

HOW TO PAINT
CITADEL[®]
MINIATURES



GENESTEALER CULTS

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium, for whom a thousand souls die every day, for whom blood is drunk and flesh eaten. Human blood and human flesh – the stuff of which the Imperium is made. To be a man in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. This is the tale of those times.

It is a universe you can live today – if you dare – for this is a dark and terrible era where you will find little comfort or hope. If you want to take part in the adventure, then prepare yourself now. Forget the power of technology, science and common humanity. Forget the promise of progress and understanding, for there is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.

But the universe is a big place and, whatever happens, you will not be missed...



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INTRODUCTION

Designed for hobbyists of all levels of experience, from newcomers to expert miniature painters, this guide will show you how to achieve outstanding results with your Genestealer Cults miniatures.

Covering all aspects of painting your own Genestealer Cult, this volume features three main sections. The first of these is a fully illustrated stage-by-stage guide that describes how to paint an Acolyte Hybrid in the striking colours of the Cult of the Rusted Claw using the Citadel Paint System. You'll discover the best techniques, brushes and paints to use when applying Base paints and Shades. You'll also learn how to emphasise the miniature's detail using a technique called highlighting, which can be achieved by applying either Layer paints or Dry compounds. The final part of this section shows you how to give your miniature the perfect finishing touch with an impressively painted base. Replicating these steps on any of your Genestealer Cults models will allow you to create a stunning army of which you can be rightly proud.

The second part of this guide focuses on the details that can make your collection really stand out, including tips on how to paint the alien anatomy of Purestrain Genestealers and the terrifying Patriarch, how to achieve varied skin tones, and how to tackle the unique weaponry that the cults take to war.

A choice of alternative colour schemes is also provided, each accompanied by a full guide to the required Citadel paints. From the striking red and turquoise of the Bladed Cog to the blue, grey and red of the Cult of the Four-armed Emperor, you'll find more than enough inspiration for an army of your own. To cap it all, you'll also discover a host of tips and tricks directly from our expert studio artists, all designed to give your Genestealer Cult an impressive visual edge on any tabletop battlefield. And of course, once you're comfortable using the paint system as described in this guide, the sky's the limit. You could even decide to devise a brand new Genestealer Cult paint scheme. After all, it's your hobby, and your army.



THE RUSTED CLAW

The harsher the regime, the faster the corrosion of hatred spreads. Ignoring history's vital lessons, the despotic consulate governing the planet Newseam never envisioned the fate that their cruelty begot. To a cowed and rancorous populace eager for revenge, the Cult of the Rusted Claw were welcomed as allies and saviours.

The rusty orange and bright metallic hues worn by the Rusted Claw are attributed to their belief in the metallophagic wyrm – a colossal invertebrate that consumes flesh and machinery with equal voracity. Many of the Neophyte Hybrids also wear tabards and robes of scarlet, signifying that they have slaughtered an armed victim on the command of their leader. While this section covers an Acolyte Hybrid of the Rusted Claw, the techniques used are applicable to all of the colour schemes featured in this guide. Using the same methods on all the units that feature in your army will give your force a cohesive appearance that makes them all the more menacing!



Though inherently suited to combat, the armour, fatigues and protective equipment worn by this Neophyte of the Rusted Claw were originally designed for civilian use within the huge mineral mines of the planet Newseam.

PAINTS REQUIRED

UNDERCOAT

Mechanicus Standard Grey Spray

BASE

Abaddon Black	Khorne Red
Averland Sunset	Leadbelcher
Bugman's Glow	Rhinox Hide
Celestra Grey	Screamer Pink
Jokaero Orange	Warplock Bronze
Kantor Blue	

SHADE

Agrax Earthshade
Druchii Violet
Nuln Oil
Seraphim Sepia

DRY

Eldar Flesh
Etherium Blue
Imrik Blue
Wrack White

LAYER

Alaitoc Blue
Evil Sunz Scarlet
Kislev Flesh
Lothorn Blue
Pallid Wych Flesh
Runefang Steel
Skrag Brown
Tau Light Ochre
Troll Slayer Orange
White Scar



There are two methods that can be used to highlight a miniature's raised details. The Acolyte Hybrid pictured above has been finished using the drybrushing technique. Straightforward fast to apply, it makes eye-catching results easy to achieve.



For more precise highlights, carefully apply lighter Layer paints to raised expanses of flesh, armour and clothing, and paint fine lines along the miniature's sharper edges. Both approaches look great, but for a consistent look it's best to opt for one and use it for the whole army.

BASECOATING

After spraying your miniature with an undercoat of Mechanicus Standard Grey, it's time to apply Citadel Base Paints. Delivering bold colours, these provide a solid foundation for the shading and highlighting that follow.

Put a little paint onto your palette, dip your paintbrush into your water pot then draw the brush through your paint to thin it. Load the brush to halfway up its bristles. Apply the paint evenly and in moderation, taking care to reach every nook and cranny. You can apply Base paints in a single coat, but, as you can see here, using two slightly thinned coats will keep the model's details beautifully crisp.



