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INTRODUCTION

The Dark Eldar are nightmarish piratical raiders. Cruel and rapacious, they emerge from the hidden city of Commorragh to murder and enslave, feeding off the pain of others to invigorate their own atrophied souls.

Many factions inhabit the Dark City, countless competing power-bases entwined about one another like a nest of serpents. Kabals, Wych Cults and Haemonculus Covens all vie for power and influence, each exhibiting their own unique styles of warfare and intrigue. Some will fight their battles by stealth, relying upon the poisoned chalice or slinking assassin to remove obstacles from their path. Others prefer overt action, commanding respect through fear of the violence they can unleash. Whatever their preference, every self-respecting faction in the Dark City must maintain its own body of warriors, or else face swift annihilation at the hands of their peers.

RAIDING PARTIES
Each force of Dark Eldar that raids realspace is different, its composition and appearance driven by the whims of its leaders and the warriors that fill its ranks. All utilise hurting, blade-hulled craft to deliver their forces into battle, but after that they diverge. Where a Haemonculus Coven buries its foes beneath a deluge of shambling horrors, a Kabal will instead trap them between fast-moving bands of Warriors whose firepower leaves little but corpses in its wake. Each force has its own distinct feel, and some examples are presented in the following pages.

HOW THIS PAINTING GUIDE WORKS
Raiders of Commorragh presents four collections that each showcase one of the many and inventive ways in which the Dark Eldar make war. Each is presented with expanded background, details on colour schemes and iconography, and an in-depth examination of the squads and vehicles that make up the collection. Two collections demonstrate how different Kabals can be constructed and themed, while the other two showcase a Wych Cult and a Haemonculus Coven respectively. Following these collections you will find stage-by-stage painting guides showing you how to paint the models for each of these collections, and enabling you to bring them to life on the tabletop.
KABAL OF THE FLAYED SKULL
SCOURGE OF THE SKIES

To call the Dark City vast would be like saying the Imperium is populous – an understatement on a laughably grand scale. Just as Commorragh is immense beyond imagining, so its districts are impossibly varied and their denizens no less so. Kabals of every stripe see through the Dark City, their warring craft spiralling through the skies while their murderous warriors prowl the twisted streets.

Most Kabals possess some specialist area of warfare for which they are noted. The Kabal of the Boiling Blood, for example, is known for the use of especially deadly poisons, whilst the Kabal of the Bladed Sun favours overwhelming firepower. However, in the field of aerial warfare there are none that can match the Kabal of the Flayed Skull.

This Kabal’s ruler, Archon Vraesque Malidrach, was once a notorious Reaver death racer. Malidrach survived over one hundred races in the laserloop of Khad Metrul – the Bitterspire – and made a name for himself as a vicious competitor. Eventually, Vraesque the Reaver used his riches and fame to buy, bully or steal the allegiance of sufficient Kabalite followers to make himself Vraesque the Archon. With this, the Kabal of the Flayed Skull was born.

UNASSAILABLE MIGHT

Since its inception, this Kabal has grown at an impressive rate. In terms of sheer logistical strength, the Flayed Skull is said to be second only to Asdrubael Vect’s Kabal of the Black Heart. In the centuries since Vraesque first formed his Kabal, its victories have far outnumbered its defeats.

This is thanks in no small part to Vraesque’s incredible reactions, lightning-fast tactical mind and killer instincts. The Archon has never allowed the skills learned as a Reaver to dull with disuse. Surrounding himself with similarly quick-witted lieutenants has ensured that the Kabal of the Flayed Skull never finds itself ambushed, trapped or outmanoeuvred. It does not take great imagination to see how this proves invaluable to a Kabal in a city where most killing blows are struck from behind.

Archon Vraesque also favours overwhelming airborne strength in battle. As such, his Kabal maintains mercenary contracts with an unprecedented number of Razorwing Jetfighter pilots and Voidraven Bomber crews. Furthermore, Malidrach puts great stock in the winged Scourges, and rarely goes to battle without at least one band of these altered warriors in his pay. When the Kabal of the Flayed Skull launches a raid, it fills the skies with screaming flocks of death-dealers, each vying for the murderous honour of claiming first blood.

The Kabal of the Flayed Skull has countless outposts and hideaways scattered throughout Commorragh, from the dubious gambling dens of the Sprawlgastric of Heng Khestuul, to hidden aerial platforms concealed in the Shadowcloudfall Abyss. However, the heart of the Kabal’s holdings, and the personal seat of power of Archon Malidrach himself, is the towering armoured eyrie known as the Poisoned Crown.

Inaccessible by any means other than flight, the Poisoned Crown towers above its surrounding districts. Bursting from the ground around its base comes an insane network of pipes both metallic and organic. This tentacular tangle winds its way up the outside of the spire, making it appear as though the fortress is under attack by some promethean beast.

Finally, having squirmed their way up past countless weapon-blisters, torture galleries and aircraft hangars, the pipes reach the summit of the Poisoned Crown. Here, they grope skywards in a madman’s idea of a regal cirlet. The pipes, issuing all the way from the laboratories of the Haemonculi, vent a constant stream of toxic fog. They wreath the crest of the Kabal’s lair in the vile miasma that gives the place its name; above which looms a statue of Vraesque himself.

Runes of Flaying

The vehicles of the Flayed Skull are decorated with runes that echo the flesh hooks and flaying knives symbolic of their Kabal.
FROM ON HIGH

When the Kabal of the Flayed Skull goes to war, it strikes from the skies with furious purpose. The first priority is to establish air superiority, for Archon Vraesque will brook no threat to the movement of his raiding party. To this end, a Flayed Skull raid will be heralded by hurtling aircraft that concentrate on eliminating all enemy air power. Behind these planes come the Kabal’s Raiders, Ravagers and Venoms, their weapons spitting fury as they knock out any targets that the Razorwing Jetfighters and Voidraven Bombers have missed.

There have been occasions when Flayed Skull raids have remained airborne right up until the last moment, the Kabal’s infantry barely setting foot on enemy soil. Certainly the warriors of the Kabal like to brag of such victories, and tales of battles such as the Morresii Ambush and the attack on Thrandium have spread throughout Kommorragh.

However, sometimes the prey may need to be rooted out of established defences, or ground-based objectives may need to be captured – however temporarily – to ensure force fields are lowered, air defences crippled or whatever else. In such instances, the Kabal of the Flayed Skull will deploy its infantry forces in strength, backing them with mercenary killers such as Scourges and Mandrakes, whose unique skills ensure the attack does not lose momentum.

Throughout these manoeuvres, the Kabal’s aircraft will continue to criss-cross the skies, cutting enemy reinforcements to pieces before they can reach the battlefront. Should Vraesque himself take to the field at the head of his court, these aerial sentinels will be doubly vigilant. During the raid on Parcival II, the Archon was temporarily slain; upon his regeneration, the Archon personally hunted down each and every pilot who had failed him, flaying them and staking them out to dissolve amid the fumes of the Poisoned Crown.

However the Kabal of the Flayed Skull chooses to strike, it does so with a speed and precision that few foes can match. This small but elite force must keep moving, keep killing, and keep their prey on the back foot. In this way the raiders can wrong-foot their opponents, stike at their weak points and then fade back to Kommorragh like smoke on the breeze.

Terror of the Skies

Bearing the cruel insignia of the Kabal of the Flayed Skull proudly upon one wing, the Murdercrow provides lethal air support to its land-bound comrades.
RITUALISED FINERY

The Kabalites of the Flayed Skull, as their name would suggest, take pains to cultivate an unusually savage appearance. The most notable expression of this is the blood-streaks that many Kabalites apply to their faces before every raid. This blood is their own, and has a strong ritualistic significance.

Each Kabalite will take a blade and cut deep into their own flesh, striving to cause themselves the greatest possible pain in the process. They paint the blood onto their skin, applying it in long stripes or using it to daub themselves in bloody runes of mayhem. As they perform this ritual, many will brag that their blood will not be shed again that day, for the weapons of the prey will not touch them.

Of course, in the violent society of Commrorrhag, this bloodied visage has also become the Kabal’s calling card. Rival Kabals have found their strongholds sullered from the sky, the bodies of the defenders scattered about, faces painted in their own spilt blood. None will forget the gory fate of the Kabal of the Despairing Scream, whose severed faces decorate an entire vault of the Poisoned Crown to this day.

Equally, the Kabal of the Flayed Skull has been known to leave mementoes of this sort at the culmination of successful raids. Following the defence of Klenmann’s Landing, for example, the Astra Militarum relief force found only the corpses of the PDF defenders, still posed carefully at their posts with the skin flayed from their skulls.

There are similarly barbaric flourishes exhibited throughout the Kabalites’ appearance. Their armour is decorated to hint at flayed skin and bone laid bare, its appearance in battle uncomfortably realistic. The hulls and sails of their vehicles are similarly adorned. The Kabal’s symbol is, naturally, a ritually flayed skull. This macabre death’s head is a terror weapon in itself, leaving the prey in little doubt of the horrific fate they face should they be defeated or, worse, captured by the Kabal.

Finally, the Kabalites make a great show of donning loincloths, cloaks and the like made from flayed and stitched skin. These items of clothing are often dyed a rich, arterial red, the pigment itself a carefully refined blend of the blood of thousands. The best-crafted of these garments are provided by the Haemonculi of the undercity, and boast still-moaning faces that gurgle and groan in disembodied agony as their wearer moves. However, even those Kabalites that cannot afford such ostentation will stud their skin-garments with barbed hooks and rattling chains, the better to sow terror amidst the foe.

Such is the horrific aspect of the Kabal of the Flayed Skull: a mantle of barbarity that has seeped into almost every aspect of its warriors existence. Yet still their savage appearance falls short of expressing the cruelty that drives their every action.
Sorrowthirst
Archon Vraelaque’s longspale is a vicious weapon, its blade shot through on a molecular level with jagged hooks and barbs, the better to tear skin, muscle and nerves with every strike.

Reaver Helm
The form of Archon Vraelaque’s helm harks back to his days as a death racer in the toroid arenas. However, in battle, it is a versatile tool in its own right.

The symbol of Malidrach’s Kabal is a barbed skull. Blood-streaked and leering, it has struck fear into countless foes over the ages.

Flayed Skin Cloak
Stitched together from the revivified hides of Malidrach’s greatest foes, this cloak writhes with a misery-wracked life of its own.

Pain-inducing Armour
Malidrach’s armour incorporates the same bone-lined interior as the war suits worn by the Incubs of the Shrine of Splintered Bone.
THE KABAL AT WAR

This collection represents the Kabal of the Flayed Skull on one of its more committed raids. During such endeavours, the majority of the Kabal’s airborne transports will withdraw, ready to extract their ground forces at a moment’s notice. As such, the heart of this collection is formed from a core of Kabalite infantry fighting on foot. Leading this core is Archon Vraesque Malidrach and his personal Court of the Archon. This potent mix of specialist warriors forms a versatile and powerful unit upon the battlefield, their usefulness increased by the manoeuvrability provided by the Archon’s Raider.

Behind their leader come the Kabalite Warriors of the Splinterfists and the sneering Trueborn of the Wyldbane Purebloods. Swift-footed, cruelly determined, and carrying significant anti-infantry firepower, these two squads provide the raiding party with its backbone. In addition, the potent anti-tank weaponry of the Trueborn provides a nasty shock for enemy armour or rampaging monstrous beasts that stray into their sights.

The Kabal’s tactics may see them deploy their fleet of Raiders elsewhere at times, but the Kabal of the Flayed Skull will never cede control of the skies to their foes. To ensure that they retain aerial mastery, the Kabal are always supported by elements of their personal airborne armada, known collectively as the Poisoned Sky.

This collection boasts two of these supersonic attack craft: a Razorwing Jetfighter – named Morningcrow by its black-hearted pilot – and the silent, heavily armed spectre of a Voidraven Bomber known as Darkness Falls. Where many races deploy bulky, slow-moving battle tanks and clouds of flak, these aircraft fill the twin roles of anti-air interception and heavy fire support with lethal grace and speed.

MERcenaries OF CommorRagh

The Dark City breeds born killers of every kind, and many of these form specialist mercenary cliques who sell their services to the highest bidder. Of course, in Commorragh, the price of such support is rarely as mundane as currency.
Despite the inherent risks, Archon Malidrach rarely goes to battle without the support of several such warrior bands. Vraesque recognises the versatility that these specialists lend to his raiding parties, and is willing to pay the price in souls, slaves and twisted esoterica required to retain their loyalty.

Contributing further speed and aerial firepower to the Kabal, the Scourges known as the Bloodwings are a common sight amongst the raiding parties of the Flayed Skull. Equally, the klaive-wielding Incubi of the Shrine of Splintered Bone are a prominent part of this collection, bringing a powerful close combat element to the force.

