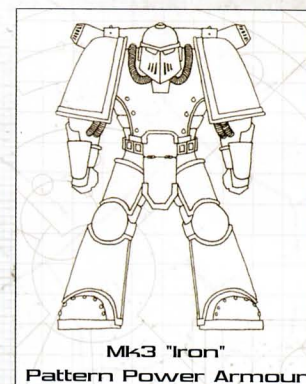
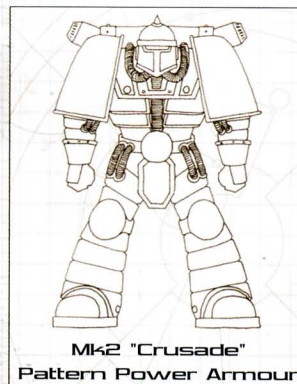
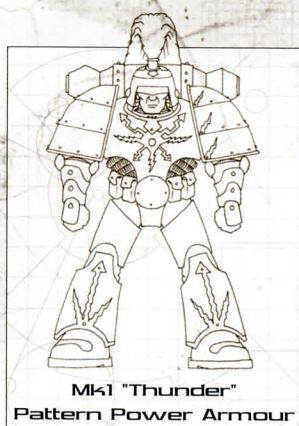


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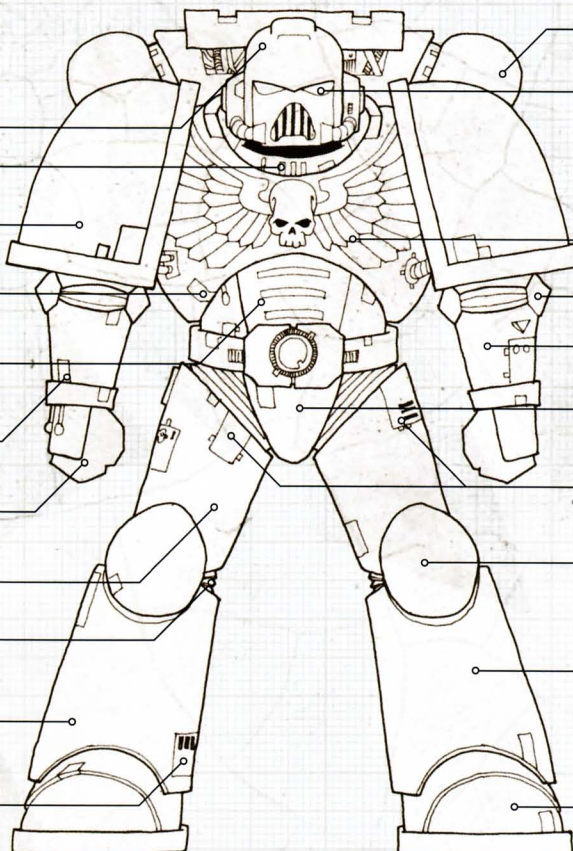
HOW TO PAINT SPACE MARINES



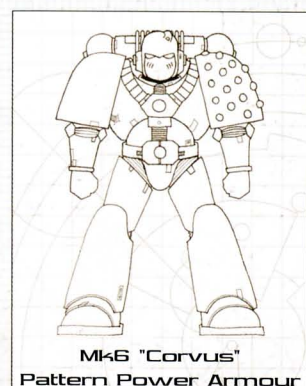
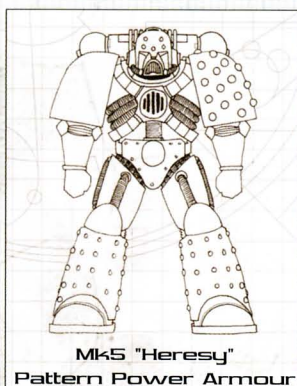
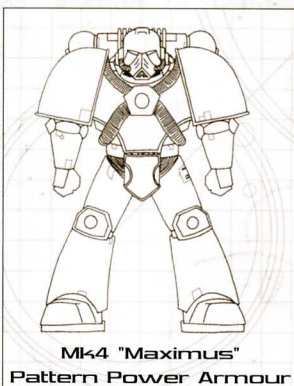


Mk7 "Aquila"
Pattern
Power Armour

- Helmet
- Gorget
- Shoulder Guard/shoulder pad (Pauldron)
- External power jacks (for auspex)
- Armoured umbilicals/power feeds
- Weapon sight/auto sense interface jacks
- Gauntlet
- Cuisses
- Armoured flexible seals
- Bonded, layered power armour suit, ceramite sheath.
- Ankle Gyro-stabiliser covers



- Backpack
- Eye Lenses
- Plastron (breastplate)
- Couter
- Vambrace
- Groin guard
- Armour systems panels
- Poleyn
- Greaves (although usually used for lower leg without knee-pad)
- Morphic Tread Sabatons



HOW TO PAINT SPACE MARINES



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INTRODUCTION



Adrian Wood

How To Paint Space Marines is an essential resource for all collectors of these stalwart warriors. Whether you wish to fully recreate, for example, the Ultramarines Second Company in all its detailed glory, or try your hand at

inventing a new Chapter of the Emperor's Finest, this fine book will point you in the right direction.

It is believed that over a thousand Space Marine Chapters are in existence, although there is no complete record of all the Chapters that are at war in the 41st millennium. We've chosen to concentrate on a hundred examples on which you can base your force, if you so wish, but the ideas in this book can equally well be used to develop your own unique Chapter.

On the following pages we cover everything from the tools of the trade required to get started, to extensive uniform guides. There

is also a wealth of hints and tips on assembling and painting the troops, including their armoured vehicles, illustrated using clear close-up photographs so you can follow exactly what to do.

To demonstrate how troops and vehicles display their Chapter heraldry, we've chosen to concentrate on the Ultramarines, detailing every aspect of the army's battle order and iconography. The Blood Angels, Dark Angels, Black Templars and Space Wolves each have their own individual sections too, which focus on how they differ from the Ultramarines, and each guide recommends particular painting techniques best suited to achieving that Chapter's 'look'. Also included is a handy checklist for creating your own Chapter that covers example uniform colours, names, Chapter symbols, iconography, and more!

All that remains now is for you to grab your models and paints, and get to work creating an army to cleanse the stars of the foul xenos...

A stylized, handwritten signature in black ink, appearing to read 'Adrian Wood', with a long horizontal line extending from the bottom of the signature.

PAINTING A SPACE MARINES ARMY

COLLECTING A SPACE MARINES FORCE

Before we show you the colours and organisation of Space Marine Chapters, let's get back to basics. There's something for everyone in a Space Marine army. From the newest collector, putting together his very first army, to the experienced hobbyist who has many forces to his name.



From the painter who wants to recreate one of the major Space Marine Chapters in all its detail to someone for whom the best thing is to design their own, Space Marine Chapters offer plenty of scope to anyone interested in collecting an army of the 41st Millennium.

When it comes to collecting a Chapter of the Emperor's Finest, Codex: Space Marines and How To Paint Space Marines are inseparable companions. There's a huge amount of rules and background in Codex: Space Marines, as well as an army list that you can use to work out the fighting composition of your force. On the other side of the coin, How To Paint Space Marines shows how to model and paint your force so that it looks its best on the tabletop.

Over the next few pages we set the foundations on which you can build a Chapter. Starting with the tools you'll need, we look at assembling your models. There are also plenty of hints and tips for getting the most out of your vehicles too. Rather than demonstrate how to paint specific Chapter colour schemes (that comes later), we focus on different painting effects that can be used on their own or combined to give you different results.

THE CODEX ASTARTES

Roboute Guilliman's greatest work describes and prescribes how the entire Imperial military should be organised and how it should fight. Of special interest is the volume devoted to the Space Marines. This volume sets out how a Chapter should be structured, recruit, train, fight and dress. In fact every aspect of being a Space Marine is covered in great detail.



TOOLS & EQUIPMENT

Here we look at the tools and equipment you'll need to assemble and paint your forces. We recommend you get a Citadel Modelling - Paint Station, which is ideal for keeping all your tools, paints, etc, together. Clear yourself a space on a table with a good light source and put down plenty of newspaper to protect the surface.

CLIPPERS AND KNIFE

Clippers are used to remove plastic pieces from their sprues and separating small metal castings from their tags. Use a modelling knife to shave away mould lines and detachment scars. It is also worth buying a proper cutting mat to use with the knife so that you can avoid cutting directly onto your work surface.



GLUE

When it comes to assembling your army, you will need plastic glue for assembling plastic components. To assemble metal models the best glue to use is Superglue, and for applying base material PVA (woodwork) glue is perfect.

Safety Warning: Make sure you read any safety instructions before using these materials.



BRUSHES

You only need three brushes to start painting on your army: the Citadel Detail brush for fine painting work; the Citadel Standard brush for painting troops and vehicles; the Citadel Large Dry Brush, ideal for applying drybrushing to troops and tanks.



BASING MATERIAL

Sand, small pebbles, flock or Static Grass are ideal materials for finishing bases – this will cover over any gaps and provide an interesting ground-like surface. Ordinary sand can give you a pleasing variety of textures – add some small pebbles if you want a few scattered rocks. Apply flock and clumps of Static Grass as undergrowth. Other materials used for basing are available from hobby stores: sawdust, ground up plastic, cork and such-like.



IMPORTANT!

If you share your house with young children or pets, knives and other modelling tools must be put out of harm's way at the end of each session.

WATER AND PALETTE

An old mug or jar makes an ideal water pot. Clean water is used to thin paint and to clean brushes. Start each session with clean water and change the water for fresh when it becomes dirty. If you want to mix or thin paint then use an art palette – but a large plate, saucer or tile will do the job too.

PAINT

The Citadel Colour paint range provides a huge breadth of colours for you to choose from. They can be intermixed to create whatever shade or tone you prefer. The paint is water based but waterproof once dry. The Citadel Colour range also includes transparent inks, which can be applied to painted models in order to shade them as shown later.



CITADEL COLOUR PAINT AND INKS RANGE

| | | | | | |
|-----------------|-------------------|-------------------|-------------------|----------------|-------------------|
| SCAB RED | BESTIAL BROWN | DWARF FLESH | ICE BLUE | SCALY GREEN | CODEX GREY |
| RED GORE | SNAKEBITE LEATHER | BRONZED FLESH | HAWK TURQUOISE | GOBLIN GREEN | FORTRESS GREY |
| BLOOD RED | DESERT YELLOW | ELF FLESH | CATACHAN GREEN | CAMO GREEN | SKULL WHITE |
| BLAZING ORANGE | BUBONIC BROWN | LICHE PURPLE | DARK ANGELS GREEN | KOMMANDO KHAKI | SHADOW GREY |
| FIERY ORANGE | VOMIT BROWN | WARLOCK PURPLE | SNOT GREEN | ROTTING FLESH | SPACE WOLVES GREY |
| GOLDEN YELLOW | BLEACHED BONE | TENTACLE PINK | SCORPION GREEN | CHAOS BLACK | VARNISH |
| SUNBURST YELLOW | DARK FLESH | MIDNIGHT BLUE | BOLTGUN METAL | MITHRIL SILVER | BRAZEN BRASS |
| BAD MOON YELLOW | TERRACOTTA | REGAL BLUE | CHAINMAIL | TIN BITZ | SHINING GOLD |
| SCORCHED BROWN | VERMIN BROWN | ULTRAMARINES BLUE | | | BURNISHED GOLD |
| GRAVEYARD EARTH | TANNED FLESH | ENCHANTED BLUE | | | DWARF BRONZE |
| | | | YELLOW INK | FLESH INK | RED INK |
| | | | CHESTNUT INK | MAGENTA INK | BLUE INK |
| | | | | | PURPLE INK |
| | | | | | DARK GREEN INK |
| | | | | | BROWN INK |
| | | | | | BLACK INK |

PAINTING TECHNIQUES

Space Marines can be painted using a variety of painting techniques, which give you plenty of scope for applying different effects. Certain techniques suit particular Space Marine Chapter colours. For instance, light colours can be effectively shaded with inks, while darker schemes suit layered or drybrushed highlights. Which technique you use depends on the colour scheme you choose and the look you prefer the models to have. Later on you can see how these techniques are mixed and matched to paint troops from five specific Space Marine Chapters.

UNDERCOAT

Whether you choose white or black undercoat depends on the colour of your chosen Space Marine Chapter and your preferred technique. A white undercoat is best for bright Chapter colours such as bright yellows or reds. Black undercoat suits dark colours. We recommend you use spray undercoat, as the flat finish will help you achieve an even armour colour.



FLAT COLOURS

The best place to start when painting Space Marines is to apply flat colours – an even, flat colour applied onto the undercoat without additional shading. Two light coats of paint will give better results than a single heavy coat, which can obscure detail. The trick is to aim for a smooth, neat finish, which looks very effective across a squad of miniatures.

So if you want a quick approach to painting your squads, apply a single colour to the armour. This works particularly well with an opaque colour such as Ultramarines Blue, painted neatly over a black undercoat. Avoid streaks by applying two or three thin coats of paint to get as solid a coverage as possible.

Flat Colours



EXTREME HIGHLIGHTING

This can be applied to the hard edged regular surfaces common to the models in Space Marines armies such as the edges of swords and guns, large armour plates (such as shoulder pads) and on vehicles. Extreme highlights are usually indicated as a very thin line of pale highlight colour on the very edge of the piece.

When applying extreme highlights, it is important to keep in mind the theoretical position of your light source. The example shown here assumes that the light is coming from a halo positioned above the model. This works well on wargaming miniatures, which are primarily viewed from different angles. Apply the extreme highlights using as fine a line as possible, catching only the illuminated edge of the subject.

Extreme Highlighting



DRYBRUSHING

A drybrush technique is a fast and attractive way of adding highlights and a fine texture to large flat areas such as armour plating to create a realistic effect.

Take the brush (preferably an old brush) and mix up a light shade of the base colour. The paint needs to be fairly dense. If the paint is a little thin, let it dry slightly on the palette. Work the colour into the brush and then wipe any excess back onto the palette.

Now – most importantly – run the brush over a tissue or some similarly absorbent surface, until the strokes leave almost no mark even when applied with pressure. Begin by stroking the brush gently over the surface that you wish to highlight.

Ideally the brush should leave no discernible strokes, but only deposits a fine, even dusting of colour over the high points on the model. The drier the brush, the more the effect will appear as a dusting of even colour. Build up the highlights gradually and notice how repeated dusting gives naturally graduated highlights. The longer you work at the result, the more intense the effect.

In the example opposite, Skull White is mixed into the original Dark Angels Green base colour and applied all over the model, picking out the raised detail. The final appearance is quite dusty looking.



LAYERING

This technique is probably the most time effective way of producing armies that look good on the tabletop. You start with a dark base colour and apply a lighter highlight colour on top. The secret is to leave a little of the original base colour showing in the crevasses and deep recess of the model. The final effect is of neatly painted armour with natural shading.

This is basic 'layering' using two colours but the technique can be extended with multiple layers to produce a more subtle effect.

Start with a dark base colour and then apply a lighter shade over the top, leaving a little of the original colour showing in the recesses. The two layers give depth when seen at a distance. Apply a layer of Shadow Grey over the surface of this armour, avoiding the cracks between the armour plates. Layer an equal parts mix of Shadow Grey and Space Wolves Grey on top.

INK WASHES

To shade a Space Marine apply Citadel inks over a light base colour, which will run into the cracks and crevices of the model. The result is an overall 'stain' that is stronger in the recesses where the wash gathers. Paint can also be watered down and used in the same way and has a matt finish: ink can have a shiny appearance.

The challenge with wash techniques is that the effect is very hard to control or judge. This makes it difficult to get consistently good results. A wash often looks superb when wet but the contrast diminishes as it dries.

If you wish to thin down an ink wash to reduce the intensity of colour then add water plus PVA glue. The PVA glue enhances the gathering qualities of the wash and produces a stronger contrast once dry.

Conversely, if you want to reduce the gathering quality of an ink wash, producing a more even overall tone, add a little liquid soap, such as washing up liquid. This breaks the surface tension so the ink stains the surface more uniformly without forming patches.

If you use too much wash, or if the wash is settling where you do not want it, it is easy to draw away the surplus using either a brush or tissue. If bubbles form in the wash they will usually disperse quickly, but sometimes they will dry within the recesses of the model leaving clean patches. Blowing briskly on the model will help to disperse any bubbles whilst the wash is still wet.

Here, Red Ink has been applied to shade Blood Red. The final effect can be unpredictable as the ink can create a patchy appearance that is quite shiny.



For the experimentally inclined, the Citadel Colour inks, paints, varnish and PVA glue can be mixed together to vary the properties of a wash. As with all techniques, improvement comes with practise, and in the case of washes it is worth performing a few tests so that you can judge the results for yourself. Observe the different effects of using ink, dilute paint, and paint and varnish.

BASING

1



Apply PVA glue, dip the base in sand and brush away excess material.

2



Once dry, paint the surface of the sand with a coat of Bestial Brown.

3



Drybrush the sand with Bubonic Brown...

4



...followed by a drybrush of Bleached Bone.

5



Paint edge of base with a layer of Graveyard Earth.

6



Glue small clumps of Static Grass to the surface.

BUILDING SPACE MARINES

In this section, we'll be introducing you to the techniques that you'll need in order to assemble your models. Of course, there's more to assembling a model than knowing where the arms go and what tools to use. The flexibility of the Space Marines kits gives you a huge variety of parts to choose from. To get the most from your models, you'll want to create effective poses.

Every assembled model is in a pose of some kind. Its pose adds dynamism, particularly when it's doing something specific, whether that's charging towards an enemy or standing, giving covering fire. Of course, as this is a game of armies, it also helps to think of each model as a member of its unit.

Creating a good pose is actually quite easy; it's just a question of thinking about what you want the model (or squad) to be doing before you start building it. In the following examples, we'll show you what this means for your squads, as well as for your characters.

USING REFERENCE MATERIAL

Artwork, photography and film can be very useful sources of inspiration for poses. They're also great places to see more natural, realistic poses. Of course, if there's a particular pose that you want to see, you can always try standing in the pose yourself, and use a mirror to see how it looks.



POSING MODELS

Example 1 – Aggressive poses

For this squad of Imperial Fists, we wanted to give the impression that they were charging into an assault. The bodies have been positioned either leaning into the charge or upright with weapons raised. Each model's pose combines to create a strong impression of the moment before close combat begins.



Example 2 – Defensive poses

This squad of Ultramarines are in more defensive poses with guns either at rest or held at the hip. Although the sergeant is carrying close combat weapons, the sword is lowered, while the pistol looks as though it's being raised into a rest position.

Models with kneeling legs, or holding an Auspex could easily be added to this squad to emphasise their watchful poses.



Example 3 – Characters

While the poses of squad members work together to create an overall impression, the pose adopted by a character can be used to portray some of his personality or role in the army.



The way the weapons on this Blood Angels Captain are held clearly suggests a commander urging his troops to advance. Had the head and body been turned more towards the right, it would have seemed more like he was advancing at the head of his men.



This Ultramarines Captain, on the other hand, gives the impression that he's about to break into a run. Despite the fact that both Captains have the same bodies and legs, they have a very different character – conveyed by little more than a slight turn of the body and a raised pistol.



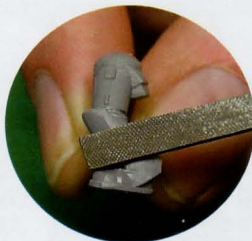
MAKING PLASTIC SPACE MARINES

Of all of the armies in the Warhammer 40,000 game, the Space Marines have the largest concentration of plastic models. Whether they are Space Marine Battle Brothers or massive Land Raiders, the same basic techniques for preparing and building plastic models apply. The best place to begin looking at these models is with a Tactical Space Marine.

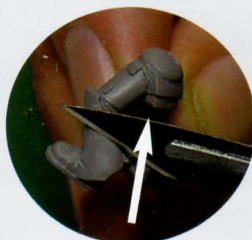
PREPARING PLASTIC MODELS

All plastic models are prepared in much the same way. Before you begin, it may be necessary to wash the sprue in warm, soapy water, as some of the oil from the moulding process may still be present.

With any washing complete, remove the components from the sprue – this is best done with clippers to avoid damaging the parts. Once the parts have been removed from their sprues, you can remove any mould lines. This can be done either with a knife or file.



1. Filing is the safest method for removing mould lines. When filing plastic models, make sure to use the correct shape of file for the job, and take care not to file too deeply into the surface. As you file plastic models, you may find that your file becomes clogged. Cleaning it periodically with a wire brush will solve this problem.



2. A knife can be just as effective for cleaning mould lines, even making it easier to reach awkward corners. Scraping the material away, rather than slicing reduces the risk of gouging holes in the model by mistake. As always, you'll need to take care when using a knife, to avoid cutting yourself.

1



Begin by gluing a set of legs to the base.

2



Take the two halves of the body and glue them together.

3



Bearing in mind the set of arms you want to use, glue the body to the legs.

4



Glue both arms in place.

POSITIONING THE ARMS

Getting the arms to line up so that the bolter sits correctly is made simpler by using polystyrene cement to attach them – just glue both arms roughly level, with the supporting arm slightly lower, and then drop the bolter in place without glue, while the glue holding the arms on is still wet. You can then make any alterations to the pose that you need to.

5



Once the arms have had time to set, glue the bolter in place.

6



Add the shoulder plates and backpack.

PREPARING THE GUN

Before you glue the gun in place, you'll need to cut the pistol grip and trigger guard away. For an extra touch of realism, you can drill out the holes in the barrel. See the section on Conversions for details.

7



Glue on the head.

POSITIONING THE HEAD

It's a good idea to leave the head until last to make sure that the model is looking in a sensible direction.

LEAVING PARTS OFF TO PAINT

Some people prefer to leave the pack and gun off the model until after they've painted the chest and shoulder plate details.

8



Add any accessories, such as purity seals.

USING ACCESSORIES

While you don't really need to use any accessories, they can add something to the character of the model – an empty holster for a model carrying a pistol, or rockets for a Space Marine with a missile launcher.

POLYSTYRENE CEMENT

While super glue will work perfectly well on plastic, the best means of sticking a plastic model together is with polystyrene cement – commonly referred to as plastic glue. Polystyrene cement works by melting both surfaces of the model together. As such, care must be taken to avoid using too much glue, as any excess that comes out of the joint will melt the surface detail on the model. An advantage to using polystyrene cement is that it takes a little time to set. In this state you have an opportunity to reposition the parts that you've just glued on. Polystyrene cement will only glue plastic to plastic. Where any other material is involved, use super glue.



MAKING METAL SPACE MARINES

Most Space Marine models are made from plastic, but there are some – mostly characters and rare troops – that are made from metal. One of the differences between assembling plastic and metal models is that metal can become slightly warped during casting. So when you come to assemble a metal kit you may find that although some parts fit together just fine, you may end up with gaps between others.

Sometimes no amount of filing or trimming can bridge the gap, and you'll need to use a little Green Stuff. For more information on how this works, see the modelling section.

PREPARING METAL MODELS

Most of the techniques for preparing metal models are much the same as those for plastics. The most important difference is that metal is much harder, which means that extra care will need to be taken when using a knife to remove mould lines.

USING SUPER GLUE

When using super glue, less is more. If you use a small amount of glue inside a joint, it should set faster than if you have a lot of glue spilling out.

1



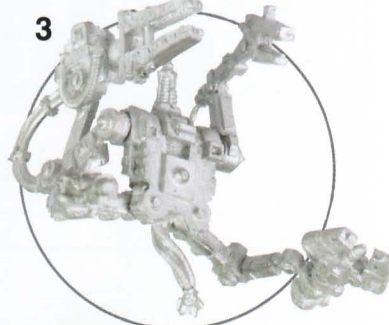
Glue the model into its base.

2



Glue on the Techmarine's arms.

3



Assemble the servo-harness.

WHAT TO DO IF THE TAB IS LOOSE

Sometimes the tab between the model's feet will sit loosely in the base. If this is the case on your model, just use your pliers to put a slight bend in the tab.



PAINTING PARTS SEPARATELY

We recommend you paint large and complex components such as a servo-harness before attaching them to the finished model. Just take a flying base and glue the component securely to the top of the stalk.

Of course, if you prefer you can assemble the whole model before painting, but this is the way we prefer to work on ours.





MAKING HYBRID MODELS

A hybrid model is one made from both plastic and metal parts. The combination of light plastic, and heavy metal parts means that a little more care needs to be taken when assembling them. A Devastator is a good example of such a model, so that's what we'll use to explain the process.

ATTACHING METAL TO PLASTIC

To glue metal to plastic, you'll need to use super glue. Feel free to use polystyrene cement to glue any plastic pieces to each other, but make sure that they've set fully before adding any metal components; the weight of these pieces may cause the plastic parts to separate.

Due to the way in which they are made, plastic parts will almost always form a perfect fit, while metal models may need some adjustment. Always make a test fit when adding metal to plastic, and make any adjustments required to make them fit properly.

1



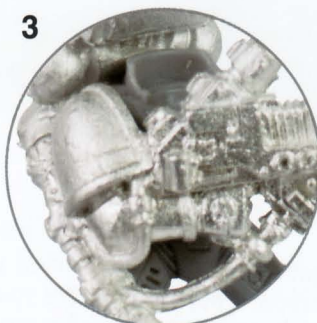
It is essential that, when you assemble the body and the legs of your Devastators, the weapon is dry-fitted to the torso at the same time. These weapons are so bulky that Devastator troopers can really only be posed one way.

2



Glue the backpack to your Devastator's body.

3



Glue on the weapon arm, making sure that the ammo feed matches up to the nozzle.

4



Now add the supporting arm.

5



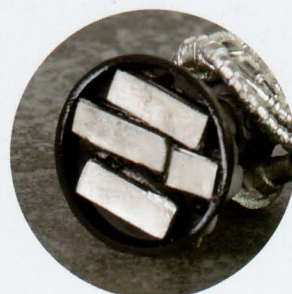
Glue the head on as before

PINNING AND HYBRID MODELS

For this model, pinning the arms to the body and weapon to supporting arm will strengthen the joints. For more details on pinning, see the modelling section.

BALANCING HYBRID MODELS

If most of the metal components are concentrated towards the top of the model, then you may need to add more weight to the base to give it better balance. The easiest way to do this is to glue small pieces of metal onto the bottom of the model's base.



