

HOW TO PAINT OATHMARK SKELETONS FROM SCRATCH



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Above. The four painted Skeletons.

The idea was “how to paint a skeleton from scratch”, that is literally from clipping off the frame to end. Also to show four skeletons painted in four different ways, one in verdigris bronze armour, one in the bright bronze armour similar to the **Skeleton Soldiers** units on the box cover, one in rusty old iron and one in dark damaged bronze armour. I varied the ways I painted the bones of some the skeletons too, and as last twist I also varied the basing up as well!

You might like to try one or some or all of the techniques, whatever suits you or you could mix and match from each one to another to create other options.

Some of the stages are similar or the same on the different models but I will mostly repeat them to save you having to scroll up and down to find relevant sections.

Below. Carefully snip the parts off the sprue with small modelling side-cutters.



ASSEMBLING THE OATHMARK SKELETONS

In this article I will go through the approach I have to putting together plastic kit **Oathmark Skeletons**, however the techniques would apply to any of the numbers plastics now available.

THINGS YOU WILL NEED

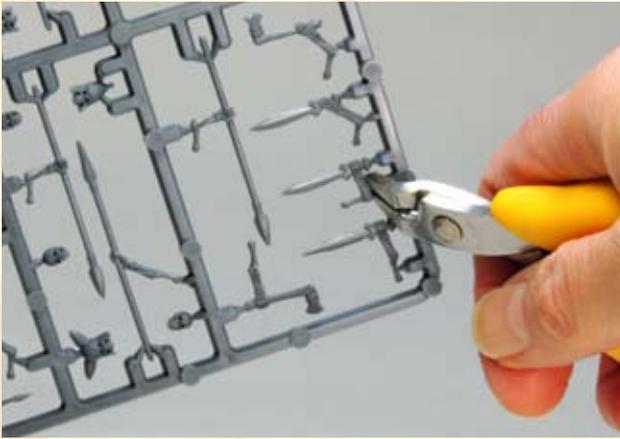
As follows: A very sharp knife or scalpel; liquid polystyrene cement; small modelling side-cutters, preferably a cutting matt or gash card to work on; old stiff paintbrush; sticking plasters.

HAVING A BUTCHERS

When I am going to put together some of these multipart models plastic figures the first thing is to have a proper look at the sprue and see what you have got to play with. I usually start with a body and then try various parts out to see what I like, or copy an assembly someone else has done that looks good. *(Some people will wash the sprue before attempting assembles, but I have never done this).*

TRY NOT TO SNAP

I carefully snip the parts off the sprue with small modelling side-cutters, the sprue is fairly chunky so be careful, but the plastic itself isn't brittle. Best not to try chopping at it with a knife however, as it may snap in the wrong place, and you may damage other important parts on the sprue or even yourself! Once you have chopped all around the part it should fall out, without needing to be snapped off. I cut off just



Above. Carefully snip the parts off the sprue with small modelling side-cutters.

the bits I think I will for a whole model, body, arms, head and shield. Definitely do not try to snap parts off with your bare hands or you will snap those bones.

REMOVING LINES

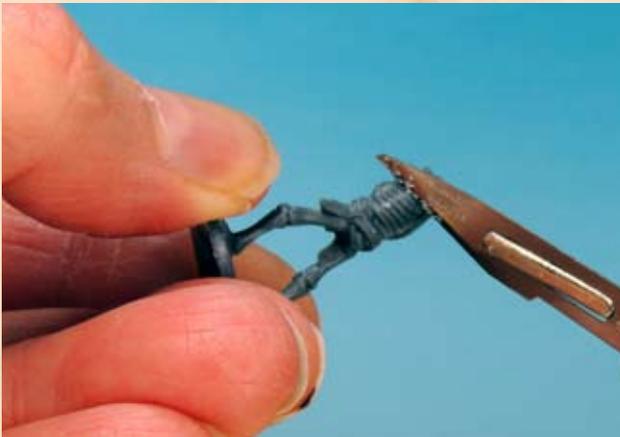
Some of the parts will need the fine mould lines removing before assembly. I clean them up with a very very sharp (or brand new) scalpel, scraping along the mould lines to remove these and removing



