



ULTRAMARINES STERNGUARD VETERANS



This is the first tutorial I've written as a full article. I hope it's found useful. There should be a few more in a similar style over the coming months. If you have anything you'd particularly like to see as a tutorial let me know through the Winterdyne Commission Modelling blog.

Cheers,
Winterdyne.



In this tutorial we'll take a detailed look at the processes involved when working on metal Space Marine Sternguard Veterans.

As befits the elite warriors of the First Company, we'll be doing a little more than a basic tabletop paint job - each brother of a Sternguard squad is a hero of countless battles and deserves a little special attention!

Although effectively personality models, Sternguard are fielded in squads and so it is desirable to get them on the table relatively quickly, whilst still achieving an excellent result.

It is easiest to achieve some of the effects detailed here with the Citadel Spraygun or an airbrush, but similar results can be achieved by careful blending by hand, paying attention to the way the light falls on the miniature.

We'll be working with the beautiful Sternguard box set. These are metal miniatures and need some careful cleanup to look their best.

We'll go through this process thoroughly as we start on the following page, but first, let's take a look at what tools we'll need to have handy. A full list of paints used will follow at the end of the article.



You Will Need

- 1) Clippers, needle files & knife
- 2) Superglue, PVA glue, greenstuff or epoxy resin adhesive
- 3) Pin vice with 1mm bit and a few paper clips
- 4) Basing materials (We're using a mix of sand, cat litter and some broken toys and models for bitz)
- 5) Cocktail sticks and a large polystyrene block (from flatpack furniture packaging is ideal)
- 6) Normal paint brushes (standard, detail and drybrush), airbrush



(1)



(2)



(3)



(4)

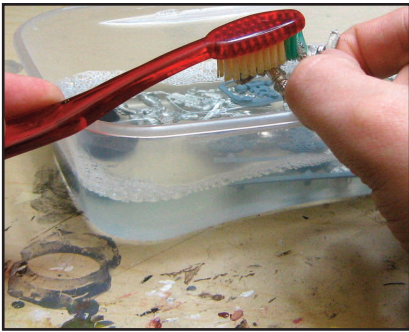


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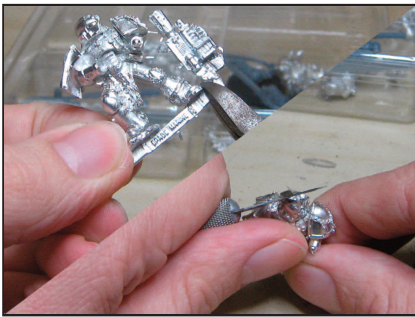


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1 Cleanup and Preparation



Washing: A swift scrub at the start can save a headache later!



Cleanup: We now want to carefully clip parts of the moulding frames, and remove mould lines and excess material.

We start the cleanup process by giving the miniatures a wash in warm water with a little washing up liquid. You don't want this too foamy or it'll leave a residue, but you want enough that it'll remove the greasy mould release agent. A toothbrush can be used to give them a gentle scrub. This is particularly important when using an airbrush or the spraygun as the applied paint is a much thinner coat than you'd apply by hand and as such it'll work much better if the primer it's going on to is well adhered to the miniature.

Once the miniatures have been washed, we rinse them off with plain water and dry them thoroughly either by leaving them to air or using a hair dryer to speed the process.

The next step is to carefully clip parts off the moulding sprues. Always make initial clips away from the part to avoid damaging it - a file or modelling knife can be used to remove leftover nubs, but it's difficult to resculpt a hand you've accidentally clipped through!

Having removed large pieces of excess material with clippers, a modelling knife and needle files can be used to tidy up the remaining unwanted material. A backward scraping motion can be used with the hobby knife using very light pressure to gently scrape away mould lines. When using a file on a curved surface, a rocking motion with the curve of the surface will help avoid getting 'flat spots'.

It's tempting to rush this stage, but it really is worth taking your time and getting the model as clean as possible, as this greatly helps in achieving smooth blends and wash results. Gun barrels should also be drilled at this point.

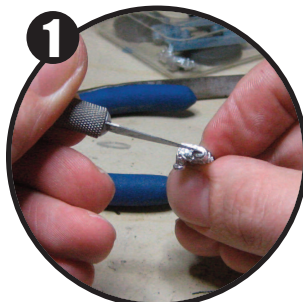
Finally, a hole is drilled in the bottom of one foot of each miniature and a cocktail stick is glued in with a dab of PVA. This can be used as a handle when spraying the miniature and can be inserted into the polystyrene block to provide a stable and contact-free drying place. Other parts are also glued to cocktail sticks and placed on the block.



Top Tip

Marking Gun Barrels

It can sometimes be tricky to drill exactly in the centre of the barrel. This simple technique with a pointed knife is a common method that works well to make a pilot hole. Once this is done a pin vice can be used to drill a deeper hole to represent the barrel itself.



Step 1. Gently rest your hobby knife over the centre of the barrel.



Step 2. Draw the knife back so the point is halfway across the barrel.



Step 3. Raise the knife, keeping the point in contact, then twist to make a pilot hole.



Preparation Done: All our parts are now glued to cocktail sticks for handling, and kept on the polystyrene block as a contact-free drying place.

As our objective is a quick turnaround, we'll be doing our basing early (allowing us to prime it at the same time as everything else). We've clipped the tab off the bottom of the miniatures' feet and covered the slot in the base with some masking tape. The miniatures will be pinned to the bases later. If you prefer to do your basing last thing, you can keep the tabs on and use the slotta base as normal.

The bases are then detailed pretty much as normal.