M Base brush

1 After spraying an undercoat of Mechanicus Standard Grey, apply Celestra Grey to the body armour.



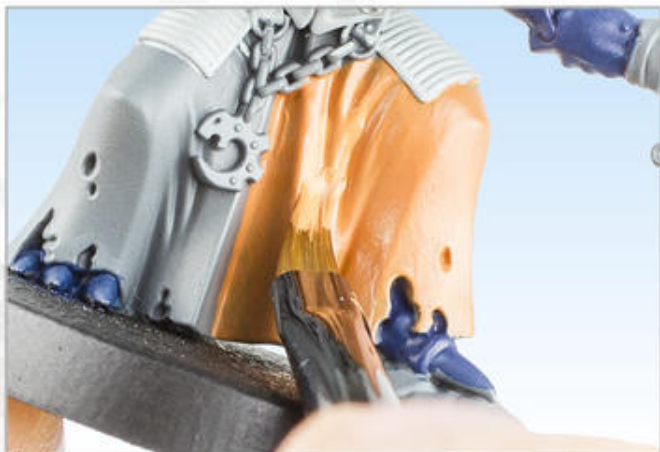
M Base brush

2 Apply Bugman's Glow to the creature's skin – two thinned-down coats will preserve details.



M Base brush

3 Next, paint the arms, legs and other areas of the carapace using Kantor Blue.



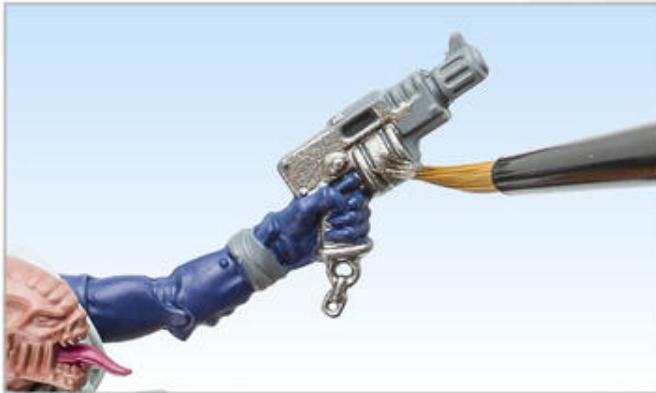
M Base brush

4 Now use Jokaero Orange to paint the orange cloth of the Acolyte Hybrid's robe.



M Layer brush

5 Next, apply Screamer Pink to the Acolyte Hybrid's tongue.



M Layer brush

6 Next, paint the silver-coloured metallic areas of the gun, chain and armour using Leadbelcher.



M Layer brush

7 Apply Warplock Bronze to replicate the brass details on the collar, cult symbol and gun casing.



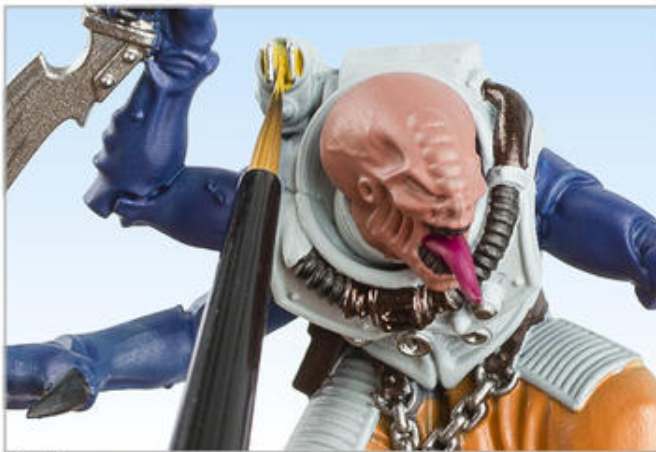
XS Artificer Layer brush

8 Carefully pick out the teeth, claws and nails in Abaddon Black.



M Layer brush

9 Next, apply Rhinox Hide to the leather pouches and the belt.



XS Artificer Layer brush

10 Apply Averland Sunset to the spotlight attached to the backpack.



11 After applying Khorne Red to pick out the eyes and the bindings, the base colours are complete.

SHADING

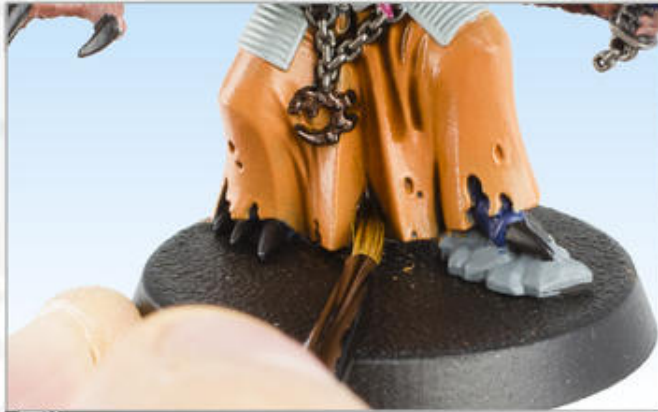
Citadel Shades enhance the impression of depth in recessed details. Shades are applied over the Base colour and coaxed into recesses such as weapon parts, chains, gaps in armour and folds in clothing.

Because these features are tiny, they won't catch the light like their full-sized counterparts would. Effectively, applying shade is like painting on the shadows and darkness. Shades can be applied in a focussed way – for example, around the edges of armour or rivets – or liberally applied all over the area and allowed to run into the cavities moulded into the skin, clothing, weapons and, later, the miniature's base.



M Shade brush

1 Apply Nuln Oil to the blue carapace and silver areas, including the guns and blades.



M Shade brush

2 Paint Agrax Earthshade over all brass metallic areas and into the folds, rips and recesses of the robe.



M Shade brush

3 Coat the body armour and the shoulder-mounted spotlight with Seraphim Sepia.



M Shade brush

4 The final Shade is Druchii Violet, which is used to tint the Acolyte Hybrid's skin.



Once Shades have been applied, always set the model aside and allow it to dry completely before continuing.

DRYBRUSHING

Citadel Dry compounds are applied using a technique called drybrushing. They are used to define the model's raised details and emphasise any texture. Though quick and simple, drybrushing offers highly effective results.

Take a special Citadel Dry brush featuring stiff, flat bristles, and load it as lightly as possible, then skim it rapidly back and forth across the area. The paint will catch on raised details and highlight them. A method used by some hobbyists is to paint the model one area at a time, like the miniature pictured here. So, basecoat, shade and drybrush the armour, then the carapace, and so on.



S Dry brush

- 1 Brush Wrack White across the armour's ribs, not along them, so the paint catches on the raised areas.



S Dry brush

- 2 After applying the Base and Shade colours, drybrush the carapace and arms using Imrik Blue.



S Dry brush

- 3 Drybrush the carapace once more with Etherium Blue, applying the Dry compound more subtly.



S Dry brush

- 4 The final drybrush colour is Eldar Flesh, carefully applied to the face and hands.



Easier than applying layered highlights, careful drybrushing creates an impressive, organic-looking effect.

LAYERING

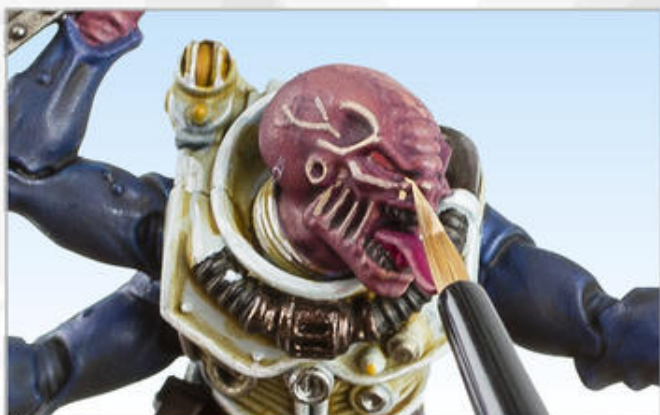
Layering is an alternative method of highlighting raised detail. Citadel Layer paints give the finished miniature impact and realism by brightening up its colour scheme, emphasising detail and mimicking reflections or light.