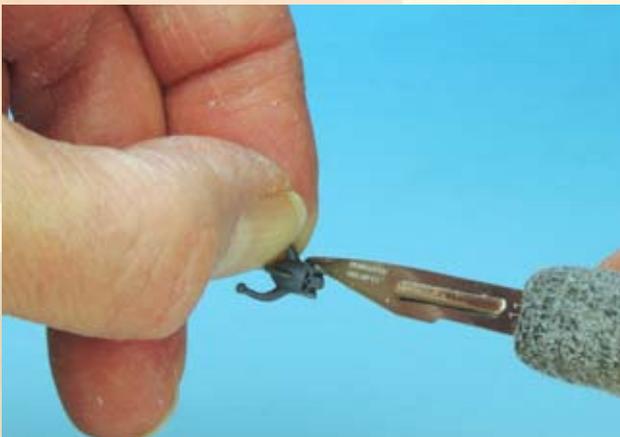
Above. Some of the parts will need the fine mould lines removing before assembly.

any marks left where I chopped them off the sprue. I have a scalpel blade that I keep just to use for this purpose, I did try having a whetstone handy to keep the blade sharp, but you can't beat a blade that has only lightly touched plastic. **BE VERY CAREFUL OF THE SHARP SCALPEL.** Once you have successfully removed any mould lines, the fine plastic detritus left should be carefully brushed into your bin with a stiff old paintbrush, otherwise this stuff gets everywhere because of the static charge in it.

Below. Clean them up with a very very sharp scalpel, scraping along the mould lines to remove these and removing any marks left where I chopped them off the sprue..



Below. Fine plastic detritus left should be carefully brushed into your bin with a stiff old paintbrush.





Above. Have a dry run with some Blu-Tack and see what works to your satisfaction.

DRY RUNS

If you aren't sure about how to assemble the parts, you can hold the bodies up to the arms while still on the sprue and see if those will do, or have a dry run with some Blu-Tack and see what works to your satisfaction. If you are inexperienced with these kits, always try out an arrangement somehow before you commit it to gluing. You can kind of tell what's going to be successful once you have done several hundred, but seriously, do study what good sculptors like Mark Copplestone do with their models and you will soon get the hang of it. After a while you will be turning them out fast.

ASSEMBLING SKELETONS

I usually glue the arms on first, and then I can see approximately which way the figure needs to be looking and then glue the head on accordingly. Apply a tiny amount of cement to the arm the press it to the body and hold for a short while to sort of tack it in place, you will still have a short while to reposition it if you are not happy. Once you are happy with the position you can apply more liquid cement to fix it in place. Then carry on attaching the other bits to complete your figure.

Below. Apply a tiny amount of cement to the arm the press it to the body and hold for a short while to sort of tack it in place, you will still have a short while to reposition it if you are not happy.



Above. Study what good sculptors like Mark Copplestone do with their models and you will soon get the hang of it.

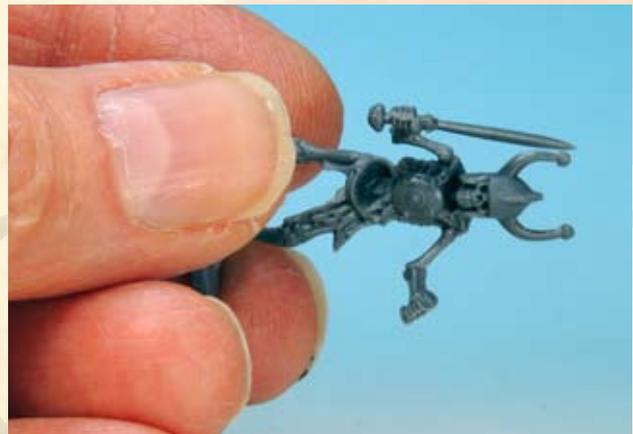
THIS IS NOT ABS

You can use any sort of good polystyrene cement; I use thick and thin types as the need arises. The thicker ones can often be useful for tack things into place, they take slightly longer to cure so can be useful if you do a lot of repositioning, and then do the final gluing with the thin liquid cement. This is not ABS (Acrylonitrile Butadiene Styrene) however; you won't need anything terribly aggressive and the skeletons are by their nature quite fine and thin so don't overdo the glue. Any of these cements are quite serious stuff, so make sure you follow the manufacturers instructions at all times.

