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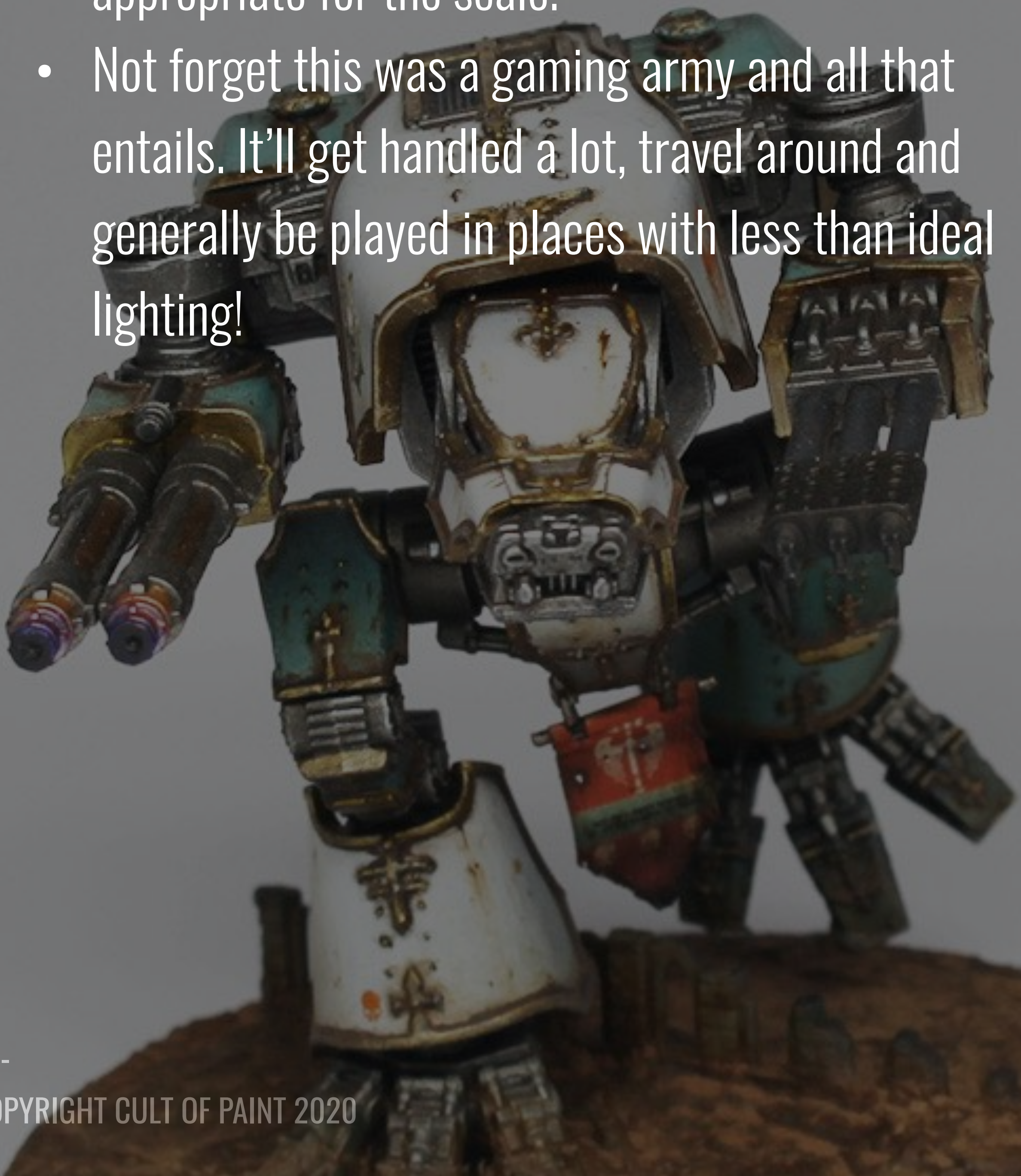
LEGIO KRYTOS

BY
HENRY STEELE

“God Breakers”

I had a few key areas I wished to focus on for this project:

- Create something that evoked the same feeling I got from looking at the wonderful colour plates from the source books.
- Refine my battle damage painting, making it look appropriate for the scale.
- Not forget this was a gaming army and all that entails. It'll get handled a lot, travel around and generally be played in places with less than ideal lighting!



Time is always a factor in projects and for me I find I lose enthusiasm fairly quickly if I don't see some positive results early on. If that project involves multiple models then I need to work out how to make sure there are plenty of rewarding moments along the way.

To this end I chose to do my Warhounds as a batch and then worked on the other engines individually. I also broke down the painting into some nice defined blocks.



P A I N T L I S T

CITADEL/GAMES WORKSHOP

- Chaos Black Spray
- AIR Sons of Horus Green
- AIR Lupercal Green
- Leadbelcher
- Skavenblight Dinge
- Wild Rider Red

VALLEJO MODEL COLOR

- White 70.951
- Black 70.950
- White 70.951
- Pale Blue 70.906
- Dark Grey 70.994

VALLEJO MODEL AIR

- Steel 71.065

VALLEJO PANZER ACES

- Dark Rust 302

VALLEJO METAL COLOUR SERIES

- Gunmetal Grey 77.720

WINSOR 7 NEWTON

- Sansodor Thinner
- Artists Oil Colour Titanium White
- Artists Oil Colour Payne's Grey

ABTEILUNG 502

- Ghost Grey

TAMIYA

- Thinner X20a
- Flat White XF2
- Flat Black XF1
- Flat Earth XF52
- Light Grey XF80
- Clear Red X27

SCALE 75

- Decayed Metal
- Elven Gold
- Old Copper
- Pure Copper
- Black Metal
- Intense Blue
- Amber Alchemy
- Victorian Brass
- Moonstone Alchemy



I prime everything black. I find GW Chaos Black a very reliable primer. Wherever possible I leave the armour panels on sprue for initial painting. Luckily the kits are designed in such a way that access is only an issue for a handful of them.



I use the colour plates as inspiration for a lot of work and in this case they helped me to get a pretty good idea of what panels would be what colour. The two main colours for Krytos are green and white. White can be very striking so I wanted to only use this deliberately.



The preshade was kept simple. I will bring contrast into the model in small steps as we go along. Something I've tried to keep in mind throughout this project is that these are not "normal" 28mm models. If I paint them the same way then they will look like big robots, not enormous god engines. So from the very start I made some tweaks to my usual processes.

For the green I've preshaded directly over the primer with Flat White, thinned approx. 4:1 thinner to paint. I use Tamiya X20a thinner when working with their paints.

I've deliberately just let the shapes of the panels determine the general highlights as if lit from above. On a larger scale model I would pay a lot more attention to directional light sources and stronger contrast. This also saves time!



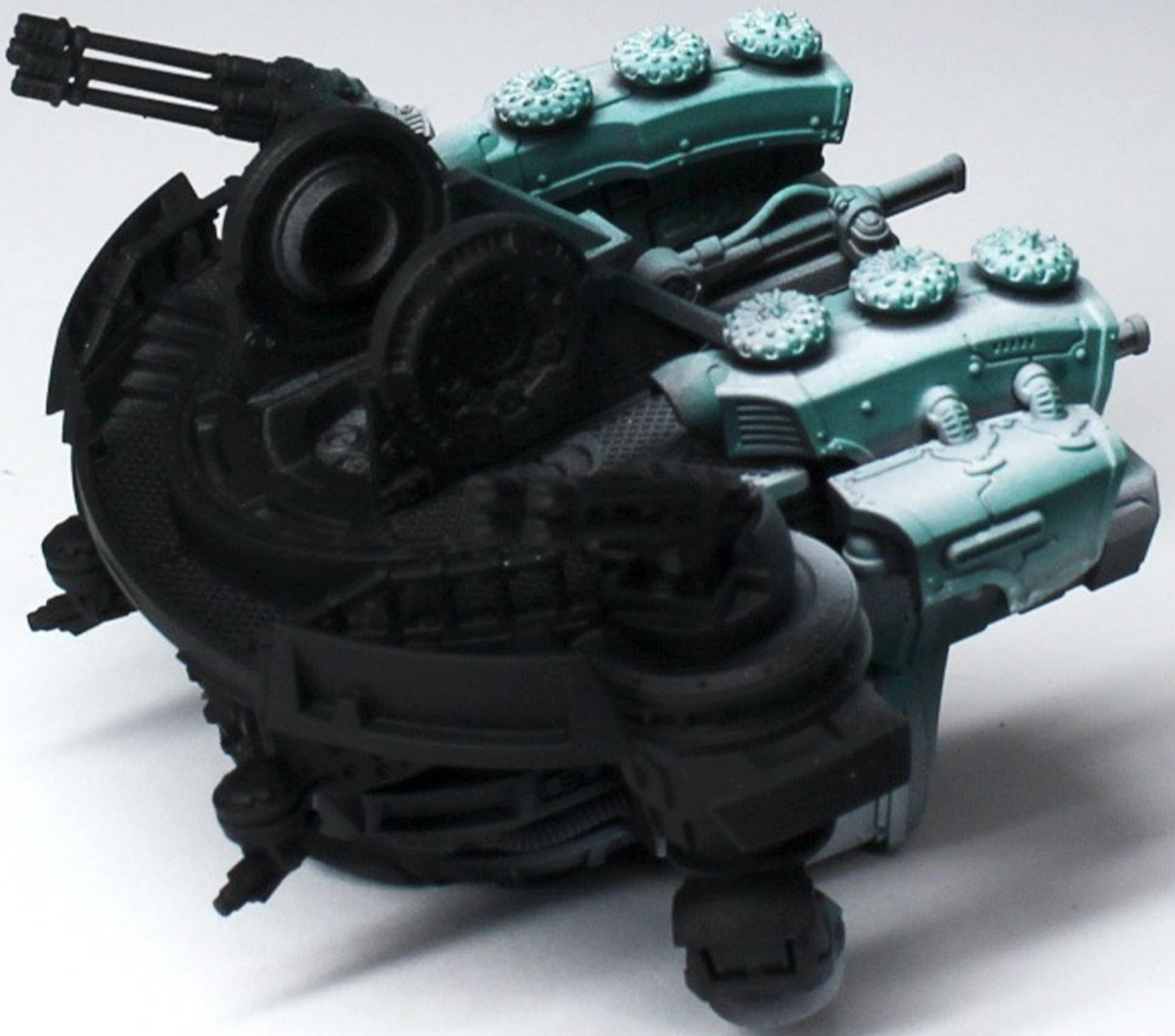


For the white I've covered the panel with Tamiya Light Grey and then highlighted up with Tamiya Flat White.





