Dark Angels

Painting recipes and reference guides for my Dark Angels collection. Start with Dark Angels Organisation and Markings for chapter structure, ranks, company and squad badges, Deathwing, Ravenwing, transfers, history, and approved army variations. Painting recipes retain their selected paints, ordered steps, and model-specific notes.

- Dark Angels Intercessor — Painting Recipe
- Deathwing draft color notes
- Dark Angels Organisation and Markings
- Dark Angels Ranks and Specialist Roles
- Dark Angels Armour and Squad Markings
- Deathwing Membership and Heraldry
- Ravenwing Squadrons and Heraldry
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- Dark Angels History and Army Variations

Dark Angels Intercessor — Painting Recipe

DARK ANGELS / 3RD COMPANY · AIRBRUSH + BRUSH

Green armor.
Bone details. Red weapons.

Weathered urban ground.

A squad painting recipe organized around shared colors. Within each step, complete each paint across the matching details—and across the squad—before moving on.

13 STEPS / 3 PHASES

Painting inspiration



Dark Angels Intercessor by **Michael Sanchez** · 40K Gallery

THE FINISHED MODEL / FOUR VIEWS



01 / Front



02 / Left



03 / Rear



04 / Right

Reference model · Select a view to open the full photograph. See the finished Intercessor and Eradicator squads below.

KEEP BESIDE THE PALETTE

Paint tray & bench reference

GREEN ARMOR

Black Green base → 1:1 Black Green / Greenskin Punch zenithal → 2:1 Greenskin Punch / Slime Green volume highlights

STEP 02 STEP 08

BONE & SEALS

Aquilas & optional bone shield stripes: Ushabti Bone → targeted Seraphim Sepia → restrained Screaming Skull highlights

Oath paper: Light Earth → Dark Brown recesses → Afro Shadow writing

STEP 05

RED DETAILS

AK 3GEN Wine Red → Pro Acryl Bold Pyrrole Red

STEP 06

BLACK & LEATHER

Ironclad Grey foregrips · Black Legion black details · Hull Red leather

STEP 04

METALLICS

Steel · brass · Vallejo TMM Imperial Gold Shade: 1:1 Imperial Gold Shade / Xpress Medium

After varnish: Base / Light highlights, 1:1 → 1:2

STEP 07 STEP 13 · FINAL METALS

URBAN GROUND

Army Painter Fanatic Ash Grey → Pro Acryl 1-Step Graphite Grey

Old Gold street details · Eshin Grey rim

STEP 03 STEP 11 · OPTIONAL STEP 12

1:1

Airbrush dilution

Prepared paint or paint mix : AK Airbrush Thinner

15–20 PSI

1:1

Generous zenithal

AK 3GEN Black Green : AK 3GEN Color Punch Greenskin Punch

2:1

Restrained volume highlights

AK 3GEN Color Punch Greenskin Punch : AK 3GEN Color Punch Slime Green

Bottled mix · also for matching cleanup

1:1

Layered brush edges

AK 3GEN Color Punch Greenskin Punch : AK 3GEN Color Punch Slime Green

Bottled mix

Sergeant identification. Sergeants follow the normal recipe for their unit in every area. Their sole rank marker is a **tilt shield with a red skull decal**, applied in Step 9. Greenwing shields default to green, with an optional vertical bone stripe down the center. Deathwing reverses the colors: a shield matching the bone armor, with an optional vertical green center stripe. Helmets, chest devices, rims, and other details retain the normal unit treatment.

Optional white symbols · Step 7. Heavy Titanium White → undiluted Templar White for blue-grey recess shading on selected chapter wings and weapon emblems.

Mixing ratios & airbrush notes

Ratios list ingredients in the order shown. The Greenskin Punch / Slime Green mixes are already prepared in labeled bottles. Greenskin Punch is used only in paint mixtures in this recipe.

Use	Recipe
Airbrushed acrylic colors	**1 part prepared paint or paint mix : 1 part AK Airbrush Thinner**, usually **15–20 PSI**

Armor panel lining	**AK Precision Panel Liner — Sepia**. Use targeted lining on green armor. Reserve Black for forward grips and awkward black details in Step 4.
Generous zenithal — airbrush	**1 part AK 3GEN Black Green : 1 part AK 3GEN Color Punch Greenskin Punch**
Restrained volume highlights — airbrush; matching cleanup later	**2 parts AK 3GEN Color Punch Greenskin Punch : 1 part AK 3GEN Color Punch Slime Green** (bottled mix)
Layered edge highlights — brush	**1 part AK 3GEN Color Punch Greenskin Punch : 1 part AK 3GEN Color Punch Slime Green**
Aquilas & optional bone shield stripes	**Citadel Seraphim Sepia**, used undiluted in the recesses only over dry **Citadel Ushabti Bone**; keep the raised surfaces in Ushabti Bone, then add restrained **Citadel Screaming Skull** highlights
Oath paper recesses & writing	**AK Precision Panel Liner Dark Brown** in recesses over dry **AK 3GEN Light Earth**; let dry, then add writing with **AK 3GEN Color Punch Afro Shadow**
Marine gold shade — Step 7	**1 part Imperial Gold Shade : 1 part Vallejo Xpress Medium**. Smallest batch: **1 drop shade + 1 drop Xpress Medium = 2 drops total**. Let the shade dry.

Marine gold cleanup — Step 7	Imperial Gold Airbrush (77.163) for selective midtone cleanup after shading, only where needed.
Marine gold highlights — Step 13	**1:1 Imperial Gold Base : Imperial Gold Light** for general highlights; **1:2 Base : Light** for selected brighter final accents. Apply after all varnishing.
Gold street shade — Step 3	**Undiluted Citadel Reikland Fleshshade**
Optional white symbols — Step 7	Pro Acryl Heavy Titanium White (S21), followed by **undiluted Vallejo Xpress Color Templar White (72.401)**. Let the white basecoat dry first.
Protective varnish — Step 10	**AK Ultra Matte Varnish**; two thin coats, drying between them. A separate initial satin coat is optional, not required.

Use **Army Painter John Blanche Masterclass Ironclad Grey** as the default for forward grips, then shade them with **AK Precision Panel Liner Black**. For other black details, choose **Citadel Contrast Black Legion** or Ironclad Grey by area; use targeted Black panel liner in awkward spaces where applying Black Legion risks spilling onto the armor. Paint exposed pistol handles with **Scale75 Black Metal** in Step 7, including those visible above holsters.

For each airbrushed acrylic layer, first combine the paint colors at the listed ratio, then thin the prepared paint mixture 1:1 with AK Airbrush Thinner. This dilution is separate from the paint-color ratio and does not apply automatically to brush highlights. Do not apply the acrylic-color 1:1 thinning rule automatically to

varnish. Retain the dilution that works with your specific varnish bottles and airbrush.

Paint & equipment checklist

Brand / range	Paints & products
Colour Forge spray primers	**Usual start:** Renegade Green, followed by Salamander Green from above. **Optional black start:** Matt Black or Raven Black in place of Renegade Green; then the same Salamander Green pass.
AK 3GEN	Black Green; Hull Red; Light Earth (oath paper); Silver Grey (street foundation and seal wax); Wine Red; Rusty Brass
AK 3GEN Color Punch	Greenskin Punch and Slime Green (ingredients for the listed armor mixtures); Beast Brown; Afro Shadow (oath-paper writing)
AK Quick Gen	Old Gold
Citadel Contrast	Black Legion; Doomfire Magenta; Flesh Tearers Red
Citadel	Eshin Grey (base rim); Ushabti Bone (aquilas and optional bone shield stripes); Screaming Skull (restrained bone highlights)

Vallejo True Metallic Metal	Imperial Gold Base (77.123); Shade (77.143); Airbrush (77.163, optional cleanup); Light (77.103, optional final highlights)
Citadel Shade	Reikland Fleshshade (street gold); Seraphim Sepia (bone recesses)
Vallejo	Xpress Medium; Xpress Color Templar White (72.401, optional white symbols; use undiluted)
Citadel Dry	Necron Compound (optional silver highlight)
Army Painter Fanatic	Deep Grey (optional black-detail highlights); Ash Grey; Company Grey or Brigade Grey (brighter ground alternatives)
Army Painter John Blanche Masterclass	Ironclad Grey (default for forward grips; optional near-black alternative elsewhere)
Scale75	Black Metal; Heavy Metal (optional silver highlight)
Pro Acryl	Bold Titanium White (eye lenses); Matt Cexwish Heavy Titanium White (S21, optional white symbols); Bold Pyrrole Red (casing, knee, and eye-lens highlights); Gloss Varnish
Pro Acryl 1-Step	Graphite Grey

AK	Precision Panel Liner — Sepia (green armor; optional leather pin wash), Dark Brown (oath-paper recesses), and Black (forward grips; awkward black details); Ultra Matte Varnish (default); Satin Varnish (optional initial coat); Airbrush Thinner
Vallejo Pigment FX	Natural Iron Oxide
Microscale	Micro Set; Micro Sol
Other supplies	Transfers; tilt shields and red skull decals for sergeants; optional grass tufts, flowers or other ready-made vegetation; PVA or suitable basing glue
Tools	Airbrush; detail brushes; basecoating brush; pigment brush; transfer-cutting tools; tweezers; soft brush or tightly wound cotton bud for positioning transfers

PHASE I / STEPS 01-03

Foundation

PRIME · AIRBRUSH · URBAN BASE

01 Prime & tabletop finish

The usual starting point is a dark green primer with a lighter green highlight.

