

HOW TO PAINT **CITADEL** MINIATURES



THE WARHAMMER 40,000

BURNING OF PROSPERO

THE HORUS HERESY

Mighty heroes battle for the right to rule the galaxy.

The vast armies of the Emperor of Mankind have conquered the stars in a Great Crusade – the myriad alien races have been smashed by his elite warriors and wiped from the face of history.

The dawn of a new age of supremacy for humanity beckons.

Gleaming citadels of marble and gold celebrate the many victories of the Emperor. Triumphs are raised on a million worlds to record the epic deeds of his most powerful champions.

First and foremost amongst these are the Primarchs, superhuman beings who have led the Space Marine Legions in victory after victory. They are unstoppable and magnificent, the pinnacle of the Emperor's genetic experimentation, while even the Space Marines themselves are the mightiest human warriors the galaxy has ever known, each capable of besting a hundred normal men or more in combat.

Chief amongst the Primarchs is Horus, called the Glorious, the Brightest Star, most favoured of the Emperor, and like a son unto him. He is the Warmaster, the commander-in-chief of the Emperor's military might, subjugator of a thousand worlds and righteous conqueror of the galaxy. He is a warrior without peer, a diplomat supreme.

Even more disturbing, then, are the rumours from the Isstvan System. There are many who claim that Horus has turned from the light and embraced the forbidden powers of Chaos. Can he hope to claim his father's throne for himself? While there are many Primarchs who would deny such an unthinkable betrayal, others secretly wonder if their own allegiance has been misplaced.

The greatest war in the history of mankind is about to begin.

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INTRODUCTION

Aimed at hobbyists of all levels of experience and expertise, from newcomer to seasoned painter, this book is the definitive guide to achieving exceptional results with the miniatures of *The Horus Heresy: Burning of Prospero*. These models represent the forces that were present during the Emperor's punitive attack on the Thousand Sons home world, when the ferocious Space Wolves, led by the savage Geigor Fell-Hand, were pitted against the mystical Thousand Sons and their most powerful sorcerer, Ahzek Ahriman. The invaders of Prospero were even accompanied by the Custodian Guard, the Master of Mankind's chosen bodyguard, and the monastic Sisters of Silence, elite warriors immune to the perils of the Warp and specially trained to combat psykers. The bitter and terrible clash that took place between these forces represents one of the most pivotal battles of the 31st Millennium.

Utilising the Space Wolves Legion colour scheme, the first section of this guide takes you step-by-step through the entire painting process using the Citadel Paint System. It describes the best techniques, brushes and paints to use when basecoating and shading, and how to get the most out of your highlights, whether you're layering for a smooth finish, or drybrushing for quick and effective results. Following these steps will make your models really stand out in the display case, and inspire awe on the tabletop as they wage war against your opponent's army.

The second part of this book presents guides that show you how to paint the specialised units and unique characters of the Prospero invasion, including the Custodian Guard and the Sisters of Silence, as well as the mighty Space Wolves hero Geigor Fell-Hand and the Thousand Sons sorcerer Ahzek Ahriman.

These guides draw upon the techniques in the first section and provide easy-to-follow instructions on how to paint iconography and the details on weapons and armour, so you can get the most out of these fantastic models.

The third section of the guide explores a wealth of alternative colour schemes. It covers all of the active Space Marine Legions, ranging from the deep reds of the Thousand Sons to the midnight black of the Raven Guard. This allows you to paint your *Burning of Prospero* miniatures as any Legion, creating an exciting new force for the tabletop or even adding to an existing Horus Heresy-era *Legiones Astartes* army.





Once you've mastered the techniques and paint combinations described on these pages, the possibilities are endless. You may even decide to use them to create a variant Legion colour scheme of your own – after all, it's your army.

As well as helping you perfect the all-important basics of painting your Burning of Prospero collection, this guide also features sections explaining how to detail your miniatures' bases, and offers advice for achieving great effects when painting details like helm lenses. It also covers some of the special Legion markings, like the profane text engraved on the armour of the Word Bearers or the weeping rust that despoils the war plate of the Death Guard.

What's more, our brilliant Studio artists share a host of tips and tricks that will ensure your Burning of Prospero models look every bit as impressive as those shown in this guide.



THE SPACE WOLVES

The Space Wolves are a Legion with a reputation for reckless heroics and barbaric behaviour. Drawn from the strong-willed tribes of the death world Fenris, they are often considered undisciplined, wild, even uncouth in comparison to the other Legiones Astartes. But it is this same primal fury that gives them their strength. Combined with the blessings of genetic enhancements and potent weaponry, this savage might has won the Legion great victories and much glory in wars across the galaxy.

During the Great Crusade, the Space Wolves took on the role of the Emperor's executioners, and many powerful enemies met their end at their hands. It was a title that took on a darker aspect when they were turned against those that had strayed from the Imperial Truth, and those within

the Imperium that had moved against the Emperor. The most infamous of these incidents came when the Space Wolves were sent against the Thousand Sons, to bring the Emperor's justice to the Legion of Magnus the Red. It was a measure of the Space Wolves' ferocity and devotion to their master that they executed the mission without hesitation or remorse.

The Burning of Prospero box contains part of the invasion force that was sent to battle the Thousand Sons. It is led by the Space Wolves hero Geigor Fell-Hand, himself a bitter rival of Magnus' Legion. Geigor blames the Thousand Sons for their cowardly retreat on the world of Droggorn, when both Legions were pitted against the Orks. His allies' withdrawal cost the lives of Geigor's packmates. Nursing his hatred

of Magnus and his Legion, Geigor made sure he was in the vanguard of his Legion's assault on Prospero.

The Legion Space Marines in this collection represent the Space Wolves at this critical juncture in the history of the Imperium. Their grey MkIII power armour, its colour reminiscent of the snow clouds of Fenris, offers some of the finest protection available to any soldier of the Imperium. Also known as 'Iron Armour' because of its riveted design and grilled helm, it is widely used by the Legions of the Great Crusade.



Supplementing the Space Wolves invasion force are the Custodian Guard, also known as the Legio Custodes, and the Sisters of Silence. These two warrior elites, one the personal bodyguard of the

Emperor himself, the other an all-female order of witch hunters, are represented by the wonderfully detailed models shown below. In addition to adding an immeasurably potent weapon to the

invaders' arsenal, they also look great alongside their Space Marine allies with their intricately crafted armour and highly specialised weaponry.



Sisters of Silence are psychic nulls with no presence in the Warp.



Tactical Legionaries stride to war clad in thick MkIII power armour.



The Custodian Guard are huge genetically engineered warriors.



Geigor Fell-Hand is favoured by Leman Russ himself.



THE THOUSAND SONS

The Thousand Sons are warrior mystics who have long trained with bolter and blade, while delving into the mysteries of the Warp. At first their quest for knowledge led them to many great discoveries that they turned to the betterment of the Imperium. In battle, their psykers wrought devastation and predicted the movements of the enemy, while their scholars catalogued the weaknesses of countless xenos species, making their extermination all the easier for the Emperor. Magnus the Red, Primarch of the Thousand Sons, was himself a psyker of vast potential, and he encouraged the practice of the esoteric arts within his Legion. It was to be a path that would lead the Thousand Sons to disaster, as their quest for knowledge became a dangerous obsession.

When the Emperor passed the Edict of Nikaea, forbidding further use of psychic powers, Magnus and his Legion continued in secret. Their final betrayal of the Emperor came when Horus turned against his father, and the Thousand Sons sided with the traitor Warmaster. Of course, by this time the Legion were masters of the dark arts.

The collection in *The Horus Heresy: Burning of Prospero* represents part of the Thousand Sons force that fought in defence of Tizca, the capital city of their home world. The armour of their Tactical Legionaries is the same mark as that worn by their adversaries, while they also field the same bolter weaponry. This brings home the nature of the conflict of which Prospero's invasion was a part – a true civil war when brother

turned on brother. The sorcerous nature of the Thousand Sons is plain to see in the symbols that adorn their armour, each one a hermetic icon heavy with occult meaning. These twisting markings also distinguish them from other Legions who have a more militaristic appearance to their iconography.

