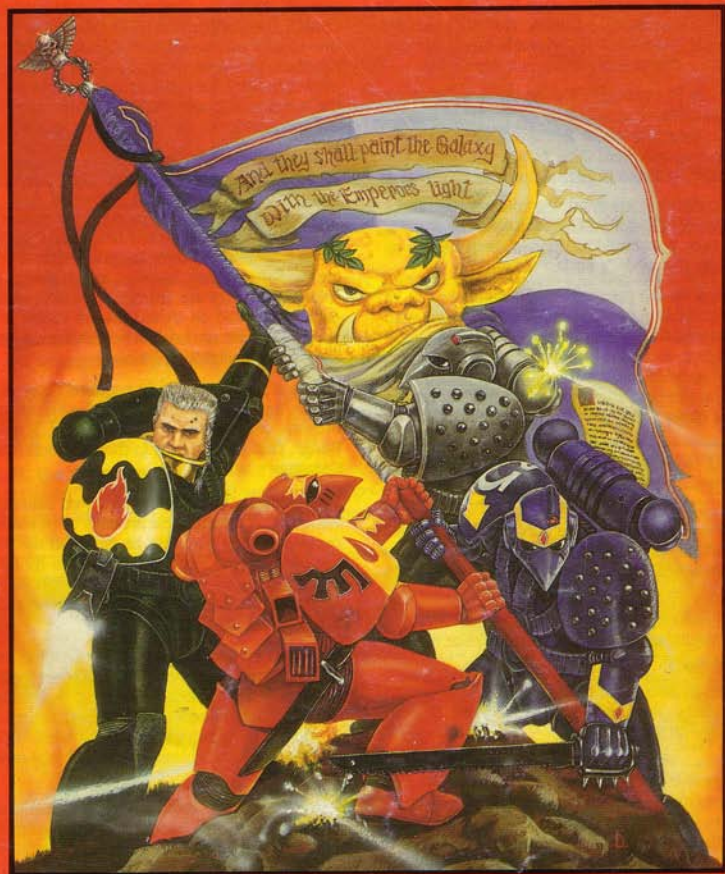


SPACE·MARINE

PAINTING GUIDE



The *Space Marine Painting Guide* gives you full instructions for painting Citadel Miniatures' best-selling range of metal and plastic Space Marine models. This booklet contains full details on the uniforms and insignia of four of the greatest first founding Space Marine Chapters: Ultramarines, Space Wolves, Salamanders, and Blood Angels. Eight of the paints contained in the *Space Marine Paint Set* are specially mixed to match the uniform colours of these Chapters, while the remaining colour is the base coat for their weapons.

Although most of the painting instructions in this guide require only these nine colours, you will have more flexibility with paints from the *Citadel Colour Paint Set*, the *Monster Paint Set*, the *Creature Paint Set*, and the *Expert Paint Set*.

SPACE MARINE PAINTING GUIDE

PREPARING YOUR MINIATURES

Before it is possible to paint them, both metal and plastic miniatures must be properly prepared.

Plastic miniatures should be carefully removed from their sprues with a pair of scissors or a sharp knife - twisting them off with your fingers can cause them to break.

Both metal and plastic miniatures may have thin lines of excess material (called flash) attached. This is caused by seepage where the two halves of the mould meet, and can be removed with either a sharp knife or a needle file.

Plastic models can be put together using liquid polystyrene cement. The bottled sort is best, as it is much easier to handle. Metal miniatures generally require less assembly than plastic ones: a Marine may only need a back-pack gluing on. The model should also be glued to its base at this stage.

Once the glue has thoroughly dried, the miniature should be given an undercoat. Citadel's Skull White acrylic paint is perfect for the task, but should be thinned down slightly so as not to obscure the model's surface detail.

More information on the preparation of miniatures can be found in *The Citadel Miniature's Painting Guide*, along with exact explanations of the major techniques utilized by miniatures painters, such as drybrushing and blending. You can obtain *The Citadel Miniatures Painting Guide* from Games Workshop stores, independent specialist stockists or Games Workshop Mail Order.

