



1 PREPARATION

Begin by cleaning the parts of the AT-RT miniature with a hobby knife. Carefully remove any mold lines or other bits of left over plastic from the casting process. Test fit the parts to make sure they fit together flush. If they do not, carefully trim the connecting surfaces. When happy with the fit, glue the pieces of the AT-RT together with super or plastic glue.

Clean the parts for the rider and assemble with super glue. You may want to affix the rider to a spare piece of plastic to make priming easier in the next step.





2 PRIMING

Before you start painting, you should apply a primer coat to the miniature. This is usually applied via a spray can, though there are brush-able and airbrush-able options. A primer coat will help the paint adhere to the surface of the mini and increase the durability of the paint job. Use a primer with a flat finish. Satin or gloss finishes are not recommended as they can interfere with the even application of paint. To save time, the rider mini is primed with a "Fur Brown" primer while the speeder bike is primed with a "Skeleton Bone" primer. Both purchased from a hobby store.





3 BASECOATING

With a size 1 brush, apply even basecoats to the mini. Basecoat the vest, gloves and upper boots with Jawa Robes. Paint the pants and base Endor Timber. Paint the backpack and helmet armor Mimban Mud. Paint the AT-RT Tusken Raider Tan. Paint the gun, straps, boots and handlebars with Sith Robes. Paint the design and detail panels on the AT-RT with Endor Green then chip away at the design with Tusken Raider Tan. Paint the skin a 50/50 mix of Jundland Wastes and Jawa Robes.

Jawa
Robes

Tusken
Raider
Tan

Mimban
Mud

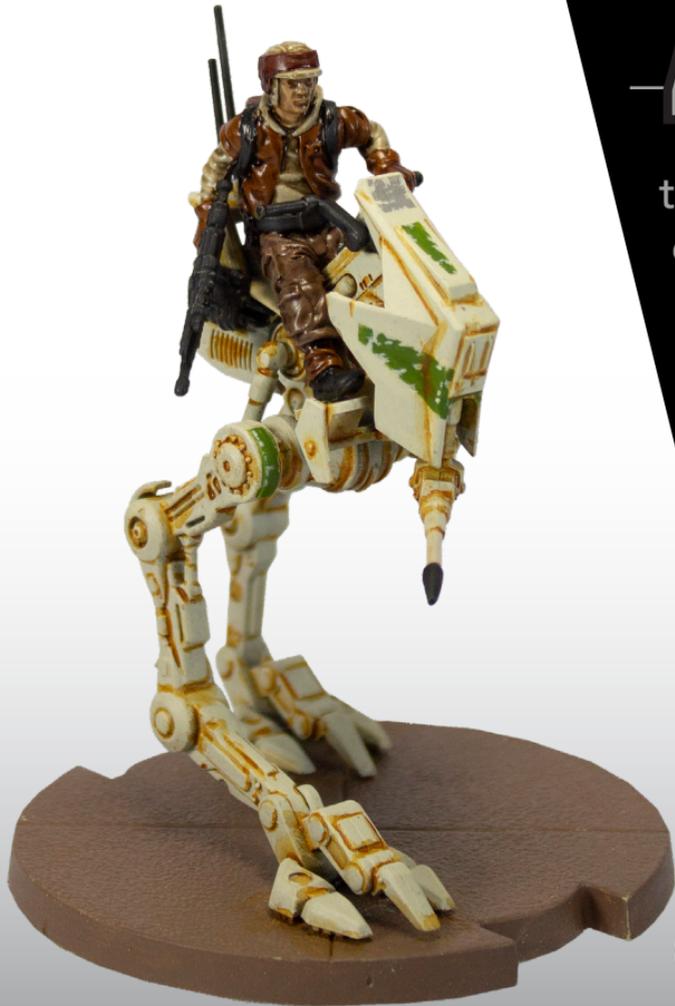
Endor Green

Endor
Timber

Sith Robes

Jundland
Wastes





4 WASHING

The shading and wash step adds depth to the miniature by defining the recesses with a darker color. Thin down Sandcrawler Rust, Strong Tone Wash and water to a 25/25/50 mix of paint and water. Carefully paint the mix into the recesses of the armor on the AT-RT to create a rusty discoloration in the cracks of the areas painted with Tusken Raider Tan. Apply Shadow Wash to the gun, straps and any other areas painted with Sith Robes. Apply Strong Tone Wash to the rest of the rider.



Sandcrawler
Rust

Strong Tone
Wash

Shadow
Wash



5 LAYERING

Layer the areas basecoated in Step 3 with the colors used before the wash. Leave the wash in the recessed areas as much as possible. Try to angle your brush so it does not dip into the recesses and only hits the raised areas of the detail. You may need to adjust the angle of the miniature in relation to how you comfortably hold your brush to achieve this.