It was really important for me to get the green right. It's the main colour for Krytos and what people should hopefully immediately identify them by. I found the two Citadel Air paints - Sons of Horus (SOH) Green and Lupercal Green provided a nice starting point that I could manipulate further with some oil paints. To be honest I do not enjoy using these particular air paints but they were the right colour so I persevered on this fairly small project.



STEP 1:

I hit the shadows with Lupercal Green, thinned approx. 2:1 thinner to paint. I'm currently using Life Colour thinner but I just get whatever is in stock at my local store.



STEP 2:

I use further diluted SoH Green over the highlights and allow some overspray to create a smooth blend between the two colours.



There really is no better tool than the airbrush for achieving nice smooth transitions across a large flat surface.





I've done a few striped panels. For these I painted the whole panel as if it were going to be white and then just masked off and sprayed it with the two greens. I like Tamiya tape for widths smaller than a cm or so.





I give all the panels a couple of light coats of Vallejo Polyurethane Gloss varnish. This is in preparation for the next stages as I'd like the surfaces a little smoother. It's not to protect the paint or anything. I give an extra couple of coats to the panels I'm going to apply decals too.

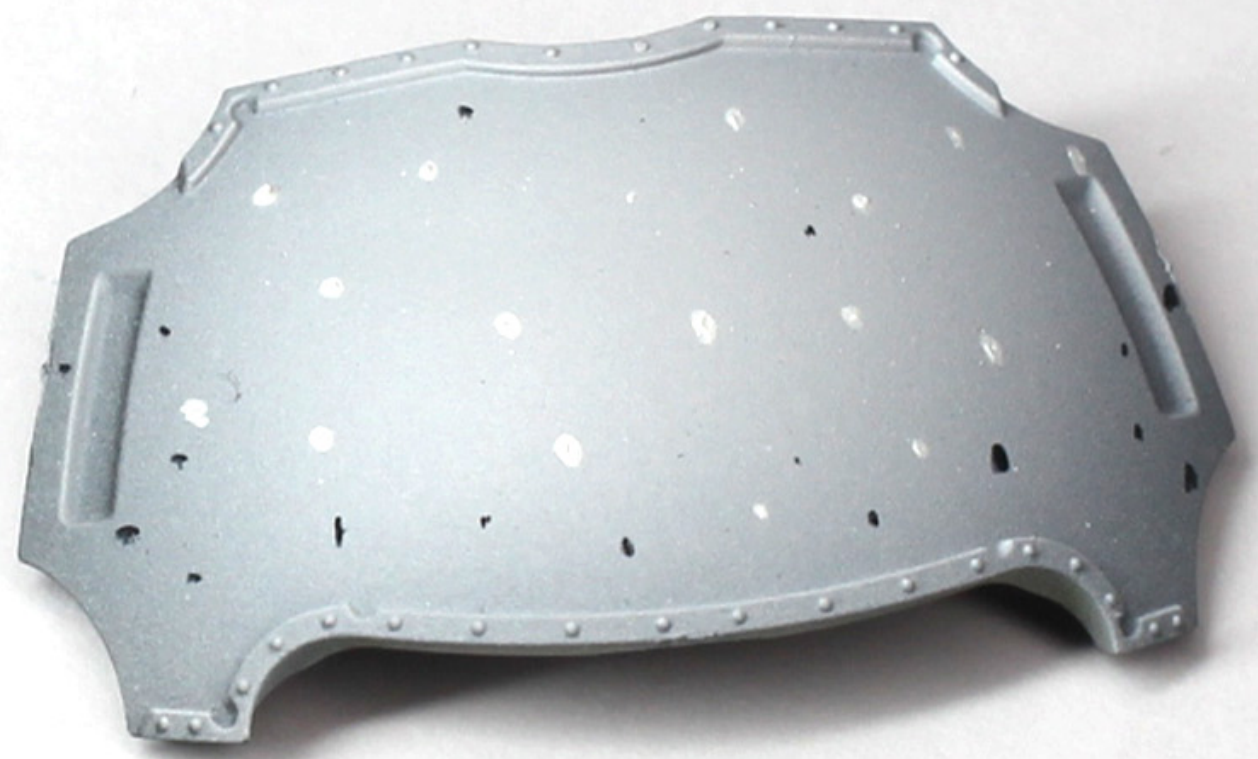
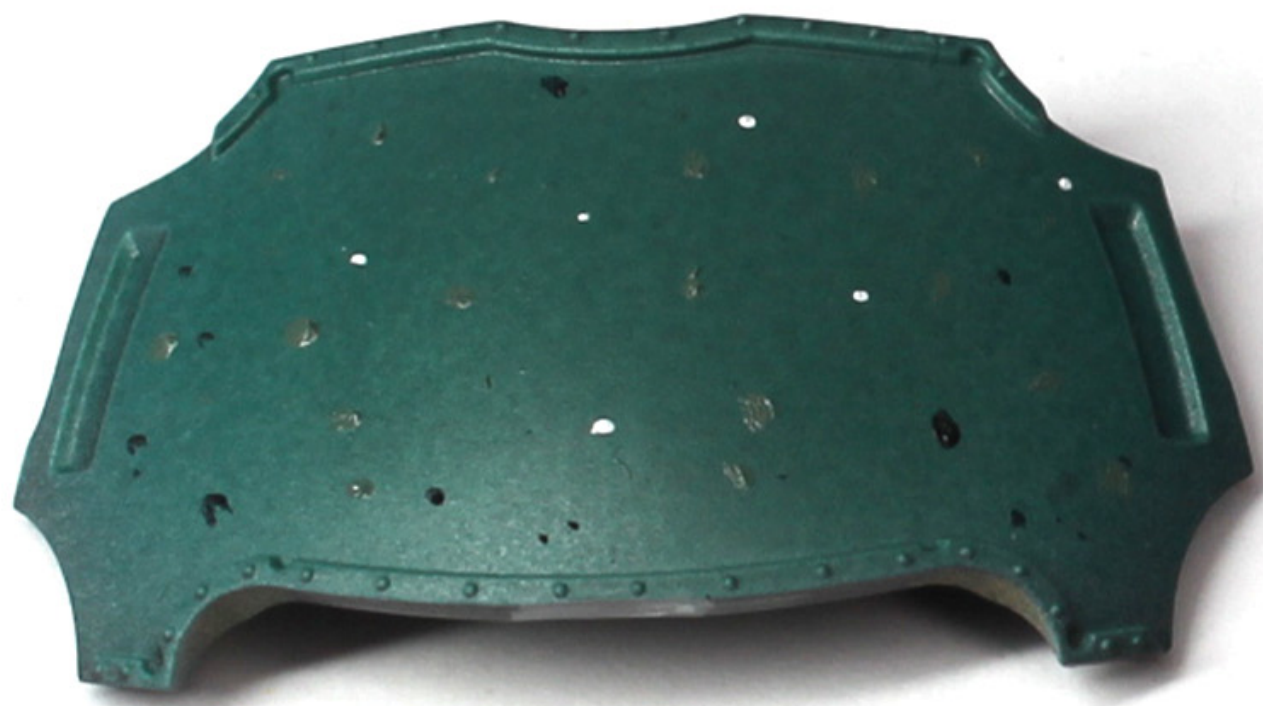
It's important the decals are applied at this stage as I really want them to blend into the surfaces.



I'm going to use oil paint to bring some interest into the armour panel colours.

For the green I use Ghost Grey, White and Payne's Grey. For the white just leave out the Ghost Grey





STEP 1:

I apply small dots of neat oil paint all over the panels. Lighter colours have much stronger coverage so bare this in mind. You'll notice I put a few more light dots in areas of highlight and dark dots in areas of shadow. This is to further enhance them.



N.B.

It's important for this next step that your brush isn't too wet with the Sansodor thinner. The brushstroke on the left is the brush dipped in and brushed straight on. The brushstroke on the right it is dried off sufficiently on a piece of paper. This is how wet you want it for the following steps, just a little damp.