PAINTING YOUR SPACE MARINES

All Space Marine Chapters follow the same basic system for painting their uniforms, as stated in the Index Astartes, the Imperium's source of all such information. This basic scheme is as follows:

Each Chapter's uniform has a basic colour. For instance, the Blood Angels' basic uniform colour is red, the Space Wolves' grey, the Salamanders' green, the Ultramarines' blue.

A Marine's rank is distinguished by symbols worn on the helmet and forearm. Some officers will also display their personal heraldry on their uniform.

The type of squad a Marine belongs to is determined by the symbols he bears on his right shoulder pad: an assault Marine, for instance, bears two crossed arrows and his Chapter symbol on his shoulder. A similar method is used to distinguish specialist Marines, though in this case minor colour variations may also be displayed, eg a Chaplain usually bears a black helmet and a black shoulder pad with a skull motif.

To make the job of applying Chapter symbols to your Marines and vehicles even easier, Citadel Miniatures produce a range of water-slide transfers. Citadel Transfers are available from Games Workshop stores, independent specialist stockists or Games Workshop Mail Order.

Of course, some of the Chapters display variations from this basic scheme. In this booklet we concentrate on four first founding Chapters and give details of where, if anywhere, they differ from the texts laid down in the Index Astartes - the Imperial source of information on the Adeptus Astartes or Space Marines.

BANNERS

The Index Astartes also contains numerous strictures concerning Marines' banners (more than anything else, it is this section of the Index Astartes that has shown the most variation, and it is difficult to say whether the system currently operating is the official system.)

Each Chapter has many Chapter Banners, ancient and powerful relics with a rich history all of their own and which generally include names of important battles in which the Chapter has participated. A Chapter Banner is entrusted to the care of one particular Marine, usually an officer or Chaplain. In certain circumstances a normal Marine may be allowed to carry one and decorates his armour to acknowledge the honour. A Chapter Banner is only carried into battle if the Commander or the Lieutenant Commander are present.

In addition, each Company has its own banner. The design of this is usually quite simple - the Chapter symbol and Company number against a divided field. Again, each Company Banner will be carried by a trusted Marine, who could be any Marine on the field. The Company Banner is flown whenever the Company is in action. Of particular note are the Salamanders' banners, which always have the same colour field. They are distinguished from each other by the patterns printed on them that are visible in the infra-red spectrum; these can be seen by Salamander Marines because they all have slight infra-vision.

The First Company usually contains those Marines trained to use Terminator Armour and they therefore replace the numeral one on their banner with the Terminator Honour Badge. This doesn't apply to those banners flown by the First Company's vehicles.

Finally, each Marine carries his own banner, stored in his backpack. Although these are most often used on ceremonial occasions, they may also be flown on the battlefield. It is common for one Marine per squad to fly his Backbanner, usually the Sergeant. Officers and specialists, except for Techmarines, are less restricted, and most will fly their banners as a matter of course.

The Backbanners' designs vary even within a single Chapter, although there are some common links: Sergeants and normal Marines usually bear a facsimile of their Company Banner, while higher officers usually display their own personal heraldry. Specialists (Medics, Chaplains, Techmarines and Librarians) often display a variation of their own identification badge.

Those squads that are particularly noteworthy may be allowed to display all of their Backbanners during battle, and on very rare occasions, an entire detachment may do the same.

Details for some of the Banners of the four Chapters featured in this book are to be found on the last page.

May the armour's shade protect your body.
May the weapon's hue help slay those that doubt.
May the banner's livery proceed before you.
May you illuminate the darkness with the
Emperor's light.

- The Litany of Decoration,
taken from the Index Astartes

BLOOD ANGELS METAL MARINE

Note that the same colours apply for Terminator Armour.

