

MAN O' WAR™ PAINTING GUIDE

One of the most rewarding aspects of the Man O' War hobby is the painting and modelling of ships and terrain that goes on between games. The next few pages contain some examples of painted ships, complete with full colour sails and pennants for you to cut out and glue onto your models, plus some of the islands, beaches, sand banks and cliffs that we fight our battles around at the studio.

This booklet also contains a ship painting guide that explains how you can quickly paint the bulk of your ships, plus how you can use advanced painting techniques to turn your flagship into a stunning centrepiece for your fleet.

Obviously, everything shown in this booklet is a guide to what you can achieve and doesn't have to be strictly followed; the painted ships and terrain pieces are only examples, and it's perfectly alright to paint your fleet in different colours than those we have used.

Citadel Miniatures produce models of all the warships in the Known World, so you'll be able to buy ships for whatever fleet you decide to collect. The choice of ships is vast, from steam-powered Dwarf Ironclads to the sturdy Wargalleys and Wolfships of the Empire, with their massed batteries of cannon.

Collecting and painting a fleet is an absorbing hobby in its own right. The satisfaction that comes from fielding a truly stunning fleet against your opponent will add a lot to your games of Man O' War.

If you've never painted models before, you might find this booklet a bit daunting. Don't worry, as once you've followed the guidelines inside, and painted a couple of ships, you'll quickly get the idea and you'll be well on the way to having a really impressive warfleet.

If you'd like more information, Games Workshop's full colour monthly magazine, White Dwarf, also contains material on painting and collecting fleets, plus new rules, battle reports and articles for Man O' War and Games Workshop's other hobby systems. It is available from all good newsagents, from your local Games Workshop store, or direct from Games Workshop Mail Order.

The staff at your local Games Workshop store will also be able to provide helpful hints on how to paint your models and tactical tips for your fleet. All our members of staff are keen enthusiasts, and will often be collecting and painting their own fleets in their spare time. They will be only too happy to help with any rules queries or questions you might have about Man O' War. More often than not, they'll have a game running on the in-store gaming tables, or be holding a modelling and painting demonstration on how you can get the best results from your models.

This painting guide is intended for anyone who's interested in collecting and gaming with Citadel miniatures. The examples of painted miniatures in this guide are all from the Man O' War range of ships, but the techniques outlined will stand you in good stead when painting many other Citadel Miniatures. Over the next few pages, we will take you stage-by-stage through all the different techniques you'll need to paint your first Citadel Miniatures.



AN EMPIRE FLEET IS ATTACKED BY AN ALLIED FLEET OF BRETONNIANS AND PIRATES



IMPERIAL WARGALLEYS

Squadron 1



Squadron 2



Background matches sail design.

Centre matches pennant design.

Pirate Sails

For the Pirate ships, the central design on the sail matches one of the designs on the card Pirate Wargalley templates, while the coloured pennants are used to tell the difference between the two squadrons.



Background matches pennant colour.

Centre matches sail design.



Squadron 1

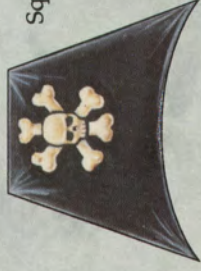
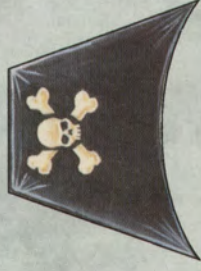


