

DYSTOPIAN WARS

PAINTING HINTS & TIPS

Step 1 - Base Coat

Getting a good smooth base coat is very important. For this it is better to apply two or three thin coats, using the largest brush possible and allowing time for each to dry thoroughly. Any blemishes at this stage will unfortunately show even at later stages.

Step 2 - Washes

A wash is prepared from paint heavily thinned with acrylic thinner or water. It should be applied liberally over the entire model. At this stage care must be taken to get into all the nooks and crannies and to avoid air bubbles, which could later show up as an unsightly lighter patch. The paint will naturally settle into the recesses of the model creating darker areas and providing depth.

Step 3 - Dry brushing

Once the wash has fully dried a light dry brushed coat is used to accentuate the raised detail and again provide more depth to the models. First a large brush is loaded with a colour slightly lighter than the base coat. Generally we mix a little Ivory into the original colour. We never use pure white here as Ivory has a softer tone and doesn't 'bleach' the colour out. For greens try using a little yellow to lighten the tone. Once the brush is loaded wipe off most of the paint onto a piece of kitchen roll until almost no marks are appearing. It's better to have too little paint than too much so just when you think you have wiped off enough, take off just a little more. We often have old undercoated models on the workbench as test pieces just to be sure. Then very delicately drag the brush across the surface of the model. Generally work against

the direction of any linear detail on the surface so the paint catches just the raised areas and avoids going into any crevices. This process can be repeated with one or two very subtly lighter tones until you are happy with the result.

Step 4 - Metals

At this stage we then move on to the metal areas of the model. Here we employ a technique somewhere between that of base coating and dry brushing, a sort of 'wet brushing'. If you have used a black undercoat it is preferable with the metallic areas not to go too deeply into the recesses as the black provides natural shading for the metal. If you have used a lighter colour undercoat you will need to paint the whole area then apply a wash to shade these areas. It's not a bad idea to keep aside a sample of the last couple of dry brush shades as reference in case you go 'over the lines'. We all make a few mistakes on each model which we then have to go over!

Step 5 - Details

At this point you are ready to play and your army has a good uniform feel to it, but to really strike fear and envy into the heart of your enemy we need to make the details pop out. It's worth taking the time now to sit and have a good look at all those tiny details on the model. Hatches, portholes, missile systems, power sources, doors (with handles!) and good grief, is that a ladder on there?!

This is the moment for your "OO detail brush" to shine and your imagination to run wild. We try to keep details the same across a whole army. For

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example, our Prussians have purple Tesla coils, yellow or red markings and bronze or copper metals whereas the Covenant of Antarctica have yellow green power sources and dark metal areas. Just take a look at some of the beautiful artwork in the rulebook and on the website to find colours and inspiration that work for you.

Step 6 - Basing

Some of the models like the tanks may need to be based on one of our tokens. First apply a coat of PVA glue to the surface of the base then liberally sprinkle the finest sand you can find. Once dry the excess is shaken off and a very thin coat of PVA is applied to seal the surface and make it less porous. A base coat of "Dark earth" or "Green" is now painted on. When this dries a couple of dry brush coats of lighter shades can be applied to add depth. For a finishing touch a little static grass or flock could be glued on to really make the base stand out. Of course you could match the bases to whatever gaming table you use to make them blend in. Maybe if they are camouflaged well enough your opponent won't even notice them!

Builder's sand is perfect for this stage, but from experience it needs drying out well on a baking tray in the oven for about 10 minutes.

A few of the submersibles have sculpted sea bases. Again, the same principles apply (just without the sand!). Give it a good even coat of mid blue followed by a wash of darker blue mixed with a little green. Instead of dry brushing, we pick out the raised areas of the waves with successively lighter tones. All this is then sealed with a coat of clear gloss varnish with a little blue or green mixed in.

Final Thoughts

If you encounter any problems whilst painting your army, you want to show off your finished work or even if you are just looking for inspiration, why not join the Spartan Games Community? There you will find a whole community of like-minded people who can offer advice, or gasp in awe at your finished work. You can also find tips on army building, scenery making and conversions.



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