OF SKINKS AND KROXIGORS…

(Or… How to paint your Lizardmen Army)
By Gene Cochran

Hello again, and welcome to the next Masterclass Painter's Guide to painting your army. With this instalment we will be dealing not only with how to paint a Lizardmen army, but also choosing paint schemes and basic painting techniques to help bring out the fantastic detail in the Warmaster range of models. Here's what we will be looking at:

- Picking Lizardmen colours
- Model preparation
- Primers and basecoats
- Base colours, highlights, and details
- Bases

AN INTRODUCTION TO LIZARDMEN

It still amazes me how many different armies are available to the Warmaster player. Even with the limited number of different troop types, there is still a great selection in what army to play, comparable with, if not exceeding, Warhammer. Each army is colourful in its own unique way, in scope and scheme. It's a daunting task to choose, but choose we must.

Lizardmen – they seem simple enough to paint. They are, after all, just Lizards. How hard could it be? Ah, there's the crux of the matter! We're not talking about your everyday generic crocodile or sea turtle here. We are talking about Lizardmen! Take a look in any book on South American reptiles and amphibians and you will see what I mean. Adding to the mix the Mayan, Inca, and Aztec flavour and you have quite literally a rainbow of colours to choose from. Now, let's get to the meat of the matter.

Using the Warhammer background as a basis for selecting how to paint your armies is a good starting point. The Lizardmen Army books from past editions are a great source. For those not familiar with Lizardmen background (gasp!), new generations of Saurus, Skinks, and Kroxigors are 'spawned' in pools in and around the ziggurats whereas Stegadon, Salamanders, Terradons, and Cold Ones are hatched from eggs. Some pools are hidden by undergrowth, others are out in the open, while some are even underground within the temple pyramids themselves. According to the background, every spawning until the end of time is known to the Slann Mage-Priests, though there have been some that were not expected. These unforeseen spawnings usually occur in the ruins of cities and pyramids where all records have been lost or when there is a spectacular event about to occur. Many times these spawnings yield particularly notable heroes and warriors. Slann Mage-Priests eagerly await the advent of each spawning and speculate about the hidden meanings of the colours of each new generation.
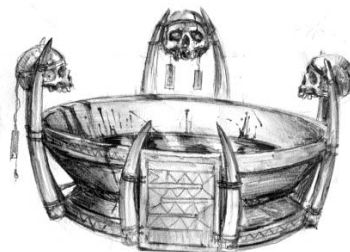
Each spawning emerges from the pools with their own characteristic markings. Lizardmen from spawnings more or less at the same time normally emerge very similar in colouration to each other, Saurus and

Kroxigor being one or two shades darker than Skinks. In Warmaster, this characteristic, along with the basing on each stand, will help your army to look like one coherent force and not just a jumbled conglomeration of stands.

Choosing Your Spawnings

Now it's time to pick out your colour schemes and decide if your army will consist of more than one spawning. A good way to do this is to first decide on how many points your army will be and what points value to assign to each spawn. A good force selection can be that every 1,000 points of your army would represent a single spawning. So, if you have a 1,001-2,000 point army selected, you would then have two spawnings. Adding to your base 2,000 points would then constitute a third, fourth, or fifth spawning or colour scheme. Now, onto the units contained in each spawning.

The following is a very simple way to decide what units are in each spawning. Based on an army of 2,000 points, divide your forces up in to chunks of 500-1,000 points each. The older spawnings will have fewer troops than the younger due to deaths caused by earlier battles, etc. In a 2,000 point army, 500 points worth of units would be more than enough to represent the oldest spawning. The units most likely to be found in this older spawning would include Temple Guard, Heroes, and one or two units of Infantry and Cavalry. Now select which colours you wish to use for these troops.

Choosing the colours for the 'Beasts of Burden' can be very interesting. You may decide to paint all of them in the same colour scheme if you like. Once you start, though, you will see that these troops, though not spawned, could also benefit from the same selection process used for the Skinks, et al. Instead of spawnings, use basic zoology and species differentiation (ok, ok, enough, I know, enough with the fancy lingo!). Basically, each unit is painted as a separate species, but with some similarities. So... all Stegadons look the same, as do all Terradons, Carnosaurs, etc.

In my army, the only units that did not adhere to this approach were the Salamanders, sort of! Even though it is not stated as such in the unit description, I painted different stands of Salamanders with different coloured back spines to indicate what type of 'Spit Attack' they represented. So, a back spine painted phosphorescent green indicates it would spit Acid. Those painted fiery orange would 'Spit Fire or Lava', and so on.

Now, what colours do you use for your spawnings? Not trying to pass the buck here, but that is completely up to you. In nature, there is such a vast variety of colouration in the amphibian and reptile species that you could choose any colour combination and turn out a fantastic looking army. What contributes more to the cohesive look of a Warmaster army are the bases.

