

WARHAMMER® THE HORUS HERESY®

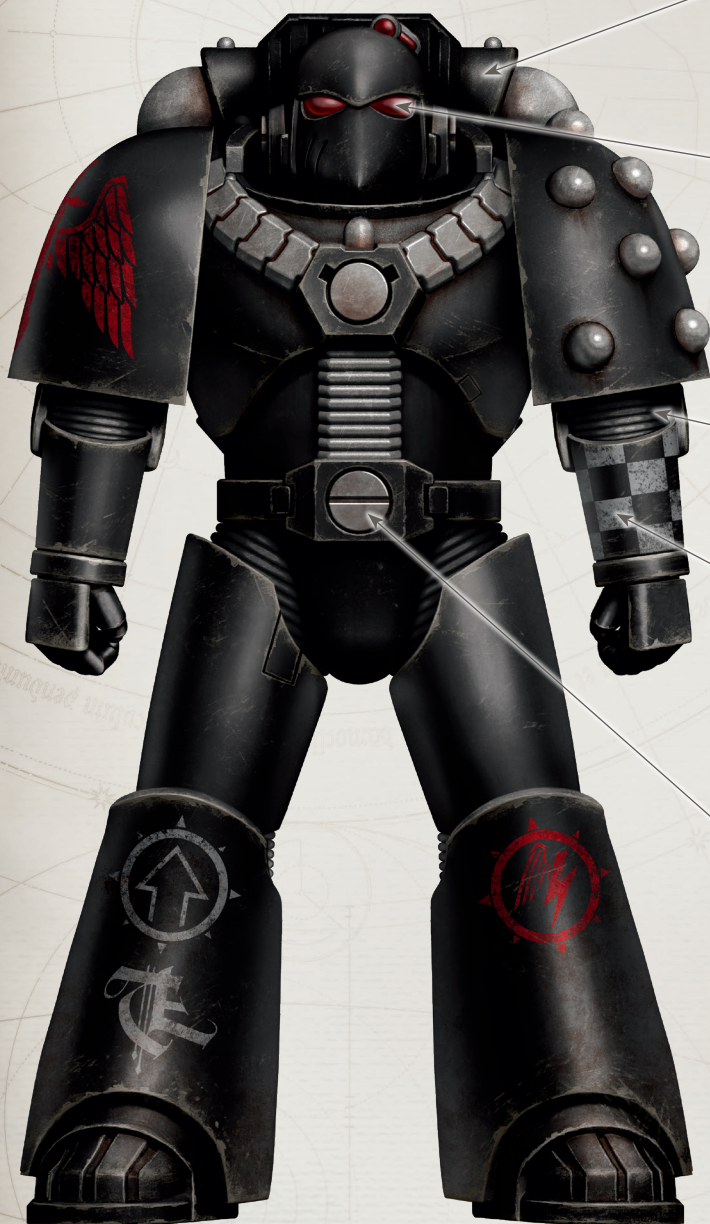


LOYALIST LEGIONES ASTARTES PAINTING GUIDE

Dark Angels

Mk VI Space Marine

1st Legion battle plate is black with heraldic elements and individual motifs commonly rendered in white or red. Where bone-white segments are present this indicates the wearer has sustained a mortal wound intended for another, while segments of dark green refer to the dark, beast-haunted forests of Caliban. No two Legionaries are ever likely to bear the same combination.



ARMOUR

- Base: *Abaddon Black*
- Chunky highlight: *Corvus Black*
- Highlight: *Eshin Grey*
- Highlights: *Dawnstone*
- Dot highlights: *Administratum Grey*

RED MARKINGS/HELMET LENSES & GUNS

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

BLACK UNDERSUIT

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

WHITE

- Base: *Corax White*
- Soft shade: *Thunderhawk Blue*
- Deepshade: *Dark Reaper*
- Highlight: *White Scar*
(make some large enough chips to paint the following stage inside)
- Chipping: *Baneblade Brown*

