



Painting Tutorial

# Muddy Battlefield Basing



# INTRO

Don't forget to listen along to the audio accompaniment of this tutorial!  
Not sure how? Leave a comment and we'll help you out!

Hey everyone, it's Fletcher and today I will be showing you how to paint an awesome 'dusty-mudland' basing scheme that I used for the entirety of the Tau army featured on Tabletop Tactics!

In this tutorial we will be covering:

- How elevate the Games Workshop texture paints
- How airbrushing and pigments can change the tone of the base
- How to be efficient when painting a large quantity of these bases

Before painting, I glued the flight stand, various sizes of slate (from my garden!) and plastic girders purchased from eBay. I used super glue for this stage (please note, when using super glue on the flight stand it only needs a little – too much, and it will fog up the clear plastic).

I then applied Vallejo Surface Primer Black via paintbrush over the slate and plastic girders using an old brush, and left it to dry for a couple of hours.

- |  |   |
|--|---|
|  Stirland Mud<br>(Citadel) |  Kislev Flesh<br>(Citadel)           |
|  MA Gunmetal<br>(Vallejo)  |  Burnt Umber (Pigments)<br>(Vallejo) |
|  Burnt Umber<br>(Vallejo)  |  Airbrush Thinner<br>(Vallejo)       |
|  Zandri Dust<br>(Citadel)  |  Gloss Varnish<br>(Vallejo)          |



# STEP 1

● Stirland Mud  
(Citadel)

Apply Stirland Mud directly to the base from the pot.

I used an old large-sized brush to place it, leaving a slight gap to the flightstand to avoid getting the paint on it with the brush (do not use a new expensive brush as this paint will ruin it!) I then wiped the base rim with my finger to clear any that spilled over.

I chose Stirland mud as it is the perfect brown foundation to layer the next colours over; this saved a lot of time when basing the entire TT Tau army.