Most of the Blood Angels follow the Index Astartes quite closely. However, nearly all of the Chaplains wear Artificer-crafted armour. Within the Blood Angels, Chaplains are treated with higher regard than in many other Chapters and as such are accorded more personalised equipment. In addition, they paint their armour almost totally black; a Blood Angel Chaplain's armour displays very little of the Chapter's own colour.



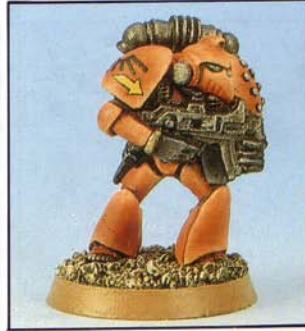
Preparation and Undercoating. The Marine is prepared for painting, following the instructions given in the *Preparing Your Miniature* section.

Base Colours. The Marine's uniform is given a base coat of Terracotta, while the pack and weapons are painted with Chaos Black.

Highlighting. The highest areas of the Marine's uniform are highlighted with a Blood Angel Orange/Terracotta mix. The pack and weapons are drybrushed with Bolt Gun Metal.

Fine Highlighting. A Sunburst Yellow/Blood Angel Orange mix is applied to the edge of the armour plates and the helmet. Add a little Skull White to the mix and repeat, working up the highlights as you go. The pack and weapons are drybrushed very lightly with Chainmail and then Mithril Silver.

Final Details. The Marine's eyes and shoulder studs are finished. The Chapter symbol is now added to the right shoulder pad using a Citadel Transfer. Finally, any remaining symbols and insignia are first painted with Chaos Black, before filling in the centre with a coat of Skull White. The required colour is then painted over the white area, leaving a black skyline around the edge.



Blood Angel Chaplain: Helmet - Black; Torso - Black; Shoulders Pads - Black with skull motif or white sculptured skulls; Arms - Black; Legs and Elbow Pads - Chapter red and yellow.

Blood Angel Techmarine: Gloves - Black; Right Shoulder Pad - yellow sculptured hand or normal Chapter design; Rest of Armour - Chapter red, with industrial patterning around knees.

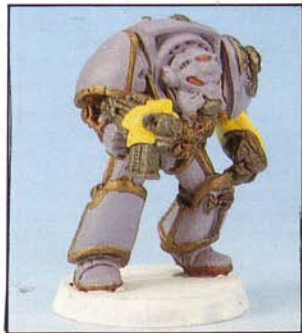
Blood Angel Medic: Helmet - White with geneseed helix on forehead; Lower Left Leg - Chapter red (repainted white upon giving first battlefield transfusion); Rest of Armour - Chapter red.

Blood Angel Librarian: Chapter red with book motif on forehead.

SPACE WOLVES - TERMINATOR

Note that the same colours apply for normal power armour.

The Space Wolves take great pride in following the Index Astartes almost to the letter. The greatest variation from the text arises with the Chapter Officers' personal heraldry, which, rather than following Imperial tradition, draws heavily on the motifs and imagery of the Warlords of Fenris: the planet where their Primarch, Leman Russ, was brought up.



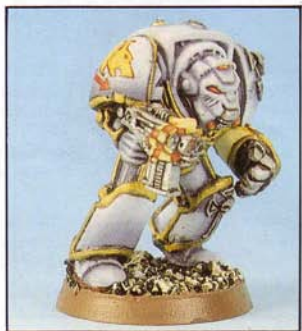
Preparation and Undercoating. The Terminator is cleaned up, stuck together with 5-minute epoxy glue and undercoated ready for painting.

Base Colours. Thinned Blue Grey is applied to the armoured areas. The bolter is given a coat of Chaos Black, while the power fist and bolter casing are painted with Sunburst Yellow. The eagle and its edging are given a base coat of a Shining Gold/brown ink mix.

Highlighting. The armoured areas of the model are drybrushed with Space Wolf Grey. A Sunburst Yellow/Skull White mix is drybrushed onto the yellow areas. The eagle is drybrushed with Shining Gold and the bolter with Bolt Gun Metal.

