

WARHAMMER® THE HORUS HERESY®

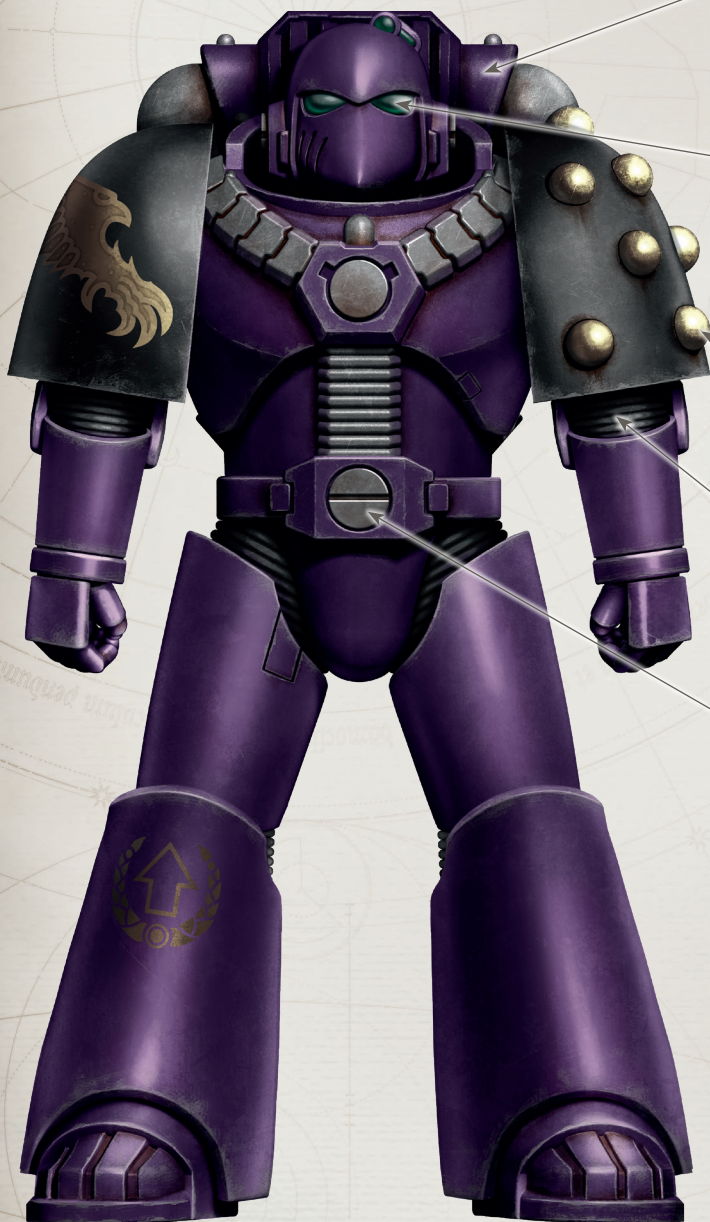


TRAITOR LEGIONES ASTARTES PAINTING GUIDE

Emperor's Children

Mk VI Space Marine

The IIIrd Legion wears the tyrion purple of the rulers of Ancient Terran Roma, with secondary elements including white enamel panels worn by Terran, and latterly Loyalist, Legionaries, and platinum inlay to indicate elite status. Later in the war, black became a more prominent secondary element due to the shortage of the rare biological pigments favoured by the Legion's artificers.