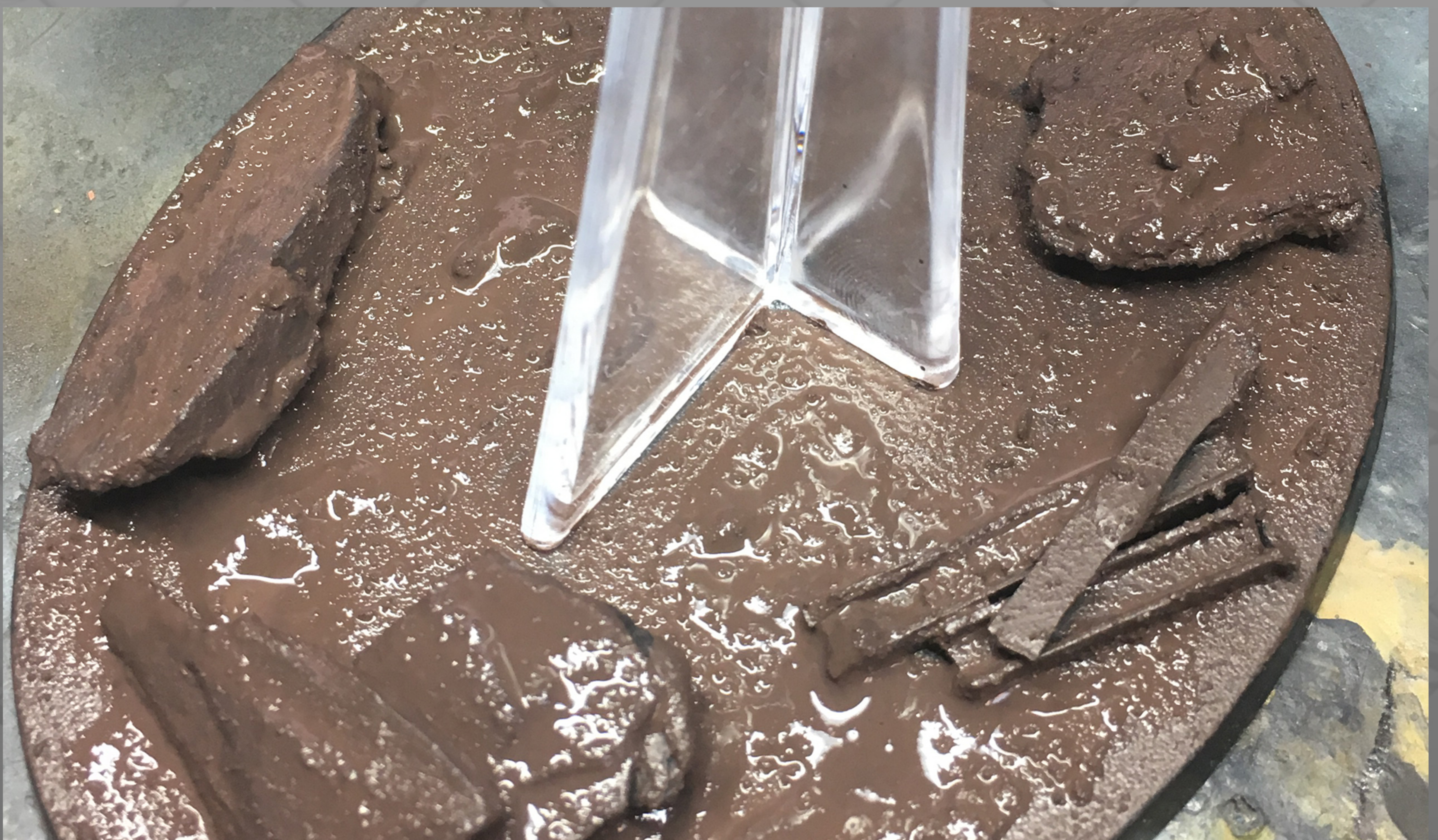


# STEP 2

● Stirland Mud  
(Citadel)

Use an old small brush to fill the gap to the clear flight stand with Stirland Mud.

I let the texture paint fully dry before moving onto the next step.