Fine Highlighting. A Skull White/Space Wolf Grey mix is carefully blended onto the highest areas of the armour. The bolter is drybrushed with Chainmail then Mithril Silver.

Final Details. The red checks on the power fist are highlighted with Blood Angel Orange. A Citadel Transfer is now used to add the Chapter symbol to the right shoulder. Any symbols that are now left are first painted with Chaos Black, the centres filled with Skull White to leave a keyline, and then - when it is dry - the Skull White is overpainted with the required colour.



Space Wolf Chaplain: Helmet - Black with skull motif on forehead; Rest of Armour - Chapter grey.

Space Wolf Techmarine: Chapter grey with hand symbol on forehead and industrial patterning on knees and helmet.

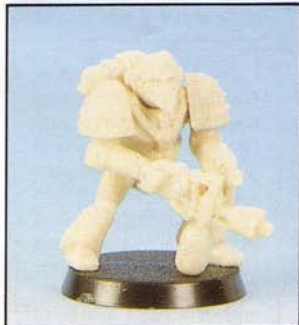
Space Wolf Medic: Helmet - White with geneseed helix on forehead; Rest of Armour - Chapter grey.

Space Wolf Librarian: Helmet - Chapter grey with book motif; Rest of Armour - Chapter grey.

SALAMANDERS - PLASTIC MARINE

Note that the same colours apply for Terminator Armour.

The Salamanders only major deviation from the text of the Index Astartes arises with their Medics, who paint their left arms and the left-hand side of their helmets red. This stems from a single Medic's gesture of respect to his fallen Brothers in the Chapter's early history - he used his left arm to hold his carnifex and painted his arm red to hide the blood that he refused to wash off. The practice was quickly adopted by the whole Chapter.



Preparation and Undercoating. The plastic Marine is stuck together with polystyrene cement and undercoated.

Base Colours. An even coating of Salamander Black is applied over the entire model, including the weapons. Once this is dry, the model is given a second thinner coat, so that a good depth of colour is achieved.

Highlighting. The Marine is drybrushed with progressively lighter shades of a Salamander Green/Salamander Black mix, until it is just being highlighted with Salamander Green. The flamer and pack are drybrushed with Bolt Gun Metal.

Fine Highlighting. A Skull White/Salamander Green mix is carefully applied along the edges of the armour plates and helmet. The flamer and pack are drybrushed with Mithril Silver.

Final Details. The visor is painted Blood Red. The flamer is first painted Sunburst Yellow, then Chaos Black stripes are added. Finally, the insignia are painted on: Chaos Black first, then Skull White inside the emblem, and finally the required colour on top of the Skull White.



Chaplain: Helmet - Black with white skull on forehead; Rest of Armour - Chapter green.

Techmarine: Helmet - Green with white hand motif and industrial patterning; Rest of Armour - Chapter green with industrial patterning on knees and elbows.

Medic: Helmet - Half white, half red; Left Shoulder Pad and Left Arm - Red; Rest of Armour - Chapter green.

Librarian: Helmet - Chapter green with book motif; Rest of Armour - Chapter green.

ULTRAMARINES - RHINO

Like the Space Wolves, the Ultramarines stick very closely to the details in the Index Astartes. However, the Ultramarines are particularly fond of decorating their armour with personal slogans, kill markings, litanies and other motifs, giving each Marine a slightly different appearance. This probably arises from their customs on their highly militaristic homeworld, where such decoration is a firm part of warrior society.

This example however, concentrates on an Ultramarine Rhino; as well as Marine uniforms, the Index Astartes also contains colour schemes for vehicles. Because the Ultramarines stick to these details very closely, it is an easy matter to extrapolate from this example to determine the colours for other Chapters (eg Blood Angels' vehicles are primarily red).