ARMOUR

- Base: *Naggaroth Night*
- Soft shade: *Druchii Violet*
- Deepshade: *Shyish Purple*
- Chunky highlight: *Xereus Purple*
- Highlight: *Genestealer Purple*
- Dot highlights: *Warpfiend Grey*

HELMET LENSES

- Base: *Kabalite Green*
- Shade: *Incubi Darkness*
- Highlight: *Sybarite Green*
- Highlight: *Gauss Blaster Green*
- Dot: *White Scar*

GOLD

- Base: *Retributor Armour*
- Shade: *Gore-Grunta Fur*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT & GUN CASING

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

WHITE

- Base: *Corax White*
- Soft shade: *Thunderhawk Blue*
- Deepshade: *Dark Reaper*
- Highlight: *White Scar*
- (make some large enough chips to paint the following stage inside)
- Chipping: *Baneblade Brown*



○ = Simplified Scheme

Iron Warriors

Mk VI Space Marine

The IVth Legion bears livery appropriate to its grim personality and to its moniker – dull iron, with black inset elements and banding of dark bronze or gold. Only in the case of the most favoured of individuals or storied of units is much in the way of personalisation evidenced. Caring little for unnecessary showiness, armour is often allowed to weather and tarnish, though never to the extent that its function is impaired.



ARMOUR

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Weathering: *Wyldwood*
- Highlight: *Stormhost silver*

HELMET LENSES

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

BLACK ARMOUR

- Base: *Abaddon Black*
- Chunky highlight: *Corvus Black*
- Highlight: *Eshin Grey*
- Highlights: *Dawnstone Grey*
- Dot highlights: *Administratum Grey*

BLACK UNDERSUIT & GUN CASING

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

YELLOW AND BLACK MARKINGS

Yellow:

- Base: *Averland Sunset*
- Soft shade: *Skrag Brown*
- Deep shade: *Doombull Brown*
- Highlight: *Ushabti Bone*

Black:

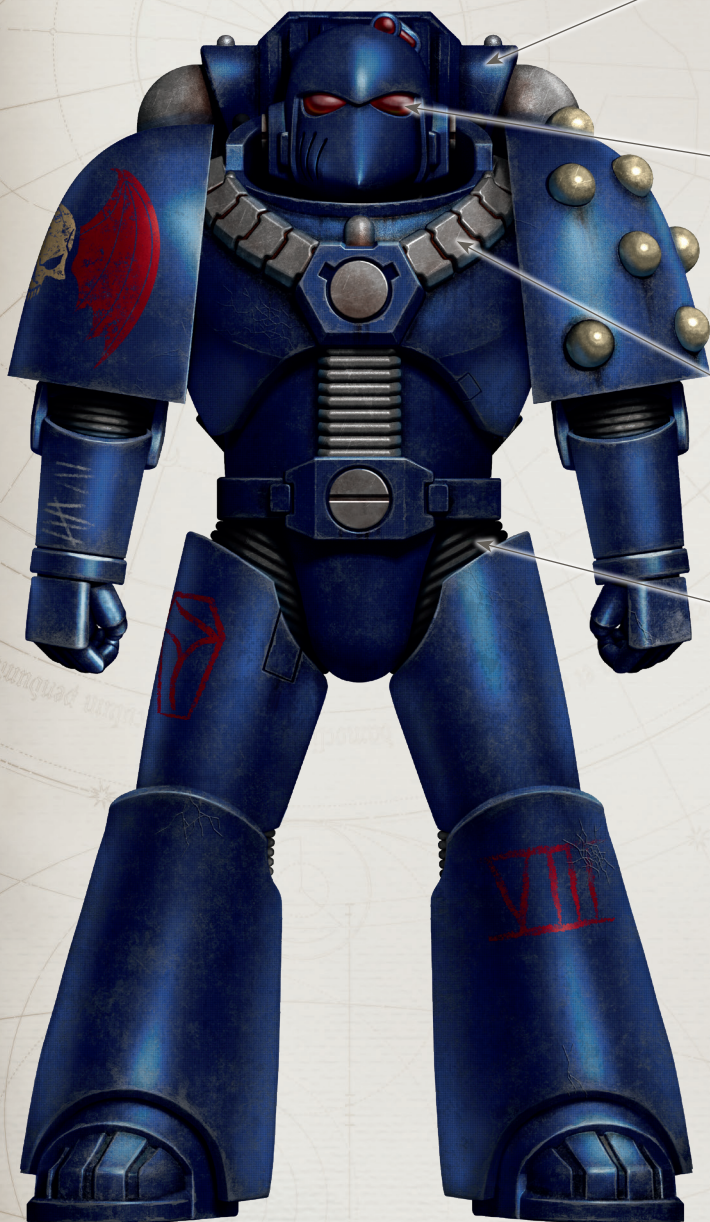
- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

