

THE ARMY PAINTER

Wargamers' Army Painting Guide

From Boxed To Fully Painted In Record Time!



1. SPRAY



2. BASECOAT



3. QUICKSHADE



4. DONE!

Live your life in colour!

THE
**ARMY
PAINTER**

When people say that things are easier said than done they are usually right. Often quite painfully so! Allow us to offer an alternative to something that many gamers find extremely difficult.

This booklet explains simply and clearly how to turn that pile of plastic and metal soldiers into an awesome fighting army. These days we all live at such a fast pace that finding time to paint can be difficult. For many of us painting can become an arduous chore that gets in the way of gaming.

Everyone at Army Painter loves wargaming, and we know that playing with a fabulous army of painted miniatures is a big part of what makes this the best hobby in the world!

So, we want to share our alternative way of painting armies with you all. Whether you are a beginner or an old veteran, our method offers a rapid and effective way of completing your projects and tackling new ones. All in record time!

But do not take our word for it. Read through this booklet and judge for yourself.



Don't be a tin-man!



Enjoy the thrill of painted armies...

Gripping Beast

Pre-step

Planning your army!

We have found, that the key to painting any army of miniatures is planning. In house, we call this the "RULE of 3".

Here are a few things worth considering before going to the store to shop amok. Remember: time used here is time saved!

TIP: Less is more!

Keeping to a few simple colours will work well on a whole army and make it look like a coherent entity. Alternatively, some striking bases (like snow) can bind an army together as well if a uniformed look is not possible.

1. Make an Army Roster to shape the project. This will guide your purchases.

2. Make a few colour scheme test minis Check if your idea works before spraying the undercoat.

3. Bases. What are your bases going to look like? Your bases tells an important story about your army and defines the theme. Time invested in bases is never wasted.



Mantic Games

How to use this Wargamer Booklet

Once assembled The Army Painter technique consists of four simple steps from start to finish. Each step has its own section which is clearly marked on the top of the page by an illustrative miniature. Below are the different stages.

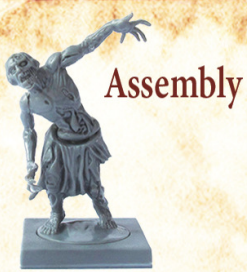
Read through the booklet before starting the first step. Once you get the hang of it you can choose to completely finish one unit at a time, or one step at a time, ie. spraying all your miniatures before basecoating them all etc.



Overview of the technique:

Pages:

Assembly	You will need to have glue, tools and miniatures ready and assemble either a unit or the whole army in one go. This section gives you tips on how to cut a few corners.	4-5
Spray	This section describes how to go for the right Colour Primer to save you endless time painting the base colour on with a brush. Also deals with the ultimate time saver: combining colour sprays.	6-7
Basecoat	It is essential to pick the right colours and we also take a look at using the right brush. This section also shows how to mix any acrylic colour using a simple system, saving you cash!	8-11
Quickshade	The magic of the technique. Quickshade is fast and easy to use and once you master the technique you can produce a frightening amount of miniatures in record time.	12-13
Anti-shine & Basing	A huge part of the look of an army is its bases. We show the different products and the end result of those. We also look at matt varnish and the effect it has on the overall look of an army.	14-15
Finished Army	This section wraps up the whole thing and demonstrates what happens if you repeat the technique 100 times: you get an army! The Undead are a classic Fantasy army and has been done with the technique featured in this booklet.	16-17
Galleries	Here we feature different systems and game types all done using the 4 step technique. Hopefully this could work as an inspiration to your next army project.	18-23



Assembly



1. Spray



2. Basecoat



3. Quickshade



4. Anti-shine & Basing

Preparation: Assembling your army



The Drill in action on a gun barrel

There are many tools and different types of glue around. This step focuses on assembling your units/monsters using the various types of glues correctly. It is important to keep in mind that if you need to use multiple sprays (see next step) you should not glue those parts together until after the spraying.