Finally, a large pack of Aclindrachi Mandrakes completes the collection. The deals required to secure the loyalty of such terrifying creatures are especially dangerous, and it is a constant source of controversy in Commorragh that Archon Malidrach makes such prevalent use of these shadowy fiends. Their presence not only contributes an unpredictable and dangerous unit to this army, but also lends the collection a darker, more horrific edge.
VRAESQUE MALIDRACH & HIS COURT

The leader of the Kabal of the Flayed Skull, Vraesque is an imposing figure. His posing is dynamic, evoking both the swift way in which Vraesque bestrides the battlefield and his constant strategic vigilance. Though the Archon wears what appears to be a sensory deprivation helm, this is mostly for show. Its inside face-plate is formed from whisperglass that shows both the battle in front of Vraesque and also any other angle of the wider conflict he wishes to observe.

Vraesque’s Court of the Archon comprises his most dedicated – or obedient – servants. It is made up of one of each being that can be selected for a Court of the Archon, and its variety makes it a striking centrepiece unit for the collection. From the bulky, menacing form of the Sylth, through the monstrous grace of the Lhamacan and Medusa, to the bestial Ur-Ghul, the unit is varied both in aesthetic and in its tabletop abilities.

THE SHRINE OF SPLINTERED BONE

The Incubi that Archon Malidrach most commonly hires have painstakingly repainted their armour with a composite of pigment and bone-dust so that it matches that of the Kabal of the Flayed Skull. Their helms and loincloths also echo the colour scheme of the Kabal, coloured the same crimson flayed-skin shade that the Flayed Skull display. All of these touches tie the Incubi into the overall themes of the collection, making them look very much part of the wider whole while allowing them to remain distinctive and impressive in their own right.
DARKNESS FALLS
A part of the Kabal’s impressive aerial arsenal – referred to as the Poisoned Sky – this aircraft provides peerless fire support to Archon Vraesque’s raiding party. The Voidraven Bomber is the largest kit available to Dark Eldar collectors, and it is a singularly impressive model. Its sleek lines and sinuous bodywork evoke the aircraft’s potent stealth capabilities, while its quartet of bulky engines and impressive payload bespeak both speed and lethality. Painted in the scheme of the Kabal of the Flayed Skull, this aircraft looks suitably menacing, the Kabal’s icon standing out starkly against the bomber’s wing. Meanwhile, the bombardier can be seen crouched within the unique clear plastic prow of the craft, engaged in lining up the next target for annihilation.
THE BLOODWINGS
Archon Vraesque is a great believer in speed and aerial prowess – two qualities that Scourges possess in abundance. As such, this mercenary band are trusted to provide part of the heavy fire support for this collection, their contract holding good with the Flayed Skull just so long as the pain keeps flowing.

THE SPLINTERFISTS
These Kabalite Warriors have been equipped with a splinter cannon alongside their normal armaments, making them particularly effective when facing enemy infantry. Their profusion of splinter weaponry makes them a deadly threat to any lightly armoured foes that cross their path, allowing them to out-shoot most comparable squads on the battlefields of the 41st Millennium.
THE WHISPERS IN THE DARK
With their lank, dangling hair, vestigial facial features and outsized surgical weapons, these models ooze menace. These characteristics have been emphasised with their striking colour scheme, giving just enough of a nod to the Kabal’s overall colour palette to tie the models into the collection, while allowing them to retain their shadowy and sinister appearance.
THE WYDOWBANE PUREBLOODS
Trueborn are, by their own estimation, impressive individuals, and so the conversion work done on this unit aims to bring out their character. Using spare heads from Reavers and Wyches, several members of this squad were equipped with sensory deprivation helms which echo that of the Archon himself.
BLADES OF THE SUCCUBUS

The Cult of Strife is undoubtedly the most powerful and influential of the Wych Cults in Commorragh. This dominance has lasted for many thousands of years, but is by no means simply a matter of good fortune. Of all the Hekatarii, it is the Cult of Strife alone that bears the patronage of the most powerful Archon in Commorragh, Asdrubael Vect himself. This, in turn, is due in no small part to the matchless killing talents of its foremost Succubus, Lelith Hesperax. Her victories in the arena are beyond legend, and it serves Vect well for his enemies to know that they may well end up facing the unstoppable murderess before the Dark City's baying crowds.

The most brazen way for the Hekatarii to display their wealth and power has ever been in the scale and grandeur of their arena. The arena of the Cult of Strife, the infamous Crucibael, is a veritable masterpiece of design and unmatched splendour, and boasts the largest dungeon outside of the dread palace of Asdrubael Vect. Creatures of every description fill its fiend cells, from warriors of the Adepts Astartes to custom-bred weapon-beasts whose horrors defy comprehension, kept in squalor until their pitiless overseers deem the time right for them to give up their lives for the gory entertainment of the masses.

THE GLORY OF THE ARENA

It is upon this exalted ground that the Wyches of the Cult of Strife ply their bloody trade and cement their place as the dominant force amongst their kind. Killing arts are displayed with relish and flawless skill, as victims of every race are butchered painfully and slowly. As ever, the largest draw for the Commorrite crowds is the climactic final bout that features none other than the Queen of Knives herself, Lelith Hesperax. The Dark Eldar race has yet to produce a more sublimey skilled gladiatrix. Such is Lelith’s agility and grace that she does not need to rely on armour for protection; blows directed at her simply pass through thin air instead of glancing from finely crafted plate.

AN ANCIENT RIVALRY

Remarkably, within the ranks of the Cult of Strife, another prodigy exists. Indeed, were it not for the apparently limitless talents of Lelith Hesperax, her fellow Succubus, Viliar Yhiss, might well be hailed as the deadliest of all Wyches. Despite winning a place as one of the Cult of Strife’s ruling triad of Succubi, Viliar’s reputation has ever been overshadowed by that of the greatest killer of all. Though they have yet to draw blades against one another, bets can be placed in the gambling dens of Commorragh on the potential victor should the two ever find sufficient cause. More than a few Archons stand to lose or gain everything on the outcome of such a duel, though the odds are doubtless in Lelith’s favour.

FINEST HOUR

Of all of Viliar’s successes in the arena, the most infamous was the Bout of the Green Tide, where the Succubus leapt into the arena from her grand box to aid her disciples against an overwhelming number of Orks. An all-female band of Wyches, all of whom had been handpicked by Viliar to take part in the bout, were due to face fifty greenskins in mortal combat – an exciting but deadly proposition considering the Orks outnumbered them five-to-one. Yet when the Crucibael’s portcullises were raised, over a hundred bellowing greenskins charged out into the area. The bout had clearly been rigged, and the Wyches found themselves facing more than ten times their number.

Most warriors would have fled or quaked in fear. Yet these were no normal gladiatrixes – these were Wyches of the Cult of Strife, and they had a reputation to maintain. Blood singing with a cocktail of hyperstimms adulterated, the Wyches the Orks. In the opening minute of the melee that ensued, nearly half of the creatures were slain in an orgy of bloodshed. The Wyches darted through the press cutting, eviscerating and beheading greenskins as they went. Yet despite the exemplary skills displayed by Viliar’s Wyches, they did not fight unscathed. Four of the Hekatarii now lay dead on the arena sands, and the battle was looking increasingly bleak for the survivors.

Enraged, Viliar took three running steps across the floor of her royal box and leapt the railing, plummeting into the fray with a snarl of anger etched across her perfect features. Within the space of a few heartbeats, no fewer than a dozen Orks had fallen victim to her fury as she tore through the exposed flank of the greenskin mass. The bloodbath that followed has gone down in the records of the Crucibael as one of the most dramatic massacres the arena has ever witnessed. Despite their strength and ferocity, the Orc horde was butchered to the last. By the time the dust finally settled, Viliar and five of her Wyches remained standing amid a scene that resembled a charnel house. The Wyches that survived are known as the Daughters of Slaughter, for they have undoubtedly been marked by Khaine.

GLORY TO BE WON

Of the triad of Succubi that preside over the Cult of Strife, it is Viliar that most commonly represents their interests on raids into realspace. Though Lelith Hesperax’s presence on such endeavours is highly sought after by ambitious Archons, it is rare that the Queen of Blades deigns to leave the arenas of Commorragh. Viliar, on the other hand, is rarely one to spurn such an opportunity to demonstrate her prowess. After all, she is acutely aware of the great esteem that can be earned on the battlefields of realspace.

Viliar’s exploits during these incursions have won her much renown, and the alliances she has forged have earned her great influence in the Dark City. Viliar’s detractors claim that she is attempting to win enough support to overthrow her arch rival. If Lelith is aware of this, she shows no sign of concern. Many would claim that she has no need.
Vehicle Markings
The sleek black craft used by the Cult of Strife are decorated with stylistic red markings on their wings or prouws, mirroring the crimson tattoos worn by many of its Wyches.

Fatal Caress
Like everything associated with the Cult of Strife, the Venom known as Fatal Caress is designed to kill – if not with its deadly splinter weaponry, then with the wickedly sharp blades that form its wings.
Enough was enough. There were only supposed to be fifty, yet she could see at least twice that number engaged in the furrious melee on the arena floor. The greenskins had already managed to overcome three of her sisters with sheer weight of numbers. Even as she rose to her feet, she saw Vex plunge her blade though the chest of an Ork, only for the mortally wounded creature to grasp her wrist and hold it in place with a vice-like grip. A flurry of sickening tearing noises followed moments later as the surrounding greenskins literally tore Vex to pieces. The sound of such a brutal kill would normally be greatly satisfying to Viliar Vhiss, but not today. Today was different.

Someone would pay for this. It was clearly meant as a slight aimed directly at her. She had been given the honour of personally selecting the Wyches that were to fight in this bout. Now it appeared she had been fooled into sending her favoured sisters to their doom. The deaths of all of her handpicked gladiatrixes would leave Viliar humiliated before the jeering crowd. She would have time to uncover the culprits behind this treachery later, but for now, she would have to intervene or risk losing face.

Without further hesitation, Viliar vaulted over the balcony ledge in front of her. Arcing through the air in a perfect somersault, she dropped to the arena floor, thirty feet below. The Ork that broke her fall died instantly as Viliar’s feet slammed its head into the ground with bone-shattering force. Rolling forwards, she was up again in less than a heartbeat, weapons swept from her belt in one fluid motion. The attention of the Orks was fully focused on the six remaining Wyches leaping and darting through the swirling press of bodies. They were not yet aware of the lethal newcomer in their midst.

Viliar took full advantage. A quick burst of fire from her blast pistol left the torsos of a pair of greenskins little more than smouldering ruins. She launched herself over the head of a third Ork even as she drove the spike on her foot through the thing’s cranium. Landing with flawless grace, Viliar lashed out again and again with her agoniser, each blow jelling another greenskin as her victims were torn from their feet, nerves afire at the weapon’s baleful touch.

Only now were the greenskins coming to the realisation that a new and deadlier opponent had joined the fray. This distraction was all the surviving Wyches needed to turn the tables on their barbaric adversaries, and they surged into the Orks with renewed vigour. Having gutted themselves on the pain and death they had already inflicted, the Wyches were nigh unstoppable. Viliar could see that Eldin, her foremost disciple, was busy opening throats and severing limbs with her powered blade in a supernal display of swordsmanship. Meanwhile, the Succubus could see her champion’s bloodsister, Elvira, use her razorflails to part flesh from bone with surgical precision. The Orks were starting to panic in the face of this sudden explosion of violence, sending the Hekatarris into ever greater levels of ecstatic fury.

For all the ill fortune that had led Viliar to this point, she was really starting to enjoy this.
Trophy Rack
Viliar Yhiss claimed her place as one of the ruling triad of Succubi by slaying her predecessor in personal combat. Her skull adorns Viliar’s trophy rack to this day.

Krathoa Pelt
The beast warriors known as the Krathoa are a rare sight in the arenas of Commorragh, due to near extinction. The pelt of one such creature hangs from Viliar’s shoulders.

Wychsuit
The flexible, figure-hugging combat suits favoured by the Hekaturii provide little in the way of protection, but offer unmatched freedom of movement, enabling the wearer to perform daring combat acrobatics unimpeded.
PRINCESS OF PAIN

Viliar Yhiss is a Succubus of great renown, and one of the deadliest gladiatrices in all of Commorragh. She is armed with her trusty agoniser and blast pistol – a powerful weapon combination that enables her to engage monstrous beasts and heavily armoured vehicles just as readily as the rank-and-file of any army. Her only weakness is her physical frailty should she be exposed to the guns of the enemy. Fortunately for her, Viliar rides alongside her favoured disciples, the Daughters of Slaughter, aboard a nimble Raider. The craft’s speed enables her to close quickly with her prey, where her agility and skill will see her fighting in the environment to which she is best suited: bloody melee.

