

IN HER MAJESTY'S NAME

Steampunk Skirmish Wargaming

PAINTING SCOTLAND YARD part 1

"The most famous police force in the world are the Metropolitan Police based in Scotland Yard, London. In these troubled time their 'Special Branch' has a number of companies deployed around the capital to investigate and foil dastardly foreign plots against the city, Parliament and Her Majesty."



THE CONSTABLES

The backbone and very effective part of the Scotland Yard Company are perhaps the trickiest of all the models to make and paint. Mike Owen has sculpted some very lively and attractive models, with a good period look, the Metropolitan Police helmet is particularly well realised, however their weapon of

Below. Examine the models paying particular attention to the separate parts.



choice, the *English All Electric Truncheon*, presents some interesting modelling challenges. The trick with the painting is getting that blue right.

MODELLING CHALLENGES

On two of the models the connecting cabling and power pack for the truncheon are provided as separate castings, which need to be attached to your model. These parts are a slightly fragile and need careful handling and modelling to get the best out of them, so I will describe the assembly of one of the Constables in detail. You will need; modelling side cutters, a small file and a very sharp modelling knife or scalpel.

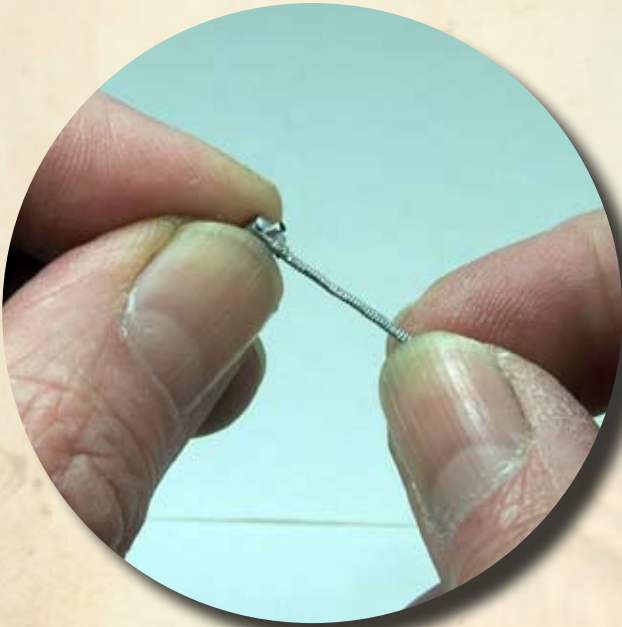
EXAMINE THE MODELS

As you would do with any model you are about to work on, but paying particular attention to the separate parts. You will see the connecting cable has quite a few sprues or runners (these help in the casting of a fine piece like the cable and pack). All these will have to be removed and the cable cleaned up.

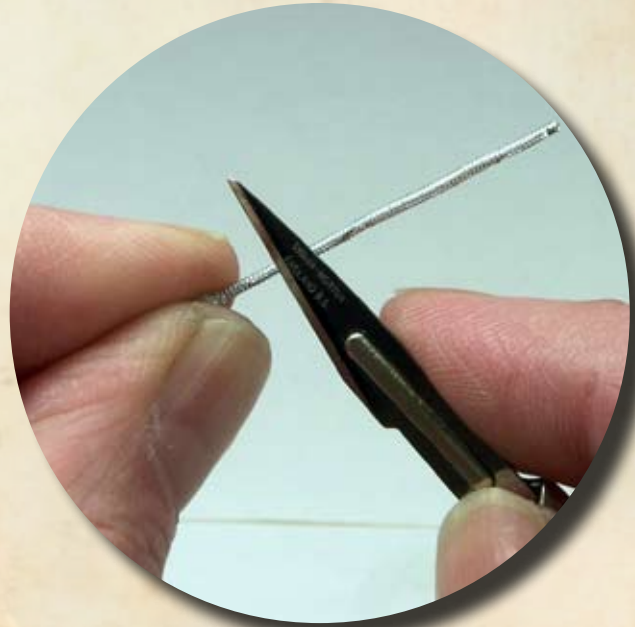
The first thing I did was to carefully straighten the cable (I will be saying carefully quite a lot in this article!)

