

ULTRAMARINES

The Design Studio's Ultramarines army has been photographed many times over the years, and is ever-expanding. Unsurprisingly, the talented hobby painters responsible for many of our armies are asked about Ultramarines – and Space Marines generally – probably more than any other army. So we thought it was high time to examine the Ultramarines army, and take an in-depth look at how the hobby team achieve such great results on their Space Marine models.

Duncan Rhodes, Steve Bowerman and Chad Mierzwa were the men responsible for the army. We caught up with Duncan, and asked him for some trade secrets, he had this to say: **Duncan:** 'When approaching any Space Marine army, I look at it more as an ongoing collection. Sure, I focus on the essentials first – namely the Tactical Squads – but there's just so much variety in the Space Marines range that I don't really see an end to the collection.

'After I've worked on the Tactical Squads and a character or two, I pick and choose my projects depending on which models I like the most. These are the "treats" that I use to reward myself for all my hard work. This approach means that you already have quite a lot of models finished before you get stuck into that lovely Land Raider or Dreadnought, which is a really rewarding feeling.'



TACTICAL MARINE

The ubiquitous Tactical Squad is at the core of every Space Marine army, and is always the first thing on Duncan's painting schedule when he starts planning his force.

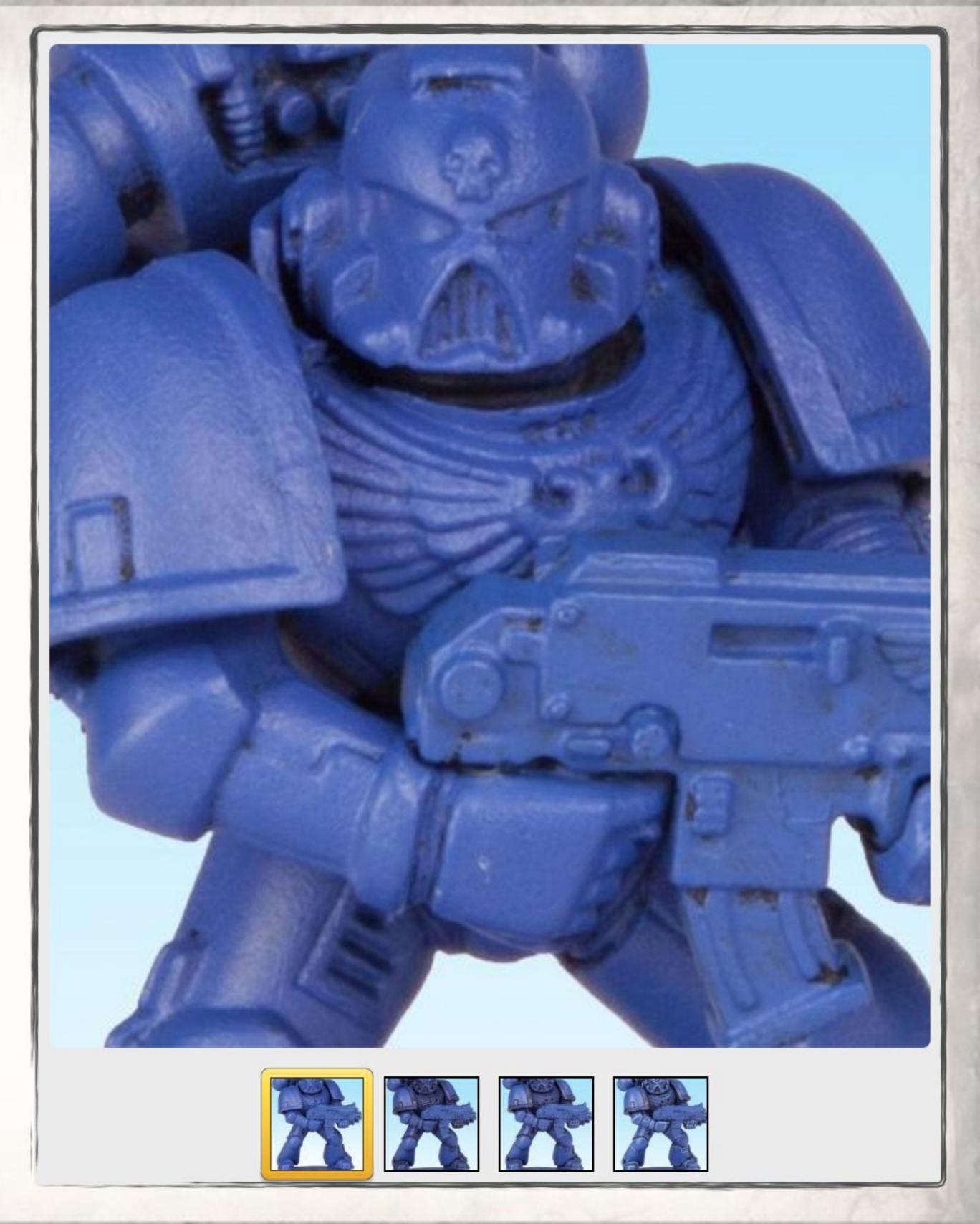
Duncan: 'I always assemble my Tactical Squads first, and I really recommend painting all ten of the Space Marines in the squad at once. Play around with posing first of all so that each model in the squad really complements his battle-brothers. At the forefront of my mind is the fact that these are superhuman warrior-monks, so I try to pose and paint them accordingly.

'Once your squad is assembled, use the Citadel Spraygun to basecoat the entire unit at the same time (see the next few pages for the exact colours). Rather than slather the models in wash, it's best to apply the shade carefully to the recesses and then neaten up the smooth plates with your base colour afterwards.

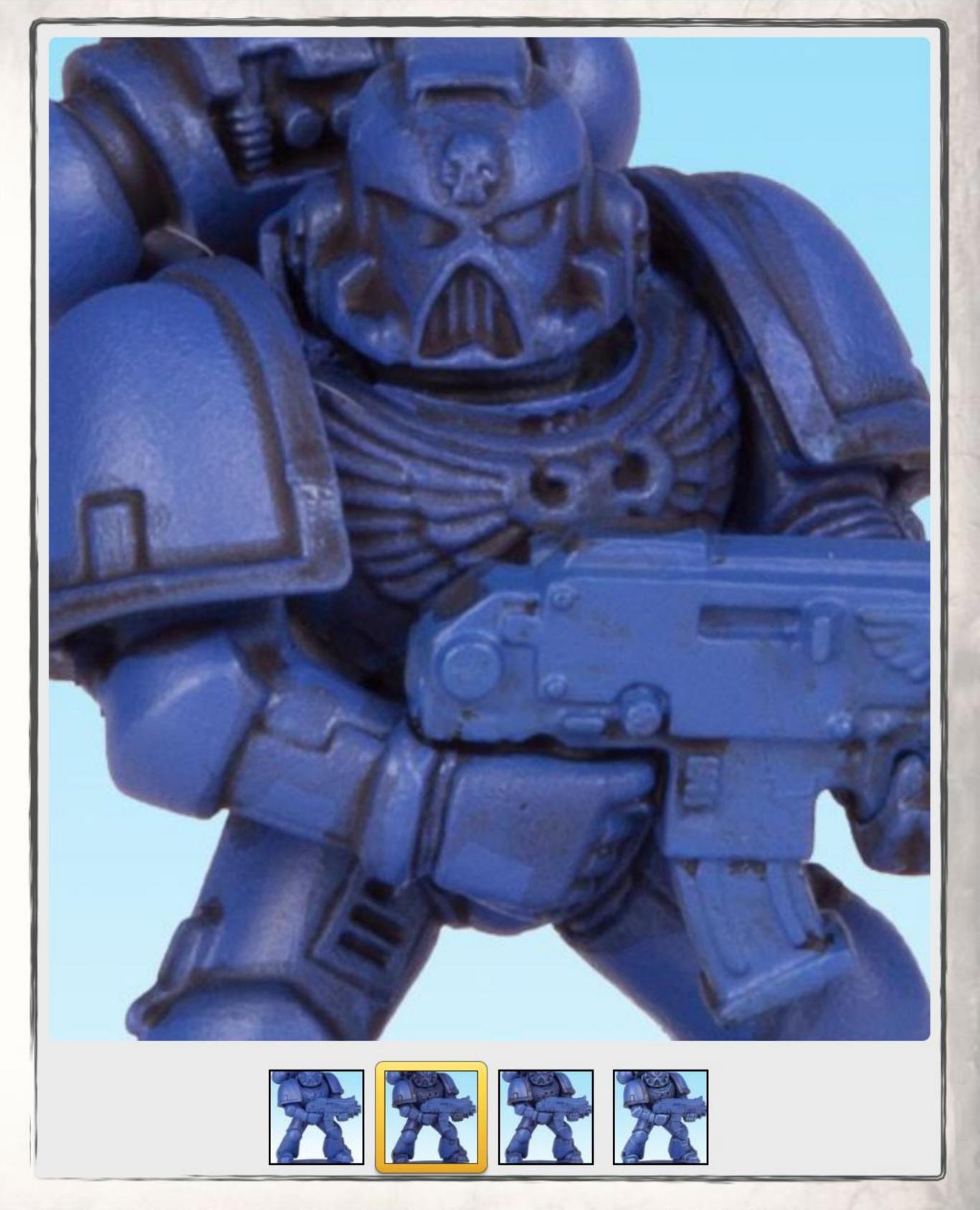
'Neatness is absolutely essential when painting Space Marines. Have patience and a steady hand, and you'll be rewarded for your efforts. Check out *How to Paint Citadel Miniatures* for tips on edge highlighting, as this technique is critical to getting a good finish on power armour, and really serves to emphasise the shapes of the armour and bring the model to life.