ASSEMBLING SPACE MARINE TANKS

Tanks are large, multi-part models and putting them together is quite different from assembling a Space Marine. Moving parts, interior detail and sub-assemblies all require a different approach. In this section we're going to let you into some of the secrets of constructing these vehicles.

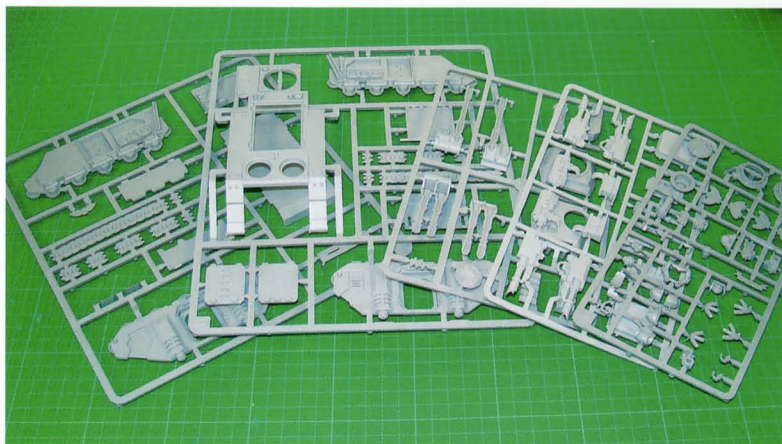


As an example of building tanks we're going to use the Predator. It has a variety of different parts that are common to many Space Marine vehicles and by building it you will pick up lots of useful techniques. All tanks come with instructions that you can easily follow. Here we will show you construction tips, ranging from the simple to the more advanced, that will improve the quality of your model.

PREPARATION

Before starting to put your tank together it is essential that you take some time to prepare the model. The Predator has moving parts such as the sponsons, turret and doors. These can either be glued in place or left free to move. This is a choice that is best made before you start the model. Where tanks have multiple sections it is worth considering the order that you should assemble them in, as there is nothing worse than getting halfway through a model and realising that something doesn't fit.

The first thing you should do upon opening the box containing your tank is read the instructions. This will give you a guide to the major parts of the model and the order of assembly. Next, take a good look at the sprues. You need to check them for any sign of faulty moulds and missing parts. Having a good look at the sprues will also help you when building the model as, if you have checked everything, you won't have to spend ages trying to find some of the smaller parts later on.



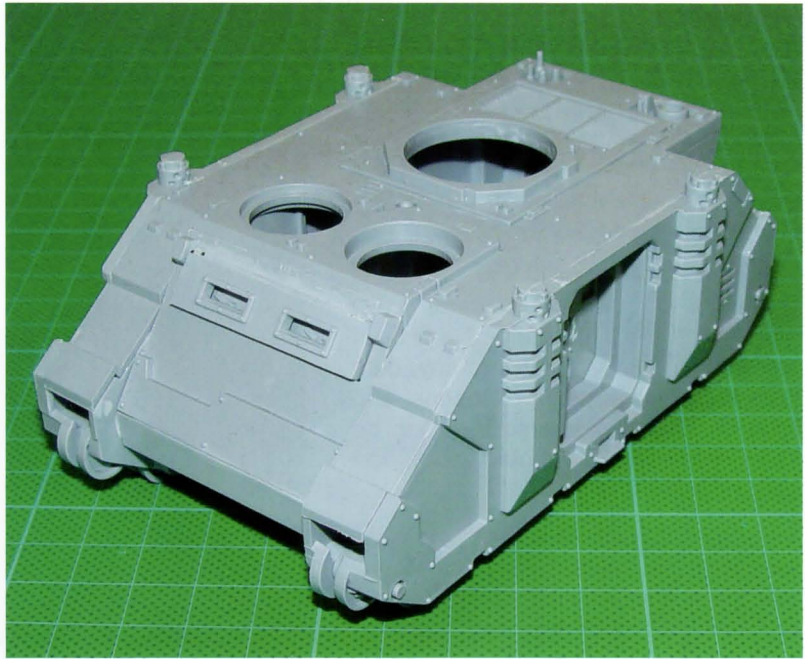
Once you are happy with the sprues, and have understood the assembly instructions, it is time to start building the model. The plastic parts of a tank can be removed from the sprue and prepared in the same way covered in the "Building Space Marines" chapter. However, once your parts are prepared it is worth making sure they fit together before you apply any glue. As tanks are larger and more complex than infantry they often require more thought. Dry fitting parts allows you to spot where you may need to trim the plastic a little to get a good fit.

CONSTRUCTION

THE HULL

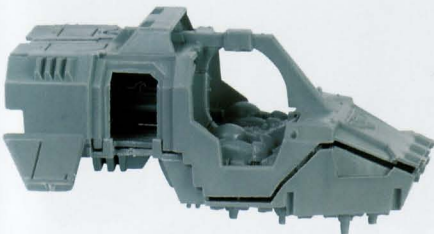
Every model has a core that is essential to its construction. In the case of the Predator this is the hull. Due to the nature of STC technology the majority of Space Marine Tanks are built upon the basic Rhino hull. This comprises the floor, walls and top of the model as well as the fairings for the tracks. The details of the Predator will be built onto this core.

Always take the time to let your glue set before putting the next piece of your model together. This ensures that all the joins on your model are strong, which is vital if you are putting together multi-part kits.



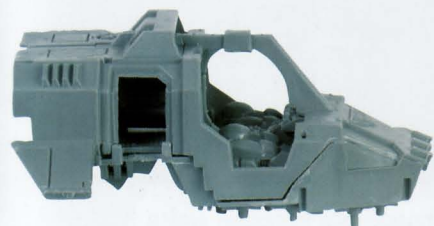
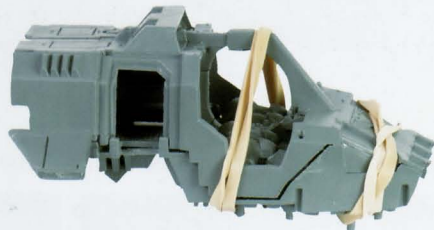
HOLDING MODELS TOGETHER

Sometimes a model requires extra support to put it together. This may be due to its large size or because of thin contacts, which means the glue takes more time to set. In this case elastic bands can be used to hold the model together, leaving you free to finish other parts of the vehicle. In the example below we have used a Land speeder to illustrate the use of elastic bands.



The bonnet of the land speeder has a thin contact with the main body, which results in the plastic springing up when attached.

By wrapping the bonnet with an elastic band you can work on another part of it while it is held in place. The alternative to this is clamping the bonnet shut with your hands. This would stop you doing anything else, as you have to ensure that the glue is completely set or the two parts of the land speeder will separate.



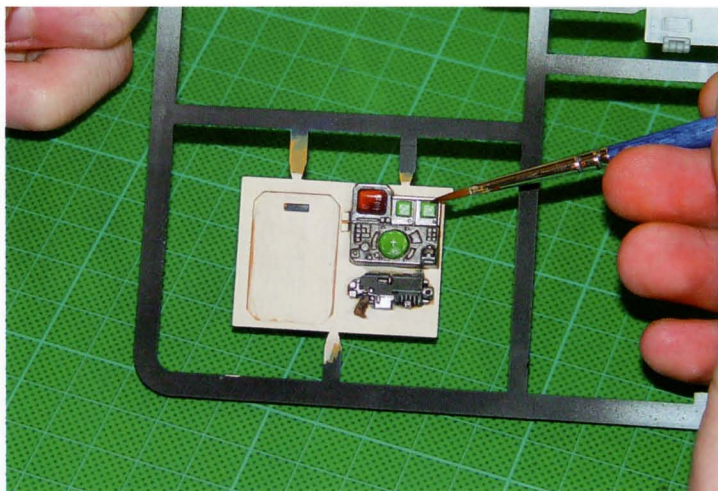
Leave the model to dry overnight before removing the elastic band. The front of the Land speeder is now glued firmly together.

INTERIORS

Armoured personnel carriers in general give you the option to include interior detail or not. Some gamers prefer to be able to open the doors and show off the details inside, while others like a model that is a solid piece. It's up to you which you choose.

The best time to paint the interior is when it's on the sprue, before you assemble the hull. It's preferable to paint the interior walls, including any data screens, engine parts, weapons and tools, in bright colours so they can be seen once the whole model is assembled.

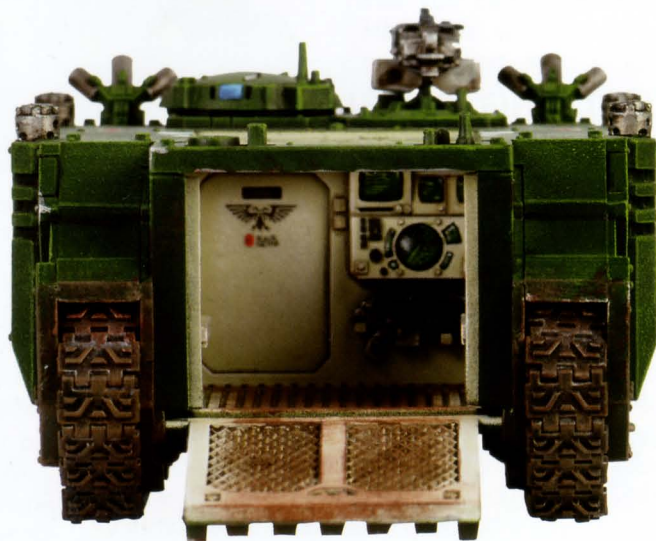
If you aren't going to use interior detail leave out any internal pieces that aren't part of the structure of the vehicle. You can use the spare parts for other modelling projects.



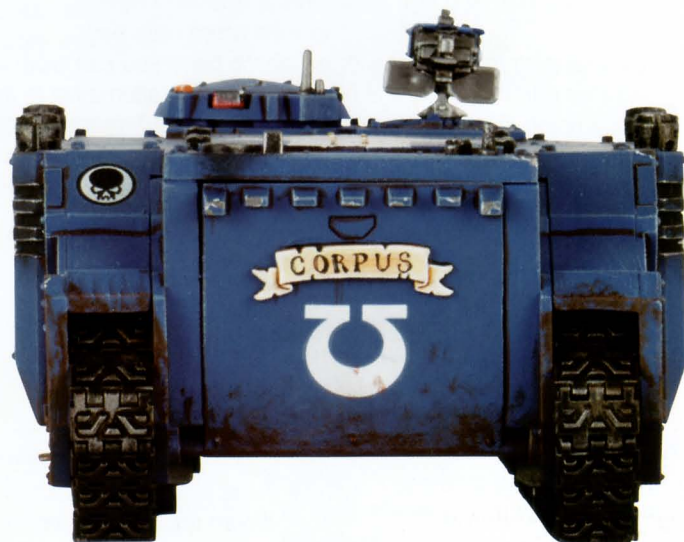
DON'T FORGET...

If you are going to go to the trouble of painting the interior of your tank make sure you don't glue the back door shut!

In this example the modeller has decided to show off the interior detail. With the back door open you can see inside the vehicle. The brightness of the paint inside highlights the data screen, console and boltgun to good effect.



Here the modeller has decided to build a solid gaming piece. Although it lacks the extra interior detail, the model is stronger and more durable.

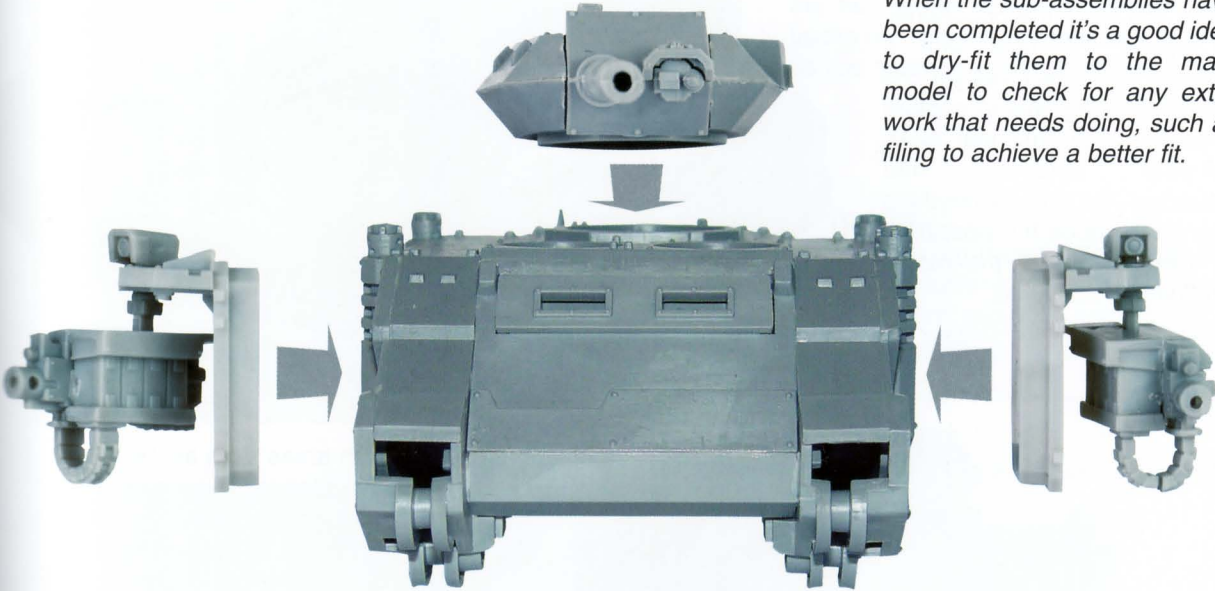


SUB-ASSEMBLIES

Sub-assemblies are parts of a model that are put together separately in preparation for completing the model later on. The Predator has three major sub-assemblies: the turret, the hull and the side sponsons.

You have the choice of gluing sub-assemblies to the tank before you paint them, or painting them separately and then gluing them to the model. We recommend that you paint the sub-assemblies separately.

When the sub-assemblies have been completed it's a good idea to dry-fit them to the main model to check for any extra work that needs doing, such as filing to achieve a better fit.



PERSONALISING CREW

Converting a Space Marine to fit into the tank's turret is a great way to make a vehicle more dynamic. Whether he's firing a pintle mounted Storm Bolter or pointing out enemy, the addition of one of the Emperor's finest can add a sense of drama to your model. This can easily be achieved by using the techniques in the "Converting Space Marines" chapter.

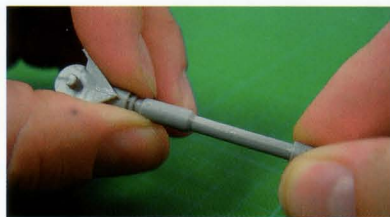


SMOOTH SEAMS

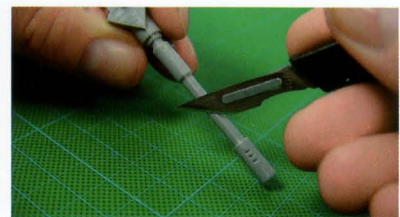
Gun barrels come in two halves with a visible seam when assembled. This can be removed during assembly.



Apply glue to both halves of the barrel and wait a few seconds for the plastic to soften.



Squeeze the barrel together until a bead of softened plastic forms along the seam. Leave to dry overnight.



The next day, carefully trim away the ridge of plastic, leaving a smooth invisible seam between the two parts.

MOVING PARTS

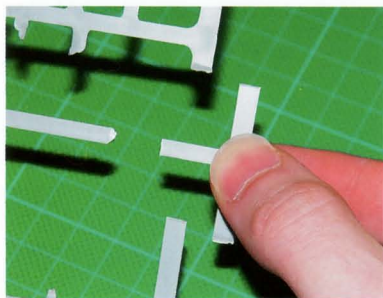
Tanks have a variety of moveable parts. It's up to you whether you want these to move or remain static.

By gluing all the moveable parts you have the opportunity to model the tank with a specific look. This gives you the option of being able to capture a snapshot in time that looks suitably dynamic and individual. By gluing everything you also reduce the possibility of parts falling off the model and getting damaged.



With areas such as the turret and sponsons you can allow the parts to pivot. This is a technique that is favoured by many gamers as it allows you to move your weapons as your game develops. It's great fun to be able to turn your twin-linked lascannon towards your enemy before you blow him apart and adds a realistic dimension to your games.

Some parts of a tank, such as the top hatches, aren't intended to move. However, a simple modelling technique can add an extra level of flexibility to your kit.



Using a spare piece of sprue, cut out a t-section.

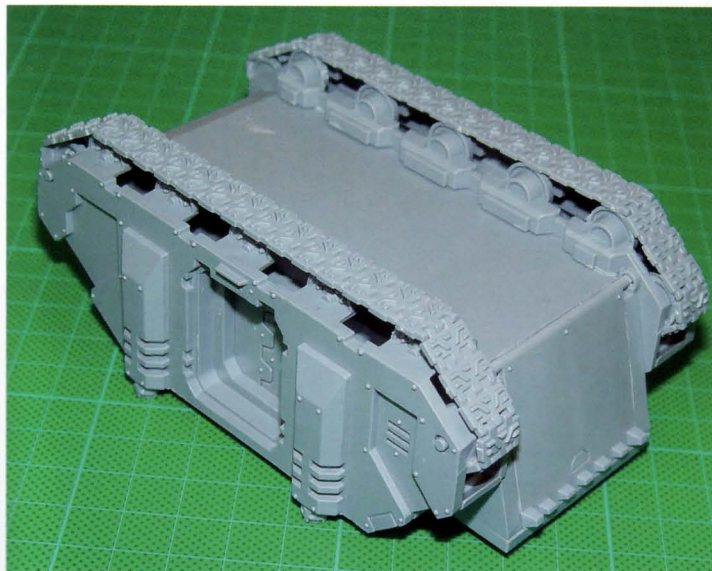


Place this part underneath the turret of the tank so that part of the t-section is visible through the hole for the hatch. This is an opportunity to test if the t-section fits correctly before you glue it together.



Finally, glue the hatch to the end of the t-section. The hatch should be able to rest on its berth and rotate freely.

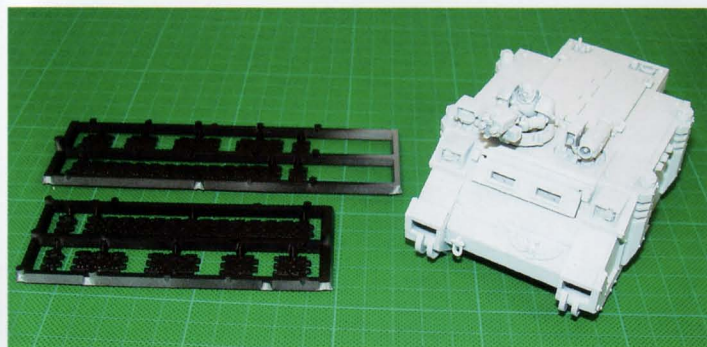
TRACKS



Once you have finished constructing the major parts of the tank you can move onto the tracks. As they normally support the vehicle it is advisable to turn the hull upside down when gluing the tracks on. This will prevent them slipping as you model one side at a time.

TOP TIP

When gluing tracks onto a tank it is often easier to glue the longest section first and build around that.

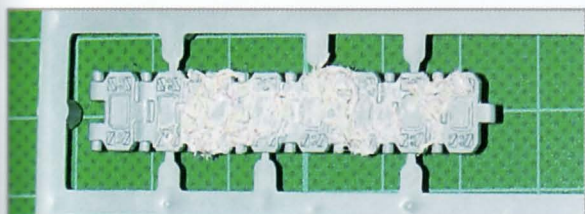


PAINTING TRACKS ON THE SPRUE

If you are painting your tank white it may be advisable to paint your tracks separately. You can undercoat the tracks Chaos Black and paint them while they are still on the sprue before attaching them.

DIRTY TRACKS

Modelling mud is a good way of adding an air of realism to a tank. There are a number of different ways of adding mud effects to a tank, including painting it on, but actually modelling the mud on makes it look that bit more realistic. The mud on this Predator was made from a mix of ready-mix filler, PVA glue, static grass, sand and water.



Use a large drybrush to paint a section of spare track with the mix to check the consistency, and also to get a feel for how to apply the mud before using it on the actual tank. The ideal consistency is a mix that sticks to the plastic, but is not so thick that it obscures the detail.

When applying the mud to the tank work from the front to the back, taking a small amount of the mix and applying it to the middle of the tracks. This is worked outward to the hull and then spread using a stippling action with the brush. The mud on a real tank would tend to collect more heavily around the bottom of the track units and at the back of the hull and track guards, as the ground is churned up and the mud is thrown off the moving tracks.



DETAILS

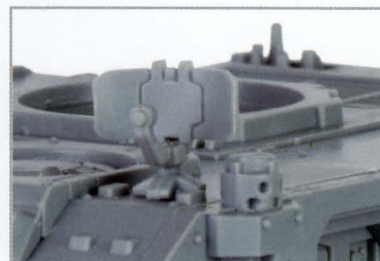
Unlike many armies Space Marines don't pack unnecessary kit onto the outside of their tanks. Everything has a defined purpose. Details such as smoke launchers, storm bolters and radar arrays can all be modelled from the accessory sprue and help to personalise your tank.



Missile Launcher



Smoke Launcher



Radar array

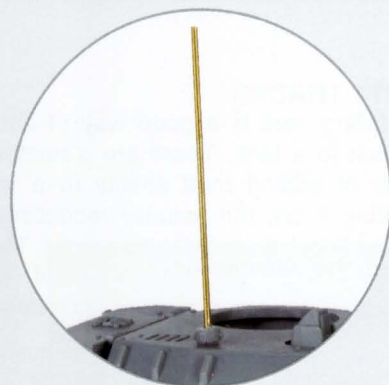
AERIALS

Aerials are an extra detail that can make your tank look really cool.



This aerial has been taken from the Cadian tank accessory sprue. Because the original base of the aerial is designed for the Imperial Guard rather than Space Marines it has been removed before being glued to tank. The drawback of a plastic aerial is that it can snap off fairly easily so it is often better to attach it after you have painted the tank.

For a more durable antenna take the base of the plastic aerial and drill a hole in it. Cut a piece of brass rod to a sufficient length and glue it in the hole.



A whip aerial looks far more realistic. This is achieved by gluing a piece of thin wire into the Imperial Guard aerial base and placing it at the back of the tank. Bend the wire forwards and lodge it under a handgrip or other piece of vehicle detail. Glue it into place and you have an impressive looking aerial.

BIKES AND BASES

Some types of bike have metal components that unbalance the model. Scout bikers, White Scars and the Chaplain on a bike are all examples of this. In order to give them enough stability you can do one of the following two things:

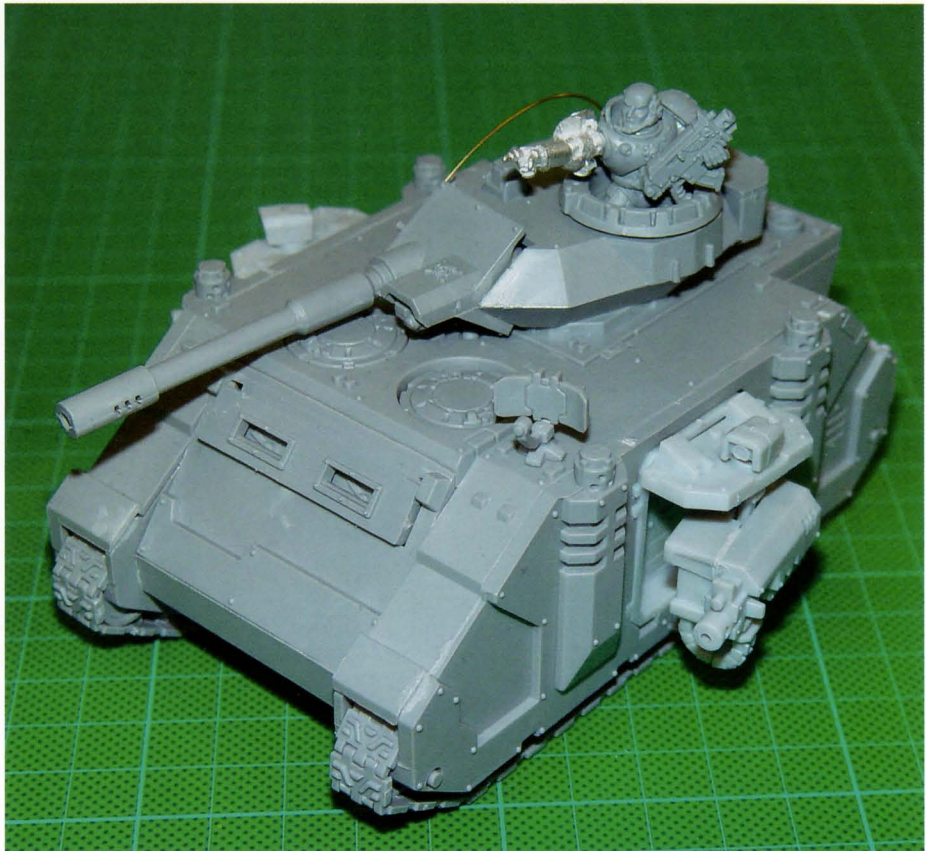


You can drill a hole into the underside of the base and insert a pin so that the bike stands upright.



Alternatively, you can glue the bike to a cavalry base.

By spending some time thinking about how you want to build your tank you will end up with a better final model. Details such as moving parts, interiors and crew give you the option of adding more character and realism to your vehicles. By using the techniques in this chapter your models will really stand out in your army.