CLEANING THE CABLE

I then removed the sprues by snipping them off with a pair of side-cutters, being extra careful not to cut



Above. Carefully straighten the cable

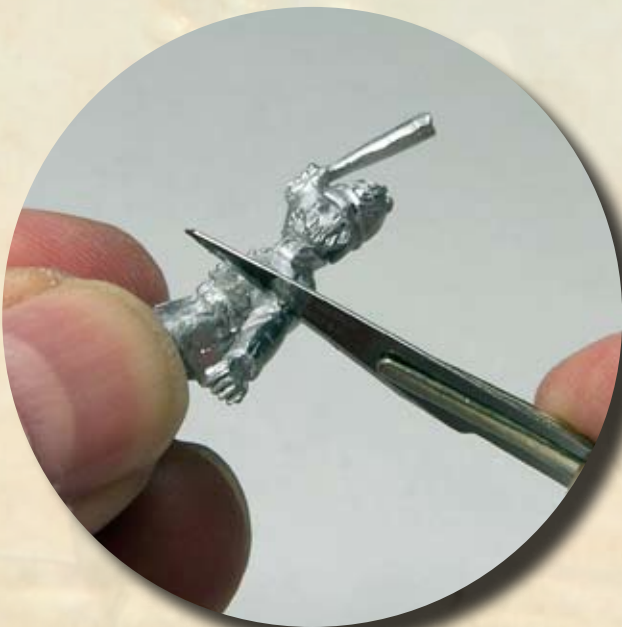


Above. Carefully scrape along the cable with your knife.

the cable itself. The next problem is the mould line running along the length of the cable, across the ribbing detail. This can be removed carefully scraping along the cable with your knife, allowing the blade to lightly dig into the surface detail, enough to remove the mould line, but not enough to cut deeply into or through the cable. This is not easy, but with a bit of practice it can be done. Fortunately the cables are all over long so I would recommend practicing on the end of the cable furthest away from the power pack, so if you do accidentally chop through the cable it won't be disastrous. (Remember your blade will be very sharp, so please do not cut against your fingers). While you have your knife out, you can clean up the Constable himself, using a similar technique.

You can the finish both off with a fine file. Again be aware when you are filing the cable that it is fragile,

Below. While you have your knife out, you can clean up the Constable too.



try to draw the file across the detail, while supporting the cable with your finger, allowing the file to go into all the ribbing detail of the cable, this will help to restore any detail you might have lost in the cleaning process. I then snipped off a tiny bit of the locating pin on the back of the power pack to allow it to seat properly in the hole on the Constable.

FIXING THE CABLE

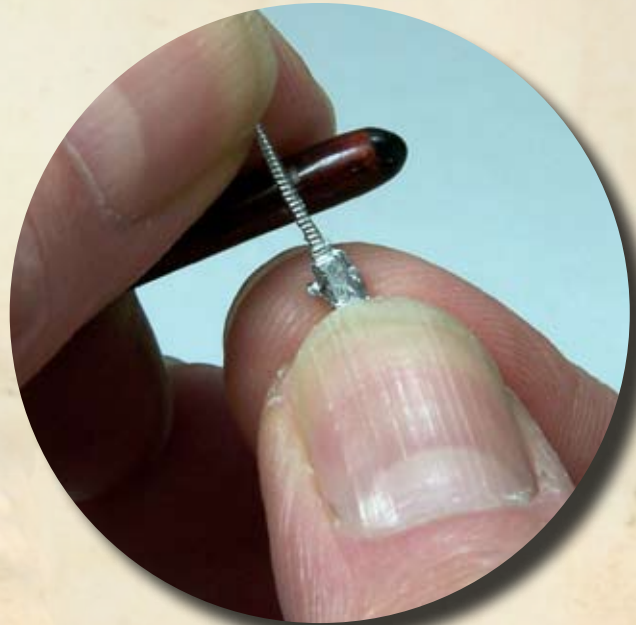
With a satisfactorily cleaned up cable I moved on the fixing the thing in place. Firstly I held the cable in place trying to imagine the run of the cable. Having got that in my head, I proceeded to bend the cable so it would run from the belt pack to the bottom of the truncheon and hang in a convincing manner. To save stress on the cable during bending, I slowly formed it around an old paintbrush.

Below. Draw the file across the detail, while supporting it with your finger, allowing the file into the ribbing detail.





Above. Hold the cable in place and try to imagine the run of the cable.



Above & below. To save stress on the cable I slowly bent it around an old paintbrush.

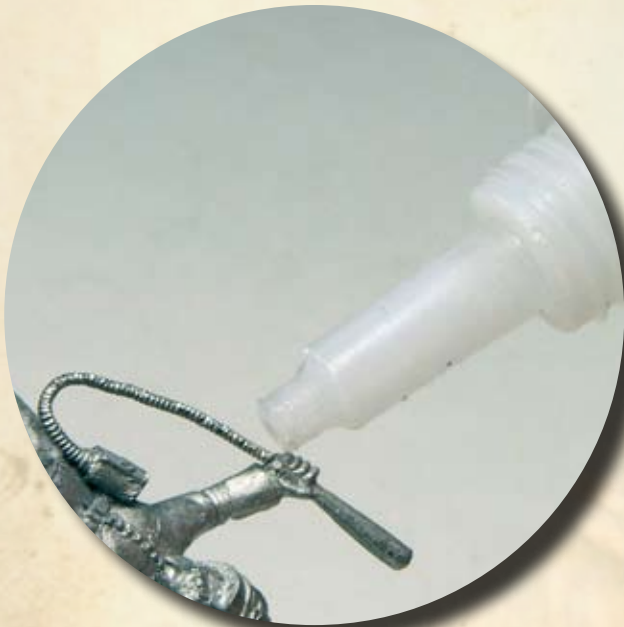
When the cable was bent around, I again held it in place to see if it fitted and made and little adjustments needed. You will see the cable is to long, and that you won't need the whole length of cable. Then you have to commit yourself and cut off the excess! I did this with the side cutters.

