

Hints and Tips -

Colour Guide Republican Romans

By Michael Farnworth

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Crusader figures painted by Mick Farnworth

Item	Colour	Vallejo Model Colour and Games Workshop Paints
<u>Legionaries</u>		
Helmet	Bronze	GW Shining Gold 61.63 and GW Tin Bitz
Helmet Crest	Black	Black 70.950 or GW Chaos Black 61.51
Breastplate	Bronze	GW Shining Gold 61.63 and GW Tin Bitz
Chainmail	Silver	Natural Steel 70.863 or GW Chainmail 61.56
Armour edges	Brown	Mahogany Brown 70.846 or GW Bestial Brown 61.13
Tunic	Red	Flat Red 70.957 or GW Blood Red 61.06
Tunic	White	White 70.951 or GW Skull White 61.54
Tunic	Sand	Vallejo Iraqi Sand 70.819 or GW Bleached Bone 61.17
Leather Belt	Brown	Mahogany Brown 70.846 or GW Bestial Brown 61.13
Scabbard (Leather)	Brown	Mahogany Brown 70.846 or GW Bestial Brown 61.13
Sandals	Brown	Mahogany Brown 70.846 or GW Bestial Brown 61.13
<u>Officers</u>		
Helmet	Silver	
Helmet Crest	Red	Flat Red 70.957 or GW Blood Red 61.06
Helmet Crest	White	White 70.951 or GW Skull White 61.54
Tunic	Red	Flat Red 70.957 or GW Blood Red 61.06

Historical Notes

The Crusader Republican Roman Range is suitable for the period from the establishment of the Manipular Legion circa 315 BC up until the Marian reforms of 108 BC. In particular, the range represents the Roman Republican Army of the Punic Wars 264-146 BC. With care, some of the figures can be used for earlier and later periods.



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The **Roman Legion** was organised into units called **Centuries**. At the start of the period, a century was 60 men and the legion 4,200 men. The size of the legion increased during the period up to a maximum of 6,000 before becoming standardised to 5,500.

The Republican Army formed up in three lines with a screen of skirmishers in front of them. The units were staggered in the lines so that the formation looked rather like a chess board.

The first line were the 1200 **Hastati**, These were experienced soldiers, equipped with armour, a **Scutum** (curved rectangular shield) and a pilum (Roman javelin). At the start of the period, they wore square bronze breastplates. By the end of the period, many would have had chainmail.

The second line, of 1200 **Principes**, were young soldiers equipped with a breastplate, a **Scutum** and a **Pilum**.

The third line of 600 **Triari**, were well equipped veteran soldiers armed with a long spear called a **Hasta**.

At the start of the period, the 1,200 skirmishers were javelin men with no shields. These can be represented by the Crusader Roman Leves. From 211 BC, to about 86 BC, these troops were equipped with shields and called **Velites**.



Crusader Velites

In addition, 300 horsemen accompanied the legion. These were called **Equites**.

After the Roman army was defeated at Cannae, 6,000 prisoners were recruited to reinforce the army. These **Penal Legionaries** were equipped with captured Celtic shields and weapons.

Colours for clothing and crests are somewhat speculative. Crests could be white, red or black. Tunics could be white, sand or red. Red was adopted as the standard colour for tunics by the later Republic. Common practice among wargamers is to have officers in white or red tunics with red crests and legionaries in off white or dull red tunics with black crests. Some wargamers vary the colours so that regiments are easy to identify. Marine regiments may have had pale blue tunics.



Crusader Principes painted in three possible variants of crest, tunic and shield.

Some historians show Republican Romans as having plain red or white shields. Others historians show shield designs already in use in the early Republican period. Early designs may have depicted animals such as wolves and boars. Later designs include wings, wreaths and lightning bolts. Specific designs for individual numbered legions were introduced sometime between the period of Marian reforms of 107 BC and the war between Julius Ceasar and Pompey in 49 BC.

Special thanks to TMP members Mike Adams (LEGION 1950) and Simon Miller (Big Red Bat). They helped me to answer some colour and historical questions. Simon has a Blog which features Republican Romans at <http://bigredbat.blogspot.com/>

Bases

It is worth deciding on the rules that you are going to use before you start to base and paint the figures. Mass battle games often specify multiple bases to represent regiments.

