

Painting Goblin Chariots & Mincers

By Kenn Strøh Mejer



Intro:

A big part of painting fast and efficient, is to batch paint. Planning that batch painting is crucial to make it work in our favor. Before you paint, always make a plan in rough steps.

In this guide, I'll be painting 3 Goblin Chariots and 3 Goblin Mincers together, as they both share the same chariot frame. That makes it easier and faster to paint them all in a single go.

I have broken up the painting into parts, to be able to paint them easier. One thing I've discovered is that chariots are hard to paint when the wheels are attached, so I always paint the wheels separately and attach them when I'm done.

The Mincer engine is mainly metal, so to make things go faster and easier, I will be painting those primarily by airbrush, the same goes with all the wooden chariot pieces. Once all the airbrushing is done, it is all down to the details.

Abbreviations:

Method:

AB: Airbrush

BR: Brush

DB: Drybrush

ZE: Zenithal

Producer:

VMC: Vallejo Model Color

VMA: Vallejo Model Air

VGC: Vallejo Game Color

VGCW: Vallejo Game Color Wash

AP: Army Painter

PRO: Pro Acryl

GW: Games Workshop

SC: Scale Color 75

GSW: Green Stuff World

KI: Kimera Kolors

AK: AK Interactive 3. ed

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Pt. 1 Goblins:

Priming:

Paints used:

AK Primer: Black

AK Primer: Grey

AK Primer: White

- AB AK Black Primer
- AB ZE AK Grey Primer (applied from the sides and the top)
- AB ZE AK White Primer (applied only from the top)



Goblin Skin:

Paints used:

SC SFG-21 Greenskin

SC SFG-23 Slimer Green

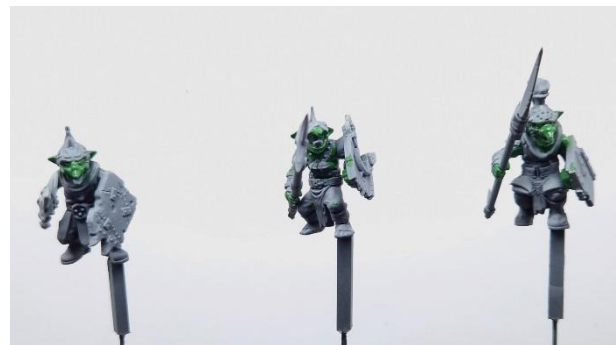
SC SFG-24 Goblin Flesh

SC SFG-25 Toxic Waste Green

AP Quickshade Green Tone



1. BR SC SFG-21 Greenskin Flesh applied to the whole skin, do 2 thin layers if the first one will not cover



2. BR SC SFG-21 Greenskin Flesh / SC SFG-23 Slimer Green 1:1 applied to most of the skin, only leaving the recesses with previous color



3. BR SC SFG-23 highlights Slimer Green on the raised areas



4. BR SC SFG-23 Slimer Green / SC SFG-24 Goblin Flesh 1:1 highlights on smaller raised areas



5. BR Previous mix / SC SFG-25 Toxic Waste Green 1:1 highlights on the most raised areas.

- Finally apply a wash of the skin with BR AP Quickshade Green Tone

Brown Leather tones:

Paints used:

VMC 70.939 Smoke

There are 3 types of brown leather on the goblins; Orange, Red and Green tones.
All 3 types of brown leather starts with the same base color:



- First off, paint BR VMC 70.939 Smoke - on all 3 brown leather types: Chest, Gloves, Hand straps, Pants, Feet Straps & Hood.
Do not paint the Boots, Quiver, Belts and the Straps on the weapons, they are done later

Orange Brown Leather tone:

Paints used:

VMC 70.939 Smoke

AK11121 Tan Earth

AK11123 Japanese Brown

Applies to: Chests



1. BR VMC 70.939 Smoke / AK11121 1:1 Tan Earth applied to most of the leather areas, only leaving the previous color in the recesses



2. BR AK11121 Tan Earth as the first highlight, applied to the raised areas.



3. BR AK11121 Tan Earth / AK11123 Japanese Brown 1:1 as the final highlight on the most raised areas.



(Another view of the chest in Orange Brown Leather after stage 3.)