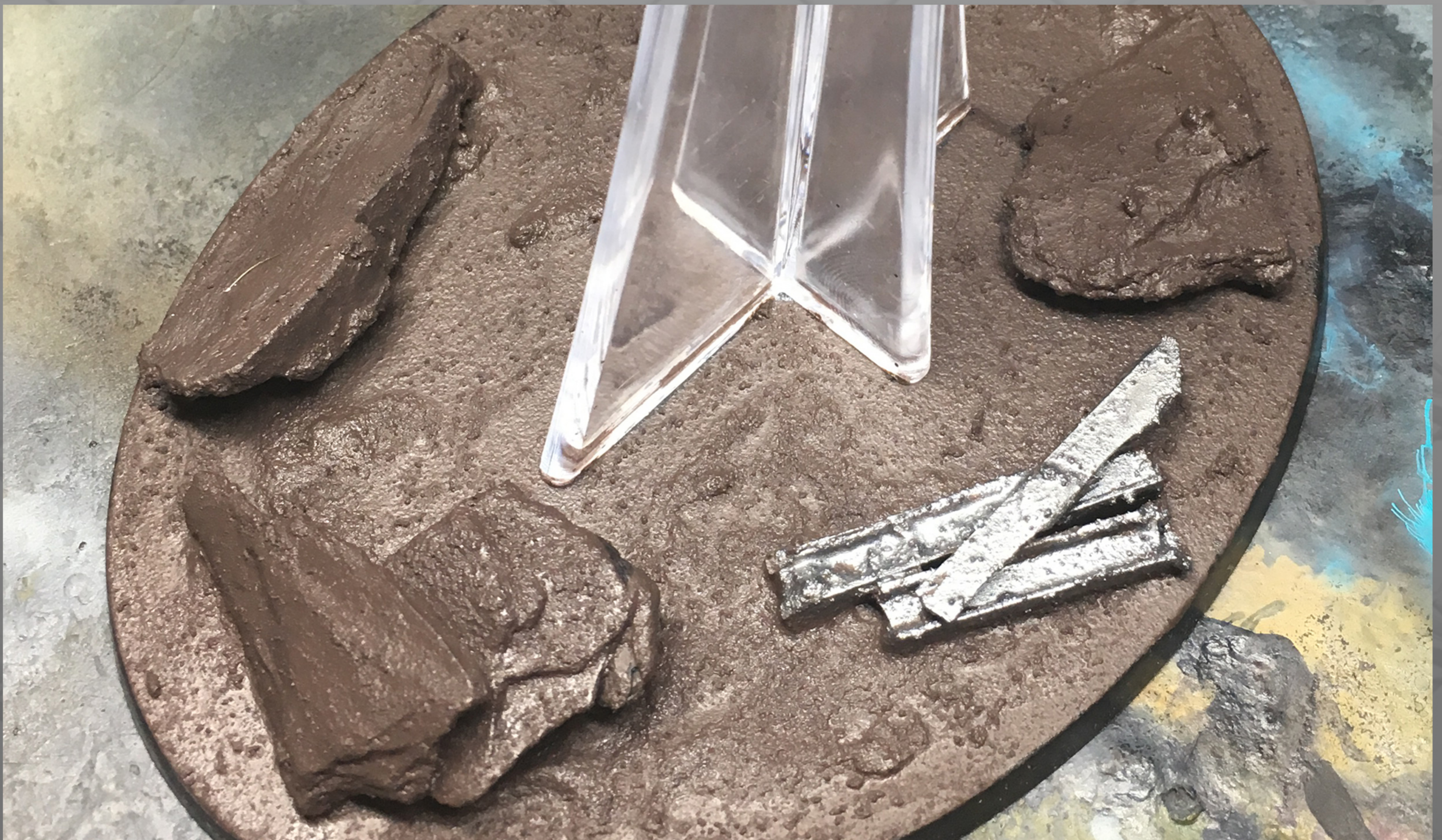


# STEP 3

MA Gunmetal  
(Vallejo)

Apply Vallejo Model Air Gunmetal to the girders.

I love the Vallejo air range, as no dilution is needed for it to flow nicely from the brush – another time saving tip!



# STEP 4

Apply grass tufts onto the base.

I purchased the tufts from eBay a few years ago (search grass tufts), but any brand can be used as long as they are a orange-brown colour e.g. Check out The Army Painter grass tufts.

Before peeling the backing film from the tufts, I cut them using scissors to vary the sizes before applying them.

I applied the tufts at this stage so they would be affected by further paint/pigment, and therefore blend more realistically into the 'environment'.



# STEP 5

● Burnt Umber  
(Vallejo)

○ Airbrush Thinner  
(Vallejo)

● Stirland Mud  
(Citadel)

Airbrush Vallejo Burnt Umber over large 'spots' of the base.