Jawa
Robes

Tusken
Raider
Tan

Mimban
Mud

Endor Green

Endor
Timber

Sith Robes

Jundland
Wastes





6 HIGHLIGHTING

Highlighting is accentuating the edges and highest raised points of the miniature with colors much lighter than the basecoat. This adds greater contrast and visual distinction to the details, even at a distance. We recommend using a size 00 brush for these highlights. The colors used for the highlights are listed below and covered in more detail on the next page.

Endor
Timber

Jawa
Robes

Mimban
Mud

Tusken
Raider
Tan

Sith Robes

Rebel
Fatigues

Jundland
Wastes

Sandtrooper
Pauldron

Consular
White

Fleet
Trooper Grey



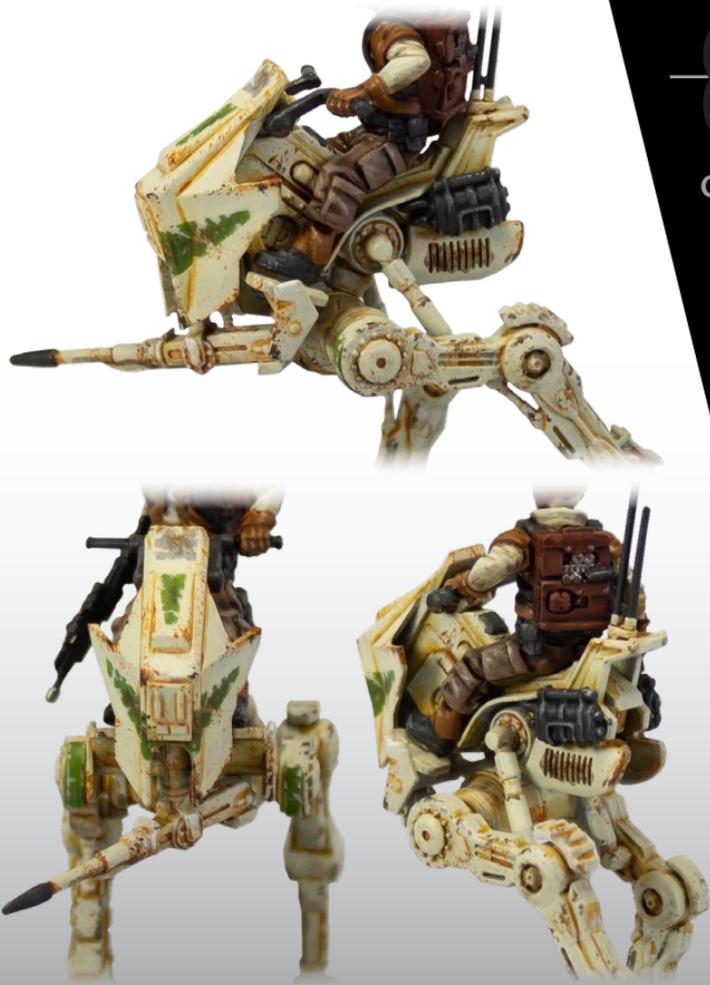


7 HIGHLIGHTING

Highlight the areas below with the colors noted. Numbers indicate a ratio mix of the first and second color.

- Pants - 50/50 Endor Timber, Rebel Fatigues
- Gloves, boots, vest - 75/25 Jawa Robes, Jundland Wastes
- Backpack - 75/25 Sandtrooper Pauldron, Mimban Mud
- Handlebars - 75/25 Sith Robes, Imperial Cargo
- Skin - Jundland Wastes
- Gun, straps - 75/25 Sith Robes, Fleet Trooper Grey
- AT-RT - Consular White





8

BATTLE DAMAGE

Add battle damage to the AT-RT by applying chip marks of Sith Robes and Sandcrawler Rust to the most prominent edges of the vehicle. Focus on the areas that would see the most wear. Use a small piece of sponge or packing foam to apply the paint to create an irregular pattern to the marks. Test the method on a piece of scrap paper before applying the paint to the miniature. Try to change the angle of the sponge by turning it in your fingers as you apply the marks. This will help to avoid "stamping" on a repetitive pattern.



Sith Robes

Sandcrawler
Rust



9 BASING

If desired, base your miniature with modeling sand and grass tufts as shown here. These are available at your local hobby store in a wide variety of options to capture the environment you most prefer. These materials are affixed to the base with white glue. It is up to you if you want to paint the modeling sand, which would offer up even more options for your paint job.



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