Red Brown Leather tone:

Paints used:

VMC 70.939 Smoke

AK11104 Saddle Brown

AK11052 Basic Skintone

Applies to: Gloves / Hand straps, Pants & Feet Straps



1. BR VMC 70.939 Smoke / AK11104 Saddle Brown 1:1 applied to most of the leather areas, only leaving the previous color in the recesses



2. BR AK11104 Saddle Brown as the first highlight, applied to the raised areas.



3. BR AK11104 Saddle Brown / AK11052 Basic Skintone 1:1 as the final highlight on the most raised areas.

Green Brown Leather tone:

Paints used:

VMC 70.939 Smoke

AK11157 US Dark Green

AK11055 Sunny Skin Tone

Applies to: Hoods



1. BR VMC 70.939 Smoke / AK11157 US Dark Green 1:1 applied to most of the leather areas, only leaving the previous color in the recesses



2. BR AK11157 US Dark Green as the first highlight, applied to the raised areas.



3. BR AK11157 US Dark Green / AK11055 Sunny Skin Tone 1:1 as the final highlight on the most raised areas.



- Finally apply BR AP Quickshade Strong Tone on all above 3 types of leather.

Black Leather tones:

There are 2 types of black leather on the goblins. Paint both of them before applying final wash.

Black Leather v.1:

Paints used:

AK11029 Black

AK11055 Sunny Skin Tone

VMC 70.939 Smoke

Applies to: Belts & Straps on weapons and shield



1. BR VMC 70.939 Smoke / AK11029 Black 1:1 applied to most of the leather areas, only leaving the previous color in the recesses



2. BR Previous mix / AK11055 Sunny Skin Tone 1:1 as the first highlight, applied to the raised areas.



3. BR Previous mix / AK11055 Sunny Skin Tone 1:1 as the second highlight, applied to the raised areas.



4. BR Previous mix / AK11055 Sunny Skin Tone 1:1 as the final highlight on the most raised areas.

Black Leather v.2:

Paints used:

AK11157 US Dark Green

AK11029 Black

AK11013 Pale Grey

Applies to: Boots & Quiver



1. BR AK11157 US Dark Green / AK11029 Black 1:1 applied to most of the leather areas, only leaving the previous color in the recesses



2. BR Previous mix / AK11013 Pale Grey 1:1 as the first highlight, applied to the raised areas.



3. BR Previous mix / AK11013 Pale Grey 1:1 as the final highlight on the most raised areas.



- Finally apply BR AP **Quickshade Dark Tone** on both above types of Black Leather.

Wood:

Paints used:

AK1113 Chocolate (Chipping)

AK11127 British Khaki

AK11058 Decomposed Flesh

AK11057 Vampiric Flesh

GW Contrast Wyldwood

Airbrush Thinner



BR AK1113 Chocolate (Chipping)



BR AK11127 British Khaki, along the lines of the wood



BR AK11058 Decomposed Flesh, along the lines of the wood



BR AK11057 Vampiric Flesh, along the lines of the wood



BR GW Contrast Wyldwood / Airbrush Thinner 1:2 wash

Metallics:

For the metallics, use the recipe for metallics in the chariots section, found later in this guide.

Teeth

For the teeth, use the recipe for teeth in the mawbeast section, found later in this guide

Tounge

Paints used:

AK11098 Black Red

AK11093 Brick Red

AK11086 Amaranth Red

1. BR AK11098 Black Red as base color
2. Paint most of the tounge BR AK11093 Brick Red
3. Paint BR AK11086 Amaranth Red as a highlight

Arrow Flights:

Paints used:

AK11011 Blue Grey

AK11001 White

GW Contrast Apothecary White

1. BR AK11011 Blue Grey as base color
2. Paint the feathers with BR AK11001 White
3. Apply BR GW Contrast Apothecary White over them

Eyes:

Paints used:

AK11098 Black Red

AK11093 Brick Red

AK11086 Amaranth Red

AK11036 Ice Yellow



1. Start by painting the entire eye and socket BR AK11098 Black Red



2. BR AK11093 Brick Red to the eye



3. BR AK11086 Amaranth Red as a highlight



4. BR AK11036 Ice Yellow as a little dot in upper corner

Pt. 2 Mawbeasts:

Priming:

Paints used:

AK Black Primer

AK Grey Primer

- AB AK Black Primer
- AB ZE AK Grey Primer (applied from the sides and the top)



Skin:

Paints used:

AK11029 Black
VMC 70.986 Deck Tan
VMC 70.918 Ivory
VMA 71.080 Rust

VMC 70.821 Ger. C. Beige WWII
VMA 71.040 Burnt Umber
Airbrush Thinner



1. AB VMC 70.821 Ger. C. Beige WWII, diluted to milky substance.
Applied from a sideways to top angle, to preserve the black shadows from priming phase



2. AB VMC 70.986 Deck Tan, diluted to a milky substance.
Applied from a top angle



3. AB VMC 70.918 Ivory, diluted a lot to a thin glaze.
Applied from a top angle



4. AB VMC 70.821 Ger. C. Beige WWII, diluted a lot to a thin glaze.
Applied from a below angle to redefine the shadows



5. AB VMA 71.080 Rust / AB Thinner 1:1 on the top/back of the mawbeast

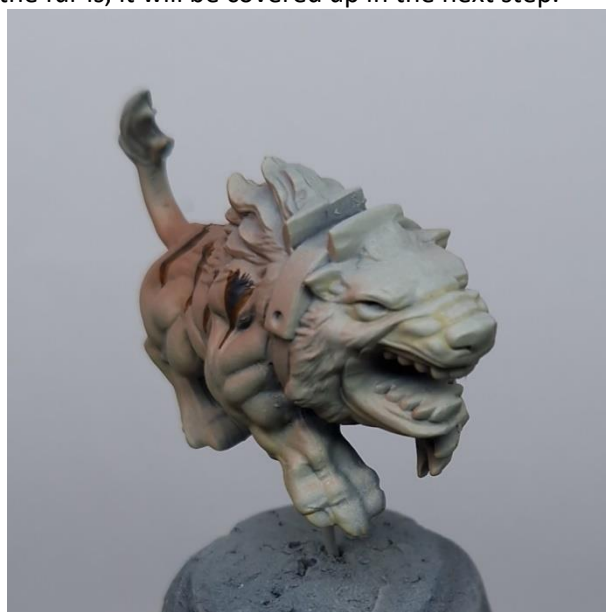


6. Paint the stripes with BR VMA 71.040 Burnt Umber.

Don't be afraid to paint further up, covering where the fur is, it will be covered up in the next step.



7. Paint BR AK11029 Black inside the stripes



8. Finish it by painting BR VMC 70.821 Ger. C. Beige WWII in the recesses on the face

Fur:

Paints used:

VGC 72.043 Beasty Brown

VMC 70.986 Deck Tan

GW Contrast Gore-Grunta Fur



1. Paint all the fur on the back, side of face and tail with BR VGC 72.043 Beasty Brown



2. Apply the first highlight with BR VGC 72.043 Beasty Brown / VMC 70.986 Deck Tan 2:1
Paint along the stripes of the hair



3. Paint the second highlight with BR VGC 72.043 Beasty Brown / VMC 70.986 Deck Tan 1:1, still painting along the hair, but this time painting smaller areas.



4. Paint the last highlight with BR VMC 70.986 Deck Tan, painting only the most raised areas along the hair



5. Finish off by applying BR GW Contrast Gore-Grunta Fur / Airbrush Thinner 1:2 on the entire fur area.

Dark Silver:

Paints used:

PRO Dark Silver Metallic

PRO Silver Metallic

AP Quickshade Dark Tone



1. Paint the metal piece with BR PRO Dark Silver Metallic



2. Paint most of the metal with BR PRO Dark Silver Metallic / PRO Silver Metallic 1:1, leaving the original color only in the recesses



3. Apply the first highlight with BR PRO Dark Silver Metallic / PRO Silver Metallic 1:2



4. Apply the next highlight with BR PRO Silver Metallic, also apply this as Edge Highlight



5. Finish the metal by applying a wash of BR AP Quickshade Dark Tone.

Leather Strips:

Paint used:

VGA 72.745 Charred Brown

VMC 70.984 Flat Brown

VMC 70.940 Saddle Brown

VMC 70.858 Ice Yellow

AP Quickshade Strong Tone



1. Paint all the leather with BR VGA 72.745 Charred Brown (2 layers)



2. paint most of the leather with BR VGA 72.745 Charred Brown / VMC 70.984 Flat Brown 1:1, leaving only the previous color in the recesses.



