



FAST PAINTING IN 12MM: M3 HALF-TRACK

VICTRIX GAMES

COLOR CHART

OLIVE DRAB

- Olive Drab Base (A.MIG-926)
- Medium Olive Green (A.MIG-0609)
- Light Olive Green (A.MIG-0608)

TRACKS AND WEAPONS

- Outlining Black (AMMO.F-502)
- Light Metal (A.MIG-0621)

CREW AND STOWAGE

- Warm Skin Tone (A.MIG-117)
- Buff (AMMO.F-563)
- Matt Earth (AMMO.F-507)
- Yellow Green (AMMO.F-504)
- Burnt Brown Red (A.MIG-0134)
- Military Green (AMMO.F-564)
- Silver (A.MIG-0195)

SEALING

- Transparent Matt Varnish (Spray) (AMMO TTH110)

WEATHERING

- WASH**
 - Brown for Green Vehicles (A.MIG-1005)
- CHIPPING EFFECTS**
 - Chipping (A.MIG-0618)
- DUST EFFECTS (PIGMENTS)**
 - European Earth (A.MIG-3004)
 - Dark Earth (A.MIG-3007)
 - Medium Rust (A.MIG-3005)



PAINTS

Our painting table is normally full of acrylic paints. These are easy to use, are not toxic and can be found virtually everywhere. However, there are other types of paints with different properties that can be used along with acrylic paints to do some specific effects, such as enamels, oils and pigments. Note that this does not mean that we replace our classic acrylic paints. We use acrylic paints to do some steps taking advantage of their properties, and then we switch to enamels/oils and pigments to do others. Knowing each type of paint and its properties will make our painting work easier and more efficient.

Legend:

Acrylic Drybrush paint
Acrylic paint
Enamel/oil based paint

ACRYLIC AND ENAMEL / OIL PAINTS

ACRYLIC PAINTS

- Can be thinned with water or acrylic thinner.
- Brush can be cleaned with water.
- Dries in seconds.
- Once it is dry, it is impossible to wipe away.

VS

ENAMEL / OIL PAINTS

- Thinned with white spirit or similar.
- Brush must be cleaned with white spirit.
- Dries in hours.
- Can be worked with and cleaned for a long time.

FAST PAINTING



FAST PAINTING



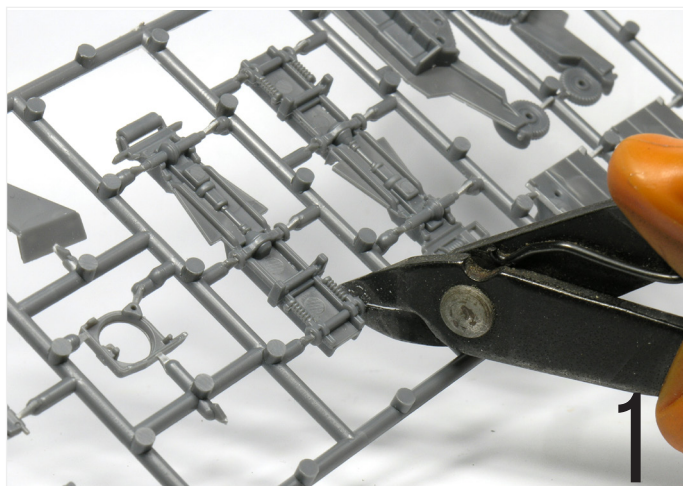
ELABORATED PAINTING

When painting miniatures and vehicles for wargames it is important to find the balance between time and quality. Armies for wargames include dozens of miniatures, and therefore we often need to find shortcuts to have all our models painted in our limited amount of time. In this tutorial we will see how to paint vehicles using a very common fast painting technique: the drybrush. The results are not only fast, but also very effective. Although the time required for the elaborated approach was more than double compared with the fast painting method, the difference is not that striking. We will see how to do it.

