

SPACE MARINE DREADNOUGHT EXTRA ARMOUR

Tools required....

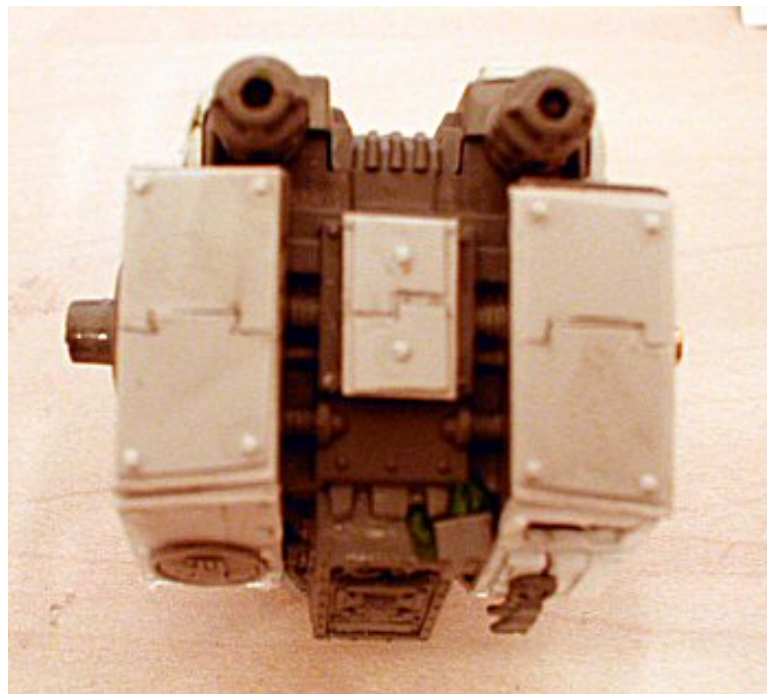
- Scalpel
- Craft/'Stanley' knife
- Steel rule
- Plastic Card (1mm and 0.5mm used in my armour)
- Plastic rod (1mm) round or square for rivets.
- Polystyrene cement glue (optionally Liquid polystyrene cement)

Overview

Please note this is designed to work with the plastic Dreadnought kit and has not been tried on the older metal variant. Your welcome to try it and let me know how you get on. Please pass comments/info onto <mailto:philbrad@blueyonder.co.uk>

The armour is primarily made in 2 layers, a thick base armour skin and a thinner detail layer. The detail skin is the decorated with panel lines rivets, purity seal and icons. To what degree you do this is you personal preference.

Fig 1)

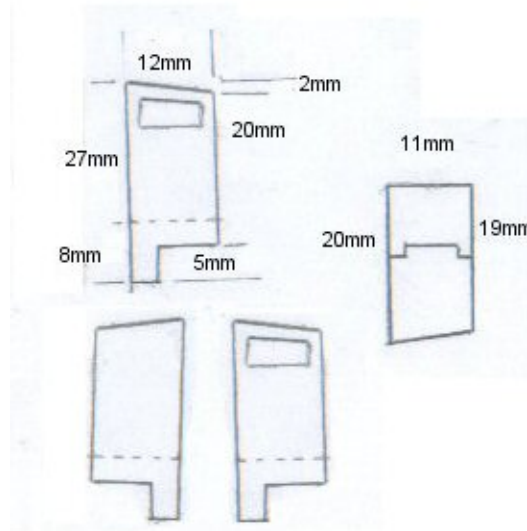


As can be seen above the detail skin has been cur above the shoulders using the original panel details on the model as reference. The model has then had plastic rod rivet head added to give the armour a heavy 'bolted on' look. Additional wear and detail can be added in the form of scrapes and gouges with a scalpel blade during building and by showing worn bare metal areas during painting.

This guide shows various graphics from my template I drew to make this armour. So pieces do not have sizes. But the full sized graphic of the page shown at the very end of this document, if printed on A4 (210x297mm) sized paper, or a near equivalent shows the drawings at 1:1 scale. And should be used as a template for measuring and cutting.