I use Winsor & Newton Sansodor to thin my oils and enamels. It's a highly refined, odourless solvent thinner. Other companies do similar products so if you struggle to get this then leave a comment with what you have available and I'll help you pick the best.

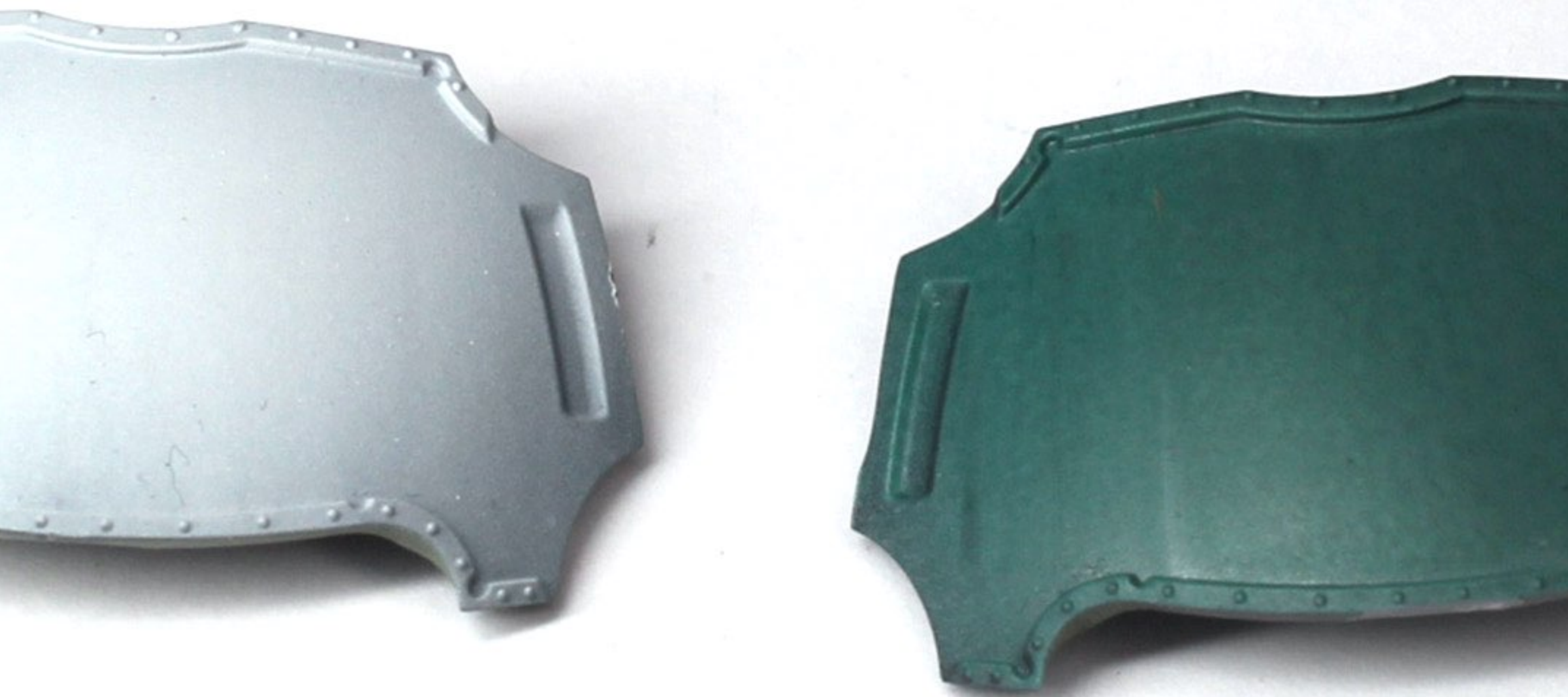


STEP 2:

With the damp brush I gently brush up and down on the panel. This will start to blend the dots into each other. You aren't trying to erase them so take your time. If you do go too heavy and remove them don't worry, let the surface dry and reapply. Oils are the best!!!



Once dry you can see how the panels are starting to look more weather beaten and interesting already.



Now I want to add a little more texture by flicking on some dilute oil paint. I effectively want to create lots of tiny, random chips. I tried using a sponge for this as I would on a larger scaled model but it didn't give the right effect for this scale.



Have a play on some paper until you get the hang of it. I did not the first time I tried and whilst cleaning it off the surface I removed the previous oil work :(



For the white panels I just use white. For the greens I use a mix of white and ghost grey.



You'll have very little thinner on the surface so it should dry pretty quickly. You can always hurry it up with a hairdryer. Once oil paint is dry it is very robust.



I like to leave enamel washes to dry naturally as I find the hairdryer moves them around too much and can result in a chalky finish.

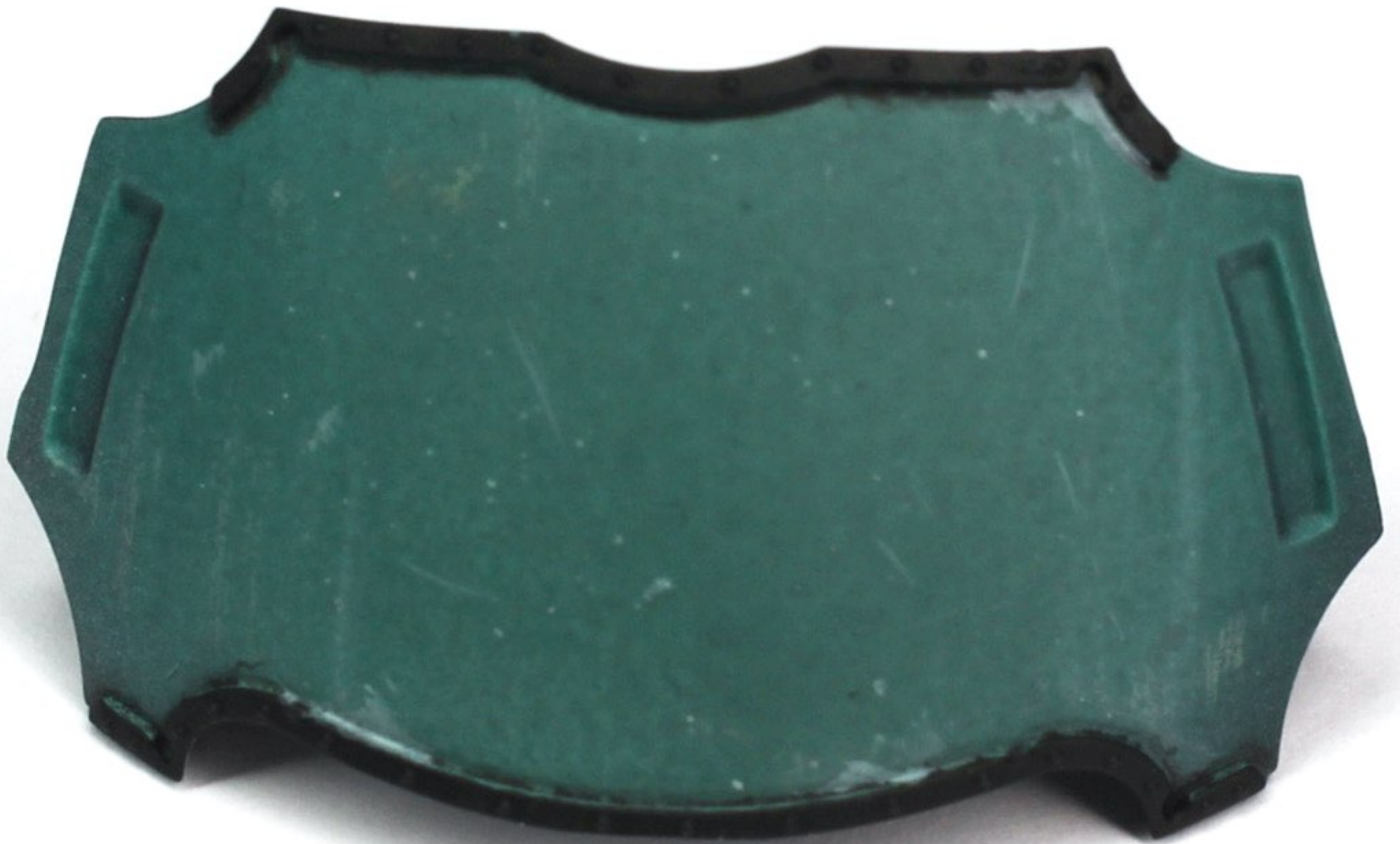
Besides this is a nice stopping point with all the previous steps being easily achievable in a hobby session.



I basecoat all the trim with VMC Black. Try to be as neat as possible but if you do get any black on the armour then you can use the end of the next stage to easily cover it up.



We're going to switch to acrylic paints now. You are going to want a fine detail brush for this next stage. One issue I found was the paint drying/running out too quickly on the brush as I was applying a lot of chips, so going back to the palette was a pain. I added a little drop of glaze medium to the paint and this helped a bunch.



STEP 1:

I add small chips and scratches with a dilute mix of SoH Green and VMC Pale Blue. (VMC White for the white panels)



STEP 2:

With a less dilute mix I apply chips that are more opaque. I use the dots created earlier as a guide but also add to them and some areas around the trim. I made sure that those panels lower down the titan and those most likely to be targeted have received more chipping. This is a principle I'm going to apply to all the weathering and battle damage processes.