STEP 1 – PREPARATION

We begin removing carefully the different parts of the model from the frame using a modelling cutter. Due to the casting process, miniatures and vehicles often have mould lines, casting flashes and other traces that need to be removed. Therefore, it is extremely important to remove them because otherwise the final result will be ruined regardless of our painting skills. We do it using a modelling knife and sand paper. Next, we assemble the different parts of

the vehicle using a specific glue for plastic, plastic cement (never use cyanoacrylate for plastic!). We apply a little bit of glue on the joints, and then hold together the two pieces. Note that the plastic cement will melt the plastic creating a very durable linkage. Finally, we apply the primer coat to facilitate the application of the paint and increase its durability. I normally use a black undercoat that I apply either with an airbrush or using a spray such as Black Matt Primer (AMMO TTH100).



We carefully cut the different pieces with a modelling cutter.



We remove mould lines and flashes with a modelling knife.



We put together the different parts with plastic cement.



We spray the black primer from a distance of 20-30cm.

STEP 2 – OLIVE DRAB

Even though we use the same colour that was originally used to paint the vehicle, the small surfaces of our tiny scale models will reflect less light, and therefore, they will look dark. Thus, when painting tiny scale models like these is very important to apply some shorts of highlights to compensate for their small size, but also to create contrast and volume. One of the simplest and easiest methods to create the highlights is the classic drybrush. This method consists on using a thick and almost dry paint to mark only the most exposed areas of a surface. Therefore, only the details and edges will be painted. Although we can use any acrylic paint for this technique, we can find specific paints that prevent the chalky effect normally associated with it, such as the DIO drybrush range from AMMO or the Dry paints from Citadel (the problem of these is that they are too bright, more suitable for fantasy miniatures). To apply a drybrush first we load the brush with paint, and then we brush off the most part of it on a piece of paper (that is why is called “dry brush”). Only then, when the brush has only a small amount of paint we move to the vehicle and apply the brushstrokes gently all around. For this technique is recommendable to use a flat brush because it offers a wide and even surface contact.

Nevertheless, first we need to paint the base colour for the olive drab. In this case I have airbrushed Olive Drab Base (A.MIG-926), although we could have used a green coloured primer spray

such as Military Green Matt Primer (AMMO TTH108) to use the primer as a base and save time. In any case, we apply couple of thin layers to get an even surface. Then, we apply two drybrushes: first with a middle-tone such as Medium Olive Green (A.MIG-0609), and then with a lighter colour such as Light Olive Green (A.MIG-0608). The mid-tone will serve as a transition.



We cover evenly the halftrack with Olive Drab Base.



We apply a first drybrush with a mid tone using a flat brush.



We apply a second drybrush with a lighter colour.

STEP 3 – DETAILS, DECALS AND SEALING

We continue working with acrylics and use Outlining Black (AMMOF-502) to paint the tracks, tires and machine guns. We use a thin brush and do it carefully to avoid painting off the green armour. Note that when working with acrylics it is important to thin the paint down with a little bit of water, around 20%. We did not do it in the previous step for the drybrush, but that is the exception. In all other circumstances, we will do it to facilitate its application and avoid lumps. We can optionally paint a Mickey Mouse camouflage on British vehicles by painting bunches of grapes here and there. Next, we apply a drybrush with Light Metal (A.MIG-0621) on the tracks and MGs to get a metallic shine using an old and thin brush. This time the drybrush should be more controlled than in the previous steps to avoid painting the wrong parts.

Now it is the time to apply the decals to create the national and tactic marks. To apply correctly a decal and avoid the icing effect (when the area gets whitish) we should follow these steps: 1) we apply a layer of glossy varnish preferably with the airbrush on the area where we want to apply the decal. This will create an even surface; 2) we cut accurately the decal from the decal paper

with a sharp knife, trying to leave out as much as possible the transparent part; 3) we soak the decal in water until it is completely separated from the paper; 4) we use a brush to place the decal on the right position; 5) we fix and adapt the decal using the corresponding products for this, such as Ultra Decal Set and Fix from AMMO. These are applied on top of the decal and after couple of minutes we brush gently the top of the decal to adapt it to the surface. We might need to apply several layers of the Ultra Decal Set in those cases where surface is irregular and we want a perfect adaptation of the decal (this was the case for the star in the front). We wait until it is dry before applying the next layer.