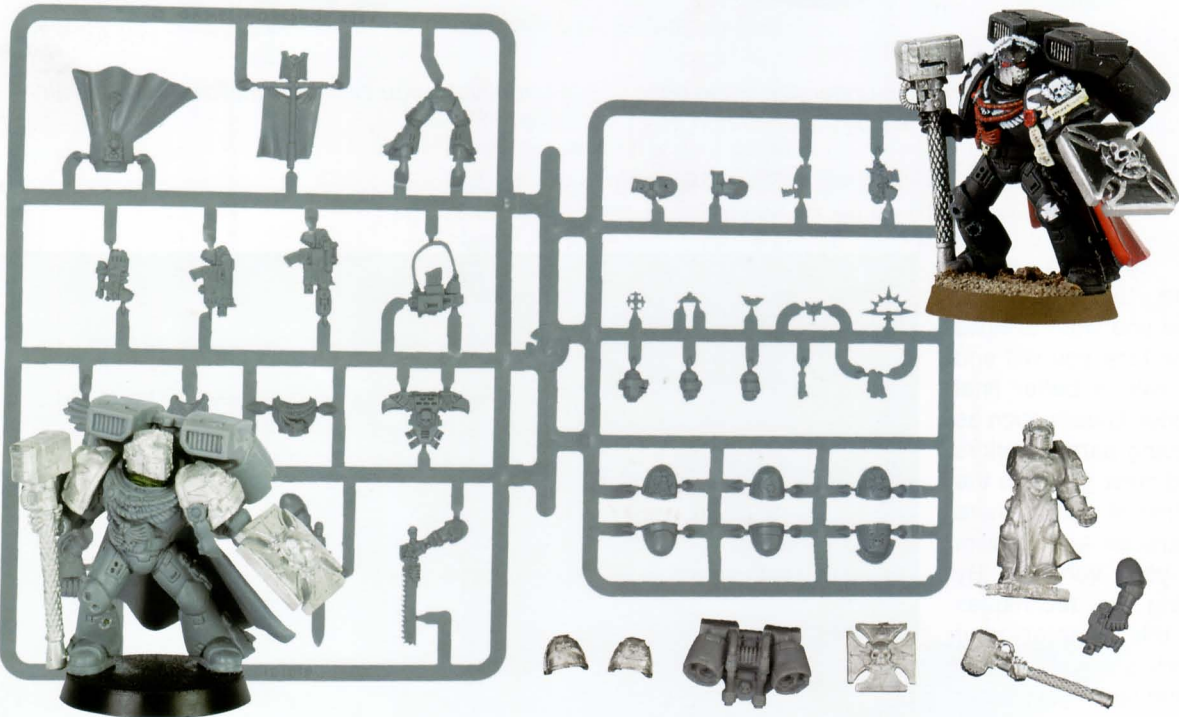


CONVERTING SPACE MARINES

Although you can assemble an army of well-posed Space Marines straight out of the box, some people prefer to add that personal touch and give the models a unique flavour all of their own. Converting can involve swapping heads and weapons, cutting and repositioning limbs as well as adding all manner of different parts. We will be using an example of a converted character model, a Black Templar Marshall, based on the Space Marine Commander sprue, with plenty of hints and tips along the way.

The inspiration for this model comes from the Chapter's background. For a start the model is armed for close combat: the storm shield in particular represents the Chapter icon as well as the officer's Terminator Honours. Rather than a Terminator's thunder hammer, Coteaz' Daemonhammer was used instead. The weapon

appears more arcane and personalised, as befits the commander of a Crusading force. Finishing touches include a jump pack, purity seals (representing the Chapter's righteous zeal) and sculpted Black Templar shoulder guards.



TOOLS

- Modelling knife
- Modelling saw
- Files
- Pin vice
- Tweezers
- Sculpting tool

PARTS

- Space Marine Commander sprue
- Assault Marines bolt pistol arm
- Assault Marines jump pack
- Emperor's Champion
- Coteaz' Daemonhammer
- Storm shield
- Black Templars shoulder guards

ADDITIONAL MATERIALS

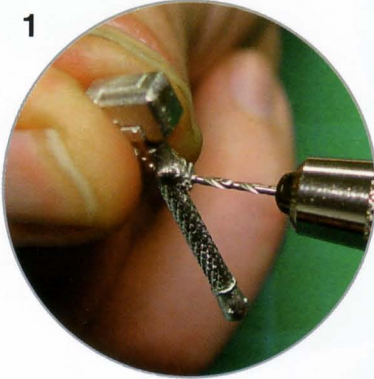
- Plastic Glue
- Super Glue
- Green Stuff
- Paper clip

PINNING

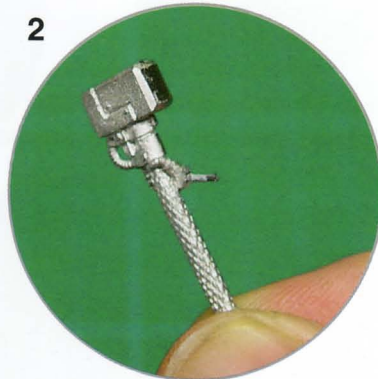
It's a good idea to add a pin when gluing together either metal or metal and plastic parts to get a strong, secure join. This pin can be a length of wire such as a paper clip or brass rod.

WARNING: Should you choose to use a paper clip, be careful that the cut wire doesn't spring off and hit yourself or someone else.

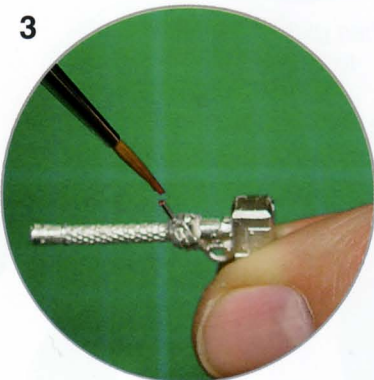
Tip: If you glue the metal hammer in place whilst the plastic arm is still drying, there's still enough play in the plastic join for you to reposition the whole arm slightly.



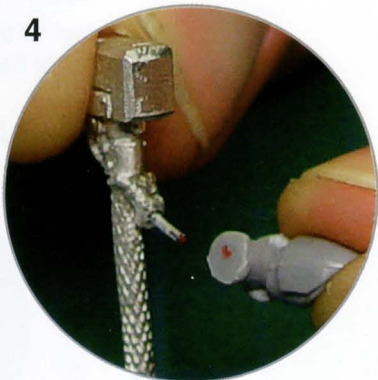
To pin the weapon in place, start by drilling a hole in the weapon hand.



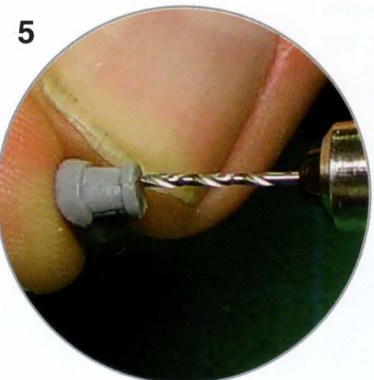
Put a short length of paper clip in the hole, so that a minimum of 1mm is visible.



Paint the end of the paper clip with some red paint.



Whilst the paint is still wet, line up the hand with the plastic arm and lightly touch the pin to the wrist.

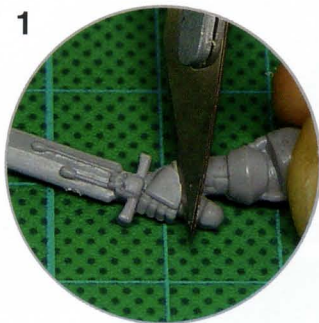


Then you can drill an accurately positioned hole in the plastic Commander's arm.

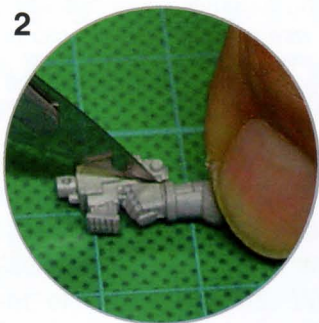


Cut a new length of wire and glue it into the hand. The wire needs to be long enough to fit the holes you've drilled when the hand and the arm are put together.

REPOSITIONING ARMS



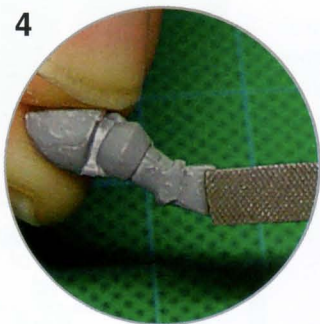
To make the shield arm, cut the hand off the Captain's sword arm.



Cut the bolt pistol off the Assault Marine hand then cut off the hand.



Glue the Assault Marine's hand and the Captain's arm together.



Tip: File the back of the arm flat to accommodate the shield.



Then glue the arm to the body.

BATTLE DAMAGE



Drill into the right leg to make bullet holes.



To create a rough edge to each bullet hole, rock a sculpting tool back and forth in a circle.



FLYING ASSAULT MARINES

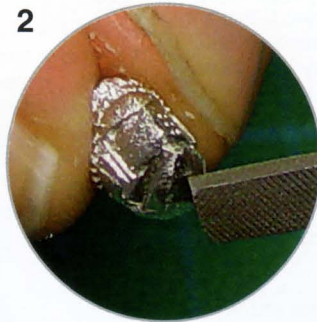
To give the impression of Assault Marines jumping through the air, drill a hole in the base and then into one of the feet of the trooper. Glue a length of brass wire to raise the model off its base.

HEAD SWAPS

Remember that a modelling saw blade can be quite thick and you can remove more of the model than you would like. When cutting away a metal head with modelling saw, try to leave a little excess metal which you can remove or shape with a file afterwards.



1
Saw off the Emperor's Champion head.



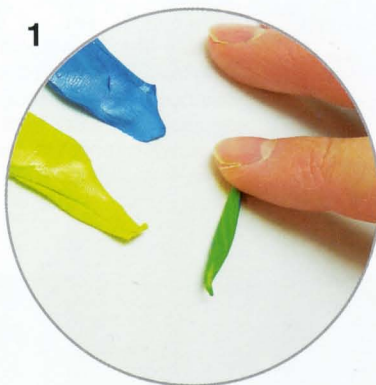
2
Shape the excess metal to make a tab to fit into the gorget.



3
Glue the head onto the body.

GAP FILLING

There may be a small gap underneath the head of the Captain once it is glued into position. Fill the gap with Green Stuff, a two-part epoxy putty. It comes as a two-coloured strip that contains putty and hardener.



1
Start by cutting a small piece off the strip and mixing the two parts together until you get a consistent coloured putty.



2
Then fill the gap with a small amount of the putty using the sculpting tool and leave it to dry.

DRILLING A BOLTGUN BARREL



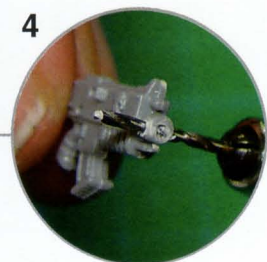
1
Start by drilling the centre of the barrel with a knife.



2
Using a small drill bit, cut a slightly deeper hole.



3
Then start to angle the drill to make a larger, central hole.



4
Finally, drill through the nozzle exhausts.

ULTRAMARINES

Proud of their heritage, the Ultramarines Chapter have strictly adhered to the Codex Astartes throughout the millennia. Even so, the Codex allows individual Company commanders the freedom to interpret its tenets, which leads to Ultramarines armies that can vary from each other, even though they still follow the same system.

For this reason, we've chosen the Ultramarines to represent the ideal Chapter uniform guide, as laid down in the Codex Astartes. We show every battlefield unit of the Chapter, including its commanders, squads of troops and armoured vehicles, and how the iconography can be applied to each one.

ORGANISATION

According to the Codex, all Space Marine troopers are to be marked with colours and iconography that designate their Company and squad. An icon shown on the left shoulder guard represents the Chapter. The Company colour is painted onto the rims of the shoulder guard. The tactical markings are displayed on the right shoulder guard of the Space Marine's armour. The tactical symbols indicate the designation of the squad and the numerals simply refer to the squad number within the Company.

HISTORY

As befits the Chapter of Roboute Guilliman, the Ultramarines adhere rigidly to the tenets laid down in the Codex Astartes. For ten thousand years they have fought in the manner described in its holy pages. Other Chapters may freely interpret the words of Guilliman but, to the Ultramarines, such deviation is unthinkable. The Codex Astartes is a work of divine wisdom, sanctified by the Emperor himself, and the Ultramarines see no reason to deviate from its wisdom. The life-long lessons of discipline and self-reliance that are taught to the people of Ultramar from birth give them the strength of character to hold true to teachings over ten thousand years old.

HEADQUARTERS STAFF

Master of the Chapter, Senior officers, Administrative Staff, Support Personnel plus Armoury & Librarius.

VETERANS

1st (Veteran) Company
Command

Squads:
10 Terminator
or
10 Veteran

BATTLE COMPANIES

2nd Company

Command

Squads:
6 Tactical
2 Assault
2 Devastator

3rd Company

Command

Squads:
6 Tactical
2 Assault
2 Devastator

4th Company

Command

Squads:
6 Tactical
2 Assault
2 Devastator

5th Company

Command

Squads:
6 Tactical
2 Assault
2 Devastator

RESERVE COMPANIES

6th Company

Command

Squads:
10 Tactical

7th Company

Command

Squads:
10 Tactical

8th Company

Command

Squads:
10 Assault

9th Company

Command

Squads:
10 Devastator

SCOUTS

10th (Scout) Company

Command

Squads:
Scout



PAINTING ULTRAMARINES

This Ultramarines trooper is painted in a style that mimics the highly polished approach use by the 'Eavy Metal team when painting their display models but without applying the same extreme level of detail.



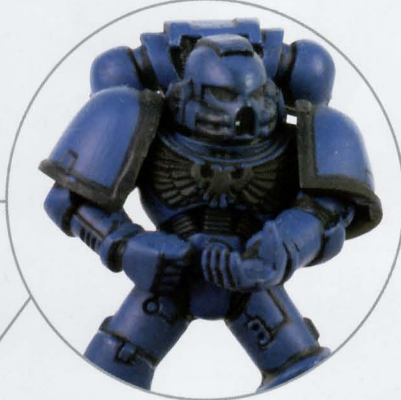
PAINTING THE ARMOUR

1



Working from a black undercoat, paint the model with an equal parts mix of Chaos Black and Regal Blue. Apply this over the entire model, including the deepest recesses of the armour plates.

2



Leaving the original colour mix showing in the recesses of the armour, layer equal parts of Regal Blue and Ultramarines Blue onto the flat armour plates.

3



To build up the extreme highlights, apply a thin line of Ultramarines Blue around the edges of all the armour plates. Don't highlight the shoulder guards.

4



To finish off the extreme highlights, paint them with an equal parts mix of Ultramarines Blue and Space Wolves Grey, thinned with a little water.

RED EYE LENSES

1



Apply a basecoat of Scab Red to the whole of the eye lenses.

2



Paint half the lenses, towards the front of the helmet Blood Red.

3



Apply a little Blazing Orange to the inner corner of the lenses.

4



The final touch is a tiny dot of Skull White in the rear corners.



DETAIL PAINTING

There are many parts to painting Space Marines which are common to all: purity seals, gold detailing, skin and Chapter symbols.

THE FACE



1
Paint the skin
Tanned Flesh.



2
Layer on Dwarf
Flesh, leaving the
base colour showing
in the recesses.



3
Apply a final layer
of Elf Flesh.



4
Paint white lines on
eyes and teeth and
dot the pupils with
Chaos Black.

GOLD DETAIL



1
Re-undercoat the gold areas
Chaos Black, then apply
Shining Gold.



2
Apply a wash of
Brown Ink all over
the gold areas.



3
Highlight with an equal parts
mix of Shining Gold and
Mithril Silver.

THE BOLTGUN



1
Paint all the metal
areas with a coat of
Boltgun Metal.



2
Apply Black Ink
thinned with a little
water over the top.



3
Highlight the Boltgun
Metal areas with
Chainmail.



4
Paint the edges of
the metal Mithril
Silver.



5
Finally, apply a small
dot of Chaos Black to
the end of the barrel.

PURITY SEALS



1
Start by painting the whole of
the seal a base colour of
Scab Red.



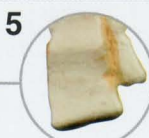
2
Layer on Blood Red, leaving
the base colour showing in
the recesses.



3
Highlight with an
equal parts mix of
Blood Red & Bleached Bone.



4
The parchment itself is
painted Bronzed Flesh.



5
A layer of Bleached Bone
is applied...



6
...followed by
Skull White.



7
Using Black Ink, paint
thin lines to imitate text.

PAINTING CHAPTER SYMBOLS

The main requirements for painting Chapter symbols freehand are a Detail brush, lots of patience and a steady hand. The Ultramarines symbol is simple and symmetrical which makes painting it by hand a little more straightforward. Remember to water down the paint so that it flows easily.



1
Lightly draw a straight line centrally on the shoulder pad with a pencil.



2
Paint one side of the symbol and then mirror it on the other side.

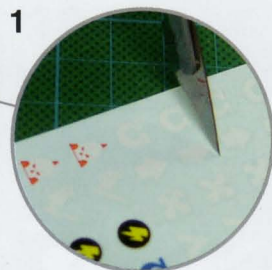


3
Gently rub out the pencil line with an eraser.

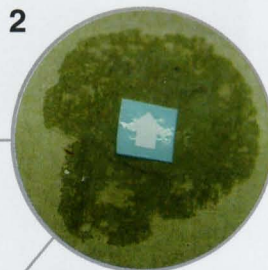


4
Finish off with a layer of Skull White paint.

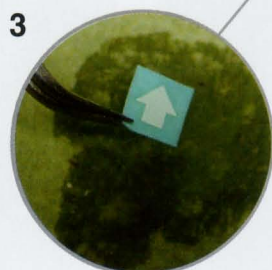
APPLYING TRANSFERS



1
Cut out the transfer you want with a craft knife.



2
Place the cut transfer on a damp tissue.



3
When the transfer has come loose from the backing paper, pick it up using tweezers.



4
Brush the transfer off the paper onto the shoulder pad. Move it into position then remove excess water with a tissue.

DISGUIISING TRANSFERS



To help hide the transfer film, prepare the shoulder pad with a coat of gloss varnish.



To finish off, spray a coat of matt varnish to tone down the gloss finish.

SCULPTED SHOULDER PADS

A number of shoulder guards are available with Chapter symbols and squad markings sculpted onto them. Simply paint them in the same way you would the rest of the model.

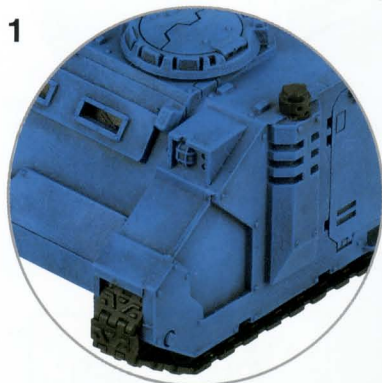


Here are examples of sculpted shoulder guards for the Flesh Tearers and the Space Wolves.

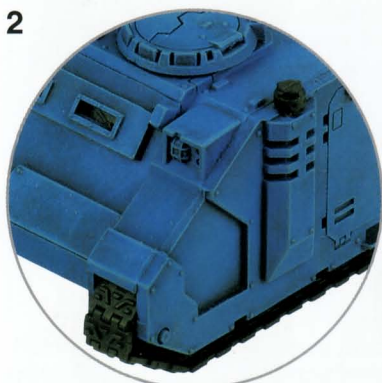
PAINTING ULTRAMARINES TANKS

Space Marine tanks are painted in Chapter colours and iconography in a similar way to troops. However, the technique we suggest you use to paint them is more specific but can be applied to any vehicle you choose, all the way up to the Land Raider.

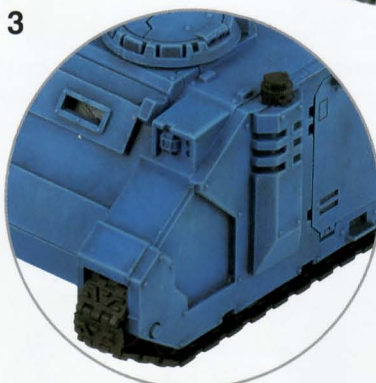
PAINTING THE HULL



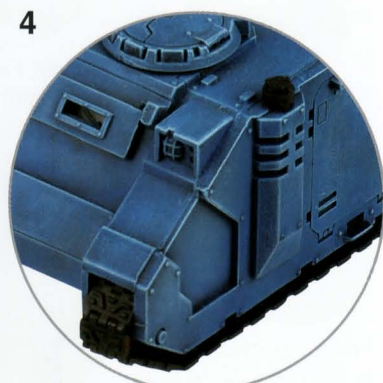
Begin by applying the first layer of colour over a Chaos Black undercoat. In this case, we're using Ultramarines Blue.



Allow the previous coat to dry completely, then drybrush the hull with Shadow Grey.

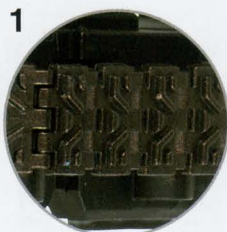


Drybrush the tank with a mix of Shadow Grey and Space Wolves Grey. At this stage you may want to start concentrating on any edges, and on the middle of large panels.

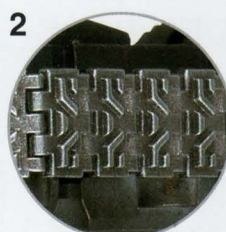


Drybrush the tank with Space Wolves Grey. This is the final stage of drybrushing.

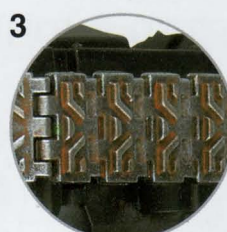
PAINTING THE TRACKS



Begin with a basecoat of Tin Bitz.



Drybrush the tracks with Boltgun Metal.



Wash Vermin Brown into the recesses to represent spots of rust and impacted mud.

If you are drybrushing a large flat area, such as part of a vehicle, the effect will work best if you use a very dry brush. It will be necessary to scrub quite hard to deposit any colour on the surface.

This doesn't do the brushes much good – brushes used in this way will quickly wear out.

We recommend that you use a large, flat-headed brush when drybrushing tanks.

SQUAD MARKINGS & ICONS

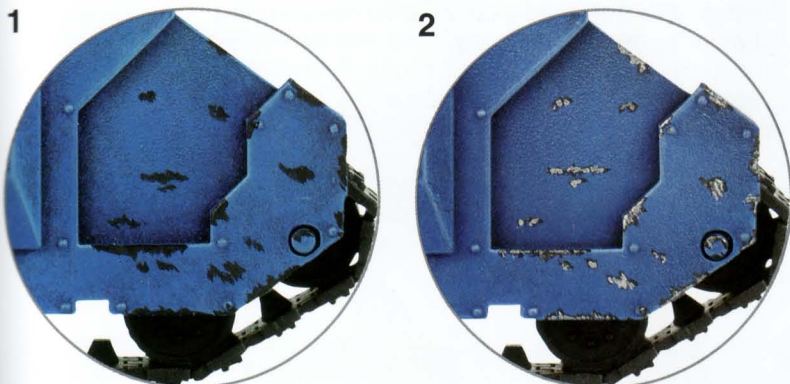
All Space Marine tank kits come with vehicle transfer sheets filled with iconography.



WEATHERING & DAMAGE

An effective way to add character to an armoured vehicle is to add various kinds of dirt and battle damage.

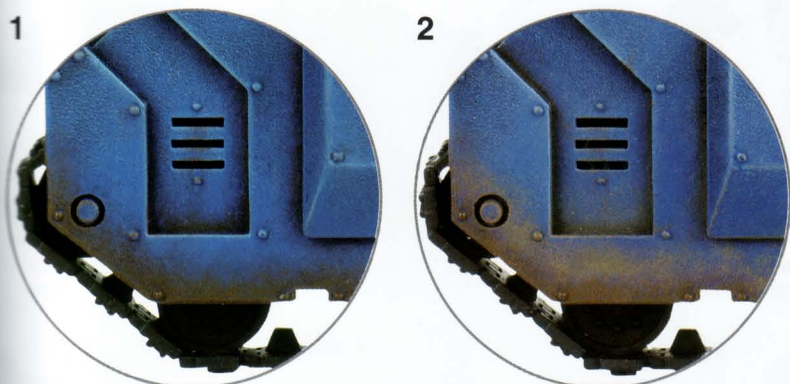
CHIPPED ARMOUR



Paint the damaged area with Chaos Black.

Fill in the area with Boltgun Metal.

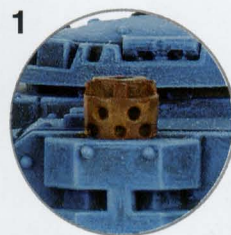
MUD & DIRT



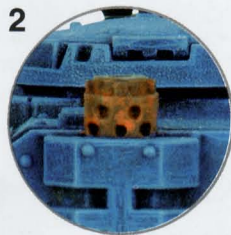
Fresh mud – Paint the area with a mixture of Scorched Brown and Vermin Brown.

Dry mud – Stipple Graveyard Earth over the wet mud.

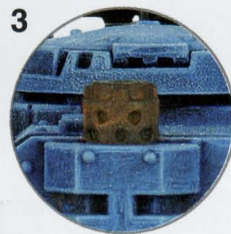
RUSTED EXHAUSTS



Start with a basecoat of Dark Flesh.



Again, stipple the exhausts with Blazing Orange.

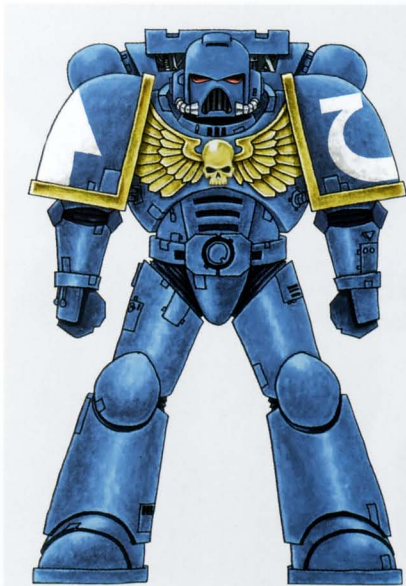


Use Chaos Black to create soot.

RECREATING CHIPPING & MUD

Chipping on the paintwork of the hull can come from a variety of sources, but most of the damage will generally be concentrated on particular parts of the tank. The edges on the track assemblies, around the doors and hatches, the front of the tank and anywhere the crew would spend a lot of time climbing onto or around are particularly suitable. Most of the mud and dirt on the tank will tend to be concentrated around the bottom of the tank, and around the tracks in particular. Any of the doors, and any other area that the crew will be climbing around are also suitable places for this effect.

ULTRAMARINES TACTICAL



Tactical squads are the most numerous troops in a Space Marine army. This spread shows several example Tactical squads. Wearing the distinct Second Company colours, the Tactical troops on this page have armour festooned with devotional seals and holy writings. On the opposite page are examples of different Company colours from the Third and Fourth Companies. We also show a Second Company squad from a different campaign in the Chapter's history. Finally, the transport vehicle shows how Company and Tactical markings are applied to a squad's Rhino.