○ = Simplified Scheme

Night Lords

Mk VI Space Marine

The sons of the Night Hunter are known for a heraldry that combines the dark blue of midnight with icons of terror and atrocity. In particular, they utilise armour sub-systems that project plasma filaments just below a transparent surface layer, giving the unsubtle impression of nighted storms and terrifying the more primitive of foes. Secondary elements are picked out in black or red, and armour banding is gold or bronze.



ARMOUR

○ Base	<i>Kantor Blue</i>
○ Soft shade	<i>Night Lords Blue</i>
○ Deepshade	<i>Abaddon Black</i>
○ Chunky highlight	<i>Caledor Sky</i>
○ Highlight	<i>Teclis Blue</i>
○ Dot highlights	<i>Lothorn Blue</i>

RED MARKINGS/HELMET LENSES

○ Base:	<i>Mephiston Red</i>
○ Soft shade:	<i>Khorne Red</i>
○ Deepshade:	<i>Abaddon Black</i>
○ Chunky highlight:	<i>Evil Sunz Scarlet</i>
○ Highlight:	<i>Fire Dragon Bright</i>
○ Dot highlights:	<i>Ungor Flesh</i>

METAL

○ Base:	<i>Leadbelcher</i>
○ Shade:	<i>Nuln Oil</i>
○ Highlight:	<i>Stormhost Silver</i>

BLACK UNDERSUIT & GUN CASING

○ Base:	<i>Abaddon Black</i>
○ Chunky highlight:	<i>Eshin Grey</i>
○ Highlight:	<i>Dawnstone</i>

BLACK ARMOUR

○ Base:	<i>Abaddon Black</i>
○ Chunky highlight:	<i>Corvus Black</i>
○ Highlight:	<i>Eshin Grey</i>
○ Highlights:	<i>Dawnstone</i>
○ Dot highlights:	<i>Administratum Grey</i>