GLADIATORS OF THE CULT OF STRIFE

The Subjugators are a small band of Wyches tasked with the capturing of worthy adversaries when Viliar Yhiss leads the Cult of Strife on a realspace raid. They are led by a fierce Hekatrix by the name of Malynn, who long ago mastered the art of wielding the ritual gladiatrix weapons of the shardnet and impaler. It is her duty to judge those she faces in battle. Those she deems fit for the arena, she will ensnare within the hooked mesh of her shardnet and render unconscious with a savage blow from the butt of her impaler; those who do not live up to her exacting standards she will cut down without mercy.

The Devotees of Khaine had never before lacked strength in numbers – that is until a bloody encounter with the savage Wolf Lord Ragnar Blackmane saw most of them slain. A pitiless Hekatrix now leads the survivors of the disastrous battle, a harsh taskmaster by the name of Shylax. She works the Devotees hard, and is not averse to turning her whip upon her own charges if she feels they need suitable ‘motivation’.

The Circle of the Blade represents a unique association within the Cult of Strife. The entry level for this select group is simple – each member must have murdered one of their own kin. Perhaps unsurprisingly for a culture that revels in treachery and betrayal, there is no shortage of qualified
applicants. Even then, their final test is yet to come. On the
day that their training in the gladiator pits is complete, new
members of the Circle of the Blade are then subjected to
a brutal cull as a final initiation. Each must face another
of their number in an all-out fight to the death, ensuring
that only the fittest and most uncompromising survive to
represent their order in the arena.

Piloted by the Reaver champion, Exariss Nylitch, *Beautiful
Death* is the pride of the Cult of Strife’s fleet of aircraft.
*Beautiful Death* certainly lives up to its designation as a
Razorwing, for the jetfighter’s wings have been sharpened to a
monomolecular edge. Such is his skill at the helm that Nylitch
can neatly open the windpipe of a ground target with a single
low-altitude pass – a trademark kill that ensures his popularity
in the Crucibael’s aerial bouts. Nylitch takes the art of death
very seriously; when not shredding his victims with the bladed
fuselage of his jetfighter in the arena, he favours the two-fold
destructive force of shatteredfield missiles.
THE DAUGHTERS OF SLAUGHTER
As Bloodbrides, the Daughters of Slaughter are amongst the very deadliest Wyches, their hard-won experience in the arena making each one a deadly adversary. In battle, they fight alongside Viliar Yhiss, augmenting her already formidable combat abilities and providing her with a reliable bodyguard of superlative warriors.

When not accompanying their mistress, the Daughters of Slaughter are nominally led by Eldira. This vicious Syren is not only armed with an elegant power sword for carving through heavily armoured opponents, but she also wields a blast pistol. Between the deadly firearms that Viliar and Eldira bear, the Daughters of Slaughter have the firepower to deal with almost any threat.
THE CIRCLE OF THE BLADE
The Circle of the Blade comprises five Wyches – the survivors of their gruelling recruitment process. One of their number, Mylienn, is especially skilled at unarmed combat, and so bears a pair of hydra gauntlets to best complement her fighting style. The other Wyches in the unit bear the typical splinter pistols and knives with which they would normally fight in the arena. The Circle of the Blade wear the tight-fitting, black bodysuits favoured by the Hekatarii, and have been painted with the traditional flaming hair and red tattoos of their sect.

THE SUBJUGATORS
The Subjugators employ a Venom as a means of swift transportation. This light attack craft can get its valuable cargo to wherever they need it to be at incredible speeds. Once the Wyches have leapt clear to capture their chosen prey, the Venom can support their assault with punishing salvos of fire from its pintle and prow-mounted splinter cannons. It is especially important for lightly-armoured units such as Wyches to be able to escape any significant enemy retaliation, and the Venom also serves as a getaway vehicle should the Subjugators need to make a swift exit.
THE DEVOTEES OF KHAINE

This unit completes the triad of Wych bands that form the backbone of the Cult of Strife collection. The Devotees of Khaine used to travel to battle aboard a speeding Raider, but with their depleted numbers, a Venom is now better suited to their purpose – its compact profile and superior firepower combine to make the Devotees of Khaine a small but formidable fighting force. Both the Wyches and Venom bear the red tattoos and markings of the Cult of Strife, adding to their identity and forming a stronger overall look to the collection.
BEAUTIFUL DEATH

Razorwing jetfighters are incredibly swift and hard-hitting attack craft. To represent Beautiful Death, this Razorwing has been assembled according to the favoured weapons configuration of its famous pilot, Nylitch. The underside of its fuselage has therefore been outfitted with a full set of four deadly Shatterfield missiles and a disintegrator cannon on each wing. The insignia of the Cult of Strife has been carefully painted on the aircraft’s prow, leaving its enemies in no doubt as to who has come to kill them.
LORDS OF THE ABYSS

The Prophets of Flesh are amongst the most influential of the Haemonculus Covens to haunt the undercity of Commorragh. Enjoying the favour of Master Haemonculus Urien Rakarth himself, this Coven comprises countless cliques, coteries and cells, all of whom inhabit a sprawling domain far beneath the Dark City’s core.

This Coven are so named for their love of vivispecy: the practise of seeking prophecy in the torn and scattered flesh of others. As with every twisted obsession of the Covens, the Prophets of Flesh have taken this foul custom – thought to have originated in Aelindrach – and perfected it in both scale and artistry.

The first vivispecy would evicerate slaves and read the future in the patterns their innards made as they spilled forth. By comparison, the Prophets of Flesh will depopulate whole cities, even worlds, for their grand predictions. They will happily sow live captives by the thousand into the path of a tornado or superstorm, studying with fascination the corpse-drift patterns left behind when nature’s fury has moved on.

Equally, they prey upon isolated colonies, slaughtering their defenders and inhabitants to the last. They then use the countless bodies of the slain to spell out prophetic messages visible from space. This is the art of the Prophets of Flesh, each twisted display winning them further acclaim throughout the undercity.

A POWER TO BE RECKONED WITH
Haemonculus Covens vary enormously in size. Moreover, amid the squirming shadows of Commorragh’s foetid underbelly, assessing the size of any single powerbase is near-impossible. However, there is no doubting that the Prophets of Flesh count many thousands of Dark Eldar amongst their number. Their glyphs can be found smeared, scorched and carved into obsidian walls and fleshy corridors from the Everspiral to the Slithertip. Though their individual members may maintain lairs of their own amid the undercity’s vast tangle, the heart of the Prophets’ power lies in the Fortress of Shadows.

A district of the undercity that matches many human hives in size and complexity, the Fortress of Shadows is a madman’s paradise. It comprises a seemingly random labyrinth of obsidian-flagged corridors, groaning flesh-chambers, chitin-ribbed, blood-slick crawlyways, and vast, echoing caverns that crackle with dark power. Yet for all its anarchic appearance, this mighty stronghold actually conforms to a horrific, demented geometry that would drive lesser minds mad were it ever laid bare.

Slitherclaw lurched forwards into the hail of fire, a feeling of exhilaration prising through him. His blade-like digits scissored open and shut, snipping involuntarily with the Wrack’s desire to cause pain. The enemy were tall and bulky, encased in powered armour and firing explosive bolts. To his left, Needletooth was struck in the chest by one of these shots, detonating a split-second later. Slitherclaw giggled as he was painted with Needletooth’s vitae, his tongue lapping at the salty droplets that had sprayed through his rusty mask. Death gave him not a second’s pause, for so long as he had done his duty this ruined flesh could be regrown.

As the Wrack and his twisted kin grew closer to the enemy, the towering human warriors redoubled their efforts. The Prophets of Flesh were attacking out of twilit gloom, having burst from the toxic mists of the Mirrormire to surprise their foes. Yet these Space Marines, with their armour and banners of blue and gold, did not show the slightest fear. They stood their ground and took not a step backward. Slitherclaw was glad; if the enemy weren’t running away, then they would feel his embrace that much sooner.

Slitherclaw’s cell were almost upon the foe now, lidless eyes wide and eager; lungs wheezing like broken bellows. The enemy were pumping shots into them as they waded through the muck. Perhaps half the Wracks had already fallen, their ruptured corpses twitching weakly in the swamp-waters. It would not be enough to stop them though, and a rasping chorus of howls rose from the survivors as they hurled themselves into the fray.

As the Wracks charged, Muttargash’s lufighter gun spat its payload across the foe. The Wrack’s bloated torso shivered as its noxious contents were vomited out through the gun in a oily spray. Where the filthy fluid struck home it sizzled furiously, paint bubbling and armour dissolving at a fantastic rate. One Space Marine had been struck full in the face, and the giant crashed to his knees as he writhed frantically at the dissolving lump that had been his helmet. The warrior droggled the smouldering helm free, roaring in pain as it tore skin and muscle away with it. Slitherclaw had been waiting for this moment, and as his victim’s bubbling face was exposed the Wrack lunged. Six-inch long scissorfingers slid through melting eyes and plunged into the brain behind. The Wrack drank in the agony of his victim’s demise, then shoved the corpse into the mud and scrambled over it in search of another opponent.

All around Slitherclaw, his kin were hacking at the Space Marines. The giants were resilient and they were quick, but the Wracks fought with the unrestrained glee of the truly insane. Even as Slitherclaw watched, Fithlongue was smashed from his feet, a Space Marine’s energised fist obliterating the Wrack in a blizzard of flesh and ichor. Yet another two Wracks hurled themselves at the Space Marine, ebon clubs and foot-long knives striking sparks from his armour as they clanged to him like lovers. The Space Marine was borne to the ground, still roaring as his tormentors carried him open. Slitherclaw spotted another foe, emptying his clip into the chest of a fallen – and still writhing – Wrack, and charged once again. Such agones would please his master immensely, he thought, before launching himself upon his victim with claws snapping.
Through this terrible realm hurry Wracks without number, labouring to do their masters’ ineffable bidding. Engines of Pain ghost through hallways, maintaining a buzzing vigil, and in the depths, suspended over a void of nothingness by cradleworks of rattling chains, the Coven maintains workshops that house its fleet of baroque skimmers.

At the heart of this noxious spider’s web lurk the Haemonculi themselves. Their domains overlap in artistic, finely measured chaos. Breeding chambers, reincarnatoria, flesh-shops and laboratories all swirl around one another, and at their very heart lies the Cataract: the cavernous auditorium in which the cliques of the Coven gather to plot before a realspace raid. Housing staggered tiers of marble- and-snow thrones all around its walls, the Cataract swirls with the milky-white, noxious mist that gives the chamber its name. Ghostly images can be crafted from this miasma, flowing like ghosts to depict realspace targets and the like. It is said that the vapours do this of their own volition, and it is the inhalation of this ghostly poison that gives the Haemonculi their vaunted prophetic powers.

Through various deeds of evil the Prophets of Flesh have earned the approbation of Urien Rakarth himself, and his association with them ensures that their rivals think twice before challenging them. In addition, the Coven’s vivispec practices allow them a degree of prescience that wrongfoots foes, both within the Dark City and out in the realms of realspace. This foresight, combined with their strength in numbers and esoteric weaponry, ensures that their raids tend toward the spectacularly successful. Thanks to their fleet, a raid by the Prophets is often fully skimmer-borne, allowing their ghoulish war-cells to strike without warning and disappear just as swiftly when their work is done.

**Heavy Weapons**

Nearly all Dark Eldar Raiders mount a heavy weapon upon their prow, the better to lend supporting fire to the warriors they carry into battle. The Raiders deployed by the Prophets of Flesh are no exception to this rule, boasting tank-busting dark lances.

**Vehicle Iconography**

The iconography of the Prophets of Flesh is displayed in a variety of ways across their fleet of war skimmers and support craft. Sometimes outsized and abstract, at others small and clear, the variations reflect the fractured sanity of the Coven lords themselves.
A HISTORY OF HORRORS

The Coven of the Prophets of Flesh contains representatives of every school of the Haemonculus’ art. Epicureans, fleshcrafters, masters of the infernal machine, toxicists, excruciatix and more look on approvingly at one anothers’ works. All of these Haemonculi contribute their talents to the Coven’s raids – at least when the mood takes them – and their accumulated lore ensures that the Prophets of Flesh never want for the right weapons with which to face the foe.

The Prophets of Flesh have been responsible for a great number of horrific and memorable raids. It was the Prophets of Flesh who burst from the Thundermarshes of Rustrain, slaughtering the 44th Mordian Infantry in a single hour. It was they who extinguished the Beacon of Pleasures on Minolin, butchering and carefully arranging the ten thousand Slaaneshi Cultists who flocked to relight their holy fire. It was the Prophets of Flesh who severed the maze-like sub-realm of Ammanis before opening its one remaining portal in the path of a splinter of Hive Fleet Kraken. Their realm flooded by a sudden tide of bio-horrors, escape denied them, the Kabal of the Hopeless Scream fought to the last while the Prophets drew predictions from the battle’s ebb and flow. Perhaps most famously, it was the Prophets of Flesh who, under direction from Urien Rakarth, perpetrated the infamous Feast of Miseries, their reputation becoming yet more terrible in its wake.