SMOOTHING OUT

To smooth out the places where I have cleaned off any mould lines I go round with the liquid cement carefully "painting" over these marks just enough to soften them a bit. Do this possess very gingerly as you can easily swamp the figure in glue if you are not very careful. This painting also melts any fine plastic dust that may have been left by the cleaning up process. The shininess of some parts of the figures in the photos is an unfortunate side effect of this glue painting. If you have any small gaps or discrepancies in the fit of any parts, try filling the gap with a tiny off

Below. Once you are happy with the position you can apply more liquid cement to fix it in place. Then carry on attaching the other bits to complete your figure.





Above. Carefully “painting” over these marks just enough to soften them a bit. Do this possess very gingerly as you can easily swamp the figure in glue if you are not very careful. .

cut of sprue, then “painting” over it with your cement till it softens and melts into place. You can then trim this with your sharp knife to make a clean job of it.

SOME MORE SKELETONS

This time I have concentrated on just one skeleton pose but painted in four different ways. To this end I made four almost identical skeletons to better illustrate the differences in the paintwork.

Leave your assembled models to harden at least overnight, the plastic takes time to regain strength after having been melted by the cements.

PAINTING THE SKELETONS

So I have assembled four, almost the same, skeletons. Obviously I wouldn't normally recommend making four almost identical skeletons, but they were to serve a particular purpose here.

Below. Four almost identical Skeletons to better illustrate the differences in the paintwork.



UNDERCOATING

Undercoating is essential as it provides a consistent surface on which to apply the next coats of paint. For the undercoat I used **Humbrol** enamel matt black or grey car primer spray.

I brushed the **Humbrol** enamel on with a **Warpaints Small Drybrush** 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.

I spray the car primer very lightly in passing sprays, never linger to long with the spray.



1. SKELETON VERDIGRIS BRONZE ARMOUR

PRIMED

He was undercoated with spray car primer, the next thing I did was to give him a spray coat of the Army Painter: Leather Brown Colour Primer spray. These sprays are very pigment heavy so be gentle with them, but make sure the grey is covered. You can get the Army Painter sprays from our chums at Great Escape Games.

The next step was to spray him with the Army Painter: Skeleton Bone Colour Primer. I didn't spray it on like an undercoat in the normal random way, with the models now blue tacked to a piece of scrap card, this coat was sprayed from just one angle and this was from the top spraying towards the feet of the models while holding the spray can in the same plain as the models, not spraying directly at them like you would normally when undercoating. Again be light in the spraying as these cans still put out a lot of paint! This mono directional technique is to try and create a shadow effect on the models. But it only works if you spray it from that one top down direction; it's called Zenithal highlights in the trade.

But please go easy with the sprays as it can be quite easy to clog the fine detail especially on a model like this.

WASHED

Once the primer was properly dry, I applied a coat of Mid Brown Wash all over the bones. I did go back and blob some more on in places that I had either missed or I felt needed a bit more shade and I did remove some of the bigger pools with my brush if too much had collected in particular place, and again put him aside to dry.



Above. The next step was to spray him with the Army Painter: Skeleton Bone Colour Primer.

Below. I applied a coat of Mid Brown Wash all over the bones.



THE PAINT

I used **Army Painter War Paints** to paint the skeletons, mixing up colours to suit my style and preferences. The names here reference **The Mega Paint Set** provides an adequate range of colours for almost all needs, but you will usually need to mix colours to get the desired results.



Above. 1. Skeleton Bone, I tried not to paint out all of the washed over bones.

BONES

1. **Skeleton Bone**, I tried not to paint out all of the washed over bones and also left the brown wash to show in all the depressions.



Above. 2. Skeleton Bone plus Matt White, just on the high points.

2. **Skeleton Bone plus Matt White**, just on the high points.

3. and that's it for the bones as I wanted to keep his bones quite dark. It's quite a quick method isn't it! It would be good for massed units in **Oathmark!**

Below. 2. Skeleton Bone plus Matt White, just on the high points, back view.



Below. 3. that's it for the bones. It's quite a quick method isn't it!



Above. 1. Rough Iron.

METAL

1. **Rough Iron.**
2. **Rough Iron mixed with True Copper.**

Below. 2. Rough Iron plus True Copper:





Above. 3. wash of Scaly Hide mixed with Green Tone Ink.

METAL (CONTINUED)

3. wash of **Scaly Hide** mixed with **Green Tone Ink**. You could leave it there but I wanted a more aged look.

4. so another wash of the above!

Below. 4. another wash of Scaly Hide mixed with Green Tone Ink.





Above. 1. Oak Brown plus Matt Black.