For Fields of Glory, in 28mm scale you should mount four figures on a 60mm x 20mm base although it is acceptable to base 3 figures on a 60mm x 20mm base.

For Warhammer Ancients Battles, Romans go on 20mm x 20mm squares or on 25mm x 25mm squares.

For skirmish games, most rules suggest individual bases. Some rules suggest 25mm diameter bases and some suggest 20mm diameter bases.



Crusader Velites

These are based on 20mm washers and in a movement tray to give 25mm x 25mm

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.

Metal Spears

Metal spears can be obtained from North Star or you can make them yourself. North Star makes 4 types of metal spears. These are available in packs of approximately 80 and can be found on the Artizan and Crusader websites under Modelling Materials. NSS101 is the best choice for Velites, NSS104 is a good choice for Triari.



- NSS101 are thin wire javelins, 40mm long with the ends flattened and shaped into spearheads. They are also suitable for 15mm figure ranges
- NSS102 are 100mm long wire spears, with one end flattened and shaped into a spear point. These can be used as a pike or cut down for spears and javelins. You can also use them for flag poles.
- NSS103 - Wire Lances or Pikes. This wire spear is 100mm long with one end fashioned to a point rather than a spearhead. This makes them suitable to be cut down for Cavalry lances, or to be used as pikes that had more of a spiked end than a spearhead. They can also be used as flag poles
- NSS104 Wire Spears and Javelins. These wire spears are 40mm long, with one end flattened and shaped into a spearhead. The wire is the same gauge as NSS102.

Transfers

Transfers provide a quick and easy way to add complex details to models. Transfers allow detailed heraldic designs and insignia to be made easily. There are three principle types- waterslide transfers, stickers and rub on transfers. Waterslide transfers are the type provided in plastic kits of aircraft and tanks.

Little Big Man Studios- LBMS make transfers as wonderful full colour paintings miniaturised to stick on shields and flags. These require care to apply correctly, so read the instructions. LBMS transfers must be applied to a flat white surface. These figures used LBMS transfers.

LBMS transfers make 13 designs of to suit their Crusader Republican Roman shields and Velite shields. These are available from the Crusader website or direct from LBMS. The designs include boars for an early army and various wing and wreath designs for later armies.



Crusader Principes – the one on the left has a transfer from LBMS.

Waterslide Transfers - These are the same as the items that you find in model aircraft kits. They are applied to a painted shield. There are several manufacturers and are usually simple one colour designs.

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 Roman Legionaries. 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. Before you start to assemble the figures decide on whether you want to paint the shields on the figure or separately. If the shield is large and close to the body, painting the body is difficult. With Roman Legionaries, it is probably easier to add the shields after you have painted the

body. With the Velites, I chose to glue the shields on first but later decided that it would have been easier to do this after painting.

TIP - With Romans, it is much easier to add the shields after you have painted the body.

3. 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.
4. 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.
5. If you are using slotted bases, glue on some small squares of thin plastic card to cover the slot.
6. Using epoxy putty (e.g. Milliput), blend the figure base into the base.
7. I used the white metal Pila that came with the legionaries. For the Velites' javelins, used North Star metal spears NSS 101, which can be obtained from Artizan and Crusader. I cut the NSS 101 down to 25mm to represent javelins. Assemble the spears on the figures using cyanacrylate adhesive (superglue).
8. 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.



9. To get a good base to work from, I damp brushed (i.e. a heavy dry-brush using damp paint) the figures with white. When you have finished they will look like a black and white photograph.

TIP – use a cocktail stick to smear a small amount of paint onto a piece of cardboard. Brush the paint out using a largish brush (I use a no 6 brush with fairly stiff bristles.) so that there is a very small amount of paint on the brush. Then brush in several directions across the figure.

10. Drybrush the chainmail, pilum point and sword in a steel colour. This is done first so that you do not need to be careful about covering other areas. At the same time also paint the shield boss if you want it to represent steel.
11. Paint the helmet, square breast plates, bronze shield bosses, belt buckle and leg armour with a bronze colour. I used a mix of dark bronze (GW Tin Bitz) with a bright gold colour (e.g. GW Shining Gold 61.63).
12. Paint the tunic in red, linen or white to preference. As the figure is going to have a dark wash, this can be a very bright shade. Pure white has a cold tone, which may look odd, so mix a little brown with it to create a warm white shade.



