

WARHAMMER
40,000

**CULT MECHANICUS
PAINTING GUIDE**



**CRUSADERS ^{OF THE}
MACHINE GOD™**







CRUSADERS OF THE MACHINE GOD

CONTENTS

THE EMPERYGENIC CONGREGATION	4	PAINTING GUIDE	46
The Gates of Exhubris II	6	MARS	48
Empergen Kryptaestrex	8	Tech-Priest Dominus	48
Tech-Priest Dominus Kryptaestrex	12	Kataphron Destroyer	56
Maniple Delta Thundous	13	Electro-Priests	64
Maniple Delta Gygarox	14	Kastelan Robot	70
Kataphron Phalex Y19	15	Cybernetica Datasmith	74
Brotherhood of the Caged Animus	16	RYZA	80
Brotherhood of the Blessed Thunderbolt	17	Tech-Priest Dominus	80
THE XENOPHAGIST EXPEDITION	18	Kataphron Destroyer	84
Quest for Orkadia	20	Fulgurite Electro-Priest	88
Furator 9-Dhul	22	Kastelan Robot	92
Tech-Priest Dominus Hexterramere Vorght	26	Cybernetica Datasmith	96
Khul X Cyberkastel	27	METALICA	102
Kataphron Plexcannon Clade A13Y	28	Tech-Priest Dominus	102
Kataphron Plexcannon Clade A12K	29	Kataphron Breacher	108
Brotherhood of Captured Fury	30	Kastelan Robot	116
Brotherhood of the Living Lightning	31	Cybernetica Datasmith	124
THE BIOEXTINCTION CONGREGATION	32		
The Perfect World	34		
Magos Ozmerhadus Phal	36		
Tech-Priest Dominus Ozmerhadus Phal	40		
Cybermallus Maniple ZYGYR14	41		
Cyberbalista Maniple AYR4	42		
Phalex Clade K41	43		
Theragheist Temple	44		
Geigerghaist Temple	45		



PRODUCED BY GAMES WORKSHOP IN NOTTINGHAM

Crusaders of the Machine God: Cult Mechanicus Painting Guide © Copyright Games Workshop Limited 2015. Crusaders of the Machine God: Cult Mechanicus Painting Guide, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental. British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS

Printed by C&C in China

games-workshop.com



THE EMPERYGENIC CONGREGATION





THE GATES OF EXHUBRIS II

Mars is the grinding, clanking heart of the Adeptus Mechanicus, its millions of mechanical soldiers set to a single purpose – the gathering of knowledge. Tech-Priest Dominus Kryptaestrex commands a battle congregation of Mars in the name of the Ommissiah, and his thirst for the secrets of the universe is equalled only by the lengths he will go to procure them.

From the churning red dust of Mars emerge vast war cohorts of cybernetic warriors. Under the watchful, whirring bionic lenses of their Tech-Priest masters, these holy processions set out into the void in search of lost technologies and hidden resources. In dark corners of the galaxy the Disciples of the Machine God eradicate alien empires and tear apart ancient ruins without any trace of emotion, all in the pursuit of secrets yet to be uncovered.

It was this promise of the unknown that drew the Explorators of Stygies to the cursed swamp world of Exhubris II. Under lashing putrid rain and bruised skies, Adeptus Mechanicus servitors slogged through waist-deep muck, luminescent leeches clinging to their dead flesh. Yet it was not the rotting fens that interested the Explorators, but rather the vast obsidian pyramids that rose up out of them. Using thrumming plasma drills, the Stygian Explorators began to break open the ancient tombs. Before the final seals fell, however, glittering portals of light appeared out of the darkness, and from them burst a host of Eldar warriors clad in the colours of Craftworld Ulthwé.

Quickly overwhelmed, the Adeptus Mechanicus cohorts were forced to defend their dig site, the rain-lashed gloom coming alive with flares of plasma fire and phosphor blasts. While Skitarii Rangers formed firing lines, the Kastelan Robots stood firm against the xenos' advance, their hammering weapons steaming in the deluge. Somehow eluding the onslaught, black-armoured Guardians filled the air with whining shuriken fire and vivid energy bolts from eldritch cannons. His glowing bionic gaze sweeping across the battlefield, the Stygian Magos offered a prayer to the Machine God and sent a coded data-scream out into the void.

In the gulf of interstellar space Emperygen Kryptaestrex's Martian force received the Stygian request for aid. Yet it was not the Tech-Priest Dominus's loyalty to his brothers that swayed his mind, but rather the Eldar presence on the planet. For years Kryptaestrex had plucked at the secrets of the webway, seeking to find out why it resisted the powers of the Warp. On dry, dead worlds the Tech-Priest had gazed upon the broken remains of webgates, trying to unravel the mystery of their creators. The promise of securing a functioning gateway was too tempting to pass up.

With a roar of engines, the first Martian dropships descended to Exhubris II, their ramps crashing down into the murky waters to release maniples of Skitarii and clanking cohorts of war robots. By some miracle of the Machine God, the Stygian forces were still holding out, their surviving soldiers fighting behind the twisted cybernetic remains of their fallen. Ever swift to react to the changing tides of war, the Eldar moved quickly to counter the Martian assault, armoured Aspect Warriors darting through the shadows beneath squadrons of

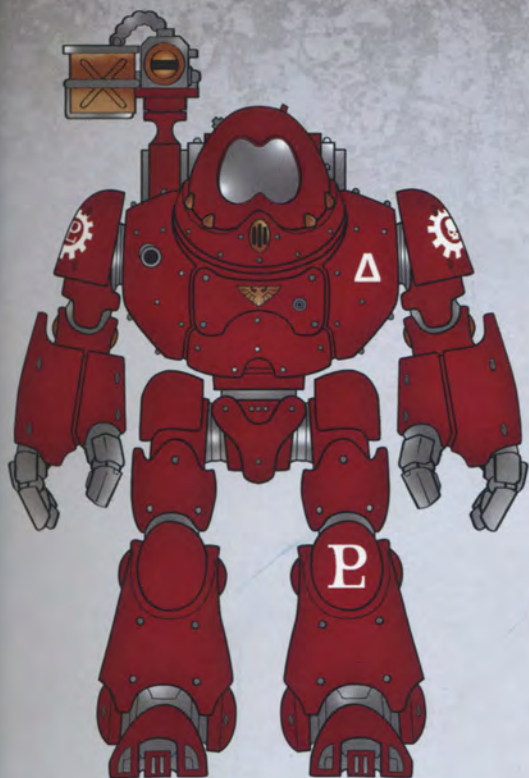
screaming Windriders and grav-tanks. Kryptaestrex's brain sparked and thrummed as the Tech-Priest drew upon reams of xeno-wardata. In scant seconds he settled upon a battle plan, and with a voxed command and an imperious flick of his cane, the Dominus bade his warriors to advance.

Scores of smoke-belching Kataphron surged across the swampy ground, kicking up a wave of muddy water as their weapons buzzed and snapped. The lead combat servitors fired blazing bolts of plasma into the gloom, their brilliant beams of energy cutting through the downpour to sear through xenos flesh. In reply, a storm of shurikens screamed out of the darkness, tiny blades shredding the desiccated flesh of the Kataphron. Kryptaestrex watched impassively as some of the servitors shuddered under the hail of blades, their joints sparking and smoking. However, for every Kataphron the Eldar killed, more took their place. Like a wave of grinding steel, the Mechanicus forces swept over the Guardians, each Eldar counter-attack only drawing more relentless augmented fighters down upon them.

All at once the Eldar began to fall back. This was not the panicked retreat of a broken foe but a fluid and graceful shift in tactics. Kryptaestrex sensed that his prize was near at hand, and urged his forces forward. Out in the shadowed swamps, shimmering portals opened. The Tech-Priest shuddered with anticipation as his empyric Warp-vanes began to spin out of control. A furious melee erupted around the gateways, the Cult Mechanicus warriors throwing themselves into glittering torrents of alien fire. Their flesh pitted and torn away by the maelstrom of shurikens, servitors rumbled forward, ceaselessly pumping rounds into the retreating Eldar. Then the portals began to wink out one by one as the aliens faded into the webway.

By the flickering light of the last gateway, a towering Wraithlord fought its way through the throng, two Kastelan Robots hammering it with crackling metal fists. Trailing behind the war automata a Datasmith offered up screeching prayers to the Ommissiah. From the eaves of the gateway other Eldar warriors provided covering fire for the retreating wraith-construct, weapon platforms hurling blazing bolts of plasma and corkscrewing missiles at the Martian ranks. In return, the soldiers of the Machine God sent back an unceasing barrage of solid rounds, thundering ordnance and exotic energy beams, cutting down those aliens bold enough to stand their ground.

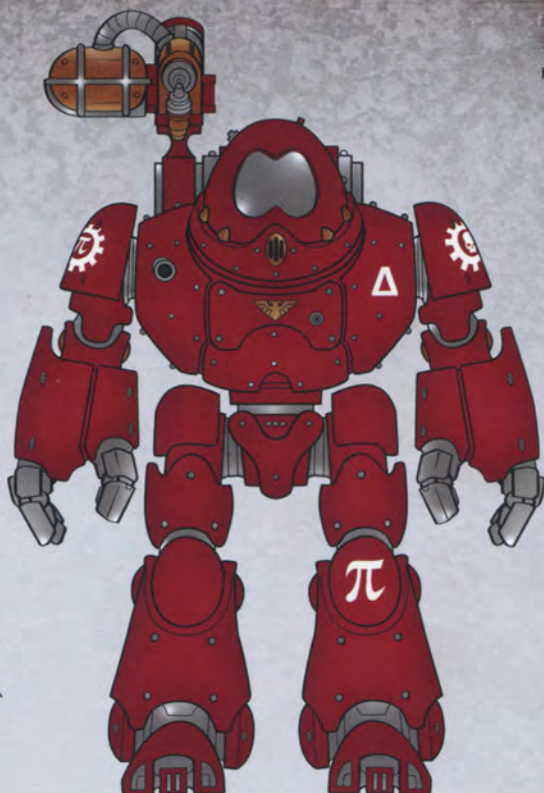
When the Wraithlord and the Kastelans were swallowed by the webgate, Kryptaestrex thought a rare chance had slipped through his mechadendrites. However, the portal did not close. Only when the robots emerged covered in Eldar remains did it become clear – the Adeptus Mechanicus had captured a functioning path into the webway.



Cyterrex 12-Thundous



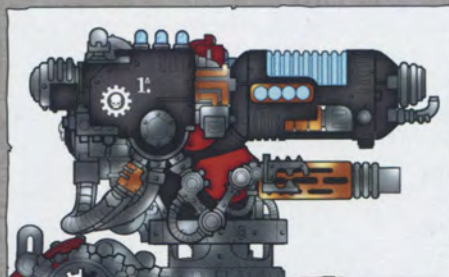
Datasmith Cobyerashi



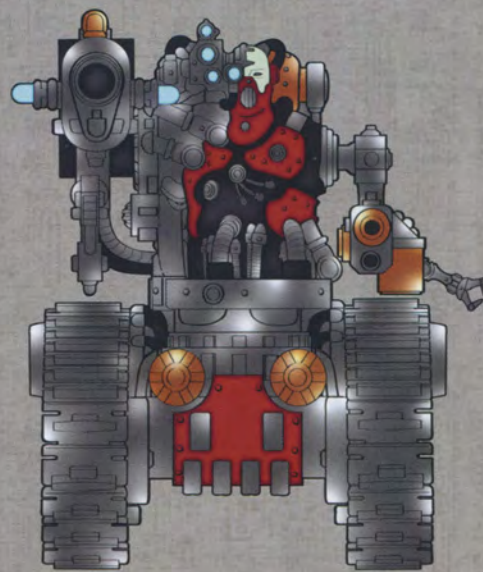
Petorrleon 19-Thundous

ICONS OF MARS

The Cult Mechanicus warriors of Kryptaestrex's battle congregation are all emblazoned in the deep red of Mars, and many wear the sacred cog icon of the Machine God in black and white. Each Kastelan Robot and Kataphron bears unique identification – a sigil or a servitor number respectively – but both also bear a symbol indicating their maniple, and the mark of their forge world.



*Electro-Priest
Odeshmungor*



Phalex Y19b

EMPERYGEN KRYPTAESTREX

The baleful energies of the Warp are often anathema to the technologies of the Adeptus Mechanicus. The Immaterium is made up of the stuff of Chaos, conflict and uncertainty, things most Tech-Priests find abhorrent and disturbing. And yet there remain ancient devices that rely upon this other realm to function – the vast Warp engines of the Emperor's warships, the mysterious teleportariums and a hundred other relics from the Dark Age of Technology designed for travelling through or peering into its screaming depths.

Tech-Priest Dominus Kryptaestrex is one of the few to claim mastery over this field, learning the secrets of the Emperygen – an Immaterium Mechanist. Perfecting his craft in the shipyards of Mars, Kryptaestrex researched the mysteries of Warp engines and geller fields, examining their workings and studying the prayers that stirred their ancient machine spirits to life. Often the Tech-Priest would accompany Martian expeditions to recover these artefacts from wrecks and stellar graveyards. Even part of such an engine is a great find for the Adeptus Mechanicus, and old stellar battlefields are carefully combed for the salvageable remains of ships.

It was on one such mission to the cursed solar war zones of the Gothic Sector that Kryptaestrex first became aware of the webway. During a bitter conflict with Eldar corsairs, he witnessed the alien warriors appearing as if from nowhere and then vanishing just as abruptly. Fascinated by the phenomenon, Kryptaestrex began hunting out more examples of this alien technology.

Expeditions to ruined worlds were paid for in the lives of his Skitarii, as Kryptaestrex sought to find more gateways. Hostile native populations, alien empires and human settlements were all crushed under the adamantium feet of the Tech-Priest's war robots to buy just a few moments to examine the remains of a portal. Several times Kryptaestrex even stole artefacts from excavations claimed by other forge worlds, Skitarii and servitors fighting brutal internecine wars so the Tech-Priest might take another ancient alien fragment back to Mars.

Unfortunately for Kryptaestrex, he could discern little of the strange sciences at work from these broken remains. Concluding that he would have to observe the portals in action, he set off in search of raiding grounds favoured by the Eldar. Before the events of Exhubris II, the Tech-Priest had numerous near successes, though each time his prey managed to slip away from his carefully constructed ambushes. The most notable event was during the Night of Shards on Forlos III, when Kryptaestrex was taken prisoner by the Dark Eldar of the Kabal of the Bloody Storm. Much to the Dominus' annoyance, Fulgurite Electro-Priests rescued him before he could be dragged off into the webway.

Now that he has the Exhubris II gate in his control, Kryptaestrex can finally explore its secrets, peeling back the layers of xenos technology to reveal the ancient truths of its creation. Perhaps then he will discover how to recreate the energies that make it function – or, if nothing else, learn how to bring about its destruction.

Kryptaestrex shuffled through the flickering horizon, exotic particles washing over him and causing his sensorium receptors to quiver frenetically. The wave of pure data that washed through the Tech-Priest's mind was so overwhelming he almost didn't notice that the rain-lashed swamps of Exhubris II had given way to a labyrinthine shadowscape. Out of the gloom lithe figures bounded forward, slender blades in their hands. Still sifting through streams of augur wisps, Kryptaestrex urged his Datasmiths into action with a burst of binharic commands.

Like a steel idol come to terrible life, a Kastelan Robot turned its focus to the advancing enemies, its machine brain settling into new kill protocols as it read the freshly inserted doctrina wafer. The first xenos to reach its feet thrust and slashed with their blades, vainly seeking a weak point. There was none to find. Blood sprayed hot and thick across the glassy floor of the tunnel as the first Eldar met a brutal fate under the robot's fists. Others were punched from their feet or set ablaze by hammering phosphor rounds as more Kastelans joined the combat. Kryptaestrex himself clicked forward on metallic limbs, eager to despatch these troublesome xenos so he might turn his attentions back to the portal. Gliding through a torrent of fire that plucked and tore at his robes, Kryptaestrex hacked down Guardians while his weapon mechadendrites snaked back and forth seeking foes for extermination.

Suddenly one of the towering Kastelan Robots staggered as ghostly flames enveloped it. Its Datasmith scurried forward, mumbling the Catechisms of the Faithful Automaton, but as he reached up to alter the robot's doctrina wafer a blade flashed out of the darkness, severing his arm in a spray of blood and machine fluids. Kryptaestrex swept forward, all clicking steel and flapping cloth, but not before the Datasmith let out a strangled scream as he was cut down. Stepping over the augmented corpse, a masked Eldar warrior advanced into Kryptaestrex's path. Rune-etched wraithbone sparked off Mars-forged steel as the Tech-Priest intercepted his opponent. In a flurry of flashing blades the two warriors fought, while around them the Eldar pushed the Martian forces back toward the vertical pool of light at their backs that linked this realm to Exhubris II.

By the time Kryptaestrex's robe touched the portal's energy horizon, only a handful of his battle congregation remained. Sensing victory, the Eldar Warlock stepped back, summoning forth a crackling ball of psychic energy. With a mental sigh the Tech-Priest finally turned his full attention to the Eldar. How foolish the aliens were to think they could stand before the will of the Ommissiah. Before the Eldar psyker could unleash his eldritch flames, a massive metal fist reached through the open gateway and hauled the alien off its feet. The gurgling death scream of the Warlock, as its torso was pulverised by the massive robot, heralded the arrival of Kryptaestrex's second wave. In a storm of lightning, dozens of Electro-Priests joined the fight and the Eldar vanished under their assault. Freed from the trifling distractions of combat, Kryptaestrex once again turned his attention to the wonders of the webway.

Emperogenic Manipulators

Kryptaestrex wears a complex mechadendrite harness that flickers and pulses with caged energy and is augmented with various murderous appendages.

Cult Mechanicus Axe

There is no more iconic symbol of the Machine God than the cog seal of the Cult Mechanicus, featured here on Kryptaestrex's power axe.



Mantle of the Priesthood

Kryptaestrex's robe serves the purpose of proclaiming his allegiance to Mars with its crimson colours, but also covers up his heavily augmented body, an unexpected blessing for his allies who are spared its full, terrifying mechanical glory.



A: Empergen
Kryptaestrex,
Tech-Priest
Dominus

B: Kataphron Phalex
Y19, Kataphron
Destroyers

C: Brotherhood
of the Caged
Animus, Fulgurite
Electro-Priests

D: Maniple Delta
Gygarox, Kastelan
Robot Maniple

E: Brotherhood
of the Blessed
Thunderbolt,
Corpuscarii
Electro-Priests

F: Maniple Delta
Thundous, Kastelan
Robot Maniple

THE EXHUBRIS EXCAVATION

Kryptaestrex commands a congregation drawn from the blessed manufacturums of Mars itself. This collection represents the Tech-Priest and the core of favoured warriors he took to the battle for the Exhubris II excavation site. Leading the force is the Tech-Priest Dominus himself, an impressive commander replete with clicking mechadentrites, hovering scryerskull, blistering power axe and ornate phosphor serpenta.

Kryptaestrex's greatest value, however, is not in his ancient and formidable wargear, but in his mastery over machines. Under his guidance, his army fights all the harder, driven by the unshakable spirit of the Omnissiah. Often close at hand are Kryptaestrex's Kataphron Destroyers, rumbling servitors armed with formidable energy weapons, who take on the roles of personal bodyguard and fire support troops. Well protected by armoured plates, these dead-eyed creations of the Mars follow the orders of the Tech-Priest without question, rolling forward on grinding tracks to kill wherever they are directed.



Supporting Kryptaestrex's protectors are the prized possessions of the Tech-Priest's arsenal – a maniple of ancient war robots. Guided into battle by Cyberskrivner Cobyerashi and Mechahadrax Telhelomax, the hulking automatons will crush anything in their path. Taking swift direction from Kryptaestrex, the two Datasmiths change out the robots' doctrina wafers, quickly altering their battle protocols to meet the needs of the Tech-Priest Dominus. This gives the robots extensive versatility, their masters focussing them upon close combat or ranged fury as needs dictate.

These monstrous automatons represent the unyielding hammer of Mars, and Kryptaestrex draws great satisfaction in unleashing them upon his enemies. Where elite warriors, teeming hordes or hulking war machines threaten to break through the Martian lines, the robots lumber into battle – with their thick armoured hides and devastating weaponry, few enemies can stand for long against their assaults. The Kastelan Robots and their attendant Datasmiths are the clanking gears at the army's cold iron heart, and the grinding metal teeth in which its enemies are crushed.

THE OMNISSIAH'S STORM

Tyrchunamatros leads the brotherhood of Fulgurite priests attached to the Exhubris II assault force. Dedicated to the preservation of the sacred Motive Force, these priests charge into combat, draining the life from their foes with their electroleech staves, lightning cracking around their bodies. Even the hardest combatants can be brought low by the muscle-bound priests, their weapons frighteningly effective against both flesh and armour.

Unconcerned with the petty disputes within the Electro-Priesthood, Magos Kryptaestrex readily includes both the brethren of the Fulgurites and Corpuscarii in his battle congregation, knowing he may well need the unique talents of both on the field of battle. Odeshmungor leads the Corpuscarii priests in this force, his gauntlets arcing and sparking with barely contained power. These troops excel at ripping asunder light infantry or massed hordes of foes, their lightning assaults cracking like electric whips in the midst of their targets as they dance wildly from one enemy to the next, bestowing the bounteous energies of the Machine God.



TECH-PRIEST DOMINUS KRYPTAESTREX

Kryptaestrex is a powerful and mysterious figure who embodies the frightening might of the Machine God. Having offered up much of his flesh to the Omnissiah, Kryptaestrex has become a thing of clicking mechanical arms, whirring lenses and hissing valves. Over this body of steel and cybernetics he proudly wears the colours of Mars on his flowing robe, the sacred red hues proclaiming his place amongst the faithful of the Red Planet.



MANIPLE DELTA THUNDOUS

Thundering across the battlefield on massive armoured legs, the Kastelan Robots stand tall over the Cult Mechanicus forces. In this collection Datasmith Cyberskrivner Cobyerashi guides a pair of these ancient war engines, his mechanical charges equipped with massive power fists for smashing apart their foes. Covered in scratches and scars of many battles, the robots respond only to the instructions of their Datasmith, his robed form never far away so that he can guide them to where they are needed most.



MANIPLE DELTA GYGAROX

Each Datasmith is a skilled servant of the Machine God, ranked as a lesser Tech-Priest in the orders of the Cult Mechanicus. Like his master, Kryptaestrex, Mechahadrax Telhelomax is heavily augmented, his body carved away and replaced with myriad cybernetics. Strange dials, pistons and valves cover his torso, each another mysterious technological marvel of the Omnissiah that gifts him with the sacred ability to command the Kastelan Robots he takes to war.

