

PRIMARIS HELLBLASTERS

STEPS • ÉTAPES • PASOS
SCHRIITTE • FASI

1 - 4

HEAVY PLASMA INCINERATORS



STEPS • ÉTAPES • PASOS
SCHRIITTE • FASI

1, 5 - 7

ASSAULT PLASMA INCINERATORS



STEPS • ÉTAPES • PASOS
SCHRIITTE • FASI

1, 8 - 10

PLASMA INCINERATORS





• **READ THIS FIRST • À LIRE EN PREMIER • LEER ANTES DE MONTAR**
 • **LIES DIES ZUERST • LEGGI PRIMA QUESTO**

- **BEFORE ASSEMBLING YOUR MINIATURES PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY.** A pair of plastic cutters is required to remove the plastic components in this kit from their frame. We advise using a mouldline scraping tool to clean up the parts. To assemble your model you will need plastic glue. Games Workshop sells Citadel Fine Detail Cutters, Citadel Mouldline Remover and Citadel Plastic Glue, but does not recommend these products for use by children under the age of 16 without adult supervision.
- **AVANT D'ASSEMBLER VOS FIGURINES, VEUILLEZ LIRE ATTENTIVEMENT LES INSTRUCTIONS DE CE LIVRET.** Une pince coupante est requise pour détacher chaque élément de sa grappe. Nous vous recommandons l'utilisation d'un grattoir pour ébarber les éléments. Pour l'assemblage, vous aurez également besoin de colle plastique. Games Workshop commercialise les Pinces de Précision Citadel, l'Ébarboir Citadel et la Colle Plastique Citadel, mais n'en recommande pas l'utilisation pour des enfants de moins de 16 ans sans la supervision d'un adulte.
- **POR FAVOR, LEE CUIDADOSAMENTE ESTE LIBRETO DE INSTRUCCIONES ANTES DE EMPEZAR A MONTAR LAS MINIATURAS.** Te harán falta unas tenazas para plástico a fin de separar las piezas de la matriz. También aconsejamos una herramienta para rebabas a fin de limpiar cada pieza. Para montar la miniatura necesitarás pegamento para plástico. Games Workshop vende Tenazas Citadel, Herramientas para rebabas Citadel y Pegamento para plástico Citadel, pero no recomienda estos productos a menores de 16 años sin la supervisión de un adulto.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM DURCHLESEN.** Du benötigst einen Kunststoffseitenschneider, um die Kunststoffbauteile aus dem Gussrahmen herauszutrennen, und Kunststoffkleber, um die Miniatur zusammenzubauen. Außerdem empfehlen wir, die Bauteile vorher mit einem Gussgratentferner zu säubern. Games Workshop bietet Präzisions-Kunststoffseitenschneider von Citadel sowie Citadel-Kunststoffkleber an, empfiehlt aber, dass Kinder unter 16 Jahren diese nur unter Aufsicht eines Erwachsenen benutzen.
- **PRIMA DI ASSEMBLARE LE TUE MINIATURE LEGGI ATTENTAMENTE TUTTE LE ISTRUZIONI DI QUESTO LIBRETTO.** Sono necessarie un paio di tronchesine per plastica per staccare i componenti dai loro sprue. Consigliamo di usare un attrezzo apposito per pulire i componenti. Per assemblare il modello avrai bisogno di colla per plastica. Games Workshop vende Tronchesine di precisione Citadel, Attrezzo per ripulire Citadel e Colla per plastica Citadel, ma non consiglia questi prodotti ad un pubblico minore di 16 anni senza la supervisione di un adulto.

• **EXPLANATION OF SYMBOLS • EXPLICATION DES SYMBOLES • EXPLICACIÓN DE SIMBOLÓS**
 • **ERLÄUTERUNG DER SYMBOLE • LEGENDA DEI SIMBOLI**



- Special instruction - Please read
- Instructions spéciales - Lire attentivement
- Instrucción especial: Por favor, léela
- Besondere Anweisung - Bitte lesen
- Istruzioni speciali - Leggi attentamente



- Choice of parts
- Choix d'éléments
- Modelos de componentes
- Auswahl an Teilen
- Scelta di componenti



- Dry fit stage before gluing
- Tester avant de coller
- Comprobar el encaje antes de pegar
- Positionierung erst ohne Klebstoff ausprobieren
- Prova a secco prima di incollare



- Variant assembly
- Variante d'assemblage
- Variante de montage
- Bauvariante
- Assemblaggio alternativo



- Repeat process
- Répéter l'étape
- Repetir pasos
- Vorgang wiederholen
- Ripeti il processo



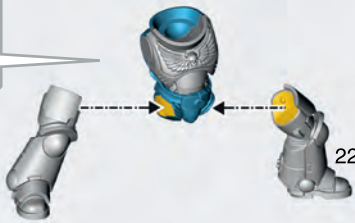
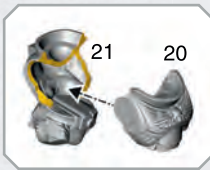
- Stage complete
- Étape terminée
- Paso completado
- Schritt abgeschlossen
- Fase completa



- FOLLOW STEP 1 FOR ALL VARIANTS
- SUIVRE L'ÉTAPE 1 POUR TOUTES LES VARIANTES
- SIGUE LOS PASOS 1 PARA TODAS LAS VARIANTES
- FOLGE SCHRITT 1 FÜR ALLE VARIANTEN
- SEGUI LE FASI DA 1 PER TUTTE LE VARIANTI

