HACS-02HG-ART
THUNDER GRIZZLY
ARTILLERY COMMAND
HEAVY GEAR
ARENA
Heavy Gear Arena is the Heavy Gear miniatures gallery, showcasing some of the possibilities of converting and painting your miniatures. Whether they're army commanders or field engineers, the Heavy Gear Universe is full of machine variants, some whose purpose hasn't yet reached the battlefield of *Blitz!*

HACS-02HG-ENG
ENGINEERING GRIZZLY
FIELD ENGINEER

COLOUR SCHEMES

MAIN ARMOUR
BROWN / BLACK / BONE

SECONDARY ARMOUR
EARTH BROWN / BONE

SILVER ARMOUR
DARK GRAY / LIGHT GRAY / WHITE

REGIMENTAL RED
SCAB RED / BLOOD RED / WHITE + BLOOD RED GLAZE

KNEE BLOCK GRAY
BLACK / SHADOW GREY / WHITE

THE NORTH

The Headhunter is painted in earthtones with red highlights inspired by the art to its right. The browns allow it to be fielded in variety of terrains without looking out of place and the reds are regimental markings, most likely the Nova Redriders.

MAIN ARMOUR
CAMO GREEN / WHITE

SECONDARY ARMOUR
EMERALD GREEN / WHITE + EMERALD GREEN GLAZE

ARMOUR SKIRT
DARK CAMO / WHITE

REGIMENTAL WHITE
WHITE / LIGHT GRAY

RUST
LEATHER BROWN GLAZE

THE SOUTH

This Black Mamba sports a simple unicolor swamp green to help it blend into the southern jungles. The armored jacket is the MILICIAs standard neutral gray, while the shoulder is painted white as part of its regimental scheme.

MAIN ARMOUR
WINE RED / WHITE + BLOOD RED GLAZE

SECONDARY ARMOUR
DARK GRAY / LIGHT GRAY / WHITE

PEACE RIVER

The Crusader IV on the right is painted in an alternating gray and reddish brown to break up its profile as well as blend into the varied rock formations in the southern regions of the Paxton Protectorate it is assigned. The dark tones also help in night and low light conditions.

MAIN ARMOUR
SHADOW GRAY / WHITE

GOLD BANDING
BLOOD RED / GOLDEN YELLOW / WHITE

RUST
LEATHER BROWN GLAZE

AMMO BOXES
DARK GREEN / WHITE

CAMO NETTING
OLIVE DRAB / WHITE

PORT ARTHUR KORPS

PAK hovertanks tend toward single colors, originally CEF gray (slightly purplish), but this particular one is coated in a darker blue-based color which works well at night and lets it blend in with the sky when viewed from a distance.

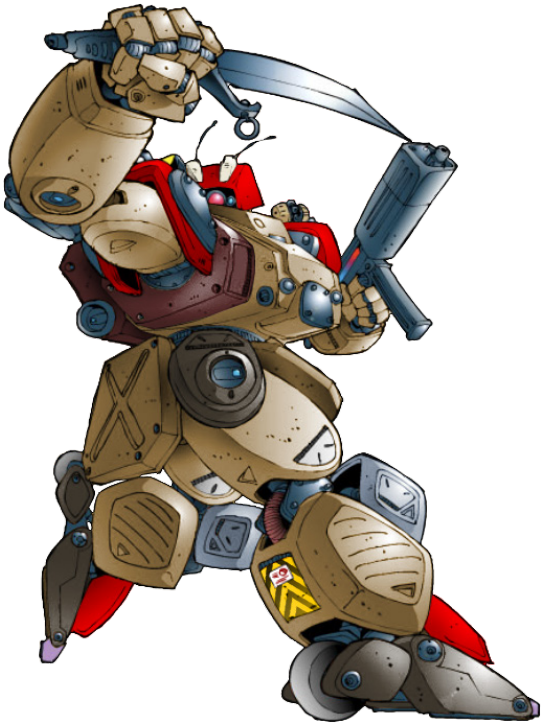
PREPARATION AND ASSEMBLY

When preparing and assembling miniatures, you will need a sharp hobby knife and some cyanoacrylate glue (CA glue) or other adhesive that will bond metal to metal or metal to resin. Small metal files and flat-edge clippers may also come in handy.

