELD



1 Abaddon Black



2 Dawnstone

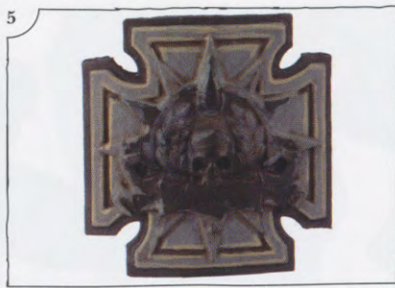


3 Agrax Earthshade

Apply a basecoat (1). Then paint the areas shown with Dawnstone (2), before washing the recesses with Agrax Earthshade (3).



4 Dawnstone



5 Karak Stone



6 Celestra Grey

Tidy up with another coat of Dawnstone (4), then highlight the edges with Karak Stone (5). Then paint the icon Celestra Grey (6).



7 Nuln Oil



8 Celestra Grey



9 Ulthuan Grey

Using a Wash Brush apply a coat of Nuln Oil to the icon (7). Then, once this is dry, paint the raised areas of the icon with another coat of Celestra Grey (8). Next, using a Detail Brush, apply a highlight of Ulthuan Grey to the raised areas (9).



10 White Scar



11 Rakarth Flesh



12 Seraphim Sepia

Now, using a Fine Detail Brush, apply a fine highlight to the icon with White Scar (10). Give the scroll a layer of Rakarth Flesh (11). Then, using a Standard Brush, carefully add a wash of Seraphim Sepia to the scroll (12).



13 Pallid Wych Flesh



14 Abaddon Black



15 Dawnstone

Paint the edges of the scroll with a highlight of Pallid Wych Flesh (13). Next, using a Detail Brush, apply Abaddon Black to touch up any black areas of the shield (14), before adding a crisp highlight of Dawnstone to the black areas (15).



16 Balthasar Gold



17 Gehenna's Gold



18 Agrax Earthshade

Basecoat the sunburst with Balthasar Gold (16). Then, once this is dry, add a layer of Gehenna's Gold to the raised areas of the sunburst (17). Next, using a Wash Brush, apply a coat of Agrax Earthshade to the entire sunburst (18).



19 Runefang Steel



20 Abaddon Black



21 Khorne Red

Using a Fine Detail Brush, carefully add an edge highlight of Runefang Steel to the sunburst (19). Next, paint the blood drop gem Abaddon Black (20). Then paint the gem with Khorne Red, leaving a thin sliver of black in the top right of the gem (21).



22 Evil Sunz Scarlet



23 Fire Dragon Bright



24 White Scar

Using a Fine Detail Brush, highlight the lower left hand corner of the gem with Evil Sunz Scarlet (22). Add a finer highlight of Fire Dragon Bright (23). Finally, add a couple of tiny White Scar dots to the top right of the gem, completing the effect (24).

COMPANY STANDARD



1 Abaddon Black



2 Skavenblight Dingo



3 Dawnstone



4 Averland Sunset

Apply a basecoat (1), then highlight with Skavenblight Dingo (2) and Dawnstone (3). Apply Averland Sunset in the quarters (4).



5 Mephiston Red



6 Seraphim Sepia



7 Agrax Earthshade



8 Averland Sunset

Paint a cross (5), then wash the flag with Seraphim Sepia (6) and Agrax Earthshade (7). Then tidy up the raised yellow areas (8).



9 Dorn Yellow



10 Cassandra Yellow



11 Flayed One Flesh



12 Evil Sunz Scarlet

Highlight the yellow (9), wash it with Cassandra Yellow (10), then highlight again (11). Next, highlight the edges of the cross (12).



13 Fire Dragon Bright



14 Celestra Grey



15 Drakenhof Nightshade



16 Ulthuan Gtey

Add a fine highlight of Fire Dragon Bright to the cross (13). Next, paint the wing and skull icons Celestra Grey (14). After this, apply a wash of Drakenhof Nightshade to these areas (15), and then highlight the raised areas with Ulthuan Grey (16).



17 White Scar



18 Khorne Red



19 Squig Orange



20 XV-88

Highlight these areas with White Scar (17). Add a Khorne Red trim to the edges of the banner design (18), then highlight this trim with Squig Orange (19). Once done, use a Detail Brush to paint the chalice, sunburst and amulet with XV-88 (20).



21 Agrax Earthshade



22 XV88



23 Balor Brown




24 Ushabti Bone

Apply a wash to these details (21), then tidy up (22). Highlight the details with Balor Brown (23) and Ushabti Bone (24).


Continued overleaf → →



 Rakarth Flesh


Paint the scrollwork and other areas of parchment with Rakarth Flesh.



 Seraphim Sepia


Give these areas a wash of Seraphim Sepia to bring out the detail.



 Rakarth Flesh


Now tidy up the parchment with another layer of Rakarth Flesh.



 Pallid Wych Flesh

Using a Citadel Fine Detail Brush, carefully apply a fine highlight to the edges of the parchment areas using Pallid Wych Flesh.



 Abaddon Black

Carefully paint the lettering in Abaddon Black using a Fine Detail Brush, then add the finishing touches to the banner, painting the blood drops, purity seals, gold areas and parchment text using the techniques shown elsewhere in this guide.

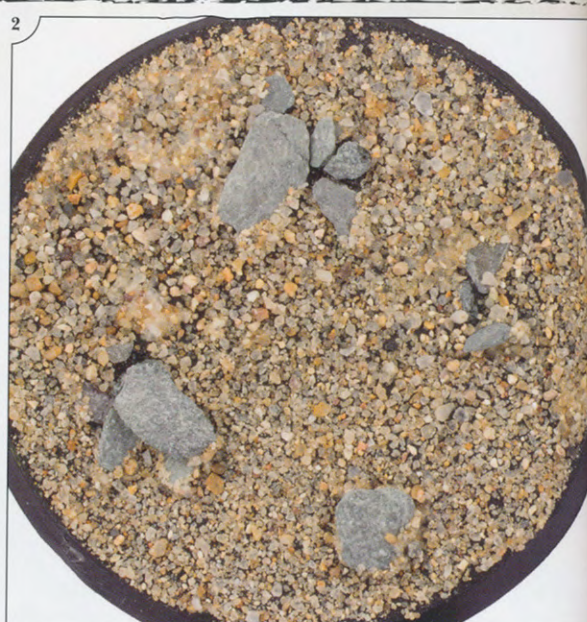


BASE



Slate


Superglue some pieces of basing slate onto the base.



Sand


Then, using PVA glue, cover the remaining area in sand (2).



 Rhinox Hide

Paint the whole base with thinned down Rhinox Hide.



 Dawnstone

Now, give the base a drybrush with Dawnstone.

TOP TIP

The base of every model in this book was painted this way. When painting bases for light-coloured models, use darker colours to enable the models to stand out. Similarly, when painting bases for darker models, lighter colours work better. Think of the base in a similar way to a picture frame – it is there to enhance the overall effect, not to draw attention away from the model.

TOP TIP

A base that is only covered in sand will look a bit bare – sprinkling some slate pieces on as well can make all the difference. When painting the slate, it can look really effective if you use a different colour than you have for the sand, as shown below. A neat trick to tie it all together, however, is to use the same colour when giving the slate and the sand their final drybrush.



Karak Stone

With a Detail Brush, carefully paint the slate pieces with a coat of Karak Stone.



Agrax Earthshade

Once this is dry, apply a wash of Agrax Earthshade to the same areas using a Wash Brush.



Terminatus Stone

Carefully drybrush both the slate and the sand with some Terminatus Stone using a Medium Drybrush.



Steel Legion Drab


Lastly, paint an even coat of Steel Legion Drab around the rim of the base using a Standard Brush.

STERNGUARD VETERAN




RED ARMOUR



 Mephiston Red

Using a Citadel Spray Gun, basecoat the whole model Mephiston Red (1). Once the basecoat has dried, give the model a wash using Agrax Earthshade (2). Now, go back over the model in Mephiston Red, painting the raised areas and tidying them up (3).




 Agrax Earthshade




 Mephiston Red




 Evil Sunz Scarlet



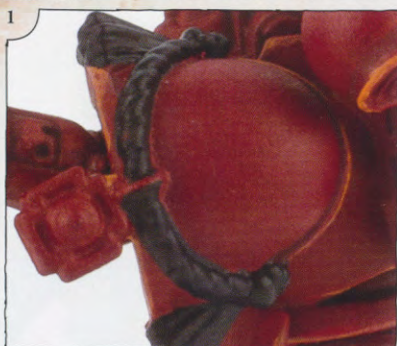
 Fire Dragon Bright



 Abaddon Black

Using a Detail Brush, highlight the edges of the model with Evil Sunz Scarlet (4). Then, on these same areas, add a fine highlight of Fire Dragon Bright (5). Next paint the ribbing between the armour plates in Abaddon Black (6).

BLACK CORD



1 Abaddon Black



2 Skavenblight Dingy



3 Stormvermin Fur

With a Standard Brush basecoat the cords with Abaddon Black (1). Next, using a Detail Brush, add a highlight of Skavenblight Dingy (2). After this is dry, apply a fine highlight to these same areas using Stormvermin Fur (3).

GOLD



1 Balthasar Gold



2 Gehenna's Gold



3 Agrax Earthshade



4 Runefang Steel

Basecoat with Balthasar Gold (1), followed by a layer of Gehenna's Gold (2). Once dry, use a Wash Brush to apply a coat of Agrax Earthshade (3). Finally, with a Fine Detail Brush, add a fine highlight of Runefang Steel (4).

METAL



1 Leadbelcher

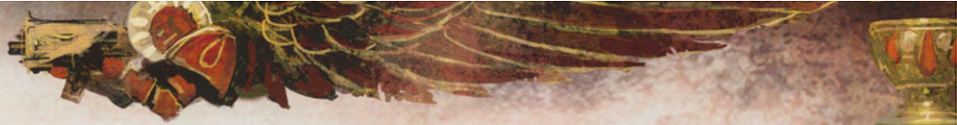


2 Nuln Oil




3 Runefang Steel


Basecoat the area with Leadbelcher (1). Next, give it a wash using Nuln Oil (2). Lastly, highlight the edges using Runefang Steel (3).




ROBE




 Zandri Dust


 Ushabti Bone


 Seraphim Sepia

Using a Standard Brush, basecoat the robe with Zandri Dust (1). Paint a layer of Ushabti Bone onto the raised areas of the robe (2). Then, using a Wash Brush, apply a wash of Seraphim Sepia to the recesses of the robe (3).



 Ushabti Bone

 Screaming Skull

 Pallid Wych Flesh

With a Standard Brush, use Ushabti Bone to tidy up the raised areas and create further definition against the shaded areas (4). With a Detail Brush, add a highlight of Screaming Skull to the raised edges (5), followed by a fine highlight of Pallid Wych Flesh (6).

CRUX TERMINATUS



1 Mechanicus Standard Grey



2 Dawnstone



3 Agrax Earthshade



4 Karak Stone

Basecoat (1), then add a layer of Dawnstone (2). Wash with Agrax Earthshade (3) and then highlight using Karak Stone (4).

WHITE DETAILS



1 Celestra Grey



2 Ulthuan Grey



3 White Scar

Basecoat white areas with Celestra Grey (1). Then highlight with Ulthuan Grey (2), followed by a fine highlight of White Scar (3).

PARCHMENT



1 Rakarth Flesh



2 Agrax Earthshade



3 Rakarth Flesh



4 Pallid Wych Flesh



5 Rhinox Hide

Basecoat (1), then wash with Agrax Earthshade (2). Tidy up (3), then highlight (4). Add script with thinned down Rhinox Hide (5).

HELMET LENSES



1 Abaddon Black



2 Caliban Green



3 Warpstone Glow



4 Moot Green



5 White Scar

Basecoat with Abaddon Black (1), then apply a layer of Caliban Green (2). Add highlights first with Warpstone Glow (3), then Moot Green in the near corners of the eyes (4), and finally add dots of White Scar (5).

SHELL CASINGS



Brass Scorpion



Agrax Earthshade



Brass Scorpion



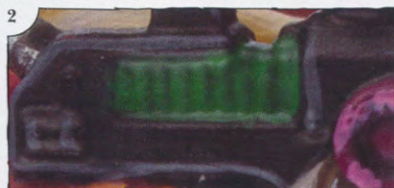
Runefang Steel

Basecoat the shells using Brass Scorpion (1). Next, apply a wash of Agrax Earthshade (2). Once dry, paint another layer of Brass Scorpion onto the raised sections of the shell (3). Lastly, highlight the edges of the shell with Runefang Steel (4).

PLASMA COIL



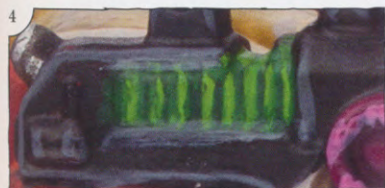
Caliban Green



Warpstone Glow



Waywatcher Green



Moot Green



Dorn Yellow

Carefully add a highlight of Moot Green (4), then a final highlight of Dorn Yellow (5).

SHOULDER PADS



Abaddon Black



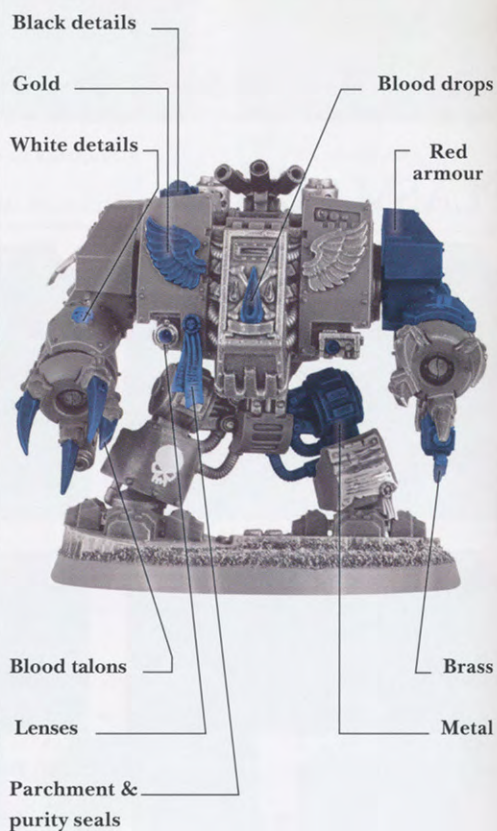
Mechanicus Standard Grey



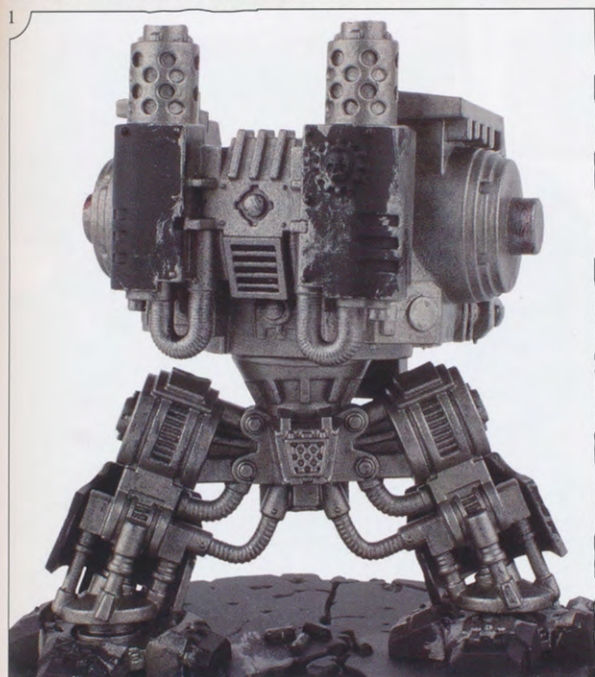
Administratum Grey

Paint the aquila neck plate and shoulder guard Abaddon Black (1). Then, using a Detail Brush, highlight these areas with Mechanicus Standard Grey (2), followed by a finer highlight of Administratum Grey with a Fine Detail Brush (3).

FURIOSO DREADNOUGHT



METAL

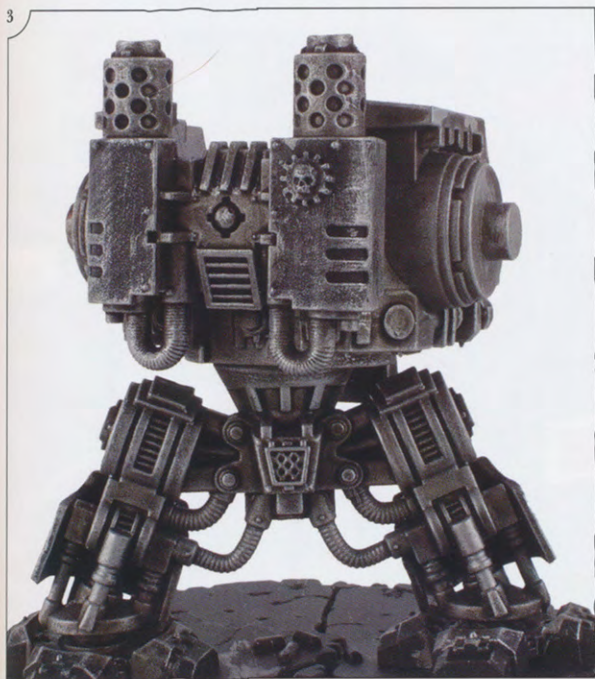


● Leadbelcher

Using a Basecoat Brush, give the metallic areas of the model a coat of Leadbelcher (1). Then, once this is dry, use a Wash Brush to apply Nuln Oil to these same areas (2).