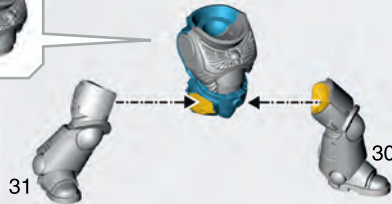
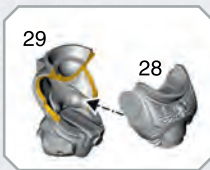
1 a

x2



1 b

x2



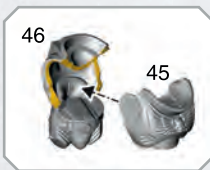
1 c

x2



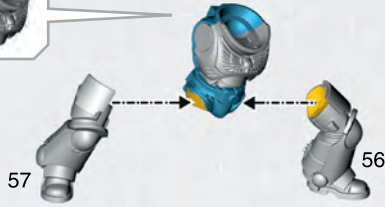
1 d

x2



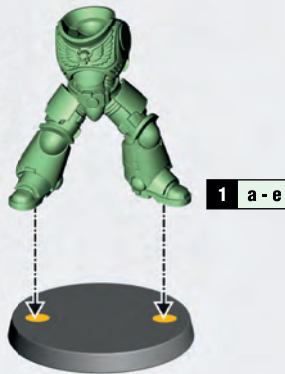
1 e

x2



1 f

x10

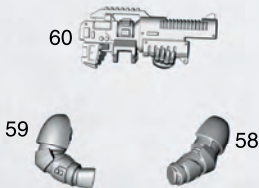
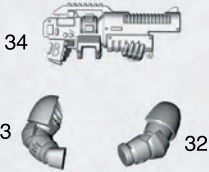


2



INTERCHANGEABLE PARTS

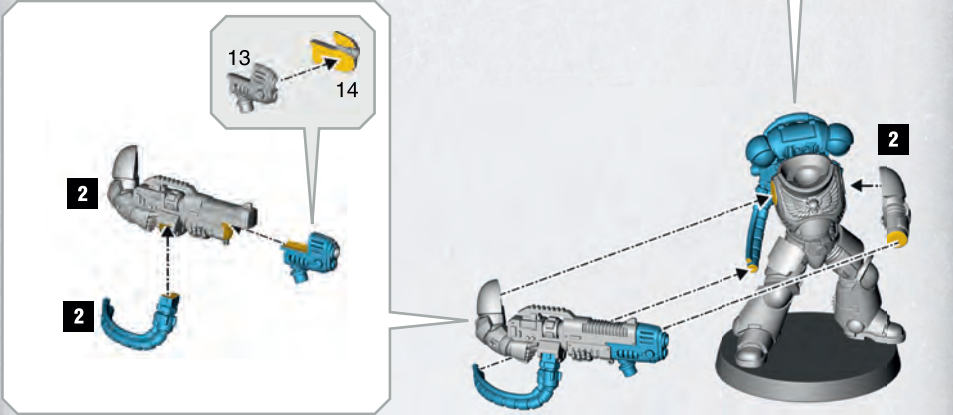
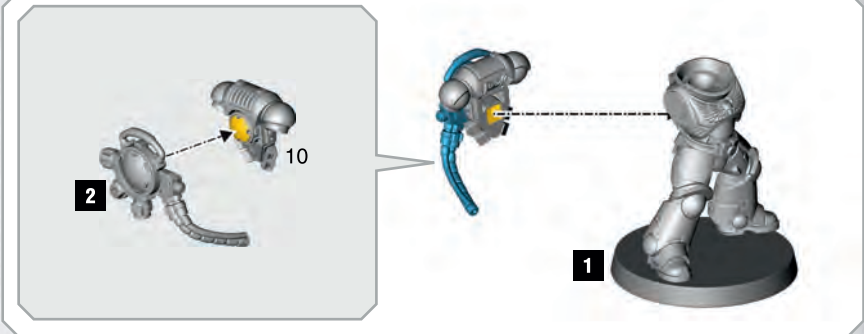
- ÉLÉMENTS INTERCHANGEABLES • PARTES INTERCAMBIABLES
- AUSTAUSCHBARE TEILE • COMPONENTI INTERCAMBIABILI

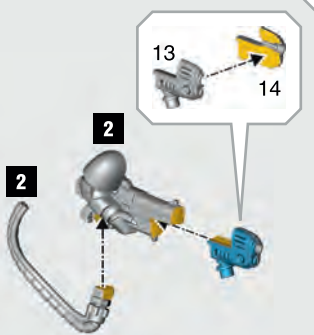
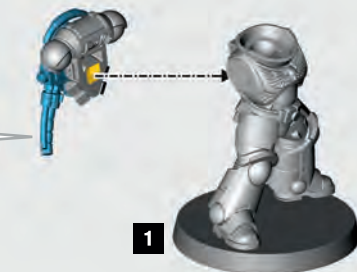
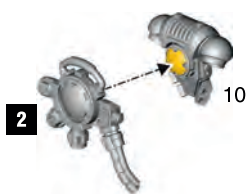


3

HELLBLASTER SERGEANT WITH HEAVY PLASMA INCINERATOR

3 a



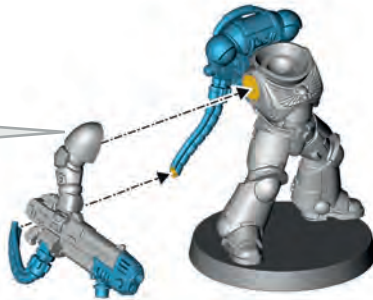
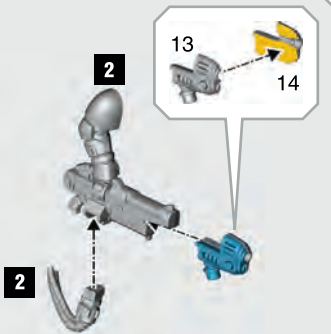
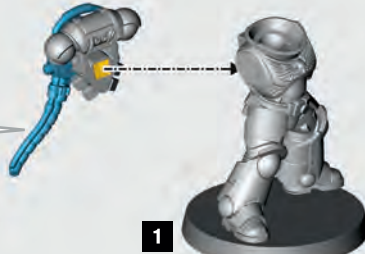
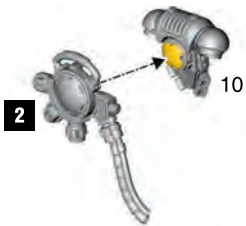