Layer paints are applied as a solid layer or a highlight. The solid layer is painted onto raised areas, brightening them while leaving the Base and Shade paints visible in the recesses. Highlights are applied to the miniature's extremities and edges to simulate light catching the various surfaces. This often calls for two sets of increasingly fine lines, one of a lighter colour applied on top of a slightly deeper hue, always leaving the outer portion of the first layer visible to create a gentle and natural-looking transition.



M Layer brush

1 Apply fine lines of White Scar along the edges of the plates of body armour.



M Layer brush

2 Focussing on the raised areas of skin, apply Kislev Flesh as shown above.



XS Artificer Layer brush

3 When the Kislev Flesh has dried, apply fine lines of Pallid Wych Flesh to the same raised areas of skin.



XS Layer brush

4 Pick out the edges and details of the carapace using Alaitoc Blue.



XS Layer brush

5 When dry, apply even finer lines of Lothorn Blue to the extreme edges of the Alaitoc Blue areas.



S Layer brush

6 The robe is given an all-over coat of Troll Slayer Orange to create a richer, more intense final colour.



XS Artificer Layer brush

7 Once the robe is dry, paint fine lines of Tau Light Ochre along the edges and the tops of its creases.



XS Artificer Layer brush

8 Now paint fine lines of Runefang Steel to highlight the dagger and the metallic parts of the armour.



XS Artificer Layer brush

9 To finish, apply Skrag Brown to the edges of the leather pouches around the creature's waist.



XS Artificer Layer brush

10 Carefully paint Evil Sunz Scarlet along the edges of the wrist bindings and in the model's eyes.



The use of Layer paints to apply highlights gives the finished miniature a precise, detailed appearance.

BASING

Bases are a key focal point, and the best examples elevate a miniature's appearance from good to great. Available separately, the Sector Imperialis base sets give your Genestealer Cult the ideal dystopian, industrial setting.

While your Genestealer Cult models are supplied with standard bases that look impressive when decorated using a generous coat of Citadel Texture paint, coated with Shade paints and drybrushed, the Sector Imperialis bases are ideal for Genestealer Cult armies. Available in sets that feature an evocative assortment of surfaces redolent of Imperial architecture, these striking bases, painted using this colour scheme, will perfectly complement your army.



L Base brush

1 After applying an undercoat of Mechanicus Standard Grey, paint the top of the base with Incubi Darkness.



M Base brush

2 Using a lightly loaded brush for neatness, apply Balthasar Gold to the raised girder details.



M Shade brush

3 Next, apply an even coat of Agrax Earthshade to the entire top of the base, coaxing it into the recesses.



4 Drybrush the surface with Tyrant Skull – this highlights the texture and creates a realistic finish.



5 Give the base a neat finishing touch by painting the rim with Steel Legion Drab.

PURESTRAIN GENESTEALER

The horrendous culmination of the generations of interbreeding that follow a Genestealer's first infestation of an unspoiled planet, Purestrain Genestealers are as severed from humanity as their Tyranid ancestors.

Purestrain Genestealers are the first to infiltrate a native society. They lay seed to four generations of human-xenos hybrids that culminate in the birth of new Purestrain Genestealers in the fifth generation. A useful way to differentiate between the generations of Purestrains in your collection is to emphasise the Pallid Wych Flesh highlights on the older creatures' skin.



1 Apply Kantor Blue to the carapace, then Warpfiend Grey to the skin and Screamer Pink to the tongue.



2 When dry, apply Nuln Oil to the carapace and Druchii Violet to the skin and tongue.



3 Reapply Kantor Blue, Warpfiend Grey and Screamer Pink to the raised details, avoiding any recessed areas.



4 Now use Alaitoc Blue (carapace), Slaanesh Grey (skin), Pink Horror (tongue), Dark Reaper (claws), Khorne Red (eyes) and Mephiston Red (markings).

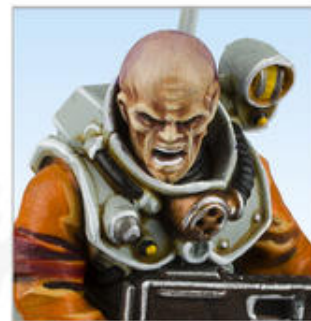


5 Highlight with Lothorn Blue (carapace), Pallid Wych Flesh (skin), Fenrisian Grey (claws), Evil Sunz Scarlet (markings) and Flash Gitz Yellow (eyes).

LIGHT FLESH

Faces are sometimes regarded as one of the toughest painting challenges, and as they are a natural focal point of a miniature, a well-finished face lifts the look of the whole paint job.

Faces can be straightforward if you follow the process described here – taking extra care with the fine highlights on the brow, nose, cheekbones and chin. For crisp results, use a lightly loaded XS Artificer Layer brush on these key details.



1 Apply an undercoat of Corax White Spray.



2 When dry, apply a coat of Kislev Flesh.



3 Now add a coat of Reikland Fleshshade.



4 Apply Druchii Violet, focussing on the face.



5 Reapply Kislev Flesh to the raised areas.

As a general guideline, when painting light-coloured flesh the most natural effects and highlights are achieved by starting with a light basecoat and then gradually deepening the tones before adding lighter final highlights.



6 Pick out the raised detail using Flayed One Flesh.



7 Finish by adding even finer lines of Pallid Wych Flesh.

MARKINGS

Ritual markings are often worn by members of the Genestealer Cults, and are a striking way to add interest and detail to your finished army. For best results, use your smallest brush and practice the design on a piece of paper or scrap sprue before tackling the miniature itself.



1 Using the very tip of a small brush, paint on guide dots using Mephiston Red.



2 Next, add lines of Mephiston Red to form guides that shape the design.



3 Working outwards from the guidelines, widen the design.

DARK FLESH

Your Genestealer Cult miniatures will look even more interesting and dynamic if they're finished with a mix of different fleshtones. These evocative effects can easily be achieved by using the methods described here.

This example looks particularly effective when used either as a contrast against a bright colour scheme such as the Cult Hydraic, or as a complement to the deeper colours of cults such as the Sons of Jormungandr.



1 Undercoat using Chaos Black Spray.



2 Apply a basecoat of Rhinox Hide.



3 Next, apply Nuln Oil in an even, all-over coat.



4 Focussing on the raised features only, reapply Rhinox Hide.



5 Pick out the raised detail using Doombull Brown.

Painting darker flesh calls for almost a reverse of the technique used for light flesh. Begin with a dark undercoat and base colour before gradually applying lighter hues to create effective and eye-catching highlights.



6 Add finer lines of Tuskgor Fur on top of the Doombull Brown.



7 Finish with even finer lines of Cadian Flestone.

MARKINGS

Although this marking looks difficult, applying the design is simple as long as you follow the practice of using dots to mark out the spacings of the coil. Note how the colours of the designs shown here and on the previous page have been chosen to contrast with the flesh colours.