Once the decals are completely adapted and dry we seal the whole work with one layer of satin or matt varnish. The varnish will protect the previous work done with acrylics and the decals from the following steps where we will use enamels. The optimal varnish type here is the satin varnish as this will create a semi-glossy surface that will facilitate the application of the wash. However, if you want an matt effect, you can use a matt varnish. We apply the varnish preferably with the airbrush or spray (e.g. with Transparent Matt Varnish, AMMO TTH110) from a distance of 20-30cm.

1



We paint the tracks, tires and weapons using acrylics.

1B



For the British M3 we can create a Mickey Mouse camouflage.

2



We apply the decals using a decal fixer and adaptor.

3



We seal everything with a thin layer of varnish.

STEP 4 – WASH



We apply a pin-wash only on the recesses using a thin brush.



We remove the excess of the wash with White Spirit.

Next, we apply an enamel wash to mark all the recesses and details. The wash step is very important because it will help to define the different parts of the model and create a lot of contrast. We use an enamel wash rather than acrylic because the beauty of enamels is that they cure after several hours. This will give as the opportunity to remove the excess of wash to ensure that the paint will remain only on the recesses. Acrylic washes dry in matter of seconds and it is impossible to remove the excess, which often creates a grimy looking. Furthermore, there are different ways to apply the wash. We can apply it over the whole model (general wash) or we can apply it exclusively on the recesses (pin-wash). Although more time consuming, the latter is the best option because we will avoid darkening the whole work.

To stand out the recesses we need a dark colour. We will discard pure black because is very unnatural. Instead, we will use a dark brown that is darker than the surface we are painting. In this case, I chose a wash specifically designed for green vehicles: Brown for Green Vehicles (A.MIG-1005). This wash is ready to

use and we only need to shake the bottle before using it. Then with a thin and old brush we apply the wash carefully on the recesses. Do not worry if you apply too much. We do not use the same brush we normally use for acrylics given that the enamels and thinners are more aggressive with them. We will use only old or synthetic brushes.

We let it dry for 30-60 minutes, until the surface is not shiny anymore (meaning that the solvent is already evaporated, but the enamel is still fresh). Then, we use a brush moistened with thinner such as White Spirit and start brushing gently the model to get rid of the excess of wash. Note that is important to brush off the most part of the thinner on a piece of paper or cloth before moving to the model, or we will remove the whole wash!

ENAMEL / OIL PAINTS

Remember that when using enamels or oils we should work and clean the brushes with a solvent, such as White Spirit or turpentine. We never use water!

STEP 5 – CHIPPING EFFECTS

Optionally we can create chipping effects resembling the paint fading off on the most exposed areas. Given the small size of these models it is very important to do this effect very carefully and in small doses. It is very easy to overdo it, creating as a result a vehicle looking more like junk. Therefore, we will apply only a few chipping effects here and there. We can easily do it using the "sponge technique". We use a piece of sponge like the one that comes in the blisters with miniatures, and we can use tweezers to hold it and have more precision. First, we load a little bit of a dark brown paint, such as Chipping (A.MIG-0618). Then we remove the most part of it on a piece of paper, as we do not need much paint for this effect. Finally, we carefully stipple the edges of the vehicle by applying gently the sponge. We focus on the most exposed areas such as hatches, doors or mudguards. We use a dark brown to simulate the exposed bare metal.



We create chipping effects with a dark brown colour.

STEP 6 – STOWAGE

Now we paint the details using acrylic paints. We paint the drivers following the Step 8 (see below). Using a similar approach we paint the rest of stowage and seats. Alternatively, if you want to save time you can reduce the painting process to only two layers, one for the base and one for the highlight. Note that preferably we should use at least two colours to paint each element in order to create volume and contrast.

Backpacks are painted in buff or khaki using Buff (AMMO.F-563), whereas the brown bag is painted with Burnt Brown Red (A.MIG-0134). We can use another type of brown for the blanket and wooden part of the tools, such as Yellow Green (AMMO.F-504), to add some variation. We use a mix of Khaki Grey (AMMO.F-560) and Green Violet (AMMO.F-561) in the same proportion to paint the seats. And finally, the metallic parts are then painted with Silver (A.MIG-0195).