USUAL PRIMER START

- Colour Forge **Renegade Green**
- Colour Forge **Salamander Green**

OPTIONAL BLACK START / EITHER PRIMER

- Colour Forge **Matt Black**
- Colour Forge **Raven Black**

1. **Prime the model.**

   Colour Forge Renegade Green

   Use this dark green primer as the usual starting point.

2. **Highlight from above.**

   Colour Forge Salamander Green

   Spray an overhead zenithal highlight, leaving the lower surfaces darker.

Black-primer alternative:

Replace the initial green primer with **Colour Forge Matt Black** or **Colour Forge Raven Black**. Either works; follow with the same overhead green primer pass.

Tabletop stopping point:

The green foundation is suitable for tabletop use while the full paint job is pending. The later airbrush layers may cover much of this spray gradient.

02 Airbrush & armor lining

Build the armor volume, then define only its recesses.

PALETTE / THIS STEP

- AK 3GEN — **Black Green**
- Zenithal mix · 1:1 — **Black Green : Greenskin Punch**
- Volume mix · bottled 2:1 — **Greenskin Punch : Slime Green**
- AK Precision Panel Liner — **Sepia · green armor**
- AK — **Airbrush Thinner**

Airbrush the green armor

1. **Apply the dark foundation.**

   AK 3GEN Black Green

   Cover the green armor, including the belt buckle and the sergeants' pauldron rims and tilt shields. Thin **1 part paint : 1 part AK Airbrush Thinner**; use the usual **15–20 PSI**.

2. **Build a generous overhead highlight.**

   1 part AK 3GEN Black Green : 1 part AK 3GEN Color Punch Greenskin Punch

   Airbrush the prepared mix from above over the armor, leaving the lower areas darker.

3. **Pick out the brightest volumes.**

   2 parts AK 3GEN Color Punch Greenskin Punch : 1 part AK 3GEN Color Punch Slime Green — bottled volume mix

Keep this pass restrained but bright. Focus on the tops of shoulders, backpacks, heads, and other prominent features that need emphasis.

For both highlight passes:

Thin **1 part prepared paint mixture : 1 part AK Airbrush Thinner** and use the usual **15–20 PSI**. This dilution is separate from each paint-to-paint ratio above.

Keep the brush edge mix for later:

Reserve the bottled **1:1 Greenskin Punch : Slime Green** mix for the layered edge highlights in **Step 8**.

Line the armor recesses

1. **Let the acrylic armor dry.**

   AK Precision Panel Liner Sepia

   Use this enamel liner for the preferred shadows against the green armor. The acrylic paint-thinning ratios above do not apply to it.

2. **Apply small, targeted amounts.**

   Place the liner directly in panel lines and cavities. Let it flow along the recesses for defined shadows, keeping it off the broad green panels so they retain their color. **Do not use an all-over wash.**

3. **Leave rubber joints and black details for Step 4.**

   Skip the exposed rubber joints now. Black panel liner is reserved for forward grips and awkward, hard-to-reach black details.

4. **Let the enamel dry.**

   Wait before painting over it or applying varnish. Stray marks can dry and be painted over during **Step 8: armor cleanup and highlights**; there

is no need to perfect every line now.

Optional spirits correction:

Lift excess liner with a cotton bud (Q-tip) barely dampened with white spirit. Use a very gentle touch; avoid scrubbing or soaking the surface. No extra varnish stage is required in this workflow.

03 Urban base: ground, gold & rim

Complete all base painting here; add pigment weathering after varnishing in Step 12.

PALETTE / THIS STEP

Army Painter Fanatic **Ash Grey**	Pro Acryl 1-Step **Graphite Grey**	AK 3GEN **Silver Grey**	AK Quick Gen **Old Gold**
Citadel Shade **Reikland Fleshshade**	Citadel **Eshin Grey · rim only**		

OPTIONAL / BRIGHTER GROUND UNDERCOAT

Army Painter Fanatic **Company Grey**	Army Painter Fanatic **Brigade Grey**

Finish the ground, gold street features, and rim before the marine’s small details. Work across the squad one color at a time, letting each layer dry before the next.

Scenic ground & stone

1. **Build an opaque foundation.**

   Army Painter Fanatic Ash Grey

   Cover the entire primed scenic ground and stone, **including recesses and any green overspray**. Apply a full, even basecoat rather than a skim or drybrush. No Eshin Grey undercoat is needed.

2. **Add the grey tone and shading.**

   Pro Acryl 1-Step Graphite Grey

   Apply over the dry ground basecoat. Let it dry before painting the gold details.

Optional brighter foundation:

Replace the ground basecoat with **Army Painter Fanatic Company Grey** or **Army Painter Fanatic Brigade Grey** if the result reads too dark. These are alternatives, not extra layers.

Previous test:

Avoid **Citadel Wraithbone** here; it made this ground treatment too bright.

Gold street features

1. **Prepare the entire feature.**

   AK 3GEN Silver Grey

   Apply thin, opaque coats over the sides, recesses, lettering, and remaining surfaces. Let the foundation dry.

2. **Apply the gold.**

   AK Quick Gen Old Gold

   Cover the full prepared feature and let it dry.

3. **Define the recesses.**

   Citadel Reikland Fleshshade

   Use undiluted. Keep the shade on the gold feature. Deep recess shadows help the lettering stand out. Let it dry.

Base rim

1. **Paint a clean, even rim.**

   Citadel Eshin Grey

   Touch up later only if subsequent painting or weathering marks it.

Base painting complete:

Leave pigment weathering for **Step 12**, after the protective varnish coats. Correct any stray marks on the green armor together in **Step 8**.

PHASE II / STEPS 04–07

Shared color batches

BLACK · BONE · RED · METALS

04 Black details & leather

Complete every matching joint, grip, strap, and pouch.

PALETTE / THIS STEP

Citadel Contrast
Black Legion

Army Painter John Blanche Masterclass
Ironclad Grey

AK Precision Panel Liner
Black

Army Painter Fanatic
Deep Grey · optional highlights

AK 3GEN
Hull Red

AK 3GEN Color Punch
Beast Brown

AK Precision Panel Liner
Sepia · optional leather

Forward grips

1. **Basecoat the foregrips.**

   Army Painter John Blanche Masterclass Ironclad Grey

   Use this as the default for forward grips. Batch any other details using the same paint at the same time.

2. **Shade the grip texture.**

   AK Precision Panel Liner Black

   Wait for the acrylic basecoat to dry. Work small amounts into the grip texture and recesses, keeping the liner confined to the grip.

Other black details & awkward spaces

1. **Paint the non-metallic black areas.**

   Citadel Contrast Black Legion

   Use where its flow helps on exposed rubber armor joints, sword and knife handles, and other non-metallic black grips. Batch matching areas by the chosen paint.

2. **Alternative: use a softer black.**

   Army Painter John Blanche Masterclass Ironclad Grey is an acceptable near-black grey alternative to the black basecoat above.

3. **Reach cramped black details.**

   AK Precision Panel Liner Black

   Use a small, targeted application where brushing Contrast into the space risks marking the surrounding green armor. Keep it on the intended black detail. The green armor panel lines use **AK Precision Panel Liner Sepia**.

4. **Highlight black details if appropriate.**

   Army Painter Fanatic Deep Grey

   Allow any liner to dry before painting over it. Use the optional gentle spirits correction in Step 2 for stray liner, or paint over the dried marks during the shared armor cleanup in Step 8.

Exposed pistol handles:

Leave these for **Scale75 Black Metal in Step 7**, including handles protruding from holsters. Keep the leather holsters in the leather batch below.

Leather

1. **Basecoat all the leather.**

   AK 3GEN Hull Red

   Cover the straps, belts, holsters, and bags.

2. **Optional: deepen seams and folds.**

   AK Precision Panel Liner Sepia

   After the basecoat dries, add a targeted pin wash only where extra

contrast would help. Keep it in seams, folds, and recesses rather than washing the whole leather surface. Skip this extra pass for a simpler model. Let the liner dry before highlighting.

3. **Add restrained highlights.**

   AK 3GEN Color Punch Beast Brown

   Keep the contrast subtle; the restrained finish is intentional.

05 Aquilas, seals & lenses

Paint the chest aquilas and optional bone shield stripes first. Then finish seal wax, parchment, and eye lenses.

PALETTE / THIS STEP

AK 3GEN **Light Earth · oath paper**	Citadel Layer **Ushabti Bone**	Citadel Shade **Seraphim Sepia · recesses only**
Citadel Layer **Screaming Skull · restrained highlights**	AK Precision Panel Liner **Dark Brown · oath paper**	
AK 3GEN **Silver Grey · seal wax**	Pro Acryl **Bold Titanium White**	AK 3GEN Color Punch **Afro Shadow**
Citadel Contrast **Doomfire Magenta**	Citadel Contrast **Flesh Tearers Red**	

Chest aquilas & optional bone shield stripes

1. **Basecoat the bone details.**

   Citadel Ushabti Bone

   Apply thin, opaque coats to all chest aquilas and any chosen vertical bone center stripes on green tilt shields. Batch these foundations across the squad. Work carefully around weapons crossing the chest and let the paint dry.

2. **Shade only the recesses.**

   Citadel Seraphim Sepia

   Use undiluted. Apply small, controlled amounts between feathers and around central details. On a bone shield stripe, shade only physical recesses crossing it. **Do not wash the whole aquila or stripe.** Leave the raised faces in the bone basecoat.

3. **Remove excess shade while wet.**

   Wick any shade off the raised faces with a clean, lightly damp brush. Let the remaining recess shade dry.

4. **Add narrow, selective highlights.**

   Citadel Screaming Skull

   Pick out selected raised feather ridges, the central device, and upper-facing edges crossing an optional bone shield stripe. Leave most visible bone in its basecoat. Use a controlled pointed brush near the armor. Complete this bone batch before the weapons and protective varnish.