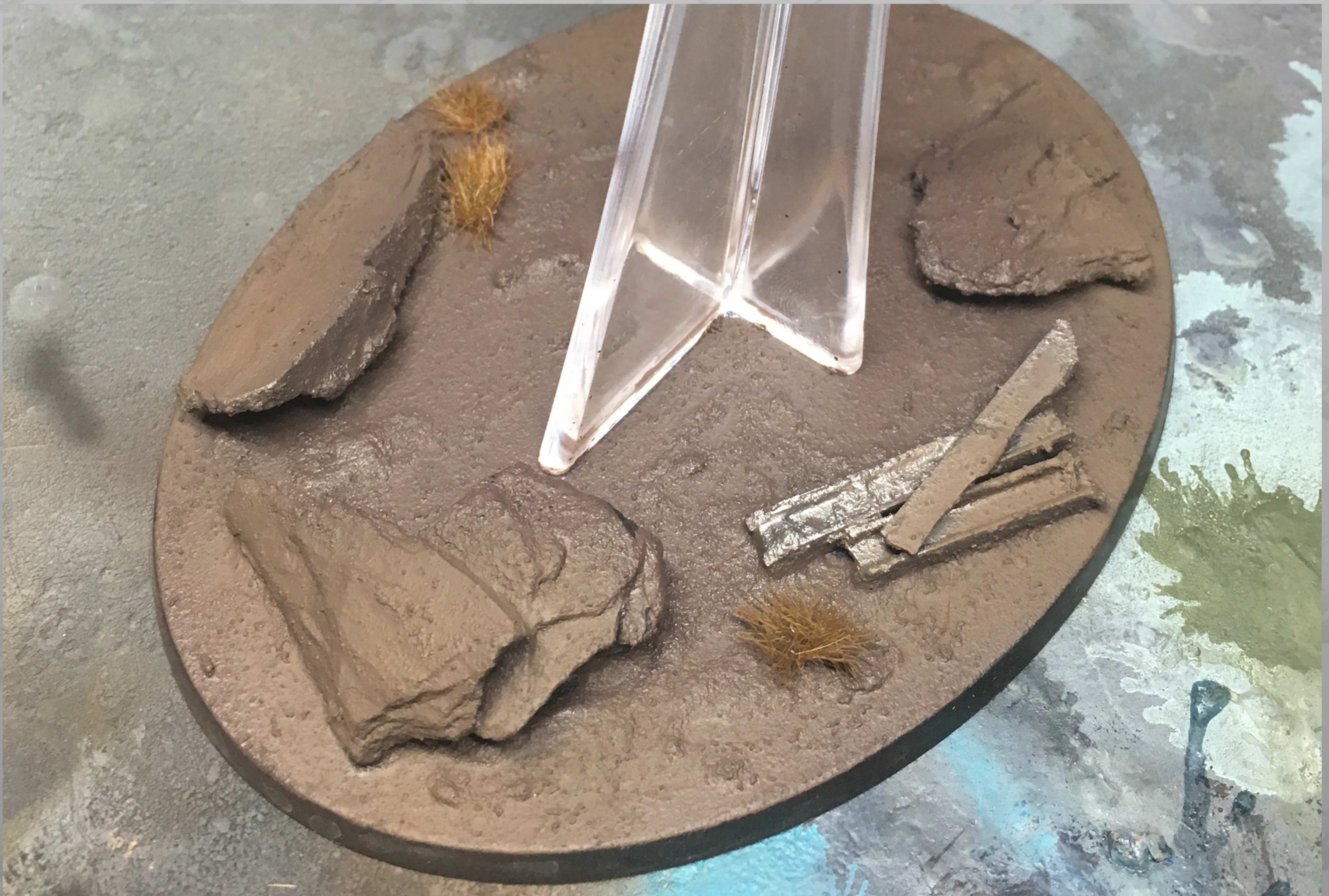
I diluted the Burnt Umber using Vallejo Thinner until it achieved a 'milky' consistency, and applied a couple of layers to the model. I set my compressor to around 30PSI.

It is important to be careful when applying this – we want to leave some areas of the original Stirland Mud colour to create a contrast. Additionally, be careful when applying this to not hit the clear flight stand – if you're not confident you can mask it holding a piece of thin card to avoid overspray.

Be sure to hit the metal girders and grass tufts – it will make the base look 'dusty'!

NOTE: when undertaking this step to bases that have a painted model on it, the overspray on the legs will look awesome (just don't overdo it).

An alternative to the airbrush is to stipple this colour in several layers using a large drybrush – a large Artist Opus Series D would be ideal.