Squadron 2

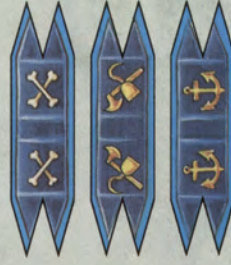
PIRATE WARGALLEYS



Squadron 1



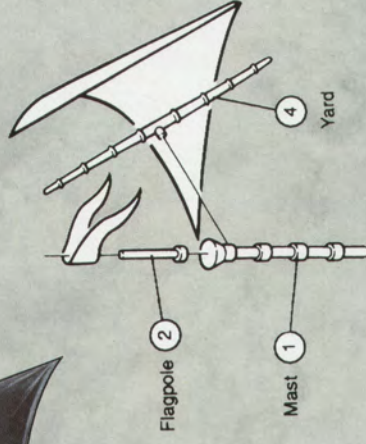
Squadron 2



Squadron 1



Squadron 2



Flagpole 2

Mast 1

Yard 4

These full colour sails and pennants should be cut out and stuck onto the plastic Wargalleys you get in the box.

The top set is for the Imperial Fleet, while the bottom set is for the Pirate Fleet. Each set is split into four - three sails and three pennants for each squadron.

Imperial Sails

You will notice that each Imperial sail matches the background of one of the squares in the top left-hand corner of a card Imperial Wargalley template, while each pennant matches one of the central designs in the same squares: this is so you can identify which ship template belongs to each ship.



EQUIPMENT

Before you start painting, you'll need a few simple pieces of equipment.

PAINTS AND BRUSHES

There is a huge range of Citadel paints and brushes available, designed specifically for painting Citadel Miniatures. You don't need to get all of these to begin with: the Citadel Colour Paint Set has all the paints you will need to start.

The first brush you should buy is a Citadel Size 1 brush. This will be fine for most purposes, and you can buy smaller and larger brushes as you need them.

THE WORKING AREA

You will need to find a clean and tidy area to paint your miniatures, preferably near a natural light source.

Cover the area with newspaper in case of any spills, and set up your paints, brushes, a water jar, a jar to keep your brushes in, a roll of tissue for drying your brushes, a modelling knife, a tube of superglue, a tube or pot of polystyrene cement, a mixing palette and of course the miniatures you are going to paint.

With all this equipment on the table, it is very easy to get in a real mess, so a certain degree of organisation is essential.

EQUIPMENT

It is worth having a more detailed look at some of the items that you should have before you start painting.

Paints

Keep these in a tray of some sorts to prevent major spills – the lid to the Citadel Colour Paint Set is ideal. If you keep your paints in a tray like this they are less likely to be knocked over, and even if one does get spilled the paint won't get far.

Brushes Jar

Always store your brushes in a jar when they are not being used, with the bristles facing upwards so they do not get bent.

Palette

Any clean, white surface that won't absorb the paint is fine for a palette. You should mix all your paint on a palette, using a clean brush to dip into the paint and making sure the paint pot lid is tightly closed afterwards to prevent the paint from drying up.

Water Jar

It is important that your water is in a sturdy container that is not easy to tip over. Keep the water clean and change it regularly so you don't dirty the light colours as you use them.

Modelling Knife

You'll need a modelling knife for cleaning mould lines from your models and trimming masts; the type with replaceable or 'snap-off' blades are fine. Always change the blade as often as necessary. There is nothing more dangerous than a blunt knife as you have to put a lot more force into cutting and are more likely to slip and injure yourself.

Glue

You'll need some glue to assemble your models and attach them to temporary bases when you're painting them. The only glue that can do all these jobs is superglue.

Remember that the trick with any type of glue is to use it sparingly; superglue in particular is best used in tiny quantities, making sure not to let it make any contact with your skin.

If you are sticking together plastic components, you'll also need a bottle of polystyrene cement.

You can buy both superglue and polystyrene cement from all Games Workshop stores.

You will also need some PVA or white glue to stick your ships' pennants on. You can get this from any good hardware store.

CARE OF YOUR TOOLS

Always close paint pots when you have finished with them to stop them drying out, and make sure you clean the nozzles on your glue tubes to prevent them clogging. When you have finished each painting session wash your brushes thoroughly under a running cold tap.

PREPARING MINIATURES

Before you begin painting you must clean the mould lines and bits of flash from your model.

