

MOUNTAIN ORCS



THE BOX SET

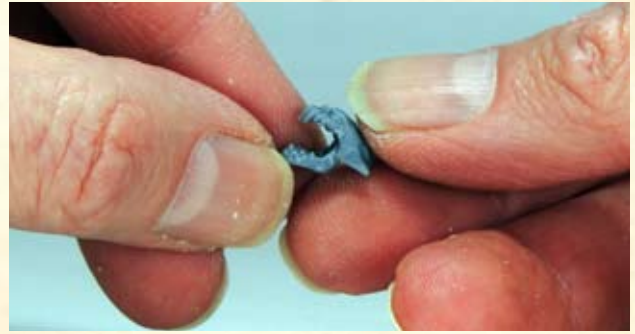
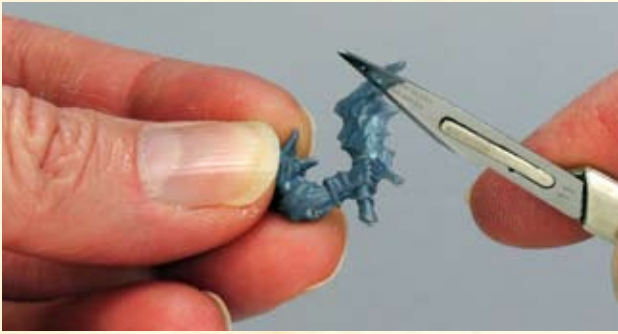
The first thing to do when you are presented with any of these sets of plastic figures is to get the sprues out and see what you have got. In this case there are five sprues of two different types, (3 of one and 2 of the other) containing enough body parts to build twenty large well muscled Orcs. Study the sprues and have a planning session, you will have plenty of options.

I started by trying to copy the ones on the back of the box! I have found with all these plastic kit figures it worth taking some time to get them to look right, try out different arm and leg and head positions and see what works best.



Above. Trying different body parts. Below, the two sprues.





Above left. I cleaned the parts up with a very sharp scalpel, there was very little to do in fact, just scraping along the mould lines to remove these and removing any sprue marks. Above right. Fit the jaw before you attach the head to the body.

CLEAN UP

Cut off more parts than you think you will need, so you can try different options out. I cut the parts off the sprue with side-cutters, the sprue is quite chunky so be careful and don't try chopping at it with your knife. When I had figured out what parts I needed for a properly gruesome Orc, I set about cleaning them up before assembly. I cleaned the parts up with a very sharp scalpel, there was very little to do in fact, just scraping along the mould lines to remove these and removing any sprue marks.

ASSEMBLY

For strength I used superglue and an accelerator for the initial sticking, and then flooded the joints with liquid solvent cement. The only slightly fiddly bit is the jaw, which is a separate piece to allow a really massive gape! Fit the jaw before you attach the head to the body. Fortunately the jaw has a slight bit of spring to it and locates and stays in place ready for gluing, so you can do the wide open look or, well, they don't close like our teeth do, but the look good closed up too.

Then fix the head to the body, again you will have plenty of options to move the heads about before final gluing. And

Below. Fix the head to the body, you will have plenty of options to move the heads about before final gluing. then the arms and weapons.



then attach arms and weapons. It is essential to choose the most suitable arms for the body you have selected, if you want the Orc anatomy to look good on the finished model. Try different arms, temporarily fixing them in place with blue tack.

THE LAST THING BEFORE PAINTING

The last thing I did was to glue the Orc to a bit of plasticard that fitted perfectly the recess in the bases supplied with the set. This was so I could just pop him in the base when he was done and then do the base texturing. I could have drilled and stuck a pin in his leg ready to attach him to anyone of the many aftermarket resin textured bases; maybe I will do that for the next ones!

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 grey plastic.

Below. The fully assembled Orc primed first with aerosol grey car primer, spray on lightly so as not the clag the detail.



PRIMER AND UNDERCOAT

I primed the Orc first with aerosol grey car primer, spray on lightly so as not to clog the detail. Then for the undercoat I used Humbrol enamel matt black. You want the undercoat to be as matt as possible so the detail on the model is easier to see. For an acrylic undercoat it is a good idea to use a matting agent, as acrylics tend to be naturally a bit shinier.

