



Colour lists for Dutch WW2 miniatures. (Mobilization and May 1940).

This list has come together by trial and error. The colours used are in no way the definite ones to use and only reflect how I like my miniatures to be painted. Also, May '40 Miniatures do not support nor have any affiliation with any of the companies whose paints are listed below, there are more companies out there.

Below the list you will find 2 painting guides, one is a basic painting guide without mixing, shading, highlighting and choosing the colour that comes closest to the appropriate one. The second guide is the advanced one, using mixes for various items. This list is based on historical reference material and replica uniforms made to the exact specifications from that period. Most museum pieces have discoloured so much they are not reliable enough to get the right look. The most important one being the uniform as it should have a blueish hue to it. The basic guide lets you paint the miniatures with a base coat, afterwards you could try some techniques from the advanced guide.

You won't be needing all the colours in the list for the basic guide.

Paint list: Vallejo™.

- 70.801 Brass
- 70.816 Luftwaffe uniform WW2
- 70.821 Ger.C.Beige WW2
- 70.830 Ger.Fieldgrey WW2
- 70.845 Sunny skintone
- 70.871 Leather brown
- 70.890 Reflective green
- 70.904 Blue blue pale
- 70.950 Black
- 70.951 White
- 70.964 Field blue (new mess tin)
- 70.984 Flat brown
- 70.988 Khaki
- 70.992 Neutral grey
- 72.034 Bone white (game color)
- 72.036 Bronze fleshtone (game color)

Paint list: Citadel™.

- Chestnut wash
- Flesh wash
- Black wash
- Boltgun metal
- Blood red
- Ultramarine blue
- Blood angel red

Starter painting guide without highlights or shading.:

Uniform (Tunic, trousers, leggings, cap):

1. 830

Shoes:

1. 950

Metal (shovel, shovel handle, rifle):

1. 950
2. Boltgun metal

Leather ((all leather) Belt, cartridge pouches, straps on bags, chinstrap, rifle sling, pistol holster, bayonet scabbard, shovel cover, etc etc)

1. 984

Rifle and shovel handle:

1. 984

Y-strap:

1. 988

Gasmask bag:

1. 992

Gasmask bag sling:

1. 988

Bread bag:

1. 816

Mess tin bag (old model):

1. 821

Mess tin bag (new model):

1. 964
2. Leather top 984

Helmet:

1. 890

Helmet plate:

1. 890

Stretcher:

1. 890

2. 951
3. Blood angel red for the striping (Marines blanket)

Flesh:

1. 845

Uniform piping:

1. Ultramarine blue

Medic/stretchers bearers:

1. Paint a white armband on the left arm: 851 with a red cross: blood red
2. 2 white squares with red crosses on the collar

Buttons/sergeant chevrons:

1. 801

Advanced painting guide:

Uniform (Tunic, trousers, leggings, cap):

1. 830 + 904 (3 to 1 mix)
2. Black wash (in the creases, not completely over the mini)
3. Highlight 1. 830/904 mix + 034.
4. Each following highlight more 034.

Shoes:

1. 950
2. Highlight with 950 + 992 mix

Metal (shovel, shovel handle, rifle):

1. 950
2. Boltgun metal
3. Blackblue "wash": 950 + Ultramarine blue (not as thin as a wash, but thin enough so the boltgun metal shines thru) this blackblue wash simulates the original Blueing of gun parts.

Leather ((all leather) Belt, cartridge pouches, straps on bags, chinstrap, rifle sling, pistol holster, bayonet scabbard, shovel cover, etc etc)

1. 984
2. Highlight 1. 984 + 034 (if you want more highlights add more 034)

Rifle and shovel handle:

1. 984
2. Highlight (woodgrain) mix. 984 + 036 + 034, making sure not to overmix so you still see the different colours.

Y-strap:

1. 988
2. Highlight 1. 988 + 034. Making sure it's really light for this piece was made in 1917 and in use since then.

Gasmask bag:

1. 992
2. Black wash
3. Highlight 1. 992 + 951
4. Don't forget the leather straps

Gasmask bag sling:

1. 988 + 830 (mix to the greenish side)
2. Highlight the above mix + 034

Bread bag:

1. 816
2. Black wash
3. Highlight 1. 816 + 034

Mess tin bag (old model):

2. 821
3. Black wash
4. Highlight 1. 821 + 034

Mess tin bag (new model):

1. 964
2. Black wash
3. Highlight 1. 964 + 951
4. Leather top the same as the other leather.

Helmet:

1. 890
2. Highlight 1. 890 + 034

Helmet plate:

1. 890 + (950 or 816) + 801 (only a tiny bit, the plate was made of copper)

Stretcher:

1. 890 add shading, highlights, blood and dirt as needed.
2. 951 + 034 for the blanket
3. Blood angel red for the striping (Marines blanket)

Flesh:

1. 845
2. Flesh wash
3. Chestnut wash
4. Highlight 1. 345 + 034
5. Highlight 2. Add more 034.

Uniform piping:

1. Ultramarine blue

Medic/stretchers bearers:

1. Paint a white armband on the left arm: 851 with a red cross: blood red
2. 2 white squares with red crosses on the collar

Buttons/sergeant chevrons:

1. 801

After finishing the miniatures I normally go over them again to add more shading where needed. (Underside of helmet, armpits, creases, faces etc, etc). Just to bring out the detail.

Lastly I would recommend varnishing your miniatures. I've used Army Painters™ Anti shine, but have been told to use a proper gloss varnish first.

This list is neither finished nor definitive; there is always room for change. Most important thing is that you like how you paint your miniatures.

Cheers!

Sander van der Ster
May '40 Miniatures