Plastic miniatures must be carefully removed from their frame, or sprue, with a sharp modelling knife. Don't try and snap the components off the sprue, as you are almost sure to break them.

ASSEMBLING YOUR SHIPS

Superglue is the best general-purpose adhesive for sticking models together. However, it will also stick skin very quickly so be extremely careful when using it!

If you are gluing two plastic components together, it is better to use polystyrene cement as it is specially formulated to do just this job.

Be careful and patient when gluing things together, giving each piece enough time to dry before moving on. If you try painting a model that has some wet glue on it, it will ruin your brushes.

MASTS

Although it is a good idea to assemble the masts and yards at this point and do a dry run to check that they'll look alright, you should finish painting the ship, the masts and the sails separately before gluing the parts together.

The first step when constructing a mast assembly is to remove any flash and odd lumps from the components with your modelling knife. Once you have cleaned up the mast, attach the correct yard arm or arms with polystyrene cement. The masts and yards have holes and locating pegs to get a good join.

Getting the correct mast length is very important: a mast that is too tall creates a gap between the sail and the ship, making the sail appear to hang miles above the deck of the ship. Too short a mast will cramp the sail, and destroy the profile of the ship.

For instance, the Empire Greatship and Bretonnian Galleon each has a mainmast that is the full length uncut mast, plus two masts that are cut just above the sixth reel of rope on the mast.

When trimming your mast to size, always cut just above one of the reels of rope (see diagram below) to create a locating pin that will match one of the holes in the deck of the ship.

For example, the Pirate Wargalley Mast is cut just above the fifth coil of rope.



This section of the mast then forms a peg that you locate into the hole on the Wargalley's deck.

If in doubt about the mast length for your ship, glue the painted sail onto the mast before gluing it to the ship. You can then measure the completed assembly against the hull, and cut the mast where the bottom of the sail touches the hull of the ship. Once the completed mast assembly is dry, stick it temporarily to an old Citadel slottabase while you paint it.

When it comes to gluing the mast assembly in place, remember to use the correct glue for the job: superglue is used for sticking metal to metal or metal to plastic, while polystyrene cement is used to stick plastic to plastic.

PAINTING YOUR MODELS

This section covers the basic techniques you use to paint Citadel Miniatures.

UNDERCOATING

Once your model is assembled and the glue is dry, you are ready to undercoat it. This can be done in one of two ways:

- 1 By brush, using Citadel Skull White. Apply a slightly watered-down coat of paint to the whole model with an old brush.
- 2 By spray, using Citadel Spray undercoat. Make sure that you follow the instructions on the can closely.

Leave the model to dry and then check that you have not missed any areas. If you have, they can be touched up with a dab of Skull White.

It is very important to let the undercoat dry thoroughly before you start painting. If you try painting when the undercoat is still wet, you'll end up with a messy, streaky finish.

HOLDING THE MODEL

When your miniature has been cleaned up, based, undercoated and left to dry thoroughly, you're ready to begin painting.

Try not to hold onto the model itself when you're painting it. If you do, you'll probably get paint on your fingers and smudge the colours. To make the model easier to hold, it's a good idea to attach it to the top of a cork or an empty paint pot with some plasticine or a dab of superglue.

MIXING PAINTS

All the paints in the Citadel range can be fully intermixed to produce a huge range of colours. Use a cocktail stick or an old brush for mixing paints on your palette to avoid damaging your best brushes. Make sure you wash your brush out thoroughly between dipping it in different pots or you will start to contaminate the paints with different colours.

If the paint is a little too thick, thin it down by dipping the tip of your brush in water and mixing it with the paint. The consistency of the paint is very important and getting it right is mainly a question of trial and error.

APPLYING THE PAINT

There's no strict order in which to paint a model. It's just a case of common sense. It's a good idea to paint the largest areas of colour on a miniature first. When you start painting, concentrate on being as neat as you possibly can.

