



Richard's Creative Workshop

*Richard's
Creative
Workshop*

Warhammer 40k Painting Guide

Citadel's painting guide

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<https://citadelcolour.com/>

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Warhammer 40k Painting Guide

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Ultramarines

Ultramarines – Classic Painting style

Step 1 – Undercoat	
Chaos Black	All areas
Step 2 – Basecoat	
Abaddon Black	Black areas
Leadbelcher	Gunmetal areas
Macragge Blue	Ultramarine armour areas
Retributor Armour	Gold areas
Screamer Pink	Magenta areas
Rakarth Flesh	Parchment areas
Celestra Grey	Cold White areas
Step 3 – Shade	
Nuln Oil	Gunmetal areas, Ultramarine armour areas
Reikland Fleshshade	Gold areas
Carroburg Crimson	Magenta areas
Agrax Earthshade	Parchment areas
Drakenhof Night shade	Cold White areas
Step 4 – Base	
Stirland Mud	Base
Steel Legion Drab	Base Rim
Step 5 – Hightlight 1	
Eshin Grey	Black areas
Stormhost Silver	Gunmetal areas
Calgar Blue	Ultramarine
Auric Armour Gold	Gold areas
Pink Horror	Magenta areas
Pallid Wych Flesh	Parchment areas
Ulthuan Grey	Cold White areas
Step 6 – Highlight 2	
Dawnstone	Black areas
Fenrisian Grey	Ultramarines Armour areas

Liberator Gold	Gold areas
Emperor's Children	Magenta areas
White Scar	Parchment, Cold White areas



Ultramarines – Contrast Painting style

Step 1 – Undercoat	
Grey Seer	All areas
Step 2 – Contrast	
Black Templar	Black areas
Basilicanum Grey	Gunmetal areas
Ultramarine Blue	Ultramarine armour areas
Nazdreg Yellow	Gold areas
Volups Pink	Magneta areas
Skeleton Horde	Parchment areas
Apothecary White	Cold White areas
Step 3 – Base	
Stirland Mud	Base
Steel Legion Drab	Base Rim
Step 4 – Highlight 1	
Eshin Grey	Black areas
Administratum Grey	Gunmetal areas
Calgar Blue	Ultramarine
Screaming Skull	Gold areas
Pink Horror	Magenta areas
Pallid Wych Flesh	Parchment areas
Grey Seer	Cold White areas
Step 5 – Highlight 2	
Administratum Grey	Black areas
Fenrisian Grey	Ultramarines Armour areas
Emperor's Children	Magenta areas
White Scar	Parchment, Cold White areas



Death Guard

Plague Marine – Classic Painting Style

Step 1 – Undercoat	
Corax White	All areas
Step 2 – Basecoat	
Abaddon Black	Black areas
Leadbelcher	Gunmetal areas
Death Guard Green	Death Guard armour areas
Balthasar Gold	Weathered Bronze area
Screamer Pink	Mauve areas
Rakarth Flesh	Rotting Bone, Rotting Flesh areas
Step 3 – Shade	
Agrax Earthshade	Rotting Bone, Weathered Bronze, Death Guard Armour, Dirty Metal, Mauve areas
Druchi Violet	Rotting Flesh areas
Step 4 – Base	
Astrogranite	Base
Steel Legion Drab	Base Rim
Step 5 – Highlight 1	
Screaming Skull	Rotting Bone area
Sycorax Bronze	Weathered Bronze areas
Elysian Green	Death Guard Armour
Eshin Grey	Black areas
Stormhost Silver	Dirty Metal areas
Carroburg Crimson	Rotting Flesh areas
Pink Horror	Mauve areas
Step 6 – Highlight 2	
Nihilakh Oxide	Weathered Bronze areas
Ogryn Camo	Death Guard Armour
Rakarth Flesh	Rotting Flesh areas
Emperor's Children	Mauve areas
Step 7 – Highlight 3	

