



HOW TO PAINT WWII WINTER GERMANS

1-48 TACTIC (BAUEDA MINIATURES)

COLOR CHART

SKIN

- Shade:** Beige Brown 875 (Vallejo)
- Base:** Dwarf Skin 041 (Vallejo Game Color)
- Light:** Dwarf skin + white

M1935 GREATCOAT IN FIELD GREY

- Shade:** SW38 (Scale Color) + black
- Base:** SW38 Field Grey 1 (Scale Color)
- Light:** SW38 white

WHITE TROUSERS

- Shade:** German Cam. Beige WWII 821 (Vallejo)
- Base:** Mojave white SC-2 (Scale Color)
- Light:** Ivory 918 (Vallejo)

HELMET

- Shade:** Black Grey 862 (Vallejo)
- Whitewash effect:** washable white camo AMIG-0024 (AMMO).

SPLINTER

- Pale brown base:** Dark Earth SW-033, Pale Earth SW-34 & Green Ochre SW-030 (Scale Color)
- Dark brown spots:** Dark Oxide 302 (Vallejo)
- Green spots:** Ardennes Green SC-45 (Scale Color)
- Rain marks:** Ger. C. Extra Dark Green 896 (Vallejo)

GEAR

- Black leather:** black SC-00 (Scale Color) & Dwarf Skin 041 (Vallejo Game Color)
- Dark brown leather:** Dark Oxide 302, Flat Brown 984 & Orange Brown 981 (Vallejo)
- Metal:** Oily Steel 865 (Vallejo) and Nuln Oil (Citadel)
- Dark green:** Ger. C. Extra Dark Green 896 (Vallejo) + white

PREPARATION

After washing the metal miniature with water and soap, we remove the flashes and mold lines with the help of a modelling knife and files. Pay special attention to this step, since these traces of the casting can ruin the final result (imagine a line mold in the middle of the face!). If the miniature have several parts, like this one, use cyanoacrylate to glue the metal components. We can use modelling putty such as epoxy (i.e. green stuff) to fill any gap between the different parts. There are many different ways of preparing the base. I usually glue the miniature onto a coin and then I use Milliput putty to cover the whole base. With a toothbrush I generate a texture and finally add some small rocks.

Before starting the painting is very important to prime the miniature. The primer is essential because will facilitate the application of the paints and will make it more durable. I normally follow two strategies to prime a miniature: either I use a spray or use the airbrush and specific paints for priming. The idea is to create a thin layer, which does not cover the details of the miniature. I do not like using brushes because we can easily cover by accident some details (we left too much paint on top) or we can leave the traces of the brush strokes. Either way, be sure that the whole miniature is properly cover. On the other hand, typically primers can be found in three colors: white, grey and black (in fact, nowadays we can find any color). The color we use for the primer will determine how bright or dark the colors we put on top will look like. I normally use grey color, since all colors nicely cover the grey and the resulting tone is neutral.

Compare with many other painters, I usually prefer to paint the base now instead of at the end. The most common technique used to paint the base is the dry-brush, which is especially “dirty” and we can accidentally ruin the miniature if by accident we paint on top of it. But if we do it know, we avoid this problem. We can start painting the whole base with a dark brown color, and then apply a dry brush with a lighter brown color. The colors you choose depend on what you want to represent. Just check where you want to place your miniatures and paint the base accordingly. You can also paint the small rocks in a different color, such as grey, to add a little bit of contrast.

SKIN

To paint the skin, we can use different recipes depending on which skin color we want to simulate. If you are not sure, you can just follow my recipe to paint a “neutral” skin color. For this we need two colors: Beige Brown 875 (Vallejo) and Dwarf Skin 041 (Vallejo Game Color). We start painting the face and hands with Beige Brown. This will be the shade. To paint the eyes, first paint a horizontal white line crossed by a black dot or line in the middle. Check carefully how the eyes look like so that the expression looks real. You can repeat this process as many times as you need. Just paint again the white line and try it once more.