Using superglue

Superglue is wonderful if applied to a filed miniature in small amounts, nasty if you get it on your fingers! Superglue bonds when there's no air (that is why the bottles always have a lot of air in them), so take care to make the adjoining edges smooth by using a file, to minimize air between the 2 parts.

Activator is a rather innovative product which works by creating a split-second airtight bubble around your superglue instantly hardening it. Put glue to one part of the mini, then press the 2 pieces together and spray burst from the Activator. Release after a couple of seconds, the model is now glued.



Avatars of War

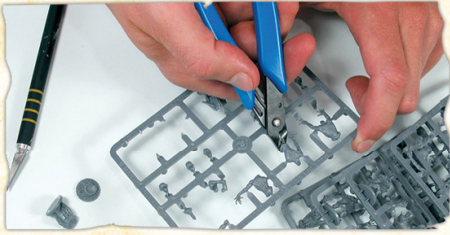
TIP: Green stuff for gluing!

A super trick for gluing big metal parts together is to glue a ball of Green stuff epoxy putty on one component before adding a tiny drop of Superglue on the other. Press the 2 parts together tightly. The glue quickly hardens the Green stuff which draws the two components together. Time saver!



Gamezone Miniatures

Plastic miniatures



Most armies these days have core troops and units in plastic. Polystyrene Cement, or Plastic Glue, “melts” the plastic making the glued components as one – once hardened.



To speed up the assembly process, empty the sprues and pile the bits up; right arms, heads, legs, etc. Then proceed to glue one miniature at a time making sure it ranks up next to the other models in the regiment.



Ranking up the zombies.

Movement trays

If you have large units a movement tray is a very useful addition. To make your own buy some thick cardboard and cut some 2 - 3mm. broad strips in length and glue them around the unit arrayed on the cardboard for a perfect match.

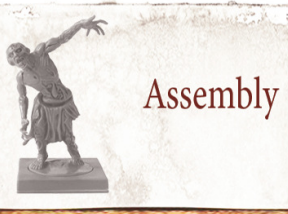


Conversions

Conversions are a great way to personalise your army. When you glue metal to plastic always use Superglue (and Activator) and make sure each part going together has been filed smooth.



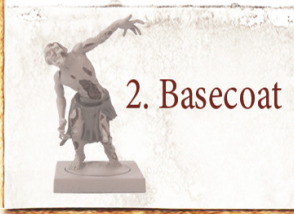
The assembled Zombie regiment along with a Necromancer ready for the first step of the painting technique...



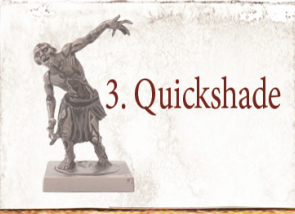
Assembly



1. Spray



2. Basecoat



3. Quickshade



4. Anti-shine & Basing

Step 1: Spraying your army



Celtic Warrior sprayed on the sprue using 2 different Colour Primers.

This step can save you loads of time basecoating - don't paint on your dominant colour using a brush - spray it on instead!

The examples used in this booklet are all done with Colour Primers, but any good and matt primer will do. Do not use a regular colour spray as these are intended to cover over a primer coat, while a primer is specially designed to go under paint.



Available Colour Primers

For your most dominant colour(s) choose between a wide variety of Colour Primers.

How to Spray:

1. Shake can well
2. Max distance of 20cm
3. Move the can at all times



All Colour Primers should be applied directly onto your miniatures like a normal primer - no need to undercoat first as with a normal colour spray! Check our website for video tutorials on how to use a Colour Primer.

TIP: Bases & movement trays

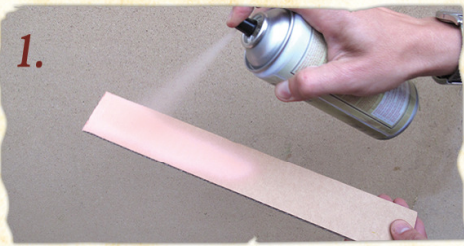
Spraying as much as possible will save you time painting it on. You can spray your movement trays in a colour matching your bases - and even spray your bases as well.