STEP 3:

I take Panzer Aces Dark Rust and add more chips. I cover the majority of the previous ones, creating some nicely highlighted chips, but I still leave some the light colour to represent shallower, fresher damage.



I've also applied a lot of this around the areas where the trim meets the panels. This is where we can do any clean up work!

All the panels now get their final coat of varnish. I used a 4:1 mix of Matte:Gloss thinned 1:1 applied via the airbrush.



Earlier I spoke about wanting this project to maintain a good pace. This meant that there were some areas I would complete very simply as they weren't as impactful. The skeleton was one of these. Where possible I used the airbrush to apply MCS Gunmetal Grey, using a hairy brush to touch up where I couldn't reach.



Next I dry brush all over with GW Leadbelcher. I know, I know, it's as exciting writing this step as it is doing it!



Finally a wash all over. I've used a mixture that I've had for many years. Scale modellers were an inventive and resourceful bunch and if you've read the Forge World Masterclass books 1&2 you may have come across this. You take an acrylic floor polish (back then it was Pledge or Future Floor polish) and add various colours of ink to it. The floor polish is just a really thin acrylic gloss medium. Nowadays you can buy gloss washes such as GW Agrax Earthshade Gloss and these work just as well. The reason for the gloss is to stop staining the surfaces and just shade the recesses.



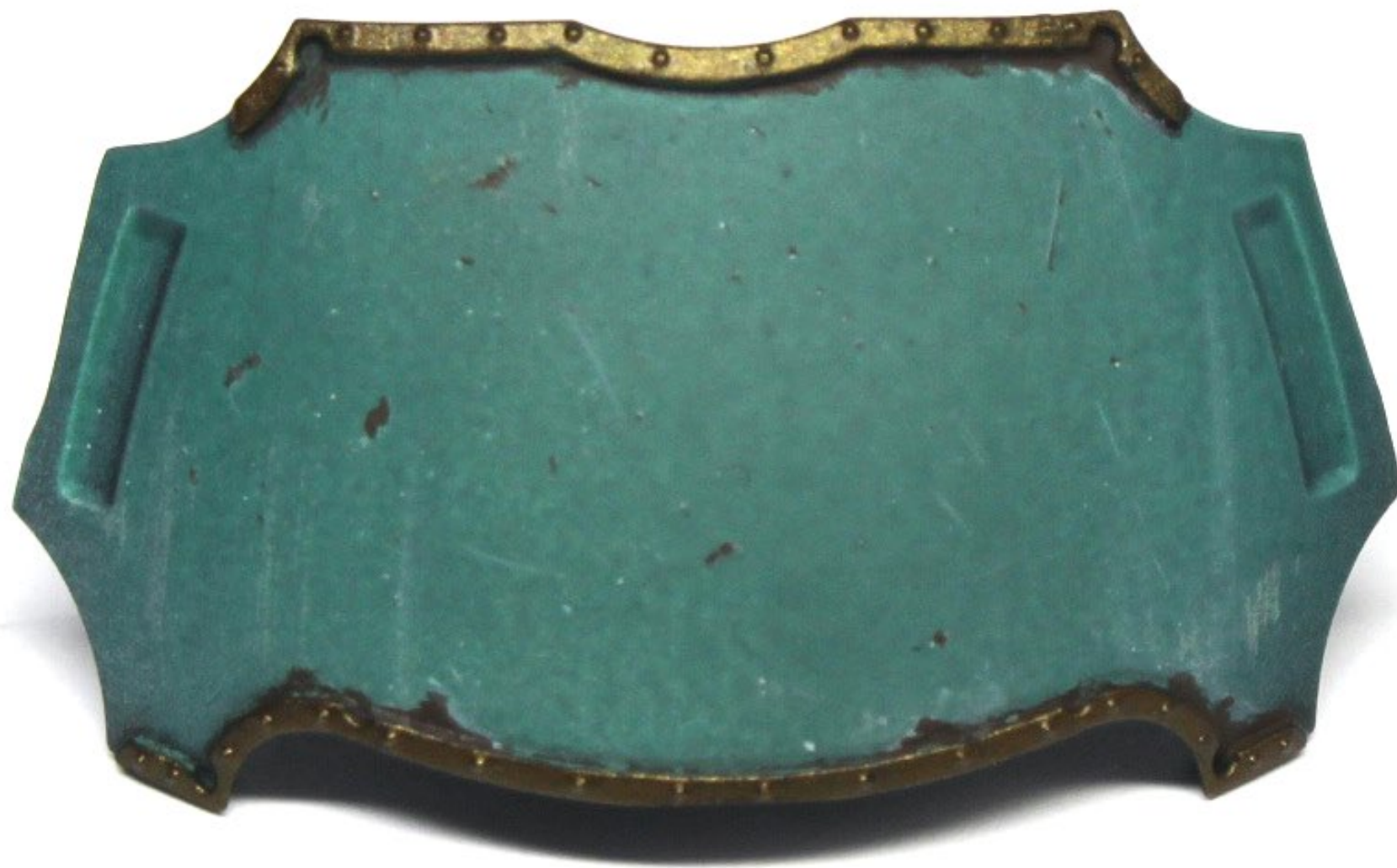
If you do want to make up a big batch then try this recipe:

- 150ml floor polish
- 3 drops Sepia, Yellow, Purple ink
- 6 drops brown ink

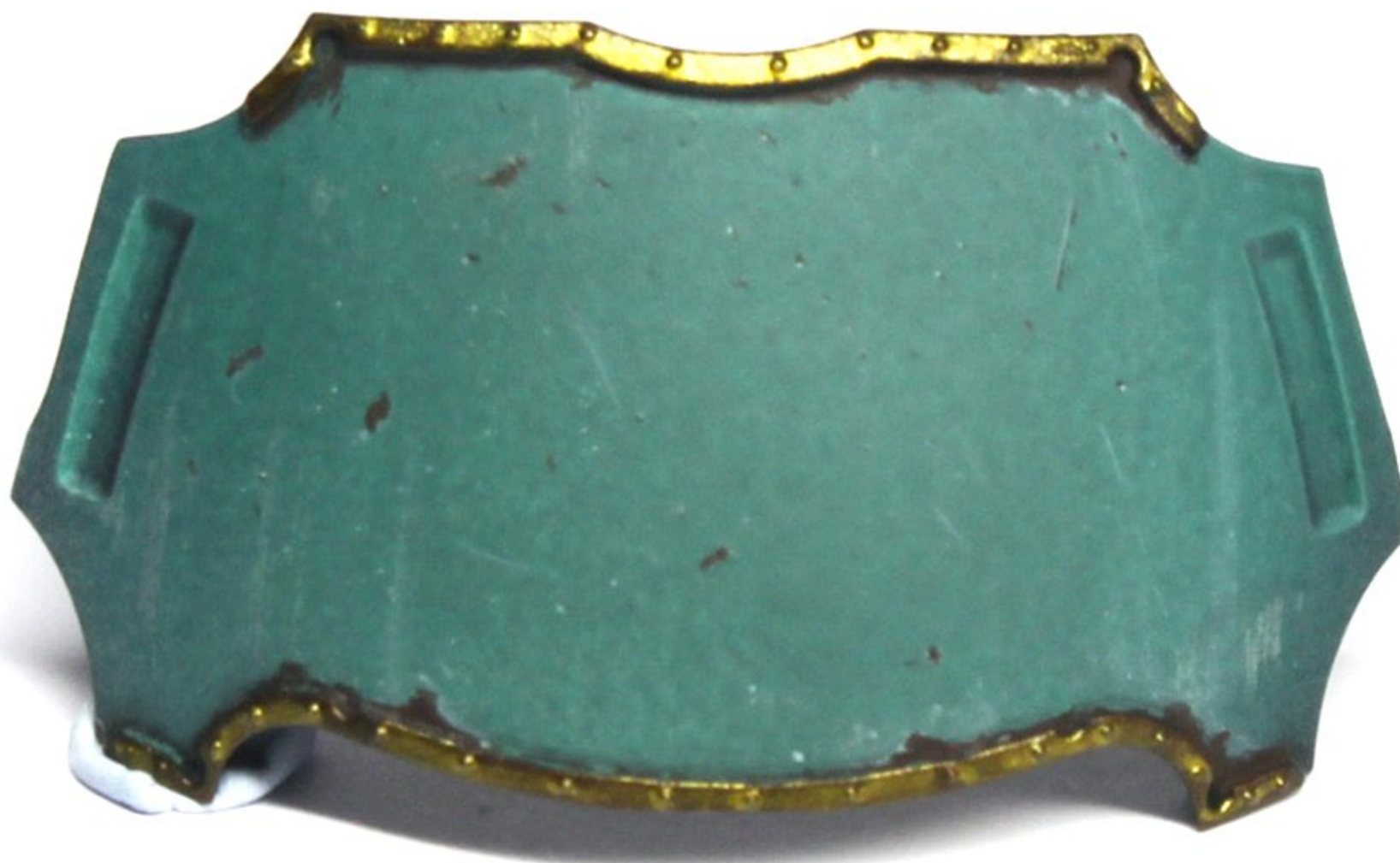
But to be honest just play around until you get a colour like this.