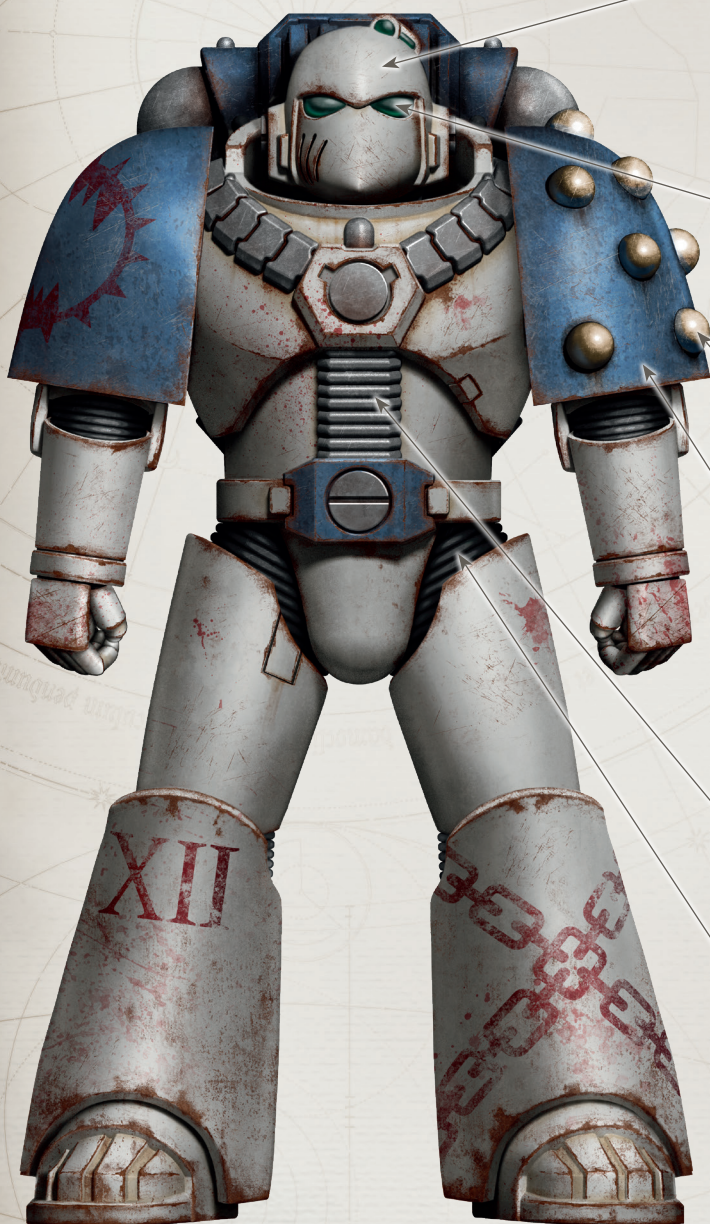


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World Eaters

Mk VI Space Marine

At the onset of the galactic civil war the World Eaters were clad in livery of white, with secondary elements in blue. As the war has ground onwards and battle plate come to degrade, the blue has been replaced by the red of clotted blood, the more blooded the warrior, the more red he bears upon his armour.



ARMOUR

- Base: Corax White
- Soft shade: Thunderhawk Blue
- Deepshade: Dark Reaper
- Highlight: White Scar
(make some large enough chips to paint the following stage inside)
- Chipping: Baneblade Brown

HELMET LENSES

- Base: Kabalite Green
- Shade: Incubi Darkness
- Highlight: Sybarite Green
- Highlight: Gauss Blaster Green
- Dot: White Scar

GOLD

- Base: Retributor Armour
- Shade: Gore-Grunta Fur
- Highlight: Stormhost Silver

BLUE ARMOUR

- Base: Macragge Blue
- Soft shade: Kantor Blue
- Deep shade: Abaddon Black
- Chunky highlight: Altdorf Guard Blue
- Highlight: Calgar Blue
- Dot highlights: Fenrisian Grey

METAL

- Base: Leadbelcher
- Shade: Nuln Oil
- Highlight: Stormhost Silver

BLACK UNDERSUIT & GUN CASING

- Base: Abaddon Black
- Chunky highlight: Eshin Grey
- Highlight: Dawnstone

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Death Guard

Mk VI Space Marine

The Death Guard wear a livery of off-white, with secondary elements in green and banding of dull gold or bronze. By long-standing tradition, superficial surface wear and weathering is left unattended until a campaign is resolved, a habit likely to be rooted in the culture of Barbarus.



ARMOUR

- Base: *Rakarth Flesh*
- Soft shade: *Hobgrot Hide*
- Deepshade: *Rhinox Hide*
- Highlight: *Pallid Wych Flesh*
(add chips)
- Dot inside chips: *Steel Legion Drab*

HELMET LENSES

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

GREEN ARMOUR

- Base: *Loren Forest*
- Soft shade: *Castellan Green*
- Deep shade: *Rhinox Hide*
- Chunky highlight: *Death Guard Green*
- Highlight: *Ogryn Camo*
- Dot highlights: *Nurgling Green*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT & GUN CASING

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

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Thousand Sons

Mk VI Space Marine

The primary colour of the Thousand Sons' livery is a distinctive red, with secondary elements picked out in black or white. Gold is used extensively for banding and other adornments. Every warrior, from the most senior Legion commander to the most recently inducted line Legionary is likely to bear a range of supplementary symbols and signifiers, the majority of which are entirely impenetrable to those ignorant of the subtleties of the Prosperine cults.



