

The Abyssal Angels

Rune's homemade space marine chapter



The first:



Soundtrack:

This is their soundtrack, which should be played when painting Abyssal Angels, reading or writing their lore, or playing their battles.

<https://www.youtube.com/watch?v=oLA0vB9LCTM>

Alternatively, you could listen to The Horus Heresy, as that is their story.

"Kill for the living, kill for the dead"

"No backwards step"

Colour scheme (heavily) inspired by this space marine by [FauxHammer](#), see last pages.



Lore

The Abyssal Angels are a space marine chapter loosely formed during The Horus Heresy. It was initially formed from broken companies of the Luna Wolves and deserters of the Sons of Horus.

During the time of The Heresy, most Luna Wolves followed the Brightest Star, their primarch Horus Lupercal, as he led a righteous rebellion against the Emperor of Mankind, who was revealed to have hypocritically spun lies about the Imperial Truth of the galaxy and virtually enslaved the Astartes to blindly fight His Great Crusade. However, others saw the ruinous destiny in this rebellion, the fall of the glorious reforging of mankind's galactic empire, and refused to stay with the newly dubbed Sons of Horus legion. Some of these found new purpose in The Knights-Errant, a newfounded and solemn legion of orphans dedicated to the protection of Terra from Horus' impending siege. Yet others drifted outwards, into the black abyss of space, neither willing to fight for the Emperor, nor prepared to rebel against the Empire.

The Abyssal Angels were initially primarily warriors of the Luna Wolves 6th company, who were on a mission of their own far away from Isstvan during the terrible event of that system. Months had passed since the massacre before they received word of it. They could scarcely believe it, had it not been delivered from Luna Wolves battle-brothers they knew and trusted, who had fled from that dread site.

Upon the news that Horus had taken up arms against his father, they found themselves in a confusing situation where countering oaths forced them to inaction. Upon completion of their mission, they were to rendezvous with other companies, but the nearest companies had gone to Isstvan, and how could they rejoin those forces?

Later, they were joined by deserters of the Sons of Horus. Space marines who initially stood by Horus in his choice, but subsequently railed against the actions they found themselves carrying out. The massacre at Isstvan and the destruction of Molech were two such actions, after which some Sons of Horus found their way out of the Legion and into the refuge of the empty reaches of the galaxy, later to find and join forces with the 6th company.

As such, the Abyssal Angels see the wisdom in breaking free from the Imperium, but will also not surrender to the chaos gods, and so fight for their own ideals.

They had been sent to bring compliance to a world, as all expeditionary fleets of the Great Crusade were. When they received the news of the unfolding galactic civil war, they chose to fortify the latest system that they had made compliant. They now protect it as their base in the galaxy, and they have renamed it Bastion. From Bastion they try to conquer and rebuild more of the galaxy in the name of reason.

At some point, a fleet of Thousand Sons arrived in their solar system, claiming not to seek war, but refuge. This was not trusted and preparations for war were swiftly made and attacks launched. This was until a secondary fleet of Thousand Sons arrived and engaged the first arrivals. Taking a chance to then trust the firstly arrived Thousand Sons forces, the Abyssal Angels changed their targets and attacked the second fleet. Upon the destruction of the second fleet, a truce was established between the Abyssal Angels and the Thousand Sons renegades.

A pact to break a pact

It turned out that they were of a company that had not been present on Prospero during Leman's burning of the world. They were now lost. They had discovered the possible presence of a buried prison-temple upon a moon in the Bastion System. In a bygone age, an eldar temple had been built there in reverence to a lieutenant of Tzeentch to summon the demon. However, the temple had been built as a trap, and was constructed to be a prison to the summoned demon, so its captors could channel power from it. In a later incident the prison-temple had been buried with the demon still locked inside. The renegades had sought out this place to bargain with the demon, hoping to be freed from part of their enslavement to Tzeentch and so stabilise their mutagenic gene seed.

Their intentions were judged true based upon their rebellion with their own chapter, and they were welcomed into the Abyssal Angels.

The Abyssal Angels believe that the greatest mistake made by the Emperor was to blind one eye of the aquila, the one looking back in time, as remembering history is deemed of utmost importance, no matter how dark a past you'll find. They therefore revere libraries and hold libraries to an almost religious degree.

The Bastion system is located in an area of the galaxy in which there are orcs, tyrannid, necrons, eldar, tau, kroot, and other space marines.

In the beginning they scavenged armour from their enemies. Then they captured a factory.