NOTE: It's strongly recommended a sharp knife and **steel** rule are used to cut out these pieces. Cut the pieces out on a flat, hard surface. Thicker plastic card should be cut using a heavier duty craft knife then a scalpel.

Torso Armour

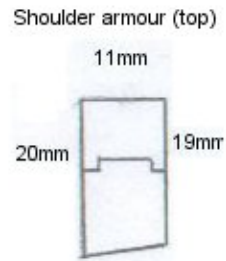


Torso armour is made up of two pieces to cover existing armour each side of the pilot sarcophagus. The above graphic show approximate measurements (in millimetres) for this armour plating. Plating on the left side of the torso has an area removed near the top to allow the targeter detailing on the original model. What is not shown on the armour template graphic, but is shown below are cut-outs on the left hand side that correspond to panel details on the original model.



Once cut out the torso plates and score the plates with a scalpel approx 2/3's of the way down (as denoted by the dotted line on the graphic). This will allow the armour to fit the models torso 'kinks' towards the waist. I haven't used an additional skin of armour on the front torso, to do so simply use the template and cut out two further pieces using thinner plastic card. To get the stepped effect cut the plates slight smaller (1 to 2mm all-round) and glue them in place on the thicker armour base plates.

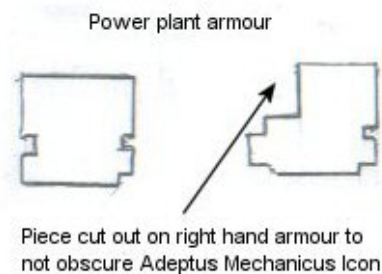
Torso top armour



The above graphics shows the torso top armour, it also shows a detail panel line that corresponds to the Dreadnought kit. Cut out as per the torso armour, if a second detail panel is to be fitted use the template and again trim 1 to 2mm off the overall size to get a 'step' between armour plates. Its recommended the panel line is only used on the detail skin of the armour.

The panel between the Dreadnoughts 'shoulders' on the model (usually reserved for a banner pole or smoke launcher) is not shown on the plans or graphics. If modelled it is simply an 11 x 6mm rectangle of plastic card with a second detail skin added. I cut a staggered detail/panel line on the second skin which doesn't appear on the original kit. See graphic Fig. 1.

Power plant Armour

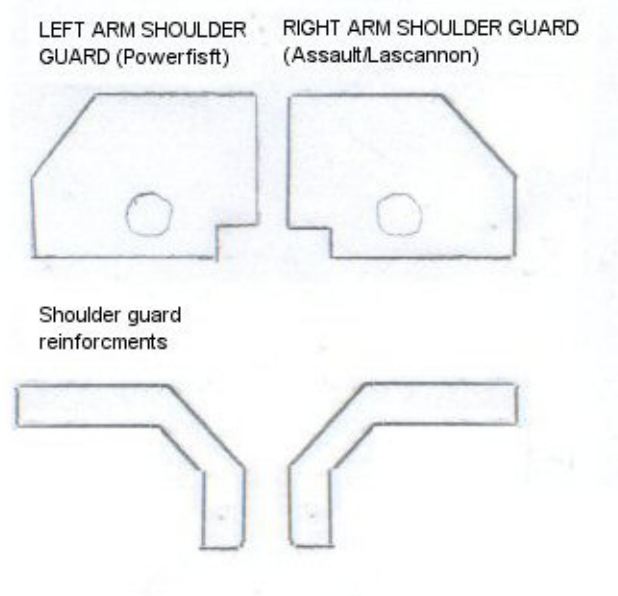


Probably the most trick part of adding the extra armour and the kit's power plant is curved. It was developed after several trials. The graphic above doesn't have any sizes on but is shown at 1:1 scale. If used as a template you should be able to replicate the armour. I found armour cut using the template comes out slightly larger but allows you capacity to trim plates to fit your model.