Pallid Wych Flesh

Rotting Flesh areas



Plague Marine – Contrast Painting style

Step 1 – Undercoat	
Wraithbon	All areas
Step 2 – Contrast	
Skeleton Horde	Rotting Bone areas
Gore-grunta Fur	Weathered Bronze areas
Militarum Gree	Death Guard Armour areas
Black Templar	Black areas
Basilicanum Grey	Dirty Metal areas
Guilliman Flesh	Rotting Flesh areas
Volupus Pink	Mauve areas
Step 3 – Base	
Astrogranite	Base
Steel Legion Drab	Base Rim
Step 4 – Highlight 1	
Screaming Skull	Rotting Bone areas
Bestigor Flesh	Weathered Bronze areas
Ogryn Camo	Death Guard Armour areas
Eshin Grey	Black areas
Administratum Grey	Dirty Metal areas
Kislev Flesh	Rotting Flesh areas
Pink Horror	Mauve areas
Step 5 – Highlight 2	
Krieg Khaki	Death Guard Armour
Administratum Grey	Black areas
Emperor’s Children	Mauve areas

Poxwalkers

Poxwalker – Classic Painting Style

Step 1 – Undercoat	
Corax White	All areas
Step 2 – Basecoat	
Leadbrelcher	Gunmetal areas
Rakarth Flesh	Rotting Bone, Rotting Flesh areas
Abaddon Black	Black areas
Dryad Black	Wood Brown
Mechanicus Standard Grey	Grey areas
Balthasar Gold	Weathered Bronze areas
Step 3 – Shade	
Nuln Oil	Gunmetal, Grey areas
Reikland Fleshshade	Pale Flesh area
Agrax Earthshade	Rotting Bone, Weathered Bronze, Death Guard Armour, Dirty Metal, Mauve areas
Step 4 – Base	
Astrogranite	Base
Steel Legion Drab	Base Rim
Step 5 – Highlight 1	
Stormhost Silver	Gunmetal areas
Flayed One Flesh	Pale Flesh areas
Screaming Skull	Rotting Bone areas
Gorthor Brown	Wood Brown areas
Dawnstone	Grey areas
Sycrox Bronze	Weathered Bronze areas
Step 6 – Highlight 2	
Pallid Wych Flesh	Rotting Flesh areas
Dawnstone	Black areas
Baneblade Brown	Wood Brown areas
Administratum Grey	Grey areas
Nikilakh Oxide	Weathered Bronze area



Poxwalker – Contrast Painting Style

Step 1 – Undercoat	
Wraithbone	All areas
Step 2 – Contrast	
Basilicanum Grey	Gunmetal areas
Gulliman Flesh	Pale Flesh areas
Skeleton Horde	Rotting Bone area
Black Templar	Black areas
Wyldwood	Wood Brown areas
Gor-grunta Fur	Weathered Bronze areas
Step 3 – Base	
Astrogranite	Base
Steel Legion Drab	Base Rim
Step 4 – Highlight 1	
Administratun Grey	Gunmetal areas
Flayed One Flesh	Pale Flesh areas
Screaming Skull	Rotting Bone areas
Eshin Grey	Black areas
Gothor Brown	Wood Brown areas
Bestigor Flesh	Weathered Bronze areas
Step 6 – Highlight 2	
Pallid Wych Flesh	Rotting Flesh areas
Administratun Grey	Black areas
Baneblade Brown	Wood Brown areas

Nurglings

Nurging – Classic Painting Style

Step 1 – Undercoat	
Corax White	All areas
Step 2 – Contrast	
Zandri Dust	Putrid Flesh areas
Rakarth Flesh	Pale Flesh, Rotting Bone areas
Averland Sunset	Boils areas
Screamer Pink	Internal Organs, Mauve areas
Step 3 - Shade	
Athonian Camoshade	Putrid Flesh areas
Reikland Fleshshade	Pale Flesh, Boils areas
Agrax Earthshade	Rotting Bone, Mauve areas
Druchii Violet	Internal Organs areas
Step 4 – Base	
Astrogranite	Base
Steel Legion Drab	Base Rim
Step 5 – Highlight 1	
Ogryn Camo	Putrid Flesh areas
Flayed One Flesh	Pale Flesh areas
Screaming Skull	Rotting Bone areas
Ushabti Bone	Boils areas
Pink Horror	Internal Organs, Mauve areas
Step 6 – Highlight 2	
Flayed One Flesh	Putrid Flesh areas
Pallid Wych Flesh	Pale Flesh areas
Kislev Flesh	Internal Organs areas
Emperor's Children	Mauve areas