● Nuln Oil



● Runefang Steel

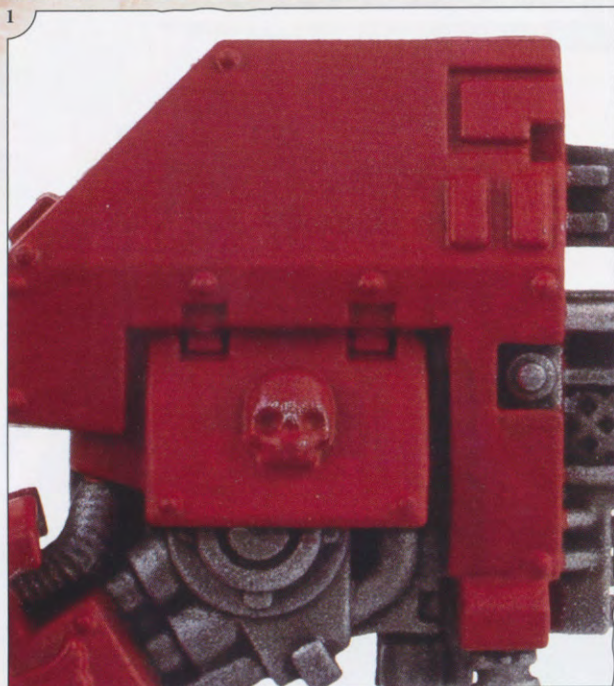
Next, using a Large Drybrush, give the model a drybrush of Runefang Steel (3).


TOP TIP

When deciding which colours to begin with on any model, the trick is to work out which colour will be used over the greatest area. If you start with this colour you are likely to save yourself a lot of time. As you can see from the photos on the opposite page, a great deal of this model is metallic. With the washing and drybrushing involved, painting these areas can be a really messy job, but if you start with these stages then it won't matter.

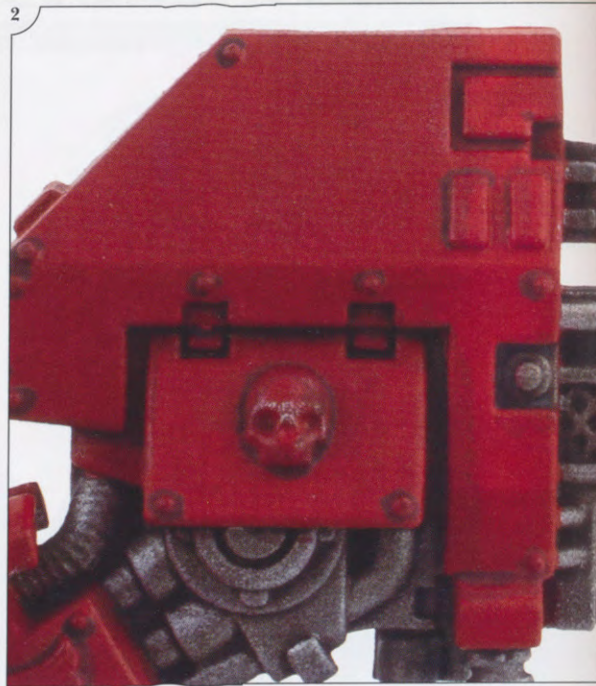
When a model is constructed in sub-assemblies for painting, as this one has been, it allows you to begin with different colours on different sections as appropriate. While it makes sense to paint the metallic areas on the body of the Dreadnought first, on the arms you're more likely to want to start with the red armour sections that cover them. A little bit of planning can save a lot of time!


RED ARMOUR



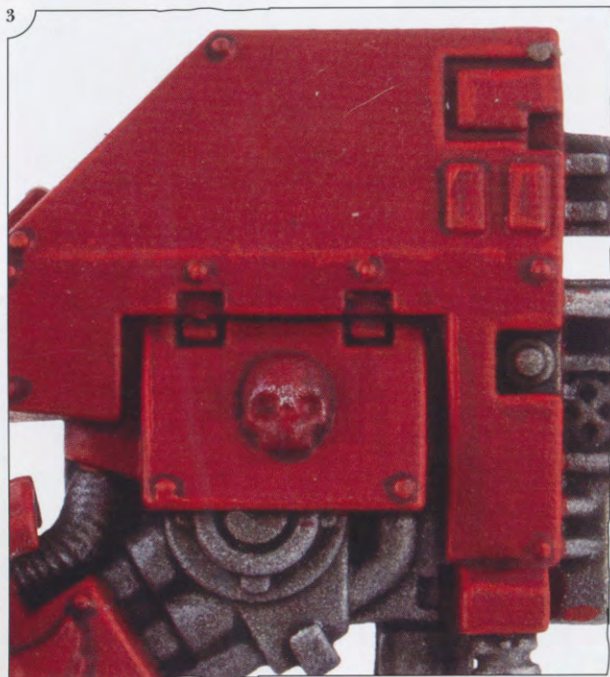
 **Mephiston Red**


Using a Standard Brush, carefully paint the armour plates of the model with Mephiston Red.



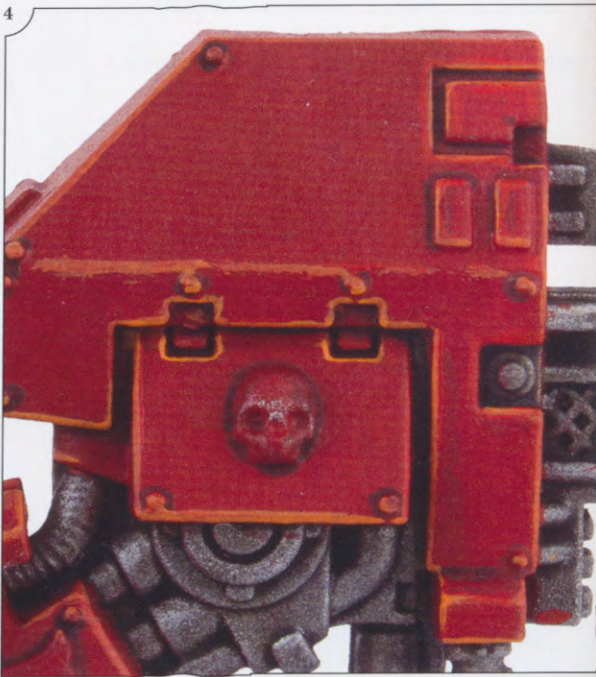
 **Agrax Earthshade**


Next, add a wash of Agrax Earthshade to any recesses, icons and rivets in the armour plates.



 **Evil Sunz Scarlet**

With a Detail Brush, add a highlight of Evil Sunz Scarlet to the edges and raised areas of the armour plates.



 **Fire Dragon Bright**

Lastly, use a Fine Detail Brush to apply a fine edge highlight of Fire Dragon Bright to the raised areas of the armour.



LENSES

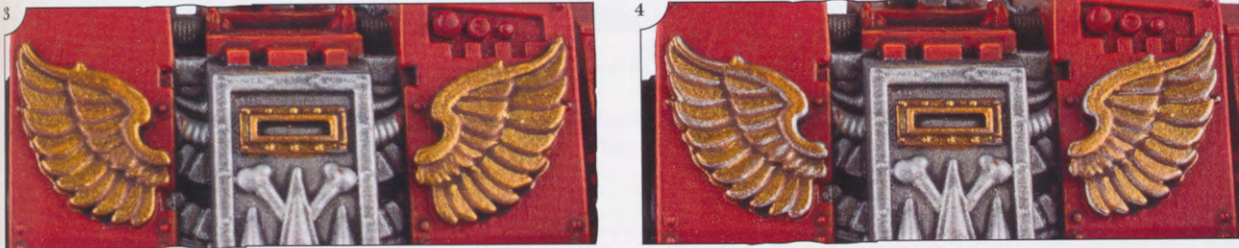


Basecoat (1), then add decreasing crescents of colour on one side (2, 3 and 4). Finally, add a dot of White Scar on the other side (5).

GOLD

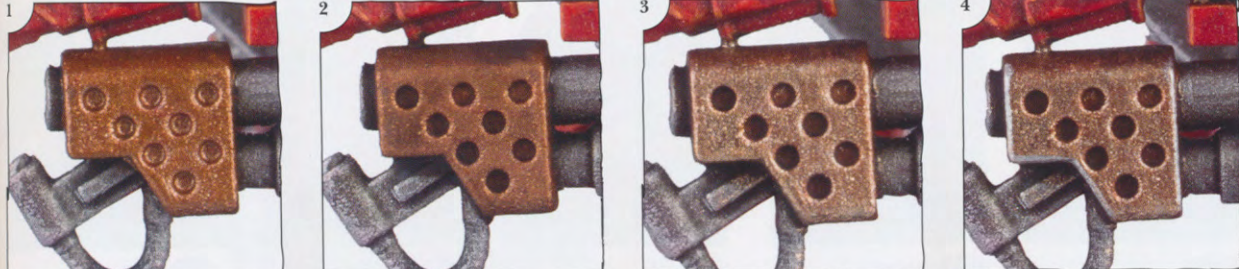


Using a Basecoat Brush, paint the wings and vision slit with a coat of Balthsar Gold. Once that coat has dried, use a Wash Brush to add a shade of Agrax Earthshade to these areas.



Now, using a Detail Brush, highlight the wings and vision slit with Gehenna's Gold. Lastly, with a Fine Detail Brush, apply a fine highlight to the edges of these areas using Runefang Steel.

BRASS



Basecoat with Brass Scorpion (1), then wash with Agrax Earthshade (2). Highlight with Brass Scorpion (3), then Runefang Steel (4).

BLACK DETAILS



1 Abaddon Black



2 Mechanicus Standard Grey



3 Administratum Grey

With a Basecoat Brush, apply a coat of Abaddon Black (1). Then, use a Detail Brush to add a highlight of Mechanicus Standard Grey to the raised edges (2). Now, apply a fine highlight of Administratum Grey to these same areas (3).

BLOOD DROPS



1 Abaddon Black



2 Khorne Red



3 Evil Sunz Scarlet



4 Fire Dragon Bright



5 White Scar

Basecoat the drops Abaddon Black (1). Then add a layer of Khorne Red to the bottom right hand edge of the drops (2). Highlight the red with Evil Sunz Scarlet (3). Next, using a Fine Detail Brush, add a fine highlight to the edge (4). Then add dots of White Scar (5).

PARCHMENT



1 Rakarth Flesh



2 Agrax Earthshade



3 Rakarth Flesh

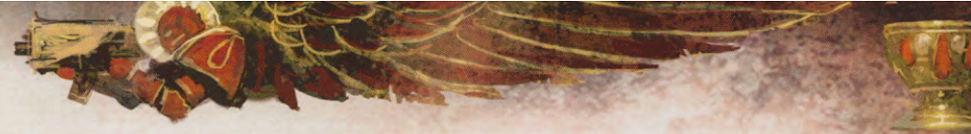


4 Pallid Wych Flesh



5 Rhinox Hide

Apply a basecoat (1), then wash the area using Agrax Earthshade (2). Tidy up the raised areas with a coat of Rakarth Flesh (3). Then, highlight the raised areas of the parchment with Pallid Wych Flesh (4). Lastly, add faint lines to represent text (5).

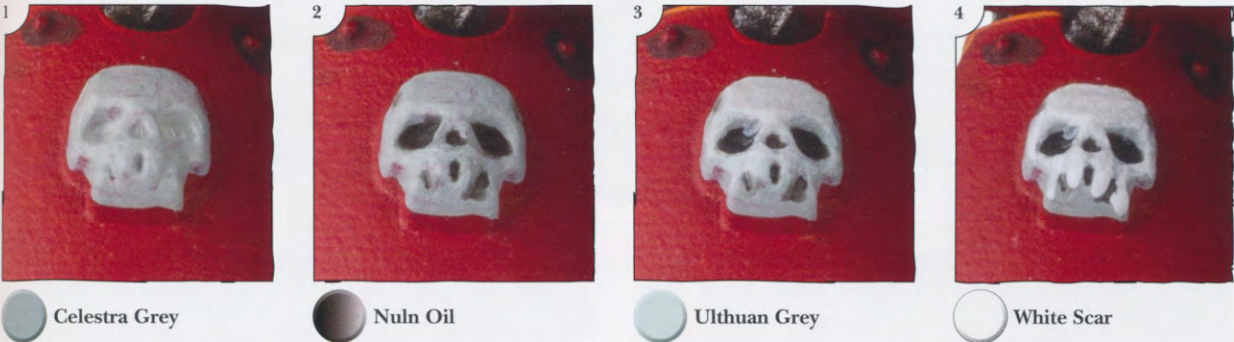


PURITY SEALS



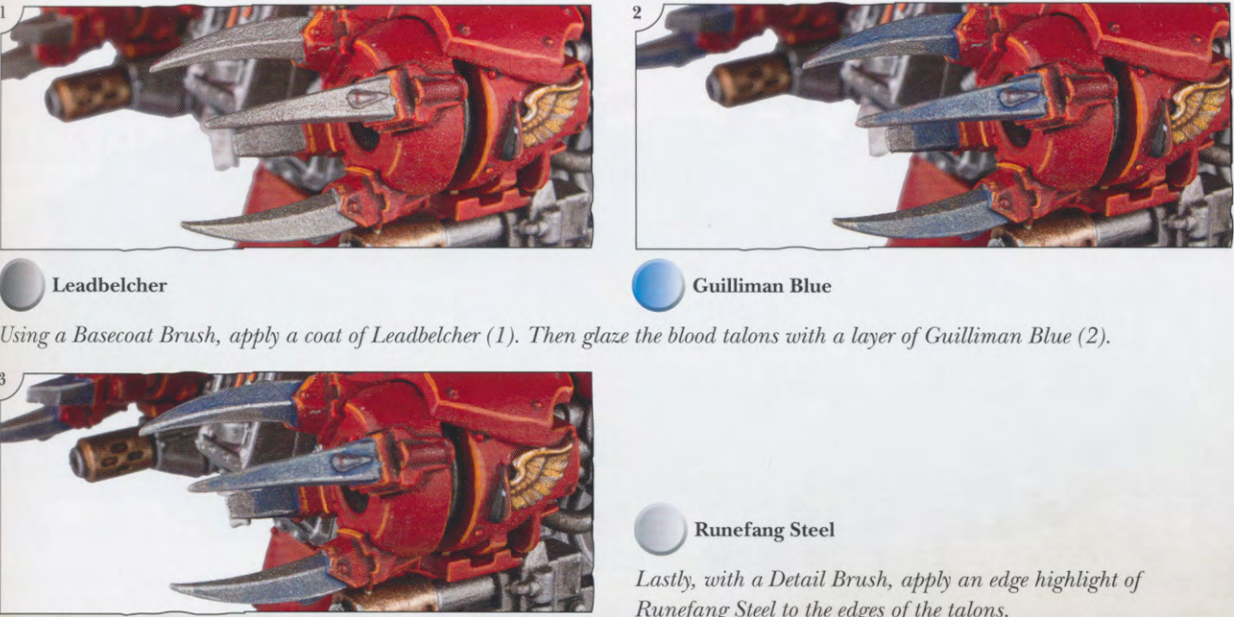
Basecoat the seals Screamer Pink (1). Then, using a Wash Brush, apply a coat of Druchii Violet (2). Once this is dry, use a Detail Brush to add a highlight of Emperor's Children to the edges of the seals (3).

WHITE DETAILS



Basecoat Celestra Grey (1), then apply a wash of Nuln Oil (2). Now highlight with Ulthuan Grey (3), followed by White Scar (4).

BLOOD TALONS



Using a Basecoat Brush, apply a coat of Leadbelcher (1). Then glaze the blood talons with a layer of Guilliman Blue (2).

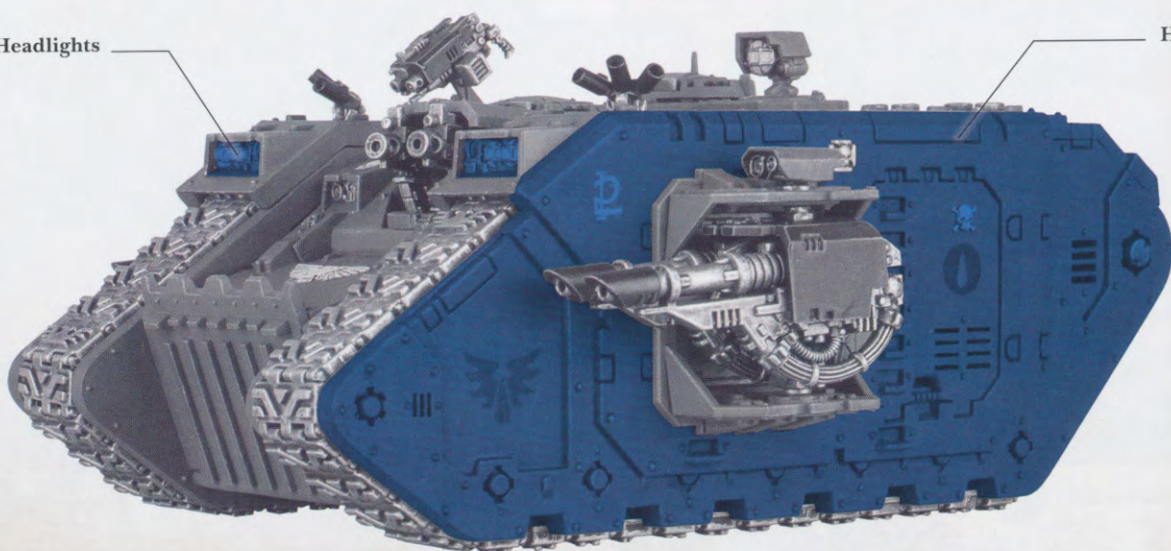
Lastly, with a Detail Brush, apply an edge highlight of Runefang Steel to the edges of the talons.