ARMOUR

- Basecoat: *Ironbreaker*
- Airbrush layering: *Angron Red Clear*
Shade: *Flesh Tearers Red 1:1 Wyldwood*
- Recess: *Wyldwood*
Chunky highlight: *Screaming Bell*
Edge highlight: *Screaming Bell 1:1 Auric Armour Gold*
- Sharp highlight: *Stormhost Silver*

HELMET LENSES

- Base: *Kabalite Green*
Shade: *Incubi Darkness*
- Highlight: *Sybarite Green*
Highlight: *Gauss Blaster Green*
Dot: *White Scar*

WHITE ARMOUR & GUN CASING

- Base: *Corax White*
Soft shade: *Thunderhawk Blue*
- Deepshade: *Dark Reaper*
- Highlight: *White Scar*
(make some large enough chips to paint the following stage inside)
- Chipping: *Baneblade Brown*

GOLD

- Base: *Retributor Gold*
- Shade: *Gore-Grunta Fur*
- Highlight: *Stormhost Silver*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT

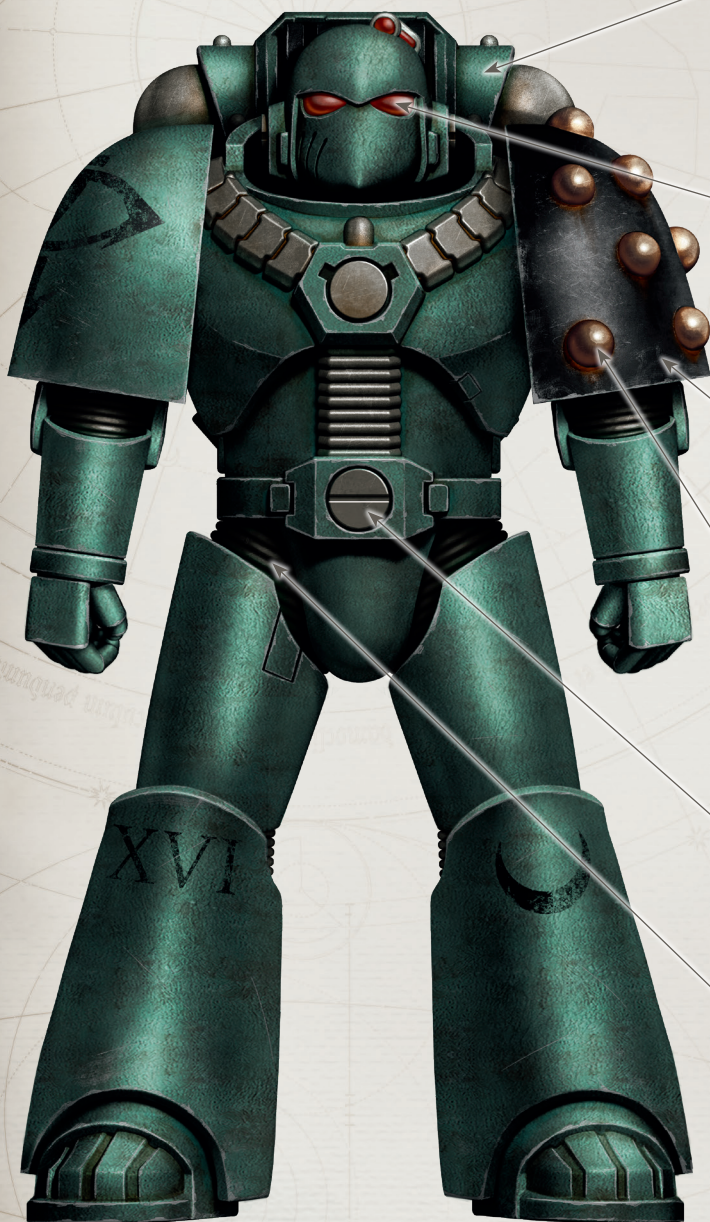
- Base: *Abaddon Black*
Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

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Sons of Horus

Mk VI Space Marine

Once known as the 'Luna Wolves' and clad in stark white, the XVIth Legion became the Sons of Horus when their Primarch was elevated to the rank of Warmaster, adopting livery of sea green at the same time. The elite warriors of the 1st Company are known for their livery of black, red and gold, a scheme that would eventually replace the green of the Sons of Horus entirely.