Strengthening the ranks of the defenders of Tizca are squads of Tartaros Terminators. These juggernauts of battle wear impressive suits of armour, heavier by an order of magnitude than the power armour worn by most of their brethren. Known as the Sekhmet Scarab Occult, these elite battle-brothers often formed the personal bodyguard of Magnus, though during the war on Prospero many marched with the sorcerer Ahriman.



Leading the defenders is the enigmatic sorcerer Ahzek Ahriman. A trusted lieutenant of Magnus, Ahriman was the Chief Librarian of the Thousand Sons and second only to the Primarch in psychic skill.

When the invaders struck, it was Ahriman that marshalled the Thousand Sons, as Magnus believed his Legion deserved the Emperor's punishment. The trappings of Ahriman's rank are visible in the sorcerous

scrolls at his belt and the force stave he carries. In addition to making him a formidable opponent in battle, these same weapons make him stand out as a psychic master of the Legion.



Thousand Sons Space Marines are both keen-minded mystics and skilled fighters.



Tartaros Terminators can withstand punishing amounts of firepower.



Ahzek Ahriman is a master sorcerer who can bend reality to his will.



BASECOATING

After assembling your Legion Space Marine, undercoat the model with Mechanicus Standard Grey Spray. Now it's time for the Citadel Base paints. Delivering bold, intense colour, they provide a solid foundation for the shading and highlighting stages that follow.

When applying Base paints, transfer some paint onto your palette, dip your paintbrush into your water pot, then draw the brush through your paint to thin it. Load the brush to halfway up its bristles. Apply the paint to the model evenly and in moderation, taking care to reach every nook and cranny. You can apply Base paints in a single coat, but two slightly thinned coats have the advantage of keeping the model's detail beautifully crisp.



M Base brush

- 1** Undercoat using Mechanicus Standard Grey Spray, then paint the whole model with an even layer of Dawnstone.



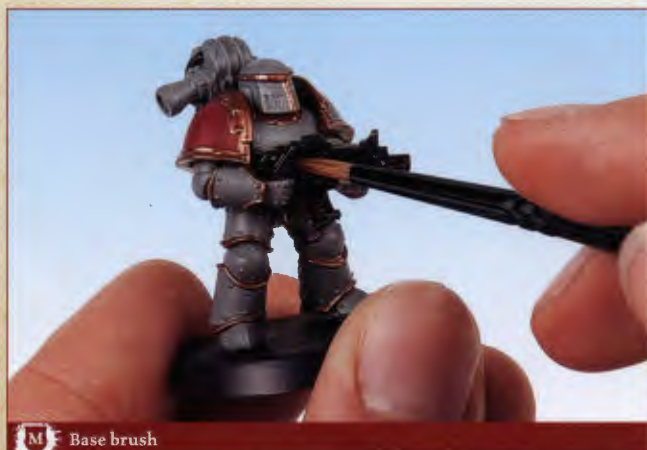
M Base brush

- 2** Next, carefully add Balthasar Gold to the trim on the armour plates and helm.



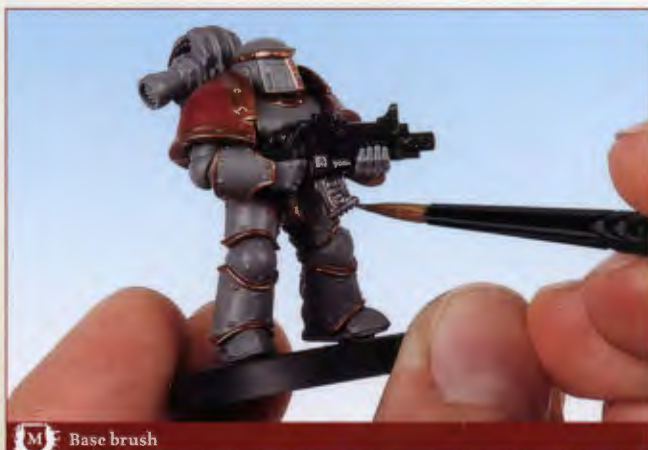
M Base brush

- 3** Apply a layer of Khorne Red to the right shoulder pad, being careful not to stray onto the metallic edge.



M Base brush

- 4** Give the boltgun's casing and grip an even layer of Abaddon Black.



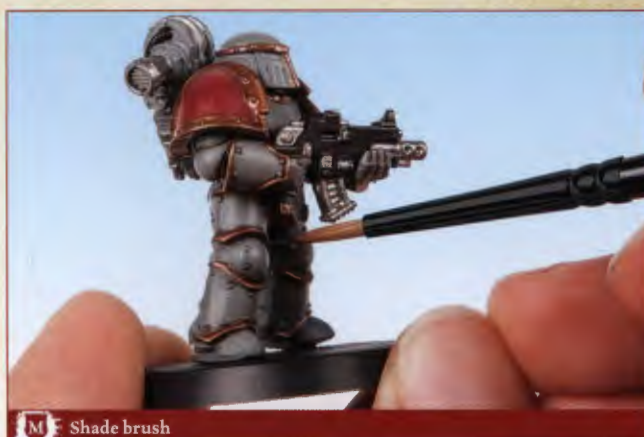
M Base brush

- 5** Any remaining metalwork on the gun or armour can be picked out with a layer of Leadbelcher.

SHADING

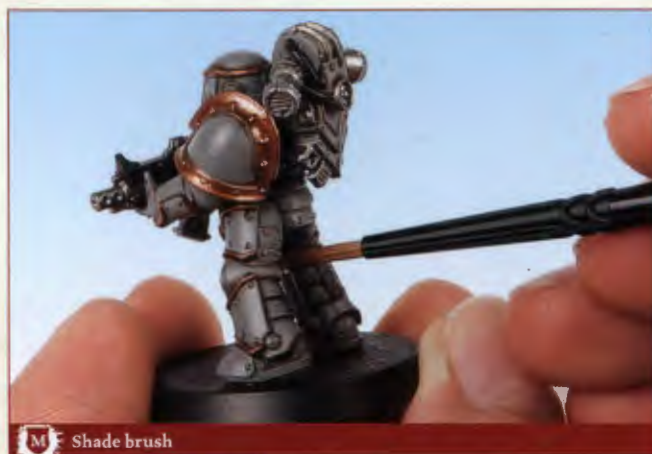
Citadel Shades are used to emphasise the detail on the miniature, and are a quick and easy way to add depth and shadow. A thinner, slightly translucent paint, it's brushed over the Base colour and coaxed into recesses, such as the gaps between the plates of this Space Marine's power armour, the vents on his helmet grill and the details on his boltgun.

Because many of a miniature's features are tiny, they won't catch the light like a full-size object would. So, to an extent, applying a wash is a little like adding your own shadows and patches of darkness. Shades can either be applied in a focussed way – for example, around the contours of any armour plates and directly into any gaps or joins – or simply brushed all over an area and left to run into the recesses, such as on the metal gun parts or power pack.



M Shade brush

- 1** As neatly as possible, apply Agrax Earthshade to the recesses around the armour plates.



M Shade brush

- 2** Use Agrax Earthshade to pick out any gaps between the plates themselves.



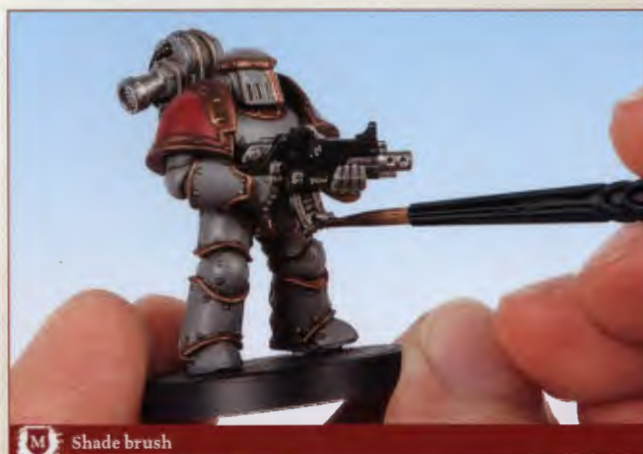
M Shade brush

- 3** Next, still using Agrax Earthshade, paint all over the gold trim on the edges of the armour plates.



M Shade brush

- 4** Make sure the Agrax Earthshade also settles in the recesses where the trim meets the armour plate.