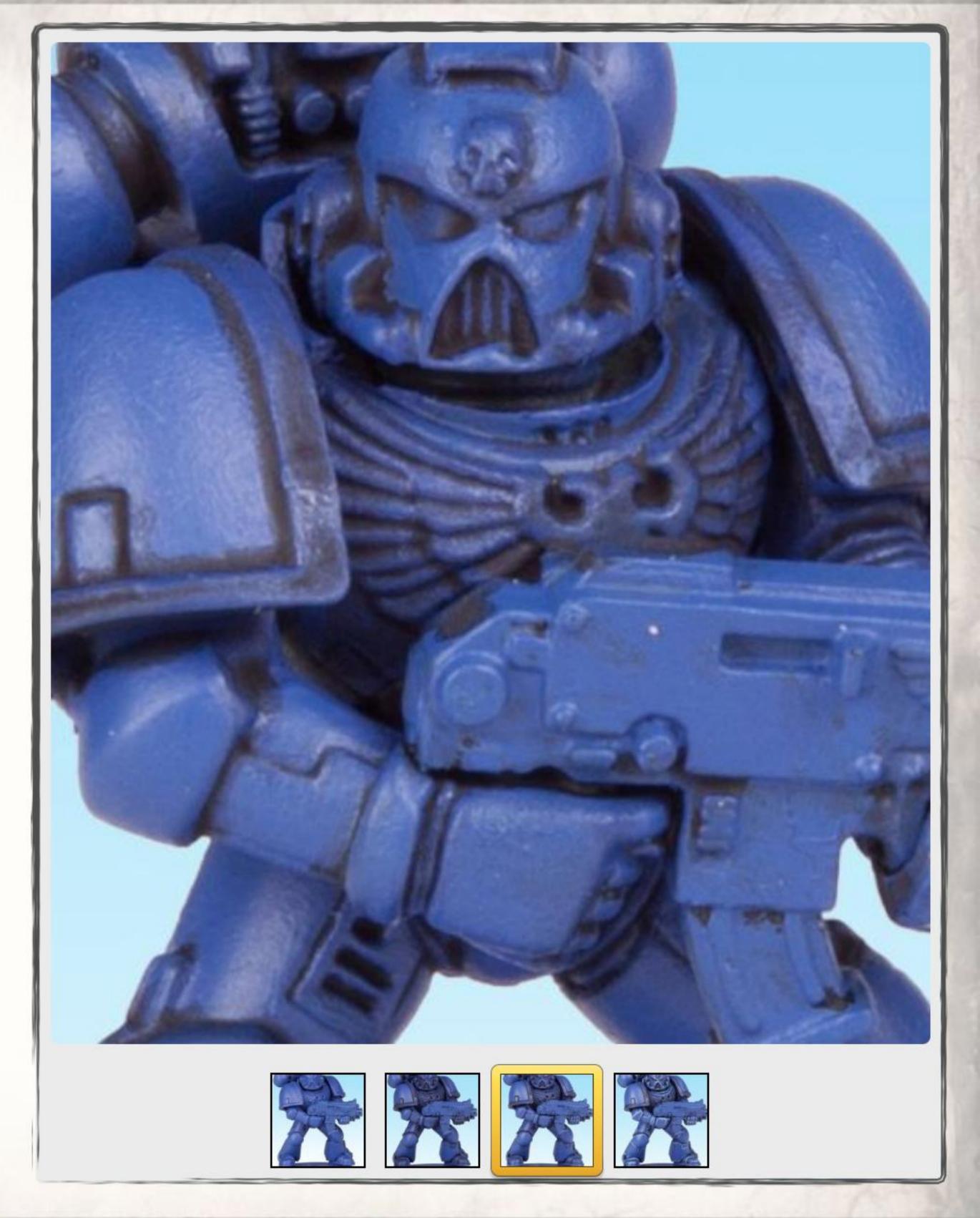




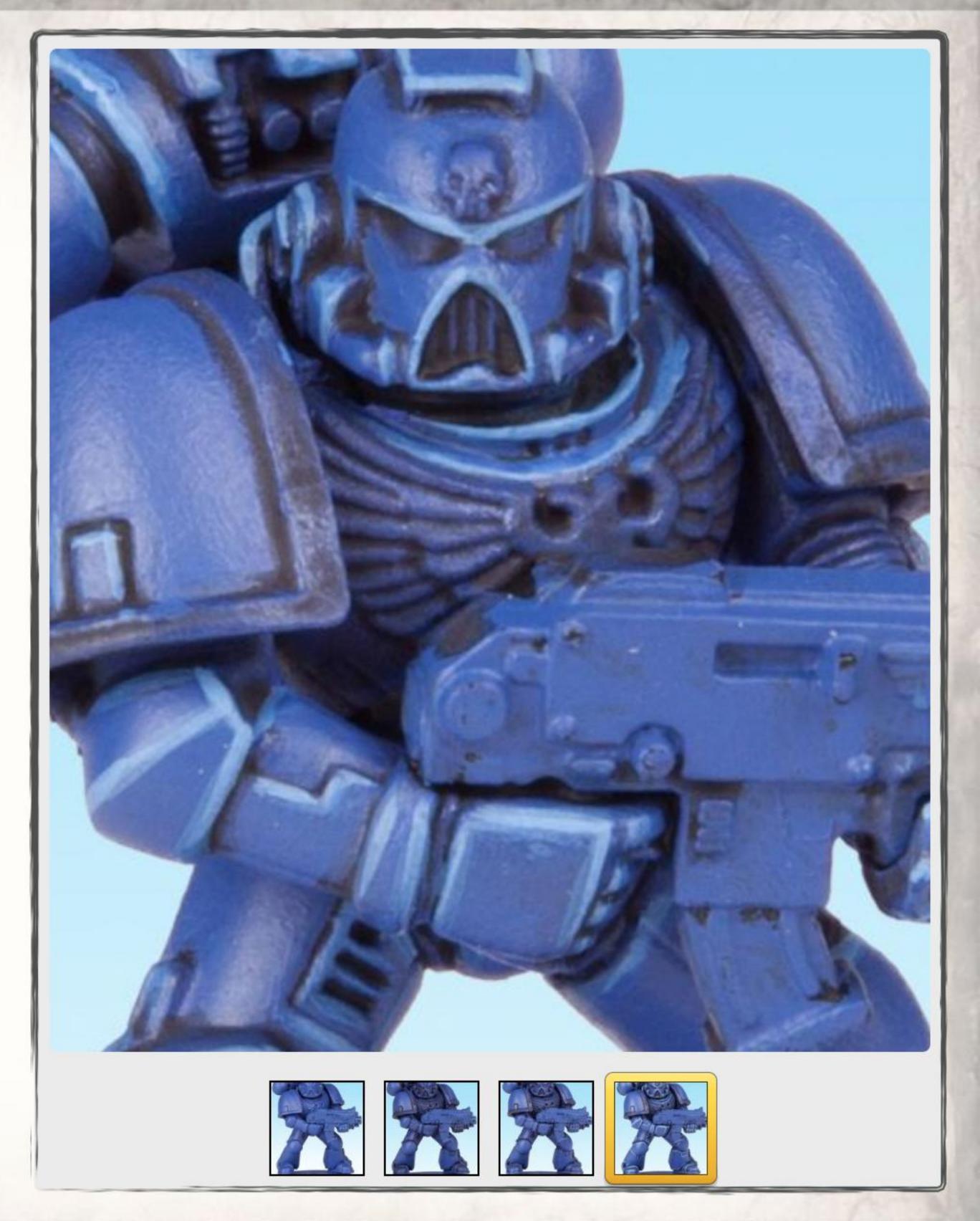


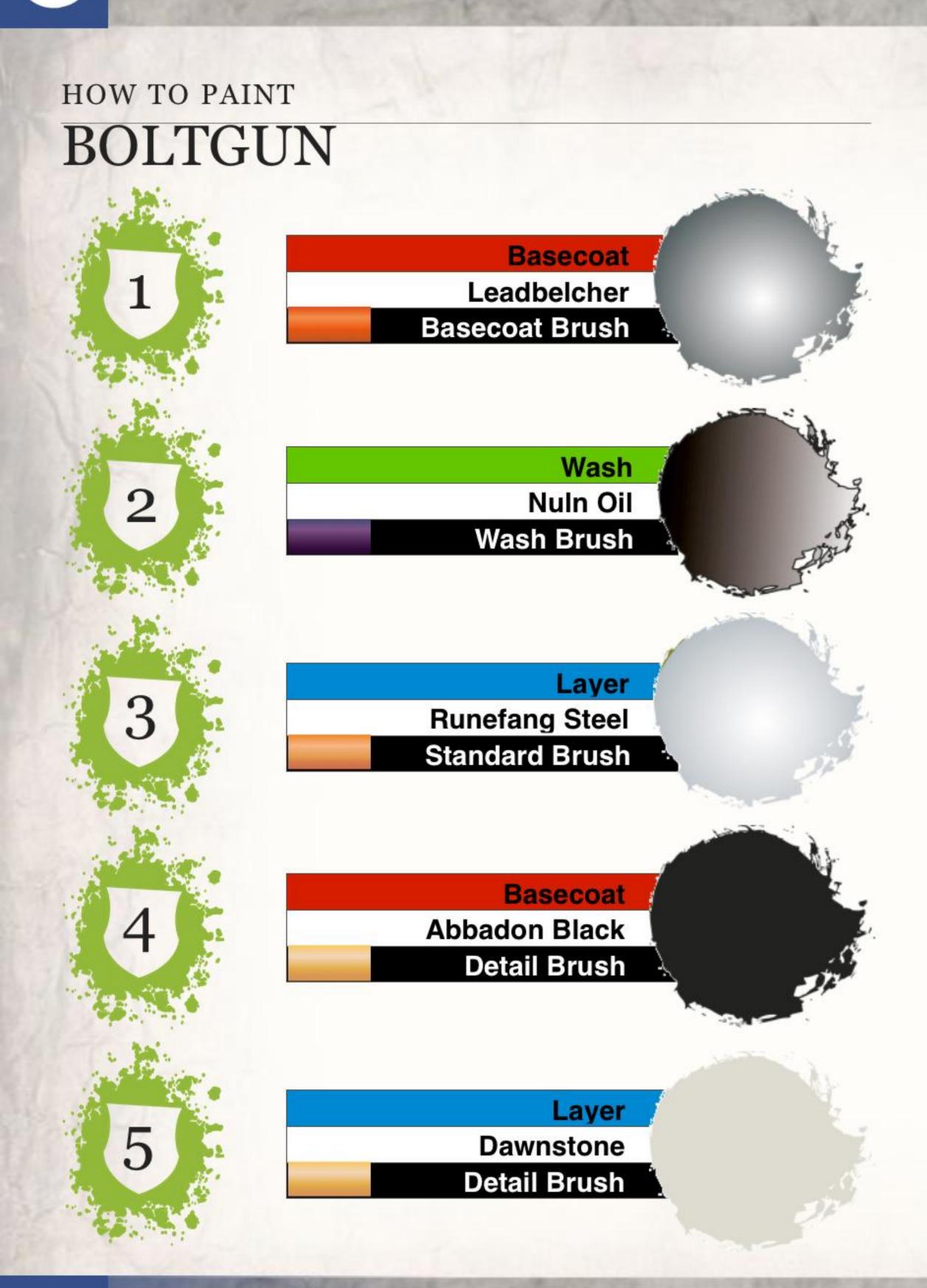


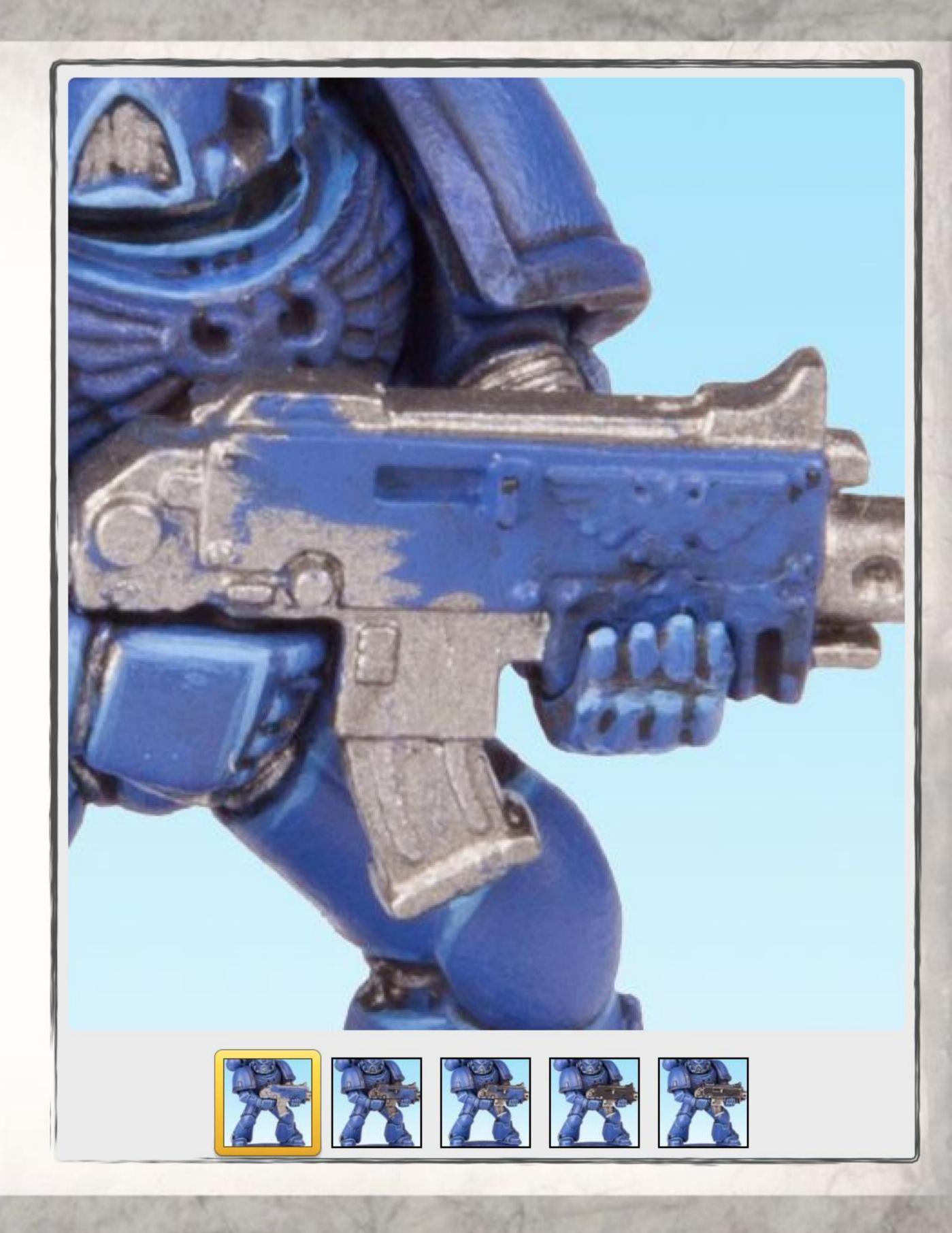


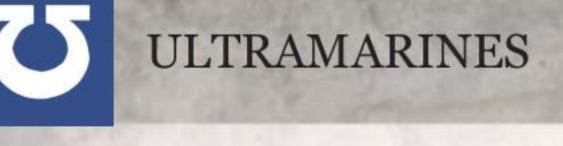


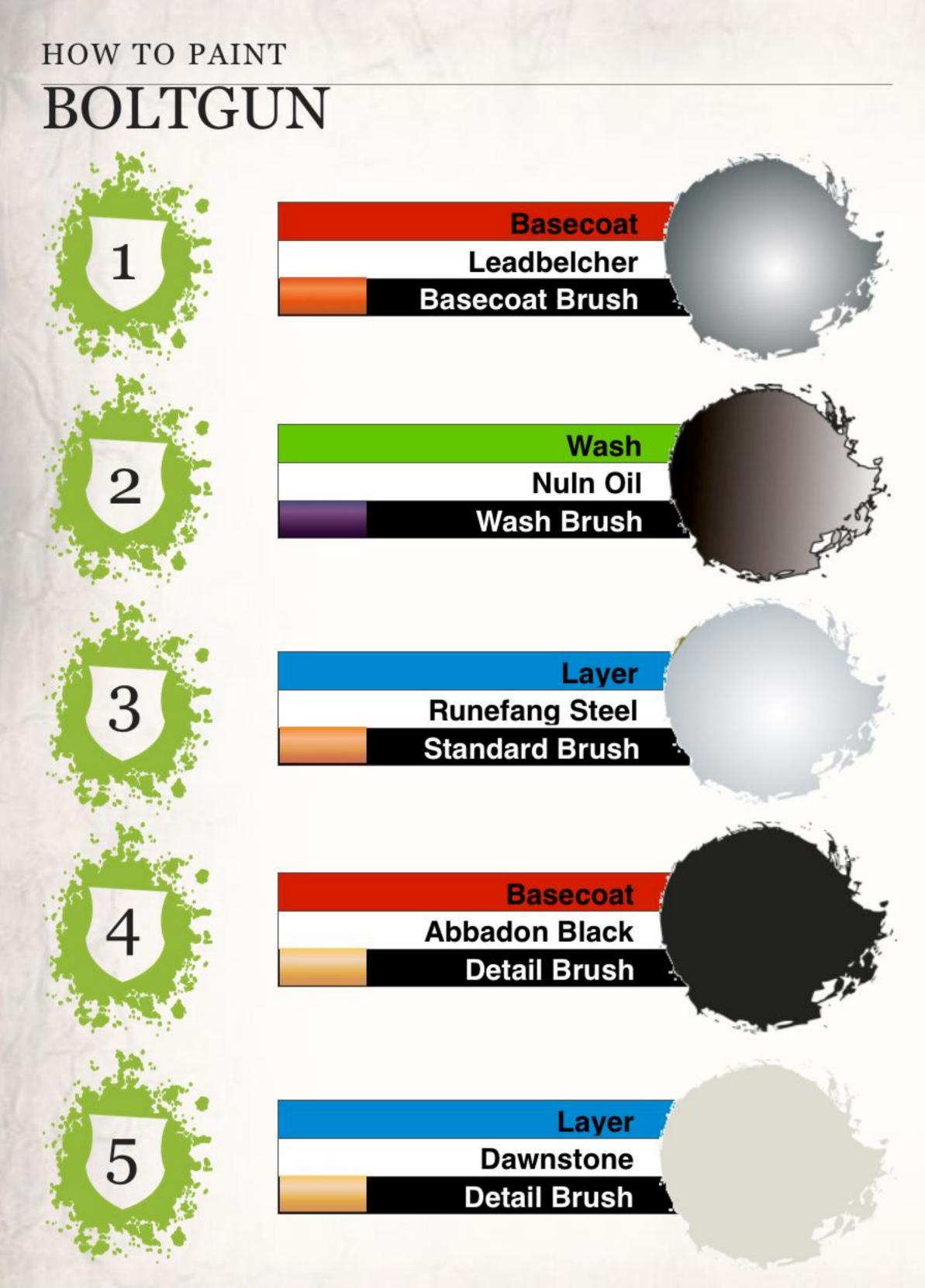


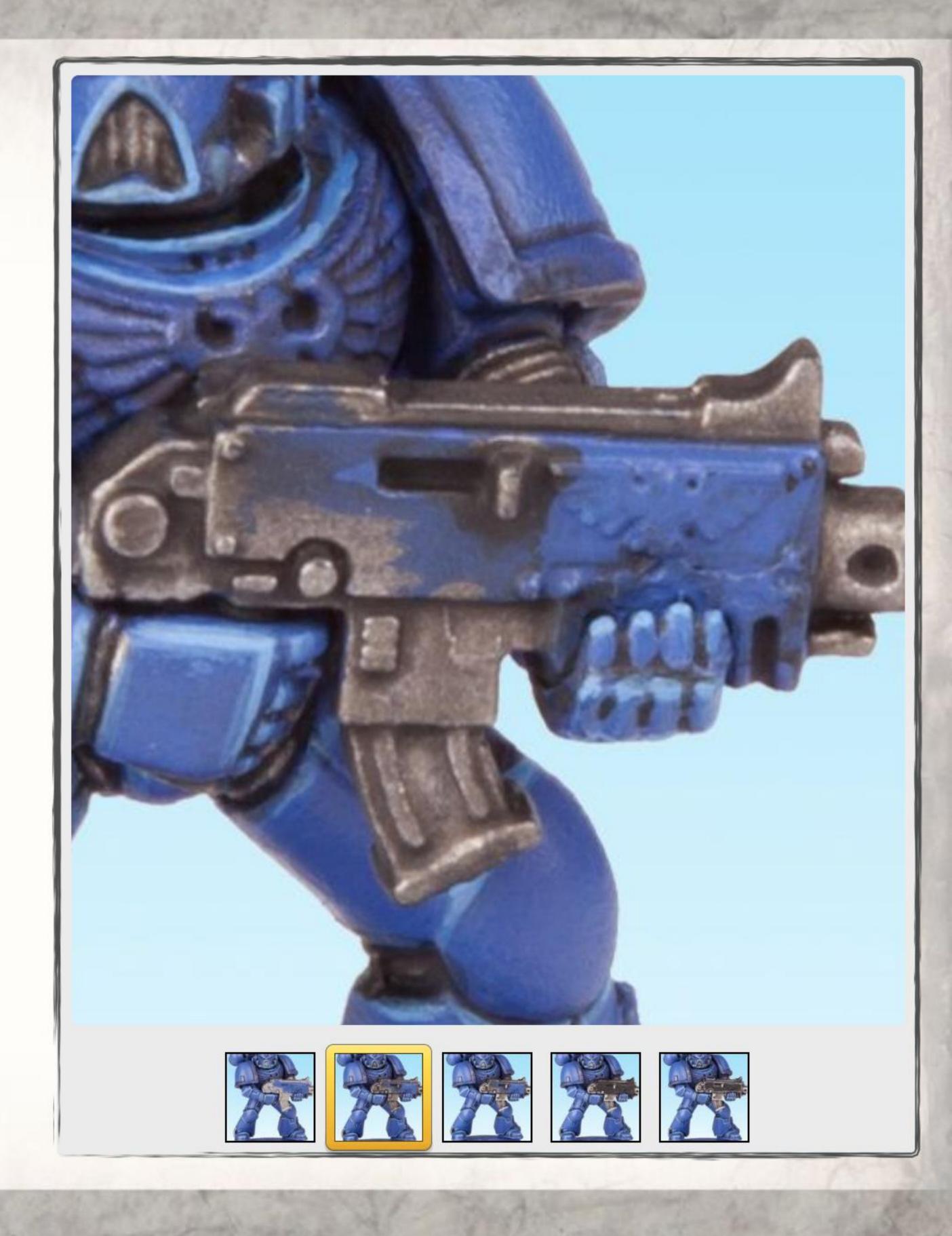




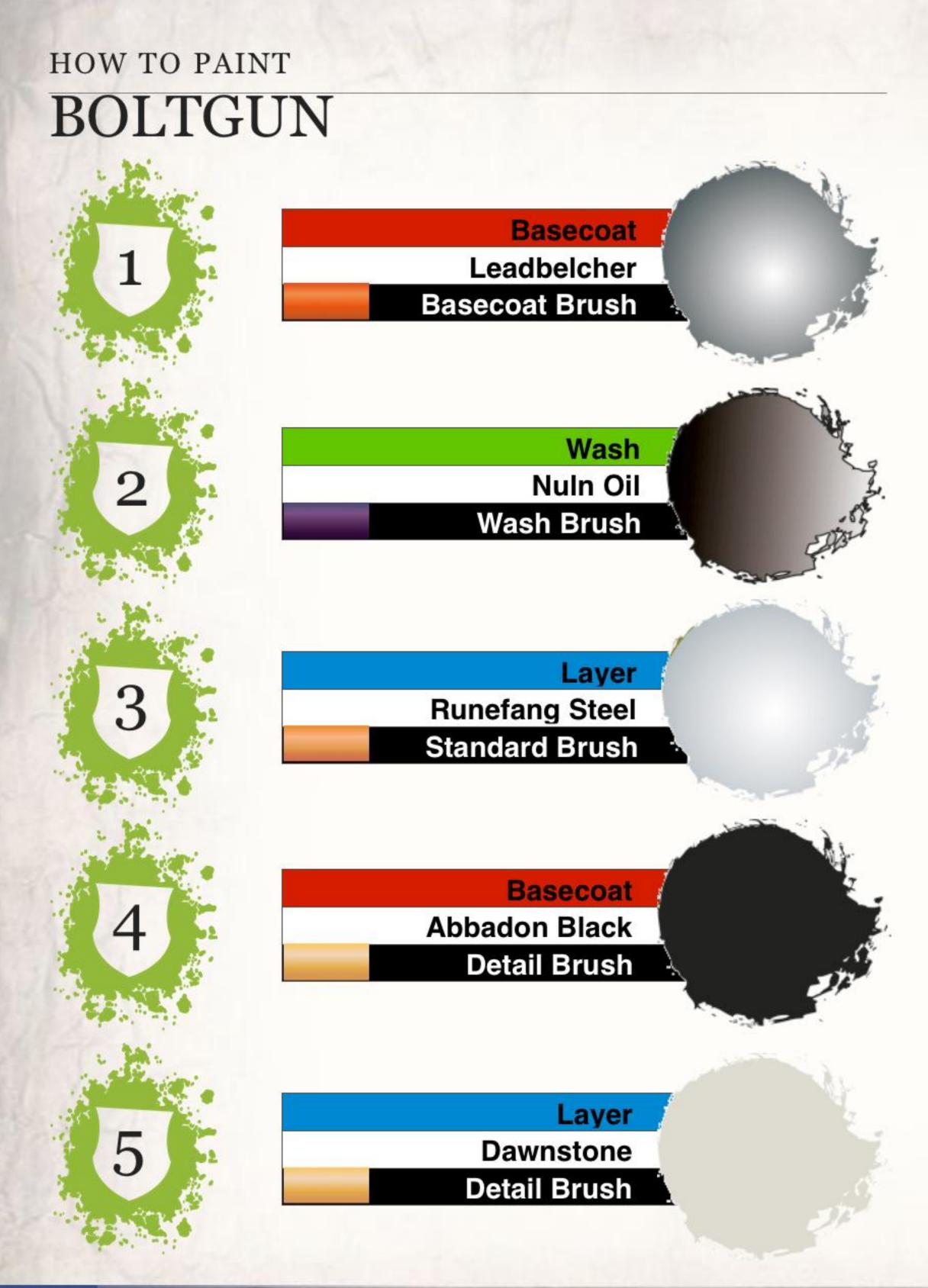


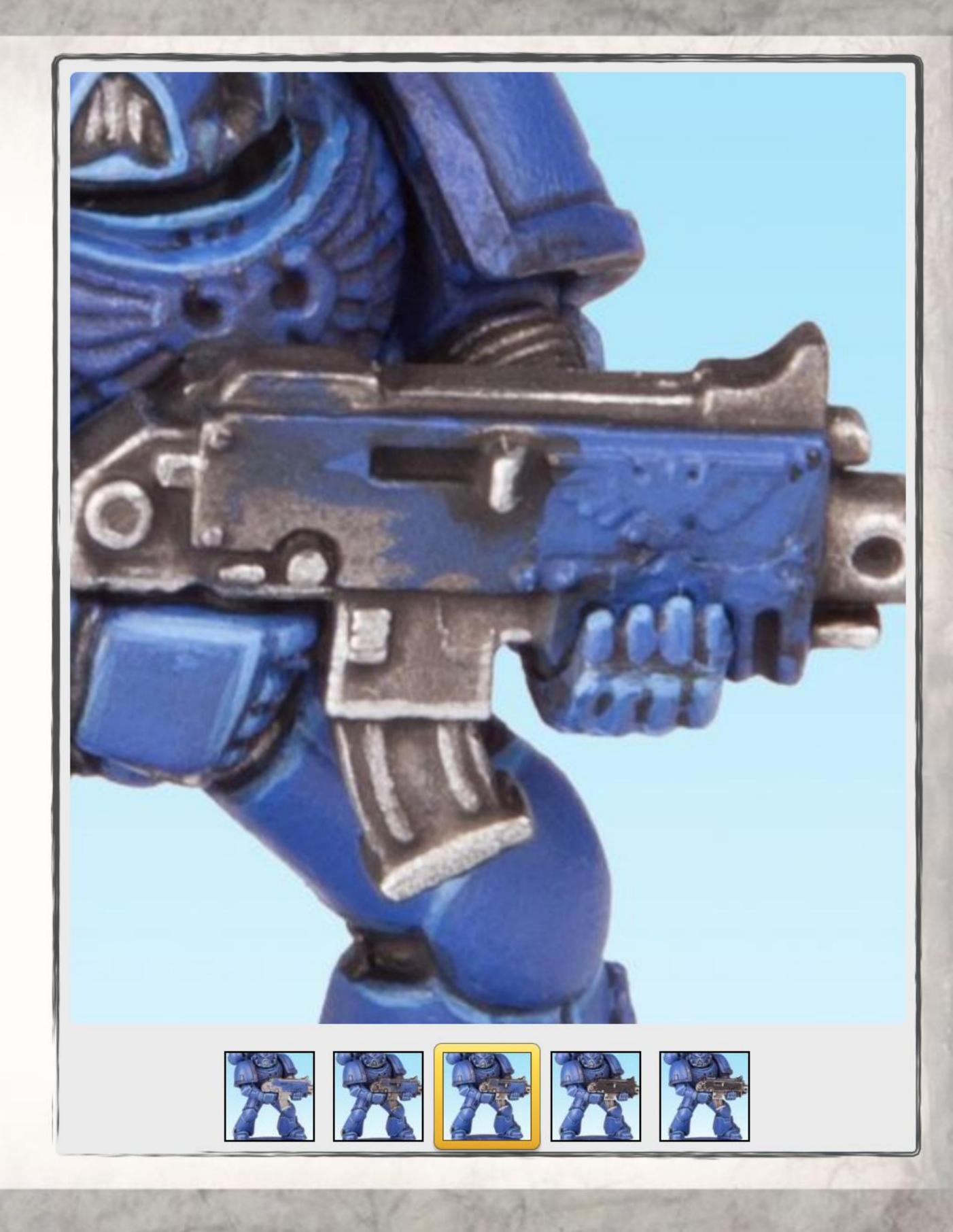


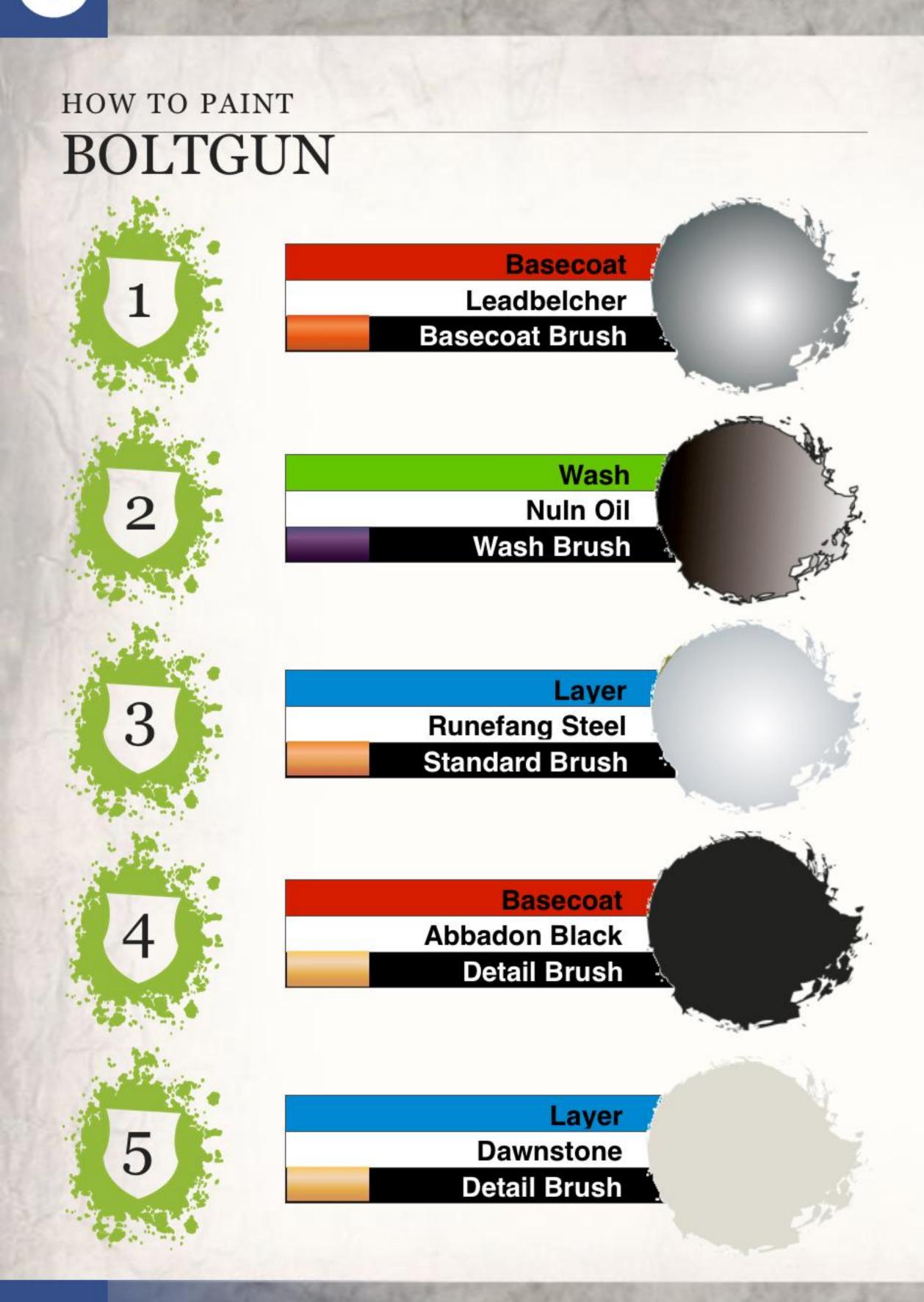


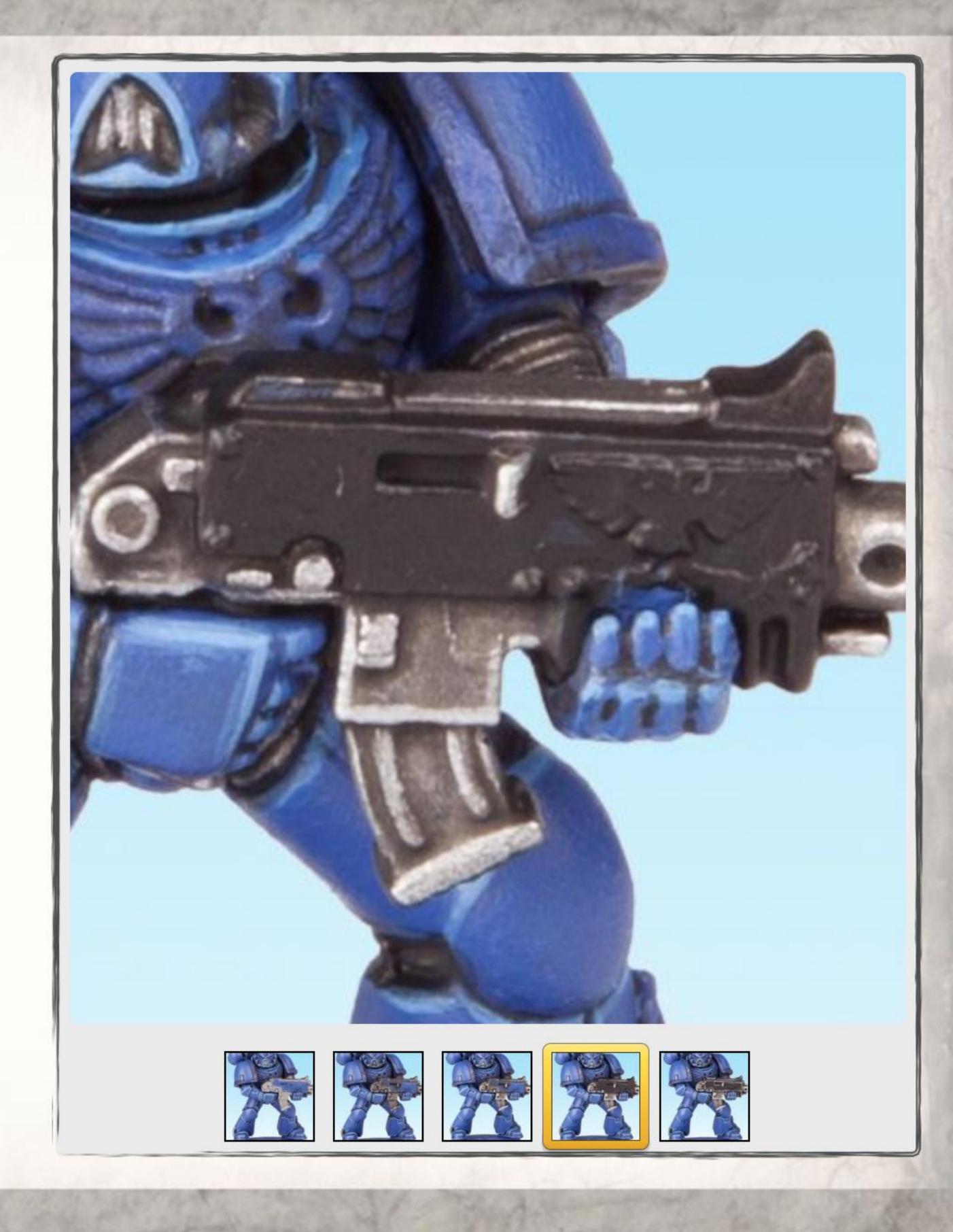


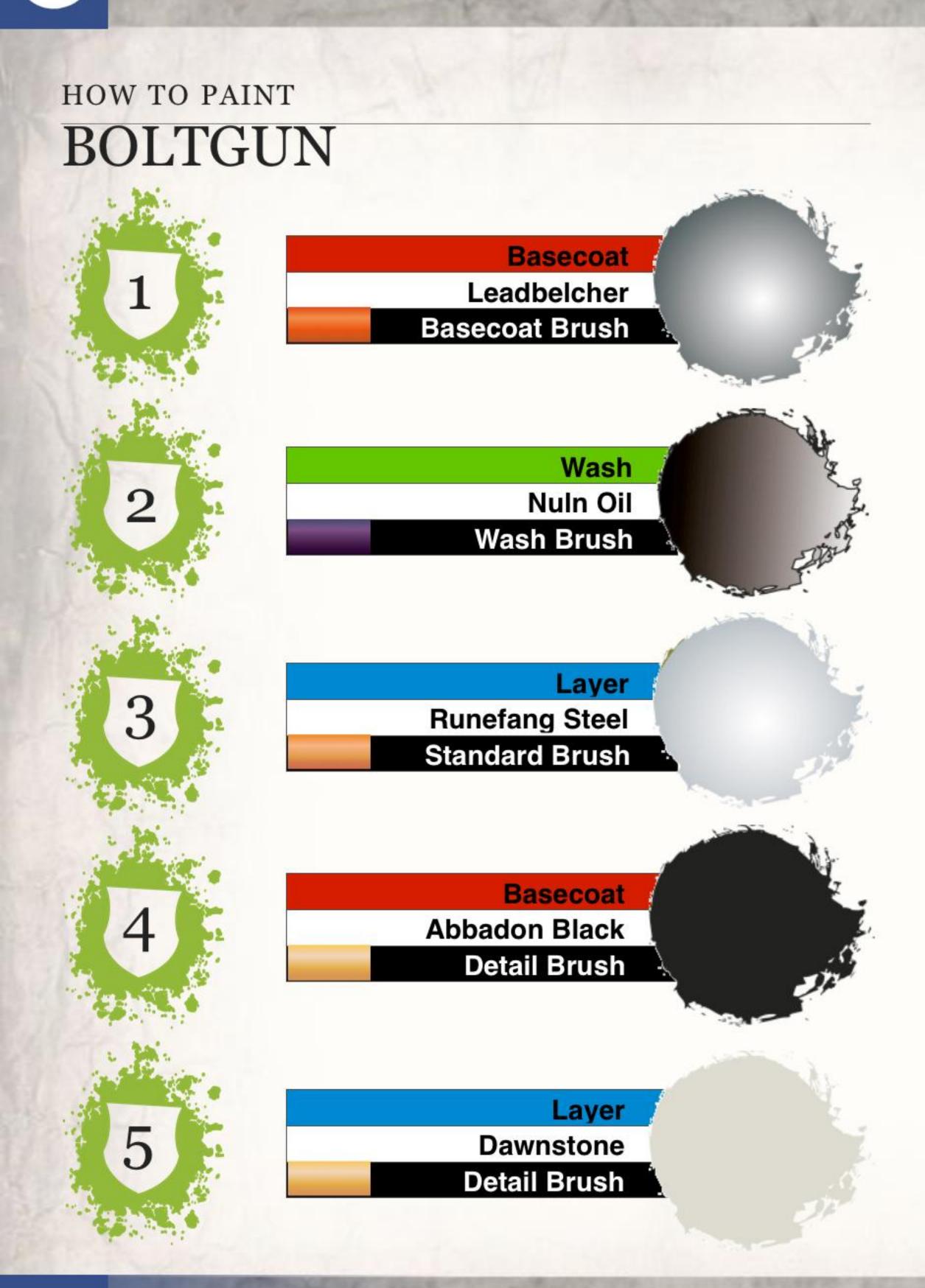


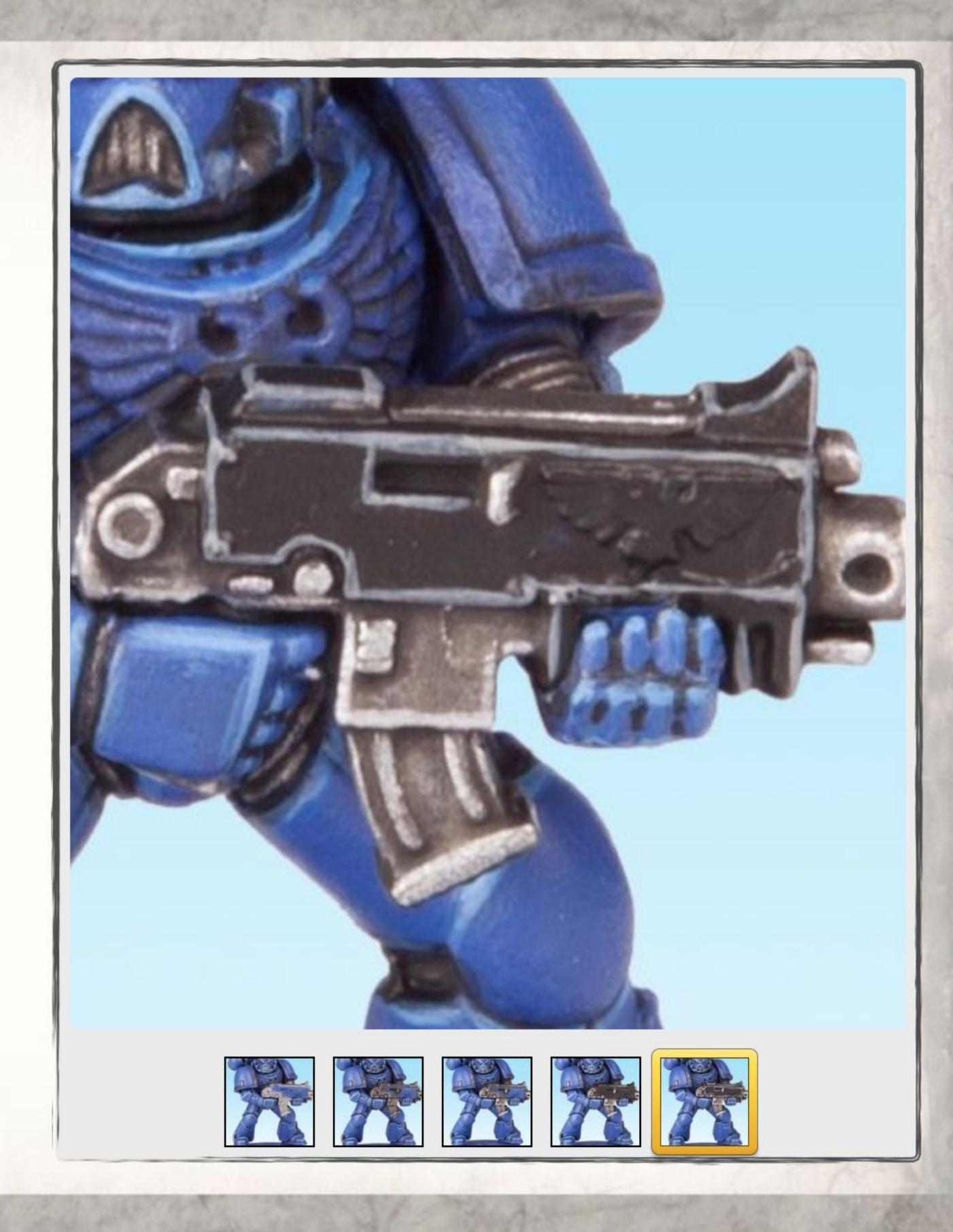




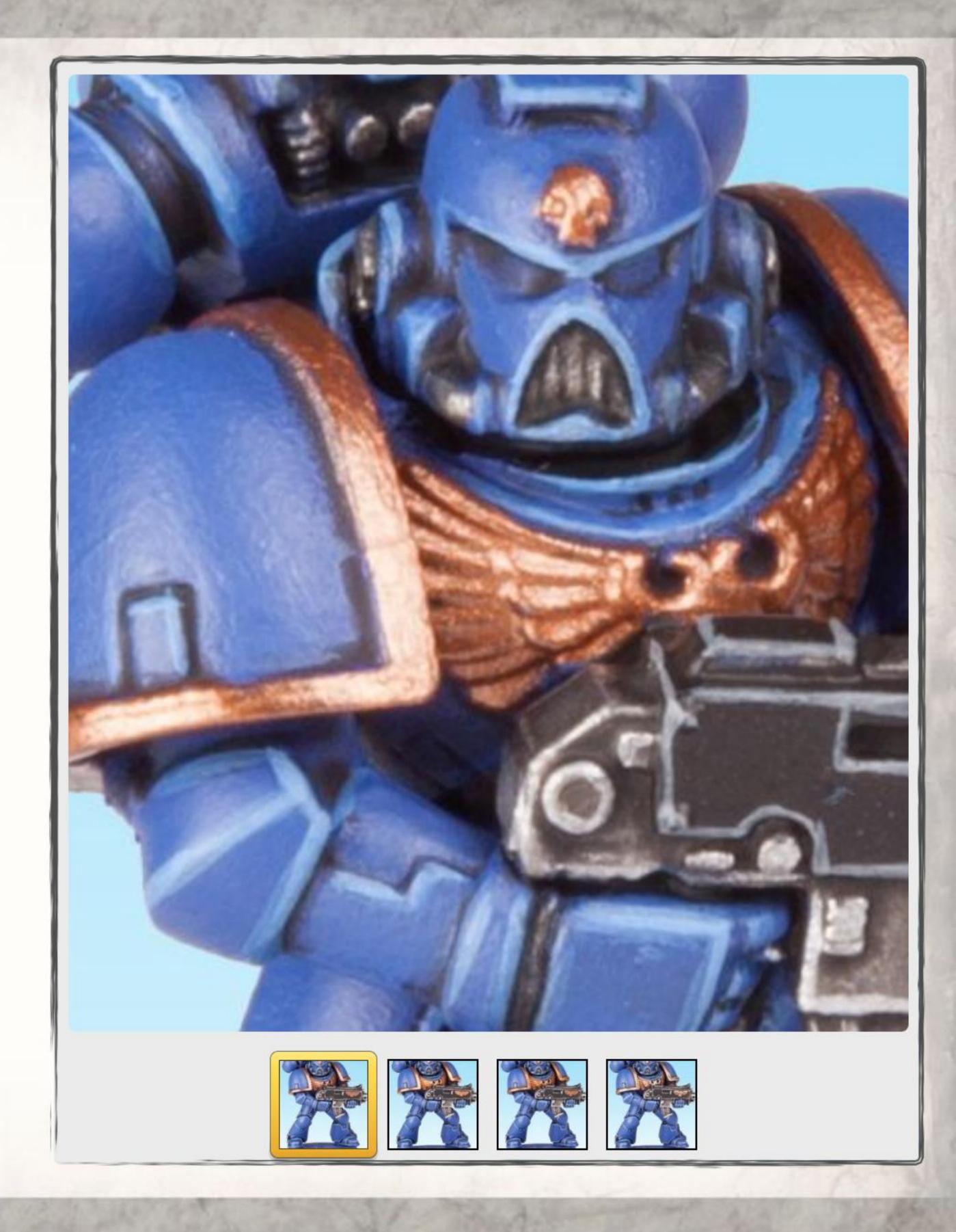




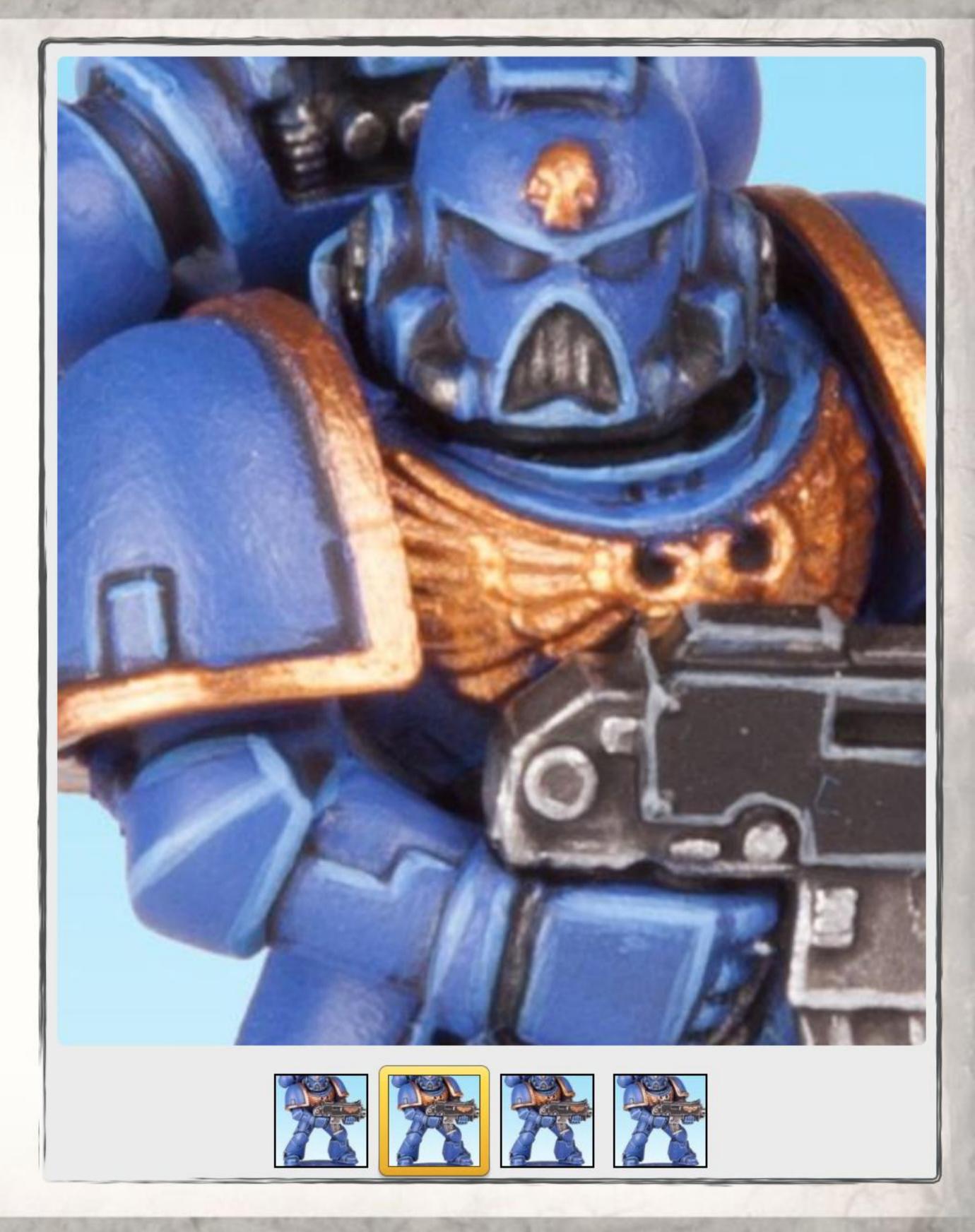




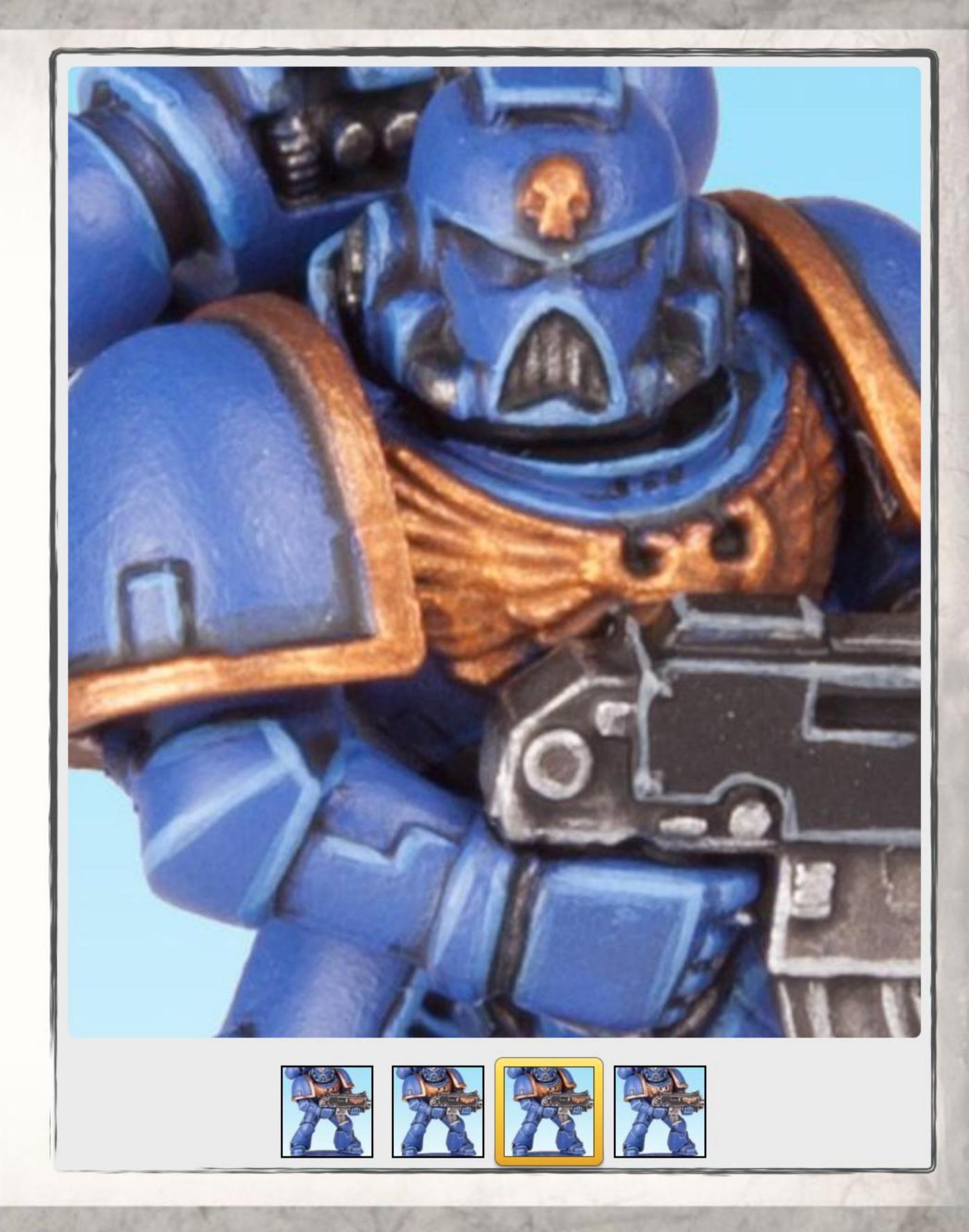




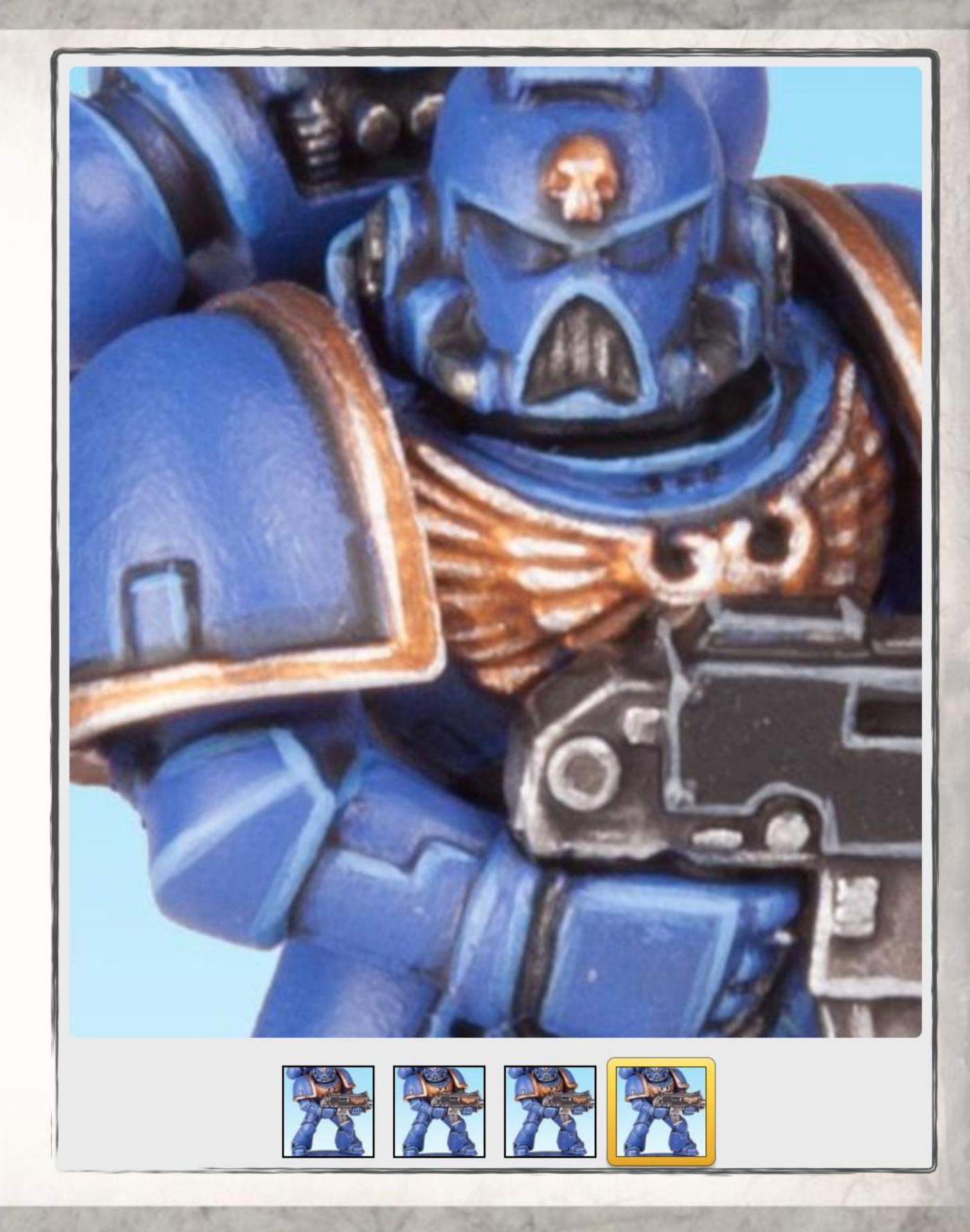


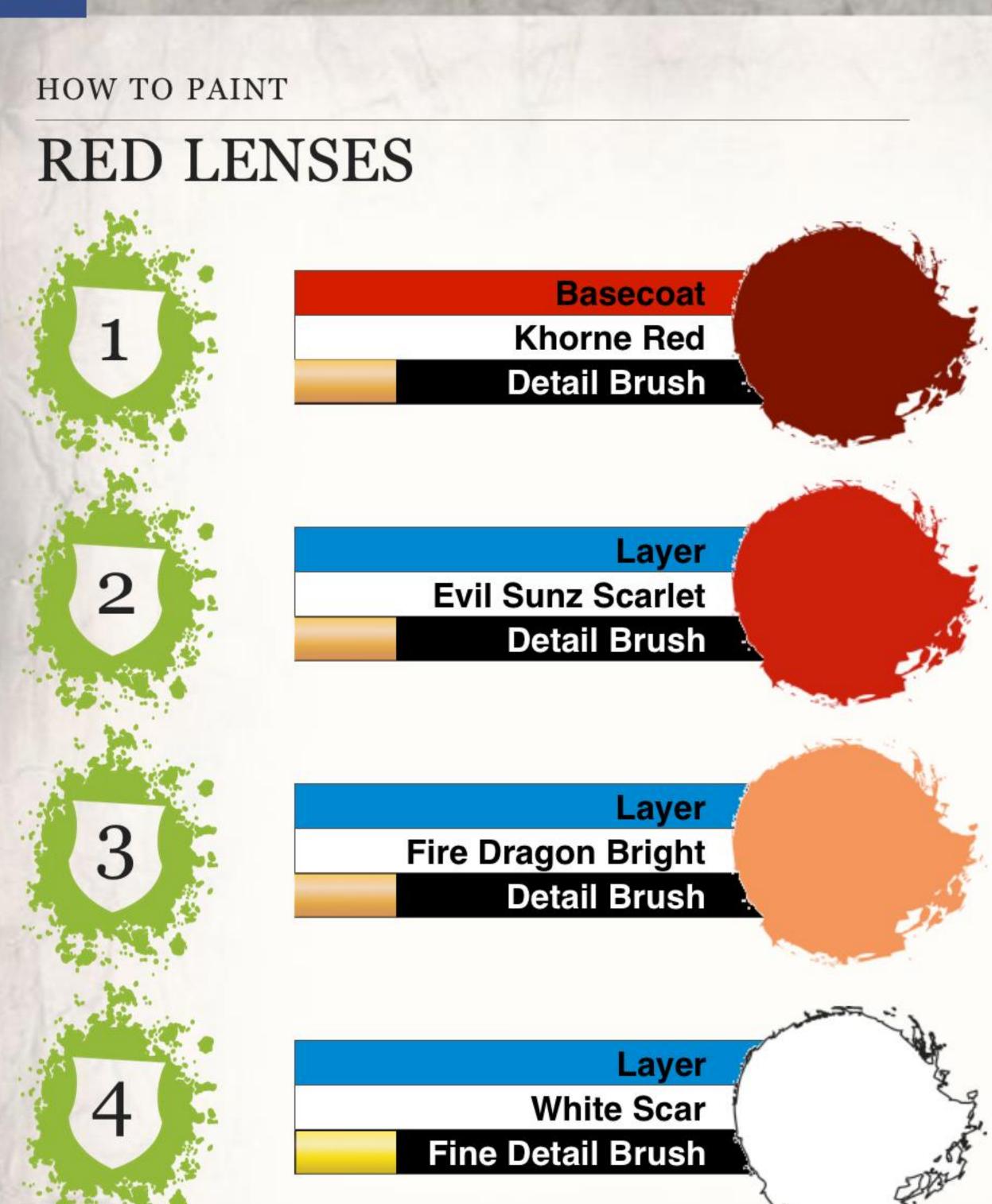




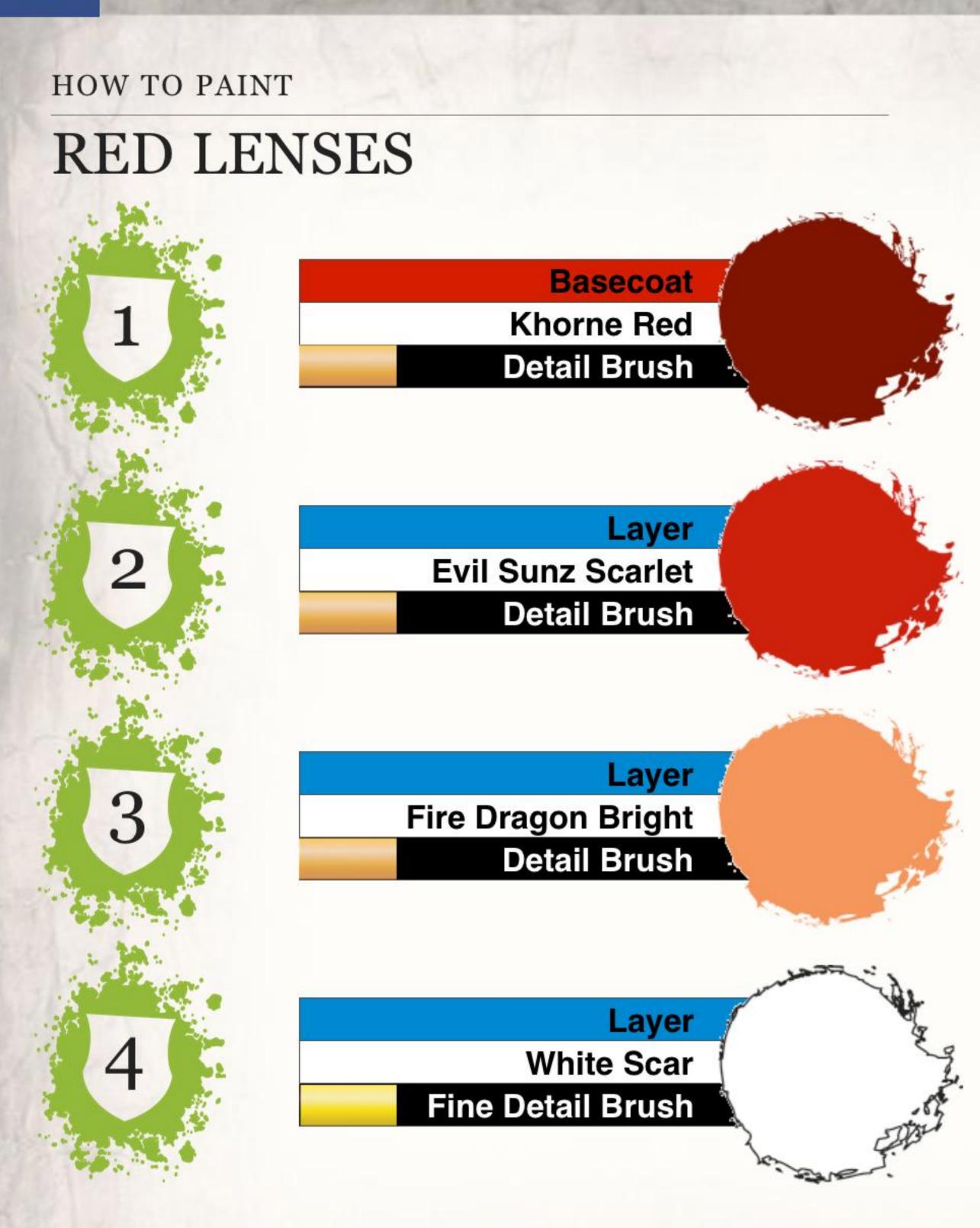


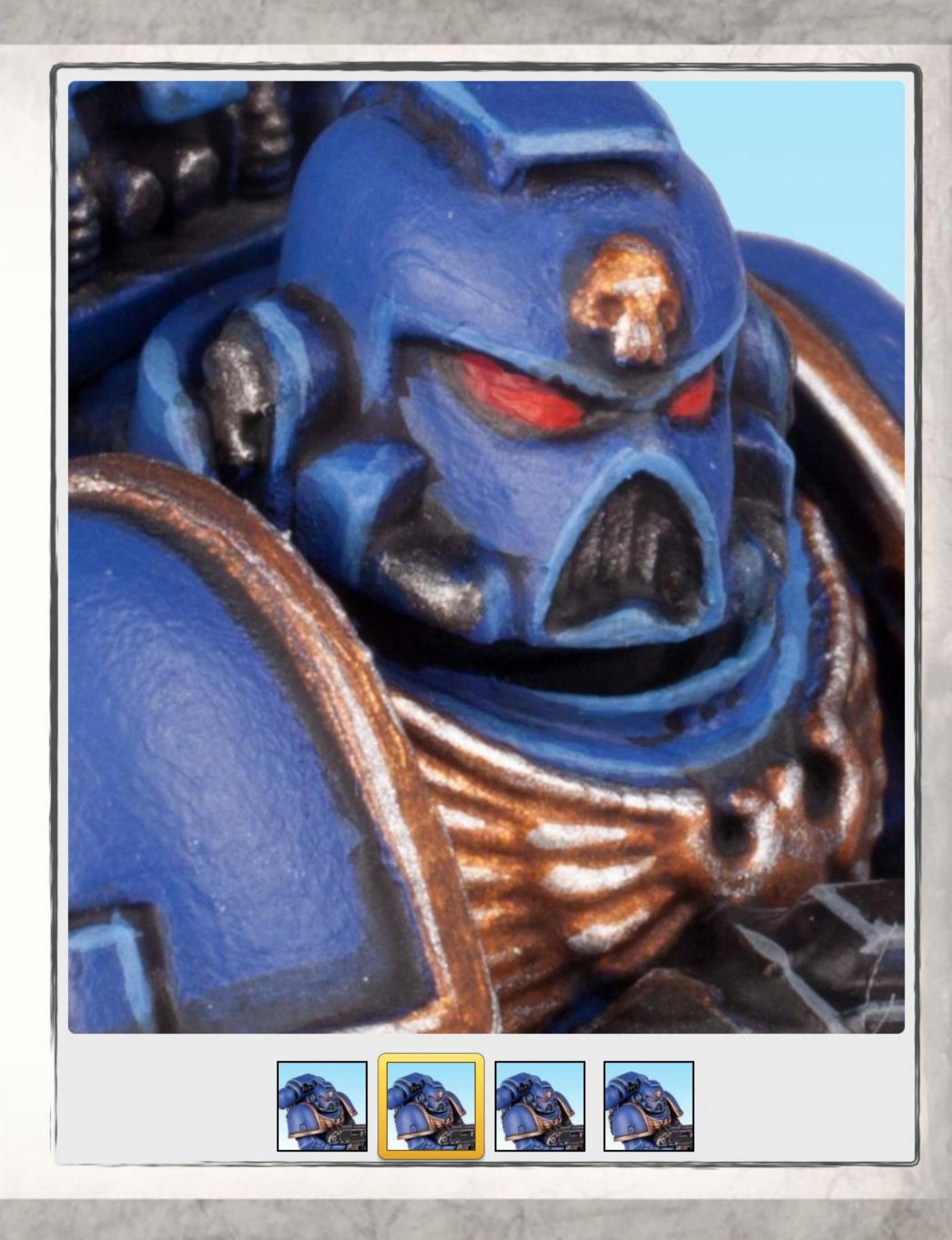


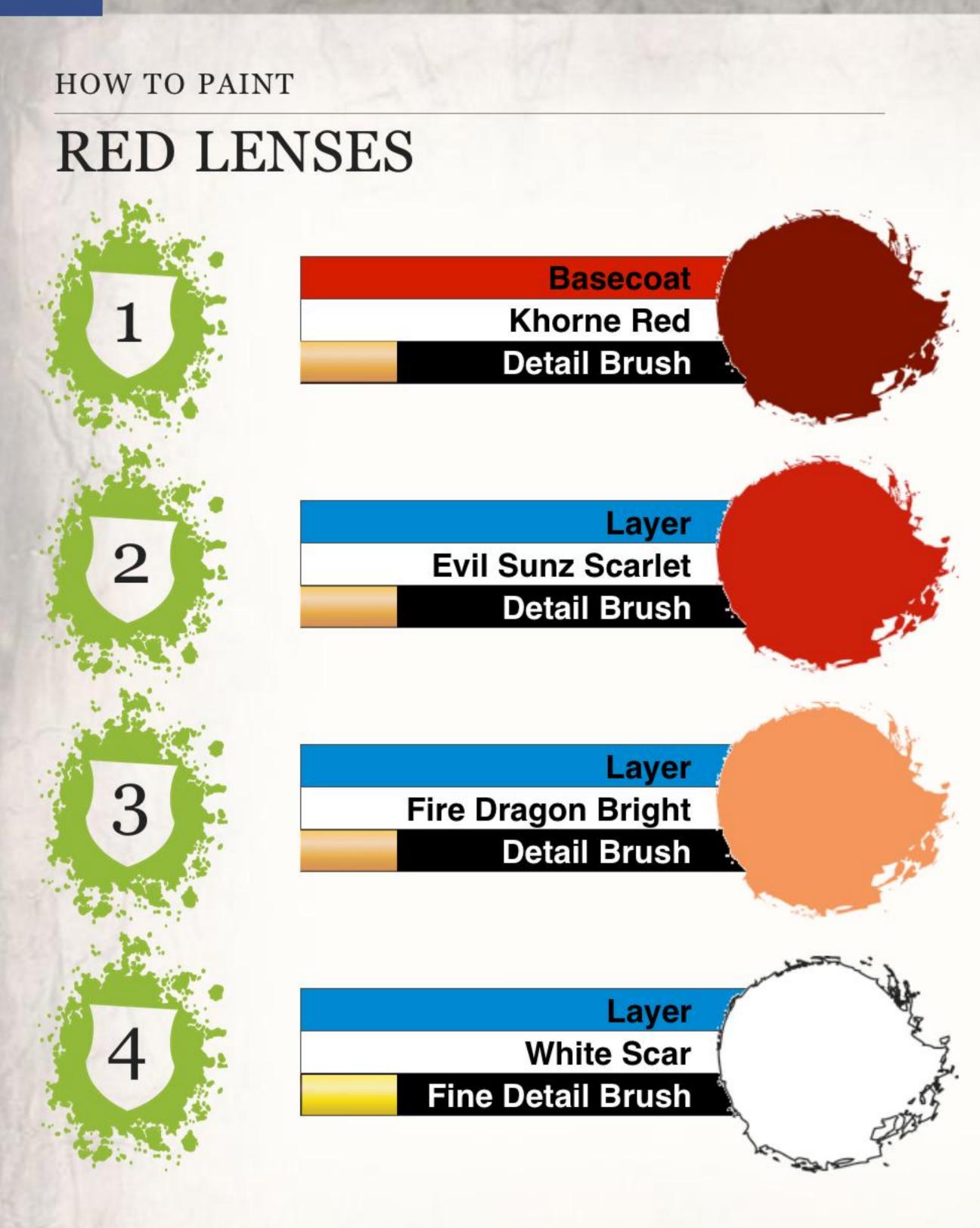


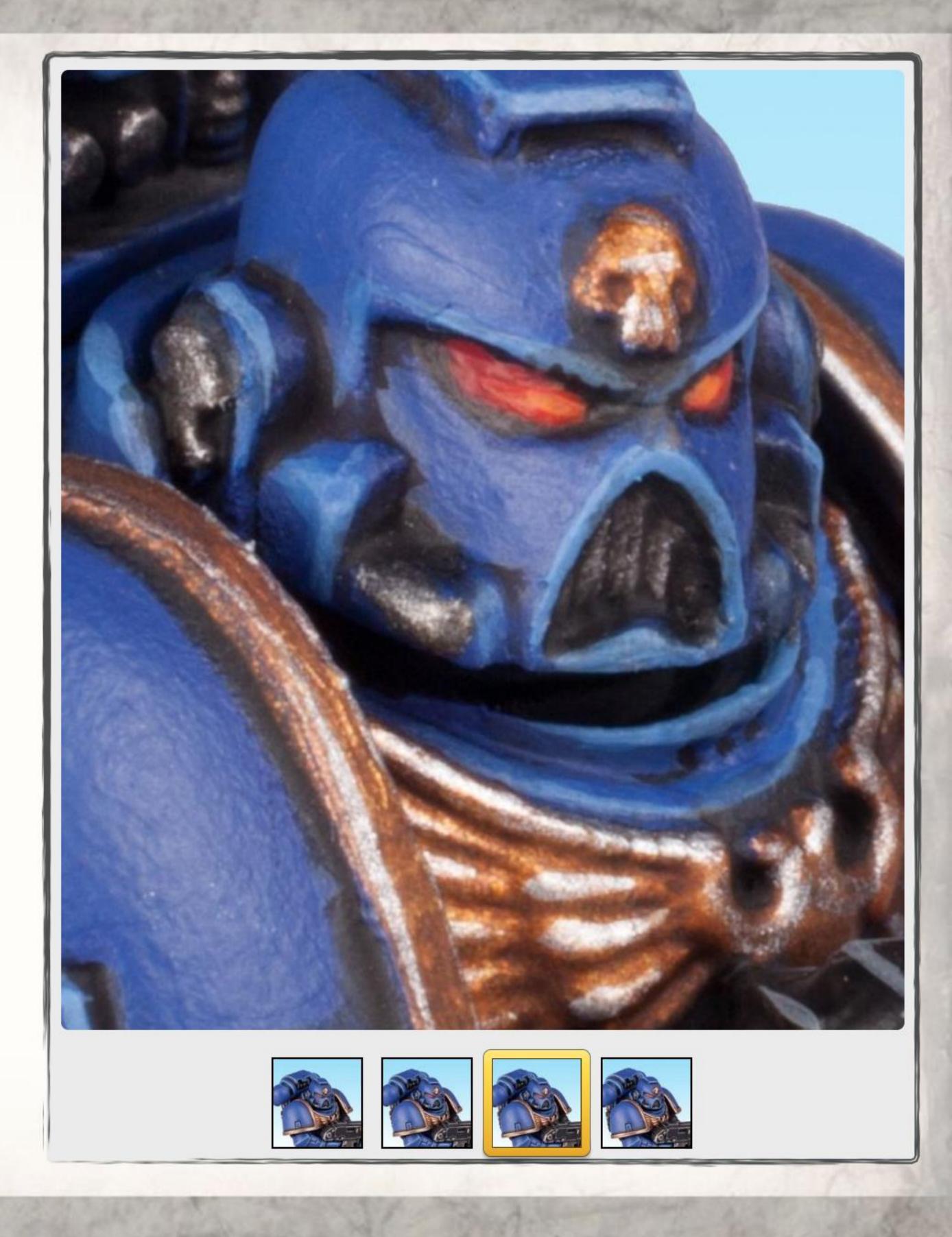




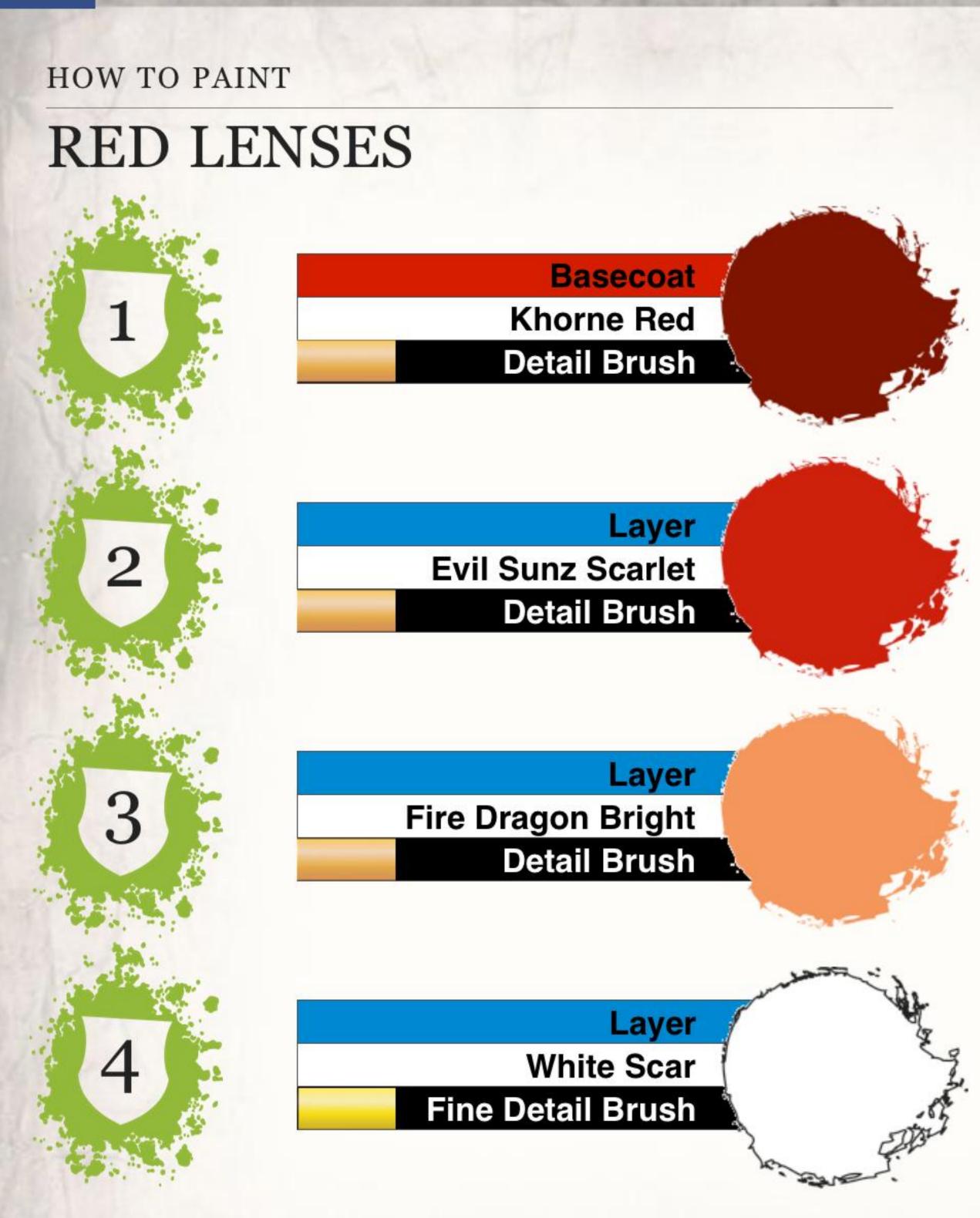


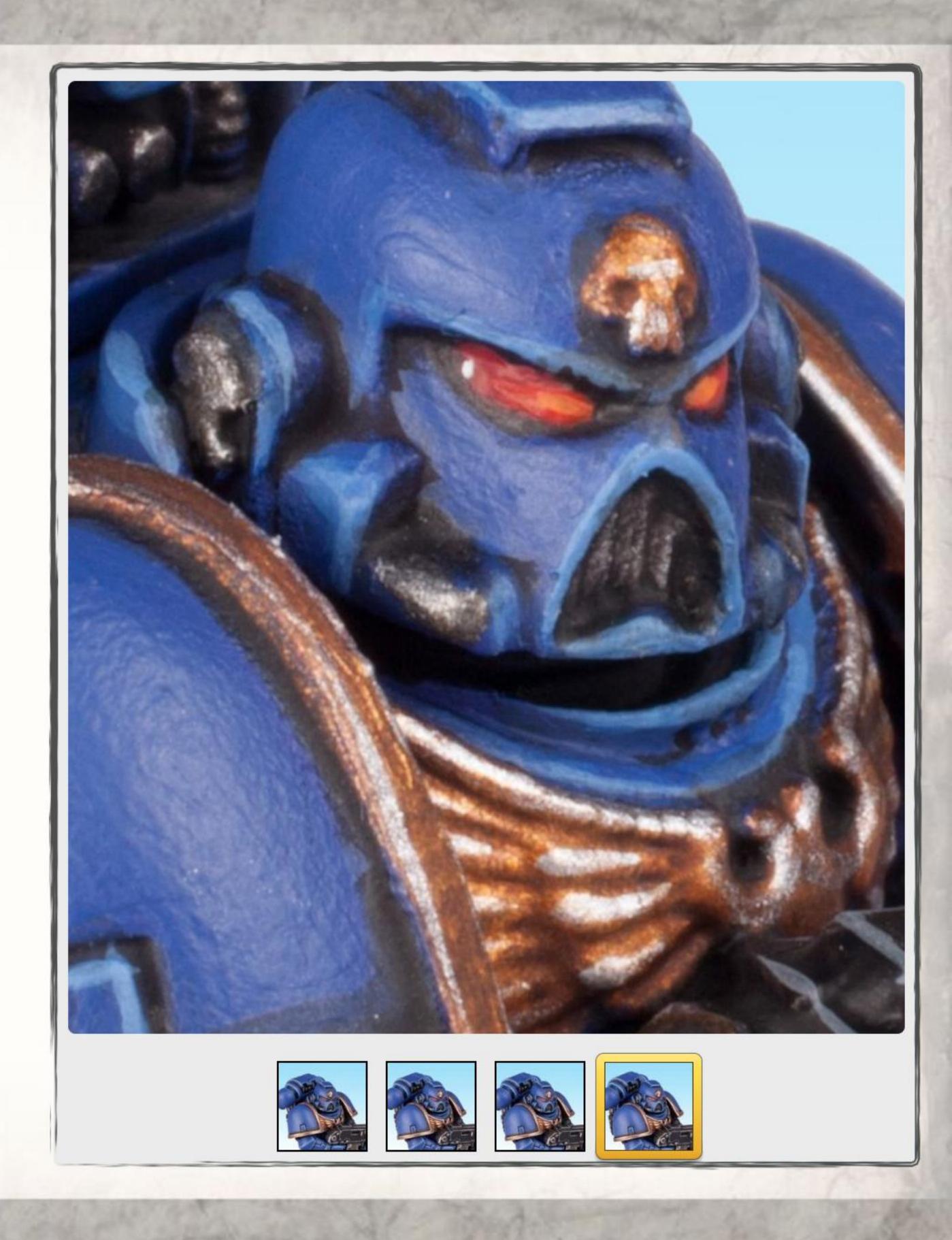


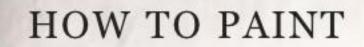












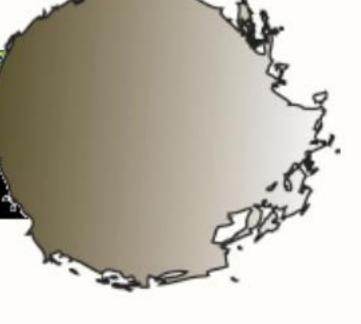
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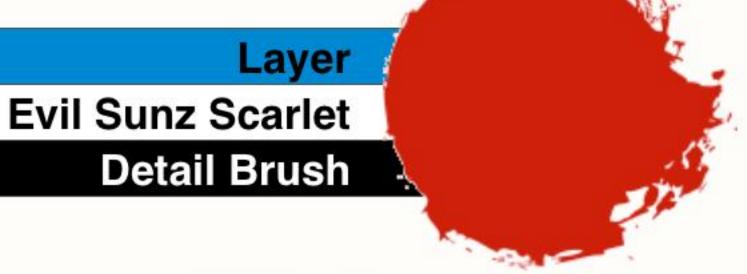