ARMOUR

- Base: *Sons of Horus Green*
- Soft shade: *Incubi Darkness*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Sybarite Green*
- Highlight: *Gauss Blaster Green*
- Dot highlights: *Gauss Blaster Green 1:1*
Wraithbone

HELMET LENSES

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

BLACK ARMOUR

- Base: *Abaddon Black*
- Chunky highlight: *Corvus Black*
- Highlight: *Eshin Grey*
- Highlights: *Dawnstone*
- Dot highlights: *Administratum Grey*

GOLD

- Base: *Retributor Armour*
- Shade: *Gore-Grunta Fur*
- Highlight: *Stormhost Silver*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT & GUN CASING

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

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Word Bearers

Mk VI Space Marine

At the outset of the galactic civil war, the majority of the XVIIth Legion was liveried in the grey of the Imperial Heralds of old, with the exception of the Serrated Sun Chapter, a unit favoured by Lorgar whose personnel were first among equals in the heralding of the treachery to come. As the Age of Darkness progressed, the deep red armour, with secondary elements of black and banding of gold of the Serrated Sun Chapter became the standard livery borne by the majority of the Legion's warriors and war machines.



ARMOUR

- Base: *Khorne Red*
- Deep shade: *Abaddon Black*
- Chunky highlight: *Wazdakka Red*
- Highlight: *Squig Orange*
- Dot highlights: *Ungor Flesh*

HELMET LENSES

- Base: *Sotek Green*
- Shade: *Incubi Darkness*
- Highlight: *Sybarite Green*
- Highlight: *Gauss Blaster Green*
- Dot: *White Scar*

BLACK ARMOUR

- Base: *Abaddon Black*
- Chunky highlight: *Corvus Black*
- Highlight: *Eshin Grey*
- Highlights: *Dawnstone*
- Dot highlights: *Administratum Grey*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT & GUN CASING

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

GOLD

- Base: *Retributor Armour*
- Shade: *Gore-Grunta Fur*
- Highlight: *Stormhost Silver*



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Alpha Legion

Mk VI Space Marine

The Alpha Legion are highly unusual in that they seem cut from whole cloth, appearing fully formed in the manifests of the Great Crusade seemingly without antecedent or forerunner. Primary livery is a metallic or iridescent mix of blue and green, with secondary elements of black. Gold or silver banding and iconography is often rendered in white. It is not uncommon for forces to take to battle with no iconography displayed at all, making for an army of anonymous killers.



ARMOUR

- Basecoat: *Leadbelcher*
- Soft shade: *Nuln Oil*
- Recess shade: *Abaddon Black*
- Tidy: *Leadbelcher*
- Chunky highlight: *Runefang Steel*
- Edge highlight: *Stormhost Silver*
- *the following steps only apply to the blue/green armour panels*
- Airbrush filter: *Akhelian Green/
Aethermatic Blue/Contrast Medium 1:1:2*
- Shade (glaze): *Akhelian Green/
Ultramarines Blue/Contrast Medium 1:1:2*
- Scratches: *Runefang Steel
and Stormhost Silver*

HELMET LENSES

- Base: *Mephiston Red*
- Soft shade: *Khorne Red*
- Deepshade: *Abaddon Black*
- Chunky highlight: *Evil Sunz Scarlet*
- Highlight: *Fire Dragon Bright*
- Dot highlights: *Ungor Flesh*

METAL

- Base: *Leadbelcher*
- Shade: *Nuln Oil*
- Highlight: *Stormhost Silver*

BLACK UNDERSUIT

- Base: *Abaddon Black*
- Chunky highlight: *Eshin Grey*
- Highlight: *Dawnstone*

WHITE & GUN CASING

- Base: *Corax White*
- Soft shade: *Thunderhawk Blue*
- Deepshade: *Dark Reaper*
- Highlight: *White Scar*
- (make some large enough chips to paint the following stage inside)
- Chipping: *Baneblade Brown*

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