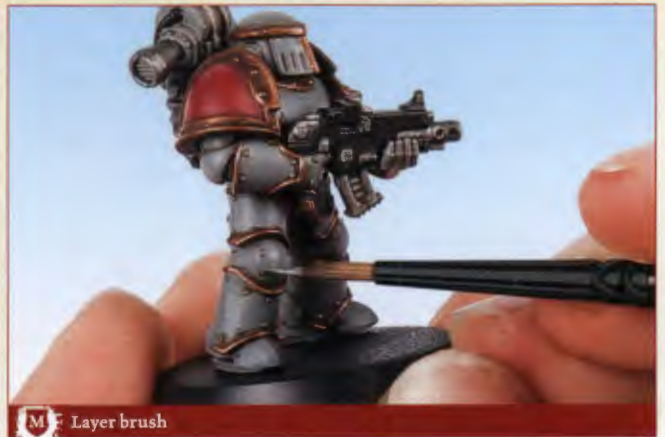
M Shade brush

- 5** Lastly, use Nuln Oil on the metalwork, magazine and barrel of the boltgun.

LAYERING

The layering technique is great for building up strong, solid areas of colour. Citadel Layer paints add impact and realism to your miniature's overall look by brightening up its colour scheme, picking out the raised detail and mimicking reflections or light.

Layer paints are usually applied as a solid layer or, as shown on this page, a focussed highlight. The layer is painted onto raised areas – for example, bulging muscles – while leaving the darker Base and Shade paints visible in the recesses. Highlights are applied to the miniature's edges to simulate the effect of reflected light. This often calls for two sets of increasingly fine lines, one of a lighter colour being applied on top of a deeper hue, leaving the outer portion of the first layer visible to create a gentle and natural-looking transition.



M Layer brush

- 1** Use a layer of Dawnstone to tidy up the armour where splashes of Shade might have gotten onto the plates themselves.



M Layer brush

- 2** Carefully add lines to the edges of the armour plates using Administratum Grey.



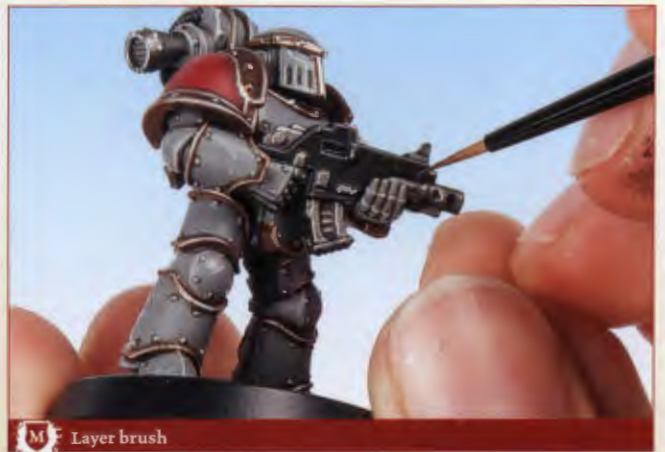
M Layer brush

- 3** Tiny Administratum Grey flecks and dots create the impression of battle damage.



M Layer brush

- 4** Gold areas can be highlighted by adding lines of Runefang Steel along the edges of the trim, and dots onto rivets.



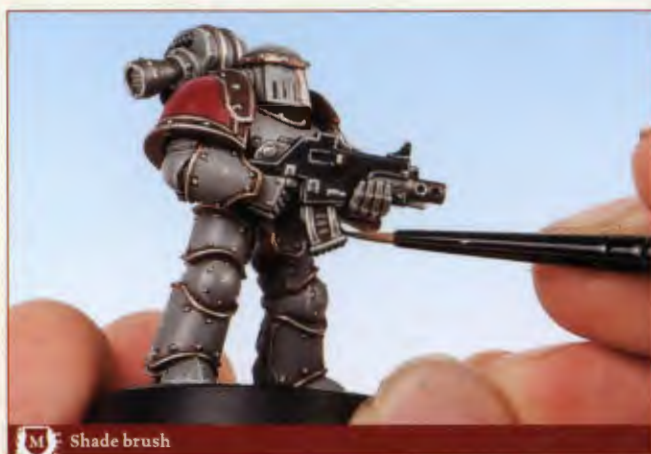
M Layer brush

- 5** Fine lines of Eshin Grey around the edges of the gun casing will highlight the bolter.



M Shade brush

- 6** Over these first lines, add another, finer line of Administratum Grey to further pick out the edges.



M Shade brush

- 7** Metal areas like the gun barrel or magazine can be highlighted with a careful line of Runefang Steel on the edges.



M Shade brush

- 8** Add flecks of Rhinox Hide alongside the Administratum Grey flecks to give the impression of light catching the chips.

LENSES



- 1** Carefully paint the recesses with Abaddon Black.



- 2** Add a basecoat of Khorne Red.



- 3** Apply a line of Troll Slayer Orange.



- 4** Finish with a thinner line of Yriel Yellow.

SIMPLE RED



- 1** Apply a basecoat of Ceramite White.



- 2** Apply Bloodletter Glaze paint.

SIMPLE BLUE



- 1** Apply a basecoat of Ceramite White.



- 2** Apply Guilliman Blue Glaze paint.

SIMPLE GREEN



- 1** Apply a basecoat of Ceramite White.



- 2** Apply Waywatcher Green Glaze paint.

DRYBRUSHING

An effective alternative to using Layer colours, drybrushing is used to define the model's raised details and to highlight texture. It's a quick and simple technique using dedicated Citadel Dry brushes and paints. Models with lots of hard edges like Space Marines look especially good when drybrushed.

Drybrushing is both efficient and really straightforward. Take a special Citadel Dry brush – featuring stiff, flat bristles – and load it as lightly as possible. Wipe off any excess paint on some paper towel, then skim the bristles rapidly back and forth across the targeted area. Any detail magically begins to stand out, and as you'll see, a little goes a long way. In this example, we started by undercoating the Legion Space Marine with Mechanicus Standard Grey and then shading the entire model with Agrax Earthshade.



M Dry brush

- 1 Apply Dawnstone Dry Compound to the entirety of the model's power armour, focussing on the edges.



M Dry brush

- 2 When drybrushing, focus your technique on the hard edges of the model for best results.



M Dry brush

- 3 Any black areas, like the gun casing, should also be drybrushed with Dawnstone Dry Compound.



M Dry brush

- 4 Carefully drybrush Necron Compound onto the gold areas to highlight the edges and rivets.



M Dry brush

- 5 Necron Compound can also be used to give a worn metal look to the barrel and magazine of the boltgun.

TEXTURING

The battlefield your model stands on can be just as important as his armour or weapons for his final look. No great paint job is complete without a good-looking base to frame the model and show off its colours. As such, Citadel Texture paints have been designed to make the process swift and straightforward.

A special type of concentrated paint containing a mix of coarse and fine particles, Texture paint is simply spread onto the miniature's base and allowed to set. You can then apply Citadel Shade and Dry paints in much the same manner as for the rest of the miniature. For the finishing touch, you can also add Citadel Basing Materials such as grass, sand, or snow, all of which are easily applied using PVA glue.



M Texture tool

- 1** Evenly cover the top of the base with a fairly thick layer of Stirland Mud.



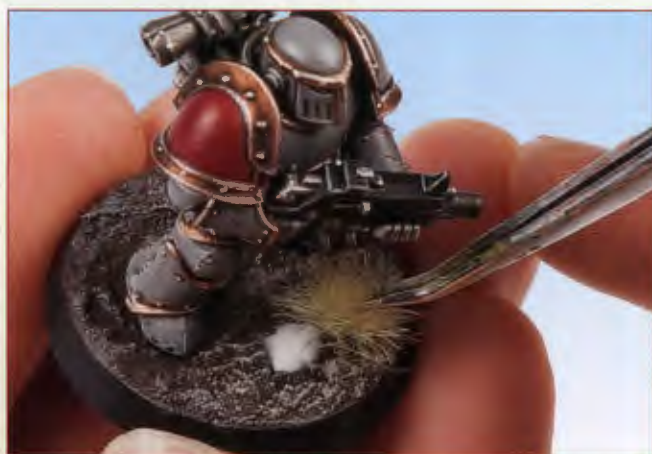
M Dry brush

- 2** Once the Texture paint has dried, drybrush the base using Dawnstone Dry Compound.



M Dry brush

- 3** Next, gently drybrush Tyrant Skull over the uppermost areas of the base.



