

Painting Enforcers

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Intro:

Painting the Enforcers is actually quite simple and involves fewer steps compared to other models I have painted and made guides to, but they do involve a lot of edge highlighting.

Edge highlight is a method where the edges of a piece of armor for example, are painted mostly by using the side of the brush or the tip to make thin lines on the edges, to make them stand out.

The edge highlight technique takes up a lot of the time it takes to paint these models and can be a bit tedious but take it easy and do 5 or 3 at a time, if that makes it better, otherwise, there's a risk that it will be overwhelming.

Have fun 😊

- Kenn

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. Preparing the models.

Texture to the base.

Materials used:

- Sand
- PVA Glue
- Water

Glue the Enforcers to the base and apply sand:

I did the bases by putting PVA / Wood glue on the whole base around the feet 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, but any fine sand is good.

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

For the purpose of this guide I have NOT glued the enforcer to the base prior to painting, as the pictures show, but I usually do, as it is easier to paint and hold it with the base attached.

Priming and applying the first colors by airbrush.

Paints used:

- AK Primer: Black
- VMC 70.992 Neutral Grey
- VMA 71.050 Light Grey

Make sure the thinned glue is completely dry before priming the model, if you're in a hurry you can use a hairdryer to speed up the drying process.

Then apply black primer by airbrush to the entire model.



The next step is to apply VMC 70.992 Neutral Grey in Zenithal from sides and top by airbrush, preserving the black primer in the most shaded areas.

Make sure to thin the paint to a milky substance, using airbrush thinner



The final step with airbrush is VMA 71.050 Light Grey applied from the top only, to make the top parts stand out and make a gradient shade fast and easy.

Pt. 2 Blocking in the colors.

Most of the model consists of 3 main colors: Light Gray, that is the most dominant color, Dark Grey and Black. Before we start painting the Light Gray armor, it is a good idea to block in the 2 other colors, that way it is easy to see what is supposed to be what when painting.

Block in the black color.

Paints used:

- AK11029 Black (Any black will do though)



BR AK11029 Black

Paint all the armor pieces that are supposed to be Dark Grey and Black. They both share the same base color (black), which makes it easier.

With the base colors blocked in, it is time to get down with highlighting the different parts

Pt.3 Finishing the armor parts.

Light Grey Armor.

Paints used:

- SC-58 Graphene Grey
- VMC 70.951 White



BR SC-58 Graphene Grey

Dilute the paint with water to flow easily, then paint in all crevasses of the Light Grey Armor



BR VMC 70.951 White

Apply the white as edge highlight, to every piece of Light Grey Armor.

This is the part that takes most time, as edge highlighting is precision work and there is quite a lot of it on these models.

Keep you paint thin, your brushes pointy, have patience and buckle down, it will pay off!



Here is a couple of in-progress images from another type of Enforcer. I usually paint one leg at a time, then the chest, the back, one arm at a time and lastly the weapon. You find the method you find best and go with it. This part is most of the model, so when it is done, you are close to finish, only the two minor armor types and the details remains. Well done!

Dark Grey Armor.

Paints used:

- SC-57 Petroleum Grey
- SC-58 Graphene Grey
- VMC 70.992 Neutral Grey



BR SC-57 Petroleum Grey
Apply this to most of the armor pieces that are supposed to be Dark Grey, avoid painting in the deepest recesses, let the black remain there.



BR SC-57 Petroleum Grey / SC-58 Graphene Grey 1:1
This is the first highlight, applied where the light sources are most dominant



BR SC-58 Graphene Grey
Apply edge highlight with this color on the armor pieces



BR SC-58 Graphene Grey / VMC 70.992 Neutral Grey 2:1
This mix is applied on the most extreme highlights as dots or small stripes over the previous edge highlight color

Black Armor.

Paints used:

- SC-57 Petroleum Grey
- SC-58 Graphene Grey
- VMC 70.992 Neutral Grey



BR SC-57 Petroleum Grey

Apply this to most of the armor pieces that are supposed to be Dark Grey, avoid painting in the deepest recesses, let the black remain there.



BR SC-57 Petroleum Grey / SC-58 Graphene Grey 1:1

This is the first highlight, applied where the light sources are most dominant



BR SC-58 Graphene Grey

Apply edge highlight with this color on the armor pieces



BR SC-58 Graphene Grey / VMC 70.992 Neutral Grey 2:1

This mix is applied on the most extreme highlights as dots or small stripes over the previous edge highlight color

Armor wash.

Paints used:

- GW Contrast Black Templar
- Airbrush Thinner



BR GW Contrast Black Templar / Airbrush Thinner 1:2

Wash all the Dark Grey and Black armor pieces, with the thinned down Black Templar Contrast

Pt.4 Details.

Red.

Paints used:

- SC-36 Blood Red
- SC-37 Antares Red
- SC-38 Aldebaran Red
- VMC 70.804 Beige Red



BR SC-36 Blood Red

Apply this base color to all the parts that are going to be red



BR SC-37 Antares Red

First highlight on the red parts, preserve some of the base color



BR SC-38 Aldebaran Red

Apply this as edge highlight



BR SC-38 Aldebaran Red with a bit of VMC 70.804 Beige Red

This mix is applied on the most extreme highlights over the previous edge highlight color

Weapons.

Phase Claws.

Paints used:

- VMA 71.089 Light Sea Blue
- VMA 71.001 White
- VMA 71.088 French Blue



BR VMA 71.089 Light Sea Blue
This base color is applied to the entire Phase Claw Weapon



BR VMA 71.001 White
Applied in the crevasses. For ease, thin the paint down so it flows as an ink, or just use a white ink instead.



BR VMA 71.089 Light Sea Blue / VMA 71.001 White
1:2
Apply this mix in the crevasses on about 75% of the end of the claws



AB VMA 71.088 French Blue
Use an airbrush to do the final effect, slightly on the end of the weapon. A brush can be used here as well, but airbrush is easier.
While using the airbrush, be sure to mask the model where you spray!

Rifles.

Paints used:

- Airbrush Thinner
- GW Contrast Black Templar
- SC-65 Heavy Metal
- VMA 71.017 Russian Green
- VMC 70.921 English Uniform



1. BR VMA 71.017 Russian Green / VMC 70.921 English Uniform 3:1.
Use this base color mix to paint the parts of the weapons.
2. DB SC-65 Heavy Metal.
Using the drybrush technique apply this as a light chipping effect, also use a regular brush to paint scratches on the parts.
3. BR GW Contrast Black Templar / Airbrush Thinner 1:1.
Finally apply this wash to all the parts.

Eyes.

Paints used:

- GW Contrast Talassar Blue
- VMC 70.951 White



BR VMC 70.951 White

Paint the eyes all white and make sure this is completely dry before next step



BR GW Contrast Talassar Blue

Using this contrast paint paint around the sides of the eye, leaving some white in the middle. If you put too much in there, use a dry brush to collect the blue from the center of the eye.

Pt. 5 Finish.

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 protection from usage.

Remember to have fun while painting 😊

- Kenn

If you like this guide, have a look at my social pages for more information.

<https://thenerdcave.dk/>

<https://www.facebook.com/mejersnerdcave>

<https://www.instagram.com/mejers.nerdcave/>

Pt.6 Gallery.

This method can be used on the whole Enforcer range, from infantry models to vehicles. This gallery shows a couple of examples as how it can be used.