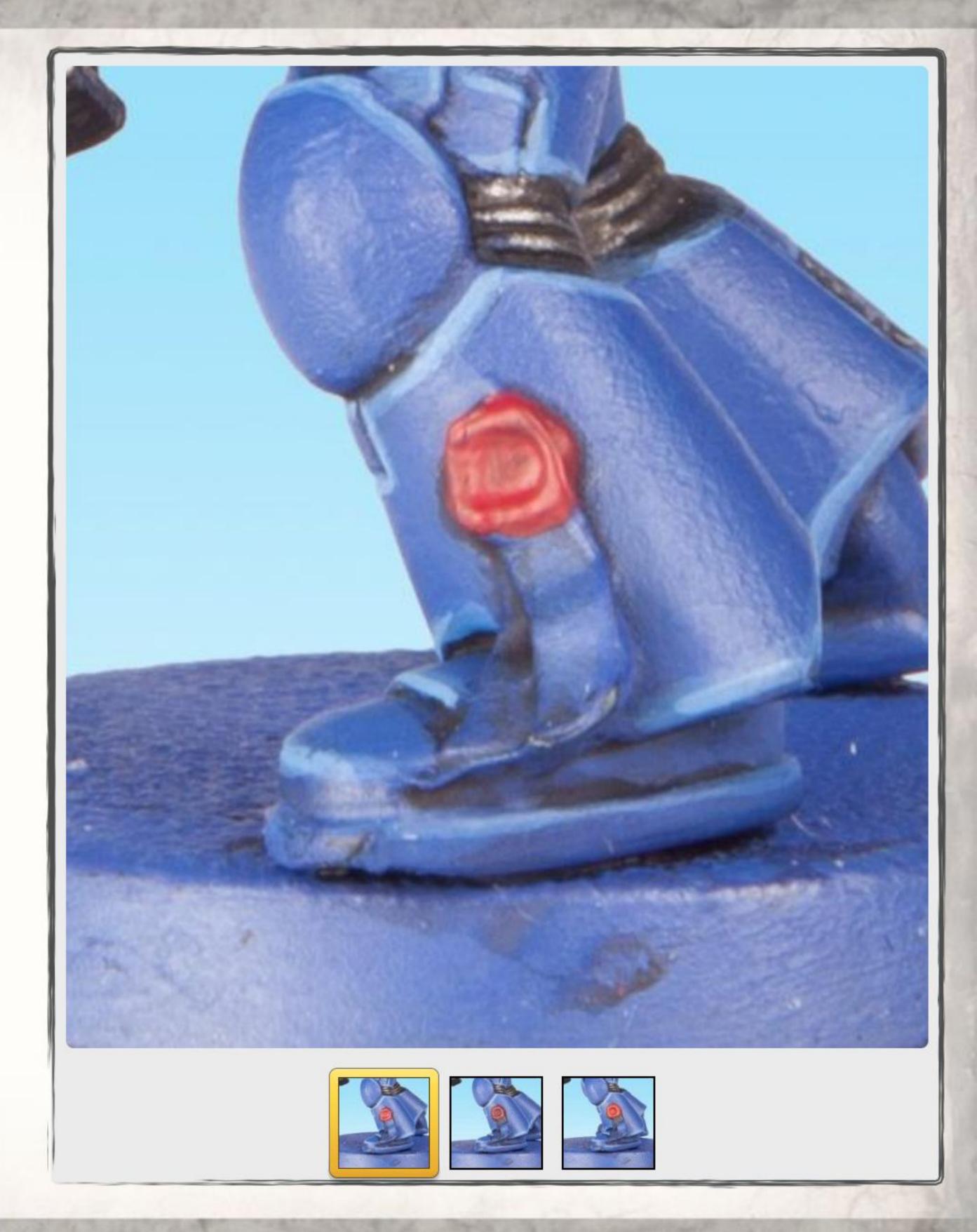
Wash

Agrax Earthshade Wash Brush



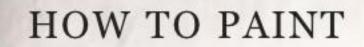












PURITY SEAL WAX



Basecoat

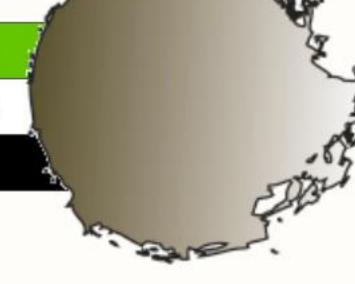
Khorne Red Basecoat Brush



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Wash

Agrax Earthshade Wash Brush

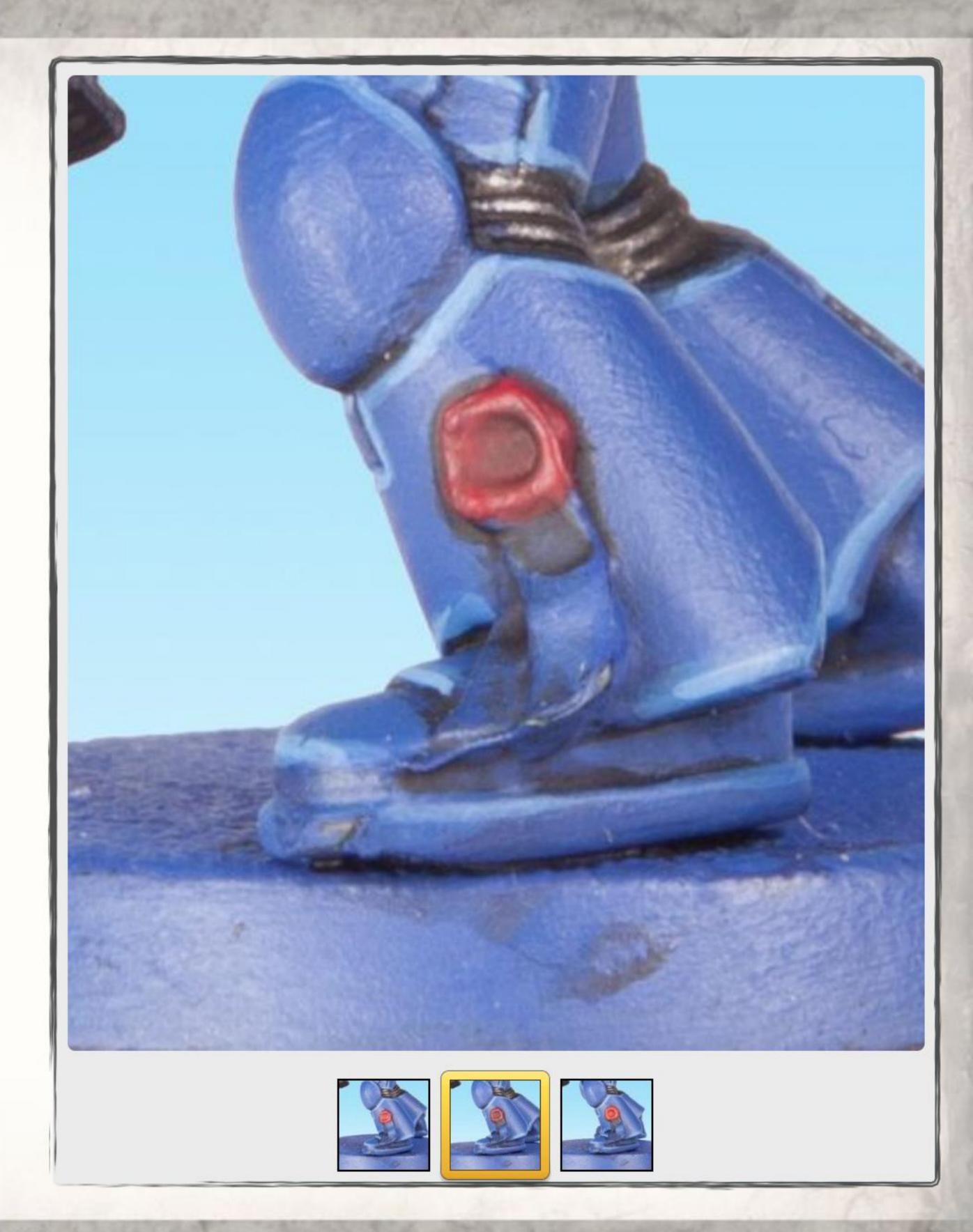


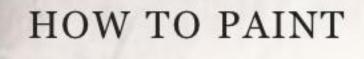


Evil Sunz Scarlet

Detail Brush







PURITY SEAL WAX



Basecoat



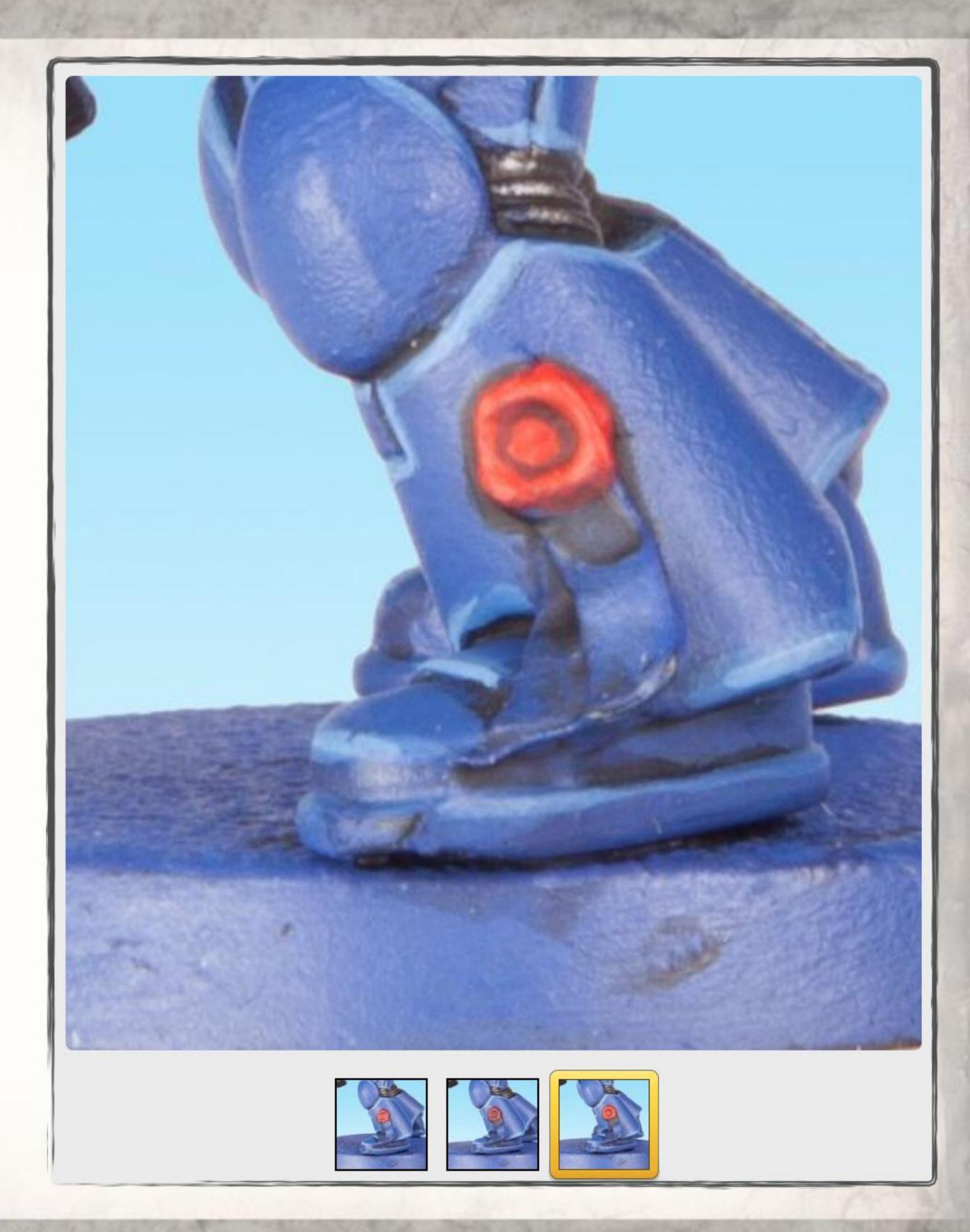




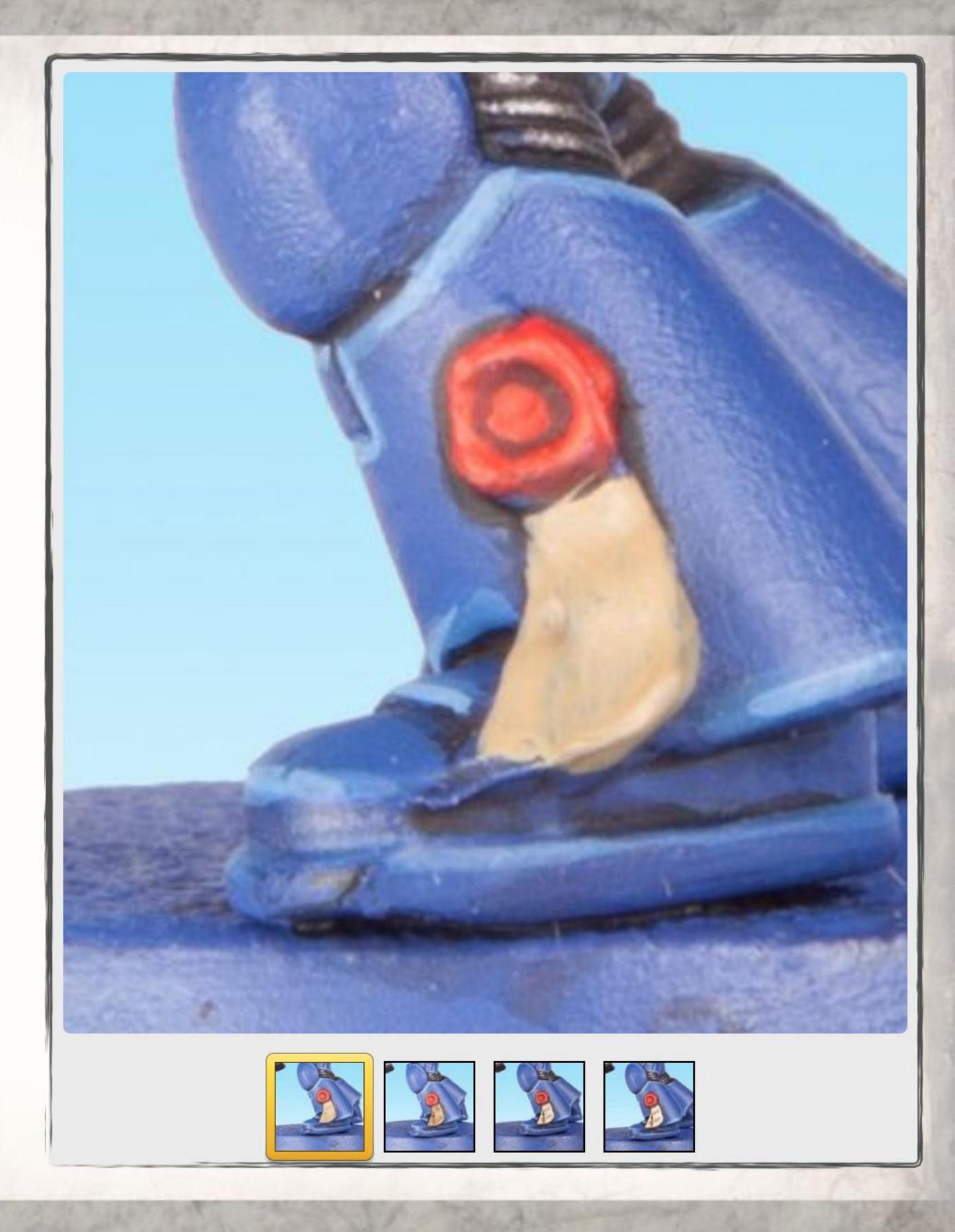


Evil Sunz Scarlet Detail Brush

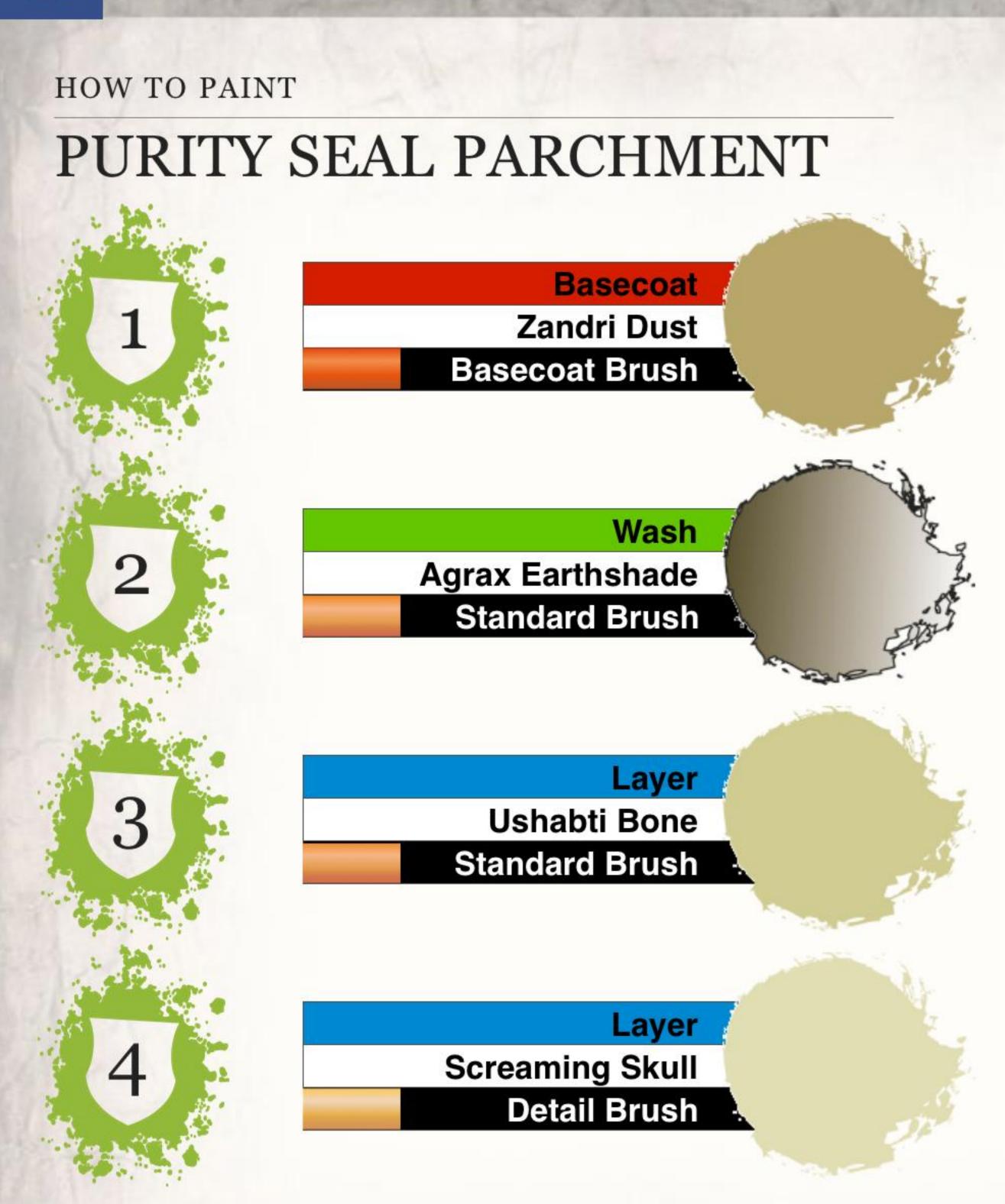


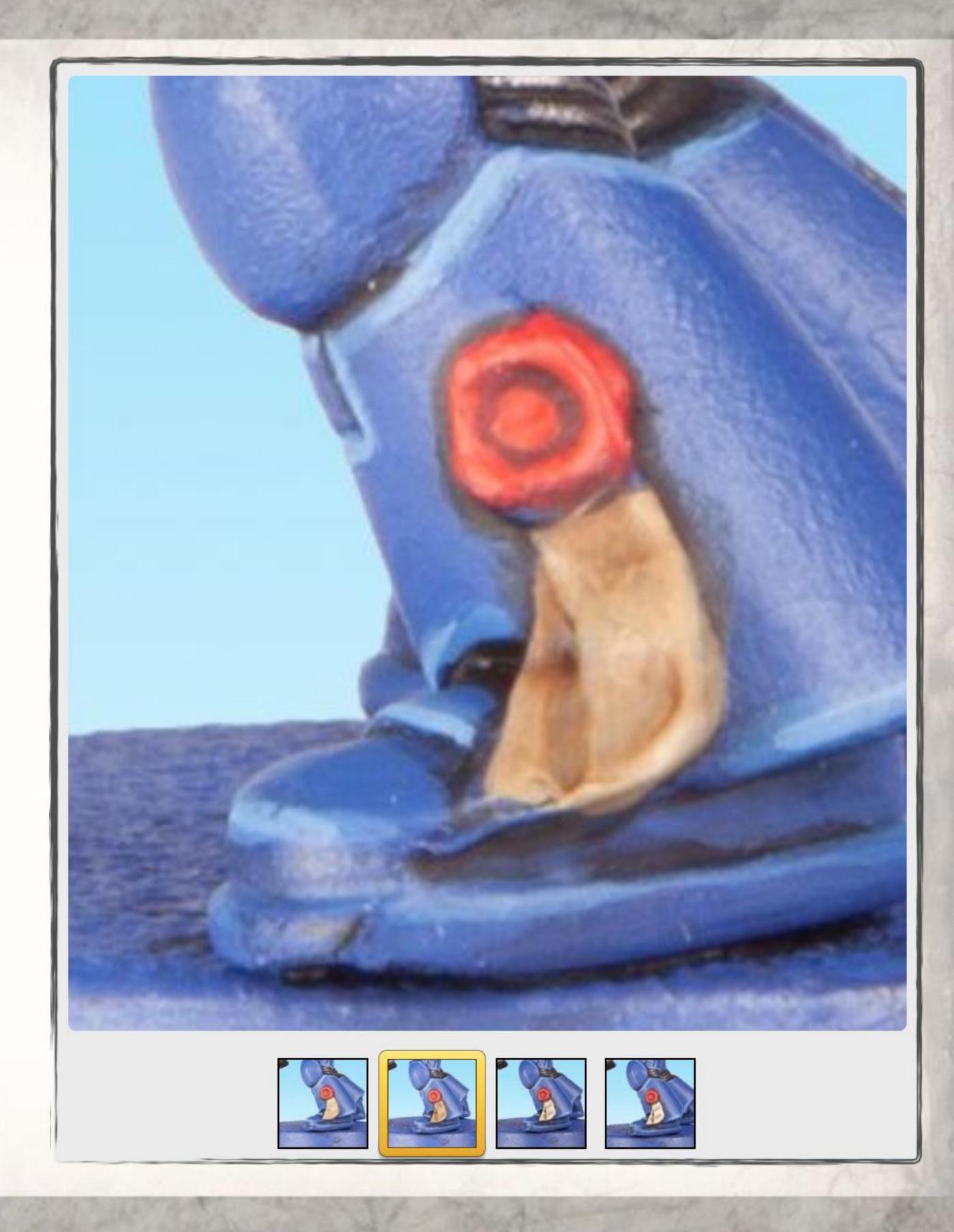


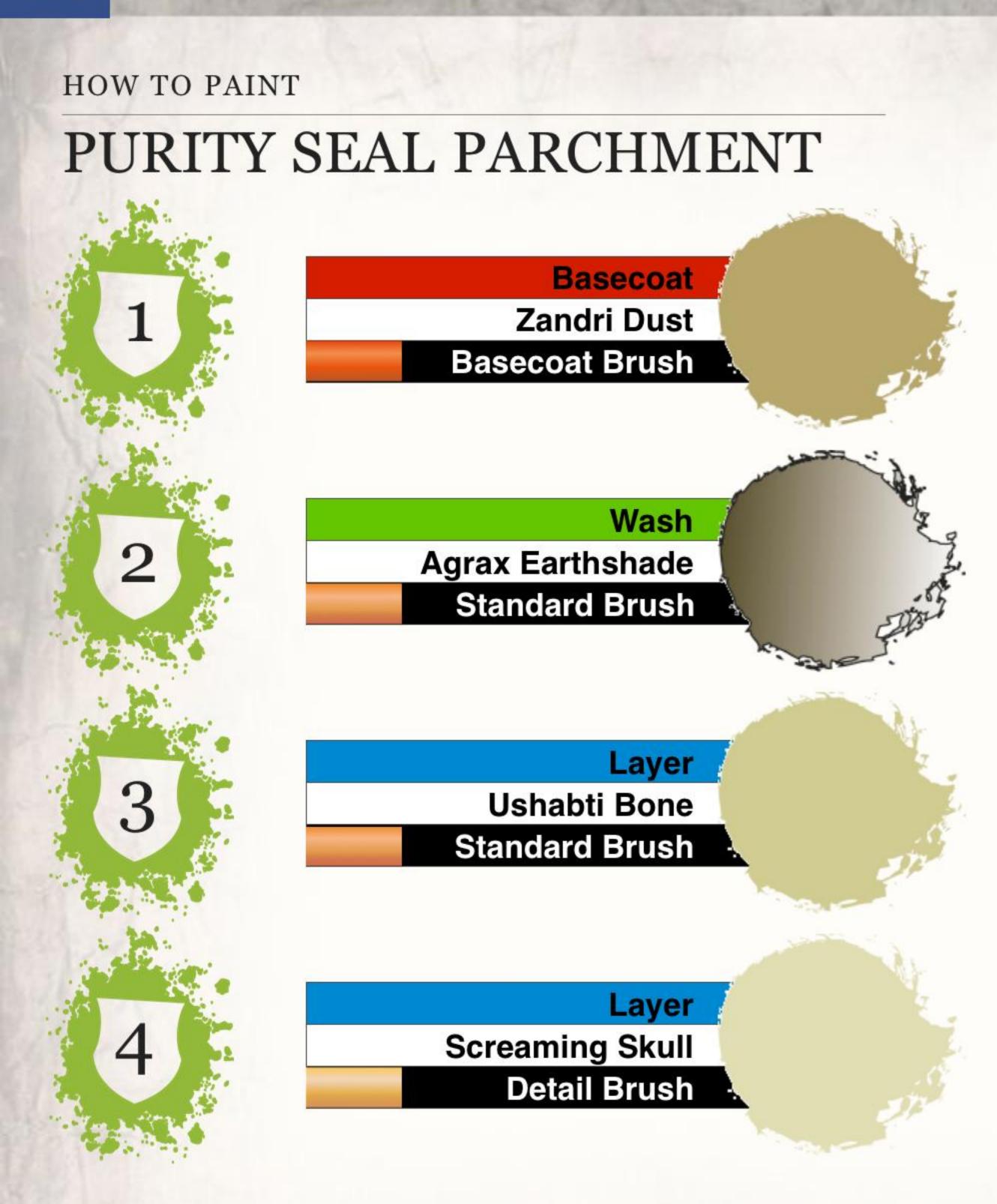


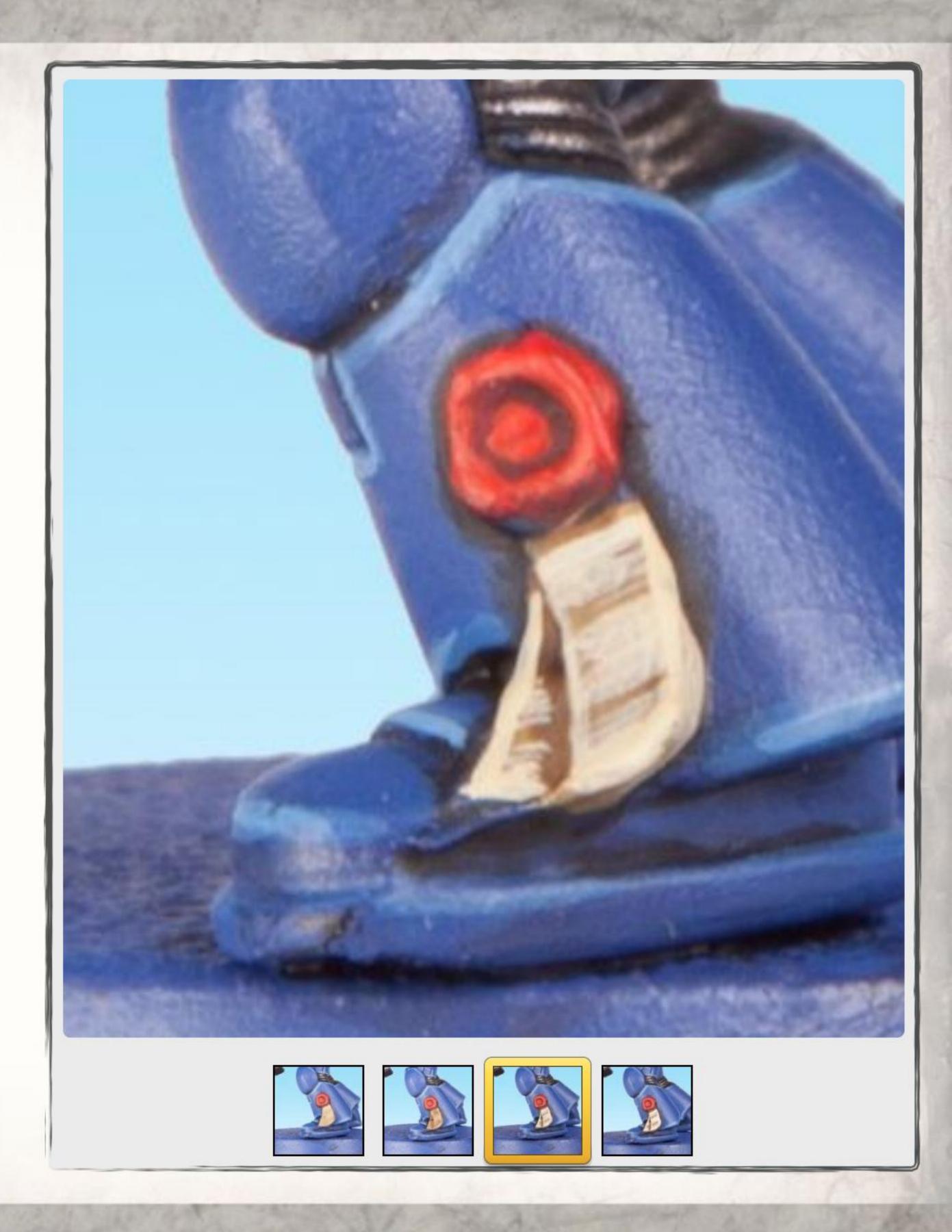


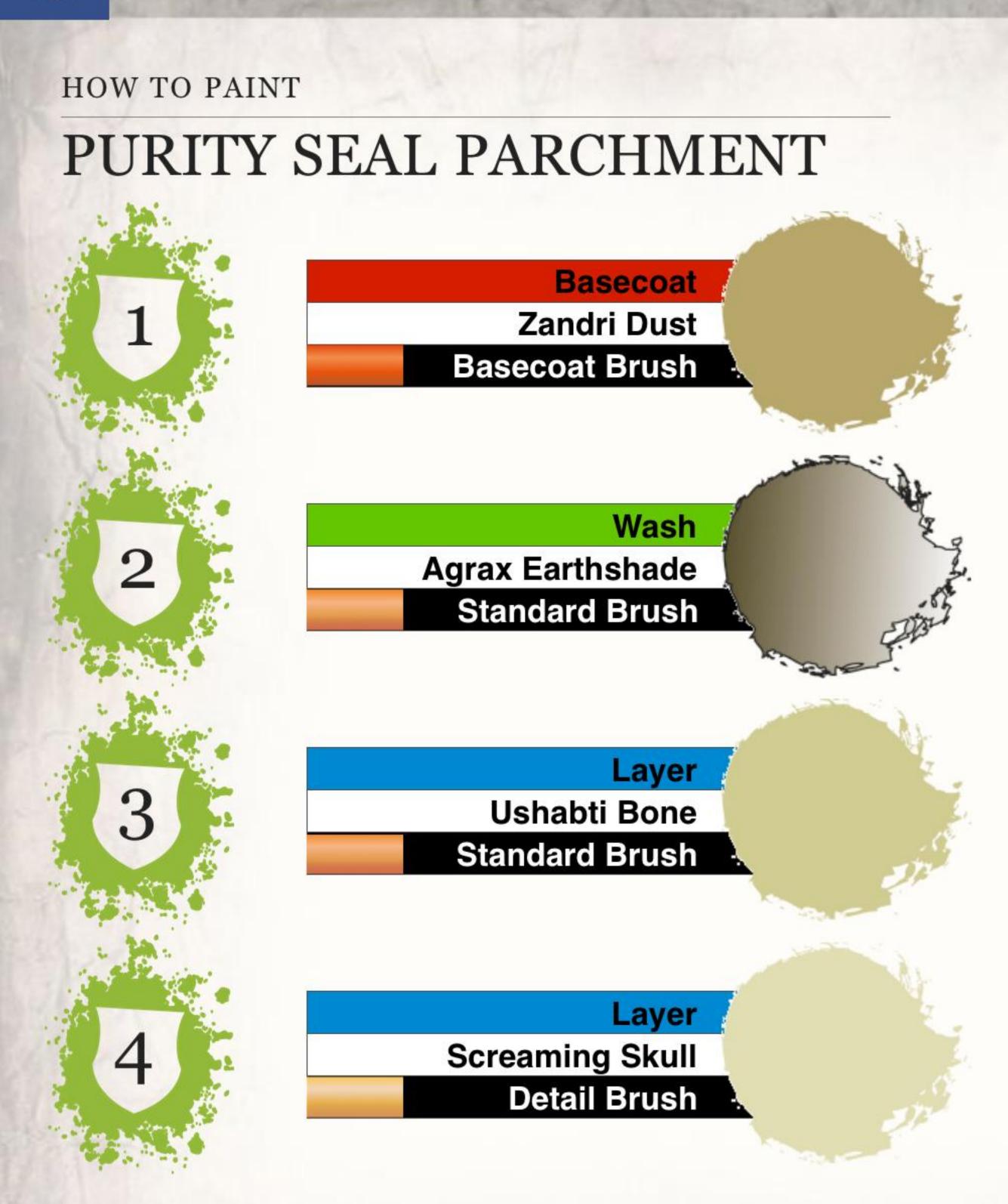
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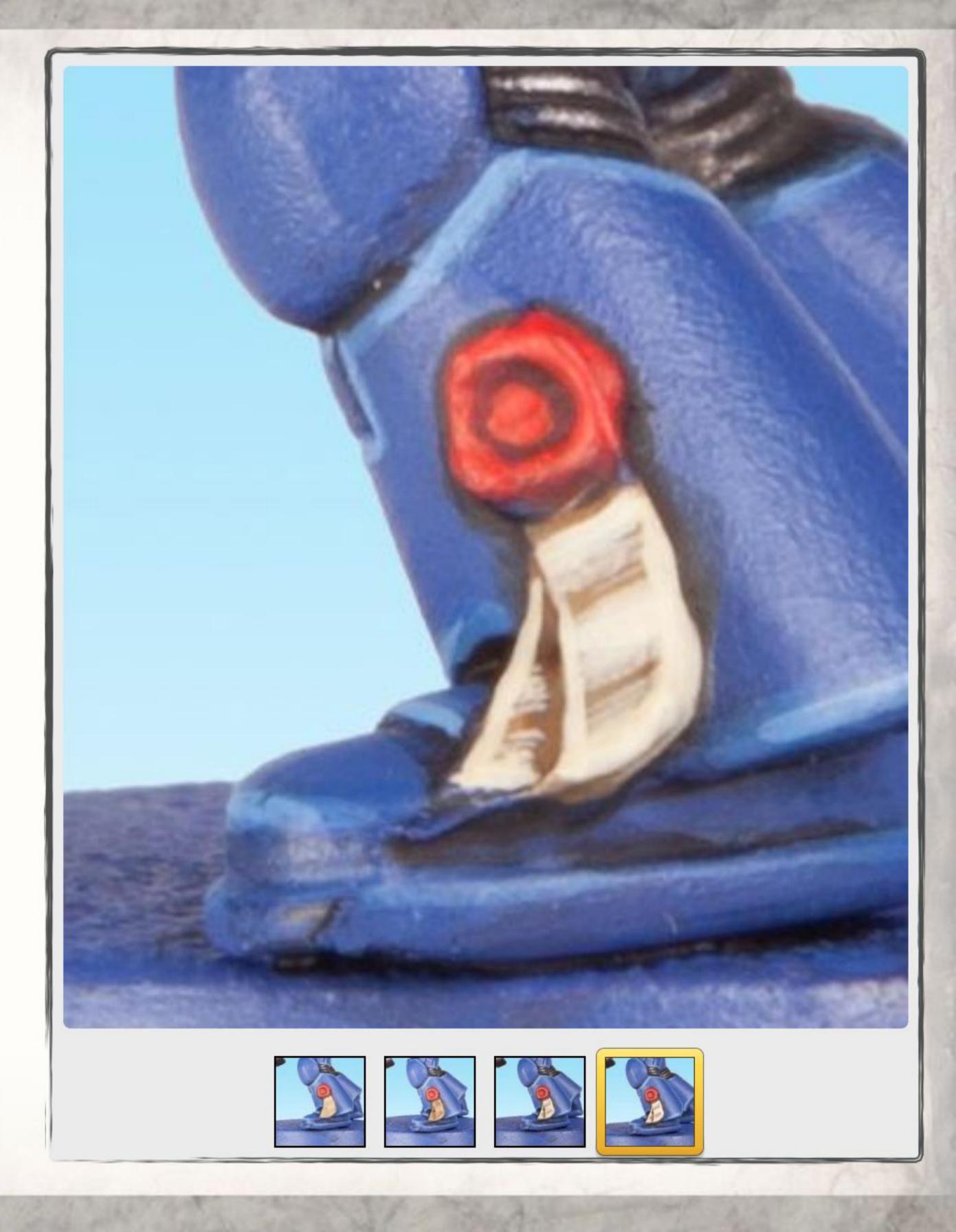












SPACE MARINE TACTICAL MARINE

FINISHING TOUCHES

Duncan: 'Remember I said that Space Marines are warrior-monks? Well, that's why I go to town on their gothic imagery and heraldic devices. I use White Scar to paint little squiggles on the larger armour plates, representing litanies of faith, and use transfers to apply all the correct iconography that is so sacred to Space Marines. Remember, when applying transfers, paint the area with Ardcoat first, then position the transfer, and finally seal the area with Lahmian medium.'

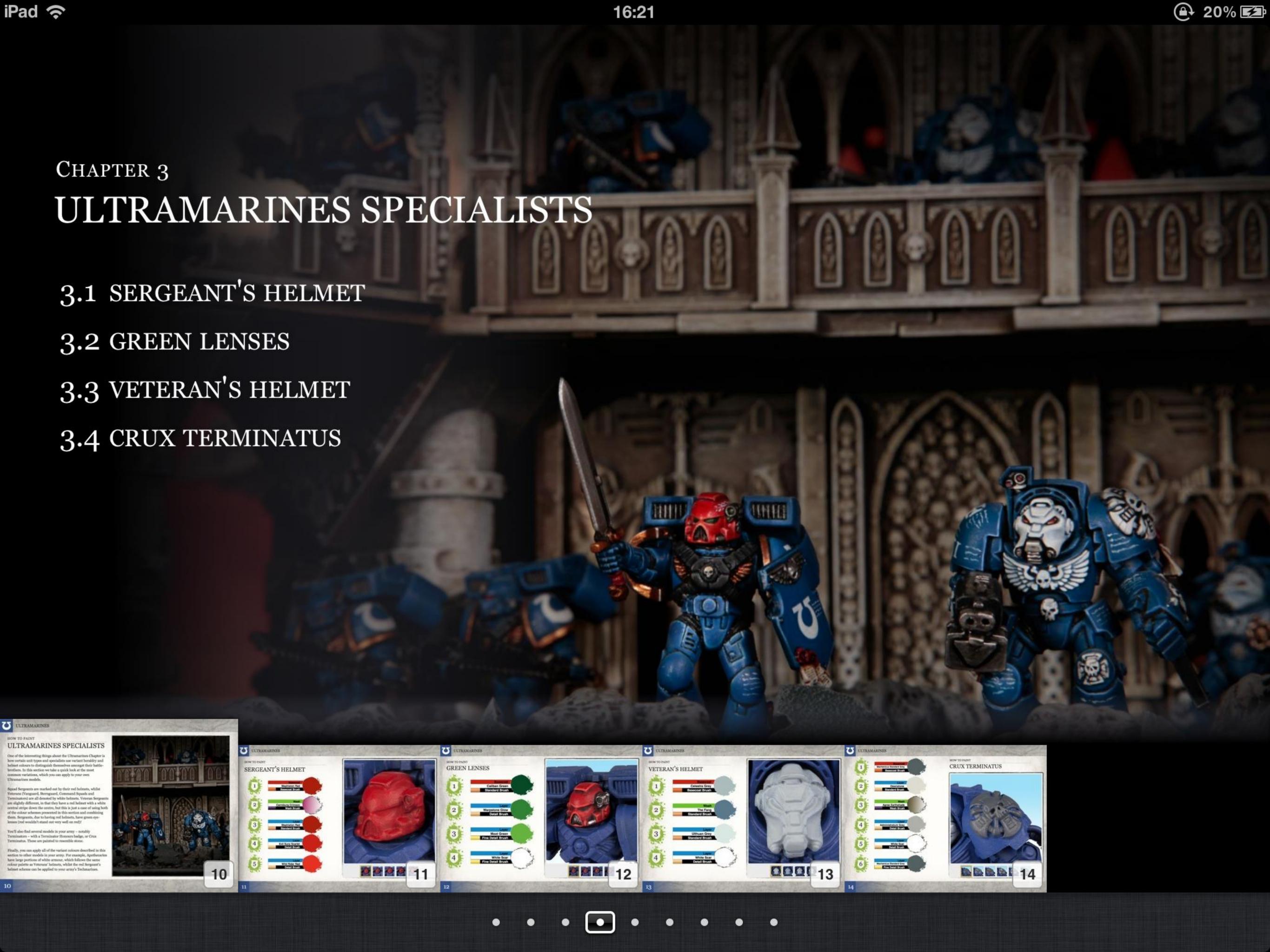












ULTRAMARINES SPECIALISTS

One of the interesting things about the Ultramarines Chapter is how certain unit types and specialists use variant heraldry and helmet colours to distinguish themselves amongst their battle-brothers. In this section we take a quick look at the most common variations, which you can apply to your own Ultramarines models.

Squad Sergeants are marked out by their red helmets, whilst Veterans (Vanguard, Sternguard, Command Squads and Terminators) are all denoted by white helmets. Veteran Sergeants are slightly different, in that they have a red helmet with a white central stripe down the centre, but this is just a case of using both of the colour schemes presented in this section and combining them. Sergeants, due to having red helmets, have green eyelenses (red wouldn't stand out very well on red)!

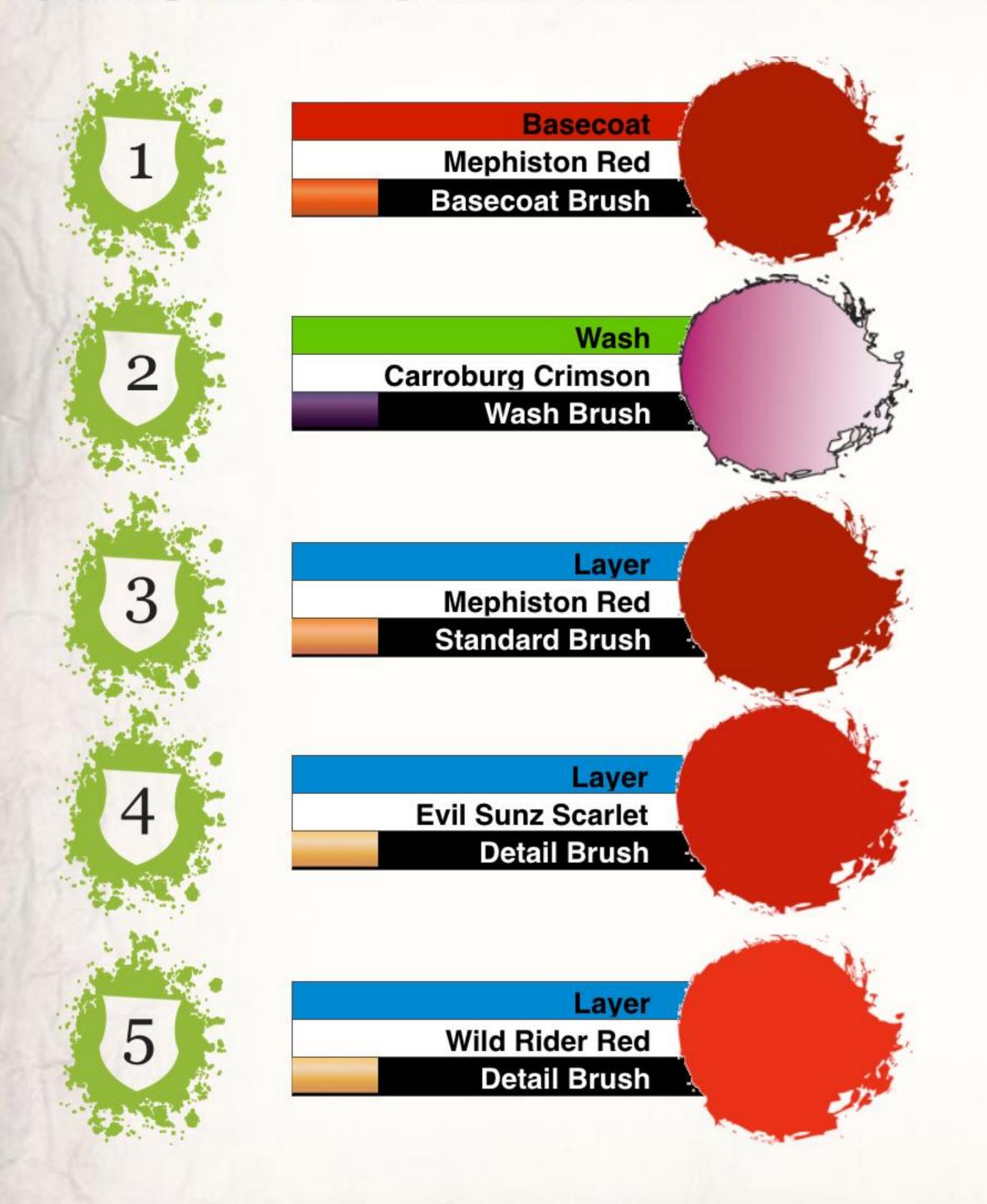
You'll also find several models in your army – notably Terminators – with a Terminator Honours badge, or Crux Terminatus. These are painted to resemble stone.

Finally, you can apply all of the variant colours described in this section to other models in your army. For example, Apothecaries have large portions of white armour, which follows the same colour palette as Veterans' helmets, whilst the red Sergeant's helmet scheme can be applied to your army's Techmarines.



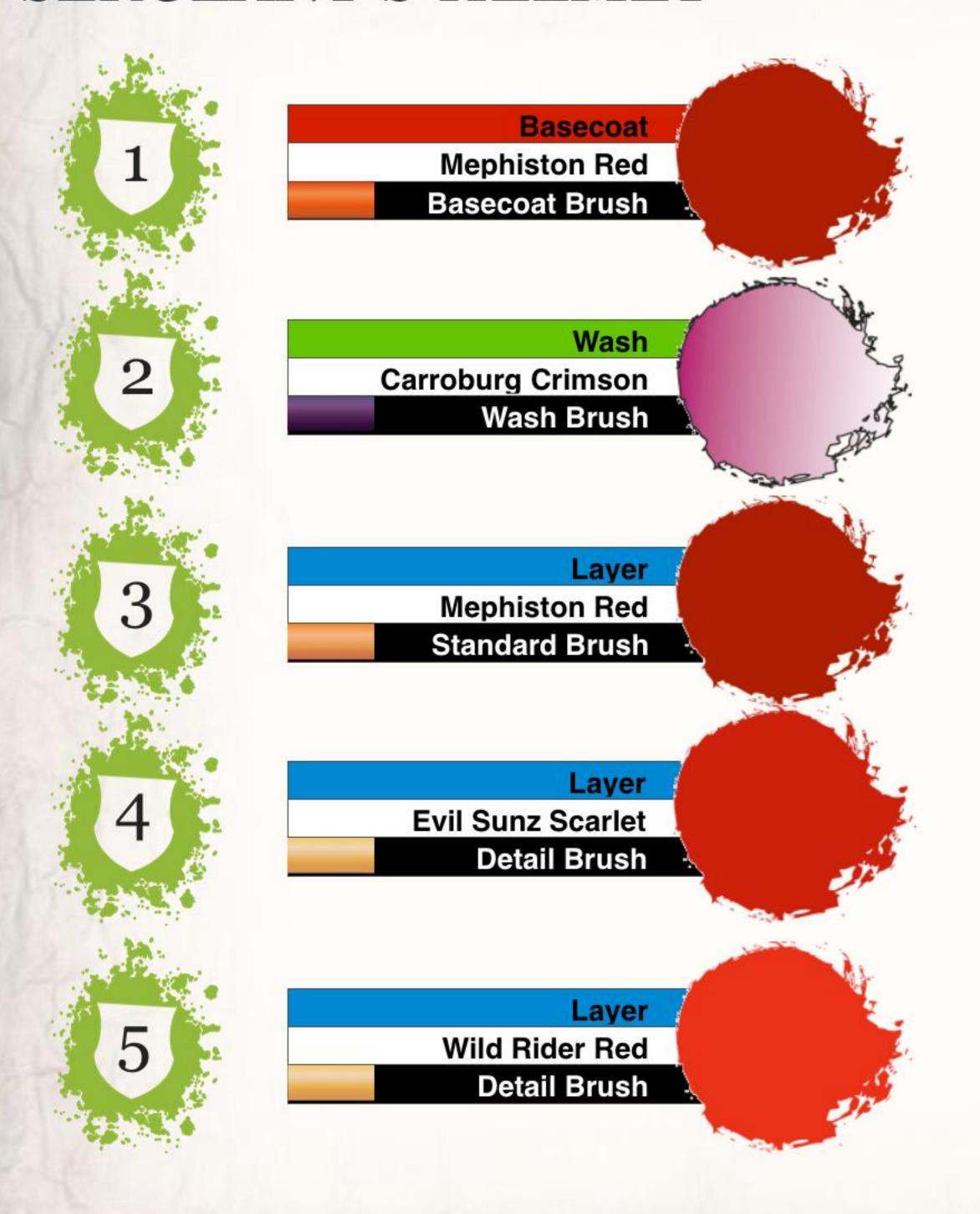


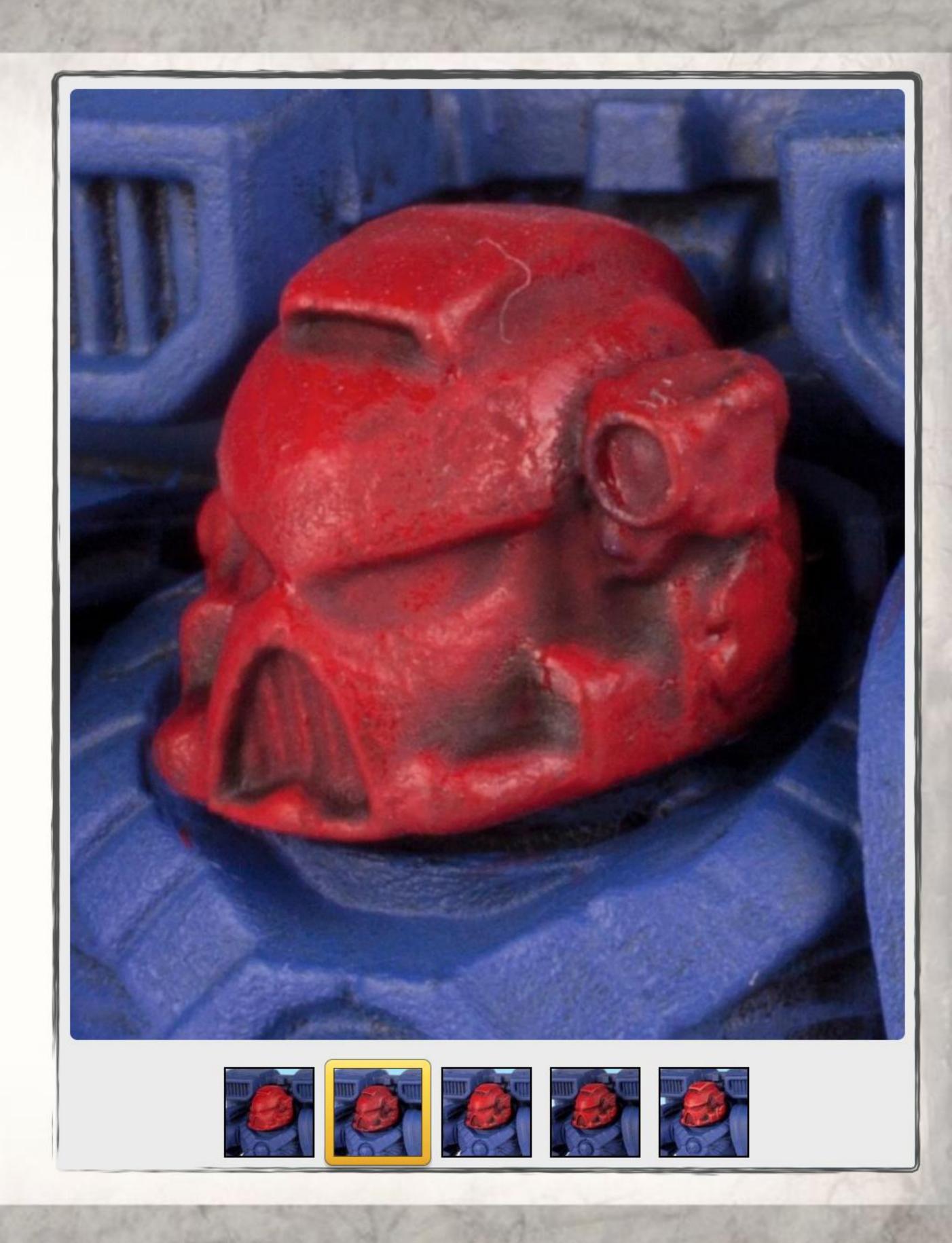






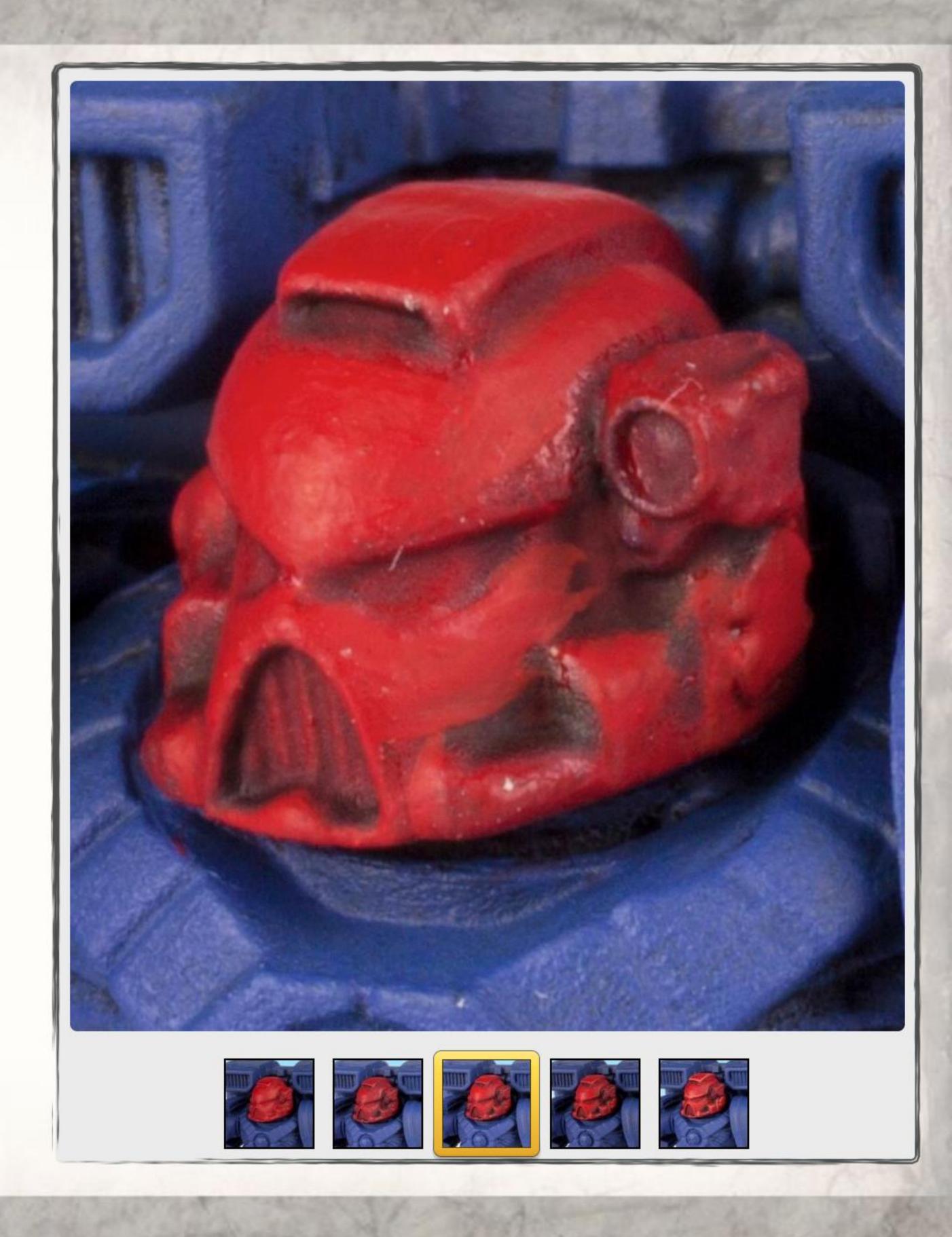






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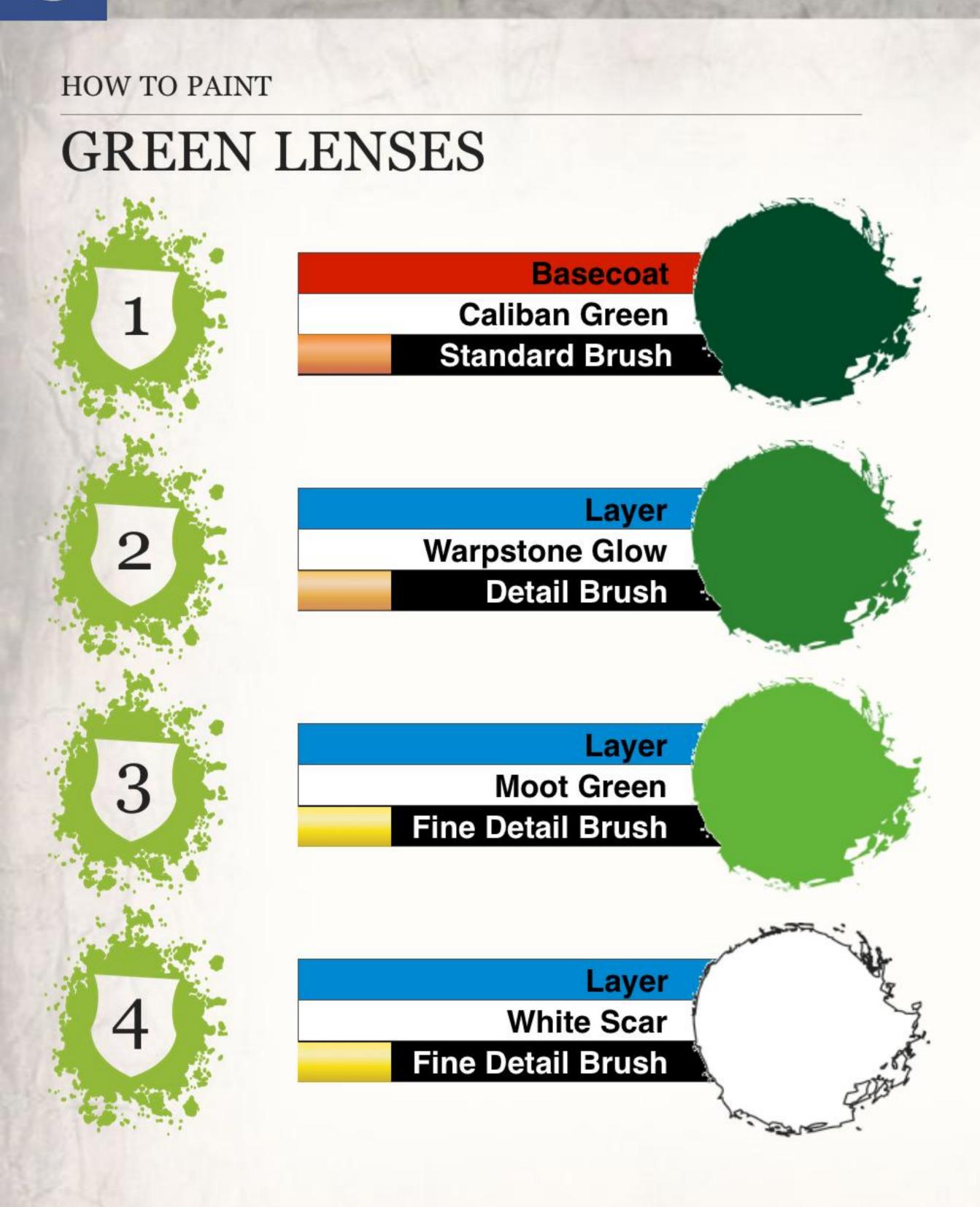




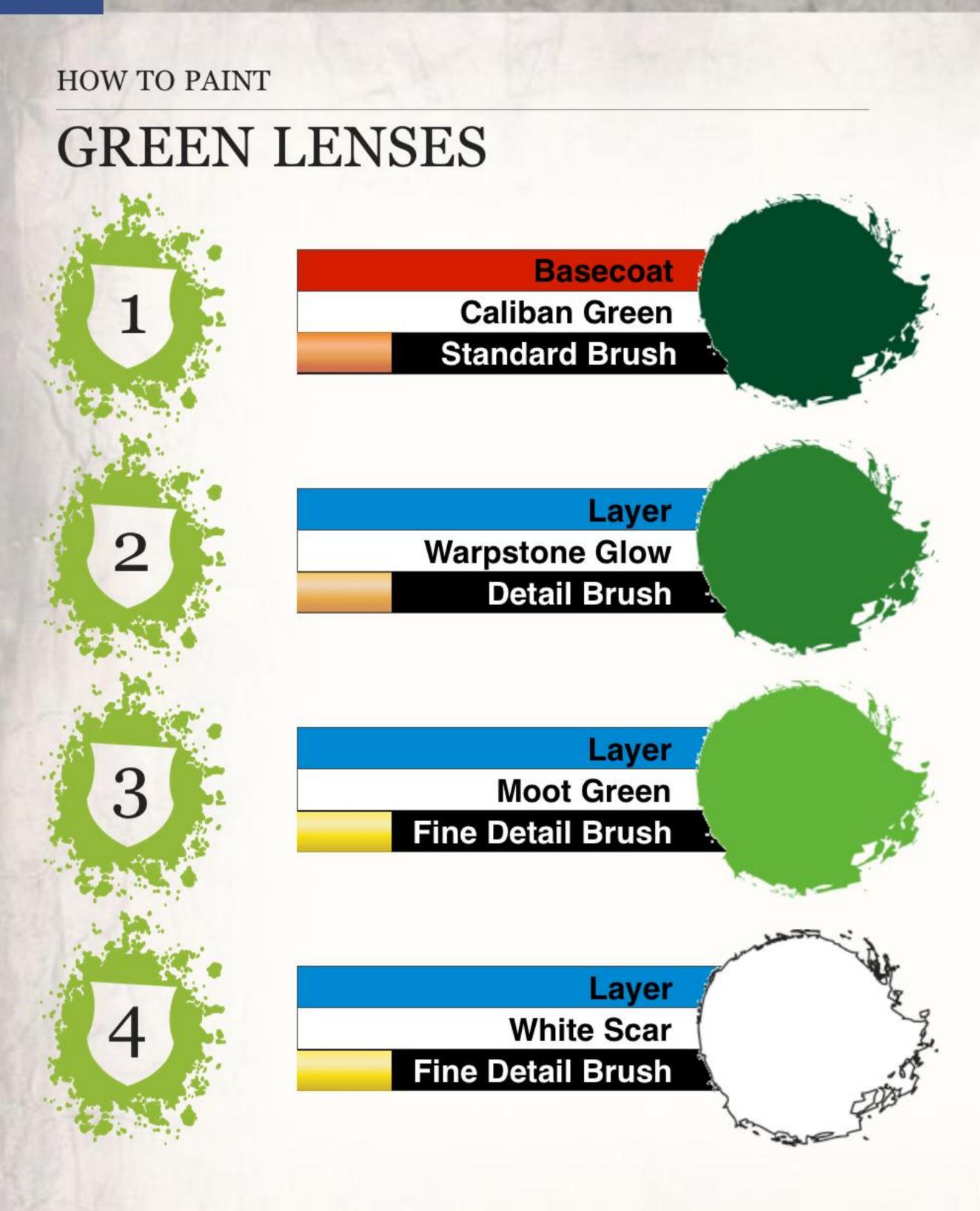


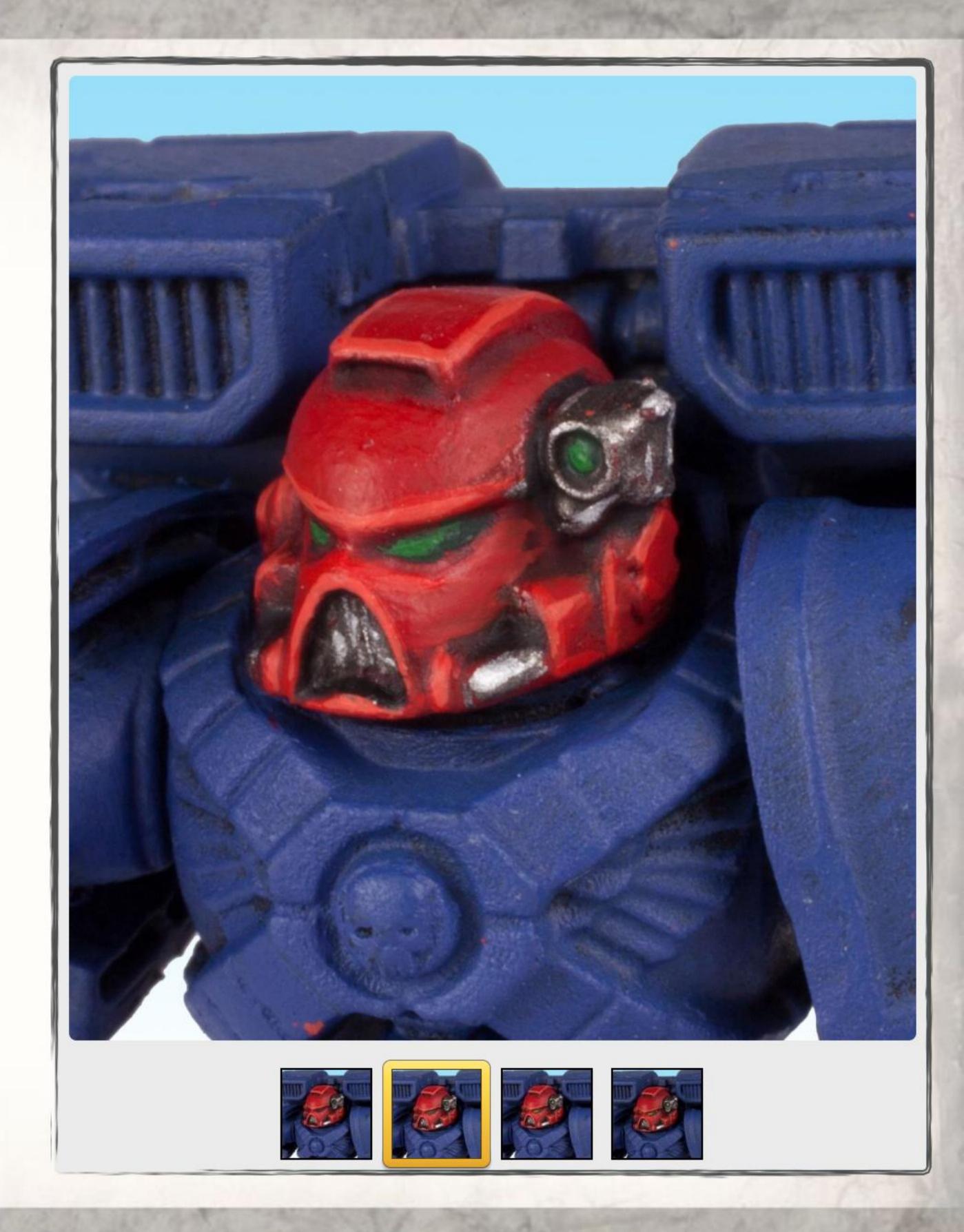




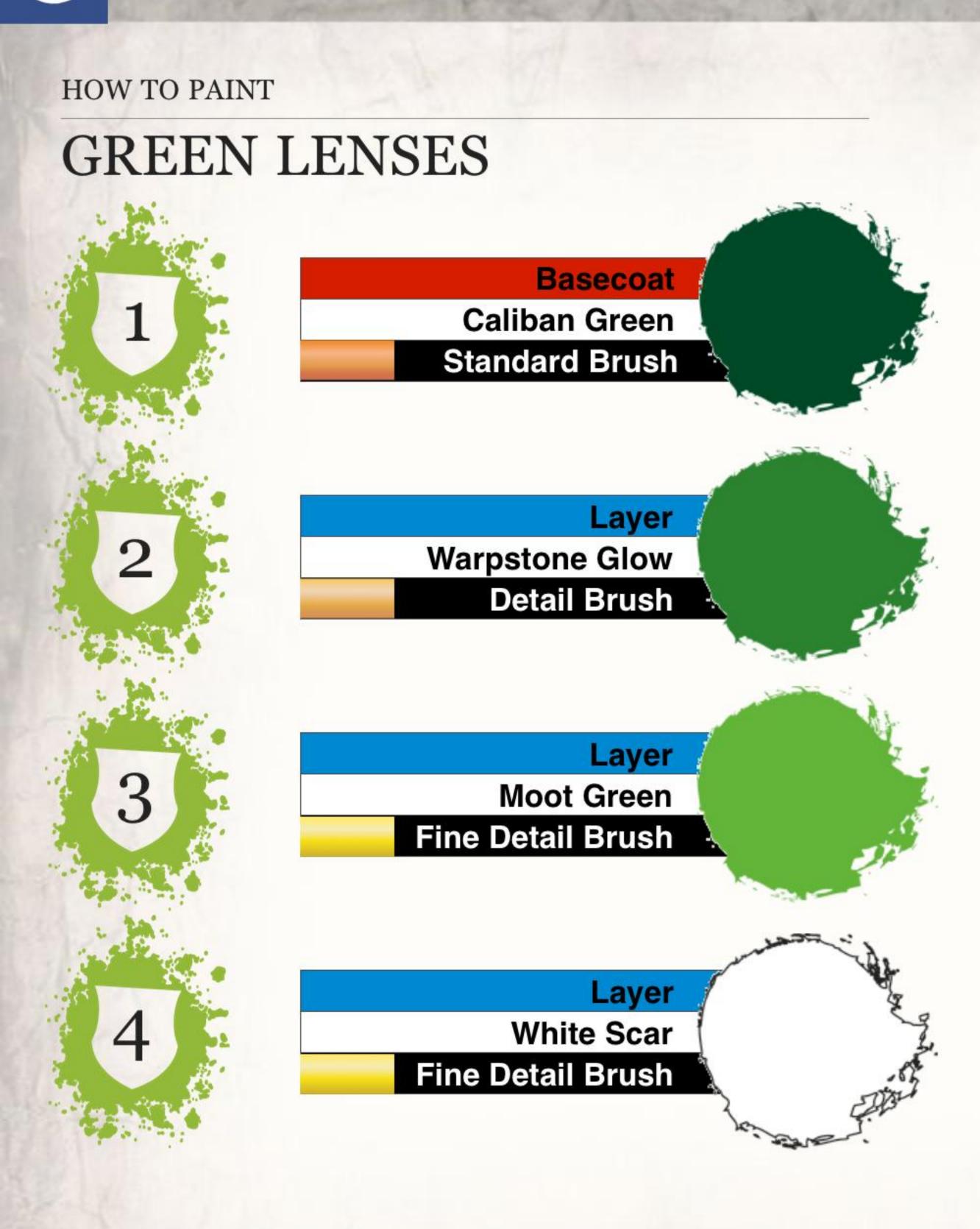








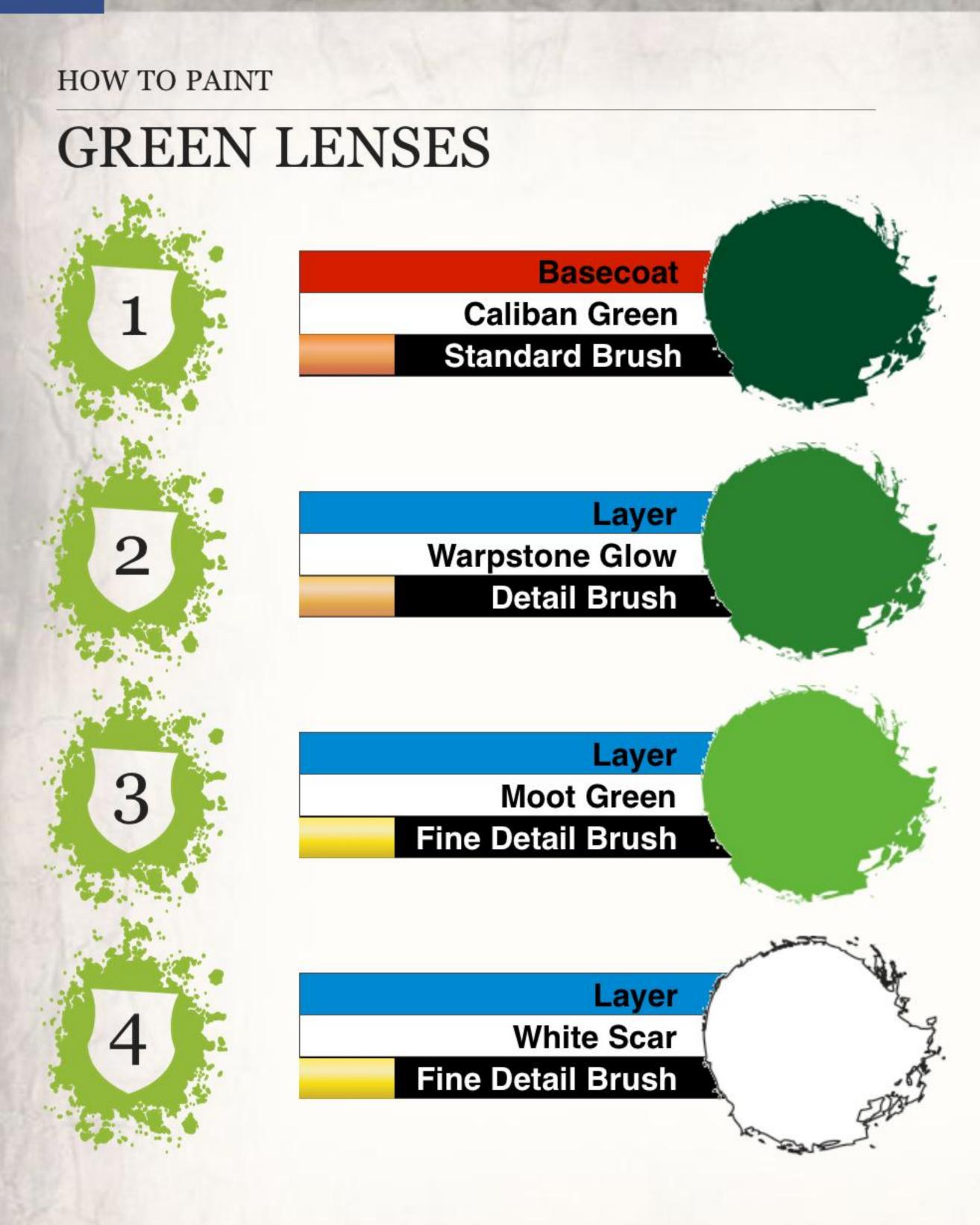
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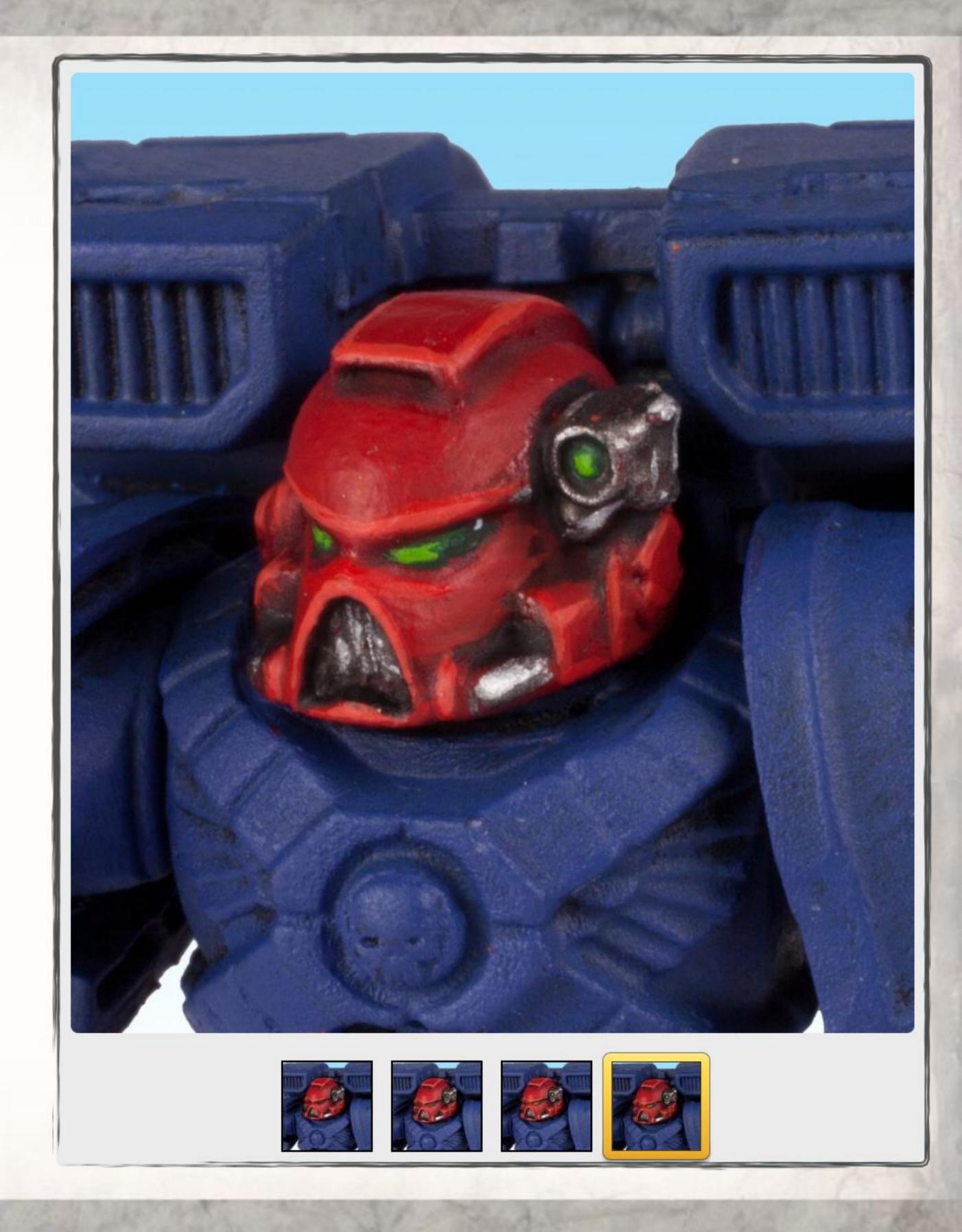




