CRUSADER MINIATURES

ARTIZAN DESIGNS

Hints and Tips -

Colour Guide – British Infantry

By Michael Farnworth

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British Infantry
Commonwealth Forces

Crusader figures painted by Mick Farnworth

Artizan and Crusader figures are fully compatible and can be mixed in the same unit. Figures may be selected from both ranges can be used for the major campaigns.

Item	Colour	Vallejo Model Colour
Beret Artillery, AFV	Black	Black 70.950
Beret Infantry	Khaki	US Field Drab 70.973, English Uniform 70.921, Flat Earth 70.983
Helmet	Dark Green	Russian Green 70.894, Bronze Green 70.897
Helmet Cover	Khaki Green	Russian Uniform 70.924
Leather Jerkin	Brown	Mahogany Brown 70.846, Flat Brown 70.984
Uniform	Khaki	US Field Drab 70.973, English Uniform 70.921, Flat Earth 70.983
Backpack	Khaki Green	Russian Uniform 70.924
Backpack straps	Beige	German Camo Beige 70.821
Webbing (variant)	Khaki Green	Russian Uniform 70.924
Webbing (variant)	Pale Green	Deck Tan 70.912, Pastel Green 70.885
Anklets / Gaiters	Khaki Green	Russian Uniform 70.924
Boots - Officer	Tan	US Tan Earth 70.874
Boots - Soldiers	Black	Black 70.950
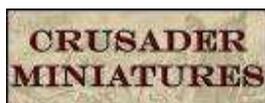
Introduction

This guide will help you to quickly paint units of soldiers to look good on a war games table. Uniform notes, paint references and painting tips are included.

Historical Notes

Uniform

British uniforms were consistent over all branches of the army. Commandos, infantry, artillery and many Commonwealth forces engaged in Europe had only slight variations of insignia and beret. Airborne forces were similar but with the addition of a camouflaged Denison smock jacket. A few specialists units also received camouflaged trousers.

Khaki cloth was mostly a brown shade and relatively colourfast. Vallejo English uniform 70.921 is very dark and brown, Flat Earth 70.984 or US Field Drab 70.973 are lighter tones. Canadian produced cloth was slightly greener in tone.

Webbing, anklets and ammunition pouches were issued in Sand and Green shades. In theory, green is correct for the late war period in Europe but soldiers were issued with both colours. Green ammunition pouches were sometimes worn with sand coloured webbing and vice versa.

Note – in the first version of this guide, I suggested that both sand and green webbing were possible. Sean Tighe sent me this clarification
"British webbing, pouches and anklets were all made of the same cotton webbing, this was then, for 99% of the troops coated with a coloured treatment called 'Blanco' From about 1943 in NW Europe onwards this was a shade called Khaki Green No.3 or KG3 for short. It served to unify the colour of the webbing, improve camouflage and protect the webbing. You model figures should have webbing, pouches and anklets in the dark green-grey of KG3.
Other areas of operations had different rules, N.Africa did not see the widespread use of Blanco, the webbing was already sand coloured and water was valuable. In the Far East they tried blanco but the jungle conditions just wore it away. They resorted to vat dying the webbing eventually coming up with the '44 pattern which was self coloured green."
www.blancoandwebbing.co.uk
http://photos-a.ak.fbcdn.net/hphotos-ak-snc3/hs510.snc3/26811_376168308175_519458175_3867477_5681602_n.jpg

British made vehicles and metal items were dark green (Reflective Green). American made vehicles were olive green drab (US Dark Green 70.893).

Insignia

The unit badge was a curved shape at the top of the shoulder. For most infantry regiments this was red background and white text.

Painting Tips

Bases

It is worth deciding on the rules that you are going to use before you start to base and paint the figures. For WW2 skirmish games, most rules suggest individual bases. Some rules suggest 25mm diameter bases and some suggest 20mm diameter bases. Mass battle games often specify multiple bases to represent regiments.

Plastic bases (e.g. Slottabases), wooden bases, washers or coins are all suitable. 20mm steel washers can be used with magnetic bases so that the figures can be adapted to many different sets of rules.

With heavy weapons, it is nice to make the base into a small diorama. Dependant on the size and shape of the weapon, you can use circular bases, rectangles or irregularly shaped bases. Large plastic and wooden base are available from many wargame suppliers. For circles, you can use such as mini CDs and CDs. With CDs, the flat side is the one with writing. Build some ground onto the base using epoxy putty, and then cover with sand and grass.

To make casualty removal during game play easy, this base has a removable figure. The loader is mounted on a 20mm steel washer. The base has a 19mm self adhesive magnet from Litko. When the large base was made, the washer was held in place on the magnet whilst the putty was built up to the edge. Then the washer was "wiggled" and removed before the putty set, leaving a circular hole. Similarly, the gunner was "wiggled" and removed for painting.

Painting Step by Step

There are many ways to paint 28mm figures. Many people paint the clothing with a dark shade then the main colour and then a highlight colour. For wargaming, where you want to get reasonably good results quickly, it is easier to paint only the main colours and then add shade with a wash of dark transparent stain.

Here is a basic assembly and painting sequence for typical world war 2 soldiers. This method is designed for painting about 20 figures at a time. It is always a good idea to do a practice run on 5 figures first. The painting sequence is designed so that minor mistakes can be corrected at the highlight stage. There is no need to correct minor mistakes as you go along.

1. Remove mould risers, mismatch, and flash. Mould risers are typically found on hands, elbows, feet and weapons. Sometimes they can be flicked off with a fingernail but usually tweezers or needle nosed pliers are needed. Occasionally they must be filed away with a needle file.

2. Sand the base flat. Easiest way is to place a sheet of coarse sandpaper on a workbench. Hold the figure firmly and vertically in your right hand and push it over the sand paper. Two or three strokes should be enough to give a flat base.   The base is flat when the underside is covered in scratches from the sandpaper.

