

The official Zombicide painting guide

Take your gaming experience to the next level and play your games of Zombicide with fully painted miniatures. Over the next few pages we will take you through the art of zombie painting from simple gaming standard to masterclass miniatures.



The two Warpaints Zombicide Paint Sets:

WP8007 Warpaints Zombie Core Paint Set: Includes 10 Warpaints + 1 Hobby Brush. The paint set for all things zombie.

WP8008 Toxic/Prison Paint Set includes 6 extra Warpaints designed to paint berserker and infected zombies

Preparation



If you want your minis looking their best start off by removing mould lines using a fine *Miniature & Model File* or the special *Curved File* from The Army Painter Tool Range.

The detailed Zombicide plastic models are cast in big injection moulds using a release agent.

To remove any leftovers of release agent, simply wash your models in some hot soapy water and leave to dry completely.



Wash the miniatures in some hot soapy water and leave to dry.



Undercoat with Colour Primer sprays

Before you start to paint you need to prime your miniatures. We recommend Colour Primers - primer and colour in one!



The Army Painter Colour Primer Range

Currently we have over 20 different Colour Primers to choose from. Starting with plain Matt Black or White to wide range of colours.,

Choosing the right spray can save you loads of time basecoating - don't paint on your dominant colour using a brush - spray it on instead!

How to Spray

1. Shake can well
2. Max distance of 20cm
3. Move the can at all times



All Colour Primers should be applied directly onto your miniatures like a normal primer - no need to undercoat first as with a normal colour spray! Check our website for video tutorials on how to use a Colour Primer.

What Colour Primer to choose?

Skeleton Bone
CP3012



The Classic.

The pale zombie skin colour as features in the Zombicide artwork.

This is a 99% match to the *Zombie Skin* in the Zombicide core paint set. Use this spray to resemble the pale, bloodless zombie just weeks old.

Necrotic Flesh
CP3013



The Rotten.

This is the decayed and rotten look. The Necrotic Flesh Colour Primer has a 100% match in the Warpaints range for touch up's. Use this colour to make your zombies look long dead and in a state of rapidly declining health!

Barbarian Flesh
CP3007



The Newly Dead.

The recent dead zombie, just turned within the last couple of days. The Barbarian Flesh Colour Primer has a 100% equal Warpaints - of the same name.

This Warpaint is available in the WP8003 Starter Paint Set - a good addition to the two Zombicide Paint Sets.



Basecoating

The spray primer is all dry and you're ready to apply some Warpaints to your horde of zombie miniatures.



HOW TO USE WARPAINTS:

SHAKE WELL. Due to the high amount of pigment in the Warpaints you should always shake the bottle rigorously before using it.

DO NOT DROWN THE MINIATURE IN PAINT. It is always better to apply two thin coats than one thick one obscuring delicate details.

THIN WITH WATER. The Warpaints have loads of pigment and if you need to thin it just use plain water, applying a bit at a time.

Basic standard - ready for the first game!



The fatty has been painted in using the Warpaints from the *Zombie Core Paint Set*.
Skin: WP *Zombie Skin* (*Skeleton Bone* spray). Dress: WP *Mould Clothes*. Hair: WP *Filthy Suit*. Bra: WP *Dead Black*. Teeth: WP *Brainmater Beige*. Base: WP *Filty Suit*.



The berserker fatty was painted using the WP *Jumpsuit* and WP *Scaly Hide* from the expansion *Zombicide Warpaints: Toxic/Prison Paint Set*. As well as WP *Zombie Skin*, WP *Dead Black* and WP *Dirt Spatter* for the shoes.



For the toxic fatty we used a mix of Warpaints from both *Zombicide Warpaint Sets*.

Skin: WP *Zombie Skin* (*Skeleton Bone* spray). Shirt: WP *Scaly Hide*. Spikes: WP *Boney Spikes*. Pants: WP *Wasted Jeans*. Teeth: WP *Brainmater Beige*. Boils: WP *Toxic Boils*.

Zombie Shader

Glistening Blood

Crusted Sore

Dirt Spatter

Brainmater Beige

Zombie Skin

Filthy Suit

Dead Black

Wasted Jeans

Mouldy Clothes

Jumpsuit Shader

Prison Jumpsuit

Scaly Hide

Boney Spikes

Toxic Boils

Toxic Shader

Warpaints from Warpaints *Zombie Core Paint Set*

Warpaints from Warpaints *Toxic/Prison Paint Set*



Bring your zombies to life - shading /highlighting

Take your miniatures to the next level by adding shading and highlighting, truly bringing the zombies alive.



BASECOATED. The walker has been painted with WP *Filthy Suit*, WP *Dirt Splatter*, WP *Zombie Skin* and WP *Brainmatter Beige*.



ZOMBIE SHADER. The walker was given a wash of WP *Zombie Shader* all over the model letting the thin shader run into the crevasse, creating a spectacular effect.