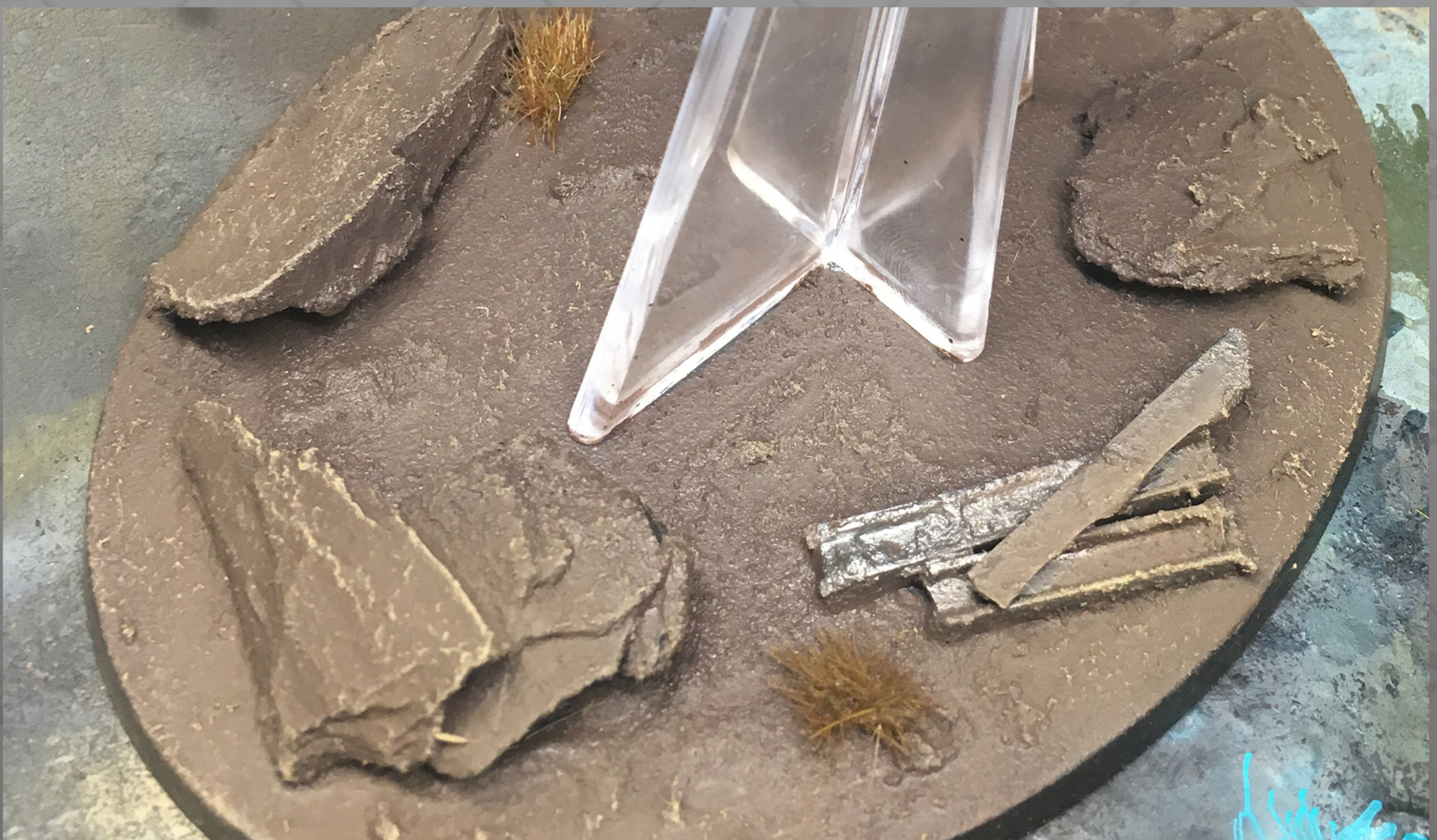


# STEP 6

● Zandri Dust  
(Citadel)

Drybrush Zandri Dust all over the base.

Use a large drybrush to apply this colour. Make sure to remove most of the paint onto a paper towel or your palette.