The mighty robots themselves are broad-shouldered giants given life only by the will of their masters, their blank, inhuman faceplates simply reflecting the terror of their foes as they wade into combat. Ancient relics of the Adeptus Mechanicus, both the robots of Maniple Delta Gygarox have seen millennia of combat. The evidence of this history of war is readily apparent upon their scarred armoured hides. In places the red paint of Mars has even worn away, revealing other colours underneath – perhaps hinting at previous allegiances.





KATAPHRON PHALEX Y19

These powerful tools of the Machine God share some similarities with more mundane servitors, built around the desiccated frame of something that was once a man. However, their pale, dead flesh is almost completely covered with thick armoured plates and extensive bionics. Even the creatures' legs have been shorn away and replaced with tracks to make them more practical for battlefield purposes.

Exhausts pumping out plumes of thick black smoke, the Kataphron Destroyers advance relentlessly, driven on by Kryptaestrex's will. Within their grinding mechanical workings oil drips and grease has gathered, oozing out across their hulls and belying the humanity they once had claim to.

This reveals the truth of many of the weapons of the Cult Mechanicus – the Tech-Priest Dominus cares little for the appearance of weapons like the Kataphron, provided they serve their designated function. So it is with Phalex Y19, the tracked servitors fashioned on grinding tracks and heavy frames for no other purpose but battle.



BROTHERHOOD OF THE CAGED ANIMUS

Kryptaestrex's Fulgurite Electro-Priests form a potent contrast to his Corpuscarii, closing to rip the motive life from their enemies while their electrostatic gauntlet-wielding counterparts unleash bolts of energy at range. Tyrchunamatros leads these pale-skinned warriors, each priest armed with a brutal electroleech stave. The staves themselves are deadly life-stealing weapons, and from their hafts cables can clearly be seen connecting the weapon to its wielder. Through these conduits the Fulgurites channel the power they rip from their foes, and as they stride into battle barely contained electricity arcs down the length of their weapons, across their blue tattooed bodies and around the cog-haloes above their heads.





BROTHERHOOD OF THE BLESSED THUNDERBOLT

Odeshmungor leads the Corpuscarii Electro-Priests of Kryptaestrex's procession, each of these bare-chested warriors gifted with the power to generate his own captive electrical storm. Unlike many of the warriors of the Cult Mechanicus, the Corpuscarii adopt only the augmentations of their priesthood, wrapping their fists in gauntlets and covering their bodies in electroos. These subdermal enhancements can be seen plainly through their skin in the form of dozens of circuit-like blue lines, and it is from these that they draw their destructive power. Perhaps the most distinctive feature of the Electro-Priests is the blindfold that covers their eyes, a reminder of the sacrifice they have offered up to the Machine God for their many gifts.

THE XENOPHAGIST EXPEDITION





QUEST FOR ORKADIA

The vast Ork hordes of Waaagh! Grax tear at the forge cities of Ryza with reckless violence and unbridled fury. The most brilliant and deranged minds of the Cult Mechanicus work feverishly to devise weapons to destroy the rampant xenos threat. Magi and other Tech-Priests harvest every scrap of battlefield telemetry they can find so they might bring a permanent end to the greenskin menace.

For years, the forge world of Ryza has been the site of a brutal war between the Cult Mechanicus forces and the Orks, its factorums churning out lumbering war engines and hosts of skittering mechanical soldiers straight into battle. Crying out praise to the Omnissiah, entire cohorts of Skitarii and servitors have vanished into the meat grinder of Ryza's hellish battlefields. Still more and more Orks pour into the fight from surrounding systems. It has become a bloody war of attrition, where even the slightest edge might tip the balance.

In their desperation, the Tech-Priests of Ryza have delved into the depths of their world's logis vaults and cogitator-crypts seeking ancient and forbidden secrets. All manner of horrific weapons have been hauled back into the wan light of Ryza's sun as a result. Atmospheric incinerators, macro plasma-ballistae and explosive-skinned demo-savants have added to the raging conflict. Yet they have failed to turn the tide. At best, only a few thousand Orks are rent apart by each new weapon's diabolical energies. At worst, the xenos mimic them, creating their own ramshackle copies.

Some fringe elements in the Ryzan hierarchy, like Xenophages Hexterramere Vorght, believe that the answer to the Orkoid question resides not within the crumbling data-structures of their forge world, but hidden out among the stars. Vorght has taken these ideas to an altogether more extreme level, for he believes that somewhere in the void lies the Ork home world, and the genetic foundations of the entire xenos species. Vorght does not want to merely defeat the Orks on Ryza – he plans to destroy all Orks, forever.

Obsessed with the Orkoid geno-form, Vorght constantly seeks fresh subjects for his experiments. Each new Waaagh! encountered is another piece in the puzzle that leads him closer to the Ork home world, a place the Tech-Priest Dominus has dubbed 'Orkadia'. At first Vorght visited planets close to Ryza, places where the Waaagh! Grax had created bitter wars of survival for the Imperial populace. Carefully choosing the worst beset planets, Vorght and his personal retinue of Kastelan Robots, Kataphron Destroyers and Electro-Priests descended in search of a 'pure' sample. Local defenders would rejoice to see the armies of the Adeptus Mechanicus coming to their aid, praising them as saviours sent by the Emperor's divine providence. Vorght quickly disabused his 'allies' of any such notions, fighting only long enough to retrieve his precious samples before retreating.

It is a pattern Vorght has repeated many times, though as his forces stray further from Ryza in their search for Orkadia the Tech-Priest Dominus has been forced to use more cunning tactics to achieve his goals. On the edges of the Dabillon IX System, Vorght led a successful hit and run assault against the Ork-infested space hulk *Starkrunner*. Sneaking aboard using a static-shield void-lighter, the Tech-Priest roamed

the vast, cavernous decks seeking his quarry. His Fulgurite Electro-Priests robbed tunnels and chambers of power, their dull voices intoning prayers to the Machine God as arcs of lightning leapt from the walls into their staves. In the shadows, Kastelan Robots smashed apart Ork counter attacks, huge mechanical fists pulverising green flesh. Safely shielded behind his tracked battle servitors, Vorght directed the combat, his mechadendrites clicking with anticipation as he picked out promising specimens from the fray. Only when the hulk's Kaptin joined the fight did Vorght retreat, his automatons smashing their way out through the hull of the hulk and leaving their foes to freeze and burst in the sudden explosive decompression.

If Vorght can avoid risking his own soldiers he is not above exploiting the efforts of others. During the Kydashi Purge, the Tech-Priest discovered that Eldar corsairs were fighting on the fringes of the Imperium's war against the Orks of the Kydashi sub-sector. Combat algorithms and sidereal mapping allowed Vorght to predict when and where they would strike, and so the Ryzans set their ambush. With his robots hiding among the detritus of the warzone, Vorght waited until the Eldar began picking through the remains before striking. Kataphron and Kastelan rose up from the wreckage like vengeful mechanical gods, blasting apart the xenos warriors. Though the Eldar fought with grace and fury they could not match the might of the Cult Mechanicus, Vorght having anticipated almost every outcome, and his forces gunning the aliens down with expertly fashioned fire patterns. In the aftermath, the Tech-Priest dissected the alien leader's brain to learn where it had been taking its Ork prisoners.

The Tech-Priest's obsession has led him into peril time and again, and even at the hands of the Imperium. For over a year Vorght shadowed a Black Templars Crusade as it plunged into the heart of the Ork Empire of Octarius. In the wake of Space Marine assaults the Ryzans would descend upon the battlefield, carving up the dead and making off with the pieces. When Vorght managed to steal away the remains of Ork Warboss Gutrek before the Black Templars' could claim his head as a trophy he earned himself the ire of the Chapter, who were already growing tired of the Tech-Priest shadowing their campaign. The resulting insult almost saw a Black Templar fleet despatched to Ryza, a full-scale invasion only averted when Vorght agreed to return the body – minus a few pieces of course.

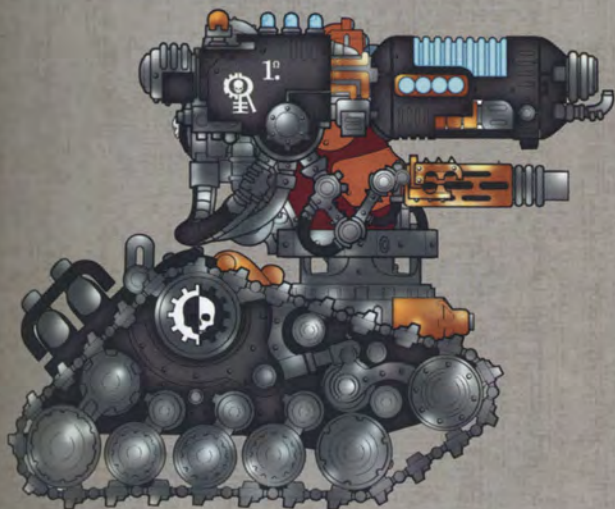
Even though the holds of Vorght's ship are filled with all manner of Ork remains, many kept 'alive' by rattling, thumping machines, still the Tech-Priest seeks out fresh clues to the location of Orkadia. It is a quest that may well never end, though one that Vorght has infinite patience for. He believes that it is only a matter of time before he will be able to rid the galaxy of the greenskin menace once and for all.

COLOURS OF RYZA

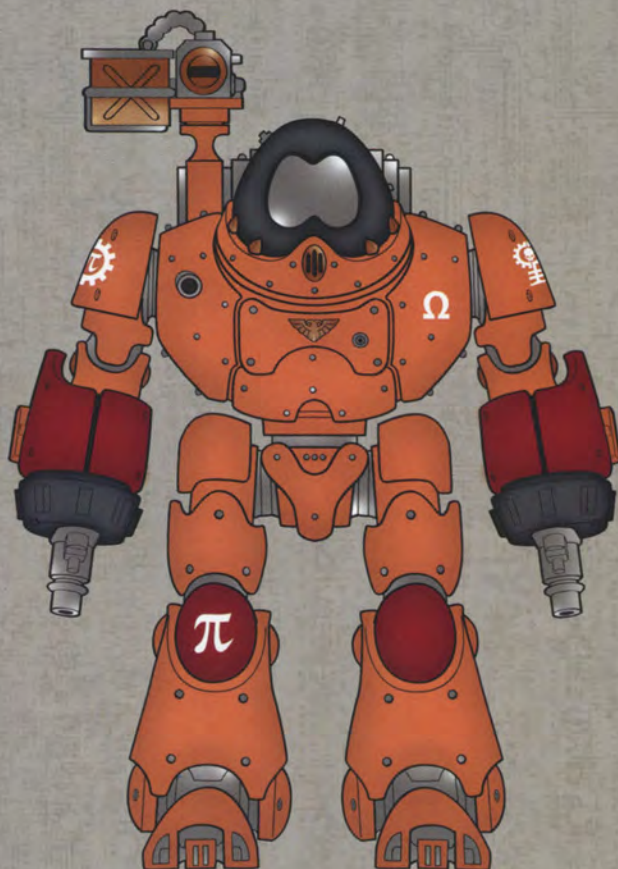
The ochre hulls of Ryza's war machines are well worn by countless years of constant conflict, but the symbols of the Machine God are clearly picked out in striking black and white.

Red is also prevalent on the warriors of Ryza, often appearing on the trim of the Tech-Priest Dominus' robes, or on components of constructs like the Kastelan Robot. This colour, used sparingly, complements the Ryzan ochre, and hearkens back to Mars, birthplace of the Cult Mechanicus.

Copper is also used, particularly on weapons like the Fulgurites' electroleech staves, or mechanical adornments like the Tech-Priest's harness, to complete the dusty orange colour scheme of Ryza.



Plexcannon A12Kc



Furator 9-Dhul



Datasmith Tyr



Corpuscarii Electro-Priest Hortephane



Fulgurite Electro-Priest Basterrex



Tech-Priest Dominus Hexterramere Vorgh

Kastelan Battlehide

The heavy plate armour of a Kastelan Robot is practically impregnable, though this does not stop its foes trying to destroy it. The result is often a hide covered in scars revealing millennia-old layers of paint.

Sensorium Dome

This dome of metal contains many of the Kastelan Robot's augur and auspex lenses, which are protected by a heavy face plate that often bears the marks of its enemy's attempt to destroy it.

Phosphor Blasters

Too heavy for a human to heft, the robot's phosphor blasters are often scorched and tarnished from heavy use. When one of the cannons breaks or burns out it is replaced, sometimes leading to new-looking guns grafted to weathered robots.

Maniple Sigil

This is one of many symbols used by the warriors of the Adeptus Mechanicus to identify members of a maniple. Each robot in this maniple will bear the same symbol somewhere upon its hide, as will its Datasmith attendants.

Sacred Symbols

As a totem of the Machine God's might, each Kastelan bears a unique recognition symbol usually found upon its knee and shoulder armour.



FURATOR 9-DHUL

'++BLESSED ARE THOSE THAT DIE IN THE SERVICE OF THE OMNISSIAH++'

The Orkoid skull burst apart in the robot's fist, bits of sticky crimson matter spattering over its hull. Servos hissing, it turned toward the next target, coloured runes dancing across its firing reticule as its cogitator sifted through attack protocols.

'++IN HIS IMAGE ARE WE MADE STRONG++'

A brutish xenos warrior smashed into it, hacking at its legs with some kind of motorised saw. With a casual kick it sent the creature flying backward in a tangle of torn meat and broken bones. Data cords tugged at its simple mind, promoting a flurry of responses – PROXIMUS THREAT? Y. EXTREMUS RANGE? N. MODERATUS RANGE? Y. ENGAGE RESPONSE. A stream of blazing phosphor rounds thundered out into the closest Orks. Recoil compensators locked around its torso as its heavy shoulder-mounted cannon continued to fire while it marched relentlessly on.

'++IT IS RIGHT AND GLORIOUS TO PERISH UNDER THE WRATH OF THE MACHINE GOD++'

Where the phosphor rounds struck home they popped and sizzled, continuing to burn even as the Orks charged forward, bellowing in pain and rage. Heavy rounds sparked off the robot's torso, leaving new scars over old, but it paid them no mind. Out of the press of xenos a larger alien shouldered its way forward, a massive crackling claw grafted onto its arm.

'++SUFFER NOT THE WEAKNESS OF FLESH TO ENDURE++'

The robot staggered backward as the Ork boss punched it with the hissing power claw, the creature grinning madly through broken yellow teeth. Flickering crimson runes danced across its optic array as part of its hide was sheared away. Machine fluids gushed down from the rent before hydraulic shunts sealed it off.

'++ACCEPT THE GIFTS OF THE OMNISSIAH SO THAT YOU MIGHT BE MADE WORTHY IN HIS EYES++'

It grasped the Ork by the head and legs, lifting it effortlessly off the ground. Spitting and cursing, the thing tried to break free, but the robot tightened its grip and spread its arms apart in a single, brutally swift motion. The Ork was torn in half, showering the ground with bits of bone and glistening innards. Without pausing the robot tossed the two remaining bits aside, continuing its relentless advance into the xenos ranks.

'++THE MACHINE GOD THANKS YOU FOR YOUR SACRIFICE++'

Long before Hexterramere Vorght began his quest for Orkadia, the Kastelan Robot designated Furator 9-Dhul was created. Built in the heart of Ryza using the ancient secrets of the Legio Cybernetica, its body took shape under the wizened hands of a dozen skilled craftsmen. When at last its hefty armoured plates were bolted into place by blank-faced servitors it rose up to its full height and lumbered over to join its brothers, the ground shaking beneath its feet.

The Dhul X Cyberkastel Cohort were twenty-four strong, a vast wall of metal ready to crush the foes of the Omniissiah under their relentless tread. Heeding the commands of the Ryzan Magi, the newly crafted Cyberkastel Cohort marched out beside the armies of the Cult Mechanicus. Carefully tended by their Datasmiths, they were sent forth to bolster the defences of Ryza, which had been recently overrun during an age of unprecedented Warp storms.

Furator's first master was the Archno-warmonger Eyrotellamax. A great hero of Ryza, the Tech-Priest led his armies against the xenos pirates that plagued their system. Willowy aliens fleeing the death of their empire, the pirates had become a terrible thorn in the side of Ryza. On vast artificial worlds and cold, airless lunar outposts Furator eliminated its designated targets in crackling blasts of phosphor and storms of flesh-withering flame. Its hull sang to the sound of enemy rounds as it lumbered forward, but few weapons could make an impression.

Centuries later, after the Eldar were vanquished, and Eyrotellamax had met his end in the jaws of an enraged rift-wyrm, Furator once again travelled forth from Ryza. This time Tech-Priest Katrellophil Hess had sequestered the Cyberkastel Cohort, now reduced to just over ten Kastelans, for her forays to the Ghoul Stars. In one disastrous expedition, nearly half of the Kastelans were lost to a nest of laser-clawed alien constructs, Furator one of those to lumber out, following the final order of his Datasmith, even as the priest himself was torn apart. Of the Kastelans that embarked with Hess only six returned to Ryza, Furator among them.

For years Furator and his brothers remained in the deep vaults, for such was the damage from Hess' expedition that few now knew how to repair the robots. The Ork invasion of Ryza, however, forced the Legio Cybernetica's hand, and once more Furator was sent to war. With new plates bolted into the place of old, the robot staggered into the fray, its guns spitting flame into the rising tide of Ork invaders. Still bearing ancient wounds, many of the remaining robots of the Cyberkastel Cohort were overcome and smashed to pieces by the reckless fury of their foe, but somehow Furator survived.

The robot might have ended its days on Ryza had it not been for Vorght. Calling upon his Datasmiths, the Tech-Priest gathered up the remains of Furator's brothers and used them to mend the robot's damaged parts. Although not quite as good as new, Furator was able to turn the tide of a dozen battles in those early days of the war, until Vorght claimed Furator for his congregation. When the Tech-Priest departed on his quest for Orkadia, the Kastelan Robot went with him.



VORGHT'S XENOCLADE

This collection has been constructed to represent the infamous Explorator force of Tech-Priest Dominus Hexterramere Vorght. Hidden beneath the cowl of his sacred robe, Vorght is the undisputed master of this force; his will guides its machine-warriors into battle to further his own agenda of genocide. More than just a leader, Vorght is a formidable fighter in his own right, his body transformed by bionic implants and mechanical limbs. Though he normally abstains from one-on-one confrontation, he is more than willing to despatch anything bold enough to come within reach of his power axe or stray into the sights of his eradication ray.

Vorght's preference is to direct the battle from behind a protective wall of Kataphron Destroyers. Designated Plexcannon Clades A12K and A13Y, these dead-eyed combat servitors are never far from Vorght's side. Their heavy demiplate wards away most enemy fire while their deadly plasma culverins can swiftly turn foes into bubbling puddles of molten flesh. As a Tech-Priest of Ryza, Vorght enjoys seeing

his Kataphron Battle Servitors despatching their enemies, the searing heat and blinding glare of plasma a reminder of the vast furnace reactors of home.

In his ongoing quest for Orkadia, Vorght can also call upon the aid of the Electro-Priesthoods. These blind warriors have many uses, the killing of enemies merely one of the blessings of the Machine God they bring to the Ryzan army. Basterrex commands the Fulgurite Electro-Priests, his cheeks bearing the scars of the Ommissiah's Tears. Against Orks, the close combat prowess of the Fulgurite priests has been the difference between victory and defeat many times, the hulking xenos often underestimating these strange tattooed humans – until the first electroleech stave strikes their flesh.

As is often the case, where the Fulgurites march into battle, the brotherhoods of the Corpuscarii are not far behind. Hortephane guides Vorght's Corpuscarii Electro-Priests, unleashing a roiling storm of energy against the Tech-Priest's foes and bringing crackling clouds of dancing lightning to the battlefield.



MECHANICAL GIANTS

To fight a brutish and hyper-aggressive foe like the Orks, Vorght adopts an equally brutal response. When Vorght embarked upon his quest he seconded a maniple of Kastelan Robots from the Legio Cybernetica to aid him. Datasmith Tyr is a veteran of the long war on Ryza, his Thorgiest data-temple housing many of the planet's surviving doctrina wafers. The robots provide Vorght's force with peerless firepower and an unyielding wall of automated metal with which to turn back enemy advances or to lead the forces of the Cult Mechanicus through even the most heavily defended fortifications.

Under the Datasmiths' expert supervision, counter-attacking war robot maniples have annihilated entire Ork warbands. It is not enough simply to loose a Kastelan Robot into the fray, for a Datasmith must remain close at hand to ensure his charges are dispensing the optimal amount of violence. Excelling in their duties, the Thorgeist Datasmiths rose to a prestigious position within the hierarchy of Ryza, and when Vorght called they were quick to answer his summons to war.

A: Hexterramere Vorght,
Tech-Priest Dominus

B: Khul X Cyberkastel,
Kastelan Robot Maniple

C: Kataphron Plexcannon
Clade A12K, Kataphron
Destroyers

D: Kataphron Plexcannon
Clade A13Y, Kataphron
Destroyers

E: Brotherhood of the
Living Lightning,
Corpuscarii
Electro-Priests

F: Brotherhood of
Captured Fury,
Fulgurite
Electro-Priests



TECH-PRIEST DOMINUS HEXTERRAMERE VORGHT

Vorght is festooned with the apparatus and augmentation of the Adeptus Mechanicus, his back hunched under the weight of his many arcane tools and scientific regalia. Every detail of this impressive model captures the insane genius and utter devotion to the Omnissiah practised by each Tech-Priest Dominus, the weak flesh of his mortal form torn away and replaced with hissing joints and thrumming cables. Far from a rear echelon commander, Vorght is armed with all manner of potent and ancient weapons. Well adapted for war, he carries an ornate phosphor serpenta and a glowing eradication ray for long-range engagements, while those foes foolish enough to come within reach will fall under the crackling cog-toothed edge of his power axe. Vorght's flowing cloak is the distinctive rust colour of Ryza, which recurs as a defining theme of this collection.



KHUL X CYBERKASTEL

Thorgeist Tyr represents the Thorgeist Temples of Ryza and is one of Vorgh's favoured Datasmiths. Clad in the trappings of his craft, he carries a humming backpack trailing cables, cords and plugs. Each of these adornments has a purpose, allowing him to interface with various machines and guide the massive Kastelan Robots he commands. The Kastelan Robots are giants of the Ryzan force, each one looming over the models around it. As sacred tools of the Machine God, these automatons bear both the cog symbol of the Cult Mechanicus and the ancient icons of Ryza itself. Their hull plates are painted the vivid Ryza orange, identifying them as fighting for that forge world.



KATAPHRON PLEXCANNON CLADE A13Y

The battle-scarred body panels displaying the colours and iconography of Ryza and the naked metal of the Kataphrons' tracks, treads and complex workings reflect the utilitarian nature of these relentless and highly destructive war machines. Armed in the same manner as their brother battle servitors, they carry massive glowing energy weapons into battle, the pale light cast from plasma coils and gravity accelerators contrasting with their tarnished metal hides and cold dead flesh. The massive cannons are not the only weapons carried by the Kataphrons. In place of their left arms can be seen either deadly phosphor blasters or fire-spewing cognis flamers, these weapons further enhancing the Kataphrons' firepower and adding to the models' brutal appearance. Grasping mechanical claws and heavy tracks complete this image, indicating that the servitors of Kataphron Plexcannon Clade A13Y have many ways with which to burn, blast or crush the foes of the Machine God.