HIGHLIGHT 1. The walker has been highlighted on the raised areas using the same colours as in the basecoat stage: WP *Filthy Suit*, WP *Dirt Splatter*, WP *Zombie Skin* and WP *Brainmatter Beige*.



HIGHLIGHT 2. The walker was given a second fine highlight on the very edges. This time using colours brightened by mixing in WP *Brainmatter Beige*.



Zombie
Shader

HOW TO USE ZOMBIE SHADER:

Shading makes the model darker in certain areas in order to reinforce natural shadow. Models can be actively shaded by washing them with ink. We have the WP *Zombie Shader* (part of the range of Warpaints called *Quickshade Inks*) creating some spectacular results in very little time.

All *Quickshade Inks* - including both the WP *Toxic Shader* and WP *Jumpsuit Shader* are based on the same resin formulation as the Warpaints colours - so are 100% mixable.

Simply "wash" the whole of the basecoated model with the *Zombie Shader* and let the ink do the job.

ADDING HIGHLIGHTS:

Highlighting makes the model lighter in certain areas in order to reinforce natural light. Models can be actively highlighted by drybrushing them, or by blending a lighter color with the base color.

Models can be passively highlighted by starting with a light basecoat and shading it appropriately or a combination of both.

Finish all your highlighting before moving onto expert details and the (very) important step for any *Zombie Painter*, adding blood and gore!

Next step: WP *Glistening Blood* and WP *Crusted Sore*.



Adding detail

Shading and highlighting is done - time to add some fine details.



Step 1: Basic Standard

The fatty has been basecoated in flat colours, no shading or highlighting. Ready for your first game or two!



Step 2: Shading and Highlighting

The fatty was shaded with *WP Zombie Shader* and highlighted with *WP Zombie Skin* and *WP Mouldy Clothes* mixed with *WP Brainmatter Beige*.



Step 3: Details

Our lovely fatty lady with added blood in form of *WP Glistening Blood*, dabbed with a little *WP Crusted Sore*. Liver spots painted using *WP Dirt Spatter*.

Painting blood and gore

What is Zombicide if not hordes of crazed blood-thirsty zombies, gnawing, eating, gorging on helpless survivors!

Let's face it: Your zombie miniatures are simply not complete until you paint on the blood and gore.

In the *Warpaints Zombicide Core Paint Set* we have 2 Warpaints designed for this task. The gloss *WP Glistening Blood* whose shining surface reflects fresh blood. And the darker *WP Crusted Sore* simulating old dried blood.

The essential Warpaints selection for the "blood and gore" stage:



Warpaints: Glistening Blood



Warpaints: Crusted Sore



Crusted Sore



Glistening Blood

Different types of blood



Fresh kill

This berserker abomination has clearly just caught up with a bunch of survivors...

The blood effect was done by simply painting on a heavy layer of the gloss *WP Glistening Blood* simulating the blood running in thick streams off the claws, fangs and hands.



Dripping.

The blood effect on this fatty was first painted with slightly thinned *WP Glistening Blood* from the mouth, painted as if the blood has dripped from the mouth onto the clothes.

Once dried small spots of the darker *WP Crusted Sore* was painted randomly on top of the *WP Glistening Blood* to create the effect of the blood already drying in certain areas.



Blood splatter

The blood splatter on this zombivor has been created using an old toothbrush with *WP Glistening Blood* - using your thumb, you flick the bristles and spray the miniature in tiny blood splats.



Less is more - NOT!

On this masterclass paint job by Torben Schnoor the fatty has been painted using plenty of both *WP Glistening Blood* and *WP Crusted Sore*.

Prison Outbreak: Berserker zombies

In Zombicide Season 2: Prison Outbreak we see a new type of zombie - the berserkers. Clad in scaly hide and dressed in orange prison jumpsuits these nasty zombies spread terror in the survivors!



Step 1: Preparation

Wash the plastic miniatures in hot soapy water prior to spraying.

Step 2: Colour Primer spray

Prime your models with *Colour Primer: Skeleton Bone*.

Step 3: Basecoat

Skin is left with the spray coat only, *WP Jumpsuit Orange* for the clothes, *WP Scaly Hide* for the scales and *WP Filty Suit* for the hair, *WP Dirt Spatter* for the shoes and *WP Dead Black* for the zipper.

Step 4: Shader

Wash skin and scaly hide with *WP Zombie Shader* and the jumpsuit in *WP Jumpsuit Shader*.

Step 5: Highlight

Highlight the raised areas using the same colours as the step 2: basecoat stage. Add a second highlight by mixing in *WP Brainmatter Beige*.

Step 6: Details

Add blood and gore using *WP Glistening Blood* and *WP Crusted Sore*.



A Zombicide game in action; notice how easy it is to spot the berserker zombies due to the bright orange prison jumpsuits.

Toxic City Mall: Toxic zombies

The other Zombicide Season 2 boxed expansion Toxic City Mall also introduces a new type of zombie - the **toxic zombies**. These infested zombies are covered in boils and deadly spikes.