The seal of the Prophets of Flesh is rightly feared throughout Commorragh, from the highest spires to the deepest depths. The seal depicts a raised hand gifted with an additional digit and containing the see’s blinded eye within its withered palm. The cells and coteries of the Coven display their seal wherever they deem its application most aesthetically pleasing. Whether shimmering in phosphorescent relief against the shiversilk of their aethersails, or branded hard into living flesh, the sigil is sure to strike terror into the hearts of all who know it.

Other than their distinctive sigil, the Prophets of Flesh garb themselves predominantly in black. The colour serves to accentuate the maggot-pale sheen of their stitched and sutured flesh, while simultaneously echoing the shadows of their nightmarish lair.

In terms of other formal insignia, the Prophets bear little. After all, these are artists, not soldiers, and their aesthetic sensibilities cannot be constrained by the dull rigours of military trappings. Where the minions of one Haemonculus may bear ritualised tattoos or complex interweavings of scarification, those of another may have their flesh flayed in carefully measured strips, or be dyed a nauseous slew of colours using tailored toxins. The closest the Coven lords come to any kind of formal ranking system are the markings known as the bands of ascension.

Those newest inductees to the Coven, Wracks who have recently been remade into their glorious new forms, will be marked with a triple-band tattoo around at least one of their biceps. How much further a Haemonculus chooses to take this ‘decoration’ depends entirely on their visual tastes, but few can resist working their art upon the virgin flesh of those new from their apotheosis. They will be renamed by their masters in whatever cruel way suits their whimsy, their old names discarded along with the sloughed snakeskin of their identity. These Wracks enjoy only the most menial of duties, scraping offal from laboratoria floors, venting the waste-grilles of convalescent Grotesques and sluicing the birthing cocoons of the breeding walls ready to inter fresh growth sacs.

However, the Wracks endure all without a word of complaint, for they know that to learn humility in degradation is but the first step upon the path to greatness. Once a Wrack has completed sufficient duties their tattoos will be altered, flesh peeled or scoured to leave but two bands on display. The process is repeated again upon ascension to the first tier of servants, those with but a single band appearing significantly less marked and scarred than their underkin. In this way, the Wracks of the Prophets of Flesh approach the physical purity and perfection of their artistic masters even as they strive to ascend into their ranks.

Further, it is said that as the physical forms of the Wracks gain clarity and focus, so too do their abilities in vivisepex. These talents are vital should those from the Fleshcorps and Scalpel Squadrons ever hope to shed the mantle of the slave for that of the master. Only those with at least a spark of prophetic skill will ever reach the first band of servitude and earn a chance to achieve ultimate apotheosis.

The seal of the Prophets of Flesh is the blind eye of the see upon a six-fingered hand, symbolising their dominion over the physical form and the Coven’s practice of divination through mutilation.
Vestigial Limbs
Urrin Rakarth's many regenerations have left him with gruesome fragments of his prior selves, grafted limbs that twitch and beckon with a mind of their own.

Ichor Gauntlet
Urrin Rakarth's ichor gauntlet injects his own boiling vitae into the victim, inflicting a truly horrible death upon them as their bodies burn and dissolve from within.

Toxic Syringe
The poisons and potions distilled by the Haemonculi are many and varied. Possessing the alchemical wisdom of millennia, Rakarth's are masterworks.

Spinal Sump
Most Haemonculi boast a foul accumulation of bone, flesh and piping on their back known as a spinal sump. Rakarth is no exception, and the toxins contained therein are especially vile.

Gnarlskin Garb
In a sickening gesture that passes for humour amongst the world of the Haemonculi, Urrin Rakarth has fashioned his garb from the flayed gnarlskin of his own previous incarnations.

Haemovores
The blood worms of the undercity, these sickening parasites can drain the vital fluids from a man sized victim in a matter of seconds. Rakarth breeds especially large examples of these undulant horrors, loosing them on his luckless foes.
PROPHETS OF RUIN

This collection represents a portion of the vast strength of the Prophets of Flesh, arrayed in readiness for a realspace raid. It is built around a solid core of Wracks drawn from every stratum of the Coven’s Fleshcorsps. This composition not only makes for a strikingly unified – and monstrously twisted – look on the tabletop, it also provides this army with numbers and resilience well in excess of that normally enjoyed by a Dark Eldar army.

Borne into battle aboard a lightning-fast fleet of Raiders and Venoms, this raiding party possess near-matchless manoeuvrability and speed. What their transports lack in survivability they more than make up for in breakneck pace and heavy firepower. These craft deliver the Prophets of Flesh swiftly into the heart of battle, before providing devastating anti-tank firepower as the fighting progresses. When set alongside the close-combat strength and horrific wargear of the massed Wracks, this proves an especially potent combination on the tabletop, allowing this collection to outmanoeuvre and outfight almost any foe.

The Prophets of Flesh, like most Haemonculus Covens, normally enter battle led by a conclave of their twisted masters. This raiding party is no exception – indeed it is especially notable for its large number of Coven lords. Preeminent amongst these is the Master Haemonculus Urien Rakarth himself.

Rakarth makes for an impressive and fearsome centrepiece to this collection, his freakish silhouette easily distinguishable amongst even this cornucopia of horrors. The presence of the Master Haemonculus is a great boost to this army’s survivability and lethality upon the tabletop, and reflects the occasional patronage-of-convenience that Rakarth extends to the Prophets of Flesh.

Urien is not the only Haemonculus that leads this force, merely the most famous and powerful. The ancient creatures known as Cronarch Sekh and Quvelich both lead bands of Wracks into battle in their Coven’s name, while the Dark Artisan Maestrus Thrylemnis has contributed a sizeable pack of Engines of Pain to lend the force more punch.
RELEASE THE MONSTERS

The Engines of Pain and Grotesques provide the muscle of this collection. They enter battle under their own motive power, the Grotesques charging forward at full tilt whilst the Engines of Pain drift serenely towards their prey. These hulking horrors will likely form a lethal second wave upon the battlefield, following the swift strike of the Raider- and Venom-borne Wracks and crushing those pockets of resistance that still have the misfortune to remain.

Three of the Engines of Pain are Talos, each one fulfilling a similar role to the Dreadnoughts or monstrous beasts deployed by other races. Bearing a mixture of haywire blasters, heat lances and splinter cannons upon their tail-weapon mounts, these floating horrors can lay down a terrifying amount of firepower fit to slaughter any foe. Meanwhile, in close combat, their great strength and terrifying weapons will make short work of all but the most powerful adversary. The Cronos that accompanies its siblings has the power to drink in the pain of the prey, bathing the Coven in invigorating waves of refined agony.

A: Urien Rakarth
B: The Ascendant
C: Croniarch Sekh
D: The Twiscarred
E: Maestru Thylemmis & his Engines of Pain
F: Quvelich
G: The Unworthy
H: Scalpel Squadron
I: Scalpel Squadron
J: The Shamed
CRONIARCH SEKH & THE TWICESCARRED

Croniarch Sekh leads the Twicescarred, a band of second-tier Wracks within the Prophets of Flesh. Sekh himself has been accented with dark hair and acidic green vials to ensure that he stands out from his brother Haemonculi. The Twicescarred themselves are painted in the foul colour scheme of their Coven, demonstrating the pale skin tones, brazen metallics and marbled-looking weapons that are the signature of the Prophets of Flesh. Their flayed-skin loincloths and ugly stitches only serve to make the models seem even grimmer and more monstrous on the tabletop.
URIEN RAKARTH & THE ASCENDANT

The Prophets of Flesh enjoy the occasional patronage of Urien Rakarth. As such, he has been chosen as a centrepiece character in this collection. The Master-Haemonculus is accompanied on the battlefield in this instance by a band of the Coven’s highest-ranking Wracks, named the Ascendant. Their warped, stitch-festooned flesh is often branded with the Coven’s symbol, indicating that these Wracks have earned their passage into the inner circle of the Prophets of Flesh. This cell is borne into battle aboard a coal-black Raider with the seal of the Prophets of Flesh writ large across its sails.
THE SHAMED
These enormously muscled monsters are fine examples of Quelich’s art. Wielding horrific flesh gauntlets and covered with ichor-seeping tubes, their hideous expressions are hidden beneath masks painted to match the Coven’s colours. Quelich’s Grotesques are formed from the viscera and skin of his choicest prisoners, or those Wracks who have accidentally spilled a dubious substance within his lair. Each is the product of a potent cocktail of hypersteroids, cognitive depressants and sub-adrenal distressors. These fiends lumber at the very front of the Coven’s incursions into realspace, bludgeoning through enemy lines and hurling broken bodies through the air like discarded playthings.
MAESTRU THRYLEMNIUS & HIS ENGINES OF PAIN

Those Haemonculi who excel in the crafting of Engines of Pain may aspire to become Dark Artisans. Maestru Thrylemnius is such a Haemonculus engine-crafter. Amongst his Engines of Pain, the three Talos – Blinded Knight, Faceless Misery and Hateful Golem – and the Cronos, Entropic Caress, are exceptional examples of their kind. Each of their component parts is individually sourced from hand-picked victims, their carapaces forged from the hyper-compressed remains of the dead. These Engines of Pain echo the Coven’s colour scheme, and their bulky, hunched silhouettes dwarf the Haemonculus in their midst. As a whole, these models make for a contrasting spectacle on the tabletop.
QUVELICH & THE UNWORTHY
Quvelich stands as thin as a blade edge, a stark contrast to the muscled forms of the Unworthy – newly altered Commorrites who have but recently submitted themselves to the Prophets of Flesh.

SCALPEL SQUADRON EXCRAILLE
These are lowly dregs; third-tier Wracks with everything to prove. The Acathyst is equipped with a vivid green agoniser to enhance the group’s close-combat potency.
SCALPEL SQUADRON VRAELIX

The task of this squadron is the disruption of enemy command structures, assassinating leaders who might otherwise disturb the living art of the Haemonculi.
As one of the oldest dynasties in Commorragh, the Kabal of the Lords of Iron Thorn was amongst the first to rise to prominence in the wake of Vect's ascendancy. As masters of industry, the skimmers produced by their vehicle factories ensured that the Lords of Iron Thorn would grow to become amongst the wealthiest and most powerful of their kind.

A HISTORY OF ARROGANCE
The nobility of the Lords of Iron Thorn can trace their heritage back to the days before the Fall, when the Eldar first established the city-port of Commorragh in a vital junction of the webway, and pride in the purity of their bloodline has fostered a monstrous arrogance amongst their rulers through the ages. To be renowned for this trait even amongst others of their kind is a sign of hubris that truly knows no bounds. This attitude has been accompanied by insatiable ambition that has served them well, and has led to them becoming one of the most influential institutions in Commorragh. Yet it is the very same character flaw that once almost led to the Kabal's destruction.

A TYRANT SPURNED
In the long history of Commorragh, there are countless tales of treachery, murder and base depravity, but far fewer of defiance. However, despite Asdrubael Vect proving that he would ruthlessly crush any insurrection, one Kabal not only had the audacity to denounce him, but also the strength to withstand his fury: the Lords of Iron Thorn.

In the Imperial year 799.M38, the Archon of the Lords of Iron Thorn, an arrogant highborn by the name of Draylin Qu sought to forge Pandaimon into his own empire, free from Vect's influence. Others believe that Qu's reasons were economical, claiming he was attempting to light the spark of total war in Commorragh to make a financial killing from the supply of arms and craft to the warring factions. Regardless of the real motive behind his actions, Qu had thrown down the gauntlet to Asdrubael Vect.

Bitter fighting soon erupted between the Lords of Iron Thorn and Vect's own Kabal of the Black Heart, as Commorragh's Supreme Overlord sought to rid himself of his insolent rival. However, Qu had anticipated the ferocity of Vect's response and had long prepared to meet his powerful forces in battle. The Lords of Iron Thorn had more than quadrupled their output of attack craft, and Qu had spared no expense to ensure that his gunners were amongst the finest in Commorragh.

The ambush was over almost before it had begun. As Kaston's column advanced through the gloom of Myriladin, the darkness was suddenly illuminated by a dozen beams of crimson light. From his position in the cupola of his squad's Chimera, Kaston bore witness to the full devastation of their unseen enemy's opening salvo. The Leman Russ tank squadron on point was virtually torn apart by the devastating volley. The heavy armour of the battle tanks had been perforated like a target dummy hit by an autogun.

Kaston's Chimera jerked to a halt behind the smoking wrecks as the column attempted to respond to the sudden attack. The vox was asea with the panicked commands of inexperienced junior officers as they sought to react to the danger. This was supposed to be a training mission - they weren't prepared for enemy contact. Vehicle turrets swivelled and gave fire, in spite of the lack of visible targets to aim at. Even over the thunderous noise of the column's guns blazing away, Kaston swore he could somehow hear the sound of malicious laughter on the wind. Fumbling for his holster with shaking hands, Kaston drew his bolt pistol and readied himself as best he could to face his death with courage.

