

Giants IN Miniature



LORD CALLAN

Ben Macintyre of Brush Demon shows us how to paint Lord Callan, or any other WotR man-at-arms for that matter.

In tribute to the author of *Never Mind the Billhooks*, for our latest *Giants in Miniatures* figure release we present Lord Callan; fearless (and totally made up) fighting commander of the Wars of the Roses – the perfect frontman for your Billhooks army.



The *Giants in Miniature* figure range is produced by *Wargames Illustrated* and is available from our website or via North Star Military Figures. Lord Callan is our 54th figure in the range, which features such 'Giants' from history as Wellington, Caesar, Queen Victoria and ... Van Helsing. If you want one don't delay – each figure is a limited edition and several (including Flashman and Harald Hardrada) have already sold out and will never be cast again.

Start out by cleaning, removing any mould lines, and priming your miniature. Prepping your miniature is a very important step as it will help make the painting process much smoother and more enjoyable.

I've used Vallejo paints for this miniature but you can use any brand of paint. Just make sure that you are thinning the paints properly before you apply them and that you use an appropriately sized brush. I generally work with a size 1 brush for most things, however there are elements such as the fleur de lys that will require a small brush such as a size 00.

PAINTING GUIDE



1 To start with we block out each area in the darkest version of the appropriate colour. These form the basis of the subsequent layers, and will act as a shadow.

1. Vallejo Gunmetal Grey
(*Armour*)
2. Vallejo Black Red
(*Surcoat Red*)
3. Vallejo Blue
(*Surcoat Blue*)
4. Games Workshop Bugman's Glow
(*Flesh*)
5. Vallejo Burnt Umber
(*Leather*)
6. Vallejo Burnt Umber
(*Wood*)
7. Vallejo Tinny Tin
(*Gold details*)



2 Now we have the base colours all blocked in, we can go back and start to add highlights to pick out the details and to increase the 3D effect of the miniature. Leave a small amount of the previous layer showing in the deepest recesses to add to the effect.

1. Vallejo Oily Steel
(*Armour*)
2. Vallejo Red
(*Surcoat Red*)
3. Vallejo Blue mixed with Royal Blue (50/50)
(*Surcoat Blue*)
4. Games Workshop Cadian Flesh
(*Flesh*)
5. Vallejo Beastly Brown
(*Leather*)
6. Vallejo Burnt Umber mixed with Khaki (50/50)
(*Wood*)
7. Vallejo Brassy Brass
(*Gold details*)



3 Next up is to start adding more depth and contrast to the different areas of the miniature with a further layer of highlighting. We want to pick out the areas and edges that catch the most light. Focus on applying these colours to the upper edges of cloth folds, the ends and edges of straps, and the sharpest edges of his helmet and armour.

1. Vallejo Silver
(Armour)
2. Vallejo Vermillion
(Surcoat Red)
3. Vallejo Royal Blue
(Surcoat Blue)
4. Vallejo Basic Skintone
(Flesh)
5. Vallejo Beasty Brown
(Leather)
6. Vallejo Khaki
(Wood)
7. Vallejo Gold
(Gold details)



4 At this point we want to do one last highlight to really push the contrast. The brighter the colours the smaller the area they should cover, so it's best to apply them with a smaller size 0 or 00 brush.

1. Vallejo Chrome
(Armour)
2. Vallejo German Orange
(Surcoat Red)
3. Vallejo Magic Blue
(Surcoat Blue)
4. Vallejo Light Flesh
(Flesh)
5. Vallejo Khaki
(Leather)
6. Vallejo Khaki mixed with Vallejo Ivory (50/50)
(Wood)
7. Vallejo Silver
(Gold details)

At this stage I like to go back and increase the definition between each different area, and darken the deepest recesses. For this I use a small size 00 brush and either black, or the appropriate colour from stage one, and carefully paint it directly into the recesses and joints between areas.

This is also the best stage to paint in extra details such as eyes, teeth and the livery badge on his chest.



After that all that remains is to give the miniature a coat of varnish to protect it, and base it to match your chosen game system and battlefield.