Prepare the purity-seal wax

1. **Lay down the wax foundation.**

   AK 3GEN Silver Grey

Basecoat all purity-seal wax with thin, opaque coats. Keep this separate from the bone aquila and optional shield-stripe batch. Let it dry before the magenta coat below.

Purity-seal oath paper

1. **Basecoat the paper.**

   AK 3GEN Light Earth

   Build smooth, opaque coverage on all oath paper with thin coats. Let it dry.

2. **Define the folds.**

   AK Precision Panel Liner Dark Brown

   Apply precisely to the folds and recesses of the dry parchment. Leave the broad paper surfaces in the basecoat.

3. **Let the liner dry.**

   Touch up the paper basecoat if needed before adding the writing.

4. **Suggest handwritten text.**

   AK 3GEN Color Punch Afro Shadow

   Paint tiny, broken lines and short strokes. Keep the marks fine, leaving some of the paper basecoat visible between them.

Batch any stray marks on the surrounding green armor into the shared cleanup in **Step 8**.

Sergeant tilt shields

Same unit recipe; one rank identifier.

Sergeants, including veteran sergeants, use the normal unit recipe for the

helmet, chest aquila, pauldron rims, weapons, and every other area. Their sole sergeant rank identifier is a **tilt shield bearing a red skull waterslide decal**.

Greenwing:

Paint the shield green with the armor. An optional vertical bone center stripe uses the bone treatment above. Finish painting and highlighting the shield before applying the red skull decal in **Step 9**.

Deathwing:

Invert the pattern: the shield uses the same bone color as its armor, optionally with a vertical green center stripe, plus the red skull decal. This shield convention does not select a new Deathwing armor recipe.

Color the purity-seal wax

1. **Apply the magenta coat.**

   Citadel Contrast Doomfire Magenta

   Cover the dry wax foundations prepared earlier in this step.

Eye lenses

1. **Prepare a neat white foundation.**

   Pro Acryl Bold Titanium White

   Basecoat the eye lenses and let the white dry.

2. **Color the lenses red.**

   Citadel Contrast Flesh Tearers Red

   Apply over the white lenses and let it dry.

3. **Leave the bright lens highlights for Step 6.**

   Add small **Pro Acryl Bold Pyrrole Red** highlights with the shared red

batch. Leave some of the deeper lens color visible for contrast.

06 Red casings & company knees

Basecoat the bolter casings and 3rd Company knees together, then batch their red highlights with the eye lenses.

PALETTE / THIS STEP

AK 3GEN	Pro Acryl
Wine Red	**Bold Pyrrole Red**

Work across the squad one paint at a time. Paint the larger red casings before their metallic fittings to minimize later metal touch-ups.

1. **Basecoat the red areas.**
   AK 3GEN Wine Red
   Cover the weapon casings and the **3rd Company marking on the model’s left kneepad**. Let the basecoat dry.

2. **Highlight casings and company knees.**
   Pro Acryl Bold Pyrrole Red
   Leave the darker basecoat visible in the deeper areas. The weapon highlights can be broad; keep the knee marking neatly defined.

3. **Batch the lens highlights with the same bright red.**
   Add small highlights to the dry eye lenses prepared in Step 5. Leave some **Citadel Contrast Flesh Tearers Red** visible for contrast.

Company-marking placement:

Consult the Dark Angels marking reference. Left and right refer to the model's own sides.

07 Steel, brass & gold

Paint matching metal details across the marine, then any selected white symbols.

PALETTE / THIS STEP

- Scale75 — **Black Metal**
- AK 3GEN — **Rusty Brass**
- Vallejo True Metallic Metal — **Imperial Gold Base · 77.123**
- Vallejo True Metallic Metal — **Imperial Gold Airbrush · 77.163 · cleanup as needed**
- Vallejo True Metallic Metal — **Imperial Gold Shade · 77.143**
- Vallejo — **Xpress Medium**

OPTIONAL / SILVER HIGHLIGHTS & WEAR

- Scale75 — **Heavy Metal**
- Citadel Dry — **Necron Compound**

OPTIONAL / WHITE SYMBOLS

- Pro Acryl · Matt Cexwish — **Heavy Titanium White · S21**
- Vallejo Xpress Color — **Templar White · 72.401 · undiluted**

Steel details

1. **Basecoat the exposed steel.**

   Scale75 Black Metal

   Apply an even coat to gun barrels, metallic weapon hardware, grenades, and similar metal details. Paint other metal handles and fittings separately from the black or near-black grips in Step 4.

2. **Paint every exposed pistol handle.**

   Include handles protruding from holsters. Keep the surrounding leather holsters in the **AK 3GEN Hull Red** treatment from Step 4.

3. **Pick out backpack and helmet metal.**

   Paint the lower vent interiors and exposed metal around the rounded upper exhaust housings. Include helmet tubes entering the mask and accessible ports at the rear.

4. **Check the green boundaries.**

   Keep the belt buckle and the upper armor shell of each backpack exhaust green. Use the rear and side reference photos to identify the exhaust boundary.

5. **Paint blades and chainsword teeth.**

   Use the same steel basecoat. It normally needs no additional shade in this recipe.

6. **Add brighter wear only where needed.**

   Scale75 Heavy Metal or **Citadel Dry Necron Compound**

   Apply over the steel basecoat where highlights or wear patterns call for it, including blades and chainsword teeth. Save optional restoration of shine and reflective edge accents for Step 13, after all varnishing.

Brass ammunition

1. **Paint the ammunition.**

   AK 3GEN Rusty Brass

   Use on bullet shells, magazines, and other projectile ammunition.

Remaining marine gold

1. **Basecoat the selected gold ornaments.**

   Vallejo True Metallic Metal Imperial Gold Base (77.123)

   Paint knife and sword pommels and guards, weapon symbols intended to be gold, appropriate belt relics, and any other selected marine gold ornaments. Let the basecoat dry.

2. **Shade the dry gold.**

   1 part Imperial Gold Shade : 1 part Vallejo Xpress Medium

   Avoid pooling and let the shade dry.

3. **Restore midtones only where needed.**

   Imperial Gold Airbrush (77.163)

   Clean up selected midtones while preserving the shaded recesses. Complete this cleanup before varnishing.

Sergeants: use the same gold placements as their peers. Helmets, chest aquilas, pauldron rims, and other details follow the normal unit recipe. The red skull decal on the tilt shield is the rank marker; apply it in Step 9.

Keep the batches separate: bone aquilas and optional bone shield stripes were completed in Step 5, red casings and knees in Step 6, and the base’s Old Gold details in Step 3.

Gold highlights come later: after all varnishing, Step 13 uses optional **1:1 Imperial Gold Base / Light** highlights, then **1:2 Base / Light** for selected brighter final accents.

Optional white chapter and weapon symbols

Use this selectively for chapter wings or other sculpted symbols chosen to be white instead of gold—for example, a Chaplain’s pistol emblem or Azrael’s combi-bolter symbol.

1. **Build a smooth, opaque white basecoat.**
   Pro Acryl Matt Cexwish Heavy Titanium White (S21)
   Let it dry.

2. **Add blue-grey recess shading.**
   Vallejo Xpress Color Templar White (72.401)
   Apply undiluted over the white symbol, control pooling, and let it dry before varnishing.

Complete these symbols here, before the protective varnish. Keep the standard bone aquila and the eye lenses’ separate **Pro Acryl Bold Titanium White** recipe in Step 5. White symbols do not receive the metallic accents in Step 13.

PHASE III / STEPS 08-13

Highlights, markings & finish

ARMOR EDGES · TRANSFERS · VARNISH · WEATHERING

08 Armor cleanup & edge highlights

Repair stray marks, then bring attention to the head and shoulders.

PALETTE / THIS STEP

AK 3GEN	Matching cleanup · bottled 2:1	Brush edges · bottled 1:1
Black Green	**Greenskin Punch : Slime Green**	**Greenskin Punch : Slime Green**

Repair stray marks

The base and detail colors are finished. Correct dried stray panel liner and other paint marks together in one armor-color batch before the edge highlights; this avoids repeatedly touching up the same areas in earlier steps.

1. **Repair dark, lower armor areas.**

   AK 3GEN Black Green

   Paint over dried stray marks where this matches the surrounding color.

2. **Repair brighter armor areas.**

   2 parts AK 3GEN Color Punch Greenskin Punch :

   1 part AK 3GEN Color Punch Slime Green

   Use the bottled 2:1 mix where it matches. Choose between this and the dark basecoat according to the blemish’s position and surrounding color.

Layered brush edge highlights

1. **Use the bottled edge-highlight mix.**

   1 part AK 3GEN Color Punch Greenskin Punch :

1 part AK 3GEN Color Punch Slime Green

Build controlled layers along upward-facing green armor edges. Keep the lines narrow, crisp, and strong enough to read on the tabletop, emphasizing the head and shoulders.

2. **Include the small green details.**

   Highlight the green pauldron rims, belt buckle, and helmets on all marines. Include the upper helmet rim and ear details.

3. **Finish the sergeants' tilt shields.**

   Use the same cleanup and highlights on their green areas. Keep the green mix off any optional bone stripe. Finish all shield painting and highlighting before the red skull decal in Step 9.

09 Waterslide transfers

Apply the symbol, layer the number, and seal the settled decals.

PALETTE / THIS STEP

Pro Acryl	Microscale	Microscale
Gloss Varnish	**Micro Set**	**Micro Sol**

Apply the chapter or Battleline transfer first, then layer the squad number where needed. Batch the sergeants' red skull decals with these transfers. The times below are checkpoints: continue when the surface is ready.