Each area must be left to dry before any other part of the model is painted. If you don't let them dry, colours will start to mix together, producing a messy 'blurred' effect.

So that you don't obscure any of the detail, you may have to apply a couple of thin coats of paint to achieve a smooth solid colour. This is far better than painting on one thick coat that may well fill in some of the surface texture.

SPECIAL TECHNIQUES

So far we've only talked about painting in general terms. When you've mastered the basics, you'll want to move onto expert techniques such as drybrushing, shading and highlighting.

DRYBRUSHING

Drybrushing is a good technique for painting heavily textured areas of your miniatures, and is particularly good for ships.

It's best to finish all the drybrushing on your model before painting anything else, as it is quite a loose technique and you're bound to get paint on other areas of the model. Use an old brush when drybrushing, because the technique will quickly spoil a good brush.

The first stage is to paint the area you plan to drybrush with a very dark version of the final colour you want. For instance, if you are drybrushing the deck mid-brown, start with a base coat of very dark brown – almost black in fact.

When the base coat is dry, dip your brush into a pot of the top colour and wipe it on a piece of kitchen paper until it leaves no trace of paint. This may sound a little odd, but there will still be traces of paint in the bristles of the brush even though you can't see them – just enough, in fact, to highlight the model's raised areas. Removing nearly all the paint from your brush before you start is why the technique is called drybrushing.

Now your brush is ready, gently flick the tip of it across the areas that already have the base coat. You'll find that the texture of the model picks up traces of paint from the bristles and begins to take on a three-dimensional look.

It's very important to wipe as much paint off the brush as possible before you begin this process, or you'll find that too much paint will flow onto the model, spoiling the effect. This process of drying your brush before painting is always deceiving, and at first you'll probably use too much paint. Just keep practising and you'll get the hang of it. Once you've mastered the technique, try adding more stages, slowly building up the highlights with lighter shades of paint.

The same technique can be used for painting metal areas. The base colour should be black, and the highlights built up by using one of the metallic colours like Mithril Silver.

Shading

Another way to make your ships more realistic is to add a little shading; the easiest way to do this is to use a colour wash. The Citadel Expert Set is a selection of inks specially formulated for just this purpose.

To shade an area with a colour wash, first apply the base colour and let it dry. Then choose an ink that is a darker version of the base colour and apply it generously to the area with a brush. The darker wash runs off the raised areas of the model, leaving the base colour showing through to provide highlights, while the pigment itself will settle in the recesses as shading.

PAINTING YOUR SHIPS

Although there isn't a special order in which to paint a model, we suggest you start with the deck, as it is easier to do this before the hull and guns are painted. It is best painted using the drybrushing technique to make the planking stand out.

Any details on the deck, such as hatches and steps, are picked out individually using either a contrasting colour or a lighter shade of the deck colour.

Once you have painted the decks, you can move onto the ship's hull. Again, you will get the best result if you paint the hull using the drybrushing technique. Alternatively, you can achieve effective highlights by using ink washes to put in the shading. Whichever method you choose, you should end up with a realistic, textured finish to your ship models.