It's also important to notice that some of the Sternguard have scenic detail attached to their feet - you should ensure that there's a suitable flat area on your base to allow you to place it. When done, a cocktail stick is glued to the bottom of each base, on the outside of the slot. The stick is inserted into the polystyrene block to keep the bases safe and separate. And that completes our preparation - we're now ready to tackle the paintwork, starting with zenital highlighting.

2 Paintwork



So, what exactly is zenital highlighting?

The core of the technique is applying a lighter colour so it sits on higher, upward facing surfaces of the miniature, giving highlights and producing definition. This is usually achieved by spraying light coats of successive highlight colours from about 45 degrees above the miniature, providing highlights that appear to come from a diffuse light source above the miniature.

As this is a spray technique, it's ideal for batch highlighting a number of miniatures which can then be finished off in the normal way with edge highlights to sharpen detail and have their fine details painted by hand.

If using a jar-fed airbrush such as the Citadel spray gun, it's a good idea to get hold of a few spare jars and mix up the stages before starting to spray. This will save some considerable effort when swapping colours, and means you can save them for other models.

When spraying, the paint should appear glossy on the miniature, not wet - if there is too much paint going on, it's likely to run, so adjust your airbrush according to its instructions, and always do a test spray on a piece of paper or card to check it!

Please note that although we've not pictured them, the other parts are painted at exactly the same time, so they're all ready at the end.



Step 1. A light coat of Mordian Blue is sprayed from all directions over a black undercoat, allowing some of the black to provide deep shade.



Step 2. Another light coat of Mordian Blue is applied, spraying down onto the miniature from above to provide the first layer of highlights.



Step 3. A light coat of 1:1 Mordian Blue and Ultramarines Blue is applied, spraying from above again.



Step 4. A light coat of pure Ultramarines Blue is applied from above.



Step 5. A final, very light dusting of 2:1 Ultramarines Blue and Space Wolf Grey is applied from above. We're now done with the zenithal highlights.



Step 6. The gun, silver areas, eyes and suit joints are painted with thin Chaos Black. Graveyard Earth is used to base gold areas and parchment, and Shadow Grey is used to base white areas.



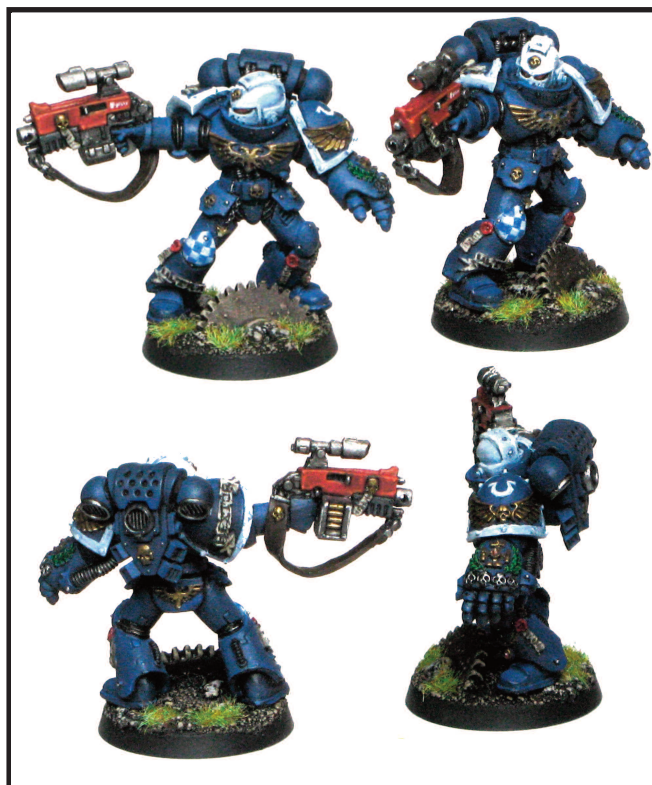
Step 7. Details such as the gun grip and casing are now blocked in. The eyes are painted and tidied and the base metallic colours on the gun and ornaments are applied.



Step 8. The gun metal areas are given a Badab Black wash, the gold a Gryphon Sepia wash and the armor has a few spots of Asurmen Blue in the deep recesses. White areas are highlighted by blending through Space Wolf Grey to pure Skull White. The gun casing is highlighted with Blood Red and given sharp edge highlights with Fiery Orange.



Step 9. Parchments are highlighted up through Kommando Khaki to Bleached Bone. The gun strap is given a Devlan Mud wash. Laurels are highlighted with Snot Green and Goblin Green. The gold areas are given a highlight of 2:1 Shining Gold and Mithril Silver. The gun metal areas are also highlighted with a tiny amount of Mithril Silver.



Final Details and Basing

To complete the miniature, Ultramarines Blue checks are added to the white kneepad and shaded with a little Mordian Blue. Lettering is added to the scrolls on the leg and shoulder and representative squiggles added to the purity seals. Any other small details are completed, including the targeter and rivets on the armor. The cocktail stick is removed from the foot and a paperclip is superglued in. This is used to secure the miniature to the painted base before a few dabs of static grass are added and the whole thing is varnished. Job done!



List of Paints Used

Chaos Black Spray Paint
Chaos Black
Mordian Blue
Ultramarines Blue
Asurmen Blue
Shadow Grey
Space Wolf Grey
Codex Grey
Fortress Grey

Skull White
Mechrite Red
Blood Red
Fiery Orange (Blazing Orange)
Boltgun Metal
Shining Gold
Graveyard Earth
Devlan Mud
Kommando Khaki

Bleached Bone
Gryphon Sepia
Dwarf Flesh
Dark Angels Green
Snot Green
Goblin Green