

Concerning Hobbits two



As promised I have painted up the Games Workshop Lord of the Rings, Attack at Weather Top set. I am just going to describe the good side this time. Evil to come next time.

They are great models, fine modelled and superbly detailed. The wraiths are particularly stunning, some of the best models I have seen. As last time, the fineness means you must take great care when cleaning them up to avoid damaging any detail. The models only needed a scrape with a scalpel and a quick run over with a fine file. The metal is hard but very workable. Make sure to remove the air runners, (very fine strands of metal left from the moulding process).

I always undercoat black and paint the flesh first. Then more watching of the film ensued, and a study of the fine artwork on the back of the box. The models were painted mostly using Foundry's three-colour paint system. I have listed the Foundry paints and brushes I used below, and where I deviated from the Foundry System I will let you know.

Frodo Baggins

As last time the hard bits on Frodo were his waistcoat and trousers. I wanted a dark red for the waistcoat so I had to mix a bit of Black into the Bright Red shade to make it darker, then I worked up from there by adding more Bright Red to the mix for each stage. I used a similar process for the trousers and coat lapels, as I wanted a darker than standard brown. I added Black to the shade colour, adding Dusky Flesh to lighten it for the highlights. The cloak is the standard Forest Green, but I mixed intermediate shades in between the three colours to make a five-colour mix.

Paints

Flesh: Flesh (5)
Hair: Dusky Flesh and Black (6 & 34)
Eyes: Deep Blue (20), Cloak: Forest Green (26)
Brooch: Armour (35)
Coat: Tan (14)
Buttons: Rawhide (11)
Lapels and Trousers: Dusky Flesh and Black (6 & 34)
Waistcoat: Bright Red and Black (15 & 34)
Godonlin Dagger: Armour (35)
Base: Base Sand (10)
Rock: Slate Grey (32)
Grass: Dry-brushed Ochre (4)



Frodo actual size

Master Samwise Gamgee

You need to be careful to work out which bits are which, like differentiating between his jacket and waistcoat. A stunning likeness

of Sam, his pose is spot on. The cloak is the standard Moss, and again I mixed intermediate shades in between the three colours to make five-colour shading.

Paints

Flesh: Flesh (5)
Hair: Buff Leather (7)
Eyes: Deep Blue (20)
Cloak: Moss (29)
Brooch: Armour (35)
Coat: Granite (31)
Trousers: Slate Grey (32)
Shirt: Canvas (8)
Waistcoat: Slate Grey (32)
Belt and Scabbard: Spearshaft (13)
Godonlin Dagger: Armour (35)
Base: Base Sand (10)
Rock: Slate Grey (32)
Grass: Dry-brushed Ochre (4)



Sam actual size

Meriadoc Brandybuck (Merry)

Again a great model, you will have to take particular care with his very fine facial detail. I did the five colour thing again on the cloak with Granite.

Paints

Flesh: Flesh (5)
Hair: Base Sand (10)
Eyes: Deep Blue (20)
Cloak: Granite (31)
Brooch: Armour (35)
Coat: Forest Green (26)
Buttons: Gold (25)
Trousers: Drab (12)
Waistcoat: Yellow (2)
Belt and Scabbard: Spearshaft (13)
Godonlin Dagger: Armour (35)
Base: Base Sand (10)
Rock: Slate Grey (32)
Grass: Dry-brushed Ochre (4)



Merry actual size

Peregrin Took (Pippin)

After the Nazgul, the best model in the set I think, again take care with his fine facial detail. The dark red for the cloak was to mixed up from a bit of Black into the Bright Red shade to make it darker, then I worked up from there by adding more Bright Red to the mix for each stage, as with Frodos waistcoat.



Paints

Flesh: Flesh (5)
Hair: Rawhide (11)
Eyes: Deep Blue (20)
Cloak: Bright Red and Black (15 & 34)
Brooch: Armour (35)
Coat: Teal Blue (24)
Scarf: Slate Grey (32)
Trousers: Drab (12)
Waistcoat: Rawhide (11)
Belt and Scabbard: Spearshaft (13)
Godonlin Dagger: Armour (35)
Base: Base Sand (10)
Rock: Slate Grey (32)
Grass: Dry-brushed Ochre (4)



Pippin actual size



Strider/Aragorn

What a great flowing coat, I should have painted it darker of course, but never mind. Be extra careful with the sword as the point will bend easily and will be difficult to straighten! I wanted a dark red for the waistcoat so I had to mix a bit of Black into the Bright Red shade to make it darker, then I worked up from there by adding more Bright Red to the mix for each stage. The flame was a bit more ticksie, no standard three colour system here, but I think it looked ok using Orange 3B as a base, then Yellow 2B, then Lemon Light 1C as a highlight, be bold, study the pictures on the box, and most important, undercoat the flame white first! The same applies for the flame of the camp fire! (for which, incidentally, you do not get a base). Lastly I gave his metalwork a thin wash of brown ink to give it a more weather-beaten look.

Paints

Flesh: Flesh (5)
Hair: Dusky Flesh and Black (6 & 34)
Eyes: Deep Blue (20)
Buttons: Armour (35)
Coat: Forest Green (26)
Armbands and Gloves, Belt and Scabbard: Black (34)
Trousers: Black and Dusky Flesh (34 & 6)
Waistcoat: Bright Red and Black (15 & 34)
Boots: Spearshaft (13)

Sword: Armour (35)
Torch: Spearshaft (13)
Flame: Orange (3B), Yellow (2B), Lemon Light (1C)
Base: Base Sand (10)
Rock: Slate Grey (32)
Grass: Dry-brushed Ochre (4)

Brushes

Throughout the painting of these models I've used a Foundry Series 3: size 0000 brush for the detail, a Series 100: size 000 for larger areas, and a Series 30: size 2 brush for bases and dry-brushing.

Varnish

The models were gloss- and then matt-varnished using polyurethane varnish, as I always do.

More to do?

Well the Nazgul of course. They are a different kettle of fish my precious...



Strider actual size

Kevin