KATAPHRON PLEXCANNON CLADE A12K

Kataphron Destroyer Clade Plexcannon A12K is made up of deadly weapon platforms able to unleash massive amounts of firepower. Their plasma culverins and heavy grav-cannons are truly devastating weapons, and, as is apparent by their size and complexity, it takes all the strength and intricate workings of the Kataphrons to bear them into battle. These models are highly detailed, from the workings of their track units to the pale, puckered flesh of their faces staring out from their armoured housings. Like all the models in this collection, they sport the orange colour scheme of Ryza. They are also marked out by the symbol of their forge world and servitor identification numbers to distinguish them on the battlefield.





BROTHERHOOD OF CAPTURED FURY

The electroo-covered Fulgurite priests of Vorgh's congregation are led by Basterrex. These warriors are fervent believers in the sacred Motive Force, and the trappings of their devotion can be seen upon their tabards. Hanging from their cog-buckled belts, these metallic adornments are covered in ancient symbols and icons. Each one has deep meaning and significance for the Electro-Priests and marks them out among their kindred as much as their arcing staves and eyeless faces distinguish them from the other servants of the Machine God.

Much of the skin and clothing of the priests can conduct current, as is apparent by the abundance of coppery metal and lightning electroos. This gives the effect of each model being charged with energy ready to be unleashed, or in the case of the Fulgurite priests, a power sink for the motive force of their foes. As a mark of their loyalty to Ryza, the priests bear its vivid rust colours upon their clothing, and this creates consistency throughout the collection.

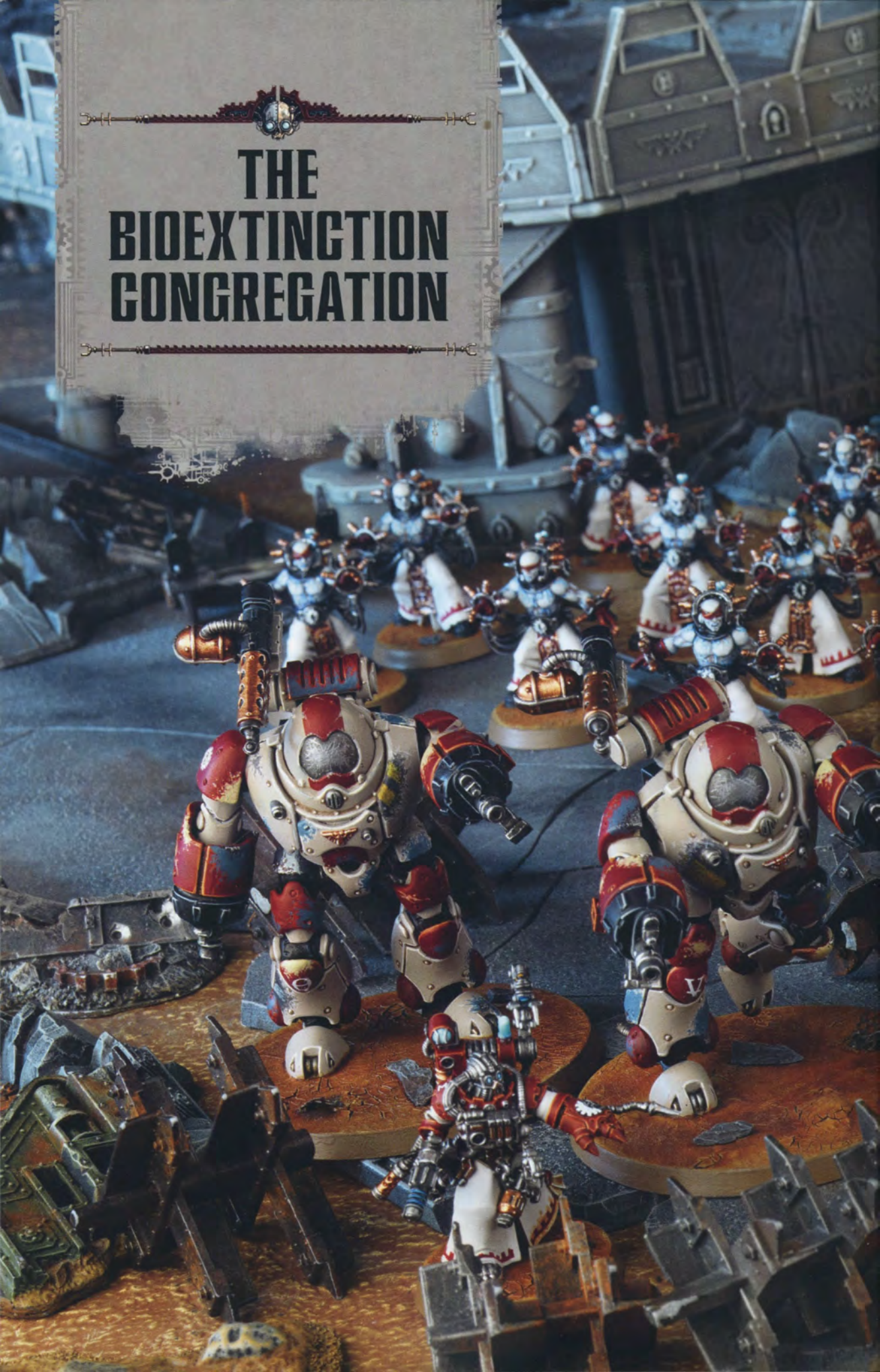


BROTHERHOOD OF THE LIVING LIGHTNING

Corpuscarii Electro-Priests are living superconductors capable of expelling copious amounts of power. Led by Hortephane, the Corpuscarii Electro-Priests in this collection display this immense power through the crown of conductors around their heads and the shackle-like electrostatic gauntlets around their wrists. Their power flows through the heavy cords that link to the whirring generators on their backs, allowing them to hurl twisting bolts of lightning toward their enemies. Additionally, each of these models is dressed in thick rubber boots that prevent their power draining away into the ground. Heavy copper-fingered gloves complete the electrostatic gauntlets, serving as both protection and a conduit for the backpack generator's power. Without this robust protection even the augmented and hardy flesh of the Corpuscarii Priests would become charred. Such is the charge carried by these gauntlets that even the lightest touch is enough to hurl an enemy from his feet, and the Electro-Priests are adept at slaying with the tap of a finger.



THE BIOEXTINGTION CONGREGATION





THE PERFECT WORLD

Metalica is a world scoured clean of life to honour the perfection of the machine, where undying plasteel and immortal ferrocrete stand as a sacrament to the Ommissiah. There, Tech-Priests conduct their holy work in peace and sterility. It is a gift that Magos Ozmerhadus Phal has seen fit to visit upon neighbouring worlds, so that they too might realise the true blessings of the Machine God.

Millennia of tireless industry have sterilised Metalica of all life save the cyborg legions of the Cult Mechanicus. Smog-shrouded hives watch over a landscape of tarnished iron plateaus, crumbling toxic waste mountains and forests of fume-belching chimneys. It is a paradise of the machine where the hammer and hiss of factorums endlessly fills the air. In this blessed realm Tech-Priests craft world-shattering weapons and legions of lumbering tanks for the Imperium.

Yet for some, true perfection still lies beyond their grasp. Magos Ozmerhadus Phal laboured long within the hives of Metalica, obsessed with a quest to find the divine in the works of the machine. As his body slowly became more a thing of metal than meat, Phal grew convinced that it was the Ommissiah's will that the planets of the surrounding systems should follow Metalica's paragon example. The Magos argued that only in the absence of biological impediments could purity exist. Despite his gifts and expertise, Phal's philosophies were met with resistance by his peers, many fearing he strayed close to heresy – the Age of Strife and the Occlusiad War held ancient warnings against such beliefs.

Phal's chance came when expansionist elements on Metalica called to reawaken long abandoned Adeptus Mechanicus facilities on nearby planets. Phal seized the opportunity and, leading a vast army into the void, began the systematic restoration of the worlds that spiralled out from Metalica.

The first planets were easily subdued, infested only with disparate tribes of humans or clans of Orks. Phal's army descended upon them with the methodical vengeance of the Ommissiah. Lumbering Kastelan Robots, clades of Kataphron Battle Servitors and ranks of arcing Electro-Priests marched out before the Magos, their relentless advance crushing any resistance under an avalanche of clicking, thrumming steel. Once his enemies had been despatched, Phal deployed massive radium bombs, saturating the planet in killing radiation. Some life proved stubbornly resistant, so Phal ordered the building of towering neutron furnaces. Glowing with darklight fires these edifices fed upon biological atmospheres until only cold toxic winds remained.

Despite these early successes, Phal's forces soon encountered more serious resistance. Vortrex XII had long ago been a krypto-stasis testing world, its gaseous continents floating above a broken core of rock slowly slipping in and out of time. Despite the hostility of its broken temporal environment, life had tenaciously taken root within the sky islands and the rusting remains of Adeptus Mechanicus cloud bastions. The first forces Phal sent down to Vortrex met with sudden and brutal assaults, entire maniples wiped out within seconds of landing. Presuming that perhaps some of the ancient Adeptus Mechanicus autowards were still functioning, the Magos studied the fragmented information

he received. What he discovered both perplexed and excited him. By some quirk of chronological displacement the world had already been repopulated by Metalican forces as a result of his mission. However, to his displeasure the conclave of Magi that commanded Vortrex had rejected Phal's desire to see it cleansed of life, their numerous biological experiments filling the planet's feeble biosphere with hardy organisms. Phal's invasion forces were swift and brutal in their extermination of Vortrex. Though the Vortrexi Magi resisted with all their power they were ultimately handicapped in the face of Phal's forces – where they sought to save their planet, Phal was deliberately inflicting as much damage as possible. In the end, despite the desperate pleas of the Vortrexi, Phal launched a cyclonic torpedo into the planet's unstable core, scattering its chrono-stasis field and triggering a catastrophic implosion. Better that the planet be destroyed than stand in the way of perfection.

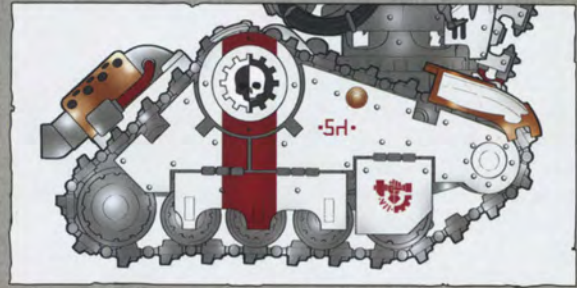
Vortrex was the first in a number of questionable planetary invasions carried out by Phal. On Nightlock Prime he destroyed the planet's life-giving solar arrays, plunging it into eternal night and killing ninety-seven percent of the world's populace. On Saintwall, Adepta Sororitas forces had been holding out in the ruins of their cathedral for months against Chaos raiding forces; the arrival of Phal and his forces gave them the hope to sally forth from their defences, joining the Tech-Priest in an all-out assault on the renegades. However, mid-battle Phal realised that the soil of Saintwall contained a disturbing species of silicoid life that would be almost impossible to eradicate. Abandoning his allies to be slaughtered, the Magos left to continue his crusade.

Phal has also come into conflict with the Knights of House Raven, long time allies of Metalica, over his methods. Three times has Phal accepted the assistance of the warriors of Kolossi, their war engines helping him secure victory on wild frontier worlds along the edges of the Ork Empire of Charadon. Each time, however, the Nobles were appalled to see Phal begin poisoning the planet in the aftermath of victory. On Tylos Deep and the Lastholm Worlds individual Nobles almost came to blows with Phal's forces, holding off only because of their oaths of loyalty to their lord and his ties to Metalica. One Knight, the Strident Ghost, even became a Freeblade as a result of these engagements, choosing to cast off the colours of House Raven so that he might try to halt Phal's mission of extinction.

It has been decreed by both the Fabricator General of Metalica and the lord of House Raven that should Phal turn his attentions back toward Imperial worlds he will have to be brought to heel – however, for the time being at least they are content to watch him strike deeper in the Empire of Charadon, where at the hands of the Orks their problem might take care of itself.

ARMIES OF METALICA

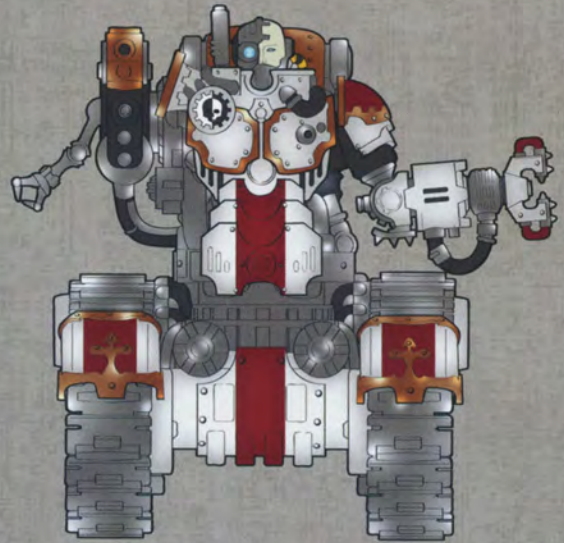
The white robes of the Metalican warriors mirror the sterile perfection of their lifeless world, and the purity of the machines that thrive there. To complement their pale colours the Metalicans use adornments of red, either to pick out details like the cog toothed hem of the Electro-Priests' robes, or as unit markings on the hulls of Kataphron and Kastelan constructs.



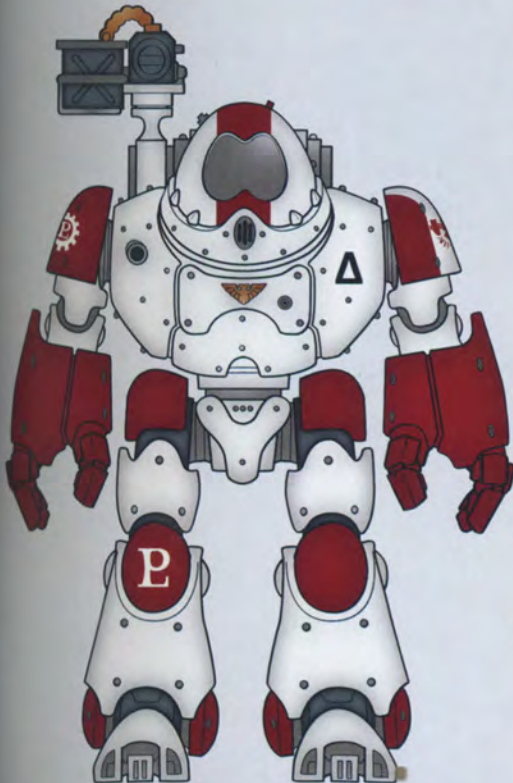
Electro-Priest Ghal



Electro-Priest Khyn



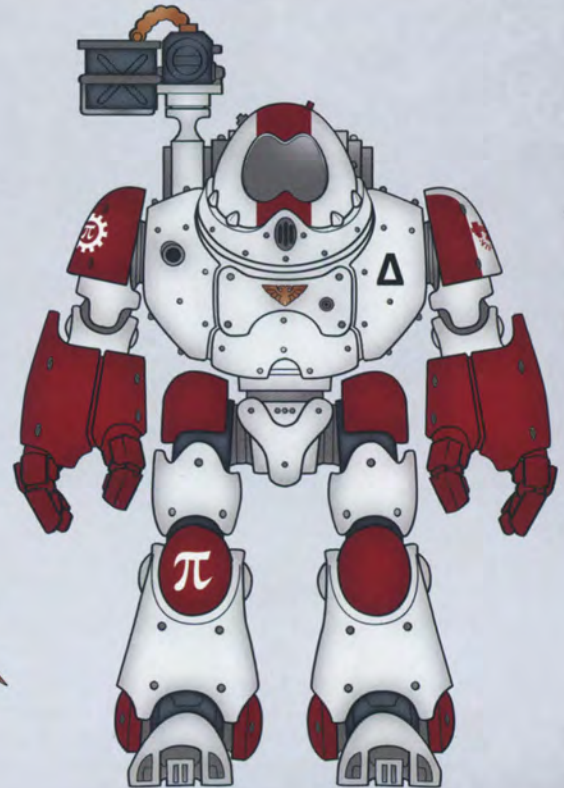
Phalor Y23c



Kyobain 48 Cybermallus-ZYGYR14



Datasmith Ceraphex



Raibak 8 Cybermallus-ZYGYR14

Alpha 22-Kavthh

Favoured servants often become servo-skulls after death, and each skull will be different in both age and augmentation. Phal uses the skull of Alpha 22-Kavthh, who was one of his most loyal Skitarii retainers, and whose faithful service ensured an eternal place at his master's side and an ongoing part in his crusade.

Cranial Enhancements

Phal's towering hood hides numerous cranial enhancements that greatly expand his cognitive processes. Despite his best efforts, the few unsavoury biological elements hidden under the hood still leak their vital fluids, creating unpleasant stains on the cloth.

Segmented Plateskin

What little remains of Phal's flesh is weak and atrophied. Augmented power armour plates, well oiled by his servants, work to keep the Tech-Priest's body upright and protect him from harm.



Mantle of the Metalican

Thick red trim rings the robes of the Metalican, resembling blood soaking up from the ground into their cloaks. The red toothed hems are a symbol of the forge world's loyalty to Mars, while the pale colours of Metalica dominate the upper robe.

MAGOS OZMERHADUS PHAL

Phal let out a mechanical laugh, harsh and electronic, as the screaming Cultist burst like a gore-filled seed pod under his axe, bits of shining entrails spilling out across the ground. All around the crude stone temple the Metalican forces were pushing back the ragged human warriors, war robots hurling screaming men into the air and Electro-Priests blasting them apart with dancing lightning.

Striding through the fray, Phal advanced toward the asymmetrical arched entrance way, eager to purge the last fleshy smears of biological matter from an otherwise dead world. An almost inaudible binary whisper from Alpha 22-Kavth alerted him to danger as the temple doors crashed open and a muscle-bound Cultist pushed his way out. Grinning through a blood-stained hood, the Cultist levelled a massive machine gun, sweeping it toward the Tech-Priest.

The first rounds tore the ground apart around Phal as the Cultist's heavy stubber spat spent casings onto the temple steps. The Tech-Priest did not flinch, standing his ground as his war robots thundered to their master's aid. Forming a wall of steel, the robots stepped in front of Phal, the solid stubber rounds sparking off their armour as they advanced up the temple steps. Cackling with glee the Cultist continued to fire, feeding a snaking belt of ammo into his thundering weapon.

With a wet crunch, the robots smashed the Cultist aside. Their armoured heads scraped the top of the temple doorway as they lumbered inside, Phal and his Datasmith close on their heels. Inside, the sound of battle was muted by thick stone walls. The Tech-Priest's augmented senses sampled his surroundings with distaste. The floor was thick with ancient dried blood, while rotting bones littered the ground like so much rubbish.

Hunched over a cast iron idol of flames and feathers, a bony old woman snickered and grinned at the approaching Metalicans. With a binary command, Phal halted his robots, the Datasmiths quickly scrambling forward to change their doctrina wafers. It was not any human emotion like pity that stayed Phal's hand. Something was wrong here, something that confounded his finely tuned mechanical senses.

Blue fire erupted around the old woman, lighting up the temple and revealing a profane mosaic of murder and Daemon worship upon its walls. Shedding the old woman's skin like a withered cloak, a huge Daemon tore its way into reality. With a blow of its sparkling claws one of the war robots was sent crashing backward. The other stepped forward with raised fists as its defensive protocols kicked in.

As Daemon and robot wrestled before the cursed altar, Phal voxed his cohort, and outside a dozen Kataphron servitors turned their cannons toward the temple. A rolling storm of energy engulfed the stone structure. Phal rapidly descended the steps as its roof came crashing down amid flashes of blue eldritch flame and blazing plasma. As the dust cleared, a single figure emerged, and the dented, scarred Kastelan Robot lumbered back to its master's side.

Specks of biological matter lie thick and greasy upon Magos Ozmerhadus Phal, and no matter how he might try and wipe them away, still they gather. Even the few rotting scraps of meat that are left in Phal's body are repellent to him, an affront to the perfection of the Ommissiah and a frustrating impediment to his research. That he must endure such weakness, however, only makes the Magos more determined to find the purity he seeks.

Madness and brilliance are indistinguishable qualities in many of the Ommissiah's servants, few being touched by one without the other. So it is with Ozmerhadus Phal. Rising through the ranks of the Metalican tech-priesthood, he mastered many of the most complex techno-devotional rituals and savant-disciplines early in his career. Long-wave discordance beams, phosphor replication cauldrons and thrall plasma chalices all revealed themselves to him through the teachings of the Machine God. As time went on and Phal replaced more and more of his body with cybernetic parts, the first burrowing worms of frustration worked their way into what was left of his meat-and-blood brain. Everywhere he looked he saw rotting flesh that had gathered in the cracks of his creations. Servitors were fallow imperfect things because of their desiccated shells, while the worlds beyond Metalica upon which he conducted his experiments were literally drowning in swarms of living organisms.

To exorcise these unpleasant thoughts rattling around in his mind, Phal has become adept at the study of all living things – so that he might better understand how to destroy them. Everything from lumbering Tyranid leader-beasts and thick-browed Ork bosses to bilge worms and single-celled amoebae have perished under his attentions. Phal is far from a mindless butcher, however, and samples of all fleshy things are taken, recorded and filed away before the destruction begins. Phal believes that if he can finally understand why the Ommissiah allows even a single shred of such despicable matter to exist he will glimpse the divine purpose that has for so long weighed upon his thoughts.

Ozmerhadus Phal's attempt to find or create a perfect machine is merely the most recent expression of the Tech-Priest's quest to honour the Ommissiah. Many of Phal's failed experiments still shamble and crawl around the scrap vaults of Metalica. His cog-toothed energy spiders, created to cleanse machine-spirits, and his rust-eating canine servitors continue to prove troublesome to the inhabitants of Metalica, though all but forgotten by their creator.

Wielding his cohorts with the precision of an autochirurgion, Phal cuts away the festering meat of planets in such a way that their biospheres collapse in upon themselves. Turning life against itself in this manner satisfies the Tech-Priest Dominus immensely. Deprived of vital ecosystems or symbiotic creatures, entire species die off, and once-verdant forests become deserts of rotting wood and radioactive debris. In this way Phal has scoured numerous planets and set many others on the path to ecological ruin. Slowly but surely the Tech-Priest is altering the galaxy into an image more pleasing to his twisted mind.