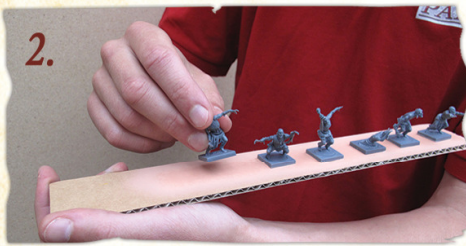
Warlord Games

The "Spray Strip" for plastic miniatures

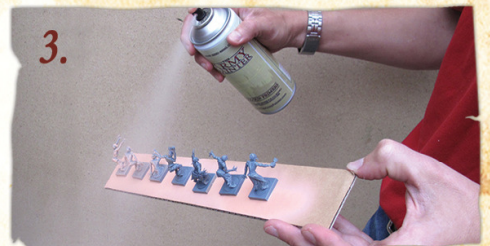
1.



2.



3.

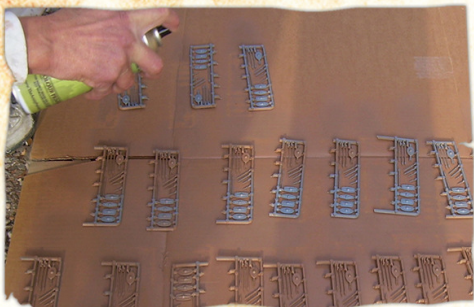


A perfect fast and effective way to spray many plastic miniatures is to use a piece of cardboard or a flat wooden stick and then spray a quick layer of primer on top of it.

Immediately after spraying the paint onto the Spray Strip when the paint is still wet, simply put the miniatures on top of it. Face them in the same direction for an even coat.

The primer will quickly dry, effectively gluing the models in place. You now have full control of the minis when spraying them, making it possible to hit them from every angle.

Using different sprays



The more you can let the spray do the hard work the faster your army will be finished. Shields, helmets, steeds or similar are good examples of where you could use different colours to save time basecoating it with a brush. Glue the models together once dry.

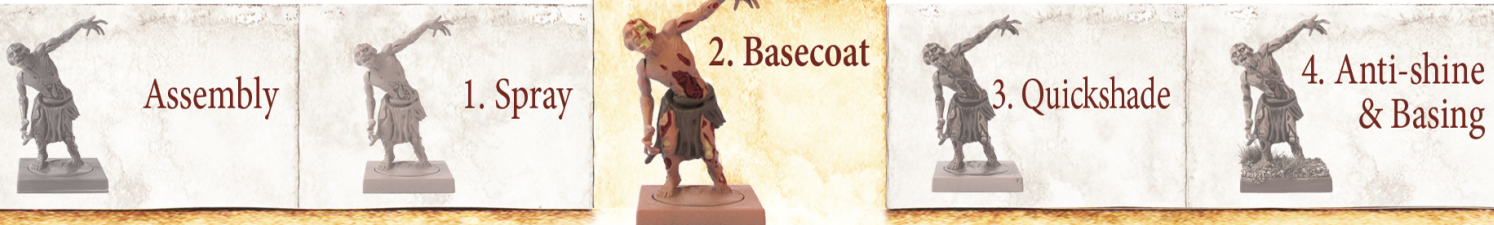


To avoid all the light plastic shields flying all over the place, spray them in their sprues.

For larger models, like this Ultraforge dragon, the technique of using different Colour Primers really comes to the fore.



The Zombie regiment has been sprayed Barbarian Flesh while the Necromancer was given a coat of Dragon Red Colour Primer. The movement tray was sprayed Leather Brown.



Assembly

1. Spray

2. Basecoat

3. Quickshade

4. Anti-shine & Basing

Step 2: Basecoating your army



Only flat colours should be applied at this stage. No highlighting needed.