Codex colour pattern for a 2nd Company Tactical Marine



Brother Severian
of Squad Daceus,
Fourth Company



Brother Altarion
of Squad Galatius,
Second Company



Brother Elaninus
of Squad Sigmus,
Second Company



Brother Signatus
of Squad Invictor,
Second Company



Brother Tacitus
of Squad Theta,
Third Company



Brother Galatian
of Squad Romulus,
Second Company

These shoulder guards show a variety of different Tactical squad marking designs.



Brother Valius
armed with boltgun



Brother Maximus
with a heavy bolter



Brother Sergeant Romulus
with bolt pistol & chainsword



Brother Galatian
armed with boltgun



Brother Helixus
armed with flamer



Brother Daceus
armed with boltgun



Brother Signatus
armed with boltgun



Brother Bellanus
armed with boltgun



Brother Tercon
armed with boltgun



Brother Eleus
armed with boltgun

Squad Romulus of the Second Company under Brother Captain Sicarius



Members of Squad Ovatus of the 3rd Company under Brother Captain Invictus



Members of Squad Lectus of the 4th Company under Brother Captain Gaius

Squad Orion of the Second Company under Brother Captain Agemman



Brother Telion armed with boltgun

Brother Cossos armed with missile launcher

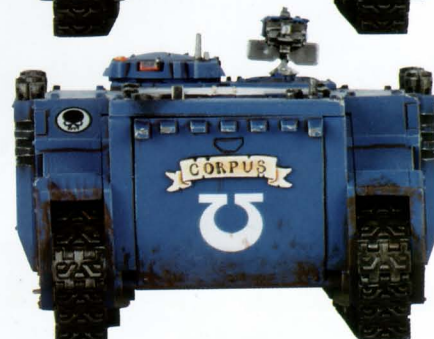
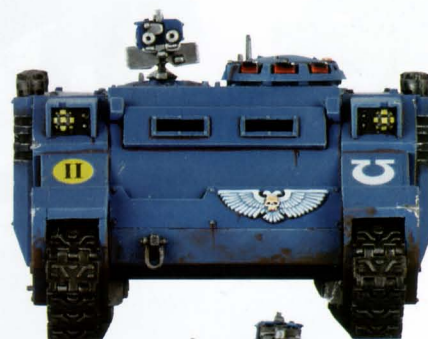
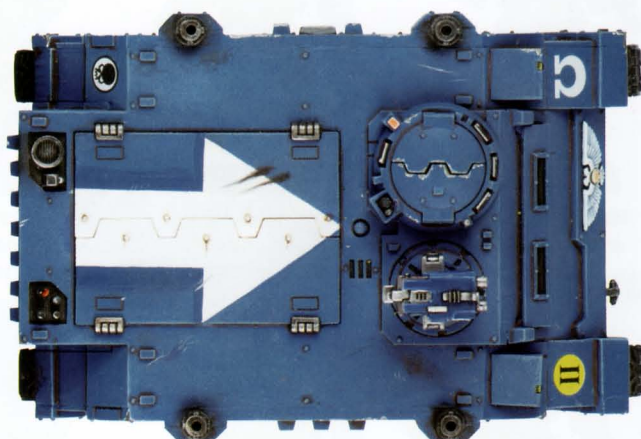
Brother Sergeant Orion armed with bolt pistol & chainsword



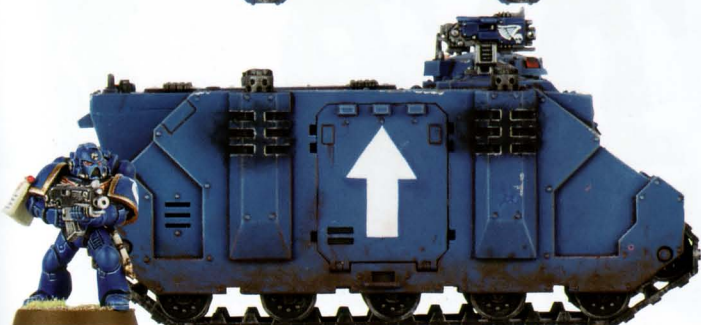
Brother Remus armed with flamer



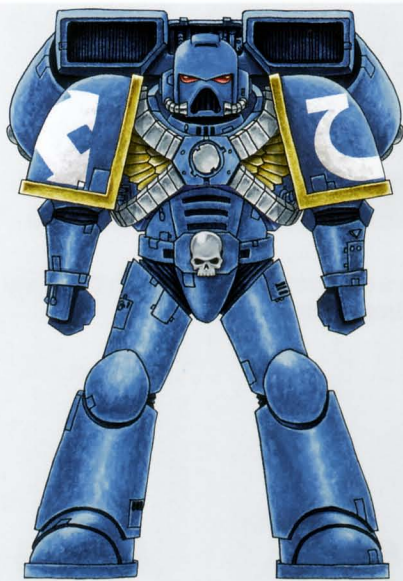
Brother Tacitus armed with boltgun



Transport Rhino *Corpus*, attached to Squad Romulus of the Second Company.



ULTRAMARINES ASSAULT



Codex colour pattern for a 2nd Company Assault Marine

There are a number of Assault troops from different Companies on this spread, including several mounted on bikes. As well as wearing a few embellishments on their armour, the squad on this page display characteristic Second Company colours. The troops on the opposite page illustrate other Company colours: the first squad wears sacred texts on their armour, whilst the second has no adornments to speak of. The final squad also has Second Company colours, with Assault markings displayed on their bikes.



Brother Trajan of Squad Corpanus, Eighth Company



Brother Cassian of Squad Ixus, Second Company



Brother Aghemanus of Squad Romu, Second Company



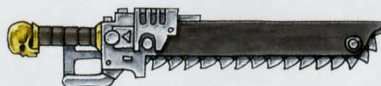
Brother Numitor of Squad Agripus, Eighth Company



Brother Praetorus of Squad Tirus, Second Company



Brother Bellan of Squad Solinas, Fifth Company



These shoulder guards show a variety of different Assault squad marking designs.





Brother Eleus
armed with bolt pistol
& chainsword



Brother Hyrcleon
armed with bolt pistol
& chainsword



Veteran Sergeant
Velanto armed with
bolt pistol & power fist



Brother Corpis
armed with bolt pistol
& chainsword



Brother Coriolandus
armed with flamer

Squad Velanto of the Fifth Company under Brother Captain Primus



Brother Galtus
armed with bolt pistol
& chainsword



Brother Cosso
armed with bolt pistol
& chainsword



Veteran Sergeant Solin
armed with bolt pistol
& thunder hammer



Brother Probis
armed with bolt pistol
& chainsword



Brother Praetus
armed with bolt pistol
& chainsword

Squad Solin of the Eighth Company under Brother Captain Maximus

Veteran Sergeant Signa
armed with power sword



**Bike Squad Signa of the Second Company
under Brother Captain Sicarius**

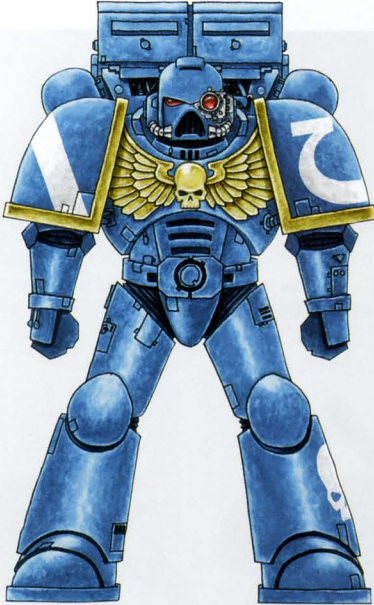
Brother Elanius
armed with plasma gun



Brother Abraxi

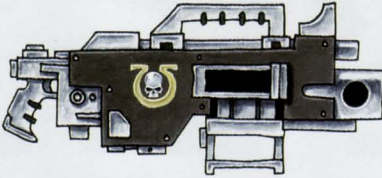


ULTRAMARINES DEVASTATORS



Codex colour pattern for a 2nd Company Devastator Marine

The Devastators on this spread include a squad mounted in a Razorback. On this page the squad displays Second Company colours and are festooned with devotional seals and blessed liturgy. On the opposite page the squads hail from other Companies, as shown by their Company colours. The first squad is unadorned, wearing no honorifics other than their characteristic red weapons. The mounted squad are distinguished by their individual liveries, whilst their transport bears Devastator markings and is finished in Codex grey with armour panels picked out in the Chapter heraldry.



Brother Elaniusa
of Squad Typhan,
Second Company



Brother Mannus
of Squad Octavian,
Ninth Company



Brother Octavus
of Squad Probis,
Fourth Company



Brother Laertes
of Squad Agripus,
Ninth Company



Brother Sinon
of Squad Tercon,
Second Company



Brother Orion
of Squad Signatus,
Third Company

These shoulder guards show a variety of different Devastator squad marking designs.



Brother Fennias
armed with boltgun



Brother Helicanus
armed with lascannon



Brother Sergeant Tactitus
armed with chainsword



Brother Lamentius
with missile launcher



Brother Epheus
armed with boltgun



Brother Tirus
armed with boltgun



Brother Valius
with plasma cannon



Brother Severian
armed with boltgun



Brother Tribunus
armed with boltgun



Brother Icarus
with heavy bolter

Squad Tactitus of the Second Company under Brother Captain Sicarius



Brother Altarion
with lascannon



Brother Tigurian
armed with multi-melta



Brother Sergeant
Galatian with boltgun



Brother Andronicus
armed with lascannon



Brother Romus
with multi-melta

Squad Galatian of the Fifth Company under Brother Captain Primus



Brother Chronus
with missile launcher



Brother Preator
with missile launcher



Brother Sergeant Ixion
armed with chainsword

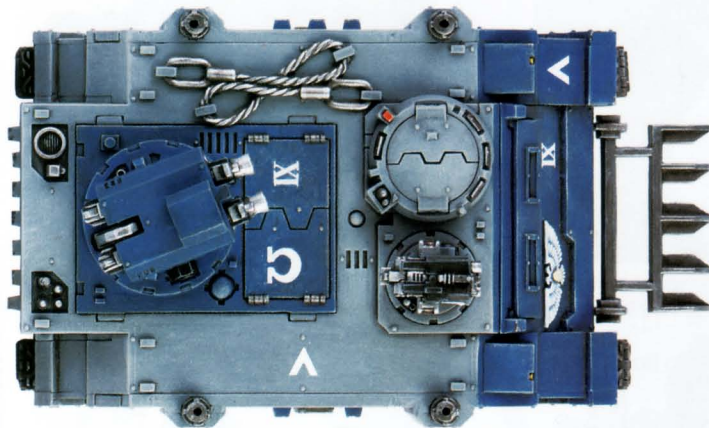


Brother Pentheus
armed with heavy bolter

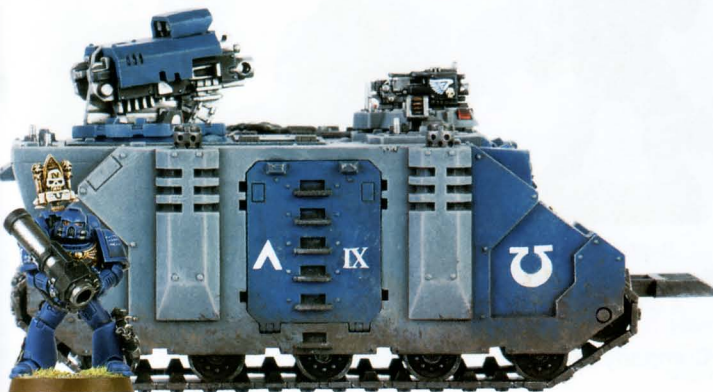


Brother Terconus
with heavy bolter

Squad Ixion of the Ninth Company under Brother Captain Cassius



Razorback *Furyan* attached to
Squad Ixion of the Ninth Company.

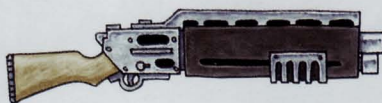


ULTRAMARINES SCOUTS



Codex colour pattern for a Scout trooper.

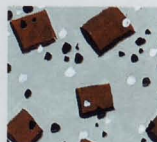
Scouts wear no personal decorations or devotional prayers on their armour. They have a uniform appearance; their only tactical marking is the Company badge, together with a distinguishing squad number. The troops also show the huge variety of specialist kit available to Scout squads. For example, the sniper at the foot of the page wears a camouflage smock, one of the many styles used by Space Marine Scouts. Examples of different patterns of camouflage are shown on this page and each one matches a particular environment.



Jungle camouflage



Desert camouflage



Urban camouflage



Ice camouflage



Tundra camouflage



Ash Wastes camouflage

Camouflage patterns used during the First Tyrannic War



Brother Helican
armed with boltgun



Brother Varus
armed with sniper rifle



Brother Ardian
armed with boltgun



Brother Sergeant Fabio
armed with bolt pistol
& chainsword



Brother Maxima
with heavy bolter



Brother Tactican
armed with shotgun



Brother Omeganus
armed with bolt pistol
& combat knife



Brother Orion
armed with bolt pistol
& combat knife



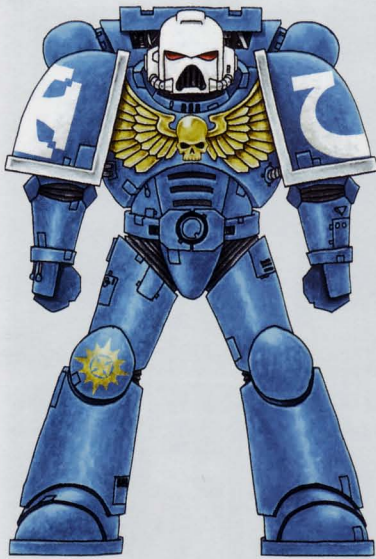
Brother Severin
with sniper rifle



Jungle camouflage
smock

Squad Fabio of the Tenth Company under Brother Captain Abraxxon

ULTRAMARINES VETERANS



Here are a number of veteran warriors from the Ultramarines Chapter. Starting with the celebrated troops of the elite First Company, the Company colours appear on their helmets, shoulder guards and tabards. Each trooper has an entirely individual look. Their armour is covered in all manner of revered decorations: purity seals, prayer cloths, liturgy, Imperial laurels, personal mottoes, the Iron Skull and the distinguished Crux Terminatus badge. At the foot of the page are Veteran Sergeants from other companies, who also have a wealth of unique personal heraldry displayed on their armour.



Brother Varus
of Squad Strabo,
First Company



Brother Andronicus
of Squad Venatus,
First Company



Brother Caesaran
of Squad Tirusus,
First Company



Brother Bellanus
of Squad Phraetus,
First Company



Brother Crassis
of Squad Cornelius,
First Company



Brother Bellan
of Squad Solinas,
First Company

These shoulder guards show a variety of different Veteran marking designs.



Codex colour pattern for a
1st Company Veteran



Brother Sergeant Sinon
with bolt pistol & power fist



Brother Ephathus with
bolt pistol & power axe



Brother Cornelius with
bolt pistol & chainsword



Brother Antilochus with
bolt pistol & chainsword



Brother Bellanus
with lightning claws

Squad Sinon of the 1st Company under Brother Captain Agemman



Veteran Sergeant Kallistus
with storm bolter & power
sword, 2nd Company



Veteran Sergeant Cossos
with combi-weapon &
power maul, 2nd Company



Veteran Sergeant Telionn
with bolt pistol &
chainsword, 3rd Company



Veteran Sergeant Manus
with combi-weapon &
power maul, 4th Company

ULTRAMARINES TERMINATORS



The Terminators of the First Company are the elite warriors of the Chapter. These squads display the Company colour on their helmets and the Crux Terminatus. They also have devotional seals and Company mottos applied to their armour and weapons. The Assault squad on the second page, however, has a more uniform appearance with characteristic red weaponry. Finally, a Land Raider transport vehicle shows how the Chapter livery and honour badges, such as the Crux Terminatus are applied to its hull.



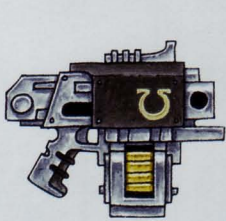
Terminator squad Vandius of the First Company



Terminator squad Scipio of the First Company



Codex colour pattern for a First Company Terminator



Brother Orionus with assault cannon & power fist Brother Terconan with storm bolter & power fist Brother Colloss with storm bolter & chainfist Brother Sergeant Fennius with storm bolter & powersword Brother Aggripan with assault cannon & power fist

Squad Fennius of the First Company under Brother Captain Tiberius



Brother Daaceus with heavy flamer & power fist Brother Octavianus with storm bolter & chainfist Brother Sergeant Titus with storm bolter & power sword Brother Maneus with storm bolter & power fist Brother Caesaran with storm bolter & power fist

Squad Titus of the First Company under Brother Captain Tiberius

Elements of Squad Bellan of the First Company under Brother Captain Tiberius



Brother Varus with storm bolter & power fist

Brother Sergeant Bellan with storm bolter & power sword

Brother Andron with storm bolter & cyclone missile launcher

Part of Squad Gaius of the First Company under Brother Captain Tiberius

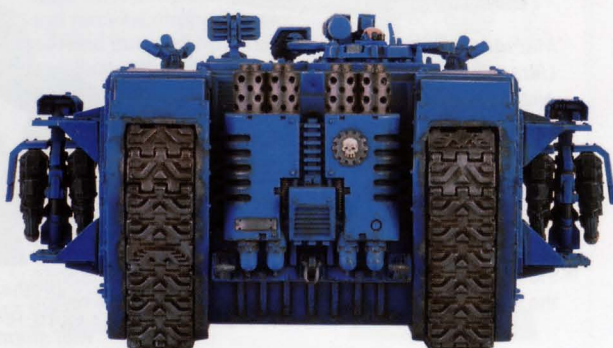
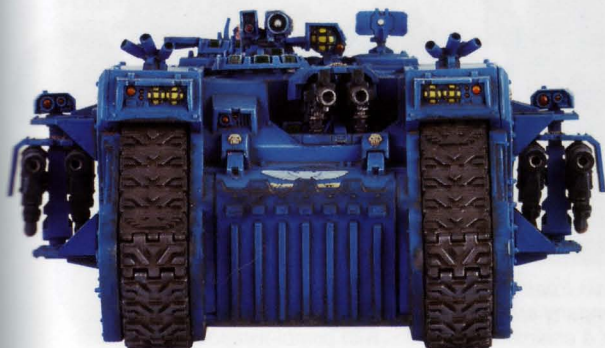
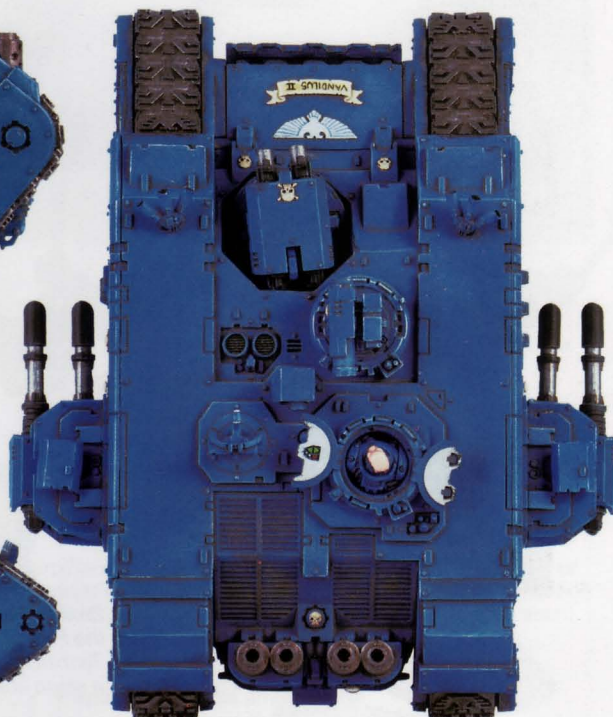
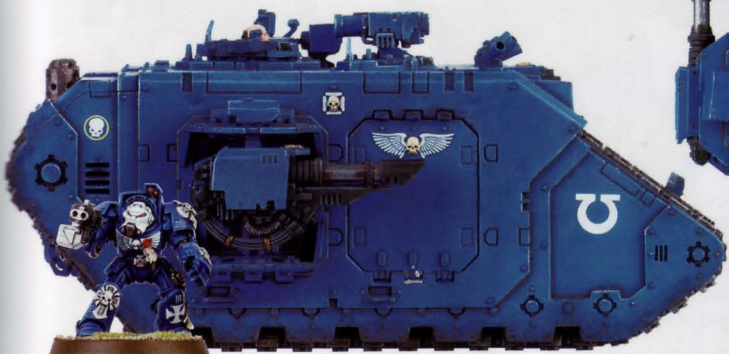
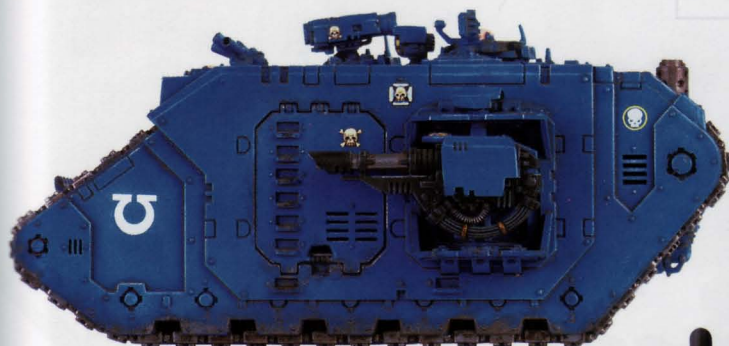


Brother Numitor with thunder hammer & storm shield

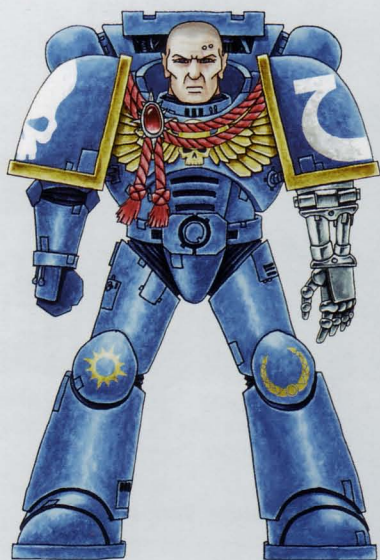
Brother Sergeant Gaius with storm bolter & power sword

Brother Sicar armed with lightning claws

Transport Land Raider Vandilus II



ULTRAMARINES CAPTAINS



Codex colour pattern for a 2nd Company Captain

Here we show a number of Company commanders as well as Marneus Calgar, Lord Macragge. All these Captains display their specific Company colours on their armour and banners, whilst the Terminator Captain shows the First Company colours on his tabard as well. Each commander has his own unique heraldry applied to his uniform, together with many combat decorations and other badges of rank and purity. The Chapter Master wears ornate personalised Terminator armour that has been embellished with revered texts, Chapter mottos and individual battle honours.



Brother Captain Agemman of the First Company



Brother Captain Sicarius of the Second Company



Brother Captain Ardias of the Third Company



Brother Captain Idaeus of the Fourth Company



Brother Captain Galenus of the Fifth Company



Brother Captain Epathos of the Sixth Company



Marneus Calgar, Master of the Ultramarines wearing Terminator armour and armed with the Gauntlets of Ultramar

Marneus Calgar is the renowned master of the Ultramarines and his stubborn defence and ultimately crushing defeat of the Tyranids during the First Tyrannic War has become the stuff of legend.



Brother Captain Agemman of the First Company wearing Terminator armour, armed with a storm bolter & power sword



Brother Captain Sicarius of the Second Company armed with storm bolter & power sword

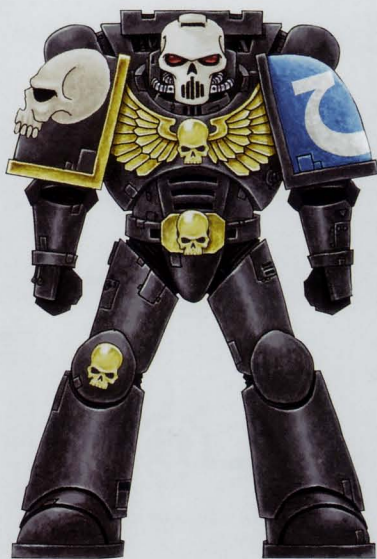


Brother Captain Epathos of the Sixth Company armed with storm bolter & chainsword



Brother Captain Ardias of the Third Company armed with combi-weapon & power fist

ULTRAMARINES CHAPLAINS



Chaplains are either attached to specific Companies and wear that Company's colours or are part of the Chapter's headquarters and therefore don't show any such affiliations. All the Chaplains here wear the colours of their office together with their ceremonial weapons: three have a back banner trimmed with the Company colour whilst two are senior officers from Chapter headquarters, including one Chaplain mounted on a bike. Cassius has highly embellished armour and is also a member of the Chapter HQ so he wears no specific Company colour.



Brother Chaplain Helixus of the Third Company



Codex colour pattern for a 2nd Company Chaplain.



Brother Chaplain Numitor of the First Company with storm bolter & crozius arcanum



Brother Chaplain Agrippus of the Second Company with bolt pistol & crozius arcanum



Brother Chaplain Maneus armed with a bolt pistol & crozius arcanum



Brother Chaplain Tiber of the Third Company with bolt pistol & crozius arcanum

Brother Chaplain Helixan armed with bolt pistol & crozius arcanum, riding a bike



Chaplain Cassius is among the oldest members of the Ultramarines Chapter and though close on four centuries old his arm remains strong, his aim remains true and his sturdy presence within the Ultramarines battle lines fills the hearts of his younger brethren with pride. His impassioned words have carried the Ultramarines forward into battle on a thousand worlds, firing them with his own deeply-held passion and belief.

Brother Chaplain Cassius armed with bolt pistol & crozius arcanum



ULTRAMARINES LIBRARIANS



Codex colour pattern for a Librarian.

Librarians are part of the Headquarters staff of the Chapter and as such wear no Company colours. As well as an ornate banner, each Librarian's armour is adorned with rank badges and scrolls of arcane text. Their weapons are also decorated with symbols of power. Librarians wear the insignia of their psychic level on a tabard. The lower level Librarian has a simple, unadorned badge; this emblem is more embellished on the higher levels.



