

Scythe and Teacup Gamer Cafe Month 2 Article

Hi Everyone, in our second article for the Antares Initiative we will each tell you about our progress assembling and painting the armies we chose:

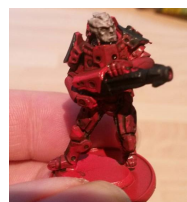
First up **Martin Otten**.

Hi everyone currently the Algoryn range is currently comprised of mainly metal miniatures, I know a lot of people prefer plastics, but don't let this put you off, I myself prefer the metal as there is less work in assembling them and i feel they have a sharper more detail look.

The miniatures themselves were nicely cast with very little flash or mould lines needing removal, and the only assembly required on most was to glue their heads on and mount them on their bases, the exception to this was the Avenger Attack Skimmer, which was made of resin with metal components.



Again this had very little flash and went together nicely, I did fit magnets onto the weapons, so I can swap them out and try all three of the weapons supplied with the kit. As to paint I decided I wanted to paint them like they appear in the rule book, so the first thing I did was give them a coat of red spray from a rattlecan



I then painted the chequered part of the Avengers wings and the under body suit on the Algoryn troopers grey and added black to the shoulders and weapons, and painted any heads without helmets white.

After the paint had dried i gave them all a coat of black wash

I then left them overnight, for the wash to dry, before giving them a coat of matte varnish, this didn't go very well as the miniatures had a white frosting all over them the next morning! I asked around and was told the probable cause was not mixing the varnish enough or moisture in the atmosphere whilst the varnish was drying.



As was suggested to me as a fix for the white coating, I re-varnished them all with a coat of gloss varnish which did removed the frosting, but has left my miniatures a bit shiny, but i can live with that for now it's much better than them being covered in the frosting, and i can try re-doing them again with the matte varnish as a later date.

As for basing i first cover the base with Vallejo dark earth paste, (*Fig 1*) you can push small stones etc into this before it dries if you want to add extra texture to the base, then when it's dry i give it a coat of dark brown acrylic paint (*Fig 2*), then again when the dark brown has dried i give the base a dry brush with a lighter brown, and that's it done, (*Fig 3*) you can add forest tufts of grass at this stage if you wish



Fig 1



Fig 2



Fig 3

Phil Millar

Its been a long time since I've worked with an exclusively metal army and the Boromites are definitely that! I've seen a few people comment to say how the material suits the hardy heavy nature of the Worker Guilds!

Assembly was, for the most part a breeze, a few heads to stick on and the majority of the army was done. The Frag Borer, with its huge and heavy hunk of a cannon supported by two thin struts attached to the suspensor ring was a bit more of a challenge. In hindsight, I should have pinned this in place, as I'm sure it will become the bane of my existence if I'm not super careful!

For painting, I really liked the stock colour scheme for the Boromites, the bright, warm yellow calls to mind hazard stripes (a sci-fi gaming staple for the heavy industrial look) and really nicely contrasts with the cooler blue-grey of the rocky hide.

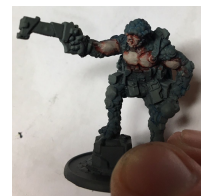
I wanted a way to replicate that scheme but adapting it to suit painting an entire army so I could get a nice mix between looking great on the battlefield and being quick to do.

First off, I used an undercoat of black primer, essential, especially with heavy, metal models, this will help the paint adhere to the model and prevent chipping and rubbing. I see a lot of people advocating skipping this step out there, call be a traditionalist but I think down that path lies madness.

Next up, I found a spray that exactly matched the colour I'd chosen for the hide when I did my test miniature. Other brands do very closely matched colours, but this one I can easily and conveniently pick up in a local store! This covers the majority of the skin and saves a lot of time picking it out individually.



I then applied a pale flesh colour to the less rocky parts of the skin, a couple of thinned coats here because you want to skin to be nice and smooth as that's where the eye is naturally drawn. The skin is then washed with a targeted flesh wash to get some shade into the recesses. At this point, I also washed the rocky parts with blue, thinned down to make it less intense as I wanted it to still be grey. When using washes its really important to let everything fully dry before you move on. If you want to speed up the drying time to work as

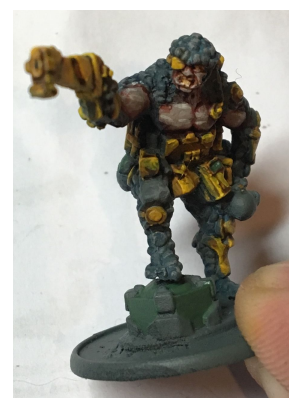


quick as possible, a hair drier is an invaluable tool!

Rocks and coarse surfaces take drybrushing really well, so my next step was to lightly drybrush the rocks with a lighter grey, concentrating mostly on the upper shoulders and the top of the head, where light would fit, if they're on a planet where the light source overhead of course!

The yellow I used a brown-yellow as the base coat, it's got a lot of pigment so covers well. Yellow can be a problem over a dark base, so this colour, while not as bright as I want to end result to be, is a great step, meaning I don't have to apply loads of thin layers of bright yellow.