Sergeant tilt shields

Use a **red skull waterslide decal** on each painted tilt shield. Greenwing shields have a green field with an optional vertical bone center stripe; Deathwing shields match the bone armor with an optional vertical green center stripe. Both variations mean the same rank.

Use the preparation, placement, conforming, drying, and sealing process below for the skull. Squad numbers retain their normal unit placement.

Prepare the complete decal area

1. **Check the paint and mix the clear coat.**

   Pro Acryl Gloss Varnish

   Make sure the paint is dry and thoroughly mix the varnish.

2. **Apply one thin, smooth gloss coat.**

   Cover the complete shoulder face inside the trim and each tilt-shield face receiving a skull. Airbrushing is convenient for a squad; a brush works for an individual shoulder.

3. **Wait for a stable, tack-free surface.**

   Let the gloss dry before adding decal solutions. Check the surface rather than relying only on elapsed time.

Place the chapter or Battleline transfer

1. **Soak the cut-out transfer.**

   Wet the backing until the transfer slides freely. About **10 seconds** is a starting point; do not force it off the paper.

2. **Set and align the transfer.**

   Microscale Micro Set

   Apply a small amount, slide the transfer into place, and align it carefully.

3. **Wick away excess liquid.**

   A damp soft brush or tightly wound cotton bud can help settle it while positioning.

4. **Wait until it stops shifting.**

   Check after about **5–10 minutes**. It should no longer float or move easily.

Conform the first transfer

1. **Apply one light softening treatment.**

   Microscale Micro Sol

   Use as few brush strokes as possible.

2. **Leave the soft transfer alone.**

   Do not press, reposition, or touch it while softened or wrinkled.

3. **Check after 30–60 minutes.**

   Continue only when it is dry, flat, and no longer soft. Repeat the softening treatment only where needed, allowing each application to dry.

Layer the squad number, where needed

For a squad number placed over the Battleline symbol:

1. **Place it directly over the settled lower transfer.**

   Use a small amount of **Microscale Micro Set**. No intermediate gloss

coat is needed in this workflow.

2. **Position and wick gently.**
   Do not scrub the lower transfer. Wait about **5–10 minutes**, until the number stops floating.

3. **Soften only if needed.**
   Use **Microscale Micro Sol** only where needed to conform the number. Leave it untouched and inspect after **30–60 minutes**. Wait longer if either transfer is wet or soft.

Dry, clean if needed, and seal

1. **Allow a few hours before sealing when practical.**
   3–4 hours after the final decal solution is a same-day checkpoint, not a guaranteed dry time. Transfers must be completely dry, settled, and no longer soft.

2. **Remove residue only if visible.**
   Use a soft brush barely dampened with clean water to remove adhesive or solution residue. Do not rub across the transfers. Let the area dry completely; **30–60 minutes** is a checkpoint after light cleaning. Skip this action if there is no residue.

3. **Seal the complete face.**
   Pro Acryl Gloss Varnish
   Apply one thin, continuous coat over the complete shoulder or tilt-shield face to seal the transfers and even the surface.

4. **Let the sealing gloss dry.**
   Continue to Step 10 only when the surface is stable and no longer tacky.

Handling: use small amounts of the decal solutions rather than saturating the area. Favor natural drying. If using a hairdryer or air blower, keep it low and gentle, without disturbing a softened transfer.

The Microscale Micro Sol instructions also emphasize leaving the softened decal undisturbed until dry.

Finishing order: both clear coats here use Pro Acryl Gloss Varnish. Step 10 adds two thin coats of AK Ultra Matte Varnish; a separate initial satin coat is optional. Attach any vegetation in Step 11 and let the glue dry. Step 12 adds pigments, then a light final application of pure AK Ultra Matte Varnish.

10 Protective varnish

AK Ultra Matte is the default; satin is an optional precaution.

PALETTE / THIS STEP

Citadel
Eshin Grey · rim touch-ups only

AK
Ultra Matte Varnish

AK
Satin Varnish · optional

Check the finished paintwork

1. **Inspect the base rim.**

   Citadel Eshin Grey — touch-ups only if needed

   The initial rim coat was completed in Step 3.

2. **Let all surfaces dry.**
   Paint, transfers, and sealing gloss must be dry before varnishing.

Optional initial satin coat

If desired, apply one thin, even all-over coat of **AK Satin Varnish**. Let it dry before the matte coats below. This is an optional precaution, including for models handled by their shoulders during games; it is not a required layer.

Default protection: two Ultra Matte coats

1. **Thoroughly mix the varnish.**
   Pure AK Ultra Matte Varnish
   Use this as the default protective finish, without mixing in satin.

2. **Airbrush the first thin, consistent all-over coat.**
   Aim for a continuous film that lands lightly wet. Avoid pooling and dry, dusty spray. Let the coat dry before continuing.

3. **Apply the second thin, consistent coat.**
   Work across the squad coat by coat, allowing each model to dry between applications. Let this coat dry before optional vegetation in Step 11 and pigments in Step 12.

Drying checkpoint

Check each coat after about **10–20 minutes** in this humidity-controlled basement, with relative humidity kept below roughly **45–50%**. Continue only when the surface is dry, stable, and no longer tacky. Allow longer whenever needed; this is a working pause, not full cure.

11 Grass, flowers & foliage · optional

Attach vegetation before pigment weathering and the final Ultra Matte pass.

OPTIONAL / THIS STEP

Basing details	Attachment	Tools
Grass tufts · flowers · foliage	**PVA or suitable basing glue**	**Tweezers**

After the protective coats from Step 10 are dry, attach any grass tufts, flowers, or similar ready-made vegetation. Let the glue dry fully before pigment weathering and the final matte pass in Step 12.

1. **Dry-fit the vegetation.**
   Use tweezers to position a few tufts or flowers. Leave finished stonework and gold street lettering visible where possible.

2. **Prepare a clean, firm contact point.**
   Clear loose dust from the small contact spot so the glue bonds directly to the finished base.

3. **Attach with a small drop of glue.**
   PVA or suitable basing glue
   Apply beneath the tuft or flower and press its base into place with tweezers. Keep glue out of fibers and petals, and follow the adhesive instructions for the material.

4. **Let the glue dry fully.**
   Continue to Step 12 only when it is dry. The controlled final Ultra Matte pass includes the vegetation; avoid soaking tufts or flowers.

Painted scenic pieces: resin plants and other additions needing primer and paint belong with the earlier base-painting work. This step is for ready-made vegetation and similar finishing details.

12 Battle dust & final matte

Tie the feet into the base and finish with a controlled matte coat.

PALETTE / THIS STEP

Vallejo Pigment FX	AK
Natural Iron Oxide	**Ultra Matte Varnish**

Apply the battle dust

1. **Check the preceding layers are dry.**
   The protective coats from Step 10 and any vegetation glue from Step 11 must be dry.

2. **Dust selected areas of the base.**
   Vallejo Pigment FX Natural Iron Oxide
   Suggest dark battle dust, ash, and scorched debris. Add smaller amounts to the feet and shins to tie the marine into the base.

3. **Remove excess pigment.**
   Use gentle airbrush airflow until the armor color and weathering are balanced.

Secure the pigment and finish matte

1. **Mix the varnish and apply a light final pass.**

   Pure AK Ultra Matte Varnish

   Apply light, thin passes for an evenly wetted film. It should land lightly wet without soaking the model or leaving dry, dusty spray.

2. **Preserve the pigment texture and vegetation.**

   Use this light application to secure the pigment and establish the matte finish. Avoid saturating pigment or building a heavy varnish layer. Keep the spray light over attached grass and flowers; do not soak them.

3. **Include the metallic areas.**

   Keep the main metallic paint and shading beneath the protective varnish. Step 13 optionally restores selected reflections after this final pass.

4. **Let the finish become dry, stable, and tack-free.**

   Only then continue to any optional metallic re-layering, gold highlights, or steel and brass accents in Step 13.

Before gaming or transport: leave about **24 hours after the final varnish coat** in this workflow. Any added paint and glue must also be dry.

13 Optional metallic reflections & edges

Optionally restore selected metallic reflections after the final Ultra Matte coat.

PALETTE / RE-LAYERING & FINAL EDGES

Scale75

Black Metal · optional steel re-layering

Scale75

Heavy Metal · optional steel edges

Citadel Dry

Necron Compound · optional steel edges

Vallejo True Metallic Metal

Imperial Gold Base · 77.123

Vallejo True Metallic Metal

Imperial Gold Light · 77.103

AK 3GEN

Rusty Brass · optional re-layering & edges

Use a lightly loaded pointed brush and short, controlled strokes. Preserve the shaded, aged gold; avoid drybrushing the assembled aquila.

1. **Check that all varnishing is complete.**
   Include the light pigment-fixing pass in Step 12. The finish must be dry, stable, and no longer tacky.

2. **Optional: restore selected steel and brass shine.**
   Scale75 Black Metal or **AK 3GEN Rusty Brass**
   Re-layer selected, easily accessible faces with their matching metal. Preserve recess shadows and wanted weathering. Let these layers dry.

3. **Optional: add general gold highlights.**
   1 part Imperial Gold Base (77.123) :
   1 part Imperial Gold Light (77.103)
   Apply to raised edges and upper-facing details of the remaining gold ornaments. Keep the shading visible and let the highlights dry.

4. **Optional: add brighter gold points.**
   1 part Imperial Gold Base :
   2 parts Imperial Gold Light

Use the 1:2 mix sparingly on selected sharp corners, feather tips, and small upper-facing points.

