



### Painting ben Medhi's Legion

I was given a very nice gift by Tony Francis at Brigade: enough vehicles and infantry to build a considerable force for ben Medhi's legion – a personal project of mine I've been working on for a while.

I'd previously built and painted most of the vehicle types for the Legion with the Flaming Sword of the Holy Brotherhood build but this was a larger force and – additionally – there were some newer vehicles: the Gull Systems GS700 Jeep and the Gull Systems GS934 Heavy Recce would serve along side the other Gull systems vehicles – the APC, support, Gun Mortar system and Calliope, specifically, and the M12A4 tank destroyers.



### Conversions

The Command Car needed an aerial added to the roof, which Brigade had supplied, but the missile jeeps needed to be generated from what I had. So, as I had a mortar barrel option for each jeep I converted two of those to missile launchers using four pieces of brass tube on each.



As there was only one gun jeep (plus a mortar jeep and those two missile jobs) I converted the gunners in those 'non-gun jeeps to be holding some sort of remote controller 'game pad' controlling the rear mounted weapon system (which seemed reasonable). The Gun Jeep also had a third crew member with a comms unit in the rear to represent Trooper Green flying drones and thereby allowing the capabilities of a 'sniper pod' in the rules. There's an expensive

jeep, points wise! The third crew member was one of the kneeling troopers with a control pad type device and I added some aerals to the box of wizardry.

Juicy Lucy – my Command M12 – had the same aerals added just to mark it across the table top, really.



I also added a crew member to one of the open turrets on the medium tank and constructed what is – effectively – another missile jeep by adding a missile unit (from GZG) to a flat-bed version of the larger Gull 11XX series hull that I had lying around. I really wanted to get the numbers up to four detachments!

For the figures, they were grouped into six teams but one of the RPG units was converted to the Multi-Barrel, shoulder carried missile launcher (again with even smaller brass tubing) and one of the 'SAW' gunner typed had the barrels fiddles with using pieces of wire to represent a man-portable tribarrel for support.

After basing in a distinctive way – again for 'cross table visual recognition' – in four and three man teams on circular and square bases of different sizes, it was off to painting.



## Paint

My next decision was how do I make these different from my other builds? I had briefly contemplated using a green base rather than a sand base as the main vehicle colour but instead thought I'd try sand with a blue and brown over spray pattern.



This was only partially successful...

I made extensive use of stencils in a hex pattern: these are peeled and applied to the vehicles and then sprayed over but they raised more problems than they sorted: first off I just could not get them to stick over my base colour – a desert sand with a highlight of skeleton bone, both from Army Painter paints via both my airbrush and rattle cans. The stencils just kept peeling as I tried to apply my next colour – a Vallejo grey blue – through an air brush (which – itself – was complaining and misfiring, despite constant cleaning...). My final 'base' colour was a Mid brown applied through a stretched mesh to get a 'snakeskin' effect.

I painted the softer vehicle skirts in a green.

## Detail and Weathering

I added brush on inks from Army painter range – browns on the bodies and greens on the skirts – and, when that was all dry, I dipped them in Future with a light infusion of black and brown inks in it to further run into details.

Next came decals – mostly from the supplied Baffin/Brogie/ben Medhi's legion decal sheet from Brigade, but supplements from the spares box. After decals were applied using Micro Sol



softeners to make sure they went down over the curves the vehicles were all drybrushed using Skelton bone and the new 'make-up' style drybrushing brushes from Army Painter.



Figures were stuck to card strips and sprayed with Army Painter Army Green and then worked up in various colours: black items were painted mid grey and they uniforms were dry brushed in a lighter green and webbing added in sand. Then they were – again – splashed with Army Painter Strong and Dark tones and – along with the vehicles – matt varnished.

I stuck vehicle crews in the vehicles themselves and added shiny parts using silver and then – where appropriate – Tamiya clear tinted lacquers for glass and visor type areas.

Then the figures were base textured using my pot of home brew brown mud (PVA, Sand, Brown emulsion paint) and dry brushed up (sand and Skeleton bon) with some tufts added and... that was them done!