Nurgling – Contrast Painting Style

Step 1 – Undercoat	
Grey Seer	All areas
Step 2 – Contrast	
Skeleton Horde	Putrid Flesh, Rotting Bone area
Gulliman Flesh	Pale Flesh areas
Nazdreg Yellow	Boilsmareas
Volupus Pink	Internal Organs, Mauve areas
Step 3 – Base	
Astrogranite	Base
Steel Legion Drab	Base Rim
Step 4 – Highlight 1	
Ogryn Camo	Putrid Flesh areas
Flayed One Flesh	Pale Flesh areas
Screaming Skull	Rotting Bone areas
Reikland Fleshshade	Boils areas
Pink Horror	Internal Organs, Mauve areas
Step 6 – Highlight 2	
Flayed One Flesh	Putrid Flesh areas
Pallid Wych Flesh	Pale Flesh areas
Ushabti Bone	Boils areas
Kislev Flesh	Internal Organs areas
Emperor’s Children	Mauve areas

Goffis Ork Boyz

Goffis Ork Boyz – Classic Painting style

Step 1 – Undercoat	
Chaos Black	All areas
Step 2 – Basecoat	
Dryad Bark	Wood Brown areas
Zandri Dust	Bone areas
Celestra Grey Dirty	White areas
Waaagh! Flesh	Ork Skin areas
Abaddon Black	Dirty Black areas
Warplock Bronze	Brass areas
Leadbelcher	Gunmetal areas
Step 3 – Shade	
Agrax Earthshade	Wood Brown, Dirty White, Brass areas
Seraphim Sepia	Bone areas
Beil-Tan Green	Ork Skin areas
Nuln Oil	Gunmetal areas
Step 4 – Base	
Stirland Mud	Base
Steel Legion Drab	Base Rim
Step 5 – Hightlight 1	
Gorthor Brown	Wood Brown areas
Ushabti Bone	Bone areas
Ulthuan Grey	Dirty White areas
Warboss Green	Ork Skin areas
Skavenblight Dingt	Dirty Black areas
Brass Scorpion	Brass areas
Stormhost Silver	Gunmetal areas
Step 6 – Highlight 2	
Baneblade Brown	Wood Brown areas
Screaming Skull	Bone areas
White Scar	Dirty White areas

Skarsnik Green	Ork Skin areas
Stormvermin Fur	Dirty Black areas
Runelord Brass	Brass areas



Faces

Step 1 – Undercoat	
Chaos Black	All areas
Step 2 – Basecoat	
Bugman's Glow	Flesh areas
Leadbrelcher	Gunmetal areas
Abaddon Black	Black areas
Mephisto Red	Cybernetic eyes
Step 3 – Shade	
Nuln Oil	Metalic areas
Reikland Flashade	Flesh areas
Step 4 – Highlight 1	
Flayed One Flesh	Pale Flesh areas
Step 6 – Highlight 2	
Screaming Skull	Flesh areas



Scenery

Munitorum Armoured Containers

Choose a base coat for your container

Step 1 – Undercoat	
Chaos Black	All areas
Step 2 – Basecoat	
Mephistor Red	Red Container
Maccrage Blue	Blue Container
Death Guard Green	Green Container
Leadbelder	Gunmetal areas
Retributor Armour	Gold Areas
Step 3 – Shade	
Agrax Earthshade	Complete Container
Nuln Oil	Gunmetal areas
Reikland Fleshshade	Gold Areas
Step 4 – Dry Brush	
Evil Sunz Scarlet	Red Container
Necron Compound	Blue Container
Caliban Green	Green Container
Step 6 – Dry Brush 2	
Necron Compound	Green Container
Stormhost Silver	Gunmetal areas
Step 7 – Edge	
Liberator Gold	Gold Areas



Sector Imperial Ruins

Step 1 – Undercoat	
Chaos Black	All areas
Step 2 – Basecoat	
Mechanicus Standard Grey	Grey areas
Retributor Armour	Gold areas
Leadbelcher	Gunmetal areas
Step 3 – Shade	
Agrax Earthshade	Gold area
Nuln Oil	Gunmetal areas
Step 4 – Dry Brush	
Longbeard Grey	Grey areas
Necron Compound	Gold and Gunmetal areas



Sector Imperial Basilica

Step 1 – Undercoat	
Chaos Black	All areas
Step 2 – Basecoat	
Mechanicus Standard Grey	Grey areas
Retributor Armour	Gold areas
Leadbelcher	Gunmetal areas
Step 3 – Shade	
Agrax Earthshade	Gold area
Nuln Oil	Gunmetal areas
Step 4 – Dry Brush	
Longbeard Grey	Grey areas
Necron Compound	Gold and Gunmetal areas