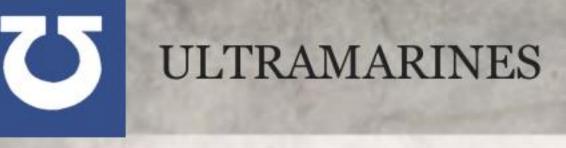


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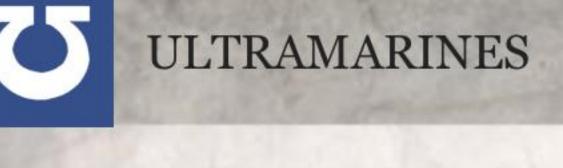


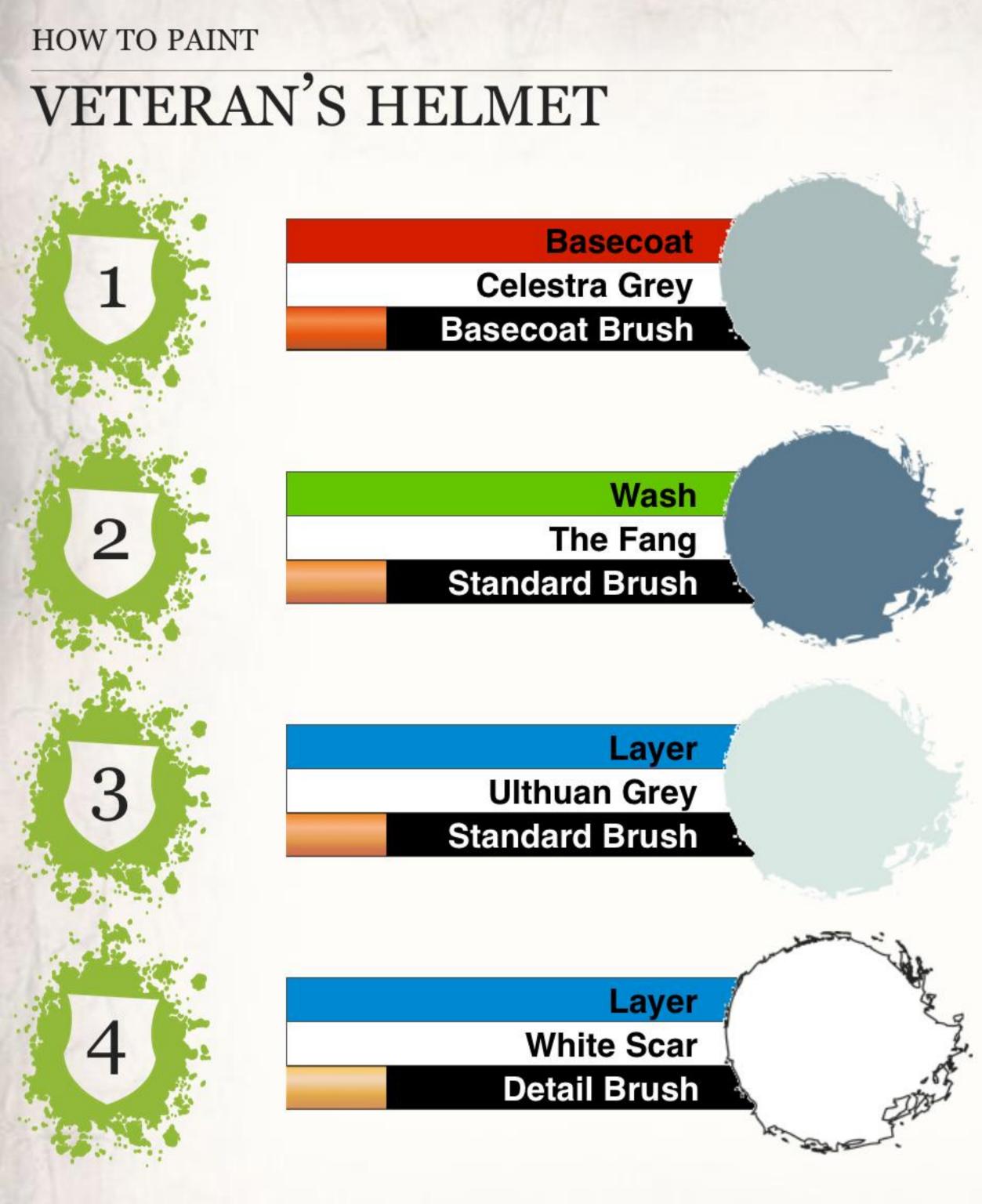
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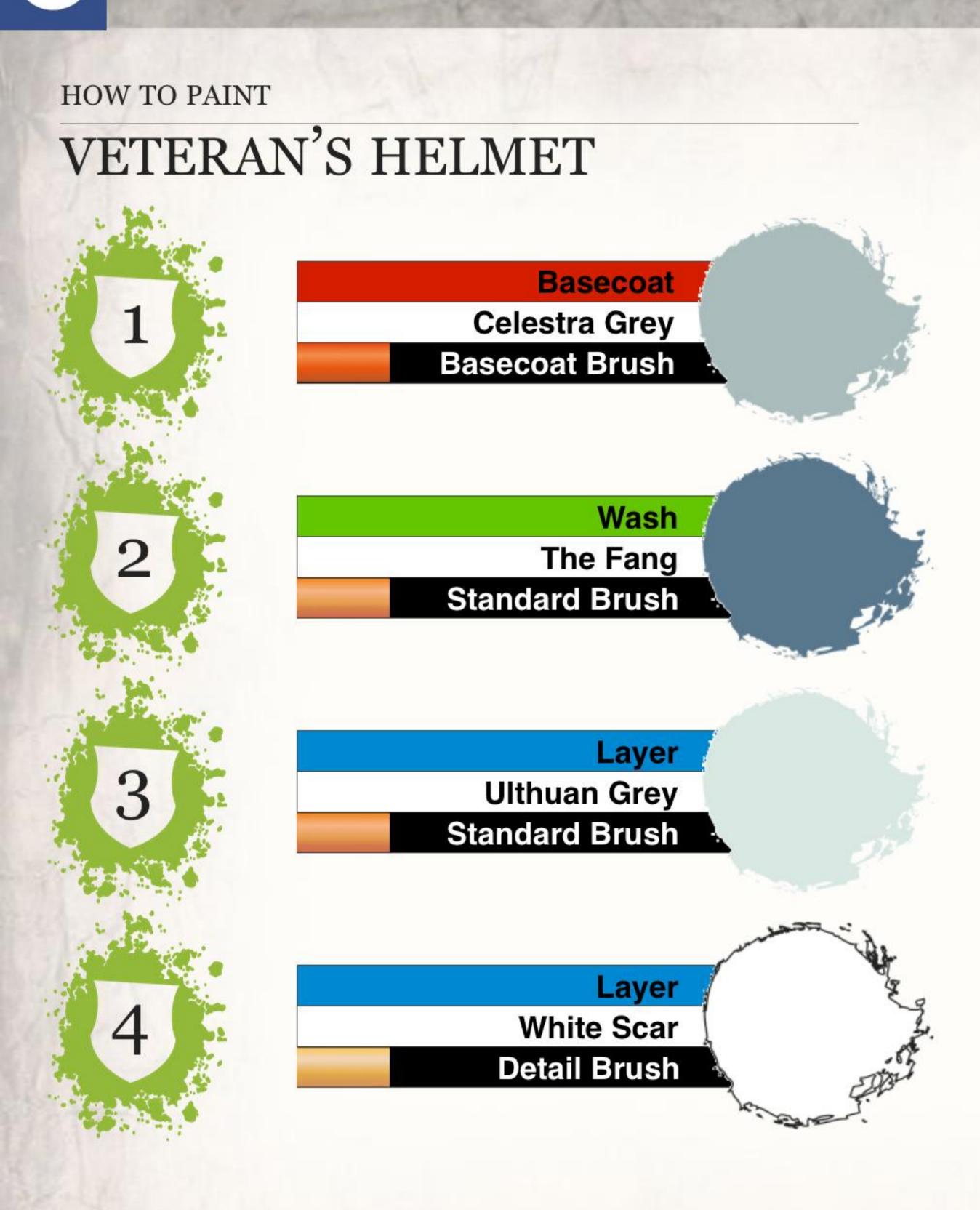










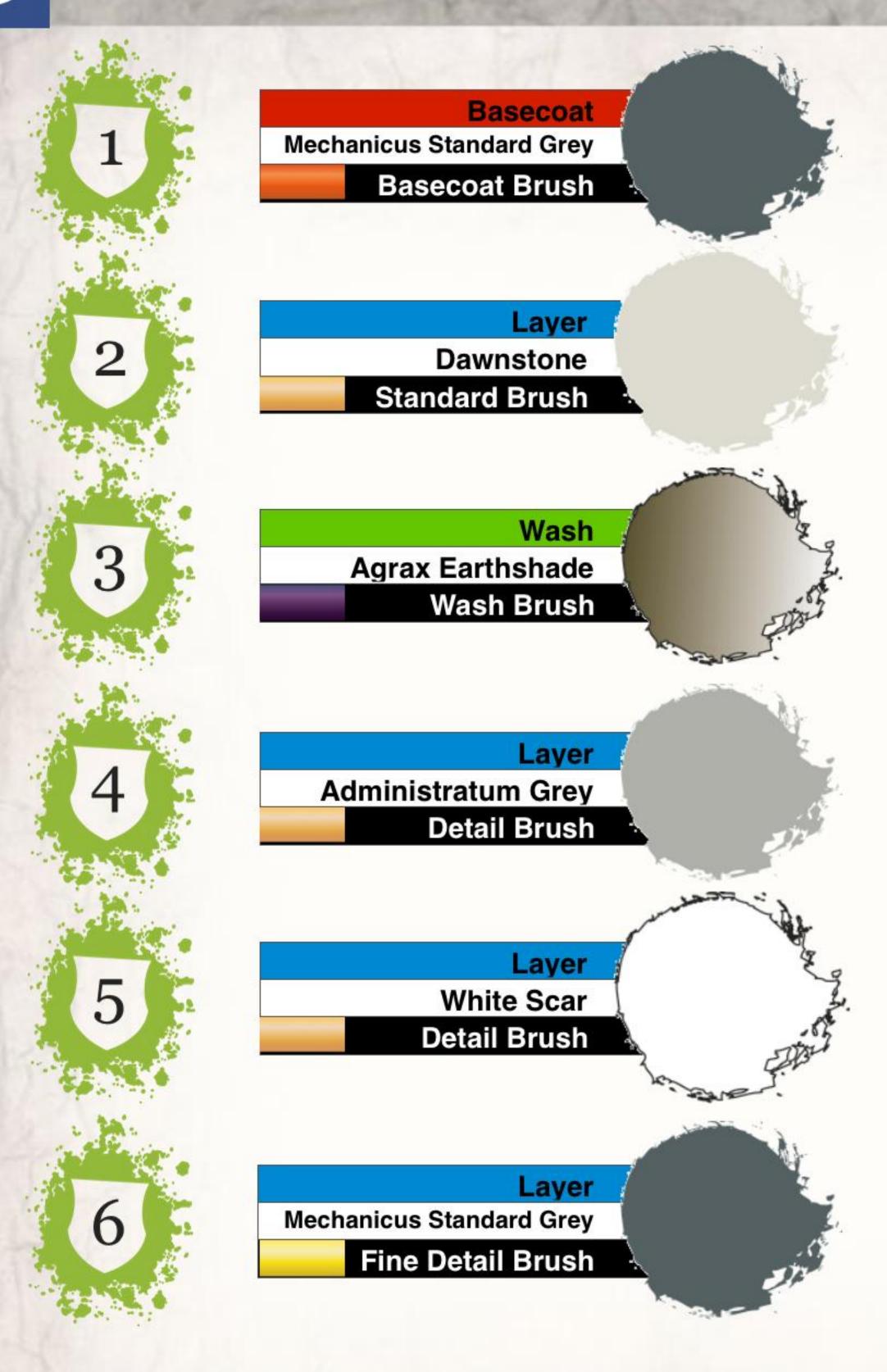








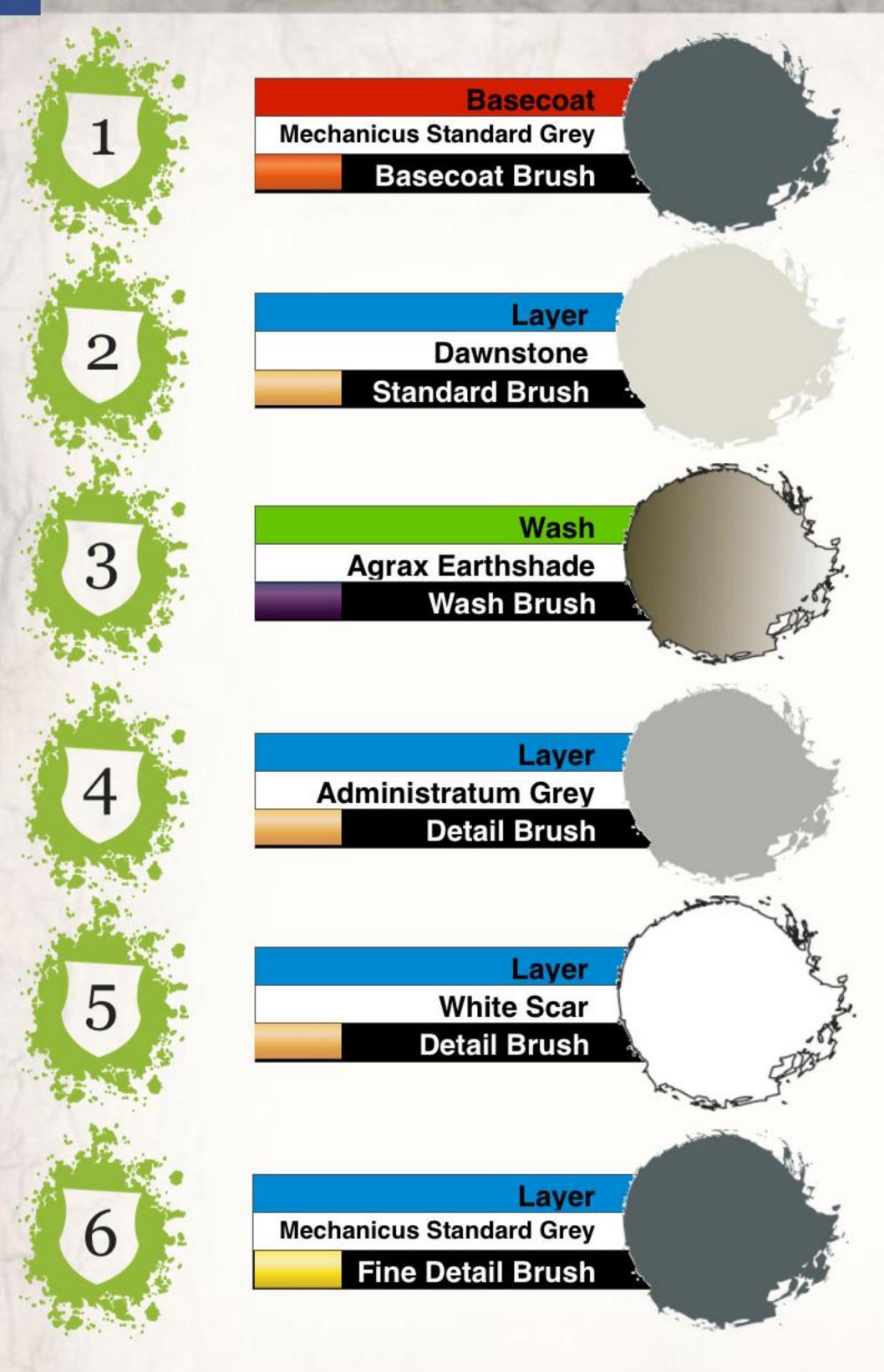






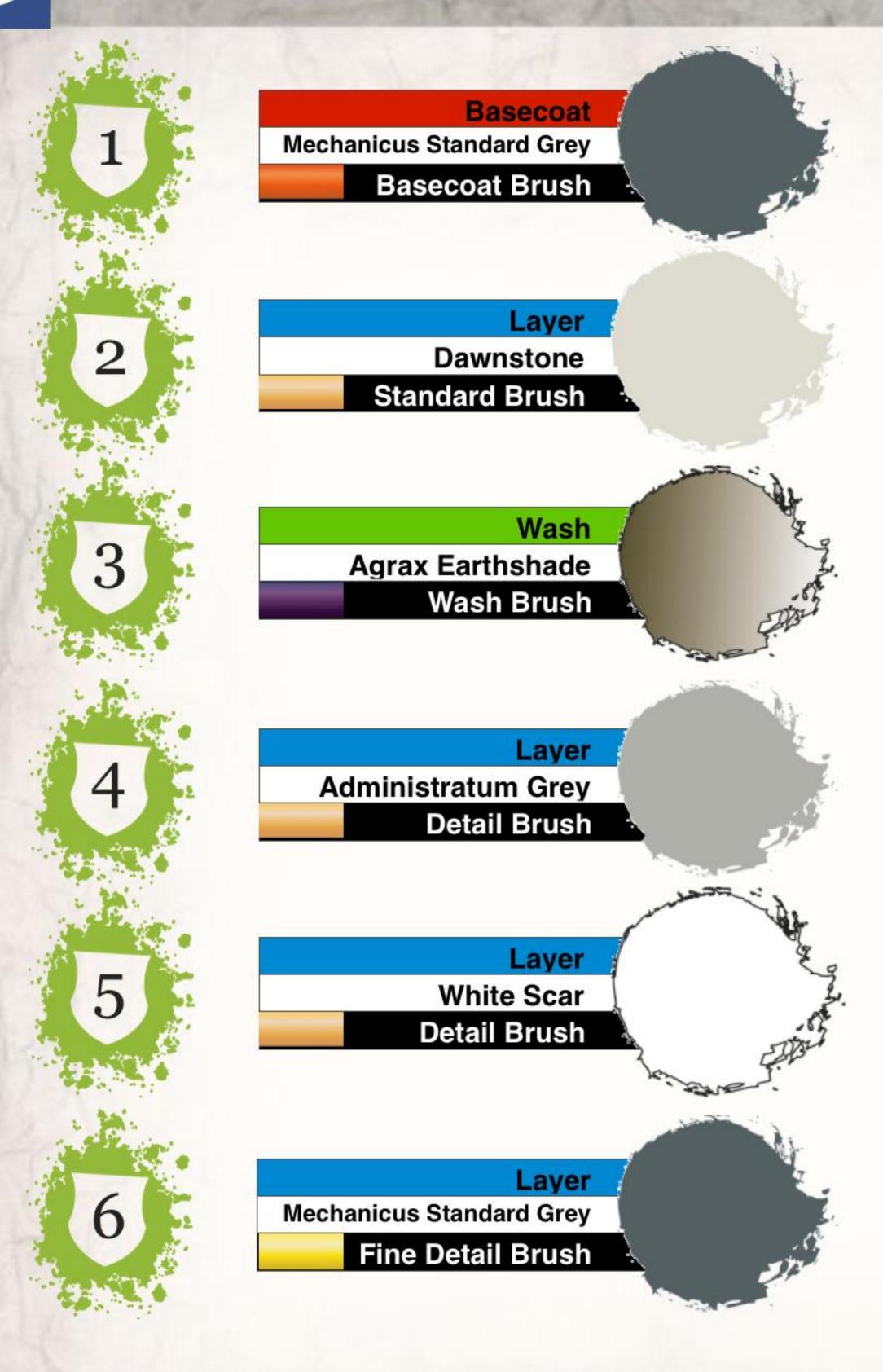
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ULTRAMARINES

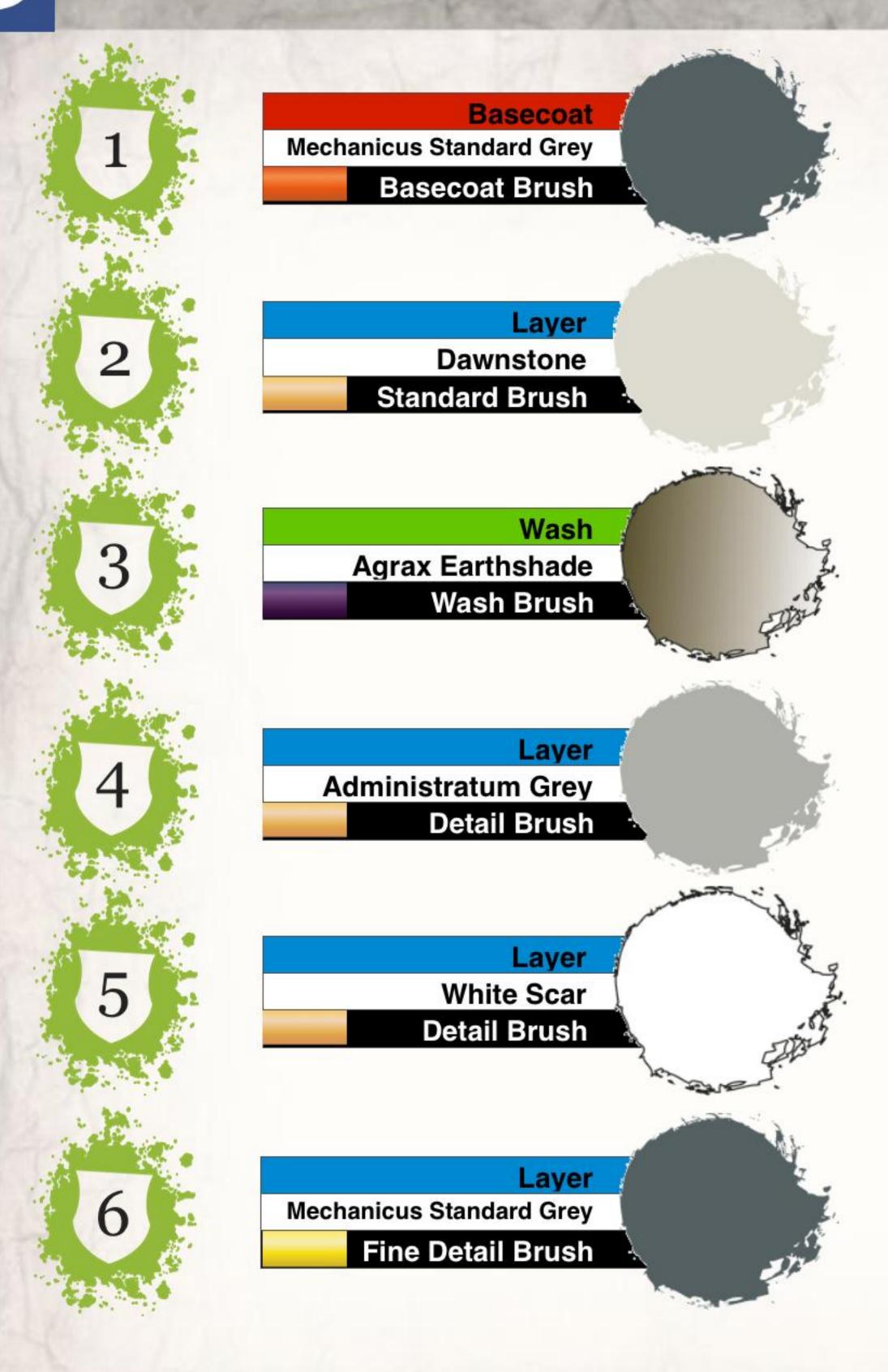


HOW TO PAINT

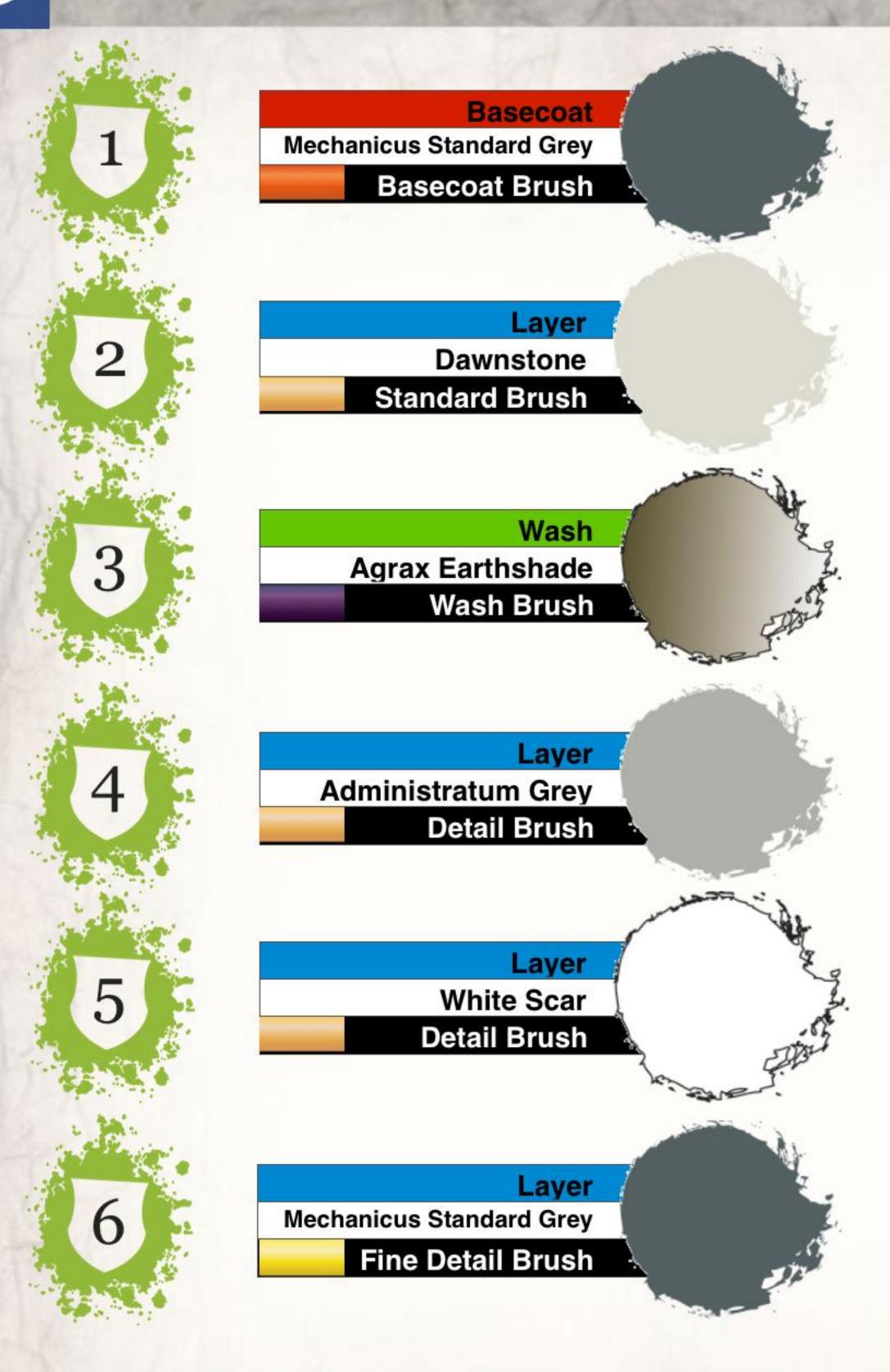




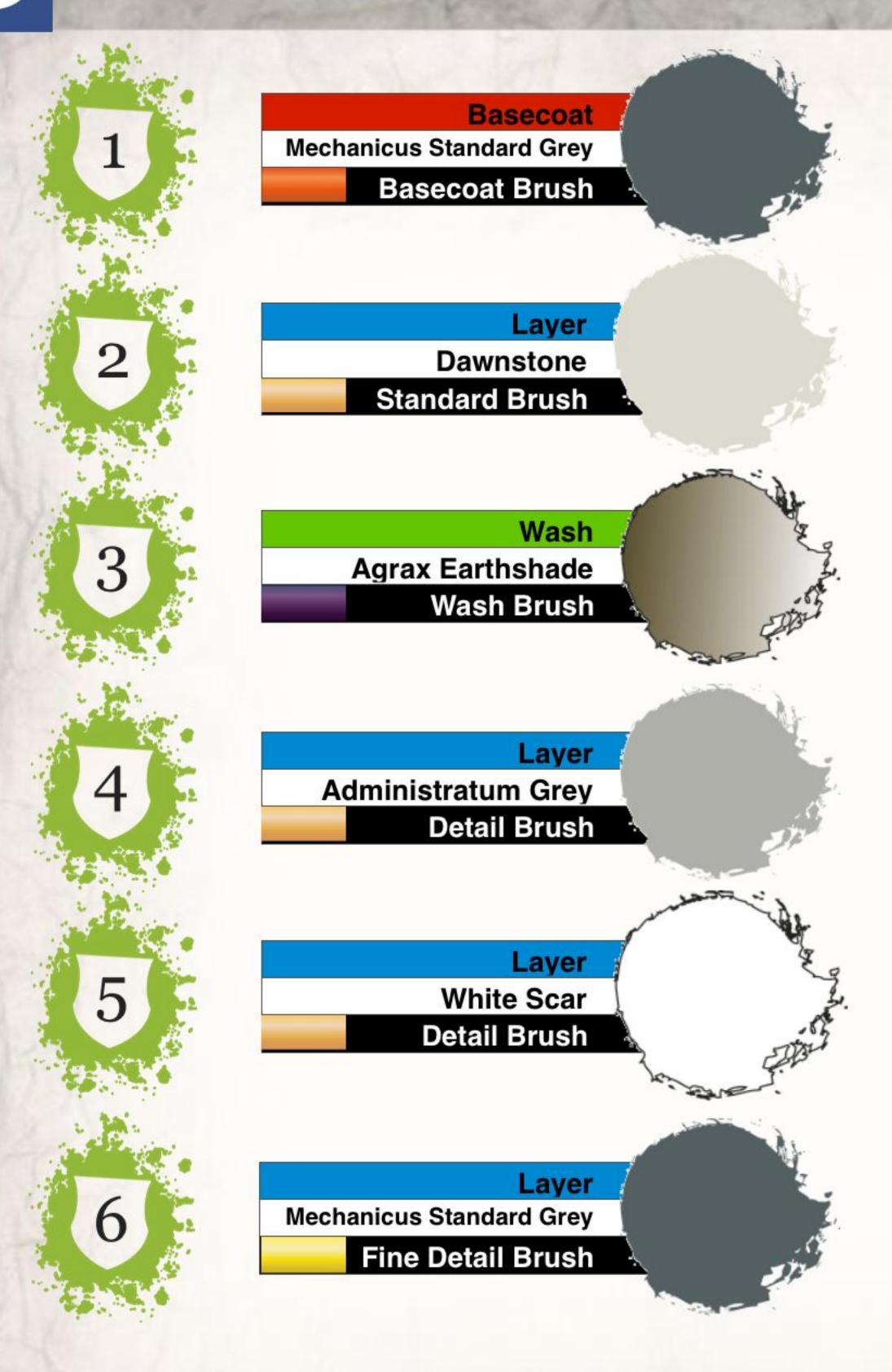














DREADNOUGHT

Duncan also painted this awesome Dreadnought for the Ultramarines army (He's been busy! – Ed). Then again, wild horses couldn't drag him away, as he loves Dreadnoughts the most.

Duncan: 'I'm a big fan of Dreadnoughts – what's not to like? – and I really enjoy painting them as a reward for finishing my core Space Marine units.

'Dreadnoughts are large models with lots of detail and sharp angles, and therefore they lend themselves well to washing and drybrushing. These techniques are notoriously messy, and so I stick the model together in "sub-assemblies" first (see the next page). That way I can keep the blue armour and metallic areas mostly separate while I get the messy stages out of the way.

'Unlike the Space Marines' power armour, I apply the wash really liberally to the Dreadnought, and tidy it up with the base colour afterwards.

'At the end of the process, even after applying transfers, I paint on the battle-damage in the form of paint chips and scratches. By painting these little details over the transfers, you can disguise the "joins" and tie the whole model together.'

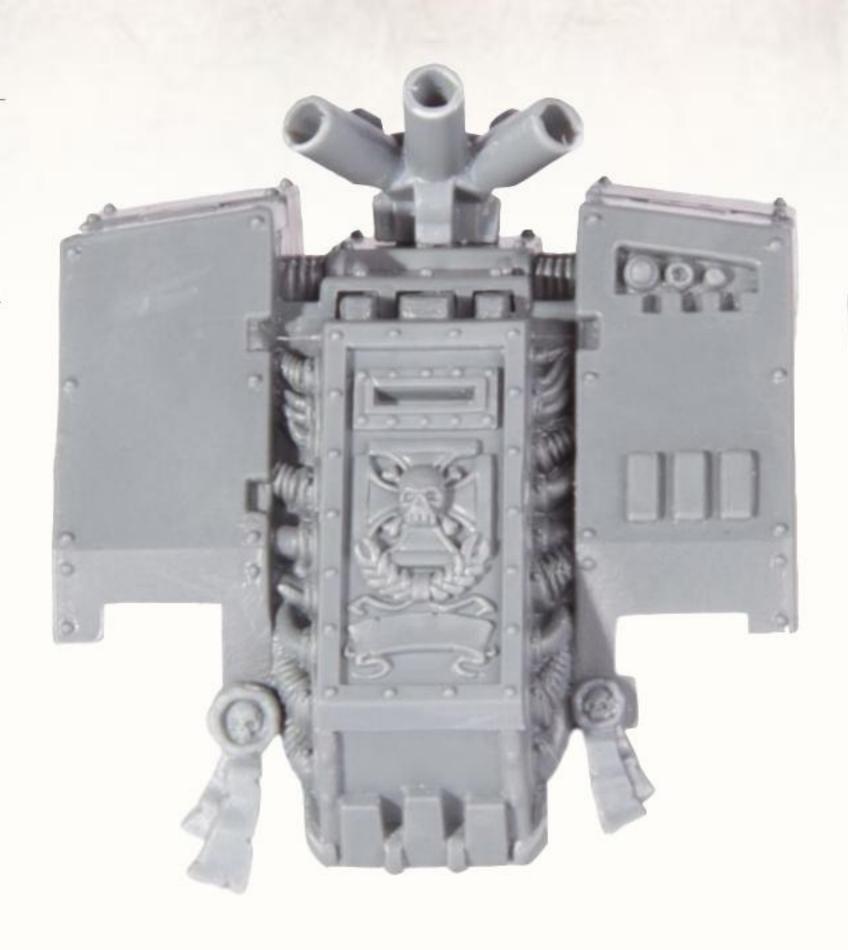


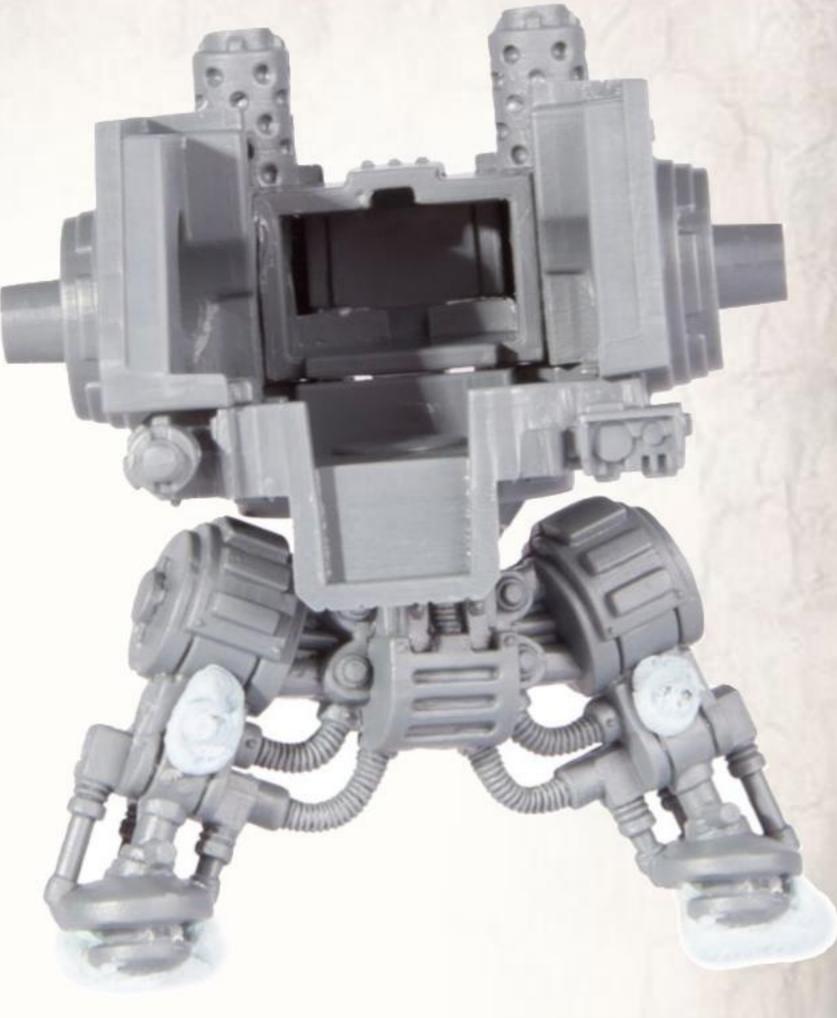
ULTRAMARINES DREADNOUGHT

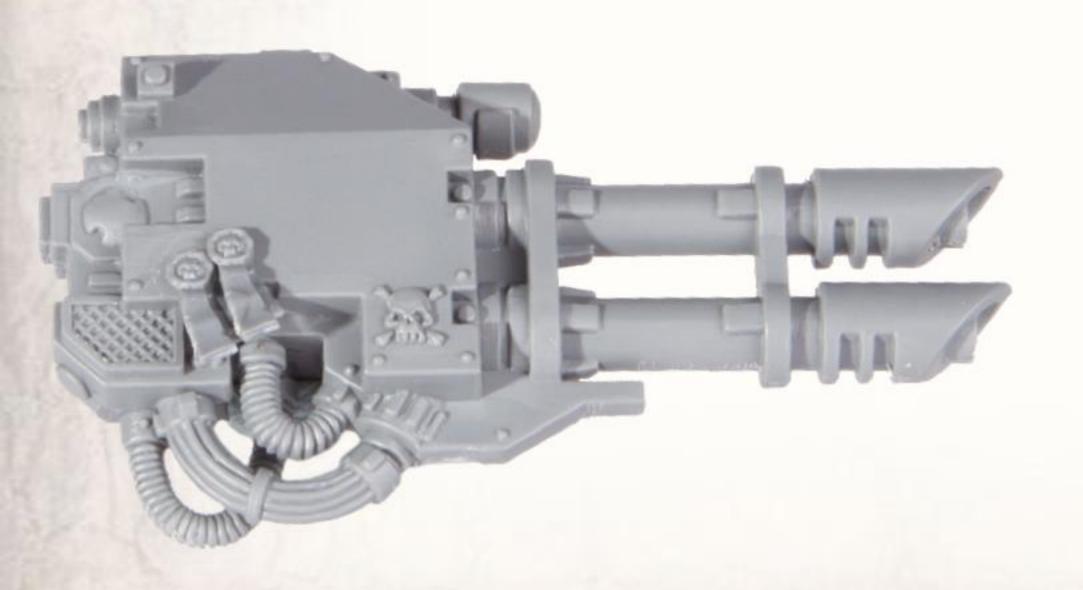
SUB-ASSEMBLIES

Duncan always assembles his Dreadnoughts in stages, as shown here, so that he can basecoat, wash and drybrush the main areas of the model without fear of ruining his earlier paint work. As he works on the whole model at once, moving between metallic and non-metallic areas freely, he keeps two pots of water handy, so as not to get metallic flakes on his nice blue armour!

Finally, you'll notice that Duncan sticks adhesive putty to the joints of the model, so that when he comes to stick the whole thing together he can work on the pose before he commits glue to the Dreadnought.















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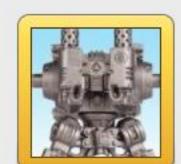
Basecoat Leadbelcher **Spray Gun**