- 4** Use a spot of PVA glue and tweezers to carefully apply one or two tufts of Mordheim Turf to the base.



M Base brush

- 5** Finally, paint the rim of the base with a layer of Steel Legion Drab.

CUSTODIAN GUARD



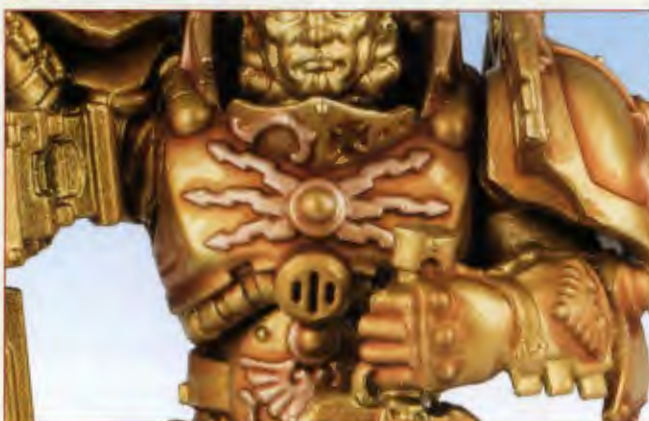
ARMOUR



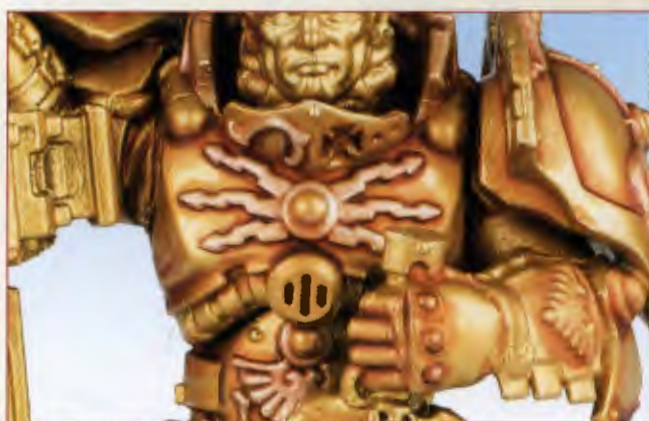
1 Start with an undercoat of Retributor Armour Spray, being sure to evenly cover the whole model. This doubles up as the basecoat for much of the armour.



2 Next, apply a layer of Liberator Gold to the embossed gold designs like the aquilas and lightning motifs.



3 Carefully paint Reikland Fleshshade into all the armour's recesses, and all over the Liberator Gold areas.



4 Tidy up the armour and areas around the designs with some more Retributor Armour.



5 Now add lines of Runefang Steel to the edges of all the gold areas as a highlight.

You can use the colours and techniques demonstrated on this page to give any gold metallic armour a burnished look. For silver or gunmetal-coloured armour, simply substitute your chosen Base, Shade and Layer paints as shown on the Citadel Painting System chart. This model was undercoated with Retributor Armour Spray, but an equivalent effect could have been created by applying Corax White and then brushing on a basecoat of Retributor Armour Base paint. It's worth mentioning that even if you decide to spray on the basecoat, you'll still need a pot of the same colour to apply the 'tidy-up' stage after the Reikland Fleshshade is applied and allowed to dry. A good tip is to keep the Shade application as neat as you can by using an S Layer brush rather than a Shade brush, as this will avoid having to reapply excessive amounts of Retributor Armour during the tidy-up. This brush's fine point will allow you to restrict the colour to the model's many nooks and crannies for a sharper end result.

PLUME



1 Start with a basecoat of Mephiston Red.



2 Give the plume a wash of Agrax Earthshade.



3 Highlight the strands with Evil Sunz Scarlet.



4 Finish with fine lines of Fire Dragon Bright.

LEATHER



1 Apply an even basecoat of Rhinox Hide.



2 Add lines of Doombull Brown to the edges.

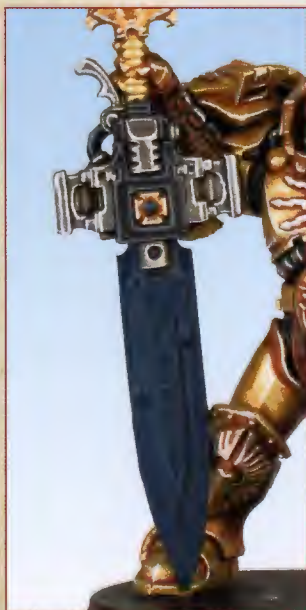


3 Finish with finer lines of Skrag Brown.

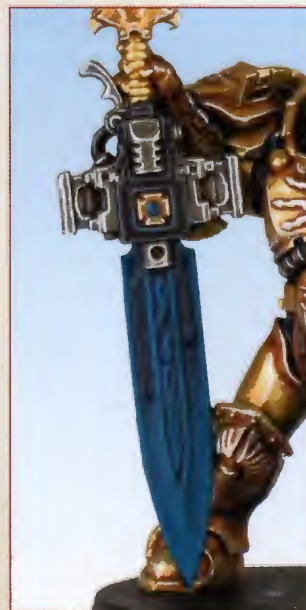
! TOP TIP – BLADE

For best results when detailing the blade as shown below, use the same colour for the lightning effect as you would for the final edge highlight – in this case, Temple Guard Blue. Use an XS Artificer Layer brush, minimal paint, and practice on an old piece of sprue or scrap paper until you're satisfied with how you're painting the pattern.

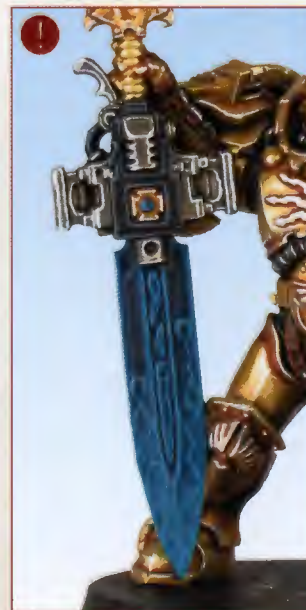
BLADE



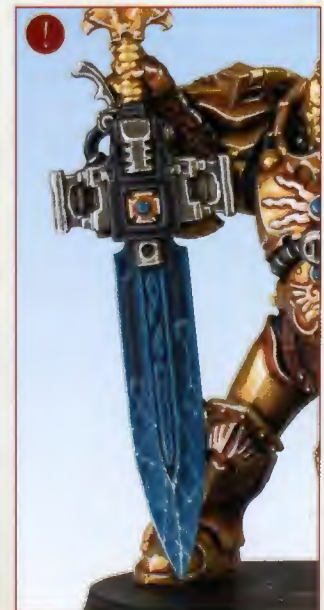
1 Begin by applying a basecoat of Stegadon Scale Green.



2 Apply Sotek Green, focussing on the edges and bottom of the blade.



3 Highlight the edges and paint the lightning effect with Temple Guard Blue.



4 Complete the lightning effect with small strokes of Pallid Wych Flesh.

FACE



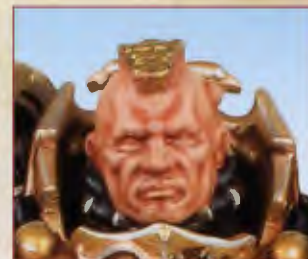
- 1** Basecoat the area completely using Bugman's Glow.



- 2** Add a layer of Cadian Fleshtone to the raised areas.

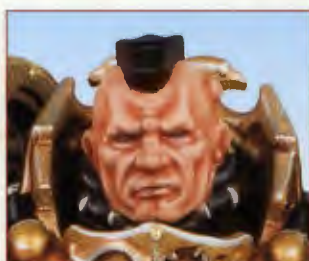


- 3** Wash the entire face with Reikland Fleshshade.

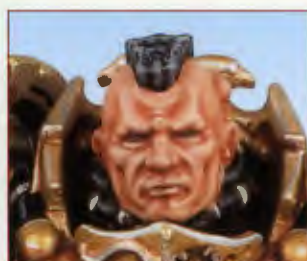


- 4** Paint the raised areas with Cadian Fleshtone, followed by Kislev Flesh.

