

GORGON STUDIOS PRESENTS

A QUICK GUIDE TO PAINTING SPARTANS

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Cleaned model ready for assembly.



Assembled model ready for priming.

Generally speaking I don't like to spend more than an hour on a single mini when painting armies. To achieve this I combine quick dry brushing and washing methods with precise highlighting. Here are the steps I followed when painting Spartans. Because washes tend to need a bit of time to dry, I find it is most efficient to work in batches of six or so at a time. Colors used are Citadel (GW) and Privateer Press Paints (P3).

Before gluing anything together, take a minute to scrape, file, chisel, and otherwise remove any mould lines, flash or imperfections on the cast. It is important to have a smooth even finish to any prominent surfaces. Bits to be covered later by a shield are a low priority.

Once clean, glue the Spartan to a base and glue a spear in his hand. Do not glue on the shield, but do clean it along with the other bits. Add a strip of masking tape if you use 1 wooden bases with a nice finish to the edge- it looks better than paint and it is less work in the end, thus saving time.

± PRIMING ±

Spray it black, the easiest step. Don't spray in a humid environment or the surface may become rough and lumpy. Always give minis plenty of time to dry afterwards. Spray the shield at this stage as well- it is best to use a piece of wire with a lump of putty at one end and the other end pressed into a cork. Lightly glue the inside of the shield to the lump of putty and the shield can be safely handled, sprayed and painted separately.



Primed model and base.

± GORGON STUDIOS ±

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Initial drybrush applied.

‡ INITIAL DRYBRUSH ‡

Drybrush Calthan Brown (GW Foundation Paint) over the entire surface, especially the flesh and bronze. To ensure a smooth dry brush, use a wide, flat brush that has a little moisture in it, and be sure to wipe most of the pigment from the brush before applying.

Drybrushing is a painting technique in which a paint brush that is relatively dry, but still holds paint, is used. Load is applied to a dry support such as paper or primed canvas. The resulting brush strokes have a characteristic scratchy look that lacks the smooth appearance that washes or blended paint commonly has.



Flesh color and basing elements added.

‡ PAINTING FLESH AND INITIAL BASE WORK ‡

Paint a coat of Tanned Flesh (GW) over the face and limbs. Sadly, GW discontinued this color, so if you didn't happen to pick up a dozen extra pots like I did then substitute any ruddy, darker flesh tone. Khardic Flesh (P3) works fine. Make sure to mix in about 50% water to thin the consistency, don't load up much on the brush at one time, and work in layers. Three smooth layers of thinned paint are always preferable to one thick layer of lumpy color.

Remove the tape from the base if you are using any and add sand and grit with white PVA glue (I use Elmer's glue). It saves time to use black sand or fine ballast. Woodland Scenic is an excellent source for this



Finished Spartan Spearman (Overarm) II (GMSP-010)

± GENERAL COLOR APPLICATION ±



1. Using the same application of thin coats, paint the tunic Mechrite Red (GW).



2. Paint the scabbard Camo Green (GW). By applying a single thin coat to the center and three thin coats to the edge, you can shade and highlight without mixing or even using different hues.



3. Paint the linethorax Dehneb Stone (GW). Some Spartans wear Bronze cuirasses instead. Paint these bronze along with the helmet and shield as described below.



4. Paint Dark Flesh (GW) over the leather strips covering the pelvis. Paint a very thin coat (about 70% water, more of a controlled wash, really) of Chaos Black (GW) over the beard, hair and in intermittent strips over the crest.

± GENERAL COLOR APPLICATION ±



5. Paint Kommando Khaki between the black on the crest in strips. Also highlight the hair and beard with very thin coats. Use very little paint on the tip of the brush to maintain control while applying. Next add a thin coat of bronze to the helmet, shield, sword handle and scabbard tip (and anywhere else that needs to be bronze).



6. Add silver to the spearhead (or drawn sword blades on a few models).



7. Drybrush a thick coat of Rotting Flesh (GW) over the base. Paint pebbles, larger grit and cork Codex Grey (GW) to distinguish rocks and stone from turf.



8. Wash the skin and bronze with Ogryn Flesh (GW). Water down the wash over large, flat areas of skin, and concentrate it between finger, toes, and other recesses. Wash a thin layer of Devlan Mud (GW) over everything but the skin. Wash the base with very thin Cryx Bane Base (P3). Finally, wash the bronze and rocks with Badab Black (GW). Make sure each wash is fully dry before adding subsequent layers.

± GENERAL COLOR APPLICATION & SHIELD DETAILING ±



9. Paint thin, watered down highlights of Tallarn Flesh (GW) over the skin. It helps to hit the most prominent areas first, applying the pigment in thin strips to simulate muscle striation. Highlights should be quick, precise, light and clean. Apply multiple layers of thin paint to build up the color over knuckles, joints, and raised areas.



10. Apply Skull White (GW) as a highlight to the linethorax, the crest and the eyes. To paint eyes quickly, apply a small dab of white to both left halves of the eyes and an even smaller dot to the right. Apply Static Grass with PVA glue to the base. All this Spartan needs now is a shield.



11. Glue the shield to the arm with superglue. The shield should already be painted separately with the same method as the helmet. If you have a design in mind, go nuts. To paint a gorgon's head, read on.



12. Using thin black paint and a fine tipped brush, paint on a few curls.

‡ SHIELD DETAILING ‡



13. And a few more. Paint slow and turn the entire model to accommodate the curve.



14. Connect them with more black, leaving the rim clean.



15. Add a nose...



16. Add some eyes and a mouth...

‡ SHIELD DETAILING ‡



17. ...and be sure to leave space for the ears when you add the beard!



18. Block in the mouth and tongue with Mechrite Red.



19. Thin white highlights become eyes and teeth.



20. A little black in very thin strips helps add some definition to the teeth. Add thin lines to the shield for battle damage.

‡ SHIELD DETAILING & FINISHING WORK ‡



21. A thin strip of white under each scrape and dent really brings them out.



18. Carefully apply a red ink in a gory spray across the front if you want that fresh from Platea look to your Spartans. Experience has taught me that less is always more when it comes to viscera and gore. No need to go to all that trouble of painting the shield just to turn it into an abattoir after all. This fellow is ready to rock some Persians!



A finished unit of Sparta's finest!