

# Painting Guide By Andy Mac

10mm Painted Figures  
From Pendraken's  
AWI Range



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Before starting to read this painting guide, remember that is exactly what it is A GUIDE. Every one paints differently, there is not right way or wrong way to paint. A friend of mine who sadly passed away a few years ago told me “ Just because so and so paints a certain way, you do not have to. Take from them what you feel you need. You will find your own style, then it just takes practice” (Ian Stables)

### **One: Preparation**

I will be painting up the figures to represent the 10th Regiment of Foot (North Lincolnshire), who have yellow facings with white lace. I try if possible to have at least 4 corresponding references to a units uniform, these can be written or in illustration form. Once I have got the information I need on the uniform I load up my painting carousel with the appropriate colours, this saves time later (see paint chart).

To start with all figures are cleaned up and any extra flash is removed especially on the underside of the base. Due to the high quality of the moulds there is very little of this to do. The figures are then given a wash in detergent and left to air dry.

The figures are then glued to a lollipop stick (or stirring stick from your local Costa) using a small drop of cheap super glue (maximum of 6 figures to allow 360° access to each figure). This is strong enough to keep the figure in place but weak enough to allow the figure to be removed with ease once painted.

Once the glue is dry all figures are undercoated by hand using *Miniature Paints* Black Primer, this undercoat is thick enough to cover the figure in one coat but not to thick as to lose any detail. Over the years I have tried several different under coat colours from white, grey and black. Black I have found is the best for me as it allows you to leave a slight black line between colours and gives you a feeling of depth especially where straps cross the front of the body.

### **Two: Figure 1**

From this point on all paints are from *Foundry's* range unless stated otherwise. A simple programme to find a matching colour from another manufacture's paint range can be found at Silicon Dragons Paint Match. They also have a programme for showing available corresponding shades for those manufacturer's who don't have a three paint system Silicon Dragons Shade Match. Most manufactures are catered for, so you should not have a problem finding yours both are easy to use.

Whether I am painting 28 mm or 10 mm I always start with the head, it's something to do with giving each figure a sense of character. The facial area is given a coat of Flesh 5a, leaving a small black slit showing for the eyes and mouth. Then using Flesh 5b highlight the main facial areas (forehead, cheeks, chin and nose). Lastly using Flesh 5c highlight the top of the brow, the nose, just below the eyes and along the cheekbones and the chin.

Once the face has been painted it's on to the hair. In the case of the example figures I have gone for powdered hair, but the following will apply for any hair colour you choose. You will need to pick one dark tone and one light tone for the colour of your choice. Firstly paint the base colour (Austrian White 67a), ensure to leave a small amount of black showing along the hairline. Once dry highlight the ridges in the hair using you second lighter tone (Arctic Grey 33c).

Lastly for this section the headdress. You already have your base colour in the form of you black undercoat, so all that is required here is to highlight the raised areas of the hat in a suitable deep grey. I have found that Storm Blue 39a works well for this. Now paint the white lace using a base of light grey (Austrian White 67a) and then highlight with a bright white (Arctic Grey 33c).

### **Three: Figure 2**

I now start from the bottom up. You already have a black undercoat, any footwear, gaiters or leggings which are black can be painted by simply adding a dark grey (Storm Blue 39a) highlight. while you have this colour on your brush highlight the cartridge pouch. This might sound simple but it does archive a good effect.

I then paint the base of the figures in a flat brown or earth tone. Moving up from the foot ware we find ourselves onto white stockings and breeches. This is done by using a pale grey (Austrian White 67a), ensure you leave a thin black line where the breeches meet the waistcoat and if you hand is steady enough also a thin black line between the top of the stockings and the bottom of the breeches. Now highlight with a bright white (Arctic Grey 33c).

### **Four: Figure 3**

Again moving up the figure, start by painting the waistcoat in Austrian White 67a, again do not paint right up to the edges where the waistcoat joins the jacket and try to leave a thin back line down the centre of the waistcoat and the top of the pocket openings. Now paint the turn backs also in Austrian White 67a. Don't worry if you can't do this the

difference between the base colour and highlight will give you a sense of depth here. Again highlight both areas with a bright white (Arctic Grey 33c).