Preparation and Undercoating: Unlike the Marine models, the Rhino is given two undercoats, grey and black, applied with spray cans. This serves two purposes. Firstly, it gives the model a strong base colour for subsequent drybrushing, and secondly it gives a slight texture to the model's surface which the drybrushing can pick up.

Base Colours. Once the undercoat is dry, the Rhino is given a coat of Marine Dark Blue.

Highlighting. Electric Blue is added to Marine Dark Blue in progressively lighter shades for the drybrushing of the model. Further highlighting is done on the body of the vehicle by drybrushing with Ultramarine.



Fine Highlighting. Skull White is added to Ultramarine and carefully applied to the raised surfaces of the model. This process is then repeated, gradually adding more Skull White to the mixture.

Details. The tracks are first painted with Chaos Black, and are then drybrushed with Bolt Gun Metal and Mithril Silver.



Washes and Details. An orange inkwash is applied to the tracks to represent rust. The lower portions of the tracks are then drybrushed with a Bestial Brown/Bronzed Flesh/Sunburst Yellow mix; this simulates the effect of mudspray on the vehicle. Further realism can be achieved by dirtying the exhausts with thinned Swamp Brown. Finally, the vehicle's recognition markings and insignia are added using a combination of Citadel Transfers and paint.



Ultramarine Chaplain: Helmet - Black with skull motif on forehead; Rest of Armour - Chapter blue.

Ultramarine Techmarine: Right Shoulder Pad - Yellow sculptured hand or normal Chapter design; Rest of Armour - Chapter blue with industrial patterning around knees.

Ultramarine Medic: Helmet - Chapter Blue with white stripe; Shoulder Pads, Backpack, Gloves and lower legs - White; Rest of Armour - Chapter Blue.

Ultramarine Librarian: Chapter blue with book motif on helmet.

INDEX ASTARTES



Space Marine armour is a very special form of powered armour; it contains integrated bio-circuits which merge the armour and warrior into a whole, forming a second, extremely durable skin. This unique armour was developed especially for the Space Marines, with initial designs evolved personally by the Emperor and scientists under his direction.

During the early history of the Space Marines these initial designs were battletested and quite heavily modified. The Great Crusade - when the galaxy was reclaimed by the Imperium's forces - provided the ideal trial of strength for the new troops and their equipment. The huge amounts of action the Marines saw during the reclamation easily showed up any flaws in the design of their equipment. By the time of the Horus Heresy, the armour and various Chapter insignias had evolved into those forms which the Chapters that survived use today.

Following the Heresy, and the reorganisation of the Marines, these standard patterns of armour, uniform detail and organisation were laid down and encoded in a document known as the *Index Astartes*. Chapters founded since the Heresy have been raised along the lines dictated by the *Index Astartes*.

Although the *Index Astartes* provides a formal description of the ideal Space Marine Chapter, not all Chapters retain its strict organisation, equipment or markings. Each Chapter has a hand-written copy as its major source of such information, and during the copying procedure a slightly different interpretation of the original can have massive ramifications in the Chapter's appearance and organisation.

Other Chapters, such as the Ultramarines, are simply more conservative than others, preserving their original organisation, markings, and other details from the *Index Astartes*, faithfully copying symbols from their history as a guide to interpretation.

Even though each Chapter regards these things as a sacred edict, evolved from the Emperor, and immutable regardless of circumstance, there is still a large amount of variation arising from personal interpretation of the text.

Most Chapters have evolved considerably over the years, and some of the older Chapters - now over ten thousand years old - have a long history of innovation and divergence. As Chapters are self-supporting fighting units, incorporating weapons development and maintenance facilities, fighting machine assembly lines, and their own supply and transport divisions, the tendency to develop along separate and individual lines is almost inevitable. Each armorer is inclined to manufacture armour and equipment in a slightly different way, giving rise to a whole new style within a matter of years. Chapters stationed near worlds where conditions are particularly unusual or harsh, often respond by modifying the armour accordingly, making it tougher, or providing a camouflage colour scheme. In some cases, a colour scheme evolved to meet a specific need has set a new standard.