PROTOCOL EXTINCTION

Magos Ozmerhadus Phal is on a crusade of extermination in the name of the Omnissiah. This collection gathers together the spear tip of his invasion force into a protocol extinction battle congregation. Led personally by the Tech-Priest Dominus, it is the cybernetic blade with which he cuts away the diseased flesh of the galaxy.

Phal deploys his force to dissect the living meat of a world, remaining close at hand to ensure that any resistance is swiftly overcome. Should a powerful enemy commander or champion arise, Phal will often scuttle forward upon his mechanical legs to destroy them. Such actions are not the result of some misguided sense of honour or a quest for glory, but rather a maddening desire to quickly eradicate anything that stands in the way of the Machine God's will. Fortunately for Phal, he is well equipped to deal with such upstarts, his body strengthened by a lifetime of augmentation and the finest weaponry that Metalica can create. Few foes that fall under the lensed gaze of the Tech-Priest live long enough to speak of the encounter.

Phal's principal sources of firepower are rumbling clades of Kataphron Breachers and the blazing Electro-Priest brotherhoods that make up the core of his force. Phal chooses the heavily armed servitor line-breakers for their sheer destructive force, for their weapons are capable of inflicting horrific damage on anything foolish enough to come within their reach. Whether their foes are of meat or of metal, once the grinding tracks of the Kataphrons plough into combat little is left behind. Under the direct control of Phal, these devastating machines are even more dangerous, the Tech-Priest's war-psalms stirring up their simple minds and spurring them on to crush his enemies mercilessly.

Alongside the rumbling Kataphrons, Fulgurite and Corpuscarii Electro-Priests bring their life-leeching and blazing gifts to the battlefield. Under Phal's dominance the priests will set fire to the enemy or draw the life energies from their foes, furthering the Magos' rampant extermination doctrines. Such is the devotion of the priests that it matters not to them that, should Phal succeed in his lofty goals, they too will one day die.



PHAL'S ANVIL

Phal's favoured tools are those warriors completely free from the weaknesses of the flesh. Under the watchful ministrations of their Datasmiths, the Tech-Priest's Kastelan Robots hammer apart anything that offends their master. Crackling power fists and blazing heavy phosphor blasters make short work of most foes – flesh, armour and stone all breaking apart under their fearsome assaults. Responding to the changing tides of battle, Phal directs his Datasmiths to apply doctrina wafers that enhance the automatons' methods of violence. This level of battlefield manipulation ensures that enemies are not safe from the Kastelans either at a distance or in close quarters, their Datasmiths altering the robots' skills and attack protocols to match the foes they face.

Despite their resilience, Phal is far more careful with his robots than he is with his flesh and blood troops. Kastelans are difficult to replace, but flesh is abundant. The robots must be used where they can do the most good for the army, which usually means pitting them against enemies that have no hope of damaging them.

A: Magos Ozmerhadus
Phal, Tech-Priest
Dominus

B: Cyberballista
Maniple AYR4,
Kastelan Robot
Maniple

C: Theragheist Temple,
Corpuscarii
Electro-Priests

D: Phalex Clade
K41, Kataphron
Breachers

E: Cybermallus
Maniple ZYGYR14,
Kastelan Robot
Maniple

F: Geigerghast
Temple, Fulgurite
Electro-Priests



TECH-PRIEST DOMINUS OZMERHADUS PHAL

Little remains of Magos Ozmerhadus Phal's original body, only a few hints of pale desiccated meat clinging to a largely metallic frame. Brass augmentations stud his mechanical hump, wheezing and hissing with his every movement, while fluid-filled vials and cable-wreathed generators keep his cybernetic body alive. Over his shoulder hovers a lens-eyed scryerskull, the remains of a favoured servant given purpose once more by boosting Phal's broad-spectrum augurs. In time, the last of Phal's body will be replaced by glorious metal, completing his journey into the embrace of the Machine God. Phal's twisted body belies his strength and dexterity – in reality he is as deadly as he is devoted. Replete with crooked appendages and technological embellishments, this model makes for an eye-catching and highly detailed centrepiece.



CYBERMALLUS MANIPLE ZYGYR14

Phal's Datasmiths are loyal servants of Metalica and shepherd their Kastelan Robots where the Tech-Priest's clicking cybernetic digits direct. In the pursuit of Phal's lofty ambitions these robots have seen much hard fighting, and their hulls are scorched and worn by the efforts of countless enemy attacks. That they are still standing with only superficial damage to show for their enemy's wrath is testament to the technologies that have created them. There are few weak points on a Kastelan Robot, with just the odd piston or cable visible beneath their slab-like armour. Even their faces are blank domes of armaglass and metal that offer their foes no vulnerable points for their assaults.



CYBERBALISTA MANIPLE AYR4

Phal employs his Kastelan Robot maniples both to break the enemy's lines and to support his own force's flanks. Their heavy weaponry is effective at keeping foes at arm's length, while their pounding fists are equally deadly in close combat. Despite their size, Kastelan Robots are capable of building up impressive speed on the move; when so ordered they will thunder over the battlefield to complete their mission, urged on by their governing doctrina wafers and the ministrations of their Datasmiths. Driven by ancient and forgotten generator technology, a Kastelan Robot can function almost indefinitely, mindlessly carrying out its last order with relentless brutality.



PHALEX CLADE K41

Almost completely encased in heavy plate armour, the Kataphron Breachers are fantastically well protected from harm. Additional slabs of armour cover the few exposed workings on these rumbling death-dealers, each thick defensive section locked into the next by a series of shining rivets. Along with the massive energy cannon grafted to the servitor's right shoulder, each is also armed with either an arc claw or hydraulic claw. These heavy duty implements, identified by their massive pistons and power cables, are as much tools as weapons, their design equally suited to working plasteel and rockcrete as they are to ripping apart flesh and pulverising bone.



GEIGERGHEIST TEMPLE

The electroos on the Corpuscarii priests stand out in stark contrast to their flesh and the muted colours of Metalica. Like streaks of lightning, they crisscross the exposed skin of the Electro-Priests in harsh and angular lines. The electroos form their own circuits, becoming conduits for the priests' awesome power. Even after they have been applied they will continue to grow, expand and take root within the priests' muscles, each one finding new pathways to convey power.

Phal's Corpuscarii are drawn from the Geigergeist Temple of Metalica, and they wear the colours of their forge world with pride. Though the teachings of the Corpuscarii conflict with Phal's obsessive mission to purge the galaxy of life, they nonetheless fight for him to honour their home world and the Ommissiah.

The toothed pattern, reminiscent of the teeth of a cog, that rings the hem of their robes is of great significance to the priests. This pledges their allegiance to the Machine God, and is thus important to all his servants.





THERAGHEIST TEMPLE

The appearance of the Electro-Priests is deceptive. Ostensibly they are among the most human of the Ommissiah's legions, and yet under their electroo-covered flesh lurk ancient and profoundly deadly technologies. As preservers of the Motive Force, the Fulgurite priests in Phal's congregation are in grim acceptance of the Magos' destructive mission.

Their eyeballs destroyed by the potent power within their bodies, the Fulgurites sense their foes' electromagnetic signatures in a ghost world of volts and electric shadows. How a priest chooses to deal with the loss of his eyes is a personal choice, and even within Phal's Theragheist Temple a variety of methods is apparent. Some cover their melted orbs with strips of cloth, while others stitch their lids down as if forever asleep. Some simply expose their empty sockets for all to gaze upon and know the glory of the Machine God. It is an unnerving thing to look into the face of an Electro-Priest and see the place where his eyes once were, but more unnerving still to know that he is staring back at you.



PAINTING GUIDE





MARS

TECH-PRIEST DOMINUS



ROBE



1 Chaos Black Spray



2 Mephiston Red



3 Evil Sunz Scarlet

Undercoat the entire model with a coat of Chaos Black Spray (1). Next, using a Standard Brush, add an even layer of Mephiston Red to the robe (2). Then, use a Detail Brush to add a layer of Evil Sunz Scarlet, leaving the Mephiston Red visible in the recesses (3).



4 Wild Rider Red



5 Tau Light Ochre



6 Rakarth Flesh

With a Detail Brush, add an edge highlight of Wild Rider Red to the tattered edges, folds and holes in the robe (4), followed by a fine edge highlight of Tau Light Ochre using a Fine Detail Brush (5). Next, basecoat the cuffs and collar with Rakarth Flesh (6).



7 Seraphim Sepia



8 Ushabti Bone



9 Pallid Wych Flesh

Apply a wash of Seraphim Sepia to the cuffs and collar (7). Once this has dried, use a Fine Detail Brush to highlight the edges of the cuffs and collar (8). Finally, with a Fine Detail Brush, apply a fine edge highlight of Pallid Wych Flesh (9).

METAL



1 **Leadbelcher**



2 **Agrax Earthshade**



3 **Necron Compound**

Use a Standard Brush to paint the metallic areas of the model with Leadbelcher (1). Then, give these areas a wash using Agrax Earthshade (2). Now, drybrush Necron Compound over these areas using a Small Drybrush (3).



4 **Reikland Fleshshade**



5 **Warlock Bronze**



6 **Brass Scorpion**

Apply patches of Reikland Fleshshade to the metallic areas (4). Once this is dry, use a Standard Brush to paint the axe blade and other bronze areas with Warlock Bronze (5). Add a layer of Brass Scorpion to these areas with a Detail Brush (6).



7 **Runefang Steel**

Finally, using a Fine Detail Brush, highlight the raised areas and edges of these metallic sections to create a striking contrast.

TOP TIP

When painting something that uses different metallic colours, like the Tech-Priest's power axe or harness, it's a good idea to complete the main colour first.

By shading and highlighting one metallic colour before the other, in this case the silver before the gold, you will create a stronger, cleaner contrast between the two areas. This also gives you a chance to clean up any messy areas that might have appeared while you were painting the first colour.

VIAL



1 Caliban Green



2 Warpstone Glow



3 Moot Green



4 Dorn Yellow

Use a Detail Brush to paint the glass of the vial with Caliban Green (1). Then, dab on dots of Warpstone Glow, leaving some Caliban Green exposed (2). Use a Fine Detail Brush to do the same with Moot Green (3), then Dorn Yellow (4) in progressively smaller dots.

ARMOUR



1 Leadbelcher



2 Brass Scorpion



3 Agrax Earthshade

Apply a basecoat of Leadbelcher to the armour plates on the model's back and shoulders using a Standard Brush (1). Use a Detail Brush to paint the rims of the plates with Brass Scorpion (2). Now give the area a wash using Agrax Earthshade (3).



4 Ironbreaker



5 Runefang Steel

Once dry, add a layer of Ironbreaker to the silver sections (4). Finally, with a Detail Brush, apply a highlight of Runefang Steel to the raised areas and edges (5).

SKIN



1 Rakarth Flesh



2 Athonian Camoshade



3 Krieg Khaki



4 Pallid Wych Flesh

Basecoat the skin with Rakarth Flesh using a Detail Brush (1). Then apply a wash of Athonian Camoshade (2). Now, using a Fine Detail Brush, highlight the skin with Krieg Khaki (3). Finish with a fine highlight of Pallid Wych Flesh (4).

CABLES



1 Caledor Sky



2 Fenrisian Grey

Using a Detail Brush, basecoat some of the cables with Caledor Sky (1). Then, with a Fine Detail Brush, apply a highlight of Fenrisian Grey to these cables (2).

TOP TIP

Cables offer you a great opportunity to add some additional colour to your model and provide a contrast to the wealth of metallic areas.

The cables can be painted in any colours you like, though colours which you haven't already used elsewhere on the model will stand out the most. Equally, it is also worth making each cable different, especially if there are several bunched together. This will help to draw the eye to the complex cybernetic workings.



3 Averland Sunset



4 Abaddon Black



5 Administratum Grey

Next, use a Detail Brush to paint the cables running into the hood with Averland Sunset (3). Use a Fine Detail Brush to paint hazard lines of Abaddon Black onto these cables (4), then highlight one side of each cable with a thin line of Administratum Grey (5).

ERADICATION RAY



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

Using a Detail Brush, paint the metallic parts of the weapon with Leadbelcher (1). Then, apply a wash of Nuln Oil to these areas (2). Now, also with a Detail Brush, paint on a layer of Runefang Steel, leaving the wash visible in the recesses (3).



4 Eshin Grey



5 Dawnstone



6 Caledor Sky

Next, using a Detail Brush, highlight the black areas of the weapon with Eshin Grey (4), and follow this with a fine edge highlight of Dawnstone (5). Now, basecoat the energy coils with Caledor Sky (6).



7 Baharroth Blue



8 White Scar



9 Brass Scorpion

Next, using a Detail Brush, highlight the recesses between the coils with Baharroth Blue (7). Use a Fine Detail Brush to apply a further highlight to these areas using White Scar (8). Lastly, use a Fine Detail Brush to add Brass Scorpion rims to the coils (9).

PHOSPHOR SERPENTA



1 Leadbelcher



2 Nuln Oil

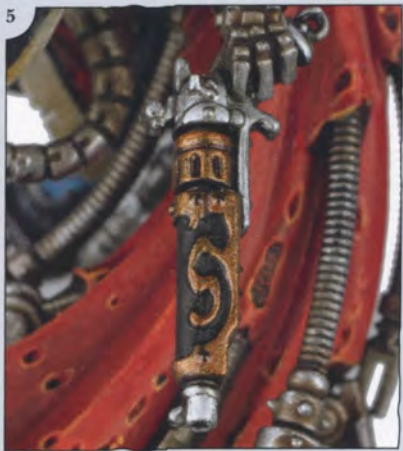


3 Ironbreaker

Begin by painting the grip and muzzle of the weapon with Leadbelcher (1). Then, with a Detail Brush, apply a wash of Nuln Oil to these areas (2). Now, also using a Detail Brush, paint on a layer of Ironbreaker, avoiding the recesses (3).



4 Warplock Bronze

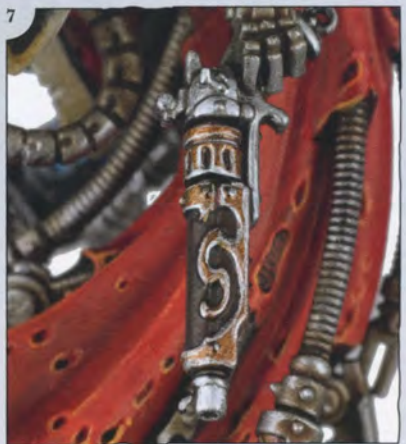


5 Brass Scorpion



6 Runefang Steel

Paint the chamber and barrel scrollwork with Warplock Bronze using a Detail Brush (4). Then, apply a layer of Brass Scorpion to these same areas (5). Use a Fine Detail Brush to add a fine highlight of Runefang Steel (6).



7 Rhinox Hide



8 Skrag Brown

Use a Fine Detail Brush to paint the wooden sections of the weapon with Rhinox Hide (7). Finally, carefully highlight this area using Skrag Brown (8).

TOP TIP

When painting an ornate weapon like the phosphor serpenta, it is worth concentrating your efforts on the standout metallic details like the brass revolver chamber and the scrollwork. These are the parts that will catch the eye and be most visible from a distance. When shaded and highlighted with extra diligence, these areas become a focal point for the model and enhance the surrounding areas.

INFOSLAVE SKULL



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel



4 Zandri Dust

Paint the metal with Leadbelcher (1), then apply a wash (2). Highlight with Runefang Steel (3). Then basecoat the bone area (4).



5 Seraphim Sepia



6 Screaming Skull



7 Mephiston Red



8 Fire Dragon Bright

Wash with Seraphim Sepia (5), then layer with Screaming Skull (6). Basecoat the lens with Mephiston Red (7), then highlight (8).

POWER AXE HAFT



1 Abaddon Black



2 Eshin Grey



3 Dawnstone

Tidy up the haft with Abaddon Black (1), then apply a layer of Eshin Grey (2) followed by a fine highlight of Dawnstone (3).

LENSES



1 Caledor Sky



2 Baharroth Blue



3 White Scar

Basecoat the lenses with Caledor Sky (1). Using a Fine Detail Brush, highlight with Baharroth Blue (2), then with White Scar (3).

KATAPHRON DESTROYER



Heavy grav-cannon

Skin

Kataphron demi-plate

Metals

Body

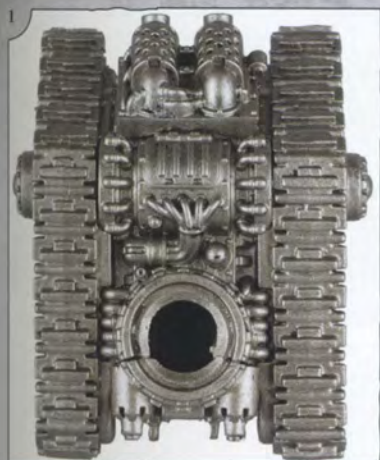
Adeptus Mechanicus icon

Red armour

Cables



METALS



1 Leadbelcher

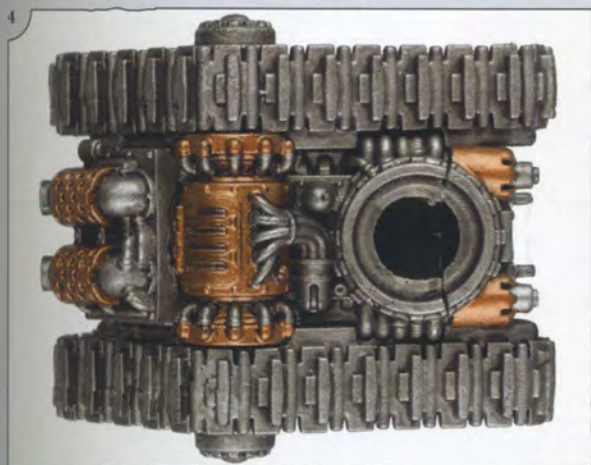


2 Nuln Oil

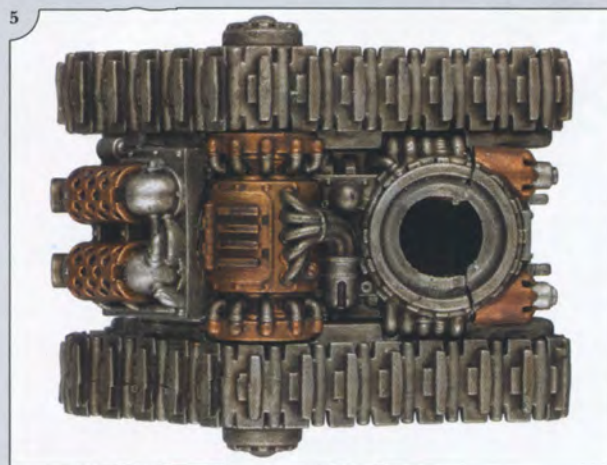


3 Warplock Bronze

Begin with a basecoat of Leadbelcher (1). Then, apply a wash of Nuln Oil (2). Next, paint the engine parts with Warplock Bronze (3).

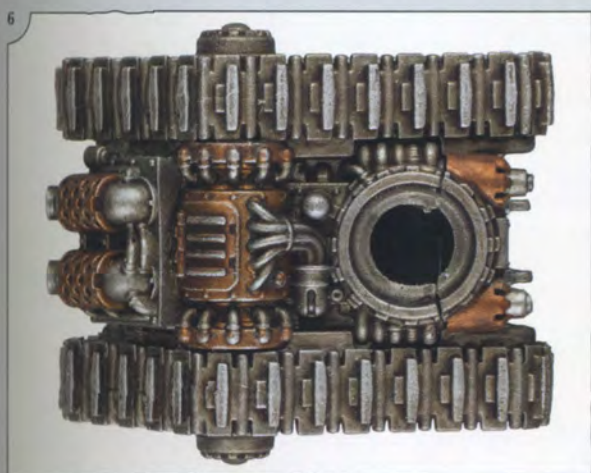


4 Brass Scorpion

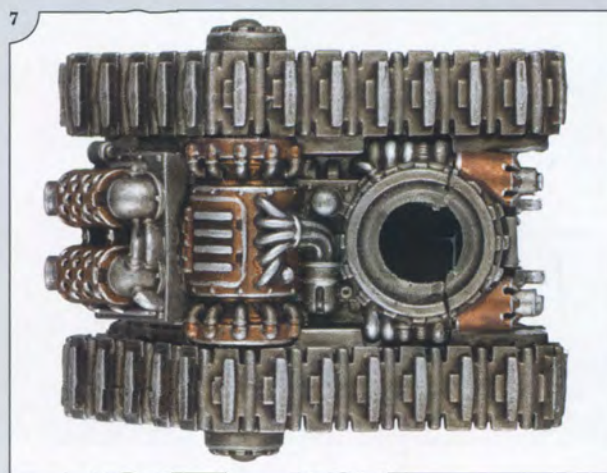


5 Agrax Earthshade

Use a Standard Brush to layer the engine parts with Brass Scorpion (4). Then, give the model an Agrax Earthshade wash (5).



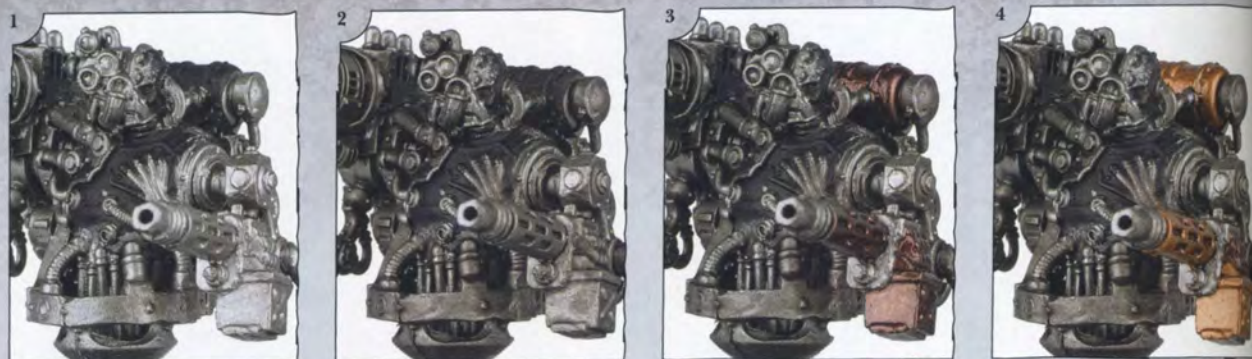
6 Necron Compound



7 Runefang Steel

Give the model a drybrush of Necron Compound (6). Then, with a Standard Brush, sharpen up the highlights with Runefang Steel (7).

BODY



1 Leadbelcher 2 Nuln Oil 3 Warplock Bronze 4 Brass Scorpion

Begin by painting the metallic areas (1), then give these areas a wash (2). Now, basecoat the brass areas (3), then add a layer (4).



