

HELLFIRE

PAINING



PAINT YOUR ARMY IN

30 DAYS!



HELLFIRE PAINTING

“I spend a lot of time painting, but I never have a fully painted army.”

Sounds familiar?

I used to be in this boat, with armies filled with all kinds of unpainted miniatures, from bare plastic to golden daemon winning HQ and covering the various shades of primers and basecoats. Until one day I decided to play with painted models. And I never looked back.

This change did not happen overnight. It's not like I wasn't trying to paint my armies before. I just didn't know how. It took me a while to figure this out, but now I can paint an entire army every month in my spare time while working full time.

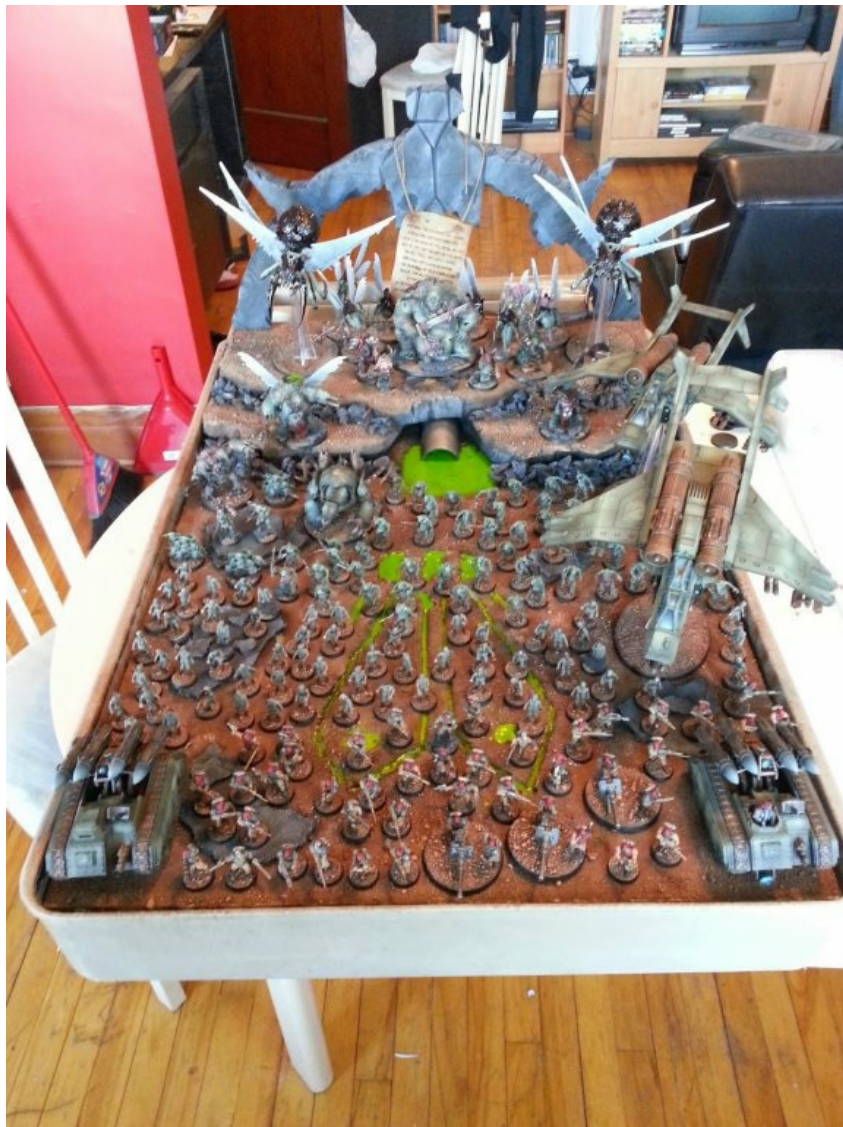
So I've compiled what took me years to master and understand into this 10 step program I feel every wargamer should know!

Keep in mind, some of this might seem counter intuitive at first. Stick with it for a while, results might surprise you.

Yes, this e-book should be called get your shit together and get your shit painted.

The 10 steps are as follow:

- 1- Master the Mancave
- 2- The Masterplan
- 3- Pick a Limited Palette
- 4- Write that down
- 5- Spray and Pray
- 6- Assembly Line Painting
- 7- Stick to the basics
- 8- Removing the ache from mistakes.
- 9- Flock it like you mean it
- 10- Until Death do you part



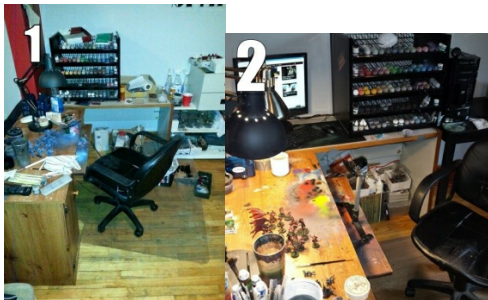
1- Master the Mancave

Have a space, no matter how small, dedicated to painting.