13. Paint the helmet crest in black, red or white to preference. I actually used a very dark blue, Dark Prussian Blue 70.899 to represent a black crest.
14. Paint the hands and face with a basic flesh colour (GW Dwarf Flesh or GW Tanned Flesh is a good base coat for flesh). Highlight with a quick damp brush of a lighter flesh tone (e.g. GW Elf Flesh).
15. Paint the base in brown
16. Paint the chainmail edges, spear shaft, scabbard, shield rib and belt in brown. Remember to leave the scabbard trims and belt buckle in silver.
17. 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.

TIP - For a more sophisticated result, use different coloured washes in different areas. (GW Devlan Mud on the bronze helmet, GW Sepia Wash on the flesh and wood and GW Badab Black Wash on the silver.



18. Transfers - Add the transfers according to the manufacturer's instructions.

TIP - I like to finish the shields to a reasonable level before gluing them to the figure. Glue the shield to the figure before you start the highlight process.

LBMS transfers - Spray the front of the shield with two coats of GW Skull White spray. Cut out the shape of the boss with a scalpel. Then, using scissors, cut out the transfer. Remove the clear backing paper and stick the transfer to the shield, using the centre hole to line up with the boss. Dampen the backing paper, wait a minute and remove it. For best results, leave the shield for a few days before you paint the boss and the rim.

Waterslide Transfers - If you are going to add waterslide transfers, you will need to paint the shield in the final colours, add highlights and then apply some varnish. A thin coat of spray varnish is usually easiest. Then cut the designs from the sheet and wet the transfer. Slide the transfer onto the shield and position it with a wet paint brush.

19. Paint the back of the shield red or reddish brown. Try to leave the dimple unpainted.

20. Glue on the shield. To ensure a good bond, scrape the paint off the hand where it is glued to the shield dimple. Superglue Gel works well.

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

22. 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.

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

24. 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.

25. 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.

26. Highlight with a pale sand colour (GW Bleached Bone 61.17) lightly dry-brushed onto the sand.

27. Add static grass if you want to.



Crusader Roman General



Crusader Roman Principes with LBMS transfers

Further Reading

Books

In the early 1980s, Wargames Research Group published a series of books covering armies throughout history. These remain a valuable reference source today, so much so that some of the books sell for ridiculous prices.

Armies of the Macedonian and Punic Wars by Duncan Head and Ian Heath

2nd Edition 1982 Wargames Research Group.

This is quite difficult to find and hence expensive but a very good book. There is an earlier version by Phil Barker from 1971 but the Duncan Head book is much better.

The Armies and Enemies of Imperial Rome by Phil Barker and Ian Heath

4th Edition 1981 Wargames Research Group.

Luckily, the 4th edition of Armies and Enemies of Imperial Rome is still available from www.wrg.me.uk.

The Roman Legions recreated in Colour Photographs by Daniel Peterson.

1992. Europa Militaria Special No 2, Crowood Press.

This is one of my favorite books. It contains nearly 100 pages of colour photographs of re-enactors and museum reconstructions covering the period from 500 BC to 400 AD.

Warfare in the Classical World (an illustrated Encyclopedia) by John Warry

Salamander Books 1980 or revised University of Oklahoma Press 2002

An excellent book, packed with drawings, diagrams and photographs. Beware as there is also a 1998 version of this book which is much cheaper but has no illustrations.

Greece and Rome at War - Peter Connolly,

Macdonald Phoebus 1981 or revised 2nd edition by Greenhill Books, 1998

An excellent book, packed with drawings, diagrams and photographs.

Osprey books are also very good but there are thirty five which cover the Roman period, so it is difficult to recommend one item.

Osprey General Military Series. Rome and Her Enemies. Edited by Jane Penrose

2008 edition. If you are only going to buy one Osprey book about the Romans, then this is the one. It is essentially a summary of thirty five Osprey books.

Also of interest

Men at Arms 121 Armies of the Carthaginian Wars 265-146BC by Terrence Wise and Richard Hook 1982

Men at Arms 291 Republican Roman Army 200-104 BC by Nick Sekunda & Angus McBride 1996

Warrior 71 Roman Legionary 58 BC-AD 69 Ross Cowan & Angus McBride



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