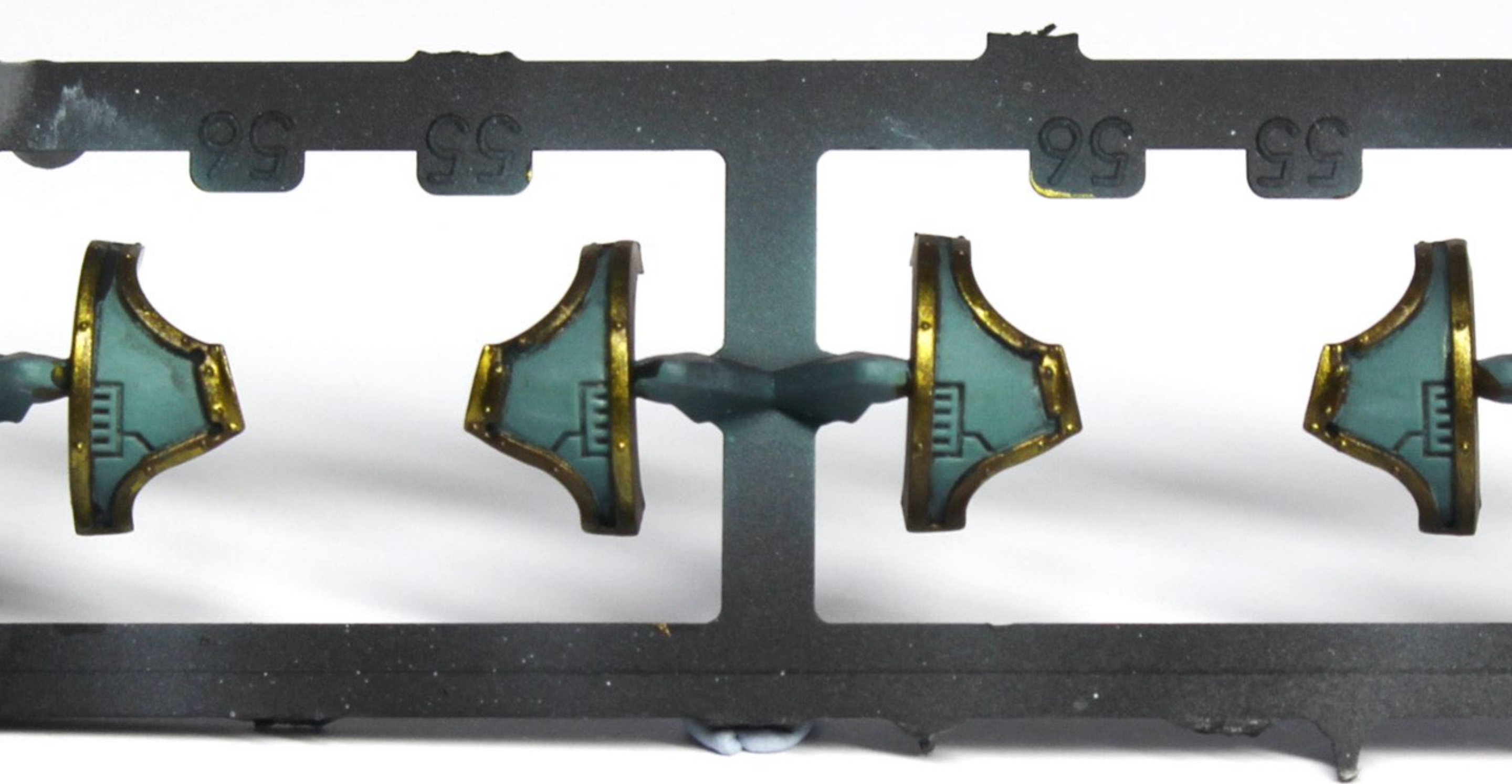
This seems a decent point to finish part one. I hope you've enjoyed it and are looking forward to the next part where we begin detailing and really bring the model to life. Starting with the trim.....





Trim is an absolute killer on Titanicus models but thankfully we've already done the hard work. Now it's just trying to stay in the lines!! I start with a coat of S75 Decayed Metal followed with a highlight of S75 Elven Gold.





If there's a significant change in direction on the panel then I'll leave the Decayed Metal showing as shadow. These are lovely metallics to work with, and although the tone isn't what I'm after they give me a nice place to work from.





At this point in the process I can start doing some assembly, as well as being efficient it's also a nice little enthusiasm boost as you start to see the model come together. I want to tone down the gold as well as bring some more dirt and definition to the panels and metal work. So it's back to oils.

*Although the base has had some work done on it I've compiled the base tutorial as one piece later in this article. This was simply to try and help it read better. I completed up to the Skavenblight base coat in this picture.



I create a thin wash with Burnt Umber and Sansodor and apply this liberally to all the gold. It will tone it down nicely. I also pin wash a lot of the panels and skeleton to add some more dirt and grime.





Don't worry if you get any oil on the base as we'll be doing a bunch more steps to it later.



At this step also take some slightly less dilute burnt umber (but thicker than when we did the flicked scratches earlier) and flick a little onto some of the panels to create another layer of chipping and corrosion.



As the mixture is thinner you'll notice the dots diffuse out a little giving a nice effect. Neither of these new oil stages should react with our earlier oil work provided it is dried.

06 - 2020

WURMSPAT

THE
BASE

FERO NOBILIS



STEP 1:

A liberal coating of Vallejo Thick mud, applied with a wooden coffee stirrer.





STEP 2:

I sprinkle over some very fine sand (chinchilla sand in this case). I also press the model onto the base to mark its spot. The thick mud is very sticky and acts as an adhesive to anything you put on it so there was no need for any glue at this stage.



STEP 3:

Once the base is dry I remove the excess sand with a stiff brush.

I'm not worried about any of the mud getting onto the model's feet as I'll be applying more later to blend it in. If it was a concern then you can pop some cling film (serran wrap) underneath to protect it.



STEP 4:

I've glued the titan in place now and need to build up some more mud around the feet so that he doesn't look like he's floating along. I like this as it gives a sense of weight to the titan.



STEP 5:

The whole base gets a coat of Skavenblight Dingee with an old large brush.



STEP 6:

I take a 50/50 mix of Tamiya Light Grey and Flat Earth then thin it 4:1 thinner to paint. I spray this onto the base at a very shallow angle, it will highlight the base (minimal impact on this base) and add a dusty finish to the lower portions of the titan.



Keep this mix thin and build up the layers, otherwise you'll just spray your titan grey....



STEP 7:

Apply small dots of neat oil onto the base. In decreasing amounts I used:

- Burnt Umber
- Raw Sienna
- Burnt Sienna
- Ghost Grey



STEP 8:

With a large brush, wet with Sansodor thinner I mix the oils together on the base.



Once it's dried you can see we have quite an interesting mix of colours and tones on the base. I like this as a starting point for a lot of different bases. The Ghost Grey was in there just to help tie the base and model together.



I'm going to use pigments next. In my opinion these aren't the best for basing gaming armies with as you can never truly fix them in place. They do give a great finish though and with this army likely to comprise of about 5 models a game I was willing to deal with the inevitable touch ups and spilled pigment.

You get what you pay for with pigments, I've had these Vallejo ones for years.



STEP 9:

I sprinkle on a little pigment in decreasing amounts as follows:

- Light Sienna
- Burnt Umber
- Dark Yellow Ochre
- Dark Red Ochre



STEP 10:

With a large, dry brush I work the pigments into the base and mix them together.



STEP 11:

I apply drops of Sansodor all over the base to help fix the pigments in place.



Here the Sansodor has dried. The pigments are by no means solid but provided you don't smudge them they are fine for gaming. I'm working on a heresy project at the moment and I'm having a real dilemma as to whether to use pigments for those bases due to the amount of handling they'll get. (I've tried pigment fixer and found it to be no more effective than isopropyl or Sansodor).

We're getting towards the detailing stage now and I like to have the model in as few pieces as possible. Inevitably I've rubbed off paint where I've been holding the model to paint so want to avoid that from now on and touch up any areas that need it.



I add some streaks using burnt umber and burnt sienna oil paint. Check out the video for some tips. On the whole I've used previous chips that I've painted on as the point of damage to draw the streaks from.



They stand out a lot on the white armour panels so I am as accurate as possible. If you mess it up you can very gently remove the streak with a Q-tip. Again I've made sure to do more of this weathering on the lower portions of the titan and those areas that would receive a lot of incoming fire.