[Folk song about the coming doom](#), not uncommonly sung by the space marines as well as the common folk:

<i>I dig my hole, you build a wall</i>	(Creation of Bastion, we work together, some
<i>dig trenches others build walls)</i>	
<i>One day that wall is gonna fall</i>	(Acknowledge the coming of the end)
<i>Gon' build that city on a hill</i>	(Creation of the capitol, command)
<i>Someday those tears are gonna spill</i>	(The doom will come, the dream of Bastion will
<i>be destroyed - a dream that is so fragile you can only whisper it)</i>	

<i>So build that wall and build it strong</i>	
<i>'Cause we'll be there before too long</i>	(We: the multitude of dangers descending. Can be tyrannids, orcs, space marines etc.)

<i>Gon' build that wall up to the sky</i>	(Building of space stations, philosophy of
<i>building from the ground up)</i>	
<i>Someday your bird is gonna fly</i>	(Starships)

Gon' build that wall until it's done (we will capture the universe)

But now you've got nowhere to run (what will happen when we've captured the universe?

The Great Crusade was near success, but then imploded like every empire in history)

So build that wall and build it strong

'Cause we'll be there before too long (The doom is coming)

Much of Bastion is a desert akin to the red sands of Mars, but they have built their capital city in a lush grassland region on a cliff hill much like Mont Saint-Michel. There is a single big ocean. They have an agricultural moon. They have several moons.

They are scholars, philosophers, gartners and builders. It is important to them to make perfect little gardens to remember that they are fighting for utopia.

The name Abyssal Angels was chosen to reflect several things:

- Having a name that started with Ab would make the chapter appear on the top of many alphabetical lists.
- Abyssal Angels is a reference to Abaddon, First Captain of the former Luna Wolves, whom they descend from, as an angel in the bible is named Abaddon, angel of the abyss.
- Calling yourself an angel is a recognition of the fact that warp creatures exist.
- Angels who try to emerge from the abyss of their treacherous history and redeem themselves.
- Their fortress world Bastion lies in a secluded corner of the galaxy, in the abyss.

Members (Dramatis Personae):

Primarch:

Horus Lupercal, The Brightest Star, The Favoured Son.

Although the Abyssal Angels broke away from their gene-father, they still take enormous pride in being the sons of the best of the primarchs. He was the diplomat supreme, the first among equals, and even despite the chaos it caused to title him Warmaster, that title rang true to them, for he was a tactician above even the Lion.

Captain:

Tydon, Squad Captain, Intercessor sergeant

Battle-brothers, assault intercessor warriors:

Dahan, "the First"

Balkus

Karrik

Dyskar

Morgon

Noise marine:

"Screaming" Alvantius

The kill team:

<https://ktdash.app/r/CAxkKKFR>

Flagship:

The Emergence

Their flagship is their hope, and symbolises their emergence from the corner of the galaxy as they return to rebuild and restore sanity and reason in the galaxy, forging anew a safe intergalactic civilisation.

Future names:

Koraddon "The Laugh"
"of the Many"

Paint 'RESURGAM' on armour.

Latin for "I shall rise again."

Evokes defiance, rebirth, and a pledge never to fall fully.

Find a game that starts with one space marine and then progresses with joining a squad.
Play that to build the story. Perhaps Deathwatch.
Or paint more and build the story with Kill Team.

Rules:

As I like lack of control when I play Warhammer Fantasy, where I play orcs and skaven, I would like my space marines to have a bit lack of control as well.

Lore-wise I like the Luna Wolves, Thousand Sons and White Scars.

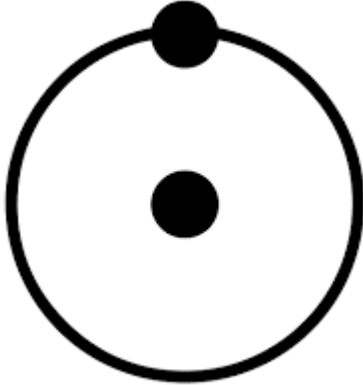
I also generally love wizards.

Therefore, I've been suggested to use the rules from the Blood Angels codex, as it has some lack of control as with orcs and skaven. Instead of the red mist that can descend on the Blood Angels, the lack of control for the Abyssal Angels could be called Abyssal Nightmares. Or else perhaps it's possible to make a custom chapter with the create your own chapter codex.

Colour scheme:

They have white armour in honour of the original Luna Wolves, with trimmings of orange because it looks cool.

Symbol:



[If they are to have a symbol, it shall be one they respect.](#)

To paint, follow [the below guide](#), but when applying base colours, instead of using Dawnstone, use Administration Grey. When applying highlights, instead of using Administratum Grey, use a mix of Administratum Grey and white.