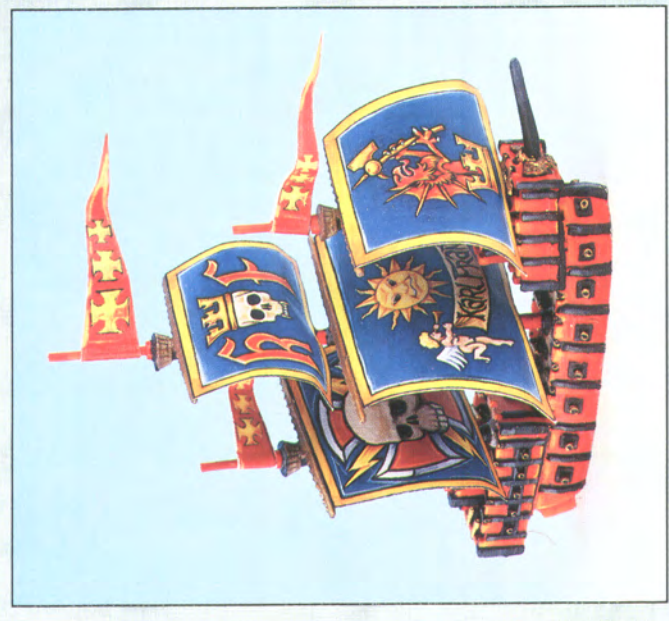
IMPERIAL WARSHIPS



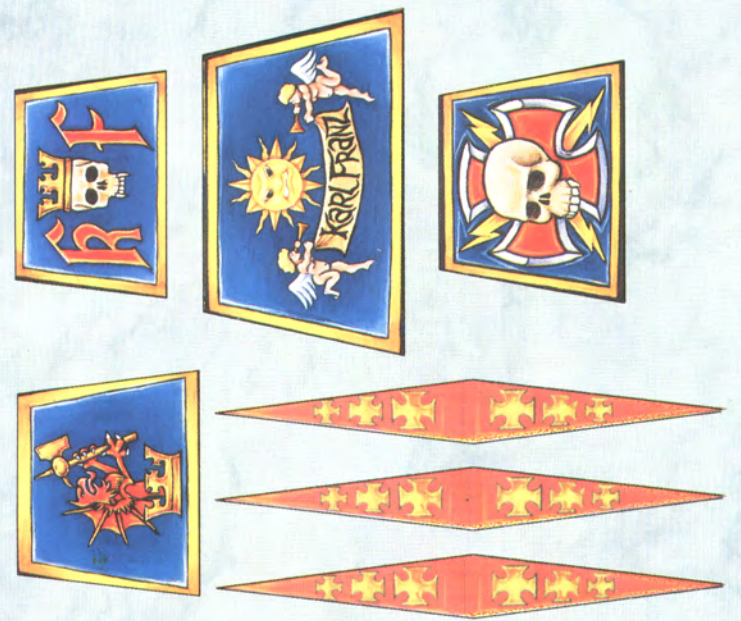
TWO IMPERIAL WARGALLEY SQUADRONS



IMPERIAL MORTAR BARGE SQUADRON



IMPERIAL GREATSHIP



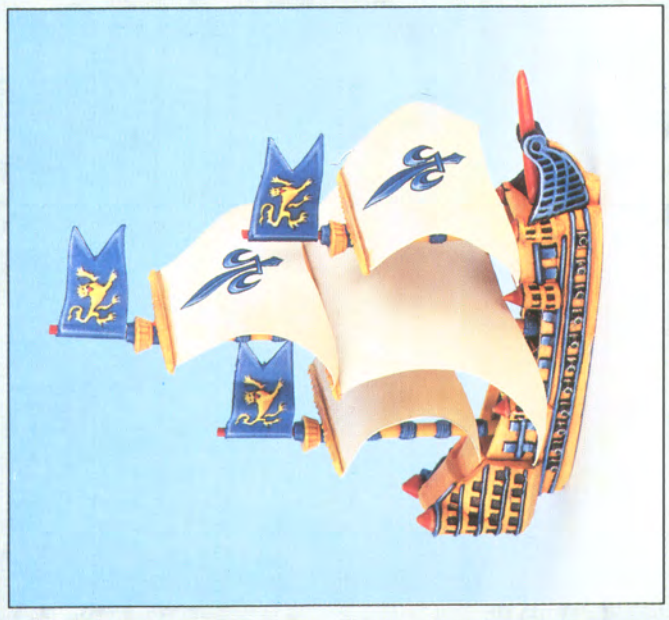
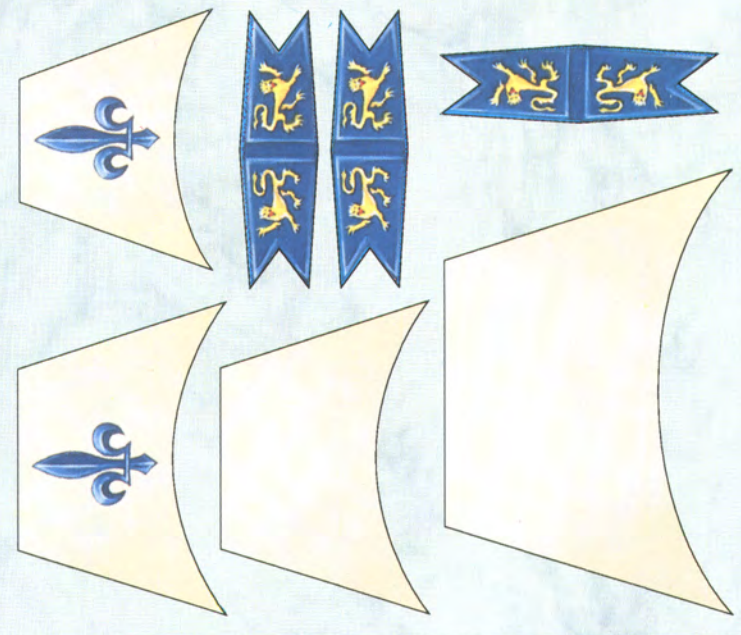
IMPERIAL AND BRETONNIAN WARSHIPS



