TALISMAN

HOW TO PAINT YOUR MODELS

PAINTING CITADEL MINIATURES

Painting Citadel Miniatures is great fun. This leaflet lists the equipment you'll need and describes the simple painting techniques used to paint your Talisman models.

EQUIPMENT YOU'LL NEED

Firstly you'll need some **paints and a brush!** There's a huge range of Citadel paints and brushes for you to choose from, specially designed for painting Citadel Miniatures. Call in at your local Games Workshop store and the staff will help you choose what you need. A **modelling knife** is useful for removing plastic models from their sprues. The kind with snap-off blades are fine. Always make sure the knife has a sharp blade. There's nothing worse than a blunt blade, as you have to apply more pressure to slice through the plastic, making it much more likely that you'll slip and cut yourself. A **mixing palette** is handy when painting your models. Make sure it's a clean white surface, such as a ceramic tile or an old plate. The best **glue** for sticking your Talisman miniatures into their slottabases is polystyrene cement, though Superglue can also be used.


YOUR WORK AREA

Find a clean and tidy area to paint your models. Protect the worktop with plenty of newspaper and keep your paints together in a shallow box lid. You'll need a **water jar** and a small container for your brushes. Remember to store your brushes upside-down in the pot or you'll ruin the bristles.

PREPARING YOUR MODELS

Carefully remove your models from their sprue with a sharp modelling knife, always remembering to cut away from yourself. Trim off any untidy areas where the components joined the sprue. Then glue your models on to their slottabases.
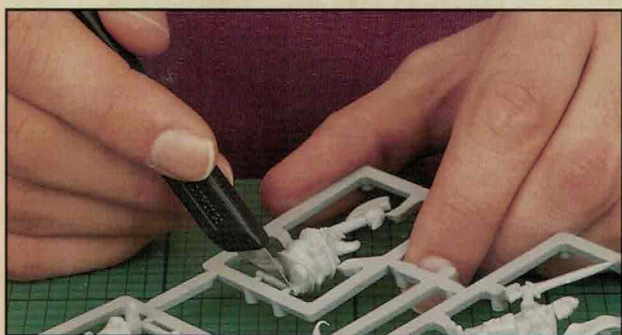
GETTING STARTED

The next stage is to undercoat your miniatures. This layer of white paint gives the other colours something to adhere to, as well as making them much brighter. You can apply this undercoat using white Citadel paint and a brush, but a much easier way is to use **Citadel undercoat** spray. If you do use Citadel spray, make sure you follow the instructions on the can very carefully. Using a spray gives a much smoother finish. Hold the can about 8 inches from the models. Leave them to dry thoroughly before you paint them. Spray your models either outside or in a very well ventilated area.

MIXING PAINTS

All of the paints in the Citadel Colour range are fully intermixable, producing a huge selection of colours. Always remove a small amount of paint from the pot and mix it on your palette before applying it to your models.

Never use paint straight from the pot because the consistency may not be right. If the paint is too thick, it will fill in all the detail on your model. If it's too thin, it will not cover properly, leaving you with a streaky finish. Mix the paint on your palette first, checking the consistency and adding a little water if you need to. Water down the paint enough so it runs freely from the brush but is still thick enough to cover the model without you having to apply a second coat.

APPLYING THE PAINT

Neatness is by far the most important factor when painting miniatures. A miniature that has been painted neatly but simply, without any shading or fine detail will look great, and you can then move on to more advanced techniques.

BASING YOUR MODELS

Basing your models well is an important part of the painting process. A poorly-based model will just look untidy and unfinished. Basing is easy and enhances the look of your models, especially when they are on the board.

First make sure that the miniature is glued securely to its slottabase. Carefully paint some PVA glue onto the top surface of the slottabase, being careful not to get any on the model's feet. Dip the base into a shallow container of sand (available from pet shops) and shake off any excess. Leave the base to dry thoroughly for at least half an hour. When you're sure that the glue is totally dry, paint the entire base green, again being careful not to get any paint on the model's feet. You can then highlight the base with a lighter shade of green to bring out the texture.

A STAGE-BY-STAGE GUIDE

Stage 1. Once you have removed your model from its sprue and cleaned away any rough edges, it's ready to be undercoated. You can use either Citadel spray or alternatively, paint on a thin coat of white, being careful not to fill in any detail.

Stage 2. All of the base colours are applied at this stage. It's important to keep the colours as flat and as even as possible. Concentrate on painting your model as neatly as you can, making sure the colours don't overlap or mix together.

Stage 3. Shading washes have been applied using Citadel ink. These are easy to apply – just mix them with a little water and paint them on to add shading. When the ink is completely dry, you can add more detail such as the yellow banding on the cloak.

Stage 4. This stage is for adding more detail and highlighting. For instance, the Wizard's beard has been highlighted using white paint, and tiny stars and moons have been painted onto the cloak, again using white paint.

