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SKITARI
PAINTING GUIDE



LEGIONS OF THE
OMNISSIAH™







LEGIONS OF THE OMNISSIAH

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THE LOST MACROGLADE





A CURSED EXPEDITION

Skitarii are the blessed soldiers of the Omnissiah, their bodies transformed by the gifts of the Adeptus Mechanicus. The warriors of Mars are especially favoured, for they are the defenders of the Machine God's greatest temple. The maniples of Mars are utterly dedicated to the cause, and wear their colours with pride, knowing that even in death they can be of use to their masters.

Faith flows through a Skitarii like blood and machine fluid. A lifetime of augmentation and indoctrination make the foot soldiers of the Cult Mechanicus completely devoted to the Omnissiah and, by extension, the Tech-Priests that speak in his name. How can such a warrior not be in awe of a god that has the power to slay worlds, cross the stars and animate the dead? The wonders of the Adeptus Mechanicus also include the Skitarii themselves, and as devout troopers they welcome the removal of their flesh, bones and blood to allow for more glorious replacements. Those that rise to lead Skitarii maniples are noteworthy not just for their skill in combat or the effectiveness of their enhancements, but also because of their deep and unshakable faith. However, this devotion is tragically one sided and, little more than cogs in a vast and ancient machine, Skitarii cohorts are hurled carelessly into battle by their obsessive masters.

The Cerbrius Macroclade was a Martian expedition sent to planet LV17, a cursed shadow world deep within the Eygoth Sector. Ancient data-slides had been uncovered hinting at the existence of STC fragments somewhere on its surface. To the sound of crackling binharic fanfares, the macroclade had

embarked for LV17, a vast army made up of four full strength War Cohorts arrayed for battle. Yet, despite its size, almost at once things started to go wrong for the Cerbrius Macroclade.

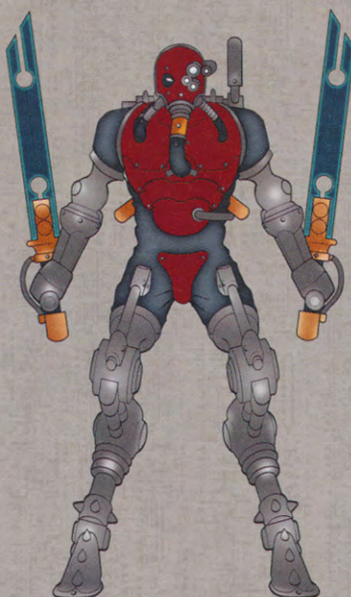
Mere days after leaving Mars, Warp storms assailed the Adeptus Mechanicus fleet, obscuring the light of the Astronomican and sending it far off course. The *Fortis Erythraeum*, one of the fleet's slab-sided transport vessels, suffered a catastrophic geller field collapse. As it was swept off into the roiling tides of Warp space, static-screams and terrified electronic chatter filled the omni-vox of the fleet as Daemons feasted upon its the crew and passengers.

Finally emerging from the Warp, the Cerbrius Macroclade appeared blind on the edges of an unknown system. Seeking shelter to repair their vessels, the fleet made for the lone world orbiting the system's sickly yellow sun. As the huge void-ships hung in orbit, pale-skinned servitors crawling over their hulls, a delegation of Tech-Priests descended to investigate some tantalising augur shadows glimpsed on the planet. For three days the Skitarii left on board listened for word from the surface, the Alphas obediently awaiting their orders.

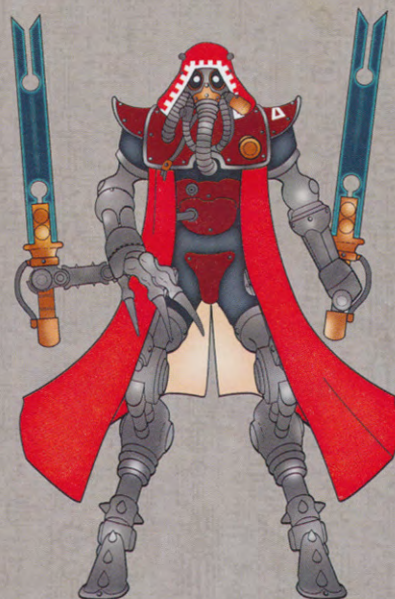
WARRIORS OF MARS

The Skitarii cohorts of Mars wrap themselves in flapping crimson robes which are reminiscent of the rolling toxic deserts of their home world. Long ago, this was doubtless a means of camouflage among the ruddy landscapes of the Martian wilderness, but it has since become a symbol of the might of the Adeptus Mechanicus across the length and breadth of the Imperium.

Adorning the hems of these crimson robes and the sculpted chest plates of the Skitarii are ancient symbols and icons, each one heavy with meaning sacred to the Cult of the Machine God. Skitarii Rangers and Vanguard bear the icon of their forge world and their individual squad number upon their robes, while Sicarian Princes and Skitarii Alphas bear their unit's maniple sigil, and sometimes a skull marking their status as overseers. Lower-ranked Sicarians often bear no markings other than the colours of Mars.



Syckkt-17



Princeps Rek-11

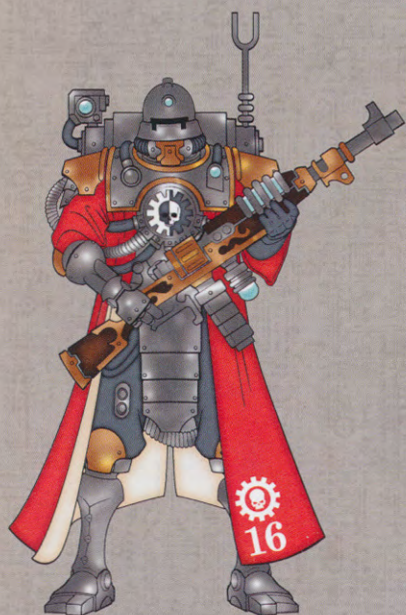
The first warning of the Necron attack was when a dazzling emerald beam stabbed out into space, turning the Martian flagship, and almost all of its remaining priest-leaders, into a colossal ball of flame. Ancient defensive protocols surging through their minds, the Skitarii began a massed landing in drop ships even as the fleet broke for high orbit.

Under weeping ochre skies, the steel soldiers of the Ommissiah and the ancient living metal warriors met. Rangers scouted ahead of the Skitarii cohorts, searching for any surviving Tech-Priests, but found only an awakening alien empire. Maniples of insectoid Sicarians, robed Skitarii and lumbering Onager Duncrawlers poured through the crumbling warrens of the tomb world. The Necrons fell back before the onslaught, their newly awoken warriors too few to stand against the roused might of the Adeptus Mechanicus. When at last the Alphas reached the heart of the tomb, they discovered a lightning-eyed xenos lord standing over the remains of their masters. Screaming static prayers to the Machine God, the Skitarii surged forward, rapidly overwhelming the heretical abomination.

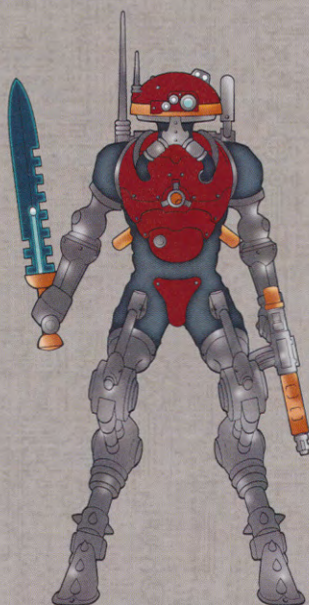
Days later, the fleet left the nameless world and its smoldering tomb in their wake. The few surviving Tech-Priests bade the Skitarii to continue their quest, and so they pressed on to LV17. With the remaining Tech-Priests loath to leave the safety of their vessels and interrupt their important research, Alpha 13-Delyrr rose to take battlefield command. He had been the one to deliver the deathblow to the xenos overlord, and the other Skitarii were in awe of his faith and dedication to their cause, as well as his rare talent for war, so none opposed him.

In the years that followed, Alpha 13-Delyrr helped his masters in their quest for LV17, despite the curse that seemed to linger over the expedition. Celestial catastrophes, alien pirates and perilous war zones continued to hamper their progress, robbing them of soldiers and ships. Through it all Alpha 13-Delyrr remained undaunted. Yet it was during this time that whispers of doubt began to creep into the ranks of the Skitarii. Some believed Alpha 13-Delyrr to be the cause of the Ommissiah forsaking their mission – the number thirteen was notoriously ill-omened; one more than the sacred twelve. However, the discipline of the Skitarii continued to hold them together despite the misgivings of these few.

By the time the fleet hung above the shrouded skies of LV17 only two ships remained. Regardless, the soldiers of the Adeptus Mechanicus descended into the darkness below, the silent voice of the Ommissiah driving them on. Under flickering clouds, Alpha 13-Delyrr led his last surviving maniples into the skeletal remains of an ancient Terran colony vessel in search of the fabled STC remains. Darting out of the rusting ruin of the ship, clawed xenos monsters fell upon the Skitarii. Furious close quarters combat erupted, flashing transonic blades and point blank energy blasts illumining hissing alien horrors. Smashing down the final Genestealer with his taser goad, Alpha 13-Delyrr ushered his survivors into the gutted hold of the vessel. There the Skitarii discovered the stasis-casket containing an STC, miraculously intact. Bowing their heads in prayer they conveyed it back to their craft, not daring even to examine it. Turning their unblinking gaze back toward Mars, the dutiful warriors of the two remaining maniples departed from LV17, beginning the long road home.



Ryr 2-Byrr



Sryk-11



Eokk 7-Teek

ALPHA 13-DELYRR

Born in the clanking, stinking depths of Nilosyrtris Hive, the man that would become Alpha 13-Delyrr grew to maturity under the oppressive yoke of the Cult Mechanicus. Toiling endlessly in the steam-filled gloom of his factorum, he learned to curse his masters with each laboured breath, as he saw his hab-brethren sicken and die around him. In secret the man crafted the weapons of insurrection and gathered supporters to his cause, showing a talent for war uncommon among his caste. In hateful fury he rose up against his overseers, sabotaging their machines and striking down their soldiers. For a single blazing moment the man stood triumphant over his oppressors, a halo of rebellious victory about his person. Then in a single battle his allies were butchered and he was dragged screaming into captivity.

Never one to waste such promising raw materials, the Adeptus Mechanicus took the man and reshaped him for their own purposes. Old, wasteful pieces were discarded and replaced with glorious metallic gifts from the Omnissiah. His inception complete, 13-Delyrr was born, the memory of his past life washed away like blood in the rain. 13-Delyrr quickly proved his worth among the Skitarii Vanguard, his natural battle instincts augmented by his bionic body. In the billowing ash storms of the Martian wastelands, 13-Delyrr survived crackling rad-lightning wisps, cannibal servitors and hunter-killer savants to complete his training.

13-Delyrr's first real test of loyalty and skill would come not in the tangled ruins of the Martian dunes but on the Warp-cursed world of Yogth VII. The planet had been crippled by a devastating uprising, and the Adeptus Mechanicus were drawn to the conflict following whispers of lost technologies and ancient machine secrets. In the storm-lashed mountains of the Yogth VII macrocontinent, 13-Delyrr's maniple met the heretic forces of the Pestilent Reign in bloody battle. As his radium carbine cooked the flesh from the bones of the renegade soldiers, he displayed again the skill, determination and tenacity that had made him an ideal subject for inception. Through his lidless gaze, his masters learnt many of the secrets of the heretics' phagic technology, and somewhere on far-off Mars 13-Delyrr's designation was marked for elevation.

Recognised with the Crux Mechanicus, 13-Delyrr rose to the rank of Alpha of his maniple, an exemplar of the Omnissiah's will. Yet the shadow of who 13-Delyrr had once been still lived within the meat of his mind, though he was not conscious of it. Even after a dozen brutal campaigns had torn apart his body and made him more machine than man, the lingering essence in his mind remained. On the surface, Alpha 13-Delyrr feels only the glory of the Machine God in his every victory, though another man's dreams occasionally haunt his mind.

Asqueal of choked-off static burst into Lug-9's vox-receptors, the Sicarian's bionic senses straining into the darkness. Superimposed upon the inside of his lenses, the emerald icons of his machine-brothers danced and flickered, fading in and out as interference from the ship's bulkheads got in the way. With a clicking screech Lug-9 ordered his squad of Infiltrators to spread out and advance. As they scuttled forward, the Sicarian scanned the surroundings for signs of his unseen enemies, but the downed colony vessel was a nightmare of twisted corridors and broken plasteel, playing havoc with augurs and auspexes. Everywhere the jungle had also made its mark upon the wrecked craft, pulsing alien veins and skittering indigenous insects filling cracks and crevasses.

Another machine scream echoed out, and Lug-9 saw two of the green icons on his lens vanish. Somewhere out in the darkness something inhuman hissed low and long. With a quick gesture Lug-9 urged his squad forward, their weapons at the ready. Stablights danced over corroded bulkheads and shadows spread out like spiderwebs before them. Everywhere corridors tangled and turned in upon themselves, frozen in the ship's death-throes as it had come to rest upon the cursed surface of LV17.

A whisper of movement and a rapid ping from Lug-9's auspex were the only warning he got before something darted out of the gloom, all arms, teeth and gleaming red eyes. In a flash of motion the lead Infiltrators were torn apart. There was a glimpse of claws and a bulbous head, and then only the sound of meat and metal hitting the floor in chunks.

Lug-9 sprayed the corridor with his stubcarbine, rounds sparking off the walls as spent casings fell like brass rain. Data-ghosts chased each other across his vision as he tried to find the creature that had sprung from the darkness – but like a living shadow it had melted away. His gun clicked empty and with a flick of the wrist he ejected its magazine, snapping a fresh one into place – but he was too slow. In those scant seconds, diamond-hard claws flashed out of the gloom, ripping across the Sicarian's side in a spray of blood and machine fluid. Lug-9 looked down in confusion at his arm, his mind trying to understand why it wasn't attached to his body anymore.

Shock and wonder warred with each other for a moment before logic protocols shuddered into effect and the emotions were washed away. With his remaining arm, Lug-9 triggered his power sword, its glowing blade casting wild shadows across the scene of carnage. On the edge of his vision he saw the monster moving in for the kill, bounding over the remains of his companions and the still twitching arm at his feet.

Before the beast could strike, Lug-9 spewed forth a static scream. The Genestealer recoiled before the neurostatic onslaught, hissing in animalistic rage. Exploiting the monster's momentary state of distraction, Lug-9 thrust upward with his remaining arm, the crackling power blade gripped in its fist. The sword spitted the Tyranid's throat in a spray of stinking ichor, fluid popping and sizzling as it flowed down the length of the weapon, and the beast fell. Flicking his blade clean, Lug-9 continued his sweep of the ruined colony ship.



Alpha Helm

Welded into place around 13-Delyrr's head, the Alpha helm links his augmented senses both to his machine-brethren and his masters in the Priesthood of Mars. Its glowing lenses constantly gather data for the glory of the Adeptus Mechanicus.

Icon of the Adeptus Mechanicus

Stamped onto his chest plate, the Mechanicus Cog is both sacred symbol and technological marvel to the Skitarii. Through its embedded cogitator pathways, it regulates the systems of 13-Delyrr's armour.

Red Robes of Mars

Crimson like the dunes of blessed Mars, the Skitarii's robes were once worn as a means of camouflage and protection from dust storms, but now serve as an emblem of the unyielding might of Mars and the Adeptus Mechanicus.

Taser Goad

Crackling with barely contained energies, the taser goad is a fearsome piece of Martian technology. Even a single touch from its glowing forked prod is enough to send an Ogryn crashing to its knees.

Maniple Sigil

The robe of each Skitarii Alpha bears not only the number of his squad but also the sigil of the maniple it belongs to, and the skull icon of command in place of their forge world's icon.



RELENTLESS WARRIORS

When it first set out from Mars for LV17 the Cerbrius Macroclade was made up of multiple War Cohorts and led by an entire conclave of Magi. This collection represents two surviving maniples of this cursed expedition, commanded by Alpha 13-Delyrr, as they make their way back into the stars for their long and perilous journey home. As Alpha, 13-Delyrr leads a squad of Skitarii Vanguard and is often at the forefront of the fighting where his battlefield instincts and unwavering faith in the Omnissiah can inspire his brethren. Thal 9-Rurrt's Skitarii Rangers support 13-Delyrr's Vanguard, the two Alphas among the remnants of the macroclade's leadership.

Supporting Alpha 13-Delyrr are the shuddering hulks of Onager Duncrawlers Carnos 19 and Ragnos 34. The sole remaining war machines of their respective cohorts, the walkers march in the centre of the maniples' assaults and shore up their defences. Carnos 19's Icarus array sweeps the skies of foes, while Ragnos 34's eradication beamer rends apart enemies at a molecular level. Perhaps more important

than their brutal firepower are the data-tethers these machines project. Linked to chittering binary cogitators and logis engines in orbit, Skitarii and Sicarians alike feel the hand of the Omnissiah upon them when they fight in an Onager's shadow, a reminder that despite their trials their god has not forsaken them. This device enables Tech-Priests to guide their warriors remotely without even having to set foot on the battlefield, issuing binharic commands to enact eradication protocols and defensive doctrines.

Vorgryt 99 is one of the collection's Sydonian Dragoons. Striding alongside his maniple, Vorgryt 99 seeks out powerful enemy warriors, or elite units. When a suitable foe is sighted, the Sydonian takes aim with his long-barrelled radium jezzail, carefully peering down its length. With a crack of energy the weapon fires a searing beam out across the battlefield to send an enemy tumbling to the ground. The dragoon is then moving again, striding off amid a swirl of incense-laden exhaust as he seeks out new targets. Vorgryt 99 accrued many kills in the long road to LV17 and will doubtless claim many more before he sees Mars once more.



DEATH STALKERS

Sicarians are capable warriors, crafted by the Tech-Priests to embody the gifts of the Machine God in their most lethal form. Alpha 13-Delyrr has learned well how to use the Sicarian Infiltrators to catch his foes off guard. Led by Princeps Skyrk these steel-faced killers can confound their foes with a wall of mind-scrambling static before ripping them apart with power blades and stub rounds at close range. This tactic is often enough to break weaker foes, while hit and run attacks ensure stronger enemies are left disorganised.

Should Alpha 13-Delyrr need shock troops for sudden, bloody strikes he calls upon Khyrrk's Sicarian Ruststalkers. Armed with keening transonic blades, and capable of frightening speed, even heavy infantry do well to fear the arrival of these warriors. Just small numbers of these agile cyborgs can turn the tide of a conflict, and keep enemies away from their brethren. Stains from the blood of countless foes are hidden in the folds Khyrrk's red robes, each one a testament to the might of the Machine God.

- | | |
|-------------------------------------|---|
| A: 52nd Vanguard | G: Khyrrk's Whispering Death |
| B: 54th Rangers | H: Skyrk's Shadow Stalkers |
| C: Rek-11's Stalkerclade | I: Dragoon Vorgryt 99 |
| D: Dragoon Kyrren-14 | J: 42nd Cyber-Rangers |
| E: Lug-9's Infiltration Clade | K: 16th Vanguard |
| F: Ragnos 34, the Ommissiah's Wrath | L: Carnos 19, Sky Hammer of the Machine God |



SKY HAMMER OF THE MACHINE GOD

Carried into battle on scuttling mechanical limbs, the Onager Dunecrawler is the mainstay of the Skitarii column, and provides its maniple with an impressive range of heavy firepower. Designed to be more versatile and manoeuvrable than tanks using treads or wheels, there are few types of terrain the Onager cannot traverse. Onager Carnos 19 represents the remnants of its unit – before the long journey to LV17 it was part of a trio of such walkers. Armed with a formidable Icarus array, Carnos 19 is an impressive addition to the maniple and capable of prodigious amounts of anti-air firepower. The array incorporates a twin Icarus autocannon, a Daedalus missile launcher and a gatling rocket launcher, providing a wide range of options against aircraft, as well as a substantial threat to ground targets.



SKYRR'S SHADOW STALKERS

Balanced upon curved insectoid limbs, their heads topped with shallow domed helmets, the Sicarian Infiltrators are the most inhuman looking of the Skitarii foot soldiers. Constructed for close quarters raids and assassination missions, the Infiltrators are armed with taser goads and flechette blasters, weapons that give them a distinct edge when going toe-to-toe with the foe.



KHYRRK'S WHISPERING DEATH

As part of Alpha 13-Delyrr's Skitarii force, Khyrrk's Ruststalkers provide solid assault troops. Fitted with wicked-looking chordclaws and humming transonic razors, there are few enemies that can consider themselves safe against their attacks, the relentless augmented warriors able to carve apart even Chaos Terminators once their weapons reach the right frequency.

THAL 9-RURRT'S CYBER-RANGERS

The 42nd Skitarii Ranger Squad is led by Alpha Thal 9-Rurrt. Equipped with potent galvanic rifles and trained to range ahead of the main Skitarii host, these mechanical warriors excel at swift advances and sudden ambushes. In addition to their energy rifles, the squad also carries a transuranic arquebus and an arc rifle. These baroque weapons enhance their versatility in combat, granting them an edge against far-off foes and enabling them to incapacitate enemy vehicles.

Thal 9-Rurrt, represented by the Skitarii Ranger Alpha model, carries a crackling arc maul and an arc pistol. The maul is an ideal weapon to engage especially tough targets, its machine spirit-scrambling charge enough to give even lumbering war machines pause. Meanwhile, the arcane-looking arc pistol can fell even heavily armoured machines with its crackling bolts of energy, punching through their defences to fry their internal systems. These tools of the Omnissiah allow the Alpha to lead his squad to victory.





ALPHA 13'S OWN

The heart of the macroclade's survivors is made up of the Skitarii cybernetic soldiers from the 16th squad. These Skitarii Vanguard are Alpha 13-Delyrr's personal squad, and it is with the withering fire of their radium carbines that battles will often be won or lost. Well armoured and armed, beneath their flowing crimson cloaks the Vanguard boast innumerable bionic implants, further enhancing their durability. Supplementing the firepower of their radium carbines is a plasma caliver. This ancient energy weapon of Mars provides the squad with the ability to rip through ranks of heavily armoured foes.

Alpha 13-Delyrr himself, represented by the Skitarii Vanguard Alpha model, carries a radium pistol and a taser goad. These weapons provide the squad with some close combat prowess against even the toughest foes. Working in conjunction with the rest of the units' weaponry, this makes the Vanguard a versatile and deadly battlefield force capable of standing up to almost any foe.



DRAGOON VORGRÝT 99

This long-legged Ironstrider engine is well-suited to the rough battlefields of the 41st Millennium, its Dragoon pilot commanding a high vantage point from which to look down upon his foes. In this collection this swift-moving walker is clad in the distinctive red armour of Mars, its scratched hull and soot-covered exhausts a testament to the long years of war it has endured. Perched behind his long barrelled weapon, the pilot looks like a characterful parody of an ancient knight astride his noble steed.



RAGNOS 34, THE OMNISSIAH'S WRATH

The eradication beamer is a formidable looking weapon, glowing with tumultuous energies and coiled in ancient technology. Mounted on the hull of Ragnos 34, it provides the Skitarii force with unequalled firepower. Ragnos 34 bears the colours and iconography of Mars, its crimson armour mirroring the red dunes of its home world. The walker also features its manipule marking above its vehicle number.



LUG-9'S INFILTRATION CLADE

Lug-9's Infiltrators provide this collection with additional ranging and scouting units, the bionic-limbed warriors adapted for close range actions. Distinctive aerials protrude from the backs of the Infiltrators, projecting their neurostatic aura and linking to collections of strange cables and machine parts.



REK-11'S STALKERCLADE

Pure melee combatants, Rek-11's warriors are armed with paired transonic blades for slicing apart even the most heavily armoured foes. Rek-11 himself, represented by the Ruststalker Princeps model, appears even more inhuman than the rest of his squad, an additional arm showing the extensive cybernetic enhancement his body has undergone.



MANIPLE OF MARS

The bulk of Alpha 13-Delyrr's reserve forces are made up of the 52nd and 54th Skitarii squads, supported by the Sydonian Dragoon Kyrn-14. The squads are identifiable by the identification numbers on their robes, while each squad leader and the blessed Ironstrider engine itself bears an identical maniple sigil.

THE ARMAGEDDON EXCARNACLADE





THE BATTLE OF BLOOD GLADE

Upon a howling bloodwind the Chaos legions of the Daemon Primarch Angron descended upon the hive world of Armageddon intent on murder and ruin. Among the armies of the Imperium that rushed to defend the beleaguered world was the Metalican Armageddon Excarnaclade, a loyal and deadly Skitarii force that would be pitted against slaving Daemons and the pitiless servants of the Dark Gods.

In 444.M41 a renegade host of unimaginable size appeared in the skies above the hive world of Armageddon, its ranks teeming with Chaos Space Marines and Daemons. At its head loomed the Daemon Primarch Angron, twisted by centuries in the Warp and filled with a fathomless hatred for the Imperium. The armies of Mankind were quick in their response, for Armageddon was a vital munitions world and a linchpin of the surrounding sector. Along with the Astra Militarum regiments and Adeptus Astartes Chapters came the Metalica Armageddon Excarnaclade.

Created from twelve maniples, the Excarnaclade was a macroclade of cohorts drawn together by ancient oaths of allegiance. Almost since the time of Metalica's founding, the Excarnaclade had fought beside the armies of Armageddon, and the Skitarri hastened to the war-torn planet in order to honour that ancient accord. Among this prestigious fighting force was the 14th War Cohort, and its leader Alpha 7-Modus. At the head of his maniple, 7-Modus had led his machine brothers into dozens of conflicts, each time pushing back the enemies of the Omnissiah in the systems outlying Armageddon in storms of energy fire.

When the call to arms reached Metalica, 7-Modus and the Excarnaclade embarked for Armageddon. In clanking, robed ranks the warriors of the Omnissiah boarded their transports, long limbed Ironstriders and crab-like Onagers following in their wake. By the time the Excarnaclade dropships screamed down from the skies much of Armageddon Prime had been consumed by Angron's advance. Its hive cities burned out of control against a smoke-choked sky, and the landscape undulated with towering mounds of the dead. Already the Chaos forces were moving toward Armageddon Secundus, and only token resistance was standing in their way.

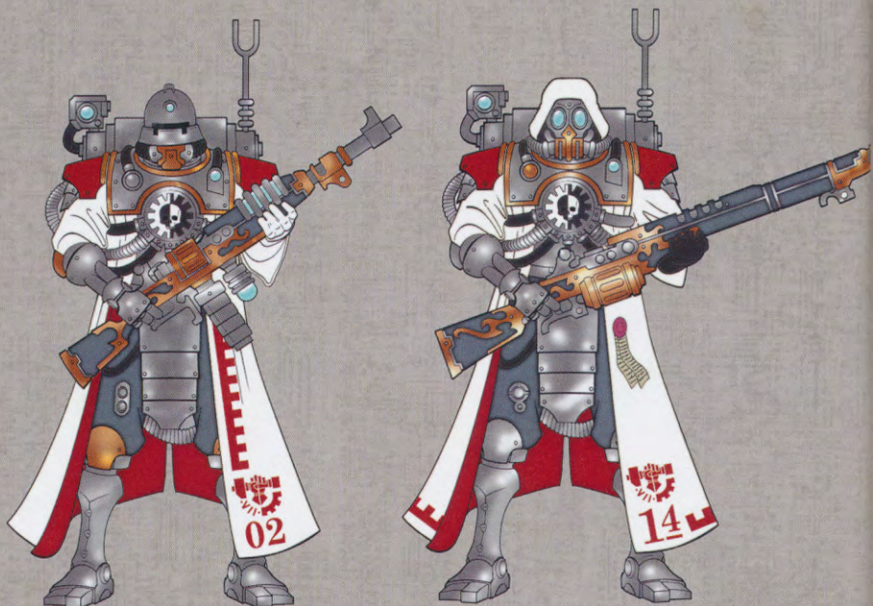
As the greater forces of the Imperium, under the masterful leadership of Space Wolves Chapter Master, Logan Grimnar, created a defensive line along the River Chaeron, the Excarnaclade entered the equatorial jungles to slow the enemy's advance. 7-Modus sent his Skitarii Rangers and Sicarian Infiltrators to lead the way, delving into a jungle that had become infected with roiling Warp energies. Daemoniac faces leered from rotting trunks and twitching vines snaked out to snare the Skitarii as they advanced. Whole killclades

CLADES OF METALICA

The Skitarii and Sicarians of the Armageddon Excarnaclade wear dark pressure suits and have burnished cybernetics under their white robes. These are the hallmarks of the machine that link them together, just as the pale colours of their cloaks and armour link them to Metalica.