LAND RAIDER

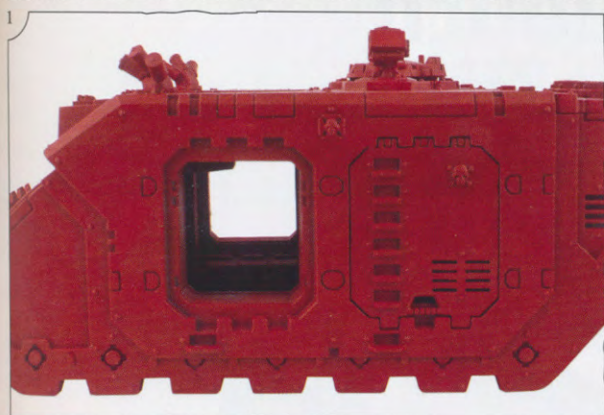


Headlights

Hull

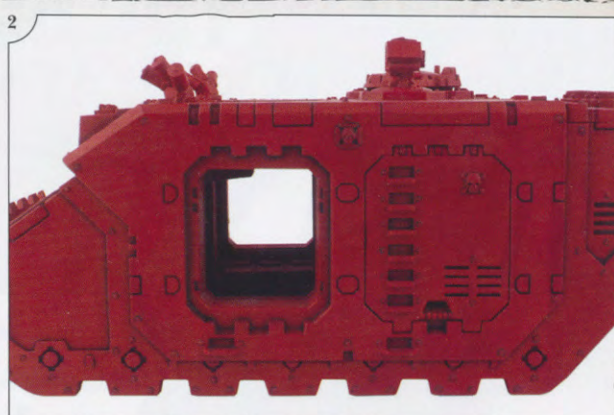


HULL



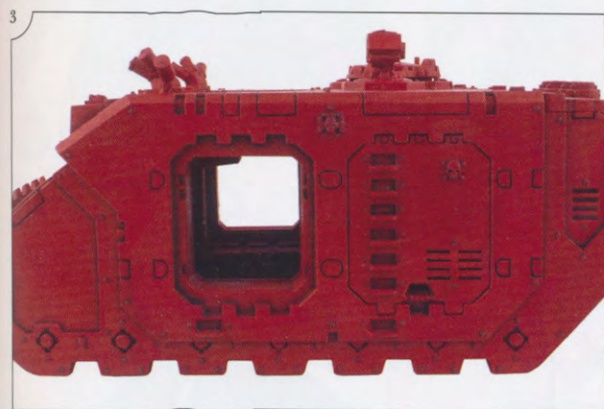
Mephiston Red

Using a Citadel Spray Gun, apply an even coat of Mephiston Red to the Land Raider hull.



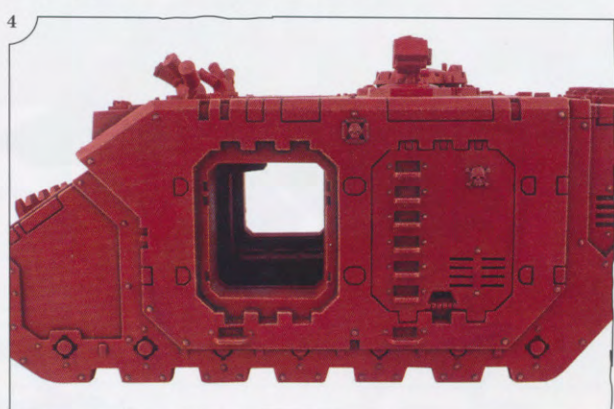
Agrax Earthshade

Then, use a Wash Brush to apply Agrax Earthshade to the hull, paying special attention to the recesses.



Mephiston Red

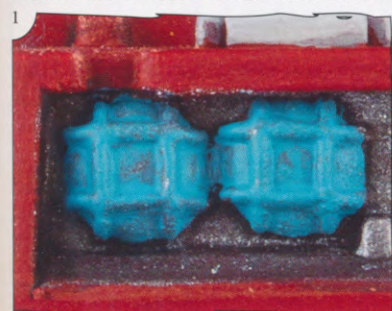
Next, carefully apply another layer of Mephiston Red, being sure to leave the shading visible in the recesses.



Kindleflame

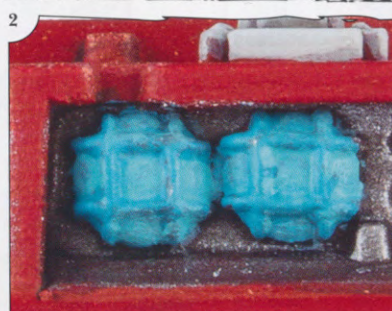
Lastly, use a Medium Drybrush to paint a Kindleflame highlight along the edges of the armoured plates.

HEADLIGHTS

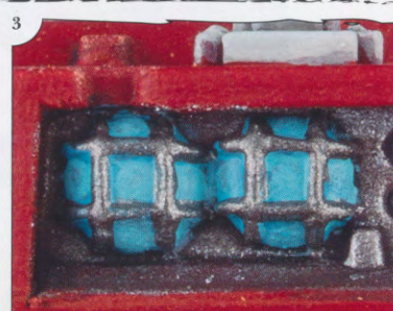


Temple Guard Blue

Basecoat the lights with Temple Guard Blue (1). Then, leaving some of the Temple Guard Blue visible, add a highlight of Baharroth Blue (2). Finally, carefully paint the steel banding over the lights with a coat of Leadbelcher (3).



Baharroth Blue



Leadbelcher

THE BLOODED CAPTAIN APHAEL



RED ARMOUR



1 Mephiston Red



2 Agrax Earthshade



3 Mephiston Red

Basecoat the model in Mephiston Red (1), then apply a wash of Agrax Earthshade (2).

Then, tidy up the raised areas.



4 Evil Sunz Scarlet



5 Fire Dragon Bright

Highlight the raised areas first with Evil Sunz Scarlet (4), then Fire Dragon Bright (5).

TOP TIP

Aphael was assembled from the Space Marine Commander box set. To tie him in with the rest of the collection we used components from the Blood Angels Tactical Squad.

GOLD



1 Balthasar Gold



2 Gehenna's Gold



3 Agrax Earthshade

Basecoat the gold areas (1), then add a layer of Gehenna's Gold (2).

Wash with Agrax Earthshade.



4 Gehenna's Gold



5 Runefang Steel

Restore the Gehenna's Gold on the raised areas (4), then add an edge highlight (5).

TOP TIP

The iron halo on the backpack has been painted in gold, rather than a traditional duller metallic, in keeping with the more ornate armour and accoutrements favoured by the Blood Angels.

METAL



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

With a Basecoat Brush paint any metal areas with Leadbelcher (1). Next, give these areas a wash of Nuln Oil (2). Finally, apply a Runefang Steel highlight to the raised areas and edges (3).

RIBBING



1 Abaddon Black

Carefully paint the ribbing with Abaddon Black.

BLACK CLOAK



1 Abaddon Black



2 Mechanicus Standard Grey



3 Dawnstone

Using a Standard Brush, apply a coat of Abaddon Black (1). Once this is dry, highlight the raised areas with Mechanicus Standard Grey (2). Lastly, with a Fine Detail Brush, add a fine highlight of Dawnstone to the raised areas and edges of the cloak (3).

FACE



1 Bugman's Glow



2 Cadian Fleshtone



3 Reikland Fleshshade

Basecoat with Bugman's Glow (1), then add a layer of Cadian Fleshtone (2). Apply a wash of Reikland Fleshshade (3).



4 Cadian Fleshtone



5 Kislev Flesh



6 Flayed One Flesh

Paint Cadian Fleshtone onto the raised areas (4). Then, add highlights first of Kislev Flesh (5), and then of Flayed One Flesh (6).

EYES & TEETH



Ceramite White

Carefully paint these areas with Ceramite White.

HAIR



XV-88



Seraphim Sepia



Ungor Flesh

Using a Standard Brush paint on a coat of XV-88 (1). Once this is dry, apply a wash of Seraphim Sepia (2). Lastly, using a Detail Brush, highlight the raised areas with Ungor Flesh (3).

BLOOD DROPS



Abaddon Black



Xereus Purple



Genestealer Purple



Fenrisian Grey



White Scar

Basecoat Abaddon Black (1). Add Xereus Purple (2). Highlight Genestealer Purple (3), then Fenrisian Grey (4), and White Scar (5).

PARCHMENT



Rakarth Flesh

Using a Detail Brush, paint a basecoat of Rakarth Flesh (1). Now, with a Wash Brush, carefully apply a shade of Agrax Earthshade (2).



Agrax Earthshade



Rakarth Flesh

Carefully apply a highlight of Rakarth Flesh using a Detail Brush.



Pallid Wych Flesh



Rhinox Hide

With a Fine Detail Brush, add an edge highlight of Pallid Wych Flesh (4). Then, using thinned down Rhinox Hide, paint on faint lines to represent writing (5).

PURITY SEALS



Basecoat the seals with *Screamer Pink* (1). Then, with a *Detail Brush*, carefully add a coat of *Druchii Violet* (2). Once this is dry, add another layer of *Screamer Pink* to the raised areas (3). Finally, paint on a highlight of *Emperor's Children* to these same areas (4).

BLACK CORD



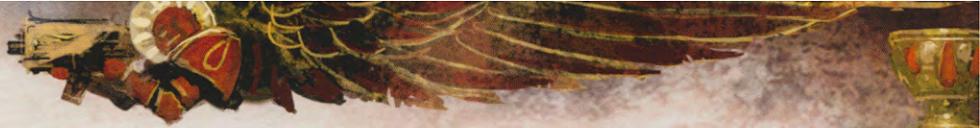
Basecoat with *Abaddon Black* using a *Standard Brush* (1), then highlight with *Skavenblight Dinge* using a *Fine Detail Brush* (2).

Apply an edge highlight of *Stormvermin Fur* using a *Fine Detail Brush*.

LOINCLOTH



Basecoat with *Averland Sunset* using a *Standard Brush* (1), then apply a wash of *Reikland Fleshshade* to the recesses using a *Detail Brush* (2). Add a glaze of *Lamenters Yellow* over the whole cloth (3), followed by a highlight of *Dorn Yellow* (4).



5 Mephiston Red



6 Druchii Violet



7 Evil Sunz Scarlet



8 Pink Horror

Carefully paint a stripe of Mephiston Red (5). With a Detail Brush, paint Druchii Violet into the recesses of the stripe (6). Now, highlight the raised areas of the strip with Evil Sunz Scarlet (7), followed by a fine highlight of Pink Horror (8).

LENSES



1 Abaddon Black



2 Caliban Green



3 Warpstone glow



4 Moot Green



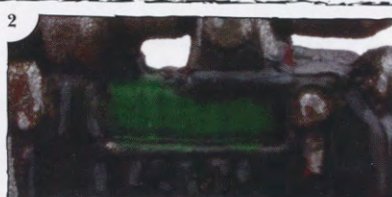
5 White Scar

Basecoat Abaddon Black (1). Then, paint Caliban Green in a crescent along the lower half of the lens (2). Highlight this with Warpstone Glow (3), then add a fine highlight of Moot Green (4). Lastly, carefully add a White Scar dot to the top of the lens (5).

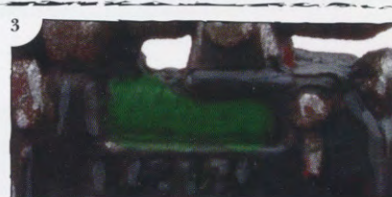
PLASMA COIL



1 Caliban Green



2 Warpstone glow



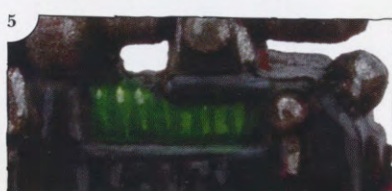
3 Waywatcher Green

Basecoat with Caliban Green (1). Then, add a layer of Warpstone Glow (2).

Add a wash of Waywatcher Green.



4 Moot Green



5 Dorn Yellow


Carefully highlight the raised areas with Moot Green (4), followed by Dorn Yellow (5).

TACTICAL MARINE




RED ARMOUR




 Mephiston Red

Basecoat the model with Mephiston Red using a Citadel Spray Gun (1). Then, give the model a wash with Agrax Earthshade to bring out the detail (2).




 Agrax Earthshade



 Mephiston Red


Then, add another layer of Mephiston Red to the raised sections.



 Evil Sunz Scarlet


With a Detail Brush, carefully highlight the raised edges of the model with Evil Sunz Scarlet (4). Then, apply a fine highlight of Fire Dragon Bright to these same areas (5).



 Fire Dragon Bright


BOLTGUN




 Leadbelcher

Basecoat with Leadbelcher (1). Next, wash the boltgun with Nuln Oil (2). Once this is dry, highlight the raised metal areas (3).



 Nuln Oil



 Runefang Steel

WEAPON CASING



Abaddon Black



Mechanicus Standard Grey



Dawnstone

Basecoat using Abaddon Black, being careful to keep a neat divide between the black and metallic sections of the gun (1). Then, apply an edge highlight to the casing (2).

Finally, add a fine highlight to the edges of the casing using Dawnstone.

CHAPTER SYMBOL



Abaddon Black



Mechanicus Standard Grey



Dawnstone

With a Standard Brush, basecoat the symbol using Abaddon Black (1). Once dry, add a Mechanicus Standard Grey highlight with a Fine Detail Brush (2).

Next, apply a fine highlight of Dawnstone to the symbol.

BLACK CORDS



Abaddon Black



Skavenblight Dingle

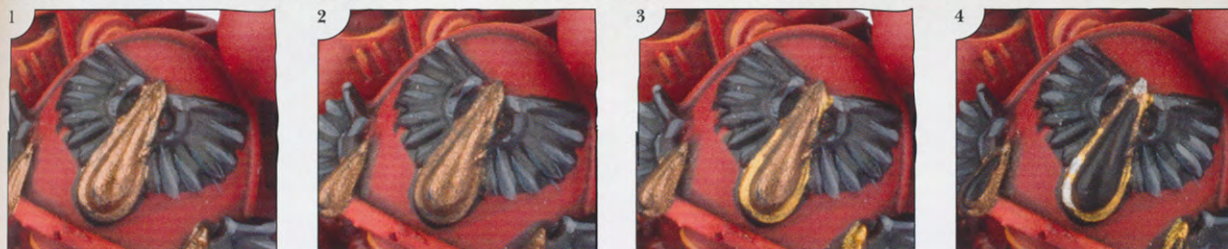






Stormvermin Fur

Basecoat the cords with Abaddon Black using a Standard Brush (1). Next, use a Detail Brush to apply a highlight of Skavenblight Dingle (2).

With a Fine Detail Brush, paint a fine highlight of Stormvermin Fur.

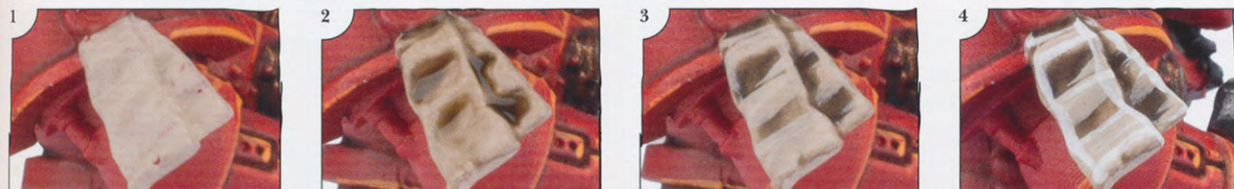
GOLD







-  Balthasar Gold
-  Agrax Earthshade
-  Gehenna's Gold
-  Runefang Steel

Basecoat the gold areas in Balthasar Gold using a Standard Brush (1). Once dry, give the gold a wash of Agrax Earthshade (2). Next, add a highlight of Gehenna's Gold to these areas (3). Lastly, edge the gold areas with a fine highlight of Runefang Steel (4).


PARCHMENT & PURITY SEALS



-  Rakarth Flesh
-  Agrax Earthshade
-  Rakarth Flesh
-  Pallid Wych Flesh

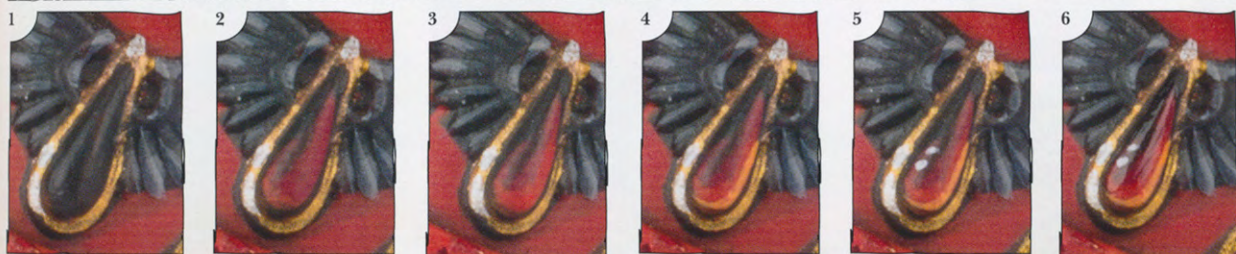
Basecoat with Rakarth Flesh (1). Then, with a Detail Brush, add a wash of Agrax Earthshade (2). Once this is dry, tidy up the raised areas with another layer of Rakarth Flesh (3). Finally, add a highlight of Pallid Wych Flesh to the edges and raised areas (4).









-  Screamer Pink
-  Nuln Oil
-  Screamer Pink
-  Emperor's Children

Basecoat the seal with Screamer Pink (5). Next, carefully give the seal a wash of Nuln Oil (6). Once dry, paint the raised sections of the seal with Screamer Pink to restore the colour (7). Now add a fine highlight of Emperor's Children to the seal's edges (8).

BLOOD DROPS



-  Abaddon Black
-  Khorne Red
-  Evil Sunz Scarlet
-  Fire Dragon Bright
-  White Scar
-  'Ardcoat

Basecoat with Abaddon Black (1). Then, paint on a layer of Khorne Red, leaving a strip of black visible (2). Next, highlight the red with Evil Sunz Scarlet (3), and then Fire Dragon Bright (4). Add two White Scar dots (5), before finally applying 'Ardcoat (6).

