

PAINING A SURVIVOR SETTLER



PAINTING STAGES

This Survivor Settler was painted in five stages, with paint and brushes from **The Army Painter**. Feel free to experiment using your own color mixes.

Stage 1: Priming

The model is undercoated, or primed using a solid flat coat of a suitable color. This was done with Army Painter Spray Primers.



Stage 2: Basecoat

The base colors are applied to each area of a model. The basecoat should be neat and smooth, and is built up with several thin coats of paint. Use a medium brush (size 2) to speed up painting and ensure smooth coats.

Stage 3: Wash

Shading is added to models using Army Painter washes. These will run into the deeper recesses of a model and enhance the shadows of the model. Use your medium brush again, to keep this fast and smooth.



Stage 4: Highlight 1

The raised areas of each section of the model are painted with the original base coat colour, leaving the darker wash in the recesses to provide shading. Use your medium brush and thin your paint to make it slightly translucent, to create a smoother blend.



Stage 5: Highlight 2

Lighter-colored paint is applied to the edges and raised areas of a model to further accentuate the sculpt's details: Use a sharp pointed small brush (size 1) to keep these crisp and tidy.

PAINT GUIDE



Stage 1: Priming

See left.

Stage 2: Basecoat

- Kobold Skin**
Skin
- Leather Brown**
Coat
- Army Green**
Scarf
- Matt Black**
Hair
- Banshee Brown**
Shirt
- Necromancer Cloak**
Gloves / belt / boots
- Wolf Grey**
Trousers
- Rough Iron**
Gun
- Monster Brown**
Gun wood / base planks
- Gun Metal**
Metal details (gun wrap / belt / duct tape)
- Uniform Grey**
Rocks
- Plate Mail**
Lamp

Stage 3: Wash

Hair does not require a Wash(!):

- Flesh Wash**
Skin
- Strong Tone**
Coat / gun / gun wood / base planks / Metal details (gun wrap / belt / duct tape) /
- Military Shader**
Scarf
- Soft Tone**
Shirt / rocks
- Dark Tone**
Gloves / belt / boots / trousers / lamp

Stage 4: Highlight 1

As Basecoat colours except:

- Dungeon Grey**
Hair
- Plate Metal**
Metal details (gun wrap / belt / duct tape)

Stage 5: Highlight 2

- Corpse Pale**
Skin
- Monster Brown**
Coat / gun wood / base planks
- Combat Fatigues**
Scarf
- Ash Grey**
Hair / rocks
- Drake Tooth**
Shirt
- Dungeon Grey**
Glove / belt / boots
- Fog Grey**
Trousers
- Gun Metal**
Gun
- Dark Tone**
Metal details (gun wrap / belt / duct tape)
- Blue Tone**
Lamp



FINAL STEPS

Using Strong, Dark and Soft Tone, random planks were tinted to give an uneven finish to the base.