After this dries, I loved up to a brighter yellow, a few thin coats got me the vibrant colour I was after. This was followed by a line highlight on the upper areas to make it pop. I decided to make things look dirtier after this with a brown wash, on the lower areas of the yellow, to add more contrast and to show that the Boromites are workers first and warriors second, can't keep



everything spotless when you're down a mine!

The first miniature done like this took maybe 15 minutes, and working in batches meant I could get the whole squad done in a few hours, meaning they'll get to the battlefield much quicker!

Dan Miller

Hi everyone so month two is all about what terrain and tables we are creating for our planets and also our painting schemes and how we have found assembling our armies. I'm going to start with what we have going on terrain wise.

The big ongoing project I've been working on is my version of the ruins of a terraforming station on the planet Cauldron; as soon as I read the background for our planet I knew I had to do one of these.

Having raided the local art shop I started work on building out of plasticard. Originally I envisaged an Aztec style pyramid but after looking through the artwork in the Antares rulebook I've gone for more of a pagoda style. I've left two sides open to simulate damage while also allowing playability and using some plumbing supplies from the local hardware shop to build the interior. The base is a 20 inch MDF disk Martin cut for me to which after a bit of research I've built up using expanding foam and cork bark; this has then been coated and textured with ready mix filler. I've base coated it for the next stage which is painting it up.



The planet Cauldron is a jungle planet which is very exciting as I've never made or played on a jungle table and it will be a great addition to terrain at the Scythe and Teacup for people to play Gate of Antares on. I'm working on the area terrain for this table.

Warlord games have generously supplied us with the "space onions" and lots of MDF bases for area terrain, on top of this Norman Foster from the Scythe and Teacup and Martin have made some bases which Norman has textured and painted up. I've found us what should hopefully be a nice selection of plants for the bases to go with the space onions. I got these mostly from ebay; a mixture of artificial grass and house plants and aquarium plants and model railway scale palm trees.



Along with a plastic dinosaur skeleton I found on ebay to represent Cauldron's exotic fauna I have also made some extra pieces that will fit into the MDF bases to give us a variety of terrain such as rubble, ruins and dangerous spiked plants using the remaining space onions. The rubble is made from slate I picked up at a local diy store.



Work has begun on a jungle board for the Scythe and teacup. Textured paint and a base coat have been applied along with crackle paint which will simulate lava breaking through the crust of planet Cauldron



When it came to painting, Ive never been a very confident in the past I've generally not gone much farther than a base coat, a wash and then dry brush. However having seen the amazing work some other painters at the Scythe have done with Antares models I was determined to push myself with painting my Panhuman Concord. To this end I've decided to use line highlight techniques on the armour as I think this will work well on the concord models and I have invested in a lamp with a daylight bulb. I've decided to go with really bright colours as I think it will look great on the jungle table.

For the under armour I've gone with a really bright pink which raised a few dubious eyebrows. Initially I found applying the layers of highlight quite difficult but it got easier as I went on.

For the over armour I went a bright reddish orange to keep the bright tropical feel for our jungle table. Initially I went with yellow visors but I just didn't like that look so fearing I'd ruined the models at the final hurdle with so many layers of paint on the visors I switched to blue. Thankfully it doesn't look too bad but I'd definitely recommend doing a test model in future.



To go with a back story I'm working on I've given the leader with his visor up green skin. The weapon bodies are black highlighted with blue grey colours.



After brushing on a vallejo matt varnish I have textured and drybrushed the bases before attaching Army Painter Jungle Tufts.

Overall I'm very happy with my first attempt at layers and highlights and the daylight bulb lamp has made a huge difference.



Shane Phillips

This month's article is based on the painting of the received miniatures and the prep leading up to that. The models themselves were easy enough to put together, however the lack of variety and choice in pose was slightly disappointing. Another slight put off was that the models were metal, however I believe there are plans in the future to make all the miniature out of plastic in the future, this is only a slight put off due to my own clumsiness as I will be prone to potentially knocking one over and chipping the paint, or worse, accidentally dropping one and watching it explode when it hits the floor. The paint scheme chosen was the base studio, this was chosen due to it being an easy reference point, as well as wanting to improve as a painter in the first place..

Unfortunately, the pictures I took while I was painting didn't turn out very well, so instead, I'd got a step by step of how I got the look I wanted for my army.

I achieved this paint scheme the following way:

Armour

1. Base coat of Abbadon Black
2. Coat of Rhinox Hide
3. Dry brush of Steel Legion Drab
4. Light dry brush of Baneblade Brown

Under Armour

1. First layer of Mephisto Red
 2. Second Layer of Fire Dragon
- Bright
3. Highlights of Flash Gitz yellow

Mask

1. First layer of Rakarth Flesh
2. Second layer of Agrax Earth Shade
3. Highlights of Rakarth Flesh

Black Parts

1. First Layer of Dark Reaper
2. Second Layer of Fenrisian Grey

Face

1. First layer of Rakarth Flesh
2. Second layer of Reikland Flesh Shade
3. Highlights of Kislev Flesh



Plasma Coil

1. First layer of Barroth Blue
2. Highlights of Skull White