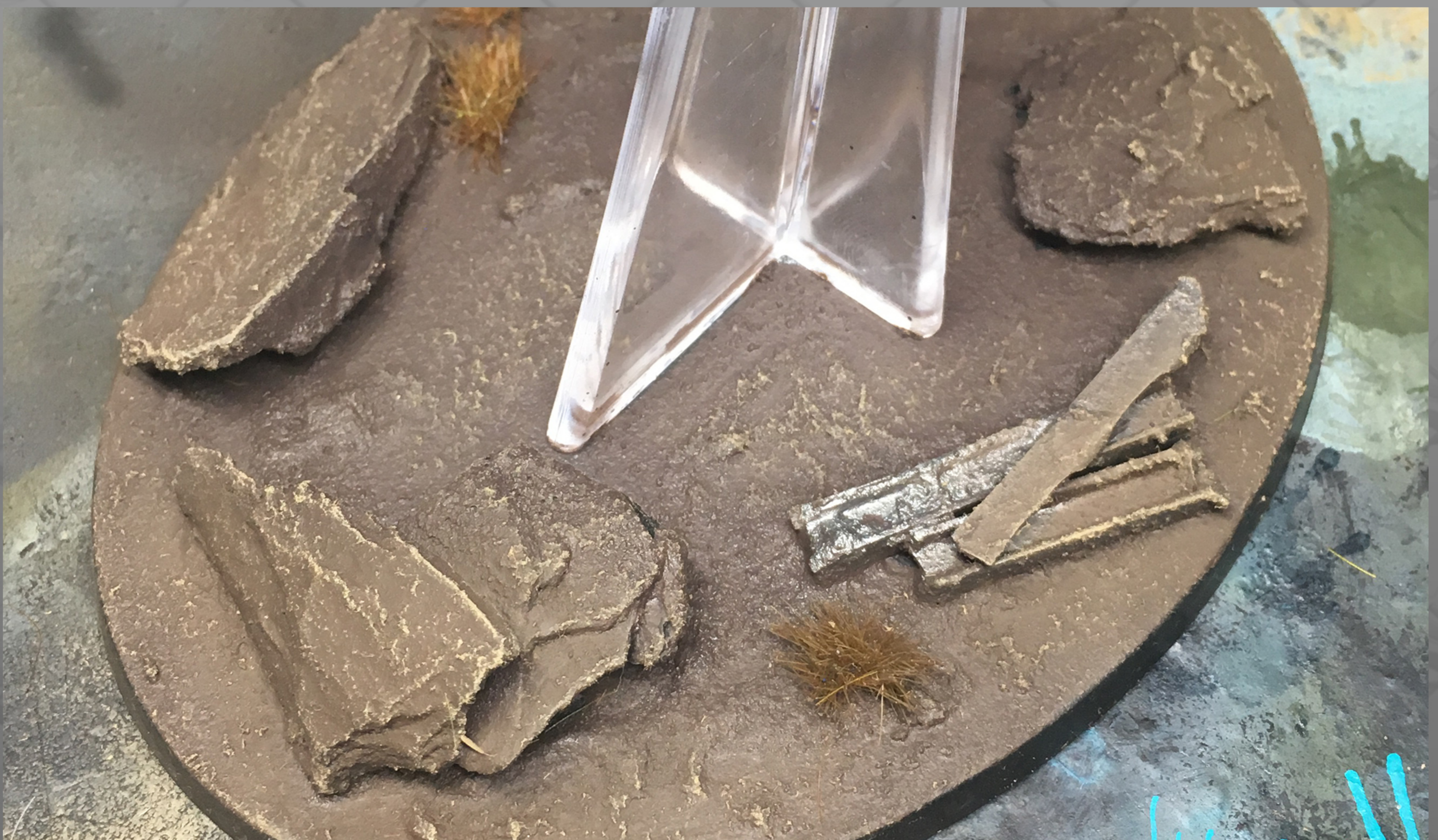