In the traditions of the Adeptus Mechanicus, Metalican Skitarii wear their squad numbers and their forge world's symbol on the hems of their robes, while Sicarians go largely without markings, with the exception of their Princes. To honour Mars, the lining and trim of the Metalican cloaks are coloured red, symbolising the Martian foundations upon which the forge world was built.

The proud Ironstriders of Metalica usually bear the symbol of their forge world on the housing behind the Droggon or Ballistarius, along with the sigil of the maniple to which they are assigned.



Vurkt-8

Ghiis-4

vanished as the fleshy ground grew dripping fangs and devoured them, while many-headed snakes and strange mutated insects tore at their desiccated flesh.

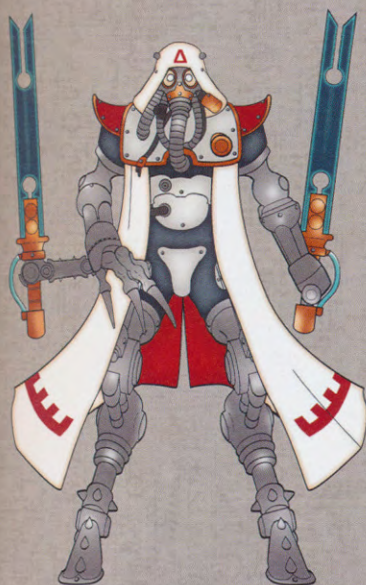
The first of Angron's hosts the Excarnaclade's scouts encountered was led by the hulking Chaos Space Marine warlord Gorterrox Soulreaper. With mighty swings of his axe the Berzerker champion carved a path through the dense jungle, a seething tide of Daemons, traitor Space Marines and Cultists following in his wake. The first Skitarii that crossed the path of Soulreaper met a swift and brutal fate, though from their brief data-snatches 7-Modus and his fellow Alphas formed a picture of unfolding events. Like a disturbed ant colony, the Skitarii converged on the Chaos advance, the jungle thick with thousands of scuttling mechanical bodies.

The two forces met in a ragged forest ravine between two broken cliff faces. The undergrowth whispering against their cloaks, the maniples of the Excarnaclade surged out of the jungle, their energy weapons turning the air to flame as they sent rhythmic volleys into the Khornate hosts. Roaring out praise for the Blood God, the Bloodletters and Berzerkers charged forward, heedless of those cut down by blasts of plasma or spears of radiation. With hell-forged steel and chainaxes they carved into the Skitarii, but for every mechanical soldier that fell a dozen more poured out of the jungle, driven on by the indomitable will of the Machine God. Lithe-limbed Sicarians swept into the enemy flanks, their transonic blades adding a new, deadly tempo to the cacophony of war. And with relentless violence the Skitarii slowly drove the Khornate warriors back.

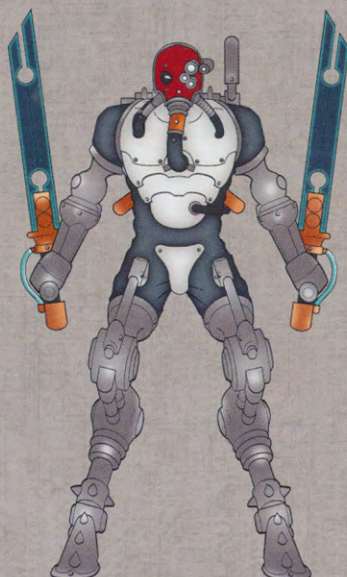
Enraged by the weakness being displayed by his horde, Gorterrox lumbered forward, a throng of Berzerkers charging in his footsteps. Where the mighty Chaos Lord's axe fell there erupted showers of blood and mangled meat, and its blade glistened in the wan jungle light. When trios of Onagers stalked out of the trees, their particle cannons punching blazing holes in the Chaos ranks, Gorterrox thundered over to counter them, urging forward his Daemons and Cultists with a guttural command. In a mad frenzy the Khornate warriors tore into the machines, massive blades destroying all before them.

Communing with their orbiting masters, 7-Modus and the other Alphas relayed the events of the battle in bursts of machine code and pic feeds. Sifting through reams of exload data the priests studied how the enemy fought. After the brutal charge of Gorterrox, they exchanged excited binary chatter – cypherstitions predicted an 89% chance of victory if this enemy leader was slain. On the battlefield a thousand Skitarii paused, their lidless eyes turning as one to look at the Chaos Lord. Hundreds of energy carbines, calivers and rifles swung around and Gorterrox was engulfed in a storm of fire. Screaming his hatred, the Chaos Lord charged through the flames, his armour shredded by blasts and his body scorched by plasma. With practised ease the Skitarii ranks parted and the Ironstriders sprinted forward. A dozen taser lances found their mark, and with a final blood-curdling scream Gorterrox was sent crashing to the smouldering ground.

With Gorterrox's destruction Angron's speartip had been blunted, and though his hosts were far from defeated, precious time had been won for the defence of Armageddon.



Princeps Kyrrp-19



Yurr-2



Karis 11-Taek

ALPHA 7-MODUS

The Cult Mechanicus pays for its ceaseless thirst for knowledge in the currency of Skitarii lives. It is an equation in which the mechanical foot soldiers of the Omnissiah are used to stabilize situational probabilities and fix imbalances in warfare, until their masters are satisfied with the outcome. For their part, the Skitarii remain unaware of the machinations and resource counting of the Tech-Priests, content in the knowledge that it is the work of the Machine God that they undertake. Especially favoured are those Skitarii that have personally felt the touch of the Omnissiah, their thought routines overridden by the electronic embrace of their commanders.

Alpha 7-Modus is one such blessed individual, the hand of the Machine God having left its mark upon his soul. During the Exarnaclade expedition to Armageddon, the Skitarii Ranger was at the forefront of the fighting, his squad assailed by teeming hordes of Daemons and foul Warp-spawn. With exacting precision 7-Modus despatched his foes, the crackling boom of his phosphor blast pistol punctuated by inhuman screams as his shots struck home. The Alpha's continued proximity to the front lines drew the attention of his Tech-Priest masters – safely ensconced in their void ships high above. In a blaze of binary data 7-Modus became a vessel for their will, the Magi peering with interest out of his lidless eyes and guiding him to his targets.

For Alpha 7-Modus it was nothing less than a divine experience, the whispered voice of the Omnissiah echoing in his mind and urging him onward. Obediently the Alpha surged forward, his squad, seeing in him the touch of the Machine God, following swiftly behind. Through his eyes the Magi watched the battle unfold, noting with interest the way daemonic flesh unravelled and dispersed like mist when cut away, and the shimmering Warp-crafted blades that passed through armour and flesh as easily as air. Aside from the fascinating intellectual insights it brought, the data uploaded by 7-Modus during the fighting also allowed the Tech-Priests to coordinate the Skitarii attack with efficient ease.

In the aftermath of the Metalican incursion onto Armageddon, much of the Exarnaclade had to be purged, their minds and bodies hopelessly tainted by the vile foes they had fought so hard to defeat. 7-Modus was spared this fate only by virtue of the valuable information still locked within his brain – data the Magi had yet to fully digest.

However, Alpha 7-Modus could not be trusted to intermingle with other maniples. So the Metalican Magi placed him in stasis; a useful tool to be brought out for study. And, should the forge world once again find itself pitted against Daemon-kind, the cold data still coursing through the Alpha's mind could prove invaluable on the battlefield.

It began as a murderous thought, a moment of raw hatred echoing across the ether. From this pulsing ruinous emotion it grew, taking terrible shape and bloody form. When its master called it answered, finding it had hands to grasp a blade and pulsing muscles with which to swing it. The deafening howl of a million rage-filled voices urged it onwards, and with a blood-curdling scream it was born into the world. Spilling out through a rent in reality, it careered into a steaming alien jungle, new sights and smells clawing at its mind, cold and hateful after the pure chaos of the Warp. Yet these were pale ephemeral things to it, little more than a faded cloth backdrop to the glorious slaughter to come.

Out in the twisted, gnarled treescape it tasted the blood of its enemies, and its long, taloned fingers involuntarily tightened around the thrumming blade in its fist. From the corners of its eyes it could see its blood-skinned brethren stalking through the undergrowth, their heads thrust forward as they sniffed the air. Each one mirrored its own appearance, and the same keening hunger screamed within their skulls. As one the Daemons loped into the jungle, their guttural snarls and growls sending indigenous animals and insects skittering out of their path.

Like a storm of light, fire beams slashed out of the darkness towards it. In an instant, one of its Warp-brothers fell, flashing to smoke and scorched blood as it was cut down. From the gloom of the jungle, strange man-machines marched forward in lockstep, their glowing blue lenses locked on the Daemons, the strange weapons in their hands emitting rhythmic bursts of energy fire. Despite the metal that encased them and the

mechanical parts that moved beneath their garments, it could taste the blood coursing through their veins, and the sensation was intoxicating.

With an incoherent bellow it charged forward, heedless of the weapon blasts that punched holes in its kin or seared over its bulging frame. With a triumphant howl it claimed its first skull, the black blade in its hand hacking through metal and meat. Before the onslaught the machine-men fell in their dozens, little match for the Daemons and their relentless fury. It savoured every kill; each sword blow another covenant with its bloody master. As the death toll mounted it could feel the murderous energies that bound it to reality strengthening, each gore-drenched swing and organ-bursting thrust more solid than the last.

And yet the machine-men continued to pour from the jungle, their mechanical limbs clicking as they crawled over the bodies of the fallen. Flickering beams carved open Daemon flesh, and hulking blood beasts were dragged down by scores of scrabbling metallic claws. Though its brothers were falling it fought on, the rage roaring in its mind drowning out anything but the need to land the next killing blow. Then the first crackling blade pierced its body. Twisting around to hack apart its attacker, it felt another, and then another, thrusting into its hide. A dozen of cold metal foes bore it to the ground, and it felt its presence begin to unravel. With a final frustrated howl it sensed the world fade away, but not before it marked its enemies, and the skull surrounded by a toothed wheel that they wore upon their chests.

Dust Cloak

The intricate workings of 7-Modus' armour are shielded from the elements by his heavy dust cloak. Originally crafted to protect against the howling sand storms of Mars, even on lifeless Metalica they have become a staple of the Skitarii forces, who march to war adorned in their heavy, pale folds.

Power Sword

It is a great honour to be gifted with a power sword. Fuelled by thrumming energies, the blade glows lightning blue, an indication of the purity of its energy source.

Mark of the Alpha

Many Skitarii Alphas bear a skull to signify their rank, replacing the icon of their forge world upon the hem of their robe.

Crimson Armour

The Skitarii's Imperial allies often joke that their red armour is intended to hide their own blood when spilled in battle, lest they be mistaken for human. In truth most forge worlds retain the sacred colour red as part of their uniform to honour their ancient ties to Mars.

Blessed Iconography

Many of the warriors, fighting robots and lumbering war machines of Metalica bear sacred symbols of the Ommissiah, such as the toothed cog pattern. This represents the blessed cog of the Adeptus Mechanicus, whose twelve teeth each stand for one of the glories of the Machine God and the wonders of his many forge worlds.



A: Alpha 7-Modus' Eyes
of the Ommissiah

B: 3-Errk's Machine
Vanguard

C: Ironstrider Karis
11-Taek

D: Tornos 28, The
Ommissiah's
Burning Spear

E: Kyrrp-19's Death
Stalkers

F: Sekk-5's Cyber-
Infiltrators

ARMAGEDDON EXPEDITION

This collection represents one of the Skitarii maniples sent to Armageddon as part of its defence against Angron and his Chaos legions. Alpha 7-Modus is the force's leader, entrusted with the command of his maniple from within the ranks of his Skitarii Rangers, and providing a direct conduit to the Cult Mechanicus priests stationed within the orbiting Metalican fleet.

Built around a solid core of Skitarii Rangers and Skitarii Vanguard, the army proudly displays the pale uniform of Metalica. Skitarii infantry are tough and versatile warriors, more than a match for most foes. The Rangers under the guidance of Alpha 7-Modus and the Skitarii Vanguard led by 3-Errk possess hard-hitting weapons in the form of galvanic rifles and radium carbines, and specialist wargear such as a plasma caliver and an arc rifle, as well as an omnispect and an enhanced data-tether. These baroque pieces of the Machine God's arsenal can be seen clutched in their claws or worn under their robes, gifts from the tireless manufacturums of Metalica for their war against the daemonic invaders.





Complementing the long range hitting power of the Skitarii soldiers are the close quarters talents of the Sicarians. These agile steel-limbed warriors embody the pure mechanical glory of the Omnissiah in their heavily augmented forms, moving with insectoid speed across the battlefield to reach their prey. Sekk-5's Sicarian Infiltrators are shock troops without peer, their flesh-rending weaponry and neurostatic howls the doom of countless foes. In the jungles of Armageddon they moved like steel ants to surround and overwhelm their daemonic adversaries, only pressing on to fresh kills once each clearing had been swept clean of resistance.

Supported by their War Cohort, Sicarian Ruststalkers are exceptional assault troops. During the Battle of Blood Glade Kyrp-19's Sicarian Ruststalkers were equally matched against the teeming hosts of Bloodletters. The mechanical strength of their limbs combined with their transonic weaponry and ferocious charges were able to scythe apart Daemons with shocking ease, while their resilience was equal even to the Warp-forged blades of Daemons.

METALICA'S HAMMER

More formidable foes require more formidable solutions. The Metalica Onager Duncrawler Tornos 28 is an answer to even the heaviest enemy adversaries, its neutron laser able to carve apart anything unfortunate enough to cross its path. Like the Sicarians, the Onager was developed for the shifting toxic deserts of Mars, though it has proven itself in countless war zones. Scuttling across the battlefield on its hissing mechanical legs the vehicle reinforces the insectoid feel of the Skitarii, and the relentless nature of a force that overwhelms its foes through endless assault and pursuit.

Ironstrider Karis 11-Taek adds some serious long-range firepower to the Metalican force, augmented by its considerable speed. Superior to many of the walkers of other races, the Ironstrider is an ancient relic of the Machine God's manufacturums that has endured against countless foes through thousands of years of war. As important as the heavy guns it carries is its broad-spectrum data-tether, which links it to its masters in the Cult Mechanicus and their wealth of battlefield knowledge.



TORNOS 28, THE OMNISSIAH'S BURNING SPEAR

Rising up above the ranks of the Skitarii, Onager Dunecrawler Tornos 28 makes for an impressive centrepiece for this collection. Armed with a deadly neutron laser with an underslung cognis heavy stubber, few things can withstand its withering firepower. A weapon of unspeakable power, the laser provides the force with a brutally effective answer to enemy tanks, even the thickest armour caving under its matter-rendering energies and electromagnetic blasts. Proudly displaying the iconography of the Adeptus Mechanicus, Tornos 28 also bears the distinctive markings of Metalica – the symbol of the fist holding a hammer is an enduring reminder of the forge world's ceaseless industry. Like all the weapons of the Adeptus Mechanicus, Tornos 28 shows the signs of wear and war upon its hull – scratched paint, soot stains and the dust of alien battlefields hinting at a long and bloody history.



SEKK-5'S CYBER-INFILTRATORS

Sekk-5, the Princeps of the Metalican Sicarian Infiltrators, hides his mechanical body under the folds of his billowing white robes. Even so, few could mistake this bionic horror for completely human, his lensed eyes and thin steel limbs a sure giveaway of his true nature.



KYRRP-19'S DEATH STALKERS

Unlike their Princeps, the Ruststalkers make no efforts to hide their extensive augmentation. The members of this squad, led by Princeps Kyrrp-19, are more machine than man, their torsos shelled in armour, limbs covered in hissing pistons, cords and valves while their faces are stitched into goggle-eyed masks.

3-ERRK'S MACHINE VANGUARD

The Skitarii of Metalica wear pale robes mirroring the cold sterility of their lifeless home world. These swirling uniforms are hung on bionic frames, worn as much to identify their cohorts and maniples as for protection against the elements. Following the sacred doctrines of the Adeptus Mechanicus, their unit designations are worn on the edges of their attire, each warrior bearing both his squad number and the hammer-and-fist icon of Metalica.





ALPHA 7-MODUS' EYES OF THE OMNISSIAH

The core of the Metalican force is made up of the stalwart Skitarii, led by Alpha 7-Modus. These are the army's warriors of the line, holding back enemy advances and launching relentless assaults in the name of their mighty Omnisiah. 7-Modus' face is exposed, hinting at the mortal man beneath his heavy augmentation. Even so, his flesh is sallow and pale, a weakness that he endures rather than rejoices in, and one that in time will be replaced by the glorious gifts of the Machine God.

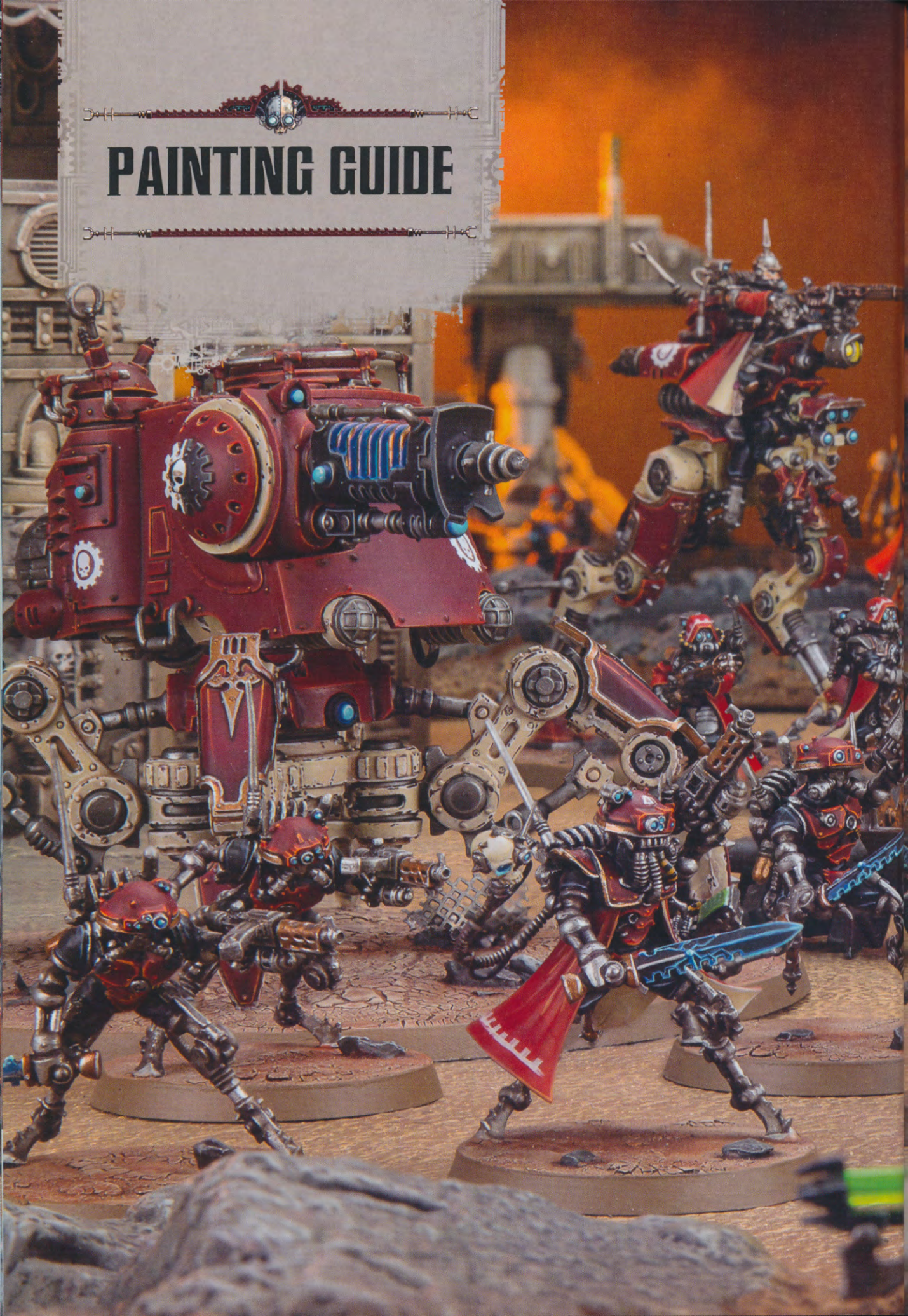


IRONSTRIDER KARIS 11-TAEK

Karis 11-Taek is adapted well to the equatorial jungles of Armageddon, its agile gait and devastating cognis lascannons well suited to the dense environment. Under the saddle from which Karis 11-Taek guides his walker into battle, lenses glitter like captive jewels, each one gathering information for his masters while helping him to direct his fire to where it is needed most. All the while, the Ironstrider's piston-driven legs carry it swiftly across the battlefield.



PAINTING GUIDE





MARS

SKITARII RANGER



WAR PLATE



1 Leadbelcher



2 Agrax Earthshade



3 Runefang Steel

After undercoating the model with Chaos Black Spray, use a Standard Brush to paint the metal areas Leadbelcher (1). Next, give these areas a wash using Agrax Earthshade (2). Now, with a Detail Brush, apply a highlight of Runefang Steel (3).

BRASS



1 Warplock Bronze



2 Brass Scorpion



3 Runefang Steel

Using a Detail Brush, carefully paint the brass areas with Warplock Bronze (1). Then, with a Fine Detail Brush, add a highlight of Brass Scorpion (2) followed by a fine highlight of Runefang Steel (3).

GALVANIC RIFLE STOCK



1 Rhinox Hide



2 Skrag Brown

Use a Detail Brush to basecoat the wooden areas with Rhinox Hide (1). Then, using a Fine Detail Brush, carefully highlight these same areas using Skrag Brown to create a solid wood effect (2).

GALVANIC RIFLE METAL



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

With a Detail Brush paint the area using Leadbelcher (1). Then, apply a wash of Nuln Oil to shade the area (2). Once this has dried, take a Fine Detail Brush and carefully highlight the raised edges and areas with Runefang Steel (3).

UNDERSUIT



1 Chaos Black



2 Dark Reaper



3 Fenrisian Grey

Using a Standard Brush paint the cloth areas of the trousers Chaos Black (1). Next, with a Detail Brush, add a highlight of Dark Reaper to the raised areas (2). Finally, using a Fine Detail Brush, carefully apply a fine edge highlight of Fenrisian Grey (3).

ROBE LINING



1 Rakarth Flesh



2 Seraphim Sepia



3 Ushabti Bone



4 Pallid Wych Flesh

With a Standard Brush apply a coat of Rakarth Flesh (1). Follow this with a Seraphim Sepia wash (2). Once this has dried, use a Detail Brush to add a layer of Ushabti Bone (3). Lastly, add a highlight of Pallid Wych Flesh to the edges of the robe lining (4).

ROBE



1 Mephiston Red



2 Evil Sunz Scarlet



3 Wild Rider Red

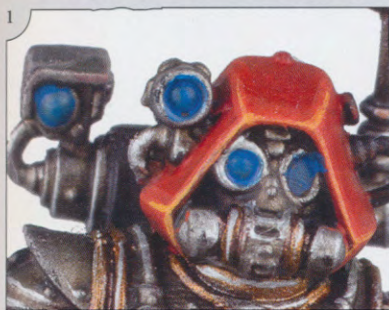
Basecoat using Mephiston Red (1). Then, apply a layer of Evil Sunz Scarlet (2), followed by a highlight of Wild Rider Red (3).



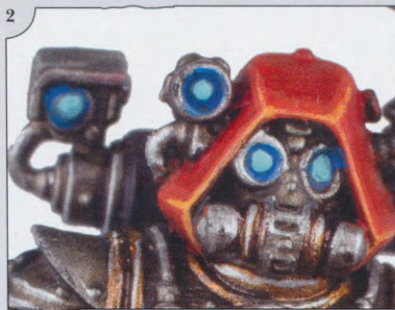
Tau Light Ochre

Finally, using a Fine Detail Brush, apply Tau Light Ochre to the robe, concentrating on the raised edges and areas to create a sharp highlight.

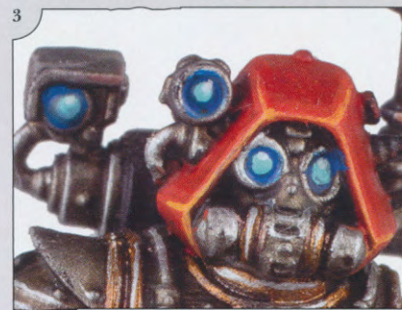
LENSES



1 Caledor Sky



2 Baharroth Blue



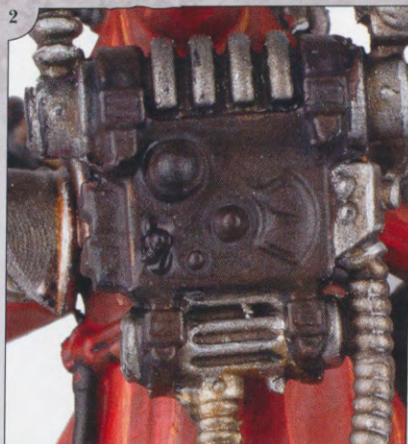
3 White Scar

Using a Standard Brush apply a basecoat of Caledor Sky (1). Then, with a Detail Brush, highlight each lens with a central dot of Baharroth Blue (2). Finally, with a Fine Detail Brush, add a small dot of White Scar to create the impression of reflected light (3).

MECHANALYSIS PACK



1 Rhinox Hide



2 Nuln Oil



3 Skrag Brown

Using a Standard Brush begin with a basecoat of Rhinox Hide (1). Next, apply a wash of Nuln Oil (2). Once this has dried, take a Detail Brush and carefully highlight the edges of the pack using Skrag Brown (3).



4 Leadbelcher

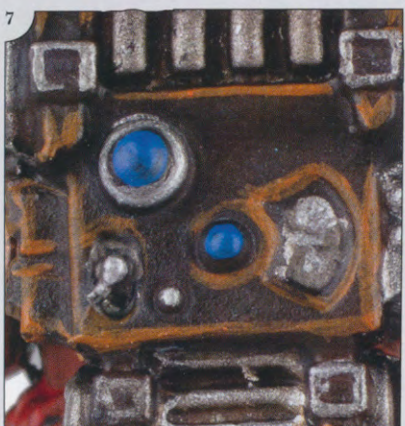


5 Nuln Oil

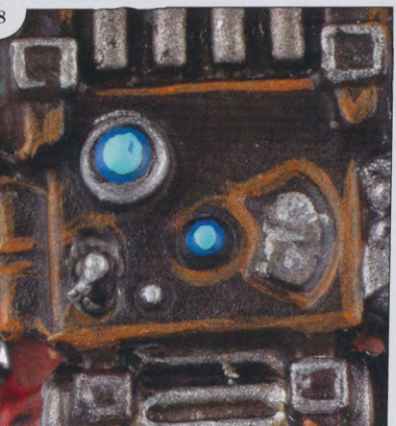


6 Runefang Steel

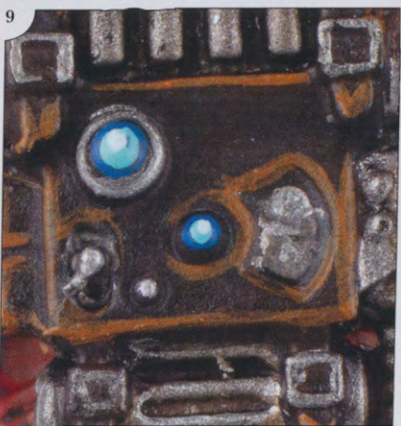
With a Standard Brush, paint the metallic controls and dials on the pack using Leadbelcher (4). Once this has dried, take a Standard Brush and apply a wash of Nuln Oil to these same areas (5), then highlight them with Runefang Steel (6).