LENSES



1 Ceramite White



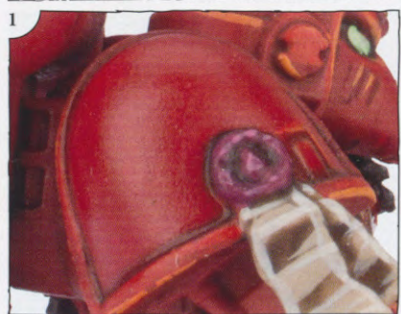
2 Waywatcher

With a Detail Brush carefully paint the lenses Ceramite White (1). Then, apply a wash of Waywatcher to give them a pale glow (2).

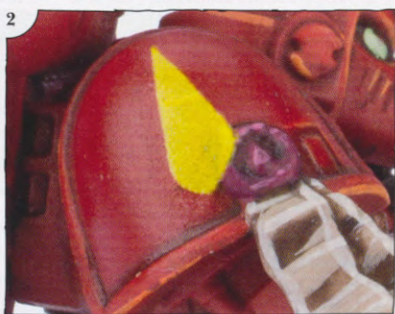
TOP TIP

There are many ways to paint lenses. The method shown here is quick and easy to replicate across a lot of models. Green lenses work best with red models, whereas red lenses suit black models. An alternative method of painting lenses is shown in the Death Company section, where they are painted using the same technique used to paint blood drops and other red details.

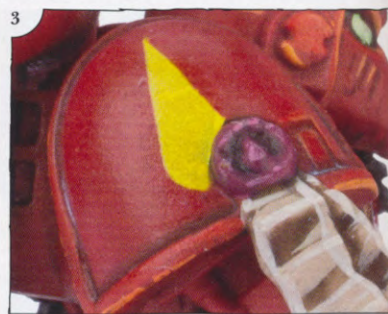
DECAL



1 'Ardcoat



2 Blood Angel Transfer



3 Lahmian Medium

Prepare the area where the transfer will go with 'Ardcoat (1). Now, carefully apply the transfer to the model (2). You may need to trim the transfer with a hobby knife.

Coat the transfer with Lahmian Medium to smooth the transition with the model.

BLUE KNEE PADS



1 Macragge Blue

Paint on a layer of Macragge Blue (1).



2 Calgar Blue

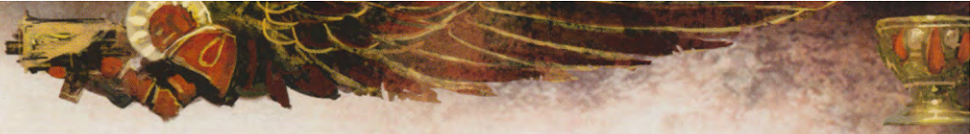
Highlight the edges with Calgar Blue (2).



Prepare the area where the transfer will go with 'Ardcoat. Next, carefully apply and centre the transfer. Once it is dry, clean up the edges using Macragge Blue.



For cross squad markings, carefully paint two lines of White Scar onto the knee pad using a Detail Brush, being careful to keep the edges as neat as possible.



YELLOW KNEE PADS



Averland Sunset

With a Detail Brush carefully paint the knee pad Averland Sunset (1).



Yriel Yellow

Next, add a layer of Yriel Yellow to brighten the colour (2).



Dorn Yellow

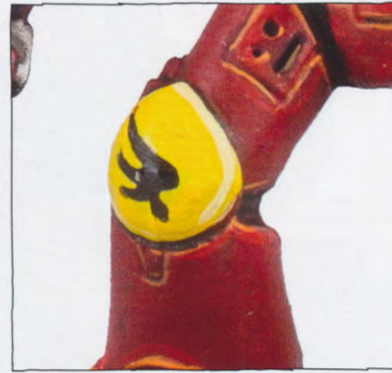
Now, with a Fine Detail Brush apply an edge highlight of Dorn Yellow (3).



Cover the area where the transfer will go with 'Ardcoat before applying it.



If the leg doesn't have knee pads add the transfer to the front of the leg plate.



If the surface is curved take the time to smooth out the transfer with a brush.

BLACK KNEE PADS



Abaddon Black

With a Detail Brush paint the knee pad with a layer of Abaddon Black (1).



If the transfer won't fit completely, part of it can be cut away using a hobby knife.



You can use Abaddon Black to blend the edges of the transfer onto the knee pad.



Dawnstone

Now, use a Fine Detail Brush to apply an edge highlight of Dawnstone (2).



Cross squad markings can be applied in the same way as on blue knee pads.



Use Lahmian Medium to create a smooth finish between transfer and model.



Be sure to check the squad markings are correct before applying your transfers.

COMMAND SQUAD



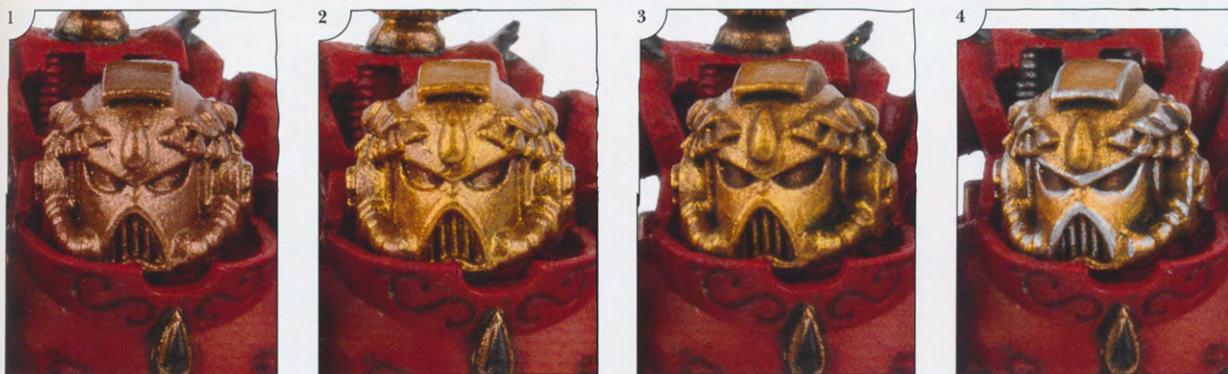
LOINCLOTH




-  Zandri Dust
-  Ushabti Bone
-  Seraphim Sepia
-  Screaming Skull
-  Pallid Wych Flesh

With a Standard Brush, paint on a basecoat of Zandri Dust (1). Over this, add a layer of Ushabti Bone (2). Then, apply a wash of Seraphim Sepia to the recesses (3). Now highlight the raised areas and edges with Screaming Skull (4). Follow this with a fine highlight of Pallid Wych Flesh (5).

GOLD






-  Balthasar Gold
-  Gehenna's Gold
-  Agrax Earthshade
-  Runefang Steel

Start with a basecoat of Balthasar Gold (1), followed by a layer of Gehenna's Gold to add depth to the colour (2). Next, with a Standard Brush, apply a coat of Agrax Earthshade (3). Finally, apply a highlight using a Fine Detail Brush (4).

NARTHECIUM



-  Celestra Grey
-  Ulthuan Grey
-  White Scar

Basecoat the narthecium with Celestra Grey (1). Then, add a layer of Ulthuan Grey to the raised areas, leaving the Celestra Grey visible in the recesses (2).

Apply a fine edge highlight of White Scar using a Fine Detail Brush.

COMPANY STANDARD



Pencil



Pencil



Mephiston Red



Reikland Fleshshade

Beginning with a basecoat of Averland Sunset, use a pencil to make guide marks on the standard as shown (1), then join the guide marks (2). Now fill in the stripe with Mephiston Red (3). Once dry, give the whole area a wash of Reikland Fleshshade (4).



Averland Sunset
Mephiston Red



Pallid Wych Flesh
Evil Sunz Scarlet



Lamenters Yellow



Khorne Red

Tidy up the yellow areas with Averland Sunset and the red area with Mephiston Red (5). Highlight these areas with Pallid Wych Flesh and Evil Sunz Scarlet, respectively (6). Glaze the yellow area (7), then paint a border of Khorne Red with a Detail Brush (8).



'Ardcoat



Blood Angels Transfers



Blood Angels Transfers



Lahmian Medium

Paint the banner with 'Ardcoat (9) to create a smooth surface. Add the first Blood Angels Transfers as shown (10), then, once they are dry, add the second set of transfers (11). Lastly, use Lahmian Medium to blend the edges of the transfers into the banner (12).



ASSAULT MARINE



HELMET & LENSES



Averland Sunset

Using a Standard Brush, basecoat with Averland Sunset.



Reikland Fleshshade

Next, give the helmet a wash of Reikland Fleshshade.



Dorn Yellow

Add a highlight of Dorn Yellow using a Detail Brush.



Leadbelcher

Then, paint the metallic areas of the helmet with Leadbelcher.



Nuln Oil

Now, being careful to avoid the yellow parts of the helmet, wash the metallic areas with Nuln Oil.



Runefang Steel

Once dry, use a Fine Detail Brush to apply a fine highlight of Runefang Steel to the metallic areas of the helmet.



Ceramite White

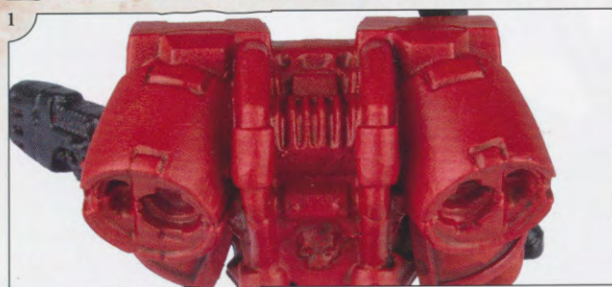
Using a Fine Detail Brush, carefully paint the helmet lenses Ceramite White.



Waywatcher Green

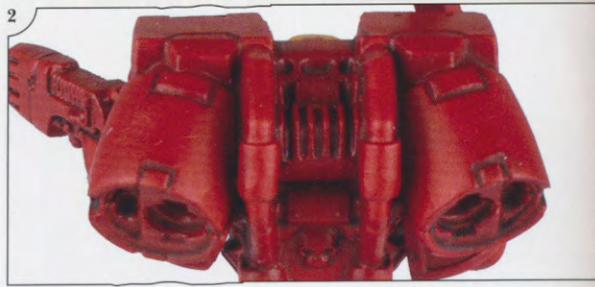
Once dry, apply a wash of Waywatcher Green to the lenses, giving the impression that they are glowing.

JUMP PACK



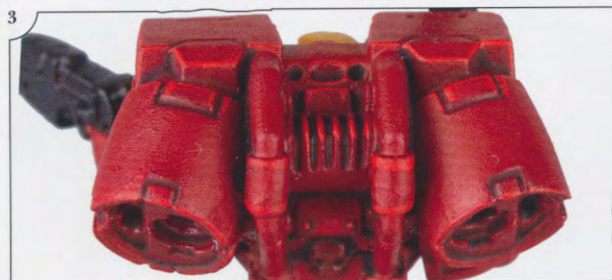
Mephiston Red

Basecoat the jump pack with an even layer of Mephiston Red.



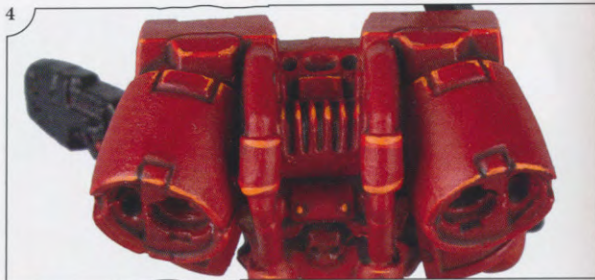
Agrax Earthshade

Then, give the recesses a careful wash using Agrax Earthshade.



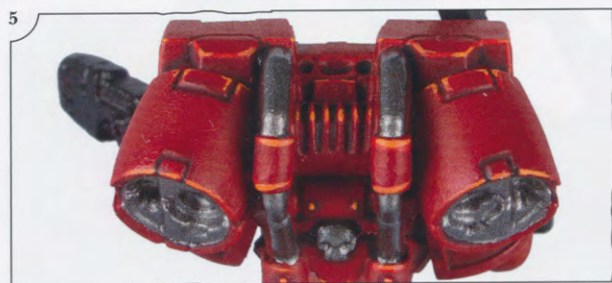
Evil Sunz Scarlet

Using a Detail Brush, add a highlight of Evil Sunz Scarlet.



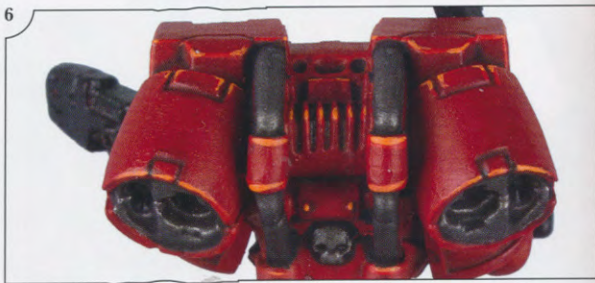
Fire Dragon Bright

Add a fine highlight of Fire Dragon Bright to the edges.



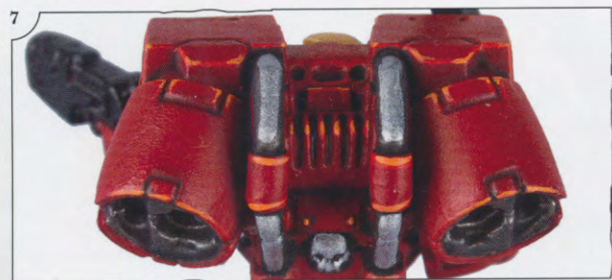
Leadbelcher

Paint the exhausts, bracing bars and skull with Leadbelcher, being careful to avoid the rest of the jump pack.



Nuln Oil

Now, give these same areas a light coat of Nuln Oil using a Standard Brush.



Runefang Steel

When the wash is dry, highlight the bracing bars and skull with Runefang Steel using a Fine Detail Brush.

TOP TIP

It is a lot easier to do all of the red sections of the jump pack first – including the highlights – before moving on to the metallic areas. As explained in the Furioso Dreadnought painting guide earlier, the time-saving trick is to begin with the majority colour.



DEVASTATOR MARINE



Helmet

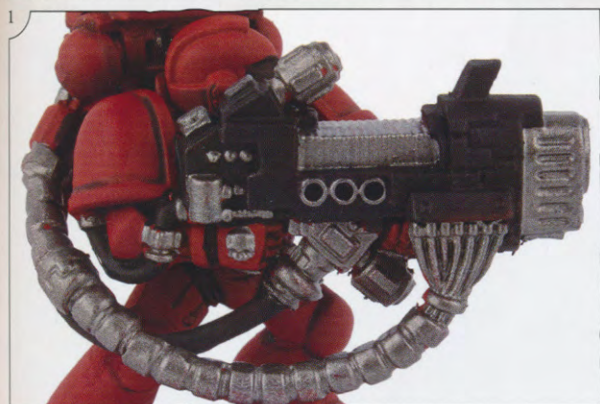
Plasma coil

Weapon casing

Metal

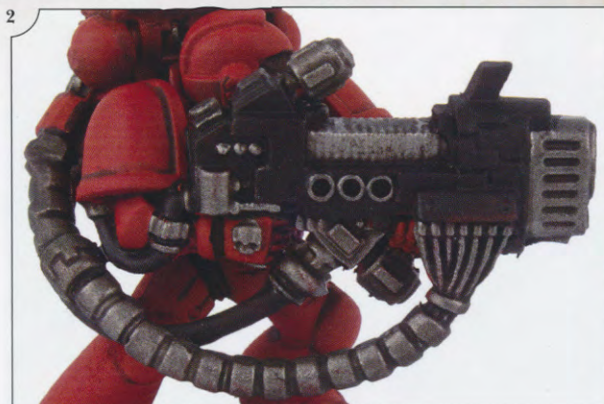


METAL



Leadbelcher

Basecoat the metallic parts of the gun with Leadbelcher.



Nuln Oil

Apply a wash of Nuln Oil with a Wash Brush.



Runefang Steel

With a Fine Detail Brush, apply a highlight of Runefang Steel to the metallic parts of the guns.

TOP TIP

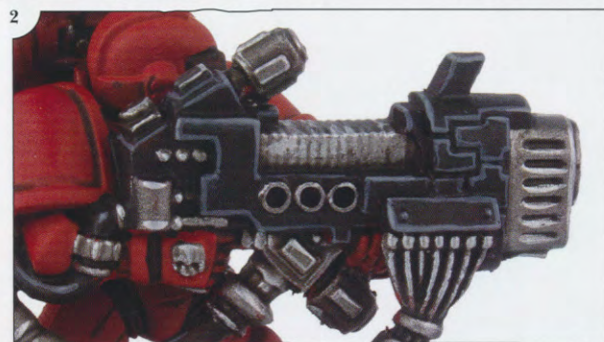
The technique used here can be replicated on all of the heavy weapons in the collection – including those on vehicles and Dreadnoughts. Do bear in mind though that the placing of black and metallic areas varies from weapon to weapon – there are many photos in this book that you can use as a guide if you're not sure.

WEAPON CASING



Mechanicus Standard Grey

After tidying up the casing with Abaddon Black, highlight the edges of the casing with Mechanicus Standard Grey.



Dawnstone

Next, apply a fine edge highlight of Dawnstone to the gun casing with a Fine Detail Brush.

HELMET



Macragge Blue

Paint the helmet Macragge Blue with a Standard Brush, being careful to avoid the surrounding red armour.



Drakenhof Nightshade

Once this is dry, give the helmet a coat of Drakenhof Nightshade using a Standard Brush.



Altdorf Guard Blue

Highlight the raised areas of the helmet with Altdorf Guard Blue using a Detail Brush.