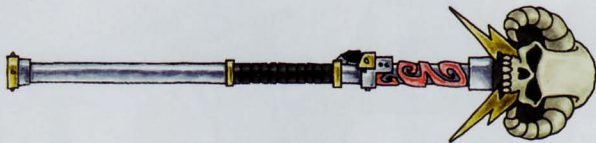
Lexicanum icon



Codicier Icon



Epistolary Icon



*Lexicanum Sicarius
armed with a bolt pistol
and force axe*

*Codicier Numanor
armed with a bolt pistol
and force axe*

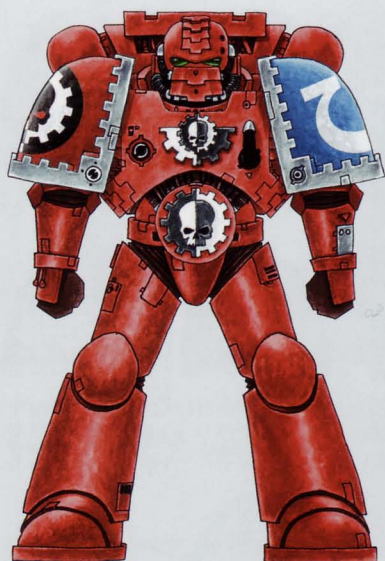
*Epistolary Antiloichi in
Terminator armour,
armed with a storm
bolter & force axe*



Tigurius, Ultramarines Chief Librarian

Tigurius is chief among the Librarians of the Ultramarines. He has always stood apart from his battle brothers, a figure of mystery, possessed of knowledge that goes beyond the towering data stacks of the Chapter Librarian. He is one of the few survivors of the Ork attack on Boros and is undoubtedly the foremost Imperial expert on the Ork empire of Charadon.

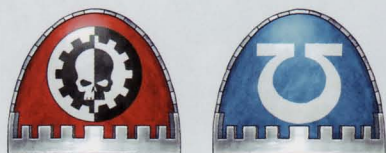
ULTRAMARINES TECHMARINES



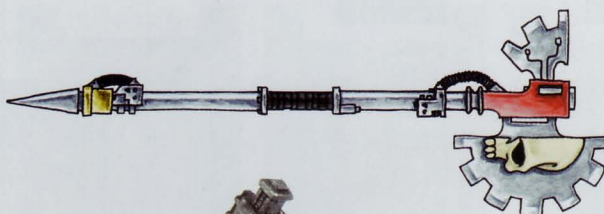
As well as several Techmarines, we've also included one of their adapted transport vehicles. Each of the officers shown here has his own personalised appearance, with the Techmarine's ceremonial livery applied to their armour in different ways. In fact, their servo-arm is as much a badge of office as the sacred emblems of the Machine God that adorn their armour and transport vehicles. As well as showing the unique nature of such vehicles, the Rhino demonstrates how the Techmarine's livery can be applied to his transport.



Techmarine Icons



Codex colour pattern for a Techmarine.



Brother Techmarine Orian with a boltgun & servo-arm



Brother Techmarine Varius with a bolt pistol, power axe & servo-arm



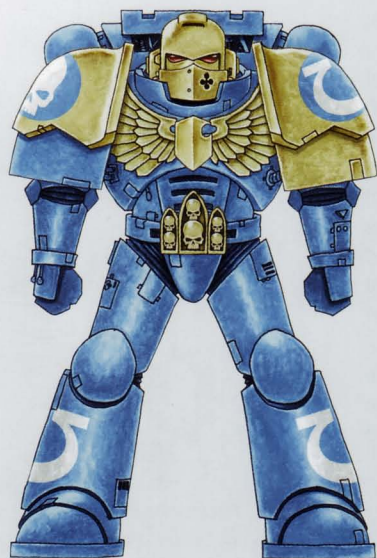
Brother Techmarine Marnius with a boltgun & servo-harness



Transport Rhino Vulcan, attached to Techmarine Orian



ULTRAMARINES COMMAND



Codex colour pattern for a 2nd Company Champion

Here are examples of Command squads as well as their Company banners. The two Command squads that are shown here display their distinct Company colours both on their armour and their banners. The warriors are also bedecked in holy emblems and honour badges as befits their status. The Honour Guard on the opposite page also have their own personal livery, one of the troopers carries the prized Chapter Banner. At the foot of the page we show the Chapter banner and the nine Company banners, each displaying the Company colour.



Brother Vespasian of Squad Chronus, Third Company



Brother Caspius of Squad Ammanius, Second Company



Veteran Sergeant Ammanius, Second Company



Brother Altarion of Squad Crassus, Seventh Company



Brother Crassus of Squad Ammanius, Second Company



Brother Vespasian of Squad Helveticus, First Company

These shoulder guards show a variety of different Command squad marking designs.



Brother Apothecary Cornelus with chainsword & narthecium



Veteran Sergeant Ammanius with boltgun



Brother Kaspius armed with plasma gun



Standard Bearer Crassus with bolt pistol & Company banner



Company Champion Tellion with power sword & combat shield

Command squad Chronus of the Third Company under Brother Captain Ardias



Standard Bearer Alexion with bolt pistol & Company banner



Brother Vespasian armed with meltagun



Veteran Sergeant Chronus with power fist & chainsword



Brother Apothecary Pelius with bolt pistol & narthecium



Company Champion Alexis with power sword & combat shield

Command squad Ammanius of the Second Company under Brother Captain Sicarius

Marneus Calgar's Honour Guard



Honour Guard Tiberius
armed with boltgun
& Axe of Ultramar

Honour Guard Strabo
armed with boltgun
& Axe of Ultramar

Chapter Ancient Agrippa
with power sword
& the Banner of Macragge

Chapter Champion
Lucius armed with
honour blades



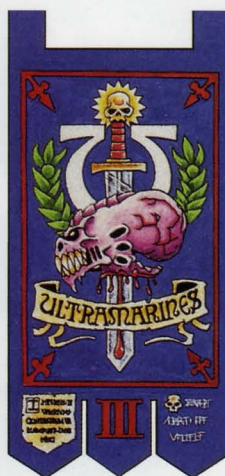
Banner of Macragge,
Chapter banner



First Company
banner



Second Company
banner



Third Company
banner



Fourth Company
banner



Fifth Company
banner



Sixth Company
banner



Seventh Company
banner



Eighth Company
banner



Ninth Company
banner

ULTRAMARINES DREADNOUGHTS

Three Ultramarines Dreadnoughts are shown here, including a machine that is a member of the Veteran Company. The armour on this Venerable Dreadnought has been decorated and embellished with honours and sacred mottoes of the Chapter over the millennia. It still bears its original Company colours whilst the other Dreadnoughts on this page don't show them anywhere on their armour. They do, though, bear the Crux Terminatus and other decorations.



Dreadnought *Varus* of the Third Company armed with assault cannon, powerfist & storm bolter



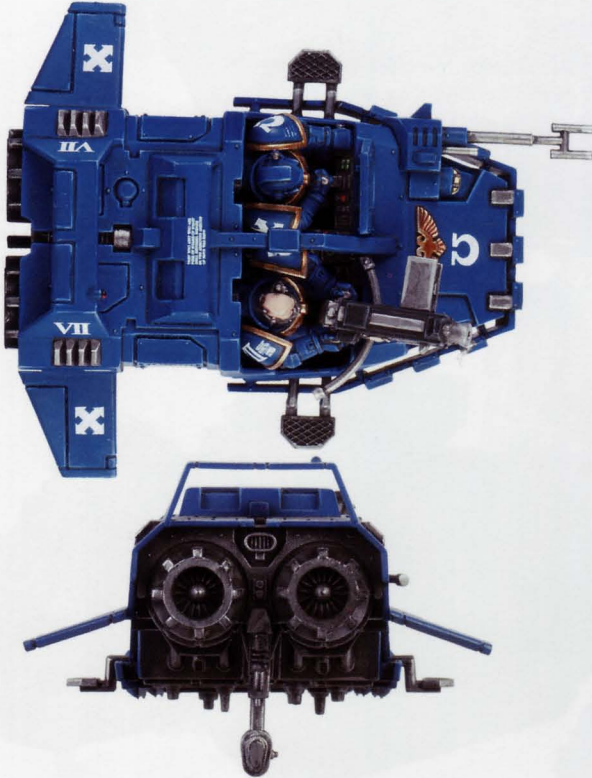
Dreadnought *Ferox* of the Second Company armed with twin-linked lascannon, power fist & storm bolter



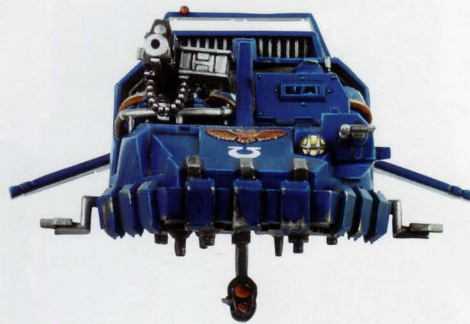
Venerable Dreadnought *Idaeus* of the First Company, armed with assault cannon, power fist & storm bolter

ULTRAMARINES LIGHT VEHICLES

Space Marine Attack Bikes and Land Speeders come with many different weapon options, several of which are included here. The Second Company colour appears on all the crewmen along with their squad identification. The only additional marking that is specific to these kinds of squads is an identification badge, which is applied to each of the vehicles in the squadron.



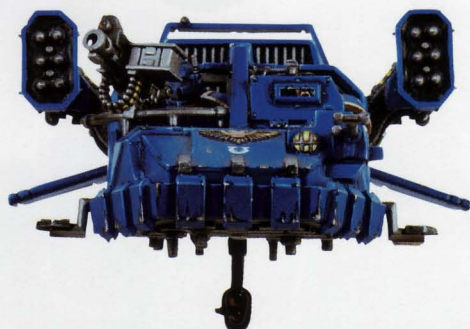
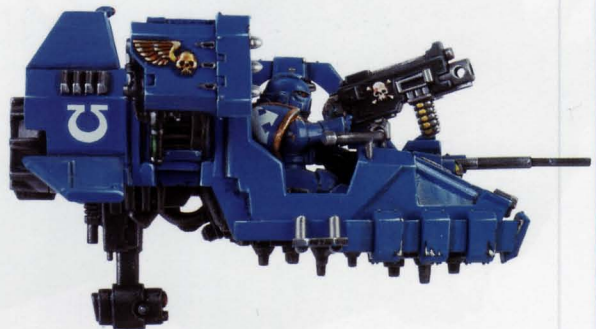
Land Speeder of the Second Company
armed with a heavy bolter



Attack Bike of the Second Company
armed with twin-linked bolt guns & heavy bolter



Attack Bike of the Second Company
armed with twin-linked bolt guns & multi-melta



Land Speeder Typhoon of the Second Company
armed with a multiple missile launcher & heavy bolter

ULTRAMARINES ARMoured VEHICLES

Here are some of the armoured vehicles used by the Ultramarines. At the top of this page is the Predator tank, showing its livery and weapon options. Below are shown a Whirlwind and a Vindicator which are based on different patterns of Rhino. On the opposite page is Marneus Calgar's personal transport. This Land Raider has been highly celebrated over the millennia and is a shrine to the Chapter. It is ornamented with badges of purity, honorifics, holy icons, the prayers of the righteous and other devotions.



Predator Annihilator *Vensus*
of the Second Company



Predator Destructor *Gladdus*
of the Second Company



Whirlwind *Andronicus*
of the Second Company



Vindicator *Lamenta* of the Second Company.

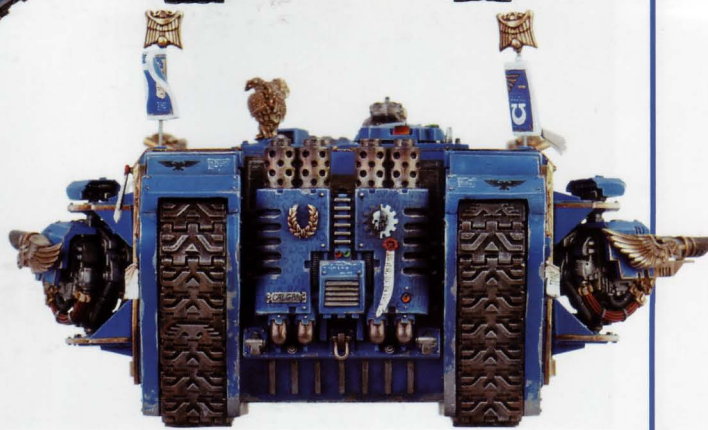
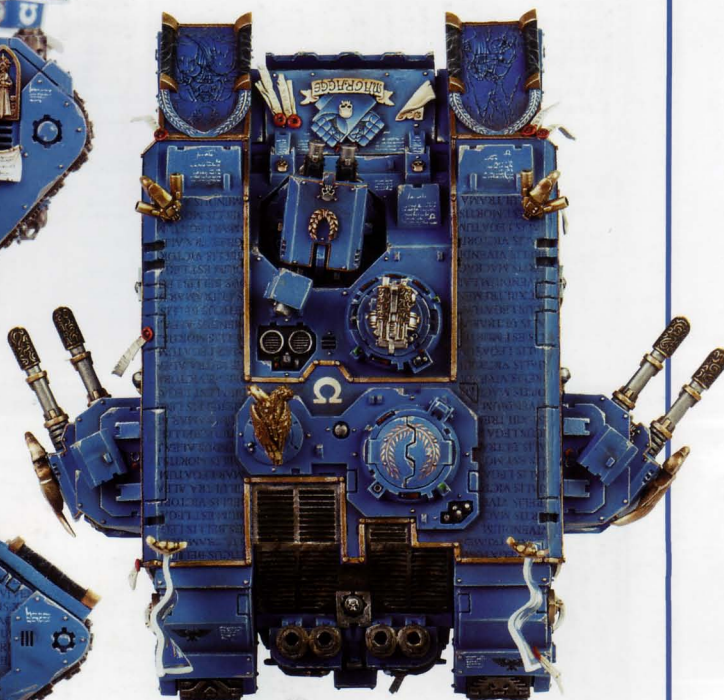
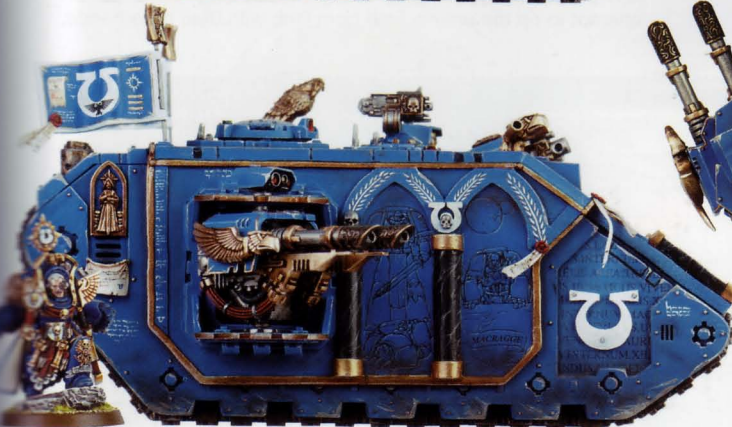
Note: this tank is based on a Rhino built
at the forge world Maxima III



Land Raider Crusader *Titus* of the Second Company



Transport Land Raider *Maximus*, attached to Lord Macragge, Marneus Calgar



BLOOD ANGELS

The Blood Angels were once regarded as the most blessed of all the Legions of the Adeptus Astartes, possessed of the bravery and puissant skill of their Primarch, Sanguinius. But the events of the Horus Heresy dealt them a terrible blow, the loss of their angelic forefather himself. His death was so terrible that it left a deep scar in every member of the Legion, and ever since that dark day, it is whispered that the Blood Angels have carried a terrible curse within their veins.

Although the Blood Angels share much of their organisation with their brother Space Marines, adhering in many ways to the precepts of the Codex Astartes, there are notable exceptions.

The Second through Ninth Company colours are displayed as blood drops on the right shoulder pad. A skull represents the First Company. A badge on the knee of their right leg identifies the ten

squads in each Company. Specialist squads are distinguished by the colour of their helmets: the Commander's Honour Guard are represented by gold, Tactical squads are marked in red, Devastator squads in blue and Assault squads in yellow.

ORGANISATION

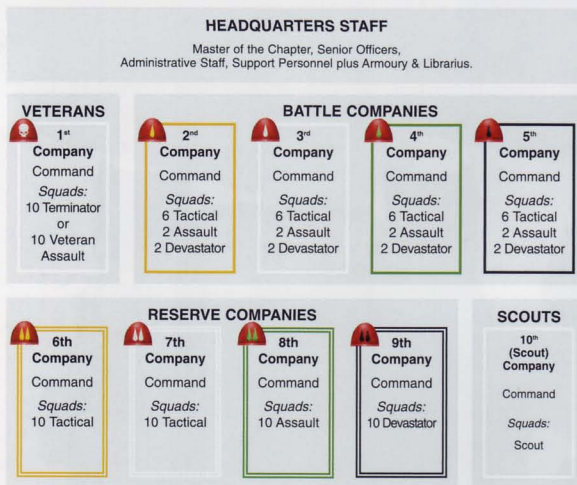
One of the differences that Blood Angels exhibit in their ranks in relation to the Codex Astartes is a preponderance of close combat troops. The members of the Blood Angels 1st Company fight as assault troops when not equipped as Terminators. The other companies of the Blood Angels conform to the structure established by the Codex Astartes.

Before a battle, some Blood Angels succumb to visions of death and destruction brought about by the sacrifice to Sanguinius. Those that fail to quell their waking nightmare are formed into the Death Company, who will fight on regardless of the odds against them or the seriousness of their wounds.

The Blood Angels Headquarters include a number of ranks not found in any other chapter, most notably the Sanguinary Priest, custodian of the holy blood of their Primarch Sanguinius. Another exception to standard Codex organisation is the inclusion of squads of Honour Guard, who form the bodyguard of the Chapter's most revered heroes.

HISTORY

However, Blood Angels cannot be relied upon to fight in the structured, disciplined way of the Imperial Fists or the Dark Angels, for the strength of their genetic curse can turn even the most taciturn veteran into a berserker. The Black Rage can possess any and all Blood Angels during the heat of battle, be they a Devastator squad or the driver of a Vindicator. It is just as likely that they will run screaming forward in an attempt to rip the enemy limb from limb with their bare hands.



PAINTING BLOOD ANGELS

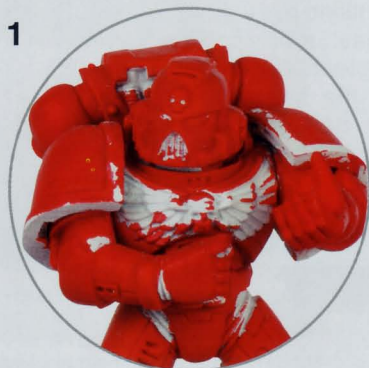


One quick way to paint troops to a gaming standard is to use ink washes. This is really effective on bright coloured Chapter colours such as the Blood Angels, where the natural shine that inks give to paint is often seen as a bonus. In this example, the painter preferred to apply the ink in a very controlled way, tidying up the armour plates where necessary to give an overall matt finish.

The Blood Angels tactical trooper has been assembled without the boltgun in place to make painting the chest eagle easier. The model was undercoated white and the boltgun black.

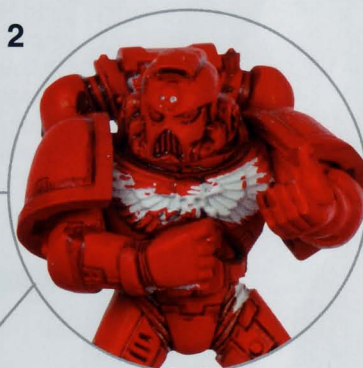
PAINTING THE ARMOUR

1



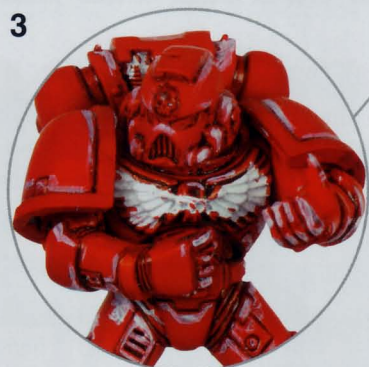
Over a white undercoat, first paint a coat of Blood Red onto the armour. You may want to apply a couple of coats to get an even coverage.

2



Mix equal parts of Red and Brown inks and paint it into the recesses of the armour plates to shade the model.

3



If you get any of the ink on top of the armour plates, re-undercoat the area with Skull White.

4



Repaint the armour plates Blood Red.

GREEN EYE LENSES



1



Paint the whole of the lens with a basecoat of Dark Angels Green.

2



Apply Snot Green, leaving a little of the original colour showing.

3



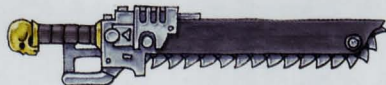
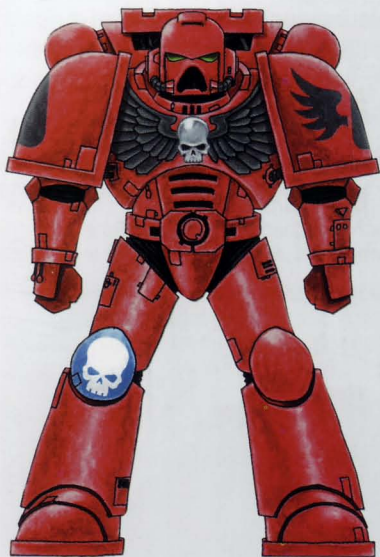
Paint on a final highlight of Scorpion Green to the centre of the lens.

4



The final touch is a tiny dot of Skull White in the rear corners.

BLOOD ANGELS



There are a number of ways in which the livery of Blood Angels differs from a Codex Chapter. A badge on the right shoulder guard represents the Company colours. The First Company badge is a skull whilst the Second through to Fifth is a single colour representing each Company. Reserve Companies have two blood drops instead of one. Tactical, Assault, Devastator and Honour Guard are identified by the colour of their helmets: red, yellow, blue and gold. Instead of squad numbers each of the ten squads in a Company has a specific badge on their right knee-pad.



Honour Guard helmet colour



Assault squad helmet colour



Devastator squad helmet colour

Blood Angel squad helmet variants.

Each Blood Angels Company is divided into ten squads, identified by a badge worn on the right knee of their power armour



1st squad



2nd squad



3rd squad



4th squad



5th squad



6th squad



7th squad



8th squad



9th squad



10th squad



Brother Simeon
armed with boltgun



Brother Titus
armed with boltgun



Brother Ethan
armed with boltgun



Brother Joses
armed with boltgun



Brother Hosea
armed with boltgun



Brother Festus
armed with boltgun



Brother Demos
armed with flamer



Brother Philemon
with missile launcher



Brother-Sergeant Jacobus
with bolt pistol & chainsword



Brother Marcus
armed with boltgun

Tactical Squad Jacobus of the Second Company under Brother Captain Lazarus



Brother Micah armed with missile launcher



Brother Alpheus armed with heavy bolter



Brother Sergeant Caiaphas armed with bolt pistol & chainsword



Brother Onesimus armed with missile launcher



Brother Festan armed with heavy bolter

Devastator Squad Caiaphas of the Second Company under Brother Captain Lazarus



Brother Andreus armed with plasma pistol & chainsword



Brother Damaris armed with bolt pistol & chainsword



Brother Sergeant Aquila armed with bolt pistol & power fist



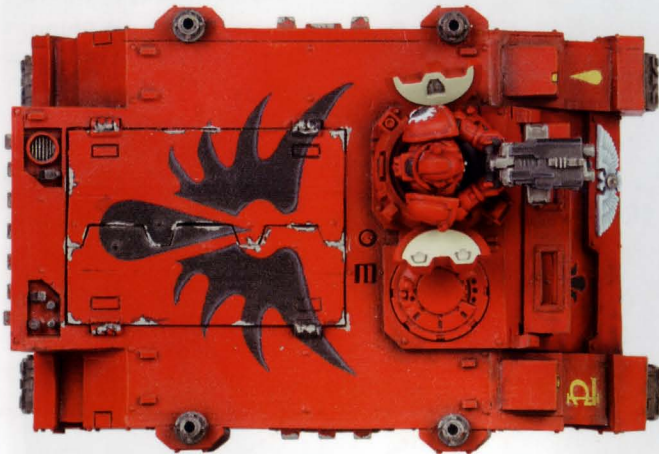
Brother Josiah armed with bolt pistol & chainsword



Brother Phineon armed with bolt pistol & chainsword

Assault Squad Aquila of the Second Company under Brother Captain Lazarus

Transport Rhino *Ulixis*, attached to Squad Theophilus of the Second Company





Brother Telos with heavy flamer & power fist

Brother Corbo with storm bolter & chainfist

Brother-Sergeant Damaris with storm bolter & power sword

Brother Joses with storm bolter & power fist

Brother Simeonus with storm bolter & chainfist

Terminator Squad Damaris of the First Company of the Blood Angels under Brother Captain Alphaeus

The Death Company



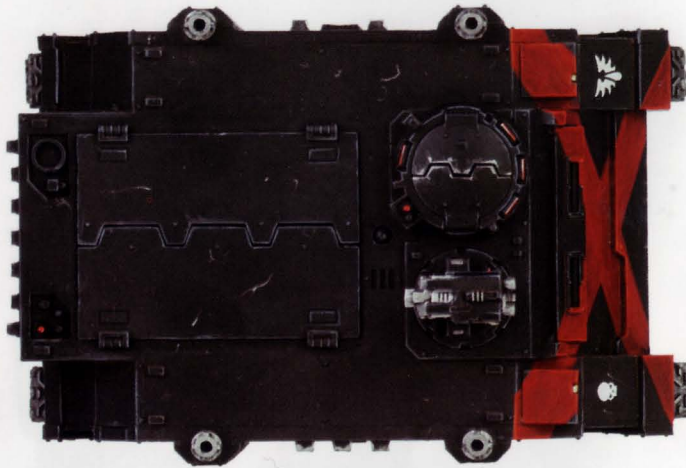
Brother Mialaichi with bolt pistol & chainsword

Brother Titus with bolt pistol & chainsword

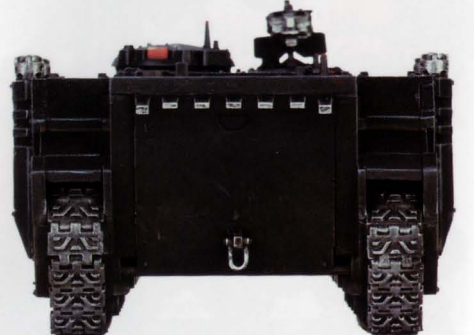
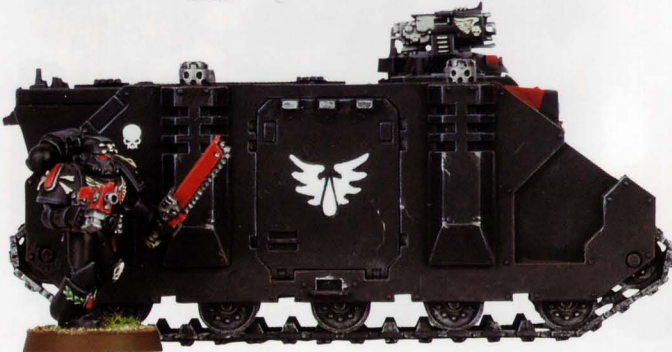
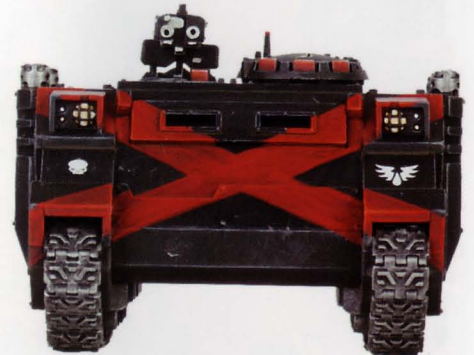
Brother Shimaeson with bolt pistol & chainsword

Brother Chaplain Nathaniel with bolt pistol & crozius arcum

Brother Pontus with bolt pistol & chainsword



Death Company Transport Rhino





*Honour Guard Ananias
armed with bolt pistol
& power axe*

*Honour Guard Erastus
with bolt pistol &
Chapter banner*

*Commander Dante
armed with Inferno
pistol & power axe*

*Honour Guard Enosh
with bolt pistol
& narthecium*

*Honour Guard Malachi
armed with bolt pistol
& power sword*

Commander Dante, Lord of the Blood Angels, and his Honour Guard

**Furioso Dreadnought *Ionius* of
the Second Company under
Brother Captain Lazarus**



**Baal Predator of the
Second Company under
Brother Captain Lazarus**



DARK ANGELS

Since the founding of their Legion at the birth of the Imperium, the Dark Angels have been feared by their enemies and held in awe by those they protect. Stubborn and relentless in battle, ever vigilant and zealous in pursuit of their duties, the Dark Angels are among the Emperor's most faithful servants. Yet it was not always so. For ten millennia, the Dark Angels have harboured a sinister secret, an act so terrible and shameful it threatens everything the Dark Angels hold most dear – and may yet bring them eternal damnation...