7 Caledor Sky



8 Baharroth Blue



9 White Scar

Using a Standard Brush, basecoat the lenses with Caledor Sky (7). Then, with a Detail Brush, highlight each lens with a central dot of Baharroth Blue (8). Finally, add a small White Scar dot to each using a Fine Detail Brush to create the impression of reflected light (9).

PURITY SEALS

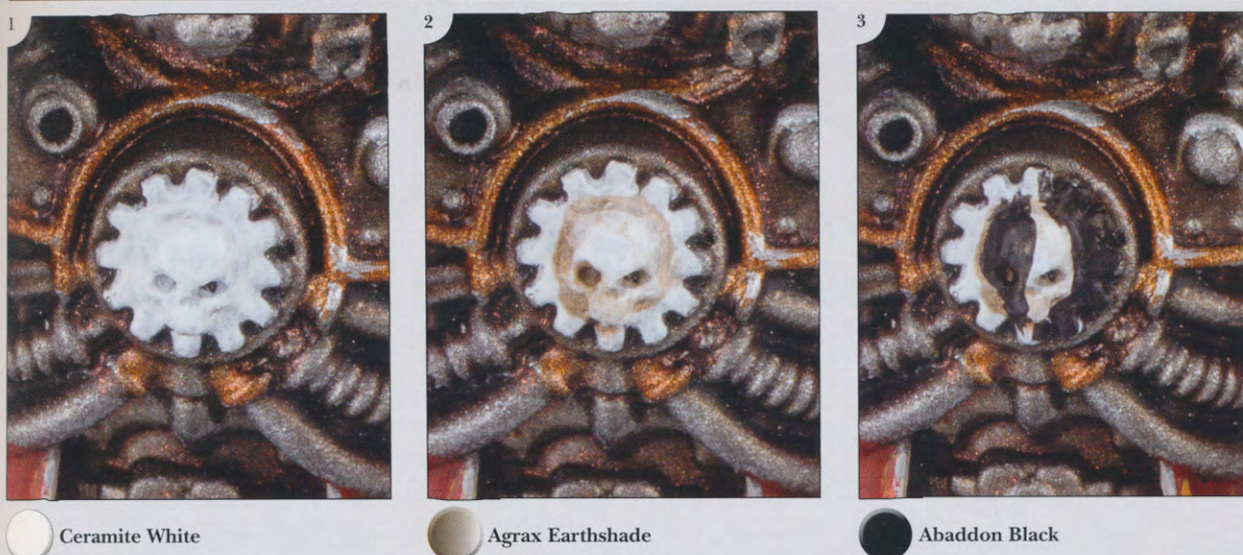


Basecoat with Rakarth Flesh (1), then wash with Reikland Fleshshade (2). Once dry, tidy up the raised areas with a layer of Rakarth Flesh (3). Add a highlight of Pallid Wych Flesh (4). Finally, with a Fine Detail Brush, add Rhinox Hide lines to represent writing (5).



Basecoat the seal using Screamer Pink (6). Then, using a Fine Detail Brush, highlight the seal with Emperor's Children (7).

ADEPTUS MECHANICUS ICON

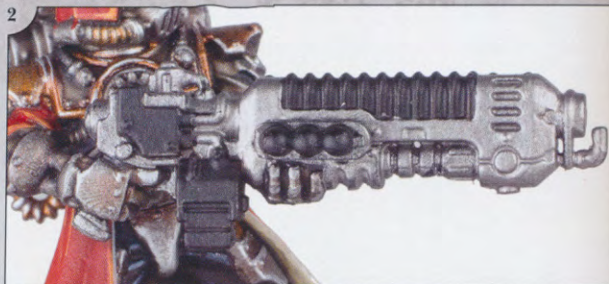


Using a Detail Brush, carefully paint the icon Ceramite White (1). Then, apply a thin wash of Agrax Earthshade to the skull part of the icon (2). Now, using a Fine Detail Brush, paint the left half of the skull and right half of the cog Abaddon Black (3).

PLASMA CALIVER



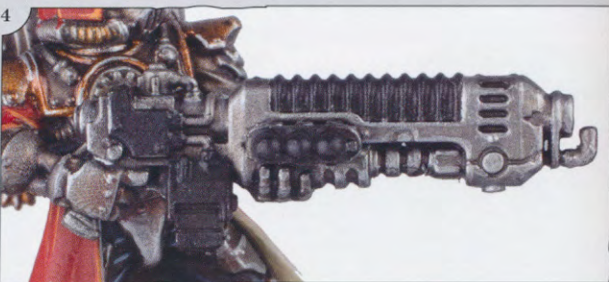
Chaos Black Spray



Leadbelcher



Nuln Oil

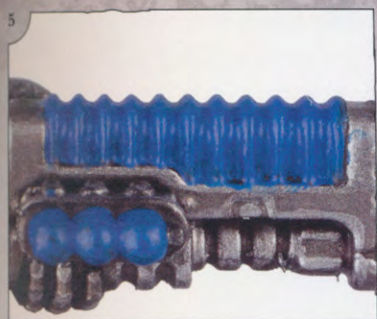


Runefang Steel

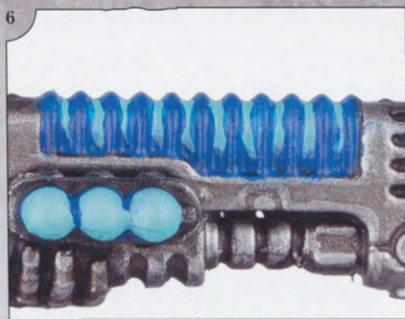
Over the original undercoat of Chaos Black Spray (1), use a Standard Brush to carefully paint the barrel, casing and grip of the plasma caliver with a layer of Leadbelcher (2).

Using a Standard Brush, apply a wash of Nuln Oil to the metallic areas of the gun (3). Then, taking a Fine Detail Brush, add a fine highlight of Runefang Steel to the raised areas and edges of the gun's metallic sections (4).

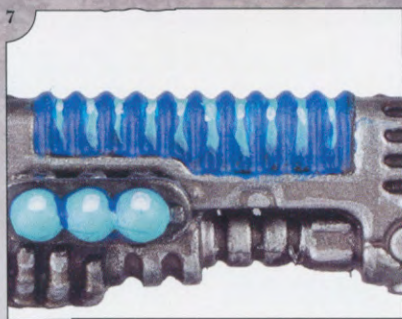




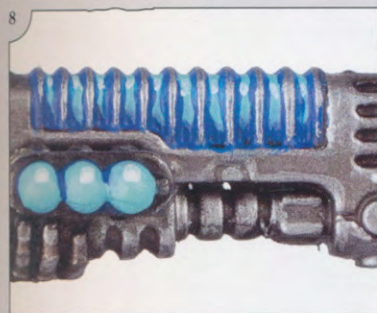
5 Caledor Sky



6 Baharroth Blue



7 White Scar



8 Runefang Steel



9 Abaddon Black



10 Dawnstone

With a Standard Brush, basecoat the gun's coils and bulbs using Caledor Sky (5). Then, paint Baharroth Blue into the recesses of the coils and onto the raised areas of the bulbs using a Detail Brush (6). Follow this with dots of White Scar using a Fine Detail Brush (7).

Using a Fine Detail Brush, highlight the coils' ribbing with Runefang Steel (8). With a Detail Brush, tidy up the black areas of the gun with Abaddon Black (9). Lastly, with a Fine Detail Brush, highlight these areas using Dawnstone (10).



SKITARII VANGUARD



Alpha helmet

Lenses

Radium pistol



Taser goad



RADIUM PISTOL



1 Leadbelcher



2 Agrax Earthshade



3 Warplock Bronze

Basecoat the gun with Leadbelcher using a Standard Brush (1). Once this has dried, apply a wash of Agrax Earthshade (2). Then, take a Detail Brush and paint the brass areas using Warplock Bronze (3).



4 Brass Scorpion



5 Runefang Steel



6 Rhinox Hide

Using a Detail Brush, add a layer of Brass Scorpion to the brass areas (4). Then, with a Fine Detail Brush, apply a highlight of Runefang Steel to these areas (5). Next, take a Detail Brush and paint the wooden areas with Rhinox Hide (6).



7 Caledor Sky



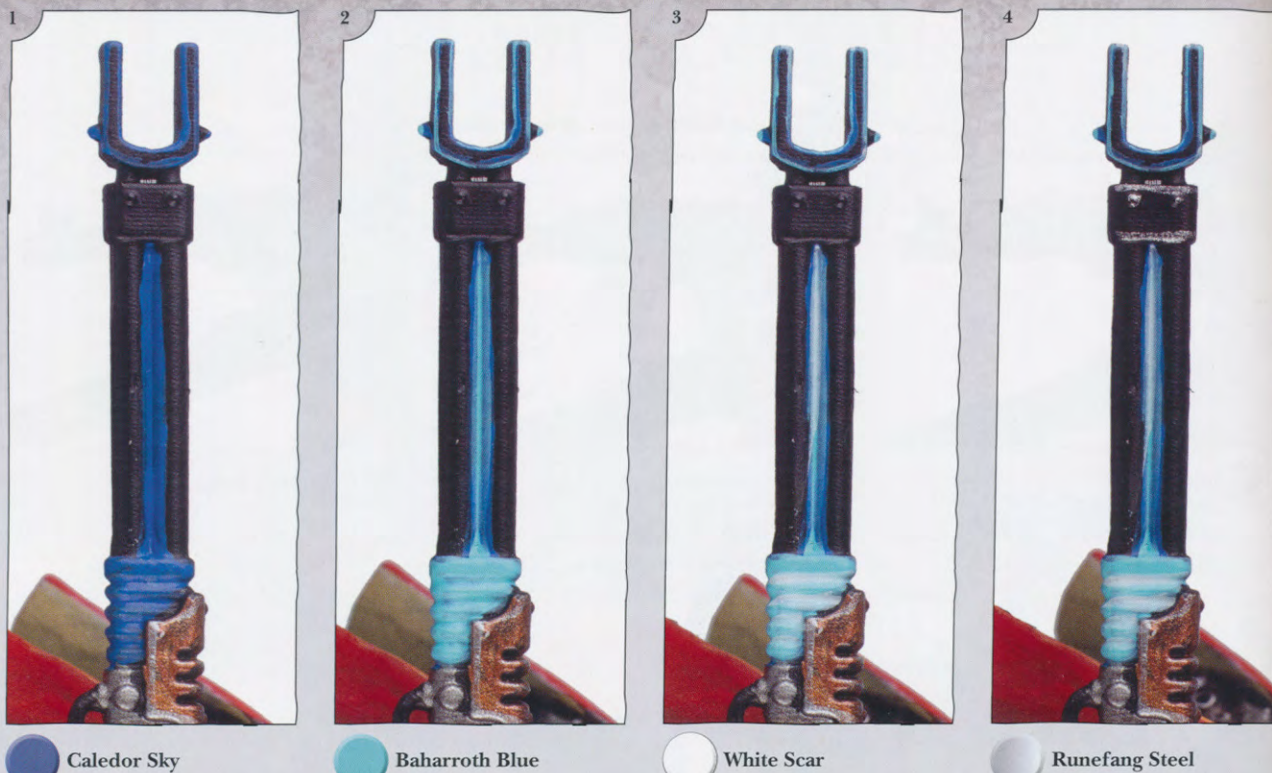
8 Baharroth Blue



9 White Scar

Use a Detail Brush to paint the energy chamber and the gaps between the coils with Caledor Sky (7). Highlight these same areas with Baharroth Blue, applying lines around the energy chamber (8). Then, use a Fine Detail Brush to add a highlight of White Scar (9).

TASER GOAD



Using a Detail Brush, paint the energy coils and conductors Caledor Sky (1). Next, add a layer of Baharroth Blue to these areas (2). Taking a Fine Detail Brush, paint White Scar into the coil recesses (3), followed by a Runefang Steel highlight on the coupling (4).

ALPHA HELMET



Basecoat the brass sections with Warplock Bronze (4), then apply a layer of Brass Scorpion (5). Highlight with Runefang Steel (6).

LENSES



1 Caledor Sky



2 Baharroth Blue



3 White Scar

With a Detail Brush carefully paint each lens Caledor Sky (1). Next, with a Fine Detail Brush, paint a dot of Baharroth Blue into the centre of the lens (2). Now, carefully add a small dot of White Scar to this blue dot to create the impression of a reflection (3).

ENHANCED DATA-TETHER



1 Warlock Bronze



2 Runefang Steel



3 Abaddon Black

Using a Standard Brush, begin with a basecoat of Warlock Bronze (1). Then, with a Detail Brush, apply a Runefang Steel highlight to the raised areas and edges (2). Next, paint the cable sheath Abaddon Black (3).



4 Dark Reaper



5 Fenrisian Grey

Highlight the black sheath with Dark Reaper using a Detail Brush (4). Lastly, with a Fine Detail Brush, apply a fine highlight of Fenrisian Grey to these same areas (5).

TOP TIP

When painting a model with a lot of metallic details, like the Skitarii Vanguard Alpha, it is important to create a contrast between similar areas on the miniature.

Here, the bronze on the enhanced data-tether has been given the same Warlock Bronze base as the chest plate, but unlike the chest plate it hasn't been given extra bronze layers or highlights. This makes the data-tether seem slightly duller than the armour, and will help it to stand out from the rest of the model.

ARC PISTOL



1 Warplock Bronze



2 Brass Scorpion



3 Runefang Steel

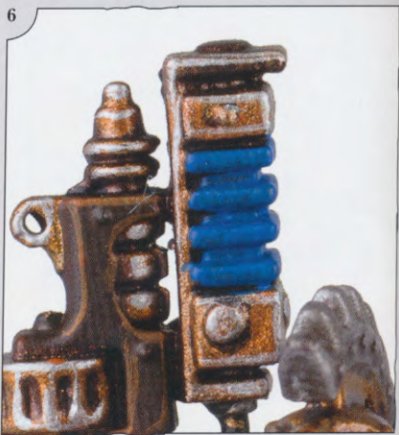
With a Standard Brush, paint the brass areas of the weapon Warplock Bronze (1). Then, apply a layer of Brass Scorpion to these same areas with a Detail Brush (2). Now, use a Fine Detail Brush to highlight the area with Runefang Steel (3).



4 Rhinox Hide



5 Skrag Brown



6 Caledor Sky

With a Detail Brush, paint the stock of the gun Rhinox Hide (4). Then, using a Fine Detail Brush carefully highlight this area with Skrag Brown (5). Now, take a Detail Brush and paint the energy coils Caledor Sky (6).



7 Baharroth Blue



8 White Scar



9 Runefang Steel

Paint the gaps between the coils Baharroth Blue with a Fine Detail Brush (7), and once this is dry add a fine highlight of White Scar to the same areas (8). Lastly, using a Fine Detail Brush, highlight the raised edges of the ribbing with Runefang Steel (9).

ARC RIFLE



1 Warplock Bronze

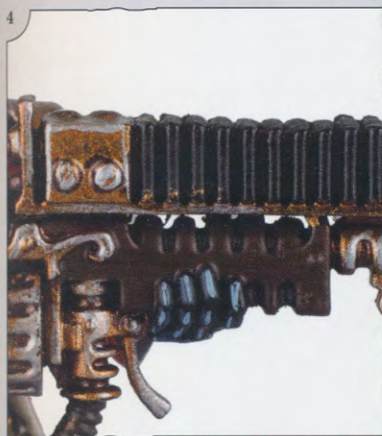


2 Brass Scorpion



3 Runefang Steel

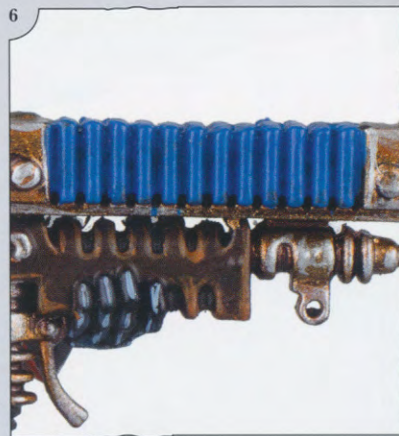
With a Standard Brush paint a basecoat of Warplock Bronze onto the brass sections of the gun (1). Next, with a Detail Brush, add a layer of Brass Scorpion to these areas (2). Then, highlight these brass areas with Runefang Steel using a Fine Detail Brush (3).



4 Rhinox Hide

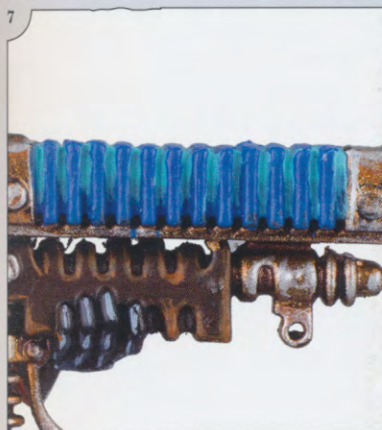


5 Skrag Brown

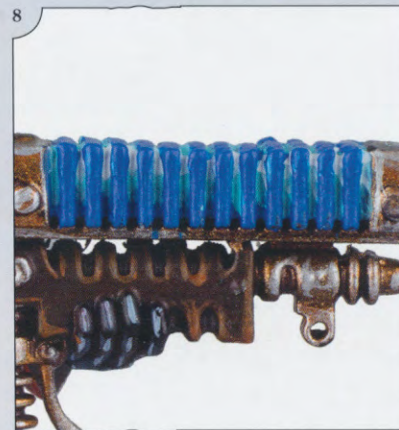


6 Caledor Sky

Using a Detail Brush carefully paint Rhinox Hide onto the wooden sections (4). Once this has dried, use a Fine Detail Brush to highlight this wooden area with Skrag Brown (5). Then, take a Detail Brush and paint the energy coils with Caledor Sky (6).



7 Baharroth Blue



8 White Scar



9 Runefang Steel

Add a highlight of Baharroth Blue to the gaps between the coils using a Fine Detail Brush (7). Once this has dried, add a fine highlight of White Scar to the same areas (8). Finally, using a Fine Detail Brush, highlight the ribbing with Runefang Steel (9).

RADIUM CARBINE



1 Warplock Bronze



2 Brass Scorpion



3 Runefang Steel

With a Standard Brush, apply a basecoat of Warplock Bronze to the brass areas of the gun (1). Next, with a Detail Brush, add a layer of Brass Scorpion to these same areas (2). Now, highlight these brass areas with a Fine Detail Brush using Runefang Steel (3).



4 Rhinox Hide



5 Skrag Brown



6 Leadbelcher

Using a Detail Brush paint the wooden areas Rhinox Hide (4). Then, with a Fine Detail Brush, carefully highlight these areas using Skrag Brown (5). Now, use a Detail Brush to paint the metal sections with a layer of Leadbelcher (6).



7 Nuln Oil



8 Runefang Steel

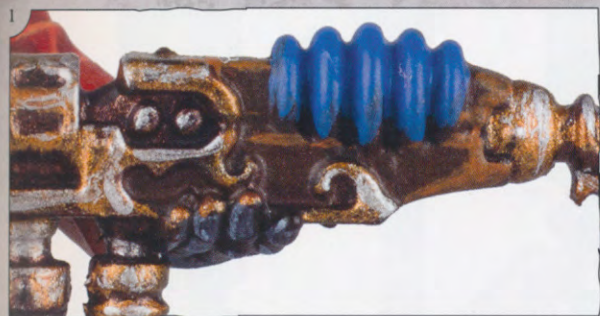
Give the metal areas a wash of Nuln Oil (7). Once this has dried, use a Fine Detail Brush to carefully highlight these same areas with Runefang Steel (8).

TOP TIP

When applying the Runefang Steel highlights to the brass areas of the Skitarii's weapons, consider where the brass might be wearing away.

Placing these highlights more thickly around the working parts of the weapon will add to the impression of its age and heavy use, enhancing the antique look of Skitarii firearms.

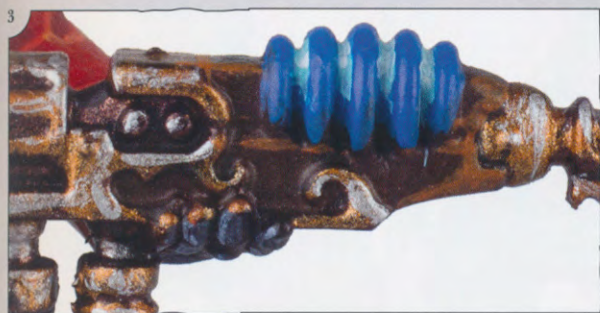
RADIUM CARBINE ENERGY COILS



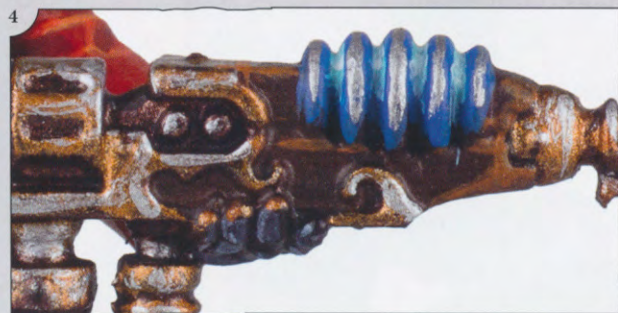
Caledor Sky



Baharroth Blue



White Scar



Runefang Steel

Basecoat the energy coils with *Caledor Sky* (1). Then, with a *Detail Brush*, apply a highlight of *Baharroth Blue* between the coils (2).

Using a *Fine Detail Brush*, highlight the same area with *White Scar* (3). Then, add a *Runefang Steel* highlight to the ribbing (4).



POWER SWORD



1  Warplock Bronze



2  Brass Scorpion



3  Runefang Steel

With a Detail Brush, paint a layer of Warplock Bronze onto the brass sections of the sword (1). Next, also using a Detail Brush, add a layer of Brass Scorpion to these areas (2). Then, with a Fine Detail Brush, highlight these brass areas using Runefang Steel (3).



4  Chaos Black Spray



5  Caledor Sky



6  Baharroth Blue



7  White Scar

Over an undercoat of Chaos Black Spray (4), use a Detail Brush to paint on a lightning pattern using Caledor Sky (5). Once you are happy with the pattern, highlight it using first Baharroth Blue (6) and then White Scar (7) to create a striking energy effect.

ARC MAUL



1 Warplock Bronze



2 Brass Scorpion



3 Runefang Steel

Using a Detail Brush, paint the brass areas Warplock Bronze (1). Next, apply a layer of Brass Scorpion to these same areas (2). Now, using a Fine Detail Brush, add a highlight of Runefang Steel to the edges of the brass areas (3).



4 Leadbelcher



5 Nuln Oil



6 Runefang Steel

Paint the head and haft of the weapon Leadbelcher with a Detail Brush (4). Then, once this has dried, apply a wash of Nuln Oil to these areas (5). Now, with a Fine Detail Brush, highlight these areas using Runefang Steel (6).



7 Caledor Sky



8 Baharroth Blue



9 White Scar

With a Detail Brush, paint the power coils Caledor Sky (7). Then, using a Fine Detail Brush, carefully highlight this area with Baharroth Blue (8). Finally, use the same brush to apply a fine highlight of White Scar to the coils (9).

OMNISPEX



1 Leadbelcher



2 Nuln Oil



3 Runefang Steel

Using a Standard Brush begin with a basecoat of Leadbelcher (1). Then, once this has completely dried, apply a wash of Nuln Oil (2). Now, taking a Detail Brush, highlight the edges and raised areas of the omnispex using Runefang Steel (3).



4 Caledor Sky



5 Baharroth Blue



6 White Scar

Paint the lenses Caledor Sky using a Detail Brush (4). Next, with a Fine Detail Brush, paint a dot of Baharroth Blue into the top part of each lens (5). Now, carefully add a small dot of White Scar to this blue dot to create the impression of a reflection (6).



7 Celestra Grey



8 Waywatcher Green



9 Pallid Wych Flesh

With a Detail Brush, paint the screen Celestra Grey (7). Next, carefully apply a glaze of Waywatcher Green (8). Once this has completely dried, take a Fine Detail Brush and paint some lines and dots of Pallid Wych Flesh onto the screen to represent icons (9).

HELMET



Leadbelcher



Agrax Earthshade



Ironbreaker

Use a Standard Brush to paint the helmet with Leadbelcher (1). Wash with Agrax Earthshade (2), then add a layer of Ironbreaker (3), being sure to leave the wash visible in the recesses.



Runefang Steel



Caledor Sky



Baharroth Blue

With a Detail Brush, apply a highlight of Runefang Steel (4). Again using a Detail Brush, paint the helmet lenses with a layer of Caledor Sky (5). Taking a Fine Detail Brush, highlight these areas with a dot of Baharroth Blue (6).



White Scar



Abaddon Black

Paint a small White Scar dot onto the lenses using a Fine Detail Brush (7). Finally, paint the helmet breathing tubes with Abaddon Black using a Fine Detail Brush (8).

TOP TIP

The Skitarii soldiers and their war machines have an abundance of lenses upon their helmets and weapons. When painting these small details, it is worth deciding on a common source of lighting for your miniatures and placing the white reflective dots or crescents in the same place each time. A squad will be all the more striking if the lenses of its warriors are all painted in the same way, as if each Skitarii is reflecting the same battlefield light source as his comrades.

SICARIAN RUSTSTALKER



AUGMETICS



Chaos Black Spray



Leadbelcher

Undercoat the entire model using Chaos Black Spray (1). Then, use a Standard Brush to paint the metallic areas with Leadbelcher (2).



Agrax Earthshade



Runefang Steel

Wash the metallic areas with Agrax Earthshade (3). Now, take a Detail Brush and apply a Runefang Steel highlight to these areas (4).

BRASS



Warplock Bronze



Brass Scorpion



Runefang Steel

With a Standard Brush, paint Warplock Bronze onto the brass areas (1). Next, add a layer of Brass Scorpion (2). Once this has dried, use a Detail Brush to apply a Runefang Steel highlight to the raised areas and edges (3).

UNDERSUIT



Abaddon Black



Dark Reaper



Fenrisian Grey

After tidying up the black areas using Abaddon Black and a Standard Brush (1), take a Detail Brush and highlight the undersuit with Dark Reaper (2). Then, using a Fine Detail Brush, apply a fine highlight of Fenrisian Grey to these same areas (3).

BATTLE ARMOUR



Khorne Red



Nuln Oil



Evil Sunz Scarlet



Fire Dragon Bright

With a Detail Brush, basecoat the armour Khorne Red (1). Then, apply a wash of Nuln Oil to this area (2). Once this has dried, use a Fine Detail Brush to highlight the armour Evil Sunz Scarlet (3). Lastly, add a Fire Dragon Bright fine highlight to the armour (4).

LENSES



Caledor Sky



Baharroth Blue



White Scar

Use a Detail Brush to paint the lenses Caledor Sky (1). Highlight Baharroth Blue (2), followed by a fine highlight of White Scar (3).