5. **Optional: add steel and brass edge accents.**
   Scale75 Heavy Metal or **Citadel Dry Necron Compound** for steel; **AK 3GEN Rusty Brass** for matching brass edges.
   Keep accents off surrounding armor and batch them by metal color.

6. **Keep the highlights narrow and selective.**
   Use a few tiny points on corners. Let them dry and leave them above the varnish. Another all-over Ultra Matte coat would dull these fresh reflections.

Protection: the underlying metal retains its varnish layer. Fresh re-layered areas and edge highlights are unvarnished; touch them up if they wear.

Ready for the table.

Allow about **24 hours after the final varnish coat** before gaming or transport. Any optional metallic re-layering, gold edge highlights, other metallic accents, and basing glue must also be dry.

THE RECIPE ON THE TABLE

Finished units

Use these finished squads as references for color balance, highlights, and the overall finish. Select either photo to open it at full size.



Intercessors

The finished five-model squad, showing the recipe across different poses and equipment.



Eradicators · same painting process

These three Eradicators show the earlier gold-sergeant scheme. The photographed gold rank trim is historical. Current sergeants follow the normal unit recipe in every area and are identified by a tilt shield with a red skull decal, with the optional shield stripes described above.

Batch map

Use this to group repeated colors across the model and squad. Follow the numbered steps for the full painting sequence.

Shared-color checklist

- **Scenic ground — Step 3:** opaque Army Painter Fanatic Ash Grey across the full ground, then Pro Acryl 1-Step Graphite Grey. Use **Citadel Eshin Grey on the rim only**, with later touch-up only if needed.
- **Forward grips — Step 4:** Army Painter John Blanche Masterclass Ironclad Grey → AK Precision Panel Liner Black. Use Black Legion or Ironclad Grey for other black joints and grips, choosing by area. Batch targeted Black liner into awkward black details where applying Black Legion risks spilling onto the green armor. Let the liner dry, then add Deep Grey highlights only where appropriate.
- **Leather — Step 4:** AK 3GEN Hull Red → optional AK Precision Panel Liner Sepia in seams and folds → AK 3GEN Color Punch Beast Brown highlights. Batch all matching leather, including holsters; let each layer dry.
- **AK 3GEN Silver Grey:** complete the street foundations in Step 3, then batch purity-seal wax in Step 5. Use Ushabti Bone for the aquilas and any optional bone shield stripes.

- **AK 3GEN Light Earth — Step 5:** basecoat all purity-seal oath paper together. Once dry, shade its folds and recesses with AK Precision Panel Liner Dark Brown.
- **Citadel bone batch — Step 5:** basecoat all aquilas and any optional bone shield stripes with **Ushabti Bone**, apply **undiluted Seraphim Sepia only in the recesses**, then add restrained **Screaming Skull** highlights. Keep Ushabti Bone visible across the raised faces. Let each layer dry and finish before the weapons.
- **AK 3GEN Color Punch Afro Shadow — Step 5:** add fine simulated writing across all oath paper after the Dark Brown panel liner has dried.
- **Eye lenses — Steps 5–6:** prepare Pro Acryl Bold Titanium White → Citadel Contrast Flesh Tearers Red in Step 5, letting each layer dry. Add small Pro Acryl Bold Pyrrole Red highlights with the casing and knee batch in Step 6.
- **AK 3GEN Wine Red / Pro Acryl Bold Pyrrole Red — Step 6:** basecoat the weapon casings and 3rd Company knees with Wine Red, then batch Bold Pyrrole Red highlights across these areas and the eye lenses. The sergeant shield skull is a decal applied in Step 9.
- **Scale75 Black Metal — Step 7:** all exposed pistol handles, including those protruding from holsters, plus matching weapon, armor, backpack, and helmet hardware, blades, and chainsword teeth. Add brighter metal over the basecoat only where highlights or wear patterns call for it.
- **Optional white symbols — Step 7:** selected chapter wings and weapon emblems: Pro Acryl Heavy Titanium White (S21) → **undiluted Vallejo Xpress Color Templar White (72.401)** for blue-grey recess shading.

Finish before varnishing.

- **Imperial Gold base — Step 7:** basecoat the remaining selected marine gold with Vallejo TMM Imperial Gold Base (77.123). Sergeants follow normal unit gold placement; their rank identifier is the red skull decal on the tilt shield.
- **Gold street details — Step 3:** AK 3GEN Silver Grey → AK Quick Gen Old Gold → **undiluted Reikland Fleshshade**. Finish the entire feature in this step.
- **Marine gold shade & cleanup:** use **1 part Imperial Gold Shade : 1 part Vallejo Xpress Medium**. Once dry, clean up selected midtones with Imperial Gold Airbrush (77.163) only where needed.
- **AK Precision Panel Liner Sepia:** green armor panel lines in Step 2; optional leather pin wash after Hull Red in Step 4. Black liner is assigned to forward grips and awkward black details, not the green armor lining.
- **Armor colors:** include the belt buckle, all pauldron rims, and the sergeants' tilt shields with the green armor. Airbrush Black Green across the squad, then the generous 1:1 Black Green / Greenskin Punch zenithal, then restrained 2:1 Greenskin Punch / Slime Green volume highlights. Sergeants' helmets use the same green treatment. Later, batch necessary cleanup with Black Green or the matching 2:1 mix, followed by layered brush edges using the bottled 1:1 Greenskin Punch / Slime Green mix. Keep any bone shield stripe in its separate bone batch.
- **Varnishing:** two thin coats of **AK Ultra Matte Varnish** across the squad, drying between coats. A separate initial satin coat is optional, not required. After these coats dry, attach any vegetation and let the glue dry.

Add pigments, then use a light final application of **pure AK Ultra Matte Varnish**; avoid soaking the vegetation.

- **Optional vegetation — Step 11:** attach grass, flowers, and foliage with PVA or suitable basing glue on clean, firm contact points. Let the glue dry fully before pigments and the final Ultra Matte pass in Step 12.
- **Final metal batch — Step 13:** after all varnish and pigment fixing are dry and non-tacky, optionally restore selected steel or brass faces. Highlight marine gold with **1:1 Imperial Gold Base : Light**, then **1:2 Base : Light** for selected brighter accents. Add optional steel or brass edges. Leave fresh layers above the varnish; do not add another all-over coat.

Deathwing draft color notes

Work in progress. The Deathwing armor recipe is still being chosen. The Turbo6pouces method, by Cyprien (16 February 2024), was selected on **2026-10-13** and put back under review on **2026-10-14**. The sequence below is that earlier recipe reference. This army's final scheme will not use an all-over enamel or oil wash.

Armor — historical source recipe

Airbrush foundation and highlights

1. Apply an even black coat. The tutorial uses **Abteilung 502 Acrylic Pure Black**.
2. Cover almost everything with **Vallejo Game Color Leather Brown**. This step is optional: the author reports little effect from skipping it.
3. Apply a broad zenithal highlight with **Vallejo Model Color Tan Earth**.
4. Apply a zenithal highlight with **The Army Painter Warpaints Banshee Brown**.
5. Place tighter highlights with **Liquitex White Ink**.
6. Apply **Citadel 'Ardcoat or another gloss varnish** before recess lining.

Recess lining and cleanup

7. Mix approximately **1 part Winsor & Newton Winton Ivory Black oil paint : 5 parts AK Interactive Dark Mud**, then thin separately to wash consistency. Apply to the recesses. The author suggests dark-brown oil as a cleaner alternative to Dark Mud; no separate ratio is given for that alternative.
8. Clean stray lining with a clean brush and mineral spirits, using a gentle touch. Let the lining and cleanup dry before varnishing.

Matte finish and armor edges

9. Apply **pure AK Ultra Matte**, using the project's two thin, consistent coverage coats. This is our finish adaptation; the tutorial uses Vallejo Ultramatte Varnish. The earlier gloss stage prepares the surface for this recess-lining method.
10. Pick out armor edges with **Vallejo Model Color White**, after the matte stage.

Paint identity and ratios

- **Tan Earth means Vallejo Model Color**, not AK Tan Earth.
- The source specifies **original Warpaints Banshee Brown**; it does not identify a Fanatic replacement.
- **1:5 is black oil : Dark Mud**, not paint : thinner. The tutorial gives no fixed thinner ratio, airbrush dilution, spray pressure, or drying time.
- The author describes a lighter, less saturated interpretation than the studio scheme. The tutorial's finished model shows the intended result; an exact match to the official miniature photograph is not established.

Superseded armor choices

The former **AK Decomposed Flesh → Light Earth → Ivory** selection, Deck Tan alternative, and later Pale Sand proposal are superseded for this Deathwing recipe. Those paints are not part of the historical recipe above.

Sergeant identification — chosen 2026-10-17

Sergeants follow the **normal unit/formation recipe in every area**. Their sole sergeant rank identifier is a **tilt shield bearing a red skull waterslide decal**. This applies to veteran sergeants too.

- **Deathwing default:** paint the shield the **same bone color as the armor**.
- **Optional variation:** add a **vertical green stripe down the center** of the bone shield.
- This inverts the Greenwing pattern: a green shield with an optional vertical bone center stripe. The red skull decal remains the common rank marker.
- Helmets, chest devices, rims, weapons, and other details keep their normal unit/formation treatment. A Deathwing helmet remains bone where that is the normal armor color; there is no separate sergeant helmet color.
- Apply the red skull decal using the preparation, placement, conforming, drying, and sealing workflow in **Step 9 of the Intercessor guide**.

The shield field matches the bone armor; the final armor paints and shading method are still undecided.

Still to choose

Robes, remaining heraldry, basing, and which shared Dark Angels details to carry across are still undecided. Metallic accents will follow all varnishing.

