wargames FACTORY

Hints and Tips - 002

Colour Guide – British Infantry 1879 (Zulu War)
By Mick Farnworth

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Wargames Factory figures painted by Mick Farnworth

Item	Colour	Vallejo Model Colour and Games Workshop Paints
Pith Helmet (wartime)	Sand	Vallejo Iraqi Sand 70.819 or GW Bleached Bone 61.17
Pith Helmet (official)	White	White 70.951 or GW Skull White 61.54
Glengarry Cap	Dark Blue	Dark Prussian Blue 70.899
Jacket (Infantry)	Red	Flat Red 70.957 or GW Blood Red 61.06
Jacket (Artillery)	Dark Blue	Dark Prussian Blue 70.899
Trousers	Dark Blue	Dark Prussian Blue 70.899
Stripe on Trouser	Red	Flat Red 70.957 or GW Blood Red 61.06
Rifle metal parts	Silver	Natural Steel 70.863 or GW Chainmail 61.56
Rifle Wood Parts	Brown	Mahogany Brown 70.846 or GW Bestial Brown 61.13
Canteen	Brown	Mahogany Brown 70.846 or GW Bestial Brown 61.13
Rifle Straps	White	White 70.951 or GW Skull White 61.54
Ammunition Pouch	White	White 70.951 or GW Skull White 61.54
Expense Pouch	Black	Black 70.950 or GW Chaos Black 61.51
Anklets / Gaiters	Black	Black 70.950 or GW Chaos Black 61.51
Boots	Black	Black 70.950 or GW Chaos Black 61.51

Officers

Officers' equipment varied as they bought much of their own equipment including some clothing, belts, sword and scabbard. Many officers wore navy blue jackets instead of red. A reference book is recommended if you wish to depict specific officers at Rorke's Drift and Isandlwana.

Piping on jacket	White	White 70.951 or GW Skull White 61.54
Scabbard (Leather)	Brown	Mahogany Brown 70.846 or GW Bestial Brown 61.13
Leather Belt & Pouches	Brown	Mahogany Brown 70.846 or GW Bestial Brown 61.13

Notes

The pith helmet was white for the parade ground but usually dyed to a pale sand colour on active service. The pith helmet strap was dark brown leather and the helmet was lined with green felt.

The main regiment at Rorke's Drift and Isandlwana was the 24th Regiment (Warwickshire) Infantry, who wore red jackets with dark green cuff and collar trims.
The 58th Regiment (Rutland) wore red jackets with black cuff and collar trims.
The 80th Regiment and 99th Regiment wore red jackets with gold cuff and collar trims. The 99th were issued with black ammunition pouches.
Royal Engineers wore red jackets with navy blue cuff and collar trims. They usually wore navy trousers with a narrow red stripe.
Army Medical Corps wore navy blue jackets and navy blue trousers without a red stripe.
Royal Artillery wore navy blue jackets and navy blue trousers with a broad red stripe.
Royal Marine Light Infantry wore navy blue jackets and navy blue trousers without a red stripe.

Insignia

Most uniforms had a curly cross of braid on each cuff. Cuff and Collar trim colour varied according to regiment (see notes above)

Shoulder boards	Jacket colour with white edges	
Cuff Braid (Officer)	Gold	Golden Yellow 70.948
Cuff Braid (Soldier)	White	White 70.951

Sergeants wore 3 gold chevrons on the right shoulder.
Infantry Corporals wore two white inverted chevrons, just below the right elbow.

Bases

For skirmish games, most rules suggest individual bases. Mass battle games often specify multiple bases to represent regiments. It is worth deciding on the rules that you are going to use before you start to base and paint the figures.

Wooden bases, plastic bases (e.g. Slottabases), washers or coins are all suitable. Some rules suggest 25mm diameter bases and some suggest 20mm diameter bases. 20mm steel washers can be used with magnetic bases so that the figures can be adapted to many different sets of rules.

Step by Step

There are many ways to paint 28mm figures. Many people paint the clothing with a dark shade then the main colour and then a highlight colour. For wargaming, where you want to get reasonably good results quickly, it is easier to paint only the main colours and then add shade with a wash of dark transparent stain.

Here is a basic assembly and painting sequence for typical British Zulu War infantry soldiers. This method is designed for painting about 20 figures at a time. It is always a good idea to do a practice run on 5 figures first. The painting sequence is designed so that minor mistakes can be corrected at the highlight stage. There is no need to correct minor mistakes as you go along.

1. Remove the parts from the sprue using side cutters. Cut away the remaining sprue tab with a scalpel on a cutting mat.

2. Clean up any obvious mould lines either with a scalpel or with a needle file. Sort out the parts into boxes of bodies, heads, right arms and left arms.

3. Glue the figure to a base. If you are going to use individual bases, this will be the final base. If you are going to use multiple bases, use a coin as temporary base so that you can hold the figure for painting. For plastic figures on plastic bases, use polystyrene cement. For plastic figures on metal bases use cyanacrylate adhesive (superglue). For temporary bases, use PVA glue, as it is easy to remove later.

4. Assemble the figures using a polystyrene cement. For best results use a brush on liquid adhesive such as Revel Contacta Liquid.

TIP – First glue the body to the base. Next glue the right arm. Then add the left arm. Then glue on the head. Last part is the helmet. Be systematic, on body one, make a group with right arm one and add all the head variants. Do the same for all body and head variants and you will have the maximum variations.