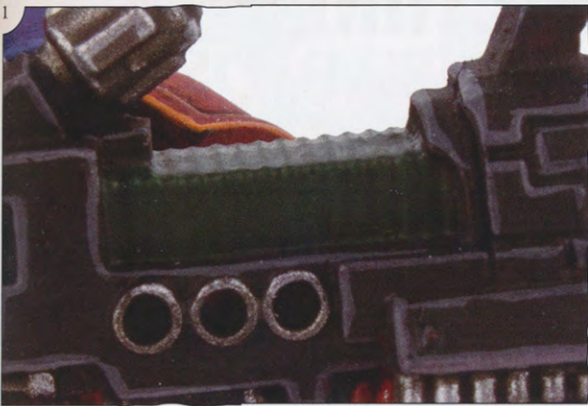



Calgar Blue

Next, add a fine highlight of Calgar Blue to these same areas using a Fine Detail Brush.

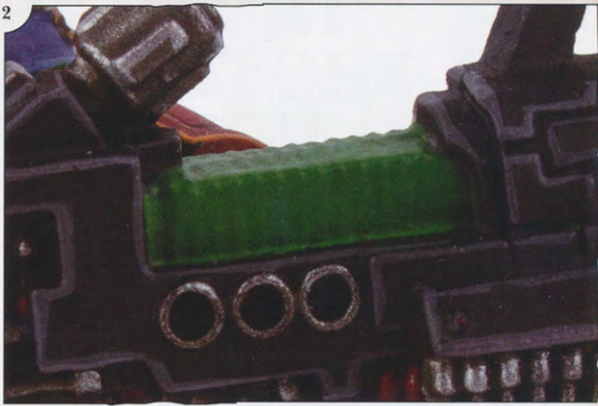


PLASMA COIL



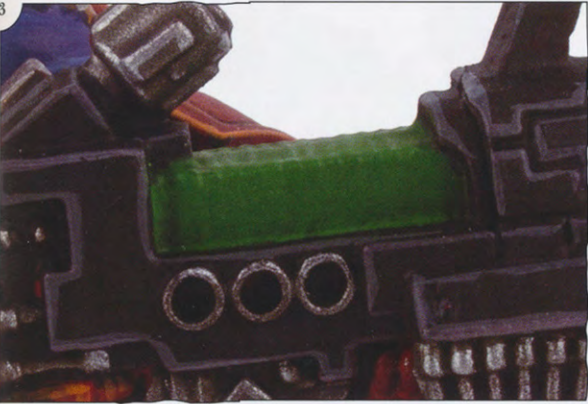
 **Caliban Green**


Basecoat the coils evenly with a layer of Caliban Green using a Standard Brush.



 **Warpstone Glow**


Next, apply a coat of Warpstone Glow over the Caliban Green, giving the coils a nice deep green colour.



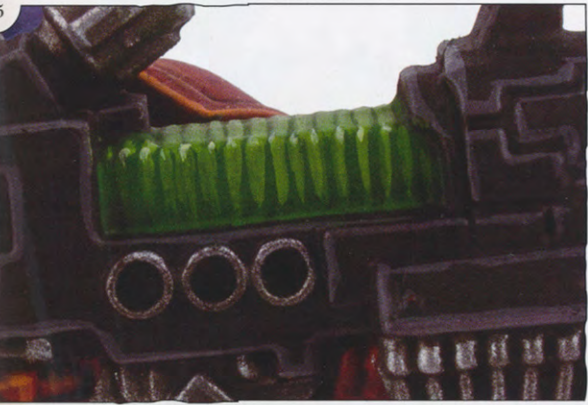
 **Waywatcher Green**


Give the coils a wash of Waywatcher Green using a Standard Brush to help better define the recesses.



 **Moot Green**

Add a highlight of Moot Green to the raised parts of the coils using a Fine Detail Brush.

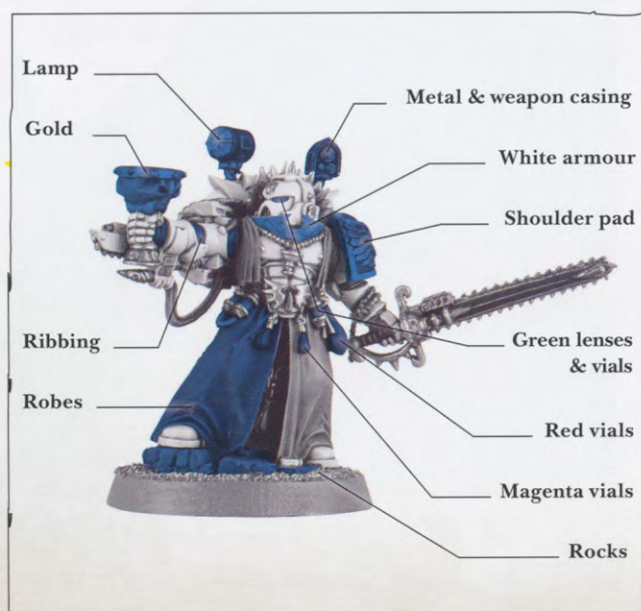


 **Dorn Yellow**

Lastly, add a very fine highlight of Dorn Yellow to these same raised areas using a Fine Detail Brush.


THE LOST BRETHREN

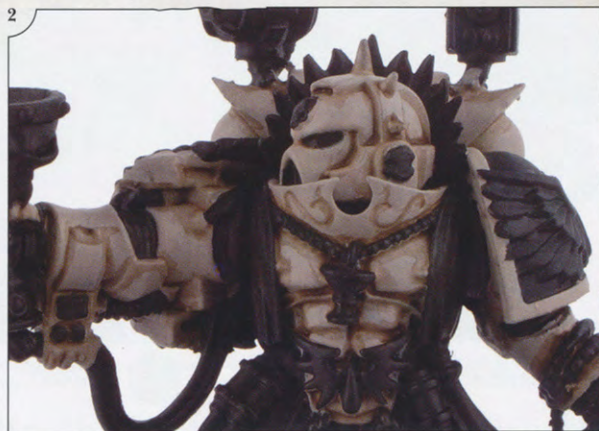
BROTHER LAMENTARIOS




WHITE ARMOUR




 Rakarth Flesh

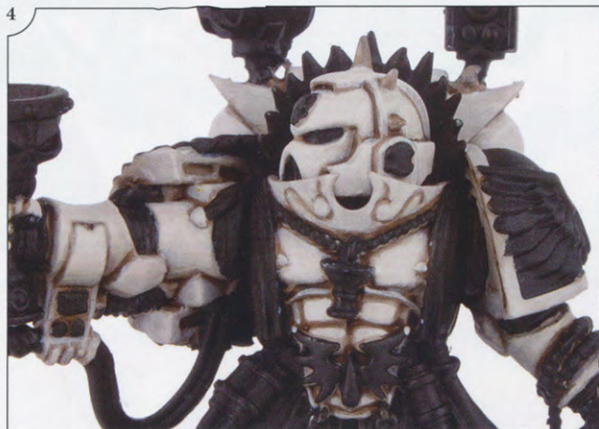



 Agrax Earthshade

Using a Standard Brush, basecoat the power armour with Rakarth Flesh (1). Then, apply a wash of Agrax Earthshade (2).




 Screaming Skull



 Pallid Wych Flesh

Add a layer of Screaming Skull to the raised areas of the armour (3), followed by a layer of Pallid Wych Flesh (4).




 White Scar

Finally, add a fine highlight of White Scar along the edges.




ROBES




 Mephiston Red




 Nuln Oil




 Mephiston Red

Basecoat with Mephiston Red (1). Then, apply a wash of Nuln Oil, especially in the recesses (2). Tidy up with Mephiston Red (3).




 Evil Sunz Scarlet



 Wild Rider Red




 Tau Light Ochre

Add a layer of Evil Sunz Scarlet to the raised areas (4), followed by a highlight of Wild Rider Red (5) and then Tau Light Ochre (6).

RIBBING




 Abaddon Black



 Dawnstone



 Administratum Grey

Lastly, give the ribbing a fine highlight of Administratum Grey using a Fine Detail Brush.

SHOULDER PAD



1 Mephiston Red



2 Agrax Earthshade



3 Evil Sunz Scarlet



4 Troll Slayer Orange

Basecoat with Mephiston Red (1). Follow this with a wash of Agrax Earthshade (2). Next, add a thin highlight of Evil Sunz Scarlet around the edges using a Fine Detail Brush (3). Finally, apply a fine highlight to these same areas with Troll Slayer Orange (4).

GOLD



1 Balthasar Gold



2 Agrax Earthshade

Basecoat any gold areas with a coat of Balthasar Gold (1). Then, give these areas a wash using Agrax Earthshade (2).



3 Gehenna's Gold



4 Auric Armour Gold

Now add a layer of Gehenna's Gold (3). Once this is dry, highlight the gold with Auric Armour Gold using a Detail Brush (4).




5 Runefang Steel

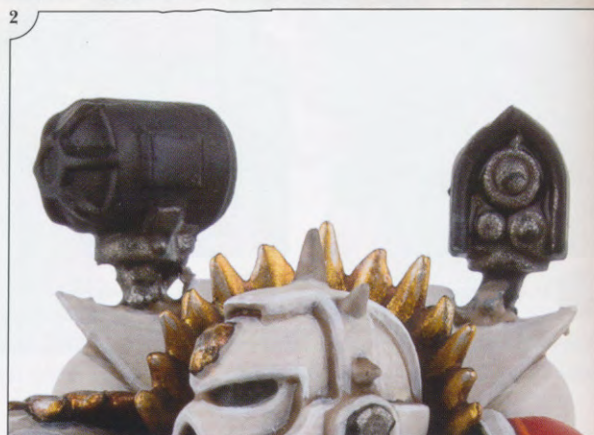
Finally, apply a fine Runefang Steel highlight to the edges.


METAL & WEAPON CASING

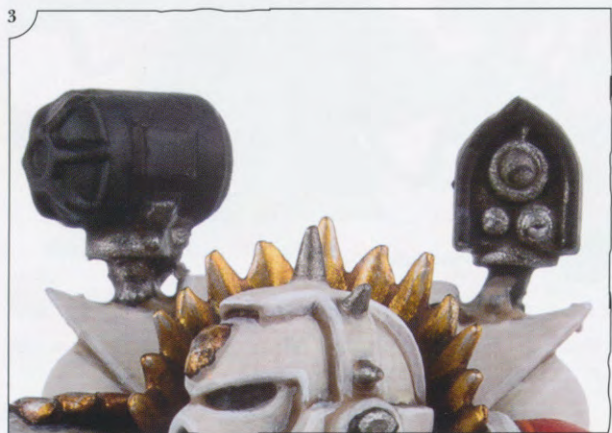



1  **Leadbelcher**

Carefully paint any areas that are going to be metallic with *Leadbelcher* (1). Next, give these areas a wash using *Nuln Oil* (2).

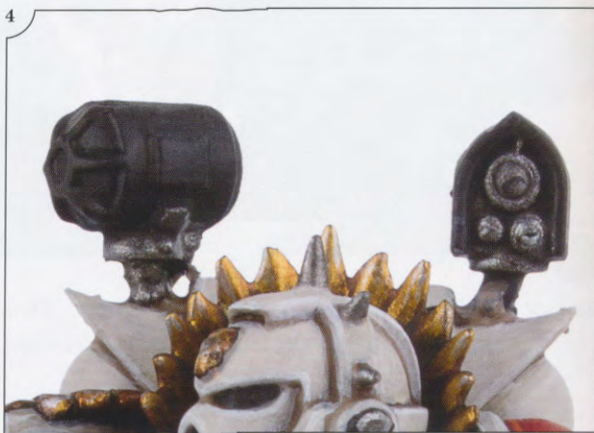



2  **Nuln Oil**

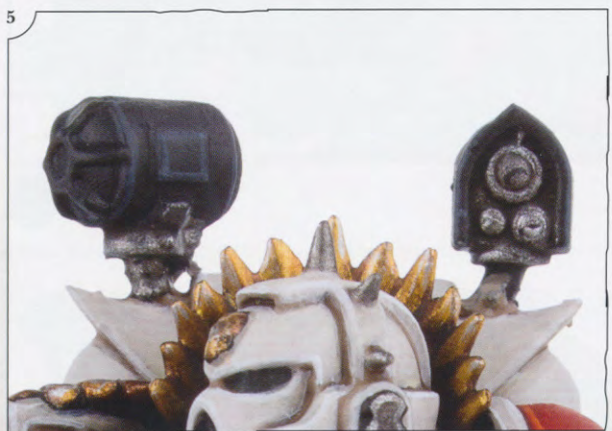



3  **Runefang Steel**

With a *Fine Detail Brush*, highlight the metallic areas *Runefang Steel* (3). Tidy up the casings with a coat of *Abaddon Black* (4).

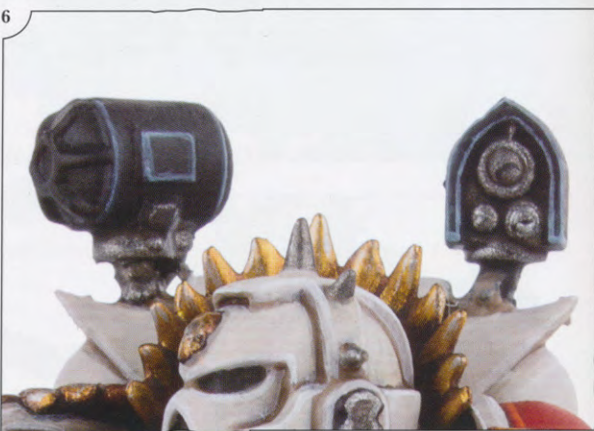



4  **Abaddon Black**

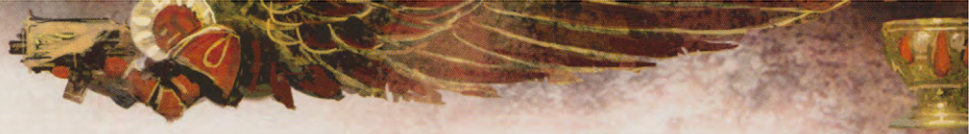


5  **Dark Reaper**

Apply a highlight of *Dark Reaper* to the edges of the casings (5). Then, add a fine highlight of *Fenrisian Grey* to these areas (6).




6  **Fenrisian Grey**




GREEN LENSES & VIALS




1  Caliban Green



2  Warpstone Glow

Paint these areas with a Basecoat of Caliban Green (1). Then, apply Warpstone Glow, leaving a sliver of Caliban Green visible (2).



3  Moot Green




4  Yriel Yellow


Using a Fine Detail Brush, add a highlight of Moot Green (3), followed by a very fine highlight of Yriel Yellow (4).

RED VIALS




1  Mephiston Red



2  Nuln Oil




3  Evil Sunz Scarlet



4  Troll Slayer Orange




5  Yriel Yellow


Basecoat Mephiston Red (1). Next, apply a wash of Nuln Oil (2). Once dry, apply a layer of Evil Sunz Scarlet, leaving some of the darker colour visible in the recesses (3). Highlight the edges with Troll Slayer Orange (4) and a fine highlight of Yriel Yellow (5).

MAGENTA VIALS




1  Screamer Pink



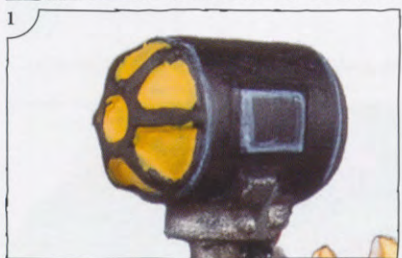
2  Nuln Oil




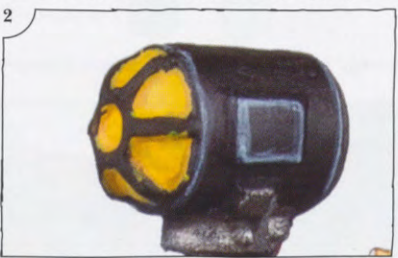
3  Slaanesh Grey


Basecoat the vials Screamer Pink with a Detail Brush (1). Next, give them a coat of Nuln Oil using a Standard Brush (2). Once this is dry, use a Fine Detail Brush to paint on a thin highlight of Slaanesh Grey (3).

LAMP




1  Averland Sunset



2  Yriel Yellow



3  Runefang Steel

Carefully paint the recesses of the lamp Averland Sunset (1). Then, using a Detail Brush add a layer of Yriel Yellow to these areas, which will create a deep yellow colour (2). Finally, use Runefang Steel to paint the lamp cover with a Fine Detail Brush (3).



ROCKS



Mechanicus Standard Grey



Reikland Fleshshade



Dawnstone



Administratum Grey

Drybrush the rocks Dawnstone with a Medium Drybrush (3). Lastly, apply a drybrush of Administratum Grey to the same area (4).



DEATH COMPANY MARINE



- Gold
- Weapon casing
- White details
- Black armour
- Metal
- Brass
- Parchment & purity seals
- Red details



BLACK ARMOUR



Dark Reaper



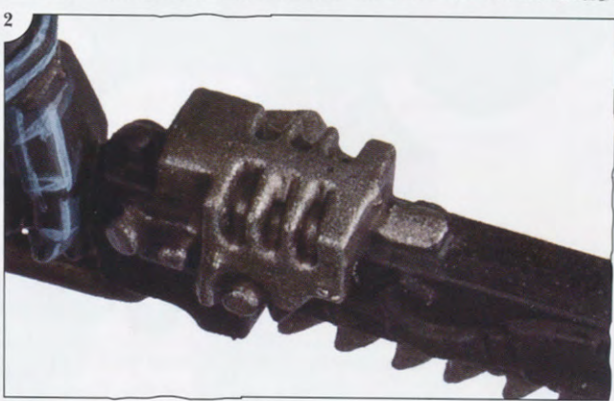
Fenrisian Grey

After undercoating the model black, highlight the edges with Dark Reaper (1). Then add a fine highlight of Fenrisian Grey (2).

METAL



Leadbelcher



Nuln oil

Basecoat the metal parts of the model with Leadbelcher (1). Next, give these areas a wash using Nuln Oil (2).




Runefang Steel

Finally, apply an edge highlight of Runefang Steel.