3. paint the first highlight with BR VMC 70.984 Flat Brown



4. Paint the second highlight with BR VMC 70.984 Flat Brown / VMC 70.940 Saddle Brown 1:1, using stipple technique



5. Paint the last highlight with BR ABOVE MIX / VMC 70.858 Ice Yellow 1:1, using the stipple technique again



6. Finish the leather by painting the leather with BR AP Quickshade Strong Tone

Tongue & Mouth:

Paints used:

AK11074 Deep Purple

AK11070 Blue Violet

AK11069 Pastel Violet

AP Quickshade Purple Tone



1. Apply BR AK11074 Deep Purple to the entire tongue



2. BR AK11074 Deep Purple / AK11070 Blue Violet 1:1 as the first highlight, painting the middle of the tongue



3. BR AK11070 Blue Violet as second highlight, painting a smaller area of the tongue



4. The final highlight is done with BR AK11070 Blue Violet / AK11069 Pastel Violet 1:1



5. Finally give the tongue a wash of BR AP Quickshade Purple Tone

Claws & Snout:

Paints used:

AK11028 Smoke Black

AK11022 Dark Grey

AK11019 Graphite

AK11011 Blue Grey

GW Contrast Black Templar



1. Start by painting the claws and the snout with BR AK11028 Smoke Black



2. Paint the first highlight with BR AK11022 Dark Grey



3. The second highlight is done with a mix of BR AK11022 Dark Grey / AK11019 Graphite 1:1



4. The final highlight is done with a mix of BR Previous mix / AK11011 Blue Grey 1:1



5. Finally wash them with BR GW Contrast Black Templar / Airbrush Thinner 1:1

Teeth:

Paints used:

VGA 72.745 Charred Brown

AK11034 Medium Sand

AK11033 Dark Sand

AK11032 Pale Sand

BR AP Quickshade Strong Tone



1. Start by painting BR VGA 72.745 Charred Brown (2 layers) on the entire teeth area



2. Apply first highlights with BR VGA 72.745 Charred Brown / AK11034 Medium Sand 1:1



3. Second highlight is done with BR AK11034 Medium Sand



4. Third highlight with BR AK11034 Medium Sand / BR AK11033 Dark Sand 1:1



5. Fourth highlight with BR Previous mix / AK11032 Pale Sand 1:1



6. Use BR VGA 72.745 Charred Brown to define shadows and correct happy accidents



7. Apply BR AP Quickshade Strong Tone wash to the teeth



8. Finish off by painting BR AK11032 Pale Sand to the upper areas

Eyes:

For the eyes, use the recipe for eyes in the goblin section, found earlier in this guide



Pt. 3 Chariots & Wheels:

When painting with the wheels attached there is a lot of hard-to-reach places on it, so the wheels and the chariot body are painted separately, but still treated as a whole in this part of the guide. So when painting the different areas, paint them on both the chariot body and the wheels alike.

Priming:

AB AK Black Primer

Wood:

Paints used:

VMA 71.040 Burnt Umber

VMA 71.035 Cam.Pale Brown

VMA 71.026 US Flat Brown

VMA 71.027 Light Brown

VGA 72.729 Sick Green

GW Contrast Wyldwood

Airbrush Thinner



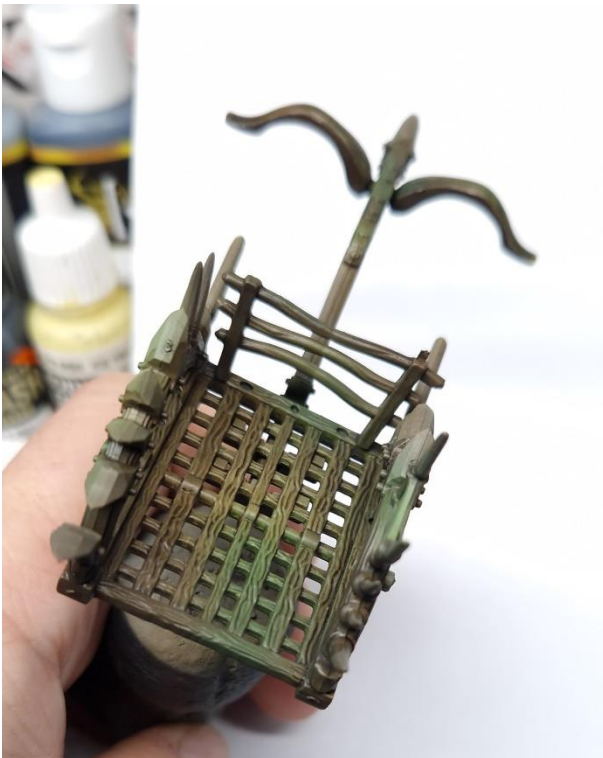
1. AB ZE VMA 71.040 Burnt Umber from the sides and top followed by
2. AB ZE VMA 71.035 Cam.Pale Brown from the top