The Dark Angels exhibit a number of differences to a Codex Chapter. First is the colour of their uniform: although the majority of the army has dark green armour, the First Company, called the Deathwing, is coloured bone-white and the second Company, the Ravenwing, is black.

At the Command level the Dark Angels have Grand Masters in place of Force Commanders and Interrogator-Chaplains in place of Chaplains. Company markings are represented by a badge rather than applied to the rims of the shoulder guards and both officers and squads are often seen wearing robes over their armour.

ORGANISATION

The greatest difference between the Dark Angels and other Codex Chapters lies with the first two Companies. The First Company is known and feared as the Deathwing, veterans who only ever take to the field of battle in bone-white Terminator armour. The Second Company is a formation totally different from a Codex Chapter. Called the Ravenwing, every warrior rides a bike or Land Speeder and is organised into squadrons of five vehicles rather than ten-man squads.

HISTORY

With the exception of the Deathwing and the Ravenwing, the Dark Angels follow standard Space Marine combat doctrine and their dogged resistance against overwhelming odds is legendary. In situations where even other Space Marines would fall back, the Dark Angels will fight to the bitter end rather than give ground to their foes.

And the terrible shame that the Dark Angels hold so secret? None must learn of the schism that split their Chapter at the time of the Horus Heresy or that Space Marines of the Dark Angels turned to Chaos. Should this become known, it would mean the destruction of the Chapter, and all hopes of expunging the stain to their honour would be lost forever.

| HEADQUARTERS STAFF | | | | |
|---|--|--|--|--|
| Master of the Chapter, Senior officers, Administrative Staff, Support Personnel plus Armoury & Librarius. | | | | |
| DEATHWING | RAVENWING | BATTLE COMPANIES | | |
| 1 st (Veteran) Company Command Squads: 20 Terminator | 2 nd Company Command Squadrons: Bikes Attack Bikes Land Speeders | 3 rd Company Command Squads: 6 Tactical 2 Assault 2 Devastator | 4 th Company Command Squads: 6 Tactical 2 Assault 2 Devastator | 5 th Company Command Squads: 6 Tactical 2 Assault 2 Devastator |
| RESERVE COMPANIES | | | | SCOUTS |
| 6 th Company Command Squads: 10 Tactical | 7 th Company Command Squads: 10 Tactical | 8 th Company Command Squads: 10 Assault | 9 th Company Command Squads: 10 Devastator | 10 th (Scout) Company Command Squads: Scout |



PAINTING DARK ANGELS



Drybrushing is an effective way to paint Space Marine armour. The trick is to carefully build up the layers of colour to get an effective gradation. The model is assembled and undercoated black, keeping the boltgun separate to help with painting the chest eagle.

PAINTING THE ARMOUR

1



Undercoat the model with Chaos Black spray

2



Drybrush the armour with Dark Angels Green, spending the time to really build up the colour.

3



Mix up equal parts of Dark Angels Green and Snot Green and drybrush this onto the armour.

4



Using Snot Green, lightly drybrush the edges of the armour.

RED EYE LENSES

1



Apply a basecoat of Scab Red to the whole of the eye lens.

2



Paint half the lenses, towards the front of the helmet, Blood Red.

3



Apply a little Blazing Orange to the inner corner of the lenses.

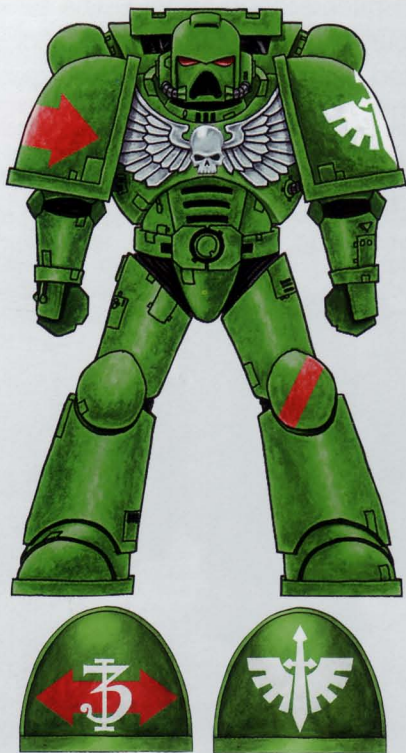
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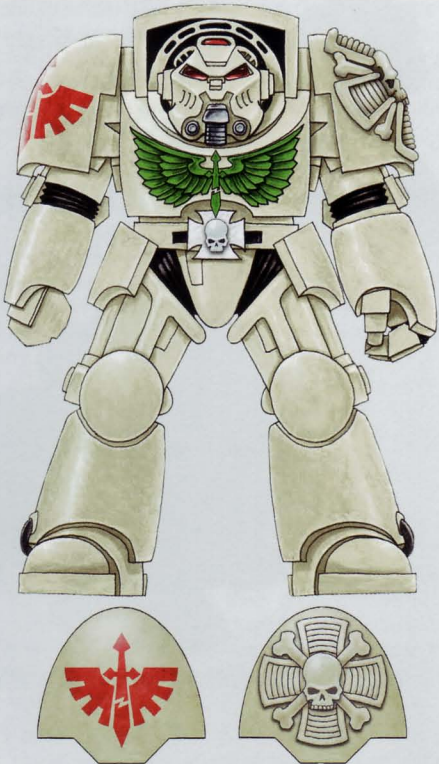
The final touch is a tiny dot of Skull White in the rear corners.



DARK ANGELS



Although the Dark Angels adhere closely to the Codex Astartes in their organisation, there are important differences between them and other, more orthodox, Chapters. The Deathwing have bone-coloured tactical dreadnought armour with a red chapter badge on their right shoulder. The Ravenwing have black armour and a unique Company badge on both their shoulder guards and vehicles. The Third through Ninth Companies are marked with heraldic designs on their kneepads whilst their tactical badges are red and are often marked with a white squad number on top.



Tactical Squad Absalom of the Third Company under Master Issachar



Brother Areli armed with boltgun



Brother Thaddeus armed with meltagun



Brother Nahum armed with plasma cannon



Brother Sergeant Absalom with bolt pistol and chainsword



Brother Jeremiel armed with boltgun



Brother Baruch armed with boltgun



Brother Joash armed with boltgun



Brother Abishai armed with boltgun



Brother Terach armed with boltgun



Brother Uriel armed with boltgun



Brother Abner armed with lascannon

Brother Gamaliel armed with plasma cannon

Brother Sergeant Mordecai with bolt pistol & chainsword

Brother Shadrach armed with lascannon

Brother Abimelech armed with plasma cannon

Devastator Squad Mordecai of the Third Company under Master Issachar

Assault squad Uzziah of the Third Company under Master Issachar



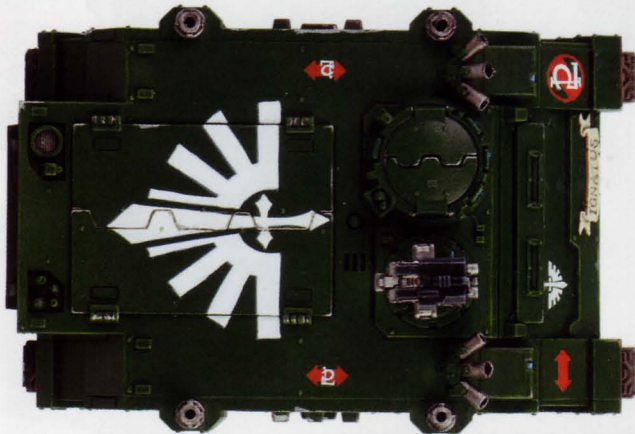
Brother Tobias armed with bolt pistol & chainsword

Brother Matthias armed with bolt pistol & chainsword

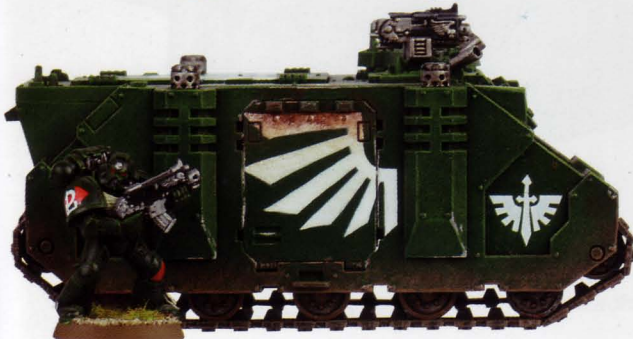
Brother Sergeant Uzziah armed with bolt pistol & chainsword

Brother Hillel armed with plasma pistol & chainsword

Brother Uriel armed with bolt pistol & chainsword



Transport Rhino *Ignatus*, attached to Squad Absalom of the Third Company





Brother Zedakiah
armed with boltgun



Brother Elishus
armed with plasma gun



Brother Abishae armed
with plasma cannon



Brother Sergeant
Tobias with plasma
pistol & chainsword



Brother Barruc
armed with boltgun



Brother Gamal
armed with boltgun



Brother Nahemia armed
with boltgun



Brother Ushia
armed with boltgun



Brother Abimadan
armed with boltgun

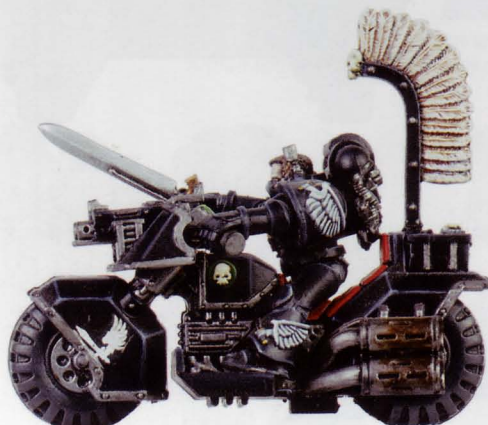
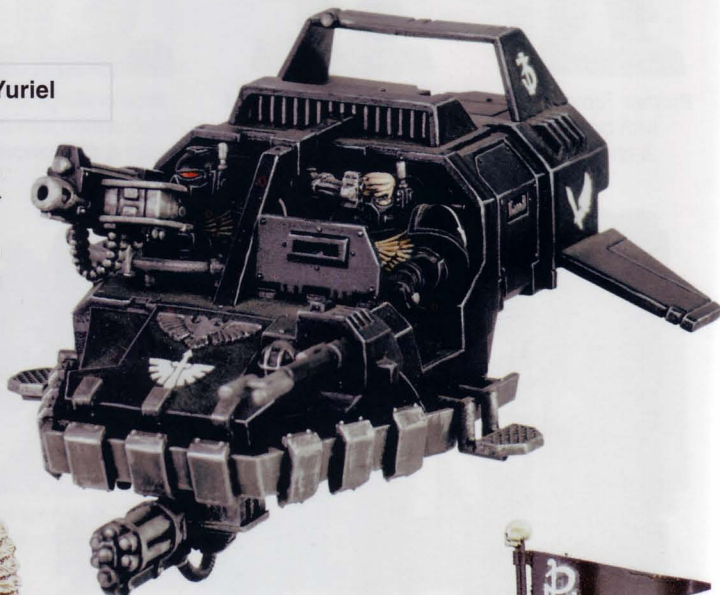


Brother Ishach
armed with boltgun

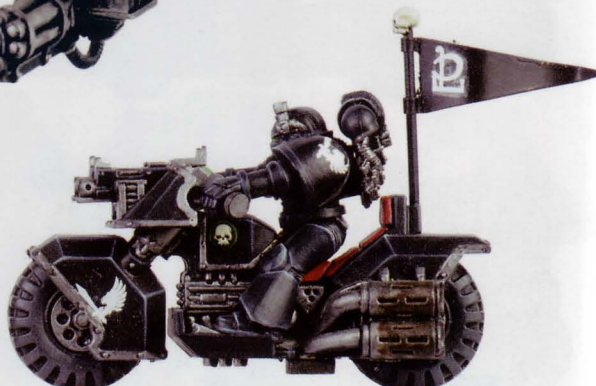
Tactical Squad Tobias of the Fourth Company under Master Boaz

Elements of the Ravenwing under Master Yuriel

Ravenwing Land Speeder Tornado
armed with heavy bolter
& assault cannon,
crewed by Brother Jeremiah
and Brother Eoch



Veteran Sergeant Reuban with power sword



Brother Elija

Squad Mattias of the Deathwing
under Master Josuah



Brother Shadra armed
with storm bolter
& power fist



Brother Cain armed
with heavy flamer
& power fist



Brother Sergeant Mattias
armed storm bolter &
power sword



Brother Abednego
armed with storm
bolter & chainfist



Brother Joadar armed
with storm bolter
& power fist



Land Raider *Zachaeus* attached to Squad Mattias of the Deathwing

BLACK TEMPLARS

The origins of the history of the Black Templars can be traced back to the Imperial Fists defence of the Emperor's Palace during the Horus Heresy. After the Traitor Legions had been defeated it was decided that the loyal Space Marines should be split into smaller Chapters. Rogal Dorn, Primarch of the Imperial Fists, reluctantly agreed and so the Black Templars were created. Since this time, the Black Templars have been on the greatest and longest crusade the Imperium has ever known to prove their loyalty to the Emperor.

The Black Templars are a fleet based Chapter, establishing fortress-monasteries on the planets they

pacify. They are rarely assembled as a Chapter but are divided into a number of Crusades, each led by a Marshall. The number of troops and vehicles that make up these Crusades varies widely, from as few as fifty Space Marines, to as many as would make up the compliment of several full Companies of a Codex Chapter.

The Black Templars for this reason have no use for a standard system of Company colours or unit markings. The Chapter icon is displayed on both shoulder guards with black rims. Sometimes the individual trooper will add personal liturgy or an honour badge to one of the shoulder guards, often replacing the Chapter icon altogether.

THE DONIAN CRUSADE (985.M39)

The Donian Crusade began c.985.M39 to combat the swelling Ork population sweeping through the Donian sector and surrounding wilderness space in the southern Segmentum Pacificus. The original Marshall, Brother Austein, was killed in fighting on Nickel V and was succeeded by Marshall Wernher c.988. The Crusade lasted for roughly 17 years before the High Marshall declared it successful, Wernher moving to becoming Marshall of the Thangdorn Crusade.

MARSHAL'S HOUSEHOLD

Marshall Wernher
Brother Tomas, Emperor's
Champion
Chaplain Augustin
& Leuter
Crusade Banner
Bearer Tonis
Household Banner
Bearer Eckerhart
2 Techmarines
4 Apothecaries

34 Sword Brethren
14 suits of Tactical
Dreadnought armour
4 Dreadnoughts
3 Rhinos
3 Razorbacks
7 Land Raiders
(2 Phobos pattern,
3 Demos pattern,
2 Crusader pattern)
2 Predator Destructors

3 Predator Annihilators
1 Whirlwind

Fleet Assets¹

Battle barge *Sigmund's Light*
Forgeship *Heracles*
Strike cruiser *Dom's Sword*
3 rapid strike vessels
19 Thunderhawk gunships

FIGHTING COMPANY HEINMAN

Castellan Heinman
Banner Bearer Kiesel
2 Techmarines
2 Apothecaries
145 Initiates

34 Neophytes
2 Dreadnoughts
3 Land Raiders
(2 Demos pattern,
1 Crusader pattern)

7 Rhinos
2 Predator Destructors
6 Razorbacks
3 Whirlwinds
17 Jump packs

ORGANISATION

The Black Templars Crusades bear almost no relation to the Codex Astartes at all. The army doesn't have Tactical squads as such, but battle-brethren called Initiates, who are armed with either bolters or close combat weapons. The Black Templars have no dedicated Scout company. Instead the new recruits, or Neophytes, are adopted by the fully-trained Space Marines. The Initiate then takes on the training of the Neophyte, overseen by the Chaplains.

HISTORY

The Black Templars have continued in the style of their founder, Sigismund, in preferring close combat to ranged warfare. Face-to-face with his enemy, a Black Templar can earn honour and respect and be sure that his foe is truly vanquished. They drive towards the foe relentlessly, hungry for vengeance on the slayers of their brethren.



PAINTING BLACK TEMPLARS

Painters often use extreme highlighting to paint the edges of armour plates once the rest of the painting is complete. In the case of this Black Templar, this is in fact the only painting technique you need to apply. This helps to keep the armour looking black rather than turning it grey.

The Space Marine's shoulder pads are undercoated white separately, the rest of the model is undercoated black. The weapon is painted separately.

PAINTING THE ARMOUR

1



Paint a line of Codex Grey around the edge of the armour plates.

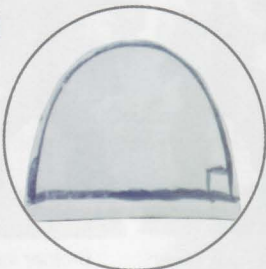
2



Highlight with Fortress Grey.

SHOULDER GUARDS

1



Apply a line of Shadow Grey onto the edge of the white shoulder guard for shading.

2



Paint the rim of the shoulder guard Chaos Black then highlight as rest of the armour.

METAL

1



Apply a drybrush of Boltgun Metal.

2



Then paint on a wash of Black Ink.

3

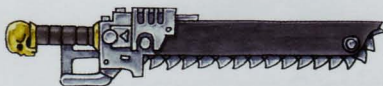


To finish off, drybrush with Chainmail.

BLACK TEMPLARS



Contrary to the precepts of the Codex Astartes, the Black Templars have a much looser organisation, with troops fighting in Crusades to achieve a particular objective rather than any kind of imposed structure. For this reason Black Templars troops have no use for Company colours, tactical markings or squad numbers. The only badge they have is the Chapter icon, which appears on a white field on their shoulder guards. Even then, this symbol has no standard size or position on the surface of the shoulder guard and individual troopers add devotional seals and mottos as they see fit.



Brother Initiate
Christoph with bolt
pistol & chainsword



Brother Neophyte
Jüldii with bolt pistol
& combat knife



Brother Initiate
Klaus armed
with melta gun



Brother Sigmund
with bolt pistol &
power sword



Brother Neophyte
Rüdiger with bolt
pistol & combat knife



Brother Initiate
Markus with bolt
pistol & chainsword



Brother Neophyte
Edmund with bolt
pistol & combat knife



Brother Initiate
Gunther with bolt
pistol & chainsword



Brother Initiate
Gebhard with bolt
pistol & chainsword



Brother Neophyte
Karsten with bolt
pistol & combat knife



Brother Initiate
Theodor with bolt
pistol & chainsword



Brother Initiate Kurt
with bolt pistol
& chainsword

Black Templar Squad Sigmund of the Fighting Company Heinman



*Brother Friedrich
with chainsword
& storm shield*



*Brother Horst armed
with chainsword
& storm shield*



*Brother Sergeant
Lothar with bolt pistol
& power fist*



*Brother Berthold
with chainsword
& storm shield*



*Brother Stefan
with chainsword
& storm shield*

Black Templar Assault Squad Lothar of the Fighting Company Heinman



*Emperor's Champion
Dietrich*

In battle it is the duty of the Emperor's Champion to seek out the champions of the enemy and challenge them to single combat.



*Brother Gregor
with meltabomb
& chainsword*



*Brother Sergeant
Johann with bolt pistol
& chainsword*



*Brother Konrad
with bolt pistol
& chainsword*

Land Raider Crusader of the Fighting Company Albrecht



SPACE WOLVES

Since the Imperium came into being, the Space Wolves have fought tooth and nail for the cause of the Emperor. Amongst the most famous of the Chapters of the Adeptus Astartes, their name and actions are known from one side of the galaxy to the other. As headstrong as they are fierce, the Space Wolves are experts at close-quarter fighting, and their warriors compete keenly for glory on the battlefield.

The Space Wolves have a barbaric appearance that owes much to Fenris, the frozen, unforgiving homeworld from which they are recruited. Their unit iconography is in fact made up of tribal pack markings which vary widely in appearance from Great Company to Great Company, and even squad to squad.

ORGANISATION

In defiance of the Codex Astartes, the Space Wolves chapter is split into twelve Great Companies with another Company that was lost in the Eye of Terror for ten millennia. Each of these is led by a Wolf Lord, who answers only to the Great Wolf himself. Each Great Company has its own headquarters or 'lair' within the Space Wolves Chapter-fortress, the Fang. In almost all respects, each of the twelve Companies is a free-standing body of troops, with its own weapons, space craft, forges, customs and heroes settled within the depths of the Fang.

The forces of the Space Wolves have a very different approach to martial strategy from their brother Space Marines. There are several distinct types of squad, or pack, in each Great Company, and each fulfils a different role in battle.

THE COMPANY OF THE GREAT WOLF

Great Wolf, Wolf Priests, Iron Priests, Rune Priests, Venerable Dreadnoughts, Wolf Guard, Grey Hunter packs, Blood Claw packs, Long Fang packs, Space Wolf Scout packs

COMPOSITION OF A GREAT COMPANY

Wolf Lord, Wolf Guard, Grey Hunter packs, Blood Claw packs, Long Fang packs, Space Wolf Scout packs

WOLF LORDS OF THE FANG



Logan Grimnar



Krom Dragongaze



Bran Redmaw



Harald Deathwolf



Ragnar Blackmane



Engir Krakendoom



Bjorn Stormwolf



Sven Bloodhowl



Erik Morkai



Egil Ironwolf



Kjari Grimblood



Gunnar Redmoon

HISTORY

It would be impossible to describe at any length the wars fought by the Space Wolves over their ten thousand year history. Indeed, not even their own extensive records give a full account. Legends tell of fierce battles fought against Chaos Space Marines following the Horus Heresy. However, no formal history of those times has survived. Some of the Chapter's earliest history is preserved only in the form of epic sagas, tales of heroism composed by Fenrisian bards at the courts of the Wolf Lords.



PAINTING SPACE WOLVES

Layering is well suited to achieving good looking Space Marine armour quickly and many regard it the style that sets the standard for army painting in general. The important thing about applying layering is to be neat so the contrast between the layers will create a nice shading effect.

PAINTING THE ARMOUR



1 Start by painting the whole model in an equal parts mix of Chaos Black and Shadow Grey.



2 Leaving the original base colour showing in the recesses of the model, apply a layer of Shadow Grey to the armour plates.

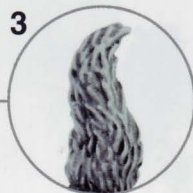
WOLF PELTS



1 Paint the fur in a basecoat of Codex Grey.



2 Drybrush the fur with an equal parts mix of Codex Grey and Fortress Grey.

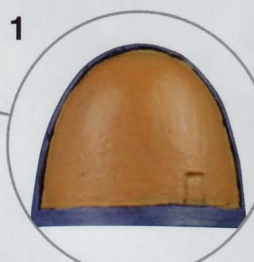


3 Finish off with a light drybrush of Fortress Grey.

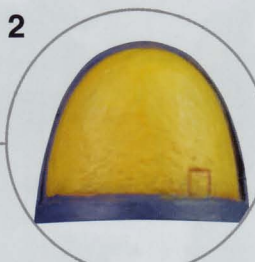


3 Finally, mix equal parts of Shadow Grey and Space Wolves Grey and paint thin lines around all the armour plates.

SHOULDER PAD



1 Paint the shoulder guard with a layer of Vomit Brown.

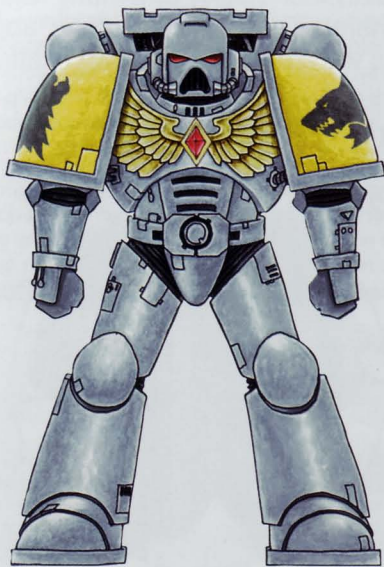


2 Layer Golden Yellow onto the shoulder pad leaving a small amount of original colour showing.



3 Apply the transfer and, to finish off, spray a coat of matt varnish to tone down the gloss finish.

SPACE WOLVES



The organisation of the Space Wolves Chapter bears no relation to the Codex Astartes. Rather than the Chapter being split into 10 Companies, there are 12 Great Companies, each led by a Wolf Lord with his own symbol, almost like a Chapter in its own right. Every member of the Great Company wears this badge, along with a tribal marking that identifies the individual packs. Each trooper wears different tribal honours that they earn through rights of combat, from feral wolf pelts to sacred runic symbols.