The last thing is to stick the whole thing in place. I stuck the power pack on first with superglue. Once that had set, I glued the end of the cable in place at the bottom of the truncheon and left them aside to fully cure for a couple of hours and got on with the other coppers in the set in the meantime.

It does seem a bit of a complicated, but worthwhile to make the models that bit special as the Constables should be!

Below. When the cable was bent around, I again held it in place to see if it fitted and made and little adjustments needed. Then you have to commit yourself and cut off the excess!





Above. I stuck the power pack on first with superglue. Once that had set, I glued the end of the cable in place at the bottom of the truncheon.

UNDERCOATING

For the undercoat I used Humbrol enamel matt black.

PAINTING

After the traumas of assembly, this seemed like the easier bit! Following my method of working from dark to light working from a black undercoat.

I used Army Painter War Paints, mixing up colours to suit my style and preferences. The Mega Paint Set provides an adequate range of colours for almost all your needs, but you will need to mix colours to get the desired shade (see my previous *In Her Majesty's Name* articles for more details).

EYES

1. His whites are AP-WP1102 - Matt White
2. The irises are AP-WP1116 - Deep Blue or AP-WP1124 - Oak Brown

FLESH

1. AP-WP1122 - Fur Brown
2. AP-WP1127 - Tanned Flesh
3. AP-WP1126 - Barbarian Flesh
4. AP-WP1126 - Barbarian Flesh mixed with AP-WP1102 - Matt White
5. plus more AP-WP1102 - Matt White

HAIR & WHISKERS

Brown

1. AP-WP1124 - Oak Brown
2. AP-WP1124 - Oak Brown plus AP-WP1106 - Lava Orange and AP-WP1121 - Desert Yellow



Above. Leave them aside to fully cure for a couple of hours and then get on with the other coppers in the meantime.

3. plus AP-WP1125 - Skeleton Bone
4. plus more AP-WP1125 - Skeleton Bone

Brown

1. AP-WP1122 - Fur Brown mixed with AP-WP1101 - Matt Black
2. AP-WP1122 - Fur Brown



3. plus AP-WP1125 - Skeleton Bone
4. plus more AP-WP1125 - Skeleton Bone

Red

1. AP-WP1122 - Fur Brown
2. plus AP-WP1121 - Desert Yellow
3. plus more AP-WP1121 - Desert Yellow
4. and lastly more AP-WP1121 - Desert Yellow plus AP-WP1102 - Matt White

BLACK LEATHER EQUIPMENT, BOOTS AND HELMET BADGE

1. AP-WP1101 - Matt Black mixed with AP-WP1125 - Skeleton Bone
2. plus AP-WP1125 - Skeleton Bone
3. plus more AP-WP1125 - Skeleton Bone
4. and lastly even more AP-WP1125 - Skeleton Bone

METALWORK

1. AP-WP1131 - Gun Metal plus AP-WP1101 - Matt Black
2. AP-WP1130 - Plate Mail Metal
3. AP-WP1129 - Shining Silver



UNIFORM

The most important thing on the Bobbies is the blue. Getting this right will make or break your Coppers. In reality the uniform was almost black, and it is probably more realistic to go more black than blue, but it is definitely blue, be it a very dark one.

BLUE

1. AP-WP1116 - Deep Blue mixed with AP-WP1101 - Matt Black plus AP-WP1115 - Ultramarine Blue
2. plus AP-WP1102 - Matt White (small amount)
3. plus more AP-WP1102 - Matt White (small amount)
4. plus more AP-WP1102 - Matt White (small amount)

BASING

I did these to match the other IHMN models I have done. With the Constables I did add larger bases to the models, painted in the same *trompe l'oeil* effect. See my previous IHMN articles for details.

VARNISHING

Again the same as I have detailed before, the only extra was to re-varnish the helmet badge with gloss to simulate the enamelled Metropolitan Police badge.





*Scotland Yard
Constables with their
armoured steam car.*



Scotland Yard Bobbies in action against the Tongs around the docks on Limehouse Reach, the East End.





Bobbies in action around the docks on Limehouse Reach, the East End of London.



Below. I painted one of the Constables as a Sergeant, with white Sergeant stripes and gloves.