When I first started with seriously painting my miniatures, my hobby area was the top of a coffee table next to a couch. It can be that plastic paint rack that GW sells that you can hide under a couch or at the top of a closet. Anything that takes less than 30 seconds to be ready is permanent enough. If you decide you want to paint, get a stopwatch and time yourself. If you aren't painting within 30 seconds, reconsider your setup.

Having a permanent setup is not only a great timesaver; it's also a potent motivation tool. Having everything ready when you want to paint rather than having to set everything up is bliss, so is not having to stop early to put everything away when you're done. If you have an hour a day of painting, you won't have to spend 30 of those minutes fidgeting to get everything in place.

Contrary to popular belief, compact is better. People dream of having these wide mancaves, but in reality, having a compact setup where you can reach everything without moving is great. Here is my setup now.



The second shot is after I started streaming my painting sessions and needed a computer close by, otherwise, I would've kept the first one.

2- The Masterplan

Plan your work, work your plan!

Planning goes against every manly instinct to just go ahead and do it, but I assure you, this part is where you get your money's worth! Don't just make a mental note of these, write it down on whatever a dirty napkin, your phone, whatever.

Here are a few examples of things to plan before you start:

- How many bases are in the army, and how many of each size.
- Do I need to build special bases for heroes and large pieces?
- What can I glue together before painting?
- What should I leave off?
- Are there conversion or non-existent models that need building?

The best part about this is once you plan you work on one or 2 projects, it becomes really easy and natural to do it.

Look at you now, 2 steps in and you're already a man with a plan!



3- Colors, much like butt holes, are meant to be tight.

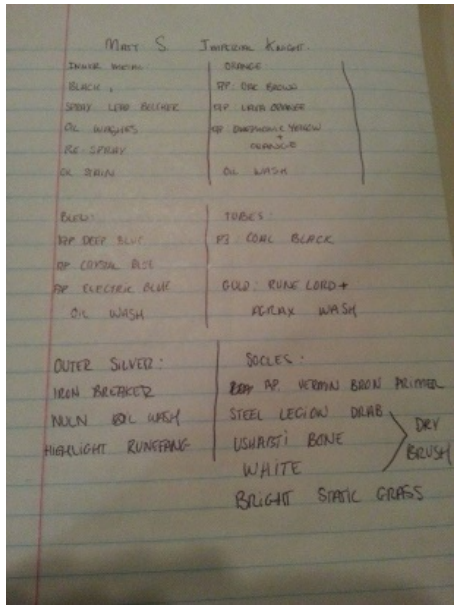
Simple and to the point color schemes beat intricate and confusing. Intimately tied in with your planning ahead step, limit your color palette as much as possible.

This is where most painters drop the ball, adding 5-6 colors to models for no reason other than not knowing any better.

5-6 colors might not look like much, but 5 colors, each with a highlight and shading is 15 steps. Times the 40 models you're painting. It all adds up quickly if you keep on adding unnecessary colors.



The other benefit of picking a limited palette is learning colors and recipes that work well together. You know that using this one brown for basecoat, this other for highlight and a black wash makes for a nice result, you don't need 25 other ways to paint brown. Let alone 3 different tones of brown for the belt, the boots and the gun strap on the same model.



4- Write shit down; get shit done.

Write down the colors you're using, and in which way they are used.

Write it down on notepad or word on your computer, a memo on your smart phone or get an old school note book.

Sure, now you know what you're doing.

What if you want to add a couple of units in a year? Or you sell the models and the buyer wants you to paint more.

Were the lenses dark red or more orange?

Did you paint the trim on the shoulder pad in gold or silver?

Which brown did you use to highlight that other brown?

All of these little things seem trivial now because it's fresh in your mind.

This step is for future you, which will sit down puzzled next to some miniatures and call present you a dumbass for not taking 2 minutes to write down what you're doing.



5- Spray and Pray

This step combines the subtle art of miniature painting with the manliest of manly tool: guns. And by this, I mean using airbrushes, spray guns and shaker cans.

No matter your weapon of choice, whatever basecoat you can spray saves an insane amount of time.



All these tools have pros and cons, so there's really no point of telling you to get one over the other.