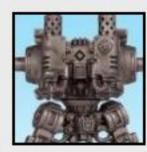


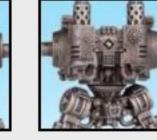




















Basecoat
Leadbelcher
Spray Gun

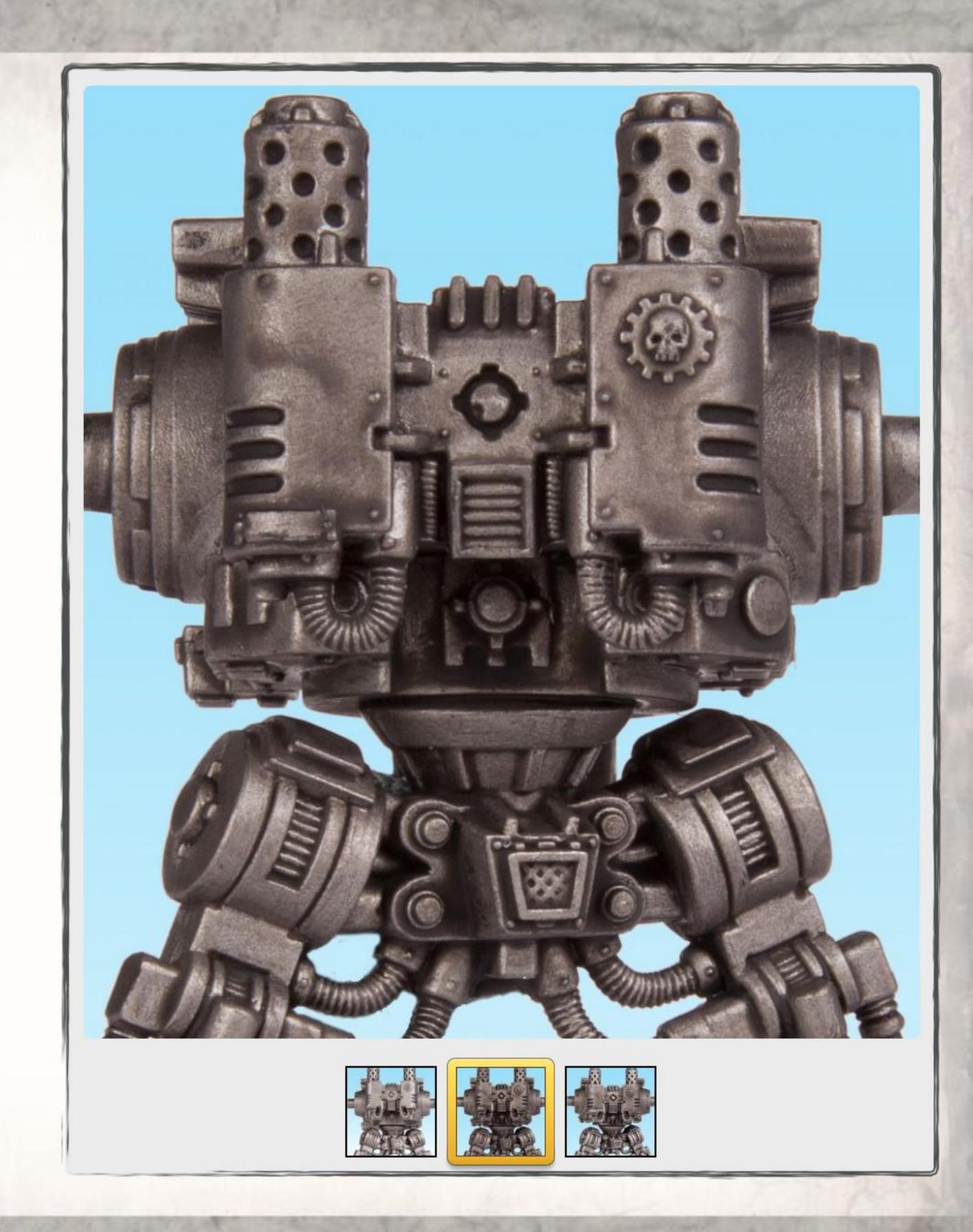


Wash Nuln Oil Wash Brush



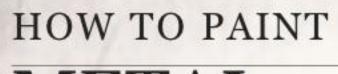
Necron Compound

Medium Drybrush





ULTRAMARINES







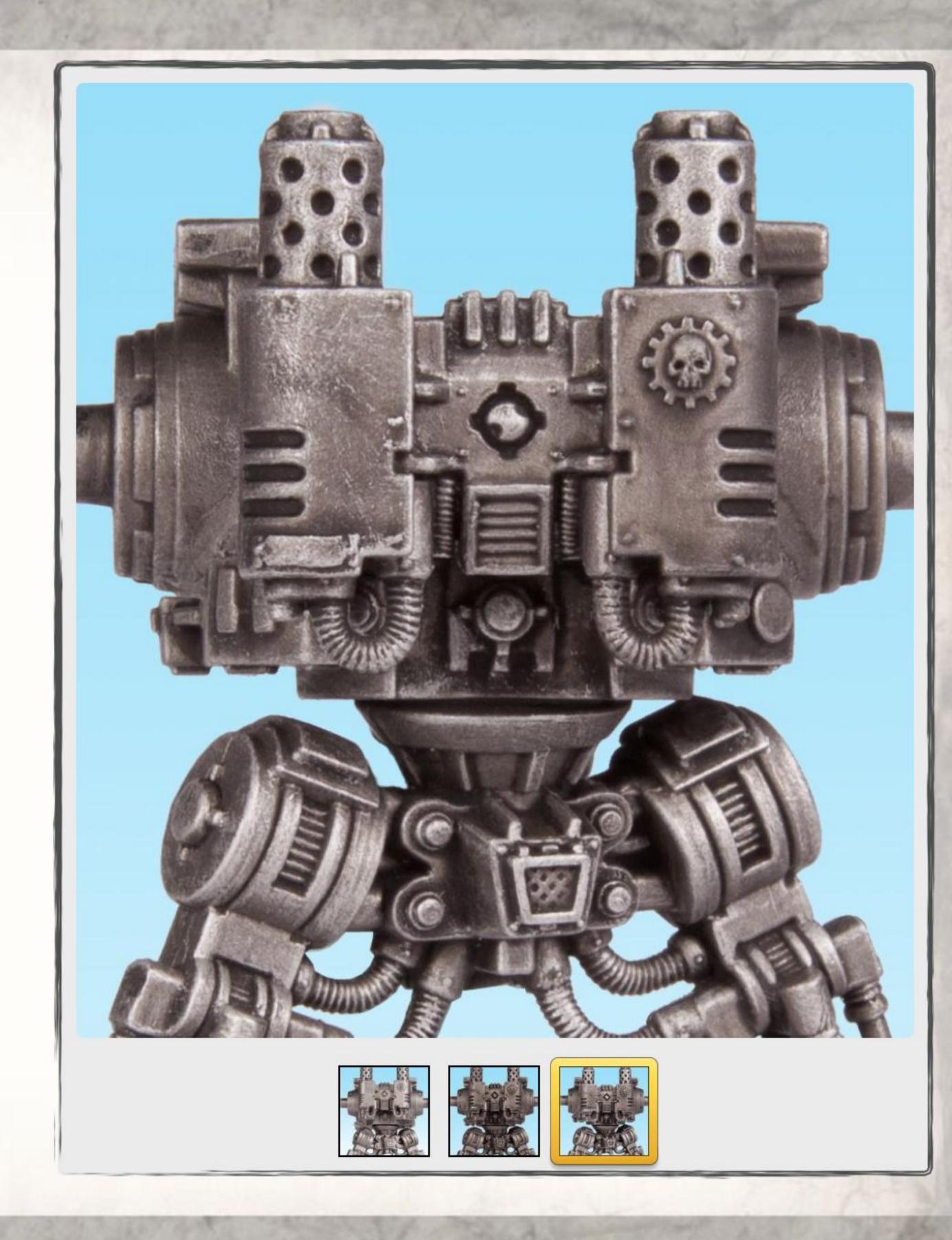
Basecoat
Leadbelcher
Spray Gun



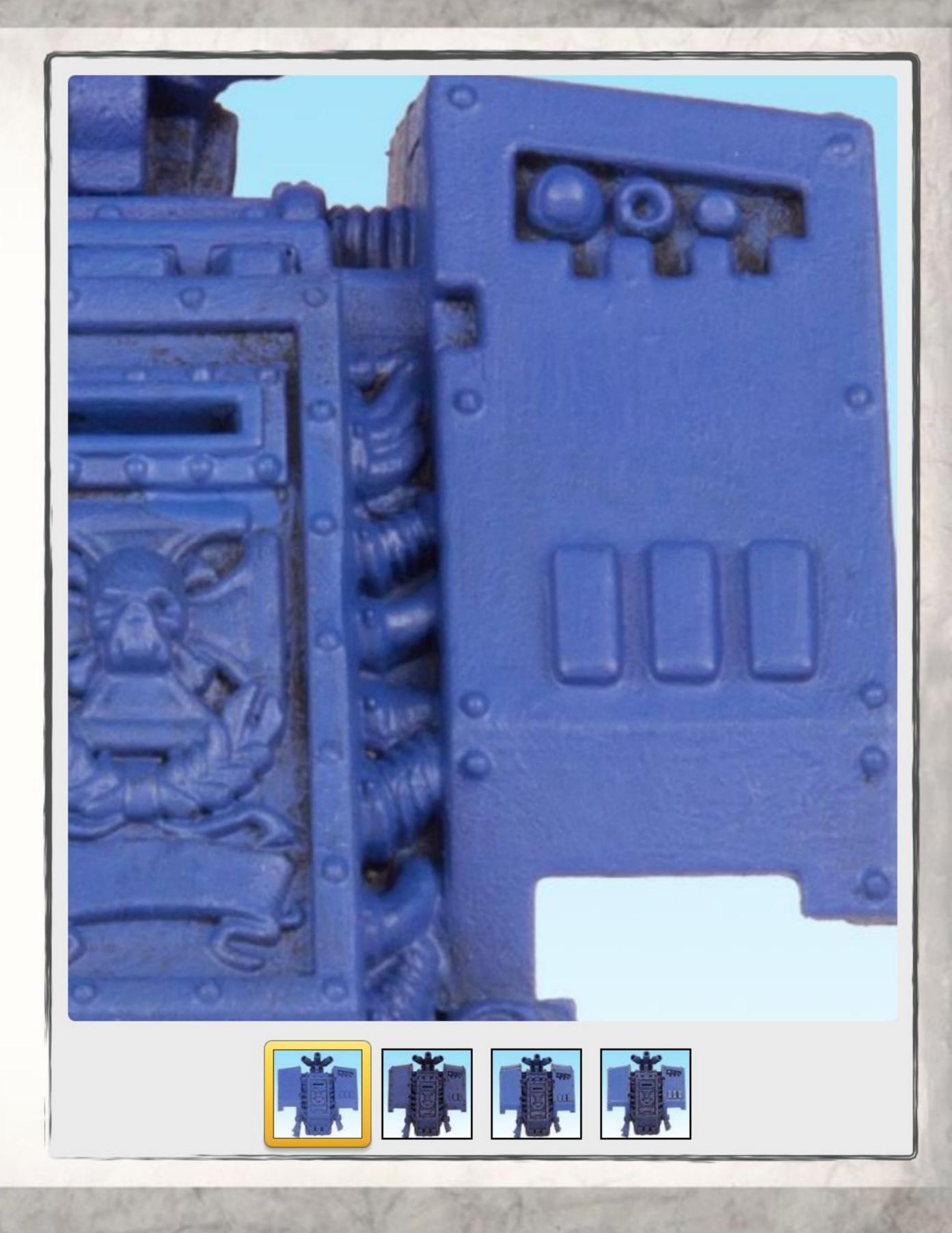
Wash Nuln Oil Wash Brush



Drybrush
Necron Compound
Medium Drybrush









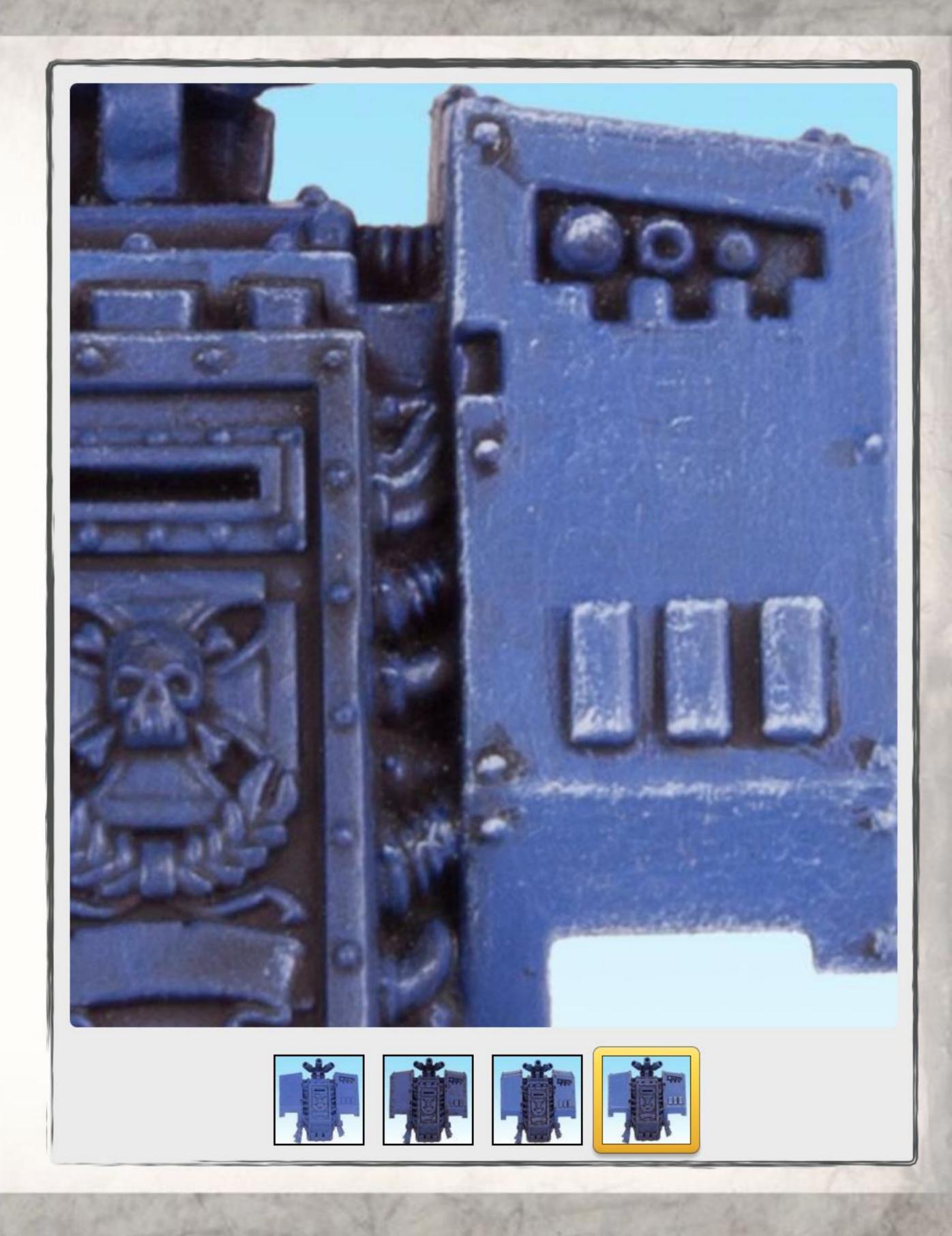






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DAMAGE CHIPS

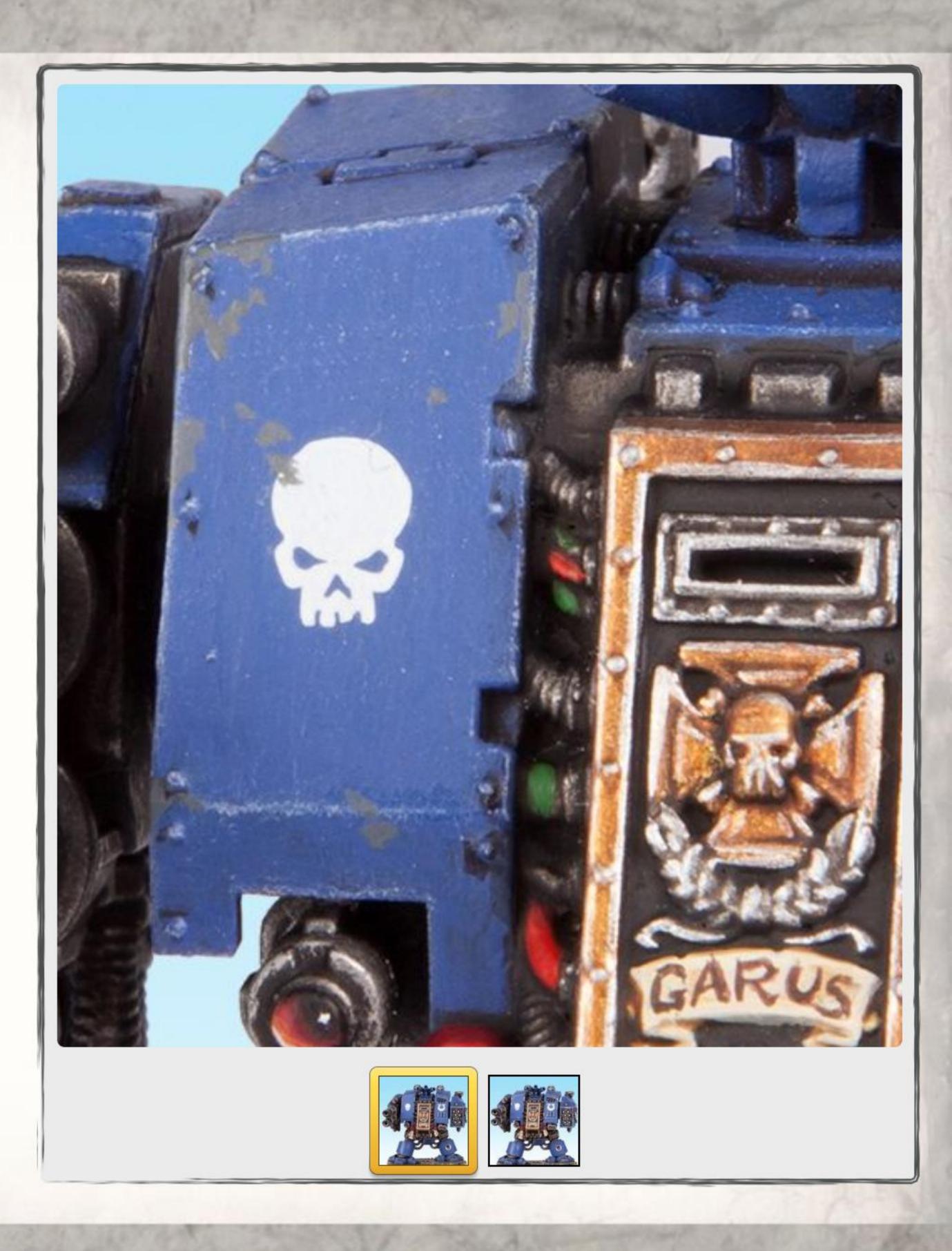


Mechanicus Standard Grey

Detail Brush



Ironbreaker
Fine Detail Brush



DAMAGE CHIPS

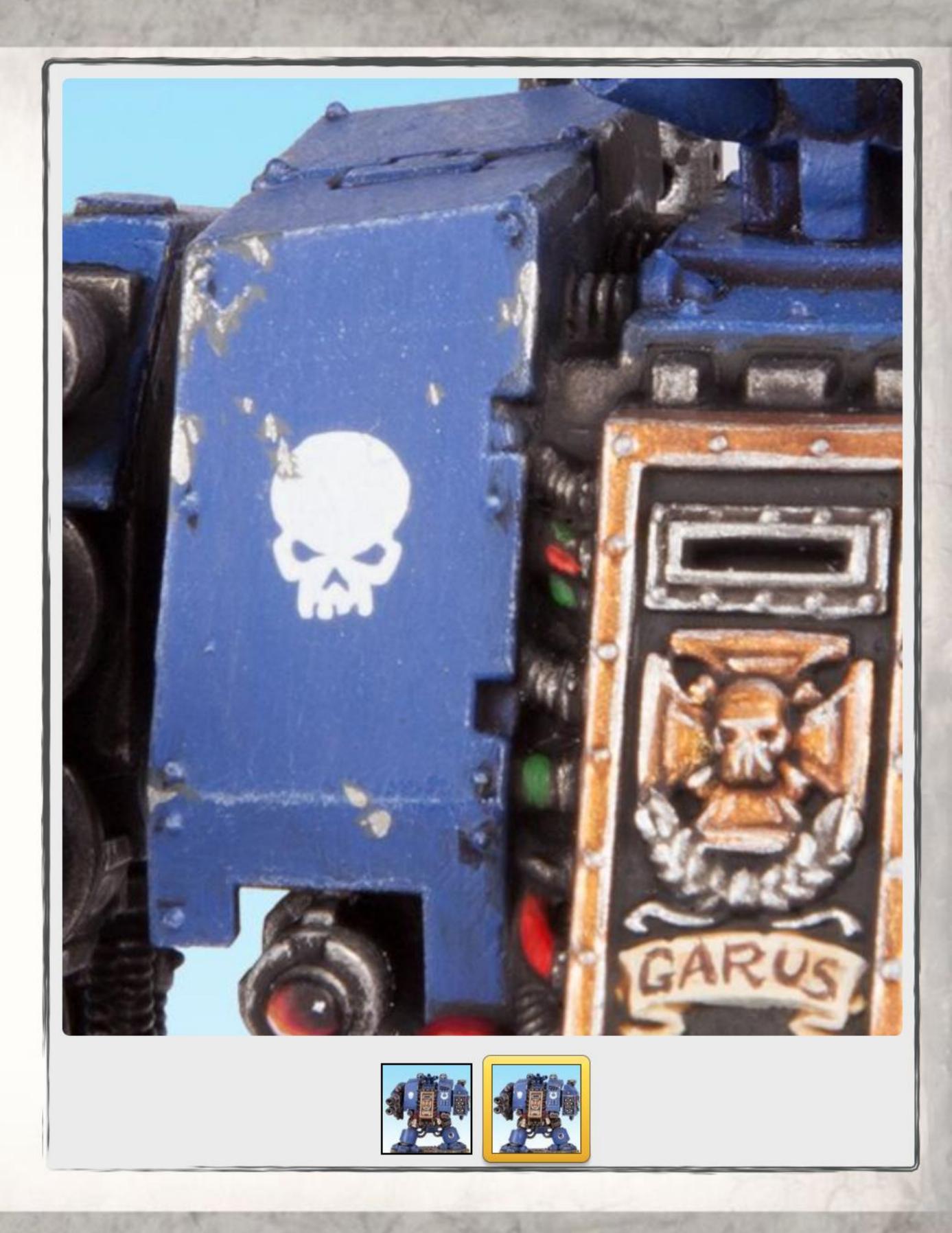


Mechanicus Standard Grey

Detail Brush



Ironbreaker
Fine Detail Brush





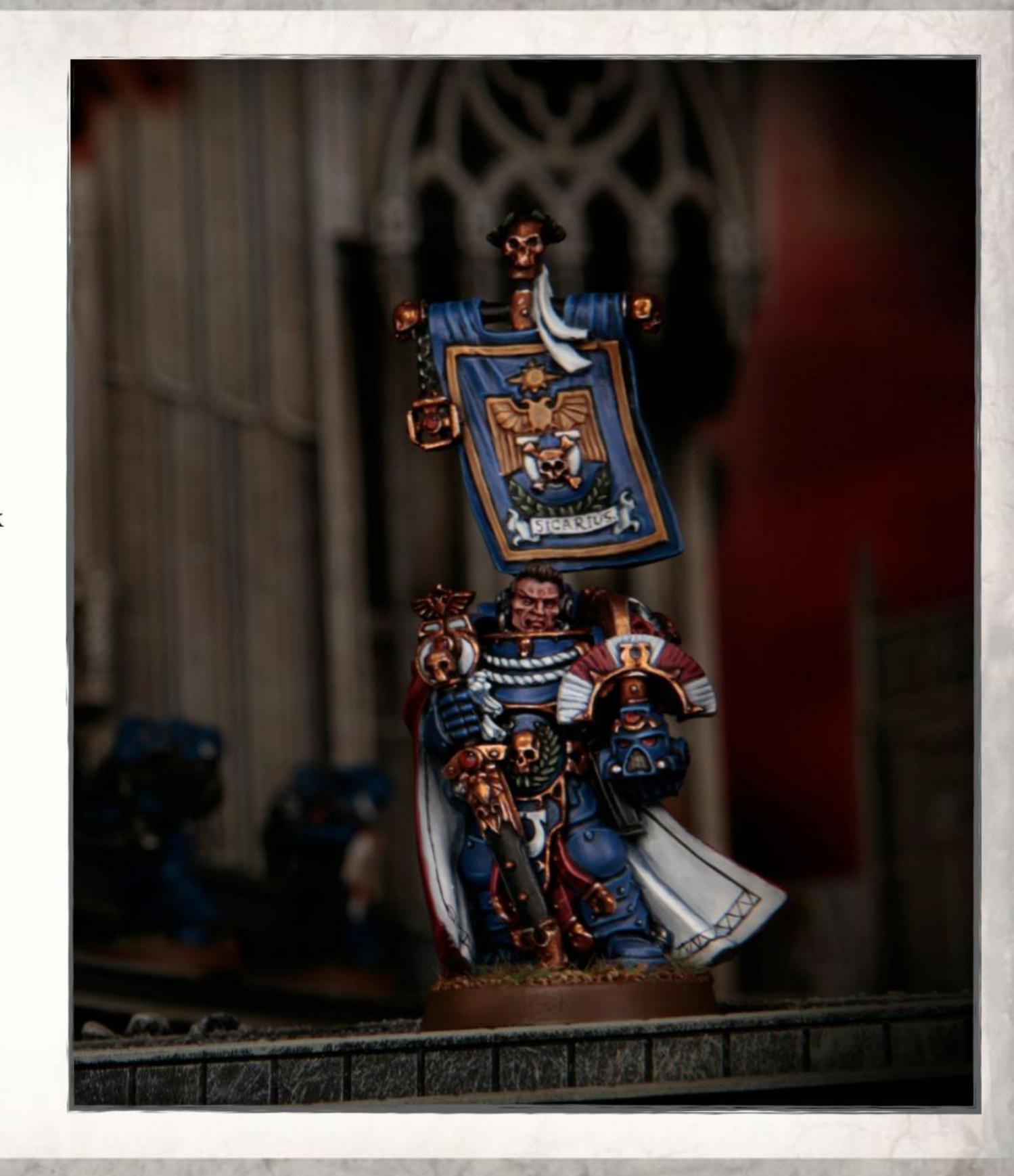
CAPTAIN SICARIUS

As Duncan had hogged all the Dreadnoughts for himself, our other hobby hero, Steve Bowerman, took charge of painting Captain Sicarius, the army general for the Studio's 2nd Company army.

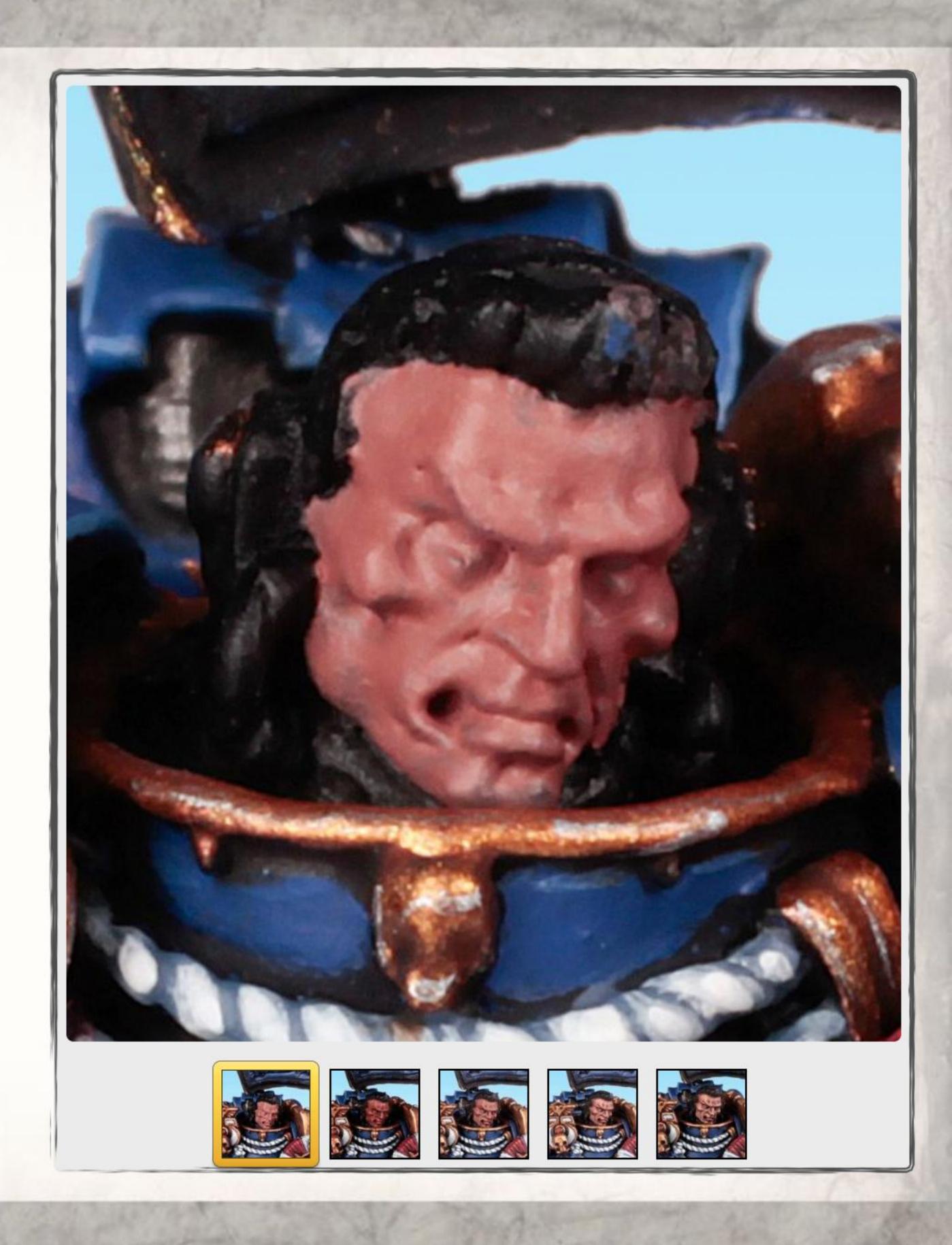
Steve: 'The armour and gold metallics on Sicarius were painted using the same method as Duncan's Tactical Squads. However, it's worth spending extra time neatening up the highlights, as you'll spend more time looking at centrepiece models like this. Like Duncan, I painted a few infantry squads before I set to work on Sicarius, as I like leaving the models I like the best till last.

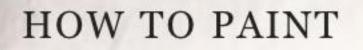
'Take a look at How to Paint Citadel Miniatures for advice on painting faces – models without helmets are fairly rare in Space Marine armies, so it's a good opportunity to add character through painting.

'Sicarius is covered in sculpted details, which means it takes longer to paint the model, but also makes the fine details easier to render. Use the "inside out" method – start with his armour, and work your way up methodically to the most raised points of detail. My top tip would be to leave the banner until last, as you'll inevitably hold onto it during the painting process, thus running the risk of damaging your lovely paint work.'

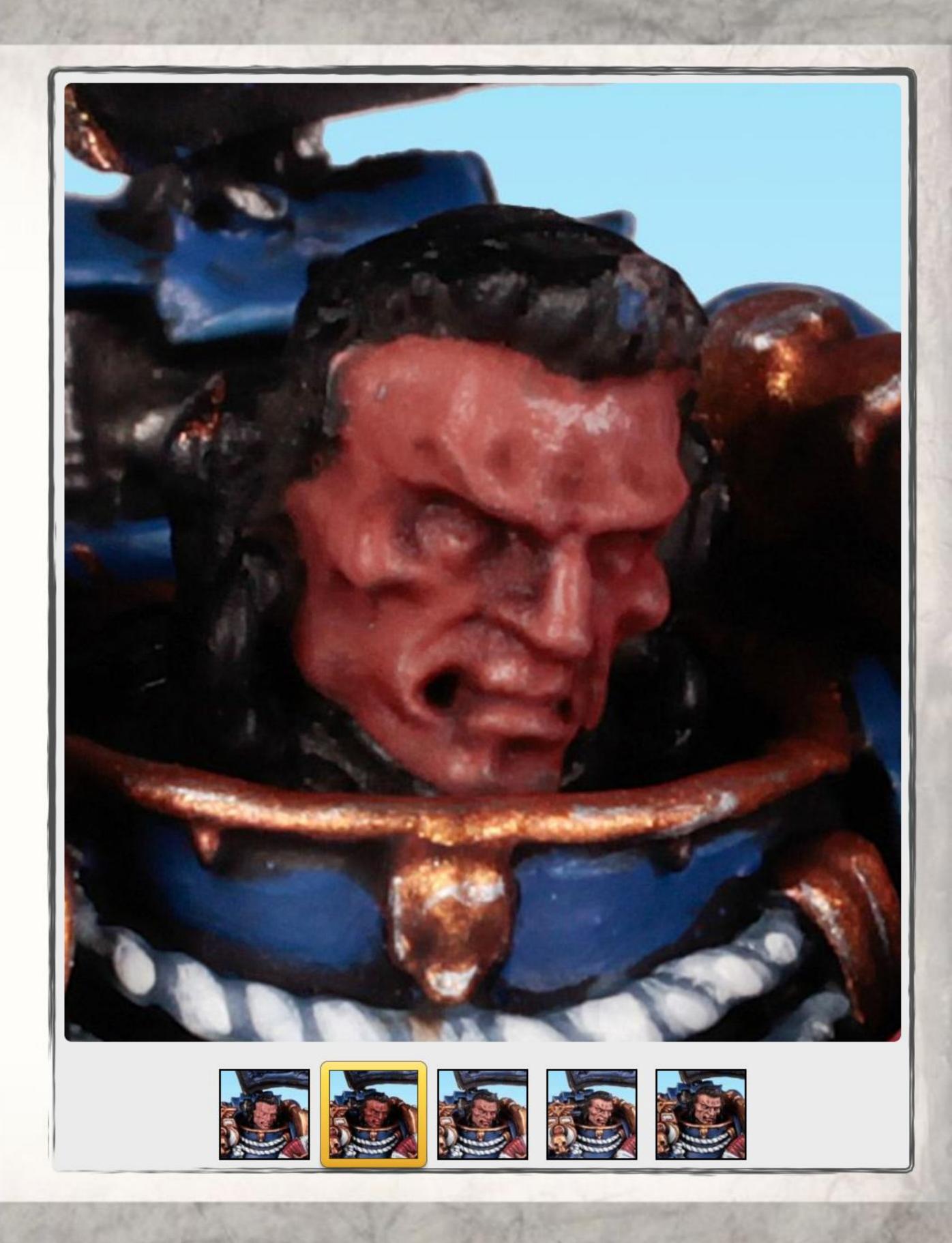




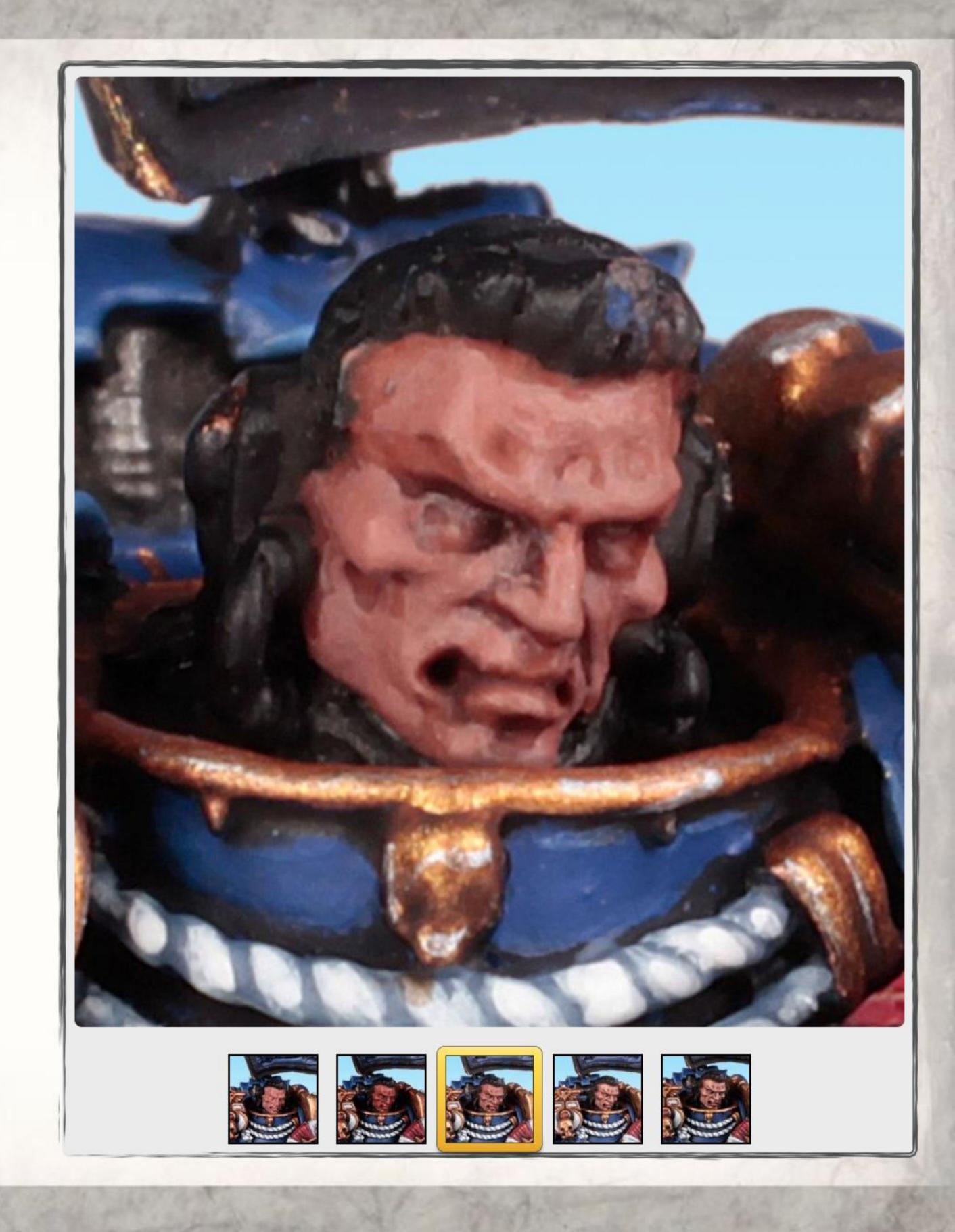






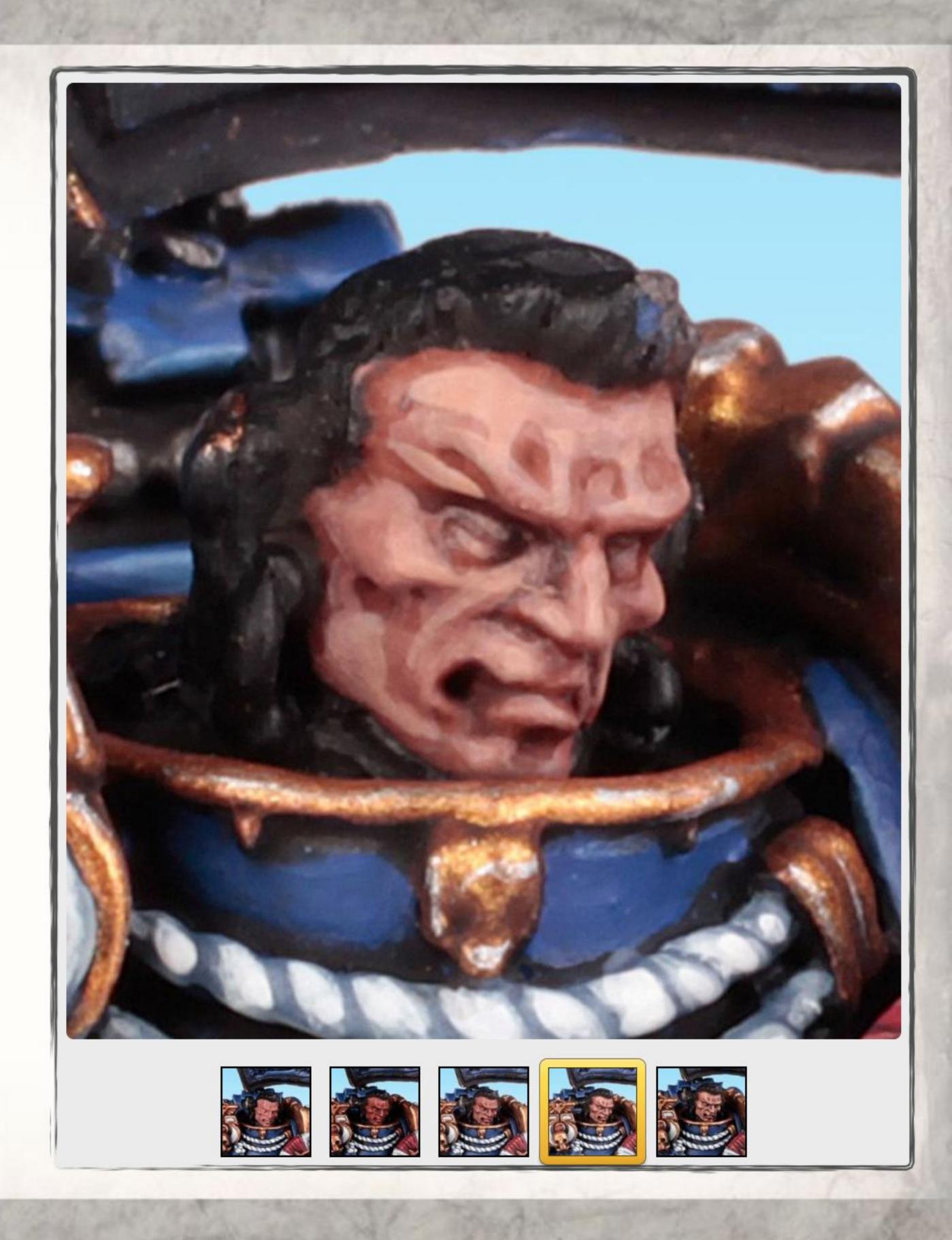


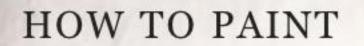




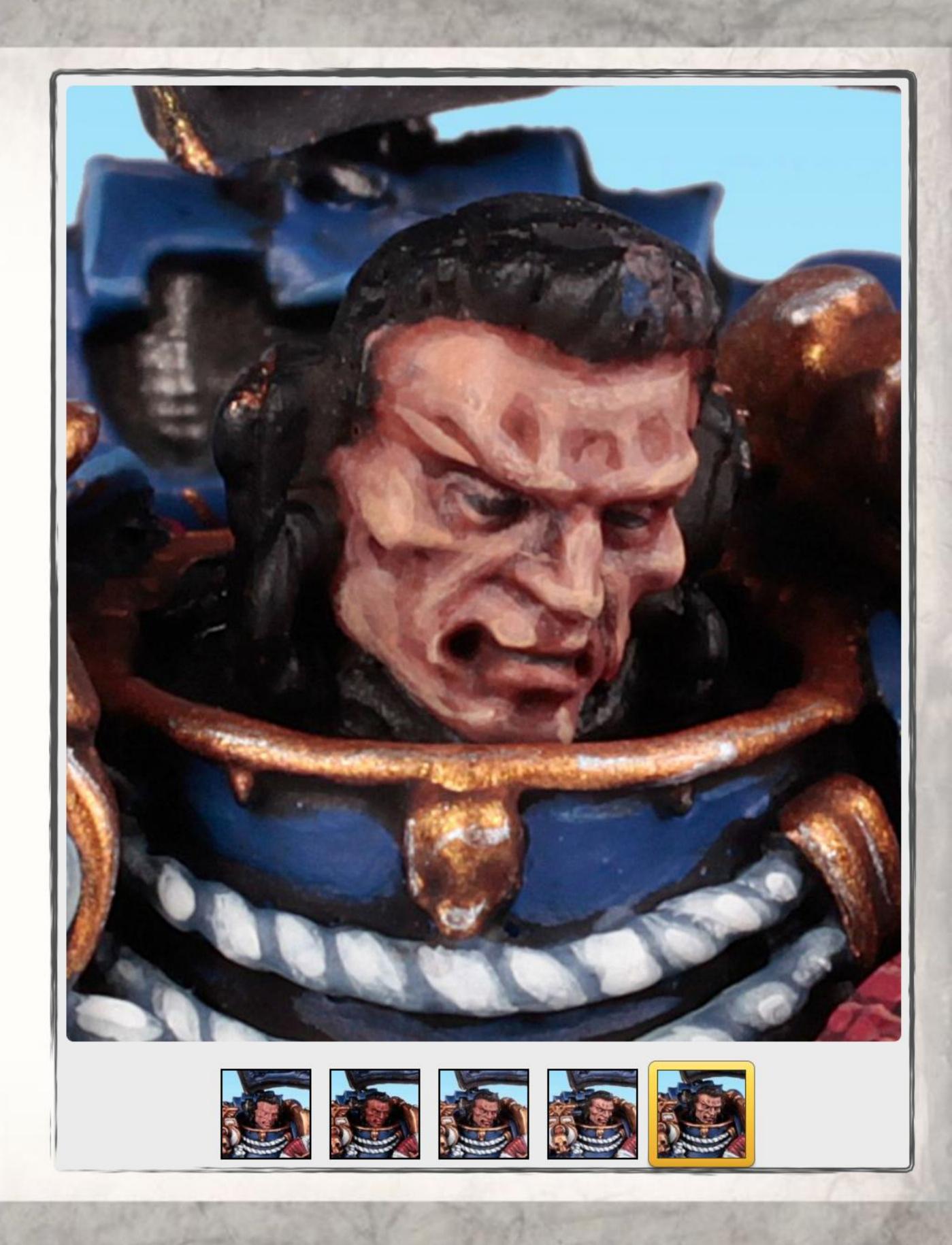




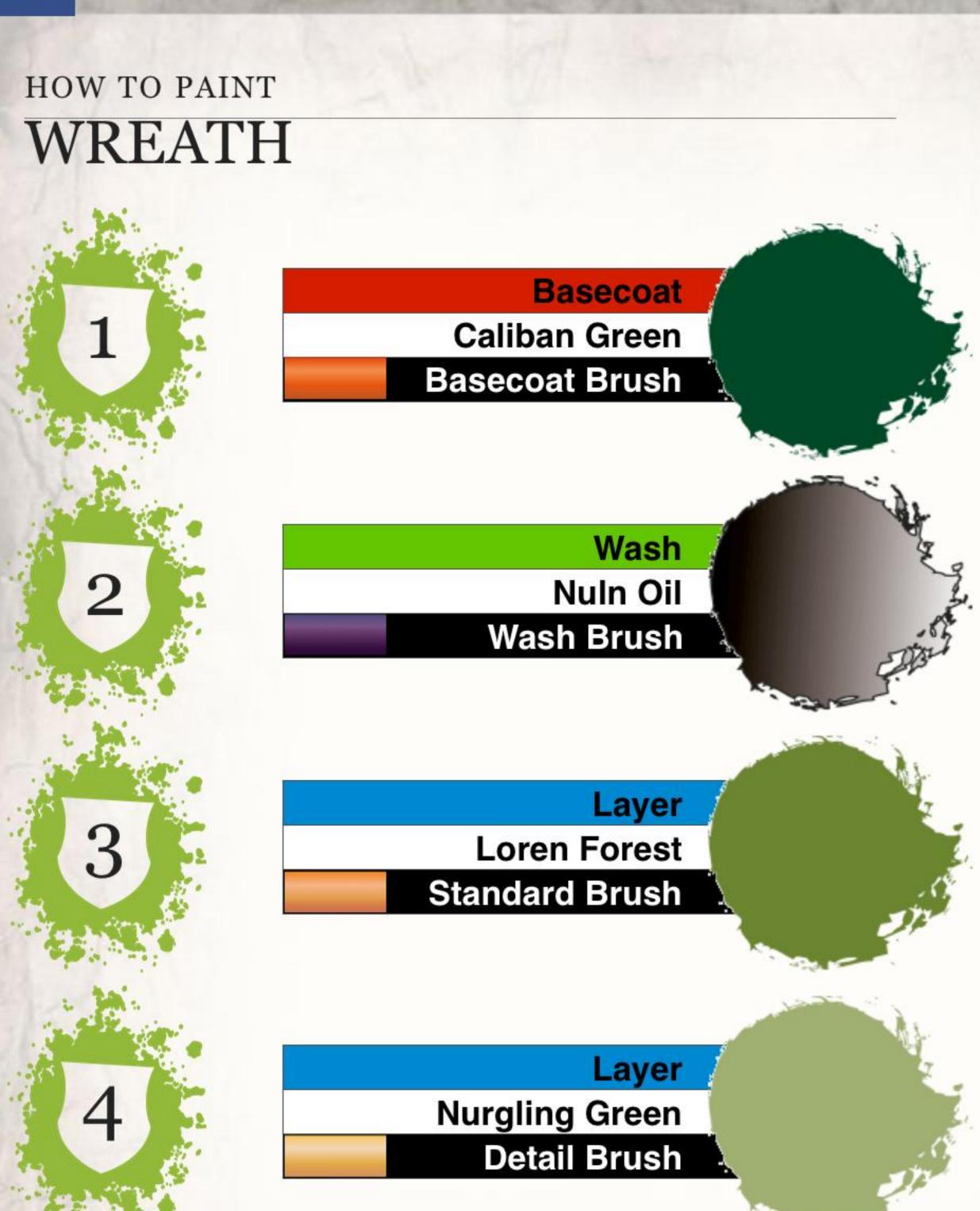


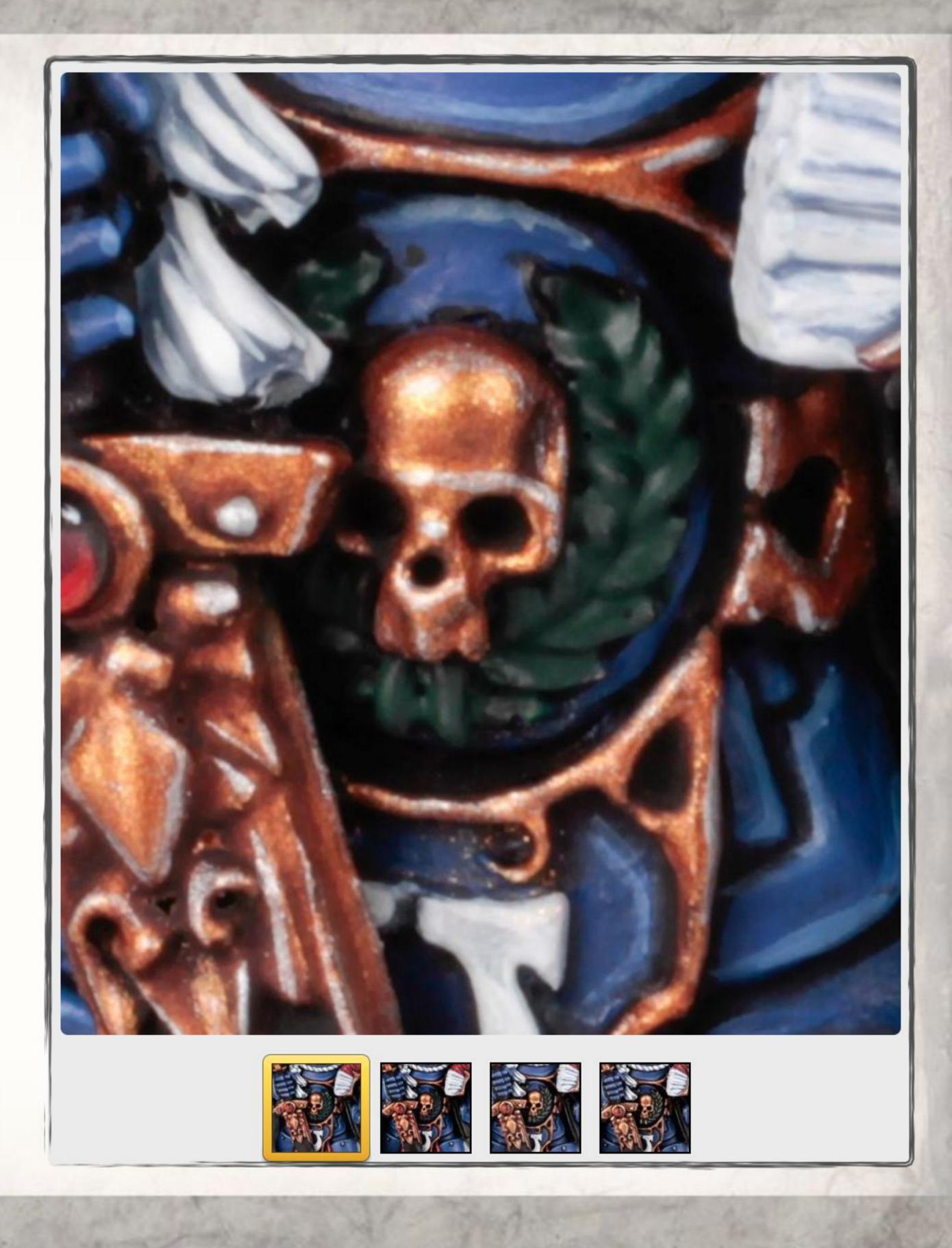




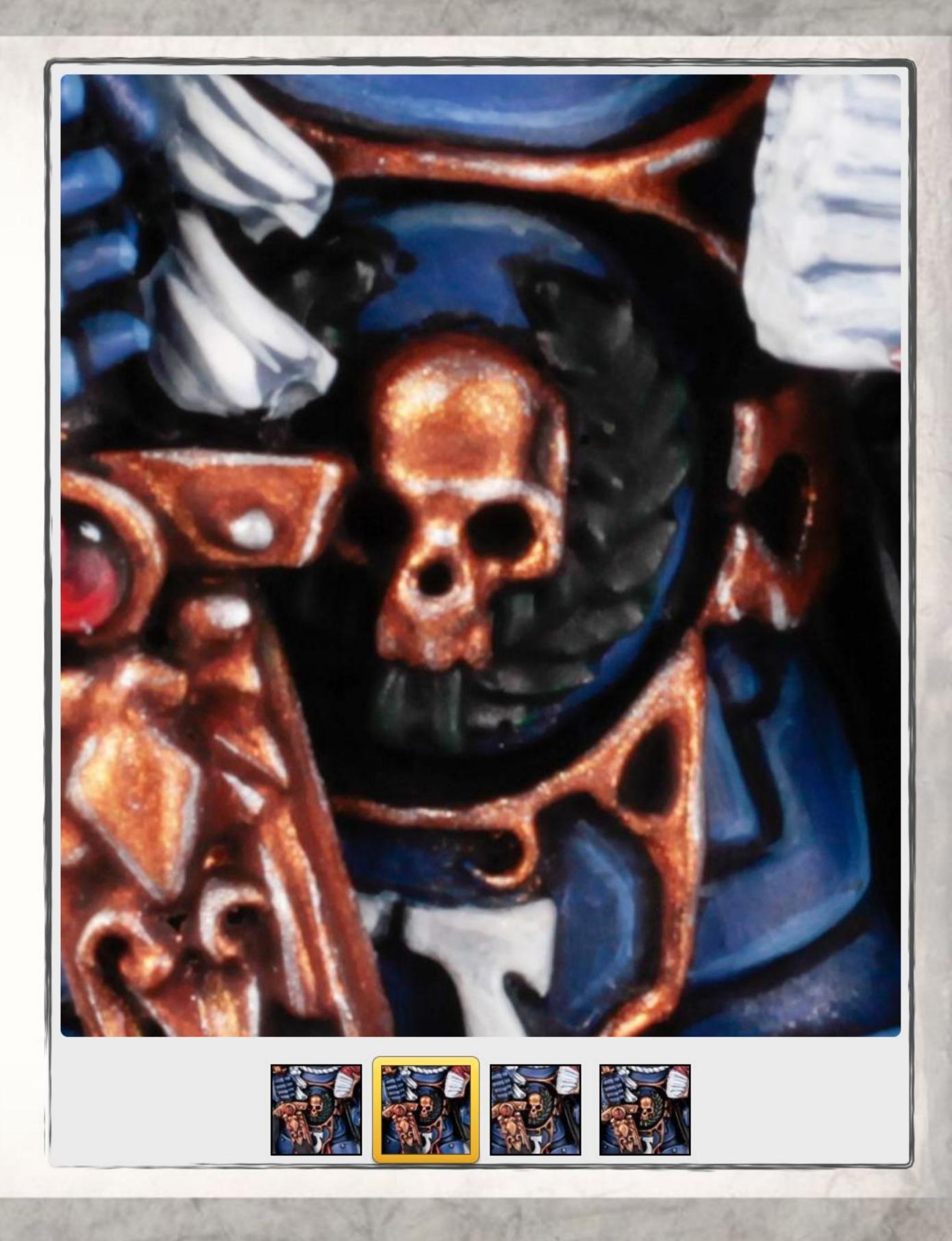


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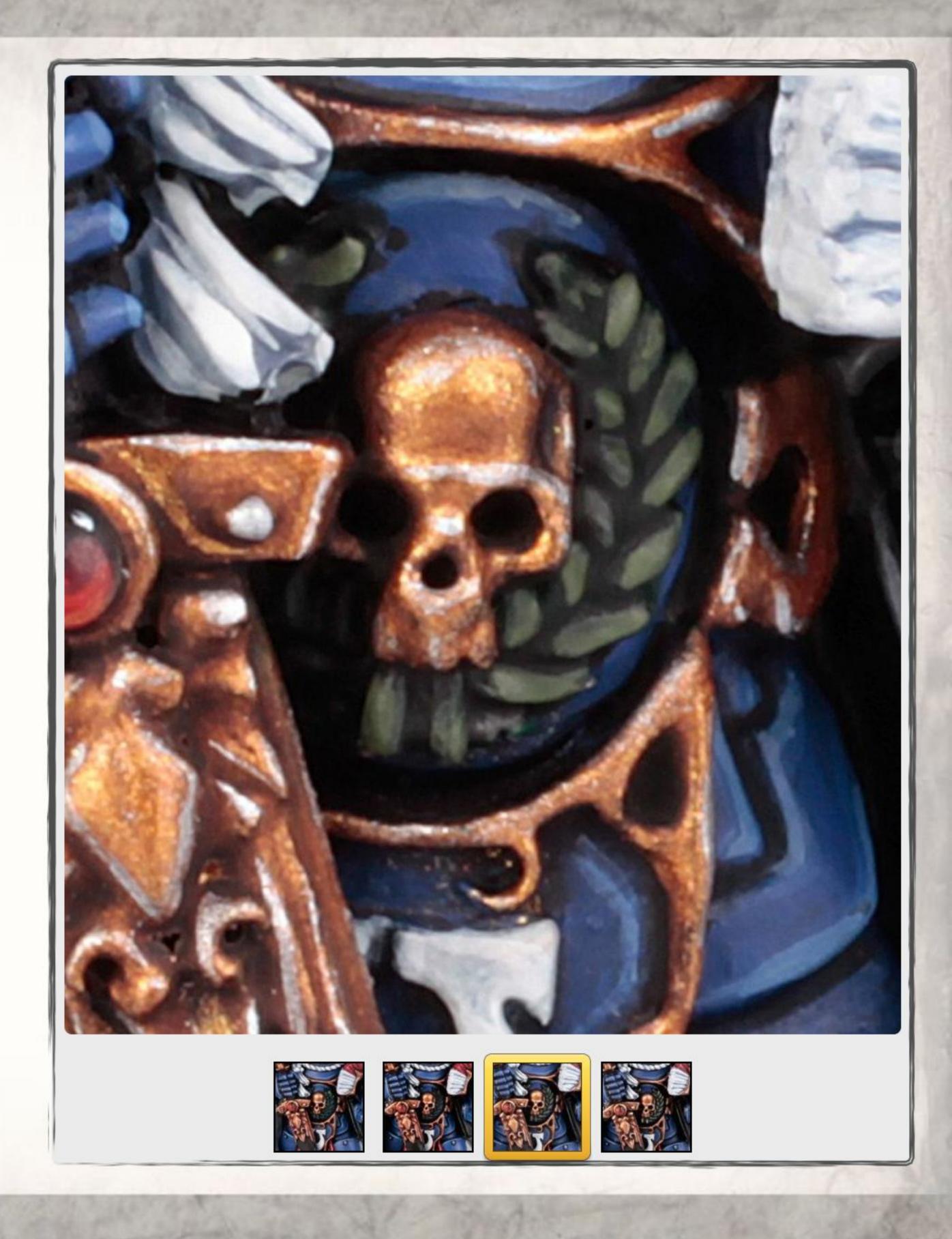