Bolt pistol



Plasma pistol



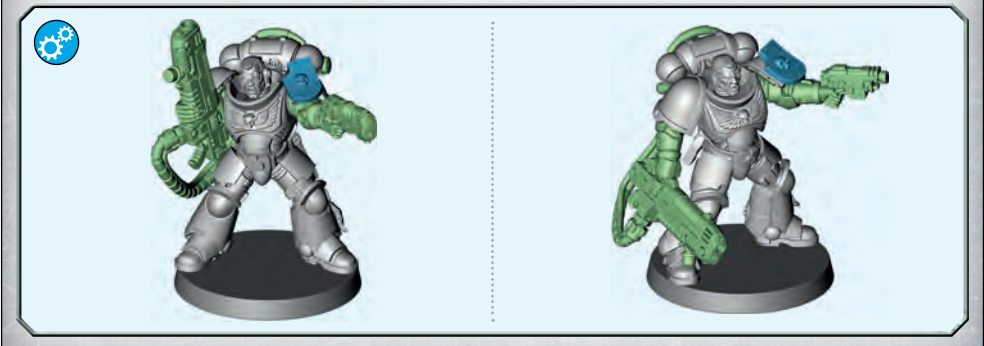
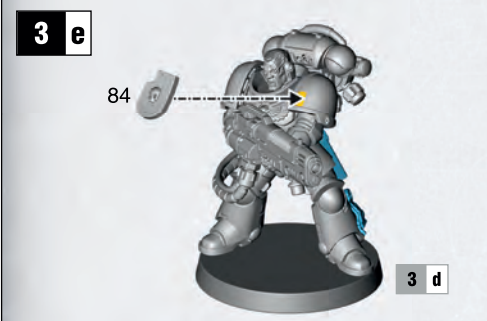
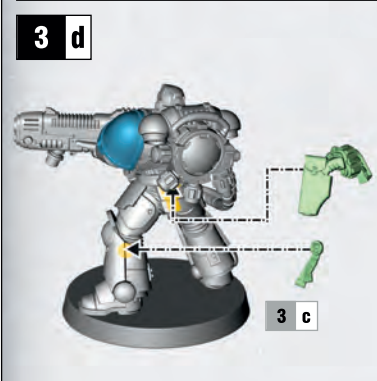
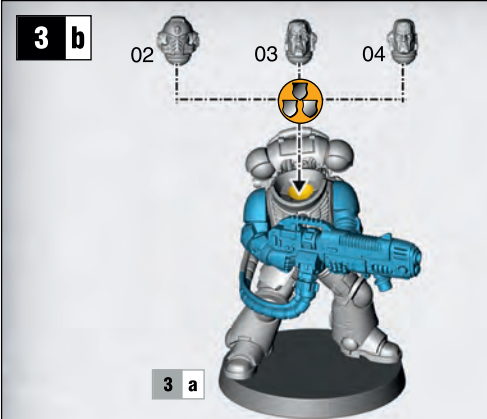


Bolt pistol



Plasma pistol



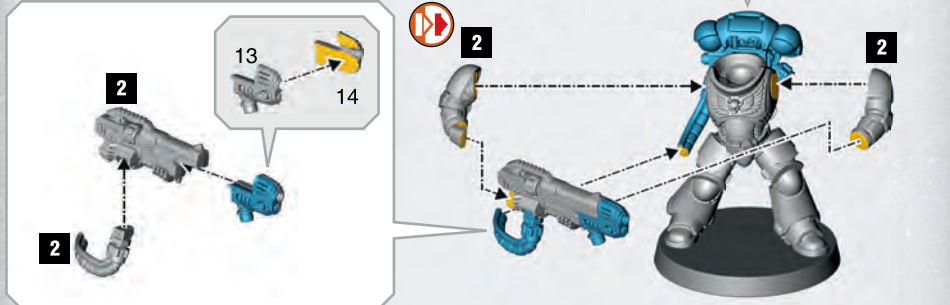
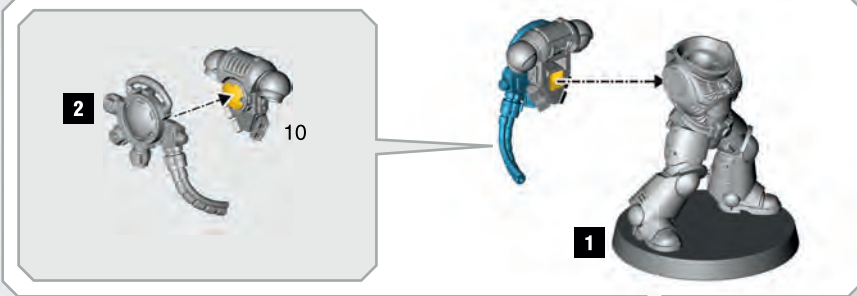


4

HELLBLASTER WITH HEAVY PLASMA INCINERATOR

x9

4 a



4 b

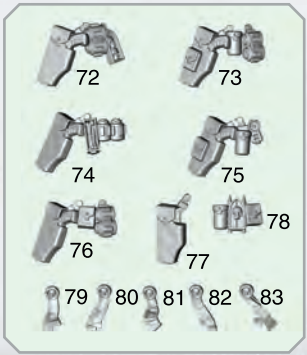
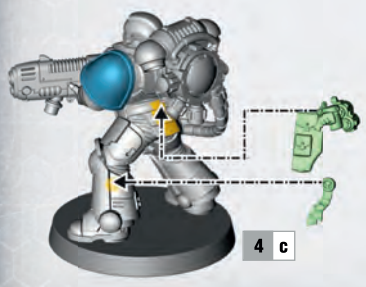


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4 c



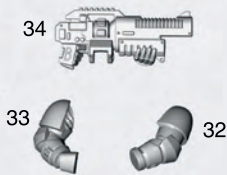
4 d





INTERCHANGEABLE PARTS

- ÉLÉMENTS INTERCHANGEABLES • PARTES INTERCAMBIABLES
- AUSTAUSCHBARE TEILE • COMPONENTI INTERCAMBIABILI



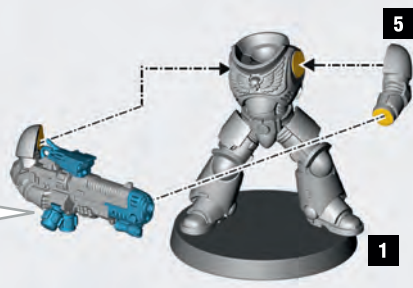
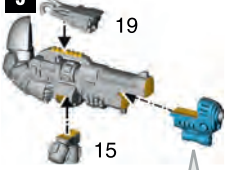
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HELLBLASTER SERGEANT WITH ASSAULT PLASMA INCINERATOR