Start by carefully removing parts from their runners, if any. Carefully use the knife, clippers and files to remove any flashing or mold lines and smooth down the surface to eliminate mold lines and other imperfections. Some modelers also use 2-part epoxy putty to fill in gaps or to add extra detail. If working with resin, wash all parts with warm water and some dish soap, making sure to rinse thoroughly and dry before assembly. If the resin is warped, using warm water will often soften it enough to allow you to reshape the piece.

Sometimes, assembling the Model in stages or "sub-assemblies" will not only aid in building, but will allow you to paint hard-to-reach sections if you assemble these after painting. Greg has done this with his Headhunter, leaving the arms, backpack and rocket pack off until after painting.

When using CA glue, please note that only a little is required and that it will bond instantly to skin. You should test-fit all joints before gluing to prevent problem. Some people may experience sensitivity to CA glue, but may be able to work with the "Foam Compatible" low odor variants. Some joins may require extra support. For this, use a Pin Vise to drill holes into both pieces to be joined and use a section of paperclip or some wire to add the support. Be careful when drilling to ensure that you have the right drill bit, that the holes will line up, and that you're not drilling through the piece(s) in question. Remember to always take care when working with metal and resin. Clean your workspace thoroughly and wash your hands carefully after assembling miniatures to prevent metal or resin shavings from being ingested.



NOTES ON PAINTING

Basecoating or priming a model will allow the paint to adhere to your model better. It may be done by hand, but spray primers are often much more even and effective. Make sure your primer is compatible with the paints you are using and choose a color to compliment your intended paint scheme. White works best for bright colors, black works well for dark and gray provides a good middle ground suitable for almost anything. Always spray in a ventilated area such as an open garage, never inside your house.

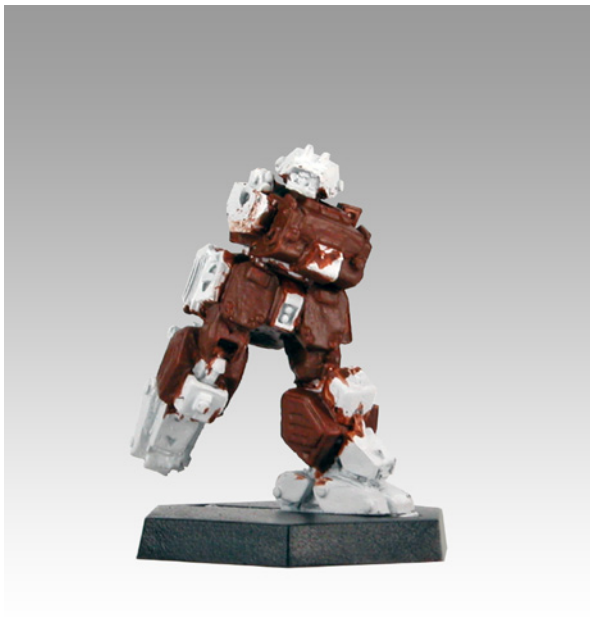
Painting is best done with water-based acrylic hobby paints (not craft paints). There are multiple brands sold in hobby stores, but almost all will mix with each other. While there are a dizzying array of colors, black, white, the primary colors and some earth tones are all you really need to start. A few brushes (sizes 1, 00, 000) will be enough to get you going, and if you have an old mug that you won't ever drink out of again, you have your brush washer. Make sure to rinse brushes to prevent paint from hardening and change the water in the mug regularly, always after metallic colors. An oft overlooked but necessary good habit of miniature painting is to keep both your hands braced against a table. This will help you avoid shaking your brush too much.