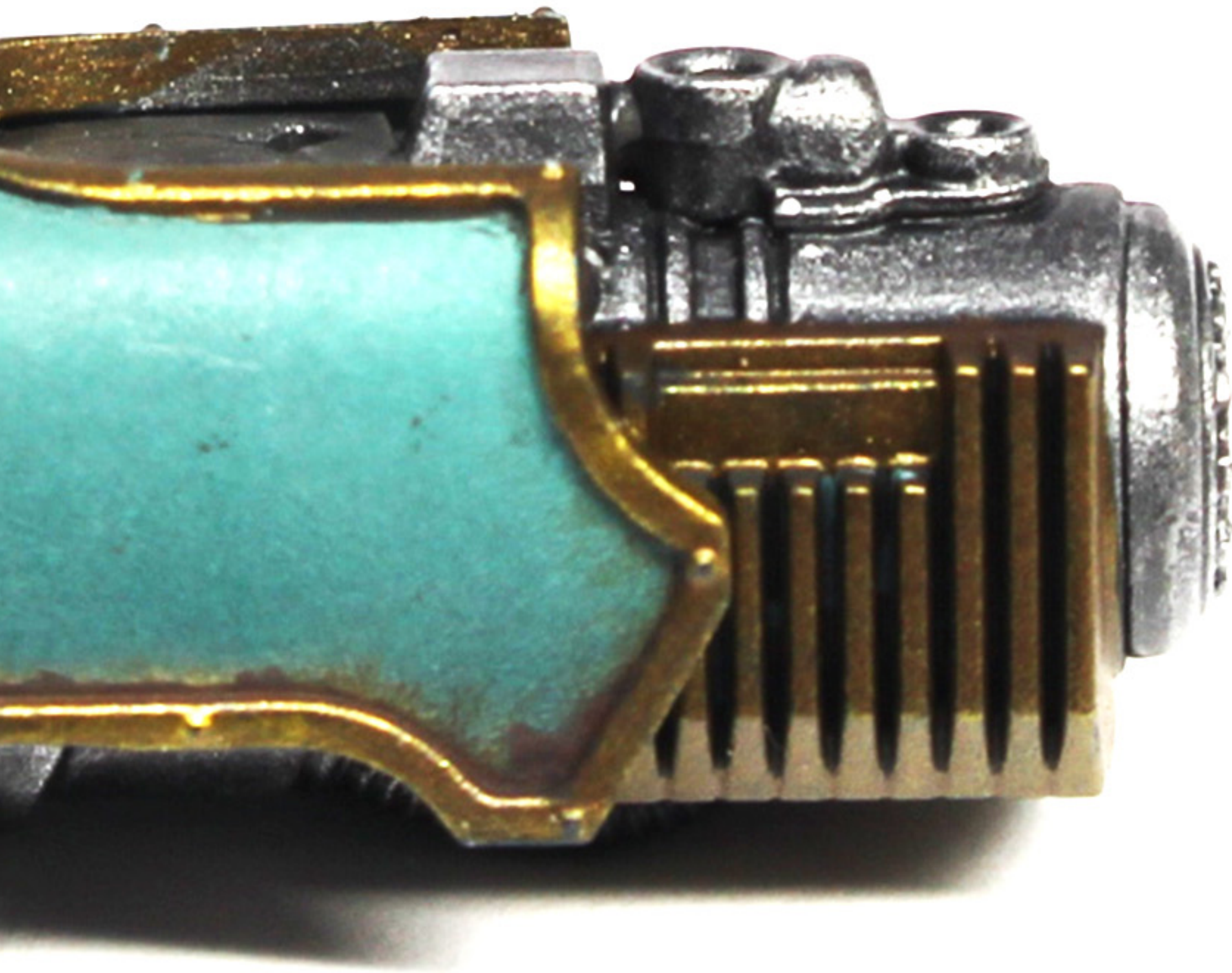
I normally enjoy painting lenses but it would be very fiddly on the titan heads and therefore quite time consuming. I've seen scale modellers use the following method on much larger scaled models but I figured I'd give it a bash on these anyway.

STEP 1: Paint lenses VMA Steel

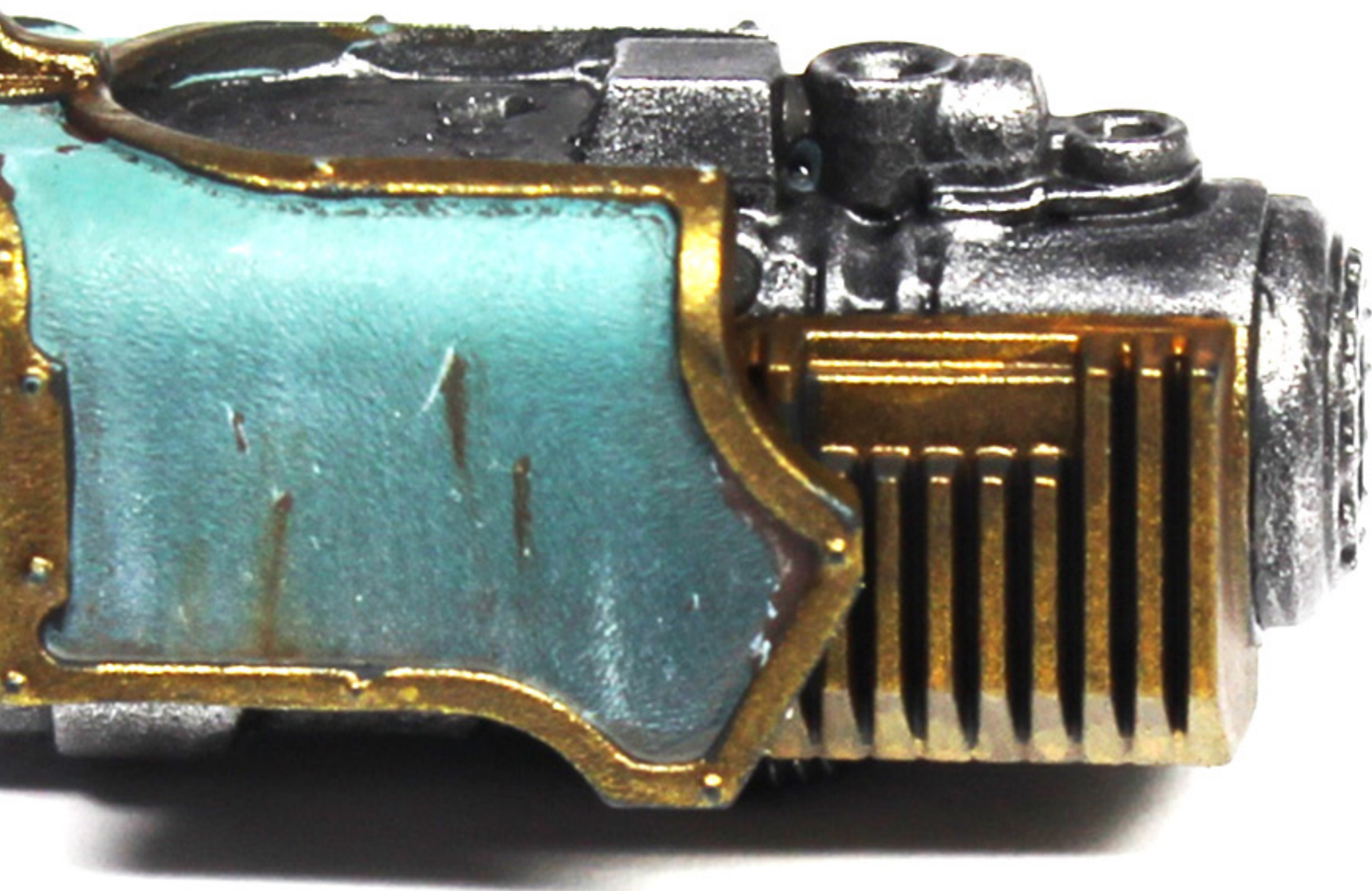
STEP 2: Paint several layers of slightly thinned Tamiya Clear Red over the top

I was pleasantly surprised how well they fitted in with the overall look of the titan. And super quick to do!!!