Then we mix Beige Brown with Dwarf Skin in the same proportion (1:1 or one drop of each color). Remember that is very important to always thin your paints with water. Always. By doing this, it will be easier to apply the paint and create soft transitions between layers. I usually add one drop of water per drop of paint. Sometimes even more! Play around this until you get familiarized. It is not something you will learn in one day, so be patient. We use this mix to apply the first highlight or base. We use it to start marking the more prominent areas where we are planning to focus the following highlights. For example, in the face these areas would be: the nose, chin, eyebrows and upper part of the cheeks. In the case of the hands, we can focus on the knuckles and finger tips. It is extremely important that you do not cover totally the previous layer! Leave the darker areas painted with the beige color.



Next, we apply the following highlight by using directly Dwarf Skin. We follow the same idea previously explained, but remember to do not cover the previous color. This will create a nice color gradient. You can always thin the paint with a little bit more of water to create more transparent layers, so that you can play with the coverage. I mean, if you use a (very) thinned paint, you can apply several layers one on top of the other until you get the intensity or opacity you like in a given area. This is known as “glazing”. Finally, we apply the last highlight with a mix of Dwarf Skin and white in a 1-to-1 proportion. We apply this color in a very limited area, such as the tip of the nose, chin and knuckles.

We can simulate that this soldier did not shave his beard in several days by applying a new glazing with a mix of the last skin color (Dwarf Skin and white) and little bit of grey. Be sure that this paint is thinned enough, and then start applying it on the cheeks with vertical strokes, starting from the top and finishing at the bottom. Note that when you separate the brush, is when you leave more paint on the miniature. That is why we start from the top and finish at the bottom. The lower part should be darker. I recovered the light on the chin by adding a little bit more of white to this glazing mix.



WINTER GARMENTS

M1935 GREATCOAT IN FIELD GREY

To paint the typical field grey we need SW38 Field Grey 1 (Scale Color), black and white. First, we mix Field Grey and black in a 1-to1 proportion and paint the whole great coat. Apply two layers if the first one is not enough to cover homogenously the surface. The first highlight or base can be done with pure Field Grey 1. Remember to thin the paint in order to obtain good transitions between layers. The easiest way to highlight the great coat is to try to follow the sculpted wrinkles. This miniature has very nice wrinkles that are easy to follow, especially in the arms. We can also focus on the elbows and other prominent parts. Once again, pay attention not to cov-

er the previous color! Finally, we apply a second highlight or final highlight with a mix of Field Grey 1 and white in the same proportion, and apply it following the lines we previously marked on the wrinkles. We can always go back and use the first color if we want to re-paint some shades. I used the same recipe to paint the leggings. Note that I do not follow any real highlighting pattern. Not even the zenithal light (it consider a single light spot, normally coming from the top). I focus on the more prominent areas in order to create contrast. Wargaming miniatures are rather small and we must focus on the contrast if we want to distinguish something when they are on the battle board.



WHITE TROUSERS

My recipe to paint white color involves a triad or three colors: German Cam. Beige WWII 821 (Vallejo), Mojave white SC-2 (Scale Color) and Ivory 918 (Vallejo). In this case we do not have to mix anything and we can use each color directly from the jar. First, we use the beige color to paint the trousers. Apply several layers if needed but be careful and do not ruin the already painted greatcoat. The first highlight or base is done with Mojave white. Thin the paint with a little bit of water and the start marking the wrinkles. Once again, just

follow the wrinkles or more protuberant areas. Also focus on the knees. And remember to do not totally cover the previous color. Finally, we apply the third color or final highlight, Ivory. I very rarely use pure white as a final highlight when painting white. Pure white does not exist. White always slightly turns into other colors, such as yellow or blue. I usually use ivory since it gives a nice “dirty” effect, which is perfect for an active soldier! In addition, this color covers better than pure white. We apply the final highlight in the most prominent parts of the wrinkles and knees.