Here are a selection of finished models. Use them as colour scheme guides when you paint your own miniatures. Of course, you can choose your own colour schemes. Just follow the basic techniques in the stage-by-stage above.

MODEL PAINTING TIPS

1. Try not to hold onto the model itself when you're painting it. If you do you'll probably get paint on your fingers and smudge other colours. Instead, attach it to the top of a cork or an empty paint pot with some blu-tack or Plasticine.

2. Citadel inks are perfect for shading your models quickly and effectively. When mixed with a little water, you can 'wash over' the area that needs shading. The ink runs into the recesses of the model and leaves the raised areas unshaded. This technique picks out the natural detail of the model, doing the hard work for you!

Wood Elf. This Wood Elf has a strong colour scheme of red and green. His striped trousers were created by first painting the legs completely white. When this was dry, the blue stripes were added and finally re-touched with white to neaten them up.


Ranger. This Ranger's tunic has been painted in a deep bottle green colour which helps make his red cloak stand out well. His sword was first painted with silver and when this dried, it was washed over with black ink.

Minotaur. When using natural colours for animal skin such as the deep brown on this Minotaur, it's a good idea to contrast it with a bright colour. Red was chosen for the Minotaur's gloves and belt, brightening up the whole model.

Warrior. The tiger stripes on this Warrior were created by first painting on a coat of bright yellow. This was then shaded with red ink and when it was dry, the black stripes were added.
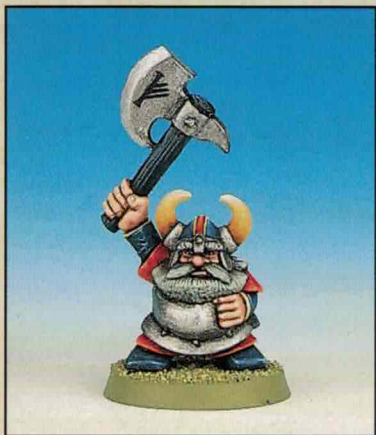
Dwarf Warrior. The realistic armour effect on this Dwarf Warrior was achieved by base coating it with black. When this was dry, highlights of silver were gradually built up. A rune was also added to the axe blade with black paint.

Knight Templar. The colour scheme on this Knight Templar is simple but effective. The red detailing brightens up the whole model.
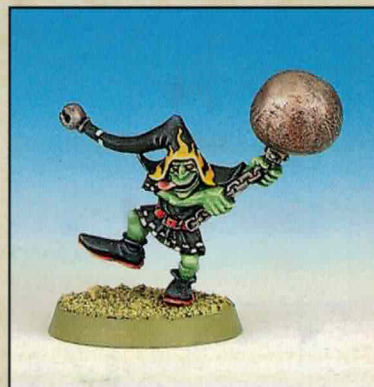
Goblin Fanatic. A trick when painting Goblin Fanatics quickly is to undercoat them using black paint instead of white. Generally, this is not a good idea because it can make your models look dull, but the Goblin Fanatic is mostly black so it saves you a lot of time.
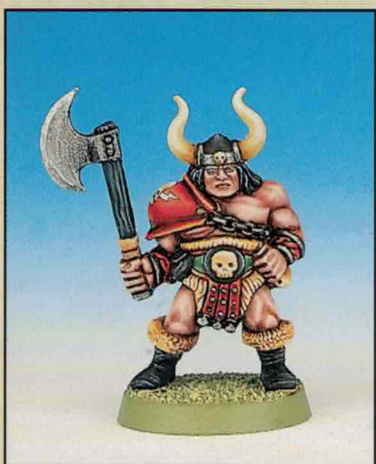
Barbarian. To contrast with the light skin tone of this Barbarian, his shoulder armour and leather strapping were painted deep red. When the initial red coat was dry, they were shaded with a mixture of red and brown ink.
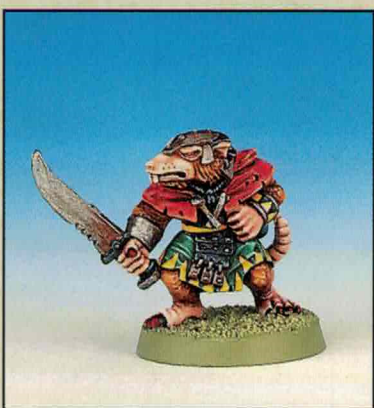
Skaven. The triangle pattern on this Skaven's tunic was created by firstly painting the whole area in green. When this was dry, a row of white triangles were painted onto the edge of the tunic. When the white was dry, it was painted over again with yellow. Painting white on first makes the yellow much brighter.

Swashbuckler. The sleeves of this Swashbuckler's shirt were first painted with light grey. When this coat was dry, the raised areas of the shirt were carefully highlighted with white.