As mentioned one cut the panels need to be curved. There are several ways of doing this. If the base plate armour plastic card isn't too thick it can be curved by hand. For thicker card you could tape the plate to a pen or other curved object and hold the plastic card in hot water for a few second so soften the plastic. If done please be careful. I bent my panels by hand and the panel on the right hand side snapped but was repaired (hence the green stuff line on the base armour plate.) I took the decision not to cover the Adeptus Mechanicus icon on the power plant. A) It's a nice bit of detail B) I didn't want to affront the Dreadnought machine spirit! You could shave the icon off or if you wish simply cut it off and panel over it. If this is done, using the above template simply fill in the area I removed to show the icon. I'll more than likely be adding purity seals around this area to placate the Dreadnought machine spirit.

A second skin was added using the same process as the torso. However I decided to model the vents the armour plates cover with green stuff. To do this I cut out a panel from the second skin that aligned to the location of the vents and added a rectangle of green stuff and made 3 cuts in the green stuff to create the illusion of covered/armoured vents.

Weapon Arms

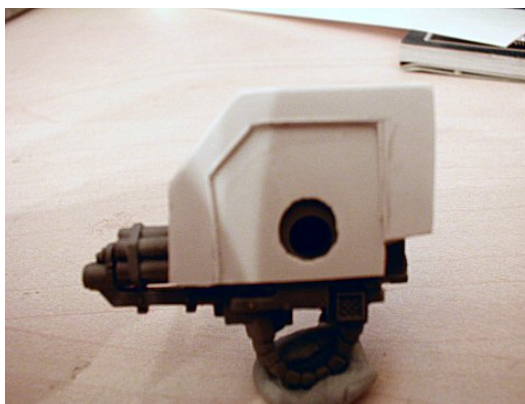


Weapon arm armour is made up in 2 stages firstly the shoulder guard armour that sits between the torso shoulder join and the top of each weapon arm. And the armour plates that cover and protect the weaponry itself. The original ideas for the shoulder guard came for [ATHAMAS](#) on the [Bolter & Chainsword](#) modelling forum so Kudos to him... I've simply used his basic idea.

Dreadnought weaponry arms for the most part are designed to a started sized top mount, be they lascannon, assault cannon, auto cannon or multimelta etc... I have done armour plating for all the weapons that appear in the GW Dreadnought plastic kit plus the Forgeworld Autocannon arm (as I had a spare one in my bits box.) The only weapon I've found that doesn't correspond to this generic template is the missile launcher which I'll cover further on.

Once the base shoulder guard are made, I for one, thought that were a bit on the thin side. To remedy this I cut another set of guard and trimmed the middle sections out to produce the reinforcements shown above. Align and glue these to the shoulder guards between the torso and shoulder guard.

To detail the shoulder guards I firstly added a bevel/chamfer to their edge, see Fig 2.) Rivet head detailing was added as was a strip of green stuff to give the shoulder guards a look like the Deathwatch vet and Grey Knight shoulder pads found on Space Marines. The detailing was simply done using a sculpting too. I didn't add a detail skin to my shoulder guards as I didn't think it was required. The below shows an Assault cannon arm with the extra shoulder guard reinforcement



Weapon Armour Detail

Whereas the shoulder guards are pretty generic the same cannot be said of the armour plates for the weaponry itself.

Each is different and some weapons have several pieces of armour detail on them. I've created templates for the main weaponry found in the kit and the Forgeworld Autocannon. Should you wish to add armour to a Blood Angel Furioso Dreadnought simply reverse the templates shown for the powerfist shown to create armour for the right handed power fist.

