

PAINTING GUIDE



## COLOR SCHEMES

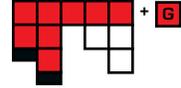


### CAPRICE

Caprician mounts will typically be painted to match their native surroundings, the red-brown rock that represents the majority of the surface of Caprice.

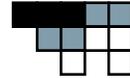
#### CAPRICIAN RED

BLOOD RED / BLACK / WHITE  
RED GLAZE



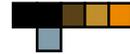
#### GUN-METAL BLACK

BLACK / SHADOW GREY / WHITE



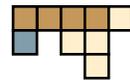
#### CORRODED THRUSTERS

BLACK / SHADOW GREY / DARK EARTH  
/ LIGHT BROWN / RUST ORANGE



#### AMMO BROWN

SHADOW GREY / MID-BROWN / IVORY

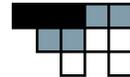


### THE BLACK TALONS

To avoid detection the Black Talons' equipment is coated with a variety of radar absorbent materials which limits their appearance to blacks and greys.

#### R.A.M. BLACK

BLACK / SHADOW GREY / WHITE



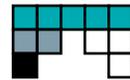
#### SENSOR GREEN

NEON GREEN / BRIGHT YELLOW GLAZE



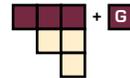
#### VIBRO-AXE

TEAL / BLACK / SHADOW GREY  
WHITE



#### BALLISTIC CLOTH

MAROON / IVORY / MAROON GLAZE

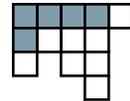


### COLONIAL EXPEDITIONARY FORCES

The CEF favor whites, blue-greys, and teals with bright, unit-identifying colors on several armor plates.

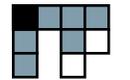
#### MAIN ARMOR

BLACK / SHADOW GREY / WHITE



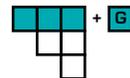
#### SECONDARY ARMOR

BLACK / SHADOW GREY / WHITE



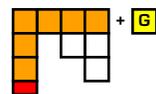
#### HOVER SYSTEM

TEAL / WHITE / TEAL GLAZE



#### UNIT MARKING

GOLDEN YELLOW / RED / WHITE  
BRIGHT YELLOW GLAZE



**NOTE:** The above colour charts are to be read left to right, where the first column represents the darkest paint colour ratio and the last the brightest. A box with a "G" represents a final glaze.



## PAINTING THE MEGGIDO MEDIUM COMBAT MOUNT IN FOUR STEPS



### BASE COLORS

After priming the Meggido white, thin your red paint to a milky consistency and opacity and paint the red armor plates. Once dry, paint the remaining details black, this will take care of much of the black-lining ahead of time.

### SHADING AND WET-BLENDING

To shade the larger red surfaces effectively, you can try wet-blending from dark red to pure red.

On your palette, set out two drops of red paint. Leave the first drop as is, and mix one tenth the amount of black with the second drop. Apply the darker shade to the lower portions of the red armor plates and draw the paint upwards so that it graduates to a lighter red near the end of the brush stroke.

Quickly clean your brush of the darker red and apply the purer red to the upper portions of the red armor plates, drawing the paint downwards so that it mixes with the still wet dark red. Now finish blending the paints by brushing cross-wards where the two paints overlap.

Use a mix of blue-grey and red to shade the underside of your model, and apply the base colors for the remaining details.

### MID-LEVEL HIGHLIGHTS

Apply the first highlights to the edges of all the details.

### HIGHLIGHTS AND WEATHERING

Apply the next level highlight along the edges of the model so that they get brighter at corners.

Simulate dirt accumulation on the feet by stippling diluted dark brown onto the portion of the foot that comes in contact with the ground. Repeat this several times so that the stippling is heavier the nearer to the ground.

Add paint scratches and chips by dabbing the edges of the model with a mid-grey or metallic paint, highlighting it once, and brushing a light wash around it of a light brown/orange mix.