Gene's Lizardman army

Of Skinks and Kroxigors...

Model Preparation

This may come across as very simplistic in nature, but it's never a bad thing to review the basic steps for prepping models for painting. Here's a basic list of tools you will need:

- Knife/scalpel
- File
- Soap and hot water
- Patience!

As with all miniatures, no matter what the size, shape, or medium, you always need to prepare them for painting. This usually involves the removal of flash left from the moulding process, cleaning off mould lines due to shifting during the casting process, and washing off the residual film of the mould-releasing agent.

Using a sharp knife, remove the little 'wire' looking pieces from the strips. Check for cavities containing flash from the moulding process. Check all the surfaces for edges that look out of place. Use a metal file and make the surfaces smooth and aligned with the surrounding area. Sometimes the miniature sits at a slight angle to the strip. Now line the models up, before you start painting. The last step is cleaning the release agent from the model. This can be accomplished

with a quick rinse with soap and hot water. Dry off the excess water before proceeding to the next step: primer and basecoat.

Primer and Basecoat

There are various ways to prime and basecoat miniatures. You can use flat black primer, acrylic spray, grey brush primer or matte/flat sealant first as a base primer coat. All of these methods are fine. As published in the Warmaster article, 'A Knights Tale' (Warmaster Magazine, issue #9), there is a method of primer and basecoat that not only puts down a base for water based acrylic paint, but also helps with the job of adding highlights and depth to you models. This is called 'Magic Wash' and is a mixture of 50% acrylic floor wax/35% isopropyl alcohol/15% Chaos Black Citadel Paint and is used over a primered base of white. The resulting effect leaves the crevices of the miniature very dark whilst the raised areas remain white or grey in colour. This effect, hand-in-hand with thinning your paint and using multiple coats, results in a greater contrast and depth of colour on your model making a more realistic piece of work. When painting Lizardmen, this is important as it gives the figure a more animal-like appearance, making it more natural looking.

Base Colours, Highlights, and Details

For those of us that paint larger miniatures such as 28mm and 54mm scale, highlighting is a must in order to make the miniature look more realistic. So, why highlight models in 10mm you ask? Of course you can paint your models with a base coat and three or four colours and have a very nice wargaming miniature to be proud of, but what we are doing here is going that little bit further. To do this we treat the miniature in exactly the same way as we would a 28mm figure. With the quality of Warmaster figures this is very easy to do. There is so much detail on most of the figures that you could literally get lost in the detail!

For Lizardmen, we want to pick a shade for highlighting that is close to, but brighter, than the original base colour. Now, when we refer to base colour here, we do not mean base coat. We mean the first coat of paint applied to the model after the magic wash. Now remember, when we apply

Saurus Warriors

Temple Guard

the base colour, thin the paint first and apply thinner multiple layers, not thick layers. You want the magic wash to show through in the recesses, like a shaded area.

Once the base colour has been applied, let the paint dry. At the same time, thin out your highlight colour. You want it to be the consistency of milk, perhaps a tiny bit thicker. When you apply the highlight, you should be able to see the base colour show through on the edges of the area of application. This is the reason I like Citadel paints when making washes and thinned highlight colours. The content of pigment in Citadel paint is higher than many other companies, so the colour is richer and has a fuller look to it. When applying the base colour or highlight, if you have stray spots in areas that will be of different colours, don't worry. You can go back over those areas. DO NOT try to clean up the stray marks while the paint is wet. Sometimes you will get the colour cleaned up, but you may also just make the problem worse, especially if you have already highlighted the affected area.

In nature, the way reptiles and amphibians protect themselves from predators is by areas of intense colour that acts as a warning to steer clear. This is done with contrasting colours and markings using reds, oranges, yellows, blues and bright greens. Pick a colour contrast that sticks out, perhaps almost gaudy, in appearance. This contrast can also help in army coherency. Lets say you have two spawnings in your army – olive green and blue. Picking the base colour of red and highlight colour of orange for the Saurus' back scales and Skink crests not only bring together the two spawnings but also adds a sense of cohesion to the Saurus and Skinks.

Taking a look at the beasts of burden and the main spawnings – let's say you have a Hero mounted on a Carnosaur, a unit of Terradons, and a unit of Cold One Riders to add to your army list. For the Beasts we paint the main portion of the body a tannish brown colour, with reddish/maroon back scales. The Cold Ones are painted with an Olive Green lower body with Ultramarine Blue scales. The riders we paint Olive Green with reddish/orange crests or scales. Adding these to bases (covered later in this article) gives an assortment of colours that actually blend together very well.