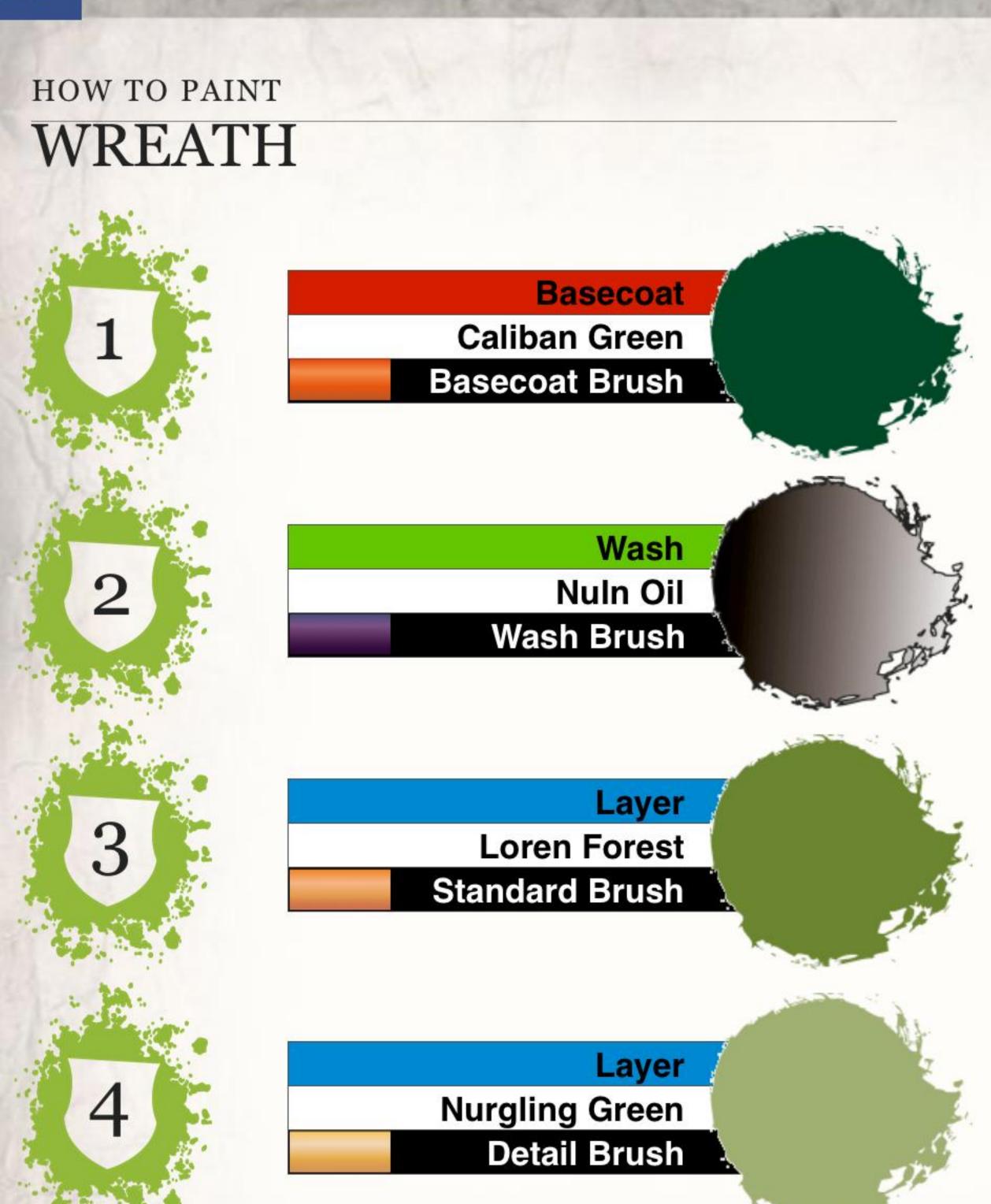


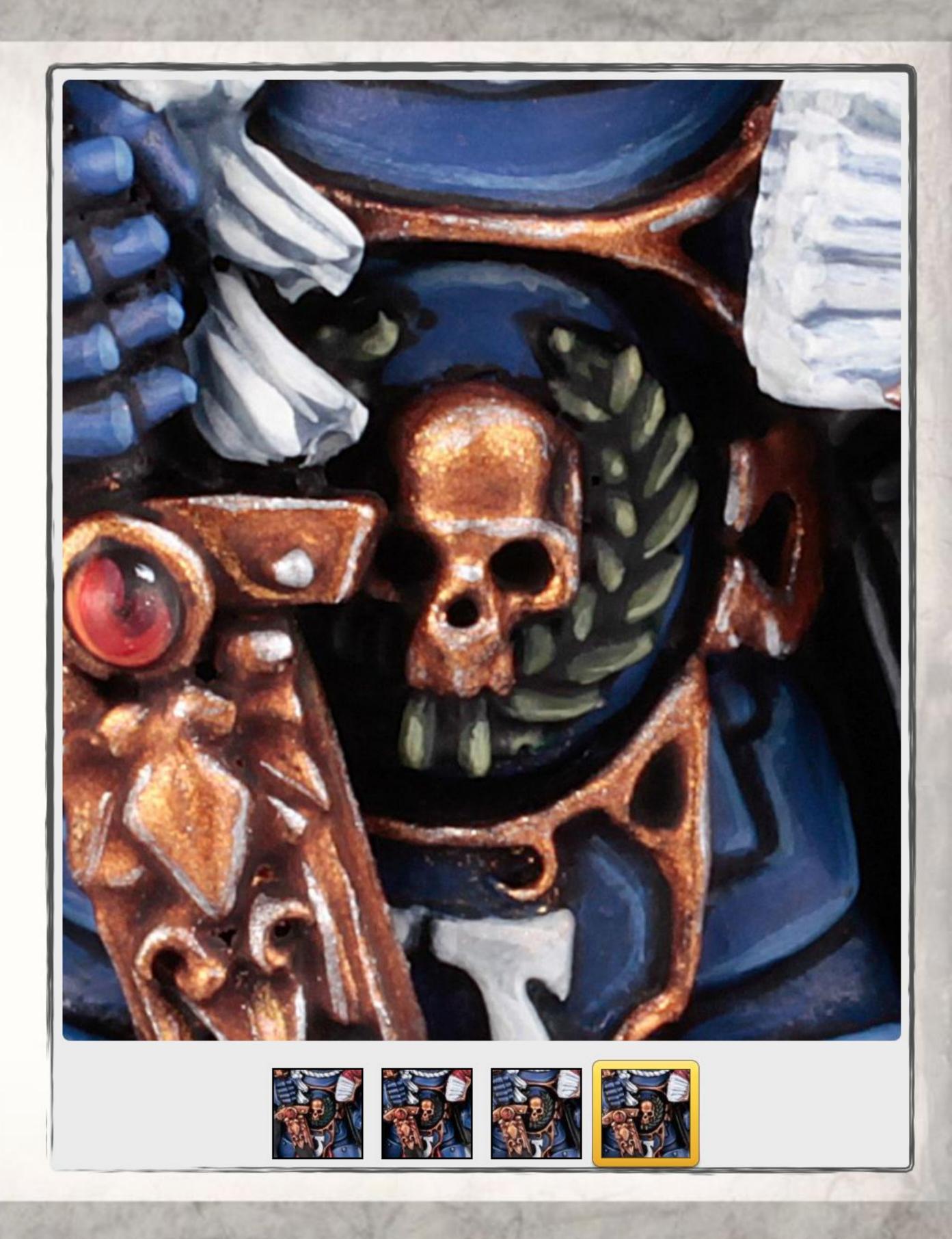


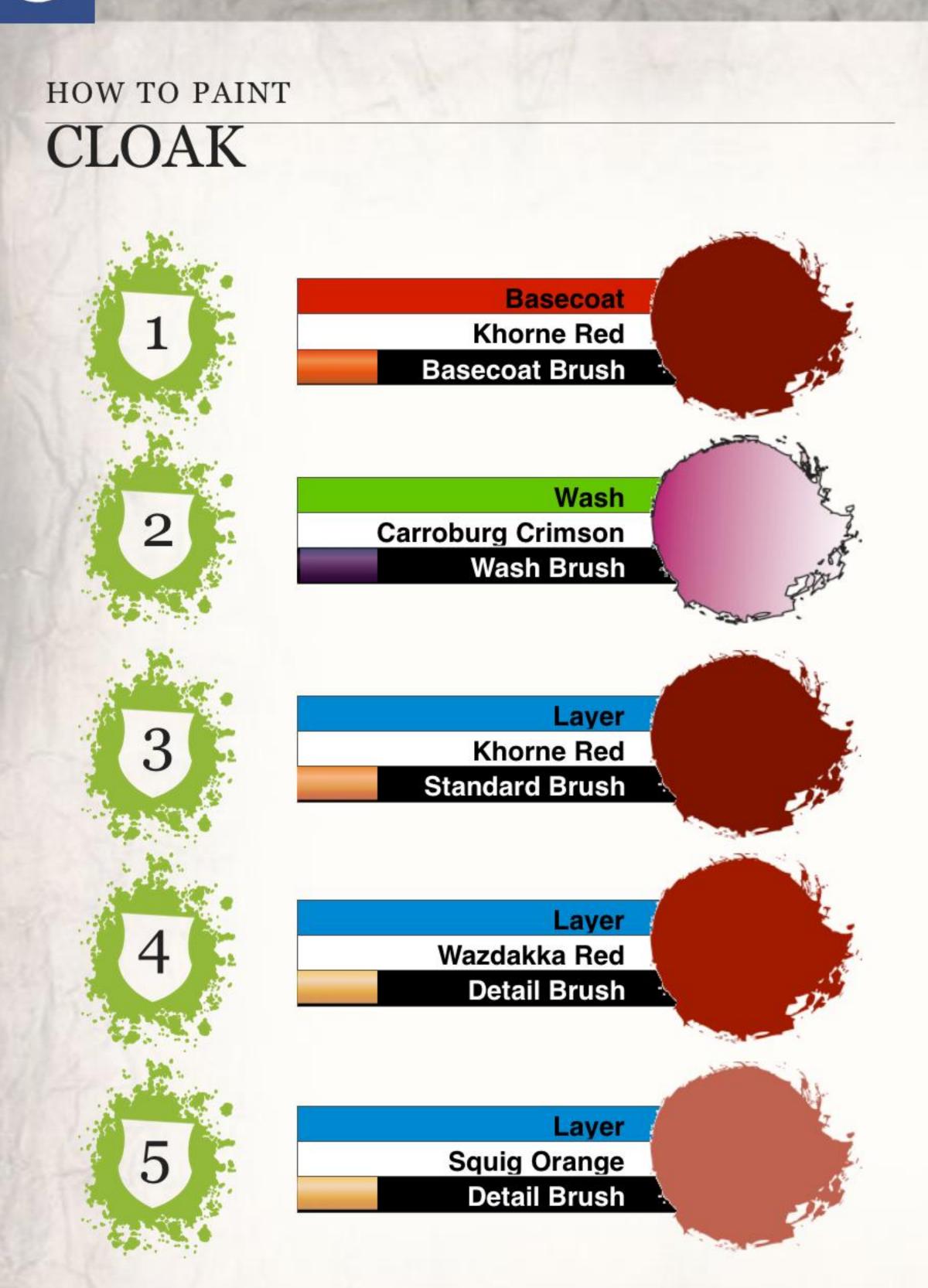


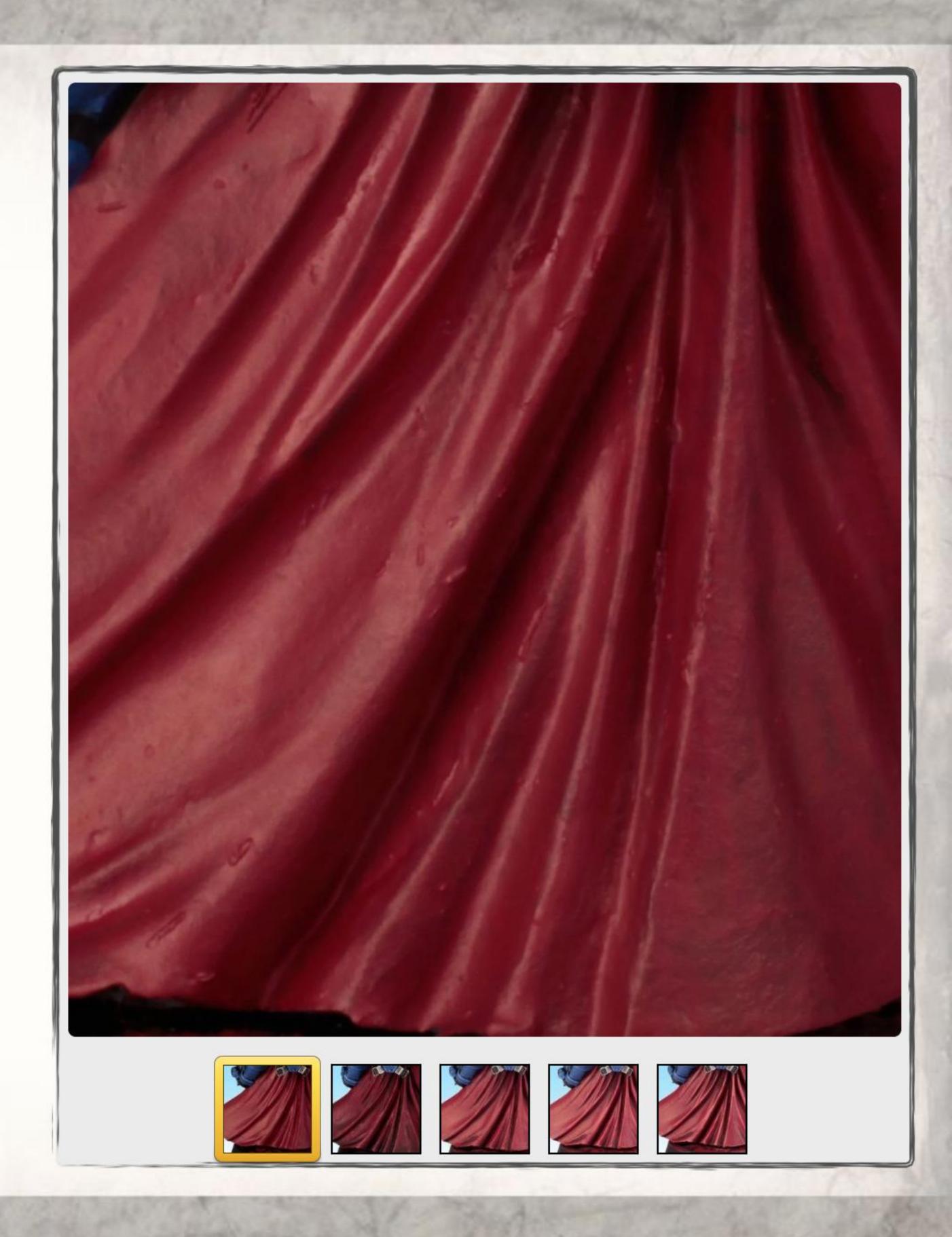


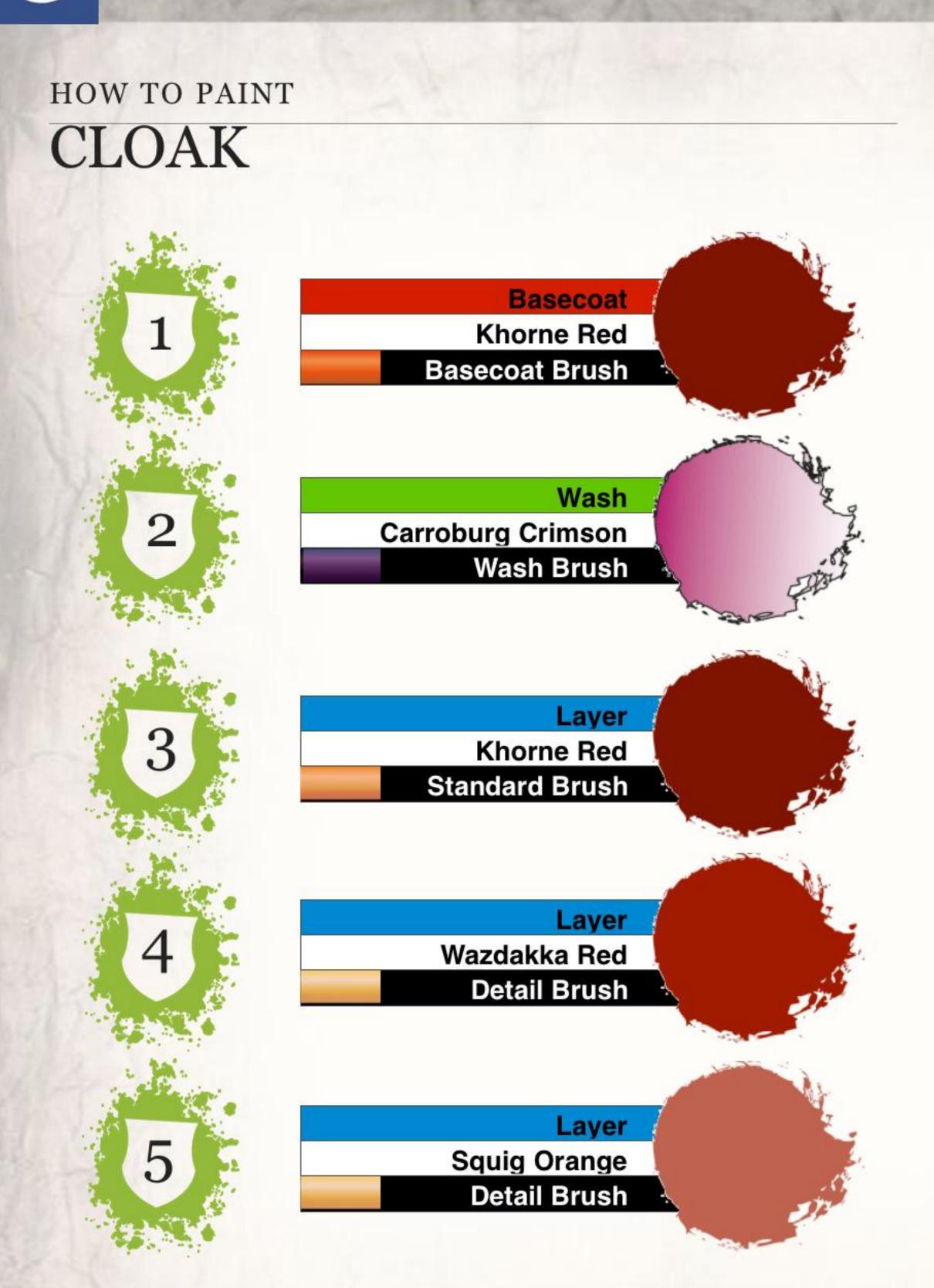


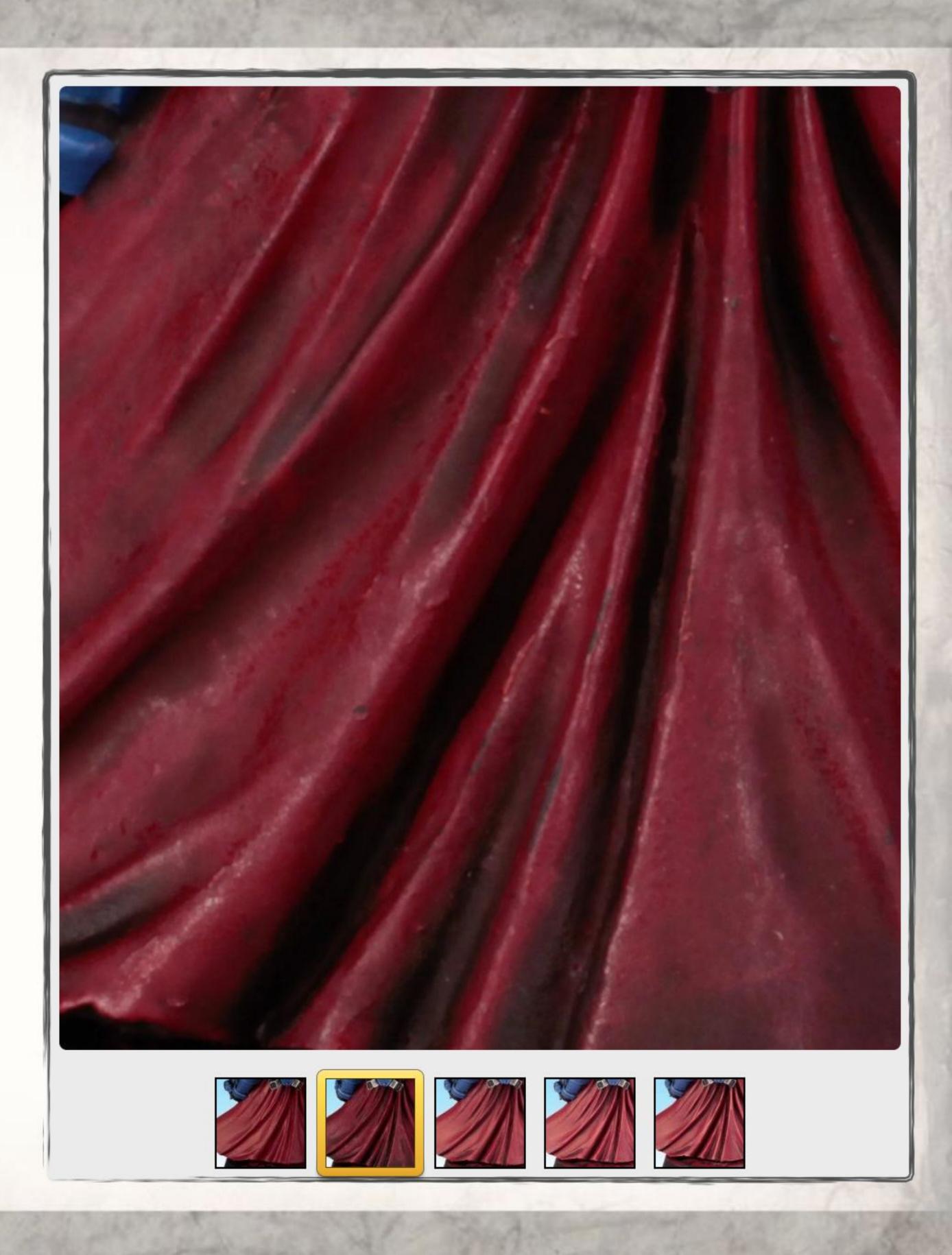


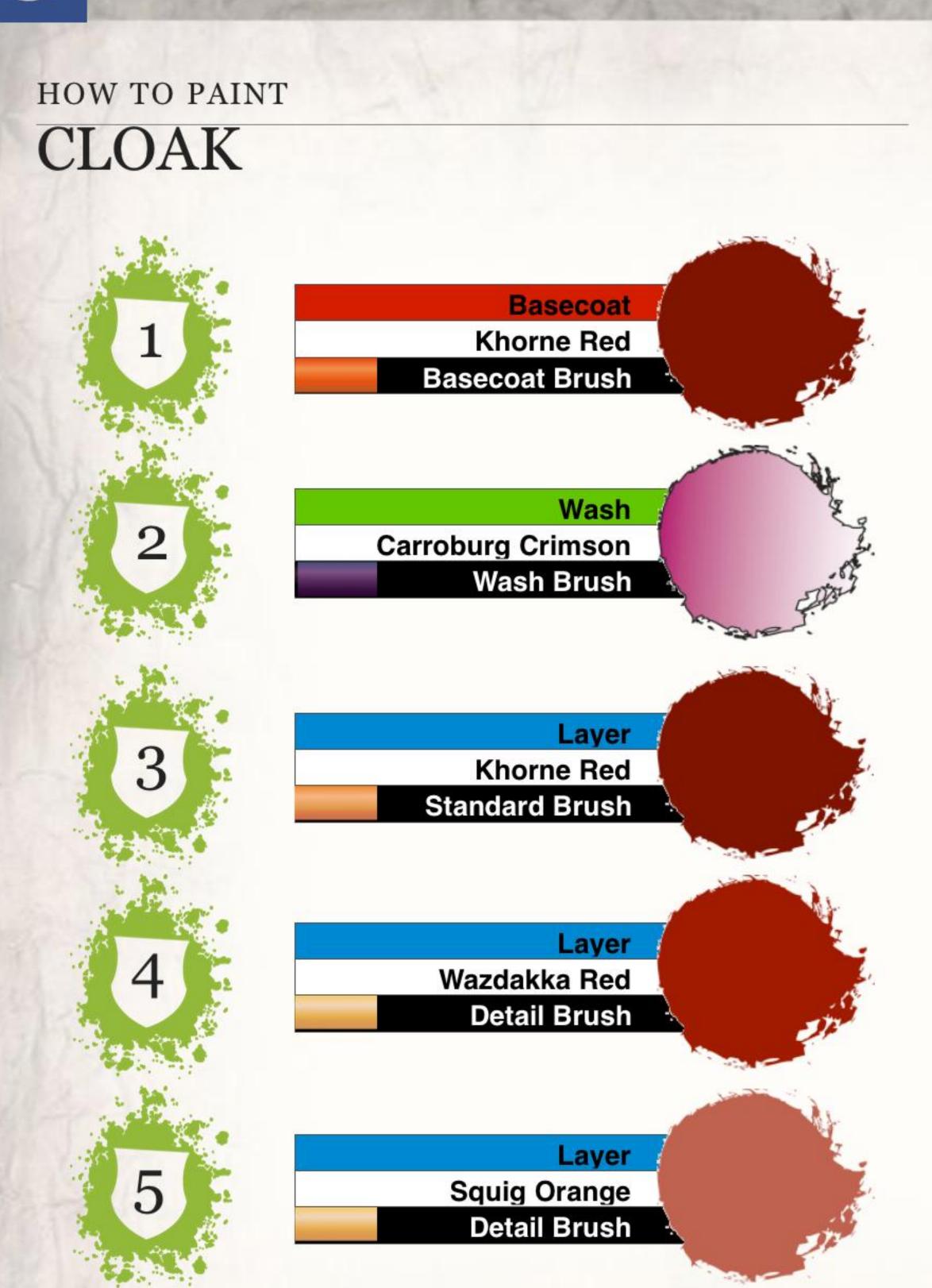


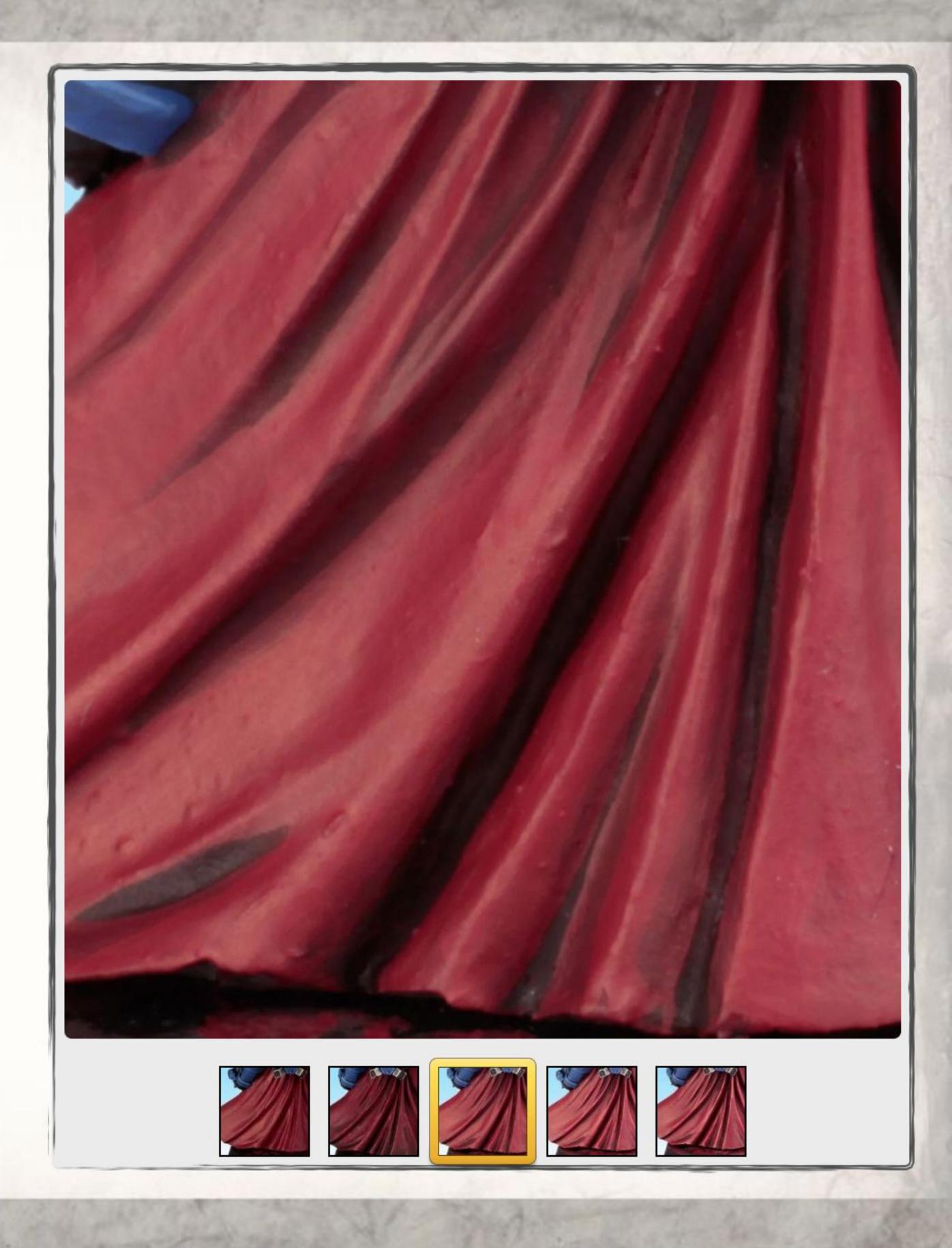




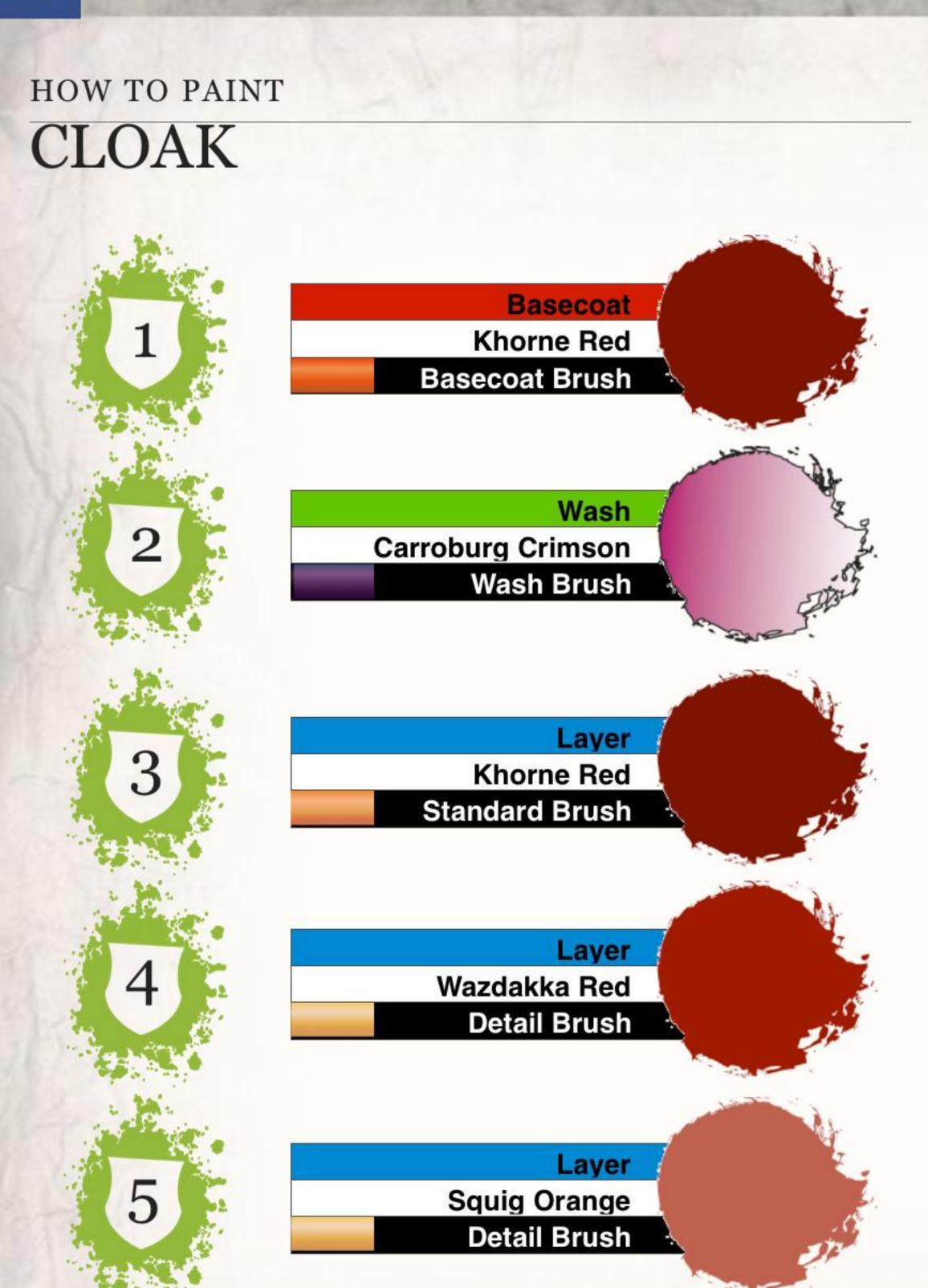


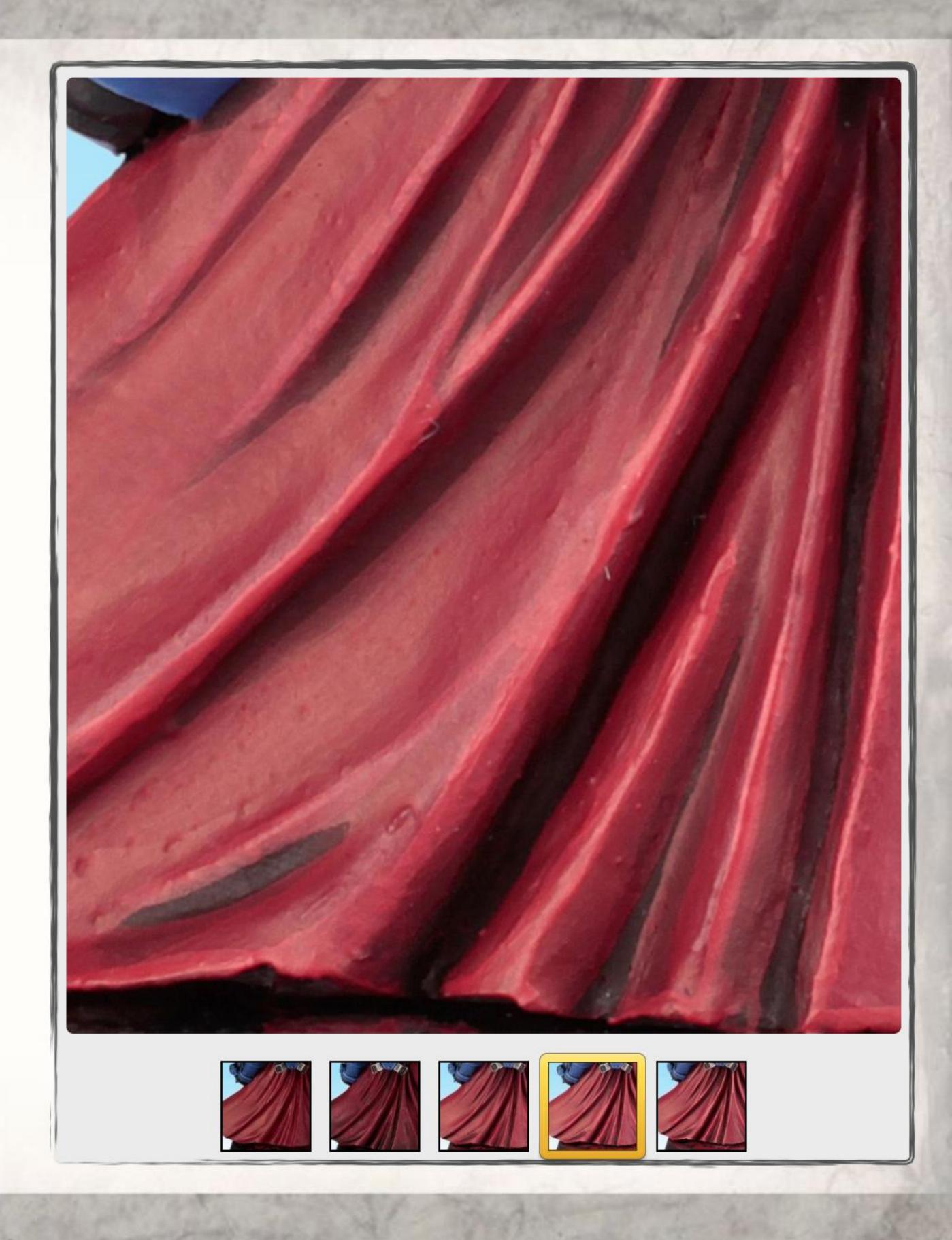




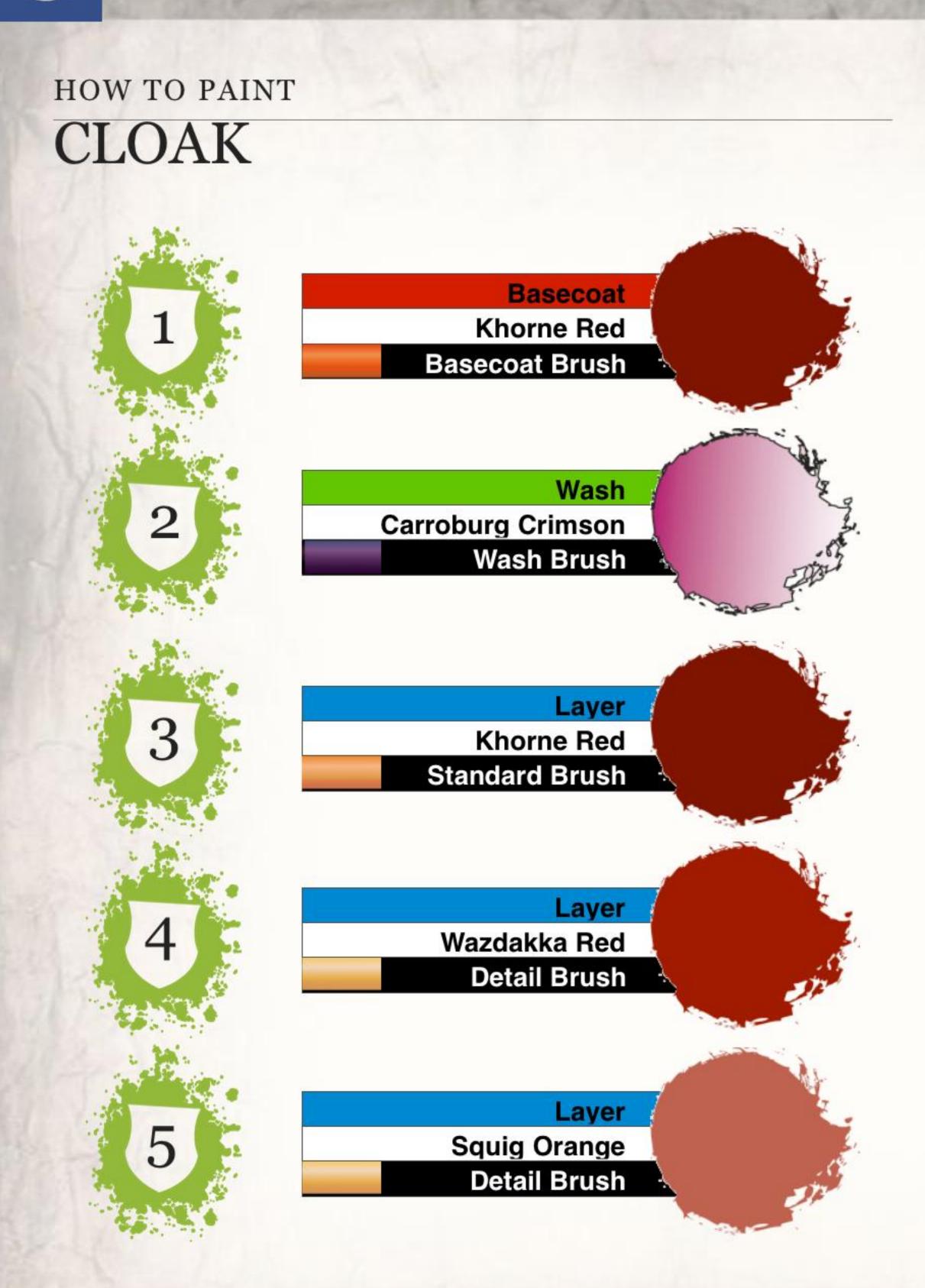


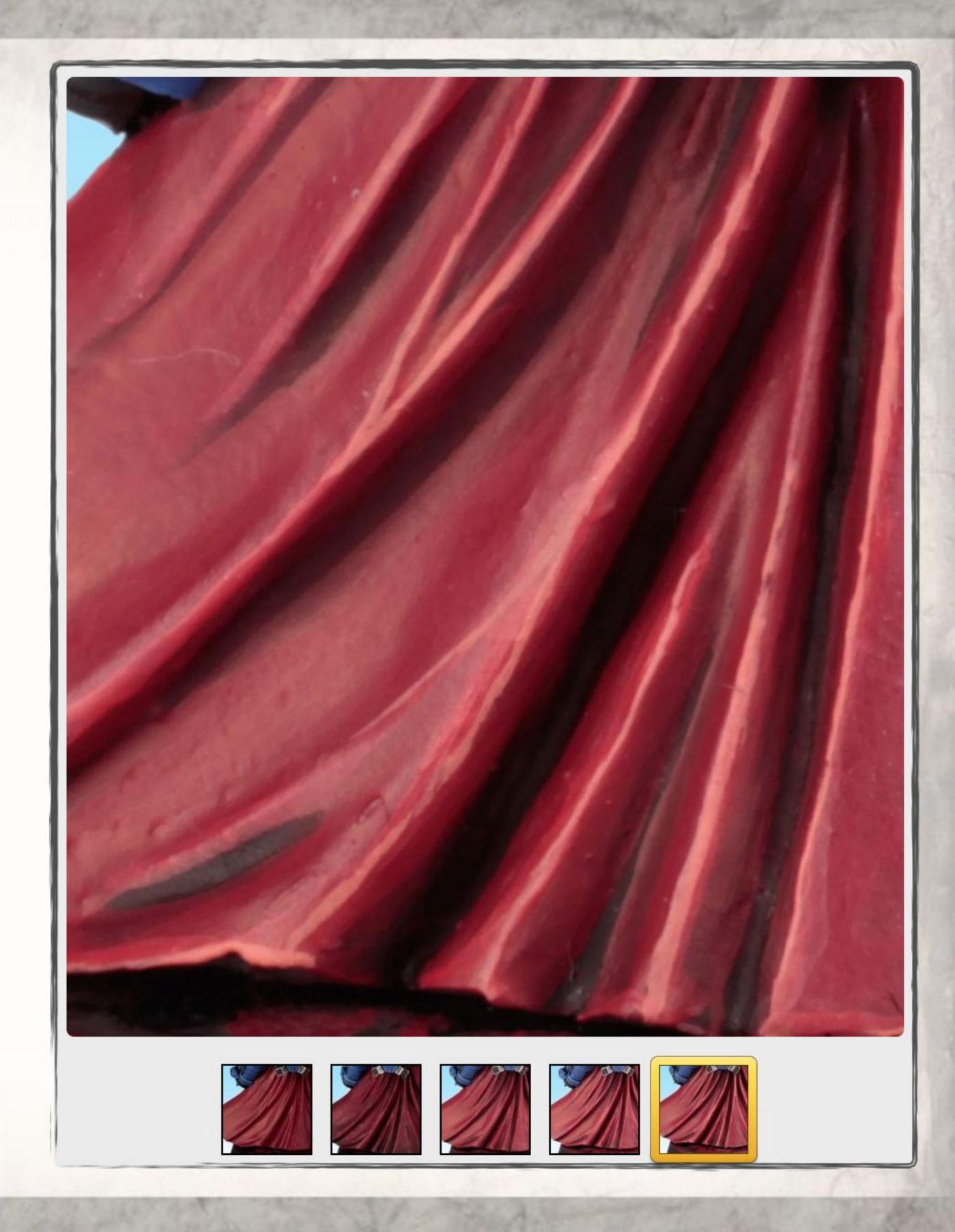
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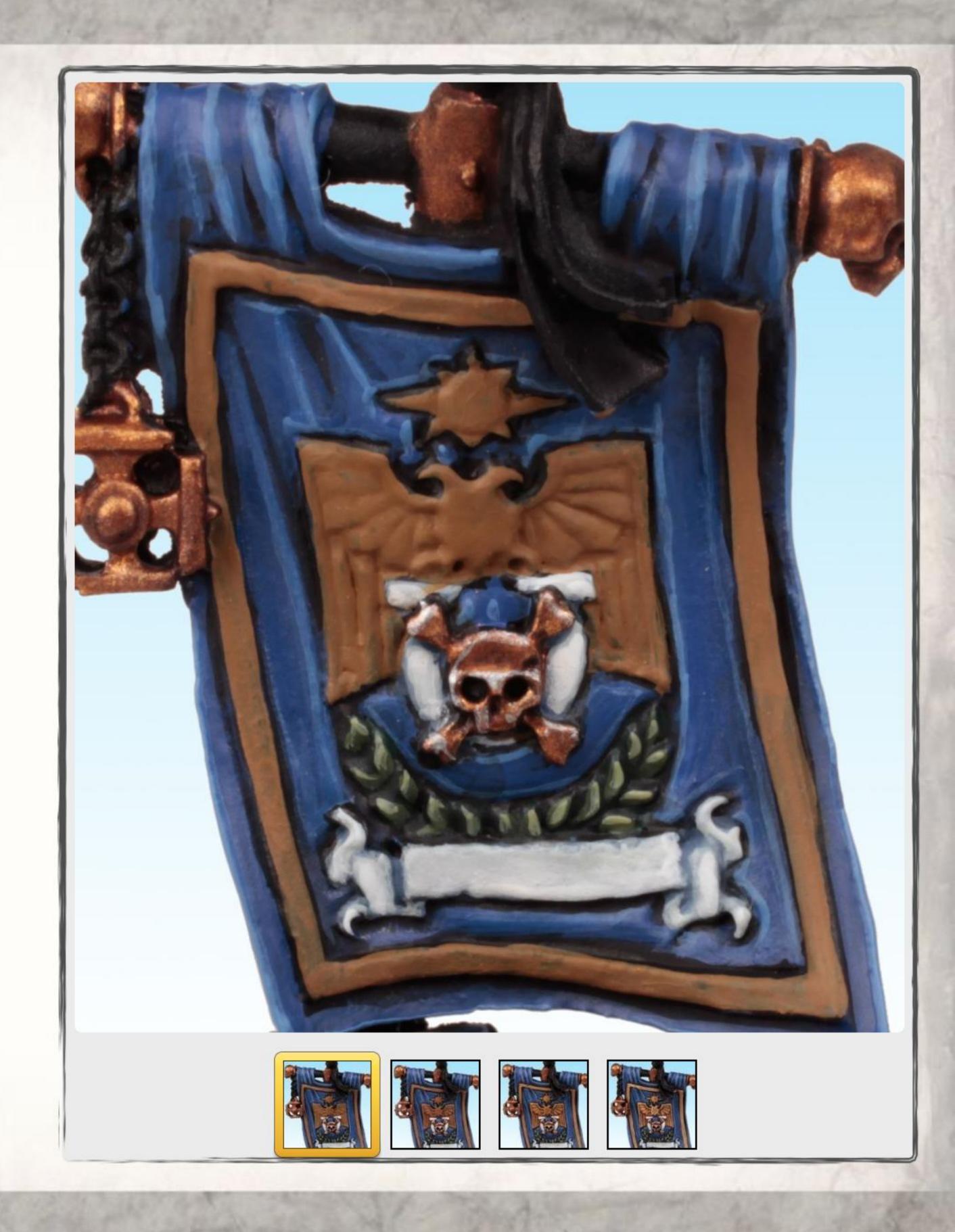
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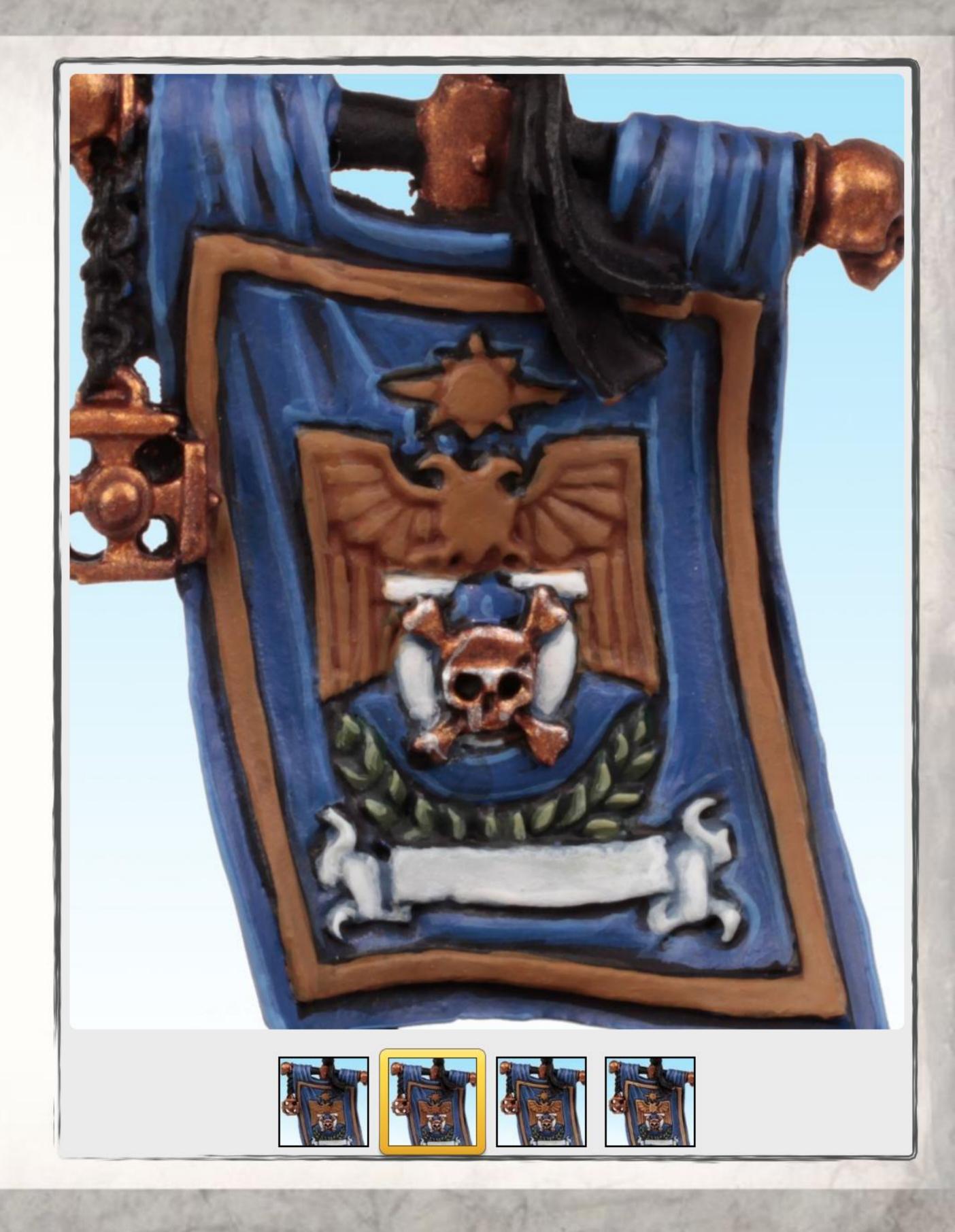


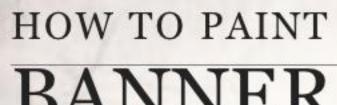




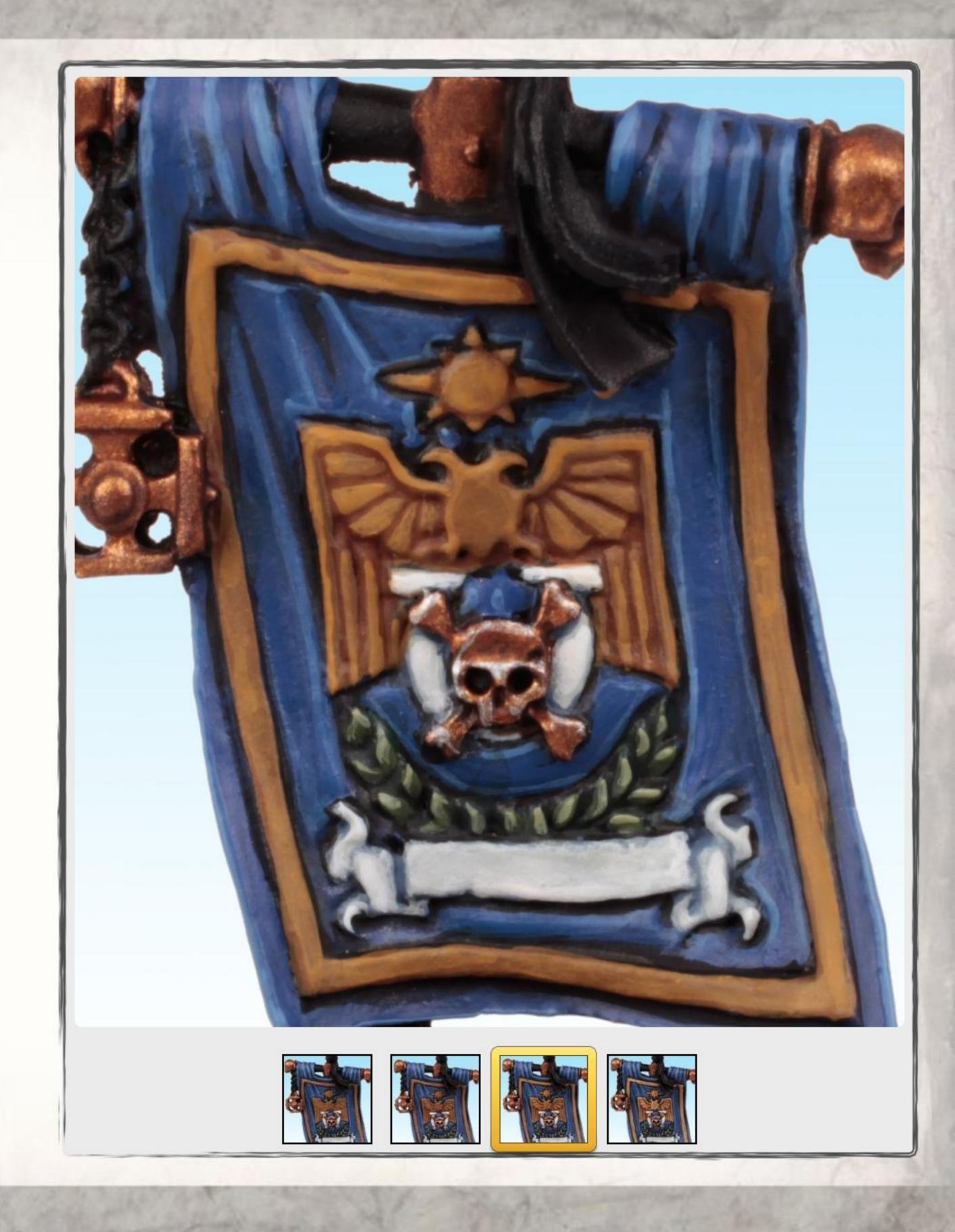




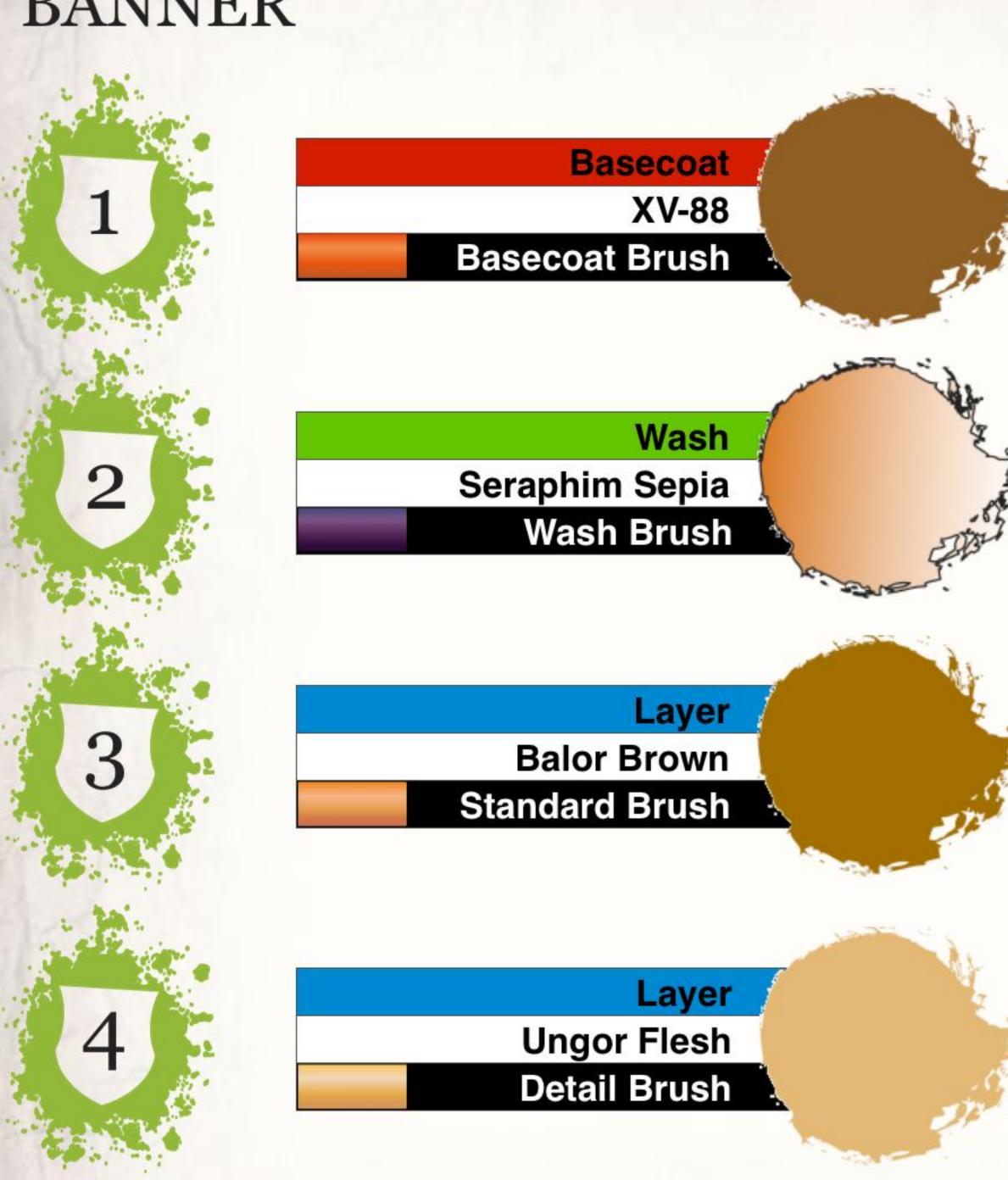


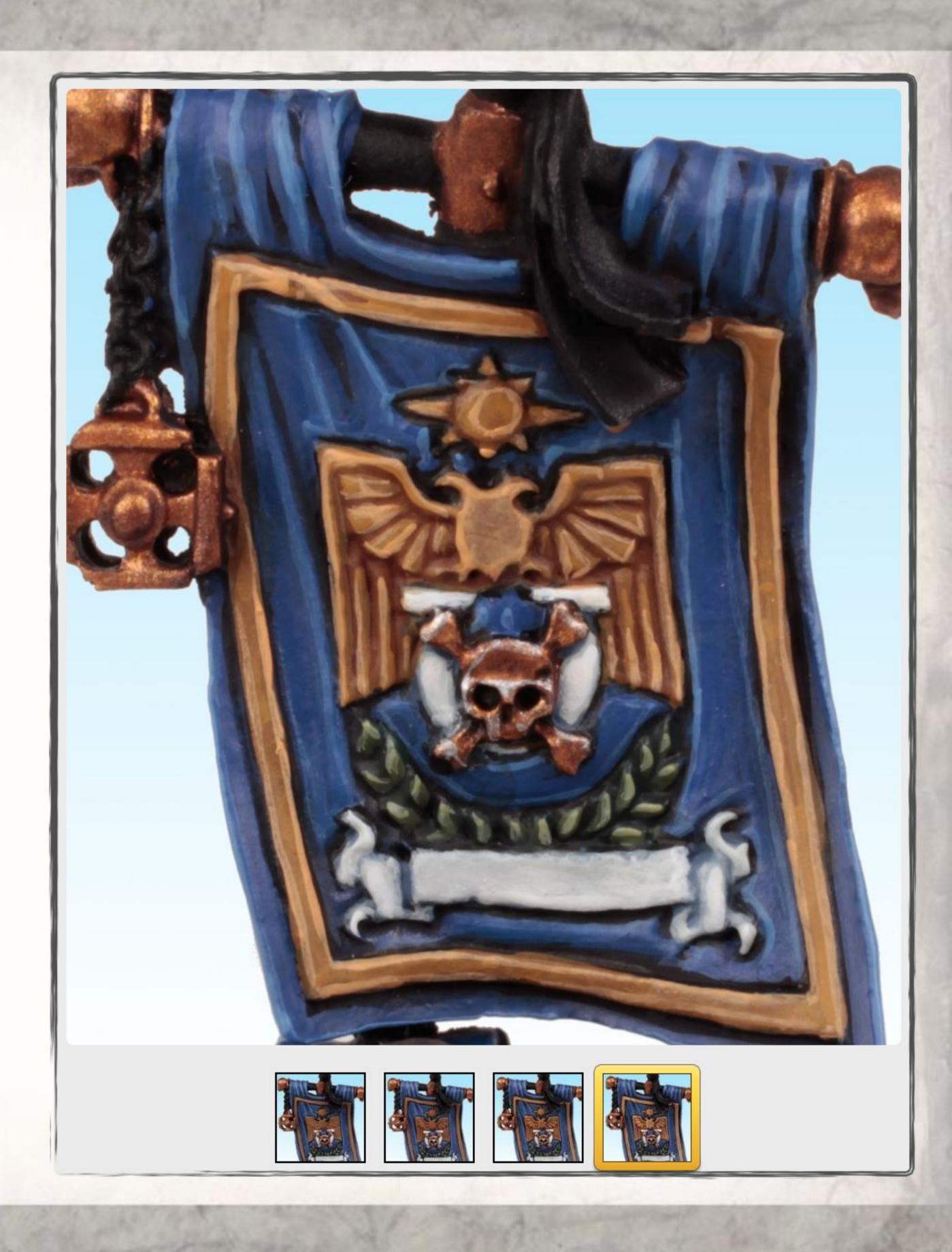






HOW TO PAINT BANNER





CHAPTER 6

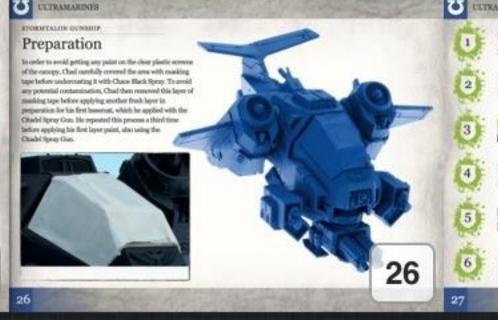
STORMTALON GUNSHIP

- 6.1 PREPARATION
- 6.2 ARMOUR PANELS
- 6.3 METAL
- 6.4 FINISHING TOUCHES

















STORMTALON GUNSHIP

Chad Mierzwa, veteran painter of the Studio's Hobby Team, shows us how to paint a Stormtalon Gunship in the colours of the Ultramarines Chapter.

Chad: 'When I first saw the Stormtalon Gunship being assembled and painted by the 'Eavy Metal team, I knew that I wanted to have a go myself. I love the Stormtalon's imagery of a small, agile but hard hitting vehicle performing deadly strafing runs as it tears across the battlefield in a way that not even the most heavily armed Land Speeder can match. In fact, it was with the vision of performing strafing runs in mind that I equipped my Stormtalon with a potent mix of anti-infantry firepower. In this way, it can really live up to its title as a gunship, hosing down the enemy with impunity.

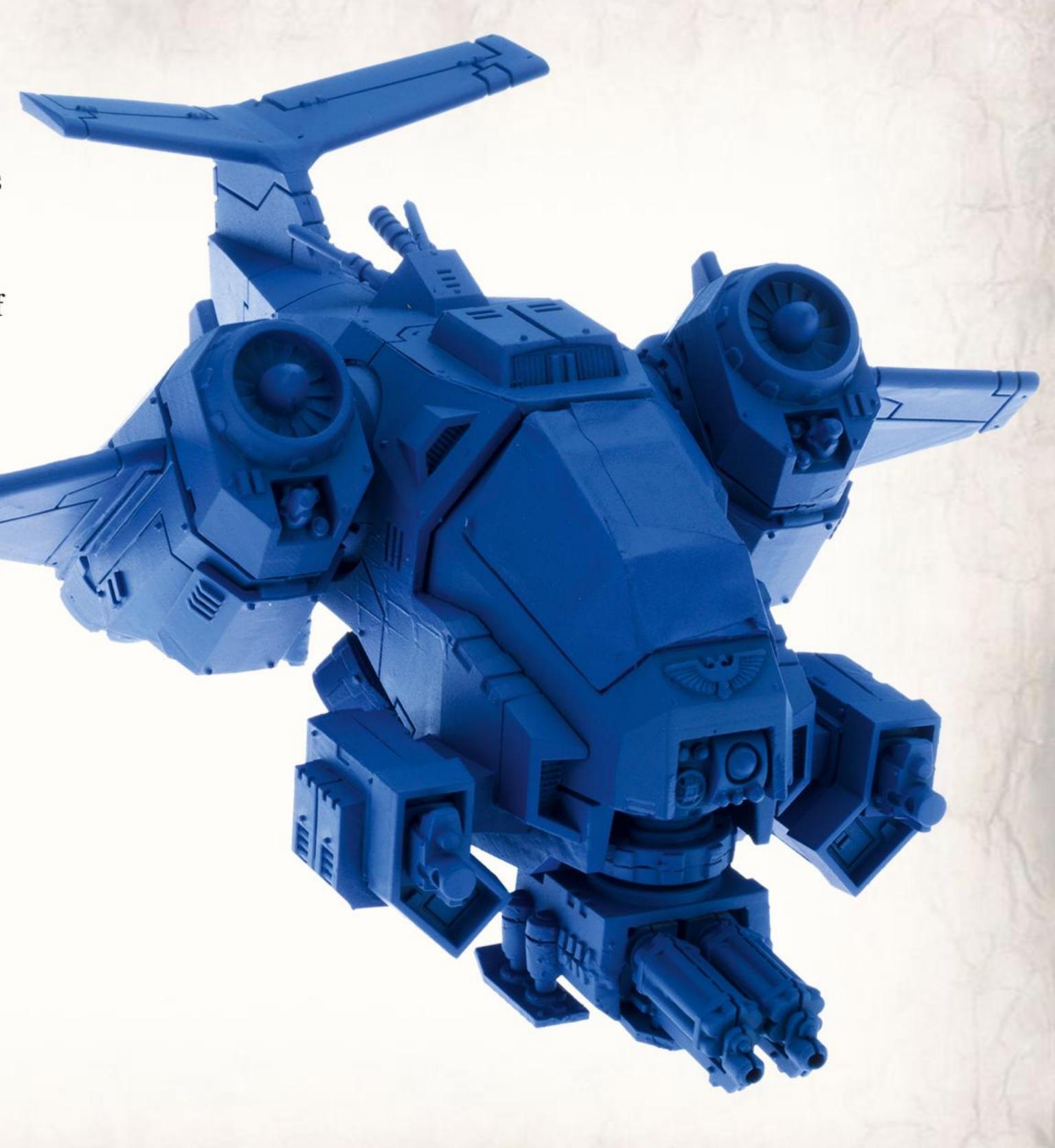
'When it came to painting the Stormtalon I used the *How to Paint Citadel Miniatures* book as a guide for selecting which colours to use and what techniques to apply. It's worth noting, however, that the methods I've used here can be combined with the Citadel Painting Guides in *How to Paint Citadel Miniatures* to paint the Stormtalon in the colours of your favourite Chapter. To do this, simply replace the blue at each basecoat, wash, layer and glaze stage with the appropriate colours for your Space Marine Chapter of choice.'