A fast way to highlight a model of section is to drybrush. Drybrushing involves loading a brush with paint or pigment and using paper towel or other similar material to wick away the moisture. The brush is then run along the areas you wish to highlight. Varying levels of wetness will achieve different effects and blending. Older brushes are most suitable for this as it can be very hard on brushes.

Paint should never be allowed to penetrate the ferrule (metal bit that holds the bristles) and brushes should be stored upright. To maintain fine points on your brushes, rinse them in cold water, since warm or hot water will cause paint to settle on your bristles or loosen the glue that holds the bristles together, either of which can ruin your brushes. Also, when drying your brushes on a piece of paper towel, pull the brush toward you with the bristles facing away from you, then gently roll the bristles; this helps maintain a fine point on all your brushes. Brush soap may be used as per the instructions for the soap.

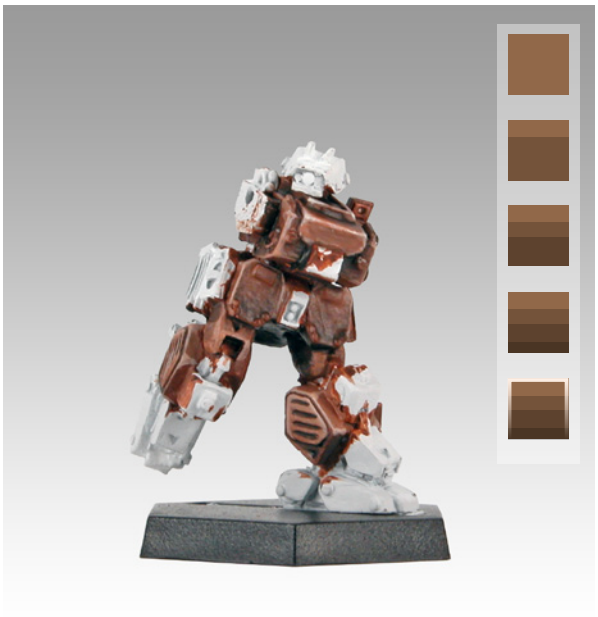
TOOLS [TOOLS SET IN ITALICS OPTIONAL]

- White matte spray paint
- Water-based acrylic model paints
- Brushes sizes: '1', '00', '000' (red sable are best)
- Utility knife (plus blades)
- Cyanoacrylate or Epoxy glue
- White glue
- Fine ballast, sand, or gravel
- Glass jar
- Ceramic or plastic palette
- Paper towel
- *Brush soap*
- *Needle files*
- *Pin vice*
- *Miniature drill bits*
- *Pliers*
- *Fine brass wire or paper clips*
- *Sheet and Rod Styrene*



01 BASING THE ARMOR

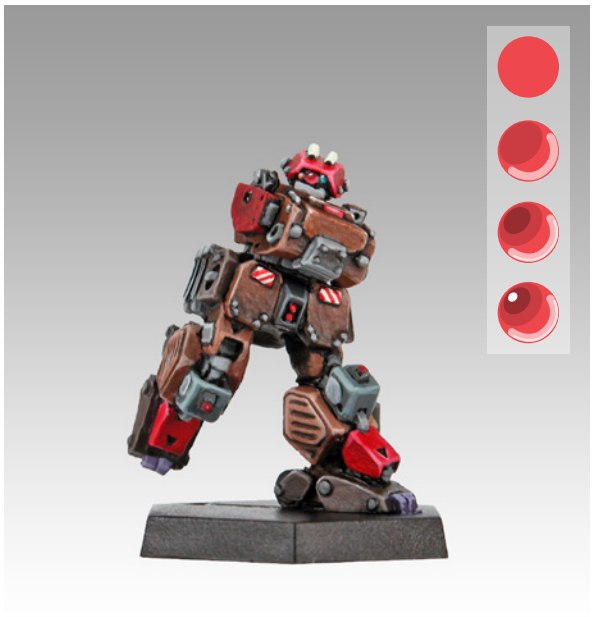
Starting with the body, select the dominant color for your model, this will typically be the armor color. Add some water or acrylic matte medium to the paint on your palette until it reaches the consistency and opacity of 2% milk. Apply the paint so that it covers completely. This may take one or two coats depending on the consistency of the paint in question.