Dark Angels Organisation and Markings

CHAPTER FIELD GUIDE

Company structure, ranks and heraldry

A reference to the modern Dark Angels parent chapter: its companies, command roles, armour, badges and permitted heraldic variation. Here, **compliant** means consistent with the Dark Angels' documented traditions, including their departures from the generic Codex Astartes. It does not mean copying Ultramarines helmet colours or company-coloured shoulder rims.

Reviewed 21 October 2026. References distinguish established conventions, dated examples, author interpretation, and this army's approved variations. Game keywords and current datasheet eligibility are separate from lore membership and painted insignia.

Explore the collection

01

Ranks and specialist roles

officers, squad leaders, veterans, religious and technical offices.

02

Armour and squad markings

wearer-left/right placement, company devices, battlefield roles and squad numbers.

03

Deathwing membership and heraldry

Terminators, power-armoured veterans, Crux placement and attachments.

04

Ravenwing squadrons and heraldry

mixed cavalry formations, Black Knights, pilots and numbering conflicts.

05

Transfers and honours

what a decal identifies, what remains decorative, and campaign badges.

06

History and army variations

older schemes, successors, Ely's personal collection, and this army’s sergeant shields.

Companies at a glance

A company’s hundred line troops do not include every headquarters, vehicle, support institution or attached specialist. The chapter disposition combines material from several editions.

SPECIALIST COMPANIES

COMPANY 1

Deathwing

Specialist veteran company; includes Terminator and modern power-armoured veteran formations.

COMPANY 2

Ravenwing

Mounted cavalry, speeders and dedicated aircraft, with its own veteran and command elements.

BATTLE COMPANIES · 6 / 2 / 2 SQUADS

COMPANY 3

The Unmerciful

Battle company: six battleline, two close-support, two fire-support squads.

COMPANY 4

The Feared

Same battle-company role framework.

COMPANY 5

The Unrelenting

Same battle-company role framework.

RESERVE COMPANIES

COMPANY 6

The Resolute

Reserve: ten battleline squads.

COMPANY 7

The Unbowed

Reserve: ten battleline squads.

COMPANY 8

The Wrathful

Reserve: ten close-support squads.

COMPANY 9

The Remorseless

Reserve: ten fire-support squads.

SCOUTS & VANGUARD

COMPANY 10

The Redeemed

Scouts, Vanguard Marines and neophytes; its establishment does not translate into one fixed list of Scout kits.

A role establishment specifies duties, not one mandatory list of kits. Reserve troops, specialists and detachments can accompany another company's force without every model acquiring a new permanent company identity. See Space Marine company organization.

How to mark a new unit

STEP 1

Identify its parent chapter and company, then the armour type and any specialist office.

STEP 2

Use the formation's chapter or wing badge and the correct shoulder arrangement. Terminator shoulders reverse the usual chapter-badge side.

STEP 3

Add company and squad identity where that formation uses them.

STEP 4

Distinguish the officer or squad leader from veteran status and from honours earned.

STEP 5

Add campaign or personal heraldry without treating an unexplained decorative symbol as a universal rank code.

STEP 6

Add this army’s sergeant shield design, described on the history page.

CHART RECONCILIATION

Reconciling our chapter chart

The original supplied chart and full transcription remain preserved as a reference. Its precise vehicle totals, named officers and X quantities do not establish a universal current muster. Its “Strikemaster Chaplains” line combines distinct offices; the sourced reading is two Strikemasters plus a separate Chaplain. The wing pages explain the differences in Deathwing totals and Ravenwing squadron counts.

Research and sources

Further reading: David Ely’s Dark Angels series

Shoulder Pads of the Dark Angels

PUBLISHED

3 Mar 2021; updated 3 Oct 2026

MAIN USE

Marking conventions, including recent updates and conflicting examples.

Dark Angels Apothecaries

PUBLISHED

12 Mar 2021

MAIN USE

Official colour variants versus the author's preference.

Why Black Became Green

PUBLISHED

30 Apr 2021

MAIN USE

Historical change and unconfirmed production anecdote.

Development from Rogue Trader

PUBLISHED

4 May 2021

MAIN USE

Publication timeline and older heraldry.

Successor Chapters

PUBLISHED

27 Jan 2023

MAIN USE

Successor Chapter colours and organisational differences.

His Fourth Company

PUBLISHED

6 Apr 2023

MAIN USE

Worked personal collection, rather than universal establishment.

Deathwing History and Complement

PUBLISHED

14 Jun 2023; subsequently updated

MAIN USE

Changing membership and company/keyword distinction.

Decals and Transfer Sheets

PUBLISHED

24 Jan 2024; updated Feb 2024

MAIN USE

Decal identification, honours and decorative freedom.

The Ravenwing

PUBLISHED

4 Jul 2025

MAIN USE

Cavalry and aircraft questions.

Painting Mistakes

PUBLISHED

15 Sep 2026

MAIN USE

Common marking conventions and disputed examples.

Ely’s articles interpret the published material; the relevant pages explain disagreements between sources. This army’s painting recipes contain its selected paints and methods.

CONTINUE EXPLORING

Collection overview · Our army scheme

Dark Angels Ranks and Specialist Roles

COMMAND & APPOINTMENTS

Know the job before choosing the badge

? Collection overview

AT A GLANCE

COMMAND RANK

Chapter Master ? Company Master ? Lieutenant ? Sergeant

SEPARATE IDENTITIES

Veteran experience, Inner Circle initiation and specialist appointments do not form additional automatic promotion steps.

Rank, appointment, and initiation

Use this page with the chapter structure, Deathwing, and Ravenwing references. A command rank, specialist appointment, and degree of secret knowledge are different things. The Inner Circle crosses several offices; it is not one additional battlefield rank.

Command and squad leadership

Supreme Grand Master: Azrael's Chapter Master office. GW introduction.

Company Master: Captain commanding a company. “Grand Master” also appears in senior company and institutional titles; it is not a universal additional rank. Title history.

Lieutenant: Company command officer; Deathwing **Strikemaster** and Ravenwing **Talonmaster** are specialist equivalents. Strikemaster; Talonmaster.

Sergeant / veteran sergeant: Squad leader; veteran experience can coexist with the sergeant's command job. Ranks.

Knight Master / Huntmaster: Deathwing Knights / Ravenwing Black Knights squad leaders. These are squad-leader roles, despite their distinctive titles. GW Knights explanation; Black Knights.

Veteran: Experienced warrior, not automatically an officer. Company Veterans and Deathwing veteran formations need not share identical assignments or markings.

Source-era note: Talonmasters

Older Talonmaster descriptions place them below Black Knights and outside the Inner Circle; later 9th- and 10th-edition accounts instead describe promotion from Black Knights. Talonmaster source conflict.

Honoured appointments

An **Ancient** carries the company or chapter standard. A **Champion** protects the commander and confronts enemy champions; neither appointment automatically confers a Lieutenant's command authority. Ancients; Champions.

Inner Circle Companions are a particular bodyguard formation, not the collective name for every Inner Circle member. GW describes them guarding important leaders. GW background.

Specialists and colours of office

Chaplain: Black armour, skull imagery, Crozius; a shoulder retains Chapter identity. Chaplain heraldry.

Interrogator-Chaplain: Chaplain initiated into the Inner Circle, with the additional duty of obtaining repentance from Fallen. A Terminator suit alone does not prove Deathwing company membership. Office.

Librarian: Blue armour; Chapter badge normally model-left, moved right when Terminator armour reserves the left shoulder for the Crux. Heraldry.

Apothecary: White baseline; red prime helix on model-right shoulder, Chapter colours and badge on model-left. Heraldry.

Techmarine: Mechanicus red, technical insignia, retained Chapter badge. Equipment and livery.

DOCUMENTED VARIATION

Apothecary variation is documented. Ely compares official illustrations showing white armour, green with white medical panels, and bone Deathwing armour with white accents; Ravenwing examples are white. His preference for all-white is an opinion, not a rule invalidating those alternatives. Ely's evidence survey.

Rank badges and this army's choices

Masters commonly use an eagle or personal heraldry; Lieutenants a red sword; Ancients a laurel. Champion devices vary. These are conventions, not a complete official rank code. Ely's shoulder guide.

OUR ARMY SCHEME

This army's **red-skull tilt shield** identifies sergeants; every other area follows the normal unit recipe. This is a personal army convention. The 3rd Company Terminator captain follows Astoran: bone armour, gold chest ornament, and a dark green shield with a white winged sword and red diagonal company band. Other officer markings remain undecided. See our army scheme.

Librarian assignments: Dark Angels organisation places Librarians outside company organisation, citing *Codex: Dark Angels* (7th edition), pp. 10–11. Knotley's 2026 review includes a Librarian in a generic battle-company command example and explicitly says the command structure is unchanged. This does not establish a new permanent Librarian post in each Dark Angels company.

Chapter institutions and titled offices

HISTORICAL OFFICE HOLDERS

These named entries report older codex material, not newly verified current incumbents.

Sapphon: Grand Master of Chaplains. **Asmodai:** Master of Repentance / Master Interrogator-Chaplain. These are distinct offices; “chief Chaplain” is not a precise interchangeable title. Sapphon; Asmodai.

Ezekiel: Grand Master of Librarians / Chief Librarian. Ezekiel.

Razaek: Master of the Apothecarion / Chief Apothecary; the supplied chart spells him “Razek.” Razaek.

Belaphor: Master of the Rock, the Dark Angels' Master of the Forge. **Apharan:** separately listed as Warden of the Rock, associated with the Knights of the Rock. His exact command status is uncertain. Belaphor; Apharan.

Sepharon: Warden of the Gates / Master of the Logisticiam, an administrative and support-personnel office. Sepharon.