There is no denying it, there is only one way through this step; hard work! It might feel like getting your teeth pulled out, but fear not; by using only flat layers of acrylic colours it is quite possible to basecoat large proportions of your army very fast. Working on one colour at a time, for instance all the boots and belts in a regiment, is a very time efficient way of "speed-painting".

The smaller cousins of the Colour Primers are the acrylic, water-based, Warpaints colours.



Greenskin Colour Primer spray and Warpaint = 100% match.

Available Warpaints



TIP: Shake it baby!

All acrylic colours consists of 2 elements: resin base and pigment. Generally speaking the more pigment, the better coverage. Warpaints have loads of rich and thick pigment and therefore it is recommended that you shake the bottle extensively before use.



White lid: Regular Warpaints.
Red lid: Inks. Black lid: Metallics.

3 rules to using Warpaints - acrylic colours

SHAKE WELL. Due to the high amount of pigment in the Warpaints you should always shake the bottle rigorously before using it.

DO NOT DROWN THE MINIA-TURE IN PAINT. It is always better to apply two thin coats than one thick one obscuring delicate details.

THIN WITH WATER. The Warpaints have loads of pigment and if you need to thin it just use plain water, applying a bit at a time.

Mixing colours: A simple system!

Tip: Save money

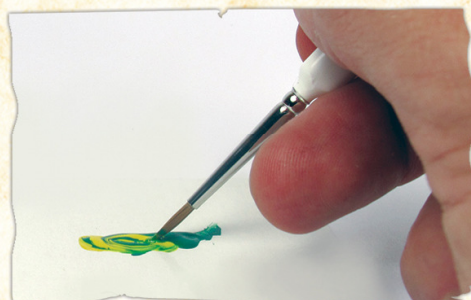
You do not need to buy every imaginable colour. Learn to mix your own colours and save money to spend on miniatures. No need to buy pink, just mix it! It's really easy!

Seriously, you do not need 18 different nuances of brown. It is your hamster-like hoarding instinct taking over and your wallet will suffer as a result. By having a good base of colours you can mix any colour imaginable.

Below we show you how to mix some of the colours not available in the Warpaints range. They are simply used too rarely to be worth buying when they can be so easily mixed.



The Warpaints bottle allows you to administer precise amounts for mixing



Mix the colours with a brush



The finished colour ready to use



Using inks

Inks are cool and easy to use, though not the fastest way of shading (wait for step 3!) it is a very precise method of adding depth or extra realistic effects to your miniatures, like a deeper shadow to the eyes, making armour darker, etc. The Warpaints Inks have the exact same tone as their Quickshade equivalents and are perfect to use as washes as well.



TIP: Touch ups!

Unique to the Warpaints range is the fact that all the colours are a 100% match to the Colour Primers of the same name. So when touch ups are needed just use the equivalent warpaint to cover your mistake.



Don't take a knife to a gun fight: pick a brush of the right size

Make your life easier and pick a brush in the right size for what you are about to do. Don't paint eyes with a Vehicle Brush and do not basecoat with an Insane Detail... Having a good quality

brush designed for the task you are doing is essential. It will save you time and make the often tough and lengthy, basecoating step of painting an army more achievable and enjoyable.



For bulk painting, the Regiment Brush is the key to efficiency and speed.



For tiny details, the Insane Detail is the undisputed king.



For tanks and large monsters, use the Vehicle Brush.



The 43 degree angle Drybrush is unique and highly effective



THE ARMY PAINTER

Wargamer: Character

All Wargaming brushes have a professional triangular handle giving you the perfect grip thus increasing your accuracy with details.

Drybrushing: a useful technique in your arsenal



Move the Drybrush gently back and forth over the raised areas.

The simply drybrushing technique can create truly spectacular effects and is often employed in the 4 step Army Painter technique. Apply paint to the brush and wipe it off in a cloth or similar, removing all visible paint. Using small swipes of your wrist, move the brush gently over the raised area.