METAL

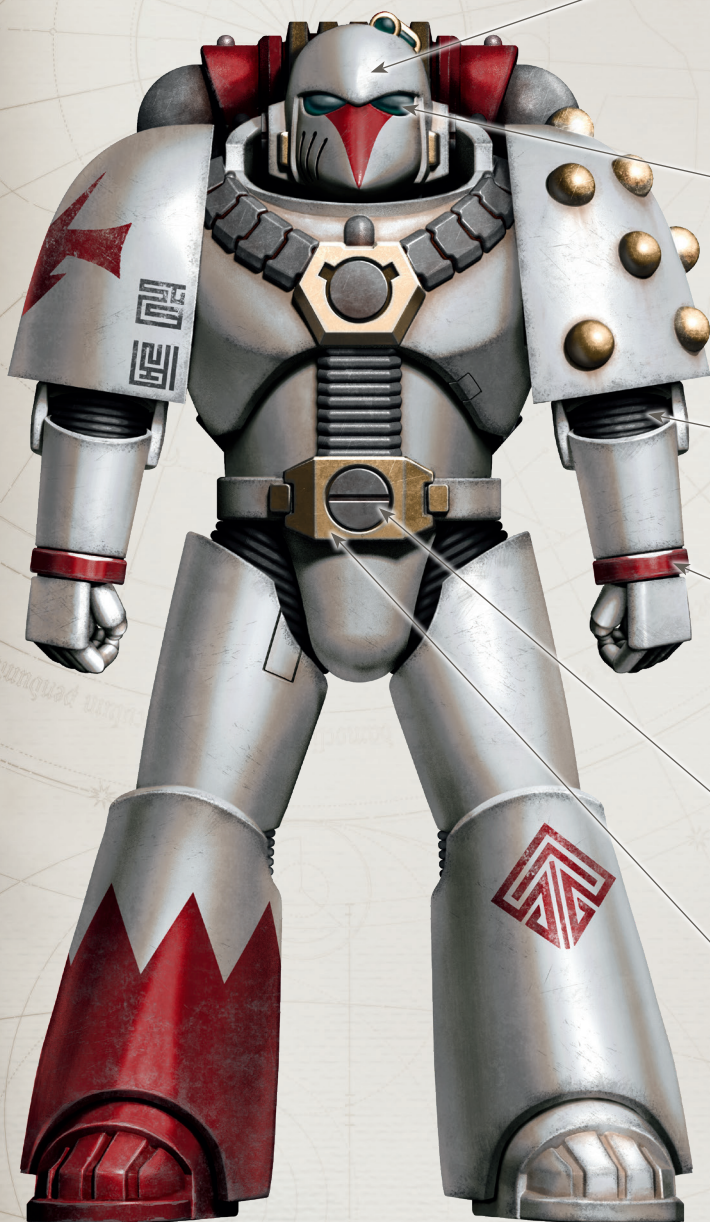
- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

○ = Simplified Scheme

White Scars

Mk VI Space Marine

The Vth Legion wears battle plate of ivory white, often adding a chevron patterning in red, the extent and placement of which appears to depend on the predilections of the wearer. Banding is either gold, bronze or occasionally enamelled red, and appliqué plates of hammered copper or bronze are sometimes worn. Many Legionaries display personal battle honours rendered in Chogorian script, the mastering of which is considered one of the most noble arts a White Scar is expected to pursue.



ARMOUR

- Base: Corax White
- Soft shade: Thunderhawk Blue
- Deepshade: Dark Reaper
- Highlight: White Scar
(make some large enough chips to paint the following stage inside)
- Chipping: Baneblade Brown

HELMET LENSES

- Base: Kabalite Green
- Shade: Incubi Darkness
- Highlight: Sybarite Green
- Highlight: Gauss Blaster Green
- Dot: White Scar

BLACK UNDERSUIT & GUN CASING

- Base: Abaddon Black
- Chunky highlight: Eshin Grey
- Highlight: Dawnstone

RED MARKINGS

- Base: Mephiston Red
- Soft shade: Khorne Red
- Deepshade: Abaddon Black
- Chunky highlight: Evil Sunz Scarlet
- Highlight: Fire Dragon Bright
- Dot highlights: Ungor Flesh

