

'QUICK & DIRTY' PAINTING GUIDE

Number 4

WE DON'T NEED NO STINKIN' BASECOAT...

These Quick & Dirty Guides are for gamers in a hurry; who want to spend more time using their figures than painting them. They are intended to demonstrate techniques that will get your miniatures painted to a reasonable standard in a reasonable amount of time. They may not win you any beauty contests, but you should get decent looking miniatures and still have the free time to actually use them.



INTRODUCTION

This technique happened by accident. I didn't set out intending to paint the models this way – in fact if I'd actually had some 'bleached bone' or similar to hand it would probably have gone an entirely different way. However I didn't, so in the words of 'Gunny' Highway I decided to 'adapt, overcome, improvise'.

I had given the figures an undercoat of white spray paint and then started to pick out the heads in yellow. I liked the yellow and white combination so much I decided to scrap the paint scheme I was going to use and just go with it instead. And thus another quick and dirty paintjob was born.

This technique entirely does away with the notion of a base colour coat of any kind. It just uses the straight white undercoat, some stain varnish and a bit of drybrushing to cut corners and produce the figures on the quick.

The figures used in this tutorial are 15mm Phalons produced by Ground Zero Games (www.gzg.com).



PREPARATION AND UNDERCOAT

As always once the 'flash' has been removed (these figures were pretty clean) I let them soak in white vinegar overnight to remove any grease and prepare the surface. I based them on one-pence pieces to make handling them easier and avoid having to rebase them later. Then it was on to all important undercoat.

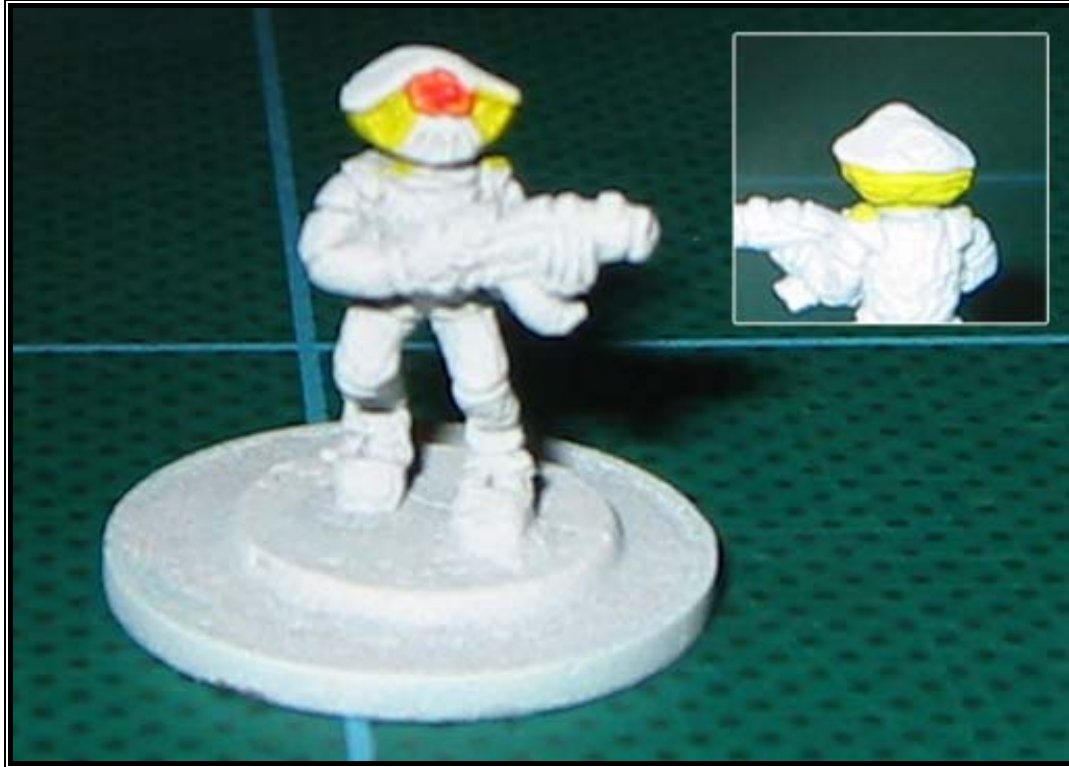
I sprayed on the undercoat using white car primer, let that dry and then gave them another coat to make sure all the bare metal was covered. Giving models a couple of light coats is generally better than trying to give the one heavy coat as it preserves more of the surface detail.

Its worth doing this stage right as this about the closest thing the figures will come to conventional painting, but the stain varnish used later will cover an minor imperfections so don't worry too much.



DETAILING

The heads and 'faces' I painted mostly yellow – the mouth(?) I left white. Then I picked out the eye detail in red to add a bit of interest to the face and that was that. These were just painted flat, no drybrushing at this stage, because the stain varnish will enhance the look of the figure and give it more depth.



STAINING & HIGHLIGHTING

The next stage is to apply a coat of stain varnish (in this case ordinary pine coloured wood varnish) to the figures. I did this quite sparingly and only gave it a light coat, but that was more than enough to darken the white undercoat and provide the necessary shading.

Once that was good and dry I gave the figures a bit of a drybrush with white, straight onto the varnish to highlight the figure and lighten it again.



Incidentally, I could just as easily have used a brown ink wash rather than a varnish at this stage, but I didn't have any at the time and so went with what I had.

Using a varnish does have a couple of advantages over ink (in my eyes anyway). It provides extra protection for the thin undercoat which will help prevent it being worn off. It also covers more evenly than inks – which can be a bit splotchy when applied as an overall wash for a figure. Ultimately it is not a critical consideration if you want to go with inks instead.

FINISHING UP

With the figures basically complete all that remained was to paint the various guns and weapons. Once that was done I gave them another coat of varnish in a satin finish (again bog- standard wood varnish) textured and painted the base and it was job done and enabled me to get 30+ figures painted very quickly.



That's it. Hope you enjoyed it.

Cheers

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