3. AB VMA 71.026 US Flat Brown - on raised spots followed by
4. AB VMA 71.027 Light Brown - on raised spots

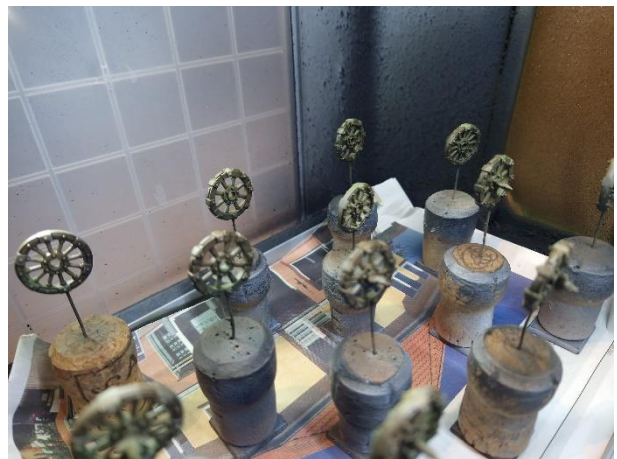
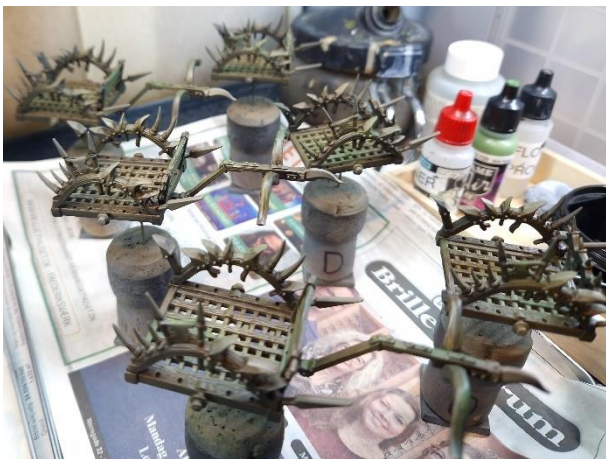


5. Apply a wash of BR GW Contrast Wyldwood / Airbrush thinner 1:2 to the whole model



6. Finally spray AB VGA 72.729 Sick Green / Airbrush thinner 1:1 in corners and random spots

Remember to apply all the wood paint, on both the chariots and the wheels alike.



Metallics:

Dark Silver:

Paints used:

PRO Dark Silver

PRO Silver Metallic



1. Start by painting BR PRO Dark Silver Metallic on all the silver parts



2. Apply the first highlight with a mix of BR PRO Dark Silver Metallic / PRO Silver Metallic 1:1



3. Increase the mix of BR PRO Dark Silver Metallic / PRO Silver Metallic 1:2 and apply it as the second highlight



4. Apply pure BR PRO Silver Metallic as final highlights & edge highlights

Dark Bronze

Paints used:

AK11198 Burnt Tin

AK11196 Bronze

AK11195 Rusty Brass

PRO Bright Gold

AP Quickshade Dark Tone



1. Paint AK11198 Burnt Tin on all bronze parts



2. Paint first highlight with a mix of BR AK11198 Burnt Tin / AK11196 Bronze 1:1



3. The next highlight is done with BR AK11196 Bronze



4. Apply BR AK11195 Rusty Brass as normal highlight & edge highlights



5. Final highlight is done with BR PRO Bright Gold as edge highlight



Finally apply a wash of BR AP Quickshade Dark Tone on all metal, both Silver & Bronze

Dark Silver (continued):

Paints used:

GSW Dark Rust

GSW Medium Rust

GSW Orange Rust

AK 11208 Dark Aluminium.