Above. 2. Oak Brown.

STRAPS

1. **Oak Brown plus Matt Black.**
2. **pure Oak Brown.**

3. **Oak Brown plus Desert Yellow.**
4. **plus more Desert Yellow.**
5. **plus more Desert Yellow just on the edges.**

Below. 3. Oak Brown plus Desert Yellow.



Below. 4. plus more Desert Yellow.





Above. 5. plus more Desert Yellow just on the edges.



Above. 5. plus more Desert Yellow just on the edges.

RAGGED REMNANTS OF CLOTHING

1. **Hydra Turquoise** plus **Matt Black**.

2. plus **Hydra Turquoise**.
3. plus more **Hydra Turquoise**.
4. plus **Matt White**.
5. plus more **Matt White**.

Below. Ragged Remnants of Clothing.





Above. Back of Shield.

BACK OF SHIELD

1. **Dirt Splatter.**
2. plus **Desert Yellow.**
3. plus more **Desert Yellow.**
4. plus **Matt White.**

Below. Painting completed.



FINISHED PAINTING

That's his painting completed.





Above. Then a coat of Humbrol gloss varnish.

GLOSS VARNISH

The model was 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 on the feet. You don't need a very thick coat of varnish.

Below. Then Anti-Shine Matt Varnish.



Above. Then Anti-Shine Matt Varnish.

MATT VARNISH

Then they were given two coats of **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.

Below. Then Anti-Shine Matt Varnish.





Above. Superglue was used to stick the model in place.

BASING

The bases are 25mm square plastic ones that come with the skeletons. I used superglue to stick the model in place, blowing over them to prevent the glue whitening off on the models.

I then filled in between the models bases and square

Below. 1. Sand is glued on and painted Oak Brown.



Above. The base was then filled with DIY filler.

base with **Hombase** DIY filler and then left that overnight to go hard.

1. I then glued on some sharp sand with PVA glue and painted it **Oak Brown**.
2. I then dry-brushed on **Monster Brown**.

Below. 2. Then dry-brushed with Monster Brown.





Above. 3. Then dry-brushed with Desert Yellow.

3. I then dry-brushed on **Desert Yellow**.

4. finally I dry-brushed on lightly, **Skeleton Bone**.

I then added some of the **Beige Tufts** from **Gamers Grass**.

Then some **Gale Force Nine: Meadow Blend Flock**.

Below. Gale Force Nine: Meadow Blend Flock.



Above. Gamers Grass Beige Tufts were then added.

The final touch is a very light dry-brush of **Desert Yellow** on the flock and he's good to go.

Below. A very light dry-brush of Desert Yellow.





**FINISHED SKELETON IN
VERDIGRIS BRONZE
ARMOUR**



2. SKELETON BRIGHT BRONZE ARMOUR

PRIMED

Well he was primed and the washed in exactly the same way and Skeleton number one! In fact I used the picture of him to illustrate the priming above as it was the same in all respects (oh and I forgot to take a picture of number one in primer!). I'm not going to repeat this bit as it's to long.

WASHED

I applied a coat of **Mid Brown Wash** all over the bones. I did go back a blob some more on in places that I had either missed or I felt needed a bit more shade and I did remove some of the bigger pools with my brush if to much had collected in particular place

BONES

1. **Skeleton Bone**, for this one I painted more of the bone in this colour but still leaving the brown wash to show in the depressions.
2. **Skeleton Bone** plus **Matt White**.
3. plus more **Matt White**.



Above. Mid Brown Wash all over the bones.

Below. 1. Skeleton Bone.



Below. 2. Skeleton Bone plus Matt White.





Above. 2. Skeleton Bone plus Matt White.



Above. 3. plus more Matt White.

BONES

1. **Skeleton Bone**, for this one I painted more of the bone in this colour but still leaving the brown wash to show in the depressions.
2. **Skeleton Bone** plus **Matt White**.
3. plus more **Matt White**.

Below. 3. plus more Matt White.



Below. 3. plus more Matt White.



Above. 1. Weapon Bronze.



Above. 2. Mid Brown Wash.

METAL

1. **Weapon Bronze.**
2. **Mid Brown Wash.**
3. **Weapon Bronze (again).**

Below. 3. Weapon Bronze (again).



Below. 3. Weapon Bronze (again).



Above. 4. Greedy Gold.



Above. 4. Greedy Gold.