I brushed the undercoat on with a *Warpaints Small Dry brush* making sure I covered the entire model. Don't let the paint pool anywhere as this will dry very thick and could obscure details. Also watch out for any stray hairs detaching from your brush and sticking to the model during undercoating. Pull them off with tweezers before they become permanently attached! Take particular care not to clog up the face and similar fine detail areas, don't be afraid to go back and clear runs or blobs of undercoat off with your brush. I then let the undercoat dry completely before going on to paint the models.

THE COLOUR SCHEME

Fortunately I had great pictures on the box as guidance, which always makes life much easier, so I more or less copied them!

PAINTING

The painting follows my well known method of working from dark to light shaded from a black undercoat. This three, four, five 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. It may seem counterintuitive if you haven't painted this way before, but bear with me.

THE PAINT

I used *Army Painter* paints to paint the Orc, mixing up colours to suit my style and preferences. They provide 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 combinations of colours to reduce this a bit.

The amount of paint you squeeze out to use is harder to judge, I usually mix up more than I need, which better than not having enough, I'm afraid I have grown a bit lazy with using pre-mixed paint systems.

Lastly don't get too much paint on your brush, less than a third of the way up the hairs on the brush in the paint is plenty, *never* dip the brush all the way up to the metal ferrule, or you will ruin that brush in short order.

THE EYES AND MOUTH

For such a large model he has quite small eyes, so they need careful attention. I paint the eyes first so I can get them right before doing the rest of the model, as if the eyes are not good it will spoil the rest of the paint job! If you are not confident about painting eyes leave them unpainted, it will look fine.



Above. I paint the eyes first so I can get them right before doing the rest of the model, as if the eyes are not good it will spoil the rest of the paint job!

The eyes are [AP-WP1121 - Desert Yellow](#), then [AP-WP1121 - Desert Yellow](#) plus [AP-WP1102 - Matt White](#). Follow the detail on the model, and don't worry if you don't get it quite right because you can always neaten up the white with some [AP-WP1101 - Matt Black](#).

You need to do the inside mouth first, as it will become almost impossible to reach without getting paint all over the teeth and jaws. There is a surprising amount of detail in the mouth.

THE MOUTH

1. [AP-WP1142 - Chaotic Red](#)
2. [AP-WP1142 - Chaotic Red](#) plus [AP-WP1102 - Matt White](#)
3. plus [AP-WP1102 - Matt White](#)
4. and plus even more [AP-WP1102 - Matt White](#)

FLESH

Absolutely the most important part of any Orc, gosh! Before painting I thinned the paint slightly with an acrylic thinner, with also help to release any trapped air bubbles in the paint. Also I did more layers than normal as I wanted a dramatic look to the flesh.

I started with the head doing all the bits around the eyes first, then the feet and hand and then rest of the body. Make sure you have mixed up enough paint, as there is a lot of flesh to do on this quite large model.

When doing the highlights, paint the face first, then the hands and feet, then the rest. All the time try to leave a



Above. I started with the head doing all the bits around the eyes first, then the feet and hand and then rest of the body.



little of the shade colour showing in the folds and creases. The nose for example is really just a stripe with two dots either side at the bottom. Also try to define the main muscle groups, chest, biceps, and areas like shoulder blades and collarbone. With so much flesh on show it is worth doing a little more work to really bring out the massive physique of the model.

The flesh colours were as follows.

GREEN SKIN

1. [AP-WP1110 - Army Green](#) plus about 10% [AP-WP1124 - Oak Brown](#) just to take the edge off the green.
2. The above plus about 10% [AP-WP1108 - Necrotic Flesh](#)
3. then more [AP-WP1108 - Necrotic Flesh](#), about 10%
4. then a switch to adding [AP-WP1102 - Matt White](#), just 7%
5. and then more [AP-WP1102 - Matt White](#), again not more than 5%
6. and finally still more [AP-WP1102 - Matt White](#), less than 5%

Above & Below. Flesh stages 2, 3, 4 and 5.





BONES AND TEETH

Lots and lots all over this guy. A little tip here, don't make life too hard for yourself by positioning arm and legs so that it makes it very difficult to reach the chest for example. Anyway, same deal here, lots of big areas, so you need to be quite subtle.

The bone colours were as follows.