CABLE



 Averland Sunset



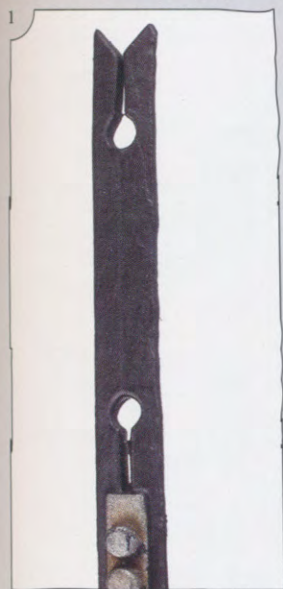
 Abaddon Black

Use a Standard Brush to basecoat the cable Averland Sunset (1). Then, take a Detail Brush and paint Abaddon Black hazard stripes onto the cable (2).

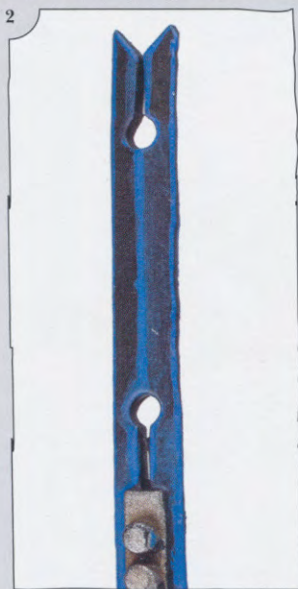
TOP TIP

When painting details such as hazard stripes, apply them diagonally, as shown here on the Sicarian Ruststalker. As the cable is quite small, painting two thicker lines of Abaddon Black rather than numerous smaller ones will also make this feature more eye-catching on the tabletop.

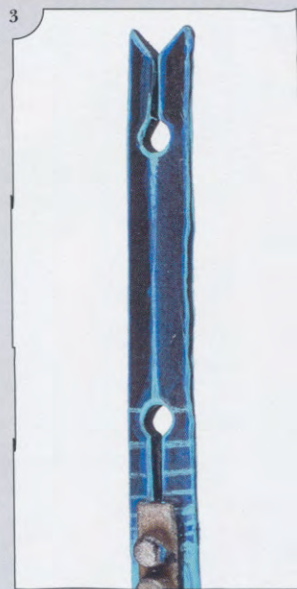
TRANSONIC BLADES



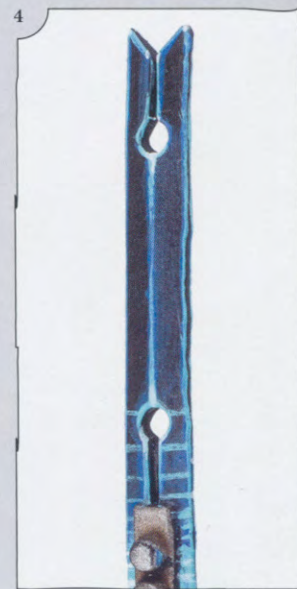
 Abaddon Black



 Caledor Sky



 Baharroth Blue



 White Scar

Tidy up the blade using Abaddon Black and a Standard Brush (1), then use a Detail Brush to highlight the edges Caledor Sky (2). Next, with a Fine Detail Brush, add a highlight of Baharroth Blue (3) followed by a fine highlight of White Scar (4).

CHORDCLAW



 Leadbelcher



 Agrax Earthshade



 Runefang Steel

Basecoat with Leadbelcher (1). Then, apply a wash of Agrax Earthshade (2). Now, add a Runefang Steel highlight (3).

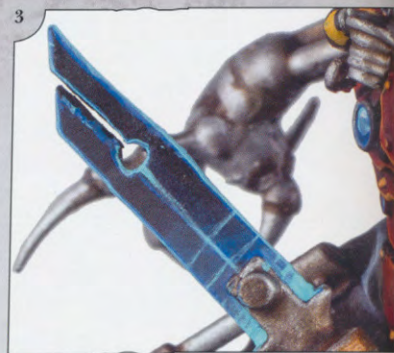
TRANSONIC RAZOR



Abaddon Black



Caledor Sky



Baharroth Blue

Tidy up the blade with Abaddon Black (1), then use a Detail Brush to apply a highlight of Caledor Sky, concentrating on the area just above the hilt to create a fade effect (2). Use a Fine Detail Brush to add a fine highlight to the edges with Baharroth Blue (3).

ROBE LINING



Rakarth Flesh



Seraphim Sepia



Ushabti Bone

With a Standard Brush, basecoat the robe lining with Rakarth Flesh (1). Next, give this area a wash using Seraphim Sepia (2). Once this has dried, use a Detail Brush to add an Ushabti Bone highlight to the raised areas and edges of the robe lining (3).

ROBE



Mephiston Red



Evil Sunz Scarlet



Wild Rider Red

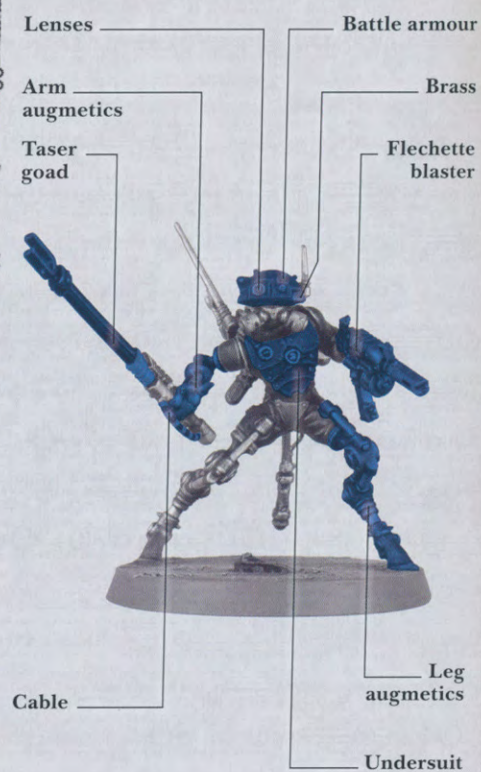


Tau Light Ochre

Use a Standard Brush to basecoat the robe with Mephiston Red (1). Then, with a Detail Brush, add a layer of Evil Sunz Scarlet (2). Taking a Fine Detail Brush, highlight the edges with Wild Rider Red (3) then follow with a fine highlight of Tau Light Ochre (4).



SICARIAN INFILTRATOR



Lenses

Battle armour

Arm
augmetics

Brass

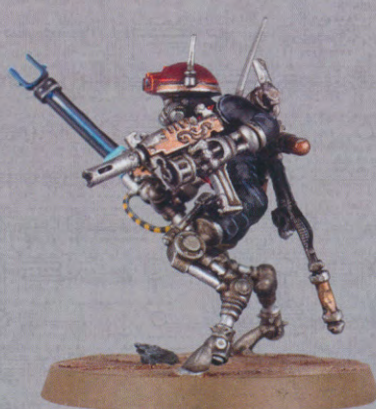
Taser
goad

Flechette
blaster

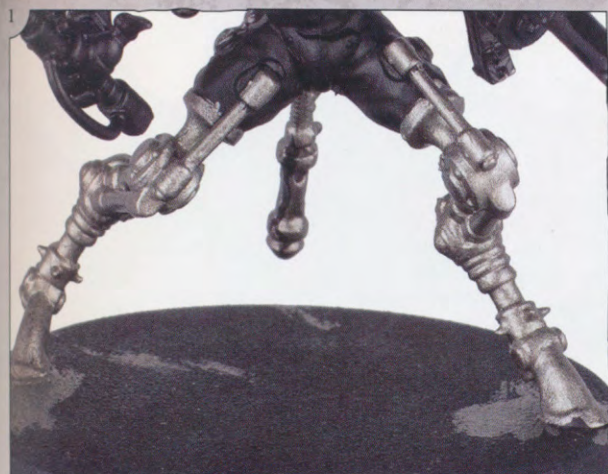
Cable

Leg
augmetics

Undersuit



LEG AUGMETICS



Leadbelcher



Agrax Earthshade

Use a Standard Brush to paint the augmetics with Leadbelcher (1). Next, give these areas a wash with Agrax Earthshade (2).



Runefang Steel

Now, once the wash has dried, take a Detail Brush and carefully highlight the raised areas and edges of the augmetics with Runefang Steel, paying special attention to the pistons and gears.

ARM AUGMETICS



Leadbelcher



Agrax Earthshade



Ironbreaker

Using a Standard Brush, basecoat the metallic arm sections of the model with Leadbelcher (1). Next, give these areas a wash with Agrax Earthshade (2). Once the wash has dried, take a Detail Brush and add a layer of Ironbreaker to the arms, avoiding the recesses (3).

BATTLE ARMOUR



 Khorne Red



 Nuln Oil

Paint the armour with Khorne Red using a Standard Brush (1). Then, apply a wash of Nuln Oil to the armour's recesses and details such as the rivets and lenses (2).



 Evil Sunz Scarlet



 Fire Dragon Bright

Taking a Detail Brush, highlight the edges of the armour with Evil Sunz Scarlet (3). Then, use a Fine Detail Brush to apply a fine highlight of Fire Dragon Bright (4).

TOP TIP

To capture the intricate cybernetic details on models like the Sicarian Infiltrators, you should be careful not to apply too much shading to an area, lest the recesses fill up with paint. On smaller areas, like the Adeptus Mechanicus icon, it's worth having a tissue or clean brush on hand to soak up any excess liquid that has pooled into the gaps. You can even use your finger to wipe away this excess shading.

BRASS



 Warplock Bronze



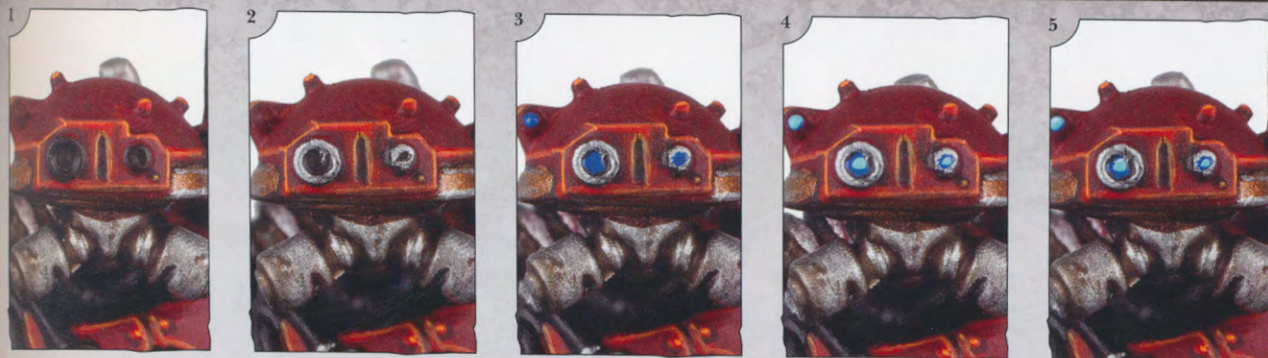
 Brass Scorpion



 Runefang Steel

Paint the brass areas with Warplock Bronze (1). Then, add a layer of Brass Scorpion (2), followed by a Runefang Steel highlight (3).

LENSES



-  Abaddon Black
-  Runefang Steel
-  Caledor Sky
-  Baharroth Blue
-  White Scar

Basecoat the lenses with Abaddon Black (1), then paint the rims Runefang Steel (2). Next, paint the centre of the lenses with Caledor Sky (3). Now, carefully paint a Baharroth Blue dot into the centre of each lens (4), followed by a smaller dot of White Scar (5).

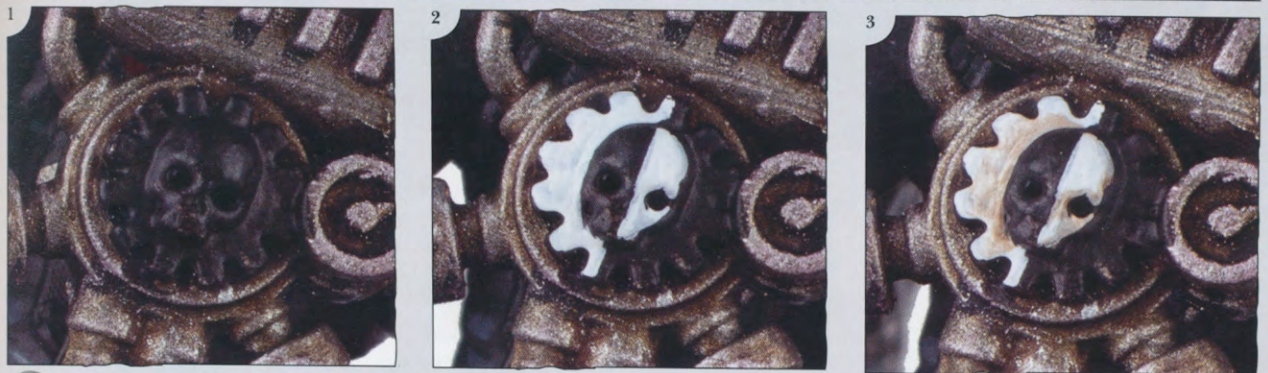
UNDERSUIT



-  Abaddon Black
-  Dark Reaper
-  Fenrisian Grey

Basecoat the undersuit with Abaddon Black using a Standard Brush (1). Taking a Detail Brush, highlight this area using Dark Reaper (2). Lastly, use a Fine Detail Brush to apply a fine highlight of Fenrisian Grey to the edges of the undersuit (3).

ADEPTUS MECHANICUS ICON



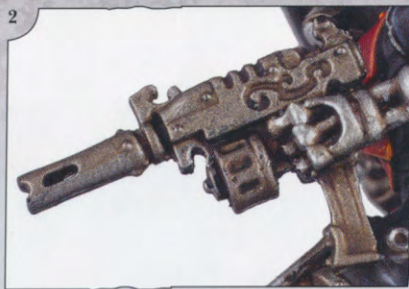
-  Abaddon Black
-  Ceramite White
-  Agrax Earthshade

Basecoat with Abaddon Black (1). Paint half the skull and cog with Ceramite White (2). Now, wash with Agrax Earthshade (3).

FLECHETTE BLASTER



1 Leadbelcher

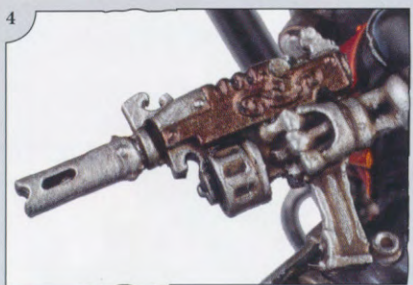


2 Agrax Earthshade



3 Ironbreaker

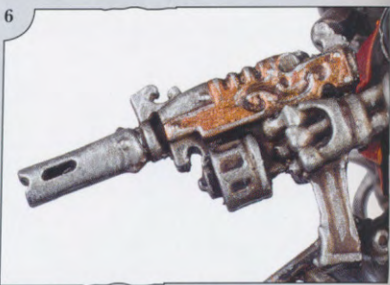
Use a Standard Brush to basecoat the gun with Leadbelcher (1). Then, give the weapon a wash of Agrax Earthshade (2). Once this has completely dried, take a Detail Brush and add a layer of Ironbreaker to the weapon (3).



4 Warplock Bronze



5 Brass Scorpion



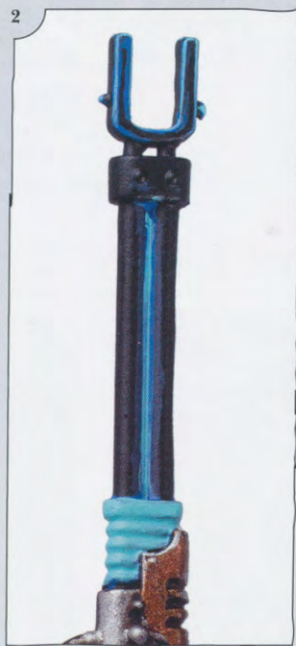
6 Runefang Steel

Using a Detail Brush, paint the weapon casing with Warplock Bronze (4). Next, also using a Detail Brush, paint on a layer of Brass Scorpion (5). Lastly, with a Fine Detail Brush, add a Runefang Steel highlight to this area of the gun (6).

TASER GOAD



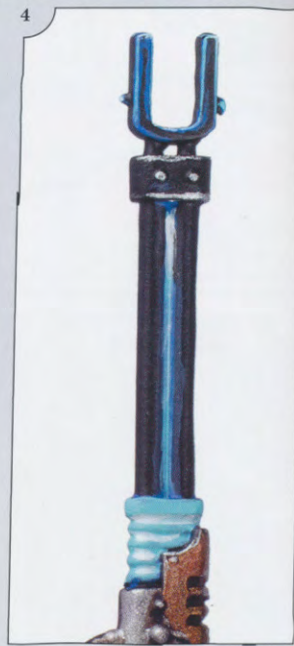
1 Caledor Sky



2 Baharroth Blue



3 White Scar



4 Runefang Steel

Using a Detail Brush, paint the energy coils and conductors with Caledor Sky (1). Next, add a layer of Baharroth Blue to these areas (2). Taking a Fine Detail Brush, add a highlight of White Scar (3) followed by a Runefang Steel highlight to the prong's coupling (4).

CABLE



1 Averland Sunset



2 Abaddon Black



3 Fenrisian Grey

Paint the cable with Averland Sunset using a Standard Brush (1). Next, use a Detail Brush to carefully paint black hazard lines onto the cable using Abaddon Black (2). Finally, using a Fine Detail Brush, highlight one side of the cable with Fenrisian Grey (3).

POWER SWORD



1 Warlock Bronze



2 Brass Scorpion



3 Runefang Steel

With a Detail Brush paint the hilt Warlock Bronze (1). Then, apply a layer of Brass Scorpion to this same area (2). Now take a Fine Detail Brush and carefully highlight the hilt and power vein with Runefang Steel (3).



4 Caledor Sky



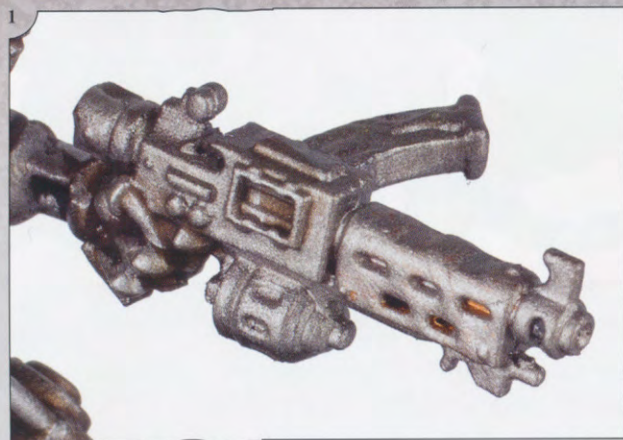
5 Baharroth Blue



6 White Scar

Highlight the edges and paint a lightning pattern onto the blade with Caledor Sky, using a Fine Detail Brush (4). Next, apply a highlight of Baharroth Blue to the edges and the pattern (5). Finally, using a Fine Detail Brush add a fine highlight of White Scar (6).

STUBCARBINE



1 Leadbelcher



2 Agrax Earthshade

Paint the entire gun with a coat of Leadbelcher using a Standard Brush (1). Next, once this is dry, give the gun a wash with Agrax Earthshade using a Standard Brush to bring out the recessed details (2).



3 Necron Compound



4 Warplock Bronze

Drybrush Necron Compound onto the weapon using a Medium Drybrush, paying special attention to the raised areas and edges (3). Next, using a Detail Brush, paint the barrel casing of the gun with Warplock Bronze (4).



5 Brass Scorpion



6 Runefang Steel

Add a layer of Brass Scorpion to the barrel casing area with a Detail Brush (5). Once this has dried, take a Fine Detail Brush and carefully highlight the raised areas and edges (6).

SCREEN



First, paint the screen with Celestra Grey (1). Once this has dried, give the screen a glaze of Waywatcher Green, allowing the glaze to pool slightly in the middle (2). Use White Scar to highlight the edges of the screen, and to add thin lines to represent data (3).

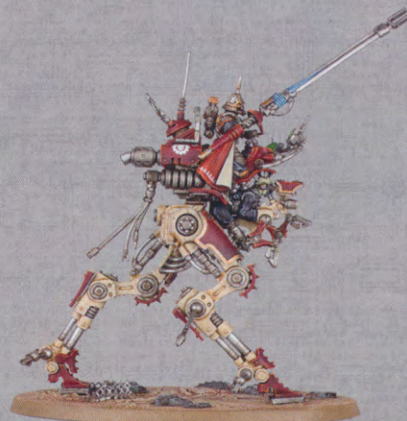
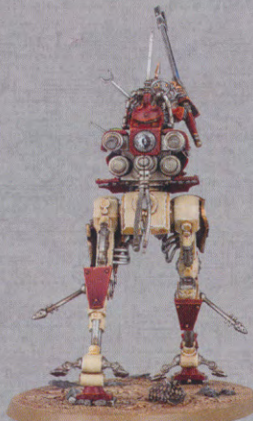
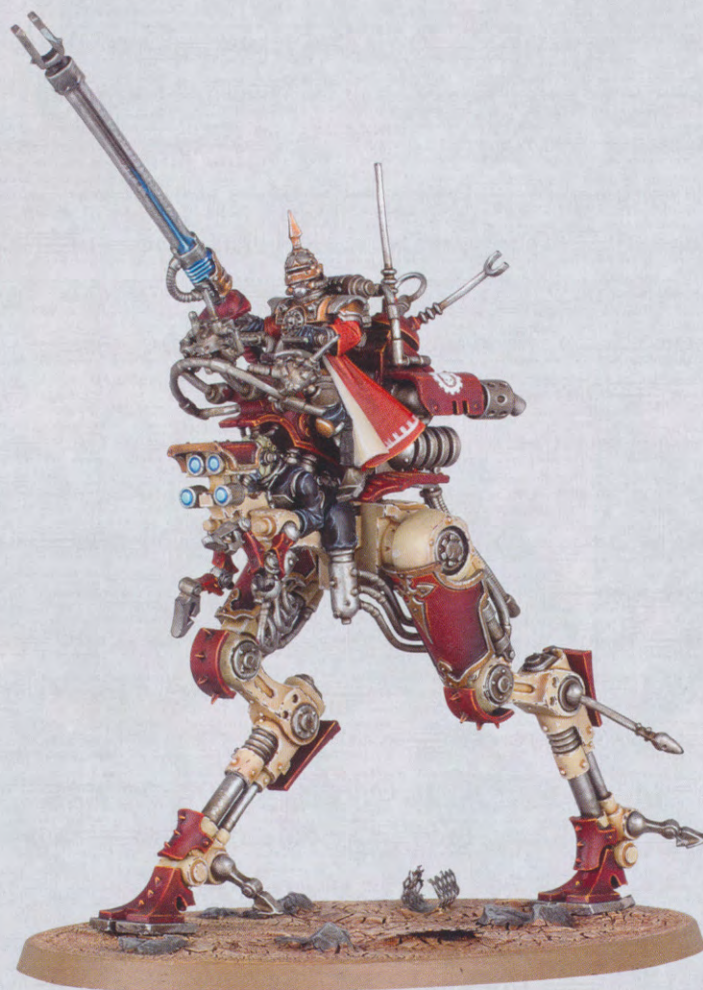
INFOSLAVE SKULL



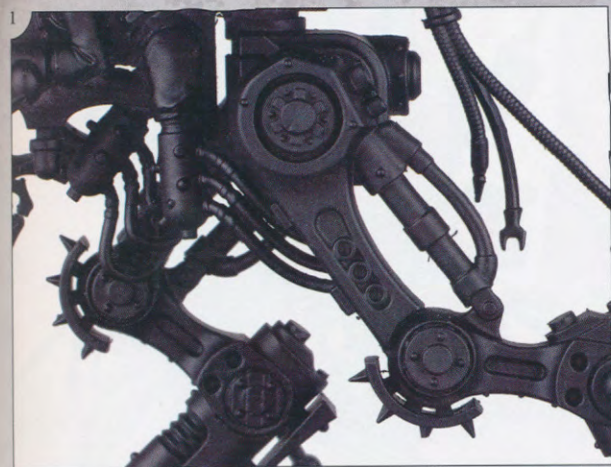
Basecoat with Rakarth Flesh (1). Wash with Seraphim Sepia (2). Add a layer of Ushabti Bone (3), followed by Pallid Wych Flesh (4).

Using a Detail Brush, carefully paint the eye socket with Caledor Sky (5). Then, with a Fine Detail Brush, paint a dot of Baharroth Blue into the centre of the socket (6). Now, add a small dot of White Scar to this blue dot to create the impression of a reflection (7).

SYDONIAN DRAGOON

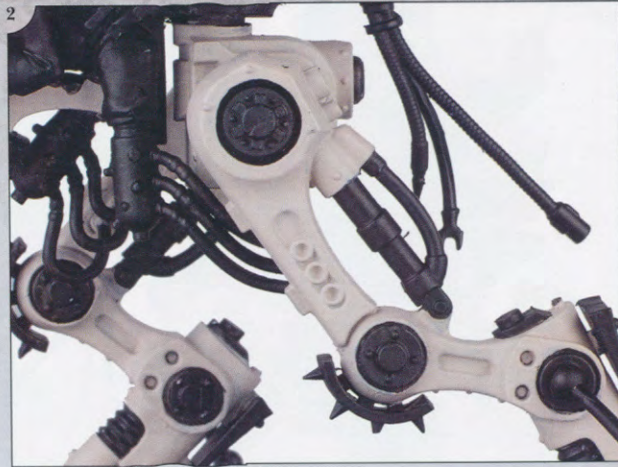


BODYWORK



1 Chaos Black Spray

Begin by undercoating the model with Chaos Black Spray (1). Then, using a Standard Brush, paint the legs with Rakarth Flesh (2).

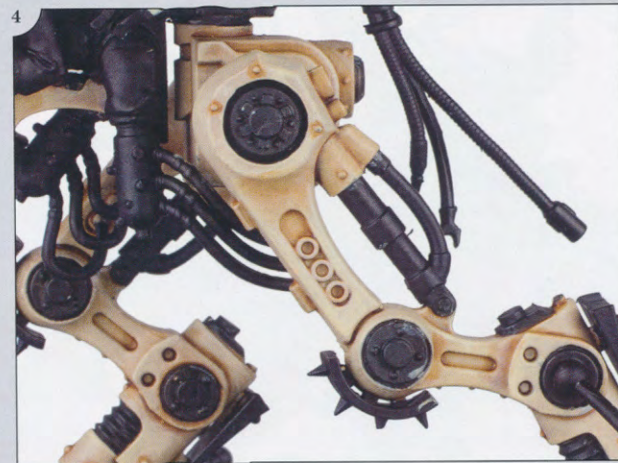


2 Rakarth Flesh

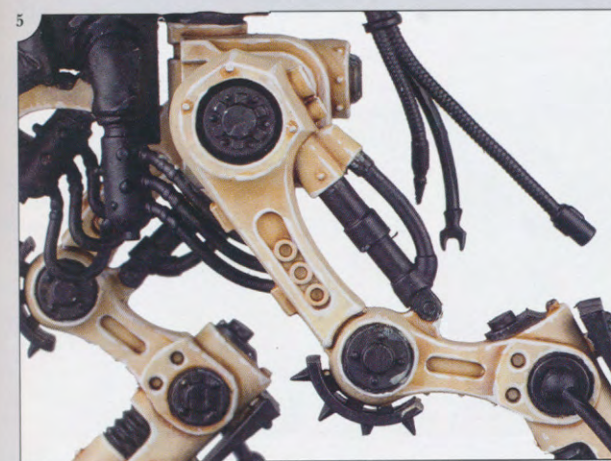


3 Seraphim Sepia

Apply a wash of Seraphim Sepia to these areas (3). Once this has dried, use a Standard Brush to add a layer of Ushabti Bone (4).