METAL

- Base: Leadbelcher
- Shade: Nuln Oil
- Highlight: Stormhost Silver

GOLD

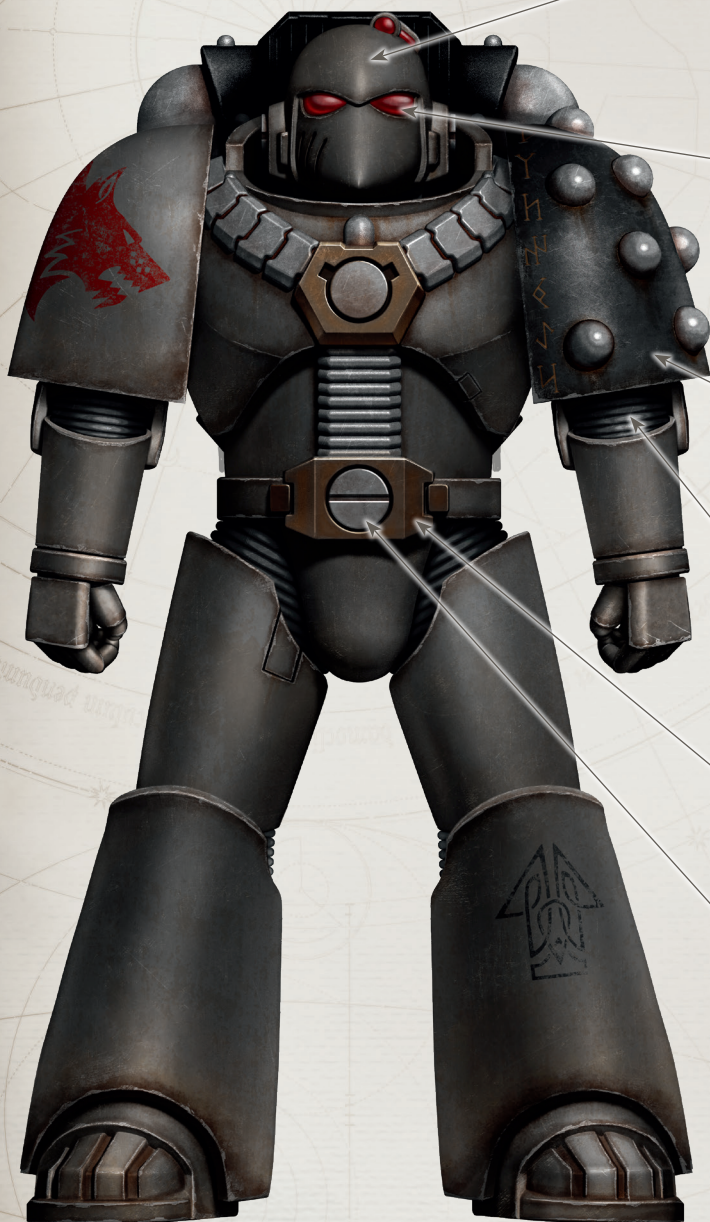
- Base: Retributor Armour
- Shade: Gore-Grunta Fur
- Highlight: Stormhost Silver

○ = Simplified Scheme

Space Wolves

Mk VI Space Marine

The Legion of Leman Russ wears the colours of the savage seas and turbulent skies of Fenris – a brooding dark grey, often complemented with banding and other details of dark gold or bronze. Insignia is rendered in bone white, blood red, black or gold, giving the Space Wolves the aspect of primitive barbarians, a misleading impression they deliberately propagate so as to wrong-foot or to intimidate their foes.



ARMOUR

- Base: *Mechanicus Standard Grey*
- Soft shade: *Eshin Grey*
- Deep shade: *Abaddon Black*
- Chunky highlight: *Dawnstone*
- Highlight: *Administratum Grey*
- Dot highlights: *Grey Seer*

RED MARKINGS/HELMET LENSES & GUNS

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

BLACK ARMOUR

- Base: *Abaddon Black*
- Chunky highlight: *Corvus Black*
- Highlight: *Eshin Grey*
- Highlights: *Dawnstone*
- Dot highlights: *Administratum Grey*

BLACK UNDERSUIT

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

GOLD

- Base: *Retributor Armour*
- Shade: *Gore-Grunta Fur*
- Highlight: *Stormhost Silver*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

○ = Simplified Scheme

Imperial Fists

Mk VI Space Marine

The Imperial Fists wear a distinctive orpiment yellow, banded with black and bearing occasional details in red or white. The Legion's elite 1st Company invert this heraldry, wearing battle plate almost entirely of black, with only the helms and pauldrons yellow.



ARMOUR

- Base: *Averland Sunset*
- Soft shade: *Skrag Brown*
- Deepshade: *Doombull Brown*
- Chunky highlight: *Yriel Yellow*
- Highlight: *Flash Gitz Yellow*
- Dot highlights: *Ushabti Bone*

RED MARKINGS/HELMET LENSES

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT & GUN CASING

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

GOLD

- Base: *Retributor Armour*
- Shade: *Gore-Grunta Fur*
- Highlight: *Stormhost Silver*



○ = Simplified Scheme

Blood Angels

Mk VI Space Marine

The Blood Angels make war resplendent in crimson and gold finery. The dominant colour is a vermillion red, with banding and other details shining gold. Individual segments, as well as cloth details are often black. Even when tarnished by war, the standard panoply of the Blood Angels is always a glorious spectacle to behold, superior to any other Legion except perhaps the Emperor's Children.