How to paint FauxHammer Space Marine Armour – Paints & Tools



Brushes

- Winsor & Newton Series 7 (not the Series 7 Miniature Brushes)



Paints

- Denroliser
- Eshin Grey
- Administratum Grey
- Jakkers Orange
- Lugganath Orange
- Dryad Bark
- Boneblade Brown
- Insubi Darkness
- Thunderhawk Blue
- Kantor Blue
- Blue Hammer
- Khroma Steel
- Woadaka Red
- Ushatti Bone
- Warglack Bronze
- Heshut Copper
- Liberator Gold
- Nuln Oil
- Agrax Earthshade



How to paint Orange and Grey Fauxhammer Space Marines Armour – Tutorial

Step 1 – Apply Base Colours



Step 1 – Apply Base Colours



Over a pale grey or white primer paint the following base colours:

Main armour – **Administration Grey**

Armour trim and Aquila – **Jokaero Orange**

Armour joints – **Eshin Grey**

Metals – **Warplock Bronze** and then cover completely with **Hashut Copper** (the reason for this is the **Warplock Bronze** underneath changes the tone of the **Hashut Copper** on top to give it a warmer tone)

Leather -**Dryad Bark**

Take your time to make this stage as clean and smooth as you can by using multiple thin layers and building up to solid colours.

Step 2 – Apply Shading



Recess shade all the armour panels with thinned **Eshin Grey** (50:50 Eshin : Medium).

This means you just want to run the paint into the grooves and edges of the armour and not all over the model. If you make a mistake, simply let it dry and tidy up with some **Administration Grey**.

Shade all the **Eshin Grey** joint areas of the armour and metal details with **NuIn Oil**. Take care to keep it off the **Administration Grey** coloured armour, to avoid unwanted tide marks.

Again, if you make a mistake, just let it dry fully and tidy up with some **Administration Grey**.

Recess shade the **Jokaero Orange** with **Agrax Earthshade**.

Step 3 – Paint Highlights



Using the edge of your paintbrush apply an edge highlight of a mix of Administratum Grey and white around all the armour panels.

Add a second highlight of a mix of Administratum Grey and white, concentrating on the top edges and extreme points of the armour to increase the saturation at those points.

Edge highlight the orange with Lugganath Orange.

The important thing to remember when edge highlighting, is you want the paint to be thinned so it flows easily from the brush but not so much that it will run everywhere.

This step does take a bit of patience but try and keep the lines smooth and even.

Don't worry if you make any mistakes. Just let it dry and tidy up with either Administration Grey or Jokaero Orange

Step 4 – Paint Details



Bolter – Base coat casing with **Incubi Darkness**, grip and sight with **Eshin Grey** and the metal with **Warplock Bronze** / **Hashut Copper** ontop. Shade the copper and Eshin with **NuIn Oil**. Highlight Incubi with **Thunderhawk Blue**, copper with **Liberator Gold** and Eshin with **Eshin Grey**

Eye lenses – paint the full lens in **Kantor Blue**, then leaving an edge of blue, paint **Blue Horror** inside.

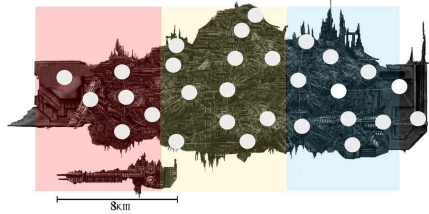
Purity Seal – base with **Khorne Red** and **Ushabti Bone**. Shade with **Agrax Earthshade**. Highlight with **Wazdakka Red** and **Ushabti Bone**. Add lines of writing in **Eshin Grey**.

Leather – Base with **Dryad Bark**, edge highlight with **Baneblade Brown** and shade with **NuIn Oil**

To paint their shoulderpad symbols, use Eshin Grey.

Campaign

Some of the Abyssal Angels ventured out from the Bastion system to conquer the galaxy. They found a space hulk:



It was clearly a Death Guard vessel. However, they were completely unprepared for what Death Guard meant after Istvann. The toxic fumes that the plague marines were able to release through gun and sorcery laid low the Abyssal Angels in their first encounter aboard the space hulk.

Their second encounter aboard the ship was against a fire team of dark eldar. Here, they were halfway to wipeout before the tide turned and they gained the upper hand. They looted valuable stuff.

While the Abyssal Angels regrouped, four factions met in a massacre. In a hangar with little to no cover, a bloodbath ensued as all weapons were unloaded. Filip (Drucari?) , Jakob, Lukas (Krieg?) and Martin. None felt like victors as they crawled away bloody and broken.