Before

After

Working smart (and a little hard...)



Throughout the army project Jonas is working on one regiment at a time.

Test model! Before throwing yourself into the basecoating step, make sure you have tried to apply all the colours you are going to use on one model first to make sure it looks like you want it to. Jonas made three test skeletons before settling on the fourth as his preferred army look. It is mentioned in the planning; check them out on the inner cover.

Practice! Work on one colour at a time. It is a bit boring to paint all the boots on thirty models in a row but well worth it as you pick up speed and get better with practice.

Extra attention! The front rank or your characters deserve a little extra attention as these are the ones you see amongst the massed ranks of an army.



The Zombie regiment and the Necromancer basecoated in flat colours, the depth and shading is next...



Assembly



1. Spray



2. Basecoat



3. Quickshade



4. Anti-shine & Basing

Step 3: Quickshading your army



A Han Chinese soldier before and after a dip in Quickshade Dark Tone.

The Quickshade is the most revolutionary product used in the 4 step technique. In 10 seconds a model will go from being basecoated in flat colours to being shaded and have incredible depth. The Quickshade comes in 3 tones and which tone to use is down to personal preference and what the army's main colours are. Check the galleries later in this booklet for more input on cool combinations.



The three tones available.

A guide to Quickshading and dipping



DIP. The dipping technique is by far the fastest technique when involving Quickshade – and that is saying something! With a pair of large pliers physically dip the miniature into the Quickshade, all the way to the edge of its base. Allow the excess to drip back into the can for later use.



SHAKE. With a firm grip (careful not to crush the base) shake the miniature hard 6-7 times and leave to dry. This is messy and old shoes/trousers are recommended. Test this technique on some old minis first to get the hang of it.



DRYING. Take a look at the miniature after the Quickshade has settled about 30 seconds. If there is too much Quickshade still on some areas or it has pooled up slightly you can remove this with an old brush (more on next page). It is important to leave enough Quickshade on the miniature, as it will draw itself into the recesses when drying.

Three tones

Quickshade has three tones, each of which has a separate look. The Darker the tone the more contrast on the finished models.



Soft Tone



Strong Tone



Dark Tone

The "Splash-on" technique



The "Splash-on" technique is just that: soak the mini in Quickshade with a brush, let it settle for 30 seconds and "suck up" excess with a piece of pointed tissue or an old brush. Do not use Quickshade as an ink, but soak the mini in it, to achieve the fabulous shading effect. As Quickshade dries it withdraws into and around the recesses and details and "shrinks", so it is vital to leave Quickshade on the model and not remove too much.



Tip: Keep it warm

In cold weather, a cool little tip to keep your Quickshade nice and thin is to put it on a radiator or warm "bath" before using it. This will thin the formula and make it flow easier. Take care not to make it too warm as the pigment will simply run off without shading properly.



Thinning Quickshade

Quickshade can be thinned with tiny amounts of mineral turpentine. While the QS formula is perfected when opened the first time, it can thicken over prolonged use. Add a little turpentine one teaspoon at a time until you are satisfied with the consistency. Stir thoroughly before use.



The Zombies and their master shaded in a matter of 10 minutes. The Zombies were dipped in Quickshade Strong Tone, whereas the Necromancer was shaded using Quickshade Dark Tone befitting a sinister and evil character.



Assembly



1. Spray



2. Basecoat



3. Quickshade



4. Anti-shine & Basing

Step 4: Anti-Shine & Basing

Warlord Games



A Roman Officer making Blood Sacrifice before and after a few thin coats of Anti-Shine matt varnish.

Applying basing to your army is very important, as it binds the miniatures together as a coherent force with the same character and theme. But first you will need to remove the gloss look from the Quickshade with a matt varnish like the Anti-Shine which is conveniently acrylic and very, very matt – leaving you a perfect foundation to add further highlights and details with Warpaints or other acrylic colours.