Now we move onto the jacket, this is painted using Scarlet 38 (a, b & c). First paint the base coat, don't worry at this point if you paint over areas where there are straps as these can be re blacked before painting. Once again try to leave a thin black line showing between changes in details (cuffs, straps turn backs). Depending on the area covered I would normally go straight for a bright highlight for small areas or for larger areas build up the colour using base, mid tone and then highlight. For facings and cuffs I have used three levels of painting, although yellow I find *Foundry's* base coat unsuitable and now use Ochre 4a as my base followed by Yellow 2b & c.

If you have gone over any area such as where there are straps, now is your opportunity to re do the black. You will find that this can really make a difference.

### **Six: Figure 5**

Only two areas left to go, muskets and the hands. For the musket I start by painting any brass work that is visible, the butt plate, trigger guard and the brass fitting for the musket sling. Next I do the musket stock in a dark brown base with light brown highlights (Musket Stock 72a & 72c), try to leave a slight black line running along between the barrel and the stock. Do not work if you can't as a simple black wash run along the barrels edge will do just as well.

I use Gun Metal 104b for the barrel; it gives a nice metallic look but not too shiny. The bayonet, hammer and side plate are done in Spearpoint 35c. This gives a real polished blade look and stands out from the duller barrel colour. Now paint in the Musket sling with a bright white (Arctic Grey 33c).

Your figures need just one more touch, the hands. These are done by painting on the base flesh colour (Flesh 5a), followed by highlighting the backs and palms of the hands with a mid tone (Flesh 5b). Again in the mid tone highlight each finger and thumb where possible with a single stroke along the digit. Now going across the knuckles and the highpoints of the hand use your highlight tone (Flesh 5c).

### **Seven: Varnishing**

Now that you have painted your figures varnishing is must to ensure they are protected during game play. I use a coat of Galeria Gloss Varnish from Winsor and Newton for protection. I use a Games Workshop wash brush for this as it give a good covering and because the brush holds the varnish well there is little pooling. If this does occur have a send brush handy to lift any unwanted varnish. I normally do any varnishing last thing at night to allow it plenty of time to dry.

Once dry I use Galeria Matt Varnish again from Winsor and Newton. Make sure that you give the bottle a very good shake before hand to mix the contents well. Use the same brushes and technique as with the gloss.

### **Eight: Last Words**

I hope that within these few guide lines you have found some thing of use, this style of painting works well with figures between 10 - 20 mm and gives a good war games standard on 25 - 30 mm. Good luck and enjoy your painting.

All colours listed below are from Foundry's large range of paints

[Foundry Paints](#)

	<b>Base Coat</b>	<b>Main Colour</b>	<b>Highlight</b>
<b>Flesh</b>	Flesh 5a	Flesh 5b	Flesh 5c
<b>Hairpiece</b>	Austrian White 67a		Arctic Grey 33c
<b>Hat</b>	Black 34a		Storm Blue 39a
<b>Boots</b>	Black 34a		Storm Blue 39a
<b>Trousers</b>	Austrian White 67a		Arctic Grey 33c
<b>Waistcoat</b>	Austrian White 67a		Arctic Grey 33c
<b>Jacket</b>	Scarlet 38a	Scarlet 38b	Scarlet 38c
<b>Facings</b>	Ochre 4a	Yellow 2b	Yellow 2c
<b>Belts/ Straps</b>	Austrian White 67a		Arctic Grey 33c
<b>Musket Stock</b>	Musket Stock 72a		Musket Stock 72c
<b>Musket Barrel</b>		Gun Metal 104b	
<b>Musket Strap</b>	Austrian White 67a		Arctic Grey 33c
<b>Musket Brass</b>		Gold 36c	
<b>Bayonet</b>		Spearpoint 35c	
<b>Backpack</b>	Buff Leather 7a	Buff Leather 7b	Buff Leather 7c
<b>Cartridge Box</b>	Black 34a		Storm Blue 39a
<b>Nap Sack</b>	Austrian White 67a		Arctic Grey 33c

To find compatible colours and shades to those used try the following sites:

[Silicon Dragons Paint Match](#)

[Silicon Dragons Shade Match](#)