Their silhouettes all but invisible against Myriladin's night sky, a flight of sleek craft soared overhead, easily avoiding the blind fire of the armoured column beneath them. The sailed alien skimmers lazily swept around in perfect formation, and then the mysterious assailants began their attack run. Another massed salvo of the deadly crimson light lanced out once more to punch through the amour of the column's transport vehicles. The Chimera behind Kaston was flipped over by the prow of the broadside, exploding in a plume of flame as the searing energy ignited the fuel drums strapped to the vehicle's chassis.

Bellowing into the crew compartment below as he heaved himself free from the cupola, Kaston gave the command for his squad to evacuate before his Chimera shared a similar fate. His order came not a moment too soon. Moments after Kaston leapt clear of the turret, another storm of red energy immolated his Chimera, sending him tumbling through the air to strike the smouldering husk of a wrecked Leman Russ. His vision swam, then blackness engulfed him.

As consciousness slowly returned, Kaston's eyelids flickered open. What he beheld was nothing short of a living nightmare. Corpses lay strewn everywhere, shredded as if exposed to a storm of broken glass. Those who weren't dead were being herded forwards by tall, lithe figures clad in amour the colour of iron and blood. As Kaston's vision cleared, it settled on the men of his squad. Most had evidently escaped the destruction of their Chimera, but now they too were prisoners.

As one of the aliens spotted Kaston and turned towards him, realisation dawned upon him as to the identity of their attackers. They were the fallen Eldar, cruel and merciless slavers all. Kaston whispered a silent plea for forgiveness, for by ordering his men to evacuate he had unwittingly damned them to a fate far worse than death.
Squadron after squadron of heavily-armed skimmers would blunt Vect's initial attacks and prevent him from securing a foothold in Pandaimon. Everywhere Vect's forces gathered for an attack, they were assailed without remorse by vast schools of Qu's craft, their own vehicles left in smoldering ruins before they could respond. Yet the numbers and fearsome fighting prowess of the Kabal of the Black Heart denied Qu the opportunity to gain any significant advantage in return. With neither side able to gain the upper hand, the bitter fighting raged on for many weeks.

BETRAYAL

Ultimately, it was not Vect that would be Qu's undoing, but patricide – Qu's daughter, Veryna, had secretly become one of Vect's consorts. Veryna kissed her father with lips coated in the neurotoxin known as 'essence of bloodfire', and he died horribly as his nerves caught fire from within.

With Qu dead, it was a simple matter for Vect, backed by the bloody-handed warriors of no fewer than five Incubi temples, to secure Pandaimon's unconditional surrender. The massacre that ensued in reprisal for their defiance was one of the most horrific in Commorragh's history – quite a feat for a race renowned for their murderlust. Vect only ordered an end to the slaughter because he had been impressed with how well his adversaries had fought, and he believed they could prove to be a useful asset in the future.

However, though Vect eventually withdrew his forces, he did not do so without a suitable memento. Draylin Qu's face, restored by the Haemonculi to rudimentary life, now adorns a banner depicting the sigil of the Lords of Iron Thorn in the palace of Asdrubael Vect. Qu's wailing visage serves as a symbol of Vect's triumph and a clear warning to others that would seek to free themselves from his oppressive yoke.

Tools of Destruction

The Kabal's gunners have a fearsome reputation for marksmanship. Many of their Raiders bear powerful dark lances, ensuring that their crew can prove their dominance by annihilating the heavy armours of their prey.

Vehicle Markings

The Lords of Iron Thorn not only ensure that their Kabal's symbol is proudly emblazoned on the aethersails of their skimmers, but they often embellish the prow of their vehicles with stylised depictions of wicked thorns.
BACK FROM THE PRECIPICE

Though the war with Asdrubael Vect left the Lords of Iron Thorn on the brink of destruction, their formidable resources combined with the determination with which they fought saw them survive against the odds. It was time to rebuild their shattered domain and begin the long journey to restoring their former glory.

Over the long years since their defeat, the Lords of Iron Thorn have gradually recovered their strength and begun once again to impose their influence on their rivals throughout the Dark City. The rulers of the Kabal have used all of their malicious cunning to manipulate and bribe their way back into the favour of prominent figures throughout Commorragh, and their star is once again on the rise.

As the 41st Millennium draws to a close, the master of the Kabal is a shrewd Archon by the name of Khadys Abrahak. In his youth, he fought as one of his Kabal’s Trueborn during Pandaimon’s war of secession with the Kabal of the Black Heart, and Abrahak still harbours a bitter resentment of his Kabal’s humiliation at the hands of Asdrubael Vect. Though he feigns subservience whenever the Supreme Overlord calls upon his Kabal’s warriors or resources, Abrahak’s spies are ever at work to undermine Vect.

LORDS OF IRON AND WAR
The Lords of Iron Thorn launch their raids into realspace from the backs of a powerful fleet of Raiders. The gunners of the Kabal are amongst the most highly trained in all of the Dark City, and take great delight in blasting asunder the armoured vehicles of their prey with precision beams of darklight. So formidable is their firepower that the Kabal can afford to engage targets that are much better equipped than those singled out by the Archons of other Kabals. This gives the Lords of Iron Thorn a valuable advantage, for they have the means to cripple or destroy armoured threats within moments of the outset of any engagement.

Khadys Abrahak leads many of the Kabal’s realspace raids personally, meticulously planning when and where to strike for the greatest reward. Though the fleet at his disposal is the envy of many of his rival Archons, he will not commit to battle without ensuring that the risks are heavily outweighed by the reward. So careful is Abrahak that his detractors claim he would rather lose a dozen of his Trueborn warriors than one of his precious skimmers.

THE FIRES OF INDUSTRY
The secret to the survival and subsequent resurgence of the Lords of Iron Thorn lies in the Kabal’s sprawling workshops. The graceful vehicles produced in these workshops are amongst the finest in Commorragh, and many will pay handsomely to ensure that their realspace raids are equipped with attack craft that bear the mark of Iron Thorn.

The manufacture of Raiders, Ravagers and Venoms is the lifeblood of the Lords of Iron Thorn, and as a result, the Kabal has gathered innumerable slaves skilled in the art of forging. Indeed, the Lords of Iron Thorn have launched many realspace raids for this explicit purpose.

The sleek hulls of the Kabal’s skimmers bear their traditional colours of red, black and iron.
Splinter Pistol
Abrahak carries a splinter pistol - a close-range but powerful weapon that splits razor sharp crystal shards laced with debilitating poisons and toxins.

Tyrant Helm
Unwilling to permit the unworthy to gaze upon his magnificent countenance, Abrahak wears an enclosed helmet to mask his features.

Flayed Skin Cloak
The Archon proudly wears the flayed skin of a Herald of Khorne that he defeated in combat. The Daemon’s life essence remains bound within its ragged hide.

Kabalite Armour
As master of his Kabal, Abrahak wears a suit of segmented plate armour in the manner of his warriors, albeit more stylised and of the very highest quality.

Huskblade
It was with this potent weapon that Abrahak slew the Daemon whose leathery flesh now hangs from the Archon’s neck.

The symbol of the Lords of Iron Thorn comprises a stylised blue flame atop a mesh of thorns. On closer inspection, an ominous death’s head can be made out amongst the tangle.
LORD OF THE IRON THORN
Khadyss Abrahak, the Archon of the Lords of Iron Thorn, is largely responsible for the Kabal’s return to greatness in the aftermath of the war of secession with Asdrubael Vect. At times, he is every bit as arrogant a leader as the previous Archons of his Kabal, but his first-hand experience of defeat by the Kabal of the Black Heart has tempered his attitude somewhat. His rivals believe that his fierce pride will nonetheless get the better of him one day, that he will end up repeating the mistakes of his predecessor. However, that day has yet to come, and none within his household have thus far dared to challenge him.

Abrahak is a wily ruler, and suspects treachery at every turn – a trait that is essential to any Archon should he or she desire to remain in power for long. He has gathered to him a dangerous band of bodyguards and retainers, whose sole purpose is to look after his wellbeing at all times. The fact that his Salyth guardian, Lid’udoku, towers over even the tallest of the Dark Eldar, and is the deadliest swordsman in Pandaimon, is no doubt an especially useful deterrent.

FORCES OF THE ARCHON
The Untainted, led by Meshael the Proud, have fought alongside Khadyss Abrahak since the war of secession, and are rarely apart from their Archon. In a culture where treachery and backstabbing is rife, it is rare for a clique of warriors to display anything that resembles respect for their master, let alone loyalty. Yet Abrahak earned the trust of these Trueborn warriors who would become his closest aides during the struggle against the Kabal of the Black Heart.

The Archon of the Lords of Iron Thorn is rarely seen without a powerful force of his Kabal’s warriors to deter any would-be assassination attempts. The Harvesters of Pain are one such band of Kabalites. When not on duty in this capacity, they are often to be found in the workshops of Pandaimon, finding sport to sate their sadistic desires from amongst the slaves that work there. This can often result in some of the unfortunate workforce suffering agonising deaths for the sport of their tormentors. However, Abrahak does not censor them for their actions – quite the opposite. By indulging their perversions, he ensures their loyalty.
Every member of the Undying has ‘lived’ for over five millennia, if such a word can be used to describe their existence. Each warrior has died dozens of times and been reborn in the growth vats of the Haemonculi. Such is their technological mastery that defiance of death is far from unusual amongst the Dark Eldar. To the members of the Undying, however, it has become such a common occurrence that it has become a source of mirth. The worst offender is Tylith Krovad, whose shattered remains have been reconstituted on no fewer than forty-two occasions.

The gunners of the Lords of Iron Thorn take great pride in the pinpoint precision of their marksmanship. Though competition is fierce amongst the Kabal’s Ravager crews, those at the helm of Crimson Death are undeniably preeminent, and have been so for many years. So swift and efficient are they in battle that the crew of Crimson Death will often have claimed a successful vehicle kill before the enemy even realises that they are under attack. Over the millennia, the three dark lances mounted upon Crimson Death have laid waste to vehicles of every description.
THE HARVESTERS OF PAIN

The Harvesters of Pain have been painted in the dull iron hue of their Kabal, though each model’s helmet and tabard bears the red spot colour also associated with the Lords of Iron Thorn. This theme is shared by the squad’s Raider, with armour panels painted in a menacing black and deep red.
THE UNDYING

Khadys Abrahal spares no expense to ensure the restoration of the Undying. They have repaid this debt through bloody deeds dozens of times over, and are first in line to see their numbers replenished at battle’s end.
KHADYS ABRAHAK & HIS COURT
In this collection, Khadys Abrahak has been represented by the Archon model, and has been assembled with the helmeted head. The impression of a pale blue light emanating from within the model’s helm lends Abrahak the air of a figure steeped in the arcane technologies of the Dark Eldar. He is armed with a menacing-looking huskblade and a splinter pistol – a powerful weapon combination designed to kill his enemies quickly and efficiently. Abrahak takes to battle aboard a Venom for increased anti-personnel firepower, though it still has the transport capacity to carry the Archon and his personal entourage: Lid’sudu the Slyph, Verena the Lhamaean, and his monstrous Medusae and Ur-Ghul.
THE UNTAINTED
These models were assembled with the visored helms from the Dark Eldar Reaver kits. To reinforce this theme, the crew of the squad’s Raider share the same helmets, implying that they too are members of the Untainted.

CRIMSON DEATH
As with the other vehicles in the collection, Crimson Death has been painted with the red and iron armoured panels of the Kabal, and its aethersail proudly bears the insignia of the Lords of Iron Thorn.
KABAL OF THE FLAYED SKULL
VRAESQUE MALIDRACH
**BONE ARMOUR PLATES**

Basecoat with Rakarth Flesh using a Standard Brush (1), then apply a wash of Agrax Earthshade to the recesses using a Detail Brush (2). Tidy up the raised areas (3), then edge highlight the armour plates with Pallid Wych Flesh using a Fine Detail Brush (4).

**RED ARMOUR PLATES**

Basecoat the armour plates with Khorne Red (1), then wash with Nuln Oil (2).

Layer with Khorne Red when dry.

**Top Tip**

You can use these techniques to paint the armour plates on any of the models from this collection, from the deadly Incubi to the Kabalite Warriors and Scourges.

**METAL**

Basecoat with Leadbelcher (1), then apply a wash of Nuln Oil (2). Edge highlight with Runefang Steel when dry (3).
BLACK ARMOUR PLATES

1. Abaddon Black
2. Skavenblight Dinge
3. Dawnstone

Basecoat with Abaddon Black using a Standard Brush (1), then edge highlight with Skavenblight Dinge using a Fine Detail Brush (2). Apply a second edge highlight, this time with Dawnstone, again using a Fine Detail Brush (3).

BRASS

1. Gehenna’s Gold
2. Agrax Earthshade
3. Runefang Steel

Basecoat with Gehenna’s Gold (1), then wash with Agrax Earthshade (2). Finally, use a Fine Detail Brush to apply an edge highlight with Runefang Steel (3).