METAL (CONTINUED)

4. **Greedy Gold.**

5. **Bright Gold.**

Below. 5. Bright Gold.



Below. 5. Bright Gold.





Above. Straps.

STRAPS

1. **Fur Brown** plus **Oak Brown**.
2. plus **Fur Brown**.
3. plus more **Fur Brown**.
4. **pure Fur Brown**.
5. plus **Matt White** just on the edges.

Below. Remnants of Clothing.

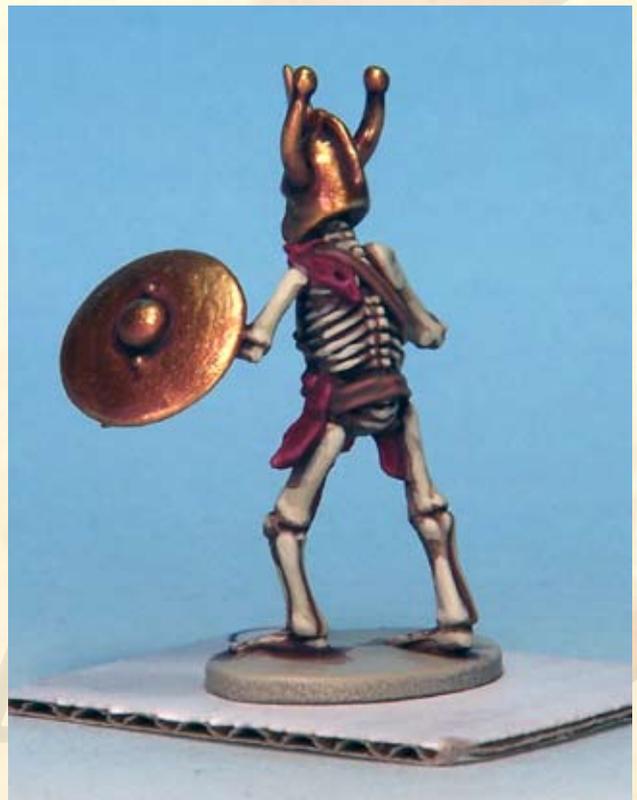


Above. Straps.

REMNANTS OF CLOTHING

1. **Chaotic Red** plus **Dragon Red**.
2. plus **Dragon Red**.
3. **pure Dragon Red**.
4. plus **Matt White**.
5. plus more **Matt White**.

Below. Remnants of Clothing.





Above. Back Of Shield.

BACK OF SHIELD

1. **Dirt Splatter.**
2. plus **Desert Yellow.**
3. plus more **Desert Yellow.**
4. plus **Matt White.**

Below. Painting completed.



Above. Painting completed.

FINISHED PAINTING

And that's his painting completed.

Below. Painting completed.





Above. Gloss Varnish.

GLOSS VARNISH

The model was then given a coat of **Humbrol** polyurethane gloss varnish and set aside for 24 hours to dry completely.



Above. Matt Varnish.

MATT VARNISH

Then they were given two coats of **Anti-Shine Matt Varnish**. Be even more careful when painting on the matt varnish. Don't use the spray version of the **Anti-Shine Matt Varnish** as it can react with the **Humbrol** gloss.

Below. Finished Painting.



Below. Finished Painting.





Above. Superglue was used to stick the model in place.

BASING

The bases are 25mm square plastic ones that come with the skeletons. I used superglue to stick the model in place, blowing over them to prevent the glue whitening off on the models.

Below. 2. Monster Brown dry-brushed on.



Above. 1. Sand is glued on and painted Oak Brown.

I then filled in between the models bases and square base with **Hombase** filler and then left that overnight to go hard.

1. I then glued on some sharp sand with PVA glue and painted it **Oak Brown**.
2. I then dry-brushed on **Monster Brown**.

Below. 3. Desert Yellow dry-brushed on.





Above. Beige Tufts added.

3. I then dry-brushed on **Desert Yellow**.
4. then I dry-brushed on lightly, **Skeleton Bone**.

I then added some of the **Beige Tufts** from **Gamers Grass**.

Then some **Gale Force Nine: Meadow Blend Flock** stuck on with PVA glue.

Below. The final touch is a very light dry-brush of Desert Yellow on the flock and he's done.



Above. Meadow Blend Flock added.

The final touch is a very light dry-brush of **Desert Yellow** on the flock and he's done.





