



UKPF Painting Guide


This guide covers the studio version of the UKPF's multi terrain pattern scheme. For reference, this is what we are trying to recreate (although a more weathered, worn version, rather than fresh fatigues):








Source: https://en.wikipedia.org/wiki/Multi-Terrain_Pattern

Colours are by Games Workshop and Vallejo:

GW Rakarth Flesh	GW Death Guard Green	GW Zandri Dust	GW Agrax Earthshade
GW Gretchin Green	Vallejo Model Air Black	Vallejo Ivory	GW Athonian Camoshade
GW Black Templar	GM Dryard Bark	GW Screaming Skull	Vallejo Flat Earth
Vallejo Dark Sea Green	Vallejo Orange Brown	GW Khemri Brown	GW Celestial Grey
GW Knarloc Green	GW Ulthuan Grey		

1	<p>Fatigues – base coat of Death Gurad Green, with equal amounts of Rakarth Flesh and Zandri Dust added in a jigsaw pattern</p> <p>Webbing, helmet and gloves - Gretchin Green</p> <p>Face – Flat Earth</p> <p>Boots and pads – Flat Earth</p> <p>Base – Dark Sea Green</p>	
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<p>2</p>	<p>Fatigues and webbing washed with a combination of lightly watered down Athonian Camoshade and Agrax Earthshade.</p> <p>Boots and pads have been given a light wash of Agrax Earthshade.</p>	
<p>3</p>	<p>The model is blacklined with Model Air Black (a medium was added as well). Whilst time consuming this adds a second layer of depth to the model, in addition to the washes, that help define areas.</p>	
<p>4</p>	<p>Small quantities of Dryard Bark and Screaming Skull are added to the fatigues. With the Dryard Bark I try and keep the pattern relatively horizontal and follow part of the "jigsaw" shapes from step 1. With the screaming skull I try and place next to the Dryard Bark so it has the most effect.</p>	

<p>5</p>	<p>Fatigues – highlighted with Death Guard Green.</p> <p>Helmet and webbing – highlighted with Gretchin Green.</p> <p>Boots and pads – highlighted with Orange Brown.</p>	
<p>6</p>	<p>Fatigues – 2nd highlight of Zandri dust was applied to give the worn look.</p> <p>The face was highlighted with Flat Earth + Ivory, with more Ivory added for the top most highlights (nose and cheekbones). Eyes comprise Dark Sea Green + Ivory.</p> <p>Gun has been painted Black Templar.</p> <p>2nd highlight to helmet, gloves and webbing consists of Gretchin Green + Ivory</p> <p>Boots and pads – highlighted with Orange Brown + Ivory.</p>	
<p>7</p>	<p>The butt and picatinny rails were painted Knarloc Green and highlighted with Knarloc Green + Ivory.</p> <p>The remaining elements were 1st highlighted with Celestial Grey and then a spot of Ulthuan Grey for the 2nd highlight.</p> <p>The base was washed Agrax Earthshade, then 1st highlight of Khemri Brown and 2nd highlight of Rakarth Flesh. Although not shown, I painted the base ring black.</p> <p>Finally I spray all my models with Testors Dullcote to give the paint finish a degree of protection.</p>	