6 a



5

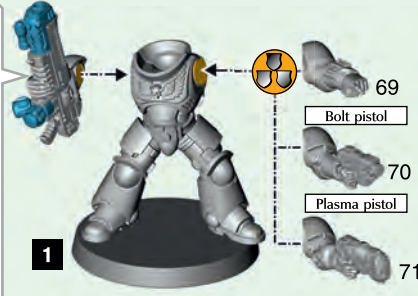
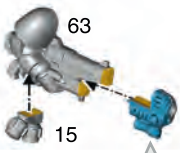


5

1



63



69

Bolt pistol

70

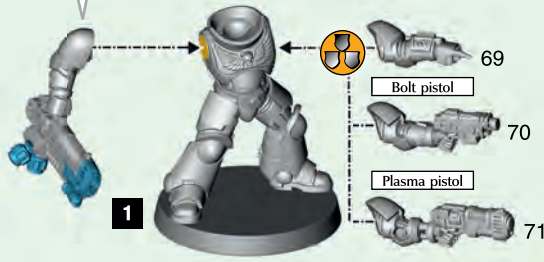
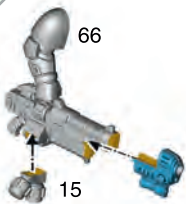
Plasma pistol

71

1



66



69

Bolt pistol

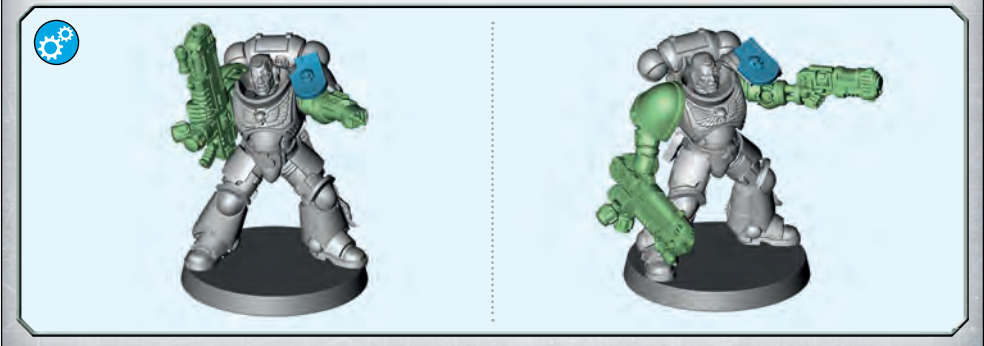
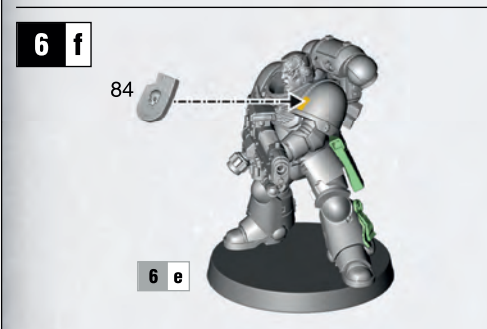
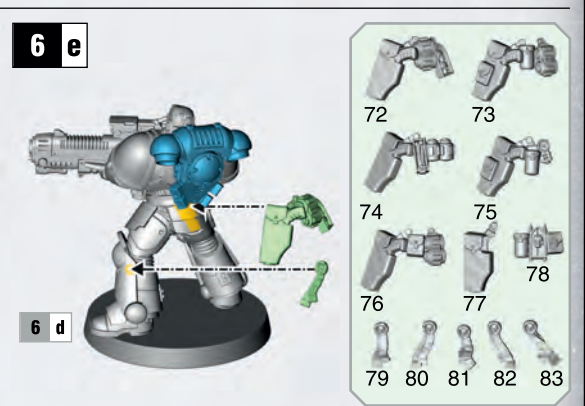
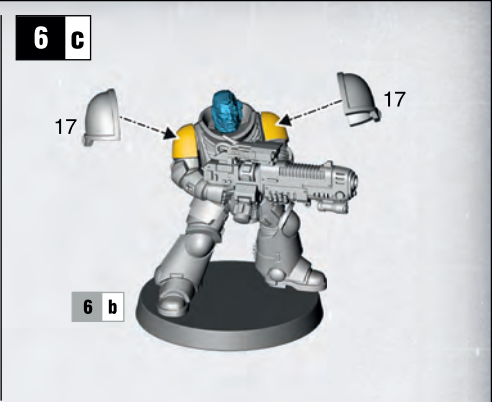
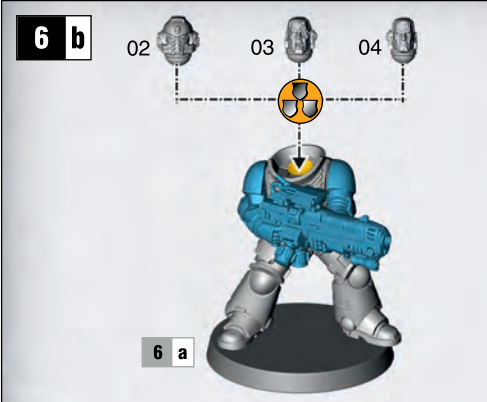
70

Plasma pistol

71

1



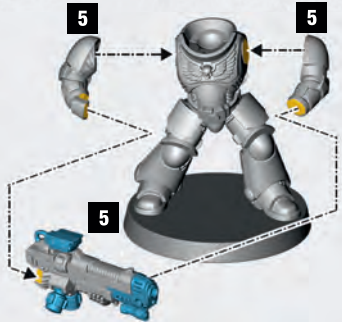
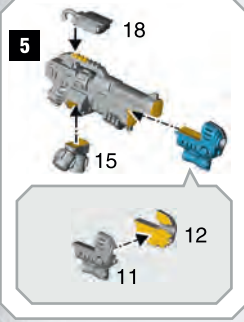