5 Agrax Earthshade 6 Necron Compound 7 Runefang Steel

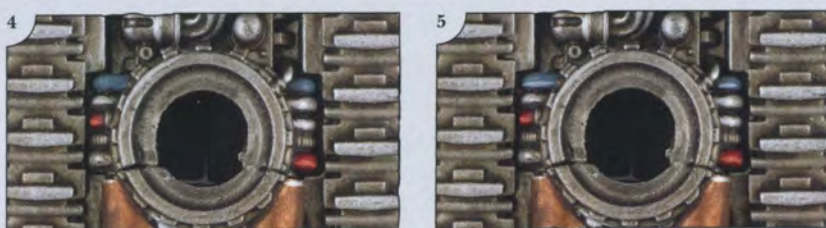
Give the brass areas a wash (5). Then, drybrush the silver areas (6) and follow with a highlight of any raised areas and edges (7).

CABLES



1 Mephiston Red 2 Stegadon Scale Green 3 Nuln Oil

Apply Mephiston Red (1), and then Stegadon Scale Green (2) to alternating cables. Then, give the cables a wash of Nuln Oil (3).



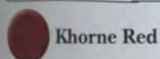
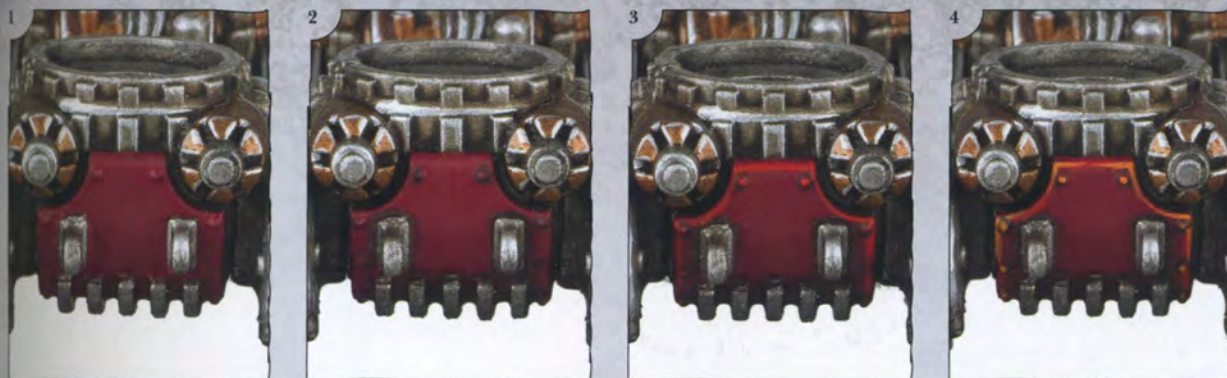
4 Squig Orange 5 Fenrisian Grey

Highlight red cables with Squig Orange (4), and green cables with Fenrisian Grey (5).

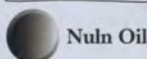
TOP TIP

When applying Nuln Oil to the recesses of the model, you should concentrate on any areas of detail that may have become obscured by drybrushing – the added contrast helps to bring these details out once more.

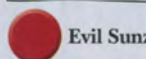
RED ARMOUR



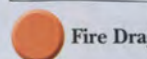
Khorne Red



Nuln Oil



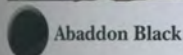
Evil Sunz Scarlet



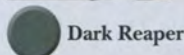
Fire Dragon Bright

Basecoat any red areas with a layer of Khorne Red (1). With a Detail Brush, shade the edges of the metallic areas using Nuln Oil (2). Now, use a Detail Brush to highlight the edges with Evil Sunz Scarlet (3). Follow this with a fine highlight of Fire Dragon Bright (4).

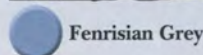
KATAPHRON DEMI-PLATE



Abaddon Black

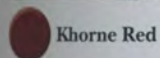


Dark Reaper

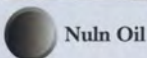


Fenrisian Grey

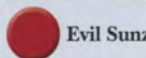
Tidy up the black areas (1), then highlight the edges of the black armor segments (2). Apply a fine highlight of Fenrisian Grey (3).



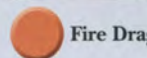
Khorne Red



Nuln Oil

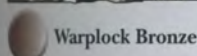
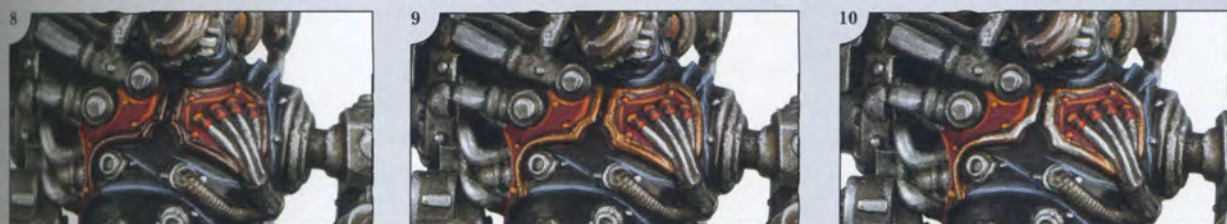


Evil Sunz Scarlet

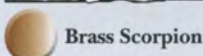


Fire Dragon Bright

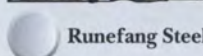
Basecoat the red armor (4), then apply a wash (5). Now, give these areas a highlight (6), followed by a fine edge highlight (7).



Warplack Bronze



Brass Scorpion



Runefang Steel

Use a Detail Brush to apply Warplack Bronze to the edge of each plate (8). Then, also using a Detail Brush, highlight the edges of these areas (9). Lastly, apply a fine highlight of Runefang Steel (10).

ADEPTUS MECHANICUS ICON



1 Abaddon Black



2 Ceramite White



3 Nuln Oil

Paint the cog symbol with Abaddon Black using a Standard Brush (1). Then, paint the left half of the cog and the right half of the skull Ceramite White using a Detail Brush (2). Now, shade the recesses of the icon using Nuln Oil (3).

SKIN



1 Rakarth Flesh



2 Athonian Camoshade



3 Nurgling Green

Basecoat the skin with Rakarth Flesh (1). Then, apply a wash of Athonian Camoshade (2) followed by a layer of Nurgling Green (3).



4 Krieg Khaki



5 Pallid Wych Flesh



6 Leadbelcher

Now, taking a Detail Brush, apply a layer of Krieg Khaki whilst avoiding recesses (4). Use a Fine Detail Brush to add a fine highlight of Pallid Wych Flesh to the raised areas and edges of the head (5). Pick out metallic details, like the studs, with Leadbelcher (6).



7 Runefang Steel



8 Caledor Sky



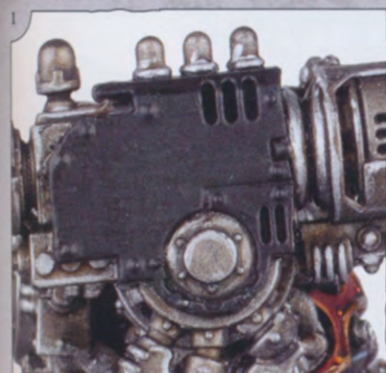
9 Baharroth Blue



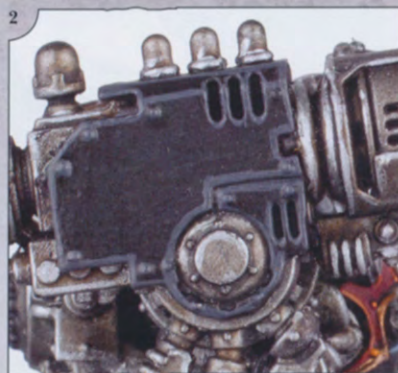
10 White Scar

Apply a Runefang Steel highlight to the metallic areas using a Detail Brush (7). Next, with a Fine Detail Brush, paint the lenses using Caledor Sky (8). Follow this with a layer of Baharroth Blue (9). Finally, apply a fine White Scar line to the top edge of each lens (10).

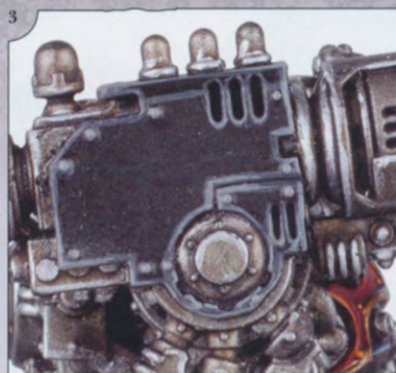
HEAVY GRAV-CANNON



Abaddon Black



Eshin Grey



Dawnstone

Use a Standard Brush to basecoat the area Abaddon Black (1). Then, taking a Detail Brush, highlight the edges of the armour plates using Eshin Grey (2). Lastly, add a fine highlight of Dawnstone to these same areas with a Fine Detail Brush (3).



Caliban Green



Warpstone Glow

Paint the exposed energy coils with Caliban Green using a Detail Brush (4). Now, carefully paint this same area with Warpstone Glow using a Detail Brush, avoiding the recesses between each coil (5).

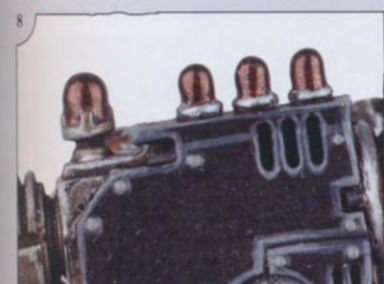


Moot Green

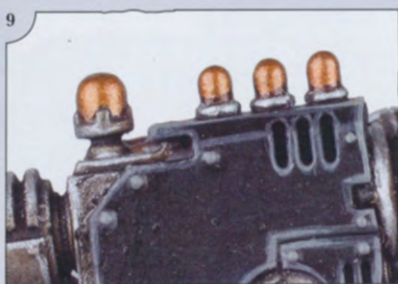


White Scar

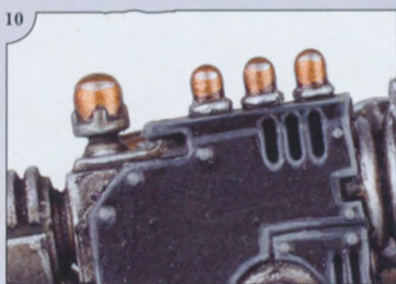
With a Detail Brush, apply a highlight of Moot Green to the coils, once again being careful to avoid the recesses (6). Finally, apply a fine highlight of White Scar on the edge of each coil using a Fine Detail Brush (7).



Warplack Bronze



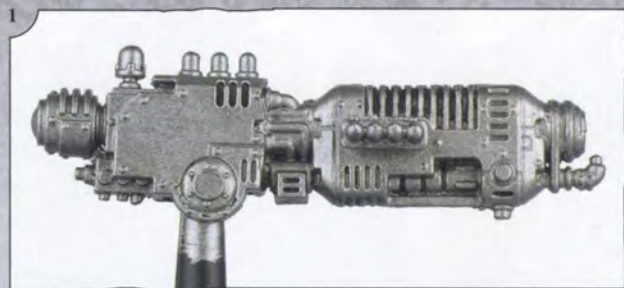
Brass Scorpion



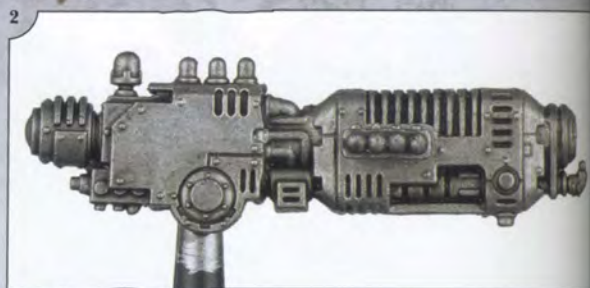
Runefang Steel

Paint the brass areas with Warplack Bronze using a Standard Brush (8). Then, still using a Standard Brush, give these same areas a layer of Brass Scorpion (9). To finish, take a Detail Brush and highlight the tops and edges of these areas with Runefang Steel (10).

PLASMA CULVERIN

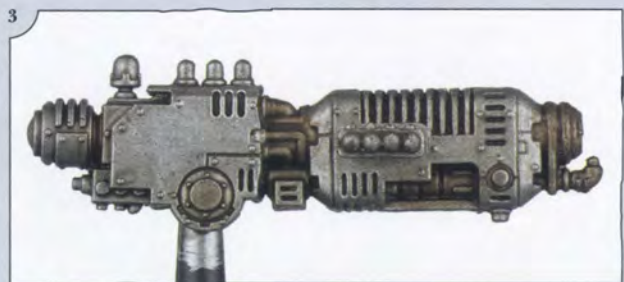


1 Leadbelcher

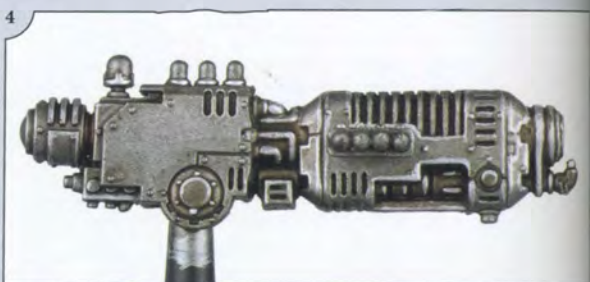


2 Nuln Oil

Begin by giving the entire weapon a basecoat of Leadbelcher using a Basecoat Brush (1). Then, take a Wash Brush and apply an even shade of Nuln Oil to the entire weapon to bring out the wealth of detail (2).

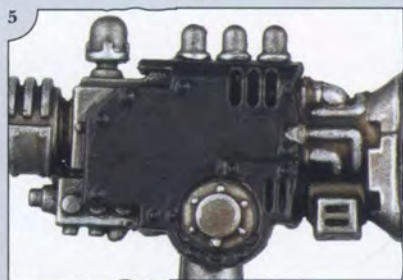


3 Agrax Earthshade



4 Runefang Steel

Using a Standard Brush, carefully apply a shade of Agrax Earthshade to the recesses and prominent details of the weapon (3). Once this has dried, take a Detail Brush and highlight the raised areas and edges of the weapon with Runefang Steel (4).



5 Abaddon Black

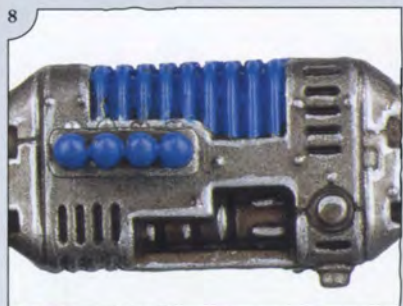


6 Eshin Grey

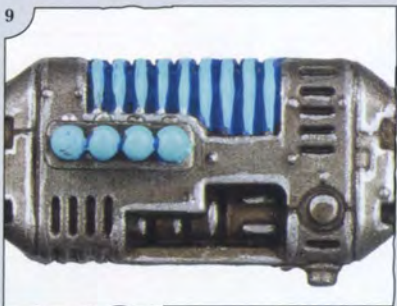


7 Dawnstone

Basecoat the gun's armoured casing with Abaddon Black using a Standard Brush (5). Next, using a Detail Brush, highlight the edges of this area with Eshin Grey (6). Follow this with a fine highlight to these same areas using Dawnstone (7).



8 Caledor Sky



9 Baharroth Blue



10 White Scar

Paint the energy coils and bulbs with Caledor Sky using a Standard Brush (8). Then, taking a Detail Brush, apply a highlight of Baharroth Blue to the raised sections of these areas (9). Lastly, give the top edges a White Scar highlight with a Fine Detail Brush (10).

COGNIS FLAMER



Leadbelcher



Agrax Earthshade



Warplock Bronze

Basecoat the flamer with Leadbelcher using a Basecoat Brush (1). Then, taking a Wash Brush, give the weapon a shade of Agrax Earthshade (2). Next, use a Standard Brush to paint the brass areas of the weapon with Warplock Bronze (3).



Brass Scorpion



Agrax Earthshade



Runefang Steel

Using a Standard Brush, apply a layer of Brass Scorpion to the brass areas (4). Then, apply a wash of Agrax Earthshade to these same areas (5). Now highlight the edges and raised areas of the weapon with Runefang Steel using a Detail Brush (6).



Abaddon Black



Runefang Steel



Abaddon Black

Very carefully use a Small Drybrush to drybrush the nozzle of the flamer with Abaddon Black to create a scorched appearance (7). Use a Detail Brush to reapply the Runefang Steel highlight (8). Next, paint the weapon's armoured casing plate with Abaddon Black (9).



Eshin Grey



Dawnstone

To finish off, take a Detail Brush and highlight the edges of the casing using Eshin Grey (10). Follow this highlight with a very fine edge highlight of Dawnstone to the same areas using a Fine Detail Brush (11).

TOP TIP

When creating the scorched effect on the end of the flamer, don't worry about obscuring some of the detail with your drybrushing. This can be fixed later with a highlight of Runefang Steel to represent fresh wear and tear where the soot has been rubbed away. This will also help to make the black less dominating and maintain the impression of the metal underneath.

ELECTRO-PRIESTS



ROBE & COLLAR



 Mephiston Red



 Evil Sunz Scarlet



 Agrax Earthshade



 Tau Light Ochre

Basecoat with Mephiston Red (1), layer with Evil Sunz Scarlet (2). Wash (3), then apply a highlight of Tau Light Ochre (4).



 Khorne Red



 Nuln Oil



 Rakarth Flesh



 Ushabti Bone

Paint the tabard with Khorne Red (5). Apply a wash (6), then paint the raised areas with Rakarth Flesh (7), then Ushabti Bone (8).



 Agrax Earthshade



 White Scar



 Khorne Red



 Nuln Oil

Wash these details (9), then highlight with White Scar (10). Basecoat the collar with Khorne Red (11), then wash with Nuln Oil (12).



 Evil Sunz Scarlet



 Fire Dragon Bright



 Warplock Bronze



 Brass Scorpion

Use a Detail Brush to pick out details and edges on the collar with Evil Sunz Scarlet (13). Then, highlight these same areas with Fire Dragon Bright (14). Now, paint the brass areas with Warplock Bronze (15), followed by a layer of Brass Scorpion (16).

SKIN



1  Rakarth Flesh

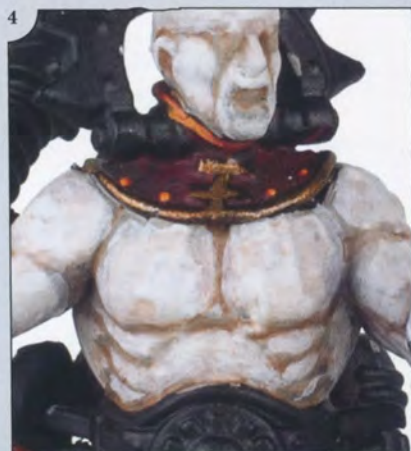


2  Pallid Wych Flesh & Lahmian Medium



3  Reikland Fleshshade & Lahmian Medium

Begin by giving the skin a basecoat of Rakarth Flesh (1). Next, use a mix of Pallid Wych Flesh and Lahmian Medium to add a layer, avoiding the recesses (2). Follow this with a mix of Reikland Fleshshade and Lahmian Medium to apply shading (3).



4  Pallid Wych Flesh & Lahmian Medium



5  White Scar



6  Baharroth Blue

Once this has dried, restore the colour on the raised areas with another layer of Pallid Wych Flesh mixed with Lahmian Medium (4). Now, apply an edge highlight of White Scar (5). With a Detail Brush, carefully paint the electroos Baharroth Blue (6).



7  White Scar

Finally, take a Fine Detail Brush and apply a fine highlight to the edges and corners of the electroos.

TOP TIP

There are a number of ways to create the lightning effect of the Electro-Priest's electroos. Here, they have been painted with Baharroth Blue and then highlighted with White Scar to make them stand out from the rest of the model. However, if you want to add some variety to your priests, or if you are painting several different units, you could try using a blue glaze on the flesh instead, or painting the electroos a different colour such as purple, orange or green to represent different kinds of energy.

MOUTH & EYES



1 Rhinox Hide



2 White Scar



3 Abaddon Black



4 Fenrisian Grey

Apply Rhinox Hide to the mouth using a Detail Brush (1). Then, with a Fine Detail Brush, paint the teeth with White Scar (2). Now, paint any stitches or cloth around the eyes Abaddon Black (3), and highlight these same areas using Fenrisian Grey (4).

METALS



1 Leadbelcher



2 Warlock Bronze



3 Brass Scorpion



4 Nuln Oil

Use a Standard Brush to paint the silver areas with Leadbelcher (1). Then, paint the brass areas with Warlock Bronze (2), followed by a layer of Brass Scorpion (3). Using a Wash Brush shade both silver and brass areas with a coat of Nuln Oil (4).



5 Agrax Earthshade



6 Necron Compound



7 Runefang Steel

Taking a Standard Brush shade the silver and brass areas with Agrax Earthshade, paying special attention to the deepest recesses (5). Then, give the silver areas a drybrush of Necron Compound (6). Finally, with a Fine Detail Brush, highlight both silver and brass areas using Runefang Steel (7).

ELECTROLEECH STAVE



1 Caledor Sky



2 Baharroth Blue



3 White Scar

Basecoat the energy coils with Caledor Sky using a Standard Brush (1). Now, take a Detail Brush and highlight the edge of each coil using Baharroth Blue (2). Lastly, with a Fine Detail Brush, apply a fine edge highlight of White Scar to very edges of the coils (3).

STAVE GRIP



Screamer Pink



Agrax Earthshade



Emperor's Children

Paint the grip with Screamer Pink using a Detail Brush (1). Now, give this same area a wash of Agrax Earthshade (2). Once this has dried, use a Fine Detail Brush to pick out the edges of the details on the grip with Emperor's Children (3).

GLOVE



Abaddon Black



Dark Reaper



Fenrisian Grey



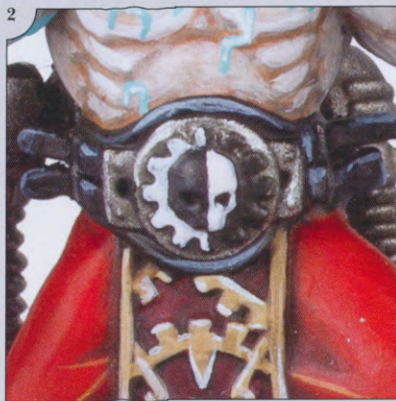
Leadbelcher

Basecoat the glove with Abaddon Black (1). Use a Detail Brush to highlight the edges with Dark Reaper (2). Follow this with a fine highlight of Fenrisian Grey to the same areas (3). Lastly, use a Fine Detail Brush to pick out metallic details in Leadbelcher (4).

ADEPTUS MECHANICUS ICON



Abaddon Black



Ceramite White



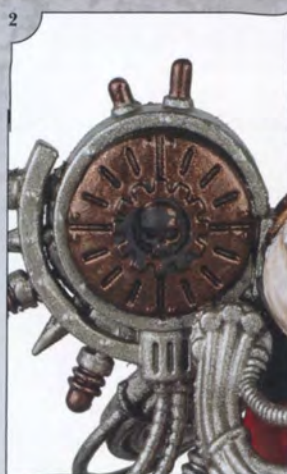
Nuln Oil

Use a Standard Brush to basecoat the symbol with Abaddon Black (1). Now, taking a Detail Brush, paint the left half of the cog and the right half of the skull in Ceramite White (2). Then, carefully use Nuln Oil to shade the recesses of the white areas (3).