Fig 2)

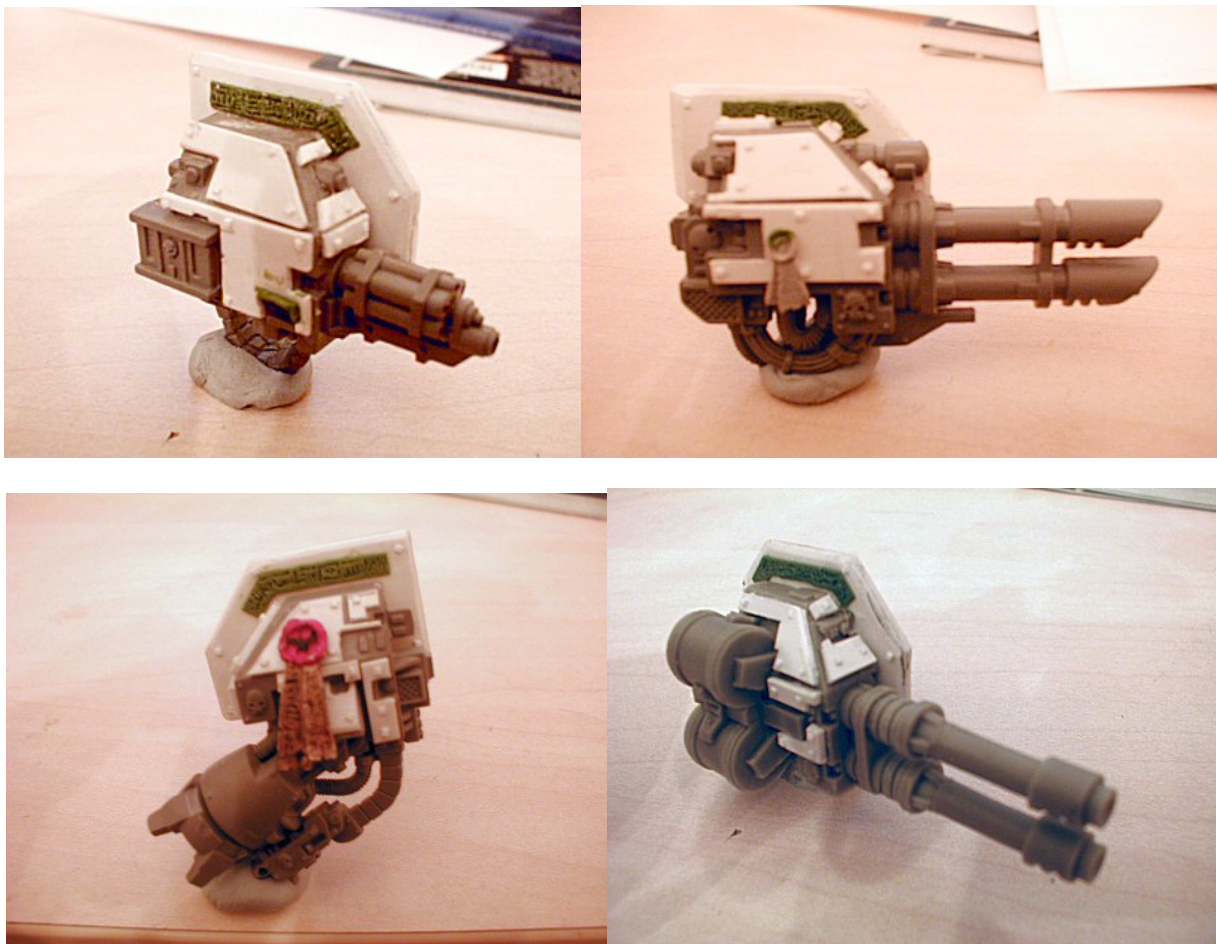
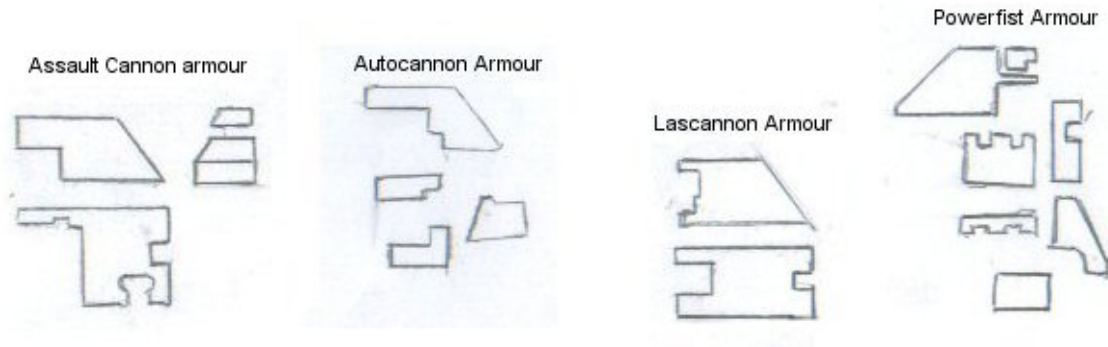