BODYSUIT

1. Incubi Darkness
2. Nuln Oil
3. Incubi Darkness
4. Kabalite Green
5. Sybarite Green

Basecoat with Incubi Darkness (1), then wash with Nuln Oil (2). When this is dry, use Incubi Darkness to tidy the raised areas (3). Apply two edge highlights, first with Kabalite Green (4), then with Sybarite Green (5).
**FLESH CLOAK**

1. **Cadian Fleshtone**
   - Basecoat the entire area with Cadian Fleshtone (1) before applying a wash of Carroburg Crimson using a Wash Brush (2). Give the wash time to dry.

2. **Carroburg Crimson**
   - Layer patches of the cloak with Cadian Fleshtone (3), then carefully wash the recesses with Reikland Fleshshade (4).

3. **Kislev Flesh**
   - Edge highlight the cloak with Kislev Flesh.

4. **Rhinox Hide**
   - Pick out the stitches with Rhinox Hide.

5. **Baneblade Brown**
   - Highlight the stitches with Baneblade Brown using a Fine Detail Brush.

**TOP TIP**

The painting techniques displayed here can just as readily be used on the rest of the models in the force. Using a common palette in this manner is a great way to reinforce the overall look of a collection.

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**BONE**

1. **Ushabti Bone**
   - Basecoat the area with Ushabti Bone.

2. **Agrax Earthshade**
   - Then, wash the entire area with Agrax Earthshade.

3. **Ushabti Bone**
   - When dry, layer with Ushabti Bone.

4. **Screaming Skull**
   - Next, layer the raised areas with Screaming Skull using a Detail Brush.

5. **Pallid Wych Flesh**
   - Finally, highlight with Pallid Wych Flesh.
**MASK**

1. Temple Guard Blue
   
   Basecoat the mask's face panel with Temple Guard Blue.

2. Guilliman Blue
   
   Apply a wash of Guilliman Blue with a Wash Brush.

3. Temple Guard Blue
   
   When dry, layer with Temple Guard Blue. Be careful to leave some of the glaze visible around the edges.

4. Ulthuan Grey
   
   Finally, use a Fine Detail Brush to apply thin streaks of Ulthuan Grey to represent light reflecting off the mask's surface.

**BLACK LEATHER**

1. Abaddon Black
   
   Basecoat with Abaddon Black using a Standard Brush (1), then highlight with Skavenblight Dinge using a Fine Detail Brush (2).

2. Skavenblight Dinge

3. Dawnstone
   
   Carefully apply an edge highlight of Dawnstone using a Fine Detail Brush.
MEDUSAES

Brain
Visor
Bone armour plates
Brass
Black leather
Metal
Red armour
Robes
**ROBES**

Basecoat with Incubi Darkness using a Basecoat Brush (1), before applying a Nuln Oil wash (2). Layer with Incubi Darkness (3), then highlight the folds with Kabalite Green (4), and finally Sybarite Green using a Fine Detail Brush (5).

**RED ARMOUR**

Basecoat with Khorne Red (1), before applying a Nuln Oil wash (2). Layer with Khorne Red (3), then highlight the edges with Evil Sunz Scarlet (4). Finally, apply a finer edge highlight with Jokaero Orange using a Fine Detail Brush (5).

**BONE ARMOUR PLATES**

Basecoat with Rakarth Flesh using a Standard Brush (1), then apply a wash of Agrax Earthshade over the spikes (2). Tidy up the raised areas by applying another layer of Rakarth Flesh (3), then apply an edge highlight with Pallid Wych Flesh (4).

**BLACK LEATHER**

Basecoat with Abaddon Black using a Standard Brush (1), then highlight with Skavenblight Dinge using a Detail Brush (2).

Carefully apply an edge highlight of Dawnstone using a Fine Detail Brush.
**METAL**

1. **Leadbelcher**
   Basecoat with Leadbelcher using a Standard Brush (1), then apply a wash of Nuln Oil using a Wash Brush (2).

2. **Nuln Oil**

3. **Runefang Steel**
   Apply an edge highlight of Runefang Steel using a Fine Detail Brush.

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**BRASS**

1. **Balthasar Gold**
   Basecoat with Balthasar Gold using a Standard Brush (1). Once this is dry, wash the area with Agrax Earthshade using a Wash Brush (2).

2. **Agrax Earthshade**

3. **Runefang Steel**
   Apply a fine edge highlight of Runefang Steel using a Fine Detail Brush.

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**VISOR**

1. **Stegadon Scale Green**
   Basecoat with Stegadon Scale Green using a Standard Brush (1), then apply a layer of Temple Guard Blue leaving some of the basecoat colour visible in the recesses (2).

2. **Temple Guard Blue**

3. **Guilliman Blue**
   Paint Guilliman Blue into the recesses using a Standard Brush.

4. **Baharroth Blue**

5. **Blue Horror**
   Apply a layer of Baharroth Blue, again leaving some of the previous stage’s colour visible (4). Finally, apply some Blue Horror where the visor would catch the light (5).
**Brain**

1. **Bugman’s Glow**
   
   Basecoat the brain (the Medusa itself) with Bugman’s Glow.

2. **Cadian Fleshtone**
   
   Then, paint over the whole area with Cadian Fleshtone.

3. **Reikland Fleshshade**
   
   Apply a wash of Reikland Fleshshade using a Wash Brush.

4. **Cadian Fleshtone**
   
   Next, layer the raised areas with Cadian Fleshtone.

5. **Guilliman Blue**
   
   Paint Guilliman Blue into the recesses using a Standard Brush.

6. **Nihilakh Oxide**
   
   To complete the appearance of an eerie glow, apply thinned down Nihilakh Oxide to the recesses using a Detail Brush.

7. **Eldar Flesh**
   
   Finally, tidy up any raised areas that the blue has overlapped onto with a drybrush of Eldar Flesh.

**Top Tip**

You can use the combination of Guilliman Blue and Nihilakh Oxide in stages (5) and (6) above to recreate a glowing effect in the recesses of any models in your collection. It’s particularly useful to make character models stand out from the crowd, and suggests that they have access to the best – or strangest – gear, which is entirely appropriate!
SYBARITE

Bone
Baleful glow
Red armour
Bodysuit
Loincloth
Base
**RED ARMOUR**

Basecoat with Khorne Red (1), apply a wash (2), then layer with Khorne Red (3). Edge highlight with Evil Sunz Scarlet (4), then Jokaero Orange (5).

**BODYSUIT**

Basecoat the area with Incubi Darkness (1), then wash with Nuln Oil using a Standard Brush (2).

Layer with a Fine Detail Brush.

Highlight with Kabalite Green (4), then add an edge highlight of Sybarite Green (5).

**FLAYED SKIN LOINCLOTH**

Basecoat with Cadian Fleshstone using a Standard Brush (1), then wash with Carroburg Crimson (2). Layer with Cadian Fleshstone when dry (3), then apply another layer, this time with Kislev Flesh, using a Fine Detail Brush (4). Finally, detail with flecks of Blood for the Blood God (5).
**BONE**

1. Ushabti Bone
2. Agrax Earthshade
3. Pallid Wych Flesh

Basecoat with Ushabti Bone using a Standard Brush (1), then wash the recesses with Agrax Earthshade using a Detail Brush (2). Edge highlight with Pallid Wych Flesh when dry using a Fine Detail Brush (3).

**BALEFUL GLOW**

1. Baharroth Blue
2. Guilliman Blue
3. Blue Horror

Paint thinned down Baharroth Blue into the recesses (1), then wash with Guilliman Blue (2). Pick out the raised with a Fine Detail Brush (3).

**FACE**

1. Cadian Fleshtone
2. Reikland Fleshshade
3. Cadian Fleshtone
4. Kislev Flesh
5. Pallid Wych Flesh
6. White Scar

Basecoat with Cadian Fleshtone (1), then wash with Reikland Fleshshade (2). When this is dry, layer with Cadian Fleshtone (3).

Using a Fine Detail Brush, layer with Kislev Flesh (4), then highlight with Pallid Wych Flesh (5). Finally, apply a fine highlight with White Scar (6).
KABALITE MARKINGS

Khive Red

Carefully paint the stylised Kabalite markings on the bone armour with Khorne Red, using a Fine Detail Brush. You may find it easier if you thin the paint down slightly with Lahnian Medium.

BASE

Citadel Sand
Rhinox Hide
Balor Brown

Glue Citadel Sand to the model's base with PVA glue (1). When thoroughly dry, basecoat with some thinned down Rhinox Hide (2), then drybrush with Balor Brown using a Medium Drybrush (3).

Ushabi Bone
Screaming Skull
Dead Grass

Drybrush with Ushabi Bone (4), followed by Screaming Skull (5). Affix clumps of Dead Grass to the base with PVA glue (6).

HAIR

Kabalite Green
Basecoat with Kabalite Green.

Nuln Oil
Wash with Nuln Oil using a Wash Brush.

Sybarite Green
When dry, layer with streaks of Sybarite Green.

Finally, affix clumps of Citadel Snow with PVA glue.
UR-GHUL

SKIN

1. Administratum Grey
   Basecoat with Administratum Grey using a Basecoat Brush (1), then wash with Coelia Greenshade using a Wash Brush (2). When dry, wash selected recesses with Waywatcher Green (3).

2. Coelia Greenshade

3. Waywatcher Green

4. Administratum Grey
   Layer with Administratum Grey (4), then glaze the lips and nostrils with thinned Carroburg Crimson using a Detail Brush (5). Apply a highlight of Ulthuan Grey to the raised areas, especially where the skin is stretched over the bone (6).

5. Carroburg Crimson

6. Ulthuan Grey

7. Flayed One Flesh
   Finally, highlight with a Fine Detail Brush.
**SCOURGE**

**SCOURGE WINGS**

1. **Abaddon Black**
   - Apply a basecoat using a Basecoat Brush.

2. **Longbeard Grey**
   - Drybrush only the top portion of feathers.

**Top Tip**
Don’t feel like you have to apply the same pattern to the feathers on all of your Scourges. By reversing the colour scheme shown here, or by varying the pattern to your liking, you can create a squad of individualistic models that still looks like a coherent unit on the tabletop.

3. **Naggaroth Night**
   - Basecoat the larger feathers.

4. **Nuln Oil**
   - Wash with Nuln Oil (4). When this is dry, lightly drybrush the edges of the feathers (5).

5. **Lucius Lilac**
   -
**SKIN ROBES**

1. Bugman's Glow
   - Basecoat the robes with Bugman's Glow using a Basecoat Brush (1). Then, re-coat the whole area with Cadian Fleshtone (2). This provides a colour with more depth.

2. Cadian Fleshtone

3. Carroburg Crimson
   - Wash the robes with Carroburg Crimson using a Wash Brush.

4. Cadian Fleshtone

5. Kislev Flesh

6. Flayed One Flesh
   - Layer with Cadian Fleshtone (4), highlight the folds with Kislev Flesh (5), then finish with a fine highlight of Flayed One Flesh (6).

**MANDRAKE FLESH**

1. Abaddon Black
   - Paint the flesh with Abaddon Black, being careful not to overlap onto the robes (1). Then, edge highlight the muscles with Dark Reaper using a Detail Brush (2).

2. Dark Reaper

3. Fenrisian Grey
   - Finally, apply a fine highlight of Fenrisian Grey with a Fine Detail Brush.

**BLUE GLOW**

1. Ulthuan Grey
   - Paint thinned Ulthuan Grey into the skin sigils.

2. Ulthuan Grey

3. Guilliman Blue
   - Wash the sigil recesses with Guilliman Blue.
**BALEFIRE**

Apply a basecoat (1), layer with Temple Guard Blue (2), then apply a glaze (3). Highlight with Baharroth Blue, then Blue Horror (5).

**ROPE**

Basecoat with Rhinox Hide using a Standard Brush (1), then wash with Nuln Oil (2). Highlight the twists with Gorthor Brown.

**HAIR**

Basecoat with Celestra Grey (1), then paint the entire surface with Ulthuan Grey (2).

Apply a wash of Guilliman Blue (3), then highlight the raised hairs with Ulthuan Grey (4).

Apply a final highlight of White Scar (5).

**SWORD**

Basecoat the hilt (1), then the blade (2).

Wash the weapon (3), apply a highlight (4), then detail with blood stains (5).
RAIDER

HULL

1. Khorne Red
   Basecoat some sections with Khorne Red (1) and others with Incubi Darkness (2).

2. Incubi Darkness

3. Nuln Oil
   Wash Nuln Oil into all of the recesses (3). Highlight the edges of the green areas with Kabalite Green using a Detail Brush (4).

4. Kabalite Green

5. Sybarite Green
   Apply an extreme highlight on the green areas with Sybarite Green (5). Then, edge highlight the red areas with Evil Sunz Scarlet (6).