**FINISHED SKELETON IN
BRIGHT BRONZE
ARMOUR**



3. SKELETON RUSTY IRON ARMOUR

UNDERCOATED

In **Humbrol** enamel matt black.

METAL

On this Skeleton I am going to paint the metal first as the technique used is harder to control and might contaminate the bone areas. The metalwork is painted using a technique called dry brushing. Essentially this is done by using a stiffer (than if you were normally painting it), short, brush with a lot of the paint removed and touching raised sections. Dip the end of your brush in the paint and make sure all the bristles are well soaked at the end then remove much of the paint onto a tissue. Draw the brush back and forth over the high spots of the model. You will need to brush back and forth several times as the best effect is achieved with slow gradual build up of paint.

Like normal painting I do three or more layers of dry brushing as follows. Also slightly confusingly I use a layer of ink between first two layers and the top layer of **Gunmetal** isn't dry-brushed on but painted as normal.

1. **Dark Gun Metal.**
2. **Mid Brown Wash.**



Above. Undercoated in Humbrol enamel matt black.

Below. 1. Dark Gun Metal.



Below. 2. Mid Brown Wash.





Above. 3. Dark Gun Metal.



Above. 4. Mid Brown Wash plus Dry Rust Effects.

METAL (CONTINUED)

3. **Dark Gun Metal.**

4. **Mid Brown Wash plus Dry Rust Effects**, sloshed on over all the metal, you can also build up more layers depending on how rusty you want the metal to be.

Below. 4. Mid Brown Wash plus Dry Rust Effects.



Below. 5. Gunmetal, just on a few high ware points.



Above. 5. Gunmetal, just on a few high ware points.

METAL (CONTINUED)

5. **Gunmetal**, just a few high ware points.



Above. 5. Gunmetal, just on a few high ware points.

BONES

1. **Brown Leather.**
2. **Brown Leather plus Desert Yellow.**

Below. 1. Brown Leather.



Below. 1. Brown Leather.





Above. 3. Desert Yellow.



Above. 3. Desert Yellow.

BONES (CONTINUED)

- 3. **Desert Yellow.**
- 4. **Skeleton Bone.**

Below. 4. Skeleton Bone.



Below. 4. Skeleton Bone.





Above. 5. Skeleton Bone plus Matt White.



Above. 5. Skeleton Bone plus Matt White.

BONES (CONTINUED)

5. Skeleton Bone plus Matt White.

Below. 5. Skeleton Bone plus Matt White.



Below. 5. Skeleton Bone plus Matt White.





Above. Straps.

STRAPS

1. **Oak Brown** plus **Matt Black**.
2. **Oak Brown**.
3. **Oak Brown** plus **Desert Yellow**.
4. plus more **Desert Yellow**.
5. plus **Matt White**.

Below. Remnants of Clothing.



Above. Straps.

REMNANTS OF CLOTHING

1. **Deep Blue** plus **Matt Black**.
2. plus **Matt White**.
3. plus **Matt White**.
4. plus more **Matt White**.
5. plus yet more **Matt White**.

Below. Remnants of Clothing.





Above. Back of Shield.

BACK OF SHIELD

1. **Dirt Splatter.**
2. plus **Desert Yellow.**
3. plus more **Desert Yellow.**
4. plus **Matt White.**

Below. Finished Painting.



Above. Front of Shield.

FRONT OF SHIELD

1. **Desert Yellow** plus **Leather Brown.**
2. plus **Matt White.**
3. plus **Matt White.**
4. plus more **Matt White.**
5. plus even more **Matt White.**

Below. Finished Painting.





Above. Finished Painting .

FINISHED PAINTING

And that's his painting completed.

GLOSS VARNISH

The model was then given a coat of **Humbrol** polyurethane gloss varnish and set aside for 24 hours to dry completely.

Below. Matt Varnish.



Above. Gloss Varnish.

MATT VARNISH

Then they were given two coats of **Anti-Shine Matt Varnish**. Be even more careful when painting on the matt varnish. Don't use the spray version of the **Anti-Shine Matt Varnish** as it can react with the **Humbrol** gloss.

Below. Matt Varnish.





Above. The model was stuck place with superglue.

BASING

The bases are 25mm square plastic ones that come with the skeletons. I used superglue to stick the model in place, blowing over them to prevent the glue whitening off on the models, you can use a hair-dryer set on cold.