CORPUSCARI METALS



1 Leadbelcher



2 Warplock Bronze



3 Brass Scorpion



4 Nuln Oil

Begin by basecoating the areas which will be silver with Leadbelcher (1). Then, paint the brass areas with Warplock Bronze (2). Once this had dried, add a layer of Brass Scorpion to the brass areas (3). Now, give all of the metal a wash of Nuln Oil (4).



5 Agrax Earthshade



6 Necron Compound



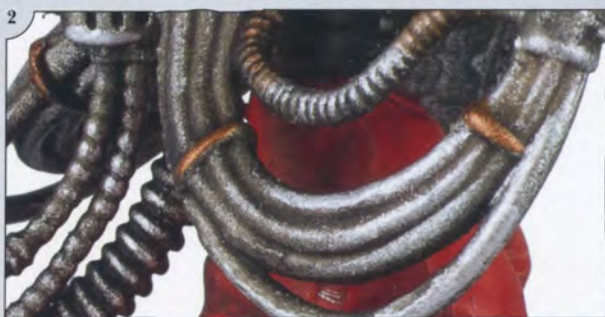
7 Runefang Steel

Pick out the details and recesses by applying a shade of Agrax Earthshade (5). Taking a Small Drybrush, give the silver areas a drybrush of Necron Compound (6). Finally, highlight all the raised areas and edges with Runefang Steel (7).

CORPUSCARI CABLES



1 Reikland Fleshshade



2 Brass Scorpion

Apply a Reikland Fleshshade wash to the ends of the cabling (1). Now, carefully pick out any brass areas with Brass Scorpion (2).

KASTELAN ROBOT



Incendine combuster

Armour



Weathering

Brass



ARMOUR



1 Khorne Red



2 Leadbelcher



3 Nuln Oil



4 Ironbreaker



5 Runefang Steel



6 Evil Sunz Scarlet



7 Fire Dragon Bright

Next, take a Fine Detail Brush and carefully give the edges of the model's armoured plates a fine edge highlight of Fire Dragon Bright.

WEATHERING



Thunderhawk Blue



Karak Stone

Pick out any areas that you want to show weathering or chipping, such as the fingers, and carefully use a Detail Brush to paint on smudges of Thunderhawk Blue (1). Use Karak Stone in the same way on other areas of the model (2).



Rhinox Hide



Runefang Steel

Use Rhinox Hide to paint worn sections around the edges and at the tips of the fingers (3). Then, add smaller chips of Runefang Steel inside the Rhinox Hide areas (4).

TOP TIP

Kastelan Robots are ancient war engines of the Imperium that may have served many masters in their lifetime. You can represent this by having some of their past paint schemes visible in the weathering. These could be the colours of other forge worlds, forgotten expeditions or even the armies of the ancient Mechanicum.

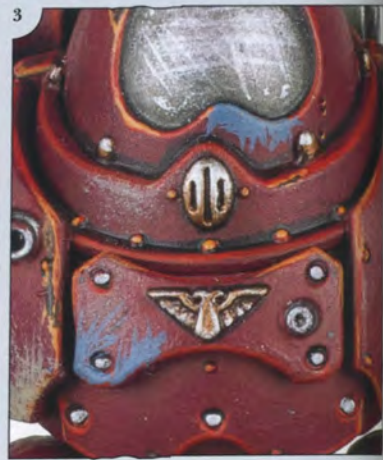
BRASS



Warlock Bronze



Brass Scorpion



Runefang Steel

Use a Detail Brush to paint any brass areas with Warlock Bronze (1). Then, add a layer of Brass Scorpion to these same areas (2). Next, taking a Fine Detail Brush, give the brass areas a highlight of Runefang Steel (3).

INCENDINE COMBUSTOR



1 Leadbelcher



2 Warplock Bronze



3 Nuln Oil

Basecoat the silver areas with Leadbelcher (1). Paint the brass areas Warplock Bronze (2). Wash the whole gun with Nuln Oil (3).



4 Brass Scorpion



5 Leadbelcher



6 Runefang Steel

Apply a layer of Brass Scorpion to the brass areas (4). Then, with a Detail Brush pick out the bands over the brass and the rivets with Leadbelcher (5). Finally, use a Fine Detail Brush to edge highlight the whole gun with Runefang Steel (6).

HEAVY PHOSPHOR BLASTER



1 Leadbelcher



2 Warplock Bronze

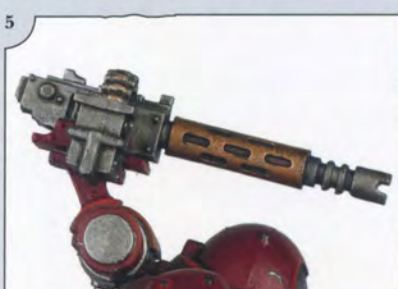


3 Nuln Oil

Use Leadbelcher to basecoat the gun (1). Then, paint the brass areas with Warplock Bronze (2). Apply a Nuln Oil wash to the gun (3).



4 Sycorax Bronze



5 Brass Scorpion



6 Runefang Steel

Apply a layer of Sycorax Bronze to the ammunition feed (4). Then, add a layer of Brass Scorpion to the barrel (5). Finally, use a Fine Detail Brush to edge highlight the whole gun with Runefang Steel (6).

CYBERNETICA DATASMITH



BACKPACK



Leadbelcher



Nuln Oil



Necron Compound



Warplock Bronze

Start with a Leadbelcher basecoat (1), then wash with Nuln Oil (2). Drybrush with Necron Compound (3). Pick out brass details (4).



Brass Scorpion



Runefang Steel



Agrax Earthshade



Abaddon Black

Add a layer to the brass areas (5), then apply a highlight (6). Wash these areas with Agrax Earthshade (7). Paint the cables black (8).



Dawnstone



Caledor Sky



Baharroth Blue



White Scar

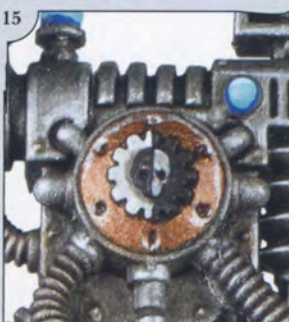
Highlight the black areas (9). Paint the bulbs and lights (10). Apply a highlight (11), followed by a fine highlight, to these areas (12).



Abaddon Black



Ceramite White



Nuln Oil

With a Standard Brush, basecoat the icon (13). Then, using a Detail Brush, paint the left half of the cog and the right half of the skull with Ceramite White (14). Shade with Nuln Oil (15).

TOP TIP

When painting large metallic surfaces like the backpack, using a variety of metal colours helps to make the details stand out and enhances the overall look of the area in question.

ROBE



1 Mephiston Red



2 Evil Sunz Scarlet



3 Agrax Earthshade

Start with a basecoat of Mephiston Red (1). Next, taking a Standard Brush, add a layer of Evil Sunz Scarlet (2). Once this has dried, use a Detail Brush to shade the recesses of the robe with Agrax Earthshade to help define the details (3).



4 Tau Light Ochre



5 Rakarth Flesh



6 Seraphim Sepia

Highlight the edges and creases of the robe with Tau Light Ochre (4). Then, use a Standard Brush to paint the cuffs with Rakarth Flesh (5). Follow this by giving the cuffs a wash of Seraphim Sepia (6).



7 Ushabti Bone



8 Pallid Wych Flesh

Add a layer of Ushabti Bone to the cuffs, avoiding the recesses (7). Lastly, use a Fine Detail Brush to highlight the edges with Pallid Wych Flesh (8).

TOP TIP

When painting highlights onto large areas like the Cybernetica Datasmith's robe, it can be tempting to apply highlights to flat areas of the cloth, adding flat lines to create the illusion of folds and creases. However, by restricting the fine edge highlights and shading to the most pronounced crevasses and folds on the model, you will find that you achieve clearer and more eye-catching details.

PURITY SEAL



1 Rakarth Flesh



2 Reikland Fleshshade



3 Rakarth Flesh



4 Pallid Wych Flesh



5 Rhinox Hide

Start by painting the parchment with Rakarth Flesh (1). Then, give this area a wash with Reikland Fleshshade (2). Highlight first with Rakarth Flesh (3), and then Pallid Wych Flesh (4). Now, add some thin lines of Rhinox Hide to represent writing (5).



6 Screamer Pink



7 Nuln Oil



8 Screamer Pink



9 Emperor's Children

Basecoat the wax seal with Screamer Pink (6). Then, give it a wash with Nuln Oil (7). Once this has dried, use a Fine Detail Brush to highlight the seal Screamer Pink (8). Finally, again using a Fine Detail Brush, highlight the raised areas with Emperor's Children (9).



METALS



Leadbelcher



Warlock Bronze



Nuln Oil

Taking a Standard Brush, paint the areas you want to be silver with Leadbelcher (1). Then, again using a Standard Brush, paint any areas that will be brass with Warlock Bronze (2). Now, give both silver and brass areas a wash of Nuln Oil (3).



Necron Compound



Brass Scorpion



Runefang Steel

Carefully drybrush the silver areas with Necron Compound (4). Then, add a layer of Brass Scorpion to the brass areas (5). Once this is done, take a Fine Detail Brush and highlight all the metallic areas using Runefang Steel (6).



Agrax Earthshade

To finish off the metal areas of the model, take a Standard Brush and carefully add a shade of Agrax Earthshade to the recesses of the drybrushed workings.

TOP TIP

When washing the recesses of the model, applying neat and careful shading will save time later. Rather than washing the entire area, and then having to add another layer of paint to restore the colour of the raised areas, the shadows will be restricted to the areas where you want them.

Careful shading can also be used to add additional effects, such as the appearance of grease and oil around working components, or leaking fluids staining metal and cloth.

CABLES



Abaddon Black



Dawnstone

Beginning with a basecoat of Abaddon Black (1), highlight the cables with Dawnstone using a Detail Brush (2).

SKIN



Rakarth Flesh



Athonian Camoshade



Rakarth Flesh



Pallid Wych Flesh

Apply Rakarth Flesh (1). Then wash with Athonian Camoshade (2). Layer first with Rakarth Flesh (3), then Pallid Wych Flesh (4).



White Scar



Rhinox Hide



Runefang Steel

Highlight with White Scar (5). Pick out details using Rhinox Hide (6), then Runefang Steel (7).

LENS



Caledor Sky



Baharroth Blue



White Scar

Basecoat the lens (1), then paint a circle of Baharroth Blue in the centre (2), and then a small dot of White Scar towards the top (3).

RYZA

TECH-PRIEST DOMINUS



ROBE



 Chaos Black Spray



 Jokaero Orange



 Agrax Earthshade

Prepare the model by undercoating it with Chaos Black Spray (1). Then, taking a Standard Brush, paint the robe Jokaero Orange (2). Next, again with a Standard Brush, shade the robe's recesses and details using Agrax Earthshade (3).



 Tau Light Ochre



 Ungor Flesh

With a Detail Brush, highlight the raised areas and edges of the robe – including where it is torn – using Tau Light Ochre (4). Then, taking a Fine Detail Brush, carefully add a finer highlight to the edges and areas around the tears in the robe with Ungor Flesh (5).

METAL



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

Basecoat the metallic areas with Leadbelcher using a Standard Brush (1). Now, take a Wash Brush and apply a wash of Nuln Oil to these same areas (2). Then, with a Detail Brush, highlight the metallic areas using Runefang Steel (3).

BRASS



1 Balthasar Gold



2 Agrax Earthshade



3 Hashut Copper



4 Runefang Steel

Take a Standard Brush and basecoat the brass areas with Balthasar Gold (1). Then, give these areas a wash with Agrax Earthshade (2). Add a layer of Hashut Copper (3). Finally, use a Detail Brush to highlight the brass areas with Runefang Steel (4).

RED ARMOUR & AXE GRIP



1 Khorne Red



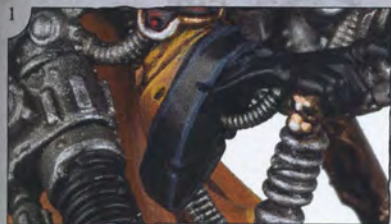
2 Nuln Oil



3 Evil Sunz Scarlet

With a Detail Brush, paint the areas that will be red with Khorne Red (1). Next, still using a Detail Brush, carefully give these areas a wash of Nuln Oil (2). Once this has dried, take a Fine Detail Brush and highlight the edges with Evil Sunz Scarlet (3).

CUFFS



1 Dark Reaper



2 Fenrisian Grey

After tidying up the cuffs with Abaddon Black, use a Detail Brush to give them an edge highlight of Dark Reaper (1). Next, use a Detail Brush to apply a fine edge highlight of Fenrisian Grey to the very edges of the cuffs (2).

ERADICATION RAY



1 Caledor Sky



2 Baharroth Blue



3 White Scar

Basecoat the energy coils with Caledor Sky (1). Then, highlight them first using Baharroth Blue (2), then with White Scar (3).

FLESH



1 Rakarth Flesh



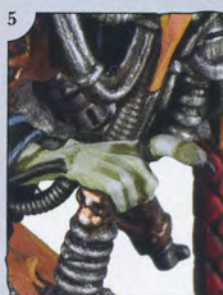
2 Nurgling Green



3 Athonian Camoshade



4 Krieg Khaki



5 Pallid Wych Flesh

Begin by painting the skin with Rakarth Flesh (1), then add a layer of Nurgling Green (2). Next, give the skin a wash using Athonian Camoshade (3). Once this is dry, highlight with Krieg Khaki (4), followed by a second highlight of Pallid Wych Flesh (5).

SCRYERSKULL



1 Rakarth Flesh



2 Reikland Fleshshade



3 Pallid Wych Flesh

Paint the bone with Rakarth Flesh (1). Shade the same area with Reikland Fleshshade (2). Then, layer with Pallid Wych Flesh (3).

KATAPHRON DESTROYER



Heavy grav-cannon

Lenses

Kataphron demiplaate

Orange armour

Skin

Brass

Adeptus Mechanicus icon

Metal



METAL



Chaos Black Spray



Leadbelcher

Get started by undercoating the entire model with Chaos Black Spray (1). Then, taking a Basecoat Brush, paint the whole model with an even coat of Leadbelcher (2).



Nuln Oil



Necron Compound

Taking a Wash Brush, give the model a wash of Nuln Oil (3). Once this has completely dried, use a Large Drybrush to give the model an all-over drybrush of Necron Compound (4).

KATAPHRON DEMIPLATE



Khorne Red



Nuln Oil



Evil Sunz Scarlet



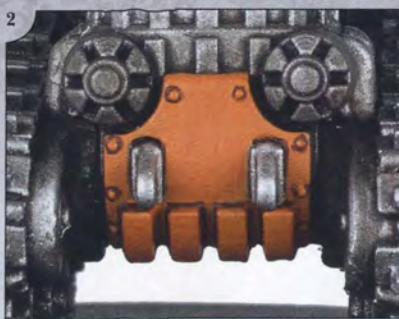
Tau Light Ochre

Use a Standard Brush to paint the red areas with Khorne Red (1). Now, give these areas a wash with Nuln Oil (2). Then, taking a Fine Detail Brush, highlight the edges with Evil Sunz Scarlet (3), followed by Tau Light Ochre (4).

ORANGE ARMOUR



1 Jokaero Orange



2 Agrax Earthshade



3 Tau Light Ochre

Basecoat with Jokaero Orange (1). Then, shade the recesses and rivets with Agrax Earthshade (2). Highlight with Tau Light Ochre (3).



Ungor Flesh

Then, with a Detail Brush, highlight the edges of the armour, and raised areas like the rivets, using Ungor Flesh.

ADEPTUS MECHANICUS ICON



1 Abaddon Black



2 Dark Reaper



3 Fenrisian Grey



4 Ceramite White

Basecoat (1). Highlight half the skull and cog with Dark Reaper (2), then Fenrisian Grey (3). Then, layer with Ceramite White (4).

BRASS



1 Balthasar Gold



2 Agrax Earthshade



3 Hashut Copper



4 Runefang Steel

Basecoat the brass (1), then wash with Agrax Earthshade (2). Apply a layer of Hashut Copper (3), then add selective highlights (4).

SKIN



1 Rakarth Flesh



2 Nurgling Green



3 Athonian Camoshade

Start by painting the skin with Rakarth Flesh using a Standard Brush (1). After this, apply a layer of Nurgling Green, also using a Standard Brush (2). Now, give the skin a wash with Athonian Camoshade (3).



4 Krieg Khaki



5 Pallid Wych Flesh



6 White Scar

With a Detail Brush, apply a layer of Krieg Khaki, avoiding the recesses (4). Follow this with a highlight of Pallid Wych Flesh (5). Finally, with a Fine Detail Brush, carefully highlight the most prominent areas on the skin (6).

LENSES



1 Caledor Sky



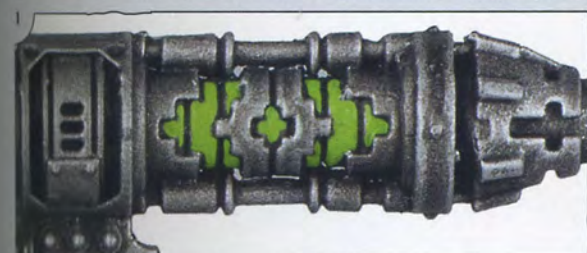
2 Baharroth Blue



3 White Scar

Paint the lenses with Caledor Sky (1). Then, add central dots of Baharroth Blue (2). Lastly, add White Scar dots to each lens (3).

HEAVY GRAV-CANNON



1 Moot Green



2 White Scar

Taking a Detail Brush, paint the energy coils with Moot Green (1). Then, using a Fine Detail Brush, very carefully add a fine edge highlight of White Scar to the edge of each individual coil (2).

FULGURITE ELECTRO-PRIEST



SKIN



Chaos Black Spray



Rakarth Flesh

Begin by undercoating the model with Chaos Black Spray (1). Then, taking a Standard Brush, paint all the exposed skin sections of the model using Rakarth Flesh (2).



Pallid Wych Flesh



Reikland Fleshshade

Still using a Standard Brush, give the skin sections a layer of Pallid Wych Flesh (3). Then, once this has dried, take a Wash Brush and shade the skin by giving it a wash of Reikland Fleshshade (4).



Guilliman Blue



Pallid Wych Flesh

Again with a Wash Brush, give the skin a glaze of Guilliman Blue (5). Once this is completely dry, use a Detail Brush to restore the colour to the raised areas of skin with a layer of Pallid Wych Flesh (6).

ELECTOOS



1 Caledor Sky



2 Baharroth Blue



3 White Scar

Using a Detail Brush, pick out the electroos with Caledor Sky (1). Then, taking a Fine Detail Brush, highlight the electroos with Baharroth Blue (2). Lastly, give the electroos a fine highlight with White Scar (3).

ROBE



1 Jokaero Orange



2 Agrax Earthshade



3 Tau Light Ochre



4 Ungor Flesh

Basecoat Jokaero Orange (1), then shade with Agrax Earthshade (2). Highlight first with Tau Light Ochre (3), then Ungor Flesh (4).

METAL



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

Begin by painting the electroleech stave and other metal areas with Leadbelcher (1). Next, with a Wash Brush, shade the metal areas by applying a coat of Nuln Oil (2). Now, taking a Detail Brush, give the raised areas and edges a highlight of Runefang Steel (3).

ELECTROLEECH STAVE



1 Caledor Sky



2 Baharroth Blue



3 White Scar

Paint the coil recesses with Caledor Sky (1). Then, apply highlights to the coils, first of Baharroth Blue (2), then of White Scar (3).

BRASS



1 Balthasar Gold



2 Agrax Earthshade



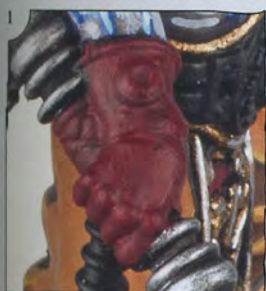
3 Hashut Copper



4 Runefang Steel

Apply Balthasar Gold (1). Wash with Agrax Earthshade (2). Layer on Hashut Copper (3), and highlight Runefang Steel (4).

RED



1 Khorne Red



2 Nuln Oil



3 Evil Sunz Scarlet



4 Tau Light Ochre

Basecoat Khorne Red (1). Then, wash with Nuln Oil (2). Highlight first with Evil Sunz Scarlet (3), then Tau Light Ochre (4).

ADEPTUS MECHANICUS ICON



1 Ceramite White

Beginning with a black basecoat, use a Detail Brush to paint the left half of the cog and the right half of the skull with Ceramite White.



2 Fenrisian Grey

Taking a Fine Detail Brush, apply a fine highlight of Fenrisian Grey to the edges of the black parts of the icon.

KASTELAN ROBOT



Face plate

Armour

Heavy phosphor
blaster

Brass

Weathering



ARMOUR



 Chaos Black Spray



 Jokaero Orange



 Agrax Earthshade

Undercoat with Chaos Black Spray (1). Paint the armour with Jokaero Orange (2), then shade the armour with Agrax Earthshade (3).



 Tau Light Ochre



 Ungor Flesh

Highlight the armour, first with Tau Light Ochre (4), then with Ungor Flesh (5).

TOP TIP

Broad surfaces like the armour plating of the Kastelan Robot benefit from bold, sharp edge highlights and dark recess washes. These techniques are a quick way to achieve strong contrast, and help to make the contours of the individual armour segments really stand out.

With areas such as these, sometimes less is more: a smooth layer of flat colour works better than an all-over wash or drybrush, which may make the area appear 'busy' or untidy.

FACE PLATE



 Leadbelcher



 Nuln Oil



 Runefang Steel

Basecoat with Leadbelcher (1). Then, apply a wash of Nuln Oil (2). Lastly, highlight and add scratches with Runefang Steel (3).

HEAVY PHOSPHOR BLASTER



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

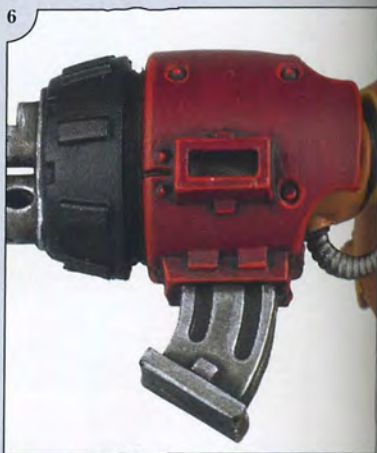
With a Standard Brush, paint the barrel and magazine using Leadbelcher (1). Now, use a Wash Brush to shade these areas using Nuln Oil (2). Taking a Detail Brush, highlight the raised areas and edges using Runefang Steel (3).



