

IN HER MAJESTY'S NAME

Steampunk Skirmish Wargaming

PAINTING THE SOCIETY OF THULE part1

"Count Friedrich von Ströheim has combined an obsession with the occult and Prussian military efficiency to provide strange and amazing weaponry for his followers."



Count Friedrich von Ströheim painted by Dave Woodward

COUNT FRIEDRICH VON STRÖHEIM

When he takes to the field himself, the Count wears elaborate Prussian military uniform including the classic spiked "pickelhaube" helmet and (of course) a monocle. The Count lost his left arm in Istanbul when it was shot off by Lord Curr's elephant gun; the missing limb has now been replaced by a remarkable electro-mechanical prosthesis.



UNDERCOATING

Undercoating is essential as it provides a consistent surface on which to apply the next coats of paint, and it shows up the detail on a model much more clearly than shiny bare metal. For the undercoat I used Humbrol enamel matt black.

THE PAINT

I used Army Painter War Paints to paint von Ströheim, mixing up colours to suit my style and preferences. The Mega Paint Set provides an adequate range of colours for almost all needs, but you will often need to mix colours to get the desired results, however I have tried to work out colour combinations to reduce mixing a somewhat.

PAINTING

The figure painting follows my well known method of working from dark to light shaded up from a black undercoat. This three or more colour painting method uses successive tones of colour (shade, middle and light) which are added to the model in layers, working up from dark to light. This creates a bold three-dimensional effect of shadows and highlights, the layers of colour giving greater depth and subtlety to the model. For the facial detail and for the eyes I used an Insane Detail brush. For the rest of the model I used a Warpaints Detail brush.

COUNT VON STRÖHEIM

In Her Majesty's Name features a great colour illustration of the evil leader of the Cult of Thule, and Steve Saleh has sculpted another brilliant model, so I didn't have to worry about colour schemes, just what colours I would use to match the illustration. It is very handy to have a full colour illustration to work from; although you may wish paint him in your own schemes as well, this is the book version!

EYES & FLESH

Count von Ströheim only has one eye on show, the other being hidden by his monocle. The eye is a bit tricky tucked up under the peak of his *pickelhaube*. I held the model upside-down, to give easier access while painting his eye. His face is well defined so I was just a matter of following the detail. Also the Count's one hand is gloved so no flesh hands to paint.

EYES

1. His whites are AP-WP1102 - Matt White
2. The irises are AP-WP1116 - Deep Blue (stereotyped Prussian!)

FLESH

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

EYES



FLESH 1



FLESH 2



FLESH 3



FLESH 5



THE REST OF THE MODEL

THE WHITE THINGS

Mostly his one glove, sash, hair and moustaches, and some fine piping on the top edge of his collar. I did these first as they are very small areas and would be more difficult to do at the end. Painting them in first allows you to correct any mistakes by painting over the slips with black AP-WP1101 - Matt Black.

WHITE

1. AP-WP1102 - Matt White + AP-WP1117 - Ash Grey
2. + more AP-WP1102 - Matt White
3. + more AP-WP1102 - Matt White
4. pure AP-WP1102 - Matt White

SASH

Infuriatingly his sash has narrow bands of red and blue running along it; I painted these on in AP-WP1104 - Pure Red and AP-WP1116 - Deep Blue, with no shading or highlighting. Try to do them in one steady stroke, both colours cover quite well when painted over the white of the sash, and you can easily correct mistakes by touching in with pure AP-WP1102 - Matt White. You could paint the sash silver if you prefer and forget the stripes!

UNIFORM

Now normally I would have done all the piping on his uniform first, but as the piping is to be black I decided to leave it till after I had painted the blue of the jacket as that was likely to be the trickiest bit to do. I could then correct any mistakes with AP-WP1101 - Matt Black.

THE REST OF THE MODEL



JACKET & TROUSERS

1. AP-WP1119 - Wolf Grey
2. AP-WP1119 - Wolf Grey mixed with AP-WP1113 - Electric Blue
3. + more AP-WP1113 - Electric Blue
4. + AP-WP1102 - Matt White

PICKELHAUBE, COLLAR, PIPING, BOOTS, HILT & PIPE

These are all the same colour, so it is a good opportunity to get quite a few things done in one go. When highlighting, leave plenty of the original layer of black showing. To make sure all the black areas are really black I re-coat them in pure AP-WP1101 - Matt Black, before commencing the highlighting.

BLACK

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

THE GREATCOAT

Worn in an arrogant on the shoulders fashion the greatcoat is the largest area of solid colour on the model so will repay careful attention. Keep it simple; try to follow the folds that are there and you won't go far wrong.

1. AP-WP1101 - Matt Black mixed with AP-WP1118 - Uniform Grey
2. + AP-WP1118 - Uniform Grey
3. + more AP-WP1118 - Uniform Grey
4. and finally pure AP-WP1118 - Uniform Grey



THE ELECTRIC GENERATOR & PROSTHETIC POWER ARM

CYLINDER

Here I have painted on a wood grain effect on the cylinder.

1. AP-WP1124 - Oak Brown mixed with AP-WP1122 - Fur Brown
2. + AP-WP1121 - Desert Yellow
3. + more AP-WP1121 - Desert Yellow
4. and lastly + AP-WP1102 - Matt White

THE METALWORK

His prosthetic arm is all metal, and there is a lot of detail there and on sword and helmet. The dial of the generator is a bit fiddly but does repay careful painting.

SCABBARD, SOME OF THE ARM, EPAULETTE TASSELS

Steel

1. AP-WP1131 - Gun Metal plus AP-WP1101 - Matt Black
2. AP-WP1130 - Plate Mail Metal
3. AP-WP1129 - Shining Silver
4. AP-WP1136 - Dark Tone Ink

REST OF THE ARM, EPAULETTES, MONOCLE RIM, BUTTONS

Brass

1. AP-WP1133 - Weapon Bronze
2. Foundry PP036C – Shiny
3. Foundry PP044C - Burning Gold

THE BASE

For all these IHMN models I decided to do a very minimal base, a fake stone paving trompe l'oeil effect. The key to the trompe l'oeil effect is to decide where the light is coming from and highlight accordingly. The final highlight goes on just the very edge of the fake stones on the paving.

1. AP-WP1101 - Matt Black mixed with AP-WP1122 - Fur Brown
2. + AP-WP1102 - Matt White
3. + more AP-WP1102 - Matt White
4. + even more AP-WP1102 - Matt White

VARNISH

Make sure all the paint on the model is thoroughly dry before commencing varnishing.

COUNT FRIEDRICH VON STRÖHEIM FINISHED





Count Friedrich von Ströheim tours the world.



Below. Grand Master, Count Friedrich von Ströheim painted by Dave Woodward.