GOLD




 Balthasar Gold



 Agrax Earthshade




 Runefang Steel


Basecoat any areas that are going to be gold with Balthasar Gold (1). Once this layer has dried, give these areas a wash of Agrax Earthshade using a Standard Brush (2). Then, with a Fine Detail Brush, add a fine highlight of Runefang Steel to the edges (3).

BRASS




 Brass Scorpion



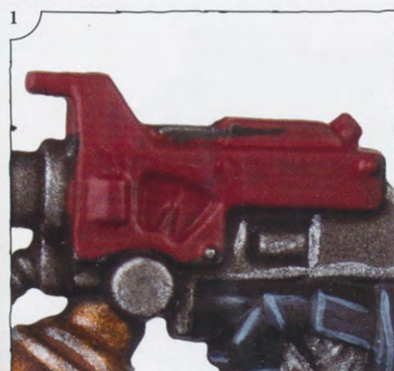
 Agrax Earthshade



 Runefang Steel


With a Standard Brush, basecoat any brass areas with Brass Scorpion (1). Next, give these areas a wash of Agrax Earthshade, using a Wash Brush (2). Once dry, take a Fine Detail Brush and highlight the edges and raised areas with Runefang Steel (3).

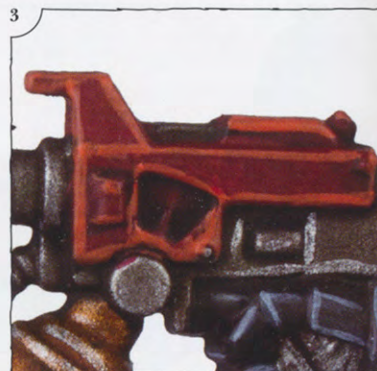
WEAPON CASING




 Khorne Red



 Nuln Oil



 Wild Rider Red

Basecoat the weapon casings with Khorne Red to create a striking contrast with the model's black armour (1). Give this area a wash of Nuln Oil to deepen any recesses (2). Finally, with a Fine Detail Brush, highlight the edges using Wild Rider Red (3).

RED DETAILS



Mephiston Red



Evil Sunz Scarlet

Any red areas, like these saltires, can be painted in Mephiston Red (1). Then, give them a layer of Evil Sunz Scarlet, using a Detail Brush (2).



Troll Slayer Orange



Yriel Yellow

Next, with a Fine Detail Brush add a highlight of Troll Slayer Orange (3), followed by a final highlight to make the red really stand out (4).



All of the red details can be painted this way, just remember to keep the highlights consistent.

PARCHMENT



Zandri Dust



Agrax Earthshade



Zandri Dust

Basecoat the parchment (1), wash it (2), then tidy up with Zandri Dust (3).



Ushabti Bone



White Scar

Next, add a highlight of Ushabti Bone (4), and finally, a fine highlight of White Scar (5).


TOP TIP

When adding the second layer of Zandri Dust be sure to keep the Agrax Earthshade in the recesses visible. This will help to create a contrast between the light edges and the shadowy folds of the parchment.




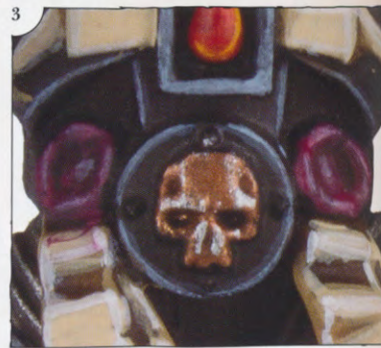
PURITY SEALS




1  Screamer Pink



2  Nuln Oil




3  Slaanesh Grey


Using a Detail Brush, carefully paint the seals with Screamer Pink (1). Next, give the seals a wash of Nuln Oil using a Standard Brush (2). Finally, with a Fine Detail Brush, paint a fine highlight of Slaanesh Grey onto the edges of the seals (3).

WHITE DETAILS




1  Celestra Grey




2  Nuln Oil



3  Ulthuan Grey



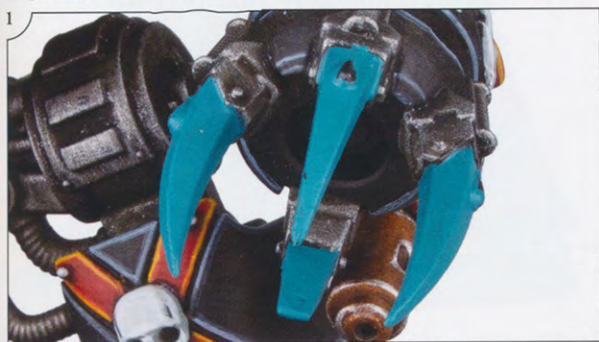
4  White Scar

With a Detail Brush, add a highlight to the raised areas using Ulthuan Grey (3). Then, carefully apply a fine highlight to the edges of the white areas with a Fine Detail Brush (4).

DEATH COMPANY DREADNOUGHT



BLOOD TALONS



Sotek Green

Basecoat the talons with Sotek Green (1).



Temple Guard Blue

With a Detail Brush, highlight the edges of the talons using Temple Guard Blue (2).



Baharroth Blue

Add a fine edge highlight of Baharroth Blue (3).



White Scar

Finally, add a final highlight to the very edges and corners using White Scar (4).

STRIKE FORCE RAZORWIND

GABRIEL SETH



ARMOUR



Khorne Red



Leadbelcher

Using a Basecoat Brush, paint the armour Khorne Red (1). Next, paint the ribbing above the leg plates with Leadbelcher (2).



Nuln Oil



Runefang Steel

Give all of the armour a wash of Nuln Oil (3). With a Fine Detail Brush, highlight the ribbing with Runefang Steel (4).



Wazdakka Red



Cadian Flestone

Using a Detail Brush, highlight the edges of the armour Wazdakka Red (5). Then, add a fine edge highlight of Cadian Flestone (6).

CLOAK



1 Zandri Dust



2 Ushabti Bone



3 Seraphim Sepia



4 Ushabti Bone



5 Screaming Skull



6 White Scar



7 Abaddon Black



8 Wazdakka Red



9 Cadian Fleshtone

Start with a basecoat of Zandri Dust (1). Next, apply a layer of Ushabti Bone (2), leaving some Zandri Dust visible in the recesses. Then, using a Wash Brush, give the cloak a wash of Seraphim Sepia, paying special attention to the recesses (3).

With a Standard Brush, reapply Ushabti Bone to the raised areas (4). Then, add a highlight of Screaming Skull to the raised areas (5). With a Fine Detail Brush, add a very fine highlight of White Scar (6).

With a Detail Brush, paint the cloak's trim with Abaddon Black (7). Next, use a Fine Detail Brush to add a Wazdakka Red edging to the trim (8). Lastly, carefully paint the very edge of the trim with Cadian Fleshtone, using a Fine Detail Brush (9).

BACKPACK



1 Abaddon Black



2 Mechanicus Standard Grey



3 Dawnstone

Basecoat with Abaddon Black (1), then highlight the edges, first with Mechanicus Standard Grey (2), then with Dawnstone (3).



4 Leadbelcher



5 Nuln Oil



6 Runefang Steel

Paint the iron halo Leadbelcher (4). Then, give it a wash of Nuln Oil (5) before applying an edge highlight of Runefang Steel (6).



7 Balthasar Gold



8 Agrax Earthshade



9 Gehenna's Gold

Use a Standard Brush to paint the wings Balthasar Gold (7). Next, apply a wash of Agrax Earthshade using a Wash Brush (8). Now bring the colour back up with a layer of Gehenna's Gold, making sure to leave the shaded recesses visible (9).



10 Runefang Steel



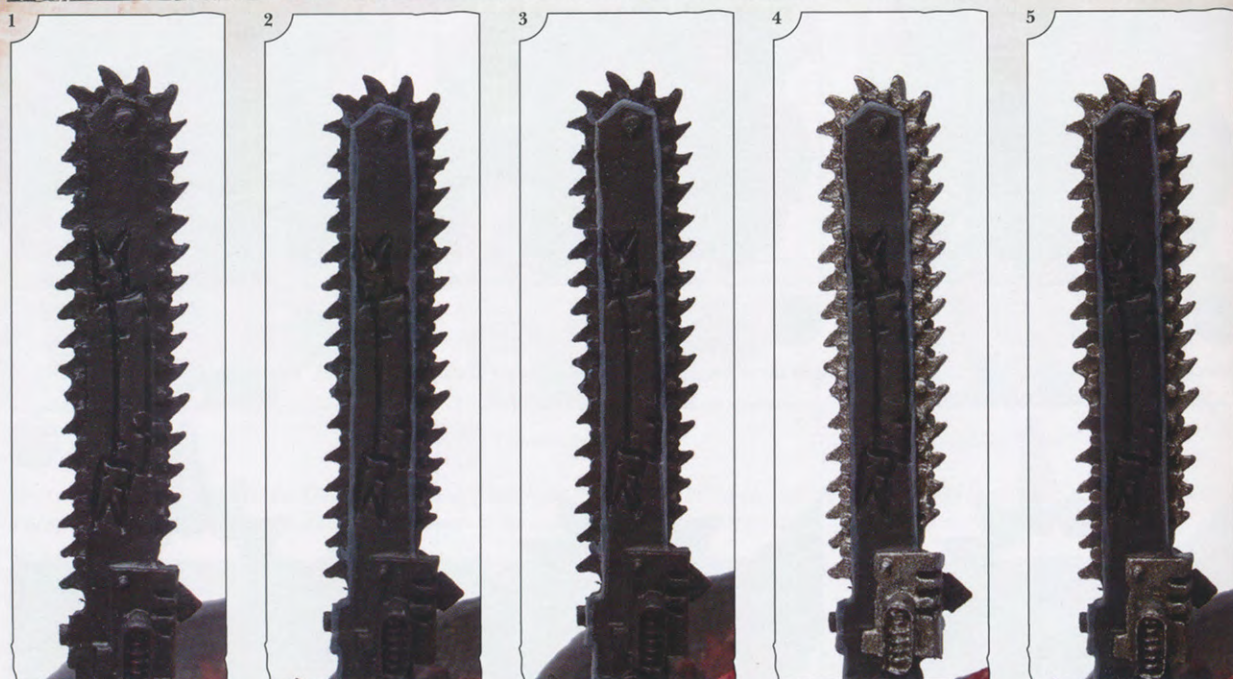
11 Pallid Wych Flesh








12 Wazdakka Red

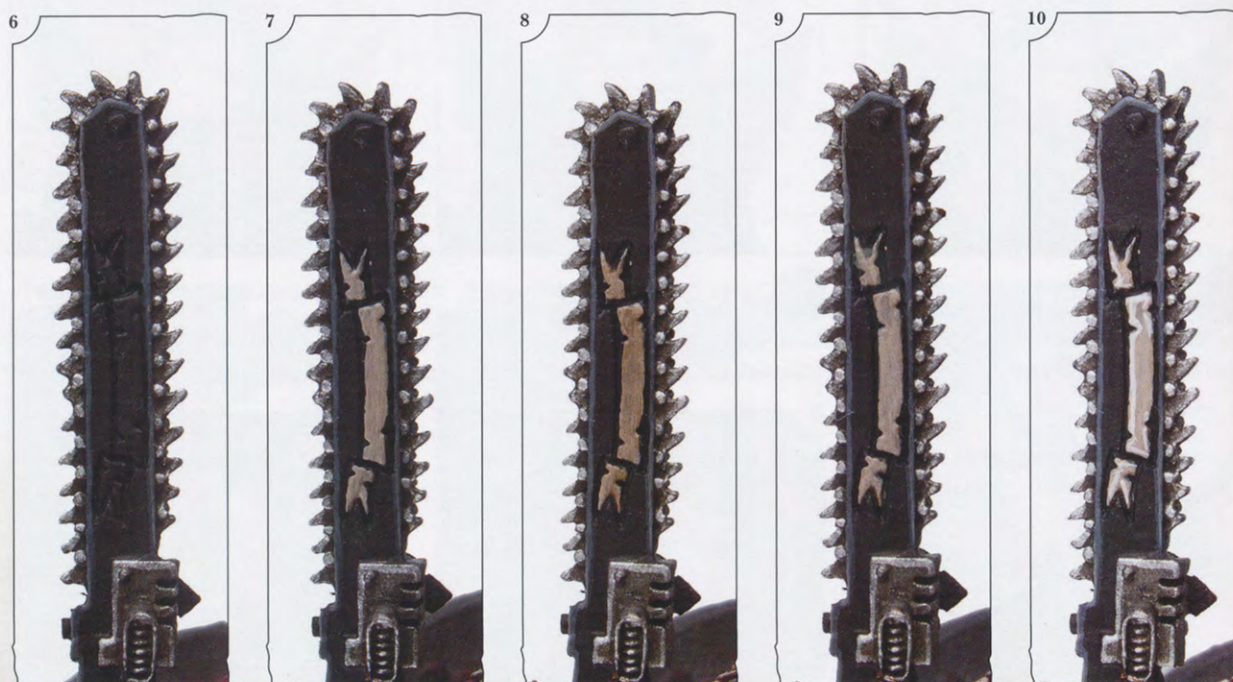
With a Fine Detail Brush, highlight the raised edges of the wings with Runefang Steel (10). With a Detail Brush, paint the chapter symbol with Pallid Wych Flesh (11). Finally, paint the blood drop in the centre of the symbol Wazdakka Red (12).






BLOOD REAVER



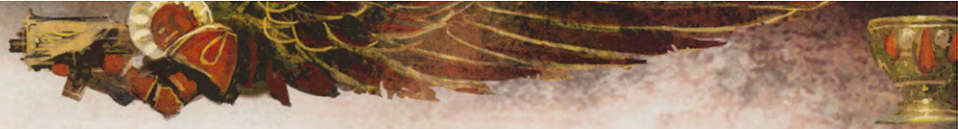
-  Abaddon Black
-  Mechanicus Standard Grey
-  Dawnstone
-  Leadbelcher
-  Nuln Oil

Basecoat the blade Abaddon Black (1). Add a Mechanicus Standard Grey highlight to the edges of the blade (2). Strengthen this with a finer highlight of Dawnstone (3). Next, paint the teeth and motor with Leadbelcher (4), then wash these areas in Nuln Oil (5).



-  Runefang Steel
-  Rakarth Flesh
-  Agrax Earthshade
-  Rakarth Flesh
-  Pallid Wych Flesh

Highlight the metallic areas with Runefang Steel (6). Now paint the scrollwork with Rakarth Flesh (7), followed by a wash of Agrax Earthshade (8). Bring the colour back up with Rakarth Flesh (9). Then, carefully add a highlight of Pallid Wych Flesh (10).



LEATHER



1 Abaddon Black



2 Wazdakka Red



3 Nuln Oil



4 Deathclaw Brown

Basecoat with Abaddon Black (1). Next, add a highlight to the raised areas and edges using Wazdakka Red (2). Wash the area with Nuln Oil using a Standard Brush (3). Finally, carefully go over the Wazdakka Red highlights using Deathclaw Brown (4).

FACE



1 Bugman's Glow



2 Reikland Fleshshade



3 Cadian Flestone

Begin with a basecoat of Bugman's Glow (1). Apply a wash of Reikland Fleshshade (2). Then, add a layer of Cadian Flestone (3).



4 Kislev Flesh



5 Flayed One Flesh



6 Pallid Wych Flesh

Highlight the raised areas with Kislev Flesh (4), followed by Flayed One Flesh (5). Paint the eyes and teeth with Pallid Wych Flesh (6).



7 Squig Orange



8 Rhinox Hide



9 Khorne Red

Paint the tongue Squig Orange (7). Use Rhinox Hide to add pupils and basecoat the blood drop (8). Finish with Khorne Red (9).

PARCHMENT & PURITY SEALS



1 Rakarth Flesh



2 Agrax Earthshade



3 Rakarth Flesh

Basecoat the parchment with Rakarth Flesh using a Standard Brush (1). Next, give it a wash of Agrax Earthshade (2). Once this is dry, apply a layer of Rakarth Flesh using a Detail Brush, leaving the shaded recesses visible (3).



4 Pallid Wych Flesh



5 Rhinox Hide



6 Screamer Pink

Using a Detail Brush, highlight the edges and raised areas of the parchment with Pallid Wych Flesh (4). Now paint on thin lines to represent text, using Rhinox Hide (5). Paint the seals with Screamer Pink, again using a Detail Brush (6).



7 Druchii Violet



8 Genestealer Purple


Next, give the seals a wash using Druchii Violet to add shading to the recesses (7). Once dry, add a highlight of Genestealer Purple with a Fine Detail Brush (8).

TOP TIP


Normally we paint the wax on purity seals red – it is a bold colour that works well for many different colours of armour. When painting red armour however – and particularly a crimson shade like that of the Flesh Tearers – we need to be a bit clever, and use more of a purple colour to ensure that there is still a contrast between the wax seals and the armour.

ARMOUR




 Khorne Red




 Nuln Oil

Basecoat the model with an even coat of Khorne Red using a Citadel Spray Gun (1). Now give the model a wash of Nuln Oil (2). Note that the model has been assembled without the bolter, helmet or backpack to make it easier to paint its chest and back.



