

# SPECTRE

M I N I A T U R E S

## PAINTING GUIDE: MULTICAM

Multicam pattern camouflage is used by most global special forces and a large amount of well-funded national armed forces, as well as many insurgents and other non-state actors. It is important to remember when painting camouflage that you are not trying to exactly replicate the pattern at such a small scale, but the overall effect of the pattern. Whether you are painting DELTA, SAS, Spetsnaz or British army infantry, this guide is for you!

All the figures in this camouflage on the Spectre website have been painted with this method, using the following paints:

- ⊕ Vallejo Model Color - Green Grey
- ⊕ Vallejo Model Color - German Cam. Pale Brown
- ⊕ Citadel Layer – Straken Green
- ⊕ Citadel Base – Waaagh! Flesh
- ⊕ Citadel Base – Dryad Bark
- ⊕ Citadel Layer – Pallid Wych Flesh
- ⊕ Citadel Shade – Athonian Camoshade

### STEP 1

Taking a figure that has been undercoated back, a layer of Green Grey was evenly applied to give a solid base to every area that you want to be painted in multicam. As a rule when painting, it is better to apply several thin coats of paint rather than one thick coat.



### STEP 2

Apply Straken Green in wide and uneven bands or patches, wrapping around limbs where possible. The larger the areas the greener the final camo will be.



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Content created by Stephen May for Spectre Miniatures

### STEP 3

Paint small uneven patches overlapping the previous coats in Waagh! Flesh. Try to make these patches more horizontal than vertical. Keep these areas small or the final effect will be quite dark. If you are worried you have painted too many, you can cover them in the next step!



### STEP 4

Covering larger areas than with the previous step, paint German Cam. Pale Brown in uneven and rough edged patches both vertically and horizontally across the camo pattern. These areas can link up to create large 'snaking' areas of brown. As with previous steps, the more brown is applied at this stage will lessen the how green the final camo is.



### STEP 5

Paint Dryad Bark in small horizontal wobbly lines and dots. Apply these sparingly and in random distribution overlapping all other previous colours.



### STEP 6

In very small lines and dots, sparingly paint Pallid Wych Flesh, thinned with a little water. Be careful not to over apply this step as it will overpower the previous layers.



### STEP 7

Shake the Athonian Camoshade Shade well and apply a thin layer over the entire pattern and allow to dry thoroughly. This wash will mute all the colours and soften any sharp contrast between the previous steps. Further washes can be applied at this stage by thinning the wash with water or Matt Medium. Brown, sepia or grey washes can also create interesting effects.



And you are done! This method can be varied by adding other colours to the base paints. For example adding grey to each layer colour will give a more worn and faded look, and adding pink (!) will give the Russian urban brick variant (painted on GRU Spetsnaz Grenadier Bravo on the Spectre catalogue).