Anti-Shine matt varnish.

A guide to matt varnish



30+ cm

Thin coats. Any matt varnish, not just the Anti-Shine, needs to be used properly. Always apply the varnish in very thin coats and make sure the Quickshade has hardened at room temperature for 48 hours.



Rain & humidity. This can 'frost' your miniatures and if in doubt, always test on one model first!



Frost & cold. If you can make a snowman you should never use your matt varnish outside. Never!

Masterclass: From gaming to tournament standard

There is often a distinction between "Gaming" and "Tournament" standard. The 4 steps will give you a solid gaming standard whereas adding a few highlights and details will raise the army to a fantastic, cool-looking tournament standard army.



Gaming



Masterclass in action



Tournament

Otherworld Miniatures

Making your bases



Apply PVA (wood glue) to the base with a brush. Take care not to cover the feet of the mini. Apply rocks first by hand. Dip the base in a tub with your preferred Battleground colour sand. Once the glue is dry, drybrush the sand and rocks with a lighter colour to create effects.

You have a wide choice to make your bases unique. The Tufts are really cool and realistic, the razorwire brings about it the illusion of war and the many types of flock will theme you army. Pick carefully and be coherent throughout the whole process.



Viking Ulfhednar with added Snow and Winter Tufts.

Gripping Beast



Tip: Theme through basing

There are endless possibilities to theming your army. Are they mindless killing fanatics, elegant Wood Elves or rock hard soldiers from an unforgiving World? Your bases will tell the tale so it is worth planning this into your army from the start.



The finished Zombie Regiment and Necromancer. Extra attention has been given to the front rank, standard bearer and a masterclass highlight on the Necromancer.

Manic Games & Avatars of War

Your army and the final touches

Even with The Army Painter Technique it is still a daunting task to paint an army but the efforts are well worth it. Jonas' Undead army is ready for the table top and is a great example of what a few simple steps will look like as an end result. Whatever rules system, Fantasy or Sci-Fi setting, the size of the miniatures, etc: it does not matter as the 4 steps are the same to finishing any army.



A Skeleton Warrior Shieldwall - the transfers make all the difference.

Mantic Games

The colours of war!

Knowing what your few basic colours will be, it is quite easy to plan out the look of the rest of your army. Using the same limited colour palette will work well and the overall feel is a very coherent army which looks stunning on the battlefield. Repeating the 4 steps over and over again will very quickly get you a large army to play games with.

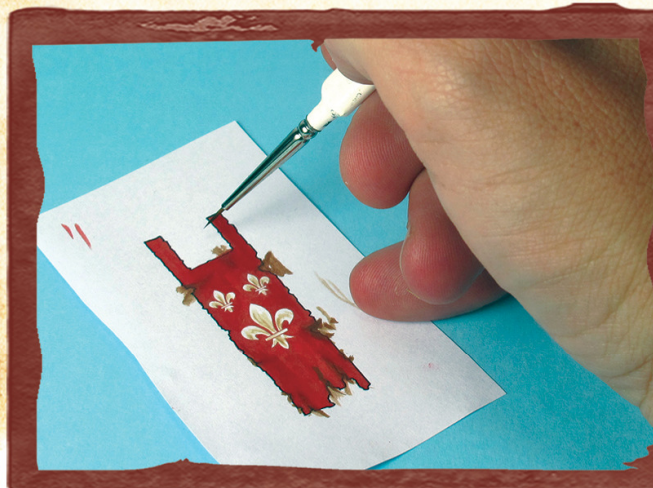


Heavily armoured Wight regiment



Army General: Count Jurhnaz

Mantic Games + Gamezone Miniatures



TIP: Banners

Like bases, banners are a very visible feature in your army. It is well worth spending extra time on these. Photocopy them out of the army books or paint the ones included in the boxes. Simply use the 4 step technique you have just been through.