1 Apply guide dots of Celestra Grey to establish the position of the finished design.



2 Use an XS Artificer Layer brush to connect the dots and create the shape.



3 Carefully broaden the shape of the design, then add the extra embellishments.

WEAPONS & METAMORPHS

LASH WHIP



1 First, spray the whip with Chaos Black.



2 Apply Screamer Pink, and use Khorne Red for the handle.



3 Paint the whip Druchii Violet, and the handle Nuln Oil.



4 Reapply the red and pink base paints to the raised details.



5 Add fine lines of Pink Horror and Evil Sunz Scarlet.



6 Apply even finer lines of Kislev Flesh and Fire Dragon Bright.

HEAVY ROCK SAW



1 Over Chaos Black Spray, apply Leadbelcher to the steel areas, Warplock Bronze to brass, Jokaero Orange to the fuel tank and Averland Sunset to the front of the blade's shield.



2 Allow the basecoats to dry thoroughly, then coat the silver areas with Nuln Oil. Apply Agrax Earthshade to the brass details and the fuel tank.



3 Brighten the colour of the fuel tank by painting the area with Troll Slayer Orange. Apply diagonal lines of Abaddon Black to create the chevrons on the blade's shield.



4 Carefully paint scratches of Runefang Steel on the edges of all metallic areas. Highlight the tank with Fire Dragon Bright, and use Fenrisian Grey to give a worn look to the shield's chevrons.

BONESWORD



1 First, paint the bonesword using Abaddon Black.



2 Apply lines of Dark Reaper to the edges of the blade.



3 Lastly, add fine line highlights of Fenrisian Grey.

HEAD



1 Spray with Mechanicus Standard Grey.



2 Apply a layer of Warpfiend Grey.



3 Shade with Druchii Violet.



4 Repaint raised areas with Warpfiend Grey.



5 Apply fine lines of Slaanesh Grey.



6 Add still-finer lines of Pallid Wych Flesh.



BRAIN



1 Paint the brain and tongue Screamer Pink.



2 Shade these details using Druchii Violet.

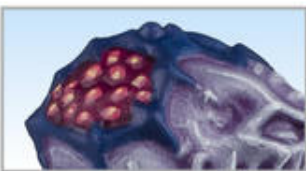


3 Apply Pink Horror to the brain's detail.



4 Lastly, add touches of Kislev Flesh.

CARAPACE



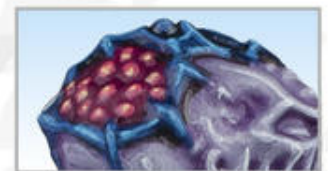
1 Apply Kantor Blue to the carapace.



2 Shade with an even coat of Nuln Oil.



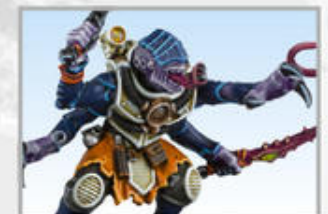
3 Apply Alaitoc Blue to the details.



4 Add lines of Lothorn Blue.

METAMORPH COLOURS

The colours used here for the carapace, violet-hued flesh, brain and livid tongue are shared by all of the Genestealer Cults, so it's well worth taking a little time to perfect the technique before you apply it to your own alien army.



THE PATRIARCH

The hissing, vicious apex of a Genestealer Cult, the Patriarch is both its founder and one of its most lethal assets.

Of petrifying stature and strength, the Patriarch towers over men and can tear even vehicles apart with tooth and claw. Painting this army centrepiece is a highly enjoyable project, as it allows you to showcase many of the techniques detailed in this guide.

CARAPACE



1 Begin by applying a basecoat of Kantor Blue.



2 Apply an even coat of Nuln Oil Shade paint, and let it dry.



3 Reapply Kantor Blue, focussing on the raised areas only.



4 Paint the edges of the segments using Alaitoc Blue.



5 Finish by applying even finer lines of Lothorn Blue.

FLESH



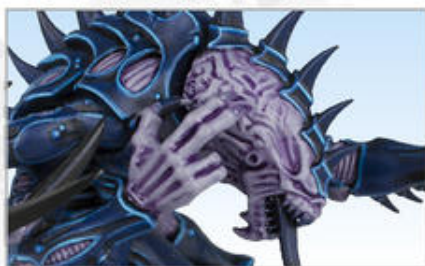
1 This skin was basecoated with Daemonette Hide.



2 Carefully apply a layer of Warpfiend Grey.



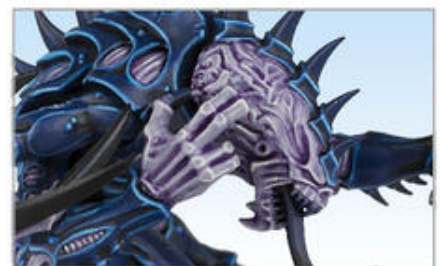
3 Next, add a coat of Druchii Violet Shade paint.



4 Reapply Warpfiend Grey, focussing on the raised details.



5 Using Slaanesh Grey, apply fine lines to the same raised details.



6 To finish, apply even finer lines of Pallid Wych Flesh.

TONGUE



1 Apply a basecoat of Screamer Pink.



2 Shade the entire area using Druchii Violet.



3 Reapply Screamer Pink to raised areas.



4 Paint the raised details with Pink Horror.



5 Add fine highlights of Kislev Flesh.

CLAWS



1 Paint the claws with Abaddon Black.



2 When dry, apply fine lines of Dark Reaper.



3 Finish with finer lines of Fenrisian Grey.

EYES



1 Paint the eyes using Mephiston Red.



2 Apply fine dots of Flash Gitz Yellow.

PIPE



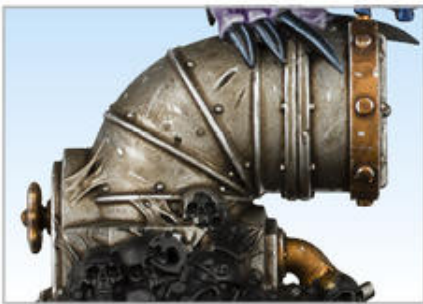
1 Basecoat the pipe using Leadbelcher.



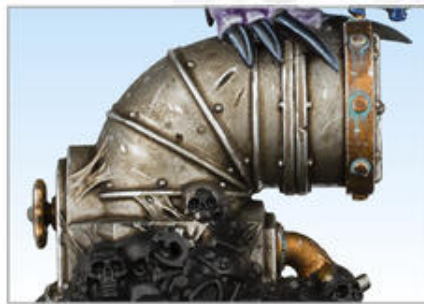
2 Paint the coupling, valve and small pipe Retributor Armour.