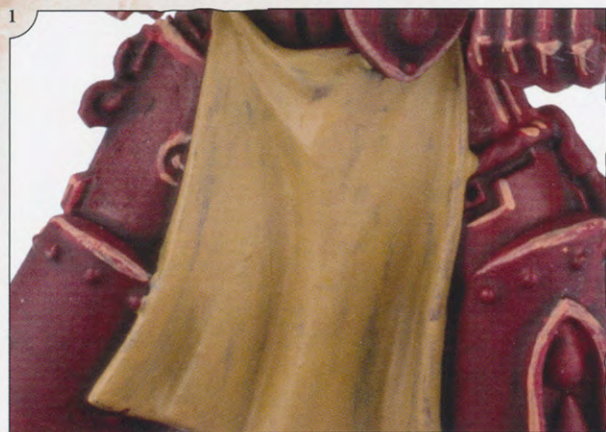
 Wazdakka Red



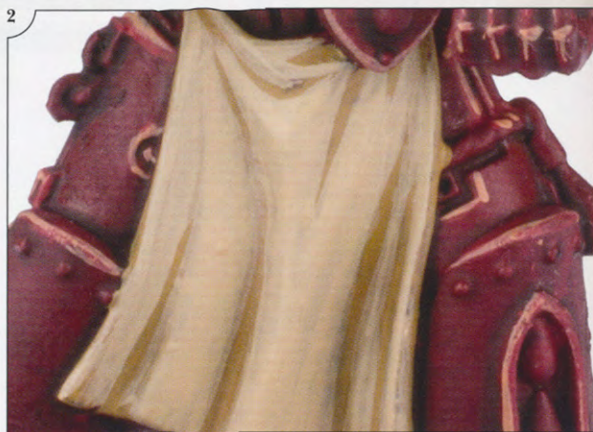
 Cadian Flestone

With a Detail Brush, give all the raised areas and edges of the model a highlight of Wazdakka Red (3). Then, add a fine highlight of Cadian Flestone to these same areas using a Fine Detail Brush (4).

LOINCLOTH

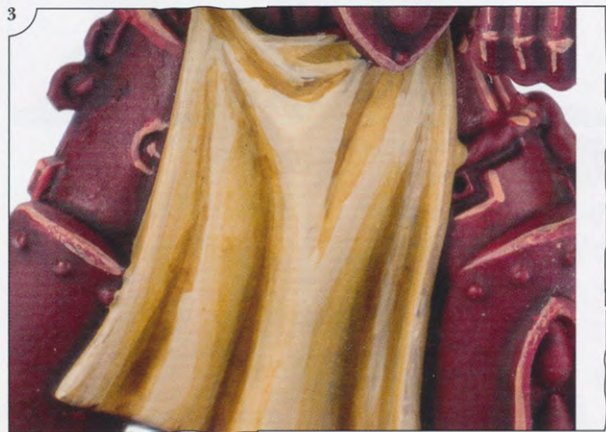


1 Zandri Dust

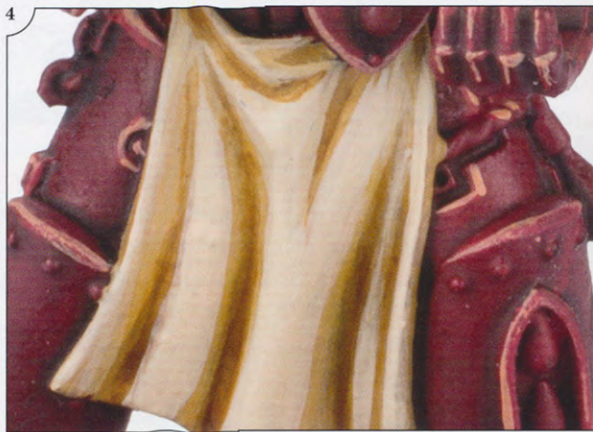


2 Ushabti Bone

With a Standard Brush, apply a basecoat of Zandri Dust (1). Then, add a layer of Ushabti Bone to the raised areas (2).

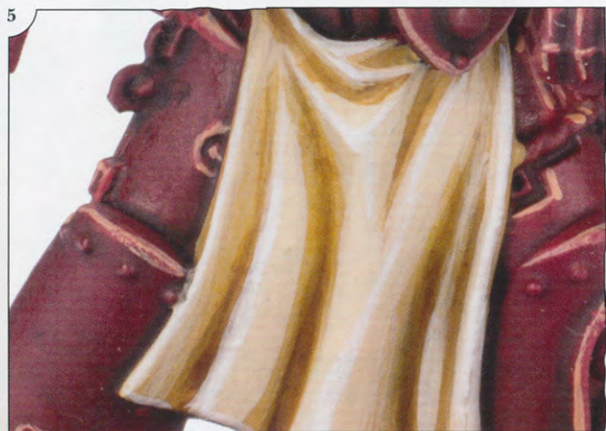


3 Seraphim Sepia



4 Screaming Skull

Wash the recesses of the loincloth with Seraphim Sepia (3), and then add a highlight of Screaming Skull to the raised areas (4).




5 White Scar


Finally, add a fine highlight of White Scar to these areas.

CORD




 Zandri Dust




 Agrax Earthshade



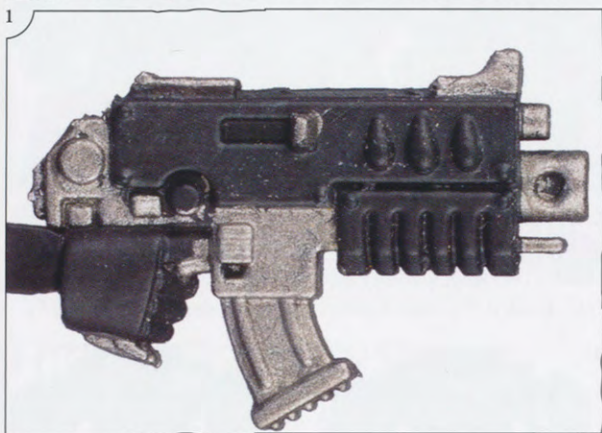
 Baneblade Brown




 Ushabti Bone


Begin with a basecoat of Zandri Dust (1). Then, add a wash of Agrax Earthshade (2). Once this has dried, apply a highlight of Baneblade Brown with a Fine Detail Brush (3). Finally, add another fine highlight, this time with Ushabti Bone (4).

BOLTGUN & WEAPON CASING

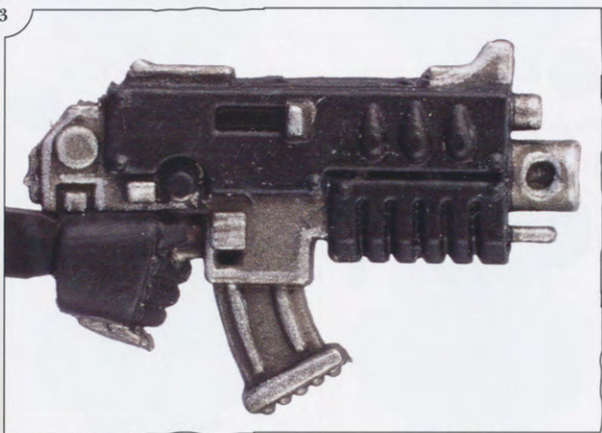



 Leadbelcher

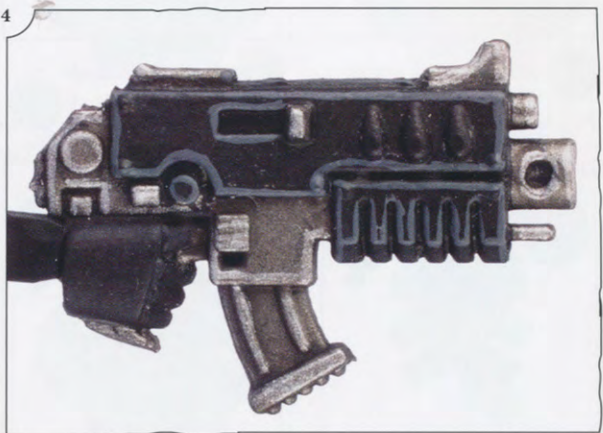



 Nuln Oil

Using a Standard Brush, paint the metallic parts of the boltgun with Leadbelcher (1). Next, apply a wash of Nuln Oil to these same areas to help bring out the detail, again using a Standard Brush (2).



 Runefang Steel



 Dawnstone

With a Fine Detail Brush, carefully highlight the edges of the metallic areas using Runefang Steel (3). Then, also with a Fine Detail Brush, highlight the edges of the casing with Dawnstone (4).

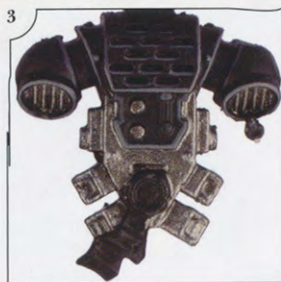
BACKPACK, PURITY SEALS & PARCHMENT



1 Mechanicus Standard Grey



2 Dawnstone

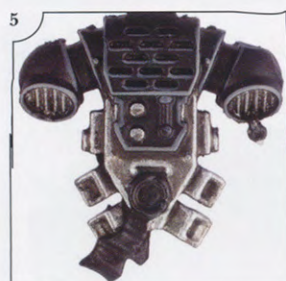


3 Leadbelcher

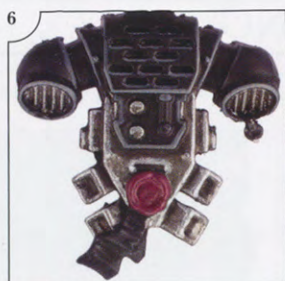


4 Nuln Oil

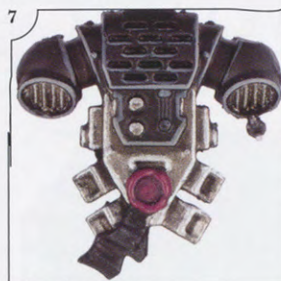
With a Fine Detail Brush, apply a highlight of Mechanicus Standard Grey to the edges (1). Then, add a fine highlight of Dawnstone (2). Paint the metallic surfaces with Leadbelcher (3), and once this is dry apply a wash of Nuln Oil (4).



5 Runefang Steel



6 Screamer Pink

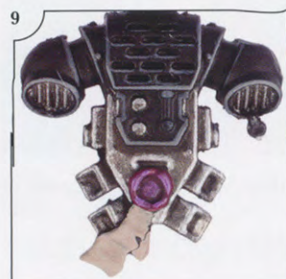


7 Druchii Violet

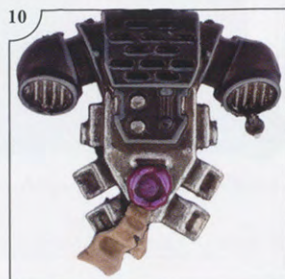


8 Genestealer Purple

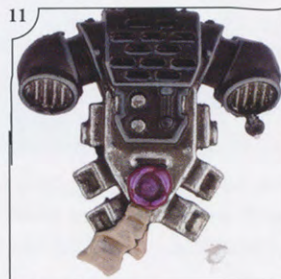
Highlight the metal Runefang Steel (5). Paint the seal Screamer Pink (6), wash it (7), then highlight it with Genestealer Purple (8).



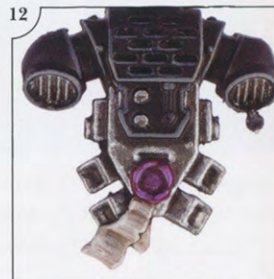
9 Rakarth Flesh



10 Agrax Earthshade

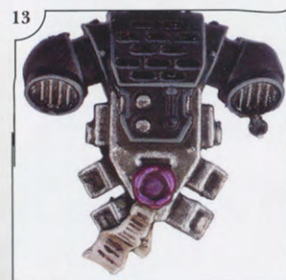


11 Rakarth Flesh



12 Pallid Wych Flesh

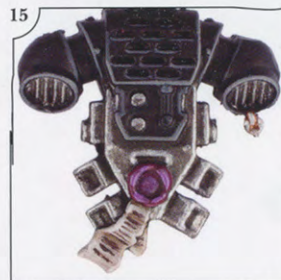
Paint the parchment with Rakarth Flesh (9). Wash it (10), then reapply Rakarth Flesh (11), and highlight Pallid Wych Flesh (12).



13 Rhinox Hide



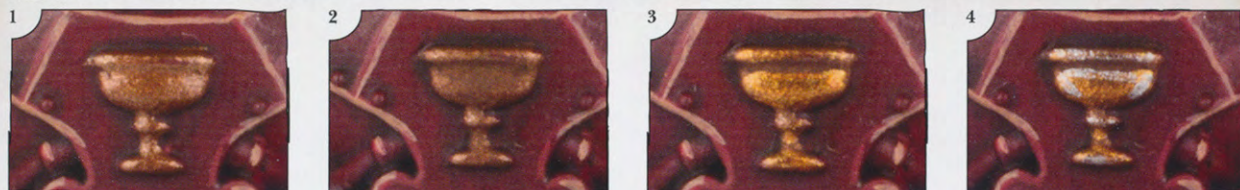
14 Balthasar Gold



15 Runefang Steel

With a Fine Detail Brush, add thin Rhinox Hide lines to represent writing (13). Next, carefully paint any gold icons, symbols or talismans with Balthasar Gold (14). Finally, with a Fine Detail Brush, give these areas a fine highlight with Runefang Steel (15).

GOLD



- Balthasar Gold
 Agrax Earthshade
 Gehenna's Gold
 Runefang Steel

Paint any gold areas with Balthasar Gold (1), then wash them (2). Apply a layer of Gehenna's Gold (3), then a highlight (4).

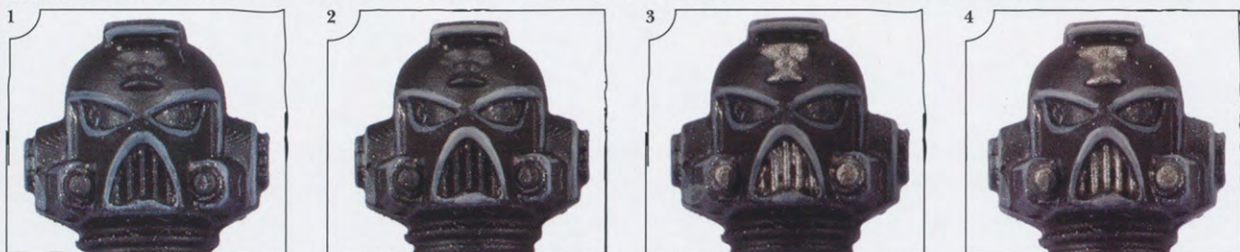
RIBBING



- Leadbelcher
 Nuln Oil
 Runefang Steel

Basecoat with Leadbelcher (1), then apply a wash of Nuln Oil (2). Once this is dry, add a fine highlight to the raised areas with Runefang Steel (3).

HELMET & LENSES



- Mechanicus Standard Grey
 Dawnstone
 Leadbelcher
 Nuln Oil

Highlight with Mechanicus Standard Grey (1) followed by Dawnstone (2). Paint the metal areas with Leadbelcher (3), then wash (4).



- Runefang Steel
 Ceramite White
 Carroburg Crimson

Highlight the metal areas Runefang Steel (5). Then, using a Fine Detail Brush, carefully paint the lenses Ceramite White (6). Once this is dry, apply a thin wash of Carroburg Crimson (7).

SHOULDER PAD



1 Mechanicus Standard Grey



2 Dawnstone



3 Ceramite White



4 Khorne Red



5 Wazdakka Red



6 Troll Slayer Orange



7 Abaddon Black



8 White Scar

Carefully paint the edge of the Khorne Red sliver with Abaddon Black (7). Lastly, using a Fine Detail Brush add tiny White Scar dots to mimic reflections (8).

TOP TIP

If you're using a decal when adding squad and Chapter markings on shoulder pads, there is no need for any highlighting or washing. If you have a shoulder pad with sculpted detail, however, this gives you the opportunity to embellish the markings if you wish – here, for example, rather than making the blood drop a flat red (as in stage 4) we've painted it to look like a gem.




FURIOSO DREADNOUGHT




METAL & ARMOUR




 Khorne Red




 Leadbelcher




 Leadbelcher

Basecoat the armour plates with Khorne Red (1). Then paint Leadbelcher onto any areas that are going to be metallic (2, 3).




 Nuln Oil




 Nuln Oil




 Runefang Steel

With a Wash Brush, give the entire model a wash of Nuln Oil (4, 5). Next, highlight all the metallic areas Runefang Steel (6, 7).




 Runefang Steel



 Wazdakka Red



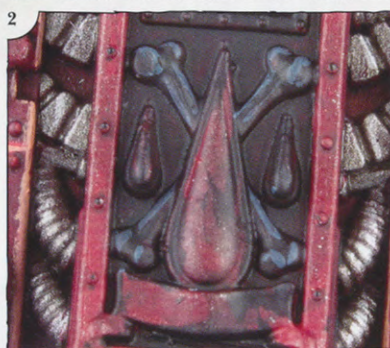
 Cadian Fleshtone

Then, apply a highlight of Wazdakka Red to the armour plates (8), followed by a fine highlight of Cadian Fleshtone (9).

BONE



1 Abaddon Black



2 Dark Reaper



3 Fenrisian Grey

Basecoat the crossed bones with Abaddon Black, using a Detail Brush (1). Next, using a Fine Detail Brush, add a highlight of Dark Reaper to the raised areas (2). Lastly, with a Fine Detail Brush, apply a fine Fenrisian Grey highlight to these same areas (3).

GOLD



1 Balthasar Gold



2 Agrax Earthshade



3 Gehenna's Gold




4 Runefang Steel


Restore the colour of the gold areas with a layer of Gehenna's Gold (3). Then, add a highlight to the edges with Runefang Steel (4).

METAL DETAILS




1  Leadbelcher



2  Nuln Oil




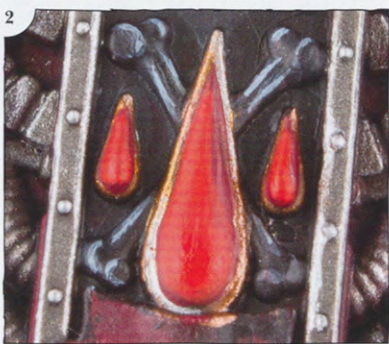
3  Runefang Steel


With a Standard Brush, paint the metal parts of the sarcophagus with Leadbelcher (1). Next, carefully give these areas a wash of Nuln Oil, using a Standard Brush (2). Once this has dried, use a Detail Brush to add a fine highlight of Runefang Steel (3).