Count Jurhnaz's Shambling Hordes



Having repeated the technique numerous times over and saved many weeks of painting, Jonas can now finally enjoy more time for gaming!



Mantic Games

Wight Cavalry:

This unit has been done by spraying the horses Plate Mail Metal and the riders Dragon Red.



Mantic Games + Gamezone Miniatures

Corpse Cart.

The centrepiece of the army is the really cool Corpse Cart. Jonas has gone about it in the usual 4 step way but has used multiple sprays to save time and make sure he could afford to spend a little extra attention on all the many details.

It is important to be very neat when you base-coat a large model, even when you use flat colours as you can better spot mistakes and small slip ups.



Combining different Colour Primers.



Fantasy

Sometimes a little inspiration is all you need to get an idea for your next army project. Over the next few pages we'll show you the 3 main genres of wargaming and how to apply the simple 4 step Army Painter technique.

Goblins



1

CP: Demonic Yellow



2

WP: Goblin Green, Leather Brown, Pure Red



3

QS: Soft Tone



4

Anti-Shine



Gamezone Miniatures



Matt White



Matt Black



Pure Red



Dwarf Berserkers



1

CP: Barbarian Flesh



2

WP: Lava Orange, Greedy Gold, Leather Bown, Shining Silver.



3

QS: Strong Tone



4

Brown Battlefields, Field Static Grass



Avatars of War



CP: Barbarian Flesh



CP: Barbarian Flesh



CP: Wolf Grey



Minotaurs



1 CP: Desert Yellow



2 WP: Plate Mail, Pure Red, Oak Brown



3 QS: Strong Tone



4 Black Battleground, Swamp Tuft, Meadow Flowers



CP: Greenskin

Drybrushed with WP Necrotic Flesh



Scibor Miniatures

Cavalry



CP: Fur Brown, Crystal Blue



WP: Plate Mail Metal, Black, Dragon Red.



QS: Strong Tone



Brown Battleground, Hillside Rocks, Jungle Tuft, Moss Green Flock



This Dark Elf on mount has been sprayed using both CP: Alien Purple (rider) and Greenskin (steed), before final assembly.

After a basecoat of WP: Greedy Gold and Plate Mail Metal, the miniature was shaded with QS Dark Tone using the "Splash On" Technique. The base was finished off with Black Battleground, Hillside Rocks and Winter Tufts.



Gamezone Miniatures

As we have dealt with earlier, a lot of time can be saved by spraying the steeds in a different primer to the riders. Above are just 2 examples of this, but the possible combinations are endless.

Sci-Fi

Be they alien, planetary human militia or super human marines the Army Painter technique is the same. On these 2 pages we show a few inspirational examples of different sci-fi miniatures.

Space Orcs



1 CP: Pure Red



2 WP: Greenskin, Plate Mail Metal, Black, Daemonic Yellow.



3 QS: Strong Tone



4 Brown Battleground, Hillside Rocks.



CP: Daemonic Yellow



CP: Uniform Grey

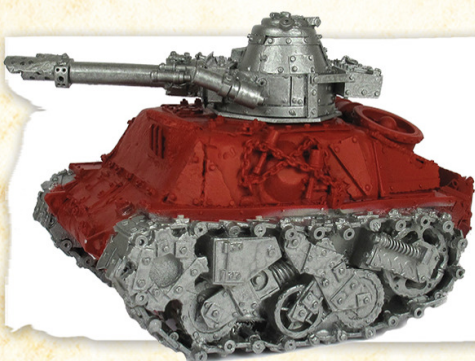


CP: Ultramarine Blue



Max Mini & Kromlech

Vehicle - Space Orc Looted Wagon



CP: Dragon Red & Plate Mail Metal



WP: Plate Mail Metal, Fur Brown, Dragon Red



QS: Strong Tone



Max Mini

Resin. This Space Orc looted Wagon is a detailed resin kit from Max Mini. Before assembly and spray, the resin pieces were washed in warm soapy water to remove the greasy lubricate left over from the casting process. Rinse with clear water and leave to dry. Now the Orc Wagon is ready for spraying.