3 Apply an even coat of Agrax Earthshade.



4 Highlight the raised details using Runefang Steel.



5 Finally, apply Nihilakh Oxide to replicate corrosion.

SLIME



Apply Ulthuan Grey, then Coelia Greenshade. Tidy with Ulthuan Grey and add White Scar to raised details.

SKULLS



1 First, paint the skulls with Rakarth Flesh.



2 Apply an even coat of Seraphim Sepia.



3 Reapply Rakarth Flesh – avoid recesses.



4 Apply Pallid Wych Flesh to raised areas.



5 Add fine lines of White Scar as highlights.


THE PAUPER PRINCES

Such is the wretched squalor found among the immense salt mines of Chancer's Vale that the workforce embraced the cult of the Pauper Princes without coercion. Offering an escape from their slavish lives, the cult soon amassed a vast and fearsome army of devotees, all mindlessly bound to the savage will of their Patriarch, the Star Saviour.




THEY WHO DESPISE ALL WEALTH

This scheme is applied over Corax White Spray, as this ensures that the miniature's final colours are vivid and eye-catching. Apply the Base paints listed below, followed by the three Shade paints, which emphasise the miniature's recessed details. Neophyte miniatures feature lots of nooks and crannies, so when applying the Shades, make sure that the colour settles in all of the cavities – just remember to use a dry brush to 'mop up' any areas where too much has collected. Allow the Shade to dry thoroughly before brightening and highlighting the model's details, either by drybrushing with compounds or highlighting with Layer paints to achieve a sharp finish.



BASE



SHADE

**SELECT
Dry
OR
Layer**

*Undercoat with
Corax White Spray.*

*Tunic: Mephiston Red
Trousers: Mechanicus Standard Grey
Silver: Leadbelcher
Black Leather: Abaddon Black
Brown Leather: Rhinox Hide
Skin: Bugman's Glow
Brass: Balthasar Gold
Blue Cloth: Stegaddon Scale Green*

*Armour, Rubber, Tunic, Trousers
& Brass: Agrax Earthshade
Silver, Black Leather, Brown Leather
& Blue Cloth: Nuln Oil
Skin: Druchii Violet*

DRY



*Armour & Rubber: Wrack White
Silver & Brass: Necron Compound
Black Leather: Dawnstone
Skin: Eldar Flesh*



Mounted on a Sector Imperialis base, this cultist menacingly stalks the urban wasteland. Visually striking, these bases are simple to decorate and are perfectly suited to Genestealer Cults miniatures.

PAINTS REQUIRED

UNDERCOAT

Corax White Spray

BASE

Abaddon Black
Balthasar Gold
Bugman's Glow
Leadbelcher
Mechanicus
Standard Grey

Mephiston Red
Rhinoc Hide
Stegadon Scale
Green

SHADE

Agrax Earthshade
Druchii Violet
Nuln Oil

DRY

Dawnstone
Eldar Flesh
Necron Compound
Wrack White

LAYER

Cadian Fleshtone
Dawnstone
Evil Sunz Scarlet
Fire Dragon Bright
Gorthor Brown
Kislev Flesh

Runefang Steel
Sotek Green
Temple Guard Blue
Ulthuan Grey
White Scar

LAYER 1



*Armour & Rubber: Ulthuan Grey
Tunic: Evil Sunz Scarlet
Black Leather: Dawnstone
Brown Leather: Gorthor Brown
Skin: Cadian Fleshtone
Blue Cloth: Sotek Green*

LAYER 2



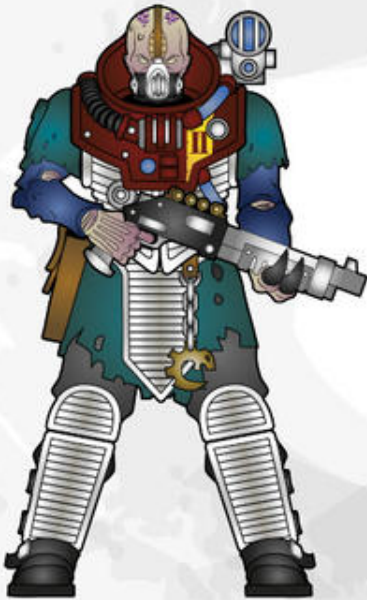
*Armour & Rubber: White Scar
Tunic: Fire Dragon Bright
Silver & Brass: Runefang Steel
Skin: Kislev Flesh
Blue Cloth: Temple Guard Blue*



Used in many tabletop armies, 'spot colours' are a great way to link your warriors together. The technique works best with a bright colour used sparingly on each model. Here, the blue of the cultist's armband can be replicated on small details throughout the collection to create a sense of coherency.


THE BLADED COG






Slinking from the bowels of a cargo vessel, the Purestrain Genestealer that made its way to Feinminster Gamma would go on to be revered as a saviour. Spurred into revolt by a Cult Mechanicus expedition to harvest their bio-electricity, the planet's inhabitants flocked to a new and even harsher enslavement – as broodkin of the Bladed Cog.



FAITH MAKES FEAR

With dark reds that echo the Martian forge temples contrasting with oceanic blue-green hues, this is a dramatic scheme that works best when applied over a Chaos Black undercoat. Spray the paint in short bursts, ensuring complete coverage. Next, the Base paints are applied. Be careful when painting the knee pads, as any stray paint will show up on the much darker fatigues – but you can use Incubi Darkness to cover up any mistakes. Apply Shades in moderation to bring out the detail, drying the brush and removing any excess with its bristles. Lastly, highlight raised details by applying both stages of Layer paints, or the Dry compounds listed opposite.



	 BASE	 SHADE
		
<p><i>Undercoat with Chaos Black Spray.</i></p>	<p><i>Red Armour: Khorne Red</i> <i>Rubber: Celestra Grey</i> <i>Fatigues: Incubi Darkness</i> <i>Silver: Leadbelcher</i> <i>Brown Leather: Rhinox Hide</i> <i>Skin: Bugman's Glow</i> <i>Brass: Balthasar Gold</i> <i>Bindings: Zandri Dust</i></p>	<p><i>Red Armour, Fatigues, Silver, Brass & Leather: Nuln Oil</i> <i>Rubber & Bindings: Agrax Earthshade</i> <i>Skin: Druchii Violet</i></p>

DRY



*Fatigues: Hellion Green
Red Armour: Astorath Red
Silver: Necron Compound
Skin: Eldar Flesh
Rubber: Wrack White*



As you can see above, drybrushing can achieve outstanding results. Applied using an S Dry brush for accuracy, it's a time-saving technique. So, if you like to put a lot of models on the table fast, it might well be the method for you.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Balthasar Gold
Bugman's Glow
Celestra Grey
Incubi Darkness
Khorne Red