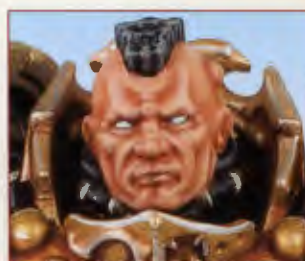
HAIR & EYES



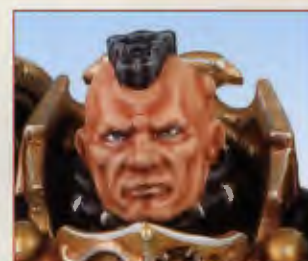
- 1** Basecoat the entirety of the hair using Abaddon Black.



- 2** Highlight the raised areas with Dawnstone.



- 3** Very carefully paint the eyes with White Scar.



- 4** Now, add dots of Abaddon Black for the pupils.

GUN



- 1** Evenly basecoat the boltgun casing by painting it with Abaddon Black.



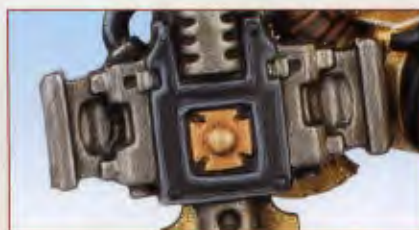
- 2** Carefully highlight the boltgun casing with lines of Eshin Grey along the edges.



- 3** Finish the casing, using fine lines of Dawnstone to complete the highlight.



- 4** Paint the metal parts of the gun, such as the magazine, trigger and barrel, using Leadbelcher.



- 5** Next, shade the metal areas with Nuln Oil.



- 6** Lastly, add fine lines of Runefang Steel to the edges of the metal areas to create highlights.

SISTER OF SILENCE



DARK GOLD



- 1** After undercoating the model with Chaos Black Spray, basecoat any areas that are going to be dark gold, such as the armour, with Warplock Bronze.



- 2** Over this basecoat, apply a layer of Brass Scorpion to the raised areas, making sure that the Warplock Bronze can still be seen in the recesses.



- 3** Next, carefully paint Agrax Earthshade directly into the recesses around the dark gold armour plates.

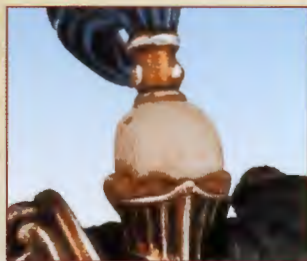


- 4** Once the Shade has dried, paint thin lines of Runefang Steel onto the raised areas of detail and the edges of the armour plates.

SKIN



- 1** Evenly basecoat any areas of skin using Rakarth Flesh.



- 2** Give the skin a wash of Reikland Fleshshade.



- 3** Pick out the raised features with more Rakarth Flesh.



- 4** Add fine lines of Pallid Wych Flesh as a final highlight.

CLOAK



- 1** Basecoat with Naggaroth Night.



- 2** Highlight the raised folds using Xereus Purple.



- 3** Paint Nuln Oil into the recesses between the folds.



- 4** Finish with fine lines of Genestealer Purple as a highlight.

PLUME



- 1** Start with a basecoat of Abaddon Black.



- 2** Pick out strands of hair with lines of Thunderhawk Blue.



- 3** Paint even finer lines of Fenrisian Grey onto the outermost strands.

WHITE FUR



- 1** Paint the fur areas with a basecoat of Celestra Grey.



- 2** Now, pick out the individual tufts with Ulthuan Grey.



- 3** Add highlights to the tufts using White Scar.

BLUE GEMS



1 Basecoat the gems with Stegaddon Scale Green.



2 Paint lines of Sotek Green as shown above.



3 Now add even finer lines of Temple Guard Blue.



4 Add dots of White Scar to represent reflected light.

GUN



1 Start with a basecoat of Abaddon Black.



2 Highlight the edges of the casing with lines of Eshin Grey.



3 Complete the highlight by adding fine lines of Administratum Grey.



4 Paint the metal areas of the weapon with Leadbelcher.

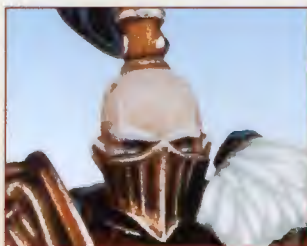


5 Give all of the metal areas a wash of Nuln Oil.

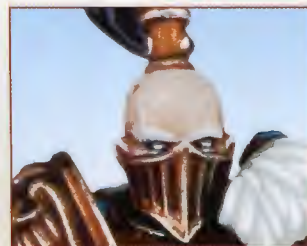


6 Highlight the edges of these areas with Runefang Steel.

DETAILS



1 Carefully paint the eye recesses with Abaddon Black.



2 Then add tiny dots of White Scar.

The eyes are one of the focal points on your models, but achieving the right effect can be difficult – here, too much white in the black recesses can detract from the end result. If you don't feel confident painting the white areas you can simply leave the eyes black, which will still look great.

Sometimes it can help to approach the model from a different angle when painting very small recesses like eyes. Turning the model on its side or even upside down can allow easier access with a brush, and you might find this is all you need to be able to apply the small amount of paint required for your desired effect.

GEIGOR FELL-HAND



ARMOUR



- 1** Once the model has been assembled and cleaned, undercoat it with Mechanicus Standard Grey Spray.



- 2** Give the entire model a coat of Dawnstone Layer paint.



- 3** Paint Agrax Earthshade into the recesses of the grey armour, and around any of its sculpted detail.



- 4** Use Administratum Grey to highlight the armour plates, and also to add small flecks of battle damage.



- 5** Paint Rhinox Hide onto the chips, but leave some of the Administratum Grey showing around the edge.

When highlighting areas representing hard materials like stone or ceramite power armour, it can be a handy time to lay the groundwork for weathering effects. As you paint on the highlight layers, add the odd fleck or dot to the surrounding armour. Later on, you can paint a darker colour onto these marks to create a chipping effect with a really effective illusion of depth.

As you can see here, Administratum Grey was used at stage 4 to both highlight Geigor's power armour and to add small flecks of paint onto the smooth surfaces of the plates. Rhinox Hide was then painted directly onto these flecks, ensuring that some of the light grey colour still showed underneath to simulate the effect of light hitting the hard edge of the chip.

GOLD



- 1** Carefully basecoat any gold areas on the model using Balthasar Gold.



- 2** Next, shade the gold areas with Agrax Earthshade.



- 3** Once the Shade is dry, use Runefang Steel to give these areas a highlight.

CLAWS



- 1** Paint the talons of Geigor's lightning claw with a layer of Ulthuan Grey.

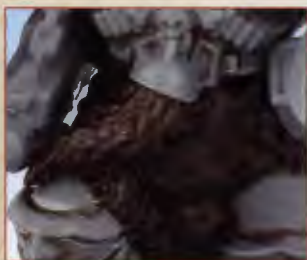


- 2** Give the claws a Guilliman Blue Glaze for an energy field glow effect.

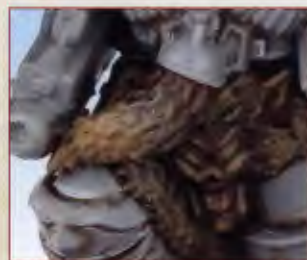


- 3** The edges of the claws can be brought into stark relief with fine lines of White Scar.

FUR



- 1** Rhinox Hide makes a good basecoat for the wolf pelt and fur.



- 2** Drybrush and layer on Steel Legion Drab as the first part of highlight.



- 3** Next, give these areas an all-over wash of Agrax Earthshade.



- 4** Finish with a drybrush of Tyrant Skull and lines of Screaming Skull.

FACE



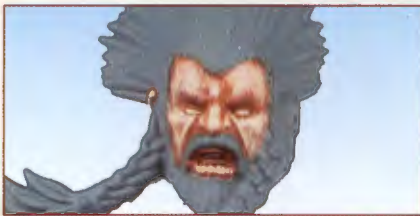
- 1** Start by applying an even basecoat of Bugman's Glow to the whole face.



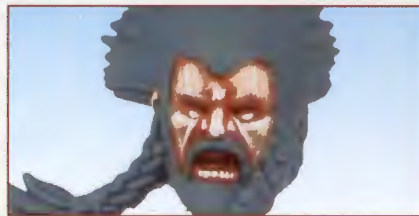
- 2** Leaving the basecoat visible in the recesses, apply a layer of Cadian Flestone.