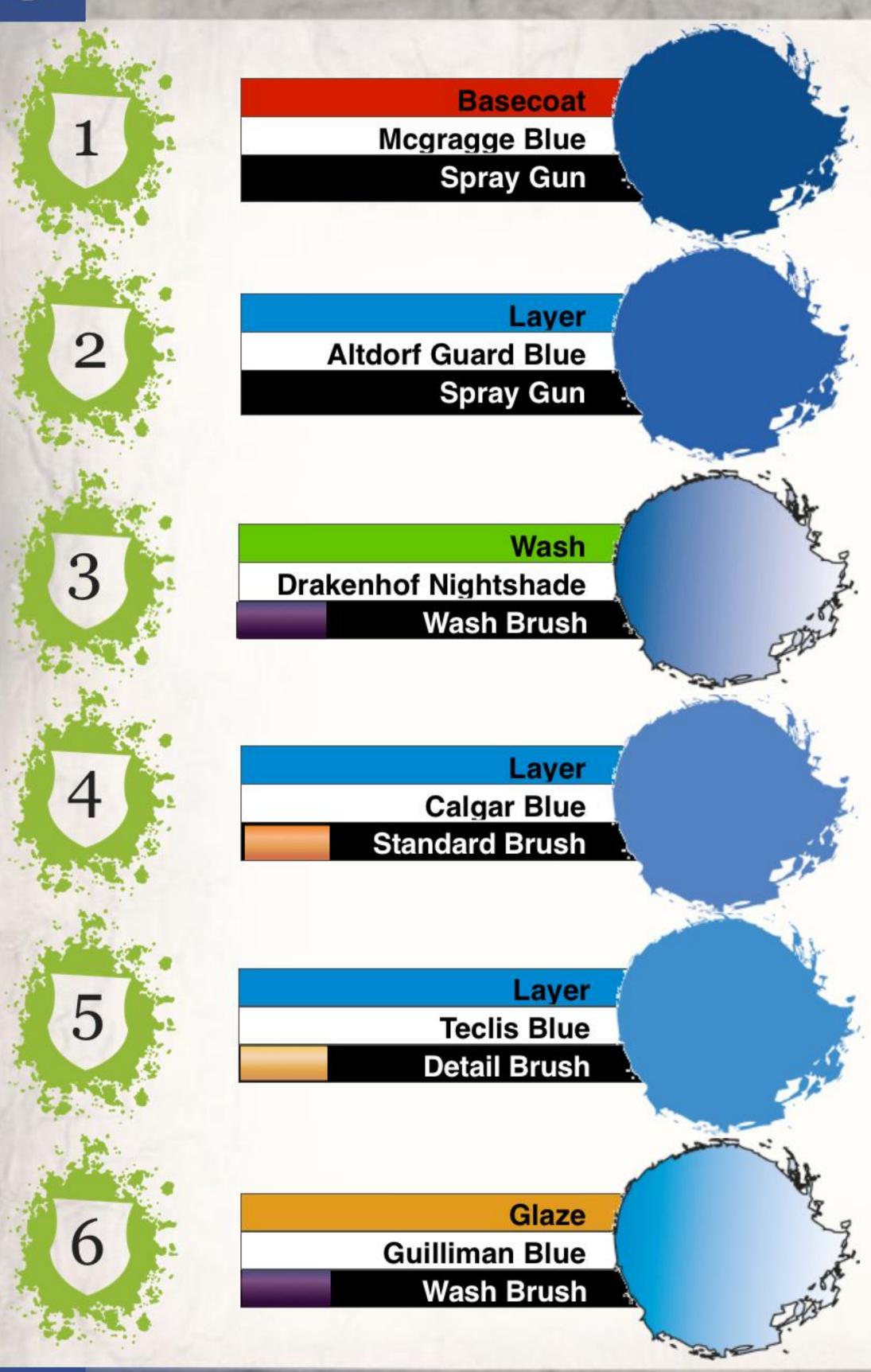


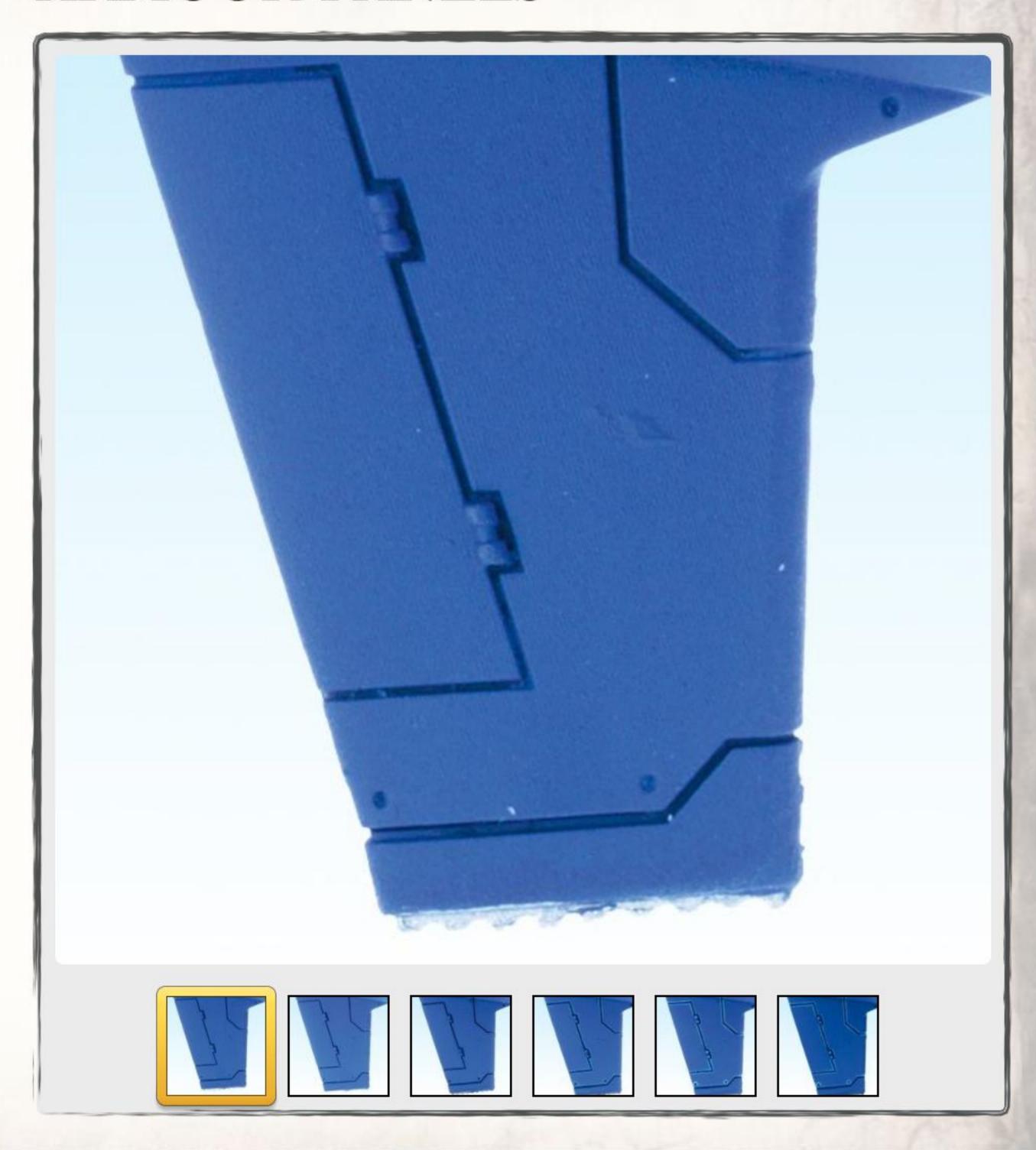
Preparation

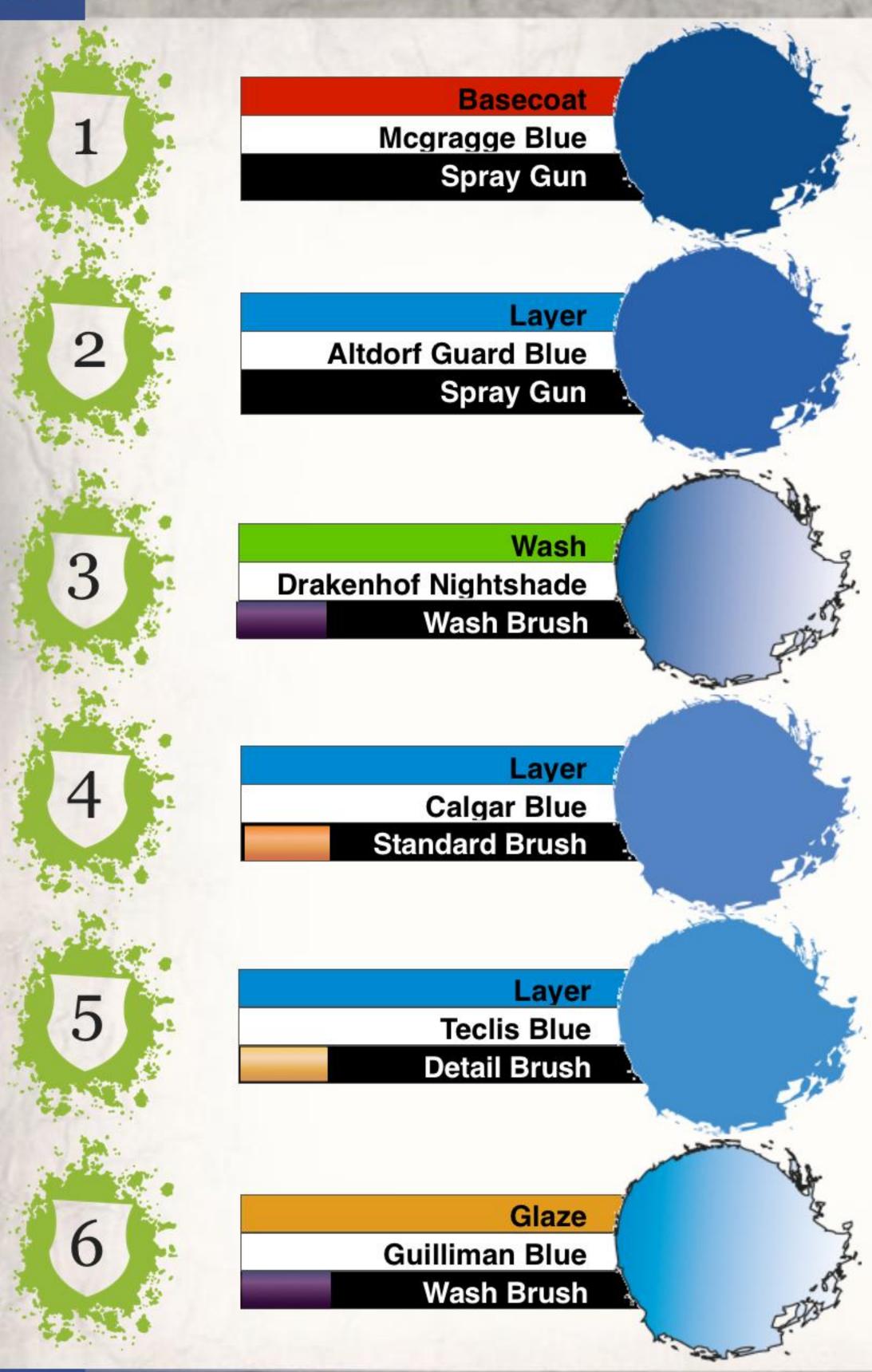
In order to avoid getting any paint on the clear plastic screens of the canopy, Chad carefully covered the area with masking tape before undercoating it with Chaos Black Spray. To avoid any potential contamination, Chad then removed this layer of masking tape before applying another fresh layer in preparation for his first basecoat, which he applied with the Citadel Spray Gun. He repeated this process a third time before applying his first layer paint, also using the Citadel Spray Gun.

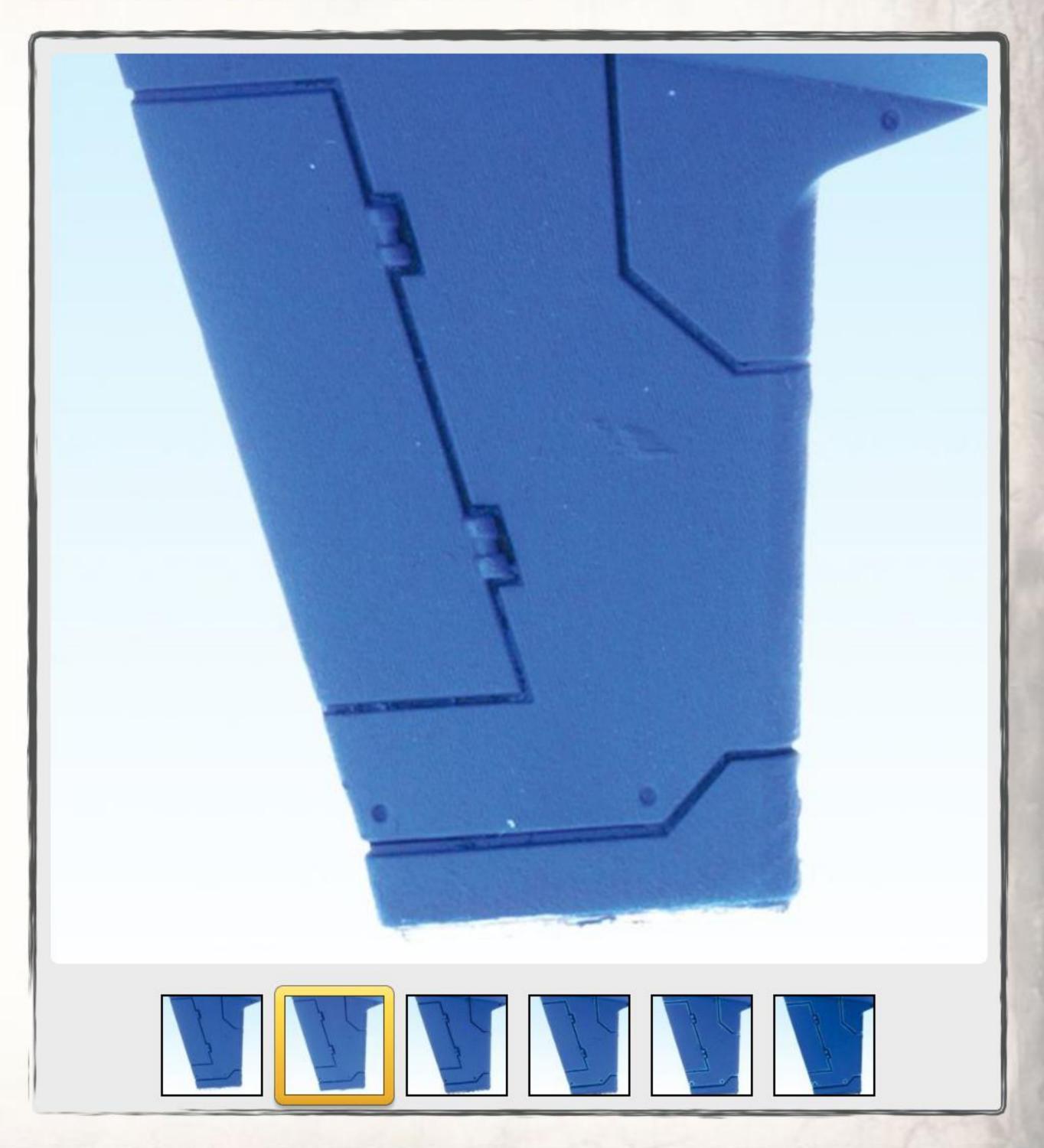


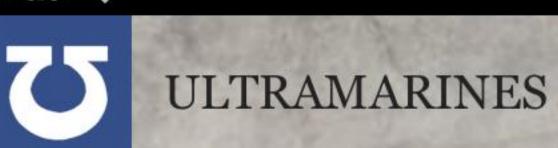


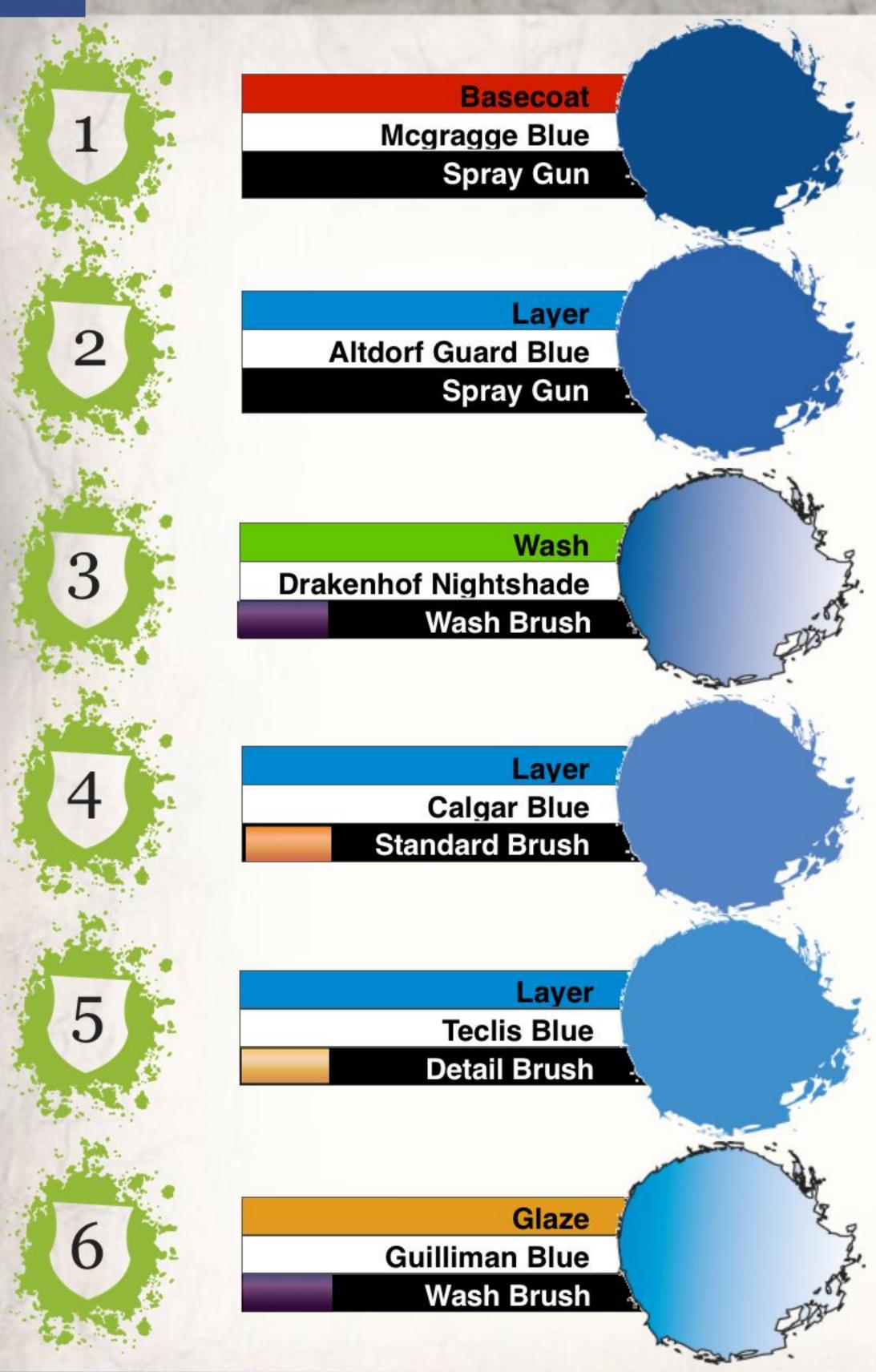


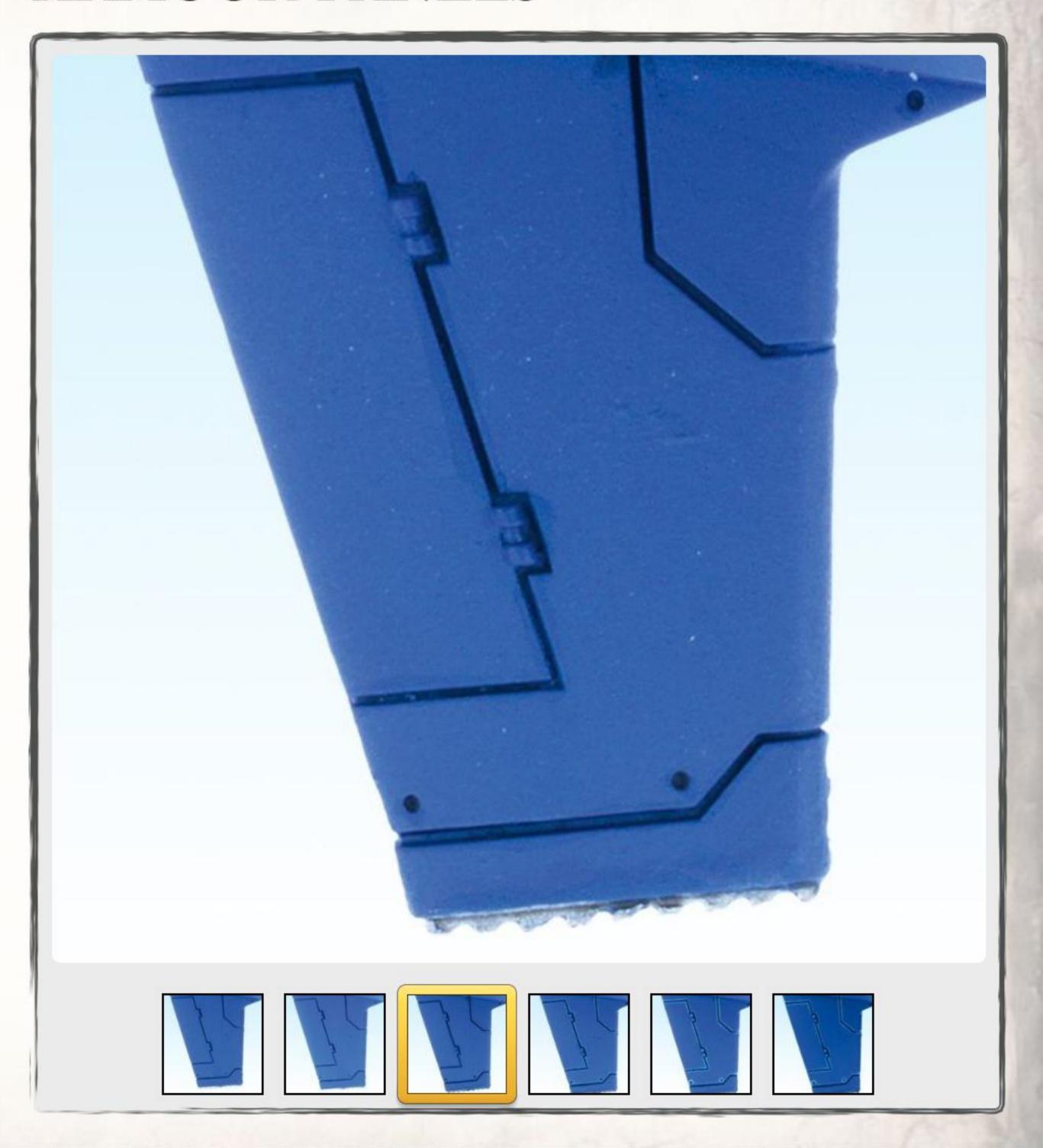


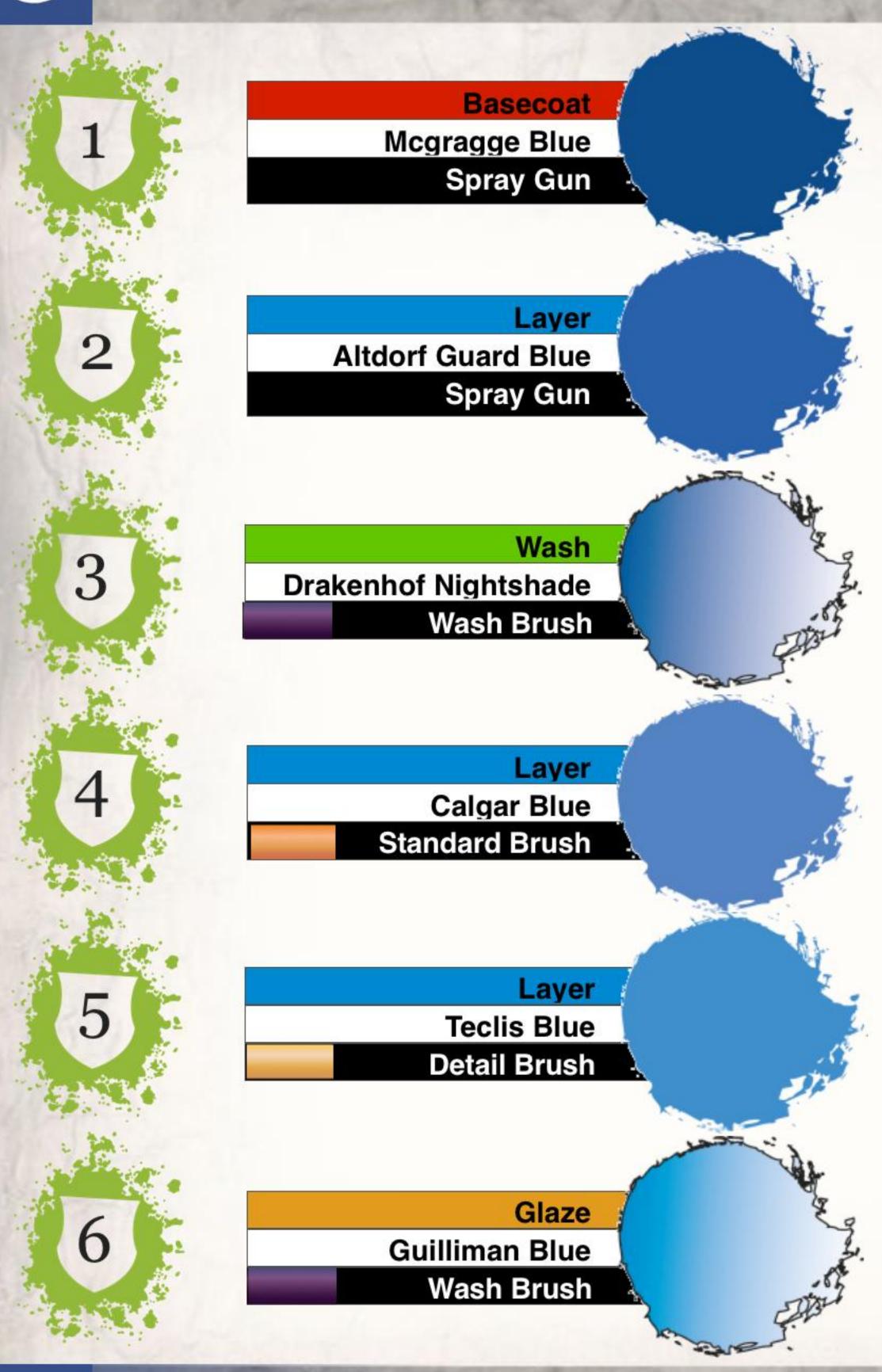












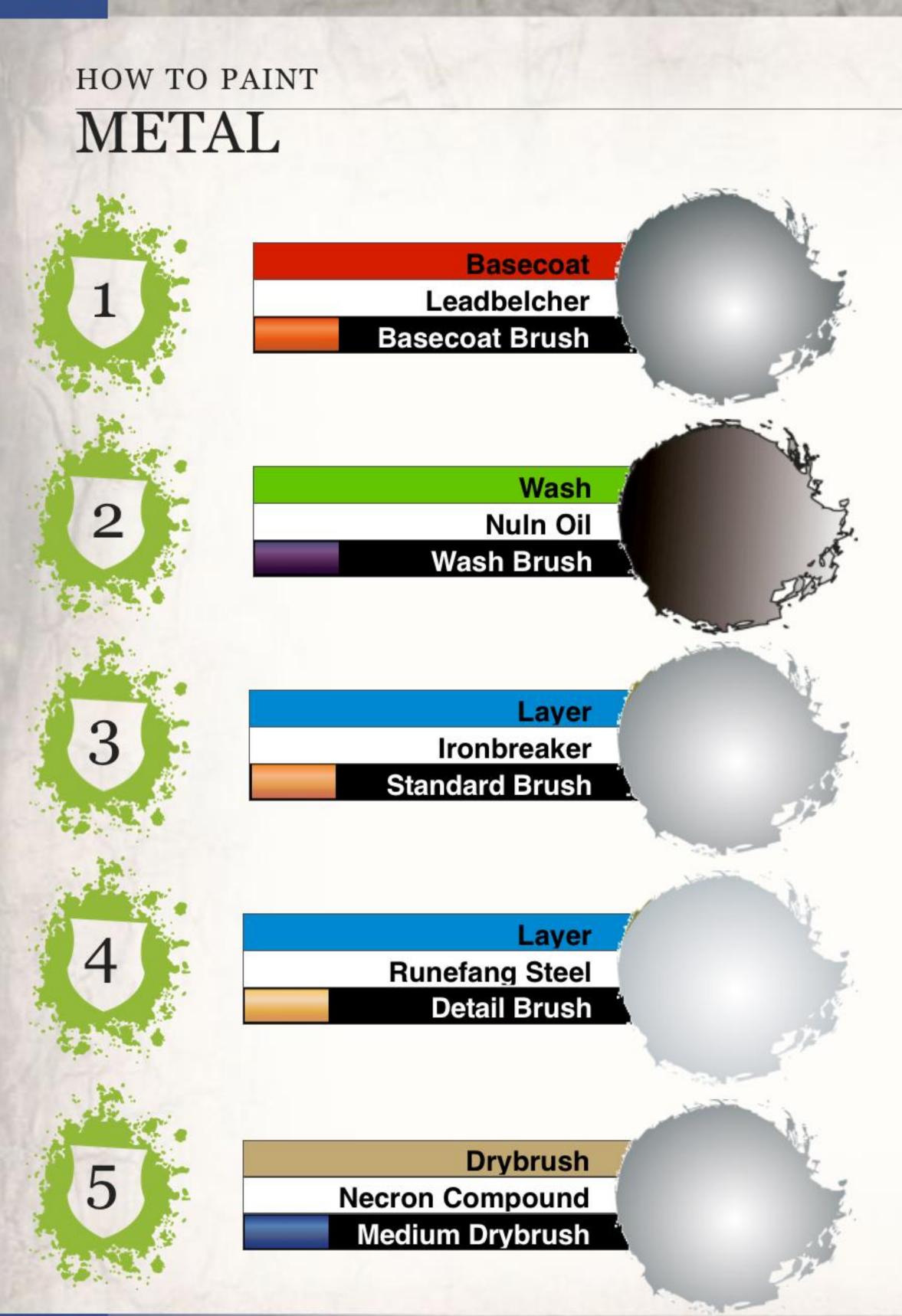




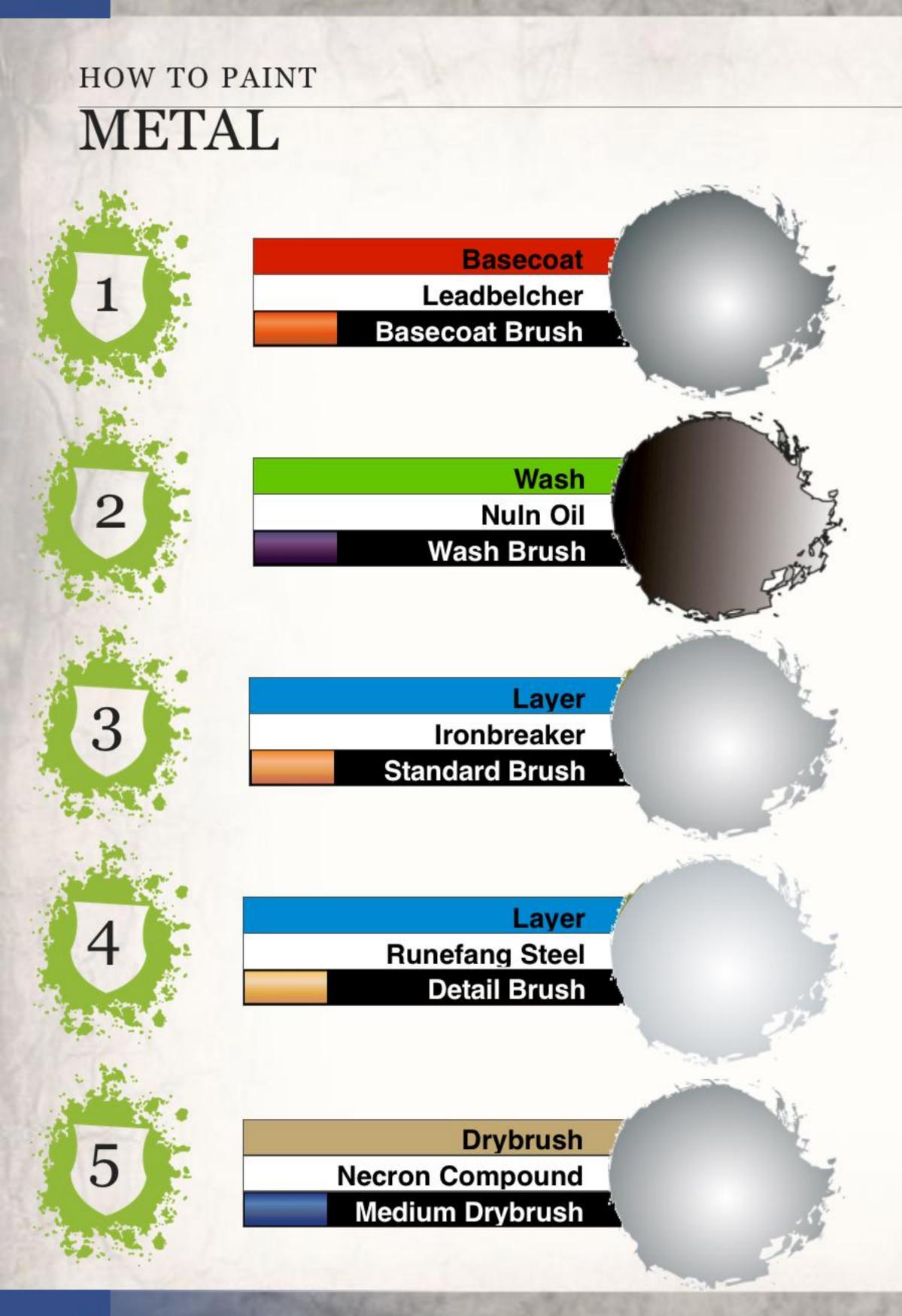




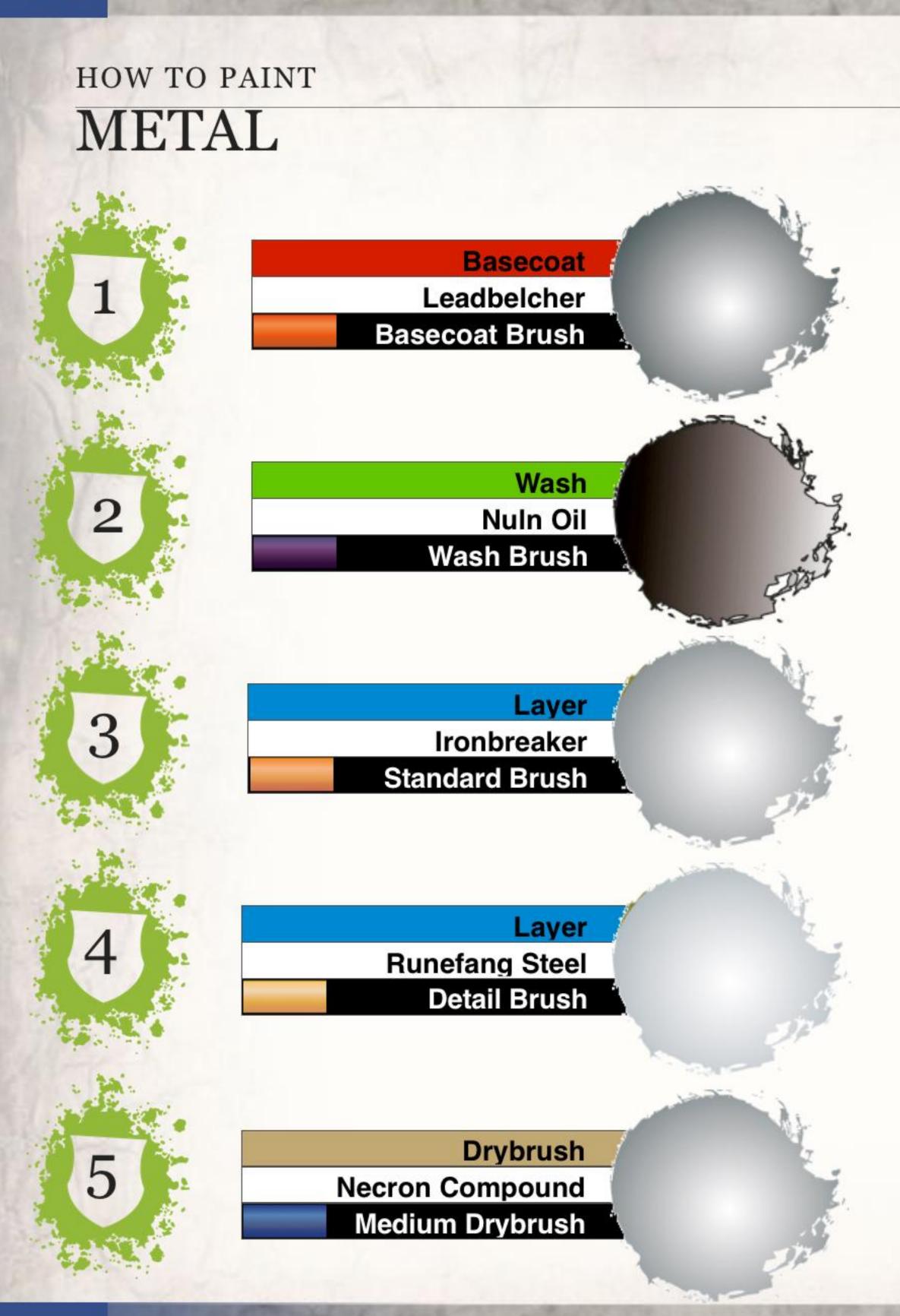




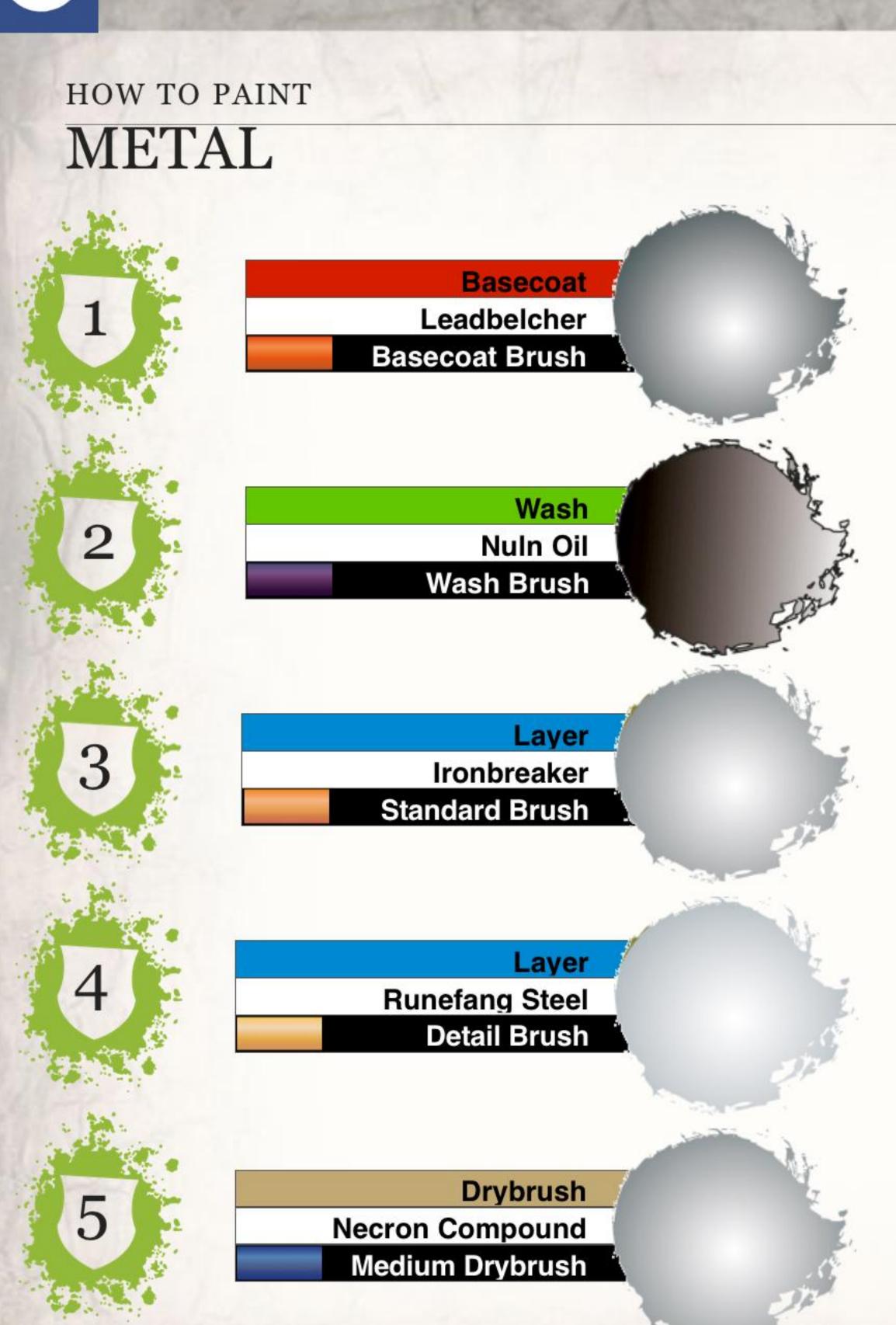




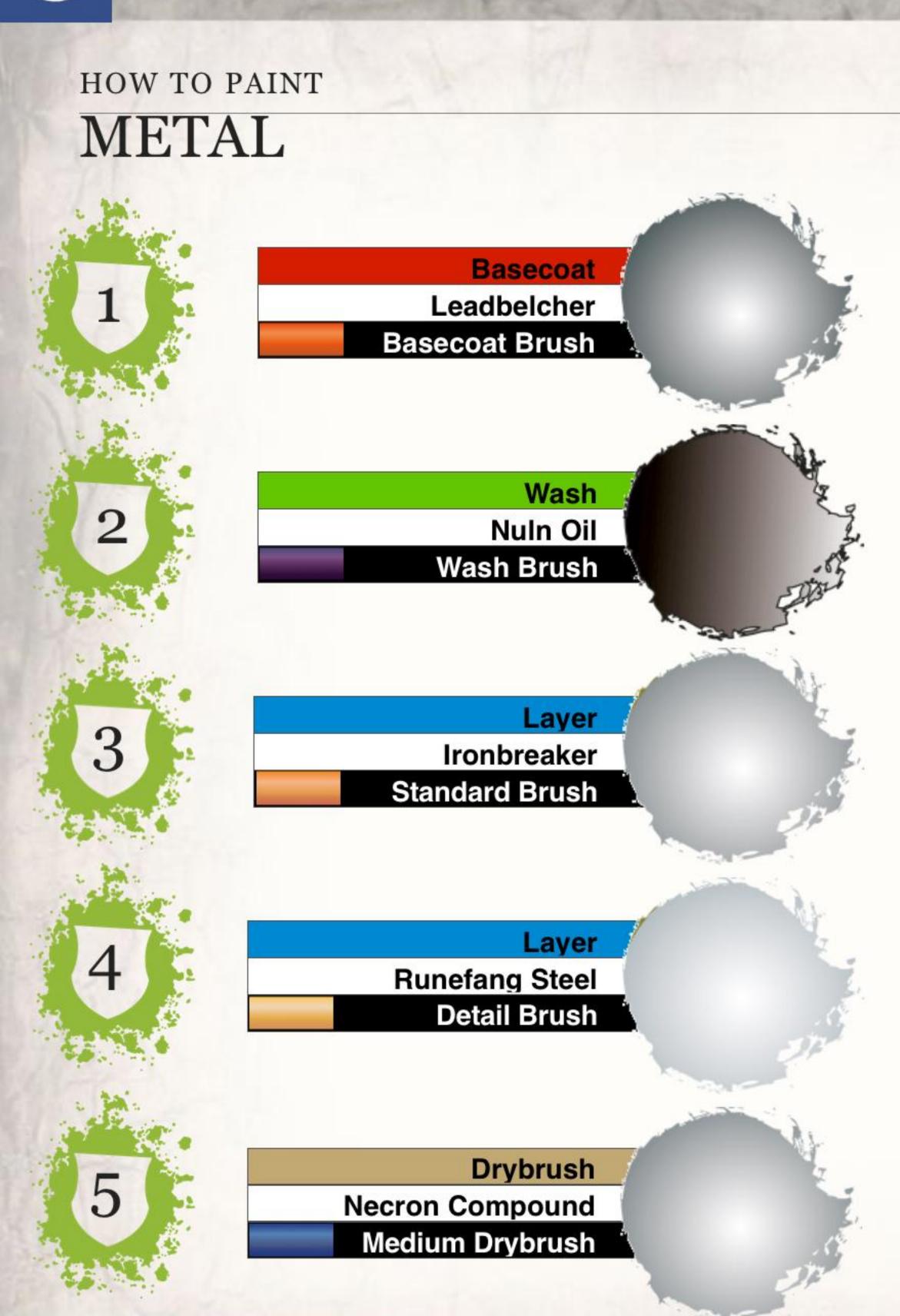
















FINISHING TOUCHES

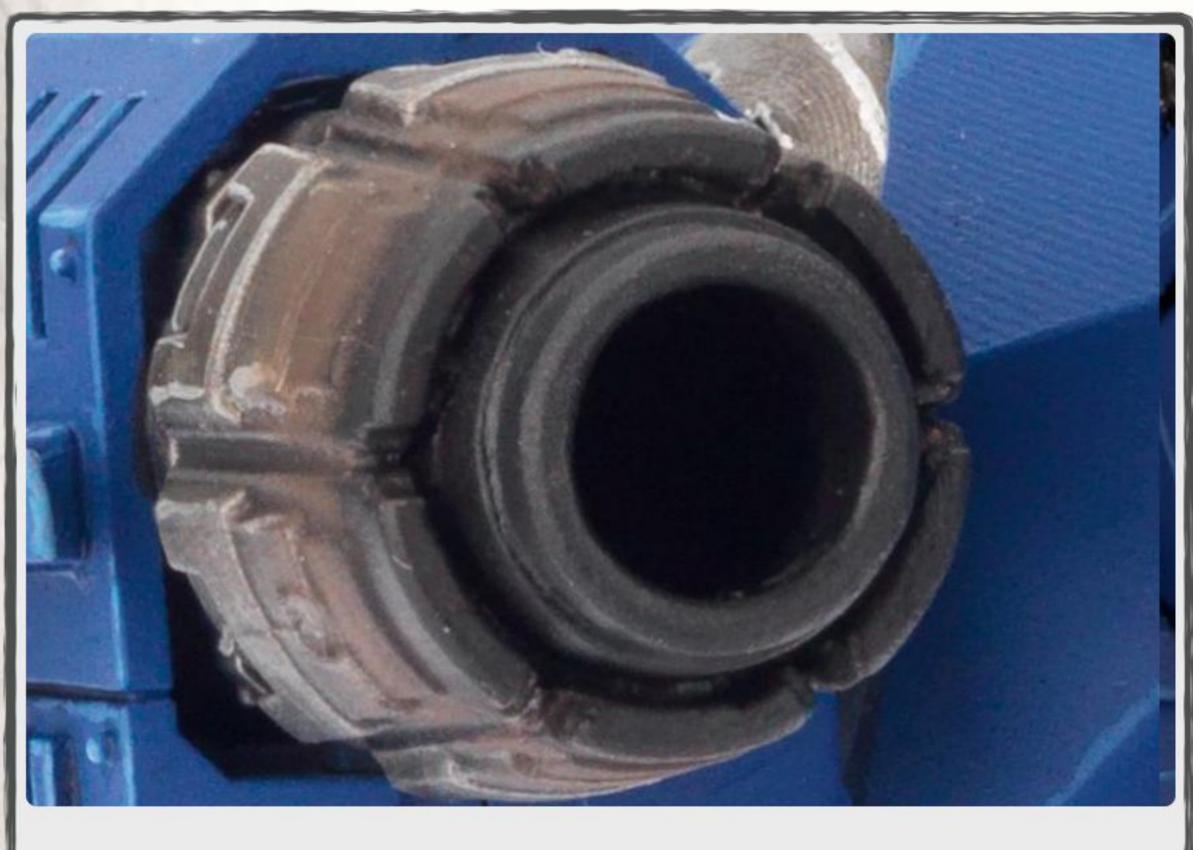
Having finished the Stormtalon's chassis and pilot, Chad applied a few finishing touches to his model. This took the form of weathering the Stormtalon's paintwork with streaks of chipped paint, creating a charred effect on the thruster exhausts and adding some Ultramarines transfers to the vehicle's hull.





FINISHING TOUCHES

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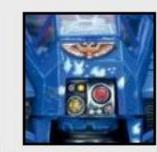


Chad lightly drybrushed the engines with Abaddon Black to achieve a suitably scorched effect.







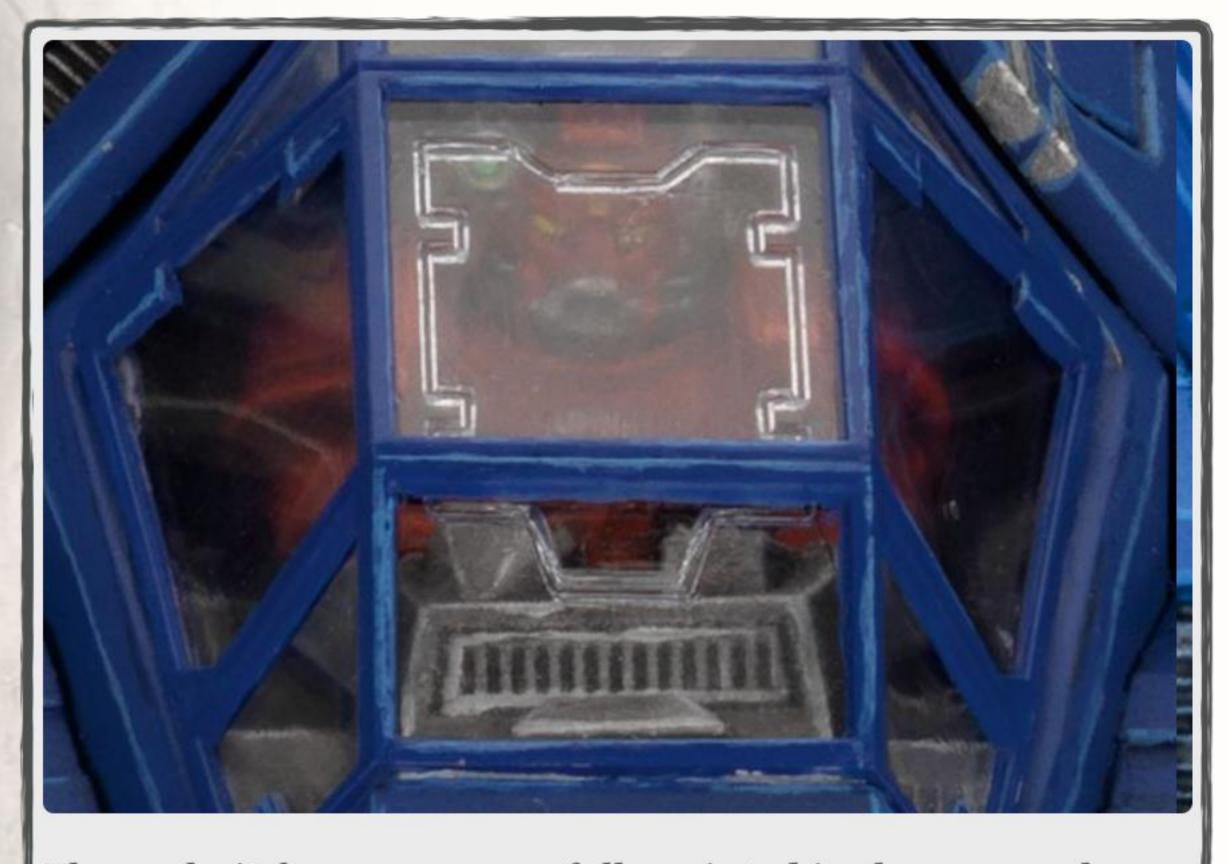






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The cockpit frame was carefully painted in the same colours as the armour panels using a Detail Brush.





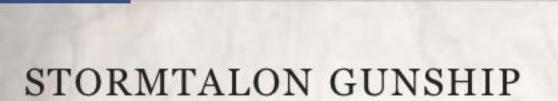






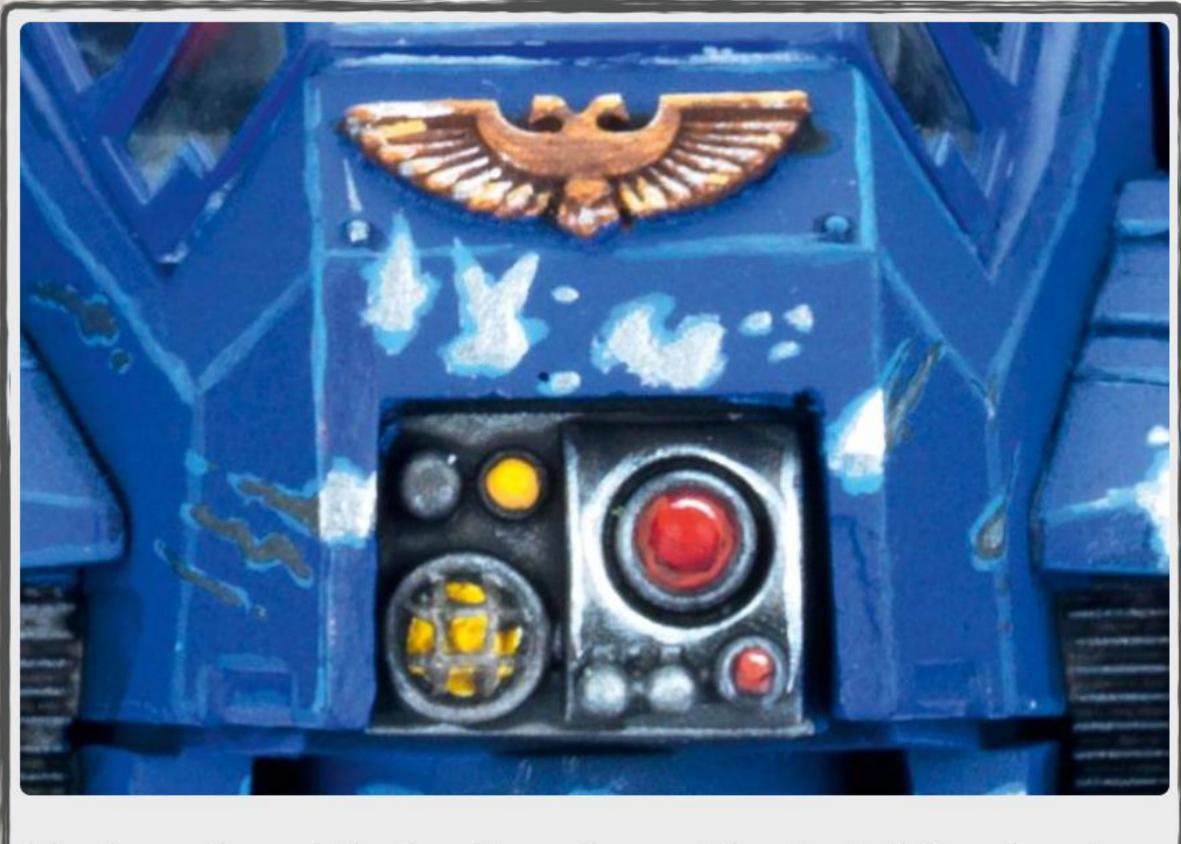


ULTRAMARINES



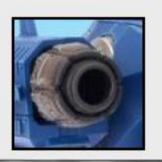
FINISHING TOUCHES

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Chad weathered the leading edges with a Detail Brush using the same colours as for painting the metal.