Leadbelcher
Rhinoc Hide
Zandri Dust

SHADE

Agrax Earthshade
Druchii Violet
Nuln Oil

DRY

Astorath Red
Eldar Flesh
Hellion Green
Necron Compound
Wrack White

LAYER

Cadian Flestone
Dawnstone
Evil Sunz Scarlet
Gorthor Brown
Kabalite Green
Kislev Flesh
Pallid Wych Flesh

Runefang Steel
Sybarite Green
Ulthuan Grey
Ushabti Bone
White Scar
Wild Rider Red

LAYER 1



*Red Armour: Evil Sunz Scarlet
Rubber: Ulthuan Grey
Fatigues: Kabalite Green
Black Leather: Dawnstone
Brown Leather: Gorthor Brown
Skin: Cadian Flestone
Bindings: Ushabti Bone*

LAYER 2



*Red Armour: Wild Rider Red
Rubber: White Scar
Fatigues: Sybarite Green
Silver: Runefang Steel
Skin: Kislev Flesh
Bindings: Pallid Wych Flesh*



The human-like fleshtones featured on this cultist were created by applying two diluted layers of Cadian Flestone. Each coat was thinned at a 2:1 ratio of paint to Lahmian Medium, and applied only when the underlying paint was fully dry.

THE BLESSED WORMLINGS




By sustaining themselves solely on grubs and leeches scraped from the grave-strewn soil of Masuchi Parr, the Blessed Wormlings seek to honour the Star Emperor with their lowliness. However, the divinity they worship is no living god of humanity but the Great Devourer, the Tyranid beast that longs to gorge itself on all mankind.



ANNELID ANNIHILATORS

Begin this colour scheme by applying Mechanicus Standard Grey Spray. This not only makes for a useful shortcut, eliminating the need to apply a basecoat to the warrior's fatigues, but also provides the ideal foundation for the brown, grey and beige mid-tone hues that feature throughout this earthy and evocative livery. Apply the Base colours in two coats, thinning the paint down at a ratio of three parts paint to one part water. Follow this with the Shade paints, ensuring that they reach the recesses, before adding Layer or Dry paints to the raised details. It's worth noting that this scheme benefits particularly from precise, sharp highlights at the Layer 2 stage – so use your smallest brush and go carefully.



	BASE	SHADE
		
<i>Undercoat with Mechanicus Standard Grey Spray.</i>	<i>Armour: Zandri Dust Rubber: Incubi Darkness Red Cloth & Details: Khorne Red Silver: Leadbelcher Dark Brown Leather: Rhinox Hide Light Brown Leather: Mournfang Brown Skin: Ratskin Flesh Brass: Balthasar Gold</i>	<i>Armour & Skin: Reikland Fleshshade Rubber, Dark Brown Leather, Brass, Red Cloth & Details: Nuln Oil Fatigues, Silver, Light Brown Leather: Agrax Earthshade</i>

DRY



*Armour: Tyrant Skull
Rubber: Hellion Green
Fatigues: Dawnstone
Silver: Necron Compound
Skin: Eldar Flesh*



Martian Ironearth is the perfect Texture paint for this scheme, as it captures the look of this cult's barren yet mineral-rich planet perfectly. The paint is applied in one generous coat, which cracks and fissures as it dries.

PAINTS REQUIRED

UNDERCOAT

Mechanicus Standard Grey Spray

BASE

Balthasar Gold
Incubi Darkness
Khorne Red
Leadbelcher

Mournfang Brown
Ratskin Flesh
Rhinox Hide
Zandri Dust

SHADE

Agrax Earthshade
Nuln Oil
Reikland Fleshshade

DRY

Dawnstone
Eldar Flesh
Hellion Green
Necron Compound
Tyrant Skull

LAYER

Cadian Fleshtone
Dawnstone
Gorthor Brown
Kabalite Green
Kislev Flesh
Pallid Wych Flesh
Runefang Steel

Skrag Brown
Sybarite Green
Ushabti Bone
Wazdakka Red
Wild Rider Red
Zamesi Desert

LAYER 1



*Armour: Ushabti Bone
Rubber: Kabalite Green
Red Cloth & Details: Wazdakka Red
Fatigues: Dawnstone
Dark Brown Leather: Gorthor Brown
Light Brown Leather: Skrag Brown
Skin: Cadian Fleshtone*

LAYER 2



*Armour: Pallid Wych Flesh
Rubber: Sybarite Green
Red Cloth & Details: Wild Rider Red
Silver & Brass: Runefang Steel
Light Brown Leather: Zamesi Desert
Skin: Kislev Flesh*



In this colour scheme, Agrax Earthshade was used to shade the metallic paints, rather than Nuln Oil. This creates an oily, grimy look that helps make the model look like it's from an arid industrial world. Painting themes such as this can give your army a really strong visual narrative.

SONS OF JORMUNGANDR

The Sons of Jormungandr are concealed within the lonely space stations that span the Black Nebula. Sly and covert, they crept through the web of these isolated bases, rapidly infecting the doomed crews. Now they muster in strength, waiting for their parent hive fleet to reclaim their Patriarch and tear the entire nebula asunder.



THE INSIDIOUS SONS

Although it appears intricate, the Sons of Jormungandr's striking scheme is in reality quite straightforward to achieve. Undercoat using Chaos Black Spray, as this gives the body armour an instant basecoat, and provides shading beneath the brighter colours. Add Base paints, followed by the Shade colours, concentrating on the recesses. Finally, apply highlights using either Dry or Layer paints. If you choose to use the layering technique, you will find that the final stage requires the use of Technical paints rather than Layer paints. The Druchii Violet, thinned with an equal amount of Lahmian Medium, creates a convincing alien skin effect, while Waystone Green over silver can be used to detail any kind of glowing lens.