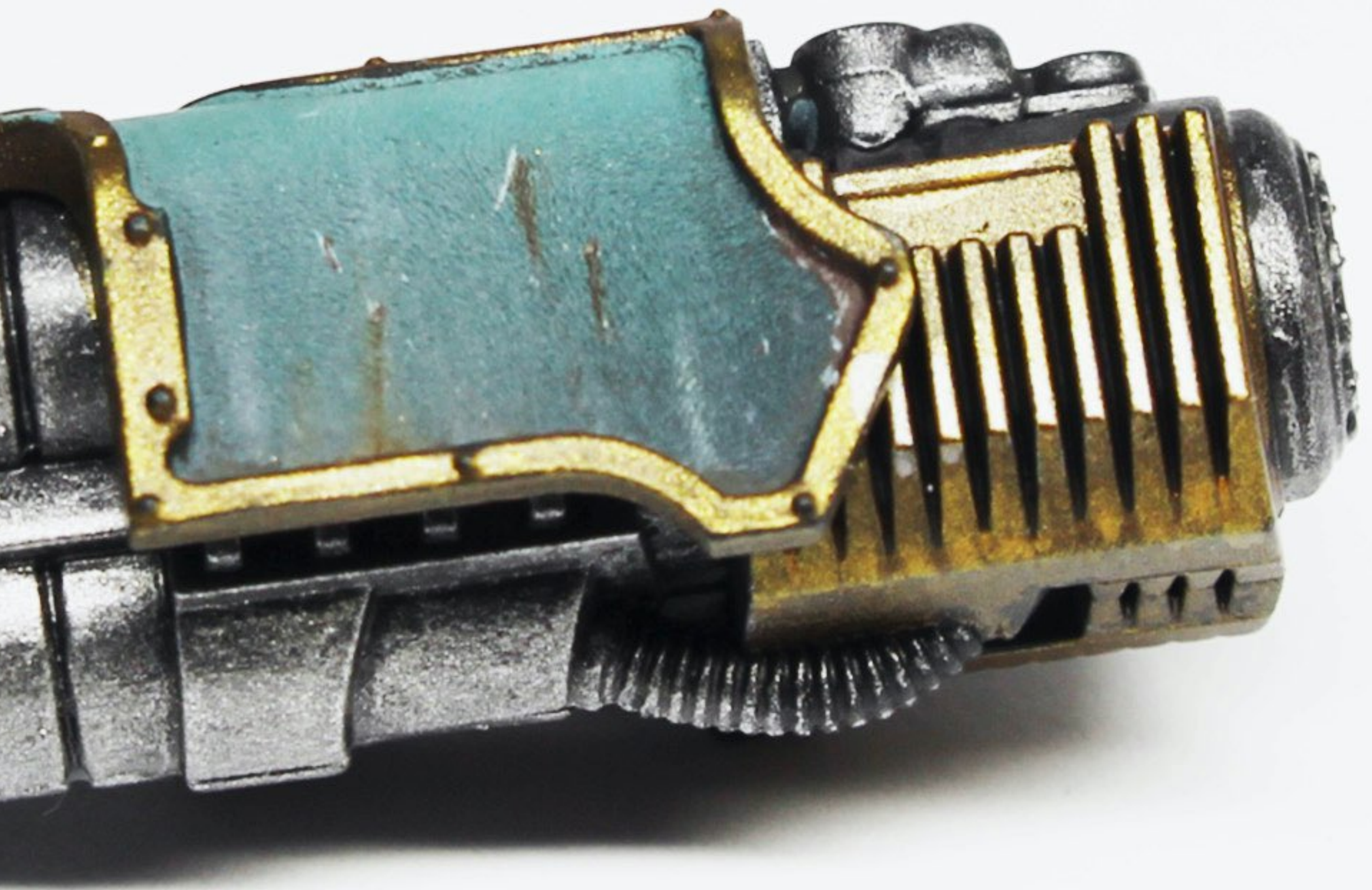




I like models with a very limited colour palette and really enjoy adding extra colour into them by playing with different metals. I couldn't resist a little bit of playing around at this stage. For any areas that looked like weird energy cell things I base coated them Decayed Metal.



Applied a first highlight with S75 Victorian Brass



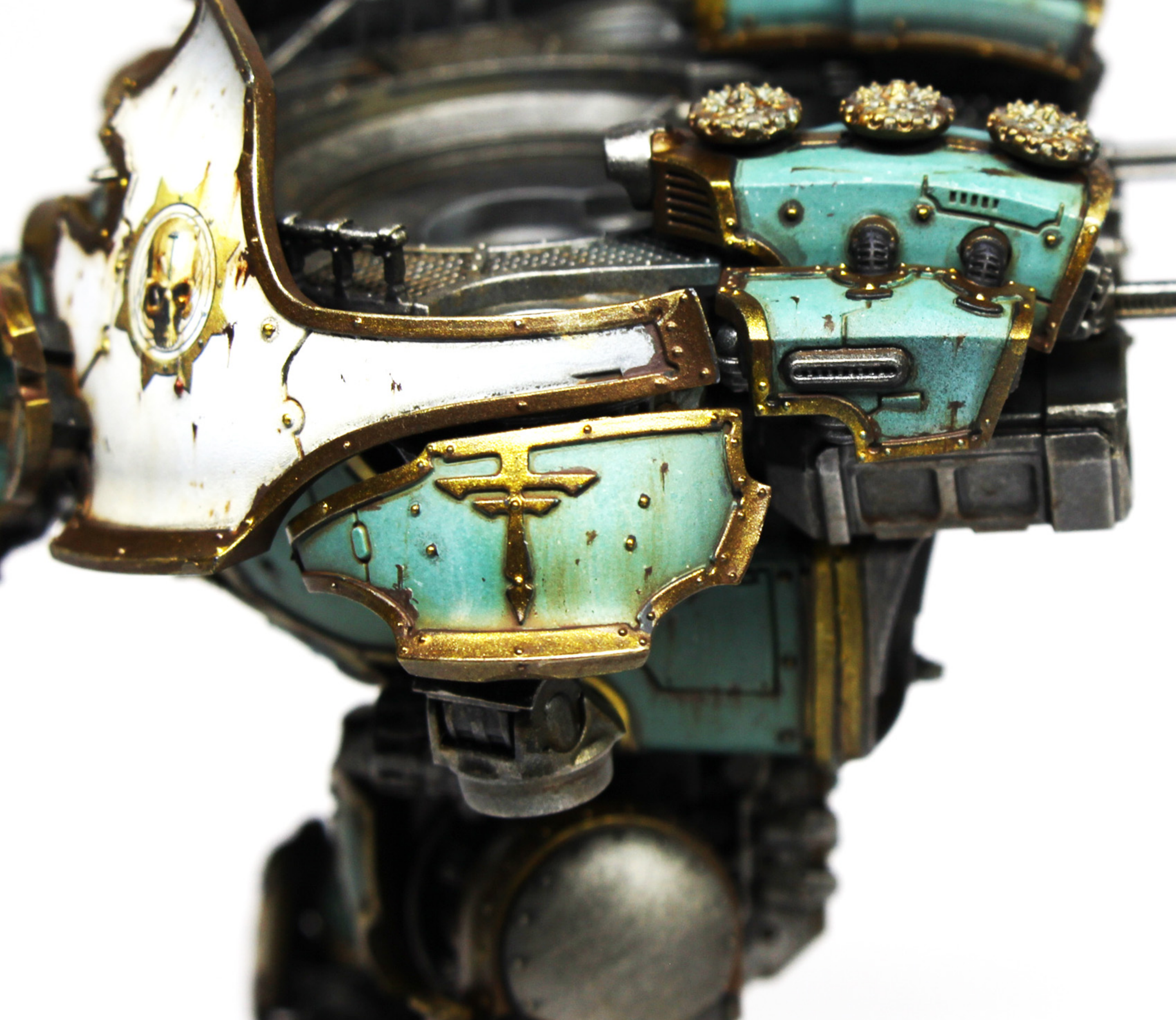
And a final highlight with S75 Moonstone Alchemy. Metallics are pretty tricky to photograph up close like this so I've dropped the exposure to help show it. I'm going to do a separate set of video tutorials on weapon effects such as heatbloom, scorching etc.



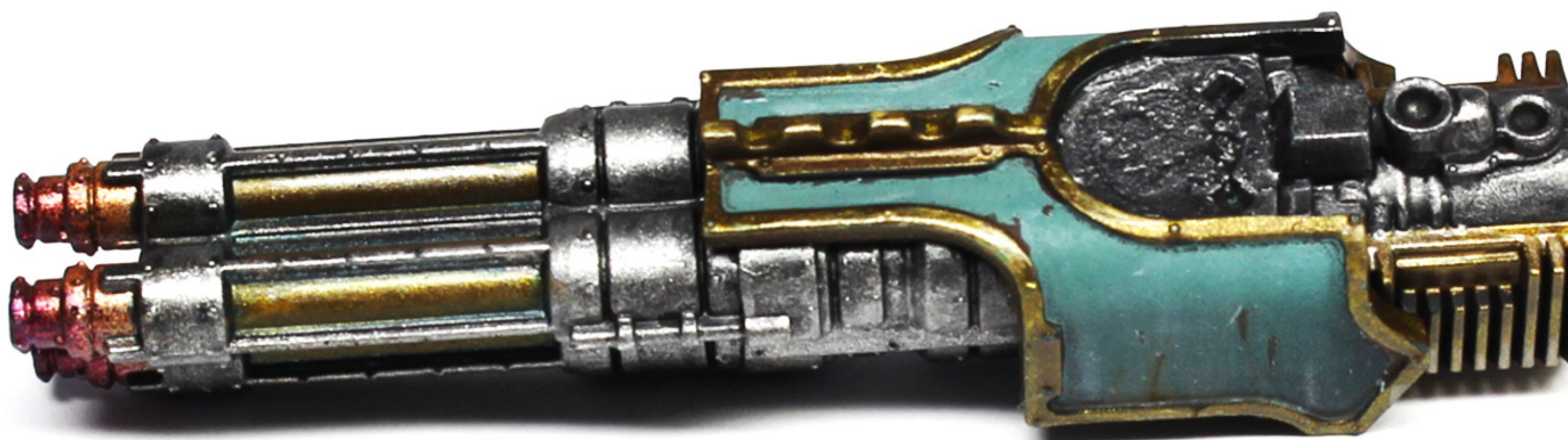
On any really obvious pistons I've given them a coat of VMA Steel.



Now I really want the model in as few pieces as possible. It's time to touch up any paint I've rubbed off and apply final highlights to both the gold and silver.