- 3** Carefully paint Reikland Fleshshade into the recesses.



- 4** Once the Shade is dry, apply a layer of Kislev Flesh to the raised areas such as the nose, brows and cheekbones.



- 5** Additional highlights can be achieved with fine lines of Pallid Wych Flesh.

It's always good practice to paint the face before the hair, helmet or any other surrounding detail. This way, you won't have to be super-neat when using Shade or Layer paints, as any stray flecks of paint around the edges will be concealed by the basecoats that follow. It's important to stay as neat as possible when you move on to painting the hair – direct your brushstrokes away from the face itself to minimise the risk of mistakes.

HAIR



- 1** Paint Geigor's mane of hair with a basecoat of Zandri Dust.



- 2** Next, apply an all-over wash of Agrax Earthshade.

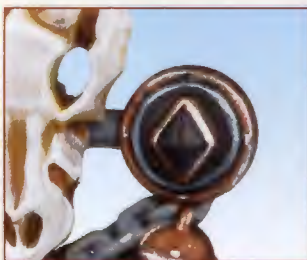


- 3** Use more Zandri Dust to further define the individual strands of hair.

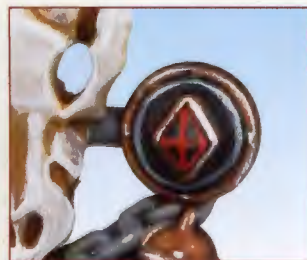


- 4** Paint thin lines of Screaming Skull for the final highlight.

GEM



- 1** Paint the entire gemstone with Abaddon Black.



- 2** Highlight the edges of the gem with Evil Sunz Scarlet.



- 3** Add lines of Fire Dragon Bright to the extreme edges and points.



- 4** Add dots of White Scar at the corners of the gem.

AHZEK AHRIMAN



ARMOUR



- 1** Once the model has been assembled and cleaned, give it an undercoat of Mephiston Red Spray.



- 2** Carefully paint Nuln Oil Shade into the armour's recesses and the gaps between the plates.

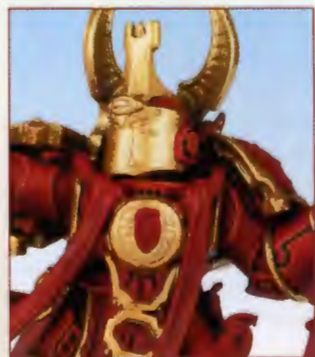


- 3** Highlight the edges of the armour with lines of Evil Sunz Scarlet.



- 4** Paint finer lines of Fire Dragon Bright on the edges, leaving some of the Evil Sunz Scarlet showing underneath.

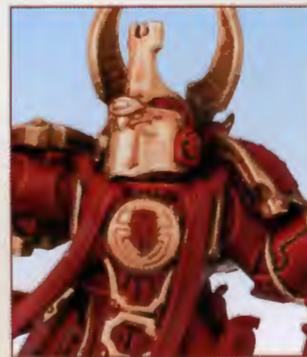
GOLD



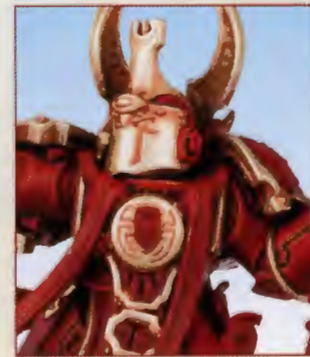
- 1** Basecoat the gold areas with Retributor Armour.



- 2** Then give the gold areas an all-over layer of Liberators Gold.



- 3** Shade the gold with Reikland Fleshshade.



- 4** Use layers of Runefang Steel for the final highlights.

ROBES



- 1** Basecoat Ahriman's robes with an even covering of Rakarth Flesh.



- 2** Build up thin layers of Seraphim Sepia Shade in the recesses of the folds.



- 3** Redefine the raised folds using more Rakarth Flesh.



- 4** Carefully paint thin lines of Pallid Wych Flesh on the edges and uppermost parts of the robe.



- 5** The esoteric patterns on the robes can be picked out using thinned-down Rhinox Hide.

Many Base and Layer paints can be thinned down using Lahmian Medium to give them a consistency more in line with Shades and Glazes, allowing you to achieve effects with a paint that you wouldn't have been able to when using it in its 'pure' form. In the stage-by-stage on the left, Rhinox Hide was used to pick out the intricate pattern on the edge of the cloak's lining. While it's not impossible to paint this without thinning the Rhinox Hide, the Lahmian Medium allows it to flow into the recessed details more easily, and allows you to paint longer, smoother brush strokes. While Lahmian Medium reduces the opacity of the paint, it's perfect for single lines like those of the pattern shown here.

BLUE GLOW



- 1** Sotek Green with Lahmian Medium establishes the blue glow.



- 2** Highlight any edges and raised surfaces with Temple Guard Blue.



- 3** Add small dots of White Scar at the centre of the glow.

Sotek Green is a striking contrast to the rich red of Ahriman's armour and the soft cream of his robes. These 'spot colours' give leaders added visual impact, and make them stand out on the battlefield. Thinning the paint with Lahmian Medium and running it into the runes and lenses is as easy as it is effective.

BLACK



- 1** Basecoat the outer cloak with Abaddon Black. Two thin coats give a smoother result.



- 2** Paint lines of Eshin Grey on the raised folds.



- 3** Finally, add thinner lines of Administratum Grey to complete the highlight.

SILVER



- 1** Basecoat the silver areas of the model using Leadbelcher.



- 2** Then apply a wash of Nuln Oil.



- 3** Pick out the edges and raised detail with Runefang Steel.

THOUSAND SONS



1 After assembling and cleaning the model, undercoat it with an even coat of Mephiston Red Spray.



2 Basecoat the white trim with Celestra Grey, the gold parts with Retributor Armour, the silver with Leadbelcher, and the gun casing with Abaddon Black.



3 Paint Agrax Earthshade into the recesses of the armour, and Drakenhof Nightshade into those of the white trim. Wash the silver with Nuln Oil and the gold with Reikland Fleshshade.



4 Layer the white trim with White Scar, avoiding the recesses. Paint Evil Sunz Scarlet on the armour's edges, and Eshin Grey on those of the gun casing. Use Ceramite White for the lenses.



5 Add final highlights of Fire Dragon Bright to the armour, Administratum Grey to the gun casing, and Runefang Steel to the gold and silver. Paint Waywatcher Green into the lenses.



6 Add any esoteric script with White Scar. For the base, use Blackfire Earth followed by Agrax Earthshade and a drybrush of Tyrant Skull. Paint the rim Steel Legion Drab.

SPACE WOLVES



- 1** Undercoat the model with an even layer of Mechanicus Standard Grey Spray.



- 2** Give the armour an all-over layer of Dawnstone. Paint the red pauldron Khorne Red, the gold Balthasar Gold, the gun casing and lenses Abaddon Black, and the silver Leadbelcher.



- 3** Paint Agrax Earthshade into the armour's recesses, including those of the red pauldron, and all over the gold areas. Wash the silver with Nuln Oil. Basecoat the lenses with Mephiston Red.



- 4** Tidy up the grey with Dawnstone and paint the edges of the red pauldron with Evil Sunz Scarlet. Add lines of Troll Slayer Orange to the lenses, and Eshin Grey to the gun casing.



- 5** Add highlights and scratches to the grey and black with Administratum Grey. Use Runefang Steel for the metal, Fire Dragon Bright for the red, and Yriel Yellow for the lenses.



- 6** Add depth to the scratches on both the grey and red armour by adding flecks of Rhinox Hide. Paint the base as shown on page 30.

DARK ANGELS



1 Undercoat the model with Chaos Black Spray.



2 Paint any silver areas with Leadbelcher.



3 Add a layer of Ironbreaker to the silver. Highlight the armour's edges with Dark Reaper, and those of the gun casing with Mechanicus Standard Grey. Use Mephiston Red for the lenses.



4 Shade the silver with Nuln Oil. Highlight the gun casing with Administratum Grey, and the lenses with Troll Slayer Orange.



5 Add final highlights of Fenrisian Grey to the black armour, Runefang Steel to the silver areas, and Yriel Yellow to the lenses. Paint the checks on the knee with Mephiston Red.