6. Evil Sunz Scarlet

BRASS

1. Balthasar Gold
   Basecoat using a Basecoat Brush.

2. Agrax Earthshade
   Apply a wash using a Wash Brush.

3. Necron Compound
   Finally, apply a highlight using a Small Drybrush.

METAL

1. Jokaero Orange
   Finish with an extreme highlight of Jokaero Orange on the red areas.

2. Leadbelcher

3. Nuln Oil

4. Necron Compound
   Apply a basecoat (1), then a wash (2). Highlight using a Small Drybrush (3).
SKIN

Basecoat the skin with Celestra Grey using a Standard Brush (1), then wash with Reikland Fleshshade (2). When the shade has dried, layer the skin with Pallid Wych Flesh using a Detail Brush (3).

FLAYED SKIN RAG

Apply a basecoat of Rakarth Flesh with a Standard Brush (1), then wash with Carroburg Crimson using a Wash Brush (2). Once that coat is dry, wash the area with Agrax Earthshade (3) before applying a layer of Karak Stone (4).

WYCH SUIT

Apply two highlights, first of Skavenblight Dinge (1), then Dawnstone (2).

TATTOOS

Use a Fine Detail Brush to carefully apply tattoos to the model’s face and skin with Wazdakka Red.
AGONISER

Ironbreaker

Basecoat the agoniser with Ironbreaker.

Druchii Violet

Apply a wash of Druchii Violet.

Drakenhof Nightshade

Apply a second, darker wash to the bottom half of the agoniser.

ARMOUR PLATES

Kabalite Green

Edge highlight the armour plates with Kabalite Green (1), followed by Sybarite Green (2).

Sybarite Green

BRASS

Sycorax Bronze

Basecoat the area with Sycorax Bronze (1), then wash with Agrax Earthshade (2).

Agrax Earthshade

Nuln Oil

Wash the recesses with Nuln Oil (3), then apply a highlight with Ironbreaker (4).
BLAST PISTOL

1. Leadbelcher
2. Warplock Bronze
3. Nuln Oil
4. Runelord Brass
5. Ironbreaker

Basecoat the pistol with Leadbelcher (1), then pick out the barrel with Warplock Bronze (2) before applying an all-over wash (3). Use a Fine Detail Brush to edge highlight the barrel with Runelord Brass (4), and then the weapon’s stock and grip with Ironbreaker (5).

HAIR

1. Mephiston Red
2. Deathclaw Brown
3. Carrobburg Crimson
4. Deathclaw Brown
5. Fire Dragon Bright

Basecoat the hair with Mephiston Red (1), then layer some streaks with Deathclaw Brown (2). Apply a wash of Carrobburg Crimson (3), then reapply the streaks in the hair with Deathclaw Brown when dry (4). Finally, edge highlight with Fire Dragon Bright (5).

FUR

1. Kantor Blue
2. Nuln Oil
3. Dark Reaper
4. Sotek Green

Basecoat the fur with Kantor Blue (1), then apply a liberal wash of Nuln Oil using a Wash Brush (2). When dry, layer with Dark Reaper (3), then highlight the outer tufts of fur with Sotek Green using a Fine Detail Brush (4).

BONE HAIRPIN

1. Thunderhawk Blue
2. Rakarth Flesh
3. Agrax Earthshade
4. Karak Stone
5. Russ Grey

Basecoat the cord with Thunderhawk Blue (1), then basecoat the bone with Rakarth Flesh (2) before washing both areas using a Wash Brush (3). When the wash is dry, layer the bone with Karak Stone (4) and the cord with Russ Grey (5).
TROPHY RACK

1. Leadbelcher
2. Rakarth Flesh
3. Mechanicus Standard Grey

Use a Standard Brush to basecoat the trophy spikes with Leadbelcher (1), the skull with Rakarth Flesh (2), and the skull’s hair (3).

4. Agrax Earthshade
5. Karak Stone
6. Dawnstone

Apply a wash of Agrax Earthshade to the entire trophy rack (4) using a Wash Brush. When the wash is dry, layer the skull with Karak Stone (5) and its hair with Dawnstone (6).

7. Ironbreaker
8. Gehenna’s Gold

Layer the trophy spikes (7), then pick out the rings with Gehenna’s Gold (8).

VIALS & TUBES

Moot Green

Use a Detail Brush to pick out the vials of combat drugs with Moot Green.
VEHICLE PLATFORMS

Basecoat the whole area (1), then drybrush with Runelord Brass (2) before washing the area with Nuln Oil using a Wash Brush (3). When dry, drybrush the raised areas and the centre of the platform with Runelord Brass (4) before applying an edge highlight (5).

HIGHLIGHTS

Use a Fine Detail Brush to edge highlight with Kabalite Green (1), then Sybarite Green (2).

VEHICLE MARKINGS

First, paint the pattern's outline with Wazdakka Red (1), then carefully fill in the detail (2). Layer the design with Wild Rider Red.

BASE

Basecoat the area with Mournfang Brown (1), then drybrush with Balor Brown using a Medium Drybrush (2). Apply a lighter drybrush of Screaming Skull (3) before using PVA glue to affix a few clumps of Dead Grass to the base (4).
PROPHETS OF FLESH
MAESTRU THRYLEMNIUS
**UNDERCOAT**

- Chaos Black Spray

**PATCHWORK SKIN CLOAK**

1. Rakarth Flesh
   *Pick out patches of skin with Cadian Fleshtone (1) and Bugman's Glow (2).*

2. Bugman's Glow

3. Reikland Fleshshade
   *Wash with Reikland Fleshshade (3), then reapply Cadian Fleshtone as a layer (4).*

4. Cadian Fleshtone

5. Bugman's Glow
   *Layer the dark areas with Bugman's Glow.*

6. Rakarth Flesh
   *Layer the light areas with Rakarth Flesh.*

7. Carroburg Crimson
   *Carefully wash around the stitching using a Detail Brush.*

8. Pallid Wych Flesh
   *Finally, pick out the stitches in Pallid Wych Flesh with a Fine Detail Brush.*
**Flesh**

1. Carroburg Crimson

   Wash the flesh with Carroburg Crimson.

2. Rakarth Flesh

   Layer with Rakarth Flesh.

3. Pallid Wych Flesh

   Highlight with Pallid Wych Flesh.

**Metal**

1. Leadbelcher

2. Reikland Fleshshade

3. Runefang Steel

Basecoat with Leadbelcher (1), then wash with Reikland Fleshshade using a Standard Brush (2). Apply an edge highlight with Runefang Steel when the wash is dry (3).

**Bodysuit**

1. Rhinox Hide

2. Karak Stone

Basecoat with Rhinox Hide (1), then edge highlight with Karak Stone (2).

**Robes**

1. Skavenblight Dinge

2. Karak Stone

Edge highlight using a Standard Brush (1), then a Fine Detail Brush (2).

**Brass**

1. Hashut Copper

2. Reikland Fleshshade

3. Runefang Steel

Basecoat with Hashut Copper (1), then wash with Reikland Fleshshade (2). When the wash is dry, edge highlight with Runefang Steel using a Fine Detail Brush (3).
**Syringe Vial**

1. Mephiston Red
2. Carroburg Crimson
3. Wild Rider Red

Basecoat with Mephiston Red (1), then wash with Carroburg Crimson (2). Then, use a Fine Detail Brush to apply a careful highlight with Wild Rider Red (3).

**Bone**

1. Karak Stone
2. Screaming Skull

Basecoat with Karak Stone (1), then layer with Screaming Skull (2).

**Rock**

1. Mechanicus Standard Grey
2. Agrax Earthshade
3. Dawnstone

Basecoat with Mechanicus Standard Grey (1) using a Basecoat Brush, then wash with Agrax Earthshade (2). Finally, lightly drybrush the edges using a Small Drybrush (3).

**Skull**

1. Karak Stone
2. Agrax Earthshade
3. Rakarth Flesh

Basecoat with Karak Stone using a Standard Brush (1), then wash with Agrax Earthshade using a Wash Brush (2). Layer with Rakarth Flesh when dry (3).

**Green Vials**

1. Warpstone Glow

Basecoat with Warpstone Glow.

2. Biel-Tan Green

Wash with Biel-Tan Green.

3. Moot Green

Highlight with Moot Green.

4. Yriel Yellow

Finally, carefully apply a spot of Yriel Yellow at the intersections of the highlights using a Fine Detail Brush.
SKIN

1. Rakarth Flesh
2. Carroburg Crimson
3. Rakarth Flesh
4. Pallid Wych Flesh

Basecoat the skin (1), then wash the whole area (2). Layer the raised areas (3), then highlight with Pallid Wych Flesh (4).

BLACK ARMOUR

1. Dark Reaper
2. Fenrisian Grey

Apply an edge highlight with Dark Reaper (1), then a finer highlight with Fenrisian Grey (2).

ROBE

1. Skavenblight Dinge
2. Karak Stone

Apply a first highlight of Skavenblight Dinge to the folds (1), then a final edge highlight with Karak Stone (2).

METAL

1. Leadbelcher
2. Reikland Fleshshade
3. Carroburg Crimson
4. Runefang Steel

Basecoat the metal (1), then wash (2). Apply Carroburg Crimson to the blade’s teeth (3), then highlight with Runefang Steel (4).
**BONE RACKS**

1. **Karak Stone**
2. **Carroburg Crimson**
3. **Screaming Skull**

Basecoat with Karak Stone (1) using a Standard Brush, then wash with Carroburg Crimson (2) using a Wash Brush. Finally, layer with Screaming Skull using a Detail Brush (3).

**LOINCLOTH**

1. **Cadian Fleshstone**
2. **Carroburg Crimson**
3. **Cadian Fleshstone**
4. **Kislev Flesh**
5. **Pallid Wych Flesh**

Basecoat with Cadian Fleshstone (1), then wash with Carroburg Crimson (2). Layer with Cadian Fleshstone when dry (3), using a Detail Brush, then highlight with Kislev Flesh (4) using a Fine Detail Brush. Edge highlight with Pallid Wych Flesh to finish (5).

**BRASS**

1. **Hashut Copper**
2. **Agrax Earthshade**
3. **Runefang Steel**

Basecoat with Hashut Copper (1) using a Fine Detail Brush, then wash with Agrax Earthshade (2) using a Detail Brush. Pick out extreme points and edges with Runefang Steel when dry, using a Fine Detail Brush (3).
GREEN VIALS

Basecoat with Warpstone Glow (1), then wash with Biel-Tan Green (2). Use a Fine Detail Brush to edge highlight with Moot Green (3), then apply a spot or cross of Yriel Yellow at the intersection of the highlights (4).

TOPKNOT

Basecoat with Abaddon Black (1), then highlight with Skavenblight Dinge (2) before applying an extreme highlight of Karak Stone (3).

SYRINGE VIAL

Basecoat with Mephiston Red (1), then wash with Nuln Oil (2). Layer with Evil Sunz Scarlet using a Fine Detail Brush when dry (3).

BATON

Paint the crackle effect with Caliban Green (1), then highlight with Warpstone Glow (2). Pick out the angles of the lines with Moot Green (3).
SKIN

Basecoat with Rakarth Flesh (1), then wash with Reikland Fleshshade (2). Wash the deeper recesses with Carroburg Crimson (3), then highlight with Pallid Wych Flesh (4). Finally, tidy up the other areas with Abaddon Black, ready for the next stages (5).

METAL

Basecoat with Leadbelcher (1) using a Standard Brush, then wash with Reikland Fleshshade (2) using a Wash Brush. Edge highlight and paint some scratches with Runefang Steel (3), then stipple flecks of Blood for the Blood God onto the blade’s edge (4).

BLACK ARMOUR

Basecoat with Abaddon Black (1), then edge highlight with Dark Reaper (2). Finally, apply a fine edge highlight with Fenrisian Grey using a Fine Detail Brush (3).
**DARK BONE**

1. Rhinox Hide
   - Apply a thick edge highlight.

2. Doombull Brown
   - Then, apply a thinner edge highlight.

3. Karak Stone
   - Apply a final highlight and pick out reflections with fine strokes of Karak Stone.

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**BODYSUIT**

1. Rhinox Hide
2. Nuln Oil
   - Basecoat the area with a Standard Brush (1) then wash with a Wash Brush (2).

3. Mournfang Brown
4. Karak Stone
   - Highlight with Mournfang Brown (3) using a Detail Brush, then apply a finer edge highlight with Karak Stone using a Fine Detail Brush (4).

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**GREEN VIALS**

1. Warpstone Glow
2. Biel-Tan Green
   - Basecoat with Warpstone Glow (1), then wash with Biel-Tan Green (2).

3. Moot Green
4. Yriel Yellow
   - Layer the area with Moot Green (3), then apply an edge highlight of Yriel Yellow (4).
PURPLE VIALS

Basecoat with Naggaroth Night (1), then layer with Xereus Purple (2). Finally, edge highlight with Fenrisian Grey (3).