Source-era note: named institutions

The named office holders above come from older codex material. The generic Master of the Forge article inconsistently calls Belaphor ‘Warden’, while the dedicated entries distinguish Belaphor from Apharan. Its Dark Angels section also describes the Master of the Rock’s technical duties and places Techmarines outside the Inner Circle. Chapter command therefore includes officers who are not Inner Circle members. Master of the Rock.

CONTINUE EXPLORING

Collection overview · Our army scheme

Dark Angels Armour and Squad Markings

PAINTING PLACEMENT GUIDE

Shoulders, company knees and squad identity

? Collection overview

Marking a model

Left and right mean the model's own sides. Chapter, company, battlefield role, squad and personal honours each identify a different aspect of the model. A unit attached to a mixed strike force does not automatically become Deathwing or Ravenwing. Start with the chapter map.

Placement

STANDARD POWER ARMOUR

WEARER-LEFT

Chapter badge

WEARER-RIGHT

Role / squad

TERMINATOR ARMOUR

WEARER-LEFT

Crux Terminatus

WEARER-RIGHT

Chapter / wing badge

Power armour normally has Chapter identity **model-left** and squad insignia **model-right**. Terminators reserve the left for their Crux and shift identity right. Codex Astartes shoulder convention.

ARMOUR EXCEPTION

Studded shoulder exception: when Mark VI-style studs occupy the wearer's left pauldron, put Chapter identity on the right and relocate or reduce the role/squad device. The armour layout overrides the usual shoulder arrangement. GW's explanation of the studded pauldron.

Green Dark Angels use white Chapter identity, red role badges, and model-left company knees. Ely's Dark Angels placement guide.

Helmet and rim colours normally follow the armour, rather than Ultramarines-style rank helmets or company-coloured rims. Forehead ornaments, robes and personal heraldry add distinction. Ely's studio-convention checklist. This army's sergeant shields add a rank marker alongside the company knee and squad identification.

The battle companies are **3–5**. Ely's isolated '2–5' conflicts with the Ravenwing's role as the 2nd Company.

Company knees: visual key

These patterns were checked against the diagrams linked from Lexicanum's individual company entries, citing *Codex: Dark Angels* (7th edition), p.13. **Diagram-left/right below means looking directly at the badge**, not the model's left/right limbs. Old scans are colour references only in the broad sense; pale fields may read white or bone. They are not paint swatches.



3rd Company

Red diagonal `/` band over dark green.



4th Company

Upper half black/white chequers; lower half pale.



5th Company

Quartered: pale upper-left/lower-right; dark green upper-right/lower-left.



6th Company

Vertical split: pale left, dark green right.



7th Company

Broad dark-green downward-pointing chevron on pale field.



8th Company

Diagonal split: black upper-left, dark green lower-right.



9th Company

Red horizontal band across pale field.



10th Company

Plain green; no separate patterned company knee.

Deathwing and Ravenwing identify their specialised companies through livery and badges; use their Deathwing and Ravenwing pages for exceptions and squad heraldry.

Battlefield roles

Dark Angels role devices: **double-ended vertical arrow**, Battleline; **four-way arrow**, Close Support; **blast**, Fire Support. Ely's Dark Angels guide.

Knotley’s 2026 codex review lists the following infantry roles. This is background organisation, not the game’s BATTLELINE keyword:

BATTLELINE

INFANTRY EXAMPLES

Intercessors, Heavy Intercessors, Infiltrators.

CLOSE SUPPORT

INFANTRY EXAMPLES

Assault Intercessors, including jump packs; Inceptors, Incursors, Reivers, Infernus.

FIRE SUPPORT

INFANTRY EXAMPLES

Aggressors, Desolation, Eliminators, Eradicators, Hellblasters.

For the full role list and discussion, see Knotley’s 2026 codex review. The historical notes cover older squad types and their markings.

UNRESOLVED · INFERNUS

> **Infernus markings vary between sources.** The printed categorisation says Close Support, while GW miniatures and earlier presentation display Fire Support. Lexicanum favours the studio markings and suggests a codex typo, but this is its interpretation. Close Support follows the printed category; Fire Support follows the studio miniatures. Conflict and citations.

Squad numbers and attachments

The usual battle-company plan is **1–6 Battleline, 7–8 Close Support, 9–10 Fire Support**. Reserve squads can extend a reinforced company to **11–20**, without repeating that fixed role allocation. The 10th's Vanguard numbering is also more flexible. A ten-man squad split into two combat squads can retain one squad number; two tabletop units do not necessarily mean two permanent organisational squads. Codex Astartes organisation and numbering.

Keep a roster recording parent company, attached company, squad number and chosen badge. Applying the generic attached-company heraldry convention to Dark Angels knees is a reasonable planning interpretation; it does not justify repainting Deathwing bone or Ravenwing black green. Retaining a reserve company's own identity is the more conservative option when no specific attachment example is being followed.

CONTINUE EXPLORING

Collection overview · Our army scheme

Deathwing Membership and Heraldry

FIRST COMPANY

Membership, veterans and shoulder placement

? Collection overview

COMPANY

Assignment to the 1st Company.

INITIATION

Knowledge of chapter secrets.

GAME RULES

Keywords and datasheet eligibility.

Deathwing: membership and command

The **Deathwing is the Dark Angels' 1st Company**. Company membership, initiation into chapter secrets and possession of a game keyword are overlapping but different identities. Neither a keyword nor the word 'veteran' identifies a warrior's company on its

own. Deathwing overview.

Which units belong?

DEATHWING TERMINATORS AND DEATHWING KNIGHTS

HOW TO READ IT

Core 1st-company formations; Knights are an elite within an already veteran company.

BLADEGUARD, STERNGUARD AND VANGUARD VETERANS

HOW TO READ IT

Modern power-armoured veteran formations included in Deathwing-themed forces; older Terminator-only descriptions need their publication date attached.

COMPANY VETERANS

HOW TO READ IT

Veterans retained by an individual company, often in its command retinue. Their experience does not automatically transfer them to the 1st.

INNER CIRCLE COMPANIONS

HOW TO READ IT

A distinct, mysterious bodyguard formation, rather than another name for ordinary Deathwing veterans.

DREADNOUGHTS AND TRANSPORTS

HOW TO READ IT

The vehicle's company assignment is separate from its Deathwing game keyword.

GW's February 2024 army feature includes the three power-armoured veteran types and a Bladeguard Ancient, while explaining that its army selection follows keywords. Company Veterans are a separate company-level category. GW describes Inner Circle Companions as dark-armoured protectors of important Unforgiven leaders.

Officers and squad leaders

Belial, Grand Master of the Deathwing, commands the company. **Strikemasters are its Lieutenants**; **Knight Masters lead individual Deathwing Knight squads**. An Ancient bears the standard, a Champion has a protective duelling role, and an Apothecary performs medical duties. These appointments do not create additional steps between Sergeant, Lieutenant and Captain. Official Strikemaster and Command Squad descriptions, pp. 13–16; GW's Knight Master explanation.

The June 2026 faction pack places Strikemasters and Deathwing Command Squads in **Legends**. That rules status does not abolish their documented offices. A Librarian or Interrogator-Chaplain accompanying the company also retains a specialist institutional role.

Markings and shoulder placement

Use the **wearer's** left and right:

TERMINATOR

WEARER-LEFT

Crux Terminatus

WEARER-RIGHT

Red Deathwing emblem · broken sword

POWER-ARMOURED DEATHWING VETERAN

WEARER-LEFT

Deathwing emblem

WEARER-RIGHT

Crux Terminatus

Ely's armour-specific shoulder convention. Sculpted Knight imagery and personal heraldry allow further variation.

A squad's heraldry is not automatically an officer-rank badge. No green shoulder edging is required for this army. This army's sergeant shield designs are shown on our army scheme page.

Reconciling the references

Inventory totals and changing Deathwing descriptions

The supplied chart's **30 Knights, 100 Terminators and 20 Land Raiders** remain that image's inventory, not a verified universal muster. Lexicanum's chapter disposition instead records **20 Terminator squads** and separates **two Strikemasters from one Chaplain**.

Ely's Deathwing article traces the Terminator-only convention and later expansion. The page has been updated since its 2023 publication. His preferred Apothecary colours and views on company Chaplains are interpretations; historical organisation, modelling examples and game eligibility describe different aspects of the company.

CONTINUE EXPLORING

Collection overview · Our army scheme

Ravenwing Squadrons and Heraldry

SECOND COMPANY

Cavalry, squadron composition and insignia

? Collection overview

MARKING ESSENTIALS

White wing badge: wearer-left. White squad number: wearer-right. Black armour.

Ravenwing: cavalry, squadrons and aircraft

The **Ravenwing is the Dark Angels' 2nd Company**, specializing in mounted pursuit, reconnaissance and rapid attacks. Its bikes, speeders and aircraft can trap quarry and place teleport homers for the Deathwing. Mobility alone does not make another unit Ravenwing. Official faction pack, p. 5

What belongs in the company?

Traditional elements include bike and attack-bike riders, Land Speeders, Darkshrouds, Land Speeder Vengeances, Black Knights and command specialists, plus **Nephilim Jetfighters and Dark Talons**. Ravenwing overview

GW's February 2024 Ravenwing army includes **Outriders and Invader ATVs** alongside specialist bikes, speeders and aircraft. This confirms their Ravenwing use; it does not establish one mandatory replacement formula for every older squadron.