Step 1: Preparation

Wash the plastic miniatures in hot soapy water prior to spraying.

Step 2: Colour Primer spray

Prime your models with *Colour Primer: Skeleton Bone*.

Step 3: Basecoat

Skin is left with the spray coat only, *WP Scaly Hide* for the shirt, *WP Wasted Jeans* for trousers, *WP Toxic Boils* for the boils and *WP Boney Spikes* for the spikes, *WP Crusted Sore* for the tongue and *WP Dead Black* for the shoes and string.

Step 4: Shader

Wash skin, clothes and spikes with *WP Zombie Shader* and the boils in *WP Toxic Shader*.

Step 5: Highlight

Highlight the raised areas using the same colours as the step 2: basecoat stage. Add a second highlight by mixing in *WP Brainmatter Beige*.

Step 6: Details

Add blood and gore using *WP Glistening Blood* and *WP Crusted Sore*.

Masterclass



Masterclass

This zombie was painted by **Jakob Rune Nielsen** - a reknown master painter with several Golden Deamon painting competition titles under his belt.

Jakob used only the paints from the two Zombicide Paint Sets to create this fantastic miniature, mixing the paints to create endless colour variations.

In the final chapter of the Official Zombicide Paint Guide we will take a look at speed painting your zombies using The Army Painter "dipping" technique.

A Toxic Hause-Frau ready to cause havoc amongst the unlucky survivors.

Speed painting: The Army Painter technique

With hundreds of zombie miniatures in the *Zombicide Boxed Games* you might want to speed up your painting - and *The Army Painter technique* is the perfect way to get an amazing painting standard in little time.

The Army Painter technique consists of a few simple steps from start to finish. Below you'll find a *Zombicide fatty* taken through the different stages in a matter of minutes.



Step 1: Colour Primer spray

The fatty has sprayed with *Colour Primer: Necrotic Flesh* - primer and colour in one!



Step 2: Basecoating

The fatty has been basecoated with *Warpaints* in flat colours, no shading or highlighting. Leave the skin tone as it is.



Step 3: Blood

Our fatty has had blood added in form of *WP Zombicide Glistening Blood*.



Step 4: Quickshade dipping

The fatty was dipped in *Quickshade Strong Tone* for instant shading.



Step 5: Quickshade drying

Leave the fatty to dry for 24-48 hours; the polyurethane *Quickshade* not only shades you model, it also offers a protective varnish.



Step 6: "Anti-Shine" Matt Varnish spray

After the *Quickshade* has dried spray with "*Anti-Shine*" *Matt Varnish* to remove the gloss shine. Use 2 or 3 thin coats from 30+ cm distance.

The basecoat stage is what will eat up time... make yourself a production line of miniatures, basecoating 10 or 20 at a time; paint the trousers on all, then the shirts, then shoes, etc. The *Quickshade dipping* only takes a few seconds for each model. We spent a total of 8 minutes on this fatty from start to finish - ready for gaming!

Different types of spray = different zombies

Back on page 2 of this *Official Zombicide Painting Guide* we introduced the idea of using different *Colour Primer* sprays, reflecting the different stages of zombie decay. Using *The Army Painter* technique, we take a look at the finished zombie fatties spray primed with 3 different *Colour Primers*.

Skeleton
Bone
CP3012



Necrotic
Flesh
CP3013



Barbarian
Flesh
CP3007



The Classic.

The pale zombie skin colour as features in the Zombicide artwork.

This is a 99% match to the *Zombie Skin* in the Zombicide core paint set. Use this spray to resemble the pale, bloodless zombie just weeks old.

The Rotten.

This is the decayed and rotten look. The Necrotic Flesh Colour Primer has a 100% match in the Warpaints range for touch up's. Use this colour to make your zombies look long dead and in a state of rapidly declining health!

The Newly Dead.

The recent dead zombie, just turned within the last couple of days. The Barbarian Flesh Colour Primer has a 100% equalent Warpaints – of the same name.

This Warpaint is available in the *WP8003 Starter Paint Set* - a good addition to the two Zombicide Paint Sets.



The Classic.

The trousers were painted with *Zombicide WP Jumpsuit Orange* straight from the pot, whereas the shirt was a mix of *WP Wasted Jeans* and *WP Brainmatter Beige*.



The Rotten.

The greenish tint from *Necrotic Flesh* primer gives the fatty a sick look. This was enforced by using predominately yellow-brown and green colours for the clothes.



The Newly Dead.

The bright shirt is the perfect canvas for adding lots of blood and gore.

Enhance your gaming experience

Playing with a fully painted set of Zombicide is truly an awesome experience - and the painting process is both fun and rewarding.



www.TheArmyPainter.com

On The Army Painter's web page you'll find much more Zombicide hobby information. We have a range of tutorial galleries as well as a full listing of the products used in this guide.



There are a lot of tutorial step-by-step galleries online at www.TheArmyPainter.com