Marines



1

2

3

4

CP: Wolf Grey

WP: Oak Brown, Greedy Gold, Barbarian Flesh.

QS: Dark Tone

Snow, Black Battleground, Hillside Rocks



Scibor Miniatures



CP: Dragon Red



CP: Ultramarine



CP: Angel Green



Guardsmen



1

2

3

4

CP: Army Green

WP: Fur Brown, Matt Black, Plate Mail Metal.

QS: Strong Tone

Brown Battlefields, Razorwire, Swamp Tuft.



Urban Mammoth



CP: Matt White



CP: Desert Yellow



CP: Uniform Grey



Historical

On these two pages we show you some Historical miniatures from different periods, scale and games systems. Following the 4 easy steps in the Army Painter technique, creating massive Historical armies is no longer impossible.

Ancients

Renegade Miniatures



1

CP: Dragon Red



2

WP: Wolf Grey, Black, White, Desert Yellow



3

QS: Dark Tone



4

Brown Battlefields, Winter Tuft, Moss Green



CP: Matt White



CP: Plate Mail Metal



CP: Barbarian Flesh



Dark Age

Gripping Beast



1

CP: Plate Mail Metal
CP: Dragon Red



2

WP: Desert Yellow, Oak Brown, Greedy Gold



3

QS: Strong Tone



4

Brown Battlefields, Wilderness Tuft



CP: Desert Yellow



CP: Barbarian Flesh



CP: Army Green



Warlord Games

Gripping Beast + Warlord Games

Other Eras



CP: Ultramarine Blue spray.

Dipped in QS Dark Tone

For basing: Brown Battleground, Wilderness + Winter Tuft



Perry Miniatures



CP: Matt White spray.

Dipped in QS Soft Tone

For basing: Brown Battleground, Moss Green Flock, Meadow Flowers



Warlord Games



CP: Crystal Blue spray.

Dipped in QS Strong Tone

For basing: Brown Battleground, Moss Green Flock, Swamp Tufts



Perry Miniatures



WWII

1



CP: Uniform Grey



2



WP Gun Metal; Barbarian Flesh, Matt Black



3



QS: Dark Tone



4



Black Battleground, Razorwire



Warlord Games

15mm Flames of War Army



Battlefront Miniatures

Don't be a tin-man - live and play in colour

Lack of time? Less of an artistic nature? Don't know how...?

If these or others are your excuses to never quite finishing your army projects - this booklet could be your path to redemption.

This booklet is all about Wargamers and how to get their many army projects finished to a very good gaming standard - in a matter of weeks or even days. An exclusive insight into the many loopholes and shortcuts you can take - to get that army of yours done in record time.

This is a **FREE** booklet for all Wargamers.

Inside you will find:

- From box to finished army in record time!
- A comprehensive look at the basic 4 step technique from The Army Painter.
- Tips, tricks and invaluable timesavers.
- Tutorial galleries for all major genres of Wargaming
- More time for Gaming!



"It's simply the most significant development in hobby painting for years. I take my hat off to them. Well done The Army Painter team. May your bristles never wilt!"

RICK PRIESTLEY

Creator of Warhammer & Black Powder

Goodbuy tin-man: www.thearmypainter.com



The website has loads of galleries and video tutorials on how to use the products and techniques featured in this booklet.

The Army Painter would like to thank the following companies for making great miniatures: Mantic Games, Otherworld Miniatures, Maelstrom Games, Gamezone Miniatures, Scibor Miniatures, Max Mini, Kromlech, Renegade Miniatures, Perry Miniatures, Warlord Games, Avatars of War, Gripping Beast, Ultraforge, Battlefront Miniatures and Urban Mammoth. All models painted by Bo Penstoft and Jonas Faering. No challenge to company status intended. All rights reserved.