ARMOUR

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

BLACK ARMOUR

- Base: *Abaddon Black*
- Chunky highlight: *Corvus Black*
- Highlight: *Eshin Grey*
- Highlights: *Dawnstone*
- Dot highlights: *Administratum Grey*

HELMET LENSES

- Base: *Kabalite Green*
- Shade: *Incubi Darkness*
- Highlight: *Sybarite Green*
- Highlight: *Gauss Blaster Green*
- Dot: *White Scar*

BLACK UNDERSUIT

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

WHITE

- Base: *Corax White*
- Soft shade: *Thunderhawk Blue*
- Deepshade: *Dark Reaper*
- Highlight: *White Scar*
(make some large enough chips to paint the following stage inside)
- Chipping: *Baneblade Brown*

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Iron Hands

Mk VI Space Marine

The Iron Hands are ill-disposed towards superfluous adornment, and while they maintain their panoply of war as they would any other machine, the vicissitudes of war mean that most suits of battle plate bear the scars of shell, sword and flame, especially amongst those serving in the so-called 'Shattered Legions'.



ARMOUR

- Base: *Leadbelcher*
- Shade: *Black Legion (contrast)*
- Deepshade: *Abaddon Black*
- Highlight/Chips: *Ironbreaker*
- Highlight/Chips: *Stormhost Silver*

HELMET LENSES

- Base: *Caledor Sky*
- Shade: *Abaddon Black*
(corners)
- Highlight: *Teclis Blue*
- Edge highlight: *Lothorn Blue*
- Sharp highlight: *Blue Horror*
- Dot: *White Scar*

BLACK UNDERSUIT

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

WHITE

- Base: *Corax White*
- Soft shade: *Thunderhawk Blue*
- Deepshade: *Dark Reaper*
- Highlight: *White Scar*
(make some large enough chips to paint the following stage inside)
- Chipping: *Baneblade Brown*

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Ultramarines

Mk VI Space Marine

The Ultramarines wear battle plate of azurite blue, with gold banding and other insignia rendered in white or black. Amongst veterans it is common to adorn specific segments of armour in white, and for ceremonial purposes in a striated armourial finish. Cloth elements are often white, black or leather brown. When possible, the Ultramarines strive to maintain high standards of appearance, taking a stoic pride in their heraldry even on-campaign.



ARMOUR

○ Base:	<i>Macragge Blue</i>
○ Soft shade:	<i>Kantor Blue</i>
○ Deep shade:	<i>Abaddon Black</i>
○ Chunky highlight:	<i>Altdorf Guard Blue</i>
○ Highlight:	<i>Calgar Blue</i>
○ Dot highlights:	<i>Fenrisian Grey</i>

HELMET LENSES

○ Base:	<i>Mephiston Red</i>
○ Soft shade:	<i>Khorne Red</i>
○ Deepshade:	<i>Abaddon Black</i>
○ Chunky highlight:	<i>Evil Sunz Scarlet</i>
○ Highlight:	<i>Fire Dragon Bright</i>
○ Dot highlights:	<i>Ungor Flesh</i>

GOLD

○ Base:	<i>Retributor Armour</i>
○ Shade:	<i>Gore-Grunta Fur</i>
○ Highlight:	<i>Stormhost Silver</i>

BLACK UNDERSUIT & GUN CASING

○ Base:	<i>Abaddon Black</i>
○ Chunky highlight:	<i>Eshin Grey</i>
○ Highlight:	<i>Dawnstone</i>

METAL

○ Base:	<i>Leadbelcher</i>
○ Shade:	<i>Nuln Oil</i>
○ Highlight:	<i>Stormhost Silver</i>

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Salamanders

Mk VI Space Marine

The Salamanders wear heraldry of chromium-oxide green, with contrasting elements of flame-orange and black redolent of the volcanoes of their home world. Banding is bronze or gold and often highly sculptural, with other symbols in white or black. The Legion suffered terribly at Istvan V and were thus rarely able to maintain their battle plate to their high standards. Nonetheless, with every Legionary an accomplished metalworker, even the most battered and abused suit was kept functional.