Scouts, Phobos troops and jump infantry should retain their documented company identities. Ely distinguishes modern cavalry from these other mobile roles. His examples of exceptional dismounted Ravenwing missions explain unusual deployments, rather than making regular Ravenwing infantry a standard establishment. Ely's Ravenwing article

Organization and command

Traditional mixed squadrons

A traditional attack squadron comprises **ten Marines across eight vehicles**:

Bikes

6 vehicles · 6 Marines

Attack bike

1 vehicle · 2 Marines

Land Speeder

1 vehicle · 2 Marines

Total

8 vehicles · 10 Marines

The Ravenwing article cites *First Founding*, p. 46, for this arrangement. The chapter disposition lists **six attack squadrons and four support squadrons**, plus additional specialist elements.

The supplied image's **36 bikes, six attack bikes and six speeders** fit six traditional attack squadrons arithmetically. Its exact Black Knight, Darkshroud and Vengeance quantities remain unverified image-specific counts.

Rank is separate from specialization

Sammael commands the company. **Talonmasters** are company officers who direct its fire and movement. **Huntmasters** lead Black Knight units. **Black Knights** are the company's initiated veteran elite; membership does not itself make each Knight a Lieutenant. Ancients, Champions and Apothecaries hold distinct specialist appointments. Black Knights; official Talonmaster description, pp. 11–12.

Markings and unresolved numbering

The established arrangement is **white Ravenwing badge on the wearer's left shoulder**, **white squad number on the right**, over black armour. A **gold vertical bar** distinguishes Inner Circle/Black Knight heraldry in the 7th-edition examples. It is not a general gold shoulder-rim rank ladder. Ravenwing colours and cited codex pages

UNRESOLVED · SQUAD NUMBERING

> Ely gives **1–5 attack / 6–10 support**, conflicting with the six/four disposition. These are different numbering schemes, so a collection can follow one consistently for its chosen era. His Primaris squadron mixes are proposals. Shoulder guide.

Personal heraldry and squad identity are separate from military rank. Our adopted additions and unselected Ravenwing-specific variants are tracked on our decisions and history page.

Aircraft and pilots

Nephilim and Dark Talon pilots are Ravenwing; the 6th-edition codex, pp. 20 and 50, identifies the 2nd and 3rd squadrons as traditional pilot suppliers. Ely's wider assignment of other aircraft to green companies and Techmarine pilots is an interpretation, rather than a universal rule. An aircraft's markings, pilot origin and owning company can describe different affiliations. Ely's aircraft discussion.

CONTINUE EXPLORING

Collection overview · Our army scheme

Dark Angels Transfers and Honours

DECAL REFERENCE

Formation, honours and personal heraldry

Use transfers to identify formation, role, rank, honours or campaign service. Establish which job a symbol is doing before assigning it to a model. A decorative variant can add individuality without creating a new army-wide rank.

? Collection overview

Read a transfer sheet by purpose

Chapter and wing badges: choose Dark Angels, Deathwing or Ravenwing for the model's formation. Sizes accommodate infantry and vehicles; alternate outlines and embellishments do not come with a

complete published rank key.

Role badges and numbers: identify the squad's battlefield role and number. Apply the armour-specific placement guide, including the Deathwing shoulder reversal.

Swords: red swords appear on Lieutenants and in older veteran examples. Sword colour or point direction alone cannot settle the wearer's rank.

Keys, chains, script and small shields: personal heraldry with no complete published key for ranks or degrees of initiation.

PLACEMENT CONFLICT · RESOLVED BY ARMOUR TYPE

These are the useful distinctions in Ely's transfer-sheet survey. His non-Terminator Crux placement conflicts with his shoulder guide; the Deathwing page follows the armour-specific explanation. His preferences for ornate or gold badges are options, not mandatory officer colours.

Honours have meanings beyond rank

Imperial Laurel

SUPPORTED MEANING

Exceptional valour contributing to victory; associated with proven standard bearers.

Marksman's Honour

SUPPORTED MEANING

Distinguished shooting skill, often represented by a bolt-shell talisman.

Iron Halo

SUPPORTED MEANING

Honour and, as physical wargear, a protective device; chapter practices differ. A halo-like decal does not itself prove a particular force-field rule.

Crux Terminatus

SUPPORTED MEANING

Terminator Honours, with armour-specific display conventions; experienced company veterans do not all display the Crux.

Relic-origin stories and heraldic meanings can differ between chapters. The same motif may be an honour, sculpted equipment or decoration in different contexts.

Campaign badges and vehicles

A campaign badge identifies forces serving together, rather than their permanent company or rank. It may later survive as an earned honour. Sources vary on leg placement: Ely describes the right greave, while Lexicanum's older Codex-derived summary describes the left. Neither makes the other position universally wrong; choose and record a consistent army practice.

Vehicle surfaces allow chapter or wing badges, company devices, vehicle identification and campaign marks. Ely offers a common layout, but does not establish a universal compulsory tank-number position. A transport's owning company, passengers and game keywords can identify different affiliations.

> OUR ARMY SCHEME · SERGEANT RANK CUE
>
> In this army, a **red skull on a sergeant's tilt shield** is the rank marker. Skull decals elsewhere can have other meanings. The shield backgrounds are shown on our army scheme page.
>
> The Intercessor recipe covers transfer preparation, application, sealing and the final finish.

CONTINUE EXPLORING

Collection overview · Our army scheme

Dark Angels History and Army Variations

HISTORY & ARMY CHOICES

Historical schemes and this army’s heraldry

? Collection overview

Sergeant markings in this army

OUR ARMY SCHEME · 17 OCTOBER 2026

Our sergeant scheme, chosen 17 October 2026: sergeants, including veteran sergeants, follow their normal unit and formation recipe everywhere. Their rank identifier is a **red skull waterslide decal on a tilt shield**.



Greenwing: armour-green shield; optional vertical bone centre stripe.



Deathwing: armour-bone shield; optional vertical green centre stripe—the inverse arrangement.

NORMAL UNIT TREATMENT

Helmets, rims, aquilas, and other details: normal unit treatment. Sergeant-specific bone-helmet recolouring and extra gold rank details are superseded; normal Deathwing bone helmets remain normal formation livery.

This is a personal army scheme. Other officer markings and Ravenwing-specific shield designs are still undecided, as is the complete Deathwing armour recipe. Painting steps and selected paints are in the Intercessor guide.

Planning a unit: choose its chapter, company and era, then combine its documented markings with the personal heraldry chosen for the army.

3rd Company Captain in Terminator armour — Astoran

OUR CAPTAIN SCHEME · 3 NOVEMBER 2026

Our **3rd Company Captain in Terminator armour** follows Company Master Astoran's appearance in *Dawn of War IV*.

- **Armour:** bone, with a gold chest ornament.
- **Tilt shield:** dark green field, white winged sword, and a red diagonal band rising **from the viewer's lower left to upper right (/)**.
- **Company identity:** the red diagonal band carries the 3rd Company marking on the shield.

Use the Astoran trailer frame for the shield's arrangement and placement. His knees are outside this frame; it does not establish an additional knee pattern.

This is the selected appearance for this captain. The remaining officer hierarchy and the complete bone-armour paint method are still to be chosen.

Astoran reference and company heraldry

Deep Silver's official character profile confirms Astoran's Terminator armour. Lexicanum's Astoran entry records his 3rd Company command in older codex material. David Ely's heraldry survey documents company Masters placing company heraldry on a kneepad, tilting plate or elsewhere.

How to read these differences

Published history, **an author's interpretation**, and **our approved army conventions** serve different purposes. An authentic older scheme is not automatically the current chapter standard. This page explains those differences; the companion organization and markings pages provide the working reference.

Historical schemes: genuine, but tied to their edition

> Ely's publication survey traces black armour in *Rogue Trader* (1987), a seventh-company "Raven Wing" in *White Dwarf 96*, the 1989 *Deathwing* expansion's white Terminators, and green studio miniatures by *WD123* (1990).

> *WD129–130* also depicts Deathwing power armour and company-coloured chest eagles and shoulder trim. Those are historical precedents, rather than instructions to add coloured rims to our models. By *WD166* (1993), the familiar green armour, bone chest eagles, red weapons, and plain shoulder trim appear. *Codex: Angels of Death* (1996) consolidates the Fallen, Unforgiven, and robed aesthetic. These publication references come from Ely's 2021 survey.

Interpretation: why black became green

The change is documented; the story that studio painters misunderstood green reflections in Jim Burns's artwork is **unconfirmed hearsay**, acknowledged as such by Ely. His earlier article apparently confuses Angels of Absolution with the black-armoured Angels of Vengeance. Ely's black-to-green article.

Successors: check their own heraldry

Shared ancestry does not require identical colours or specialist-company names. Angels of Absolution wear bone throughout, including vehicles; Angels of Vengeance retain black and have Dreadwing and Raptorwing formations; Angels of Redemption call their first two companies Redwings. These examples prevent the parent chapter's green/bone/black arrangement being imposed on every successor. Absolution, Vengeance, Redemption

Ely also offers homebrew suggestions alongside the named successors. His Angels of Defiance quadrant description repeats a left-side label, making that passage unreliable

for exact placement. Successor article.

Worked example: Ely’s personal fourth company

Personal collection choices and the era-specific commander roster

His “The Feared” demonstrates six battleline, two close-support, and two fire-support squads using a particular selection of modern units. It is an example allocation, not a compulsory shopping list. His commander Larathiel Adellum, named Lieutenants, bare-headed sergeants, flowers identifying sergeant bases, helmet-sword combat-squad leaders, and right-greave crusade badges belong to his collection. Personal fourth company

The uploaded chapter chart instead names Korahael, a published fourth-company commander associated with the 13th Black Crusade. That makes its named roster era-specific, not a timeless list of incumbents. Korahael and publication references

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CONTINUE EXPLORING

Collection overview · Our army scheme