IMPERIAL CANNON GALLEY SQUADRON



BRETONNIAN BUCCANEER SQUADRON



BRETONNIAN GALLEON



Detail Work

Once you have the hull of the ship painted, you will be ready to move onto the detail work, such as beams, cannons, and any other intricate elements on the hull.

A good tip here is to pick out these elements with a thin coat of black before painting them their final colours. If you leave a thin strip of this undercoat showing at the very edges of the items you'll give them more definition.

Cannons and Rams

Cannons are best given a base coat of black and drybrushed with Mithril Silver or Shining Gold. As a finishing touch, you can add a small black dot at the very end of each cannon to represent its muzzle.

If the ship you are painting has a ram, this too should be painted in a metallic colour to give it a solid, heavy look.

Oars

If the ship you are painting has oars, these should be painted black and semi-drybrushed with a light brown. This is very similar to normal drybrushing, but with a little more paint on the brush. Drag the brush across the oars from left to right so that you leave paint only on their upper surfaces; this requires the lightest of touches and may take a bit of practice.

SAILS AND PENNANTS

If you decide to make your own sails, always bear in mind how large the sail will look on the finished ship. Sails that are too large will dwarf the model, while sails that are too small will make the ship look comical. The Man O' War rulebook contains some sample sail templates for the most common ships, that are designed to be photocopied and cut out. Man O' War also contains a full colour sheet of sails and pennants to stick onto the twelve Wargalley models that come with the game.

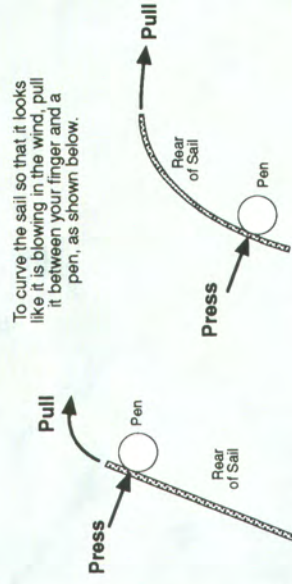
SAILS

It is a good idea to paint your sails and masts separately, before attaching them to the mast assembly.

To stick the paper sails onto the plastic masts you will have to seal the leading edge of the sail with superglue. Put a small dot of superglue on an old slottabase and run the edge of the paper sail through it, so that the edge that is going to be attached to the yard has a coating of glue. Let this dry for a few moments then repeat the process and attach the sail to the yard.