LIQUIFIER GUN

Basecoat the metal areas with Leadbelcher (1), then wash (2). Edge highlight with Runefang Steel when the previous stage is dry (3).

Edge highlight the weapon casing with Dark Reaper (4), then apply a fine highlight using a Fine Detail Brush (5).

Basecoat one cable with Warpstone Glow (6), then wash with Biel-Tan Green using a Detail Brush (7).

Paint a highlight of Moot Green (8), then apply Yriel Yellow where the light would catch using a Fine Detail Brush (9).

Basecoat the other cable with Naggaroth Night (10), then edge highlight with Fenrisian Grey (11).
RAIDER HULL

1. Chaos Black Spray
Undercoat with Chaos Black Spray.

2. Dark Reaper
Paint lines of Dark Reaper around the inside edges of the armour panels using a Detail Brush.

3. Fenrisian Grey
Apply finer edge highlights of Fenrisian Grey so that the Dark Reaper is still visible underneath, creating a two-tone highlight.
RAIDER PLATFORM

1. Leadbelcher
2. Nuln Oil
3. Runefang Steel

Basecoat with Leadbelcher (1), then wash with Nuln Oil (2). Drybrush the central area of the platform with Runefang Steel (3).

GOLD

1. Brass Scorpion
2. Agrax Earthshade

Basecoat with Brass Scorpion (1), then wash (2).

3. Hashut Copper
4. Runefang Steel

Layer with Hashut Copper (3), then edge highlight with Runefang Steel (4).

AETHERSAILS

1. Rakarth Flesh
2. Reikland Fleshshade
3. Pallid Wych Flesh
4. White Scar

Basecoat with Rakarth Flesh (1), then carefully wash the edge recesses with Reikland Fleshshade using a Detail Brush (2).

Layer with Pallid Wych Flesh (3), then edge highlight with White Scar using a Fine Detail Brush (4).
**WRACK CREW FLESH**

- Undercoat with Chaos Black Spray (1).
- Basecoat with Rakarth Flesh (2), then wash with Carroburg Crimson using a Wash Brush (3).
- Drybrush with Rakarth Flesh using a Small Drybrush (4), then highlight with Pallid Wych Flesh (5).

**WRACK CREW APRON**

- Basecoat with Cadian Fleshtone (1), then wash with Carroburg Crimson (2).
- When dry, layer first with Cadian Fleshtone (3), then with Kislev Flesh (4). Finally, edge highlight with Pallid Wych Flesh using a Fine Detail Brush (5).

**WRACK CREW METAL**

- Basecoat the metal areas with Leadbelcher (1), then wash with Reikland Fleshshade (2).
- Edge highlight with Runefang Steel (3).
**GREEN TUBES**

1. Warpstone Glow
   Basecoat the tubes with Warpstone Glow (1), then wash with Biel-Tan Green using a Detail Brush (2).

2. Biel-Tan Green

3. Moot Green
   Layer one facing with Moot Green (3), then apply a fine highlight of Yriel Yellow using a Fine Detail Brush (4).

4. Yriel Yellow

**SKIRT**

1. Skavenblight Dinge
   Edge highlight with Skavenblight Dinge (1), then Karak Stone (2).

2. Karak Stone

**TOP TIP**

Make sure you leave a bit of the first highlight showing underneath the second highlight; this is more easily achieved if you use a Detail Brush for the first stage and a Fine Detail Brush for the second. Although only two colours are used, this technique creates the illusion of a smooth gradient from dark to light.

**SAIL SIGIL**

1. Pencil
   Stencil a circle onto the sail with a coin and a pencil.

2. Abaddon Black
   Then, fill in the design using a Detail Brush.

3. 'Ardcoat
   Paint over the circle with 'Ardcoat for a more even surface (3), then apply your preferred transfer once this is dry (4).

4. Transfer
SILVER ARMOUR

1. Leadbelcher
2. Druchii Violet
3. Runefang Steel
4. Rhinox Hide

Basecoat with Leadbelcher using a Standard Brush (1), then wash with Druchii Violet using a Wash Brush (2). Edge highlight the armour with Runefang Steel (3), then line the recesses with thinned down Rhinox Hide for definition (4).

FLAYED SKIN CLOAK

1. Khorne Red
2. Nuln Oil
3. Khorne Red
4. Evil Sunz Scarlet
5. Bestigor Flesh
6. Agrax Earthshade
7. Screaming Skull

Basecoat with Khorne Red (1), then wash with Nuln Oil (2). Mark out lines of Khorne Red (3), then highlight them (4). Selectively highlight with Bestigor Flesh (5), then wash the recesses using a Detail Brush (6). Finally, pick out the stitching (7).

BASE

1. Lustrian Undergrowth
2. Balor Brown
3. Tyrant Skull
4. Athonian Camoshade
5. Longbeard Grey

Coat the base, but don’t get texture on the skulls (1). Drybrush at stages (2) and (3), and apply the Shade in patches (4). Finish with a light drybrush (5).
BLACK LEATHER

Top Tip
Instead of using blacks or browns for a traditional leather, here we have used an unearthy blue colour to suggest that the leather has been taken from an alien beast.

GOLD ARMOUR

Balthasar Gold
Basecoat with Balthasar Gold using a Standard Brush.

Gehenna’s Gold
Layer with Gehenna’s Gold using a Detail Brush.

Runefang Steel
Edge highlight with Runefang Steel using a Fine Detail Brush.
HUSKBLADE

1. Rakarth Flesh
   Basecoat the entire weapon with Rakarth Flesh (1), then apply an overall wash of Reikland Fleshshade using a Wash Brush (2).

2. Reikland Fleshshade

3. Rakarth Flesh
   Layer with Rakarth Flesh using a Detail Brush (3), then edge highlight with Screaming Skull using a Fine Detail Brush (4).

4. Screaming Skull

BALEFUL GLOW

1. Sotek Green
   Basecoat the recesses with Sotek Green (1), then paint thinned Temple Guard Blue into them using a Fine Detail Brush (2).

2. Temple Guard Blue

3. Pallid Wych Flesh
   Pick out the eyes with Pallid Wych Flesh.

   Top Tip
   When painting glowing eyes or helmet visors, thinning down the paint with a bit of Lahmian Medium will allow the paint to run into the recesses more effectively.

PLUME

1. Screamer Pink
   Basecoat with Screamer Pink using a Standard Brush (1), then wash with Nuln Oil using a Wash Brush (2).

2. Nuln Oil

3. Screamer Pink
   Layer with Screamer Pink using a Detail Brush (3), then highlight with Pink Horror using a Fine Detail Brush (4).

4. Pink Horror
KABALITE WARRIOR

Armour

Chipped red armour

Gold

Loincloth

110
ARMOUR

Undercoat with Chaos Black Spray (1), then apply a basecoat of Leadbelcher using the Citadel Spray Gun (2). Wash with Druchii Violet using a Wash Brush (3), then layer with Runefang Steel when the wash is dry (4).

GOLD

Basecoat with Balthasar Gold (1), then wash with Nuln Oil (2). Edge highlight the area with Runefang Steel when dry (3).

BODYSUIT

Basecoat with a Standard Brush (1), then apply a wash (2). Tidy with Incubi Darkness (3), then highlight with Dawnstone (4).
CHIPPED RED ARMOUR

1. Khorne Red
2. Runefang Steel
3. Agrax Earthshade

Basecoat with Khorne Red (1), then apply flecks of Runefang Steel with a Fine Detail Brush to represent battle damage (2). Wash the recesses with Agrax Earthshade using a Detail Brush to finish (3).

BALEFUL GLOW

1. Sotek Green
2. Temple Guard Blue
3. Pallid Wych Flesh

Using a Fine Detail Brush, apply a basecoat of thinned down Sotek Green (1), then highlight with Temple Guard Blue (2). Finally, apply a small dot of Pallid Wych Flesh in the centre of each eye (3).

LOINCLOTH

1. Screamer Pink
2. Nuln Oil
3. Screamer Pink
4. Pink Horror

Basecoat with Screamer Pink (1), then wash with Nuln Oil (2). Tidy with Screamer Pink (3), then highlight with Pink Horror (4).
KABALITE TRUEBORN

RED ARMOUR

1. Khorne Red
2. Evil Sunz Scarlet
3. Bestigor Flesh

Basecoat with Khorne Red (1), then highlight with Evil Sunz Scarlet (2).
Next, edge highlight with Bestigor Flesh using a Fine Detail Brush (3).

4. Agrax Earthshade

Then wash around the armour’s studs with Agrax Earthshade, using a Detail Brush (4).

AGONISER

1. Incubi Darkness
2. Soteck Green
3. Temple Guard Blue
4. Pallid Wych Flesh
5. Waywatcher Green

Basecoat with Incubi Darkness (1), then selectively layer with Soteck Green (2) followed by Temple Guard Blue (3). Use a Fine Detail Brush to highlight the tip and carefully apply a crackling lightning effect (4), then glaze the entire area with Waywatcher Green (5).
SSLYTH
**HEAD**

1. Mephiston Red
2. Carroburg Crimson
3. Abaddon Black

Basecoat with Mephiston Red using a Standard Brush (1), then wash the area (2). Then, paint stripes with Abaddon Black (3).

4. Zandri Dust
5. Tyrant Skull
6. Carroburg Crimson

Pick out an appropriate scale pattern with Zandri Dust using a Fine Detail Brush (4) – we used a photo of a coral snake for reference. Then, lightly drybrush the scales with Tyrant Skull (5). Finally, wash the entire area once more with Carroburg Crimson (6).

**SCALES**

1. Mephiston Red
2. Carroburg Crimson
3. Abaddon Black

Basecoat with Mephiston Red (1), then wash the area with Carroburg Crimson (2). Paint bands of Abaddon Black (3).

4. Zandri Dust
5. Tyrant Skull
6. Carroburg Crimson

Pick out borders using Zandri Dust with a Fine Detail Brush (4), then lightly drybrush all the scales with Tyrant Skull using a Small Drybrush (5). Finally, wash the entire area once again with Carroburg Crimson (6).
BACK BANNER

1. Incubi Darkness
   Paint the cloth with Incubi Darkness using a Standard Brush (1), then wash with Nuln Oil using a Wash Brush (2).

2. Nuln Oil

3. Incubi Darkness
   Layer with Incubi Darkness (3), then highlight the folds and edges with Dawnstone using a Fine Detail Brush (4).

4. Dawnstone

5. Pencil marking
   Carefully outline the banner’s design with a pencil (5), then, with Pallid Wych Flesh, build up the oval’s border until the shape is established (6).

6. Pallid Wych Flesh

7. Pallid Wych Flesh
   Fill in the design completely with Pallid Wych Flesh.

8. Transfer
   Apply the transfer of your choice as centrally as possible to finish.
VENOM

BRASS

1. Balthasar Gold
2. Nuln Oil
3. Necron Compound

Basecoat the Venom's underside with Balthasar Gold (1), then wash with Nuln Oil (2). Drybrush with Necron Compound.

SKULL TROPHIES

1. Ushabti Bone
2. Reikland Fleshshade
3. Ushabti Bone
4. Screaming Skull

Basecoat with Ushabti Bone (1) using a Detail Brush, then wash with Reikland Fleshshade (2). Layer with Ushabti Bone (3), then highlight with Screaming Skull using a Fine Detail Brush (4).
VENOM CHASSIS

1. Chaos Black Spray
   Undercoat with Chaos Black Spray (1), then apply a basecoat of Leadbelcher using the Citadel Spray Gun (2).

4. Incubi Darkness
   Basecoat the panels on the Venom's prow with Incubi Darkness (4) and Khorne Red (5).

7. Runefang Steel
   Add flecks of Runefang Steel to represent battle damage using a Fine Detail Brush (7) then line the recesses with thinned down Rhinox Hide using a Fine Detail Brush (8).

2. Leadbelcher

5. Khorne Red

8. Rhinox Hide

3. Druchii Violet
   Wash the entire area with Druchii Violet using a Wash Brush (3).

6. Necron Compound
   Drybrush with Necron Compound to weather selected areas.

TOP TIP
We used a small bit of sponge to create the weathered look. Wipe off any excess paint from the sponge, as you would with the drybrushing method, and try not to think too much about where you want the paint to go – this will achieve a more realistic effect.
Voidraven Bomber
Razorwing Jetfighter

Reavers
RAIDERS OF COMMORRAGH
DARK ELDAR PAINTING GUIDE

The Dark Eldar are pirates who strike without warning or mercy from the Dark City of Commorragh, seeking only to inflict pain and steal away slaves. Every raiding band is unique – from the heraldry and armour of the Kabals, through the vivid colours of the Wych Cults, to the pale flesh and surgical steel of the Haemonculus Covens, each has its own look and way of war. All, however, are monstrous, for the Dark Eldar are a race of terrible, lethal grace.