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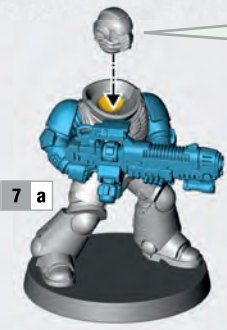
HELLBLASTER WITH ASSAULT PLASMA INCINERATOR

x9

7 a



7 b

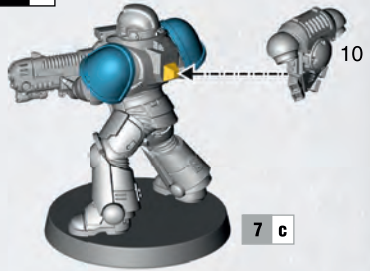


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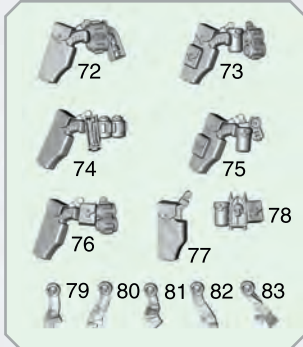
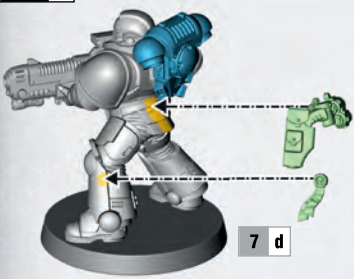
7 c



7 d



7 e





INTERCHANGEABLE PARTS

- ÉLÉMENTS INTERCHANGEABLES • PARTES INTERCAMBIABLES
- AUSTAUSCHBARE TEILE • COMPONENTI INTERCAMBIABILI

25



24



34



33



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42



41



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51



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59



58



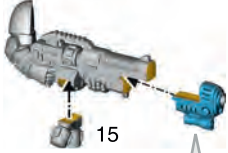
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HELLBLASTER SERGEANT WITH PLASMA INCINERATOR

9 a



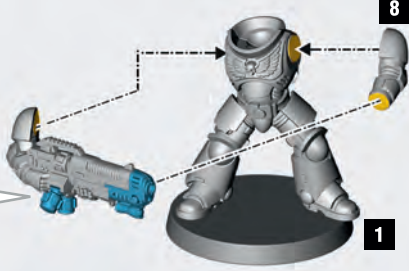
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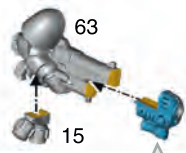
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11



8

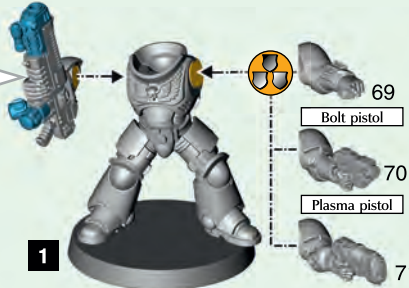
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15

12

11



1



69

Bolt pistol

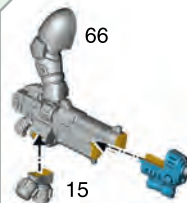
70

Plasma pistol

71



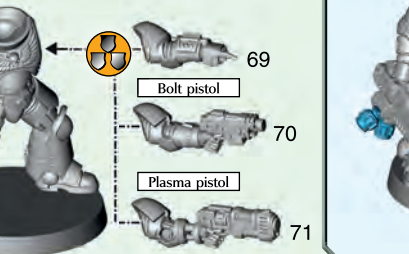
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15

12

11



1



69

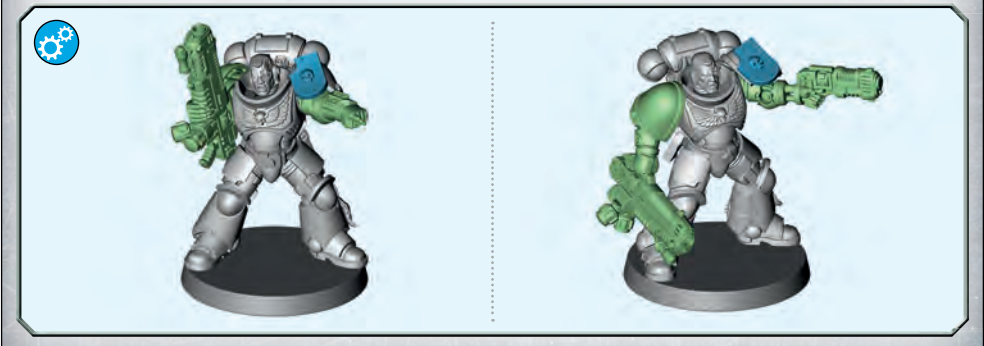
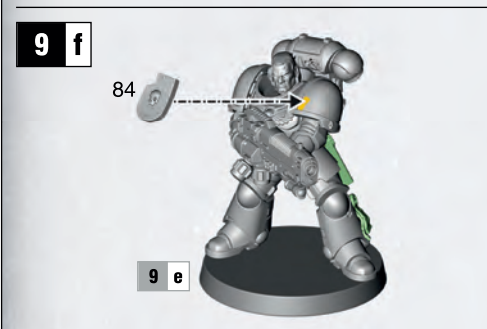
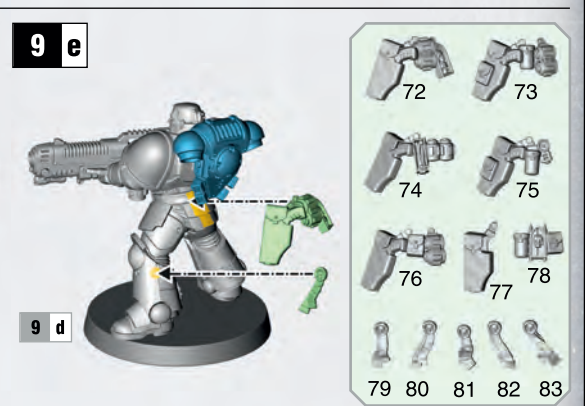
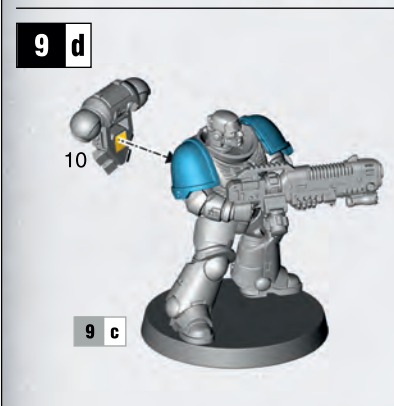
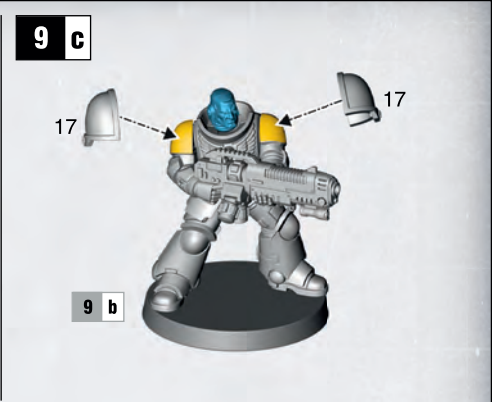
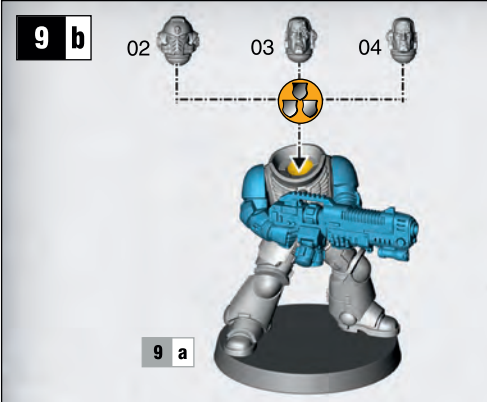
Bolt pistol