Curving Your Sails

The sails supplied are obviously flat, while real sails billow in the wind. This effect can be achieved quite simply on your models by gently pulling the completed sail between your finger and the a pen barrel, which will cause the sail to curve; see the diagram below for more details.



PENNANTS

A pennant is made as a single piece that can be bent double and then glued back onto itself. The best glue for this job is PVA glue, which can be watered down before applying it to the pennant with an old brush. If you want to put some kinks and bends into the pennant, do so while the PVA glue is still wet as when it dries it will be permanently fixed in shape. Remember that the flags on a ship always blow forwards, not backwards.



TRANSFERS

As well as brushes and paints, Citadel also make a huge range of transfers, which are ideal for adding insignia and decoration to your ships and sails.

Before you use it, you'll have to separate your design from the rest of the sheet with a modelling knife, so as not to remove all the transfers from their backing sheet at once!

Put some water into a saucer, drop the transfer in and make sure it's completely covered with water. Have a pair of tweezers at the ready to hold the transfer with. It doesn't take long for the transfer to come free - between thirty seconds and a minute should be plenty of time.

While the transfer is soaking, use a clean paint brush to moisten the area of the ship or sail to which you're going to apply the design. If the area is dry, you may find that the transfer will adhere before you've positioned it correctly.

Once you've lifted the transfer and its backing sheet out of the water, hold them next to the miniature with your tweezers. Using an old brush, slide the transfer off the backing paper and onto the model. When you're sure the design is in the right place use a piece of kitchen paper to remove the excess water from the model.

If the design does stick in the wrong place, all you need to do is flood the area with water until it comes loose again. Carefully re-position the transfer with your brush and dry off the area with a tissue again.

VARNISHING

When you've finished painting your ship, it's a good idea to give the whole model a coat of varnish. This isn't essential, but if you don't apply any varnish the paint will eventually wear off.

There are two types of varnish you can use - gloss and matt. Gloss varnish has a shiny finish and if you game with your models a coat of gloss is the only way to protect them. Matt varnish doesn't give the same level of protection but has a matt finish, which some people prefer to gloss.

You can always gloss your model first for protection, then give it a coat of matt if you prefer the finish. Just make sure you leave plenty of drying time between coats.

Spray varnish is easier to use than brush-on varnish, but make sure that you spray in a well-ventilated area, preferably outside. The fumes are dangerous to breathe, so a well-ventilated area is a must.

If you are using a brush varnish, remember that you must use enamel thinners or turpentine to clean your brushes.

FLEET COLOUR SCHEMES

BRETONNIAN SHIPS

After undercoating with Skull White, the Bretonnian ships' hulls were painted with a thin coat of Bad Moon Yellow as a base colour. Once dry, this was washed with an equal mix of Bad Moon Yellow and Orange Ink to pick out the details.

After the wash was dry, the hull was drybrushed with a mix of Skull White and Bad Moon Yellow, adding more Skull White to the mix to get a progressively lighter colour for each layer of highlights.

Once this was done the hulls were basically complete, needing only the beams and decorations to be painted. The beams were first painted in Moody Blue, then blended through Enchanted Blue to Skull White using the drybrushing technique.

The decorations were painted Blood Red and drybrushed up with Skull White. As a final touch, because adding white to red makes the area look pink, the decorations were washed with an equal mix of Yellow Ink and Orange Ink.

PIRATE SHIPS

The Pirate Wargalleys were painted predominately Chaos Black to make them look sinister. The hull was drybrushed with various mixes of Chaos Black and Skull White, building up to an almost white highlight.

Once the hull was finished, the decks and masts were painted Orc Brown and drybrushed with a mix of Bleached Bone and Skull White.

We decided that the beams on the Pirate Wargalleys would look good in red as it contrasts strongly with the black. They were painted just like the red areas on the Bretonnian ships: a base coat of Blood Red, drybrushed up with Skull White, and then given a wash of Yellow and Orange Inks.