TIP – After assembly check that you have removed all sprue parts. Take special care with the Pith helmet and the rifle.

5. Prime and undercoat the figure. This can be done with brush on enamel paint (e.g. Humbrol Matt Black) or with a spray paint (e.g. GW Chaos Black Spray). For plastic figures spray undercoat usually works well. A black undercoat is usually easiest as it also acts as the darkest shade. If you do the later steps neatly, it in not necessary to repaint the black items.

TIP - It can be difficult to get the spray paint on the under surfaces of the figure. A simple method is to lay the figures on their side on a paper and spray. When the paper has dried to matt black, turn the figures over and spray again. Then stand the figures upright and spray from all sides.

6. Drybrush the whole figure with light grey. This will cause the detail of the figure to stand out and make later painting much easier. If you wish drybrush the straps and ammunition pouches with white as this will be easier now than later.

7. Paint the hands and face with a basic flesh colour (GW Dwarf Flesh is a good base coat for flesh). Highlight with a quick damp brush of a lighter flesh tone (e.g. GW Elf Flesh).

8. Paint the collar and cuff trims according to the regiment. I used German Camouflage Bright Green 70.833

9. Paint the jacket in red, avoiding the straps. This can be done in two stages, first a dark red then a bright red.

10. Paint the pith helmet in sand or white as desired.

11. Paint the trousers and any Glengarry caps with dark blue.

12. Paint the wooden parts of the rifle in brown. At the same time paint the hair, beard and moustache.

13. Paint the base brown.

14. Paint the rifle barrel and the tip of the bayonet in a steel colour. Paint obvious buttons and buckles in gold, to represent brass.

15. Shade the whole figure a dark wash applied with a brush (Army Painter Strong Tone or Vallejo Transparent Smoke 70.939 or GW Devlan Mud Wash 68.25).

TIP - Army Painter Strong Tone worked very well. Be careful not to let it pool too much. I prefer the result from a brush as the results from a dip is rather dark. Dipping is also very messy. Note that Army Painter is anoil based gloss varnish and needs at least 24 hours to dry.

TIP - For a more sophisticated result, use different coloured washes in different areas. (GW Devlan Mud 68.25 on the jacket, GW Gryphonne Sepia Wash 68.23 on the flesh and wood. GW Badab Black Wash 68.22 on the blue trousers and metal rifle barrel.) DO NOT use GW Baal Red Wash 68.19 as this will stain the straps pink (I know...)

16. Paint the ammunition pouches, belt and straps in white.

17. Using a fine brush and dilute paint, carefully draw on the curly cross on the cuffs. If you find this difficult, use a white ink pen (a mapping pen). Also paint the eyes as a horizontal white dash.

18. Dot the eyes with black or dark blue. A cocktail stick can be used instead of a brush.

19. Paint the red stripes on the trousers.

20. Using dark grey or black, paint the pouch at the back of the right hip.

21. Touch up any mistakes and add highlights as desired. I highlighted Dark Blue with Vallejo Intense Blue. You can use some yellow and grey to get more variety in the hair colour. I also highlighted the bayonet with GW Mithril Silver 61.55. I also highlighted the green cuff trims with German Camouflage Bright Green 70.833

22. Varnish with a spray of gloss varnish to protect the figure. This is not necessary if you have used Army Painter Strong Tone. After this has dried overspray with matt varnish.

23. Decorate the base. The easiest way is to paint on PVA glue and dip the base in sand. I glued on the sand in two stages. The first time, I covered the upper surface of the base with PVA and dipped it in sand. Once the first stage was dry, I added more glue and sand to make sure that the step left by the plastic base was hidden. Once the glue is dry, shade the base with a brown wash mixed with a little PVA glue. This also fixes the sand.

24. Highlight with a pale sand colour (GW Bleached Bone 61.17) lightly dry-brushed onto the sand.

25. Add static grass if you want to.

Wargames Factory figures painted by Mick Farnworth

Black Tree Design figures painted by Mick Farnworth

1879 British in Zululand
Wargames Factory and Black Tree Design figures painted by Mick Farnworth

Further Reading

Books

Osprey Men-at-Arms 57; The Zulu War by Angus McBride
This book is my favorite. It gives a very concise but complete summary of the events and both armies. It also includes a table of Zulu regiments explaining incorporation dates and alternative names.

Osprey Campaign 14; The Zulu War 1879 by Ian Knight and Ian Castle
This book focuses strongly on two battles - Isandlwana and Kambala. The book also includes a table of Zulu forces and a detailed timeline of the 1879 events.

Osprey Elite 32; British forces in Zululand 1879
Covers the British Forces and their allies.

Osprey General Military; The Zulu War by Ian Knight and Ian Castle
This book is a combined volume of Campaign 14: 'Zulu War 1879', Elite 32: 'British Forces in Zululand 1879' and Elite 21: 'The Zulus'.

Websites

Wikipedia
http://en.wikipedia.org/wiki/Zulu_army
This page is a useful introduction to the Zulu army with links to references to the battles of 1879.

British Battles
www.britishbattles.com provides a list of the British forces at each battle and a summary of events.

Films

Zulu
This classic film depicts the defence of Rorke's Drift in 1879

Zulu Dawn
This is a prequel to Zulu and depicts Isandlwana in 1879