6 Paint the base with Lustrian Undergrowth, shade it with Agrax Earthshade, and then drybrush it with Nurgling Green. Finally, glue on some tufts of Mordheim Turf with PVA.

ULTRAMARINES



- 1 Start with an undercoat of Macragge Blue Spray.



- 2 Paint the gold areas with Retributor Armour, the silver areas with Leadbelcher, and the gun casing and lenses with Abaddon Black.



- 3 Paint Nuln Oil into the blue armour's recesses and all over the silver areas. Shade the gold with Reikland Fleshshade, and paint the lenses Mephiston Red.



- 4 Paint the armour's edges with Calgar Blue. Layer the gold trim with Liberator Gold, then highlight the gun with Mechanicus Standard Grey and the lenses with Troll Slayer Orange.



- 5 Add final highlights of Fenrisian Grey to the blue armour, Administratum Grey to the gun, Runefang Steel to the gold and silver, and Yriel Yellow to the lenses.



- 6 Paint the base with Armageddon Dust Texture paint, shade it with Agrax Earthshade, then drybrush it with Tyrant Skull. Use Steel Legion Drab for the rim.

IMPERIAL FISTS



- 1** Undercoat the model with Corax White Spray.



- 2** Paint the entire model with a layer of Yriel Yellow, then basecoat the helmet with Mephiston Red. For the lenses, use Caliban Green.



- 3** Paint the studs, flexible joints and roundels Abaddon Black. Shade the armour recesses with Agrax Earthshade. Use Leadbelcher for the silver, and Warpstone Glow for the lenses.



- 4** Use Evil Sunz Scarlet for the helmet, Moot Green for the lenses and Mechanicus Standard Grey for the roundels. Shade the silver with Nuln Oil, and paint the studs with Leadbelcher.



- 5** Use Screaming Skull for the yellow, Fire Dragon Bright for the red, Administratum Grey for the black, Runefang Steel for the silver, and Flash Gitz Yellow for the green lenses.



- 6** To paint the base, start by applying Astrogranite Texture paint, and then shade it with Nuln Oil once dry. Drybrush with Terminatus Stone, then paint the rim with Steel Legion Drab.

BLOOD ANGELS



- 1** Undercoat the model with Mephiston Red Spray.



- 2** For the basecoat colours, use Averland Sunset for the yellow, Retributor Armour for the gold, Abaddon Black for the black, Leadbelcher for the silver, and Caliban Green for the lenses.



- 3** Shade the armour recesses with Agrax Earthshade, the silver with Nuln Oil, and the gold and yellow with Reikland Fleshshade. Add layers of Warpstone Glow to the lenses.



- 4** Highlight the armour with Evil Sunz Scarlet, the yellow with Screaming Skull, the black with Eshin Grey, the gold with Auric Armour Gold, and the lenses with Moot Green.



- 5** For the final highlights, use Fire Dragon Bright for the red, Administratum Grey for the black, Runefang Steel for the metal areas, and Yriel Yellow for the lenses.



- 6** For the base, use Astrogranite, then Agrax Earthshade, then Stormfang Dry Compound. Paint the rim with Steel Legion Drab, and add some Mordheim Turf.

RAVEN GUARD



- 1** Undercoat the model with Chaos Black Spray.



- 2** Paint the silver areas with Leadbelcher and the white markings with Ceramite White.



- 3** Shade the recesses of the white areas with Agrax Earthshade, and the silver areas with Nuln Oil.



- 4** Highlight the edges of all the black areas using Eshin Grey. Tidy up the white areas and paint the lenses using Ceramite White.



- 5** Finish the black with lines of Administratum Grey, and the silver with Runefang Steel. Use Gorthor Brown for weathering on the white areas, and Blood for the Blood God for the lenses.



- 6** For the base, start with Stirland Mud, then apply Agrellan Earth. Once dry, drybrush the surface with Tyrant Skull. Finish by painting the rim with Steel Legion Drab.

SALAMANDERS



- 1** Undercoat the model with Caliban Green Spray.



- 2** Apply an all-over layer of Warpstone Glow, then paint the gold with Balthasar Gold, the silver with Leadbelcher, and the black with Abaddon Black.



- 3** Shade the recesses of the armour with Athonian Camoshade, and the gold with Agrax Earthshade. Paint the lenses with Mephiston Red, and the flames with Averland Sunset.



- 4** Tidy the armour with Warpstone Glow, then highlight the black with Mechanicus Standard Grey. Use Fuegan Orange on the flames, and add lines of Troll Slayer Orange to the lenses.



- 5** Now, add lines of Elysian Green to the armour, Administratum Grey to the black areas, Runefang Steel to the metal areas, and Yriel Yellow to the lenses. Use Bloodletter for the flame tips.



- 6** For the base, use Stirland Mud and Martian Ironearth. Shade it with Agrax Earthshade, then drybrush it with Eldar Flesh. Paint the rim with Steel Legion Drab.

IRON HANDS



1 Undercoat the model with Chaos Black Spray.



2 Basecoat the silver areas with Leadbelcher.



3 Drybrush the edges of the black armour with Necron Compound, basecoat the brass areas with Balthasar Gold, and layer the silver areas with Ironbreaker.



4 Shade the brass with Agrax Earthshade, and the silver with Nuln Oil. Layer the edges of the gun casing with Mechanicus Standard Grey, and paint the lenses Ceramite White.



5 Use Runefang Steel to highlight the metallic areas and to add any chips and scratches. Add fine lines of Administratum Grey to the gun casing, and glaze the lenses with Guilliman Blue.



6 Paint the base with Martian Ironearth and then shade it with Reikland Fleshshade. Drybrush the surface with Eldar Flesh, then paint the rim with Steel Legion Drab.

WHITE SCARS



- 1** Undercoat the model with Corax White Spray.



- 2** Give the model an all-over coat of Ulthuan Grey before painting the red areas Mephiston Red. Use Leadbelcher for the silver areas, and Abaddon Black for the gun casing.



- 3** Shade the recesses and rivets of the white armour with Agrax Earthshade. Give the silver areas and the rivets on the red trim a wash of Nuln Oil.



- 4** Use the following colours for the edge highlights: White Scar for the white armour, Evil Sunz Scarlet for the red trim, and Mechanicus Standard Grey for the gun casing.



- 5** For the final highlights, use Fire Dragon Bright for the red and Administratum Grey for the gun casing. Paint Waywatcher Green into the lenses, and add some Gorthor Brown scratches.



- 6** Jagged lightning bolt markings are common among the White Scars. Here, some have been added on the legs and arms using Mephiston Red.

SONS OF HORUS



- 1** Undercoat the model with Mechanicus Standard Grey Spray.



- 2** Give the model an all-over layer of Dawnstone, then basecoat the gold with Balthasar Gold, the silver with Leadbelcher, and the black areas with Abaddon Black.



- 3** Give the armour a controlled glaze of Waywatcher Green. Shade the gold with Agrax Earthshade, and the silver with Nuln Oil. Paint the lenses with Mephiston Red.



- 4** Neatly paint Biel-Tan Green into the recesses of the armour. Add highlights of Skavenblight Dingy to the black areas, and Troll Slayer Orange to the lenses.



- 5** Use Administratum Grey to highlight both the armour and the black areas. Add lines of Runefang Steel to the edges of the metallic areas, and Yriel Yellow to the lenses.



- 6** For the base, paint some parts with Stirland Mud and others with Agrellan Earth. Once dry, shade the surface with Agrax Earthshade and then drybrush it with Tyrant Skull.

EMPEROR'S CHILDREN



- 1** Start with a Chaos Black Spray undercoat.



- 2** Basecoat the armour with Naggaroth Night, the gold trim with Retributor Armour, the gun casing with Abaddon Black, and the silver areas with Leadbelcher.



- 3** Give the purple areas an all-over layer of Xereus Purple. Shade the gold with Reikland Fleshshade, and the silver with Nuln Oil. Paint lines of Dark Reaper on the edges of the gun casing.



- 4** Shade the armour's recesses with Nuln Oil, and layer the gold trim with Auric Armour Gold. Use Fenrisian Grey to highlight the gun casing, and paint the lenses Ceramite White.



- 5** Add thin lines of Genestealer Purple to the edges of the armour. Highlight the metallic areas with Runefang Steel, and glaze the lenses with Waywatcher Green.