ARMOUR

- Base: *Waaagh! Flesh*
- Deep shade: *Rhinox Hide*
- Chunky highlight: *Waaagh! Flesh 1:1*
- Elysian Green*
- Highlights: *Elysian Green*
- Highlight: *Ogryn Camo*
- Dot highlights: *Krieg Khaki*

HELMET LENSES

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

BLACK ARMOUR

- Base: *Abaddon Black*
- Chunky highlight: *Corvus Black*
- Highlight: *Eshin Grey*
- Highlights: *Dawnstone*
- Dot highlights: *Administratum Grey*

GOLD

- Base: *Retributor Armour*
- Shade: *Gore-Grunta Fur*
- Highlight: *Stormhost Silver*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT & GUN CASING

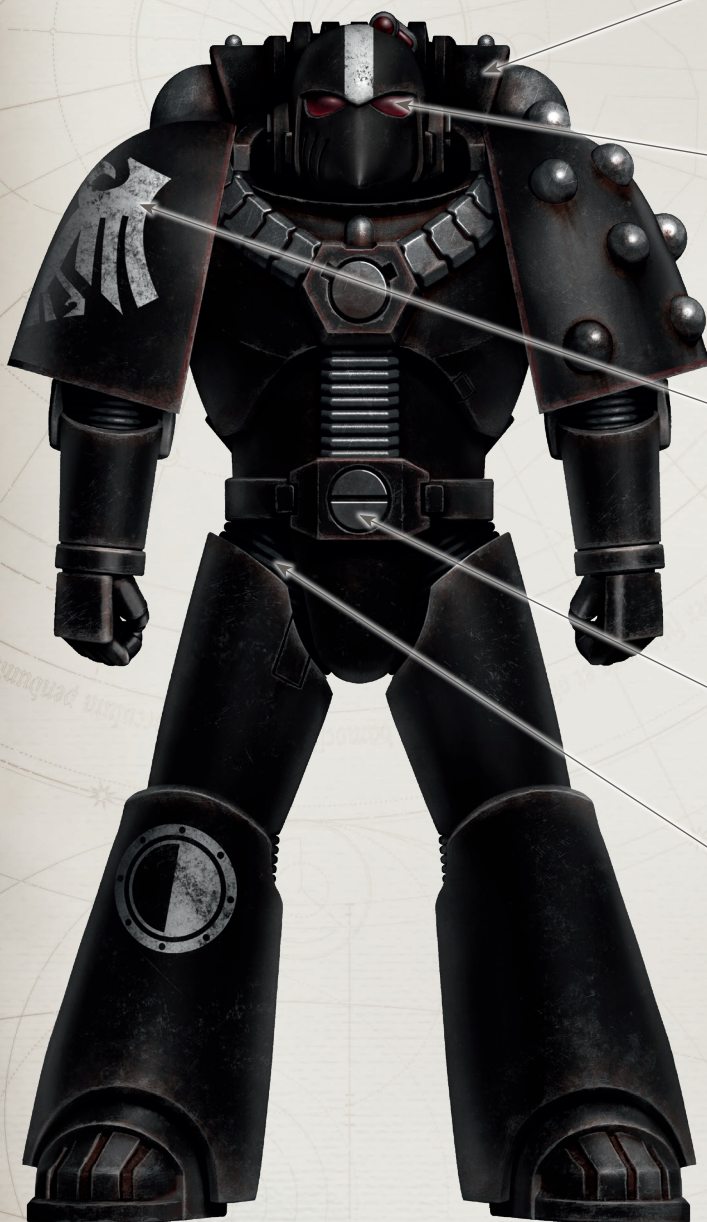
- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

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Raven Guard

Mk VI Space Marine

The Raven Guard value stealth above all, and so go to war clad in the umbral black of night. Markings are kept to a minimum, but where present are white, grey or sometimes gloss black. Banding dulled steel or bronze. Some render their battle plate in a subdued, matt black that absorbs so much light that even a Legionary merges with the night.



ARMOUR

- Base: *Abaddon Black*
- Chunky highlight: *Dark Reaper*
- Highlight: *Thunderhawk Blue*
- Highlight: *Fenrisian Grey*
- Dot highlights: *Grey Seer*

HELMET LENSES

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

WHITE

- Base: *Corax White*
- Soft shade: *Thunderhawk Blue*
- Deepshade: *Dark Reaper*
- Highlight: *White Scar*
(make some large enough chips to paint the following stage inside)
- Chipping: *Baneblade Brown*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT & GUN CASING

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

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