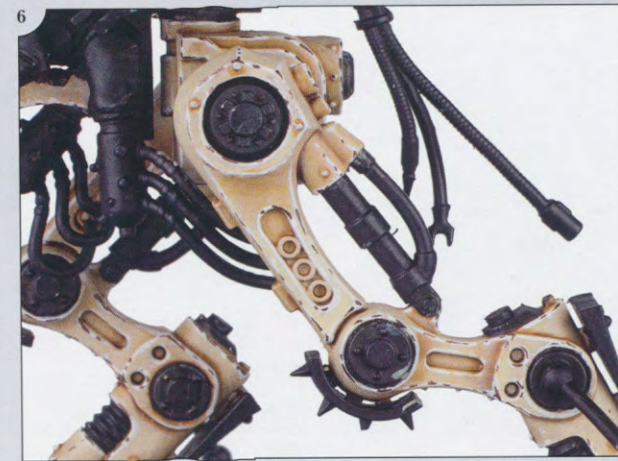


4 Ushabti Bone



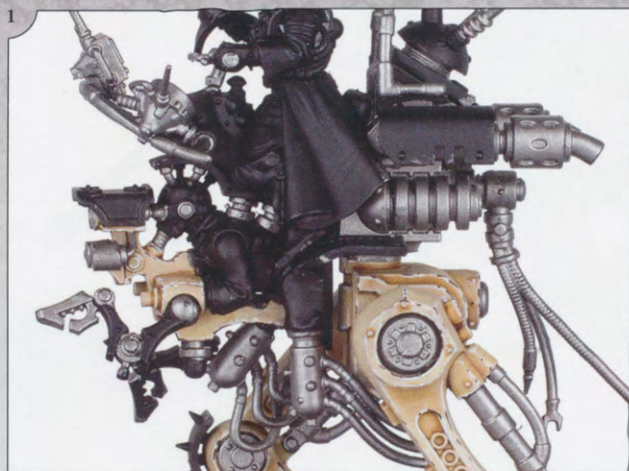
5 Pallid Wych Flesh

Using a Detail Brush, edge highlight the legs with Pallid Wych Flesh (5), then add chips and corrosion with Rhinox Hide (6).



6 Rhinox Hide

METALWORK

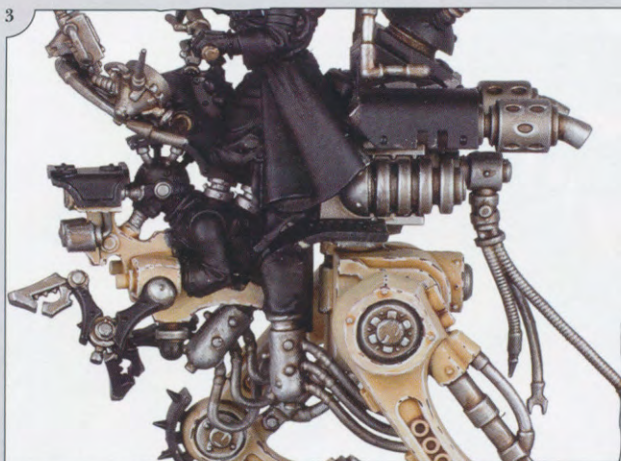


Leadbelcher



Agrax Earthshade

With a Standard Brush, paint the metal areas with Leadbelcher (1). Next, give these same areas a wash using Agrax Earthshade (2).



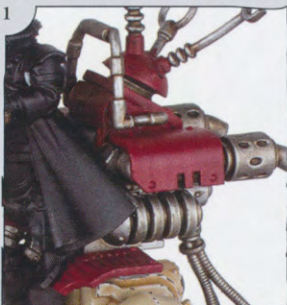
Runefang Steel

Using a Detail Brush, highlight the raised areas and edges of the walker's metal areas with Runefang Steel.

TOP TIP

When creating the effect of weathering, like on the bodywork of the Ironstrider, it is a good idea to consider the parts where it would be most prevalent. While it is possible that scratches and dents might be anywhere, this kind of wear and tear would be far more likely to appear around the joints and on the lower sections of the legs where the Infiltrator has been forced to push its way through rough terrain (or its hapless foes!). By concentrating the weathering around these areas you will achieve a more realistic appearance for the hull and will enhance the look of the whole model.

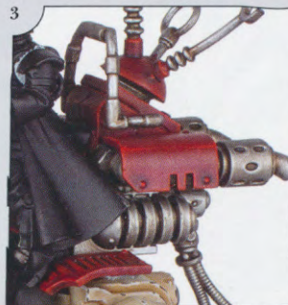
RED ARMOUR



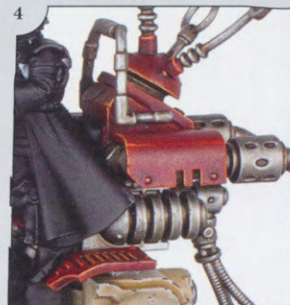
Khorne Red



Nuln Oil



Evil Sunz Scarlet



Fire Dragon Bright

Paint the red areas with Khorne Red using a Standard Brush (1). Then, give these same areas a wash of Nuln Oil (2). Once this has dried, use a Detail Brush to add an Evil Sunz Scarlet highlight (3). Follow this with a fine highlight of Fire Dragon Bright (4).

BRASS



1 Warplack Bronze



2 Brass Scorpion



3 Runefang Steel

Paint the trim Warplack Bronze (1), then Brass Scorpion (2), then apply an edge highlight of Runefang Steel (3).

DRAGOON



1 Leadbelcher



2 Brass Scorpion



3 Agrax Earthshade



4 Runefang Steel

Basecoat the metal on the Dragoon with Leadbelcher (1). Then, with a Detail Brush, paint some of the plates Brass Scorpion (2). Follow this with an Agrax Earthshade wash (3). Once this has dried use a Fine Detail Brush to apply a fine highlight of Runefang Steel (4).

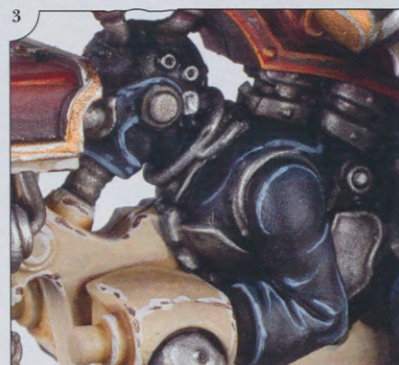
UNDERSUIT



1 Abaddon Black



2 Dark Reaper



3 Fenrisian Grey

After tidying up the undersuit with Abaddon Black (1), use a Detail Brush to add a Dark Reaper highlight (2). Then, with a Fine Detail Brush, apply a fine highlight of Fenrisian Grey (3).

SERVITOR



1 Rakarth Flesh



2 Athonian Camoshade



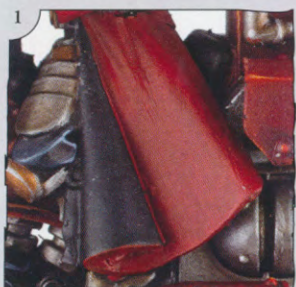
3 Krieg Khaki



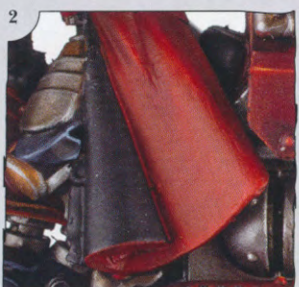
4 Pallid Wych Flesh

Basecoat the skin with Rakarth Flesh (1). Wash with Athonian Camoshade (2). Add a layer of Krieg Khaki (3), then highlight (4).

ROBE



1 Mephiston Red



2 Evil Sunz Scarlet

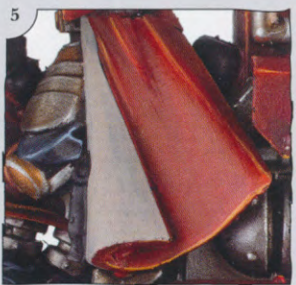


3 Wild Rider Red



4 Tau Light Ochre

Basecoat with Mephiston Red (1), then highlight with Evil Sunz Scarlet (2), then Wild Rider Red (3) and finally Tau Light Ochre (4).



5 Rakarth Flesh



6 Ushabti Bone

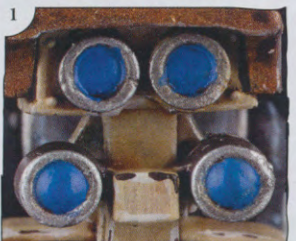


7 Pallid Wych Flesh

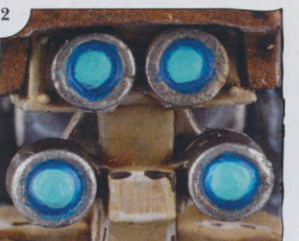
Paint the lining with Rakarth Flesh (5). Next, using a Detail Brush, apply a layer of Ushabti Bone (6).

Lastly, use a Fine Detail Brush to add a fine highlight to the edges of the lining using Pallid Wych Flesh (7).

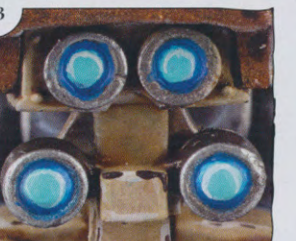
LENSES



1 Caledor Sky



2 Baharroth Blue



3 White Scar

With a Detail Brush, paint the lenses with Caledor Sky (1). Next, with a Fine Detail Brush, paint a dot of Baharroth Blue into the centre of each lens (2). Now, carefully add a crescent highlight of White Scar around each lens to create the impression of a reflection (3).

TASER LANCE



 Khorne Red



 Nuln Oil



 Evil Sunz Scarlet



 Fire Dragon Bright

Paint the red areas of the lance Khorne Red with a Standard Brush (1). Then, give these same areas a wash of Nuln Oil (2). Once this has dried, use a Detail Brush to add an Evil Sunz Scarlet highlight (3). Follow this with a fine highlight of Fire Dragon Bright (4).



 Warlock Bronze



 Brass Scorpion



 Runefang Steel

Use a Detail Brush to paint the power unit casing with Warlock Bronze (5). Then, apply a layer of Brass Scorpion to this same area (6). Now, take a Fine Detail Brush and carefully highlight the edges of the casing with Runefang Steel (7).



 Leadbelcher



 Nuln Oil



 Runefang Steel

With a Standard Brush, basecoat the lance with Leadbelcher (8). Then, give the weapon a wash of Nuln Oil (9). Once this has completely dried, take a Detail Brush and highlight the edges and raised areas with Runefang Steel (10).



Caledor Sky



Baharroth Blue



White Scar

Use a Detail Brush to paint the coils with Caledor Sky (11). Highlight with Baharroth Blue (12), then White Scar (13).

RADIUM JEZZAIL



Abaddon Black



Rhinox Hide



Skrag Brown

Basecoat with Abaddon Black (1). Then, use a Standard Brush to add Rhinox Hide (2), followed by a highlight of Skrag Brown (3).



Warplock Bronze



Brass Scorpion



Runefang Steel

Paint the brass areas with Warplock Bronze using a Detail Brush (4). Then, apply a layer of Brass Scorpion to the same areas (5). Now, take a Fine Detail Brush and carefully highlight the brass and the muzzle of the weapon with Runefang Steel (6).

SCREENS



 Celestra Grey



 Waywatcher Green



 Dorn Yellow

Paint the screens with Celestra Grey (1). Then, glaze with Waywatcher Green (2). Lastly, add Dorn Yellow lines to represent data (3).

SEARCHLIGHT



 Leadbelcher



 Agrax Earthshade



 Runefang Steel

Basecoat with Leadbelcher using a Standard Brush (1). Then, apply a wash of Agrax Earthshade (2). Once this is completely dry, take a Detail Brush and give the raised areas and edges of the searchlight a highlight with Runefang Steel (3).



 Ceramite White



 Lamenters Yellow

Use a Detail Brush to paint the face of the searchlight Ceramite White (4). Then, give the face a glaze using Lamenters Yellow (5).

TOP TIP

When applying glazes and washes over a light colour like white, as with the searchlight, you can use successive coats to create a deeper colour. This is useful if you want to create lighting effects – by thickening the main colour of a screen or lamp you can give the impression that there is a source of light coming from within.

ONAGER DUNECRAWLER



Armour &
armour chipping

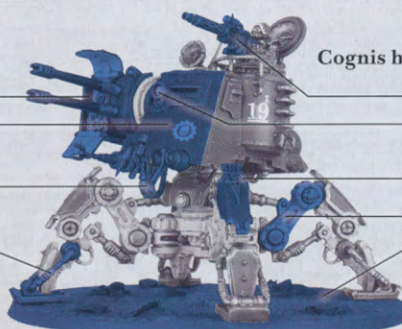
Icarus array

Cognis heavy stubber

Lenses

Cognis manipulator

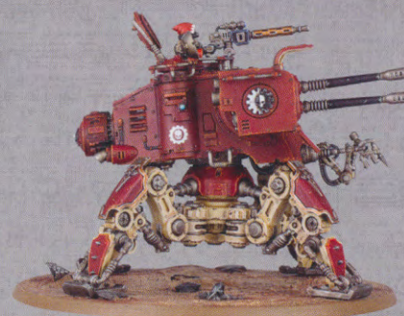
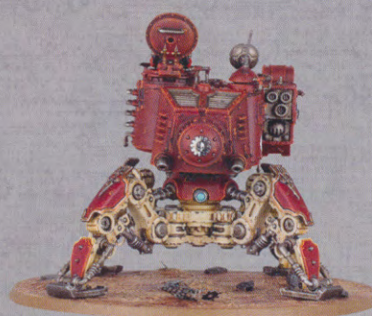
Metalwork



Base

Bodywork

Brass



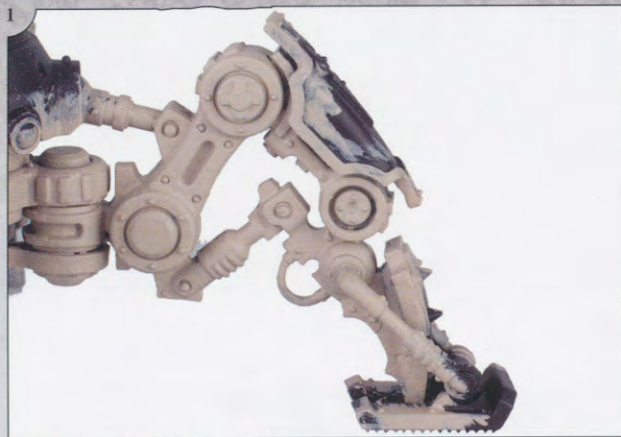
TOP TIP

With a large model like the Onager Dunecrawler it is a good idea to assemble and undercoat it in a number of separate parts. In the case of the Dunecrawler shown here, these 'sub-assemblies' are the legs, main hull, gunner and Icarus array. This allows you to achieve a good, even undercoat on all parts of the model as well as making the painting of details far easier. You can temporarily mount smaller sections, such as the gunner and Icarus array, on spare bases to make handling them easier.

UNDERCOAT



BODYWORK

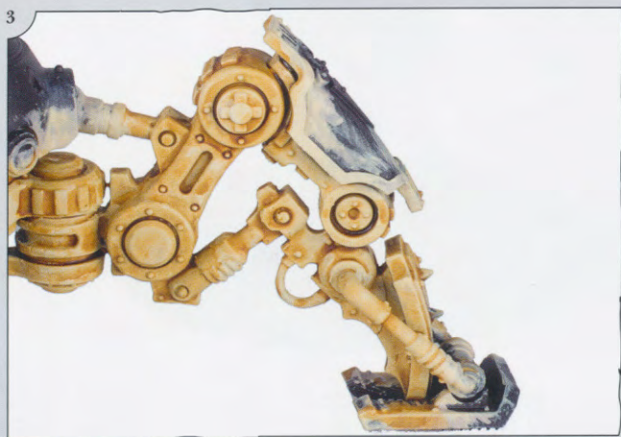


 Rakarth Flesh

With a Basecoat Brush, begin by applying a basecoat of Rakarth Flesh to the legs (1). Next, still using a Basecoat Brush, paint this same area with a layer of Ushabti Bone (2).



 Ushabti Bone

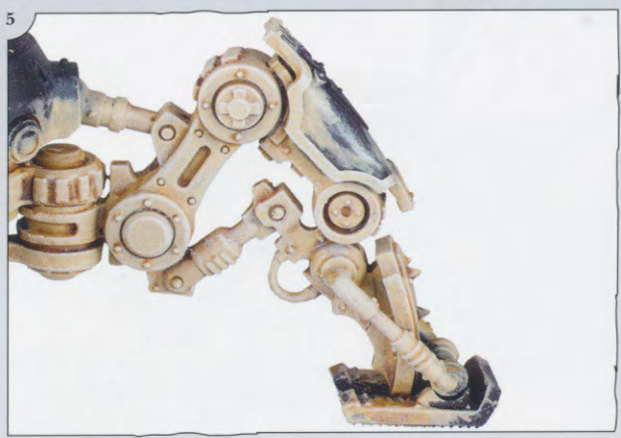


 Seraphim Sepia

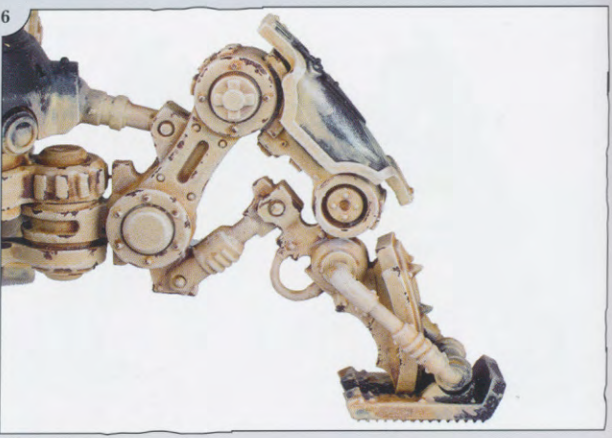
Give the legs a Seraphim Sepia wash using a Wash Brush to bring out the detail (3). Once this has completely dried, take a Large Drybrush and drybrush with Ushabti Bone to bring the colour back up (4).



 Ushabti Bone



 Longbeard Grey



 Rhinox Hide

Use a Small Drybrush to highlight the edges and raised areas of the legs with Longbeard Grey (5). Now, taking a Fine Detail Brush, use Rhinox Hide to pick out chips and corrosion along the edges of the legs' components (6).

METALWORK



Leadbelcher



Agrax Earthshade



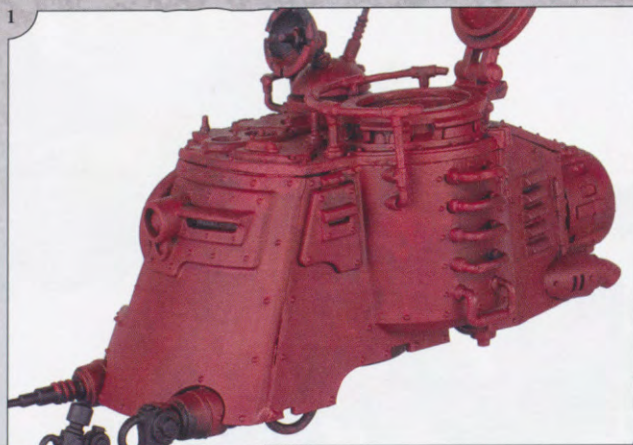
Necron Compound



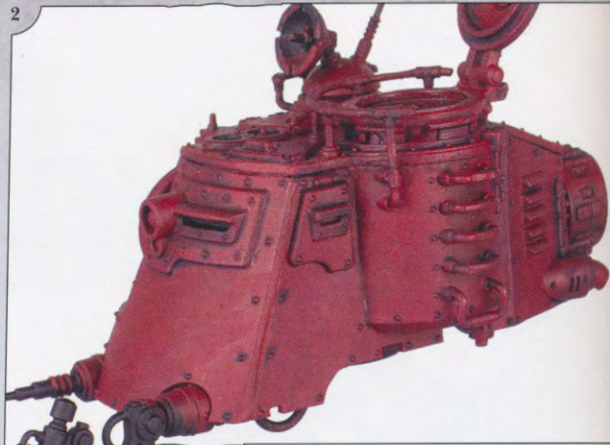
Runefang Steel

Drybrush the raised areas and edges of the metal areas with Necron Compound using a Medium Drybrush (3). Then, using a Fine Detail Brush, apply a highlight of Runefang Steel to these same areas (4).

ARMOUR

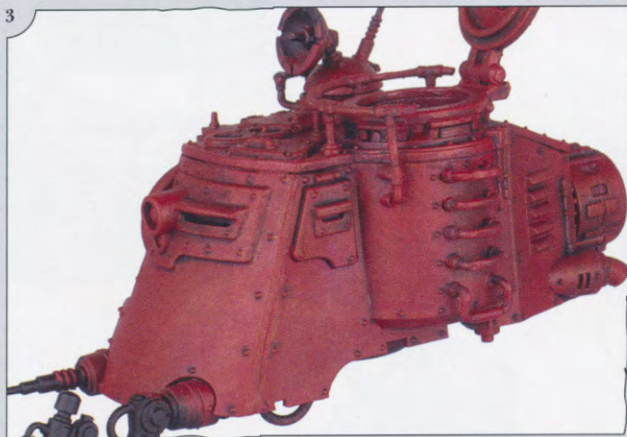


 **Khorne Red**

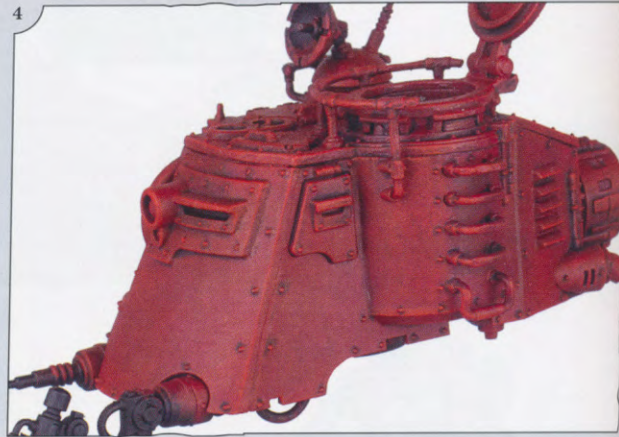


 **Nuln Oil**

Using a Basecoat Brush or Citadel Spray Gun, evenly basecoat the hull with Khorne Red (1). Once this has dried, take a Standard Brush and apply a wash of Nuln Oil to the recesses in the armour and around the rivets and plates (2).

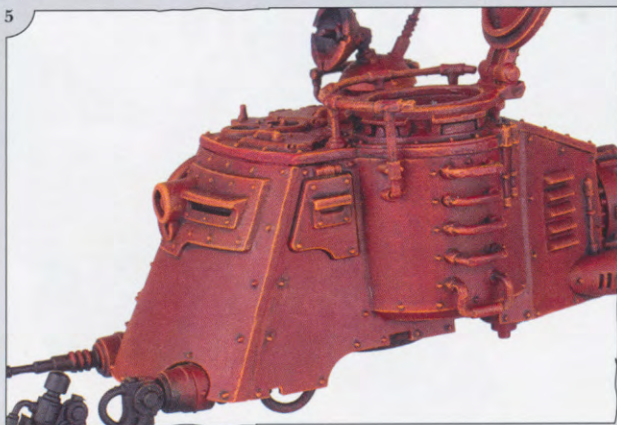


 **Khorne Red**

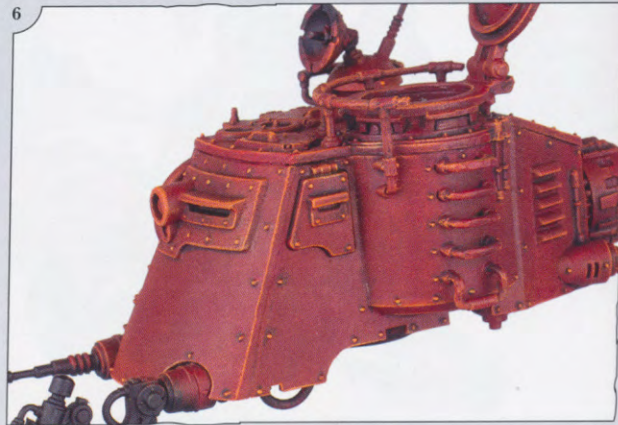


 **Evil Sunz Scarlet**

Once the wash has dried, use a Medium Drybrush to tidy up the shaded areas with Khorne Red (3). Now, using a Medium Drybrush, drybrush the edges of the hull and the raised details and mechanisms with Evil Sunz Scarlet (4).



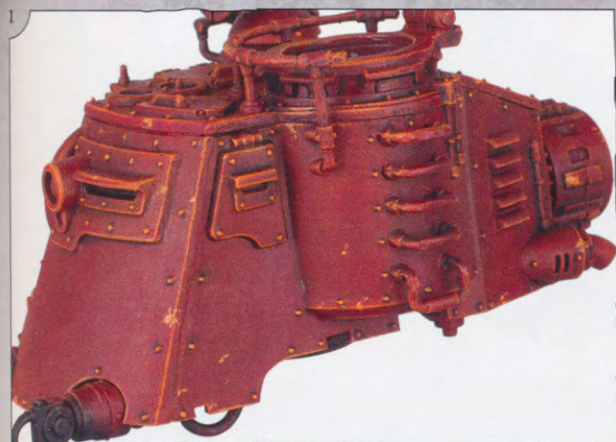
 **Fire Dragon Bright**



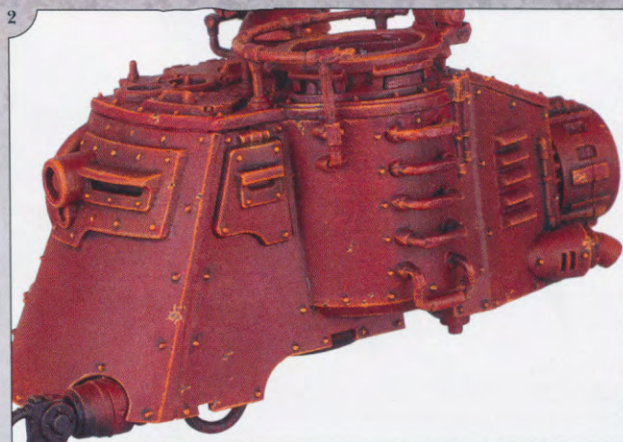
 **Fire Dragon Bright**

Using a Medium Drybrush, give the hull another drybrush of Fire Dragon Bright, paying attention to the raised areas and edges (5). Now, take a Detail Brush and apply a highlight of Fire Dragon Bright to the raised areas, tidying up the effects of the drybrushing (6).

ARMOUR CHIPPING



1 Fire Dragon Bright



2 Rhinox Hide

With a Detail Brush, single out any areas that will look chipped, such as along the armour joins, and paint these with Fire Dragon Bright (1). Then, on these same locations, use a Fine Detail Brush to further define the chips with Rhinox Hide (2).

BRASS



1 Warplock Bronze



2 Brass Scorpion



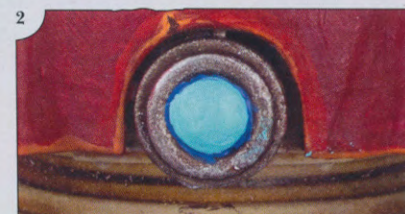
3 Runefang Steel

Paint the brass armour trim with Warplock Bronze using a Standard Brush (1). Next, add a layer of Brass Scorpion (2). Lastly, take a Detail Brush and give this area an edge highlight of Runefang Steel (3).