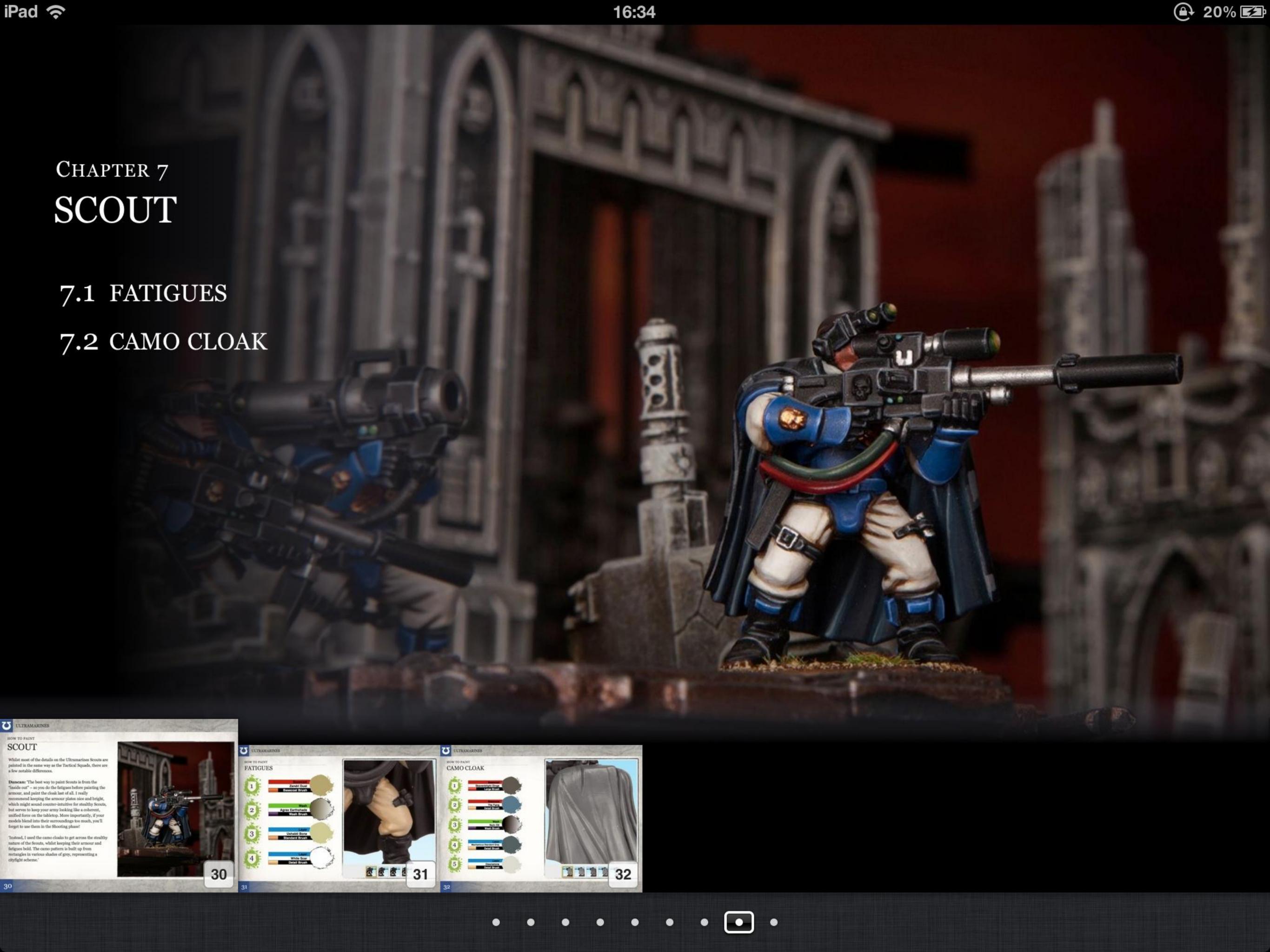


FINISHING TOUCHES

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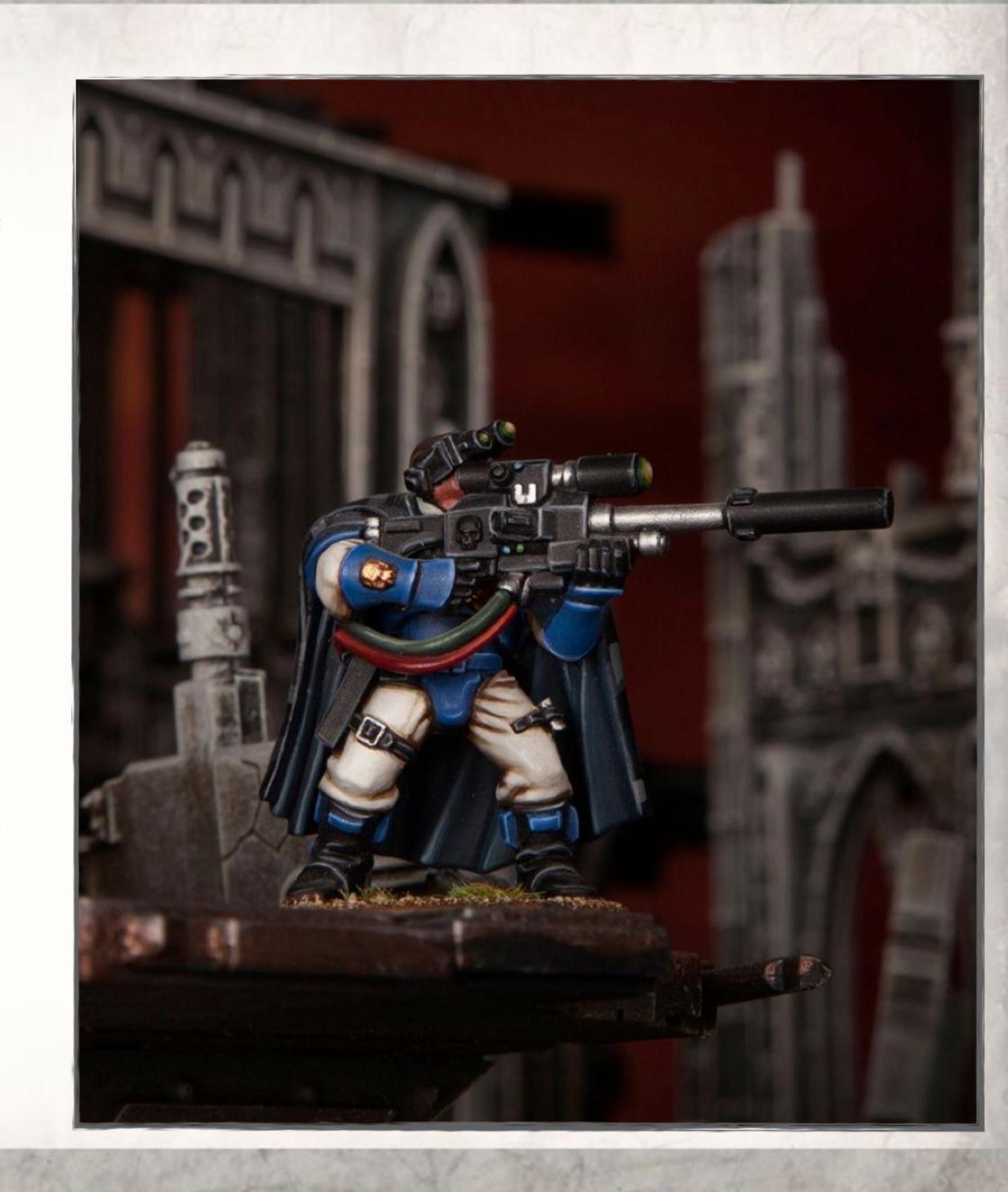


SCOUT

Whilst most of the details on the Ultramarines Scouts are painted in the same way as the Tactical Squads, there are a few notable differences.

Duncan: 'The best way to paint Scouts is from the "inside out" – so you do the fatigues before painting the armour, and paint the cloak last of all. I really recommend keeping the armour plates nice and bright, which might sound counter-intuitive for stealthy Scouts, but serves to keep your army looking like a coherent, unified force on the tabletop. More importantly, if your models blend into their surroundings too much, you'll forget to use them in the Shooting phase!

'Instead, I used the camo cloaks to get across the stealthy nature of the Scouts, whilst keeping their armour and fatigues bold. The camo pattern is built up from rectangles in various shades of grey, representing a cityfight scheme.'

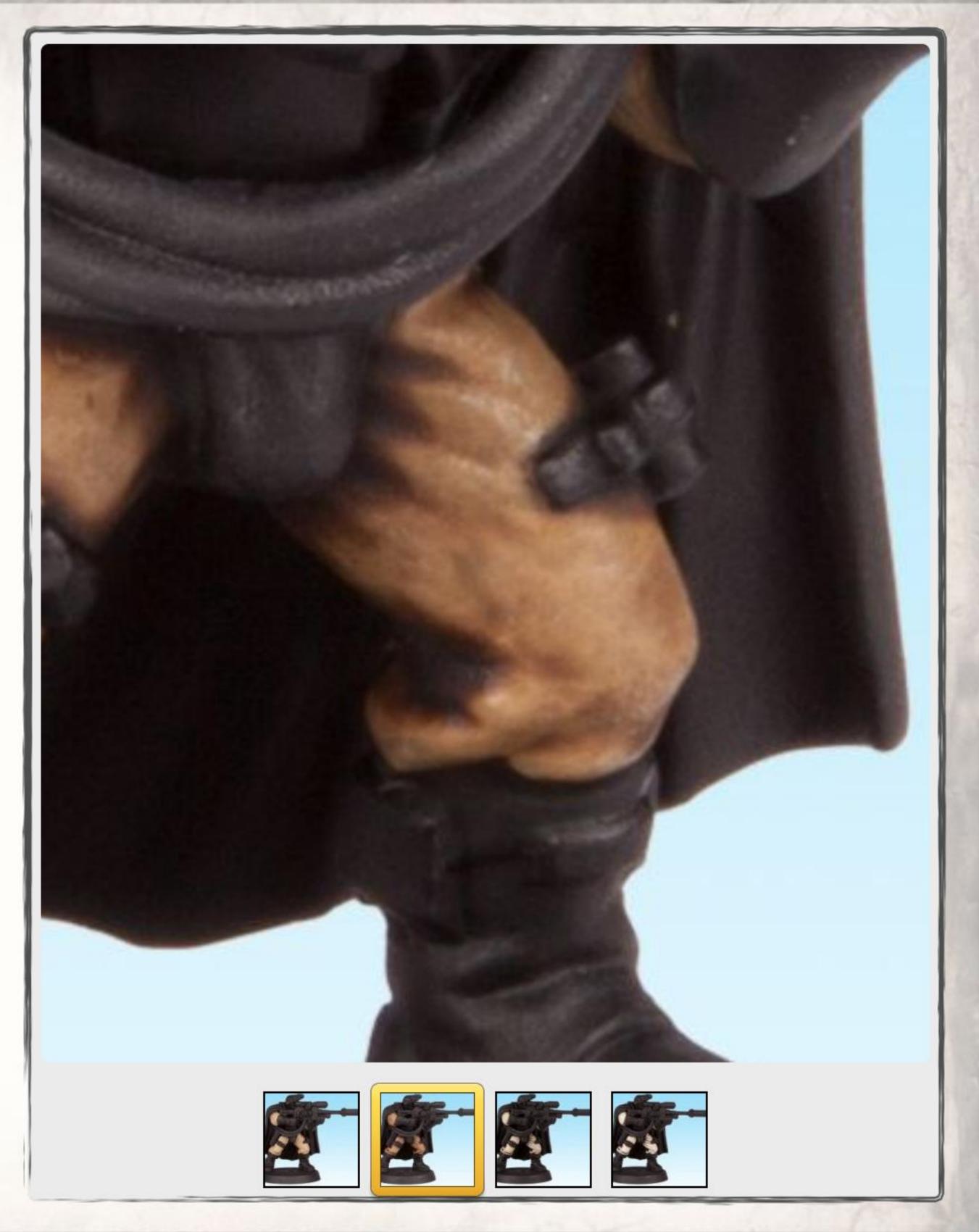


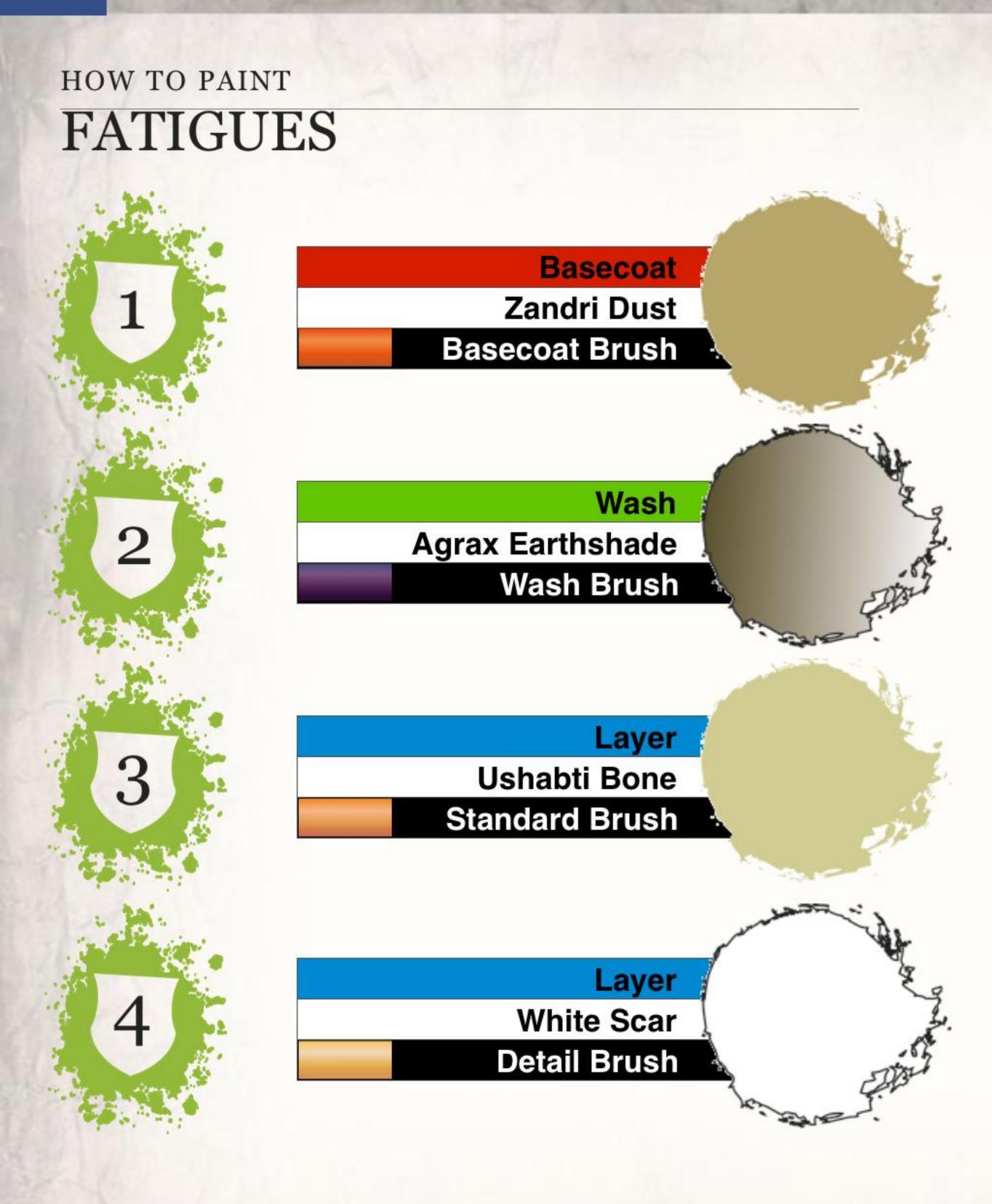






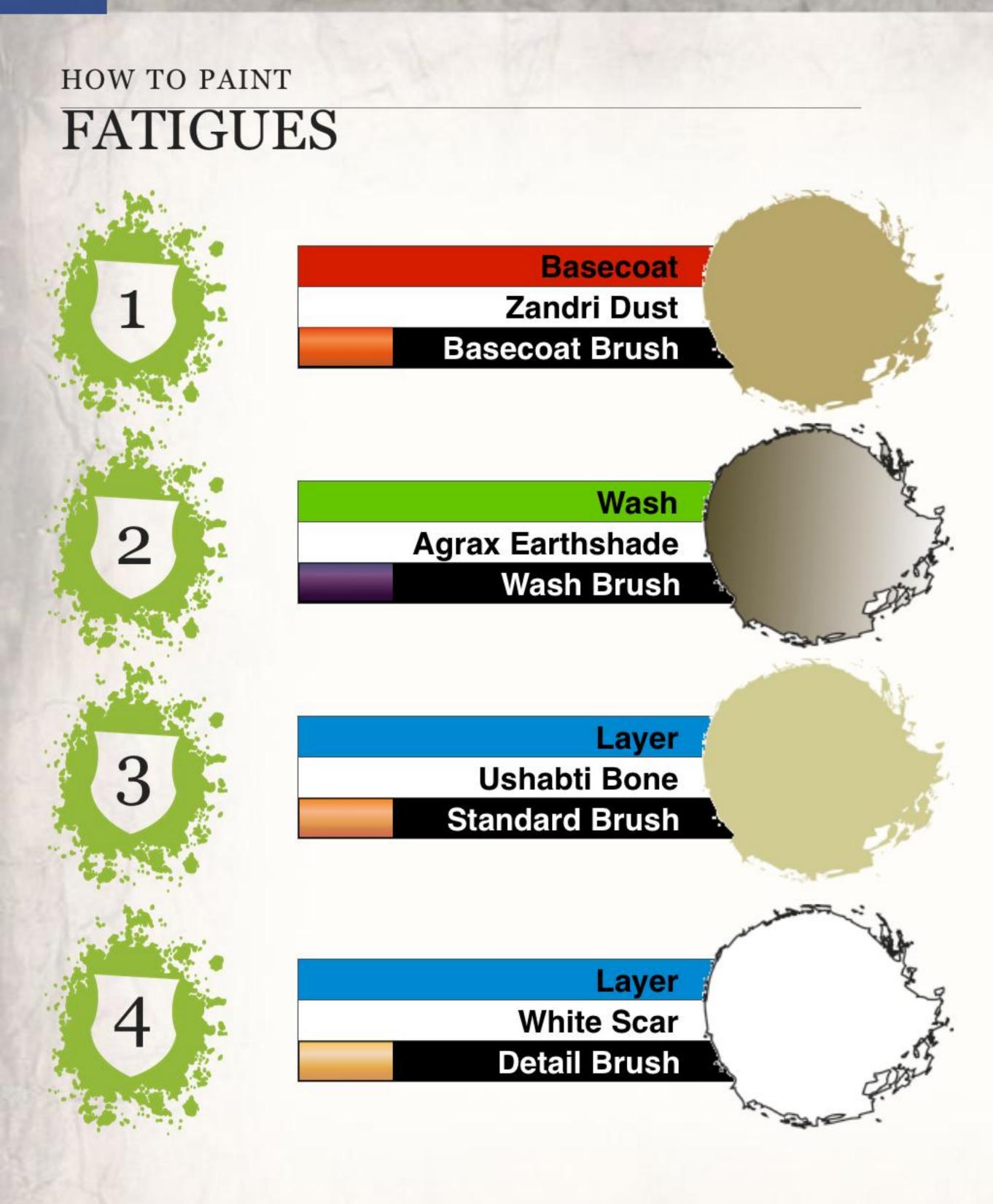






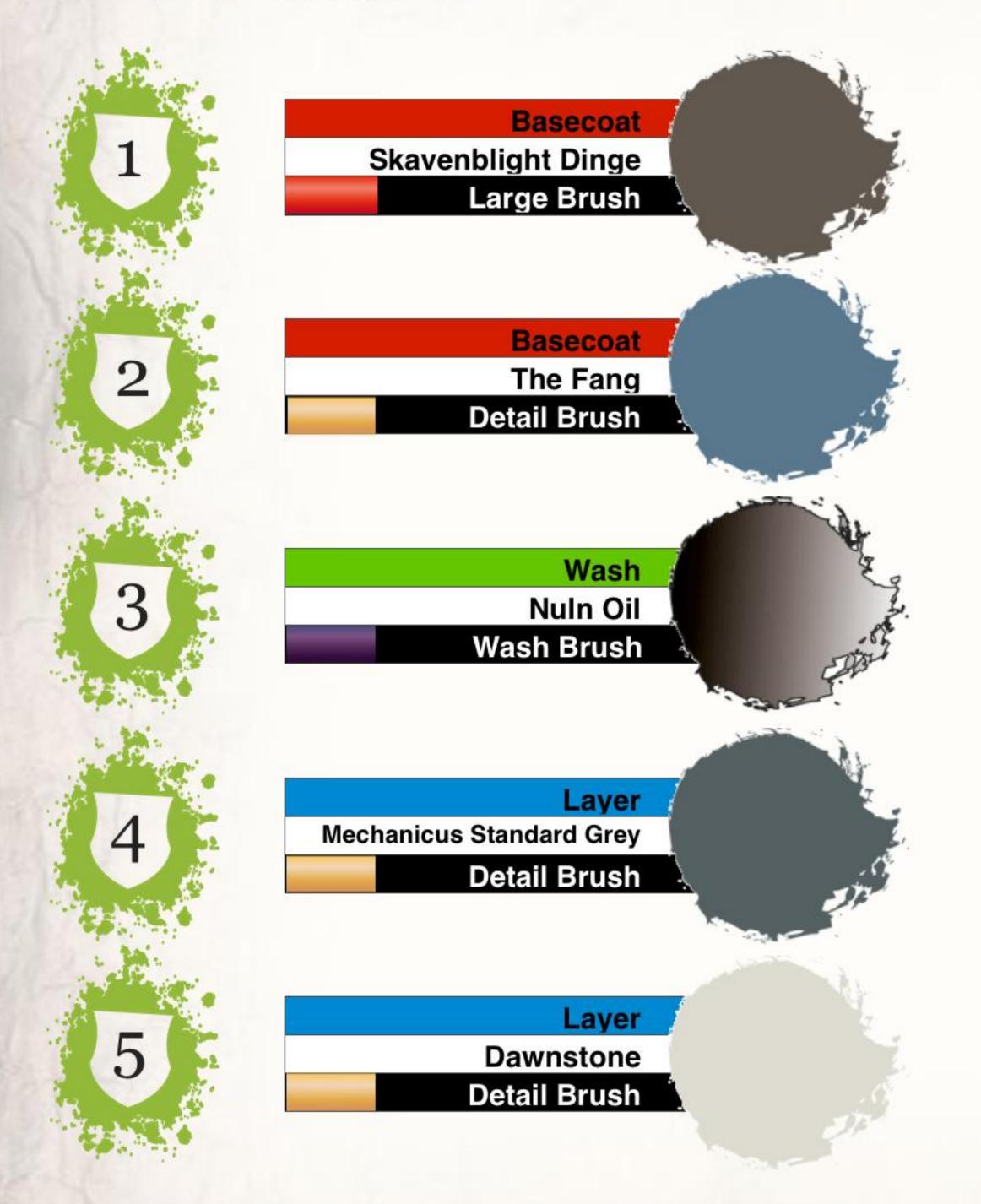


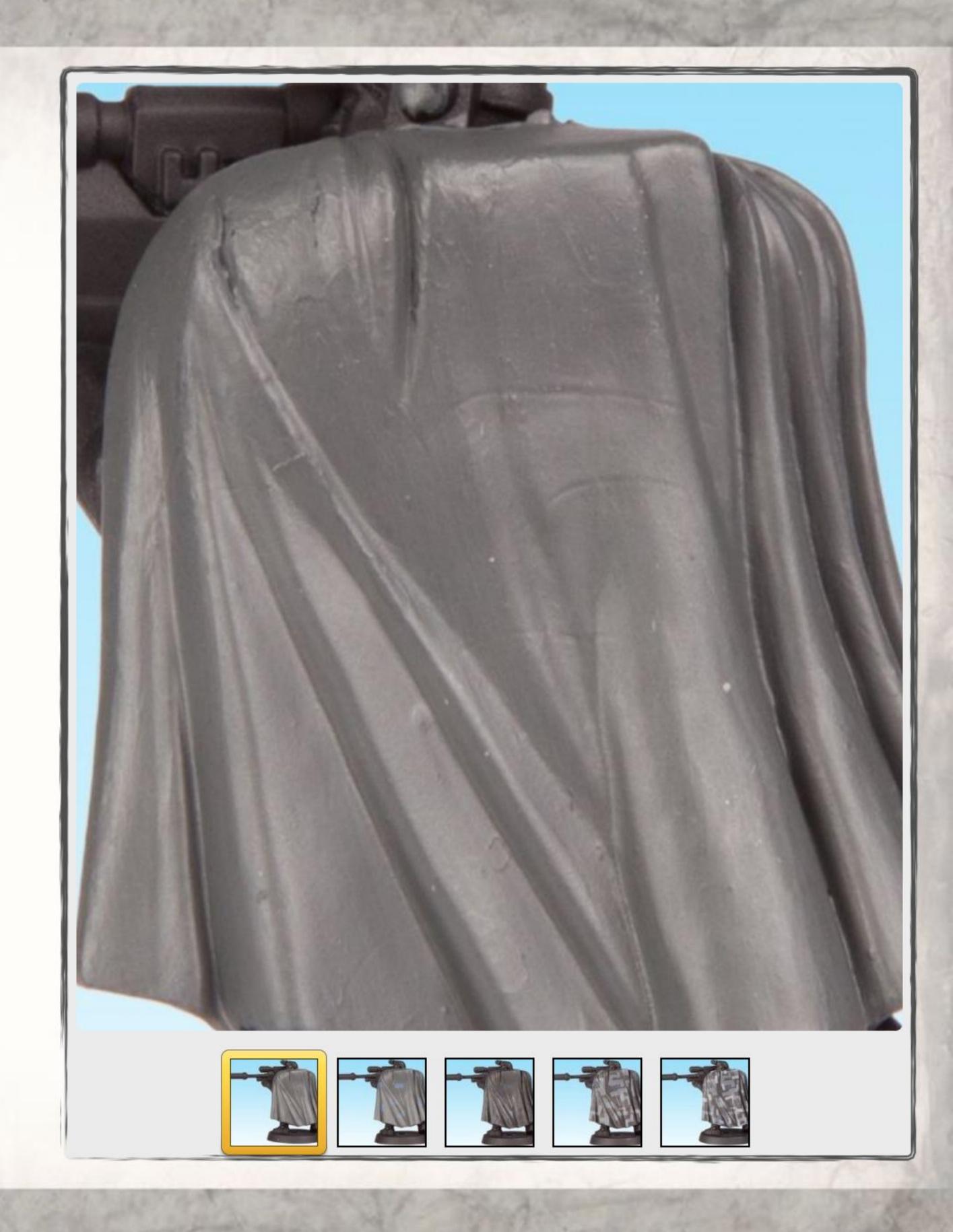


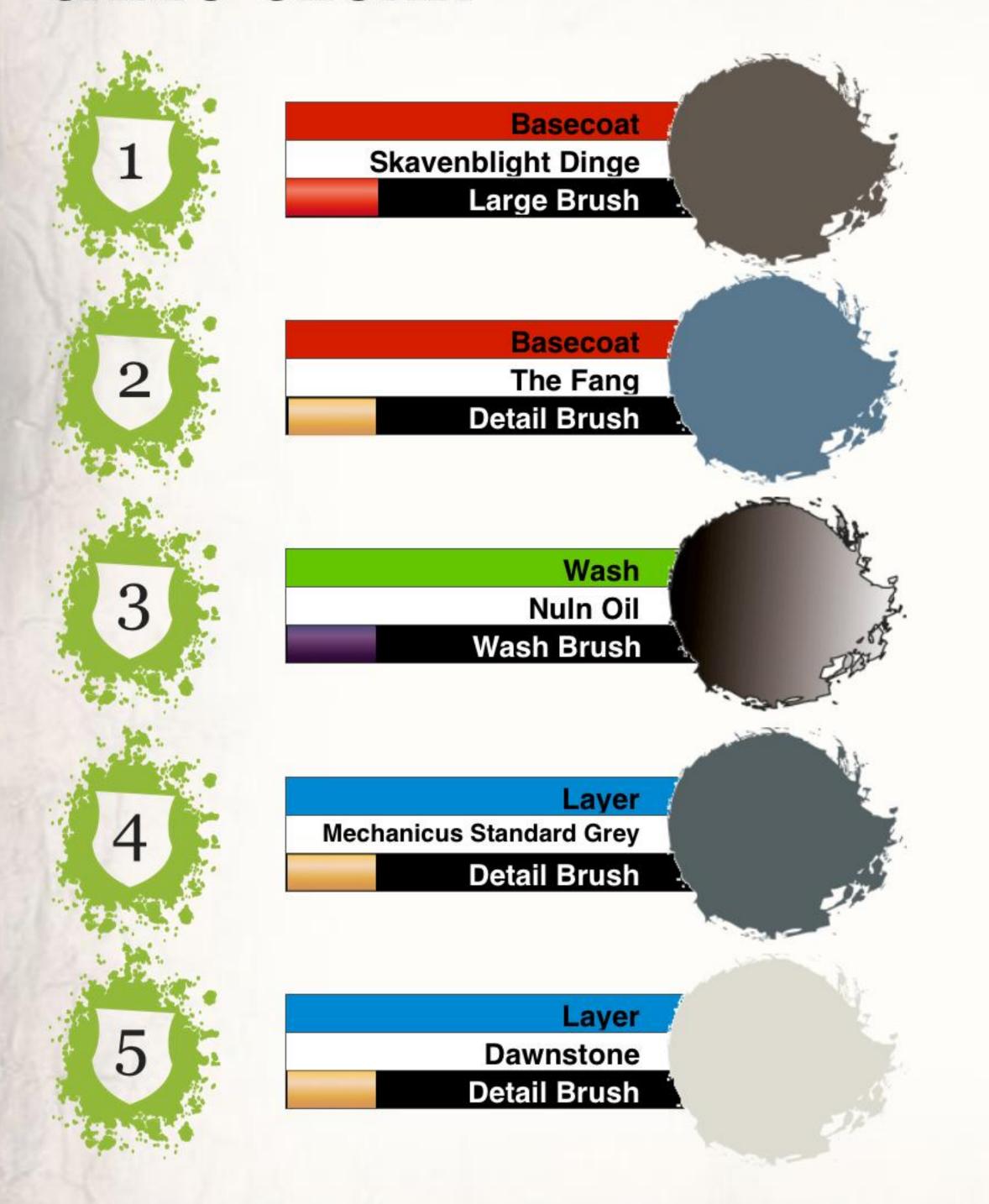


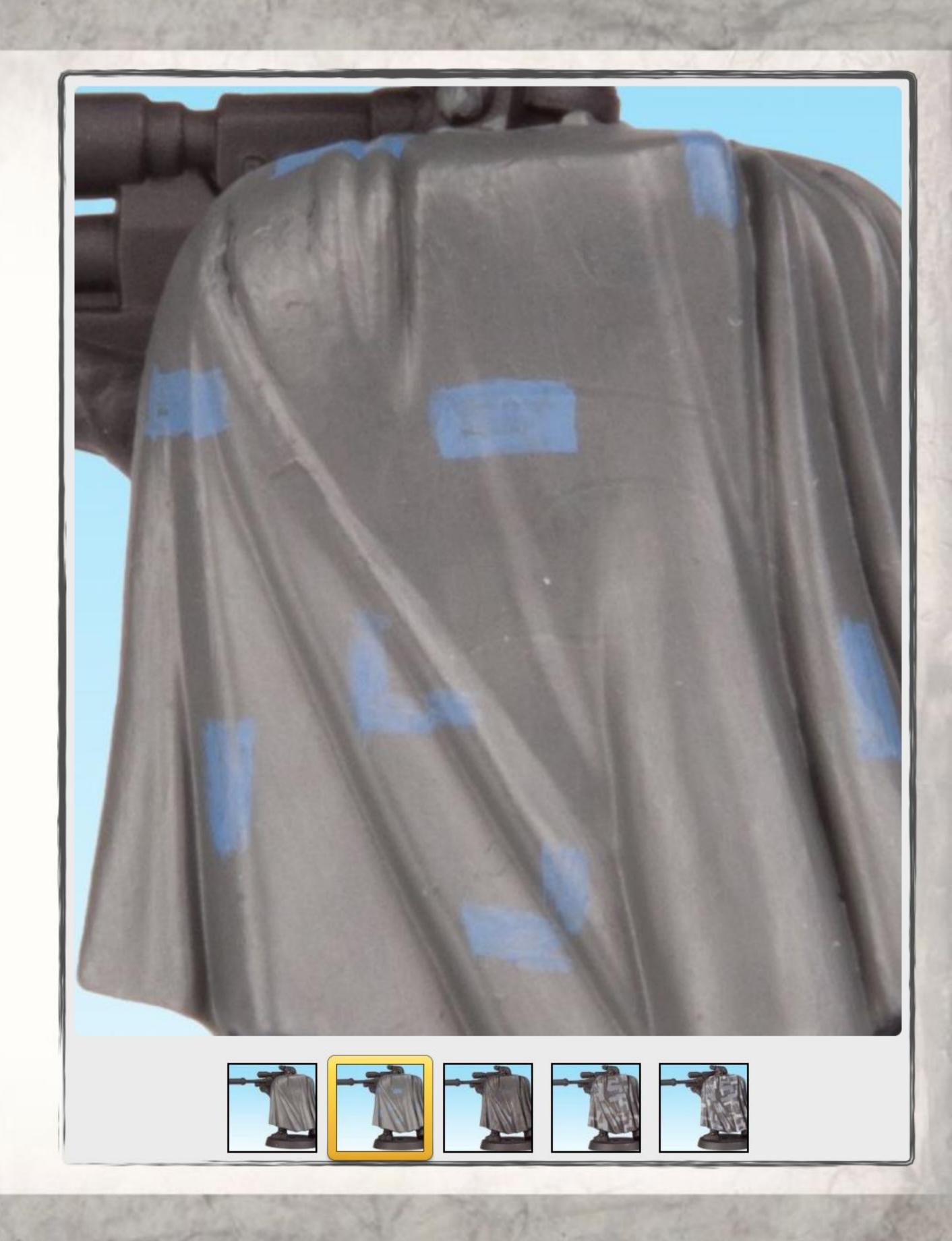






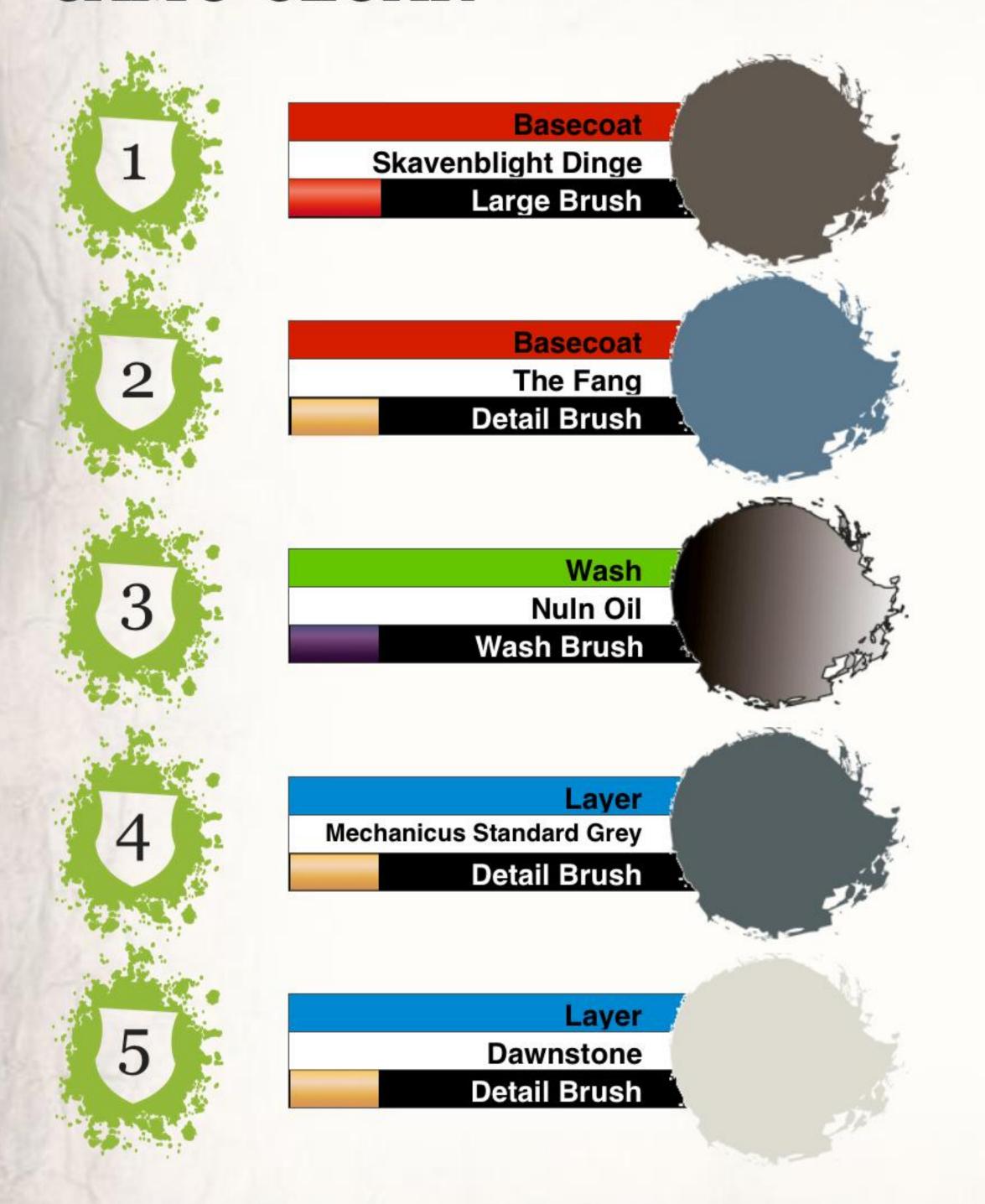


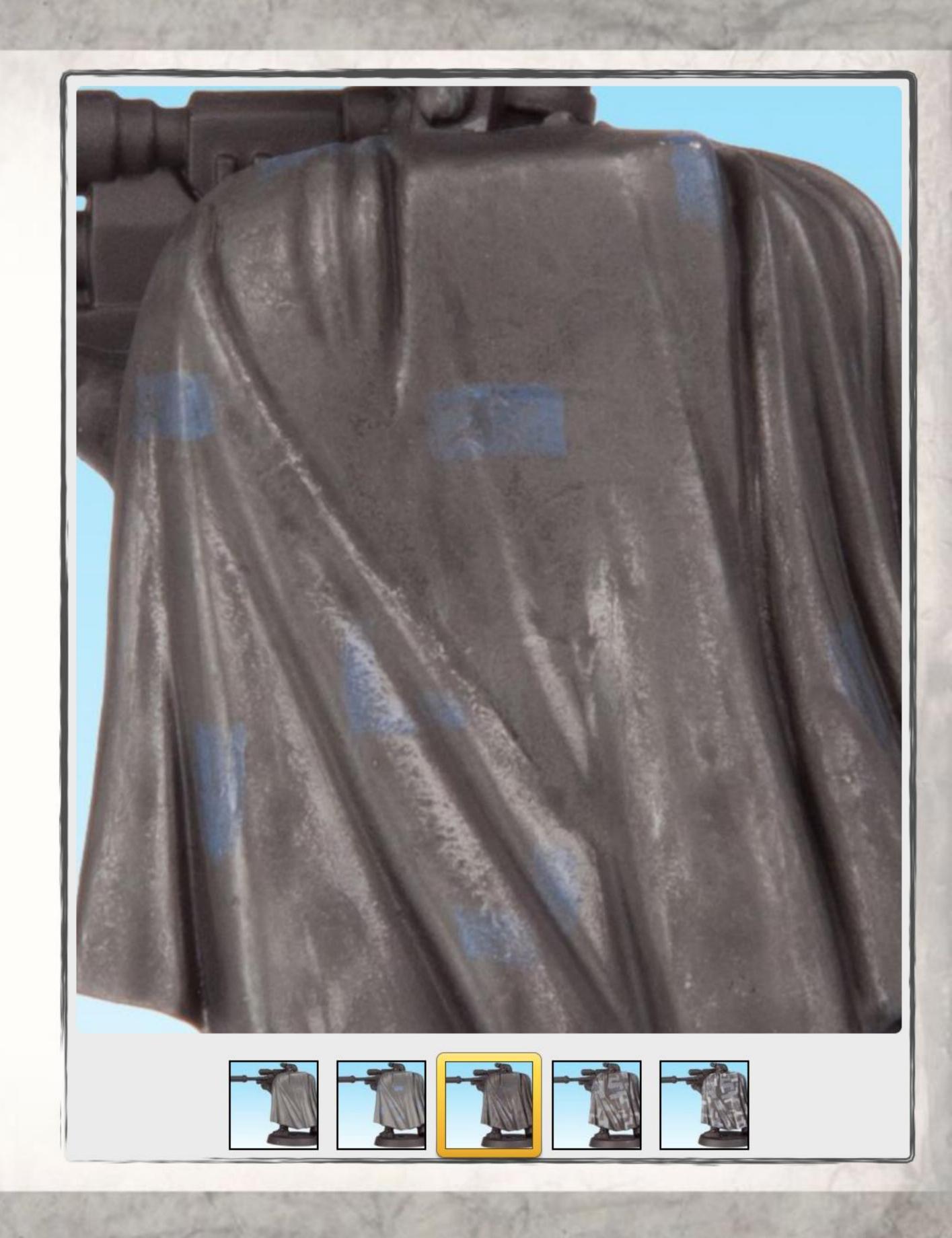


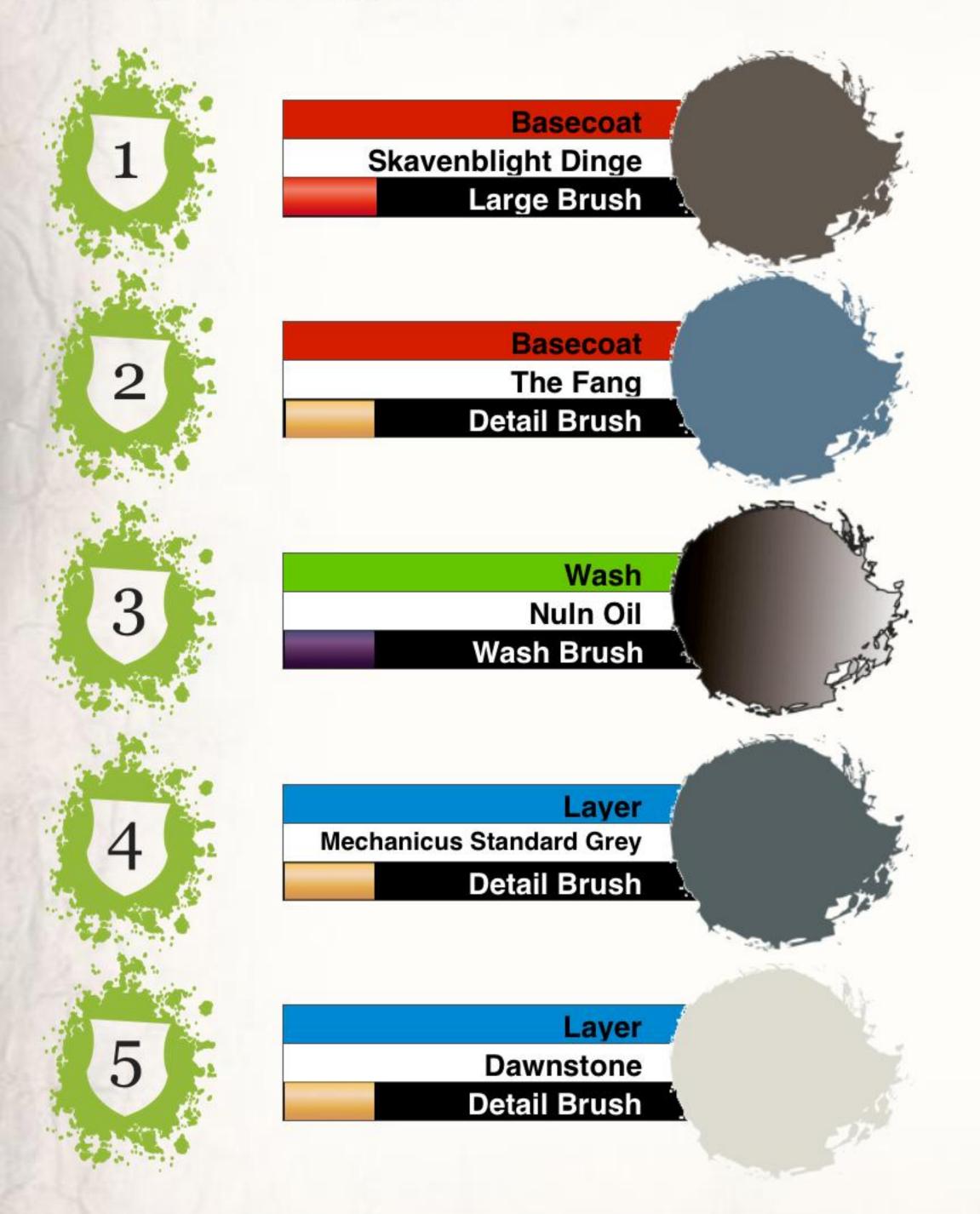


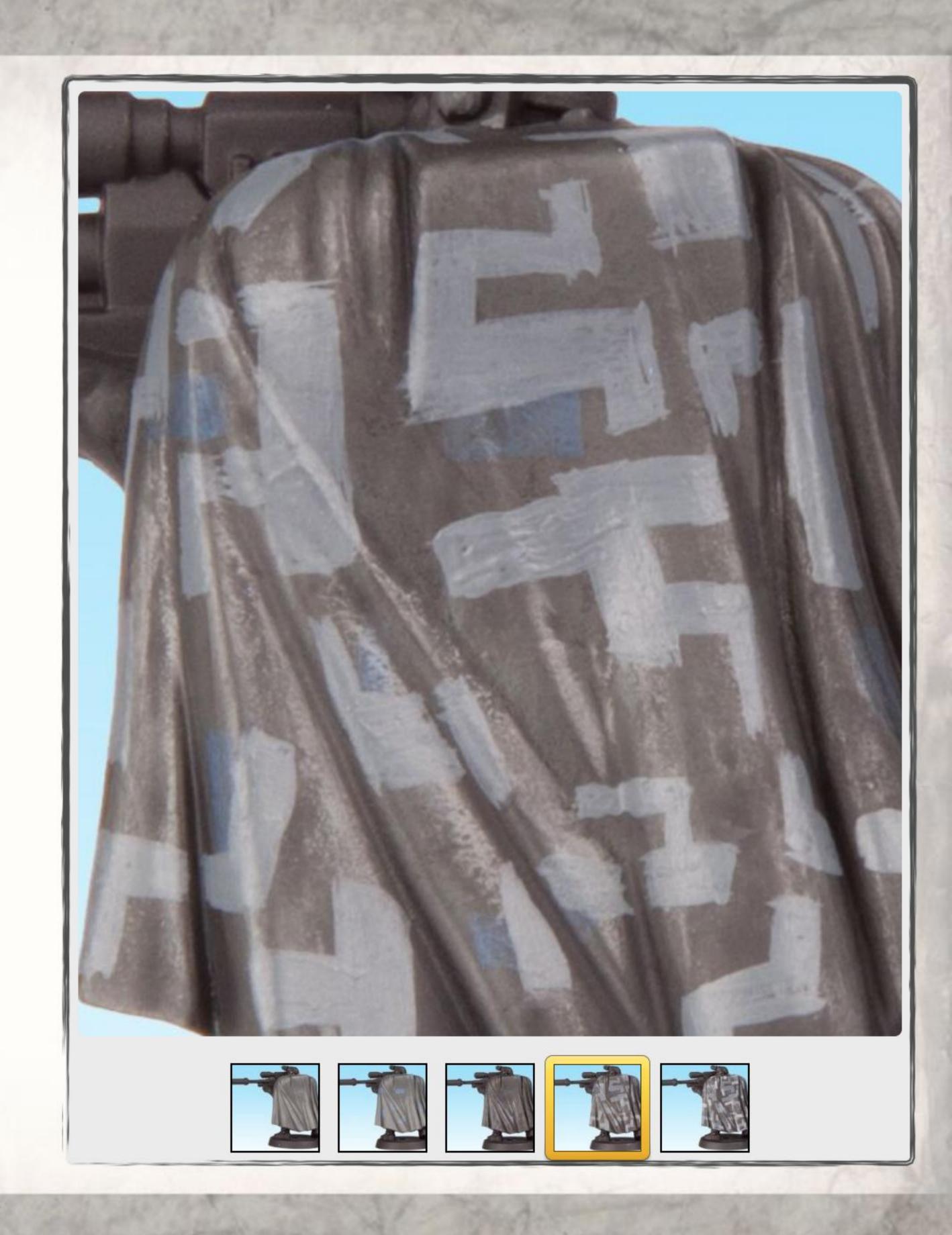


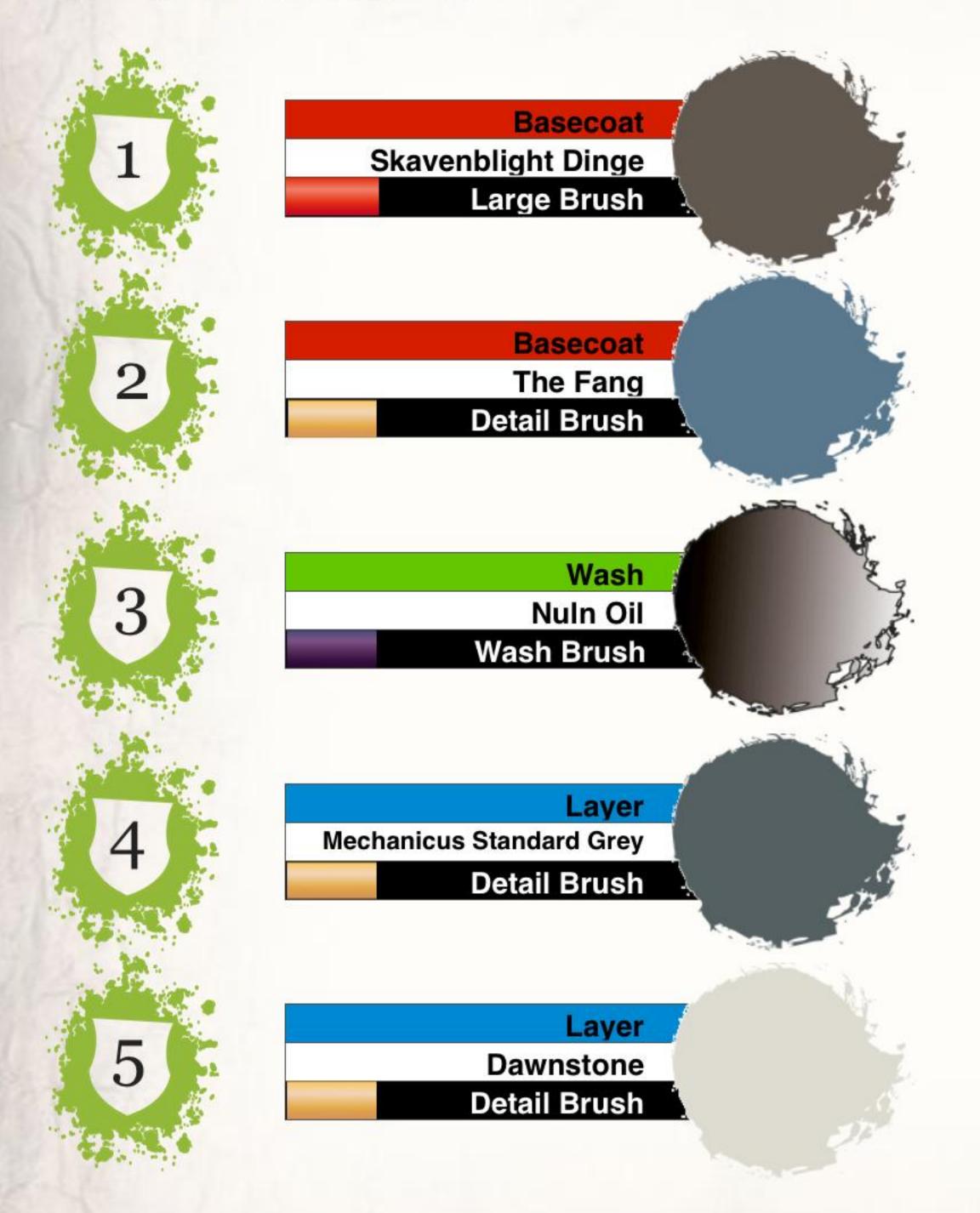


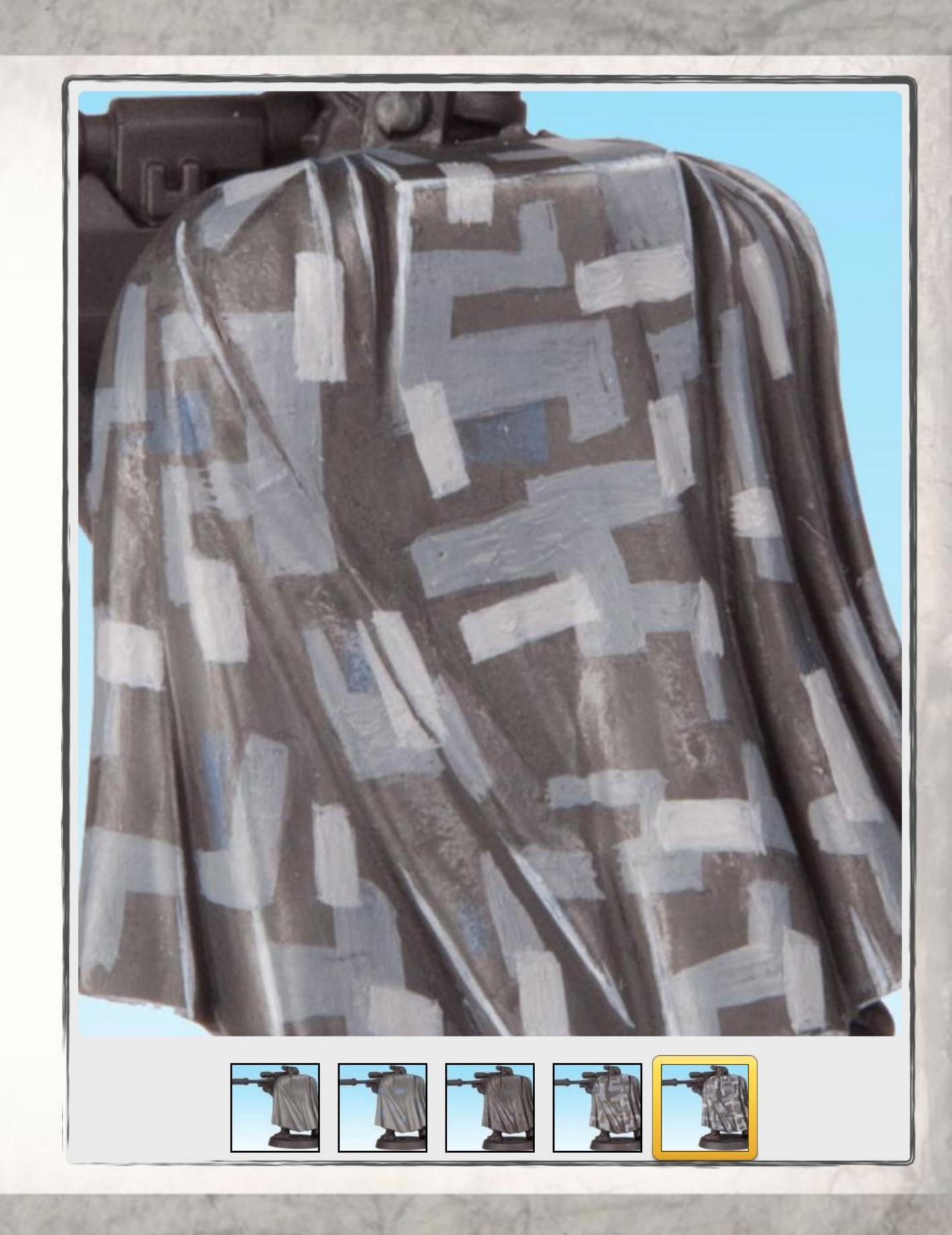


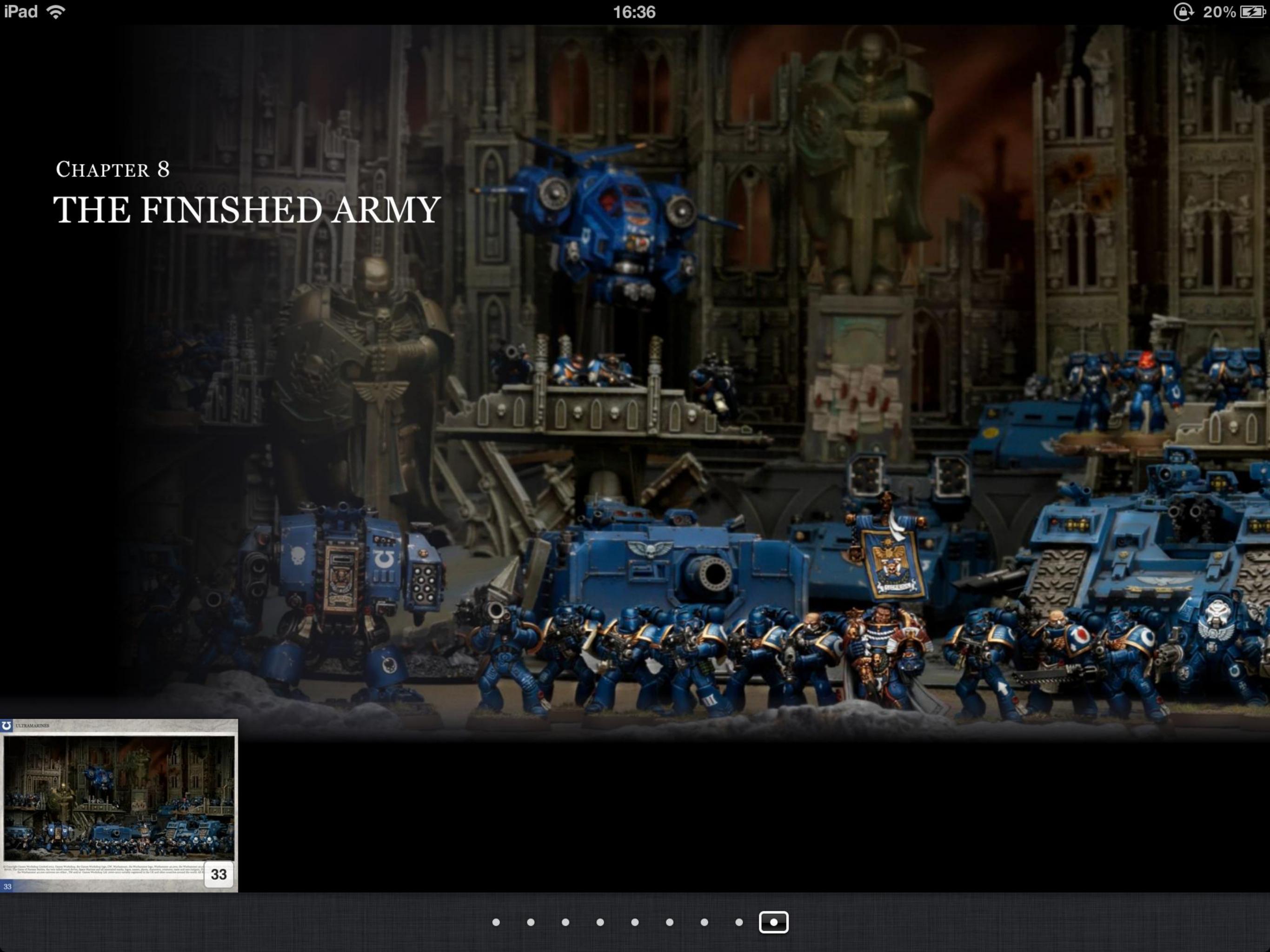












ULTRAMARINES



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