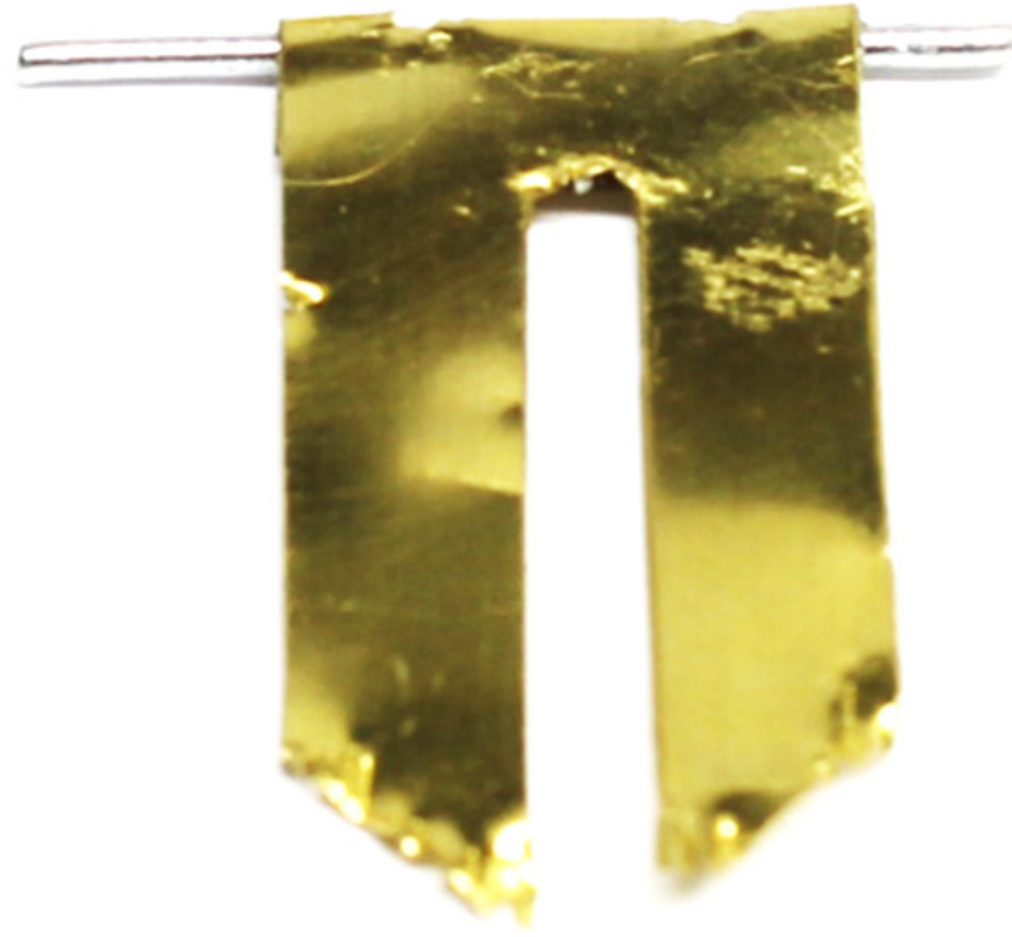


I mentioned earlier that I didn't overly like the Elven Gold colour. This is because it was a lot more yellow than the gold in the colour plates. The oil wash remedied this a little but what really helps is brushing on some S75 Amber Alchemy on the significant highlights. It has pretty awful coverage so the Elven Gold underneath is a big help. I tried Amber on its own and no joy.



It's pretty obvious in this picture. It's really got rid of a lot of that yellow I didn't like.

I also apply a few highlights by brush to the silvers with VMA Steel to any areas I'd like to draw attention to. For instance around the head.



I took some measurements off the colour plates and transferred them to the model. Most of the banners seem to be the length of the shin armour.

With a sharp hobby knife I cut the design out leaving a little extra at the top to create some tabs. I bent these over a paperclip to create a cross pole.



On some banners I've used a little 1.5mm x 2mm brass chain. Just run some thin superglue down it and it locks in place pretty quick.



I was dreading trying to get the red correct but this was a great way of adding that third colour onto the titan.

I got really lucky and found that thinned Wild Rider Red over a white preshade was a damn close colour match!! After that it was decals as normal then some oils to weather.





To secure it I found some plastic chains in the GW Flagellant kit that seemed a good size. Again in hindsight I should have waited for the brass chain to arrive and constructed them out of this. I wanted the force to match though so kept on using them.



At this point the model was done. After looking it over I added a little very dilute Flat Black via the airbrush to any exhaust ports.



Quite a few years ago I was in a pub following a day at Salute, a big trade show in the UK. A bunch of us who knew each other from a podcast group were having a few shandies and comparing all the swag we'd picked up. I got chatting with a chap named Keith and we were talking about our dream hobby jobs. I said mine was to help teach people to paint models. His was to use his design skills to produce 3d printed bases and terrain.

So forgive a little indulgence but it's pretty rad to be finishing this tutorial off with how I used the nameplates from VersatileTerrain to give my titans a little something extra!



They are very easy to work with and come in a ridiculous array of fonts. Just snip them off the sprue and clean up with a hobby knife.



I airbrushed a base coat of 50/50 S75 Decayed Metal and Old Copper.
Followed by a 4:1 mix of S75 Black Metal and Intense Blue to the sides.





Then a highlight of 50/50 S75 Old Copper and Pure Copper.

Then I brush painted the text in Pure Copper.



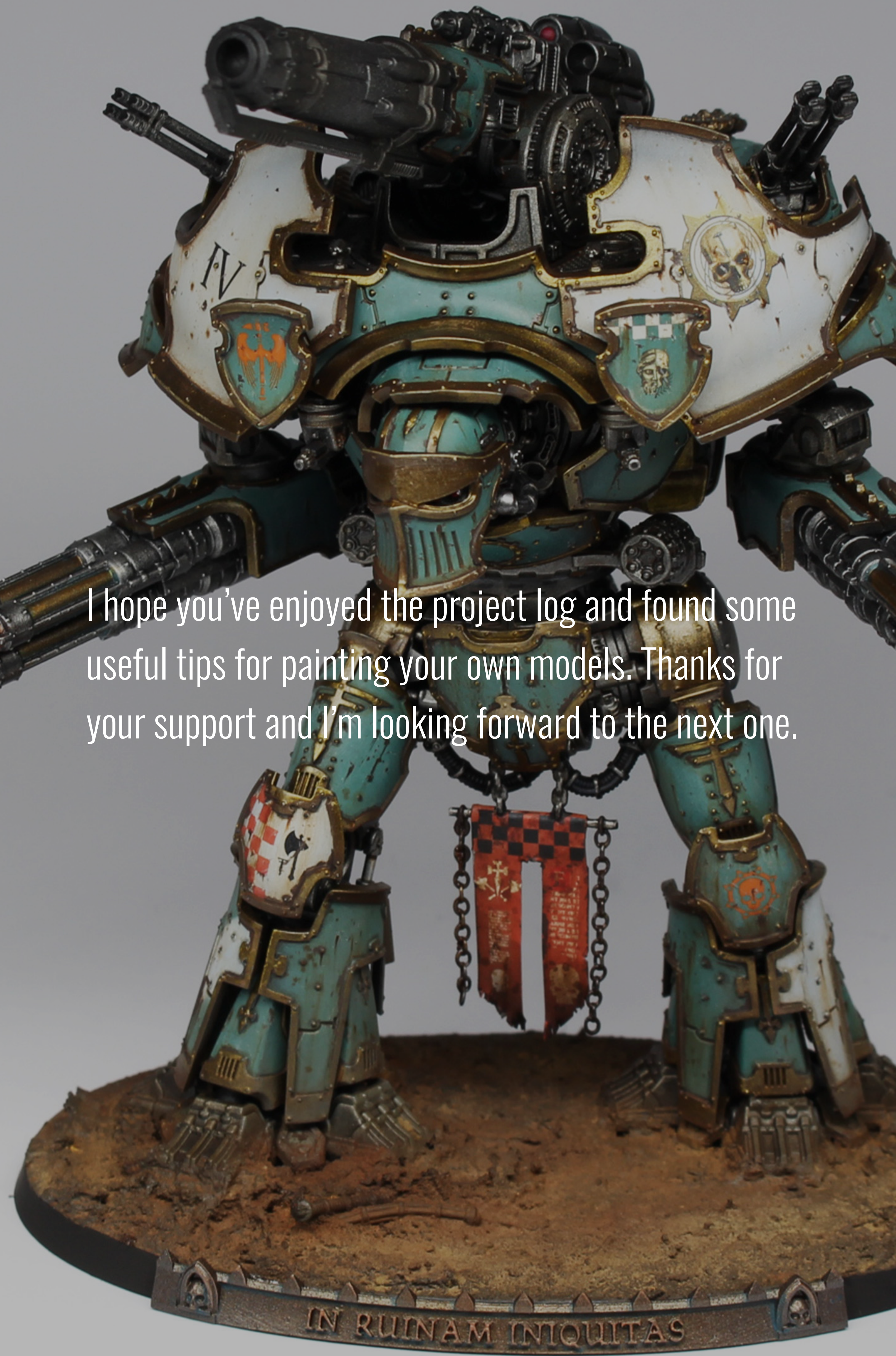


Finally I painted in some thinned turquoise paint (in this case Hawk Turquoise but any is fine!). So again the plate was painted a little differently but still using very similar colours to the rest of the model.

IN CONCLUSION

So the project is complete. It was an interesting one for me. Deciding where to cut corners was challenging and there are several things I'd do differently such as the banner. For a showcase model I would do everything the same to the armour panels and simply up the level of refinement across the model to match them.

Was it a success? They're unlikely to win any painting awards, but do they give me the feeling of looking at the colour plates whilst I play a game with them? Yes. Did I achieve the level of "realism" I wanted with the battle damage? Yes. And do I have a cool looking army to play more of this awesome game with? Oh yes!



I hope you've enjoyed the project log and found some useful tips for painting your own models. Thanks for your support and I'm looking forward to the next one.