LENSES



1 Caledor Sky



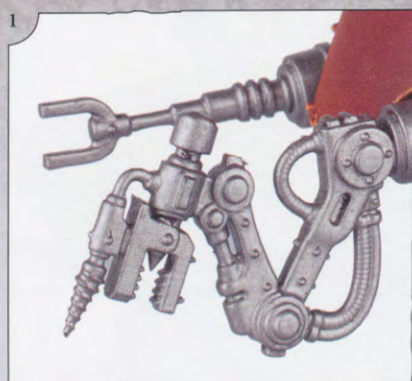
2 Baharroth Blue



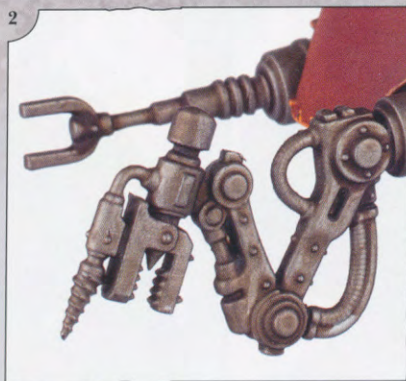
3 White Scar

Use a Detail Brush to paint each lens with Caledor Sky (1). Next, with a Fine Detail Brush, paint the centre of each lens with Baharroth Blue (2). Now, carefully add a crescent of White Scar around the edge of the lens to create the impression of a reflection (3).

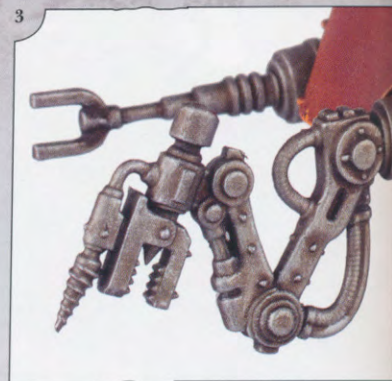
COGNIS MANIPULATOR



1 Leadbelcher

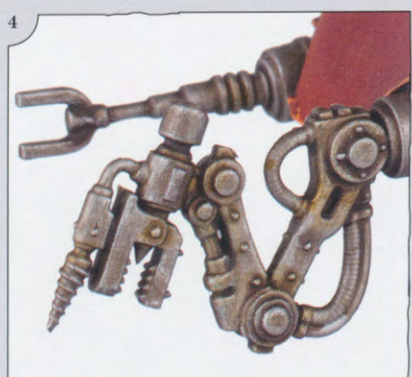


2 Agrax Earthshade

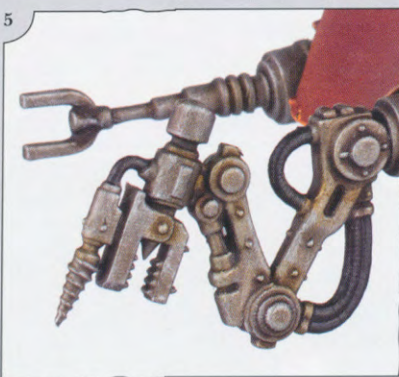


3 Necron Compound

Basecoat the manipulator with Leadbelcher using a Standard Brush (1). Then, give the manipulator a wash of Agrax Earthshade (2). Once this has completely dried, take a Small Drybrush and drybrush Necron Compound over the metal areas (3).



4 Seraphim Sepia



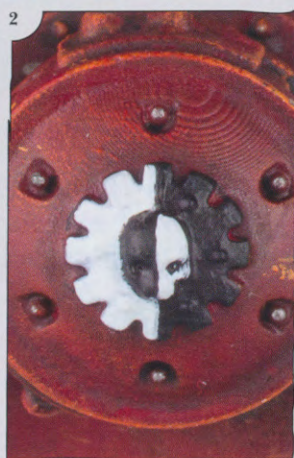
5 Abaddon Black

Apply patches of Seraphim Sepia using a Wash Brush (4). Then, using a Detail Brush, paint the manipulator arm cables with Abaddon Black (5).

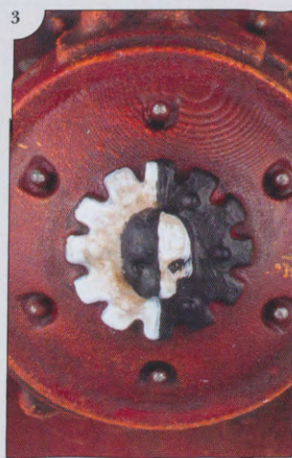
ADEPTUS MECHANICUS ICON



1 Abaddon Black



2 Ceramite White



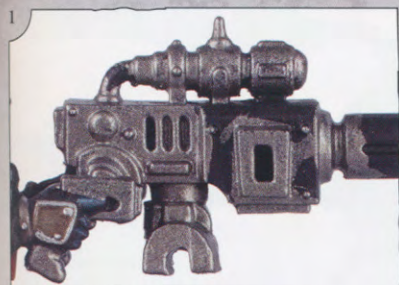
3 Agrax Earthshade



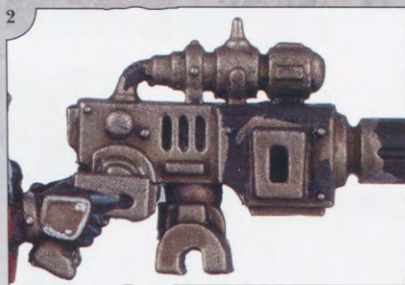
4 Runefang Steel

Basecoat the icon with Abaddon Black (1). Then, with a Detail Brush, paint the left half of the cog and the right half of the skull with Ceramite White (2). Wash with Agrax Earthshade, avoiding the edges (3), then add chips to the black areas with Runefang Steel (4).

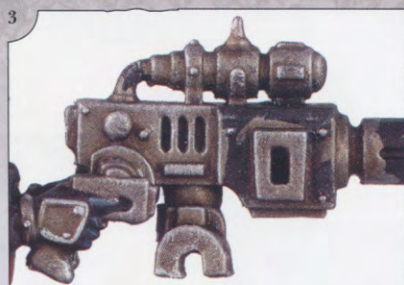
COGNIS HEAVY STUBBER



1 Leadbelcher



2 Agrax Earthshade



3 Necron Compound

With a Standard Brush, basecoat the gun with Leadbelcher (1). Give the weapon a wash of Agrax Earthshade using a Wash Brush (2), and once this has completely dried, take a Small Drybrush and drybrush Necron Compound over the weapon (3).



4 Warplock Bronze

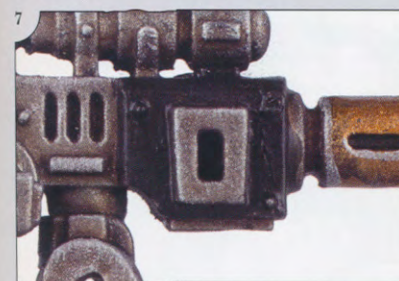


5 Brass Scorpion

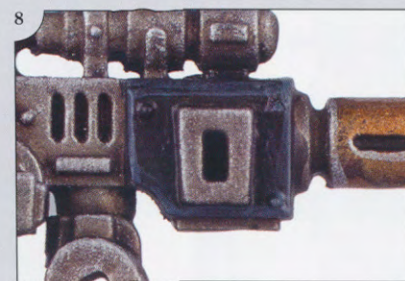


6 Runefang Steel

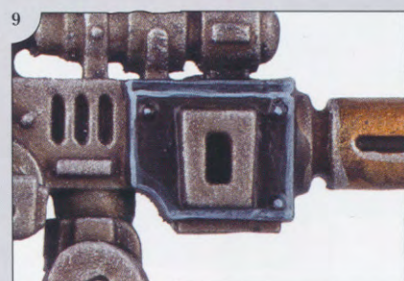
Paint the brass areas of the weapon with Warplock Bronze (4). Then, with a Detail Brush, apply a layer of Brass Scorpion to these same areas (5). Now, use a Fine Detail Brush to highlight the edges with Runefang Steel (6).



7 Abaddon Black



8 Dark Reaper



9 Fenrisian Grey

Basecoat the gun casing with Abaddon Black (7), then use a Detail Brush to highlight the edges of the black areas with Dark Reaper (8). Then, taking a Fine Detail Brush, apply a fine highlight of Fenrisian Grey to these same areas (9).



10 Caledor Sky



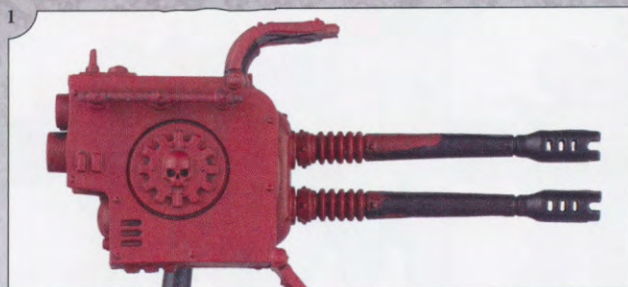
11 Baharroth Blue



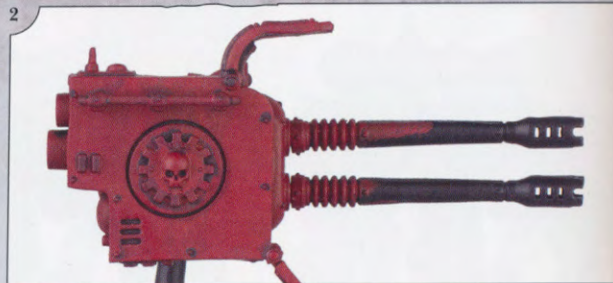
12 White Scar

Using a Detail Brush, paint the lens with Caledor Sky (10). Next, take a Fine Detail Brush and paint the centre of the lens with Baharroth Blue (11). Now, carefully add a small crescent of White Scar to this blue dot to create the impression of a reflection (12).

ICARUS ARRAY

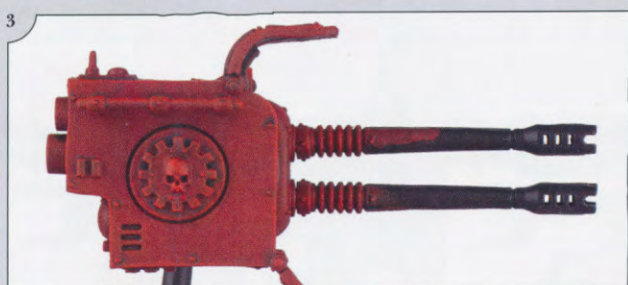


Khorne Red

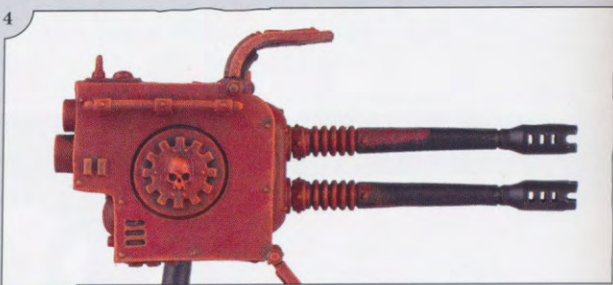


Nuln Oil

Using a Standard Brush, basecoat the gun casing with Khorne Red (1). Once this has dried, take a Standard Brush and apply a wash of Nuln Oil to the recesses of the casing and around the rivets and plates (2).

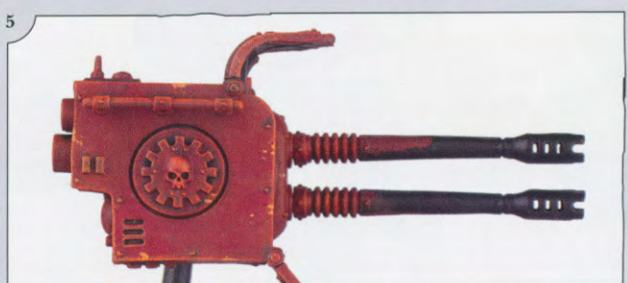


Evil Sunz Scarlet

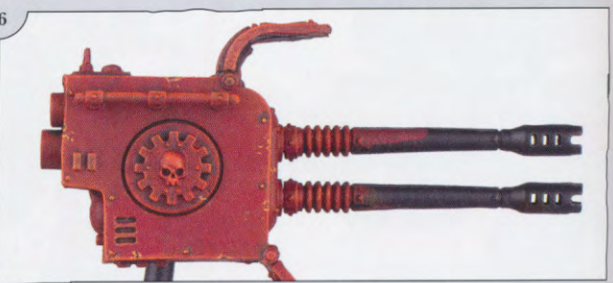


Fire Dragon Bright

Once the wash has dried, use a Medium Drybrush to drybrush the armoured casing with Evil Sunz Scarlet (3). Follow this, again using a Medium Drybrush, with a drybrush of Fire Dragon Bright over the same area (4).



Fire Dragon Bright



Rhinox Hide

Use a Detail Brush to paint scattered chips of Fire Dragon Bright (5). Then, paint the centres of the chips using Rhinox Hide (6).



Abaddon Black



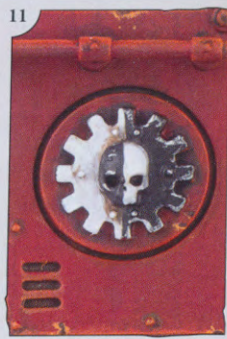
Ceramite White



Agrax Earthshade

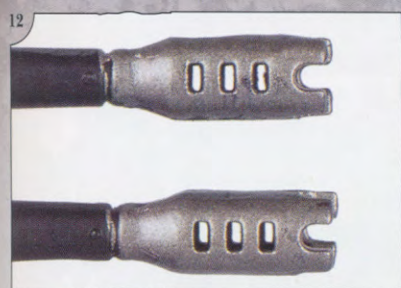


White Scar

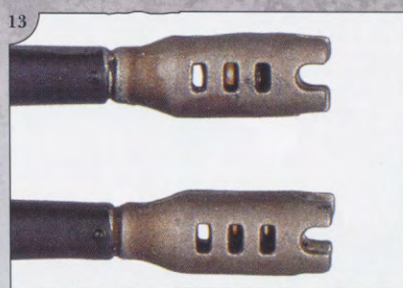


Runefang Steel

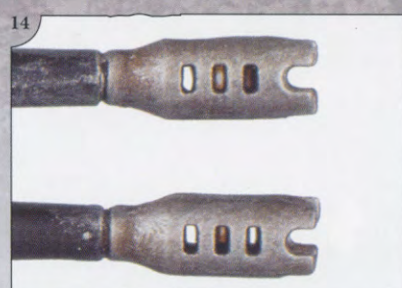
Basecoat the icon with Abaddon Black (7), then paint the left half of the cog and the right half of the skull with Ceramite White (8). Next, wash the white with Agrax Earthshade (9). Tidy up with White Scar (10). Lastly, highlight the black with Runefang Steel (11).



12 Leadbelcher



13 Agrax Earthshade

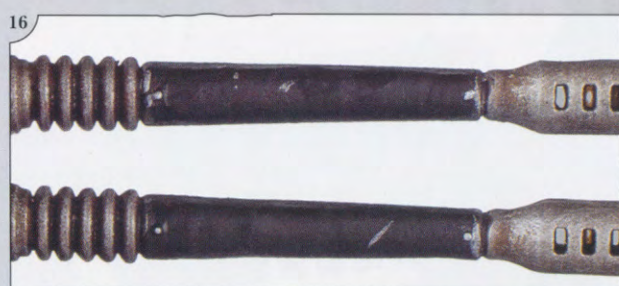


14 Necron Compound

Basecoat the muzzles with Leadbelcher (12). Then, give the muzzles a wash of Agrax Earthshade (13). Once this has completely dried, take a Small Drybrush and drybrush Necron Compound over the muzzles (14).

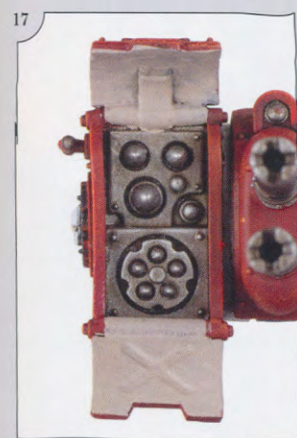


15 Abaddon Black

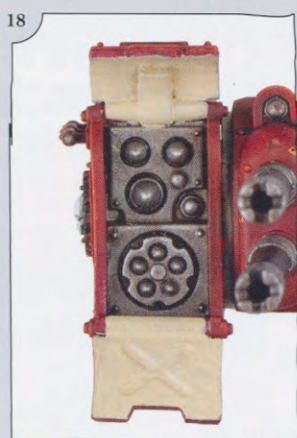


16 Runefang Steel

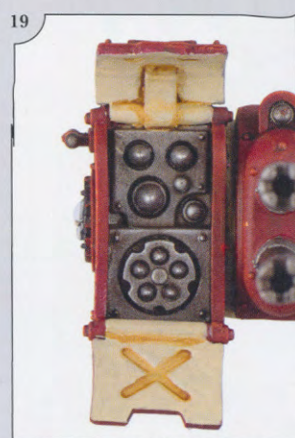
Use a Standard Brush to paint the barrels with Abaddon Black (15). Then, add Runefang Steel chips and scratches (16).



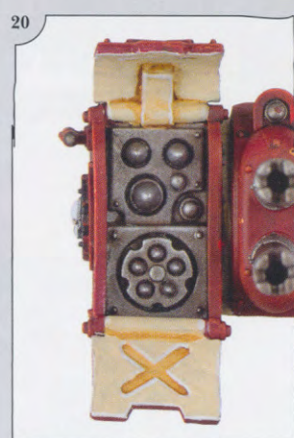
17 Rakarth Flesh



18 Ushabti Bone



19 Seraphim Sepia

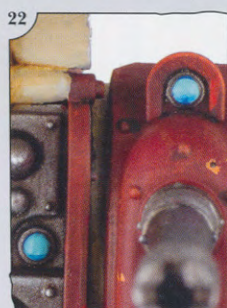


20 Pallid Wych Flesh

Basecoat with Rakarth Flesh (17). Layer with Ushabti Bone (18), wash (19), then highlight with Pallid Wych Flesh (20).



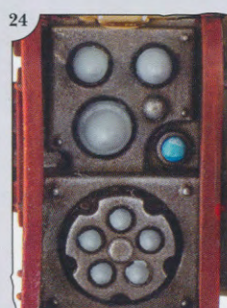
21 Caledor Sky



22 Baharroth Blue



23 White Scar



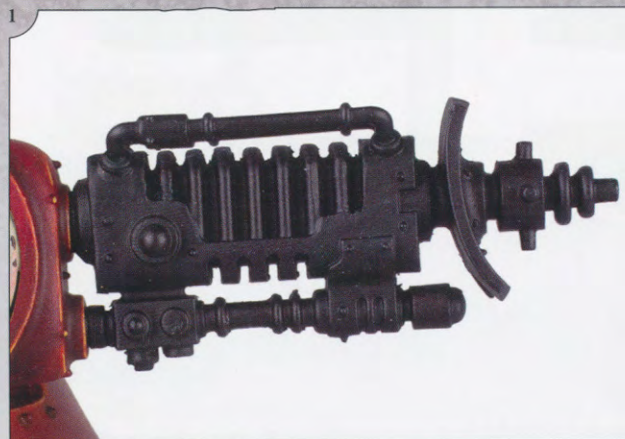
24 Celestra Grey



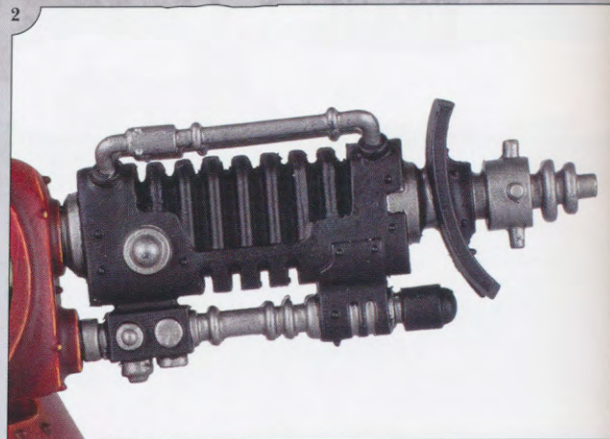
25 Tau Light Ochre

Basecoat the lenses (21), then highlight with Baharroth Blue (22) and White Scar (23). Basecoat the missiles (24), then layer (25).

ERADICATION BEAMER

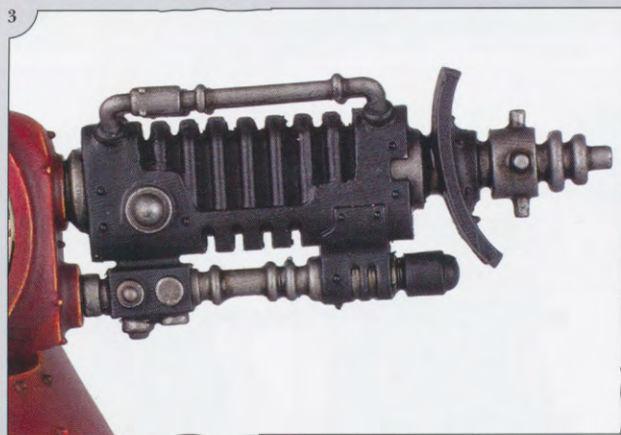


Abaddon Black

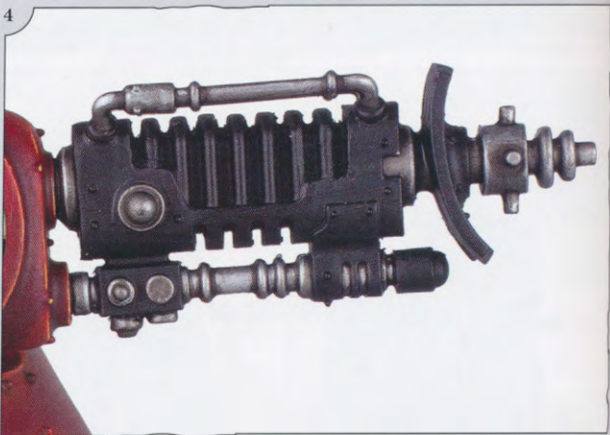


Leadbelcher

After tidying up the weapon with Abaddon Black (1), use a Standard Brush to paint the pipes, seals and other metallic areas with a coat of Leadbelcher, being careful to avoid the black sections (2).

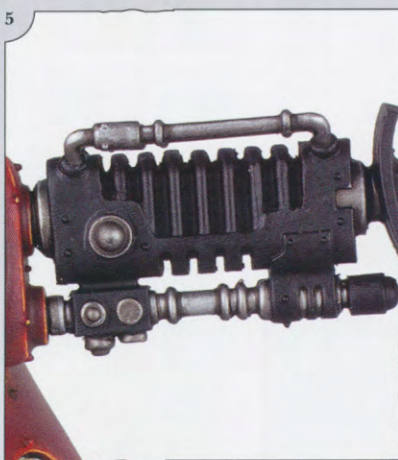


Nuln Oil

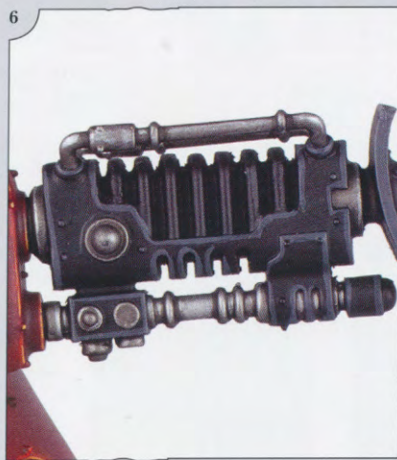


Runefang Steel

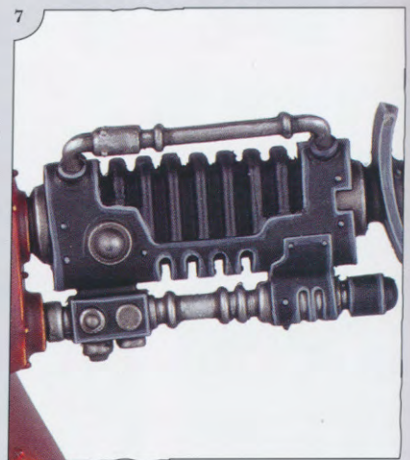
Give these areas a wash of Nuln Oil (3), then use a Detail Brush to highlight the raised areas and edges with Runefang Steel (4).



Abaddon Black

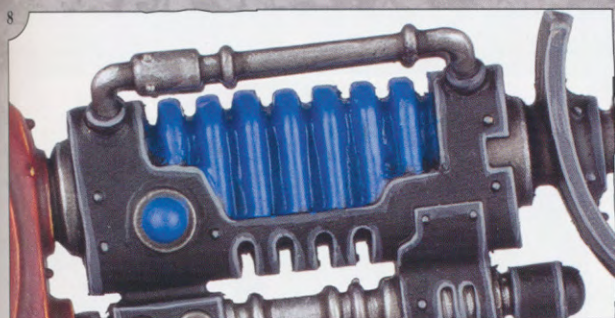


Eshin Grey



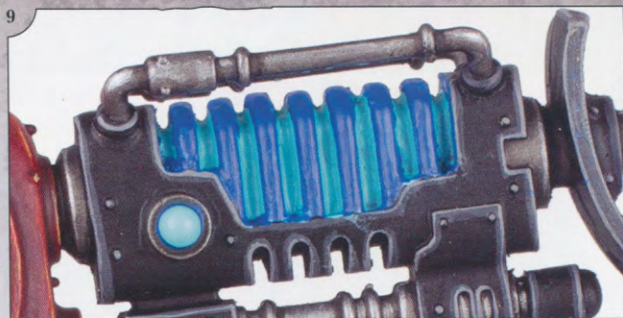
Dawnstone

Tidy any black areas where Leadbelcher has overlapped using Abaddon Black (5), then use a Detail Brush to highlight the cannon's casing with Eshin Grey (6). Next, use a Fine Detail Brush to add a fine highlight of Dawnstone to the raised areas and edges (7).

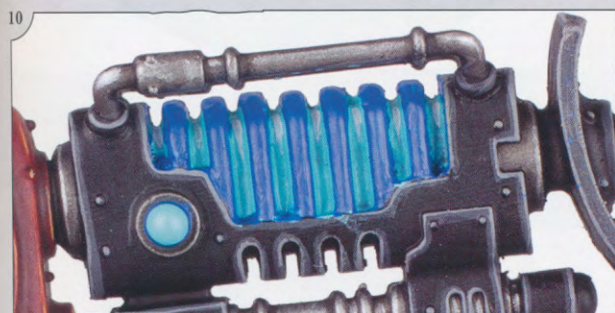


 Caledor Sky

Use a Standard Brush to paint the energy coils with Caledor Sky (8). Add a Baharroth Blue layer to the recesses between the coils (9).

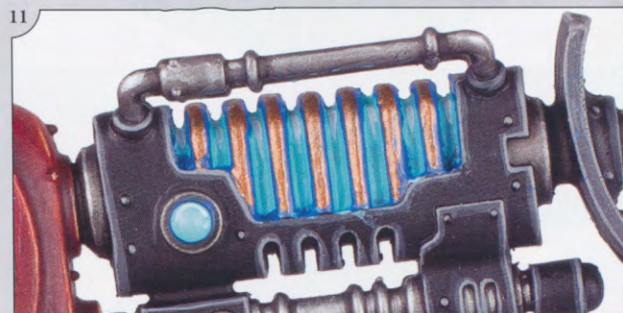


 Baharroth Blue

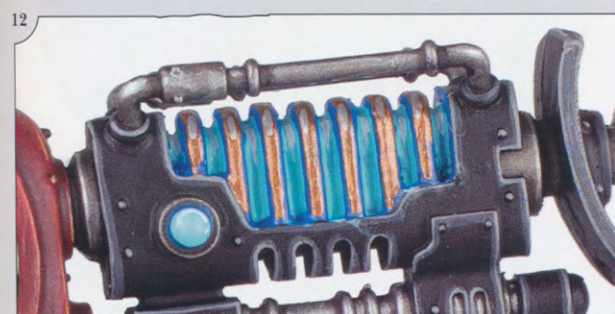


 White Scar

Highlight these recesses with White Scar using a Fine Detail Brush (10), then the edges of the ribbing with Brass Scorpion (11).