Bran Redmaw's Great Company



Gunnar Redmoon's Great Company



Sven Bloodhowl's Great Company



Engir Krakendoom's Great Company



Krom Dragongaze's Great Company



Harald Deathwolf's Great Company

Symbols of the Great Companies of the Space Wolves.



Brother Gunnar armed with bolt gun



Brother Lennart armed with bolt gun & power sword



Wolf Guard Magnus armed with storm bolter & power axe



Brother Rasmus armed with boltgun



Brother Søren armed with boltgun



Brother Peder armed with boltgun



Brother Anders armed with boltgun



Brother Gistav armed with boltgun



Brother Ivar armed with meltagun



Brother Tordis armed with boltgun & power axe

Grey Hunter Pack under Wolf Lord Ragnar Blackmane



Brother Asborn
armed with bolt gun



Brother Frans
armed with bolt gun



Wolf Guard Holger armed
with bolt gun & power fist



Brother Jakob
armed with meltagun



Brother Ingeborg with
bolt gun & power sword

Grey Hunter Pack under Great Wolf Logan Grimnar



Brother Viggo with
boltgun & power axe



Brother Yngmar
armed with boltgun



Wolf Guard Ragnild armed
with boltgun & power sword

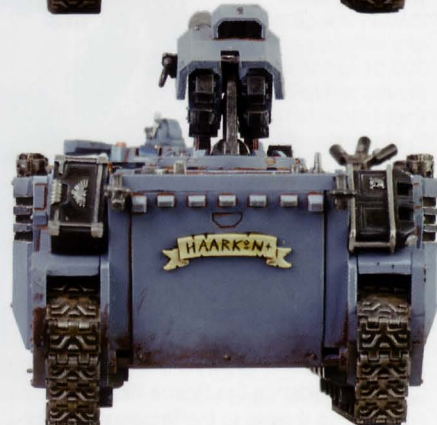
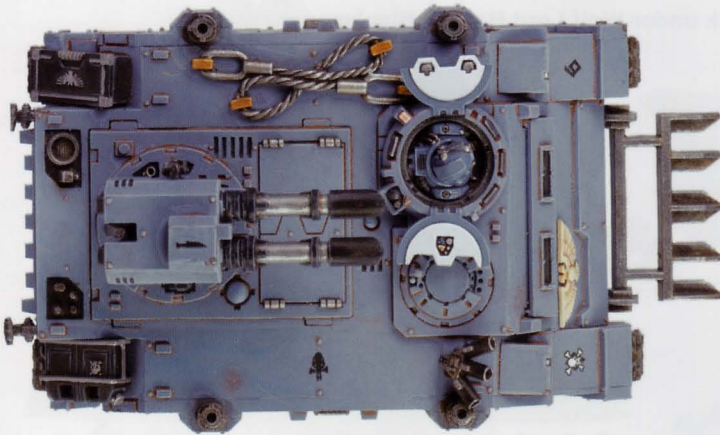


Brother Roald
armed with flamer



Brother Olaf
armed with boltgun

Grey Hunter Pack under Wolf Lord Egil Ironwolf



Razorback Haarkon attached to Wolf Lord Ragnar Blackmane



Brother Asbjørn with bolt pistol & power axe



Brother Inge with bolt pistol & combat knife



Brother Varg armed with meltagun



Brother Johannas with bolt pistol & combat knife



Brother Torvald with plasma pistol & combat knife

Wolf Scouts Pack under Wolf Lord Ragnar Blackmane



Brother Sven armed with plasma cannon



Brother Gunda armed with lascannon



Wolf Guard Stiggar with boltgun & power axe



Brother Berg armed with heavy bolter



Brother Tord armed with multi-melta

Long Fangs Pack under Wolf Lord Ragnar Blackmane

Great Wolf Logan Grimnar and Wolf Guard Terminator bodyguard pack



Wolf Lord Logan Grimnar armed with storm bolter & the Axe of Morkai



Brother Havard armed with assault cannon & power fist



Brother Olaf armed with storm bolter & chainfist



Brother Per armed with storm bolter & power fist



Brother Liet armed with storm bolter & chainfist

The Great Wolf Logan Grimnar has led the Space Wolves for over five centuries. Like his predecessors and his fellow Space Wolves, Logan is a fearsome warrior under whose guidance the Space Wolves have defeated countless threats to the Imperium of Man.



Brother Hemming with bolt pistol & chainsword



Brother Søren with bolt pistol & chainsword



Brother Vilhem with bolt pistol & power sword



Brother Lars with bolt pistol & chainsword



Brother Lief with bolt pistol & power axe

Blood Claws Pack under Wolf Lord Ragnar Blackmane

Blood Claws Bike Pack under Wolf Lord Ragnar Blackmane



Brother Alfred



Brother Jørgen armed with power sword



Brother Folke



Brother Stigand armed with meltagun



Dreadnought Alrik under Wolf Lord Ragnar Blackmane



A Wulfen of the Space Wolves 13th Company

The legendary 13th Great Company of the Space Wolves Legion disappeared into the Eye of Terror 10,000 years ago. With the advent of the Thirteenth Black Crusade, elements of the Thirteenth Company have returned from the Warp.

Space Wolves of the Thirteenth Company still wear the original Space Wolves Legion colour scheme from before the Horus Heresy. They have been forced to repair their armour with scavenged parts from their fallen foes.

CHAPTERS OF THE ADEPTUS ASTARTES

It is estimated that there are around a thousand Space Marine Chapters in existence at any time, each with its own unique livery and icon. Some of these are venerable orders, having a history that dates back to the dawn of the Imperium, whilst others are more recent additions to the glorious ranks of the Adeptus Astartes.

Choosing your Chapter

When collecting your Space Marine Chapter, you can choose one of the many in action in the 41st millennium. On the following pages are uniform diagrams showing liveries and icons for 100 Space Marine Chapters. You will find details about their company and squad markings earlier in the book.

First Founding

There were originally 20 Space Marine Legions founded by the Emperor at the dawn of the Imperium. Nine remained loyal to the Emperor after the conflict and these are still in the forefront of the forces of the Adeptus Astartes in the 41st millennium. During the Horus Heresy, nine of the original 20 Space Marine Legions turned to Chaos whilst another two were expunged from Imperial records altogether.

Successor Chapters

After the Heresy, each of the remaining loyal Space Marine Legions were divided into new Chapters. One of these retained the Legion's original name and livery, whilst the other parts of the Chapters took new names and colours.

These new Chapters were called Successors and, although they have their own identity, they retain the character of their Founding Legion.

Codex Chapters

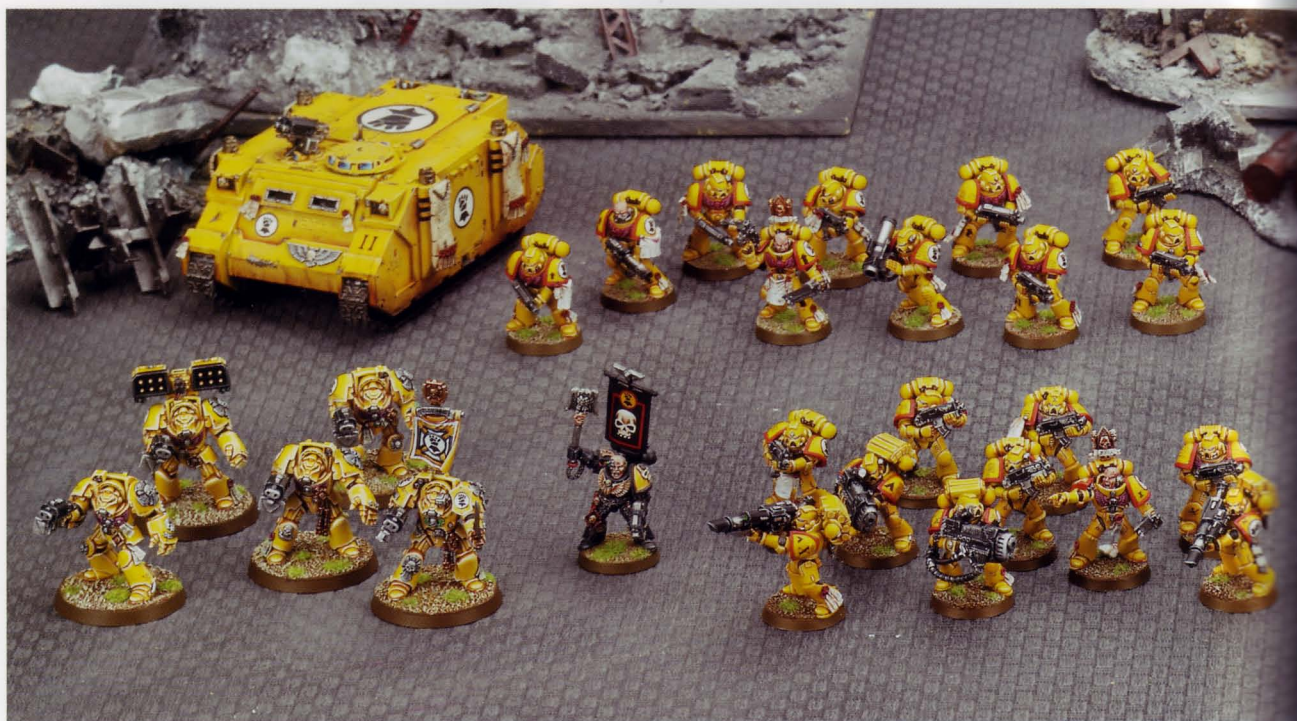
It is impossible to calculate the actual number of Space Marine Chapters that have been founded since the Heresy. Whole Chapters were raised during times of strife, only to be destroyed and all records lost. Their actions may have long since been forgotten but their names and Chapter symbols remain as a testament to the might of the Adeptus Astartes.

Specialist Formations

There are a number of more unusual formations that exist outside the normal structures of the Adeptus Astartes. Defending against the horrors of Chaos are the implacable Grey Knights, whilst the Deathwatch are troops drawn from different Chapters who are specially trained to defend against the threat of alien invasion. Most mysterious of all are the Legion of the Damned. Appearing when the need is greatest, nothing is known of these mighty warriors. Some even doubt they exist at all, but the heaps of corpses left in the wake of their awesome, implacable advance cannot be disputed.

Modelling the Chapters of the Adeptus Astartes

We finish off by showing a few modelling projects inspired by one of the First Founding Chapters, the White Scars and one of the Blood Angels Successors, the Flesh Tearers.



First Founding

Dark Angels, White Scars, Space Wolves, Imperial Fists, Blood Angels, Iron Hands, Ultramarines, Salamanders, Raven Guard.

Successor Chapters

Angels of Absolution, Angels of Redemption, Angels of Vengeance, Crimson Fists, Black Templars, Marauders, Rampagers, Storm Lords, Angels Encarmine, Angels Sanguine, Angels Vermillion, Blood Drinkers, Flesh Tearers, Brazen Claw, Raptors, Revilers, Red Talons, Eagle Warriors, Doom Eagles, Novamarines, White Consuls, Black Consuls, Praetors of Orpheus, Genesis, Aurora, Silver Skulls, Sons of Guilliman.

Specialist Formations

Grey Knights of the Ordo Malleus, The Deathwatch of the Ordo Xenos, Legion of The Damned

Codex Chapters

Mentors, Blood Ravens, White Minotaurs, Black Dragons, Brotherhood of a Thousand, Red Templars, Hawk Lords, Sons of Orar, Emperor's Spears, Doom Warriors, Red Wolves, Tigers Argent, Death Strike, White Templars, Fire Lords, Emperor's Hands, Crimson Guard, Omega Marines, Iron Fists, Relictors, Scythes of The Emperor, Skull Bearers, Sons of Medusa, Dark Hands, Storm Giants, Storm Warriors, Flame Eagles, Subjugators, Angels Porphyry, White Panthers, Death Eagles, Iron Lords, Red Legion, Storm Hawks, Dark Hunters, Blood Swords, Lion Warriors, Sable Swords, Brazen Minotaurs, Dark Sons, Star Dragons, Exorcists, Death Spectres, Howling Griffons, Imperial Harbingers, Imperial Paladins, Imperial Talons, Invaders, Iron Knights, Tauran, Iron Snakes, Knights of Gryphonne, Lamentors, Marines Errant, Marines Exemplar, Knights of The Raven, Golden Gryphons, Masters of Protelus, Mortifactors.



FIRST FOUNDING



Brother Crassus
armed with boltgun



Veteran Sergeant Altarion
with bolt pistol & power sword



Brother Galtian
armed with boltgun



Brother Elanious
armed with boltgun



Brother Venatus
armed with boltgun

Tactical Squad Altarion of the Second Company of the Ultramarines under Brother Captain Sicarius



Brother Tomaz
with plasma cannon



Brother Vladimir
with plasma cannon



Veteran Sergeant Dimitri
armed with boltgun



Brother Zoran
with plasma cannon



Brother Ignat
with plasma cannon

Devastator Squad Dimitri of the Third Company of the White Scars under Brother Captain Drago



Brother Lucius
armed with bolt gun



Brother Tiguran
armed with bolt gun



Veteran Sergeant Vadias
with bolt pistol & chainsword



Brother Strabanus
armed with bolt gun

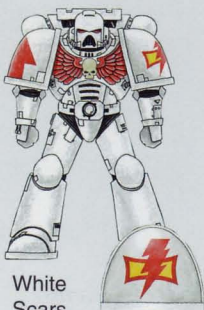


Brother Coriolandus
armed with bolt gun

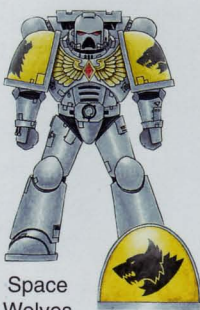
Tactical Squad Vadias of the Third Company of the Imperial Fists under Brother Captain Doranan



Dark Angels



White Scars



Space Wolves



Imperial Fists

FIRST FOUNDING



Brother Erwan
armed with lascannon

Brother Dolf
armed with lascannon

Veteran Sergeant Franz
armed with chainsword

Brother Nestor
armed with lascannon

Brother Karl
armed with lascannon

Devastator Squad Franz of the Fourth Company of the Iron Hands under Brother Captain Corban



Brother Agrippan with
bolt pistol & chainsword

Brother Helicanan
armed with flamer

Brother Sergeant Titus with
bolt pistol & chainsword

Brother Fennias with
bolt pistol & chainsword

Brother Omeggus with
bolt pistol & chainsword

Assault Squad Titus of the Sixth Company of the Salamanders under Brother Captain Cronus



Brother Gudrun
armed with bolt gun

Brother Mathias
armed with meltagun

Veteran Sergeant Gunther
with bolt pistol & power fist

Brother Reimund
armed with bolt gun

Brother Xaver
armed with bolt gun

Tactical Squad Gunther of the Third Company of the Raven Guard under Brother Captain Alban



Blood Angels

Iron Hands

Ultramarines

Salamanders

Raven Guard

DARK ANGELS AND IMPERIAL FISTS SUCCESSORS



Brother Barak with
plasma pistol & chainsword

Brother Joel with
bolt pistol & chainsword

Veteran Sergeant Melek
with bolt pistol & power axe

Brother Raanan
armed with bolt pistol

Brother Michah with
plasma pistol & chainsword

Assault Squad Melek of the Fourth Company of the Angels of Redemption under Brother Captain Avrun



Brother Ezra
armed with boltgun

Brother Falk
armed with boltgun

Veteran Sergeant Avraham with
combi-weapon & chainsword

Brother Boazan
armed with meltagun

Brother Aviv
armed with boltgun

Tactical Squad Avraham of the Fifth Company of the Angels of Absolution under Brother Captain Issac



Brother Adalbert with
bolt pistol & chainsword

Brother Jurgen with
bolt pistol & chainsword

Brother Sergeant Rodolf
with bolt pistol & chainsword

Brother Walther with
bolt pistol & chainsword

Brother Wenzel with
bolt pistol & chainsword

Assault Squad Rodolf of the Second Company of the Crimson Fists under Brother Captain Steffan



Angels of
Redemption

Angels of
Absolution

Angels of
Vengeance

Crimson
Fists

Black
Templars

WHITE SCARS SUCCESSORS



Brother Fyodor with plasma pistol & chainsword



Brother Boleslav with bolt pistol & chainsword



Veteran Sergeant Vlad with storm shield & thunder hammer



Brother Gavriil with bolt pistol & chainsword



Brother Georgian with bolt pistol & chainsword



Assault Squad Vlad of the Third Company of the Rampagers under Brother Captain Anton



Brother Iva armed with boltgun



Brother Maksim with heavy bolter



Brother Lazar armed with boltgun



Brother Vova armed with boltgun



Brother Rodya armed with boltgun



Tactical Squad Lazar of the Second Company of the Marauders under Brother Captain Makari



Brother Feophil with heavy bolter



Brother Dimitri with missile launcher



Brother Sergeant Sebasjan with bolt gun



Brother Simona with missile launcher



Brother Zoran with heavy bolter



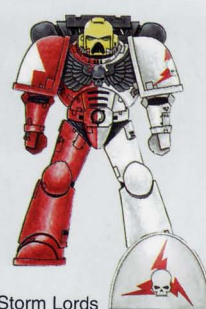
Devastator Squad Sebasjan of the Second Company of the Storm Lords under Brother Captain Andrej



Rampagers



Marauders



Storm Lords

BLOOD ANGELS SUCCESSORS



Brother Terah with
plasma pistol & chainsword



Brother Philemon with
bolt pistol & chainsword



Veteran Sergeant Davith
with bolt pistol & fleshtearer



Brother Aaron with
bolt pistol & chainsword



Brother Esdras with
bolt pistol & chainsword



Assault Squad Davith of the Third Company of the Flesh Tearers under Brother Captain Joel



Brother Jediddah
armed with boltgun



Brother Teman
armed with flamer



Veteran Sergeant Haggai
with lightning claws



Brother Abiel
armed with boltgun



Brother Jasin
armed with boltgun



Tactical Squad Haggai of the Second Company of the Angels

Sanguine under Brother Captain Zimri



Brother Felix
armed with multi-melta



Brother Carmi
armed with multi-melta



Veteran Sergeant Jachin
with bolt pistol & chainsword



Brother Buz
armed with multi-melta



Brother Issachar
armed with multi-melta



Devastator Squad Jachin of the Fourth Company of the Blood Drinkers under Brother Captain Ezekiel



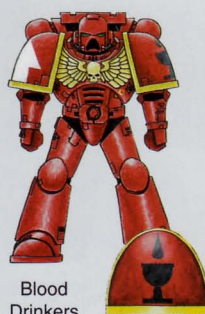
Angels
Encarmine



Angels
Sanguine



Angels
Vermillion



Blood
Drinkers



Flesh
Tearers

IRON HANDS AND RAVEN GUARD SUCCESSORS



Brother Marcell
armed with boltgun



Brother Erdmann armed
with boltgun



Veteran Sergeant Erich with
storm bolter & chainsword



Brother Gotthold
armed with boltgun



Brother Irmtrudd
armed with boltgun



Tactical Squad Erich of the Second Company of the Brazen Claws under Brother Captain Xavier



Brother Terah with
bolt pistol & chainsword



Brother Philemon with
plasma pistol & chainsword



Veteran Sergeant Caelestis with
plasma pistol & chainsword



Brother Aaron with
plasma pistol & chainsword



Brother Esdras with
bolt pistol & chainsword



Assault Squad Caelestis of the Fifth Company of the Raptors under Brother Captain Benedict



Brother Pius
armed with lascannon



Brother Arcadia
with missile launcher



Veteran Sergeant Dominicus
with bolt pistol & chainsword



Brother Renatus
with missile launcher



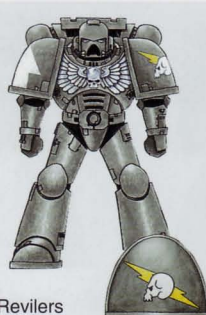
Brother Issachar
with plasma cannon



Devastator Squad Dominicus of the Second Company of the Revilers under Brother Captain Honorius



Raptors



Revilers



Brazen Claws



Red Talons

ULTRAMARINES SUCCESSORS



Brother Modestus with
plasma pistol & chainsword



Brother Praetor with
bolt pistol & chainsword



Veteran Sergeant Gerontius with
plasma pistol & chainsword



Brother Sipian with
bolt pistol & chainsword



Brother Ixion with
bolt pistol & chainsword



Assault Squad Gerontius of the Third Company of the Doom Eagles under Brother Captain Constantius



Brother Lertes
armed with boltgun



Brother Cossos
armed with boltgun



Brother Sergeant Arias with
bolt pistol & chainsword



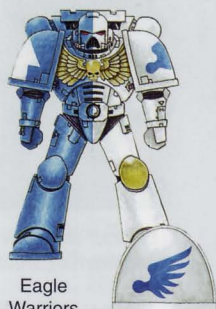
Brother Tiberian
with plasma cannon



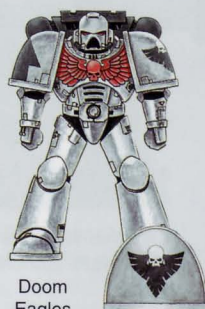
Brother Probis
armed with boltgun



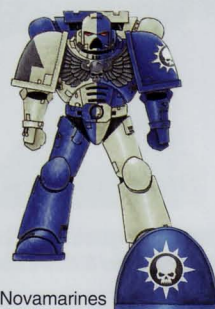
Tactical Squad Arias of the Second Company of the White Consuls under Brother Captain Daceus



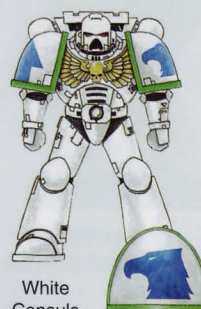
Eagle
Warriors



Doom
Eagles



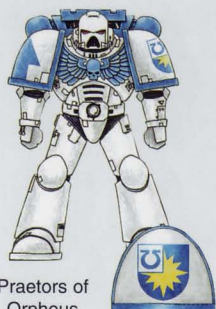
Novamarines



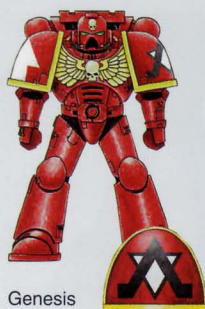
White
Consuls



Black
Consuls



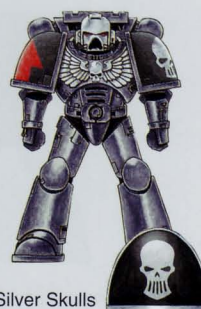
Praetors of
Orpheus



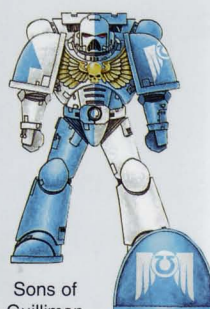
Genesis



Aurora



Silver Skulls



Sons of
Guilliman

SPECIAL FORMATIONS



Brother Numitor armed with gauntlet-mounted storm bolter & force halberd



Brother Bellanus armed with gauntlet-mounted storm bolter & force halberd



Brother Agrippa armed with incinerator & force halberd

Grey Knights of the Ordo Malleus



Brother Numenter of the Crimson Fists, seconded to the Deathwatch, armed with lightning claws



Brother Luther of the Imperial Fists, seconded to the Deathwatch, armed with boltgun & power fist



Veteran Sergeant Nikolaus of the Black Templars, seconded to the Deathwatch, armed with storm bolter & power sword



Brother Crasis of Genesis, seconded to the Deathwatch, armed with boltgun

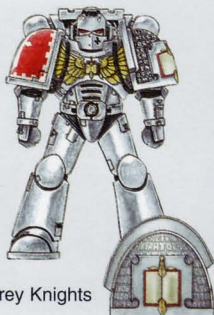


Brother Fabius of the Nova Marines, seconded to the Deathwatch, armed with heavy bolter

The Deathwatch of the Ordo Xenos



The Legion of the Damned



Grey Knights



Deathwatch



Legion of the Damned

CODEX CHAPTERS



Brother Cornelius
armed with boltgun



Brother Strabos
with heavy bolter



Brother Sergeant Gaius
with bolt pistol & chainsword



Brother Helixan
armed with boltgun



Brother Flavian
armed with boltgun

Tactical Squad Gaius of the Fourth Company of the Mentors under Brother Captain Vespacian



Brother Gaspard
armed with boltgun



Brother Toller
armed with boltgun



Brother Sergeant Eleazer
with bolt pistol & chainsword



Brother Anak
with missile launcher



Brother Bauhin
armed with boltgun

Tactical Squad Eleazer of the Fifth Company of the Blood Ravens under Brother Captain Hyrcleon



Brother Tryjon
with heavy bolter



Brother Tacitus
with heavy bolter



Veteran Sergeant Epathus
with bolt pistol & chainsword



Brother Sinon
with heavy bolter



Brother Antilochus
with heavy bolter

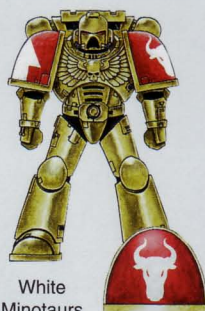
Devastator Squad Epathus of the Ninth Company of the White Minotaurs under Brother Captain Preator