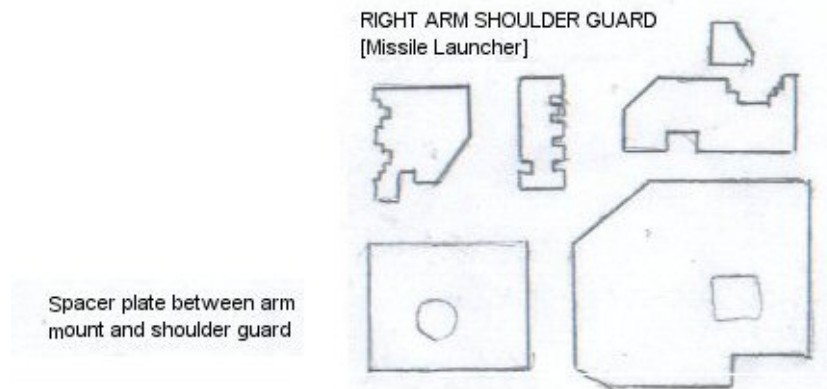
Fig 2 (top left to bottom right)

Assault Cannon –	Basic thick armour skin with rivet head detail. A green stuff ejection port cover was added to the armour
Lascannon -	Basic thick armour skin with rivet head detail. Purity seal is a Forgeworld item
Powerfist -	Basic thick armour skin with rivet head detail. Powerfist armour is made up of 7 pieces. Purity seal is from an Epic Scale Titan.
Autocannon -	Basic thick armour skin with rivet head detail the extra thickness of the shoulder guard. Shape of the shoulder guard has been altered at its rear edge to differentiate it from the Lascannon more.

Weapon Arm Templates

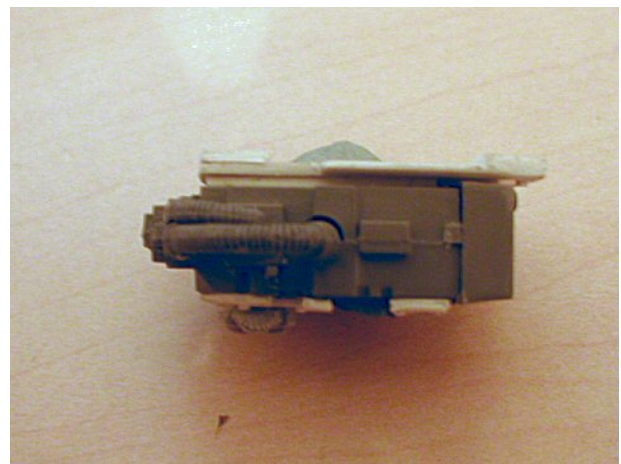
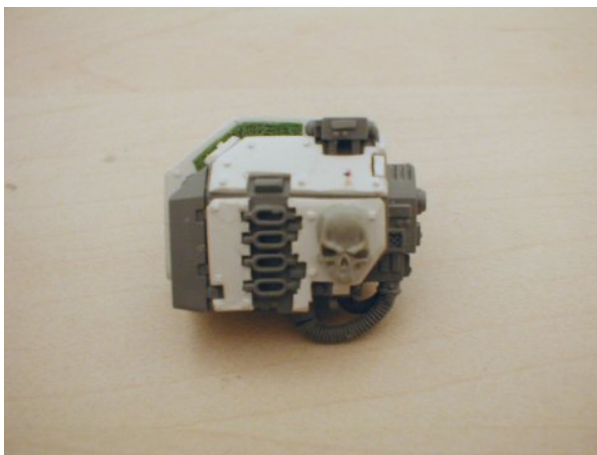


Missile Launcher Arm



I found the missile launcher arm to be slightly bigger than the other arms and its armour skin is much more sculpted. It was also found a spacer plate was need to place between the arm and the shoulder guard to allow the guard to be fitted to the arm.