I then filled in between the models bases and square

Below. 2. Dry-brushed with Desert Yellow.



Above. 1. Sharp sand painted with Leather Brown.

base with **Hombase** filler and then left that overnight to set solid.

1. I then glued on some sharp sand with PVA glue and painted it **Leather Brown**.
2. I then dry-brushed on **Desert Yellow**.
3. I then dry-brushed on **Skeleton Bone**.

Below. 3. Dry-brushed with Skeleton Bone.





Above. 4. Then dry-brushed very lightly with Matt White.

BASING (CONTINUED)

4. then I dry-brushed on very lightly, **Matt White**.

I then added some of the **Dry Green Tufts** from **Gamers Grass**.



Above. Dry Green Tufts from Gamers Grass added.

Then some **Gale Force Nine: Meadow Blend Flock**.

The final touch is a very light dry-brush of **Desert Yellow** on the flock and he's finished.

Below. Gale Force Nine: Meadow Blend Flock added.



Below. Very light dry-brush of Desert Yellow on the flock.





**FINISHED SKELETON IN
RUSTY IRON
ARMOUR**



Finished Skeleton in Rusty Iron Armour



4. SKELETON DISTRESSED BRONZE ARMOUR

UNDERCOATED

In Humbrol enamel matt black.

BONES

1. **Brown Leather.**
2. **Brown Leather plus Skeleton Bone.**



Above. 1. Brown Leather.

Below. 2. Brown Leather plus Skeleton Bone.

Below. 2. Brown Leather plus Skeleton Bone.





Above. 3. plus more Skeleton Bone.



Above. 3. plus more Skeleton Bone.

BONES (CONTINUED)

3. plus more **Skeleton Bone.**

4. **pure Skeleton Bone.**

Below. 4. pure Skeleton Bone.



Below. 4. pure Skeleton Bone.





Above. 5. Skeleton Bone plus Matt White.



Above. 5. Skeleton Bone plus Matt White.

BONES (CONTINUED)

5. Skeleton Bone plus Matt White.

Below. 5. Skeleton Bone plus Matt White.



Below. 5. Skeleton Bone plus Matt White.





Above. 1. Rough Iron.

METAL

1. **Rough Iron.**
2. **Rough Iron plus Weapon Bronze.**



Above. 1. Rough Iron.

Below. 2. plus Weapon Bronze.



Below. 2. plus Weapon Bronze.





Above. 3. plus more Weapon Bronze.



Above. 4. plus Greedy Gold.

METAL (CONTINUED)

- 3. plus more **Weapon Bronze.**
- 4. plus **Greedy Gold.**
- 5. plus **Bright Gold.**

Below. 5. plus Bright Gold.



Below. 5. plus Bright Gold.



Above. 1. Cut marks in Dark Stone.



Above. 1. Cut marks in Dark Stone.

DISTRESS

1. **Dark Stone** cut marks.
2. **Bright Gold** highlight on the metal.
3. **Skeleton Bone** plus more **Matt White** highlight on the bone.

Below. 3. Bright Gold highlight on the metal, Skeleton Bone plus more Matt White highlight on the bone.





Above. 3. Bright Gold highlight on the metal, Skeleton Bone plus more Matt White highlight on the bone.

DISTRESS (CONTINUED)

3. **Skeleton Bone** plus more **Matt White** highlight on the bone.

REMNANTS OF CLOTHING

1. **Oak Brown** plus **Matt Black**.
2. plus **Matt White**.
3. plus **Matt White**.
4. plus more **Matt White**.
5. plus yet more **Matt White**.

Below. 1. Oak Brown plus Matt Black.

Below. Finished Remnants of Clothing .





Above. Straps.

STRAPS

1. **Fur Brown** plus **Oak Brown**.
2. plus **Fur Brown**.
3. **pure Fur Brown**.
4. plus **Matt White**.
5. plus **Matt White**, edges only.

Below. 6. Some damage to the straps.



Above. Straps.

6. I couldn't resist adding some more damage!

BACK OF SHIELD

1. **Dirt Splatter**.
2. plus **Desert Yellow**.
3. plus more **Desert Yellow**, plus **Matt White**.

Below. Back of Shield.





Above. Finished Painting.



Above. Finished Painting.

FINISHED PAINTING ALMOST
And that's his painting almost completed.

Below. Finished Painting.



Below. Finished Painting.





Above. 1. the base is already black (undercoat).