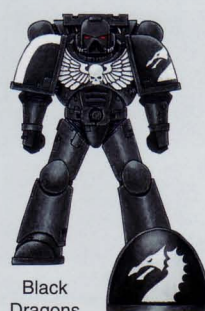
Mentors



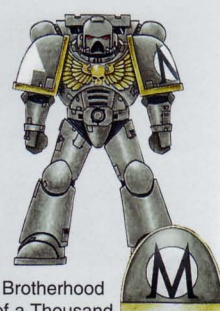
Blood
Ravens



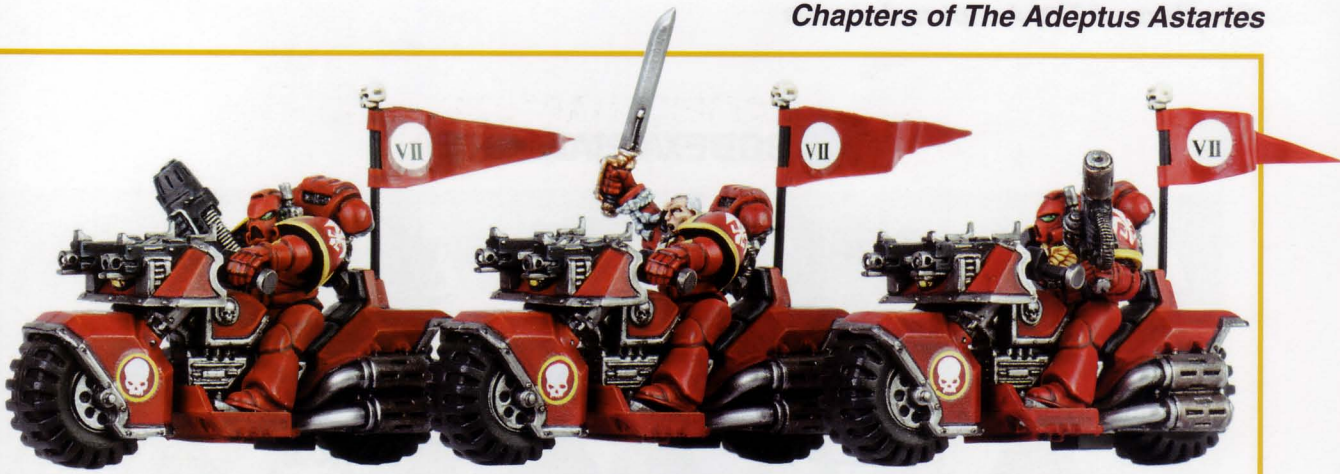
White
Minotaurs



Black
Dragons



Brotherhood
of a Thousand



Brother Omegus
armed with plasma gun

Veteran Sergeant Venatus
armed with power sword

Brother Lamentum
armed with meltagun

Assault Squad Venatus of the Second Company of the Red Templars under Brother Captain Ardias



Brother Tercon
armed with boltgun

Brother Primus
armed with boltgun

Veteran Sergeant Varus
with bolt pistol & power fist

Brother Caesir
armed with meltagun

Brother Invictus
armed with boltgun

Tactical Squad Varus of the Second Company of the Hawk Lords under Brother Captain Ephaeus



Brother Sinon
armed with boltgun

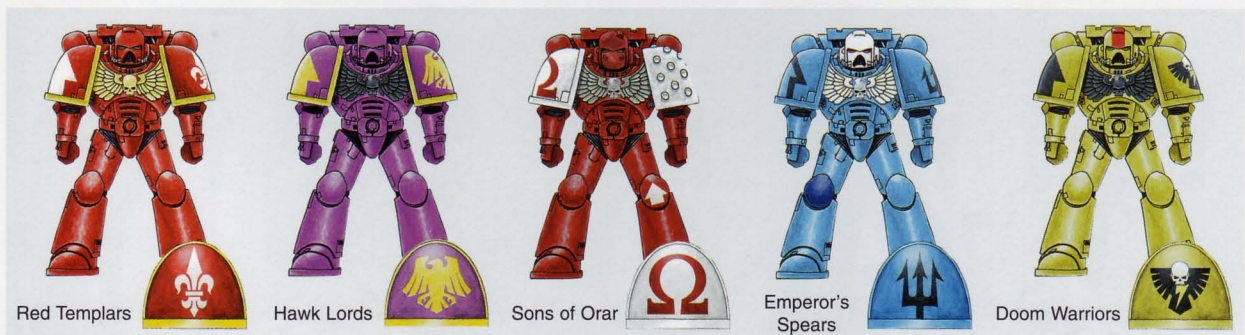
Brother Marneus
armed with boltgun

Veteran Sergeant Abraxus
with chainsword & storm bolter

Brother Vandius
with heavy bolter

Brother Atavian
armed with boltgun

Tactical Squad Abraxus of the Third Company of the Sons of Orar under Brother Captain Typhon



Red Templars

Hawk Lords

Sons of Orar

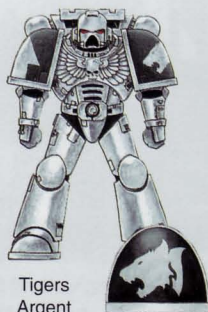
Emperor's
Spears

Doom Warriors

CODEX CHAPTERS



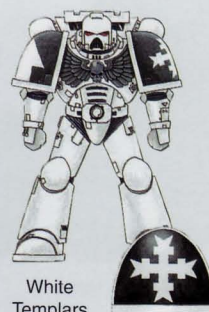
Red Wolves



Tigers
Argent



Death Strike



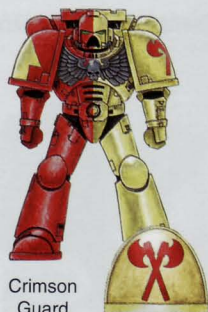
White
Templars



Fire Lords



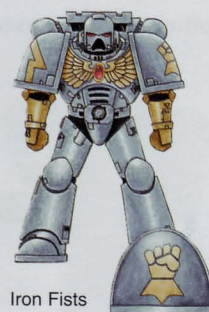
Emperor's
Hands



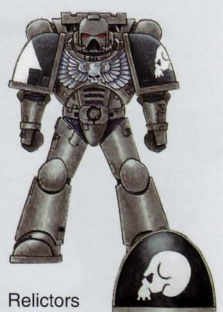
Crimson
Guard



Omega
Marines



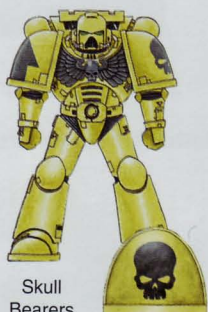
Iron Fists



Relictors



Scythes of the
Emperor



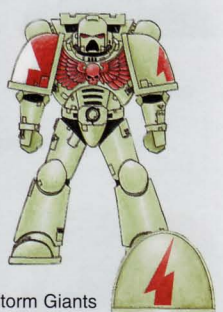
Skull
Bearers



Sons of
Medusa



Dark Hands



Storm Giants



Storm
Warriors



Flame
Eagles



Subjugators



Angels
Porphy



White
Panthers



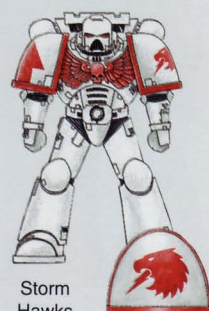
Death Eagles



Iron Lords



Red Legion



Storm
Hawks

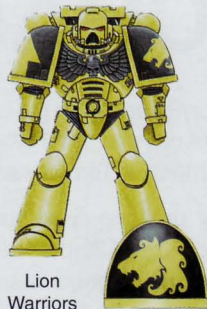


Dark Hunters

CODEX CHAPTERS



Blood Swords



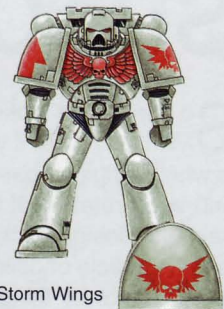
Lion Warriors



Sable Swords



Brazen Minotaurs



Storm Wings



Dark Sons



Star Dragons



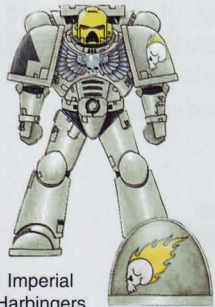
Exorcists



Death Spectres



Howling Griffons



Imperial Harbingers



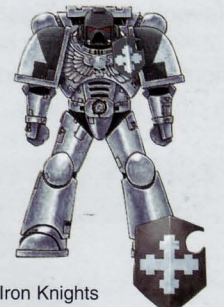
Imperial Paladins



Imperial Talons



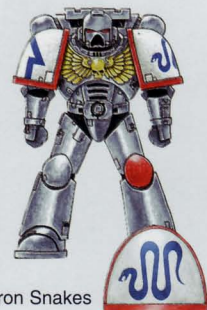
Invaders



Iron Knights



Tauran



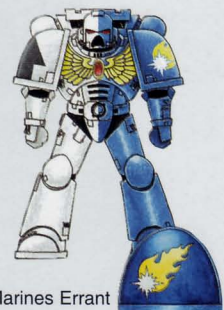
Iron Snakes



Knights of Gryphonne



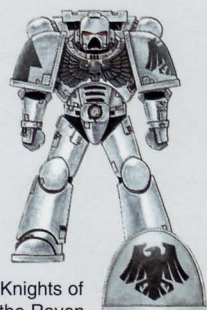
Lamentors



Marines Errant



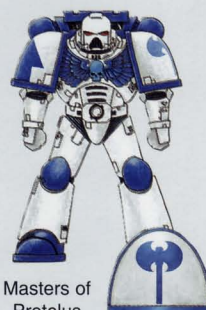
Marines Exemplar



Knights of the Raven



Golden Gryphons



Masters of Protelus



Mortifactors

CREATING A SPACE MARINE CHAPTER

So far we've looked at 100 Chapters of Space Marines. What if you want to collect an army that is wholly original, based on your own colour scheme and interpretation of the Codex Astartes? For some painters, designing their own Space Marine Chapter is the pinnacle of collecting an army. As you'd expect there's a lot of things that need to be considered when creating a Space Marine Chapter: colour scheme, name, Chapter symbol and iconography.

IDEAS

There are lots of ways you can think up ideas for a Space Marine chapter. The genesis of a Chapter may begin with nothing more than a name. Space Marines are honourable fighters and their Chapter name should reflect this idea.

For example, heroic-sounding animal names are a good source of chapter names, such as Eagles, Ravens, Lions, Tigers, and Wolves. However, evil-sounding creatures such as Snakes and Scorpions are more suited to Chaos Space Marine Chapters. In the same way, words like Destroyer,

Rampager or Pillager are far from the Space Marine ideal of noble combat. Mighty warrior names such as Knights, Hunters or Templar are better.

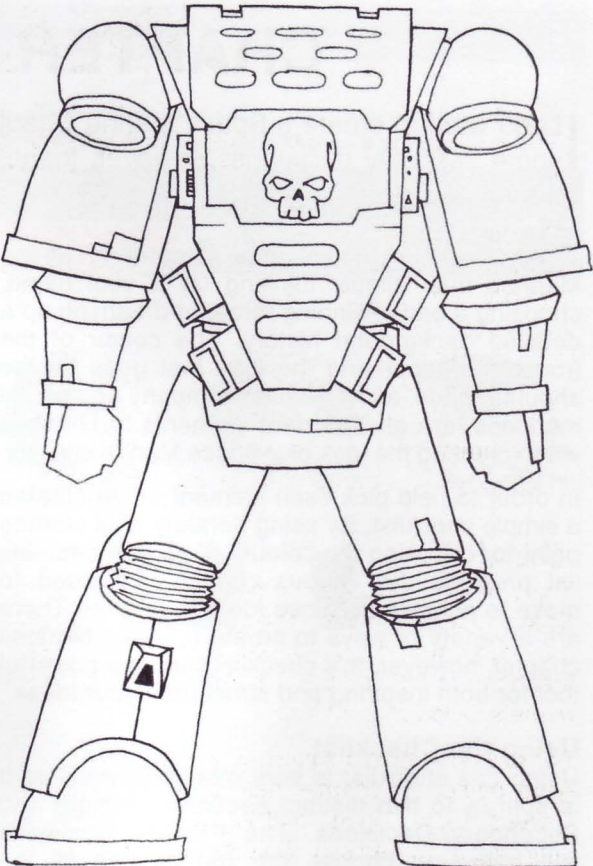
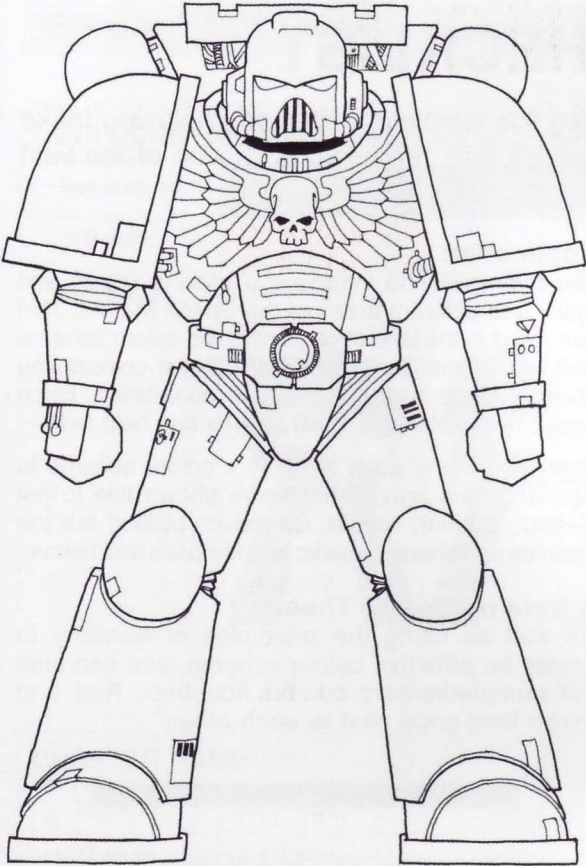
If you enjoy drawing, you could sketch a Chapter icon based on your Chapter name. Reference books on Heraldry are a good source for ideas. In fact Heraldry suits Space Marines down to the ground; they are, after all, the knights of the 41st Millennium. On the opposite page we've included an outline of a Space Marine trooper, which we've used to come up with ideas for colours and icons. Try out as many colour schemes as you like and then choose the one you like the most.

CHAPTER CHECKLIST

The next few pages provide you with a checklist, which we've found useful when coming up with ideas for Space Marine Chapters. It includes example colours to choose from, plenty of names and Chapter symbols and well as iconography. Always remember that this is just one way to create a Space Marine Chapter and this list isn't exhaustive.

Emperor's Storm Space Marine Army by Joe Hill





CHAPTER CHECKLIST

If you want to create a Space Marine Chapter then this simple checklist can help you make some essential decisions. However, these guidelines only represent a fraction of the vast number of choices available.

There's more to inventing a Chapter of Space Marines than simply thinking up a cool name, choosing a battle-winning force, or dreaming up a detailed background history. The colour of the troopers' armour and the icon that goes on the shoulder pads, as well as the company and squad markings, are all important elements to consider when creating the look of a Space Marine chapter.

In order to help pick each element we've created a simple checklist. By using heraldry as a starting point for choosing the colours of your troops, this list presents the various choices you need to make to achieve a unique looking chapter. There are a variety of ways to create a Space Marines chapter, however, this checklist can be a powerful tool for both inspiring and structuring your ideas.

Using the Checklist

Using this checklist is very straightforward as it is split in to two distinct sections: Primary and Secondary Decisions. The Primary Decisions will help you choose the foundations of the Chapter – the colours of the army, its name and symbol. The Secondary Decisions are more concerned with the organisation of the army represented by its iconography. The accompanying notes on each section will help you get the most out of the checklist.

PRIMARY DECISIONS

The first decisions you need to make concern your army's colour, name and symbol.

Colours

Good army colour schemes are based on two or more contrasting colours. The example colours we've chosen to include in the checklist are split into two groups: 'non-metal' and 'metal'. Any non-metal colour will contrast with a metal. This idea is based on the heraldry used by knights, which suits the Space Marines' character. Pick one colour for the Space Marine's armour and a second contrasting colour for his iconography, which is his chapter symbol and squad markings.

Non-Metal and Metal colours

The non-metal colours are red, blue, black green and purple. The 'metal' colours are yellow, white, gold, silver and copper. White is a popular choice for iconography as it creates a strong contrast to the non-metal colours. If you prefer to choose a metal colour for your army colour, any non-metal colour can be used for the iconography, especially black.

Application

You may prefer to introduce a second colour and apply it to different areas of the Space Marine. This can result in the kind of classic halved colour scheme you see on the Storm Lords. Whatever colours you choose, make sure that they are contrasting. Once again, non-metal and metal colours can help here.

There are many ways to apply a colour scheme to Space Marine armour but we've shown five to get started: all over; halved; quartered; picking out the greaves and shoulder pads; and the pack and helmet.

A Note on Colour Theory

As well as using the principles of heraldry to create an effective colour scheme, you can also put complementary colours together. Red and green look good next to each other.



For greater contrast you can add black to one of his chosen colours, and white to the other.



Compare the burgundy to the pale green. The dark red colour contrasts with the more neutral pale green. This is called a discord and can be applied to non-metal and metal colours.



These ideas will increase the amount of colours you can pick for your army.

Chapter Name







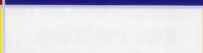

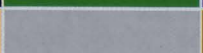
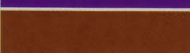
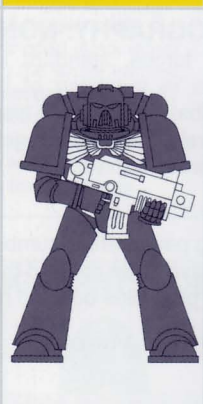
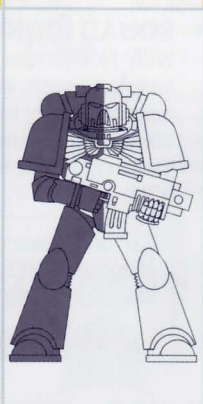
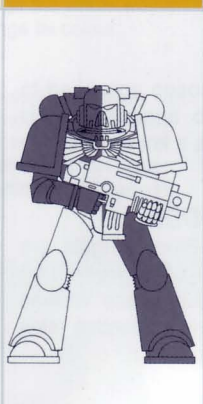
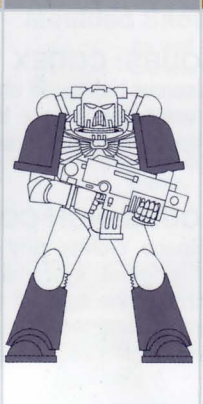
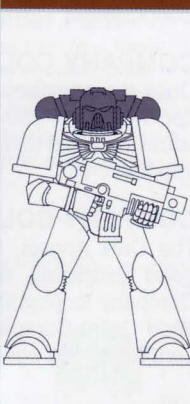
The example names we've included are split into five groups: Elements, Colours, Creatures, Warriors Titles and Weapons. Pick one or more names. Matching an element or a colour name with either a creature, warrior title or weapon works particularly well, eg, Black Lions, Crimson Guard or Sons of Fire.

Chapter Symbol

In a similar way to the chapter names the symbols we've chosen split into elements, creatures and weapons. These graphic symbols are a starting point for a chapter symbol. Choose a single shape or a combination to match your Chapter name.

PRIMARY DECISIONS — These can be decided in any order

COLOURS Two or more colours can be applied to different areas of the Space Marine's armour

| | | | | | |
|--------------|---|---|---|--|---|
| Non-metallic |  |  |  |  |  |
| Metallic |  |  |  |  |  |
| Application |  |  |  |  |  |

CHAPTER NAME

| | | | | | |
|-----------|---------|----------|-----------|---------|----------|
| Elements | Iron | Silver | Storm | Brazen | Fire |
| Colours | Crimson | Dark | Black | Red | White |
| Creatures | Wolf | Dragon | Eagle | Bull | Gryphon |
| | Lion | Raven | Tiger | Hawk | Panther |
| Warriors | Hunters | Warriors | Marauders | Sons | Knights |
| | Lords | Emperor | Guard | Masters | Templars |
| Weapons | Fists | Claws | Hands | Talons | Swords |

CHAPTER SYMBOL Derived from chapter name

| | | | | | |
|-----------|---|---|---|--|---|
| Symbols |  |  |  |  |  |
| |  |  |  |  |  |
| Creatures |  |  |  |  |  |
| |  |  |  |  |  |
| Weapons |  |  |  |  |  |

SECONDARY DECISIONS

Now you need to define your chapter's iconography to represent how it is organised into companies and squads. Firstly, you'll need to decide if your chapter is a Codex or a Non-Codex Chapter. Codex Chapters follow the recommendations of the Index Astartes in applying iconography – the Ultramarines for example. Non-Codex Chapters, such as Space Wolves, have unique iconography.

COMPANY COLOURS: CODEX

Once the company colour has been chosen you need to decide where you want that colour to appear. This is usually applied to a specific area such as a kneepad or the Imperial crest.

COMPANY COLOURS: NON-CODEX

The Dark Angels, Space Wolves and Blood Angels are good examples of original systems of representing Company iconography. In the case of the Space Wolves each Great Company is denoted by the respective Wolf Lord's marking against a coloured background.

SQUAD ICONOGRAPHY: CODEX

The standard symbols used to represent squad types are:

| | |
|-------------|-----------------------|
| Tactical: | Arrow |
| Assault: | Crossed Arrows |
| Devastator: | Triangle |
| Veteran: | Cross |
| Command: | Skull |

These can be rendered in a variety of ways while retaining their meaning.

SQUAD ICONOGRAPHY: NON-CODEX

With Non-Codex forces, standard iconography can be adapted, such as in the case of the Dark Angels, or represented by tribal markings, as displayed by the Space Wolves. Alternatively, the Blood Angels use helmet colour to distinguish between squads.

On the following pages are a number of examples of Chapters that have been created by applying a selection of the principles outlined by this checklist.

COMPANY COLOURS: CODEX

| Index Astartes | 1st Company | 2nd Company | 3rd Company | 4th Company | 5th Company |
|----------------|-------------|-------------|-------------|-------------|--------------|
| | 6th Company | 7th Company | 8th Company | 9th Company | 10th Company |
| Application | | | | | |

COMPANY COLOURS: NON-CODEX

| | | | | | |
|--|-----|-----|-----|-----|------|
| Space Wolves Space Wolves' Great Companies are divided up according to their respective Wolf Lords | | | | | |
| | | | | | |
| Dark Angels 3rd-9th shown on right knee-pad | 1st | 2nd | 3rd | 4th | 5th |
| | 6th | 7th | 8th | 9th | 10th |
| Blood Angels | 1st | 2nd | 3rd | 4th | 5th |
| | 6th | 7th | 8th | 9th | 10th |

USING TRANSFERS



It's a good idea to use an existing icon as the basis for your own chapter symbol, particularly if there is a transfer available. You don't have to just use Space Marines either. Symbols can be chosen from any transfer sheet, the Empire and Bretonnian transfers are particularly good. Also, rather than apply the whole transfer you can just use part of it. If you do chose to do this it's a good idea to cut out the part you want whilst the symbol is still on its backing paper.



A few deft strokes of the paintbrush can be enough to change a symbol slightly. This Dark Angels symbol was cut down before additional details were added.



You can go the whole way and change its colour entirely.



Alternatively, two transfers can be combined together: First spray the transfer with some purity seal to seal it in place before putting on the second.



Emblems from the Warhammer range of Bretonnian transfer sheets are a great source of new chapter icons. However, you will need to cut most of them down to fit the shoulder pad.



Moulded Shoulder Pads



As well as transfers, there are lots of shoulder pads with moulded chapter icons on them. These can be easily adapted by painting it in the colour scheme you prefer.

SQUAD ICONOGRAPHY: INDEX ASTARTES

| | | | | | |
|------------|--|--|--|--|--|
| Tactical | | | | | |
| Assault | | | | | |
| Devastator | | | | | |
| Veteran | | | | | |
| Command | | | | | |

SQUAD ICONOGRAPHY: NON-CODEX

Blood Angels, Space Wolves & Dark Angels

| | | | | |
|------------|-------------|---|---|---|
| Tactical | 2nd |   |  |  |
| Assault | 7th |   |  |  |
| Devastator | 10th |   |  |  |
| Veteran | No markings | |  |  |
| Command | |  |  |  |

SQUAD NUMBERS: CODEX

Numbers style
These are just some of the various lettering styles that can be used for squad numbers

I II III IV V
VI VI VIII IX X

1 2 3 4 5
6 7 8 9 10

1 2 3 4 5
6 7 8 9 10

1 2 3 4 5
6 7 8 9 10

1 2 3 4 5
6 7 8 9 10

THE SONS OF JAGHATAI

by Chris Blair

The overall colour of Chris' models is a dark purple with the shoulder pad and other markings painted in bone: this is a good example of a discord. The chapter symbol is a crescent shape with a tiny alpha symbol. This is repeated much larger on the right shoulder pad as a squad marking and also on the sergeant's back banner. The Company marking is a number painted on the right kneepad.



KNIGHTS OF DORN

by Andy Brown

The most striking feature of Andy's colour scheme is that the armour is painted in two halves; bone contrasting with dark brown metal. He's used a skull army badge from the Space Marines transfer sheet as a chapter icon and painted the company marking on the rims of the shoulder pads. The squad markings are Codex tactical symbols and a few of the models have an honour marking painted onto the right kneepad.





THE HOSPITALERS

by John Fitzsimons

The Hospitallers are a Non-Codex Chapter with unusual check-pattern iconography on the shoulder pads and right leg. The red cross Chapter icon is repeated on the right knee-pad and the Company marking is on the left. The overall armour colour is white.



THE EMPEROR'S SHADOWS

by Victoria Lamb

Victoria's colour scheme is based on the Black Templars, with contrasting details in red and turquoise. During her creation of Emperor's Shadows Victoria used many historical references and subtly incorporated those elements into the Chapter and squad iconography.





How to Paint Space Marines clearly explains how to assemble and paint your Space Marine models. Fully illustrated throughout, this book will help you to collect and paint your Space Marine Chapter.



Included in this book are sections on:

- *Collecting a Space Marine force.*
- *Assembling your models and the most suitable techniques for painting them.*
- *The livery of the Ultramarines Chapter, including how to paint Ultramarines troops and vehicles stage-by-stage.*
- *Guides to the Blood Angels, Dark Angels, Black Templars and Space Wolves.*
- *100 Space Marine uniforms.*
- *How to create your very own Space Marine Chapter.*



Whatever your level of experience, this is the ultimate guide for anyone wanting to collect their own Space Marines Chapter.



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