70

Plasma pistol

71



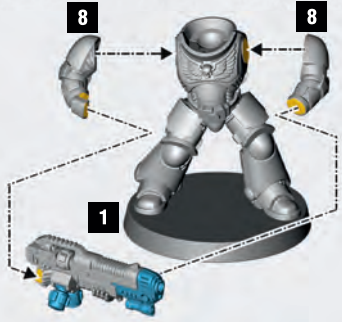
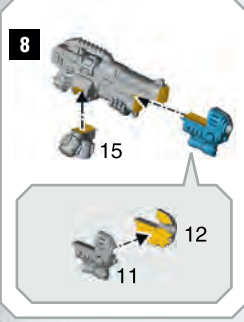


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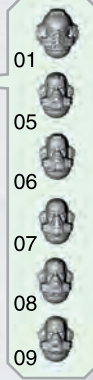
HELLBLASTER WITH PLASMA INCINERATOR

x9

10 a



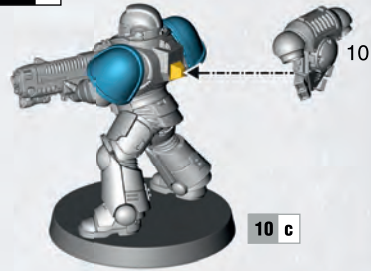
10 b



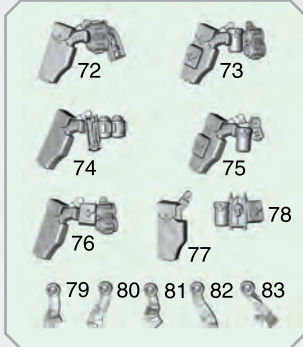
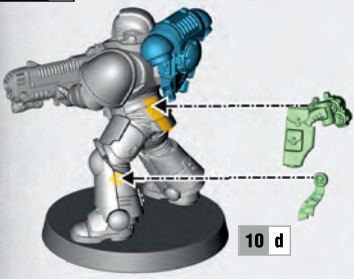
10 c



10 d



10 e



These essential rules will get your new unit on the battlefield – for the full rules for this unit, see the Codex or Index book relevant to your army.

HELLBLASTER SQUAD



NAME	M	WS	BS	S	T	W	A	Ld	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+

This unit contains 1 Hellblaster Sergeant and 4 Hellblasters. It can include up to 5 additional Hellblasters (**Power Rating +8**). Each model is armed with a plasma incinerator, a bolt pistol, frag grenades and Krak grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Assault plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	24"	Assault 2	6	-4	1	-
- Supercharge	24"	Assault 2	7	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Bolt pistol	12"	Pistol 1	4	0	1	-
Heavy plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	36"	Heavy 1	8	-4	1	-
- Supercharge	36"	Heavy 1	9	-4	2	On a hit roll of 1, the bearer is slain.
Plasma incinerator	When attacking with this weapon, choose one of the profiles below.					
- Standard	30"	Rapid Fire 1	7	-4	1	-
- Supercharge	30"	Rapid Fire 1	8	-4	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.
Plasma pistol	When attacking with this weapon, choose one of the profiles below.					
- Standard	12"	Pistol 1	7	-3	1	-
- Supercharge	12"	Pistol 1	8	-3	2	On a hit roll of 1, the bearer is slain.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

WARGEAR OPTIONS

- All models in the unit may replace their plasma incinerator with an assault plasma incinerator.
- All models in the unit may replace their plasma incinerator with a heavy plasma incinerator.
- The Hellblaster Sergeant may replace his bolt pistol with a plasma pistol.

ABILITIES

And They Shall Know No Fear

Combat Squads: Before any models are deployed at the start of the game, a Hellblaster Squad containing 10 models may be split into two units, each containing 5 models.

FACTION KEYWORDS

IMPERIUM, ADEPTUS ASTARTES, <CHAPTER>

KEYWORDS

INFANTRY, PRIMARIS, HELLBLASTER SQUAD

Ces règles rudimentaires vous permettent de jouer votre nouvelle unité. Pour les règles complètes, référez-vous au Codex ou à l'Index correspondant à votre armée.