BLOOD DROPS




1  Khorne Red




2  Evil Sunz Scarlet




3  Troll Slayer Orange

Basecoat the blood drops Khorne Red, using a Detail Brush (1). Next, apply a layer of Evil Sunz Scarlet, leaving a sliver of Khorne Red visible (2). Now highlight the edges of the Evil Sunz Scarlet area with Troll Slayer Orange, using a Detail Brush (3).



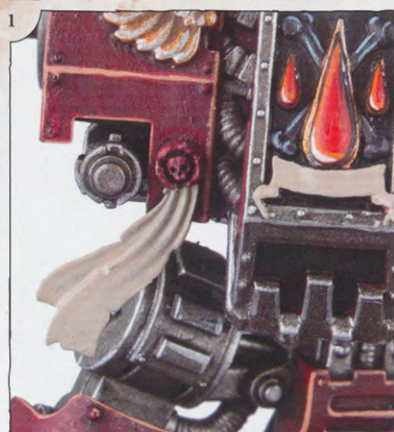
4  Abaddon Black



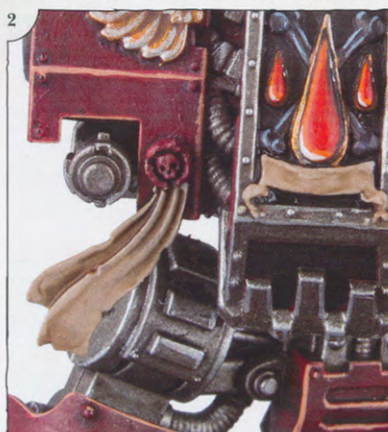
5  White Scar

Paint the edge of the Khorne Red sliver with Abaddon Black, using a Fine Detail Brush (4). Finally, add a couple of tiny White Scar highlights (5).

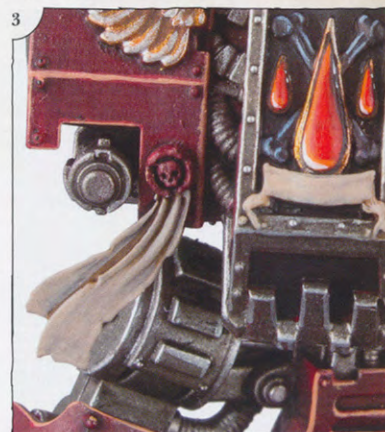
PURITY SEAL



1 Rakarth Flesh

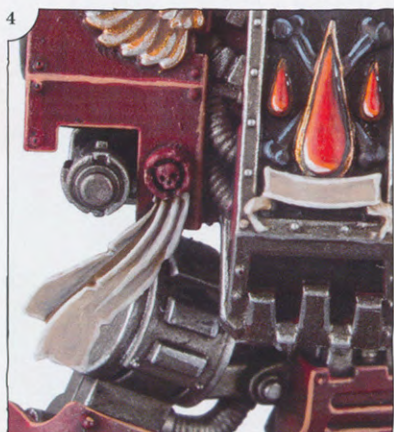


2 Agrax Earthshade

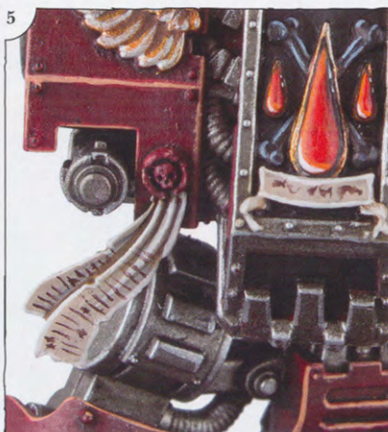


3 Rakarth Flesh

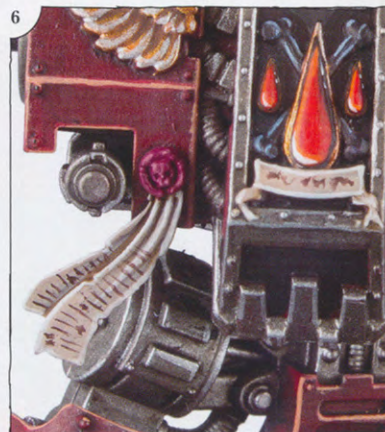
Basecoat the parchment with Rakarth Flesh (1). Then, apply a wash of Agrax Earthshade (2) and add a layer of Rakarth Flesh (3).



4 Pallid Wych Flesh

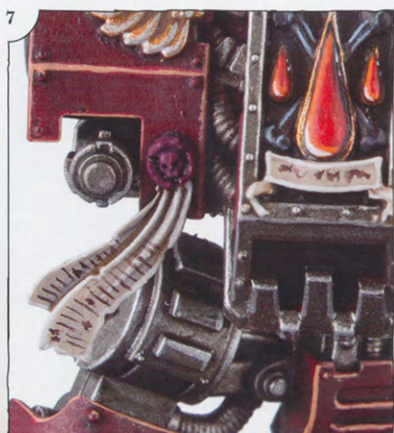


5 Rhinox Hide



6 Screamer Pink

Highlight the edges of the parchment (4). Then, add thin lines of script with Rhinox Hide (5). Paint the seal with a Detail Brush (6).



7 Druchii Violet



8 Genestealer Purple

Wash the seal with Druchii Violet (7). Finally, highlight it with Genestealer Purple (8).

TOP TIP

When adding text to parchment we prefer to use Rhinox Hide, as Abaddon Black is a bit too intense, and other colours are too weak (or just don't look right). When we apply the Rhinox Hide, we tend to thin it down very slightly with water or Lahmian Medium – this gives it a faded look, but also gives you more control over the flow of the paint.

MACHINA OPUS



1 Pallid Wych Flesh



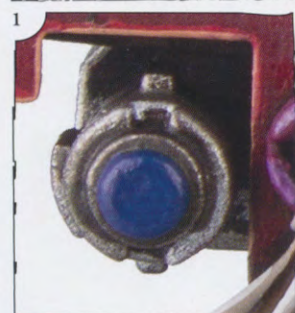
2 Abaddon Black



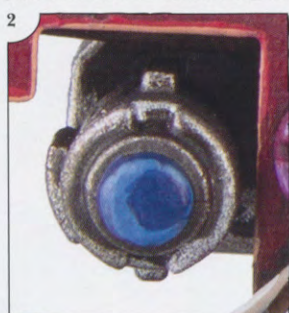
3 Dawnstone

Basecoat the symbol using a Detail Brush (1). Then, carefully paint the left half of the skull and the right half of the cog with Abaddon Black (2). Now use a Fine Detail Brush to add a highlight of Dawnstone to the edges of the black areas of the opus (3).

LENSES



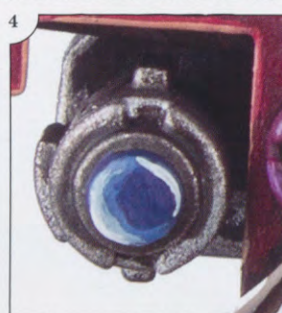
1 Kantor Blue



2 Alaitoc Blue



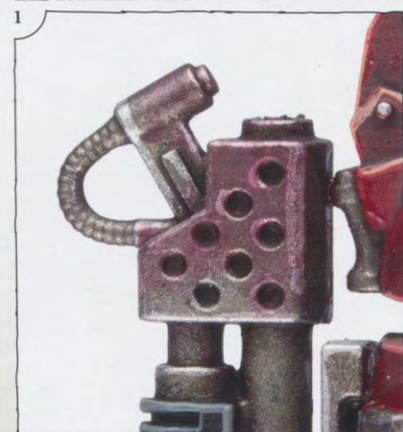
3 Fenrisian Grey



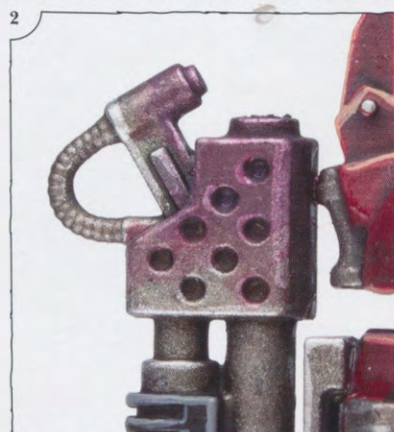
4 White Scar

Begin with a basecoat of Kantor Blue (1). Next, add a crescent-shaped highlight of Alaitoc Blue (2). Then, highlight the edge of this in turn with Fenrisian Grey (3). Finally, add a very fine highlight of White Scar to the outer edge of the lens (4).

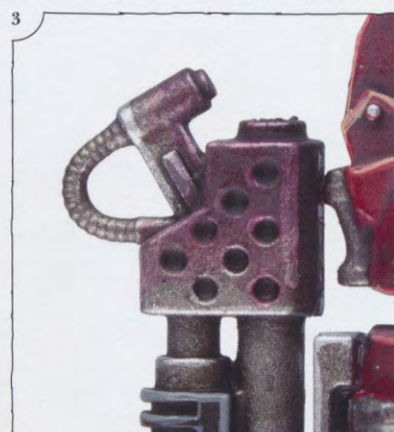
FLAMER BARREL



1 Carroburg Crimson



2 Druchii Violet



3 Nuln Oil

To achieve a weathered, scorched appearance, wash the muzzle of the flamer with Carroburg Crimson (1). Once this is dry, add a wash of Druchii Violet (2), followed by a wash of Nuln Oil (3). Each time apply the wash closer to the end of the barrel.

RIVETS

Runefang Steel

Closely examine the model for any rivets or other tiny metallic details. Give each of these areas a very careful dab of Runefang Steel. This will help to create a more striking contrast between the red armour plates and the cold metal workings of the Dreadnought.



CHIPPING



Leadbelcher



Runefang Steel

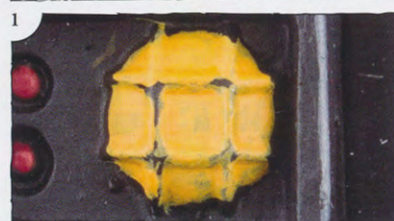
Add thin smudges and lines of Leadbelcher to selected armour plate faces and edges, as well as to parts like the toes and claws (1). Next, using a Fine Detail Brush, add a thin highlight of Runefang Steel to these areas, leaving some of the Leadbelcher visible (2).




TANKS




HEADLIGHTS & LENSES




1  Averland Sunset




2  Leadbelcher




3  Agrax Earthshade

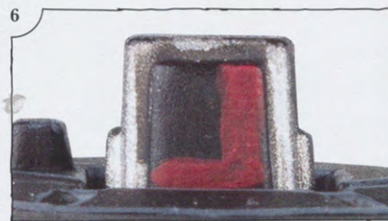
Basecoat with Averland Sunset (1). Then paint the bars using Leadbelcher (2), and give them a wash of Agrax Earthshade (3).




4  Ushabti Bone

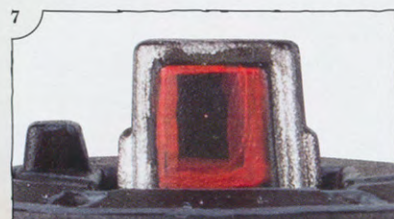



5  Runefang Steel

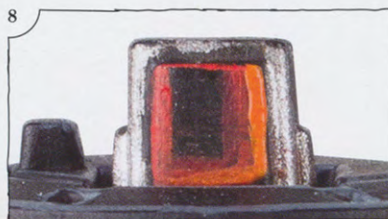



6  Khorne Red

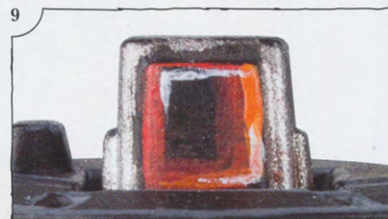
Highlight the yellow with Ushabti Bone (4), then highlight the bars (5). For the lenses, begin by painting one corner Khorne Red (6).




7  Evil Sunz Scarlet



8  Troll Slayer Orange



9  White Scar

Highlight the edges with Evil Sunz Scarlet (7). Then, add a fine highlight of Troll Slayer Orange (8), followed by White Scar (9).

TERMINATORS

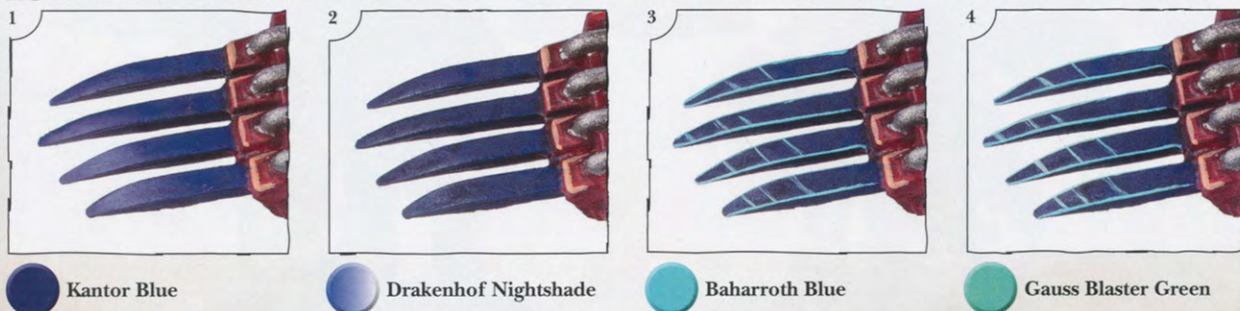


CRUX TERMINATUS



Starting with a basecoat of Mechanicus Standard Grey (1), add a layer of Dawnstone (2). Next, apply a wash of Agrax Earthshade (3), and then paint on another layer of Dawnstone to the raised areas (4). Finish with a highlight of Karak Stone (5).

LIGHTNING CLAWS



Basecoat the claws with a coat of Kantor Blue (1). Then, apply a wash of Drakenhof Nightshade (2). Add a highlight of Baharroth Blue, adding fine lines across the tops of the claws (3). Lastly, paint these same areas with a fine highlight of Gauss Blaster Green (4).

THE CATALOGUE



Blood Angels Librarian in Terminator Armour



Commander Dante



Gabriel Seth



Blood Angels Sanguinary Priest



Astorath the Grim



The Sanguinor



Blood Angels Tactical Squad

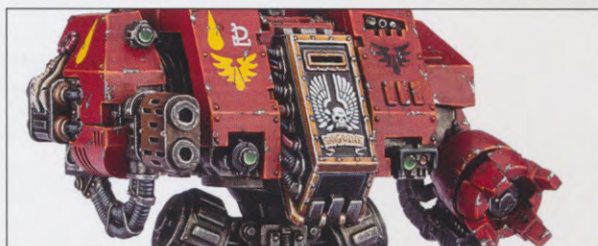


Blood Angels Death Company Squad





Blood Angels Furious Dreadnought



Death Company Dreadnought

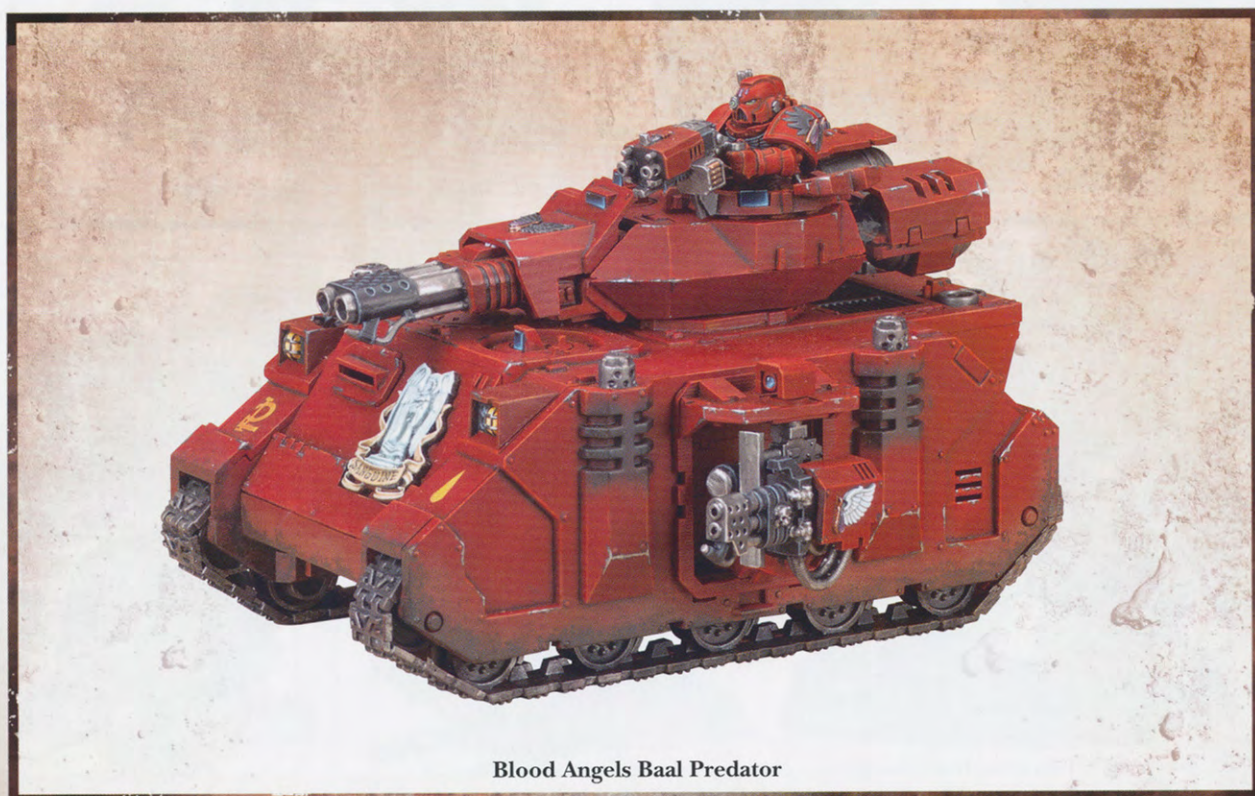


Librarian Dreadnought





Blood Angels Stormraven Gunship



Blood Angels Baal Predator

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