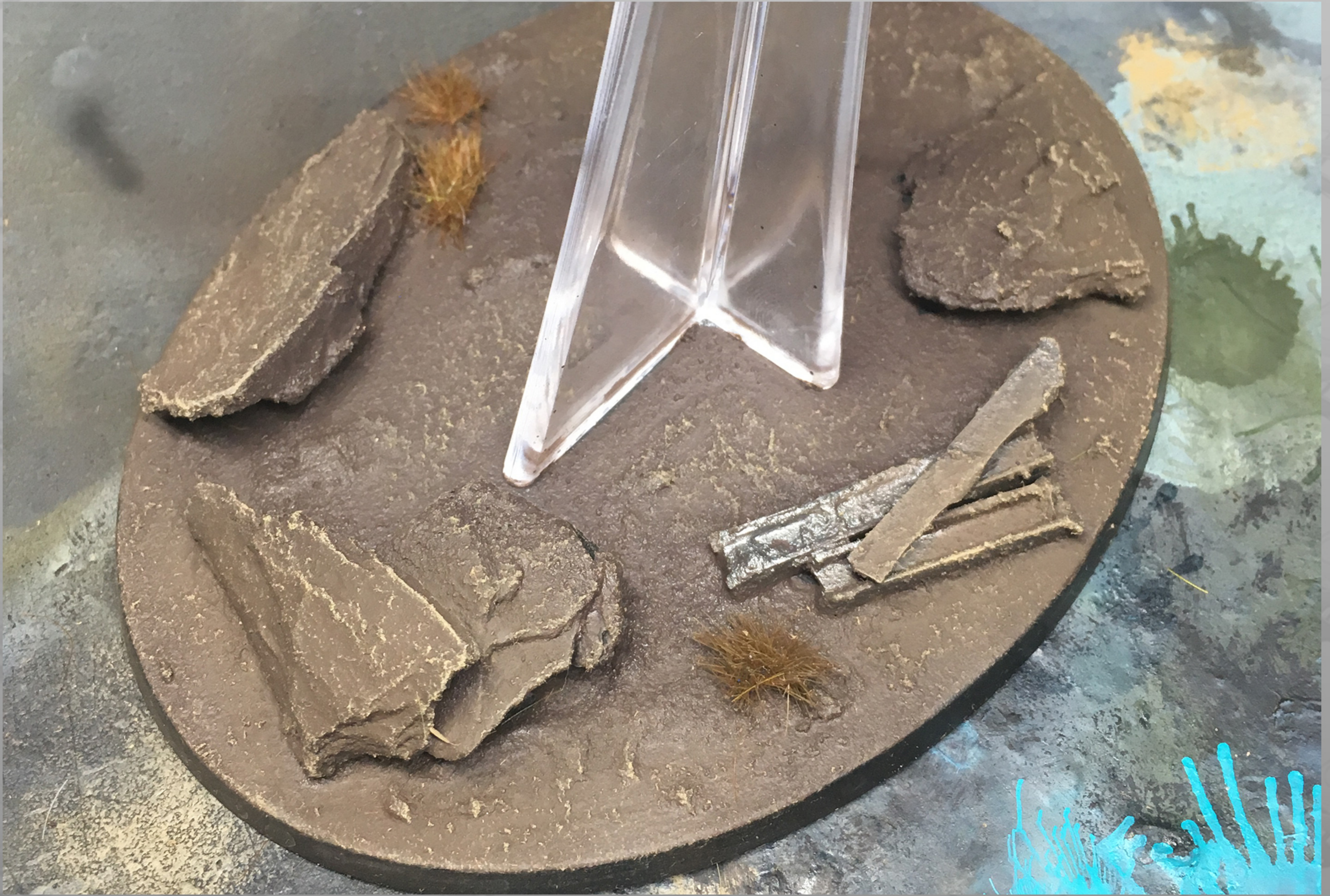