BASING

No added base for this chap, as I had decided to paint him for **Frostgrave**, and that meant I would have to finish his base to match the rest of the many **Frostgrave** miniatures I have painted over the years. For these I normally paint the actual base of the miniature rather than adding an extra base, and the bases have a fake stone paving trompe l'oeil effect.

Below. The design in Uniform Grey plus Matt Black.

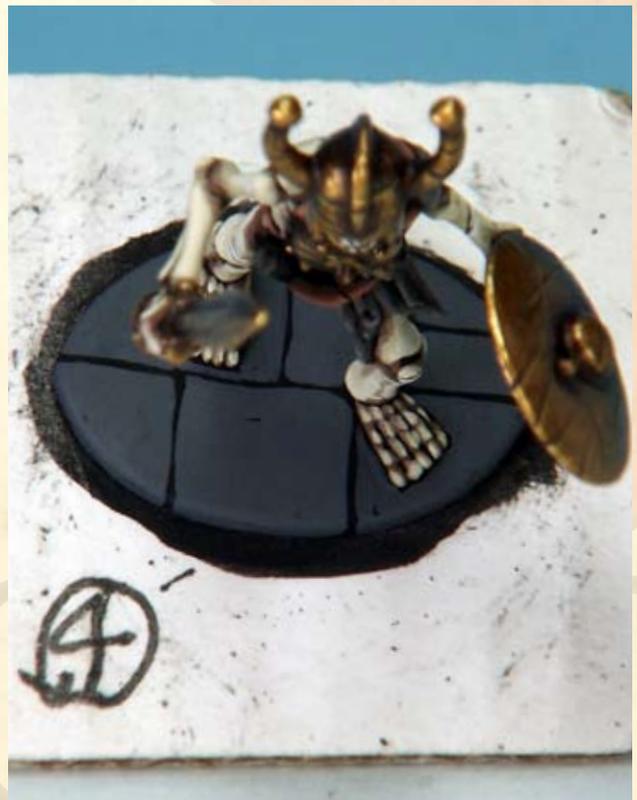


Above. 1. the base is already black (undercoat).

As follows.

1. the base is already black (undercoat).
2. **Uniform Grey** mixed with **Matt Black**, I start to work out the design.
3. **Uniform Grey** mixed with **Matt Black**. The rest of the design painted in.

Below. 3. The rest of the design painted in.





Above. 4. plus Uniform Grey.

4. plus **Uniform Grey**. The next layer is painted up to the left and top edges of the fake stones, leaving a tiny gap on the right showing the last layer.

5. **pure Uniform Grey**. Again this layer is painted right up to the left and top edges leaving both underneath layers showing a tiny bit.



Above. 5. pure Uniform Grey.

6. **Uniform Grey plus Matt White**. Trying to make a more stone like pattern and only highlighting about **half across** each of the stones.

7. plus **Matt White**. Highlight the design always on the left and top of the pattern and also around all of the edge of the base itself.

Below. 6. Uniform Grey plus Matt White.



Below. 7. plus Matt White.



Above. 8. plus more Matt White.



Above. 9. finally plus yet more Matt White.

BASING (CONTINUED)

8. plus more **Matt White**. Highlight following the pattern of the stones and also the edge of the base.

9. finally plus yet more **Matt White**. Highlight just the very edges of the base.

Below. 9. finally plus yet more Matt White.



Below. 9. finally plus yet more Matt White.



Above. Finished Painting.

FINISHED PAINTING

When I write it out, it does seem a long process, but it doesn't take as long as it looks and is very satisfying and you can shortcut the steps and still achieve a good effect. And that's him painted.

Below. Finished Painting.



Above. Finished Painting.

GLOSS VARNISH

The model was 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 on the feet. You don't need a very thick coat of varnish.

Below. Gloss Varnish.





Above. Matt Varnish.

MATT VARNISH

Then they were given two coats of **Anti-Shine Matt Varnish**. Be even more careful when painting on the matt varnish.



Above. Matt Varnish.

FINISHED

And that's him done and ready for action.

I Hope this gives you some new things to try when you decide how to paint your skeletons for **Oathmark** (or for **Frostgrave**).

Below. Matt Varnish.



Below. Matt Varnish.





**FINISHED SKELETON IN
DISTRESSED BRONZE
ARMOUR**



Finished Skeleton Distressed Bronze Armour.