HELMET

I decided to simulate a “white wash” effect on the helmet of this soldier. During the winter, Germans soldiers used to paint their helmets (and other stuff) with lime to be confused with the landscape. But during the spring, the rain start to “wash” the paint, generating a very characteristic effect. To generate this effect I used and specific acrylic product from AMMO of Mig Jimenez, washable white camo AMIG-0024. First, we need to paint the helmet in the typical

dark grey, such as Black Grey 862 (Vallejo). Once it is dry, apply a layer of the washable product. Do not worry if it does not fully cover the surface. In fact, this is even better. After a few minutes, use a brush moistened with water to start activating the product and remove part of it. Remove as much or as little as you want. To create more contrast, we can use Black Grey and Ivory to add some extra chips. I also apply a dark glazing in the middle area to define the shape of the helmet.



ZELTBAHN SPLITTERMUSTER 31

When painting a camouflage, we should consider which is the dominant color or the color that occupies the largest area. We should start painting this color, applying shades and highlights as usual. In the case of the typical splinter camo, we should start painting a pale brown color. To paint it, I used another triad from Scale Color: Dark Earth SW-033, Pale Earth SW-34 and Green Ochre SW-030. First, we paint the poncho Dark Earth. As always, apply couple of layers if needed in order to obtain a homogeneous coverage. Then, we use Pale Earth to apply the first highlight or base, followed by Green Ochre for the final highlight. To apply the highlights, follow the same ideas we discussed before when describing how to paint the greatcoat.

To paint the splinter camouflage pattern, we need another three colors: Dark Rust 302 (Vallejo), Ardennes Green SC-45 (Scale Color) and Ger. C. Extra Dark Green 896 (Vallejo). We start

painting the brown spots with Dark Rust. Using a 00 brush carefully paint geometrical spots with sharp edges (never rounded!). It is a good idea to have close to your eyes a photo of the original pattern to get some ideas. As a tip, you can paint and combine multiple triangles; painting a triangle close to another one. Once this is ready, we start painting new spots with Ardennes Green. These spots should be always in contact or within the space delimited by the brown spots. Note that the green spots should be also geometrical figures with sharp edges. You can apply a soft highlight on the brown and green spots by mixing these colors with a little bit of white. When applying these highlights just follow the highlighting pattern you used to paint the pale brown. Finally, we can add the “rain marks” with the Dark Green color. Use a 000 brush to paint very thin lines in groups of three or four in the empty spaces where we did not paint camo spots.



PROFILING

We can apply a black profiling to remark the remaining gear and to separate each element of the figure, such as the greatcoat from the trousers and so forth. To apply a black profiling, we need a thin brush to apply a fine black line around each element of the figure. Note that simultaneously I painted the remaining unpainted areas with black, since many of these accessories in fact should be painted in this color. I used black, but you could use any dark color to do a “black” or dark profiling. This step is very important to increase the contrast and clearly differentiate all the details of the miniature.