4 Khorne Red



5 Nuln Oil



6 Evil Sunz Scarlet

Now, use a Standard Brush to paint the gun casing in Khorne Red (4). Shade this area with Nuln Oil using a Detail Brush (5). Once more taking a Detail Brush, highlight the edges and raised areas of the casing using Evil Sunz Scarlet (6).



7 Tau Light Ochre



8 Dark Reaper



9 Fenrisian Grey

Give the casing a fine edge highlight of Tau Light Ochre (7). Moving onto the black areas, take a Fine Detail Brush and apply a highlight of Dark Reaper (8). Finish this off with another highlight to the same areas, this time using Fenrisian Grey (9).

BRASS



1 Hashut Copper

2 Agrax Earthshade

3 Runefang Steel

Carefully pick out brass details in Hashut Copper using a Detail Brush (1). Then, still using a Detail Brush, wash these same areas with Agrax Earthshade (2). Lastly, take a Fine Detail Brush and highlight the brass areas with Runefang Steel (3).

WEATHERING



1 Baneblade Brown

2 Karak Stone

3 Mephiston Red

Add weathering by taking a Standard Brush and applying Baneblade Brown (1), highlighted and streaked with Karak Stone (2), or by applying sections of Mephiston Red to the edges of armoured plates and joints (3).



4 Evil Sunz Scarlet

5 Mechanicus Standard Grey

6 Dawnstone

Highlight any red-weathered areas with Evil Sunz Scarlet (4). Additional weathering can be applied using Mechanicus Standard Grey (5), followed by a highlight of Dawnstone (6).

CYBERNETICA DATASMITH



METAL



Chaos Black Spray



Leadbelcher

Begin by undercoating the model with Chaos Black Spray (1). Now, taking a Standard Brush, paint the metallic areas of the miniature, such as the harness and helmet, with a coat of Leadbelcher (2).



Nuln Oil



Runefang Steel

Apply a shade of Nuln Oil to the metallic areas with a Wash Brush, paying specific attention to the recesses and detail (3). Once this has dried, take a Detail Brush and give these same areas a highlight using Runefang Steel (4).

ROBE



 Jokaero Orange



 Agrax Earthshade

Basecoat the robe with Jokaero Orange using a Standard Brush (1). Next, take a Detail Brush and shade the recesses of the robe with Agrax Earthshade (2). If you make any mistakes at this stage, just neaten up with some more Jokaero Orange.



 Tau Light Ochre



 Ungor Flesh

Now, again using a Detail Brush, highlight the raised areas and edges with Tau Light Ochre (3). Apply a highlight of Ungor Flesh to the robe with a Detail Brush (4).

POWER FIST



 Khorne Red



 Nuln Oil



 Evil Sunz Scarlet



 Tau Light Ochre

Paint the shoulders, power fist and wax seal with a layer of Khorne Red (1), then give these same areas a wash with Nuln Oil (2). Highlight the edges of the armoured plates with Evil Sunz Scarlet (3). Follow this with a fine edge highlight of Tau Light Ochre (4).

WEAPON CASING



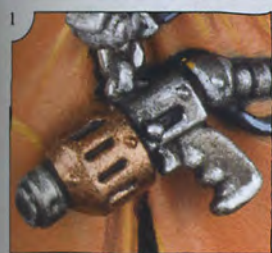
Dark Reaper



Fenrisian Grey

Highlight the edges and raised areas of the black sections with Dark Reaper using a Detail Brush (1). Then, taking a Fine Detail Brush, apply a fine edge highlight to these same areas using Fenrisian Grey (2).

BRASS



Balthasar Gold



Agrax Earthshade



Hashut Copper



Runefang Steel

Basecoat the brass areas with Balthasar Gold (1). Then, give these same areas a wash with Agrax Earthshade (2). Once this has dried, apply a layer of Hashut Copper (3). Lastly, using a Fine Detail Brush, give the brass areas a Runefang Steel highlight (4).

SKIN



Rakarth Flesh



Nurgling Green



Athonian Camoshade

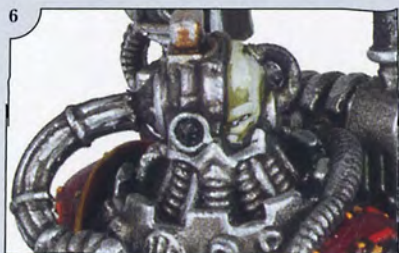


Krieg Khaki

Use a Standard Brush to basecoat the skin with Rakarth Flesh (1). Next, apply a layer of Nurgling Green (2). Now, taking a Wash Brush, shade the skin with Athonian Camoshade (3). Follow this with a layer of Krieg Khaki, avoiding the recesses (4).



Pallid Wych Flesh



White Scar

Taking a Detail Brush highlight the raised areas and edges of the skin with Pallid Wych Flesh (5). Finish with a fine highlight of White Scar to the same areas (6).

TOP TIP

We have used green tones on the skin rather than normal skin tones to emphasise how far removed the servitor is from his humanity. You can use this technique whenever you want a model to look sickly, and you can achieve a similar effect by using greys or even purples.

PARCHMENT



1 Rakarth Flesh



2 Agrax Earthshade



3 Rakarth Flesh

Paint the parchment with Rakarth Flesh (1). Then, apply a wash of Agrax Earthshade to this same area (2). When this has dried, take a Detail Brush and restore the colour on the raised areas of parchment with Rakarth Flesh (3).



4 Pallid Wych Flesh



5 Abaddon Black

With a Detail Brush, highlight the parchment using Pallid Wych Flesh (4). Finally, take a Fine Detail Brush and add fine Abaddon Black lines to represent writing (5).

TOP TIP

When painting the lines of script onto the parchment sections of the purity seals, it can be worth practising on a bit of paper first. The paint should be thinned down, and though you should try and keep the lines horizontal, adding a slight bit of motion in your hand will add a squiggle to the line, making it look more convincing as text.



ADEPTUS MECHANICUS ICON



Ceramite White



Fenrisian Grey

Over a basecoat of black, take a Detail Brush and paint the left half of the cog and the right half of the skull with Ceramite White. Then, using a Fine Detail Brush, give the black areas of the icon a fine Fenrisian Grey highlight.

LENSES & LIGHTS



Caledor Sky



Baharroth Blue



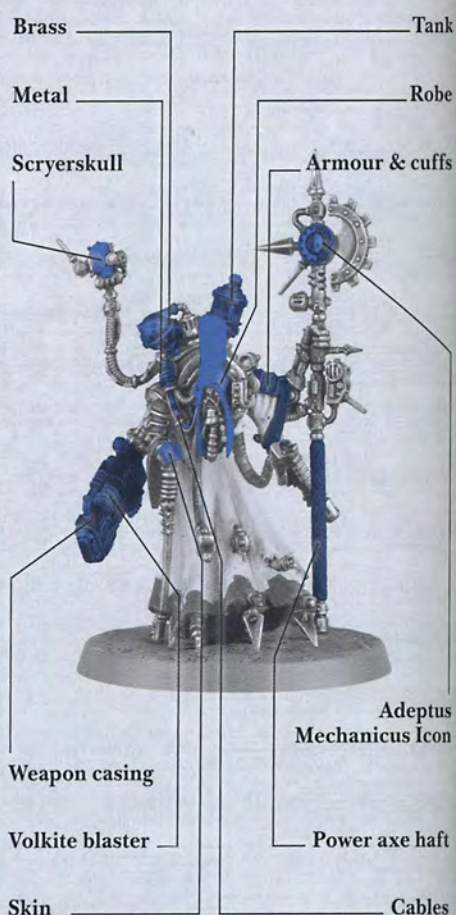
White Scar

To paint the blue lens, lights and bulbs, begin by using a Detail Brush to basecoat these areas with Caledor Sky (1). Then, still using a Detail Brush, add a layer of Baharroth Blue (2). Lastly, use a Fine Detail Brush to give these areas a White Scar highlight (3).



METALICA

TECH-PRIEST DOMINUS



METAL



1 Leadbelcher



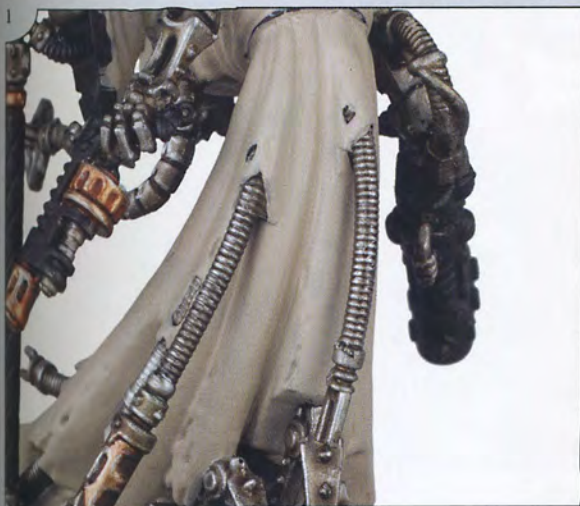
2 Agrax Earthshade



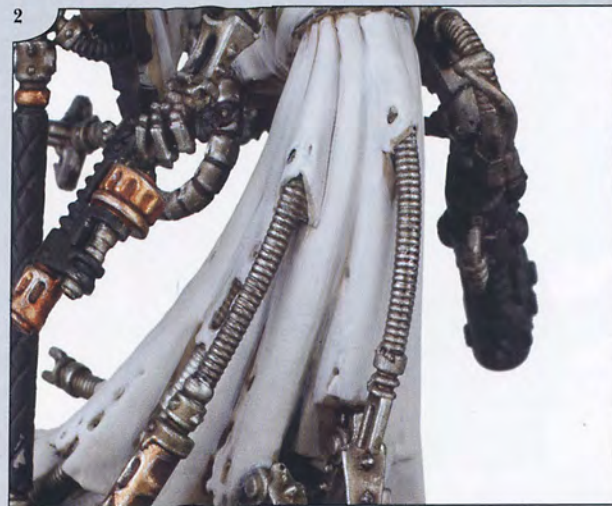
3 Runefang Steel

Start by taking a Standard Brush and basecoating the metal areas with Leadbelcher (1). Then, using a Wash Brush, shade these same areas with Agrax Earthshade (2). Finally, take a Detail Brush and highlight the metal areas in Runefang Steel (3).

ROBE



1 Rakarth Flesh



2 Pallid Wych Flesh

Basecoat with Rakarth Flesh (1). Then, apply a Pallid Wych Flesh layer using a Standard Brush, leaving the recesses darker (2).



3 White Scar



4 Seraphim Sepia

Add a further highlight of White Scar (3), followed by patches of Seraphim Sepia to represent oil stains (4).

BRASS



1 Screaming Bell



2 Agrax Earthshade



3 Hashut Copper



4 Runefang Steel

Basecoat the brass areas with Screaming Bell (1). Once this is complete, shade these same areas with a wash of Agrax Earthshade (2). Next, apply a layer of Hashut Copper (3) followed by a highlight to the edges and raised areas using Runefang Steel (4).

ARMOUR & CUFFS



1 Khorne Red



2 Nuln Oil



3 Evil Sunz Scarlet



4 Tau Light Ochre

Taking a Detail Brush, highlight the raised areas and edges of the red with Evil Sunz Scarlet (3). Then, using a Fine Detail Brush, give these same areas a fine edge highlight of Tau Light Ochre (4).

POWER AXE HAFT



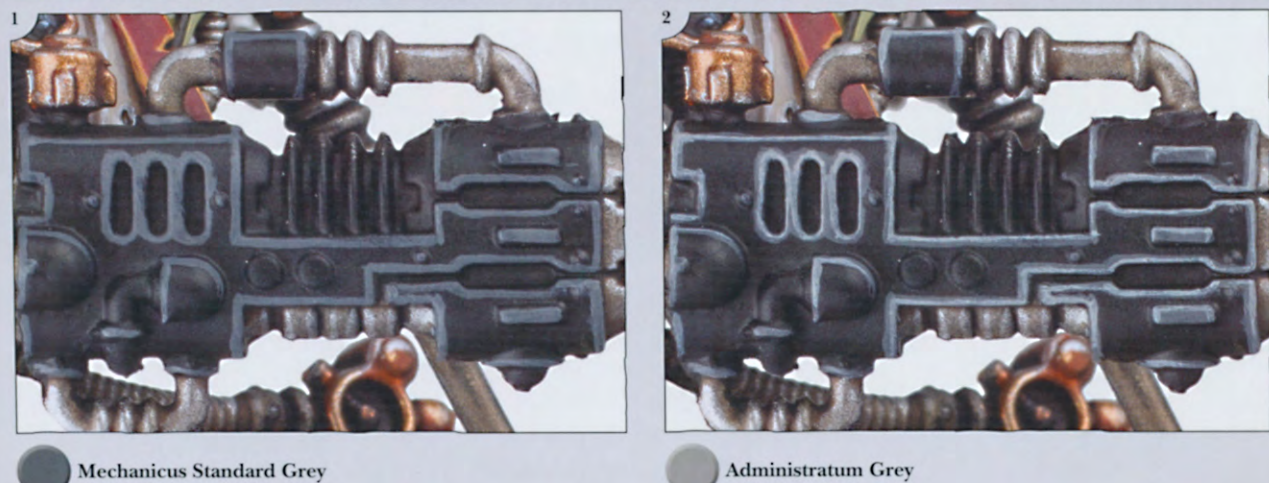
Use a Standard Brush to basecoat the haft in Screamer Pink (1). Then, with a Wash Brush, give it a shade of Nuln Oil (2). Once this had dried, tidy up with a layer of Screamer Pink (3), then follow with an edge highlight of Fenrisian Grey with a Fine Detail Brush (4).

SKIN



Basecoat with Rakarth Flesh (1). Then, apply a wash of Athonian Camoshade (2). Once dry, add a layer of Nurgling Green whilst leaving the dark recesses visible (3). Now, highlight the skin, first with Flayed One Flesh (4), then with Pallid Wych Flesh (5).

WEAPON CASING



Taking a Detail Brush, highlight the edges of the black weapon casing using Mechanicus Standard Grey (1). Once this is done, with a Fine Detail Brush go over these same edges, this time using Administratum Grey for a fine edge highlight (2).

VOLKITE BLASTER



1 Caledor Sky



2 Baharroth Blue



3 White Scar

Give the energy coils and exposed workings in the barrel a basecoat with Caledor Sky (1). Next, take a Detail Brush and apply a layer of Baharroth Blue to these same areas (2). Now, this time using a Fine Detail Brush, highlight the blue using White Scar (3).

SCRYERSKULL



1 Zandri Dust



2 Reikland Fleshshade



3 Ushabti Bone



4 White Scar

Taking a Standard Brush, paint the skull with Zandri Dust (1), then give it a shade using Reikland Fleshshade (2). Now, taking a Detail Brush, apply a layer of Ushabti Bone (3). Finish with a highlight of White Scar to the raised areas on the skull (4).



TANK



Incubi Darkness



Kabalite Green



Sybarite Green

Paint the glass in the tank with Incubi Darkness (1). Use a Detail Brush to paint sloshing liquid on the lower half of the tank and some bubbles with Kabalite Green (2). Now, use Sybarite Green to highlight the upper portion of this liquid and the bubbles (3).

ADEPTUS MECHANICUS ICON



Ceramite White



Dawnstone

Use a Detail Brush to paint the left half of the cog and the right half of the skull with Ceramite White (1). Then use Dawnstone to highlight the black halves of the icon (2).

CABLES

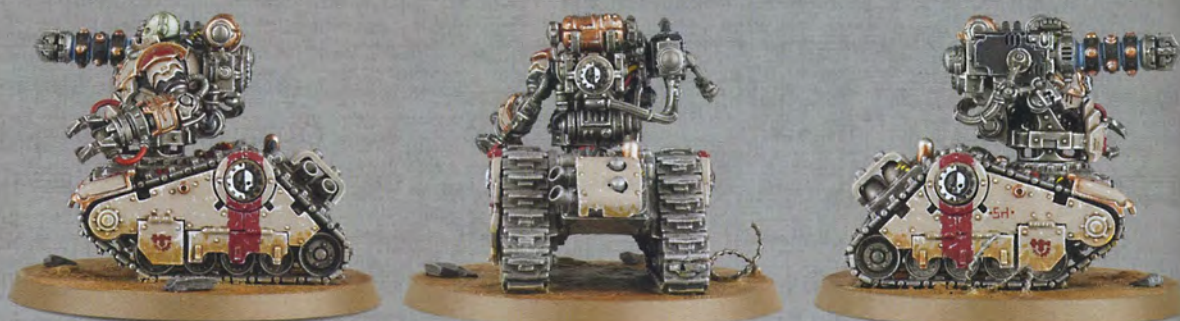
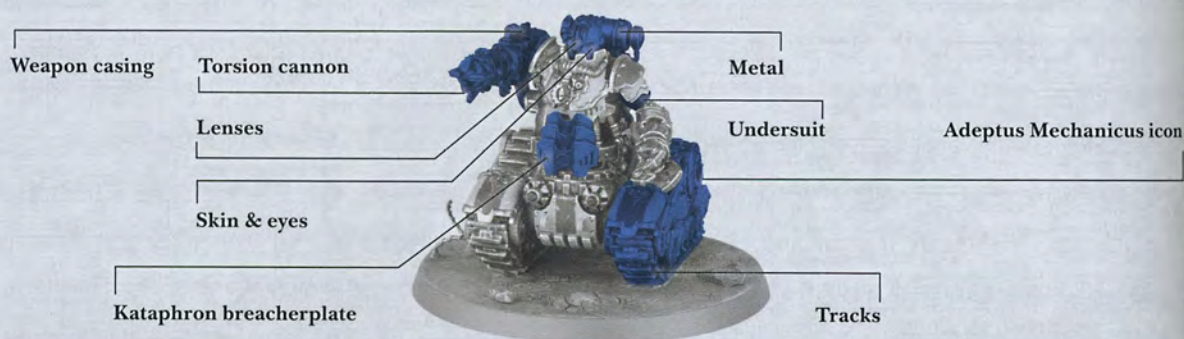


Averland Sunset

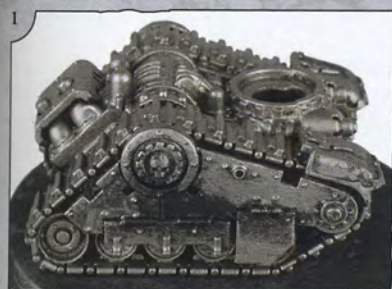
Averland Sunset can be used to add hazard stripes to the black cables.



KATAPHRON BREACHER



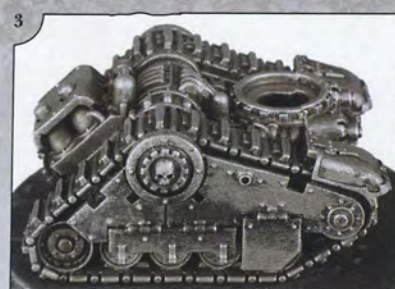
TRACKS



1 Leadbelcher

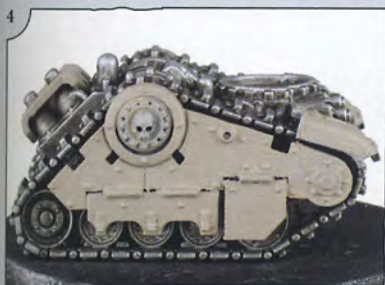


2 Nuln Oil

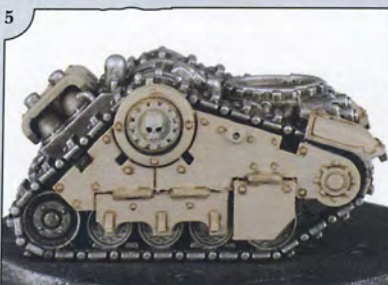


3 Necron Compound

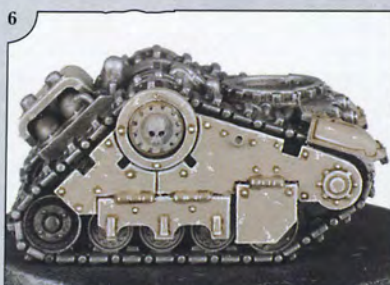
Basecoat the tracks with Leadbelcher (1). Then, shade with Nuln Oil (2) and give them a drybrush of Necron Compound (3).



4 Rakarth Flesh



5 Agrax Earthshade

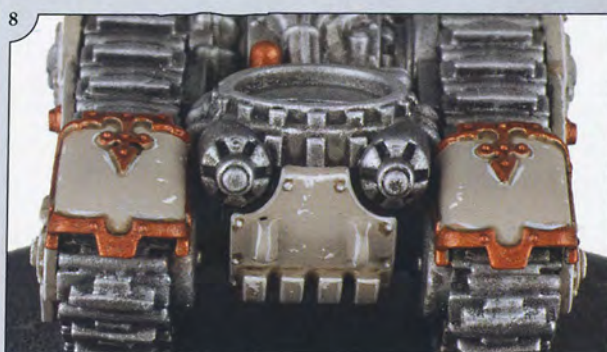


6 Pallid Wych Flesh

Paint the armour plates with Rakarth Flesh (4). Shade (5), then highlight and add scratches to the armour with Pallid Wych Flesh (6).



7 Screaming Bell



8 Agrax Earthshade

Use a Standard Brush to paint the brass areas with Screaming Bell (7), then wash these same areas with Agrax Earthshade (8).



9 Hashut Copper



10 Runefang Steel

Once more taking a Standard Brush, apply a layer of Hashut Copper to the brass areas (9). Finally, use a Fine Detail Brush to add a fine edge highlight of Runefang Steel to the raised areas and edges of the brass (10).

ADEPTUS MECHANICUS ICON



1 Abaddon Black



2 White Scar



3 Administratum Grey

After basecoating the area with a coat of Abaddon Black (1), take a Detail Brush and paint the left half of the cog and the right half of the skull with White Scar (2). Next, using a Fine Detail Brush, add an edge highlight of Administratum Grey to the black areas (3).

CABLES



1 Averland Sunset



2 Abaddon Black



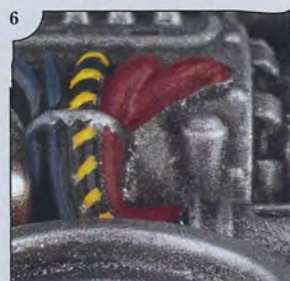
3 Flash Gitz Yellow



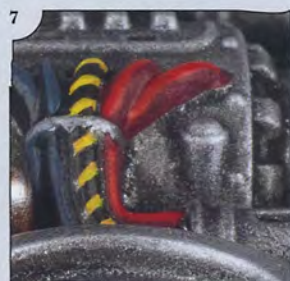
4 Abaddon Black



5 Dark Reaper



6 Khorne Red



7 Evil Sunz Scarlet

Using a Fine Detail Brush, carefully highlight the black cables with Dark Reaper (5). Basecoat the remaining cables with Khorne Red (6). Now, highlight these with thin lines of Evil Sunz Scarlet (7).