RANK BADGES

As per the Index, all Chapters use the same system of painted symbols to indicate rank. Four examples are shown here.

SPACE WOLVES



Sergeant - Helmet



Sergeant Forearm

BLOOD ANGELS



Captain - Helmet



Captain Forearm

ULTRAMARINES



Lieutenant - Helmet



Lieutenant Forearm

SALAMANDERS



Lieutenant Commander - Helmet



Lieutenant Commander - Forearm

Due to the tactical diversities facing the Marines, and their ability to develop an individual response to each new threat, many Chapters have evolved special types of Marine, squad organisation, or weapon. While the actual variation may be minor, it is common practice for each new model of armour or gun to have its own unique markings. It is certain that the hundreds of additions made to the Index Astartes since its original production were not anticipated.

In a few cases, a Chapter has been forced to reorganise and redesign following the loss of records or source materials. The destruction of the Crimson Fists' home fortress for example destroyed the Chapter's historical records, weapons shops, and all stocks of equipment; the rebuilt Crimson Fists were forced to reinterpret much of their heraldry from memory alone.

Other variations, on a more personal level, arise from the Marines' practice of decorating their own armour as part of their initiation rites.

Armour belonging to the higher ranks shows even more obvious variations. The suits are usually made by the Chapter's *Artificers*, craftsmen attached to the Chapter who sculpt individual pieces of armour to commemorate exemplary behaviour on the battlefield.

The Artificers are also responsible for the design and construction of specialist shoulder pads. Given that they tailor the design of each such item to complement the personality and role of the wearer, even within a single Chapter there are very rarely two that are identical.

The following pages give just a brief glimpse of the thousands of variations that the uniforms of the Space Marines display.

SPECIALIST BADGES

The four examples of specialist helmets shown here comply with the Index Astartes.



Ultramarine
Chaplain



Blood Angel
Techmarine



Space Wolf
Medic



Salamander
Librarian

WEAPON MARKINGS

It is common practice among Marines to paint kill marks on their weapons. This bolter bears a skull and six lines; each line indicates a single kill, while the skull indicates twenty. The use of one symbol to indicate multiple kills is common practice to ensure there is enough room to mark them all; it is bad luck not to acknowledge a weapon's achievements.



HONOUR BADGES



A Purity Seal is awarded to a Marine who shows himself to be morally pure by his words and deeds. The seal is made to look like wax and trails strips of parchment bearing Imperial litanies. It can be attached to any part of a Marine's armour or back banner.



The Terminator Honour Badge is given to a Marine who has been trained in the use of Terminator Armour. It is usually sculpted onto a Marine's left shoulder pad, and appears as an embroidered motif in the top left corner of his back banner. It may also appear as an amulet.



The Laurel Wreath is a common mark within the Imperium to indicate an act of extreme bravery. The Index Astartes states that it should be sculpted onto, or painted around, a Marine's armour or worn as a medallion.

EXAMPLES



Officers with the rank of Lieutenant or above are allowed to display their personal heraldry on their armour. Although this is usually confined to the shoulder pads, individuals may extend the patterning to other areas. The Ultramarine Lieutenant Commander, second from left, displays the shellburst symbol of his personal heraldry over the whole right-hand side of his armour.

The Blood Angel Lieutenant on the left carries his Company Banner. Note the divided field behind the chapter symbol. Each Company has a different field, using the dominant colours of the Chapter. The number in the top corner of the banner indicates the Lieutenant is a member of Second Company.

Like the Ultramarine Lieutenant Commander, the Salamander Captain displays his personal heraldry on his shoulder pad. Such heraldry generally uses motifs specific to the Chapter, in this case flames.

The carrying of Squad Banners varies from Chapter to Chapter and engagement to engagement. In this case, the Sergeant is carrying the colour for his squad. Note that it is a facsimile of the Company Banner.