The ram and cannons were undercoated with Glistening Gold, and then shaded with a wash of Chestnut Ink. Once the wash had dried, they were drybrushed again with a mix of Glistening Gold and Mithril Silver, before being given a final wash with Yellow Ink.

EMPIRE SHIPS

The red and black hulls of the Empire ships were painted using exactly the same techniques as for the Pirates and Bretonnians.

Their decks were painted Orc Brown, drybrushed with a mix of Bleached Bone and Skull White, and then given a thin wash of Snake Bite Leather.

The masts, on the other hand, were painted Snake Bite Leather and drybrushed with Bleached Bone, so that they were a slightly different tone to the decks.

The cannons and rams of the Empire ships were painted with a mix of one part Chaos Black to two parts Mithril Silver, drybrushed with Mithril Silver and Shining Gold.

DWARFS

After a Skull White undercoat, the Dwarf ships were given a base coat of green, made up from equal parts of Orc Flesh and Woodland Green. Once this was dry, it was drybrushed with a mix of Woodland Green and Skull White. As a final touch, to make them a really vivid green, the ships were given a wash of one part Green Ink to three parts Yellow Ink.

The yellow sections on the ships were given a base coat of Bad Moon Yellow, washed with an equal mix of Bad Moon Yellow and Orange Ink to pick out the details.

The red sections were painted in the same way as those on the Pirate and Empire vessels.

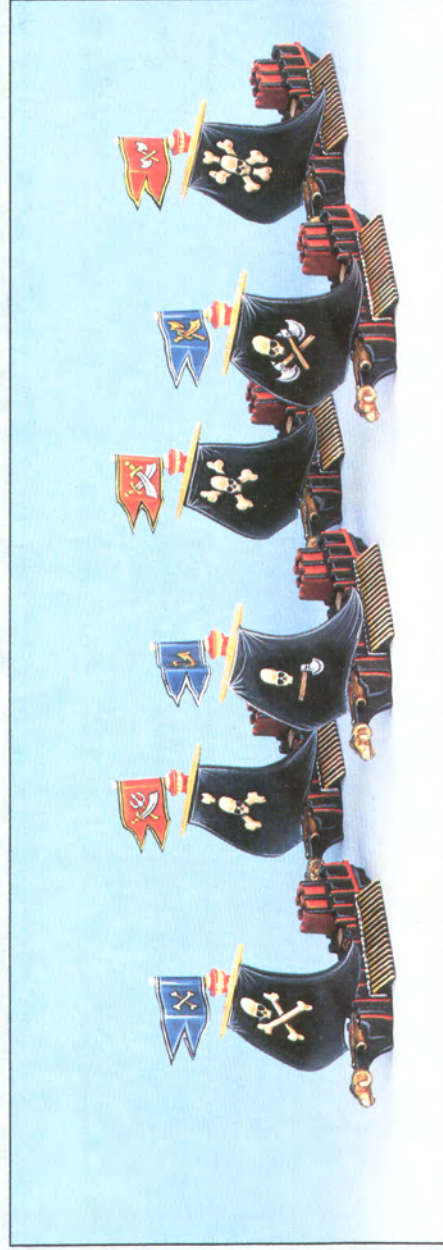
The bronze areas of the Dwarf ships were first painted with Brazen Bronze, and then drybrushed with Mithril Silver. Once dry, they were given a wash of two parts Chestnut Ink to one part Brown Ink.



THE IMPERIAL FLEET AMBUSHES THE BRETONNIANS AS THEY LEAVE BRIONNE



PIRATE AND DWARF WARSHIPS



TWO PIRATE WARGALLEY SQUADRONS



A BRETONNIAN GALLEON IS RAMMED BY A DWARF DREADNOUGHT



DWARF NAUTILUS



DWARF IRONCLAD



DWARF MONITOR