METAL



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

Begin with a basecoat of Leadbelcher (1). Then, wash with Nuln Oil (2) and follow this with a Runefang Steel highlight (3).

KATAPHRON BREACHERPLATE



1 Rakarth Flesh



2 Agrax Earthshade



3 Pallid Wych Flesh

Paint the armour with Rakarth Flesh using a Standard Brush (1). Now, still using a Standard Brush, shade the recesses and details with Agrax Earthshade (2). Then, with a Detail Brush, highlight the details and edges of the plates with Pallid Wych Flesh (3).

BRASS



1 Screaming Bell



2 Agrax Earthshade



3 Hashut Copper



4 Runefang Steel

Use a Standard Brush to paint the brass areas with Screaming Bell (1). Once this is complete, apply a wash of Agrax Earthshade (2). Now, taking a Standard Brush, add a layer of Hashut Copper (3), followed by a Runefang Steel highlight with a Detail Brush (4).

UNDERSUIT



1 Abaddon Black



2 Dark Reaper



3 Administratum Grey

Start with a basecoat of Abaddon Black (1). Take a Detail Brush and carefully highlight the edges of the undersuit using Dark Reaper (2). Now, use a Fine Detail Brush to go over these same areas again, this time with Administratum Grey (3).

SKIN



1 Rakarth Flesh



2 Nurgling Green



3 Athonian Camoshade

Using a Standard Brush, basecoat the skin with Rakarth Flesh (1). Then, again using a Standard Brush, add a layer of Nurgling Green (2). Once this is complete, take a Wash Brush and shade the skin with Athonian Camoshade (3).



4 Flayed One Flesh



5 Pallid Wych Flesh



6 White Scar

Layer the skin with Flayed One Flesh using a Detail Brush, avoiding the recesses (4). Follow this by adding highlights first of Pallid Wych Flesh (5), and then of White Scar to the raised areas and edges of the skin, using a Fine Detail Brush (6).

EYES



1 Abaddon Black



2 Druchii Violet



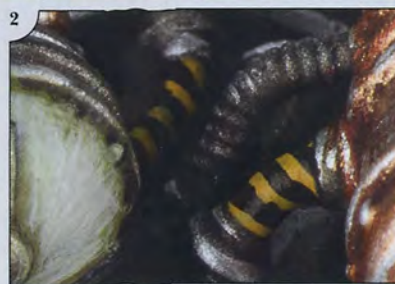
3 White Scar

Carefully use a Detail Brush to paint the recesses of the eye with Abaddon Black (1). Then, using a Fine Detail Brush, shade the eye and the surrounding socket with Druchii Violet (2). Finally, paint White Scar dots onto the corners of the eye, leaving the pupil (3).

NECK CABLES



1 Averland Sunset



2 Abaddon Black



3 Flash Gitz Yellow

Basecoat with Averland Sunset (1), then add hazard stripes using Abaddon Black (2), followed by a Flash Gitz Yellow highlight (3).

RED CABLE



 Khorne Red



 Evil Sunz Scarlet

Taking a Standard Brush, carefully basecoat the cable with Khorne Red (1). Then, add a highlight of Evil Sunz Scarlet to the length of the cable with a Detail Brush (2).

LENSES



 Caledor Sky



 Baharroth Blue



 White Scar

Apply a basecoat of Caledor Sky to the lenses using a Standard Brush (1). Then, taking a Detail Brush, paint the centre part of each lens Baharroth Blue (2). Lastly, use a Fine Detail Brush to add dots of White Scar to complete the glowing effect (3).

WEAPON CASING



 Abaddon Black



 Dawnstone

Basecoat the casing with Abaddon Black (1). Then, use a Detail Brush to highlight the edges of the casing with Dawnstone (2).



 Administratum Grey

Now, take a Fine Detail Brush and once again highlight the edges of the casing, this time applying only a very fine highlight of Administratum Grey to the very edges.

TORSION CANNON



1 Leadbelcher



2 Nuln Oil

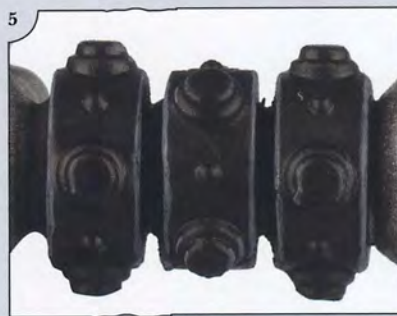


3 Runefang Steel

Using a Standard Brush, basecoat with Leadbelcher (1), then apply a Nuln Oil wash (2). Now, add a Runefang Steel highlight (3).



4 Abaddon Black



5 Dawnstone



6 Administratum Grey

Paint the black areas Abaddon Black (4). Highlight these first with Dawnstone (5), and then with Administratum Grey (6).



7 Screaming Bell



8 Agrax Earthshade



9 Hashut Copper



10 Runefang Steel

Pick out the brass areas (7). Then, shade these with a wash (8). Afterwards, add a layer (9) and then a highlight (10).



11 Caledor Sky



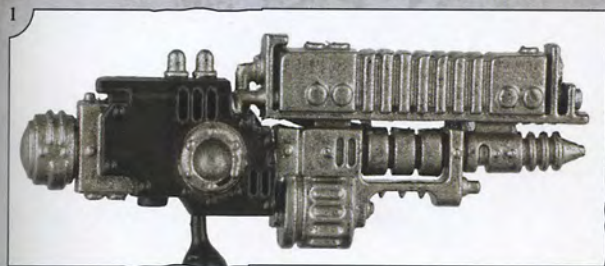
12 Baharroth Blue



13 White Scar

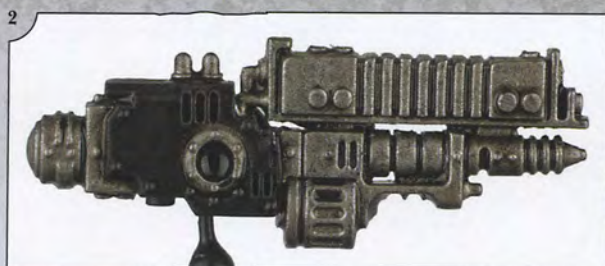
Give the blue areas a basecoat with Caledor Sky (11). Highlight first with Baharroth Blue (12) and then with White Scar (13).

HEAVY ARC RIFLE

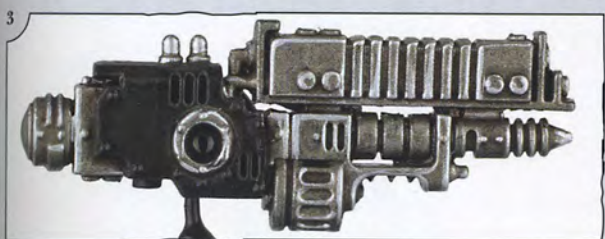


1 Leadbelcher

Use a Standard Brush to paint the metal areas with Leadbelcher (1). Then, give these same areas a shade using Nuln Oil (2).

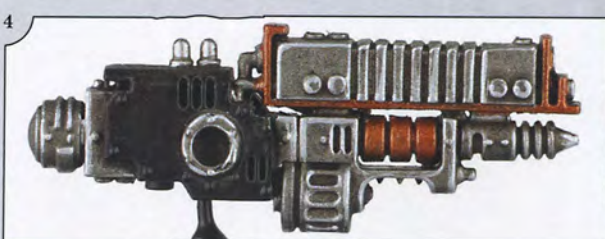


2 Nuln Oil

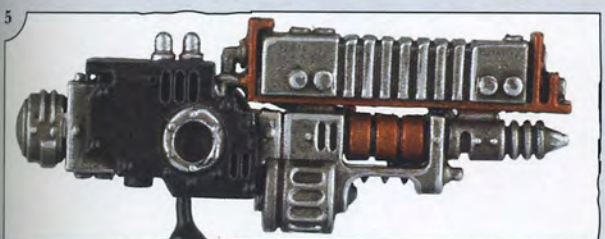


3 Runefang Steel

Next, add a Runefang Steel highlight to the metal (3). Follow this by painting the brass areas with Screaming Bell (4).

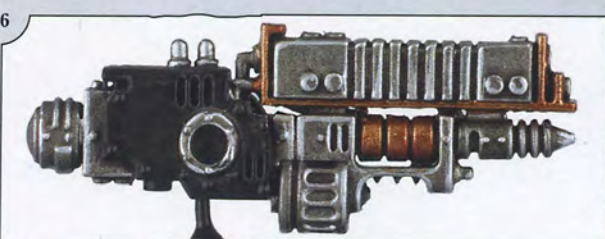


4 Screaming Bell



5 Agrax Earthshade

Wash the brass areas with a coat of Agrax Earthshade (5). Then, apply a layer of Hashut Copper to these same areas (6).

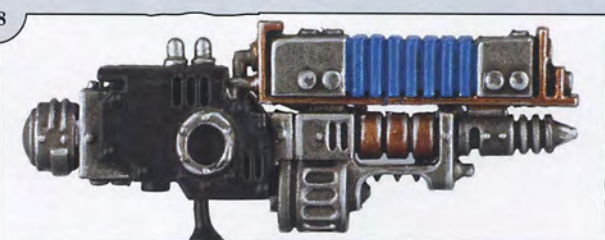


6 Hashut Copper

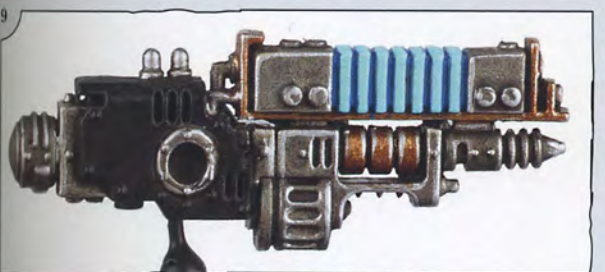


7 Runefang Steel

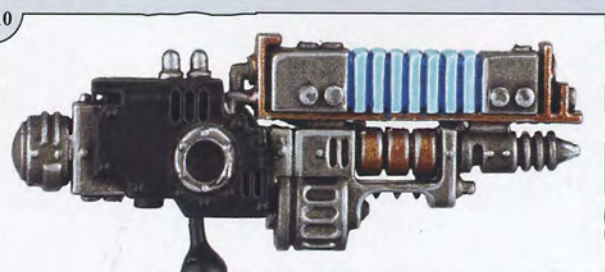
Next, highlight the brass areas using Runefang Steel and a Detail Brush (7). After this, paint the energy coils with Caledor Sky (8).



8 Caledor Sky



9 Baharroth Blue



10 White Scar

Highlight the raised areas of the coils first with some Baharroth Blue (9), and then with White Scar, using a Fine Detail Brush (10).

KASTELAN ROBOT



Carapace-mounted
heavy phosphor
blaster

Brass

Armour



Red

Weathering

Black

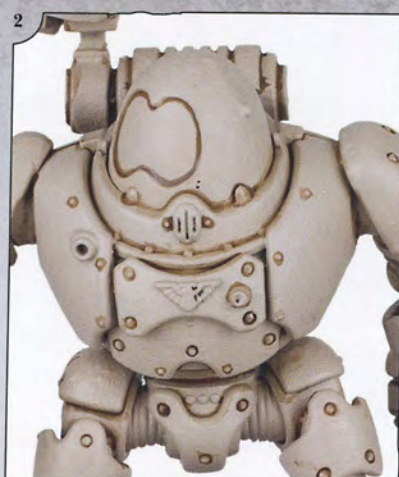
Adeptus
Mechanicus icon



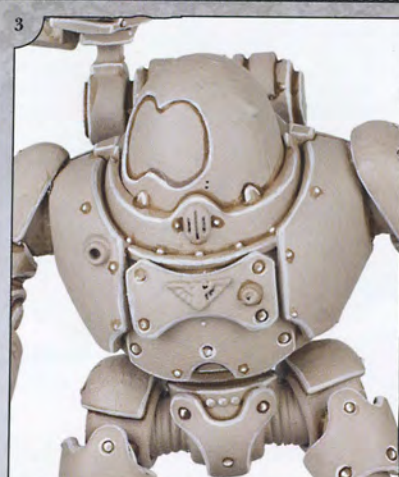
ARMOUR



1 Rakarth Flesh



2 Agrax Earthshade



3 Pallid Wych Flesh

Begin by using a Basecoat Brush to paint the majority of the model Rakarth Flesh (1). Then, taking a Standard Brush, shade the recesses and armour details with Agrax Earthshade (2). Now, again with a Standard Brush, apply highlights of Pallid Wych Flesh (3).

BLACK



1 Abaddon Black



2 Dark Reaper



3 Administratum Grey

Paint black areas, like the exhaust vent assembly, Abaddon Black using a Standard Brush (1). These areas can then be highlighted by taking a Detail Brush and using Dark Reaper (2). Follow this with another highlight, this time of Administratum Grey (3).

RED



1 Khorne Red



2 Agrax Earthshade



3 Evil Sunz Scarlet



4 Tau Light Ochre

Basecoat the red areas with Khorne Red using a Standard Brush (1). Next, shade these areas using Agrax Earthshade (2). Once this is dry, apply an Evil Sunz Scarlet highlight to the edges (3), followed by a highlight of Tau Light Ochre to the same areas (4).

METAL



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

With a Standard Brush, paint the metallic areas using Leadbelcher (1). Once this is done, take a Wash Brush and give them a wash with Nuln Oil (2). Lastly, use a Detail Brush to highlight the raised areas and edges of the metal with Runefang Steel (3).

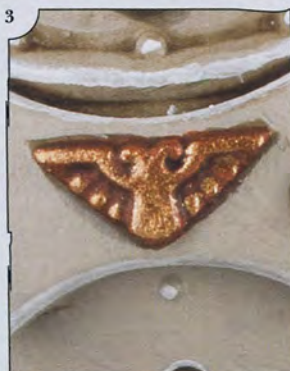
BRASS



1 Screaming Bell



2 Agrax Earthshade



3 Hashut Copper



4 Runefang Steel

Paint the brass areas Screaming Bell using a Standard Brush (1). Next, apply a shade of Agrax Earthshade to these areas (2). Once this is dry, take a Detail Brush and add a layer of Hashut Copper (3), followed by a highlight of Runefang Steel (4).

ADEPTUS MECHANICUS ICON



1 Abaddon Black



2 White Scar



3 Administratum Grey

Give the cog icon a basecoat of Abaddon Black using a Standard Brush (1). Now, take a Detail Brush and paint the left half of the cog and the right half of the skull with White Scar (2). Finally, apply an Administratum Grey highlight to the edges of the black areas (3).

CARAPACE-MOUNTED HEAVY PHOSPHOR BLASTER



1 Abaddon Black

With a Basecoat Brush, paint the gun with Abaddon Black (1). Then, apply Leadbelcher to the metal areas with a Standard Brush (2).



2 Leadbelcher



3 Nuln Oil

Shade the metallic areas with Nuln Oil (3). Once dry, use a Detail Brush to give these areas a highlight of Runefang Steel (4).



4 Runefang Steel



5 Dark Reaper

Highlight the black areas with Dark Reaper (5). Then, add a second highlight to these same areas with Administratum Grey (6).



6 Administratum Grey



7 Screaming Bell

Paint the ammunition belt with Screaming Bell using a Detail Brush (7), then add a wash of Agrax Earthshade (8).



8 Agrax Earthshade



9 Hashut Copper

Next, add a layer of Hashut Copper (9). Finally, with a Detail Brush, highlight the brass areas with Runefang Steel (10).



10 Runefang Steel

HEAVY PHOSPHOR BLASTER



Abaddon Black



Leadbelcher



Nuln Oil

Using a Standard Brush, apply Abaddon Black to the metallic and black areas of the weapon (1). Once this is complete, paint the magazine and barrel with Leadbelcher (2). Now, give these metal areas a wash with Nuln Oil using a Wash Brush (3).



Runefang Steel



Dark Reaper



Administratum Grey

Highlight the metal areas using a Detail Brush and Runefang Steel (4). Next, again using a Detail Brush, carefully highlight the raised areas and edges of the black sections, first with Dark Reaper (5), and then with Administratum Grey (6).



INCENDINE COMBUSTOR



1 Abaddon Black



2 Leadbelcher



3 Nuln Oil

Begin with a coat of Abaddon Black (1). Pick out metal using Leadbelcher (2). Now, wash the metal with Nuln Oil (3).



4 Runefang Steel



5 Dark Reaper



6 Administratum Grey

Apply a highlight to the metal areas (4). Then, highlight the black, first with Dark Reaper (5) and then with Administratum Grey (6).



7 Screaming Bell



8 Agrax Earthshade



9 Hashut Copper

Paint the brass areas with Screaming Bell (7). Wash them with Agrax Earthshade (8), followed by a layer of Hashut Copper (9).



Runefang Steel

Taking a Fine Detail Brush, carefully highlight the edges of the brass areas with fine lines of Runefang Steel.

WEATHERING



1 Evil Sunz Scarlet



2 Thunderhawk Blue

Stipple patches of Evil Sunz Scarlet onto the red armour with a Stippling Brush (1) – these will act as a base for the patches of weathering to follow. Then, stipple Thunderhawk Blue onto some of these patches, leaving some Evil Sunz Scarlet visible round the edges (2).



3 Screaming Skull



4 Pallid Wych Flesh

Now, again using a Stippling Brush, add patches of Screaming Skull over the remaining patches of Evil Sunz Scarlet, ensuring some of the lighter red shade is visible around the edge (3). Then, stipple some Pallid Wych Flesh in places over the pale armour (4) – these patches will act as a lighter outline for some more weathering in the following stages.



● Skavenblight Dingy

Stipple some of the areas outlined with Pallid Wych Flesh using Skavenblight Dingy (5). Add a stripe of Yriel Yellow if desired (6).



● Yriel Yellow



● Thunderhawk Blue

Stipple the remaining areas outlined with Pallid Wych Flesh using Thunderhawk Blue (7). Stipple some patches of Rhinox Hide (8).



● Rhinox Hide



● Runefang Steel

Finally, paint some Runefang Steel chips on the edges of the armour that would likely see the most contact with other surfaces, such as the tips of the fingers and the feet.

CYBERNETICA DATASMITH



METAL



Leadbelcher



Nuln Oil



Runefang Steel

To get started, use a Standard Brush to paint the metal areas with Leadbelcher (1). Next, take a Wash Brush and shade these same areas with Nuln Oil (2). Finally, apply a Runefang Steel highlight to the metal with a Detail Brush (3).

ROBE



Rakarth Flesh



Pallid Wych Flesh



White Scar

Basecoat the cloth with Rakarth Flesh using a Standard Brush (1). Next, again taking a Standard Brush, paint on a layer of Pallid Wych Flesh, avoiding the recesses (2). Then add a highlight of White Scar using a Detail Brush (3).

PURITY SEAL



Zandri Dust



Reikland Fleshshade



Ushabti Bone



Pallid Wych Flesh



Screamer Pink



Wazdakka Red

Basecoat the parchment with Zandri Dust (1), then wash with Reikland Fleshshade (2). Add a layer of Ushabti Bone (3), then an edge highlight of Pallid Wych Flesh (4). Paint the seal Screamer Pink (5), then add a highlight of Wazdakka Red (6).

RED ARMOUR & CUFFS



1 Khorne Red



2 Agrax Earthshade



3 Evil Sunz Scarlet



4 Tau Light Ochre

Start with Khorne Red (1), then wash with Agrax Earthshade (2). Highlight using Evil Sunz Scarlet (3) then Tau Light Ochre (4).

GAMMA PISTOL CASING



1 Dark Reaper



2 Administratum Grey

Taking a Detail Brush, highlight the edges of the black using Dark Reaper (1). Once this is complete, highlight the same edges, this time with Administratum Grey (2).

TOP TIP

With black areas, like the gamma pistol casing, you can find that their details get lost against the rest of the model, especially when viewed from a distance.

Adding a much lighter colour, in this instance Administratum Grey over Dark Reaper, as the final highlight around the key details will really define a black area and make it stand out on the tabletop.

BRASS



1 Screaming Bell



2 Agrax Earthshade



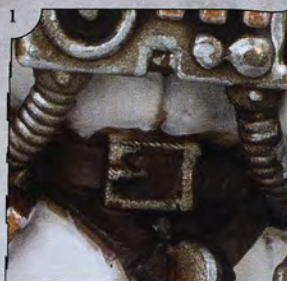
3 Hashut Copper



4 Runefang Steel

With a Standard Brush, paint the brass areas using Screaming Bell (1). Next, apply shading using Agrax Earthshade (2). Once this has dried, paint on a layer of Hashut Copper (3). Lastly, use a Fine Detail Brush to add a Runefang Steel highlight (4).

LEATHER



Doombull Brown

Using a Standard Brush, carefully apply a basecoat of Doombull Brown to the leather areas.



Skrag Brown

Then, using a Detail Brush, paint a fine edge highlight of Skrag Brown onto the raised areas and edges.

ADEPTUS MECHANICUS ICON



White Scar

Over an Abaddon Black basecoat, use White Scar to pick out the left half of the cog and the right half of the skull on the icon.



Administratum Grey

Next, take a Fine Detail Brush and carefully apply a highlight of Administratum Grey to the edges of the black areas of the icon.

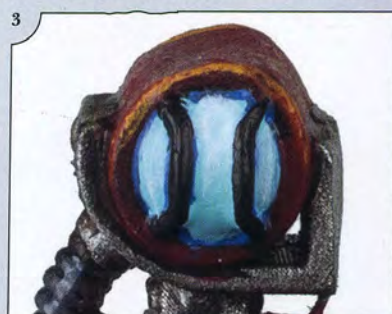
LENSES



Caledor Sky



Baharroth Blue



White Scar

Paint the lenses with Caledor Sky (1). Add a layer of Baharroth Blue (2). Finally, apply White Scar to the upper part of the lenses (3).

SKIN



Rakarth Flesh



Athonian Camoshade



Nurgling Green



Pallid Wych Flesh

Basecoat the skin (1), then add a wash (2). Next, apply a layer to the raised areas (3). Finally, highlight these same areas (4).

[illegible]

games-workshop.com



WARHAMMER 40,000



CRUSADERS OF THE MACHINE GOD CULT MECHANICUS PAINTING GUIDE

The Cult Mechanicus is the cold iron heart of the Adeptus Mechanicus, its fanatical Tech-Priests praising the Omnissiah with their experiments and explorations. Inside you will find collected armies of the Cult Mechanicus with detailed background on their history and the Tech-Priests Dominus that lead them, as well as photographs of each unit and step-by-step painting guides so you can recreate their distinctive appearance on the tabletop.

ISBN 978-1782532699



9 781782 532699



MARS41
BINARY CANT
PRINTED
ON MARS
01000011
01001100



CITADEL



GAMES
WORKSHOP

games-workshop.com