HELLBLASTER SQUAD



NOM	M	CC	GT	F	E	PV	A	Gd	Sv
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+

Cette unité contient 1 Hellblaster Sergeant et 4 Hellblasters. Elle peut inclure jusqu'à 5 Hellblasters additionnels (**Rang de Puissance +8**). Chaque figurine est armée d'un incinérateur à plasma, d'un pistolet bolter, de grenades Frag et de grenades Krak.

ARME	PORTÉE	TYPE	F	PA	D	APTITUDES
Incinérateur à plasma d'assaut	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Standard	24"	Assaut 2	6	-4	1	-
- Surcharge	24"	Assaut 2	7	-4	2	Sur un jet de touche de 1, le porteur est tué une fois tous les tirs de l'arme résolus.
Pistolet bolter	12"	Pistolet 1	4	0	1	-
Incinérateur à plasma lourd	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Standard	36"	Lourde 1	8	-4	1	-
- Surcharge	36"	Lourde 1	9	-4	2	Sur un jet de touche de 1, le porteur est tué.
Incinérateur à plasma	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Standard	30"	Tir Rapide 1	7	-4	1	-
- Surcharge	30"	Tir Rapide 1	8	-4	2	Sur un jet de touche de 1, le porteur est tué une fois tous les tirs de l'arme résolus.
Pistolet à plasma	Lorsque vous attaquez avec cette arme, choisissez un des profils ci-dessous.					
- Standard	12"	Pistolet 1	7	-3	1	-
- Surcharge	12"	Pistolet 1	8	-3	2	Sur un jet de touche de 1, le porteur est tué.
Grenade Frag	6"	Grenade D6	3	0	1	-
Grenade Krak	6"	Grenade 1	6	-1	D3	-

OPTIONS D'ÉQUIPEMENT

- Toutes les figurines de l'unité peuvent remplacer leur incinérateur à plasma par un incinérateur à plasma d'assaut.
- Toutes les figurines de l'unité peuvent remplacer leur incinérateur à plasma par un incinérateur à plasma lourd.
- Le Hellblaster Sergeant peut remplacer son pistolet bolter par un pistolet à plasma.

APTITUDES

Et Ils ne Connaîtront Pas la Peur

Escouades de Combat : Avant de déployer les figurines au début de la partie, une Hellblaster Squad contenant 10 figurines peut se scinder en deux unités de 5 figurines chacune.

MOTS-CLÉS DE FACTION

IMPERIUM, ADEPTUS ASTARTES, <CHAPITRE>

MOTS-CLÉS

INFANTERIE, PRIMARIS, HELLBLASTER SQUAD

Estas reglas esenciales te permitirán desplegar tu nueva unidad en el campo de batalla. Para conseguir las reglas completas de esta unidad, consulta el Codex o Index relativo a tu ejército.

HELLBLASTER SQUAD



NOMBRE	M	HA	HP	F	R	H	A	L	S
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+

Esta unidad consta de 1 Hellblaster Sergeant y 4 Hellblasters. Puede incluir hasta 5 Hellblasters adicionales (**Potencia de unidad +8**). Cada miniatura está armada con un incinerador de plasma, una pistola bólder, granadas frag y granadas perforantes.

ARMA	ALC.	TIPO	F	FP	D	HABILIDADES
Incinerador de plasma de asalto	Al atacar con esta arma, elige uno de los perfiles siguientes.					
- Normal	24"	Asalto 2	6	-4	1	-
- Sobrecarga	24"	Asalto 2	7	-4	2	Con un 1 para impactar, el portador es eliminado tras resolver todos los disparos de esta arma.
Pistola bólder	12"	Pistola 1	4	0	1	-
Incinerador de plasma pesado	Al atacar con esta arma, elige uno de los perfiles siguientes.					
- Normal	36"	Pesada 1	8	-4	1	-
- Sobrecarga	36"	Pesada 1	9	-4	2	Con un 1 para impactar, el portador es eliminado.
Incinerador de plasma	Al atacar con esta arma, elige uno de los perfiles siguientes.					
- Normal	30"	Fuego rápido 1	7	-4	1	-
- Sobrecarga	30"	Fuego rápido 1	8	-4	2	Con un 1 para impactar, el portador es eliminado tras resolver todos los disparos de esta arma.
Pistola de plasma	Al atacar con esta arma, elige uno de los perfiles siguientes.					
- Normal	12"	Pistola 1	7	-3	1	-
- Sobrecarga	12"	Pistola 1	8	-3	2	Con un 1 para impactar, el portador es eliminado.
Granada frag	6"	Granada 1D6	3	0	1	-
Granada perforante	6"	Granada 1	6	-1	1D3	-

OPCIONES DE EQUIPO

- Todas las miniaturas de la unidad pueden cambiar el incinerador de plasma por un incinerador de plasma de asalto.
- Todas las miniaturas de la unidad pueden cambiar el incinerador de plasma por un incinerador de plasma pesado.
- El Hellblaster Sergeant puede cambiar la pistola bólder por una pistola de plasma.

HABILIDADES

Y no conocerán el miedo.

Escuadras de combate. Antes de desplegar ninguna miniatura al inicio del juego, cada Hellblaster Squad que conste de 10 miniaturas puede dividirse en dos unidades de 5 miniaturas cada una.

CLAVES DE FACCIÓN

IMPERIUM, ADEPTUS ASTARTES, <CAPÍTULO>

CLAVES

INFANTERÍA, PRIMARIS, HELLBLASTER SQUAD

Mit diesen Regeln kannst du deine neue Einheit gleich in die Schlacht führen – die vollständigen Regeln findest du im Codex oder Index für deine Armee.

HELLBLASTER SQUAD



NAME	B	KG	BF	S	W	LP	A	MW	RW
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+

Diese Einheit enthält 1 Hellblaster Sergeant und 4 Hellblaster. Sie kann bis zu 5 zusätzliche Hellblaster enthalten (**Macht +8**). Jedes Modell ist mit einem Plasmabrenner, einer Boltpistole, Fragmentgranaten und Sprenggranaten bewaffnet.