# STEP 7

● Kislev Flesh  
(Citadel)

Drybrush Kislev Flesh onto the base.

Use a small drybrush to apply this colour. Concentrate this colour onto more prominent features of the base, e.g. the top of the slate rocks.



# STEP 8

● Burnt Umber (Pigments)  
(Vellejo)

Apply Vallejo Pigments - Burnt Umber to the base.

Use an old small brush to apply it straight from the pot to the base. Make sure to create random patterns, and again hit the metal girders and grass tufts! Get rid of the excess pigment after placing all of it onto the base.

This pigment elevates the base even further by adding another variation of colour and also by reducing the intensity of the drybrushing, making it look more natural.



# STEP 9

Gloss Varnish  
(Vellejo)

Apply Vallejo Gloss Varnish over the pigments using an airbrush.

This step will seal the pigments to the base. However, this step is not crucial if you do not have an airbrush, as the pigments will stain the surface regardless.

I diluted the Varnish using Vallejo Thinner until it achieved a 'milky' consistency, and applied a couple of layers to the model. I set my compressor to around 20PSI – it is important to have a low PSI to avoid blasting the pigments entirely off the base!



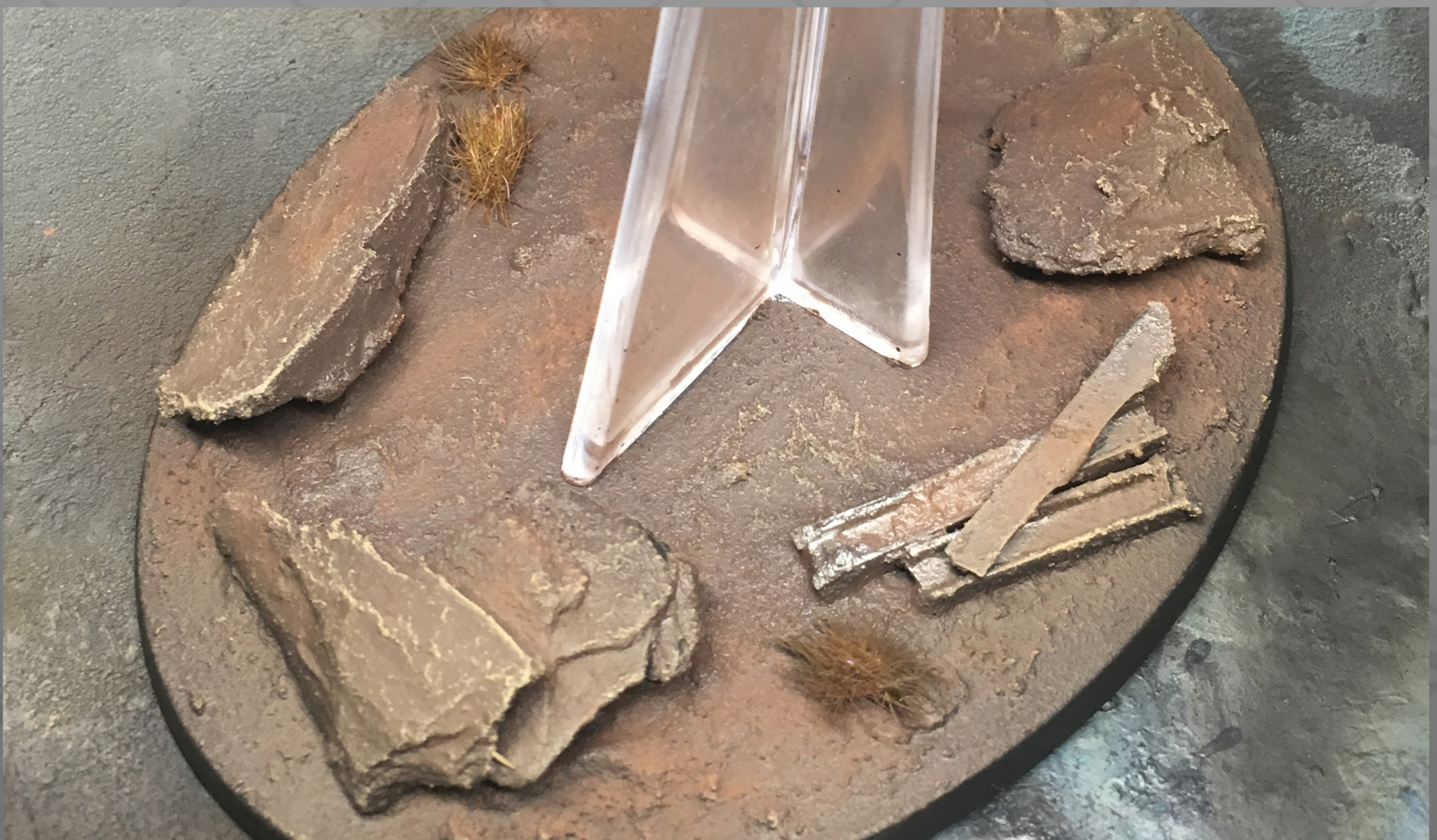
# STEP 10

● Black  
(Vallejo)

Paint the base rim with Vallejo Black.

I used an airbrush for speed (an added bonus is that the overspray also catches the underside of the slate to give it a natural shadow!). I diluted the paint using Vallejo Thinner again, and applied a couple of layers to the rim. I set my compressor to around 30PSI.

If you chose to use an airbrush be careful not to hit the clear flight stand with the overspray!





So guys, I hope you've enjoyed my basing tutorial! In this, you should have learnt how to use a few tricks and shortcuts to elevate the Stirland Mud texture paint using airbrushing, drybrushing and pigments. This is a quick and foolproof way to efficiently create a realistic 'dusty-mudland' environment for your miniatures.

See you in the next one!