3. Glue the figure to a base. If you are going to use individual bases, this will be the final base. Use cyanacrylate adhesive (superglue) for a permanent bond. If you are going to use multiple bases, use a coin as temporary base so that you can hold the figure for painting. For temporary bases, use PVA glue, as it is easy to remove later.

4. If you are using slotted bases, glue on some small squares of thin plastic card to cover the slot.

5. Using epoxy putty (e.g. Milliput), blend the figure base into the base.

6. Prime and undercoat the figure. This can be done with brush on enamel paint (e.g. Humbrol Matt Black) or with a spray paint (e.g. GW Chaos Black Spray). For plastic figures spray undercoat usually works well. Metal figures often need touching up afterwards as the spray rarely reaches into the recesses. A black undercoat is usually easiest as it also acts as the darkest shade. I used GW Chaos Black Spray.

    TIP - It can be difficult to get the spray paint on the under surfaces of the figure. A simple method is to lay the figures on their side on a paper and spray. When the paper has dried to matt black, turn the figures over and spray again. Then stand the figures upright and spray from all sides.

7. To get a good base to work from, I damp brushed (i.e. a heavy dry-brush using damp paint) the figures with khaki mixed with black. Next, I did this again with the khaki. This gives a very quick shading effect.

8. Paint the hands and face with a basic flesh colour (GW Tallarn Flesh or a mix of GW Dwarf Flesh and Elf Flesh is a good base coat for flesh). Highlight with a quick damp brush of a lighter flesh tone (e.g. GW Elf Flesh).

9. Paint the base in brown

10. Paint the boots, rifle stock, boots, ammo pouches and belt in brown.

11. Paint the backpack, canteen and gasmask bag in khaki green. I used Russian Uniform 70.924 and added pale green to give a highlight shade.

12. Shade the whole figure a dark wash applied with a brush (Army Painter Strong Tone or Vallejo Transparent Smoke 70.939 or GW Devlan Mud Wash).

    TIP - Army Painter Strong Tone worked very well. Be careful not to let it pool too much. I prefer the result from a brush as the results from a dip is rather dark. Dipping is also very messy. Note that Army Painter is also an oil based gloss varnish and needs at least 24 hours to dry.

13. Using a fine brush and dilute paint, paint the eyes as a horizontal white dash.

14. Dot the eyes with black or dark blue. A cocktail stick can be used instead of a brush. You can also do this with a fine gel pen.


15. Add rank and unit insignia – this does not need to be complex. A simple curved red line at each shoulder simulates the regimental badge.

16. Varnish with a spray of gloss varnish to protect the figure. This is not necessary if you have used Army Painter Strong Tone. After this has dried overspray with matt varnish.

17. Decorate the base. The easiest way is to paint on PVA glue and dip the base in sand. I glued on the sand in two stages. The first time, I covered the upper surface of the base with PVA and dipped it in sand. Once the first stage was dry, I added more glue and sand to make sure that the step left by the plastic base was hidden. Once the glue is dry, shade the base with a brown wash mixed with a little PVA glue. This also fixes the sand.

18. Highlight with a pale sand colour (GW Bleached Bone 61.17) lightly dry-brushed onto the sand. Painting sand will destroy an artist's brush in minutes, so use a cheap pig bristle brush.

19. Touch up any mistakes and add highlights as desired.

20. Add static grass if you want to.

Crusader figures painted by Mick Farnworth
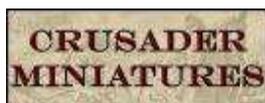
Further Reading

Books

General

Andrew Mollo: **The Armed Forces of World War 2** (Little, Brown and Company)
This book is a very useful overview of uniforms and insignia. There are 250 colour drawings and 100 photographs which cover every nation involved in WW2. The original 1981 version is a large format book. There is an A5 reprint that does not include the Eastern front.

Andrew Mollo et al: **Army Uniforms of World War 2** (Blandford)
This book is similar to the one above but with a completely different set of illustrations. This was originally published by Blandford in 1973. This one is also available as a combined 1981 volume called **"World Army Uniforms Since 1939"**. It is worth investing in both Mollo books.

Chris McNab: **20th Century Military Uniforms: 300 Uniforms from Around the World** (Grange Books PLC)
This book is similar in style to Andrew Mollo's books and has many of the same illustrations.

Osprey books are also very good but there are several which touch the subject, so it is difficult to recommend one item. This set is very good.

Osprey Men at Arms 354 The British Army 1939-45 Part 1 North-West Europe
Osprey Men at Arms 368 The British Army 1939-45 Part 2 Middle East & Mediterranean
Osprey Men at Arms 375 The British Army 1939-45 Part Far East

Britain

Martin Brayley: **The World War II Tommy: British Army Uniforms European Theatre 1939-45 (**The Crowood Press Ltd)
A very useful book with colour photographs showing original uniforms and equipment.

Jean Bouchery: **1944-45 British Soldier: From D-Day to V-Day: Pt. 1** (Histoire & Collections)
Jean Bouchery: **1944-45 British Soldier: From D-Day to V-Day: Pt. 2** (Histoire & Collections)
Taken together these two books are very comprehensive. Part 1 covers uniforms. Part 2 covers vehicles and weapons. Both are illustrated with diagrams and colour photographs showing original uniforms and equipment

Websites

TMP The Miniatures Page
http://theminiaturespage.com

TMP is a news forum and discussion site for miniature wargaming of all types. It has a large and active membership and good trade support. It is probably the first site with industry news and new product releases. The forums (Message Boards) are superb and most questions will get useful answers within an hour or two. The Message Boards can also be searched so that you can look up previous threads on a subject.