SELECT
Dry
OR
Layer

BASE

SHADE



*Undercoat with
Chaos Black Spray.*



*Fatigues: Averland Sunset
Silver: Leadbelcher
Brown Leather: Mournfang Brown
Skin: Rakarth Flesh
Brass: Balthasar Gold*



*Fatigues: Fuegan Orange
Silver, Brass & Brown Leather:
Agrax Earthshade
Skin: Reikland Fleshshade*

DRY



Armour, Silver & Brass:
Necron Compound
Fatigues: Hexos Palesun
Black Leather: Hoeth Blue
Skin: Eldar Flesh



Silver is used to highlight the armour, giving it a worn, metallic appearance that not only ties in with the industrial theme of the cult, but counterbalances the matte effect of the bright orange fatigues.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Averland Sunset
Balthasar Gold
Leadbelcher
Mournfang Brown
Rakarth Flesh

SHADE

Agrax Earthshade
Fuegan Orange
Reikland Fleshshade

DRY

Eldar Flesh
Hexos Palesun
Hoeth Blue
Necron Compound

LAYER

Deathclaw Brown Thunderhawk Blue
Pallid Wych Flesh Yriel Yellow
Stormhost Silver

TECHNICAL

Lahmian Medium
Waystone Green

LAYER 1



Armour, Silver, Brass & Lenses:
Stormhost Silver
Fatigues: Yriel Yellow
Black Leather: Thunderhawk Blue
Brown Leather: Deathclaw Brown
Skin: Pallid Wych Flesh

TECHNICAL



Skin: Druchii Violet & Lahmian Medium (50/50 mix)
Lenses: Waystone Green



Instead of painting fine highlights on the extreme edges of the miniature's armour and weapon, Layer paints are used to add scratches and chips to these areas. While these are easier to apply than precise edge highlights, best results are still achieved by working carefully and building up the effect gradually.






CULT OF THE FOUR-ARMED EMPEROR

Wearing the blue and grey of the Great Pit Mining Corps, the human origins of the Cult of the Four-armed Emperor are clear. Now, embellished with the blood-red of their brood, the cult's ranks have swelled to staggering levels. Even the Deathwatch Space Marines – dedicated xenos-killers – have so far failed to eradicate them.



SUBTERREANEAN TERROR

Begin this scheme by undercoating with Mechanicus Standard Grey Spray, which also provides the body armour with its basecoat. Follow the undercoat with the Base paints listed below. Basecoating as neatly as you can is always a good habit, especially where the colours border a sprayed basecoat, which is more difficult to tidy up if you make a mistake. Next – and slightly unusually – the first set of Layer paints is then applied (whether you are highlighting with Layer paints or Dry paints), providing a solid and vibrant foundation for the Shade paints that follow. Apply the Shade paints as normal, and then highlight the model using either the Dry paints or the Layer 2 paints stage, as shown below.

	 BASE	 LAYER 1
		
<p><i>Undercoat with Mechanicus Standard Grey Spray.</i></p>	<p><i>Rubber & Black: Abaddon Black</i> <i>Fatigues: Stegadon Scale Green</i> <i>Silver: Leadbelcher</i> <i>Brown Leather: Mournfang Brown</i> <i>Skin: Bugman's Glow</i> <i>Red Details: Khorne Red</i> <i>Brass: Warplock Bronze</i> <i>Lamp: Ceramite White</i></p>	<p><i>Armour: Dawnstone</i> <i>Fatigues: Thunderhawk Blue</i> <i>Skin: Cadian Fleshtone</i> <i>Brass: Brass Scorpion</i></p>

DRY



*Armour: Longbeard Grey
Rubber & Black: Dawnstone
Fatigues: Stormfang
Silver: Necron Compound
Red Details: Astorath Red
Skin: Eldar Flesh
Brown Leather: Golgfag Brown*



When painting a colour scheme composed predominantly of darker hues, using lighter tones to decorate the base will give the model extra visual impact. The same is true in reverse – a lighter colour scheme will benefit from a darker base.

PAINTS REQUIRED

UNDERCOAT

Mechanicus Standard Grey Spray

BASE

Abaddon Black
Bugman's Glow
Ceramite White
Khorne Red
Leadbelcher

Mournfang Brown
Stegadon Scale
Green
Warplock Bronze

SHADE

Agrax Earthshade
Casandora Yellow
Druchii Violet
Nuln Oil

DRY

Astorath Red
Dawnstone
Eldar Flesh
Golgfag Brown

Longbeard Grey
Necron Compound
Stormfang

LAYER

Administratum Grey
Balor Brown
Brass Scorpion
Cadian Flestone

Dawnstone
Kislev Flesh
Runefang Steel
Thunderhawk Blue
Wild Rider Red

SHADE



*Armour, Brown Leather & Brass:
Agrax Earthshade
Fatigues, Silver & Red Details:
Nuln Oil
Skin: Druchii Violet
Lamp: Casandora Yellow*

SELECT
Dry
OR
Layer

LAYER 2



*Armour: Administratum Grey
Fatigues, Rubber & Black: Dawnstone
Silver & Brass: Runefang Steel
Brown Leather: Balor Brown
Skin: Kislev Flesh
Red Details: Wild Rider Red*



Overuse of 'cold' tones can diminish the look of a miniature. By painting specific details in brighter, warmer colours, the scheme retains its contrast and interest. Here, the vibrant yellow lamp, crimson bindings and brass gunstock are the perfect counterbalance to the industrial blues and greys.




THE HIVECULT

Compelled by unthinking servility, members of the aggressive Hivecult garb themselves in bone and violet hues reminiscent of Hive Fleet Leviathan. In contrast are the industrial black of their rubber armour and the chemical blue-green of their upper plate, which point to their origins on the pollution-scarred planet of New Gidlam.



THE RUINOUS SWARM

With its predominantly darker colours, this scheme is applied over an undercoat of Chaos Black Spray. The following sequence is slightly unusual, in that the Layer 1 paints are used before the Shades. This early application of Layer 1 paints, applied directly over the basecoat, creates a rich and vivid effect that makes for a dramatic finished miniature. Next, the Shade paints are applied and then highlights added to the raised details in the conventional manner, using either the drybrushing or layering technique. Note that the Druchii Violet in the Shade stage is applied predominately over the face, leaving the top of the head pale to imbue the miniature with a convincingly alien appearance.

	BASE	LAYER 1
		
<i>Undercoat with Chaos Black Spray.</i>	<i>Armour & Carapace Arms: Incubi Darkness Magenta Cloth: Screamer Pink Fatigues: Zandri Dust Silver: Leadbelcher Brown Leather: Rhinox Hide Skin: Daemonette Hide Green Details: Waaagh! Flesh Brass: Balthasar Gold</i>	<i>Armour: Kabalite Green Fatigues: Ushabti Bone Skin: Slaanesh Grey Green Details: Warpstone Glow Brass: Brass Scorpion</i>

DRY



Armour: Hellion Green
Skin: Eldar Flesh
Silver & Brass: Necron Compound
Carapace Arms: Imrik Blue
Rubber & Black: Dawnstone
Fatigues: Terminatus Stone



With its violet flesh and blue chitin, this miniature is clearly a third-generation cultist. Its alien appearance provides the perfect opportunity to try out different techniques and experiment with alternative colours.