Pick the one that fits your need or that you feel comfortable using. I own and frequently use all 3 methods above for different jobs.

This is another step where planning ahead makes leaps and bounds, as knowing what to glue together and what to leave unglued to spray a different color works magic.

Take your standard armoured infantry man partly assembled and an unlimited supply of Army Painter Colored Primers:

Blue Primer: Body, legs and arms.

Flesh Primer: Head

Metal Primer: Gun, backpack, grenades

Brown: Base

Spray guns and airbrushes will work in the same fashion in this case and make you save a huge amount of time compared to the time it would take painting these steps with a brush.

6- Assembly Line Painting

This is the bread and butter of anyone wishing to get a lot of models painted quickly. Gather up everything that's remotely the same in your entire army and paint it all together. Take the same armoured infantryman from step 5. Once you have sprayed your entire army blue, whip out a gold color and paint every emblem and iconography on each of your model. Once that's done pick another color, repeat.



When you work on a lot of models at once, you end up knowing where certain areas are. You stop searching for what's brown, because after the 5 first troopers, you know its the boots, the belt, that one pouch and the helmet strap.

Besides never waiting for stuff to dry, cleaning your brush, switching paint pots and thinning it down properly, that's how so much time is saved.

Beware, this can be a drag of a task, specially when dealing with 30+ models. Split your work in manageable size, but try to do at least 10 models at a time. The more you can power through the pain and work in large groups, the more efficient you are.

Characters can be an exception to this, but they usually share most of the same steps as the regular troopers, so doing them with the rest of the army will save you some time. Once your army is done, you can go back to the heroes and paint more details so they become the centerpiece your army deserves.



7-Stick to the basics

Get all of your basecoats in first. Once everything is basecoated, work in your highlights and shading.



This serves 3 main purposes:

- On a practical side, once all you're done with all the basecoats, your army is fully painted. Not to an impressive standard, not to a finished standard, but to a playable standard.

Playing with your army at this stage should get you motivated to finish the paint job!

- Once all the colors are laid on the model, it's easier to get a grasp at what the finished result will look like, so there's still time to correct your scheme if you don't quite like it.

- This process prevents a lot of mistakes. You are less likely to accidentally paint over an area deep in the model while you're highlighting raised areas.

This step is usually mostly done by default if you're following the step, as spraying whatever you can usually leaves you with an almost fully basecoated army before you even took your brushes out.

8- Removing the ache in mistakes

The title is cheesy, but the step is not.

Brace for impact, you will mess up at some point. No matter how tidy a painter you are, the occasional slip of the wrist happens.

Wait to fix all your mistakes. Instead of doing it right away, fix them all at the same time between each step.

Let's say you're done painting the brown on those sexy leather boots and belts and are working on the silver. Every time you notice something that should be brown but isn't, finish the silver on that dude and put the model on one side. Each time you slip up with the silver and get it on some part of the model that's already painted, set in to the side in another pile.

When you're done with the silver for the whole batch of models, take the brown out and touch up the models you've set aside and fix up the silver mistakes. Then work on another color, and set aside the models where you missed some silver.



9- Flock it like you mean it

This is an addition to the leaving your models partly unassembled rule.

No matter your basing of choice, do it all at the same time; ideally without models on them. Another step where planning ahead does all the work for you.

Because you planned ahead, you smart man, you can build and paint your bases and models separately.

Not only does it make your job easier for painting both the models and the bases, you don't have to worry about accidentally painting over your base while you're doing the feet of the model.

And once again you can save a lot of time here because without a model on it, you can spray your basecoat on the base.



10- Until Death do you part



Varnish that is.

Once you are done with your models, varnish them. You can even varnish them after your basecoats are complete if you plan on using them. Painting over varnish is perfectly fine and safe, it even makes cleaning up mistakes easier.

Now, when I play a game, my miniatures really go to war.

I'm clumsy, and almost every single miniature I've ever painted was dropped at least once. In fact, it's not done until I have dropped it at least once. So between being clumsy, the table, your army transport, your opponent removing casualties like a barbarian, wandering kids and/or pets, battle damage is real.

Touch ups are quite time consuming and boring, so avoid them at all costs. That cost usually being one can of varnish. The time you spend fixing stuff you've already painted is time you're not having to paint new models.

Everyone has had their horror story or heard tales of the fogging varnish. For the same reason, everyone has a personal preference over which they use, and will defend their choice of varnish to the death.

I use Army Painter Anti Shine, because that's the one that works for me. If you have your own brand/product/supersecrettechnique, use it. It does the job.

The end result is the same: your army is now ready for war.