To create the highlights, we mix each of the previous colours with a lighter one. For example, we can use a Light Brown (AMMO.F-531) for the brown parts, and white for all the others.



We paint the drivers and accesories using acrylic paints.

STEP 7 – PIGMENTS

We can easily create dust effects using a special type of modelling product: pigments. These can be applied as dry -directly from the jar- with an old brush, or wet, by mixing them with a thinner to create a short of wash that will accumulate on the recesses. The former serves to create a light dust effect, whereas the later will create a heavier one resembling dry mud. Here, we will use the wet approach.

First, we select several pigments to create a richer tone. For example, two neutral brown colours and a reddish one: European Earth (A.MIG-3004), Dark Earth (A.MIG-3007) and Medium Rust (A.MIG-3005). We mix them by stirring them with an old brush or spatula. Next, we mix them with White Spirit or turpentine to create a wash with a texture similar to condense milk. Then, we apply the mix with a brush on the lower part of the halftracks, specially on the tracks and wheels. We let it dry completely. It can take hours, but we can speed it up with a hair dryer. Once it is completely dry, we use an old brush or cotton swab to remove the excess of pigment.



We mix the pigments with thinner and apply them as a wash.

2



We let the thinner evaporate completely.

3



We remove the excess of pigment using an old brush.

STEP 8 – CREW

To quickly paint the crew we can use the method block, wash and highlight. First we paint each part of the uniform with the corresponding colour: Military Green (AMMO.F-564) for the helmet, Buff (AMMO.F-563) for the jacket and leggings, Matt Earth (AMMO.F-507) for the trousers, Yellow Green (AMMO.F-504) for the webbing, Burnt Brown Red (A.MIG-0134) for the rifle and boots, Warm Skin Tone (A.MIG-117) for the skin and Silver (A.MIG-0195) for the metallic parts. Then, we apply a dark brown wash by thin-

ning down Dark Brown (AMMO.F-533) with 50% of water or a specific product to break the water superficial tension, such as Transparator (A.MIG-2042). This is the equivalent to Agrax Earthshade (Citadel). Once it is dry, we recover the original colours by applying them on the most exposed areas while leaving the dark wash only on the recesses. We can apply a highlight to gain more contrast by mixing each of the previous colours with a little bit of white for the helmet, skin and buff; or with a lighter brown such as Light Brown (AMMO.F-531) for the rest.

1



The black primer is the most suitable option for small miniatures, as we can leave this colour on the recesses.

2



We paint the whole miniature with base colours. We apply two layers to cover everything evenly.

3



To create the shades we apply a dark brown wash over the whole miniature.

4



We recover each colour using the same paint we used initially. The helmet can be painted with a drybrush.

5



To gain more contrast we can apply a single highlight using lighter colours on the most exposed areas.



To optimize our time we do "batch painting": we paint several miniatures at the same time.



Finally, we glue the miniatures on the vehicles using cyanoacrylate glue. First we find the optimal position, and then we glue them.

BRITISH SOLDIERS: NET AND HESSIAN STRIPS

The British crew models wear a plain steel helmet without nets nor hessian strips. If we wish, we can easily create a texture resembling the net and hessian in some of the helmets using a fine scatter material. For example, the flock we normally use to decorate the bases of our miniatures. First, we applied a little bit of PVA glue diluted with water, and then apply the flock on top. In my case I used a fine and colour-

ed sawdust, but you can use any fine scenic material you have around. Once it is completely dry, we paint it as normally. After applying a thin layer of primer, we paint the whole helmet in dark green. Then we apply a drybrush with light green to highlight the texture, and finally paint randomly some pieces of flock in khaki or brown.

1



Steel helmets are originally plain, but optionally we can create a texture resembling the scrim.

2



We do it easily by gluing a fine scenic flock with PVA glue.

3



We can use the drybrush technique to easily highlight the net, and then paint some hessian strips in khaki or brown.

GALLERY