PAINTS REQUIRED

UNDERCOAT

Chaos Black Spray

BASE

Balthasar Gold
Daemonette Hide
Incubi Darkness
Leadbelcher

Rhinoc Hide
Screamer Pink
Waaagh! Flesh
Zandri Dust

SHADE

Agrax Earthshade
Biel-Tan Green
Coelia Greenshade

Druchii Violet
Nuln Oil
Seraphim Sepia

DRY

Dawnstone
Eldar Flesh
Hellion Green

Imrik Blue
Necron Compound
Terminatus Stone

LAYER

Brass Scorpion
Dawnstone
Emperor's
Children
Gorthor Brown
Kabalite Green
Kislev Flesh
Moot Green

Runefang Steel
Screaming Skull
Slaanesh Grey
Sotek Green
Sybarite Green
Ushabti Bone
Warpstone Glow

SHADE



Armour, Brown Leather & Magenta Cloth: Nuln Oil
Fatigues: Seraphim Sepia
Silver & Brass: Agrax Earthshade
Skin: Druchii Violet
Green Details: Biel-Tan Green
Carapace Arms: Coelia Greenshade

SELECT
Dry
OR
Layer

LAYER 2



Armour: Sybarite Green
Rubber & Black Leather: Dawnstone
Magenta Cloth: Emperor's Children
Fatigues: Screaming Skull
Silver & Brass: Runefang Steel
Brown Leather: Gorthor Brown
Skin: Kislev Flesh
Green Details: Moot Green
Carapace Arms: Sotek Green



They may be hybrids, but your models won't benefit from cross-contaminated basecoat colours. Ensure your brush is scrupulously clean when switching from one to the next to avoid tainting the different hues. Many hobbyists reserve separate brushes for applying metallic-coloured paints.

THE CULT HYDRAIC






For centuries, the grimy docks of Vigilance Quadrex have been the home port to countless rust-peppered freighters. Outwardly, the plodding cargo hulks plied a mundane trade across the vast Segmentum Pacificus. Yet, deep within their holds, the Purestrain Genestealers of Cult Hydraic were secreted in their thousands – a lethal export indeed.



FAR-FLUNG BROODKIN

A high-contrast colour scheme of both vibrant and darker hues, this livery works best over the neutral tones of a Mechanicus Standard Grey undercoat. As always, and particularly with vivid schemes like this, the secret behind a really impressive finished army is to paint as neatly as you can throughout each stage, making sure that the paintbrush is cleaned thoroughly before switching from one colour to the next. Start with Base paints, ensuring that the areas of contrasting orange and blue are firmly defined. Move on to the Shade paints, which have been chosen to give the model a dingy, industrial appearance. Then add highlights, using either the layering or drybrushing technique.



	 BASE	 SHADE
		
<i>Undercoat with Mechanicus Standard Grey Spray.</i>	<i>Armour & Bindings: Rakarth Flesh</i> <i>Rubber & Black: Abaddon Black</i> <i>Fatigues: Jokaero Orange</i> <i>Blue Cloth: The Fang</i> <i>Silver: Leadbelcher</i> <i>Brown Leather: Rhinox Hide</i> <i>Skin: Bugman's Glow</i> <i>Blue Details: Caledor Sky</i> <i>Carapace Arms: Kantor Blue</i> <i>Brass: Warplock Bronze</i>	<i>Armour: Reikland Fleshshade</i> <i>Fatigues: Fuegan Orange</i> <i>Blue Cloth: Agrax Earthshade</i> <i>Silver, Brown Leather, Blue Details, Carapace Arms & Brass: Nuln Oil</i> <i>Skin: Druchii Violet</i>

DRY



*Armour: Tyrant Skull
Rubber & Black: Dawnstone
Fatigues: Kindleflame
Silver & Brass: Necron Compound
Carapace Arms: Imrik Blue
Skin: Eldar Flesh*



Some Neophytes are blessed with partial Genestealer anatomy, as shown on this model. If you're modelling a different cult, you can paint the carapace as shown here, but substitute your cult's armour colours.

PAINTS REQUIRED

UNDERCOAT

Mechanicus Standard Grey Spray

BASE

Abaddon Black	Kantor Blue
Bugman's Glow	Leadbelcher
Caledor Sky	Rakarth Flesh
The Fang	Rhinox Hide
Jokaero Orange	Warlock Bronze

SHADE

Agrax Earthshade	Nuln Oil
Druchii Violet	Reikland
Fuegan Orange	Fleshshade

DRY

Dawnstone	Kindleflame
Eldar Flesh	Necron Compound
Imrik Blue	Tyrant Skull

LAYER

Administratum Grey	Fire Dragon Bright
Alaitoc Blue	Kislev Flesh
Balor Brown	Lothorn Blue
Blue Horror	Pallid Wych Flesh
Cadian Flestone	Runefang Steel
Dawnstone	Russ Grey
Doombull Brown	Screaming Skull
Fenrisian Grey	Troll Slayer Orange

LAYER 1



*Armour: Screaming Skull
Rubber & Black: Dawnstone
Fatigues: Troll Slayer Orange
Blue Cloth: Russ Grey
Brown Leather: Doombull Brown
Skin: Cadian Flestone
Carapace Arms & Blue Details:
Alaitoc Blue*

LAYER 2









*Armour: Pallid Wych Flesh
Rubber & Black: Administratum Grey
Fatigues: Fire Dragon Bright
Blue Cloth: Fenrisian Grey
Silver & Brass: Runefang Steel
Brown Leather: Balor Brown
Skin: Kislev Flesh
Blue Details: Blue Horror
Carapace Arms: Lothorn Blue*



Every base is a focal point, but a good base should complement rather than dominate the miniature. Here, the texture has been drybrushed with the same Dawnstone compound used for the rubber armour and black boots, providing a subtle link between the figure and its environment.

FAVOURITE PAINT COMBINATIONS

The Citadel Paint System takes the guesswork out of great painting. At its heart are a range of premium water-based acrylic colours that are designed to be used in a set sequence for impressive results. This chart includes some common combinations used when painting Genestealer Cults miniatures, and makes for a handy at-a-glance guide.

	OR			
	BASE	SHADE	DRY	LAYER 1 LAYER 2
BRASS	 Balthasar Gold	 Agrax Earthshade	 Necron Compound	 Runefang Steel N/A
PURPLE SKIN	 Daemonette Hide	 Druchii Violet	 Slaanesh Grey	 Warpfend Grey  Slaanesh Grey
CARAPACE	 Kantor Blue	 Nuln Oil	 Imrik Blue	 Alaitoc Blue  Lothorn Blue
SILVER	 Leadbelcher	 Nuln Oil	 Necron Compound	 Runefang Steel N/A
BLACK	 Abaddon Black	 Nuln Oil	 Dawnstone	 Dark Reaper  Fenrisian Grey
RED	 Mephiston Red	 Agrax Earthshade	 Astorath Red	 Evil Sunz Scarlet  Fire Dragon Bright

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