WAFFE	REICHW.	TYP	S	DS	SW	FÄHIGKEITEN
Sturmplasmabrenner	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Standard	24"	Sturm 2	6	-4	1	-
- Überladung	24"	Sturm 2	7	-4	2	Bei einem Trefferwurf von 1 wird der Träger getötet, nachdem alle Schüsse der Waffe abgehandelt wurden.
Boltpistole	12"	Pistole 1	4	0	1	-
Schwerer Plasmabrenner	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Standard	36"	Schwer 1	8	-4	1	-
- Überladung	36"	Schwer 1	9	-4	2	Bei einem Trefferwurf von 1 wird der Träger getötet.
Plasmabrenner	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Standard	30"	Schnellfeuer 1	7	-4	1	-
- Überladung	30"	Schnellfeuer 1	8	-4	2	Bei einem Trefferwurf von 1 wird der Träger getötet, nachdem alle Schüsse der Waffe abgehandelt wurden.
Plasmapistole	Wähle eines der folgenden Profile, wenn du mit dieser Waffe attackierst.					
- Standard	12"	Pistole 1	7	-3	1	-
- Überladung	12"	Pistole 1	8	-3	2	Bei einem Trefferwurf von 1 wird der Träger getötet.
Fragmentgranate	6"	Granate W6	3	0	1	-
Sprenggranate	6"	Granate 1	6	-1	W3	-

AUSRÜSTUNGSOPTIONEN

- Alle Modelle der Einheit dürfen ihren Plasmabrenner durch einen Sturmplasmabrenner ersetzen.
- Alle Modelle der Einheit dürfen ihren Plasmabrenner durch einen Schweren Plasmabrenner ersetzen.
- Der Hellblaster Sergeant darf seine Boltpistole durch eine Plasmapistole ersetzen.

FÄHIGKEITEN

Die keine Furcht kennen

Kampftrupp: Zu Beginn des Spiels, bevor Modelle aufgestellt werden, kann ein Hellblaster Squad, das 10 Modelle enthält, in zwei Einheiten zu je 5 Modellen geteilt werden.

FRAKTION

IMPERIUM, ADEPTUS ASTARTES, <ORDEN>

SCHLÜSSELWÖRTER

INFANTERIE, PRIMARIS, HELLBLASTER SQUAD

Queste regole base ti aiuteranno a portare sul campo di battaglia la tua nuova unità; per le regole complete consulta il Codex o l'Index corrispondente alla tua armata.

HELLBLASTER SQUAD



NOME	M	AC	AB	Fd	R	Fe	A	D	S
Hellblaster	6"	3+	3+	4	4	2	2	7	3+
Hellblaster Sergeant	6"	3+	3+	4	4	2	3	8	3+

Questa unità include 1 Hellblaster Sergeant e 4 Hellblasters. Può comprendere fino a 5 Hellblasters addizionali (Livello di Potenza +8). Ogni modello è armato con inceneritore plasma, pistola requiem, granate a frammentazione e granate perforanti.

ARMA	GITTATA	TIPO	Fd	VP	Da	ABILITÀ
Inceneritore plasma da assalto	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Standard	24"	Assalto 2	6	-4	1	-
- Sovraccarica	24"	Assalto 2	7	-4	2	Con un tiro per colpire pari a 1 il portatore viene ucciso dopo aver risolto tutti i colpi di quest'arma.
Pistola requiem	12"	Pistola 1	4	0	1	-
Inceneritore plasma pesante	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Standard	36"	Pesante 1	8	-4	1	-
- Sovraccarica	36"	Pesante 1	9	-4	2	Con un tiro per colpire pari a 1 il portatore viene ucciso.
Inceneritore plasma	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Standard	30"	Cadenza Rapida 1	7	-4	1	-
- Sovraccarica	30"	Cadenza Rapida 1	8	-4	2	Con un tiro per colpire pari a 1 il portatore viene ucciso dopo aver risolto tutti i colpi di quest'arma.
Pistola plasma	Quando attacchi con quest'arma scegli uno dei profili in basso.					
- Standard	12"	Pistola 1	7	-3	1	-
- Sovraccarica	12"	Pistola 1	8	-3	2	Con un tiro per colpire pari a 1 il portatore viene ucciso.
Granata a frammentazione	6"	Granata D6	3	0	1	-
Granata perforante	6"	Granata 1	6	-1	D3	-

OPZIONI DI EQUIPAGGIAMENTO

- Tutti i modelli dell'unità possono sostituire l'inceneritore plasma con un inceneritore plasma da assalto.
- Tutti i modelli dell'unità possono sostituire l'inceneritore plasma con un inceneritore plasma pesante.
- L'Hellblaster Sergeant può sostituire la pistola requiem con una pistola plasma.

ABILITÀ

Ed Essi Non Conosceranno la Paura

Squadre da Combattimento: prima che qualsiasi modello venga schierato all'inizio della partita, una Hellblaster Squad contenente 10 modelli può dividersi in due unità, ciascuna da 5 modelli.

KEYWORDS DI FAZIONE

IMPERIUM, ADEPTUS ASTARTES, <CAPITOLO>

KEYWORDS

FANTERIA PRIMARIS, HELLBLASTER SQUAD



ULTRAMARINES - INFANTRY TRANSFER SHEET

CHAPTER

LEADER SUPPORT

FIRE SUPPORT

INFANTRY

CHAPLAIN/ENGINEER

LEUTENANT

COMMAND

IRON HELM

IRONIC MARKING

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- BASE** MACRAGGE BLUE
- SHADE** DRAKENHOF NIGHTSHADE
- LAYER** CALGAR BLUE
- LAYER** FENRISIAN GREY
- BASE** LEADBELCHER
- SHADE** NULN OIL
- LAYER** IRONBREAKER
- LAYER** STORMHOST SILVER
- BASE** BALTHASAR GOLD
- SHADE** AGRAX EARTHSHADE
- LAYER** GEHENNA'S GOLD
- LAYER** STORMHOST SILVER
- BASE** ABADDON BLACK
- LAYER** ESHIN GREY
- LAYER** DAWNSTONE
- LAYER** ADMINISTRATUM GREY