A unit of Skinks with Salamanders

Cold One Riders

Of Skinks and Kroxigors...

Now, onto the details! As noted earlier, Warmaster miniatures are some of the best-detailed figures in 10mm scale. It would be a shame to waste all the work the sculptors put into making these fine models. So, what do you do with so much detail? You take it one step at a time. No rushing allowed! With Lizardmen, many of the details are in the form of jewels, weapons, and bared toothy-grins! There are also totems, loin clothes, banners, and all sorts of added extras if you look close enough. Now, as stated earlier, you can get over-whelmed by so much detail. Just take your time. Use a painting method I believe is called blocking. You use one colour, paint everything that is to be that colour at a time, then move on to the next colour. For jewellery and other such items use a bright copper or gold colour. For Jewels, use any of the assorted bright colours available from Citadel or other fine paint companies.

Painting the totems and banners can be a lot of fun. Take a look in the Warhammer Lizardmen Army book for some ideas. You can also do a search on the Internet for Mayan, Inca, or Aztec totems and get ideas from there on war standards and banners.

The General

Before getting to bases (I promise we are getting there!) I want to take a look at the Army General, the Slann Mage-Priest. Now here's a chance to show off what you know about painting, it is the true canvas for a painter. You can pick and choose any colour you want to paint him in, but one thing I notice many painters do that makes the model look a bit off – they paint the belly the same colour as the back.

Now, this is purely a matter of taste, but if you go out and pick up any toad or frog and flip it over you will notice a huge contrast in the colouration of the belly and the back, without exception (do flip the poor fella back over when you are finished – Ed!). Try to pick a colour that represents the pallid looking underbelly of a frog or snake. Most are pale white or yellowish in colour. Choose a couple of colours to blend and work the colour towards the upper extremities of the model. This technique blends the colours making the transition, more natural.

Here's your chance to really make your General stand out. You can go to town on his Palanquin or get more into it by mounting your General on a Stegadon.

When doing the latter it is suggested that you do not use the howdah, though it is more down to personal taste than anything. Not using the howdah allows more of the detail on the throne to be visible when displayed. Add a few extra Skinks and a Kroxigor or two to the base and you have yourself a Slann Mage-Priest to be reckoned with!

Bases

Hoorah! We made it! One of the most important aspects, but the most neglected, of the Warmaster model is the Base. The base can make or break the way a model looks. You can do a 'Golden Demon class' paint job on your miniature, but if the base looks half done it detracts from the whole look and form of the model.

There are many different materials you can use to finish the base, but here we will talk about the simplest and easiest way to make your bases look outstanding. Here's what you need:

- Fine grain sand
- Tablespoon
- Super glue
- Magic wash (use Citadel Dark Flesh for colour base)
- Green scenic grass (Static Grass optional)

After you have used a good quality matt or flat sealant to protect your nice new paint job you are ready to base your figures. Set out your strips in the order you want them on the bases. This avoids/prevents strips getting knocked over into superglue or put on the bases in the wrong sequence, etc. Have your fine sand available nearby for application.

Lay the base in front of you; apply a layer of superglue to the centre, working it out

Slann Mage-Priest

towards the edges. Place the strips on the base in the desired order. Now, get the tablespoon and a spoonful of sand and cover the model and stand completely. Let it stand for at least a minute or two to allow the glue to initially set. Once this is done, shake off the excess sand from the model. If there are any empty spots on the edges of the base, apply a layer of glue and re-apply the sand until the level of the sand is even with the base of the strips. Clear the space on the desk in front of you for the next step.

After letting the superglue and sand set, you will find a nice solid base without exposed edges on the strips. Get out your brush and the Dark Flesh Magic Wash (or whatever

Kroxigor

Terradons

colour you decide to use) and paint the sand. The wash should be the consistency of milk and the grains of sand should show through slightly. If they don't show through it's no problem. You can add a step to this process by very lightly drybrushing a white/tan colour on the Dark Brown wash after it dries.

Once the wash is dry, apply some super glue to a couple of spots on the base. Now sprinkle some static grass to those spots. As before, dump the excess.

And that's it folks! You now have a custom painted Lizardmen army unit to the envy of your friends and chagrin of your enemies!

In Conclusion

I hope this has helped those of you with how to get started painting Lizardmen, or any of the other fantastic Warmaster armies. Also, look for the next article in Masterclass Painting dealing with Chaos Nurgle armies, and the new Vampire Counts and Skaven armies.

If you have questions concerning anything in this article or just have a question about painting or Warmaster in general, come visit us at the Yahoo Warmaster Group at http://groups.yahoo.com/group/gw-warmaster/ or email me at my website at http://www.siegetower.com/warmaster.

Check out Gene's characters opposite