- 6** For the base, start with Astrogranite, then shade it with patches of Seraphim Sepia and Agrax Earthshade. Drybrush it with Tyrant Skull, and paint the rim with Steel Legion Drab.

WORD BEARERS



- 1** Undercoat the model with Mephiston Red Spray.



- 2** Basecoat the gold with Balthasar Gold, the silver with Leadbelcher, and the black with Abaddon Black.



- 3** Shade the armour's recesses and the silver areas with Nuln Oil. Use Agrax Earthshade for the gold areas.



- 4** Pick out the edges of the armour with Evil Sunz Scarlet, and those of the gun casing with Mechanicus Standard Grey. Basecoat the lenses with Ceramite White.



- 5** Add a final highlight of Fire Dragon Bright to the red armour, Runefang Steel to the metallic areas, and Administratum Grey to the gun casing. Glaze the lenses with Waywatcher Green.



- 6** Add some Colchisian script with small lines of Pallid Wych Flesh. Use Armageddon Dust, Seraphim Sepia and Underhive Ash for the base texture, and Steel Legion Drab for the rim.

IRON WARRIORS



- 1** Start with an undercoat of Leadbelcher Spray.



- 2** Basecoat the shoulder pads, gun casing and left knee with Abaddon Black.



- 3** Shade the armour with Agrax Earthshade, and the metal details on the gun with Nuln Oil.



- 4** Drybrush the metal areas with Necron Compound. Basecoat the lenses with Ceramite White, highlight the black with Eshin Grey, and paint the hazard stripes with Averland Sunset.



- 5** Add scratches all over the model with Runefang Steel. Finish the black areas with fine lines of Administratum Grey, then glaze the lenses with Bloodletter.



- 6** Paint the base with patches of Blackfire Earth and Martian Ironearth, then drybrush it with Tyrant Skull once dry. Paint the rim with Steel Legion Drab, and add some Mordheim Turf.

NIGHT LORDS



- 1** Undercoat the model with Chaos Black Spray.



- 2** Basecoat the armour with Kantor Blue, the gold trim with Balthasar Gold, the gun casing with Khorne Red, and the silver details with Leadbelcher.



- 3** Shade the recesses of the armour, the silver areas and the red gun casing with Nuln Oil. Use Agrax Earthshade for the gold trim.



- 4** Paint the lightning effect and armour's edges with Alaitoc Blue. Highlight the gun casing with Evil Sunz Scarlet, and the gold with Sycorax Bronze. Use Ceramite White for the lenses.



- 5** For the final highlights, use Lothorn Blue for the blue armour, Fire Dragon Bright for the gun casing, and Runefang Steel for the metal areas. Glaze the lenses with Bloodletter.



- 6** To make the lightning really stand out, add some Ulthuan Grey to the innermost areas of the effect. Paint the base with Martian Ironearth and drybrush it with Eldar Flesh.

WORLD EATERS



- 1** Undercoat the model with Corax White Spray.



- 2** Paint the whole model with a layer of Ultramarine Grey. Then, for the basecoat colours, use Retributor Armour, Macragge Blue, Abaddon Black, Leadbelcher and Caliban Green.



- 3** Shade the armour's recesses with Agrax Earthshade. Use Nuln Oil for the blue areas and silver details. Give the lenses a layer of Warpstone Glow.



- 4** For the first highlights, use Calgar Blue for the blue areas, White Scar for the armour, Skavenblight Dingy for the black, and Moot Green for the lenses.



- 5** Use Fenrisian Grey to complete the blue highlights, Runefang Steel for the metal areas, Administratum Grey for the gun casing, and Flash Gitz Yellow for the lenses.



- 6** To create the horrific gore effect, dab on some Blood for the Blood God with a bit of sponge, then use a brush to paint some drips and directional splatters.

DEATH GUARD



- 1** Undercoat the model with Corax White Spray.



- 2** Basecoat the armour with Rakarth Flesh, then add Castellán Green, Balthasar Gold, Abaddon Black and Leadbelcher as shown above.



- 3** Shade the gold areas and the recesses of the armour with Agrax Earthshade. Use Nuln Oil for the silver details on the gun.



- 4** Use Pallid Wych Flesh and Loren Forest for the armour's edges and scratches, Gehenna's Gold for the gold, and Skavenblight Dingo for the black. Basecoat the lenses with Ceramite White.



- 5** Use Rhinox Hide for the chips, Administratum Grey for the black, Runefang Steel for the silver, and Liberators Gold for the gold. Glaze the lenses with Blood for the Blood God.



- 6** For the finishing touch, add some corrosion stains with lines of Seraphim Sepia. Make sure you paint from the source down to the ground to simulate the effects of gravity.

ALPHA LEGION



- 1** Undercoat the model with Macragge Blue Spray.



- 2** Give the model an all-over layer of Sotek Green, then basecoat the silver areas with Leadbelcher and the black areas with Abaddon Black.



- 3** Shade the silver areas and the recesses of the armour with Nuln Oil.



- 4** Give the armour a glaze of Waywatcher Green. Highlight the gun casing with Dark Reaper, and basecoat the lenses with Ceramite White.



- 5** Use Temple Guard Blue for the final highlights on the armour, Fenrisian Grey for the black areas, and Runefang Steel for the silver areas. Glaze the lenses with Blood for the Blood God.



- 6** Paint the base with Agrellan Earth. Once dry, shade it with Seraphim Sepia, and finish with a drybrush of Tyrant Skull. Add some tufts of Mordheim Turf for the final touch.

FAVOURITE PAINT COMBINATIONS

The Citadel Paint System takes the guesswork out of great painting. At its heart are a range of premium water-based acrylic colours that are designed to be used in a set sequence for consistently impressive results. This chart includes some common combinations, and makes for a handy at-a-glance guide.

		OR				
		BASE	SHADE	DRY	LAYER 1	LAYER 2
GOLD						
		Retributor Armour	Reikland Fleshshade	Sigmarite	Liberator Gold	Runefang Steel
DARK GOLD						
		Warplack Bronze	Agrax Earthshade	Necron Compound	Brass Scorpion	Runefang Steel
GREY						
		Mechanicus Standard Grey	Agrax Earthshade	Dawnstone	Dawnstone	Administratum Grey
RED						
		Mephiston Red	Nuln Oil	Astorath Red	Evil Sunz Scarlet	Fire Dragon Bright
METAL						N/A
		Leadbelcher	Nuln Oil	Necron Compound	Runefang Steel	N/A
BLACK			N/A			
		Abaddon Black	N/A	Dawnstone	Eshin Grey	Dawnstone

NEW FROM FORGE WORLD

THE HORUS HERESY BOOK SIX - RETRIBUTION

The Horus Heresy Book Six – Retribution is a supplement for Warhammer 40,000 dealing with war and battle in the dark age of the Horus Heresy, when the fledgling Imperium of Mankind was torn apart by bloody civil war and treachery. This book, lavishly illustrated in full colour, contains extensive background information on the bitter shadow wars fought throughout the Age of Darkness. This book also contains rules for fielding the vengeful shattered Legions, as well as the embittered Blackshields and the mysterious Knights-Errant. It also presents special rules for the Blood Angels, Dark Angels and White Scars Legions and new Rites of War for use by any Legion of Astartes force. Included is an extensive campaign system allowing players to recreate the savage wars of retribution fought the length and breadth of the sundered Imperium throughout the dark years of the Age of Darkness.

The Horus Heresy Book Six – Retribution is a complete expansion for the Warhammer 40,000 game – it requires *Warhammer 40,000: The Rules*, the *Legiones Astartes Crusade Army List* and the *Mechanicum Taghmata Army List* books to use its contents.



THE HORUS HERESY BOOKS

- All books detail war and battle in the dark age of the Horus Heresy
- Contain extensive background information on campaigns and Legions from the Horus Heresy
- Contain rules for the Primarchs and named characters featured in the Forge World Horus Heresy Character Series model range
- All books are bonded leather hardbacks, each beautifully illustrated and presented in full colour
- *The Horus Heresy Books One, Two, Three, Four and Five* are supplements for Warhammer 40,000

HORUS HERESY ARMY LIST COMPILATIONS

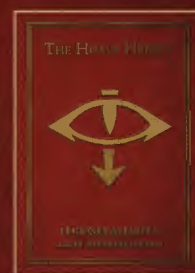
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