1. pure [AP-WP1121 - Desert Yellow](#)
2. [AP-WP1121 - Desert Yellow](#)
plus [AP-WP1125 - Skeleton Bone](#)
3. plus more [AP-WP1125 - Skeleton Bone](#)
4. pure [AP-WP1125 - Skeleton Bone](#)
5. [AP-WP1125 - Skeleton Bone](#) plus [AP-WP1102 - Matt White](#)
6. and lastly plus more [AP-WP1102 - Matt White](#)

Above. Flesh stage 6, the final stage.



Above. Bones & Teeth stages 1, 2 and 3. Below. Bones & Teeth stages 4, 5 and 6



LEATHERWORK

Again a fair bit to do on him. Paint as follows.

1. Pure AP-WP1123 - Leather Brown, no surprise!
2. AP-WP1123 - Leather Brown plus AP-WP1102 - Matt White
3. plus AP-WP1102 - Matt White
4. plus AP-WP1102 - Matt White

STRAPS AND THINGS

Basically any other straps and things that were left after doing the above.

1. AP-WP1124 - Oak Brown plus a tiny bit of AP-WP1101 - Matt Black
2. pure AP-WP1124 - Oak Brown
3. AP-WP1124 - Oak Brown plus AP-WP1121 - Desert Yellow
4. plus more AP-WP1121 - Desert Yellow
5. and then a bit of AP-WP1102 - Matt White



Above. Leatherwork. Below. Straps & Things.





HAIR AND ARMOUR

I wanted bright hair and dull armour, the [Wolf Grey](#) highlighted with white is a lovely colour. For the armour I used washes over the metallic to darken and dirty it up. Make sure the metallic paints are well dry before you use washes over them.

HAIR COLOUR

1. pure [AP-WP1119 - Wolf Grey](#)
2. [AP-WP1119 - Wolf Grey](#) plus [AP-WP1102 - Matt White](#)
3. then add more [AP-WP1102 - Matt White](#)
4. and the more [AP-WP1102 - Matt White](#)

ARMOUR COLOUR

1. [AP-WP1131 - Gun Metal](#)
2. then a wash of [AP-WP1135 - Strong Tone Ink](#)
3. then [AP-WP1131 - Gun Metal](#)
4. and then more [AP-WP1135 - Strong Tone Ink](#) and [AP-WP1138 - QS Red Tone Ink](#)



Above & below. Hair and armour.





BLOOD

The final flourish, as it were, was to add some blood spatter to lend a truly nightmarish quality to the big Orc. The blood is [AP-WP1105 - Dragon Red](#). The spatter is achieved with the Small Drybrush brush. Get some paint on your brush, and then and then brush most of the paint out, when you have very little paint on the brush stipple the paint on and gradually build up a blood stained effect. Better to have to little paint on your brush than too much.

VARNISH

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

GLOSS

The models were then given a coat of Humbrol polyurethane gloss varnish and set aside for 24 hours to dry completely. Be careful not to let the varnish pool, especially under the legs. You don't need a very thick coat of varnish.

MATT

Then they were given two coats of [AP-WP1103 - Anti-Shine Matt Varnish](#). Be even more careful when painting on the matt varnish. When applying the matt, brush it out well from any nooks and crannies where it is likely to collect and pool.



Above and below. Blood, Varnish & Base



BASE AND FINISH

The base itself is the 25mm square recessed plastic base that comes in the box, and very nice it is too. As I mentioned before, I had mounted the Orc on a piece of plasticard so all I had to do was pop him in the recess of the base, I used superglue to stick the models in place, blowing over it with a hairdryer on cold setting to prevent the glue whitening off on the model.

I then filled in-between the models base with household filler and then left that overnight to go hard, then glued on some sharp sand with PVA glue.

When the sand was dried hard I painted the textured area of the base with the following.

1. [AP-WP1123 - Leather Brown](#) all over the sand
2. I then dry-brushed [AP-WP1121 - Desert Yellow](#) quite heavily
3. Then I dry-brushed on a layer of [AP-WP1125 - Skeleton Bone](#)
4. And finally a light dry-brush of [AP-WP1102 - Matt White](#)

Then I painted the edge with [AP-WP1101 - Matt Black](#)

I then added some flora, some tufts of The Army Painter - [Battlefields - AP-BF4131 - Winter Tuft](#), and he was ready for battle!



Above and below. Base and finish .