1. Use BR Rust effects using GSW Dark, Medium & Orange Rust effects to make rust on the silver.
2. Apply a final edge highlight with BR AK 11208 Dark Aluminium.



Remember to paint the metallics on the wheels as well.

Leather Strips:

Use the same Red Brown Leather recipe, found in the Goblins section, earlier in this guide

Bone:

Paints used:

AK11034 Medium Sand

AK11033 Dark Sand

AK11032 Pale Sand

VGA 72.745 Charred Brown

AP Quickshade Strong Tone



1. Apply 2 layers of BR VGA 72.745 Charred Brown



2. Paint with a mix of BR VGA 72.745 Charred Brown / AK11034 Medium Sand 1:1, leaving the charred brown still in the bottom of the bone spikes



3. Apply first highlight of BR AK11034 Medium Sand



4. Apply second highlight with a mix of BR AK11034 Medium Sand / AK11033 Dark Sand 1:1



5. Apply 3rd highlight with BR Previous mix / AK11032 Pale Sand 1:1



6. Finally apply BR AP Quickshade Strong Tone as a wash on both the bone and the leather strips. Apply 2 layers on the bone, for maximum effect.

Red banner:

Paints used:

AK11097 Burnt Red

AK11093 Brick Red

AK11086 Amaranth Red

AK11036 Ice Yellow

AP Jumpsuit Shader (or AP Red Tone)



1. BR AK11097 Burnt Red



2. BR AK11097 Burnt Red / AK11093 Brick Red 1:1



3. BR AK11093 Brick Red



4. BR AK11093 Brick Red / AK11086 Amaranth Red 1:1

5. BR Previous mix / AK11036 Ice Yellow 1:1



6. BR AP Jumpsuit Shader or AP Red Tone 1-2 layers



Chariot & Mincer body finished with wheels assembled

Pt. 4 MINCER ENGINE:

Metallics:

Dark Silver

Paints used:

VMC 77.720 Gunmetal Grey

VMA 71.073 Black

AB ZE VMA 71.065 Steel

PRO Silver Metallic



1. Start by airbrushing the whole engine with AB VMC 77.720 Gunmetal Grey



Now, using the airbrush still, spray the following:

2. AB ZE VMA 71.073 Black (from below)

3. AB ZE VMA 71.065 Steel (from top)

Finish off by drybrushing:

4. DB PRO Silver Metallic

Dark Bronze

Paints used:

AK11198 Burnt Tin

AK11196 Bronze

AK11195 Rusty Brass

PRO Bright Gold

AP Quickshade Dark Tone



1. Start by painting all pieces AK11198 Burnt Tin



2. Next highlight with BR AK11198 Burnt Tin / AK11196 Bronze 1:1



3. Apply another highlight with BR AK11196 Bronze



4. Apply BR AK11195 Rusty Brass as both Normal & Edge Highlight



5. The last highlight is done with BR PRO Bright Gold as Edge Highlight



Finish it all by applying BR AP Quickshade Dark Tone on all metal (both Silver & Bronze)

Dark Silver (continued):

Paints used:

GSW Dark Rust

GSW Orange Rust

GSW Medium Rust

AK 11208 Dark Aluminium

1. apply BR Rust effects using GSW Dark, Medium & Orange Rust effects, just like on the chariot

Finish the metal by applying:

2. BR AK 11208 Dark Aluminium - as Edge Highlight

Wood:

Paints used:

VMA 71.040 Burnt Umber

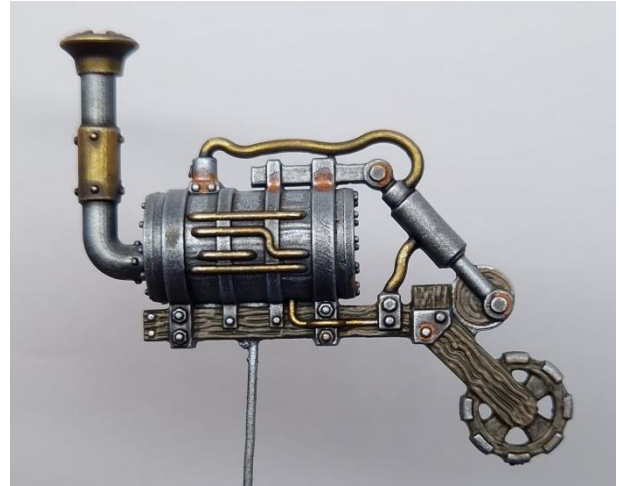
VMA 71.035 Cam.Pale Brown

VMA 71.026 US Flat Brown

VMA 71.027 Light Brown



1. Paint the wooden areas completely with BR VMA 71.040 Burnt Umber



2. Apply BR VMA 71.035 Cam.Pale Brown. Use the side of the brush to hit all the raised areas.



3. Apply BR VMA 71.026 US Flat Brown - on raised spots, by using the side of the brush



4. The last highlight is with BR VMA 71.027 Light Brown - on raised spots, still with the side of the brush

Wood barrel:

Paints used:

VMC 70.921 English Uniform

SC-27 Iroko

VMC 70.884 Stone Grey

GW Contrast Wyldwood

Airbrush Thinner



1. Paint the whole barrel BR VMC 70.921 English Uniform



2. Paint some rough wood grain with BR SC-27 Iroko



3. Try to hit the previous wood grains with BR VMC 70.884 Stone Grey, doing a highlight

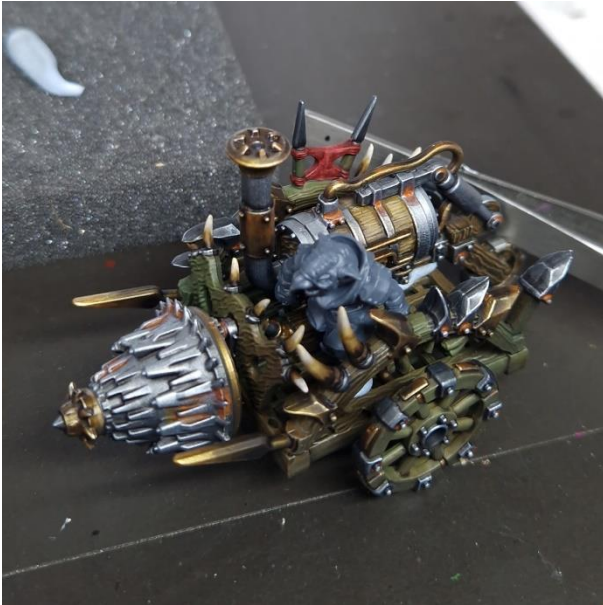


4. Lastly apply BR GW Contrast Wyldwood / Airbrush Thinner 1:1 to both wood types.

Assembling the Mincer:

Assembling the Mincer can be a bit tricky.

The engine takes up a lot of room in the chariot, so to be able to get room for the Goblin, the engine will have to be moved to one side.



Pt. 5 Base:

I did the bases by putting PVA / Wood glue on the whole base and pouring a layer of sand over it.

For sand I use Chinchilla Sand, that can be bought at your local pet store and is very cheap for the amount of bases you can make with it. The sand is very fine and perfect for bases.

When the glue is dry, hold the base horizontally over the trashcan and knock on the bottom to remove the remaining loose sand.

Then I mix the same PVA glue with water, about 1 part glue and 3-4 parts water and brush the mix over the whole base to make sure the sand stays in place and are sturdy.

When that is dry, it is time to paint it.

1. Paint the whole thing with BR VMC 70.872 Chocolate Brown, incl. edges, this can also be applied by airbrush if you wish. I find that easier, but both is fine.
2. Drybrush it all with DB VMC 70.884 Stone Grey
3. Paint the sides black (what ever black you have)

Pt. 6 Finish:

Finally glue the pieces together and glue the chariots/mincers to the finished bases.

Finish the models by giving it all a varnish.

If you use the models a lot and want maximum protection, I recommend you first apply a gloss varnish by airbrush, followed by 2 layers of matte varnish. Be sure to let the layers dry completely in between.

That will give them the best good protection from usage

Remember to have fun while painting 😊

- Kenn

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