

Let's Build a Warhammer Model!!

By Paul Rathbun

Background

On the bench is a Space Marine Brutalis Dreadnought.

In the Warhammer 40,000 universe, a Dreadnought is a cybernetic combat walker used by the Space Marines as heavy infantry support. These towering machines are equipped with a variety of ranged and melee weapons, making them formidable on the battlefield. They are often mistaken for giant robots or suits of armor, but they are actually living war machines, with a Space Marine permanently interred inside a sarcophagus that links their mind and body to the Dreadnought's systems.

Space Marines are divided into Chapters, each with its' own history and iconography. There are literally thousands of Space Marine Chapters that make up the forces of the Imperium. The box art



shows a dreadnought of the Ultramarines, one of the most iconic and respected chapters, renowned for their discipline, tactical precision, and unwavering loyalty to the Emperor. Be that as it may, I've decided to paint my dreadnought in the livery of the Imperial Fists Chapter, which happens to be a nice bright yellow. One might wonder why the chapters choose bright colors for their armor and such. Rumor has it that they are just too arrogant to be concerned with unimportant details like camouflage.

The box contains roughly 100 parts on 3 sprues, a decal sheet suitable for several different chapters, and a color instruction sheet that is mostly without errors. The model is roughly 1/35th scale.

Assembly

Assembly is straightforward as the parts have good locating pins and minimal mold lines. I decided to make subassemblies to simplify the painting process. One slightly annoying thing about Games Workshop model kits is that the part numbers are not located logically on the sprues. It is not uncommon to find part number 5 on a completely different sprue than part number 6... even if they are the two halves of the hull.

Painting

All subassemblies are washed with dish soap to remove any sanding dust, finger smudges (not that I would ever be eating snacks while modeling),



Brutalis Dreadnought photo-etched part sprues.

and such. I chose a hull red primer which works well as a base color for yellow. My primer of choice is Stynylrez, an acrylic polyurethane, made by Badger. Airbrushed at about 25 psi with a 0.5mm nozzle. It goes smoothly and shrinks slightly as it dries so as not to obscure any surface detail.

The substructure behind the armor plating is painted next, using acrylic paints of various brands (e.g. Golden, Games Workshop Citadel, Vallejo). Black base coat followed by multiple shades of steel metallics. Transparent washes were used to bring out details, followed by drybrushing progressively lighter shades of steel/silver.



Stynylrez is an acrylic polyurethane primer, by Badger.

Next up is masking off everything but the armor plating. I've had bad luck in the past using liquid mask. It tends to get everywhere, the brush gets all tacky and is ultimately ruined, it ends up too thin and doesn't come off easily. It's just a mess.

However, I recently came across a short tutorial showing that if you dip the brush in a diluted soap solution, it prevents the brush from getting all gummed up.

It worked great!

For the yellow armor plating I used a multistep airbrush process:

1. Vallejo Model Air Light Rust covering ~90% of the red-brown primer.
2. Golden Naples Yellow Hue sprayed mainly from the side and top. Leave some of the light rust color on the undersides.
3. Daler Rowney white ink sprayed mainly from the top. The idea

is to create light to darkshading from top to bottom as a base coat for the transparent yellow.

4. Now it's time to turn it yellow! I used Citadel Lyanden Yellow contrast paint thinned 50/50 with airbrush thinner. I sprayed light coats to gradually build up the color intensity, being careful not to obscure all the previous preshading.

After sealing with Testors Dullcoat, it was time for pin washes using Tamiya panel liner. Once dried





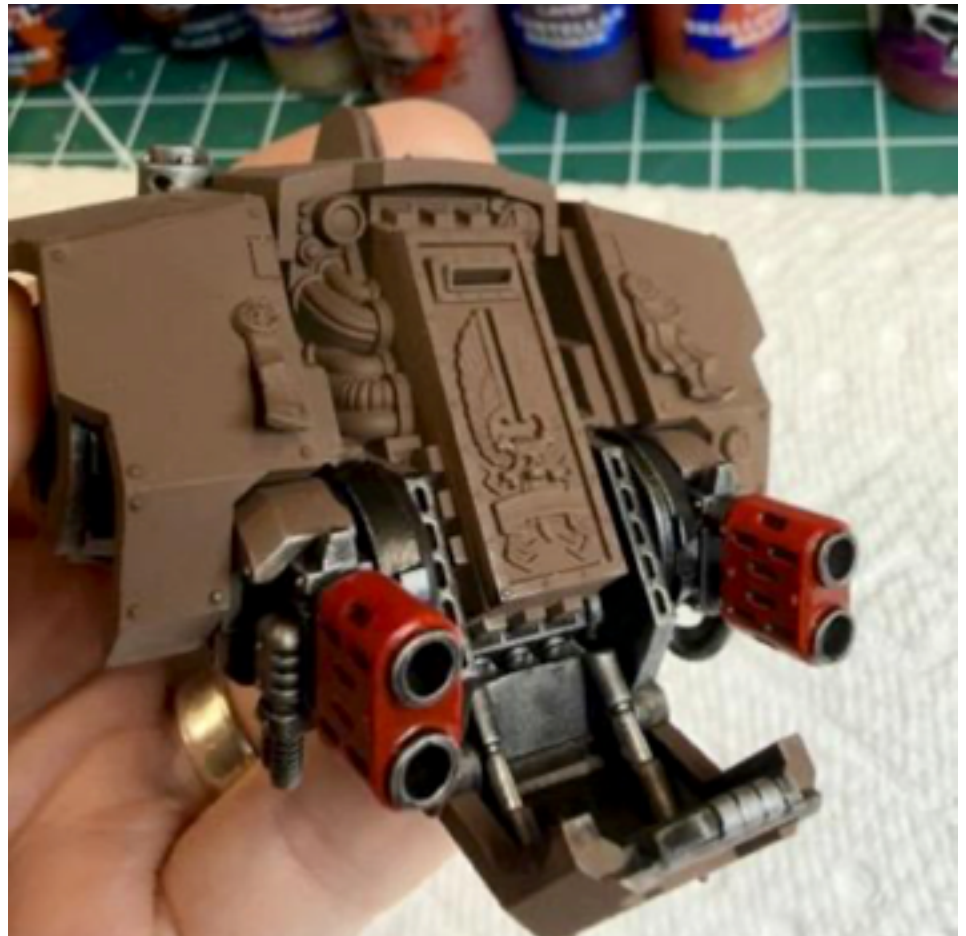
overnight, the model was again sealed, this time using AK Interactive Super Clear Gloss. Decals were applied in the standard method and then the model was sealed again with Dullcoat.

While waiting for the various seal coats to dry, it was time to tackle the base. I used a variety of GW Technical paints and miscellaneous alien-looking basing materials to add a little interest. Washes, drybrushing, a little detail painting, and 'Voila'...the base is done. The white rabbit is nothing you need to worry about, just a movie/literature reference that resonates with me.

After an undocumented amount of time detail painting and weathering, I'm calling this one complete!

Thanks for reading!

Paul Rathbun



Torso in brown Stynylrez acrylic primer.



The completed model. "Malice in Wonderland?"