Fig3)



In Fig 3 above the spacer can be seen in the right hand photo, at the bottom of the shoulder guard 'sandwich'. From top to bottom the reinforcement can be seen then the guard then the spacer.

The left hand photo shows the armour plates in situ. This arm was the most difficult to cut plates for but one of the best results. Skull detail is from the Forgeworld Deamonhunters purity seal set.

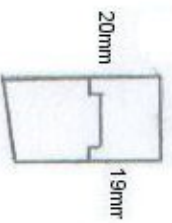
Part complete extra armoured Dreadnought (shoulder guard reinforcements hadn't been added at this stage)



My Dreadnought has been made with magnetic joints at the waist, and shoulders to allow better movement and interchangeable weapons fits. I've not looked at extra armour for the lower part of the Dreadnought, The lower legs already have some hefty armour and additional armour on the top of the legs may obscure the detail. I have however thought since about thigh armour similar to that on the Grey Knight Terminators and the new forthcoming plastic Terminators

I tried an extra armoured multimelta based on the old metal idem but this has proven too heavy for the model. I may well update the guide when I again a lighter Forgeworld resin multimelta. I shall also be covering extra armour for the Heavy bolter, and Plasma cannon Forgeworld arms as well in due course.

Shoulder armour (top)
1 1mm

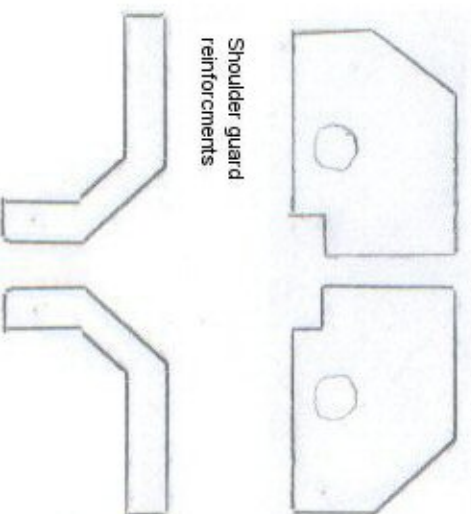


Power plant armour



Piece cut out on right hand armour to not obscure Adeptus Mechanicus icon

LEFT ARM SHOULDER GUARD (Powerfist) RIGHT ARM SHOULDER GUARD (Assault/Lascannon)

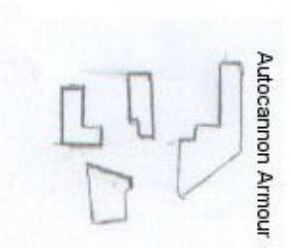


Shoulder guard reinforcements

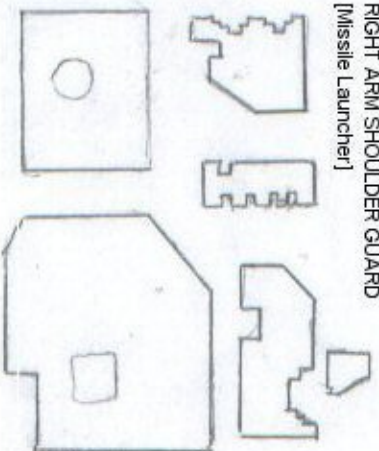
Powerfist Armour



Autocannon Armour

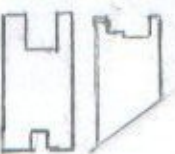


RIGHT ARM SHOULDER GUARD [Missile Launcher]



Spacer plate between arm mount and shoulder guard

Lascannon Armour



Assault Cannon armour