The Salamander Chaplain has a black helm, black shoulder pads and skull motifs, standard Chaplain garb. Note the purity seal on the leg to show his moral purity. The seal was made by flattening a small ball of epoxy putty onto the Chaplain's leg and pressing the flat end of a broken cocktail stick into it. Two small strips of paper were added to the seal to finish the effect.

The Ultramarine's armour carries the standard Librarian book motif. Note the page of religious text attached to his leg and the small codex; both items were made from small pieces of folded paper painted with a Bronzed Flesh/Skull White mixture.

Like all Medics, the Blood Angel Marine has portions of his armour painted white. The three blood drops on his left leg indicate battlefield transfusions that have left the Medic close to death, but from which he subsequently recovered.

This Techmarine's uniform is painted in the standard colours of the Space Wolves and as well as the hand symbol, carries the industrial style patterning favoured by many Techmarines.

SPACE WOLVES

The 6th Chapter of the 1st Founding

Homeworld: Fenris

Primarch: Leman Russ

Base Colours: Blue Grey/Space Wolf Grey



Tactical Squad



Assault Squad



Devastator Squad



Captain



Lieutenant
Commander



Chaplain



Librarian



Medic



Techmarine

Leman Russ, Primarch of the Space Wolves, with his wolf-brothers Freki and Geri. Note how his personal heraldry, displayed on his back banner, has been used as the basis for the Chapter's symbol. Also notice that Leman's back banner displays his Terminator Honour Badge.

Both of this Captain's sets of armour, his Terminator suit on the right and his Mark Six armour on the left, carry the same personal heraldry. Note how he wears Terminator Honour Badges around his neck and on his shoulder pad when in his Mk VI armour to show he has been trained in the use of Terminator armour.



ULTRAMARINES

The 3rd Chapter of the 1st Founding

Homeworld: Macragge

Primarch: Roboute Guilliman

Base Colours: Marine Dark Blue/Ultramarine



Tactical Squad



Assault Squad



Devastator Squad



Captain



Lieutenant
Commander



Chaplain



Librarian



Medic



Techmarine



A



B



C



As well as proclaiming its vehicle kills in a sunburst, Marine A's weapon has three rings indicating commendations, a practice common to most Chapters. The missiles are in the prescribed colours for armour piercing.

Marine B's arm is completely white, a practice laid down in the Index Astartes that signifies his Company's most famous action occurred when they were recruits.

As head Techmarine in the Company, Marine C's shoulder pad has been fashioned by the Chapter's Artificers. It also bears the stylised hand motif.

The Assault Marine (D) sports a skull and crossbones on his forearm to indicate he is looking for a glorious death in battle to prove his devotion.

SALAMANDERS

The 8th Chapter of the 1st Founding

Homeworld: Prometheus

Primarch: Vulkan

Base Colours: Salamander Black/Salamander Green



Tactical Squad



Assault Squad



Devastator Squad



Captain



Lieutenant
Commander



Chaplain



Librarian



Medic



Techmarine



Chapter Banners are often entrusted to Chaplains (A), as they are the focus for the faith of the Marines.

Marine Medic B, like all Medics, wears a shoulder pad bearing a representation of the geneseed helix. This antique version is undoubtedly a relic of the Chapter. The laurel wreath signifies an act of bravery.

Marine C's shoulder pad has been reversed out to signify he is a veteran, a practice that applies to all Chapters. It also bears the common Salamander motto *Ignis* (lit. Fire).

Terminator D's power glove bears a flame pattern. Although each Marine paints his own armour, the symbols they use are strictly limited by the Chapter's own set of symbols.

BLOOD ANGELS

The 9th Chapter of the 1st Founding

Homeworld: Baal Prime

Primarch: Sanguinius

Base Colours: Terracotta/Blood Angel Orange



Tactical Squad



Assault Squad



Devastator Squad



Captain



Lieutenant Commander



Chaplain



Librarian



Medic



Techmarine



The personal heraldry of the Lieutenant Commander (A) is repeated from his shoulder pad on his back banner.

