

PAINTING GEORGE AND THE DRAGON

The Warlords are giving away a fantastic, free, collectors set of Saint George and the Dragon, and his wounded horse - to all paying visitors through the door at Salute Zero Five.

I was asked to do a number of paint schemes on George to give those who get the limited edition collectors set, and want to paint them, some options of varied colour schemes. As he has been sculpted in very period "Byzantine" style as worn by many Eastern warriors of many nationalities at the time you can paint him as almost any Eastern Cavalryman or General from the Period. From Byzantine, Roman, Frankish even to Trebizond, also I couldn't resist doing a fantasy one too! So it was out with the research material. Well some research anyway...

To start with, as nearly always, I undercoated the models with Humbrol matt black enamel; suitably thinned with white spirit and applied with a thick flat brush, you could use spray matt car primer or Games Workshop Chaos Black spray, but make sure to follow the instructions on the can to the letter. Then I painted the flesh first. In all these examples I painted George separately from the dragon, horse and base.

The models were painted using Foundry's three-colour paint system, though some fiddling has gone on. I have listed the Foundry paints and brushes I used below, and where if I deviate from the Foundry System I will let you know.

1. AS THE CLASSIC SAINT GEORGE, PATRON SAINT OF ENGLAND

I went for the classic crusader look, of course with the cross (of himself) on the shield. The dragon is often shown green on old pictures so I used that. And George is always on a white or black horse, I went for white as that is the hardest to do!

Flesh; Flesh 5, extra shade coat of Shade Brick Red 59A.

Hair; Black 34.

Eyes; Dusky Flesh Shade 25A.

Cloak; Storm Green 27 with Royal Purple 19 inside lining.

Tunic; Scarlet 38 with White 33 border.

Pteruges; White 33.

Armour, Sword & Helmet; Armour 35, extra shade coat of Burnished Copper 43B before applying Chainmail 35A.

Leather-work: Terracotta 37.

Shield; White 33 with Scarlet 38 cross. Damage score lines in Dusky Flesh Shade 25A, highlight these with Orange 3B.

Shield back; Deep Maroon 64.

Scabbard; Black 34.

Dragon; Forest Green 26, with Ochre 5 belly, and Boneyard 9 horns, teeth and claws.

Horse; White 33, with Scarlet 38 saddle cloth, and Buff Leather 7 saddle. Drab 12 hooves.

Gold decorations; Burning Gold 44.

Base; Slate Grey 32. Wash of Black Wash 47C around lettering.

2. AS A BYZANTINE CATAPHRACT

This is as he should be really be I guess if he were 'real', if you get me. To make him a bit different I gave him a lance. The lance is just a steel spear, and the pennant is made from aluminium foil. I sculpted on a sword hilt in Greenstuff modelling putty for the scabbard. Also I painted on a moustache to go with his beard as I felt this looked more Byzantine!

Flesh; Flesh 5, extra shade coat of Shade Brick Red 59A.

Hair; Black 34.

Eyes; Dusky Flesh Shade 25A.

Cloak; Buff Leather 7 with Royal Purple 19 embroidered patch.

Tunic; Ochre 4 with Scarlet 38 border.

Pteruges; Deep Brown Leather 45.

Armour & Sword; Armour 35, extra shade coat of Burnished Copper 43B before applying Chainmail 35A.

Helmet; Black 34.

Leather-work: Deep Brown Leather 45.
Shield; Cadaverous Green 46 field with Madder Red 60 Chi-ro.
Shield back; Quagmire 63.
Scabbard; Black 34.
Lance: Spearshaft 13, with Ochre 4 Pennant, with an extra shade coat of Shade Flesh 5A.
Dragon; Scarlet 38, with Phlegm Green 28 belly, and Boneyard 9 horns, teeth and claws.
Horse; Conker Brown 54, with Storm Green 27 saddle cloth, and Deep Brown Leather 45 saddle. Drab 12 hooves.
Gold decorations; Burning Gold 44.
Base; Granite 32. Wash of Brown Wash 47B around lettering.

3. AS A FANTASY DRAGON SLAYER

What can I say: a candy striped flight of fancy! But with a hint of the Byzantine since - as they were so weird and exotic - they make a good starting point for fantasy figures. And I decided on a "non-naturalistic" Dragon, as if you can have a natural coloured dragon!

Flesh; Flesh 5, extra shade coat of Shade Brick Red 59A.
Hair; Black 34.
Eyes; Dusky Flesh Shade 25A.
Cloak; Royal Purple 19, Burning Gold 44 with embroidered patch.
Tunic; White 33 with Teal Blue 24 candy stripes.
Pteruges; White 33 and Teal Blue 24.
Helmet, Armour & Sword; Armour 35, extra shade coat of Burnished Copper 43B before applying Armour 35.
Leather-work: Dusky Flesh 6.
Shield; White 33 with Teal Blue 24 stripes, Scarlet 38 border, centre boss Sky Blue 21B.
Shield back; Violet 40, White 33 with Teal Blue 24 check border.
Scabbard; Black 34.
Dragon; Royal Purple 19, with Raw Linen 30 belly, and Boneyard 9 horns, teeth and claws.
Horse; Slate Grey 32 with Arctic Grey 33B dapples, Deep Blue 20 saddle cloth, and Dusky Flesh 6 saddle. Drab 12 hooves.
Gold decorations; Burning Gold 44.
Base; Base Sand 10. Wash of Copper Wash 47A around lettering.

Brushes

Throughout the painting of these models I've used a **Foundry Pure Sable Fine Detail** brush for the detail, a **Foundry Sable Mix Fine Finish** brush for larger areas, and a **Foundry Utility Dry Brushing** brush for bases and hooking paint out of pots.

Varnish

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

I leave you to judge which you think does the models most justice!

Kevin Dallimore, Warlords

You can see all of these figures and the same model painted by other club members at www.salute.co.uk and much more of my painting at www.kevindallimore.co.uk, and www.wargamesfoundry.com.