 Brass Scorpion

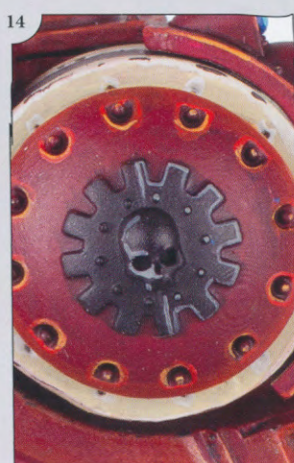


 Runefang Steel

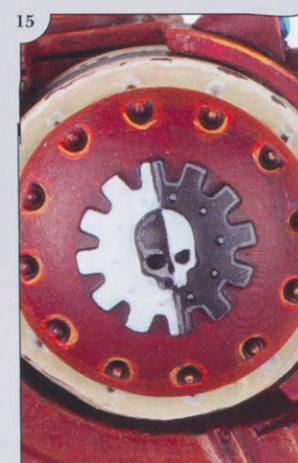
Finally, taking a Fine Detail Brush, carefully paint highlights onto the raised edges of the ribbing with Runefang Steel.



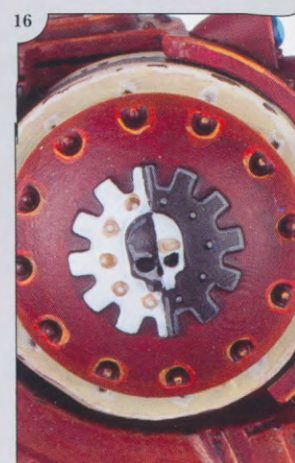
 Abaddon Black



 Dawnstone



 Ceramite White



 Agrax Earthshade

Tidy up the cog symbol (13), then use a Fine Detail Brush to highlight the right side of the cog and the left side of the skull (14). Then, paint the opposite sides of the cog and skull with Ceramite White (15) and pick out the details with Agrax Earthshade (16).

BASE



Citadel Basing Kit



Agrellan Earth

Attach details from a Citadel Basing Kit to the base with PVA glue, and work Green Stuff onto the base (1). After undercoating with Chaos Black spray, apply a layer of Agrellan Earth, avoiding the rocks and metal details and varying the thickness of the paint (2).



Reikland Fleshshade



Fuegan Orange

Next, use a Wash Brush to add Reikland Fleshshade over the same areas, applying a heavier shade in some parts (3). After this has dried, add a shade of Fuegan Orange to selected areas around the rocks and other details (4).



Eldar Flesh



Skavenblight Dingie

Take a Medium Drybrush and drybrush Eldar Flesh over the earthy areas, leaving the shade darker in the shadows of the rocks (5). Pick out the rocks with a layer of Skavenblight Dingie using a Standard Brush (6).



Agrax Earthshade

Wash the rocks with Agrax Earthshade using a Wash Brush (7), then pick out the details of the rocks with a highlight of Administratum Grey, using a Detail Brush (8).



Administratum Grey



Leadbelcher

Paint the metal details such as the cogs and lattices with Leadbelcher (9), then wash these parts with Agrax Earthshade (10).



Agrax Earthshade



Necron Compound

With a Small Drybrush, add patches of Necron Compound to the metal details to create a worn appearance (11). Finally, paint the rim of the base with Steel Legion Drab, using a few coats to ensure a smooth and even finish (12).



Steel Legion Drab

METALICA

SKITARII RANGER

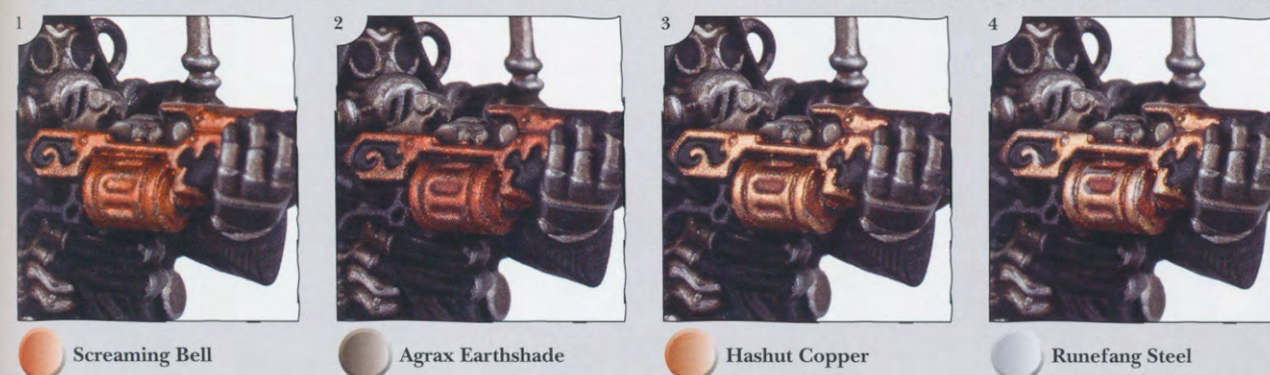


WAR PLATE



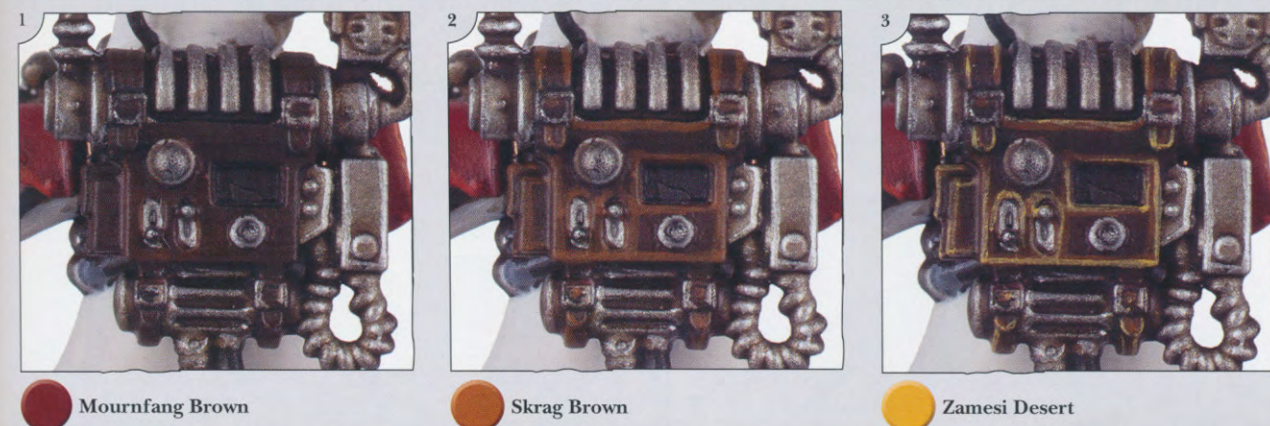
Paint the metal areas with Leadbelcher using a Standard Brush (1). Then, apply a wash of Agrax Earthshade (2). Once this has completely dried, take a Detail Brush and carefully highlight the edges and raised areas with Runefang Steel (3).

BRASS



Using a Detail Brush, paint the brass areas with Screaming Bell (1). Then, apply an Agrax Earthshade wash (2). Next, take a Fine Detail Brush and apply a layer of Hashut Copper (3), followed by a fine highlight of Runefang Steel (4).

MECHANALYSIS PACK



Basecoat with Mournfang Brown (1), then apply a Skrag Brown edge highlight (2) followed by a fine highlight of Zamesi Desert (3).

UNDERSUIT



Dark Reaper



Fenrisian Grey

After tidying up the undersuit with some Abaddon Black, highlight the raised areas and folds with Dark Reaper (1). Then, using a Fine Detail Brush, apply a fine highlight of Fenrisian Grey to those same areas (2).

ROBE



Rakarth Flesh



Pallid Wych Flesh

Basecoat the robe with Rakarth Flesh using a Standard Brush (1), then layer the robe with Pallid Wych Flesh, leaving the darker colour visible in the recesses (2).



White Scar

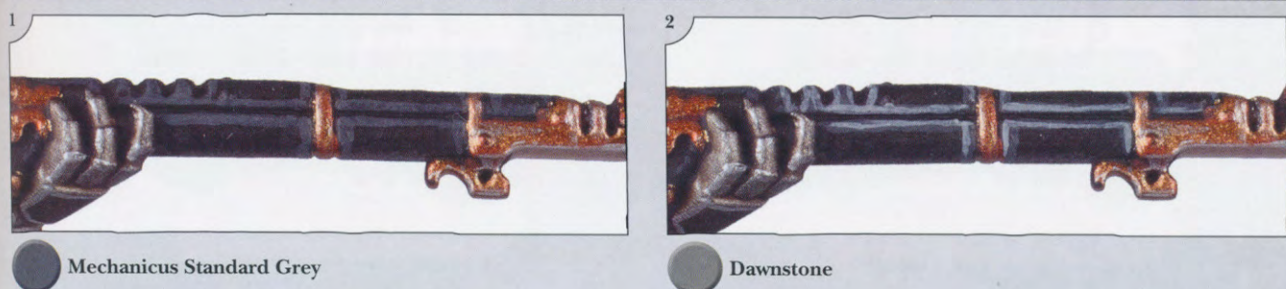
Apply a final highlight of White Scar.

RED ARMOUR



Basecoat the armour with Khorne Red (1), then wash (2). Highlight with Evil Sunz Scarlet (3), then Tau Light Ochre (4).

GALVANIC RIFLE STOCK



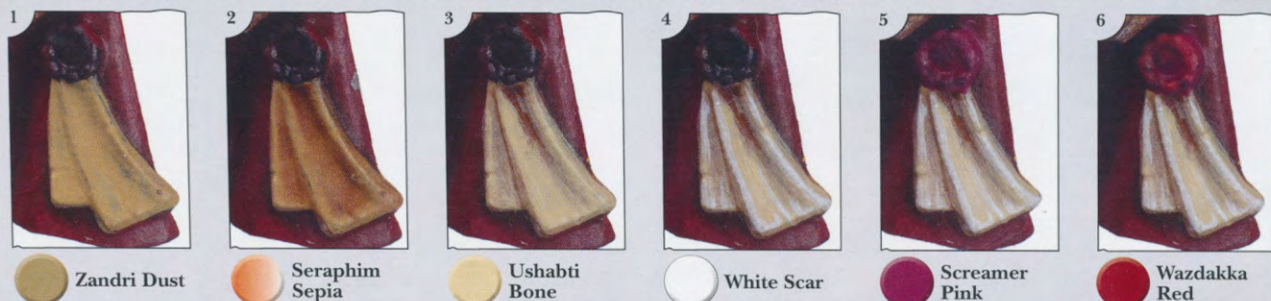
Highlight the stock with Mechanicus Standard Grey (1), then add a fine highlight of Dawnstone using a Fine Detail Brush (2).

LENSES



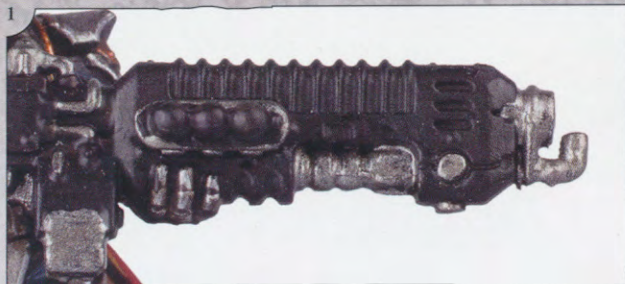
Use a Detail Brush to paint the lenses with Caledor Sky (1). Next, again using a Detail Brush, highlight the lenses with Baharroth Blue (2). Lastly, use a Fine Detail Brush to add White Scar to the top sections of the lenses to create a sheen (3).

PURITY SEAL



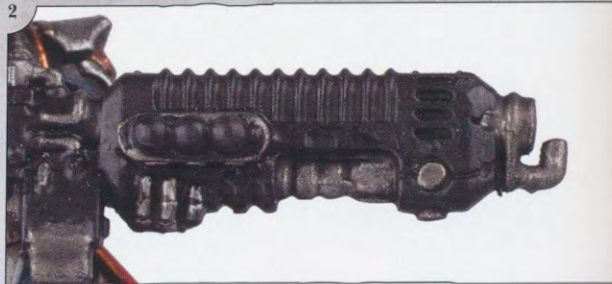
Paint the parchment with Zandri Dust (1), then shade it with Seraphim Sepia (2). Next, add a layer of Ushabti Bone (3) followed by a White Scar highlight (4). Paint the seal Screamer Pink (5), then add a Wazdakka Red highlight (6).

PLASMA CALIVER



1 **Leadbelcher**

Paint the metal areas of the plasma caliver with Leadbelcher using a Detail Brush (1). Then, once this has dried, apply a wash of Agrax Earthshade to these areas to give definition to the details (2).

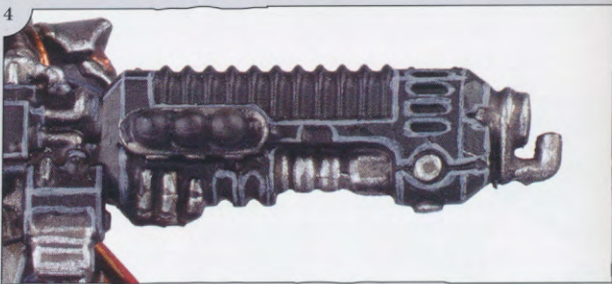


2 **Agrax Earthshade**

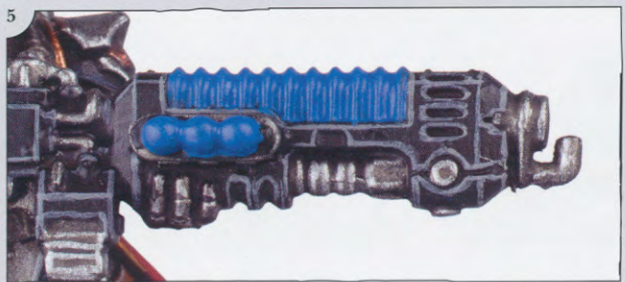


3 **Runefang Steel**

Using a Detail Brush, apply a Runefang Steel highlight to the raised areas and edges of the gun's metallic parts (3). Then, with a Fine Detail Brush, carefully add a fine highlight of Dawnstone to the edges of the gun's black casing (4).

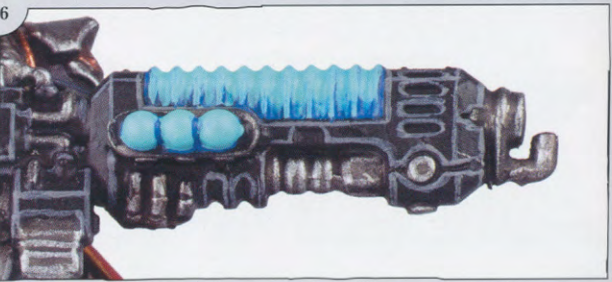


4 **Dawnstone**

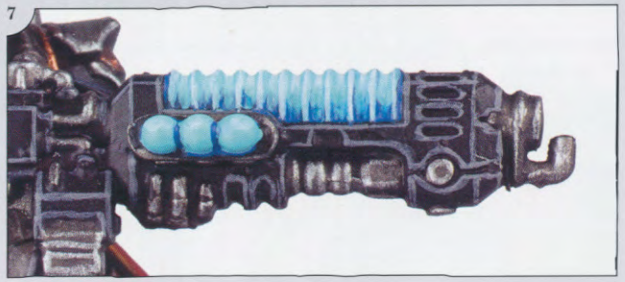


5 **Caledor Sky**

Paint the energy coils and bulbs with Caledor Sky using a Detail Brush (5). Then, take a Detail Brush and highlight the raised areas and edges of the energy coils and bulbs with Baharroth Blue (6).



6 **Baharroth Blue**



7 **White Scar**

Use a Fine Detail Brush to apply a fine highlight of White Scar to the edges of the energy coils and bulbs, creating a striking contrast with the rest of the weapon.

TOP TIP

When creating energy effects, like those visible in the coils of the arc rifles and plasma calivers, concentrating the highlights toward the top of the coils helps to create the impression of a glow coming from within, as well as making the coils themselves appear as if they are glowing white-hot with barely contained power. This effect can be replicated on other Adeptus Mechanicus energy-based devices, where the bulbs and lights will then seem to have a common light source.

ARC RIFLE

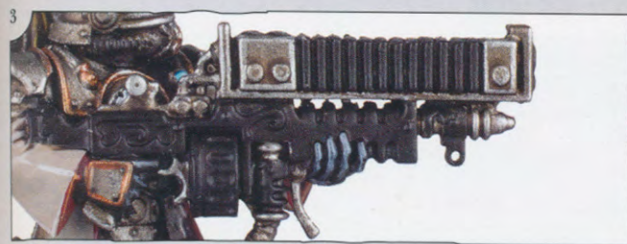


Leadbelcher

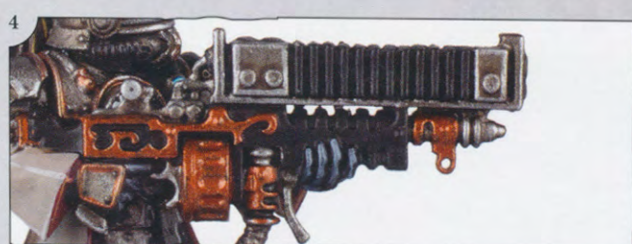


Agrax Earthshade

Paint the metal areas with Leadbelcher using a Detail Brush (1). Then, apply a wash of Agrax Earthshade to these areas (2).

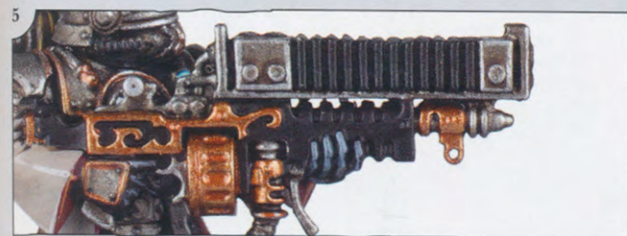


Runefang Steel

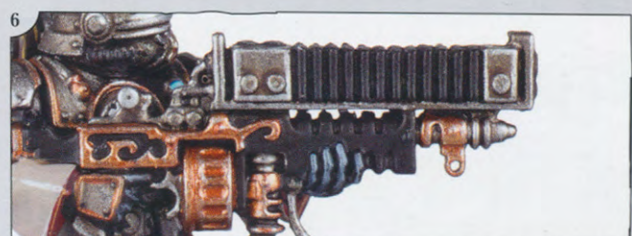


Screaming Bell

Use a Detail Brush to highlight the metal with Runefang Steel (3). Then, basecoat the brass areas with Screaming Bell (4).



Hashut Copper

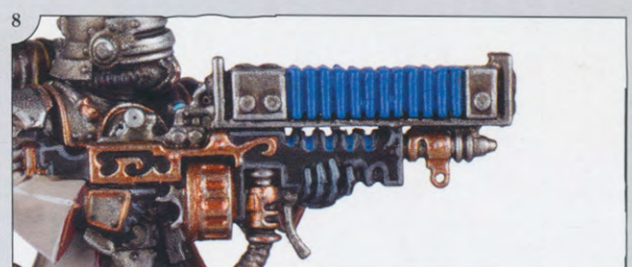


Runefang Steel

With a Detail Brush, add a layer of Hashut Copper to the brass areas (5), then highlight these same areas with Runefang Steel (6).



Dawnstone

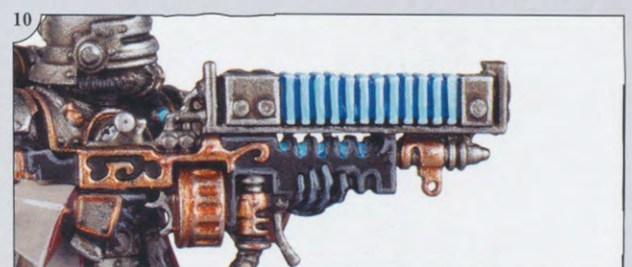


Caledor Sky

Highlight the black areas of the gun with Dawnstone (7). Then, use a Detail Brush to paint the energy coils with Caledor Sky (8).



Baharroth Blue



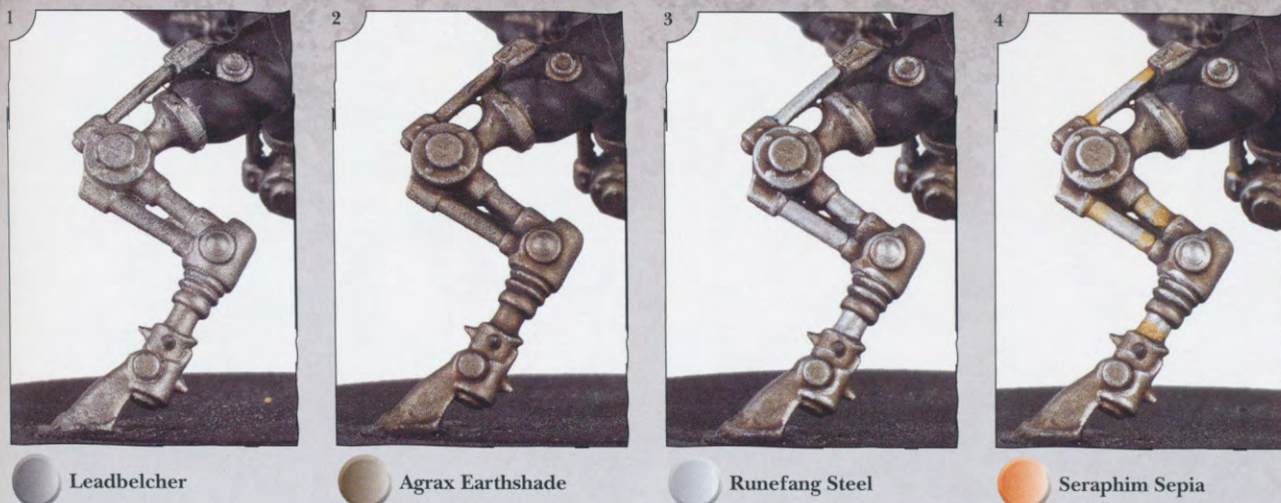
White Scar

Use a Fine Detail Brush to highlight the energy coils with Baharroth Blue (9), and follow that with a fine highlight of White Scar (10).

SICARIAN INFILTRATOR

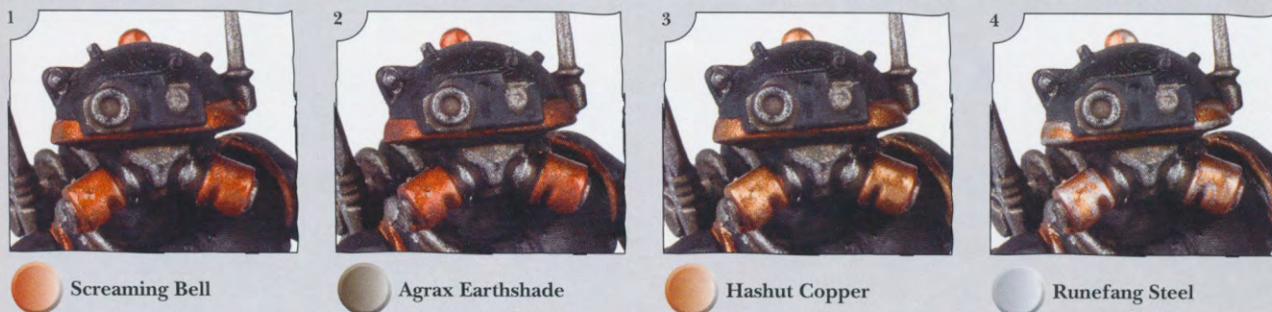


AUGMETICS



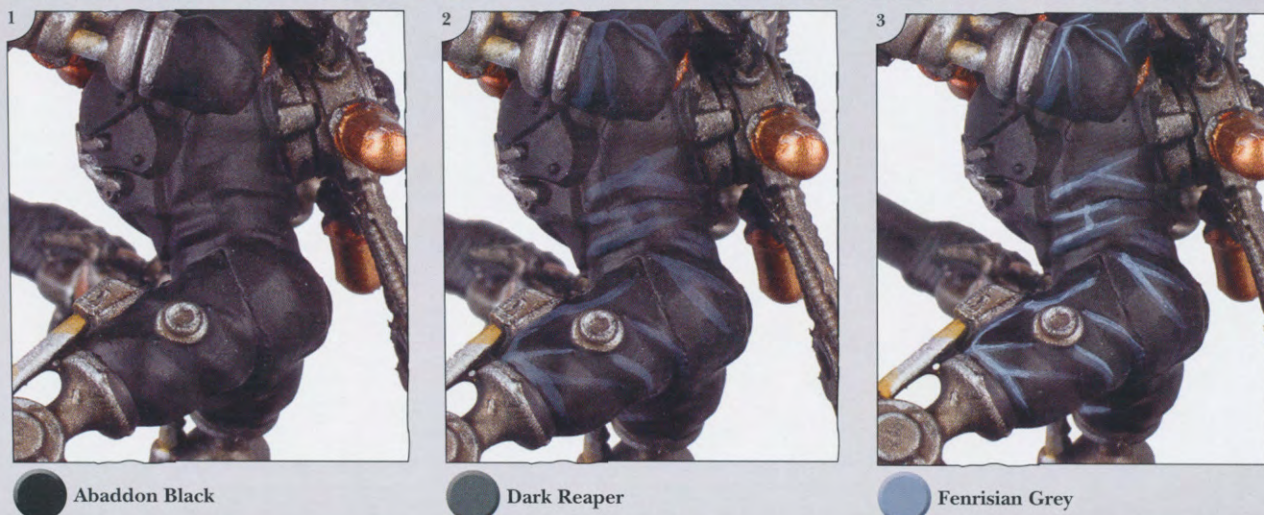
Using a Standard Brush basecoat the augmetics with Leadbelcher (1). Then, wash these areas with Agrax Earthshade (2). Take a Detail Brush and apply a highlight of Runefang Steel (3). Finally, apply Seraphim Sepia around the ends of the pistons (4).

BRASS



Paint the brass areas with Screaming Bell using a Detail Brush (1). Then, give these areas a wash of Agrax Earthshade (2). Next, take a Detail Brush and apply a layer of Hashut Copper (3). Finally, use a Fine Detail Brush to add a Runefang Steel highlight (4).

UNDERSUIT



Tidy the undersuit with Abaddon Black (1). Paint on creases with Dark Reaper (2), then highlight them with Fenrisian Grey (3).

BATTLE ARMOUR



Rakarth Flesh



Agrax Earthshade

Use a Standard Brush to basecoat the armour with Rakarth Flesh (1). Next, apply a wash of Agrax Earthshade (2).



Rakarth Flesh



Pallid Wych Flesh

Then, take a Detail Brush and tidy up with a layer of Rakarth Flesh (3). Lastly, with a Fine Detail Brush, add a highlight of Pallid Wych Flesh (4).