02 HIGHLIGHT AND SHADE THE ARMOR

Start shading the base armour color by adding a darker color, and applying successively darker mixtures in thinned-down gradients across the surface.

For basic edge highlighting, blend your base armor color with a lighter color apply it along the upraised surfaces and edges.



05 HIGHLIGHTING AND DETAILING

Highlight the remainder of the armor plates and then add details like lens reflections and hazard stiping.

- Lens effects are accomplished by painting a darker spot in an upper corner of the lens, highlighting the edges of the opposite corner, and adding a white dot over the dark corner.
- Striping is a matter of thinning your paint down, and using your smallest brush.

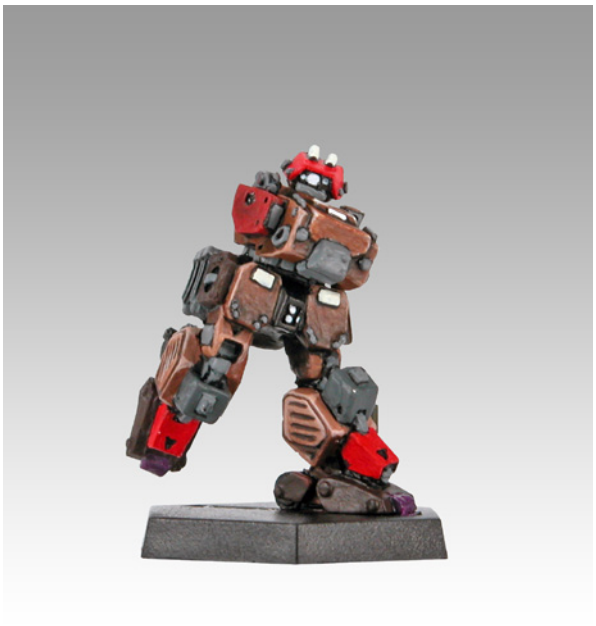
06 APPENDAGES

Now that the body is done, it's time to add the appendages, which would have otherwise inhibited some brushwork on the body.

Follow steps 1 through 5 as before.

03 BASE COLORS OVER WHITE

Having completed the main armor, it's time to base the secondary colors. Apply your brightest colors (red, yellow, blue, orange, green, violet) over the white base coat, and then apply black to the rest of the miniature. This effectively takes care of your blacklining in advance, and saves you the trouble of doing a black wash.



04 BASE COLORS OVER BLACK

With the bright colors taken care of, you can apply the colors and tones that will easily cover black (grey, dark brown, tan, white, dark green, olive drab, terracotta) be more careful when applying these paints, as you should try to preserve a black line around the edges and in the corners of the various volumes of the model.

07 THE BASE

- With an old brush, apply some slightly water-thinned white glue to the top of the base.
- Sprinkle some fine hobby ballast or ground coral over the white glue while it is still wet. You can also add bits of cork to give the impression of larger rocks.
- Once the glue is set, paint the textured area black.
- When the black coat is done, drybrush the color of your choice over the textured area, and then paint the sides of the base the same color.
- Highlight the textured area using the drybrush technique.

08 HAZARD STRIPING

The last pieces you will afix to your Gear are the Rocket Packs and V-engines and Hazard striping is a hallmark of both.

- Paint the entire band of hazard striping golden yellow, don't bother too hard to stay in the lines.
- Highlight the band progressively according to step 2.
- Thin your black paint down and paint the black stripes over the yellow, be sure to start the stripe outside the area of the band
- Clean up the area with black, then with the adjacent base color.

CPA-C101
CATAPHRACT
HEAVY ASSAULT

HT-66
PREDATOR CLASS
HOVERTANK
PAK

OACS-01H-ART
SUPPORT COBRA
MOBILE ARTILLERY