GEAR

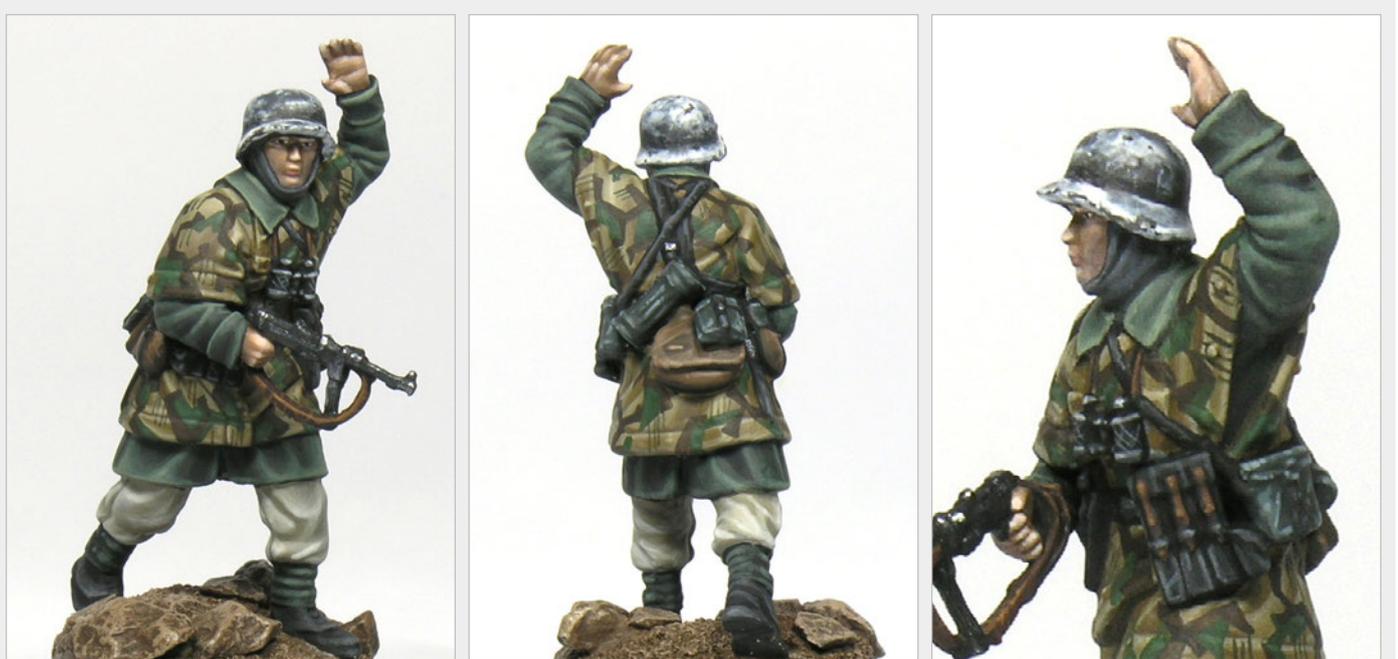
To paint the black elements, such as the boots, pouches or stripes, we should start painting this areas in black if we did not do it in the previous step. Be sure that the black covers homogeneously the whole area. To highlight the black color, I usually mix it with pink. Pink has a little bit of red, which can be used to create warm and more natural lights on black areas. Do not use much pink or you will end up generating a grey effect. One tip to paint the stripes and pouches is to focus on the edges, as you can see in the photos. These areas are actually more prone to worn out. Just use the brush horizontally to mark a straight line around the edges. You can add some scratches as well.

To paint these elements, we can also use a brown color such as the dark brown color I used on the MP-40 sling and pouches straps. For this, I initially used Dark Oxide 302 (Vallejo) and ap-

plied an initial highlight with Flat Brown 984 (Vallejo). We can add an extra highlight with Orange Brown 981 (Vallejo).

To paint the canteen, stewpot and gasmask canister we need a dark green color, such as Ger. C. Extra Dark Green 896 (Vallejo). We can highlight this color by mixing it with a little bit of white, and apply the highlights on the edges. You can also add some weathering effect by painting chips and scratches with the same color.

Finally, to paint the metal parts such as the MP-40, we can start painting these elements with Oily Steel 865 (Vallejo). Once the paint is totally dry, apply the shade Nuln Oil from Citadel. Finally, we can use the Oily Steel again to apply some highlight in the edges.



FINAL REMARKS

To finish the miniature, we only need to decorate the base. There are many different ways to do it and it will depend on where we want to place our miniature. Do a little bit of research to understand the conditions where the soldiers you are representing were fighting. In my case, I wanted to simulate an early or late snow, where the snow partially covers the ground. First, I glued some yellowish grass tufts and then I mix baking soda with water and white glue in the same proportion (1:1:1), and apply this mix randomly on the surface. Once it dries, the effect is very realistic.

In these lines, you have seen how to paint different colors. From the green of the greatcoat to the white of the trousers and the splinter camo. Try to combine different colors in your miniatures. That is, you can paint in some of them a green greatcoat but use white in others. Similarly, you can paint trousers in different colors (green, grey, white, camo, etc) or helmets in different colors (with or without whitewash, for example). But always follow historical facts. This variation will add more contrast to your unit, and it is also real since during the war time the soldiers and not clones like in a parade.