TASER GOAD



Caledor Sky



Baharroth Blue

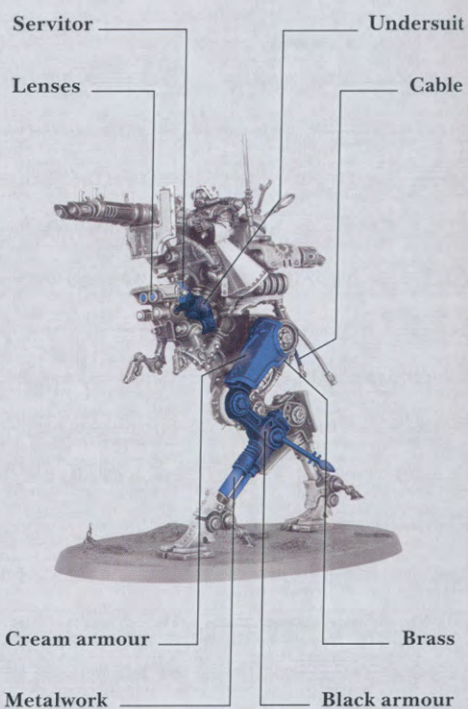


White Scar

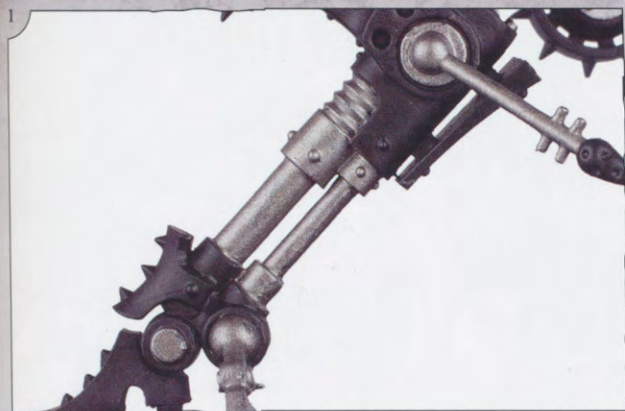
Paint the blue areas of the goad with Caledor Sky using a Detail Brush (1). Then, taking a Fine Detail Brush, carefully highlight these areas with Baharroth Blue (2). Finally, use a Fine Detail Brush to apply a fine highlight of White Scar (3).



IRONSTRIDER BALLISTARIUS

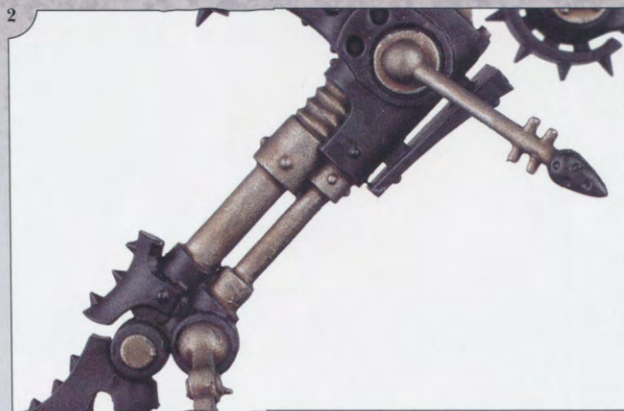


METALWORK



 **Leadbelcher**

Paint the metalwork, such as the pistons and leg mechanisms, with Leadbelcher using a Standard Brush (1). Once this has dried, use a Wash Brush to shade these areas with a wash of Agrax Earthshade (2).

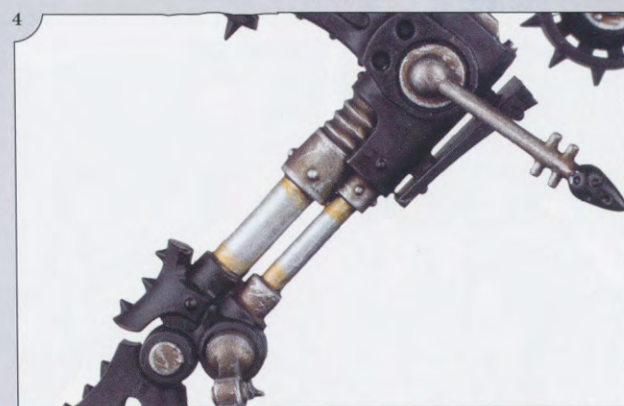


 **Agrax Earthshade**



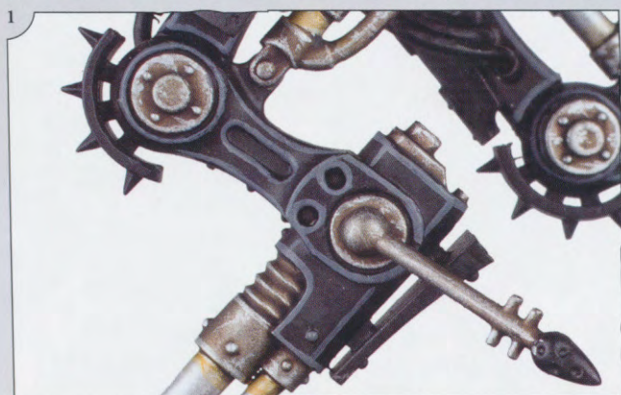
 **Runefang Steel**

Using a Detail Brush, highlight the metalwork with Runefang Steel (3). Then, with a Detail Brush, apply a wash of Seraphim Sepia to the ends of the pistons to represent grease and oil (4).



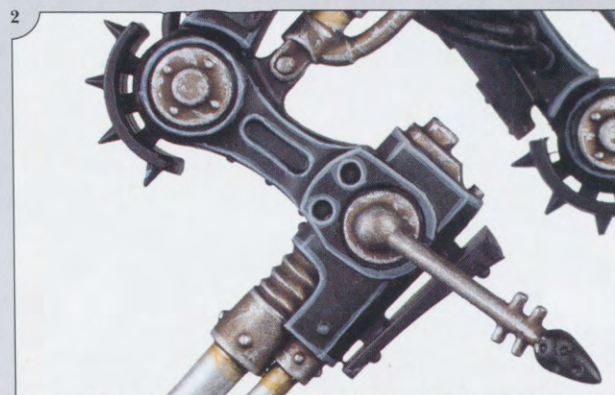
 **Seraphim Sepia**

BLACK ARMOUR



 **Mechanicus Standard Grey**

Taking a Detail Brush, highlight the edges of the black areas with Mechanicus Standard Grey (1). Then, with a Fine Detail Brush, carefully apply a fine edge highlight of Administratum Grey (2).



 **Administratum Grey**

CREAM ARMOUR



Rakarth Flesh



Agrav Earthshade



Pallid Wych Flesh

Apply a basecoat of Rakarth Flesh using a Standard Brush (1). Next, add an Agrav Earthshade wash around the edges of the armour to create shading (2). Lastly, use a Standard Brush to paint on a layer of Pallid Wych Flesh (3).

BRASS



Screaming Bell



Agrav Earthshade



Hashut Copper



Runefang Steel

Using a Detail Brush, add a layer of Hashut Copper (3). Finally, with a Fine Detail Brush, add a Runefang Steel edge highlight (4).

UNDERSUIT



1 Abaddon Black



2 Dark Reaper



3 Fenrisian Grey

Use a Standard Brush to tidy up the undersuit using Abaddon Black (1). Next, using a Detail Brush, highlight the raised areas and folds of the undersuit with Dark Reaper (2). Lastly, take a Fine Detail Brush and carefully highlight the edges with Fenrisian Grey (3).

SERVITOR



1 Rakarth Flesh



2 Athonian Camoshade



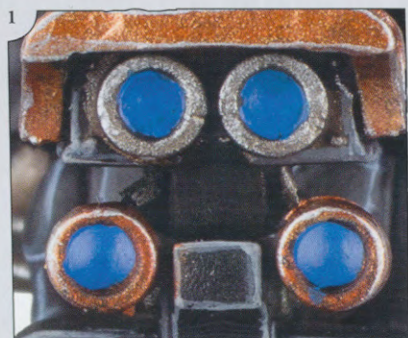
3 Nurgling Green



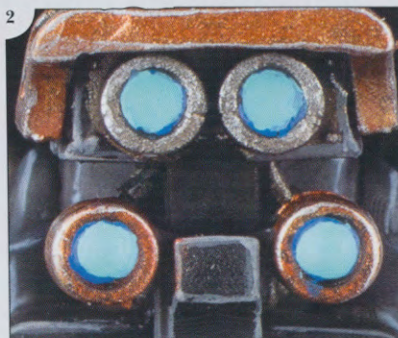
4 Runefang Steel

Basecoat the skin with Rakarth Flesh using a Detail Brush (1). Then, give the area a wash of Athonian Camoshade (2). Use a Detail Brush to highlight the skin using Nurgling Green (3). Finally, use a Fine Detail Brush to paint the metal areas Runefang Steel (4).

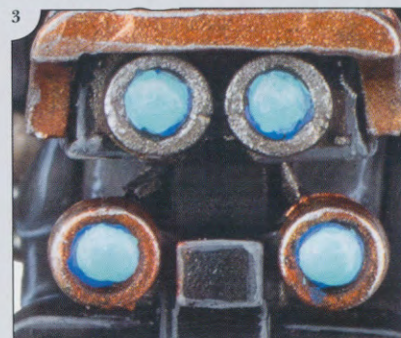
LENSES



1 Caledor Sky



2 Baharroth Blue



3 White Scar

Use a Detail Brush to paint the lenses Caledor Sky (1). Then, add a large dot of Baharroth Blue to the centre of each lens (2). Next, with a Fine Detail Brush, apply a small White Scar crescent to the top of each lens to create the effect of reflected light (3).

SEAT



1 Screamer Pink



2 Nuln Oil



3 Fenrisian Grey

Use a Standard Brush to basecoat the seat with Screamer Pink (1). Then, once this has dried, apply a wash of Nuln Oil (2). Finally, taking a Detail Brush, carefully add some thin highlights of Fenrisian Grey (3).

ADEPTUS MECHANICUS ICON



1 Abaddon Black



2 White Scar

With a Standard Brush, paint the symbol with Abaddon Black (1). Then, taking a Detail Brush, carefully paint the left side of the cog and the right side of the skull with a layer of White Scar (2).

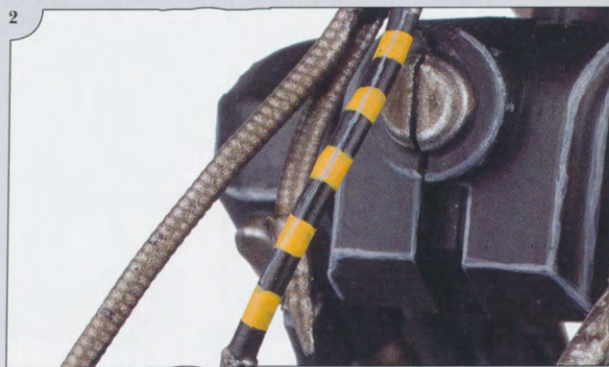
TOP TIP

The Adeptus Mechanicus cog icon appears frequently on Skitarii models, and can be easy to miss. Before starting, it's worth having a good look over each model to identify where each of these symbols appears. Likewise, when painting them, ensure that the same half of the cog and the same half of the skull are painted white, in order to create a unified look for your Skitarii collection.

CABLE



1 Averland Sunset



2 Administratum Grey

Paint the cable with hazard stripes of Averland Sunset (1), then add a thin highlight down the length of the cable (2).



ONAGER DUNECRAWLER



Neutron laser

Lenses

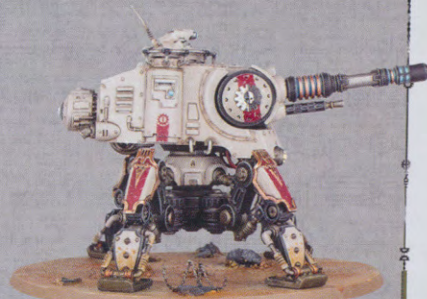
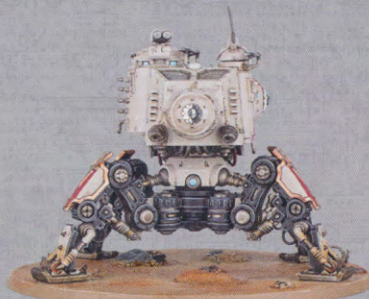
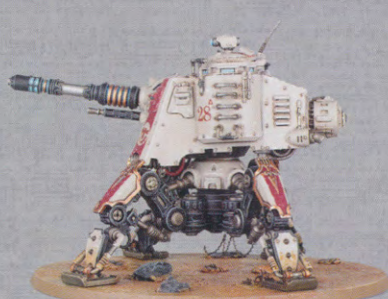
Brass

Cream armour

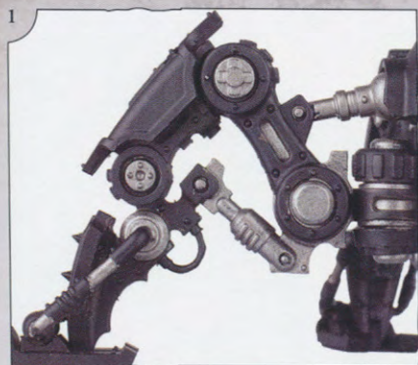
Searchlight

Metalwork

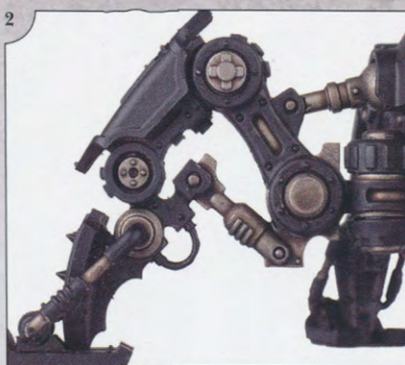
Black armour



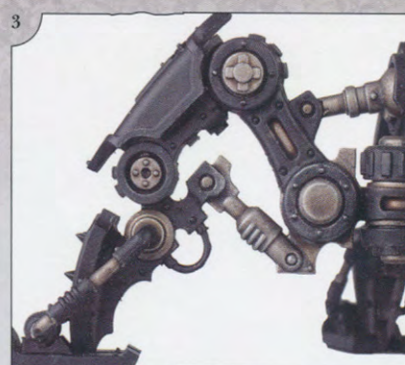
METALWORK



1 Leadbelcher



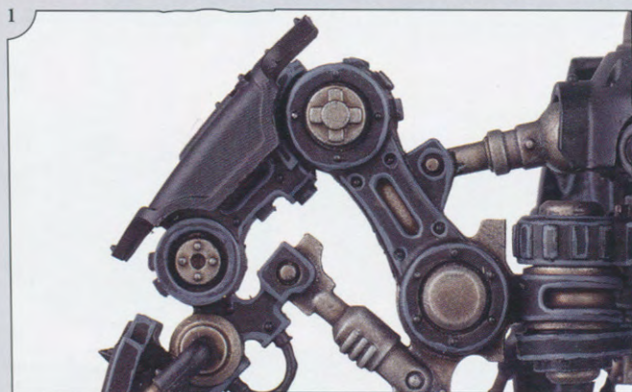
2 Agrax Earthshade



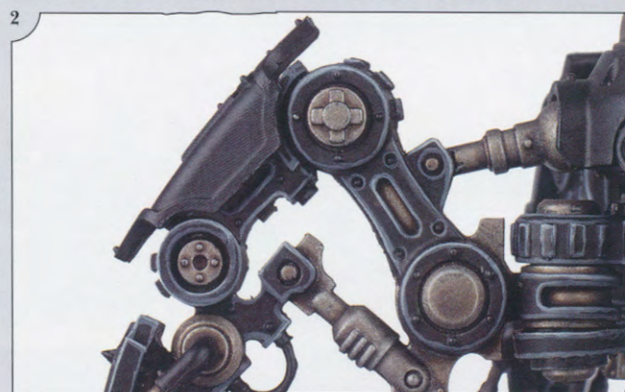
3 Necron Compound

With a Standard Brush, paint the metal parts of the leg with Leadbelcher (1). Next, apply an Agrax Earthshade wash (2). Now, take a Small Drybrush and drybrush the raised areas and edges of the metal sections using Necron Compound (3).

BLACK ARMOUR



1 Mechanicus Standard Grey



2 Administratum Grey

Using a Detail Brush, carefully highlight the edges of the black leg parts with Mechanicus Standard Grey (1). Then, with a Fine Detail Brush, apply a fine highlight of Administratum Grey to these same areas (2).

CREAM ARMOUR



1 Rakarth Flesh



2 Agrax Earthshade



3 Pallid Wych Flesh

Apply a basecoat of Rakarth Flesh using a Basecoat Brush (1). Using a Detail Brush, shade the joints in the armour and the rivets with Agrax Earthshade (2). Neaten up with Rakarth Flesh, then take a Detail Brush and add edge highlights of Pallid Wych Flesh (3).

BRASS



1 Screaming Bell



2 Agrax Earthshade



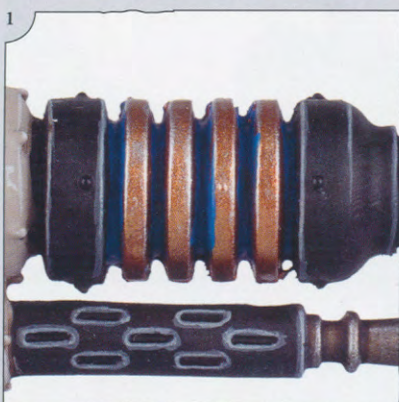
3 Hashut Copper



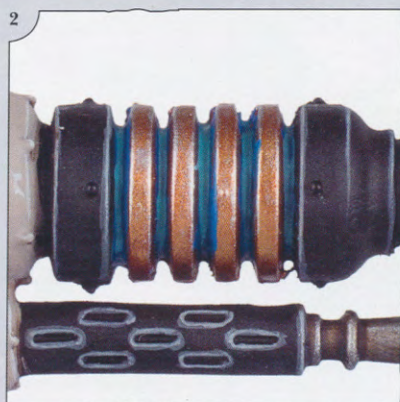
4 Runefang Steel

Basecoat the brass areas with Screaming Bell using a Standard Brush (1), then give these areas a wash of Agrax Earthshade (2). Now, use a Detail Brush to apply a layer of Hashut Copper (3). Finally, with a Fine Detail Brush, add a fine Runefang Steel highlight (4).

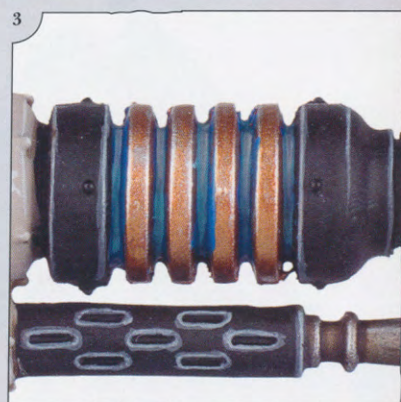
NEUTRON LASER



1 Caledor Sky



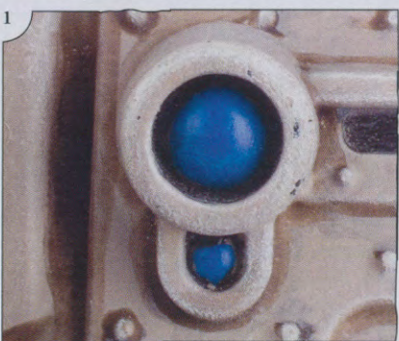
2 Baharroth Blue



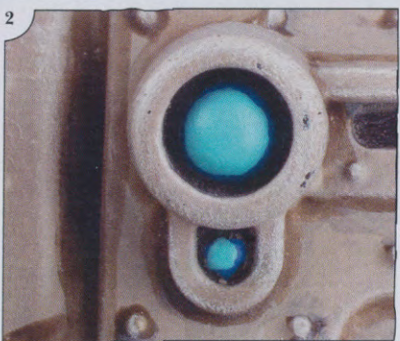
3 White Scar

Using a Detail Brush, carefully paint the recesses with Caledor Sky (1). Then, use a Fine Detail Brush to paint Baharroth Blue into the recesses (2). Lastly, again using a Fine Detail Brush, add a fine line of White Scar to the recesses (3).

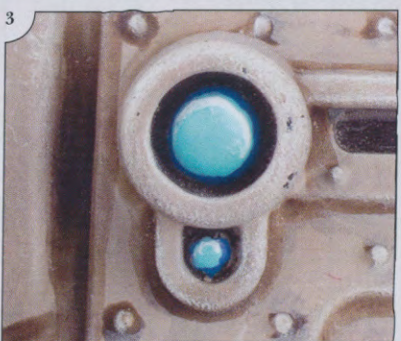
LENSES



1 Caledor Sky



2 Baharroth Blue



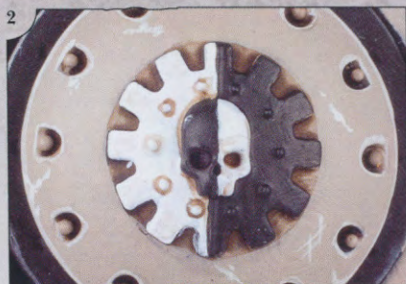
3 White Scar

Use a Standard Brush to basecoat each lens with Caledor Sky (1). Next, taking a Detail Brush, apply a layer of Baharroth Blue, avoiding the very edges (2). Finally, use a Fine Detail Brush to add a thin highlight of White Scar to the top of each lens (3).

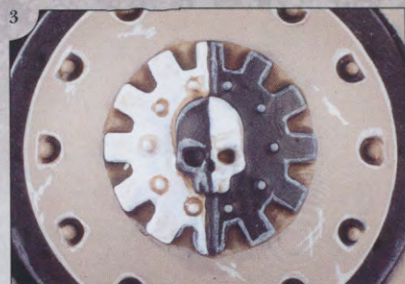
ADEPTUS MECHANICUS ICON



 Ceramite White



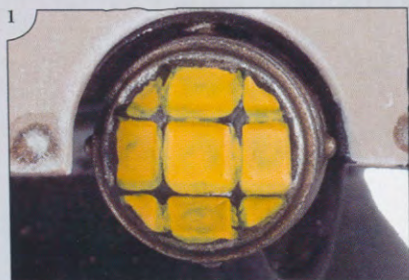
 Agrax Earthshade



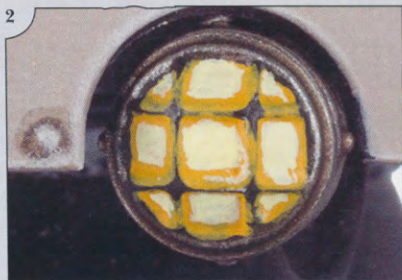
 Dawnstone

Using a Detail Brush, carefully paint the left half of the cog and the right half of the skull with Ceramite White (1). Then, give these areas a wash of Agrax Earthshade (2). Use a Fine Detail Brush to apply a highlight of Dawnstone to the black parts of the symbol (3).

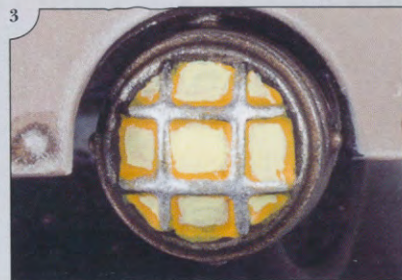
SEARCHLIGHT



 Averland Sunset

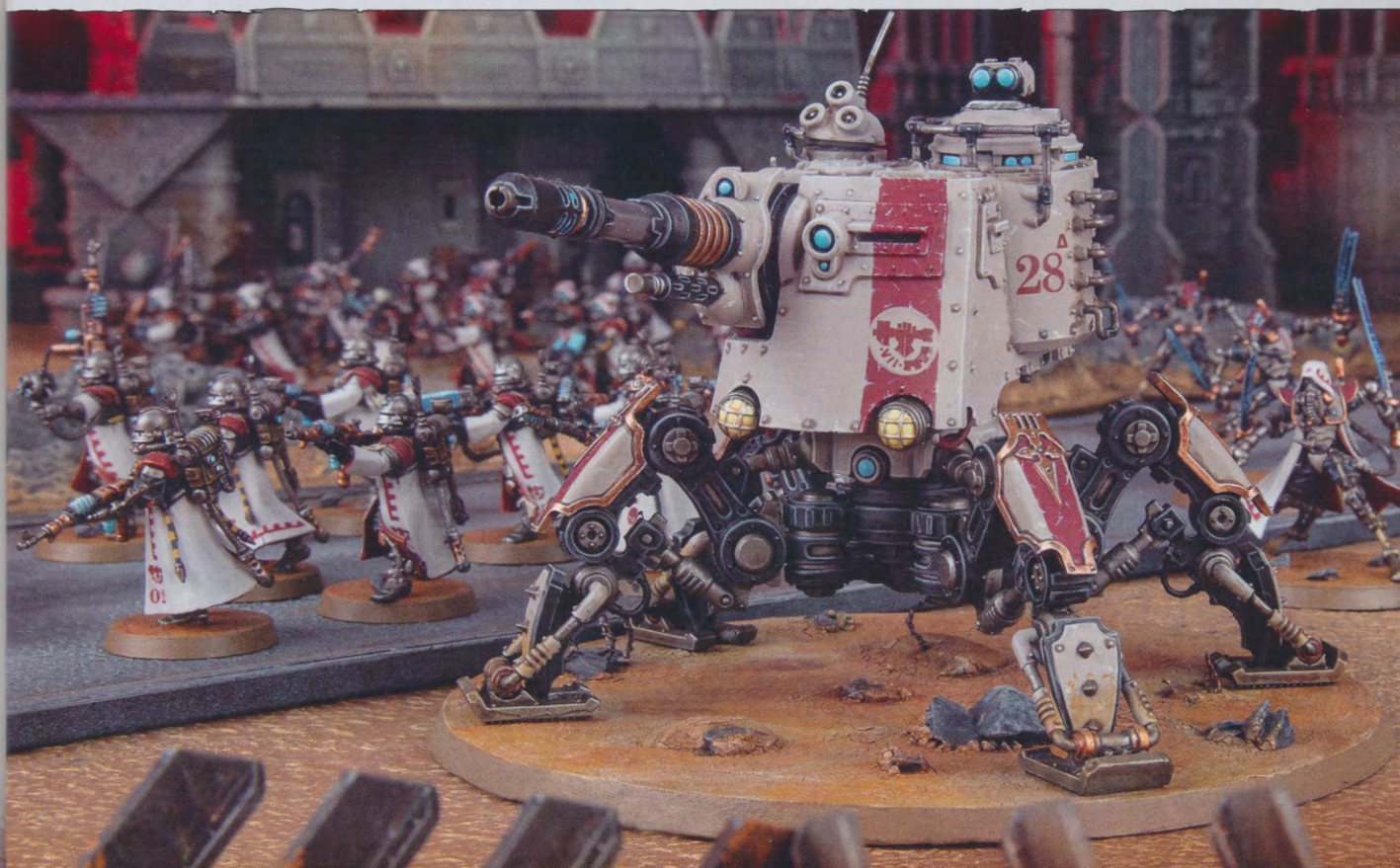


 Dorn Yellow



 Runefang Steel

With a Standard Brush, basecoat the spotlight with Averland Sunset (1). Then, with a Detail Brush, add a layer of Dorn Yellow to each of the searchlight's panels (2). Lastly, use a Fine Detail Brush to paint the metal guard with Runefang Steel (3).



ICONOGRAPHY

COG PATTERN



White Scar



White Scar



White Scar

Begin by painting a thin line of White Scar with a Fine Detail Brush (1). Now, thicken the line using White Scar and a Detail Brush (2). Finally, create the cog-tooth effect by painting small squares very carefully with White Scar (3).

TRANSFERS



'Ardcoat



Transfer



Lahmian Medium

Prepare the area where the transfer will go with 'Ardcoat (1). Now, carefully apply the transfer to the model (2). You may need to trim the transfer with a hobby knife. Coat the transfer with Lahmian Medium to create a smooth transition with the painted model (3).

TOP TIP

You can follow the techniques shown above to apply markings in different colours to Skitarii from other forge worlds – the decorative patterns on the white robes of Metalica's Skitarii were picked out in Khorne Red for example. Forge world icons, manipule sigils and other decorations will tend to be the same colour in each forge world's Skitarii Legion.



WARHAMMER 40,000



LEGIONS OF THE OMNISSIAH SKITARII PAINTING GUIDE

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