The Devastator Marine (B) has shellbursts on his armour signifying major engagements, and has painted vehicle kill marks on his weapon. Both are common practices.

As a member of the Lieutenant Commander's own squad, the Assault Trooper (C) carries one of the Chapter Banners. He has stained his arm a brighter shade to acknowledge the honour, a standard practice among Blood Angel Marines.

The shoulder pads and helmet that the Chaplain (D) wears are painted in a combination of black and the Chapter's colour. They were made by the Chapter's Artificers.

ULTRAMARINES



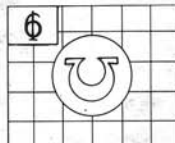
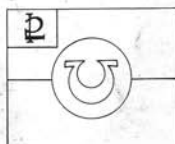
Border: Sunburst Yellow. Field: Ultramarine.
Roman Numeral: Sunburst Yellow.
Ultramarine Symbol: Ultramarine on Skull
White field with Blood Red case.
Scroll and Honours: Brown Ink.

One: Ultramarine.

Two: Ultramarine top, Sunburst Yellow bottom.
Five: Skull White - Changed from quartered blue
and yellow when the Company was destroyed and
totally replaced by recruits from Company
Ten.

Six: Ultramarine and Sunburst Yellow checks
(starting Ultramarine bottom left).

Nine: Ultramarine with Sunburst Yellow cross.
Ultramarine motif and number: Chaos Black
on Skull White.



SPACE WOLVES



Field: Space Wolf Grey.
Roman Numeral: Chaos Black.
Wolves' Heads: Sunburst Yellow.
Scroll and Honours: Brown ink.

One: Space Wolf Grey.

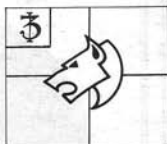
Two: Space Wolf Grey with Blood Red stripe.

Three: Space Wolf Grey top right and bottom
left. Blood Red top left and bottom right.

Four: Space Wolf Grey and Blood Red stripes
(starting Blood Red bottom left).

Seven: Space Wolf Grey and Sunburst Yellow
checks.

Space Wolf motif: Sunburst Yellow. Number:
Chaos Black on Bronzed Flesh.



BLOOD ANGELS



Border: Sunburst Yellow and Chaos Black
checks.

Field: Chaos Black.

Roman Numeral: Shining Gold.

Wings and Blood Drops: Blood Red.

Scroll and Honours: Brown Ink.

One: Blood Red.

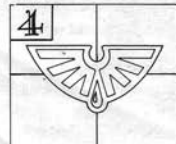
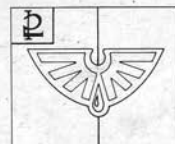
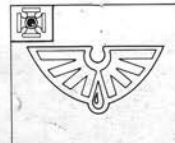
Two: Chaos Black on left, Blood Red on right.

Three: Chaos Black and Blood Red diagonal
stripes (starting black in bottom left).

Four: Chaos Black top left and bottom right,
Blood Red top right and bottom right.

Five: Chaos Black and Blood Red checks
(starting black in bottom left).

Blood Angels motif: Chaos Black on Sunburst
Yellow. Number: Chaos Black on Bronzed
Flesh.



SALAMANDERS



Border: Sunburst Yellow.

Field: Salamander Green.

Roman Numeral: Blood Red.

Salamander's Head: Salamander Green with Skull White eyes and nose on
Sunburst Yellow field.

Scroll and Honours: Brown ink.

All Salamander Company Banners are Salamander Green. The company number
is located in the top left-hand corner of each banner.



USING THESE BANNERS

These banners should be photocopied, painted, cut out and attached to your
models. The numerals provided can be photocopied and used to make the banners
for the other five Companies of each Chapter.

Note the Terminator Honour Badge that replaces the numeral on the First
Company's banner (Marines trained to use Terminator Armour normally come
from the First Company). A numeral one is used when the banner is flown
by troops not trained in Terminator Armour or by vehicles.